

# Auction Design in Single Parameter Domains

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- ▶ However, the VCG mechanism was particular to maximizing *social welfare*:  $\sum_i v_i(a)$ .
- ▶ What if we want to design an auction to maximize some other objective?

## How far can we generalize?

One thing we can do is (slightly) generalize VCG to maximize any *affine* objective function:

$$\sum_{i=1}^n \alpha_i v_i(a) + \beta(a).$$

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What else can we do? In simple settings we can completely characterize the set of objective functions we can optimize truthfully.

# Simple Settings

## Definition (Single Parameter Domain)

A *single parameter domain* with a set of alternatives  $A$  is defined by a *public value summarization function*:

$$w_i : A \rightarrow \mathbb{R}$$

such that agent  $i$ 's valuation function is parameterized by a real number  $v_i \in \mathbb{R}$ , and values outcome  $a$  at  $v_i \cdot w_i(a)$

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i.e. single parameter domains are simple settings in which an agent's valuation can be described by a single real number representing her *relative preferences* over outcomes.

# Examples

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2. Buying a path in a network: agents are to edges in a network, experience cost if used. Mechanism would like to buy service from a set of agents that form a path, to optimize some objective.  $a$  is a set of edges and:

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3. Online Advertising: Each alternative  $a$  allocates a set of advertising slots.  $a_{ij} = 1$  if slot  $j$  is allocated to advertiser  $i$ . Advertisers have utility  $v_i$  for each unique viewer. Let  $E_j$  be the set of viewers who see slot  $j$ . Here:

$$w_i(a) = \left| \bigcup_{j: x_{ij}=1} E_j \right|$$

# Key Concept: Monotone Choice Rules

## Definition (Monotone Choice Rule)

A choice rule  $X$  for a single parameter domain is monotone-non-decreasing in  $v_i$  if for all  $v_{-i} \in \mathbb{R}^{n-1}$ , and for every  $v'_i \geq v_i$ :

$$w_i(X(v_i, v_{-i})) \leq w_i(X(v'_i, v_{-i}))$$

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For example, in a single item auction: if an agent wins at bid  $v_i$ , he also wins at all bids  $v'_i > v_i$ .

# Main Theorem

We will prove that an allocation rule can be made truthful (by pairing it with an appropriate payment rule) if and only if it is monotone.

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## Theorem

*A mechanism defined in a single parameter domain can be made truthful if and only if  $X(v)$  is monotone non-decreasing for all  $v_i$ . In this case, it can be made truthful by using payment rule:*

$$P(v)_i = v_i w_i(a^*) - \int_0^{v_i} w_i(X(z, v_{-i})) dz$$

where  $a^* = X(v)$ .

# Proof

Simpler notation: fix some agent  $i$  and  $v_{-i}$ , write  $v$  for  $v_i$ , and write  $y(v)$  for  $w(x(v))$ .

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First the backwards direction: assuming  $X(v)$  is monotone non-decreasing and the payment rule is as given, the auction is truthful.

# Proof

To show: For all  $v'$ :

$$v \cdot y(v) - P(v)_i \geq v \cdot y(v') - P(v')_i$$

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Which is equivalent to showing:

$$\int_0^v y(z) dz \geq \int_0^{v'} y(z) dz - (v' - v)y(v') \quad (1)$$

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1. **Case 1:**  $v' > v$ . In this case, equation 1 becomes:

$$\int_v^{v'} y(z) dz \leq (v' - v)y(v')$$

But this is true by monotonicity. We know that  $y(v') \geq y(z)$  for all  $z \leq v'$ , and so:

$$\int_v^{v'} y(z) dz \leq \int_v^{v'} y(v') dz = (v' - v)y(v')$$

(See Picture)

1. **Case 2:**  $v' < v$ . In this case, equation 1 becomes:

$$\int_{v'}^v y(z) dz \geq (v - v')y(v')$$

Again, this follows from monotonicity since we know that  $y(v') \leq y(z)$  for all  $z \geq v'$ . Hence, we have:

$$\int_{v'}^v y(z) dz \geq \int_{v'}^v y(v') dz = (v - v')y(v')$$

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Fix any  $v' > v$ . By truthfulness, we must have:

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We also know that a bidder with valuation  $v'$  cannot benefit by misreporting  $v$ :

$$v' \cdot y(v') - P(v')_i \geq v' \cdot y(v) - P(v)_i$$

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Adding these two inequalities, we get:

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So the allocation rule must be monotone!

# Thanks!

See you next class — stay healthy, and wear a mask!