

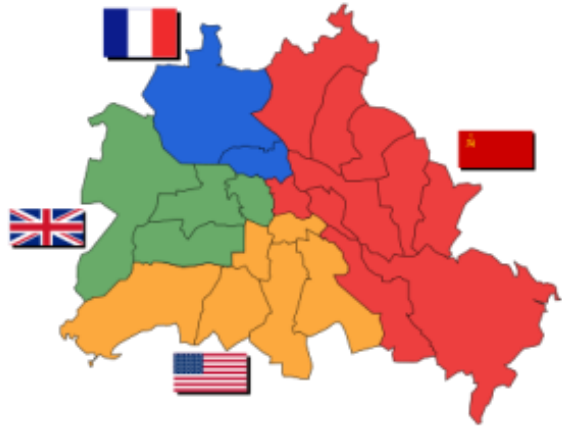
Lecture 9

Cake Cutting

Reminder about starting recording

Fair Division

Fair Division



Fair Division



Fair Division

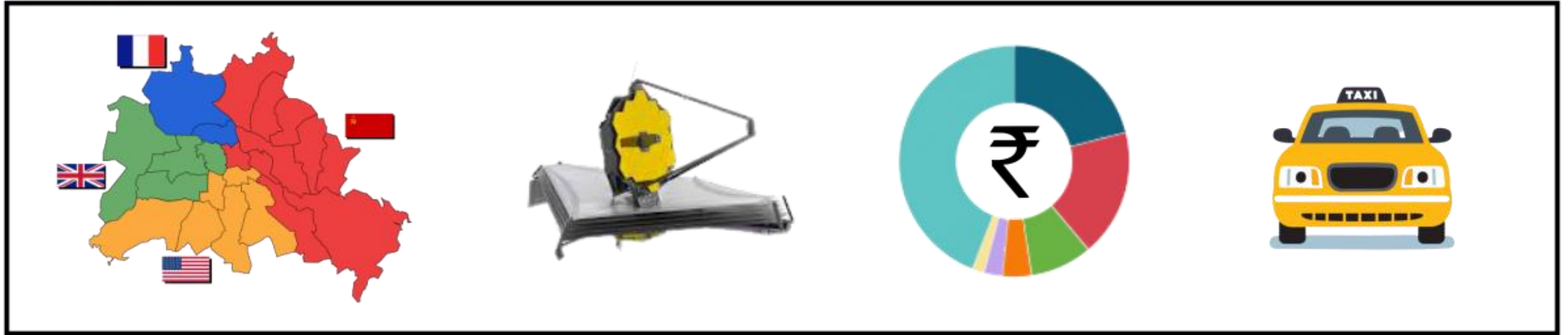


Fair Division



Fair Division

Divisible



Fair Division

Divisible

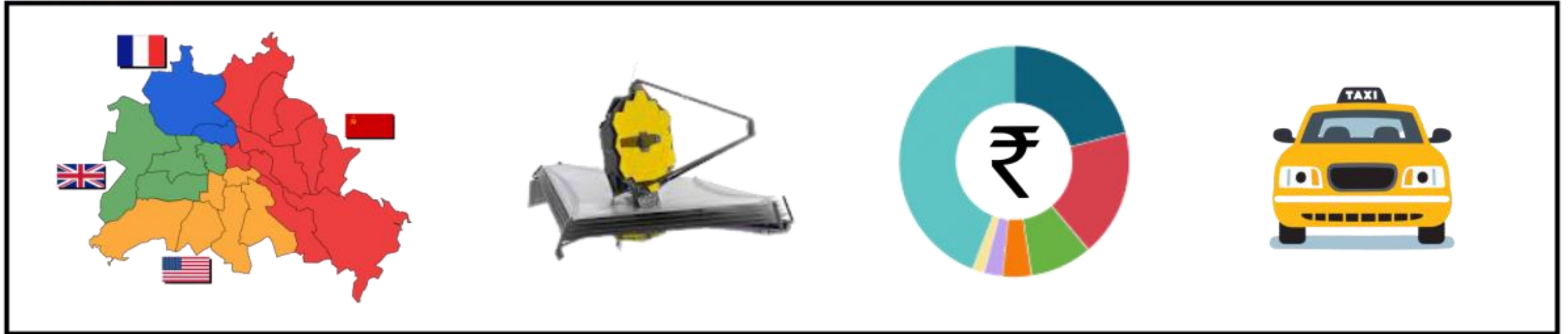


Indivisible



Fair Division

Divisible

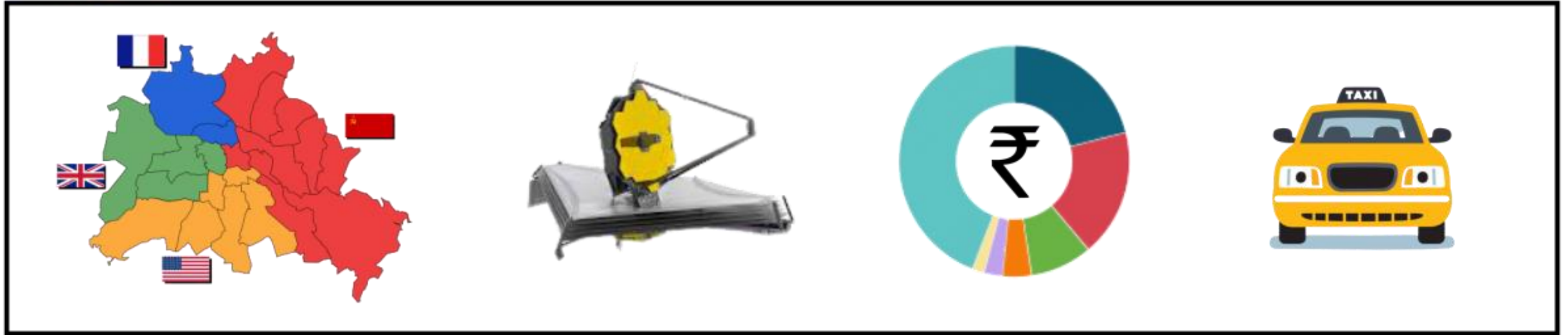


Indivisible

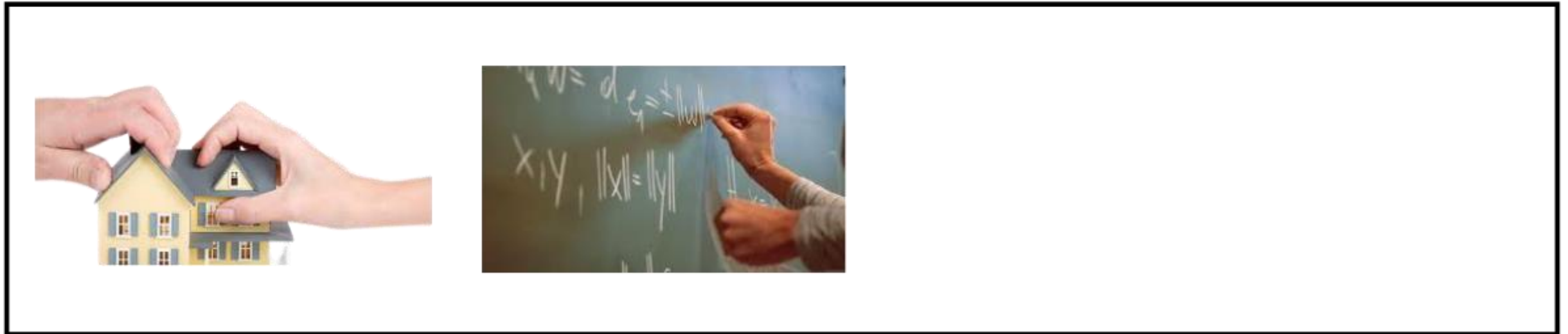


Fair Division

Divisible



Indivisible

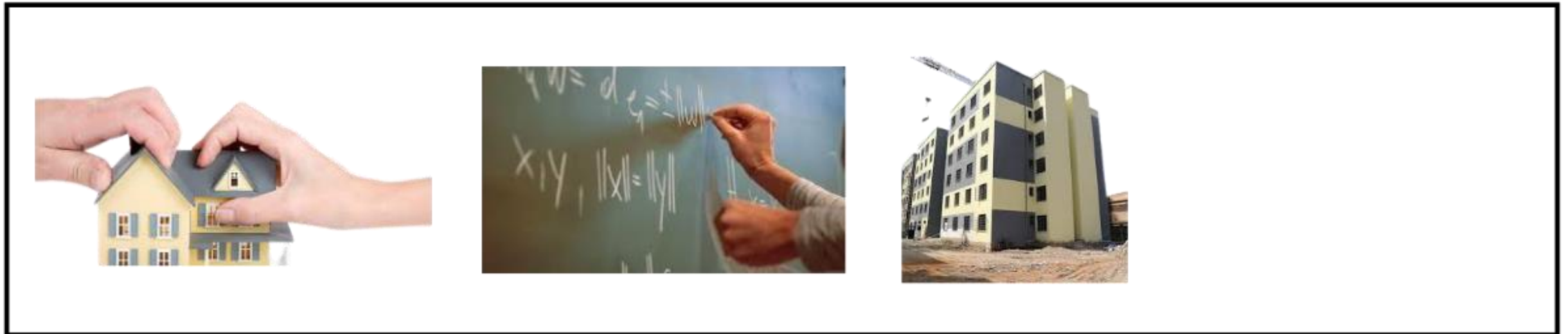


Fair Division

Divisible

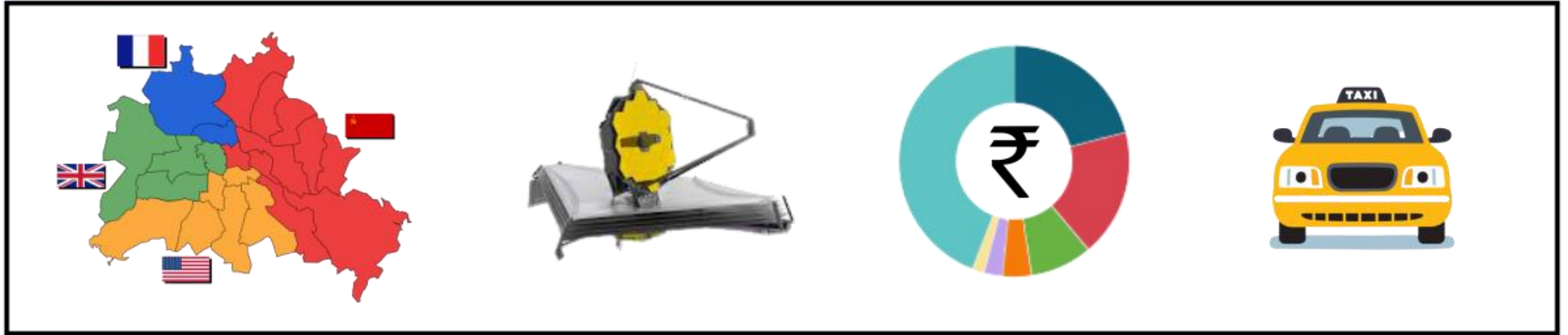


Indivisible

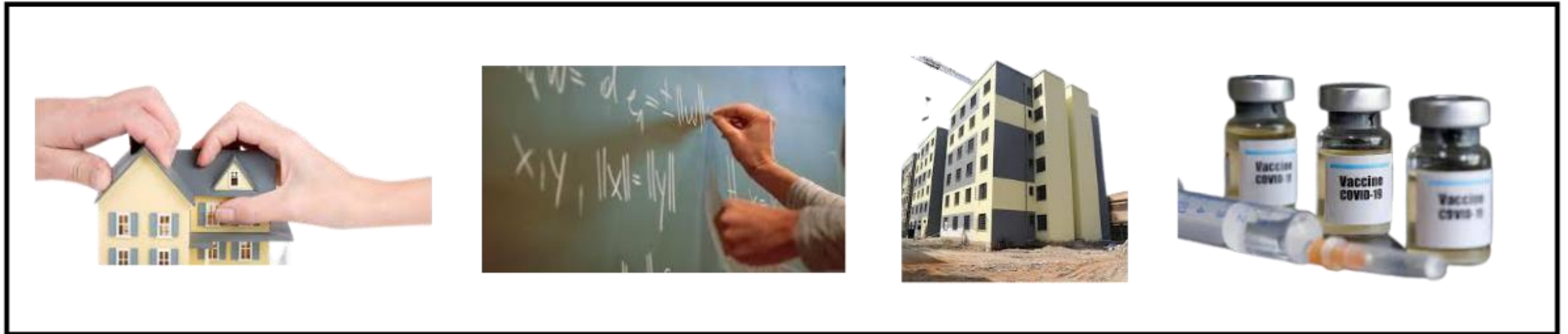


Fair Division

Divisible



Indivisible

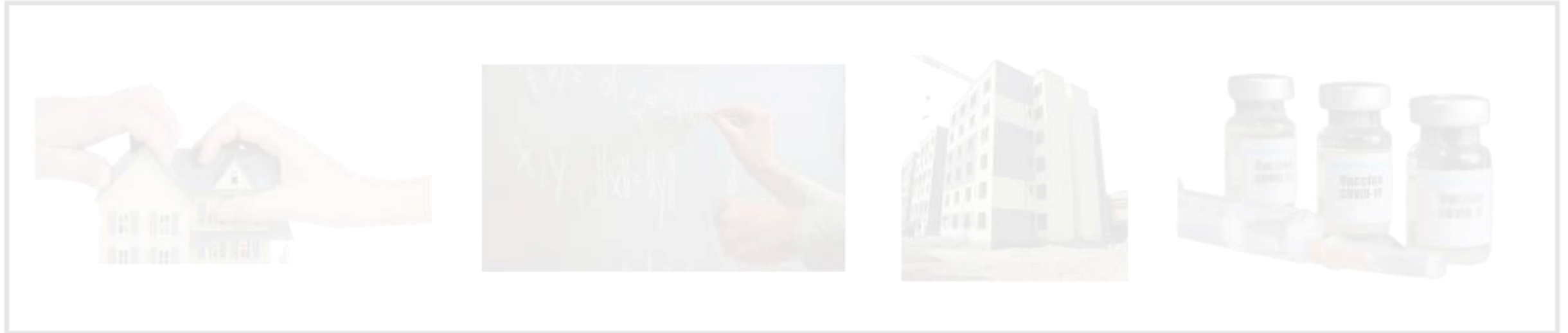


Fair Division

Divisible



Indivisible



Cake Cutting



Cake Cutting



Fairly dividing a heterogenous, divisible resource among agents with differing preferences

