Optimal Mechanism Design (without Priors)

Jason D. Hartline Microsoft Research – Silicon Valley June 5, 2005



Sunday 2:00: G. Aggarwal, J. Hartline, *Knapsack Auctions*.

Sunday 2:30: M.-F. Balcan, A. Blum, J. Hartline, Y. Mansour, Sponsored Search Auction Design via Machine Learning.

Monday 8:55: M. Saks, L. Yu, Weak monotonicity suffices for truthfulness on convex domains.

Monday 3:30: A. Ronen, D. Lehmann, *Nearly Optimal Multi Attribute Auctions*.

Monday 3:55: E. David, A. Rogers, N. Jennings, J. Schiff, S. Kraus, *Optimal Design of English Auctions with Discrete Bid Levels*.

Monday 4:45: M. Hajiaghayi, R. Kleinberg, M. Mahdian, D. Parkes, *Online Auctions with Re-usable Goods*.

Tuesday 8:55: R. McGrew, J. Hartline, From Optimal Limited to Unlimited Supply Auctions.

Tuesday 9:45: C. Borgs, J. Chayes, N. Immorlica, M. Mahdian, A. Saberi, *Multi-unit auctions with budget-constrained bidders.*





• Obstacle: provider does not know consumer preferences.

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Priors: known distributional information on consumer preferences.



Part I: Optimal Mechanism Design with Priors.

(game theory basics, truthful characterization, Myerson's optimal mechanism)

Part II: The Market Analysis Metaphor.

(emperical distributions, consistency issues, random sampling, machine learning, pricing algorithms)

Part III: Optimal Mechanism Design in Worst-case.

(competitive analysis, lower bounds, upper bounds, reduction to decision problem)

Part IV: Removal of Standard Assumptions.

(online auctions, collusion, asymmetric auctions, asymmetric settings)

Optimal Mechanism Design without Priors

Part I

Optimal Mechanism Design with Priors

Example Problem: Single-item Auction ____

Setting:

- Seller with one item.
- Bidders with *private valuations*: v_1, \ldots, v_n .

Design Goal:

- Single-round auction: bidders submit bids, seller decides winner and price.
- Truthful auction: bidders have incentive to bid true values.
- Optimal auction: seller gets optimal profit.



Economics Approach to profit maximization:

- 1. Assume bidders' valuations are random.
- 2. Characterize class of truthful mechanisms.
- 3. Find optimal mechanism from class for distribution.

Step 1: Valuations are Random _____

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The Independent Private Value (IPV) model:

1. Bidder *i* has valuation $v_i \in [0, h]$ distributed as F_i .

Cumulative distribution function: $F_i(b) = \Pr[v_i \ge b]$. Probability density function: $f_i(b) = F'_i(b)$.

2. Bidder's values are independent: Joint density function: $f(\mathbf{b}) = \prod_i f_i(b_i)$

Definition: f is the *prior distribution*, known to seller.



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"Sell to highest bidder at price equal to the second highest bid value."

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Example:

- Input: $\mathbf{b} = (1, 3, 6, 2, 4)$.
- Output: the 6 bid wins and pays 4.



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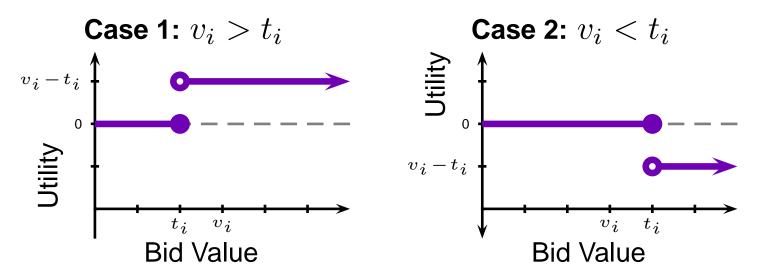
Case 1:
$$v_i > t_i$$
 Case 2: $v_i < t_i$

Vickrey Auction Analysis _

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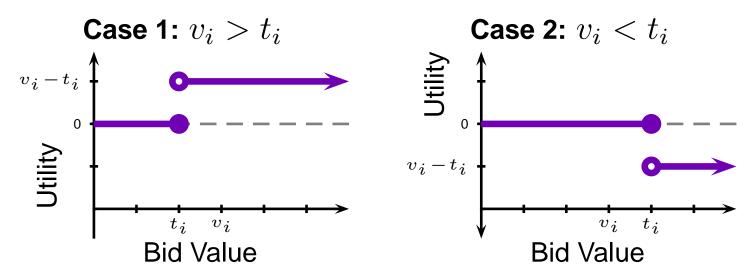
Vickrey Auction Analysis _

1-item Vickrey Auction [Vickrey 1961]

"Sell to highest bidder at price equal to the second highest bid value."

How should bidder i bid?

- Let $t_i = \max_{j \neq i} b_j$.
- If $b_i > t_i$, bidder *i* wins and pays t_i ; otherwise loses.



Result: In either case, bidder *i*'s best strategy is to bid $b_i = v_i!$



Definition: Bids with bidder *i* removed:

$$\mathbf{b}_{-i} = (b_1, \dots, b_{i-1}, ?, b_{i+1}, \dots, b_n)$$

Bid-Independence _____

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Bid-Independent Auction: BI_{q}

On input **b**, for each bidder i:

1.
$$t_i \leftarrow g(\mathbf{b}_{-i})$$
.

