

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

1st August 2023 · Algorithms and Complexity (Prof. Dr Martin Hoefer)

What is the issue?



What is the issue?



We need to distribute goods amongst recipients

What is the issue?



We need to distribute goods amongst recipients efficiently

What is the issue?



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



What is the issue?



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

Where is this encountered?

What is the issue?



We need to distribute goods amongst recipients efficiently and fairly.

Where is this encountered?

procurement



What is the issue?



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

Where is this encountered?

- procurement
- satellites





What is the issue?



We need to distribute goods amongst recipients efficiently and fairly.

Where is this encountered?

- procurement
- satellites
- water withdrawal







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Allocations



Allocations

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Setting:

Allocations



Setting:

recipients: set \mathscr{A} of n agents

Allocations



Setting:

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

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Definition

An *allocation* is a tuple $x = (x_i)_{i \in \mathcal{A}}$ of bundles $x_i \subset \mathcal{G}$

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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.

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Item *j* is *assigned* to agent *i* if $j \in x_i$.

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Item *j* is *assigned* to agent *i* if $j \in x_i$.

But how to measure its efficiency and fairness?

Valuation Functions



Valuation Functions



Requirements:

Valuation Functions



Requirements:

■ monotonically non-decreasing: $v_i(S_1) \le v_i(S_1 \cup S_2)$

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Valuation Functions



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additive: $v_i(\mathcal{S}) := \sum_{j \in \mathcal{S}} v_i(j)$



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submodular: $v_i(S_1 \mid S_2)$





Valuation Functions



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Valuation Functions



Requirements:

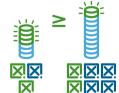
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- submodular: $v_i(\mathcal{S}_1 \mid \mathcal{S}_2) := v_i(\mathcal{S}_1 \cup \mathcal{S}_2) v_i(\mathcal{S}_2)$
 - **■** diminishing returns: $v_i(S_1 \mid S_2) \ge v_i(S_1 \mid S_2 \cup S_3)$







Asymmetric Maximum Nash Social Welfare Problem





Problem

$$x^* \stackrel{!}{=} \arg \max \{ \text{NSW}(x) \}$$

 $x \in X_{\mathscr{A}}(\mathscr{C})$

■ $X_{\mathcal{A}}(\mathcal{G})$: all possible allocations



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- \bullet η_i : agent weight



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The NSW strikes a middle ground between efficiency and fairness!

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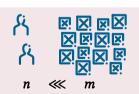
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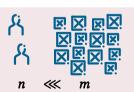
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- ... independent from *m*?

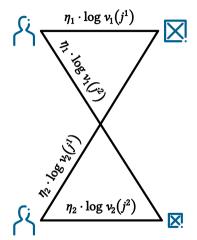




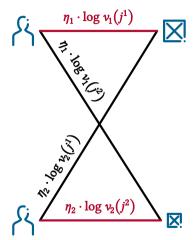














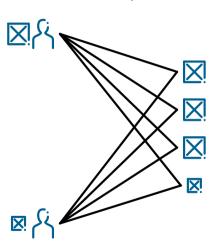




Naïve Approach

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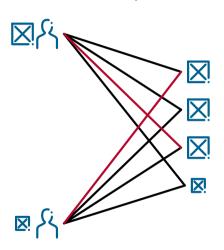
Greedy algorithm:



Naïve Approach

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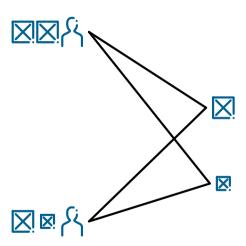
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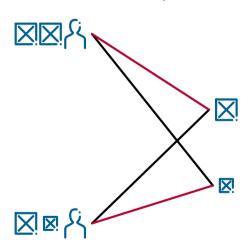
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Naïve Approach

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Naïve Approach

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- repeatedly use maximum weight matchings
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Naïve Approach

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 - **submodular valuations:** worst-case valuation approximable only by $\Omega(\sqrt{m/\ln m})$





Naïve Approach

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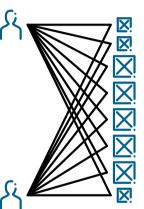




