



IIT KHARAGPUR



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CERTIFICATION COURSES

# E-BUSINESS

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**IIT KHARAGPUR**

Week 12: Lecture1

# **ECONOMIC CONSIDERAIONS IN AUCTION**

# We are going to learn

- Auction design problem
- Efficiency and optimality considerations
- Example of auction mechanism design

# Auction Design Problem

- Deals with economic considerations
- Designing auctions rules with some desirable property to satisfy the auctioneers need
  - Modeling preference, behavior and information available to the agents
  - Designing mechanisms in which the agent strategies result in the outcomes with the desirable properties.

# Modeling bidders valuation of a product

- Private value model
  - Each participant has a potentially different value for good in the question
  - Symmetric (or asymmetric)
    - All the bidders draw their values from a common distribution
- Common value model
  - The good in the question has the same value for all the participants
- Interdependent Value Models
  - Each bidder has only an estimate regarding the value.
  - This estimate may change after getting the price signal from others.

# Auction mechanism design goals

- Pareto efficiency
  - Design an auction that results in a Pareto efficient outcome
  - The item under consideration goes to the person who needs it most (He may not pay the highest amount)
  - After trade should not be possible
- Profit maximization
  - Design an auction that yields the highest expected profit to the seller
  - The item should go to the person who pays the highest amount.

# Efficiency Vs. optimality

- Optimal auctions are designed to maximize the expected revenue of the seller by using a set of tools including posing a reserve price or charging an entry fee, whereas the objective of efficient auctions is to maximize the social welfare, the sum of the players' surplus.
- Efficient design aims to maximize the system welfare, whereas the optimal design aims to maximize the seller's individual revenue.

# Efficiency Vs. optimality

- Since optimality and efficiency **usually** cannot be achieved simultaneously, the auction designers have to make the choice before he states the rules of the auction.
- A financial self-interested agent may prefer the optimal auctions, while a public agent like the government may prefer the efficient auctions to gain more social welfare. Nevertheless, all agents need to balance optimality and efficiency to make the auctions practical.



# Efficiency Vs. optimality

- Three popular mechanisms: First price, second price and English Auction
- Efficiency
  - All the major auction formats are efficient assuming the bidder is truthful
- Optimality
  - First price auction and English auctions are optimal.
  - Second price auction becomes optimal if an appropriate reserve price is set.

# Modeling the basic auction mechanisms

- Auction as a (Bayesian) game
  - Bidders are the players
  - The problem is to find the equilibrium
- The formulation help finding the efficient allocation
- Assumptions of the basic model
  - $n$  bidders
  - Bidder's values are independent and identical random variables (symmetric, independent bidders)
  - Bidders are risk neutral
  - They show no collusion or predatory behavior
- Under this assumption all the basic auction formats are efficient and generate same revenue
  - Revenue equivalence theorem

## Example: Bidding Strategy in second price auction

- In a second price under independent private value setting and with risk neutral bidders, bidding truthfully is a dominant strategy
- The item under consideration goes to the bidder who values it most.
- The value is measured in terms of price. So the item must go to the bidder with highest valuation for the product.
- Considering the bid as a proxy for the valuation, the item may go to the highest bidder. But, what is the guarantee that the all the bidders bid truthfully?

