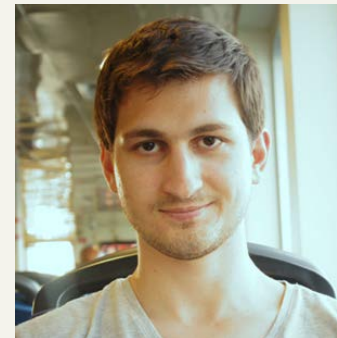


# Mechanism Design for Learning Agents



***Costis Daskalakis***  
***(MIT)***

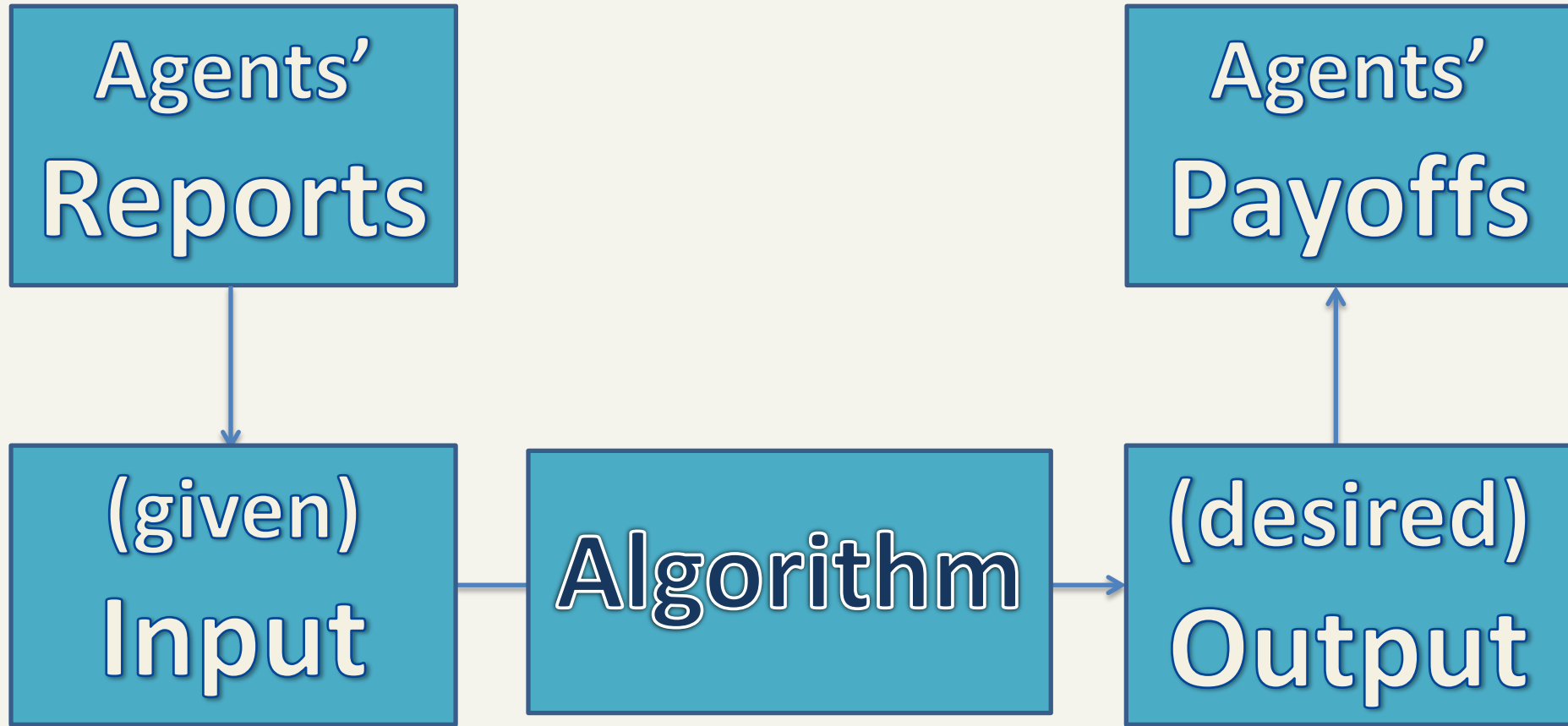


***Vassilis Syrkanis***  
***(Microsoft)***

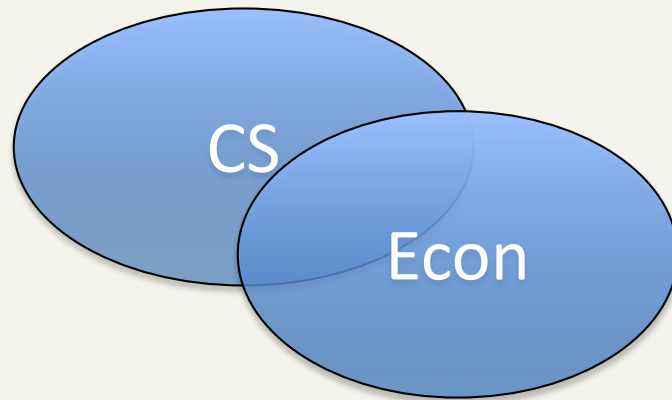
# Algorithm Design



# Algorithm Design in Practice



# CS $\cap$ Econ Applications

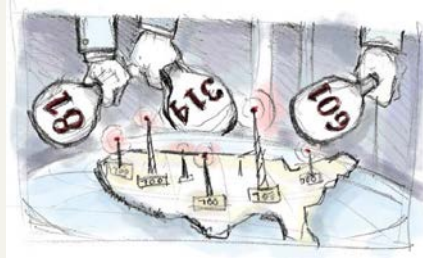


# CS ∩ Econ Applications

Online Markets & Advertising



Public Good Auctions



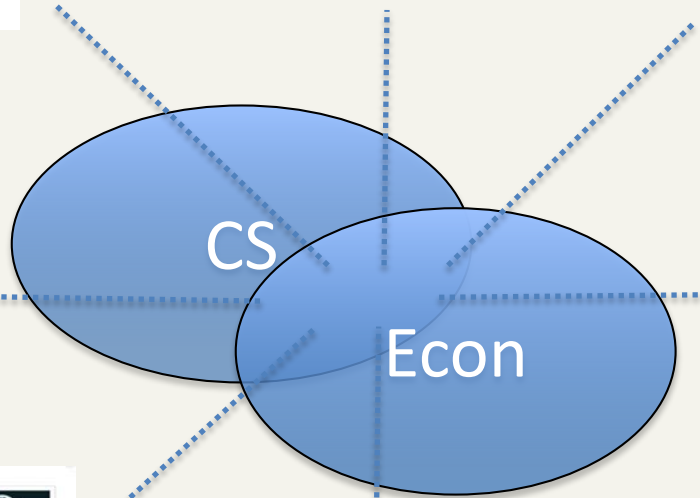
National security



game bots



kidney exchanges



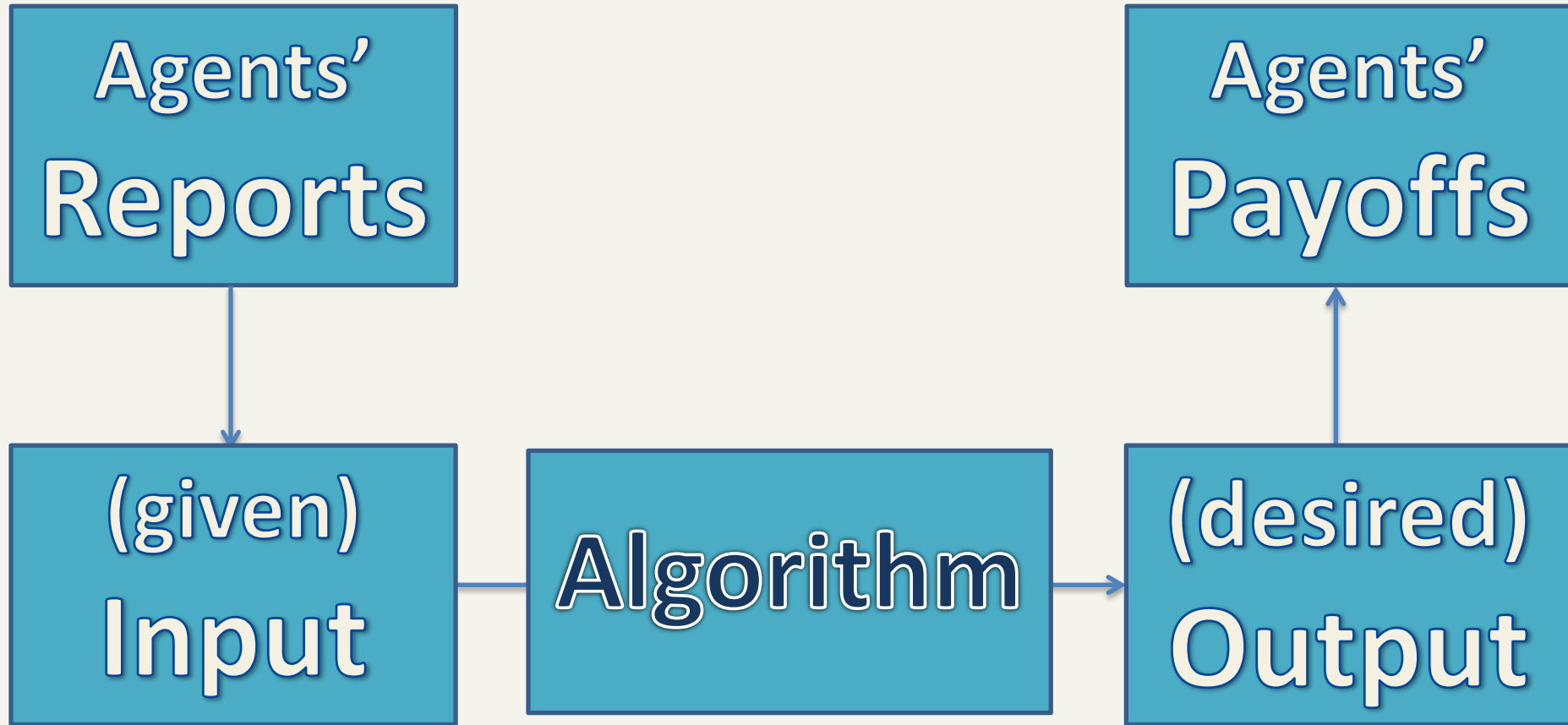
Crypto-currencies

upwork

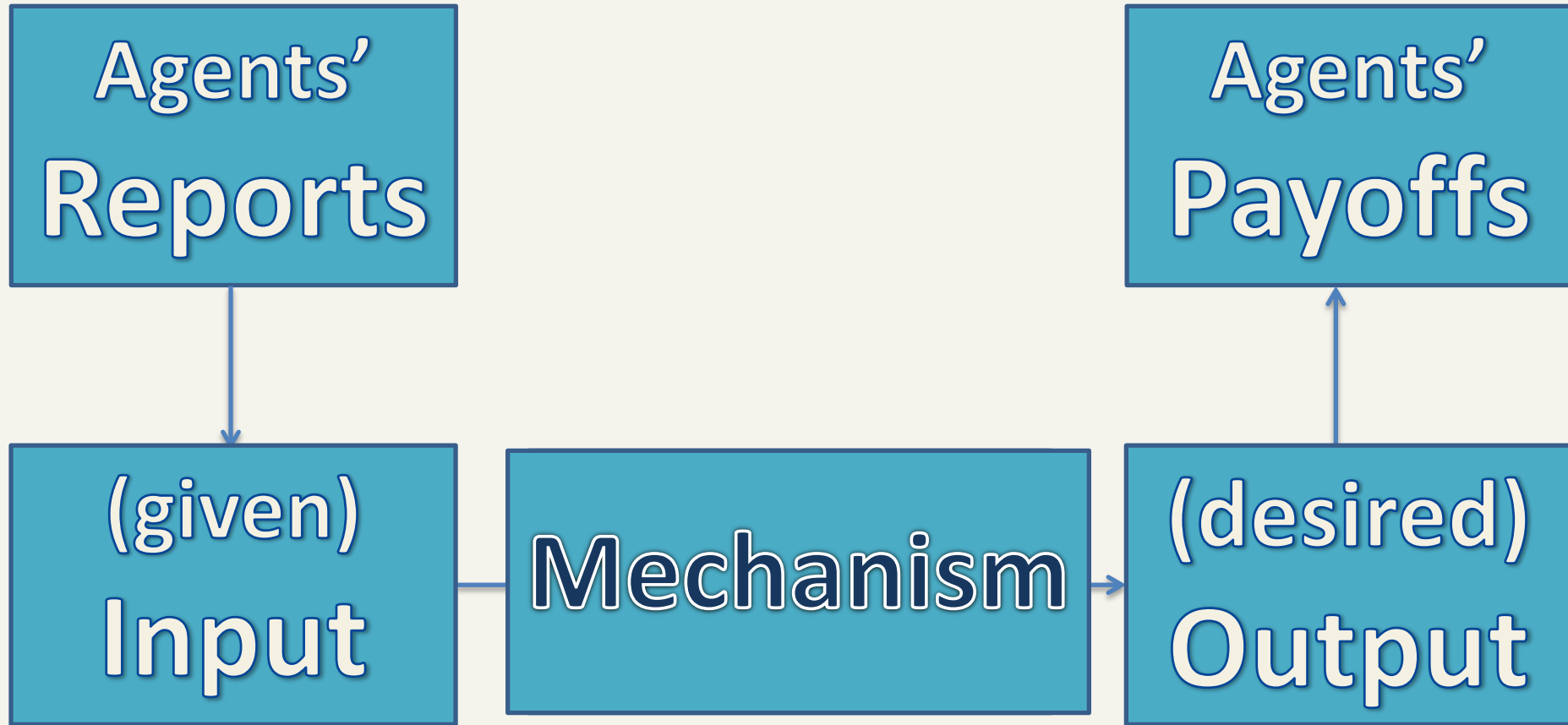


Sharing Economy

# Mechanism vs Algorithm Design



# Mechanism vs Algorithm Design



# E.g. Computing the Max

- **Input:**  $x_1, x_2, \dots, x_n$
- **Goal:** compute  $\max(x_1, \dots, x_n)$
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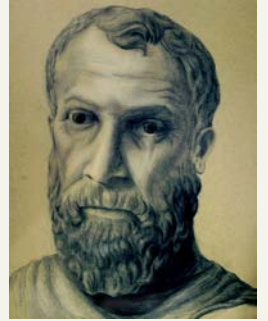
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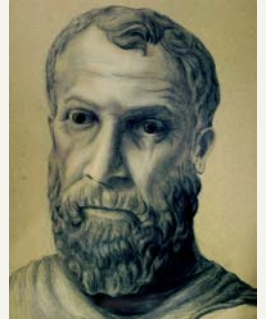
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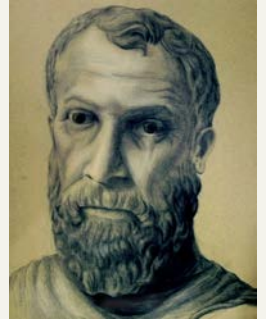
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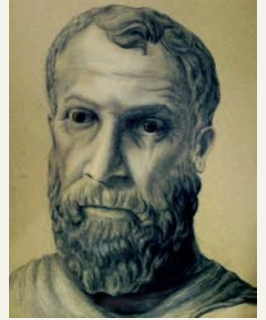
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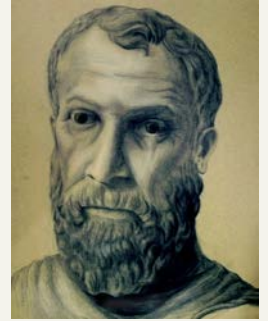


