Auction and Matching Markets

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We can run an auction for selling the object

- Ascending (English) Auctions
 - ► Sotheby's Fine Art Auctions, E-Bay, . . .

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- ► Descending (Dutch) Auctions
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- Sealed Bid Second-Price Auctions

Descending Auctions

First-Price Auctions

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 No people learn anything about other players' valuation before the winner is announced

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- The choice of the price b_i at which agent i wants to break the auction is private and independent

First-Price Auctions

- No people learn anything about other players' valuation before the winner is announced
- ► The choice of the sealed bid b_i that agent i wants to submit is private and independent

Descending Auctions

- No people learn anything about other players' valuation before the winner is announced
- The choice of the price b_i at which agent i wants to break the auction is private and independent
- The winner pays exactly her bid

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Descending Auctions are equivalent to First-Price Auctions

Ascending Auctions

Second-Price Auctions

Ascending Auctions

Second-Price Auctions

► It does not make sense to not drop out when the price is larger than your own valuation

Ascending Auctions

It does not make sense to drop out when the price is smaller than your own valuation

Second-Price Auctions

Ascending Auctions

The price b_i at which agent i drops out depends only on your own valuation

Second-Price Auctions

The bid b_i that agent i submits depends only on your own valuation

Ascending Auctions

- The price b_i at which agent i drops out depends only on your own valuation
- ► The winner is the agent with the highest *b_i*

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Ascending Auctions

- The price b_i at which agent i drops out depends only on your own valuation
- ► The winner is the agent with the highest *b_i*
- The winner pays the second-highest b_i

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Ascending Auctions are equivalent to Second-Price Auctions

Players: *n* buyers

Strategies: possible bids b_i

Utility: $u_i = v_i - \max_{j \neq i} b_j$ if i is the winner, otherwise $u_i = 0$

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- 1. i is not a winner and lowers her bid
- 2. i is not a winner and raises her bid
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- 1. i is not a winner and lowers her bid NO
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Truthfulness

In a sealed-bid second price auction, it is a dominant strategy for each buyer to bid truthfully, i.e. to play the strategy $b_i = v_i$.

- 1. i is not a winner and lowers her bid NO
- 2. i is not a winner and raises her bid NO
- 3. i is a winner and lowers her bid NO
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Why truthful bidding is a dominant strategy?

Intuition: Because your utility does not depend on your bid

First-Price Auctions

Players: *n* buyers

Strategies: possible bids b_i

Utility: $u_i = v_i - b_i$ if i is the winner, otherwise $u_i = 0$

7

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Truthfulness?

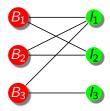
In a sealed-bid first price auction, bidding truthfully is not a dominant strategy

- Bidders prefer to shade their bids slightly downward
 - Not too much, otherwise we can lose
 - Not too few, otherwise shading is almost ineffective

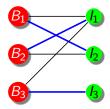
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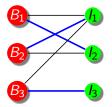
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From one item to multiple items

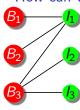
An easy model

- n items to be sold and n buyers
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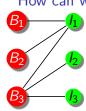


We need to find a perfect matching

How can we recognize that there is no perfect matching?

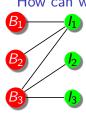


How can we recognize that there is no perfect matching?



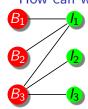
- ▶ No perfect matching if there is a constricted set
 - ▶ A set of buyers S such that |S| > |N(S)|

How can we recognize that there is no perfect matching?



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- Are there other obstacles to perfect matchings?

