

# Myerson's Lemma

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# Outline

- 1 Myerson's Lemma
  - Single-Parameter Environments
  - The Lemma
  - Application to the Sponsored Search Auction



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# Single-Parameter Environments

Consider a more generalized and abstract setting:

## Single-Parameter Environments

- $n$  agents (e.g., bidders).
- A private valuation  $v_i \geq 0$  for each agent  $i$  (per unit of stuff).
- A feasible set  $X = \{(x_1, x_2, \dots, x_n) \mid x_i \in \mathbb{R}\} \subseteq \mathbb{R}^n$ .
  - $x_i$ : amount of stuff given to agent  $i$ .



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- Single-item auction:
  - $\sum_{i=1}^n X_i \leq 1$ , and  $x_i \in \{0, 1\}$  for each  $i$ .



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- Sponsored Search Auction:
  - $X$ : the set of  $n$ -vectors  $\Leftrightarrow$  assignments of bidders to slots.
  - Each slot (resp., bidder) is assigned to  $\leq 1$  bidder (resp., slot).
  - The component  $x_i = \alpha_j$ : bidder  $i$  is assigned to slot  $j$ .
    - $\alpha_j$ : the click-through rate of slot  $j$ .
    - Assume that the quality score  $\beta_i = 1$  for all  $i$ .





# Allocation and Payment Rules

## Choices to make in a sealed-bid auction

- Collect bids  $\mathbf{b} = (b_1, \dots, b_n)$ .
- Allocation Rule: Choose a feasible  $\mathbf{x}(\mathbf{b}) \in X \subseteq \mathbb{R}^n$ .
- Payment Rule: Choose payments  $\mathbf{p}(\mathbf{b}) \in \mathbb{R}^n$ .
- A *direct-revelation mechanism*.



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- A *direct-revelation mechanism*.
  - Example of *indirect mechanism*: iterative ascending auction.



# Allocation and Payment Rules (contd.)

With allocation rule  $\mathbf{x}$  and payment rule  $\mathbf{p}$ ,

- agent  $i$  receives utility  $u_i(\mathbf{b}) = v_i \cdot x_i(\mathbf{b}) - p_i(\mathbf{b})$ .
- $p_i(\mathbf{b}) \in [0, b_i \cdot x_i(\mathbf{b})]$ .
  - $p_i(\mathbf{b}) \geq 0$ : prohibiting the seller from paying the agents.
  - $p_i(\mathbf{b}) \leq b_i \cdot x_i(\mathbf{b})$ : a truthful agent receives nonnegative utility.



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Why?



# The Myerson's Lemma

## Definition (Implementable Allocation Rule)

An allocation rule  $x$  for a single-parameter environment is **implementable** if there is a payment rule  $p$  such that the direct-revelation mechanism  $(x, p)$  is **DSIC**.



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So, how about awarding the item to the second-highest bidder?

You raise your bid, you might lose the chance of getting it!



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# The Myerson's Lemma

## Theorem (Myerson's Lemma)

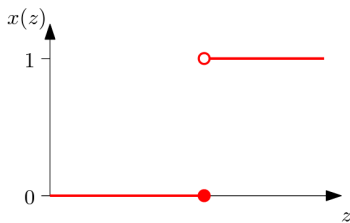
Fix a single-parameter environment.

- (i) An allocation rule  $\mathbf{x}$  is **implementable** if and only if it is **monotone**.
- (ii) If  $\mathbf{x}$  is monotone, then there is a unique payment rule for which the direct-revelation mechanism  $(\mathbf{x}, \mathbf{p})$  is DSIC and  $p_i(\mathbf{b}) = 0$  whenever  $b_i = 0$ .
- (iii) The payment rule in (ii) is given by an explicit formula.

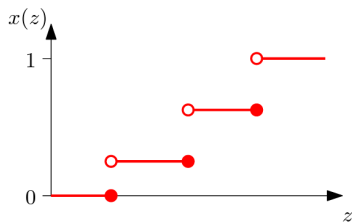
“Monotone” is more operational.



