



भारतीय प्रौद्योगिकी संस्थान मुंबई  
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# CS 6001: Game Theory and Algorithmic Mechanism Design

Week 7

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ज्ञानम् परमम् ध्येयम्

Knowledge is the supreme goal



- ▶ Mechanism Design
- ▶ Revelation Principle
- ▶ Arrow's Impossibility Result
- ▶ Proof of Arrow's Impossibility Result



The objective/desired are set - the task is to set the rules of the game. Examples : Election, license scarce resource (spectrum, cloud), matching students to universities.

## General Model

- $N$ : set of players
- $X$ : set of outcomes, e.g, winner in an election, which resource allocated to whom etc.
- $\Theta_i$  : set of private information of agent  $i$  (**type**). A type  $\theta_i \in \Theta_i$ .
- The type may manifest in the preferences over the outcomes in different ways
  - ① Ordinal :  $\theta_i$  defines an ordering over the outcome.
  - ② Cardinal : an utility function  $u_i$  maps an (outcome, type) pair to real numbers,
    - $u_i : X \times \Theta_i \rightarrow \mathbb{R}$  (private value model)
    - $u_i : X \times \Theta_i \rightarrow \mathbb{R}$  (interdependent value model)



## Voting

- $X$  is the set of candidates.
- $\theta_i$  is a ranking over this candidates, e.g.,  $\theta_i = (a, b, c)$ , i.e.,  $a$  is preferred more than  $b$  which is in turn more preferred than  $c$ .

**Single Object allocation:** an outcome is  $x = (\underline{a}, \underline{p}) \in X$

- $\underline{a} = (a_1, a_2, \dots, a_n)$ ,  $a_i \in \{0, 1\}$ ,  $\sum_{i \in N} a_i \leq 1$ , allocations.
- $\underline{p} = (p_1, p_2, \dots, p_n)$ ,  $p_i$  is the payment charged to  $i$ .
- $\theta_i$  : value of  $i$  for the object.
- $u_i(x, \theta_i) = a_i \theta_i - p_i$



- The designer has an objective and this is captured through a **Social Choice Function(SCF)**.

$$f : \Theta_1 \times \Theta_2 \times \dots \times \Theta_n \rightarrow X$$

## Examples

- in voting, if there is a candidate who beats everyone else in pairwise contests the he/she must be chosen as a winner.
- in public project choice, where  $\theta_i : X \rightarrow \mathbb{R}$ , value for each project pick,  
 $f(\theta) \in \arg \max_{a \in X} \sum_{i \in N} \theta_i(a)$

## Question

How can we create a game where  $f(\theta)$  emerges as an outcome of an equilibrium?

## Answer

We need mechanisms



## Definition

An indirect mechanism is a collection of message spaces and a decision rule  $\langle M_1, M_2, \dots, M_n, g \rangle$

- $M_i$  is the message space of agent  $i$
- $g : M_1 \times M_2 \times \dots \times M_n \rightarrow X$

A direct mechanism is the same as above with  $M_i = \Theta_i, \forall i \in N, g \equiv f$ . The message space is similar to equipping every agent with a card deck and asking to pick some.

## Question

Why these are not so commonplace?

## Answer

Due to a result that will follow.



## Definition

In a mechanism  $\langle M_1, M_2, \dots, M_n, g \rangle$ , a message  $m_i$  is **weakly dominant** for player  $i$  at  $\theta_i$  if

$$u_i(g(m_i, \tilde{m}_{-i}), \theta_i) \geq u_i(g(m'_i, \tilde{m}_{-i}), \theta_i), \forall \tilde{m}_{-i}, \forall m'_i$$

All subsequent definitions assume cardinal preferences, however they can be replaced with ordinal, e.g., the above one could be defined as

$$u_i(g(m_i, \tilde{m}_{-i}), \theta_i) \succeq u_i(g(m'_i, \tilde{m}_{-i}), \theta_i), \forall \tilde{m}_{-i}, \forall m'_i$$

# Dominant Strategy Implementable (DSI)



## Definition

An SCF  $f : \Theta \rightarrow X$  is implemented in dominant strategies by  $\langle M_1, M_2, \dots, M_n, g \rangle$  if

