

Approximability of Economic Equilibrium in Housing Markets with Duplicate Houses

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Basic notions

Definition

A *housing market* is a quadruple $\mathcal{M} = (A, H, \omega, \mathcal{P})$ where

- A is a set of n *agents*, H is a set of m *house types*
- $\omega : A \rightarrow H$ is the *endowment function*
- *preference profile* \mathcal{P} is an n -tuple of agents' preferences, i.e. linearly ordered lists $P(a)$ of acceptable house types

Example.

$$A = \{a_1, a_2, \dots, a_7\};$$

$$H = \{h_1, h_2, h_3, h_4\}$$

$$\omega(a_1) = h_1; \quad P(a_1) : h_4, h_3, h_2, h_1$$

$$\omega(a_2) = h_4; \quad P(a_2) : (h_1, h_3), h_4$$

$$\omega(a_3) = h_1; \quad P(a_3) : h_2, h_4, h_1$$

$$\omega(a_4) = h_2; \quad P(a_4) : (h_1, h_3), h_4, h_2$$

$$\omega(a_5) = h_2; \quad P(a_5) : h_4, h_1, h_2$$

$$\omega(a_6) = h_3; \quad P(a_6) : h_4, h_3$$

$$\omega(a_7) = h_4; \quad P(a_7) : h_3, h_1, h_4$$

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$$\omega(a_1) = h_1; \quad P(a_1) : h_4, h_3, h_2, h_1 \quad \text{acceptable houses}$$

$$\omega(a_2) = h_4; \quad P(a_2) : (h_1, h_3), h_4 \quad \text{ties}$$

$$\omega(a_3) = h_1; \quad P(a_3) : h_2, h_4, h_1 \quad \text{strict preferences}$$

$$\omega(a_4) = h_2; \quad P(a_4) : (h_1, h_3), h_4, h_2 \quad \text{trichotomous preferences}$$

$$\omega(a_5) = h_2; \quad P(a_5) : h_4, h_1, h_2$$

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$$A = \{a_1, a_2, \dots, a_7\}$$

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$\omega(a_1) = h_1;$	$P(a_1) : (h_4, h_3, h_2), h_1$	<i>trichotomous preferences</i> each agent has: 1. better house types 2. type of his own house 3. unacceptable houses
$\omega(a_2) = h_4;$	$P(a_2) : (h_1, h_3), h_4$	
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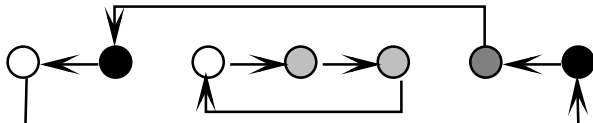
Further notation

Definition

A function $x : A \rightarrow H$ is an **allocation** if there exists a bijection π on A such that $x(a) = \omega(\pi(a))$ for each $a \in A$.

- Each allocation consists of **trading cycles**

$\omega(a_1) = h_1;$	$P(a_1) : h_4, h_3, h_2, h_1$	<i>take trading cycles</i>
$\omega(a_2) = h_4;$	$P(a_2) : (h_1, h_3), h_4$	$(a_1, a_7, a_6, a_2)(a_3, a_4, a_5)$
$\omega(a_3) = h_1;$	$P(a_3) : h_2, h_4, h_1$	<i>this means</i>
$\omega(a_4) = h_2;$	$P(a_4) : (h_1, h_3), h_4, h_2$	$x(a_1) = h_4;$
$\omega(a_5) = h_2;$	$P(a_5) : h_4, h_1, h_2$	$x(a_7) = h_3;$
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$\omega(a_7) = h_4;$	$P(a_7) : h_3, h_1, h_4$	$x(a_2) = h_1$ etc.



Definition

A pair (p, x) , where $p : H \rightarrow \mathbb{R}$ is a price function and x is an allocation on A is an **economic equilibrium** for market \mathcal{M} if for each $a \in A$, house $x(a)$ is of type that is among the most preferred house types in his budget set, i.e.

$$S = B_a(p) = \{h \in H; p(h) \leq p(\omega(a))\}.$$

Lema

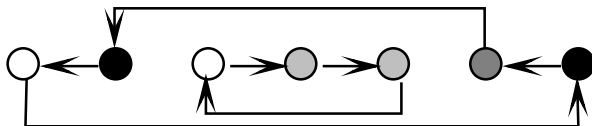
If (p, x) is an economic equilibrium for market \mathcal{M} then $p(x(a)) = p(\omega(a))$ for each $a \in A$.

Example: equilibrium

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Take $p(h_j) = p$ for all j and $(a_1, a_7, a_6, a_2)(a_3, a_4, a_5)$

Not equilibrium, since $x(a_5) = h_1$ and this is the second-choice house

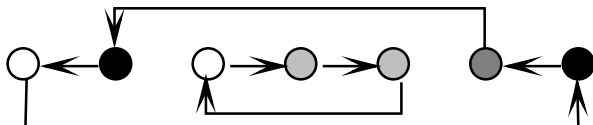


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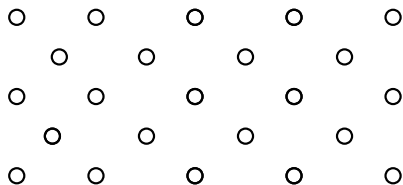
Observation: In this example there is no equilibrium with equal prices, as demand for houses of type h_4 is 3, while the supply is only 2.

