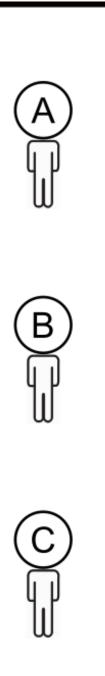
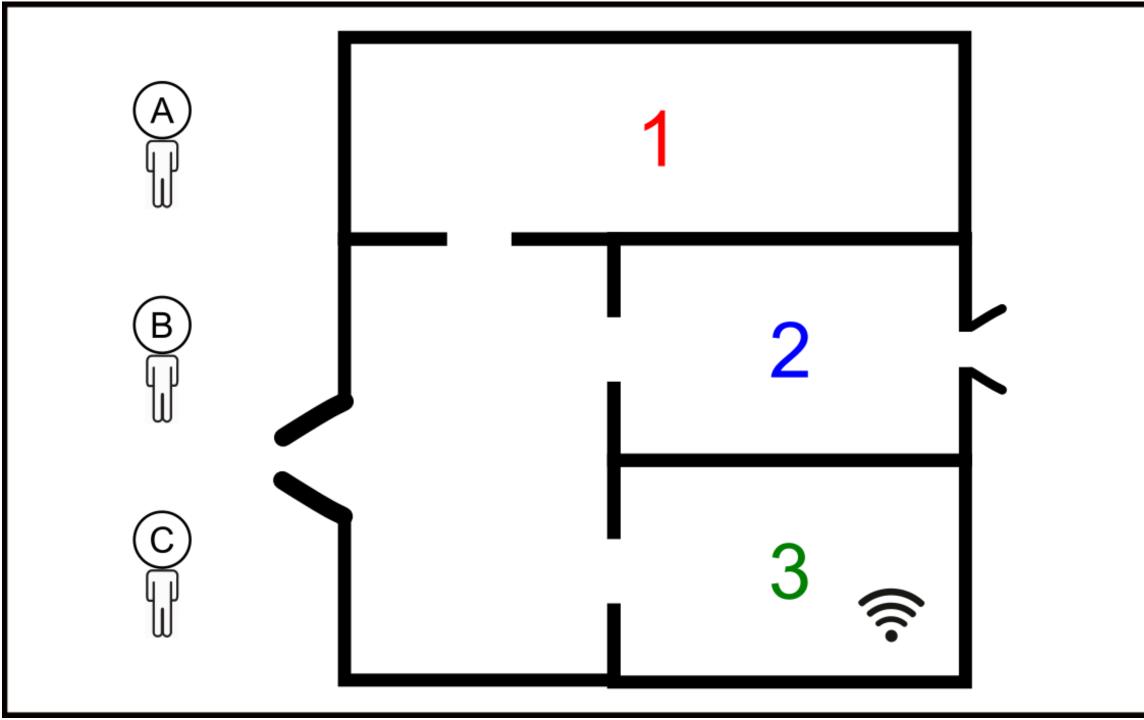
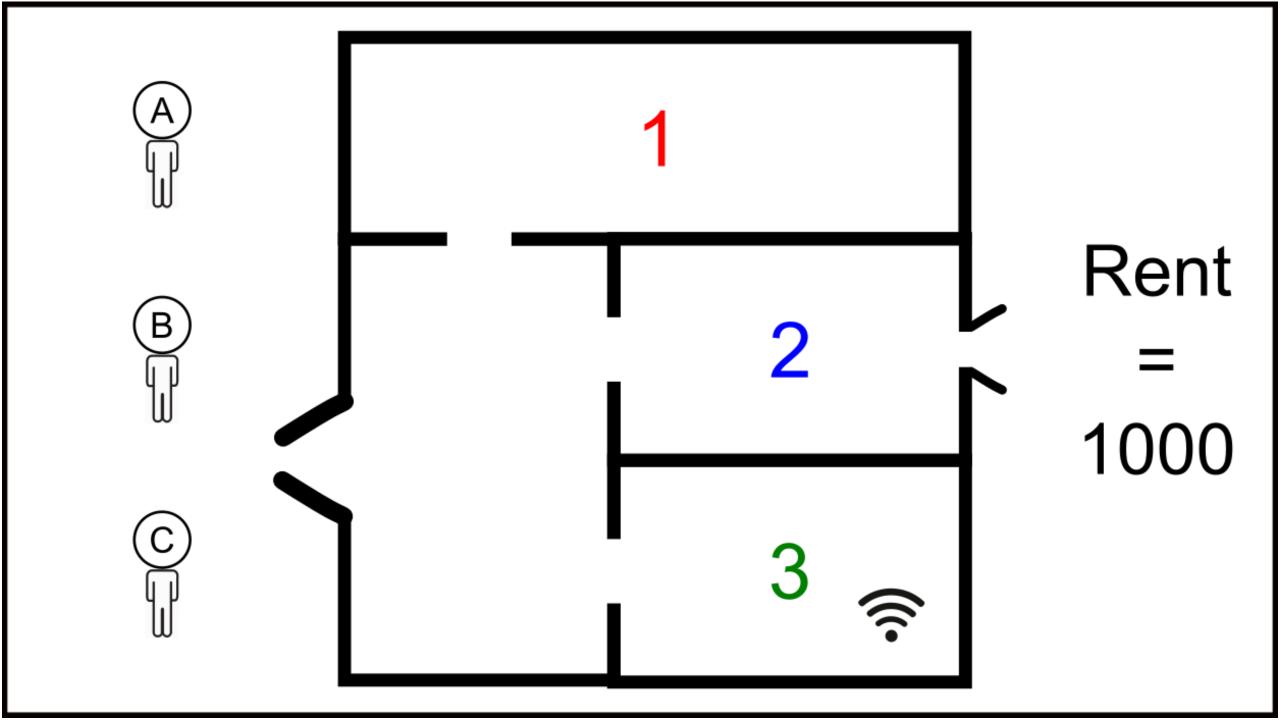
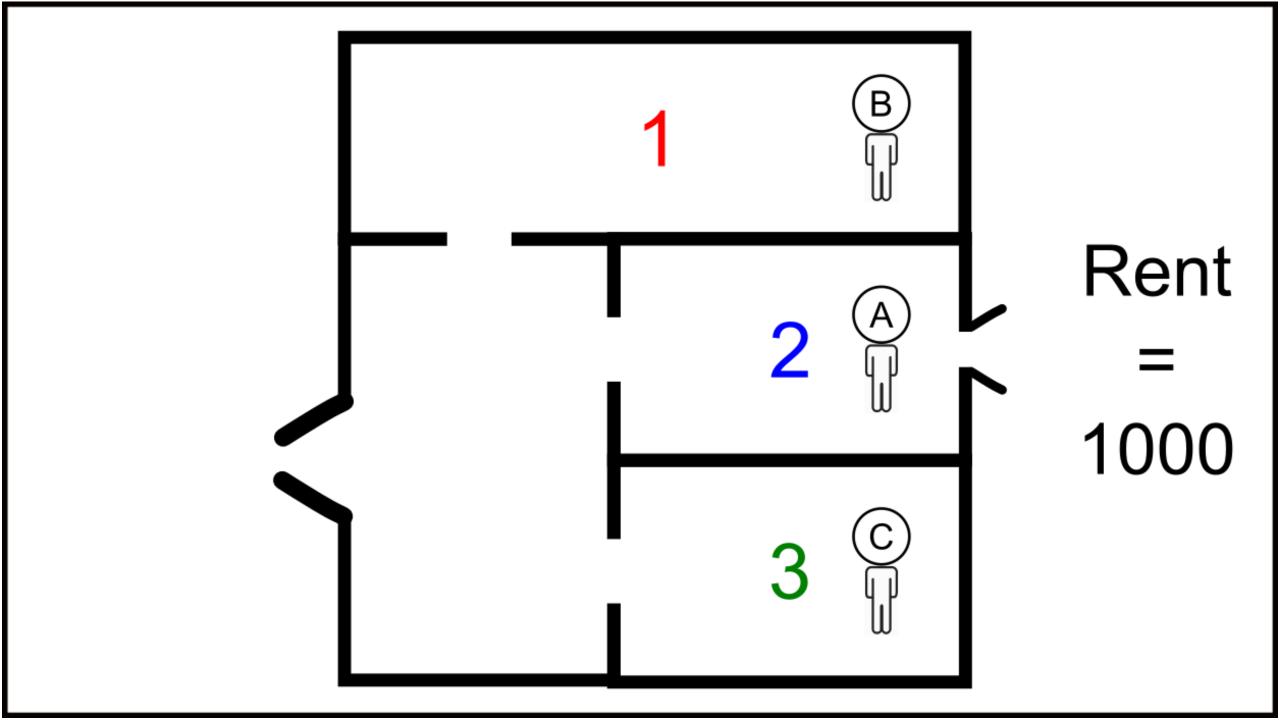
#### COL749: Computational Social Choice

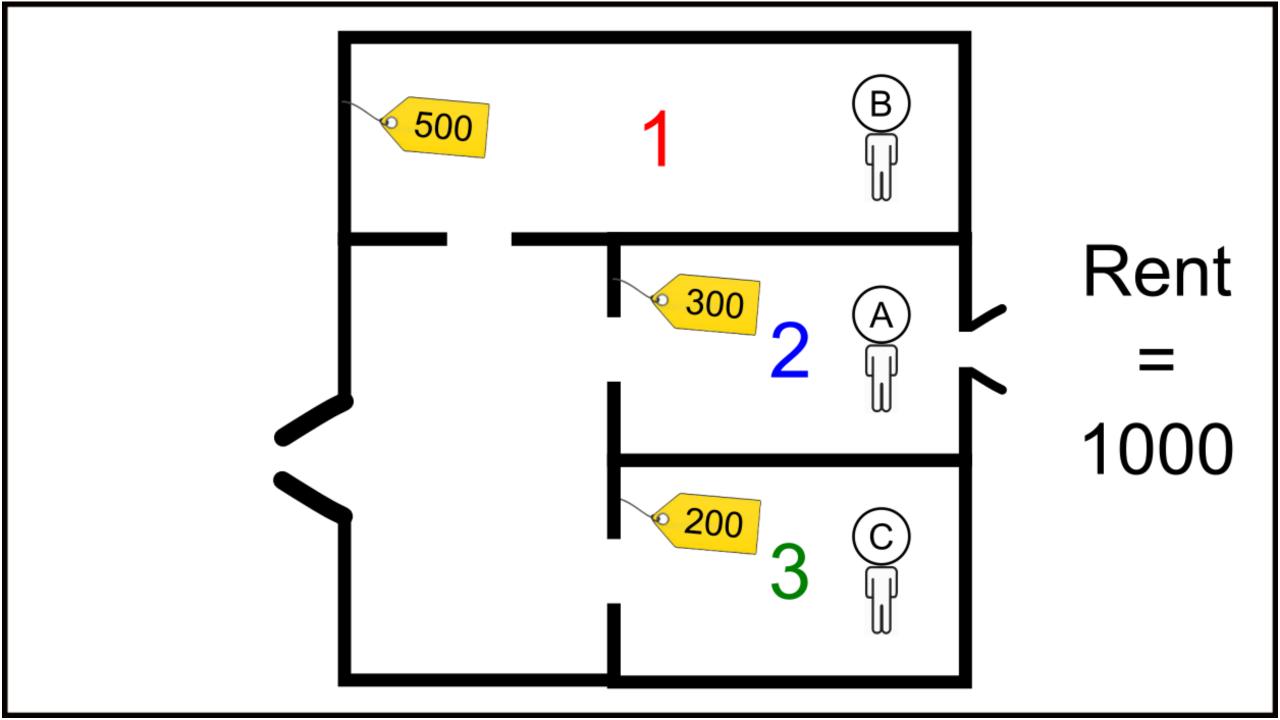
Lecture 13
Rent Division

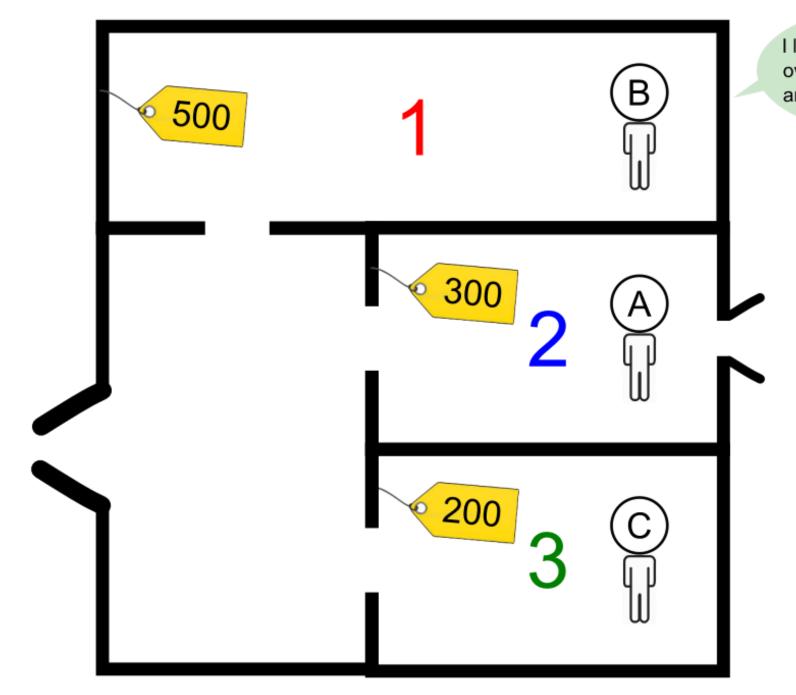




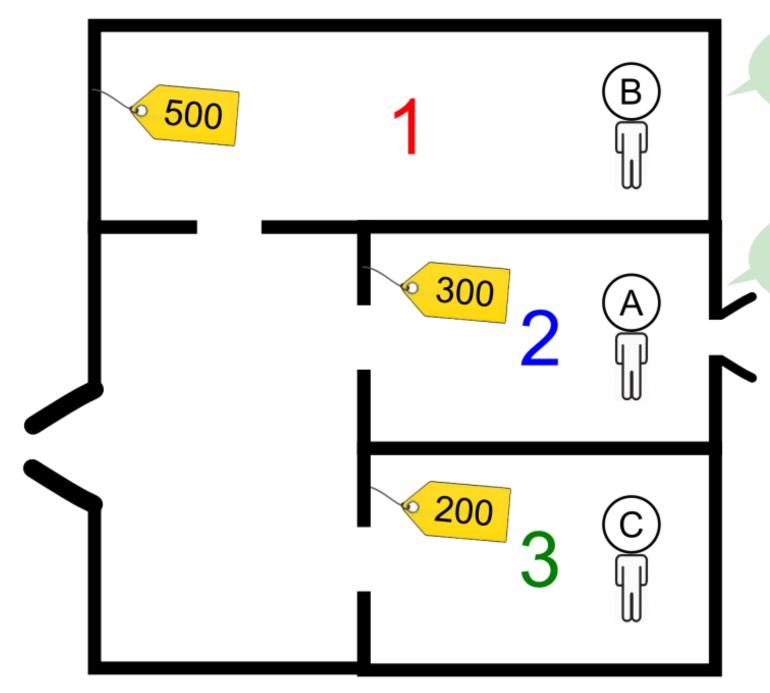






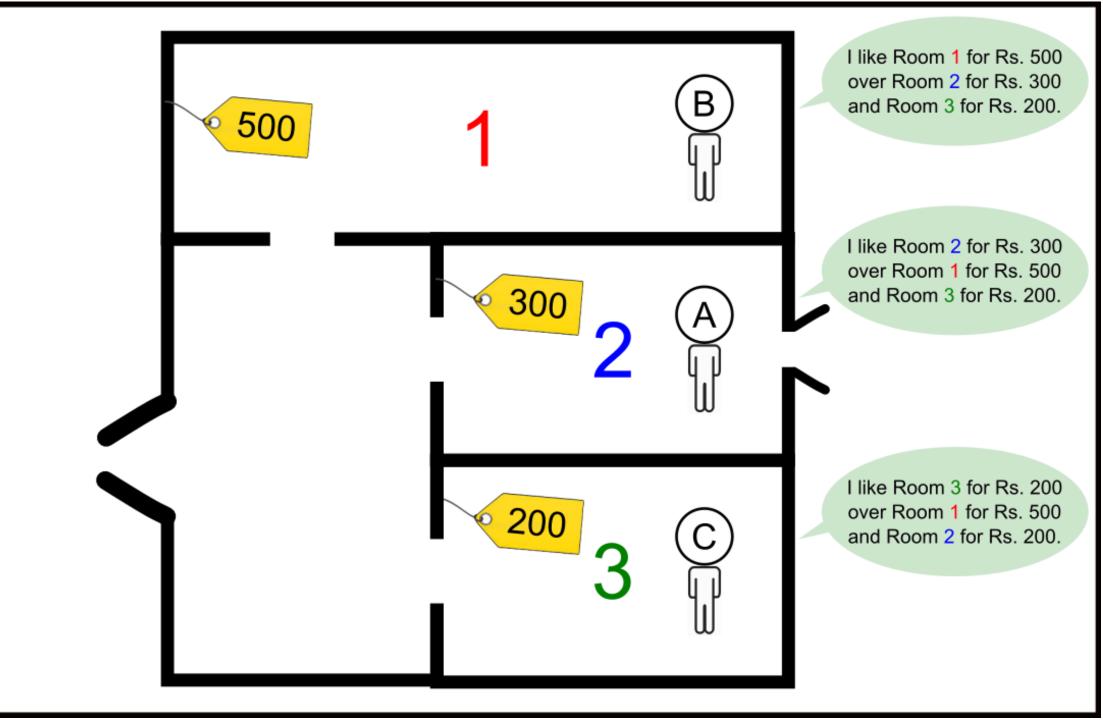


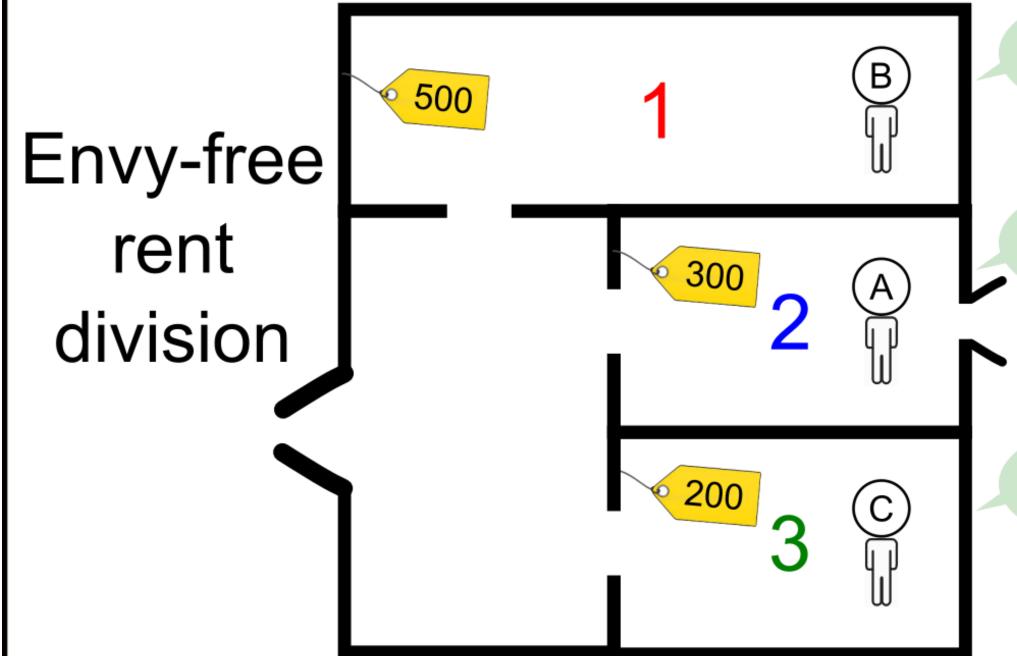
I like Room 1 for Rs. 500 over Room 2 for Rs. 300 and Room 3 for Rs. 200.



I like Room 1 for Rs. 500 over Room 2 for Rs. 300 and Room 3 for Rs. 200.

I like Room 2 for Rs. 300 over Room 1 for Rs. 500 and Room 3 for Rs. 200.

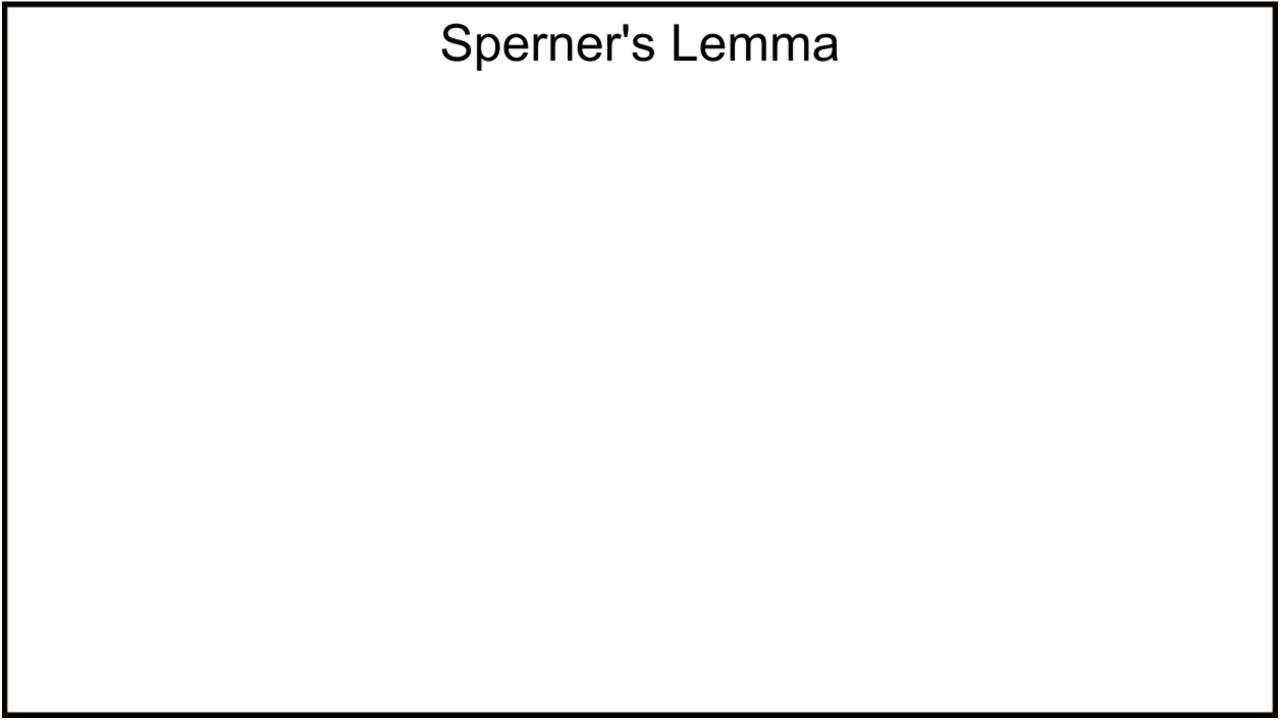


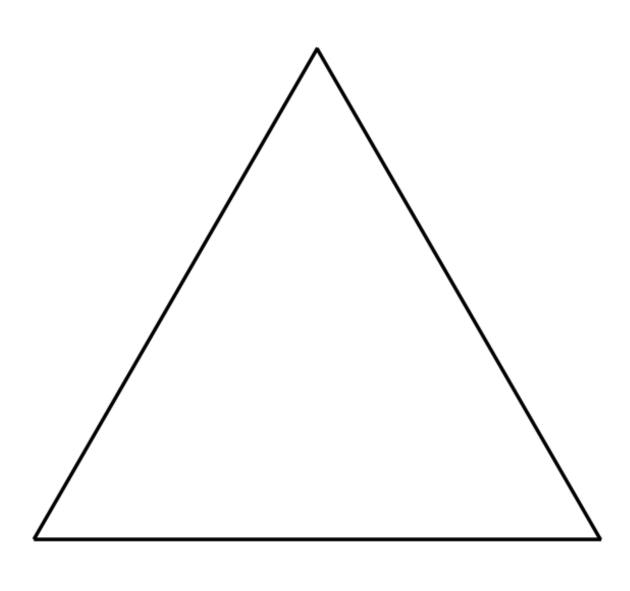


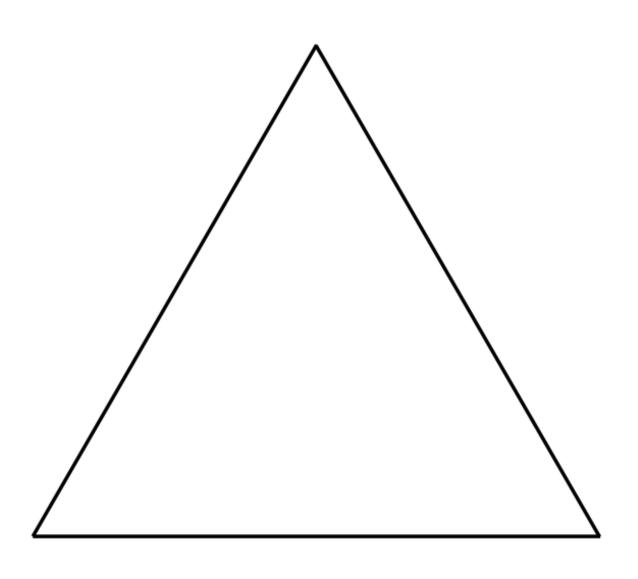
I like Room 1 for Rs. 500 over Room 2 for Rs. 300 and Room 3 for Rs. 200.

I like Room 2 for Rs. 300 over Room 1 for Rs. 500 and Room 3 for Rs. 200.

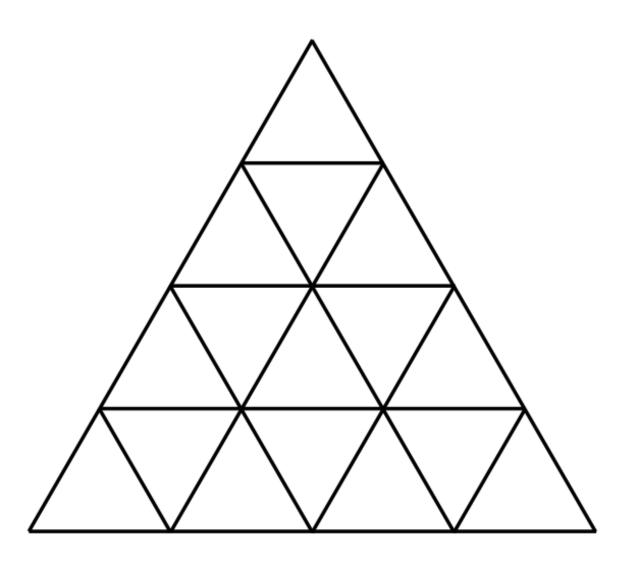
I like Room 3 for Rs. 200 over Room 1 for Rs. 500 and Room 2 for Rs. 200.



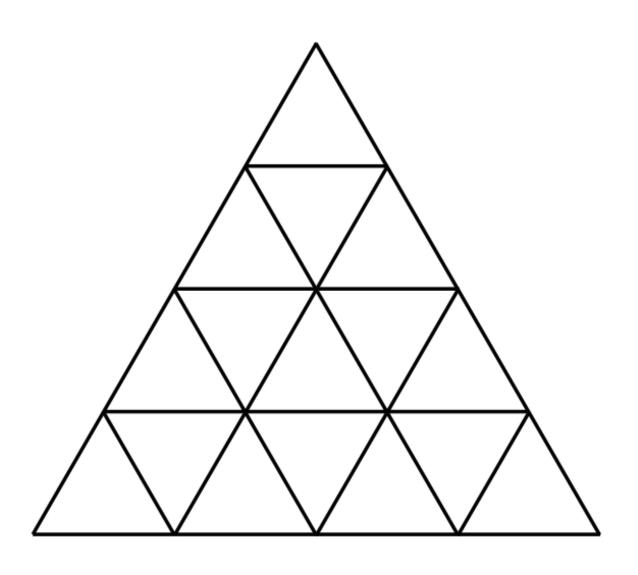




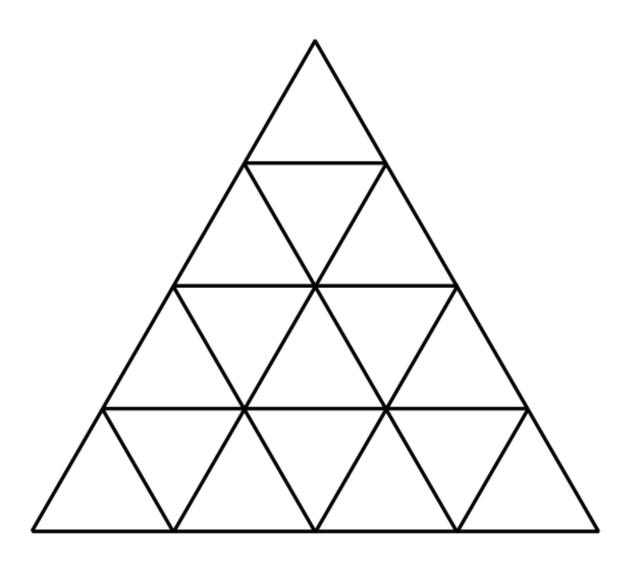
1. Triangulation into *elementary* triangles



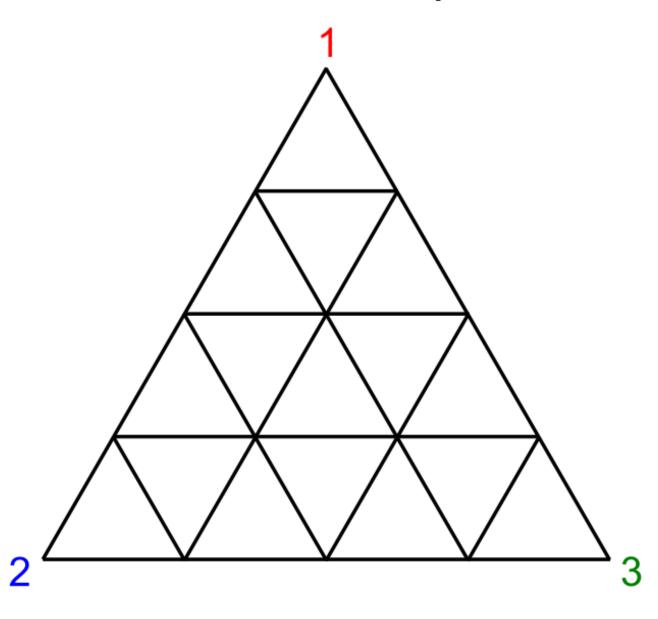
1. Triangulation into *elementary* triangles



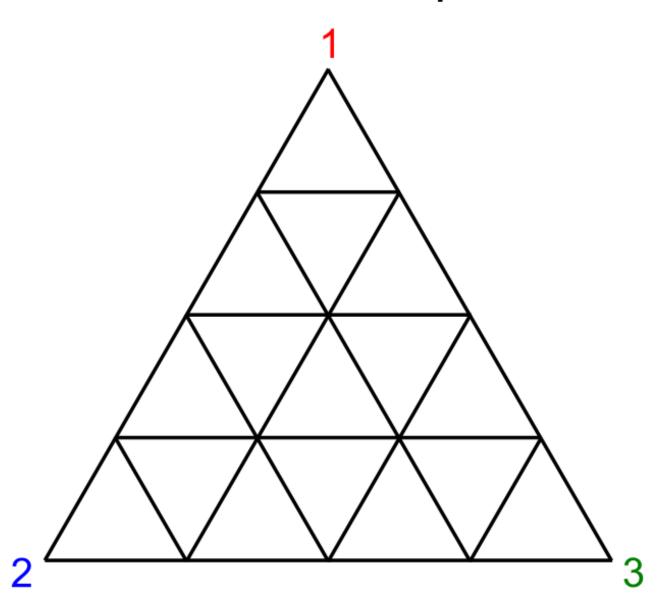
- 1. Triangulation into *elementary* triangles
- 2. Sperner labeling



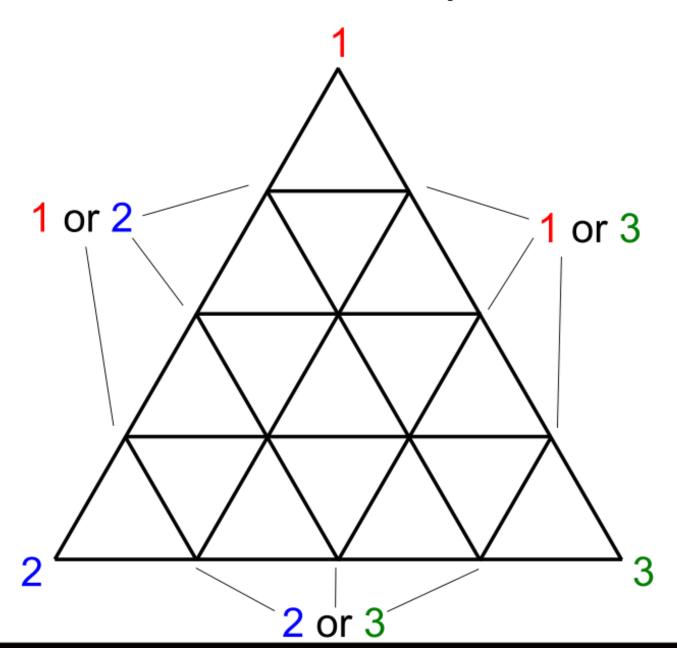
- 1. Triangulation into *elementary* triangles
- 2. Sperner labeling
  - Main vertices have distinct labels



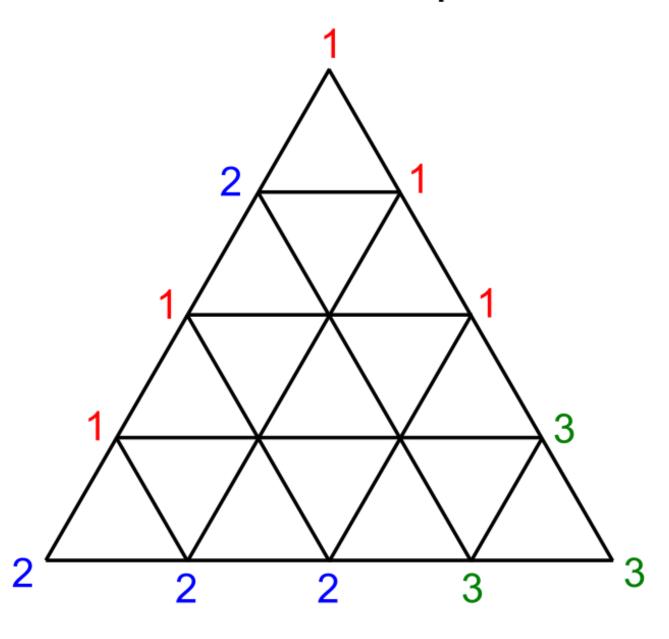
- 1. Triangulation into *elementary* triangles
- 2. Sperner labeling
  - Main vertices have distinct labels