# Allocation curves: allocation as a function of bids



(a) 0-1 Monotone Curve



(b) Piecewise Constant Monotone Curve

Figures from Tim Roughgarden's lecture notes.



# Constraints from DSIC

Consider  $0 \leq z < y$ .

Say agent  $i$  has a private valuation  $z$  and free to submit a false bid  $y$  or  
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DSIC: Bidding truthfully brings maximum utility.

$$\begin{aligned}z \cdot x(z) - p(z) &\geq z \cdot x(y) - p(y) \\y \cdot x(y) - p(y) &\geq y \cdot x(z) - p(z)\end{aligned}$$



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$p(y) - p(z)$  can be bounded below and above.

$\Rightarrow$  every implementable allocation rule is monotone (why?)



## Case: $x$ is a piecewise constant function

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- Try: fix  $z$  and let  $y$  tend to  $z$ .



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$$p_i(b_i, \mathbf{b}_{-i}) = \sum_{j=1}^{\ell} z_j \cdot [\text{jump in } x_i(\cdot, \mathbf{b}_{-i}) \text{ at } z_j],$$

where  $z_1, \dots, z_\ell$  are breakpoints of  $x_i(\cdot, \mathbf{b}_{-i})$  in the range  $[0, b_i]$ .

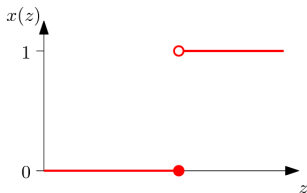


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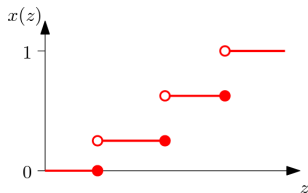
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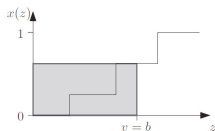
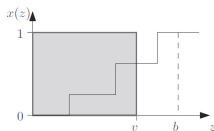
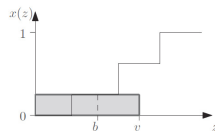
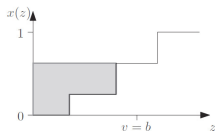
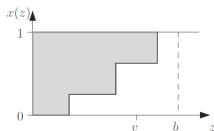
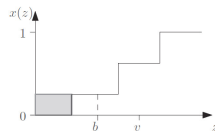
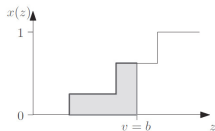
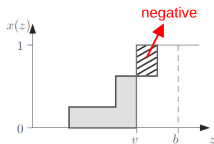
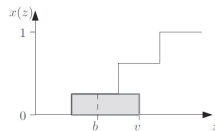


(a) 0-1 Monotone Curve



(b) Piecewise Constant Monotone Curve



Case:  $x$  is a piecewise constant function(a)  $v \cdot x(v)$ (b)  $v \cdot x(b)$  with  $b > v$ (c)  $v \cdot x(b)$  with  $b < v$ (d)  $p(v)$ (e)  $p(b)$  with  $b > v$ (f)  $p(b)$  with  $b < v$ (g) utility with  $b = v$ (h) utility with  $b > v$ (i) utility with  $b < v$ 

## Case: $x$ is a monotone function

$$z \cdot (x(y) - x(z)) \leq p(y) - p(z) \leq y \cdot (x(y) - x(z)).$$

- Suppose  $x$  is differentiable.
- Dividing the inequalities by  $y - z$ :



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$$p_i(b_i, \mathbf{b}_{-i}) = \int_0^{b_i} z \cdot \frac{d}{dz} x_i(z, \mathbf{b}_{-i}) dz.$$



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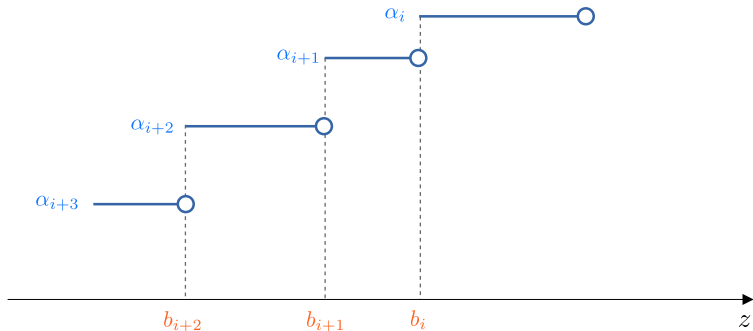
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# Apply to Sponsored Search Auction

The allocation rule is piecewise.