Key Ideas of the Algorithm

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We change the past in three phases:



Key Ideas of the Algorithm

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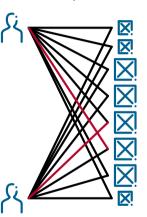
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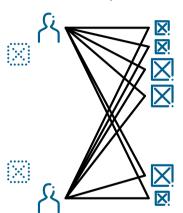
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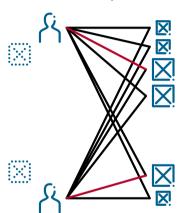
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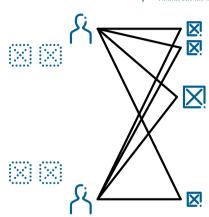
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Key Ideas of the Algorithm

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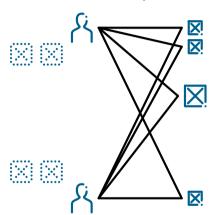


Key Ideas of the Algorithm



We change the past in three phases:

Phase I Assign enough high-value items temporarily.

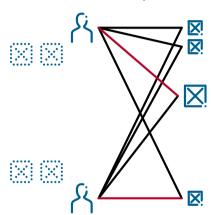


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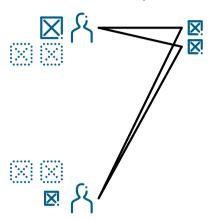


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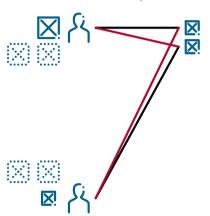


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We change the past in three phases:

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**.











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Theorem

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









The Algorithm



The Algorithm

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The Algorithm



Phase I:

■ repeat $\lceil \log_2 n \rceil + 1$ times

The Algorithm



- **1** repeat $\lceil \log_2 n \rceil + 1$ times
 - **11** create bipartite graph with edge weights $\eta_i \cdot \log v_i(j)$

The Algorithm



- **1** repeat $\lceil \log_2 n \rceil + 1$ times

 - 2 compute maximum weight matching

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The Algorithm



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Phase II:

2 repeat until all items assigned

The Algorithm



Phase I:

- 1 repeat $\lceil \log_2 n \rceil + 1$ times
 - **11** create bipartite graph with edge weights $\eta_i \cdot \log v_i(j)$
 - 2 compute maximum weight matching
 - $\mathbf{3}$ update bundles $\mathbf{x}_i^{\mathrm{I}}$

- 2 repeat until all items assigned
 - **II** create bipartite graph with edge weights $\eta_i \cdot \log v_i(\mathbf{x}_i^{\text{II}} \cup \{j\})$

The Algorithm



Phase I:

- **1** repeat $\lceil \log_2 n \rceil + 1$ times
 - **1** create bipartite graph with edge weights $\eta_i \cdot \log v_i(j)$
 - 2 compute maximum weight matching
 - $\mathbf{3}$ update bundles $\mathbf{x}_i^{\mathrm{I}}$

- 2 repeat until all items assigned
 - **1** create bipartite graph with edge weights $\eta_i \cdot \log v_i(\mathbf{x}_i^{\mathrm{II}} \cup \{j\})$
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The Algorithm



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 - $\mathbf{3}$ update bundles $\mathbf{x}_i^{\mathrm{I}}$

- repeat until all items assigned
 - **1** create bipartite graph with edge weights $\eta_i \cdot \log v_i(\mathbf{x}_i^{\mathrm{II}} \cup \{j\})$
 - 2 compute maximum weight matching
 - 3 update bundles x_i^{II}

The Algorithm



Phase I:

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 - **1** create bipartite graph with edge weights $\eta_i \cdot \log v_i(x_i^{\mathbb{I}} \cup \{j\})$
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 - **1** create bipartite graph with edge weights $\eta_i \cdot \log v_i(x_i^{\text{II}} \cup \{j\})$
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Phase III:

3 release items & create bipartite graph with edge weights $\eta_i \cdot \log v_i(x_i^{\mathbb{I}} \cup \{j\})$

The Algorithm



Phase I:

- **1** repeat $\lceil \log_2 n \rceil + 1$ times
 - **1** create bipartite graph with edge weights $\eta_i \cdot \log v_i(j)$
 - 2 compute maximum weight matching
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Phase II:

- 2 repeat until all items assigned
 - **1** create bipartite graph with edge weights $\eta_i \cdot \log v_i(x_i^{\text{II}} \cup \{j\})$
 - 2 compute maximum weight matching
 - $\mathbf{3}$ update bundles $\boldsymbol{x}_i^{\mathrm{II}}$

- **3** release items & create bipartite graph with edge weights $\eta_i \cdot \log v_i(x_i^{\text{II}} \cup \{j\})$
- 4 compute maximum weight matching

The Algorithm



Phase I:

- **1** repeat $\lceil \log_2 n \rceil + 1$ times
 - **1** create bipartite graph with edge weights $\eta_i \cdot \log v_i(j)$
 - 2 compute maximum weight matching
 - $\mathbf{3}$ update bundles $\mathbf{x}_i^{\mathrm{I}}$

Phase II:

- repeat until all items assigned
 - **1** create bipartite graph with edge weights $\eta_i \cdot \log v_i(\mathbf{x}_i^{\mathbb{I}} \cup \{j\})$
 - 2 compute maximum weight matching
 - $\mathbf{3}$ update bundles x_i^{II}

- **3** release items & create bipartite graph with edge weights $\eta_i \cdot \log v_i(\mathbf{x}_i^{\text{II}} \cup \{j\})$
- 4 compute maximum weight matching
- 5 create bundles x_i^{III}

Analysing Phases I & III (1/2)



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Phase I reserves 'high-value' items.

Analysing Phases I & III (1/2)



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

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Definition

Let $o_i^1 := \operatorname{arg\,max}_{o \in x_i^*} v_i(o)$.

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⇒ Are enough outstanding items reserved?

Analysing Phases I & III (2/2)



Lemma

Each agent can be matched with an outstanding item in phase ${\rm I\hspace{-.1em}I\hspace{-.1em}I}.$

Analysing Phases I & III (2/2)



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

maximum number of agents not matchable
 with outstanding item halved with each round of phase I



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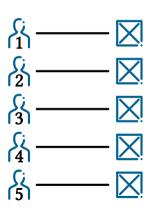
- maximum number of agents not matchable
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- induction on number of rounds in phase I



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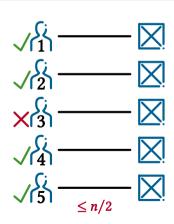
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Base Case: In round 1 of phase I, either

■ $\leq n/2$ many agents not matched with outstanding item



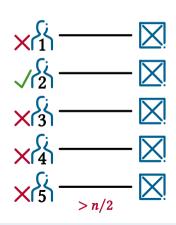


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- > n/2 many agents not matched outstanding item



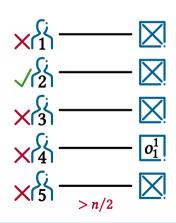


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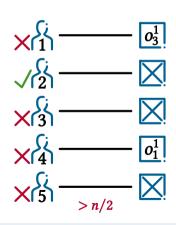


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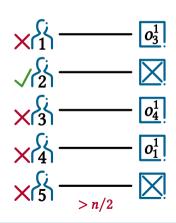


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Each agent can be matched with an outstanding item in phase III.

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 with outstanding item halved with each round of phase I
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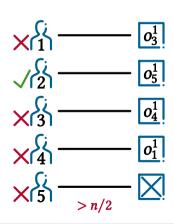


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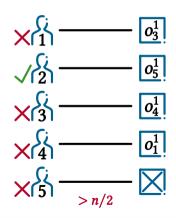


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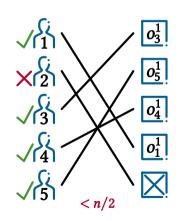


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Analysing Phase II (1/2)



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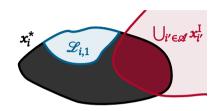
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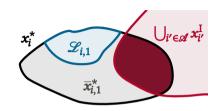
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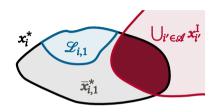