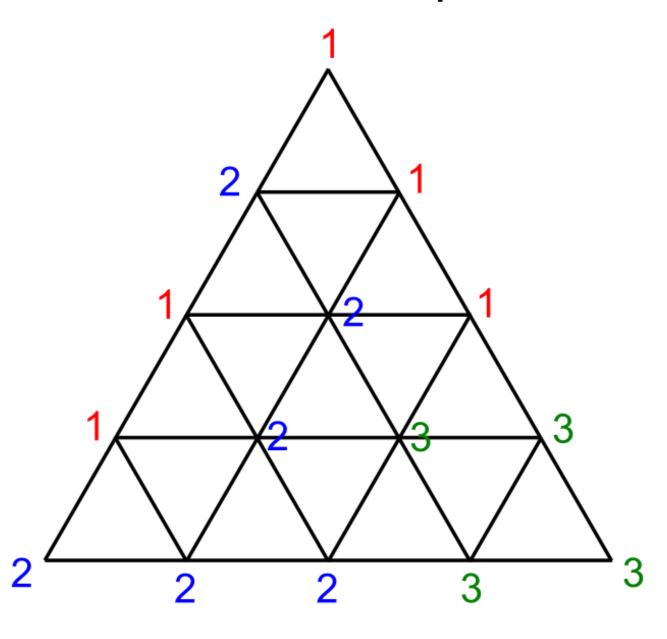
- 1. Triangulation into *elementary* triangles
- 2. Sperner labeling
  - Main vertices have distinct labels
  - Boundary vertices inherit the labels of the adjacent main vertices



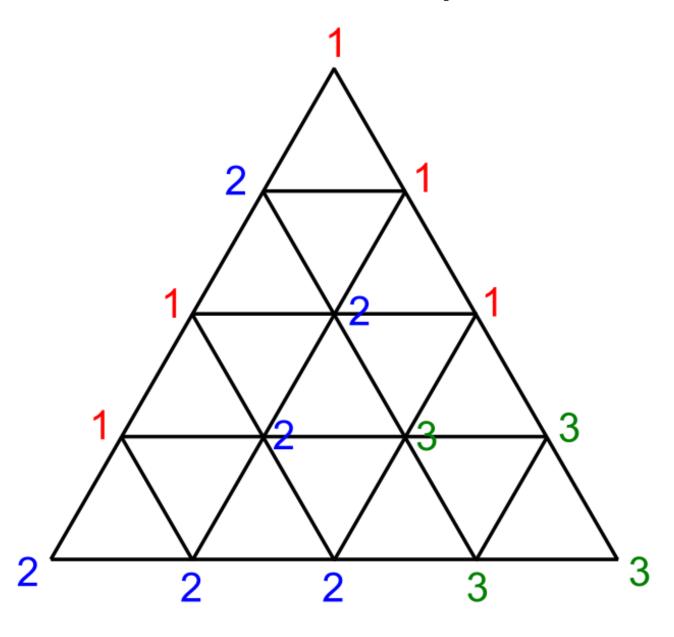
- 1. Triangulation into *elementary* triangles
- 2. Sperner labeling
  - Main vertices have distinct labels
  - Boundary vertices inherit the labels of the adjacent main vertices



- 1. Triangulation into *elementary* triangles
- 2. Sperner labeling
  - Main vertices have distinct labels
  - Boundary vertices inherit the labels of the adjacent main vertices



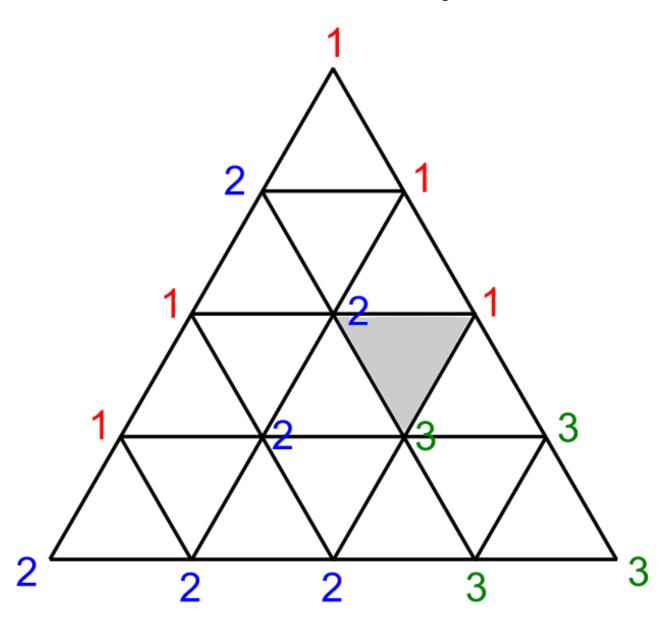
- 1. Triangulation into *elementary* triangles
- 2. Sperner labeling
  - Main vertices have distinct labels
  - Boundary vertices inherit the labels of the adjacent main vertices



- 1. Triangulation into *elementary* triangles
- 2. Sperner labeling
  - Main vertices have distinct labels
  - Boundary vertices inherit the labels of the adjacent main vertices

[Sperner, 1928]

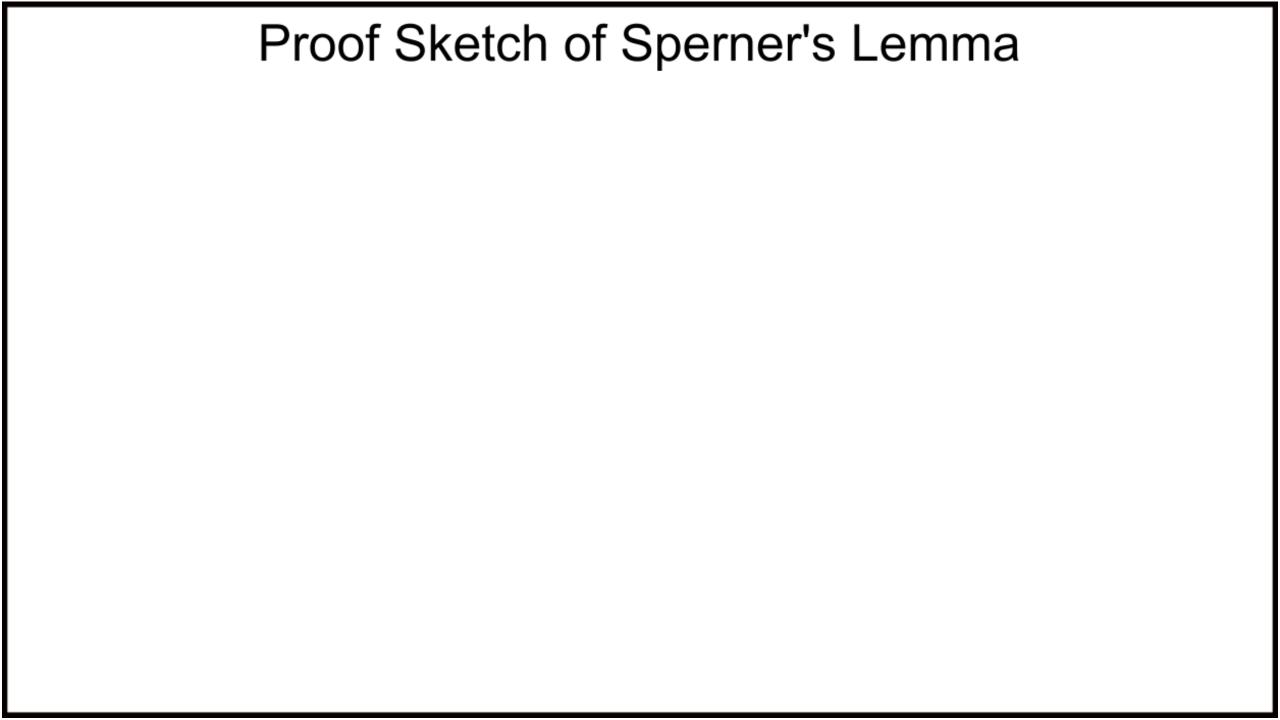
Any Sperner labeled triangulation has at least one fully labeled elementary triangle.

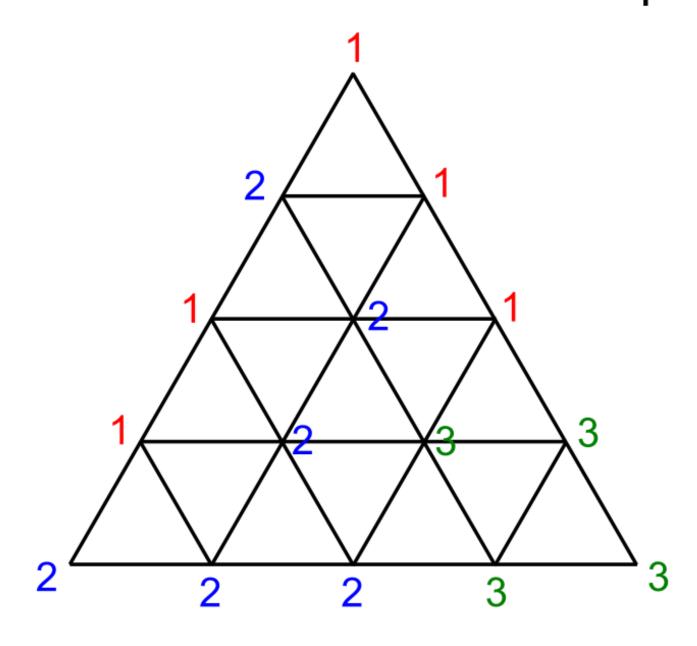


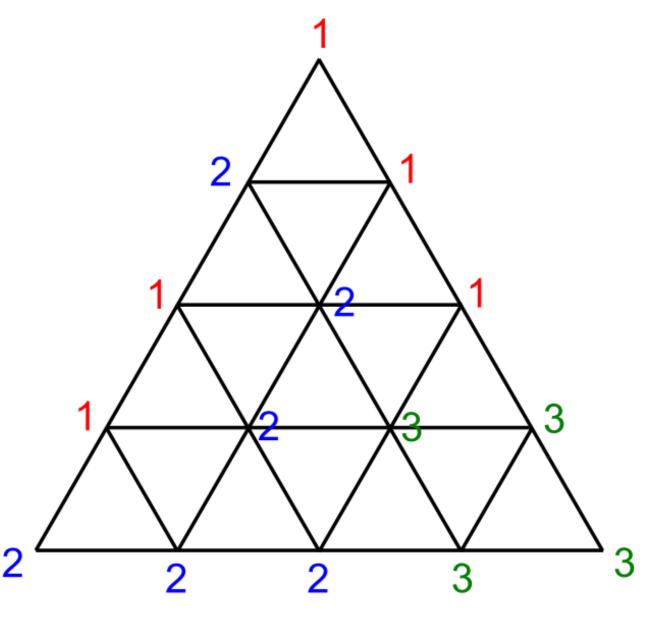
- 1. Triangulation into *elementary* triangles
- 2. Sperner labeling
  - Main vertices have distinct labels
  - Boundary vertices inherit the labels of the adjacent main vertices

[Sperner, 1928]

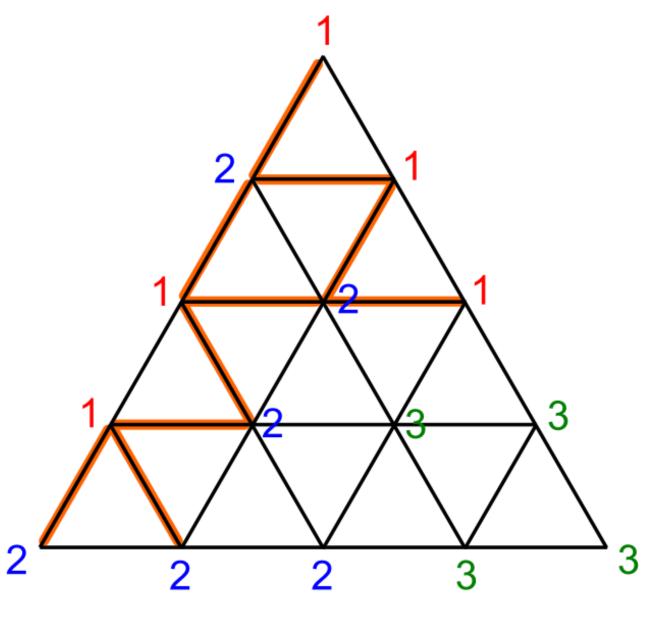
Any Sperner labeled triangulation has at least one fully labeled elementary triangle.



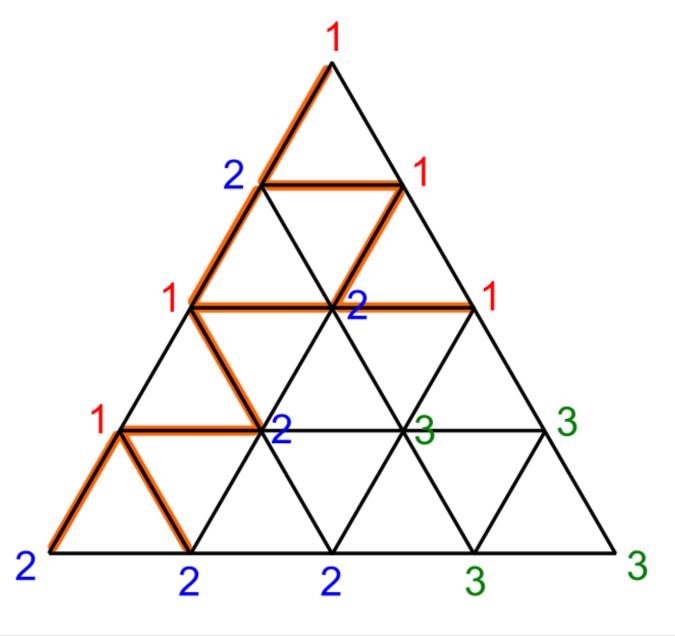




Call any 1—2 edge a "door".

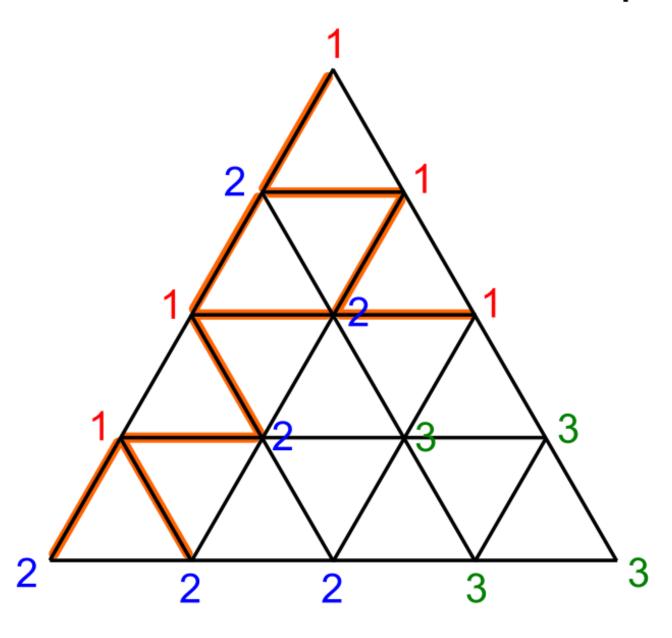


Call any 1—2 edge a "door".



Call any 1—2 edge a "door".

Call any elementary triangle a "room".

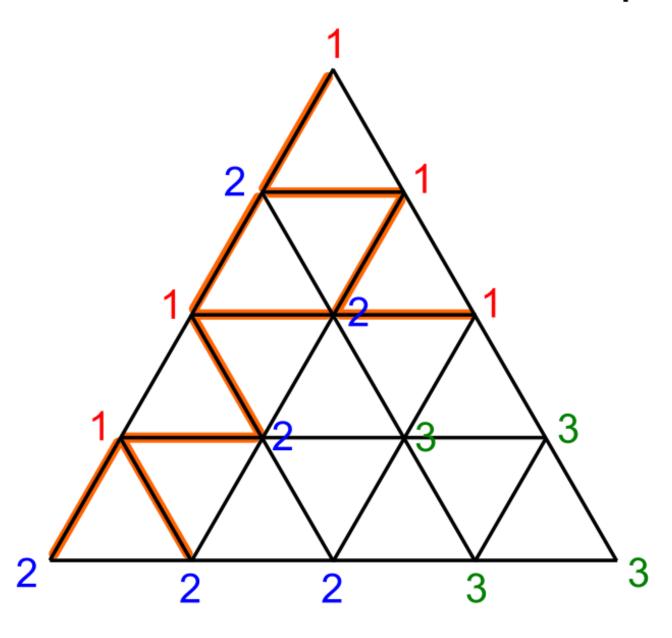


Call any 1—2 edge a "door".

Call any elementary triangle a "room".

#### Observe:

No. of doors on the boundary is odd.

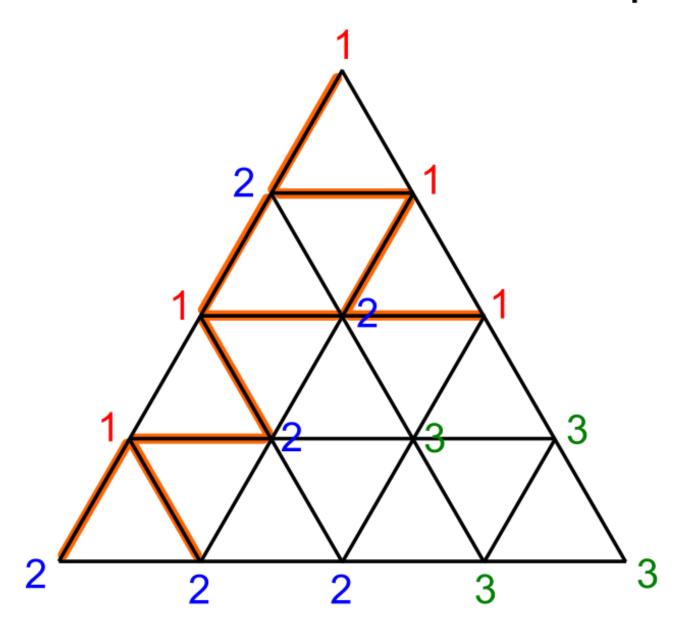


Call any 1—2 edge a "door".

Call any elementary triangle a "room".

#### Observe:

- No. of doors on the boundary is odd.
- A room can have zero, one, or two doors.

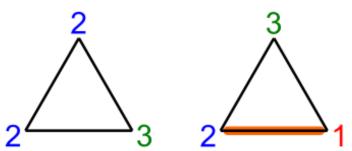


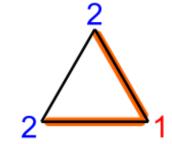
Call any 1—2 edge a "door".

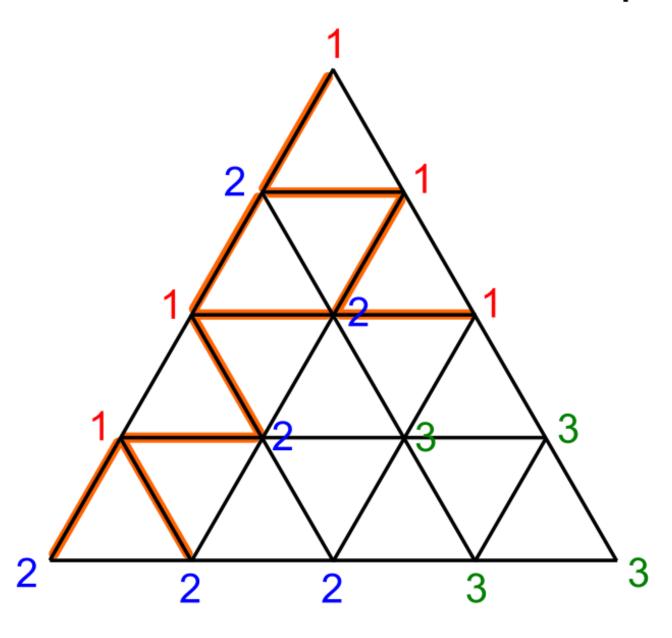
Call any elementary triangle a "room".

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- No. of doors on the boundary is odd.
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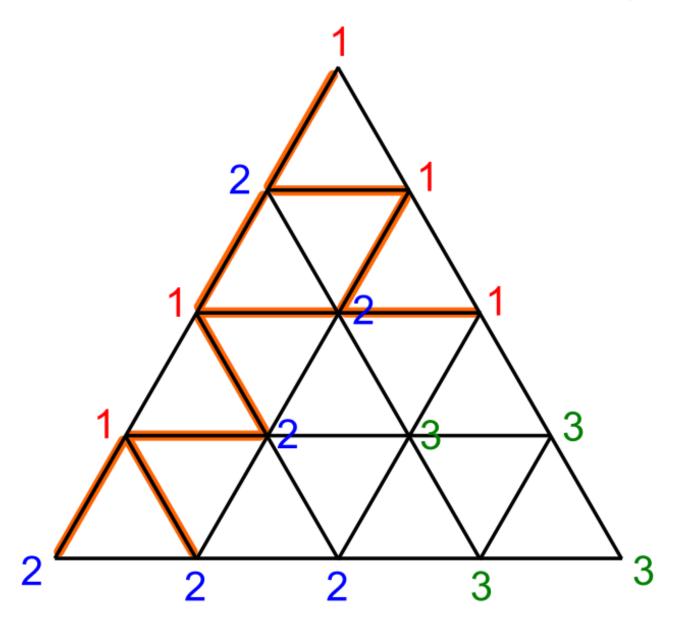


Call any 1—2 edge a "door".

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#### Observe:

- No. of doors on the boundary is odd.
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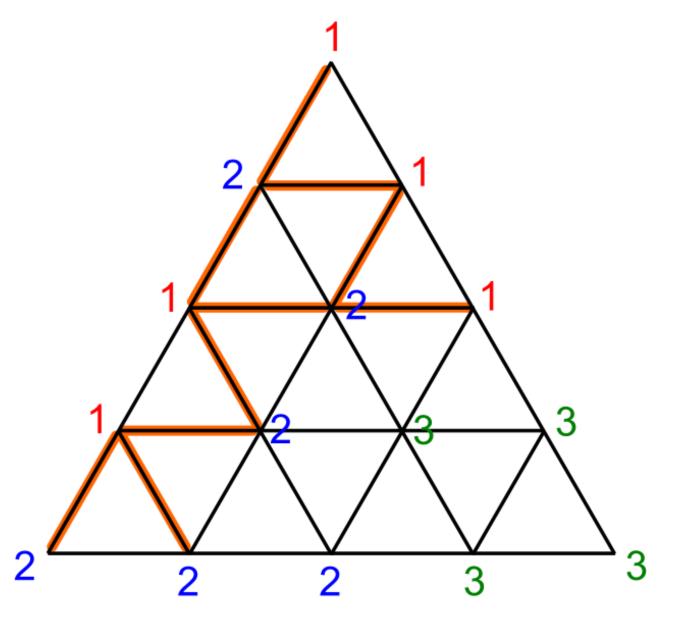
Call any 1—2 edge a "door".

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#### Observe:

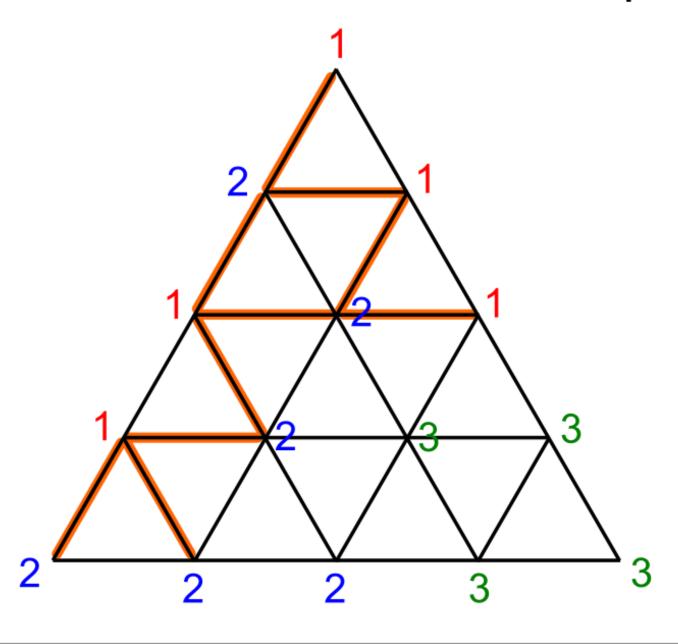
- No. of doors on the boundary is odd.
- A room can have zero, one, or two doors.

Room with one door ⇔
Fully-labeled elementary triangle



Call any 1—2 edge a "door".

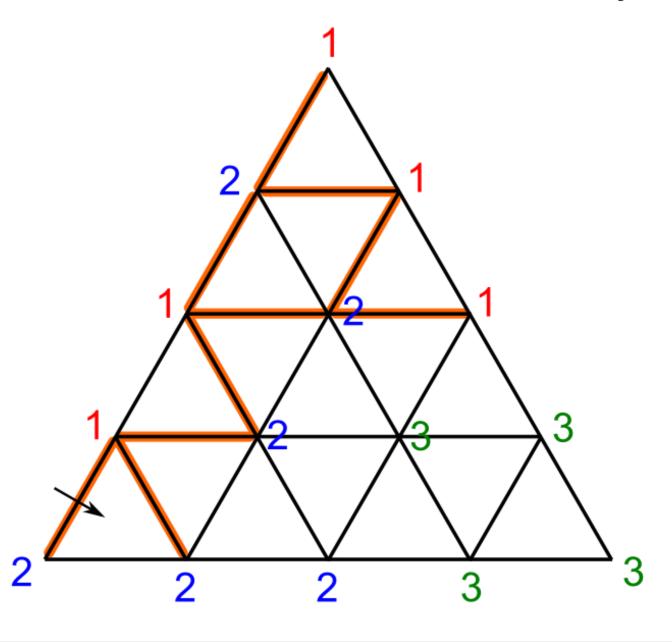
Call any elementary triangle a "room".



Call any 1—2 edge a "door".

Call any elementary triangle a "room".

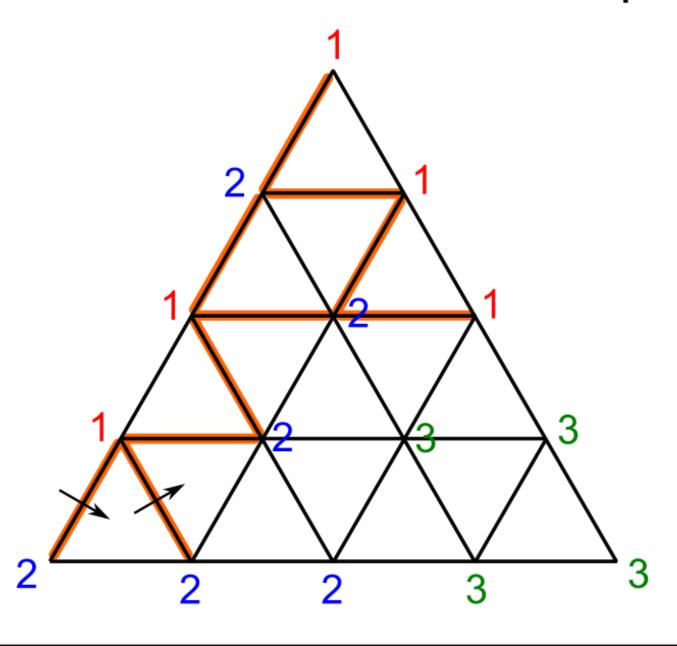
Start walking!



Call any 1—2 edge a "door".

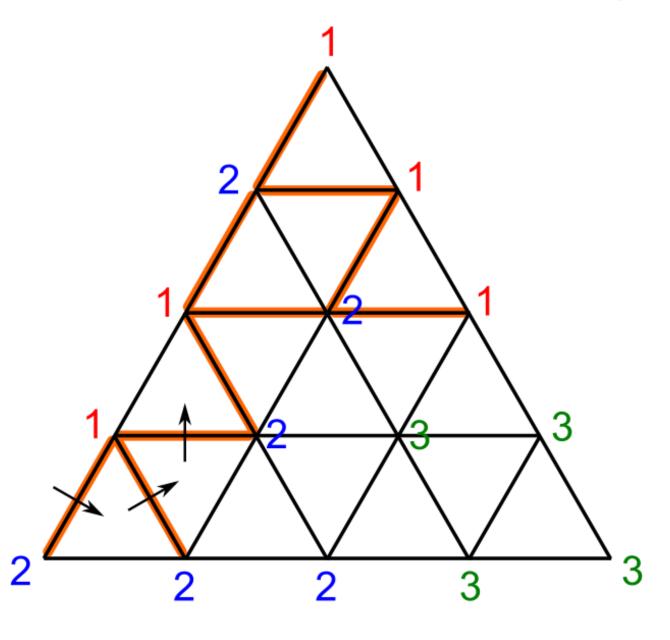
Call any elementary triangle a "room".

Start walking!



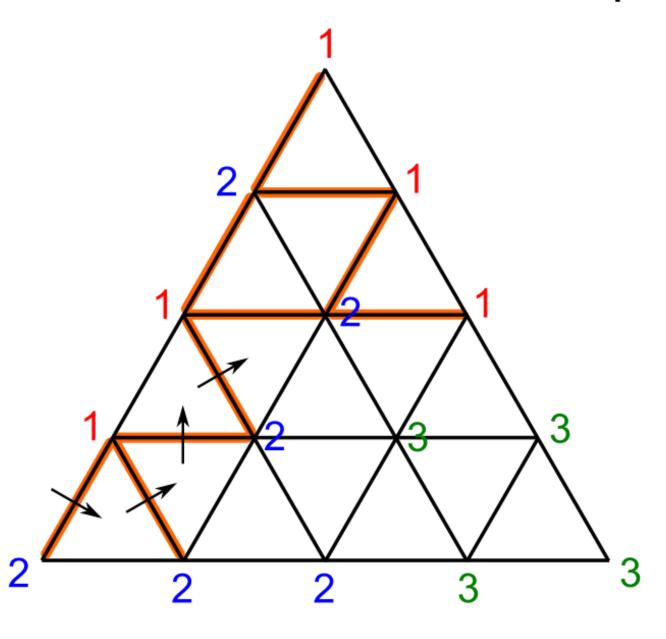
Call any 1—2 edge a "door".

Call any elementary triangle a "room".



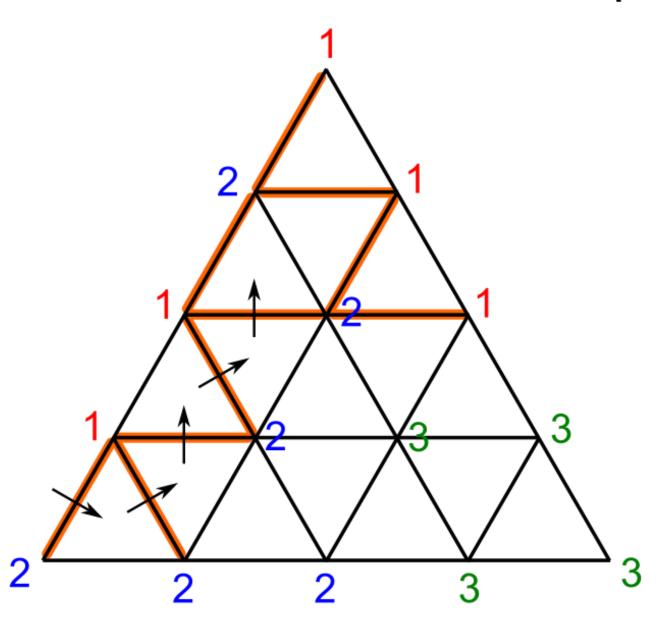
Call any 1—2 edge a "door".

Call any elementary triangle a "room".



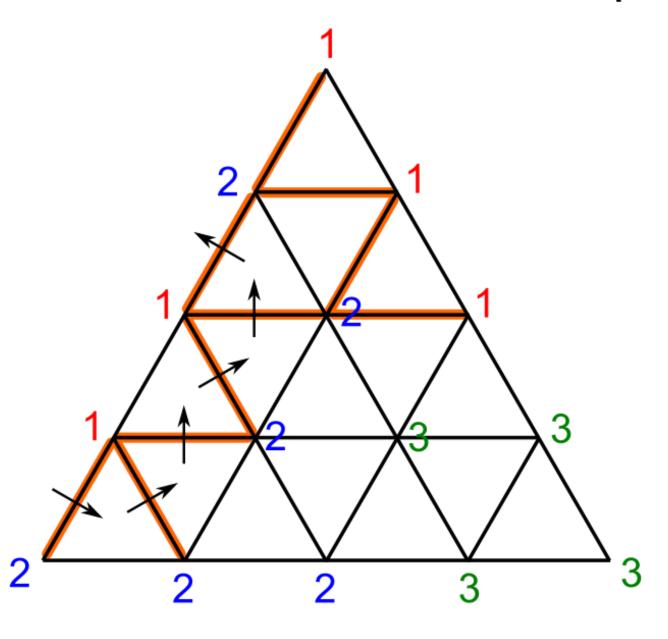
Call any 1—2 edge a "door".

Call any elementary triangle a "room".



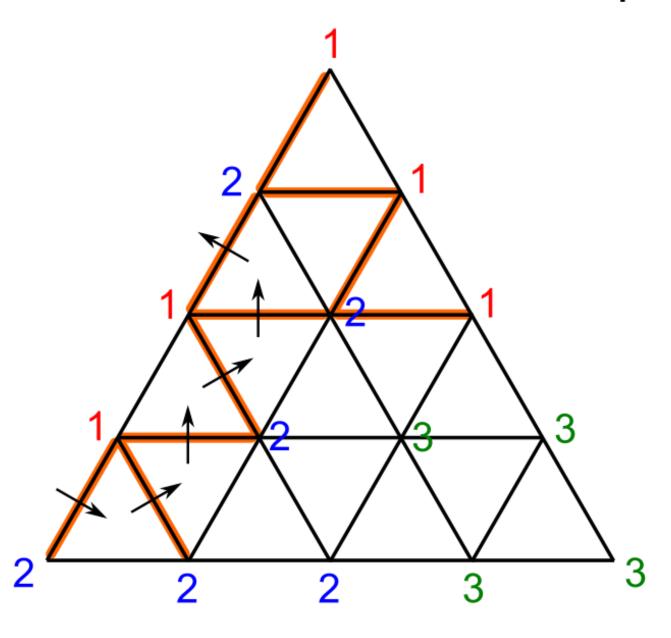
Call any 1—2 edge a "door".

Call any elementary triangle a "room".



Call any 1—2 edge a "door".

Call any elementary triangle a "room".

