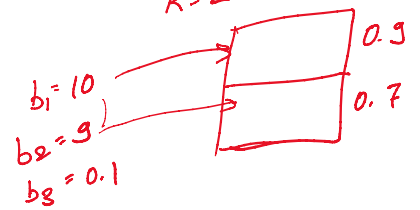


Last lec: Single item \rightarrow First price \rightarrow NE
 \rightarrow second price \rightarrow DSIC (truthful) (Awesome)
 Sponsored Search \rightarrow ②, ③, does it satisfy ①? \times Not truthful.



$0.9 \times (10 - 9)$
 $< 0.7 \times (9 - 0.1)$

Awesome Auctions:

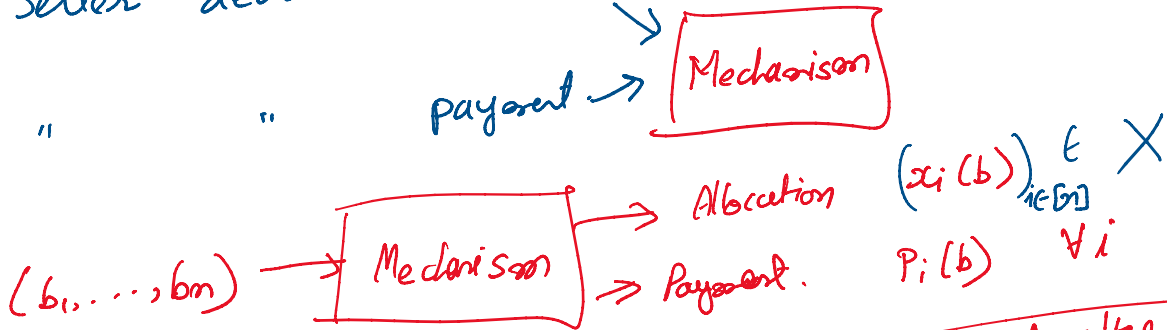
- ① DSIC (\equiv agents are truthful)
- ② Outcome (allocation) is social welfare maximize
- ③ Polytize - computable.

★ Today: Single Parameter Auctions (aim: awesome auction)

Single thing/stuff on auction. Eg., item, clicks, bandwidth,
 v_i : value of bidder i / unit of the stuff.

Format:

- ① Bidder i submits $b_i (\neq v_i)$ in a sealed bid.
- ② Seller decides ^{feasible} allocation: s.w. maximizing. $\left(\begin{matrix} \text{want bids} \\ X: \text{feasible} \\ \text{allocations} \end{matrix} \right)$
- ③ " " " payment \rightarrow Mechanism



$$U_i(b) = v_i x_i(b) - P_i(b)$$

Individual: $U_i(b) \geq 0$

Rational: $\Leftrightarrow 0 \leq \frac{P_i(b)}{v_i} \leq x_i(b)$
 \downarrow
 $\dots \dots \dots = 0$

Social welfare max allocation

arg max $x \in X \sum_{i=1}^n v_i b_i x_i$

num...

$$\Leftrightarrow 0 \leq \frac{v_i(b)}{b_i} \leq 1$$

$$b_i = 0 \Rightarrow p_i(b) = 0$$



★ Feasible Allocations Examples :

S.W. maximizing allocation. (b_1, \dots, b_n) Single item.

$$\left\{ x \mid x_i \in \{0, 1\}, \sum_{i=1}^n x_i \leq 1 \right\}$$

k -identical items.

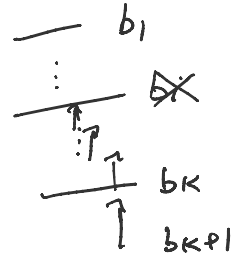
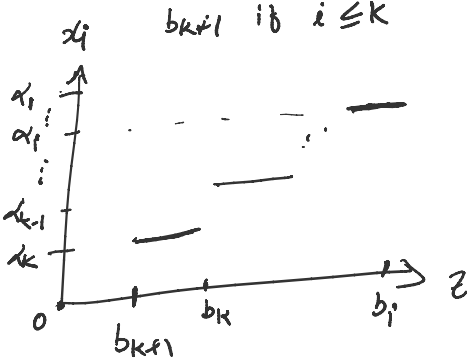
$$\left\{ x \mid x_i \in \{0, 1\}, \sum_{i=1}^n x_i \leq k \right\}$$

sponsored search (k -slots)

$b_1 \geq b_2 \geq \dots \geq b_k \geq b_{k+1} \geq \dots \geq b_n$
get the item

$$\left\{ x \mid x_i \in \{0, \alpha_1, \dots, \alpha_k\} \right.$$

$$\left. \text{at most one } x_i = \alpha_j \quad \forall j \leq k \right\}$$



Def 1: An allocation rule $x(\cdot)$ is "Implementable", if \exists payment rule $p(\cdot)$ s.t. (x, p) is DSIC mechanism.

