Quasi linear pruferences

The SCF is decomposed into two components

Allocation rule component

$$f: \bigcirc_1 \times \bigcirc_2 \times \cdots \times \bigcirc_n \rightarrow A$$

When the types are  $\theta_i$ ,  $i \in N$ ,  $f(\theta_1, ..., \theta_n) = a \in A$ 

Payment function

When the types are  $\theta_i$ ,  $i \in \mathbb{N}$ ,  $\beta_i(\theta_1,...,\theta_n) = \pi_i \in \mathbb{R}$ 

Examples of allocation rules

1) Constant rule, 
$$f^{c}(\theta) = a \quad \forall \theta \in \Box$$

2) Dictatorial rule, 
$$f^{D}(\theta) \in \arg\max_{a \in A} v_{a}(a, \theta_{a})$$
 for some  $d \in N$   
 $a \in A$   $\forall \theta \in \Theta$ .

3) Altocatively efficient rule/utilitarian rule

$$f^{AE}(\theta) \in argmax \sum_{i \in N} v_i(a, \theta_i)$$

Note: this is different from Pareto efficiency (PE is a property defined for The outcome which also considers The payment)

4) Affine maximizer rule:

$$f^{AM}(\theta) \in argmax \left( \sum_{i \in N} \lambda_i v_i(a, \theta_i) + K(a) \right), \lambda_i > 0, not$$
 all zero.

(5)  $\max - \min / egalitarian$   $\int_{0}^{MM} (\theta) \in \underset{a \in A}{\operatorname{arg max min}} \quad \forall_{i} (a, \theta_{i})$ 

## Examples of payment rules

- ① No deficit:  $\sum_{i \in N} p_i(\theta) > 0 \quad \forall \theta \in \Theta$ .
- ② No subsidy:  $p_i(\theta) > 0$ ,  $\forall \theta \in \Theta$ ,  $\forall i \in N$ .
- 3 Budget balanced:  $\sum_{i \in N} p_i(\theta) = 0$ ,  $\forall \theta \in \Theta$ .

## Recall: Incentive Compatibility

A mechanism is the tuple of the allocation and payment rule (f, p) A mechanism (f, p) is dominant strategy incentive compatible (DSIC) if  $\forall$  i $\in$ N

DSIC means truthtelling is a weakly DSE.

We say that The payment rule & implements f in dominant strategies (by a payment rule)

In QL domain, we are often more interested in The allocation rule than The whole SCF (includes payment).

What needs to be satisfied for a DSIC mechanism (f. )?  $N = \{1,2\}$ ,  $\Theta_1 = \Theta_2 = \{\theta^{\dagger}, \theta^{L}\}$ ,  $f : \Theta_1 \times \Theta_2 \rightarrow A$ the following conditions must hold  $v_1(f(\theta^{\dagger},\theta_2),\theta^{\dagger}) - \dot{r}_1(\theta^{\dagger},\theta_2) \geqslant v_1(f(\theta^{\dagger},\theta_2),\theta^{\dagger}) - \dot{r}_1(\theta^{\dagger},\theta_2), \forall \theta_2$  $v_1(f(\theta^1,\theta_2),\theta^1) - \phi_1(\theta^1,\theta_2) \geqslant v_1(f(\theta^1,\theta_2),\theta^1) - \phi_1(\theta^1,\theta_2) + \phi_2$ for player 2:  $v_{2}(f(\theta_{1},\theta^{H}),\theta^{H}) - \phi_{2}(\theta_{1},\theta^{H}) \geqslant v_{2}(f(\theta_{1},\theta^{L}),\theta^{H}) - \phi_{2}(\theta_{1},\theta^{L}), \forall \theta_{1}$  $v_2(f(\theta_1, \theta^L), \theta^L) - \phi_2(\theta_1, \theta^L) \geqslant v_2(f(\theta_1, \theta^H), \theta^L) - \phi_2(\theta_1, \theta^H), \psi \theta_1$ Properties of the payment that implements an allocation rule

1) Say (f, t) is incentive compatible. Consider another payment  $q_i(\theta_i,\underline{\theta}_i) = p_i(\theta_i,\underline{\theta}_i) + h_i(\underline{\theta}_i) \quad \forall \, \theta, \, \forall \, i \in \mathbb{N}.$ 

Q: n (f, q) DSIC?

A: Yes.

 $v_i(f(\theta_i, \widetilde{\underline{\theta}}_i), \theta_i) - b_i(\theta_i, \widetilde{\underline{\theta}}_i) - b_i(\widetilde{\underline{\theta}}_i)$  $> v_i \left( f(\theta_i', \widetilde{\theta}_i), \theta_i \right) - | +_i \left( \theta_i', \widetilde{\theta}_i \right) - h_i \left( \widetilde{\theta}_i' \right)$ + θ; ,θ; , θ; , ti∈N.

if we can find a payment that implements an allocation rule, There exists uncountably many payments that can implement it.

The converse question: when do The payments that implement f differ only by a factor  $h_i\left(\theta_i\right)$ ?

2) Implication of incentive compatibility on payment suppose the allocation is same in two type profiles  $\theta$  and  $\widetilde{\theta}=(\widetilde{\theta}_i,\underline{\theta}_i)$   $f(\theta)=f(\widetilde{\theta})=a$ , then if  $\xi$  implements f, then  $\varphi(\theta)=\varphi(\widetilde{\theta})$ . [exercise]