

Lecture 6

Fair Division w/ Indivisible Items (Contd.)

CS 598RM

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Fairness Notions for Indivisible Items

- n agents, m indivisible items (like cell phone, painting, etc.)
- Each agent i has a valuation function over subset of items denoted by $v_i : 2^m \rightarrow \mathbb{R}$
- Goal: fair and efficient allocation

Fairness:

Envy-free (EF)

Proportionality (Prop)

Efficiency:

Pareto optimal (PO)

Maximum Nash Welfare (MNW)

EF1	EFX
Prop1	MMS
Guarantees	

Maximin Share (MMS) [B11]

Cut-and-choose.






- Suppose we allow agent i to propose a partition of items into n bundles with the condition that i will choose at the end
- Clearly, i partitions items in a way that **maximizes** the value of her **least preferred bundle**
- $\mu_i :=$ Maximum value of i 's least preferred bundle




Maximin Share (MMS) [B11]




Cut-and-choose.

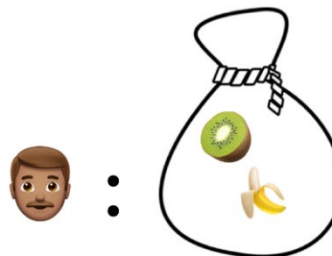
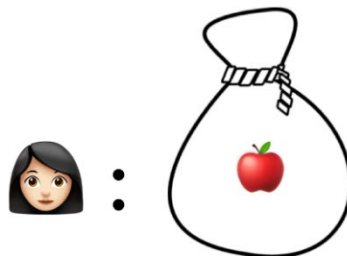
- Suppose we allow agent i to propose a partition of items into n bundles with the condition that i will choose at the end
- Clearly, i partitions items in a way that maximizes the value of her least preferred bundle
- $\mu_i :=$ Maximum value of i 's least preferred bundle
- $\Pi :=$ Set of all partitions of items into n bundles
- $\mu_i := \max_{A \in \Pi} \min_{A_k \in A} v_i(A_k)$
- **MMS Allocation:** A is called MMS if $v_i(A_i) \geq \mu_i, \forall i$
- **Additive valuations:** $v_i(A_i) = \sum_{j \in A_i} v_{ij}$

MMS value/partition/allocation





Agent\Items			
	3	1	2
	4	4	5




		
Value	3	3
MMS Value	3	




		
Value	8	5
MMS Value	5	

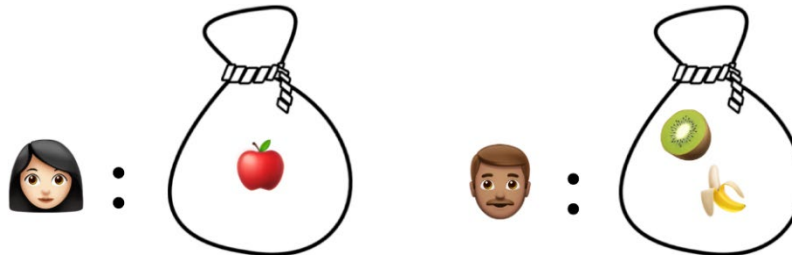


MMS value/partition/allocation

Agent\Items			
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Value	3	3
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Value	8	5
MMS Value	5	




Finding MMS value is NP-hard!

What is Known?

- PTAS for finding MMS value [W97]


Existence (MMS allocation)?

- $n = 2$: yes 
⇒ A PTAS to find $(1 - \epsilon)$ -MMS allocation for any $\epsilon > 0$
- $n \geq 3$: NO [PW14]

What is Known?

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Existence (MMS allocation)?

- $n = 2$: yes 
⇒ A PTAS to find $(1 - \epsilon)$ -MMS allocation for any $\epsilon > 0$
- $n \geq 3$: NO [PW14]
- α -MMS allocation: $v_i(A_i) \geq \alpha \cdot \mu_i$
 - 2/3-MMS exists [PW14, AMNS17, BK17, KPW18, GMT18]
 - 3/4-MMS exists [GHSSY18]
 - $(3/4 + 1/(12n))$ -MMS exists [GT20]

Properties

- Normalized valuations

- Scale free: $v_{ij} \leftarrow c \cdot v_{ij}, \forall j \in M$

- $\sum_j v_{ij} = n \Rightarrow \mu_i \leq 1$

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- **Ordered Instance:** We can assume that agents' order of preferences for items is same: $v_{i1} \geq v_{i2} \geq \dots v_{im}, \forall i \in N$








