

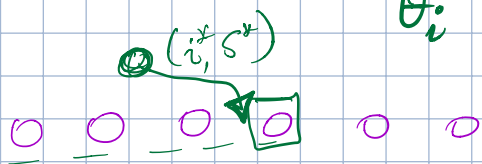
What about other kinds of value functions?

'2011

A greedy algo by Borodin & Lucier:

- Ask agents to report  $\tilde{v}_i(\cdot)$ .
- While items remain unallocated,
  - let  $(i, X_i) = \operatorname{argmax}_{(i, S) : S \text{ is unallocated}} f_i(\tilde{v}_i, S)$
  - Allocate  $X_i$  to  $i$ .
- Charge each agent its critical price.

$\theta_i = \min$  reported value  $\tilde{v}_i(X_i)$   
at which  $i$  would win  $X_i$ .



No longer DSIC.

Define  $\theta_{i, S} = \min$  value  $\tilde{v}_i(S)$   
that  $i$  needs to report  
for  $S$  to be allocated  
 $S$ .

Assumption: Underlying greedy alg. is C-approx  
 $f_i$  is non-dec. in  $\tilde{v}_i$  and non-inc. in  $S$

## NASH EQUILIBRIUM

A tuple of strategies  $(\sigma_1, \dots, \sigma_n)$  forms a Nash Equil  
if for all agents  $i \in [n]$ , fixing  $\sigma_{-i}$ ,  
agent  $i$ 's best response is to play  $\sigma_i$ .

[Multiple NE may exist.]

Claim: Suppose that the functions  $f_i$  are monotone non-decreasing in  $v_i$  and the above greedy algorithm is a  $c$ -approximation.

Then, in any NE of the greedy mechanism, the SW obtained is a  $(c+1)$ -approx. to the optimal SW.

$$\text{PoA} \leq c+1.$$

✓ 1. Observation: bids  $\leq$  values.

$$\sum_{(i, x_i) \text{ allocated by greedy}} v_i(x_i) \geq \sum_{(i, x_i) \text{ alloc. by greedy}} \tilde{v}_i(x_i)$$

$$\sum_{(i, x_i)} \tilde{v}_i(x_i) \geq \frac{1}{c} \sum_{(i, s_i) \in \text{OPT}} \theta_i(s_i)$$

3. Apply NE property.

$$\sum_{(i, s_i) \in \text{OPT}} v_i(s_i)$$

$$2. \sum_{(i, x_i) \in \text{Greedy}} \tilde{v}_i(x_i) \geq \frac{1}{c} \sum_{(i, s_i) \text{ in any feasible solution}} \tilde{v}_i(s_i)$$

For any  $\epsilon > 0$ .

Imagine changing the bid for each  $(i, s_i) \in \text{OPT} \setminus \text{Greedy}$  to  $\theta_i(s_i) - \epsilon$ . Then Greedy solution doesn't change.

$$\text{Then, } \sum_{(i, x_i) \in \text{Greedy}} v_i(x_i) \geq \frac{1}{C} \left\{ \sum_{(i, s_i) \in \text{OPT} \setminus \text{Greedy}} (\theta_i(s_i) - \epsilon) + \sum_{(i, s_i) \in \text{OPT} \cap \text{Greedy}} \theta_i(s_i) \right\}$$

$$\geq \frac{1}{C} \sum_{(i, s_i) \in \text{OPT}} \theta_i(s_i) - \epsilon \text{ times something.}$$

PRICE OF ANARCHY (maximization objective)

$$\max_{\text{Nash Equil.}} \frac{\text{Optimal obj.}}{\text{Objective at NE.}}$$

Ratio. (like approx ratio)

Worst case over all possible equilibria.

$$\text{So far, } \sum_{(i, x_i) \in \text{Greedy}} v_i(x_i) \geq \frac{1}{C} \sum_{(i, s_i) \in \text{OPT}} \theta_i(s_i)$$

Agent  $i$ 's strategy is a best response to others' bids in the NE we're analyzing.

