

# **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

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24th July 2023 · Algorithms and Complexity (Prof. Dr Martin Hoefer)

#### Introduction

# 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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# **Preliminaries**

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# **Allocations**



# 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  $j \in x_i$ .

But how to measure its efficiency and fairness?

# **Valuation Functions**

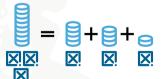


# Requirements:

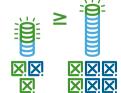
- monotonically non-decreasing:  $v_i(S_1) \le v_i(S_2)$  if  $S_1 \subset S_2$
- normalised:  $v_i(\emptyset) = 0$

# 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**

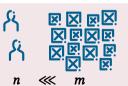
$$x^* \stackrel{!}{=} \underset{x \in X_{\mathscr{A}}(\mathscr{C})}{\operatorname{arg max}} \{ \operatorname{NSW}(x) \} \quad \text{with NSW}(x) := \Big( \prod_{i \in \mathscr{A}} v_i(x_i)^{\eta_i} \Big)^{1/\sum_{i \in \mathscr{A}} \eta_i}$$

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

The NSW strikes a middle ground between efficiency and fairness!

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

- $\blacksquare$  ... dependent on n?
- ... independent from *m*?





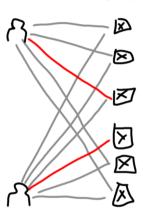


# **Naïve Approach**

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# Naïve approach:

- repeatedly use maximum matchings
- fails because of missing foresight
  - additive valuations: sort items by valuation ⇒ 2*n*-approximation (SMatch)
  - submodular valuations: lowest valuation approximable only by  $\Omega(\sqrt{m/\ln m})$  \$\frac{1}{2}\$



# **Key Ideas of the Algorithm**



We need change the past in three phases:

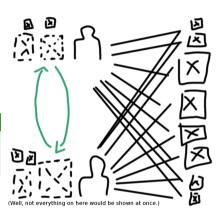
**Phase I** Assign enough high-value items temporarily.

**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  $x_i^{\text{I}}$  & remove assigned items

### Phase II:

- **2** repeat until  $\mathcal{G} = \emptyset$ 
  - **1** create bipartite graph  $(\mathcal{A}, \mathcal{G}, E)$  with edge weights  $\log v_i(\mathbf{x}_i^{\mathbb{I}} \cup \{j\})^{\eta_i}$
  - 2 compute maximum weight matching
  - **3** update bundles  $x_i^{II}$  & remove assigned items

### Phase III:

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

# Analysing Phases I & III (1/2)



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

# **Definition**

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

⇒ 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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### **Definition**

Let  $\mathbf{x}_i^{\mathrm{II}} = \left\{a_i^1, a_i^2, \ldots\right\}$  be the bundle of agent i.

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Let  $x_i^{\text{II}} = \{a_i^1, a_i^2, ...\}$  be the bundle of agent *i*. The set of *optimal and attainable items* is defined as

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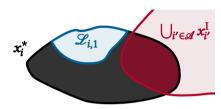
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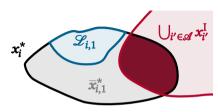
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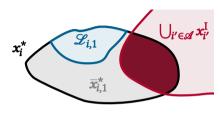


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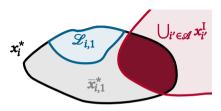


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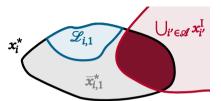


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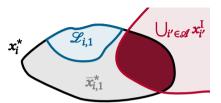


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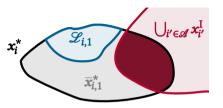


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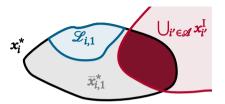


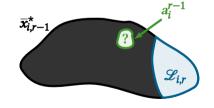
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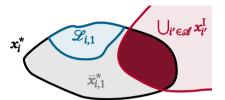


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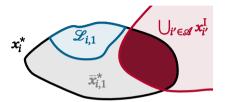


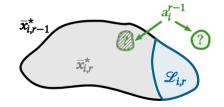
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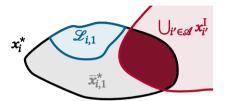


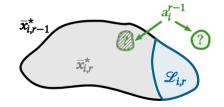
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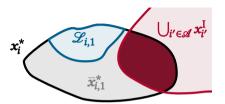
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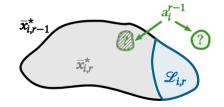
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 $\Rightarrow$  What is the valuation of the remaining items?





