Recap	Groves Uniqueness	VCG	VCG example	Individual Rationality	Budget Balance

VCG

CPSC 532A Lecture 19

November 16, 2006



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Quasilinear Mechanisms

Definition (Direct quasilinear mechanism)

A direct quasilinear mechanism (over a set of agents N and a set of outcomes $O = X \times \mathbb{R}^n$) is a pair (χ, p) . It defines a standard mechanism in the quasilinear setting, where for each i, $A_i = \Theta_i$.

- An agent's valuation for choice $x \in X$: $v_i(x) = u_i(x, \theta)$
 - $\bullet\,$ the maximum amount i would be willing to pay to get x
 - in fact, i would be indifferent between keeping the money and getting \boldsymbol{x}
- Equivalent definition: mechanisms that ask agents i to declare $v_i(x)$ for each $x \in X$
- Define \hat{v}_i as the valuation that agent i declares to such a direct mechanism
 - may be different from his true valuation v_i
- Also define the tuples \hat{v} , \hat{v}_{-i}

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Truthfulness

Definition (Truthfulness)

A mechanism is *truthful* if $\forall i \forall v_i$, agent *i*'s equilibrium strategy is to adopt the strategy $\hat{v_i} = v_i$.

• Our definition before, adapted for the quasilinear setting



Definition (Efficiency)

A mechanism is efficient if it selects a choice x such that $\forall i \forall v_i \forall x', \sum_i v_i(x) \ge \sum_i v_i(x').$

- An efficient mechanism selects the choice that maximizes the sum of agents' utilities, disregarding monetary payments.
- Called economic efficiency to distinguish from other (e.g., computational) notions
- Also called social-welfare maximization
- Note: defined in terms of true (not declared) valuations, not declared valuations.

Definition (Budget balance)

A mechanism is budget balanced when $\forall \hat{v}, \sum_{i} p_{i}(\hat{v}) = 0.$

- regardless of the agents' types, the mechanism collects and disburses the same amount of money from and to the agents
- relaxed version: weak budget balance: $\forall \hat{v} \sum_{i} p_{i}(\hat{v}) \geq 0$
 - the mechanism never takes a loss, but it may make a profit
- Budget balance can be required to hold *ex ante*: $\mathbb{E}_v \sum_i p_i(v) = 0$
 - the mechanism must break even or make a profit only on expectation

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Individual-Rationality

Definition (*Ex-interim* individual rationality)

A mechanism is ex-interim individual rational when $\forall i \forall v_i, \mathbb{E}_{v_{-i}|v_i} v_i(\chi(s_i(v_i), s_{-i}(v_{-i}))) - p_i(s_i(v_i), s_{-i}(v_{-i})) \ge 0,$ where s is the equilibrium strategy profile.

- no agent loses by participating in the mechanism.
- *ex-interim* because it holds for *every* possible valuation for agent *i*, but averages over the possible valuations of the other agents.

Definition (*Ex-post* individual rationality)

A mechanism is ex-post individual rational when $\forall i \forall v, v_i(\chi(s(v))) - p_i(s(v)) \ge 0$, where s is the equilibrium strategy profile.

The Groves Mechanism

Definition (Groves mechanism)

The Groves mechanism is a direct quasilinear mechanism $(\mathbb{R}^{|X|n}, \chi, p)$, where

$$\chi(\hat{v}) = \arg \max_{x} \sum_{i} \hat{v}_{i}(x)$$
$$p_{i}(\hat{v}) = h_{i}(\hat{v}_{-i}) - \sum_{j \neq i} \hat{v}_{j}(\chi(\hat{v}))$$

Truth telling is a dominant strategy under the Groves mechanism.

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Groves Uniqueness

Theorem

An efficient social choice function $C : \mathbb{R}^{Xn} \to X \times \mathbb{R}^n$ can be implemented in dominant strategies for agents with unrestricted quasilinear utilities only if $p_i(v) = h(v_{-i}) - \sum_{j \neq i} v_j(\chi(v))$.

 it turns out that the same result also holds for the broader class of Bayes-Nash incentive-compatible efficient mechanisms.





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Definition (Clarke tax)

The Clarke tax sets the h_i term in a Groves mechanism as

$$h_i(\hat{v}_{-i}) = \sum_{j \neq i} \hat{v}_j \left(\chi(\hat{v}_{-i}) \right),$$

where χ is the Groves mechanism allocation function.

