

Random Sampling Auctions

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(joint work with Uri Feige,

Jason Hartline, Bobby Kleinberg)

Outline

Theory of Auctions

- * Random Sampling Auction
- * Analysis of RSOA
- * Equal Revenue Distribution
- * Computer aided proof



Theory of Auctions

* Theory of Auctions

* Goods

Theory of Auctions

- * Goods

- * Bidders

Theory of Auctions

- * Goods

- * Bidders

- * Private values

Theory of Auctions

- * Goods

- * Bidders

- * Private values

- * Lying bastards

* Theory of Auctions

* Standard approach:

Truthful Mechanism Design

* Theory of Auctions

* Standard approach:

Truthful Mechanism Design

Come up with a social choice function and a payment function for which each bidder is best off revealing true preferences.

* Theory of Auctions (Truthful Mech.)

* Mandatory example:

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* Mandatory example:

* 2 bidders, 1 item,
maximize social welfare.

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* Give item to the higher bidder,


* Theory of Auctions (Truthful Mech.)

* Mandatory example:

* 2 bidders, 1 item,
maximize Social welfare.

* Give item to the higher
bidder,

* Charge lower price.

 Digital Goods
Theory of Auctions

Digital Goods

* Theory of Auctions

- * n bidders, as many items as you want, maximize revenue.

Digital Goods Theory of Auctions

* n bidders, as many items as you want, maximize revenue.

* Must somehow learn how many items to sell.

Digital Goods Theory of Auctions

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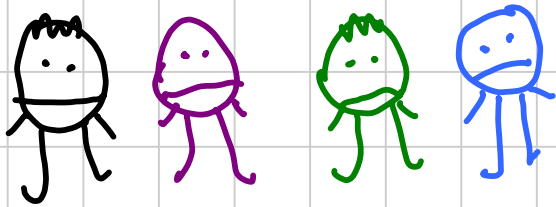
* Soln: Split bidders randomly, find price for one part, offer to other.

Digital Goods Theory of Auctions

- * Random Sampling Auction

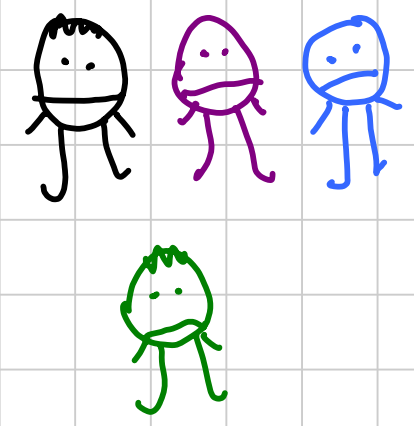
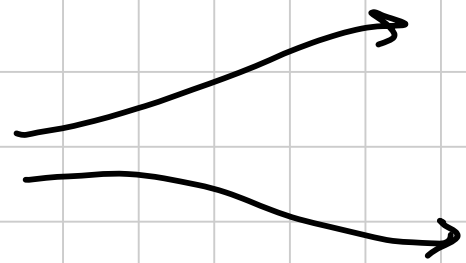
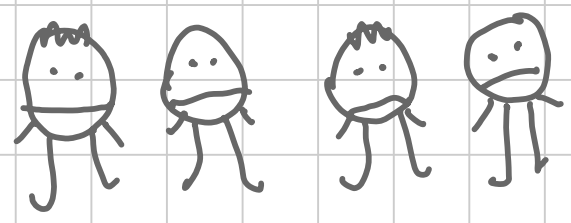
Digital Goods Theory of Auctions

