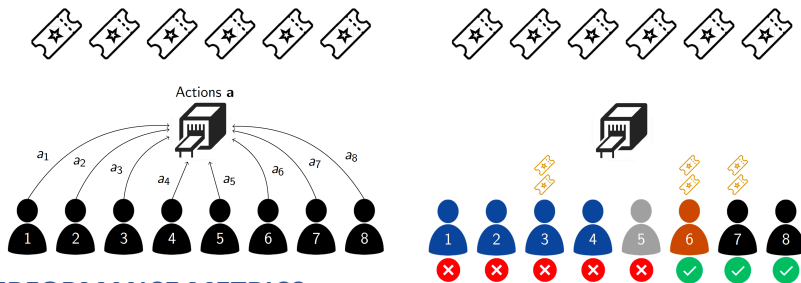


PROBLEM

- We must allocate k identical tickets to a set of agents N .
- N is partitioned into groups: each agent i belongs to a group G_i .
- Agent i is happy ($u_i = 1$) if collectively G_i receives $|G_i|$ or more tickets.



PERFORMANCE METRICS

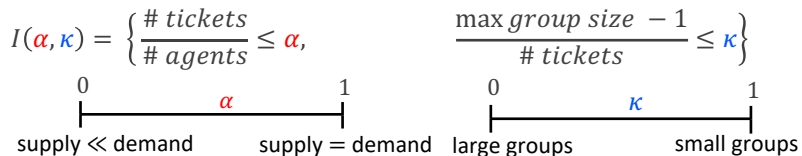
- Efficiency:** Random allocation p is β -efficient if

$$U(p) = \frac{1}{k} \sum_i u_i(p) \geq \beta.$$

- Fairness:** Random allocation p is β -fair if for every i and j ,

$$\frac{u_i(p)}{u_j(p)} \geq \beta.$$

We seek worst-case guarantees in the family of instances



MECHANISMS

- Individual Lottery (IL)**
 - Each agent i requests a number of tickets $a_i \in \{1, \dots, k\}$.
 - Process agents in uniformly random order.
Give agents their request, while tickets remain.
- Group Lottery (GL)**
 - Each agent declares a subset of agents $a_i \subseteq N$.
A set of agents S is a valid group if for every $i \in S, a_i = S$.
 - Process valid groups in uniformly random order.
Give valid groups their request, while tickets remain.
- Weighted Individual Lottery (IW)**
Individual lottery where agents are sampled without replacement with probability inversely proportional to their request.

MAIN RESULTS

Mechanism	Action set	Efficiency	Fairness
Individual Lottery	$\{1, 2, \dots, k\}$	0	0
Group Lottery	$\{0, 1\}^N$	$1 - \kappa$	$1 - 2\kappa$
Weighted IL	$\{1, 2, \dots, k\}$	$1 - \kappa - \alpha/2$	$1 - 2\kappa - \alpha/2$

CONCLUSIONS

- The Individual Lottery is inefficient and unfair.
- If possible, use Group Lottery. Otherwise, a small change improves performance: use Weighted Individual Lottery.