Def 2: An allocation rule is "Monotone" if $\forall i, \forall b_i$
 $x_i(b_i, b_{-i})$ is monotone w.r.t b_i .



Myerson's Lemma:

- ① $x(\cdot)$ is implementable iff it is monotone.
- ② If $x(\cdot)$ is monotone then \exists a unique payment rule $P(\cdot)$ s.t. (x, P) is DSIS
- ③ There is an explicit formula for $P(\cdot)$.

Claim 1: If (x, P) is DSIC $\Rightarrow x(\cdot)$ is monotone.

Pf: Fix i, b_i . Now on $x(b_i) = x_i(b_i, b_{-i})$ is monotone
 $P(b_i) = P_i(b_i, b_{-i})$
 (Recall, $U_i(b) = v_i x(b_i) - P(b_i)$)

$z \neq y$ two nos.

$$\text{DSIC} \Rightarrow v_i = b_i = z \quad v_i = z \quad b_i = y \rightarrow \textcircled{1}$$

$$z x(z) - P(z) \geq z x(y) - P(y)$$

$$v_i = b_i = y \quad v_i = y, \quad b_i = z \rightarrow \textcircled{2}$$

$$y x(y) - P(y) \geq y x(z) - P(z)$$

$$z (x(y) - x(z)) \stackrel{\textcircled{1}}{\leq} P(y) - P(z) \stackrel{\textcircled{2}}{\leq} y (x(y) - x(z)) \rightarrow \textcircled{*}$$

$$\Rightarrow (y - z) (x(y) - x(z)) \geq 0$$

$$\Downarrow$$

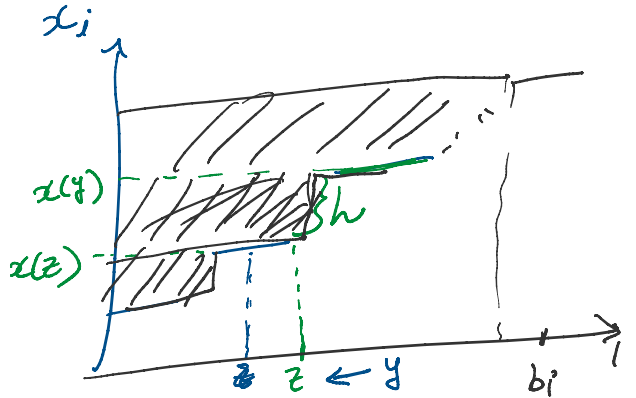
$$y > z \Rightarrow x(y) \geq x(z)$$

|| increasing

$y > z \Rightarrow x(y) > x(z)$
 x is monotone increasing

Claim 2: $x_i(\cdot)$ is monotone $\Rightarrow \exists$ unique payment $P_i(\cdot)$ formula.

PF: $z \neq y$
 $\textcircled{+} z(x(y) - x(z)) \leq P(y) - P(z) \leq y(x(y) - x(z))$
 $y \downarrow z$



Case I: If z is in bel^m useg
 $x(y) = x(z)$ as $y \rightarrow z$

$\textcircled{+} \Rightarrow 0 \leq P(y) - P(z) \leq 0 \Rightarrow P(y) = P(z)$

Case I: If z is at a break point.

$z \cdot h \leq P(y) - P(z) \leq z \cdot h \Rightarrow P(y) - P(z) = z \cdot h$

$P(y) = P(z) + z \cdot h$

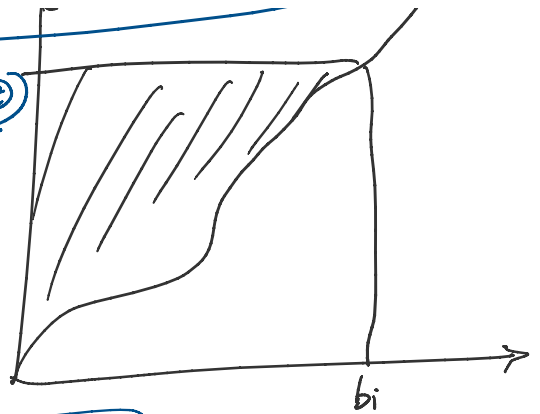
$P(b_i) = \underbrace{P(b_i) - P(z_d)}_0 + \underbrace{P(z_d) - P(z_{d-1})}_{h_d \cdot z_d}$

