

Nash Equilibria: (E,E)

Pareto Optmal: (P,P), (E,P)
(P,E)

Social optimal: (P,P)

Price of unarchy: 180-176 = 4000

pair of actions where no one wants to deviate.

There exists no other pair of actions where one person is petter off and no one is worse off.

Sum of remards
13 max mixed

Infro to Auctions

- · Suppose you want to sell a single ithem to a bunch of people = bitles
- · Each bidder i is going to bid \$ bi
- · You need to decide:
 - who gets the stem
 - how much of they pay?

1st price auchan: - gree to forgmax bi - Charge Hem (bi Znd price: - give to Tagmax bi - now charge second them 2nd highest all pay auctions: - give it to highest bidder - charge everyone ther bid. Each bidder has a value for item Vi Value as each follow +1 =) if get item and pay Pi utility = Vi - Pi => if I tont get item and don't pay utility = D First price audims You are some one uls valves item at Vi what Should you bid? what should be be? 0 = bi = Vi utilds = & Vi - bi if I win

O if I lose

G(x): Prob (second highest x) = Prob (Wid if) * F(x) = (Vi -x) 6(x) + 0 (1-6(x)) bid Shading TX = argmax F(x) 2nd paice anctions f(x) = SVi - (send bid) if I who. if I lose Claim Dominant statey of each bidder i to bid their valuation

bi = argmax {E} (x) "States - proof" = Vi

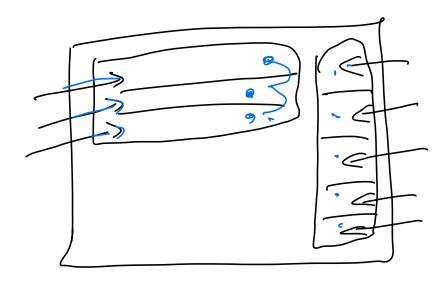
Proof No matter what other people to,

reward. Other preople bid \(\frac{2}{5} \) b_1,...3 = b_-i max b-i let B denoke bi < B => utility is O. bi 7B => utility is Vi - B [case] pretend you bid Vi < bi you can to better by decreases bid to bi=vi if bi < B = 0 uklik. Subcase bi > Vi - B >0 bi 3B > Vi → Vi-B < 0 pæknd Vi > bi Case Z increasing my bid T likhihad of without changing what I pay. "Socially ophnal" Person who values Claim 2 the ten the most gets it if eugene

bidding bi = Vi maxmizes my

Deunue equivalence principle.

bid froth Gully.



Vi) "mo

Generalized Second Poice Auchim

Videry - Carles - Grove

First Drice Anctions

L "Credible"

Int price auchins are not credible

Does there exist a stategy proof and credite auchon?

(No) if you also want it to for static