Cake Cutting



equal amounts of the resource
can have different values for an agent

Fairly dividing a **heterogenous**, divisible resource
among agents with differing preferences

Cake Cutting



equal amounts of the resource
can have different values for an agent

any fractional allocation
is feasible

Fairly dividing a heterogenous, **divisible** resource
among agents with differing preferences

Cake Cutting



equal amounts of the resource
can have different values for an agent

any fractional allocation
is feasible

Fairly dividing a heterogeneous, divisible resource
among agents with **differing** preferences

agents need not
be identical

The Model

The Model

- The resource: Cake $[0,1]$



The Model

- The resource: Cake $[0,1]$
- Set of agents $\{1,2,\dots,n\}$



The Model

- The resource: Cake $[0,1]$
- Set of agents $\{1,2,\dots,n\}$
- *Piece of cake*: Finite union of subintervals of $[0,1]$



The Model

- The resource: Cake $[0,1]$
- Set of agents $\{1,2,\dots,n\}$
- *Piece of cake*: Finite union of subintervals of $[0,1]$



Preferences of Agents

Preferences of Agents

- **Valuation function** v_i : Assigns a non-negative value to any piece of cake

Preferences of Agents

- **Valuation function** v_i : Assigns a non-negative value to any piece of cake

Additivity

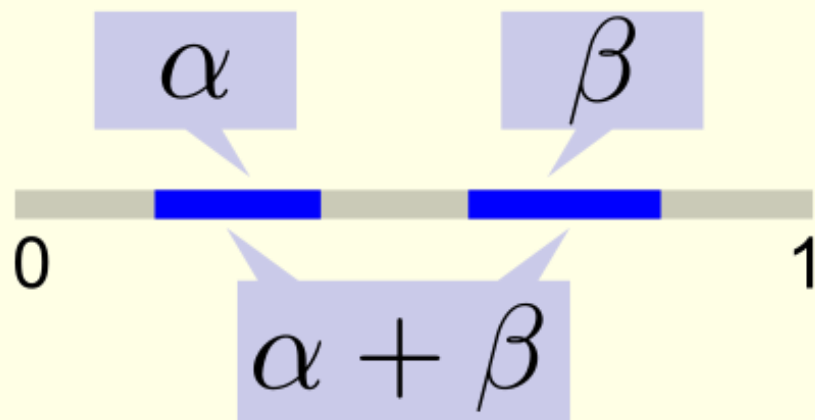
for disjoint $X, Y \subseteq [0, 1]$,
$$v_i(X \cup Y) = v_i(X) + v_i(Y)$$

Preferences of Agents

- **Valuation function** v_i : Assigns a non-negative value to any piece of cake

Additivity

for disjoint $X, Y \subseteq [0, 1]$,
 $v_i(X \cup Y) = v_i(X) + v_i(Y)$

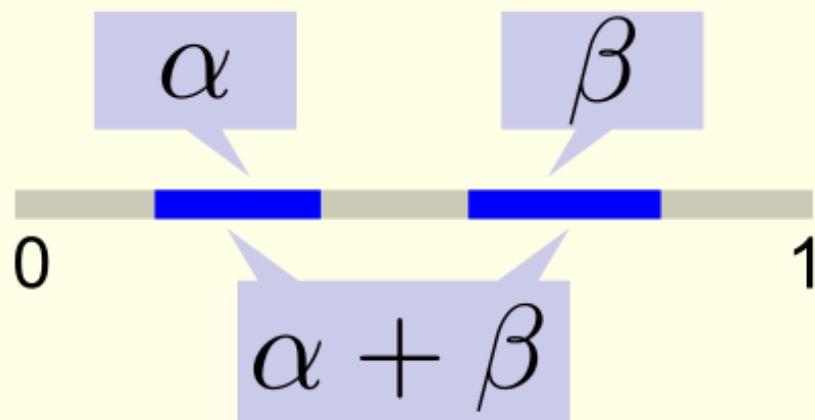


Preferences of Agents

- **Valuation function** v_i : Assigns a non-negative value to any piece of cake

Additivity

for disjoint $X, Y \subseteq [0, 1]$,
 $v_i(X \cup Y) = v_i(X) + v_i(Y)$



Divisibility

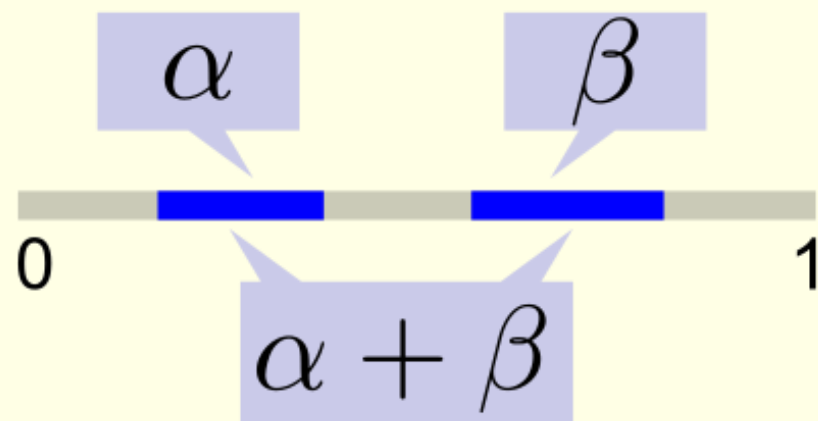
for any $X \subseteq [0, 1]$ and any $\lambda \in [0, 1]$,
there exists $Y \subseteq X$ s.t. $v_i(Y) = \lambda v_i(X)$

Preferences of Agents

- **Valuation function** v_i : Assigns a non-negative value to any piece of cake

Additivity

for disjoint $X, Y \subseteq [0, 1]$,
 $v_i(X \cup Y) = v_i(X) + v_i(Y)$



Divisibility

for any $X \subseteq [0, 1]$ and any $\lambda \in [0, 1]$,
there exists $Y \subseteq X$ s.t. $v_i(Y) = \lambda v_i(X)$

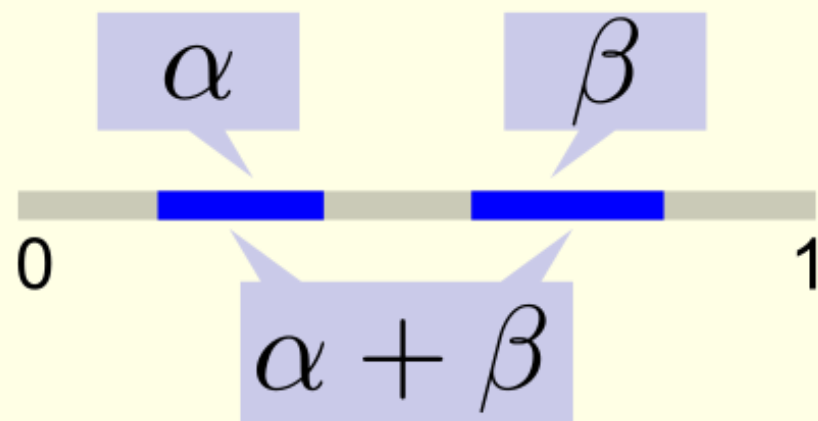


Preferences of Agents

- **Valuation function** v_i : Assigns a non-negative value to any piece of cake

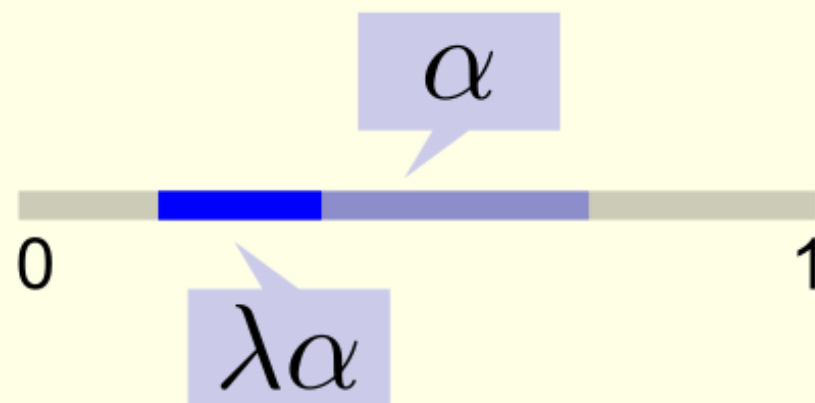
Additivity

for disjoint $X, Y \subseteq [0, 1]$,
 $v_i(X \cup Y) = v_i(X) + v_i(Y)$



Divisibility

for any $X \subseteq [0, 1]$ and any $\lambda \in [0, 1]$,
there exists $Y \subseteq X$ s.t. $v_i(Y) = \lambda v_i(X)$

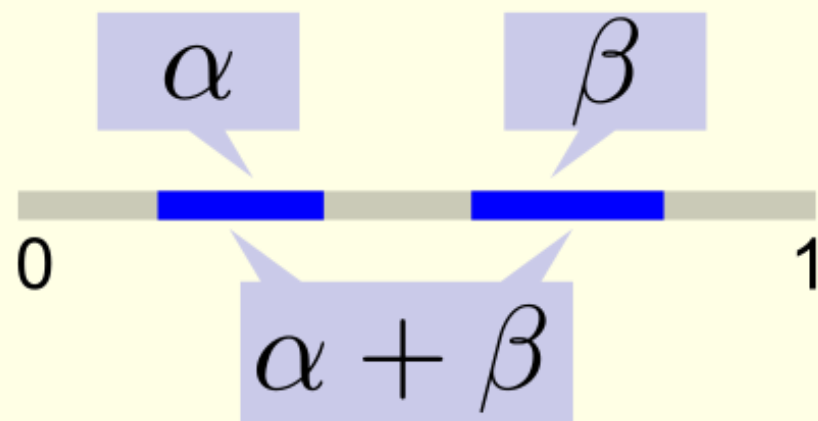


Preferences of Agents

- **Valuation function** v_i : Assigns a non-negative value to any piece of cake

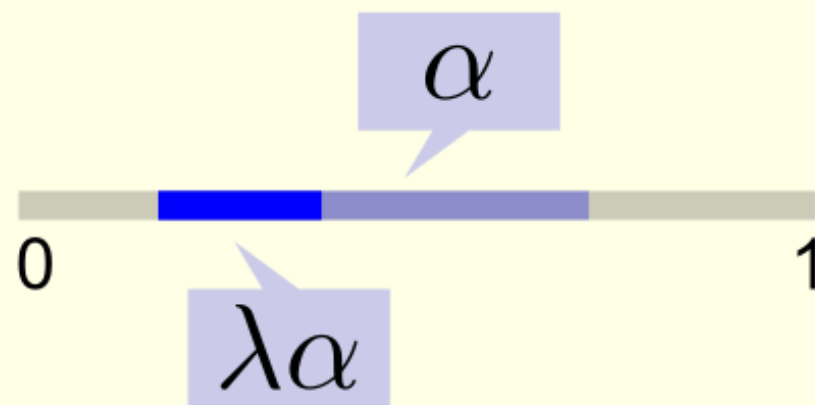
Additivity

for disjoint $X, Y \subseteq [0, 1]$,
 $v_i(X \cup Y) = v_i(X) + v_i(Y)$



Divisibility

for any $X \subseteq [0, 1]$ and any $\lambda \in [0, 1]$,
there exists $Y \subseteq X$ s.t. $v_i(Y) = \lambda v_i(X)$

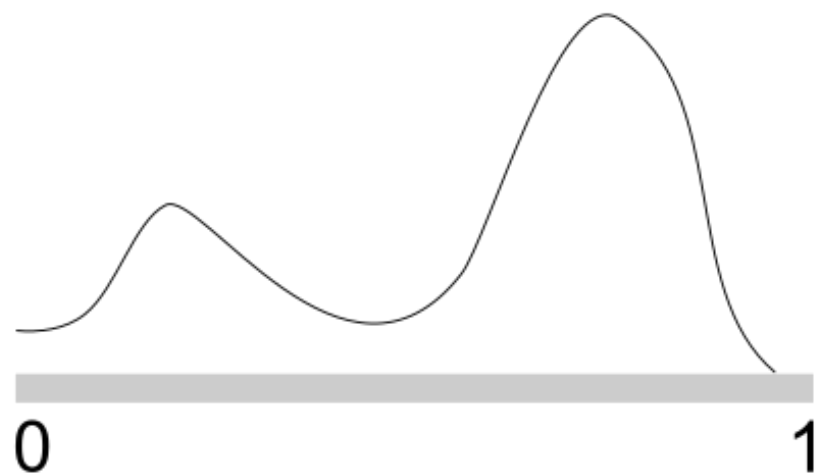


Normalization: for each agent i , $v_i([0, 1]) = 1$.

