

# On the existence of EFX allocations for more than three agents

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Partage équitable	EF MNW MMS Partage équitable de corvées
Physarum polycephalum	Plus courts chemins Réseaux efficaces

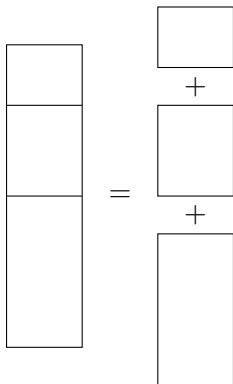
- 1 Partage équitable de biens
  - Le modèle
  - La famille EF
  
- 2 Existence d'allocations EFX
  - Peu de biens
  - Peu d'agents
  - Valuations identiques
  - Un espace trop grand

# Le modèle

$A$	ensemble d'agents
$G$	ensemble de biens
$v : A \rightarrow \mathcal{P}(G) \rightarrow \mathbb{R}^+$	valuation, fonction d'utilité
$(A, G, v)$	instance
$a : G \rightarrow A$	allocation
$B_a(i) (i \in A)$	Paquet alloué à $i$ dans $a$

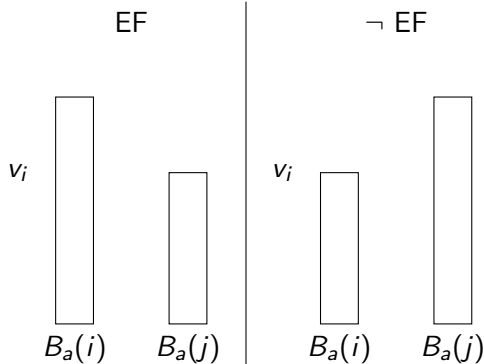
## Valuations additive

$$\forall i \in A, \forall S \subset G, v_i(S) = \sum_{g \in S} v_i(\{g\})$$



# EF

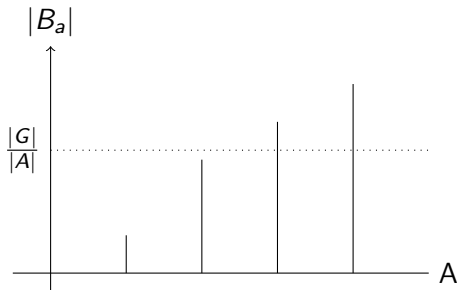
$$\forall i, j \in A, v_i(B_a(j)) \leq v_i(B_a(i))$$



# EF n'existe pas toujours

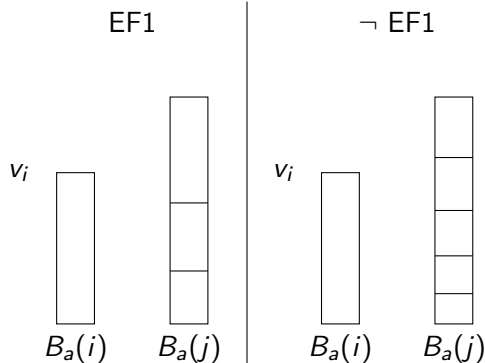
$$|A| \nmid |G|$$

$$v : i \mapsto S \mapsto |S|$$



# EF1

$$\forall i, j \in A, B_a(j) = \emptyset \vee \exists g \in B_a(j), v_i(B_a(j) \setminus \{g\}) \leq v_i(B_a(i))$$

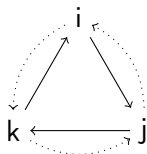




## Graphe des envies

$$E_a = (A, \{(i, j) \in A, v_i(B_a(i)) < v_i(B_a(j))\})$$

Lemme (Élimination des cycles)

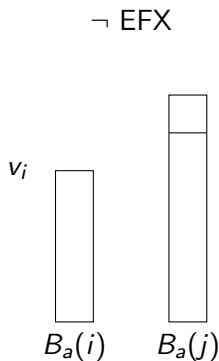
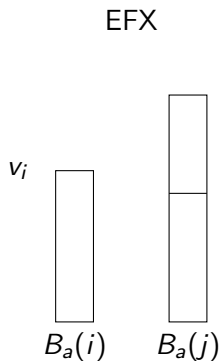


# EF1 existe toujours

- Allouer aléatoirement un bien à un agent
- Éliminer les cycles de  $E_a$

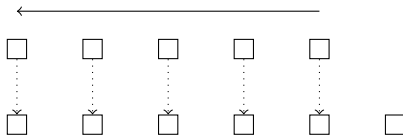
# EFX

$$\forall i, j \in A, \forall g \in B_a(j), v_i(B_a(j) \setminus \{g\}) \leq v_i(B_a(i))$$