Properties

- **Normalized valuations**



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	3	1	2	5	4
	4	4	5	3	2

➔

	1	2	3	4	5
	5	4	3	2	1
	5	4	4	3	2

Challenge

- Allocation of **high-value items!**
- If for all $i \in N$
 - $v_i(M) = n \Rightarrow \mu_i \leq 1$
 - $v_{ij} \leq \epsilon, \forall i, j$

$$v_{ij} \leq \epsilon, \forall i, j$$



Bag Filling Algorithm:

Repeat until every agent is assigned a bag

- Start with an empty bag B
- Keep adding items to B until some agent i values it $\geq (1 - \epsilon)$
- Assign B to i and remove them

$$v_{ij} \leq \epsilon, \forall i, j$$

Thm: Every agent gets at least $(1 - \epsilon)$.



Bag Filling Algorithm:

Repeat until every agent is assigned a bag

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Warm Up: 1/2-MMS Allocation

- **Assume** that μ_i is known for all i
 - Scale valuations so that $\mu_i = 1 \Rightarrow v_i(M) \geq n$
- If all $v_{ij} \leq 1/2$ then ?

Properties

- Normalized valuations
 - Scale free: $v_{ij} \leftarrow c \cdot v_{ij}, \forall j \in M$
 - $\sum_j v_{ij} = n \Rightarrow \mu_i \leq 1$
- Ordered Instance: We can assume that agents' order of preferences for items is same: $v_{i1} \geq v_{i2} \geq \dots v_{im}, \forall i \in N$
- **Valid Reduction (α -MMS):** If there exists $S \subseteq M$ and $i^* \in N$
 - $v_{i^*}(S) \geq \alpha \cdot \mu_{i^*}^n(M)$
 - $\mu_i^{n-1}(M \setminus S) \geq \mu_i^n(M), \forall i \neq i^*$

\Rightarrow We can reduce the instance size!

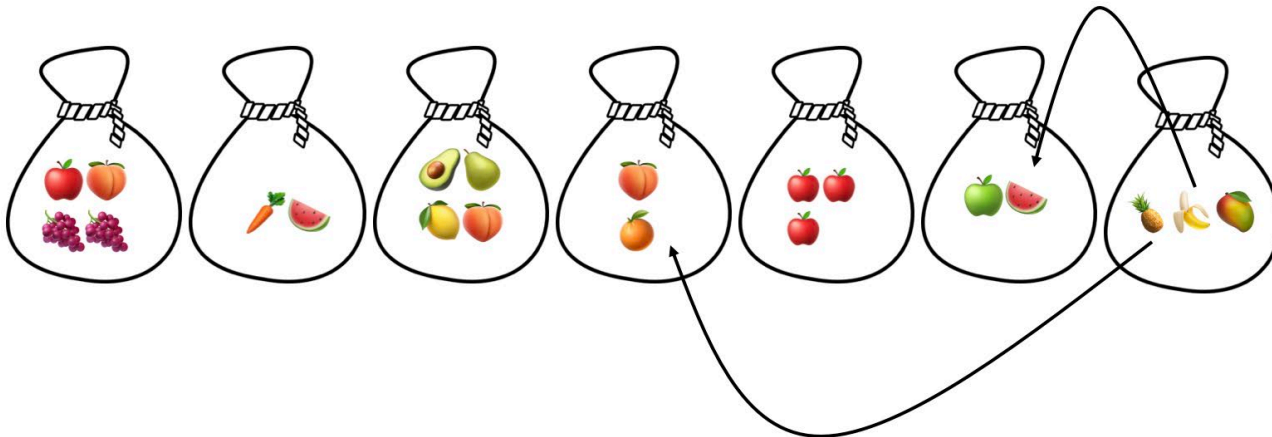
1/2-MMS Allocation

- **Assume** that μ_i is known for all i
 - Scale valuations so that $\mu_i = 1 \Rightarrow v_i(M) \geq n$

Step 1: Valid Reductions

- If $v_{i1} \geq 1/2$ then assign item 1 to i

Step 2: Bag Filling



1/2-MMS Allocation

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 - Scale valuations so that $\mu_i = 1 \Rightarrow v_i(M) \geq n$

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- If $v_{i1} \geq 1/2$ then assign item 1 to i

