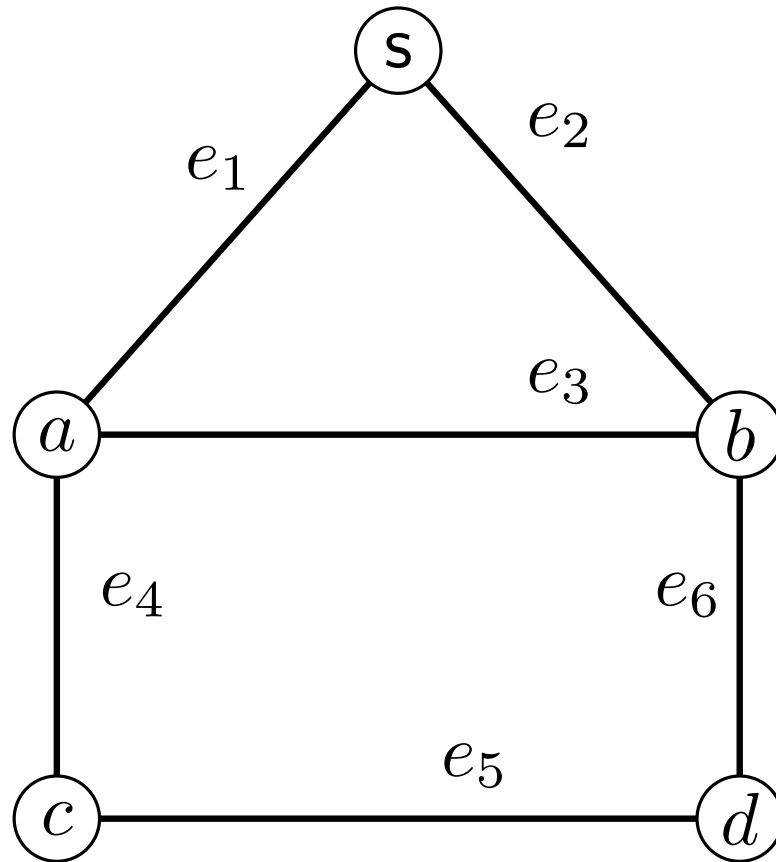


# One-parameter Mechanisms

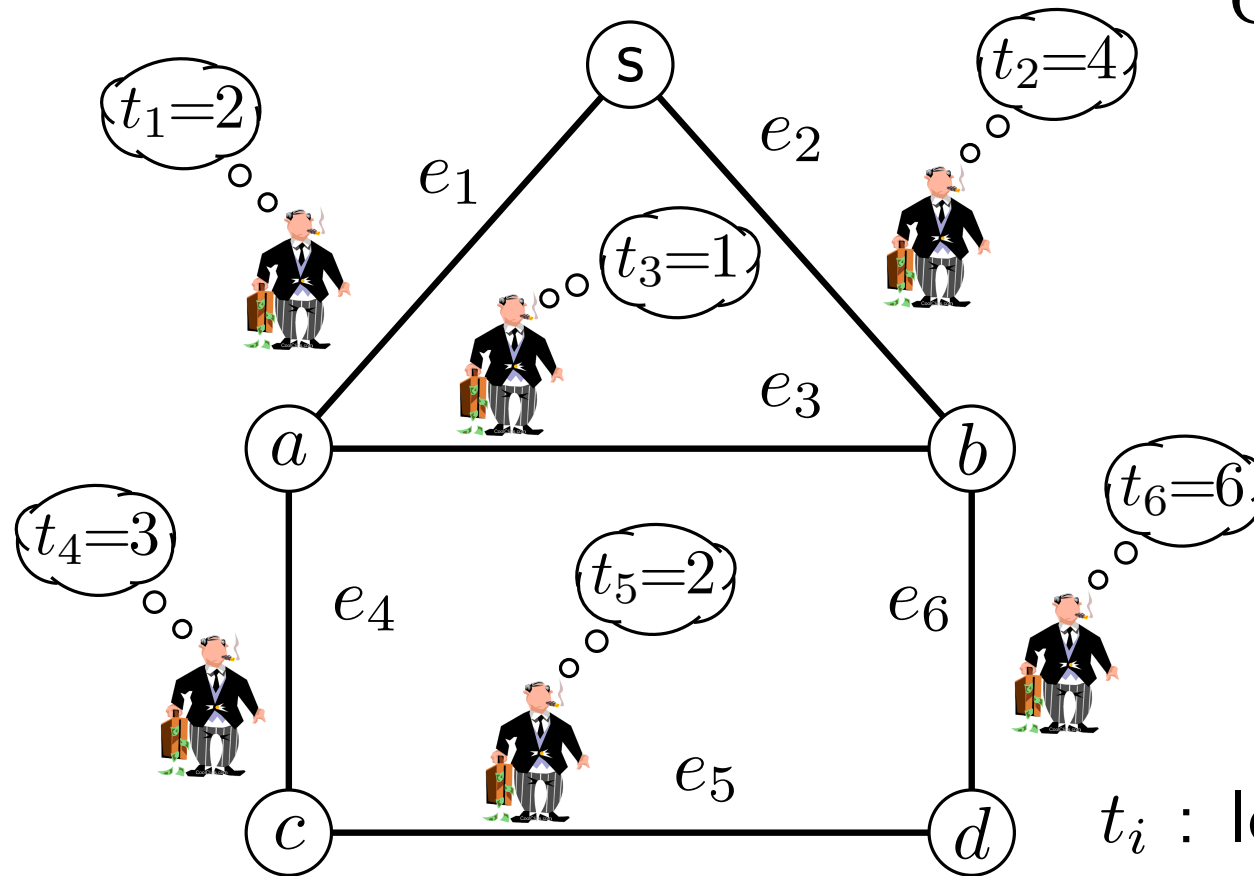
# The private-edge Shortest-Paths Tree (SPT) problem