2. If
$$t_i < b_i$$
, sell to bidder i at price t_i .

3. If
$$t_i > b_i$$
, reject bidder i .

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Theorem: A (deterministic) auction is truthful iff it is bid-independent.

Notation: for input, \mathbf{b} ,

- $\mathbf{x} = (x_1, \dots, x_n)$: x_i is indicator for bidder *i* getting the item.
- $\mathbf{p} = (p_1, \dots, p_n)$: p_i is bidder *i*'s payment . (assume: $p_i = 0$ if $x_i = 0$)
- $c(\mathbf{x})$: seller's cost.

Notational Interlude

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Recall Example: single-item auction.

$$c(\mathbf{x}) = \begin{cases} 0 & \text{if } \sum_i x_i \leq 1 \\ \infty & \text{otherwise.} \end{cases}$$

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Note: Output of mechanism, (\mathbf{x}, \mathbf{p}) , is function of \mathbf{b} .

- Explicitly: $\mathbf{x}(\mathbf{b}), x_i(\mathbf{b}), x_i(b_i, \mathbf{b}_{-i})$, and $\mathbf{p}(\mathbf{b})$, etc.
- With \mathbf{b}_{i} implicit: $x_i(b_i)$ and $p_i(b_i)$.

Step 3: Find Optimal Mechanism ____

Step 3: Find Optimal Mechanism from class for distribution.

Maximize Auction's Profit: $\mathbf{E}_{\mathbf{b}}[\sum_{i} p_{i}(\mathbf{b}) - c(\mathbf{x}(\mathbf{b}))].$

Subject to truthfulness:

1. bidder *i* wins if $b_i > t_i \Leftrightarrow x_i(b_i)$ is a step function.

2. bidder *i* pays $t_i x_i(b_i) \Leftrightarrow p_i(b_i) = x_i(b_i)b_i - \int_0^{b_i} x_i(b)db$.

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Definition: The *virtual valuation* of a bidder i with value $v_i \sim F_i$ is

$$\psi_i(v_i) = v_i - \frac{1 - F_i(v_i)}{f_i(v_i)}.$$

Lemma: For $x_i(\mathbf{b})$ and bids \mathbf{b} with joint densify function f: $\mathbf{E}_{\mathbf{b}}[p_i(\mathbf{b})] = \int_{\mathbf{b}} \psi_i(b_i) x_i(\mathbf{b}) f(\mathbf{b}) d\mathbf{b}.$

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Myerson

Theorem: [Mye-81] Given allocation rule \mathbf{x} and bids \mathbf{b} with density function f the expected profit is

$$\int_{\mathbf{b}} \left[\sum_{i} \psi_{i}(b_{i}) x_{i}(\mathbf{b}) - c(\mathbf{x}(\mathbf{b})) \right] f(\mathbf{b}) d\mathbf{b}.$$

Definition: *Myerson's optimal mechanism* for distribution $\mathbf{F} = F_1 \times \ldots \times F_n$, is *Myersion*_{**F**}(**b**) with

$$\mathbf{x}(\mathbf{b}) = \operatorname{argmax}_{\mathbf{x}'} \sum_{i} \psi_i(b_i) x'_i - c(\mathbf{x}').$$

Theorem: Myersion's mechanism is optimal and truthful when the $\psi_i(\cdot)$ s are monotone.

Note 1: This applies to any cost function $c(\mathbf{x})$ (not just for single-item auction).



Note 2: For some $c(\mathbf{x})$ non-monotone $\psi_i(\cdot)$ can be *ironed* to be monotone.



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The Basic Auction Problem:

Given:

- *n* identical items for sale.
- n bidders, bidder i willing to pay at most v_i for an item.

Design: auction with maximal profit.

Recall Theorem: [Mye-81] Given allocation rule \mathbf{x} and bids \mathbf{b} with density function f the expected profit is

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Recall Example: single-item auction

Example _____

$$c(\mathbf{x}) = egin{cases} 0 & ext{if } \sum_i x_i \leq 1 \ \infty & ext{otherwise.} \end{cases}$$

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- Winner: the bidder with highest $\psi_i(b_i)$ (such that $\psi_i(b_i) \ge 0$).
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- Suppose bids are identical, $F_i = F_j$: $\Rightarrow \max\{b_j : j \neq i\} \cup \{\psi^{-1}(0)\}$







Definition: $opt(F) = \psi^{-1}(0)$



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- 1. General ironing procedure for arbitrary costs?
- 2. Agent's with correlated values. [Ron-03].
- 3. Deficits. [CHRSU-04]
- 4. Iterative Mechanisms. [DRJSK-05]
- 5. Optimal Mechanism for multi-parameter agents? (needs characterization like [SW-05], related to [RL-05])

Optimal Mechanism Design without Priors

Part II

The Market Analysis Metaphor



Where does known prior come from?

- 1. previous sales.
- 2. market analysis.

___ Motivation _____

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Argument 1: by assuming a known prior we ignore incentive and performance issues from obtaining the prior.

Argument 2: (Wilson Doctrine) Mechanisms should be independent of details.

Market Analysis Approach:

- 1. Market Analysis \Rightarrow distributional knowledge $\mathbf{F} = (F_1, \dots, F_n)$
- 2. Design mechanism for F: $\mathsf{Myersion}_F$

Recall Incentive Compatibility: for all i, $x_i(b_i)$ is monotone in b_i .