Step 2: Bag Filling



1/2-MMS Allocation

- μ_i is not known

Step 0: Normalized Valuations: $\sum_j v_{ij} = n \Rightarrow \mu_i \leq 1$

Step 1: Valid Reductions

- If $v_{i1} \geq 1/2$ then assign item 1 to i
- After every valid reduction, normalize valuations

Step 2: Bag Filling

2/3-MMS Allocation [GMT19]

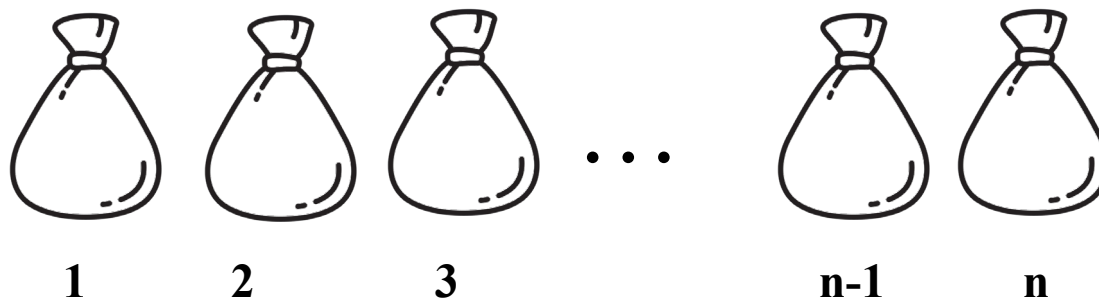
- **Assume** that μ_i is known for all i
 - Scale valuations so that $\mu_i = 1 \Rightarrow v_i(M) \geq n$
- If all $v_{ij} \leq 1/3$ then ?

Step 1: Valid Reductions

- If $v_{i1} \geq 2/3$ then assign item 1 to i
- If $v_{in} + v_{i(n+1)} \geq 2/3$ then assign $\{n, n+1\}$ to i

Step 2: Generalized Bag Filling

- Initialize n bags $\{B_1, \dots, B_n\}$ with $B_k = \{k\}, \forall k$



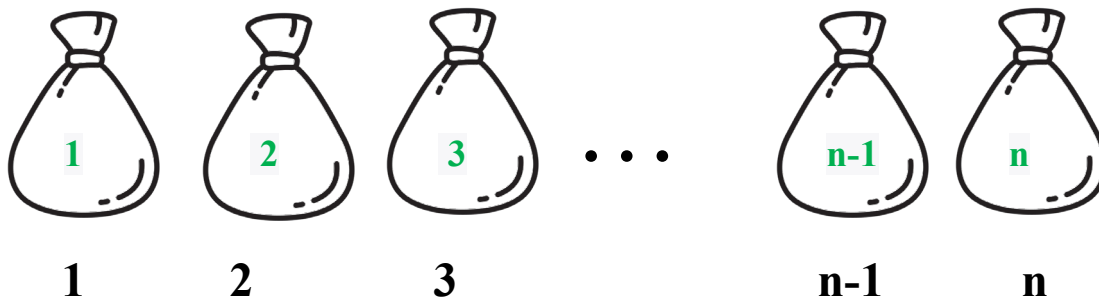
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2/3-MMS Allocation [GMT19]

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Summary

Covered

- Additive Valuations:
 - Prop1 + PO
(polynomial-time algorithm)
 - 2/3-MMS allocation
(polynomial-time algorithm)

Not Covered

- $\left(\frac{3}{4} + \epsilon\right)$ -MMS allocation [GT20]
- More general valuations
 - MMS [GHSSY18]
- Groupwise-MMS [BBKN18]
- Chores: 11/9-MMS [HL19]

Major Open Questions (additive)

- c -MMS + PO: polynomial-time algorithm for a constant $c > 0$
- Existence of 4/5-MMS allocation? For 5 agents?