Preferences of Agents

- **Valuation function** v_i : Assigns a non-negative value to any piece of cake

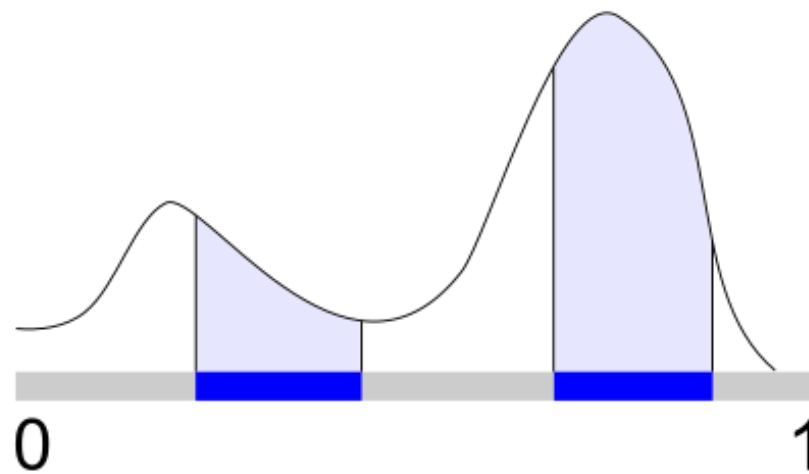
$$v_i(X) = \int_{x \in X} f_i(x) dx$$



Preferences of Agents

- **Valuation function** v_i : Assigns a non-negative value to any piece of cake

$$v_i(X) = \int_{x \in X} f_i(x) dx$$

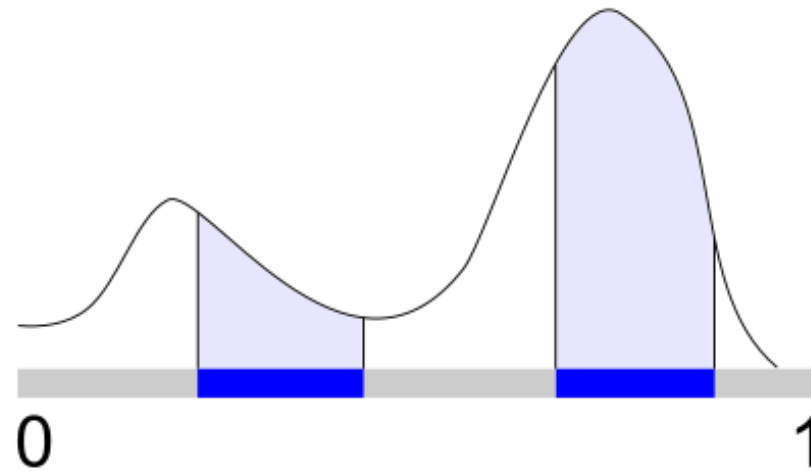


Preferences of Agents

- **Valuation function** v_i : Assigns a non-negative value to any piece of cake

$$v_i(X) = \int_{x \in X} f_i(x) dx$$

value density function



Fairness notions

- *Allocation/Division*: A partition (A_1, A_2, \dots, A_n) of the cake $[0, 1]$ where each A_i is a piece of cake.



Fairness notions

- *Allocation/Division*: A partition (A_1, A_2, \dots, A_n) of the cake $[0, 1]$ where each A_i is a piece of cake.

Proportionality

[Steinhaus, 1948]

for each agent i ,

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

Fairness notions

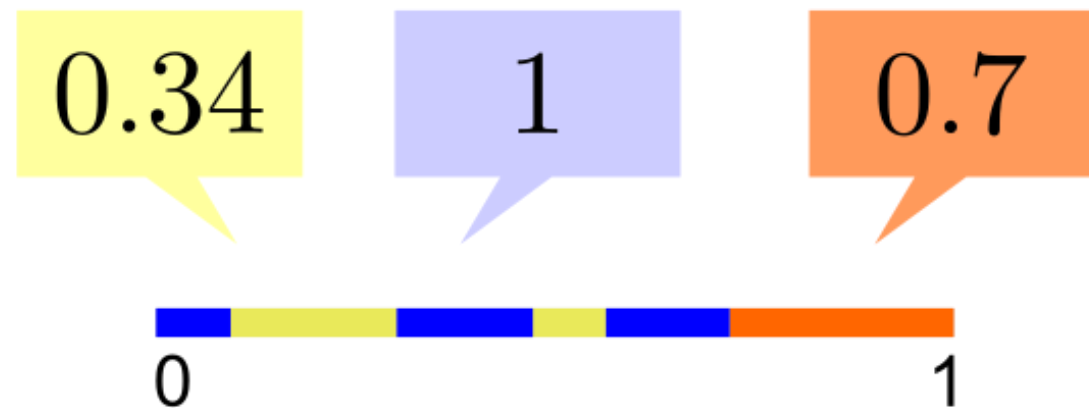
- *Allocation/Division*: A partition (A_1, A_2, \dots, A_n) of the cake $[0, 1]$ where each A_i is a piece of cake.

Proportionality

[Steinhaus, 1948]

for each agent i ,

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



Fairness notions

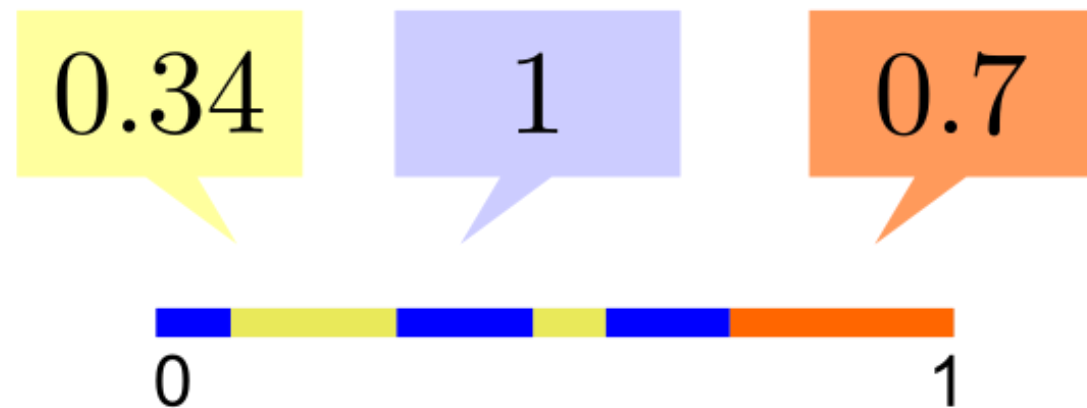
- *Allocation/Division*: A partition (A_1, A_2, \dots, A_n) of the cake $[0, 1]$ where each A_i is a piece of cake.

Proportionality

[Steinhaus, 1948]

for each agent i ,

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



Fairness notions

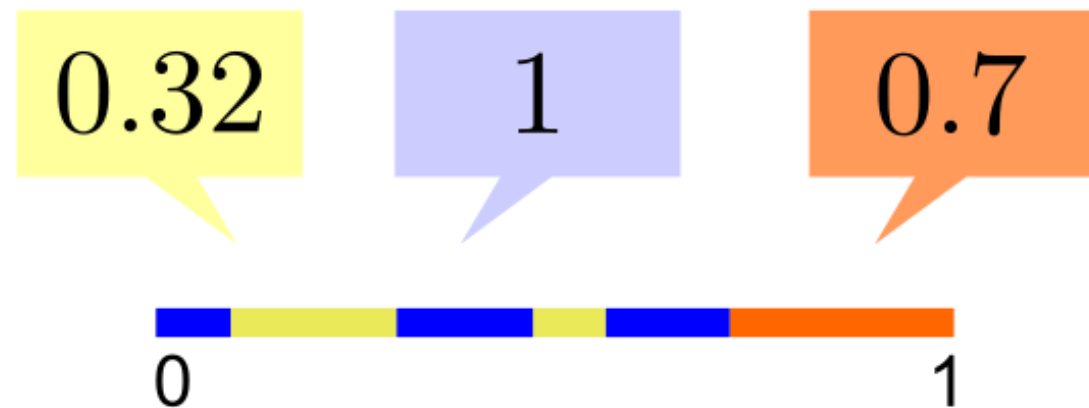
- *Allocation/Division*: A partition (A_1, A_2, \dots, A_n) of the cake $[0, 1]$ where each A_i is a piece of cake.

Proportionality

[Steinhaus, 1948]

for each agent i ,

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



Fairness notions

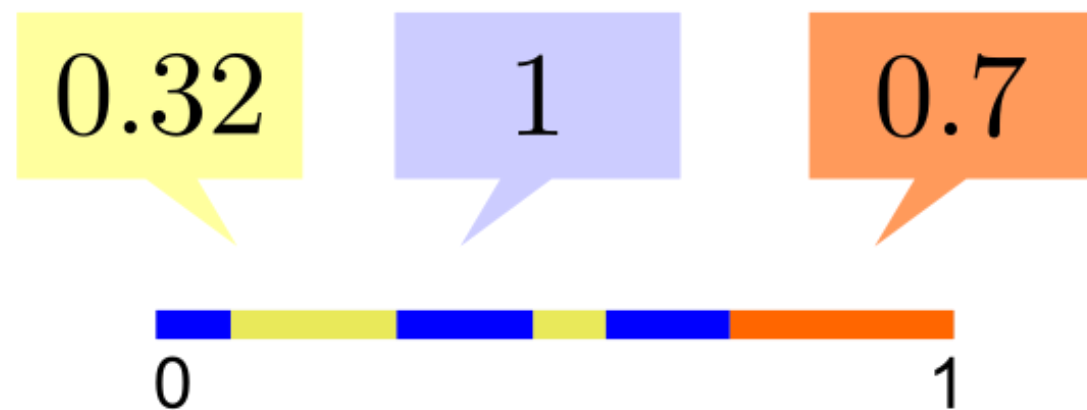
- *Allocation/Division*: A partition (A_1, A_2, \dots, A_n) of the cake $[0, 1]$ where each A_i is a piece of cake.

Proportionality

[Steinhaus, 1948]

for each agent i ,

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



Fairness notions

- *Allocation/Division*: A partition (A_1, A_2, \dots, A_n) of the cake $[0, 1]$ where each A_i is a piece of cake.

Envy-freeness

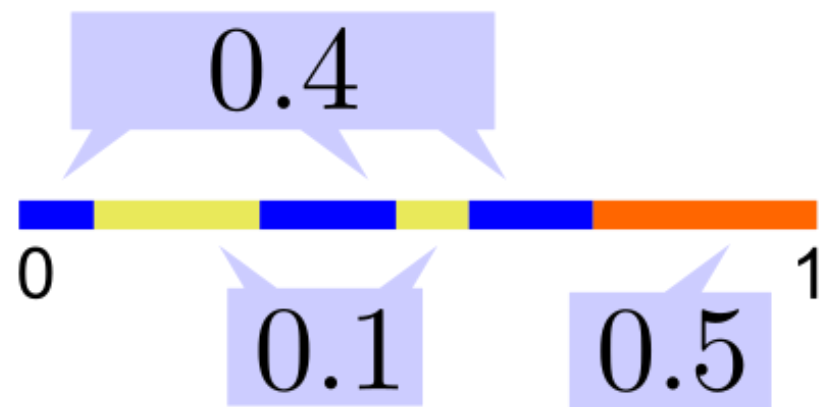
[Gamow and Stern, 1958; Foley, 1967]

for every pair of agents i, j ,

$$v_i(A_i) \geq v_i(A_j)$$

Fairness notions

- *Allocation/Division*: A partition (A_1, A_2, \dots, A_n) of the cake $[0, 1]$ where each A_i is a piece of cake.



Envy-freeness

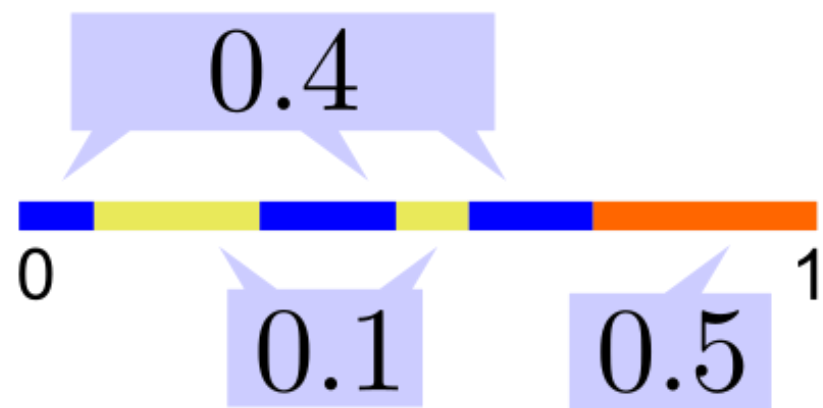
[Gamow and Stern, 1958; Foley, 1967]

for every pair of agents i, j ,

$$v_i(A_i) \geq v_i(A_j)$$

Fairness notions

- *Allocation/Division*: A partition (A_1, A_2, \dots, A_n) of the cake $[0,1]$ where each A_i is a piece of cake.



