

## Seminar Approximation Algorithms

# Approximating Nash Social Welfare under Submodular Valuations through (Un)Matchings

Based on a paper of the same title by J. Garg, P. Kulkarni, and R. Kulkarni

Zeno Adrian Weil

Supervised by Dr Giovanna Varricchio

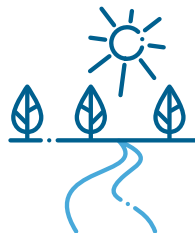
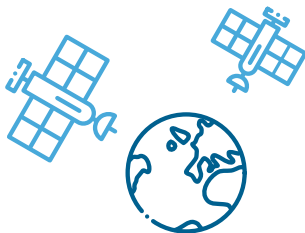
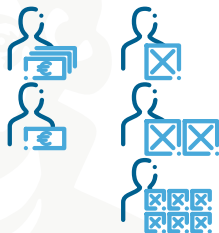
23rd July 2023 · Algorithms and Complexity (Prof. Dr Martin Hoefer)

# What is the issue?

We need to distribute goods amongst recipients *efficiently* and *fairly*.

Where is this encountered?

- industrial procurement
- satellites
- water withdrawal



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# 1

## Preliminaries



Setting:

- recipients: set  $\mathcal{A}$  of  $n$  agents
- goods: set  $\mathcal{G}$  of  $m$  items

### Definition

An *allocation* is a tuple  $\mathbf{x} = (\mathbf{x}_i)_{i \in \mathcal{A}}$  of bundles  $\mathbf{x}_i \subset \mathcal{G}$  such that each item is element of precisely one bundle.

Item  $j$  is *assigned* to agent  $i$  if  $j \in \mathbf{x}_i$ .

But how to measure its efficiency and fairness?

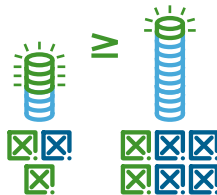
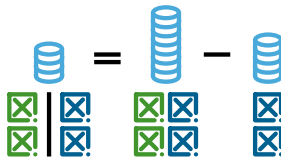
# Valuation Functions

## Requirements:

- monotonically non-decreasing:  $v_i(\mathcal{S}_1) \leq v_i(\mathcal{S}_2)$  if  $\mathcal{S}_1 \subset \mathcal{S}_2$
- normalised:  $v_i(\emptyset) = 0$

## Types:

- additive:  $v_i(\mathcal{S}) := \sum_{j \in \mathcal{S}} v_i(j)$
- submodular:  $v_i(\mathcal{S}_1 \mid \mathcal{S}_2) := v_i(\mathcal{S}_1 \cup \mathcal{S}_2) - v_i(\mathcal{S}_2)$ 
  - diminishing returns



# Asymmetric Maximum Nash Social Welfare Problem

## Problem

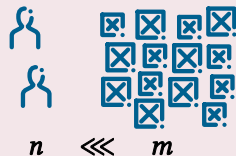
$$x^* \stackrel{!}{=} \arg \max_{x \in X_{\mathcal{A}}(\mathcal{G})} \{\text{NSW}(x)\} \quad \text{with } \text{NSW}(x) := \left( \prod_{i \in \mathcal{A}} v_i(x_i)^{\eta_i} \right)^{1 / \sum_{i \in \mathcal{A}} \eta_i}$$

- $X_{\mathcal{A}}(\mathcal{G})$ : all possible allocations
- $\eta_i$ : agent weight

The NSW strikes a middle ground between efficiency and fairness!

Is there a polynomial-time algorithm with an approximation factor ...

- ... dependent on  $n$ ?
- ... independent from  $m$ ?





# 2

## RepReMatch





# Naïve Approach

Naïve approach:

- repeatedly use maximum matchings
- fails because of missing foresight
  - additive valuations: sort items by valuation  
 $\Rightarrow 2n$ -approximation (SMatch)
  - submodular valuations: lowest valuation  
approximable only by  $\Omega(\sqrt{m/\ln m})$  ⚡



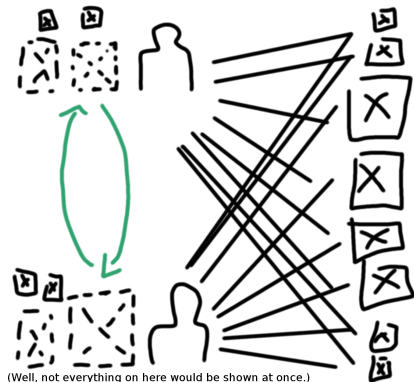
# Key Ideas of the Algorithm

We need change the past in three phases:

- Phase I** Assign enough high-value items temporarily.
- Phase II** Assign the remaining items definitely.
- Phase III** Re-assign the items of phase I definitely.