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Definition (Vickrey-Clarke-Groves (VCG) mechanism)

The Vickrey-Clarke-Groves mechanism is a direct quasilinear mechanism $(\mathbb{R}^{|X|n}, \chi, p)$, where

$$\begin{aligned} \boldsymbol{\chi}(\hat{v}) &= \arg \max_{x} \sum_{i} \hat{v}_{i}(x) \\ p_{i}(\hat{v}) &= \sum_{j \neq i} \hat{v}_{j} \left(\boldsymbol{\chi}(\hat{v}_{-i}) \right) - \sum_{j \neq i} \hat{v}_{j}(\boldsymbol{\chi}(\hat{v})) \end{aligned}$$

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$$\begin{split} \boldsymbol{\chi}(\hat{v}) &= \arg \max_{x} \sum_{i} \hat{v}_{i}(x) \\ \boldsymbol{p}_{i}(\hat{v}) &= \sum_{j \neq i} \hat{v}_{j} \left(\boldsymbol{\chi}(\hat{v}_{-i}) \right) - \sum_{j \neq i} \hat{v}_{j}(\boldsymbol{\chi}(\hat{v})) \end{split}$$

- You get paid everyone's utility under the allocation that is actually chosen
 - except your own, but you get that directly as utility
- Then you get charged everyone's utility in the world where you don't participate
- Thus you pay your social cost



$$\begin{aligned} \boldsymbol{\chi}(\hat{v}) &= \arg \max_{x} \sum_{i} \hat{v}_{i}(x) \\ \boldsymbol{p}_{i}(\hat{v}) &= \sum_{j \neq i} \hat{v}_{j} \left(\boldsymbol{\chi}(\hat{v}_{-i}) \right) - \sum_{j \neq i} \hat{v}_{j}(\boldsymbol{\chi}(\hat{v})) \end{aligned}$$

• who pays 0?



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- who pays 0?
 - agents who don't affect the outcome



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- who pays 0?
 - agents who don't affect the outcome
- who pays more than 0?

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- who pays 0?
 - agents who don't affect the outcome
- who pays more than 0?
 - (pivotal) agents who make things worse for others by existing

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$$\begin{split} \boldsymbol{\chi}(\hat{v}) &= \arg \max_{x} \sum_{i} \hat{v}_{i}(x) \\ \boldsymbol{p}_{i}(\hat{v}) &= \sum_{j \neq i} \hat{v}_{j} \left(\boldsymbol{\chi}(\hat{v}_{-i}) \right) - \sum_{j \neq i} \hat{v}_{j}(\boldsymbol{\chi}(\hat{v})) \end{split}$$

- who pays 0?
 - agents who don't affect the outcome
- who pays more than 0?
 - (pivotal) agents who make things worse for others by existing
- who gets paid?

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- who pays 0?
 - agents who don't affect the outcome
- who pays more than 0?
 - (pivotal) agents who make things worse for others by existing
- who gets paid?
 - (pivotal) agents who make things better for others by existing



$$\begin{split} \boldsymbol{\chi}(\hat{v}) &= \arg \max_{x} \sum_{i} \hat{v}_{i}(x) \\ \boldsymbol{p}_{i}(\hat{v}) &= \sum_{j \neq i} \hat{v}_{j} \left(\boldsymbol{\chi}(\hat{v}_{-i}) \right) - \sum_{j \neq i} \hat{v}_{j}(\boldsymbol{\chi}(\hat{v})) \end{split}$$

- Because only pivotal agents have to pay, VCG is also called the pivot mechanism
- It's dominant strategy truthful, because it's a Groves mechanism

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• What outcome will be selected by χ ?

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• What outcome will be selected by χ ? path *ABEF*.

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- What outcome will be selected by χ ? path *ABEF*.
- How much will AC have to pay?

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- What outcome will be selected by χ ? path *ABEF*.
- How much will AC have to pay?
 - The shortest path taking his declaration into account has a length of 5, and imposes a cost of -5 on agents other than him (because it does not involve him). Likewise, the shortest path without AC's declaration also has a length of 5. Thus, his payment $p_{AC} = (-5) (-5) = 0$.
 - $\bullet\,$ This is what we expect, since AC is not pivotal.
 - Likewise, BD, CE, CF and DF will all pay zero.





• How much will AB pay?







- How much will AB pay?
 - The shortest path taking *AB*'s declaration into account has a length of 5, and imposes a cost of 2 on other agents.
 - The shortest path without *AB* is *ACEF*, which has a cost of 6.

• Thus
$$p_{AB} = (-6) - (-2) = -4$$
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• How much will *BE* pay?



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• How much will BE pay? $p_{BE} = (-6) - (-4) = -2$.





- How much will *BE* pay? $p_{BE} = (-6) (-4) = -2$.
- How much will *EF* pay?





- How much will *BE* pay? $p_{BE} = (-6) (-4) = -2$.
- How much will *EF* pay? $p_{EF} = (-7) (-4) = -3$.





- How much will *BE* pay? $p_{BE} = (-6) (-4) = -2$.
- How much will EF pay? $p_{EF} = (-7) (-4) = -3$.
 - *EF* and *BE* have the same costs but are paid different amounts. Why?