Envy-freeness

[Gamow and Stern, 1958; Foley, 1967]

for every pair of agents i, j ,

$$v_i(A_i) \geq v_i(A_j)$$

Fairness notions

- *Allocation/Division*: A partition (A_1, A_2, \dots, A_n) of the cake $[0, 1]$ where each A_i is a piece of cake.

Proportionality

[Steinhaus, 1948]

for each agent i ,

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

Envy-freeness

[Gamow and Stern, 1958; Foley, 1967]

for every pair of agents i, j ,

$$v_i(A_i) \geq v_i(A_j)$$

Fairness notions

- *Allocation/Division*: A partition (A_1, A_2, \dots, A_n) of the cake $[0,1]$ where each A_i is a piece of cake.

Proportionality

[Steinhaus, 1948]

for each agent i ,

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

Envy-freeness

[Gamow and Stern, 1958; Foley, 1967]

for every pair of agents i, j ,

$$v_i(A_i) \geq v_i(A_j)$$

For two agents ($n=2$), is one property stronger than the other?

Fairness notions

- *Allocation/Division*: A partition (A_1, A_2, \dots, A_n) of the cake $[0, 1]$ where each A_i is a piece of cake.

Proportionality

[Steinhaus, 1948]

for each agent i ,

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

Envy-freeness

[Gamow and Stern, 1958; Foley, 1967]

for every pair of agents i, j ,

$$v_i(A_i) \geq v_i(A_j)$$

What about three or more agents?

Fairness notions

- *Allocation/Division*: A partition (A_1, A_2, \dots, A_n) of the cake $[0, 1]$ where each A_i is a piece of cake.

Proportionality

[Steinhaus, 1948]

for each agent i ,

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

Envy-freeness

[Gamow and Stern, 1958; Foley, 1967]

for every pair of agents i, j ,

$$v_i(A_i) \geq v_i(A_j)$$

EF implies Prop for *any* number of agents

Fairness notions

- *Allocation/Division*: A partition (A_1, A_2, \dots, A_n) of the cake $[0, 1]$ where each A_i is a piece of cake.

Proportionality

[Steinhaus, 1948]

for each agent i ,

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

Envy-freeness

[Gamow and Stern, 1958; Foley, 1967]

for every pair of agents i, j ,

$$v_i(A_i) \geq v_i(A_j)$$

EF implies Prop for *any* number of agents

Prop implies EF for *two* agents (but no more)

Robertson-Webb Query Model

Robertson-Webb Query Model

Types of queries that can be used to access the valuation functions

Robertson-Webb Query Model

Types of queries that can be used to access the valuation functions

$\text{eval}_i(x, y)$: returns $v_i([x, y])$

$\text{cut}_i(x, \alpha)$: returns y such that $v_i([x, y]) = \alpha$

Robertson-Webb Query Model

Types of queries that can be used to access the valuation functions

$\text{eval}_i(x, y)$: returns $v_i([x, y])$

$\text{cut}_i(x, \alpha)$: returns y such that $v_i([x, y]) = \alpha$

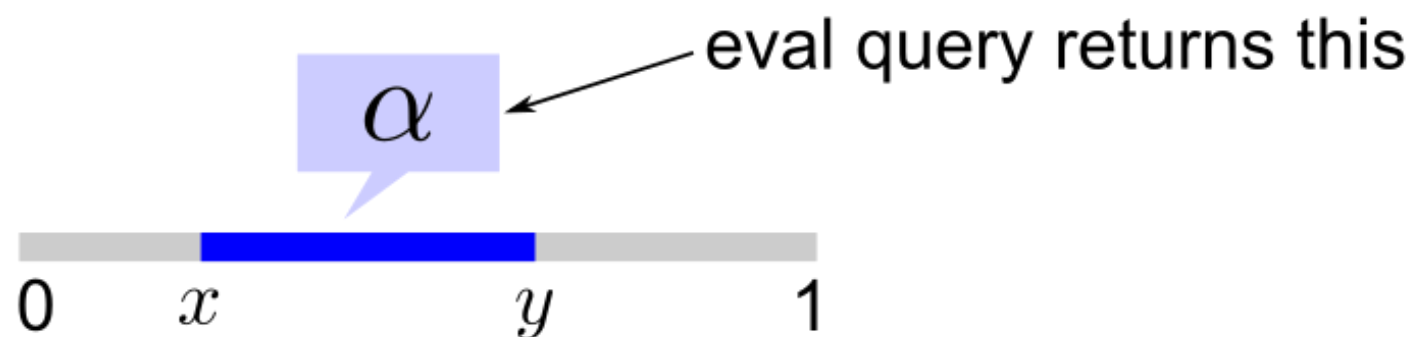


Robertson-Webb Query Model

Types of queries that can be used to access the valuation functions

$\text{eval}_i(x, y)$: returns $v_i([x, y])$

$\text{cut}_i(x, \alpha)$: returns y such that $v_i([x, y]) = \alpha$

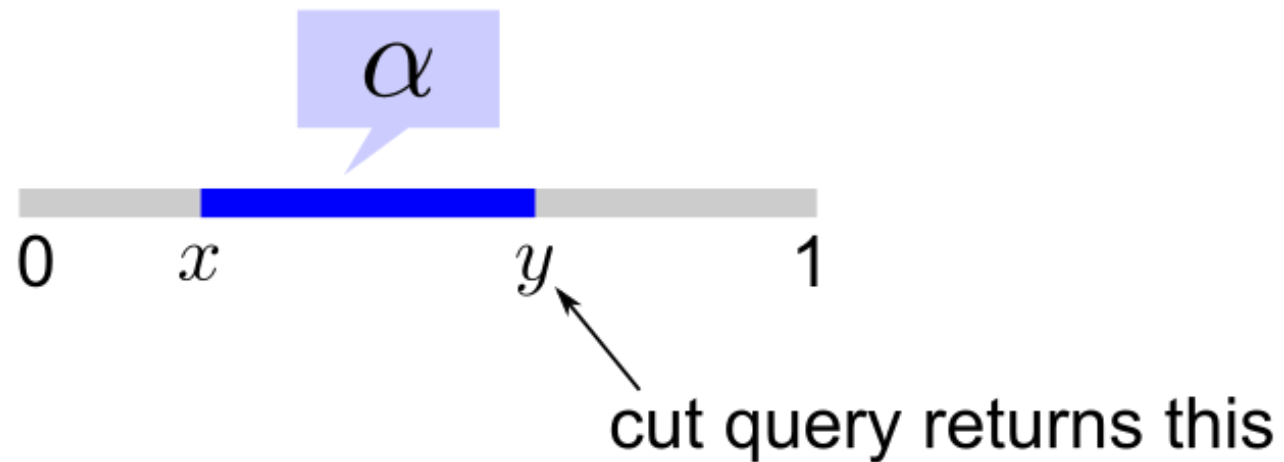


Robertson-Webb Query Model

Types of queries that can be used to access the valuation functions

$\text{eval}_i(x, y)$: returns $v_i([x, y])$

$\text{cut}_i(x, \alpha)$: returns y such that $v_i([x, y]) = \alpha$



Cake-Cutting Algorithms

Let's start by thinking about proportionality for two agents.

Cut and Choose

Cut and Choose

1. Agent 1 cuts the cake into two equally-valued pieces (as per v_1).

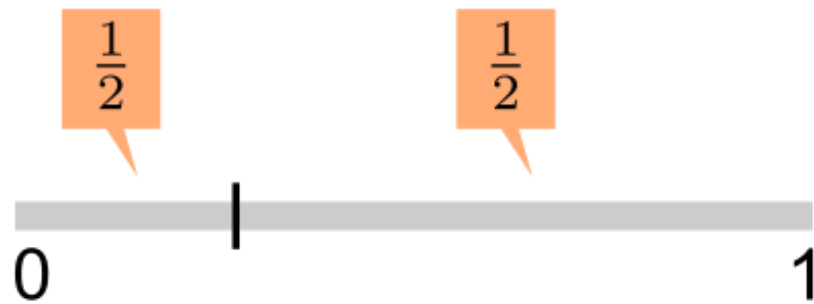
Cut and Choose

1. Agent 1 cuts the cake into two equally-valued pieces (as per v_1).



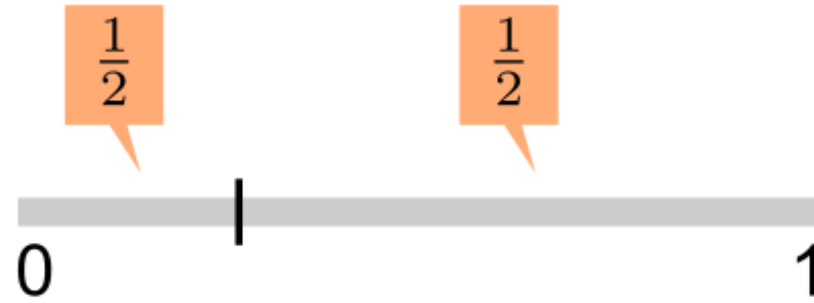
Cut and Choose

1. Agent 1 cuts the cake into two equally-valued pieces (as per v_1).



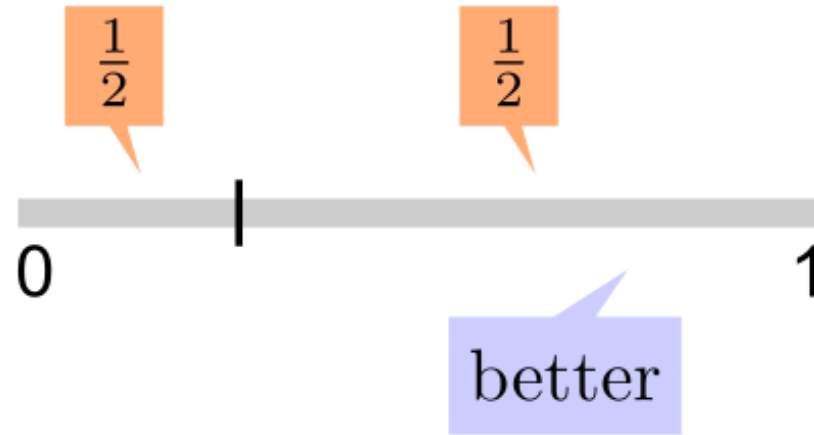
Cut and Choose

1. Agent 1 cuts the cake into two equally-valued pieces (as per v_1).
2. Agent 2 chooses its preferred piece (as per v_2), and agent 1 gets the remaining piece.



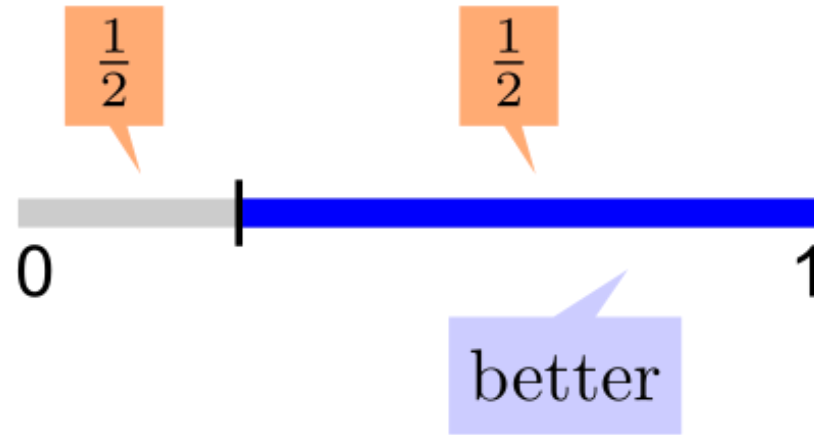
Cut and Choose

1. Agent 1 cuts the cake into two equally-valued pieces (as per v_1).
2. Agent 2 chooses its preferred piece (as per v_2), and agent 1 gets the remaining piece.



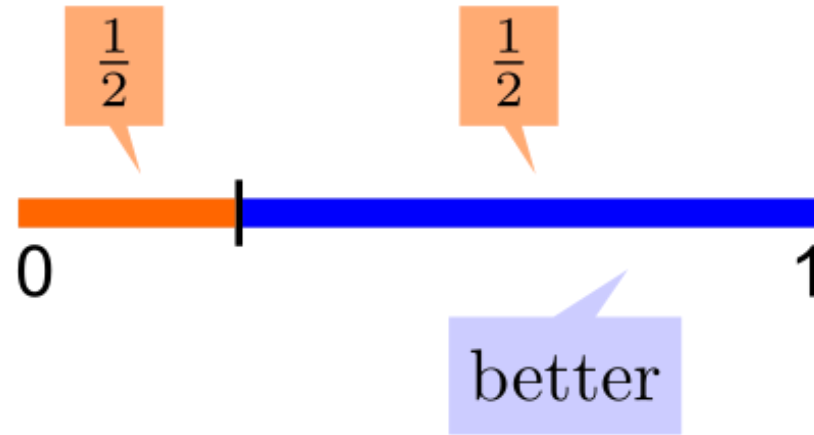
Cut and Choose

1. Agent 1 cuts the cake into two equally-valued pieces (as per v_1).
2. Agent 2 chooses its preferred piece (as per v_2), and agent 1 gets the remaining piece.