## Theorem

RepReMatch guarantees a  $2n(\log_2 n + 3)$ -approximation under submodular valuations.



# The Algorithm

Phase I:

- 1 repeat  $\lceil \log_2 n \rceil + 1$  times
  - 1 create bipartite graph  $(\mathcal{A}, \mathcal{G}, E)$  with edge weights  $\log v_i(j)^{\eta_i}$
  - 2 compute maximum weight matching
  - 3 update bundles  $\mathbf{x}_i^I$  & remove assigned items

Phase II:

- 2 repeat until  $\mathcal{G} = \emptyset$ 
  - 1 create bipartite graph  $(\mathcal{A}, \mathcal{G}, E)$  with edge weights  $\log v_i(\mathbf{x}_i^I \cup \{j\})^{\eta_i}$
  - 2 compute maximum weight matching
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Phase III:

- 3 create bipartite graph  $(\mathcal{A}, \bigcup_{i \in \mathcal{A}} \mathbf{x}_i^I, E)$  with edge weights  $\log v_i(\mathbf{x}_i^I \cup \{j\})^{\eta_i}$
- 4 compute maximum weight matching
- 5 create bundles  $\mathbf{x}_i^I$

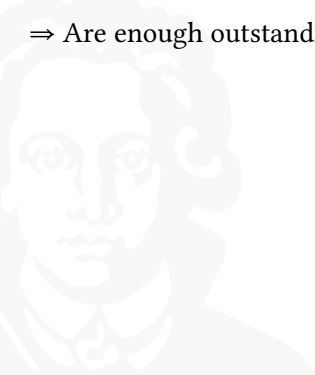
## Analysing Phases I & III (1/2)

Phase I reserves 'high-value' items. But what qualifies as 'high-value'?

### Definition

Let  $\mathbf{x}_i^* = \{o_i^1, o_i^2, \dots\}$  be an optimal bundle. An item  $j \in \mathcal{G}$  is *outstanding* if  $v_i(j) \geq v_i(o_i^1)$ .

⇒ Are enough outstanding items reserved?



# Analysing Phases I & III (2/2)

## Lemma

*Each agent can be matched with an outstanding item in phase III.*

- maximum number of unmatched agents halved with each round of phase I
  - $\lceil \log_2 n \rceil + 1$  rounds in phase I are enough
- induction on number of rounds in phase I

Base Case: In round 1 of phase I, either

- $\geq n/2$  many agents matched with an outstanding item
- $< n/2$  many agents matched with an outstanding item
  - $> n/2$  many items  $o_i^1$  assigned to someone else
  - $> n/2$  many agents matched upon release in phase III



# Analysing Phase II (1/2)



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$$\bar{\mathbf{x}}_{i,r}^* := \left\{ \begin{array}{l} \mathbf{x}_i^* \setminus \mathcal{L}_{i,r} \\ \mathbf{x}_i^* \end{array} \right. \quad \text{in round } r = 1,$$