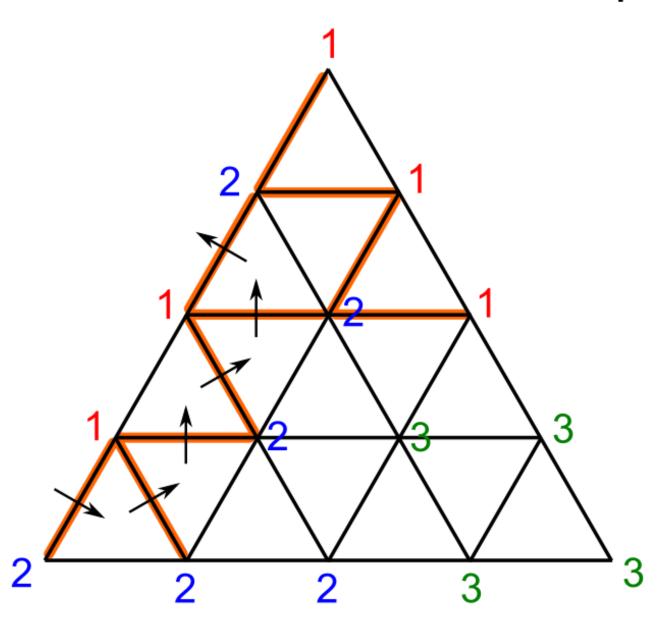


Call any 1—2 edge a "door".

Call any elementary triangle a "room".

### Start walking!

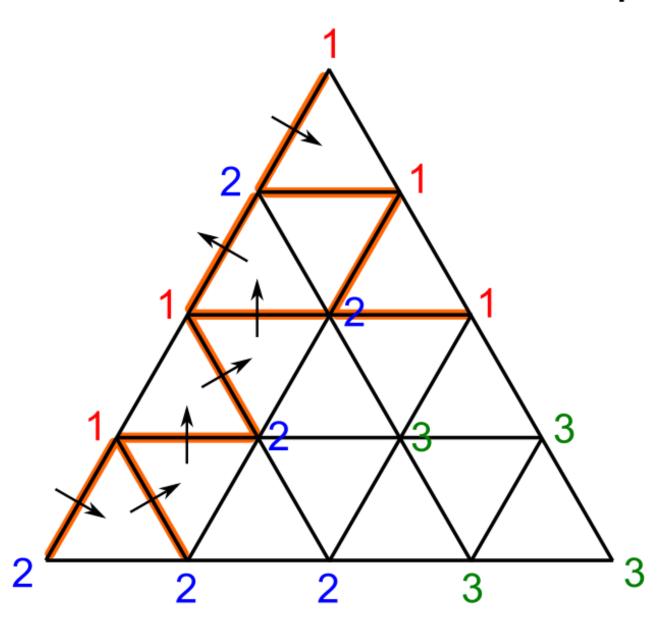
If thrown out, take another door.



Call any 1—2 edge a "door".

Call any elementary triangle a "room".

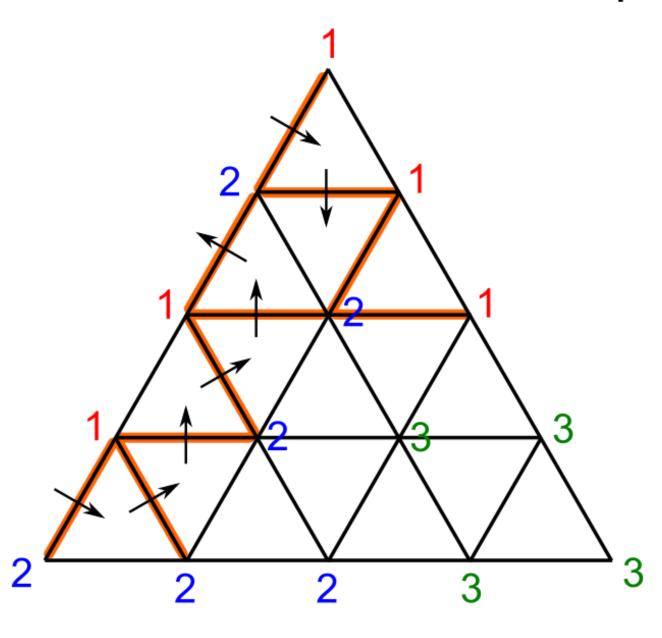
- If thrown out, take another door.
- Some path must end up in a room with exactly one door.



Call any 1—2 edge a "door".

Call any elementary triangle a "room".

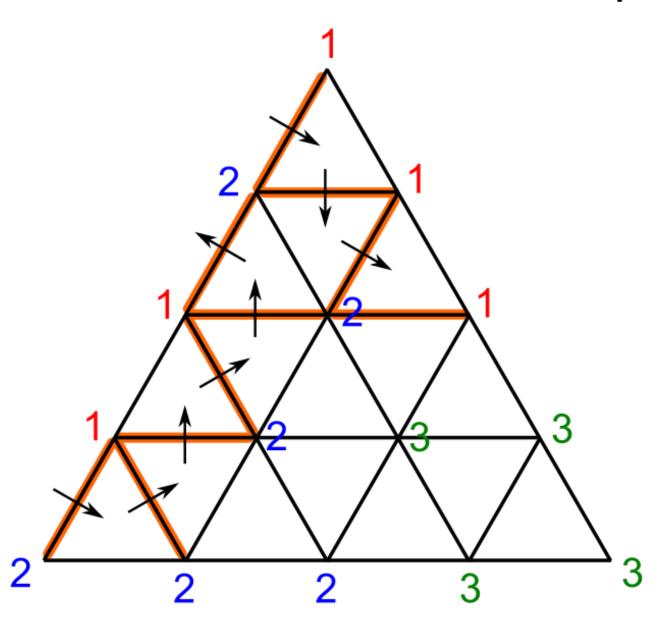
- If thrown out, take another door.
- Some path must end up in a room with exactly one door.



Call any 1—2 edge a "door".

Call any elementary triangle a "room".

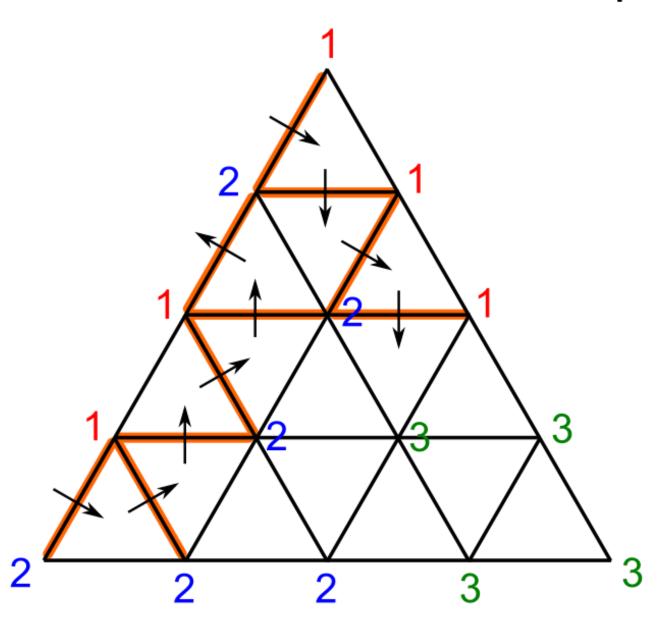
- If thrown out, take another door.
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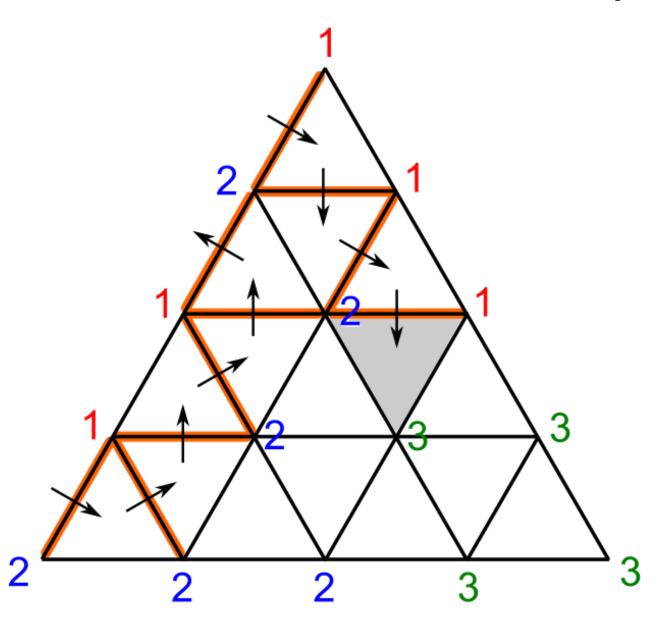
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Call any 1—2 edge a "door".

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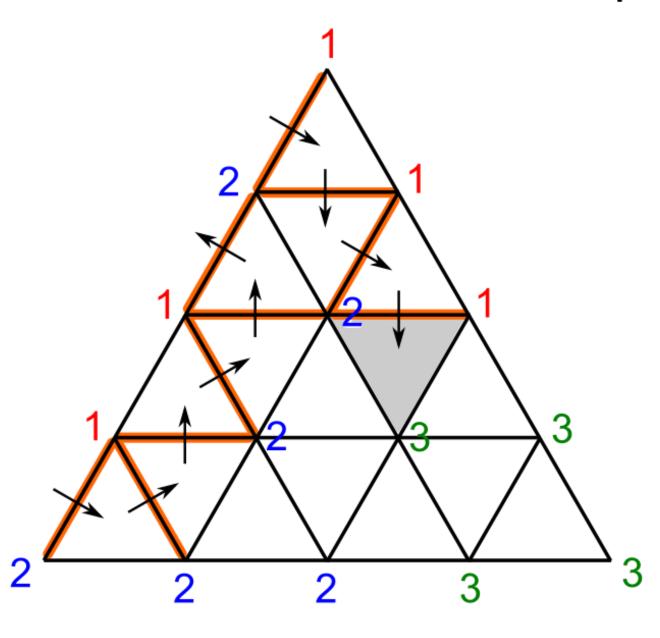
- If thrown out, take another door.
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Call any 1—2 edge a "door".

Call any elementary triangle a "room".

- If thrown out, take another door.
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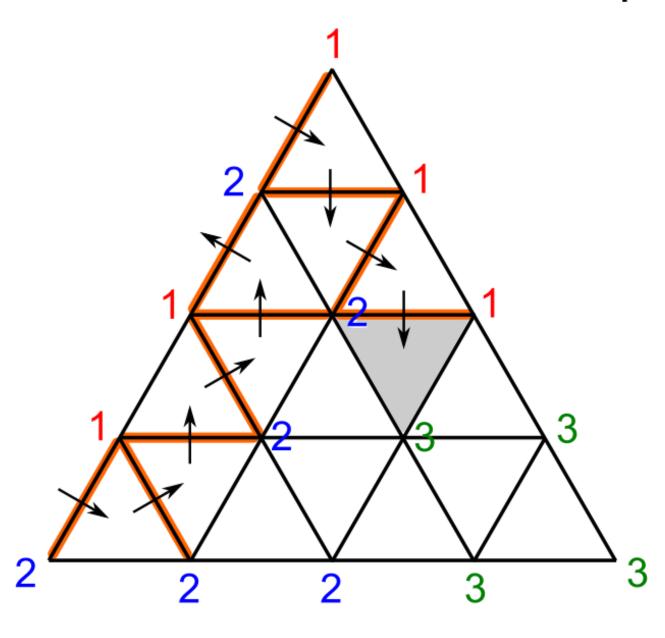
Call any 1—2 edge a "door".

Call any elementary triangle a "room".

### Start walking!

- If thrown out, take another door.
- Some path must end up in a room with exactly one door.

Why can't such a walk cycle?



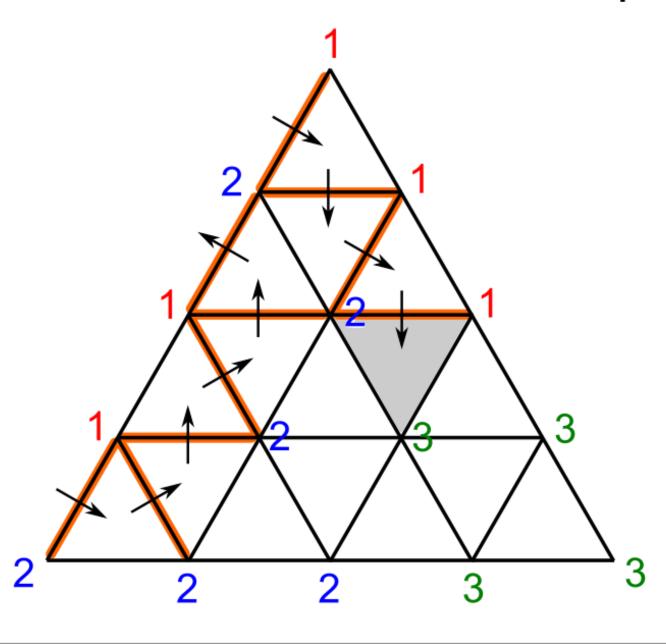
Call any 1—2 edge a "door".

Call any elementary triangle a "room".

### Start walking!

- If thrown out, take another door.
- Some path must end up in a room with exactly one door.

Why can't such a walk cycle? Exercise.



Call any 1—2 edge a "door".

Call any elementary triangle a "room".

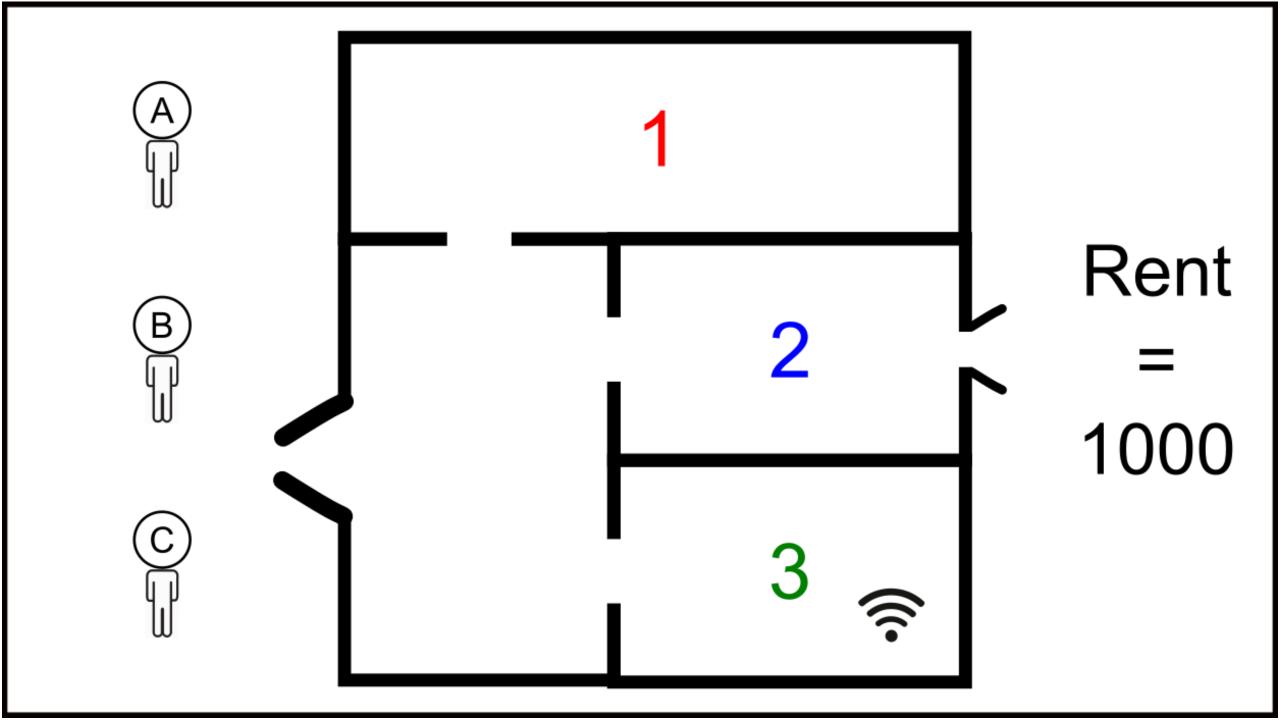
### Start walking!

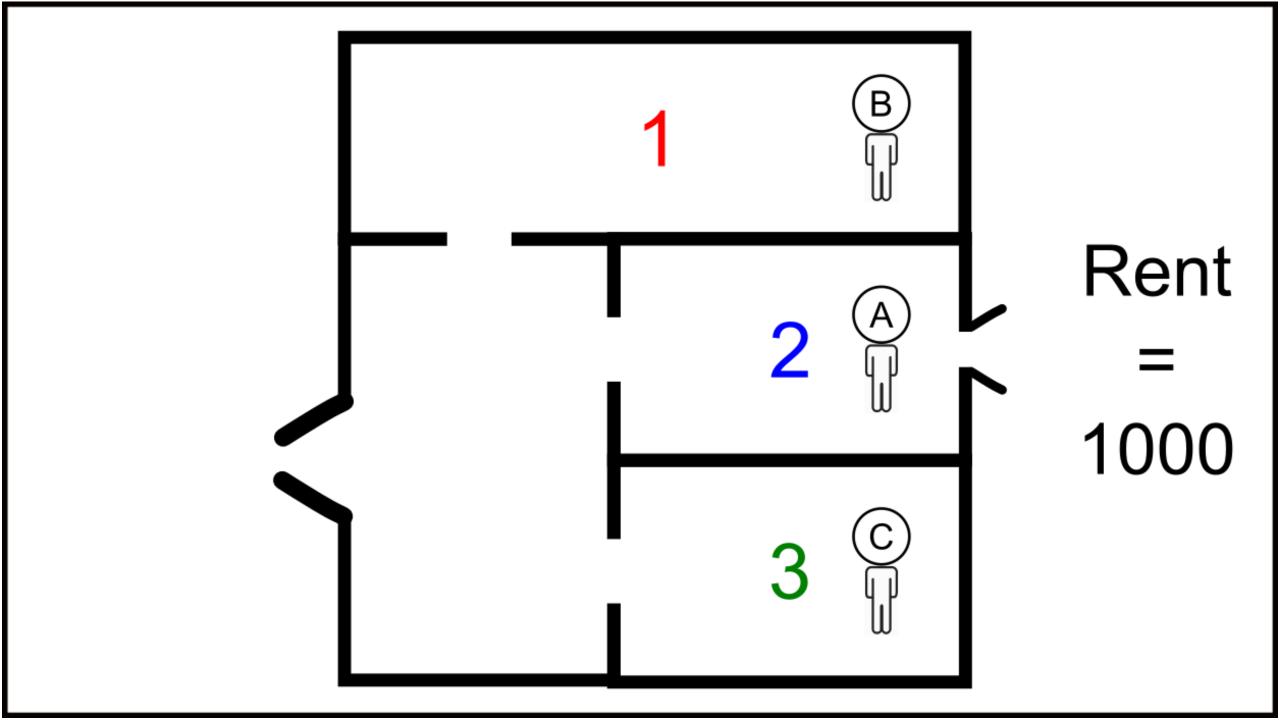
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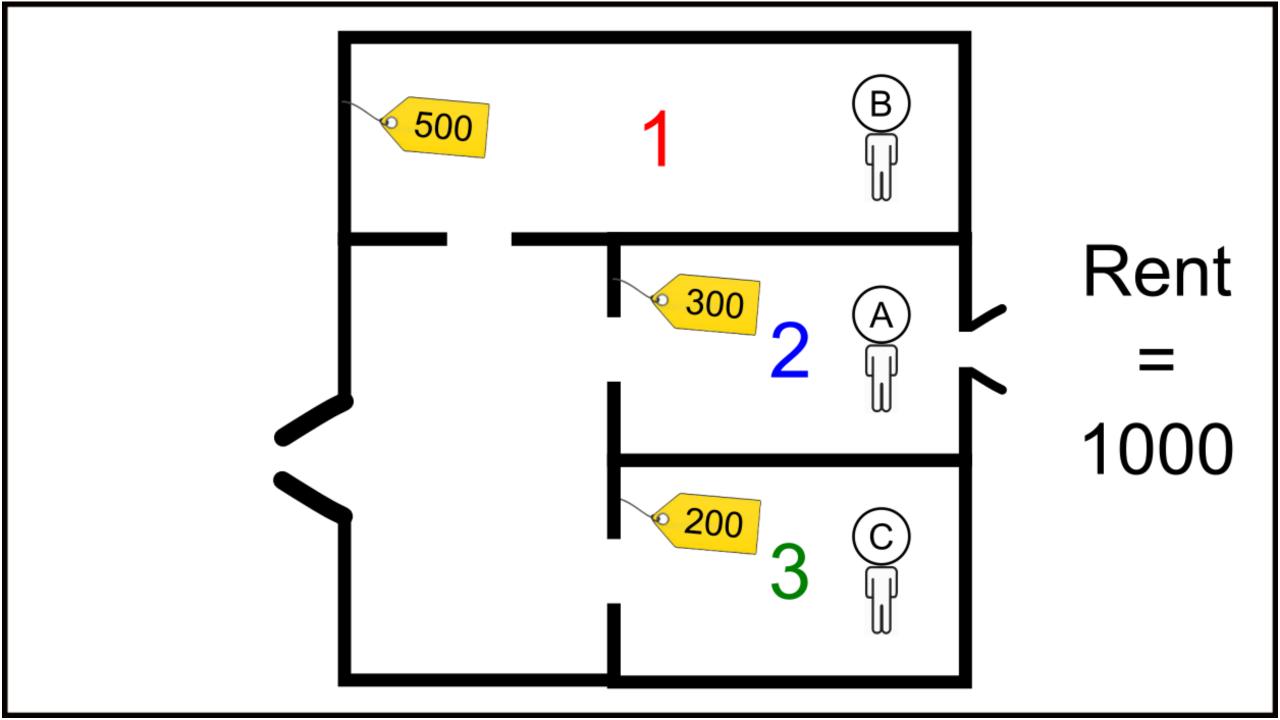
Why can't such a walk cycle? Exercise.

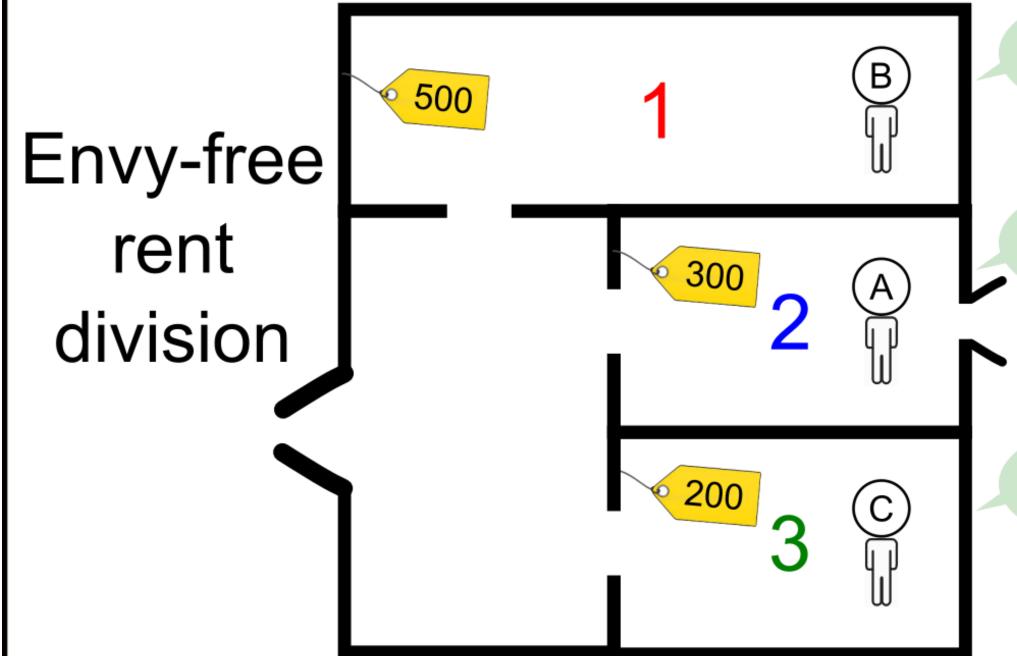


Rental Harmony via Sperner's Lemma





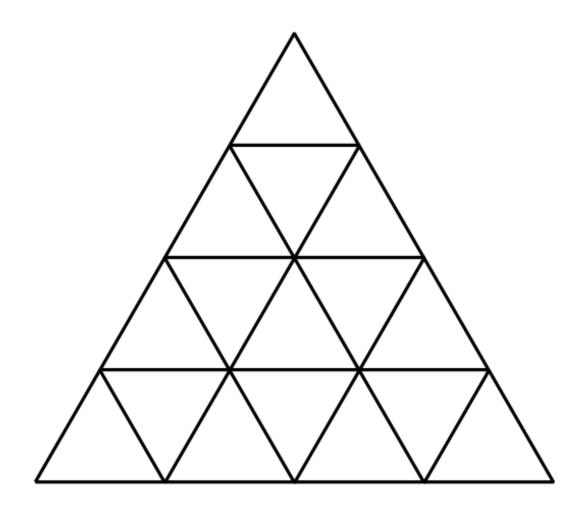


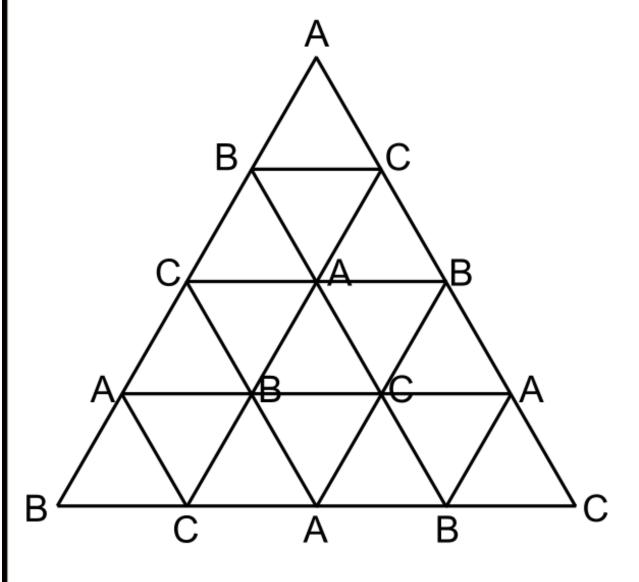


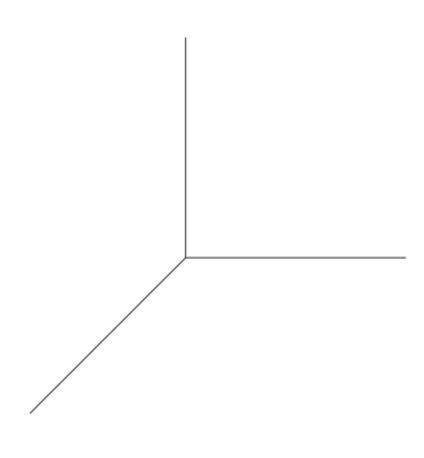
I like Room 1 for Rs. 500 over Room 2 for Rs. 300 and Room 3 for Rs. 200.

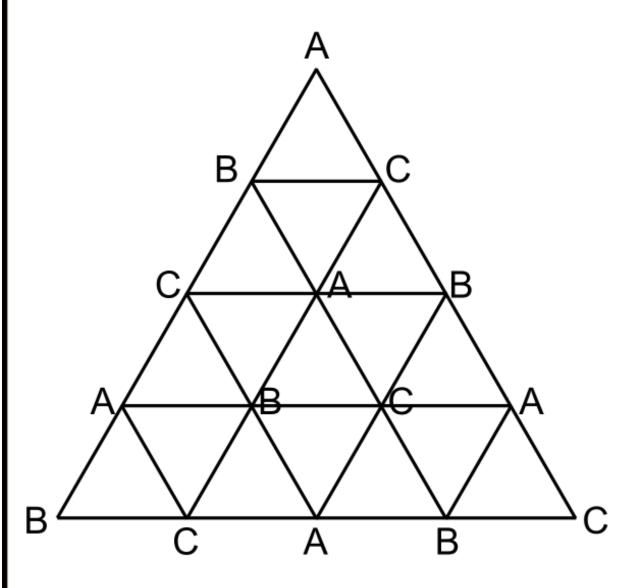
I like Room 2 for Rs. 300 over Room 1 for Rs. 500 and Room 3 for Rs. 200.

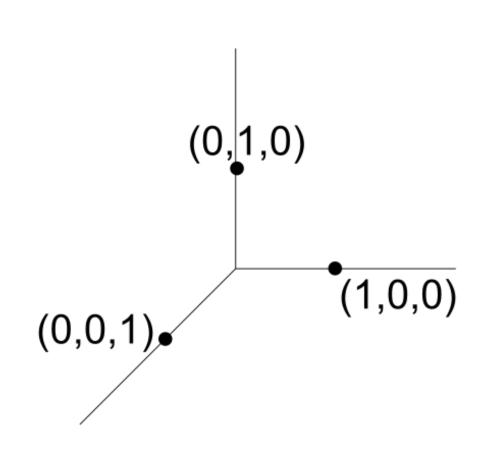
I like Room 3 for Rs. 200 over Room 1 for Rs. 500 and Room 2 for Rs. 200.

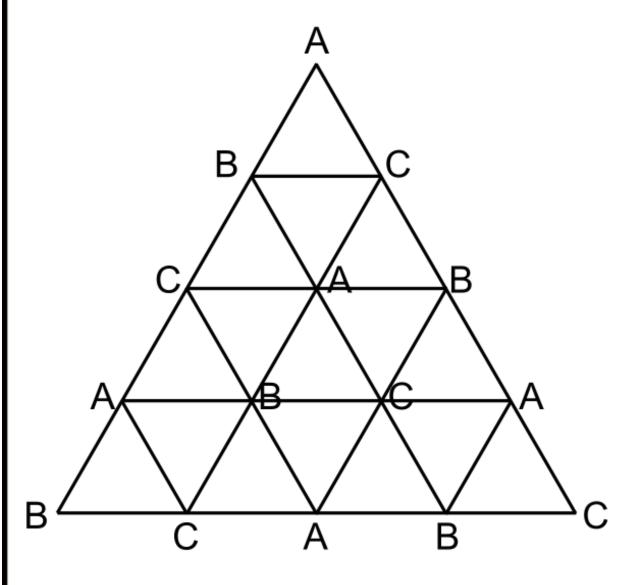


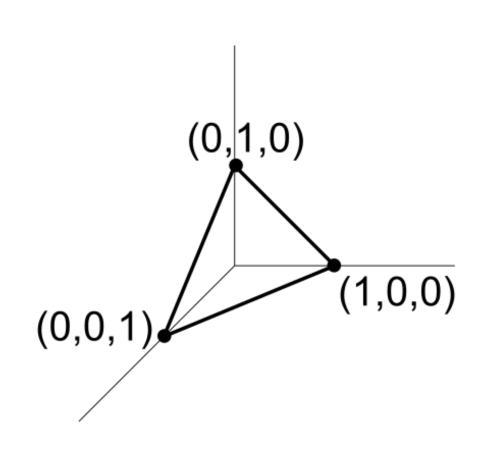


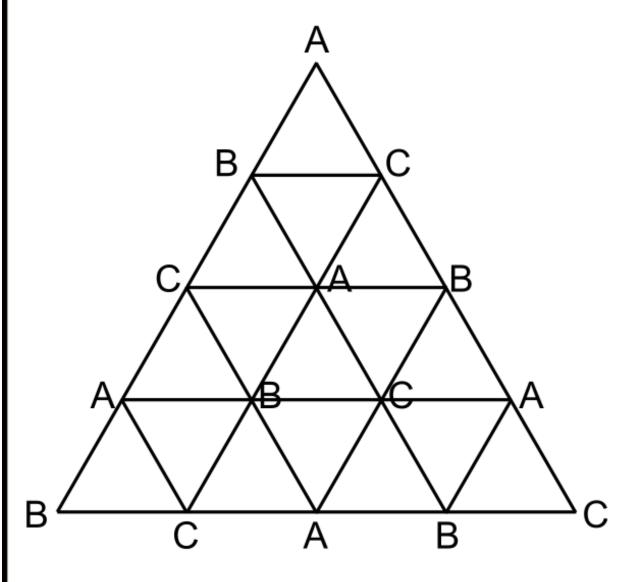


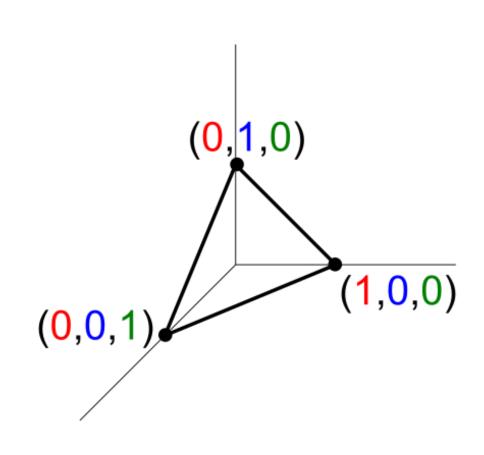






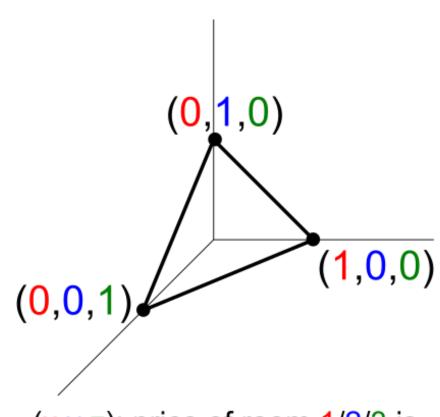






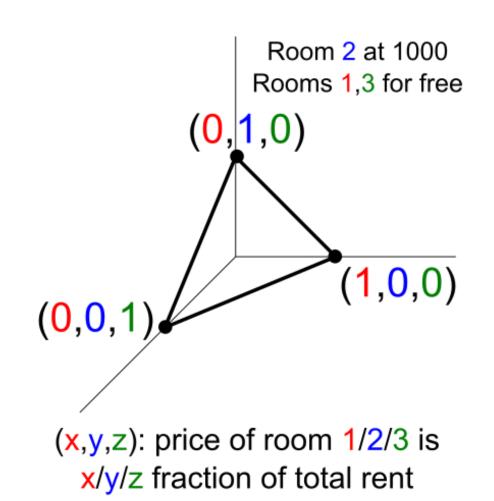
# В

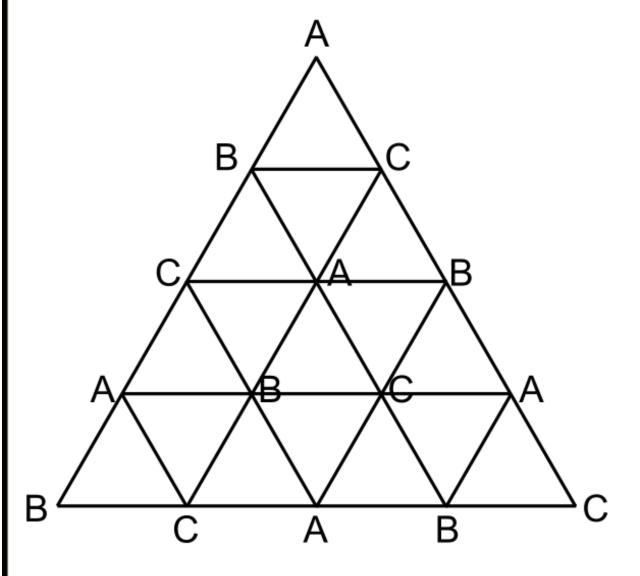
### Preference labeling

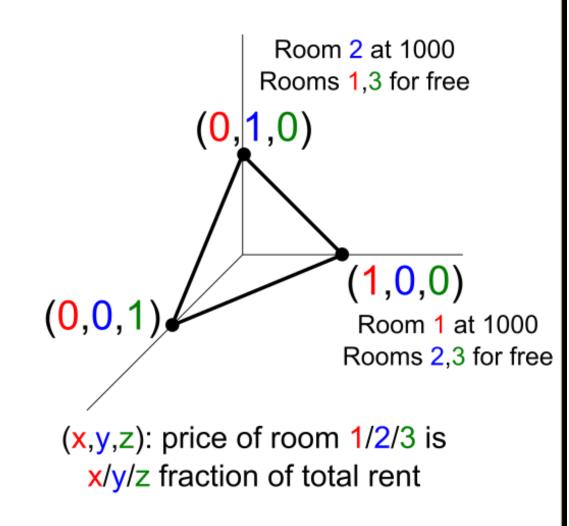


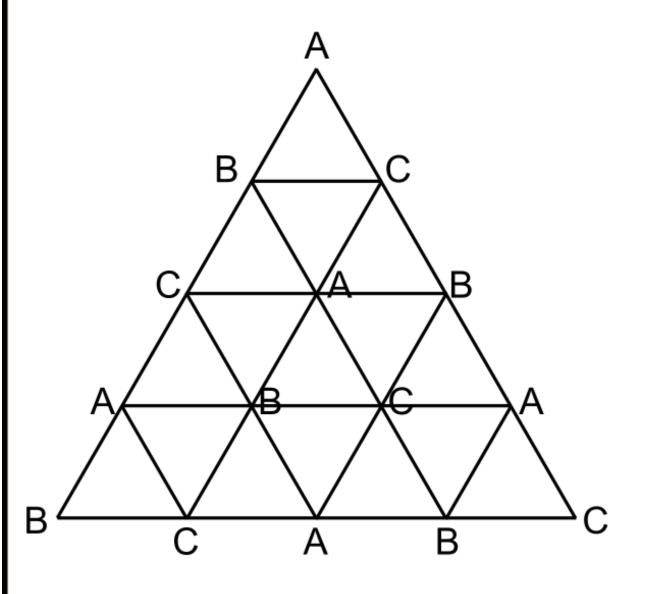
(x,y,z): price of room 1/2/3 is x/y/z fraction of total rent