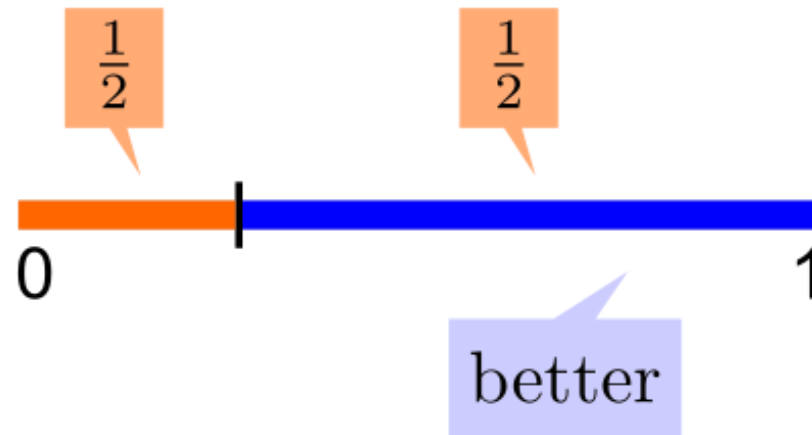
Cut and Choose

1. Agent 1 cuts the cake into two equally-valued pieces (as per v_1).
2. Agent 2 chooses its preferred piece (as per v_2), and agent 1 gets the remaining piece.



Cut and Choose

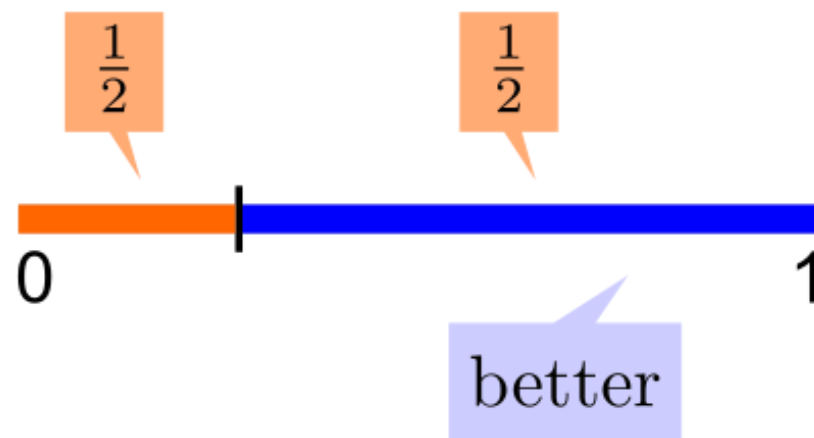
1. Agent 1 cuts the cake into two equally-valued pieces (as per v_1).
2. Agent 2 chooses its preferred piece (as per v_2), and agent 1 gets the remaining piece.



Is the cut-and-choose outcome proportional?

Cut and Choose

1. Agent 1 cuts the cake into two equally-valued pieces (as per v_1).
2. Agent 2 chooses its preferred piece (as per v_2), and agent 1 gets the remaining piece.

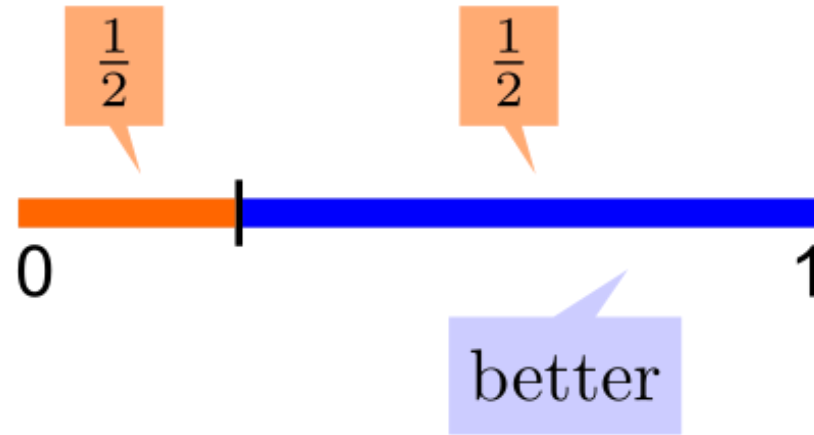


Is the cut-and-choose outcome proportional?

Yes! Agent 2's value is at least $\frac{1}{2}$. Agent 1's value is exactly $\frac{1}{2}$.

Cut and Choose

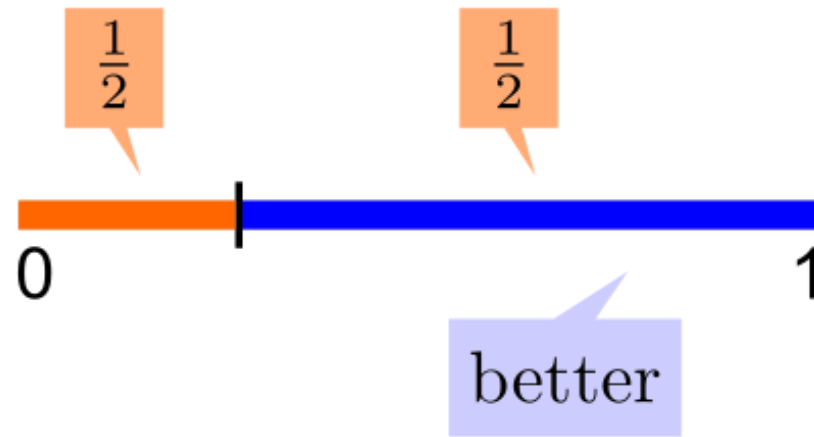
1. Agent 1 cuts the cake into two equally-valued pieces (as per v_1).
2. Agent 2 chooses its preferred piece (as per v_2), and agent 1 gets the remaining piece.



Is the cut-and-choose outcome envy-free?

Cut and Choose

1. Agent 1 cuts the cake into two equally-valued pieces (as per v_1).
2. Agent 2 chooses its preferred piece (as per v_2), and agent 1 gets the remaining piece.

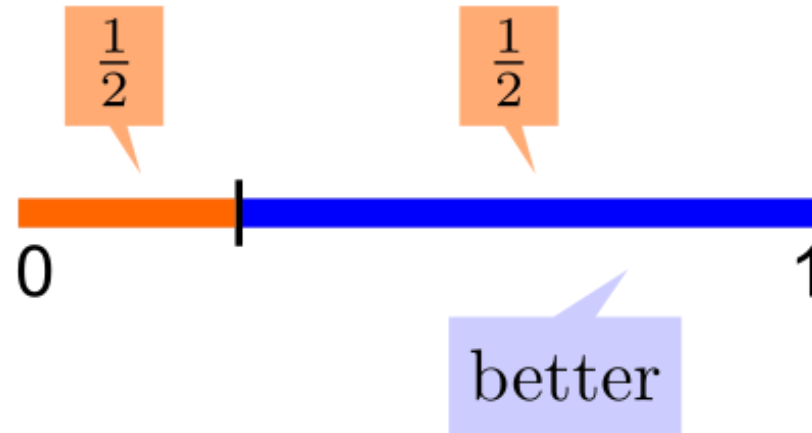


Is the cut-and-choose outcome envy-free?

Yes! EF and Prop are equivalent for two agents.

Cut and Choose

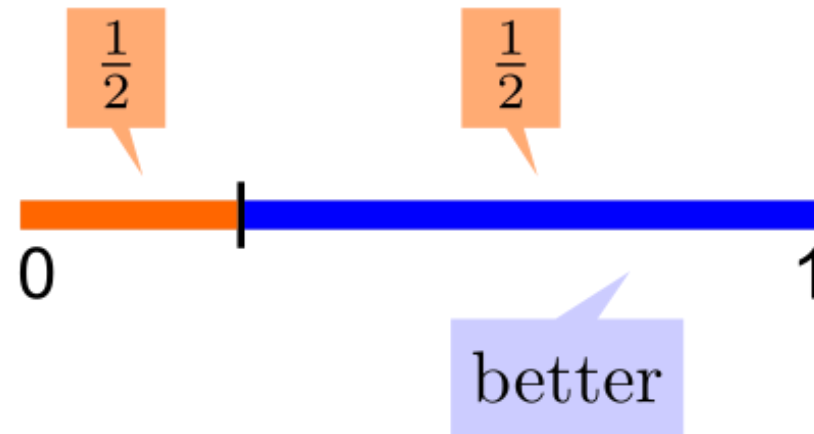
1. Agent 1 cuts the cake into two equally-valued pieces (as per v_1).
2. Agent 2 chooses its preferred piece (as per v_2), and agent 1 gets the remaining piece.



Can cut-and-choose be implemented in the Robertson-Webb model?

Cut and Choose

1. Agent 1 cuts the cake into two equally-valued pieces (as per v_1).
2. Agent 2 chooses its preferred piece (as per v_2), and agent 1 gets the remaining piece.

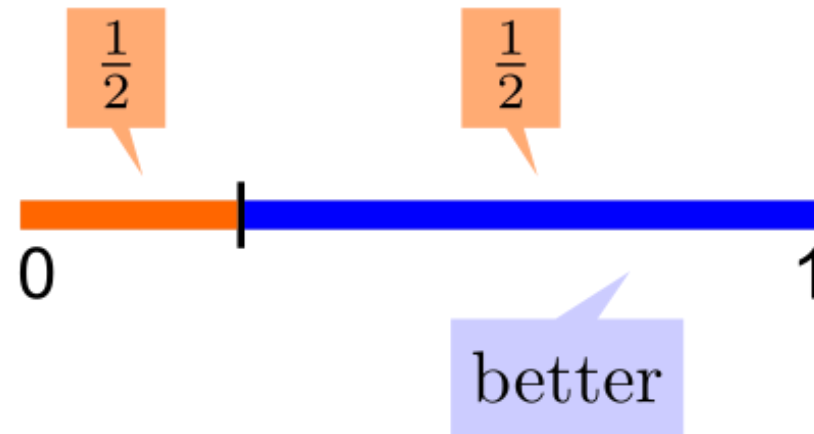


Can cut-and-choose be implemented in the Robertson-Webb model?

$$y = \text{cut}_1(0, 1/2)$$

Cut and Choose

1. Agent 1 cuts the cake into two equally-valued pieces (as per v_1).
2. Agent 2 chooses its preferred piece (as per v_2), and agent 1 gets the remaining piece.



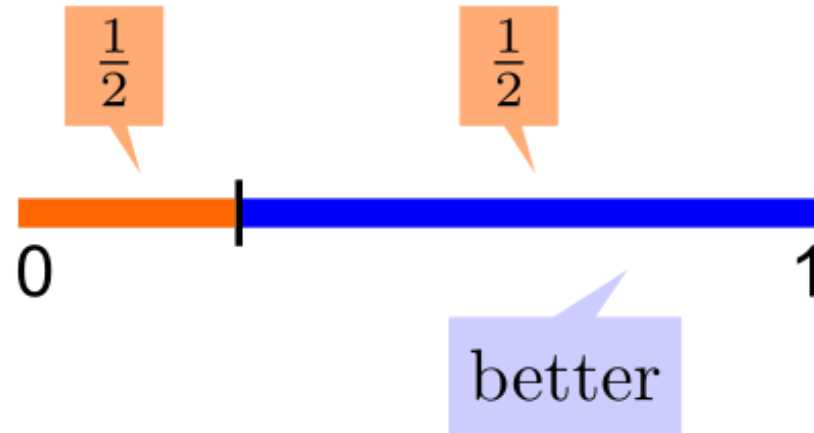
Can cut-and-choose be implemented in the Robertson-Webb model?

$$y = \text{cut}_1(0, 1/2)$$

$$\text{eval}_2(0, y)$$

Cut and Choose

1. Agent 1 cuts the cake into two equally-valued pieces (as per v_1).
2. Agent 2 chooses its preferred piece (as per v_2), and agent 1 gets the remaining piece.



For two agents, an envy-free/proportional cake division can be computed using two queries.

Dubins-Spanier Procedure

A proportional cake division protocol for any number of agents

Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.

Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".

Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.

Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.

Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.



Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.



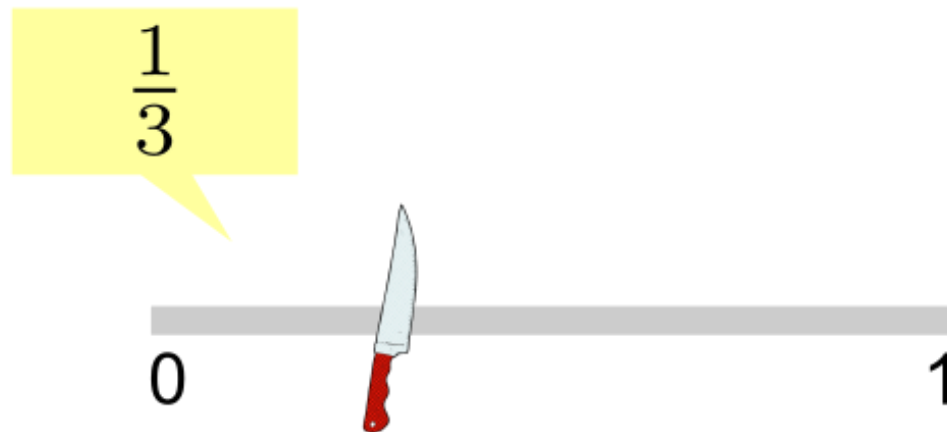
Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.



