

Reverse Auction & Routing Games.

Thursday, October 28, 2021 1:53 PM

★ Last Lec: Spectrum Auctions. (FCC)

item = (location, freq band) \Rightarrow Heterogeneous items \Rightarrow Combinatorial auctions.

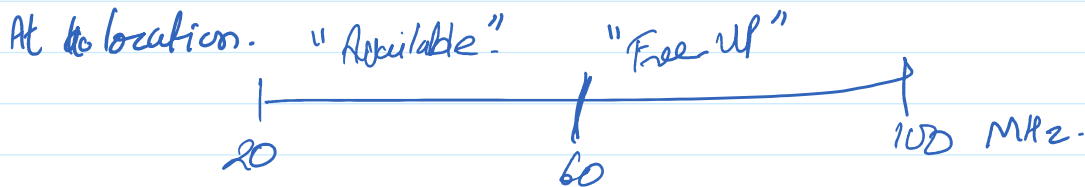
\Rightarrow VCG is not applicable.

★ Simultaneous Ascending Auctions (sell sing-items separates in English auction format)
package bidding.

★ Since 2014: FCC does two step process

Step 1: Reverse auction (buy spectrum)
Step 2: Forward " (sell ") ✓

Based on "Demand" & also all are willing to sell/relinquish



Step 1:

A: set of agents
agent i has value " v_i " for her spectrum. (Private)

b_i : bid of agent i

r_i : range it owns.

\Rightarrow If we buy out $S \subseteq A$ then we have to pack $(A \setminus S)$ in the "available" range.

→ We say S is a "feasible" set of winners if $A \setminus S$ can be packed in the "available" range.

Algo (Reverse Auction.)

1. Init $S = A. (\Rightarrow A \setminus S = \emptyset$ & hence feasible)

2. While $\exists i \in S$, s.t. $S \setminus \{i\}$ is "feasible"
 ↳ remove one such i from $S \rightarrow *$
 End while

3. Declare S as winners.

$*$ is under determined, How to ensure monotone allocation rule?

→ If all agents are "equal" then remove the "highest bidder"

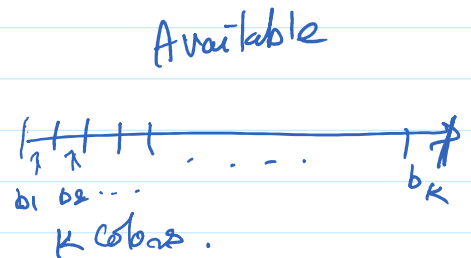
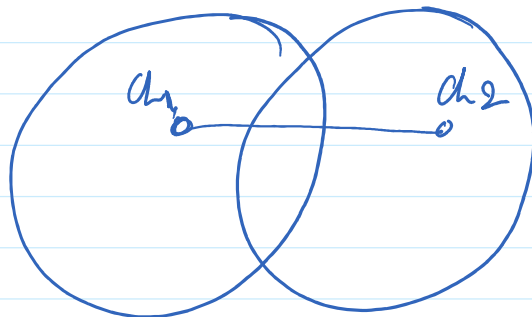
OR

→ Per-capita highest bid

→ $f(\text{bid}, r_i, \text{width-type of spectrum})$.

$*$ Re-packing $A \setminus S'$ ($S' = S \cup \{i\}$): packing + coloring.

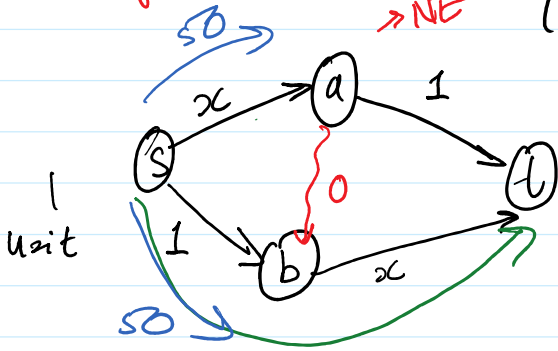
NP-hard.



Is this graph k -colorable?

SAT solvers.

(grammatical) Routing Games: Braess's Paradox (1968)



OPT = NE
 $cost^{PP}(50, 50) = \frac{50}{100} + 1 = 1.5$

$cost(50, 50) = 1.5 \times 100 = 150$

$cost^{PP}(s-a-b-t) = \frac{50}{100} + \frac{51}{100} = 1.01$
 NE

$cost^{PP}(NE) = \frac{100}{100} + \frac{100}{100} = 2.$

$cost(NE) = 200$

$cost(OPT) = 150.$

gg: s-a-b-t

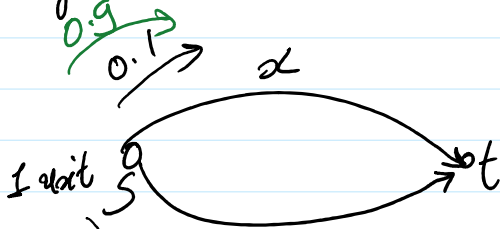
I: s-b-t

$cost^I = 1 + \frac{100}{100} = 2$

What is OPT? (50, 50)

"Price-of-Anarchy" = $\frac{cost(\text{worst NE})}{cost(OPT)} = \frac{\frac{200}{3}}{\frac{150}{3}} = \frac{4}{3}$

★ Pigo N/w.



