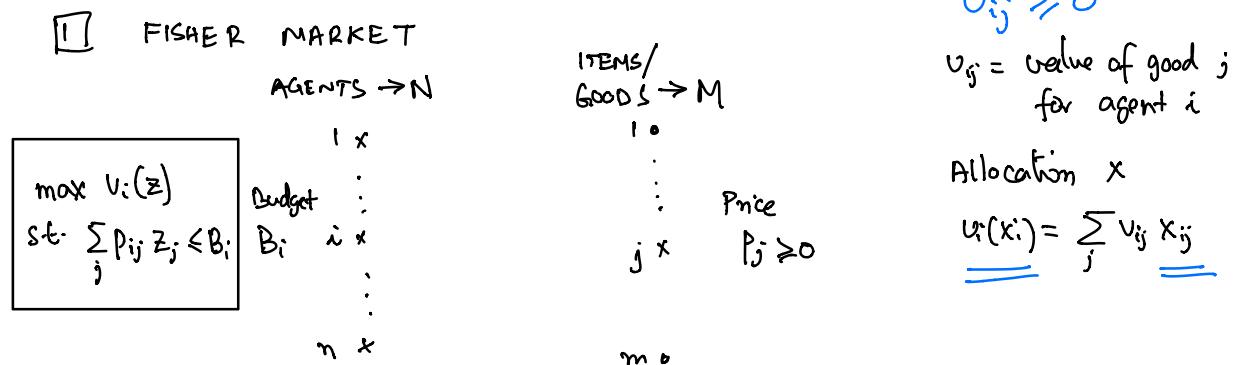


GOALS

- 1) COMPUTING PROPI + PO ALLOCATION
- 2) HOW (FISHER) MARKETS CAN HELP IN FAIR DIVISION

RECAP



(x, p) is a Fisher Market Equilibrium (FME) :

(i) Market Clears. $\forall j \in M \quad \sum_i x_{ij} = 1.$

(ii) Budget Exhaustion - $\forall i \in N \quad \sum_j p_j x_{ij} = B_i.$

(iii) Maximum Bang per Buck (MBB).

$$x_{ij} > 0 \Rightarrow \frac{V_{ij}}{p_j} = \max_{g \in M} \frac{V_{ig}}{p_g} = \alpha_i$$

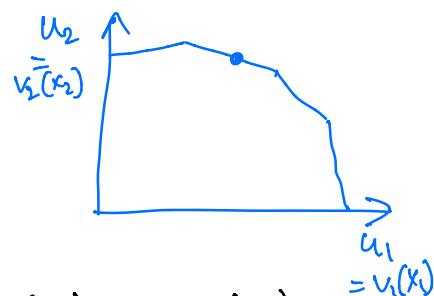
PROPERTIES :

- x is Pareto-optimal (PO) if there is no y which 'dominates' x .

Here, y dominates x if

$$\forall i \quad V_i(y_i) \geq V_i(x_i)$$

$$\exists k \quad V_k(y_k) > V_k(x_k)$$



- x is Envy-Free (EF) if $\forall i, k : V_i(x_i) \geq V_i(x_k)$

- (1) For every FME (x, p) , x is Pareto-Optimal (PO). efficiency /
- (2) " with 1\$, x is Envy-Free (EF). fairness -
(PO + Prop 1)

Key Idea "Spending" acts as a proxy for "value".

Spending $p(x_i) := \sum_j p_j x_{ij}$ amount of money i spends

MBB ratio $\alpha_i := \max_{g \in M} \frac{v_{ig}}{p_g}$

$$x_{ij} > 0 \Rightarrow v_{ij}/p_j = \alpha_i \quad (\text{Property of FME})$$

$$\text{Value } v_i(x_i) = \sum_j v_{ij} x_{ij} = \sum_{j: x_{ij} > 0} \alpha_i p_j x_{ij}$$

$$= \alpha_i \sum_j p_j x_{ij} = \alpha_i p(x_i) = \alpha_i \text{ Spending}$$

TODAY COMPUTING Prop 1 + PO ALLOCATIONS.

