# CS 357: Algorithmic Game Theory Lecture 7: Revenue Equivalence

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#### Announcements

- Hand in HW 3
- Pick up **HW 4**, due next Tuesday in class
- Assignment 2 due Friday (March 7) at noon
  - Partner assignment: **submit joint PDF** on Gradescope
- Assignment I grading in progress, solutions are posted on GLOW
- Exam I will be held in class on March 14
  - Short-"ish" questions on topics covered until the week before
  - Composed of mostly HW style questions with 1/2 open-ended
- Results on the first-price class auction as well as discussion of analysis
  - Today!



# Recap from Last Time

- Great discussion on GSP and its analysis
  - Paper reading and proof writing practice
  - Proof writing is all about convincing others (your group, your classmates, me)
- Proofs of all five parts will be posted on GLOW for review
- Wrap up sponsored search auctions today

# Locally Envy Free

- Does such a bid  $b_i$  always exist?
  - As long as  $b_{i+1} \le v_i$  and  $\alpha_i < \alpha_{i-1}$ , then yes  $(b_{i+1} < b_i \le v_i)$



# Balanced Bidding

- A bid profile  $\mathbf{b} = (b_1, b_2, \dots, b_n)$  satisfies the balanced bidding if
  - For bidder i for  $2 \le i \le k$

$$\underbrace{\alpha_i(v_i - b_{i+1})}_{\text{utility current position}} = \underbrace{\alpha_{i-1}(v_i - b_i)}_{\text{utility in case of retaliation}}$$

- Any unassigned bidder bids their true value
- For value ordered bids, the balanced bidding requirement defines a unique bid profile (up to the indifference of the top bidder)

# Locally Envy Free Implies Envy Free





- I. [Equivalence of various auction formats]. As long as the allocation is rule, payments can be irrelevant: payment charged as a function of bids does not determine revenue: it is determined by bidder's strategies.
- [DSE vs Equilibrium outcome]. VCG ("Front-load the work" on the designer---payments enforce a truthful DSE rule or GSP (let the bidder's "fight" it out)
- 3. **[Role of Information].** Complete information is a strong assumption, incomplete information is harder to analyze
- [Theory vs Empirical behavior]. Analyzing bidder behavior requires understanding the equilibrium; equilibrium not always "reached", but best response dynamics tend to converge to it

# Design Trade Offs

- VCG is used for contextual non real-time advertising, e.g. by X & Facebook
- Switch from GSP to VCG :
  - 2012, Google switched from GSP to VCG for its ad network AdSense
  - 2015: Yandex search engine
- Reasons to prefer VCG over GSP?
  - Truthful behavior: no need for bidders to strategize
  - Easier for sellers to estimate revenue
  - Enables faster experimentation: seeing how reserve prices effect revenue, etc.
  - Flexibility: VCG auction is highly configurable to different preferences and contexts

#### Back to First Price

- Ad exchanges moved from second-price sealed bid to first-price sealed-bid, with Google switching during 2019
- Transparency. Some businesses are both sellers and buyers
- Composability with different types of ads

|            | Non real-time                         | Real-time (programmatic)              |
|------------|---------------------------------------|---------------------------------------|
| Sponsored  | • Google and Bing                     | n/a                                   |
| search     | GSP                                   |                                       |
|            | • Yandex                              |                                       |
|            | VCG                                   |                                       |
|            |                                       |                                       |
| Contextual | Own inventory                         | 3rd party inventory (ad exchanges)    |
|            | • Twitter and Facebook                | • AppNexus, Twitter, MoPub, and       |
|            | VCG                                   | Google DoubleClick                    |
|            | 3rd party inventory (ad networks)     | <b>First price</b> (was second price) |
|            | • Google AdSense, FB Audience Network |                                       |
|            | VCG                                   |                                       |
|            | • Microsoft Audience Ads              |                                       |
|            | GSP                                   |                                       |
|            |                                       |                                       |

#### Why Do Competitive Markets Converge to First-Price Auctions?

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#### ABSTRACT

We consider a setting in which bidders participate in multiple auctions run by different sellers, and optimize their bids for the *aggregate* auction. We analyze this setting by formulating a game between sellers, where a seller's strategy is to pick an auction to run. Our analysis aims to shed light on the recent change in the Display Ads market landscape: here, ad exchanges (sellers) were mostly running second-price auctions earlier and over time they switched to variants of the first-price auction, culminating in Google's Ad Exchange moving to a first-price auction in 2019. Our model and results offer an explanation for why the first-price auction occurs as a natural equilibrium in such competitive markets.

"Moving to a first-price auction puts Google at parity with other exchanges and SSPs (supply-side platforms) in the market, and will contribute to a much fairer transactional process across demand sources.": Scott Mulqueen

# First Price Auctions

#### Takeways

- Winners were mostly the same (bids were proportional to value)
- Bidders shade their bid down in first price
- Competition drives the bids up!
  - More number of bidders means more revenue
  - If sellers care about revenue, need to get more participation
- It is difficult for bidders to reason about equilibrium strategies

#### Questions

- What is the theoretical equilibrium that bidders are supposed to reach?
- Does our class auction match what theory says?
- Which auction (first price or second price) generates more revenue?

