

# Envy-free division of a cake with groups, and other extensions

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*Joint work with Ayumi Igarashi*

## Dividing a cake



### Theorem (Folklore)

To divide a cake between two people in an envy-free manner, let one person cut the cake and let the other choose.

- ① Standard setting
- ② Group extension
- ③ Two-dimensional topology
- ④ Algorithm
- ⑤ Extensions

# Plan

- 1 Standard setting
- 2 Group extension
- 3 Two-dimensional topology
- 4 Algorithm
- 5 Extensions

# STANDARD SETTING

## Envy-free cake division

A cake has to be shared between people.

It will be divided into as many pieces as there are people.

Each person will be assigned a piece.

Envy-free division: each person prefers his piece.

## Envy-free cake division

A cake has to be shared between people.

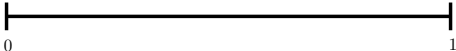
It will be divided into as many pieces as there are people.

Each person will be assigned a piece.

**Envy-free division:** each person is at least as happy with his piece than with any other piece.

## Model

♣  $n$  players:  $j = 1, \dots, n$

♣ Cake:  $[0, 1] =$  

♣ **Division** of the cake: partition  $\mathcal{I}$  of  $[0, 1]$  into nonempty intervals (the **pieces**)

♣ Player  $j$  has a **choice function**:

$$c_j: \{\text{divisions}\} \rightarrow 2^{\{\text{pieces}\}}.$$

*Given a division  $\mathcal{I}$ , player  $j$  is happy with the pieces  $I \in \mathcal{I}$  such that  $I \in c_j(\mathcal{I})$ .*

♣ Given a division  $\mathcal{I}$ , an **envy-free assignment** is

$$\pi: \{\text{players}\} \longrightarrow \{\text{pieces}\}$$

★  $\pi$  is bijective.

★  $\pi(j) \in c_j(\mathcal{I})$  for every player  $j$ .



## Existence of envy-free divisions

♣ Choice function  $c_j$  is **closed** if

$$\lim_{k \rightarrow \infty} \mathcal{I}^k = \mathcal{I} \text{ and } I^k \in c_j(\mathcal{I}^k) \forall k \implies I^\infty \in c_j(\mathcal{I})$$

♣ Choice function  $c_j$  is **hungry** if

$$I \in c_j(\mathcal{I}) \implies \lambda(I) \neq 0$$

**Theorem** Stromquist, Woodall 1980

No matter how many players there are, when all choice functions are closed and hungry, there is always an envy-free division.

## Algorithmic consideration

### Theorem Deng–Qi–Saberri 2012

For every fixed number  $k \geq 3$  of players with hungry choice functions, computing an (approximate) envy-free division is PPAD-complete.

### Theorem Deng–Qi–Saberri 2012

Suppose there are 3 players and the choice functions are hungry and monotone. Then computing an (approximate) envy-free division can be done in  $O(\log^2 1/\epsilon)$ .

**Monotonicity:** Consider a division  $\mathcal{I}$ , a player  $j$ , and a piece  $I \in \mathcal{I}$  such that  $I \in c_j(\mathcal{I})$ . For any new division  $\mathcal{I}'$  with  $I' \supseteq I$  and  $K' \subseteq K$  for all other pieces  $K \neq I$ , we have  $I' \in c_j(\mathcal{I}')$ .

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# GROUP EXTENSION

## Cake division among groups

### Theorem Segal-Halevi-Suksompong 2021

Consider an instance with  $n$  players. Let  $k_1, \dots, k_q$  be nonnegative integers summing up to  $n$ . When all choice functions are closed and hungry, there exist a division into  $q$  pieces and a partition of the players into  $q$  groups of size  $k_1, \dots, k_q$  with an envy-free assignment of the pieces to the  $q$  groups.

# Motivation

- ♣ Public basketball court
- ♣ 30 players want to play on some day
- ♣ Cake = the day
- ♣ Players have different preferences regarding the time at which they prefer to play



With the theorem:

*It is possible to partition the players into 3 groups of 10 players each, and divide the day into 3 contiguous intervals—one interval per group—so that each group of 10 is happy to play in its designated time slot.*

# Algorithms

Counterpart to groups of the polynomial result of Deng, Qi, and Saberi (2012).

## Theorem Igarashi–M. 2023+

Suppose there are  $n$  players and the choice function are hungry and monotone. Then computing 3 groups and an (approximate) envy-free division can be done in  $O(n \log^2 1/\epsilon)$ .

