

# Information Design with Costly State Verification

Lily Ling Yang  
University of Mannheim

August 30, 2023

# Motivating example

- Platform makes product recommendation
- Given recommendation, consumers can always look for information outside platform
- **Platform can provide more information so that consumers don't look further**



Amazon's Choice

- 1 Bayesian persuasion with private information: Kolotilin et al. (2017), Guo and Shmaya (2019), Kolotilin et al. (2023)
- 2 Information design with costly information acquisition: **Bizzotto et al. (2020), Matyskova and Montes (2023)**

- One Sender and one Receiver: platform and consumer
- State  $\theta \in [0, 1]$  following  $F(\theta)$
- Receiver chooses  $a \in \{0, 1\}$ 
  - $a = 1, u_S = 1, u_R = \theta - R$
  - $a = 0, u_S = 0, u_R = 0$
- An information structure is  $(M, G)$ 
  - A set of message  $M$
  - $G : [0, 1] \rightarrow \Delta M$
  - Message as action recommendation

Receiver can probabilistically learn the state perfectly

- Receiver chooses  $e \in \{0, 1\}$ 
  - $e = 1 : s = \theta$  w.p.  $q$ , and  $s = \phi$  w.p.  $1 - q$
  - $e = 0 : s = \phi$
- $q$  is state independent:  $E(\theta | s = \phi, e = 1) = E(\theta | s = \phi, e = 0) = E(\theta)$ 
  - Receiver chooses the same action when receiving a null signal as without verification
- Cost is  $c$ , and  $C =: c/q$

# Timeline

- 1 Sender chooses  $(M, G)$
- 2 Nature draws  $\theta$  according to  $F$ , and message  $m$  is sent to Receiver according to  $G(\theta)$
- 3 Receiver observes  $m$  and makes verification decision  $e \in \{0, 1\}$
- 4 Receiver observes signal  $s$  and takes action  $a \in \{0, 1\}$

Disclosure affects Receiver in three ways:

- 1 Changing action choice without private information:  $E(\theta)$
- 2 Changing verification choice: not only  $E(\theta)$ , but entire posterior distribution
- 3 Changing action choice with private information: simplified by state verification (no effect when  $s = \theta$ , no updating when  $s = \phi$ )

# Four messages

- State verification perfectly reveals  $\theta$ , so no need to track optimal action when  $s = \theta$
- Optimal information structure sends four messages
  - Binary action recommendation: action chosen when  $s = \phi$  (default action  $a_\phi$ )
  - Binary verification recommendation: whether to verify state



# Three messages

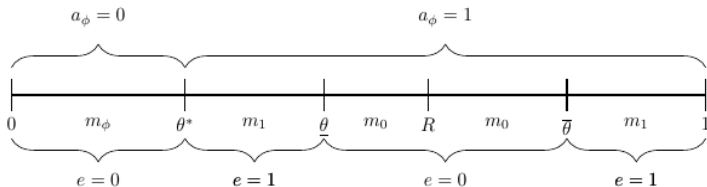
- Optimal information structure does not recommend  $a_\phi = 0$  and  $e = 1$ 
  - $a_\phi = 0$  and  $e = 1$ :  $a = 1$  only if "good news" is found
  - Truth revealing instead
- Optimal information structure sends three messages
  - 1  $m_\phi$  :  $a_\phi = 0, e = 0$  (equivalent to truth revealing)
  - 2  $m_0$  :  $a_\phi = 1, e = 0$  (Sender's most preferred message:  $a = 1$  is always chosen)
  - 3  $m_1$  :  $a_\phi = 1, e = 1$  ( $a = 1$  unless "bad news" is found)

# Main result

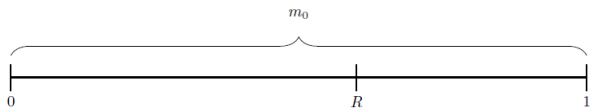
## Theorem

The optimal information structure sends three messages, and has

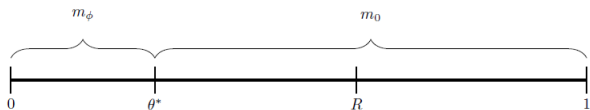
- 1 a cutoff structure for action recommendation, and
- 2 a negative assortative structure for verification recommendation for the same action recommendation.



