

## Preferences for Fair Division

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### Plagiarizing:

- Sylvain Bouveret and Jérôme Lang, Tutorial on Graphical Preference Representation Languages, IJCAI-11.
- Jérôme Lang and Jörg Rothe, Fair Division of Indivisible Goods, Chapter 8 of Jörg Rothe (ed), Economics and Computation, Springer.



## Outline

- 1 Informal introduction to fair division**
  - Resource allocation problems: six examples
  - Resource allocation and fair division: taxonomy
- 2 Preferences**
  - Preference structures
  - A brief incursion into multi-attribute utility theory
  - Combinatorial spaces and compact representation
- 3 Languages for compact preference representation**
- 4 Ordinal preference representation**
  - Ranking single objects
  - Conditional importance networks
  - Prioritized goals
- 5 Cardinal preference representation**
  - $k$ -additive utilities
  - Generalized Additive Independence
  - Weighted Goals



## Some resource allocation problems

- Problem 1: *Allocating time slots to speakers*
  - Ulle has a slight preference for teaching on mornings, but above all prefers to have consecutive slots, that is, he prefers (14–15 and 15–16) to (9–10 and 11–12).
  - Ioannis has a preference for not teaching in the morning, and prefers to have his slots on two different days.
  - Christian has a preference for not teaching on Monday, and wants all his slots in the same day.
  - Jérôme's course should come before Ulle's and Christian's talks.

Once the agents have reported their preferences, the allocation decision will be made centrally, by the COST Fair Division Summer School Central Organization (FDSSCO).



## Some resource allocation problems

- Problem 2: *Divorcing*

- *George and Helena*

George and Helena are engaged in a divorce settlement process.

They remain good friends and their divorce is not conflictual; therefore, they decide to do without a lawyer, and decide by themselves that Helena gets the books and George the bookshelves.

- *John and Katia*

John and Katia are unable to negotiate alone, and need to involve a lawyer, who helps them deciding that the children's custody will be shared equally between them, and that, in addition, Katia gets the house, while John gets the cat plus some monetary compensation from Katia.



## Some resource allocation problems

- Problem 3: *Earth observation satellites*
  - France and Germany have jointly bought a very expensive Earth observation satellite. Every day, each country's responsible committee expresses its preferences over the photos it wants to be made.
  - There are some physical constraints on the satellite that restrict the set of photos that can be made on a single day, which needs a process to decide in a fair way which photos will be made.
  - This may be complicated by the fact that France paid for two thirds of the satellite while Germany paid only for one third, which leads to different entitlements on the number of photos.



## Some resource allocation problems

- Problem 4: *Sport team formation*

Two schoolchildren, Anna and David, have to form two sport teams.

Resources are players. Anna chooses first one member of her team, then David one, then again Anna, then David, etc.



## Some resource allocation problems

- Problem 5: *House allocation*

- Version 1:  $n$  houses have to be allocated to  $n$  agents (exactly one each!); each agent expresses a preference ranking over all houses.
- Version 2:  $n$  agents  $a_1, \dots, a_n$  initially live in house  $h_1, \dots, h_n$  respectively; each agent expresses a preference ranking over all houses; can we reallocate the houses so that some agent become happier but no agent becomes less happy?



## Some resource allocation problems

- Problem 6: *Combinatorial auction*

$\mathcal{O} = \{o_1, \dots, o_p\}$  set of objects

for each agent  $i$ ,  $V_i : 2^{\mathcal{O}} \rightarrow \mathbb{N}$

$V_i(X)$  = maximum price that  $i$  is ready to pay for the set of objects  $X$ .

if  $V_i$  additive for all  $i$ : then sell each object to its highest bidder

but  $V_i$  is generally *non-additive* :

- {left shoe}: 10 €; {right shoe}: 10 €; {left shoe, right shoe}: 50 €
- {lemonade}: 2 €; {beer}: 3 €; {lemonade, beer}: 4 €

optimal allocation  $\pi^*$ : maximizes the seller's revenue  $\sum_{i=1}^n V_i(\pi(i))$   
 where  $\pi(i)$  is the set of objects allocated to agent  $i$



## Resource allocation problem (informal)

- a set of *resources* to be allocated
- a set of *agents*
- agents have *preferences* over resources
- the final *allocation* is subject to some *feasibility constraints*

... a final allocation is found somehow



## Resource allocation problem (informal)

- a set of *resources* to be allocated
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... a final allocation is found somehow

Without additional parameters being fixed it is difficult to give a more precise definition.



## 1. Centralized versus decentralized

- Finding the allocation requires the agents to express, in one way or another, their preferences.
- The process that consists in querying the agents about their preferences is called **preference elicitation**.

**Centralized mechanism** There is a central authority that elicits the agents' preferences, and then determines the output allocation.

**Decentralized / distributed mechanism** There is no central authority, and the agents themselves compute the allocation, revealing their preferences by certain specific (inter)actions.



## 2. Divisible versus indivisible resources

### Divisible resources

- homogeneous
- heterogeneous

### Indivisible resources

- coming in single units
- coming in multiple units



### 3. Ordinal versus cardinal preferences

**Cardinal preferences** Agents associate **numerical values** with (sets of) resources

**Ordinal preferences** Agents are only allowed to **rank** with (sets of) resources



## 4. One-to-one versus many-to-one

### One-to-one allocation

Each agent gets exactly one resource: *matching problem*

### Many-to-one allocation

Each agent gets possibly several resources (*bundles*)



## 5. Money and initial endowments

**Money or no money** Is there any money involved in the mechanism? Do the agents pay and/or receive money?

**Initial endowments** Do the agents initially own resources?



## 6. Shareable versus nonshareable

**Non-shareable resources** Each resource is allocated to a single agent, who is the only one who can enjoy it.

**Shareable resources** Resources can be allocated to several (or even all) agents.



## 7. Fairness versus efficiency

**Fairness** What counts above all is to be fair and equitable to the agents: **fair division**

**Efficiency** What counts is the global efficiency of the outcome (for instance, monetary revenue)

Often: a mix of both.



## Centralized fair division

### Given

- a set of *resources* to be allocated
  - a set of *agents*
  - *preferences* of agents over resources
  - the final *allocation* being subject to some *feasibility constraints*
  - *fairness (and efficiency) criteria* for evaluating the quality of allocation
- ... determine a fair allocation of resources to agents



## Decentralized fair division

### Given

- a set of *resources* to be allocated
- a set of *agents*
- some prior knowledge about agents' *preferences* over resources
- the final *allocation* being subject to some *feasibility constraints*
- *fairness criteria* for evaluating the quality of allocation

... find an interaction protocol between agents guaranteeing that the outcome will have certain level of fairness.



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## Admissible bundles

From now on we focus on indivisible goods.

- $O = \{o_1, \dots, o_m\}$  indivisible objects
- $2^O$  set of all *bundles of objects*
- $\mathcal{X} \subseteq 2^O$  set of admissible bundles that an agent may receive

Examples of admissible bundles:

- cardinality constraint: each agent receives exactly  $k$  objects:

$$\mathcal{X} = \{S \subseteq O, |S| \leq k\}$$

- categorized items (Mackin and Xia, 15): objects are clustered in *categories* and each agent receives exactly one item from each category:

$$\mathcal{X} = D_1 \times \dots \times D_p$$

where  $D_i$  is the set of all objects of category  $i$ .

Example: one first dish + one main dish + one drink per agent



## Preferences over bundles

- $N$  sets of agents
- $O = \{o_1, \dots, o_m\}$  indivisible objects

Notation:  $[o_1 o_2 | o_3 | o_4 o_5]$  is the allocation where that agent 1 receives  $\{o_1 o_2\}$ , 2 receives  $\{o_3\}$ , 3 receives  $\{o_4, o_5\}$ .

“No externality” assumption:

an agent's preferences bear only on the bundle she receives

- 1 is indifferent between  $[o_1 o_2 | o_3 | o_4 o_5]$  and  $[o_1 o_2 | o_3 o_5 | o_4]$
- 2 is indifferent between  $[o_1 o_2 | o_3 | o_4 o_5]$  and  $[\emptyset | o_3 | o_1 o_2 o_4 o_5]$
- etc.

