

The Adjusted Winner procedure by S.Brams and A.Taylor

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The framework

The Players $N = \{I, II\}$

The goods $M = \{1, 2, \dots, m\}$

The utility a_{ij} evaluation of good j by player i

Main assumption. Utilities are:

normalized $\sum_{j \in M} a_{ij} = 1$ for every $i = 1, 2,$

linear if player i gets share $t_j \in [0, 1]$ of item j and share $t_k \in [0, 1]$ of item k , she gets a total utility of $t_j a_{ij} + t_k a_{ik}$.

Preferences are described by a **matrix**

	item 1	item 2	...	item m
pl.1	a_{11}	a_{12}	...	a_{1m}
pl.2	a_{21}	a_{22}	...	a_{2m}

How to obtain a Pareto optimal allocation

Definition

The pl.1 to pl.2 **valuation ratio** for item j is defined as $r_j = \frac{a_{1j}}{a_{2j}}$

with the assumption that

If $a_{1j} > 0$ and $a_{2j} = 0$ then $r_j = +\infty$

(If $a_{1j} = a_{2j} = 0$ item j is of no interest in the division)

Example

	item 1	item 2	item3	item 4
pl.1	0.2	0.6	0.1	0.1
pl.2	0.1	0.2	0.05	0.65
r	2	3	2	0.1538

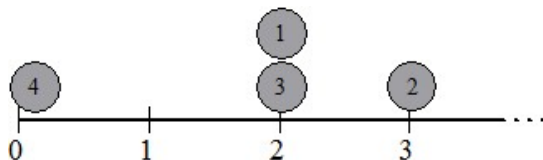
PO allocations

1st idea: allocation ratios

Plot all the allocation ratios on the positive half line of real numbers

Example 1

	item 1	item 2	item3	item 4
pl.1	0.2	0.6	0.1	0.1
pl.2	0.1	0.2	0.05	0.65
r	2	3	2	0.1538



PO allocations

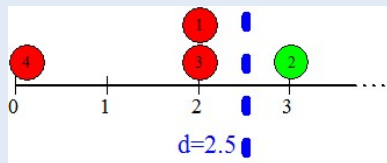
2nd idea: Threshold division

Create a division of the items by drawing a vertical mark:

- items on the right of the mark are given to Player 1
- items on the left of the mark are given to Player 2
- items on the mark can be assigned to any of the players, or **can be split between them**

Example: Threshold division when $d = 2$

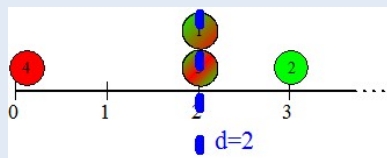
- pl.1 gets item 2
- pl.2 gets items 1,3 & 4



A Theorem

Example: Threshold division when $d = 2$

- pl.1 gets item 2
- pl.2 gets items 4
- items 1 and 3 can be assigned to both players



The following allocations of items 1 and 3 are all compatible :

- pl.1 gets 1, pl.2 gets 3
- pl.1 $3/4$ of 1, $1/5$ of 3, pl.2 gets $1/4$ of 1 and $4/5$ of 3
- pl.1 gets 1 and $1/10$ of 3, pl2 gets $9/10$ of 3
- ...

A Theorem

The threshold divisions are **precisely** the PO divisions

PO and fairness

- Pareto optimality alone is not enough to guarantee fairness. In the previous example:

 If $d = 0$ All items go to pl.1

 If $d = 1000$ All items go to pl.2

which are efficient but totally **unfair** allocations.

- There is one way of placing the vertical line that leads to an **equitable division**

$$\mu_1(\text{items to pl.1}) = \mu_2(\text{items to pl.2})$$

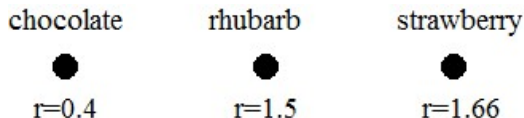
- The **Adjusted Winner (AW)** method finds this equitable division
- It was proposed in 1994 by Steven Brams and Alan Taylor and it was patented in 1999

Example 2

Players 1 and 2 want to divide a cake that consists of a strawberry component, a rhubarb component and a chocolate component, with valuations

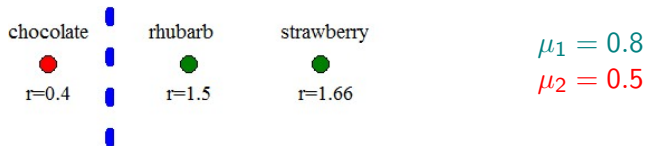
	chocolate	rhubarb	strawberry
pl.1	0.2	0.3	0.5
pl.2	0.5	0.2	0.3
r	0.4	1.5	1.66