Consider alternate strategy where  $i$  bids  $v_i^*(s_i)$  on  $S_i$

$$\text{Util from new strategy} = v_i^*(s_i) - \theta_i(s_i)$$

$$\leq v_i^*(x_i) - \theta_i(x_i)$$

$$\sum_{(i, s_i) \in \text{OPT}} v_i^*(s_i) \leq \sum_{(i, s_i) \in \text{OPT}} \theta_i(s_i) + \sum_{(i, x_i) \in \text{Greedy}} v_i(x_i)$$

Greedy

$$\leq c \sum_{(i, X_i) \in \text{Greedy}} v_i(X_i) + \sum_{(i, X_i)} v_i(X_i)$$

$$\text{OPT} \leq (c+1) \text{Greedy}$$

Alternate approach : Maximal in Distributional Range.

SWM on set F

- Given feasible set  $F$  and value functions  $v_i: F \rightarrow \mathbb{R}^+$   $\forall i \in [n]$
- Find  $\text{argmax}_{j \in F} \sum_{i \in [n]} v_i(j)$ .

Maximum In Range mechanisms (MIR)

Want:  $\text{OPT over } F'$  is approx  $\text{-OPT over } F$

- Find  $F' \subseteq F$  such that SWM over  $F'$  is "easy".
- Run VCG over  $F'$ . computationally easy

Maximum In Distributional Range mechanisms (MIDR)

- Find  $F' \subseteq \Delta^F$  such that SWM over  $F'$  is "easy".
- Run VCG over  $F'$ . Distributions over outcomes

## Lavi-Swami<sup>105</sup> approach

$n$  agents,  $m$  items,  $F =$  all partitions of items across agents.

Configuration LP  
(relaxation)

$x_{i,S}$ : set  $S$  is allocated to  $i$

$$\max \sum_{i,S} x_{i,S} v_i(S)$$

s.t.

$$\sum_i \sum_{S \ni j} x_{i,S} \leq 1 \quad \forall j \in [m]$$

$$\sum_S x_{i,S} \leq 1 \quad \forall i \in [n]$$

$$x_{i,S} \geq 0 \quad \forall i \in [n], j \in [m]$$

Claim: Config-LP can be solved exactly in polynomial time.

Using a sep. oracle for the dual.

But also, need only demand queries to solve dual  
Ask an agent to pick fav. set at given prices

Theorem:  
[LS'05]

Suppose there is a  $c$ -approximate rounding algorithm for the Config-LP. Then given any

$x$  feasible for the LP, we can find a distribution  $D$  over deterministic partitions

such that  $SW(D) = \frac{1}{c} SW(x)$ .

Write  $\frac{1}{c} \cdot x$   
as a convex combination

of many deterministic partitions } integral solution.

alternate way of getting a  $C$ -approx.

Let  $ALG(x) := \text{dist } D \text{ as output above.}$

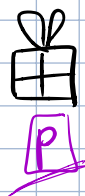
$$F' = \left\{ ALG(x) : x \in \text{feasible set of Config-LP} \right\}.$$

Mech:

- Solve for  $x^*$  - opt. to Config LP.
- Return  $ALG(x^*)$ .
- Use VCG prices.

observe:  
 $ALG(x^*)$  is optimal over  $F'$ .

# REVENUE MAXIMIZATION.



agent 1's bid = \$1  
agent 2's bid = \$10.

Seller with some items  
agents with values.  
seller allocates &  
charges prices