#### First vs Second Price Auctions

Both the first-price and second-price auction (at equilibrium) generate the same (expected) revenue!

To show this, need to analyze first-price auction, which is an incompleteinformation or "Bayesian game"



# All Pay Auction

- Single item auction where highest bidder wins
- Each bidder (even those who lose) pay their bid
- Question. Does this auction make more revenue (at equilibrium) compared to first/second price auctions??

All auctions which have the **same allocation** (at equilibrium) make the exact **same revenue** (at equilibrium)

Same as VCG/GSP connection!! Both auctions, the winners are always the top k bidders



# Incomplete Information Game

- Complete information game: utility structure (payoff matrix) is common knowledge
- Auctions are games of incomplete information: bidders values (and thus utilities) are private
- No dominant strategy equilibrium in first-price auction, thus we need a variant of Nash for incomplete information games
  - Called Bayesian Nash Equilibrium

# Simplifying Assumptions

- Assume bidders have private values that are drawn independently and identically from the distribution  ${\it G}$ 
  - We say values are drawn i.i.d from G
- Distribution G is common knowledge (called "common prior")
  - Every bidder knows the distributions and knows that others know it as well
- For first-price auction: we will further assume values are drawn i.i.d from the uniform distribution on [0,1]

#### **BNE of First Price Auctions**

# Bayesian Nash Equilibrium

- A strategy or plan of action for each player (as a function of values) should be such that it maximizes each players expected utility
  - expectation is over the private values of other players
- Given a Bayesian game with independent private values  $v_{-i}$ , i's expected utility for a strategy profile  $s = (s_1, ..., s_n)$  is

$$\mathbb{E}[u_i(s)] = \sum_{v_{-i}} u_i(s) \cdot \Pr(v_{-i})$$

• A strategy profile s is a **Bayes Nash equilibrium** if no player can increase their expected utility by unilaterally changing their strategy  $s_i$ 

# Strategy Assumptions

- Recall: strategy  $s_i$  is a function that maps their value to their bid b:
  - $s_i(v_i) = b_i$
- We assume that the strategy of all bidders in the auctions we study
  - Is a strictly increasing differentiable function: gives us that the bidder with higher value will also provide a higher bid (no ties)
  - $s_i(v_i) \leq v_i$  for all  $v_i$  and bidders i: that is, bidders can "shade" down their bids but will never bid above their true values
    - Also implies  $s_i(0) = 0$
- These assumptions are just to simplify analysis

# BNE of First Price Auctions

- Guess-and-check approach: guess an equilibrium strategy and verify
- Starting guess: Each bidder shade their bids down proportional to their value  $s_i(v_i) = b_i = \alpha v_i$  for each bidder *i*
- To check if it is a symmetric BNE, fix  $s_{-i}$  and analyze what is the best response bid for bidder i: bid that maximizes expected  $u_i(v_i, b_{-i})$

Will use **law of total expectation**:  $E[X] = \sum_{i} E[X|A_i] \Pr[A_i]$ 

where events  $A_i$  are partitions of the sample space

- Suppose  $v_1, v_2$  are i.i.d. from the uniform distribution on [0,1]
- Consider how bidder I should set their best response



• Guess a BNE strategy profile: say both bidders bid symmetrically some factor of their value  $s(v_i) = \alpha \cdot v_i$ 



• Guess a BNE strategy profile: say both bidders bid symmetrically some factor of their value  $s(v_i) = \alpha \cdot v_i$ 



# Continuous Probability Review

• (Definition) A random variable X is continuous if there is a function f(x) such that for any  $c \leq d$  we have

 $\Pr(c \le X \le d) = \int_{c}^{d} f(x) dx \quad \text{where } f(x) \text{ is the probability density}$ function (pdf)

 $P(c \leq X \leq d)$  = area under the graph between c and d.



# Continuous Probability Review

• (Definition) The cumulative distribution function (cdf) F of a continuous random variable X denotes the probability that it is at most a certain value

$$F(k) = \Pr(X \le k) = \int_{-\infty}^{k} f(x) dx$$
 where  $f(x)$  is the pdf X

• We often say X has distribution or is drawn from distribution F(x) rather than X has cumulative distribution function F(x)



# Uniform Distribution on [a, b]

- Models settings where all outcomes in the range are equally likely
- PDF of a continuous uniform distribution on [a, b]:

$$f(x) = \left\{egin{array}{cccc} rac{1}{b-a} & ext{for } a \leq x \leq b, \ 0 & ext{for } x < a ext{ or } x > b \end{array}
ight. egin{array}{ccccc} rac{1}{b-a} & ext{f}(x) \ a & ext{f}(x) \ a & ext{f}(x) \ a & ext{f}(x) \end{array}
ight.$$