- $\exists$  message mappings  $s_i : \Theta_i \rightarrow M_i$ , s.t.  $s_i(\theta_i)$  is a dominant strategy for agent  $i$  at  $\theta_i$ ,  $\forall \theta_i \in \Theta_i$ ,  $\forall i \in \mathcal{N}$ .
- $g(s_1(\theta_1), \dots, s_n(\theta_n)) = f(\theta)$ ,  $\forall \theta \in \Theta$

We call this an indirect implementation, i.e., SCF  $f$  is **dominant strategy implementable (DSI)** by  $\langle M_1, M_2, \dots, M_n, g \rangle$ .



# Dominant Strategy Incentive Compatible (DSIC)



## Definition

A direct mechanism  $\langle \Theta_1, \Theta_2, \dots, \Theta_n, f \rangle$  is **dominant strategy incentive compatible (DSIC)** if

$$u_i(g(\theta_i, \tilde{\theta}_{-i}), \theta_i) \geq u_i(g(\theta'_i, \tilde{\theta}_{-i}), \theta_i), \forall \tilde{\theta}_{-i}, \theta'_i, \theta_i, \forall i \in \mathcal{N}$$

To find if an SCF  $f$  is dominant strategy implementable, we need to search over all possible indirect mechanisms  $\langle M_1, M_2, \dots, M_n, g \rangle$ . But luckily, there is a result that reduces the search space.



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# Relationship between DSI and DSIC



## Revelation Principle (for DSI SCFs)

If there exists an indirect mechanism that implements  $f$  in dominant strategies, then  $f$  is DSIC.  
Implication: Can focus on DSIC mechanisms WLOG.

### Proof.

Let  $f$  is implemented by  $\langle M_1, M_2, \dots, M_n, g \rangle$ , hence  $\exists s_i : \Theta_i \rightarrow M_i$  s.t.,  $\forall i \in \mathcal{N}, \forall \tilde{m}_{-i}, m_i, \theta_i$ ,

$$u_i(g(s_i(\theta_i), \tilde{m}_{-i}), \theta_i) \geq u_i(g(m'_i, \tilde{m}_{-i}), \theta_i) \quad (1)$$

$$g(s_i(\theta_i), s_{-i}(\theta_{-i})) = f(\theta_i, \theta_{-i}) \quad (2)$$

Eq. 1 holds for all  $m'_i, \tilde{m}_{-i}$ , in particular,  $m'_i = s_i(\theta'_i), \tilde{m}_{-i} = s_{-i}(\theta_{-i})$  where  $\theta'_i$  and  $\tilde{\theta}_{-i}$  are arbitrary.  
Hence,

$$u_i(g(s_i(\theta_i), s_{-i}(\theta_{-i})), \theta_i) \geq u_i(g(s_i(\theta'_i), s_{-i}(\theta_{-i})), \theta_i) \Rightarrow u_i(f(\theta_i, \tilde{\theta}_{-i}), \theta_i) \geq u_i(f(\theta'_i, \tilde{\theta}_{-i}), \theta_i)$$

$\Rightarrow f$  is DSIC. □



- Agents may have probabilistic information about other's types.
- Types are generated from a common prior (common knowledge) and are revealed only to the respective agents.
- Recall : Bayesian games  $\langle N, (M_i)_{i \in N}, (\Theta_i)_{i \in N}, P, (\Gamma_\theta)_{\theta \in \Theta} \rangle$



## Definition

An (indirect) mechanism  $\langle M_1, M_2, \dots, M_n, g \rangle$  implements an SCF  $f$  in a Bayesian equilibrium if

- $\exists$  a message mapping profile  $(s_1, \dots, s_n)$ , s.t.,  $s_i(\theta_i)$  maximizes the ex-interim utility of agent  $i$ ,  $\forall \theta_i, \forall i \in \mathbb{N}$ , i.e.,

$$\mathbb{E}_{\theta_{-i}|\theta_i}[u_i(g(s_i(\theta_i), s_{-i}(\theta_{-i})), \theta_i)] \geq \mathbb{E}_{\theta_{-i}|\theta_i}[u_i(g(m'_i, s_{-i}(\theta_{-i})), \theta_i)] \quad \forall m'_i, \forall \theta_i, \forall i \in \mathbb{N}$$

- $g(s_i(\theta_i), s_{-i}(\theta_{-i})) = f(\theta_i, \theta_{-i}), \forall \theta$

We call  $f$  is Bayesian implementable via  $\langle M_1, M_2, \dots, M_n, g \rangle$  under the prior  $P$ .