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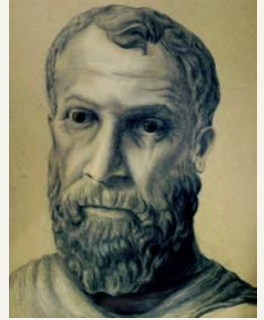
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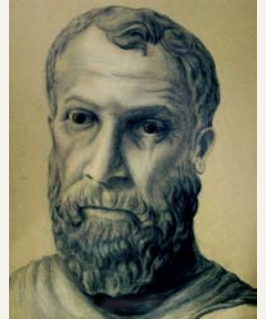
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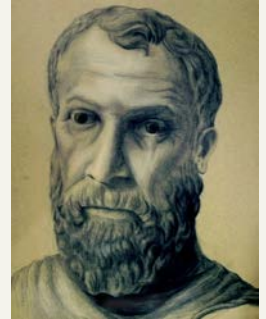
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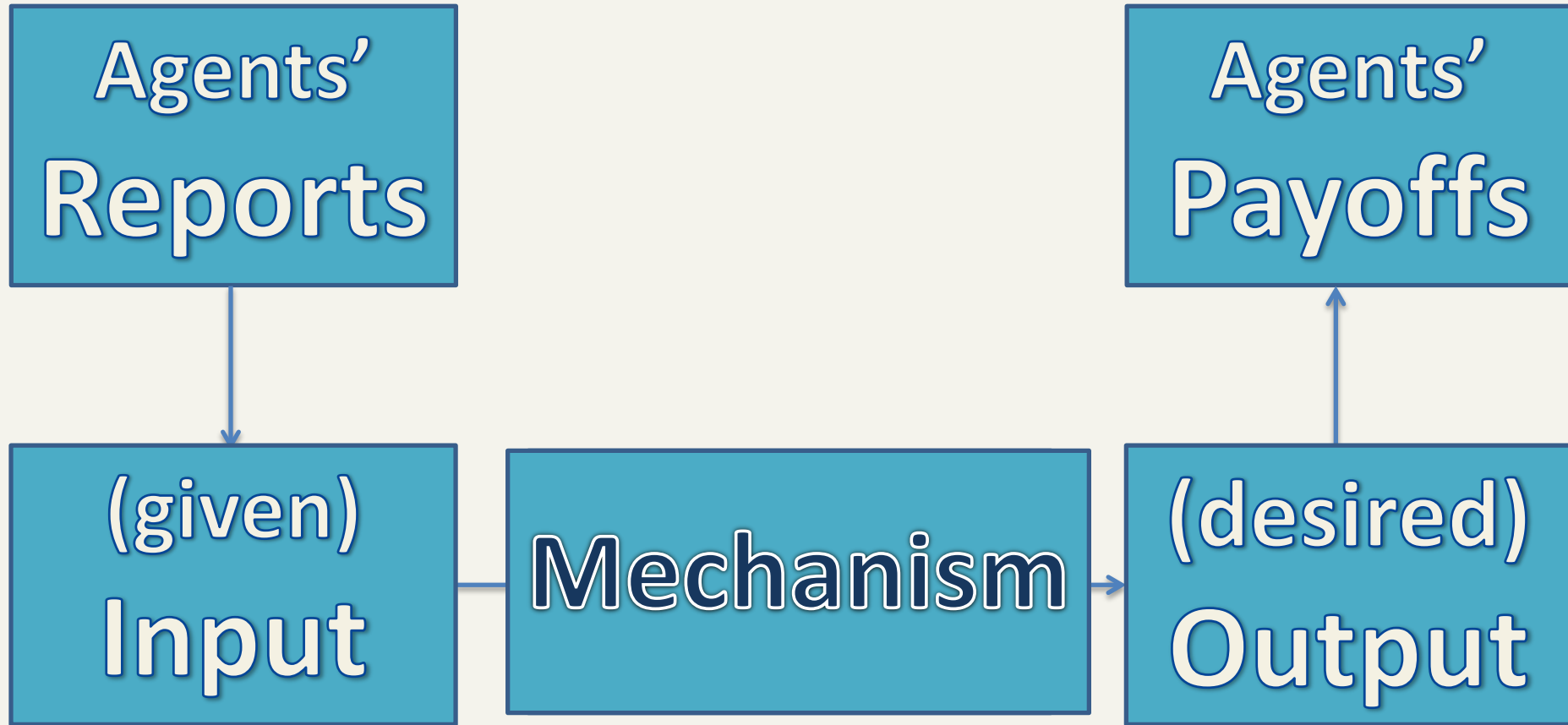
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- **Outcome:** The richest subset of Athenians pays

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- **Information:**

- what information does the mechanism have about the inputs?
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- **Complexity:**

- computational, communication, ...
- centralized: *complexity to run the mechanism*  
vs distributed: *complexity for each input to optimize own behavior*



# The Menu

- Combinatorial Auctions
- Truthfulness vs Computation vs Communication
- Beyond the Truthfulness Barrier
- Meantime in a More Practical Universe..
- Algorithmic Mechanism Design for Learning Agents
- Discussion

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**Combinatorial Auctions**

Truthfulness vs Computation vs Communication

Beyond the Truthfulness Barrier

Meantime in a More Practical Universe..

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- Items:  $[m]$ 
  - indivisible, heterogeneous, e.g. spectrum licenses
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  - **Are there truthful, approximately optimal, computationally efficient mechanisms?**

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# VCG vs Communication vs Computation

- **Def:**  $f: 2^M \rightarrow R$  is **submodular** iff
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- **[Papadimitriou, Schapira, Singer'08; Buchfuhrer et al'10, Dughmi-Vondrak'11, Dobzinski'11, Dobzinski-Vondrak'12, Daniely, Schapira, Shahaf'15]:**
  - “Truthfulness is at odds with communication and approximation”

# The Menu

- **Combinatorial Auctions**
- **Truthfulness vs Computation vs Communication**
- Beyond the Truthfulness Barrier
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# **Overcoming the Truthfulness Barrier**

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- Combine any subset of:
  1. more powerful queries, e.g. *demand queries*
    - “given item prices  $(p_1, \dots, p_m)$  what is  $\arg \max v(S) - \sum_{i \in S} p_i$ ?”
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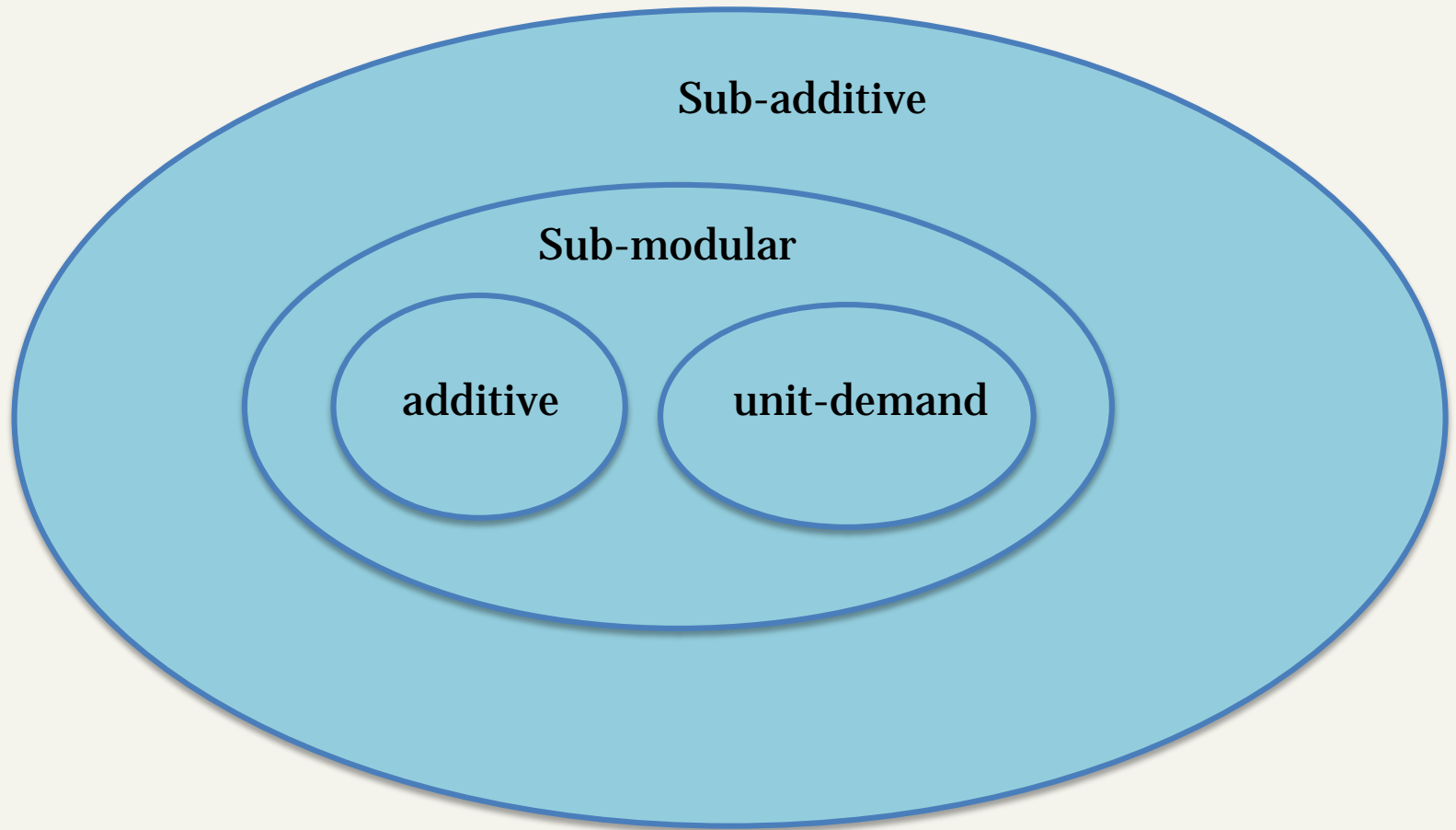
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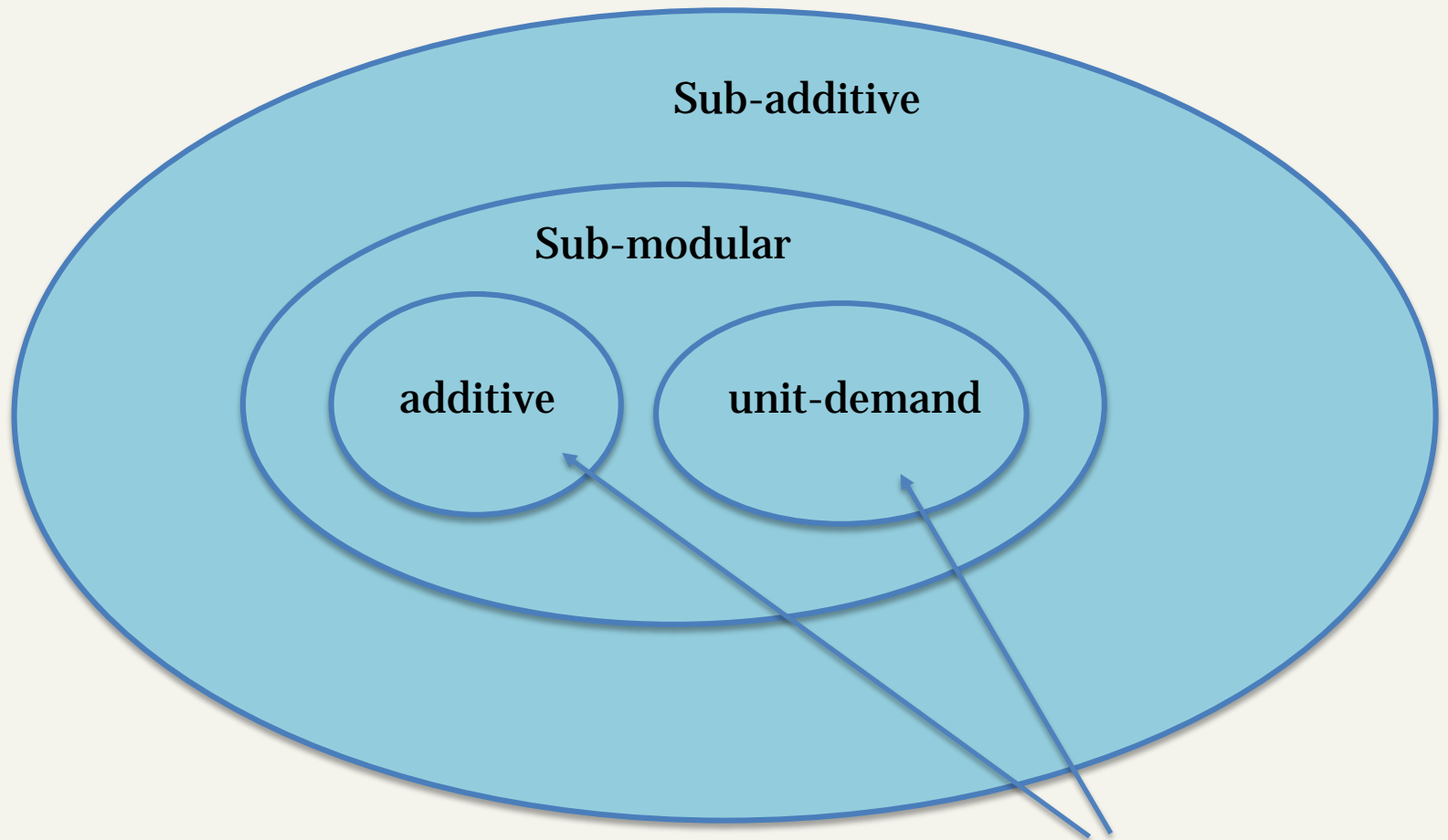
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- **[Cai-Daskalakis-Weinberg'12-15]**: for any objective fn', e.g. revenue

