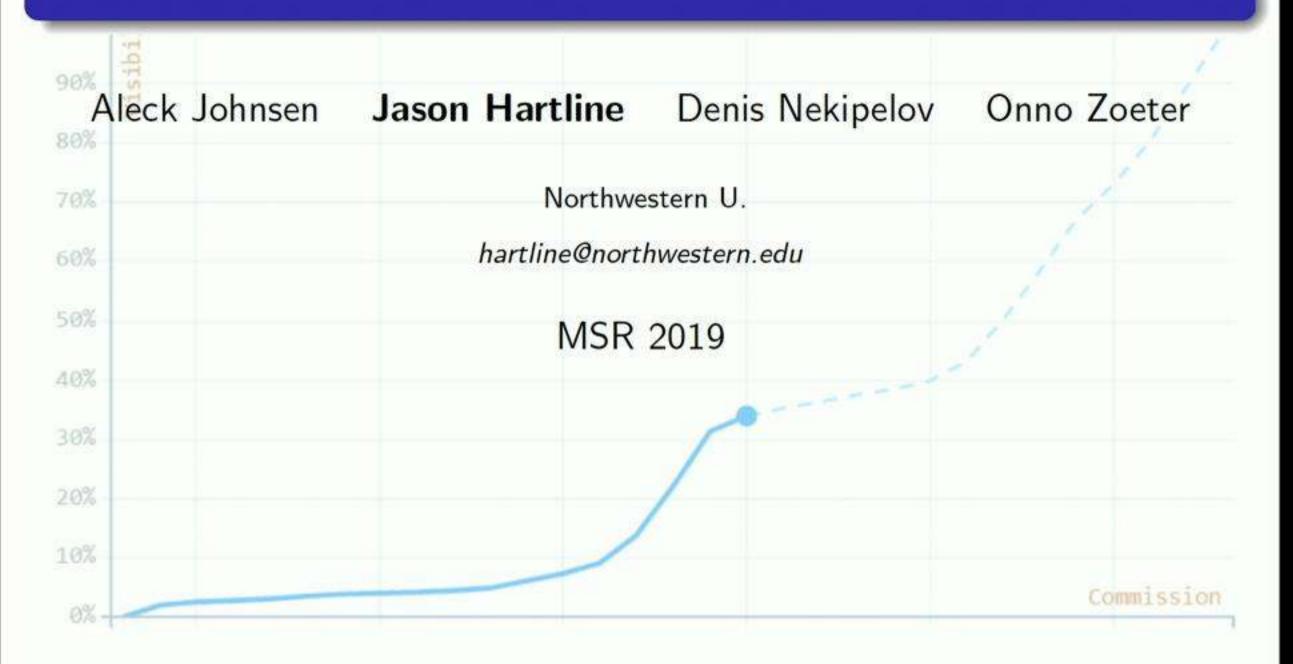
# Dashboard Mechanisms for Online Marketplaces<sup>1</sup>



<sup>1</sup>https://arxiv.org/abs/1905.05750

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Examples: ad auctions, booking.com, eBay, etc.

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Goal for Talk: sequential non-truthful mech. ≈ sequential truthful mech.

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- solicit bids.
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The dashboard mechanism is (for given dashboard and allocation alg):

