

Project 1

CS 332, Fall 2025

Ben Cole Koshi Harashima

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1 Part 1

- 1. winning probability and expected utility with your bids
- 2. the optimal bids
- 3. Better bid strategy

2 Part 2

- 1. optimal data-driven bid strategy
- 2. The theoretically optimal bid in a two-player First-price auction

3 Usage of AI

1 Part 1

- 1. winning probability and expected utility with your bids
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3 Usage of AI

In Part 1,

- **Methods:** Exact Estimation and Monte Carlo Estimation.
- **Results:** Koshi's bid strategy($b = v - 1$) did not work well, while Ben's bid strategy(almost $b = \frac{v}{2}$) worked pretty well.
- **Takeaways::** Monte Carlo approximately becomes exact as the sample size increases. The better bid strategy is to bid conservatively.

- **Setting:** single-item, first-price, two bidders.
- **Private value:** $v \in \{10, 20, \dots, 100\}$. You bid b .
- **Payoff:** if win, $u = v - b$; else $u = 0$.
- **Winning probability:**

$$P_{\text{win}}(b) = P(\text{opp} < b) + \frac{1}{2}P(\text{opp} = b).$$

- **Objective:**

$$EU(v, b) = (v - b) P_{\text{win}}(b), \quad b^*(v) = \arg \max_b EU(v, b).$$

- EU = Expected Utility, MC = Monte Carlo, opt = optimal.

1-1. Calculation methods

- **Empirical analysis:**

pick $V \sim \text{Unif}\{10, \dots, 100\}$; sample opponent bid set $\{b_i\}_{i=1}^n$ for that V .

- **Exact estimate:**

$$\hat{P}_{\text{win}}(b) = \frac{\#\{b_i < b\} + \frac{1}{2}\#\{b_i = b\}}{n}$$

$$\text{EU}_{\text{exact}}(v, b) = (v - b) \hat{P}_{\text{win}}(b)$$

- **Monte Carlo estimator:**

draw $B_{\text{opp}}^{(t)}$ from empirical model for $t = 1, \dots, T$,

$$\widehat{\text{EU}}_{\text{MC}}(v, b) = \frac{1}{T} \sum_t \left(1\{b > B_{\text{opp}}^{(t)}\} + \frac{1}{2} 1\{b = B_{\text{opp}}^{(t)}\} \right) (v - b).$$

- use $T = 20,000$ for stable MC estimates.

1-1. Koshi's Case

1. Calculate your winning probability and expected utility with your bids submitted in Ex 1.2 for each of your values.

| value | my bid | win prob | EU exact | EU MC | opt bid | opt EU | regret |
|-------|--------|----------|----------|-------|---------|--------|--------|
| 10 | 9 | 0.091 | 0.091 | 0.088 | 5 | 0.334 | 0.243 |
| 20 | 19 | 0.252 | 0.252 | 0.250 | 11 | 1.740 | 1.487 |
| 30 | 29 | 0.418 | 0.418 | 0.417 | 11 | 3.694 | 3.276 |
| 40 | 39 | 0.577 | 0.577 | 0.580 | 21 | 6.529 | 5.952 |
| 50 | 49 | 0.716 | 0.716 | 0.718 | 21 | 9.984 | 9.268 |
| 60 | 59 | 0.805 | 0.805 | 0.806 | 31 | 14.713 | 13.908 |
| 70 | 69 | 0.855 | 0.855 | 0.856 | 31 | 19.804 | 18.949 |
| 80 | 79 | 0.905 | 0.905 | 0.904 | 41 | 25.462 | 24.557 |
| 90 | 89 | 0.950 | 0.950 | 0.951 | 41 | 32.007 | 31.057 |
| 100 | 99 | 0.991 | 0.991 | 0.991 | 51 | 38.675 | 37.685 |

Koshi took a strategy in which he always bid $b = v - 1$.