## Lemma

*If an SCF  $f$  dominant strategy implementable, then it is Bayesian implementable.*

Proof : Homework



## Definition

A direct mechanism  $\langle \Theta_1, \Theta_2, \dots, \Theta_n, f \rangle$  is **Bayesian Incentive Compatible (BIC)** if  $\forall \theta_i, \theta'_i, \forall i \in \mathbb{N}$

$$\mathbb{E}_{\theta_{-i}|\theta_i}[u_i(f(\theta_i, \theta_{-i}), \theta_{-i}), \theta_i] \geq \mathbb{E}_{\theta_{-i}|\theta_i}[u_i(f(\theta'_i, \theta_{-i}), \theta_{-i}), \theta_i]$$



## Revelation Principle (for BI SCFs)

If an SCF  $f$  is implementable in Bayesian equilibrium, then  $f$  is BIC.

- Proof idea is similar to the DSI, with expected utilities at appropriate places.
- For truthfulness of these two kinds, we will only consider incentive compatibility.
- These results hold even for ordinal preferences and mechanisms.

# Contents



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- ▶ Arrow's Impossibility Result
- ▶ Proof of Arrow's Impossibility Result



# Arrow's Social Welfare Function Setup



## Question

Ignoring the truthful revelation for a moment, can we reasonably aggregate opinions for a general setup?

**Objective:** create **social preferences** from **individual preferences**

- Finite set of alternatives  $A = \{a_1, a_2, \dots, a_m\}$
- Finite set of players  $N = \{1, 2, \dots, n\}$
- Each player  $i$  has a preference order  $R_i$  over  $A$  (A binary relation over  $A$ ,  $aR_i b$  means alternative  $a$  is at least as good as  $b$  to  $i$ )
- Properties of  $R_i$ 
  - 1 **Completeness:** for every pair of alternatives  $a, b \in A$ , either  $aR_i b$  or  $bR_i a$  or both
  - 2 **Reflexivity:**  $\forall a \in A, aR_i a$
  - 3 **Transitivity:** if  $aR_i b$  and  $bR_i c$ , then  $aR_i c, \forall a, b, c \in A$  and  $i \in N$

# Arrow's Social Welfare Function Setup



- Set of all preference ordering is denoted by  $\mathcal{R}$
- An ordering  $R_i$  is **linear** if for every  $a, b \in A$  s.t.  $aR_ib$  and  $bR_ia$  implies  $a = b$  (**Antisymmetric**)
- Set of all **linear** preference ordering is denoted by  $\mathcal{P}$
- Any arbitrary ordering  $R_i$  can be decomposed into its
  - Ⓐ **asymmetric** part  $P_i$
  - Ⓑ **symmetric** part  $I_i$
- Example:

$$R_i = \begin{bmatrix} a \\ b, c \\ d \end{bmatrix} = \{(a, b), (a, c), (a, d), (b, c), (c, b), (b, d), (c, d)\}$$
$$\Rightarrow P_i = \begin{bmatrix} a & a \\ b & c \\ d & d \end{bmatrix} = \{(a, b), (a, c), (a, d), (b, d), (c, d)\}, \quad I_i = \{(b, c), (c, b)\}$$

# Arrovian Social Welfare Function (ASWF)



$F : \mathcal{R}^n \rightarrow \mathcal{R}$       domain and co-domain are both rankings

- Motivation: the function  $F$  captures the collective ordering of the society, if the most preferred is not feasible, the society can move to the next and so on
- $F(R) = F(R_1, R_2, \dots, R_n)$  is an ordering over the alternatives
- $\hat{F}(R)$  is the **asymmetric** part of  $F(R)$
- $\bar{F}(R)$  is the **symmetric** part of  $F(R)$



## Definition (Weak Pareto)

An ASWF  $F$  satisfies **weak Pareto** if  $\forall a, b \in A$  and for every strict preference profile  $P$ , if  $aP_i b$  for all  $i \in N$ , then  $a\hat{F}(R)b$ .

