

Networks II: Market Design—Lecture 7

Matching Markets with Non-transferable Utilities: One-sided preferences

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Coming up: Outline

- Strategyproofness: Recap
- Strategyproofness and serial dictatorship
- How general are serial dictatorships?

Revisiting strategyproofness

- Recall: Mechanism is a *function* mapping input markets (A, H, \succ) to matchings M
- Strategyproofness: A desirable property for a mechanism to have (recall inputs come from agents with preferences)
 - Mechanism φ returns matching $M = \varphi(\succ)$
 - Agent a has true preferences \succ_a ; other agents report \succ_{-a}
 - $M = \varphi(\succ_a, \succ_{-a})$; $M' = \varphi(\succ'_a, \succ_{-a})$
 - Mechanism φ is *strategyproof* if $M(a) \succeq_a M'(a)$ **for all \succ_{-a} , for all agents a and (corresponding preferences) \succ_a**
 - Alert: For all agents a and corresponding preferences \succ_a
 - To repeat: \succ_a can be *any* ranking over items in H

Revisiting strategyproofness

- To say a mechanism $\varphi(\succ)$ is *not* strategyproof: One instance of ‘game-ability’
 - **One** agent a with **one** (“true”) preference \succ_a , in one market (A, H, \succ) , who can benefit (w.r.t. \succ_a) from reporting **one other** profile \succ'_a , for **one** specific \succ_{-a}
 - (One amongst all possible markets of all sizes, all possible $\succ_{-a}, \succ_a, \succ'_a$!)
 - Ingredients: Two data points, $\varphi(\succ_{-a}, \succ_a)$ and $\varphi(\succ_{-a}, \succ'_a)$
- To say mechanism *is* strategyproof: Not ‘game-able’ for *any* instance
 - Argument must apply to all possible market sizes, all possible input preference profiles \succ (i.e., all possible true preferences \succ_a and all possible deviations \succ'_a , for all possible reports \succ_{-a} from remaining agents, for all agents a)

Checking in: Pareto-efficiency and strategyproofness

- If a mechanism is strategyproof (SP), does that guarantee it is Pareto-efficient (PE)?
 - A Yes
 - B No
- If a mechanism is Pareto-efficient (PE), does that guarantee it is strategyproof (SP)?
 - A Yes
 - B No
- Suppose a prefers her allocation in $M = \varphi(\succ'_a, \succ'_{-a})$ to that in $M' = (\succ_a, \succ_{-a})$. Is φ strategyproof?
 - A Yes
 - B No, by definition of strategyproofness
 - C I can't be sure
 - News you can't use: Does not say φ is not strategyproof because \succ_{-a} changed!

Recall: Incentive properties of serial dictatorship

- Serial dictatorship specifies order amongst agents; assigns top remaining choice in order
- Serial dictatorship mechanism is Pareto-efficient with respect to *reported inputs*
- What about with respect to true preferences?

Theorem

The serial dictatorship mechanism is strategyproof and therefore Pareto-efficient with respect to true preferences.

Theorem

The serial dictatorship mechanism is strategyproof.

Why?

- Let f be the priority order
- Agent $f(1)$ obtains her favorite item when she tells the truth, so she has no incentives to lie
- Agent $f(2)$ gets her favorite among remaining items, so she has no incentives to lie, ... and so on

How does this argument rely on the serial dictatorship property?

- Sequential reports and strategyproofness:
 - Assumption so far: Agents report preferences \succ_a in advance to centralized allocation mechanism
 - Suppose instead: Agent a only reports her preferences \succ_a at step $f^{-1}(a)$
 - Is the corresponding mechanism still strategyproof?
[A] Yes [B] No

Incentive properties of serial dictatorship: Questions

- Suppose preferences can be *incomplete*: Is serial dictatorship mechanism still strategyproof?

[A] Yes [B] No

- Incomplete preferences: Agents may not find all items acceptable
- Observe: Changing mechanism versus changing (allowed) preferences
- Serial dictatorship with incomplete preferences:
 - Pareto-efficient, strategyproof
 - However, can produce a 'small' matching

Upgrading serial dictatorship

- Serial dictatorship with incomplete preferences:
 - Pareto-efficient, strategyproof
 - But can produce a 'small' matching (if incomplete preferences)
- 'Serial dictatorship 2.0': Amongst all Pareto-efficient matchings, choose one with maximum size
 - (Break ties amongst matchings in prespecified order)
- Is Serial dictatorship 2.0 strategyproof?
 - A Yes
 - B No
- Agents a, b , Houses x, y , preferences: $a : x \succ y$; $b : x$
 - Priority order (for tiebreaking): a, b
 - a can benefit by lying and claiming that she only likes x

Theorem

The serial dictatorship mechanism is strategyproof.

Why?

- Let f be the priority order: Agent $f(1)$ obtains her favorite item when she tells the truth, $f(2)$ gets her favorite among remaining items, ... and so on
- Formally: For any \succsim_{-a} , no agent a prefers outcome from misreporting her preferences:
 - Let $M = \varphi(\succsim)$ denote output of mechanism
 - Let a be i th ranked agent: i is s.t. $f(i) = a$
 - Critical: Value of i is **independent** of report \succsim_a
 - Allocation $M(b)$ for all agents $b \in \{f(1), \dots, f(i-1)\}$ is **independent** of report \succsim_a
 - Fix \succsim_{-a} : a never strictly prefers allocation in $\varphi(\succsim'_a)$ to that in $\varphi(\succsim_a)$

Serial dictatorship: Putting it all together

- What we've seen so far:
 - What are 'good' mechanisms? Produce 'good' (Pareto-efficient) matchings on all inputs
 - Theorem 1: Serial dictatorship is Pareto-efficient
 - Agents may lie about preferences: Strategyproof mechanisms
 - Theorem 2: Serial dictatorship is strategyproof

Theorem

The serial dictatorship mechanism is strategyproof and therefore Pareto-efficient with respect to true preferences.

How general are serial dictatorship mechanisms?

- **Theorem** (Abdulkadiroglu & Sonmez'98): For any Pareto-efficient matching of a given house allocation problem (A, H, \succ) , there exists a serial dictatorship that achieves this matching.
 - Is this saying that every Pareto-efficient mechanism is a serial dictatorship?
- **Theorem** (Svensson'98): A mechanism that is non-bossy, neutral, and strategyproof is a serial dictatorship.
 - Definitions of non-bossy, neutral (and proof of theorem) not part of syllabus!