Therefore: it is sufficient to know each agent's preferences over *bundles* (as opposed to her preferences over all allocations).



## Preference structures

Specifying preferences on  $\mathcal{X}$ : **comparing, ranking, evaluating** bundles.



## Preference structures

### Ordinal preferences

Preference relation on  $\mathcal{X}$ : **reflexive and transitive relation**  $\succeq$

$x \succeq y$        $x$  is at least as good as  $y$

$x \succ y$      $\Leftrightarrow$      $x \succeq y$  and not  $y \succeq x$   
 $x$  is preferred to  $y$  (**strict preference**)

$x \sim y$      $\Leftrightarrow$      $x \succeq y$  and  $y \succeq x$   
 $x$  and  $y$  are equally preferred (**indifference**)

$x \not\sim y$      $\Leftrightarrow$     neither  $x \succeq y$  nor  $y \succeq x$   
 $x$  and  $y$  are (**incomparable**)

$\succeq$  is often assumed to be complete (no incomparabilities)

More sophisticated models: interval orders, semi-orders etc.



## Preference structures

### Cardinal preferences

- Utility function  $u : \mathcal{X} \rightarrow \mathbb{R}$
- More generally  $u : \mathcal{X} \rightarrow V$  ordered scale; example:  
 $V = \{unacceptable, bad, medium, good, excellent\}$

From cardinal preferences to ordinal preferences:

$$x \succeq_u y \Leftrightarrow u(x) \geq u(y)$$



## Preference structures

### Dichotomous preferences

- $A \subseteq \mathcal{X}$  set of acceptable bundles
- dichotomous preferences are cardinal preferences:

$$V = \{0,1\}; \quad u(S) = 1 \Leftrightarrow S \in A.$$

- dichotomous preferences are ordinal preferences:

$$S \succeq S' \Leftrightarrow (S \in A) \text{ or } (S' \notin A).$$



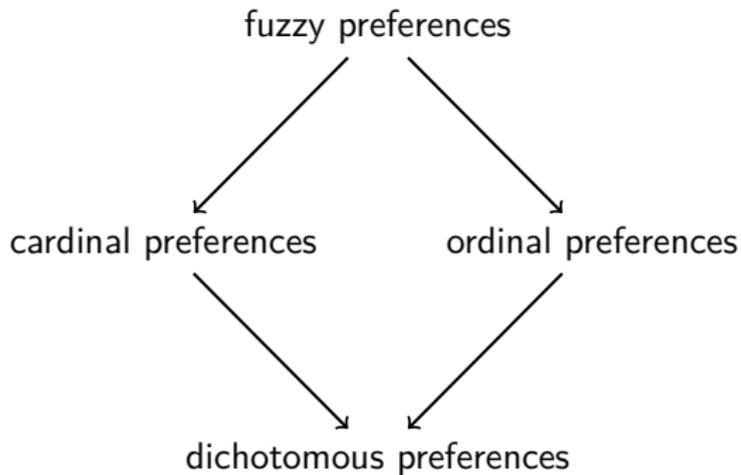
## Preference structures

### Fuzzy preferences

- $\mu_R : \mathcal{X}^2 \rightarrow [0, 1]$
- $\mu_R(x, y)$  degree to which  $x$  is preferred to  $y$ .
- more general than both cardinal and ordinal preferences



## Preference structures





## Monotonicity

- $O = \{o_1, \dots, o_m\}$  indivisible objects
- $2^O$  set of all *bundles of objects*
- $\mathcal{X} \subseteq 2^O$  set of admissible bundles that an agent may receive

Typically, preferences over bundles are *monotonic*: receiving one more good never makes an agent less happy.

- ordinal preferences: if  $S \supseteq S'$  then  $S \succeq S'$
- cardinal preferences: if  $S \supseteq S'$  then  $u(S) \geq u(S')$

Strict monotonicity:

- ordinal preferences: if  $S \supset S'$  then  $S \succ S'$
- cardinal preferences: if  $S \supset S'$  then  $u(S) > u(S')$



## Preferential dependencies

Existence of *preferential dependencies* between variables:

- I'd like to have two consecutive time slots for my lectures (but not three)
- if I don't get the shared custody of the children then at least I'd like to keep the cat
- I want Ann or Charles or Daphne in my team, each of whom would be an excellent goal keeper
- if I receive the left shoe then I'm ready to pay more for the right shoe



## An incursion into multi-attribute utility theory

- $N = \{1, 2, \dots, n\}$  set of attributes
- $D_i$ : set of values for the  $i$ th attribute
- $\mathcal{X} = D_1 \times \dots \times D_n$  set of all conceivable alternatives. Here:
  - in general,  $\mathcal{X} = 2^O$ : attribute  $X_i$  is object  $o_i$ , binary domains  $\{in, out\}$
  - (in categorized domains) attributes are categories.
- $J \subseteq N$  subset of attributes
- $D_J = \prod_{j \in J} D_j$ ,  $D_{-J} = \prod_{j \notin J} D_j$ ,
- $(x_J, y_{-J}) \in \mathcal{X}$ : contains  $x_j$  for each  $i \in J$  and  $y_i$  for each  $i \notin J$
- $(x_i, y_{-i}) \in \mathcal{X}$ : identical to  $y$  except for the value of attribute  $i$ .

Example:

- $\mathcal{X} = 2^{\{o_1, o_2, o_3, o_4, o_5\}}$
- $x = (in, out, out, in, in) = \{o_1, o_4, o_5\}$ ;
- $y = (out, in, in, in, out) = \{o_2, o_3, o_4\}$ ;
- $(x_1, y_{-1}) = (in, in, in, in, out) = \{o_1, o_2, o_3, o_4\}$



## An incursion into multi-attribute utility theory

The simplest model: *representing preferences via additively decomposable utilities*

(a) for all  $x, y \in \mathcal{X}$ ,  $x \succeq y \Leftrightarrow u(x) \geq u(y)$

(b) for all  $x = (x_1, \dots, x_n) \in \mathcal{X}$ ,  $u(x) = \sum_{i=1}^n u_i(x_i) \geq \sum_{i=1}^n u_i(y_i)$

- $x = (x_1, \dots, x_n), y = (y_1, \dots, y_n)$ : alternatives
- $x_i$  value of  $x$  on attribute  $i$
- $u_i(x_i)$  marginal utility value of  $x$  on attribute  $i$

*When does an agent have an additively decomposable utility function?*



## Additive decompositions

Start with two attributes:  $\mathcal{X} = D_1 \times D_2$

An agent's preference relation on  $\mathcal{X}$  is representable by an additively decomposable utility function iff

$$\text{for all } x, y \in \mathcal{X}, x \succeq y \Leftrightarrow u_1(x_1) + u_2(x_2) \geq u_1(y_1) + u_2(y_2)$$

where  $u_1 : D_1 \rightarrow \mathbb{R}; u_2 : D_2 \rightarrow \mathbb{R}$

A first necessary condition (Debreu, 1954):  $\succeq$  must be a weak order, *i.e.*, a relation satisfying

- completeness: for all  $x, y \in \mathcal{X}$ , either  $x \succeq y$  or  $y \succeq x$ .
- transitivity: for all  $x, y \in \mathcal{X}$ ,  $x \succeq y$  and  $y \succeq z$  implies  $x \succeq z$ .

*From now on we assume that  $\succeq$  is a weak order.*



## Additive decompositions: 2-dimensional spaces

Assume there exists  $u$  representing  $\succeq$ . Then for every  $x_1, y_1 \in D_1$  and  $x_2, y_2 \in D_2$ ,

$$\begin{aligned}(x_1, x_2) \succeq (y_1, x_2) &\Leftrightarrow u_1(x_1) + u_2(x_2) \geq u_1(y_1) + u_2(x_2) \\ &\Leftrightarrow u_1(x_1) \geq u_1(y_1) \\ &\Leftrightarrow u_1(x_1) + u_2(y_2) \geq u_1(y_1) + u_2(y_2) \\ &\Leftrightarrow (x_1, y_2) \succeq (y_1, y_2)\end{aligned}$$

This property expresses some independence between the attributes: the decision maker takes into account the attributes separately.



