

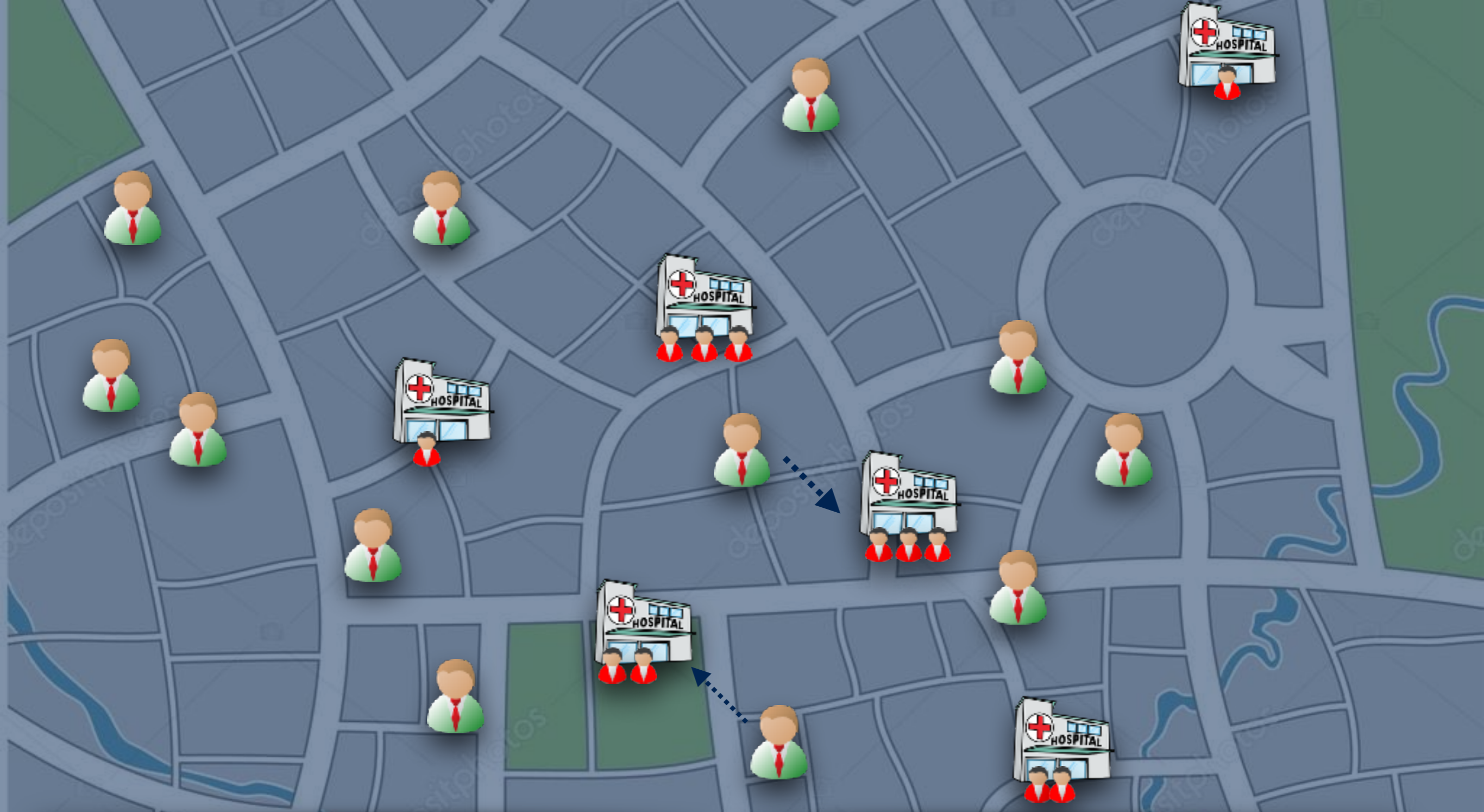
# Truthful Facility Assignment with Resource Augmentation: An Exact Analysis of Serial Dictatorship

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**Objective:** Social cost

Sum of distances between agents and assigned facilities.