# Welfare Optimization (Summary)



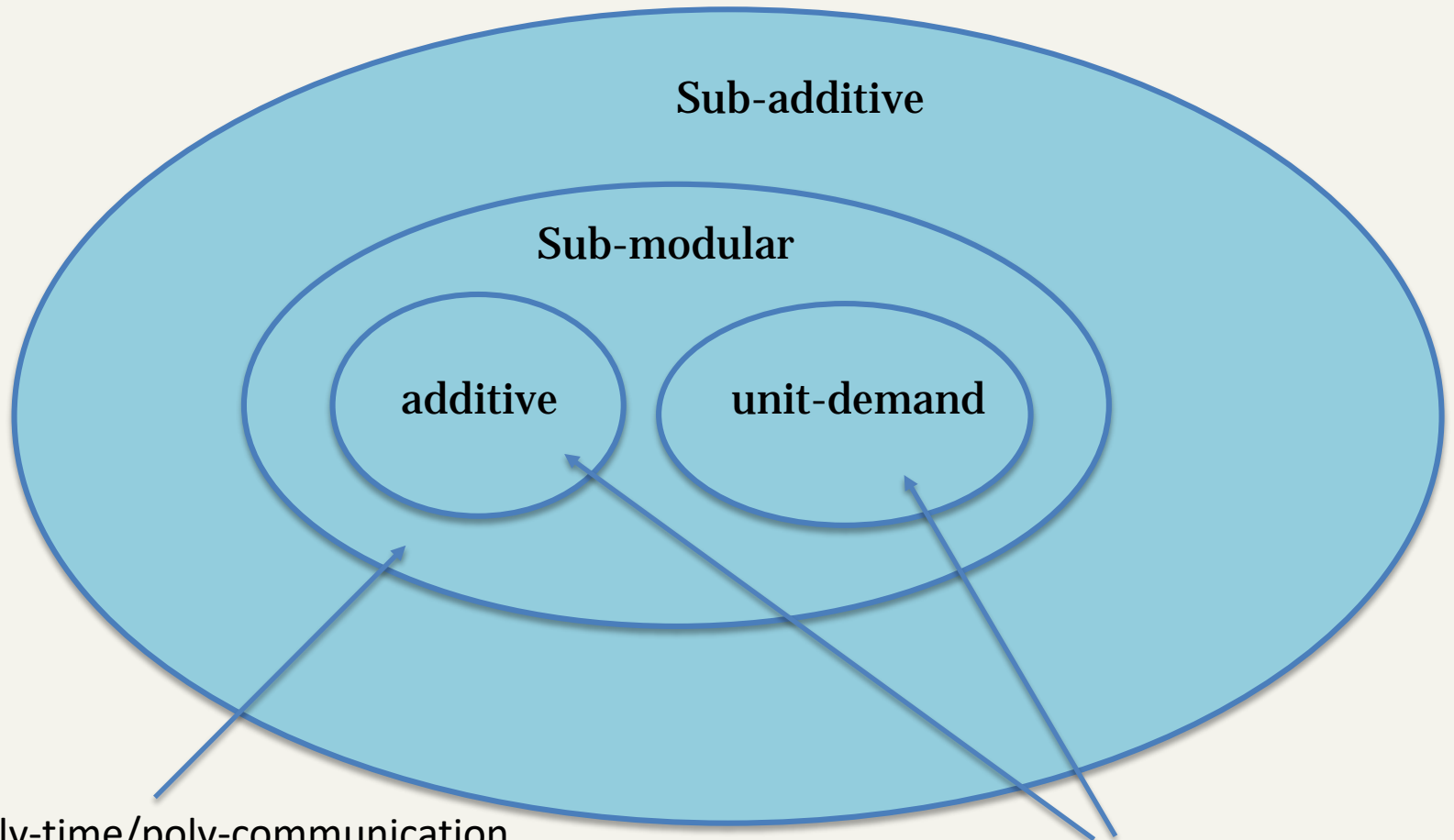
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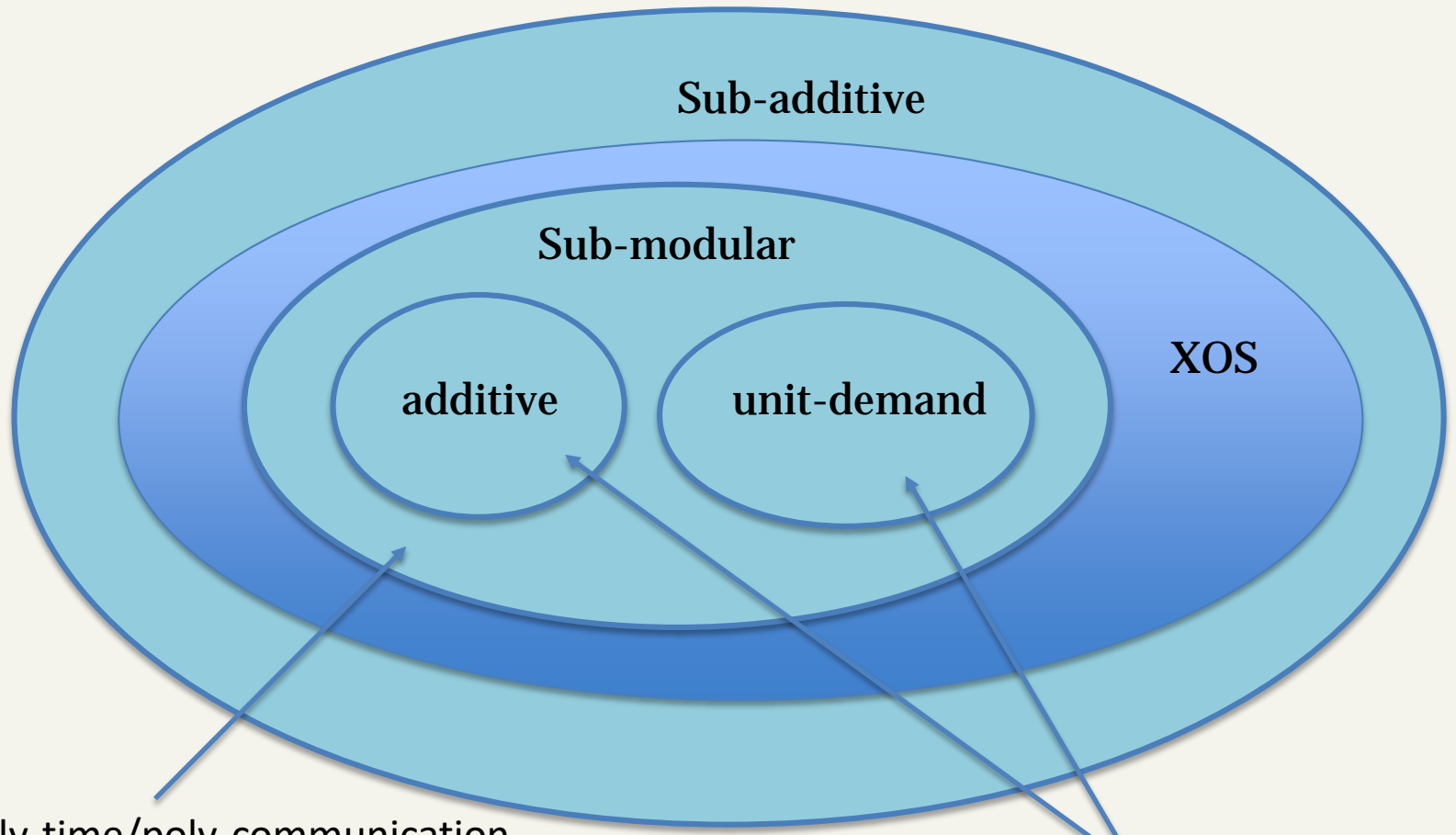
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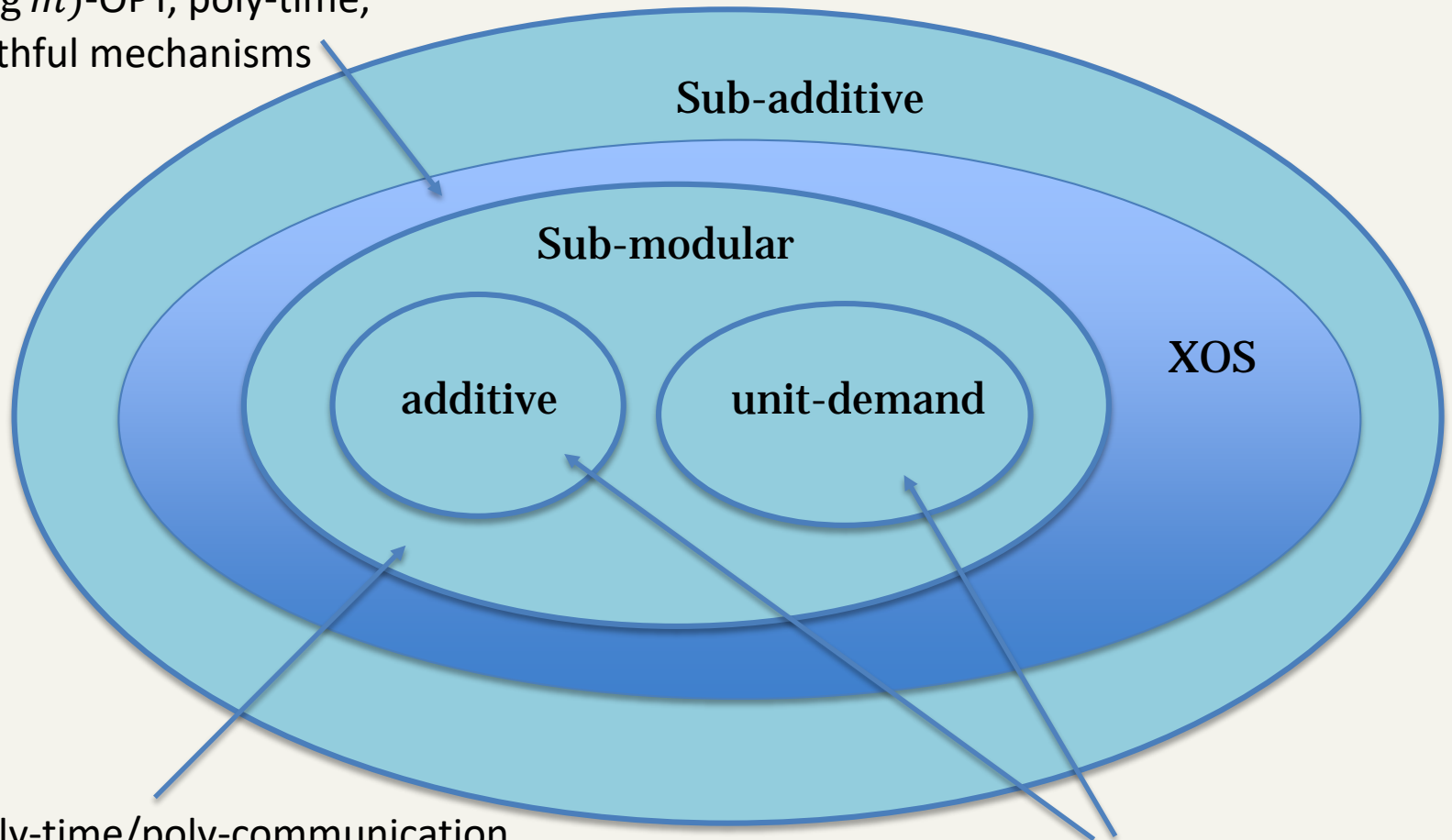