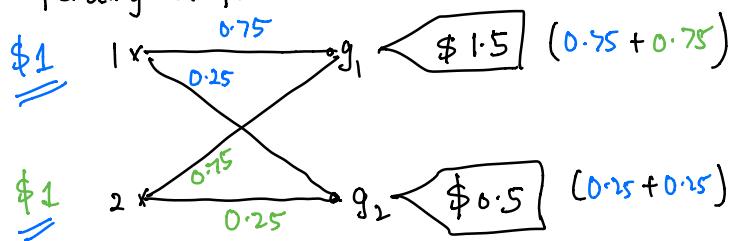
x is Prop 1 if $\forall i \ \exists g \in M$ s.t. $v_i(x_i \cup \{g\}) \geq \frac{v_i(M)}{n}$.

Here, we consider indivisible goods, so x is 'integral'.
 $\forall i \ j \in \{0, 1\}$

Consider FME (x, p) with equal (1\$) budgets.

- Divisible ... But x is PO and EF ... so also Prop.
- Can we somehow modify it to make it integral?

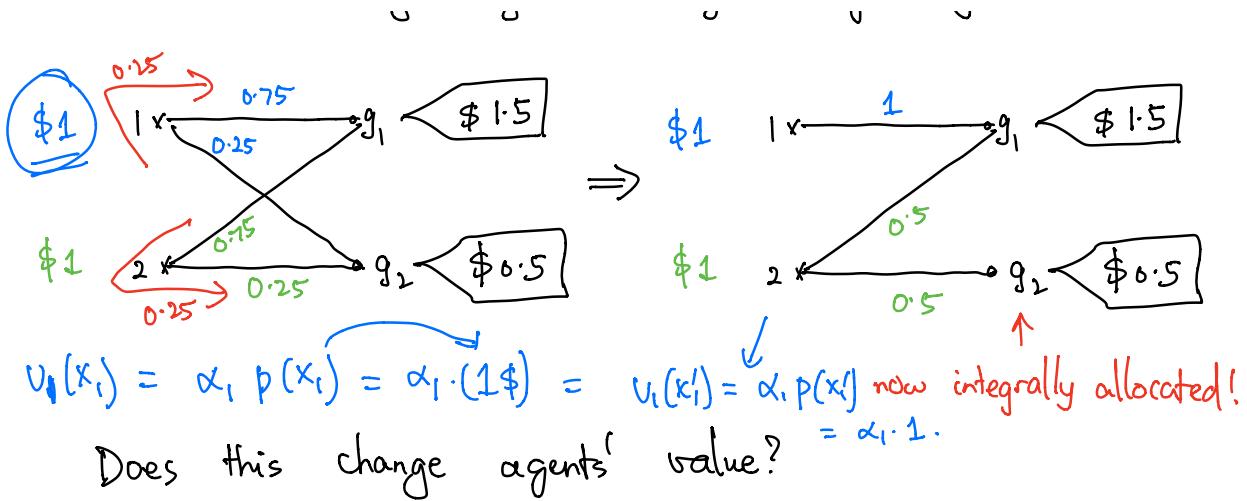
"Spending Graph"