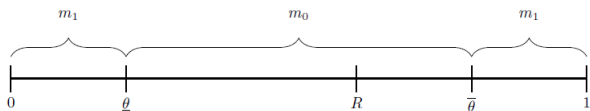
# Four types of optimal information structures



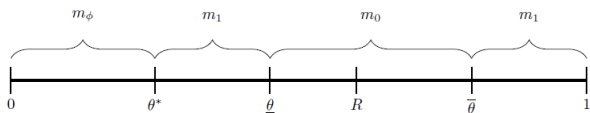
(1) No-disclosure mechanism



(2) Cut-off mechanism



(3) Negative assortative mechanism



(4) Three-message mechanism

# Sketch of proof

The information design problem can be reduced to

$$\begin{aligned} & \max_{x_\phi(\theta), x_0(\theta), x_1(\theta) \in [0,1]} \int_0^R [x_0(\theta) + x_1(\theta)(1-q)] f(\theta) d\theta \\ & + \int_R^1 (x_0(\theta) + x_1(\theta)) f(\theta) d\theta \end{aligned}$$

s.t.

$$\int_0^1 (\theta - R) x_0(\theta) f(\theta) d\theta \geq 0, \quad (\text{A0})$$

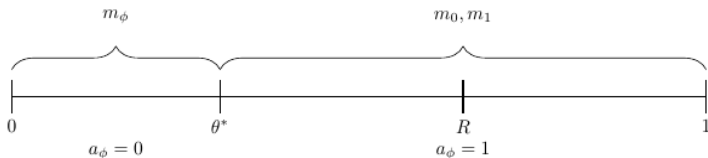
$$\int_0^1 (\theta - R) x_1(\theta) f(\theta) d\theta \geq 0, \quad (\text{A1})$$

$$\begin{aligned} C \int_0^1 x_0(\theta) f(\theta) d\theta + \int_0^R (\theta - R) x_0(\theta) f(\theta) d\theta & \geq 0, & (\text{C0}) \\ x_\phi(\theta) + x_0(\theta) + x_1(\theta) & = 1. \end{aligned}$$

# Sketch of proof

Cutoff structure for action recommendation

- Suppose  $\theta$  sends  $m_\phi$  and  $\theta'$  sends  $m_0$  or  $m_1$  s.t.  $\theta > \theta'$ 
  - Interchanging the messages is a profitable deviation



# Sketch of proof

Cutoff structure for action recommendation

- The information design problem can be reduced to

$$\max_{x_0(\theta) \in [0,1], \theta^* \in [0,R]} \int_{\theta^*}^R [x_0(\theta) + (1 - x_0(\theta))(1 - q)] f(\theta) d\theta + \int_R^1 f(\theta) d\theta$$

s. t.

$$\int_{\theta^*}^1 (\theta - R) x_0(\theta) f(\theta) d\theta \geq 0, \quad (A0)$$

$$\int_{\theta^*}^1 (\theta - R) (1 - x_0(\theta)) f(\theta) d\theta \geq 0, \quad (A1)$$

$$C \int_{\theta^*}^1 x_0(\theta) f(\theta) d\theta + \int_{\theta^*}^R (\theta - R) x_0(\theta) f(\theta) d\theta \geq 0, \quad (C0)$$

- When  $\Pr(m_1) > 0$ , (C0) is binding: given any feasible information structure that sends  $m_1$ , can we further relax (C0)?