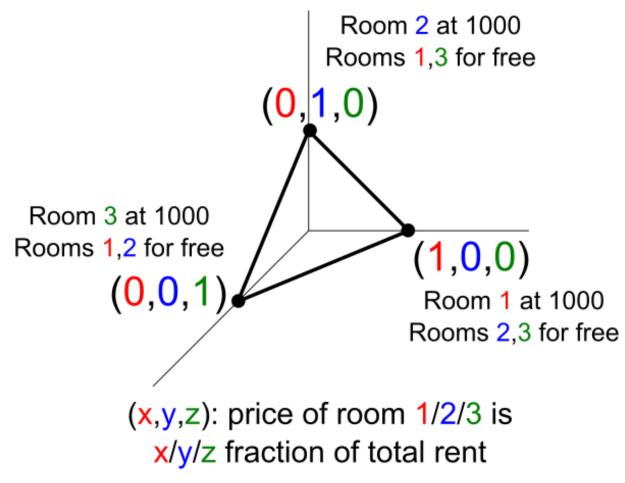
# В

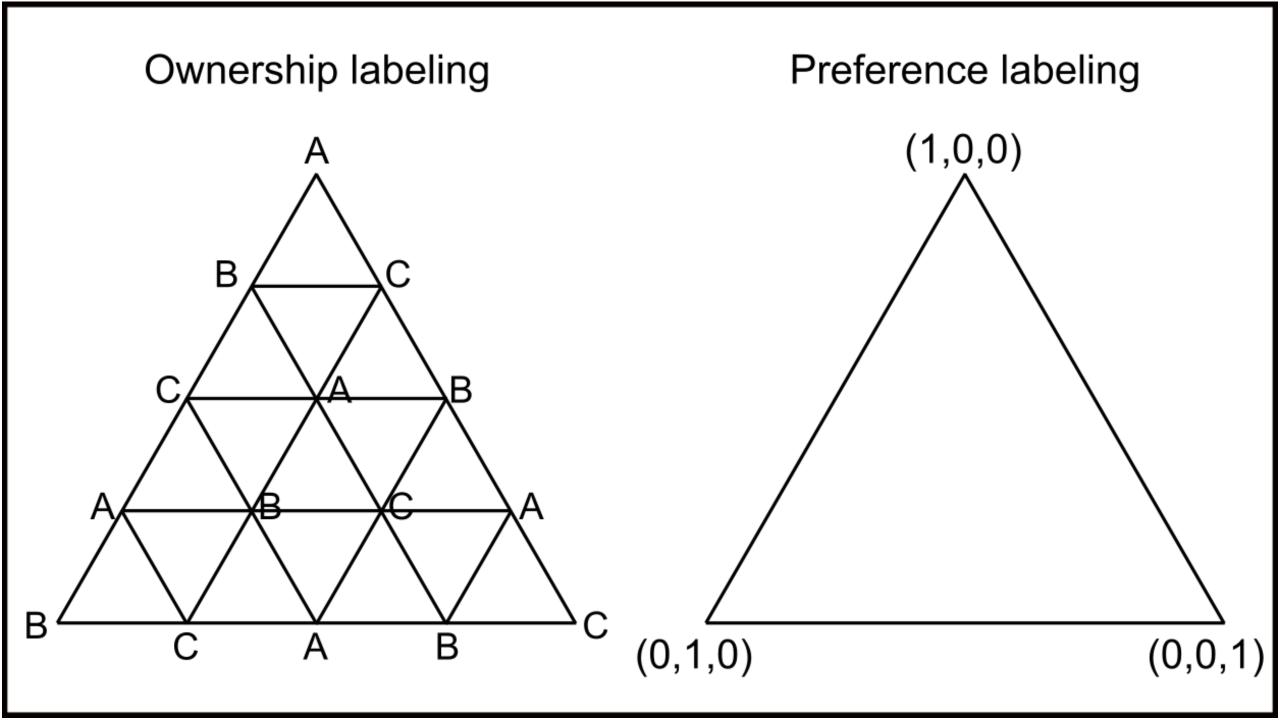


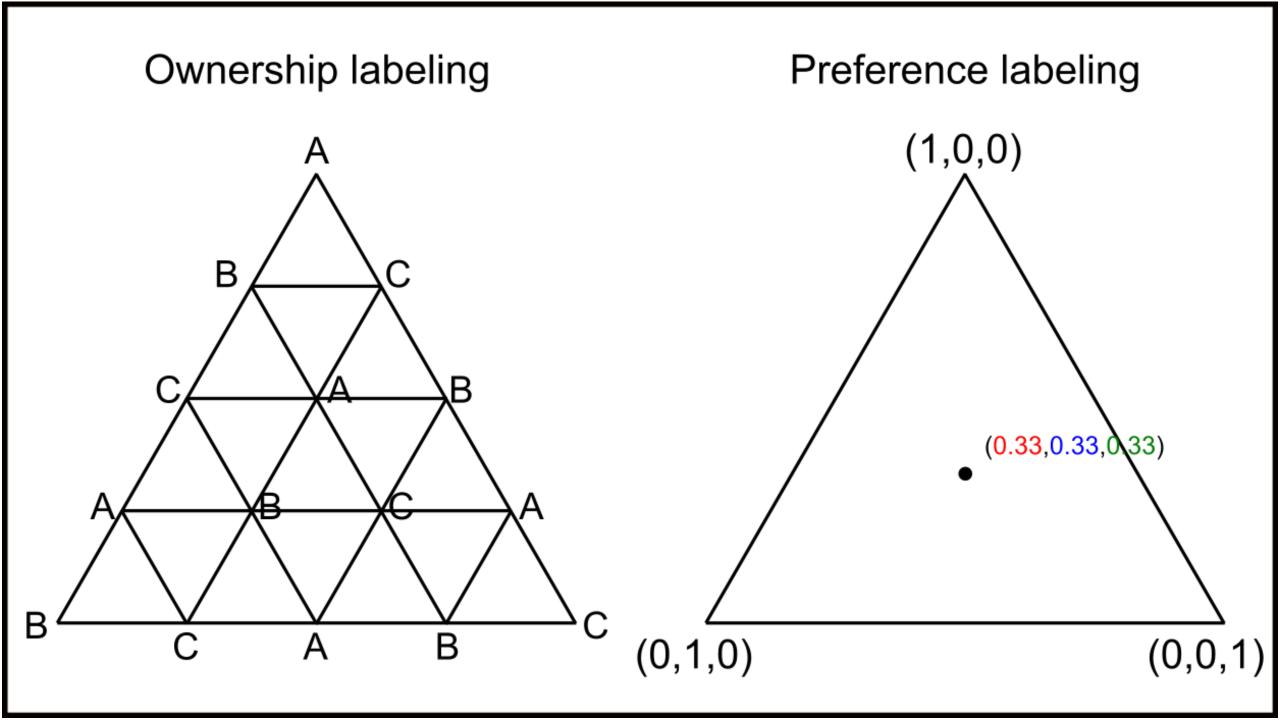


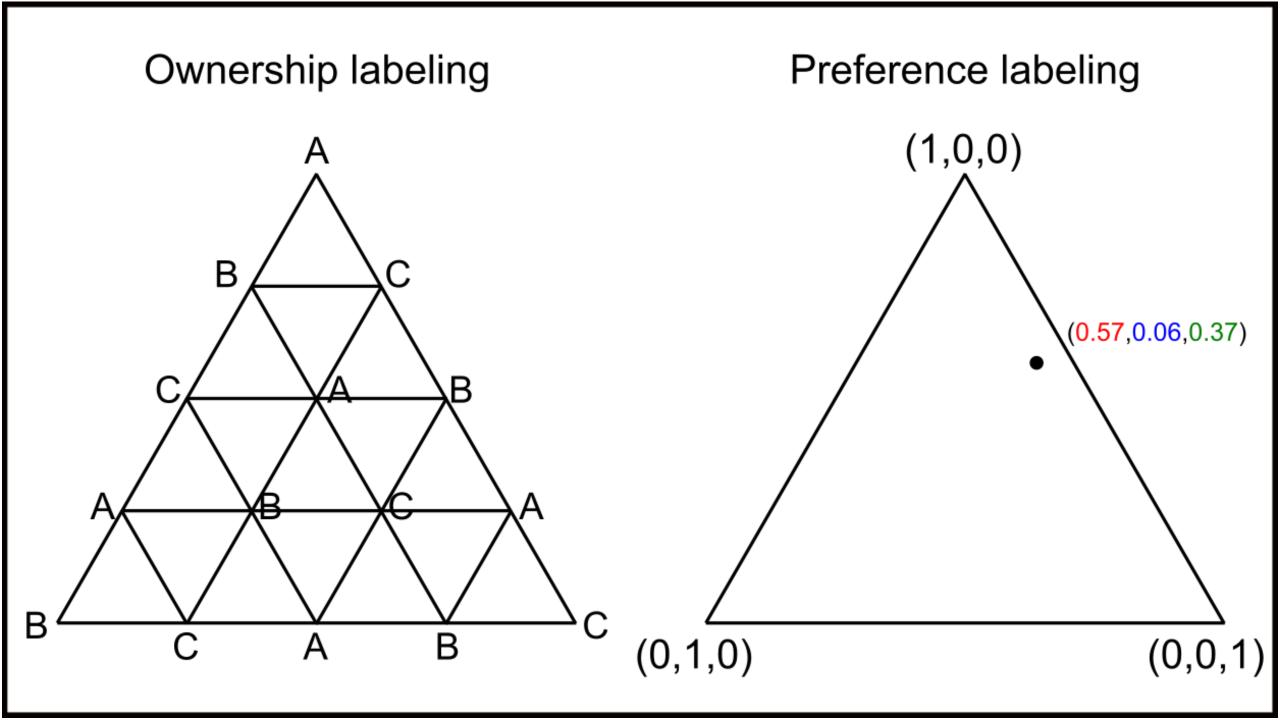


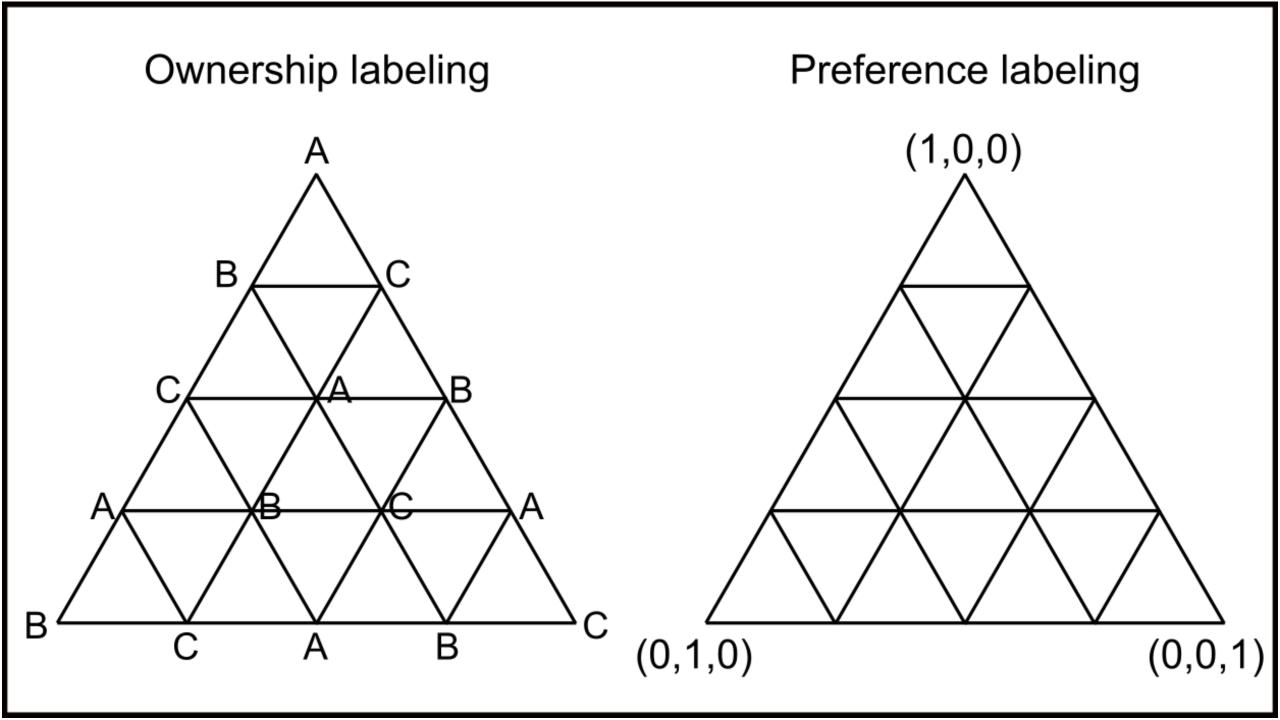




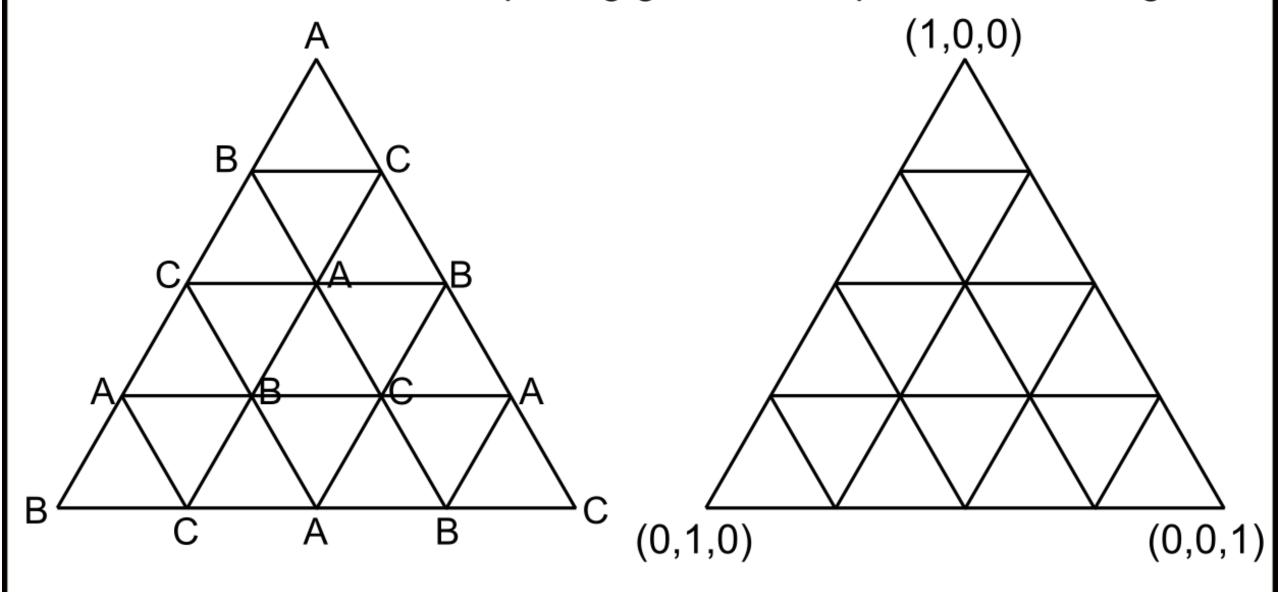


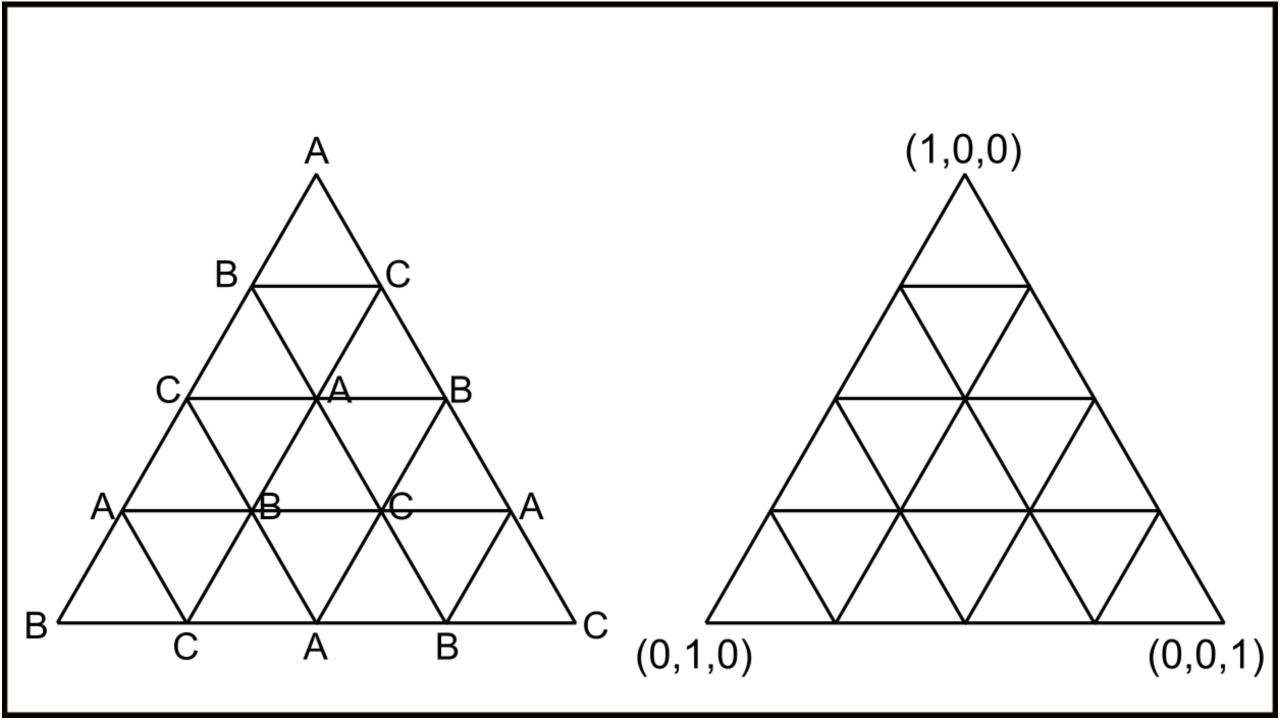


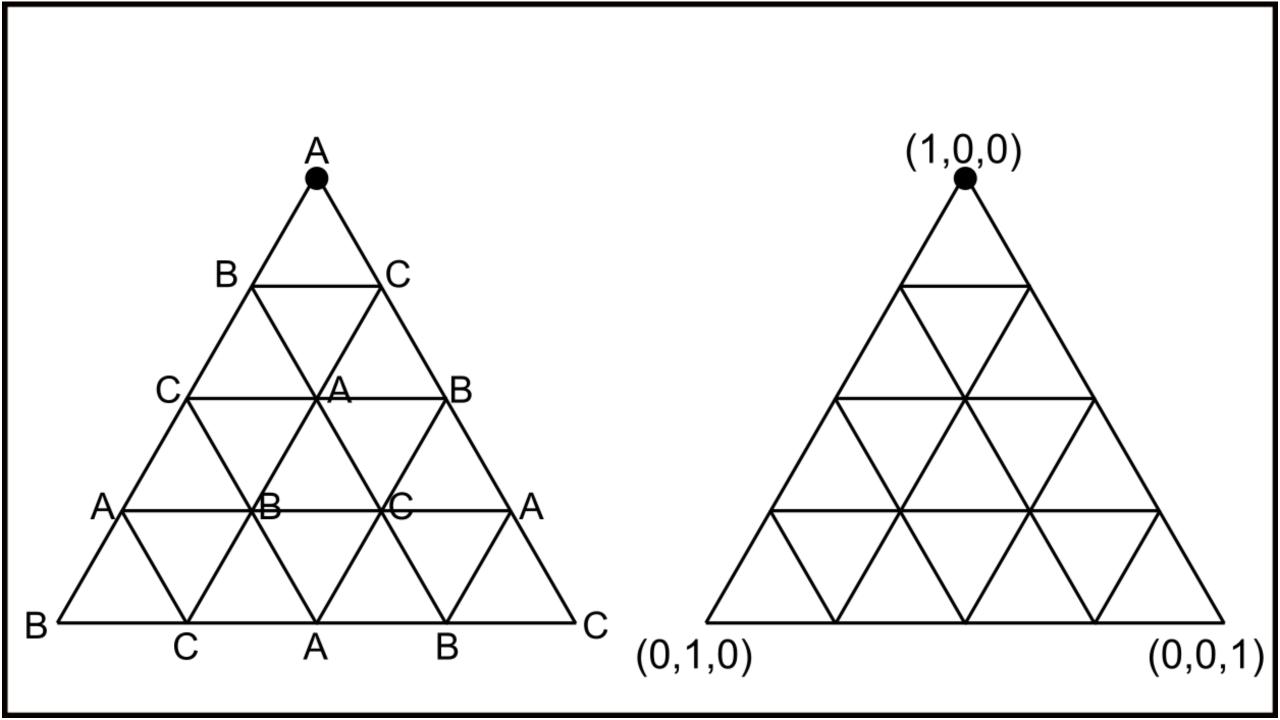


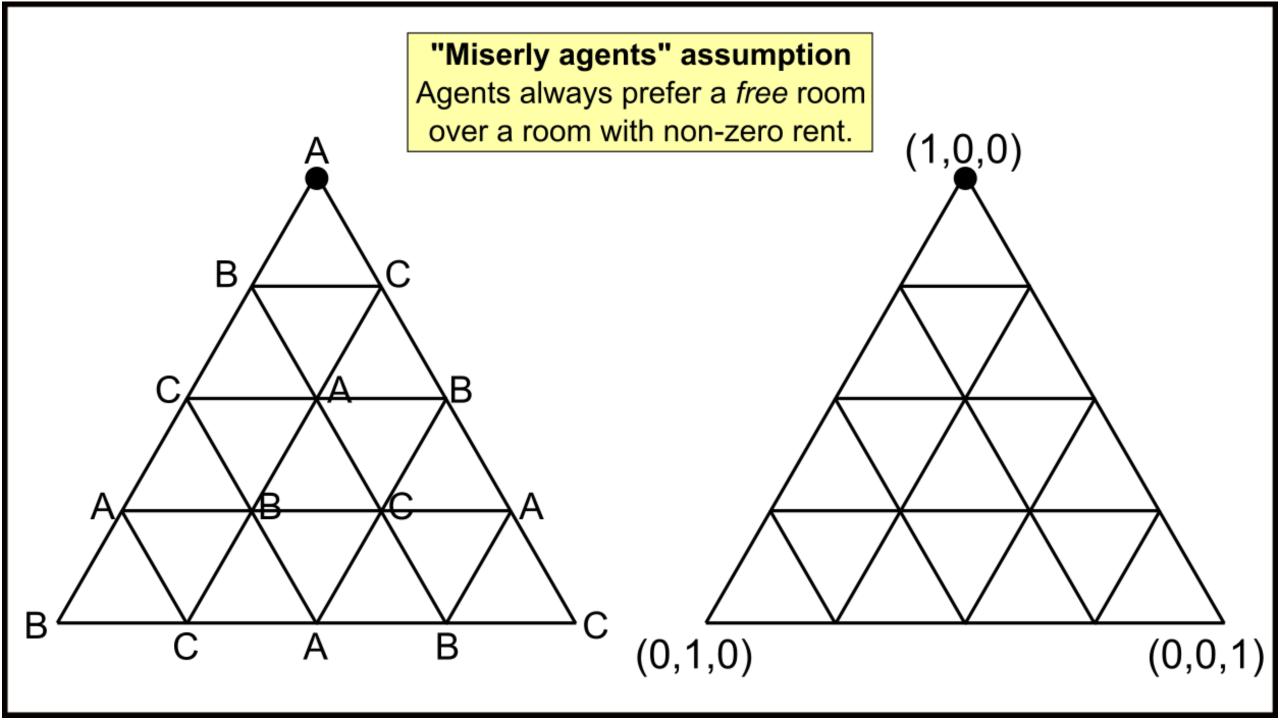


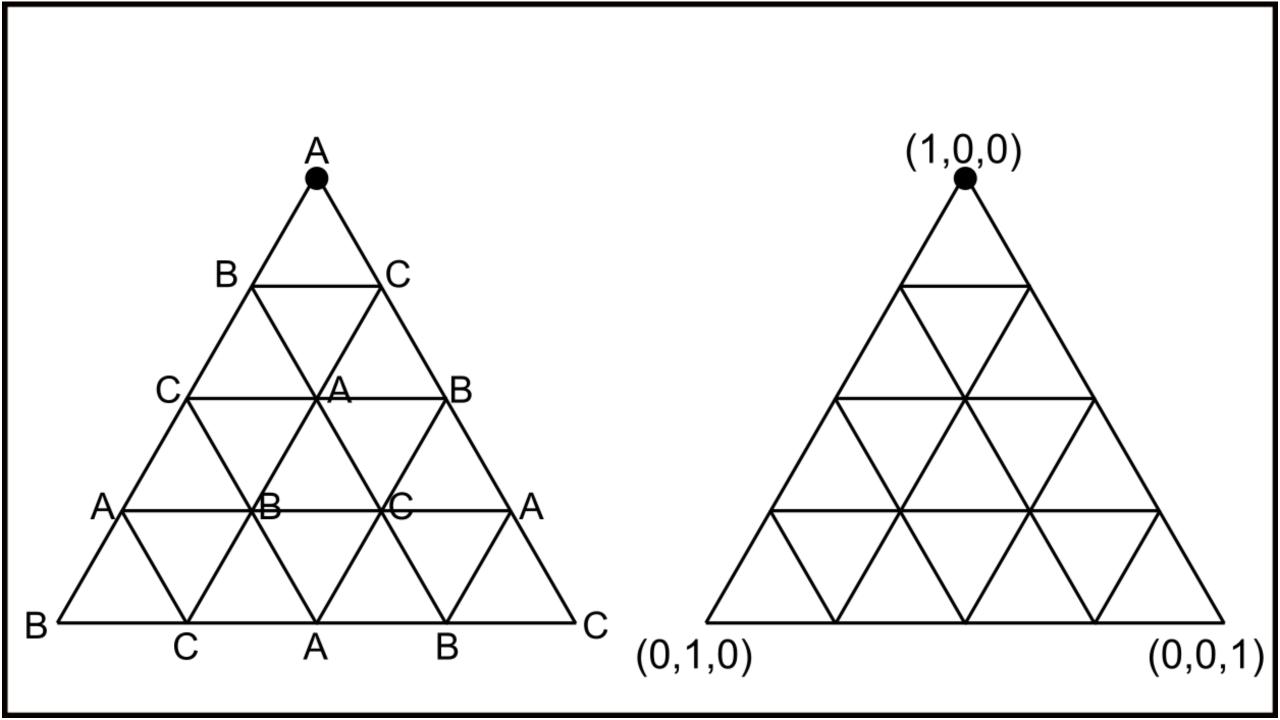
For each vertex in the ownership triangle, ask the owner its favorite room at the pricing given in the preference triangle.