## Preferential independence for two attributes

Preferential independence (Keeney & Raiffa, 76):

Attribute 1 is preferentially independent from attribute 2 (w.r.t.  $\succeq$ ) if for all  $x_1, y_1 \in D_1$  and  $x_2, y_2 \in D_2$ ,

$$(x_1, x_2) \succeq (y_1, x_2) \Leftrightarrow (x_1, y_2) \succeq (y_1, y_2)$$

The preferences over the possible values of  $D_1$  are independent from the value of  $D_2$

### Example

Two binary attributes  $A, B$  with domains  $\{a, \bar{a}\}, \{b, \bar{b}\}$

Preference relation:  $ab \succ a\bar{b} \succ \bar{a}\bar{b} \succ \bar{a}b$



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$A$  preferentially independent from  $B$



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$A$  preferentially independent from  $B$

$B$  preferentially dependent on  $A$



## Separability for two attributes

**Separability** A preference relation  $\succeq$  on  $\mathcal{X} = D_1 \times D_2$  is *separable* if 1 is independent from 2 and 2 is independent from 1 w.r.t.  $\succeq$ .

- $ab \succ a\bar{b} \succ \bar{a}\bar{b} \succ \bar{a}b$  not separable
- $ab \succ a\bar{b} \succ \bar{a}b \succ \bar{a}\bar{b}$  separable



## Preferential independence for $n$ attributes

$N$  set of attributes;  $\{U, V, W\}$  partition of  $N$ .

$D_U = \times_{i \in U} D_i$  etc.

Conditional preferential independence (Keeney & Raiffa, 76)

$U$  is preferentially independent from  $V$  (given  $W$ ) iff

for all  $u, u' \in D_U$ ,  $v, v' \in D_V$ ,  $w, w' \in D_W$ ,  
 $(u, v, w) \succeq (u', v, w)$  iff  $(u, v', w) \succeq (u', v', w)$

*given any fixed value  $w$  of  $W$ , the preferences over the possible values of  $U$  are independent from the value of  $V$*

$$abc \succ ab\bar{c} \succ a\bar{b}\bar{c} \succ \bar{a}\bar{b}c \succ \bar{a}\bar{b}\bar{c} \succ \bar{a}bc \succ \bar{a}b\bar{c}$$



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- $a$  independent from  $\{b, c\}$ ?



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- $a$  independent from  $\{b, c\}$ ? yes
- $\{b, c\}$  independent from  $a$ ?



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- $a$  independent from  $\{b, c\}$ ? yes
- $\{b, c\}$  independent from  $a$ ? no
- $b$  independent from  $\{a, c\}$ ?



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- $a$  independent from  $\{b, c\}$ ? yes
- $\{b, c\}$  independent from  $a$ ? no
- $b$  independent from  $\{a, c\}$ ? no
- $b$  independent from  $a$  given  $c$ ? no
- $b$  independent from  $c$  given  $a$ ? yes



## Separability and weak separability

- $U \subseteq N$  is *independent* for  $\succeq$  if  $U$  is preferentially independent from  $N \setminus U$
- $\succeq$  is *separable* if for every  $U \subseteq N$ ,  $U$  is independent for  $\succeq$
- $\succeq$  is *weakly separable* if for every  $i \in N$ ,  $\{i\}$  is independent for  $\succeq$

(Remark: both notions coincide for  $n = 2$ )

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  - $\succsim$  is not weakly separable ( $b$  not independent from  $c$  given  $a$ )
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  - $\succsim$  is weakly separable



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  - $\succsim$  is weakly separable
  - $\succsim$  is not strongly separable



## Additive decompositions

*Question:* is a strongly separable weak order  $\succeq$  always representable by an additively decomposable utility function?

- $\mathcal{X} = D_1 \times D_2$  with  $D_1 = \{a, b, c\}$  and  $D_2 = \{d, e, f\}$
- $ad \succ bd \succ ae \succ af \succ be \succ cd \succ ce \succ bf \succ cf$
- $\succeq$  separable
- however  $\succeq$  cannot be represented by  $u = u_1 + u_2$

$$(1) \quad af \succ be \Rightarrow u_1(a) + u_2(f) > u_1(b) + u_2(e)$$

$$(2) \quad be \succ cd \Rightarrow u_1(b) + u_2(e) > u_1(c) + u_2(d)$$

$$(3) \quad ce \succ bf \Rightarrow u_1(c) + u_2(e) > u_1(b) + u_2(f)$$

$$(4) \quad bd \succ ae \Rightarrow u_1(b) + u_2(d) > u_1(a) + u_2(e)$$

---


$$(1) + (2) \quad u_1(a) + u_2(f) > u_1(c) + u_2(d)$$

$$(3) + (4) \quad u_1(c) + u_2(d) > u_1(a) + u_2(f)$$



## Additive independence

We need a stronger notion of independence.

$N = \{1, \dots, n\}$  attributes

Von Neumann - Morgenstern lottery over  $\mathcal{X}$ :

$$[(p, x); (1 - p, x')]$$

where  $x, x' \in \mathcal{X}$

### Additive independence

$\succsim$  satisfies *additive independence* if for every pair of lotteries  $L, L'$  over  $\mathcal{X}$  such that for every attribute  $i$ ,  $L$  and  $L'$  have the same marginal probabilities over  $D_i$ , we have  $L \sim L'$ .



## Additive independence

$n = 2$ ;  $\mathcal{X} = D_A \times D_B$ .

Example : let  $\succeq$  on the set of lotteries over  $\mathcal{X}$  defined by  $L \succeq L'$  if  $\bar{u}(L) \geq \bar{u}(L')$  where  $u$  defined as follows:

$$\begin{array}{lll} u(a_0, b_0) = 10 & u(a_0, b_1) = 7 & u(a_0, b_2) = 5 \\ u(a_1, b_0) = 9 & u(a_1, b_1) = 6 & u(a_1, b_2) = 4 \\ u(a_2, b_0) = 5 & u(a_2, b_1) = 2 & u(a_2, b_2) = 0 \end{array}$$

- $[0.5, (a_1, b_1); 0.5, (a_0, b_0)] \sim [0.5, (a_1, b_0); 0.5, (a_0, b_1)]$
- $[0.5, (a_2, b_1); 0.5, (a_0, b_0)] \sim [0.5, (a_2, b_0); 0.5, (a_0, b_1)]$
- etc.

$\succeq$  satisfies additive independence.



## Additive independence

$n = 2$ ;  $\mathcal{X} = D_A \times D_B$ . Let  $\succeq$  satisfying additive independence.  
For any  $a, a' \in D_A, b, b' \in D_B$  we have

$$0.5u(a, b) + 0.5u(a', b') = 0.5u(a, b') + 0.5u(a', b)$$

therefore

- fix  $a_0 \in D_A, b_0, b_1 \in D_B$ ;
- $u(a, b_0) - u(a, b_1) = u(a_0, b_0) - u(a_0, b_1) = C$
- $u(a, b_0) = u(a, b_1) + (u(a_0, b_0) - u(a_0, b_1)) = u(a, b_1) + C$

All marginal utility functions  $u_A(., b) : D_A \rightarrow \mathbb{R}$  are the same up to a translation.

- fix  $u(a_0, b_0) = 0$ .
- $u(a, b) = u(a, b_0) + u(a_0, b) = u_A(a) + u_B(b)$
- $u$  is additively decomposable!



## Additive independence

Characterization of additively decomposable utilities (Fishburn):

*A weak order  $\succeq$  satisfies additive independence if and only if there exists an additively decomposable utility function  $u$  such that for all lotteries  $L, L'$  over  $X$ , we have  $L \succeq L'$  if and only if  $\bar{u}(L) \geq \bar{u}(L')$*

$\bar{u}(L)$  expected utility of  $L$

*Remark:* this is a characterization theorem for preference relations over lotteries. Can we find a characterization theorem for preferences over alternatives?