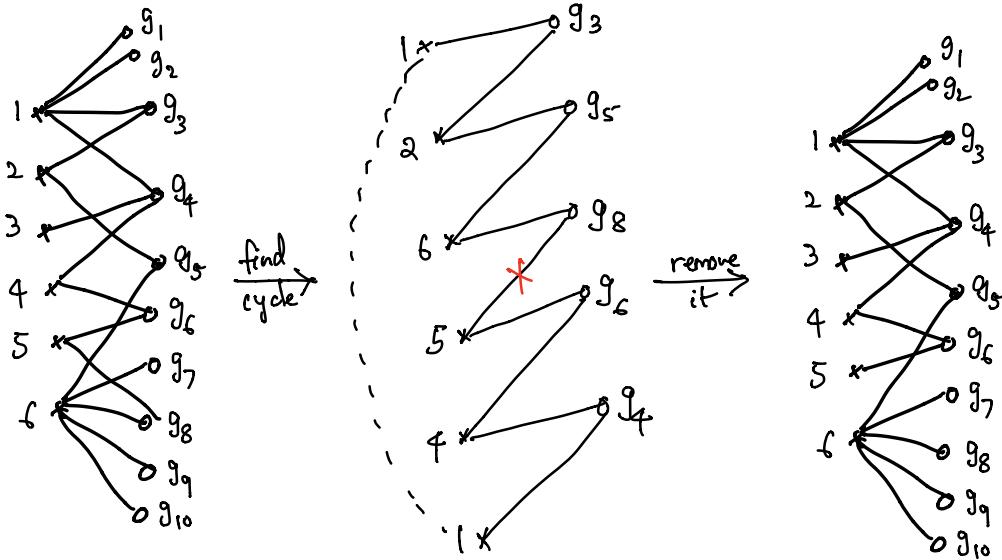
Can we
remove the cycle?

Can remove the cycle by circulating money along edges!

Circulating money



Keep removing cycles in Spending graph.

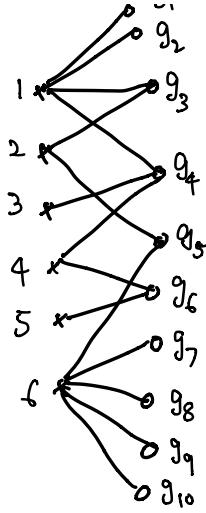


This procedure terminates. (Why?)

< Take-away Can always assume spending Graph of FME (x, p) is a forest (no-cycles). >

We now have an acyclic spending graph with each agent having 1\$.

Still not integral. Can we round it?

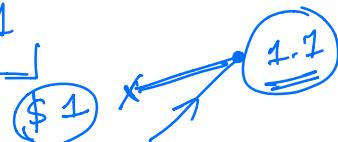


How to round in a manner that gives

Prop 1 + PO?

$$v_i(x_i \cup \{g\}) \geq \frac{1}{n} v_i(M)$$

$$\underline{p(x_i \cup \{g\})} \geq 1$$



$$\begin{array}{c} (\$1) \\ \xrightarrow{0.1} \end{array} \xrightarrow{0.2} \xrightarrow{0.7} \begin{array}{c} (0.1) \\ (0.2) \\ 0.3 \end{array}$$

Algorithm

1. Make an agent as **root**. $\boxed{2}$

Initialize $x' \leftarrow (\phi, \dots, \phi)$

2. Allocate all **leaf goods** to **parent agents**.

$\underline{x'} \leftarrow$ updated partial allocation

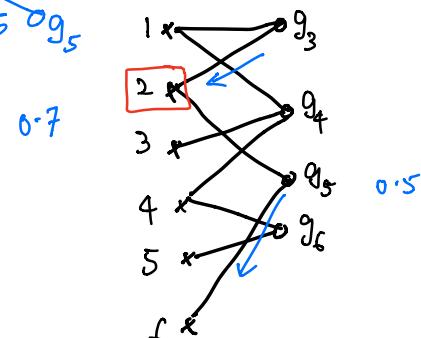
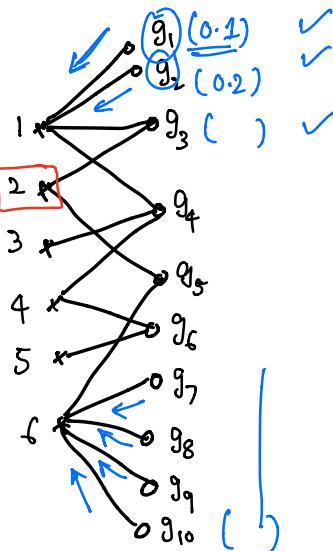
$$\begin{array}{c} \xleftarrow{\$0.3} A_2 \\ \xrightarrow{0.2} \xrightarrow{0.2} \end{array} \xrightarrow{0.5} \begin{array}{c} g_3 (0.4) \\ g_5 \end{array}$$