**Truthful** mechanisms

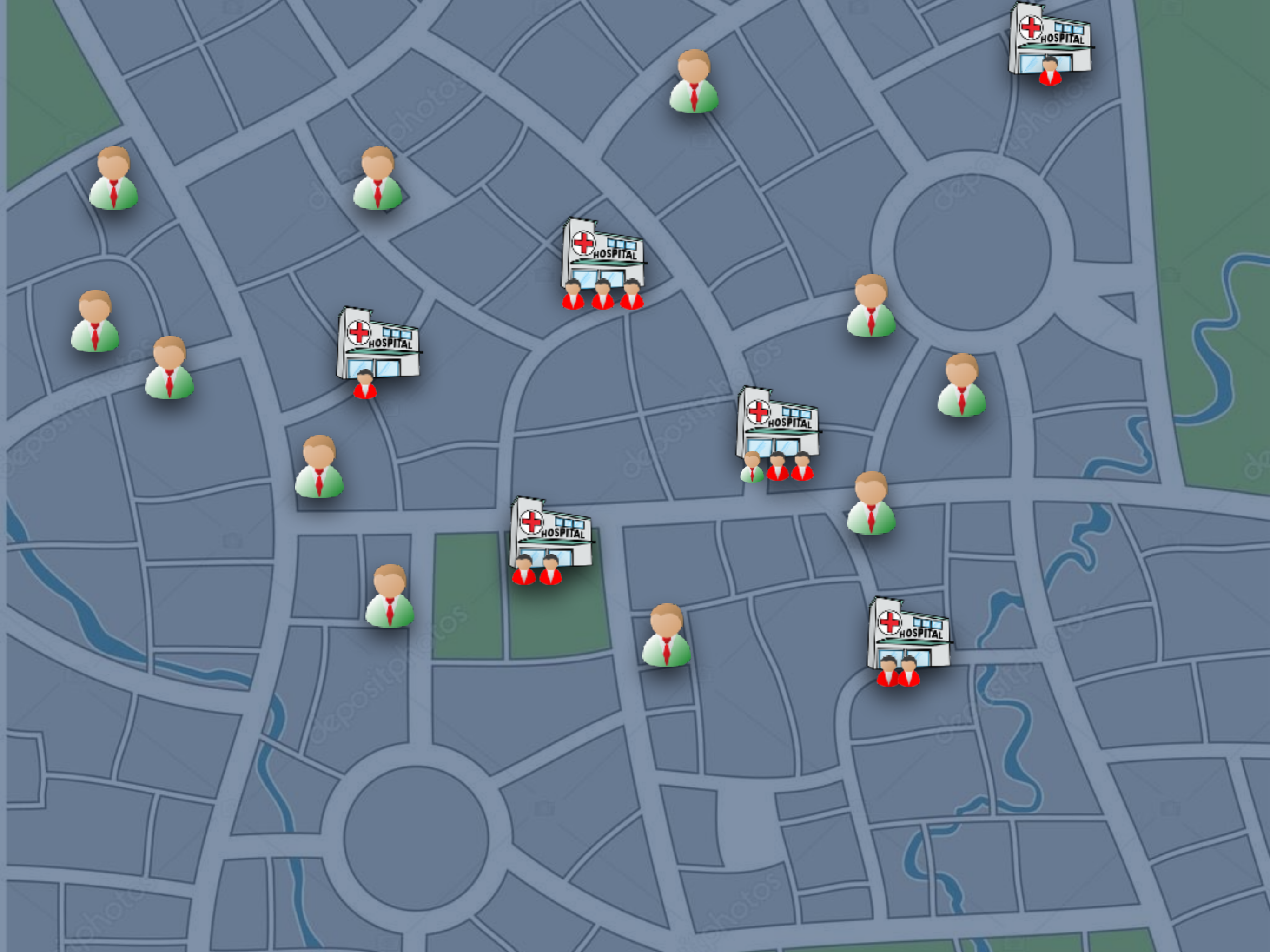
Incentives to the agents to report their real positions.