New Fairness Notions

- n agents, m indivisible items (like cell phone, painting, etc.)
- Each agent i has a valuation function over subset of items denoted by $v_i : 2^m \rightarrow \mathbb{R}$
- Goal: fair and efficient allocation

Fairness:

Envy-free (EF)

Proportionality (Prop)

Efficiency:

Pareto optimal (PO)

Maximum Nash Welfare (MNW)

EF1	EFX
MMS	Prop1
Guarantees	

Allocation of Indivisible Items to Agents

- Set M of m **indivisible items**
- Set N of n **agents**
- **Allocation** $A = (A_1, \dots, A_n)$ is a partition of items to agents where each item is assigned to at most one agent

Objectives

- Maximize the sum of valuations

(**Utilitarian** Welfare):

$$SW(A) = \sum_i v_i(A_i)$$



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(Max-Min-Fairness, **Egalitarian** Welfare):

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Objectives

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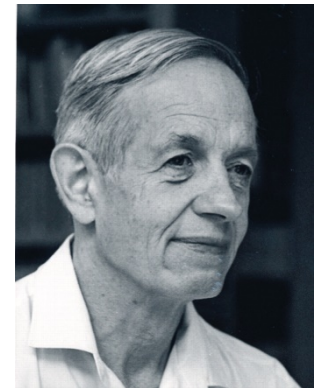
$$SW(A) = \min_i v_i(A_i)$$

- Maximize the geometric mean of valuations

(\approx **Efficiency + Fairness**, **Maximum Nash Welfare**):

$$NW(A) = \left(\prod_{i \in A} v_i(A_i) \right)^{1/n}$$

Scale invariant



Maximum Nash Welfare (MNW)

- **Maximum Nash welfare (MNW):** An allocation A that maximizes the Nash welfare among all feasible allocations i.e.,

$$A^* = \arg \max_A (\prod_i v_i(A_i))^{1/n}$$

Additive Valuations ($v_i(A_i) = \sum_{j \in A_i} v_{ij}$):

- **Divisible Items:** MNW \equiv CEEI \Rightarrow Envy-free + Prop + PO + ...
- **Indivisible Items:** MNW \Rightarrow EF1 + PO + $\Omega(\frac{1}{\sqrt{n}})$ -MMS [CKMPSW16]
 - Existence of EF1 + PO allocation

MNW (additive)

- APX-hard [Lee17]; 1.069-hardness [G.HM18]

Approximation:

- ρ -approximate MNW allocation A satisfies: $\rho \cdot \text{NW}(A) \geq \text{MNW}$
 - 2 [CG15, CDGJMVY17], e [AOSS17]
 - 1.45 [BKV18] (pEF1 approach)
- Fairness Guarantees
 - Prop1 + PO + $\frac{1}{2n}$ -MMS + 2-MNW [GM19]

OPEN

Close the gaps!

MNW (additive)

Non-linear integer program:

$$\max \left(\prod_{i \in N} \sum_{j \in M} v_{ij} x_{ij} \right)^{1/n}$$

$$\sum_{i \in N} x_{ij} = 1, \quad \forall j \in M$$

$$x_{ij} \in \{0, 1\}, \quad \forall i \in N, j \in M$$

MNW (additive)

Non-linear integer program:

$$\max \frac{1}{n} \left(\sum_{i \in N} \log \left(\sum_{j \in M} v_{ij} x_{ij} \right) \right)$$

$$\sum_{i \in N} x_{ij} = 1, \quad \forall j \in M$$

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Relaxation: Eisenberg-Gale Convex Program

$$\max \frac{1}{n} \left(\sum_{i \in N} \log \left(\sum_{j \in M} v_{ij} x_{ij} \right) \right)$$

$$\sum_{i \in N} x_{ij} = 1, \quad \forall j \in M$$

$$x_{ij} \geq 0, \quad \forall i \in N, j \in M$$

Optimal Solutions \equiv Competitive equilibrium with equal incomes

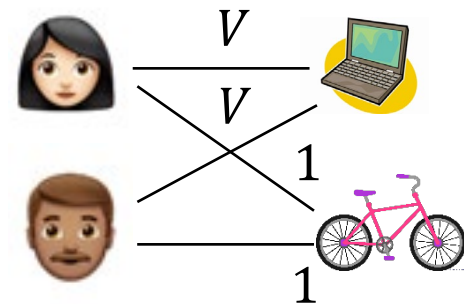
Natural Approach

MNW problem \rightarrow E-G convex program
 \equiv Competitive equilibrium
with linear utilities