# Analysing Phase II (2/2)



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### Lemma

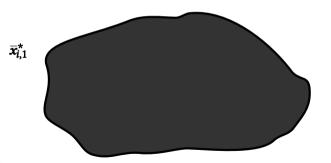
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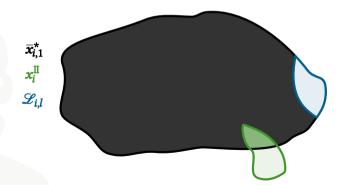
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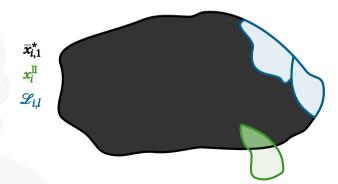
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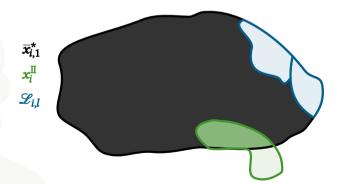
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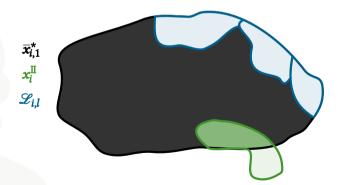
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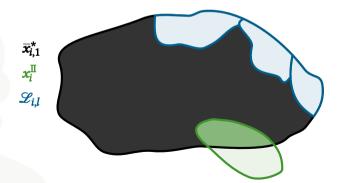
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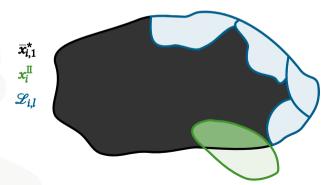
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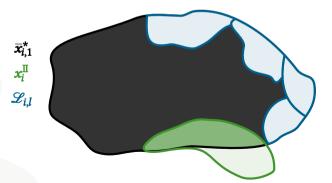
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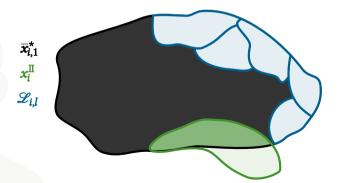
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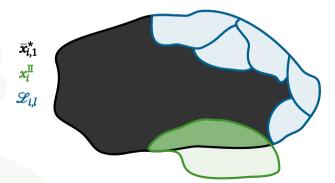
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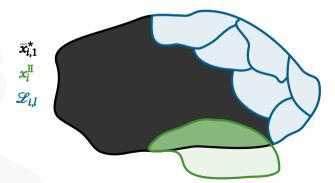
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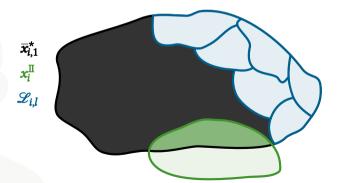
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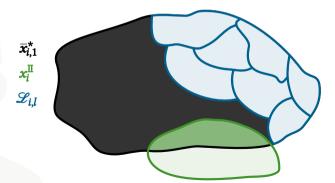
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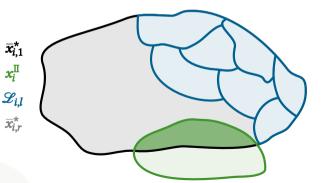


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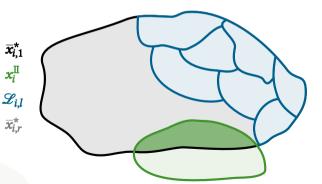


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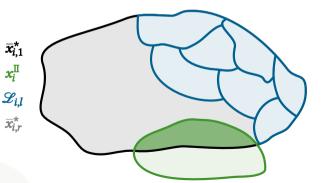


$$v_i\big(\overline{x}_{i,r}^{\star}\mid a_i^1,\dots,a_i^{r-1}\big)=v_i\big(\overline{x}_{i,r}^{\star}\cup\{a_i^1,\dots,a_i^{r-1}\}\big)-v_i\big(a_i^1,\dots,a_i^{r-1}\big)$$



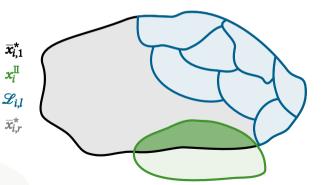


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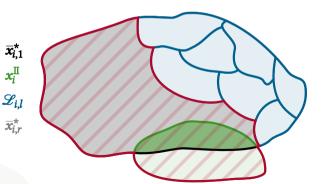


$$v_i(\bar{x}_{i,r}^* \mid a_i^1, \dots, a_i^{r-1}) = -v_i(a_i^1, \dots, a_i^{r-1}) + v_i(\bar{x}_{i,r}^* \cup \{a_i^1, \dots, a_i^{r-1}\})$$