* Random Sampling Auction



Digital Goods Theory of Auctions

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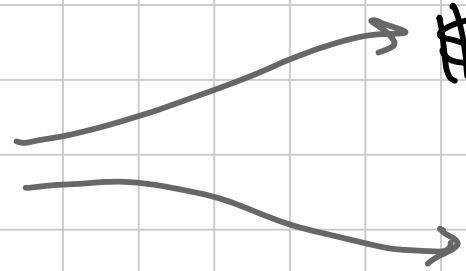
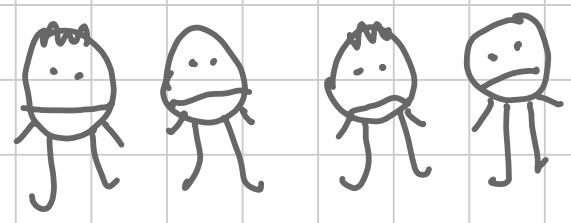
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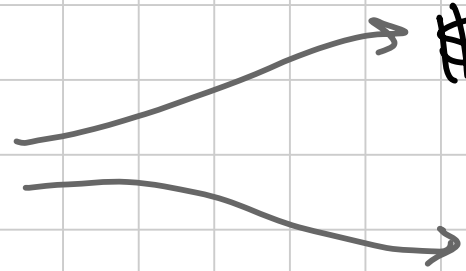
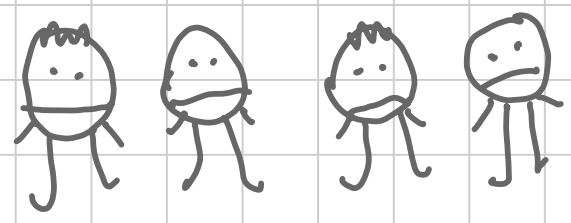
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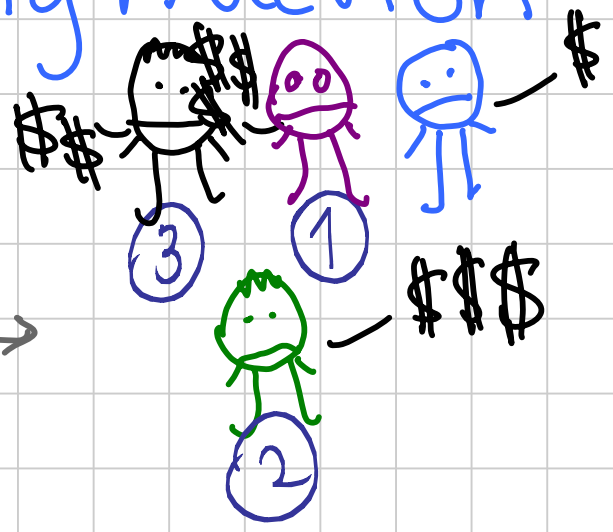
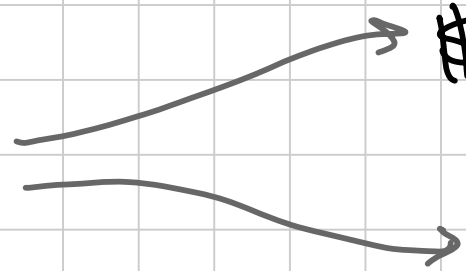
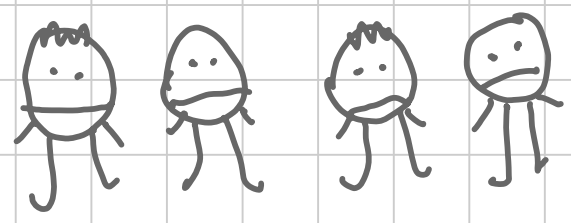
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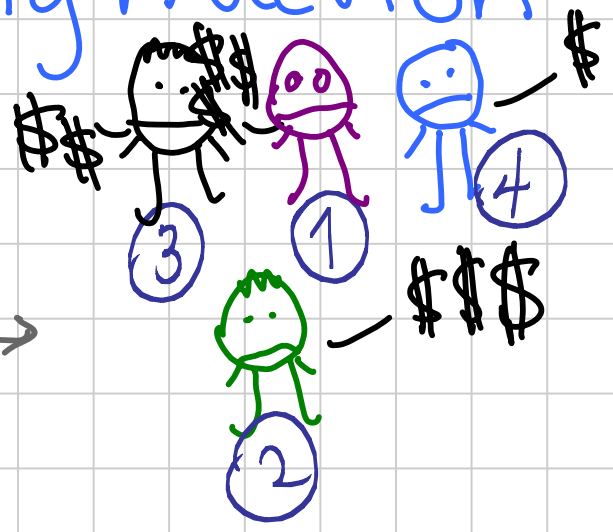