Can be arbitraty function of \mathbf{b}_{-i} !

Insight: use \mathbf{b}_{-i} for market analysis.



Definition: The imperical distribution for b is

$$\hat{F}_{\mathbf{b}}(x) = \frac{|\{i:b_i < x\}|}{n}.$$

Recall: Myersion_{*F*} \Rightarrow $x_i^F(\mathbf{b}), p_i^F(\mathbf{b})$

Set $x_i(b_i)$ be the allocation for bidder i in Myersion $_{\hat{F}_{\mathbf{b}_{-i}}}$

Estimating Distributions

Recall: Myerson's Optimal Auction for bids i.i.d. from F:

- 1. optimal price = $\operatorname{argmax}_p p(1 F(p))$.
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 $\hat{F}_{\mathbf{b}_{-i}}(p) =$ "number of bids less than p" $\times \frac{1}{n-1}$.

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Deterministic Optimal Price Auction (DOP) [GHW-01,BV-03,Seg-03]

On input **b**, for each bidder i:

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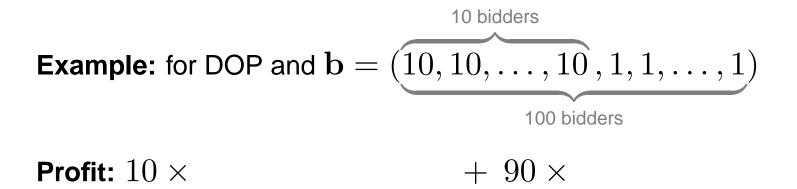
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Lemma: Worst-case profit is bad. [GHW-01]