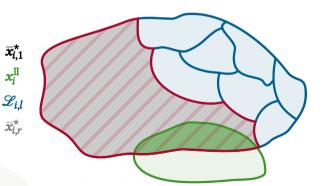


$$\nu_i(\bar{x}_{i,r}^* \mid a_i^1, \dots, a_i^{r-1}) = -\nu_i(a_i^1, \dots, a_i^{r-1}) + \nu_i(\bar{x}_{i,r}^* \cup \{a_i^1, \dots, a_i^{r-1}\})$$



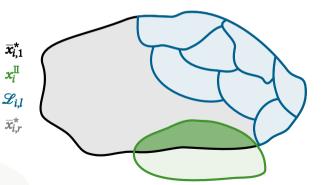


$$v_i(\bar{x}_{i,r}^* \mid a_i^1, \dots, a_i^{r-1}) = -v_i(a_i^1, \dots, a_i^{r-1}) + v_i(\bar{x}_{i,r}^* \cup \{a_i^1, \dots, a_i^{r-1}\})$$



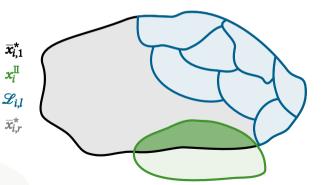


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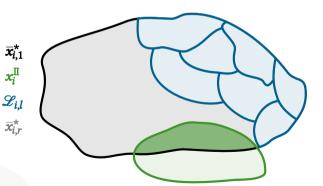


$$v_i\big(\overline{x}_{i,r}^*\mid a_i^1,\dots,a_i^{r-1}\big) \geq -v_i\big(a_i^1,\dots,a_i^{r-1}\big) + v_i\big(\overline{x}_{i,1}^*\big)$$



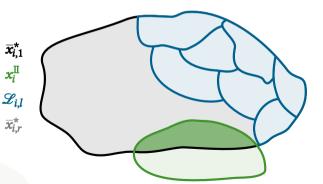


$$v_i(\bar{x}_{i,r}^* \mid a_i^1, \dots, a_i^{r-1}) \ge -v_i(a_i^1, \dots, a_i^{r-1}) + v_i(\bar{x}_{i,1}^*) - v_i(\mathcal{L}_{i,2} \mid a_i^1)$$



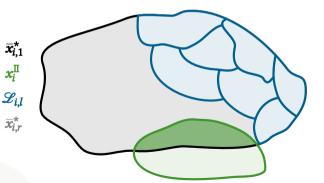


$$v_i\big(\bar{x}_{i,r}^{\star} \mid a_i^1, \dots, a_i^{r-1}\big) \geq -v_i\big(a_i^1, \dots, a_i^{r-1}\big) + v_i\big(\bar{x}_{i,1}^{\star}\big) - v_i\big(\mathcal{L}_{i,2} \mid a_i^1\big) - v_i\big(\mathcal{L}_{i,3} \mid a_i^1, a_i^2\big)$$



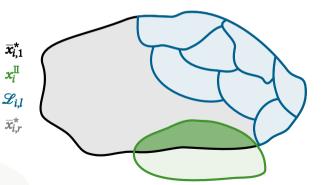


$$v_i\big(\overline{\pmb{x}}_{i,r}^{\star} \mid a_i^1, \dots, a_i^{r-1}\big) \geq -v_i\big(a_i^1, \dots, a_i^{r-1}\big) + v_i\big(\overline{\pmb{x}}_{i,1}^{\star}\big) - v_i\big(\mathcal{L}_{i,2} \mid a_i^1\big) - v_i\big(\mathcal{L}_{i,3} \mid a_i^1, a_i^2\big) - \dots$$



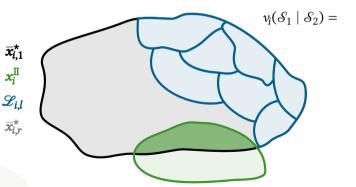


$$v_{i}(\overline{x}_{i,r}^{*} \mid a_{i}^{1}, \dots, a_{i}^{r-1}) \geq -v_{i}(a_{i}^{1}, \dots, a_{i}^{r-1}) + v_{i}(\overline{x}_{i,1}^{*}) - \sum_{l=2}^{r} v_{i}(\mathcal{L}_{i,l} \mid a_{i}^{1}, \dots, a_{i}^{l-1})$$



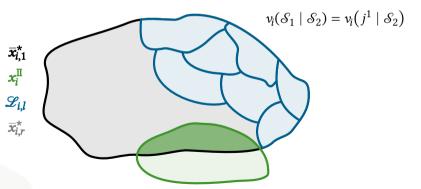


$$v_{i}(\overline{x}_{i,r}^{*} \mid a_{i}^{1}, \dots, a_{i}^{r-1}) \geq -v_{i}(a_{i}^{1}, \dots, a_{i}^{r-1}) + v_{i}(\overline{x}_{i,1}^{*}) - \sum_{l=2}^{r} v_{i}(\mathcal{L}_{i,l} \mid a_{i}^{1}, \dots, a_{i}^{l-1})$$