3. while there is a root agent i :

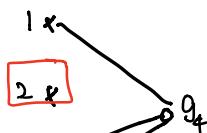
while there is an edge (i, g)

s.t. $p(x'_i \cup \{g\}) \leq 1$:

$x'_i \leftarrow x'_i \cup \{g\}$ (Give g to i)

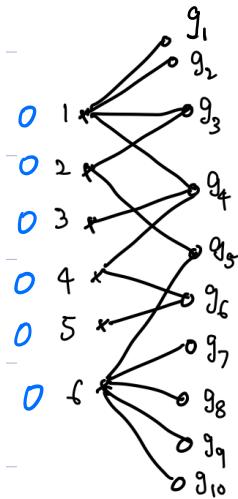


Give every remaining child good j of i to any child agent k of i and



$$V_i(X_i \cup \{g\}) \geq \frac{1}{n} V_i(M) : \text{Prop 1.}$$

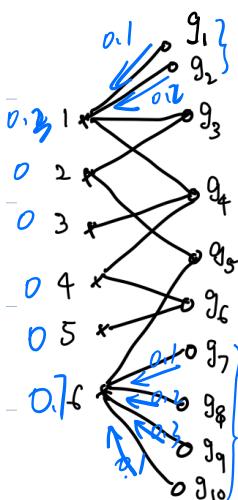
Spending: $P(X_i \cup \{g\}) \geq B_i$ (in this example $B_i = 1 \forall i$).



Algorithm

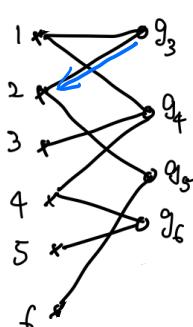
1. Make an agent as a root.

Initialize $X' \leftarrow (\phi, \phi, \dots, \phi)$.



2. Allocate all leaf goods to parent agents

$X' \leftarrow$ updated partial allocation.



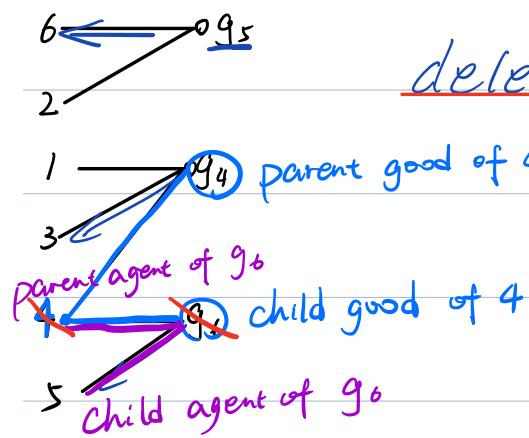
3. While there is a agent i :

while there is an edge (i, g)

s.t. $P(X'_i \cup \{g\}) \leq 1$:

$X'_i \leftarrow X'_i \cup \{g\}$ (Give g to i).

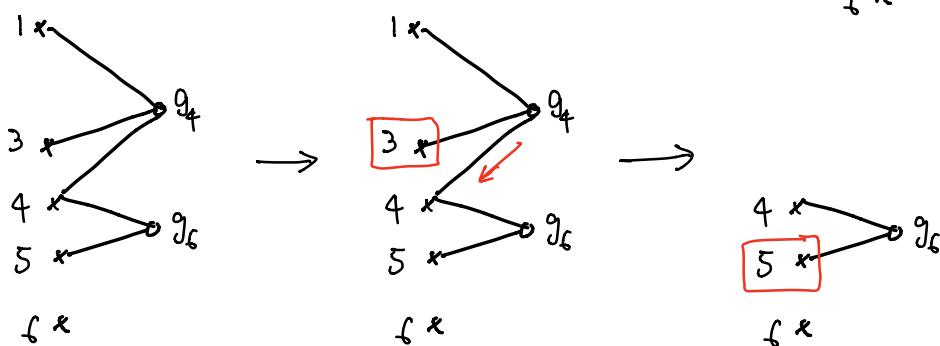
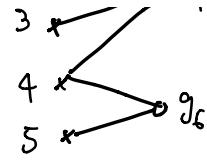
Give every remaining child good j of i
to any child agent k of j and
delete j . Delete i .



