# How sellers decide on dynamic mechanisms: Information matters

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### Optimal Dynamic Mechanism Design

- ▶ To maximize the revenues (payoff), the seller (principle) sets rules of allocations and prices over multi-period as the buyer (agent) receives private information over time.
  - Repeated selling of perishable goods
  - ► Long-term principal-agent relationship
- Dynamic mechanism improves revenues and the efficiency (Baron & Besanko, 1984).
  - ► Clairvoyant: use all future information in design
    - ⇒ Complicated; Non-intuitive; Lack of general form
- ▶ How do <u>human sellers</u> choose a dynamic mechanism?

### Two Easily-conducted Dynamic Mechanisms

▶ Non-Clairvoyant: not using future information  $\Rightarrow$  general form.

(RS) The optimal Repeated Static Mechanism (Myerson, 1981)

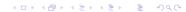
- ▶ 100% optimal static revenue (intra-period)
- ▶ 0% optimal dynamic revenue (intra-period)

(NC) The optimal Non-Clairvoyant Dynamic Mechanism (Mirrokni et al., 2020)

- ▶ 50% optimal static revenue (intra-period)
- ▶ 50% optimal dynamic revenue (intra-period)

### NC Cannot Always Outperform RS

▶ Relative size of inter-period revenue matters (Gui and Houser, 2023).



### The optimal Repeated Static (RS)

#### Period 1

- $\triangleright$  Seller sets a reserve price  $r_1$  based on the distributional knowledge  $F_1$ .
- ▶ Buyer learns his value  $(v_1)$ , makes a bid :  $b_1$
- ▶ Buyer can get the item only when  $b_1 \ge r_1$  and pay  $p_1 = r_1$ .

#### Period 2

 $ightharpoonup F_2 \Rightarrow r_2, v_2 \Rightarrow b_2$ , pays  $p_2 = r_2$  if  $b_2 \geq r_2$ 

#### Myerson's Auction

monopoly price:  $r_1 = arg \max_r r \cdot P(v_1 > r), \quad r_2 = arg \max_r r \cdot P(v_2 > r)$ 



## The optimal Non-Clairvoyant Dynamic Mechanism (NC)

How the dynamic mechanism work?



Half chance of free item in period 1



Half chance of upfront fee in period 2

### Research Question

#### How do Sellers Decide on Dynamic Mechanisms?

- ▶ How do Sellers choose between NC and RS?
- Can Sellers make good decision and improve revenues?

### What Information Sellers Use in Deciding on Mechanism?

- ▶ Relative Simplicity: NC is harder: set more prices.
- ▶ **Distributional Knowledge**: NC is optimal for some conditions.
- ▶ Feedback: NC gets less revenue as Buyers might quit the second period.

### Experimental Procedure

### Settings

- ▶ Clairvoyant environment:  $F_1, F_2$  known for Sellers at the beginning.
- ▶ 10 Rounds + 2 Practice Rounds, feedback on each round, each period.
- Fixed role, re-match for each round.
- ► Risk task and ambiguity task (random ordered) at the end.

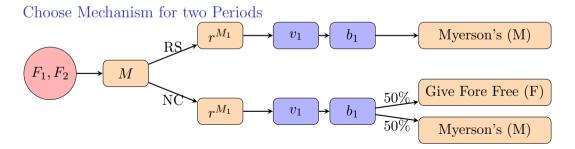
### Choosing from Two Mechanisms in each Round

- ▶ Non-Clairvoyant Dynamic Mechanism (NC)
- ▶ Repeated Static Mechanism (RS)

### Experimental Task in each Round

#### Period 1

- 1. Seller chooses mechanism,  $\mathbf{M}$  (=NC or RS), buyer is informed
- 2. Seller sets reserve price  $\mathbf{r}^{\mathbf{M_1}}$  for Period 1, Buyer makes a bid  $\mathbf{b_1}(\mathbf{v_1})$ .
  - ▶ in RS: buyer pays  $r^{M_1}$  if  $b_1 \ge r^{M_1}$
  - ▶ in NC: buyer has 50% chance to get free item



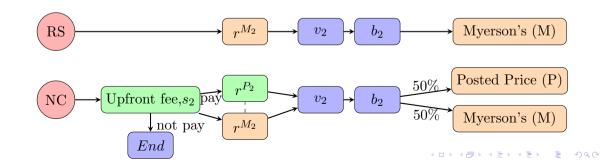
### Experimental Task in each Round

#### Period 2

- 1. Seller sets reserve price  $r^{M_2}$  for Period 2

  Treatment Setting 2:  $s_2, r^{P_2}$  will be set by the Computer optimally

  Treatment Setting 4:  $s_2, r^{P_2}$  will be set by the Seller
- 2. Buyer chooses to pay the upfront fee  $s_2$  or not Buyer makes a bid  $b_2(v_2)$  in RS or in NC if entering in the market



### Experimental Design: Different Information

### Relative Simplicity - Two Treatments (Between-subject)

- ▶ Treatment Setting 2: Automated Posted Price Auction (green area)
- ▶ Treatment Setting 4: Sellers set 4 prices in NC and 2 prices in RS.