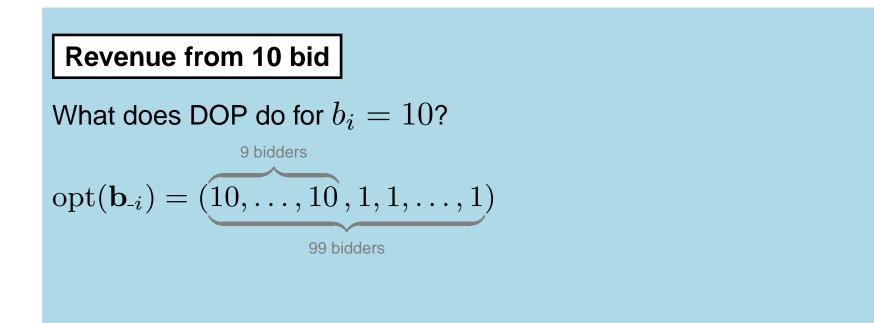


Example: for DOP and
$$\mathbf{b} = (10, 10, \dots, 10, 1, 1, \dots, 1)$$

100 bidders

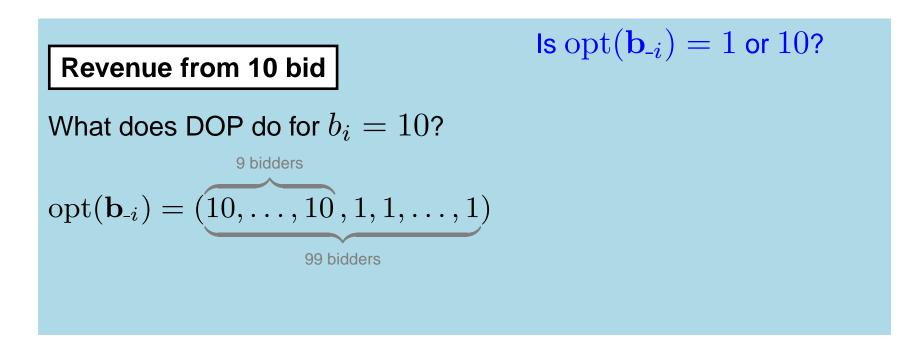
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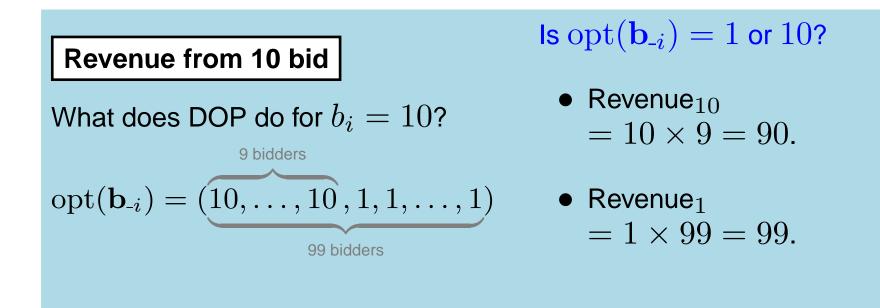
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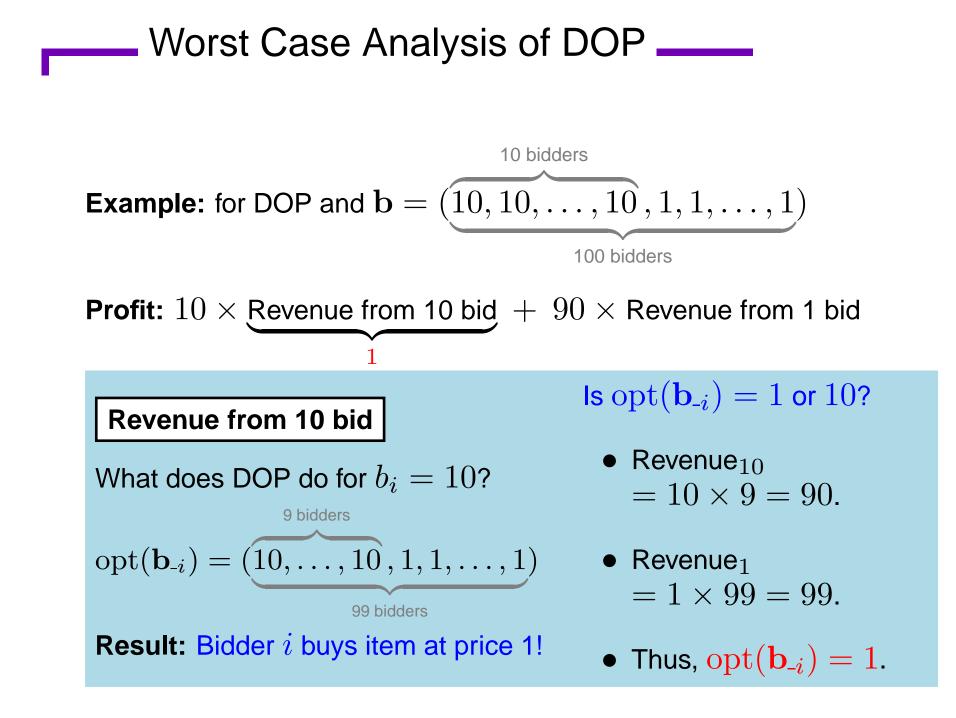
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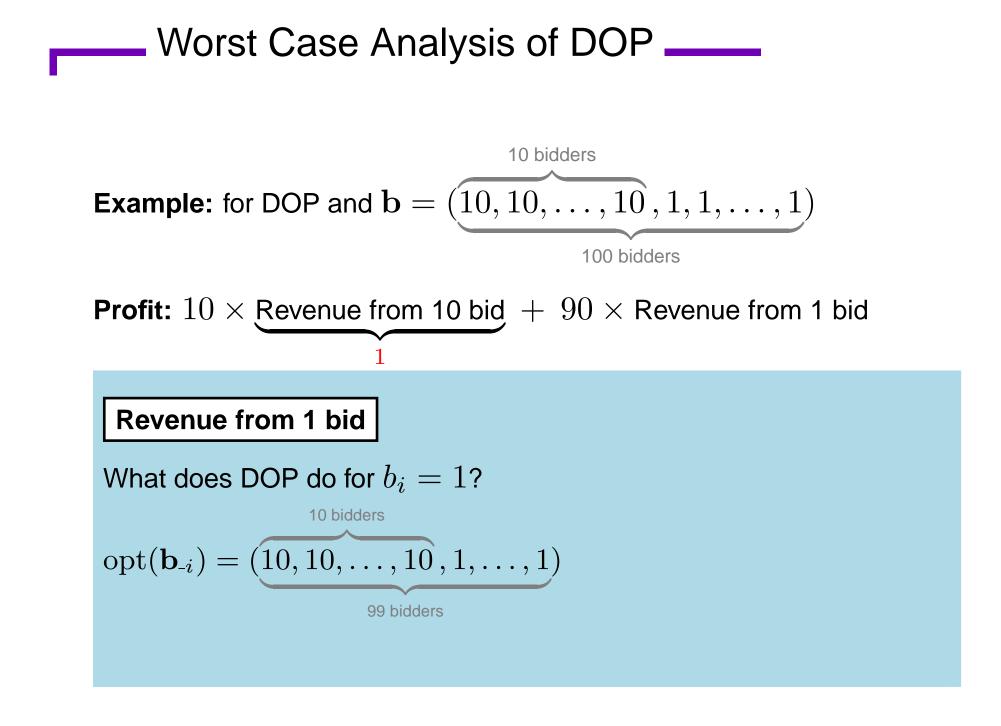