Round it to an integral allocation

However, no meaningful approximation
guarantee for MNW by rounding [CG15]



$$\text{MNW}(\text{CEEI}) = \frac{V+1}{2}$$

$$\text{MNW} = \sqrt{V}$$

$$\text{Integrality Gap} = \Omega(\sqrt{V})$$

Natural Approach

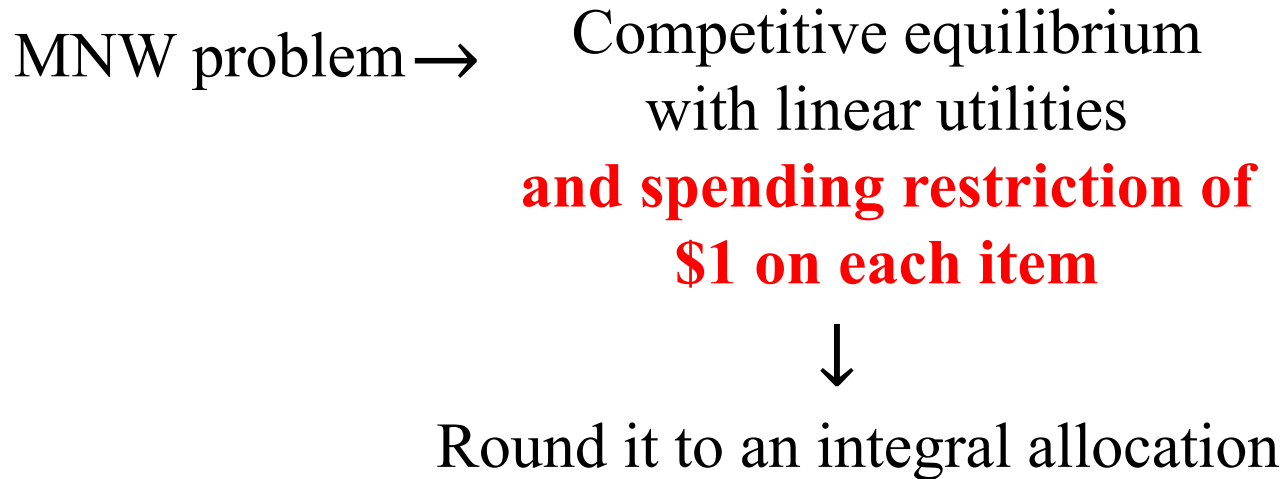
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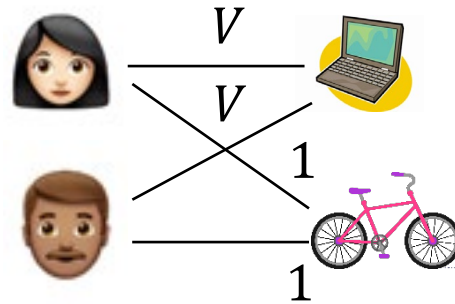
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Approach



Competitive Equilibrium vs SR-Equilibrium

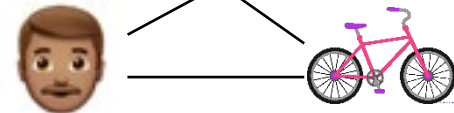


budget

1



1



p_{CE}

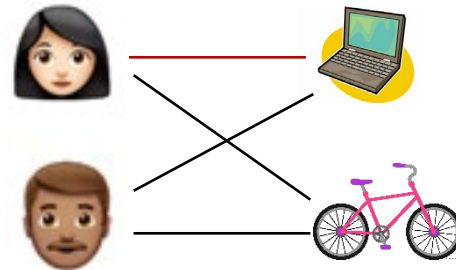
$$\frac{2V}{V+1}$$

$$\frac{2}{V+1}$$

p_{SR}

V

1



Approach: Spending-Restricted Equilibrium

MNW problem →

Competitive equilibrium
with linear utilities
**and spending restriction of
\$1 on each item**



Round it to an integral allocation

Extensions:

- Budget-additive (BA) [GHM18]
- Separable Concave (SC) [AMOV18]
- BA + SC [CCGGHM18]

MNW: Generalizations

- Non-symmetric Agents (different entitlements/weights)
 - Weighted envy-free, weighted proportionality
 - MNW (weighted geometric mean)
- Beyond Additive Valuations

Additive \subset SC \subset OXS \subset GS \subset Submodular \subset XOS \subset Subadditive
Budget additive

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The **non-symmetric** MNW Problem

- Non-symmetric MNW was proposed in [HS72, K77] and has been extensively studied and used in many applications
 - Agent i has a weight of w_i
- **Allocation** $A = (A_1, \dots, A_n)$ is partition of items to agents

