

The Vickrey-Clarke-Groves Mechanism (VCG)

The most popular mechanism in the Groves class

Also known as the **pivotal** mechanism (V'61, C'71, G'73)

Given by a unique $h_i(\theta_{-i})$ function

$$h_i(\theta_{-i}) = \max_{a \in A} \sum_{j \neq i} v_j(a, \theta_j)$$

The payment is modified to

$$p_i^{VCG}(\theta_i, \theta_{-i}) = \max_{a \in A} \sum_{j \neq i} v_j(a, \theta_j) - \sum_{j \neq i} v_j(f^{eff}(\theta_i, \theta_{-i}), \theta_j)$$

Note: $p_i^{VCG}(\theta) \geq 0 \quad \forall \theta \in \Theta, \forall i \in N$ [no subsidy \Rightarrow no deficit]

another interpretation of the payment:

sum value of others (in absence of i - in presence of i)

interpretation of the utility under VCG mechanism

$$\begin{aligned} & v_i(f^{eff}(\theta_i, \theta_{-i}), \theta_i) - p_i^{VCG}(\theta_i, \theta_{-i}) \\ &= \underbrace{\sum_{j \in N} v_j(f^{eff}(\theta_i, \theta_{-i}), \theta_j)}_{\text{max social welfare in presence of } i} - \underbrace{\max_{a \in A} \sum_{j \neq i} v_j(a, \theta_j)}_{\text{max social welfare in absence of } i} \end{aligned}$$

= marginal contribution of i in the social welfare

Examples:

① Single object allocation. Type = value for the object

if allocated, the agent gets this value and zero otherwise.

$$p_i^{VCG}(\theta_i, \underline{\theta}_i) = \max_{a \in A} \sum_{j \neq i} v_j(a, \theta_j) - \sum_{j \neq i} v_j(f^{eff}(\theta_i, \underline{\theta}_i), \theta_j)$$

efficient allocation would give the object to the individual whose reported type is highest.

Consider 4 players, types: $\{10, 8, 9, 5\} \Rightarrow \{9, 0, 0, 0\}$

② What is pivotal in the VCG payment?

3 players having the following valuations

	Football	Library	Museum
A	0	70	50
B	95	10	50
C	10	50	50

VCG allocation: M (maximizes SW)

$$A \text{ pays} = 105 - 100 = 5$$

$$B \text{ pays} = 120 - 100 = 20$$

$$C \text{ pays} = 100 - 100 = 0 \leftarrow \text{non pivotal agent}$$

The agent whose presence changes the outcome is charged money
they are the pivotal players.

③ Combinatorial allocation: sale of multiple objects

	\emptyset	$\{1\}$	$\{2\}$	$\{1,2\}$	
θ_1	0	8	6	12	value is the type itself $v_i(a, \theta_i) = \theta_i(a)$
θ_2	0	9	4	14	

Efficient allocation: $\{1\} \rightarrow 2$ and $\{2\} \rightarrow 1$: call this a^*

$$p_1^{VCG}(\theta_1, \theta_2) = \max_{a \in A} \sum_{j \neq 1} \theta_j(a) - \sum_{j \neq 1} \theta_j(a^*)$$

$$= 14 - 9 = 5 \quad ; \text{ payoff} = 6 - 5 = 1$$

$$p_2^{VCG}(\theta_1, \theta_2) = 12 - 6 = 6 \quad ; \text{ payoff} = 9 - 6 = 3$$