# Sketch of proof

Negative assortative structure for verification recommendation

- Persuasion constraint (A0):

$$\int_{\theta^*}^1 (\theta - R) x_0(\theta) f(\theta) d\theta \geq 0$$
$$\Leftrightarrow$$
$$\underbrace{\int_R^1 (\theta - R) x_0(\theta) f(\theta) d\theta}_{\text{resource}} \geq \underbrace{\int_{\theta^*}^R (R - \theta) x_0(\theta) f(\theta) d\theta}_{\text{cost}}$$

- $\theta > R$  raises credibility resource:  $(\theta - R) f(\theta)$
- $\theta < R$  costs credibility resource:  $(R - \theta) f(\theta)$
- Same for (A1)

# Sketch of proof

Negative assortative structure for verification recommendation

- Verification cost constraint (C0):

$$C \int_{\theta^*}^1 x_0(\theta) f(\theta) d\theta + \int_{\theta^*}^R (\theta - R) x_0(\theta) f(\theta) d\theta \geq 0$$
$$\Leftrightarrow$$
$$\underbrace{C \int_R^1 x_0(\theta) f(\theta) d\theta}_{\text{cost}} \geq \underbrace{\int_{\theta^*}^R (R - \theta - C) x_0(\theta) f(\theta) d\theta}_{\text{benefit}}$$

- $\theta > R$  raises verification cost:  $Cf(\theta)$
- $\theta < R$  increases verification benefit:  $(R - \theta - C)f(\theta)$



# Sketch of proof

Negative assortative structure for verification recommendation

For  $\theta > R$

- Sending  $m_0$  raises credibility resource by  $(\theta - R) f(\theta)$  and verification cost by  $C f(\theta)$
- Cost-to-resource ratio from sending  $m_0$  is

$$\gamma(\theta) =: \frac{C}{\theta - R}$$

- $\gamma(\theta)$  is decreasing in  $\theta$
- Low  $\theta$  induces higher verification cost when raising same amount of credibility resource



# Sketch of proof

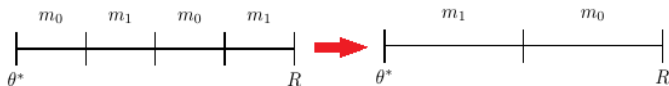
Negative assortative structure for verification recommendation

For  $\theta < R$

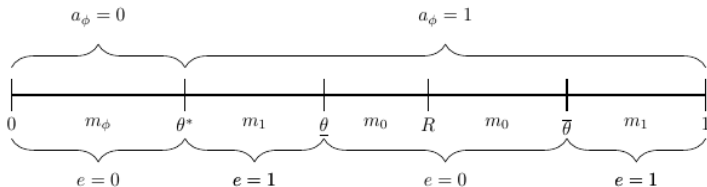
- Sending  $m_0$  costs credibility resource by  $(R - \theta) f(\theta)$  and increases verification benefit by  $(R - \theta - C) f(\theta)$
- Benefit-to-cost ratio from sending  $m_0$  is

$$\gamma(\theta) =: \frac{R - \theta - c}{R - \theta} = 1 + \frac{c}{\theta - R}$$

- $\gamma(\theta)$  is decreasing in  $\theta$
- High  $\theta$  induces lower verification benefit when costing same amount of credibility resource



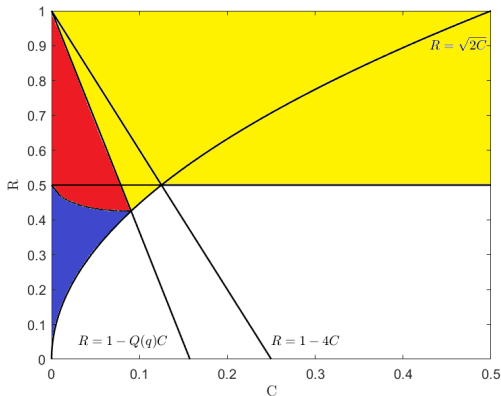
# Optimal information structure



- 1  $\Pr(a = 1|\theta)$  is increasing in  $\theta$
- 2  $\Pr(a = 1|m_\phi) < \Pr(a = 1|m_1) < \Pr(a = 1|m_0)$
- 3  $E(\theta|m_\phi) < E(\theta|m_1) \leq E(\theta|m_0)$

# A uniform example

Suppose  $F(\theta) = \theta$  and  $q = 0.8$



White: no disclosure; yellow: cutoff; blue: negative assortative; red: 3 message

THANK YOU!