

Combinatorial Algorithms for Linear Fisher Markets



In this talk

- Fisher market model and Arrow-Debreu market model
- Combinatorial algorithm solving linear Fisher market
 - Similar to matching and maximum flow
- Not in exam



Celebrating Irving Fisher

The Legacy of a
Great Economist

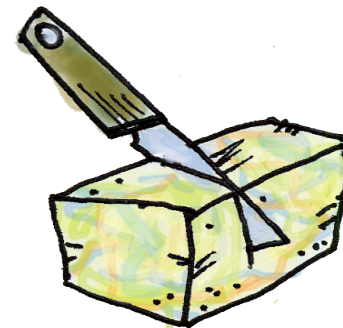
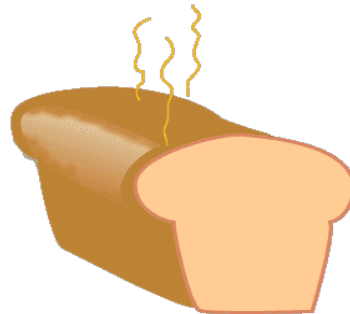
EDITED BY

Robert W. Dimand and
John Geanakoplos

Irving Fisher, 1891

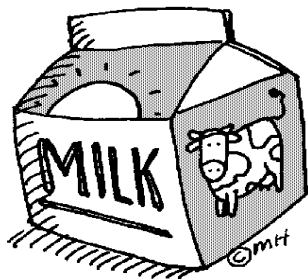
- Defined a fundamental market model
- Special case of Walras' model

Several buyers with
different utility functions and moneys.

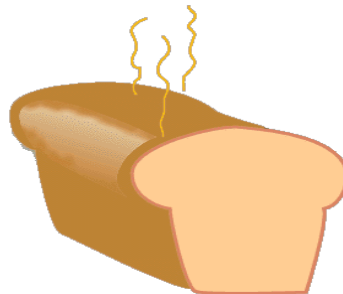


Several buyers with
different utility functions and moneys.

Find equilibrium prices.



p_1



p_2



p_3



Linear Fisher Market

- $B = n$ buyers, money m_i for buyer i
- $G = g$ goods, w.l.o.g. unit amount of each good



Linear Fisher Market

- $B = n$ buyers, money m_i for buyer i
- $G = g$ goods, w.l.o.g. unit amount of each goods
- u_{ij} : utility derived by i
on obtaining one unit of j

□ *Desirability*



Linear Fisher Market

- $B = n$ buyers, money m_i for buyer i
- $G = g$ goods, w.l.o.g. unit amount of each good
- u_{ij} : utility derived by i
on obtaining one unit of j
- Total utility of i ,

$$v_i = \sum_j u_{ij} x_{ij}$$
$$x_{ij} \in [0, 1]$$



Linear Fisher Market

- $B = n$ buyers, money m_i for buyer i
- $G = g$ goods, w.l.o.g. unit amount of each good
- u_{ij} : utility derived by i
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- Total utility of i ,

$$v_i = \sum_j u_{ij} x_{ij}$$
$$x_{ij} \in [0, 1]$$

- Find market clearing prices.



Market clearing allocation

- Budget constraint

- $\sum_j p_j x_{ij} \leq m_i$

- The buyer cannot spend more than what he has

- Optimality

- x maximize $\sum_j u_{ij} x_{ij}$ for every buyer i

- no other bundle of goods that satisfies the budget constraint is more desirable

- Market clearing

- There is neither deficiency nor surplus of any goods:

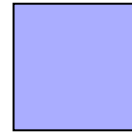
$$\forall j, \sum_i x_{ij} = 1$$



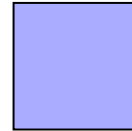
People

Goods

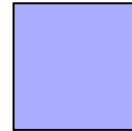
\$100



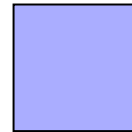
\$60



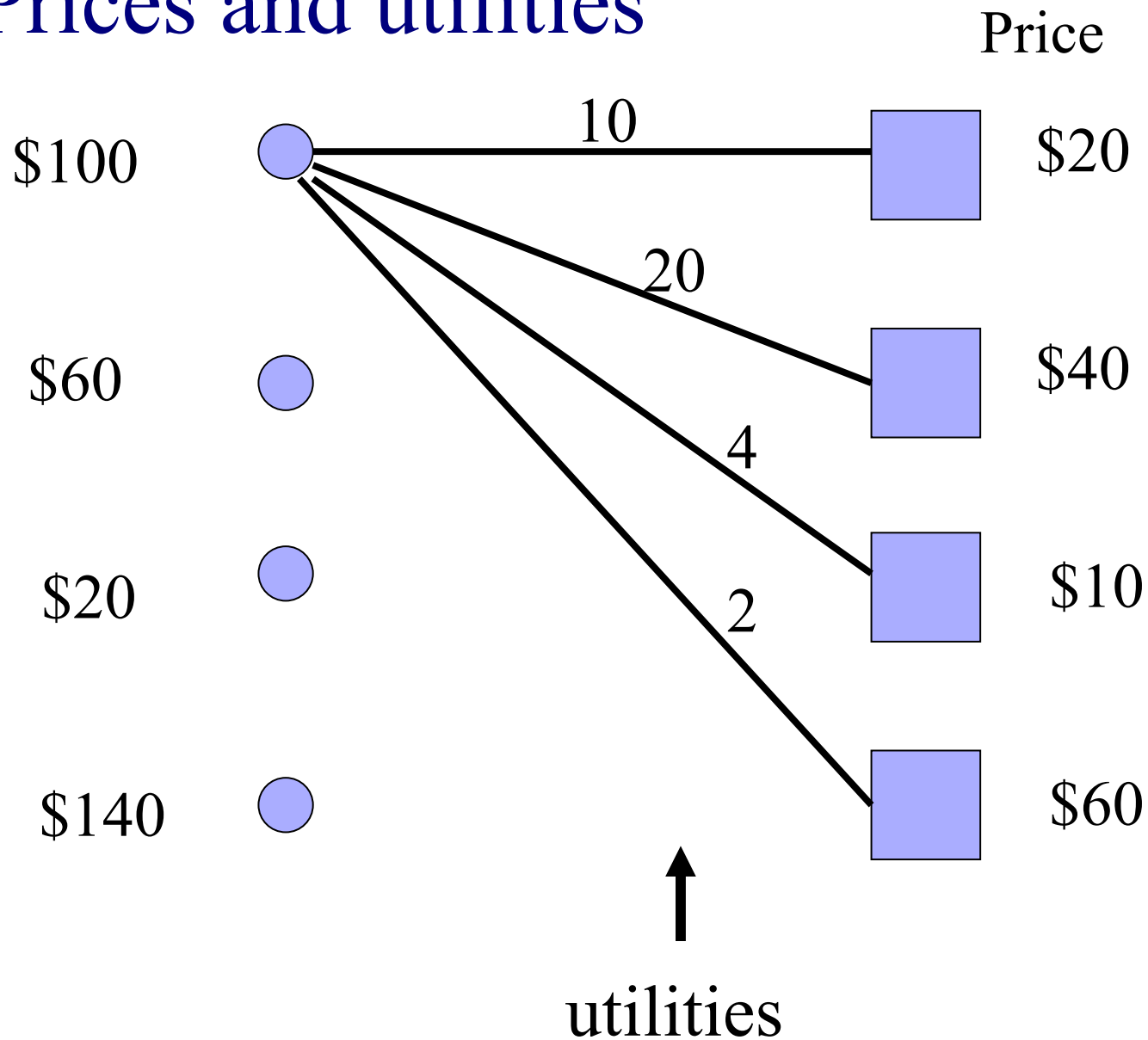
\$20



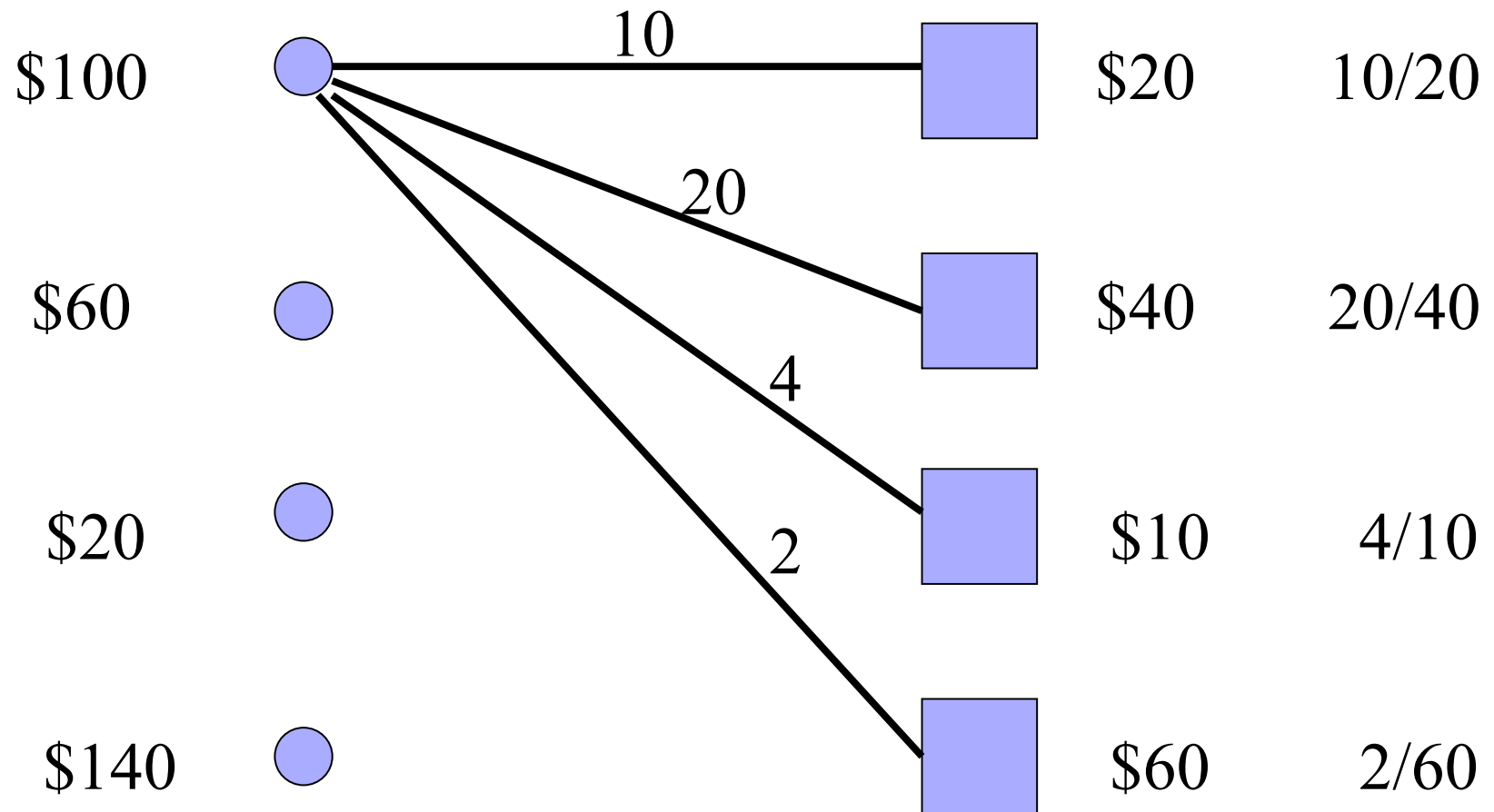
\$140



Prices and utilities



Bang per buck



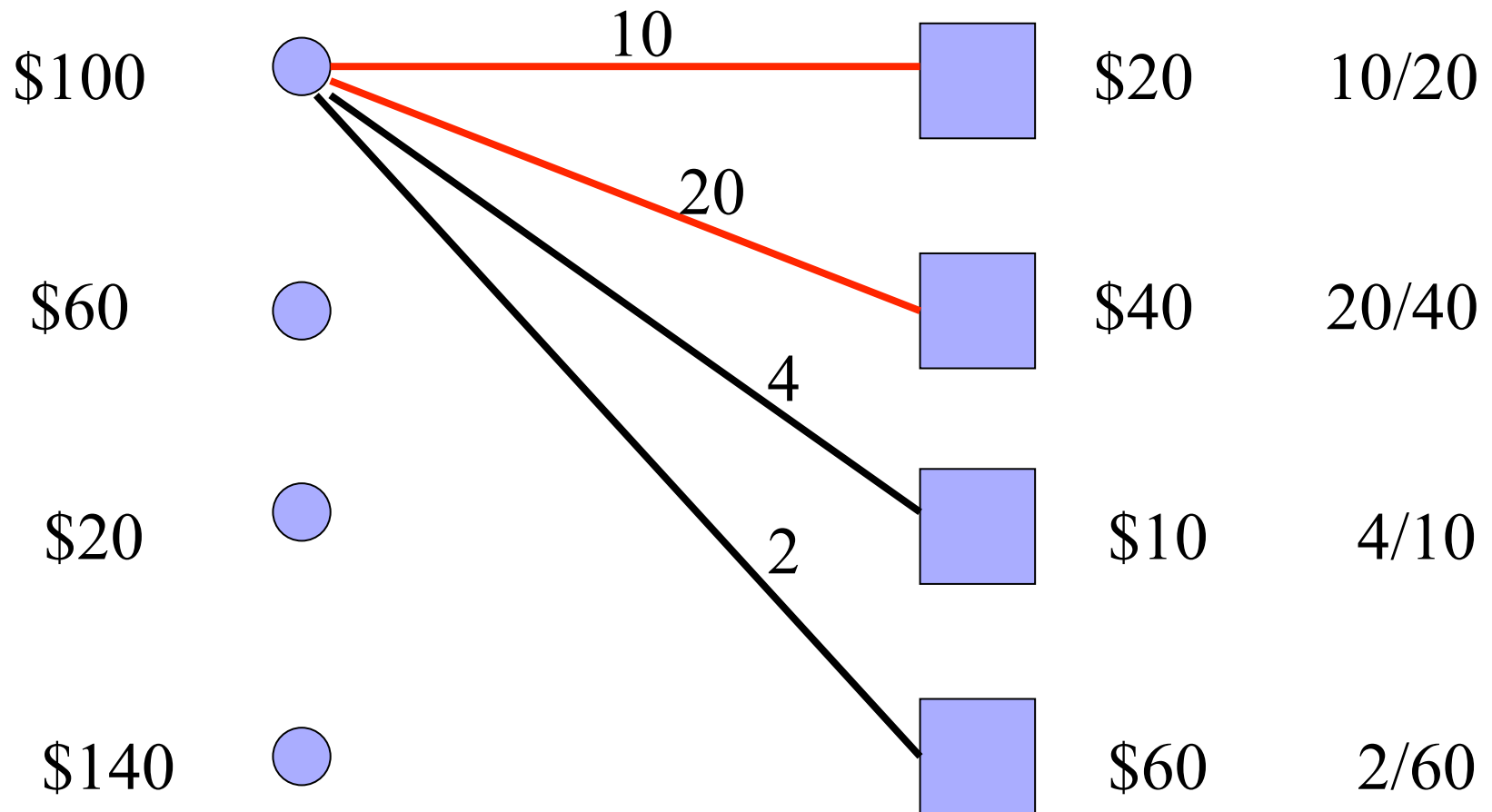


Bang per buck

- Utility of \$1 worth of goods
- Buyers will only buy goods providing maximum bang per buck

$$\max_j \frac{u_{ij}}{p_j}$$

Equality subgraph



\$100 can get utility of 50



Arrow-Debreu market

- Each agent is assigned a bundle of goods instead of an amount of money
- They sell their own goods to other agents then buy their desirable goods
- Fisher market can be seen as a special case of AD market
 - Money can be seen as a kind of goods



Arrow-Debreu Theorem, 1954

- Established existence of market equilibrium under very general conditions using a deep theorem from topology - Kakutani fixed point theorem.
- Provides a mathematical ratification of Adam Smith's “invisible hand of the market”.