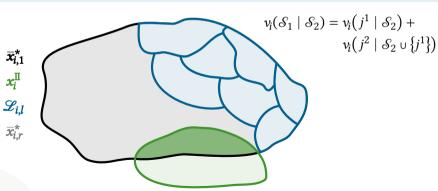


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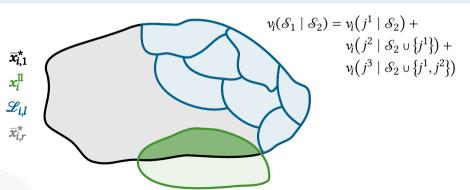


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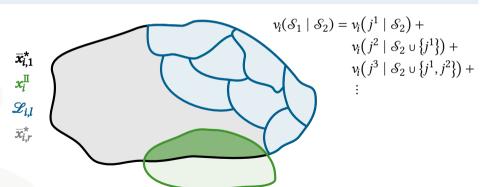


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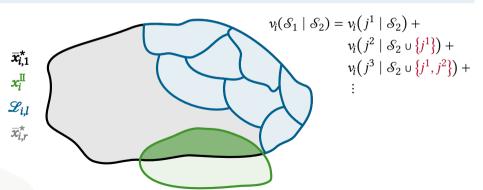


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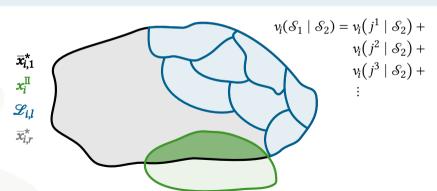


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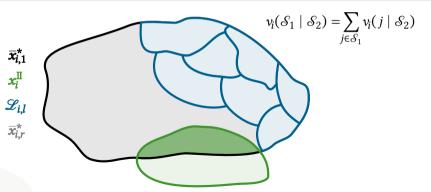


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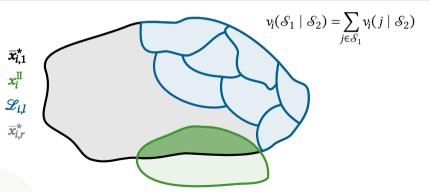


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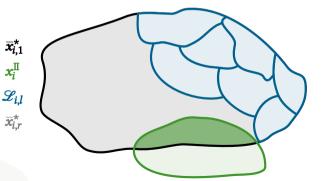


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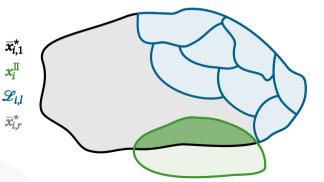


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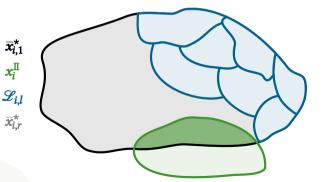


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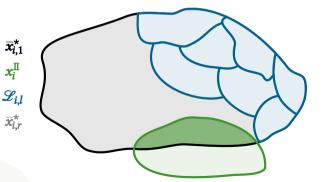


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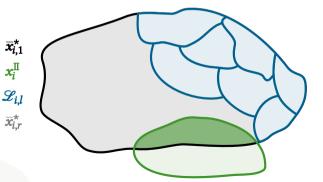


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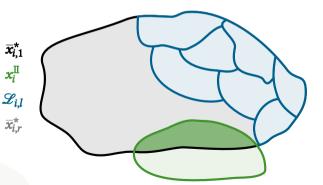


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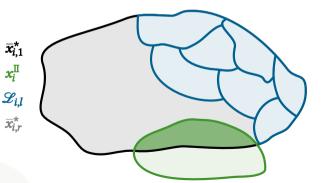


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$$v_i\big(\overline{x}_{i,r}^{\star} \mid a_i^1, \dots, a_i^{r-1}\big) \geq -v_i\big(a_i^1, \dots, a_i^{r-1}\big) + v_i\big(\overline{x}_{i,1}^{\star}\big) - \sum_{l=2}^{r} (n-1) \cdot v_i\big(a_i^{l-1} \mid a_i^1, \dots, a_i^{l-2}\big)$$











# **Summary & Outlook**



■ allocation: partition of items amongst agents

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- bundles valued using submodular valuation functions



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   Phase II assigning remaining item
   Phase III assigning outstanding items







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Phase III assigning outstanding item

Phase III assigning outstanding items

### Any Room for Improvement?

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













