## **Auctions**

J. Leite (adapted from Kevin Leyton-Brown)

### Section 1

## **Auctions**

### Motivation

- Auctions are any mechanisms for allocating resources among self-interested agents
- Very widely used
  - government sale of resources
  - privatization
  - stock market
  - request for quote
  - FCC spectrum
  - real estate sales
  - eBay

### **CS Motivation**

- resource allocation is a fundamental problem in CS
- increasing importance of studying distributed systems with heterogeneous agents
- markets for:
  - computational resources (JINI, etc.)
  - P2P systems
  - network bandwidth
- currency needn't be real money, just something scarce
  - that said, real money trading agents are also an important motivation

### Section 2

# **Canonical Single-Good Auctions**

### Some Canonical Auctions

- English
- Japanese
- Dutch
- ► First-Price
- Second-Price
- All-Pay

## **English Auction**

### **English Auction**

- auctioneer starts the bidding at some "reservation price"
- bidders then shout out ascending prices
- once bidders stop shouting, the high bidder gets the good at that price

## Japanese Auction

### Japanese Auction

- Same as an English auction except that the auctioneer calls out the prices
- all bidders start out standing
- when the price reaches a level that a bidder is not willing to pay, that bidder sits down
  - once a bidder sits down, they can't get back up
- the last person standing gets the good

- analytically more tractable than English because jump bidding can't occur
  - consider the branching factor of the extensive form game...

### **Dutch Auction**

#### **Dutch Auction**

- the auctioneer starts a clock at some high value; it descends
- at some point, a bidder shouts "mine!" and gets the good at the price shown on the clock

### First-, Second-Price Auctions

#### First-Price Auction

- bidders write down bids on pieces of paper
- auctioneer awards the good to the bidder with the highest bid
- that bidder pays the amount of his bid

#### Second-Price Auction

- bidders write down bids on pieces of paper
- auctioneer awards the good to the bidder with the highest bid
- that bidder pays the amount bid by the second-highest bidder

## All-Pay auction

### All-Pay Auction

- bidders write down bids on pieces of paper
- auctioneer awards the good to the bidder with the highest bid
- everyone pays the amount of their bid regardless of whether or not they win

### Any negotiation mechanism that is:

- market-based (determines an exchange in terms of currency)
- mediated (auctioneer)
- well-specified (follows rules)

- rules for bidding
- rules for what information is revealed
- rules for clearing

- rules for bidding
  - who can bid, when
  - what is the form of a bid
  - restrictions on offers, as a function of:
    - bidder's own previous bid
    - auction state (others' bids)
    - eligibility (e.g., budget constraints)
    - expiration, withdrawal, replacement
- rules for what information is revealed
- rules for clearing

- rules for bidding
- rules for what information is revealed
  - when to reveal what information to whom
- rules for clearing

- rules for bidding
- rules for what information is revealed
- rules for clearing
  - when to clear
    - at intervals
    - on each bid
    - after a period of inactivity
  - allocation (who gets what)
  - payment (who pays what)

### Section 3

# Second-price auctions

### Second-Price

#### Theorem

Truth-telling is a dominant strategy in a second-price auction.

- ▶ In fact, we know this already (do you see why?)
- ► However, we'll look at a simple, direct proof.

## Second-Price proof

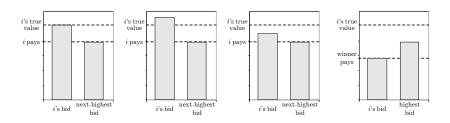
#### **Theorem**

Truth-telling is a dominant strategy in a second-price auction.

#### Proof.

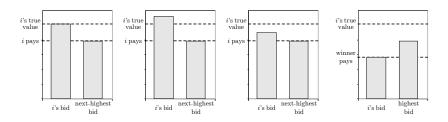
Assume that the other bidders bid in some arbitrary way. We must show that *i*'s best response is always to bid truthfully. We'll break the proof into two cases:

- 1 Bidding honestly, *i* would win the auction
- 2 Bidding honestly, i would lose the auction

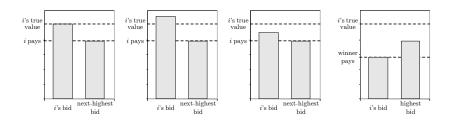


#### Bidding honestly, i is the winner

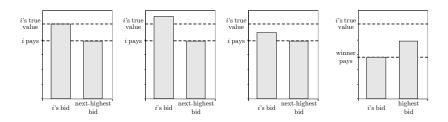
- ▶ If *i* bids higher, he will still win and still pay the same amount
- If i bids lower, he will either still win and still pay the same amount...



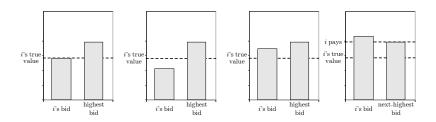
- Bidding honestly, i is the winner
- ▶ If *i* bids higher, he will still win and still pay the same amount
- ▶ If *i* bids lower, he will either still win and still pay the same amount...or lose and get utility of zero.



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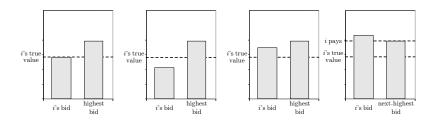


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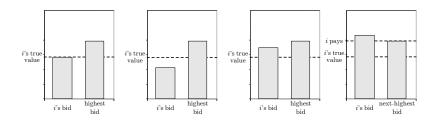


#### Bidding honestly, i is not the winner

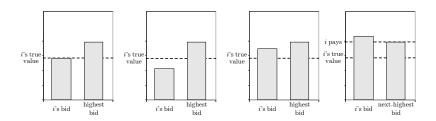
- ▶ If i bids lower, he will still lose and still pay nothing
- ▶ If *i* bids higher, he will either still lose and still pay nothing...



