

# Simple Near-Optimal Auctions

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Fall 2024



# Outline

- 1 Background & Introduction
- 2 The Prophet Inequality
- 3 Simple Single-Item Auctions
- 4 Prior-Independent Mechanisms



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# What we have learned

- For a single-parameter environment where agents' valuations are drawn independently from **regular** distributions, the corresponding **virtual welfare maximizer** maximizes the **expected revenue** over all **DSIC** mechanisms.
  - The allocation rule:

$$\mathbf{x}(\mathbf{v}) = \arg \max_{\mathbf{x}} \sum_{i=1}^n \varphi_i(v_i) x_v(\mathbf{v})$$

for each valuation profile  $\mathbf{v}$ , where

$$\varphi_i(v_i) = v_i - \frac{1 - F_i(v_i)}{f_i(v_i)}.$$



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- For i.i.d. & regular  $F_i$ 's, the optimal single-item auction is surprisingly simple:
  - a **second-price auction augmented with the reserve price  $\varphi^{-1}(0)$**



# Optimal Auctions Can Be Complex

- What if bidders' valuations are drawn from **different** regular distributions?



# Optimal Auctions Can Be Complex

- What if bidders' valuations are drawn from **different** regular distributions?
- We would like to know if there is any simple and practical single-item auction formats that are at least approximately optimal.





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## Game with $n$ stages (resembling the secretary problem)

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- In stage  $i$ , we are offered a nonnegative prize  $\pi_i$ , drawn from a distribution  $G_i$ .
- We know the *independent* distributions  $G_1, \dots, G_n$  in advance.
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  - either accept the prize and end the game, or
  - discard the prize, and then proceed to the next stage.



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  - either accept the prize and end the game, or
  - discard the prize, and then proceed to the next stage.
- What's the risk and difficulty?



# The Prophet Inequality

- It offers a simple strategy that performs almost as well as (approximately) a fully clairvoyant prophet.

## Theorem (Prophet Inequality)

For every sequence  $G_1, \dots, G_n$  of  $n$  independent distributions,

- There is a strategy that guarantees expected reward  $\geq \frac{1}{2} \mathbf{E}_{\pi \sim \mathbf{G}}[\max_i \pi_i]$ .
  - There is such a threshold strategy, which accepts prize  $i$  if and only if  $\pi_i \geq t$ .
- 
- $z^+ := \max\{z, 0\}$ .
  - $[n] := \{1, 2, \dots, n\}$ .



## Proof of Prophet Inequality (1/3)

- Compare the expected payoff of a threshold strategy with that of a prophet, through **lower and upper bounds**.
- $q(t)$ : the prob. that the threshold strategy accepts **no prize at all**.
- First, we want to have a **lower bound** on

$$\psi := \mathbf{E}_{\pi \sim G}[\text{payoff of the } t\text{-threshold strategy}].$$



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- The payoff: **0** with prob.  $q(t)$  and  $\geq t$  with prob.  $1 - q(t)$ .
- Credit the baseline  $t$  with “extra credit” of  $\pi_i - t$  if only one prize satisfies  $\pi_i \geq t$ .
- Only credit the baseline  $t$  for two or more prizes  $\geq t$  ( $\because$  LB).





## Proof of Prophet Inequality (2/3)

$$\begin{aligned}\psi &\geq (1 - q(t))t + \\ &\quad \sum_{i=1}^n \mathbf{E}_{\pi}[\pi_i - t \mid \pi_i \geq t, \pi_j < t \forall j \neq i] \cdot \Pr[\pi_i \geq t] \cdot \Pr[\pi_j < t \forall j \neq i] \\ &= (1 - q(t))t + \sum_{i=1}^n \underbrace{\mathbf{E}_{\pi}[\pi_i - t \mid \pi_i \geq t] \cdot \Pr[\pi_i \geq t]}_{= \mathbf{E}_{\pi}[(\pi_i - t)^+]} \cdot \underbrace{\Pr[\pi_j < t \forall j \neq i]}_{\geq q(t) = \Pr[\pi_j < t \forall j]} \\ &\geq (1 - q(t))t + q(t) \cdot \sum_{i=1}^n \mathbf{E}_{\pi}[(\pi_i - t)^+]\end{aligned}$$



# Proof of Prophet Inequality (3/3)

Moreover, as to the **upper bound** on the **prophet's** expected payoff:

$$\begin{aligned}\psi^* &:= \mathbf{E}_{\pi} \left[ \max_{i \in [n]} \pi_i \right] = \mathbf{E}_{\pi} \left[ t + \max_{i \in [n]} (\pi_i - t) \right] \\ &\leq t + \mathbf{E}_{\pi} \left[ \max_{i \in [n]} (\pi_i - t)^+ \right] \\ &\leq t + \sum_{i=1}^n \mathbf{E}_{\pi} [(\pi_i - t)^+].\end{aligned}$$

- Set  $t$  such that  $q(t) = \frac{1}{2}$  we can complete the proof.

