

# **EEF1-NN: Efficient and EF1 allocations through Neural Networks**

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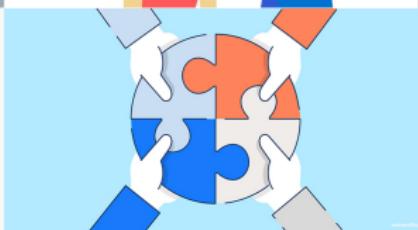
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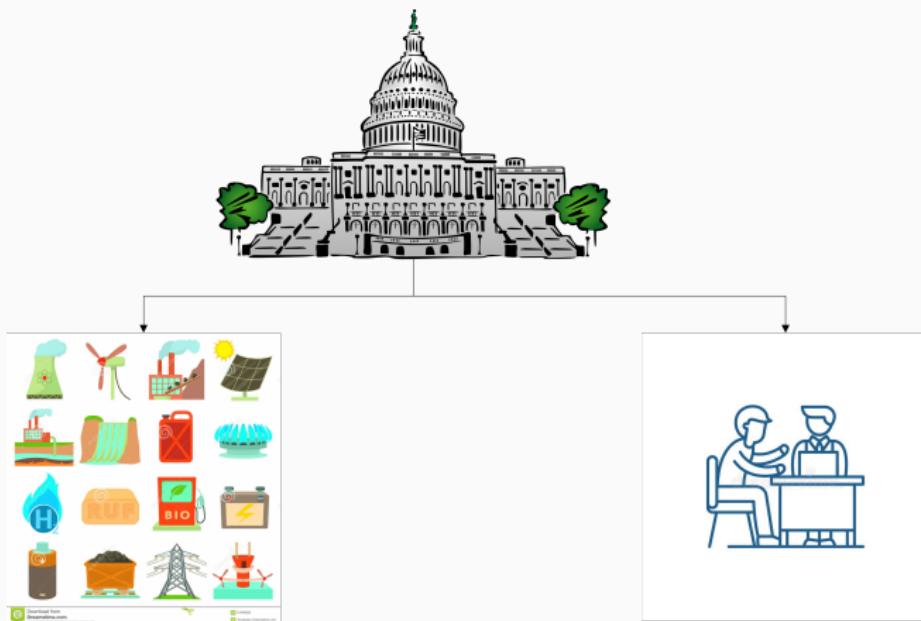
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# Fair Division



# Fair Division



# Fair and Efficient Division



Fairness



Efficiency

# One of the most popular fairness - EnvyFreeness (EF)



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**EF may not exist**



# Does it exist?



??

### **Envy-freeness up to one item (EF1)**

An allocation  $A$  is said to be EF1 if envy of any agent can be eliminated by either removing some good from the envied agent's allocation or removing some chore from the agent's allocation

## Definition (Envy-free (EF) and relaxations)

An allocation  $A$  that satisfies  $\forall i, j \in N$ ,

$$v_i(A_i) \geq v_i(A_j) \text{ is EF}$$

$$v_i(A_i \setminus \{k\}) \geq v_i(A_j \setminus \{k\}); \exists k \in \{A_i \cup A_j\} \text{ is EF1}$$

# EF1

			
Agent 1	6	6	4
Agent 2	6	6	4

**EF1**

			
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Agent 2	6	6	4



**EF1**

## Complexity

Finding EF1 Allocation is polynomial-time  
[Lipton et al., 2004, Bhaskar et al., 2020]

# One of the most popular efficiency - Utilitarian Social Welfare USW

Sum of utilities of individual agents



## Our Goal

Maximizing USW within EF1 allocations, i.e., EEF1 - efficient and envy-free up to one item, which is an NP-hard problem, even when valuations are additive for two agents

# Key Results for EEF1

Items	Valuation	Property	Results	Complexity
any goods	additive	$\epsilon$ -Efficient and $\mathcal{F}$ -Fair	[Bredereck et al., ] [Aziz et al., 2020]	Double exponential in terms of $n$ and $m$ Exponential in $n$ and polynomial in $m$ and $V$ , where $V$ bounds the valuation per item
any goods	general additive	EEF1 EF1 EF1 with increased USW (WCRR)	[Lipton et al., 2004, Bhaskar et al., 2020] [Lipton et al., 2004, Bhaskar et al., 2020]	polynomial in terms of $n$ and $m$ polynomial in terms of $n$ and $m$ polynomial in terms of $n$ and $m$
any	additive	MUW		polynomial in terms of $n$ and $m$

**Table 1:** Existing results for EEF1

# Our Approach



## Contribution

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- We use a series of convolutional and up-convolutional layers to learn EEF1; EEF1-NN is generalized for any number of agents and items.
- We sample valuations from various distributions and report the expected fairness and efficiency achieved. Even for large instances, our network performs well.
- We show that, for our setting, bagging of networks improves performance.

## Formulation of Optimization Problem

Our goal is to maximize the expected welfare w.r.t. to the expected fairness.