$cost(x, 1-x) = x \cdot x + (1-x) \cdot 1$
 $= x^2 + 1 - x.$

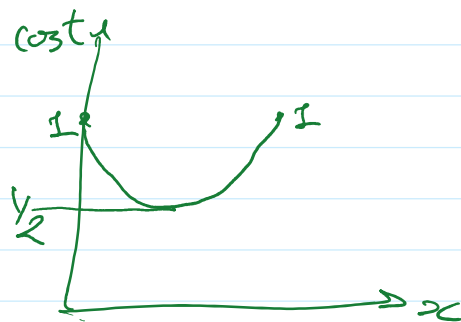
0.1 vs 0.9
 $cost \rightarrow 0.1$ vs $cost \rightarrow 1.$

NE: No "intimidation" flow can change their path and reduce their cost.

$$NE = (1, 0) \quad \text{cost}(1, 0) = 1$$

$$OPT = \underset{x}{\text{argmin}} (x^2 + 1 - x)$$

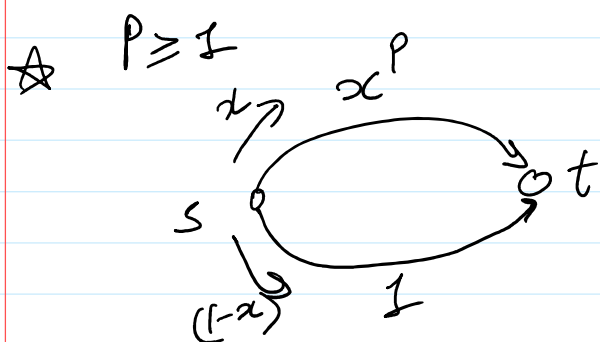
$$\frac{d}{dx} \quad \parallel \quad = 2x - 1 = 0 \\ \Rightarrow x = \frac{1}{2}$$



$$OPT = (\frac{1}{2}, \frac{3}{4}) \quad \text{cost}(OPT) = \frac{1}{4} + 1 - \frac{1}{2} = \frac{1}{4} + \frac{1}{2} = \frac{3}{4}$$

$$POA = \frac{\text{cost}(NE)}{\text{cost}(OPT)} = \frac{1}{3/4} = \boxed{\frac{4}{3}}$$

0-incidence?



$$\text{cost}(x, 1-x) = x \cdot x^P + (1-x) \cdot 1 \\ = x^{P+1} + 1 - x$$

$$NE = (1, 0), \quad \text{cost}(NE) = 1$$

$$OPT = \underset{x}{\text{argmin}} x^{P+1} + 1 - x$$

$$\frac{d}{dx} \quad \parallel \quad = (P+1)x^P - 1 = 0 \\ \Rightarrow x = \left(\frac{1}{P+1}\right)^{1/P}$$

$$\text{cost}(OPT) = \lim_{P \rightarrow \infty} \left(\frac{1}{P+1}\right)^{1+1/P} + 1 - \left(\frac{1}{P+1}\right)^{1/P}$$

$$\begin{array}{ccc}
 r \rightsquigarrow r_1 & & r_2 \\
 \downarrow & & \downarrow \\
 0 & & 1 \\
 \underbrace{\hspace{10em}} & & \\
 \downarrow & & \\
 0 + 1 - 1 = 0 & &
 \end{array}$$

$$\text{PoA} = \frac{\text{cost}(NE) \geq 1}{\text{cost}(OPP) \rightarrow 0} \rightarrow \infty$$

Conclusion: Definitely the degree of the cost-functions matter.
 Does the capacity of n/w matter?
NO!!
 Goal.

★ Set up

- A directed n/w $G = (V, E)$

- s, t special nodes in V .

r -units of flow has to go from s to t .

- For each edge $e \in E$, cost function $c_e: \mathbb{R}_+ \rightarrow \mathbb{R}_+$

$$c_e \in \mathcal{C}$$

\downarrow
 non-dec, nonneg, continuous.

Thm: Given a class \mathcal{C} of cost functions, Among all n/ws with edge costs from \mathcal{C} , "Pigou-like" n/w has the worst PoA.