

# Auction Theory II

## Lecture 19

# Lecture Overview

- 1 Recap
- 2 First-Price Auctions
- 3 Revenue Equivalence
- 4 Optimal Auctions

# Motivation

- Auctions are any mechanisms for **allocating resources among self-interested agents**
- **resource allocation** is a fundamental problem in CS
- increasing importance of studying distributed systems with heterogeneous agents
- currency needn't be real money, just something scarce

# Intuitive comparison of 5 auctions

|                            | English  | Dutch                             | Japanese                  | 1 <sup>st</sup> -Price | 2 <sup>nd</sup> -Price |
|----------------------------|--|-----------------------------------|---------------------------|------------------------|------------------------|
| <b>Duration</b>            | #bidders,<br>increment                               | starting<br>price, clock<br>speed | #bidders,<br>increment    | fixed                  | fixed                  |
| <b>Info<br/>Revealed</b>   | 2 <sup>nd</sup> -highest<br>val; bounds<br>on others | winner's<br>bid                   | all val's but<br>winner's | none                   | none                   |
| <b>Jump bids</b>           | yes  | n/a                               | no                        | n/a                    | n/a                    |
| <b>Price<br/>Discovery</b> | yes  | no                                | yes                       | no                     | no                     |
| <b>Regret</b>              | no   | yes                               | no                        | yes                    | no                     |

# Second-Price proof

## Theorem

*Truth-telling is a dominant strategy in a second-price auction.*

## Proof.

Assume that the other bidders bid in some arbitrary way. We must show that  $i$ 's best response is always to bid truthfully. We'll break the proof into two cases:

- 1 Bidding honestly,  $i$  would win the auction
- 2 Bidding honestly,  $i$  would lose the auction

# English and Japanese auctions

- A much **more complicated** strategy space
  - extensive form game
  - bidders are able to condition their bids on information revealed by others
    - in the case of English auctions, the ability to place jump bids
- intuitively, though, the revealed information doesn't make any difference in the IPV setting.

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## Theorem

*Under the independent private values model (IPV), it is a **dominant strategy** for bidders to bid up to (and not beyond) their valuations in both Japanese and English auctions.*

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# First-Price and Dutch

## Theorem

*First-Price and Dutch auctions are **strategically equivalent**.*

- In both first-price and Dutch, a bidder must decide on the amount he's willing to pay, conditional on having placed the highest bid.
  - despite the fact that Dutch auctions are extensive-form games, the only thing a winning bidder knows about the others is that all of them have decided on lower bids
    - e.g., he does not know *what* these bids are
    - this is exactly the thing that a bidder in a first-price auction assumes when placing his bid anyway.
- Note that this is a stronger result than the connection between second-price and English.

# Discussion

- So, why are both auction types held in practice?
  - First-price auctions can be held **asynchronously**
  - Dutch auctions are fast, and require **minimal communication**: only one bit needs to be transmitted from the bidders to the auctioneer.
- How should bidders bid in these auctions?

# Discussion

- So, why are both auction types held in practice?
  - First-price auctions can be held **asynchronously**
  - Dutch auctions are fast, and require **minimal communication**: only one bit needs to be transmitted from the bidders to the auctioneer.
- How should bidders bid in these auctions?
  - They should clearly bid **less than their valuations**.
  - There's a tradeoff between:
    - probability of winning
    - amount paid upon winning
  - Bidders don't have a dominant strategy any more.

# Analysis

## Theorem

*In a first-price auction with two risk-neutral bidders whose valuations are drawn independently and uniformly at random from  $[0, 1]$ ,  $(\frac{1}{2}v_1, \frac{1}{2}v_2)$  is a Bayes-Nash equilibrium strategy profile.*

## Proof.

Assume that bidder 2 bids  $\frac{1}{2}v_2$ , and bidder 1 bids  $s_1$ . From the fact that  $v_2$  was drawn from a uniform distribution, all values of  $v_2$  between 0 and 1 are equally likely. Bidder 1's expected utility is

$$E[u_1] = \int_0^1 u_1 dv_2. \quad (1)$$

Note that the integral in Equation (1) can be broken up into two smaller integrals that differ on whether or not player 1 wins the auction.

$$E[u_1] = \int_0^{2s_1} u_1 dv_2 + \int_{2s_1}^1 u_1 dv_2$$

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## Proof (continued).

We can now substitute in values for  $u_1$ . In the first case, because 2 bids  $\frac{1}{2}v_2$ , 1 wins when  $v_2 < 2s_1$ , and gains utility  $v_1 - s_1$ . In the second case 1 loses and gains utility 0. Observe that we can ignore the case where the agents have the same valuation, because this occurs with probability zero.

$$\begin{aligned} E[u_1] &= \int_0^{2s_1} (v_1 - s_1) dv_2 + \int_{2s_1}^1 (0) dv_2 \\ &= (v_1 - s_1)v_2 \Big|_0^{2s_1} \\ &= 2v_1s_1 - 2s_1^2 \end{aligned} \tag{2}$$

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## Proof (continued).