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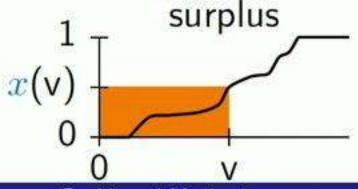
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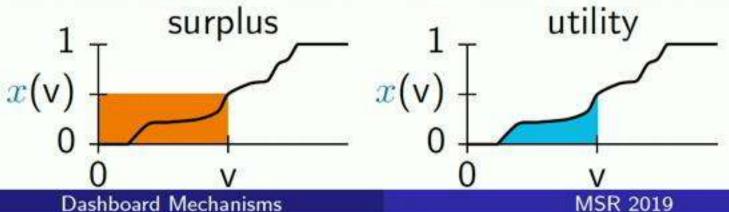
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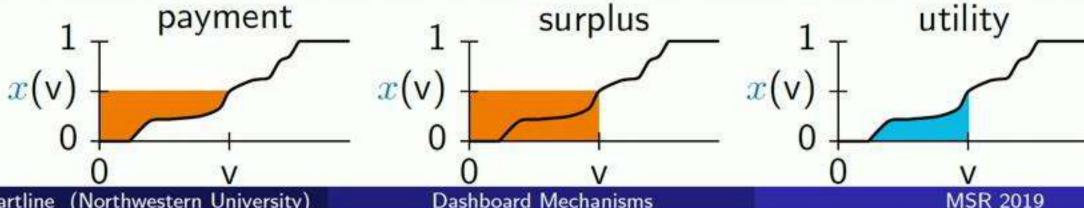
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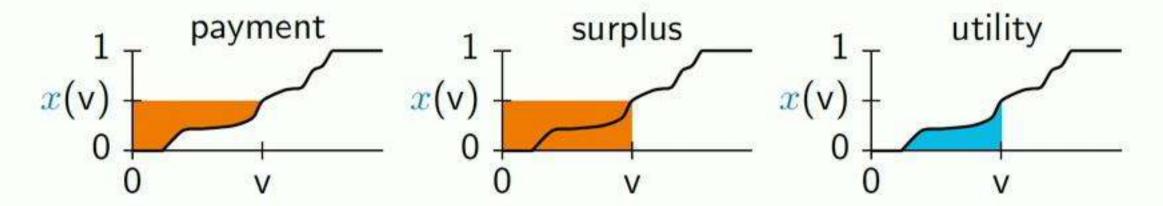
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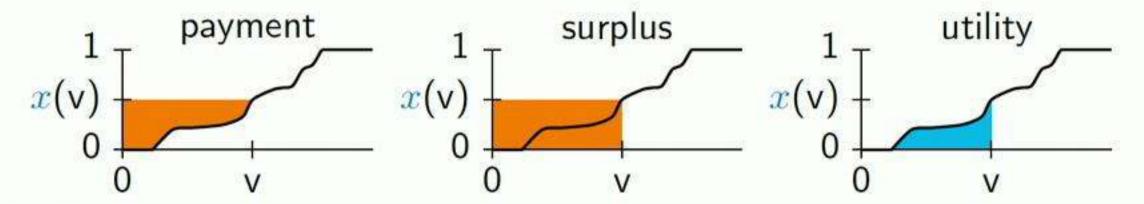
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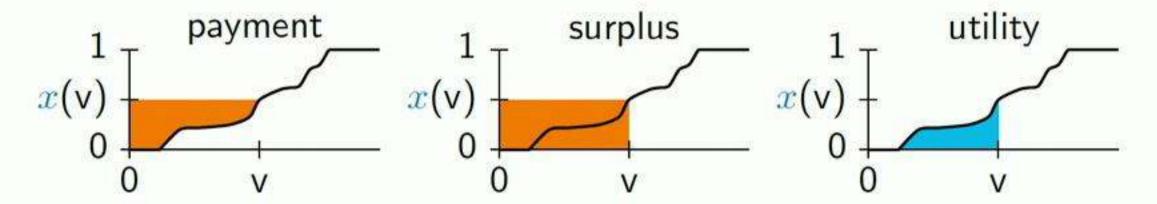


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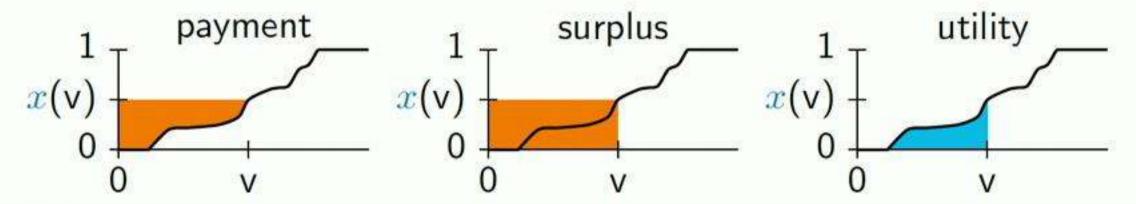
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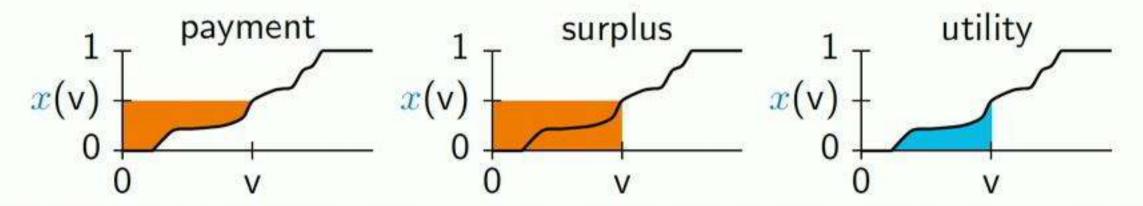
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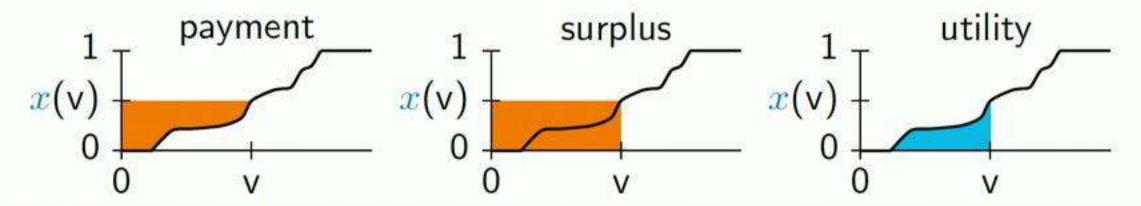
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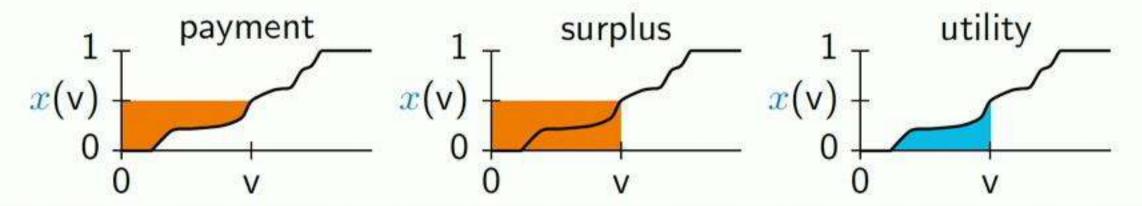
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Main Challenge: inverting bids in multi-agent settings.

