Copyright (C) 2011 David K. Levine

This document is an open textbook; you can redistribute it and/or modify it under the terms of version 1 of the open text license amendment to version 2 of the GNU General Public License. The open text license amendment is published by Michele Boldrin et al at http://levine.sscnet.ucla.edu/general/gpl.htm; the GPL is published by the Free Software Foundation at <u>http://www.gnu.org/copyleft/gpl.html</u>.

If you prefer you may use the Creative Commons attribution license http://creativecommons.org/licenses/by/2.0/

Mechanism Design

An "auction" problem

- Single seller has a single item
- Seller does not value item
- Two buyers with independent valuations

 $0 \le v^l < v^h$ low and high valuations

 $\pi^{l} + \pi^{h} = 1$ probabilities of low and high valuations

what is the best way to sell the object

- Auction
- Fixed price
- Other

The Revelation Principle

Design a game for the buyers to play

- Auction game
- Poker game
- Etc.

Design the game so that there is a Nash equilibrium that yields highest possible revenue to the seller

The revelation principle says that it is enough to consider a special game

- strategies are "announcements" of types
- the game has a "truthful revelation" equilibrium

In the Auction Environment

 q^{l}, q^{h} probability of getting item when low and high p^{h}, p^{l} expected payment when low and high

individual rationality constraint

 $(\mathsf{IR}) \qquad q^i v^i - p^i \ge 0$

• if you announce truthfully, you get at least the utility from not playing the game

incentive compatibility constraint

(IC)
$$q^i v^i - p^i \ge q^{-i} v^i - p^{-i}$$

• you gain no benefit from lying about your type

the incentive compatibility constraint is the key to equilibrium

Other constraints

 q^{l}, q^{h} probability of getting item when low and high they can't be anything at all:

probability constraints

(1) $0 \le q^i \le \pi^{-i} + \pi^i / 2$

(win against other type, 50% chance of winning against self)

(2) $\pi^l q^l + \pi^h q^h \leq 1/2$

(probability of getting the good before knowing type less than 50%)

Seller Problem

Maximize seller utility $U = \pi^l p^l + \pi^h p^h$

Subject to IC and IR

To solve the problem we make a guess:

IR binds for low value

 $q^l v^l - p^l = 0$

IC binds for high value

$$q^h v^h - p^h = q^l v^h - p^l$$

Solution Method

- Use the guess, plus the probability constraints
- Solve the problem
- Show that the other IR, IC constraints don't bind
- Show that there exists a mechanism that gives the correct probabilities so that the other "probability" constraints don't matter

The solution

 $p^{l} = q^{l}v^{l}$ from low IR substitute into high IC $p^{h} = (q^{h} - q^{l})v^{h} + q^{l}v^{l}$

plug into utility of seller

$$\begin{split} U &= \pi^{l} q^{l} v^{l} + \pi^{h} \left((q^{h} - q^{l}) v^{h} + q^{l} v^{l} \right) \\ U &= q^{l} (\pi^{l} v^{l} - \pi^{h} v^{h} + \pi^{h} v^{l}) + \pi^{h} q^{h} v^{h} \\ \pi^{l} + \pi^{h} &= 1 \text{ so} \\ U &= q^{l} (v^{l} - \pi^{h} v^{h}) + \pi^{h} q^{h} v^{h} \end{split}$$

10

Two cases:

 $v^{l} > \pi^{h}v^{h}$ want to sell to low value $v^{l} < \pi^{h}v^{h}$ don't want to sell to low value