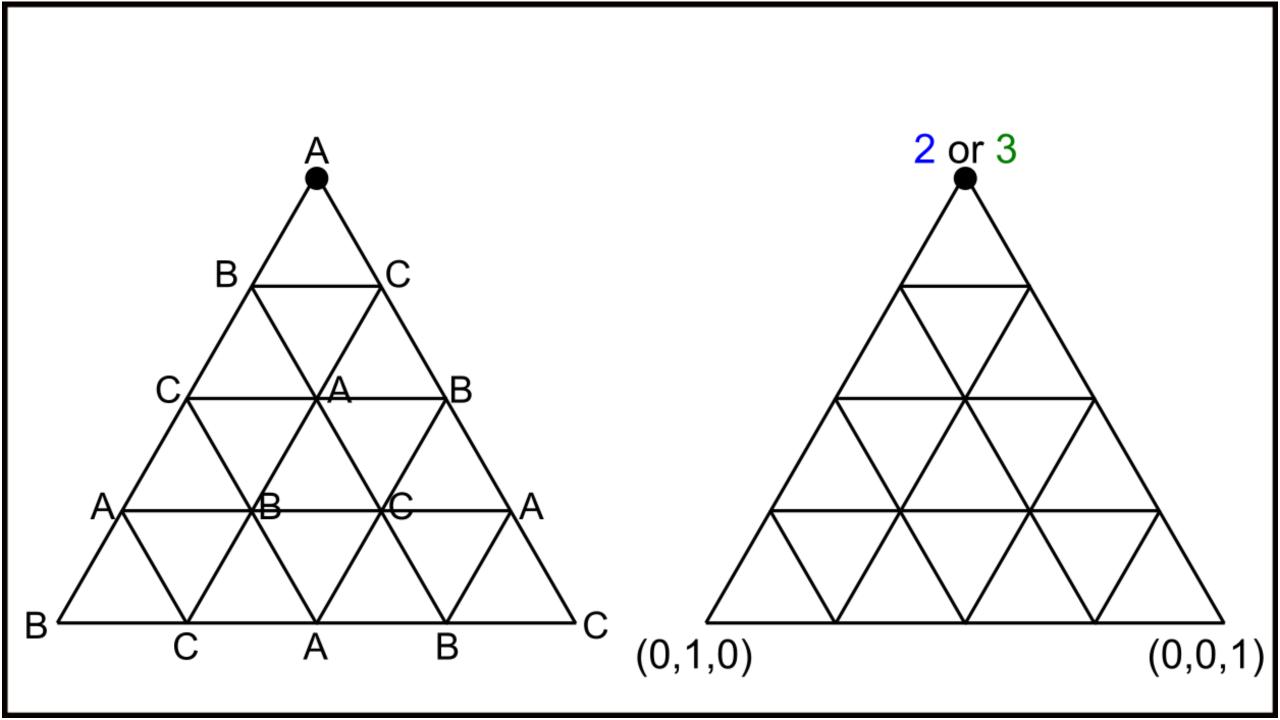


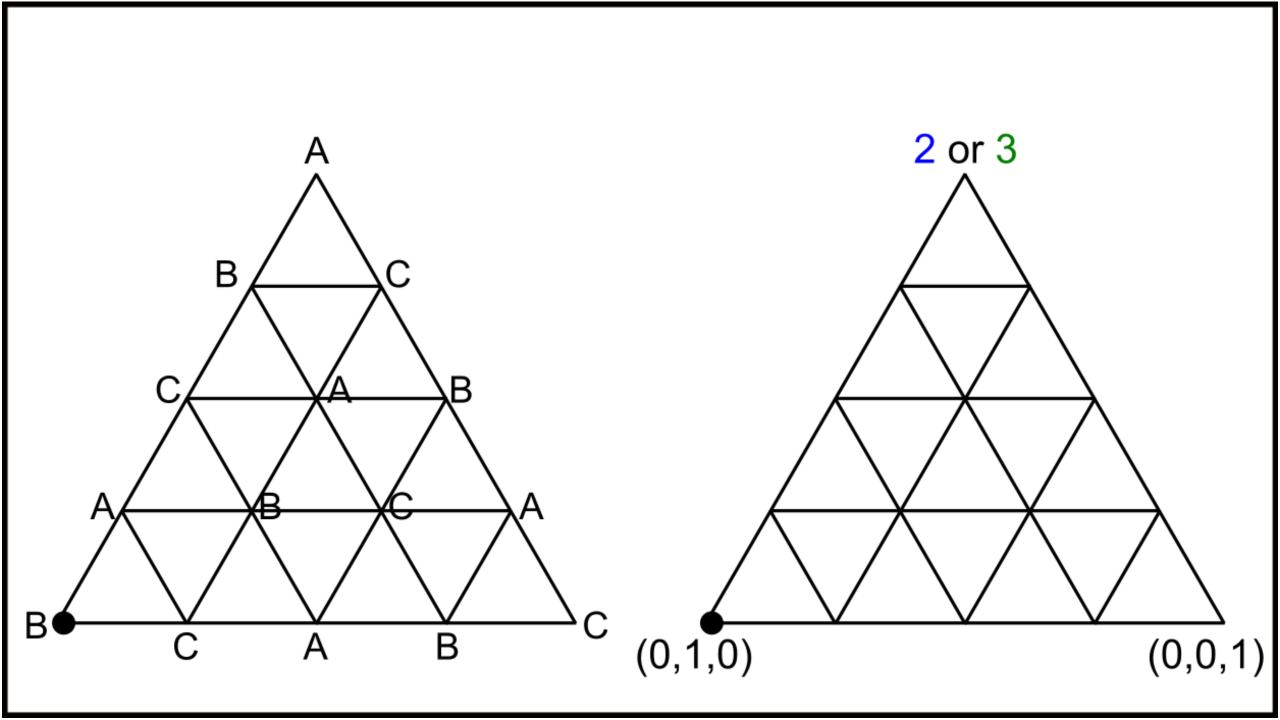


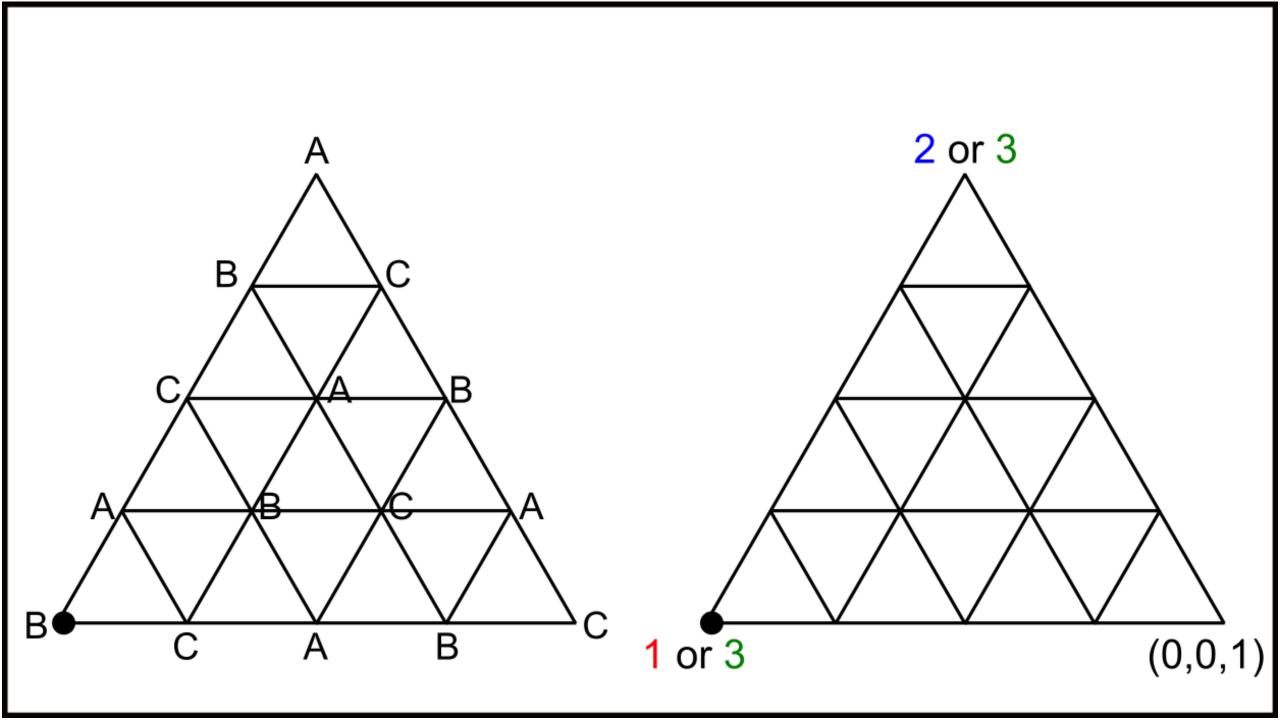


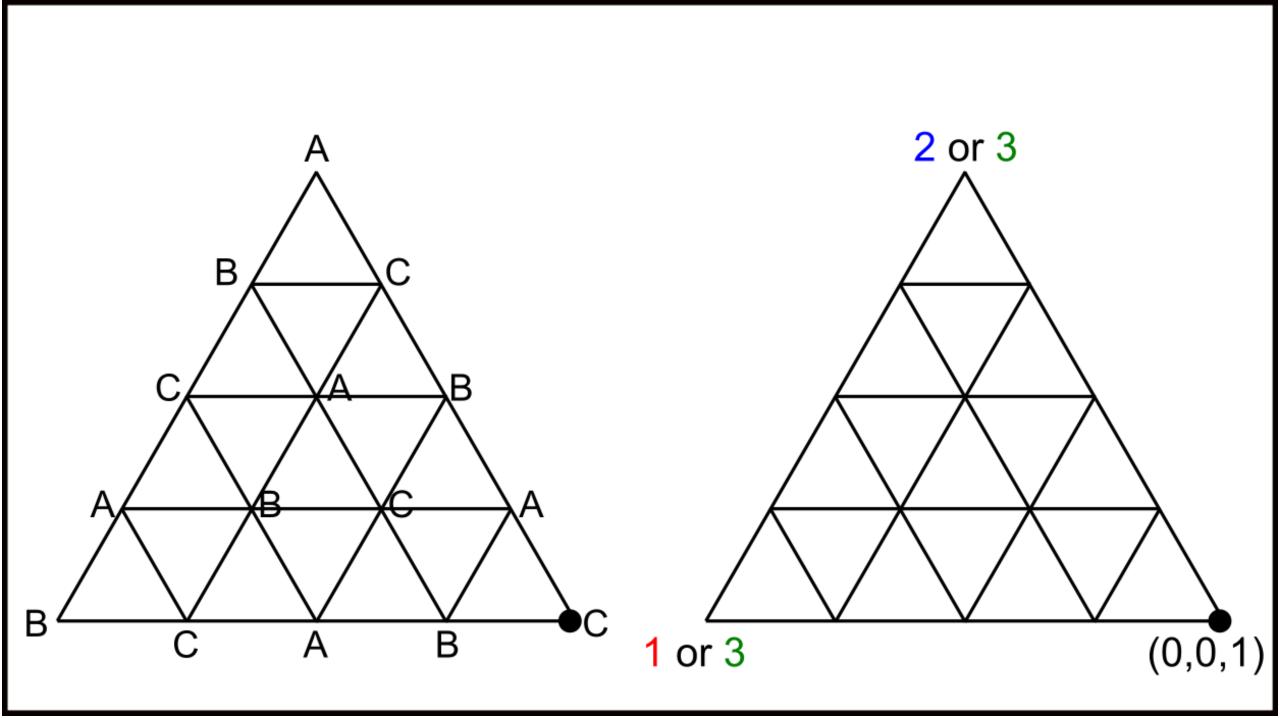


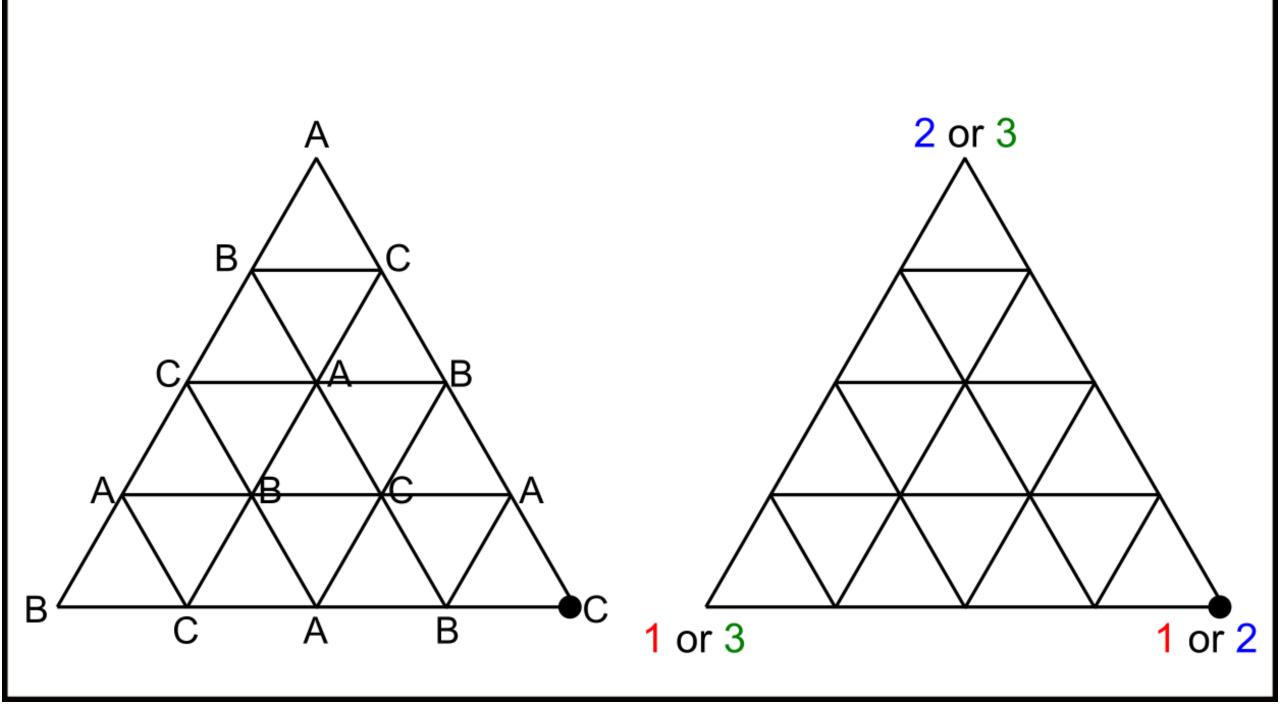


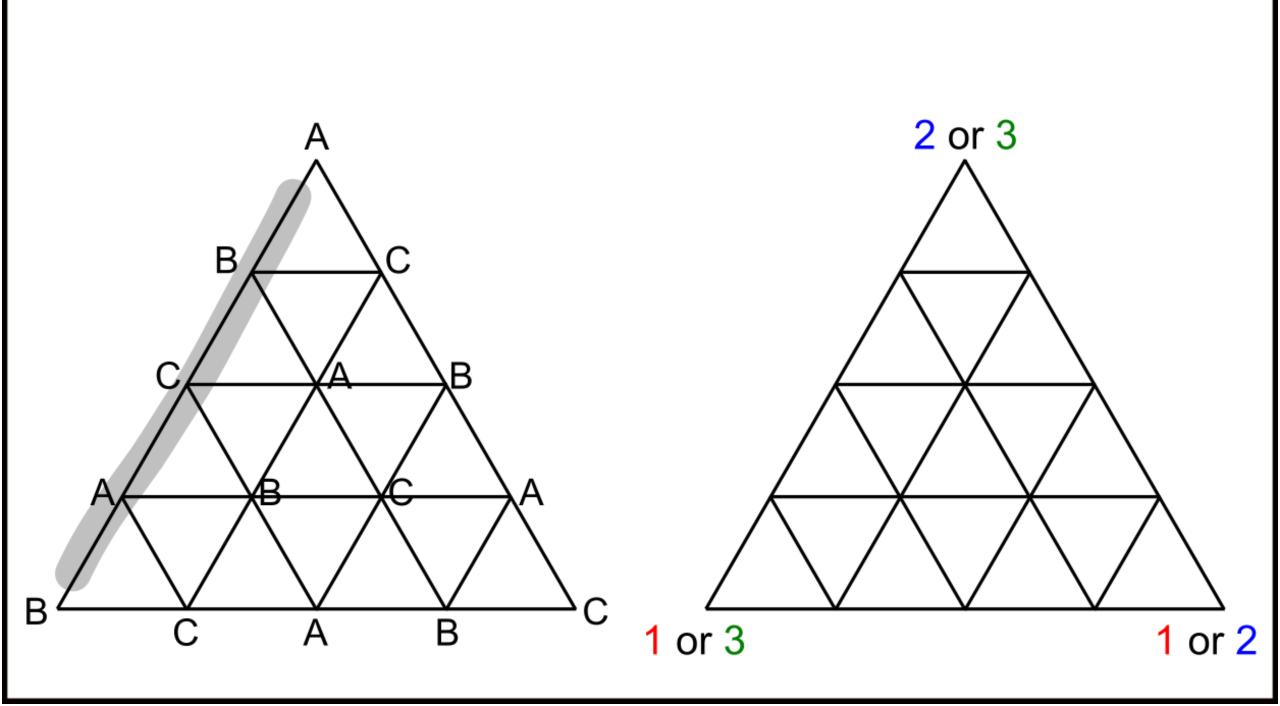


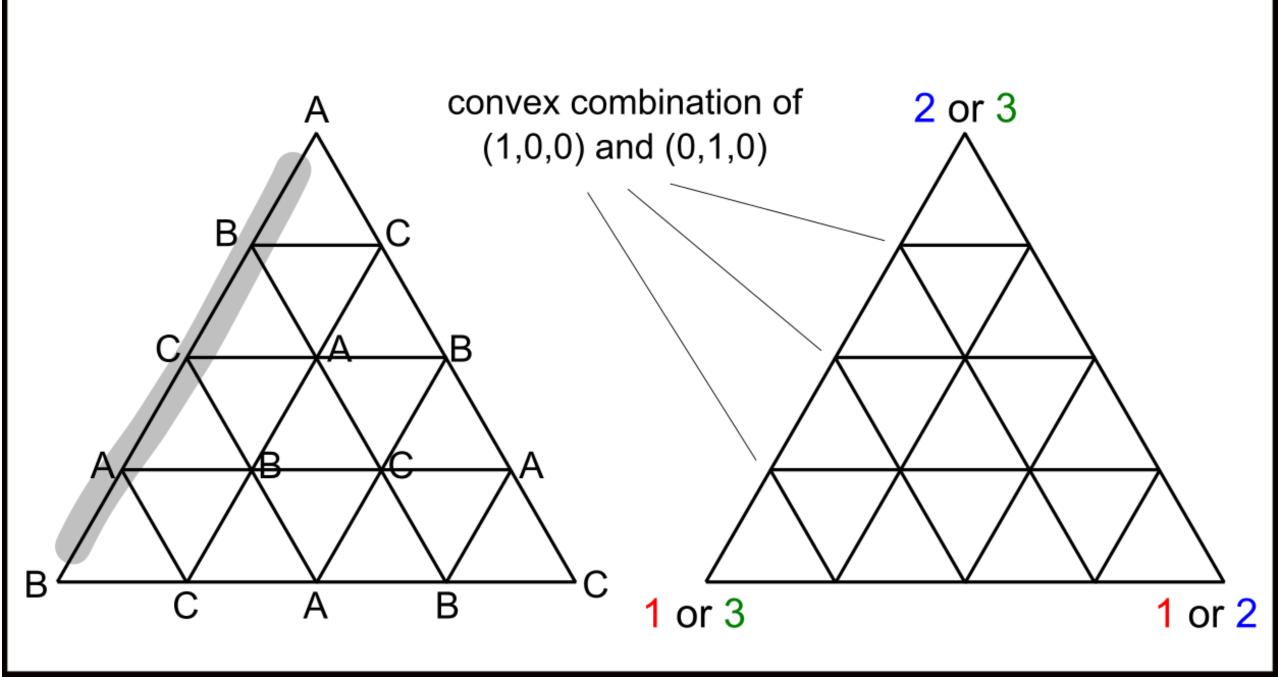


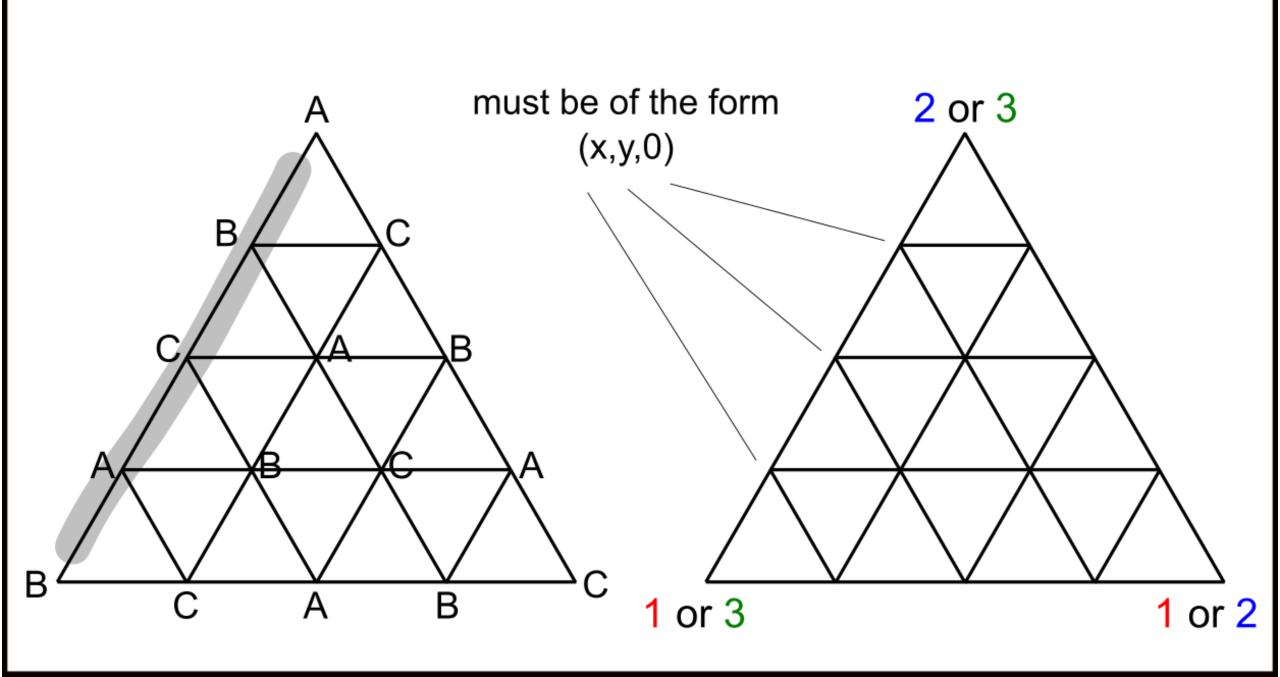


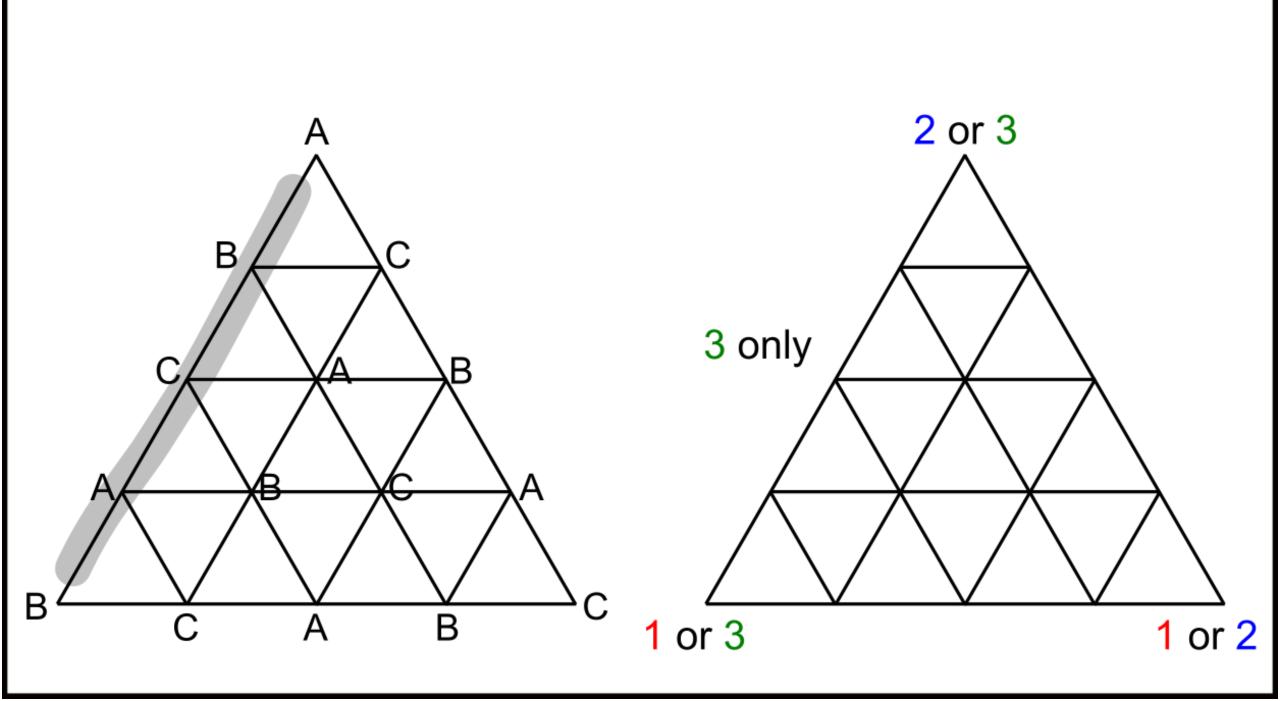


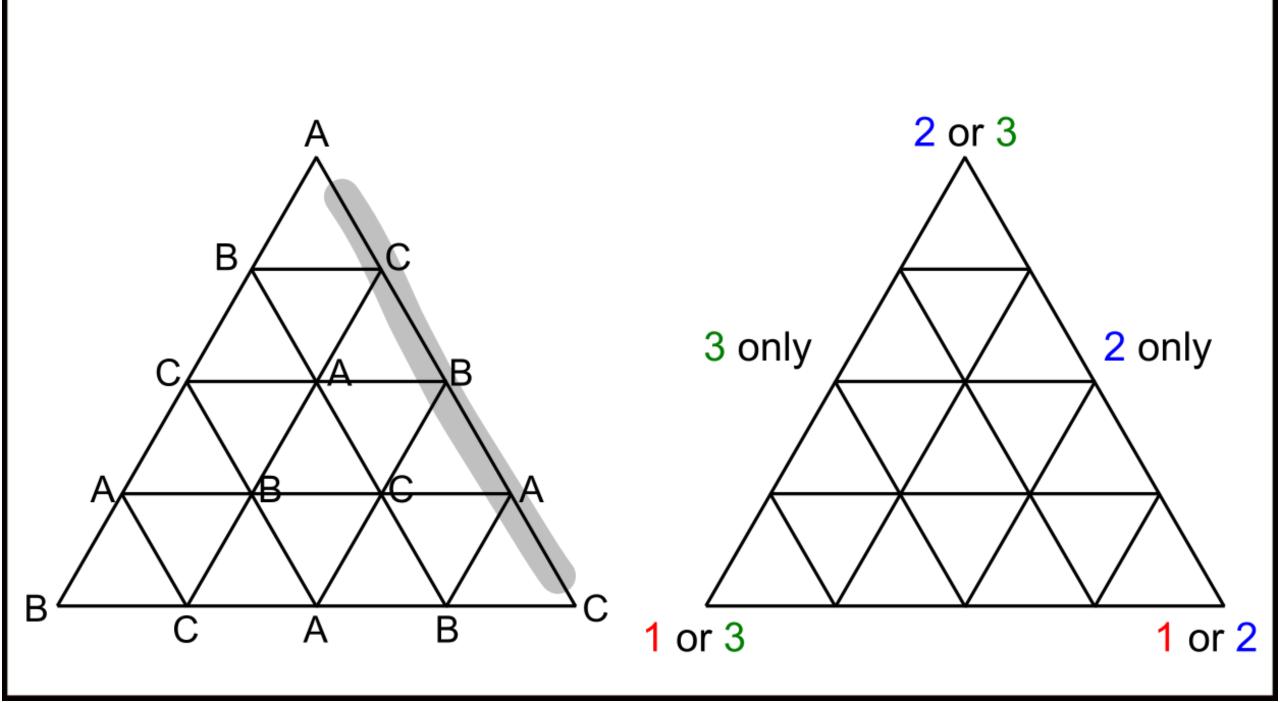


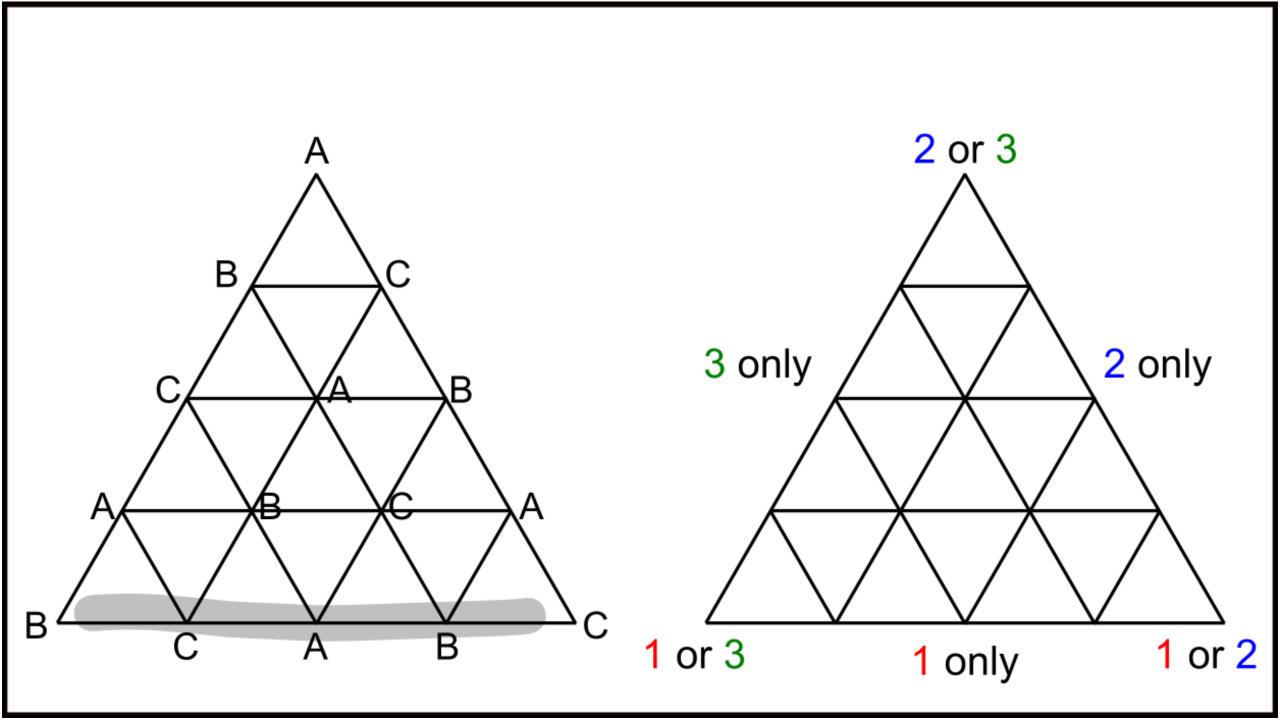


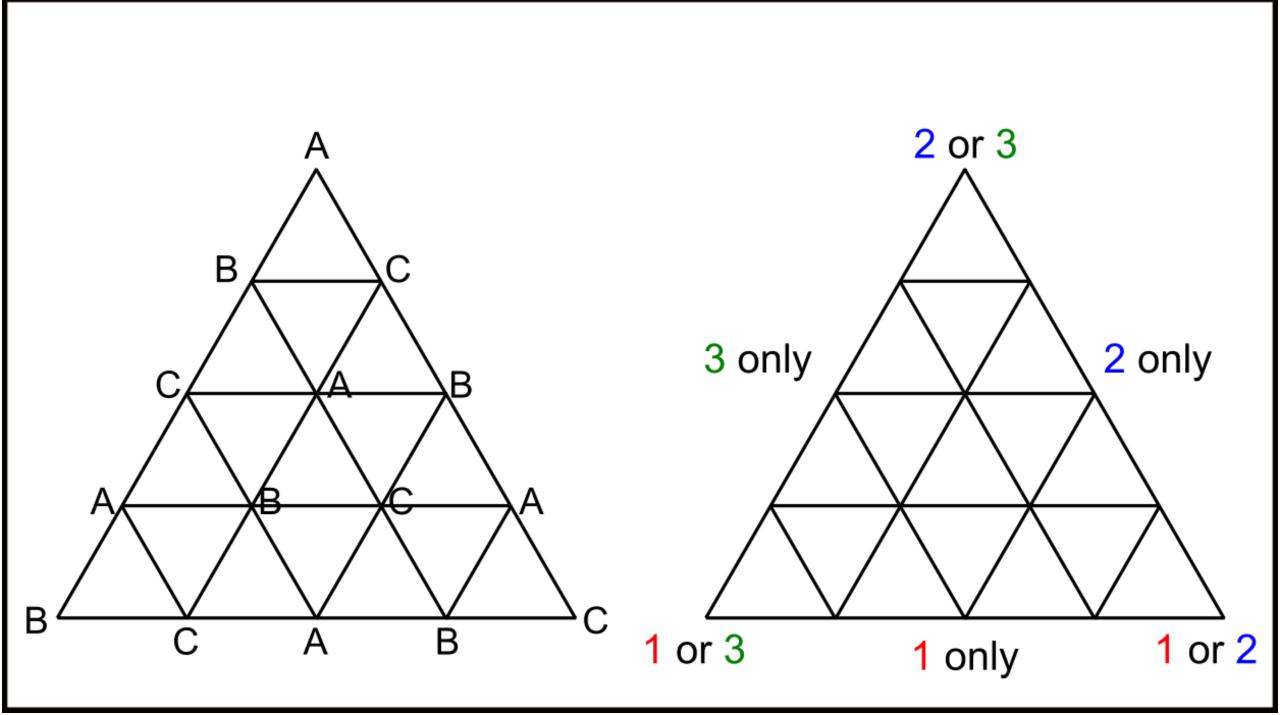


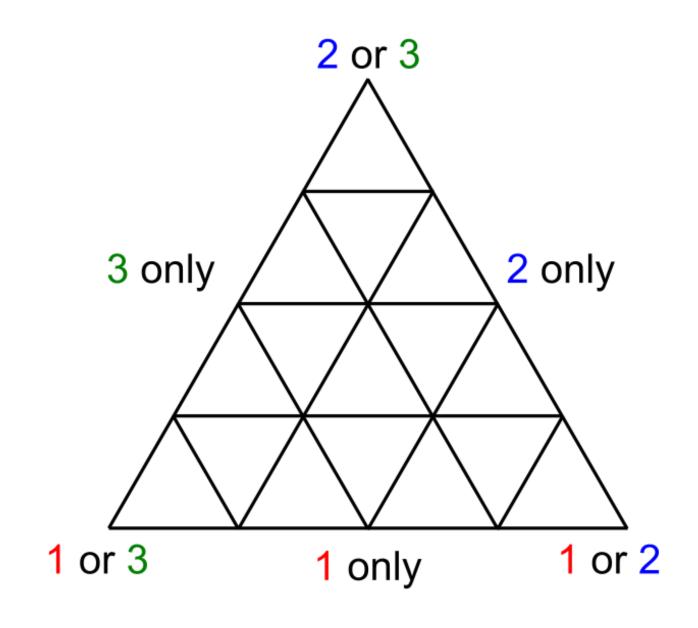


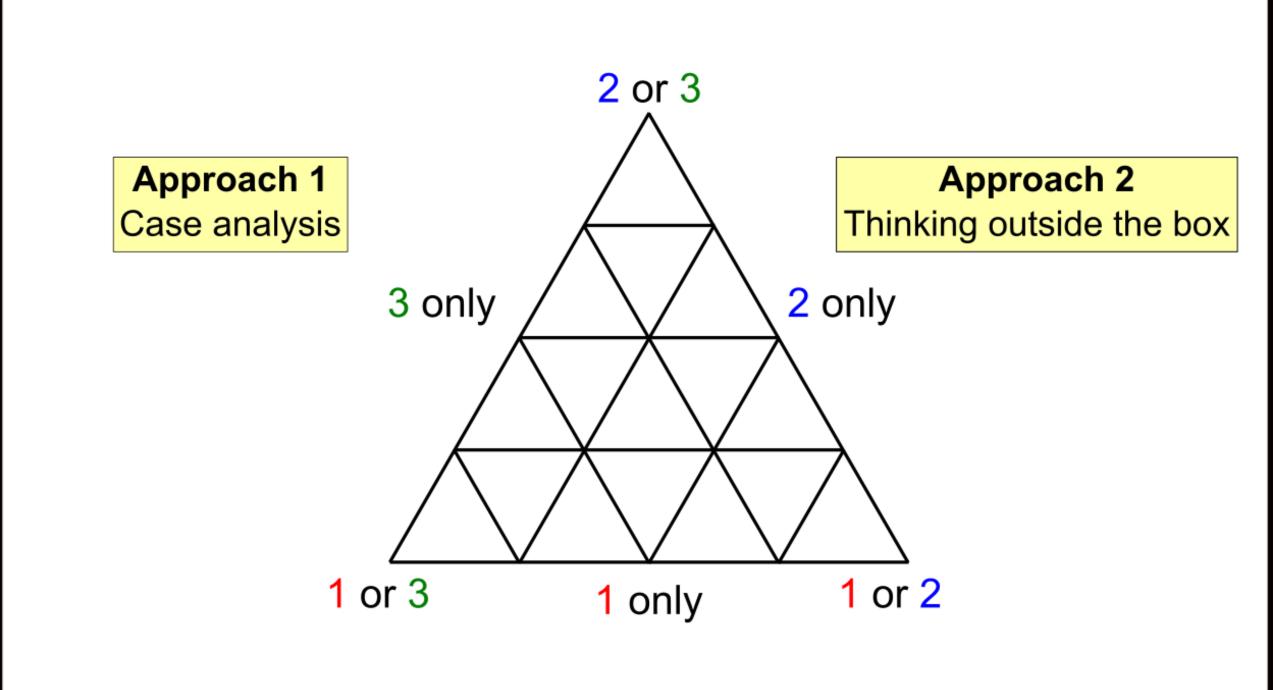


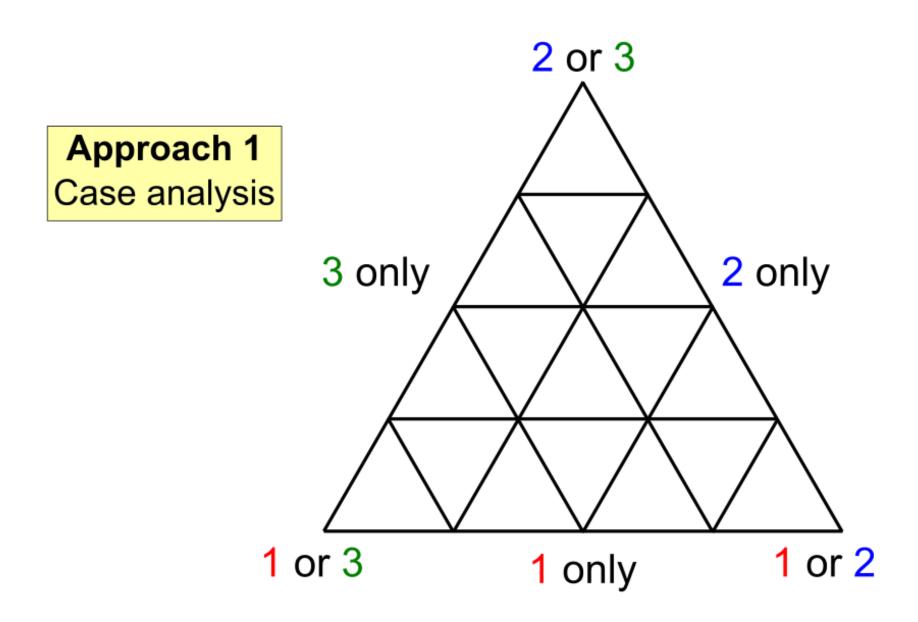


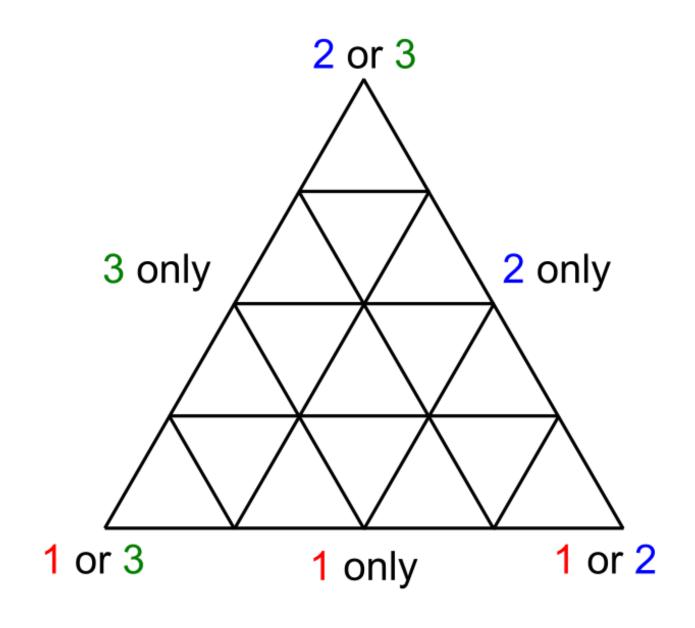