$$G = (V, E)$$



# The private-edge Shortest-Paths Tree (SPT) problem

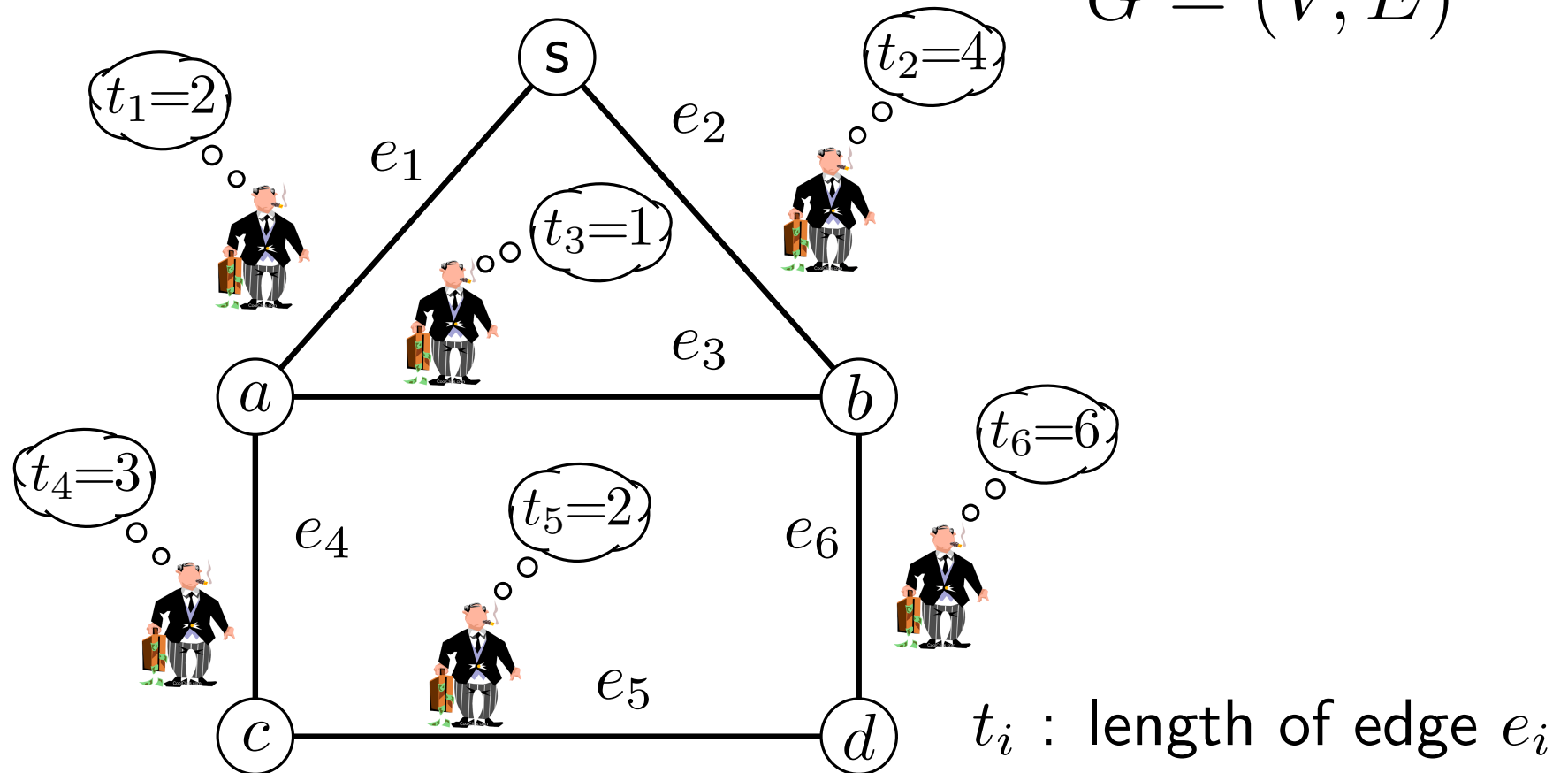
$$G = (V, E)$$



$t_i$  : length of edge  $e_i$

# The private-edge Shortest-Paths Tree (SPT) problem

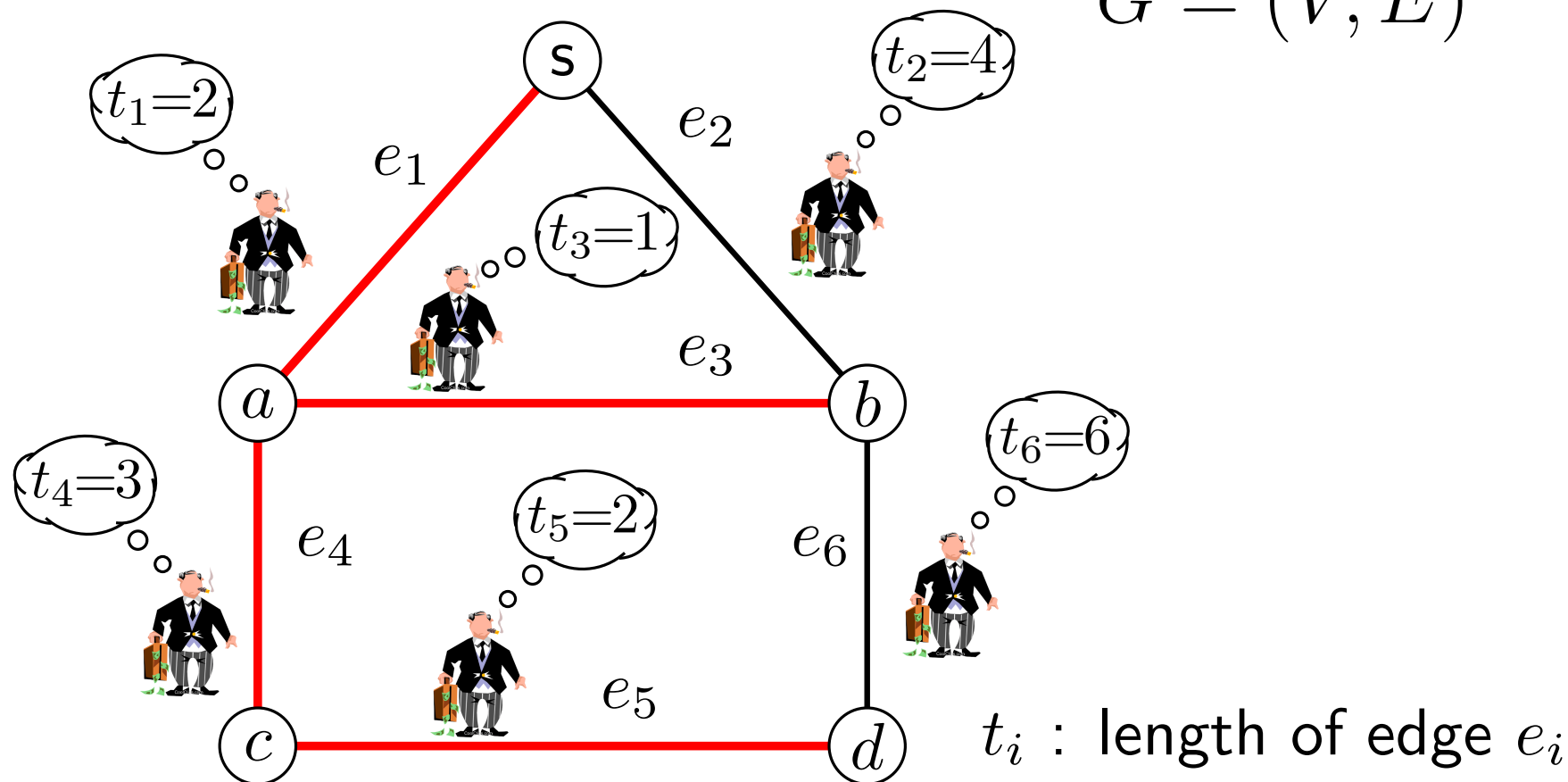
$$G = (V, E)$$



**Goal:** Design an efficient *truthful mechanism* to find a **shortest-path tree** (SPT) of  $G$  rooted at  $s$ .

# The private-edge Shortest-Paths Tree (SPT) problem

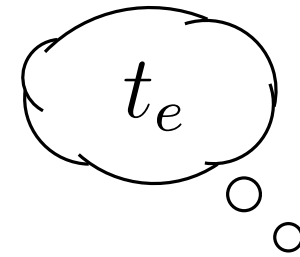
$$G = (V, E)$$



