A Collusion-Proof Efficient Dynamic Mechanism

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Efficiency and Dominant Strategy Incentive Compatibility in dynamic settings:

In general, it is impossible to implement the efficient allocation rule in dominant strategies in dynamic setting Bergemann and Välimäki (JEL, 2019)

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- Dynamic coordination/collusion undermines efficiency

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(Perfect) Bayesian Nash equilibria:

- Multiple equilibria
- Dynamic coordination/collusion undermines efficiency
- We show that in most celebrated dynamic mechanisms efficient eq might not survive Iterated Elimination of Weakly Dominated Strategies (IEWDS). . .

We introduce a

• strong dynamic notion of collusion-proofness.

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- **Key Idea** ($\#$ *MaximinAndEfficiency*):
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We also construct

a modified mechanism that approximately achieves the same property in environments without transfers.

Related Literature

Collusion-proof static mechanisms: Che and Kim (2006), Laffont and Martimort (1997, 2000), Cremer and Riordan (1985), Safronov (2017)

Efficient dynamic mechanisms: Skrzypacz and Toikka (2015), Bergemann and Välimäki (2010), Athey and Segal (2013)

Optimal dynamic mechanisms: Pavan, Segal and Toikka (2014), Bergemann and Välimäki (2019)

Collusion with persistent private info: Athey and Bagwell (2001, 2008), Miller (2012)

Repeated implementation: Jackson and Sonnenschein (2007), Ball et al. (2022), Lee and Sabourian (2009, 2013), Renou and Mezzetti (2017), Renou and Tomala (2015)

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- Dynamic Pivot extends AGV
- Balanced Team Mechanism extends VCG

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After $\theta_t \in \Theta$ is realized.

- a public decision $x_t \in \mathbf{X}$,
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\mu^i: \Theta^0 \times \Theta^i \times \mathbf{X} \to \Delta(\Theta^i).
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U^{i}(\theta^{i}, x, y^{i}) = \sum_{t=0}^{T} \left[u^{i}(\theta^{i}_{t}, x_{t}) + y^{i}_{t} \right]
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• Reported types $\boldsymbol{\hat{\theta}_t} = (\hat{\theta}_t^0, \hat{\theta}_t^1, ..., \hat{\theta}_t^N)$

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$$
\n

\n- Public history
\n- $$
h_t = (\hat{\theta}_0, \hat{\theta}_1, ..., \hat{\theta}_t)
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\n- Public history
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h_t = (\hat{\theta}_0, \hat{\theta}_1, \ldots, \hat{\theta}_t)
$$
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A (pure) strategy $s^i = \{s_t^i\}_{t=1}^T$:

$$
s_t^i:\left(\mathbf{\Theta}^{\boldsymbol{i}}\right)^t\times\mathcal{H}_{t-1}\to\mathbf{\Theta}^{\boldsymbol{i}}.
$$

Mechanism

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	- **1** decision policy

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\chi:\{0,1,...,T\}\times\boldsymbol{\Theta}\to\boldsymbol{X}
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that determines public decision $\mathsf{x}_t = \chi(\hat{\theta}_t)$ at every t ;

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² transfer rule

$$
y_t^i = y_t^i(h_t)
$$

as a function of public history.

Guaranteed Utility Mechanism (GUM)

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[Updating reports]

Every period t , agents simultaneously report their types; but reports are updated as if they were arriving one by one, according to the ordering $0, 1, ..., N$ within period t.

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[Transfers]

Externality payments are **bilateral**:

• every agent *receives the transfer from* $*j*$ *,* which compensates \overline{i} by the externality imposed on \overline{i} by \overline{i} .

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If $\hat{\theta}_2^B \uparrow U_A$ by 20 and $\downarrow U_C$ by 5, transfers are $(-20, 15, 5)$: A pays 20 to B \bf{B} pays 5 to \bf{C} .

GUM

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anticipated payoff of agent j is:

$$
\Upsilon_{t,i}^j = \mathbb{E}^{\mu(h_{t,i},\chi^*)} \Big[\sum_{t'=0}^T u^j(\tilde{\theta}_{t'}^j,x(\tilde{\theta}_{t'})) \Big].
$$

recall $h_{t,i}=\bigl(\; \hat{\theta}_0, \hat{\theta}_1, ..., \hat{\theta}_{t-1}, \bigl(\hat{\theta}^0_t, \hat{\theta}^1_t, ..., \hat{\theta}^i_t \bigr) \; \bigr)$

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\gamma_t^{i \to j} = \Upsilon_{t,i}^j - \Upsilon_{t,i-1}^j.
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transfer to agent i at period t :

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transfer to agent i at period t :

budget-balanced as every payment is from one agent to another.