We can find bidder 1's best response to bidder 2's strategy by taking the derivative of Equation (2) and setting it equal to zero:

$$\begin{aligned}\frac{\partial}{\partial s_1}(2v_1s_1 - 2s_1^2) &= 0 \\ 2v_1 - 4s_1 &= 0 \\ s_1 &= \frac{1}{2}v_1\end{aligned}$$

Thus when player 2 is bidding half her valuation, player 1's best strategy is to bid half his valuation. The calculation of the optimal bid for player 2 is analogous, given the symmetry of the game and the equilibrium.

# More than two bidders

- Very narrow result: two bidders, uniform valuations.
- Still, first-price auctions are not incentive compatible
  - hence, unsurprisingly, not equivalent to second-price auctions

## Theorem

*In a first-price sealed bid auction with  $n$  risk-neutral agents whose valuations are independently drawn from a uniform distribution on the same bounded interval of the real numbers, the unique symmetric equilibrium is given by the strategy profile*

$$\left(\frac{n-1}{n}v_1, \dots, \frac{n-1}{n}v_n\right).$$

- proven using a similar argument, but more involved calculus
- a broader problem: that proof only showed how to *verify* an equilibrium strategy.
  - How do we identify one in the first place?

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# Revenue Equivalence

- Which auction should an auctioneer choose? To some extent, it doesn't matter...

## Theorem (Revenue Equivalence Theorem)

*Assume that each of  $n$  risk-neutral agents has an independent private valuation for a single good at auction, drawn from a common cumulative distribution  $F(v)$  that is strictly increasing and atomless on  $[\underline{v}, \bar{v}]$ . Then any auction mechanism in which*

- *the good will be allocated to the agent with the highest valuation; and*
  - *any agent with valuation  $\underline{v}$  has an expected utility of zero;*
- yields the same expected revenue, and hence results in any bidder with valuation  $v$  making the same expected payment.*

# Revenue Equivalence Proof

## Proof.

Consider any mechanism (direct or indirect) for allocating the good. Let  $u_i(v_i)$  be  $i$ 's expected utility given true valuation  $v_i$ , assuming that all agents including  $i$  follow their equilibrium strategies. Let  $P_i(v_i)$  be  $i$ 's probability of being awarded the good given (a) that his true type is  $v_i$ ; (b) that he follows the equilibrium strategy for an agent with type  $v_i$ ; and (c) that all other agents follow their equilibrium strategies.

$$u_i(v_i) = v_i P_i(v_i) - E[\text{payment by type } v_i \text{ of player } i] \quad (1)$$

From the definition of equilibrium, for any other valuation  $\hat{v}_i$  that  $i$  could have,

$$u_i(v_i) \geq u_i(\hat{v}_i) + (v_i - \hat{v}_i)P_i(\hat{v}_i). \quad (2)$$

To understand Equation (2), observe that if  $i$  followed the equilibrium strategy for a player with valuation  $\hat{v}_i$  rather than for a player with his (true) valuation  $v_i$ ,  $i$  would make all the same payments and would win the good with the same probability as an agent with valuation  $\hat{v}_i$ . However, whenever he wins the good,  $i$  values it  $(v_i - \hat{v}_i)$  more than an agent of type  $\hat{v}_i$  does. The inequality must hold because in equilibrium this deviation must be unprofitable.

# Revenue Equivalence Proof

## Proof (continued).

Consider  $\hat{v}_i = v_i + dv_i$ , by substituting this expression into Equation (2):

$$u_i(v_i) \geq u_i(v_i + dv_i) + dv_i P_i(v_i + dv_i). \quad (3)$$

Likewise, considering the possibility that  $i$ 's true type could be  $v_i + dv_i$ ,

$$u_i(v_i + dv_i) \geq u_i(v_i) + dv_i P_i(v_i). \quad (4)$$

Combining Equations (4) and (5), we have

$$P_i(v_i + dv_i) \geq \frac{u_i(v_i + dv_i) - u_i(v_i)}{dv_i} \geq P_i(v_i). \quad (5)$$

Taking the limit as  $dv_i \rightarrow 0$  gives  $\frac{du_i}{dv_i} = P_i(v_i)$ . Integrating up,

$$u_i(v_i) = u_i(\underline{v}) + \int_{x=\underline{v}}^{v_i} P_i(x) dx. \quad (6)$$

# Revenue Equivalence Proof

## Proof (continued).

Now consider any two efficient auction mechanisms in which the expected payment of an agent with valuation  $\underline{v}$  is zero. A bidder with valuation  $\underline{v}$  will never win (since the distribution is atomless), so his expected utility  $u_i(\underline{v}) = 0$ . Because both mechanisms are efficient, every agent  $i$  always has the same  $P_i(v_i)$  (his probability of winning given his type  $v_i$ ) under the two mechanisms. Since the right-hand side of Equation (6) involves only  $P_i(v_i)$  and  $u_i(\underline{v})$ , each agent  $i$  must therefore have the same expected utility  $u_i$  in both mechanisms. From Equation (1), this means that a player of any given type  $v_i$  must make the same expected payment in both mechanisms. Thus,  $i$ 's *ex ante* expected payment is also the same in both mechanisms. Since this is true for all  $i$ , the auctioneer's expected revenue is also the same in both mechanisms.