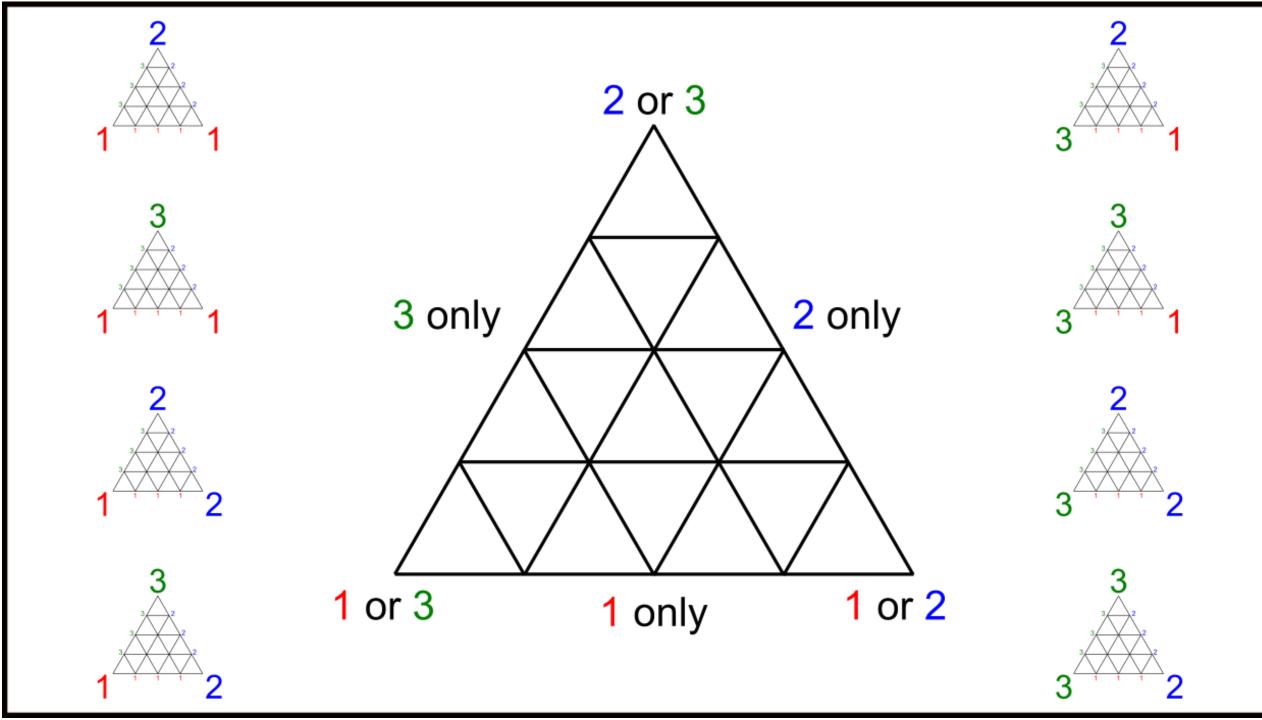


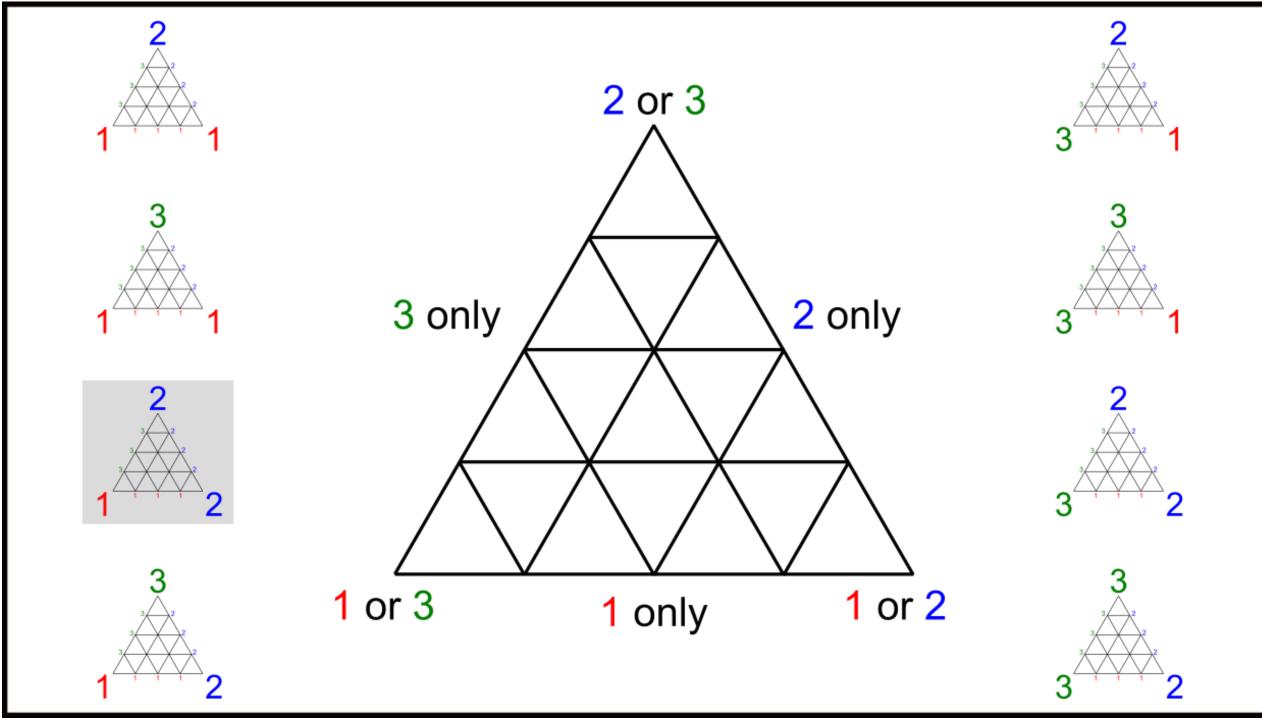


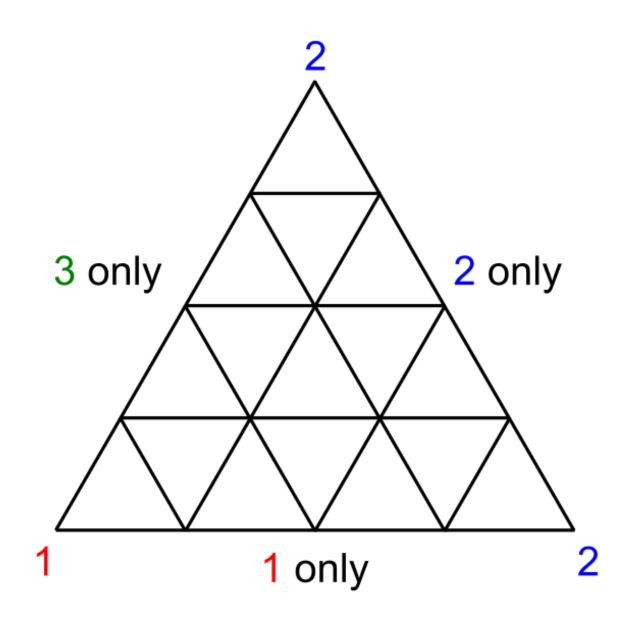


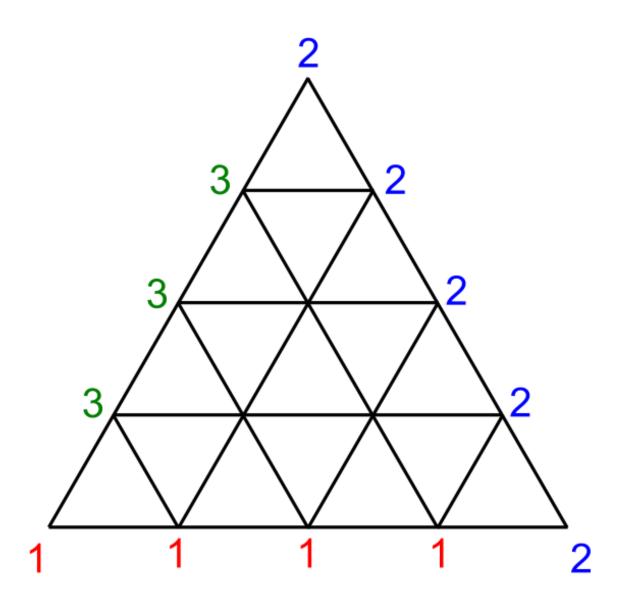


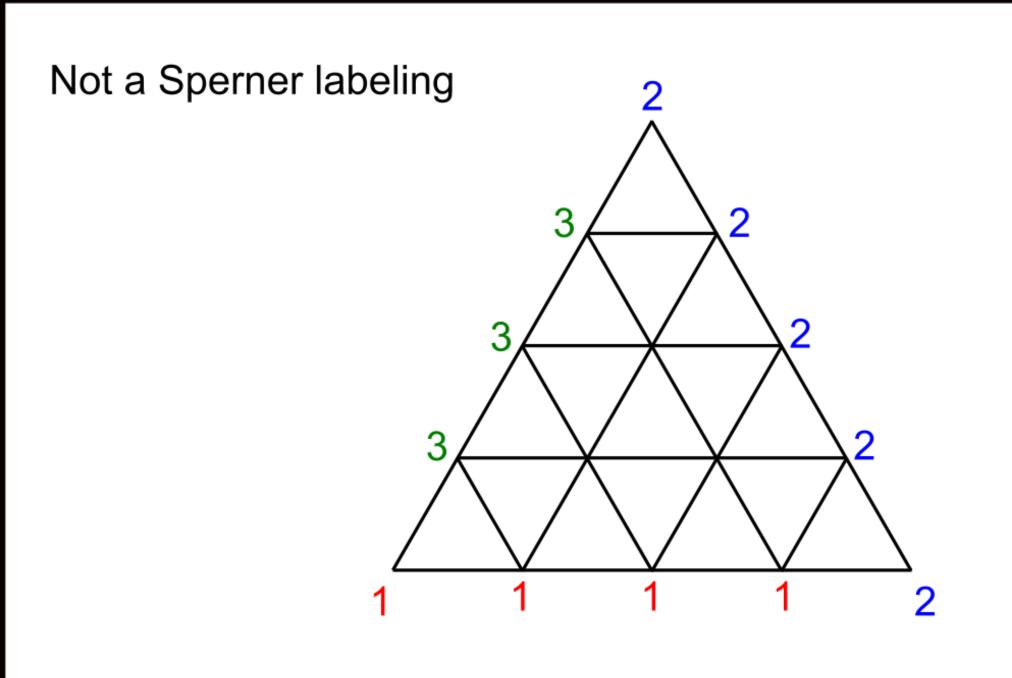


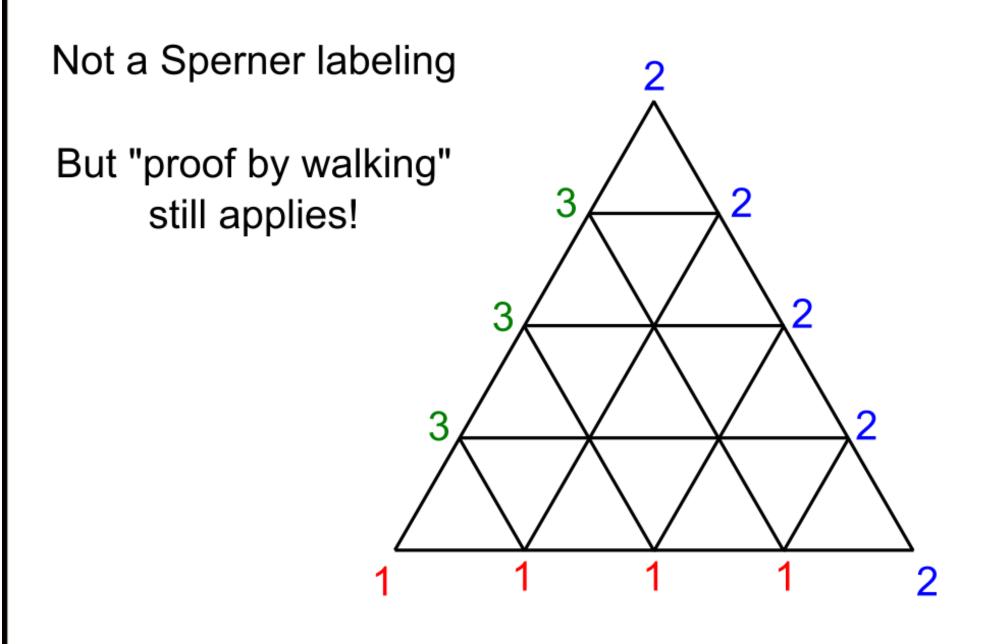


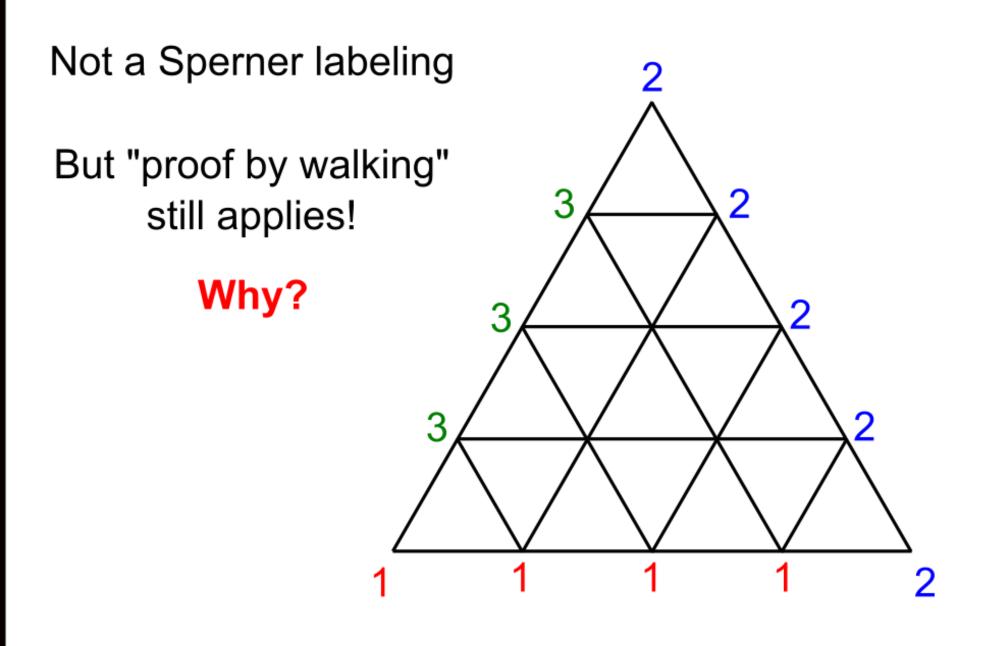


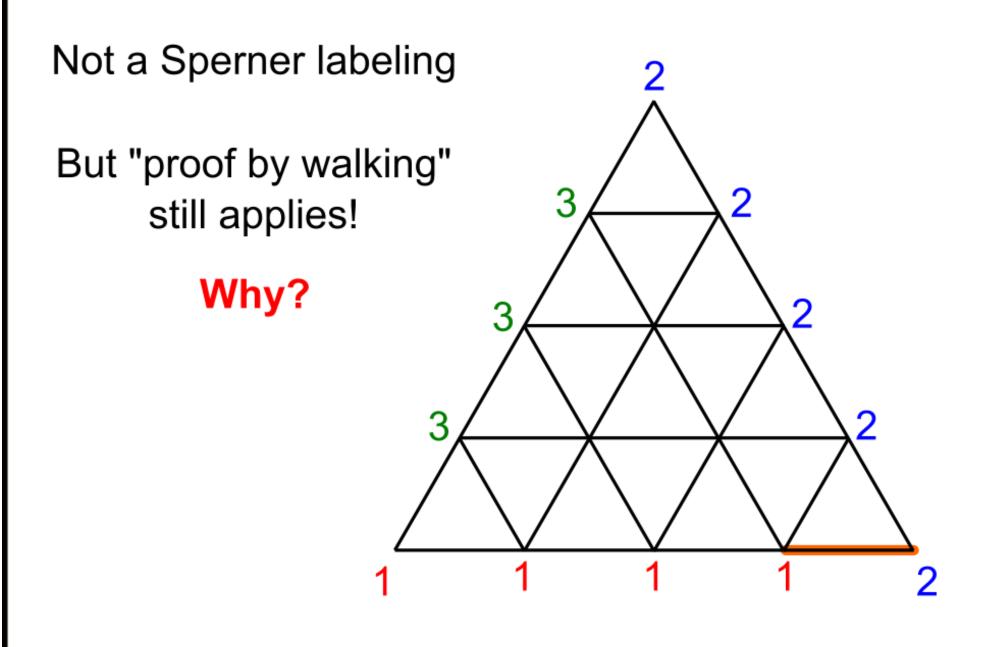


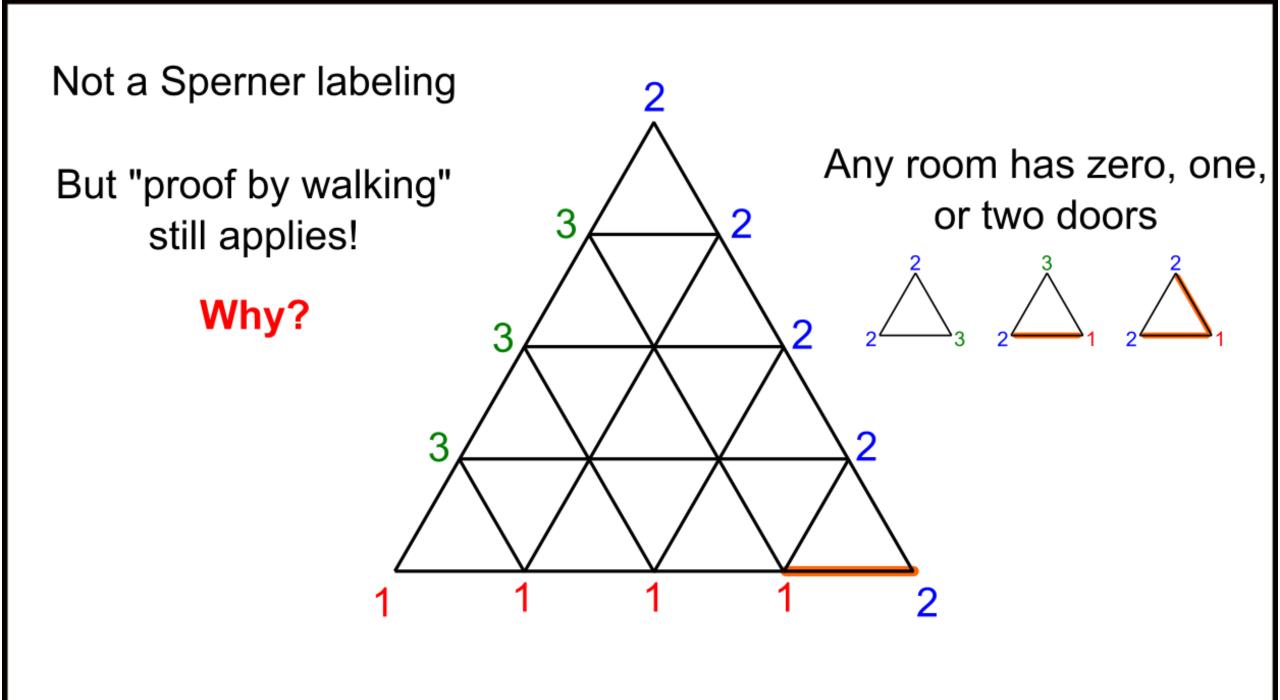


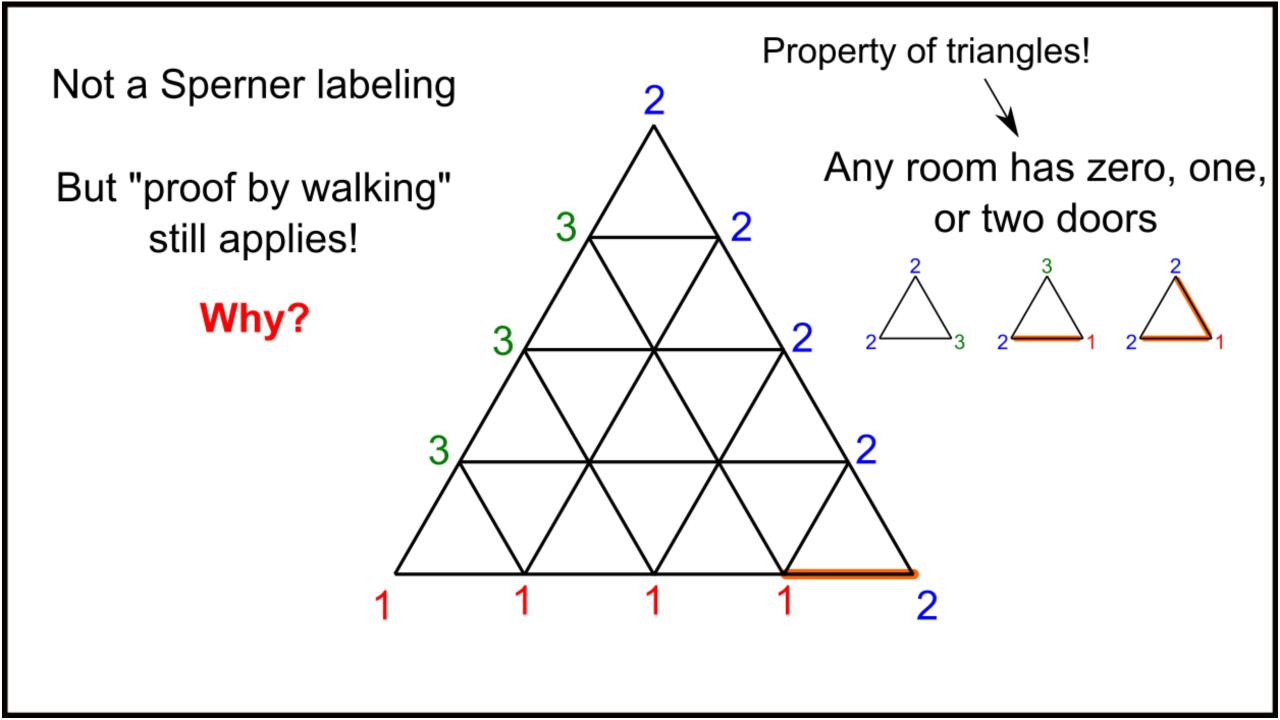


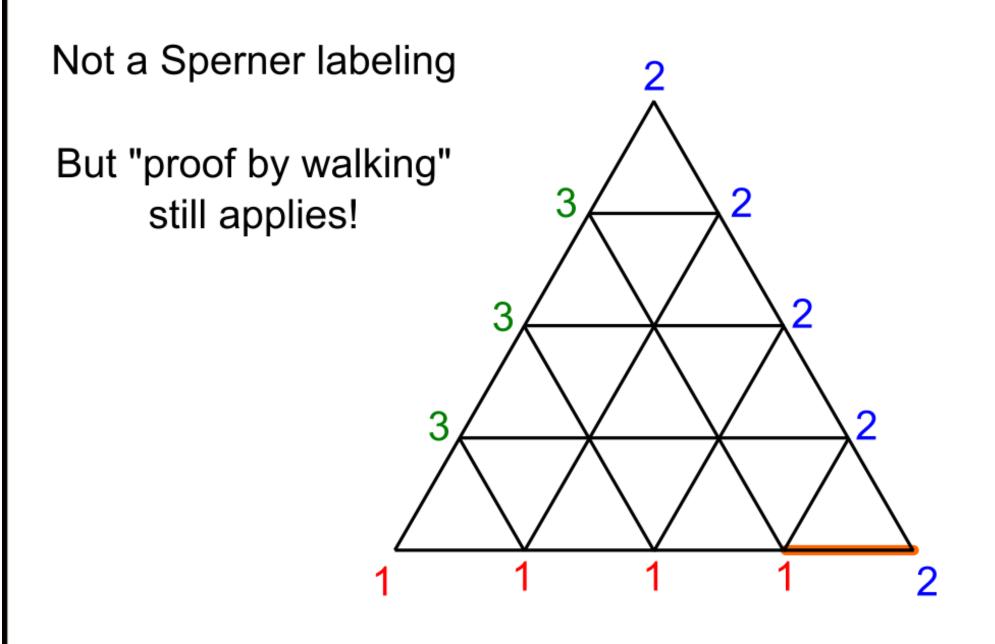


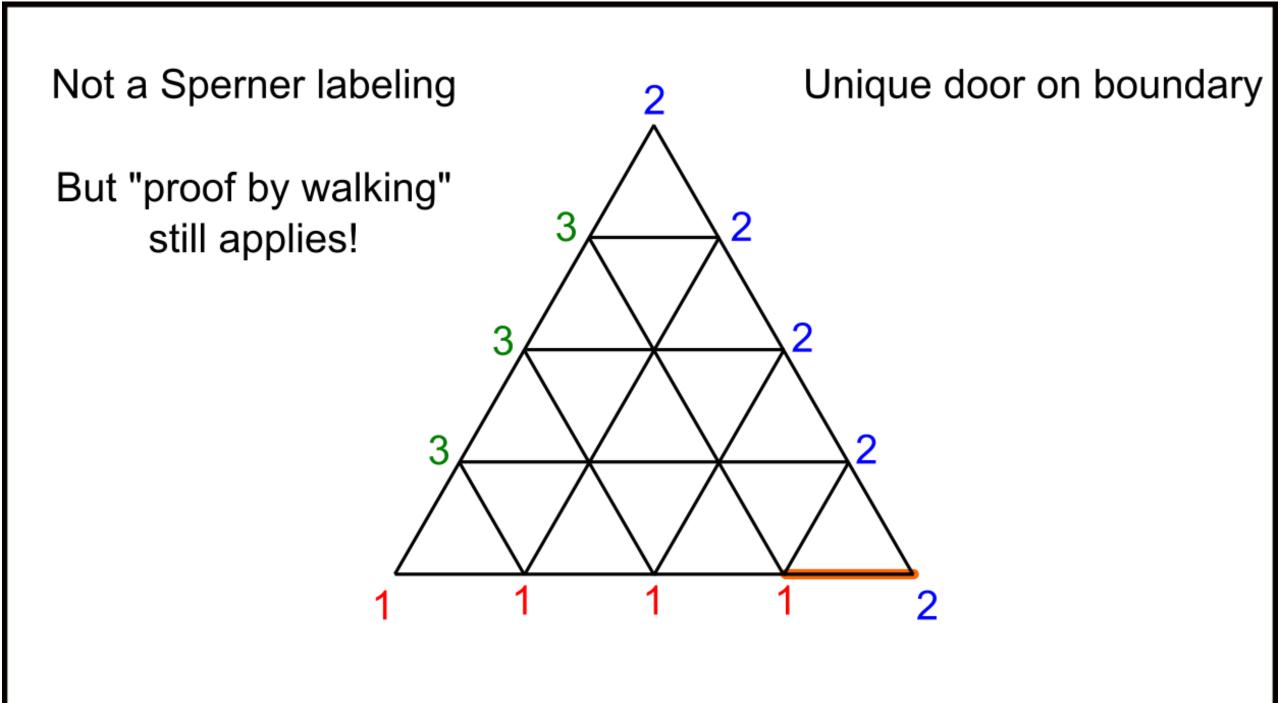


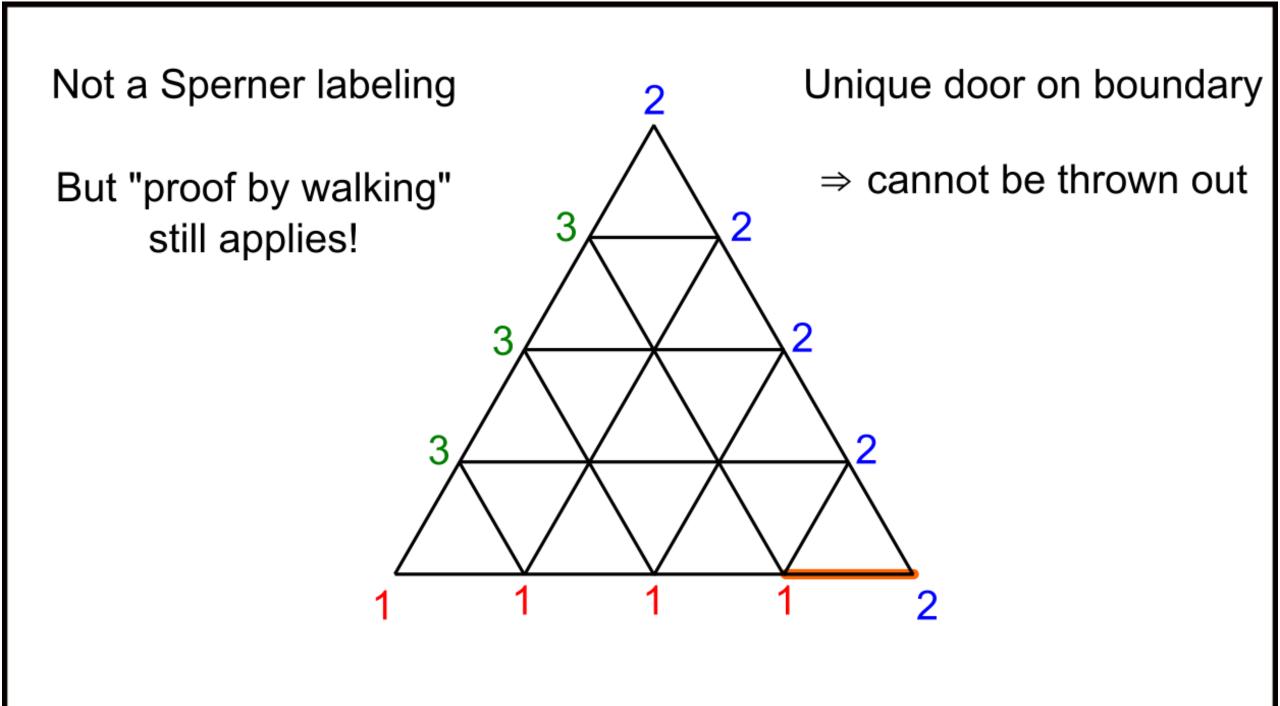


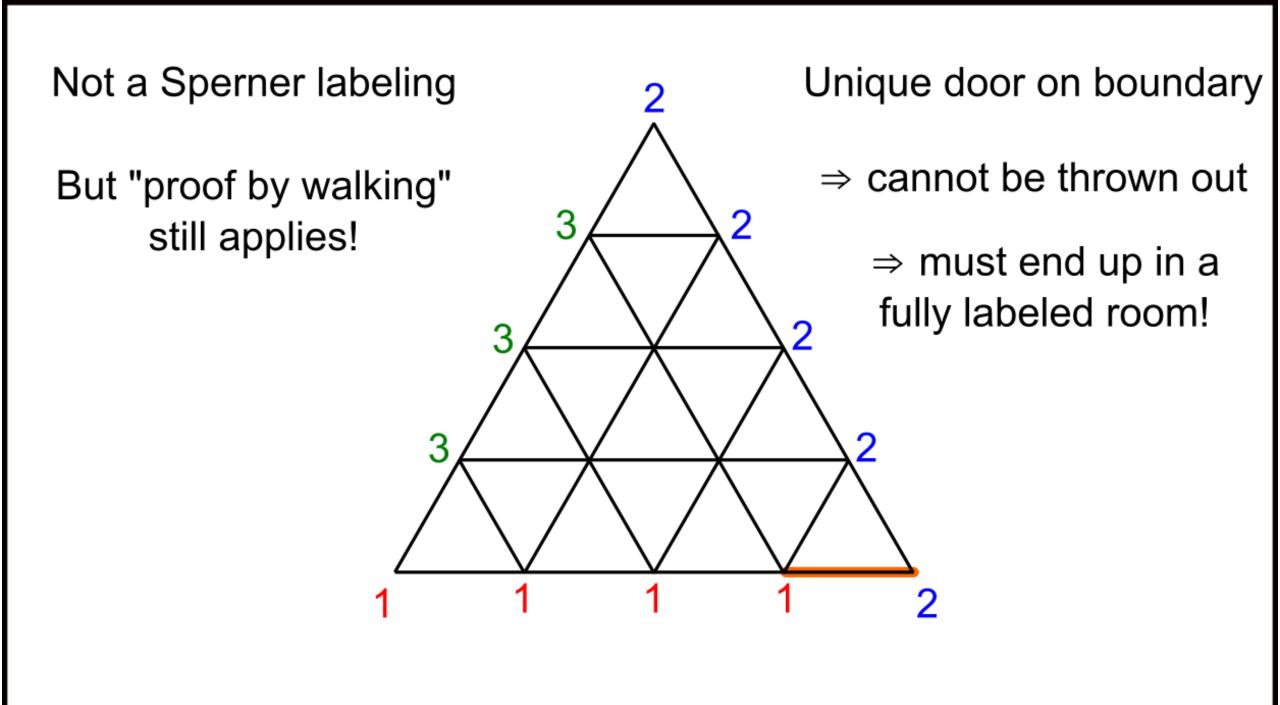


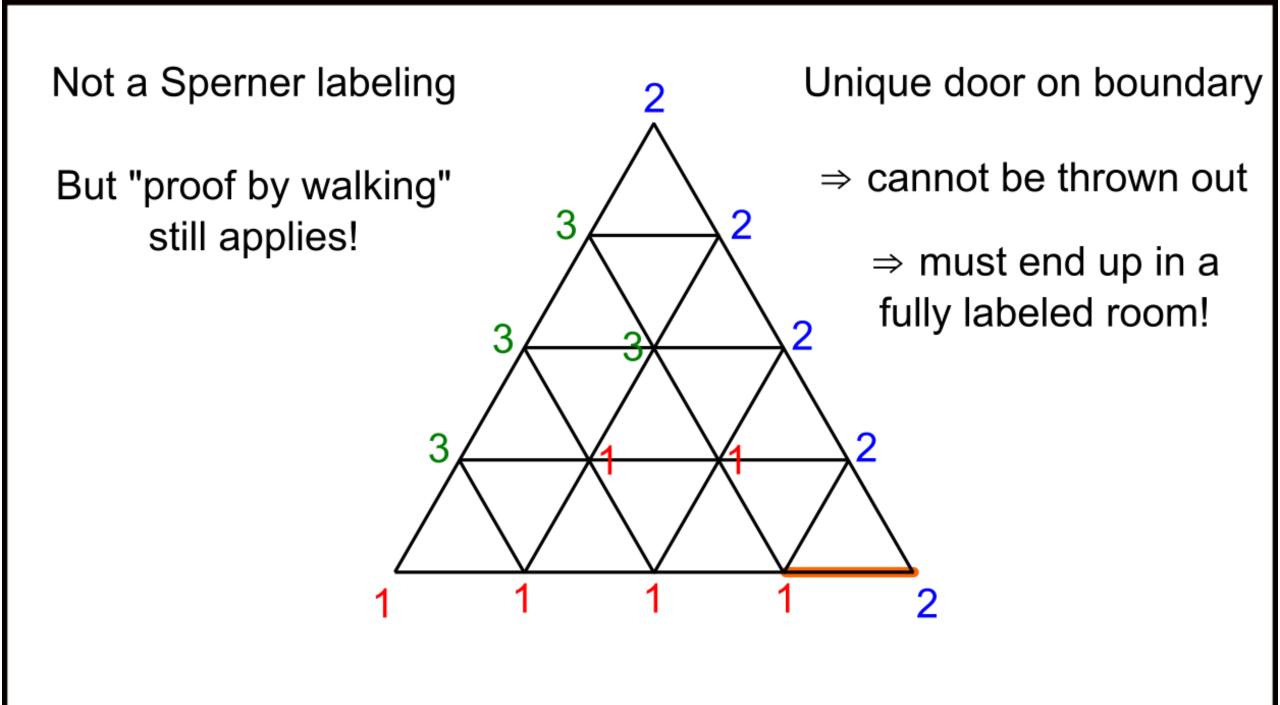


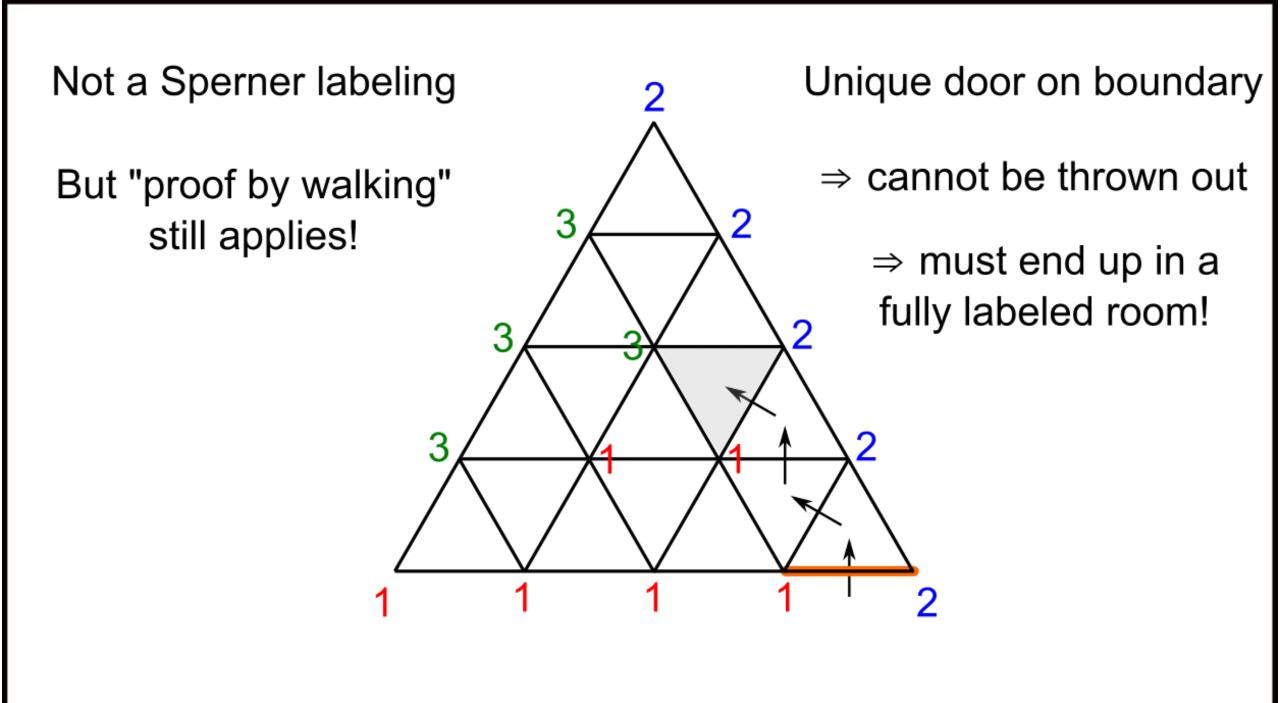


