

ROBUST REVENUE MAXIMIZATION UNDER MINIMAL STATISTICAL INFORMATION

Alexandros Tsigonias-Dimitriadis

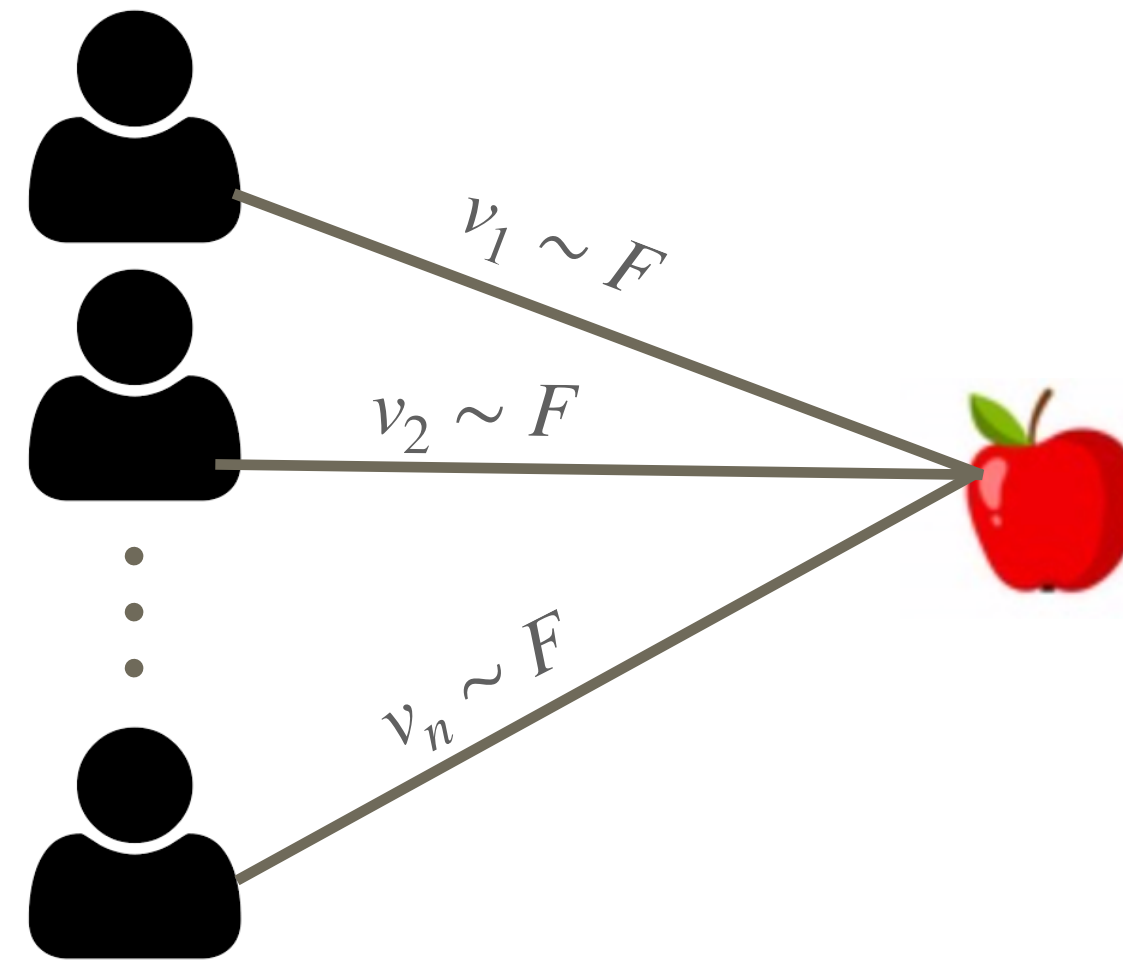
Operations Research Group & RTG AdONE
TU Munich

(Joint work with Yiannis Giannakopoulos and Diogo Poças)

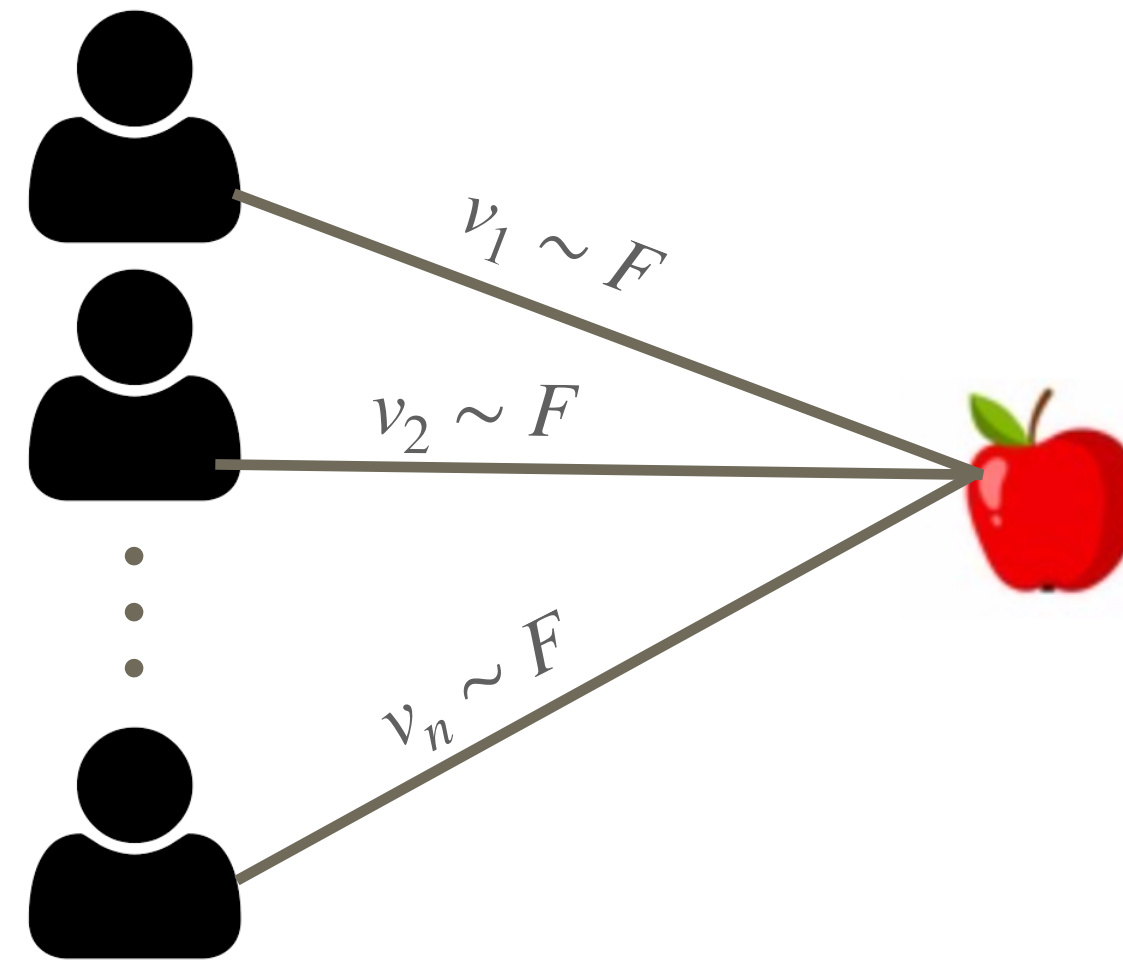
WINE 2020 - Virtual Talk

Myerson's optimal auction

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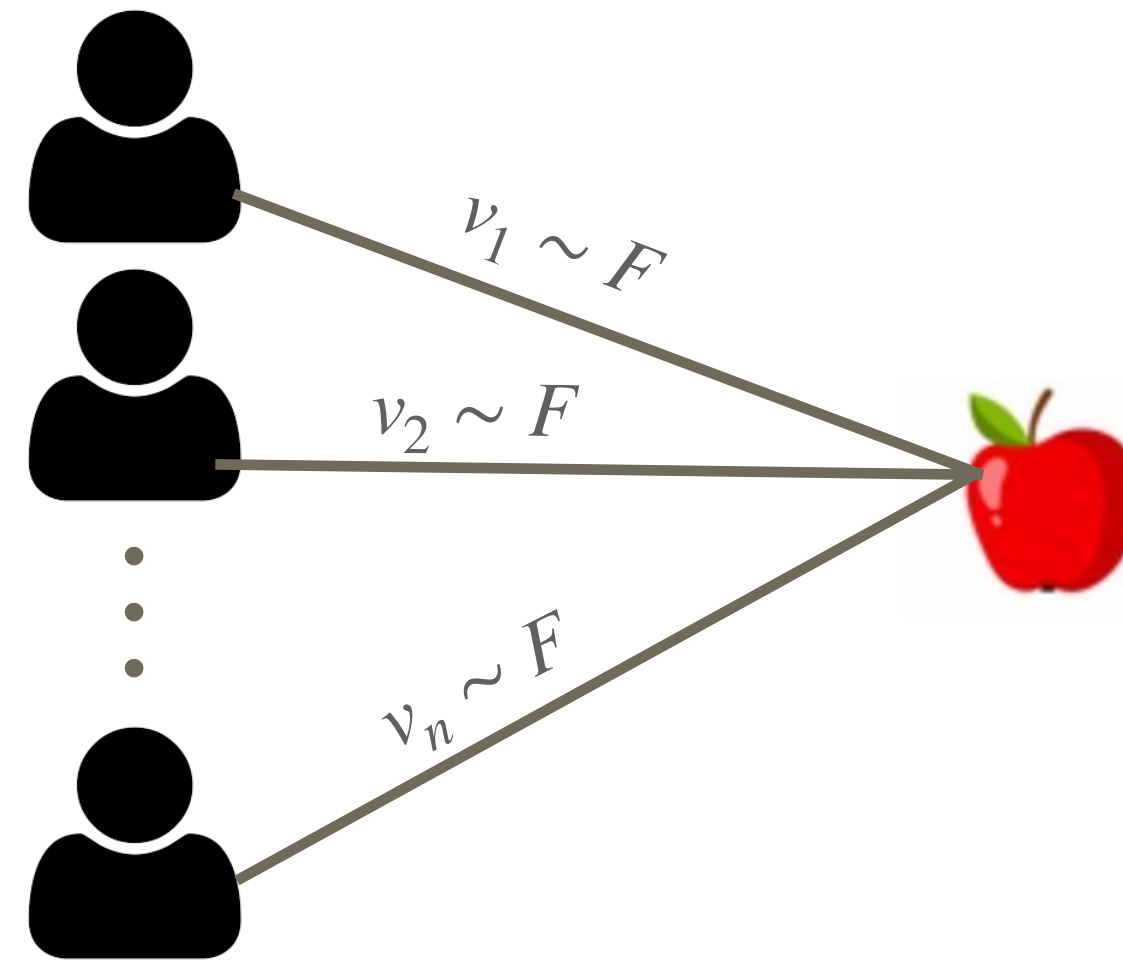


Myerson's optimal auction



Q: What is the revenue-maximizing auction?

