

# Inapproximability for VCG-Based Combinatorial Auctions

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# Auctions

We look at combinatorial auctions with  $n$  bidders and  $m$  items.

Each bidder submits his valuation function, then the mechanism assigns items and payments to bidders.

We look at the relatively simple case of budget-additive valuations, with the goal of maximizing the social welfare.

# Budget-Additive

A budget-additive bidder  $i$  has a value  $v_{ij}$  for each item  $j$ , as well as a budget  $b_i$ . The total value of a set  $S$  is

$$v_i(S) = \min \left( \sum_{j \in S} v_{ij}, b_i \right)$$

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$$v_i(S) = \min \left( \sum_{j \in S} v_{ij}, b_i \right)$$

This budget is not to be confused with a spending limit. Rather, the bidder stops desiring more after a value of  $b_i$  is reached.

# Budget-Additive Example

Suppose  $l$  value video games by hours played per week

## Budget-Additive Example



Value: 40

# Budget-Additive Example



Value: 40



Value: 60

# Budget-Additive Example



Value: 40



Value: 60



Value: 80



# Why Budget-Additive?

- Budget additive auctions are simple, but NP-hard
- A special case of many commonly studied valuation classes
  - subadditive
  - submodular
  - XOS
- So a hardness result for budget-additive auctions is very strong

# How do we measure allocations?

## Definition (Social Welfare)

The social welfare of an allocation  $S_1, \dots, S_n$  with valuation functions  $v_1, \dots, v_n$  is

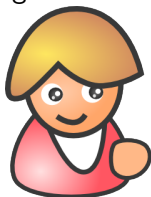
$$\sum_i v_i(S_i)$$

# The VCG Mechanism

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



80



80



80

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70



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- To balance incentives, each player is charged for this harm
- Intuitively, the player wants the social welfare maximized
- This only works if the mechanism is **maximal-in-range** (MIR)

# Maximal-In-Range

- An allocation function maps bids to allocations 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.

## Why focus on VCG/Maximal-In-Range?

- MIR mechanisms are the only known general truthful class of auction mechanisms
- The best known truthful mechanism for subadditive auctions is MIR

# Why so many authors?

This work is the combined results of 3 groups of authors:

- Mossel, Papadimitriou, Schapira, Singer
- Buchfuhrer, Umans
- Dughmi, Fu, Kleinberg

The original insight: If a maximal-in-range mechanism  $M$  has a range with large VC dimension, it is implicitly solving a smaller version of the problem [Papadimitriou, Schapira, Singer, 2008]

If the sub-auction is polynomially large,  $M$  implies  $NP \subseteq P/poly$

Showed that with a constant number  $n$  of bidders, an approximation of  $\frac{n+1}{2n}$  implies a polynomial VC dimension

Used combinatorial techniques which more closely fit the problem and relaxed the notion of VC dimension to show a hardness to approximate within

$$\max \left( (1 + \epsilon)/n, 1/m^{1/2-\epsilon} \right)$$

This essentially matches a known MIR mechanism that achieves

$$\max \left( 1/n, 1/O(\sqrt{m}) \right)$$