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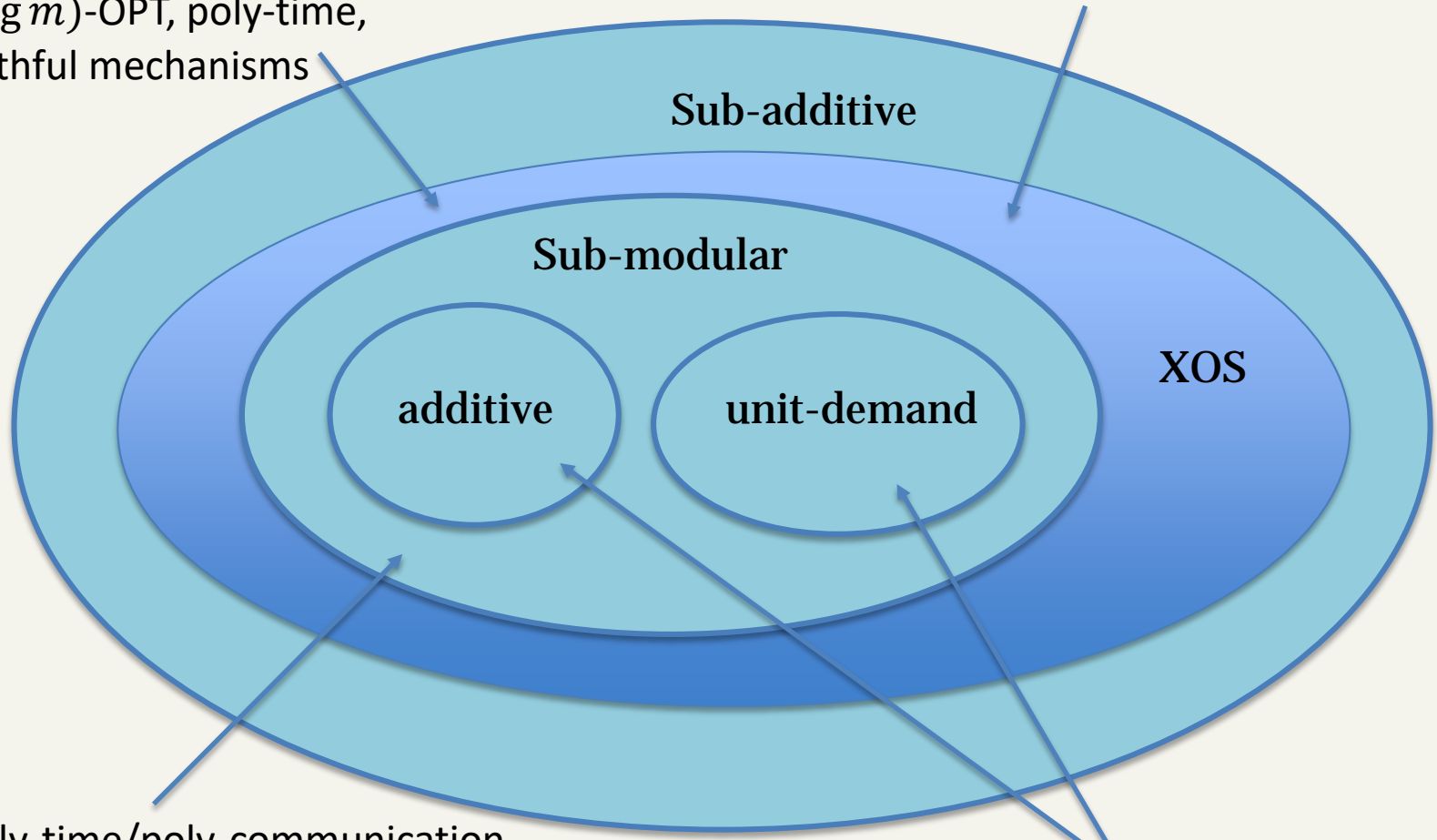
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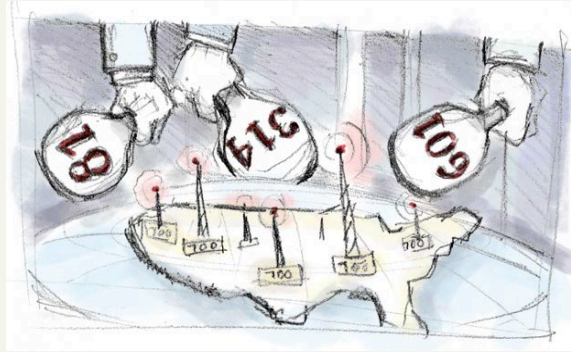
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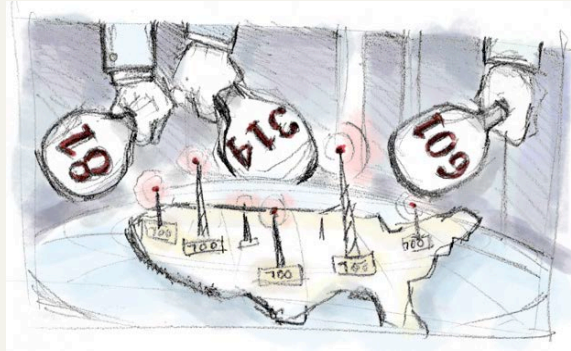


ebay



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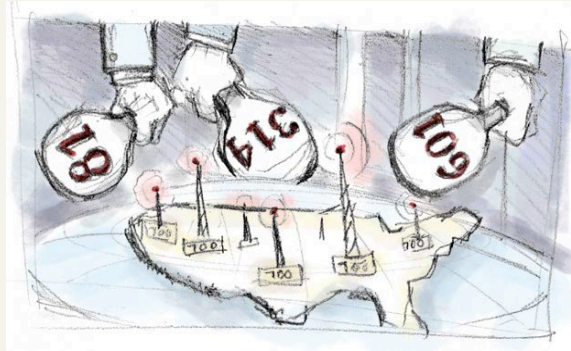


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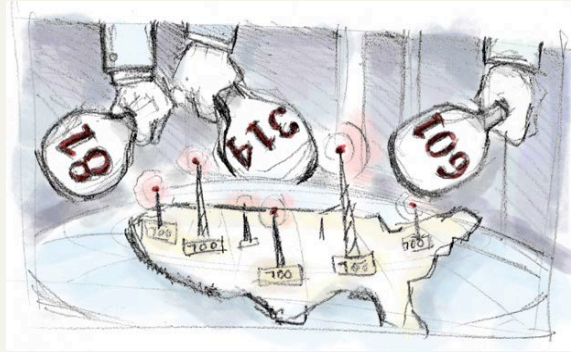


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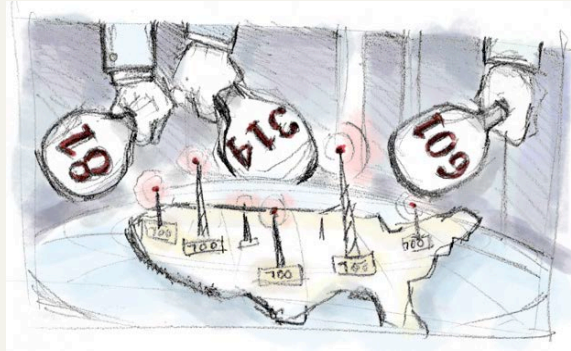


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- **Analytical challenge:** how do participants behave?

