

2/3-MMS Allocation

■ Properties:

- Scale Invariant
- Average is upper bound: $\mu_i \leq \frac{v_i(M)}{n}$
- Allocating **one** item to an agent and removing them does not harm
- Ordered instance

There is an order of items s.t.

$$v_i(g_1) \geq v_i(g_2) \geq \dots \geq v_i(g_n) \quad \forall i \in N.$$

Claim: If we can design an algorithm to output 2-MMS-allocation for ordered instance, then we can use this algorithm to find 2-MMS-allocation for any instance.

	g_1	g_2	g_3	g_4
A_1	10	9	20	5
A_2	1	3	10	15
A_3	100	10	90	80

\Rightarrow
convert into
an ordered
instance

	g'_1	g'_2	g'_3	g'_4
A_1	20	10	9	5
A_2	15	10	3	1
A_3	100	90	80	10

\downarrow solve this instance.
and find α -MMS
allocation.

$$V_i(A_i) \geq \alpha \mu_i \quad \forall i.$$

Goal: find $A = (A_1, A_2, A_3)$

s.t. $V_i(A_i) \geq \alpha \mu_i$

$\{g'_1\} \quad \{g'_2\} \quad \{g'_3, g'_4\}$

$\begin{pmatrix} 20 & 10 & 9 & 5 \\ 15 & 10 & 3 & 1 \\ 100 & 90 & 80 & 10 \end{pmatrix}$

A_1 拿 g'_1 \rightarrow ordered instance

A_2 拿 g'_2 \rightarrow 令 A_2 失去了拿到他眼中最大项的机会.
但他依然有 2nd 3rd ... 的机会.

 A_i 拿 B_i 同理 A_i 失去了 1st 至 i^{th} 的机会.
但依然有 $(i+1)^{st}$ ---- 的机会.

Hence, there must exists $A = (A_1, \dots, A_n)$.

$$\text{s.t. } V_i(A_i) \geq V_i(A'_i) \geq \alpha \mu_i \quad \forall i.$$

2/3-MMS Allocation

- Scale the valuations so that $v_i(M) = n$
- Call an item j
 - **high-valued** if there exists an agent i such that $v_i(j) \geq 2/3$
 - **medium-valued** if for each agent i $v_i(j) < 2/3$ and there is an agent i for which $v_i(j) \geq 1/3$
 - **low-valued** if for each agent i , $v_i(j) < 1/3$

- What to do with high-value items?

Step 1: If there is a high-valued item j s.t. $v_i(j) \geq \frac{2}{3}$
then allocate j to i $N \leftarrow N \setminus \{i\}$. $M \leftarrow M \setminus \{j\}$.

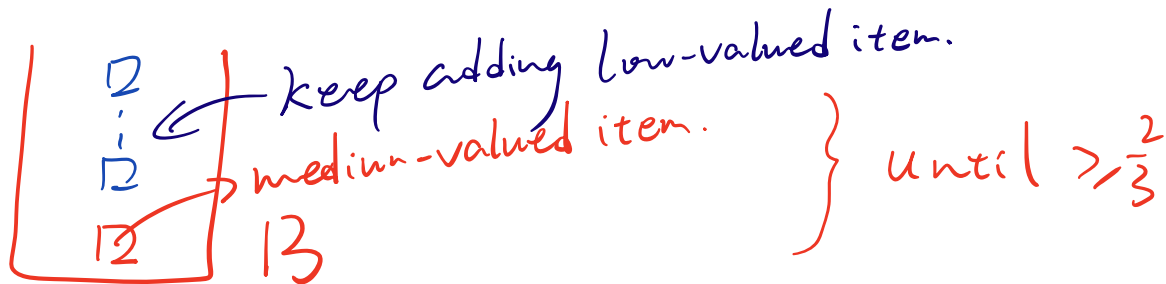
Step 2: Normalize valuation s.t. $v_i(M) = n$, $\forall i \in N$.

Keep repeating Step 1, 2.

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- What is remaining? *only contain medium-valued and low-valued item.*
- Case 1: Suppose # medium-valued item $\leq n$.