**Important:** there can be  $P$ 's where the 'if' condition does not hold, then the implication is **vacuously** true

## Definition (Strong Pareto)

An ASWF  $F$  satisfies **strong Pareto** if  $\forall a, b \in A$  and for every preference profile  $R$ , if  $aR_i b$  for all  $i \in N$  and  $aP_j b$  for some  $j \in N$ , then  $a\hat{F}(R)b$ .

## Question

Which property implies the other?



# Independence of Irrelevant Alternatives

- We say  $R_i, R'_i \in \mathcal{R}$  **agree** on  $\{a, b\}$  for agent  $i$  if

$$aP_i b \Leftrightarrow aP'_i b, bP_i a \Leftrightarrow bP'_i a, aI_i b \Leftrightarrow aI'_i b$$

- We use the shorthand  $R_i|_{a,b} = R'_i|_{a,b}$  to denote this for agent  $i$
- If this holds for every  $i \in N$ ,  $R|_{a,b} = R'|_{a,b}$

## Definition (Independence of Irrelevant Alternatives)

An ASWF  $F$  satisfies **independence of irrelevant alternatives** (IIA) if for all  $a, b \in A$ , and for every pair of preference profiles  $R$  and  $R'$ , if  $R|_{a,b} = R'|_{a,b}$ , then  $F(R)|_{a,b} = F(R')|_{a,b}$ .

If the relative positions of two alternatives are the same in two different preference profiles, then the aggregate should also match the relative positions of those two alternatives

# Example



If the relative positions of two alternatives are the same in two different preference profiles, then the aggregate should also match the relative positions of those two alternatives

$R$				$R'$			
$a$	$a$	$c$	$d$	$d$	$c$	$b$	$b$
$b$	$c$	$b$	$c$	$a$	$a$	$c$	$a$
$c$	$b$	$a$	$b$	$b$	$b$	$a$	$d$
$d$	$d$	$d$	$a$	$c$	$d$	$d$	$c$

- IIA says  $F(R)|_{a,b} = F(R')|_{a,b}$
- Simple aggregation rules, e.g., **scoring rules**: each position of each agent gets a score  $(s_1, s_2, \dots, s_m), s_i \geq s_{i+1}, i = 1, 2, \dots, m - 1$ , the final ordering is in the decreasing order of the scores
- One special scoring rule: **plurality**,  $s_1 = 1, s_i = 0, i = 2, \dots, m$ .

# Satisfaction of IIA



## Question

Does plurality satisfy IIA?

$R$				$R'$			
$a$	$a$	$c$	$d$	$d$	$c$	$b$	$b$
$b$	$c$	$b$	$c$	$a$	$a$	$c$	$a$
$c$	$b$	$a$	$b$	$b$	$b$	$a$	$d$
$d$	$d$	$d$	$a$	$c$	$d$	$d$	$c$

Check:  $aF_{\text{plu}}(R)b$ , but  $bF_{\text{plu}}(R')a$ , even though  $R|_{a,b} = R'|_{a,b}$

## Question

Does **dictatorship** satisfy IIA?

A **dictatorship** ASWF is where there exists a pre-determined agent  $d$  and  $F^d(R) = R_d$

# Arrow's impossibility result



## Theorem (Arrow 1951)

*For  $|A| \geq 3$ , if an ASWF  $F$  satisfies WP and IIA, then it must be dictatorial.*

We cannot aggregate reasonably even when there is no truthfulness constraint





- ▶ Mechanism Design
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## Definition

Let  $F : \mathcal{R}^n \rightarrow \mathcal{R}$  be given,  $G \subseteq N, G \neq \emptyset$ .