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Matching Theorem

If a bipartite graph (with the same number of nodes on both sides) has no perfect matching, then it must contain a constricted set

- A perfect matching or its obstacle can be efficiently found
 - ► For details see Advanced Material at the end of the slides

From one item to multiple items - A more complex setting Matching markets

▶ *n* item and *n* buyers (add dummy items or buyers if necessary)

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- 12, 4, 2 **B**1
- 1
- 8, 7, 6 B₂
- I_2

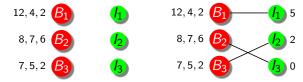
7, 5, 2 **B**3

13

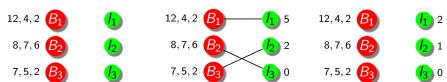
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12, 4, 2 B 1	1	12, 4, 2 B 1	1
8, 7, 6 B 2	<u>/2</u>	8, 7, 6 B 2	12

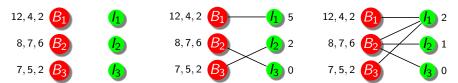
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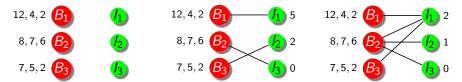


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Matching markets

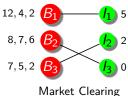
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Goal: Fix price so to sell all items by maximizing the social welfare

Market Clearing Prices

Market Clearing Prices



Market Clearing Prices

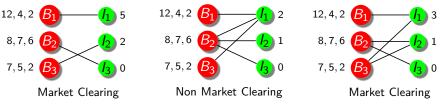


Market Clearing Prices



Market Clearing Prices

A set of prices is market-clearing if the resulting preferred-item graph has a perfect matching

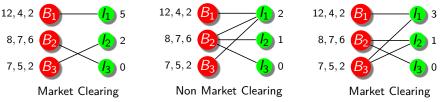


Do market-clearing prices maximize social welfare?

▶ Buyers buy their best item at current price

Market Clearing Prices

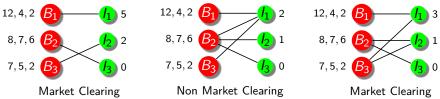
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- Buyers buy their best item at current price
 - ► Market clearing prices maximize sum of utilities

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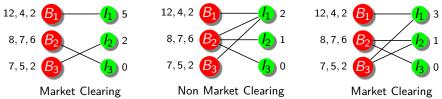
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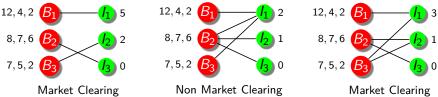
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 - ► Market clearing prices maximize sum of utilities
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- Prices do not depend on the matching

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 - Market clearing prices maximize sum of utilities
- ► Sum of utilities = Social Welfare Sum of Prices
- Prices do not depend on the matching
 - Market clearing prices maximize social welfare

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- 2. Until the preferred-item graph has not a perfect matching:
 - 2.1 Find the constricted set S
 - 2.2 Raise the price of each item in N(S) by one unit
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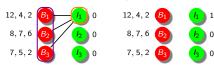
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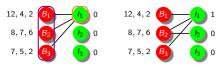
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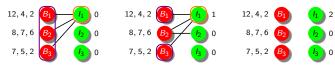
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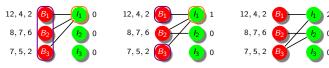
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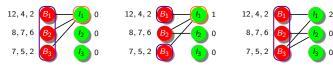
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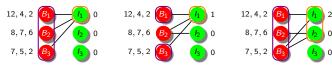
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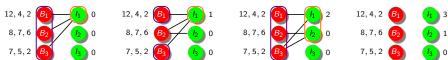
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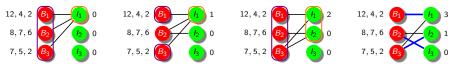
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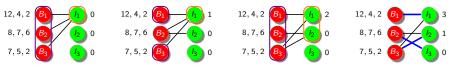


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Does the algorithm end?

- 1. Set price 0 to each item
- 2. Until the preferred-item graph has not a perfect matching:
 - 2.1 Find the constricted set S
 - 2.2 Raise the price of each item in N(S) by one unit
 - 2.3 Reduce prices so that the smallest price is 0



Does the algorithm end?

Yes. More details in Advanced Material

Single item

Single item

► Price = Second highest bid

Multiple items

► Market Clearing Prices

Single item

- ▶ Price = Second highest bid
- Price arising from ascending auctions

- Market Clearing Prices
- Prices computed by the algorithm above

Single item

- Price = Second highest bid
- Price arising from ascending auctions

Are them really different?

