

Fair Division: Proportional, MMS

CS 580

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Most slides are curtesy Prof. J. Garg





Proportional (average)

- n agents
- M : set of m **indivisible** items (like cell phone, painting, etc.)
- Agent i has a **valuation** function $v_i : 2^m \rightarrow \mathbb{R}$ over **subsets of items**

Fairness:

Envy-free (EF)

Proportional (Prop):

Get value at least average of the grand-bundle

$$v_i(A_i) \geq \frac{1}{n} v_i(M)$$

	g_1	g_2	g_3	g_4
a_1	100	100	10	90
a_2	100	100	90	10

Sub-additive Valuations

Sub-additive:

$$v_i(A \cup B) \leq v_i(A) + v_i(B), \quad \forall A, B \in M$$

\geq (super-additive)

Claim: $EF \Rightarrow Prop$ (sub-additive)

$Prop(A_1, \dots, A_n)$ is $EF. \Rightarrow$

$$\forall i: v_i(A_i) \geq v_i(A_k) \quad \forall k. \Rightarrow$$
$$n v_i(A_i) \geq \sum_{k=1}^n v_i(A_k) \geq v_i(M) \Rightarrow$$
$$v_i(A_i) \geq \frac{1}{n} v_i(M) \quad \square$$

Prop: May not always exist!

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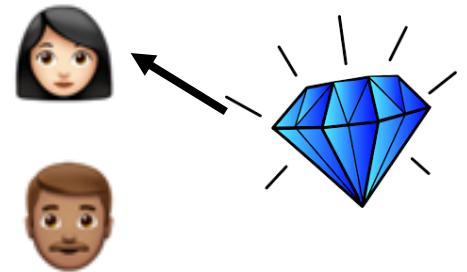
$$v_i(A_i) \geq \frac{1}{n} v_i(M)$$



Proportionality up to One Item (Prop1)

- **Prop1:** A is proportional **up to one item** if each agent gets at least $1/n$ share of all items **after adding one more item from outside:**

$$v_i(A_i \cup \{g\}) \geq \frac{1}{n} v_i(M), \quad \exists g \in M \setminus A_i, \forall i \in N$$



Prop1

Claim: EF1 implies Prop1 for subadditive valuations

\Rightarrow Envy-cycle procedure outputs a Prop1 allocation

Proof:

Prop1

- EF1 implies Prop1 for subadditive valuations
 - ⇒ Envy-cycle procedure outputs a Prop1 allocation
- **+PO: Additive Valuations**
 - EF1 + PO allocation exists but no polynomial-time algorithm is known!
 - Prop1 + PO? [Algorithm based on competitive equilibrium.](#)

Proportionality

- A set N of n agents, a set M of m indivisible items
- **Proportionality:** Allocation $A = (A_1, \dots, A_n)$ is proportional if each agent gets at least $1/n$ share of all items:

$$v_i(A_i) \geq \frac{v_i(M)}{n}, \quad \forall i \in N$$

Cut-and-choose?

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.

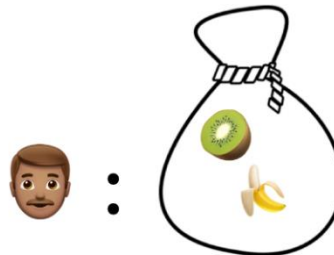
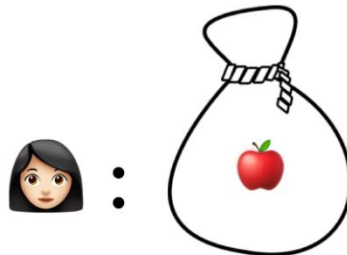
- Suppose we allow agent i to propose a partition of items into n bundles with the condition that i will choose at the end
- Clearly, i partitions items in a way that maximizes the value of her least preferred bundle
- $\mu_i :=$ Maximum value of i 's least preferred bundle
- $\Pi :=$ Set of all partitions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

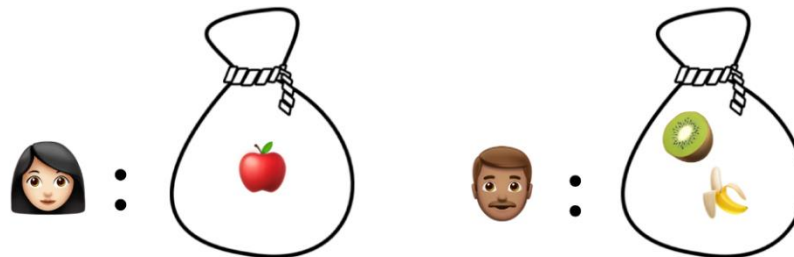


MMS value/partition/allocation

Agent\Items			
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Value	3	3
MMS Value	3	

		
Value	8	5
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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?