4. Return x' . [$P(x'_i) = 1$ is not necessary].

The x' is a Prop1 + P0 allocation.

delete j.
Delete i.



4. Return x' . $[p(x'_i) = 1 \text{ is not necessary}]$

Analysis

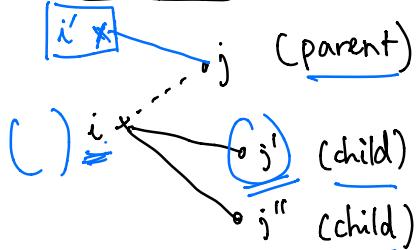
The algorithm returns a Prop1 + PO allocation x' .

Proportional share of agent $i = 1 \$$

We want to show that for all $i \in N$:

$$\exists g \text{ s.t. } p(x'_i \cup \{g\}) \geq 1.$$

Observe: child nodes of i are not deleted before i .



- If i has no children. $p(x'_i \cup \{j\}) \geq 1$.
- If i has children.
 - i doesn't get some child j' . $p(x'_i) + p_{j'} \geq 1$
 - i gets all children. Then $p(x'_i \cup \{j\}) \geq 1$

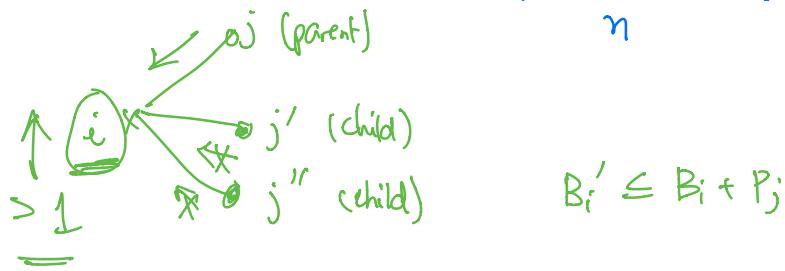
There is always some g s.t. $p(x'_i) + p_g \geq 1$.

More generally, can replace $1 \notin$ with B_i . $\rightarrow B'_i + p_g \geq B_i$

$$v_i(x'_i \cup \{g\}) = \alpha_i p(x'_i \cup \{g\}) \rightarrow \underline{B'_i} \leq \underline{B_i + p_g},$$

$$\geq \alpha_i \cdot 1$$

$$= \alpha_i \cdot \frac{p(M)}{n} \geq \frac{v_i(M)}{n}.$$



Therefore for every agent i , $\underline{p(x'_i \cup \{g\})} \geq 1$ for some g .
Thus x' is Prop1.

x' is PO since (x', p) is FME of a FM with budgets $p(x')$. not 1\$

Run-time? poly(m, n) time.

In conclusion:

A Prop1+PO allocation can be computed in polynomial time.

REMARKS

$$\forall i: B_i - p_g \leq B'_i \leq B_i + p_g$$

(1) Rounding algorithm works with general budgets.
 $FME(x, p)$, budgets $B_i \longrightarrow$ Integral FME (x', p) , budgets B'_i

(2) Can also get $EF_1^1 + PO$ allocation using this idea.

Relaxation of EF. $v_i(x_i \cup \{j\}) \geq v_i(x_k \setminus \{g\})$

(3) FME also useful in Computing EFL+PO allocations.

OPEN: EFL+PO allocations in polynomial time.

$$\forall i, k : \exists g \in X_k, \exists j \\ v_i(x_i \cup \{j\}) \geq v_i(x_k \setminus \{g\})$$