Need algorithmic ratification!!



Linear Fisher Market

- $B = n$ buyers, money m_i for buyer i
- $G = g$ goods, w.l.o.g. unit amount of each good
- u_{ij} : utility derived by i
on obtaining one unit of j
- Total utility of i ,

$$v_i = \sum_j u_{ij} x_{ij}$$
$$x_{ij} \in [0, 1]$$

- Find market clearing prices.



Can equilibrium allocations be captured via an LP?

- Set of feasible allocations:

$$\forall j \quad \sum_i x_{ij} \leq 1$$

$$\forall i, j \quad x_{ij} \geq 0$$



Does equilibrium optimize a global objective function?

- Guess 1: Maximize sum of utilities, i.e.,

$$\max \sum_i u_i(x) = \max \sum_i \sum_j u_{ij} x_{ij}$$

- Problem: $u_i(x)$ and $2 \times u_i(x)$

are equivalent utility functions.



However,

Maximize $u_1(x) + \sum_{i \neq 1} u_i(x)$ does not necessarily

maximize $2u_1(x) + \sum_{i \neq 1} u_i(x)$

$$\forall j \quad \sum_i x_{ij} \leq 1$$

$$\forall i, j \quad x_{ij} \geq 0$$



Guess 2: Product of utilities.

$$\text{Maximize } u_1(x) \times \prod_{i \neq 1} u_i(x)$$

$$\text{maximizes } 2u_1(x) \times \prod_{i \neq 1} u_i(x)$$

$$\forall j \quad \sum_i x_{ij} \leq 1$$

$$\forall i, j \quad x_{ij} \geq 0$$

- 
- However, suppose a buyer with \$200 is split into two buyers with \$100 each

And same utility function.

- Clearly, equilibrium should not change.



However,

Maximize $u_1(x) \times \prod_{i \neq 1} u_i(x)$ does not necessarily

maximize $u_1(x)^2 \times \prod_{i \neq 1} u_i(x)$

$$\forall j \quad \sum_i x_{ij} \leq 1$$

$$\forall i, j \quad x_{ij} \geq 0$$

- 
- Money of buyers is relevant.
 - Assume a utility function is written on each dollar in market



Guess 3: Product of utilities over all dollars

$$\text{Max} \prod_i u_i(x)^{m(i)}$$

$$\forall j \quad \sum_i x_{ij} \leq 1$$

$$\forall i, j \quad x_{ij} \geq 0$$



Eisenberg-Gale Program, 1959

$$\max \sum_i m(i) \log u_i$$

s.t.

$$\forall i : u_i = \sum_j u_{ij} x_{ij}$$

$$\forall j : \sum_i x_{ij} \leq 1$$

$$\forall ij : x_{ij} \geq 0$$

This can be solved in polynomial time
However, we want **combinatorial algorithms**



An easier question

- Given prices $\underline{p}$ are they equilibrium prices?
- If so, find equilibrium allocations.

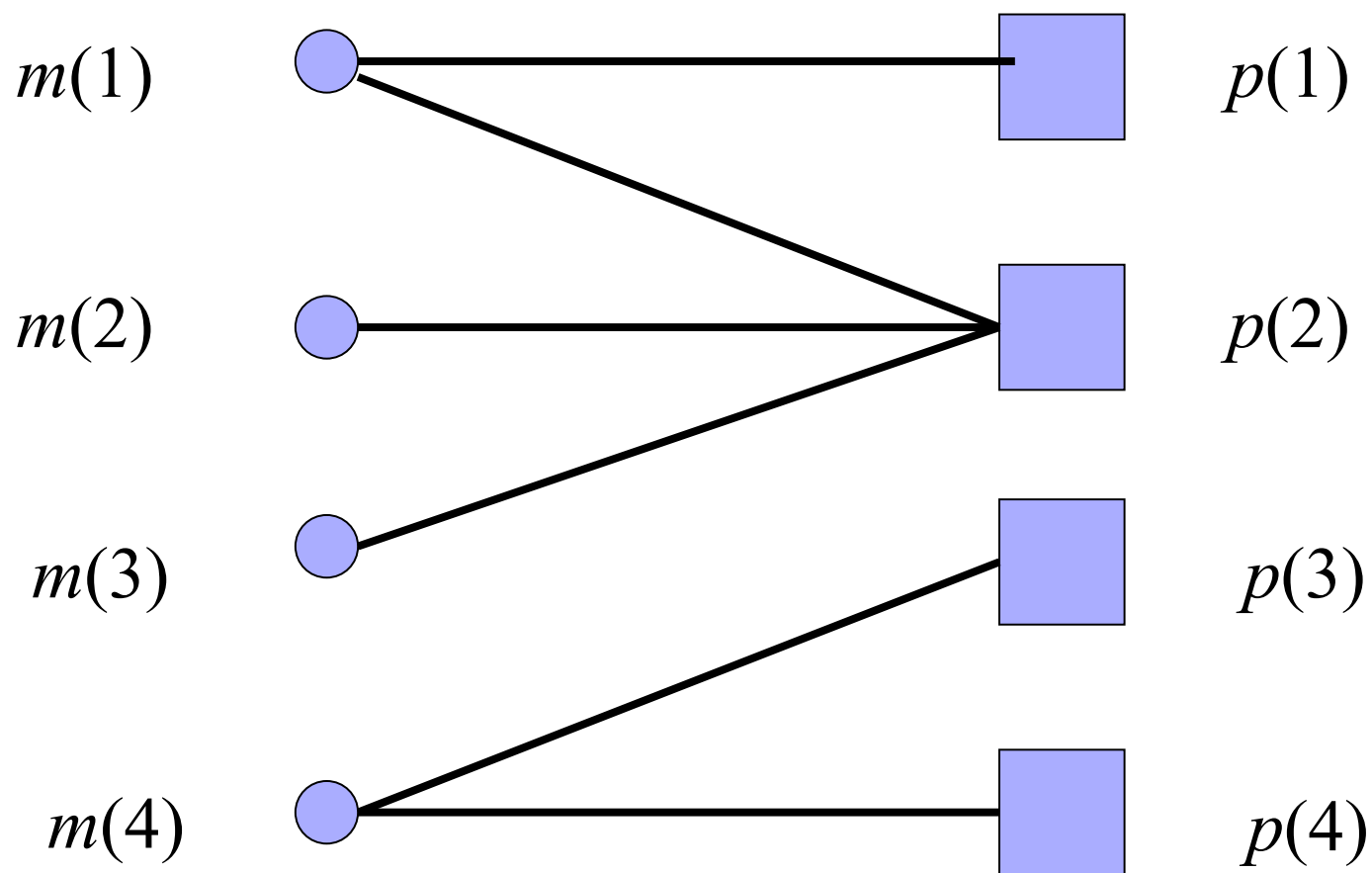


Bang-per-buck

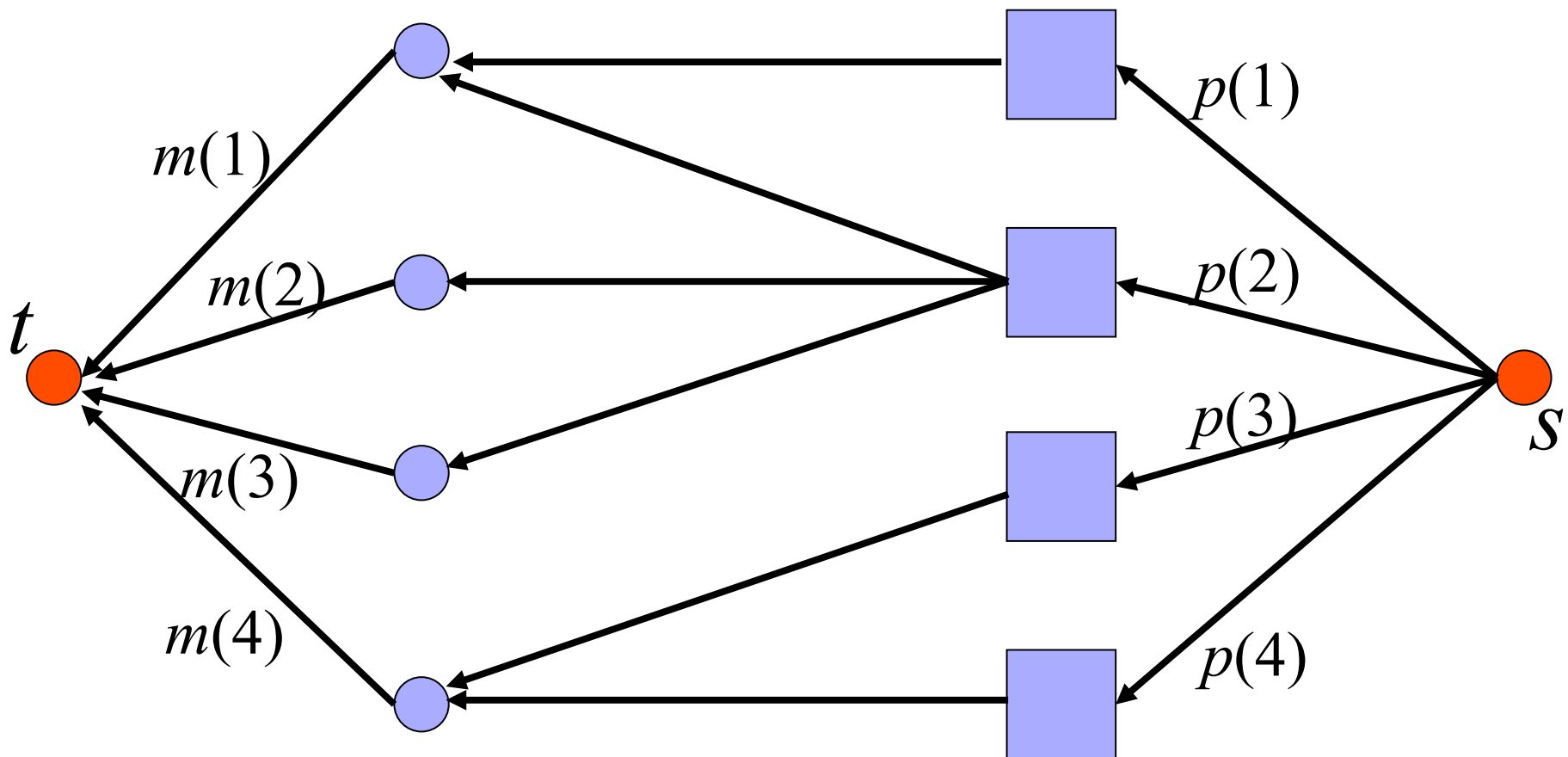
- At prices $\underline{p}$, buyer i 's most desirable goods,
$$S_i = \arg \max_j \frac{u_{ij}}{p_j}$$
- Any goods from S_i worth $m(i)$ constitute i 's optimal bundle

For each buyer, most desirable goods, i.e.