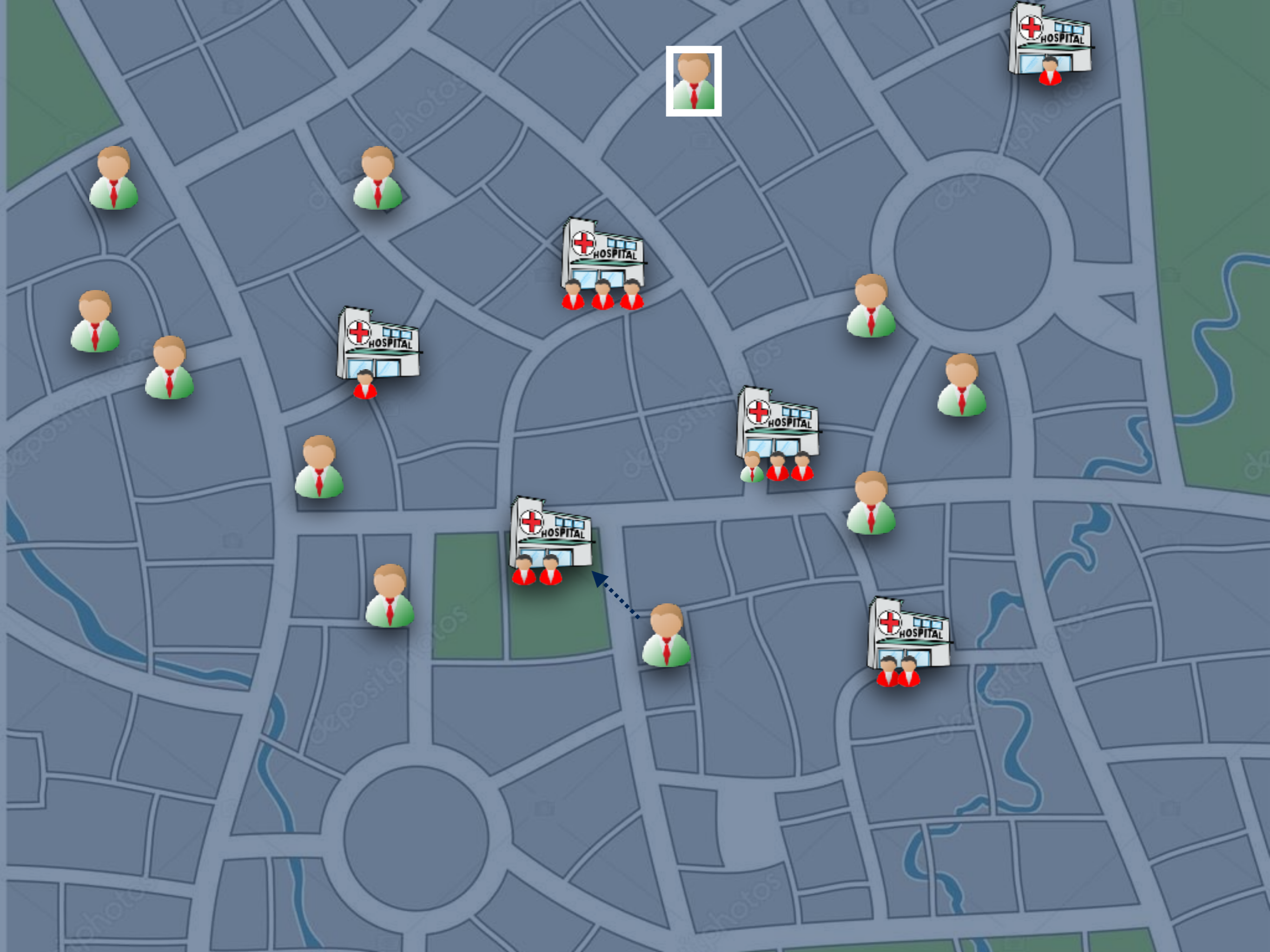
Goal: Design truthful mechanisms with good approximation ratios.