### Scenario-specific Demand - Twelve Scenarios (3 Categories) (Within-subject)

- ▶ 4 NC Better:  $Rev^{NC} > Rev^{RS}$
- ▶ 4 RS Better:  $Rev^{NC} < Rev^{RS}$
- ▶ 4 Same:  $Rev^{NC} = Rev^{RS}$
- $\blacktriangleright$  For each Session: 2 Same in Practice Stage + 2 in Tail Stage
  - Early Stage (4 rounds): 2 NC Better + 2 RS Better
  - Later Stage (4 rounds): 2 NC Better + 2 RS Better

#### Feedback - Revenue of each Round

# NC Better $(Rev^{NC} > Rev^{RS})$

#### Period 2 is Profitable

- ▶ Inter-period dynamic revenue is more important in NC
- ightharpoonup "target buyers" (high valuation but low probability) in Period 2

$$REV^{RS} = 4$$
,  $REV^{NC} = 4.5 \uparrow 12.5\%$ 

$$F_A = \{v, p(v)\} = \{(2, \frac{1}{2}), (4, \frac{1}{4}), (8, \frac{1}{8}), (16, \frac{1}{16}), (32, \frac{1}{16})\}, \quad \mathbb{E}_A = 6.$$

1. 
$$F_1 = \{v, p(v)\} = \{(2, \frac{1}{2}), (4, \frac{1}{2})\}, \quad F_2 = F_A$$

2. 
$$F_1 = \{v, p(v)\} = \{(2, \frac{1}{2}), (4, \frac{1}{4}), (8, \frac{1}{4})\}, \quad F_2 = F_A$$

3. 
$$F_1 = \{v, p(v)\} = \{(2, \frac{1}{2}), (4, \frac{1}{4}), (8, \frac{1}{8}), (16, \frac{1}{8})\}, \quad F_2 = F_A$$

4. 
$$F_1 = \{v, p(v)\} = \{(2, \frac{1}{2}), (4, \frac{1}{4}), (8, \frac{1}{8}), (16, \frac{1}{16}), (32, \frac{1}{16})\}, \quad F_2 = F_A$$

# RS Better $(Rev^{NC} < Rev^{RS})$

#### Period 2 is not Profitable

- ▶ Intra-period revenue is more important in NC
- ▶ e.g., Constant valuation,  $v_2 = 0$  in Period 2.

$$REV^{RS} = 4$$
,  $REV^{NC} = 3.5 \downarrow 12.5\%$   
 $F_B = \{v, p(v)\} = \{(2, \frac{1}{2}), (4, \frac{1}{2}), \}$ ,  $\mathbb{E}_B = 3$ .

1. 
$$F_1 = \{v, p(v)\} = \{(2, \frac{1}{2}), (4, \frac{1}{2})\}, \quad F_2 = F_B$$

1. 
$$\Gamma_1 = \{v, p(v)\} = \{(2, \frac{\pi}{2}), (4, \frac{\pi}{2})\}, \quad \Gamma_2 = \Gamma_B$$

2. 
$$F_1 = \{v, p(v)\} = \{(2, \frac{1}{2}), (4, \frac{1}{4}), (8, \frac{1}{4})\}, \quad F_2 = F_B$$

3. 
$$F_1 = \{v, p(v)\} = \{(2, \frac{1}{2}), (4, \frac{1}{4}), (8, \frac{1}{8}), (16, \frac{1}{8})\}, \quad F_2 = F_B$$

4. 
$$F_1 = \{v, p(v)\} = \{(2, \frac{1}{2}), (4, \frac{1}{4}), (8, \frac{1}{8}), (16, \frac{1}{16}), (32, \frac{1}{16})\}, \quad F_2 = F_B$$

# Same $(Rev^{NC} = Rev^{RS})$

#### Inter- is as important as Intra- revenue

- $ightharpoonup \Leftrightarrow Rev^P = Rev^{M_1} + Rev^{M_2}$
- ▶ e.g., Constant valuation,  $v_1 = c_1 = 0$  in Period 1,  $v_2 = c_2 \ge 0$  in Period 2.