## Additive independence

A characterization when  $\mathcal{X}$  is *finite*.

$\mathcal{X} = D_1 \times \dots \times D_n$  where each  $D_i$  is a finite set.

Let  $m$  be an integer  $\geq 2$  and let  $x^1, \dots, x^m, y^1, \dots, y^m \in \mathcal{X}$ . We say that

$$(x^1, \dots, x^m) E^m (y^1, \dots, y^m)$$

if for all attributes  $i \in N$ ,  $(x_i^1, \dots, x_i^m)$  is a permutation of  $(y_i^1, \dots, y_i^m)$ .

Suppose that  $(x^1, \dots, x^m) E^m (y^1, \dots, y^m)$ ;  $u$  is additively decomposable then

$$\sum_{j=1}^m \sum_{i=1}^n u_i(x_i^j) = \sum_{j=1}^m \sum_{i=1}^n u_i(y_i^j)$$

Therefore, if  $x^j \succeq y^j$  for all  $j = 1, \dots, m-1$  then  $x^m \preceq y^m$ .

**Condition  $C^m$**  Let  $m \geq 2$ .  $C^m$  holds if for all  $x^1, \dots, x^m, y^1, \dots, y^m \in \mathcal{X}$  such that  $(x^1, \dots, x^m) E^m (y^1, \dots, y^m)$ , we have

$$x^j \succeq y^j \text{ for all } j = 1, \dots, m-1 \text{ implies } x^m \preceq y^m$$



## Additive independence

### Theorem (Fishburn)

Let  $\succeq$  be a weak order on a finite set  $\mathcal{X} = D_1 \times \dots \times D_n$ . There are real-valued functions  $u_i$  on  $D_i$  such that  $u(x) = \sum_{i=1}^n u_i(x_i)$  for all  $x \in \mathcal{X}$  if and only if  $\succeq$  satisfies  $C^m$  for all  $m$ .

*Remark:* for a set  $\mathcal{X}$  of given cardinality, only a finite number of values of  $m$  have to be checked.



## Combinatorial spaces. . .

- $O = \{o_1, \dots, o_m\}$  indivisible objects
- $2^O$  set of all *bundles of objects*
- $\mathcal{X} \subseteq 2^O$  set of admissible bundles that an agent may receive

Each agent has to express her preferences over  $\mathcal{X}$ :

- Sometimes, this is not a problem (for instance: one-to-one allocation)
- However, generally  $\mathcal{X}$  has a heavy *combinatorial structure*



## Combinatorial spaces. . .

### The combinatorial trap. . .

Two objects. . .

$\sigma_1 \sigma_2 \succ \sigma_2 \succ \sigma_1 \succ \emptyset \rightarrow 4$  subsets to compare



## Combinatorial spaces. . .

### The combinatorial trap. . .

Four objects. . .

$o_1 o_2 o_3 o_4 \succ o_1 o_2 o_4 \succ o_1 o_3 o_4 \succ o_2 o_3 o_4 \succ o_1 o_2 o_3 \succ o_1 o_3 \succ o_2 o_4 \succ$   
 $o_3 o_4 \succ o_1 o_4 \succ o_1 \succ o_2 \succ o_4 \succ o_3 \succ \emptyset \rightarrow 16 \text{ subsets}$



## Combinatorial spaces...

### The combinatorial trap...

Twenty binary variables...

$0_8 0_5 \vee 0_5 0_3 0_9 \vee 0_8 \vee \emptyset \vee 0_5 \vee 0_8 0_5 0_3 0_9 \vee 0_8 0_3 \vee 0_5 0_9 \vee 0_3 0_9 \vee$   
 $0_8 0_9 \vee 0_8 0_3 0_9 \vee 0_5 0_3 \vee 0_9 \vee 0_3 \vee 0_8 0_5 0_9 \vee 0_8 0_5 0_3 0_1 0_2 0_5 0_8 0_9 \vee$   
 $0_1 0_5 0_6 \vee 0_7 \vee 0_2 0_3 0_4 0_5 0_6 0_7 0_8 \vee 0_1 0_2 0_3 0_4 0_5 \vee 0_1 0_3 \vee 0_2 \vee$   
 $0_1 0_3 0_7 0_9 \vee 0_1 0_5 \vee 0_1 0_7 0_8 0_9 \vee 0_2 \vee 0_4 \vee 0_6 \vee 0_1 0_7 \vee 0_1 0_2 0_3 \vee$   
 $0_1 0_2 \vee 0_2 0_5 0_4 \vee 0_1 \vee 0_2 \vee 0_1 0_2 0_5 0_4 \vee 0_1 0_5 \vee 0_2 0_4 \vee 0_5 0_4 \vee$   
 $0_1 0_4 \vee 0_1 0_5 0_4 \vee 0_2 0_5 \vee 0_4 \vee 0_5 \vee 0_1 0_2 0_4 \vee 0_1 0_2 0_5 \vee 0_1 0_5 \vee$   
 $0_5 0_3 0_9 \vee 0_1 \vee \emptyset \vee 0_5 \vee 0_1 0_5 0_3 0_9 \vee 0_1 0_3 \vee 0_5 0_9 \vee 0_3 0_9 \vee 0_1 0_9 \vee$   
 $0_1 0_3 0_9 \vee 0_5 0_3 \vee 0_9 \vee 0_3 \vee 0_1 0_5 0_9 \vee 0_1 0_5 0_3 0_9 0_6 0_5 0_1 0_9 \vee 0_9 0_5 0_6 \vee$   
 $0_7 \vee 0_6 0_3 0_4 0_5 0_6 0_7 0_1 \vee 0_9 0_6 0_3 0_4 0_5 \vee 0_9 0_3 \vee 0_6 \vee 0_9 0_3 0_7 0_9 \vee$   
 $0_9 0_5 \vee 0_9 0_7 0_1 0_9 \vee 0_6 \vee 0_4 \vee 0_6 \vee 0_9 0_7 \vee 0_9 0_6 0_3 \vee 0_9 0_6 \vee$   
 $0_6 0_5 0_4 \vee 0_9 \vee 0_6 \vee 0_9 0_6 0_5 0_4 \vee 0_9 0_5 \vee 0_6 0_4 \vee 0_5 0_4 \vee 0_9 0_4 \vee$

→ 1048575 subsets → the expression takes more than 12 days.



## The dilemma

- The expression of **preferential dependencies** is often necessary.
- **but** ... Representing and eliciting  $\succeq$  or  $u$  *in extenso* is unfeasible in practice.



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## Combinatorial spaces: the dilemma

$n$  attributes, each with  $d$  possible values  $\Rightarrow d^n$  alternatives

[In fair division: alternatives are bundles of objects]

Way 1 Assume preferential independence

- elicitation and optimization are made easier (e.g. using decomposable utilities)
- *but* weak expressivity (impossibility to express preferential dependencies).

Way 2 Allow the user to express any possible preference over the alternatives

- full expressivity
- *but* representing and eliciting  $\succeq$  or  $u$  *in extenso* is unfeasible in practice.



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Half-way: *languages for compact preference representation*



## Representation languages for fair division

- $O = \{o_1, \dots, o_m\}$  set of objects
- $\mathcal{X} = 2^O$

**Representation language** :  $\langle L, I_L \rangle$ , where

- $L$  language
- $I_L : \Phi \in L \mapsto$  preference relation  $\succeq_\Phi$  or utility function  $u_\Phi$  induced by  $\Phi$



## Representation languages for fair division

### Example 1: a language for dichotomous preferences:

- $L_{prop}$ : set of all propositional formulas built from the propositional symbols  $\{o_1, \dots, o_n\}$
- $\varphi \in L \mapsto u_\varphi$  defined by  $u(S) = 1$  if  $S \models \varphi$ ,  $= 0$  otherwise.