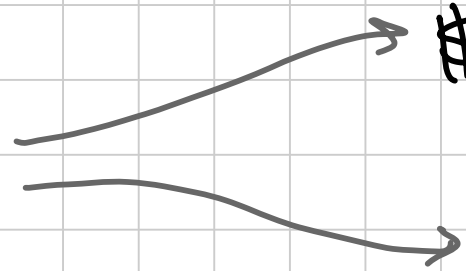
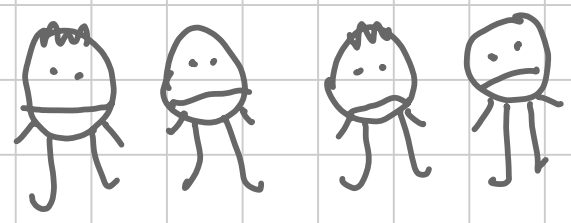
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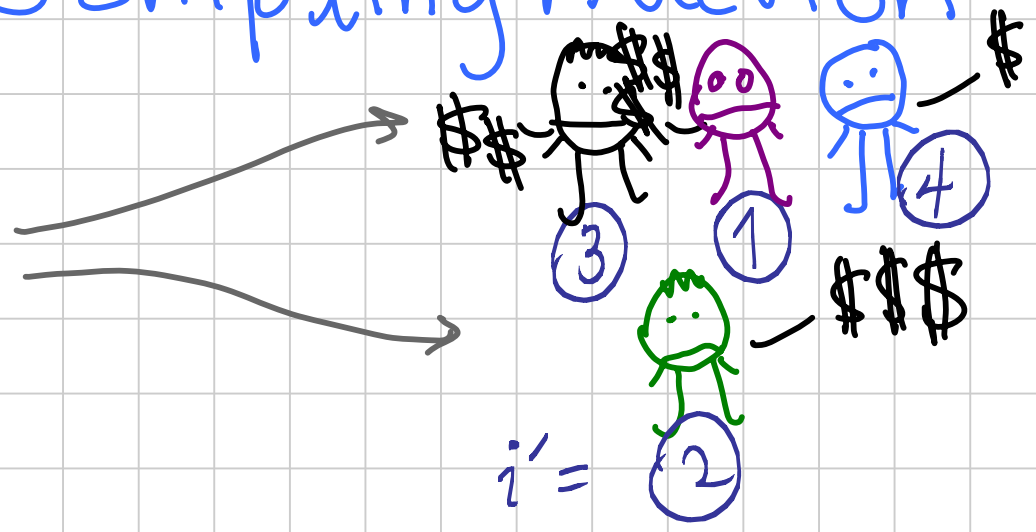
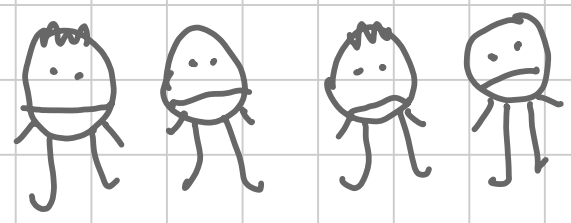
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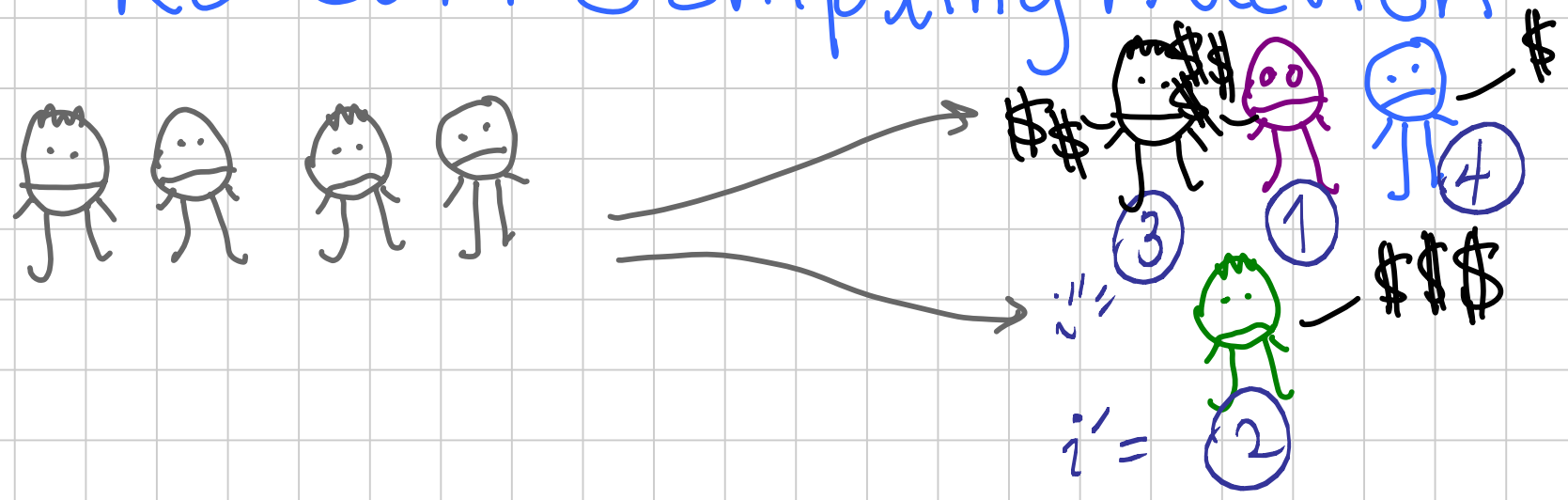
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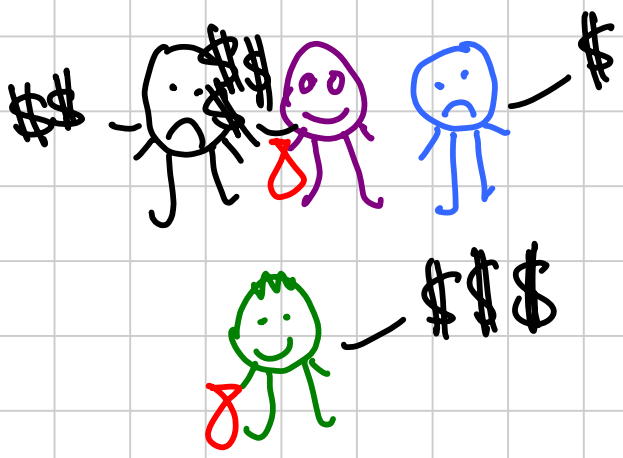
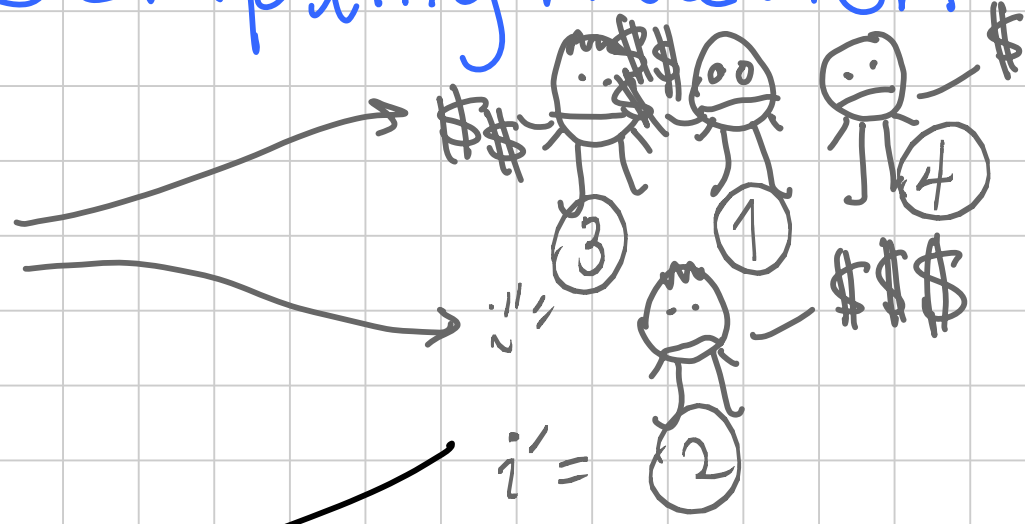
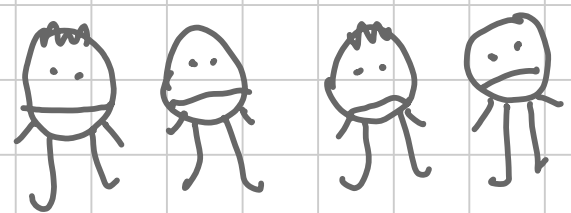
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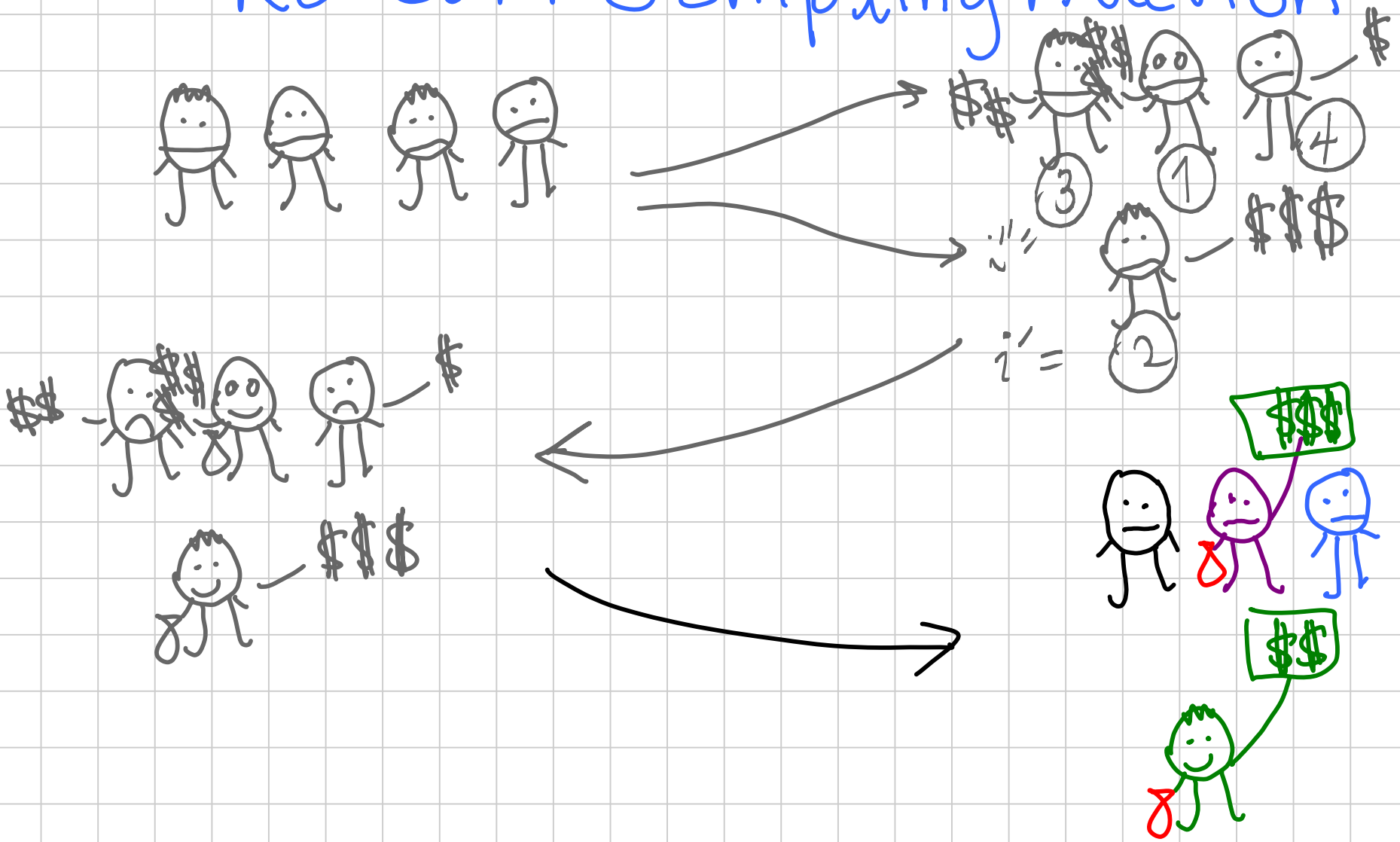
Digital Goods Theory of Auctions