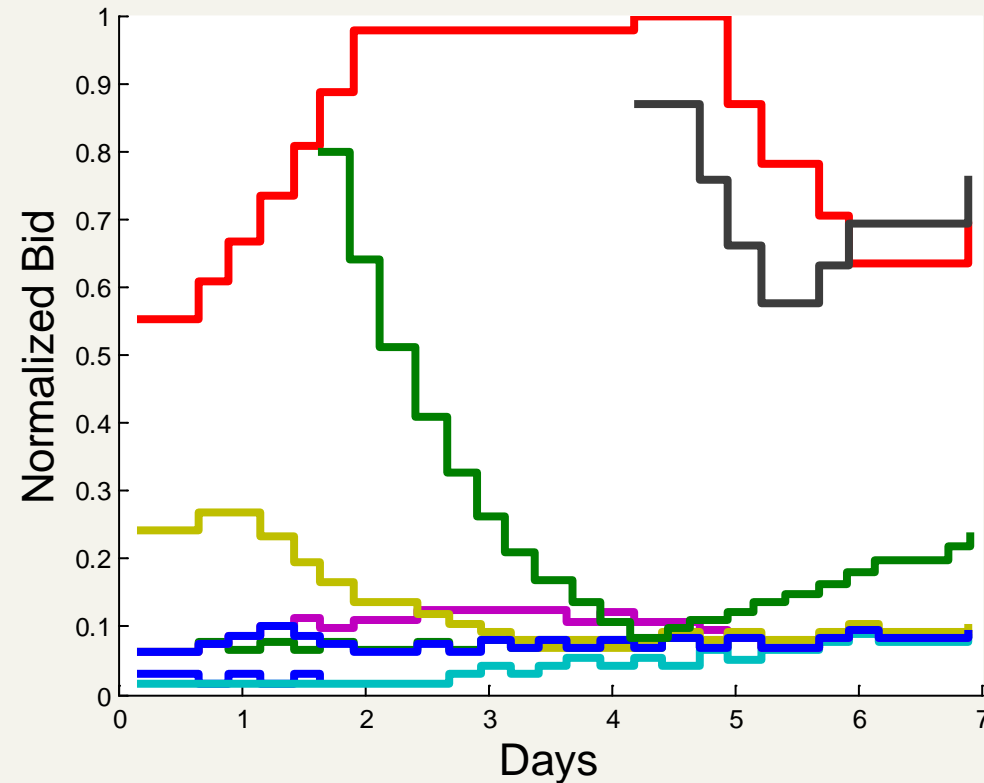
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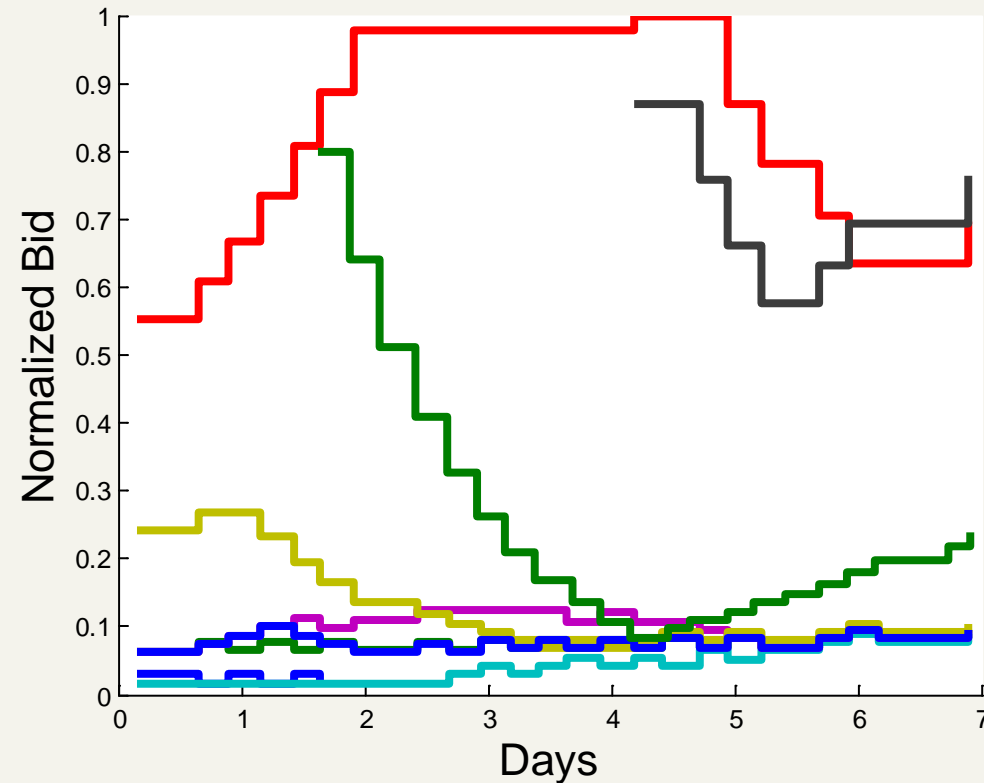
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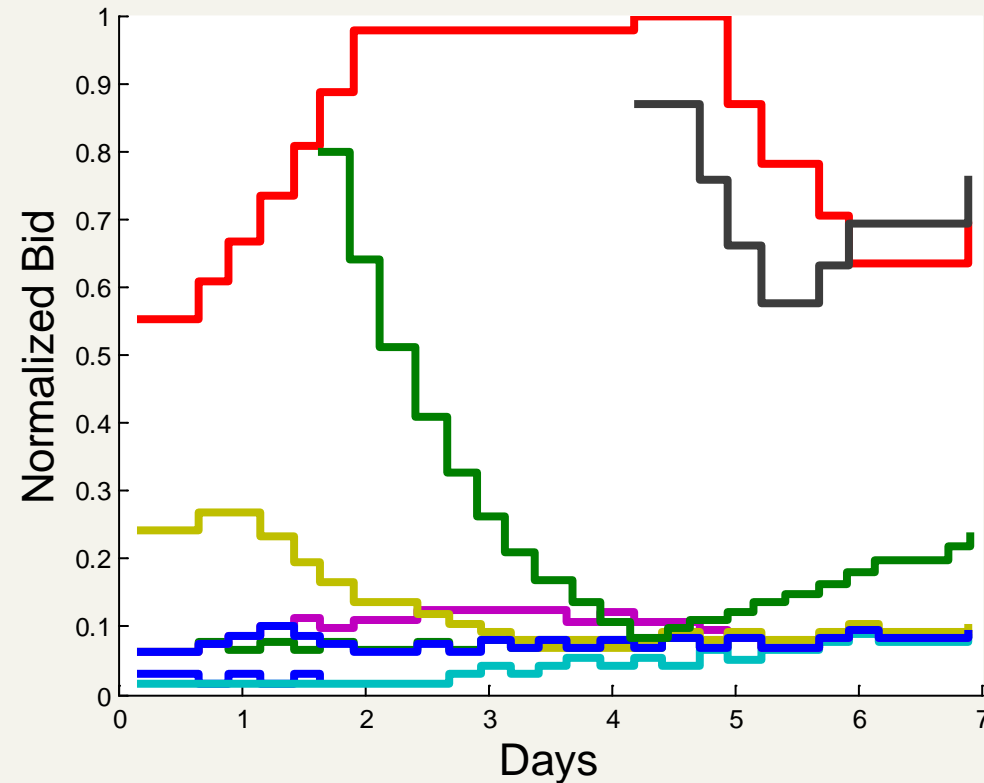
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- Fix mechanism  $M$ 
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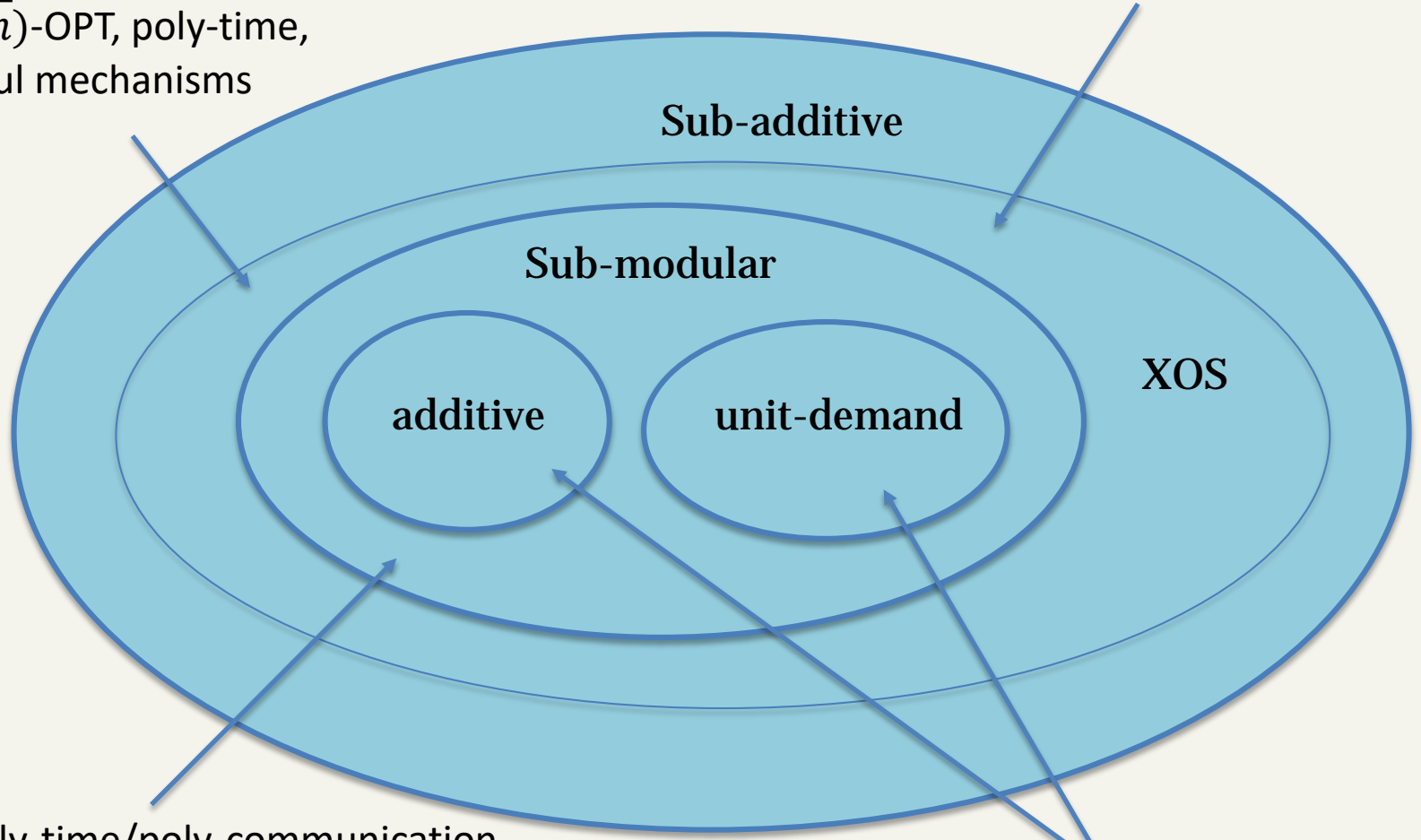
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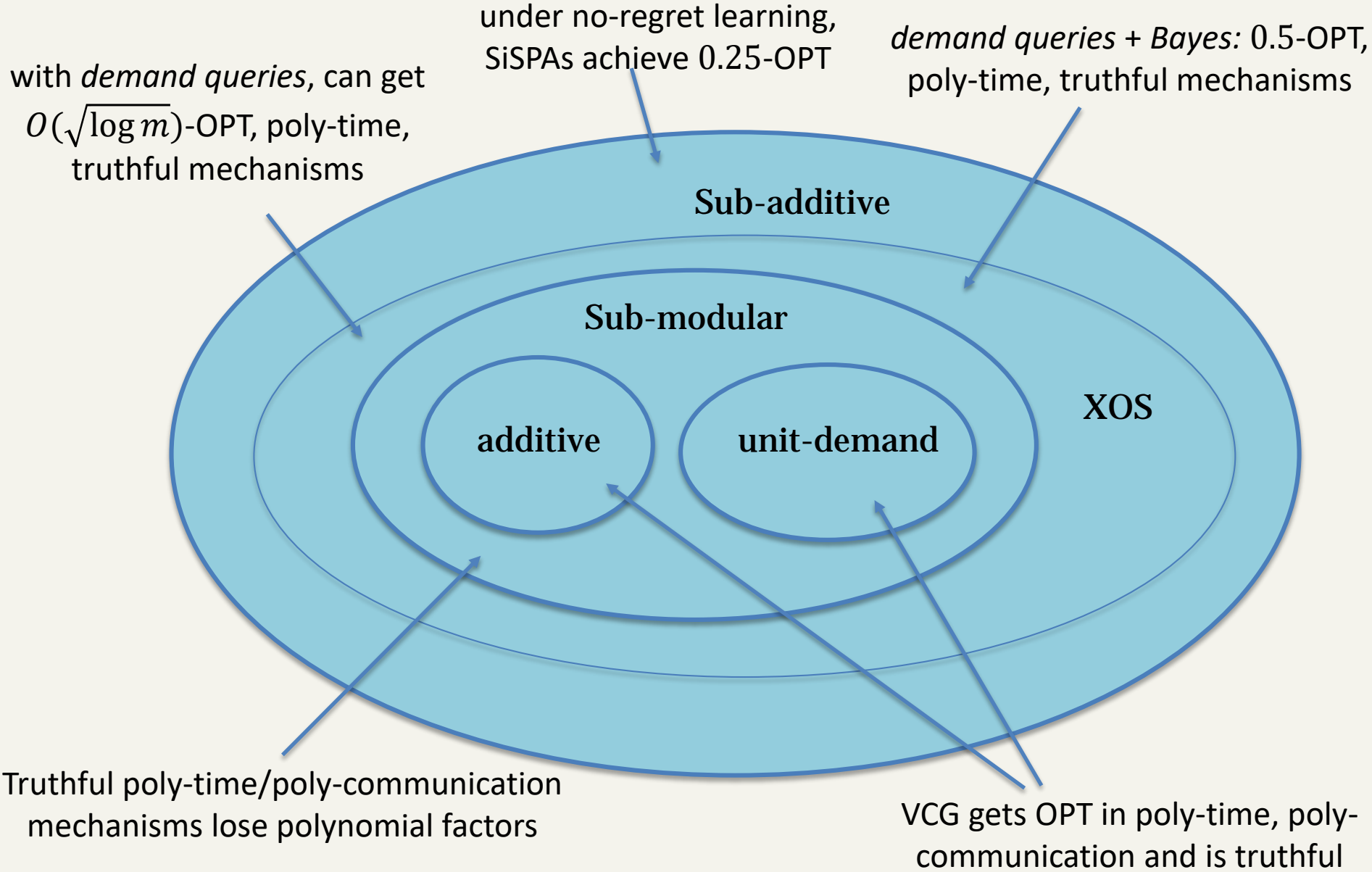
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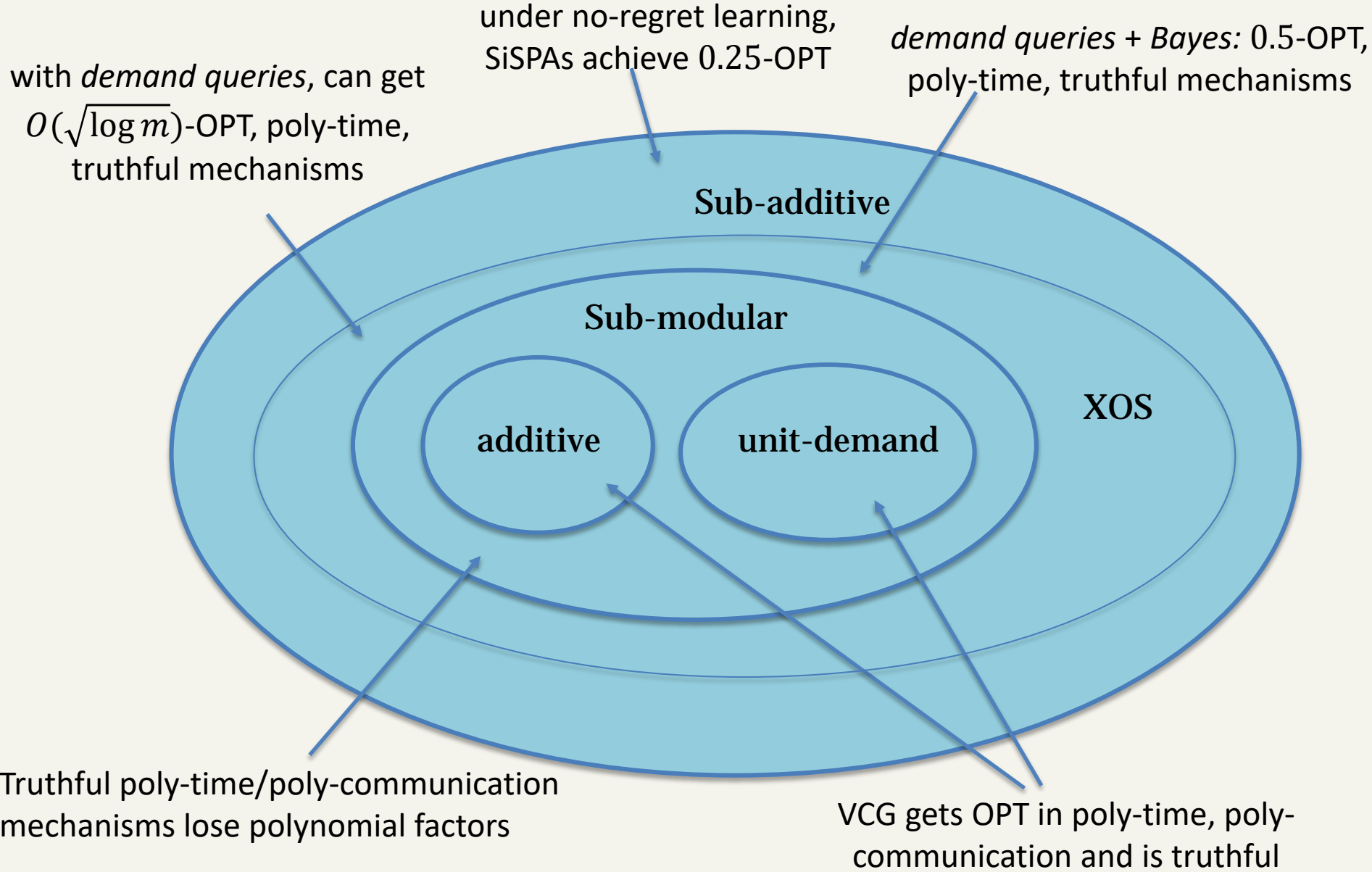
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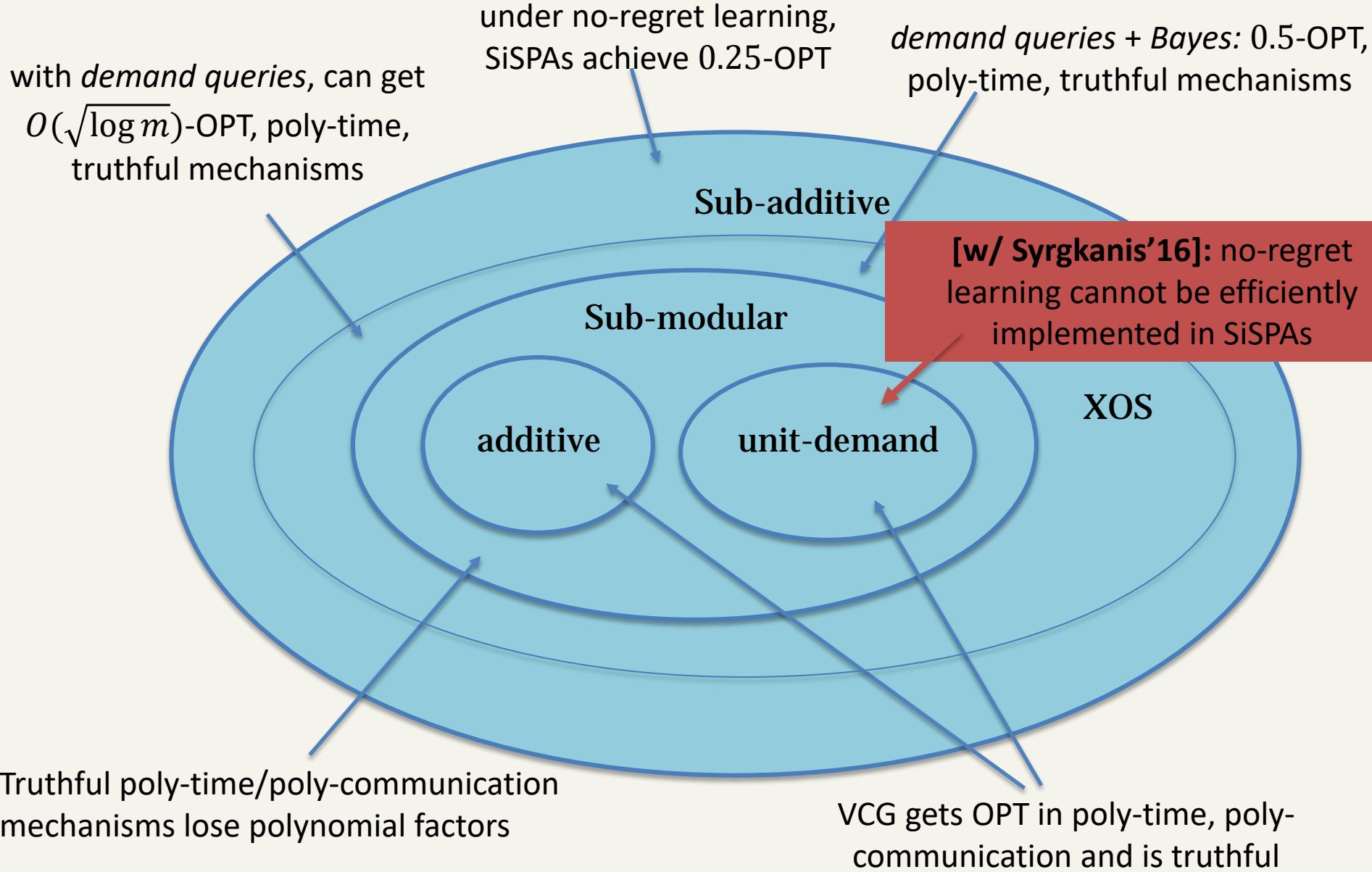
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  - This is true even if our bidder plays against one stationary opponent, whose bids in every round are i.i.d. samples from an explicitly given distribution of bid vectors.