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### Example

- $\mathcal{O} = \{ \text{phone}, \text{laptop}, \text{camera}, \text{monitor}, \text{printer}, \text{DVD} \}$ .
- Goal:  $\text{DVD} \wedge \left( (\text{printer} \wedge \text{monitor}) \vee \text{laptop} \right)$



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**Example 2: (obvious) language for additive utility functions:**

- $L_{add}$ : set of all collections of real numbers

$$W = \{u_i, 1 \leq i \leq m\}$$

$$\text{for all } S \subseteq O, u_W(S) = \sum_{i, o_i \in S} u_i$$



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### Example 3: “explicit” representations

- for utility functions:  $L_{exp} =$  set of all collections of pairs

$$\{ \langle S, u(S) \rangle \mid S \in \mathcal{X} \}$$

- for preference relations:  $L'_{exp} =$  list

$$S_1 \succ S_2 \succ S_3 \succ \dots$$

representing a ranking over  $\mathcal{X}$ .



## Representation languages

*On which criteria can we evaluate the different languages?*

- **Expressive power:** what is the set of all preference structures expressible in the language?



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- **Succinctness:** (informally)  $\langle L_1, I_{L_1} \rangle$  is at least as succinct as language  $\langle L_2, I_{L_2} \rangle$  if any preference structure expressible in  $\langle L_2, I_{L_2} \rangle$  can be expressed in  $\langle L_1, I_{L_1} \rangle$  *without any exponential growth of size*.



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- **Computational complexity:** how hard is it to compare two alternatives or to find an optimal alternative when the preferences are represented in  $\langle L, I_L \rangle$ ?
- **Easiness of elicitation**  
*Preference elicitation* = interaction with a user, so as to acquire her preferences, encoded in a language  $\langle L, I_L \rangle$ .  
Is it easy to construct protocols for eliciting the agent's preferences in  $\langle L, I_L \rangle$ ?



## Expressive power

Representation language:  $\langle L, I_L \rangle$

*Expressive power of a language* = set of all preference structures that can be expressed in the language =  $I_L(L)$ .

$\langle L, I_L \rangle$  at least as expressive as  $\langle L', I_{L'} \rangle$  iff  $I_L(L) \supseteq I_{L'}(L')$ .

Examples :

- expressive power of  $L_{add}$ : all additive utility functions over  $\mathcal{X}$ ;
- expressive power of  $L_{exp}$ : all utility functions over  $\mathcal{X}$ .

$\langle L_{exp}, I_{L_{exp}} \rangle$  is more expressive than  $\langle L_{add}, I_{L_{add}} \rangle$ .



## Succinctness

*Relative notion:*

$\langle L_1, I_{L_1} \rangle$  is at least as succinct as  $\langle L_2, I_{L_2} \rangle$  if there exists  $F : L_2 \rightarrow L_1$  and a polynomial function  $p$  such that for all  $\Phi \in L_2$ :

- $I_{L_2}(\Phi) = I_{L_1}(F(\Phi))$ :  $\Phi$  and  $F(\Phi)$  induce the same preferences
- $|F(\Phi)| \leq p(|\Phi|)$ : the translation is succinct

Example:

- $\langle L_{exp,add}, I_{exp,add} \rangle =$  explicit representation restricted to additive utility functions = set of all collections of pairs

$$U = \{ \langle x, u(x) \rangle \mid x \in \mathcal{X} \}$$

such that  $u$  is additively decomposable

- $\langle L_{add}, I_{L_{add}} \rangle$  is strictly more succinct than  $L_{exp,add}$ ;
- but  $\langle L_{exp}, I_{L_{exp}} \rangle$  and  $\langle L_{add}, I_{L_{add}} \rangle$  are incomparable because  $\langle L_{exp}, I_{L_{exp}} \rangle$  is more expressive than  $\langle L_{add}, I_{L_{add}} \rangle$ .



## Computational complexity

What is the computational complexity of the following problems *when the preferences on  $\mathcal{X}$  are represented in the language  $\langle L, I_L \rangle$* :

Given an input  $\Phi$  in the language  $\langle L, I_L \rangle$ , ...

- DOMINANCE: and  $x, y \in \mathcal{X}$ , do we have  $x \succeq_{\Phi} y$ ?
- OPTIMISATION: find the preferred alternative (or one of the preferred alternatives)

*(trivial for monotonic preferences)*

- CONSTRAINED OPTIMISATION: and a subset  $C$ , possibly defined succinctly, find the preferred option (or one of the preferred options)  $x \in C$ .

Measuring hardness uses *computational complexity* notions.



## Elicitation

*Preference elicitation* = interaction with a user, so as to acquire her preferences, encoded in a language  $L$  (or more generally, so as to acquire *enough information* about her preferences)

Construction of elicitation protocols for some families of languages:

- exploiting preferential independencies so as to reduce the amount of information to elicit and the cognitive effort spent in communication;
- trade-off expressivity vs. elicitation complexity.



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## Ranking single objects

- $O = \{o_1, \dots, o_m\}$  set of objects
- $\mathcal{X} = 2^O$
- $L_{sing}$ : set of all rankings over  $O$
- for each ranking  $\triangleright$  over  $O$ ,  $I(\triangleright) = \succ$  is the *monotonic and separable extension* of  $\triangleright$  to  $2^O$ , that is, the smallest preference relation  $\succ$  over  $2^O$  such that
  - $\succ$  extends  $\triangleright$ : for all  $o_i, o_j \in O$ ,  $o_i \triangleright o_j$  implies  $\{o_i\} \succ \{o_j\}$
  - $\succ$  is separable
  - $\succ$  is monotonic
- $\succ$  sometimes called the *Bossong-Schweigert extension*, or the *responsive extension* of  $\triangleright$ .



## Ranking single objects

$$m = 2, o_1 \triangleright o_2$$

$o_1 o_2$



$o_1$



$o_2$

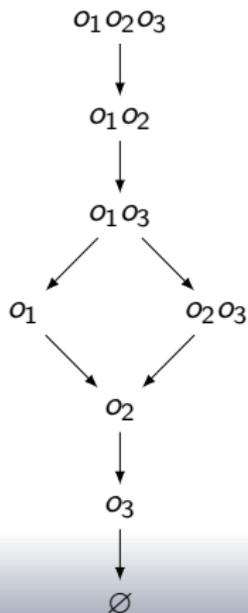


$\emptyset$



## Ranking single objects

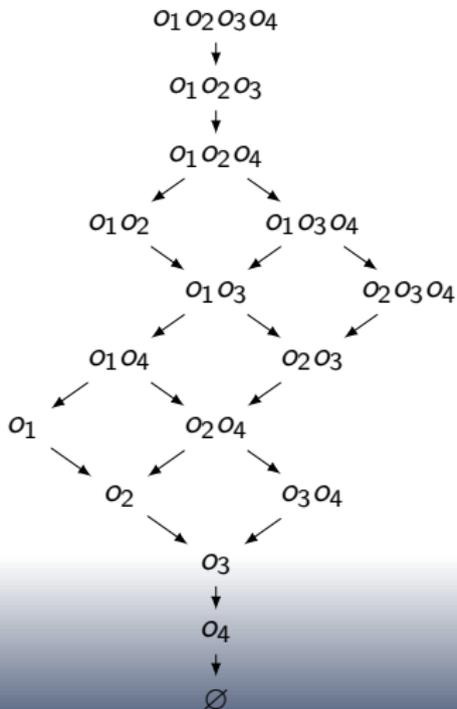
$m = 3, o_1 \triangleright o_2 \triangleright o_3$





## Ranking single objects

$m = 3, o_1 \triangleright o_2 \triangleright o_3 \triangleright o_4$





## Ranking single objects

Pros:

- communication complexity:  $O(m \cdot \log m)$ .

