



Spring 2025 | Lecture 9

Strategyproof Approximation Algorithms

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# WHEN VCG FALLS SHORT

















- VCG is an amazing mechanism
- Its Achilles heel, though, is in computing

$$f(\mathbf{v}) \in \operatorname{argmax}_{x \in A} \sum_{i \in N} v_i(x)$$

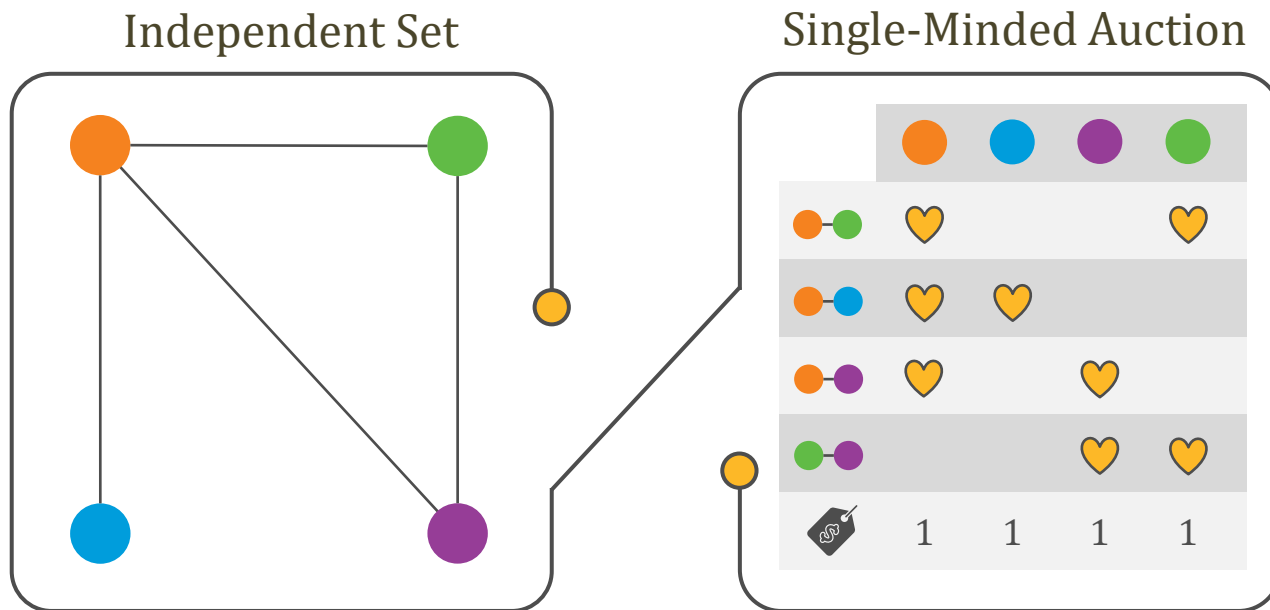
- What do we do if this optimization problem is computationally hard?
- We could solve it approximately, but then we would lose strategyproofness!
- Our goal: approximation and strategyproofness

# SINGLE-MINDED AUCTIONS

A set  $G$ ,  $|G| = m$ , of goods to allocate. Every player  $i \in N$  has a target bundle  $T_i \subseteq G$ , and has value  $v_i(S) = w_i \geq 0$  for  $T_i \subseteq S$  and  $v_i(S) = 0$  otherwise.

				
				
				
				
				
	10	9	8	6

# COMPUTATIONAL HARDNESS



- **Theorem:** Maximizing welfare in single-minded auctions is NP-hard
- **Proof:**
  - Immediate reduction from Independent Set
  - The set of items is  $E$ , there's a player for each vertex, desired bundle is adjacent edges and  $w_i = 1$  for all  $i$  ■

# GREEDY MECHANISM

The **greedy single-minded auction** for selling a set of items  $G$  receives bids  $(T_i, w_i)$  for all  $i \in N$ , and is defined by

- Allocation rule: sort bids in order of decreasing  $w_i$ , breaking ties arbitrarily, and accept bids greedily when they are still feasible
- Payment rule: each allocated player pays the **critical value**, i.e., the smallest  $w'_i$  such that the bid  $(T_i, w'_i)$  would be accepted

















# GREEDY MECHANISM: EXAMPLE

## Poll 1

What is the payment of the rightmost player?