- How much will BE pay? $p_{BE} = (-6) (-4) = -2$.
- How much will EF pay? $p_{EF} = (-7) (-4) = -3$.
 - *EF* and *BE* have the same costs but are paid different amounts. Why?
 - *EF* has more *market power*. for the other agents, the situation without *EF* is worse than the situation without *BE*.



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Definition (Choice-set monotonicity)

An environment exhibits choice-set monotonicity if $\forall i, |X_{-i}| \leq |X|$.

• removing any agent weakly decreases—that is, never increases—the mechanism's set of possible choices X

Definition (No negative externalities)

An environment exhibits no negative externalities if $\forall i \forall x \in X_{-i}, v_i(x) \ge 0.$

• every agent has zero or positive utility for any choice that can be made without his participation

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Example: road referendum

Example

Consider the problem of holding a referendum to decide whether or not to build a road.

- The set of choices is independent of the number of agents, satisfying choice-set monotonicity.
- No agent negatively values the project, though some might value the situation in which the project is not undertaken more highly than the situation in which it is.

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Example: simple exchange

Example

Consider a market setting consisting of agents interested in buying a single unit of a good such as a share of stock, and another set of agents interested in selling a single unit of this good. The choices in this environment are sets of buyer-seller pairings (prices are imposed through the payment function).

- If a new agent is introduced into the market, no previously-existing pairings become infeasible, but new ones become possible; thus choice-set monotonicity is satisfied.
- Because agents have zero utility both for choices that involve trades between other agents and no trades at all, there are no negative externalities.

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VCG example

VCG Individual Rationality

Theorem

The VCG mechanism is ex-post individual rational when the choice set monotonicity and no negative externalities properties hold.

Proof.

All agents truthfully declare their valuations in equilibrium. Then

$$u_{i} = v_{i}(\boldsymbol{\chi}(v)) - \left(\sum_{j \neq i} v_{j}(\boldsymbol{\chi}(v_{-i})) - \sum_{j \neq i} v_{j}(\boldsymbol{\chi}(v))\right)$$

= $\sum_{i} v_{i}(\boldsymbol{\chi}(v)) - \sum_{j \neq i} v_{j}(\boldsymbol{\chi}(v_{-i}))$ (1)

 $\chi(v)$ is the outcome that maximizes social welfare, and that this optimization could have picked $\chi(v_{-i})$ instead (by choice set monotonicity). Thus,

$$\sum_{j} v_j(\chi(v)) \ge \sum_{j} v_j(\chi(v_{-i})).$$

VCG Individual Rationality

Theorem

The VCG mechanism is ex-post individual rational when the choice set monotonicity and no negative externalities properties hold.

Proof.

$$\sum_{j} v_j(\boldsymbol{\chi}(v)) \ge \sum_{j} v_j(\boldsymbol{\chi}(v_{-i})).$$

Furthermore, from no negative externalities,

$$v_i(\boldsymbol{\chi}(v_{-i})) \ge 0.$$

Therefore,

$$\sum_{i} v_i(\boldsymbol{\chi}(v)) \ge \sum_{j \neq i} v_j(\boldsymbol{\chi}(v_{-i})),$$

and thus Equation (1) is non-negative.

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Another property

Definition (No single-agent effect)

An environment exhibits no single-agent effect if $\forall x, \forall i$ such that $\exists v_{-i}$ where $x \in \arg \max \sum_{j} v_j(x)$ there exists a choice x' that is feasible without i and that has $\sum_{j \neq i} v_j(x') \ge \sum_{j \neq i} v_j(x)$.

Example

Consider a single-sided auction. Dropping an agent just reduces the amount of competition, making the others better off.

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Theorem

The VCG mechanism is weakly budget-balanced when the no single-agent effect property holds.

Proof.

Assume truth-telling in equilibrium. We must show that the sum of transfers from agents to the center is greater than or equal to zero.

$$\sum_{i} p_i(v) = \sum_{i} \left(\sum_{j \neq i} v_j(\boldsymbol{\chi}(v_{-i})) - \sum_{j \neq i} v_j(\boldsymbol{\chi}(v)) \right)$$

From the no single-agent effect condition we have that

$$\forall i \ \sum_{j \neq i} v_j(\boldsymbol{\chi}(v_{-i})) \ge \sum_{j \neq i} v_j(\boldsymbol{\chi}(v)).$$

Thus the result follows directly.



Theorem

No dominant strategy incentive-compatible mechanism is always both efficient and weakly budget balanced, even if agents are restricted to the simple exchange setting.

Theorem

No Bayes-Nash incentive-compatible mechanism is always simultaneously efficient, weakly budget balanced and ex-interim individual rational, even if agents are restricted to quasilinear utility functions.

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