Cons:

- assumes separability: what will an agent report if she prefers  $o_2$  over  $o_3$  when she has  $o_1$  and  $o_3$  over  $o_2$  if not?

$$o_1 o_2 o_3 \succ o_1 o_2 \succ o_2 o_3 \succ o_1 \succ o_3 \succ o_2 \succ \emptyset$$

$$o_1 \triangleright o_3 \triangleright o_2 \text{ or } o_1 \triangleright o_2 \triangleright o_3 ?$$

- produces a (very) partial order



## Conditional importance networks

(Bouveret, Endriss, Lang, 09)

- allow to express conditional importance statements such as

$$\bar{a}b : cde \triangleright fg$$

if I have  $a$  and I do not have  $b$   
then I prefer to have  $\{c, d, e\}$  rather than  $\{f, g\}$   
all other things being equal



## Conditional importance networks

### Conditional importance statement

$S^+, S^- : S_1 \triangleright S_2$  (with  $S^+, S^-, S_1$  and  $S_2$  pairwise-disjoint).

$\succ$  is compatible with  $S^+, S^- : S_1 \triangleright S_2$  if for every  $A, B \subseteq O$  such that

- $A \supseteq S^+$  and  $B \supseteq S^+$
- $A \cap S^- = \emptyset$  and  $B \cap S^- = \emptyset$
- $A \supseteq S_1$  and  $B \not\supseteq S_1$
- $B \supseteq S_2$  and  $A \not\supseteq S_2$
- for each  $o \in O \setminus (S^+ \cup S^- \cup S_1 \cup S_2)$ , we have  $o \in A$  iff  $o \in B$

then  $A \succ B$

**Example:**  $a\bar{d} : b \triangleright ce$  implies for example  $ab \succ ace$ ,  $abfg \succ acefg$ , ...

### CI-net

A CI-net is a set  $\mathcal{N}$  of conditional importance statements.



## Conditional importance networks

### Conditional importance statement

$\mathcal{S}^+, \mathcal{S}^- : \mathcal{S}_1 \triangleright \mathcal{S}_2$  (with  $\mathcal{S}^+, \mathcal{S}^-, \mathcal{S}_1$  and  $\mathcal{S}_2$  pairwise-disjoint).

### CI-net

A CI-net is a set  $\mathcal{N}$  of conditional importance statements on  $\mathcal{V}$ .

### Preference relation induced from a CI-net

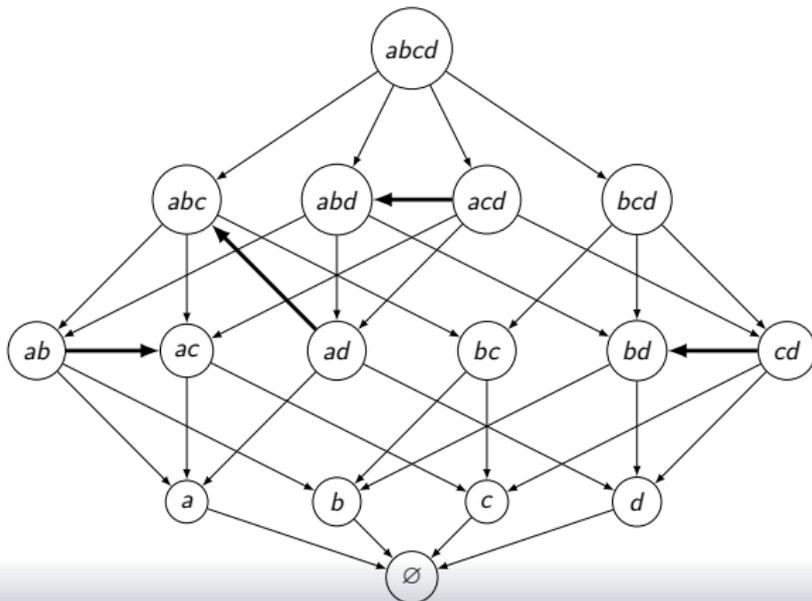
$\succ_{\mathcal{N}}$  is the smallest preference relation over  $2^{\mathcal{O}}$  such that

- $\succ_{\mathcal{N}}$  is compatible with every conditional importance statement in  $\mathcal{N}$
- $\succ_{\mathcal{N}}$  is monotonic



## Conditional importance networks

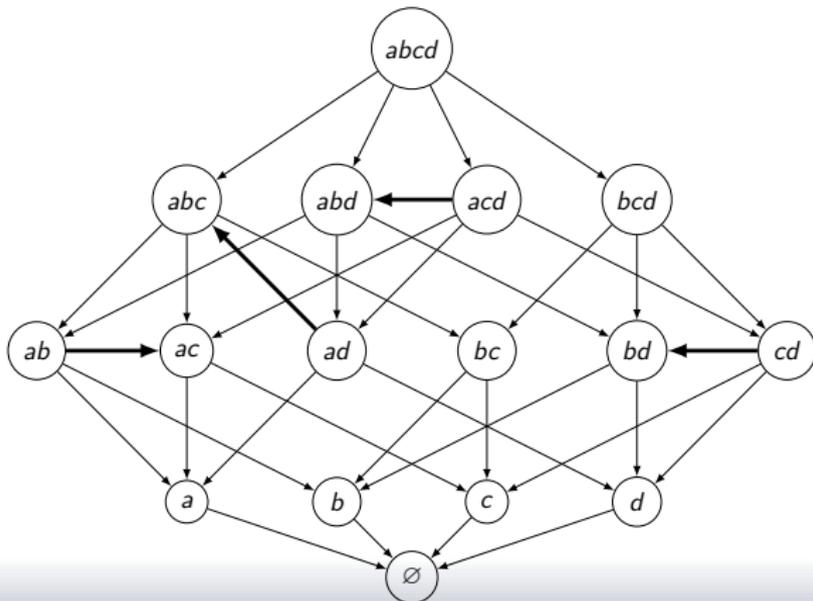
A CI-net of 4 objects  $\{a, b, c, d\}$ :  $\{a : d \triangleright bc, a\bar{d} : b \triangleright c, d : c \triangleright b\}$





## Conditional importance networks

A CI-net of 4 objects  $\{a, b, c, d\}$ :  $\{a : d \triangleright bc, a\bar{d} : b \triangleright c, d : c \triangleright b\}$



**Induced preference relation**  $\succ_{\mathcal{N}}$ : the smallest preference **monotonic** relation compatible with all CI-statements.



## Conditional importance networks

- we recover the singleton ranking form when the CI-net is of the form

$$\emptyset, \emptyset : o_1 \triangleright o_2$$

$$\emptyset, \emptyset : o_2 \triangleright o_3;$$

...

$$\emptyset, \emptyset : o_{m-1} \triangleright o_m$$

- CI-nets can express all strict monotonic preference relations on  $2^O$ .
- dominance and satisfiability: PSPACE-complete (existence of exponentially long irreducible dominance sequences)
- in P for precondition-free, singleton-comparing CI-statements (such as  $\{a \triangleright c, b \triangleright c, e \triangleright d\}$ ).



## Prioritized goals

- $\Phi = \{\varphi_1, \dots, \varphi_q\}$  + a weak order  $\succeq$  on  $\{\varphi_1, \dots, \varphi_q\}$
- equivalently,  $\Phi = \langle \Phi_1, \dots, \Phi_q \rangle$  where  $\Phi_1$  is the set of highest priority formulas, etc.

leximin semantics  $A \succ B$  if there is a  $k \leq q$  such that

- $|\{\varphi \in \Phi_i, A \models \Phi_k\}| = |\{\varphi \in \Phi_i, B \models \Phi_k\}|$ ;
- for each  $i < k$ :  $|\{\varphi \in \Phi_i, A \models \Phi_i\}| = |\{\varphi \in \Phi_i, B \models \Phi_i\}|$ .

discrimin semantics  $A \succ B$  if there is a  $k \leq q$  such that

- $\{\varphi \in \Phi_i, A \models \Phi_k\} \supset \{\varphi \in \Phi_i, B \models \Phi_k\}$ ;
- for each  $i < k$ :  $\{\varphi \in \Phi_i, A \models \Phi_i\} = \{\varphi \in \Phi_i, B \models \Phi_i\}$ .