# First and Second-Price Auctions

- The  $k^{\text{th}}$  **order statistic** of a distribution: the expected value of the  $k^{\text{th}}$ -largest of  $n$  draws.
- For  $n$  IID draws from  $[0, v_{max}]$ , the  $k^{\text{th}}$  order statistic is

$$\frac{n+1-k}{n+1} v_{max}.$$

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- First and second-price auctions satisfy the requirements of the revenue equivalence theorem
  - every symmetric game has a symmetric equilibrium
  - in a symmetric equilibrium of this auction game, higher bid  $\Leftrightarrow$  higher valuation

# Applying Revenue Equivalence

- Thus, a bidder in a FPA must bid his expected payment conditional on being the winner of a second-price auction
  - this conditioning will be correct if he does win the FPA; otherwise, his bid doesn't matter anyway
  - if  $v_i$  is the high value, there are then  $n - 1$  other values drawn from the uniform distribution on  $[0, v_i]$
  - thus, the expected value of the second-highest bid is the first-order statistic of  $n - 1$  draws from  $[0, v_i]$ :

$$\frac{n+1-k}{n+1} v_{max} = \frac{(n-1)+1-(1)}{(n-1)+1} (v_i) = \frac{n-1}{n} v_i$$

- This provides a basis for our earlier claim about  $n$ -bidder first-price auctions.
  - However, we'd still have to check that this is an equilibrium
  - The revenue equivalence theorem doesn't say that every revenue-equivalent strategy profile is an equilibrium!



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# Optimal Auctions

- So far we have only considered efficient auctions.
- What about maximizing the seller's revenue?
  - she may be willing to risk failing to sell the good even when there is an interested buyer
  - she may be willing sometimes to sell to a buyer who didn't make the highest bid
- Mechanisms which are designed to maximize the seller's expected revenue are known as **optimal auctions**.

# Optimal auctions setting

- independent private valuations
- risk-neutral bidders
- each bidder  $i$ 's valuation drawn from some strictly increasing cumulative density function  $F_i(v)$  (PDF  $f_i(v)$ )
  - we allow  $F_i \neq F_j$ : **asymmetric auctions**
- the seller knows each  $F_i$

# Designing optimal auctions

## Definition (virtual valuation)

Bidder  $i$ 's **virtual valuation** is  $\psi_i(v_i) = v_i - \frac{1-F_i(v_i)}{f_i(v_i)}$ .

## Definition (bidder-specific reserve price)

Bidder  $i$ 's bidder-specific reserve price  $r_i^*$  is the value for which  $\psi_i(r_i^*) = 0$ .

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## Theorem

*The optimal (single-good) auction is a sealed-bid auction in which every agent is asked to declare his valuation. The good is sold to the agent  $i = \arg \max_i \psi_i(\hat{v}_i)$ , as long as  $v_i > r_i^*$ . If the good is sold, the winning agent  $i$  is charged the smallest valuation that he could have declared while still remaining the winner:*

$\inf\{v_i^* : \psi_i(v_i^*) \geq 0 \text{ and } \forall j \neq i, \psi_i(v_i^*) \geq \psi_j(\hat{v}_j)\}$ .

# Analyzing optimal auctions

## Optimal Auction:

- winning agent:  $i = \arg \max_i \psi_i(\hat{v}_i)$ , as long as  $v_i > r_i^*$ .
- $i$  is charged the smallest valuation that he could have declared while still remaining the winner,  
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  - No, it's not efficient.
- How should bidders bid?



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- Is this VCG?
  - No, it's not efficient.
- How should bidders bid?
  - it's a second-price auction with a reserve price, held in virtual valuation space.
  - neither the reserve prices nor the virtual valuation transformation depends on the agent's declaration
  - thus the proof that a second-price auction is dominant-strategy truthful applies here as well.

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- What happens in the special case where all agents' valuations are drawn from the same distribution?
  - a second-price auction with reserve price  $r^*$  satisfying
$$r^* - \frac{1 - F_i(r^*)}{f_i(r^*)} = 0.$$

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$$r^* - \frac{1 - F_i(r^*)}{f_i(r^*)} = 0.$$
- What happens in the general case?
  - the virtual valuations also increase weak bidders' bids, making them more competitive.
  - low bidders can win, paying less
  - however, bidders with higher expected valuations must bid more aggressively