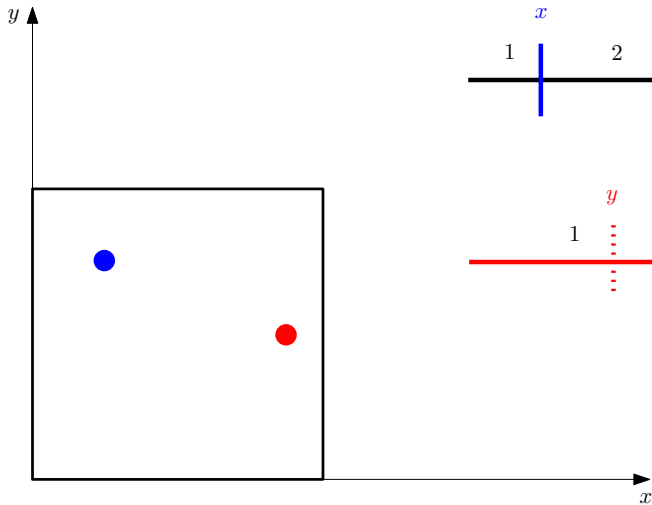
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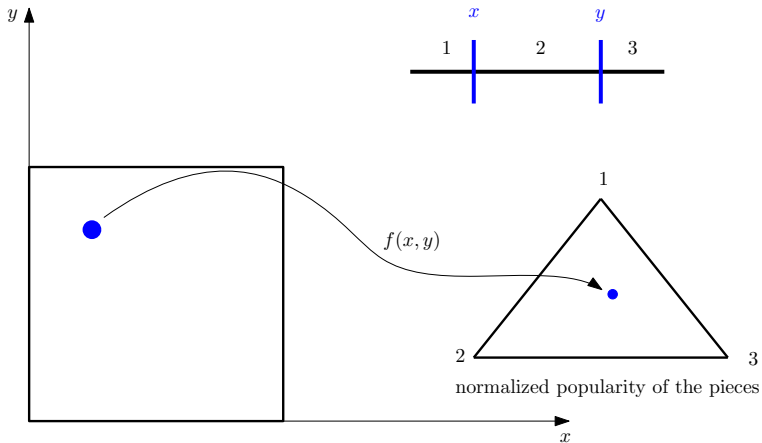


# TWO-DIMENSIONAL TOPOLOGY

## Configuration space



# Measuring the popularity



For cuts located at  $x$  and  $y$

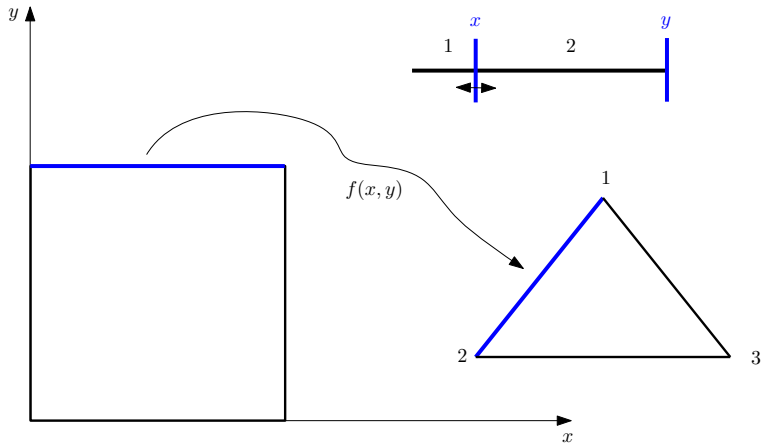
$$f_i(x, y) := \frac{1}{n} \times (\# \text{players preferring } i)$$

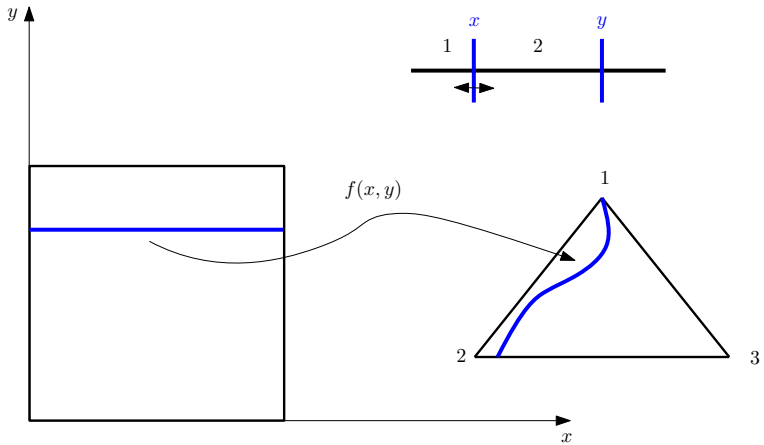
$$f_1(x, y) + f_2(x, y) + f_3(x, y) = 1.$$