Particular case: *conditionally lexicographic preferences*



## Outline

- 1 Informal introduction to fair division**
  - Resource allocation problems: six examples
  - Resource allocation and fair division: taxonomy
- 2 Preferences**
  - Preference structures
  - A brief incursion into multi-attribute utility theory
  - Combinatorial spaces and compact representation
- 3 Languages for compact preference representation**
- 4 Ordinal preference representation**
  - Ranking single objects
  - Conditional importance networks
  - Prioritized goals
- 5 Cardinal preference representation**
  - $k$ -additive utilities
  - Generalized Additive Independence
  - Weighted Goals



## $k$ -additive utilities

- A utility function over  $\mathcal{X} = 2^O$  is  **$k$ -additive** if it can be expressed as the sum of sub-utilities over subsets of objects of cardinality  $\leq k$ .
- $\Phi$ :  $u : \{S \subseteq O, |S| \leq k\} \rightarrow \mathbb{R}$

$$u(x) = \sum_{S \subseteq O, |S| \leq k} u(S)$$

*Example:*  $O = \{a, b, c, d\}, k = 2$

$$u(a, b, d) = u(ab) + u(ad) + u(bd) + u(a) + u(b) + u(d)$$



## $k$ -additive utilities

- $u$  is 1-additive  $\Leftrightarrow u$  is additive
- every utility function is  $m$ -additive ( $m = |O|$ )
- a  $k$ -additive function can be also expressed as the sum of sub-utilities over subsets of attributes of cardinality *exactly*  $k$ .

$$u(x) = \sum_{S \subseteq O, |S|=k} v(S)$$

- can be specified by values  $v(S)$  for all  $|S| = k$ :  $\binom{m}{k}$  values
- polynomially large if  $k$  is a constant, otherwise exponentially large



## $k$ -additive utilities

### *An example*

- $O$  consists of 10 pairs of shoes
- $u(S) = 10p + s$  if  $S$  contains a total of  $p$  matching pairs and in addition  $s$  single shoes
- $u$  is 2-additive:
  - $u(\{left_i\}) = u(\{right_i\}) = 1$  for all  $i$
  - $u(\{left_i, right_i\}) = 8$  for all  $i$
- Exercise: express  $u$  as the sum of local values of sets of *exactly* two shoes.



## $k$ -additive utilities

Another example

Categorized domain: three attributes  $N = \{main, dessert, wine\}$ , and

$$\mathcal{X} = \{Meat, Fish, Veggie\} \times \{Apple, Cake\} \times \{Red, White\}$$

$u_{main}$		$u_{dessert}$		$u_{wine}$		$u_{main, wine}$		$u_{main, dessert}$		$u_{dessert, wine}$				
$m$	8	$a$	1	$r$	1	$m$	5	-1	$m$	2	0	$r$	0	0
$f$	10	$c$	5	$w$	0	$f$	-1	5	$f$	0	0	$w$	0	0
$v$	12					$v$	0	0	$v$	0	3			

$$\begin{aligned}
 u(vrc) &= u_M(v) + u_D(c) + u_W(r) + u_{MW}(vr) + u_{MD}(vc) + u_{WD}(rc) \\
 &= 12 + 5 + 0 + 0 + 3 + 0 = 18
 \end{aligned}$$

- Exercise: find the optimal alternative



## Incursion into computational complexity

Two key notions from computational complexity theory:

- a problem is in the class  $P$  if it can be solved by an algorithm running in an amount of time bounded by a polynomial function of the size of the input data.
- a decision problem (= checking that a property holds) is in  $NP$  (*nondeterministic polynomial time*) if given a solution of the problem, this solution can be verified in polynomial time
- a problem is  $NP$ -hard if it is “at least as difficult” as all problems in  $NP$
- a decision problem is  $NP$ -complete if (a) it is in  $NP$  and (b) it is  $NP$ -hard
- it is strongly believed that  $P$  is strictly contained in  $NP$  (therefore: for solving an  $NP$ -complete problem, so far we only have exponential-time algorithms).



## $k$ -additive form: complexity

For any  $k \geq 2$ :

given a  $k$ -additive representation...

- and an alternative  $x$ , computing  $u(x)$  is in P
- and a number  $\alpha$ , checking that there exists an alternative  $x$  such that  $u(x) \geq \alpha$  is NP-complete
- finding  $x$  with  $u(x)$  maximal is NP-hard (except of course if we know beforehand that preference are monotonic...)



## Generalized Additive Independence

### GAI-decomposability

Let  $\mathcal{X}_1, \dots, \mathcal{X}_k$  be a family of subsets of  $N$  such that  $\bigcup_i \mathcal{X}_i = N$ .  
 $u$  is GAI-decomposable with respect to  $\mathcal{X}_1, \dots, \mathcal{X}_k$  if there exist  $k$  subutility functions

$$u_i : \mathcal{X}_i \rightarrow \mathbb{R}$$

such that

$$u(x) = \sum_{i=1}^k u_i(x_{\mathcal{X}_i})$$

- $k$ -additivity = GAI-decomposability, with  $|\mathcal{X}_i| \leq k$  for all  $i$ .



## Generalized Additive Independence

$$N = \{first, main, dessert, wine\}$$

$$X = \{Soup, Pasta\} \times \{Meat, Fish, Veggie\} \times \{Apple, Cake\} \times \{Red, White\}$$

$$\mathcal{X}_1, \dots, \mathcal{X}_k = \{\{first\}, \{main, wine\}, \{main, dessert\}\}$$

$u_{first}$		$u_{main, wine}$		$u_{main, dessert}$			
		$r$	$w$	$a$	$c$		
$s$	3	$m$	13	7	$m$	2	0
$p$	1	$f$	9	15	$f$	0	0
		$v$	12	12	$v$	0	3

- DOMINANCE is in P
- OPTIMISATION is NP-hard in the general case



## Background on propositional logic

Let  $ATM$  be a set of *propositional symbols*. The propositional language generated from  $PS$  is the set of *formulas*  $L_{PS}$  defined as follows:

- every propositional symbol is a formula;
- $\top$  and  $\perp$  are formulas;
- if  $\varphi$  is a formula then  $\neg\varphi$  is a formula;
- if  $\varphi$  and  $\psi$  are formulas then  $\varphi \wedge \psi$ ,  $\varphi \vee \psi$ ,  $\varphi \rightarrow \psi$ , and  $\varphi \leftrightarrow \psi$  are formula;

$\top$  (true) and  $\perp$  (false): logical constants

$\neg$  (not): unary connective

$\wedge$  (and),  $\vee$  (or),  $\rightarrow$  (implies),  $\leftrightarrow$  (equivalent) : binary connectives.



## Background on propositional logic

An *interpretation* (or *valuation*) is a mapping from  $PS$  to  $\{0,1\}$ . An interpretation  $I$  is extended to formulas by the following rules:

- $I(\top) = 1$ ;
- $I(\perp) = 0$ ;
- $I(\neg\varphi) = 1 - I(\varphi)$ ;
- $I(\varphi \vee \psi) = \max(I(\varphi), I(\psi))$ ;
- $I(\varphi \wedge \psi) = \min(I(\varphi), I(\psi))$ ;
- $I(\varphi \rightarrow \psi) = I(\neg\varphi \vee \psi)$ ;
- $I(\varphi \leftrightarrow \psi) = I((\varphi \rightarrow \psi) \wedge (\psi \rightarrow \varphi))$ .