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- dynamic iterated environment, in stage  $s \in \{1, ..., t\}$ :
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**Goal:** sequential winner-pays-bid mechanism to implement  $x^{(1)}, \ldots, x^{(t)}$ .

## Model

#### Dynamic model:

- dynamic iterated environment, in stage  $s \in \{1, ..., t\}$ :
  - n agent valuation profile:  $\mathbf{v}^{(s)} = (\mathbf{v}_1^{(s)}, \dots, \mathbf{v}_n^{(s)})$
  - stochastic allocation algorithm:  $x^{(s)} : \mathbb{R}^n \to [0,1]^n$ .
- linear utility:  $u_i = \sum_{s=1}^t [v_i^{(s)} x_i^{(s)} p_i^{(s)}].$
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**Note:** for single and and single stage analysis, will drop i and s.

## Dashboard Mechanisms

Definition (Dashboard)

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## Definition (Dashboard Mechanism)

The dashboard mechanism  $\tilde{x}: \mathbb{R}^n \to [0,1]^n$  for dashboard  $\tilde{y}$ , algo x is:

- $\bigcirc$  publish dashboard  $\tilde{y}$ ; solicit bids **b**.
- ② infer values  $\hat{\mathbf{v}}$  as  $\hat{\mathbf{v}}_i = c_i^{-1}(\mathbf{b}_i)$  for  $\tilde{y}_i$ .
- **3** run x on  $\hat{\mathbf{v}}$  to get allocation  $\mathbf{x} \sim x(\hat{\mathbf{v}})$  and payments  $\mathbf{p}$  as  $\mathbf{p}_i = \mathbf{b}_i \mathbf{x}_i$ .

# Last-stage Dashboard

## Definition (Last-stage Dashboard)

In stage s:

- last stage inferred values:  $\hat{\mathbf{v}}^{(s-1)}$
- last stage allocation rules:  $\mathbf{y}^{(s)}$  as  $\mathbf{y}_{i}^{(s)}(z) = \mathbf{x}_{i}^{(s-1)}(z, \hat{\mathbf{v}}_{-i}^{(s-1)})$ .
- dashboard:  $\tilde{y}^{(s)}$  with  $\tilde{y}_i^{(s)}$  corresponding to  $y_i^{(s)}$ .

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## Theorem (Static Analysis)

For last-stage dashboard and static environment, the action profile for "follow the dashboard" strategy converges (in two rounds) to Nash equilibrium of stage game.

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# Intuition for Payment Rebalancing

Goal: dashboard robust to changing values and environment.

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# Intuition for Payment Rebalancing

Goal: dashboard robust to changing values and environment.

Intuition: For empirical values dashboard:

- When  $x_i^{(s)} \neq x_i^{(s-1)}$ :
  - allocation is correct (for estimated value  $\hat{v}_i^{(s)}$ )
  - payment is incorrect.
- calculate error in payment (positive or negative), add to balance.
- future dashboards include lump sum payment to reduce balance.