Average Regret : **14.63**

1-1. Ben's Case

2. Calculate your winning probability and expected utility with your bids submitted in Ex 1.2 for each of your values.

| value | my bid | win prob | EU exact | EU MC | opt bid | opt EU | regret |
|-------|--------|----------|----------|--------|---------|--------|--------|
| 10 | 9 | 0.091 | 0.091 | 0.088 | 5 | 0.334 | 0.243 |
| 20 | 15 | 0.216 | 1.080 | 1.075 | 11 | 1.740 | 0.660 |
| 30 | 20 | 0.291 | 2.909 | 2.865 | 11 | 3.694 | 0.785 |
| 40 | 25 | 0.375 | 5.625 | 5.569 | 21 | 6.529 | 0.904 |
| 50 | 30 | 0.455 | 9.091 | 9.089 | 21 | 9.984 | 0.893 |
| 60 | 30 | 0.455 | 13.636 | 13.633 | 31 | 14.713 | 1.076 |
| 70 | 35 | 0.532 | 18.614 | 18.648 | 31 | 19.804 | 1.190 |
| 80 | 40 | 0.607 | 24.273 | 24.406 | 41 | 25.462 | 1.189 |
| 90 | 45 | 0.677 | 30.477 | 30.651 | 41 | 32.007 | 1.530 |
| 100 | 50 | 0.745 | 37.273 | 37.403 | 51 | 38.675 | 1.403 |

Ben took a strategy in which he always bid almost $b = \frac{v}{2}$.

Average Regret : **0.98**

1-2. Optimal-Bids

- Calculate the optimal bids values by grid search.
 - the answer is

| value | b_opt_exact | util_opt_exact | b_opt_mc | util_opt_mc |
|-------|-------------|----------------|----------|-------------|
| 10 | 5.1 | 0.3341 | 1.6 | 0.3507 |
| 20 | 11.1 | 1.7395 | 11.1 | 1.8067 |
| 30 | 11.1 | 3.6941 | 11.1 | 3.8367 |
| 40 | 21.1 | 6.5291 | 21.6 | 6.6608 |
| 50 | 21.1 | 9.9836 | 21.6 | 10.2808 |
| 60 | 31.1 | 14.7127 | 31.3 | 14.9455 |
| 70 | 31.1 | 19.8036 | 31.3 | 20.1530 |
| 80 | 41.1 | 25.4618 | 41.0 | 25.8814 |
| 90 | 41.1 | 32.0073 | 41.0 | 32.5176 |
| 100 | 51.1 | 38.6755 | 41.0 | 39.1539 |

1-2. Example

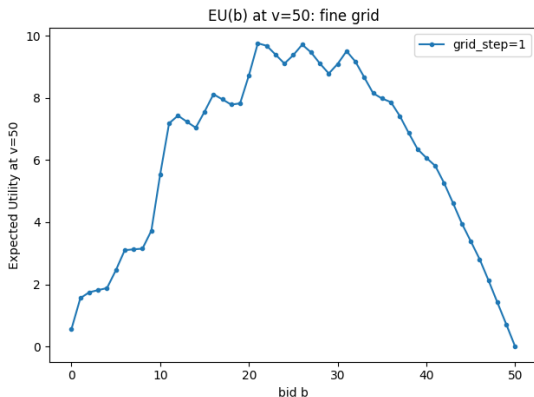
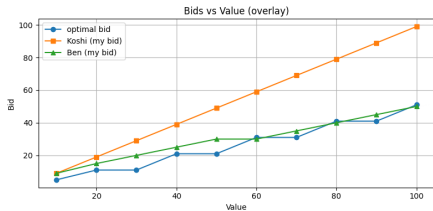


Figure: Change of Expected Utility when my value is 50

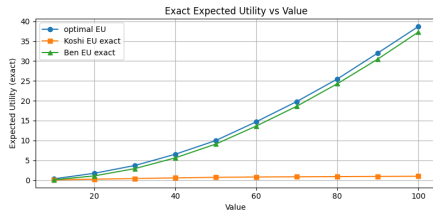
According to Figure, we concluded that the optimal bid is around 20 or 30 when the value is 50

1-3. Better bid Strategy

- Compare the utility you obtained to the optimal utility you could have obtained. Can you conclude anything about a good strategy in this auction?
 - from Koshi's case: we observe that it is not recommended to bid too close to your valuation.
 - From Ben's case: he bids conservatively, yet his bids are close to the optimal bids and show very good expected-utility performance.