$I$  is a *model* of  $\varphi$ , denoted  $I \models \varphi$ , iff  $I(\varphi) = 1$

$$\text{Mod}(\varphi) = \{I \mid I \models \varphi\}$$



## Background on propositional logic

**Validity**  $\varphi$  is *valid* if  $I(\varphi) = 1$  for every interpretation  $I$   
 $\models \varphi$

**Satisfiability**  $\varphi$  is *satisfiable* if  $I(\varphi) = 1$  for at least one interpretation  $I$

**Logical consequence**

$\psi$  is a *logical consequence* of  $\varphi$  if every model of  $\varphi$  is a model of  $\psi$

$$\varphi \models \psi$$

**Logical equivalence**

$\varphi$  and  $\psi$  are *equivalent* if they are logical consequences of each other

$$\varphi \equiv \psi$$



## Background on propositional logic

Some classes of formulas:

- *literals*: atomic formulas or negations of atomic formulas

$$a \quad \neg b \quad \dots$$

- *clauses*: disjunctions of literals, including the empty clause  $\perp$

$$a \vee \neg b \vee c \quad d \vee \neg d \quad \perp \quad \dots$$

- *k-clauses*: disjunctions of at most  $k$  literals
- *cubes*: conjunctions of literals, including the empty cube  $\top$

$$a \wedge \neg b \wedge c \quad d \wedge \neg d \quad \top \quad \dots$$

- *k-clauses*: conjunctions of at most  $k$  literals
- *positive formulas*: formulas in which the only connectives appearing are  $\wedge$  and  $\vee$

$$a \wedge (b \vee c) \quad a \vee (b \wedge c) \quad \dots$$



## Binary variables

**Particular case:** binary variables  $\rightarrow D_i = \{\top, \perp\}$  for all  $i$ .

Can be used to represent subsets of elements.



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Can be used to represent subsets of elements.

A set of elements  $\mathcal{O} = \{o_1, \dots, o_m\} \rightarrow$  binary variables  $\{o_1, \dots, o_m\}$ ,  
 where each variable  $O_i$  stands for the presence or absence of  $o_i$ .

$\rightarrow$  each instantiation / interpretation represents a **subset**  $\pi$  of  $\mathcal{O}$

Example of application: allocation of indivisible goods

**Example:**  $o_1 \bar{o}_2 \bar{o}_3 o_4 \bar{o}_5$  represents the subset  $\{o_1, o_4\}$ .



## Of logic and goals

**Logic-based languages** suit well when we have to deal with **binary variables** (e.g. resource allocation problems).

- A propositional syntax  $L_{\mathcal{O}} \dots$ 
  - set of propositional symbols  $\mathcal{O}$ ,
  - usual connectives



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  - set of propositional symbols  $\mathcal{O}$ ,
  - usual connectives

### Example

- $\mathcal{O} = \{ \text{phone}, \text{laptop}, \text{camera}, \text{monitor}, \text{hard drive}, \text{printer}, \text{DVD} \}$ .
- Set of requests for one agent:
  - $\text{DVD} \wedge \left( (\text{hard drive} \wedge \text{monitor}) \vee \text{laptop} \right)$ ,
  - $\text{camera} \wedge \text{printer}$ .



## Dichotomous preferences...

What to do with all these goals ?



## Dichotomous preferences...

What to do with all these goals ?

A first (simplistic) example: dichotomous preferences.

### Example

Variables  $\mathcal{O} = \{o_1, o_2, o_3\}$

$$o_2 \wedge (o_1 \vee o_3)$$

represents the dichotomous preference relation

$$\{o_1, o_2, o_3\} \sim \{o_1, o_2\} \sim \{o_2, o_3\} \succ \text{all others subsets}$$



## Weighted logics

Language  $L_W$ :

- $G =$  a set of pairs  $\langle \varphi_i, w_i \rangle$  where
  - $\varphi_i$  is a propositional formula;
  - $w_i$  is a real number
- $I_L(G) = u_G$  defined by: for all  $x \in 2^{PS}$ ,

$$u_G(x) = \bigoplus \{w_i \mid \langle \varphi_i, w_i \rangle \in G \text{ and } x \models \varphi\}$$

- $\bigoplus$  non-decreasing, symmetric function
- two usual choices:  $\bigoplus = +$  and  $\bigoplus = \max$ .
- rest of the talk:  $\bigoplus = +$



## Expressing preferences over sets of goods

**Binary variables** fit well to *resource allocation problems with indivisible goods*

- an attribute  $i$  = an indivisible object  $o_i$
- $O = \{o_1, \dots, o_n\}$
- an alternative = a bundle of goods  $b_i \subseteq O$

$$o_i \in b \text{ iff } b_i = 1$$

- each agent has to express a utility function over the set of possible bundles  $2^O$



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- $\text{camera} \wedge \text{printer}$ .



## Expressing preferences over sets of goods

### Example

•  $\mathcal{O} = \{ \text{camera}, \text{laptop}, \text{printer}, \text{monitor}, \text{hard drive}, \text{printer}, \text{DVD} \}.$

• Agent 1's requests:

•  $\langle \text{DVD} \wedge ((\text{hard drive} \wedge \text{monitor}) \vee \text{laptop}), 110 \rangle,$

•  $\langle \text{DVD}, -10 \rangle,$

•  $\langle \text{camera} \wedge \text{printer}, 50 \rangle.$

Computation of individual utility ( $\oplus = +$ ) :

$\pi_1 = \{ \text{DVD}, \text{hard drive}, \text{laptop}, \text{printer} \}$



## Expressing preferences over sets of goods

### Example

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Computation of individual utility ( $\oplus = +$ ) :

$$\pi_1 = \{ \text{DVD}, \text{printer}, \text{laptop}, \text{printer} \} \Rightarrow u_1(\pi_1) = \text{DVD} \wedge ((\text{printer} \wedge \text{monitor}) \vee \text{laptop}) \quad 110$$



## Expressing preferences over sets of goods

### Example

- $\mathcal{O} = \{ \text{phone}, \text{laptop}, \text{camera}, \text{monitor}, \text{printer}, \text{DVD} \}.$

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$$\pi_1 = \{ \text{DVD}, \text{printer}, \text{laptop}, \text{printer} \} \Rightarrow u_1(\pi_1) = 110 \overset{\text{DVD}}{-10}$$



## Expressing preferences over sets of goods

### Example

•  $\mathcal{O} = \{ \text{camera}, \text{laptop}, \text{printer}, \text{monitor}, \text{hard drive}, \text{printer}, \text{DVD} \}.$

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Computation of individual utility ( $\oplus = +$ ) :

$\pi_1 = \{ \text{DVD}, \text{hard drive}, \text{laptop}, \text{printer} \} \Rightarrow u_1(\pi_1) = 110 - 10 + \cancel{0}$



## Expressing preferences over sets of goods

### Example

- $\mathcal{O} = \{ \text{phone}, \text{laptop}, \text{camera}, \text{monitor}, \text{printer}, \text{DVD} \}$ .

- Agent 1's requests:

- $\langle \text{DVD} \wedge ((\text{printer} \wedge \text{monitor}) \vee \text{laptop}), 110 \rangle$ ,

- $\langle \text{DVD}, -10 \rangle$ ,

- $\langle \text{camera} \wedge \text{printer}, 50 \rangle$ .

Computation of individual utility ( $\oplus = +$ ) :

$$\pi_1 = \{ \text{DVD}, \text{printer}, \text{laptop} \} \Rightarrow u_1(\pi_1) = 110 - 10 + 0 = 100$$



## Weighted goals: expressive power

Depends on the formulas and the weights allowed in the pairs  $\langle \varphi, w \rangle$ .

Examples:

- positive cubes + all weights: fully expressive
- literals + all weights: additive functions
- 2-cubes + all weights: 2-additive functions
- cubes + positive weights: non-negative functions
- clauses + positive weights: a proper subset of all nonnegative functions
  - Hint  $u(\{o_1, o_2\}) = 1, u(\{o_1\}) = u(\{o_2\}) = 0$ : not expressible!
- positive formulas + positive weights: monotonic non-negative functions
- positive cubes + positive weights: a proper subset of all monotonic non-negative functions



## Weighted goals: succinctness

- all formulas + all weights: fully expressive
- positive cubes + all weights: fully expressive

*But*

all formulas + all weights  
*more succinct than*  
positive cubes + all weights

*Hint:* try to express  $u$  defined by

$$u(x) = \max_{i=1, \dots, n} x_i$$



## Weighted goals: computational complexity

- comparing two alternatives: can be solved in polynomial time
- finding an optimal alternative: NP-complete in the general case, even for dichotomous utilities
- finding an optimal alternative: polynomial for some restrictions of the language
  - monotonic fragment (no negation, positive weights)
  - additive fragment (literals only)