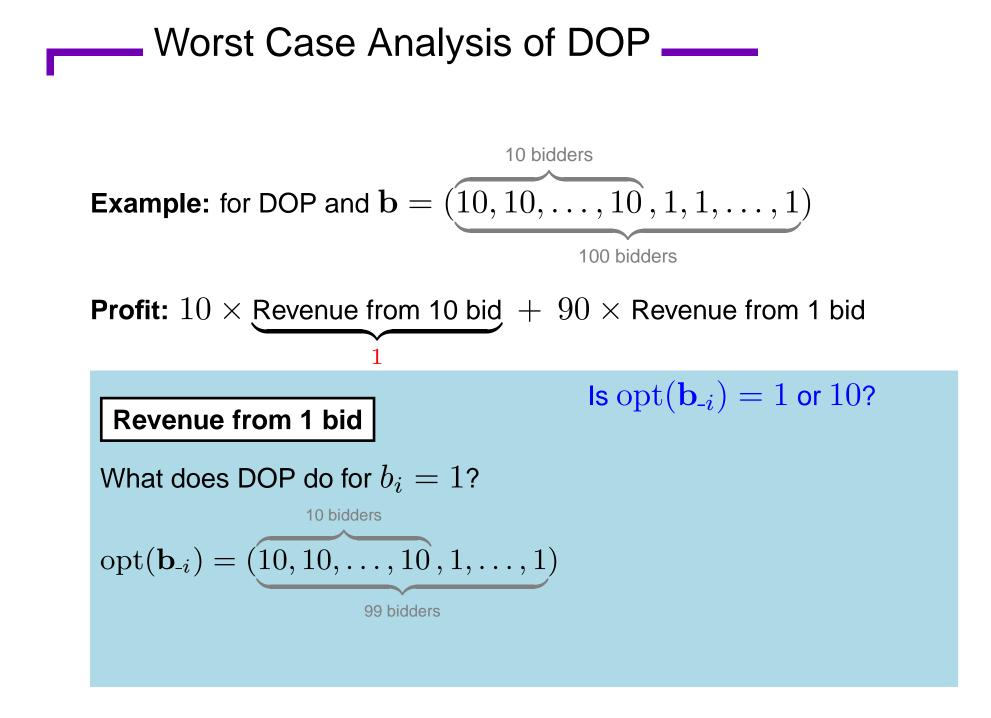
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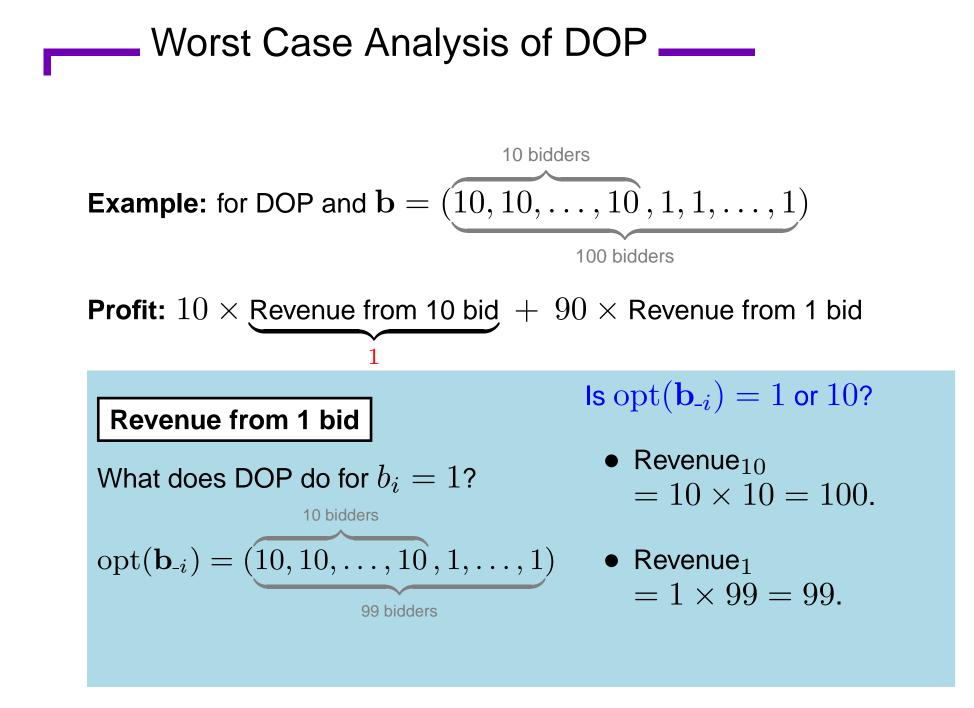
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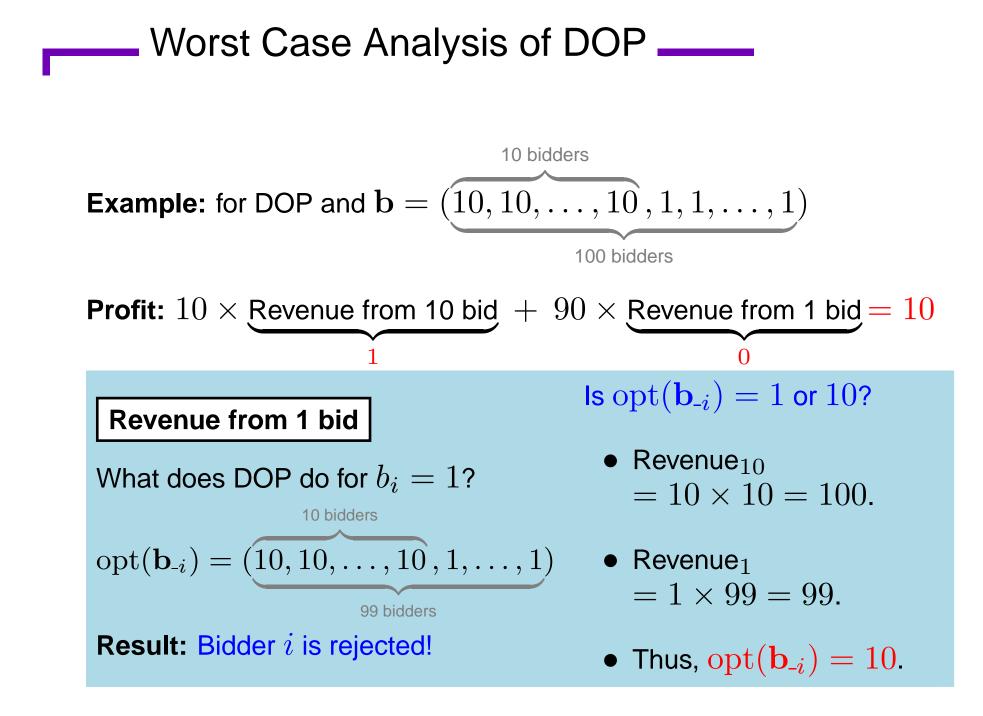