- 0
- 2
- 3
- 6



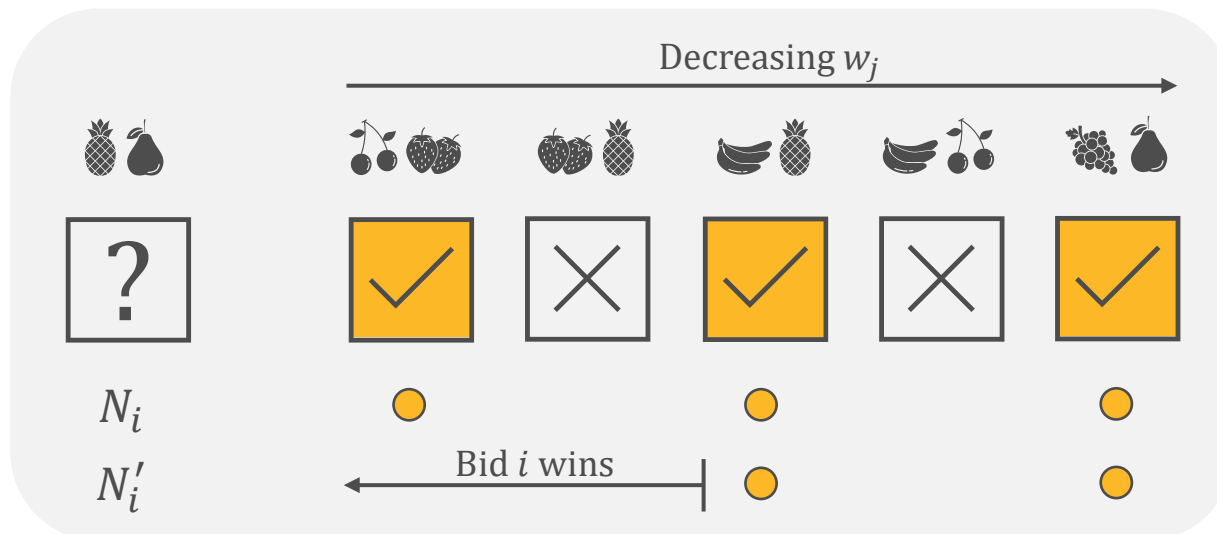
				
				
				
				
				
	10	9	8	6

# CRITICAL VALUES

- Let  $N_i$  be the set of winners if  $i$  is removed
- Define the **conflict set** of  $i$  as

$$N'_i(T_i) = \{j \in N_i : T_i \cap T_j \neq \emptyset\}$$

- Lemma:** Fixing the bids from others, the critical value of  $i$  is  $w_i^c = \max_{j \in N'_i(T_i)} w_j$



# STRATEGYPROOFNESS

- **Theorem:** The greedy single-minded auction is strategyproof
- **Proof:**
  - It isn't useful to report  $T'_i$  that doesn't contain  $T_i$ , so assume  $T_i \subseteq T'_i$
  - For any such  $T'_i$ , the allocation is monotone weakly increasing in the reported value  $w'_i$
  - From the lemma,  $i$  is allocated  $T'_i$  at price  $w_i^c(T'_i)$  if and only if  $w'_i \geq w_i^c(T'_i)$ , so  $w'_i = w_i$  is optimal
  - $(T_i, w_i)$  is weakly preferred to  $(T'_i, w_i)$  for any  $T_i \subseteq T'_i$  because  $w_i^c(T_i) \leq w_i^c(T'_i)$  ■



# APPROXIMATION

- An algorithm for a maximization problem is a  **$c$ -approximation algorithm** for  $c \leq 1$  if for every instance  $\mathcal{I}$ ,  $ALG(\mathcal{I}) \geq c \cdot OPT(\mathcal{I})$
- An algorithm for a minimization problem is a  **$c$ -approximation algorithm** for  $c \geq 1$  if for every instance  $\mathcal{I}$ ,  $ALG(\mathcal{I}) \leq c \cdot OPT(\mathcal{I})$

## Poll 2

What is the approximation ratio of the greedy single-minded auction?