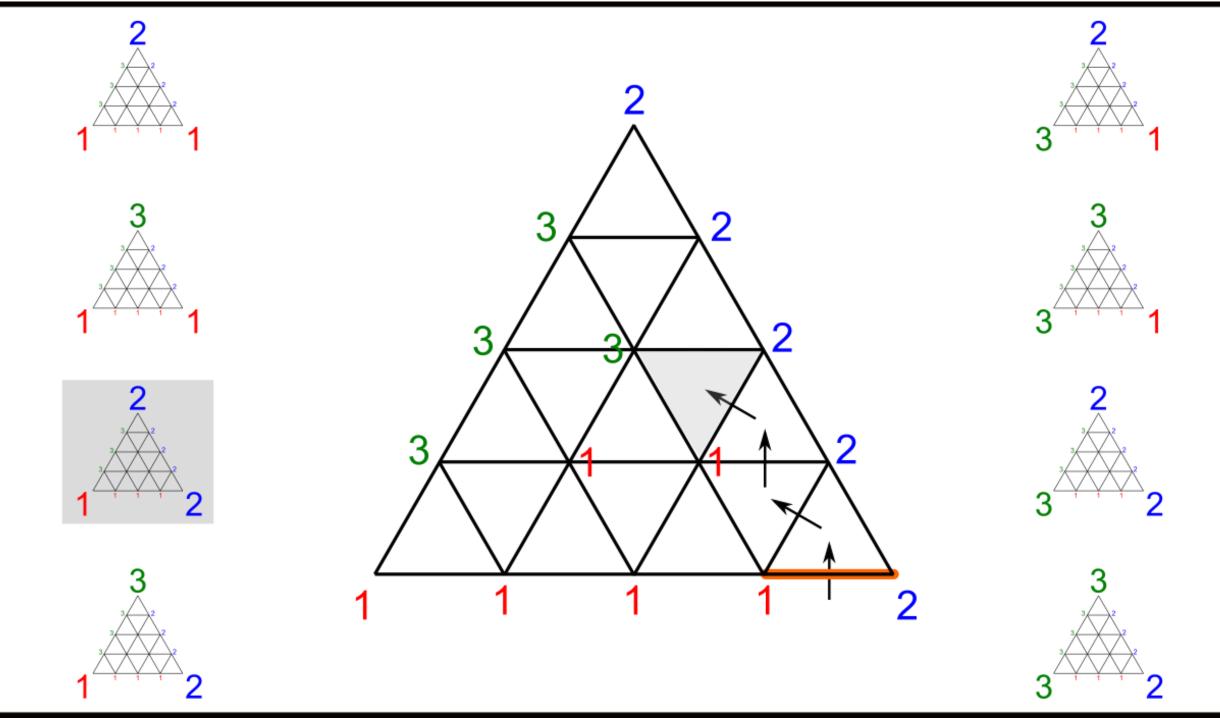


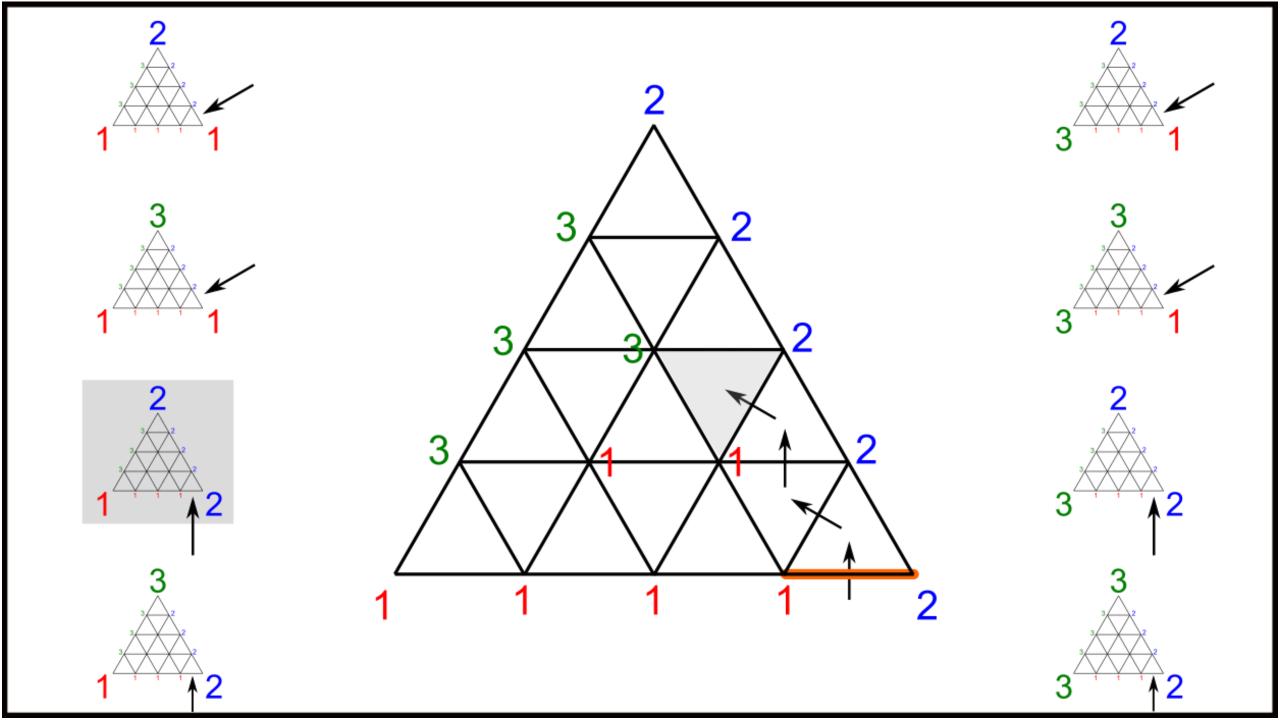


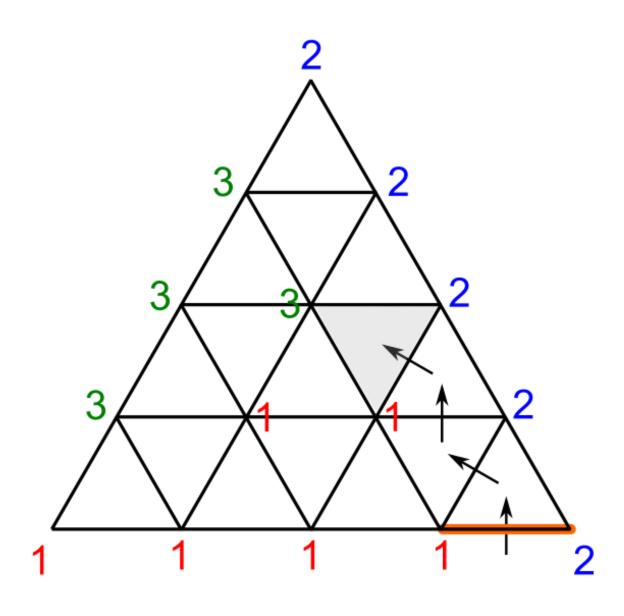


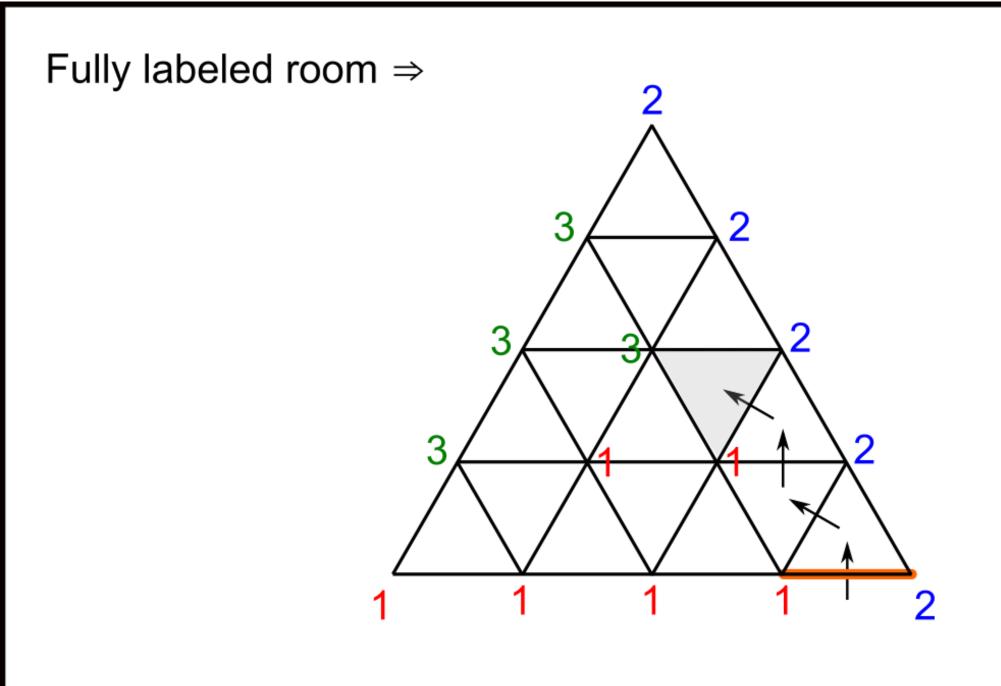


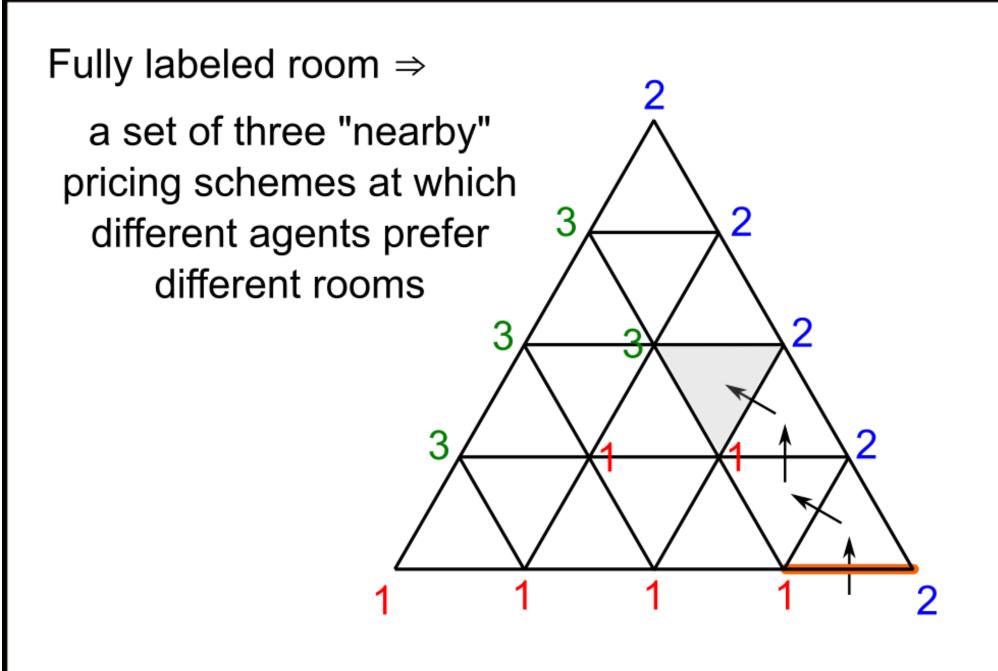




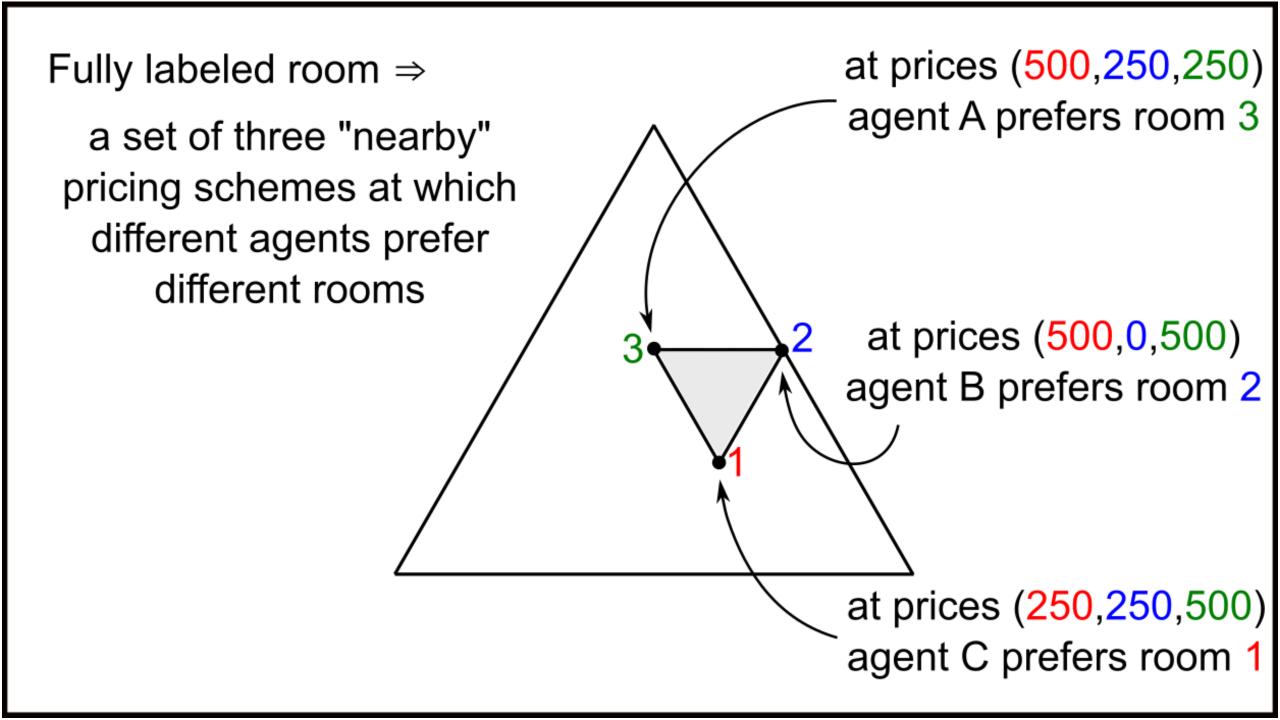


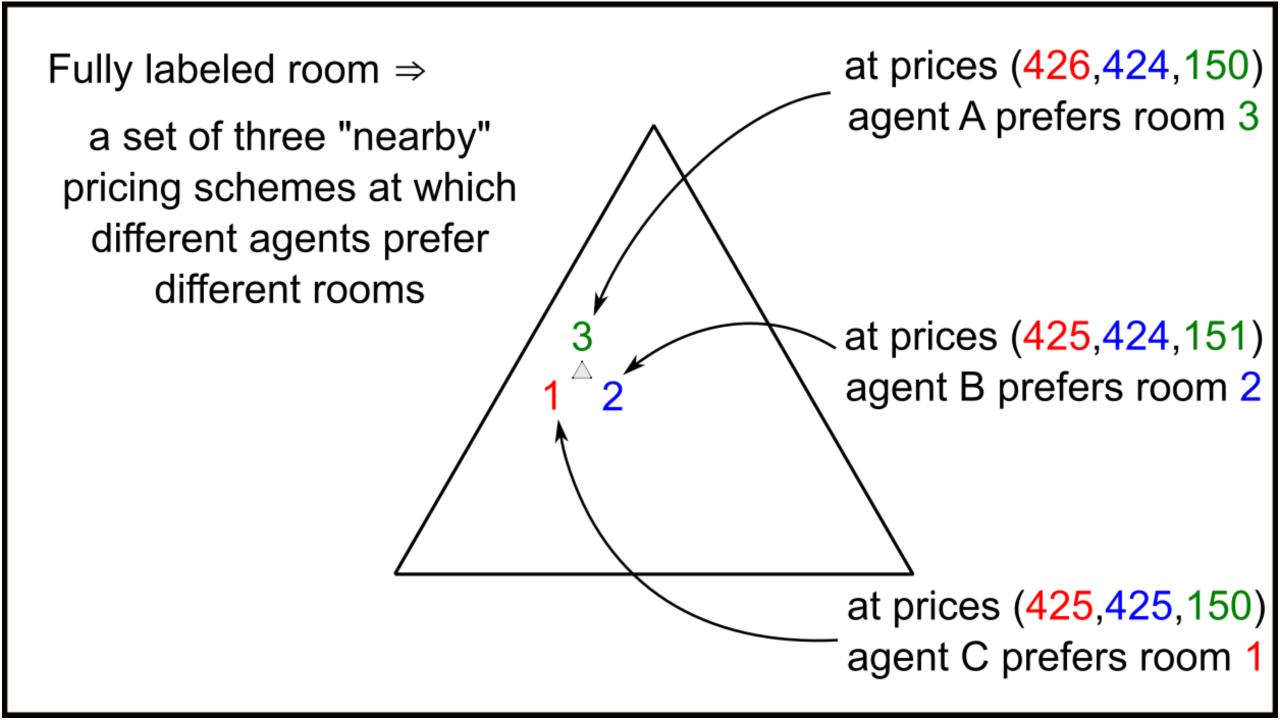


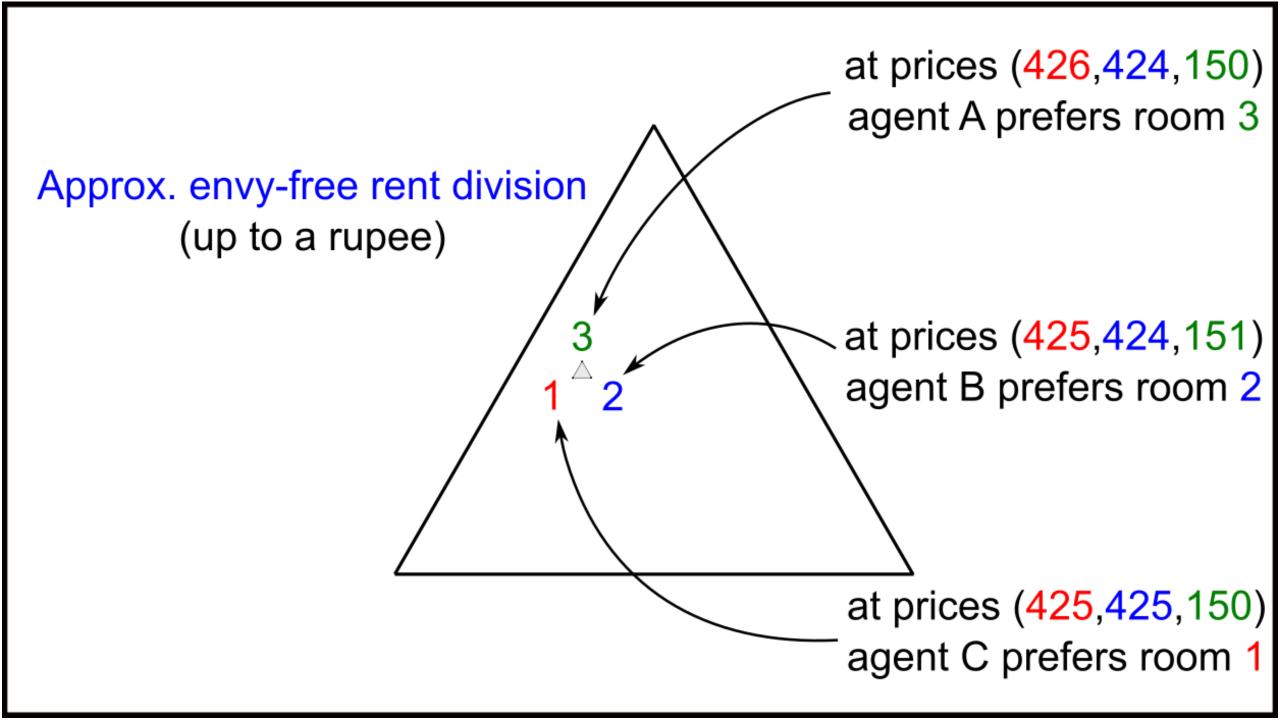


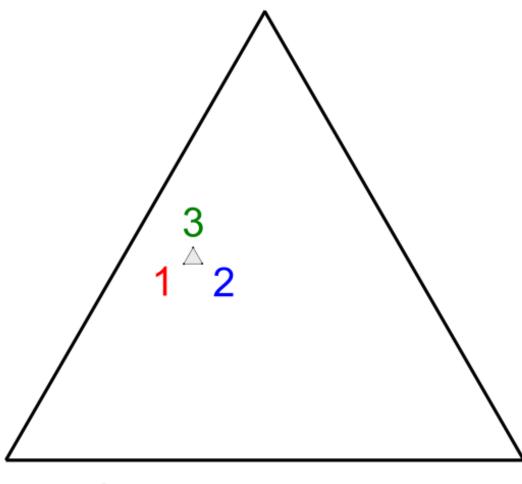


Fully labeled room ⇒ a set of three "nearby" pricing schemes at which different agents prefer different rooms

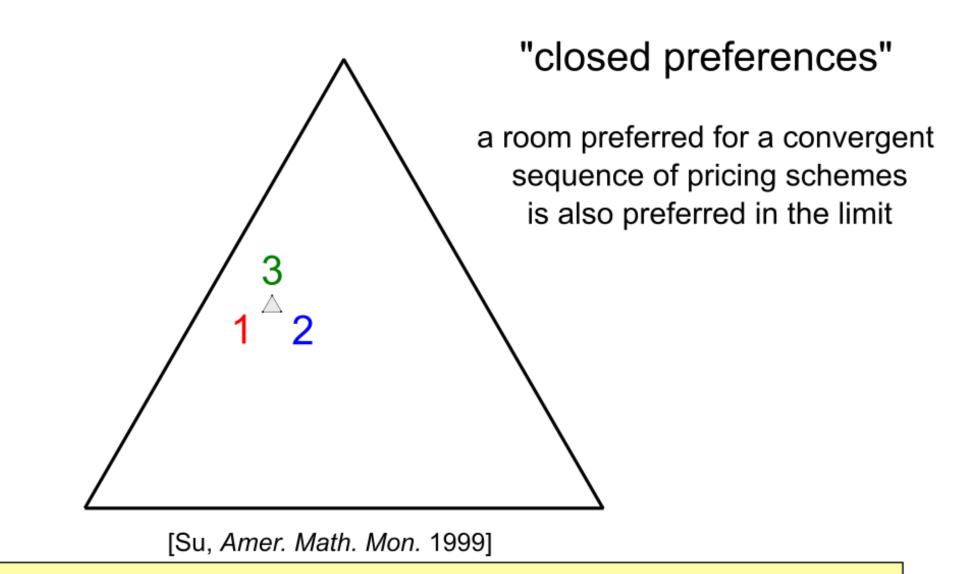


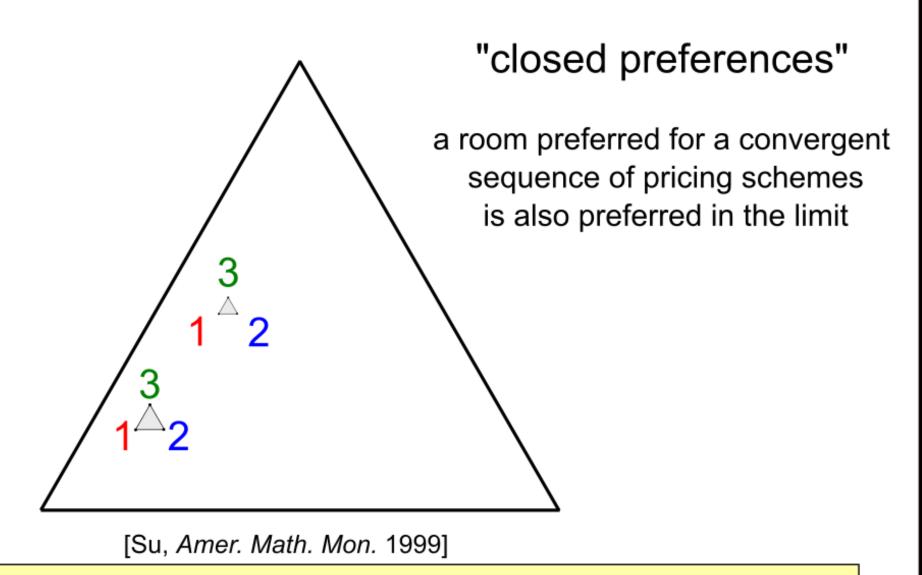


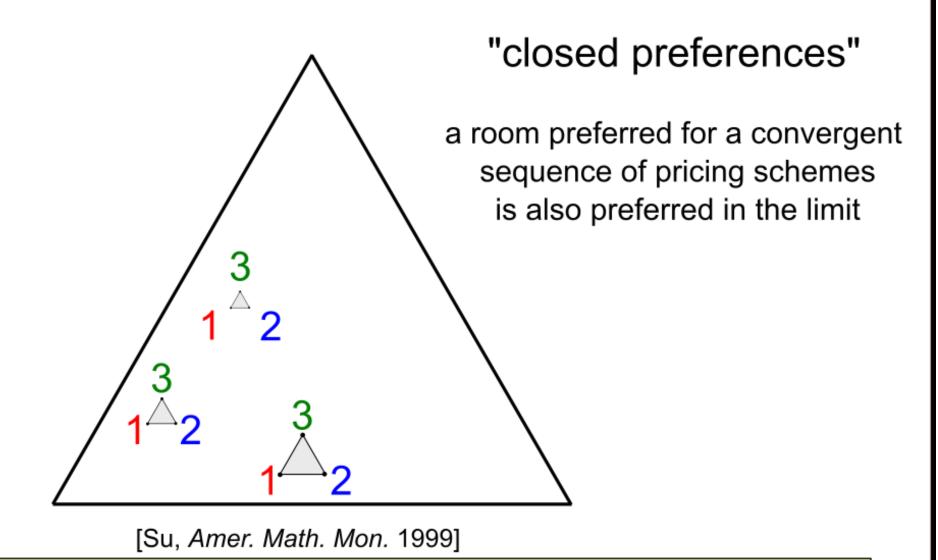


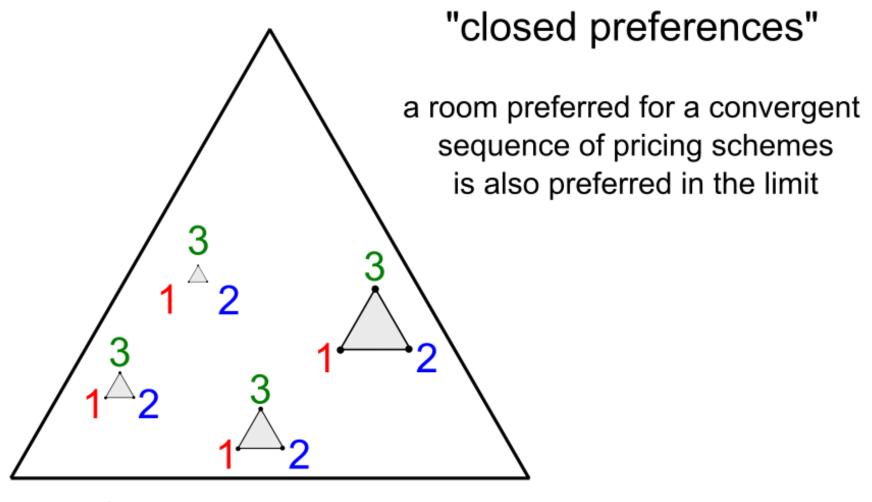


[Su, Amer. Math. Mon. 1999]