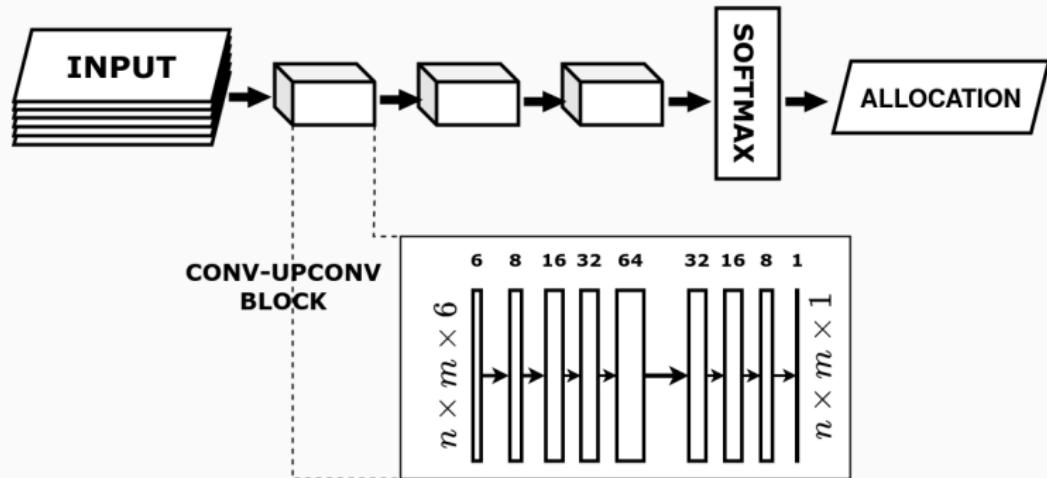
$$\text{minimize} \quad -\mathbb{E}_v [sw(A, v)] = \mathbb{E}_v \left[ \sum_{i \in N} v_i(A_i) \right]$$

$$\text{subject to} \quad \mathbb{E}_v \left[ \sum_{i \in N} envy_i(A, v) \right] = 0$$

## Lagrangian Loss Function

$$Loss(I_v^I, w, \lambda) = \left[ -sw(\mathcal{A}^w(I_v^I), v^I) + \lambda \frac{\sum_{i \in N} envy_i(\mathcal{A}^w(I_v^I), v^I)}{n} \right]$$

# EEF1-NN architecture



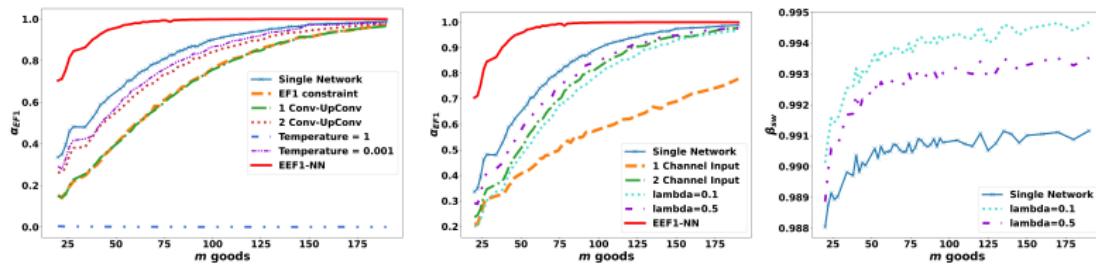
## Training Challenges

- **Ensuring Integral Allocations :** We set a temperature parameter  $T$  in the softmax layer of the network to prevent getting stuck at such optima.
- Let  $o_j = \{o_{j_1}, \dots, o_{j_n}\}$  denote the output of our network before the final layer. The final allocation for agent  $i$  is given by,  $\mathcal{A}_i^w(\{j\}) = \text{softmax}(o_{j_i}) = \frac{e^{o_{j_i}/T}}{\sum_{k=1}^n e^{o_{j_k}/T}}$  which represents the probability of assigning item  $j$  to all the agents.

## Training Challenges

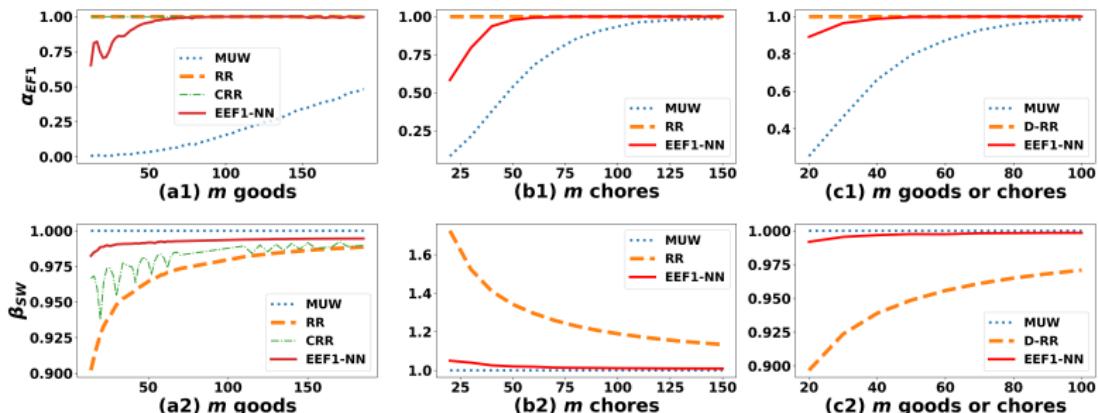
- **Inefficient Local Optima** : To overcome this, we use the technique of Bootstrap Aggregation or Bagging.