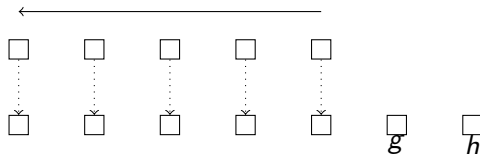


$$|G| \leq |A| + 1$$

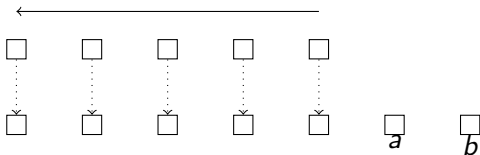
- $|A|$  tours de round-robin
- Le dernier agent reçoit le dernier bien (s'il existe).



$$|G| = |A| + 2, v \text{ additive}$$



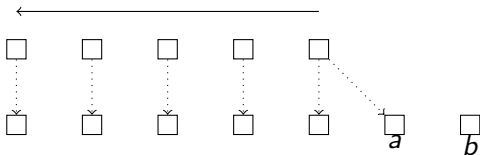
$$|G| = |A| + 2, v \text{ additive}$$



$$v_i(a) = \max(v_i(g), v_i(h))$$

$$v_i(b) = \min(v_i(g), v_i(h))$$

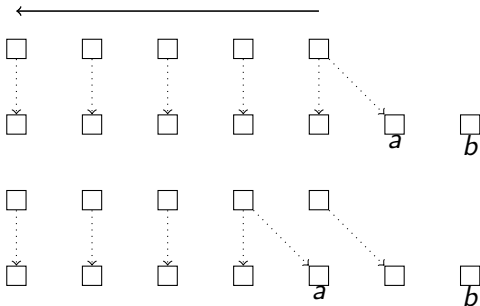
$$|G| = |A| + 2, v \text{ additive}$$



$$v_i(a) = \max(v_i(g), v_i(h))$$

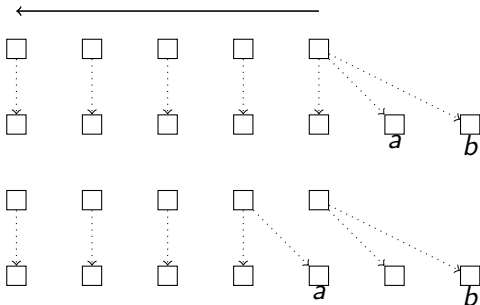
$$v_i(b) = \min(v_i(g), v_i(h))$$

$$|G| = |A| + 2, v \text{ additive}$$

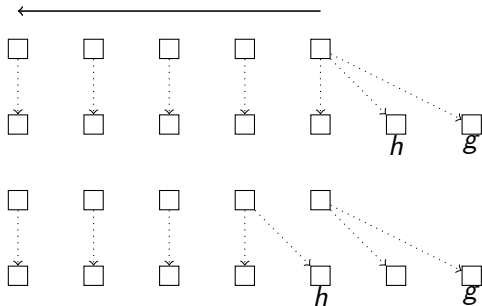




$$|G| = |A| + 2, v \text{ additive}$$



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## Accord sur le plus petit bien, $v$ additive

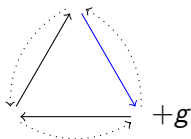
$$g \in G$$

$$\forall i \in A, \forall h \in G, v_i(g) \leq v_i(h)$$

- Trouver un allocation  $a$  EFX sans  $g$ .
- Éliminer les cycles dans  $E_a$ .
- Allouer  $g$  à une source de  $E_a$ .

# Graphe des champions et $|A| = 3$

$$M_{a,g} = (A, \{(i,j) \in A^2, i \in \operatorname{argmin}_{k \in A} \inf_{S \subset B_a(j) \cup \{g\}} |S|\} \mid v(a)_k < v_k(S))$$



Leximin,  $\forall i, j \in A, v_i = v_j, \forall i \in A, v_i$  injective

$$\Phi(a) = \text{sort}((v_i(B_a(i))))_{i \in A}$$

Allocation leximin : allocation maximale pour  $\Phi(a)$  et  $\leq_{\text{lex}}$

leximin  $\Rightarrow$  EFX

## Taille de l'espace des instances

$$a_{|G|} = |\{v : \mathcal{P}(G) \rightarrow \mathbb{R}^+\} / \mathcal{R}|$$

$$\frac{\ln(a_n)}{2^n} \underset{n \rightarrow +\infty}{\sim} n \ln 2$$

$$a_7 = 141377911697227887117195970316200795630205476957716480$$

Merci de votre attention.