

## MODEL

### ► The model contains:

- A set  $\mathcal{N}$  of  $N \in \mathbb{N}$  agents divided into  $k \in \mathbb{N}$  subsets  $T_1, T_2, \dots, T_k$  called *types*
- A set  $\mathcal{M}$  of  $M \in \mathbb{N}$  items divided into  $l \in \mathbb{N}$  subsets  $B_1, B_2, \dots, B_l$  called *blocks*
- A matrix  $\lambda \in \mathbb{N}^{\llbracket 1:k \rrbracket \times \llbracket 1:l \rrbracket}$  of *quotas*

► An **allocation**  $A$  is a function that maps every agent  $i$  to a set  $A(i)$  of items.

An allocation is **valid** if and only if:

- each agent receives at most one item
- agents do not share item
- all items are assigned
- quotas are respected: for each type  $p$  and each block  $q$ , the number of items from the block  $q$  assigned to agents of type  $p$  is at most  $\lambda_{p,q}$

## UTILITY

### ► Utility function

In an allocation  $A$ , the utility  $u_i(A)$  of agent  $i$  is:

$$u_i(A) = u_i^I(A) + \varphi \times u_i^N(A)$$

Where:

- $u_i^I(A) \in [0; 1]$  is the utility that the agent  $i$  has for the item received in the allocation  $A$ .
- $u_i^N(A) \in [0; 1]$  is the utility that the agent  $i$  receives from its neighbours, and is equal to the proportion of agents of the same type as  $i$  who have been allocated item of the same block as  $i$ . More formally:

$$u_i^N(A) = \frac{\sum_{j \in \mathcal{N}: A(j) \in \mathcal{B}(A(i))} \mathbb{1}(\mathcal{T}(i), \mathcal{T}(j))}{|\mathcal{B}(A(i))|}$$

Where  $\mathcal{T}(i)$  is the type of  $i$  and  $\mathcal{B}(A(i))$  is the block of the item allocated to  $i$ .

- If no item is assigned to an agent, the utility for this agent is 0.

### ► Particular cases

- an agent is *item-based* if  $\varphi = 0$  for its utility
- an agent is *neighbourhood-based* if it receives an utility of 0 for all items.

► The social welfare, or global utility, is the sum of the utilities of all the agents.

## STABILITY

### ► Swap-Deal

- A swap-deal between two agents  $i$  and  $j$  is said to be *improving* if and only if:  $u_i(A(i)) < u_i(A(j))$  and  $u_j(A(j)) < u_j(A(i))$
- A swap-deal between two agents  $i$  and  $j$  is *valid* if the allocation resulting from the swap of their respective assignment would still respect the quotas.

► **Stability:** An allocation is **stable** if there is no valid improving swap.

### ► Price of Stability

- Let  $U_{OPT}$  be the social welfare of the allocation maximizing the global utility, and let  $U_{STABLE}$  be the social welfare of the best stable allocation. We define the Price of Stability (PoS) as:

$$PoS = \frac{U_{OPT}}{U_{STABLE}}$$

- **Proposition:**  $PoS=1$  when all the agents are item-based or when all the agents are neighbourhood-based.  $PoS \geq 1$  in the general case.

## SEQUENTIAL MECHANISM

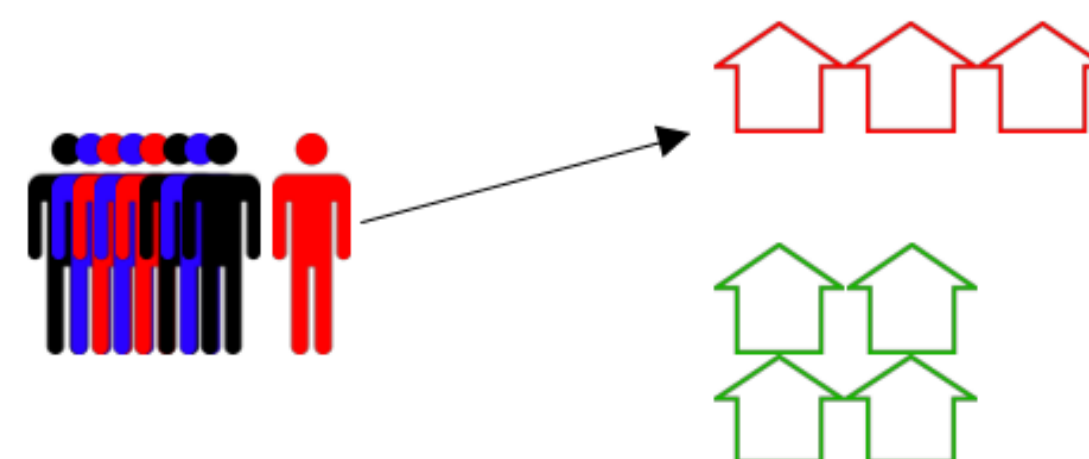
### ► How does it work?

- in some random order, the agents sequentially pick the items that maximize their utilities at the time of their selection, while respecting the diversity constraints.
- If an agent cannot be assigned to any item because of the quotas, it is skipped.
- The algorithm ends when all agents are either assigned or unable to be assigned to any remaining item

### ► Propositions

- The Sequential mechanism does not always return a valid allocation
- The Sequential mechanism does not always return a stable allocation, unless all agents are item-focused
- The **worst case error** for the sequential mechanism is the ratio between the social welfare of the optimal allocation and that of the worst allocation that the mechanism can return for a given instance.
- In the general case, the **worst-case error** is unbounded.

If the number of types  $k$  is a constant, the ratio is upper-bounded by  $\frac{(1+\varphi)k}{\varphi}$ .



## SWAP MECHANISM

### ► How does it work?

1. Start from a valid allocation
2. Pick a valid improving swap, and execute it.
3. When there is no more valid improving swap, the algorithm stops.

### ► Propositions

- **The swap mechanism will always reach a stable outcome**
- The **worst-case error** for the swap algorithm is unbounded in the general case.

If the number of types  $k$  is a constant, the ratio is upper-bounded by  $\frac{(1+\varphi)k}{\varphi}$ .

