

## Credible Mechanisms

Mohammad Akbarpour  
Stanford  
Graduate School of Business

Shengwu Li  
Harvard  
Society of Fellows

April 2018

# A tale of three auctions

## Ascending auction

Art, fish, livestock, timber, oil rights, used cars, real estate. . .

# A tale of three auctions

Ascending auction

strategy-proof

Art, fish, livestock, timber, oil rights, used cars, real estate. . .

## A tale of three auctions

### Ascending auction

strategy-proof

Art, fish, livestock, timber, oil rights, used cars, real estate. . .

### First-price auction

Procurement, government bonds, timber, oil rights, real estate. . .

# A tale of three auctions

Ascending auction

strategy-proof

Art, fish, livestock, timber, oil rights, used cars, real estate. . .

First-price auction

static

Procurement, government bonds, timber, oil rights, real estate. . .

# A tale of three auctions

Ascending auction

strategy-proof

Art, fish, livestock, timber, oil rights, used cars, real estate. . .

First-price auction

static

Procurement, government bonds, timber, oil rights, real estate. . .

Second-price auction

Government bonds, collectible stamps, Internet advertising. . .

# A tale of three auctions

Ascending auction

strategy-proof

Art, fish, livestock, timber, oil rights, used cars, real estate. . .

First-price auction

static

Procurement, government bonds, timber, oil rights, real estate. . .

Second-price auction

strategy-proof and static

Government bonds, collectible stamps, Internet advertising. . .

# A tale of three auctions

Ascending auction

strategy-proof

Art, fish, livestock, timber, oil rights, used cars, real estate. . .

First-price auction

static

Procurement, government bonds, timber, oil rights, real estate. . .

Second-price auction

strategy-proof and static

Government bonds, collectible stamps, Internet advertising. . .

Why do **these three** formats persist?



# A tale of three auctions

## Ascending auction

strategy-proof

Art, fish, livestock, timber, oil rights, used cars, real estate. . .

## First-price auction

static

Procurement, government bonds, timber, oil rights, real estate. . .

## Second-price auction

strategy-proof and static

Government bonds, collectible stamps, Internet advertising. . .

Why do **these three** formats persist?

Why do **all three** formats persist?

# Mechanism Design: The Standard Approach

## Full commitment

Incentive compatibility for the bidders, not for the auctioneer.

# Mechanism Design: The Standard Approach

## Full commitment

Incentive compatibility for the bidders, not for the auctioneer.

*[The auctioneer] binds himself in such a way that all the bidders know that he cannot change his procedures after observing the bids, even though **it might be in his interest ex post to renege**. In other words, the organizer of the auction moves as the Stackelberg leader or first mover.*

McAfee & McMillan 1987

## Bending the rules

### In a second-price auction:

1. Receive sealed bids  $b_1 > b_2$ .

## Bending the rules

### In a second-price auction:

1. Receive sealed bids  $b_1 > b_2$ .
2. Pretend (to bidder 1) that  $\hat{b}_2 = b_1 - \epsilon$ .

## Bending the rules

### In a second-price auction:

1. Receive sealed bids  $b_1 > b_2$ .
2. Pretend (to bidder 1) that  $\hat{b}_2 = b_1 - \epsilon$ .
3. Neither bidder notices.
4. Strict profit.

Auctioneer would want to deviate. (Vickrey 1961)

## Bending the rules

### In a second-price auction:

1. Receive sealed bids  $b_1 > b_2$ .
2. Pretend (to bidder 1) that  $\hat{b}_2 = b_1 - \epsilon$ .
3. Neither bidder notices.
4. Strict profit.

Auctioneer would want to deviate. (Vickrey 1961)

### In a first-price auction:

1. Receive bids  $b_1 > b_2$ .

## Bending the rules

### In a second-price auction:

1. Receive sealed bids  $b_1 > b_2$ .
2. Pretend (to bidder 1) that  $\hat{b}_2 = b_1 - \epsilon$ .
3. Neither bidder notices.
4. Strict profit.

Auctioneer would want to deviate. (Vickrey 1961)

### In a first-price auction:

1. Receive bids  $b_1 > b_2$ .
2. Invert bid function  $\mathbf{b}_1^{-1}(b_1) = v_1$ .
3. Make TIOLI offer (to bidder 1) of  $v_1 - \epsilon$ .



## Bending the rules

### In a second-price auction:

1. Receive sealed bids  $b_1 > b_2$ .
2. Pretend (to bidder 1) that  $\hat{b}_2 = b_1 - \epsilon$ .
3. Neither bidder notices.
4. Strict profit.

Auctioneer would want to deviate. (Vickrey 1961)

### In a first-price auction:

1. Receive bids  $b_1 > b_2$ .
2. Invert bid function  $\mathbf{b}_1^{-1}(b_1) = v_1$ .
3. Make TIOLI offer (to bidder 1) of  $v_1 - \epsilon$ .
4. Bidder 1 brings a lawsuit and wins.

## Second-price auctions by mail

*After some time in the business, I ran an auction with some high mail bids from an elderly gentleman who'd been a good customer of ours and obviously trusted us.*

Jeff Purser, stamp auctioneer, Connecticut  
reported by Lucking-Reiley 2000

## Second-price auctions by mail

*After some time in the business, I ran an auction with some high mail bids from an elderly gentleman who'd been a good customer of ours and obviously trusted us. My wife Melissa, who ran the business with me, stormed into my office the day after the sale, upset that **I'd used his full bid on every lot, even when it was considerably higher than the second-highest bid.***

Jeff Purser, stamp auctioneer, Connecticut  
reported by Lucking-Reiley 2000

## Second-Price Auctions for Online Ads



**'A proverbial black box': Open-exchange auctions have a transparency problem**

MAY 8, 2017 by [Yuyu Chen](#)

## Second-Price Auctions for Online Ads

*In a second-price auction, raising the price floors after the bids come in allows [online auctioneers] to make extra cash off unsuspecting buyers [...]*

Ross Benes, reporting for *Digiday*, Sep 13 2017

## Second-Price Auctions for Online Ads

*In a second-price auction, raising the price floors after the bids come in allows [online auctioneers] to make extra cash off unsuspecting buyers [...]. This practice persists because **neither the publisher nor the ad buyer has complete access to all the data involved in the transaction**, so unless they get together and compare their data, publishers and buyers won't know for sure who their vendor is ripping off.*

Ross Benes, reporting for *Digiday*, Sep 13 2017

# “Chandelier Bidding”



## “Chandelier Bidding”



*Under New York City regulations auctioneers can fabricate bids up to an item's reserve price. Because a reserve price is secret and not listed in the catalog, bidders have no way of knowing which offers are real.*

NYT, April 24, 2000



## From the world to the model

Outside the model

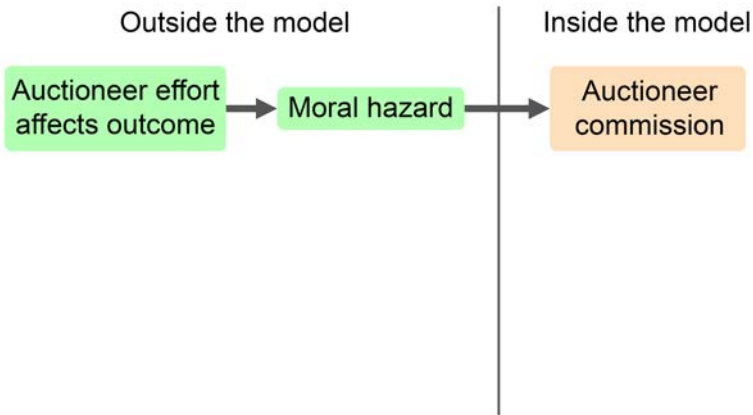
Auctioneer effort  
affects outcome



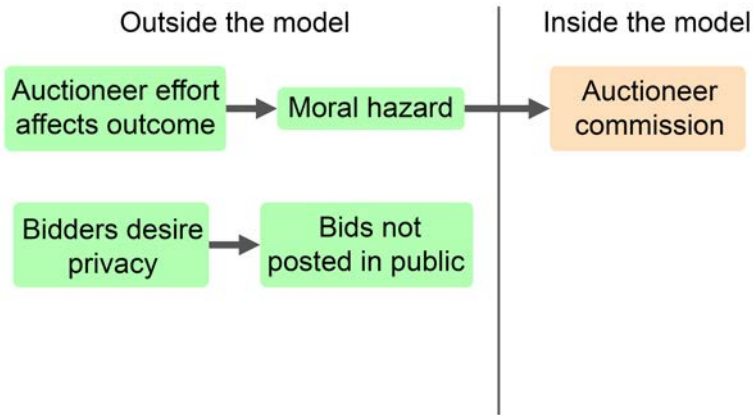
Moral hazard

Inside the model

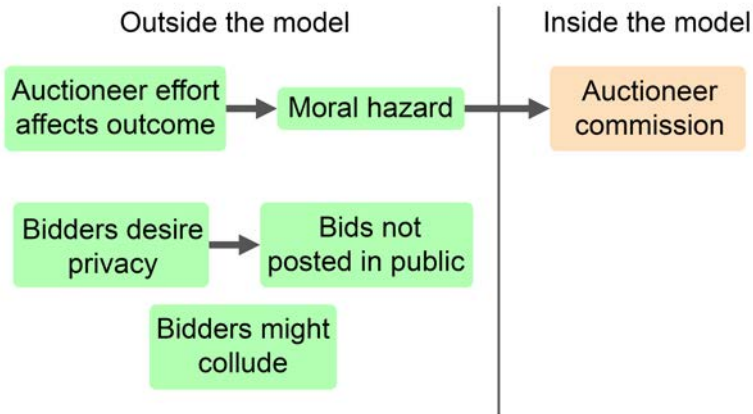
## From the world to the model



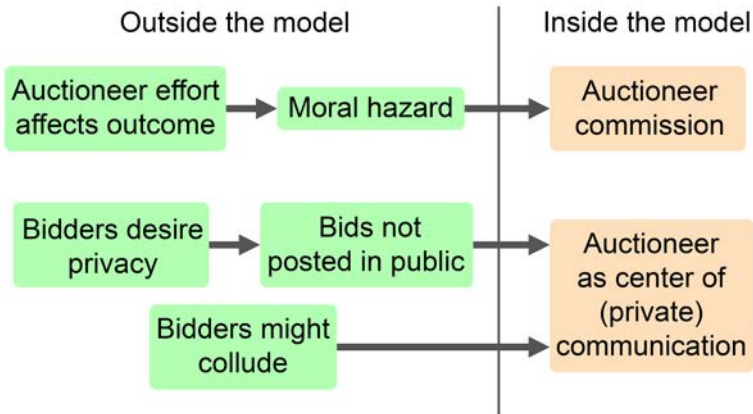
## From the world to the model



## From the world to the model



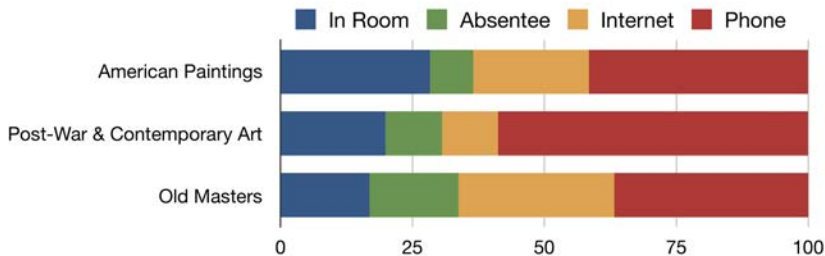
## From the world to the model



# Auctions by telephone

## Winning Bids By Source

Christie's, New York, Spring 2013



Reported by the Wall Street Journal

## Auctions by telephone



## Auctions by telephone



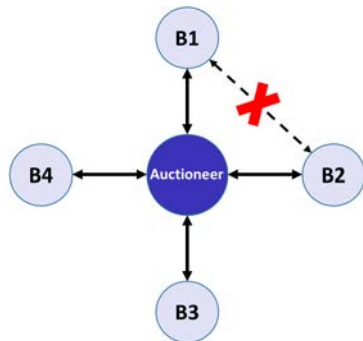
Suppose all the serious bidders are phone bidders.  
In which formats does the auctioneer *want* to follow the rules?



## Warning: Substantive Assumptions

Auctioneer is the nexus of communication

Private 'telephone calls' to bidders.  
Can misrepresent to  $i$  what  $j$  has done.



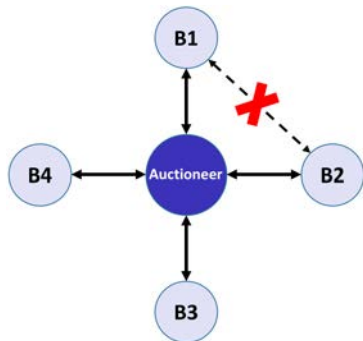
## Warning: Substantive Assumptions

Auctioneer is the nexus of communication

Private 'telephone calls' to bidders.  
Can misrepresent to  $i$  what  $j$  has done.

No watches or stopwatches.

Bidders do not know how many calls the auctioneer made to other bidders.



## Warning: Substantive Assumptions

Auctioneer is the nexus of communication

Private 'telephone calls' to bidders.  
Can misrepresent to  $i$  what  $j$  has done.

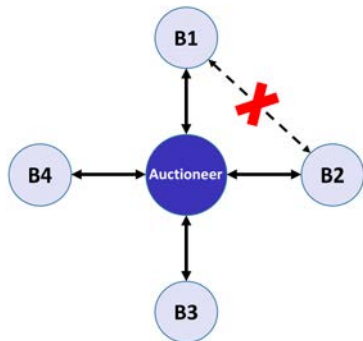
No watches or stopwatches.

Bidders do not know how many calls the auctioneer made to other bidders.

Informal definition

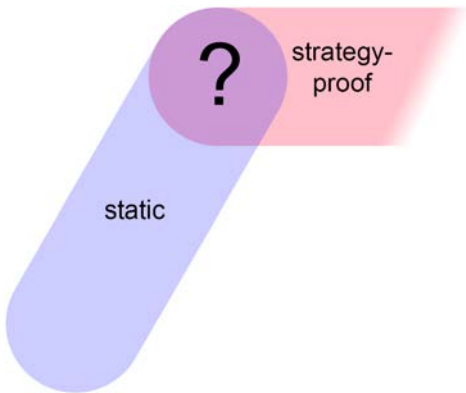
Auctioneer may deviate in ways that no single bidder can detect.