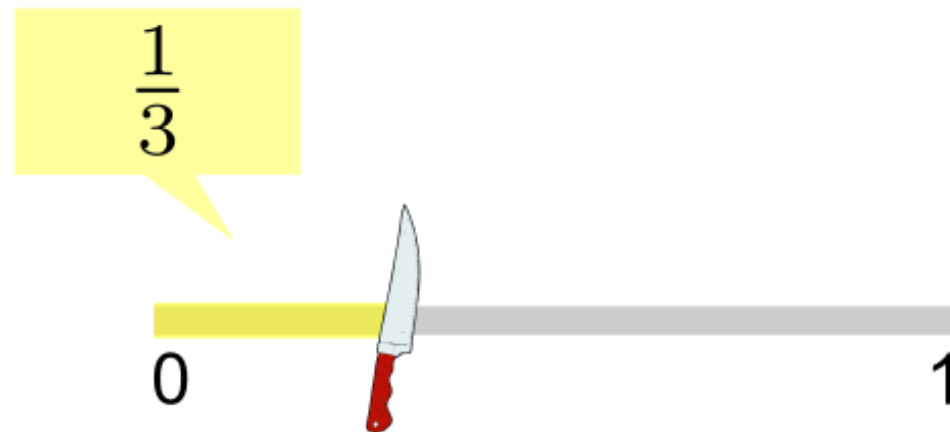
Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.



Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.



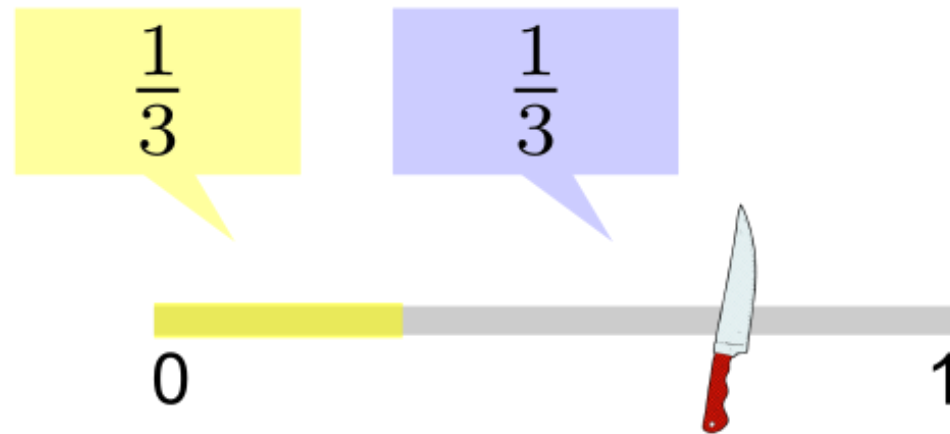
Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.



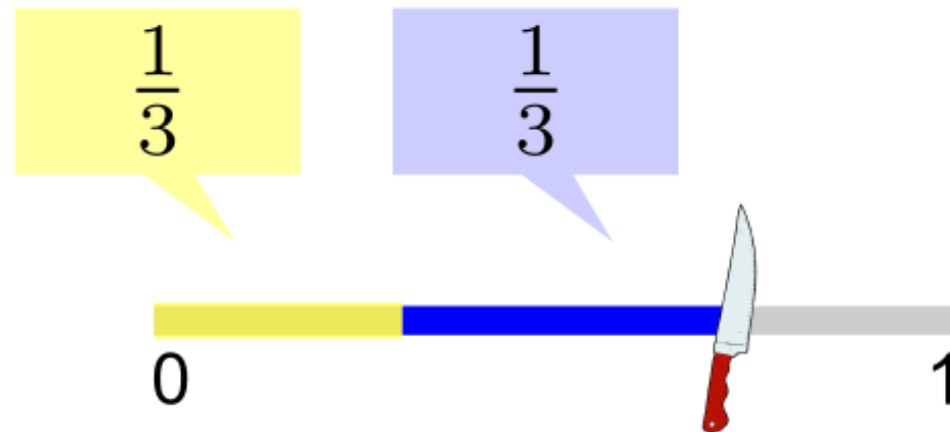
Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.



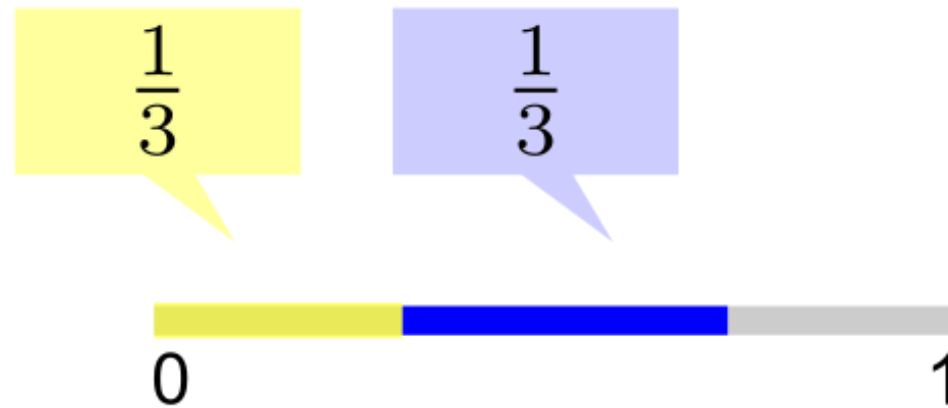
Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.



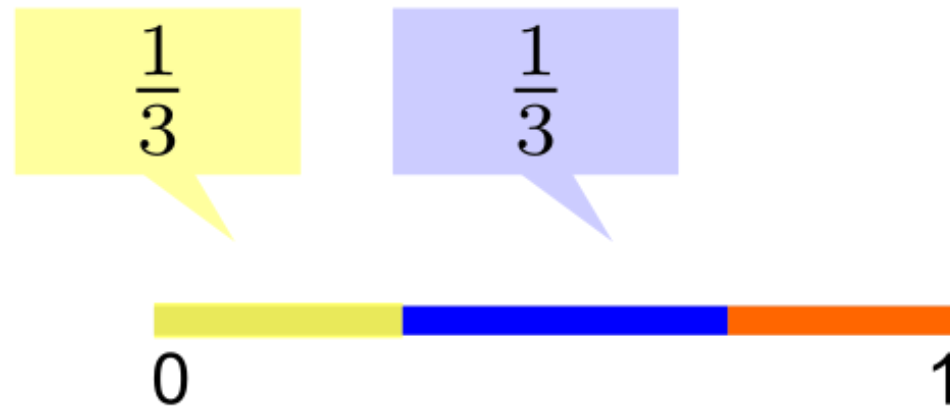
Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.



Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.



Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.

Why is the resulting allocation proportional?

Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.

Why is the resulting allocation proportional?

Every agent except for the last one gets *exactly* $1/n$.
The last agent gets *at least* $1/n$.

Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.

Can this procedure be implemented in the Robertson-Webb model?

Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.

Can this procedure be implemented in the Robertson-Webb model?

Yes!

Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.

Query complexity in the Robertson-Webb model?

Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.

Query complexity in the Robertson-Webb model?

$\mathcal{O}(n^2)$ queries (Exercise)

Dubins-Spanier Procedure

1. A referee gradually moves a knife from left to right.
2. As soon as the piece to the left of the knife is worth $1/n$ to some agent, it shouts "stop".
3. The said agent is assigned the left-side piece and is removed.
4. The procedure repeats with the remaining agents.

For n agents, a proportional cake division can be computed using $O(n^2)$ queries.