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 - **low-valued** if for each agent i , $v_i(j) < 1/3$
- What is remaining?
- Allocate 2 medium-valued items

Case 2: Suppose # medium-valued $> n$.

$v_i(g_1) \geq v_i(g_2) \geq \dots \geq \boxed{v_i(g_n) \geq v_i(g_{n+1})} \dots \geq v_i(g_m).$

$\geq \frac{1}{3} \quad < \frac{1}{3}.$

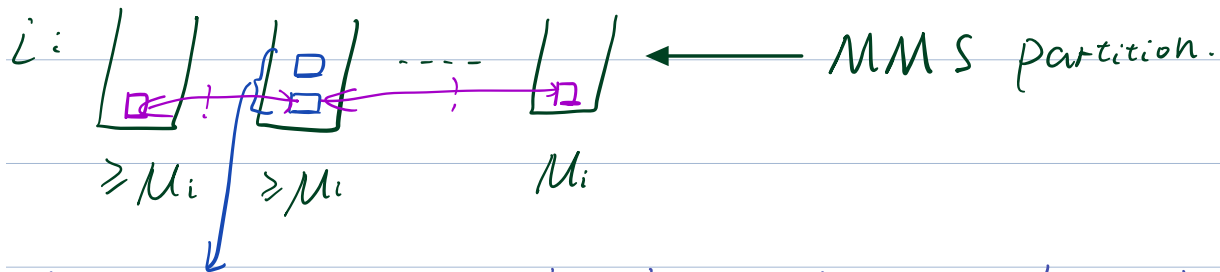
Claim: assign $\{g_n, g_{n+1}\}$ to an agent
doesn't decrease the MMS value of remaining items.

Set medium-valued item $\{g_1, \dots, g_n, g_{n+1}, \dots\}$.

Claim: \exists bag B_j in MMS contains two items from S .
 $\{g, g'\} \subseteq S$.

→ Pigeonhole principle
鸽巢原理.

Claim: Allocating 2 lowest medium-valued items
(when # medium-valued items $> n$) to some
agent and removing them from the instance
doesn't decrease the MMS value of remaining items.



there has to be a bundle with ≥ 2 medium-valued
将两个最小 medium 放一起最大化 remaining MMS-value^{items}
(M_i).

将最小的两 medium-valued 中一个与其他 bundle 中的
medium-valued item 交换与降低其它 bundle 的 value

2/3-MMS Allocation

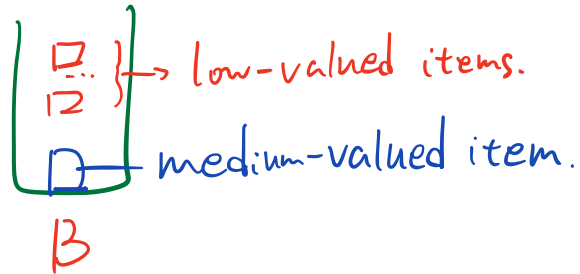
- Scale the valuations so that $v_i(M) = n$
- Call an item j
 - **high-valued** if there exists an agent i such that $v_i(j) \geq 2/3$
 - **medium-valued** if for each agent i $v_i(j) < 2/3$ and there is an agent i for which $v_i(j) \geq 1/3$
 - **low-valued** if for each agent i , $v_i(j) < 1/3$
- What is remaining?
- Allocate 2 medium-valued items
- What is remaining? ← # bundles of medium-valued items $\leq n$.

12 — low-valued
12
medium 12

keep adding low-valued items until some agent's value $\geq \frac{2}{3}$.

Smart Bag-Filling

$$V_i(M) = n \Rightarrow M_i \leq 1 \quad \forall i \in N.$$



$$V_i(B) < 1 \quad \forall i \in N.$$

$$V_{i^*}(B) \geq \frac{2}{3}.$$

Removing item: $M \setminus B$

$$N \leftarrow N \setminus \{i\}$$

$$V_i(M \setminus B) = V_i(M) - V_i(B) \quad (|N| = n-1)$$

$$\geq n-1.$$

$$B_1, B_2, \dots, B_k.$$

$$V_i(M \setminus \{B_1 \cup B_2 \cup \dots \cup B_k\}) \geq n-k. \quad (|N| = n-k).$$



Example