**credible**  $\equiv$  incentive-compatible for auctioneer to follow the rules.



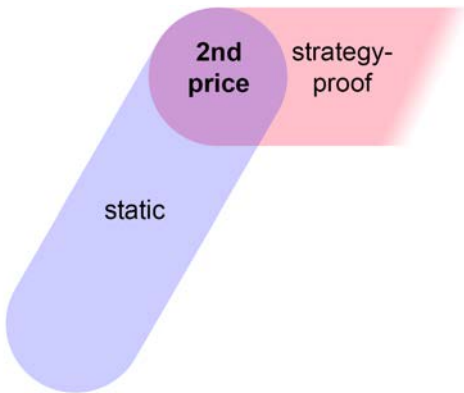
# Optimal auctions

regular i.i.d. values  
only winners make transfers  
auctioneer wants revenue



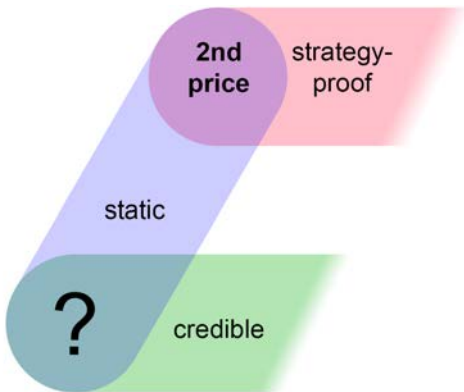
# Optimal auctions

regular i.i.d. values  
only winners make transfers  
auctioneer wants revenue



# Optimal auctions

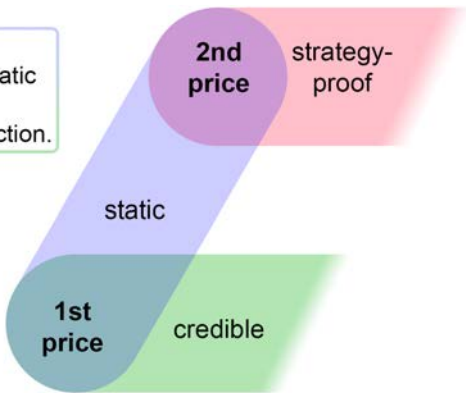
regular i.i.d. values  
only winners make transfers  
auctioneer wants revenue



# Optimal auctions

regular i.i.d. values  
only winners make transfers  
auctioneer wants revenue

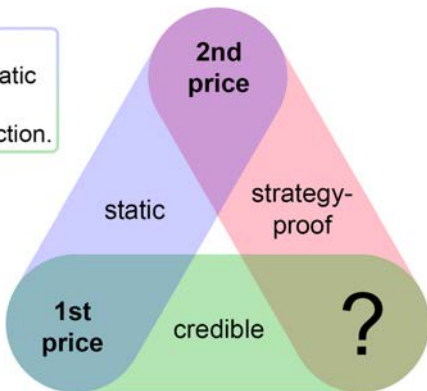
Result 1  
G is credible & static  
if and only if  
G is a 1st price auction.



# Optimal auctions

regular i.i.d. values  
only winners make transfers  
auctioneer wants revenue

Result 1  
G is credible & static  
if and only if  
G is a 1st price auction.

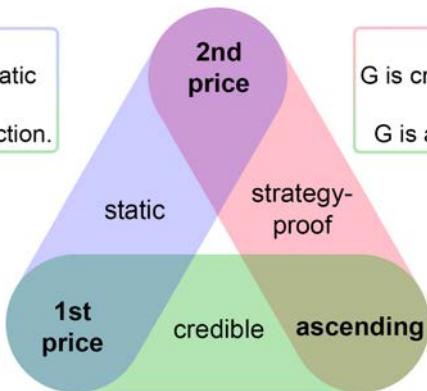




# Optimal auctions

regular i.i.d. values  
only winners make transfers  
auctioneer wants revenue

Result 1  
G is credible & static  
if and only if  
G is a 1st price auction.



Result 2  
G is credible & strategy-proof  
if and only if  
G is an ascending auction.

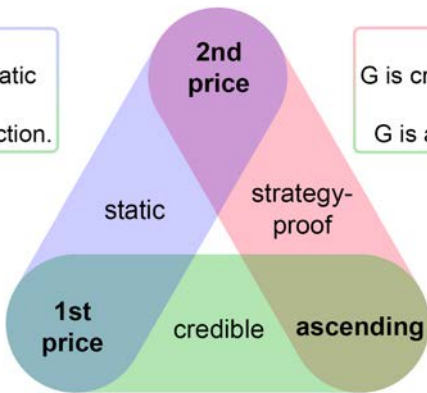
# Optimal auctions

regular i.i.d. values

only winners make transfers

auctioneer wants revenue

Result 1  
G is credible & static  
if and only if  
G is a 1st price auction.



Result 2  
G is credible & strategy-proof  
if and only if  
G is an ascending auction.

# A Mechanism Design Framework

(auctions will be a special case)

1. A set of agents  $N$
2. Finite type spaces  $(\Theta_i)_{i \in N}$
3. Joint distribution  $D : \Theta_N \rightarrow (0, 1]$  (full support)
4. Outcomes  $X$
5. Utility  $u_i : X \times \Theta_i \rightarrow \mathbb{R}$

# A Mechanism Design Framework

(auctions will be a special case)

1. A set of agents  $N$
2. Finite type spaces  $(\Theta_i)_{i \in N}$
3. Joint distribution  $D : \Theta_N \rightarrow (0, 1]$  (full support)
4. Outcomes  $X$
5. Utility  $u_i : X \times \Theta_i \rightarrow \mathbb{R}$
6. Auctioneer utility  $u_0 : X \times \Theta_N \rightarrow \mathbb{R}$ 
  - e.g. auction revenue, social surplus.

# A Mechanism Design Framework

(auctions will be a special case)

1. A set of agents  $N$
2. Finite type spaces  $(\Theta_i)_{i \in N}$
3. Joint distribution  $D : \Theta_N \rightarrow (0, 1]$  (full support)
4. Outcomes  $X$
5. Utility  $u_i : X \times \Theta_i \rightarrow \mathbb{R}$
6. Auctioneer utility  $u_0 : X \times \Theta_N \rightarrow \mathbb{R}$ 
  - e.g. auction revenue, social surplus.
7. For each agent, a partition  $\mathcal{X}_i$  of  $X$ .
  - e.g. I directly observe my payment, but not your payment.
  - Not a design choice.

# A Mechanism Design Framework

(auctions will be a special case)

1. A set of agents  $N$
2. Finite type spaces  $(\Theta_i)_{i \in N}$
3. Joint distribution  $D : \Theta_N \rightarrow (0, 1]$  (full support)
4. Outcomes  $X$
5. Utility  $u_i : X \times \Theta_i \rightarrow \mathbb{R}$
6. Auctioneer utility  $u_0 : X \times \Theta_N \rightarrow \mathbb{R}$ 
  - e.g. auction revenue, social surplus.
7. For each agent, a partition  $\mathcal{X}_i$  of  $X$ .
  - e.g. I directly observe my payment, but not your payment.
  - Not a design choice.

## Implementation via extensive forms

**G** denotes an **extensive game form with consequences in  $X$** .

1. Finitely many histories.
2. No chance moves.
3. Perfect recall.

## Implementation via extensive forms

**G** denotes an **extensive game form with consequences in  $X$** .

1. Finitely many histories.
2. No chance moves.
3. Perfect recall.

$$S_i : \text{infosets} \times \Theta_i \rightarrow \text{actions}$$



## Implementation via extensive forms

$G$  denotes an **extensive game form with consequences in  $X$** .

1. Finitely many histories.
2. No chance moves.
3. Perfect recall.

$S_i$ : infosets  $\times \Theta_i \rightarrow$  actions

Protocol  $(G, S_N)$  is **Bayesian Incentive Compatible (BIC)** if

$$\forall i : S_i \in \operatorname{argmax}_{S'_i} \underbrace{\mathbb{E}_{\theta_N}[u_i^G(S'_i, S_{-i}, \theta_N)]}_{\text{expected utility}}$$

## Implementation via extensive forms

$G$  denotes an **extensive game form with consequences in  $X$** .

1. Finitely many histories.
2. No chance moves.
3. Perfect recall.

$$S_i : \text{infosets} \times \Theta_i \rightarrow \text{actions}$$

Protocol  $(G, S_N)$  is **Bayesian Incentive Compatible (BIC)** if

$$\forall i : S_i \in \underset{S'_i}{\operatorname{argmax}} \underbrace{\mathbb{E}_{\theta_N}[u_i^G(S'_i, S_{-i}, \theta_N)]}_{\text{expected utility}}$$

4. For every history  $h$ , there exists  $\theta_N$  such that  $h$  is on the path-of-play.
5. Every infoset has at least two actions.
6. If  $i$  is called to play at  $h$ , then  $i$  can affect the outcome.

## Implementation via extensive forms

$G$  denotes an **extensive game form with consequences in  $X$** .

1. Finitely many histories.
2. No chance moves.
3. Perfect recall.

$$S_i : \text{infosets} \times \Theta_i \rightarrow \text{actions}$$

Protocol  $(G, S_N)$  is **Bayesian Incentive Compatible (BIC)** if

$$\forall i : S_i \in \underset{S'_i}{\operatorname{argmax}} \underbrace{\mathbb{E}_{\theta_N}[u_i^G(S'_i, S_{-i}, \theta_N)]}_{\text{expected utility}}$$

4. For every history  $h$ , there exists  $\theta_N$  such that  $h$  is on the path-of-play.
5. Every infoset has at least two actions.
6. If  $i$  is called to play at  $h$ , then  $i$  can affect the outcome.

Hurwicz (1972) defines incentive compatibility for agents:

*In effect, our concept of incentive compatibility merely requires that **no one should find it profitable to "cheat,"***

Hurwicz (1972) defines incentive compatibility for agents:

*In effect, our concept of incentive compatibility merely requires that no one should find it profitable to “cheat,” where cheating is defined as **behavior that can be made to look “legal” by a misrepresentation of a participant’s preferences or endowment**, with the proviso that the fictitious preferences should be within certain “plausible” limits.*

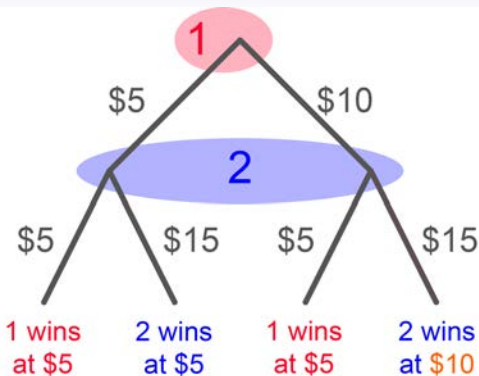
Hurwicz (1972) defines incentive compatibility for agents:

*In effect, our concept of incentive compatibility merely requires that no one should find it profitable to “cheat,” where cheating is defined as behavior that can be made to look “legal” by a misrepresentation of a participant’s preferences or endowment, with the proviso that the fictitious preferences should be **within certain “plausible” limits.**  $\equiv \Theta_i$*

Hurwicz (1972) defines incentive compatibility for agents:

*In effect, our concept of incentive compatibility merely requires that no one should find it profitable to “cheat,” where cheating is defined as behavior that can be made to look “legal” by a misrepresentation of a participant’s preferences or endowment, with the proviso that the fictitious preferences should be within certain “plausible” limits.  $\equiv \Theta_i$*

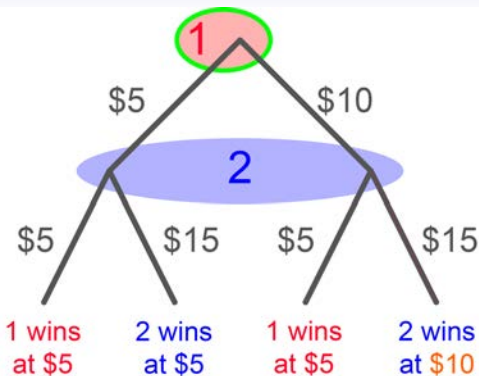
How can we extend this idea to include **auctioneer** deviations?



1 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\}, \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$

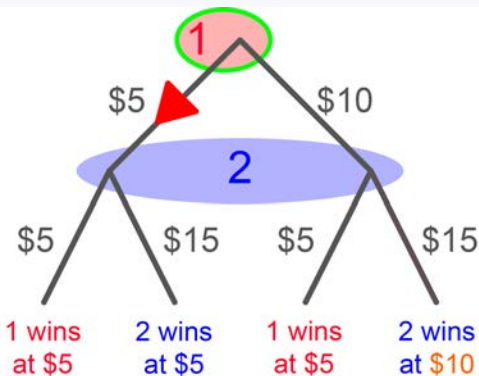
2 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$





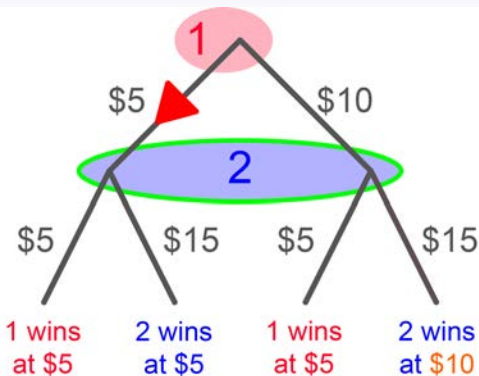
1 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\}, \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$

2 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$



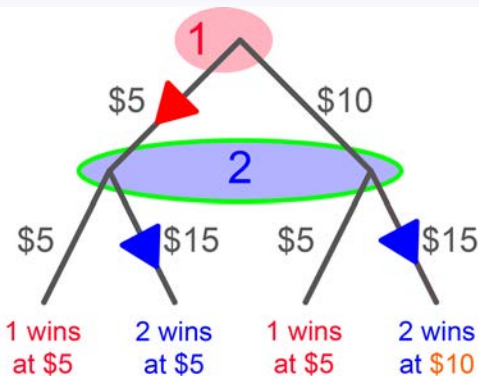
1 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\}, \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$

2 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$



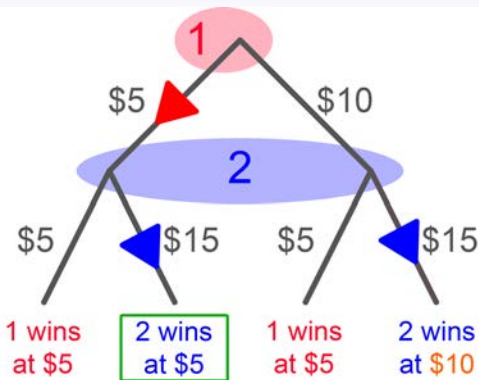
1 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\}, \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$

2 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$



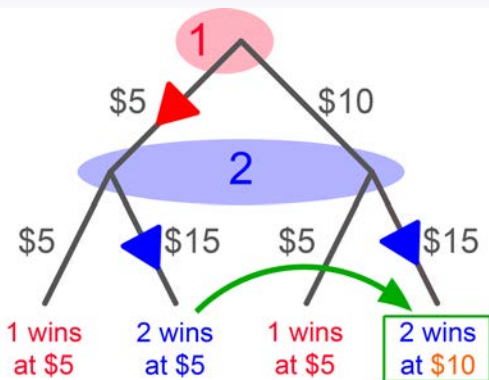
1 observes:  $\left\{ \begin{array}{l} \text{1 wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} \text{2 wins} \\ \text{at } \$5 \end{array} \right\}, \left\{ \begin{array}{l} \text{2 wins} \\ \text{at } \$10 \end{array} \right\}$

