### PHIL309P Philosophy, Politics and Economics

Eric Pacuit University of Maryland, College Park pacuit.org



- Final Exam: Thu, May 12 8:00AM 10:00AM, EGR 2116 (see Testudo)
  - In-class exam
  - Consult problem sets (Problem sets 2 & 3 will be graded by Thursday or Friday), quizzes
  - Review sheet will be provided on Thursday or Friday
  - Multiple choice, short answers, short essay (questions will be provided).
- ► Final class: Tuesday, May 10
- Final comment: General reflections about the course, topics you found most interesting, topics you wish we spent more time on, etc.
- A couple quizzes coming.
- I'll be in my office on Wednesday of finals week in case you have questions about the final (you can schedule an appointment to be sure that I'm there).



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- Are the items *divisible* or *indivisible*?
  - A set of indivisible objects
  - Several divisible objects
  - A single heterogeneous object
- Are side-payments allowed?
- Dividing "goods" or "bads"? or both?



• Individual utilities of the goods: Ordinal? Cardinal?



- Individual utilities of the goods: Ordinal? Cardinal?
- Maximize social welfare:
  - Utilitarian: maximize  $\sum_i u_i$
  - Egalitarian: maximize min<sub>i</sub>{u<sub>i</sub>}
  - Nash: maximize  $\Pi_i u_i$



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  - Nash: maximize  $\Pi_i u_i$
- Preferences over bundles, or allocations: Separable? Additive? Lifted from an ordering over the objects?





H. Moulin. Fair Division and Collective Welfare. The MIT Press, 2003.

S. Brams and A. Taylor. *Fair Division: From cake-cutting to dispute resolution*. Cambridge University Press, 1998.



Suppose that *G* is a set of goods to be distributed among *n* individuals.

An **allocation** is a function  $A : N \to \wp(G)$  assigning goods to individuals (note that, in general, it need not be the case that  $\bigcup_{i \in N} A(i) = G$ ).

For each  $i \in N$ ,  $u_i$  is *i*'s utility function on *bundles* of goods. Then, the utility of an allocation is  $u_i(A) = u_i(A(i))$ .

A **profile** of utilities for an allocation *A* is a tuple  $(u_1(A(1)), \ldots, u_n(A(n)))$ , where  $N = \{1, \ldots, n\}$  is the set of individuals.

#### Pareto Efficiency



Suppose that *A* and *A*' are allocations.

A **Pareto dominates** A' provided for all  $i \in N$ ,  $u_i(A(i)) \ge u_i(A'(i))$  and there is a  $j \in N$  such that  $u_i(A(j)) > u_i(A'(j))$ .

*A* is **Pareto efficient** if it is not Pareto dominated. (That is, there is no *A*' such that *A*' Pareto dominates *A*)





#### An allocation A is **envy-free** provided there is no individual *i* such that

#### $u_i(A(j)) > u_i(A(i))$

for some *j*.

### Proportionality



## Suppose that *G* is the set of all the objects and there are *n* individuals. An allocation *A* is **proportional** provided for all *i*:

$$u_i(A) \ge \frac{1}{n}u_i(G)$$

Note that this only makes sense when the utilities are monotonic: for all sets of goods  $C \subseteq D \subseteq G$ ,  $u_i(C) \leq u_i(D)$ .





#### An allocation *A* is **equitable** provided for all *i*, *j*:

 $u_i(A(i)) = u_j(A(j)))$ 

#### Paradoxes of Fair Division: Indivisible Goods



S. Brams, P. Edelman and P. Fishburn. *Paradoxes of Fair Division*. Journal of Philosophy, 98:6, pgs. 300-314, 2001.

### No Envy-Free Division



- Ann: 1 > 2 > 3
- Bob: 1 > 3 > 2
- Cath: 2 > 1 > 3

### No Envy-Free Division



Ann:1>2>3Bob:1>3>2Cath:2>1>3

There are no envy-free divisions.