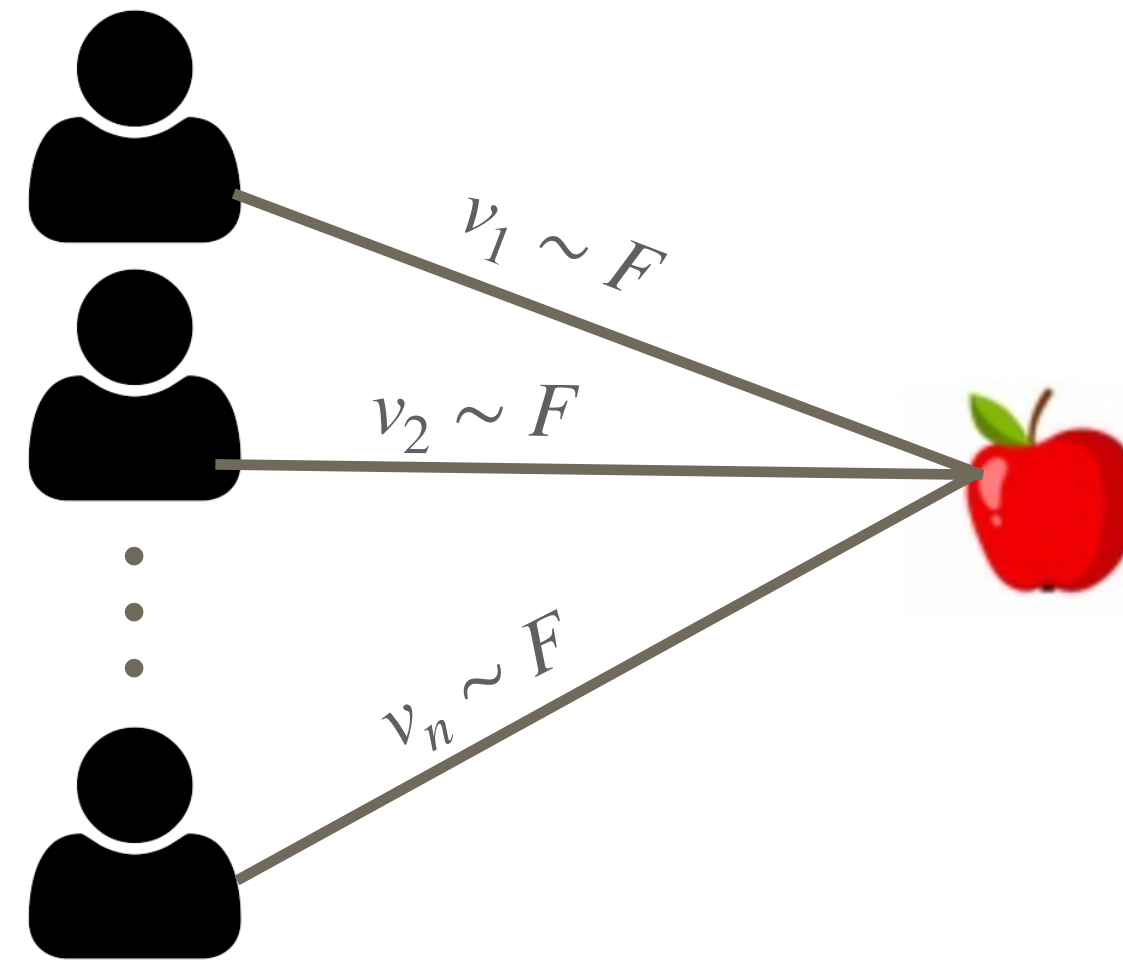
Myerson's optimal auction



Q: What is the revenue-maximizing auction?

A: Second-price auction with a reserve price!

Myerson's optimal auction



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Full knowledge of distribution!

Motivation of our work

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Exact knowledge of the distributions is rare in practice.

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Settings with no access to the underlying distribution (e.g. data privacy), but statistics available.

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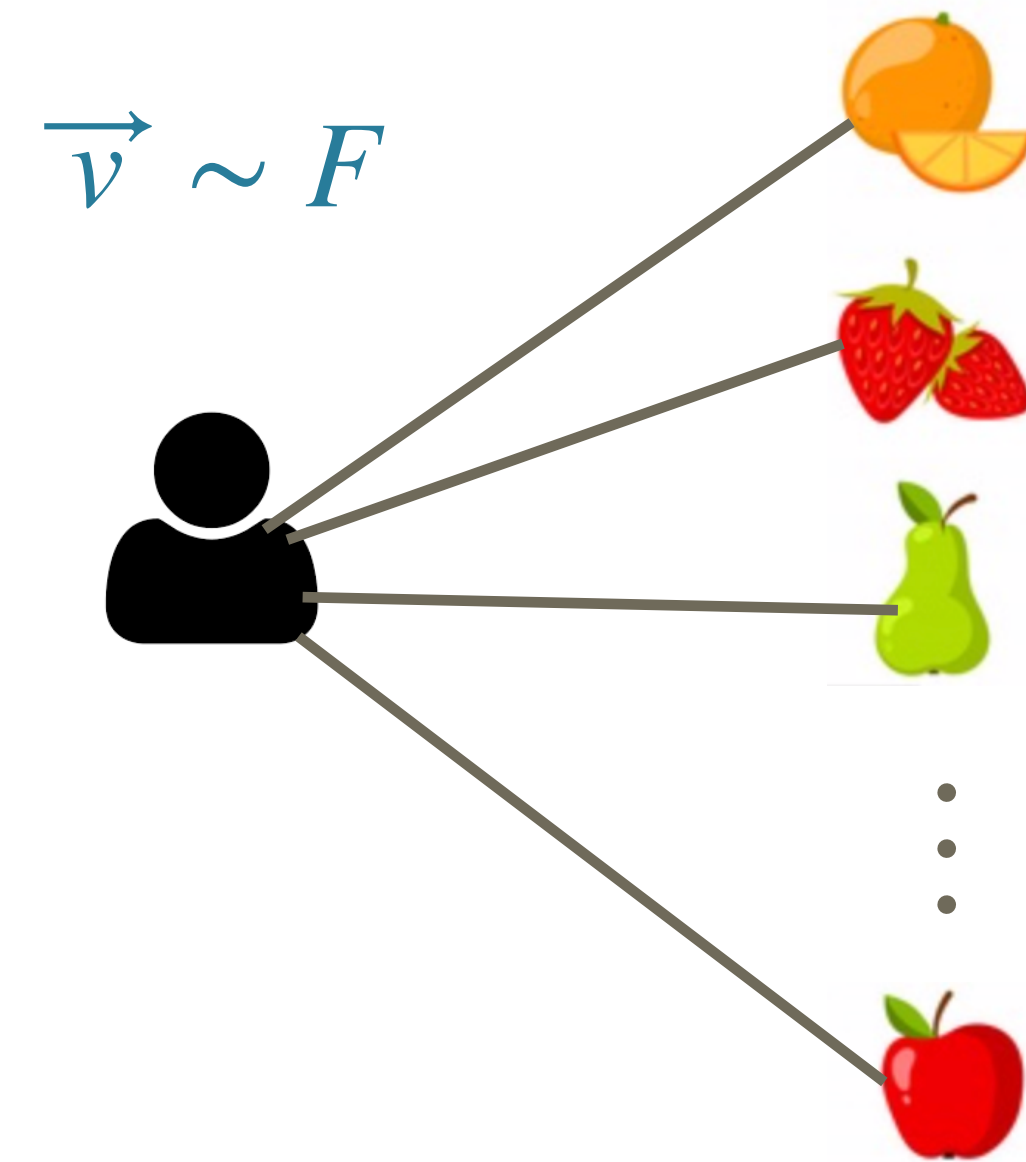
Sample access vs. knowledge of moments.

[Cole and Roughgarden STOC '14, Gonczarowski and Weinberg FOCS '18, Huang et al. SICOMP '18, ...]

Robust Auction Design - Our model

Setting: Single additive buyer, m items.

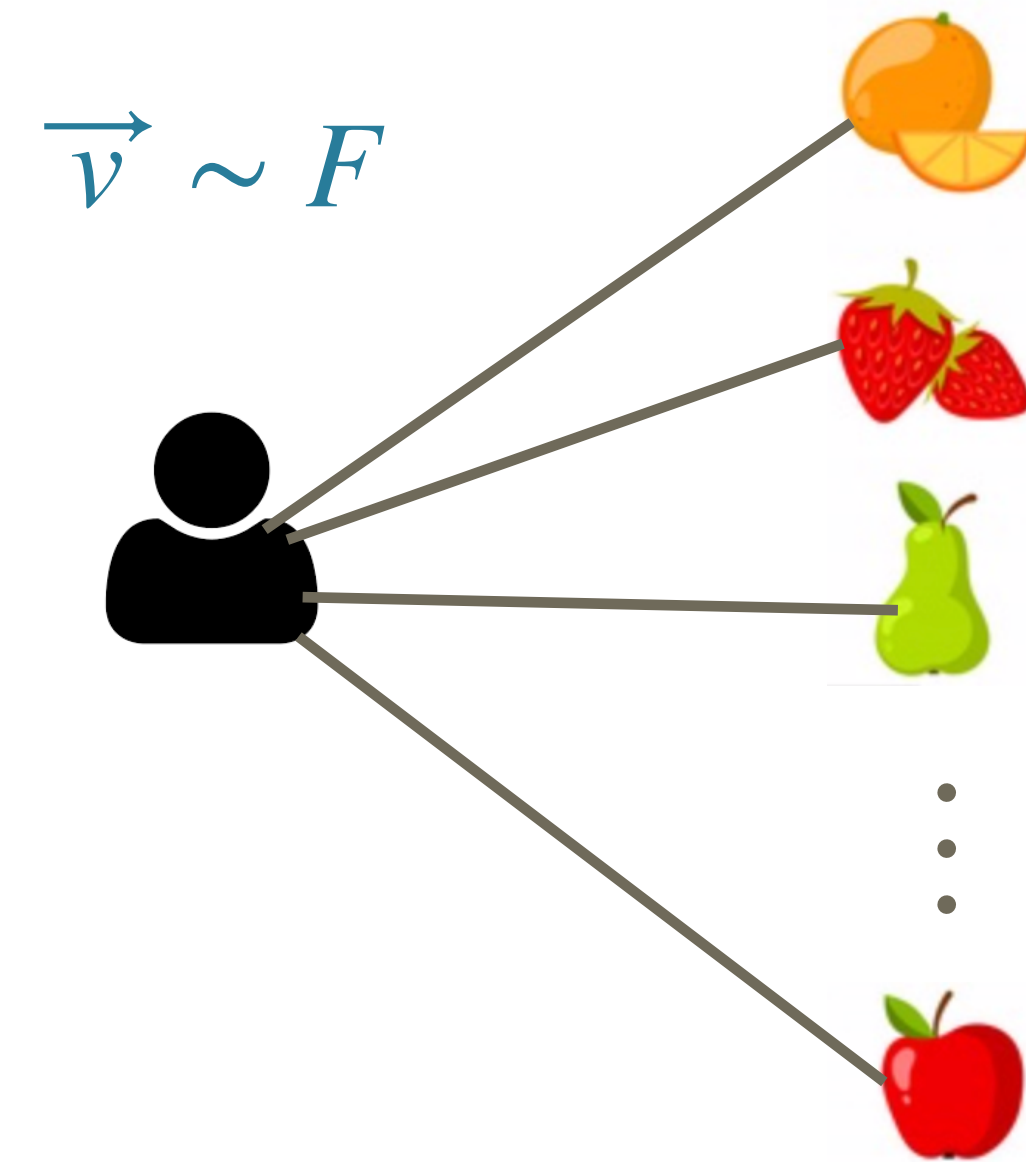
Assumptions: Seller knows only μ_j, σ_j of each item's j marginal distribution.