- ► Market Clearing Prices
- Prices computed by the algorithm above

Single item

- ► Price = Second highest bid
- Price arising from ascending auctions

Are them really different?

з 🧲

1

- 2 💪
- 1 *B*

- Market Clearing Prices
- Prices computed by the algorithm above

Single item

- Price = Second highest bid
- Price arising from ascending auctions

Are them really different?

3,0,0 B_1



2,0,0 B_2



1,0,0



- Market Clearing Prices
- Prices computed by the algorithm above

Single item

- Price = Second highest bid
- Price arising from ascending auctions

Are them really different?

3, 0, 0 **B**₁



2,0,0 B_2



1,0,0



Multiple items

- Market Clearing Prices
- Prices computed by the algorithm above

3,0,0





2,0,0



1,0,0





Single item

- Price = Second highest bid
- Price arising from ascending auctions

Are them really different?

3,0,0 **B**₁



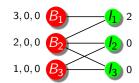
2,0,0 B_2

*I*₂

1,0,0 🖪



- Market Clearing Prices
- Prices computed by the algorithm above



Single item

- Price = Second highest bid
- Price arising from ascending auctions

Are them really different?

3,0,0



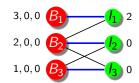
2,0,0 B_2



1,0,0 **B**₃



- Market Clearing Prices
- Prices computed by the algorithm above



Single item

- Price = Second highest bid
- Price arising from ascending auctions

Are them really different?

3,0,0 B_1

- 1
- 2,0,0 B_2

l₂

1,0,0 B_3

 I_3

Multiple items

- Market Clearing Prices
- Prices computed by the algorithm above



Second Price Auction produces Market Clearing Prices

Single item

- Price = Second highest bid
- Price arising from ascending auctions

Are them really different?

3,0,0 B_1

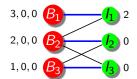
1

- 2,0,0 B_2
- 12

1,0,0 B

l₃

- Market Clearing Prices
- Prices computed by the algorithm above



- Second Price Auction produces Market Clearing Prices
- ► The algorithm for computing Market Clearing Prices is a generalization of an Ascending Price Auctions

Google keuka take Search Advanced Search Preferences

Customized based on recent search activity. More details Web Books Results 1 - 10 of about 381,000 for keuka lake [definition]. (0.19 seconds)

Information about seven wineries on Keuka Lake in the Finger Lakes district. Offers a trail map. event calendar, winery descriptions, tourist services. ...

Sponsored Links Welcome to The Keuka Lake Wine Trail

www.keukawinetrail.com/ - 13k - Cached - Similar pages - Note this

A complete guide to the Keuka Lake Wine Country your own, follow the Keuka Lake Wine Trail, or book a wine tour and leave the driving to a pro.

From casual to gourmet, hotdogs to haute quisine. ... www.keukalake.com/ - 24k - Cached - Similar pages - Note this

Keuka Lake - Wikipedia, the free encyclopedia

Keuka Lake is an unusual member of the Finger Lakes because it is Y-shaped instead of long and narrow. Because of its shape, it was referred to in the past ... en.wikipedia.org/wiki/Keuka_Lake - 26k - Cached - Similar pages - Note this

Seneca Lake (New York) - Wikipedia, the free encyclopedia The two main inlets are Catharine Creek at the southern end and the Keuka Lake Outlet.

Keuka Lake Real Estate Keuka Lake Real Estate? www.MarkMalcolm.com New York

Keuka Lake Lodging

Lakeside vacation rentals on the

Finger Lakes in upstate New York FingerLakesPremierProperties.com

Finger Lakes Real Estate Find your dream home: Lakefront Lakeview, Cottage, Land or Farmi www.winetrailproperties.com New York



New York

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New York

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Pay-per-Impression

Ads not relevant to the page





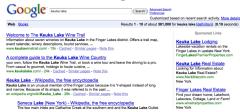
- Ads not relevant to the page
- ► Pay even if ad is not useful





The Web Search approach

- Ads not relevant to the page
- ► Pay even if ad is not useful

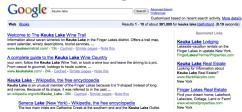




The Web Search approach

Keyword-Based Advertising

- ► Ads not relevant to the page
- ► Pay even if ad is not useful





The Web Search approach

- Keyword-Based Advertising
- Pay-per-Click

- Ads not relevant to the page
- ► Pay even if ad is not useful





The Web Search approach

- Keyword-Based Advertising
- ► Pay-per-Click

Does it work?