## Example: Bidding Strategy in second price auction

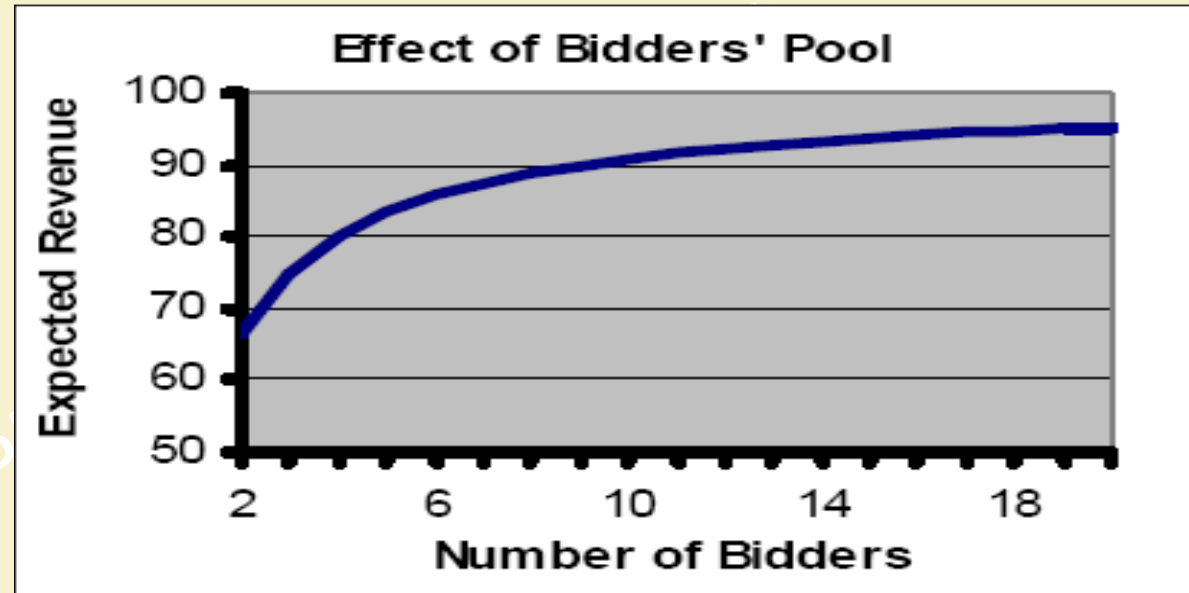
- A case of two bidders
  - Let the valuations are  $v_1$ , and  $v_2$
  - Let the bids are  $b_1$  and  $b_2$
  - Expected payoff of 1<sup>st</sup> bidder is  $\text{prob}[b_1 \geq b_2][v_1 - b_2]$
  - If  $v_1 > b_2$  then in order to win the bidder 1 will make  $b_1$  as high as possible. This happens when he sets  $b_1 = v_1$
  - If  $v_1 < b_2$  then in order to avoid winning the bidder 1 will make  $b_1$  as low as possible. This is possible only if he sets  $b_1 = v_1$
- Incentive compatible direct mechanism

# Optimal Mechanisms

- Increasing the expected revenue
- Two ways
  - Increasing the number of bidders
  - Setting up a reserve price

# More Bidders = higher Expected Payoff

For  $n$  bidders with IPV  
and  $V \sim U(50, 100)$ :



# Reserve Prices

- A minimum price,  $r$ , below which the seller does not sell the item
  - “Excludes” some bidders with  $v < r$
- Proper reserve price increases revenue

# Relaxing the basic assumptions

- Risk aversion
  - Worried about not winning
  - Bids higher
  - Prefers English auction
- Asymmetric valuations
  - Strong Vs. Weak bidder
- Reputation effect
  - Aggressive



# Interdependencies

- Interdependent values -a bidder's valuation is affected by knowing the valuation of other bidders
  - Each bidder has only a partial information about the value of the item being sold in the form of a signal, which is a random variable
- Pure common value – item has the same value for all bidders. Each bidder has only an (unbiased) estimate/signal of the value prior to the auction

# Revenue under interdependencies

- English auction and second price auctions are no longer equivalent
- English auctions are likely to yield more revenue than both 1<sup>st</sup> and 2<sup>nd</sup> price auctions.
- More information flow is likely to increase the value of the object. Therefore, releasing all the information about the item being sold the auctioneer may yield more profit.

# Winner's Curse

- The winner curse takes place when winner pays too much, due to their failure to anticipate and correct their bidding strategy
- The winner is the bidder with highest price signal.
- Winning means that everybody else had a lower estimate
- To correct winner's curse bidders have to “shave” their bids further

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Week 12: Lecture2

# WINNER DETERMINATION PROBLEM

# We are going to learn

- Winner determination problem under various auction setting.