**Serial Dictatorship**















# Serial Dictatorship has bad approximation ratio

$$\text{OPT} = 1 + \epsilon$$

$$\text{SD} = 2^n - 1$$

$$1 + 2 + 4 + \dots$$



4



2



1

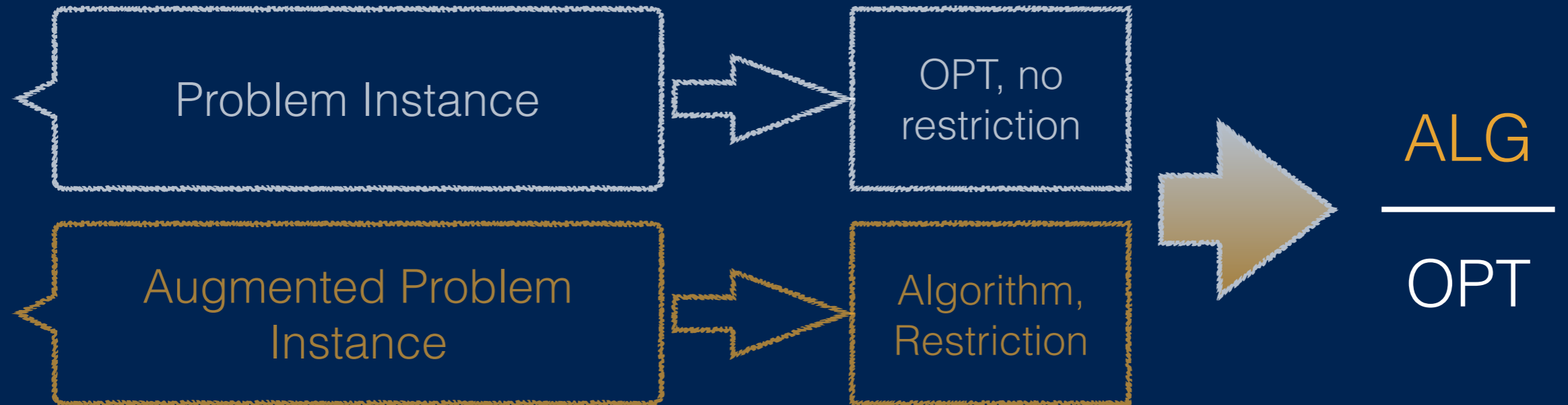
$1 + \epsilon$



# Resource Augmentation

- Arguably unfair to compare a mechanism limited by strict constraints like truthfulness to the omnipotent optimal mechanism.
- A reasonable increase in the mechanism's capabilities might have wondrous effects.
- Compare truthful mechanism  $M$  with augmented capacities (multiplied by  $g$ ), with the OPT on original capacities.
- **Beyond worst case:** Indication that worst-case instances are rather pathological.

# Resource Augmentation



# Main Results

Let **ratio<sub>g</sub>** be the approximation ratio with augmentation factor **g**. Then it holds that:

$$\mathbf{ratio(SD)} = 2^n - 1$$

$$\mathbf{ratio}_2(\mathbf{SD}) = \log(\mathbf{n}+1)$$

$$\mathbf{ratio}_g(\mathbf{SD}) = \mathbf{g}/(\mathbf{g}-2), \text{ when } \mathbf{g} \text{ is at least } 3.$$

**ratio(RSD)** is between  $\mathbf{n}^{0.26}$  and  $\mathbf{n}$

# Proof idea on a single slide

First, consider  
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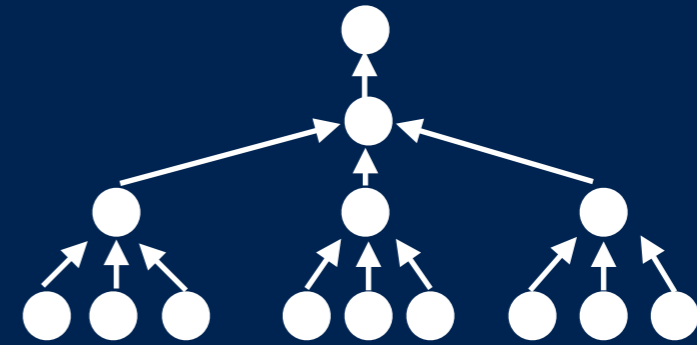
Next, consider graph interpretation  
**facilities:** nodes  
**agents:** edges  
**edge  $e=(i,j)$**   $\rightarrow$   $e$  goes to  $i$  in OPT and to  $j$  in  $SD_g$