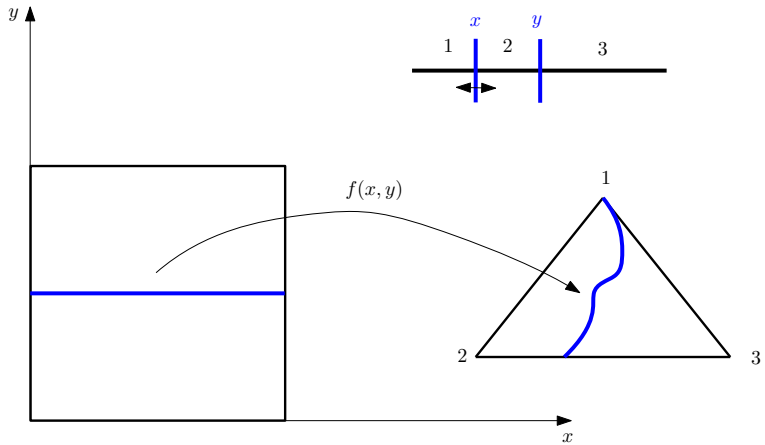
With:

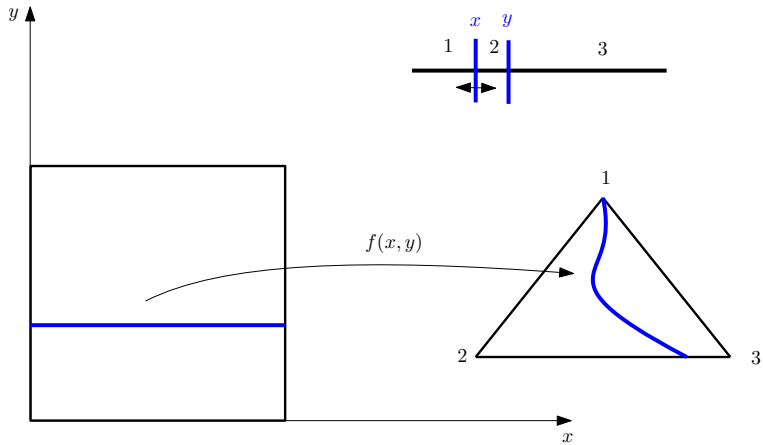
- $f = (f_1, f_2, f_3)$
- $\square = \{(x, y) : x, y \in [0, 1]\}$
- $\triangle = \{(z_1, z_2, z_3) \in \mathbb{R}_+ : z_1 + z_2 + z_3 = 1\}$