2 observes:  $\left\{ \begin{array}{l} \text{1 wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} \text{2 wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} \text{2 wins} \\ \text{at } \$10 \end{array} \right\}$



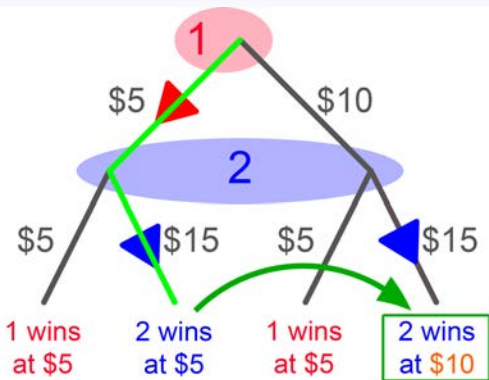
1 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} , \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\} , \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$

2 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} , \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\} , \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$



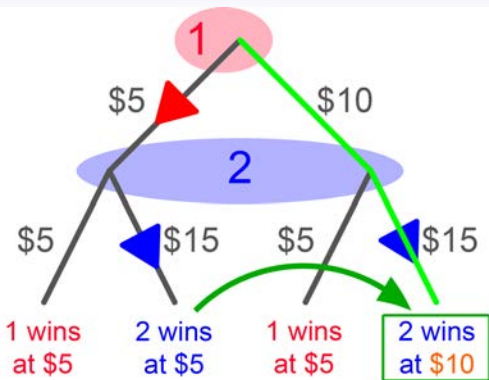
1 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\}, \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$

2 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$



1 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\}, \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$

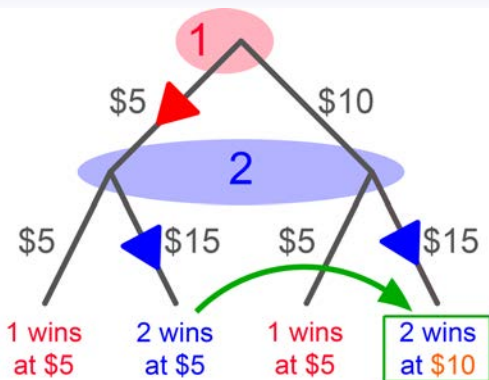
2 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$



1 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\}, \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$

2 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$





1 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\}, \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$

2 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$

## A Messaging Game

1. Auctioneer can:
  - 1.1 Either: Choose an outcome and end the game.
  - 1.2 Or: Go to Step 2.
2. Auctioneer chooses some  $i \in N$ , sends message  $m$ , set of acceptable replies  $R$ .
3.  $i$  privately observes  $(m, R)$ , chooses  $r \in R$ .
4. Auctioneer privately observes  $r$ . Go to Step 1.

# A Messaging Game

1. Auctioneer can:
  - 1.1 Either: Choose an outcome and end the game.
  - 1.2 Or: Go to Step 2.
2. Auctioneer chooses some  $i \in N$ , sends message  $m$ , set of acceptable replies  $R$ .
3.  $i$  privately observes  $(m, R)$ , chooses  $r \in R$ .
4. Auctioneer privately observes  $r$ . Go to Step 1.

## An isomorphism

For any  $G$ , can define  $S_0$  that is 'equivalent' for the agents.  
For any  $S_0$ , can define  $G$  that is 'equivalent' for the agents.

# A Messaging Game

1. Auctioneer can:
  - 1.1 Either: Choose an outcome and end the game.
  - 1.2 Or: Go to Step 2.
2. Auctioneer chooses some  $i \in N$ , sends message  $m$ , set of acceptable replies  $R$ .
3.  $i$  privately observes  $(m, R)$ , chooses  $r \in R$ .
4. Auctioneer privately observes  $r$ . Go to Step 1.

**Full commitment:** To 'run'  $G$ , auctioneer commits to  $S_0^G$ .

## A Messaging Game

1. Auctioneer can:
  - 1.1 Either: Choose an outcome and end the game.
  - 1.2 Or: Go to Step 2.
2. Auctioneer chooses some  $i \in N$ , sends message  $m$ , set of acceptable replies  $R$ .
3.  $i$  privately observes  $(m, R)$ , chooses  $r \in R$ .
4. Auctioneer privately observes  $r$ . Go to Step 1.

**Full commitment:** To 'run'  $G$ , auctioneer commits to  $S_0^G$ .

**Partial commitment:** Auctioneer can deviate to any  $S_0$  that an individual agent cannot distinguish from  $S_0^G$ .

## A Messaging Game

1. Auctioneer can:
  - 1.1 Either: Choose an outcome and end the game.
  - 1.2 Or: Go to Step 2.
2. Auctioneer chooses some  $i \in N$ , sends message  $m$ , set of acceptable replies  $R$ .
3.  $i$  privately observes  $(m, R)$ , chooses  $r \in R$ .
4. Auctioneer privately observes  $r$ . Go to Step 1.

**Full commitment:** To 'run'  $G$ , auctioneer commits to  $S_0^G$ .

**Partial commitment:** Auctioneer can deviate to any  $S_0$  that  
an individual agent cannot distinguish from  $S_0^G$ .

## How the auctioneer can deviate

Consider protocol  $(G, S_N)$ , and  $S_0^G$  that 'runs'  $G$ .

## How the auctioneer can deviate

Consider protocol  $(G, S_N)$ , and  $S_0^G$  that 'runs'  $G$ .

$o_i$  observation for  $i =$

communication sequence  $(m_i^t, R_i^t, r_i^t)_{t=1}^T$

& cell of outcome partition  $\mathcal{X}_i$



## How the auctioneer can deviate

Consider protocol  $(G, S_N)$ , and  $S_0^G$  that 'runs'  $G$ .

$o_i$  observation for  $i =$

communication sequence  $(m_i^t, R_i^t, r_i^t)_{t=1}^T$

& cell of outcome partition  $\mathcal{X}_i$

$$S_i : \underbrace{\text{messages}}_{\text{infosets}} \times \Theta_i \rightarrow \underbrace{\text{replies}}_{\text{actions}}$$

## How the auctioneer can deviate

Consider protocol  $(G, S_N)$ , and  $S_0^G$  that 'runs'  $G$ .

$o_i$  observation for  $i =$

communication sequence  $(m_i^t, R_i^t, r_i^t)_{t=1}^T$

& cell of outcome partition  $\mathcal{X}_i$

$$S_i : \underbrace{\text{messages}}_{\text{infosets}} \times \Theta_i \rightarrow \underbrace{\text{replies}}_{\text{actions}}$$

resulting observation denoted  $o_i(S_0, S_N, \theta_N)$

## How the auctioneer can deviate

Consider protocol  $(G, S_N)$ , and  $S_0^G$  that 'runs'  $G$ .

$o_i$  observation for  $i =$   
 communication sequence  $(m_i^t, R_i^t, r_i^t)_{t=1}^T$   
 & cell of outcome partition  $\mathcal{X}_i$

$$S_i : \underbrace{\text{messages}}_{\text{infosets}} \times \Theta_i \rightarrow \underbrace{\text{replies}}_{\text{actions}}$$

resulting observation denoted  $o_i(S_0, S_N, \theta_N)$

$o_i(S_0, S_N, \theta_N)$  has an **innocent explanation** if:

$$\exists \theta'_{-i} : o_i(S_0^G, S_N, (\theta_i, \theta'_{-i})) = o_i(S_0, S_N, \theta_N)$$

## How the auctioneer can deviate

Consider protocol  $(G, S_N)$ , and  $S_0^G$  that 'runs'  $G$ .

$o_i$  observation for  $i =$   
 communication sequence  $(m_i^t, R_i^t, r_i^t)_{t=1}^T$   
 & cell of outcome partition  $\mathcal{X}_i$

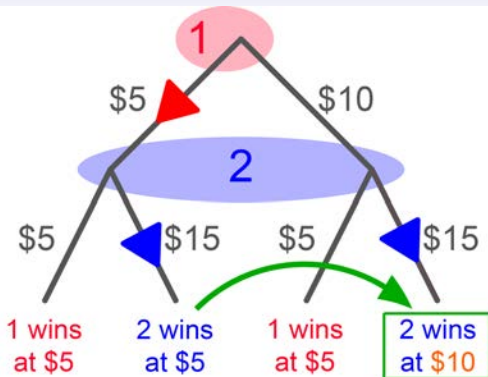
$$S_i : \underbrace{\text{messages}}_{\text{infosets}} \times \Theta_i \rightarrow \underbrace{\text{replies}}_{\text{actions}}$$

resulting observation denoted  $o_i(S_0, S_N, \theta_N)$

$o_i(S_0, S_N, \theta_N)$  has an **innocent explanation** if:

$$\exists \theta'_{-i} : o_i(S_0^G, S_N, (\theta_i, \theta'_{-i})) = o_i(S_0, S_N, \theta_N)$$

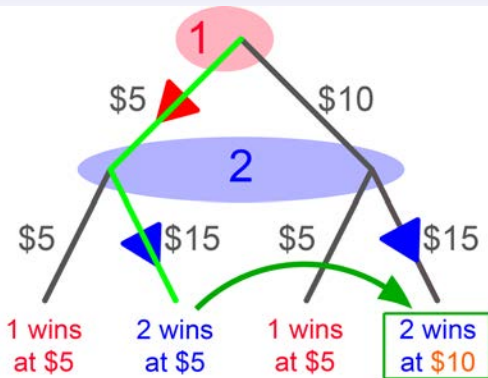
$S_0$  is **safe** if  $\forall i : \forall \theta_N : o_i(S_0, S_N, \theta_N)$  has an innocent explanation.



Auctioneer's deviation

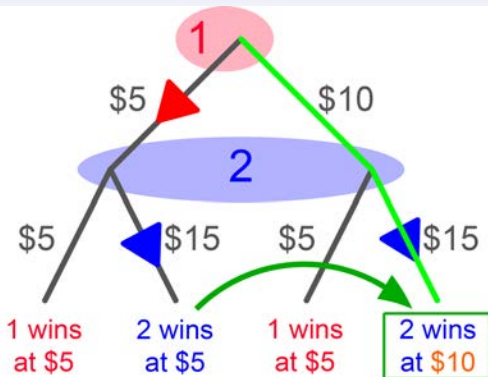
1 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\}, \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$

2 observes:  $\left\{ \begin{array}{l} 1 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} 2 \text{ wins} \\ \text{at } \$10 \end{array} \right\}$



Innocent explanation for 1's observation

$$\begin{array}{l}
 \text{1 observes: } \left\{ \begin{array}{l} \text{1 wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} \text{2 wins} \\ \text{at } \$5 \end{array} \right\}, \left\{ \begin{array}{l} \text{2 wins} \\ \text{at } \$10 \end{array} \right\} \\
 \text{2 observes: } \left\{ \begin{array}{l} \text{1 wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} \text{2 wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} \text{2 wins} \\ \text{at } \$10 \end{array} \right\}
 \end{array}$$

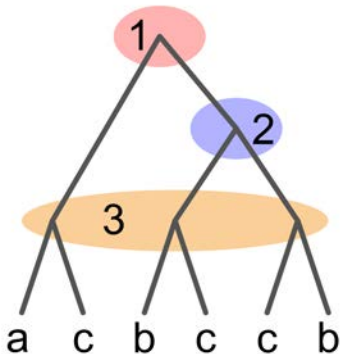


Innocent explanation for 2's observation

$$\begin{array}{l}
 \text{1 observes: } \left\{ \begin{array}{l} \text{1 wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} \text{2 wins} \\ \text{at } \$5 \end{array} \right\}, \left\{ \begin{array}{l} \text{2 wins} \\ \text{at } \$10 \end{array} \right\} \\
 \text{2 observes: } \left\{ \begin{array}{l} \text{1 wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} \text{2 wins} \\ \text{at } \$5 \end{array} \right\} \left\{ \begin{array}{l} \text{2 wins} \\ \text{at } \$10 \end{array} \right\}
 \end{array}$$

The auctioneer can deviate 'midway'.

by-the-book



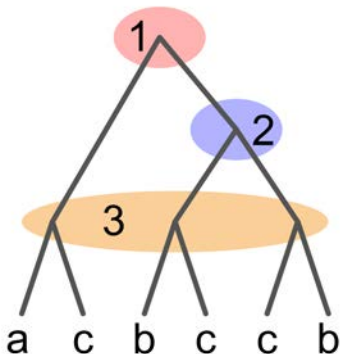
1 observes:  $\{a, b\}\{c\}$

2 & 3 observe:  $\{a\}\{b\}\{c\}$

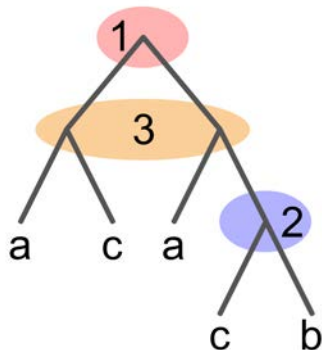


The auctioneer can deviate 'midway'.

by-the-book



safe deviation

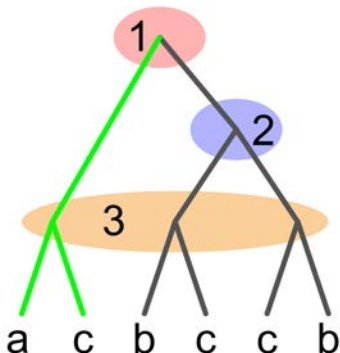


1 observes:  $\{a, b\}\{c\}$

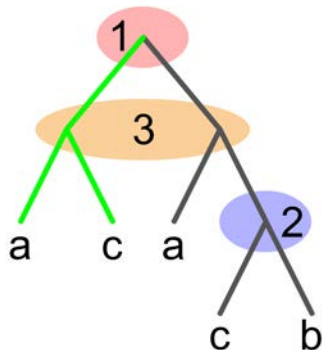
2 & 3 observe:  $\{a\}\{b\}\{c\}$

The auctioneer can deviate 'midway'.

by-the-book



safe deviation

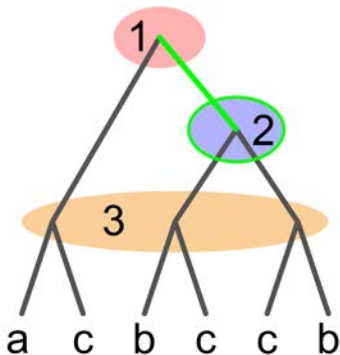


1 observes:  $\{a, b\}\{c\}$

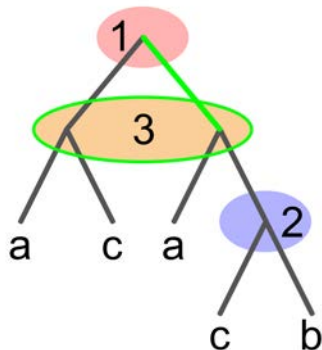
2 & 3 observe:  $\{a\}\{b\}\{c\}$

The auctioneer can deviate 'midway'.

