

# A Simple and Approximately Optimal Mechanism for a Buyer with Complements

## [Abstract]

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We consider a revenue-maximizing seller with  $m$  heterogeneous items and a single buyer whose valuation  $v$  for the items may exhibit both substitutes (i.e., for some  $S, T$ ,  $v(S \cup T) < v(S) + v(T)$ ) and complements (i.e., for some  $S, T$ ,  $v(S \cup T) > v(S) + v(T)$ ). We show that the mechanism first proposed by Babaioff et al. [2014] – the better of selling the items separately and bundling them together – guarantees a  $\Theta(d)$  fraction of the optimal revenue, where  $d$  is a measure on the degree of complementarity. Note that this is the first approximately optimal mechanism for a buyer whose valuation exhibits any kind of complementarity. It extends the work of Rubinstein and Weinberg [2015], which proved that the same simple mechanisms achieve a constant factor approximation when buyer valuations are subadditive, the most general class of complement-free valuations.

Our proof is enabled by the recent duality framework developed in Cai et al. [2016], which we use to obtain a bound on the optimal revenue in this setting. Our main technical contributions are specialized to handle the intricacies of settings with complements, and include an algorithm for partitioning edges in a hypergraph. Even nailing down the right model and notion of “degree of complementarity” to obtain meaningful results is of interest, as the natural extensions of previous definitions provably fail.

CCS Concepts: •**Theory of computation** → **Algorithmic game theory and mechanism design**;

Additional Key Words and Phrases: Revenue maximization; degree of complementarity; hypergraph representation

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