- Can't easily compare  
to an incentive-free  
optimum

Goal: maximize  
total price charged

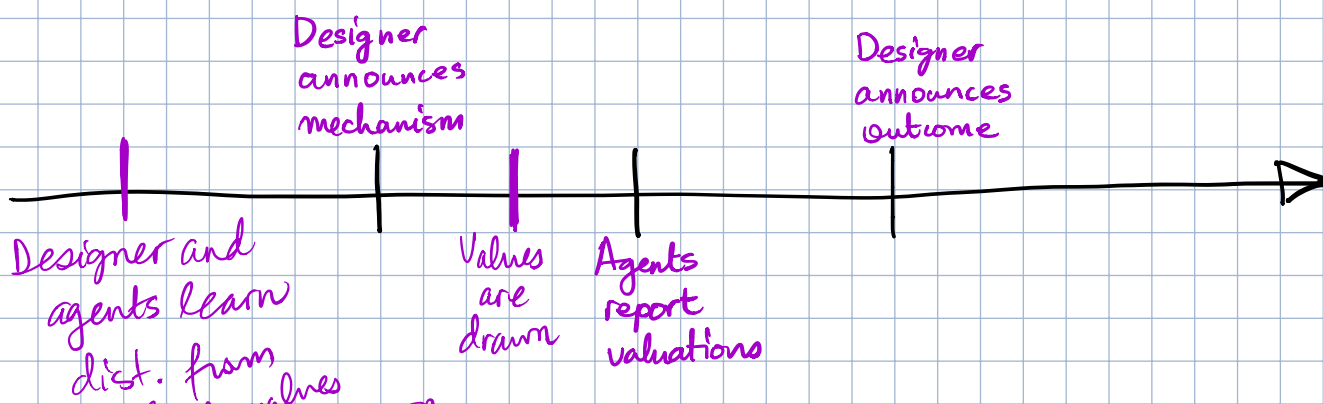
- What's a good alternative  
benchmark?

$$V_1 \sim \frac{1}{2} \$1 + \frac{1}{2} \$10$$

$$V_2 \sim \frac{1}{2} \$1 + \frac{1}{2} \$10$$

Bayesian assumption: Agent i's value function is drawn  
from a known distribution.

## Timeline for direct revelation mechanisms.



Simplest setting: single item auction; single agent.  $v \sim F$

Outcome space: Allocation  $x \in [0,1]$  <sup>Prob. of allocation.</sup> Payment  $p \in \mathbb{R}^+$

Agent's <sup>expected</sup> utility from outcome  $(x,p) = vx - p.$

Mechanism designer's problem: Given distribution  $F$

develop functions  $x(\cdot); p(\cdot)$  such that

- $(x,p)$  is DSIC / BIC
- $E_{v \sim F} [p(v)]$  is maximized.

## Characterization of DSIC mechanisms

Myerson's Lemma (Special Case): For the single item, single agent problem,  $(x,p)$  is DSIC if and only if:

①  $x$  is **monotone** non-decreasing in  $v$ .

②  $p(v) = vx(v) - \int_0^v x(t) dt + p(0)$

Payment Identity

usually  $p(0) = 0$

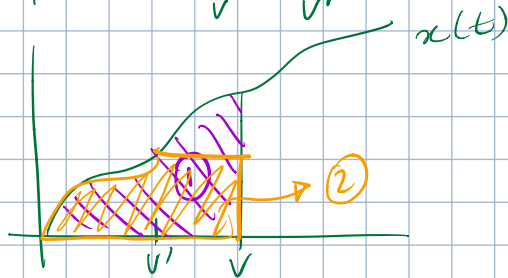
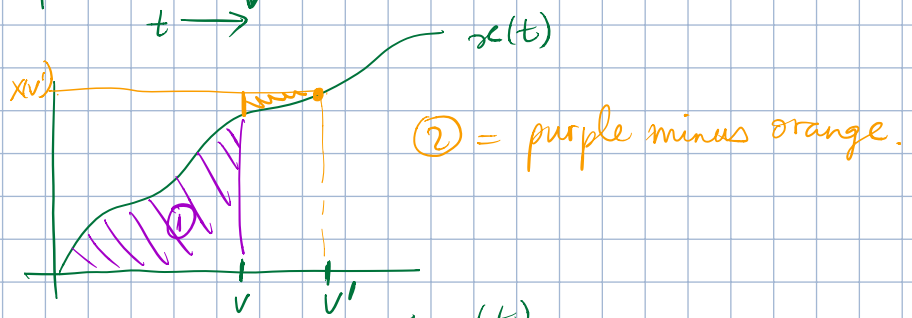
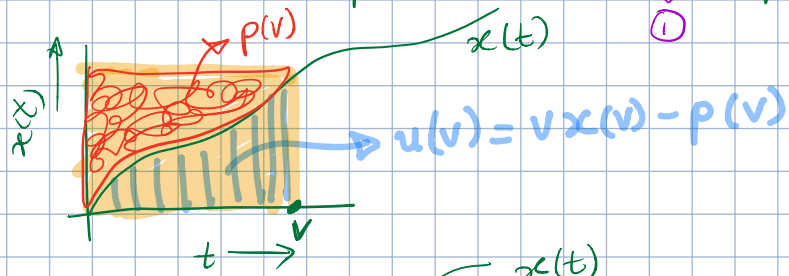
Proof:

( $\Leftarrow$ ) Sps.  $(x,p)$  satisfy ① & ②.