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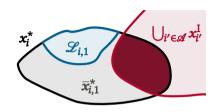


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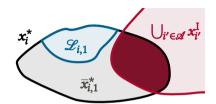


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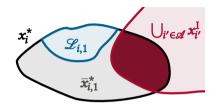


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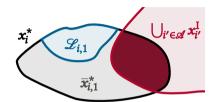


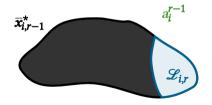
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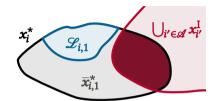


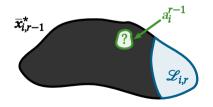
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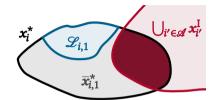


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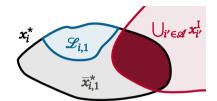


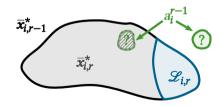
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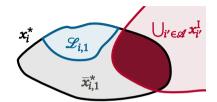


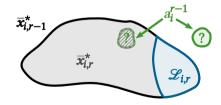
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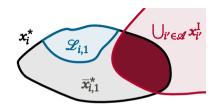
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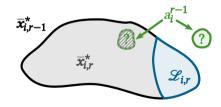
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⇒ What is the valuation of the remaining items?







Lemma

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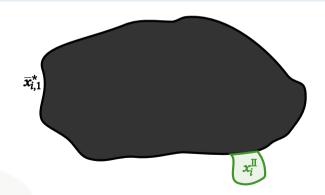
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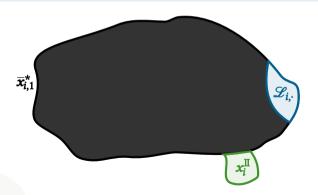
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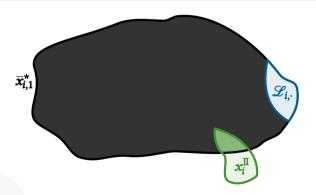
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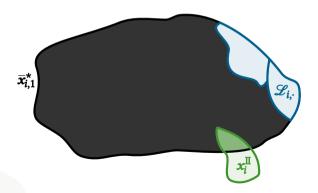
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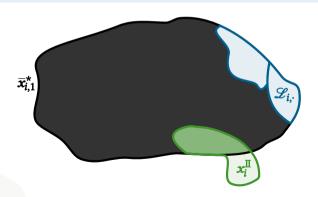




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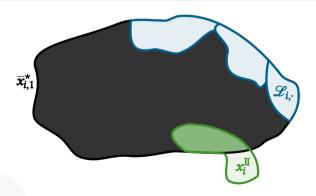




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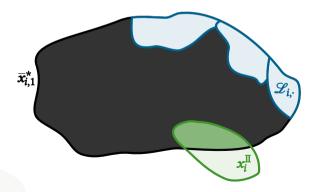






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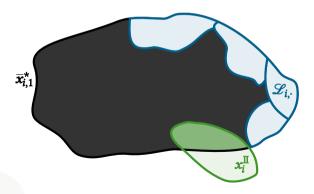






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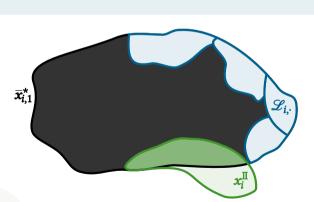






if $r \ge 2$

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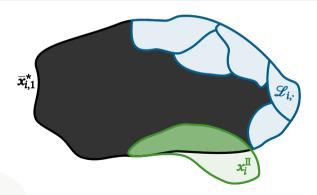




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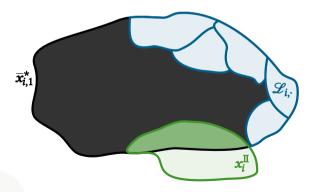






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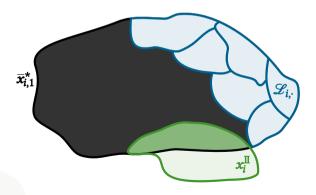