- 1  $G$  is **almost decisive** over  $\{a, b\}$  if for every  $R$  satisfying

$$aP_i b, \forall i \in G, \quad bP_j a, \forall j \in N \setminus G$$

we have  $a\hat{F}(R)b$ .

We will write this with the shorthand  $\overline{D}_G(a, b)$ :  $G$  is almost decisive over  $\{a, b\}$  w.r.t.  $F$ .

- 2  $G$  is **decisive** over  $\{a, b\}$  if for every  $R$  satisfying

$$aP_i b, \forall i \in G$$

we have  $a\hat{F}(R)b$ .

We will write this with the shorthand  $D_G(a, b)$ :  $G$  is almost decisive over  $\{a, b\}$  w.r.t.  $F$ .

**Observation:**  $D_G(a, b) \Rightarrow \overline{D}_G(a, b)$

# Proof of Arrow's theorem



The proof proceeds in two parts:

**Part 1 Field expansion lemma:** If a group is almost decisive over a pair of alternatives, it is decisive over all pairs of alternatives

**Part 2 Group contraction lemma:** If a group is decisive, then a strict non-empty subset of that group is also decisive.

Note: these two lemmas immediately proves the theorem



# Field expansion lemma

## Lemma

Let  $F$  satisfy WP and IIA, then  $\forall a, b, x, y, G \subseteq N, G \neq \emptyset, a \neq b, x \neq y$

$$\overline{D}_G(a, b) \Rightarrow D_G(x, y).$$

It implies that under WP and IIA, the two notions of decisiveness are equivalent.

Cases to consider (ordered for the convenience of the proof):

- 1  $\overline{D}_G(a, b) \Rightarrow D_G(a, y), y \neq a, b$
- 2  $\overline{D}_G(a, b) \Rightarrow D_G(x, b), x \neq a, b$
- 3  $\overline{D}_G(a, b) \Rightarrow D_G(x, y), x, y \neq a, b$
- 4  $\overline{D}_G(a, b) \Rightarrow D_G(x, a), x \neq a, b$
- 5  $\overline{D}_G(a, b) \Rightarrow D_G(b, y), y \neq a, b$
- 6  $\overline{D}_G(a, b) \Rightarrow D_G(a, b)$
- 7  $\overline{D}_G(a, b) \Rightarrow D_G(b, a)$



# Proof of FEL

- **Case 1:**  $\bar{D}_G(a, b) \Rightarrow D_G(a, y), y \neq a, b$
- Pick an arbitrary  $R \in \mathcal{R}^n$ , s.t.,  $aP_i y, \forall i \in G$
- Need to show:  $a\hat{F}(R)y$
- Construct  $R'$  s.t.

G		N \ G	
a	a	b	b
⋮	⋮	⋮	⋮
b	b	a	y
⋮	⋮	⋮	⋮
y	y	y	a

positions of  $a$  and  $y$  in  $N \setminus G$  s.t.  $R'|_{a,y} = R|_{a,y}$

- $\bar{D}_G(a, b) \Rightarrow a\hat{F}(R')b$
- WP over  $b, y, \Rightarrow b\hat{F}(R')y$ , transitivity  $\Rightarrow a\hat{F}(R')y$
- IIA  $\Rightarrow a\hat{F}(R)y$ . Hence,  $D_G(a, y)$



# Proof of FEL (contd.)

- **Case 2:**  $\bar{D}_G(a, b) \Rightarrow D_G(x, b), x \neq a, b$
- Pick an arbitrary  $R \in \mathcal{R}^n$ , s.t.,  $xP_i b, \forall i \in G$
- Need to show:  $x\hat{F}(R)b$
- Construct  $R'$  s.t.