### $REV^{RS} = REV^{NC} = 4$

$$F_C = \{v, p(v)\} = \{(2, \frac{1}{2}), (4, \frac{1}{4}), (8, \frac{1}{4})\}, \quad \mathbb{E}_C = 4.$$

- 1.  $F_1 = \{v, p(v)\} = \{(2, \frac{1}{2}), (4, \frac{1}{2})\}, \quad F_2 = F_C$
- 2.  $F_1 = \{v, p(v)\} = \{(2, \frac{1}{2}), (4, \frac{1}{4}), (8, \frac{1}{4})\}, \quad F_2 = F_C$
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### Summary of Theoretical Revenue (Total)

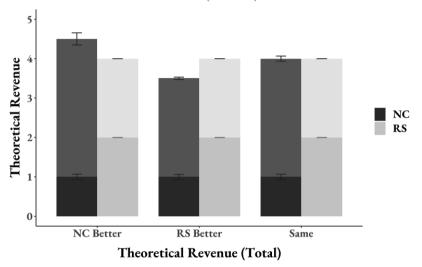


Figure 2: Theoretical Revenue (Total)

### Hypotheses

### Relative Simplicity

▶ H1: Sellers choose more NC in the treatment Setting 2.

#### Demand Knowledge

- ▶ H2: Sellers Choose NC more (less) in NC Better (B) in the Later Stage.
- ightharpoonup  $\Rightarrow$  Sellers choose correct mechanism more in Later stage.

#### Feedback on Revenues

▶ H3: Sellers choose NC more (less) when past revenue from NC is high (low).

### \* Buyers' Behaviors

▶ H4: Buyers participate Period 2 more in the treatment Setting 2.



### Experiments

▶ 256 George Mason Students. October to November 2022.

Treatment	Setting 2		Setting 4	
Role	$\mathbf{Sellers}$	Buyers	$\mathbf{Sellers}$	$\mathbf{Buyers}$
Age	22.6	22.2	21.2	22.5
Gender (Male=1)	0.59	0.62	0.52	0.50
Risk aversion	3.14	3.95	3.90	3.70
Ambiguity	3.30	3.02	3.67	3.32
Observation	64	64	64	64

Table 1: Summary Statistic

### Result 1. Relative Simplicity does not Matter

- R1. Sellers do not choose NC more in the treatment Setting 2. H1 is not supported.
  - ▶ Early Stage: no difference from 50% in neither Treatment.
  - ▶ Later Stage: Significant less than 50% in the treatment Setting 2 (p < 0.01).
  - ▶ No treatment difference in either stage.

#### Sellers do not Choose NC More in General

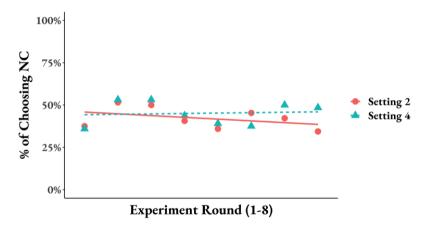


Figure 3: % of Choosing NC

### Result 2. Demand Knowledge Matters

#### R2. Sellers choose NC less in RS Better in Later Stage. H2 is supported.

- ▶ NC Better: No difference from 50%
- ▶ RS Better: Significant less than 50% (p < 0.01 in Setting 2, p < 0.01 in Setting 4).
- ▶ More correct mechanisms in the Later stage (p = 0.01,in Setting 2, p < 0.01 in Setting 4)

#### R2. Sellers Choose NC Less in RS Better

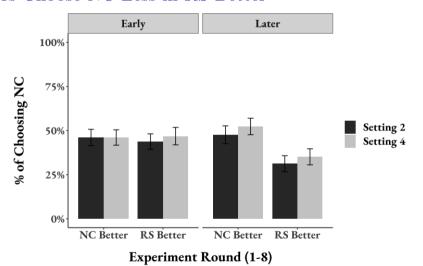


Figure 4: % of Choosing NC by Group of Scenario

### % of Choosing Correct Mechanism ↑

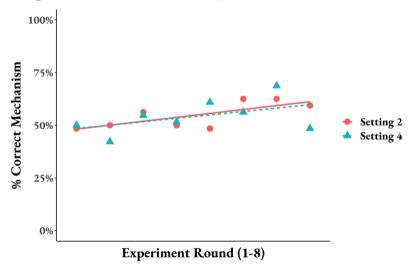


Figure 5: % of Choosing correct Mechanism

#### Result 3. Feedback on Revenue Matters

- R3. Sellers choose NC less if past revenue from NC is low. H3 is supported.
  - ▶ Persist NC more in Later rounds.
  - Less likely to choose NC if last round NC got less than 3 points.