# Experimentation Results - Ablation Study



**Figure 1:** Ablation Study over hyper-parameters

# Experimentation Results



**Figure 2:**  $n = 10$  uniform distribution - goods, chores, combination

# Experimentation Results

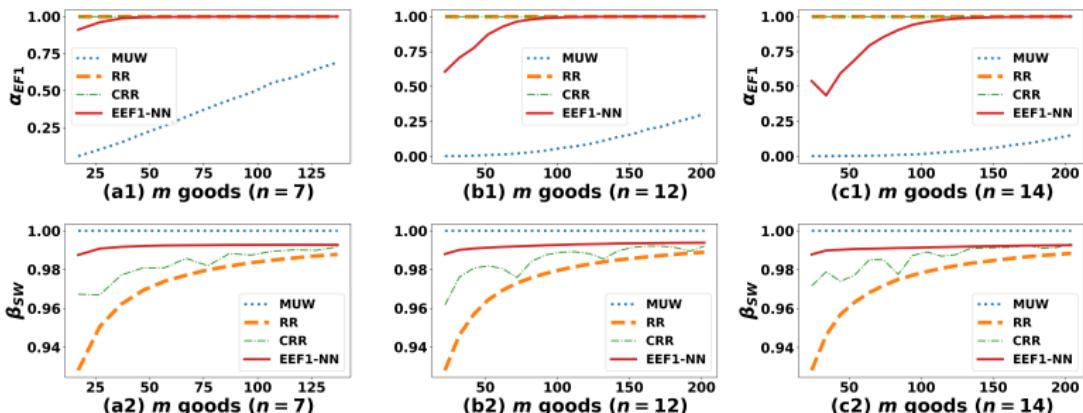
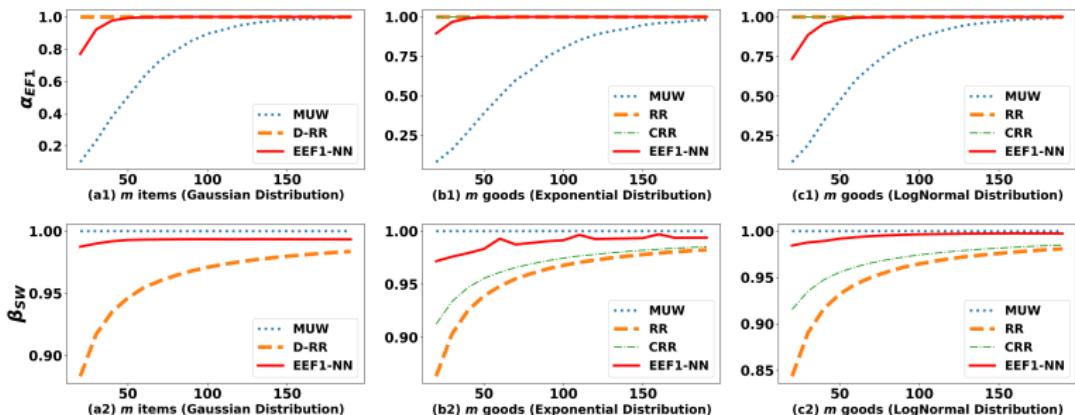


Figure 3: Scaling of EEF1-NN

# Experimentation Results



**Figure 4:** Different Distributions

# Analysis of Convergence to EEF1 Allocations (Uniform Distribution)

n	(m) Goods			(m) Chores		
	EEF1-NN	RR	MUW	EEF1-NN	RR	MUW
7	38	159	380	44	195	112
8	46	172	450	44	240	120
9	57	186	530	53	295	130
10	70	196	610	60	340	148
11	82	206	660	68	400	160
12	94	214	740	75	455	167
13	110	220	840	83	505	180
14	134	228	940	87	565	190

## To conclude

- We proposed a neural network EEF1-NN to find EEF1, an NP-hard problem.
- We designed architecture and input representation combined with other training heuristics to learn approximate EEF1 on average.
- We studied the effect of each proposed constituent on performance.
- Our experiments demonstrated the efficacy of EEF1-NN for different input distributions across various n and m over existing approaches.
- We believe that the path of amalgamating deep learning and resource allocation is worth exploring further with more complex objective functions.

## References

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# Thank You

# Questions?



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