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# A simple winner determination problem

*What kind of auction?*

- single-item
- single-unit
- single winner
- forward auction
- price only bids

*How do we solve it?*

- A simple sorting problem !!

$$\begin{aligned} \max \quad & \sum_i p_i x_i \\ \text{s.t.} \quad & \sum_i x_i \leq 1 \\ & x_i \in \{0,1\} \end{aligned}$$

**Where  $p_i$  is the price of item  $i$ ,  
 $x_i$  is a binary variable indicating  
selling decision on item  $i$**

# Winner determination problem in complex auction formats

- Multi unit auctions
  - Forward auction
  - Reverse Auction
  - Constraint types
    - Divisible bid
    - Indivisible bid
    - Price Schedule
- Multi-item auctions
  - Forward auction
  - Reverse Auction
  - Constraints types
    - Number of winning suppliers
    - Budget limit on trades
    - Market share constraints
    - Representation constraints
    - Volume discounts
- Multi Attribute auctions
  - Reverse auction
  - Constraint types
    - Single sourcing
    - Multiple sourcing
- Double auctions and exchanges
  - Trading securities and financial instruments
  - Continuous double auction
    - Clears continuously
  - Clearinghouse auction
    - Periodic clearing
  - Constraint types
    - Aggregation
    - Divisibility
    - Homogeneous / heterogeneous items



# Multi unit auctions

- Forward auction
  - Maximization of selling price
- Reverse Auction
  - Minimization of procurement cost
- Bid types
  - Divisible bid
  - Indivisible bid
  - Price Schedule

# Multiunit auction with divisible bids

Bidder (i)	Bid ( $p_i, q_i$ )	
1	(20, 30)	3 Total quantity sold
2	(30, 30)	1 Total quantity sold
3	(15, 60)	4 (Only 20 units are sold)
4	(10, 30)	
5	(25, 20)	2 Total quantity sold

Total Quantity to Sell = 100

Total Quantity Sold = 100

Total Revenue =  $30 \times 30 + 25 \times 20 + 20 \times 30 + 15 \times 20$

$$\begin{aligned} \max \quad & \sum_i p_i x_i \\ \text{s.t.} \quad & \sum_i x_i \leq Q \\ & x_i \leq q_i \quad \forall i \\ & x_i \geq 0 \end{aligned}$$

**Where**  
 $i$  The buyer  $i$   
 $p_i$  is unit price  
 $q_i$  is the quantity  
 $Q$  is the total demand,  
 $x_i$  is the decision variable

- Each bid is represented as a price quantity pair ( $p_i, q_i$ )
- Again a simple sorting problem
- Last chosen bid gets partial allocation!!

# Multiunit auction with indivisible bids

Bidder (i)	Bid ( $p_i, q_i$ )	
1	(20, 30)	selected
2	(30, 30)	selected
3	(15, 60)	
4	(10, 30)	
5	(25, 20)	selected

Total Quantity to Sell = 100

Total Quantity Sold = 80

Total Revenue =  $30 \times 30 + 25 \times 20 + 20 \times 30$

$$\max \sum_i p_i q_i x_i$$

$$\begin{aligned} s.t. \\ \sum_i q_i x_i &\leq Q \\ x_i &\in \{0, 1\} \quad \forall i \end{aligned}$$