**Goal:** Design an efficient *truthful mechanism* to find a **shortest-path tree** (SPT) of  $G$  rooted at  $s$ .

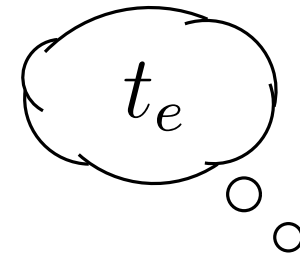
# The private-edge Shortest-Paths Tree (SPT) problem

- Each edge  $e$  is owned by a selfish agent
- The *length*  $t_e$  of edge  $e$  is the *private type* of agent  $e$



# The private-edge Shortest-Paths Tree (SPT) problem

- Each edge  $e$  is owned by a selfish agent
- The *length*  $t_e$  of edge  $e$  is the *private type* of agent  $e$
- Agent  $e$  incurs a cost of  $t_e$  if edge  $e$  is selected in the SPT (and no cost otherwise)

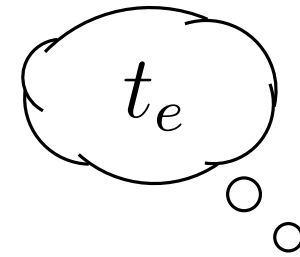


# The private-edge Shortest-Paths Tree (SPT) problem

- Each edge  $e$  is owned by a selfish agent
- The *length*  $t_e$  of edge  $e$  is the *private type* of agent  $e$
- Agent  $e$  incurs a cost of  $t_e$  if edge  $e$  is selected in the SPT (and no cost otherwise)
- The valuation of agent  $e$  w.r.t. to a tree  $T$  is:

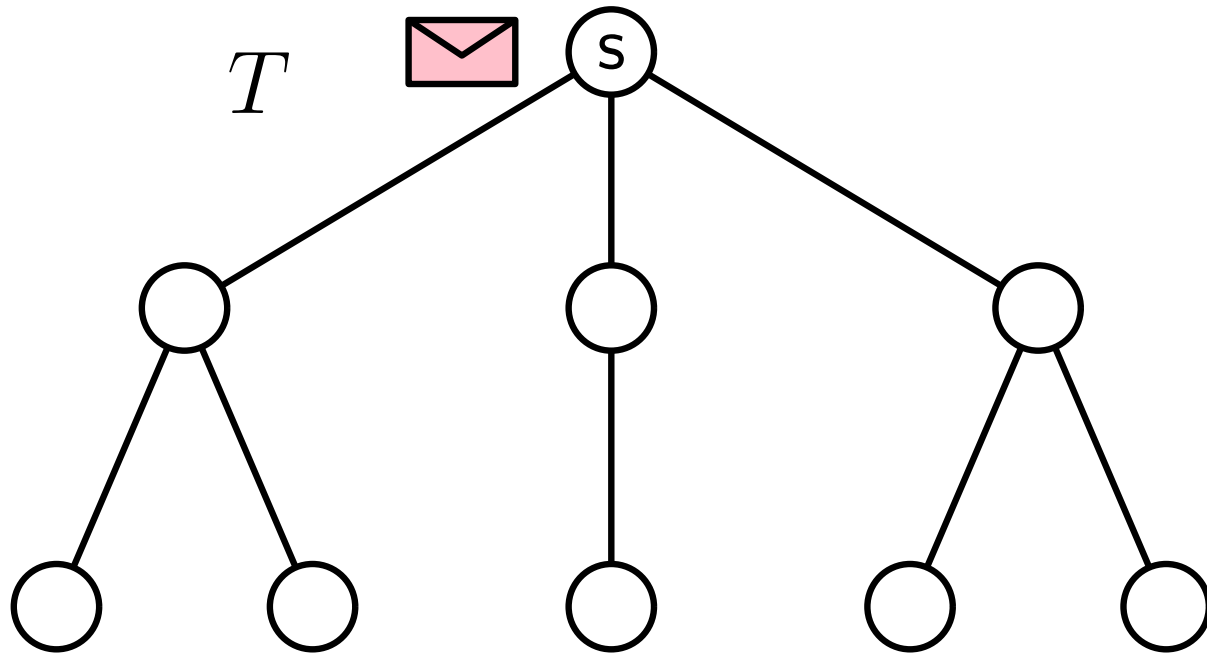
$$v_e(t_e, T) = \begin{cases} t_e & \text{if } e \in E(T) \\ 0 & \text{if } e \notin E(T) \end{cases}$$