- Bidding honestly, i is not the winner
- ▶ If i bids lower, he will still lose and still pay nothing
- ► If *i* bids higher, he will either still lose and still pay nothing... or win and pay more than his valuation.



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# English and Japanese auctions

- A much more complicated strategy space
  - extensive form game
  - bidders are able to condition their bids on information revealed by others
  - ▶ in the case of English auctions, the ability to place jump bids
- intuitively, though, the revealed information doesn't make any difference in the IPV setting.

#### Theorem

Under the independent private values model (IPV), it is a dominant strategy for bidders to bid up to (and not beyond) their valuations in both Japanese and English auctions.

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### Section 4

## First-Price Auctions

### First-Price and Dutch

#### **Theorem**

First-Price and Dutch auctions are strategically equivalent.

- In both first-price and Dutch, a bidder must decide on the amount he's willing to pay, conditional on having placed the highest bid.
  - despite the fact that Dutch auctions are extensive-form games, the only thing a winning bidder knows about the others is that all of them have decided on lower bids
    - e.g., he does not know what these bids are
    - this is exactly the thing that a bidder in a first-price auction assumes when placing his bid anyway.
- Note that this is a stronger result than the connection between second-price and English.

### Discussion

- So, why are both auction types held in practice?
  - First-price auctions can be held asynchronously
  - Dutch auctions are fast, and require minimal communication: only one bit needs to be transmitted from the bidders to the auctioneer.
- How should bidders bid in these auctions?
  - They should clearly bid less than their valuations.
  - There's a tradeoff between:
    - probability of winning
    - amount paid upon winning
  - Bidders don't have a dominant strategy any more

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# **Analysis**

#### Theorem

In a first-price auction with two risk-neutral bidders whose valuations are drawn independently and uniformly at random from [0,1],  $(\frac{1}{2}\nu_1,\frac{1}{2}\nu_2)$  is a Bayes-Nash equilibrium strategy profile.

### Proof.

Assume that bidder 2 bids  $\frac{1}{2}\nu_2$ , and bidder 1 bids  $s_1$ . From the fact that  $\nu_2$  was drawn from a uniform distribution, all values of  $\nu_2$  between 0 and 1 are equally likely. Bidder 1's expected utility is

$$E[u_1] = \int_0^1 u_1 dv_2. \tag{1}$$

Note that the integral in Equation (1) can be broken up into two smaller integrals that differ on whether or not player 1 wins the auction.

$$E[u_1] = \int_0^{2s_1} u_1 dv_2 + \int_{2s_1}^1 u_1 dv_2$$

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### Proof (continued).

We can now substitute in values for  $u_1$ . In the first case, because 2 bids  $\frac{1}{2}\nu_2$ , 1 wins when  $\nu_2 < 2s_1$ , and gains utility  $\nu_1 - s_1$ . In the second case 1 loses and gains utility 0. Observe that we can ignore the case where the agents have the same valuation, because this occurs with probability zero.

$$E[u_1] = \int_0^{2s_1} (v_1 - s_1) dv_2 + \int_{2s_1}^1 (0) dv_2$$
  
=  $2v_1 s_1 - 2s_1^2$  (2)

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### Proof (continued).

We can find bidder 1's best response to bidder 2's strategy by taking the derivative of Equation (2) and setting it equal to zero:

$$\frac{\partial}{\partial s_1} (2v_1 s_1 - 2s_1^2) = 0$$

$$2v_1 - 4s_1 = 0$$

$$s_1 = \frac{1}{2} v_1$$

Thus when player 2 is bidding half her valuation, player 1's best strategy is to bid half his valuation. The calculation of the optimal bid for player 2 is analogous, given the symmetry of the game and the equilibrium.

### More than two bidders

- Very narrow result: two bidders, uniform valuations.
- ▶ Still, first-price auctions are not incentive compatible
  - hence, unsurprisingly, not equivalent to second-price auctions

#### Theorem

In a first-price sealed bid auction with n risk-neutral agents whose valuations are independently drawn from a uniform distribution on the same bounded interval of the real numbers, the unique symmetric equilibrium is given by the strategy profile  $(\frac{n-1}{n}v_1,\ldots,\frac{n-1}{n}v_n)$ .

- proven using a similar argument, but more involved calculus
- a broader problem: that proof only showed how to <u>verify</u> an equilibrium strategy.
  - How do we identify one in the first place?

### Section 5

# Revenue Equivalence

## Revenue Equivalence

 Which auction should an auctioneer choose? To some extent, it doesn't matter...

### Theorem (Revenue Equivalence Theorem)

Assume that each of n risk-neutral agents has an independent private valuation for a single good at auction, each drawn from cumulative distribution F. Then any auction mechanism in which

- in equilibrium, the good will be allocated in the same way (e.g. to the agent with the highest valuation); and
- any agent with valuation 0 has an expected utility of 0;

yields the same expected revenue, and hence results in any bidder with valuation v making the same expected payment.

### Section 6

### Risk Attitudes

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#### What kind of auction would the auctioneer prefer?

- Buyer is not risk neutral:
  - no change under various risk attitudes for second price
  - in first-price, increasing bid amount increases probability of winning, decreases profit. This is good for risk-averse bidder, bad for risk-seeking bidder.
  - ► Risk averse, IPV: First > [Japanese = English = Second]
  - Risk seeking, IPV: Second > First
- Auctioneer is not risk neutral:
  - revenue is fixed in first-price auction (the expected amount of the second-highest bid)
  - revenue varies in second-price auction, with the same expected value
  - thus, a risk-averse seller prefers first-price to second-price



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