- $1/2$     ○  $1/3$     ○  $\Theta(1/\log n)$     ○  $\Theta(1/n)$

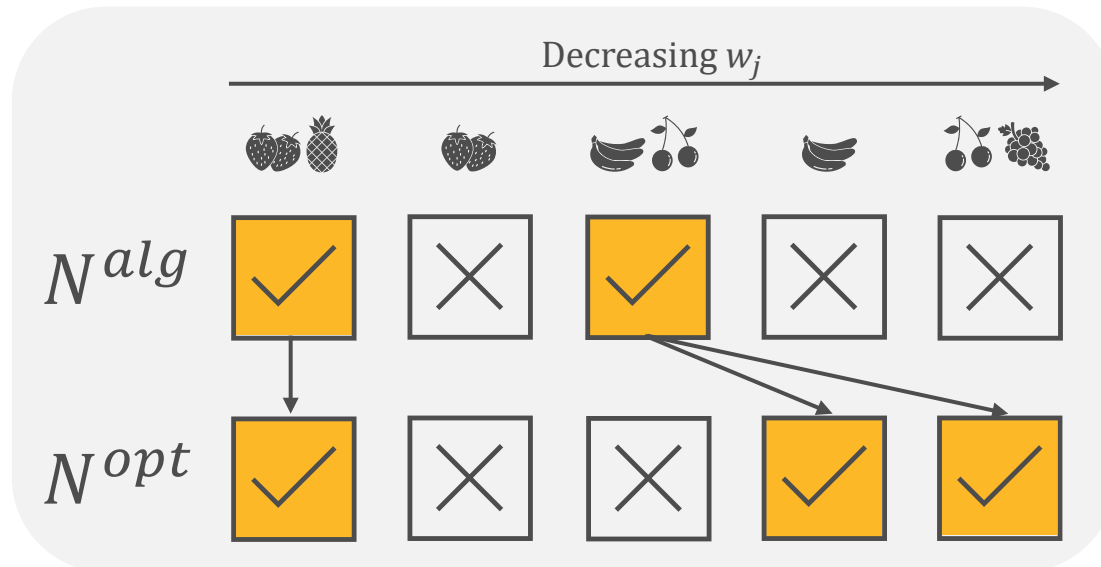


# APPROXIMATION

- **Theorem:** The greedy single-minded auction is a  $1/d$ -approximation algorithm, where  $d$  is the maximum size of any target bundle
- A variant of the greedy auction where players are ordered by  $w_i/\sqrt{|T_i|}$  gives a  $1/\sqrt{m}$ -approximation for  $m$  items
- A better approximation is NP-hard

# PROOF OF THEOREM

- Let  $N^{alg}$  denote the players allocated under the algorithm, and  $N^{opt}$  those allocated under  $OPT$
- For  $i \in N^{alg}$ , if  $i \notin N^{opt}$ , let  $N_i$  be the set of players  $j \in N^{opt}$  such that  $w_j \leq w_i$  and  $T_i \cap T_j \neq \emptyset$ , and if  $i \in N^{opt}$ , let  $N_i = \{i\}$



# PROOF OF THEOREM

- It holds that

$$\sum_{j \in N_i} w_j \leq \sum_{j \in N_i} w_i \leq d \cdot w_i$$

- In addition,

$$N^{opt} = \bigcup_{i \in N^{alg}} N_i$$

- We conclude that

$$\begin{aligned} OPT &= \sum_{j \in N^{opt}} w_j \leq \sum_{i \in N^{alg}} \sum_{j \in N_i} w_j \leq d \sum_{i \in N^{alg}} w_i \\ &= d \cdot ALG \blacksquare \end{aligned}$$