• CDF of a continuous uniform distribution on [a, b]:

$$\Pr(x \le k) = \frac{k-a}{b-a} \text{ if } a \le k \le b$$



# Uniform Distribution on [0,1]

• CDF of a continuous uniform distribution on [0,1]:

 $\Pr(x \le k) = k \text{ if } a \le k \le b$ 



• Guess a BNE strategy profile: say both bidders bid symmetrically some factor of their value  $s(v_i) = \alpha \cdot v_i$ 



•  $\mathbb{E}[u_1] = (v_1 - b_1)(b_1/\alpha)$ : how to set  $b_1$  to maximize expected utility?



•  $\mathbb{E}'[u_1] = (1/\alpha)(v_1 - 2b_1) = 0$ , that is,  $b_1 = v_1/2$ 



## First Price: Two Bidders

- Theorem. Assume two bidders with their values drawn i.i.d. from Uniform [0,1], then the strategy  $s(v_i) = v_i/2$  is a symmetric Bayes Nash equilibrium of the sealed-bid first price auction.
- Proof. Assume agent 2 bids using s(.), that is,  $b_2 = v_2/2$
- We calculate agent 1's expected utility who has value  $v_1$  and bid  $b_1$

• 
$$E[u_1] = (v_1 - b_1) \cdot \Pr[1 \text{ wins with bid } b_1]$$
  
 $= (v_1 - b_1) \cdot \Pr[b_2 \le b_1]$   
 $= (v_1 - b_1) \cdot \Pr[v_2/2 \le b_1]$   
 $= (v_1 - b_1) \cdot \Pr[v_2 \le 2b_1]$   
 $= (v_1 - b_1) \cdot F(2b_1) = (v_1 - b_1) \cdot 2b_1$ 

## First Price: Two Bidders

- Proof (Cont). Assume agent 2 bids using s(.), that is,  $b_2 = v_2/2$
- Agent 1's expected utility who has value  $v_1$  and bid  $b_1$  when she wins

• 
$$E[u_1] = (v_1 - b_1) \cdot 2b_1 = 2v_1b_1 - 2b_1^2$$

- Agent 1 with value  $v_1$  should set  $b_1$  to maximize  $2v_1b_1-2b_1^2$  as a function of  $b_1$ 
  - Differentiate and set derivate to zero (also check second order condition)

• 
$$E'[u_1] = 2v_1 - 4b_1 = 0$$
, that is,  $b_1 = v_1/2$ 

Symmetric analysis

for bidder 2

#### First Price: *n* Bidders

- **Goal:** Symmetric Bayes Nash equilibrium for *n* bidders in first price auctions where each bidders value is independently and identically distributed (i.i.d) from the uniform distribution on [0,1]
- Suppose every bidder  $j \neq 1$  uses strategy  $s_j = \alpha(n) \cdot v_j$
- Let's write the expression for expected utility of bidder 1 and figure out what value of  $b_1$  maximizes it
  - Fix  $b_1, v_1$ , write  $\mathbb{E}(u_1)$  as a function of them
  - Each  $v_j$  for  $j \neq 1$  is a random variable i.i.d. in uniform [0, 1]
- Deduce the value of  $\alpha(n)$  from this

#### First Price: n Bidders

 $\mathbb{E}(u_1) = (v_1 - b_1) \cdot \Pr(1 \text{ wins with bid } b_1) + 0 \cdot \Pr(1 \text{ loses with bid } b_1)$  $= (v_1 - b_1) \cdot \Pr[b_1 \ge \max^n b_i]$  $= (v_1 - b_1) \cdot \Pr(b_1 \ge b_2 \cap b_2 \ge b_3 \dots \cap b_1 \ge b_n)$ Set  $b_i = \alpha \cdot v_i$  for each i = 2, ..., n. As values are independent, we get:  $\mathbb{E}(u_1) = (v_1 - b_1) \cdot \Pr(v_2 \le \frac{b_1}{\alpha}) \cdots \Pr(v_n \le \frac{b_1}{\alpha}) = (v_1 - b_1) \cdot \left(\frac{b_1}{\alpha}\right)^{n-1}$ To find the bid  $b_1$  that maximizes this utility, can differentiate wrt  $b_1$  and set to zero, which gives us  $b_1 = \frac{n-1}{r} \cdot v_1$ 

#### First Price: *n* Bidders

- **Theorem.** Assume each of the *n* bidders have values drawn i.i.d. from uniform distribution on [0,1]. Then, the strategy  $s(v_i) = \frac{n-1}{n} \cdot v_i$  is a symmetric Bayes Nash equilibrium of the sealed-bid first price auction.
- **Proof.** Verify by confirming that this in fact maximizes expected utility.
- **Takeaway**: the more the competition, the more the bidders need to bid closer to their value if they want to win.