Emperical Myerson Auction may be inconsistent

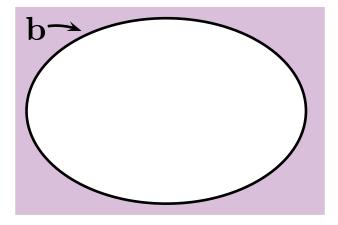
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Random Sampling Optimal Price Auction, RSOP

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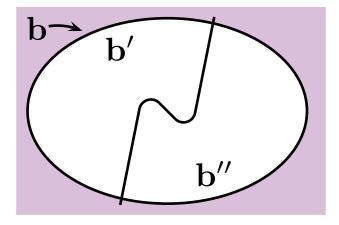


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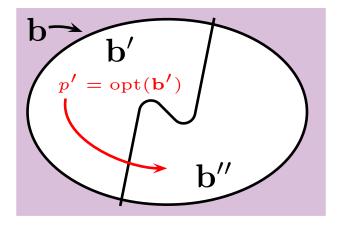
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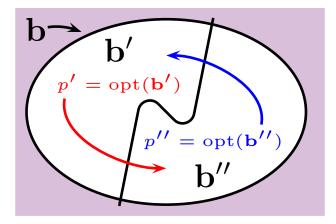
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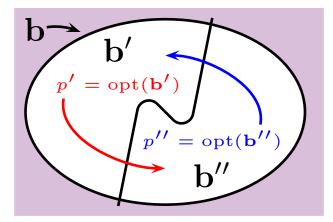
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Fact: impossible to approximate optimal profit when it is optimal to sell only one unit. E.g., ${\bf b}=(1,1,1,1,h,1,1)$



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Different empirical distributions \Rightarrow inconsistency.

The Double Auction Problem

The Double Auction Problem:

Given:

- n sellers, seller i willing to sell a unit for at least s_i .
- n buyers, buyer i willing to buy a unit for at most b_i .

Design: Double auction maximize profit of broker. [BV-03,DGHK-02]

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Generalized DOP \Rightarrow inconsistent. Generalized RSOP \Rightarrow consistent.

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Consistency: because both partitions are consistent.

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- 2. Compute virtual valuations for $\mathbf{b'}$ and $\mathbf{s'}$ using $\hat{F}_{\mathbf{b''}}$ and $\hat{F}_{\mathbf{s''}}$.
- 3. Run VCG on virtual valuations of b^\prime and $s^\prime.$
- 4. Vice versa.

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Subtlety: Must *iron* emperical distribution when it fails the *monotone hazard rate* condition.

Is consistency feasible?

Difficulty: Consistency, Truthfulness, and Profit Maximization.

Example:

- Basic Auction problem (n bidders, n units).
- *Envy-freedom:* all bidders are offered the same price.

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Theorem: Exists approximately optimal auctions that are

- truthful with high probability and envy-free, or
- envy-free with high probability and truthful.

Optimal Mechanism Design without Priors

Part III

The Worst Case





Fact: There is no "best" truthful auction.



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What is optimal public value auction?

Optimal Public Value Auction



- 1. Compute best single sale price, p, for two or more items.
- 2. If $b_i \ge p$ sell to bidder *i* at price *p*.
- 3. Otherwise, reject bidder i.

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• Input: $\mathbf{b} = (200, 11, 10, 2, 1).$

Optimal Public Value Auction

Optimal Single-Price Mechanism with Two Winners: $\mathcal{F}^{(2)}$

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Example:

- Input: $\mathbf{b} = (200, 11, 10, 2, 1).$
- Output: the 200, 11, and 10 bids win at price 10.
- Revenue: 30.

Worst Case Competitive Auctions _____

Definition: A randomized auction is β -competitive in worst case if its expected profit is at least $\mathcal{F}^{(2)}/\beta$ for any input.

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Prior Results:

1. No deterministic Auction is competitive.

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- 2. 3.39-competitive randomized auction. [Goldberg, Hartline 2003]
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Open Question: What is the optimal competitive ratio?

Main Theorem: No auction is better than 2.42-competitive.

Optimization problem: "What is the maximum value of a feasible sol ution?"

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Note: This reduction does not work for private value problems. (Simulating several truthful mechanisms and using the outcome of the best one is not truthful) The Decision Problem for the Basic Auction:

Given:

- *n* identical items for sale.
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Design: auction mechanism that obtains profit R if $R \leq OPT$.

Definition: *Profit extractor* is solution to private value decision problem.

Result: [Moulin, Shenker 1996] Profit extractor for basic auction.

 $ProfitExtract_R$

- 1. Find largest k s.t. k bidders have $b_i \ge R/k$.
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Properties:

- Truthful.
- Revenue R if $R < \mathrm{OPT}$, and 0 otherwise.
- envy-free!



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1. Bid distribution where every auction gets same revenue:



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 - Recall: Truthful auction \mathcal{A} is bid-independent.
 - Auction \mathcal{A} offers bidder i price $p \geq 1$.
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 - For n bidders, $\mathbf{E}[\mathcal{A}(\mathbf{B})] = n$.

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 - For n bidders, $\mathbf{E}[\mathcal{A}(\mathbf{B})] = n$.
- 2. Bound $\mathbf{E}[\mathcal{F}^{(2)}(\mathbf{B})]$.