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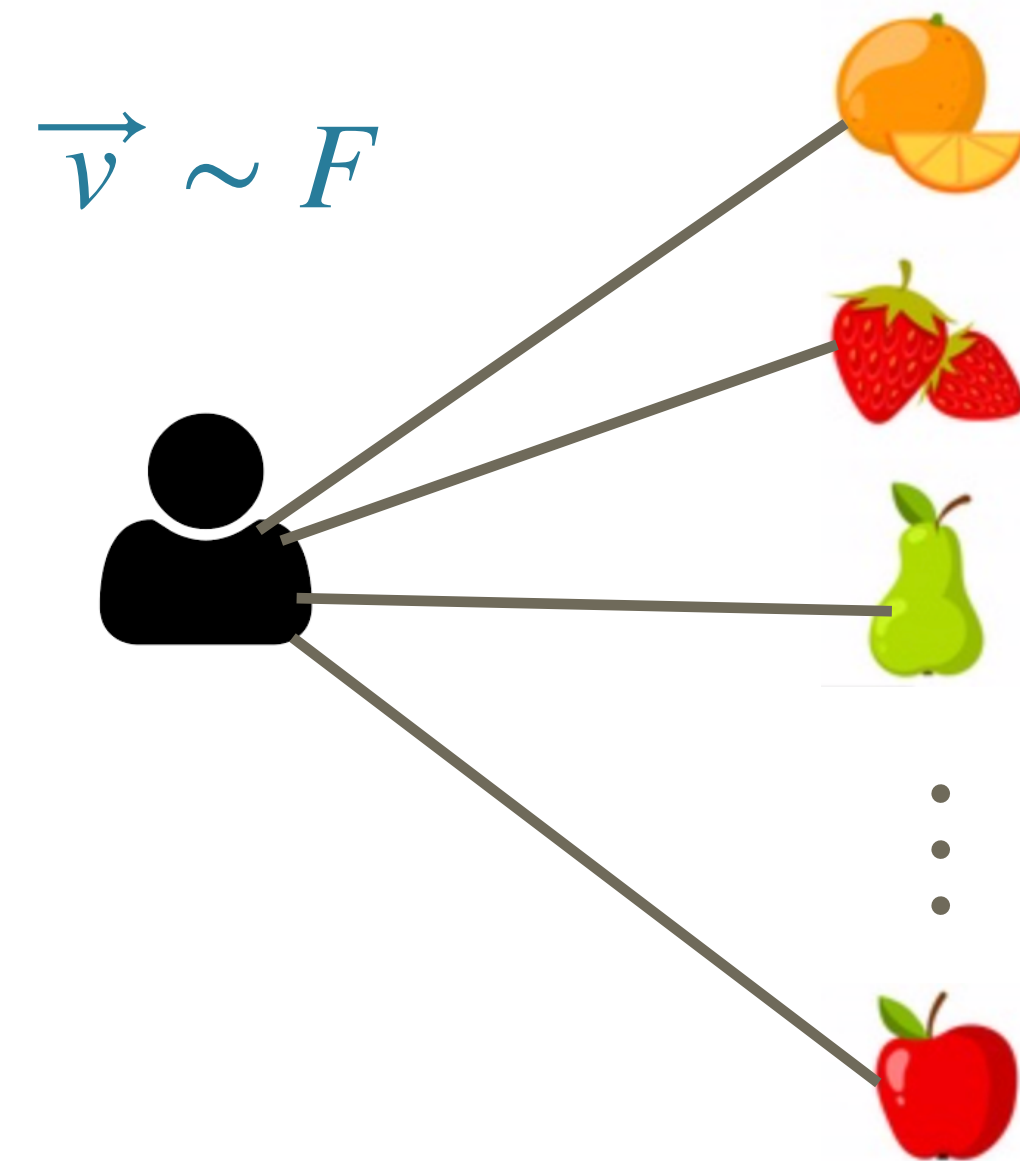


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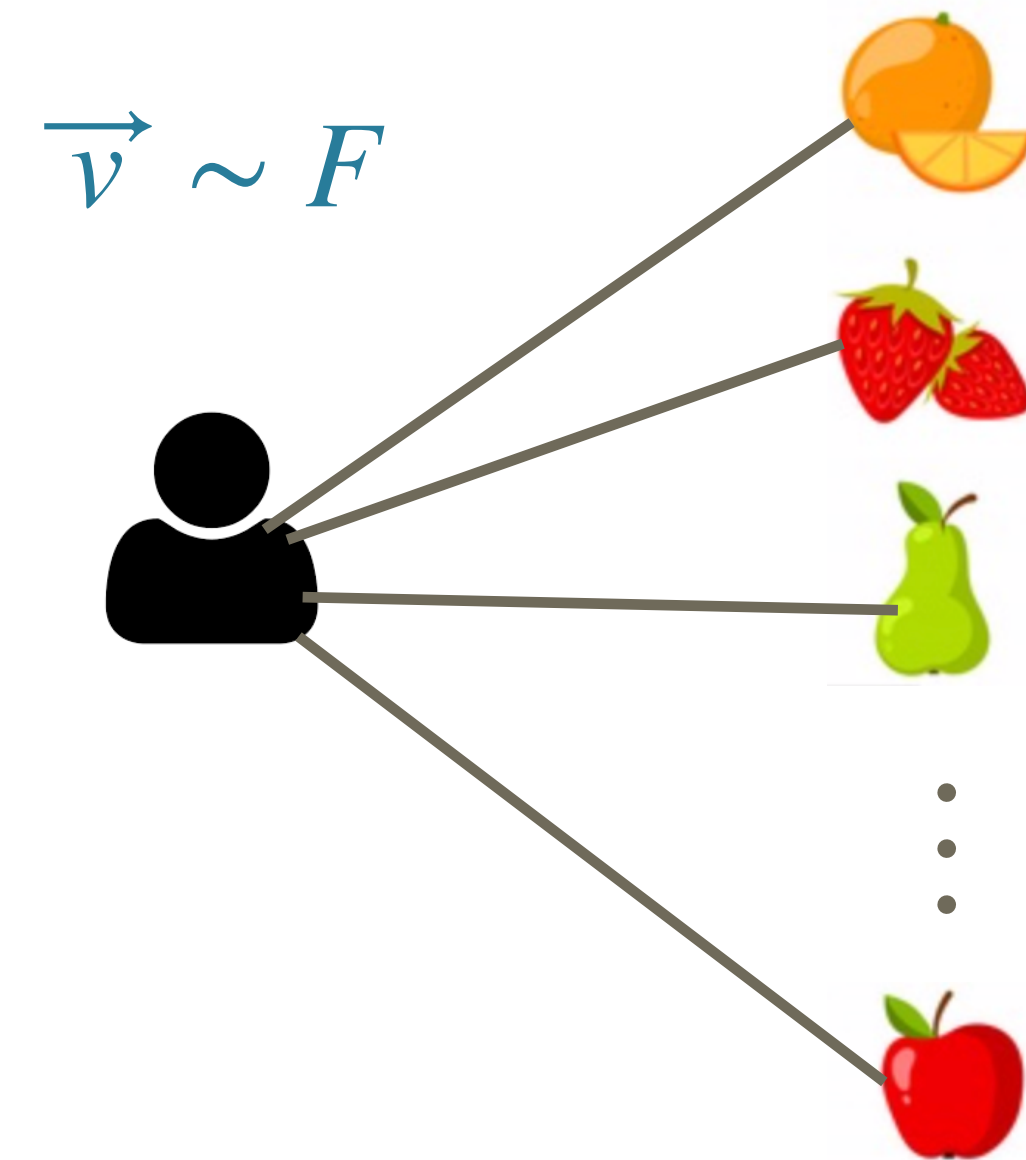
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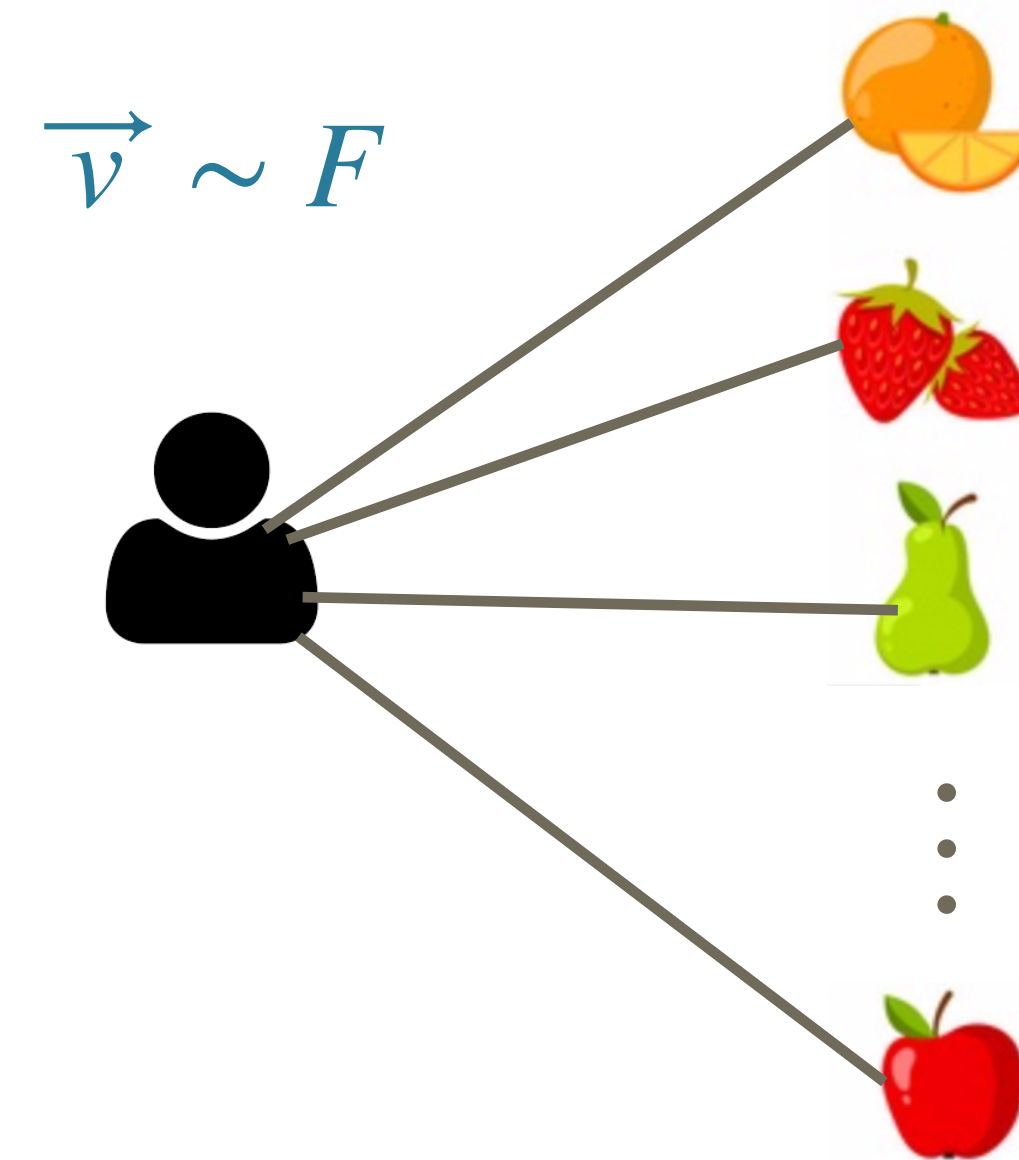
"Nature" picks
distributions



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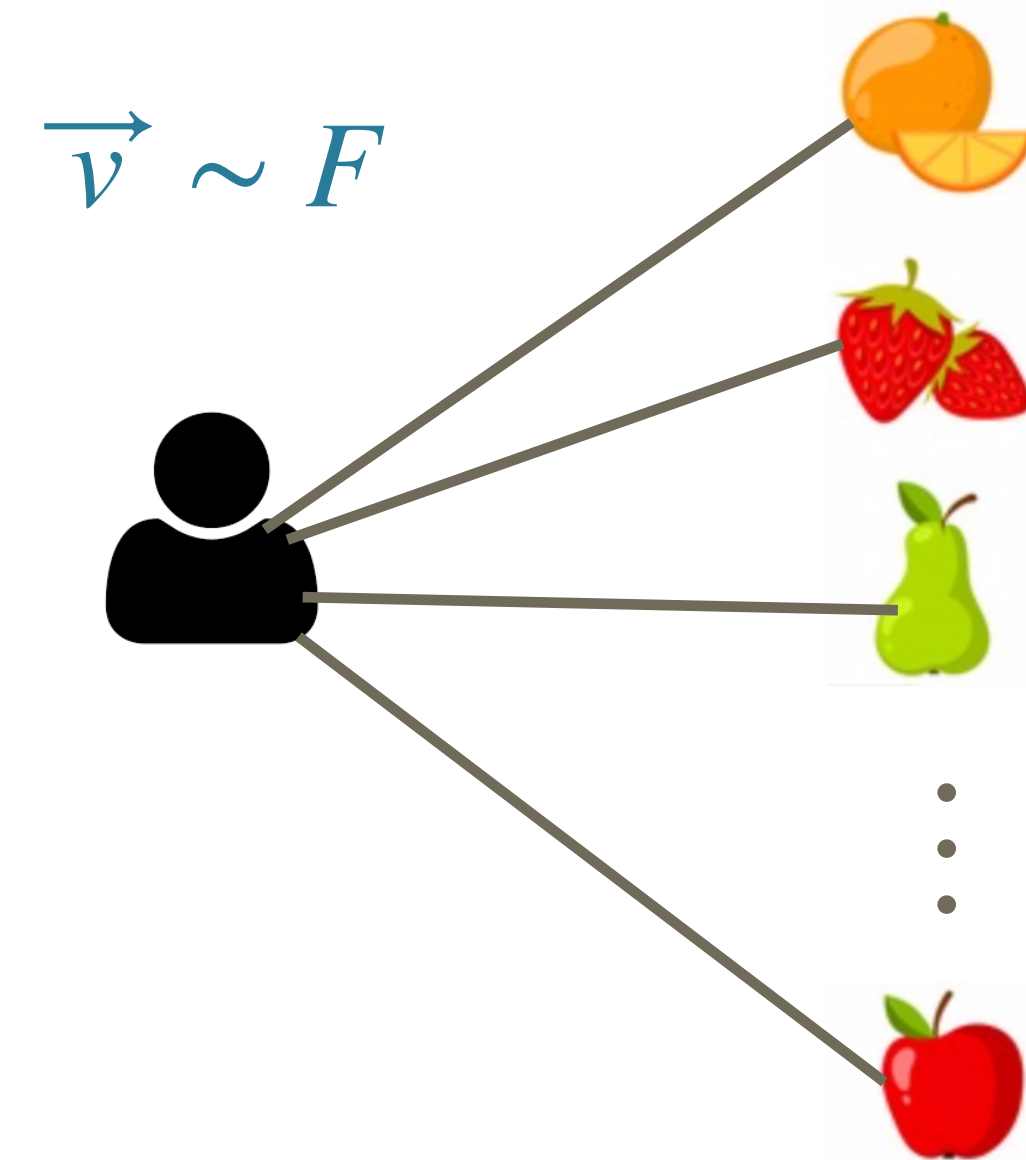
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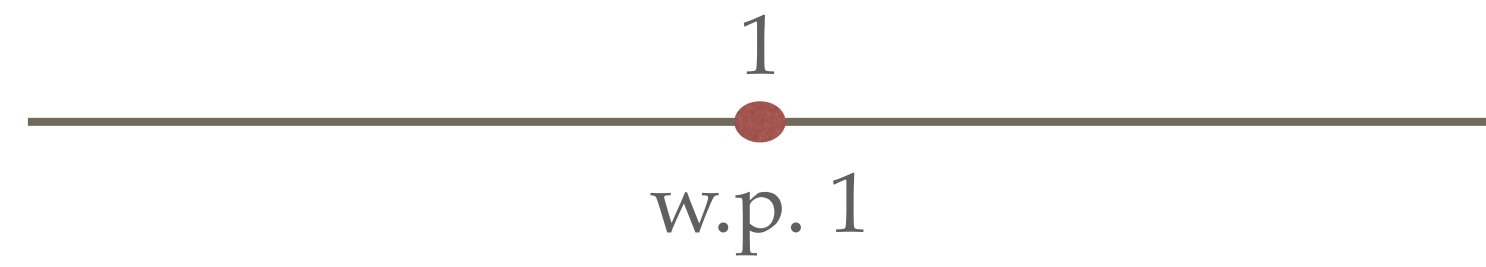
Question: Can we design mechanisms that provide good approximation guarantees?