**Note:**  $v_e$  represents a **cost** incurred by agent  $e$ !

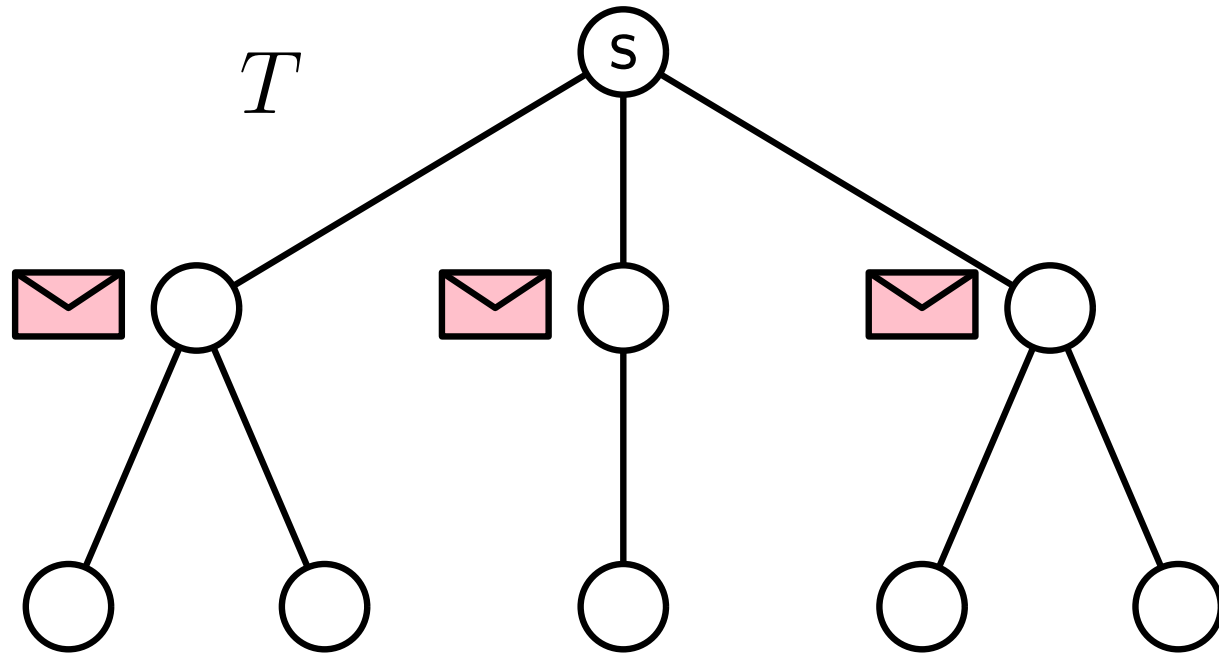




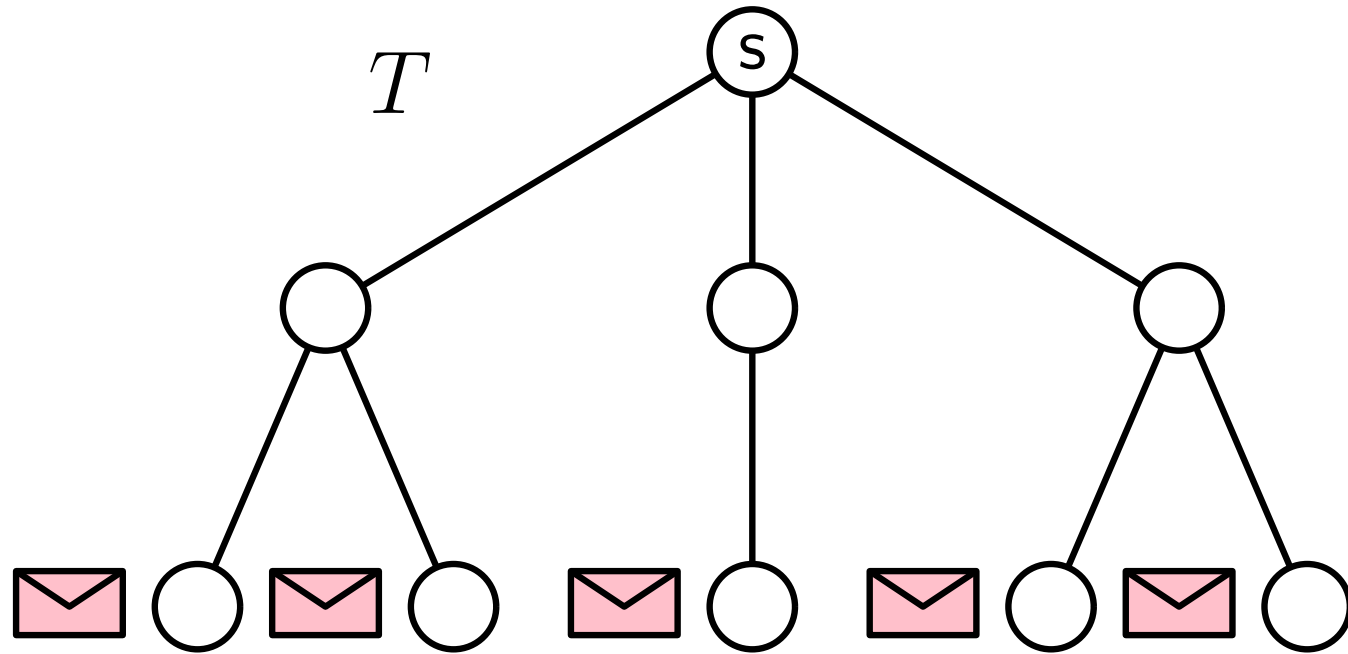
This models the multicast protocol