**Where**

**$i$  The buyer  $i$**

**$p_i$  is unit price**

**$q_i$  is the quantity**

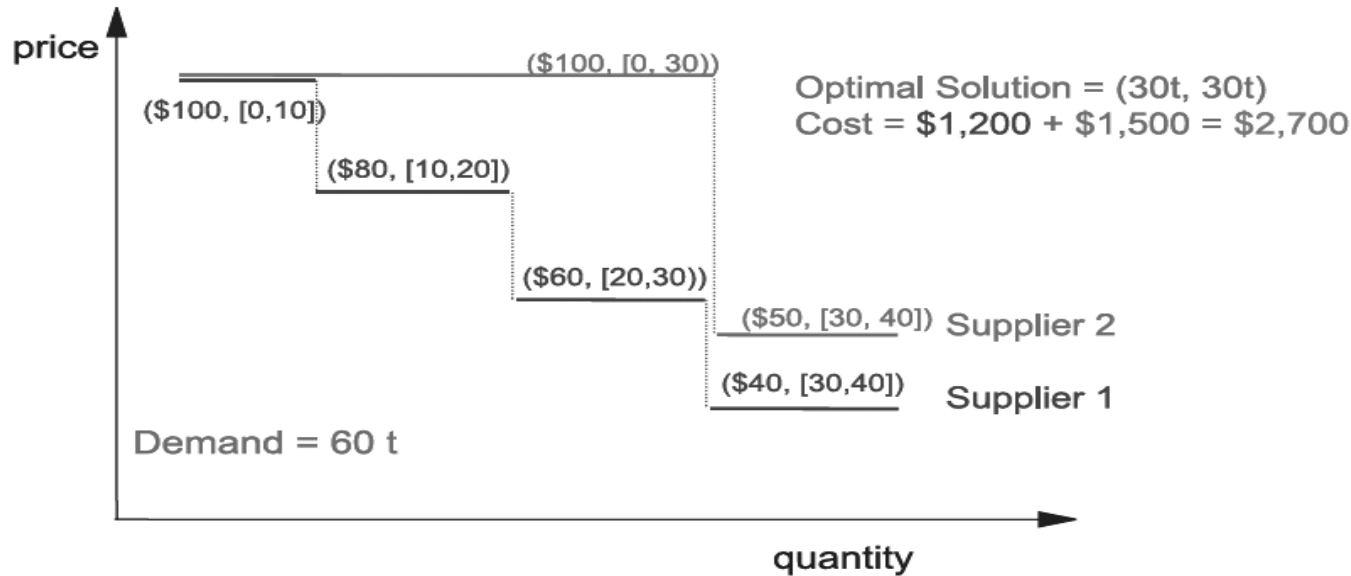
**$Q$  is the total demand,**

**$x_i$  is the decision variable**

- Each bid is represented as a price quantity pair  $(p_i, q_i)$
- A knapsack problem!!
- Can be solved by Branch and Bound Algorithm?
- A greedy algorithm does exist

# Multiunit reverse auction with price schedule for volume discount bids

- Price schedule for  $i^{th}$  seller is represented as  $\{(p_{i1}, [\underline{q}_{i1}, \bar{q}_{i1}]), \dots, (p_{iM_i}, [\underline{q}_{iM_i}, \bar{q}_{iM_i}])\}$   
 $p_{ij}$  is the per unit price for the quantities in the interval  $[\underline{q}_{ij}, \bar{q}_{ij}]$



A multiple choice knapsack problem

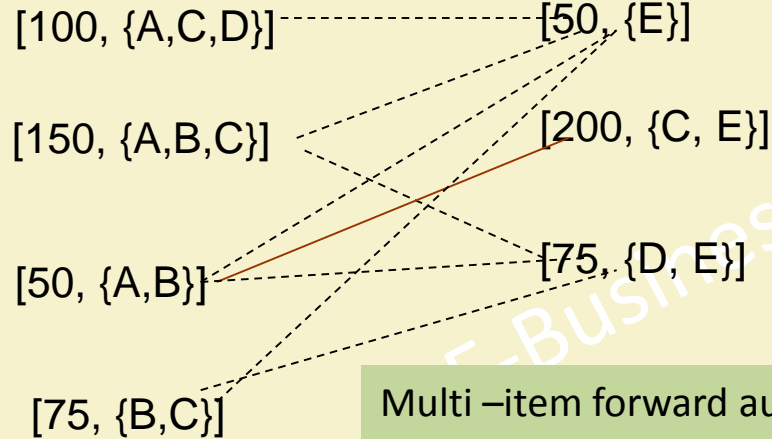
# Multi –item forward auctions

Set of items to be sold = {A, B, C, D, E}

Two bidders submit the bundled bids

Bundles of Bidder 1

Bundles of Bidder 2



$$\max_{x_i(S)} \sum_{S \in B_i} \sum_i x_i(S) p_i(S)$$

$$\text{s.t.} \quad \sum_{S \in B_i} x_i(S) \leq 1, \quad \forall i$$

$$\sum_{S \in B_i, S \ni j} \sum_i x_i(S) \leq 1, \quad \forall j$$

$$x_i(S) \in 0, 1, \quad \forall i, S$$

Only one bundle from each buyer

Each item  $j$  is considered only once

$\mathcal{G} = (1, \dots, N)$  set of items to be sold

$$S \subseteq \mathcal{G}$$

$$B_i \subseteq 2^{\mathcal{G}}$$

the bid set from bidder  $i$   
 $p_i(S)$  Price offered by bidder  $i$  for bundle  $S$