- Ann: 1 > 2 > 3 > 4 > 5 > 6
- Bob: 4 > 3 > 2 > 1 > 5 > 6
- Cath: 5 > 1 > 2 > 6 > 3 > 4



Cath: 5 > 1 > 2 > 6 > 3 > 4

Ann: {1,3} Bob: {2,4} Cath: {5,6}



Ann:
$$1 > 2 > 3 > 4 > 5 > 6$$
Bob: $4 > 3 > 2 > 1 > 5 > 6$ 

Cath: 5 > 1 > 2 > 6 > 3 > 4

Ann: {1,3}	Ann: {1, 2}
Bob: {2, 4}	Bob: {3, 4}
Cath: {5,6}	Cath: {5,6}



Ann:1
$$>$$
2 $>$ 3 $>$ 4 $>$ 5 $>$ 6Bob:4>3>2>1>5>6Cath:5>1>2>6>3>4

Ann: {1,3}	Ann: {1, 2}
Bob: {2, 4}	Bob: {3, 4}
Cath: {5,6}	Cath: {5,6}



Ann:
$$1 > 2 > 3 > 4 > 5 > 6$$
Bob: $4 > 3 > 2 > 1 > 5 > 6$ 

Cath: 5 > 1 > 2 > 6 > 3 > 4

Ann: {1,3}	Ann: {1,2}
Bob: {2, 4}	Bob: {3, 4}
Cath: {5, 6}	Cath: {5,6}

There is no other division that guarantees envy freeness

Avoid envy or help the worse off?



#### Ann: 1 > 2 > 3 > 4 > 5 > 6Bob: 5 > 6 > 2 > 1 > 4 > 3Cath: 3 > 6 > 5 > 4 > 1 > 2



# Ann:1>2>3>4>5>6Bob:5>6>2>1>4>3Cath:3>6>5>4>1>2

Three efficient divisions: (12, 56, 34), (12, 45, 36) and (14, 25, 36)



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- Three efficient divisions: (12, 56, 34), (12, 45, 36) and (14, 25, 36)
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Voting

![](_page_32_Picture_1.jpeg)

<u>Allocations</u>	Preferences
$A_1$ : (12, 56, 34)	Ann: $A_1 I_A A_2 P_A A_3$
$A_2$ : (12, 45, 36)	Bob: $A_1 P_B A_3 P_B A_2$
<i>A</i> <sub>3</sub> : (14, 25, 36)	Cath: $A_2 I_C A_3 P_C A_1$

Voting

![](_page_33_Picture_1.jpeg)

<u>Allocations</u>	Preferences
$A_1$ : (12, 56, 34)	Ann: $A_1 I_A A_2 P_A A_3$
$A_2$ : (12, 45, 36)	Bob: $A_1 P_B A_3 P_B A_2$
<i>A</i> <sub>3</sub> : (14, 25, 36)	Cath: $A_2 I_C A_3 P_C A_1$

**Conclusion**: The unique envy-free division would lose in a vote to any of the other efficient divisions

### Maximize Total Utility

![](_page_34_Picture_1.jpeg)

Utility	6		5		4		3		2		1
Ann:	1	≻	2	$\succ$	3	$\succ$	4	$\succ$	5	$\succ$	6
Bob:	5	$\succ$	6	$\succ$	2	$\succ$	1	$\succ$	4	$\succ$	3
Cath:	3	$\succ$	6	$\succ$	5	$\succ$	4	$\succ$	1	$\succ$	2
Allocations					Total Utility						
$A_1$ : (12, 56, 34)				31							
$A_2$ : (12, 45, 36)				30							
	$A_3$ : (14, 25, 36)					30					

### Maximize Total Utility

![](_page_35_Picture_1.jpeg)

Conclusion: Maximizing the total utility (i.e., the modified Borda score) will not select the unique envy-free division.

![](_page_35_Picture_3.jpeg)
# Improve the Worse Off



Utility	6		5		4		3		2		1
Ann:	1	$\succ$	2	$\succ$	3	$\succ$	4	$\succ$	5	$\succ$	6
Bob:	5	$\succ$	6	$\succ$	2	$\succ$	1	$\succ$	4	$\succ$	3
Cath:	3	$\succ$	6	$\succ$	5	$\succ$	4	$\succ$	1	$\succ$	2
	Al	loca	tior	IS	]	Min	imı	ım l	Utili	ities	
_	$A_1$ :	$A_1$ : (12, 56, 34)			(5, 5, 3)						
	$A_2$ :	(12,	45,3	36)			(5	, 2,	5)		
	$A_3$ :	(14,	25,3	36)			(3	, 4,	5)		