$$S_i = \arg \max_j \left\{ \frac{u_{ij}}{p_j} \right\}$$

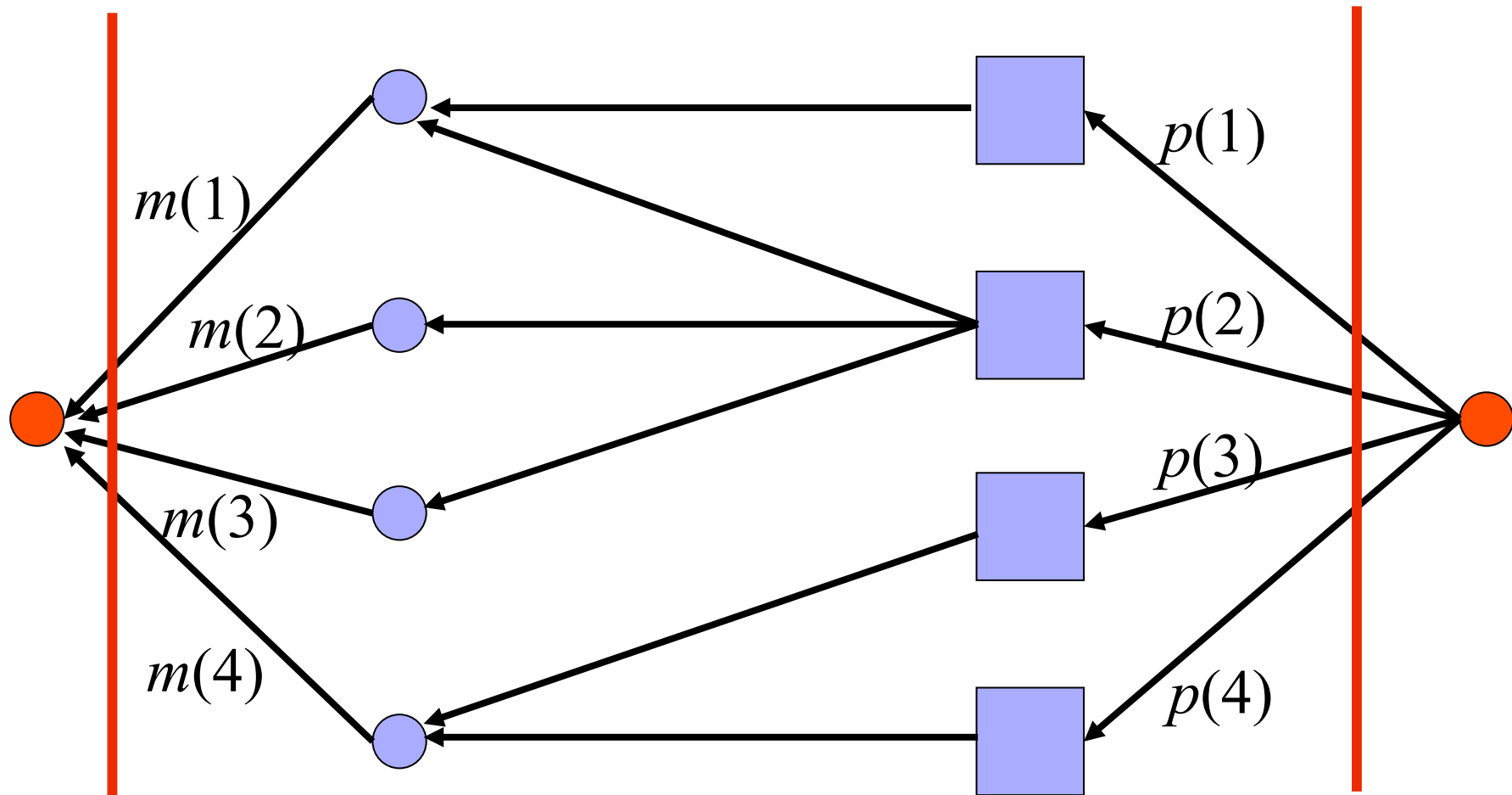


Network $N(\underline{p})$



↑
infinite capacities

Max flow in $N(\underline{p})$



$\underline{p}$: equilibrium prices iff both cuts saturated



Idea of algorithm

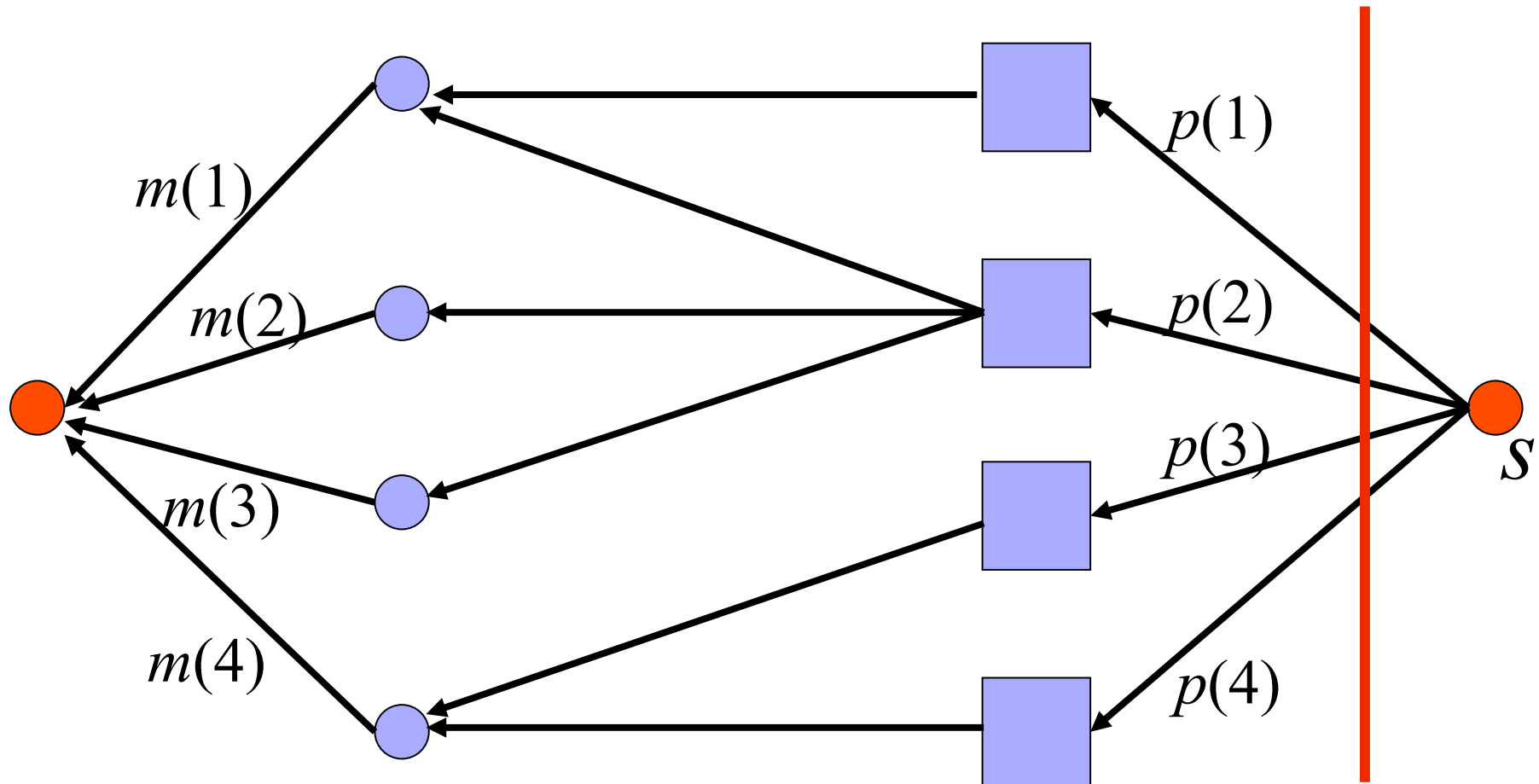
- “primal” variables: allocations
- “dual” variables: prices of goods
- Approach equilibrium prices from below:
 - start with very low prices; buyers have surplus money
 - iteratively keep raising prices
and decreasing surplus



An important consideration

- The price of a good never exceeds its equilibrium price
- Invariant: s is a min-cut

Invariant: s is a min-cut in $N(\underline{p})$

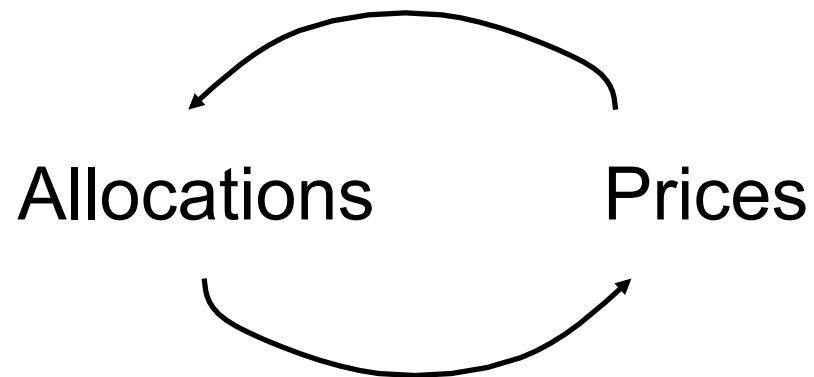


$\underline{p}$: low prices

Idea of algorithm

- Iterations:

execute primal & dual improvements

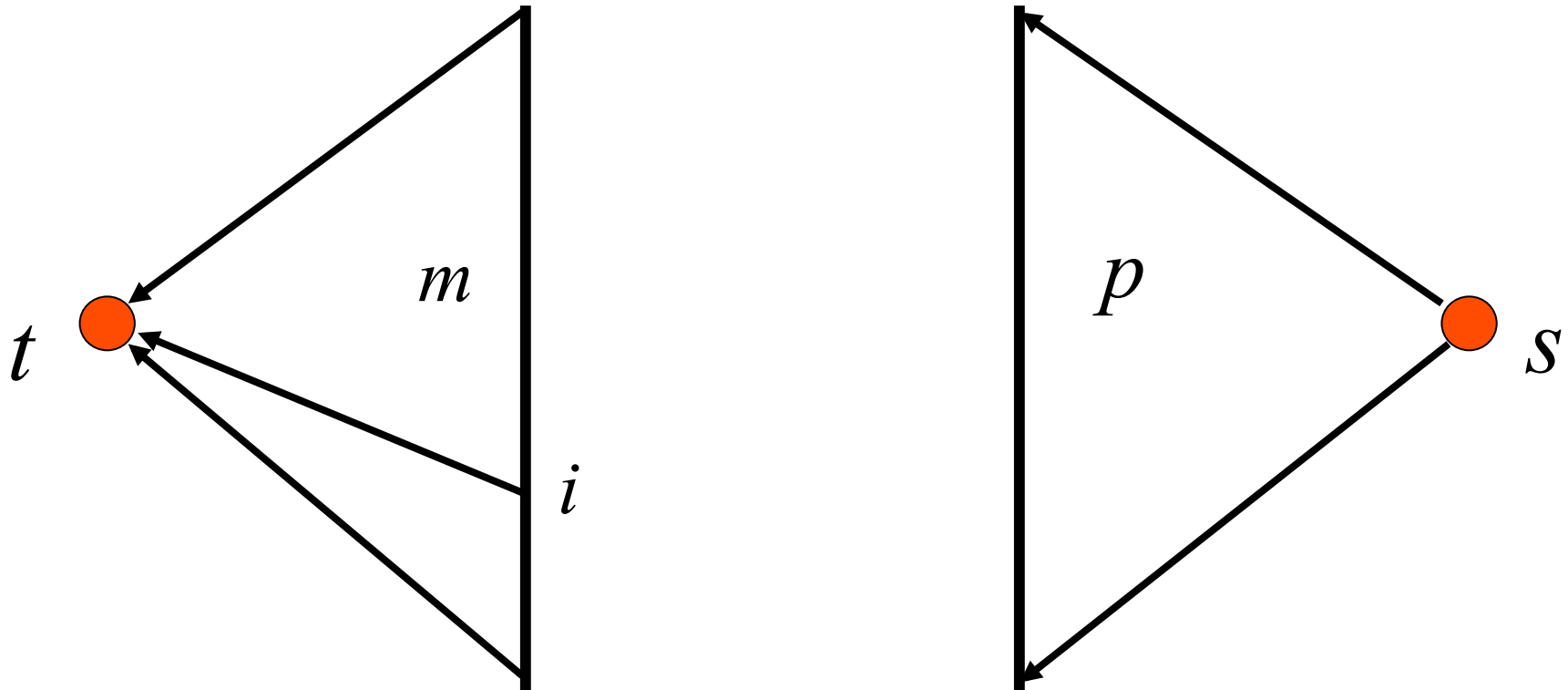




Key Algorithmic Idea

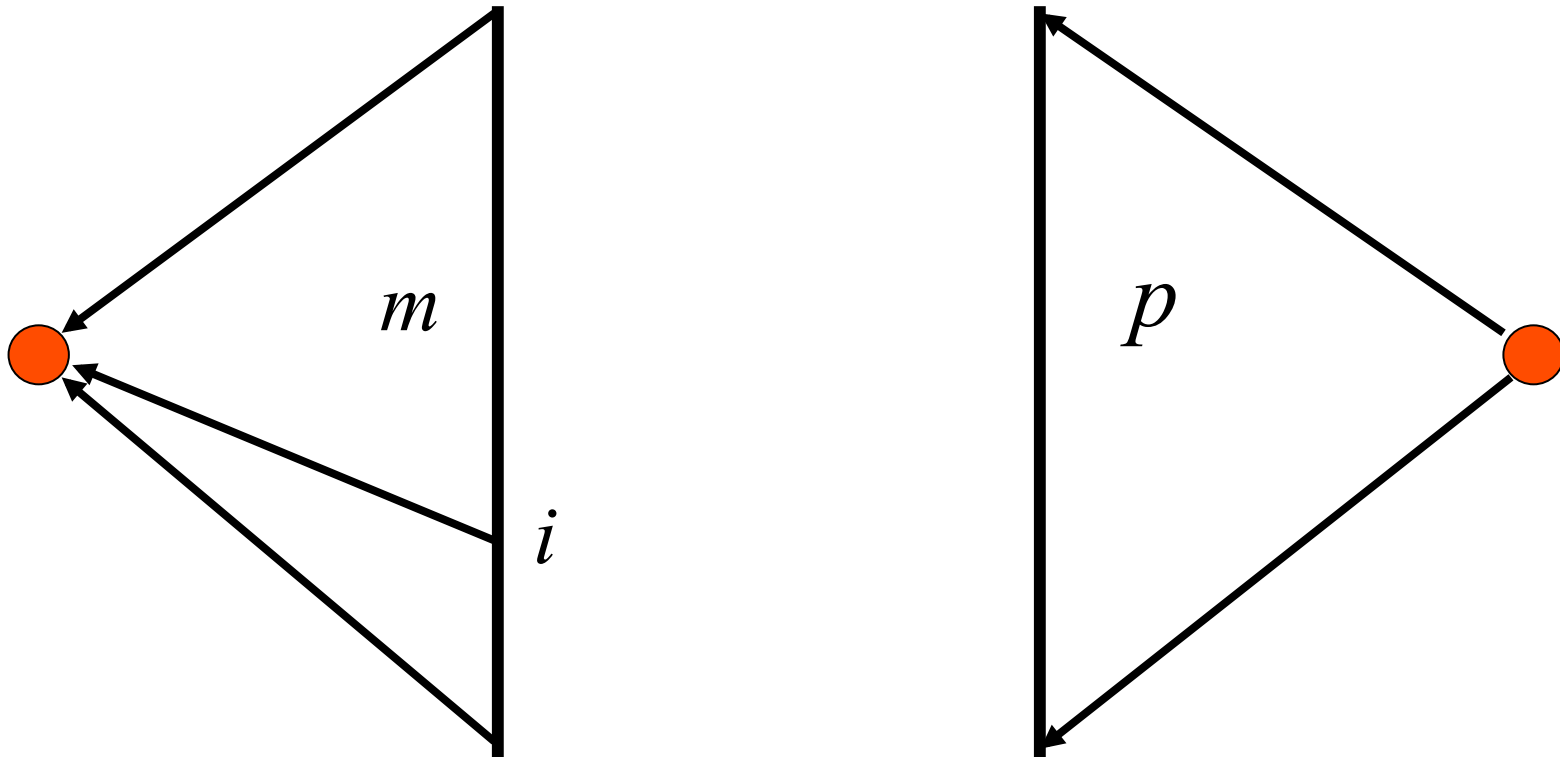
- Dual variables (prices) are raised greedily
- Yet, primal objects go tight and loose
- **Balanced Flows: For limiting no. of such events**

Max-flow in N



W.r.t. max-flow f , $\text{surplus}(i) = m(i) - f(i, t)$

Max-flow in N



surplus vector = vector of surpluses w.r.t. f



Obvious potential function

- Total surplus money = l_1 norm of surplus vector
- Reduce l_1 norm of surplus vector by inverse polynomial fraction in each iteration



$$l_1(s_1, s_2, \dots, s_n) = |s_1| + |s_2| + \dots + |s_n|$$



Balanced flow

- A max-flow that minimizes l_2 norm of surplus vector.
- Makes surpluses as equal as possible.

$$l_2(s_1, s_2, \dots, s_n) = \sqrt{s_1^2 + s_2^2 + \dots + s_n^2}$$



Balanced flow

- A max-flow that minimizes l_2 norm of surplus vector.
- Makes surpluses as equal as possible.
- All balanced flows have same surplus vector.