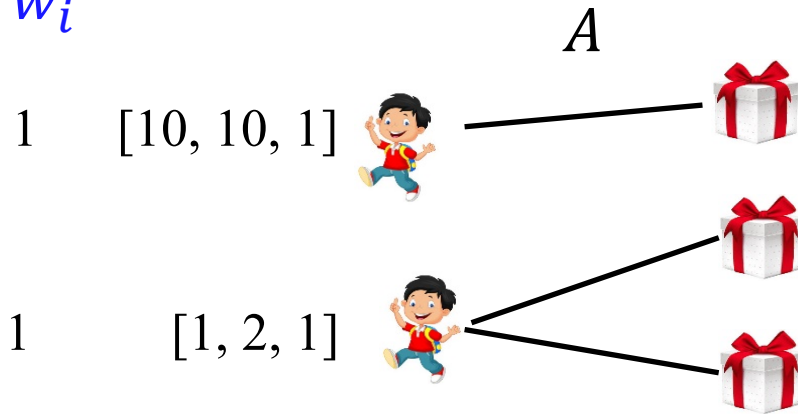
$$NW(A) = \left(\prod_i v_i(A_i)^{w_i} \right)^{1/\sum_i w_i} \quad \text{weighted geometric mean of agents' valuations}$$

- A^* : allocation maximizing the NW
- ρ -approximate MNW allocation A satisfies:

$$\rho \cdot NW(A) \geq NW(A^*) = \text{MNW}$$

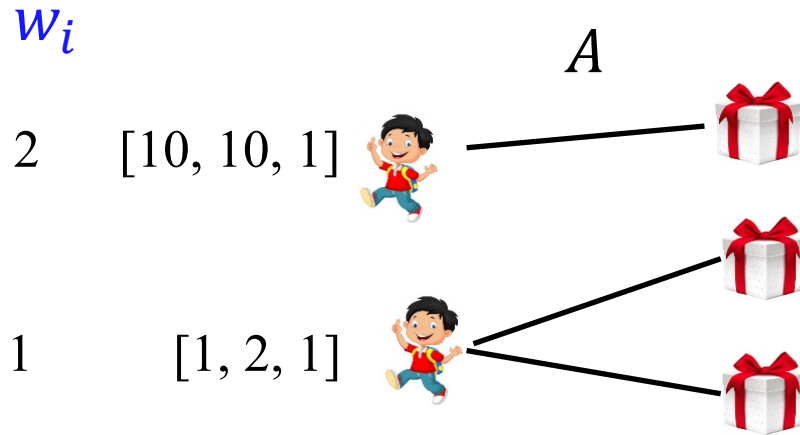
Example (additive)

w_i



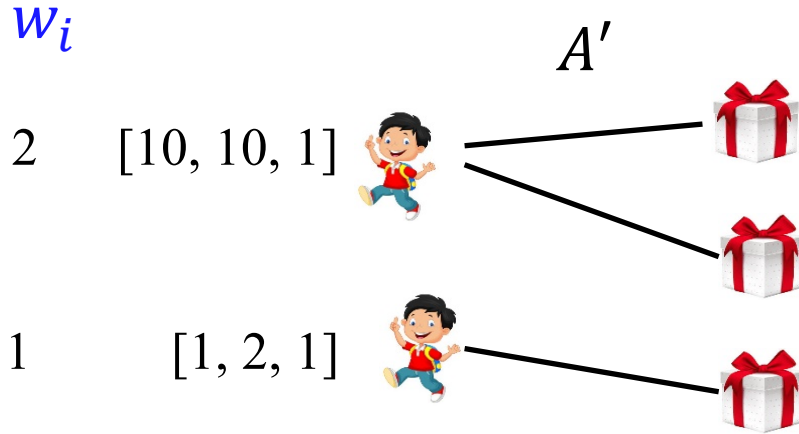
$$\text{MNW} = \text{NW}(A) = (10^1 \cdot 3^1)^{1/2}$$