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Goal: calculate $E[\mathcal{F}^{(2)}(B)]$ (for B with $Pr[B_i > z] = 1/z$). For $B = (B_1, B_2)$, $\mathcal{F}^{(2)}(B) = 2\min(B_1, B_2)$.

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Lemma: For n = 2, the Vickrey auction is 2-competitive.

Two Bidder Case: Upper Bound _____

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Recall:

- For $\mathbf{b} = (b_1, b_2)$, $\mathcal{F}^{(2)}(\mathbf{b}) = 2\min(b_1, b_2)$.
- Vickrey Revenue = $\min(b_1, b_2)$.



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What is known:

- 2.3-competitive auction (note: $13/6 \approx 2.166$).
- Optimal auction uses prices ≠ bid values.
 (for prices = bid values, optimal auction is 2.5-competitive)



Theorem: The competitive ratio of any auction is at least

$$1 - \sum_{i=2}^{n} \left(\frac{-1}{n}\right)^{i-1} \frac{i}{i-1} \binom{n-1}{i-1} \ge 2.42.$$

General Lower Bound

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Proof Outline:

- 1. Compute $\mathbf{E}[\mathcal{F}^{(2)}(\mathbf{B})]$.
 - (a) Compute $\Pr[\mathcal{F}^{(2)}(\mathbf{B})] \geq z$.
 - (b) Integrate.
- 2. Divide by $\mathbf{E}[\mathcal{A}(\mathbf{B})] = n$.
- 3. Take limit.

Compute
$$\Pr[\mathcal{F}^{(2)}(\mathbf{B}) \geq z]$$

Lemma: $\Pr\left[\mathcal{F}^{(2)}(\mathbf{B}) \geq z\right] = n \sum_{i=2}^{n} \left(\frac{-1}{z}\right)^{i} i \binom{n-1}{i-1}.$

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- **B**⁽ⁿ⁾: *n* bids i.i.d. as $\Pr[B_i > z] = 1/z$.
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Proof: (high level)

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- 5. Solve Recurrence.

. Compute $\mathsf{Pr}ig[\mathcal{F}^{(2)}(\mathbf{B})\geq zig]$ _____

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- 4. $\Pr[F_{n,k} > z] = \sum_{i=1}^{n} \mathcal{H}_i.$
- 5. Solve Recurrence.
- 6. $\Pr[\mathcal{F}^{(2)}(\mathbf{b}^{(n)}) > z] = \Pr[F_{n,0} > z] \Pr[\mathcal{H}_1].$

Conclusions _____

General:

- Upper Bound: 3.25. [HM-05]
- Lower Bound: 2.42. [GHKS-04]
- **Open:** optimal auction?

Limited Supply:

- 2-items: optimal competitive ratio = 2. [FGHK-02]
- 3-items: optimal competitive ratio = $13/6 \approx 2.17$. [GHKS-04,HM-05]
- 4-items: lower bound: $215/96 \approx 2.24$. [GHKS-04]

Optimal Mechanism Design without Priors

Part IV

The Technique of Consensus Estimates

Analysis Models:

Models

- Average Case.
- Worst Case.
 - Approximation with assumption.
 - Competitive analysis.

Design Techniques:

- Market analysis metaphor.
- Other techniques.

Incentive Properties:

- Truthful.
- Truthful with high probability.



Consider definitions:

- A *summary value* does not change much when any bidder lowers their bids.
 - E.g., $\#_p(\mathbf{b}) =$ "number of bidders above p" OPT(\mathbf{b}) = "optimal profit from a single price"
- A *summary consensus estimate* is a random estimate of summary value that with high probability cannot be manipulated by a bidder lowering their bid.
- A summary mechanism, $\mathcal{M}_{S_1,...,S_k}$ is a consistent mechanism that approximates profit when parameterized by (an) approximate summary value(s).

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- Truthful.
- Revenue R if R < OPT, and 0 otherwise.
- envy-free!