by-the-book



safe deviation

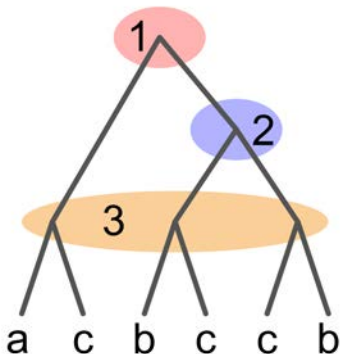


1 observes:  $\{a, b\}\{c\}$

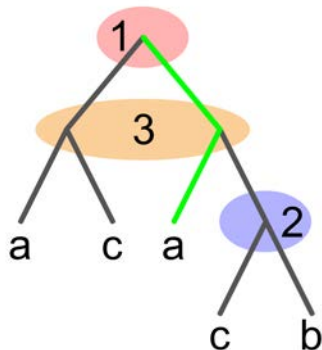
2 & 3 observe:  $\{a\}\{b\}\{c\}$

The auctioneer can deviate 'midway'.

by-the-book



safe deviation

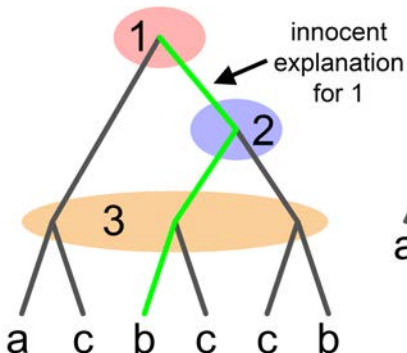


1 observes:  $\{a, b\}\{c\}$

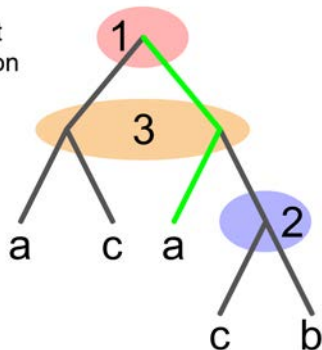
2 & 3 observe:  $\{a\}\{b\}\{c\}$

The auctioneer can deviate 'midway'.

by-the-book



safe deviation

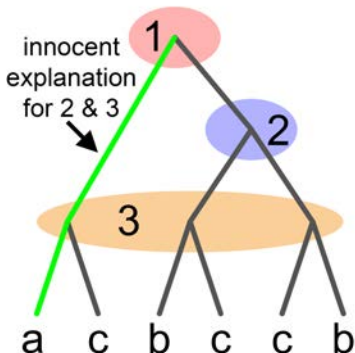


1 observes:  $\{a, b\}\{c\}$

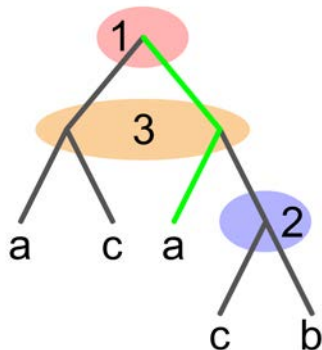
2 & 3 observe:  $\{a\}\{b\}\{c\}$

The auctioneer can deviate 'midway'.

by-the-book



safe deviation

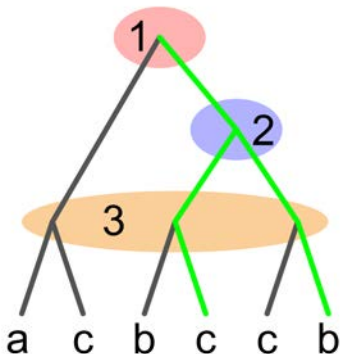


1 observes:  $\{a, b\}\{c\}$

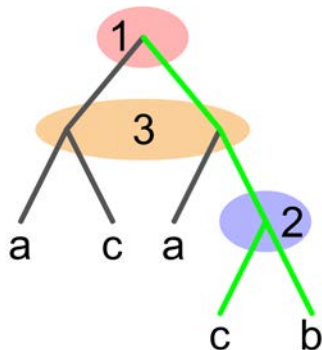
2 & 3 observe:  $\{a\}\{b\}\{c\}$

The auctioneer can deviate 'midway'.

by-the-book



safe deviation

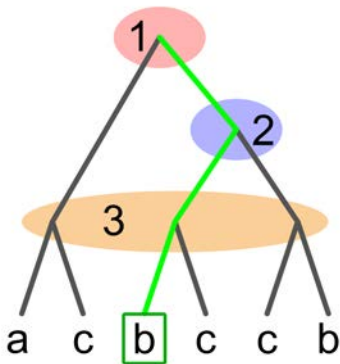


1 observes:  $\{a, b\}\{c\}$

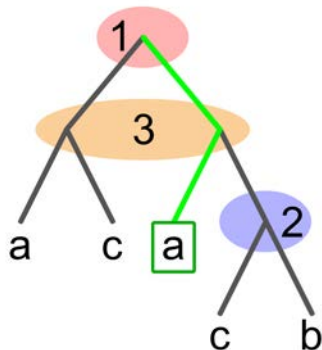
2 & 3 observe:  $\{a\}\{b\}\{c\}$

The auctioneer can deviate 'midway'.

by-the-book



safe deviation



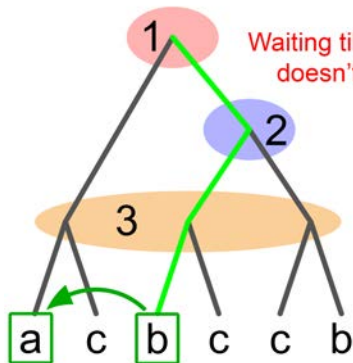
1 observes:  $\{a, b\}\{c\}$

2 & 3 observe:  $\{a\}\{b\}\{c\}$



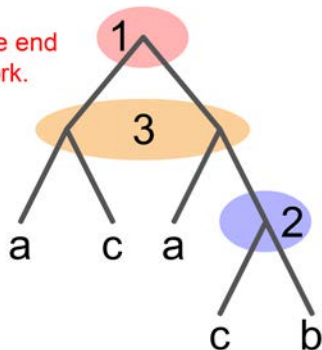
The auctioneer can deviate 'midway'.

by-the-book



Waiting till the end  
doesn't work.

safe deviation

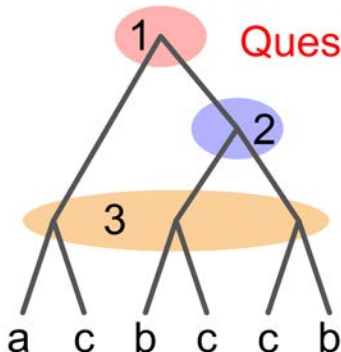


1 observes:  $\{a, b\}\{c\}$

2 & 3 observe:  $\{a\}\{b\}\{c\}$

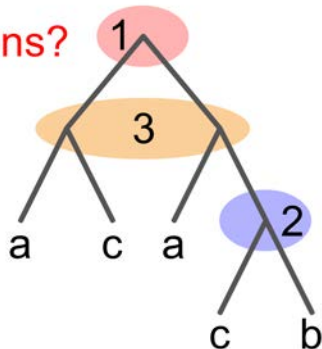
The auctioneer can deviate 'midway'.

by-the-book



Questions?

safe deviation



1 observes:  $\{a, b\}\{c\}$

2 & 3 observe:  $\{a\}\{b\}\{c\}$

# Defining “Credible”

## Definition

$(G, S_N)$  is **credible** if:

$$S_0^G \in \operatorname{argmax}_{S_0 \in \text{safe}(S_0^G, S_N)} \underbrace{\mathbb{E}_{\theta_N}[u_0(S_0, S_N, \theta_N)]}_{\text{auctioneer's expected utility}}$$

# Defining “Credible”

## Definition

$(G, S_N)$  is **credible** if:

$$S_0^G \in \operatorname{argmax}_{S_0 \in \text{safe}(S_0^G, S_N)} \underbrace{\mathbb{E}_{\theta_N}[u_0(S_0, S_N, \theta_N)]}_{\text{auctioneer's expected utility}}$$

# Defining “Credible”

## Definition

$(G, S_N)$  is **credible** if:

$$S_0^G \in \operatorname{argmax}_{S_0 \in \text{safe}(S_0^G, S_N)} \underbrace{\mathbb{E}_{\theta_N}[u_0(S_0, S_N, \theta_N)]}_{\text{auctioneer's expected utility}}$$

# Defining “Credible”

## Definition

$(G, S_N)$  is **credible** if:

$$S_0^G \in \underset{S_0 \in \text{safe}(S_0^G, S_N)}{\text{argmax}} \underbrace{\mathbb{E}_{\theta_N}[u_0(S_0, S_N, \theta_N)]}_{\text{auctioneer's expected utility}}$$

## Defining “Credible”

### Definition

$(G, S_N)$  is **credible** if:

$$S_0^G \in \operatorname{argmax}_{S_0 \in \text{safe}(S_0^G, S_N)} \underbrace{\mathbb{E}_{\theta_N}[u_0(S_0, S_N, \theta_N)]}_{\text{auctioneer's expected utility}}$$

Implies best-responding also to **updated** beliefs.

## Defining “Credible”

### Definition

$(G, S_N)$  is **credible** if:

$$S_0^G \in \operatorname{argmax}_{S_0 \in \text{safe}(S_0^G, S_N)} \underbrace{\mathbb{E}_{\theta_N}[u_0(S_0, S_N, \theta_N)]}_{\text{auctioneer's expected utility}}$$

Implies best-responding also to updated beliefs.

$(G, S_N)$  is BIC and credible.



$(S_0^G, S_N)$  is a Bayes-Nash equilibrium of the messaging game restricted to  $\text{safe}(S_0^G, S_N)$ .



## Related literature

As above, but restricted to direct mechanisms

Dequiedt & Martimort 2015

This talk: Extensive forms.

## Related literature

As above, but restricted to direct mechanisms

Dequiedt & Martimort 2015

This talk: Extensive forms.

Commit to today's auction, not tomorrow's auction

Milgrom 1987, McAfee & Vincent 1997, Skreta 2015, Liu *et al* 2017

This talk: Not a repeated game.

## Related literature

As above, but restricted to direct mechanisms

Dequiedt & Martimort 2015

This talk: Extensive forms.

Commit to today's auction, not tomorrow's auction

Milgrom 1987, McAfee & Vincent 1997, Skreta 2015, Liu *et al* 2017

This talk: Not a repeated game.

Auctions as bargaining games

McAdams & Schwarz 2007, Vartiainen 2013, Lobel & Paes Leme 2017

This talk: No 'red-handed' rule-breaking.

# Credible Optimal Auctions

Following Myerson (1981)

1. One object.
2.  $N$  bidders.
3. Only winning bidders make transfers

# Credible Optimal Auctions

Following Myerson (1981)

1. One object.
2.  $N$  bidders.
3. Only winning bidders make transfers
4. Outcome  $(y, t) \in X$ ,  $y \in N \cup \{0\}$ ,  $t \in \mathbb{R}$ .

# Credible Optimal Auctions

Following Myerson (1981)

1. One object.
2.  $N$  bidders.
3. Only winning bidders make transfers
4. Outcome  $(y, t) \in X$ ,  $y \in N \cup \{0\}$ ,  $t \in \mathbb{R}$ .
5. Private values  $u_i(y, t, \theta_i) = 1_{i=y}[\theta_i - t]$
6. Auctioneer wants revenue  $u_0(y, t) = 1_{i \in N} t$

# Credible Optimal Auctions

Following Myerson (1981)

1. One object.
2.  $N$  bidders.
3. Only winning bidders make transfers
4. Outcome  $(y, t) \in X$ ,  $y \in N \cup \{0\}$ ,  $t \in \mathbb{R}$ .
5. Private values  $u_i(y, t, \theta_i) = 1_{i=y}[\theta_i - t]$
6. Auctioneer wants revenue  $u_0(y, t) = 1_{i \in N} t$
7.  $i$  observes whether he gets the object, and how much he pays.

# Credible Optimal Auctions

Following Myerson (1981)

1. One object.
2.  $N$  bidders.
3. Only winning bidders make transfers
4. Outcome  $(y, t) \in X$ ,  $y \in N \cup \{0\}$ ,  $t \in \mathbb{R}$ .
5. Private values  $u_i(y, t, \theta_i) = 1_{i=y}[\theta_i - t]$
6. Auctioneer wants revenue  $u_0(y, t) = 1_{i \in N} t$
7.  $i$  observes whether he gets the object, and how much he pays.

## Objective

Choose  $(G, S_N)$  to maximize revenue subject to BIC and interim participation constraints.



## A modeling choice.

Myerson 1981:  $\Theta_i$  is *uncountably infinite*.

## A modeling choice.

Myerson 1981:  $\Theta_i$  is *uncountably infinite*.

Extensive forms and infinity lead to known paradoxes.

- Continuous time (Simon and Stinchcombe 1989)
- Infinite actions (Myerson & Reny 2016)

## A modeling choice.

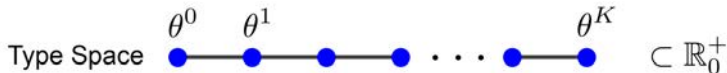
Myerson 1981:  $\Theta_i$  is *uncountably infinite*.

Extensive forms and infinity lead to known paradoxes.

- Continuous time (Simon and Stinchcombe 1989)
- Infinite actions (Myerson & Reny 2016)

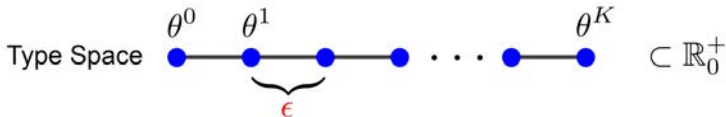
Decision: To use extensive forms, discretize Myerson 1981.