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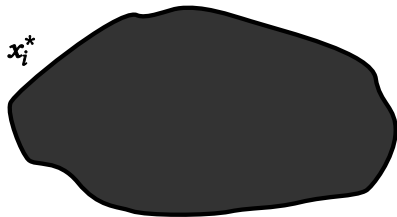
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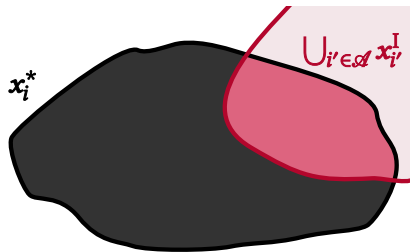
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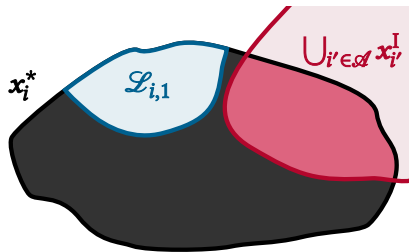
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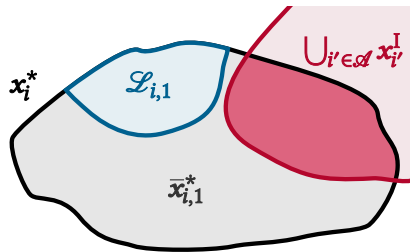
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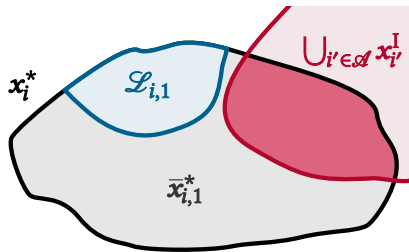
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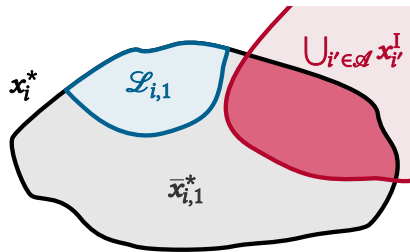
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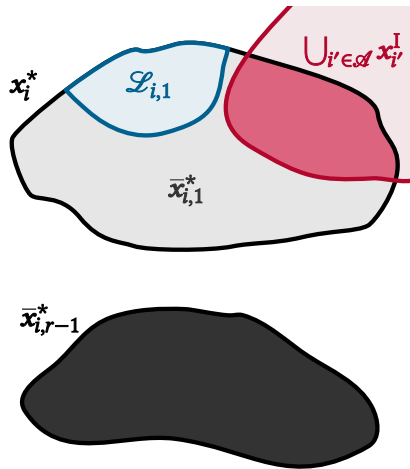
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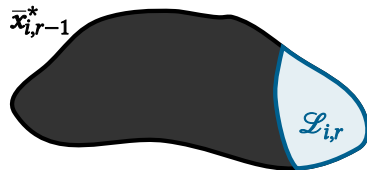
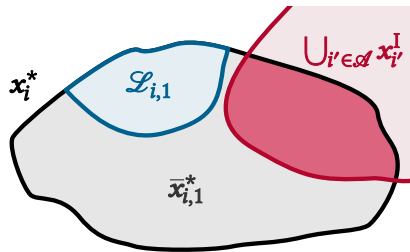
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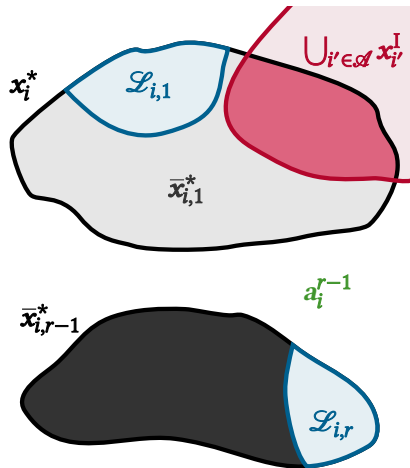
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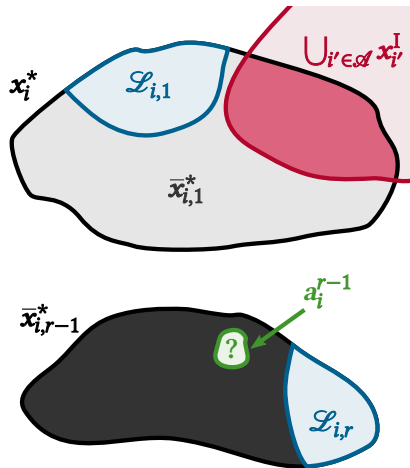
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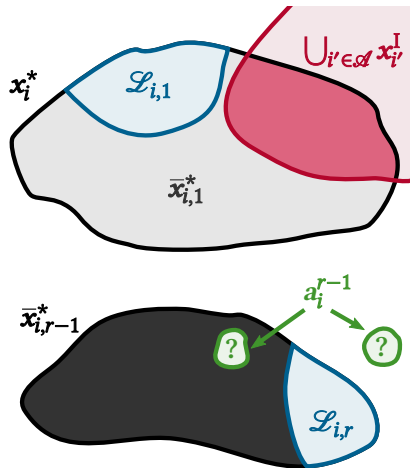
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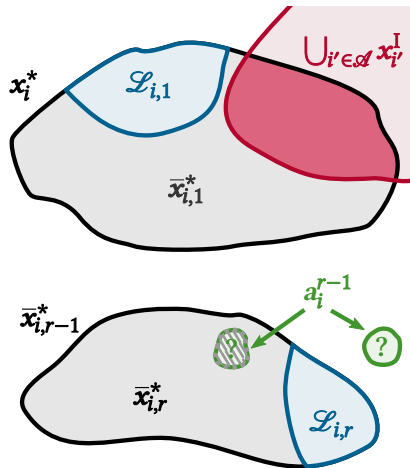
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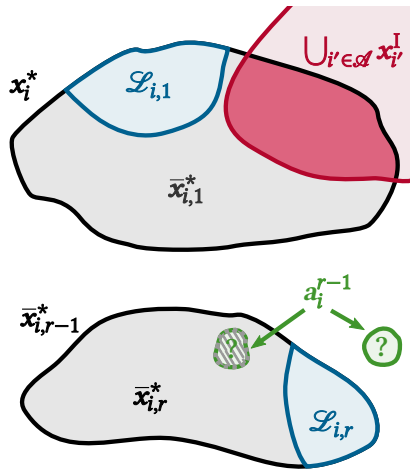
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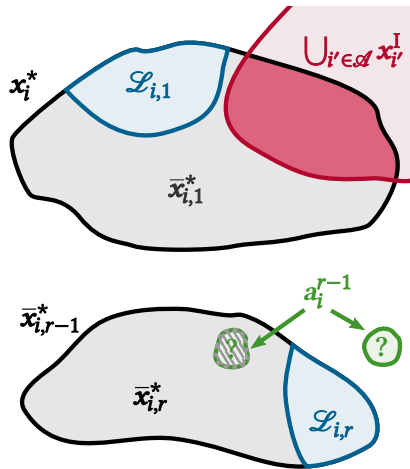
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⇒ What is the valuation of the remaining items?