$$f : \square \rightarrow \triangle$$

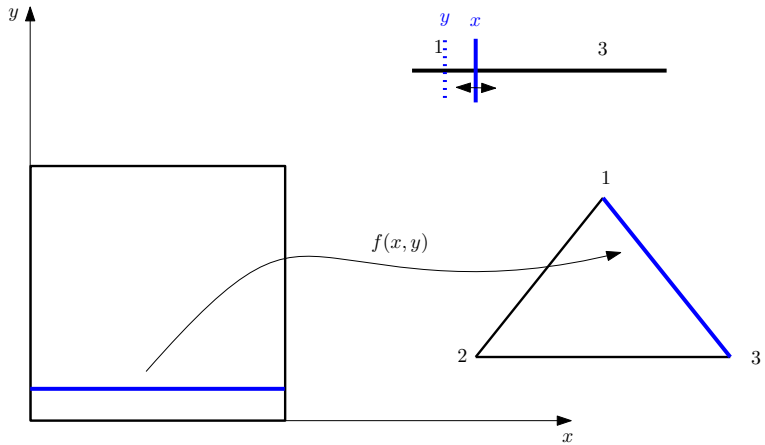


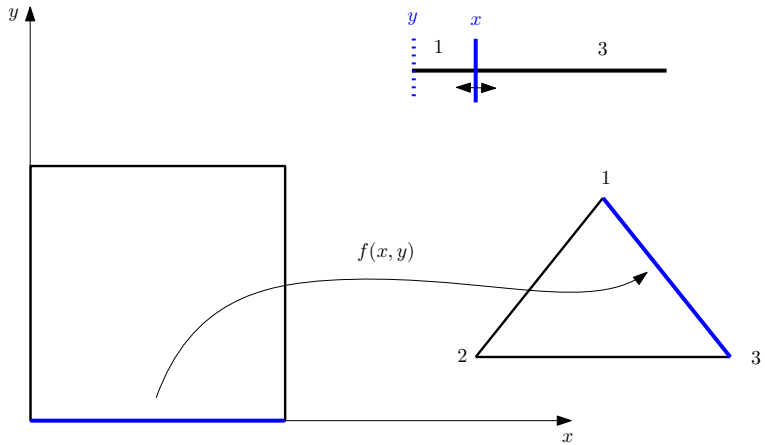












## Finishing the proof

### Lemma

The map  $f$  is surjective.

Let  $\omega = (k_1/n, k_2/n, k_3/n)$ .

In particular, there exists  $(x^*, y^*) \in \square$  such that  $f(x^*, y^*) = \omega$ .

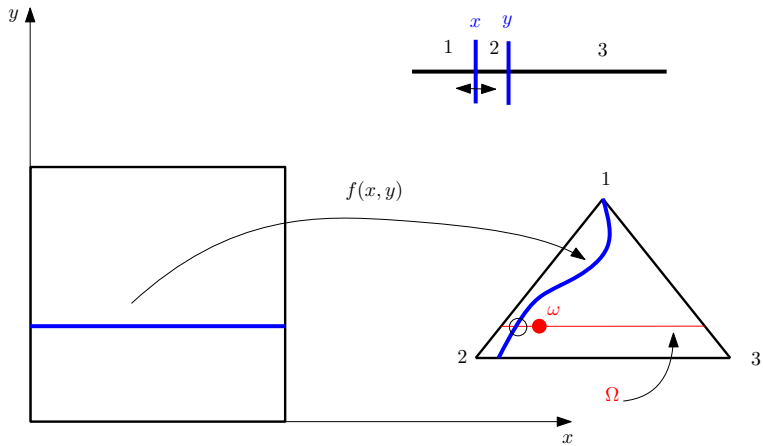
This means:

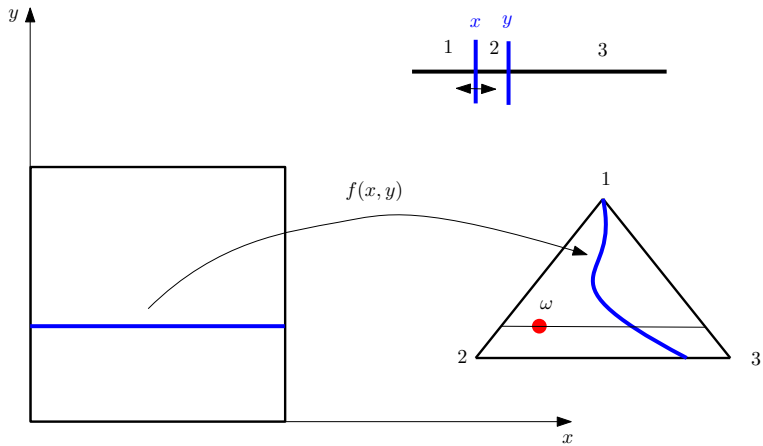
$(x^*, y^*) =$  division into 3 pieces for which it exists a partition of the players into 3 groups of size  $k_1, k_2, k_3$  with an envy-free assignment.

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# ALGORITHMS





## Computing the intersection

**Lemma** “Horizontal-monotonicity”

If  $x \leq x'$ , then  $f_1(x, y) \leq f_1(x', y)$ .