- 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]
- α -MMS allocation: $v_i(A_i) \geq \alpha \cdot \mu_i$ $\alpha \in (0, 1)$
 - 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: $v_{ij} \leftarrow c \cdot v_{ij}, \forall j \in M$

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

suppose sat. Let (A_1, \dots, A_m) be the MMS partition of agent i

$$v_i(A_1) \geq \dots \geq v_i(A_m) > \frac{1}{n}$$

$$v_i(M) = \sum_j v_{ij} = \sum_{k=1}^m v_i(A_k) > n \cdot \frac{1}{n}$$

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: $v_{i1} \geq v_{i2} \geq \dots v_{im}, \forall i \in N$








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 $i \in N$
 - $v_i(M) = n \Rightarrow \mu_i \leq 1$
 - $v_{ij} \leq \epsilon, \forall i, j$

$$\epsilon = \max_{i, j} v_{ij}$$

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

~~g_1~~ ~~g_2~~ ... g_m

Claim: After round k , if i remains then $v_i(\text{remaining goods}) \geq n - k$.

$$\{g_1, g_2, g_3\} \rightarrow A_i$$

if m doesn't shut out then

$$v_m(A_i) < 1 - \epsilon$$

$$\text{o.w. } v_m(A_i \setminus g_3) < 1 - \epsilon, v_m(g_3) \leq \epsilon$$

$$\Rightarrow v_m(A_i) < 1 - \epsilon + \epsilon = 1$$



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

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

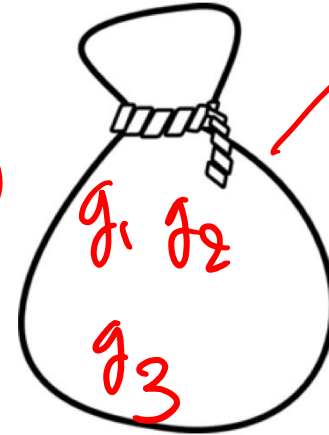
g_1, g_2, \dots, g_m

Claim: After round k , if i remains then $v_i(\text{remaining goods}) \geq n - k$.

$k=1$

$$v_i(A_i) < 1$$

$$\Rightarrow v_i(M \setminus A_i) = v_i(M) - v_i(A_i) > n - 1$$



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 $(1 - \epsilon)$.

$\Rightarrow (1-\epsilon)$ -MMS

pf :

$$\begin{aligned} v_i(A_i) &\geq (1-\epsilon) \\ &= (1-\epsilon) \cdot 1 \\ &\geq (1-\epsilon) \cdot u_i \\ &\quad \parallel \\ &\quad \alpha \end{aligned}$$

$$v_i(A_i) \geq (1-\epsilon) \cdot u_i$$

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 $\geq (1 - \epsilon)$
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Warm Up: 1/2-MMS Allocation

- If all $v_{ij} \leq 1/2$ then?
 - Done, using bag filling.
- What if some $v_{ij} > \frac{1}{2}$?

Valid Reductions

- 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: $v_{i1} \geq v_{i2} \geq \dots v_{in}, \forall i \in N$
- Valid Reduction (α -MMS):** If there exists $S \subseteq M$ and $i^* \in N$
 - $v_{i^*}(S) \geq \alpha \cdot \mu_{i^*}^n(M)$
 - $\mu_i^{n-1}(M \setminus S) \geq \mu_i^n(M), \forall i \neq i^*$

$i^* = n$

\Rightarrow We can reduce the instance size!

Claim: (A_1, \dots, A_{n-1}) is an α -MMS allocation of $M \setminus S$ to $\{1, \dots, n-1\}$ agents then (A_1, \dots, A_{n-1}, S) is α -MMS allocation in the original instance.

Pf: $i < n, v_i(A_i) \geq \alpha \mu_i^{n-1}(M \setminus S) \geq \alpha \mu_i^n(M)$

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