# Distributions



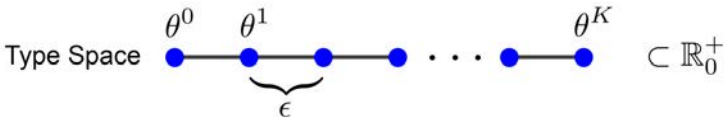
i.i.d. probability mass function  $p : \Theta_i \rightarrow (0, 1]$

# Distributions



i.i.d. probability mass function  $p : \Theta_i \rightarrow (0, 1]$

# Distributions

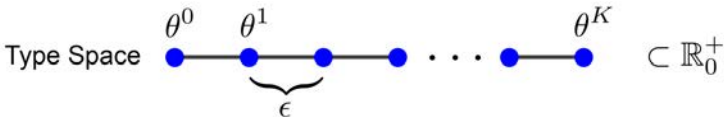


i.i.d. probability mass function  $p : \Theta_i \rightarrow (0, 1]$

$$\text{pseudo-pdf } f(\theta^k) \equiv \frac{p(\theta^k)}{\epsilon}$$

$$\text{cdf } F(\theta^k) \equiv \sum_{j=1}^k p(\theta^j)$$

## Distributions



i.i.d. probability mass function  $p : \Theta_i \rightarrow (0, 1]$

pseudo-pdf  $f(\theta^k) \equiv \frac{p(\theta^k)}{\epsilon}$

cdf  $F(\theta^k) \equiv \sum_{j=1}^k p(\theta^j)$

virtual value  $\eta(\theta_i) \equiv \theta_i - \frac{1 - F(\theta_i)}{f(\theta_i)}$

## A refresher on virtual values

virtual value  $\eta(\theta_i) \equiv \theta_i - \frac{1-F(\theta_i)}{f(\theta_i)}$



## A refresher on virtual values

virtual value  $\eta(\theta_i) \equiv \theta_i - \frac{1-F(\theta_i)}{f(\theta_i)}$

Proposition (continuous case, Myerson 1981)

*If  $(G, S_N)$  is BIC and bidders with type  $\theta^0$  have zero surplus, then*

$$\mathbb{E}(\text{revenue}) = \mathbb{E}(\text{winner's virtual value})$$

## A refresher on virtual values

virtual value  $\eta(\theta_i) \equiv \theta_i - \frac{1-F(\theta_i)}{f(\theta_i)}$

Proposition (continuous case, Myerson 1981)

If  $(G, S_N)$  is BIC and bidders with type  $\theta^0$  have zero surplus, then

$$\mathbb{E}(\text{revenue}) = \mathbb{E}(\text{winner's virtual value})$$

Proposition (discrete case)

If  $(G, S_N)$  is BIC and bidders with type  $\theta^0$  have zero surplus, then

$$|\mathbb{E}(\text{revenue}) - \mathbb{E}(\text{winner's virtual value})| \leq \epsilon$$

## A refresher on virtual values

virtual value  $\eta(\theta_i) \equiv \theta_i - \frac{1-F(\theta_i)}{f(\theta_i)}$

**Proposition (continuous case, Myerson 1981)**

*If  $(G, S_N)$  is BIC and bidders with type  $\theta^0$  have zero surplus, then*

$$\mathbb{E}(\text{revenue}) = \mathbb{E}(\text{winner's virtual value})$$

**Proposition (discrete case)**

*If  $(G, S_N)$  is BIC and bidders with type  $\theta^0$  have zero surplus, then*

$$|\mathbb{E}(\text{revenue}) - \mathbb{E}(\text{winner's virtual value})| \leq \epsilon$$

**Assumption.**  $F$  is regular, i.e.  $\eta(\cdot)$  is strictly increasing.

## Definition

$(G, S_N)$  is **orderly** if, for some reserve  $\rho \leq \theta^K$ , and some strict order  $\triangleright$  on  $N$ , bidder  $i$  wins the object iff:

1.  $\theta_i \geq \rho$ , and
2. For all  $j \neq i$ ,  $\theta_i$  is more than  $\theta_j$ , breaking ties with  $\triangleright$ .

## Definition

$(G, S_N)$  is **orderly** if, for some reserve  $\rho \leq \theta^K$ , and some strict order  $\triangleright$  on  $N$ , bidder  $i$  wins the object iff:

1.  $\theta_i \geq \rho$ , and
2. For all  $j \neq i$ ,  $\theta_i$  is more than  $\theta_j$ , breaking ties with  $\triangleright$ .

## Definition

$(G, S_N)$  is **static** if every agent has exactly one info set and is always called to play.

## Definition

$(G, S_N)$  is **orderly** if, for some reserve  $\rho \leq \theta^K$ , and some strict order  $\triangleright$  on  $N$ , bidder  $i$  wins the object iff:

1.  $\theta_i \geq \rho$ , and
2. For all  $j \neq i$ ,  $\theta_i$  is more than  $\theta_j$ , breaking ties with  $\triangleright$ .

## Definition

$(G, S_N)$  is **static** if every agent has exactly one info set and is always called to play.

Why study static mechanisms?

## Definition

$(G, S_N)$  is **orderly** if, for some reserve  $\rho \leq \theta^K$ , and some strict order  $\triangleright$  on  $N$ , bidder  $i$  wins the object iff:

1.  $\theta_i \geq \rho$ , and
2. For all  $j \neq i$ ,  $\theta_i$  is more than  $\theta_j$ , breaking ties with  $\triangleright$ .

## Definition

$(G, S_N)$  is **static** if every agent has exactly one info set and is always called to play.

Why study static mechanisms?

Conceptual: 'Direct' mechanisms. Information flows one way.

## Definition

$(G, S_N)$  is **orderly** if, for some reserve  $\rho \leq \theta^K$ , and some strict order  $\triangleright$  on  $N$ , bidder  $i$  wins the object iff:

1.  $\theta_i \geq \rho$ , and
2. For all  $j \neq i$ ,  $\theta_i$  is more than  $\theta_j$ , breaking ties with  $\triangleright$ .

## Definition

$(G, S_N)$  is **static** if every agent has exactly one info set and is always called to play.

Why study static mechanisms?

Conceptual: 'Direct' mechanisms. Information flows one way.

Logistical: Asynchronous sealed bids. Eases participation.

(Athey, Levin, & Seira 2011)



## Definition

$(G, S_N)$  is **orderly** if, for some reserve  $\rho \leq \theta^K$ , and some strict order  $\triangleright$  on  $N$ , bidder  $i$  wins the object iff:

1.  $\theta_i \geq \rho$ , and
2. For all  $j \neq i$ ,  $\theta_i$  is more than  $\theta_j$ , breaking ties with  $\triangleright$ .

## Definition

$(G, S_N)$  is **static** if every agent has exactly one info set and is always called to play.

Why study static mechanisms?

Conceptual: 'Direct' mechanisms. Information flows one way.

Logistical: Asynchronous sealed bids. Eases participation.

(Athey, Levin, & Seira 2011)

Physical:  $c \approx 3 \times 10^8$  meters/second

## A first guess

### Conjecture

Assume  $(G, S_N)$  is optimal and orderly.  $(G, S_N)$  is credible and static if and only if  $(G, S_N)$  is a first-price auction.

## A first guess

### Conjecture

Assume  $(G, S_N)$  is optimal and orderly.  $(G, S_N)$  is credible and static if and only if  $(G, S_N)$  is a first-price auction.

Warning: Existence issues.

## A first guess

### Conjecture

Assume  $(G, S_N)$  is optimal and orderly.  $(G, S_N)$  is credible and static if and only if  $(G, S_N)$  is a first-price auction.

**Warning:** Existence issues.

Revenue equivalence breaks *slightly* with discrete types.

Sometimes orderly  $\cap$  optimal  $\cap$  first-price =  $\emptyset$  example

## credible, static $\leftrightarrow$ quasi-first-price

### Definition

$(G, S_N)$  is a **quasi-first-price auction** if it is static, and each  $i$  either chooses a bid in some feasible set  $B_i \subset \mathbb{R}$  or declines.

1. Some agent wins the object iff some agent places a bid.
2. If  $i$  wins the object, then  $i$  **pays his bid**, and:
  - 2.1 Either:  $i$  has the highest bid, which is  $\geq 0$ .

credible, static  $\leftrightarrow$  quasi-first-price

## Definition

$(G, S_N)$  is a **quasi-first-price auction** if it is static, and each  $i$  either chooses a bid in some *feasible set*  $B_i \subset \mathbb{R}$  or declines.

1. Some agent wins the object iff some agent places a bid.
2. If  $i$  wins the object, then  $i$  **pays his bid**, and:
  - 2.1 Either:  $i$  has the highest bid, which is  $\geq 0$ .

We represent a reserve price by restricting  $B_i$ .

credible, static  $\leftrightarrow$  quasi-first-price

## Definition

$(G, S_N)$  is a **quasi-first-price auction** if it is static, and each  $i$  either chooses a bid in some feasible set  $B_i \subset \mathbb{R}$  or declines.

1. Some agent wins the object iff some agent places a bid.
2. If  $i$  wins the object, then  $i$  **pays his bid**, and:
  - 2.1 Either:  $i$  has the highest bid, which is  $\geq 0$ .
  - 2.2 Or:  $i$  has the highest tie-breaking priority and has **almost** the highest bid. (bids at least as much as any  $j$  does when  $\theta_j = \theta^K - \epsilon$ .)

Intuition: A very expensive 'buy it now' button.

Anomaly vanishes as  $\epsilon \rightarrow 0$ .

credible, static  $\leftrightarrow$  quasi-first-price

## Definition

$(G, S_N)$  is a **quasi-first-price auction** if it is static, and each  $i$  either chooses a bid in some feasible set  $B_i \subset \mathbb{R}$  or declines.

1. Some agent wins the object iff some agent places a bid.
2. If  $i$  wins the object, then  $i$  **pays his bid**, and:
  - 2.1 Either:  $i$  has the highest bid, which is  $\geq 0$ .
  - 2.2 Or:  $i$  has the highest tie-breaking priority and has **almost** the highest bid. (bids at least as much as any  $j$  does when  $\theta_j = \theta^K - \epsilon$ .)

## Theorem 1

Assume  $(G, S_N)$  is  $\epsilon$ -optimal and orderly.  $(G, S_N)$  is credible and static if and only if  $(G, S_N)$  is a **quasi-first-price auction**.



## Proof Sketch

quasi-first-price auction → credible and static

By inspection.

## Proof Sketch

quasi-first-price auction → credible and static

By inspection.

credible and static → quasi-first-price auction

Suppose after  $i$  plays  $a$ , there are two prices that  $i$  might pay.  
Safely deviate to charge the higher price.

## Proof Sketch

quasi-first-price auction  $\rightarrow$  credible and static

By inspection.

credible and static  $\rightarrow$  quasi-first-price auction

Suppose after  $i$  plays  $a$ , there are two prices that  $i$  might pay.  
Safely deviate to charge the higher price.

Highest bid must win.

Otherwise deviate to sell to highest bid.

Winning bid must be  $\geq 0$ . Otherwise deviate to sell to no one.

(Plus some extra steps for the corner case.)

## Dominant-strategy or credible?

### Big Changes Coming To Auctions, As Exchanges Roll The Dice On First-Price

by [Sarah Sluis](#) // Tuesday, September 5th, 2017 - 8:00 am

Share:    

The second-price auction is crumbling.

“In the next five years, the vast majority of auctions will move to transparent first price,” said Criteo’s EVP of global supply, Marc Grabowski.

Switching auction dynamics will unleash dramatic changes in the \$32.5 billion programmatic market. . .

## Dominant-strategy or credible?

### Big Changes Coming To Auctions, As Exchanges Roll The Dice On First-Price

by [Sarah Sluis](#) // Tuesday, September 5th, 2017 - 8:00 am

Share:    

The second-price auction is crumbling.

Buyers, publishers, and ad tech companies who advocate a switch to first-price auctions say it's because fair second-price auctions don't exist any more. **[Online auctioneers] have polluted them with hidden fees and manipulative auction dynamics.**

## The story so far

regular i.i.d. values, 'in the limit'



# Strategy-proof

## Definition

$(G, S_N)$  is **strategy-proof** if  $\forall i : \forall S'_{N \setminus i} : S_i$  best responds to  $S'_{N \setminus i}$ .

# Strategy-proof

## Definition

$(G, S_N)$  is **strategy-proof** if  $\forall i : \forall S'_{N \setminus i} : S_i$  best responds to  $S'_{N \setminus i}$ .

Goal: Characterize the set of optimal extensive game forms  
**credible**  $\cap$  **strategy-proof**.



# Strategy-proof

## Definition

$(G, S_N)$  is **strategy-proof** if  $\forall i : \forall S'_{N \setminus i} : S_i$  best responds to  $S'_{N \setminus i}$ .

Goal: Characterize the set of optimal extensive game forms  
**credible**  $\cap$  **strategy-proof**.

No revelation principle.

1. Auctioneer could make any queries in any order.
2. Agents may receive information when called to play.

## A credible strategy-proof auction

$$\Theta_i^h \equiv \{\theta_i \mid i\text{'s play up to history } h \text{ was consistent with } S_i(\cdot, \theta_i)\}$$

## A credible strategy-proof auction

$\Theta_i^h \equiv \{\theta_i \mid i\text{'s play up to history } h \text{ was consistent with } S_i(\cdot, \theta_i)\}$

$\Theta_1^h$

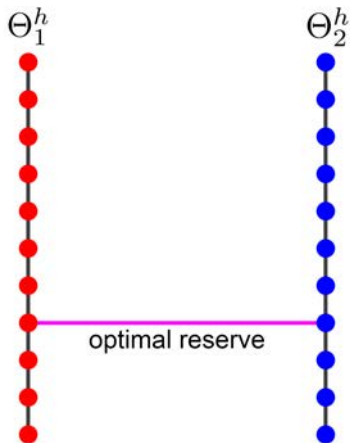


$\Theta_2^h$



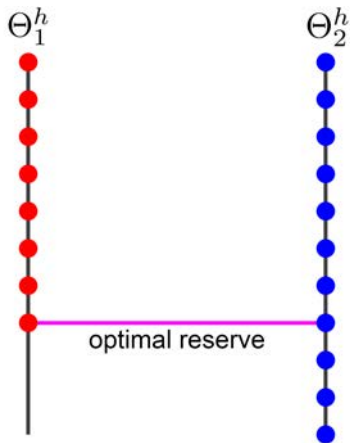
## A credible strategy-proof auction

$\Theta_i^h \equiv \{\theta_i \mid i\text{'s play up to history } h \text{ was consistent with } S_i(\cdot, \theta_i)\}$



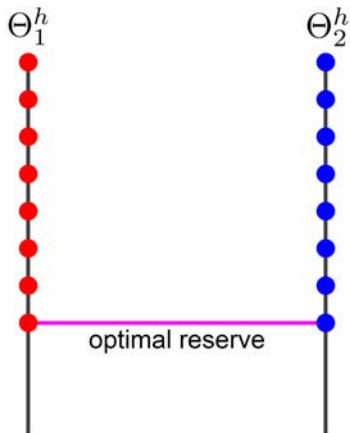
## A credible strategy-proof auction

$\Theta_i^h \equiv \{\theta_i \mid i\text{'s play up to history } h \text{ was consistent with } S_i(\cdot, \theta_i)\}$



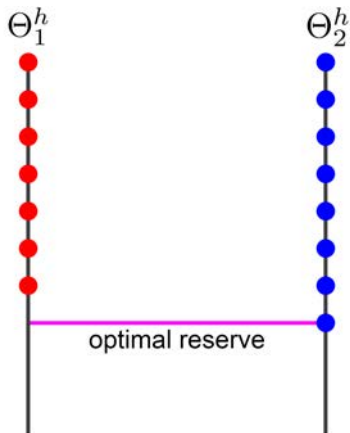
## A credible strategy-proof auction

$\Theta_i^h \equiv \{\theta_i \mid i\text{'s play up to history } h \text{ was consistent with } S_i(\cdot, \theta_i)\}$