Brief history

- **Walras 1874:** notion of equilibrium
- **Arrow, Debreu 1954:** notion of exchange economy
- equilibrium exist if commodities are infinitely divisible
- **Deng, Papadimitriou, Safra 2002:** if commodities are indivisible, decision about the equilibrium existence is NPC
- **Shapley, Scarf 1974:** housing market
- $m = n$; each house different
- **Gale 1974:** proof of equilibrium existence by TTC algorithm

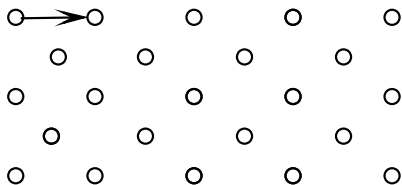
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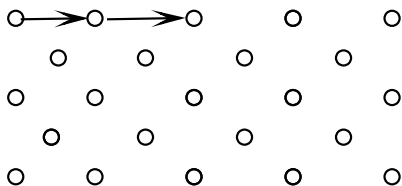
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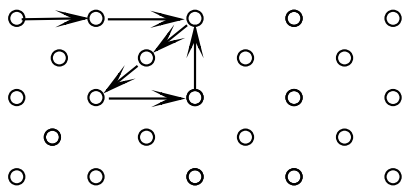
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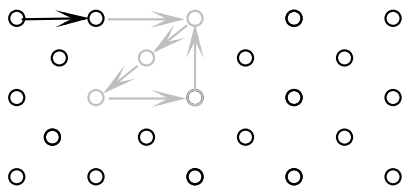
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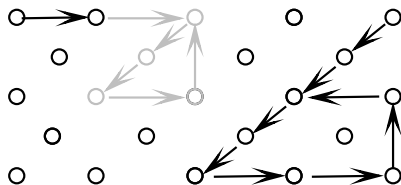
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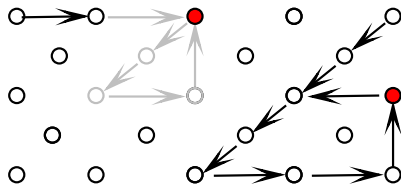
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Duplicate houses make the difference

Theorem (Fekete, Skutella and Woeginger 2003)

If the housing market contains duplicate houses, it is NP-complete to decide whether an economic equilibrium exists.

Theorem (KC & Fleiner 2008)

If preferences over house types are strict, the existence of equilibrium can be decided in polynomial time.

- $O(L)$ implementation – DFS algorithm (KC & Jelínková)

Theorem (Ceclárová & Fleiner 2008)

If preferences are trichotomous, the existence problem remains NP-complete.

Approximate equilibrium

Definition

An agent a is *unsatisfied* with respect to (p, x) if $x(a)$ is not among the most preferred house types in his budget set according to p ; otherwise he is said to be *satisfied*.

$\mathcal{D}_{\mathcal{M}}(p, x)$... the set of *unsatisfied* agents in \mathcal{M} w.r.t. (p, x)

$\mathcal{S}_{\mathcal{M}}(p, x)$... the set of *satisfied* agents in \mathcal{M} w.r.t. (p, x)

Definition

(p, x) is an *α -deficient equilibrium*, if $|\mathcal{D}_{\mathcal{M}}(p, x)| = \alpha$. *Deficiency* $\mathcal{D}(\mathcal{M})$ of a housing market \mathcal{M} , is the minimum α such that \mathcal{M} admits an α -deficient equilibrium.

$$\text{opt}(\mathcal{M}) = n - \mathcal{D}(\mathcal{M})$$

- housing market \mathcal{M} admits an equilibrium iff $\text{opt}(\mathcal{M}) = n$

Easy cases

- *an acyclic market always has an equilibrium*
- *If $m = 2$, then $\text{opt}(\mathcal{M}) = \max\{2 \min\{n_1, n_2\}, n_1, n_2\}$, where $|A(h_1)| = n_1$, $|A(h_2)| = n_2$.*
- $p_1 = p_2$: trading cycles alternate h_1 and h_2 ; so $\mathcal{S} = 2 \min\{n_1, n_2\}$
- $p_1 \neq p_2$: no trading, but all agents with cheaper house are satisfied

For $n_2 = 2n_1$ we have $\text{opt}(\mathcal{M}) = 2/3n$.

Theorem (KC & Schlotter 2010)

If preferences are arbitrary and the number m of house types fixed then $\mathcal{D}(\mathcal{M})$ can be computed in $O(m^m \sqrt{n}L)$ time, where L is the total length of preference lists of all agents .