Up to a polynomially computable perturbation, intersection well-defined

$\implies$  binary search computing  $f(\{(x, y) : x \in [0, 1]\}) \cap \Omega$  for any fixed  $y \in [0, 1]$  in  $O(n \log 1/\epsilon)$

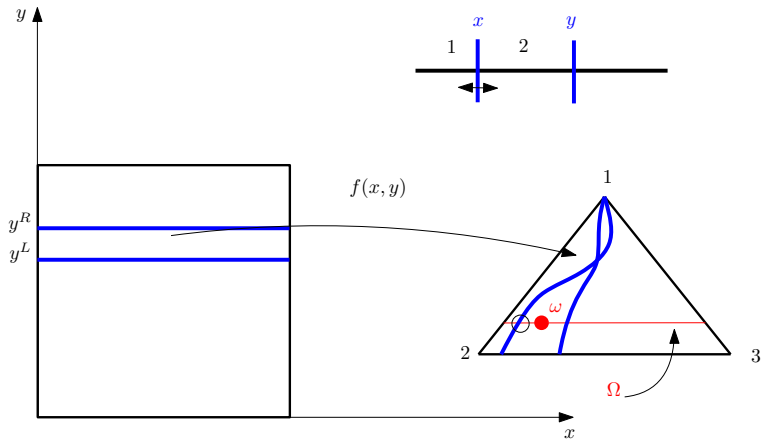


## Strip containing $\omega$

$\implies$  second binary search computing  $y^L$  and  $y^R$  such that

- $|y^R - y^L| = \varepsilon$
- $f(\{(x, y^L): x \in [0, 1]\}) \cap \Omega$  is on the left of  $\omega$
- $f(\{(x, y^R): x \in [0, 1]\}) \cap \Omega$  is on the right of  $\omega$

Complexity =  $O(n \log^2 \varepsilon)$

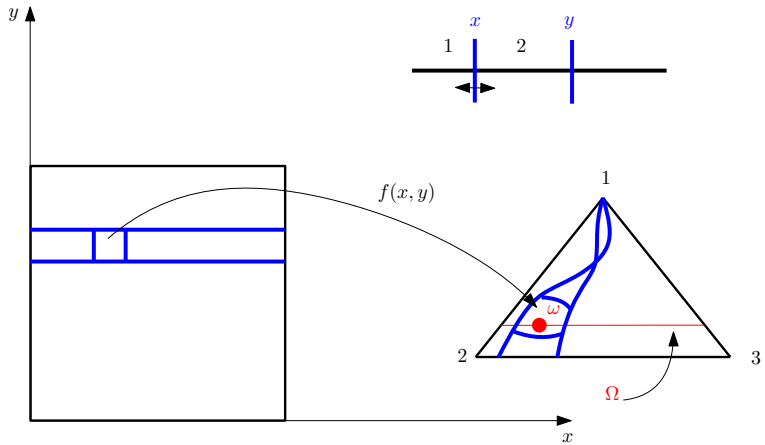


## Locating $\omega$

Last binary search: identify a small  $(1/\varepsilon \times 1/\varepsilon)$ -square “whose image by  $f$ ” contains  $\omega$ .

This is an “approximate” envy-free division.

Complexity still  $O(n \log^2 \varepsilon)$



## Affine extension and approximate division

♣ Actually, it is not really the image by  $f$ .

♣ We have a small square with vertices  $v_1, v_2, v_3, v_4$  such that  $\omega \in \text{conv}(f(v_1), f(v_2), f(v_3), f(v_4))$ .

♣ In other words, there exist nonnegative  $\alpha_1, \alpha_2, \alpha_3, \alpha_4$  with  $\sum_{\ell} \alpha_{\ell} = 1$  s.t.

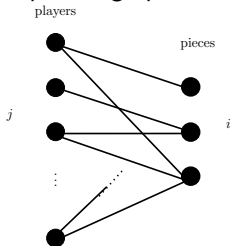
$$\sum_{\ell} \alpha_{\ell} f_i(v_{\ell}) = \frac{k_i}{n}.$$

## Finishing the proof

Let  $w_{ji} := \sum_{\ell} \alpha_{\ell} \mathbf{1}(\text{player } j \text{ prefers piece } i \text{ at } v_{\ell})$ . Then:

$$w_{j1} + w_{j2} + w_{j3} = 1 \quad \forall j \quad \text{and} \quad \sum_{j=1}^n w_{ji} = k_i \quad \forall i.$$

Bipartite graph  $H$



Edges  $ji$  correspond to  $w_{ji} > 0$ .