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Mechanism satisfies the Guaranteed Utility Property (GUP) if there exists a strategy profile $s_* \in \mathcal{S}^\mathcal{I}$ and a vector $\mathcal{C} \in \mathbb{R}^\mathcal{N}$ such that:

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\forall i \in \mathcal{I}, \ \forall s^{-i} \in \mathcal{S}^{-i} \qquad \mathbb{E}\big[U^i(s_*^i, s^{-i})\big] \geqslant C^i;
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GUM satisfies GUP: each agent guarantees

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by being truthful, even if others deviate from truth-telling.

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Intuition: In $i - j$ bilateral interaction, if either is truthful, he is unaffected (in expectation) by the dishonesty of the other.

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- truthtelling gives the maxmin payoff,
- but agents cannot expect to get more than the maxmin payoff because maxmin payoffs add up to maximum surplus,
- strategically simple: play the maxmin strategy because you cannot expect to improve on the maxmin strategy.

Mechanism satisfies the Guaranteed Utility Property (GUP) if there exists a strategy profile $s_* \in \mathcal{S}^\mathcal{I}$ and a vector $\mathcal{C} \in \mathbb{R}^\mathcal{N}$ such that:

$$
\forall i \in \mathcal{I}, \ \forall s^{-i} \in \mathcal{S}^{-i} \qquad \mathbb{E}\big[U^i(s_*^i, s^{-i})\big] \geqslant C^i;
$$
\n
$$
\sup_{s \in \mathcal{S}^{\mathcal{I}}} \sum_{i \in \mathcal{I}} \mathbb{E}\big[U^i(s)\big] = \sum_{i \in \mathcal{I}} C^i.
$$

GUP implies:

- truthtelling gives the maxmin payoff,
- but agents cannot expect to get more than the maxmin payoff because maxmin payoffs add up to maximum surplus,
- strategically simple: play the maxmin strategy because you cannot expect to improve on the maxmin strategy.

Proposition

All BNEs (PBEs) in GUM are efficient and utility-equivalent.

For $L \subseteq \mathcal{I}$, a side contract is $\bar{s}^L = \{\bar{s}_t^L\}_{t=1}^T$, where

$$
\bar{s}_t^{\text{L}}:\left(\boldsymbol{\Theta}^{\text{L}}\right)^t\times\mathcal{H}_t\to\boldsymbol{\Theta}^{\text{L}}\times\mathbb{R}^{\left|\text{L}\right|}.
$$

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$$

 $\bar{s}^{*{\mathcal I}} \in \bar{\mathcal S}^{{\mathcal I}}$ is a weak equilibrium if:

 $\forall i \in \mathcal{I}, \ \forall \mathsf{s}^i \in \mathcal{S}^i, \ \exists \mathsf{\bar{s}}^{\mathcal{I} \setminus \{i\}} \in \mathcal{\bar{S}}^{\mathcal{I} \setminus \{i\}} \quad \mathbb{E} \big[\, U^i(\mathsf{s}^i, \mathsf{\bar{s}}^{\mathcal{I} \setminus \{i\}}) \big] \leqslant \mathbb{E} \big[\, U^i(\mathsf{s}^{* \mathcal{I}}) \big]$

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Ex: Bayesian Nash Equilibrium is a weak equilibrium.

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Ex: Bayesian Nash Equilibrium is a weak equilibrium.

A mechanism is collusion-proof if all weak equilibria are utility-equivalent.

The Main Result

Theorem Guaranteed Utility Mechanism is collusion-proof.

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Further Properties and Extensions

- Participation constraint: allowing exiting and re-entering
- Results hold verbatim if agents can observe true past types
- Can extend to allow agents to take private actions
- Easy to achieve symmetry by averaging over orderings
- (in progress, separate paper) agents' initial types are **private**: tendering model extension

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Our transfer-free GUM achieves efficiency with an error that does not depend on the type space size unlike in JS07.

Related Literature: A Closer Look

Additive Externality (if time permits...) (recall) externality *i*'s report $\hat{\theta}^i_t$ imposes on *j* is:

$$
\gamma_t^{i \to j} = \Upsilon_{t,i}^j - \Upsilon_{t,i-1}^j.
$$

total externality simultaneous updating of all the agent's reports at period t imposes on the agent's i payoff is

$$
\gamma^{\mathcal{I} \rightarrow j}_{t} = \Upsilon^{j}_{t, \mathcal{N}} - \Upsilon^{j}_{t-1, \mathcal{N}}.
$$

externality is **additive** if the sum of the externalities across all the agents is equal to the total externality:

$$
\sum_{i\in\mathcal{I}}\gamma_t^{i\to j}=\gamma_t^{\mathcal{I}\to j}\quad\forall j,\;\forall t.
$$