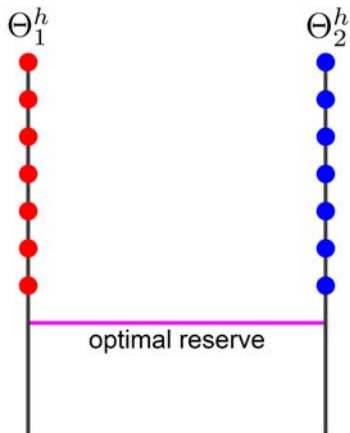
## A credible strategy-proof auction

$\Theta_i^h \equiv \{\theta_i \mid i\text{'s play up to history } h \text{ was consistent with } S_i(\cdot, \theta_i)\}$



## A credible strategy-proof auction

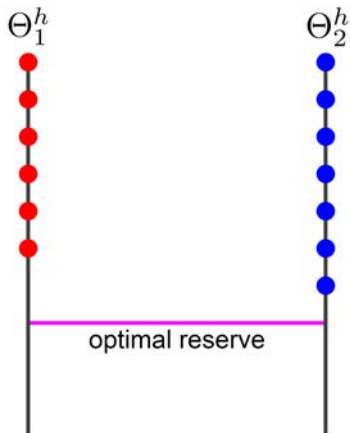
$\Theta_i^h \equiv \{\theta_i \mid i\text{'s play up to history } h \text{ was consistent with } S_i(\cdot, \theta_i)\}$





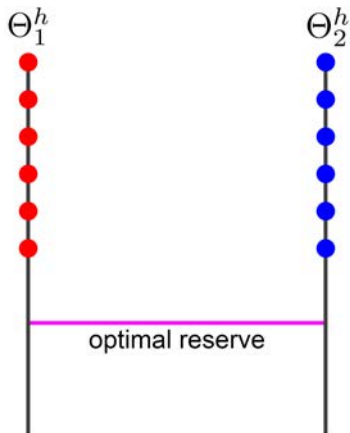
## A credible strategy-proof auction

$\Theta_i^h \equiv \{\theta_i \mid i\text{'s play up to history } h \text{ was consistent with } S_i(\cdot, \theta_i)\}$



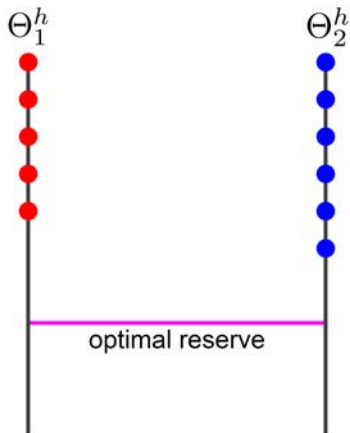
## A credible strategy-proof auction

$\Theta_i^h \equiv \{\theta_i \mid i\text{'s play up to history } h \text{ was consistent with } S_i(\cdot, \theta_i)\}$



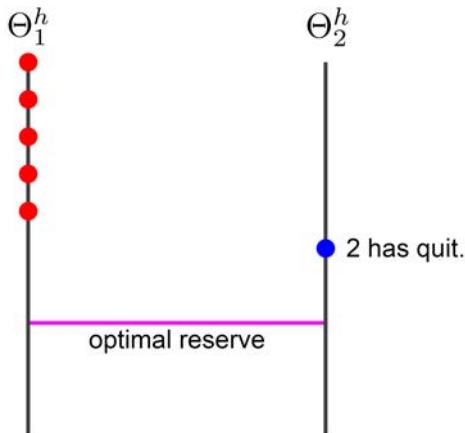
## A credible strategy-proof auction

$\Theta_i^h \equiv \{\theta_i \mid i\text{'s play up to history } h \text{ was consistent with } S_i(\cdot, \theta_i)\}$



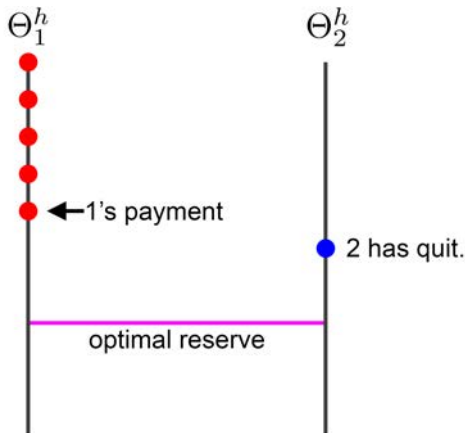
## A credible strategy-proof auction

$\Theta_i^h \equiv \{\theta_i \mid i\text{'s play up to history } h \text{ was consistent with } S_i(\cdot, \theta_i)\}$



## A credible strategy-proof auction

$\Theta_i^h \equiv \{\theta_i \mid i\text{'s play up to history } h \text{ was consistent with } S_i(\cdot, \theta_i)\}$



Feasible bids =  $\Theta_i$

The **high bidder** has placed the highest bid so far that is (weakly) above the reserve. (break ties with  $\triangleright$ )

## Definition

$(G, S_N)$  is an **ascending auction** if:

1. At each history, some active bidder chooses to:
  - 1.1 EITHER raise his bid to  $b$ , where  $b$  is no more than is necessary to become the high bidder.
  - 1.2 OR quit.
2. If only the high bidder remains, he wins and pays his bid.

Feasible bids =  $\Theta_i$

The **high bidder** has placed the highest bid so far that is (weakly) above the reserve. (break ties with  $\triangleright$ )

## Definition

$(G, S_N)$  is an **ascending auction** if:

1. At each history, some active bidder chooses to:
  - 1.1 EITHER raise his bid to  $b$ , where  $b$  is no more than is necessary to become the high bidder.
  - 1.2 OR quit.
2. If only the high bidder remains, he wins and pays his bid.
3. (reserve) If no bidder remains, then no bidder wins.

Feasible bids =  $\Theta_i$

The **high bidder** has placed the highest bid so far that is (weakly) above the reserve. (break ties with  $\triangleright$ )

## Definition

$(G, S_N)$  is an **ascending auction** if:

1. At each history, some active bidder chooses to:
  - 1.1 EITHER raise his bid to  $b$ , where  $b$  is no more than is necessary to become the high bidder.
  - 1.2 OR quit.
2. If only the high bidder remains, he wins and pays his bid.
3. (reserve) If no bidder remains, then no bidder wins.
4.  $S_i$  specifies:
  - 4.1 If (conditional on current info set) you could win at a price  $\leq \theta_i$ , keep bidding.
  - 4.2 If the required bid is  $> \theta_i$ , quit.



Feasible bids =  $\Theta_i$

The **high bidder** has placed the highest bid so far that is (weakly) above the reserve. (break ties with  $\triangleright$ )

## Definition

$(G, S_N)$  is an **ascending auction** if:

1. At each history, some active bidder chooses to:
  - 1.1 EITHER raise his bid to  $b$ , where  $b$  is no more than is necessary to become the high bidder.
  - 1.2 OR quit. (*could be multiple*)
2. If only the high bidder remains, he wins and pays his bid.
3. (reserve) If no bidder remains, then no bidder wins.
4.  $S_i$  specifies:
  - 4.1 If (conditional on current info set) you could win at a price  $\leq \theta_i$ , keep bidding.
  - 4.2 If the required bid is  $> \theta_i$ , quit.

Feasible bids =  $\Theta_i$

The **high bidder** has placed the highest bid so far that is (weakly) above the reserve. (break ties with  $\triangleright$ )

## Definition

$(G, S_N)$  is an **ascending auction** if:

1. At each history, some active bidder chooses to:
  - 1.1 EITHER raise his bid to  $b$ , where  $b$  is no more than is necessary to become the high bidder. (typically unique)
  - 1.2 OR quit. (could be multiple)
2. If only the high bidder remains, he wins and pays his bid.
3. (reserve) If no bidder remains, then no bidder wins.
4.  $S_i$  specifies:
  - 4.1 If (conditional on current info set) you could win at a price  $\leq \theta_i$ , keep bidding.
  - 4.2 If the required bid is  $> \theta_i$ , quit.

## credible, strategy-proof $\leftrightarrow$ ascending

### Theorem 2

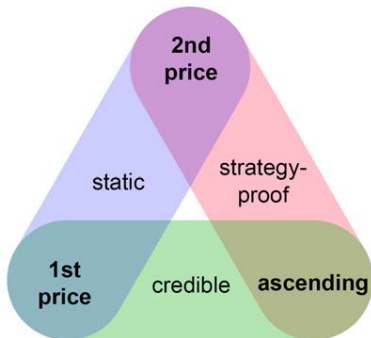
Assume  $(G, S_N)$  is optimal and orderly.  $(G, S_N)$  is credible and strategy-proof if and only if  $(G, S_N)$  is an ascending auction.

## credible, strategy-proof $\leftrightarrow$ ascending

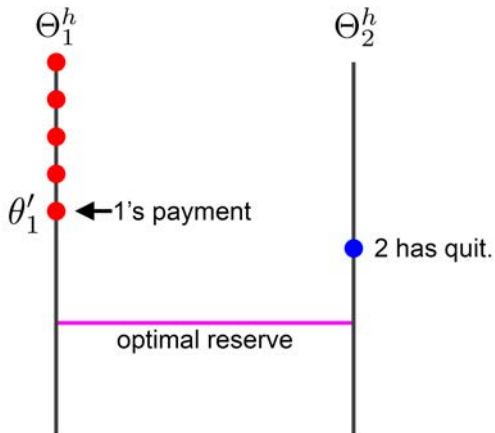
### Theorem 2

Assume  $(G, S_N)$  is optimal and orderly.  $(G, S_N)$  is credible and strategy-proof if and only if  $(G, S_N)$  is an ascending auction.

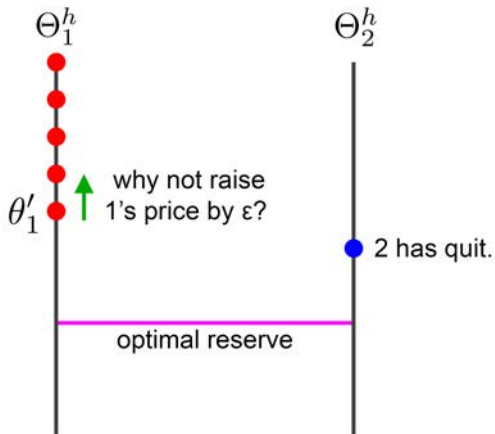
Green-Laffont-Holmström, Theorem 1, and Theorem 2  $\rightarrow$



# Why is the ascending auction credible?



# Why is the ascending auction credible?



**Q:** Why not raise 1's price to  $b_1 + \epsilon$ , even after bidder 2 has quit?

**A:** 1's virtual value is positive.

**Q:** Why not raise 1's price to  $b_1 + \epsilon$ , even after bidder 2 has quit?

**A:** 1's virtual value is positive.

'The book' requires that 1 pay  $b_1$ .

$$\underbrace{-\epsilon f(b_1) b_1}$$

expected loss from 1 quitting



**Q:** Why not raise 1's price to  $b_1 + \epsilon$ , even after bidder 2 has quit?

**A:** 1's virtual value is positive.

'The book' requires that 1 pay  $b_1$ .

$$\underbrace{-\epsilon f(b_1) b_1}$$

expected loss from 1 quitting

**Q:** Why not raise 1's price to  $b_1 + \epsilon$ , even after bidder 2 has quit?

**A:** 1's virtual value is positive.

'The book' requires that 1 pay  $b_1$ .

$$\underbrace{-\epsilon f(b_1)b_1}_{\text{expected loss from 1 quitting}} + \underbrace{(1 - F(b_1))\epsilon}_{\text{expected gain from raising price}}$$

**Q:** Why not raise 1's price to  $b_1 + \epsilon$ , even after bidder 2 has quit?

**A:** 1's virtual value is positive.

'The book' requires that 1 pay  $b_1$ .

$$\underbrace{-\epsilon f(b_1)b_1}_{\text{expected loss from 1 quitting}} + \underbrace{(1 - F(b_1))\epsilon}_{\text{expected gain from raising price}}$$

**Q:** Why not raise 1's price to  $b_1 + \epsilon$ , even after bidder 2 has quit?

**A:** 1's virtual value is positive.

'The book' requires that 1 pay  $b_1$ .

$$\underbrace{-\epsilon f(b_1) b_1}_{\text{expected loss from 1 quitting}} + \underbrace{(1 - F(b_1)) \epsilon}_{\text{expected gain from raising price}}$$

divide through by  $\epsilon f(b_1)$

$$-\underbrace{\left[ b_1 - \frac{1 - F(b_1)}{f(b_1)} \right]}_{\text{virtual value}} < 0$$

**Q:** Why not raise 1's price to  $b_1 + \epsilon$ , even after bidder 2 has quit?

**A:** 1's virtual value is positive.

'The book' requires that 1 pay  $b_1$ .

$$\underbrace{-\epsilon f(b_1)b_1}_{\text{expected loss from 1 quitting}} + \underbrace{(1 - F(b_1))\epsilon}_{\text{expected gain from raising price}}$$

divide through by  $\epsilon f(b_1)$

$$-\underbrace{\left[ b_1 - \frac{1 - F(b_1)}{f(b_1)} \right]}_{\text{virtual value}} < 0$$

Ceci n'est pas une proof.

Motivation  
○○○○○

Summary  
○○○

Framework  
○○○○○○○○○

Optimal Auctions  
○○○

Theorem 1  
○○○○○

Theorem 2  
○○○○○●○○

Conclusion  
○○

Proof: ascending  $\rightarrow$  credible

## Proof: ascending $\rightarrow$ credible

1. Ascending  $(G, S_N)$  is optimal.

## Proof: ascending $\rightarrow$ credible

$$\pi(G, S_N) = \pi(S_0^G, S_N)$$

1. Ascending  $(G, S_N)$  is optimal.
2. Consider  $S_0^G$  that runs  $G$ .



## Proof: ascending $\rightarrow$ credible

$$\pi(G, S_N) = \pi(S_0^G, S_N) < \pi(S'_0, S_N)$$

1. Ascending  $(G, S_N)$  is optimal.
2. Consider  $S_0^G$  that runs  $G$ .
3. Suppose  $S'_0$  is a profitable safe deviation.

## Proof: ascending $\rightarrow$ credible

$$\pi(G, S_N) = \pi(S_0^G, S_N) < \pi(S'_0, S_N)$$

1. Ascending  $(G, S_N)$  is optimal.
2. Consider  $S_0^G$  that runs  $G$ .
3. Suppose  $S'_0$  is a profitable safe deviation.
4. For all  $i$ ,  $S_i$  remains a best response to  $(S'_0, S_{N \setminus i})$ .

## Proof: ascending $\rightarrow$ credible

$$\pi(G, S_N) = \pi(S_0^G, S_N) < \pi(S'_0, S_N) = \pi(G', S_N)$$

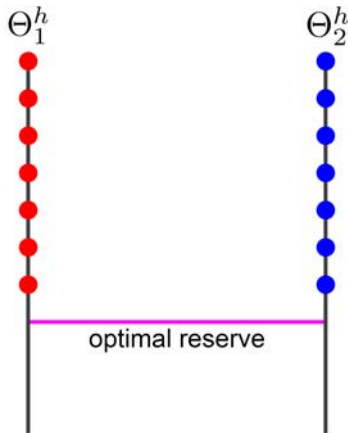
1. Ascending  $(G, S_N)$  is optimal.
2. Consider  $S_0^G$  that runs  $G$ .
3. Suppose  $S'_0$  is a profitable safe deviation.
4. For all  $i$ ,  $S_i$  remains a best response to  $(S'_0, S_{N \setminus i})$ .
5.  $(G', S_N)$  is also BIC, yields more revenue than  $(G, S_N)$ .  
Contradiction, QED.