# Welfare Optimization (evolving summary)



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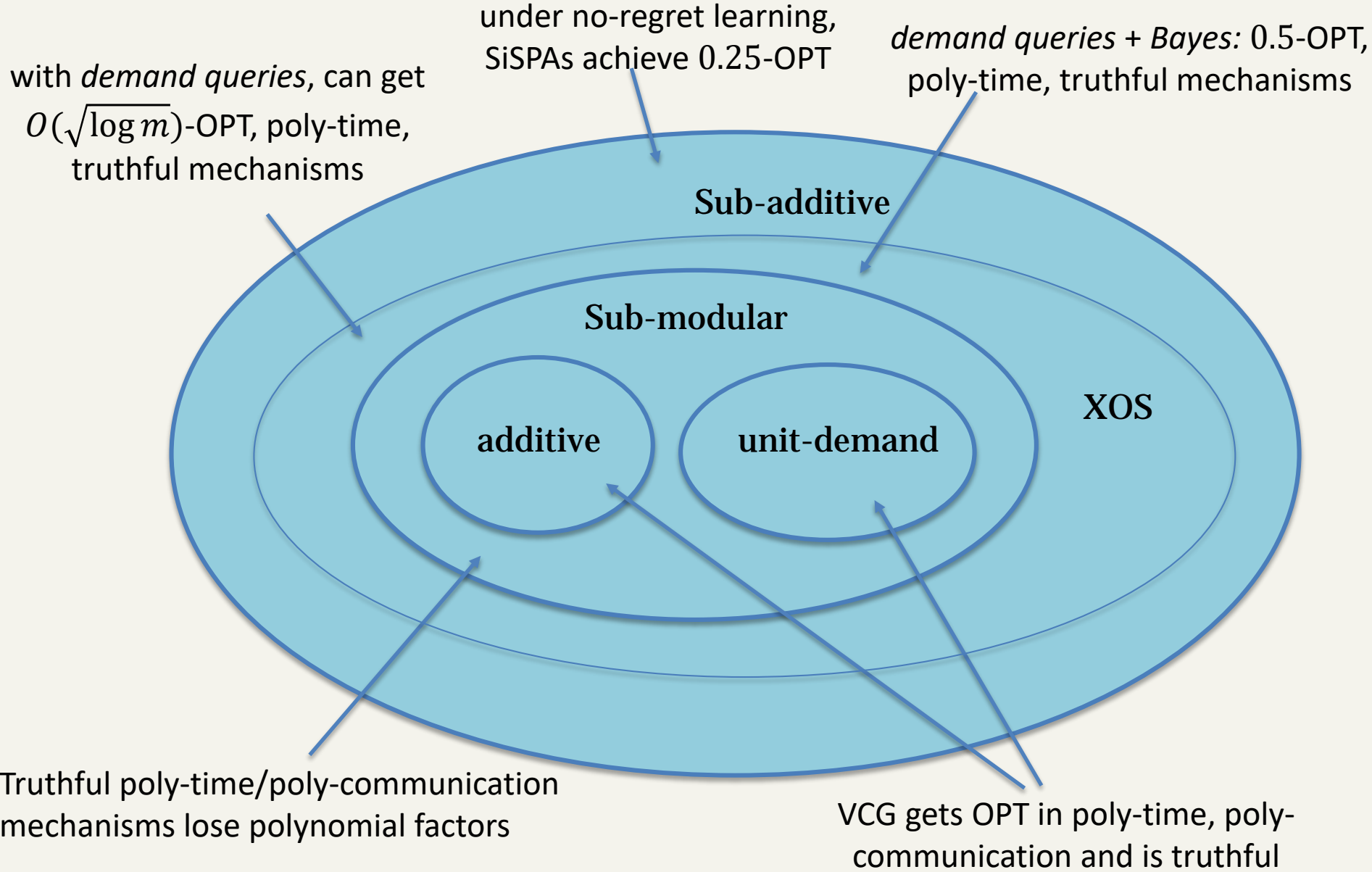
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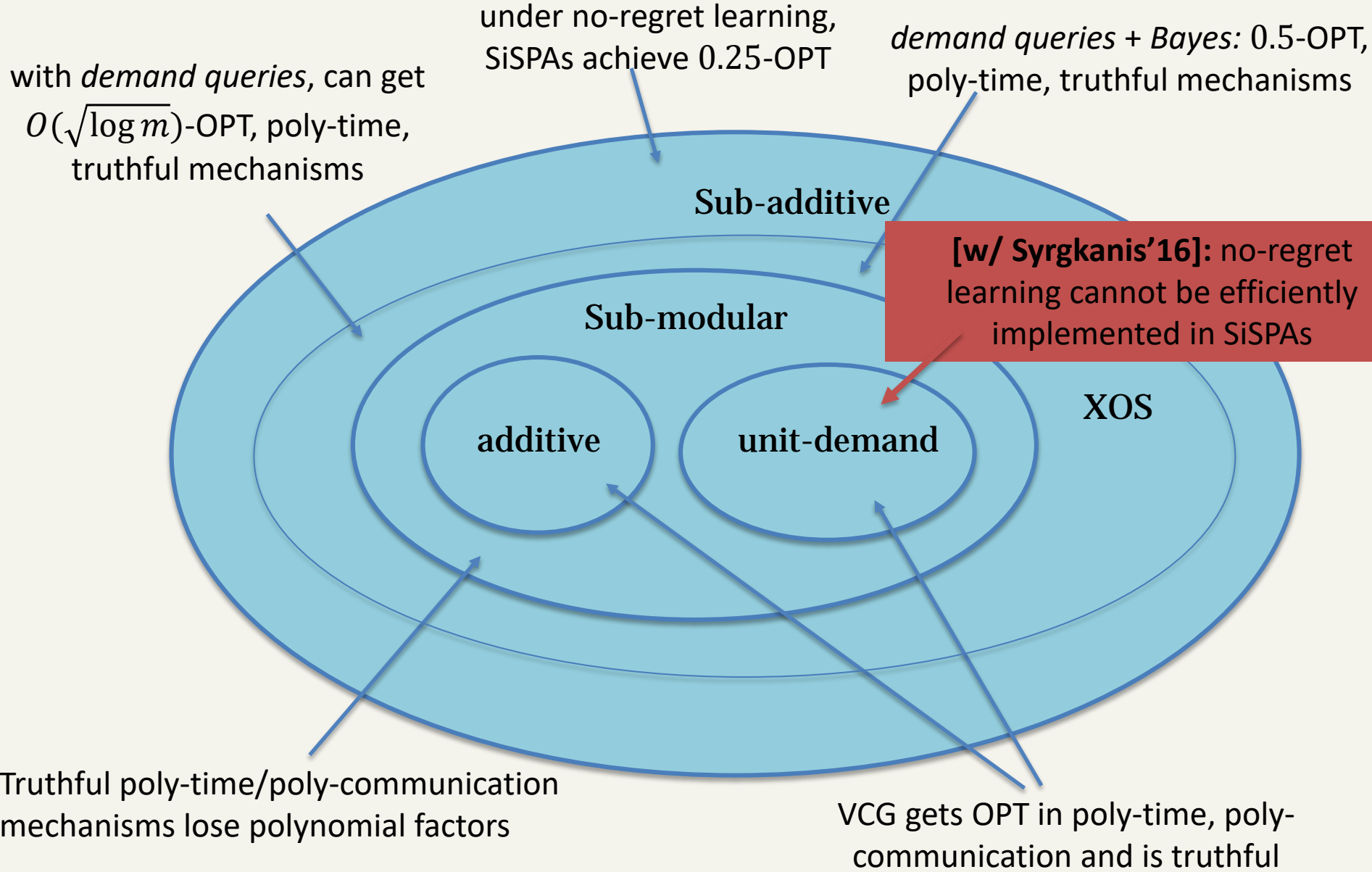
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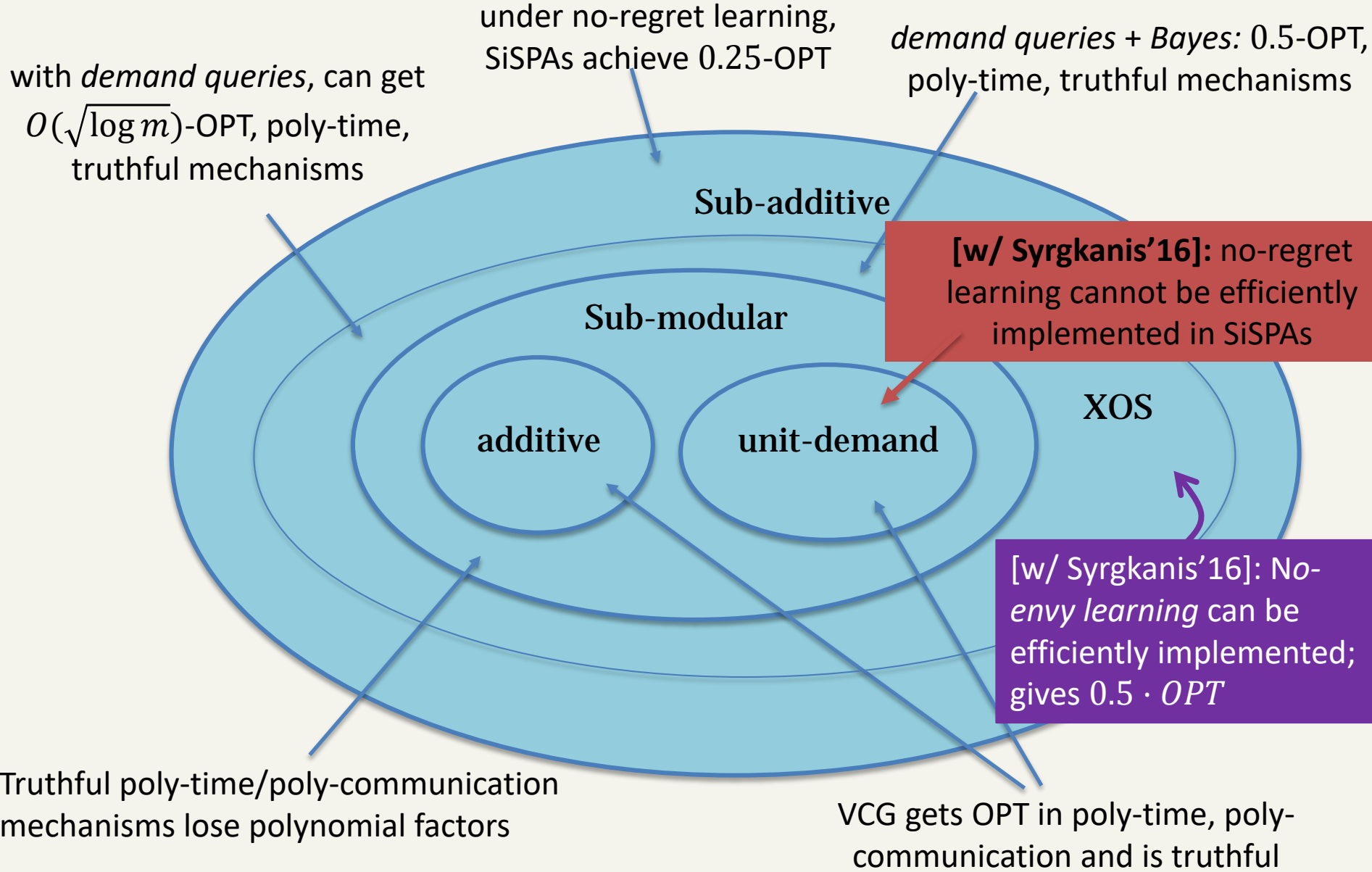
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# No-Envy vs No-Regret Learning

- Fix mechanism  $M$ 
  - Suppose  $n$  bidders engage in a repeated execution of mechanism  $M$
  - $b_i^t$ : bidder  $i$ 's action in round  $t$ 
    - in SiSPAs, this is a vector of bids on each item
    - in more complex mechanisms, more complex

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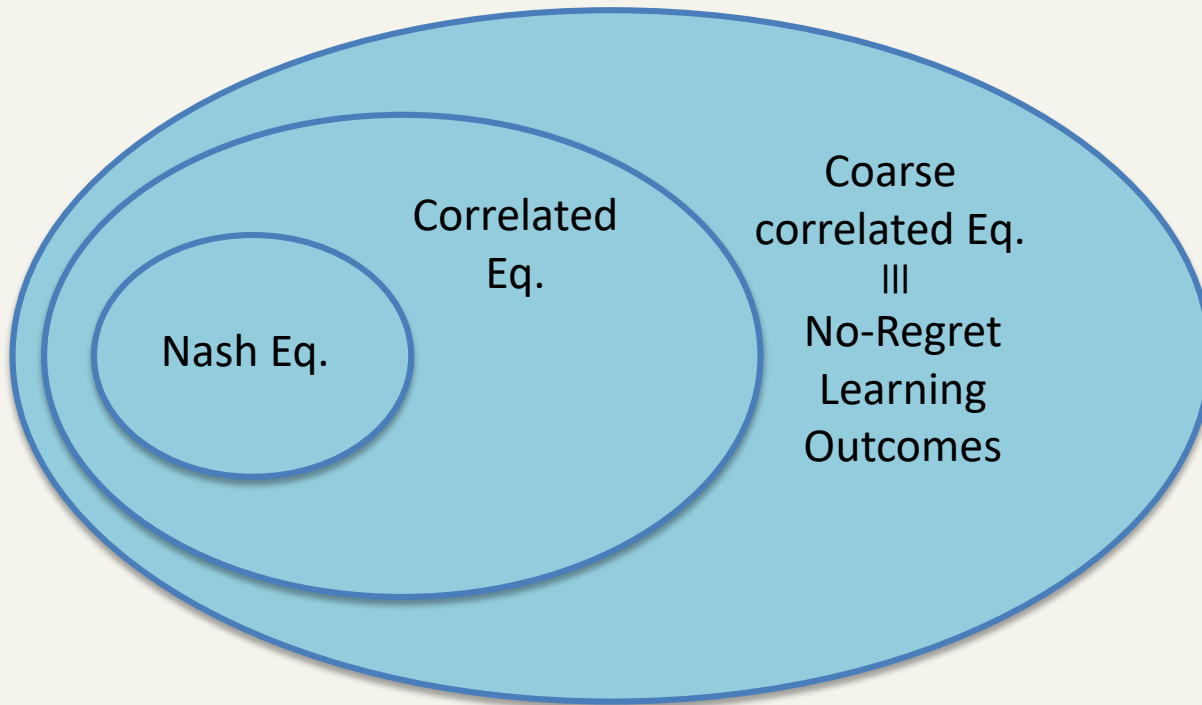
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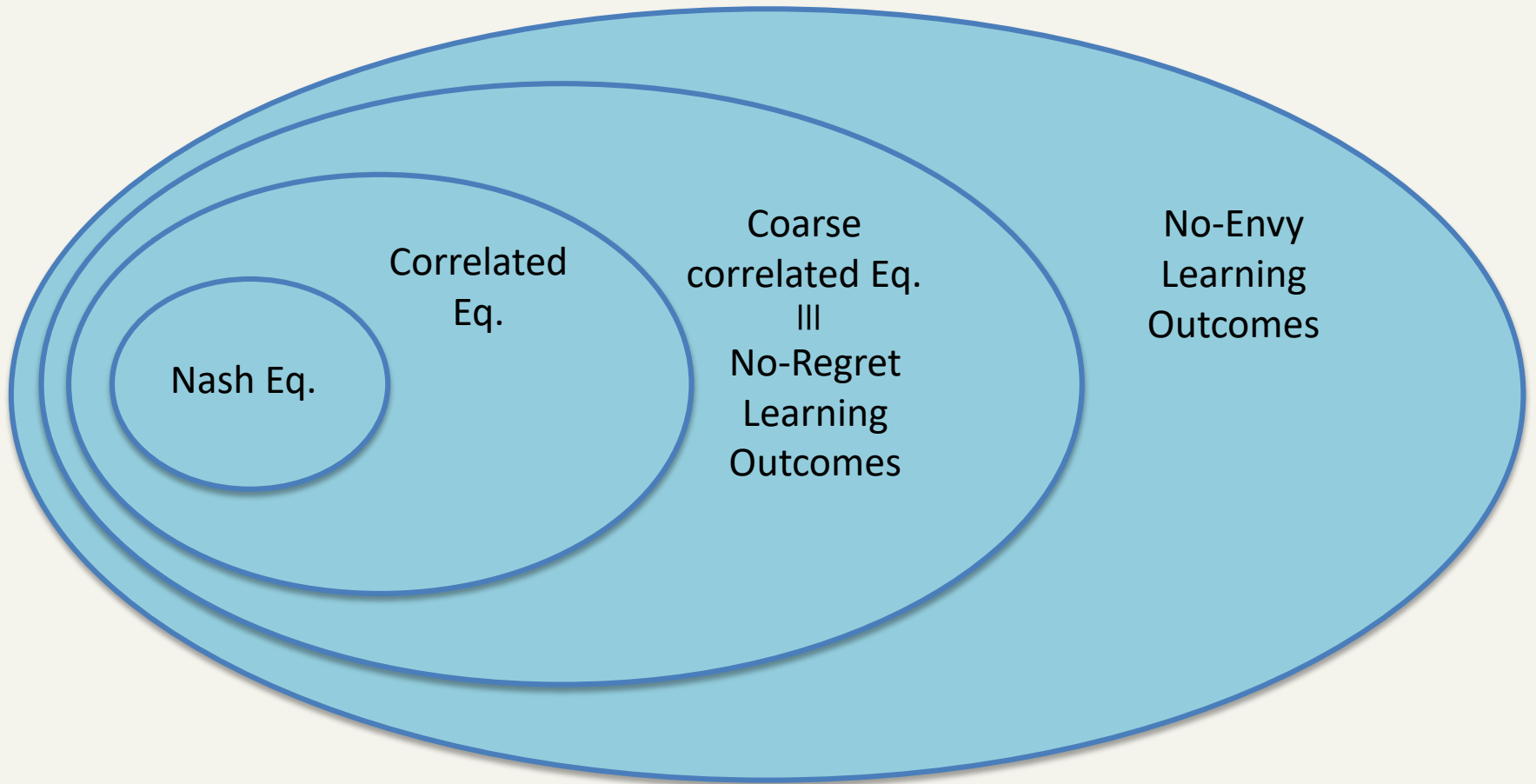
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# Solution Concepts in SiSPAs



