

Solutions to Proportional Division Worksheet

William Gasarch-U of MD

PROBLEM ONE

	l_1	l_2	l_3	l_4	l_5	l_6
A						
B						

Fill in this table such with natural numbers such that:

PROBLEM ONE

	l_1	l_2	l_3	l_4	l_5	l_6
A						
B						

Fill in this table such with natural numbers such that:

1) The numbers in a row add up to 12.

PROBLEM ONE

	l_1	l_2	l_3	l_4	l_5	l_6
A						
B						

Fill in this table such with natural numbers such that:

- 1) The numbers in a row add up to 12.
- 2) If A knows B 's valuation then, in cut and choose, she can cut the cake so that she will do much better than 6 (which is half).

PROBLEM ONE SOLUTION

	l_1	l_2	l_3	l_4	l_5	l_6
A	1	1	3	3	2	2
B	3	4	1	1	1	2

PROBLEM ONE SOLUTION

	l_1	l_2	l_3	l_4	l_5	l_6
A	1	1	3	3	2	2
B	3	4	1	1	1	2

A can cut the cake $\{l_1, l_2\}$ $\{l_3, l_4, l_5, l_6\}$.

PROBLEM ONE SOLUTION

	l_1	l_2	l_3	l_4	l_5	l_6
A	1	1	3	3	2	2
B	3	4	1	1	1	2

A can cut the cake $\{l_1, l_2\} \{l_3, l_4, l_5, l_6\}$.

A know that B will pick $\{l_1, l_2\}$ since it adds to 7.

PROBLEM ONE SOLUTION

	l_1	l_2	l_3	l_4	l_5	l_6
A	1	1	3	3	2	2
B	3	4	1	1	1	2

A can cut the cake $\{l_1, l_2\}$ $\{l_3, l_4, l_5, l_6\}$.

A know that B will pick
 $\{l_1, l_2\}$ since it adds to 7.

A ends up with
 $\{l_3, l_4, l_5, l_6\}$ which adds up to 10.

PROBLEM TWO

	l_1	l_2	l_3	l_4	l_5	l_6
A						
B						
C						

Fill in this table such with natural numbers such that:

- ▶ The numbers in a row add up to 12.
- ▶ There is a way that if A cheats in the lone divider protocol, she will do worse than if she didn't.

PROBLEM TWO SOLUTION

	l_1	l_2	l_3	l_4	l_5	l_6
A	2	2	2	3	2	1
B	3	3	3	3	0	0
C	2	2	1	1	3	3

PROBLEM TWO SOLUTION

	l_1	l_2	l_3	l_4	l_5	l_6
A	2	2	2	3	2	1
B	3	3	3	3	0	0
C	2	2	1	1	3	3

A cuts it $\{l_1, l_2, l_3, l_4\}$ (which is 9) and $\{l_5, l_6\}$ (which is 3).

PROBLEM TWO SOLUTION

	l_1	l_2	l_3	l_4	l_5	l_6
A	2	2	2	3	2	1
B	3	3	3	3	0	0
C	2	2	1	1	3	3

A cuts it $\{l_1, l_2, l_3, l_4\}$ (which is 9) and $\{l_5, l_6\}$ (which is 3).
 B takes $\{l_1, l_2, l_3, l_4\}$.

PROBLEM TWO SOLUTION

	l_1	l_2	l_3	l_4	l_5	l_6
A	2	2	2	3	2	1
B	3	3	3	3	0	0
C	2	2	1	1	3	3

A cuts it $\{l_1, l_2, l_3, l_4\}$ (which is 9) and $\{l_5, l_6\}$ (which is 3).
 B takes $\{l_1, l_2, l_3, l_4\}$. A is left with $\{l_5, l_6\}$ which is 3.

PROBLEM TWO SOLUTION

	l_1	l_2	l_3	l_4	l_5	l_6
A	2	2	2	3	2	1
B	3	3	3	3	0	0
C	2	2	1	1	3	3

A cuts it $\{l_1, l_2, l_3, l_4\}$ (which is 9) and $\{l_5, l_6\}$ (which is 3).
 B takes $\{l_1, l_2, l_3, l_4\}$. A is left with $\{l_5, l_6\}$ which is 3.
Whatever happens later, A gets ≤ 3 .

PROBLEM TWO SOLUTION

	l_1	l_2	l_3	l_4	l_5	l_6
A	2	2	2	3	2	1
B	3	3	3	3	0	0
C	2	2	1	1	3	3

A cuts it $\{l_1, l_2, l_3, l_4\}$ (which is 9) and $\{l_5, l_6\}$ (which is 3).
 B takes $\{l_1, l_2, l_3, l_4\}$. A is left with $\{l_5, l_6\}$ which is 3.
Whatever happens later, A gets ≤ 3 . Serves her right.