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Digital Goods Theory of Auctions

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Digital Goods Theory of Auctions

* Random Sampling Auction

[Goldberg, Hartline, and Wright]

Theory of Digital Goods Auctions

* Random Sampling Auction

[Goldberg, Hartline, and Wright]

Is it any good?

Digital Goods Theory of Auctions

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(Compared to $f_2 = \max_{i \geq 2} i \cdot b_i$)

Digital Goods Theory of Auctions

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[Goldberg, Hartline, and Wright]

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value
of i -th highest bid

(Compared to $f_2 = \max_{i \geq 2} i \cdot b_i$)

Digital Goods Theory of Auctions

* Random Sampling Auction


[Goldberg, Hartline, and Wright]

Is it any good?

value
of i -th highest bid

(Compared to $f_2 = \max_{i \geq 2} b_i$)

* Previously shown to be very good
in certain situations, within $\times 7600$
for all bid vectors.

 Digital Goods
Theory of Auctions

Theorem:

Digital Goods Theory of Auctions

Theorem: For all $b_1 \geq b_2 \geq \dots \geq b_n$,

$$E[RS] \geq \frac{1}{15} f_2.$$

Digital Goods Theory of Auctions

Theorem: For all $b_1 \geq b_2 \geq \dots \geq b_n$,

$$E[RS] \geq \frac{1}{5} f_2.$$

(The best value we can possibly have there is $\frac{1}{4}$.)