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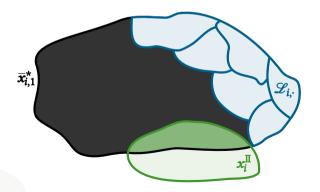






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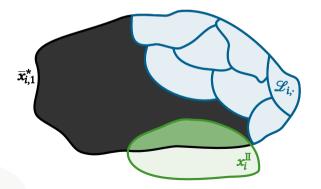






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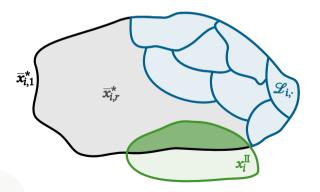






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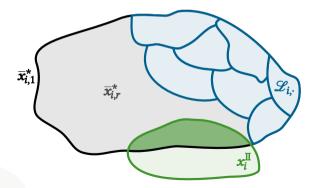






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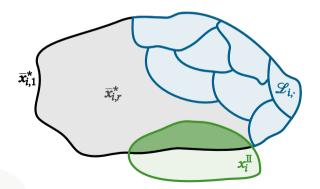
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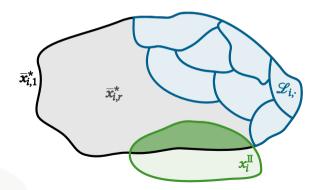
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Lemma

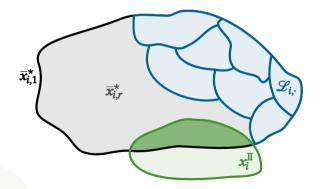
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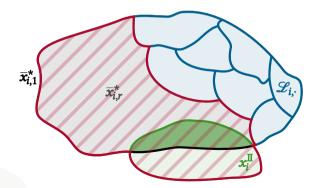
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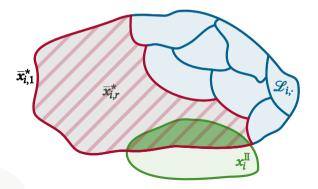
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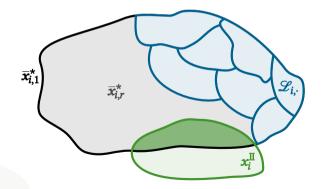
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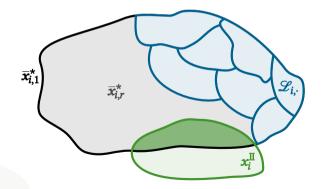
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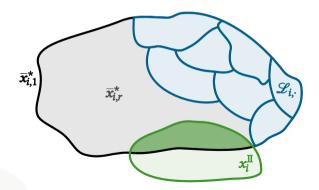
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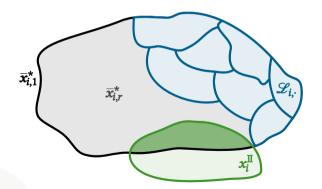
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 if $r \ge 2$





Lemma

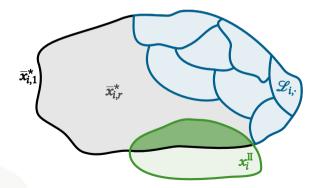
$$v_{i}(\overline{x}_{i,r}^{\star} \mid a_{i}^{1}, \dots, a_{i}^{r-1}) \geq -v_{i}(a_{i}^{1}, \dots, a_{i}^{r-1}) + v_{i}(\overline{x}_{i,1}^{\star}) - v_{i}(\mathcal{L}_{i,2} \mid a_{i}^{1}) - v_{i}(\mathcal{L}_{i,3} \mid a_{i}^{1}, a_{i}^{2}) - \dots$$
 if $r \geq 2$





Lemma

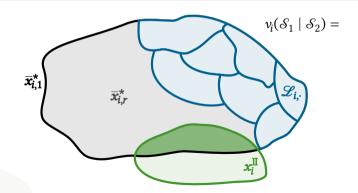
$$v_i(\overline{x}_{i,r}^* \mid a_i^1, \dots, a_i^{r-1}) \ge -v_i(a_i^1, \dots, a_i^{r-1}) + v_i(\overline{x}_{i,1}^*) - \sum_{l=2}^r v_i(\mathcal{L}_{i,l} \mid a_i^1, \dots, a_i^{l-1})$$





