Algorithmic game theory

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12th lecture

December 20th 2024



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- If $F_1 = \cdots = F_n = F$ is regular, then Vickrey's auction with reserve $\varphi^{-1}(0)$ maximizes the expected revenue among all single-item auctions.
- What if the seller does not know the distributions F_1, \ldots, F_n ?

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Let $F = F_1 = \cdots = F_n$ be a regular probability distribution. Then,

 $\mathbb{E}_{v_1,\ldots,v_{n+1}\sim F}\left[\operatorname{Rev}(V\!A_{n+1})\right] \geq \mathbb{E}_{v_1,\ldots,v_n\sim F}\left[\operatorname{Rev}(OPT_{F,n})\right],$

where $\text{Rev}(VA_{n+1})$ is the revenue of Vickrey auction VA_{n+1} with n+1 bidders (and no reserve) and $\text{Rev}(OPT_{F,n})$ denotes the revenue of the optimal auction $OPT_{F,n}$ for F with n bidders.

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Figure: Jeremy Bulow and Paul Klemperer. Sources: https://economics.stanford.edu/ and https://www.economics.ox.ac.uk/

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 More competition is better than finding the right auction format.

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- Informally: extra competition is more important than getting the auction format just right.

- We define an auxiliary auction \mathcal{A} of n+1 bidders as follows:
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Knapsack auctions

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 - strong performance: we maximize social surplus if everybody bids truthfully,
 - computational efficiency: the mechanism runs in polynomial time.

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 - So we have the first two conditions satisfied. However, the third one will be problematic since *x* solves the Knapsack problem.

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- There is a pseudo-polynomial time algorithm using dynamic programming and a fully polynomial-time approximation scheme.

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- The dominant paradigm is to relax the second constraint (optimal surplus) as little as possible, subject to the first (DSIC) and the third (polynomial-time) constraints.
- Myerson's Lemma implies that the following goal is equivalent: design a polynomial-time and monotone allocation rule that comes as close as possible to maximizing the social surplus.

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- We now illustrate this approach by designing an allocation rule that gives at least half of the optimum social surplus in knapsack auctions.

• We assume without loss of generality that no bidder *i* has $w_i > W$.

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 Consider the following greedy allocation rule x^G = (x₁^G,...,x_n^G) ∈ X, which for given bids b = (b₁,...,b_n) selects a subset of bidders so that ∑_{i=1}ⁿ x_i^G w_i ≤ W using the following procedure.

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- The rule x_G is monotone (Exercise).

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- We show that this algorithm maximizes the surplus over all feasible solutions to the fractional knapsack problem.
 - Let 1,..., k be the winners selected by the greedy algorithm and suppose for contradiction that there is another feasible solution that gives higher social surplus.

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- Then $(\beta_i \alpha_i)w_i \leq (\alpha_j \beta_j)w_j$, as $\sum_{l=1}^k \alpha_l w_l = W$ and we add $(\beta_i \alpha_i)w_i$ to the size, while removing $(\alpha_j \beta_j)w_j$.

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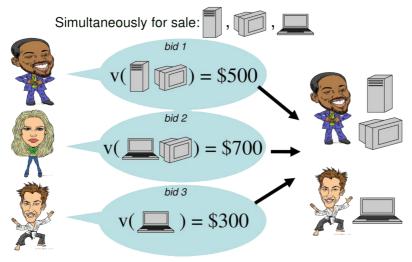
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Sources: Auctions & Combinatorial auctions (Vincent Conitzer)

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VCG mechanism (Theorem 3.18)

In every multi-parameter mechanism design environment, there is a DSIC social-surplus-maximizing mechanism.

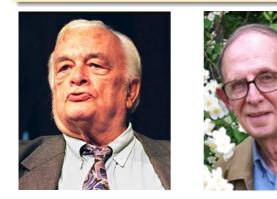




Figure: William Vickrey, Edward H. Clarke, and Theodore Groves. Sources: https://en.wikipedia.org, https://www.demandrevelation.com/, and https://www.researchate.net/

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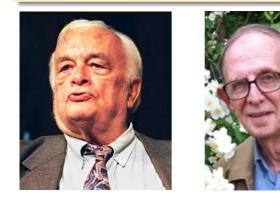




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• We postpone the proof of this result to the last lecture.

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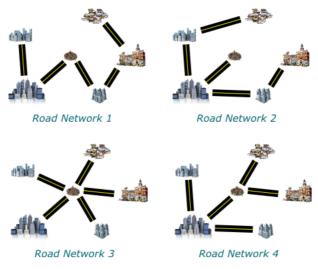
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where $\omega^* = x(b)$ is the outcome chosen by our allocation rule x for given bids b.

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Sources: https://www.science4all.org/article/auction-design/

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• Cities pay their negative externalities on the collectivity. Other cities would be happier without the biggest city (NYC, say). How much happier they would be is exactly what NYC must pay.

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 If NYC was not there, then road network number 3 (RN3) would have been chosen, as opposed to RN4. The value of RN3 for the other cities would be 35 M\$, as opposed to the 26 M\$ of RN4. Therefore, the negative externality of NYC is 35 - 26 = 9 M\$.



Source: https://www.kindpng.com/

Thank you for your attention and merry Christmas!