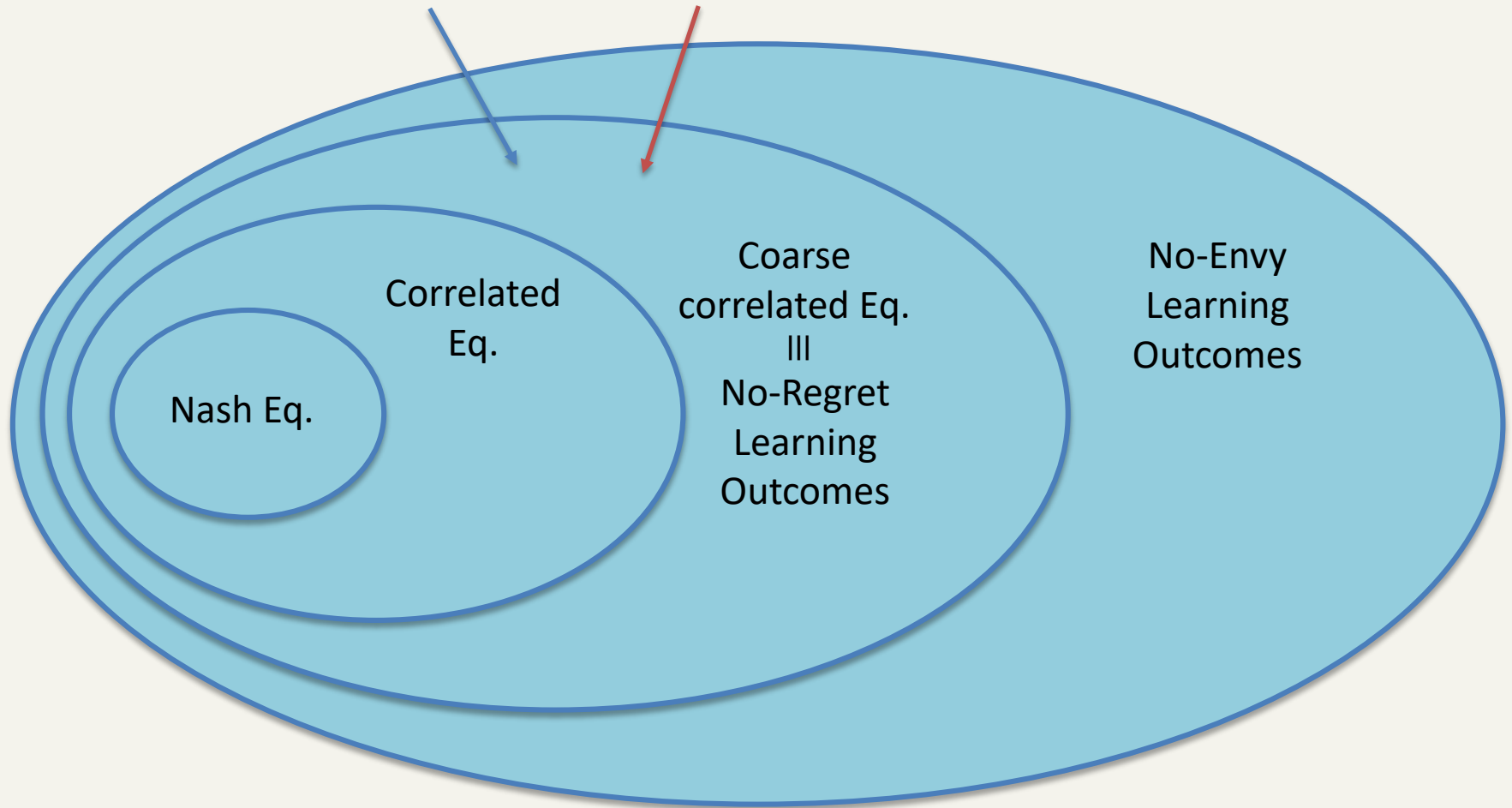
# XOS bidders in SiSPAs



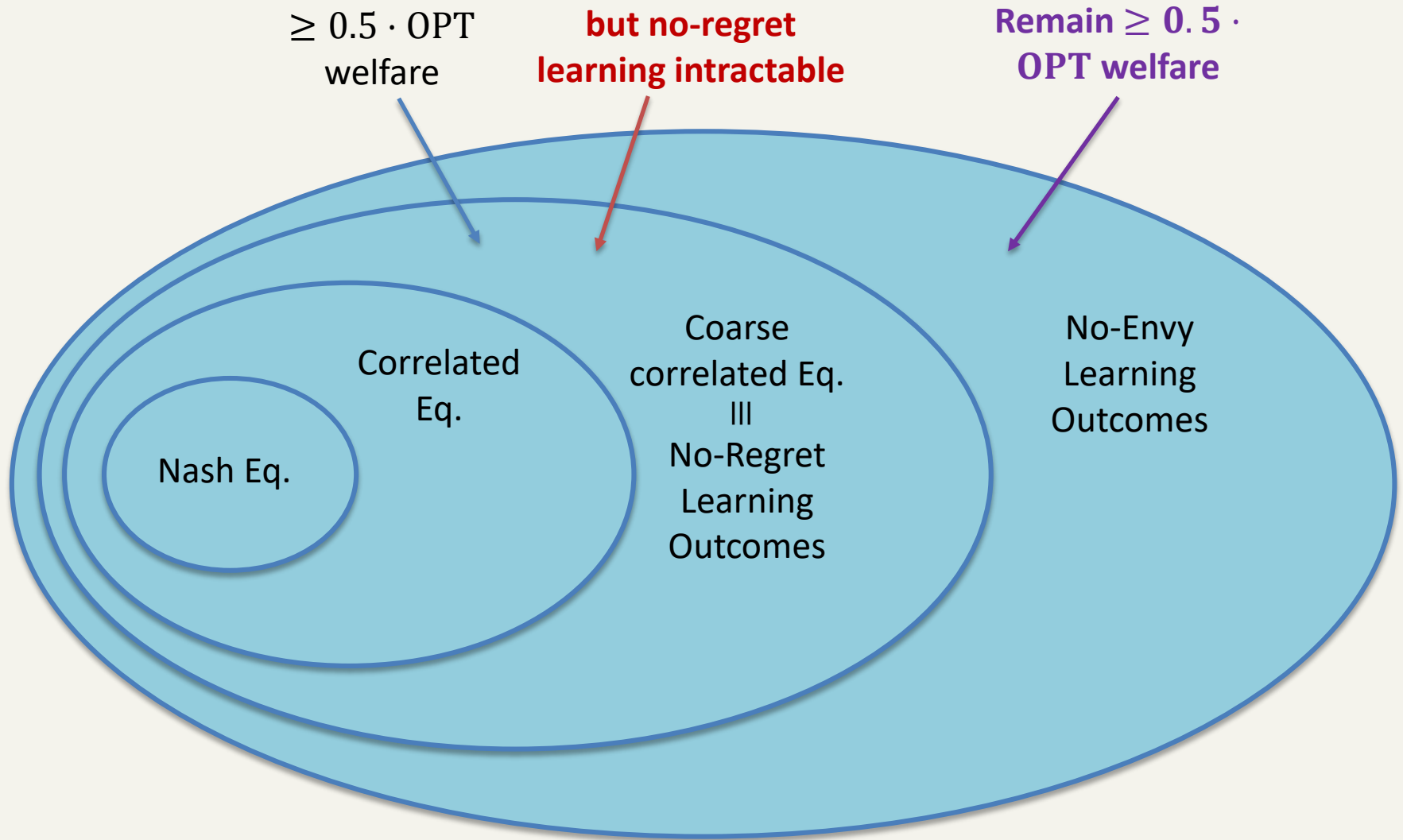
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$\geq 0.5 \cdot \text{OPT}$   
welfare

