

→ set  $A$  of agents

→ set  $M$  of items  $m = |M|$ .

eg. spectrum :

item = (freq band, location/area).

$m \sim 500/1000$

← Airport slots

item = (airport, time).

Assume

$$V_i(i \text{ gets nothing}) = 0$$

$$V_i(i \text{ gets } S) = V_i(S).$$

★ VCG Mechanism : DSC, SW maximizing

$$V_i: 2^m \rightarrow \mathbb{R}_+ \quad m \sim 100 \times$$

Issue 1: representation of  $V_i$

↳ ask about  $V_i(S)$  per seed-basis.

Issue 2: SW maximizing allocation.

↳ if  $V_i$ 's are substitutes.  $V_i(A \cup B) \leq V_i(A) + V_i(B)$  } easy.

↳ if  $V_i$ 's are complements  $V_i(A \cup B) \geq V_i(A) + V_i(B)$  } NP-hard.

— X — X —  
Approximate, Indirect.

★ Sell items separately :

$1, \dots, m$   
 $V_{i1}, \dots, V_{im}$

$m$  separate values.

Q1: Simultaneous / sequential.

2 - similar items, 3-bidders each want at most 1 of them.

↳ which auction to participate in?

March 2000, Switzerland.

3-seq SIA.

Blocks: 26MHz 26MHz

Rev: 121M 132M

← unexpected gap.

56MHz.  
155M!

Take away: Simultaneous SIA.

Q2: Sealed bid / English auction.  
(eBay).

- participate in which auction it wants only one item?

coordination issues - If part of multiple then how few to bid in order to win one item?

1990 New Zealand.

Blocks: Several block of similar size (250M!)

Auction Rev: 36M!

Highest bid: \$100,000 \$7M

Second-H. bid: \$6 ↓ \$5K

↳ First price. Didn't help.

Take away 2: English auction.

✗ ✗ ✗  
 ☆ Simultaneous Ascending Auction. (SAA)

- each item sold separately
- English / Ascending-price auction for each.

2-items 3-bidders (each wants only one)

Payoffs

Rounds	$V_1 = 10$	$V_2 = 8$	$V_3 = 5$
1	(0.1, 0.1)	(0.5, 0.5)	(1, 1)
2	(2, 0.1)	(0.5, 2)	(1, 1)
3	(2, 0.1)	(0.5, 2)	(3, 1)
⋮	⋮	⋮	⋮
(3, 2)	(4.1, 4.0)	(4, 4.9)	
(5, 2)	(4.1, 4.0)	(4, 4.9)	
(5, 2)	(4.1, 5.1)	(4, 4.9)	

VCG outcome.

"Pros"

- Resolves coordination issues
- Agents need not know their values upfront.
- "works well"
  - Similar blocks go for similar price
  - ... / at similar price sell.

→ "wonder" when

- Similar blocks go for similar price
- No outside transaction / at similar price sell.
- Price discovery: correlation bet<sup>n</sup> mid-auction (winner, price) & final (winner, price)
- Exceeds projected Rev.

\* "cons"

- Demand Reduction.

$$V_1(A) = V_1(B) = 10$$

$$V_1(AB) = 20$$

$$V_2(A) = V_2(B) = V_2(AB) = 8.$$

SAA (truthful): First bidder wins both & pays  $8+8=16$   $U_1 = 20-16 = 4$

SAA (untruthful): First bidder goes only for B → pay minimal  $\epsilon$ .  
Then second bidder will go for A.

$$U_1 = 10 - \epsilon > 4.$$

\* Exposure Problem.

$$V_1(A) = V_1(B) = 0$$

$$V_1(AB) = 100$$

$$V_2(A) = V_2(B) = V_2(AB) = 75.$$

SAA (truthful) Either 1 wins both at price of 75 each  $U_1 = 100 - 150 < 0$ .

OR 1 drops out at price of (50, 50)



OR 1 drops out at price of \$ (50, 50)  
 then 2 wins both & pays 100!

$$U_2 = 75 - 100 < 0.$$

★ Sol<sup>n</sup>: package bidding.

① Fixed packages.

A, B, C, D, AB, CD.

What if a bidder wants AC?

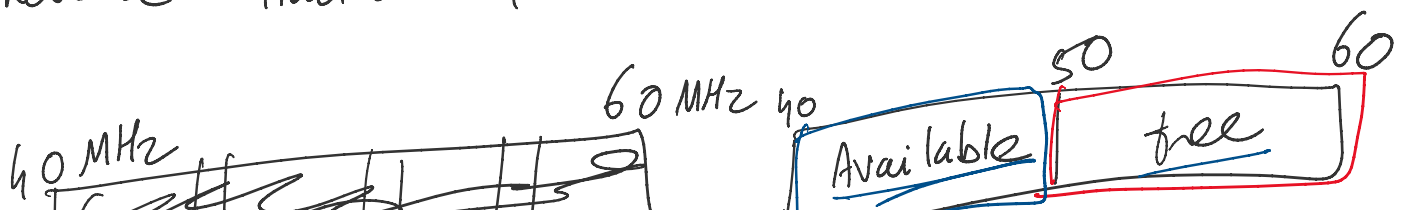
② - First run SAA: Round 1

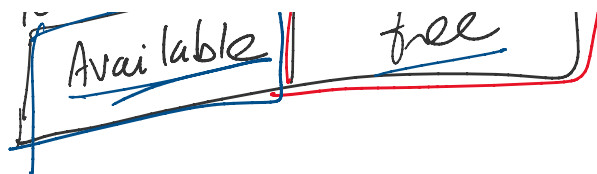
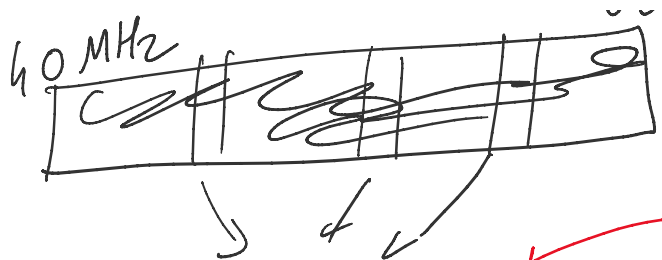
- limited package bidding: Round 2.

③ Now.  
 Both package & single bids. } 2022.



★ Reverse Auction (~ 2014)





**Buy out** & **Repack** the remaining in 40-50 MHz band.

- Intuitively buy from low-welfare agents sell to high-welfare agents.
- Repack is moderately NP-hard problem. Graph-coloring.

→ Direct Mechanism:

bidder  $i$  specifies  $(b_i, r_i)$   
bid. ↙ ↘ freq range

→ We say  $W \subseteq A$  is a feasible set

if  $A \setminus W$  can be repacked in the available range. → NP-hard.

①  $W = A$  //  $W$  is feasible because  $A \setminus W = \emptyset$ , so nothing to repack.

②  $\{i\}$  is feasible

- ①  $W = H$  //  $W$  is feasible to repack.
- ② while  $\exists i \in W$  s.t.  $W \setminus \{i\}$  is feasible
  - \* Remove one such  $i$  from  $W$ .
- ③ Return  $W$ .

\* depends on bid, range, bid/capita  
 ↓  
 give score to agents  
 ↓  
 pick highest score agent to drop from  $W$ .

If score increases w/ increase in bid  
 then the allocation rule is Monotone  
 ↓ by Myerson's payment.

DSIC Mechanism.