PROBLEM THREE

	l_1	l_2	l_3	l_4	l_5	l_6
A						
B						
C						

Fill in this table such with natural numbers such that:

- ▶ The numbers in a row add up to 12.
- ▶ There is a way that if A cheats in the Trim protocol, she will do worse than if she didn't.

PROBLEM THREE SOL

	l_1	l_2	l_3	l_4	l_5	l_6
A	1	2	2	2	2	3
B	2	2	2	2	2	2
C	2	2	2	2	2	2

PROBLEM THREE SOL

	l_1	l_2	l_3	l_4	l_5	l_6
A	1	2	2	2	2	3
B	2	2	2	2	2	2
C	2	2	2	2	2	2

A cheats by cutting the piece $\{l_1, l_2\}$ which is worth $3 < 4$.

PROBLEM THREE SOL

	l_1	l_2	l_3	l_4	l_5	l_6
A	1	2	2	2	2	3
B	2	2	2	2	2	2
C	2	2	2	2	2	2

A cheats by cutting the piece $\{l_1, l_2\}$ which is worth $3 < 4$. Perhaps he thinks someone will trim it so he ends up splitting $\{l_3, l_4, l_5, l_6\}$ which is worth 9 so he would end up with ≥ 4.5 .

PROBLEM THREE SOL

	l_1	l_2	l_3	l_4	l_5	l_6
A	1	2	2	2	2	3
B	2	2	2	2	2	2
C	2	2	2	2	2	2

A cheats by cutting the piece $\{l_1, l_2\}$ which is worth $3 < 4$. Perhaps he thinks someone will trim it so he ends up splitting $\{l_3, l_4, l_5, l_6\}$ which is worth 9 so he would end up with ≥ 4.5 . B and C do not trim, so A is stuck with $\{l_1, l_2\}$.

PROBLEM FOUR

PROBLEM FOUR

Generalize the Lone Chooser Algorithm to 4 players

PROBLEM FOUR

Generalize the Lone Chooser Algorithm to 4 players

1) A, B, C do lone chooser so they each now have $\geq \frac{1}{3}$. Assume A had P_A , B had P_B , C had P_C .

PROBLEM FOUR

Generalize the Lone Chooser Algorithm to 4 players

1) A, B, C do lone chooser so they each now have $\geq \frac{1}{3}$. Assume A had P_A , B had P_B , C had P_C .

2) A div P_A in 4 pieces; B div P_B in 4 pieces; C div P_C in 4 pieces (equal).

PROBLEM FOUR

Generalize the Lone Chooser Algorithm to 4 players

- 1) A, B, C do lone chooser so they each now have $\geq \frac{1}{3}$. Assume A had P_A , B had P_B , C had P_C .
- 2) A div P_A in 4 pieces; B div P_B in 4 pieces; C div P_C in 4 pieces (equal).
- 3) D takes one piece from each of A, B, C .

PROBLEM FOUR

Generalize the Lone Chooser Algorithm to 4 players

- 1) A, B, C do lone chooser so they each now have $\geq \frac{1}{3}$. Assume A had P_A , B had P_B , C had P_C .
- 2) A div P_A in 4 pieces; B div P_B in 4 pieces; C div P_C in 4 pieces (equal).
- 3) D takes one piece from each of A, B, C .
 A, B, C all have $\geq \frac{1}{3} - \frac{1}{4} \frac{1}{3} = \frac{1}{4}$.

PROBLEM FOUR

Generalize the Lone Chooser Algorithm to 4 players

1) A, B, C do lone chooser so they each now have $\geq \frac{1}{3}$. Assume A had P_A , B had P_B , C had P_C .

2) A div P_A in 4 pieces; B div P_B in 4 pieces; C div P_C in 4 pieces (equal).

3) D takes one piece from each of A, B, C .

A, B, C all have $\geq \frac{1}{3} - \frac{1}{4} \frac{1}{3} = \frac{1}{4}$.

D thinks P_A size x_A , P_B size x_B , P_C size x_C
where $x_A + x_B + x_C = 1$.

PROBLEM FOUR

Generalize the Lone Chooser Algorithm to 4 players

1) A, B, C do lone chooser so they each now have $\geq \frac{1}{3}$. Assume A had P_A , B had P_B , C had P_C .

2) A div P_A in 4 pieces; B div P_B in 4 pieces; C div P_C in 4 pieces (equal).

3) D takes one piece from each of A, B, C .