Our algorithm

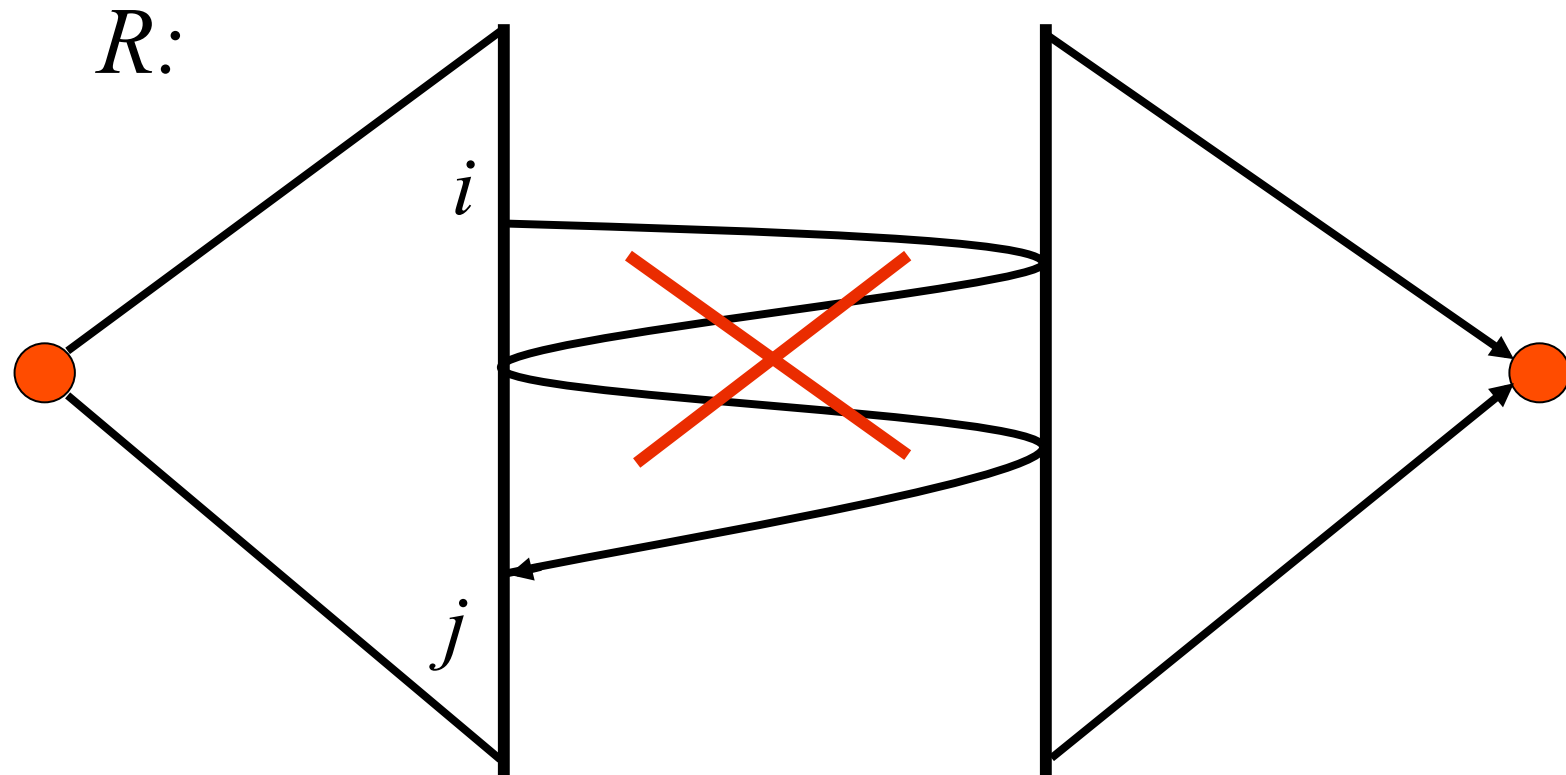
- Reduces l_2 norm of surplus vector by inverse polynomial fraction in each iteration.



Property 1

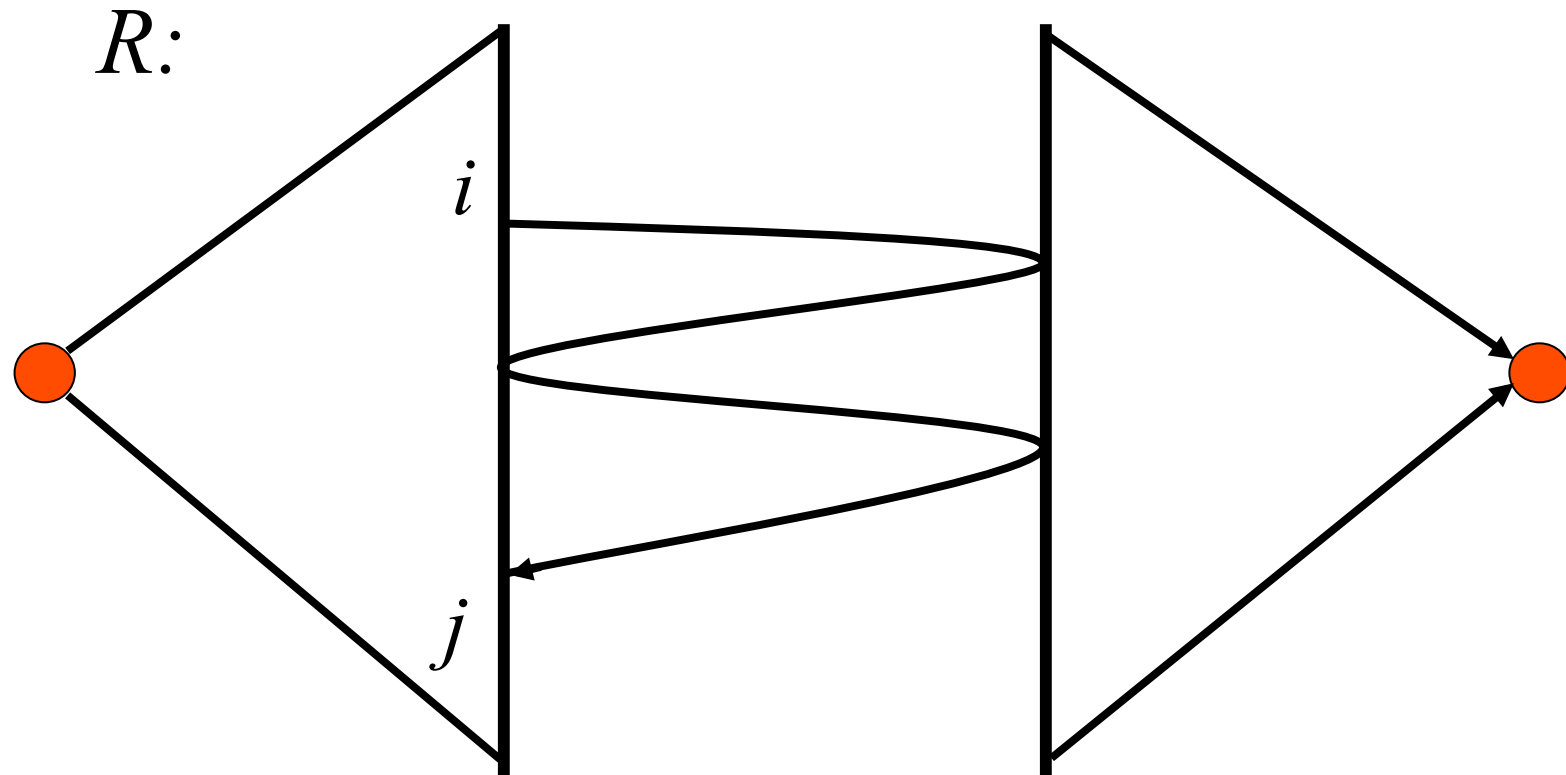
- f : max-flow in N .
- R : residual graph w.r.t. f .
- If $\text{surplus}(i) < \text{surplus}(j)$ then there is no path from i to j in R .

Property 1



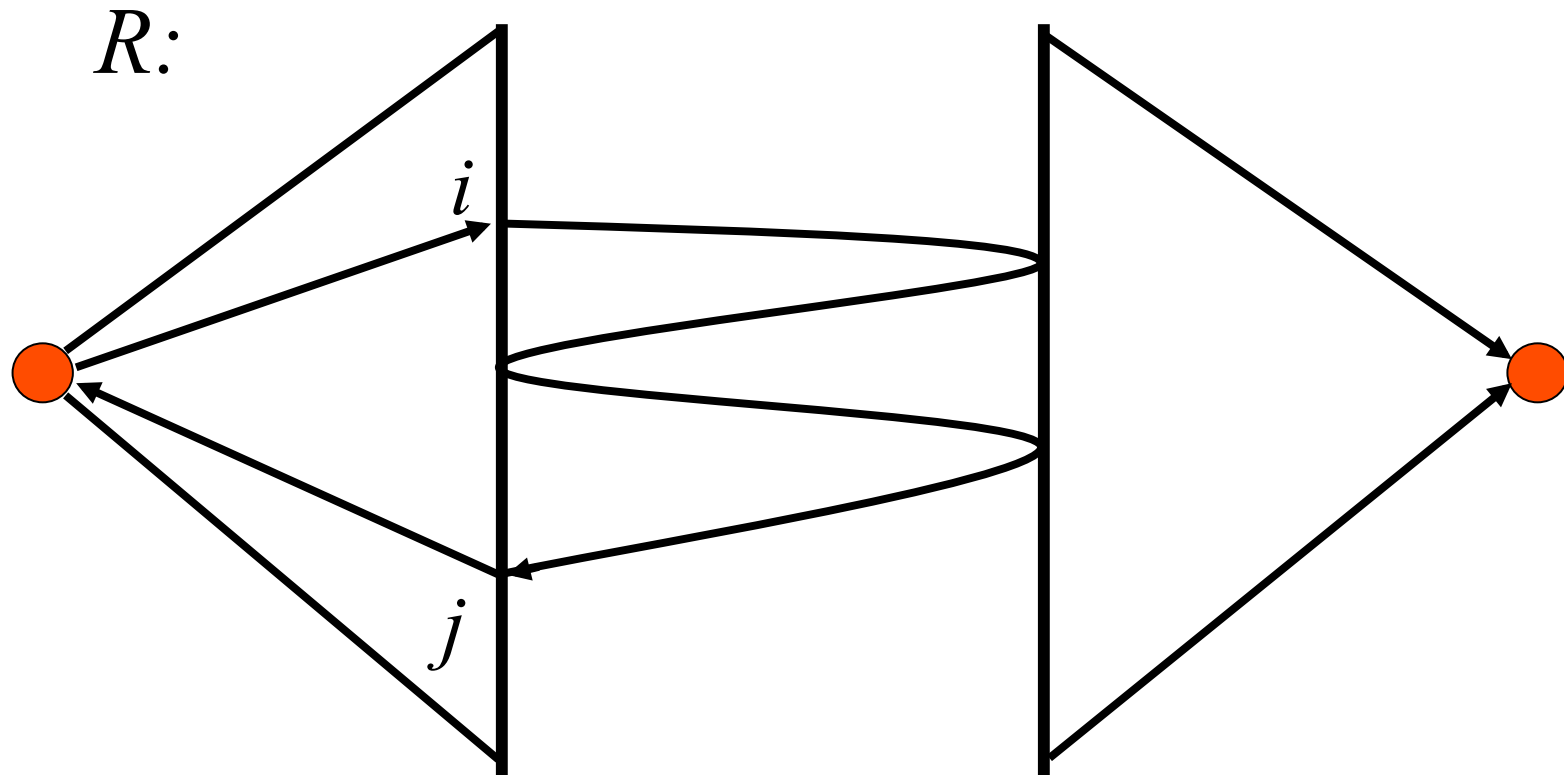
$$\text{surplus}(i) < \text{surplus}(j)$$

Property 1



$$\text{surplus}(i) < \text{surplus}(j)$$

Property 1



Circulation gives a more balanced flow.



Property 1

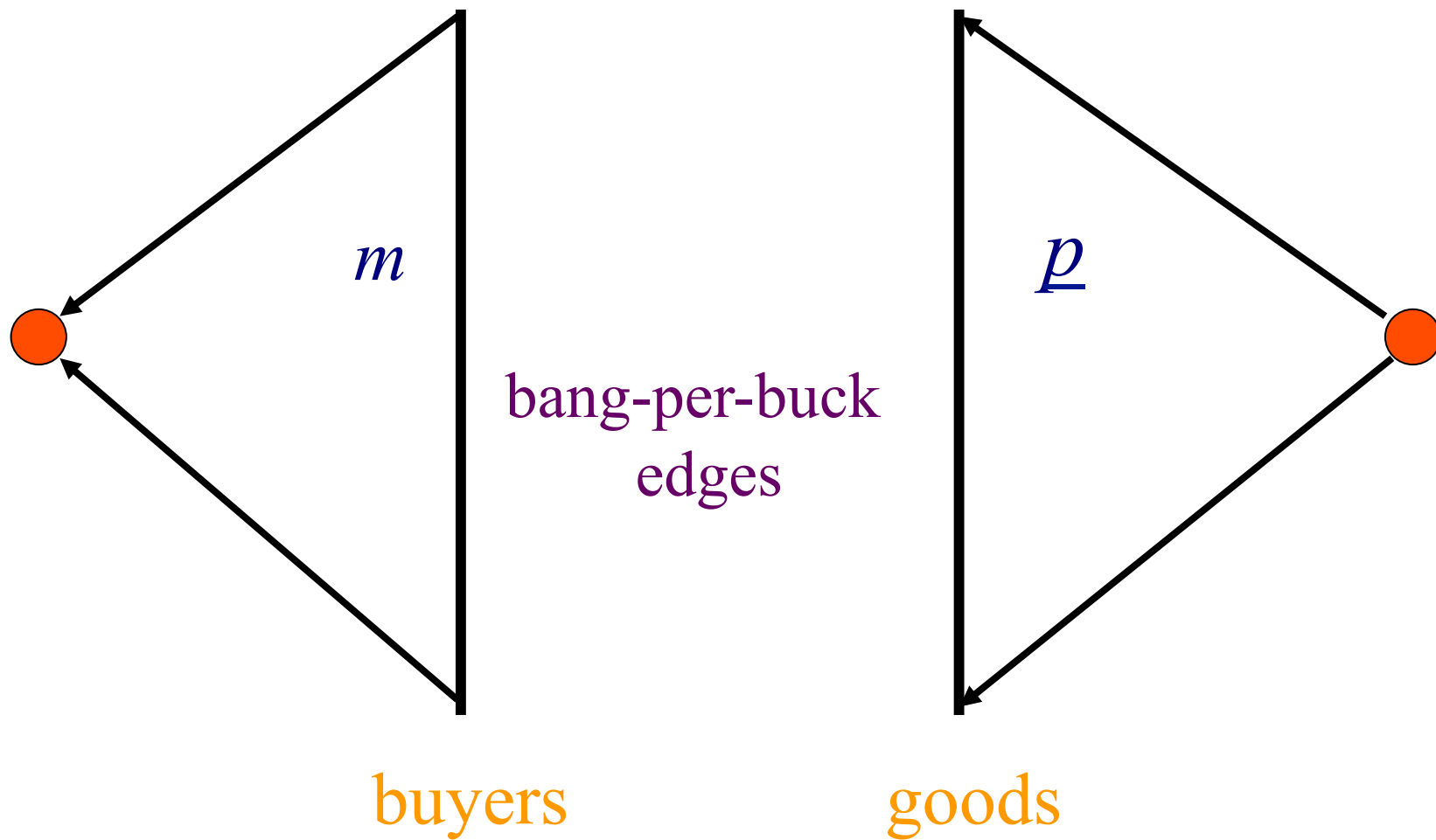
- **Theorem:** A max-flow is balanced iff it satisfies Property 1.



