## Computational Complexity and Truth in Auctions

## Dave Buchfuhrer Chris Umans



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What is an Auction?

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- You assign items to the bidders
- You charge the bidders for their winnings

What is an Auction?

## Example: Video Game Auction



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Value: 60


Value: 80

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- Each bidder receives some value from the set received
- The sum of the values for each player is the social welfare
- The social welfare does not depend on charges to bidders


## VCG Mechanisms

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- By participating in the auction, each bidder harms the others

- To counter greed, each player is charged for this harm
- Intuitively, the player wants the social welfare maximized
- This all depends on being maximal-in-range


## Maximal-In-Range

- An allocation function maps bids to distributions of items
- Each allocation function $f$ has a range $R$
- $f$ is Maximal-In-Range if it maximizes over $R$


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## Example

Grouping all items into one lot, we can maximize over a range of size $n$. This yields a $1 / n$ approximation.

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- A standard VCG auction can be used
- but it is NP-hard to determine the best allocation
- An FPTAS exists to approximate the social welfare
- but using it encourages bidders to game the system
- It is difficult to have both computability and truthfulness


## The Model

- Each bidder has a valuation function $v_{i}$
- For each item $j$, bidder $i$ has a value $v_{i, j}$
- Each bidder $i$ has a budget $b_{i}$
- For each subset $S \subseteq[m]$ of the items,

$$
v_{i}(S)=\min \left(\sum_{j \in S} v_{i, j}, b_{i}\right)
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## Previous Work

- Inapproximability for Combinatorial Public Projects (Schapira, Singer, 2008)
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## Previous Work

- Inapproximability for Combinatorial Public Projects (Schapira, Singer, 2008)
- $n$-bidder auctions can't approximate better than $(n+1) / 2 n$ (Mossel et al., 2009)
- The key to both of of these was VC dimension
- We show that $n$-bidder actions can't do better than $1 / n$


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- Social welfare is just how well the vectors match


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- By Chernoff bounds, $m(1 / 2+\epsilon)$ is exponentially unlikely
- So it takes an exponentially large range to do well on all $v$


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- So there is a subset of $\delta m$ items on which we can solve exactly
- Using this subset as advice, we can solve welfare maximization
- So approximating to $1 / 2+\epsilon$ is impossible unless $N P \subseteq P /$ poly


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- We can't assume all items are allocated
- So we focus in on some items where it's close to true
- VC dimension doesn't generalize well to more than 2 bidders
- So we form a meta-bidder out of all but one of the bidders


## Coverings

- Suppose we have an approximation ratio of $1 / n+\epsilon$
- For every $v \in[n]^{m}$, some $r \in R$ matches $(1 / n+\epsilon) m$ indices

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- For each $S, T_{S}$ projects $R$ to $S$
- $T_{S}$ filters out $r \in R$ such that any $s \in S$ is unassigned
- $t \in T_{S}$ covers $v$ if it is the projection of $v$ to $S$


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- $c$ is constant when $|S|=\alpha m$, for $\alpha<\epsilon$


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- By sacrificing a factor of $n$, we can fix $i$


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- A subset sums to $\tau$ iff we get welfare $\sum_{j} a_{j}+\tau$


## Done

So if a maximal-in-range mechanism approximates the social welfare to $1 / n+\epsilon$, subset sum is in $P /$ poly

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- Non-constant number of bidders remains an open problem
- The more general question of how well truthful mechanisms can perform is left open

