

Algorithms For Democratic Decision-Making

Jamie Tucker-Foltz • Yale University • Spring 2026

Lecture 13: **Fair Division 1: Indivisible Goods**

Fair Division: How do you fairly allocate *items* among *agents*?

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<http://spliddit.org/>

Most widely-studied setting: indivisible goods, additive valuations

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(*EF*) if $\forall i, j \in [n]$,

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Agents take turns picking their favorite item remaining.

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Note: In the table above, the values 3, 6, 2, and 1 in the first row of the body are circled in red. The value 1 in the fourth column is crossed out with a green X. A green arrow points from the circled 6 in the third column to the circled 3 in the first column.

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Round Robin computes an EF1 allocation.

Proof. Consider an arbitrary pair of agents, $i < j$.

Observe that i does not envy j because i 's k^{th} good is worth more to i than j 's k^{th} good.

And j does not envy i **after removing the first good i picked**, because j 's k^{th} good is worth more to j than i 's $(k + 1)^{\text{th}}$ good. ■

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Let G be the envy graph on the set of agents, where $i \rightarrow j$ whenever i envies j ;

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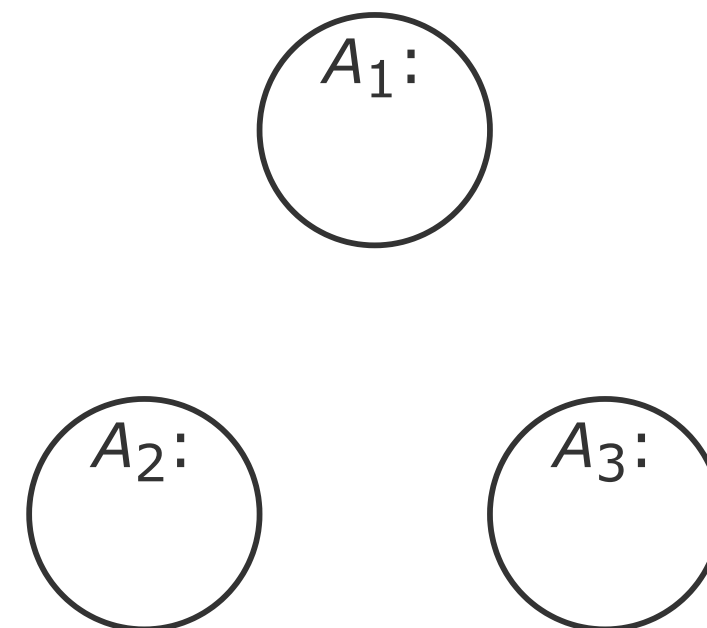