Digital Goods

* Theory of Auctions, Proof that $RS \geq \frac{1}{15} f_2$

 Digital Goods
Theory of Auctions, Proof that $RS \geq \frac{1}{15} f_2$

$$X_i = \begin{cases} 1 & \text{if partition splits} \\ & \text{bidder 1 from } i \\ 0 & \text{o.w.} \end{cases}$$

Digital Goods

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$$S_i = \sum_{j=1}^i X_j$$

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$$\mathcal{E} = \{i: S_i \leq \frac{3}{4} i\}$$

Digital Goods

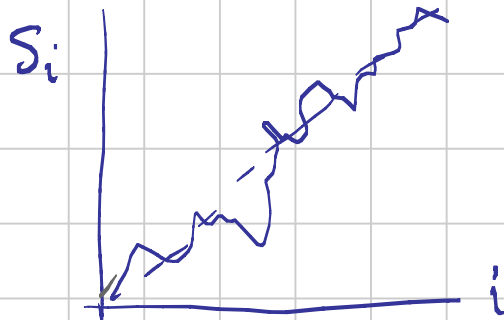
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Digital Goods

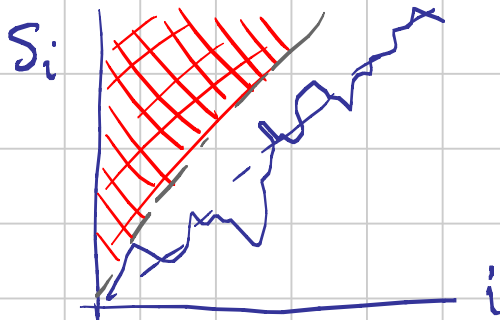
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Digital Goods

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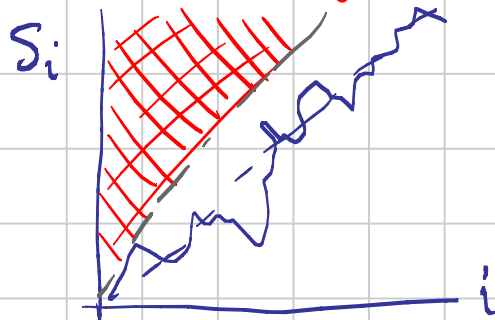
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$$E = \left\{ \forall i: S_i \leq \frac{3}{4} i \right\}$$

$$B = \left\{ S_{i''} \geq \frac{i''}{2} \right\}$$



Digital Goods

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$$RS \geq (i'' - S_{i''}) b_{i''}$$

$$\mathcal{E} = \{ \forall i: S_i \leq \frac{3}{4} i \}$$

$$\mathcal{B} = \{ S_{i''} \geq i''/2 \}$$

$$\mathcal{B} \wedge \mathcal{E} \Rightarrow$$

Digital Goods

* Theory of Auctions, Proof that $RS \geq \frac{1}{5} f_2$

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$$\mathcal{E} = \left\{ \forall i: S_i \leq \frac{3}{4} i \right\}$$

$$\mathcal{B} = \left\{ S_{i''} \geq \frac{i''}{2} \right\}$$

$$\mathcal{B} \wedge \mathcal{E} \Rightarrow RS = (i'' - S_{i''}) b_{i''}$$

Digital Goods

* Theory of Auctions, Proof that $RS \geq \frac{1}{3} f_2$

$$X_i = \begin{cases} 1 & \text{if partition splits bidder 1 from } i \\ 0 & \text{o.w.} \end{cases} \quad S_i = \sum_{j=1}^i X_j$$

$$i' = \operatorname{argmax}_{i \geq 2} i b_i \quad i'' = \operatorname{argmax}_{i \geq 2} S_i b_i$$

$$RS \geq (i'' - S_{i''}) b_{i''}$$

$$\mathcal{E} = \{ \forall i: S_i \leq \frac{3}{4} i b_i \}$$

$$\mathcal{B} = \{ S_{i''} \geq \frac{1}{2} i'' b_{i''} \}$$

$$\mathcal{B} \wedge \mathcal{E} \Rightarrow RS = (i'' - S_{i''}) b_{i''} \stackrel{\text{by } \mathcal{E}}{\geq} \frac{1}{3} S_{i''} b_{i''}$$

Digital Goods

★ Theory of Auctions, Proof that $RS \geq \frac{1}{3} f_2$

$$X_i = \begin{cases} 1 & \text{if partition splits bidder 1 from } i \\ 0 & \text{o.w.} \end{cases} \quad S_i = \sum_{j=1}^i X_j$$

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$$\mathcal{E} = \left\{ \forall i: S_i \leq \frac{3}{4} i b_i \right\}$$

$$\mathcal{B} = \left\{ S_{i''} \geq \frac{1}{2} i'' b_{i''} \right\}$$

$$\mathcal{B} \wedge \mathcal{E} \Rightarrow RS = (i'' - S_{i''}) b_{i''} \stackrel{\text{by } \mathcal{E}}{\geq} \frac{1}{3} S_{i''} b_{i''} \geq \frac{1}{3} S_{i'} b_{i'}$$

Digital Goods

★ Theory of Auctions, Proof that $RS \geq \frac{1}{15} f_2$

$$X_i = \begin{cases} 1 & \text{if partition splits bidder 1 from } i \\ 0 & \text{o.w.} \end{cases} \quad S_i = \sum_{j=1}^i X_j$$

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$$RS \geq (i'' - S_{i''}) b_{i''}$$

$$\mathcal{E} = \{ \forall i: S_i \leq \frac{3}{4} i b_i \}$$

$$\mathcal{B} = \{ S_{i'} \geq \frac{1}{2} i' b_{i'} \}$$

$$\mathcal{B} \wedge \mathcal{E} \Rightarrow RS = (i'' - S_{i''}) b_{i''} \stackrel{\text{by } \mathcal{E}}{\geq} \frac{1}{3} S_{i''} b_{i''} \geq \frac{1}{3} S_{i'} b_{i'} \geq \frac{1}{3} \frac{i' b_{i'}}{2}$$