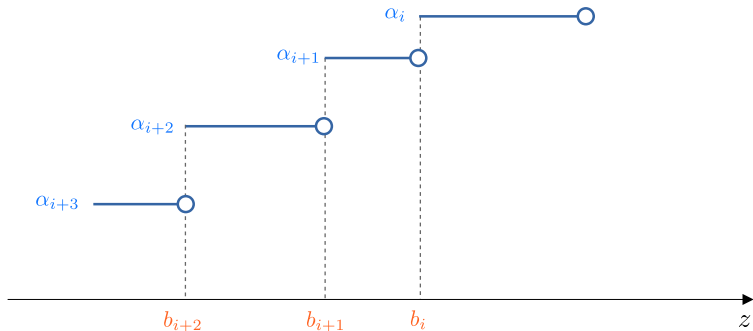
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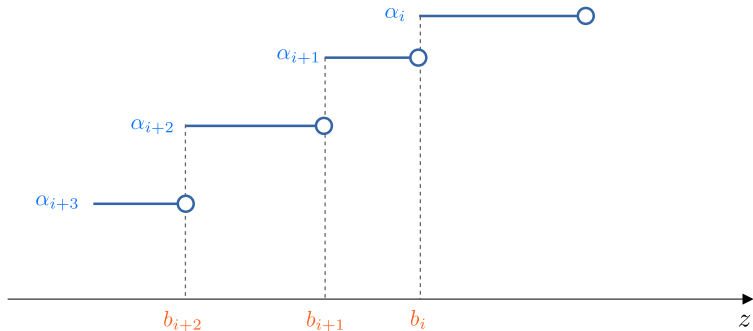
$$p_i(\mathbf{b}) = \sum_{j=i}^k b_{j+1}(\alpha_j - \alpha_{j+1}).$$



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$$p_i(\mathbf{b}) = \sum_{j=i}^k b_{j+1} \frac{\alpha_j - \alpha_{j+1}}{\alpha_i} \quad (\text{scaled per click}).$$



# Exercise 1 (5%)

- Recall that in the model of sponsored search auctions:
  - There are  $k$  slots, the  $j$ th slot has a click-through rate (CTR) of  $\alpha_j$  (nonincreasing in  $j$ ).
  - The utility of bidder  $i$  in slot  $j$  is  $\alpha_j(v_i - p_j)$ , where  $v_i$  is the private value-per-click of the bidder and  $p_j$  is the price charged per-click in slot  $j$ .
- The Generalized Second Price (GSP) Auction is defined as follows:



# Exercise 1 (5%) (contd.)

## The Generalized Second Price (GSP) Auction

- ① Rank advertisers from highest to lowest bid; assume without loss of generality that  $b_1 \geq b_2 \geq \dots \geq b_n$ .
- ② For  $i = 1, 2, \dots, k$ , assign the  $i$ th bidder to the  $i$  slot.
- ③ For  $i = 1, 2, \dots, k$ , charge the  $i$ th bidder a price of  $b_{i+1}$  per click.

- (a) Prove that for every  $k \geq 2$  and sequence  $\alpha_1 \geq \dots \geq \alpha_k > 0$  of CTRs, the GSP auction is **NOT** DSIC. (*Hint: Find out an example.*)
- (b) A bid profile  $\mathbf{b}$  with  $b_1 \geq \dots \geq b_n$  is **envy-free** if for every bidder  $i$  and slot  $j \neq i$ ,

$$\alpha_i(v_i - b_{i+1}) \geq \alpha_j(v_i - b_{j+1}).$$

Please verify that every envy-free bid profile is an equilibrium.