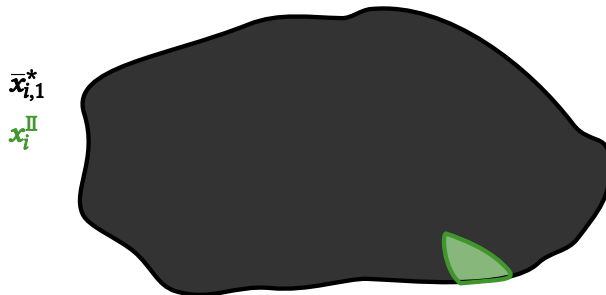


$\bar{x}_{i,1}^*$ 


### Lemma

$$v_i(\bar{x}_{i,r}^* \mid a_i^1, \dots, a_i^{r-1}) \geq v_i(\bar{x}_{i,r}^*) - v_i(a_i^1, \dots, a_i^{r-1}) - \sum_{l=2}^r |\mathcal{L}_{i,l}| \cdot v_i(a_i^{l-1} \mid a_i^1, \dots, a_i^{l-2})$$

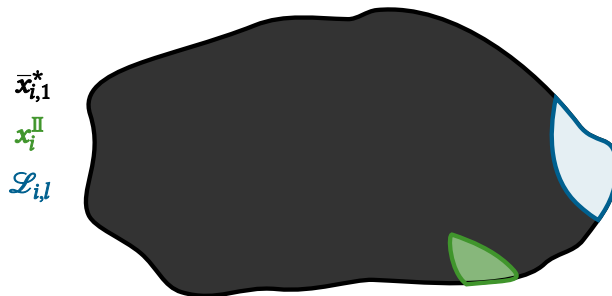
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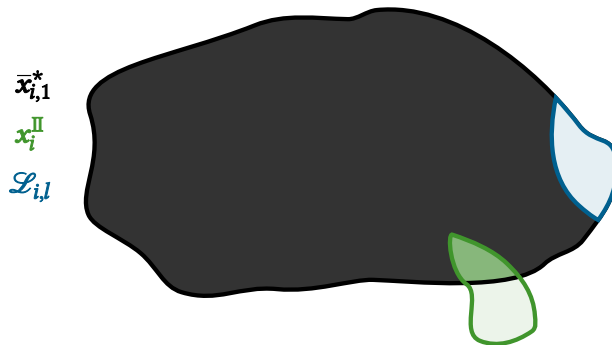
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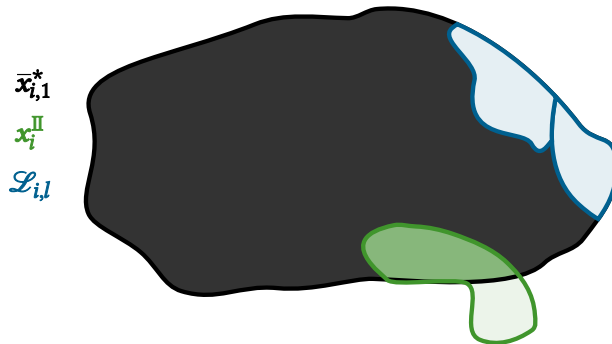
# Analysing Phase II (2/2)