A minimal example

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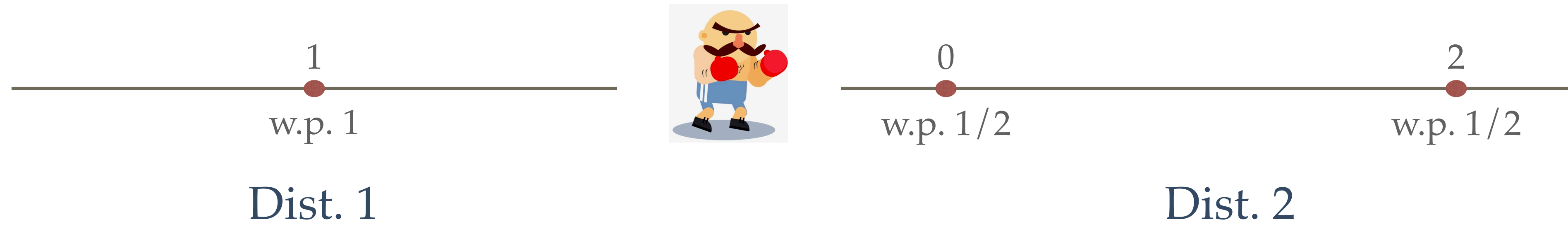


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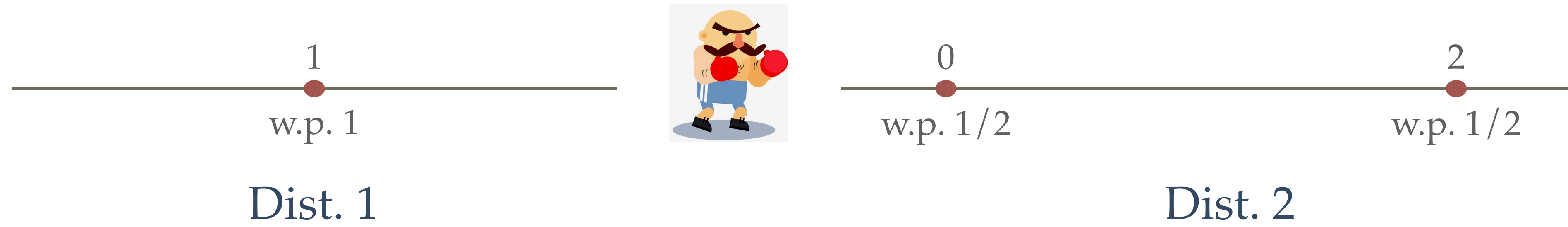


Dist. 1

A minimal example

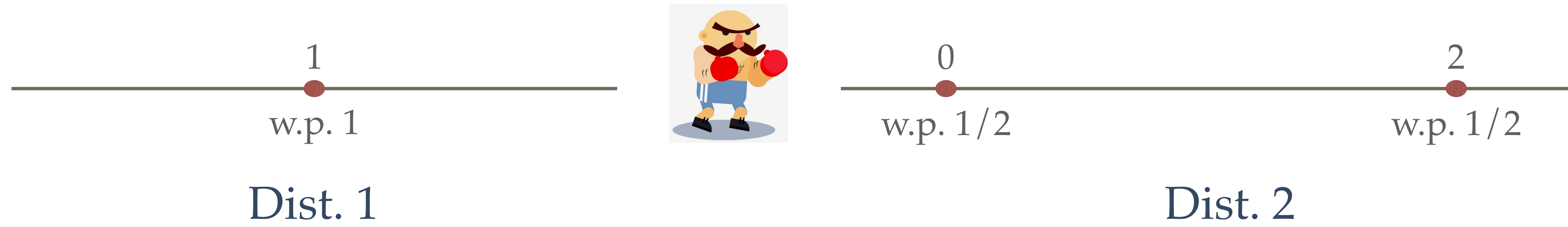


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Best deterministic pricing ?

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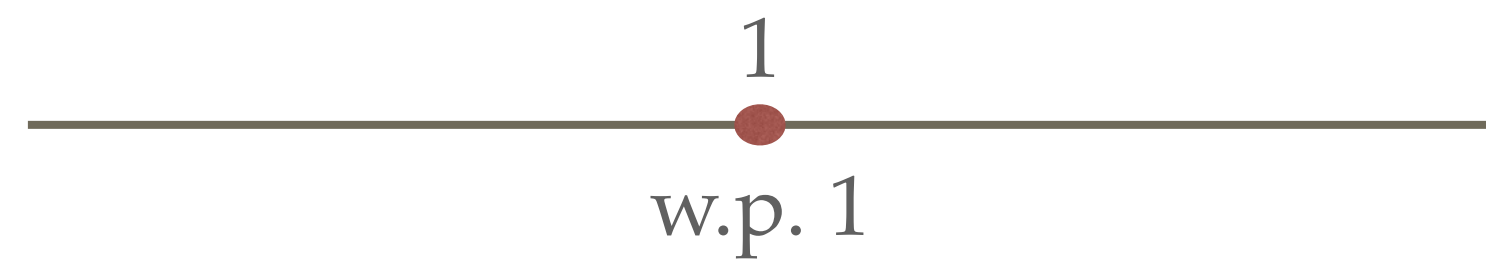
Best deterministic pricing ?

Price at 1



The adversary will play Dist. 2
 $E[\text{Rev}] = 1 \cdot 1/2 = 1/2$

A minimal example



Dist. 1



Dist. 2

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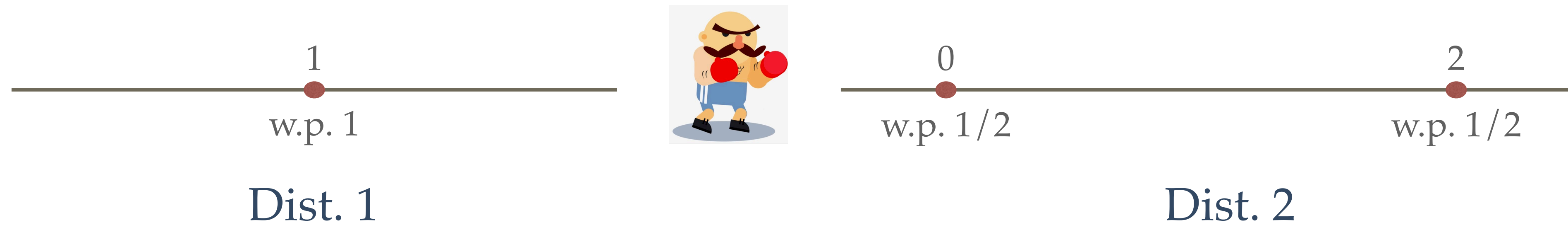
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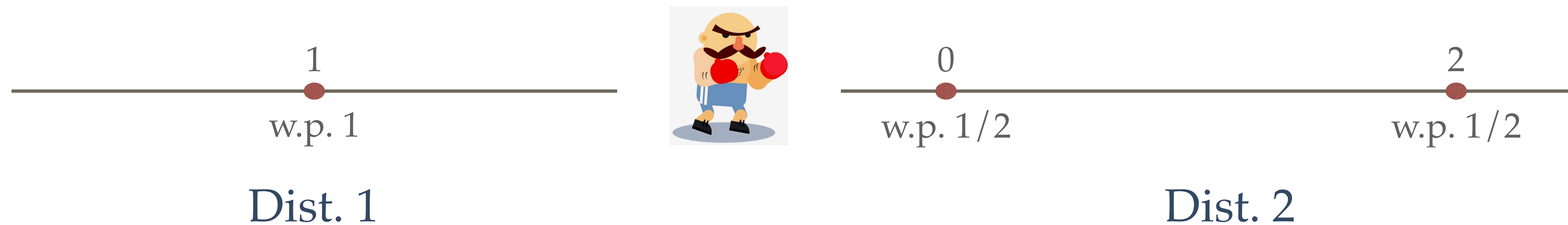


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Price = $\begin{cases} 1, \text{ w.p. } 2/3 \\ 2, \text{ w.p. } 1/3 \end{cases}$

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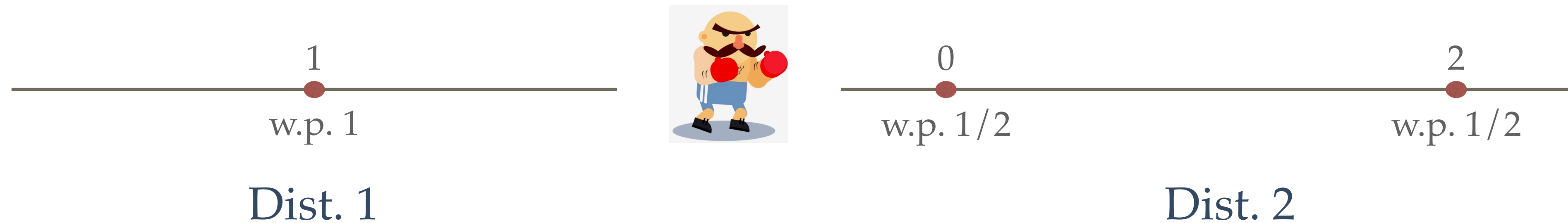
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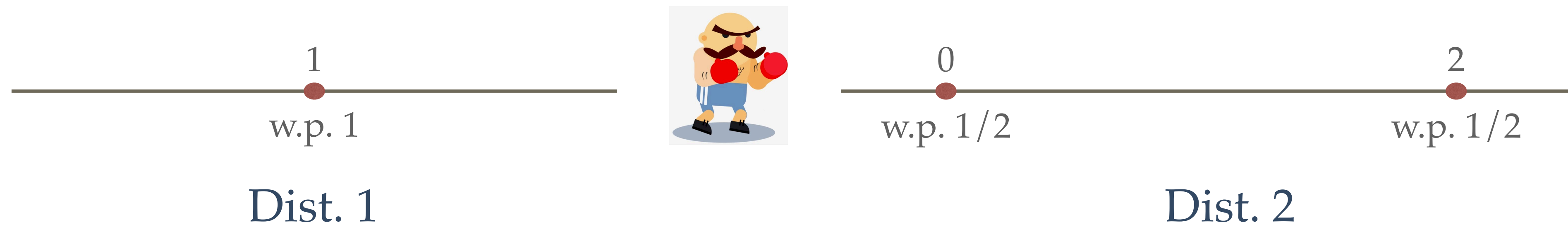
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None of the above tailored to the ratio benchmark! (+multi-item)

Main contributions of our paper

Our quantity of interest is the robust approximation ratio:

$r = \frac{\sigma}{\mu}$ is the CV.

$$\text{APX}(\vec{\mu}, \vec{\sigma}) = \inf_{\text{mechs}} \sup_{\text{distributions}} \frac{\text{OPT}(F)}{\text{REV}(A; F)}$$

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Thm1: The deterministic $\text{APX}(\mu, \sigma)$ of selling a single (μ, σ) -distributed item is $\rho_D(r) \approx 1 + 4 \cdot r^2$. This is achieved by offering a take-it-or-leave-it price of $p = \frac{\rho_D(r)}{2\rho_D(r) - 1} \cdot \mu$.