$$\frac{t}{2} + \frac{1}{2} \cdot \sum_{i=1}^n \mathbf{E}_{\pi} [(\pi_i - t)^+] \leq \psi \leq \psi^* \leq t + \sum_{i=1}^n \mathbf{E}_{\pi} [(\pi_i - t)^+]$$



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 &\leq t + \sum_{i=1}^n \mathbf{E}_{\pi} [(\pi_i - t)^+].
 \end{aligned}$$

- Set  $t$  such that  $q(t) = \frac{1}{2}$  we can complete the proof.
- $\text{LB} := \frac{t}{2} + \frac{1}{2} \cdot \sum_{i=1}^n \mathbf{E}_{\pi} [(\pi_i - t)^+] \leq \psi \leq \psi^* \leq t + \sum_{i=1}^n \mathbf{E}_{\pi} [(\pi_i - t)^+] = 2 \cdot \text{LB}.$



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## Back to the motivating example

- Single-item auction with  $n$  bidders.
- Bidders' valuations are drawn independently from regular distributions  $F_1, \dots, F_n$  that might not be identical.
- Using the prophet inequality:
  - Define the  $i$ th prize as  $\varphi_i(v_i)^+$  of bidder  $i$ .
  - $G_i$ : the corresponding distribution induced by  $F_i$  (independent).
- We have (by Theorem 5.2; with maximizer  $\mathbf{x} = (x_i)_{i \in [n]}$ )

$$\mathbf{E}_{\mathbf{v} \sim F} \left[ \sum_{i=1}^n \varphi_i(v_i) x_i(\mathbf{v}) \right] = \mathbf{E}_{\mathbf{v} \sim F} \left[ \max_{i \in [n]} \varphi_i(v_i)^+ \right].$$

- The expected revenue of the optimal auction.



# The allocation rule

Consider any allocation rule having the following form:

## Virtual Threshold Allocation Rule

- Choose  $t$  such that  $\Pr[\max_i \varphi_i(v_i)^+ \geq t] = \frac{1}{2}$ .
- Give the item to a bidder  $i$  with  $\varphi_i(v_i) \geq t$ , if any, breaking ties among multiple candidate winners arbitrarily.

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## Corollary (Virtual Threshold Rules are Near-Optimal)

If  $\mathbf{x}$  is a virtual threshold allocation rule, then

$$\mathbf{E}_{\mathbf{v}} \left[ \sum_{i=1}^n \varphi_i(v_i)^+ x_i(\mathbf{v}) \right] \geq \frac{1}{2} \mathbf{E}_{\mathbf{v}} \left[ \max_{i \in [n]} \varphi_i(v_i^+) \right].$$

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- So far, the valuation distributions are assumed to be **known to the mechanism designer in advance**.
- What if the mechanism designer does **NOT** know about the valuation distributions in advance?



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  - Bidders' valuations are still drawn from such valuation distributions;
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- What if the mechanism designer does **NOT** know about the valuation distributions in advance?
- Next, we consider that
  - Bidders' valuations are still drawn from such valuation distributions;
  - Yet, these distributions are still unknown to the mechanism designer.
  - ★ We use the distributions in the *analysis*, but **NOT** in the design of mechanisms.
- Goal: design a good **prior-independent** mechanism.
  - Such a mechanism makes NO reference to a valuation distribution.



## A Beautiful Result from Auction Theory

- The expected revenue of an optimal single-item auction is at most that of a second-price auction (with no reserved price) with **one extra** bidder.

### Theorem [Bulow-Klemperer Theorem (1989)]

We have

- $F$ : a regular distribution;
- $n$ : a positive integer.
- $\mathbf{p}$ : the payment rule of the second-price auction with  $n + 1$  bidders.
- $\mathbf{p}^*$ : the payment rule of the optimal auction for  $F$  with  $n$  bidders.

Then,

$$\mathbf{E}_{\mathbf{v} \sim F^{n+1}} \left[ \sum_{i=1}^{n+1} p_i(\mathbf{v}) \right] \geq \mathbf{E}_{\mathbf{v} \sim F^n} \left[ \sum_{i=1}^n p_i^*(\mathbf{v}) \right]$$

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- $\mathbf{p}^*$ : the payment rule of the **second-price auction (optimal)** with **reserve price  $\varphi^{-1}(0)$** .

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# Interpretation of the Bulow-Klemperer Theorem

- Extra competition is more important than getting the auction format just right.
- It is better to invest your resources to recruit more serious participants than sharpen your knowledge of their preferences.



# Proof of the Bulow-Klemperer Theorem (1/3)

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## The Fictitious Auction $\mathcal{A}$

- 1 Simulate an optimal  $n$ -bidder auction for  $F$  on the first  $n$  bidders.
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  - 2 If the item was not awarded in the first step, then give the item to the  $(n + 1)$ th bidder for free.
- The expected revenue of  $\mathcal{A}$  equals that of an optimal auction with  $n$  bidders.
    - The right-hand side of the inequality.



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- Consider a stronger statement:

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The second-price auction maximizes the expected revenue over all DSIC auctions that **always allocate the item**.



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- All bidders share the same nondecreasing virtual valuation function  $\varphi$ .
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- Hence, the second-price auction maximizes expected revenue subject to always awarding the item.