Multi –item forward auctions: **A set packing problem**

- **Given:** A set of subsets  $S = S_1, \dots, S_m$  of the universal set  $U$
- **Problem:** What is the largest number of mutually disjoint subsets from  $S$ ?

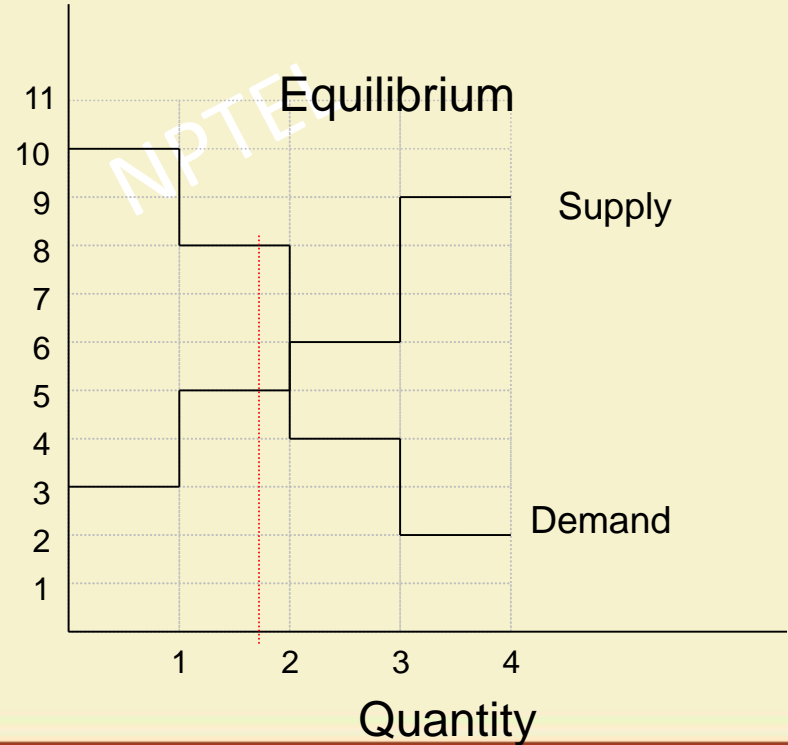
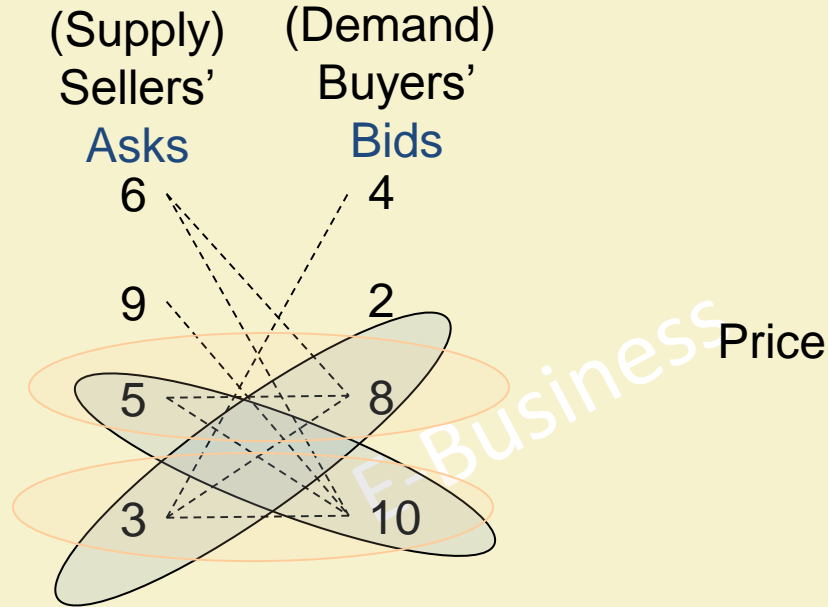
# Adding Business rules as side Constraints further increases the complexity