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$$v_i(\bar{x}_{i,r}^* \mid a_i^1, \dots, a_i^{r-1}) \geq v_i(\bar{x}_{i,r}^*) - v_i(a_i^1, \dots, a_i^{r-1}) - \sum_{l=2}^r |\mathcal{L}_{i,l}| \cdot v_i(a_i^{l-1} \mid a_i^1, \dots, a_i^{l-2})$$

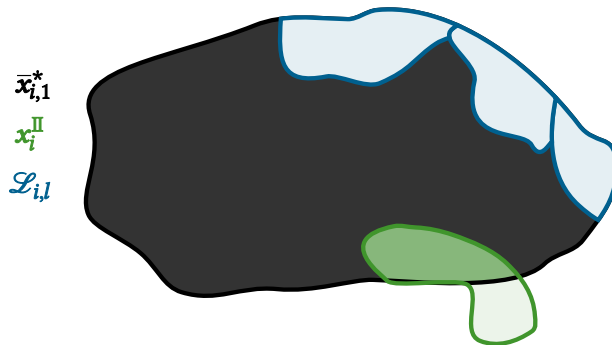
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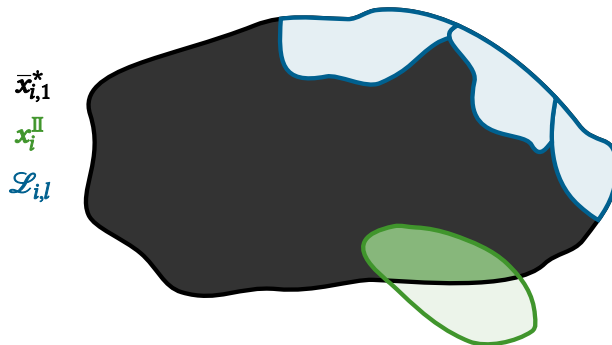