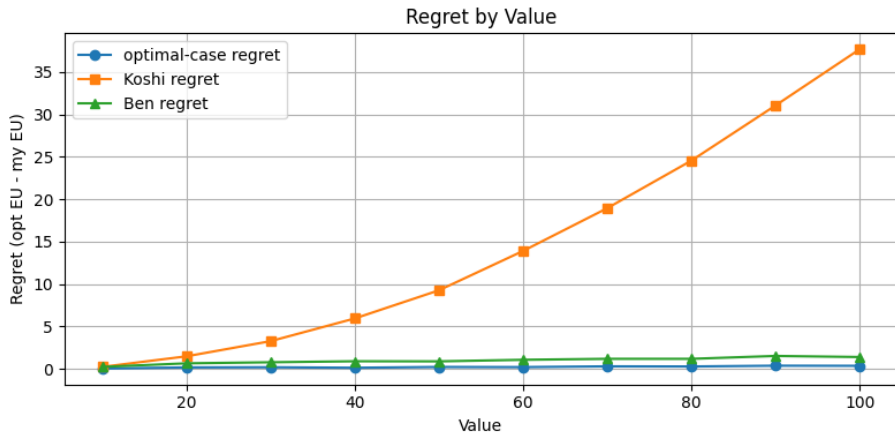


(a) Bid vs. value



(b) Expected utility vs. value

1-3. Appendix: Regret



(c) Regret

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- 2. the optimal bids
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2 Part 2

- 1. optimal data-driven bid strategy
- 2. The theoretically optimal bid in a two-player First-price auction

3 Usage of AI

In Part 2, we consider two things;

- 1. Optimal data-driven bid strategy (stated in CANVAS)
- 2. The theoretically optimal bid in a two-player First-price auction

2-1. Summary

Method:

- We then analyze how the empirical estimates converge to the true distribution as the sample size increases.

Results:

- The optimal bidding algorithm is obtained by choosing the bid function, and $F(b)$ can be estimated through data.

$$b^*(v) = \arg \max_b (v - b)F(b).$$

- As the number of bid samples increases, the variance of the estimated expected utility decreases, leading to more accurate estimation of the opponent's bidding strategy and convergence of $\hat{b}^*(v)$ to $b^*(v)$.

Takeaway.

- More bid samples lead to a smoother, more accurate \hat{F}
- \Rightarrow obtain bid strategy that converge to the true optimal policy.
- This analysis can be applied to arbitral type of distribution.

2-1. Setup

Setting.

- Same auction environment as in Part 1.
- Algorithm chooses a bid function $b(v)$ that maximizes expected utility.

Formulation of bid algorithm problem.

- Creating the algorithm which chooses a bid function $b(v)$ to maximize expected utility (in other words, choose the empirical optimal strategy):

$$b^*(v) = \arg \max_b (v - b) \Pr(B_{\text{opp}} \leq b)$$

- In our setting, value is parameterized discretely, so our goal is to find the optimal bid b^* for each value $v (= 10, 20, \dots, 100)$.
- To avoid notational confusion, this presentation does not include analysis of cases in which items are randomly assigned between the two players when tie.
- Note that the discussion still holds even when tie cases are included

2-1. Method

Win Probability. $\Pr(B_{\text{opp}} \leq b)$

Your win probability is the probability that the opponent's bid B_{opp} is below your bid b :

$$\Pr(B_{\text{opp}} \leq b).$$

This probability comes from two components:

- the distribution of the opponent's value V_{opp} , and
- the opponent's bidding function $b_{\text{opp}}(V_{\text{opp}})$

2-1. Method

What we estimate is win probability

- For each v'_i (drawn from uniform distribution), we observe n bids $B_{i,1}, \dots, B_{i,n}$ from the dataset (bid_data.csv, and in ur experiment, $n=22$).