$+ \dots$
 $+ \underbrace{P(z_1) - P(0)}_{h_1 \cdot z_1}$
 $+ P(0) = 0$

$P(b_i) = \sum_{k=1}^d z_k \cdot \text{jump in } x(\cdot) \text{ at } z_k$

$$\lim_{y \rightarrow z} \frac{z(x(y) - x(z))}{y - z} \leq \frac{P(y) - P(z)}{y - z} \leq \frac{y(x(y) - x(z))}{y - z}$$

$$= z x'(z) \leq P'(z) \leq z \cdot x'(z)$$



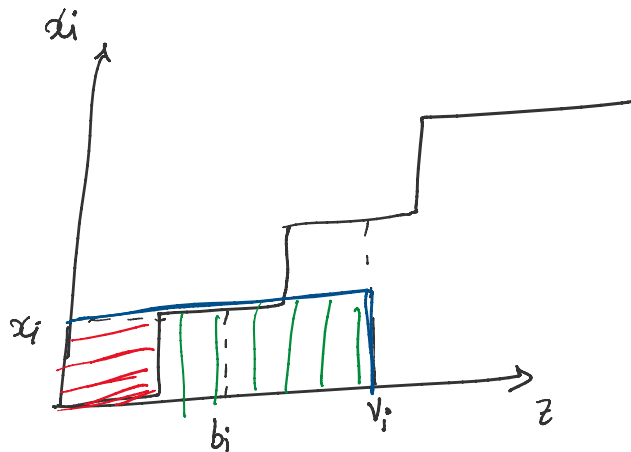
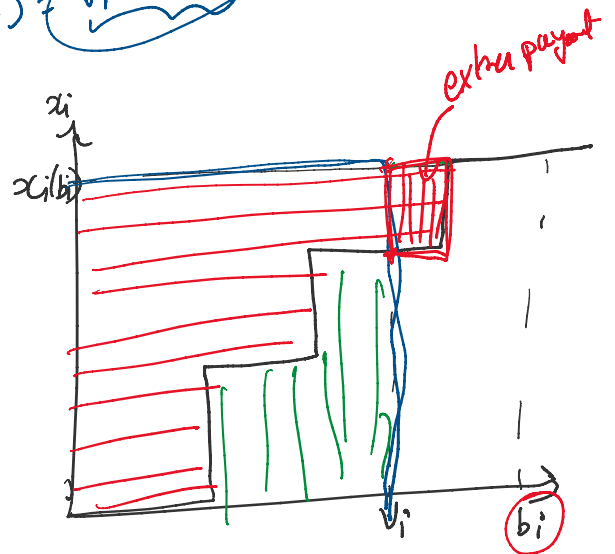
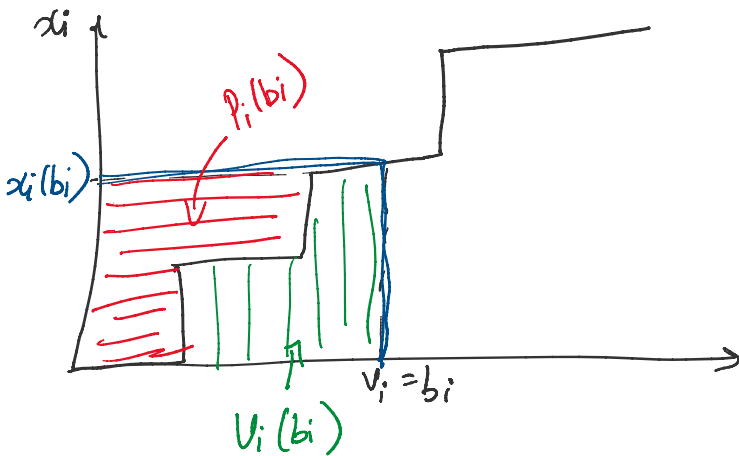
$$\Rightarrow P'(z) = z \cdot x'(z)$$

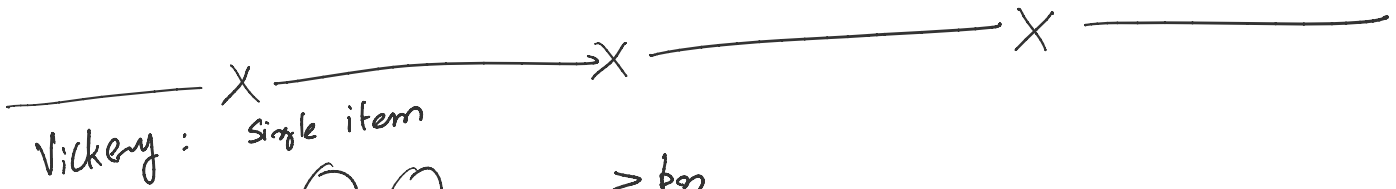
$$\Rightarrow P(b_i) = \int_0^{b_i} P'(z) dz = \int_0^{b_i} z x'(z) dz$$

Claim 3: (x, P) is DSIC.