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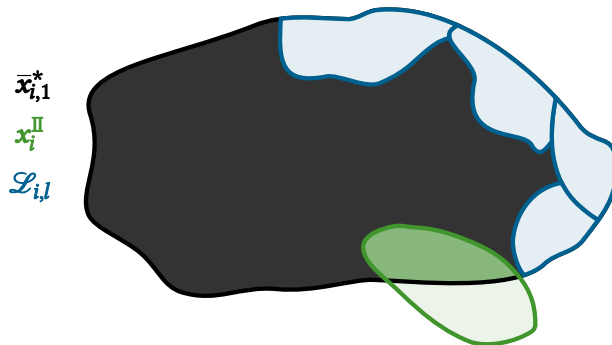
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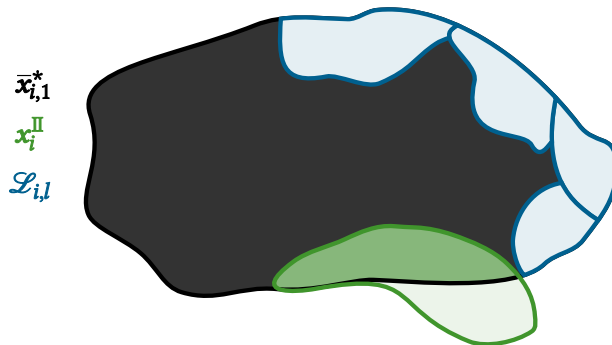
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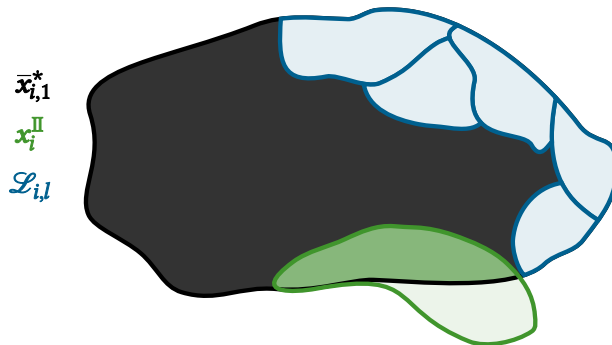
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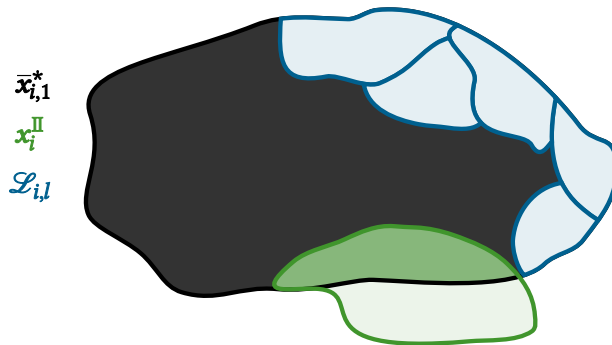
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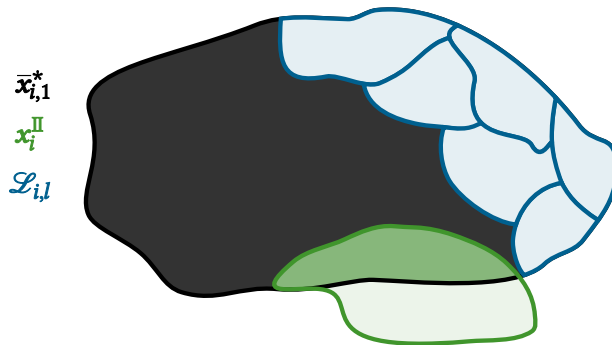
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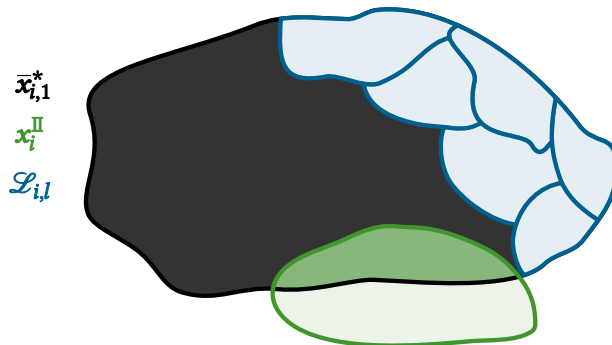
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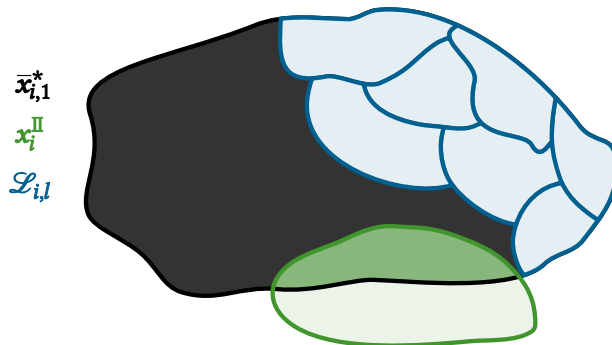
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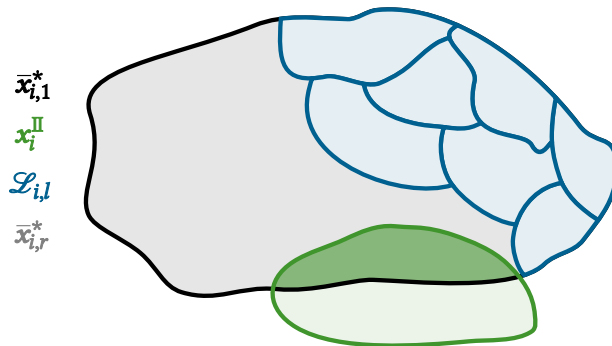


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# 3

## Conclusion

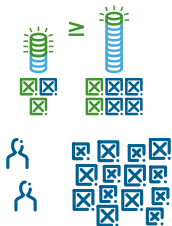


# Summary & Outlook

- allocation: partition of items amongst agents
- bundles valued using submodular valuation functions
  - diminishing returns
- Nash social welfare: weighted geometric mean of valuations
- approximation factor independent from  $m$ ?
- simple, repeated matching fails because of missing foresight
- RepReMatch:  $2n(\log n + 3)$ -approximative
  - Phase I** finding enough outstanding items
  - Phase II** assigning remaining item
  - Phase III** assigning outstanding items

## Any Room for Improvement?

Possibly! Lower bound of  $\frac{e}{e-1} \approx 1.58$





**End of Talk**