- Per value CDF:

$$\hat{G}_{v'_i}(b) = \frac{1}{n} \sum_{j=1}^n 1\{B_{i,j} \leq b\}.$$

- For each valuation level v'_i , we observe n bids

$$\{B_{i,1}, \dots, B_{i,n}\} \text{ i.i.d. } \sim G_{v'_i},$$

where $G_{v'_i}(b) = \Pr(B_{\text{opp}} \leq b \mid V_{\text{opp}} = v'_i)$ is the conditional bid distribution.

- Aggregate CDF:

$$\hat{F}(b) = \frac{1}{10} \sum_{i=1}^{10} \hat{G}_{v'_i}(b).$$

- Therefore, our bid algorithm problem can be formulated as follows.

$$\hat{b}^*(v) \in \arg \max_b (v - b) \hat{F}(b).$$

2-1. Statistical Method

Estimator (per value)

$$\hat{G}_{v'_i}(b) = \frac{1}{n} \sum_{j=1}^n 1\{B_{i,j} \leq b\},$$

$$\mathbb{E}[\hat{G}_{v'_i}(b)] = G_{v'_i}(b),$$

$$\text{Var}[\hat{G}_{v'_i}(b)] = \frac{G_{v'_i}(b)(1 - G_{v'_i}(b))}{n}.$$

Aggregated win CDF

$$F(b) = \frac{1}{10} \sum_{i=1}^{10} G_{v'_i}(b), \quad \hat{F}(b) = \frac{1}{10} \sum_{i=1}^{10} \hat{G}_{v'_i}(b).$$

Hence,

$$\mathbb{E}[\hat{F}(b)] = F(b), \quad \text{Var}[\hat{F}(b)] = O\left(\frac{1}{n}\right).$$

2-1. Results (in theory)

Implication.

As n increases, the variance of the estimator decreases while its expected value remains unchanged. Therefore, our estimate of the opponent's bidding strategy becomes more precise, and the optimal bid converges to the true one:

$$\hat{b}^*(v) = \arg \max_b (v - b) \hat{F}(b) \longrightarrow b^*(v) = \arg \max_b (v - b) F(b).$$

2-1. Results (in empirical)

- Here are the examples of Per value CDF.
- These figures shows culumlatice distribution functions given V .
Vertical axis shows the amount of bid and horizontal axis shows that its cumulative density.

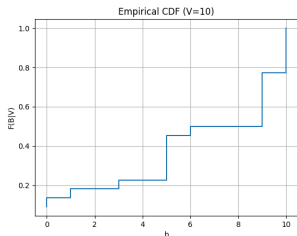


Figure: $V=10$

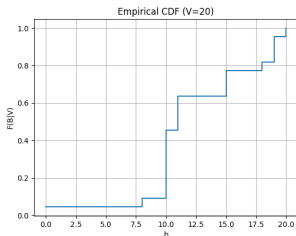


Figure: $V=20$

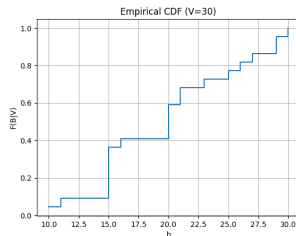


Figure: $V=30$

2-1. Results (in empirical)

- Here are the examples of Aggregated CDF.
- We assume a uniform distribution, so treat all bids in samples equally.
- Therefore, the aggregated CDF is equivalent to constructing a cumulative distribution that gives equal weight to all observed samples (in our experiment, 22×10 samples in total)
- Vertical axis shows the amount of bid and horizontal axis shows that its cumulative density.