PS: (by Picture).

$$U_i(b_i) = v_i x_i(b_i) - P_i(b_i)$$

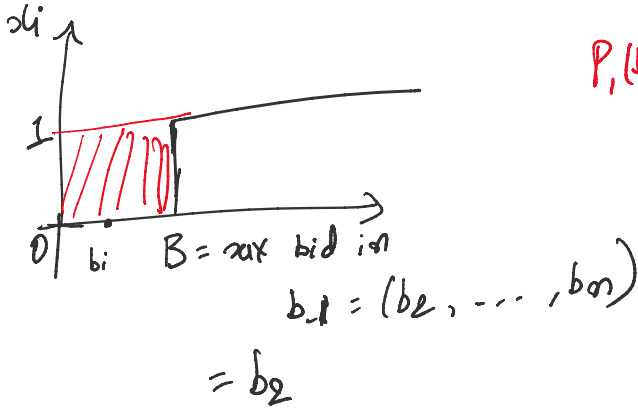




Vickrey:

Single item

$(b_1) \geq (b_2) \geq \dots \geq b_m$
 winner payment: $i=1$



$P_i(b_i) = B = b_2$
 = Myerson's payment.
 = Vickrey payment.

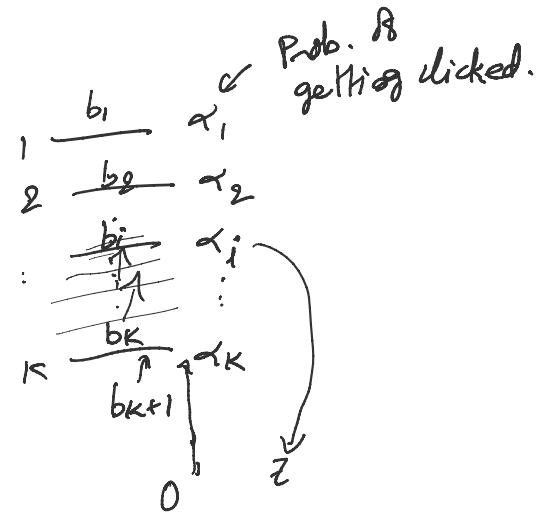
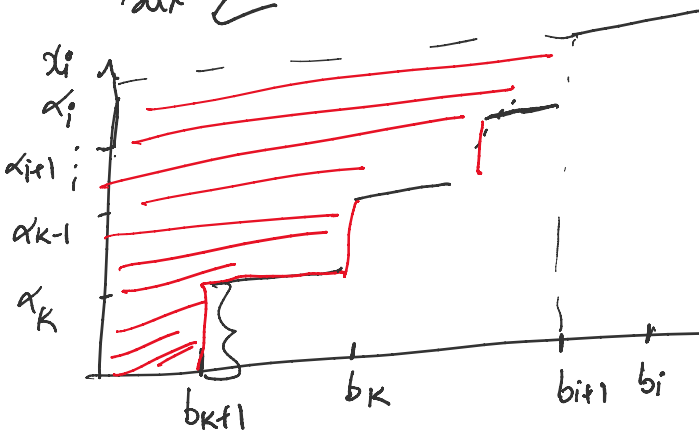
Sponsored Search: k-slots

$\alpha_1 > \alpha_2 > \dots > \alpha_k > 0$
 α_{k+1}

$b_1 > b_2 > \dots > b_k > b_{k+1} > \dots > b_m$

$b_{\pi(i)}$ goes to slot i

$\max \sum b_{\pi(i)} \cdot \alpha_i$



$$P_i(b_i) = b_{k+1}(\alpha_k - 0) + b_k(\alpha_{k-1} - \alpha_k) + b_{i+1}(\alpha_i - \alpha_{i+1}) = \sum_{d=1}^i b_{d+1}(\alpha_d - \alpha_{d+1})$$

A number line diagram with points labeled b_{k+1} , b_k , b_{i+1} , and b_i from left to right. A shaded region is shown between b_{k+1} and b_k . To the right of the diagram is the equation $\bar{z} = \sum_{d=k}^i b_{d+1} (\alpha_d - \alpha_{d+1})$.

$P_i(b_i) =$ Externality caused by agent i
to the welfare of the system

$=$ Welfare of all the other agents
when i does not participate
in the auction.

—
Welfare of all the other agents
when i participates in the
auction