Digital Goods

* Theory of Auctions, Proof that $RS \geq \frac{1}{15} f_2$

So, $E[RS] \geq \Pr[E \cap B] \cdot \frac{1}{6} f_2$.

$$E = \{v_i: S_i \leq \frac{3}{4}i\}$$

$$B = \{S_{i'} \geq i'/2\}$$

$$B \cap E \Rightarrow RS = (i' - S_{i'}) b_{i'} \geq \frac{1}{3} S_{i'} b_{i'} \geq \frac{1}{3} S_{i'} b_{i'} \geq \frac{1}{3} \frac{i' b_{i'}}{2}.$$

Digital Goods

* Theory of Auctions, Proof that $RS \geq \frac{1}{15} f_2$

$$\text{So, } E[RS] \geq \Pr[E \cap B] \cdot \frac{1}{6} f_2.$$

$$\Pr[B \cap E] \geq \Pr[E] - \Pr[\bar{B}]$$

$$E = \{v_i: S_i \leq \frac{3}{4}i\}$$

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Digital Goods

* Theory of Auctions, Proof that $RS \geq \frac{1}{15} f_2$

$$\text{So, } E[RS] \geq \Pr[\mathcal{E} \cap \mathcal{B}] \cdot \frac{1}{6} f_2.$$

$$\Pr[\mathcal{B} \cap \mathcal{E}] \geq \Pr[\mathcal{E}] - \Pr[\overline{\mathcal{B}}] \approx .5$$

$$\mathcal{E} = \{v_i: S_i \leq \frac{3}{4}i\}$$

$$\mathcal{B} = \{S_{i'} \geq i'/2\}$$

$$\mathcal{B} \cap \mathcal{E} \Rightarrow RS = (i'' - S_{i''}) b_{i''} \geq \frac{1}{3} S_{i''} b_{i''} \geq \frac{1}{3} S_{i'} b_{i'} \geq \frac{1}{3} \frac{i' b_{i'}}{2}.$$

Digital Goods

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$$\text{So, } E[RS] \geq \Pr[E \cap B] \cdot \frac{1}{6} f_2.$$

$$\Pr[B \cap E] \geq \Pr[E] - \Pr[\bar{B}] \approx .5$$

Coming next!

$$E = \{v_i: S_i \leq \frac{3}{4}i\} \quad B = \{S_{i'} \geq i'/2\}$$

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Digital Goods

* Theory of Auctions, Proof that $RS \geq \frac{1}{15} f_2$

$$\text{So, } E[RS] \geq \Pr[\mathcal{E} \cap \mathcal{B}] \cdot \frac{1}{6} f_2.$$

$$\Pr[\mathcal{B} \cap \mathcal{E}] \geq \Pr[\mathcal{E}] - \Pr[\overline{\mathcal{B}}]$$

$\geq .9/2 \qquad \approx .5$

Coming next!

$$\mathcal{E} = \{v_i: S_i \leq \frac{3}{4}i\} \qquad \mathcal{B} = \{S_{i'} \geq i'/2\}$$

$$\mathcal{B} \cap \mathcal{E} \Rightarrow RS = (i'' - S_{i''}) b_{i''} \geq \frac{1}{3} S_{i''} b_{i''} \geq \frac{1}{3} S_{i'} b_{i'} \geq \frac{1}{3} \frac{i' b_{i'}}{2}.$$

Digital Goods

* Theory of Auctions, Calculating $\Pr[\mathcal{E}]$

Digital Goods
* Theory of Auctions, Calculating $\Pr[\mathcal{E}]$

$$\mathcal{E} = \{v_i : S_i \leq \frac{3}{4}v_i\}$$

Digital Goods

* Theory of Auctions, Calculating $\Pr[\mathcal{E}]$

$$\mathcal{E} = \{v_i: S_i \leq \frac{3}{4}v_i\} \quad \mathcal{E}_\alpha = \{v_i: S_i \leq \alpha v_i\}$$

Digital Goods Theory of Auctions, Calculating $\Pr[\mathcal{E}]$

$$\mathcal{E} = \{v_i: S_i \leq \frac{3}{4}i\} \quad \mathcal{E}_\alpha = \{v_i: S_i \leq \alpha i\}$$

For $\alpha = \frac{k}{k+1}$,

$$S_i \leq \frac{k}{k+1}i \iff (k+1)S_i \leq k \cdot i$$
$$\iff -S_i + k(i - S_i) \geq 0.$$

Digital Goods

* Theory of Auctions, Calculating $\Pr[\mathcal{E}]$

$$\mathcal{E} = \{t_i: S_i \leq \frac{3}{4}i\} \quad \mathcal{E}_\alpha = \{t_i: S_i \leq \alpha i\}$$

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$$S_i \leq \frac{k}{k+1}i \iff (k+1)S_i \leq k \cdot i$$

$$\iff -S_i + k(i - S_i) \geq 0.$$

Let $Z_i =$, asymmetric random walk

$$Z_i = \begin{cases} Z_{i-1} - 1, & \text{w. pr. } \frac{1}{2} \\ Z_{i-1} + k, & \text{w. pr. } \frac{1}{2} \end{cases}$$

Digital Goods

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$$\Pr\left[\mathcal{E}_{\frac{k}{k+1}}\right] = \Pr[\forall i \ Z_i \geq 0 \mid Z_1 = k]$$

Digital Goods

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$\stackrel{!}{=} 1 - p_k$

Digital Goods

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$\underbrace{1 - p_k}_{\text{"probability of ruin"}}$

Digital Goods

★ Theory of Auctions, Calculating $\Pr[\mathcal{E}]$

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Digital Goods

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So p_0 is a root of $f(x) = 1 - 2x + x^{k+1}$