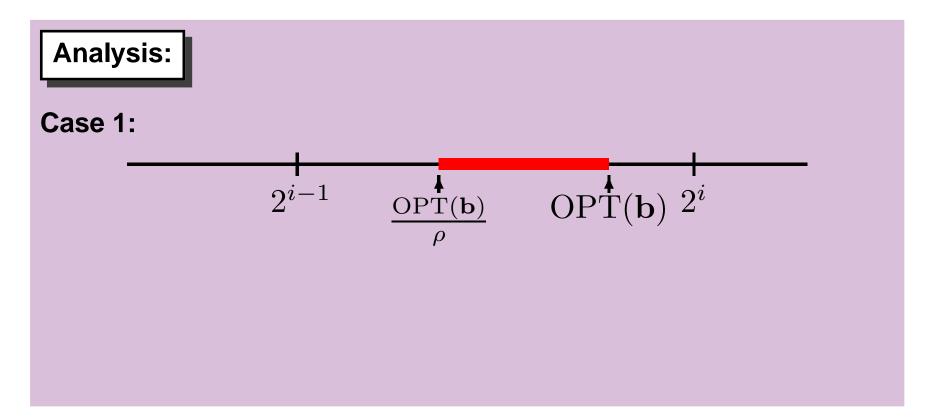
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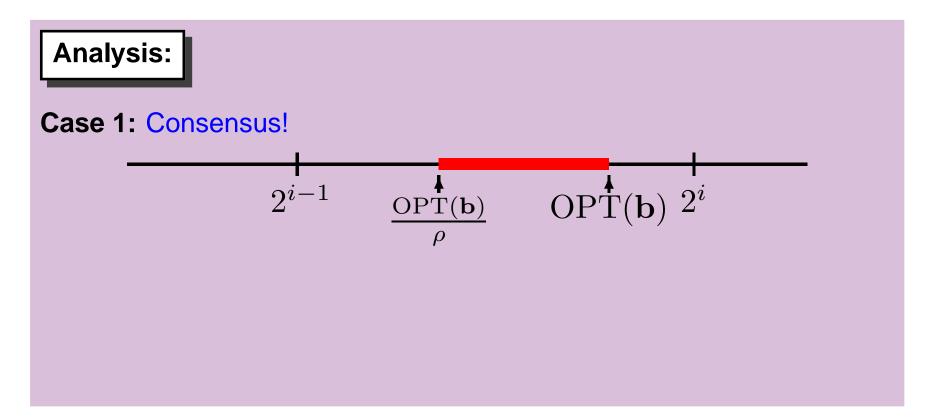
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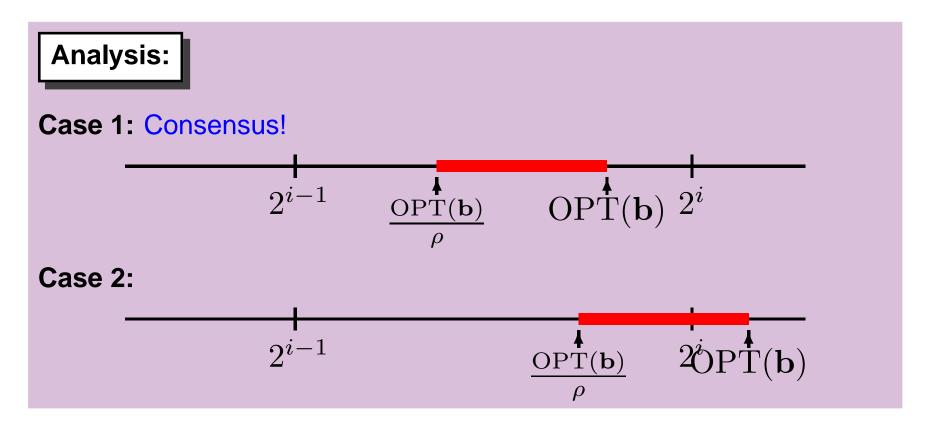
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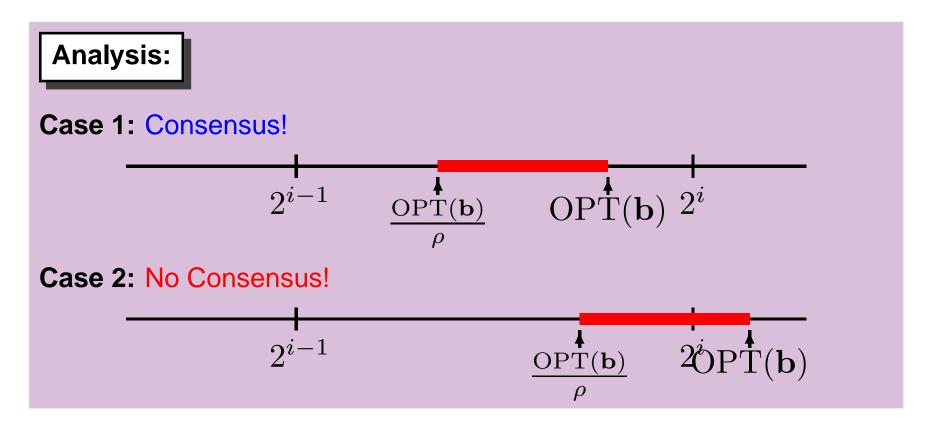
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Summary Consensus Estimate (cont)

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Final Solution _____

Consensus and Profit Extraction Auction, CoPE

On input ${f b}$,

- 1. Draw y uniform [0, 1].
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From [GH-03]:

Theorem: CoPE auction is truthful with high probability.

Theorem: CoPE auction is envy-free.

Theorem: CoPE auction approximates the optimal profit.



Motivates Search for Profit Extractors.

- Exists (approximate) profit extractor for double auciton.
- Exists profit extractor for decreasing marginal costs.
- **Open:** profit extractors for other constrained optimizations?

Analysis Models:

Models

- Average Case.
- Worst Case.
 - Approximation with assumption.
 - Competitive analysis.

Design Techniques:

- Market analysis metaphor.
- Other techniques.

Incentive Properties:

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 - Choise of \mathcal{G} is mostly irrelevant. [HM-05]



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- 2. Similar Issues:
 - estimate empirical distribution from \mathbf{b}_{-i} .
 - consistency.
 - bounds improve with information smallness of bidders.
- 3. Future Directions:
 - Approximating general optimization problems. (with cost functions or constrained feasible outcomes)
 - Asymmetric optimizations.

Followup to Wilson

"Game theory has a great advantage in explicitly analyzing the consequences of trading rules that presumably are really common knowledge, it is deficient to the extent it assumes other features to be common knowledge, such as one player's probability assessment about another's preferences or information.

"I forsee the progress of game theory as depending on successive reductions in the base of common knowledge required to conduct useful analysis of practical problems. Only be repeated weakening of common knowledge assumptions will the theory approximate reality."

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