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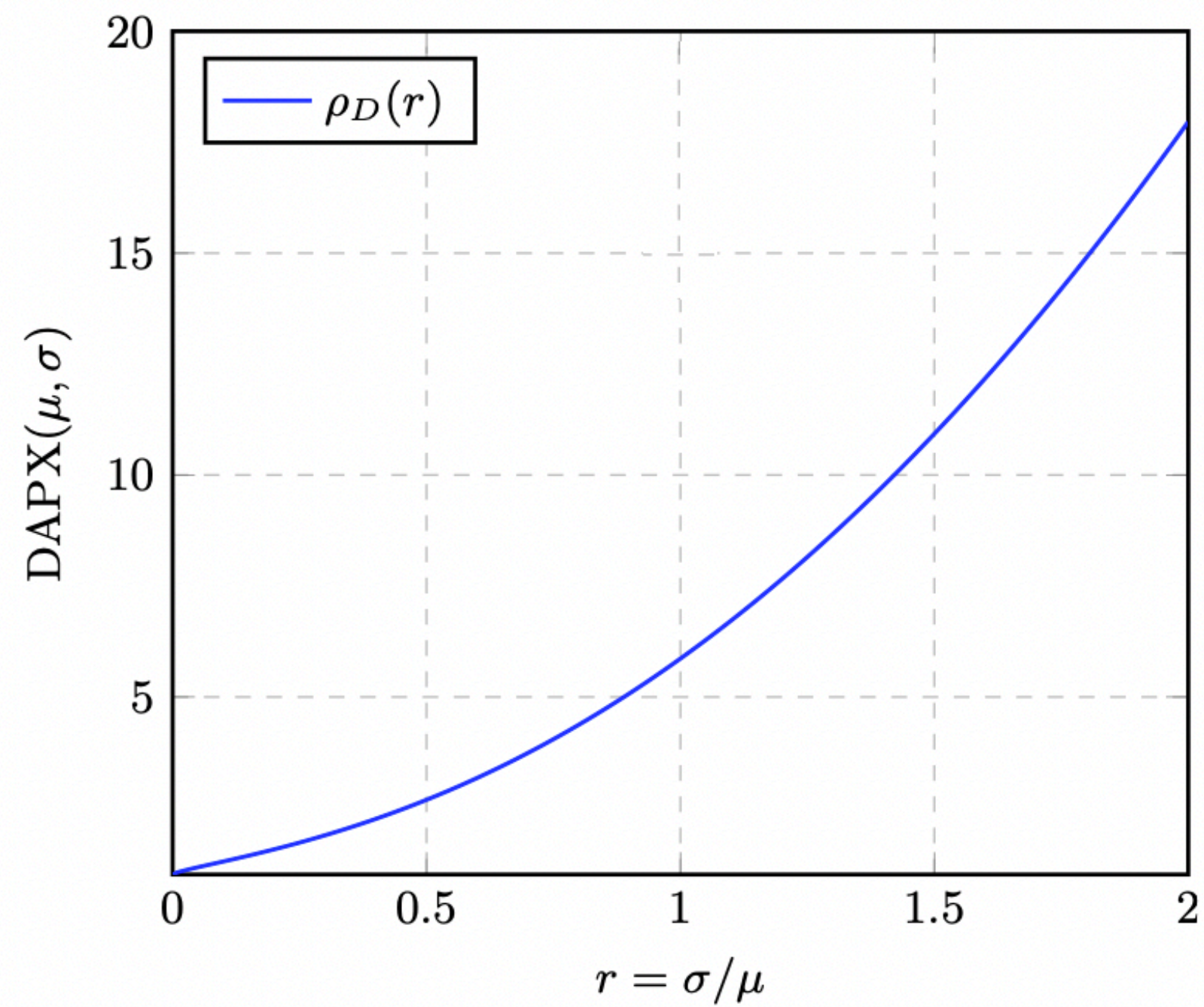
Thm2: The randomized $\text{APX}(\mu, \sigma)$ for single items is $\rho(r) \approx 1 + \ln(1 + r^2)$. It is *asymptotically tight* and is achieved by randomization over posted prices.

Thm3: When selling m (possibly correlated) $(\vec{\mu}, \vec{\sigma})$ -distributed items then $\text{APX}(\vec{\mu}, \vec{\sigma})$ is $\mathcal{O}(\log r_{\max})$. Mechanism: **Sell each item separately** with the lottery of Thm2.

The bounds for small values of r

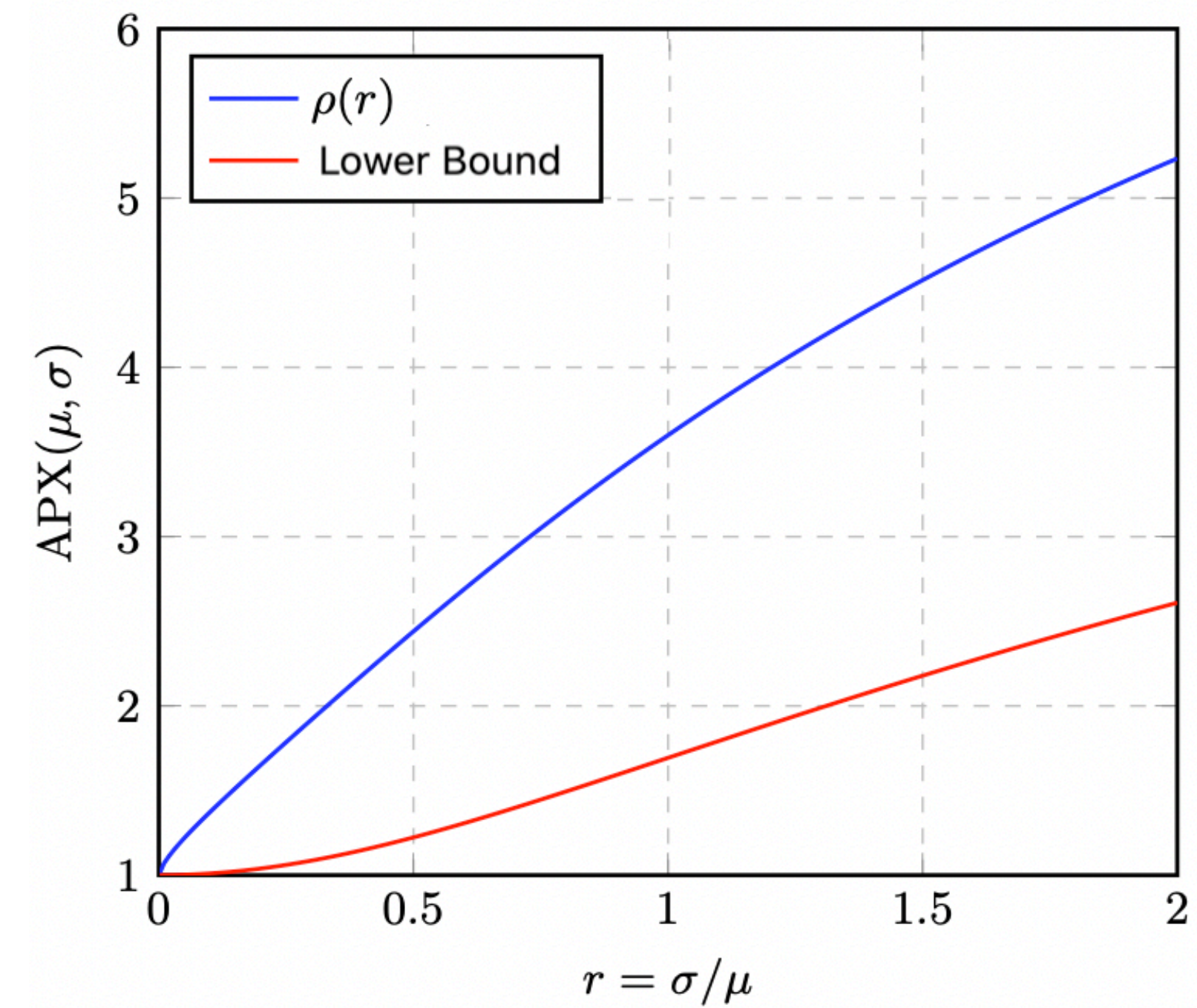
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Randomized