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The rebalancing dashboard for dashboard  $\tilde{y}$ , rebalancing rate  $\eta \in (0,1]$ , and outstanding balance L is  $\tilde{y}^\dagger$  for payment rule and bid strategy

$$q^{\dagger}(\mathsf{v}) = q(\mathsf{v}) + \mathsf{L}\,\eta \qquad \qquad c^{\dagger}(\mathsf{v}) = c(\mathsf{v}) + \mathsf{L}\,\eta/y(\mathsf{v}).$$

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#### Lemmas

- The payment residual for inferred value  $\hat{v}$  is in  $[-\hat{v}, \hat{v}]$ .
- For  $\eta \leq y(0)$ , the balance resolved in winning stage is in  $[L \eta, L]$ .
- Unresolved payment residual after k winning stages  $\leq (1 \eta)^k \hat{v}$ .

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The unresolved balance at any stage t is at most  $\frac{\bar{v}}{\eta}$  (for values  $\leq \bar{v}$ ).

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## Corollary (Dynamic Analysis)

For payment rebalancing dashboard and dynamic environment, seq. dashboard mech. is  $\frac{\bar{v}}{\eta t}$ -approx. strat. equiv. to seq. truthful mech.

## Outline

- Introduction and Motivation
- Single-agent Winner-pays-bid Mechanisms
- Dashboard Construction and Analysis
- Single-call Dashboard Mechanisms
- Discussion and Directions