Lemma

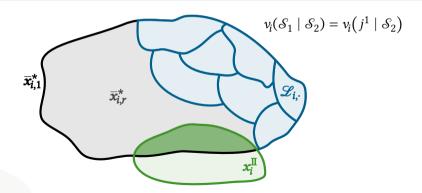
$$v_i(\overline{x}_{i,r}^* \mid a_i^1, \dots, a_i^{r-1}) \ge -v_i(a_i^1, \dots, a_i^{r-1}) + v_i(\overline{x}_{i,1}^*) - \sum_{l=2}^r v_i(\mathcal{L}_{i,l} \mid a_i^1, \dots, a_i^{l-1})$$





Lemma

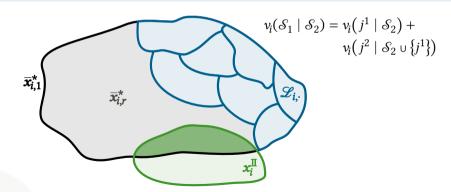
$$v_i(\bar{x}_{i,r}^* \mid a_i^1, \dots, a_i^{r-1}) \ge -v_i(a_i^1, \dots, a_i^{r-1}) + v_i(\bar{x}_{i,1}^*) - \sum_{l=2}^r v_i(\mathcal{L}_{i,l} \mid a_i^1, \dots, a_i^{l-1})$$





Lemma

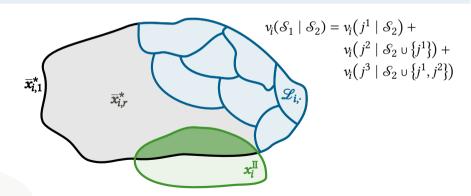
$$v_i(\bar{x}_{i,r}^{\star} \mid a_i^1, \dots, a_i^{r-1}) \ge -v_i(a_i^1, \dots, a_i^{r-1}) + v_i(\bar{x}_{i,1}^{\star}) - \sum_{l=2}^r v_i(\mathscr{L}_{i,l} \mid a_i^1, \dots, a_i^{l-1})$$





Lemma

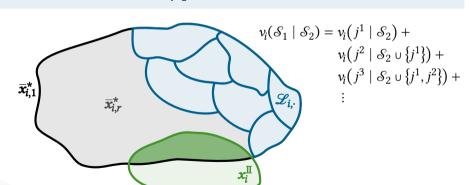
$$v_{i}(\overline{x}_{i,r}^{*} \mid a_{i}^{1}, \dots, a_{i}^{r-1}) \geq -v_{i}(a_{i}^{1}, \dots, a_{i}^{r-1}) + v_{i}(\overline{x}_{i,1}^{*}) - \sum_{l=2}^{r} v_{l}(\mathcal{L}_{i,l} \mid a_{i}^{1}, \dots, a_{i}^{l-1})$$





Lemma

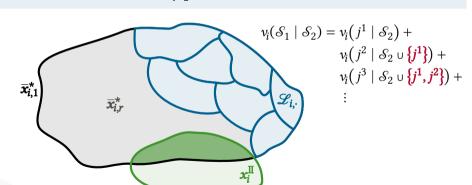
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Lemma

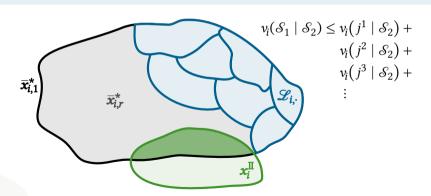
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if r > 2

Lemma

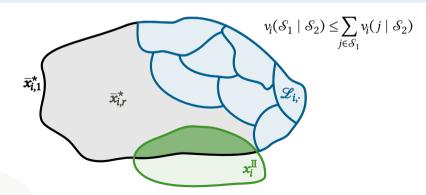
$$v_iig(ar{x}_{i,r}^* \mid a_i^1, \dots, a_i^{r-1}ig) \geq -v_iig(a_i^1, \dots, a_i^{r-1}ig) + v_iig(ar{x}_{i,1}^*ig) - \sum_{l=2}^r v_iig(\mathscr{L}_{i,l} \mid a_i^1, \dots, a_i^{l-1}ig)$$