Algorithm for an iteration

- Construct $N'(I, J)$
- Raise prices in J
- New edge enters N
- OR a subset in I becomes tight

Network $N(\underline{p})$



- Construct $N'(I, J)$

- Find a balanced flow in $N(\underline{p})$

- Let $d = \max$ surplus w.r.t. balanced flow

- $I =$ buyers with surplus d

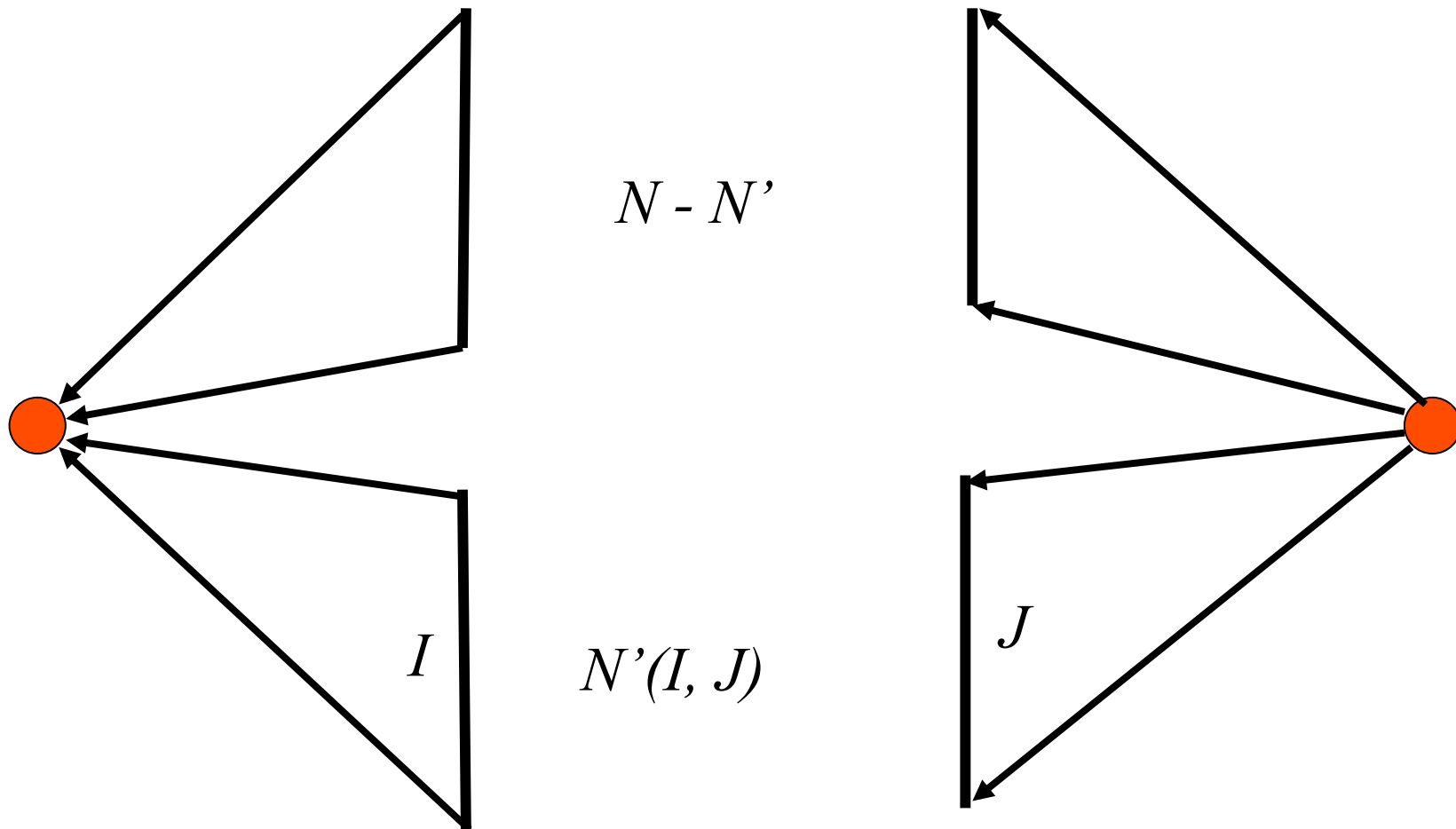
- $J =$ goods desired by I

- Raise prices in J

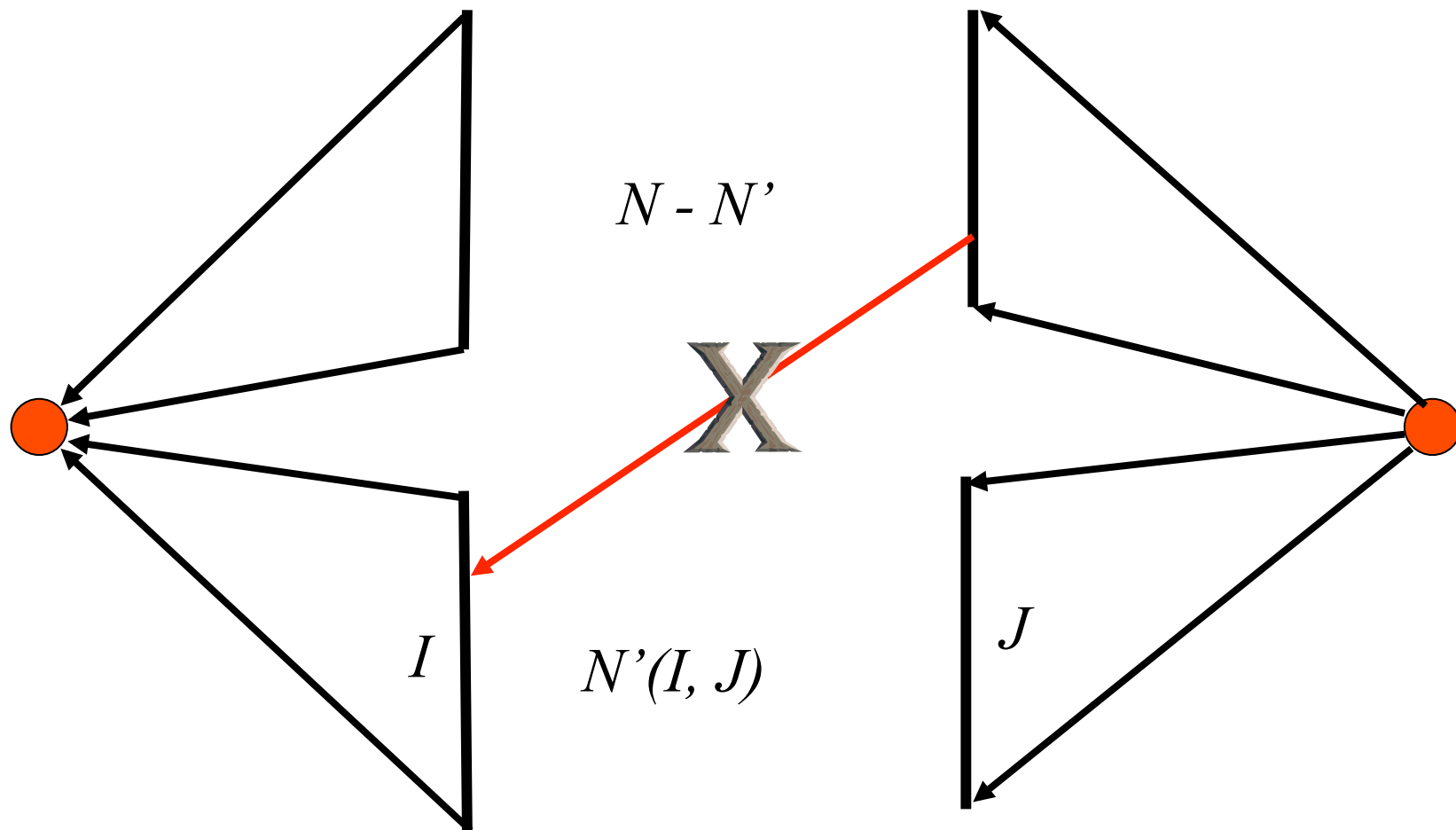
- New edge enters N

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Network $N(\underline{p})$

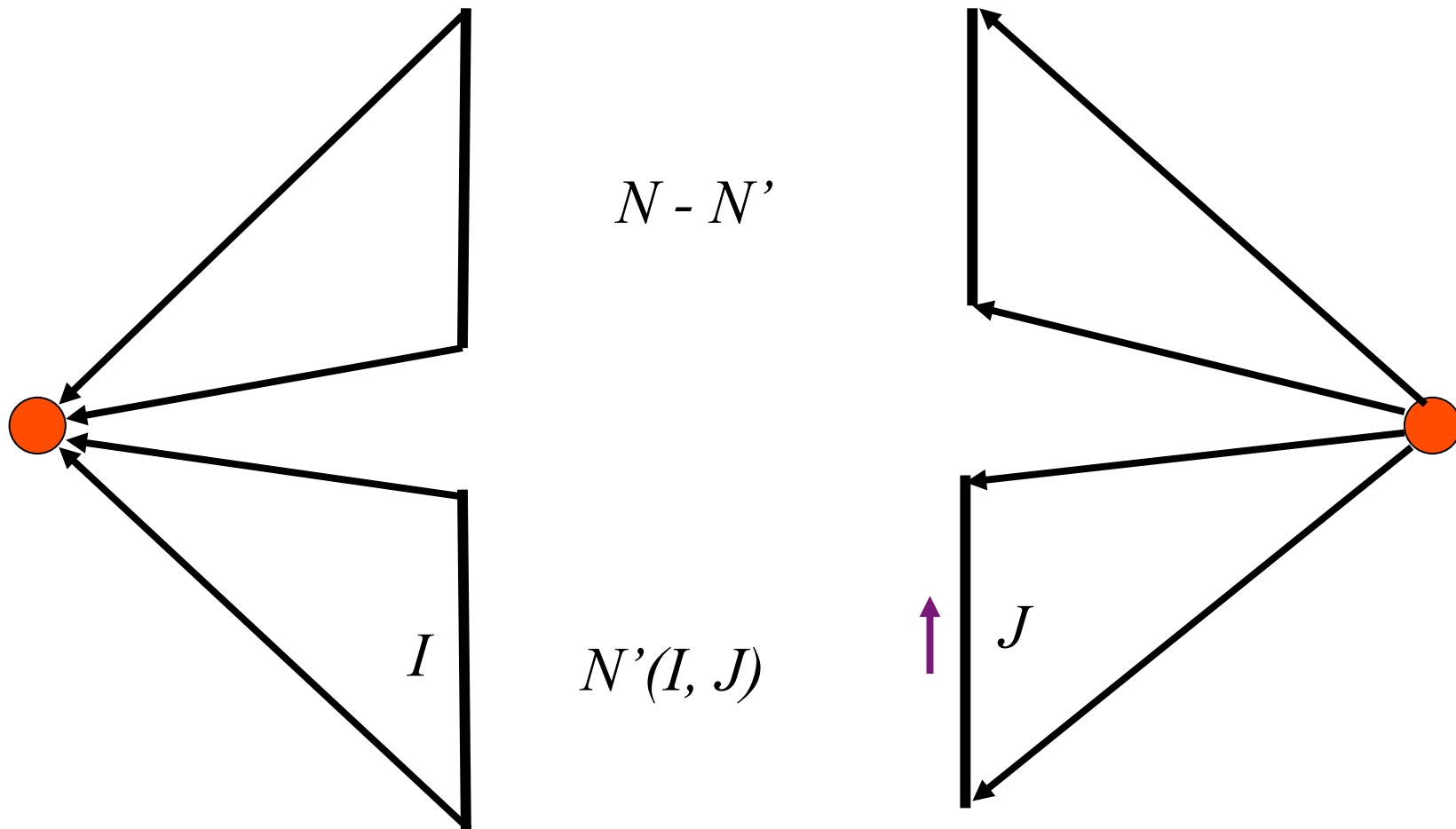


Network $N(\underline{p})$

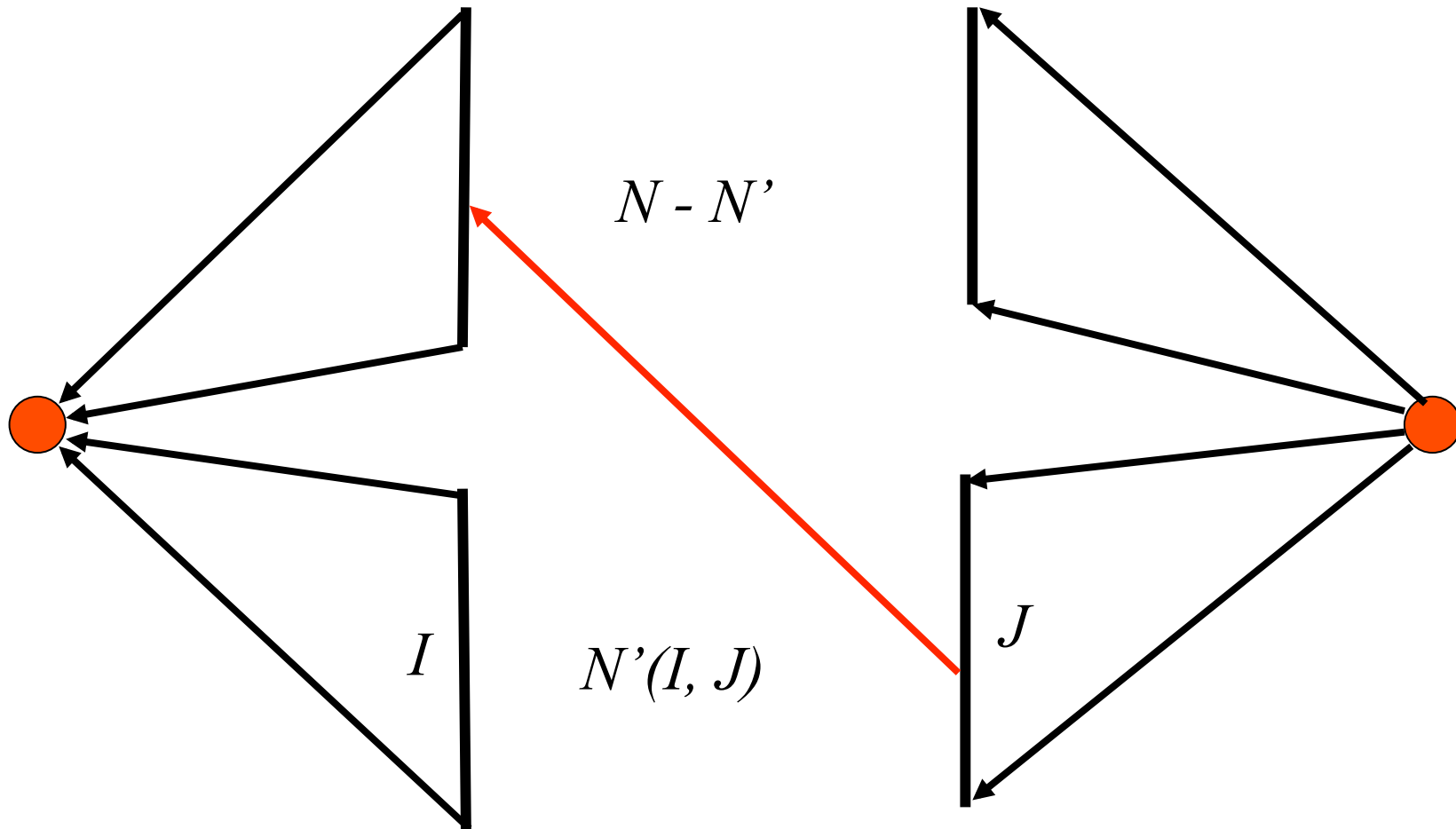


- Construct $N'(I, J)$
- Raise prices in J
 - N' is decoupled from $N - N'$
- New edge enters N
- OR a subset in I becomes tight