Digital Goods Theory of Auctions, Calculating $\Pr[\mathcal{E}]$

For $k=3$ (so $\alpha = \frac{k}{k+1} = \frac{3}{4}$), there is a closed form solution:

So p_0 is a root of $f(x) = 1 - 2x + x^{k+1}$

Digital Goods

* Theory of Auctions, Calculating $\Pr[\mathcal{E}]$

For $k=3$ (so $\alpha = \frac{k}{k+1} = \frac{3}{4}$), there is a closed form solution:

$$p_0 = \frac{1}{3} \left[\left(17 + 3\sqrt{33}\right)^{1/3} - 1 - 2 \left(17 + 3\sqrt{33}\right)^{-1/3} \right]$$

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$$\begin{aligned} \text{and } \Pr[\mathcal{E}_{\frac{3}{4}}] &= 1 - p_0^4 \\ &= 1 - \frac{1}{81} \left[\left(17 + 3\sqrt{33}\right)^{1/3} - 1 - 2 \left(17 + 3\sqrt{33}\right)^{-1/3} \right]^4 \end{aligned}$$

Digital Goods Theory of Auctions, Calculating $\Pr[\mathcal{E}]$

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$$= 1 - \frac{1}{81} \left[\left(17 + 3\sqrt{33}\right)^{1/3} - 1 - 2 \left(17 + 3\sqrt{33}\right)^{-1/3} \right]^4$$

$$\approx 0.912 \quad \text{q.e.d.}$$

Digital Goods

✱ Theory of Auctions, Equal revenue

Equal revenue input:

$$b_i = \frac{1}{i} \quad i = 1, \dots, n$$

For $n = 2$, this has competitive ratio 4 (which we believe is max)

Digital Goods Theory of Auctions, Equal revenue

Equal revenue input:

$$b_i = \frac{1}{i} \quad i = 1, \dots, n$$

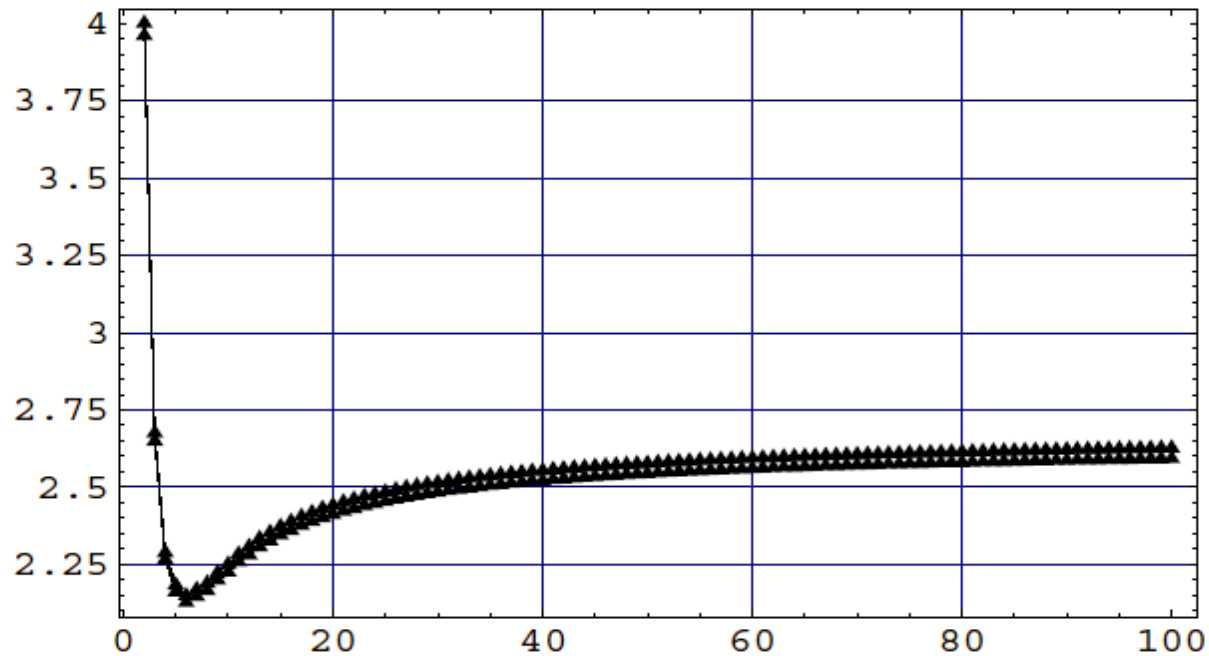


Fig. 1. Upper and lower bounds on $\mathcal{F}^{(2)} / E[RS]$ when $N = 200$ for equal revenue input with $n = 2, \dots, 100$.

Digital Goods

* Theory of Auctions, Equal revenue

For general n , define

$$\mathcal{E}_\alpha^n = \{ \forall i \leq n, S_i \leq \alpha_i \}.$$

Now, fix some integer N , and let

$$A_i^n = \mathcal{E}_{\frac{i}{N}}^n \cap \overline{\mathcal{E}_{\frac{i-1}{N}}^n}$$

Digital Goods Theory of Auctions, Equal revenue

Then

$$E[RS] \geq \sum_{i=1}^{N-1} \Pr[A_i^n] \left(1 - \frac{i}{N}\right)$$

which we can calculate exactly for specific values of n .

