Chapter 4 Section 3 MA1020 Quantitative Literacy

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Definition

A division is considered envy-free if each of the *n* players feels that he or she has received at least $\frac{1}{n}$ of the total value and that no other player has a share more valuable than his or her own.

Continuous Envy-Free Division Method for Three Players – Part 1

- Player A divides the item into three pieces that he or she considers to be of equal value.
- Player B evaluates the pieces and determines the most valuable of the three pieces. (We will assume player B finds only one such piece.)
- Player B trims the most valuable piece so that it is value equals the value of the second-most-valuable piece. The piece that was trimmed off is set aside.
- Player C chooses the piece he or she considers to have the greatest value.
- Player B gets the piece that was trimmed if it is available. Otherwise, player B gets any other piece he or she considers to have the greatest value.
- Player A gets the remaining piece.

Continuous Envy-Free Division Method for Three Players – Part 2

- Of Players *B* and *C*, the player who received the trimmed piece will become the second chooser. The other becomes the second divider.
- Intersection of the excess into three pieces of equal value.
- The second chooser selects the piece of the excess that he or she considers to have the greatest value.
- Player A chooses the piece from the remaining pieces of the excess that he or shee considers to have the greatest value.
- The second divider gets the last remaining piece of the excess.