### Reaction to Negative Feedback

	DV: Choosing NC	
	(1)	(2)
$\beta_1$ : Last (payoff<3, NC)	-0.21***	-0.21***
	(0.07)	(0.07)
$\beta_2$ : Later * T_Hard	0.01	-0.00
	(0.04)	(0.04)
$\beta_3$ : Later * Scenarios B	-0.18***	-0.18***
	(0.06)	(0.06)
$\beta_4$ : Later * Last (NC)	$0.16^{*}$	$0.17^{*}$
	(0.09)	(0.09)
$\beta_5$ : Later * Last (Correct = NC)	0.02	0.01
	(0.10)	(0.10)
Constant	$0.46^{***}$	$0.31^{**}$
	(0.04)	(0.13)
Controls	No	Yes
$\mathbb{R}^2$	0.05	0.05
Num. obs.	1024	1024

Table 2: Regression of Choosing NC

### Revenue Improvement by choosing Correct Mechanism

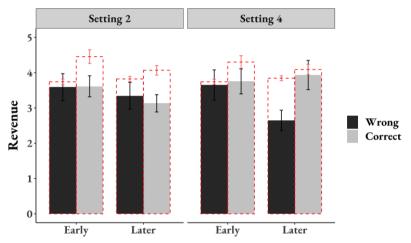


Figure 6: Experimental Revenue

Result 4. Buyers Reacting to high entry fee.

- R4. Buyers participate less in the treatment Setting 4. H4 is supported.
  - Explained by higher entry fee set by Sellers in the treatment Setting 4.

### Sellers set higher than suggested entry fee

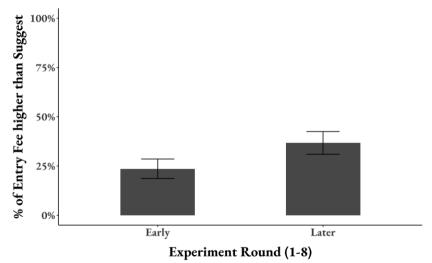


Figure 7: % of Setting Entry Fee Higher than Suggested

### Sellers Set higher Prices

#### In Period 1

- ► "Go big or go home".
- ▶ Aimed high, looking for a heavy bid
- ▶ You'd be surprised when I say I based it off the charts.
- ► Random.

#### In Period 2

- ► Again, attempted high roll, but failed greedily.
- ► Higher price didn't work so I went lower.
- ▶ buyer bid for 1?? which makes no sense so I wanted to get some out of him and set the price to 6 as possible values could have been pretty high. Then set price to 4 as I would get it 50% of the time
- ▶ Set a low price, however, buyer decided not to purchase.

### Buyers participated less in the treatment Setting 4

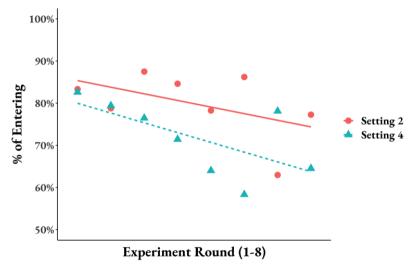


Figure 8: % of Entering Period 2

### High Entry Fee Deters Entering

	DV: Enter in Period 2		
•	(1)	(2)	
$\beta_1$ : Entry Fee	-0.24***	-0.22***	
	(0.04)	(0.04)	
$\beta_2$ : Setting 4	-0.12	-0.19	
	(0.20)	(0.21)	
$\beta_3$ : Setting 4 * Later	-0.07	-0.18	
	(0.23)	(0.24)	
$\beta_4$ : Later	-0.36**	-0.35**	
	(0.16)	(0.17)	
Constant	2.04***	2.34***	
	(0.23)	(0.69)	
Controls	No	Yes	
Num. obs.	447	447	

Table 3: Probit Regression of Enter in Period 2

#### Conclusion

### Distributional knowledge and Feedback matter in Choosing Mechanism

- ▶ Sellers can find the optimal mechanism after gaining trading experience.
- ▶ Sellers abandon the mechanism with low revenue.
- ▶ Selling strategy evolves as selling condition or expectation changes.

#### Discussion

- ▶ Decision Support Pool: appropriate expectation on buyers' behaviors.
- Experts: advice setting (lower) prices.

# Thank you!