# In Congestion Games, Taxes Achieve Optimal Approximation 

Dario Paccagnan, Martin Gairing




Problem: minimum social cost in atomic congestion games


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Main result I: tight NP-hardness of approximation


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Judiciously designed taxes achieve optimal approx, and no other tractable intervention can improve

## Atomic congestion games

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Applications: routing, sensor allocation, scheduling, minimum power, ...


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Take-away: so far no tight computational lower bound

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\frac{S C(s c r)}{S C(\text { row })} \approx \rho_{b}
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- price of anarchy measures equilibrium quality, e.g., $S C\left(a^{\mathrm{NE}}\right) / S C\left(a^{\mathrm{OPT}}\right)$ [Koutsoupias/Papadimitriou STACS'99; Christodoulou/Koutsoupias STOC'05; Aland/Dumrauf/Gairing/Monien/Schoppmann, STACS'06; Roughgarden JACM'15]


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* cost sharing: [Gkatzelis/Kollias/Roughgarden, WINE'14; Chen/Roughgarden/Valiant, J Comput'10 ...]
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Take-away: so far no matching approx in general

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Corollary: For any $\varepsilon>0$, there exists a polynomial time algorithm producing an allocation $a^{*}$ with cost

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S C\left(a^{*}\right) \leq\left(\max _{j} \rho_{b_{j}}+\varepsilon\right) \cdot O P T
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* Main result II extends to network CG
"Judiciously designed taxes achieve optimal approximation, and no other tractable intervention can improve upon this result"