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Worst case ratio on g-trees



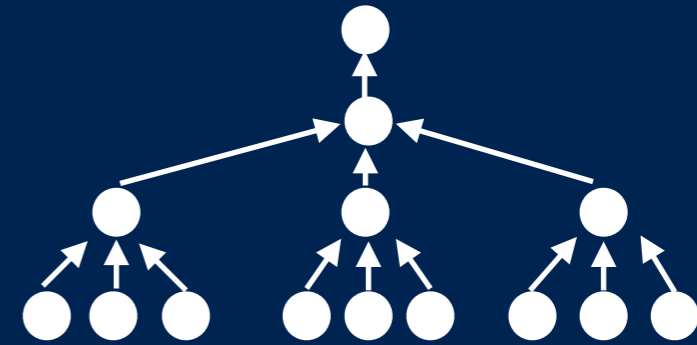


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Worst case ratio on g-trees



Primal

maximize

$$\sum_{e \in T} z_e$$

subject to:

$$z_e - \sum_{a \in p \setminus \{e\}} z_a \leq \sum_{a \in p} d(A_a, F_{O_a}), e \in T, p \in \tilde{\mathcal{P}}_e$$

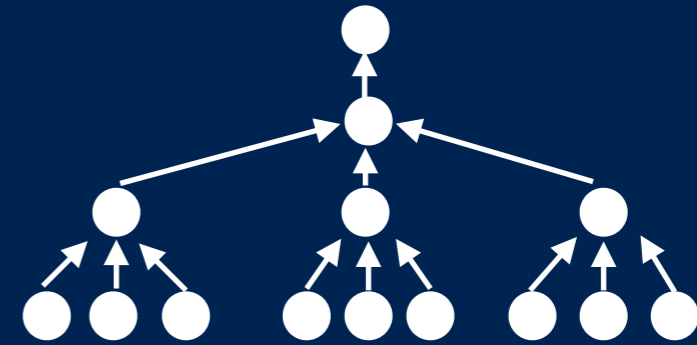
$$z_e \geq 0, e \in T$$

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Dual

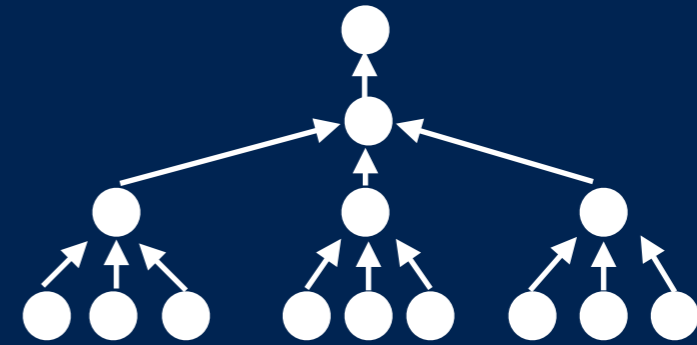
$$\begin{aligned} &\text{minimize} && \sum_{p \in \mathcal{P}} x_p \sum_{e \in p} d(A_e, F_{o_e}) \\ &\text{subject to:} && \sum_{p \in \mathcal{P}_e} x_p \geq 1 \\ &&& \sum_{p \in \tilde{\mathcal{P}}_e} x_p - \sum_{p \in \mathcal{P}_e \setminus \tilde{\mathcal{P}}_e} x_p \geq 1, e \in T \\ &&& x_p \geq 0, p \in \mathcal{P} \end{aligned}$$

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Find feasible solutions to the dual of low cost

# Resource Augmentation

- Online algorithms:
  - **Weak Adversaries**, e.g. in k-Server.
  - Online Metric Matching.
- Examples present in the **Game Theory Community**.
  - **Framework:** *Approximate Mechanism Design with Resource Augmentation.*