Consider an agent with value  $v$  and misreport  $v'$ .

Claim:  $v x(v') - p(v') \leq v x(v) - p(v)$ .





$(\Rightarrow) \forall v, v'$

$$v x(v') - p(v') \leq v x(v) - p(v)$$

Also,

$$v' x(v) - p(v) \leq v' x(v') - p(v')$$

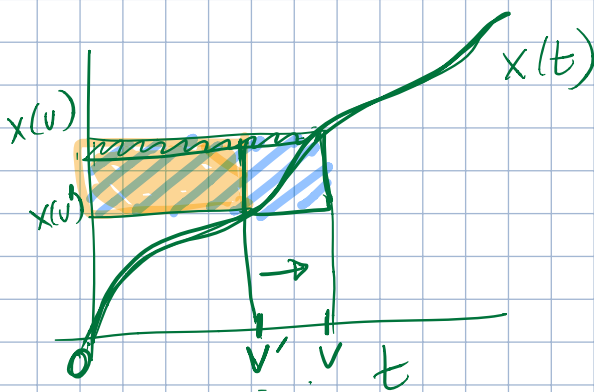
$$v x(v') + v' x(v) \leq v x(v) + v' x(v')$$

$$(v - v') (x(v) - x(v')) \geq 0$$

$\Rightarrow$  If  $v' < v \Rightarrow x(v') \leq x(v)$  } monotonicity  
 $v' > v \Rightarrow x(v') \geq x(v)$  } ①

$$p(v) - p(v') \leq v (x(v) - x(v'))$$

$$p(v) - p(v') \geq v' (x(v) - x(v'))$$



As  $v' \rightarrow v^-$   
 the difference of payments  
 converges to area to the  
 right of  $x(t)$ .

lim in xi.

# General Single-parameter (linear agents) setting

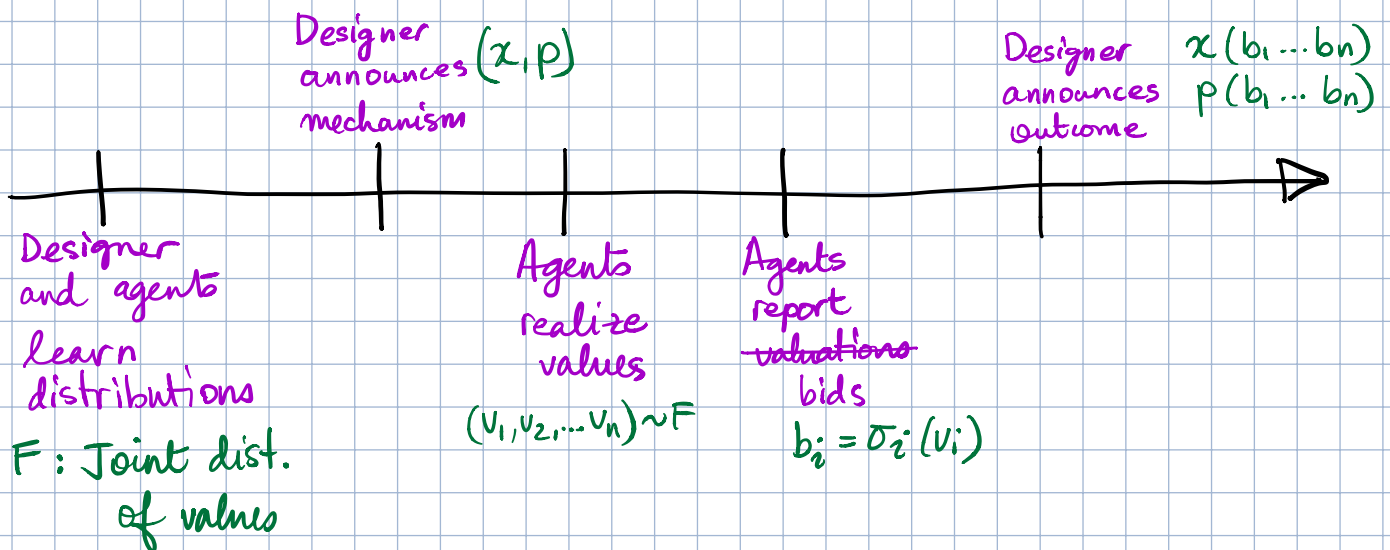
$n$  agents ; "type" of each agent is given by one number  $v_i$ .