- ► Ads not relevant to the page
- ► Pay even if ad is not useful





The Web Search approach

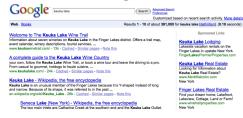
- Keyword-Based Advertising
- ► Pay-per-Click

Pay-per-Impression

- ► Ads not relevant to the page
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Does it work?

- ► The top spot for *calligraphy pens* costs \$1.50
- ► The top spot for *calligaphy pens* costs \$0.60





The Web Search approach

- Keyword-Based Advertising
- ► Pay-per-Click

Pay-per-Impression

- ► Ads not relevant to the page
- ► Pay even if ad is not useful

Does it work?

- ▶ The top spot for *calligraphy pens* costs \$1.50
- ► The top spot for *calligaphy pens* costs \$0.60
- ▶ The top spot for *loan consolidation* costs \$50

Preliminary definitions

ightharpoonup Clickthrough rates r_j of spot j

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Problem: we do not know who is the best advertiser

How can we solve this problem?

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Truthfulness

- Each advertiser i submit a bid b_i
- It is a dominant strategy for an advertiser i to bid truthfully, i.e. $b_i = v_i$

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Truthfulness

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Can we run second price auctions?

- They have been defined for single item auctions
- Now we have multiple slots to sell

► The item is allocated to the highest bidder

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- Allocation maximizes the social welfare (w.r.t. bids)

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Examples

ightharpoonup n agents with valuation $v_1 \geq \cdots \geq v_n$

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 - remaining player have utility 0

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- ▶ If agent 1 is not in the auction
 - \triangleright agent 2 wins the item and has utility v_2
 - remaining player have utility 0

- Allocation maximizes the social welfare (w.r.t. bids)
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 - she wins the item
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 - remaining player have utility 0
- ▶ The harm caused by agent 1 amounts to v_2

Vickrey-Clarke-Groves Principle

- Agents submit bids
- Allocation maximizes the social welfare
- Prices are the harm to other bidders

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VCG Prices

- \triangleright $SW(A) = \max \text{ maximum social welfare with all bidders and slots}$
- ► $SW(A_{-i}^{-i}) = \text{maximum social welfare without } j \text{ and its slot } i$
- ▶ $SW(A_{-j}) = maximum social welfare without j (but all slots)$

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$$p_{ij} = SW(A_{-j}) - SW(A_{-j}^{-i})$$

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VCG Prices

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VCG Auctions are truthful See Advanced Material for details

- ▶ 3 slots with Clickthrough Rates 10,5 and 2
- ▶ 3 advertisers with Revenue per Click 3, 2 and 1
- Assume bids = valuations

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- Optimal assignment (welfare = 42)
- ▶ Welfare without first advertiser and first slot: 12
- ▶ Welfare without first advertiser but with first slot: 25

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- Welfare without second advertiser and second slot: 32

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- Welfare without second advertiser and second slot: 32
- Welfare without the second advertiser but with second slot: 35
- ▶ The second advertiser must pay 35 32 = 3

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- Welfare without second advertiser and second slot: 32
- Welfare without the second advertiser but with second slot: 35
- ▶ The second advertiser must pay 35 32 = 3
- ▶ Welfare without third advertiser and third slot: 40

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- Welfare without second advertiser and second slot: 32
- Welfare without the second advertiser but with second slot: 35
- ▶ The second advertiser must pay 35 32 = 3
- Welfare without third advertiser and third slot: 40
- Welfare without the third advertiser but with third slot: 40