- Number of Winning Suppliers
  - Multi sourcing
- Budget Limits on Trades
  - How much I can spend
- Markets have Constraints
  - How much business to allocate to each winner
- Reservation Prices
  - What is the minimum price below which the seller will not sell the product, i.e. minimum bid price

# Double Auctions

- A multiple buyer and multiple seller auction
- Used in financial institutions for over a hundred years
  - Ex. New York stock exchange
- Two types
  - Continuous double auction, which clears continuously
  - Clearinghouse or *call* auction, which clears periodically

# Determining the equilibrium point in double auction





## Winner determination problem in double auction

- The problem is to maximize market surplus. Where surplus is defined as the difference between the *bids* and *asks*
- In the last example where 4 sellers try to sell a single unit of some homogeneous good, and 4 buyers bid to buy a single unit each, the winner determination problem can be formulated as

$$\max \sum_{i=1}^4 \sum_{j=1}^4 (p_j - p_i) x_{ij}$$

*s.t*

$$\sum_{j=1}^4 x_{ij} \leq 1 \quad \forall i$$

$$x_{ij} \in \{0,1\} \quad \forall i, j$$

# Other Considerations During Double auction problem formulation

- Aggregation
  - Role of market maker in disassembling and reassembling bundles of items
  - Consideration of either buy side items or sell side items or both
- Divisibility
  - Ability to satisfy a fraction of agent's bids and asks
- Homogeneous/Heterogeneous goods

Week 12: Lecture 3

# ONLINE AUCTION ISSUES

# We are going to learn

- Issues related to online auctions
- Online auction example

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# Classification of Online Auction Types

		BUYERS	
		ONE	MANY
SELLERS	ONE	Bilateral negotiations	Web-based sales auctions C2C and B2C
	MANY	Web-based procurement (Reverse) auctions C2B and B2B	Web-based exchanges

# Online design issues

- Choice of appropriate mechanism
  - Currently the English auction is the dominant mechanism on the Internet.
  - Second price which is not well adopted in traditional auctions has become an important option.
- Bid constraint
  - Minimum bid
    - Reserve price
  - Maximum bid
    - Buy-now price
- Auction Duration
  - Ending rules
- Multi-unit auctions and handling complex auction formats
  - Quick response time
  - Appropriate algorithms

# Integrating Online Auctions into a Firm's Business Model

- B2C surplus auctions
  - A firm may use auctions to dispose of surplus inventory
- B2C Auctions as a Regular Sales Channel
- B2B surplus auctions
- B2B procurement auctions
- Use of auction intermediaries