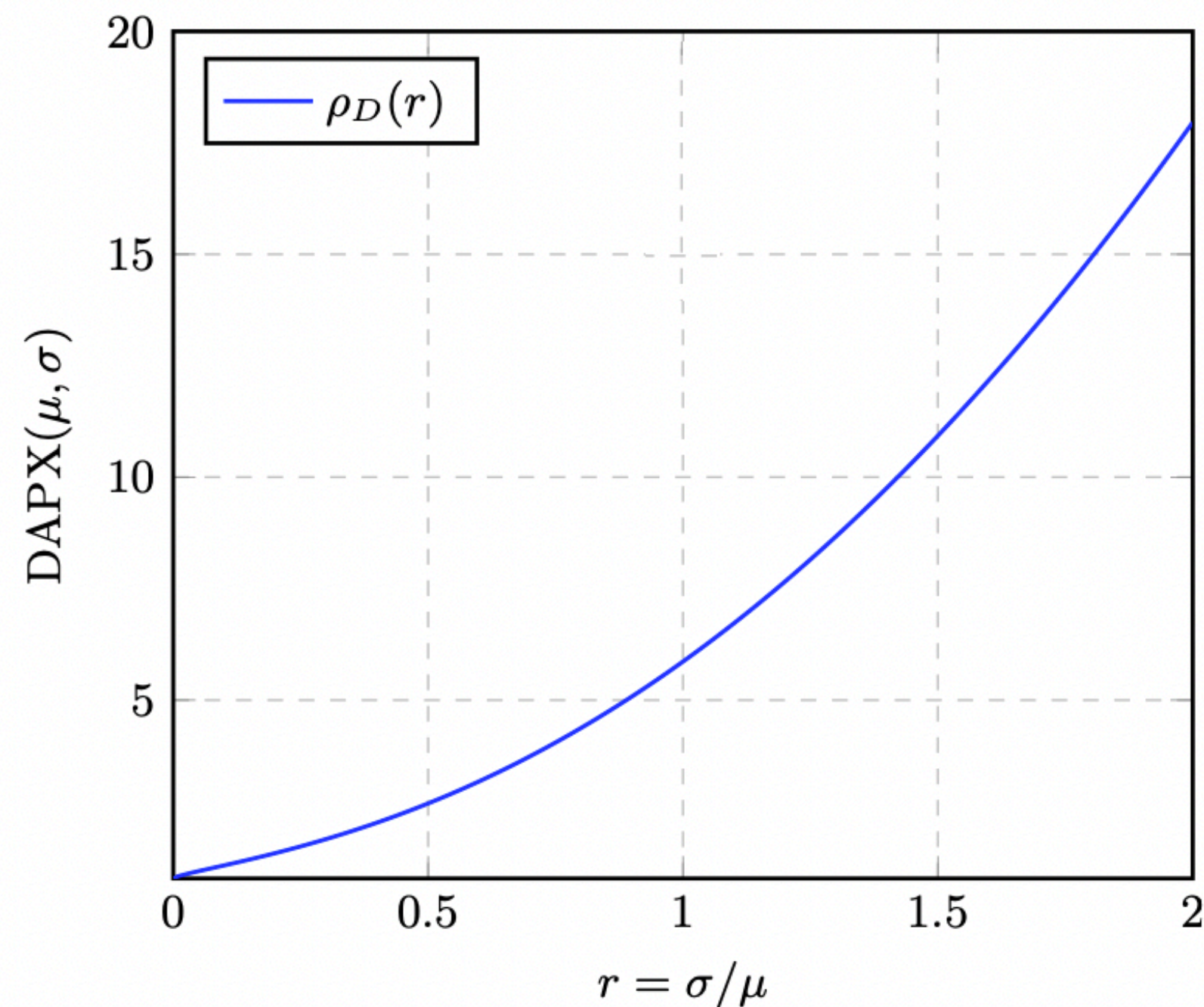
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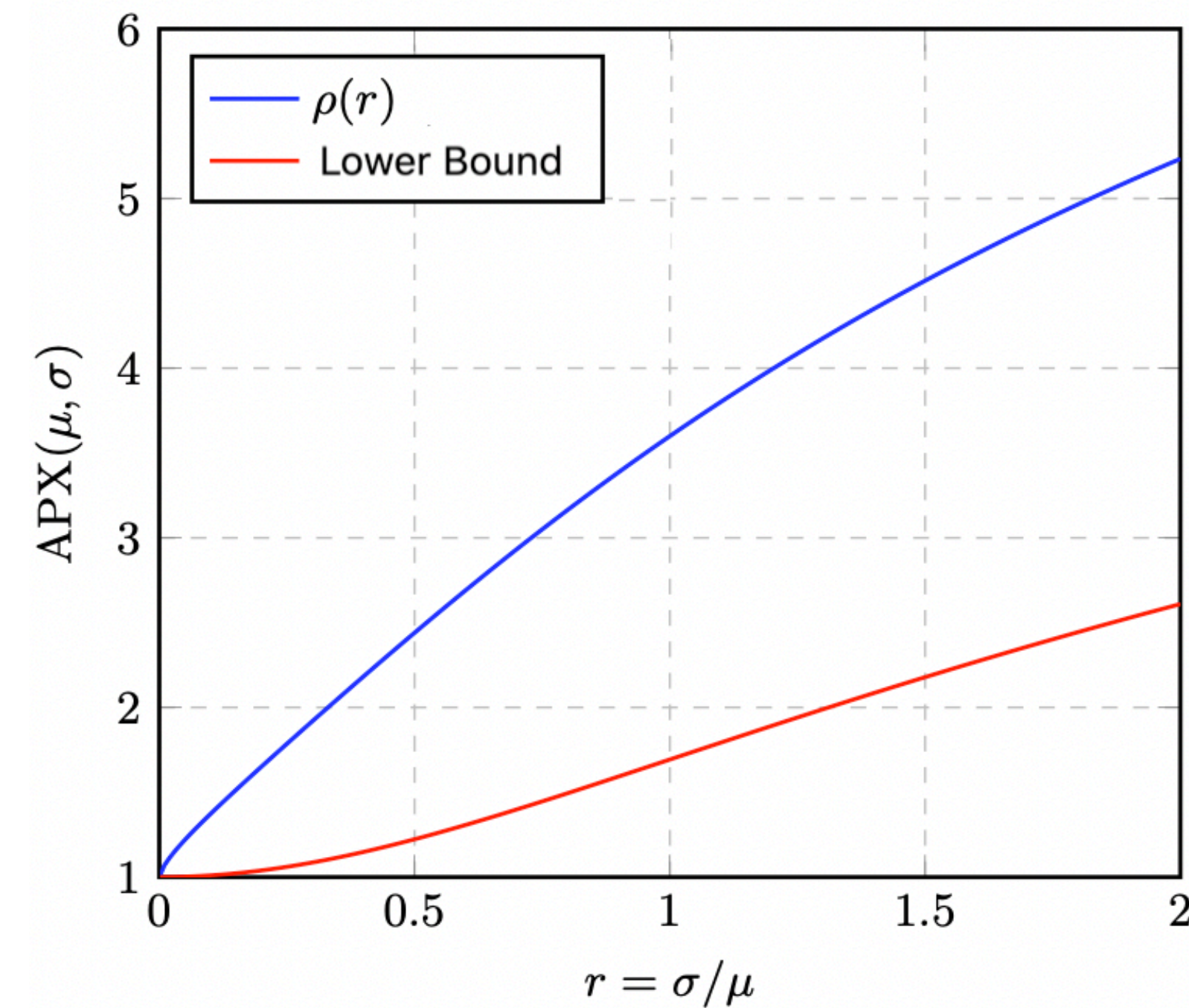
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CV is small for known classes of distributions (e.g. MHR).
If bounded by universal constant, then $\text{APX}(\vec{\mu}, \vec{\sigma})$ constant!

Lower bound for randomized algorithms

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Proof via generalized Yao's principle

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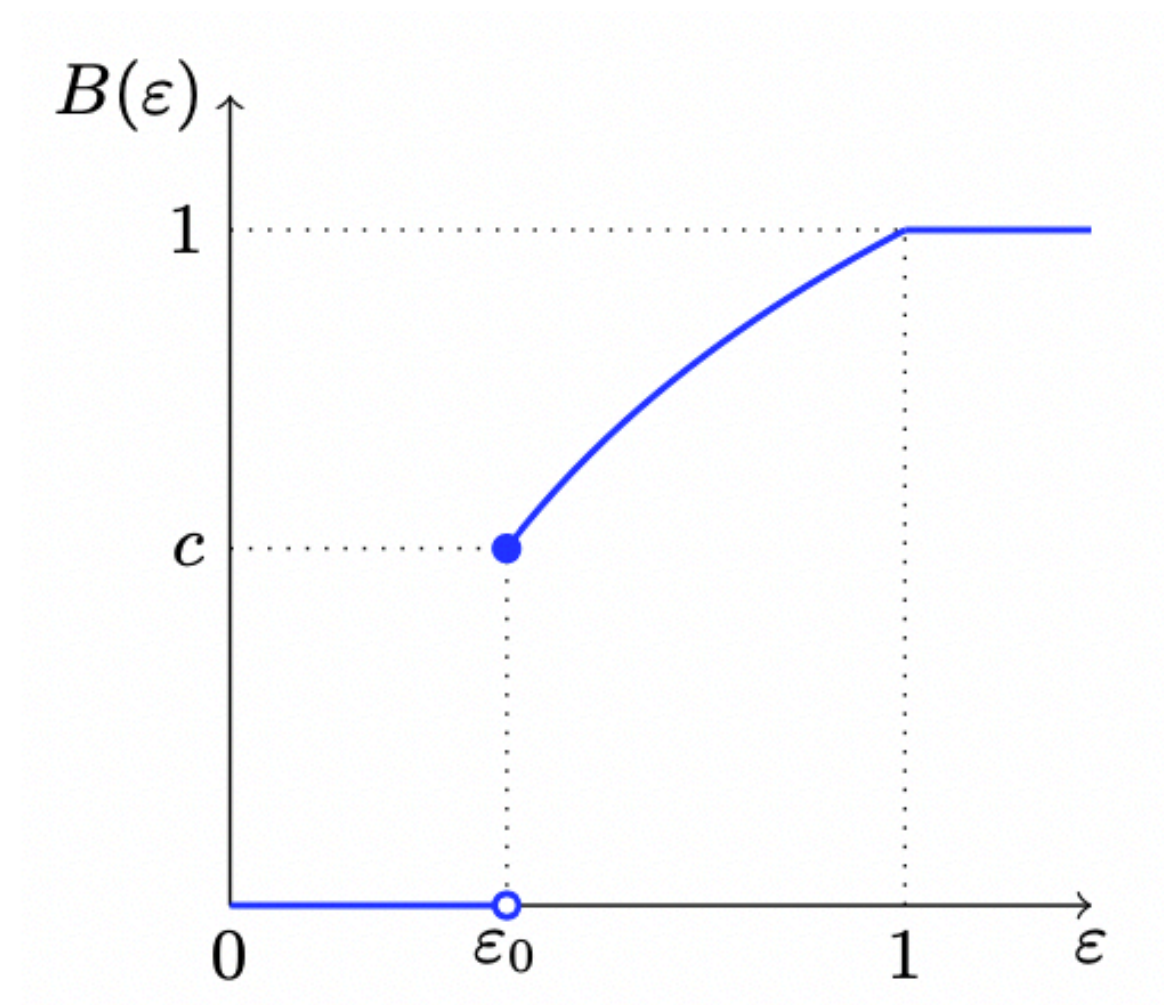
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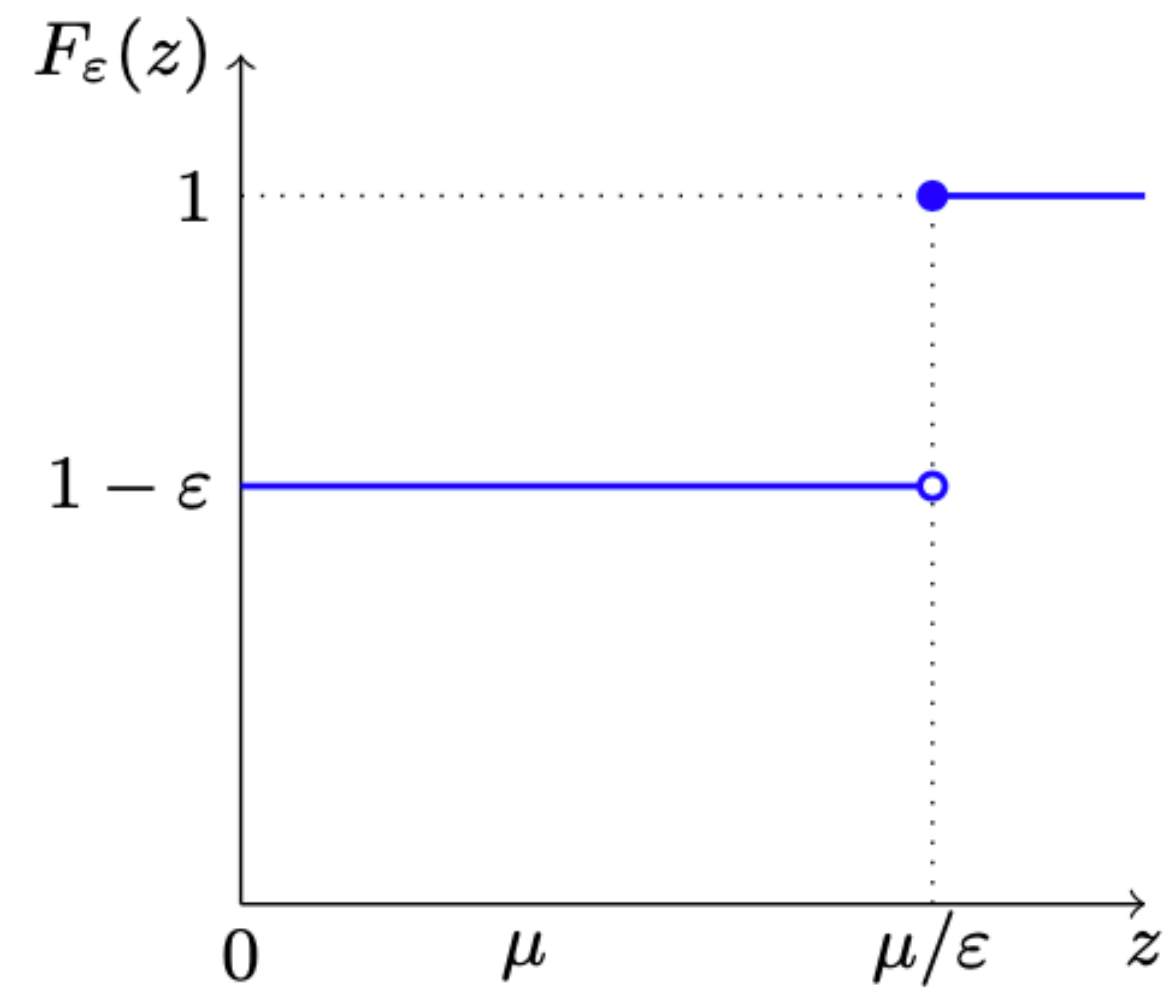
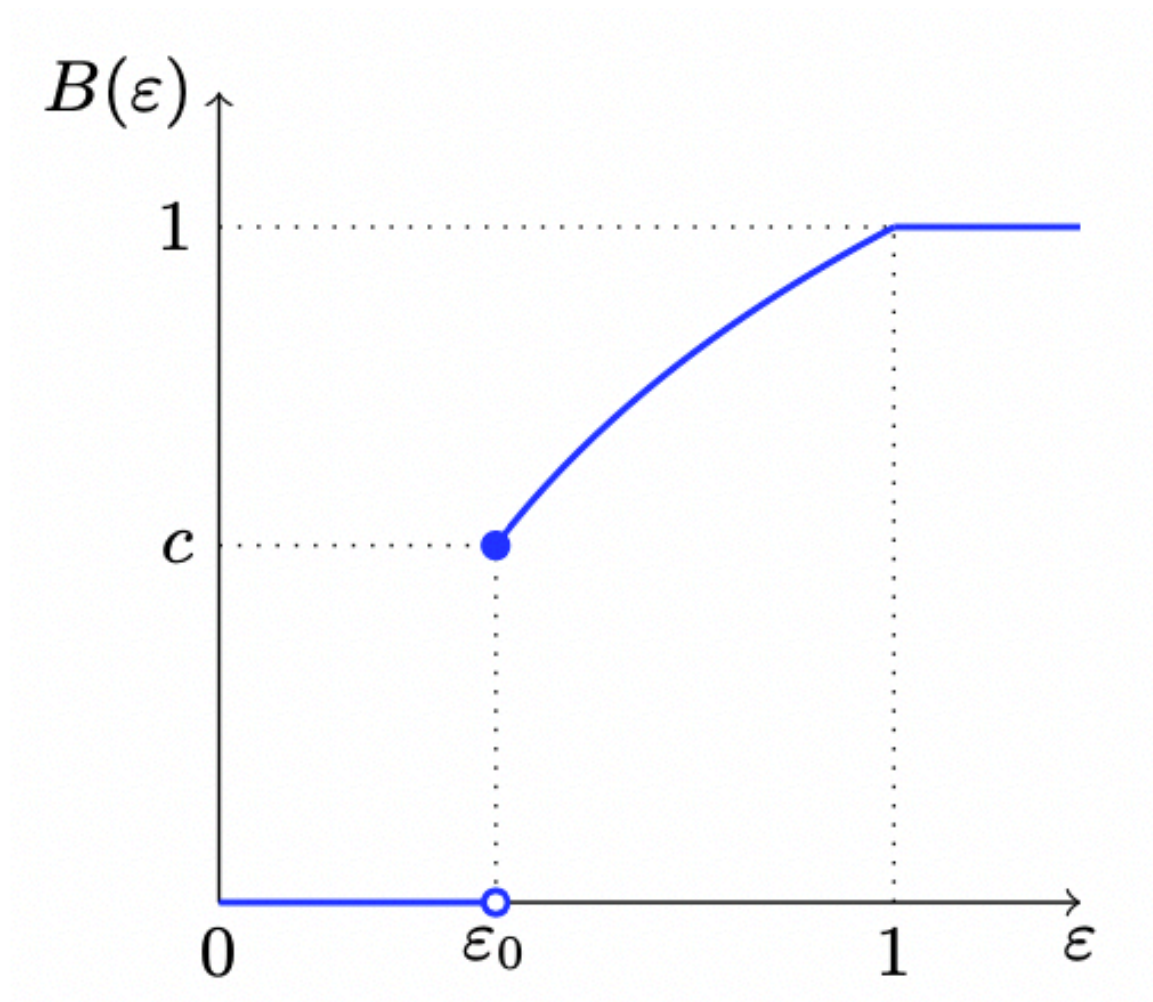
Posterior distribution $\mathbb{E}_{\varepsilon \sim B}[F_\varepsilon](z) = \int F(z; \varepsilon) dB(\varepsilon)$