# Improve the Worse Off



Utility	6		5		4		3		2		1
Ann:	1	$\succ$	2	$\succ$	3	$\succ$	4	$\succ$	5	$\succ$	6
Bob:	5	$\succ$	6	$\succ$	2	$\succ$	1	$\succ$	4	$\succ$	3
Cath:	3	$\succ$	6	$\succ$	5	$\succ$	4	$\succ$	1	$\succ$	2
	Al	loca	tior	IS	]	Min	imu	ım l	Utili	ities	
_	$A_1$ :	$A_1$ : (12, 56, 34)			(5, 5, 3)						
	$A_2$ :	(12,	45,3	36)			(5	, 2, 5	5)		
	<i>A</i> <sub>3</sub> :	(14,	25,3	36)			(3	, 4, 5	5)		

**Conclusion**: (Lexicographic) Maximin will not select the unique envy-free division.

#### Fair Division



# www.spliddit.org

# Adjusted Winner

# Adjusted Winner



**Adjusted winner** (*AW*) is an algorithm for dividing *n* divisible goods among two people (invented by Steven Brams and Alan Taylor).

For more information see

- Fair Division: From cake-cutting to dispute resolution by Brams and Taylor, 1998
- The Win-Win Solution by Brams and Taylor, 2000
- www.nyu.edu/projects/adjustedwinner
- ► Fair Outcomes, Inc.: www.fairoutcomes.com

Item	Ann	Bob	Suppose Ann and Bob are dividing three goods {A, B, C}
Α			
В			
С			

Item	Ann	Bob
A	5	4
В	65	46
С	30	50
Total	100	100

**Point Assignment**: Both Ann and Bob distribute 100 points among the three items

Item	Ann	Bob	
Α	5	4	
В	65	46	
С	30	50	
Total	100	100	
Item	Ann	Bob	
Α	5	0	
В	65	0	
С	0	50	
Total	70	50	

**Point Assignment**: Both Ann and Bob distribute 100 points among the three items

**Winner Take All**: The person who assigned the most points is given that good

Item	Ann	Bob	Suppose Ann and Bob are dividing three goods $(A, B, C)$
A	5	4	$- \{A, D, C\}$
В	65	46	Point Assignment: Both Ann and Bob dis-
С	30	50	tribute 100 points among the three items
Total	100	100	Winner Take All: The person who assigned the
			_ most points is given that good
Item	Ann	Bob	
A	5	0	- Equitability Adjustment: Transfer all or part of the goods from the person with the most points
В	65	0	until both receive the same number of points
С	0	50	
Total	70	50	_

Item	Ann	Bob	
Α	5	4	
В	65	46	
С	30	50	
Total	100	100	
Item	Ann	Bob	
Item A	Ann 5	Bob 0	
Item A B	Ann 5 65	Bob 0 0	
Item A B C	Ann 5 65 0	Bob 0 0 50	

**Point Assignment**: Both Ann and Bob distribute 100 points among the three items

**Winner Take All**: The person who assigned the most points is given that good

**Equitability Adjustment**: Transfer all or part of the goods from the person with the most points until both receive the same number of points

Find the item whose ratio is closes to 1:  $65/46 \ge 5/4 \ge 1 \ge 30/50$ 

Item	Ann	Bob
Α	5	4
В	65	46
С	30	50
Total	100	100
Item	Ann	Bob
Item A	Ann 0	Bob 4
Item A B	Ann 0 65	Bob 4 0
Item A B C	Ann 0 65 0	Bob 4 0 50

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Still not equal, so give (some of) *B* to Bob: 65p = 100 - 46p yielding  $p = \frac{100}{111} = 0.901$ 

Item	Ann	Bob
A	5	4
В	65	46
С	30	50
Total	100	100
Item	Ann	Bob
A	0	4
В	58.56	4.56
С	0	50

**Point Assignment**: Both Ann and Bob distribute 100 points among the three items

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**Equitability Adjustment**: Transfer all or part of the goods from the person with the most points until both receive the same number of points

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# Easy Observations



 For two-party disputes, proportionality and envy-freeness are equivalent.