Digital Goods Theory of Auctions, Computer Proof bounding \mathcal{E}_α

$$p^\alpha(i, j) = \Pr[S_i = j \wedge \forall i' \leq i, S_{i'} \leq \alpha \cdot i']$$

$$g^\alpha(i) = \sum_{j=0}^i p^\alpha(i, j)$$

$$* p^\alpha(i, j) = \begin{cases} \frac{1}{2} p^\alpha(i-1, j-1) + \frac{1}{2} p^\alpha(i-1, j), & \text{if } 0 \leq j \leq \alpha \cdot i; \\ 0, & \text{o.w.} \end{cases}$$

$$* \Pr[\overline{\mathcal{E}_\alpha}] \leq 1 - g^\alpha(i_0) + \sum_{i=i_0}^{\infty} \Pr[S_i \geq \alpha \cdot i]$$
$$\leq 1 - g^\alpha(i_0) + \sum_{i=i_0}^{\infty} e^{-(\alpha - \frac{1}{2})^2 i / 3}$$

Theory of Digital Goods Auctions, Computer Proof $\Pr[\epsilon] \geq .912$

For reasonable values of n , it is possible to evaluate $\Pr[\mathcal{E}_\alpha^n]$. For example, for $\alpha = \frac{3}{4}$, $\Pr[\mathcal{E}_{\frac{3}{4}}^{200}]$ equals

22914483922452727752710576603653551719219315819721902777499

25108406941546723055343157692830665664409421777856138051584

and so $\Pr[\mathcal{E}_{\frac{3}{4}}] \geq 0.912$

* Conclusion

* Theory of Auctions

- * Random Sampling Auction
- * Analysis of RSOA
- * Computer aided proof
- * Equal Revenue Distribution

* Open Questions

* Open Questions

* Is $E[RS] \cong \frac{1}{4} f_2$?

* Open Questions

* Is $E[RS] \geq \frac{1}{4} f_2$?

* Can we say something more detailed in terms of bid vector?

* Open Questions

* Is $E[RS] \geq \frac{1}{4} f_2$?

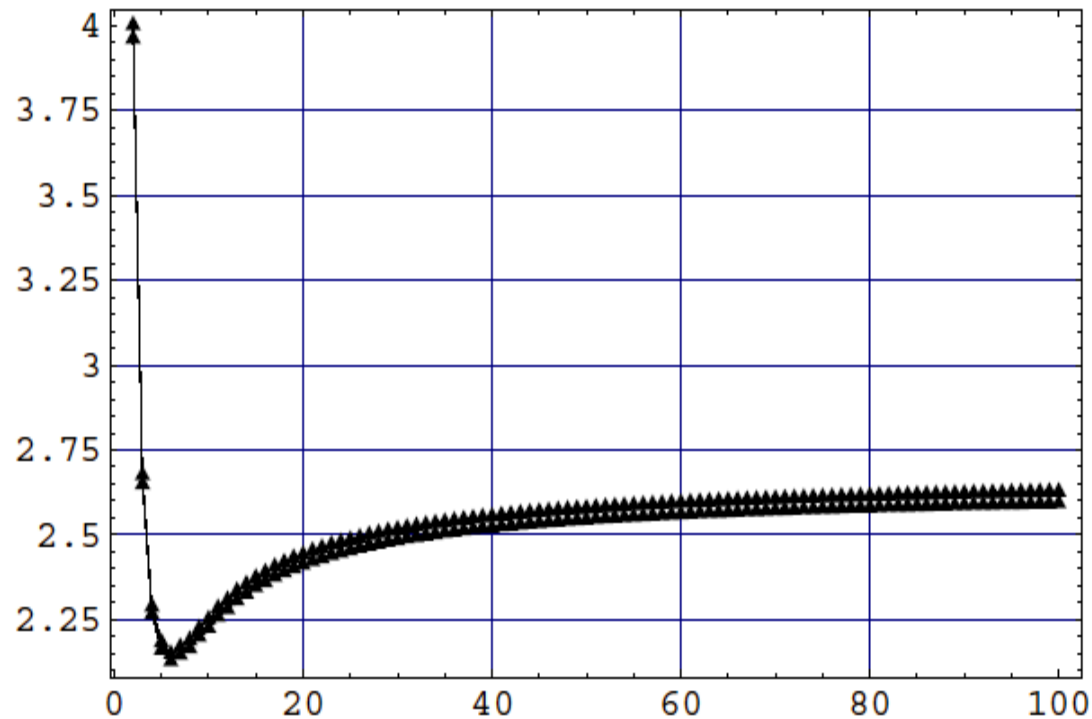


Fig. 1. Upper and lower bounds on $\mathcal{F}^{(2)} / E[RS]$ when $N = 200$ for equal revenue input with $n = 2, \dots, 100$.

Digital Goods Theory of Auctions, Equal revenue

$$\Pr[\mathcal{A}_i^n] \geq \Pr[\mathcal{E}_{\alpha_i}] - \Pr[\mathcal{E}_{\alpha_{i-1}}^{n_0}] \geq \Pr[\mathcal{E}_{\alpha_i}^{n_0}] - \frac{e^{-(\alpha_i - 1/2)^2 n_0 / 3}}{1 - e^{-(\alpha_i - 1/2)^2 / 3}} - \Pr[\mathcal{E}_{\alpha_{i-1}}^{n_0}].$$

So,

$$E[RS] \geq (1 - \alpha_{i_0}) \Pr[\mathcal{E}_{\alpha_{i_0}}] + \sum_{i=i_0+1}^{N-1} \Pr[\mathcal{A}_i^{n_0}] (1 - \alpha_i).$$

Taking $n_0 = 500$, $N = 100$, and $i_0 = 70$ (so $\alpha_{i_0} = 0.7$) and using the computer to prove bounds on the terms in this sum shows that for all $n \geq 500$, $E[RS] \geq \mathcal{F}^{(2)}/3.6$. This, combined with the computer proof outlined previously for $n \leq n_0$, completes the proof showing that RSOP is 4-competitive on the equal revenue input.