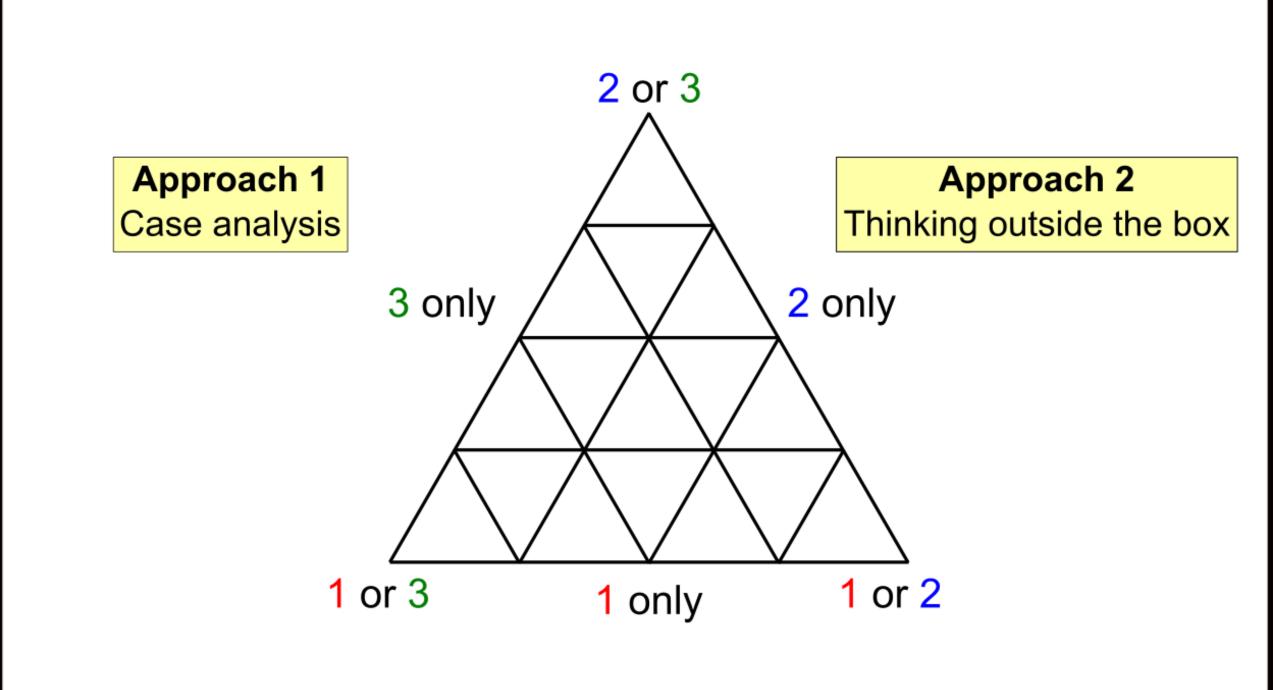


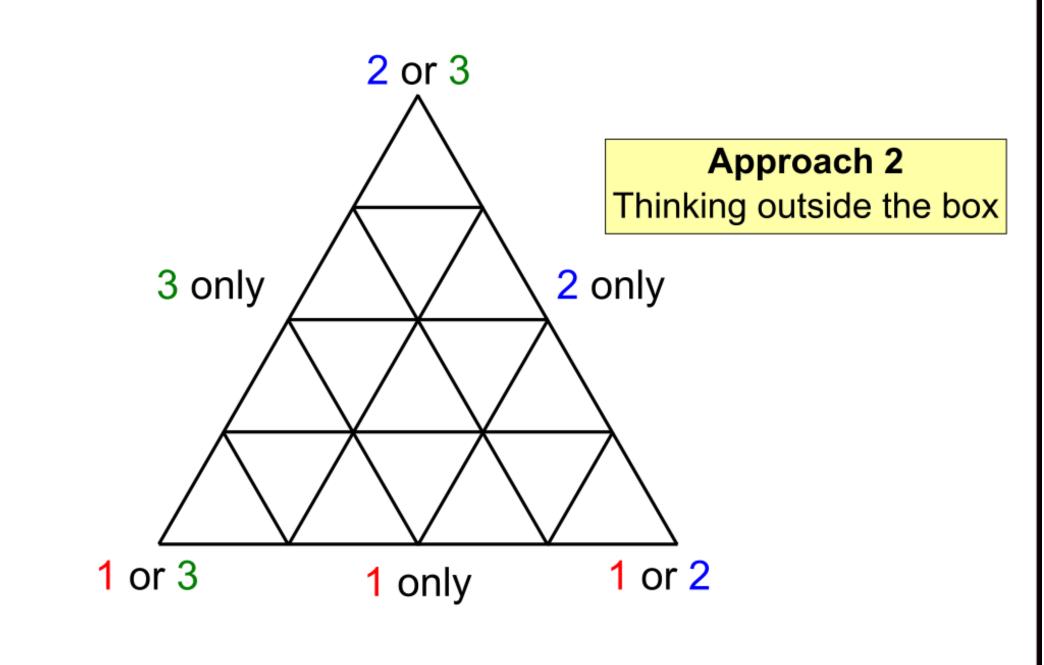


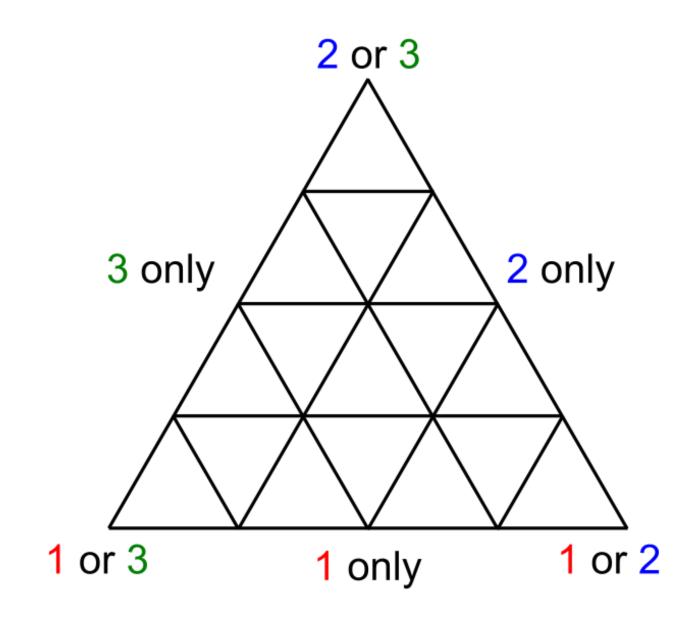


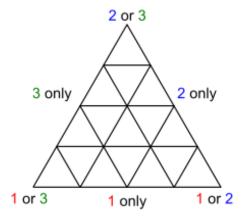


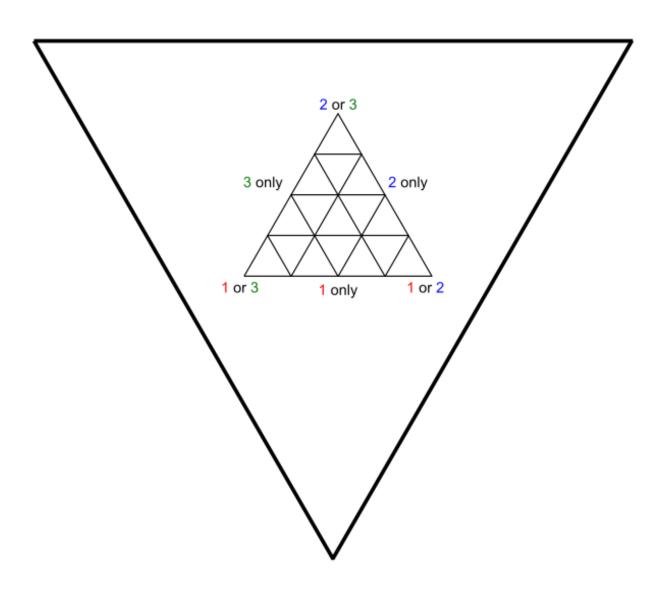
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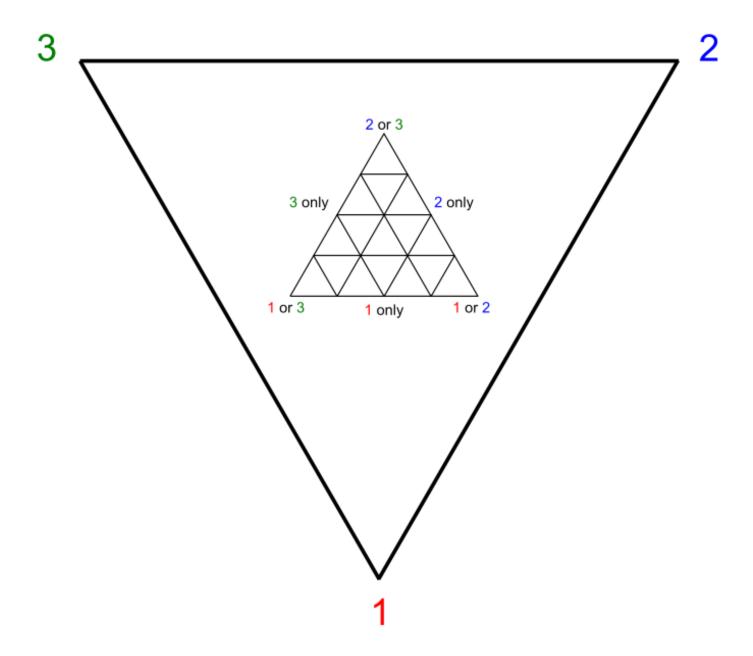


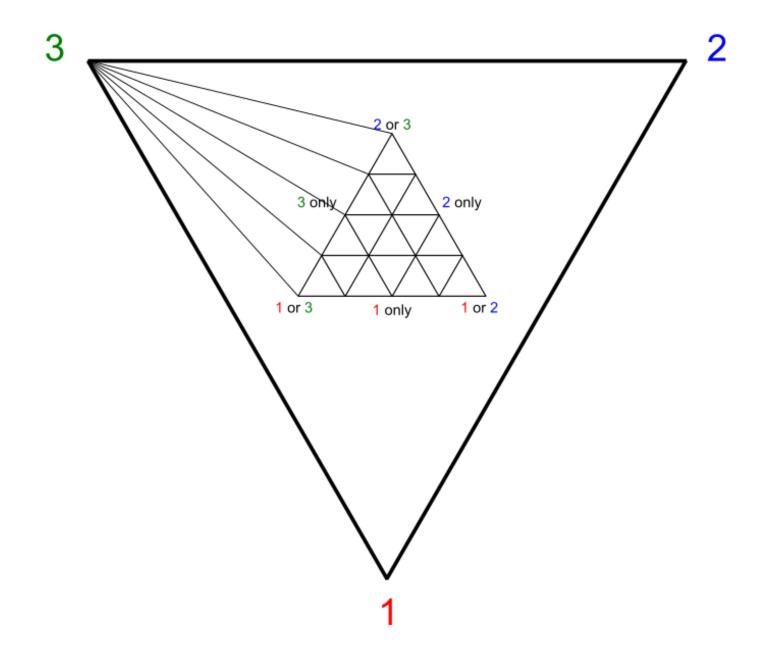


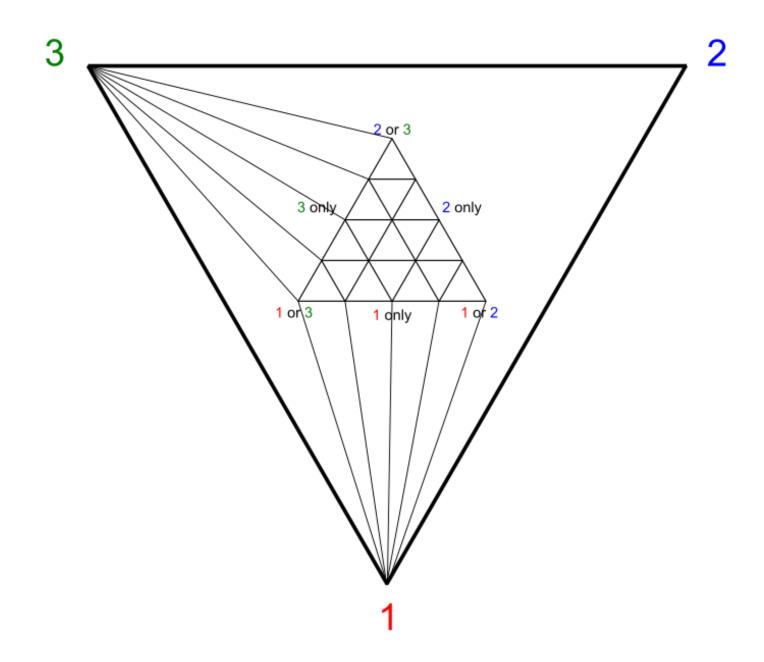


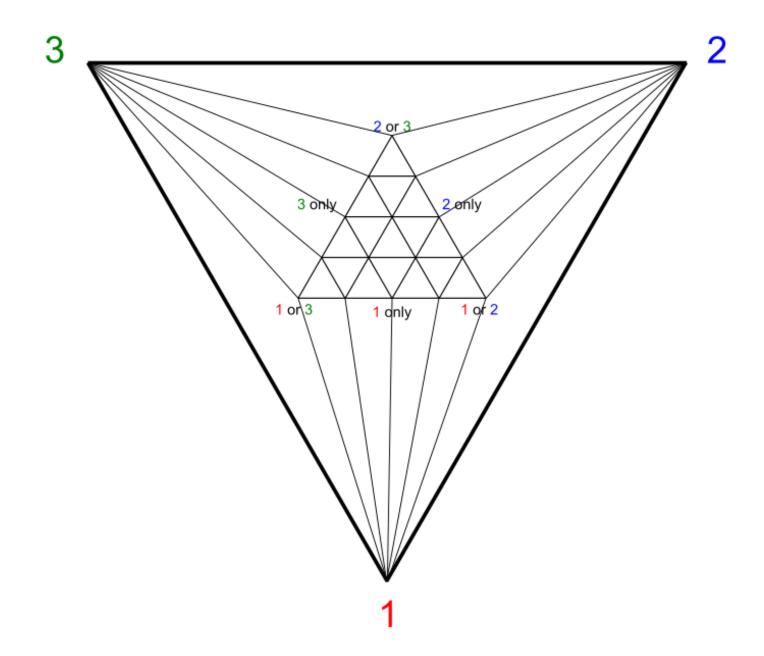


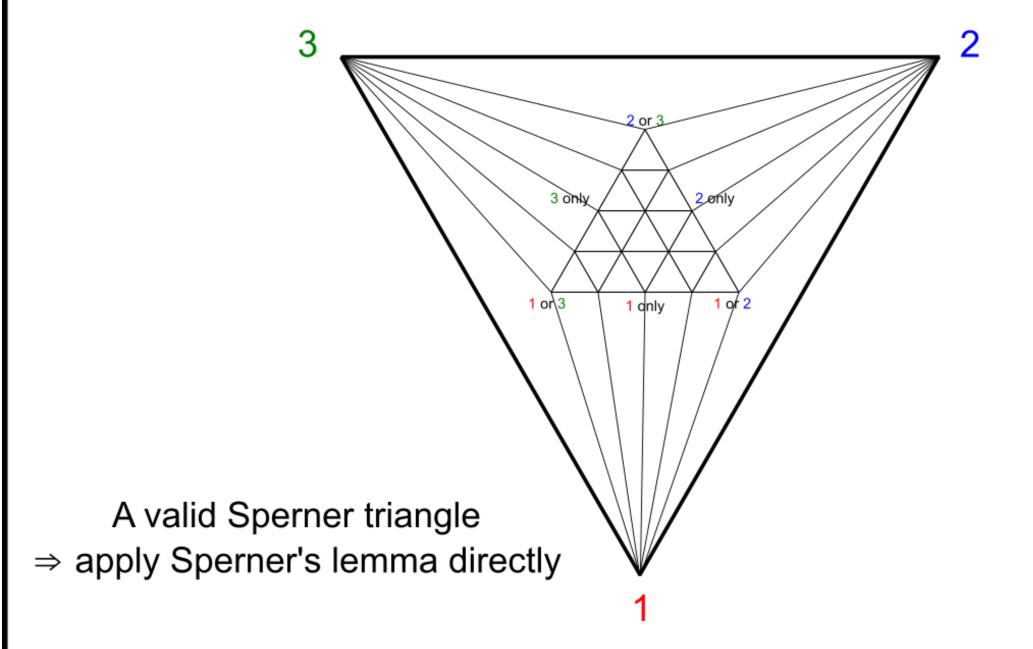


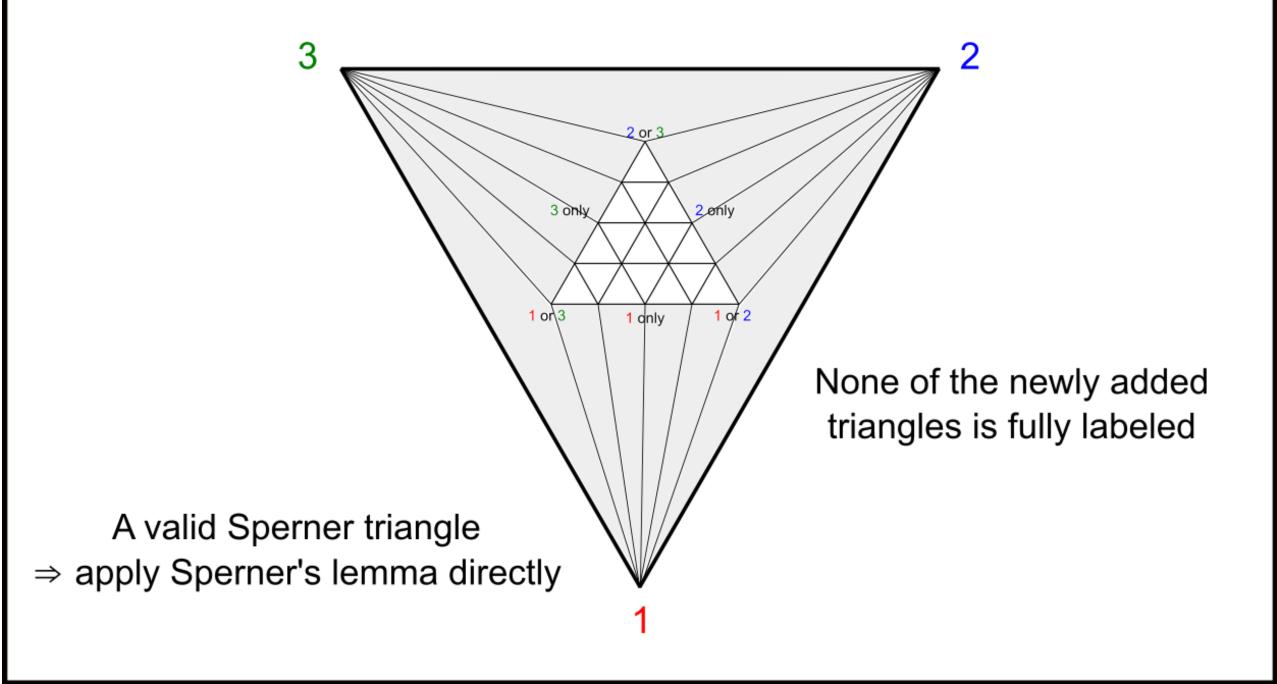


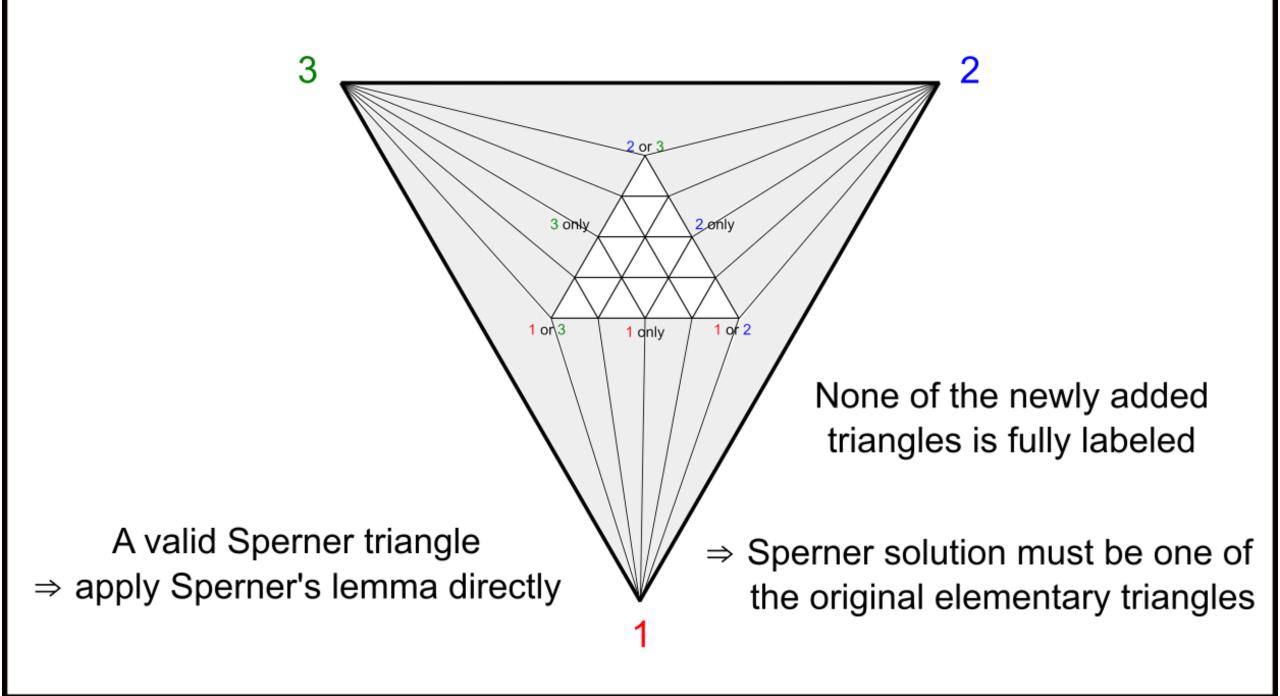


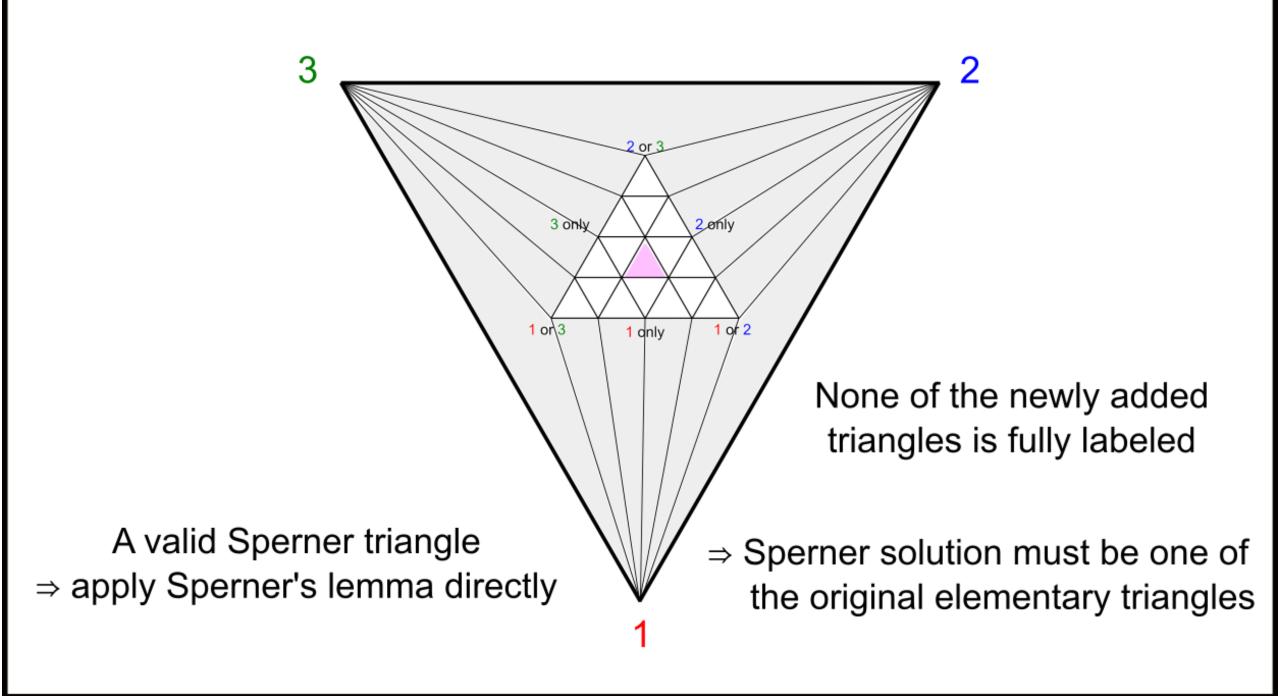


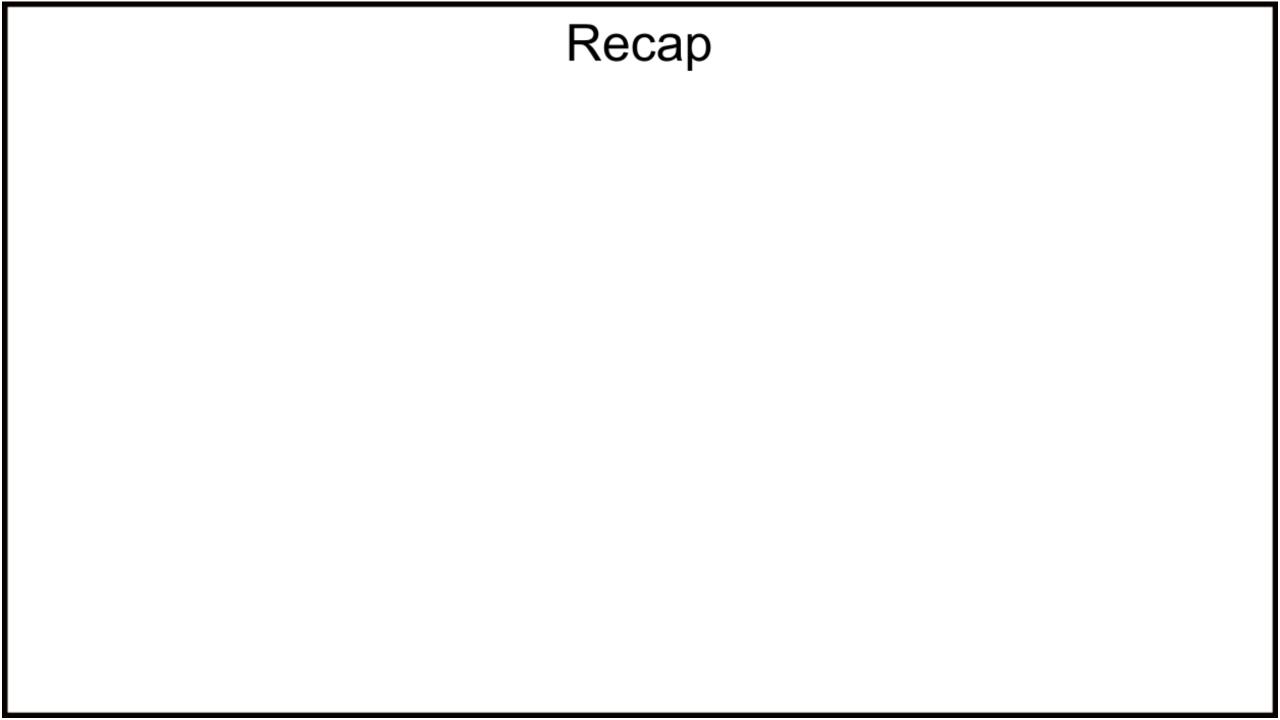




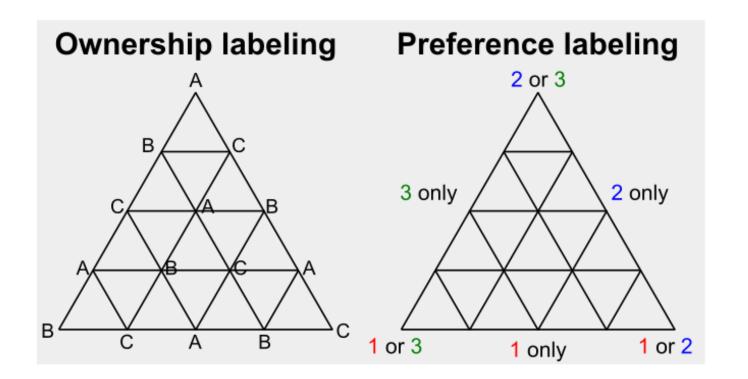






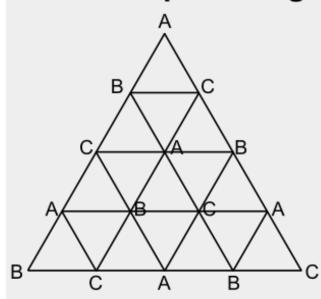


# Recap

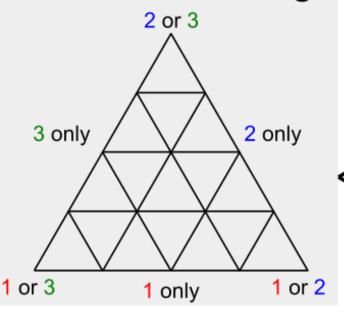


### Recap

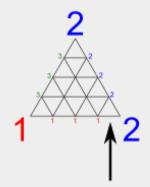
#### Ownership labeling



#### **Preference labeling**



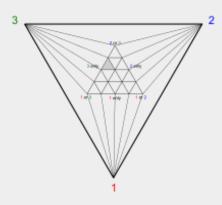
#### Case analysis



Sperner doesn't apply, but "proof by walking" does

OR

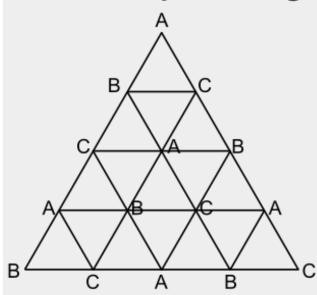
#### **Embedding**



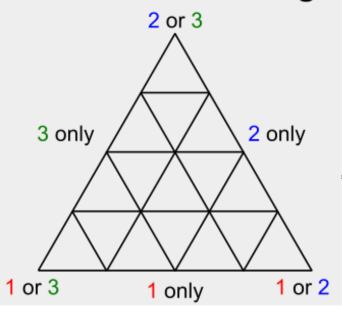
Sperner directly applies

### Recap

#### **Ownership labeling**



#### **Preference labeling**



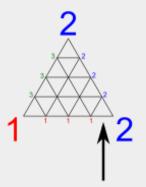
#### Approximate envy-freeness

(for a sufficiently fine triangulation)

#### Exact envy-freeness

(for closed preferences)

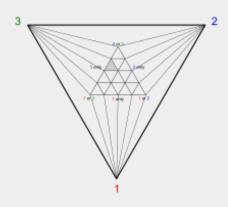
#### Case analysis



Sperner doesn't apply, but "proof by walking" does

OR

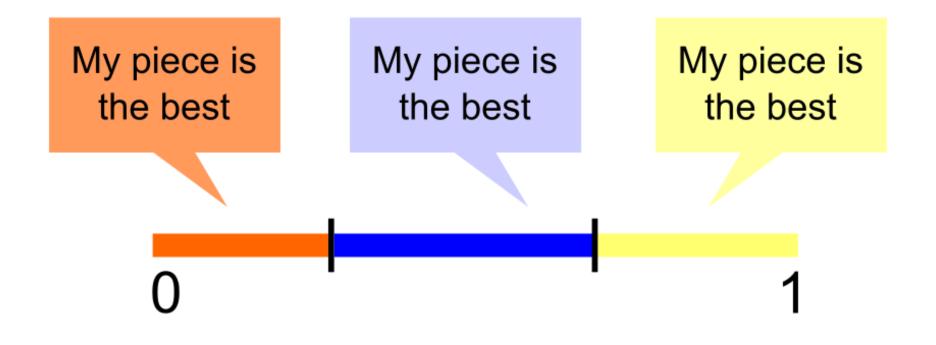
#### **Embedding**



Sperner directly applies

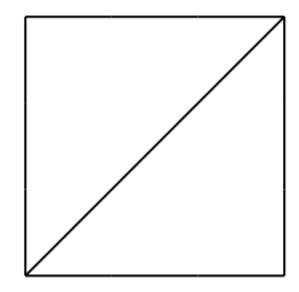
Other Applications of Sperner's Lemma

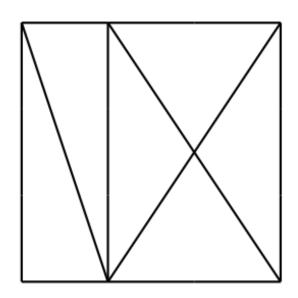
# Envy-free cake cutting with connected pieces



# Monsky's theorem

A square cannot be dissected into an odd number of triangles with equal area.





 $rac{f(x) = x}{f(x)}$ 

 $rac{f(x) = x}{f(x)}$ 



 $rac{f(x) = x}{f(x)}$ 



 $rac{f(x) = x}{f(x)}$ 



rf(x) = x

Every continuous function from a compact convex set to itself has a fixed point.

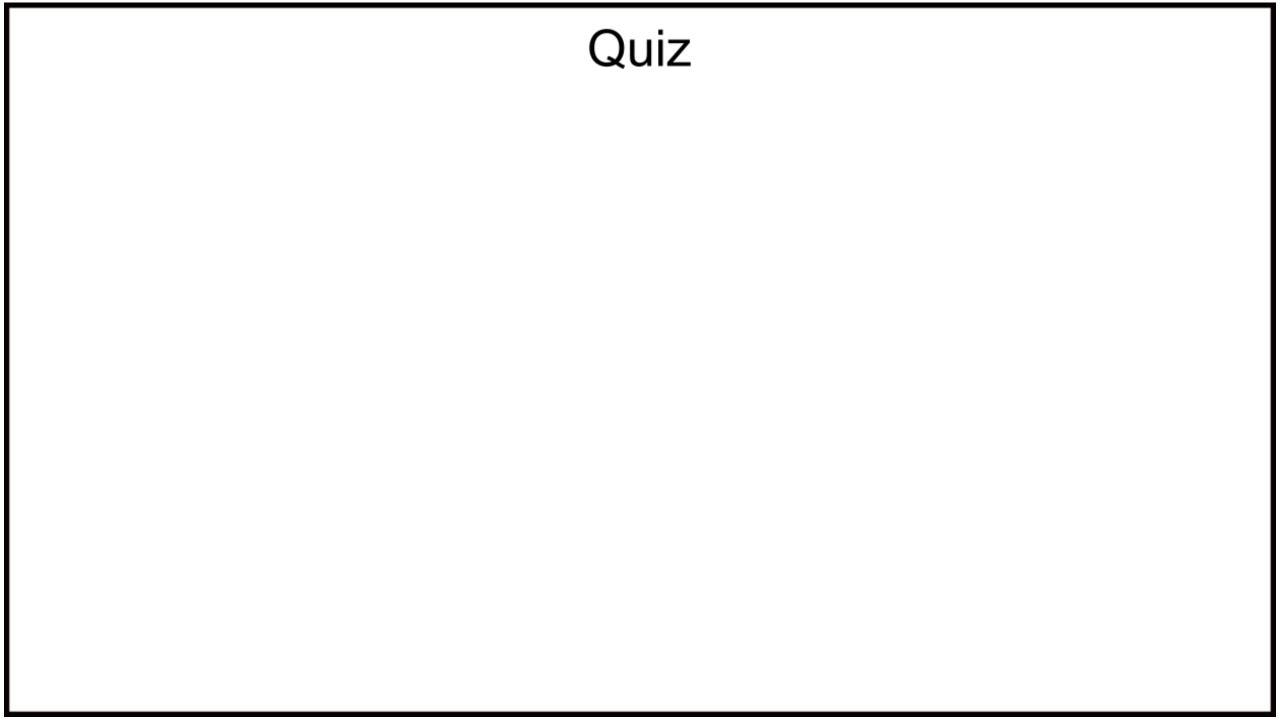


Used to prove the existence of Nash equilibrium in game theory

### **Next Time**

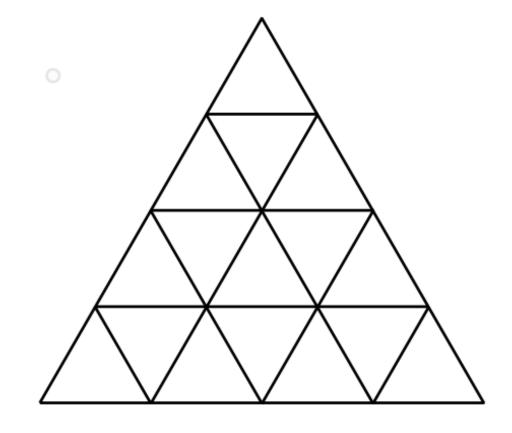
Fairness via Randomness





### Quiz

Demonstrate a Sperner coloring that maximizes the number of fully-labeled elementary triangles.



#### References

Fair cake cutting and rent division via Sperner's Lemma

Francis Su "Rental Harmony: Sperner's Lemma in Fair Division" American Mathematical Monthly, 106, 1999 pg 930-942

Fun videos on the topic:

Mathologer: <a href="https://www.youtube.com/watch?v=7s-YM-kcKME">https://www.youtube.com/watch?v=7s-YM-kcKME</a> MoMath: <a href="https://www.youtube.com/watch?v=CBVg8x4LWZE">https://www.youtube.com/watch?v=CBVg8x4LWZE</a>

PBS Infinite Series: <a href="https://www.youtube.com/watch?v=480BEvpdYSE">https://www.youtube.com/watch?v=480BEvpdYSE</a>