Example (additive)



$$NW(A) = (10^2 \cdot 3^1)^{1/3}$$

Example (additive)



$$NW(A) = (10^2 \cdot 3^1)^{1/3} < (20^2 \cdot 1^1)^{1/3} = NW(A') = MNW$$

MNW Approximations: Additive

	Lower bound	Upper Bound
Symmetric	1.069	1.45
Non-symmetric	1.069	$O(n)$

n : # of agents

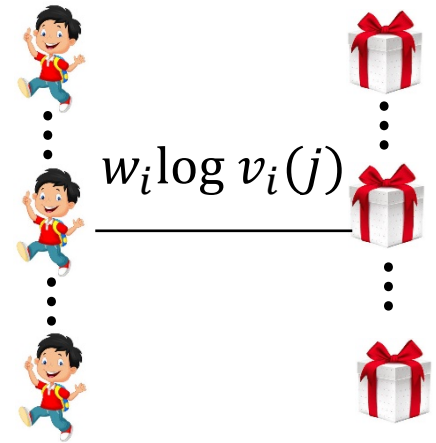


Constant factor? sublinear?

$m = n$: Matching

$$\text{NW}(A) = \left(\prod_i v_i(A_i)^{w_i} \right)^{1/\sum_i w_i}$$

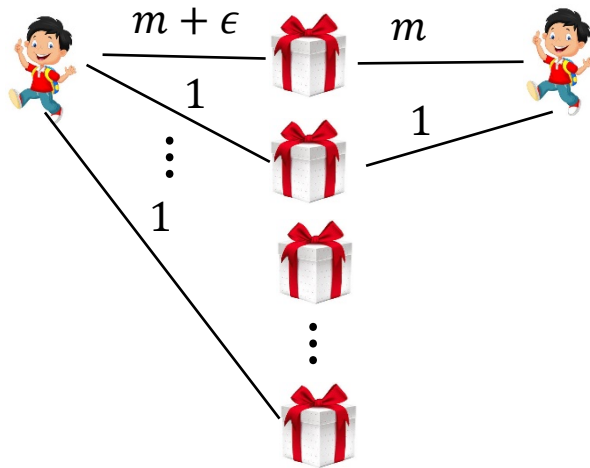
$$\text{MNW} = \max_A \text{NW}(A) \equiv \max_A \sum_i w_i \log v_i(A_i)$$



Claim: If $m = n$, then max-weight matching outputs MNW

$$m > n$$

- How good is max-weight matching?



$$\text{NW}(A^*) \simeq m$$

$$\text{NW}(A) \simeq \sqrt{2m}$$

- **Issue:** Allocation of high-value items!

Round Robin Procedure

- Guarantee (per agent) ?
- $u_i = v_i(M \setminus H_i)$
- g_i^* : highest-valued item in MNW allocation A_i^*
- $v_i(A_i^*) \leq n v_i(g_i^*) + u_i = n(v_i(g_i^*) + \frac{u_i}{n})$
- If we obtain an allocation A such that $v_i(A_i) \geq v_i(g_i^*) + \frac{u_i}{n}$, then A is $O(n)$ -approximation!

$O(n)$ -MNW + EF1 [GKK20]

- $H_i = 2n$ highest-valued items for agent i
- $u_i = v_i(M \setminus H_i)$
- Allocate one item to each agent using max-weight matching with weights $w_i \log(v_i(g) + \frac{u_i}{n})$: y_i^* is allocated to i
- $A \leftarrow$ Allocate remaining items using round-robin procedure

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■ g_i^* : highest-valued item in MNW allocation A_i^*

■ $v_i(A_i^*) \leq 2nv_i(g_i^*) + u_i \leq 2n(v_i(g_i^*) + \frac{u_i}{n})$

■ $v_i(A_i) \geq v_i(y_i^*) + \frac{u_i}{n}$

$$\Rightarrow NW(A) \geq \left(\prod_i \left(v_i(y_i^*) + \frac{u_i}{n} \right)^{w_i} \right)^{\frac{1}{\sum_i w_i}} \geq \left(\prod_i \left(v_i(g_i^*) + \frac{u_i}{n} \right)^{w_i} \right)^{\frac{1}{\sum_i w_i}}$$

Generalizations

- Non-symmetric Agents (different entitlements/weights)
 - Weighted envy-free, weighted proportionality
 - MNW (weighted geometric mean)
- **Beyond Additive**

Additive \subset SC \subset OXS \subset GS \subset Submodular \subset XOS \subset **Subadditive**
Budget additive

non-negative monotone: $v(S) \leq v(T)$, $S \subseteq T$

Subadditive: $v(A \cup B) \leq v(A) + v(B)$, $\forall A, B$

References (Indivisible Case).

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