We consider a simpler plot for the valuation ratios

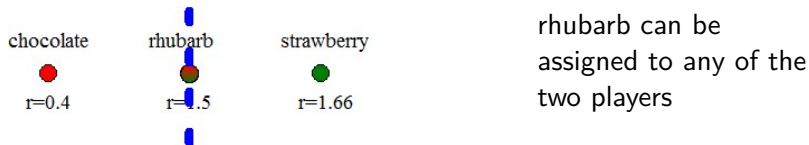


Example 2 (continued)

B & T suggest to begin with a vertical line at $d = 1$



The partition is not equitable: The smallest meaningful move to increase μ_2 (and decrease μ_1) is to move the vertical line rightward



If rhubarb to pl.1 $\Rightarrow \mu_1 = 0.8$ $\mu_2 = 0.5 \Rightarrow$ **pl.1 “wins”**

If rhubarb to pl.2 $\Rightarrow \mu_1 = 0.5$ $\mu_2 = 0.7 \Rightarrow$ **pl.2 “wins”**

\Rightarrow An equitable allocation is obtained by properly **splitting rhubarb**

Example 2 (continued)

How should we split rhubarb?

$p \in (0, 1)$ = share of rhubarb assigned to pl.1

The equitable allocation must satisfy

$$\mu_1 = 0.5 + 0.3p = 0.5 + 0.2(1 - p) = \mu_2 \quad \Rightarrow p = 0.4$$

Therefore the equitable allocation is:

pl.1 gets strawberry and a 0.4 share of rhubarb

pl.2 gets chocolate and a 0.6 share of rhubarb

and $\mu_1 = \mu_2 = 0.62$

Theorem

The Adjusted Winner procedure returns an allocation which is **Pareto Optimal** and **Equitable**.

Example 1 (again)

	item 1	item 2	item3	item 4
pl.1	0.2	0.6	0.1	0.1
pl.2	0.1	0.2	0.05	0.65
r	2	3	2	0.1538

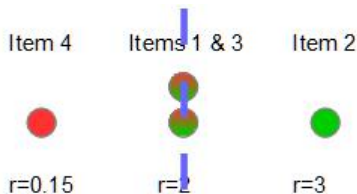
The vertical line is set at $d = 1$



The partition is not equitable:

Example 1 (continued)

The smallest meaningful move is to move the vertical line rightward



items 1 & 3 can be assigned to any of the two players

both to pl.1 $\Rightarrow \mu_1 = 0.9$ $\mu_2 = 0.65 \Rightarrow$ **pl.1 “wins”**

both to pl.2 $\Rightarrow \mu_1 = 0.6$ $\mu_2 = 0.8 \Rightarrow$ **pl.2 “wins”**

\Rightarrow An equitable allocation is obtained by properly **splitting items 1 & 3**

$p \in (0, 1)$ = share of items 1 & 3 assigned to pl.1

The equitable allocation must satisfy

$$0.6 + 0.3p = 0.65 + 0.15(1 - p) = \mu_2 \quad \Rightarrow \quad p = 4/9$$

Example 1 (continued)

A solution would be to split both items 1 & 3

$$\mu_1(\text{item 2} + 4/9 \text{ of item 1} + 4/9 \text{ of item 3}) = 0.7333$$

$$\mu_2(\text{item 4} + 5/9 \text{ of item 1} + 5/9 \text{ of item 3}) = 0.7333$$

Actually we obtain the same result by splitting item 1 only

$$\mu_1(\text{items 2 \& 3} + 1/6 \text{ of item 1}) = 0.7333$$

$$\mu_2(\text{item 4} + 5/6 \text{ of item 1}) = 0.7333$$

Example 1 (continued)

A solution would be to split both items 1 & 3

$$\mu_1(\text{item 2} + 4/9 \text{ of item 1} + 4/9 \text{ of item 3}) = 0.7333$$

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Result

At most one item need to be split in the AW procedure

What about envy-freeness?

A Pareto optimal and equitable partition is always proportional.
Since the solution of AW is Pareto optimal and equitable \Rightarrow the solution is also proportional
Since there are only two players \Rightarrow the solution is also envy-free

Theorem

The AW solution is **Pareto optimal**, **Equitable** and **Envy-free**

What happens when $n \geq 3$

Proposition (D. and Hill, 2003)

for each $n \geq 3$, there exist mutually absolutely continuous atomless measures $\mu_1, \mu_2, \dots, \mu_n$ such that no maximin-optimal partition [which is Pareto optimal and equitable] is envy-free.

Consider the following situation for $n = 3$

	item 1	item 2	item 3
pl.1	0.4	0.5	0.1
pl.2	0.3	0.4	0.3
pl.3	0.3	0.3	0.4

The allocation where pl. i gets item i ($i = 1, 2, 3$) is Pareto optimal and equitable, but not envy-free