 AW only produces equitable allocations (equitability is essentially built in to the procedure).

• *AW* produces allocations in which at most one good is split.





# **Theorem (Brams and Taylor)** *AW produces allocations that are efficient, equitable and envy-free (with respect to the announced valuations).*





# In Adjusted Winner, can the people improve their allocation by misrepresenting their preferences?





In Adjusted Winner, can the people improve their allocation by misrepresenting their preferences?

Yes

# Strategizing: Example



Item	Ann	Bob
Matisse	75	25
Picasso	25	75

Ann will get the Matisse and Bob will get the Picasso and each gets 75 of his or her points.

# Strategizing: Example



Suppose Ann knows Bob's preferences, but Bob does not know Ann's.

Item	Ann	Bob		Item	Ann	Bob
M	75	25	_	M	26	25
P	25	75		P	74	75

So Ann will get *M* plus a portion of *P*.

According to Ann's announced allocation, she receives 50.33 points

According to Ann's actual allocation, she receives 75 + 0.33 \* 25 = 83.33 points.





However, while honesty may not always be the best policy it is the only **safe** one, i.e., the only one which will guarantee 50%.





How do we cut a cake fairly?



How do we cut a cake fairly?

• A cake is a metaphor for a divisible heterogeneous good.



*How* do we cut a cake fairly?

- We are interested not only in the *existence* of a (fair) division but also a *constructive procedure* (an algorithm) for finding it
  - discrete procedures
  - continuous moving knife procedures



How do we cut a cake fairly?

• Different results known for 2,3,4,... cutters!



How do we cut a cake fairly?

Many ways to make this precise!





#### S. Brams and A. Taylor. Fair Division: From Cake-Cutting to Dispute Resolution. 1996.

J. Robertson and W. Webb. Cake-Cutting Algorithms: Be Fair If You Can. 1998.

J. Barbanel. The Geometry of Efficient Fair Division. 2005.



The cake is the unit interval [0, 1]

0 1



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Only parallel, vertical cuts, perpendicular to the horizontal *x*-axis are made





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Only parallel, vertical cuts, perpendicular to the horizontal *x*-axis are made





Each player *i* has a continuous value measure  $v_i(x)$  on [0, 1] such that

- $v_i(x) \ge 0$  for  $x \in [0, 1]$
- $v_i$  is finitely additive, non-atomic, and absolutely continuous measures
- the area under  $v_i$  on [0, 1] is 1 (probability density function)



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value of finite number of disjoint pieces equals the value of their union (hence, no subpieces have greater value than the larger piece containing them).



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a single cut (which defines the border of a piece) has no area and so has no value.



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- ► *v<sub>i</sub>* is finitely additive, non-atomic, and absolutely continuous measures
- the area under  $v_i$  on [0, 1] is 1 (probability density function)

*no portion of cake is of positive measure for one player and zero measure for another player.* 




#### The Cake-Cutting Problem





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A division of a cake [0, 1] for *n* players is a partition  $(S_1, ..., S_n)$  (i.e., each  $S_i \subseteq [0, 1], \cup_i S_i = [0, 1]$  and  $S_i \cap S_j = \emptyset$ ). We are typically interested in divisions where each  $S_i$  is **contiguous** (i.e., a subinterval of [0, 1]).



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A division  $(S_1, \ldots, S_n)$  is

• Fair (Proportional): for each  $i, v_i(S_i) \ge \frac{1}{n}$ 



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A division  $(S_1, \ldots, S_n)$  is

- Fair (Proportional): for each  $i, v_i(S_i) \ge \frac{1}{n}$
- **Envy-Free**: for each  $i, j, v_i(S_i) \ge v_i(S_j)$



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- **Envy-Free**: for each  $i, j, v_i(S_i) \ge v_i(S_j)$
- **Equitable**: for each  $i, j, v_i(S_i) = v_j(S_j)$
- **Efficient**: there is no other division  $(T_1, ..., T_n)$  such that  $v_i(T_i) \ge v_i(S_i)$  for all *i* and there is some *j* such that  $v_j(T_j) > v_j(S_j)$ .

#### Truthfulness



Some procedures ask players to represent their preferences.