Lower bound - Construction of the mixture

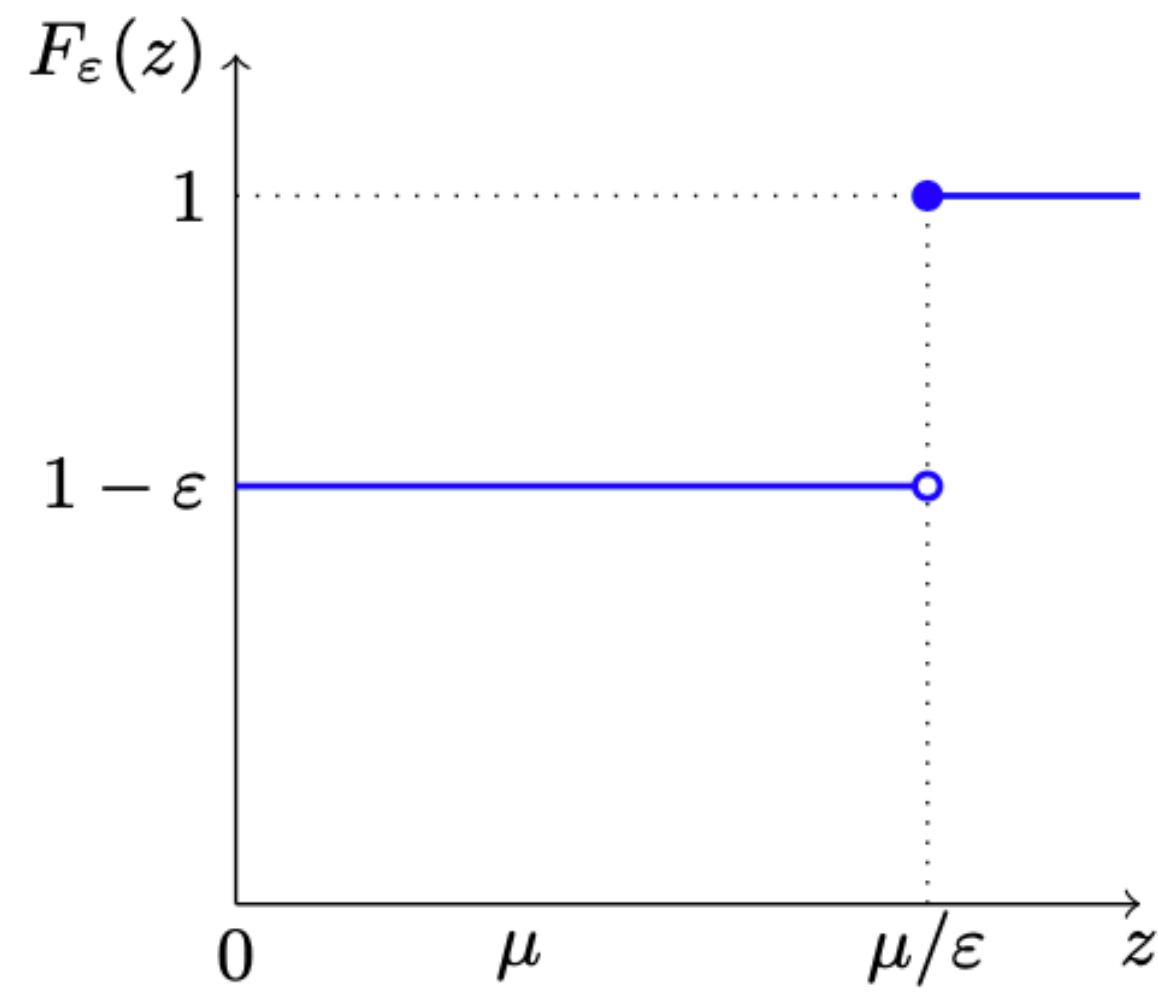
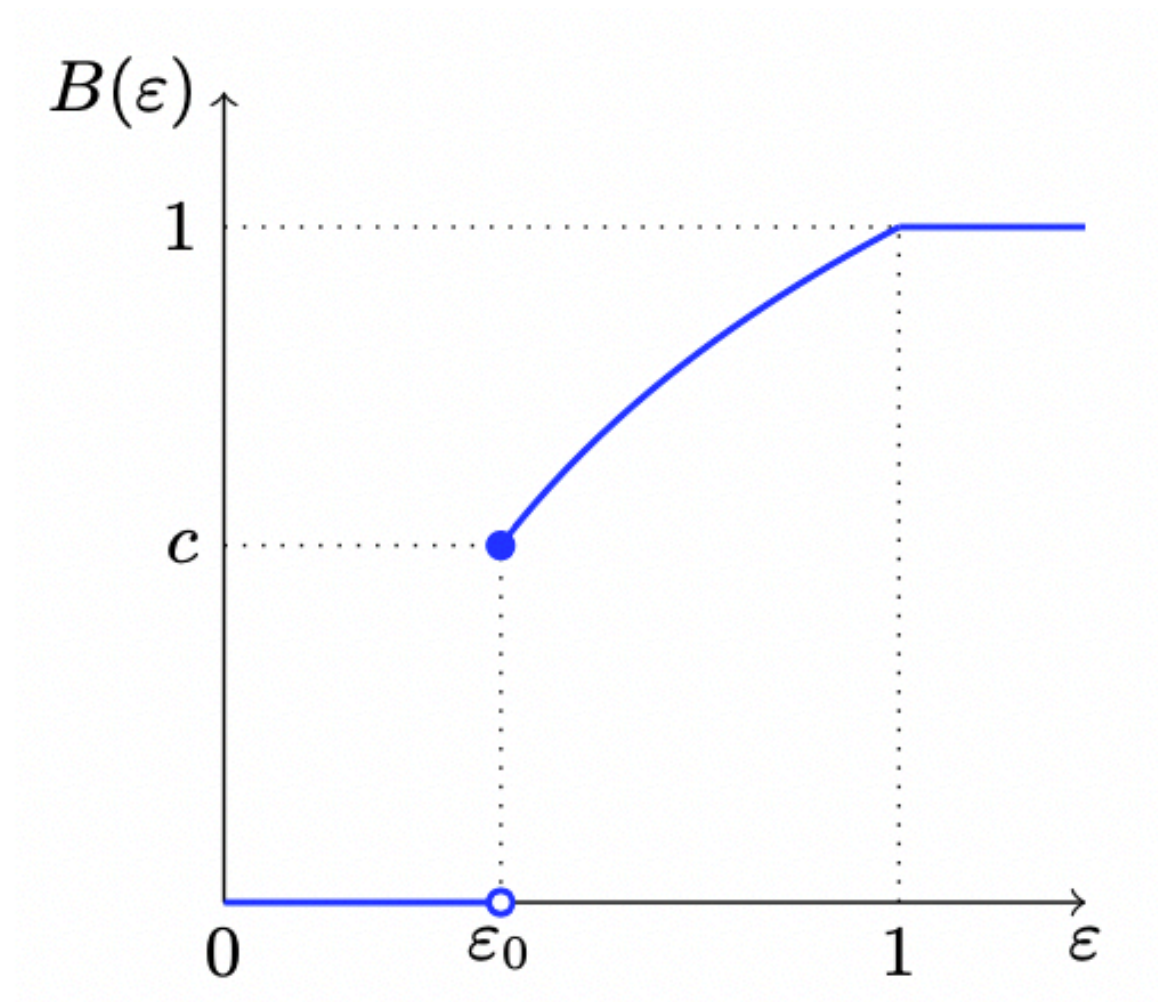
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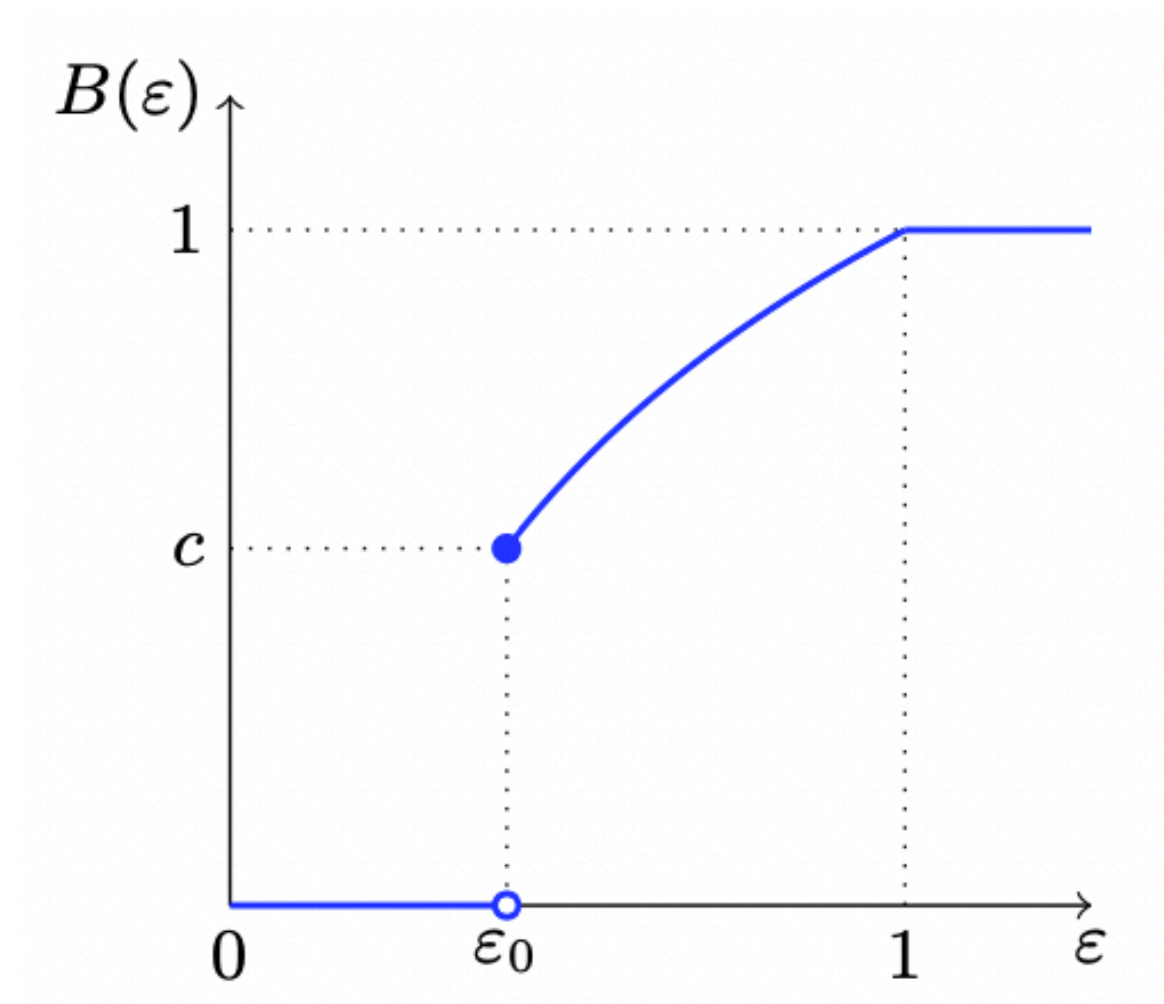