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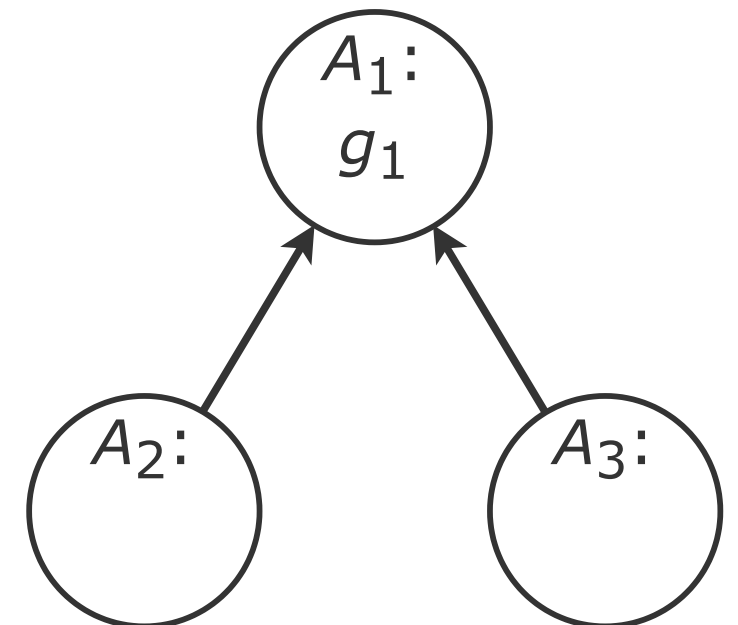
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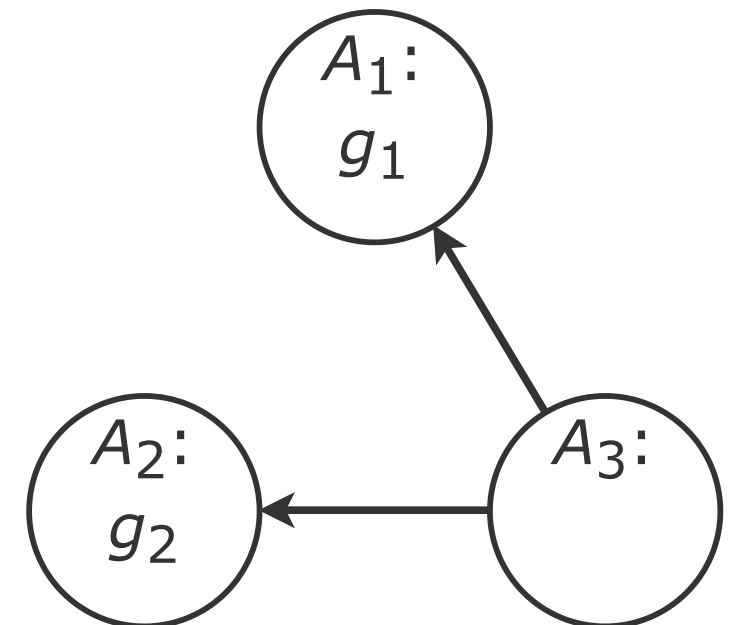
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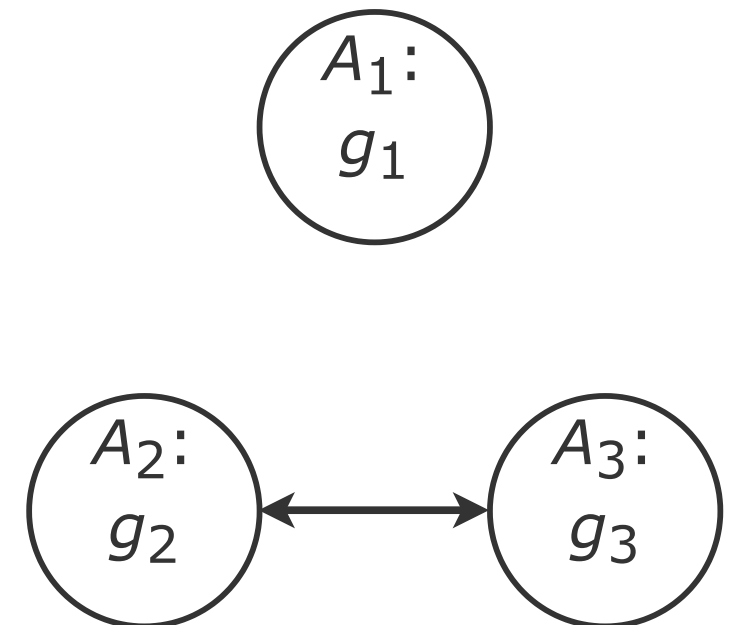
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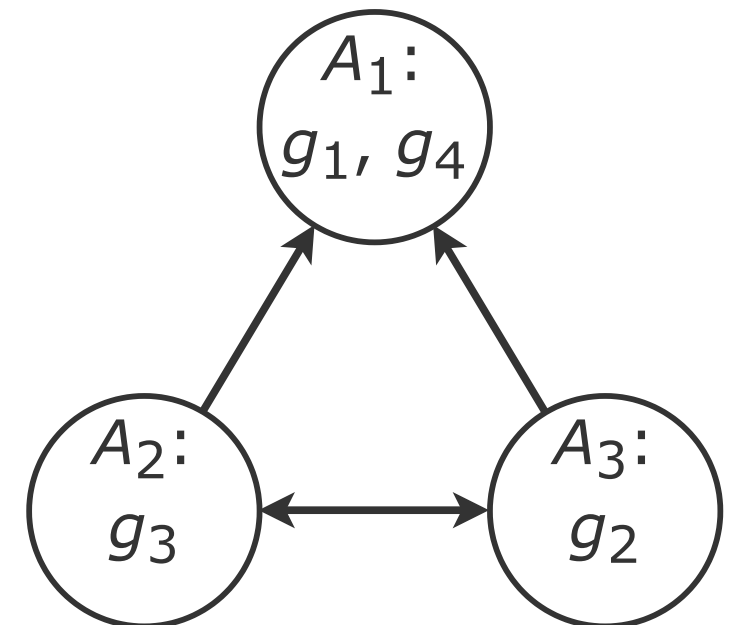
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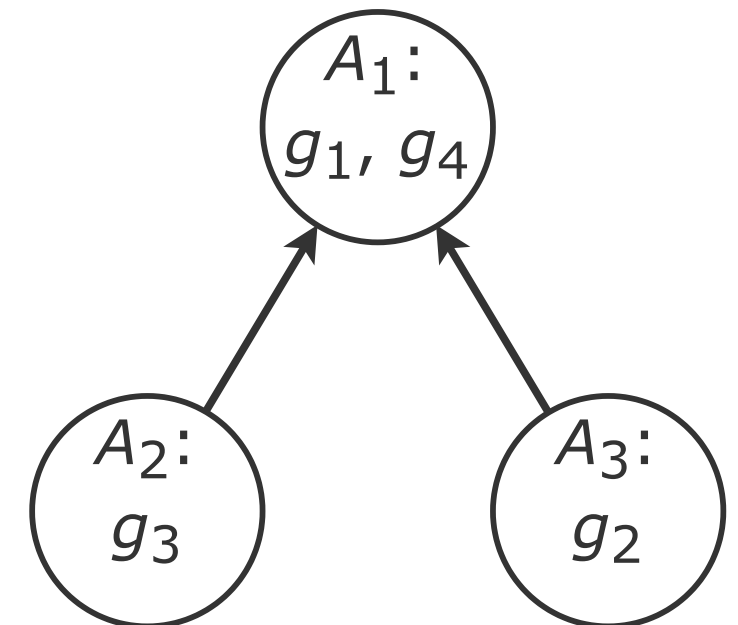
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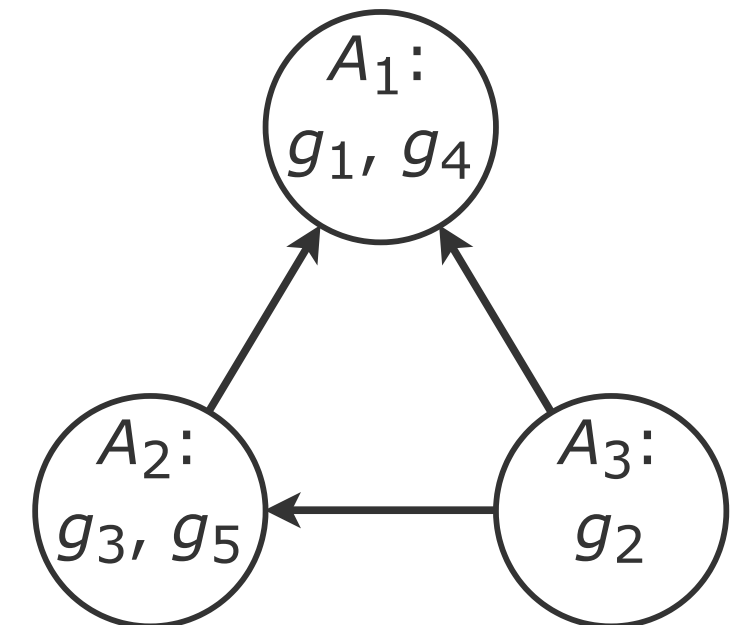
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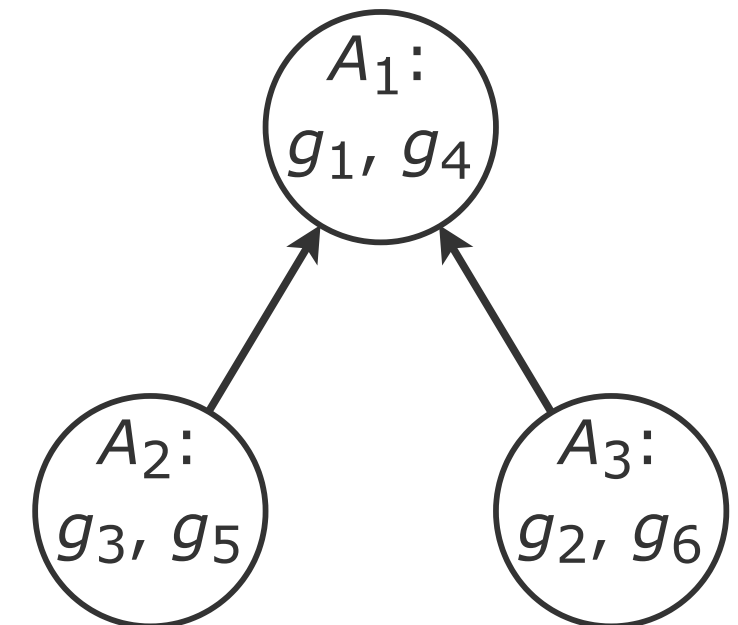
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Proof. The following claim holds inductively:

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*The Envy Cycle Elimination algorithm computes an EF1 allocation **even for arbitrary monotone valuation functions.***

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Theorem (Caragiannis, Kurokawa, Moulin, Procaccia, Shah, Wang, 2004)

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	g_1	g_2	g_3	g_4	g_5	g_6
Agent 1	3	3	3	10	2	1
$j \rightarrow$ Agent 2	1	5	6	9	2	1
$i \rightarrow$ Agent 3	1	7	6	9	2	1

$$\begin{aligned} \text{NW}(A) &= 13 \cdot 11 \cdot 3 \\ &= 429 \end{aligned}$$

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$$\begin{aligned} \text{NW}(A) &= 13 \cdot 6 \cdot 10 \\ &= 780 \end{aligned}$$

Proof that MNW satisfies EF1, continued

$$g^* \text{ maximizes } \frac{v_i(g^*)}{v_j(g^*)} \text{ over } A_j$$

Proof that MNW satisfies EF1, continued

$$g^* \text{ maximizes } \frac{v_i(g^*)}{v_j(g^*)} \text{ over } A_j \implies \frac{v_i(g^*)}{v_j(g^*)} \geq \frac{v_i(A_j)}{v_j(A_j)}$$

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■

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Recall that an allocation is *Pareto efficient* if it is not possible to make all agents better off (weakly for all agents and strictly for at least one).

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Respond at:

pollev.com/jtuckerfoltz255 or

bit.ly/jtfpoll or

text jtuckerfoltz255 to 37607

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Pareto efficiency

Open Question: Is there a polynomial-time algorithm to find a Pareto efficient and EF1 allocation?

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An allocation A is *envy-free up to one good (EF1)* if $\forall i, j \in [n], \exists g \in A_j,$
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EFX

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Open Question: Do EFX allocations always exist?

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For $0 \leq \alpha \leq 1$, an allocation A is α -EFX if $\forall i, j \in [n], \forall g \in A_j,$
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EFX is tricky

Recall that RR, ECE, and MNW all produced the following allocation:

Example

	g_1	g_2	g_3	g_4	g_5	g_6
Agent 1	3	3	3	10	2	1
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There always exists a 0.618-EFX allocation, which can be computed in polynomial time.

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$$\phi = 1.618 \dots$$

is the *Golden Ratio*:

$$\frac{1}{\phi} = \phi - 1 = 0.618 \dots$$

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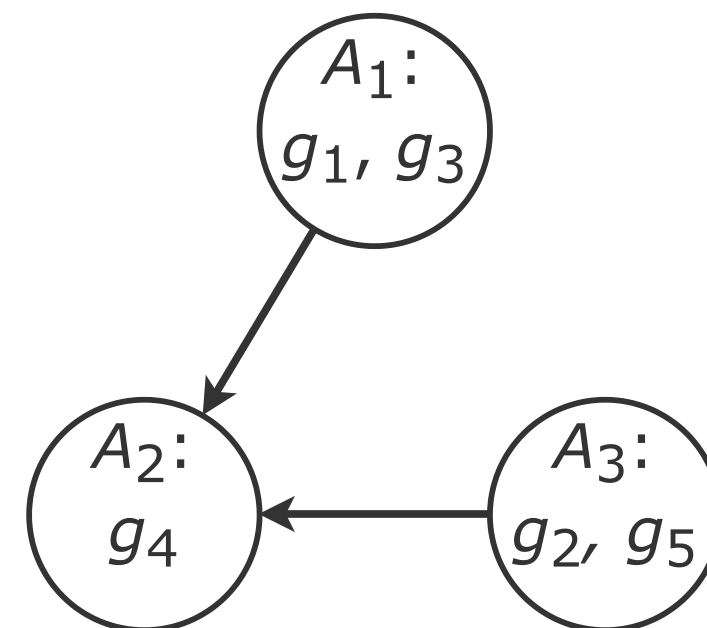
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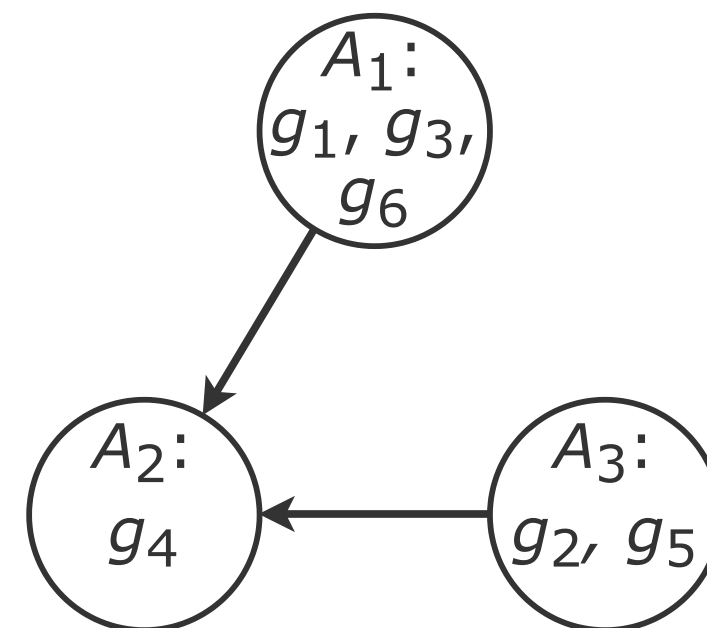
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Before beginning ECE, the partial allocation is $(\phi - 1)$ -EFX.

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Proof. We don't have to worry about anyone envying agents in L since they each only get one good. Thus the only cases we have to worry about are:

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Proof. For an agent in L , this follows because they chose to steal a good worth ϕ times as much as any unallocated goods.

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For an agent not in L , observe that both of their goods are preferred to any unallocated goods. Thus, they value their own bundle higher by a factor of at least $2 > \phi$. ■

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Proof of Theorem. We now claim that Lemmas 1 and 2 continue to hold after every iteration of ECE.

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Proof of Theorem. We now claim that Lemmas 1 and 2 continue to hold after every iteration of ECE. For Lemma 2, this is obvious, since utilities are increasing throughout ECE.

Proof of $(\phi - 1)$ -EFX, part 3

Suppose A is a $(\phi - 1)$ -EFX partial allocation, then we perform an iteration of ECE to obtain a new partial allocation A' . There are two cases:

Case 1: An envy cycle gets rotated.

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Proof of $(\phi - 1)$ -EFX, part 3

Suppose A is a $(\phi - 1)$ -EFX partial allocation, then we perform an iteration of ECE to obtain a new partial allocation A' . There are two cases:

Case 1: An envy cycle gets rotated.

This doesn't make anyone newly envious by the same reason as in the ECE EF1 proof.

Case 2: A new good g gets allocated to some agent j .

Then j is the only new agent we have to worry about other players envying. Consider an arbitrary other agent i .

$$\begin{aligned} v_i(A'_j) &= v_i(A_j) + v_i(g) \\ &\leq v_i(A_i) + \frac{v_i(A_i)}{\phi} \\ &= \left(1 + \frac{1}{\phi}\right) v_i(A_i) = \phi v_i(A_i) \implies v_i(A_i) \geq \frac{1}{\phi} v_i(A'_j) = (\phi - 1) v_i(A'_j) \end{aligned}$$

So here we actually get $(\phi - 1)$ -EF, which implies $(\phi - 1)$ -EFX. ■

Algorithm 5: MNW and ECE hybrid

Step 1: Compute the partial allocation maximizing Nash welfare (product of utilities) with respect to the following utility functions:

$$u_i(A_i) := \begin{cases} \phi \cdot v_i(A_i) & \text{if } |A_i| = 1 \\ v_i(A_i) & \text{if } |A_i| = 2 \\ 0 & \text{if } |A_i| \geq 3 \end{cases}$$

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The same proof approach shows that this procedure also finds a $(\phi - 1)$ -EFX allocation! If the conclusions of Lemmas 1 and 2 do not hold, then you can increase Nash welfare.