Network $N(\underline{p})$

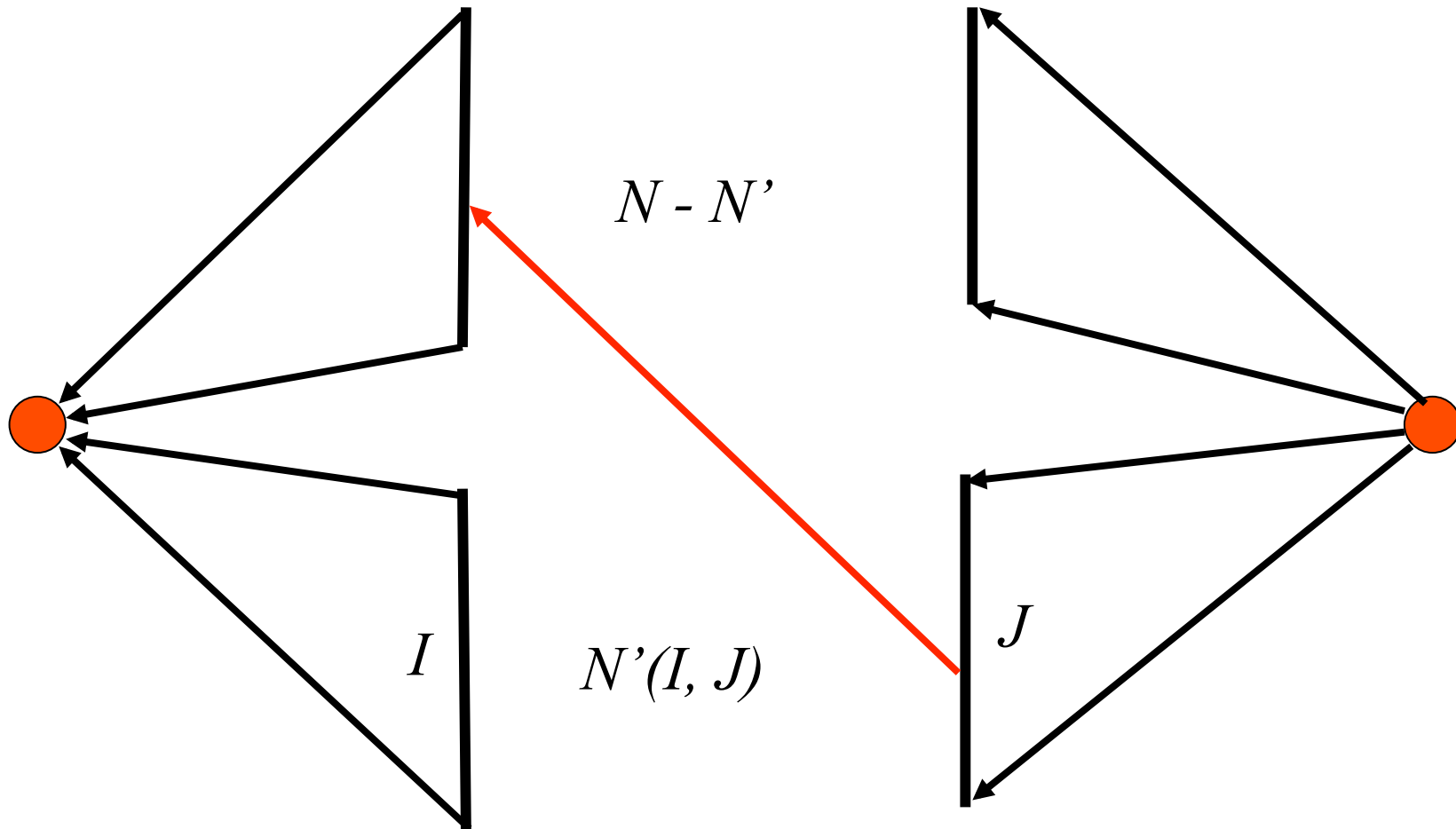


Network $N(\underline{p})$



By Property 1, this edge did not carry any flow.

Network $N(\underline{p})$



Hence Invariant is not violated by its removal.

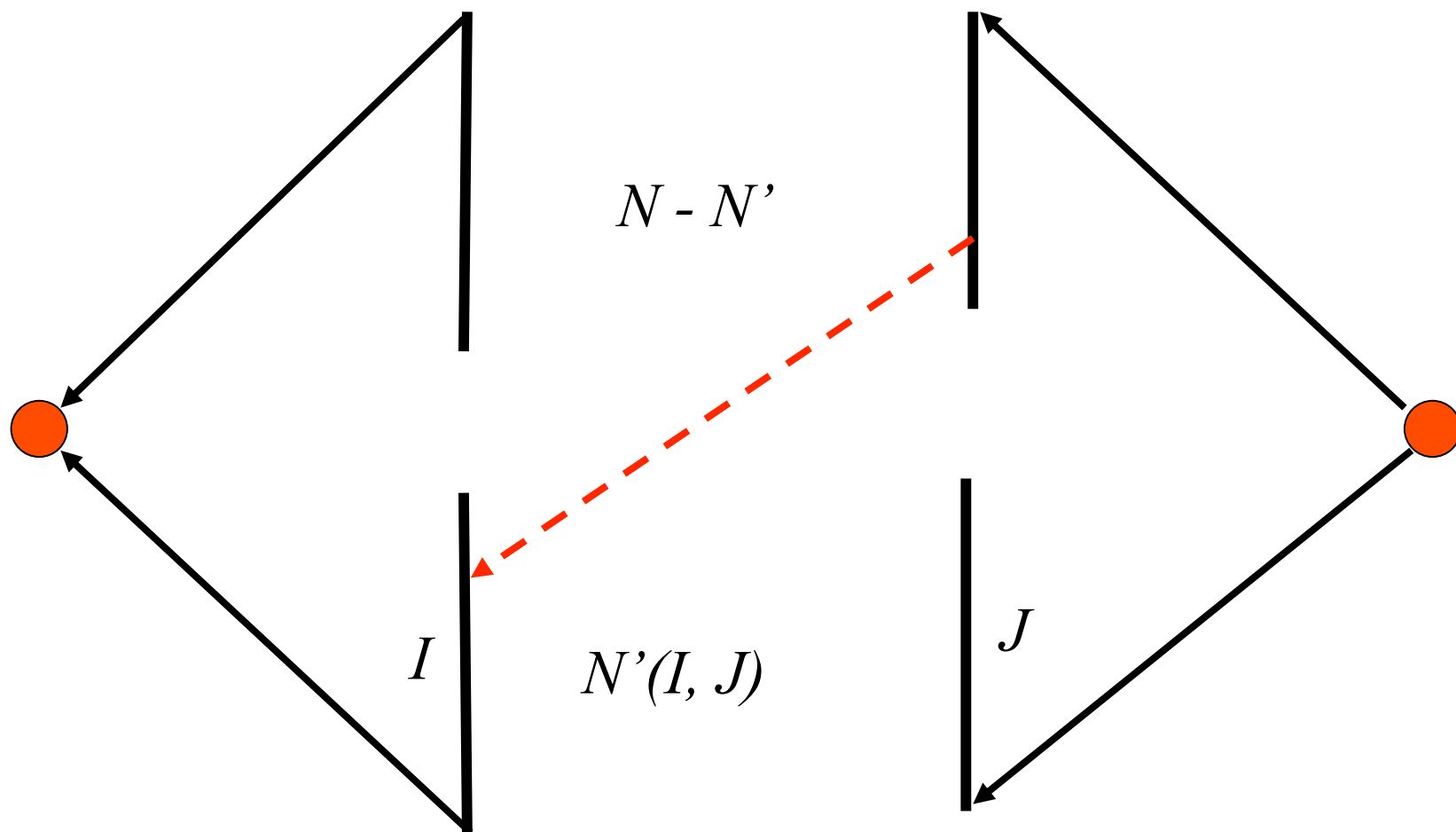


Raise prices in J

- proportionately, so that edges in N' don't change.
- $p \cdot x$, for each p in J
 - initialize $x = 1$
 - raise x

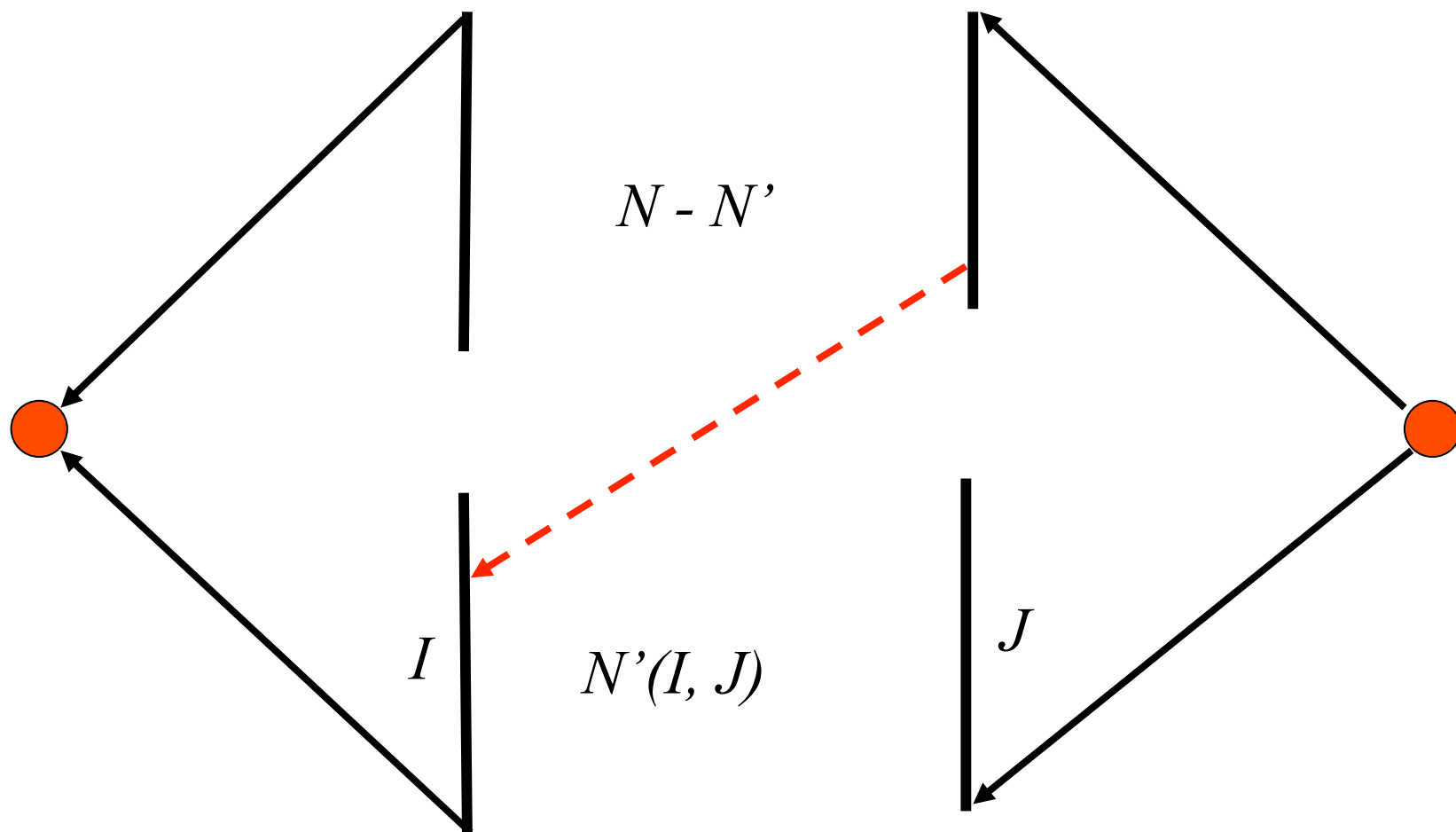
- Construct $N'(I, J)$
- Raise prices in J
- New edge enters N
- OR a subset in I becomes tight

Network $N(\underline{p})$

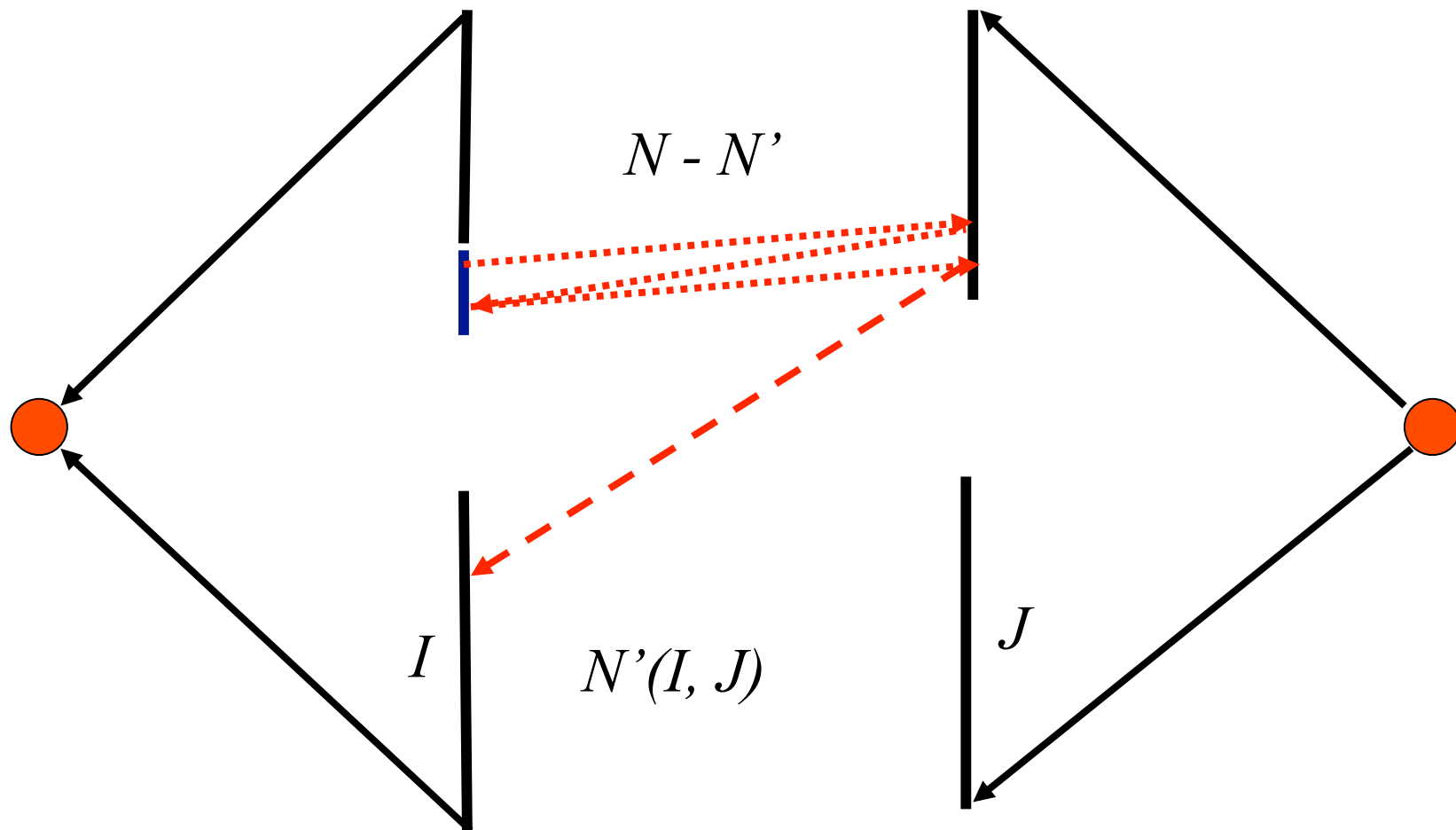


- Construct $N'(I, J)$
- Raise prices in J
- New edge enters N
 - Recompute balanced flow
 - Buyers in $N - N'$ having residual paths to $N' \rightarrow$
Move to N'
- OR a subset in I becomes tight