The Story of Proportionality

The Story of Proportionality

query complexity



The Story of Proportionality

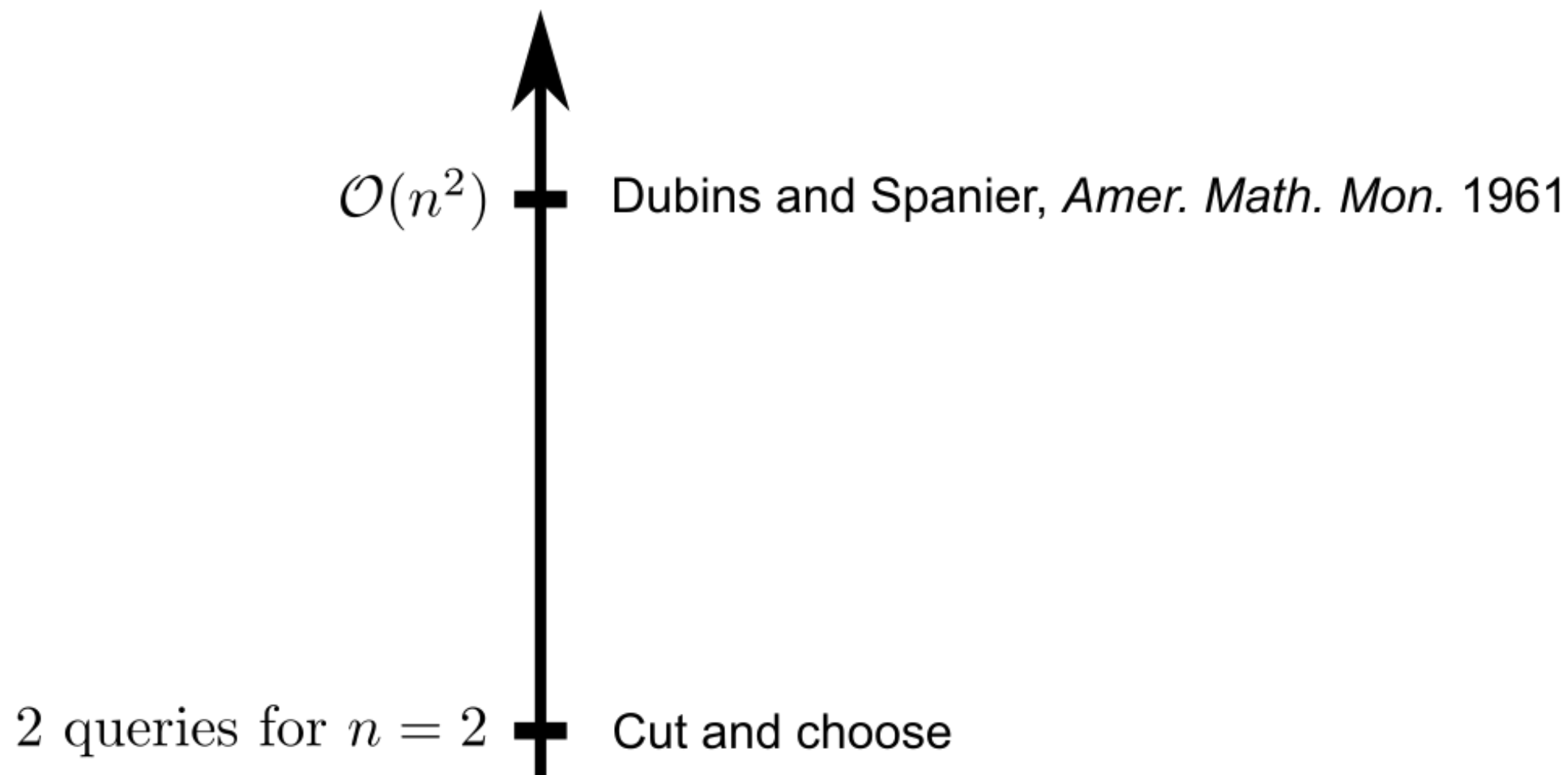
query complexity



2 queries for $n = 2$ + Cut and choose

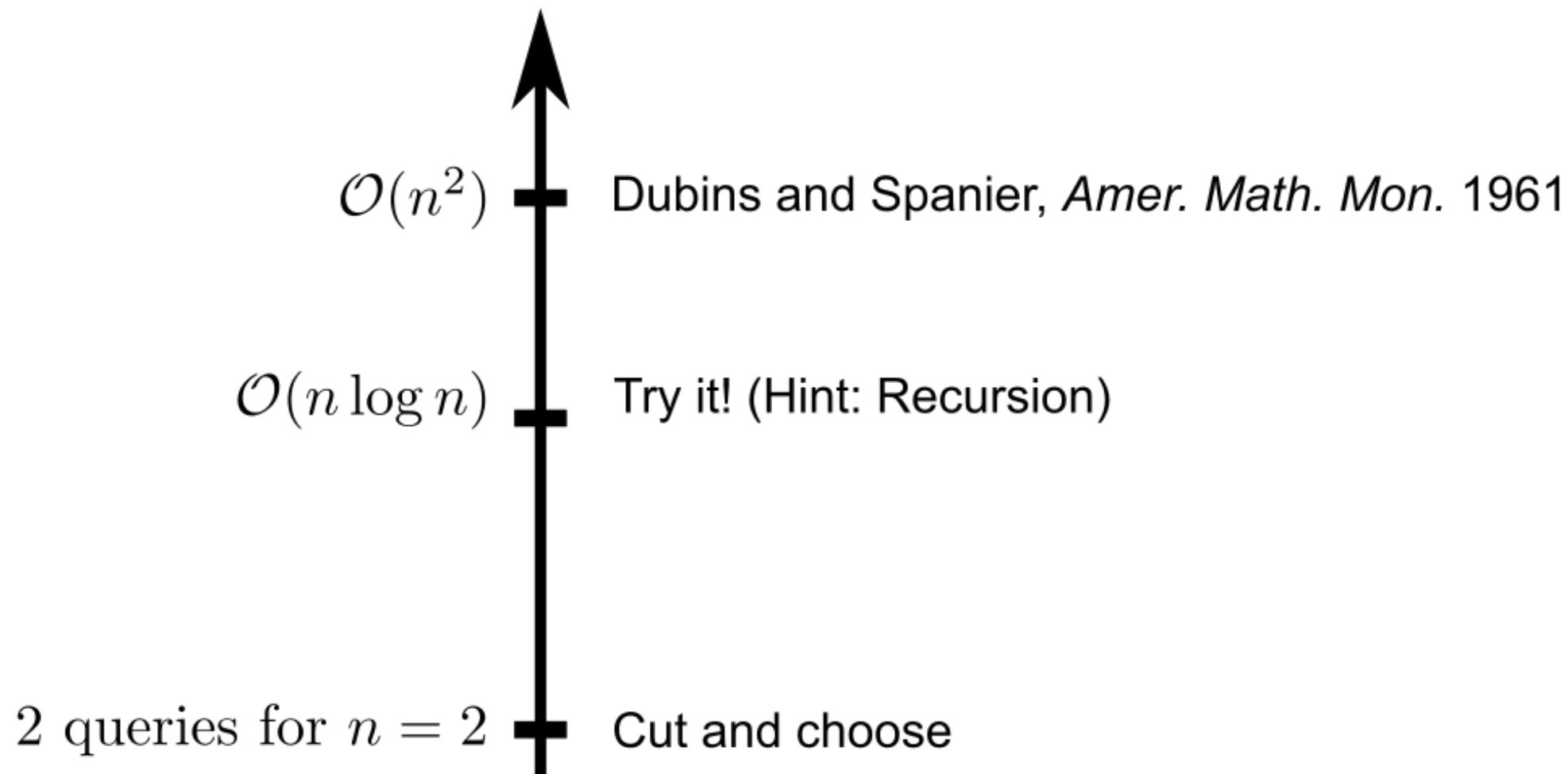
The Story of Proportionality

query complexity



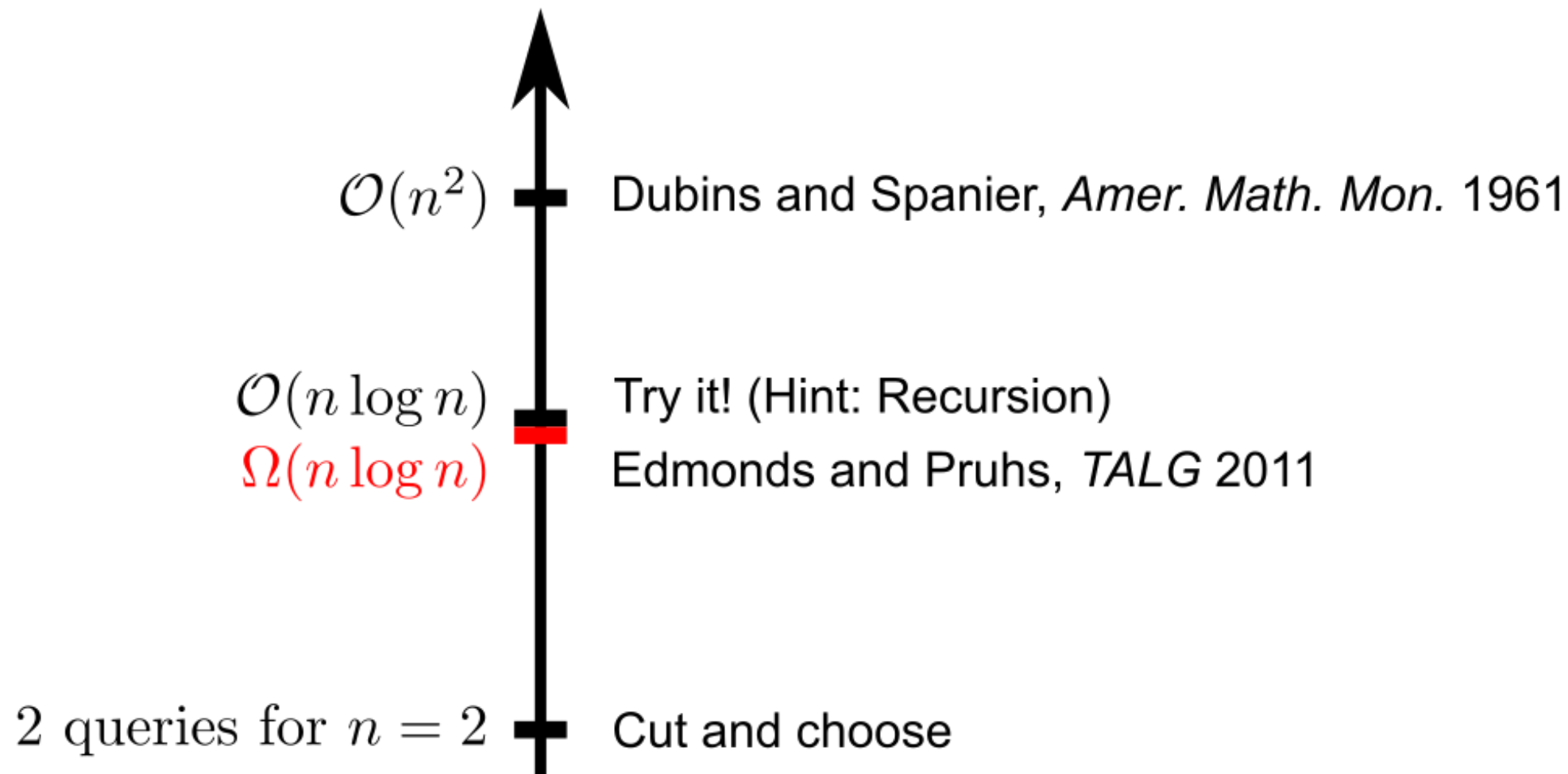
The Story of Proportionality

query complexity



The Story of Proportionality

query complexity



The Story of Envy-freeness



Selfridge-Conway Procedure

An envy-free cake division protocol for three agents

Selfridge-Conway Procedure

Phase 1



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).

Selfridge-Conway Procedure

Phase 1

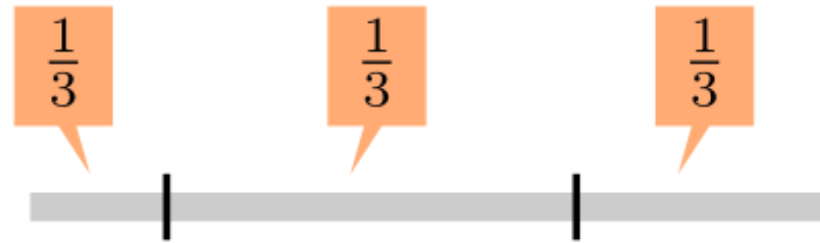
1. Agent A divides the cake into three equal pieces (as per v_A).



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.



Selfridge-Conway Procedure

Phase 1

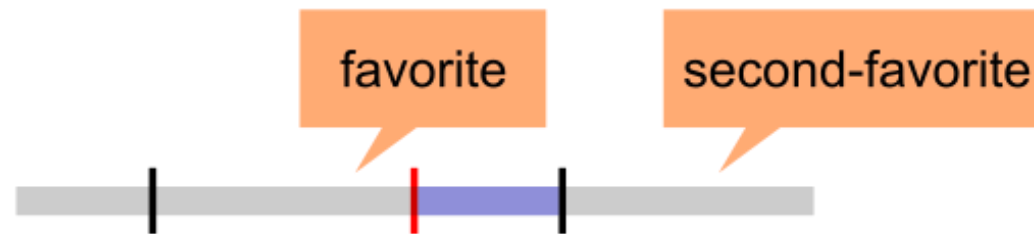
1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.
 - Trimmings = S; Main cake M; Original cake = M ∪ S



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.
 - Trimmings = S; Main cake M; Original cake = M ∪ S



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.
 - Trimmings = S; Main cake M; Original cake = M ∪ S



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.
 - Trimmings = S; Main cake M; Original cake = $M \cup S$
3. Agent C, then B, then A, in that order, pick a piece each from main cake M.



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.
 - Trimmings = S; Main cake M; Original cake = $M \cup S$
3. Agent C, then B, then A, in that order, pick a piece each from main cake M.
 - Agent B must pick the trimmed piece if agent C does not.



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.
 - Trimmings = S; Main cake M; Original cake = $M \cup S$
3. Agent C, then B, then A, in that order, pick a piece each from main cake M.
 - Agent B must pick the trimmed piece if agent C does not.



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.
 - Trimmings = S; Main cake M; Original cake = $M \cup S$
3. Agent C, then B, then A, in that order, pick a piece each from main cake M.
 - Agent B must pick the trimmed piece if agent C does not.

Let T = owner of the trimmed piece ($T = B$ or C); let $T' = B \cup C \setminus T$.

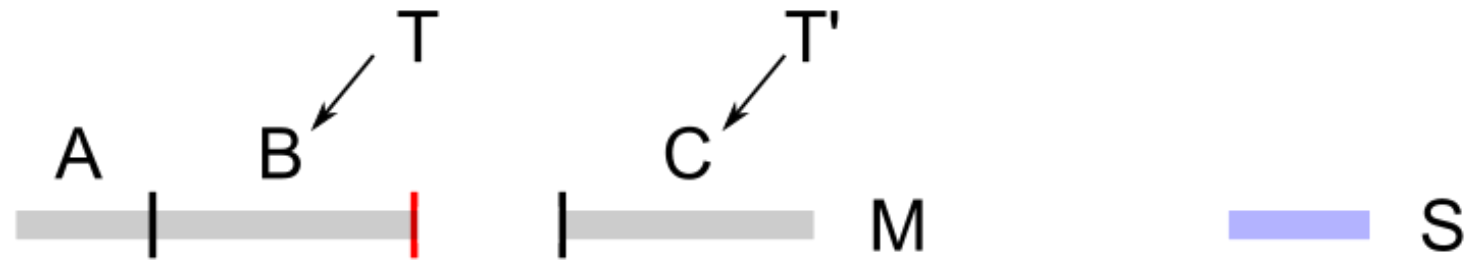


Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.
 - Trimmings = S; Main cake M; Original cake = $M \cup S$
3. Agent C, then B, then A, in that order, pick a piece each from main cake M.
 - Agent B must pick the trimmed piece if agent C does not.

Let T = owner of the trimmed piece ($T = B$ or C); let $T' = B \cup C \setminus T$.



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.
 - Trimmings = S; Main cake M; Original cake = $M \cup S$
3. Agent C, then B, then A, in that order, pick a piece each from main cake M.
 - Agent B must pick the trimmed piece if agent C does not.

Let T = owner of the trimmed piece ($T = B$ or C); let $T' = B \cup C \setminus T$.



Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.
 - Trimmings = S; Main cake M; Original cake = $M \cup S$
3. Agent C, then B, then A, in that order, pick a piece each from main cake M.
 - Agent B must pick the trimmed piece if agent C does not.

Let T = owner of the trimmed piece ($T = B$ or C); let $T' = B \cup C \setminus T$.



Phase 2

Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.
 - Trimmings = S; Main cake M; Original cake = $M \cup S$
3. Agent C, then B, then A, in that order, pick a piece each from main cake M.
 - Agent B must pick the trimmed piece if agent C does not.

Let T = owner of the trimmed piece ($T = B$ or C); let $T' = B \cup C \setminus T$.



Phase 2

4. Agent T' divides the trimmings S into three equal pieces (as per $v_{T'}$).

Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.
 - Trimmings = S; Main cake M; Original cake = $M \cup S$
3. Agent C, then B, then A, in that order, pick a piece each from main cake M.
 - Agent B must pick the trimmed piece if agent C does not.

Let T = owner of the trimmed piece ($T = B$ or C); let $T' = B \cup C \setminus T$.



Phase 2

4. Agent T' divides the trimmings S into three equal pieces (as per $v_{T'}$).

Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.
 - Trimmings = S; Main cake M; Original cake = $M \cup S$
3. Agent C, then B, then A, in that order, pick a piece each from main cake M.
 - Agent B must pick the trimmed piece if agent C does not.

Let T = owner of the trimmed piece ($T = B$ or C); let $T' = B \cup C \setminus T$.



Phase 2

4. Agent T' divides the trimmings S into three equal pieces (as per $v_{T'}$).
5. Agent T , then A , then T' , in that order, pick a piece each from trimmings S .