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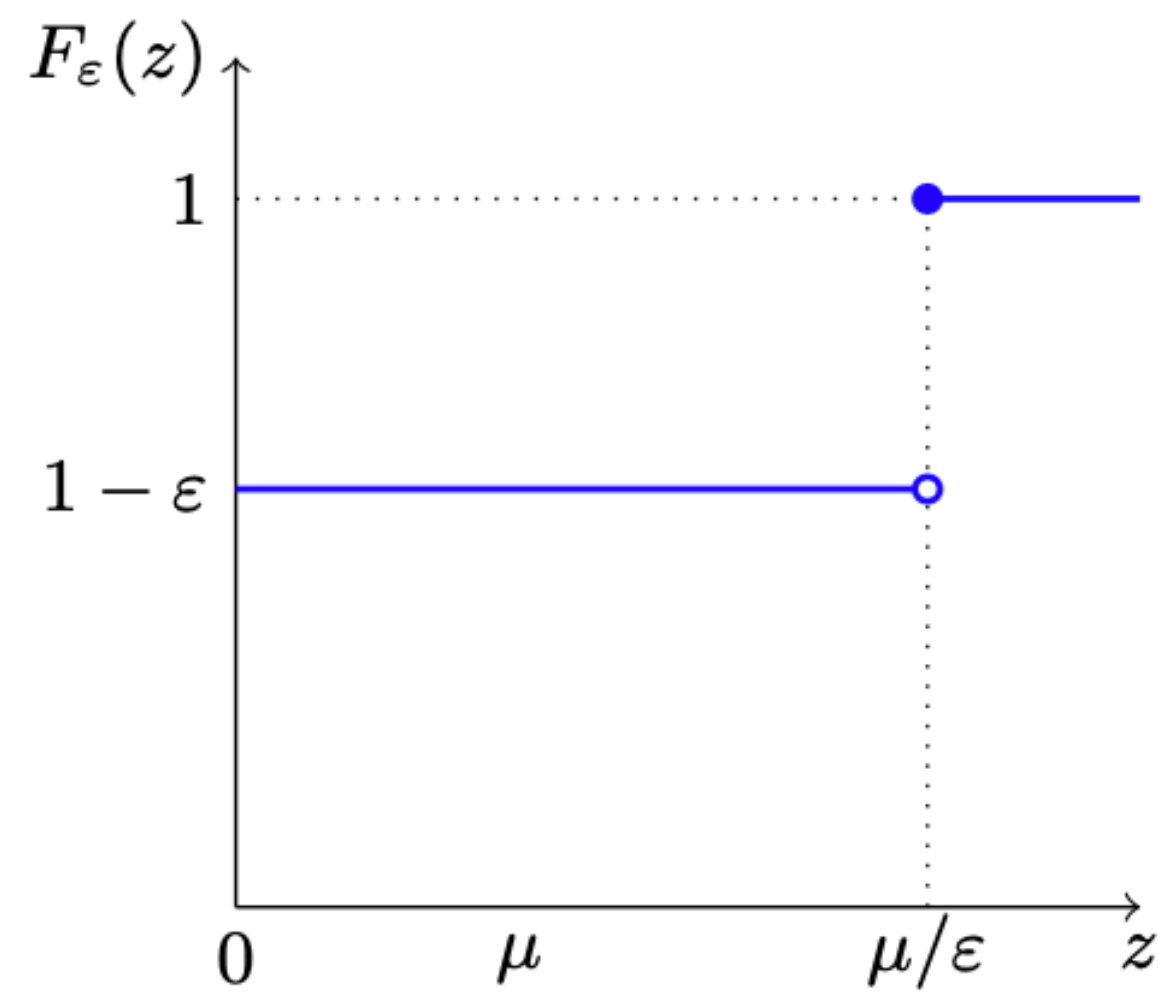


$$G(z) = \mathbb{E}_{\varepsilon \sim B}[F_\varepsilon](z)$$

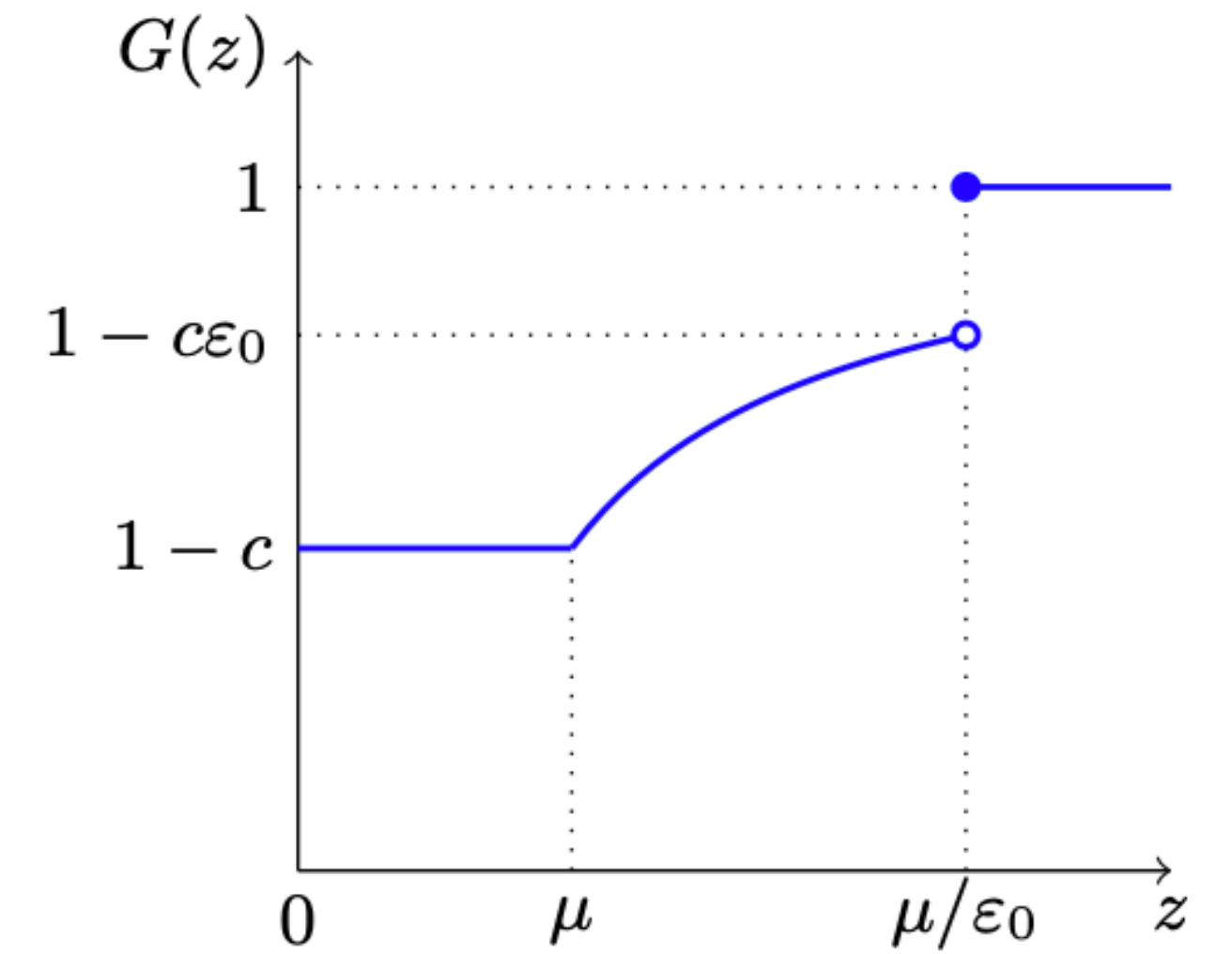
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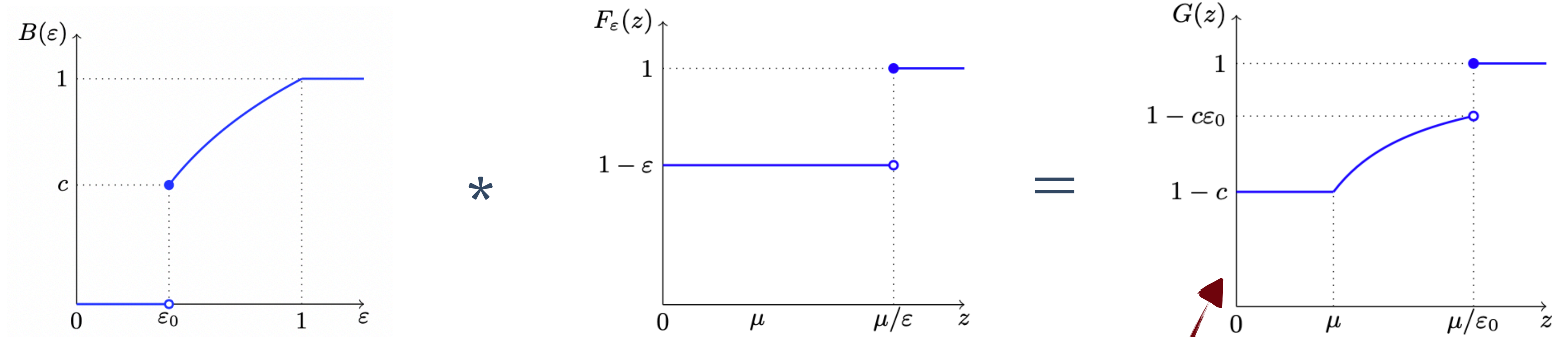


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Truncated equal revenue

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- Broader classes of valuations
- Higher-order moments - the “moment complexity”