## Proof sketch: credible, SP $\rightarrow$ ascending

A key feature of ascending auctions:

All the types who might still win **pool on the same action**.

Suppose  $(G, S_N)$  SP. not pooling  $\rightarrow$  not credible.

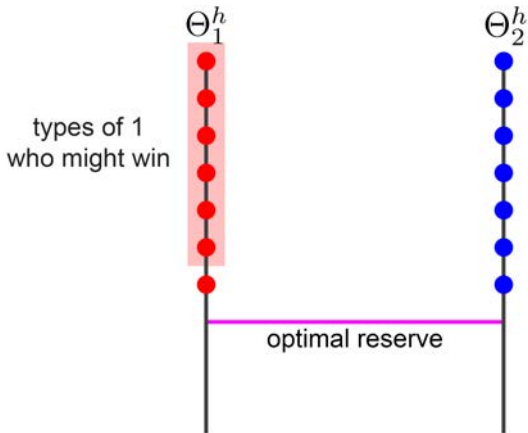


## Proof sketch: credible, SP $\rightarrow$ ascending

A key feature of ascending auctions:

All the types who might still win **pool on the same action**.

Suppose  $(G, S_N)$  SP. not pooling  $\rightarrow$  not credible.

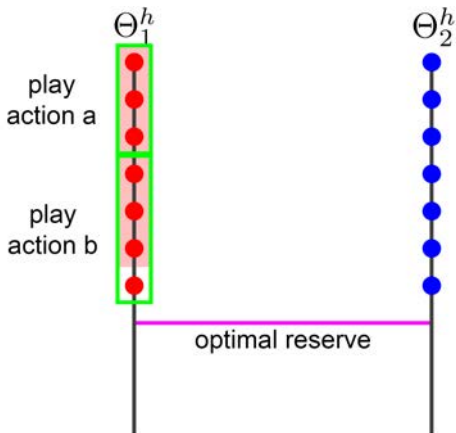


## Proof sketch: credible, SP $\rightarrow$ ascending

A key feature of ascending auctions:

All the types who might still win **pool on the same action**.

Suppose  $(G, S_N)$  SP. not pooling  $\rightarrow$  not credible.

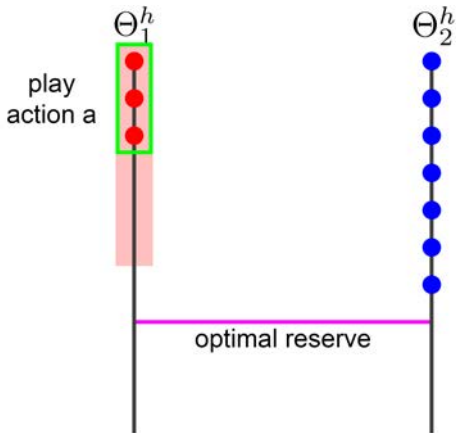


## Proof sketch: credible, SP $\rightarrow$ ascending

A key feature of ascending auctions:

All the types who might still win **pool on the same action**.

Suppose  $(G, S_N)$  SP. not pooling  $\rightarrow$  not credible.

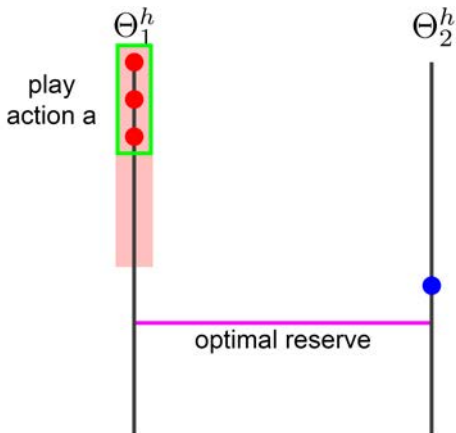


## Proof sketch: credible, SP $\rightarrow$ ascending

A key feature of ascending auctions:

All the types who might still win **pool on the same action**.

Suppose  $(G, S_N)$  SP. not pooling  $\rightarrow$  not credible.



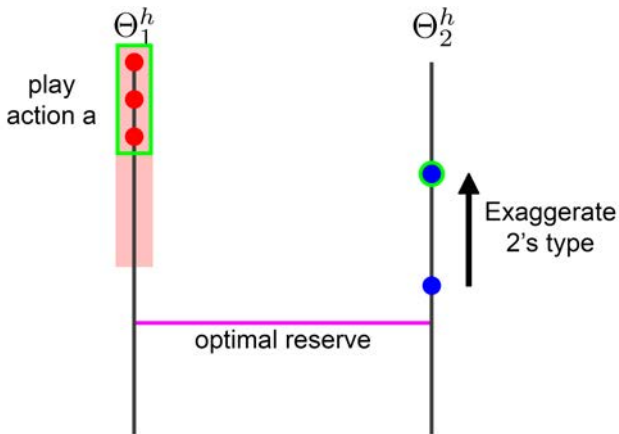


## Proof sketch: credible, SP $\rightarrow$ ascending

A key feature of ascending auctions:

All the types who might still win **pool on the same action**.

Suppose  $(G, S_N)$  SP. not pooling  $\rightarrow$  not credible.

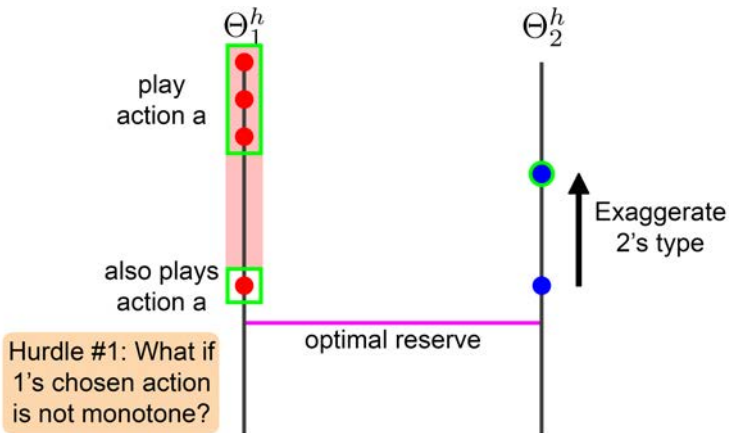


## Proof sketch: credible, SP $\rightarrow$ ascending

A key feature of ascending auctions:

All the types who might still win **pool on the same action**.

Suppose  $(G, S_N)$  SP. not pooling  $\rightarrow$  not credible.

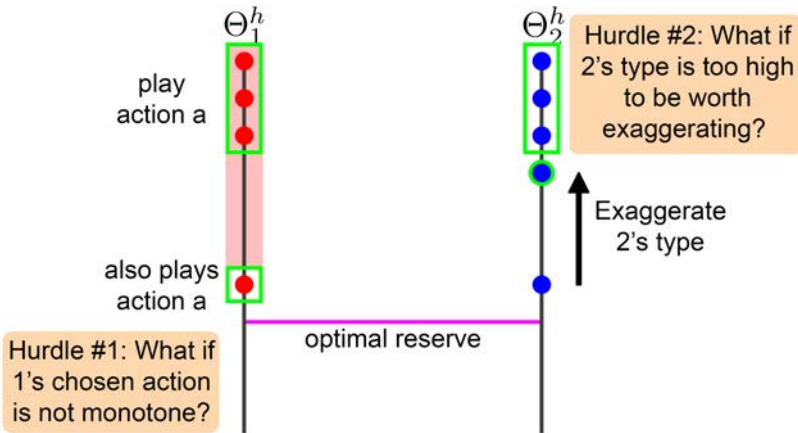


## Proof sketch: credible, SP $\rightarrow$ ascending

A key feature of ascending auctions:

All the types who might still win **pool on the same action**.

Suppose  $(G, S_N)$  SP. not pooling  $\rightarrow$  not credible.



## A deviating algorithm

(High-level description, omits fine details.)

Given an arbitrary extensive form, take some history where bidder 1's winning types don't pool:

## A deviating algorithm

(High-level description, omits fine details.)

Given an arbitrary extensive form, take some history where bidder 1's winning types don't pool:

1. Check if 1's type is high enough to exploit.
  - If not, sell to bidder 2.

## A deviating algorithm

(High-level description, omits fine details.)

Given an arbitrary extensive form, take some history where bidder 1's winning types don't pool:

1. Check if 1's type is high enough to exploit.
  - If not, sell to bidder 2.
2. Check if 2's type is low enough to be worth exaggerating.
  - If not, sell the object 'by the book'.

## A deviating algorithm

(High-level description, omits fine details.)

Given an arbitrary extensive form, take some history where bidder 1's winning types don't pool:

1. Check if 1's type is high enough to exploit.
  - If not, sell to bidder 2.
2. Check if 2's type is low enough to be worth exaggerating.
  - If not, sell the object 'by the book'.
3. Exaggerate 2's type, sell to bidder 1.

## A deviating algorithm

(High-level description, omits fine details.)

Given an arbitrary extensive form, take some history where bidder 1's winning types don't pool:

1. Check if 1's type is high enough to exploit.
  - If not, sell to bidder 2.
2. Check if 2's type is low enough to be worth exaggerating.
  - If not, sell the object 'by the book'.
3. Exaggerate 2's type, sell to bidder 1.
4. **Don't get caught.**



## A deviating algorithm

(High-level description, omits fine details.)

Given an arbitrary extensive form, take some history where bidder 1's winning types don't pool:

1. Check if 1's type is high enough to exploit.
  - If not, sell to bidder 2.
2. Check if 2's type is low enough to be worth exaggerating.
  - If not, sell the object 'by the book'.
3. Exaggerate 2's type, sell to bidder 1.
4. Don't get caught.

strategy-proof, not pooling → profitable safe deviation

## A deviating algorithm

(High-level description, omits fine details.)

Given an arbitrary extensive form, take some history where bidder 1's winning types don't pool:

1. Check if 1's type is high enough to exploit.
  - If not, sell to bidder 2.
2. Check if 2's type is low enough to be worth exaggerating.
  - If not, sell the object 'by the book'.
3. Exaggerate 2's type, sell to bidder 1.
4. Don't get caught.

strategy-proof, not pooling → profitable safe deviation

credible, strategy-proof → pooling → ascending auction

Motivation  
○○○○○

Summary  
○○○

Framework  
○○○○○○○○○

Optimal Auctions  
○○○

Theorem 1  
○○○○○

Theorem 2  
○○○○○○○

Conclusion  
●○

# What have the Romans ever done for us?

## What have the Romans ever done for us?

Aqueducts, books, concrete, civil law. . .

## What have the Romans ever done for us?

Aqueducts, books, concrete, civil law. . . and the ascending auction.

# What have the Romans ever done for us?

Aqueducts, books, concrete, civil law... and the ascending auction.

## Perspective #1

First-price and ascending auctions are used because of tradition/path-dependence.



# What have the Romans ever done for us?

Aqueducts, books, concrete, civil law... and the ascending auction.

## Perspective #1

First-price and ascending auctions are used because of tradition/path-dependence.

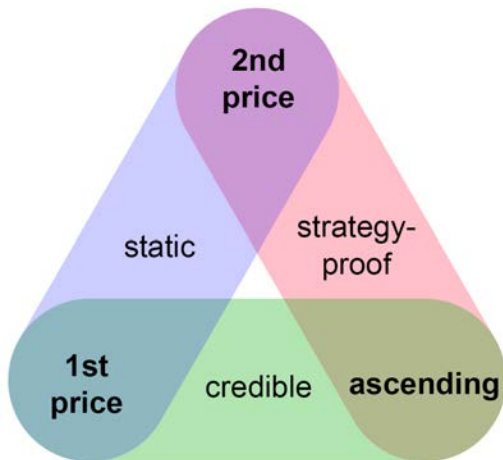


## Perspective #2

First-price and ascending auctions are good solutions to a well-defined commitment problem.



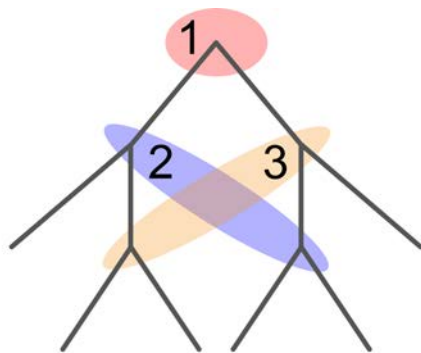
## An Auction Trilemma



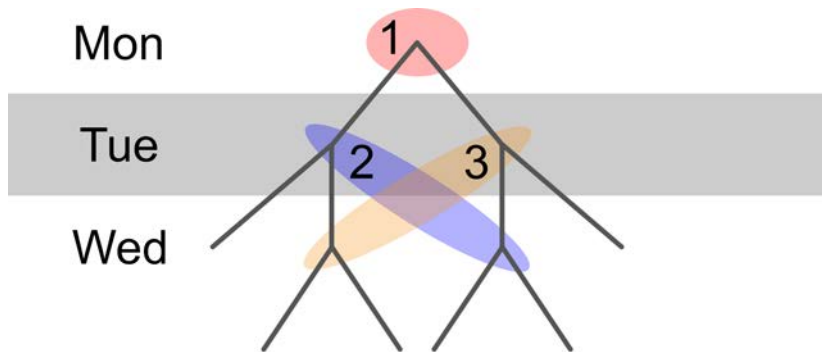
Pick any two of three.



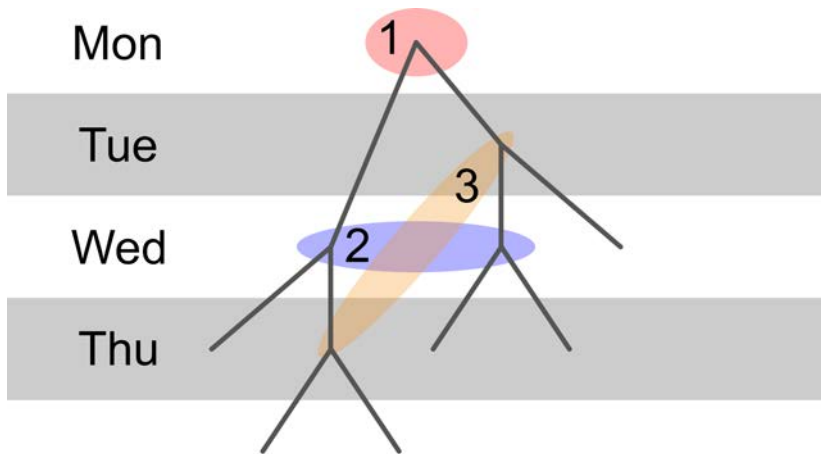
## Calendar time isn't 'built into' extensive forms



## Calendar time isn't 'built into' extensive forms



## Calendar time isn't 'built into' extensive forms



## What about asymmetric distributions?

### First-price auction (static, credible)

'Robustly' credible. May not be optimal.  
Sometimes impossible to restore optimality.