We want  $F \subseteq E(H)$  such that

- $\deg_F(j) = 1$  for all  $j$
- $\deg_F(i) = k_i$  for all  $i$

total unimodularity of

$$\left\{ \mathbf{x} \in \mathbb{R}_+^E : \sum_{e \in \delta_H(j)} x_e = 1 \quad \forall j \in [n], \quad \sum_{e \in \delta_H(i)} x_e = k_i \quad \forall i \in \{1, 2, 3\} \right\} \quad \text{QED}$$

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## FURTHER EXTENSIONS



## Birthday and poison

**Birthday** player:  
classical extension of cake-cutting,  
does not share his preferences



**Non-hungry** player:  
recent extension, might prefer a  
piece of length 0



## Birthday and poison

### Theorem Woodall 1980

Consider an instance with  $n$  players, one of them being a “birthday” player. There exists a division into  $n$  pieces such that, no matter which piece is chosen by the “birthday” player, there is an envy-free assignment of the remaining pieces to the  $n - 1$  players.

### Theorem Avvakumov–Karasev 2020

Consider an instance with  $n$  players, with closed choice functions. If  $n$  is a prime power, then there exists an envy-free division.

## Birthday, bad cake, groups

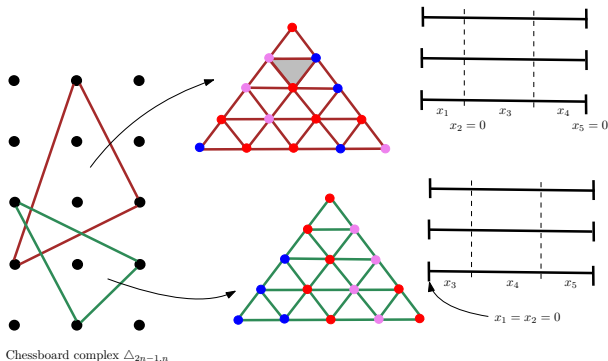
### Theorem Igarashi–M. 2023

Consider an instance of a cake with  $n$  players, one of them being a “birthday” player, with closed choice functions. Let  $q$  be an integer such that  $q \leq n$ . If  $q$  is a prime power, then there exists a division into  $q$  pieces so that no matter which piece is chosen by the “birthday” player, there is an envy-free assignment of the remaining pieces with each piece assigned to the same number of players (up to one player).

Here, an **envy-free assignment** is  $\pi: \{\text{players}\} \rightarrow \{\text{pieces}\}$

- ★  $|\pi^{-1}(\text{piece } l)| \in \{\lfloor n/q \rfloor, \lceil n/q \rceil\}$  for every piece  $l$ .
- ★  $\pi(j) \in c_j(\mathcal{I})$  for every player  $j$ .

## Main tool



### Theorem Volovikov 1980

Let  $p$  be a prime number and  $G = ((\mathbb{Z}_p)^k, +)$ . Consider a  $G$ -invariant triangulation of  $\Delta_{2n-1,n}$ , whose vertices are  $G$ -equivariantly labeled with elements of  $G$ . Then there is a fully labeled simplex.

## Combinatorial optimization

### Lemma

Let  $a_1, a_2, \dots, a_q$  be nonnegative real numbers summing up to  $n-1$ , and  $H = ([n-1], [q]; E)$  a bipartite graph with nonnegative edge weights  $w_e$ . If

$$\sum_{e \in \delta_H(j)} w_e = 1 \quad \forall j \in [n-1] \quad \text{and} \quad \sum_{e \in \delta_H(i)} w_e = a_i \quad \forall i \in [q],$$

then for every  $i^*$ , there is an assignment  $\pi: [n-1] \rightarrow [q]$  s.t.

- for each  $j \in [n-1]$ , the vertex  $\pi(j)$  is a neighbor of  $j$  in  $H$ ,
- for each  $i \in [q] \setminus \{i^*\}$ , we have  $|\pi^{-1}(i)| \in \{\lfloor a_i \rfloor, \lceil a_i \rceil\}$ ,
- $|\pi^{-1}(i^*)| = \lfloor a_{i^*} \rfloor$ .

**Proof.** polytope

$$\left\{ \mathbf{x} \geq \mathbf{0}: \sum_{e \in \delta_H(j)} x_e = 1 \quad \forall j \in [n-1] \quad \text{and} \quad \lfloor a_i \rfloor \leq \sum_{e \in \delta_H(i)} x_e \leq \lceil a_i \rceil \quad \forall i \in [q] \right\},$$

total unimodularity, carefully chosen extreme point of the polytope

THANK YOU