# Fraud in online auctions

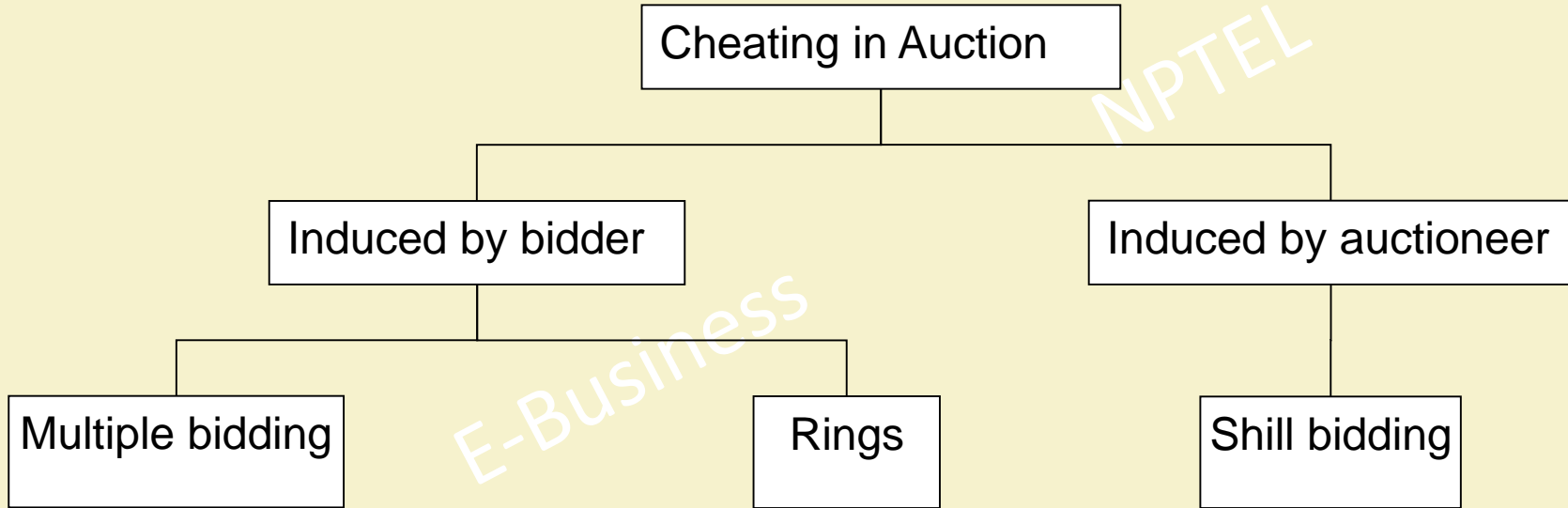
- Auction frauds constitute the largest part of all Internet frauds (60 %) (Internet Fraud Complaint Center (IFCC))
- Auction frauds is of six categories
  - Non-delivery of goods
  - misrepresentation of the items
  - Triangulation
    - The perpetrator buys items from an online merchant using stolen credit card number and then sells them to unsuspecting buyers.
  - Fee stacking
    - Fee stacking occurs when a seller keeps adding hidden charges
  - Selling of black-market goods
    - Illegally copied software packages, audio CDs, movie CDs and games
    - Improper packaging and does not offer any form of warrantee or instruction manual that may have come along with the original goods.
  - Multiple bidding and Shill bidding (Cheating)



# Cheating

- Cheating unlike other fraud categories leaves *no direct evidence* of its occurrence
- Some of the reasons that encourage cheating over the Internet
  - Cheap pseudonyms
  - Greater information asymmetry
  - Lack of personal contact
  - The tolerance of bidders

# Types of Cheating



Cheating in electronic auction

# Auction at e-Bay

- All eBay auctions use an ascending-bid format which is a hybrid of English and Second price auction, with the important distinction that there is a fixed end time set by the seller.

## Models:

- Standard Auction
- Reserve Price Auction
- Buy It Now Price
- Dutch Auction
  - Not synonymous with traditional Dutch auction
  - Multi-unit auction with volume discount

# The Proxy Bidding and Bid Increment

- The proxy mechanism allows a bidder to submit a maximum bid (i.e., maximum willingness to pay) with a guarantee that eBay will raise the bidder's active offer automatically until the bidder's maximum bid value is reached.
- The bid placed by the proxy system is referred as the bidder's proxy bid.
- In a reserve price auction, the seller's reserve price is treated like any other bid; if the buyer's offer meets or exceeds the reserve (secret) bid set by the seller, the buyer's bid would be raised to that price immediately.
- EBay enforces a minimum bid increment that, along with the current ask price, determines a lower bound on bids the server will accept.
- The bid increment table specified by eBay defines a schedule in which the minimum increments increases with the current ask price.

Auction at e-Bay

# Data available to a bidder

- Item description
- Number of bids
- ID of all the bidders
- Time of their bid and the bid amount
- Time remaining until the end of the auction,
- Whether or not the reserve price has been met,
- The current ask price (list price).
  - The list price is the second highest price plus a small increment as specified in the bid increment table of eBay.

Auction at e-Bay

# Bidding Strategies

- Single bid engagement
  - Evaluator
  - Late bidder
  - Sniper
- Multiple bid engagement.
  - Skeptic
  - Unmasking

Auction at e-Bay

# End of Week 12

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