This representation need not be "truthful"

Typically, it is assumed that agents will follow a maximin strategy (maximize the set of items that are guaranteed)

Two Players



**Procedure:** one player cuts the cake into two portions and the other player chooses one of the portions.

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*Maximin strategy*: Suppose that A is the cutter. If A has no information about the other player's valuation, then A should cut the cake at some point x so that the value of the portion to the left of x is equal to the value of the portion to the right.

**Two Players** 



**Procedure:** one player cuts the cake into two portions and the other player chooses one of the portions.

*Maximin strategy*: Suppose that A is the cutter. If A has no information about the other player's valuation, then A should cut the cake at some point x so that the value of the portion to the left of x is equal to the value of the portion to the right.

This strategy creates an **envy-free** and **efficient** allocation, but it is not necessarily **equitable**.

Example



Suppose that the cake is half chocolate and have vanilla. Ann values the vanilla half twice as much as the chocolate half:

$$v_A(x) = \begin{cases} 4/3 & x \in [0, 1/2] \\ 2/3 & x \in (1/2, 1] \end{cases}$$

Bob values both sides equally:

$$v_B(x) = \begin{cases} 1 & x \in [0, 1/2] \\ 1 & x \in (1/2, 1] \end{cases}$$

Where should *A* cut the cake?



# Example

$$v_A(x) = \begin{cases} 4/3 & x \in [0, 1/2] \\ 2/3 & x \in (1/2, 1] \end{cases}$$
$$v_B(x) = \begin{cases} 1 & x \in [0, 1/2] \\ 1 & x \in (1/2, 1] \end{cases}$$

A should cut the cake at x = 3/8:

$$(4/3)(x-0) = 4/3(1/2-x) + 2/3(1-1/2)$$



# Example

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A should cut the cake at x = 3/8:

$$(4/3)(x-0) = 4/3(1/2 - x) + 2/3(1 - 1/2)$$

Note that the portions are not equitable (*B* receive 5/8 according to his valuation)

# Cut and Choose is not Equitable



Suppose *A* values the vanilla half twice as much as the chocolate half:

$$v_A(x) = \begin{cases} 4/3 & x \in [0, 1/2] \\ 2/3 & x \in (1/2, 1] \end{cases} \qquad \qquad v_B(x) = \begin{cases} 1 & x \in [0, 1/2] \\ 1 & x \in (1/2, 1] \end{cases}$$

A should cut the cake at x = 3/8:

$$(4/3)(x-0) = 4/3(1/2 - x) + 2/3(1 - 1/2)$$

The portions are not equitable: *B* receive 5/8 according to his valuation.



S. Brams, M. A. Jones and C. Klamler. *Better Ways to Cut a Cake*. Notices of the AMS, 53:11, pgs. 1314-1321, 2006.





1. Independently, *A* and *B* report their value functions  $f_A$  and  $f_B$  over [0, 1] to a referee. These need not be the same as  $v_A$  and  $v_B$ .



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- 4. Suppose *a* is to the left of *b* (Then *A* receives [0, *a*] and B receives [*b*, 1]). Cut the cake a point *c* in [*a*, *b*] at which the players receive the *same proportion p* of the cake in this interval.



Suppose *A* values the vanilla half twice as much as the chocolate half:

 $v_A(x) = \begin{cases} 4/3 & x \in [0, 1/2] \\ 2/3 & x \in (1/2, 1] \end{cases} \qquad v_B(x) = \begin{cases} 1 & x \in [0, 1/2] \\ 1 & x \in (1/2, 1] \end{cases}$ 

#### Which Cut-Point?



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**Proportional equitability**:  $c = \frac{7}{16}$ 

**Equitability**:  $e = \frac{3}{7}$ 

# Surplus Procedure



A procedure is **strategy-proof** if maximin players always have an incentive to let  $f_A = v_A$  and  $f_B = v_B$ .

**Theorem**. The Surplus Procedure (with the proportional equitability cut-point *c*) is strategy-proof, whereas any procedure that makes *e* the cut-point is strategy-vulnerable.

#### More than 2 Players



# **Fact**. It is not always possible to divide a cake among three players into **envy-free and equitable** portions using 2 cuts.