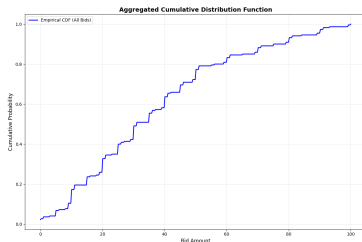


Figure: Aggregated CDF

2-1. Appendix: Distribution($V=10,20,30$)

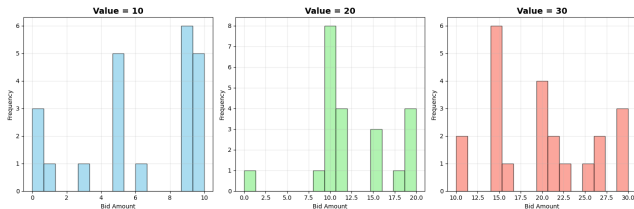


Figure: Discrete Distribution

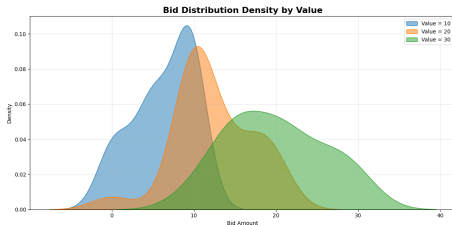


Figure: Continuous Distribution

2-2. Observation of the optimal bid

- **First-price Auction:** : It seems like the optimal bid is linear in value, but its coefficient is half not 1 (truthful).
- From this, we wondered whether this bidding strategy would be optimal in this particular setting.

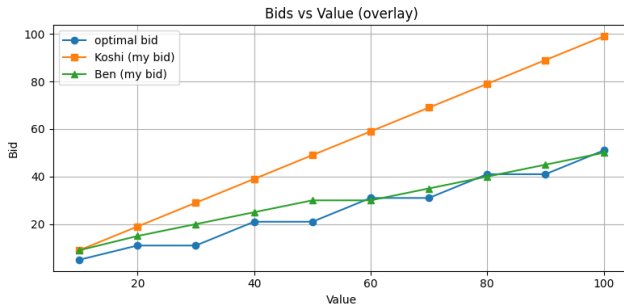


Figure: Comparing bid strategy

2-2. Bid Strategy in First-Price Auction

Setup:

- First-price Auction
- Two bidders, values drawn from $U[0, 1]$ i.i.d.
- The valuation takes continuous values for simplicity, instead of discrete.

Method:

- I made certain assumptions and,
- based on the best response functions and first-order conditions, derived the Nash equilibrium through simple algebraic manipulation.

Results:

- Assumption: opponent's bid strategy is deterministic and linear in his value.
- Best bid strategy is $b(v) = \frac{v}{2}$.
- From our empirical research so far, this strategy is robust.

2-2. Calculation process

- I assume that opponent's bid strategy is deterministic and linear in his value ($b(x) = \alpha x$).
- Optimal bid problem is formulated by following formula;

$$b^* = \arg \max_b (v - b) \Pr(b \leq b_{opp})$$

- Considering Best respond to a opponent,

$$\Pr(\text{win at bid } b) = \Pr(\alpha X < b) = \frac{b}{\alpha}$$

- so,

$$b^* = \arg \max_b (v - b) \frac{b}{\alpha} \quad (= U).$$

- First-Order Condition in b:

$$\partial U / \partial b = \frac{1}{\alpha} (v - 2b) = 0 \Rightarrow b^*(v) = \frac{1}{2} v.$$

- By symmetry,

$$b(v) = \alpha v = b^*(v) \Rightarrow \alpha = \frac{1}{2}.$$

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AI was used for coding; final review and responsibility by the authors.