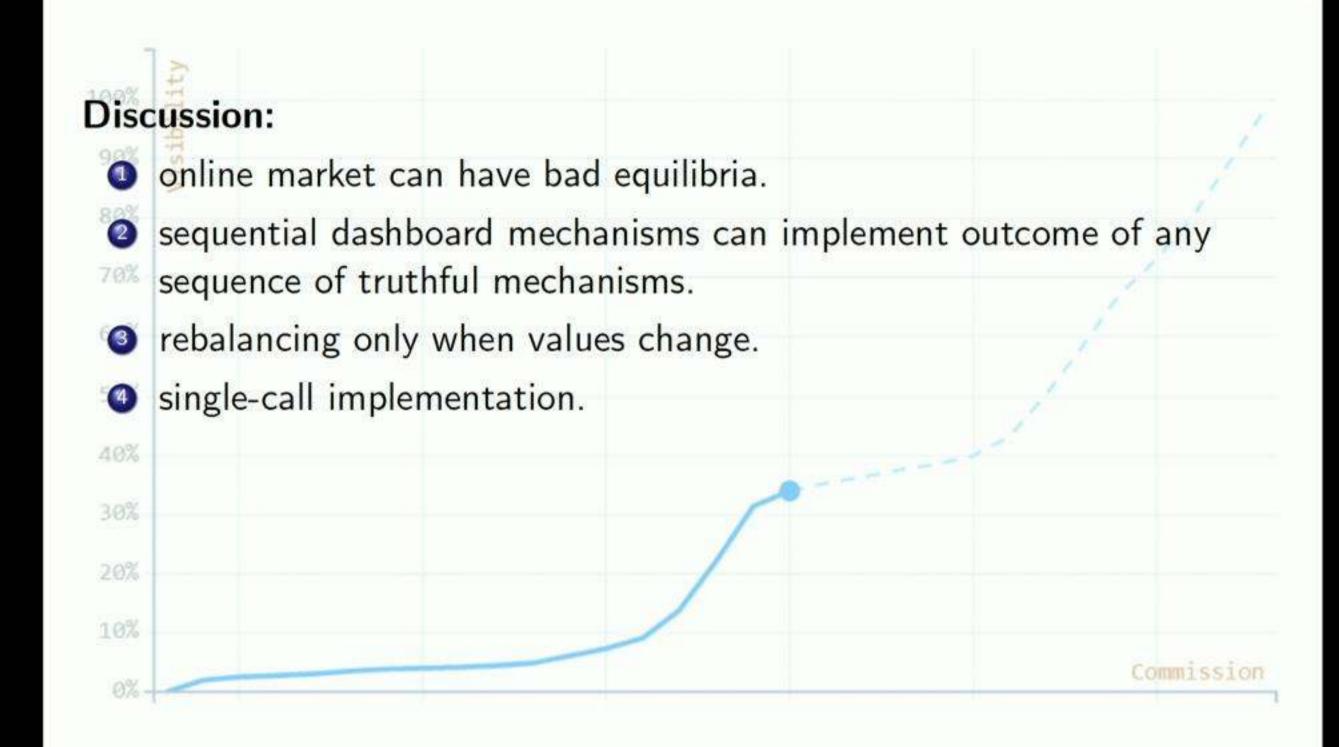
# Single-call Algorithms

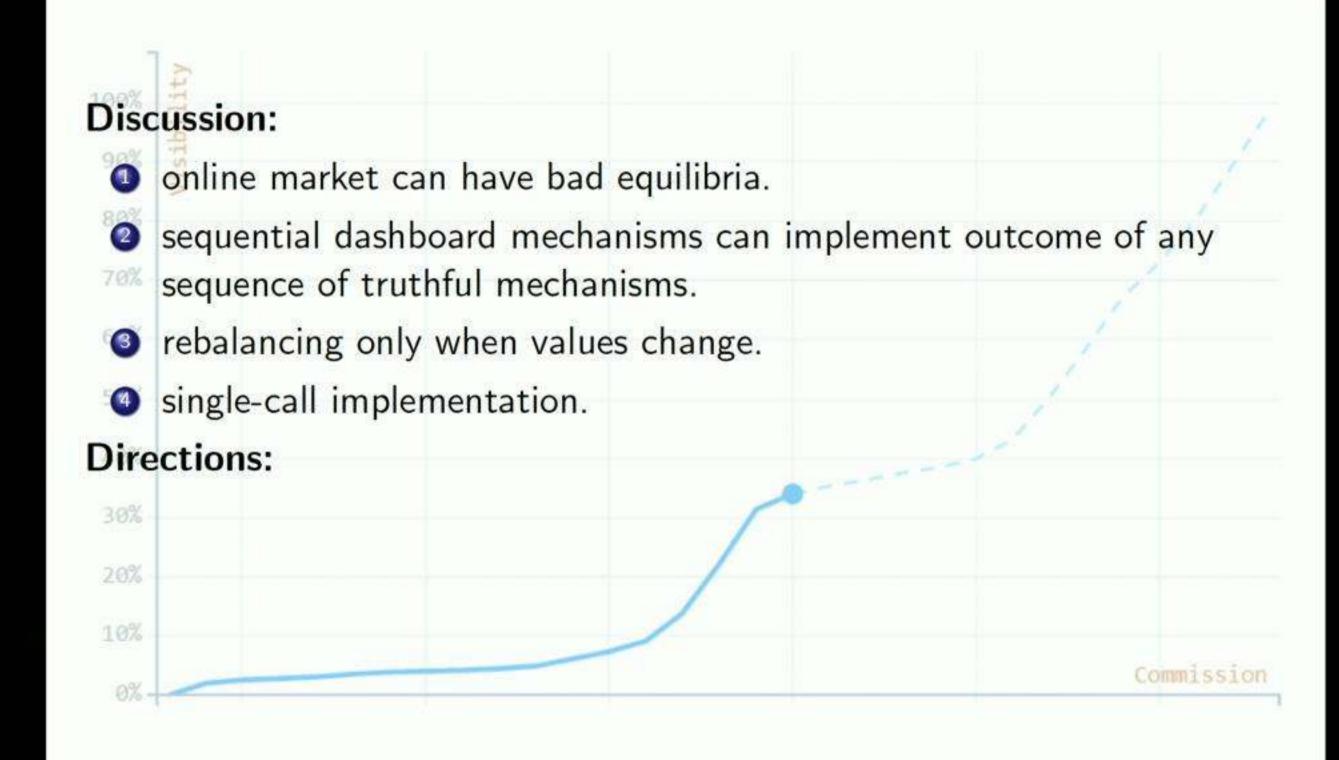
## Definition (Single-call Model)

Only access to algorithm x is by implementing its outcome, i.e.,  $\mathbf{x} \sim x(\hat{\mathbf{v}})$ .

#### Recall Motivation: online markets:

- short-lived users matched to long-lived agents.
- matching algorithm, e.g.:
  - marketplace prioritize agents
  - users select agents





#### Discussion:

- online market can have bad equilibria.
- sequential dashboard mechanisms can implement outcome of any sequence of truthful mechanisms.
- rebalancing only when values change.
- single-call implementation.

#### **Directions:**

extensions: revenue, non-monotone allocation algs, non-linear utility, frugal instrumentation,

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- extensions: revenue, non-monotone allocation algs, non-linear utility, frugal instrumentation, your favorite mechanism design question
  - broad theory for non-truthful mechanism design. [cf. Hartline, Taggart '19]

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