 $v_i(\mathcal{S}_1 \mid \mathcal{S}_2) \leq \sum_{j \in \mathcal{S}_1} v_i(j \mid \mathcal{S}_2)$ $\overline{x}_{i.r}^*$



Lemma

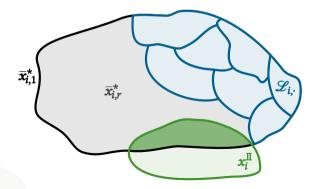
$$v_{i}(\overline{x}_{i,r}^{*} \mid a_{i}^{1}, \dots, a_{i}^{r-1}) \geq -v_{i}(a_{i}^{1}, \dots, a_{i}^{r-1}) + v_{i}(\overline{x}_{i,1}^{*}) - \sum_{l=2}^{r} \sum_{j \in \mathcal{L}_{i,l}} v_{i}(j \mid a_{i}^{1}, \dots, a_{i}^{l-1})$$
 if $r \geq 2$





Lemma

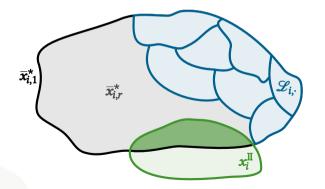
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Lemma

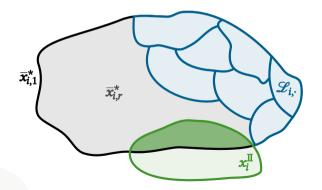
$$v_{i}(\overline{x}_{i,r}^{*} \mid a_{i}^{1}, \dots, a_{i}^{r-1}) \geq -v_{i}(a_{i}^{1}, \dots, a_{i}^{r-1}) + v_{i}(\overline{x}_{i,1}^{*}) - \sum_{l=2}^{r} \sum_{j \in \mathcal{L}_{i,l}} v_{i}(j \mid a_{i}^{1}, \dots, a_{i}^{l-1})$$





Lemma

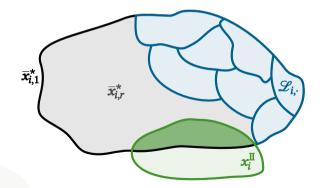
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Lemma

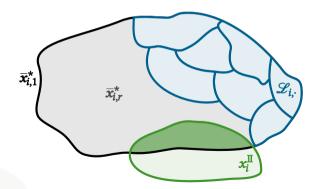
$$v_{i}(\overline{x}_{i,r}^{*} \mid a_{i}^{1}, \dots, a_{i}^{r-1}) \geq -v_{i}(a_{i}^{1}, \dots, a_{i}^{r-1}) + v_{i}(\overline{x}_{i,1}^{*}) - \sum_{l=2}^{r} \sum_{j \in \mathcal{L}_{i,l}} v_{i}(j \mid a_{i}^{1}, \dots, a_{i}^{l-2})$$





Lemma

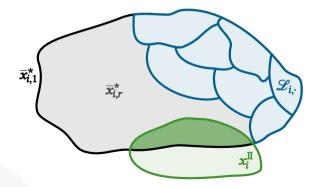
$$v_i(\overline{x}_{i,r}^* \mid a_i^1, \dots, a_i^{r-1}) \ge -v_i(a_i^1, \dots, a_i^{r-1}) + v_i(\overline{x}_{i,1}^*) - \sum_{l=2}^r \sum_{j \in \mathcal{L}_{i,l}} v_i(a_i^{l-1} \mid a_i^1, \dots, a_i^{l-2})$$





Lemma

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Summary & Outlook

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- valuation through submodular functions



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- approximation factor independent from *m*?









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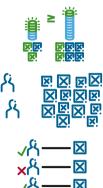








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Any room for improvement?





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Any room for improvement? Lower bound of $\frac{e}{e-1} \approx 1.58!$