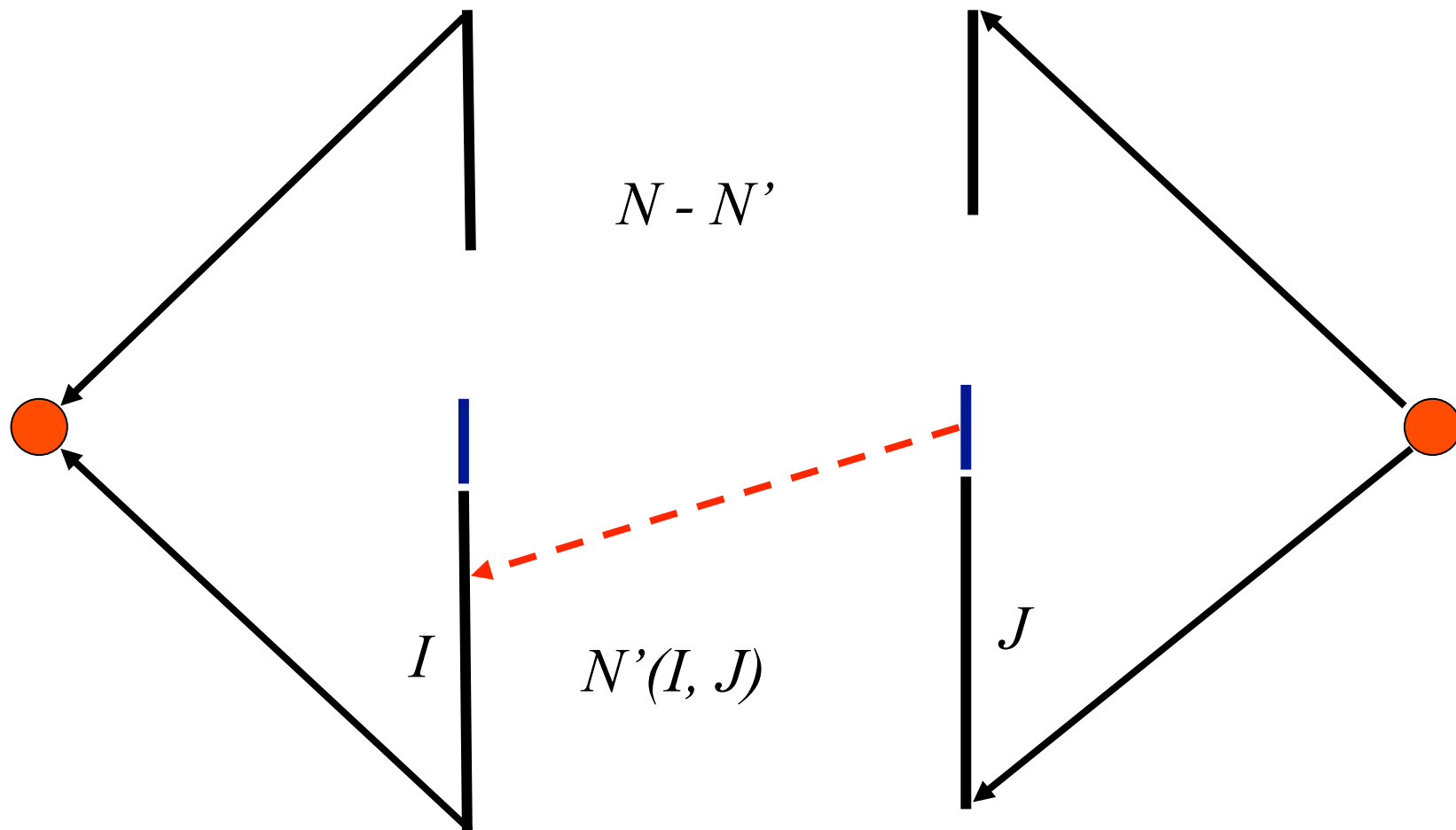
Network $N(\underline{p})$



Network $N(\underline{p})$



Network $N(\underline{p})$



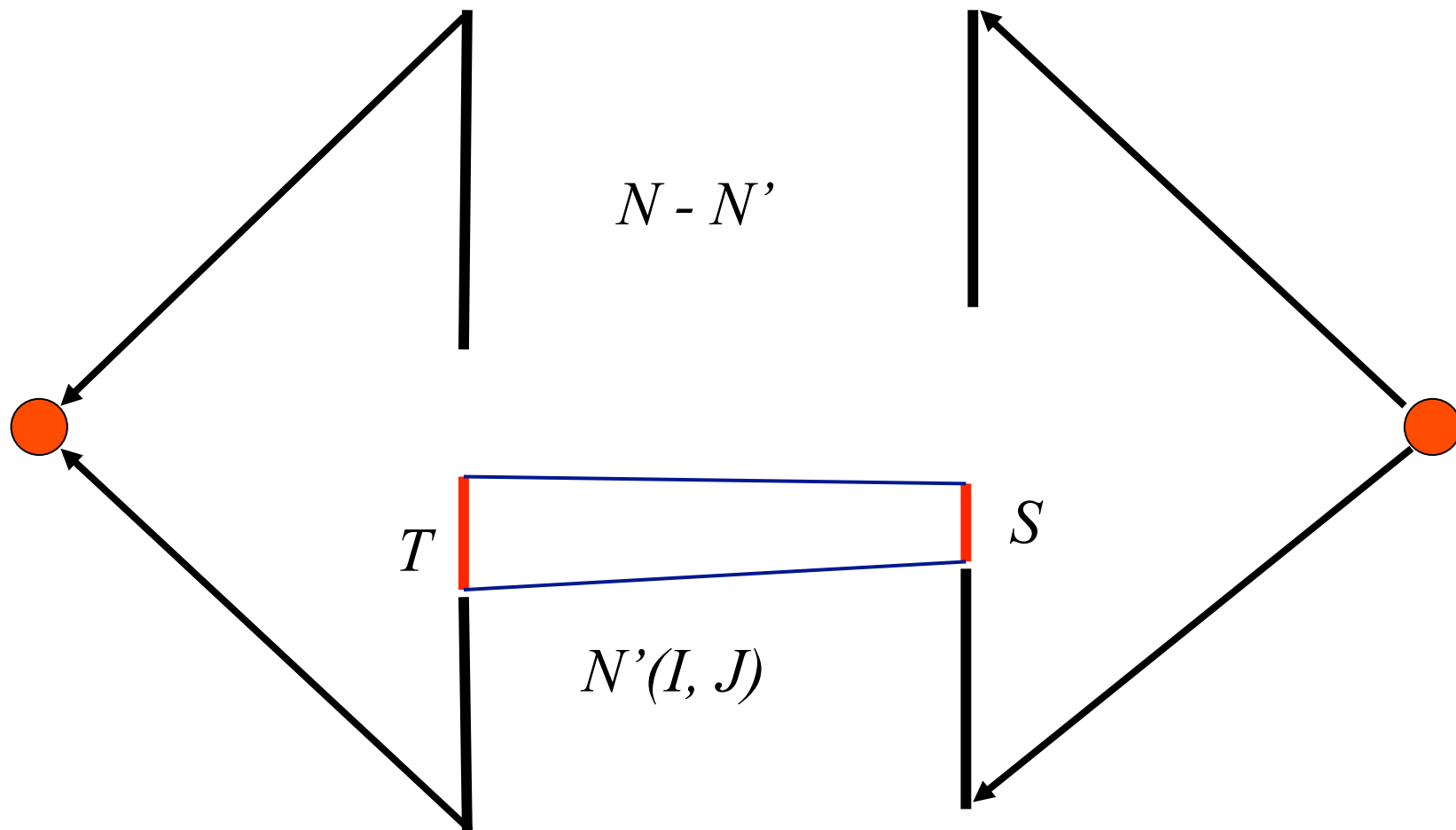
- Construct $N'(I, J)$
- Raise prices in J
- New edge enters N
 - Recompute balanced flow
 - Buyers moved to N' will have
sufficiently large surplus
- OR a subset in I becomes tight



Algorithm for an iteration

- Construct $N'(I, J)$
- Raise prices in J
- New edge enters N
- OR a subset in I becomes tight