$G$		$N \setminus G$	
$x$	$x$	$x$	$b$
$\vdots$	$\vdots$	$\vdots$	$\vdots$
$a$	$a$	$b$	$x$
$\vdots$	$\vdots$	$\vdots$	$\vdots$
$b$	$b$	$a$	$a$

positions of  $x$  and  $b$  in  $N \setminus G$  s.t.  $R'|_{x,b} = R|_{x,b}$

- $\bar{D}_G(a, b) \Rightarrow a\hat{F}(R')b$
- WP over  $x, a, \Rightarrow x\hat{F}(R')a$ , transitivity  $\Rightarrow x\hat{F}(R')b$
- IIA  $\Rightarrow x\hat{F}(R)b$ . Hence,  $D_G(x, b)$

# Proof of FEL (other cases)



- **Case 3:**  $\bar{D}_G(a, b) \xrightarrow{(\text{case 1})} D_G(a, y) \ (y \neq a, b) \xrightarrow{(\text{definition})} \bar{D}_G(a, y) \xrightarrow{(\text{case 2})} D_G(x, y) \ (x \neq a, y)$
- **Case 4:**  $\bar{D}_G(a, b) \xrightarrow{(\text{case 2})} D_G(x, b) \ (x \neq a, b) \xrightarrow{(\text{definition})} \bar{D}_G(x, b) \xrightarrow{(\text{case 1})} D_G(x, a) \ (x \neq a, b)$
- **Case 5:**  $\bar{D}_G(a, b) \xrightarrow{(\text{case 1})} D_G(a, y) \ (y \neq a, b) \xrightarrow{(\text{definition})} \bar{D}_G(a, y) \xrightarrow{(\text{case 2})} D_G(b, y) \ (y \neq a, b)$
- **Case 6:**  $\bar{D}_G(a, b) \xrightarrow{(\text{case 2})} D_G(x, b) \ (x \neq a, b) \xrightarrow{(\text{definition})} \bar{D}_G(x, b) \xrightarrow{(\text{case 2})} D_G(a, b)$
- **Case 7:**  $\bar{D}_G(a, b) \xrightarrow{(\text{case 5})} D_G(b, y) \ (y \neq a, b) \xrightarrow{(\text{definition})} \bar{D}_G(b, y) \xrightarrow{(\text{case 1})} D_G(b, a)$

# Group contraction lemma



## Lemma

Let  $F$  satisfy WP and IIA, and let  $G \subseteq N, G \neq \emptyset, |G| \geq 2$  be decisive. Then  $\exists G' \subset G, G' \neq \emptyset$  which is also decisive.

### Proof:

- $G, |G| \geq 2$  is given. Let  $G_1 \subset G, G_2 = G \setminus G_1, G_1, G_2 \neq \emptyset$ , arbitrary.
- Construct  $R$

$G_1$	$G_2$	$N \setminus G$
$a$	$c$	$b$
$b$	$a$	$c$
$c$	$b$	$a$

$$aP_i b, \forall i \in G \text{ and } G \text{ decisive} \Rightarrow a\hat{F}(R)b$$

- Where can  $c$  stand in  $F(R)$  w.r.t.  $a$ ? We will show in every possible case, either  $G_1$  or  $G_2$  will be decisive





## Case 1: $a\hat{F}(R)c$

$G_1$	$G_2$	$N \setminus G$
$a$	$c$	$b$
$b$	$a$	$c$
$c$	$b$	$a$

have seen  $\Rightarrow a\hat{F}(R)b$

- Consider  $G_1$
- $aP_i c, \forall i \in G_1, cP_i a, \forall i \in N \setminus G_1$
- Consider each  $R'$  where the above relation holds
- by IIA  $a\hat{F}(R')c$
- Hence  $\bar{D}_{G_1}(a, c) \xrightarrow{\text{(FEL)}} D_{G_1}$

# Proof of GCL (contd.)



**Case 2:**  $\neg(a\hat{F}(R)c) \implies cF(R)a$

$G_1$	$G_2$	$N \setminus G$
$a$	$c$	$b$
$b$	$a$	$c$
$c$	$b$	$a$

have seen  $\implies a\hat{F}(R)b$

- $a\hat{F}(R)b$  and  $cF(R)a$  give  $c\hat{F}(R)b$
- Consider  $G_2$
- $cP_i b, \forall i \in G_2, bP_i c, \forall i \in N \setminus G_2$
- Consider each  $R'$  where the above relation holds
- by IIA  $c\hat{F}(R')b$
- Hence  $\bar{D}_{G_2}(c, b) \stackrel{\text{(FEL)}}{\implies} D_{G_2}$



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