Outcome for each agent is  $x_i \in [0, 1]$  ;  $p_i \in \mathbb{R}$ .

Utility of linear agent  $i$  from  $(x_i, p_i)$  is  $v_i x_i - p_i$ .

Agents maximize expected utility.

## Timeline for direct revelation mechanisms.



$x_i^o(b_1, \dots, b_n) = \text{alloc. to agent } i$

$p_i^o(b_1, \dots, b_n) = \text{payment of agent } i$ .

## Bayesian Incentive Compatibility (BIC).

A strategy  $\sigma_i$  for agent  $i$  maps values  $v_i$  to bids  $\sigma_i(v_i)$ .

A strategy tuple  $(\sigma_1, \sigma_2, \dots, \sigma_n)$  is in Bayes Nash Equilibrium

if for all agents  $i$ ,

for all values  $v_i$

for all alternate strategies  $\sigma'_i$

Agent  $i$  knows  
 $F|v_i$  and  $\sigma_{-i}$ .  
but does not know  
values  $v_{-i}$ .

$$E_{\substack{v_i \sim F|v_i \\ b_{-i} = \sigma_{-i}(v_{-i})}} \left[ v_i x_p(\sigma_i(v_i), b_{-i}) - p_p(\sigma_i(v_i), b_{-i}) \right]$$

$$\geq E_{\substack{v_i \sim F|v_i \\ b_{-i} = \sigma'_{-i}(v_{-i})}} \left[ v_i x_p(\sigma'_i(v_i), b_{-i}) - p_p(\sigma'_i(v_i), b_{-i}) \right]$$

A mechanism is BIC if truthtelling i.e.  $\sigma_i(v_i) = v_i$   
 $\neq i$

is a Bayes-Nash Equilibrium.

Assume:  $F = F_1 \times F_2 \times \dots \times F_n$ .  $\rightarrow$  agents have independent values.

Fix  $\sigma_{-i}$ .

$$\text{Define } x_i(b) = E_{\substack{v_i \sim F|v_i \\ b_{-i} = \sigma_{-i}(v_{-i})}} \left[ x_i(b, b_{-i}) \right]$$

$$p_i(b) = E_{\substack{v_i \sim F|v_i \\ b_{-i} = \sigma_{-i}(v_{-i})}} \left[ p_i(b, b_{-i}) \right]$$

## Myerson's Lemma (General Case) :

A mechanism  $(x, p)$  for the single parameter (linear agent) setting is BIC if and only if  $\forall i$  :

-  $x_i(v_i)$  is monotone non-decreasing in  $v_i$ .

$$- \underline{p_i(v_i)} = v_i x_i(v_i) - \int_0^{v_i} x_i(t) dt + p_i(0)$$

A mechanism  $(x, p)$  for the single parameter (linear agent) setting is DSIC if and only if  $\forall i, v_{-i}$  :

-  $x_i(v_i, v_{-i})$  is monotone non-decreasing in  $v_i$ .

$$- p_i(v_i, v_{-i}) = v_i x_i(v_i, v_{-i}) - \int_0^{v_i} x_i(t, v_{-i}) dt + p_i(0)$$

$$x \quad \text{---} \quad p$$

$$x' \quad \text{---} \quad p'$$

$$\frac{x+x'}{2} \quad \text{---} \quad \frac{p+p'}{2}$$

# Implications of Myerson's Lemma :

## ① Revenue Equivalence.

Two mechanisms that have the same allocation rules.  
Will always have the same expected revenue.