## What about asymmetric distributions?

### First-price auction (static, credible)

'Robustly' credible. May not be optimal.  
Sometimes impossible to restore optimality.

### Proposition

*There exist asymmetric distributions such that no credible static  $(G, S_N)$  is  $\epsilon$ -optimal.*

## What about asymmetric distributions?

### First-price auction (static, credible)

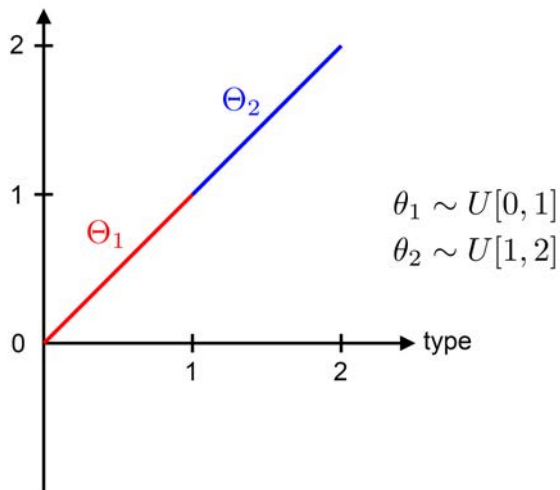
'Robustly' credible. May not be optimal.  
Sometimes impossible to restore optimality.

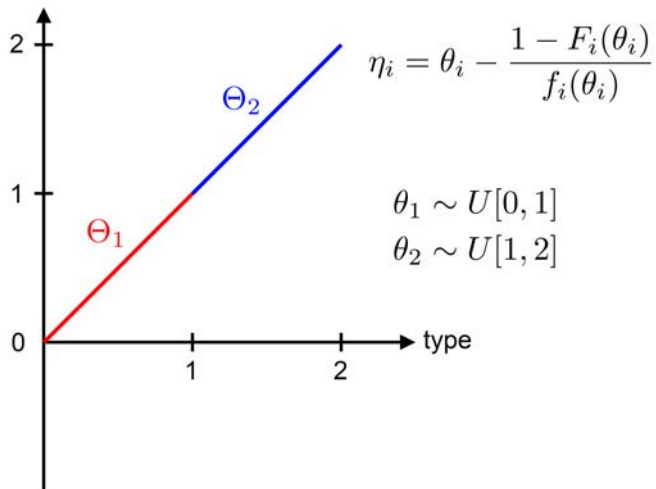
### Proposition

*There exist asymmetric distributions such that no credible static  $(G, S_N)$  is  $\epsilon$ -optimal.*

### Ascending auction (strategy-proof, credible)

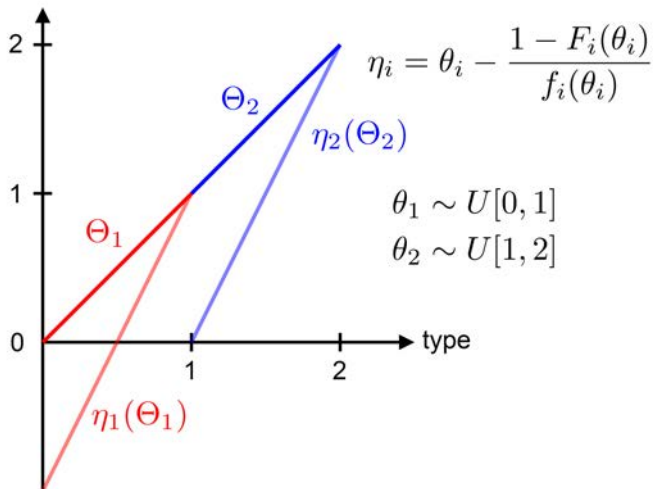
May not be credible or optimal.  
Easy to restore both.  
The **virtual values** ascending auction.

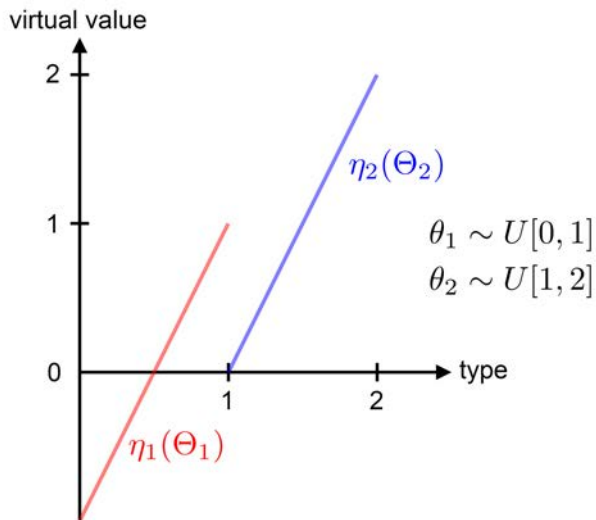
Example: No  $\epsilon$ -optimal credible static auction

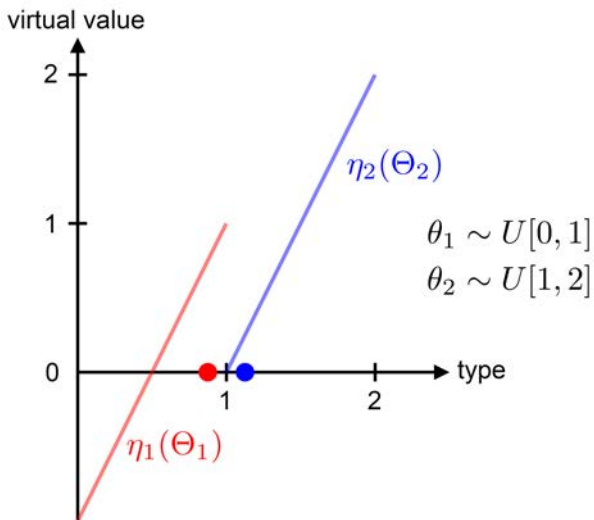
Example: No  $\epsilon$ -optimal credible static auction

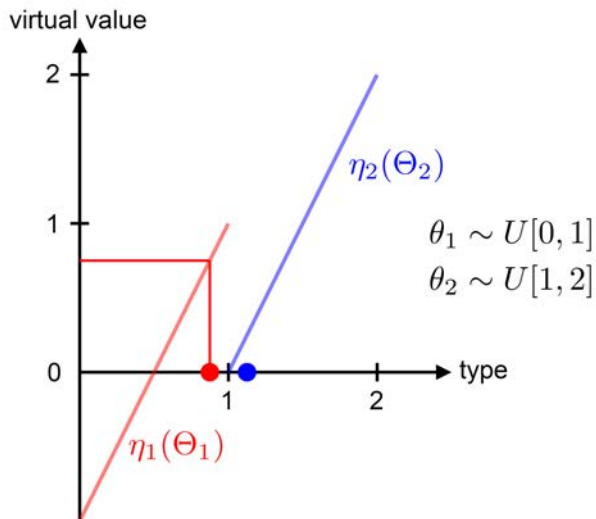


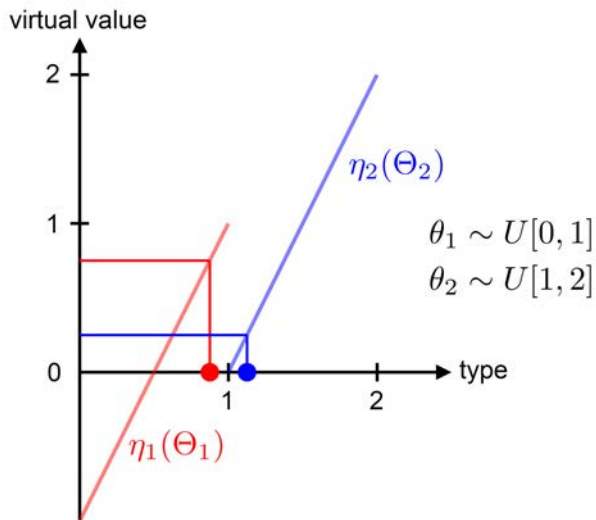
## Example: No $\epsilon$ -optimal credible static auction



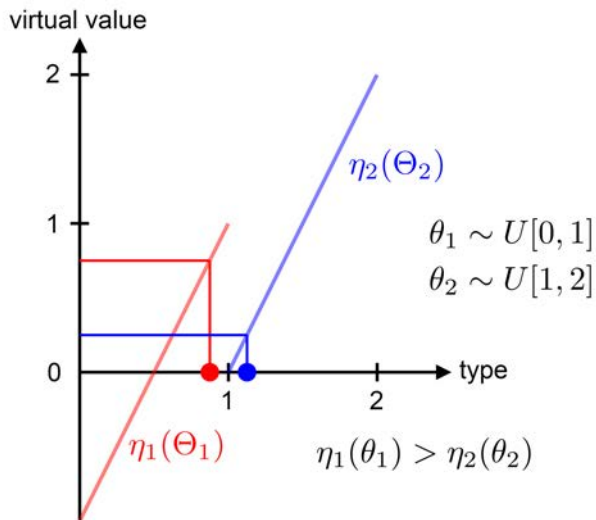
Example: No  $\epsilon$ -optimal credible static auction

Example: No  $\epsilon$ -optimal credible static auction

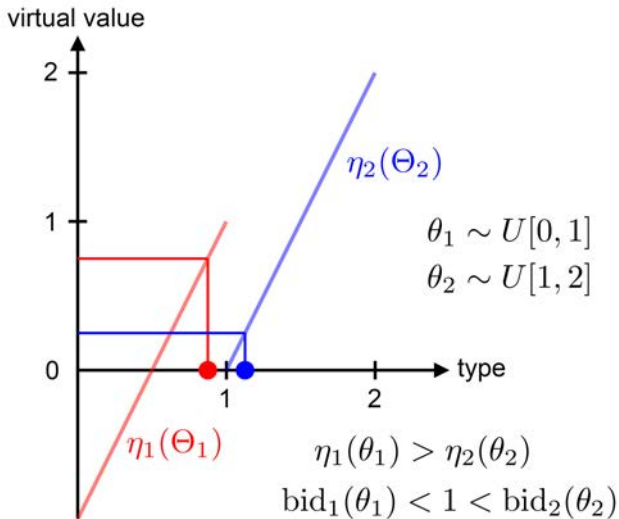
Example: No  $\epsilon$ -optimal credible static auction

Example: No  $\epsilon$ -optimal credible static auction

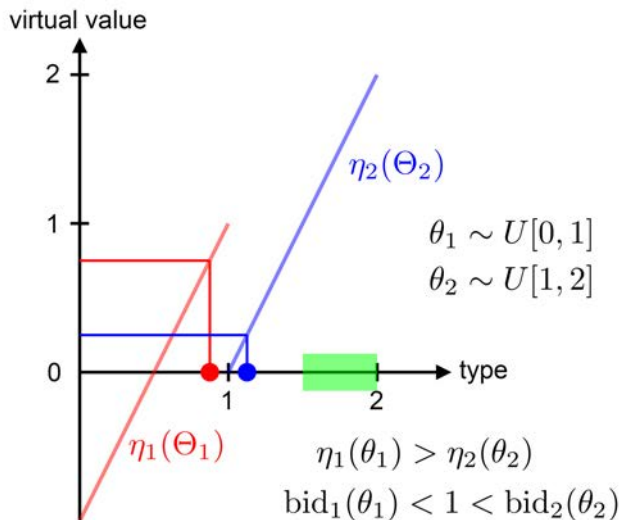
## Example: No $\epsilon$ -optimal credible static auction



## Example: No $\epsilon$ -optimal credible static auction

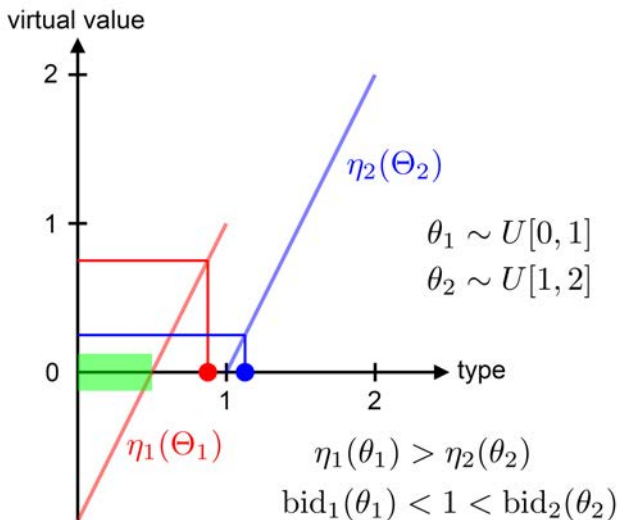


## Example: No $\epsilon$ -optimal credible static auction





## Example: No $\epsilon$ -optimal credible static auction



## Bidders seldom display types on placards.

*In the English system bids are . . . usually transmitted by signal. Such signals may be in the form of a wink, a nod, scratching an ear, lifting a pencil, tugging at the coat of the auctioneer or even staring into the auctioneer's eyes – all of them perfectly legal.*

Cassady 1967

Public communication affects aftermarkets and thus incentives.  
Ausubel & Cramton 2004, Carroll & Segal 2016, Dworzak 2017.  
(Outside the model today.)

# A Menagerie

Table:  $\epsilon$ -optimal auctions

	1P	2P	Asc
Strategy-proof		X	X
Static	X	X	
Credible	X		X
Ex Post IR	X	X	X
Non-winner 0 transfer	X	X	X

# A Menagerie

Table:  $\epsilon$ -optimal auctions

	1P	2P	Asc	Dutch
Strategy-proof		X	X	
Static	X	X		
Credible	X		X	X
Ex Post IR	X	X	X	X
Non-winner 0 transfer	X	X	X	X

# A Menagerie

Table:  $\epsilon$ -optimal auctions

	1P	2P	Asc	Dutch	All-Pay
Strategy-proof		X	X		
Static	X	X			X
Credible	X		X	X	X
Ex Post IR	X	X	X	X	
Non-winner 0 transfer	X	X	X	X	

# A Menagerie

Table:  $\epsilon$ -optimal auctions

	1P	2P	Asc	Dutch	All-Pay	Consol
Strategy-proof		X	X			
Static	X	X			X	X
Credible	X		X	X	X	X
Ex Post IR	X	X	X	X		X
Non-winner 0 transfer	X	X	X	X		

$$\text{optimal} \cap \text{first-price} = \emptyset$$

$$N = \{1, 2\}$$

$$\Theta_i = \{4, 5, 6\}$$

Tie-breaking order:  $1 \triangleleft 2$

Optimal reserve = 4.

Optimality requires:

$$b_1(5) = 5$$

$$b_2(5) = 4.5$$

When type profile is  $(5, 5)$ , tie-breaking rule requires to sell to bidder 2, even though he bid less. Not first-price auction!