Approximating the number of satisfied agents

Theorem (KC & Jelínková 2011)

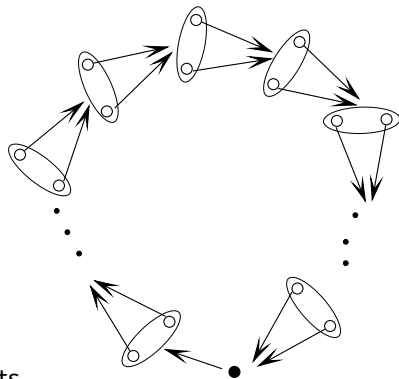
If preferences are trichotomous then there is a 2-approximation algorithm for $opt(\mathcal{M})$. Moreover, this guarantee is tight.

- trichotomous market represented by graph $G = (V, E)$ where vertices correspond to agents and $(i, j) \in E$ if agent i accepts house $\omega(j)$
- let C be a maximum cycle packing of G , covering agents A_C
- If $|A_C| \geq n/2$: all houses the same price, cycles of C trading
- If $|A_C| < n/2$: then A_C is a feedback vertex set and submarket generated by $A \setminus A_C$ acyclic.
- Satisfy all agents in $A \setminus A_C$, by setting prices according to a topological ordering in acyclic graph

Approximating the number of satisfied agents

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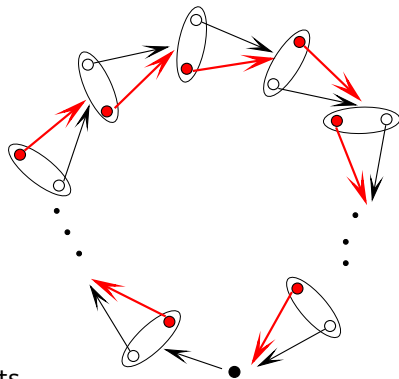


$2q + 1$ agents

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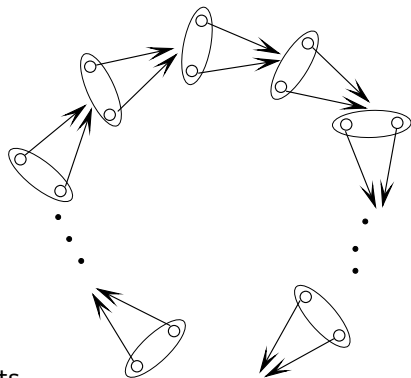


$2q + 1$ agents,
each cycle packing satisfies $q + 1$ agents

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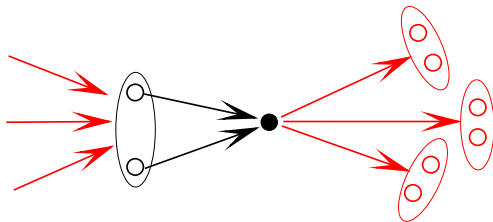
$2q + 1$ agents

each cycle packing satisfies $q + 1$ agents,

but $2q$ agents can be satisfied

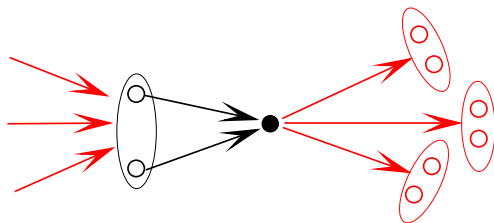
Inapproximability – transformation

- for graph G construct a market \mathcal{M} .
- for $v \in G$: **2 in-agents** $I_v = \{i_{v,1}, i_{v,2}\}$ and **one out-agent** o_v
- $\omega(i_{v,1}) = \omega(i_{v,2}) = h_v$; $\omega(o_v) = h_v^*$
- in-agents I_v desire house of out-agent o_v
- agent o_v desires houses h_w such that $\{v, w\} \in E(G)$



Inapproximability – transformation – properties

- constructed market \mathcal{M} is trichotomous, $n = 3|V(G)|$
- F vertex cover in G iff $\{o_v; v \in F\}$ feedback vertex set in \mathcal{M} .
- There exists an optimal (p, x) with no trading
- (p, x) optimal with no trading then all in-agents are satisfied



Inapproximability – result

Theorem

The construction yields for each graph G a trichotomous housing market \mathcal{M} with $n = 3|V(G)|$ agents such that $opt(\mathcal{M}) = 3|V(G)| - \min\{|W|, W \text{ vertex cover in } G\}$.

Halldórsson, Iwama, Miyazaki, Yanagisawa, *Improved approximation results for the stable marriage problem*, ACM Trans. Alg., 2007

- construction: to each graph $G = (V, E)$ a stable marriage instance I such that the # men = # women = $3|V(G)|$ and $|opt(I)| = 3|V(G)| - \min\{|W|, W \text{ vertex cover in } G\}$.
- we get by the same computations the following result

Theorem

It is NP-hard to approximate $opt(\mathcal{M})$ for trichotomic markets with an approximation factor smaller than $21/19$

Theorem

It is NP-hard to approximate $\text{opt}(\mathcal{M})$ for general markets

- 1 *within a factor smaller than 1.2, and*
- 2 *within a factor smaller than 1.5, if UGC is true.*

Open problems:

- Better approximation algorithms?
- For general preferences?