e.g. Vickrey auction - highest value wins

First price sealed bid auction where every buyer's value is drawn from same dist. and so they use symmetric strategies. ] highest value wins

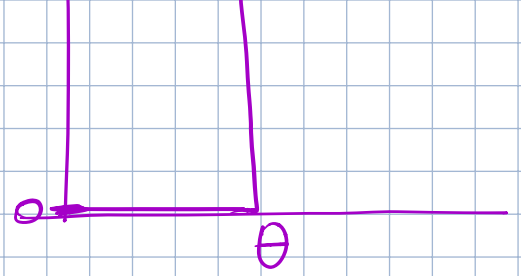
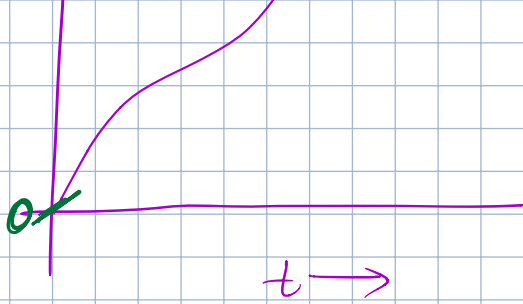
## ② Revenue Linearity.

If we average the allocation rules of two mechanisms, then the expected revenue gets averaged.

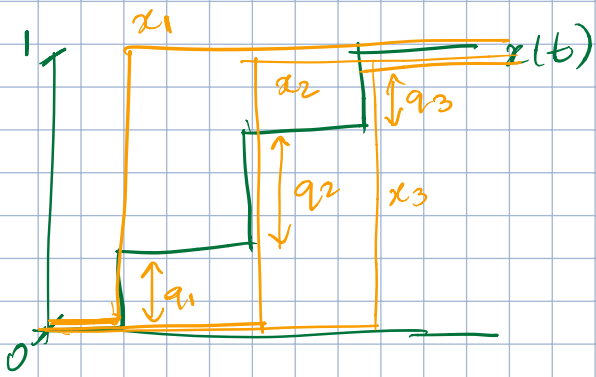
③ For the single parameter (linear agent) setting, the optimal BIC mechanism is deterministic and DSIC.

## Proof for the single agent setting





General mech.



$$x = q_1 x_1 + q_2 x_2 + q_3 x_3$$

$$\text{Let } T_\theta(v) = \begin{cases} 1 & \text{if } v \geq \theta \\ 0 & \text{if } v < \theta \end{cases}$$

For any non-dec.  $x: \mathbb{R} \rightarrow [0,1]$

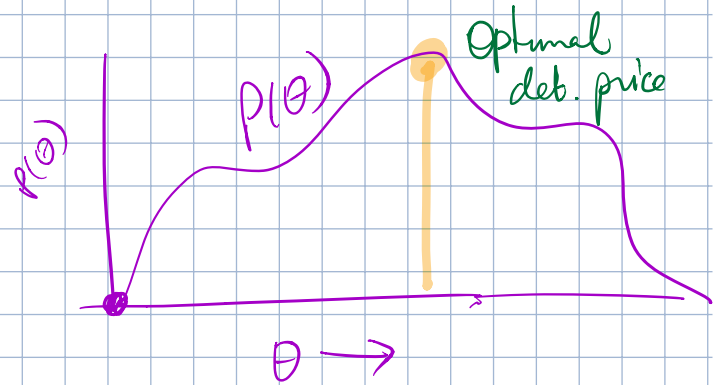
$$x(v) = \int_0^\infty x'(\theta) T_\theta(v) d\theta$$

Det. mech. — pricing

Charges  $\theta$  for allocating item  
0 for not alloc.

$$\text{Revenue}(\theta) = \theta \cdot \Pr[v \geq \theta]$$

$$P(\theta) = \theta (1 - F(\theta))$$



Distribution over prices.

By revenue linearity,

$$\text{Rev}(x) = \int_0^\infty x'(\theta) \text{Rev}(T_\theta) d\theta$$

$P(\theta)$

$$\max_{\text{monotone } x} \text{Rev}(x) = \max_{\text{prices } \theta} P(\theta)$$