Selfridge-Conway Procedure

Phase 1

1. Agent A divides the cake into three equal pieces (as per v_A).
2. Agent B trims its favorite piece to create a two-way with its second-favorite.
 - Trimmings = S; Main cake M; Original cake = $M \cup S$
3. Agent C, then B, then A, in that order, pick a piece each from main cake M.
 - Agent B must pick the trimmed piece if agent C does not.

Let T = owner of the trimmed piece ($T = B$ or C); let $T' = B \cup C \setminus T$.



Phase 2

4. Agent T' divides the trimmings S into three equal pieces (as per $v_{T'}$).
5. Agent T , then A , then T' , in that order, pick a piece each from trimmings S .

Selfridge-Conway Procedure



Selfridge-Conway Procedure

- Is any part of the cake left unassigned in the final allocation?



Selfridge-Conway Procedure

- Is any part of the cake left unassigned in the final allocation? No.



Selfridge-Conway Procedure

- Is the final allocation envy-free from agent C's perspective?



Selfridge-Conway Procedure

- Is the final allocation envy-free from agent C's perspective? Yes.



Selfridge-Conway Procedure

- Is the final allocation envy-free from agent C's perspective? Yes.
 - Within the main cake M, C does not envy A or B because it chooses first.



Selfridge-Conway Procedure

- Is the final allocation envy-free from agent C's perspective? Yes.
 - Within the main cake M, C does not envy A or B because it chooses first.
 - Within the trimmings S, C does not envy A or B because:



Selfridge-Conway Procedure

- **Is the final allocation envy-free from agent C's perspective?** Yes.
 - Within the main cake M, C does not envy A or B because it chooses first.
 - Within the trimmings S, C does not envy A or B because:
 - If C is T, then it chooses first in S.



Selfridge-Conway Procedure

- **Is the final allocation envy-free from agent C's perspective?** Yes.
 - Within the main cake M, C does not envy A or B because it chooses first.
 - Within the trimmings S, C does not envy A or B because:
 - If C is T, then it chooses first in S.
 - If C is T', then it divides S into three equal pieces.



Selfridge-Conway Procedure

- **Is the final allocation envy-free from agent C's perspective?** Yes.
 - Within the main cake M , C does not envy A or B because it chooses first.
 - Within the trimmings S , C does not envy A or B because:
 - If C is T , then it chooses first in S .
 - If C is T' , then it divides S into three equal pieces.
 - By additivity across $M \cup S$, C does not envy A or B w.r.t. the entire cake.



Selfridge-Conway Procedure

- Is the final allocation envy-free from agent B's perspective?



Selfridge-Conway Procedure

- Is the final allocation envy-free from agent B's perspective? Yes.



Selfridge-Conway Procedure

- Is the final allocation envy-free from agent B's perspective? Yes.
 - Within the main cake M, B does not envy A or C because of two-way tie.



Selfridge-Conway Procedure

- **Is the final allocation envy-free from agent B's perspective?** Yes.
 - Within the main cake M, B does not envy A or C because of two-way tie.
 - Within the trimmings S, B does not envy A or C because:



Selfridge-Conway Procedure

- Is the final allocation envy-free from agent B's perspective? Yes.
 - Within the main cake M, B does not envy A or C because of two-way tie.
 - Within the trimmings S, B does not envy A or C because:
 - If B is T, then it chooses first in S.



Selfridge-Conway Procedure

- **Is the final allocation envy-free from agent B's perspective?** Yes.
 - Within the main cake M, B does not envy A or C because of two-way tie.
 - Within the trimmings S, B does not envy A or C because:
 - If B is T, then it chooses first in S.
 - If B is T', then it cuts S into three equal pieces.



Selfridge-Conway Procedure

- **Is the final allocation envy-free from agent B's perspective?** Yes.
 - Within the main cake M , B does not envy A or C because of two-way tie.
 - Within the trimmings S , B does not envy A or C because:
 - If B is T, then it chooses first in S .
 - If B is T', then it cuts S into three equal pieces.
 - By additivity across $M \cup S$, B does not envy A or C w.r.t. the entire cake.



Selfridge-Conway Procedure

- Is the final allocation envy-free from agent A's perspective?



Selfridge-Conway Procedure

- Is the final allocation envy-free from agent A's perspective? Yes.



Selfridge-Conway Procedure

- **Is the final allocation envy-free from agent A's perspective?** Yes.
 - Within the main cake M, A does not envy B or C because it was the cutter and it never gets the trimmed piece.



Selfridge-Conway Procedure

- **Is the final allocation envy-free from agent A's perspective?** Yes.
 - Within the main cake M, A does not envy B or C because it was the cutter and it never gets the trimmed piece.
 - Within the trimmings S, A does not envy:



Selfridge-Conway Procedure

- **Is the final allocation envy-free from agent A's perspective?** Yes.
 - Within the main cake M, A does not envy B or C because it was the cutter and it never gets the trimmed piece.
 - Within the trimmings S, A does not envy:
 - T' because it picks before T' does.



Selfridge-Conway Procedure

- Is the final allocation envy-free from agent A's perspective? Yes.
 - Within the main cake M, A does not envy B or C because it was the cutter and it never gets the trimmed piece.
 - Within the trimmings S, A does not envy:
 - T' because it picks before T' does.
 - T because of "irrevocable advantage" from Phase 1.



Selfridge-Conway Procedure

- **Is the final allocation envy-free from agent A's perspective?** Yes.
 - Within the main cake M , A does not envy B or C because it was the cutter and it never gets the trimmed piece.
 - Within the trimmings S , A does not envy:
 - T' because it picks before T' does.
 - T because of "irrevocable advantage" from Phase 1.
 - By additivity across $M \cup S$, A does not envy B or C w.r.t. the entire cake.



The Story of Envy-freeness

The Story of Envy-freeness

query complexity



2 queries for $n = 2$



Cut and choose

The Story of Envy-freeness

query complexity



$\mathcal{O}(1)$ queries for $n = 3$ — Selfridge-Conway

2 queries for $n = 2$ — Cut and choose

The Story of Envy-freeness

query complexity

A finite but *unbounded* protocol

Brams and Taylor, *Amer. Math. Mon.* 1995

$\mathcal{O}(1)$ queries for $n = 3$

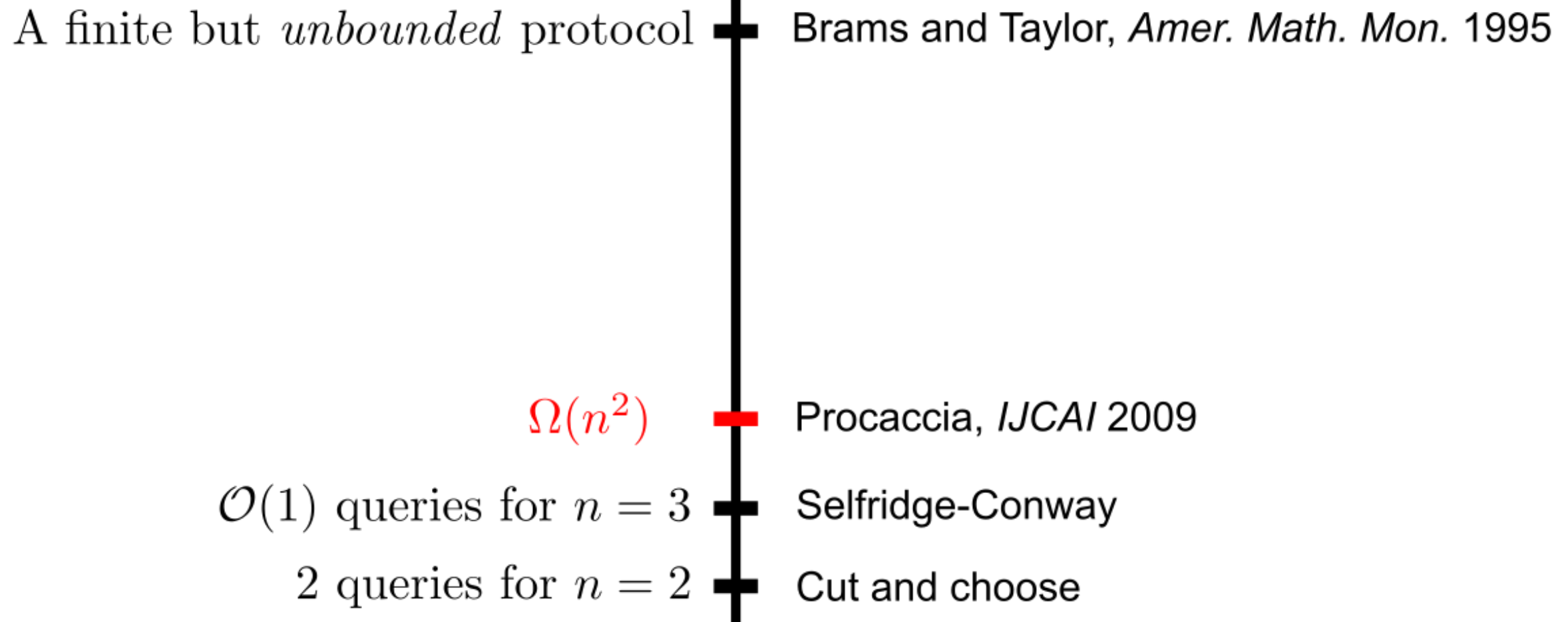
Selfridge-Conway

2 queries for $n = 2$

Cut and choose

The Story of Envy-freeness

query complexity



The Story of Envy-freeness

query complexity

A finite but *unbounded* protocol

$$\mathcal{O}(n^{n^{n^{n^n}}})$$

Brams and Taylor, *Amer. Math. Mon.* 1995

Aziz and Mackenzie, *FOCS* 2016

$$\Omega(n^2)$$

Procaccia, *IJCAI* 2009

$\mathcal{O}(1)$ queries for $n = 3$

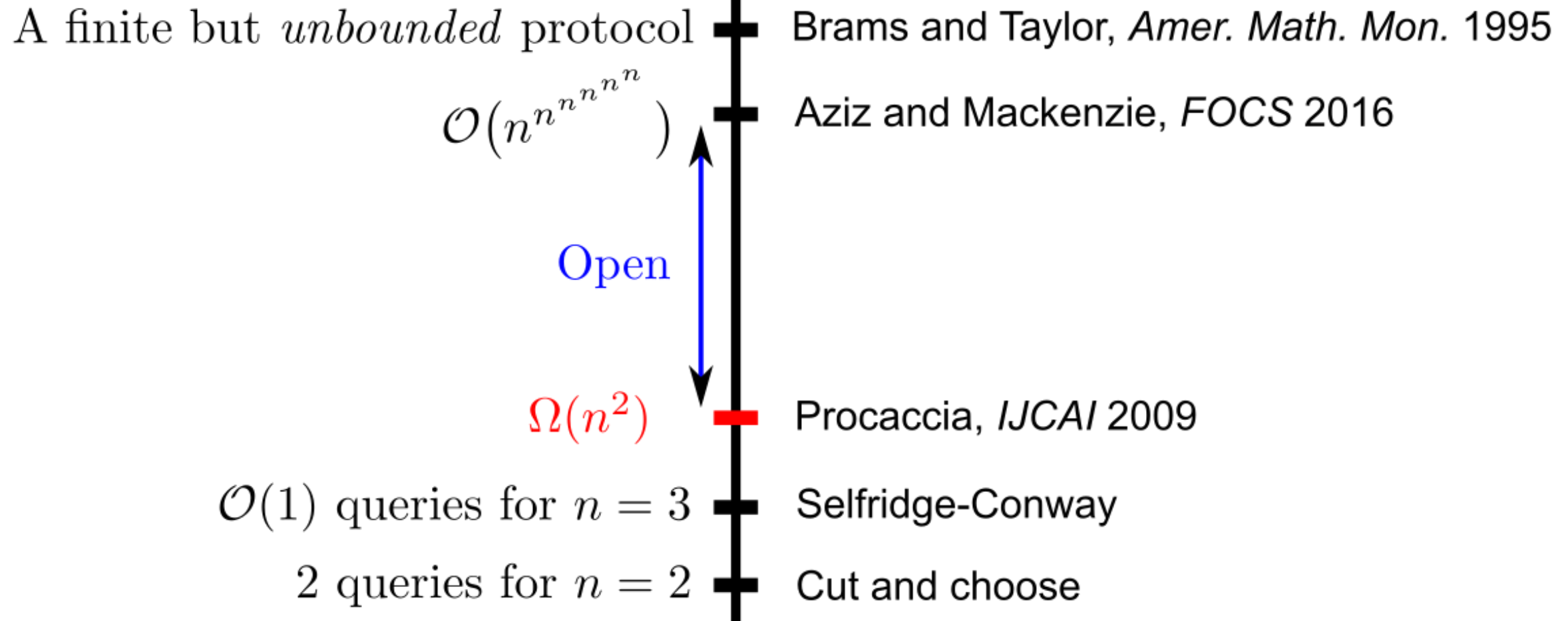
Selfridge-Conway

2 queries for $n = 2$

Cut and choose

The Story of Envy-freeness

query complexity



Next Time

Fair Rent Division



References

- Introduction to cake-cutting algorithms.

Ariel Procaccia

“*Cake Cutting Algorithms*”

Chapter 13 in Handbook of Computational Social Choice

- Lecture by Ariel Procaccia on “Cake cutting” in the *Optimized Democracy* course.

<https://sites.google.com/view/optdemocracy/schedule>