This models the multicast protocol

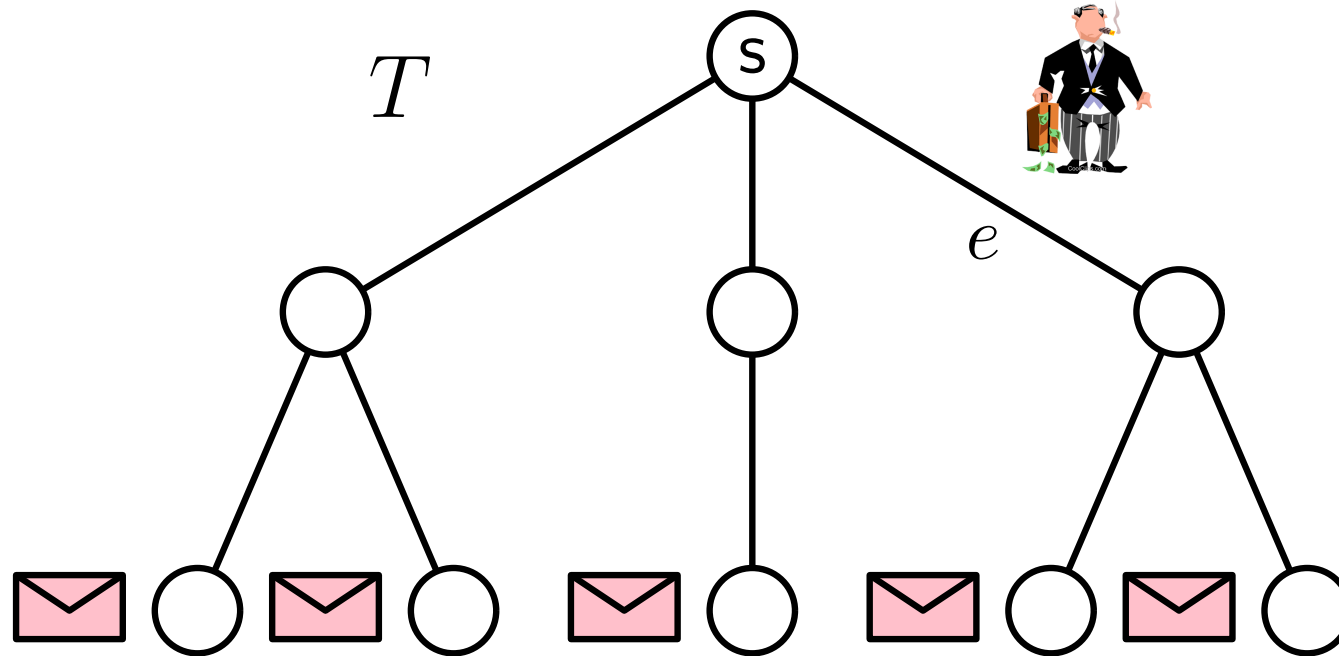


This models the multicast protocol



Each edge is traversed by a single (copy of the) message.