**but no-regret  
learning intractable**

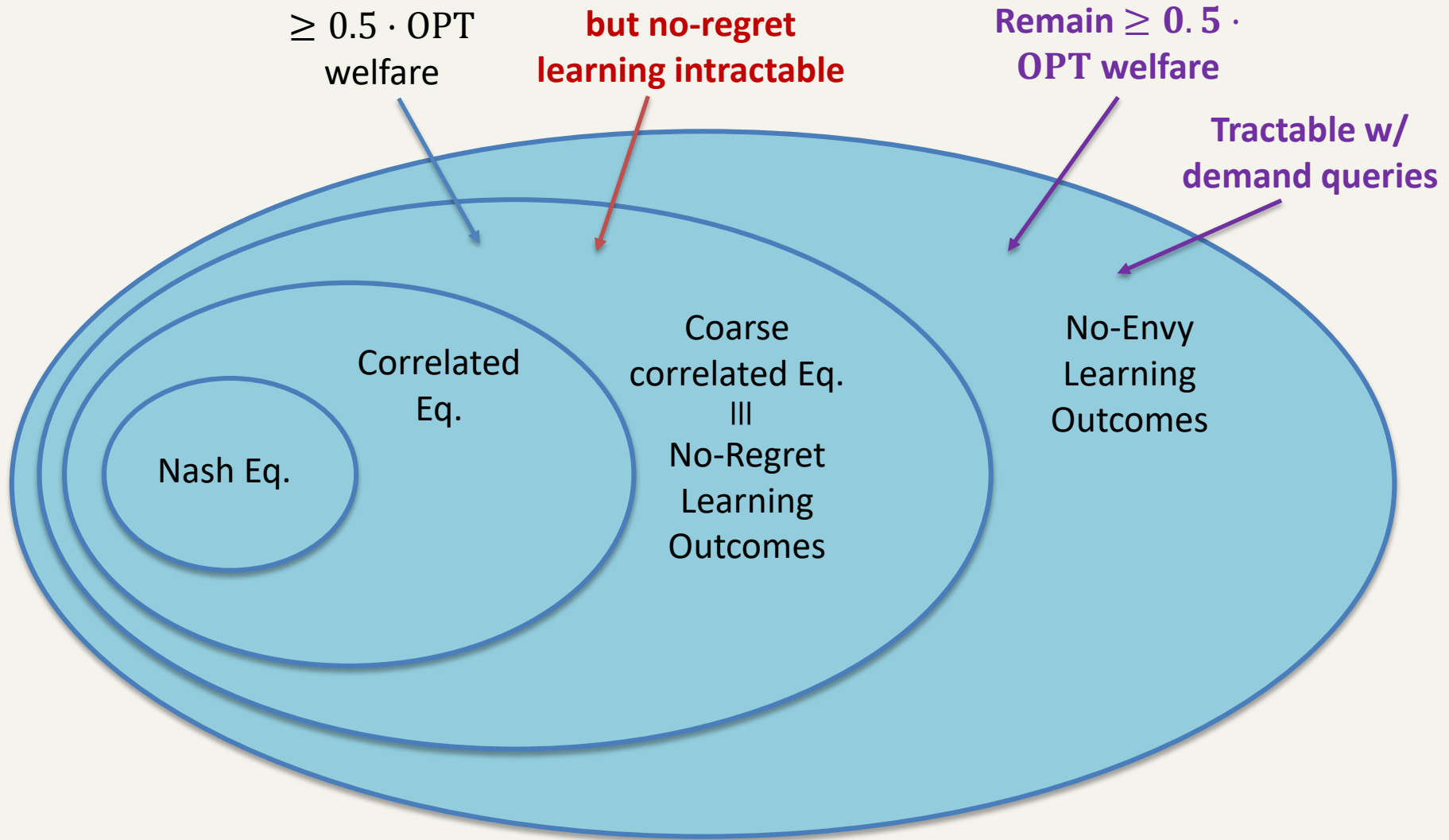


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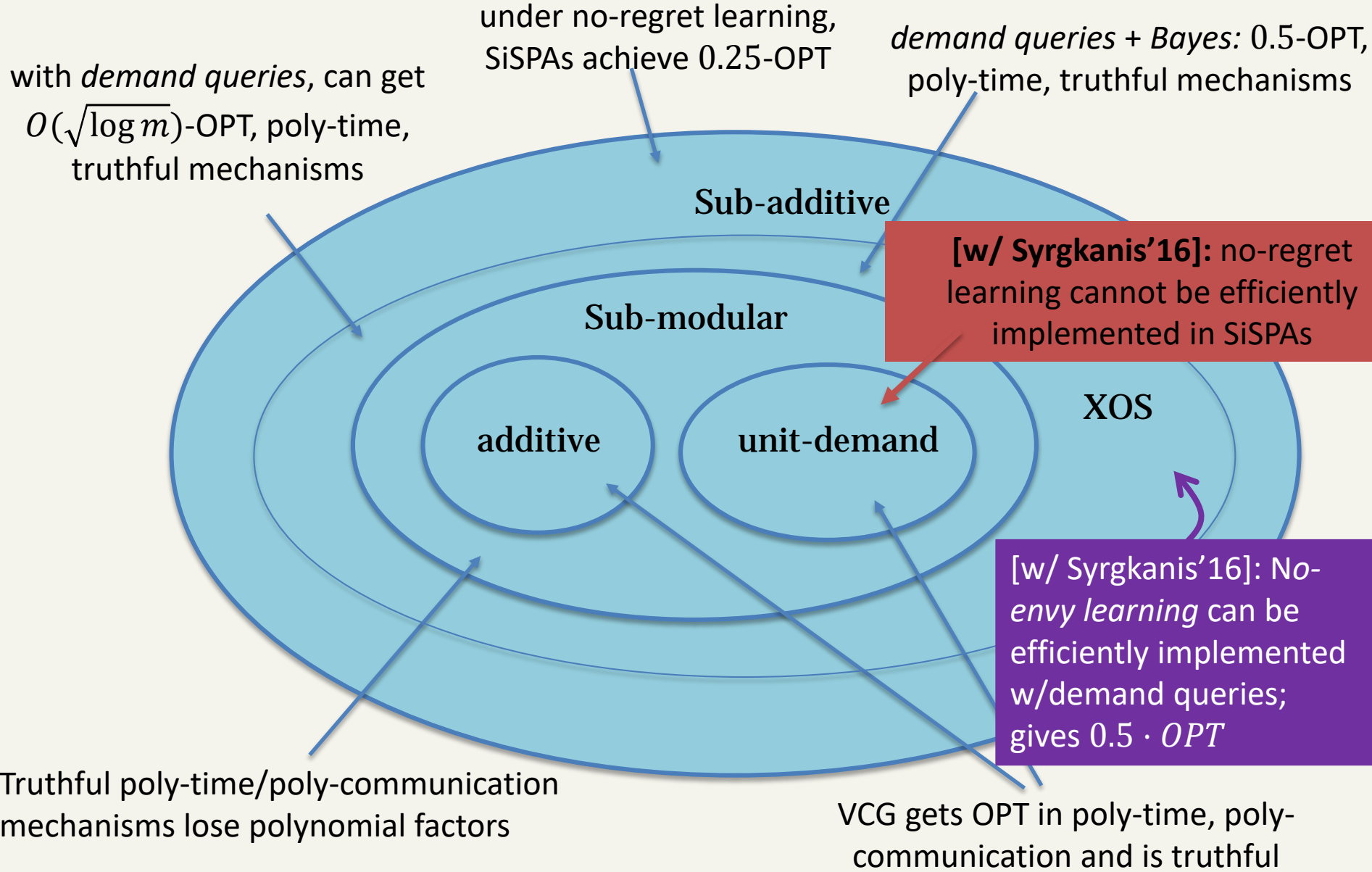




# XOS bidders in SiSPAs



# Welfare Optimization (evolving summary)



# The Menu

— **Combinatorial Auctions**

— **Truthfulness vs Computation vs Communication**

— **Beyond the Truthfulness Barrier**

— **Meantime in a More Practical Universe..**

— **Algorithmic Mechanism Design for Learning Agents**

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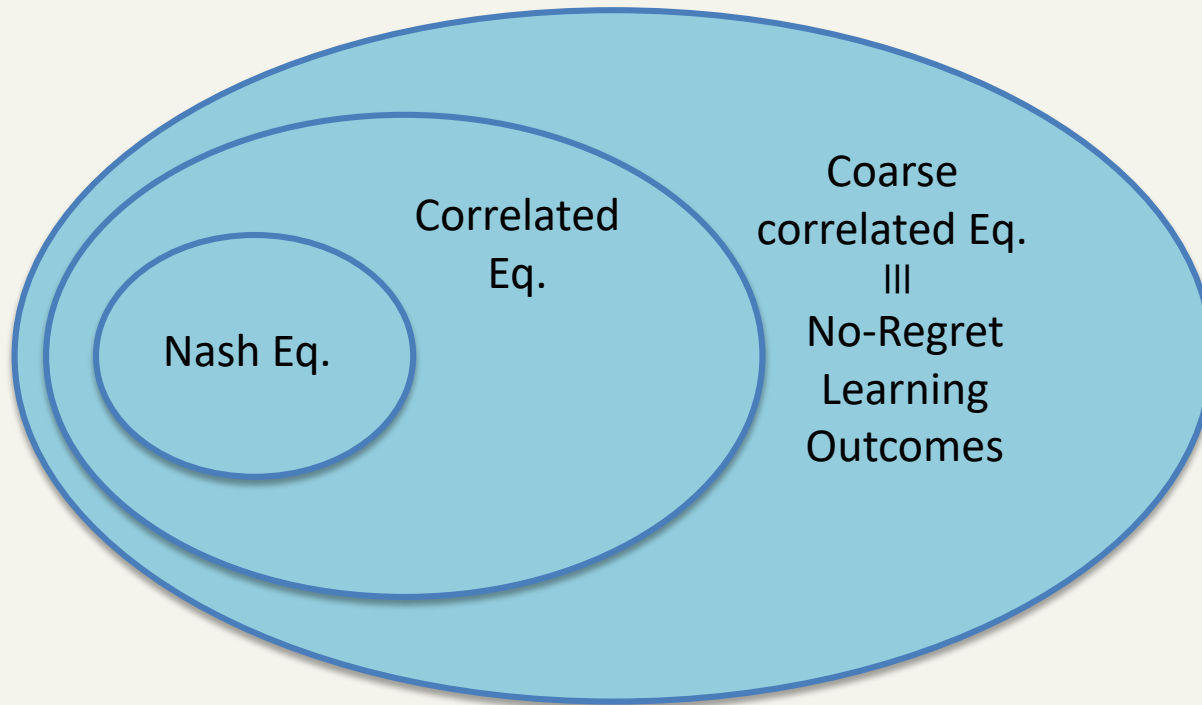
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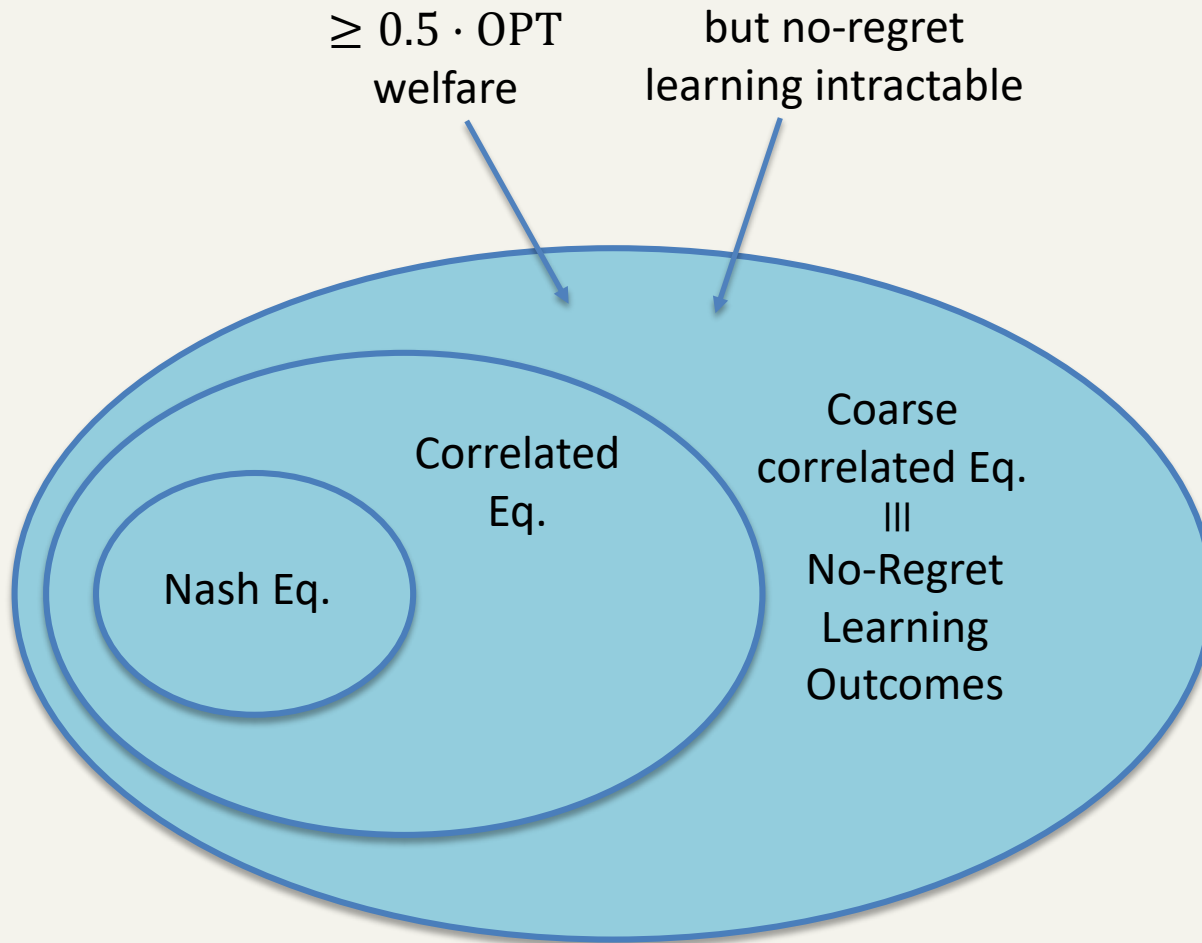
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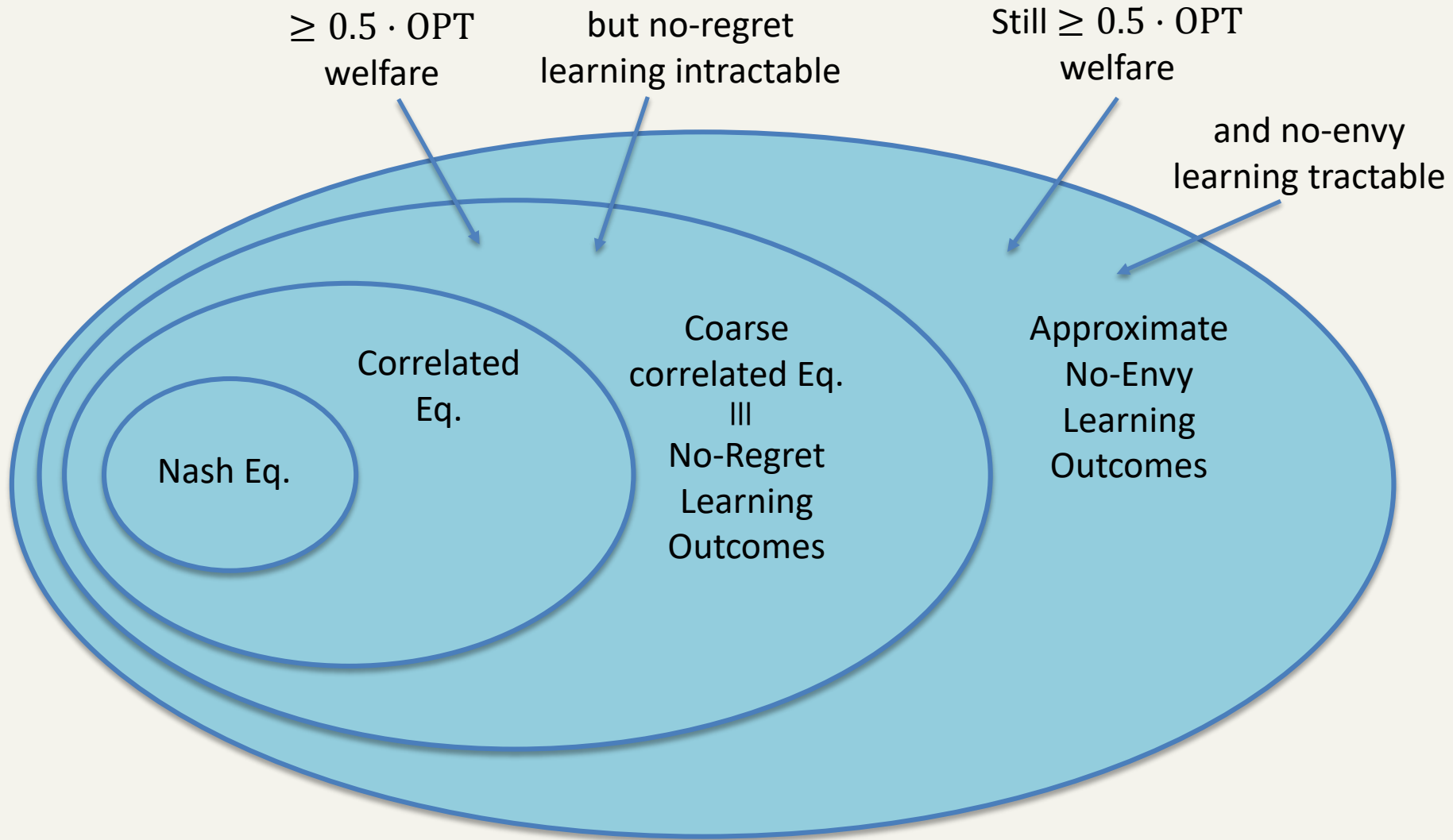


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