A, B, C all have $\geq \frac{1}{3} - \frac{1}{4} \frac{1}{3} = \frac{1}{4}$.

D thinks P_A size x_A , P_B size x_B , P_C size x_C

where $x_A + x_B + x_C = 1$.

D has $\geq \frac{1}{4}x_A + \frac{1}{4}x_B + \frac{1}{4}x_C = \frac{1}{4}(x_A + x_B + x_C) = \frac{1}{4}$.

PROBLEM FIVE

PROBLEM FIVE

Do the last case of the Divide and Conquer Algorithm that I omitted.

PROBLEM FIVE

Do the last case of the Divide and Conquer Algorithm that I omitted.

omitted

PROBLEM SIX

PROBLEM SIX

Recall that for the DC algorithm we have:

PROBLEM SIX

Recall that for the DC algorithm we have:

Let $C(n)$ be the number of cuts used for DC with n players.

PROBLEM SIX

Recall that for the DC algorithm we have:

Let $C(n)$ be the number of cuts used for DC with n players.

$$C(2^m) = 2C(2^{m-1}) + 2^m.$$

PROBLEM SIX

Recall that for the DC algorithm we have:

Let $C(n)$ be the number of cuts used for DC with n players.

$$C(2^m) = 2C(2^{m-1}) + 2^m.$$

$$C(2^{m-1}) = 2C(2^{m-2}) + 2^{m-1} \text{ so}$$

PROBLEM SIX

Recall that for the DC algorithm we have:

Let $C(n)$ be the number of cuts used for DC with n players.

$$C(2^m) = 2C(2^{m-1}) + 2^m.$$

$$C(2^{m-1}) = 2C(2^{m-2}) + 2^{m-1} \text{ so}$$

$$C(2^m) = 2(2C(2^{m-2}) + 2^{m-1}) + 2^m = 2^2 C(2^{m-2}) + 2 \times 2^m$$

PROBLEM SIX

Recall that for the DC algorithm we have:

Let $C(n)$ be the number of cuts used for DC with n players.

$$C(2^m) = 2C(2^{m-1}) + 2^m.$$

$$C(2^{m-1}) = 2C(2^{m-2}) + 2^{m-1} \text{ so}$$

$$C(2^m) = 2(2C(2^{m-2}) + 2^{m-1}) + 2^m = 2^2 C(2^{m-2}) + 2 \times 2^m$$

$$C(2^m) = 2^i C(2^{m-i}) + i \times 2^m$$

PROBLEM SIX

Recall that for the DC algorithm we have:

Let $C(n)$ be the number of cuts used for DC with n players.

$$C(2^m) = 2C(2^{m-1}) + 2^m.$$

$$C(2^{m-1}) = 2C(2^{m-2}) + 2^{m-1} \text{ so}$$

$$C(2^m) = 2(2C(2^{m-2}) + 2^{m-1}) + 2^m = 2^2 C(2^{m-2}) + 2 \times 2^m$$

$$C(2^m) = 2^i C(2^{m-i}) + i \times 2^m$$

Let $i = m - 1$ to get

PROBLEM SIX

Recall that for the DC algorithm we have:

Let $C(n)$ be the number of cuts used for DC with n players.

$$C(2^m) = 2C(2^{m-1}) + 2^m.$$

$$C(2^{m-1}) = 2C(2^{m-2}) + 2^{m-1} \text{ so}$$

$$C(2^m) = 2(2C(2^{m-2}) + 2^{m-1}) + 2^m = 2^2C(2^{m-2}) + 2 \times 2^m$$

$$C(2^m) = 2^i C(2^{m-i}) + i \times 2^m$$

Let $i = m - 1$ to get

$$C(2^m) = 2^m C(2) + (m - 1) \times 2^m = 2^m + (m - 1) \times 2^m = m2^m.$$

PROBLEM SIX

Recall that for the DC algorithm we have:

Let $C(n)$ be the number of cuts used for DC with n players.

$$C(2^m) = 2C(2^{m-1}) + 2^m.$$

$$C(2^{m-1}) = 2C(2^{m-2}) + 2^{m-1} \text{ so}$$

$$C(2^m) = 2(2C(2^{m-2}) + 2^{m-1}) + 2^m = 2^2 C(2^{m-2}) + 2 \times 2^m$$

$$C(2^m) = 2^i C(2^{m-i}) + i \times 2^m$$

Let $i = m - 1$ to get

$$C(2^m) = 2^m C(2) + (m - 1) \times 2^m = 2^m + (m - 1) \times 2^m = m2^m.$$

If $n = 2^m$ then $m = \log_2 n$ so $T(n) = n \log n$.