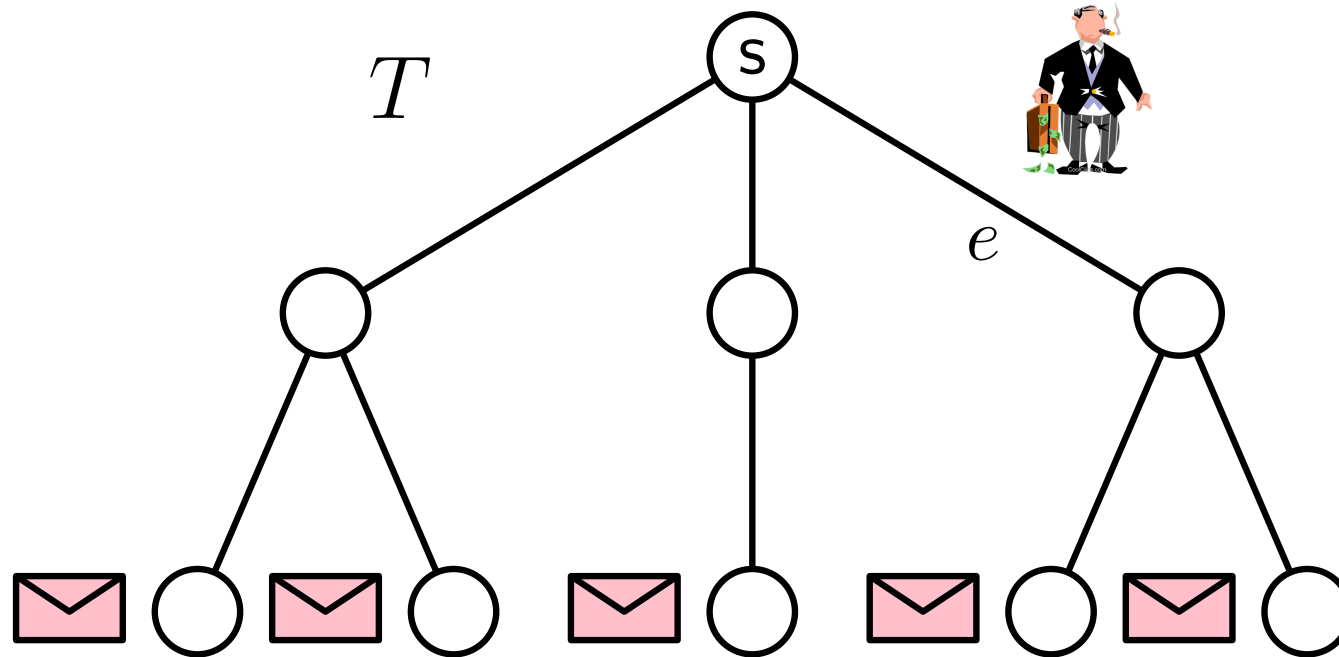
# This models the multicast protocol



Each edge is traversed by a single (copy of the) message.

$$v_e(t_e, T) = \begin{cases} t_e & \text{if } e \in E(T) \\ 0 & \text{if } e \notin E(T) \end{cases}$$

This models the multicast protocol



Each edge is traversed by a single (copy of the) message.

$$v_e(t_e, T) = \begin{cases} t_e & \text{if } e \in E(T) \\ 0 & \text{if } e \notin E(T) \end{cases}$$

We want to minimize the time needed to deliver the message from  $s$  to each node:  $T$  must be a SPT.

# The private-edge Shortest-Paths Tree (SPT) problem

## Goal:

- Let  $\mathcal{F}$  be the set of all spanning trees of  $G$  rooted at  $s$
- We want to design a truthful mechanism that **minimizes** the following quantity w.r.t  $T \in \mathcal{F}$ :

$$f(t, T) = \sum_{v \in V} d_T(s, v) = \sum_{e \in E(T)} t_e \cdot \|e\|,$$

where  $d_T(s, v)$  is the distance between  $s$  and  $v$  in  $T$  and  $\|e\|$  is the number of source–node paths in  $T$  containing  $e$ .

# The private-edge Shortest-Paths Tree (SPT) problem

## Goal:

- Let  $\mathcal{F}$  be the set of all spanning trees of  $G$  rooted at  $s$
- We want to design a truthful mechanism that **minimizes** the following quantity w.r.t  $T \in \mathcal{F}$ :

$$f(t, T) = \sum_{v \in V} d_T(s, v) = \sum_{e \in E(T)} t_e \cdot \|e\|,$$

where  $d_T(s, v)$  is the distance between  $s$  and  $v$  in  $T$  and  $\|e\|$  is the number of source–node paths in  $T$  containing  $e$ .

