

PICKING SEQUENCES

Agents, objects, preferences

- a set $\mathcal{N} = \{1, \dots, n\}$ of agents
- a set $\mathcal{O} = \{o_1, \dots, o_m\}$ of **indivisible** objects
- additive utility functions to represent preferences over resources

Picking sequences

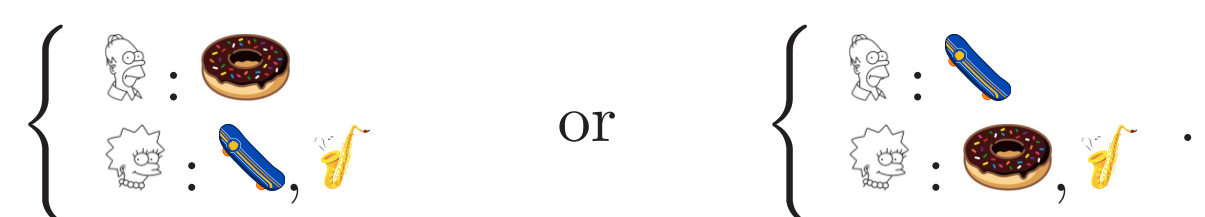
- A central entity chooses a sequence $\sigma \in \mathcal{N}^m$ of agents having as many agents as the number of objects.
- Then, each agent appearing in the sequence is asked to choose in turn one object among the remaining ones.
- Agents are assumed to make sincere choices (each agent chooses her preferred object among the remaining ones).

Example

Let us consider the following preferences:

	8	2	1
	5	1	5

The sequence $\langle \text{agent 1}, \text{agent 2}, \text{agent 1} \rangle$ can generate two distinct allocations:



Issues

- Can we say something about the **efficiency** and the **fairness of the allocations obtained by picking sequences**?
- **How does the picking sequence relate to other protocols?**

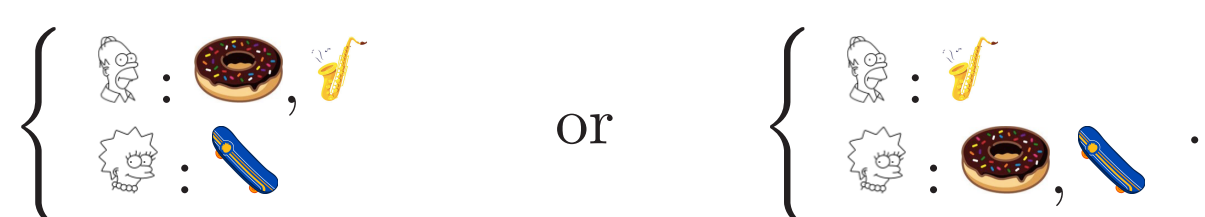
SEQUENCEABLE ALLOCATIONS

► An allocation is said **sequenceable** if there exists a sequence of sincere choices that generates it.

► Some allocations can be generated by several sequences:



But some allocations are not sequenceable:



PARETO-OPTIMALITY

A sequence of sincere choices does not necessarily generate a Pareto optimal allocation **but**

☞ *Every Pareto-optimal allocation is sequenceable.*

	5	4	2
	8	2	1

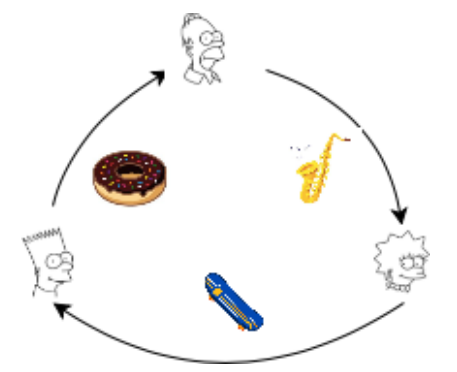
The sequence $\langle \text{agent 1}, \text{agent 2}, \text{agent 1} \rangle$ generates the allocation:

which is dominated by the allocation:



CYCLE DEALS OPTIMALITY

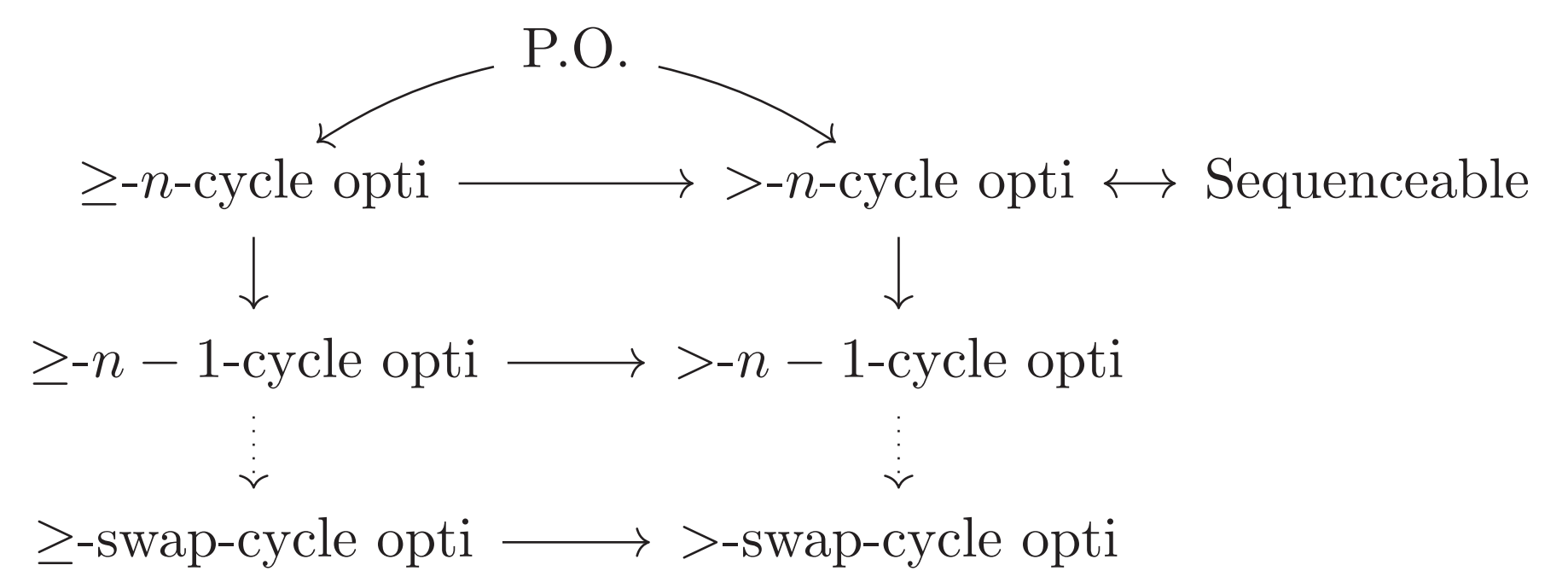
- In a **cycle deal**, each agent gives a subset of her items to the next agent in the cycle and receives some items from the previous agent.



- We consider **(weakly) improving cycle deals**, i.e. cycle deals where each agent (weakly) improves her utility.
- An allocation is said to be \succ -(N, M)-cycle optimal (resp. \succeq -(N, M)-cycle optimal) if it does not admit any strictly (resp. weakly) improving (K, M)-cycle deal for any number of agents K with $K \leq N$ and number of objects M .

☞ *An allocation is sequenceable if and only if it is \succ - n -cycle optimal (with $n = |\mathcal{N}|$).*

Hierarchy of notions:



FAIRNESS OF PICKING SEQUENCES

► **Envy-freeness**: an allocation is said to be envy-free when no agent strictly prefers the share of another agent to her own share.

☞ *There exist envy-free allocations that are not sequenceable.*

The circled allocation is envy-free and non-sequenceable.

	12	15	11	7	2
	2	12	7	15	11
	15	20	9	2	1

► **Competitive equilibrium for equal incomes (CEEI)**: an allocation $\vec{\pi} = \langle \pi_0, \dots, \pi_n \rangle$ and a vector of prices $\vec{p} \in [0, 1]^m$ are said to form a *competitive equilibrium from equal incomes* if

$$\forall i \in \mathcal{N} : \pi_i \in \arg \max_{\pi \subseteq \mathcal{O}} \left\{ u_i(\pi) : \sum_{o_k \in \pi} p_k \leq 1 \right\}.$$

In other words, π_i is one of the maximal shares that i can buy with a budget of 1, given that the price of each object o_k is p_k .

It is already known that every CEEI is envy-free.

☞ *Every CEEI allocation is sequenceable.*

TO GO FURTHER