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- Welfare without second advertiser and second slot: 32
- Welfare without the second advertiser but with second slot: 35
- ▶ The second advertiser must pay 35 32 = 3
- Welfare without third advertiser and third slot: 40
- ▶ Welfare without the third advertiser but with third slot: 40
- ▶ The third advertiser must pay 40 40 = 0

VGC prices

Personalized Prices

VGC prices Market Clearing prices

Personalized Prices Posted Prices

Let us model sponsored search as Matching Markets

VGC prices Market Clearing prices

Personalized Prices Posted Prices

Let us model sponsored search as Matching Markets

VGC prices

Personalized Prices

Market Clearing prices

Posted Prices

Let us model sponsored search as Matching Markets

3











VGC prices

Personalized Prices

Let us model sponsored search as Matching Markets

Market Clearing prices

Posted Prices

30, 15, 6 3



20, 10, 4 2



10, 5, 2 1





VGC prices

Personalized Prices

Posted Prices
Sored search as Matching Market

Market Clearing prices

Let us model sponsored search as Matching Markets

30, 15, 6 3

10 13

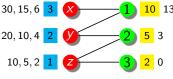
20, 10, 4 2

2 5 3

10, 5, 2 1

3 2 0

VGC prices Market Clearing prices
Personalized Prices Posted Prices
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VGC prices

Market Clearing prices

Personalized Prices

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30, 15, 6 3 1 10 13

20, 10, 4 2 9 2 5 3

10, 5, 2 1 2 3 2 0

VGC prices

Market Clearing prices

Personalized Prices

Let us model sponsored search as Matching Markets

30, 15, 6 3 1 10 13

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VCG prices vs. Market Clearing Prices

VCG prices are market clearing prices of minimum total sum

VGC prices Market Clearing prices

Personalized Prices Posted Prices

Let us model sponsored search as Matching Markets



VCG prices vs. Market Clearing Prices

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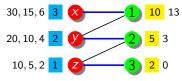
Observations

▶ VGC Auctions are a generalization of Second-Price Auctions

VGC Auctions: Market Clearing Prices

VGC prices Market Clearing prices
Personalized Prices Posted Prices

Let us model sponsored search as Matching Markets



VCG prices vs. Market Clearing Prices

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VGC Auctions: Market Clearing Prices

VGC prices Market Clearing prices
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Let us model sponsored search as Matching Markets



VCG prices vs. Market Clearing Prices

VCG prices are market clearing prices of minimum total sum

Observations

- VGC Auctions are a generalization of Second-Price Auctions
- Market-clearing prices given by generalized ascending auctions
- ► Ascending Auctions are equivalent to Second-Price Auctions

Matching Theorem: Sketch of the proof

How to find a perfect matching?

Matching Theorem: Sketch of the proof

How to find a perfect matching?



Matching Theorem: Sketch of the proof

How to find a perfect matching?



Matching Theorem: Sketch of the proof

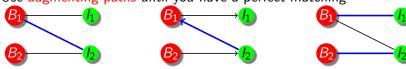
How to find a perfect matching?



Matching Theorem: Sketch of the proof

How to find a perfect matching?

Use augmenting paths until you have a perfect matching

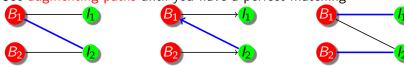


How to find an augmenting path?

Matching Theorem: Sketch of the proof

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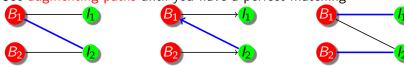
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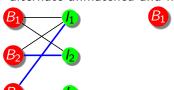
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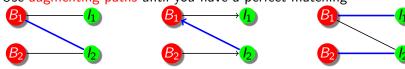
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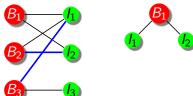
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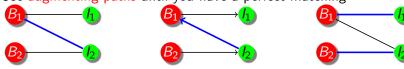
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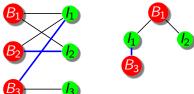
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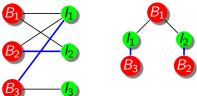
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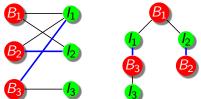
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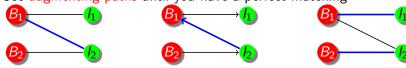
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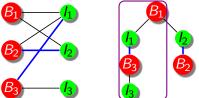
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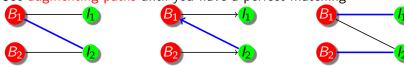
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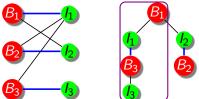
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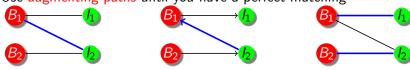
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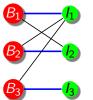
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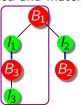
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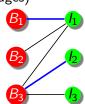
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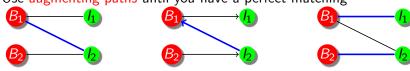