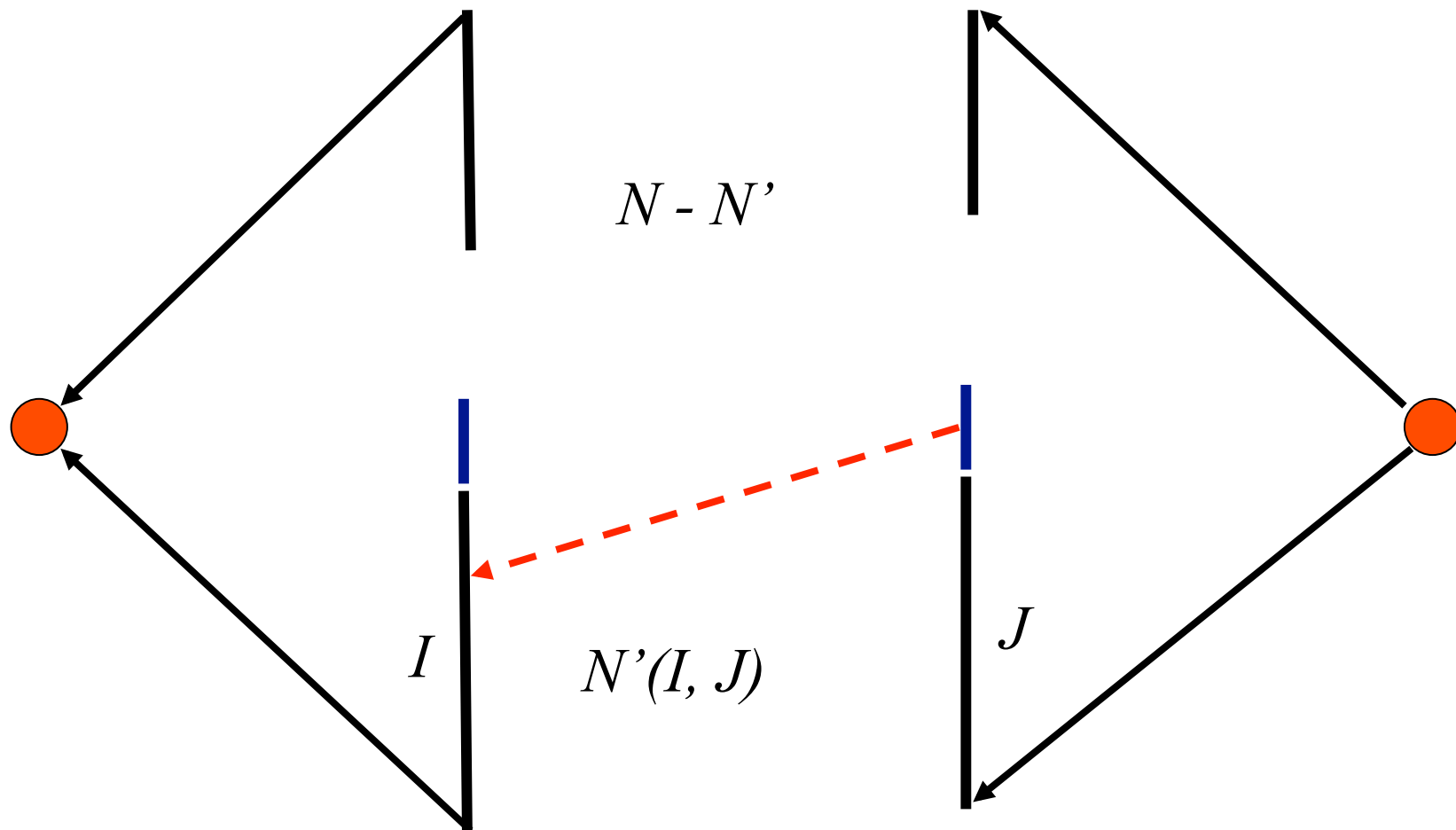
Tight set: $p(S) = m(T)$



- 
- Surplus of buyers in T drops to 0

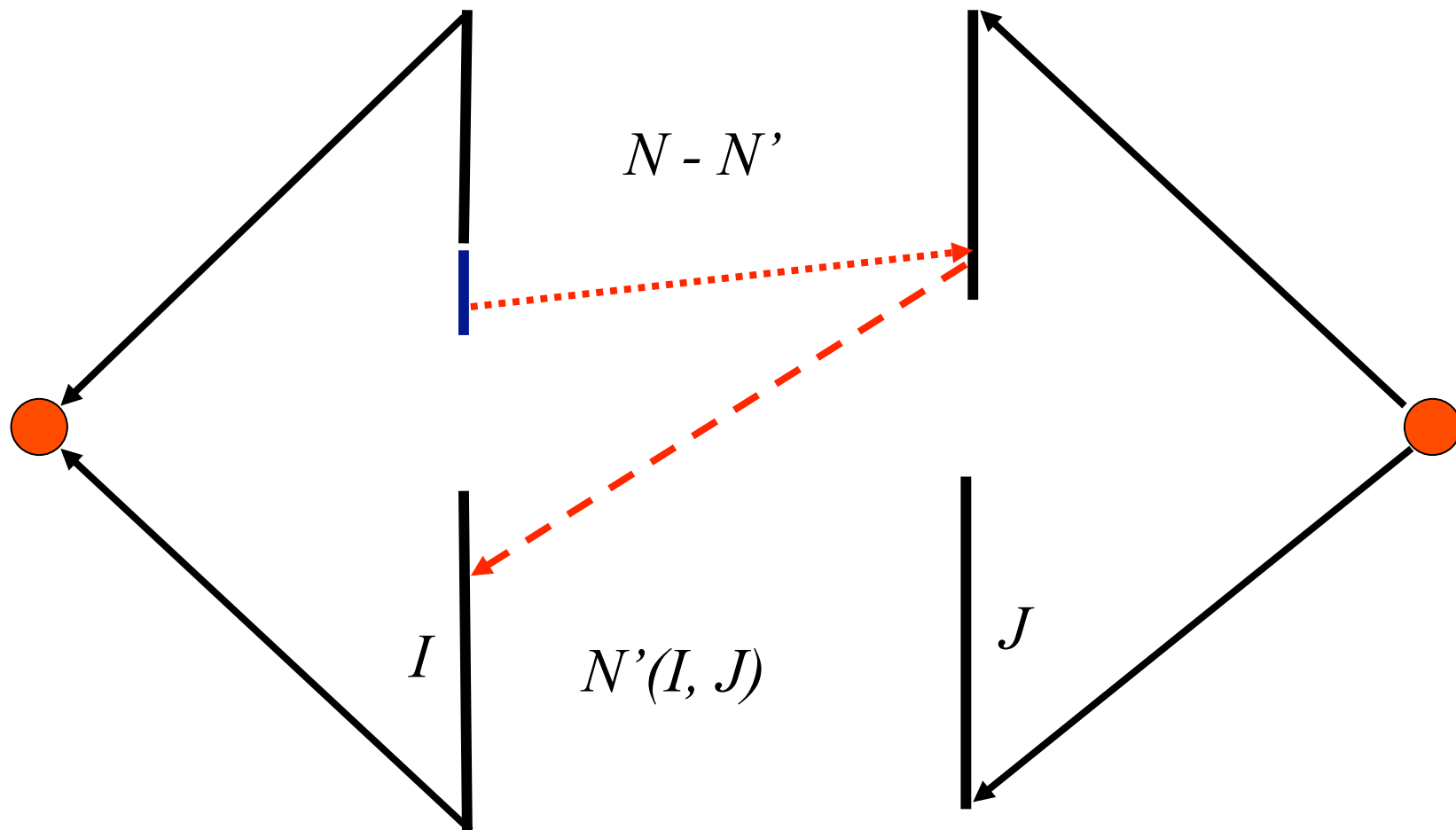
- Assume k sub-iterations.
- Let $d_0 = d$. At the end of l^{th} sub-iteration,
 $d_l = \min \{ \text{surplus}(i) \mid i \text{ is in } I \}$. So, $d_k = 0$.

Network $N(\underline{p})$



- Construct $N'(I, J)$
- Raise prices in J
- New edge enters N
 - Recompute balanced flow
 - Move buyers in $N - N'$ having residual paths to N'
 - will have sufficiently large surplus
- OR a subset in I becomes tight

Network $N(\underline{p})$



- Assume k sub-iterations.

- Let $d_0 = d$. At the end of l^{th} sub-iteration,

$$d_l = \min \{ \text{surplus}(i) \mid i \text{ is in } I \}. \quad \text{So, } d_k = 0.$$

- ~~■ Decrease in l_1 norm in sub-iteration l
is at least $(d_{l-1} - d_l)$~~

- Decrease in l_2^2 norm in sub-iteration l
is at least $(d_{l-1} - d_l)^2$



Our algorithm

- Reduces l_2 norm of surplus vector by $1/n^2$ fraction in each iteration
- Polynomial time algorithm



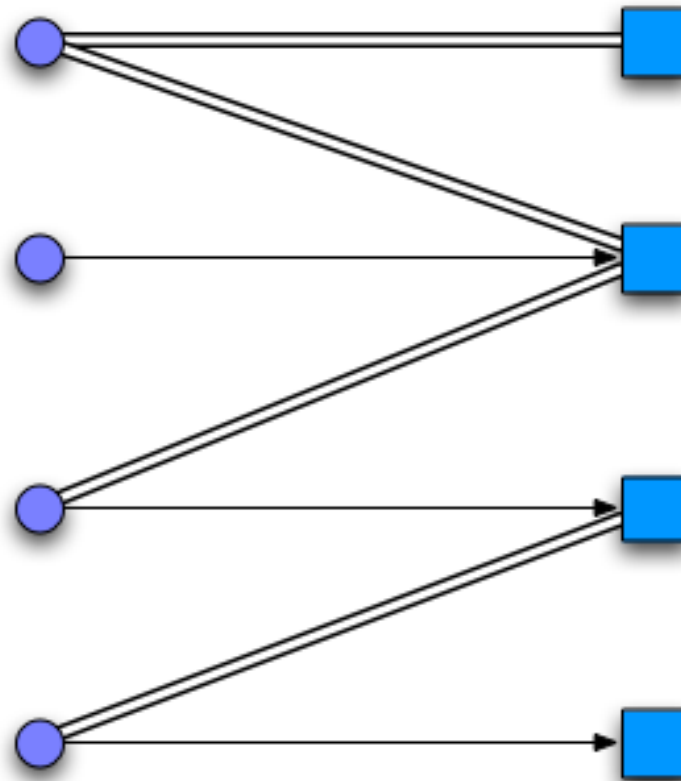
An improved algorithm by Orlin '10

- More intuitive
- Scaling algorithm
- Similar to Hungarian algorithm for matchings

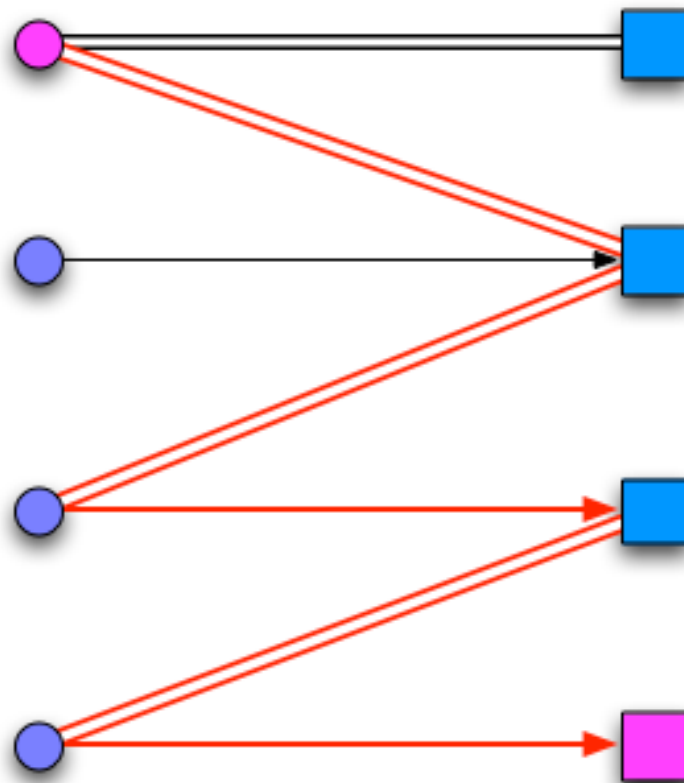


The residual network $N(p)$

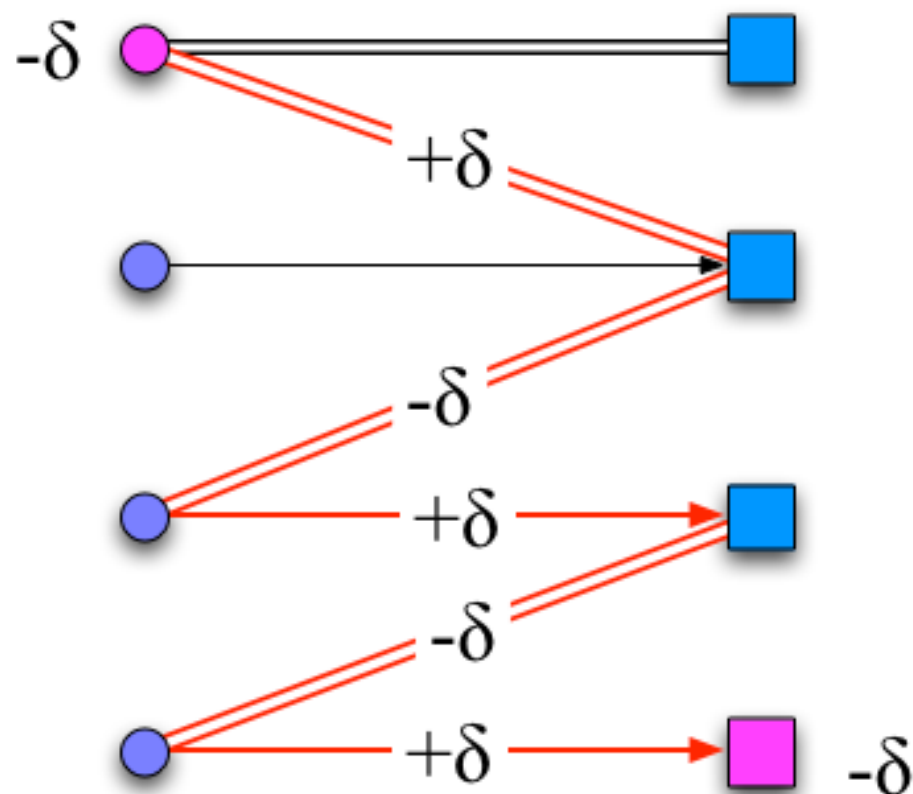
- In the bipartite graph from buyer to goods
- For each equality edge (i,j) , $(i,j) \in N(p)$
- For every (i,j) with $x_{ij} > 0$, there is an arc $(j,i) \in N(p)$



For an augmenting path connecting a buyer and a goods both with surplus



For an augmenting path connecting a buyer and a goods both with surplus



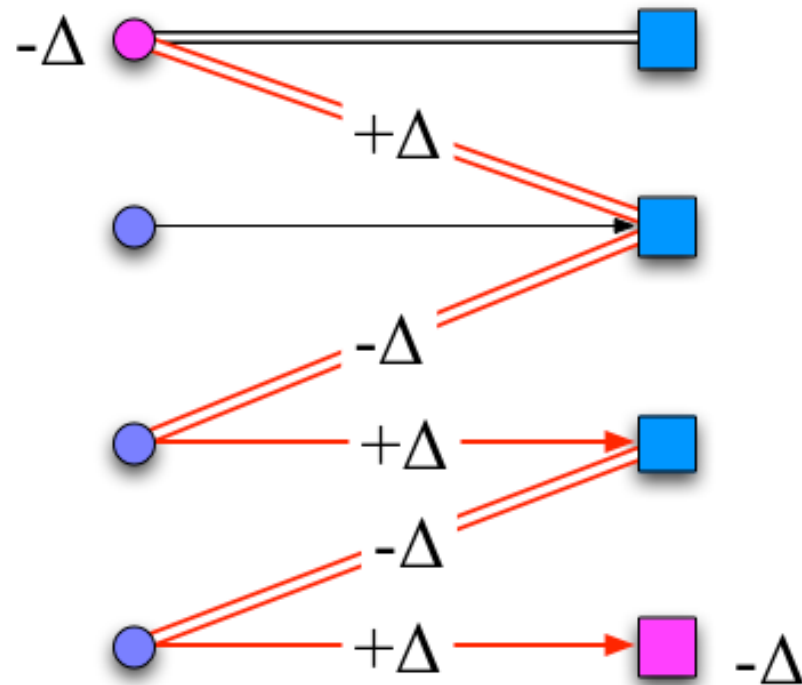


- In each scale, we maintain:
 - The surplus of every buyer ≥ 0
 - The surplus of every goods between $[0, \Delta]$
 - All x_{ij} are multiples of Δ

- Our aim in each scale:
 - The surplus of every buyer $< \Delta$

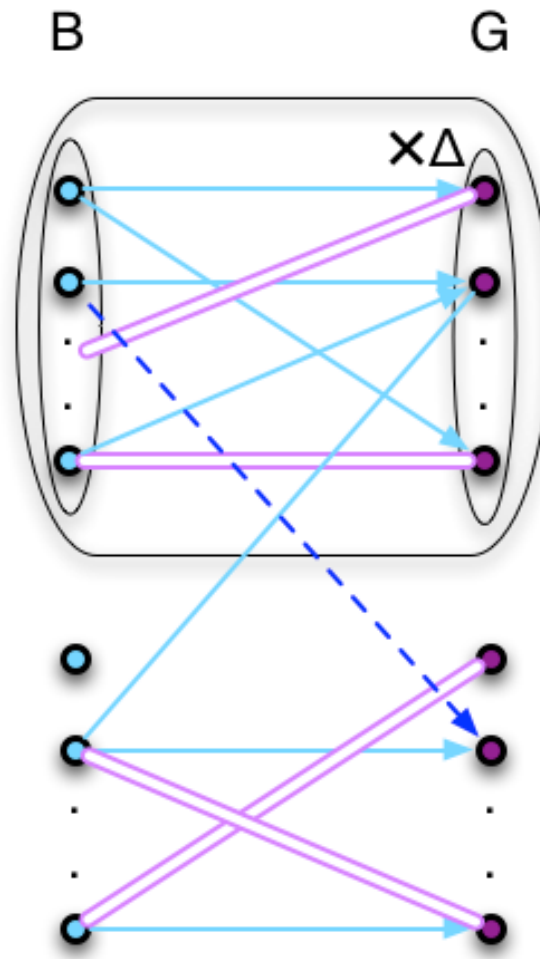
- After that reduce Δ by one half

- In each phase, start from buyers with surplus $\geq \Delta$
- Find augmenting paths to goods with surplus $\geq \Delta$



- 
- If there is no such augmenting paths,
 - Define the ActiveSet to be the vertices reachable from buyers with surplus $\geq \Delta$
 - Multiply the prices of goods in ActiveSet by the same factor q
 - Until ActiveSet becomes larger or some goods in ActiveSet has surplus $\geq \Delta$

- ActiveSet can become larger, since the goods not in it becomes more attractive



- 
- It takes $O(m+n\log n)$ to find an augmenting path from a buyer
 - In each phase, the sum of all surplus is $O(n\Delta)$, so we just need to find $O(n)$ augmenting paths
 - Because we start from the allocation of the previous phase with 2Δ
 - Total running time: $O(n(m+n\log n)(m_{\max}+n\log U_{\max}))$
 - Δ begins with $m_{\max}/n$, and ends with $1/(8n^2U_{\max})$



Arrow-Debreu market

- Each agent is assigned a bundle of goods instead of an amount of money
- They sell their own goods to other agents then buy their desirable goods
- Fisher market can be seen as a special case of AD market
- Still no combinatorial polynomial algorithms!