

1 (100 PTS.) Arrow-Debreu Model (Fairness + PO)

Recollect the linear Arrow-Debreu market model. There are n agents, and m *divisible* goods. Agent i has a utility of u_{ij} for one unit of good j . Each agent i comes with an endowment of w_{ij} units of good j . A price vector p and an allocation x is at an equilibrium, iff,

- All items are sold, i.e., $\sum_{i \in [n]} x_{ij} = 1$, for all $j \in [m]$.
- All agents spend $\sum_{j \in [m]} w_{ij} p_j$ units of money on bang-per buck goods, i.e., $x_{ij} > 0$ only if $u_{ij}/p_j \geq u_{ik}/p_k$ for all $k \in [m]$, and $\sum_{j \in [m]} x_{ij} p_j = \sum_{j \in [m]} w_{ij} p_j$.

Prove that, $\langle p, x \rangle$ satisfies,

- *Weighted Envy-Freeness*: For all agents i , and i' , we have $\frac{u_i(x_i)}{\sum_{j \in [m]} w_{ij} p_j} \geq \frac{u_i(x_{i'})}{\sum_{j \in [m]} w_{i'j} p_j}$.¹
- *Pareto optimal*: There exists no other allocation y , such that $u_i(y_i) \geq u_i(x_i)$ for all $i \in [n]$ with at least one strict inequality.

¹Recall that $u_i(x_i) = \sum_{j \in [m]} u_{ij} x_{ij}$ as we are in the linear model.

2 (100 PTS.) Perturbation in Markets

Most of the flow based algorithms in market equilibrium involve computation on the equality network N_p . In worst case, N_p can contain $\mathcal{O}(nm)$ edges (n is the number of agents and m is the number of goods). Often times, this could be very expensive. Sparse equality networks facilitate faster algorithms. In this exercise, we investigate when equality networks can be sparse.

- 2.A. (75 PTS.) Let $C = i_1 - j_1 - i_2 - j_2 - \dots - i_k - j_k - i_1$ be a cycle in the equality network N_p . Prove that $\prod_{\ell \in [k]} u_{i_{\ell+1}, j_\ell} = \prod_{\ell \in [k]} u_{i_\ell, j_\ell}$ (interpret $k+1$ as 1).
- 2.B. (25 PTS.) Choose an infinitesimally small $\varepsilon \geq 0$. Perturb every u_{ij} to $u'_{ij} = u_{ij}q_{ij}^\varepsilon$ where q_{ij} 's are distinct primes. Prove that any prices, the equality network, defined w.r.t. the perturbed utilities is always acyclic.

3 (100 PTS.) Eliminating Path Violators

Recollect the market-based algorithm for computing EF1 + PO. Recall that in the allocation update phase, we eliminated all path violators. Let i_0^t be a least spender at time t , and i_ℓ^t be a closest path violator. Let $i_0^t \rightarrow j_1^t \rightarrow i_1^t \rightarrow j_2^t \rightarrow i_2^t \dots \rightarrow j_\ell^t \rightarrow i_\ell^t$ be the alternating shortest path from i_0^t to i_ℓ^t , with the blue edges indicating MBB edges and black edges indicating allocation edges. Recall that in the allocation update phase, as long as i_ℓ^t is a path-violator, we transfer g_ℓ^t from i_ℓ^t to $i_{\ell-1}^t$ and decrement ℓ . Once this cascade of transfers stops along the current alternating path, we again check for new path-violators and continue the same procedure. In this exercise, we want to show that we can have at most polynomial number of such *consecutive* transfers until there is a change in the identity of the least spender or all path violators are eliminated. We will make use of the following notation to prove our claim. For each agent i reachable from a least spender i_0^t at time t via an alternating path,

- define $level^t(i)$ to be the half the length of the shortest alternating path from i_0^t to i_k^t (note that alternating path lengths are always even). For all agents i not reachable from i_0^t at time t , define $level^t(i) = n$.
- We say that g is critical to agent i at time t , if $g \in x_i^t$ and there is an alternating shortest path from i_0^t to i that also contains g . Define G_i^t to be the set of critical goods of agent i at time t .

Prove that with each transfer operation (as elaborated above), the value of $\sum_{i \in [n]} (m(n - level^t(i)) + G_i^t)$ decreases. Use this to show that after $\text{poly}(n, m)$ many transfers, either the identity of the least spender changes or all path violators are eliminated.