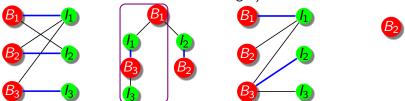
Matching Theorem: Sketch of the proof

How to find a perfect matching?

Use augmenting paths until you have a perfect matching



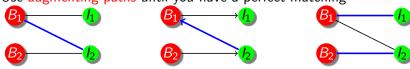
How to find an augmenting path?



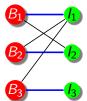
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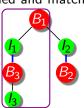
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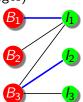
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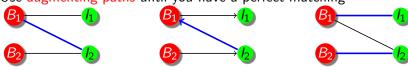




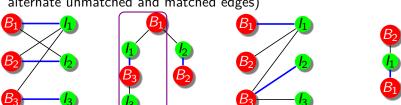
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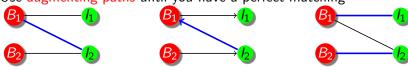
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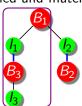
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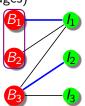
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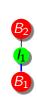


How to find an augmenting path?

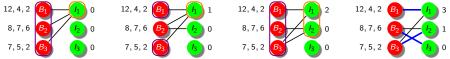




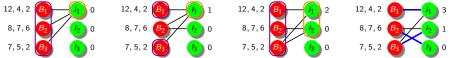




- 1. Set price 0 to each item
- 2. Until the preferred-item graph has not a perfect matching:
 - 2.1 Find the constricted set S
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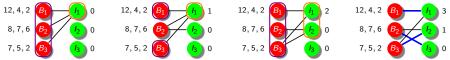
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Does the algorithm end?

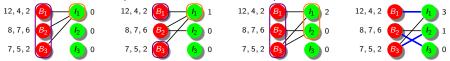
▶ Potential function: sum of price + sum of buyers' utilities

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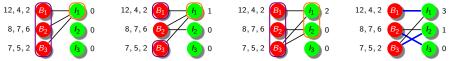
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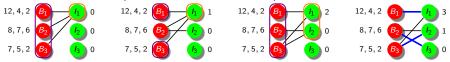
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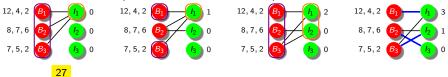
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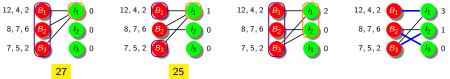
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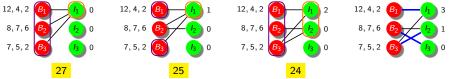
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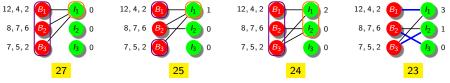
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 - Number of steps are finite

VCG Auctions: Truthfulness

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$$v_{ij} - \left[SW(A_{-i}) - SW(A_{-i}^{-j})\right]^{?} \ge v_{ik} - \left[SW(A_{-i}) - SW(A_{-i}^{-k})\right]$$

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$$v_{ij} + SW(A_{-i}^{-j}) \stackrel{?}{\geq} v_{ik} + SW(A_{-i}^{-k})$$

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$$SW(A) \stackrel{?}{\geq} v_{ik} + SW(A_{-i}^{-k})$$

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YES