## Note:

$$f(t, T) = \sum_{e \in E(T)} t_e \cdot \|e\| \neq \sum_{e \in E(T)} t_e$$

# The private-edge Shortest-Paths Tree (SPT) problem

## Goal:

- Let  $\mathcal{F}$  be the set of all spanning trees of  $G$  rooted at  $s$
- We want to design a truthful mechanism that **minimizes** the following quantity w.r.t  $T \in \mathcal{F}$ :

$$f(t, T) = \sum_{v \in V} d_T(s, v) = \sum_{e \in E(T)} t_e \cdot \|e\|,$$

where  $d_T(s, v)$  is the distance between  $s$  and  $v$  in  $T$  and  $\|e\|$  is the number of source–node paths in  $T$  containing  $e$ .

## Note:

$$f(t, T) = \sum_{e \in E(T)} t_e \cdot \|e\| \neq \sum_{e \in E(T)} t_e = \sum_{e \in E} v_e(t_e, T)$$



# The private-edge Shortest-Paths Tree (SPT) problem

## Goal:

- Let  $\mathcal{F}$  be the set of all spanning trees of  $G$  rooted at  $s$
- We want to design a truthful mechanism that **minimizes** the following quantity w.r.t  $T \in \mathcal{F}$ :

$$f(t, T) = \sum_{v \in V} d_T(s, v) = \sum_{e \in E(T)} t_e \cdot \|e\|,$$

where  $d_T(s, v)$  is the distance between  $s$  and  $v$  in  $T$  and  $\|e\|$  is the number of source–node paths in  $T$  containing  $e$ .

## Note:

## Non-utilitarian problem!

$$f(t, T) = \sum_{e \in E(T)} t_e \cdot \|e\| \neq \sum_{e \in E(T)} t_e = \sum_{e \in E} v_e(t_e, T)$$

# One-parameter Mechanism Design Problems

A mechanism design problem is *one-parameter* if:

- The private type of each player  $i$  is a *single parameter*  $t_i \in \mathbb{R}$ .

# One-parameter Mechanism Design Problems

A mechanism design problem is *one-parameter* if:

- The private type of each player  $i$  is a *single parameter*  $t_i \in \mathbb{R}$ .
- The valuation function of player  $i$  w.r.t. an outcome  $o$  is of the form:

$$v_i(t_i, o) = t_i \cdot w_i(o),$$

where  $w_i(o) \in \mathbb{R}_0^+$  is the *workload function* for agent  $i$ .

Is the private-edge SPT problem one-parameter?

- The private type of each player  $i$  is a *single parameter*  $t_i \in \mathbb{R}$ .

# Is the private-edge SPT problem one-parameter?

- The private type of each player  $i$  is a *single parameter*  $t_i \in \mathbb{R}$ .

The type owned by each player is a single (positive) real number



# Is the private-edge SPT problem one-parameter?

- The valuation function of player  $i$  w.r.t. an outcome  $o$  is of the form:

$$v_i(t_i, o) = t_i \cdot w_i(o),$$

where  $w_i(o) \in \mathbb{R}_0^+$  is the *workload function* for agent  $i$ .

# Is the private-edge SPT problem one-parameter?

- The valuation function of player  $i$  w.r.t. an outcome  $o$  is of the form:

$$v_i(t_i, o) = t_i \cdot w_i(o),$$

where  $w_i(o) \in \mathbb{R}_0^+$  is the *workload function* for agent  $i$ .

$$v_e(t_e, T) = \begin{cases} t_e & \text{if } e \in E(T) \\ 0 & \text{if } e \notin E(T) \end{cases} = t_e \cdot w_e(T)$$

# Is the private-edge SPT problem one-parameter?

- The valuation function of player  $i$  w.r.t. an outcome  $o$  is of the form:

$$v_i(t_i, o) = t_i \cdot w_i(o),$$

where  $w_i(o) \in \mathbb{R}_0^+$  is the *workload function* for agent  $i$ .

$$v_e(t_e, T) = \begin{cases} t_e & \text{if } e \in E(T) \\ 0 & \text{if } e \notin E(T) \end{cases} = t_e \cdot w_e(T)$$

where

$$w_e(T) = \begin{cases} 1 & \text{if } e \in E(T) \\ 0 & \text{if } e \notin E(T) \end{cases}$$





# The private-edge SPT problem is one-parameter!

- The private type of each player  $i$  is a *single parameter*  $t_i \in \mathbb{R}$ .



- The valuation function of player  $i$  w.r.t. an outcome  $o$  is of the form:

$$v_i(t_i, o) = t_i \cdot w_i(o),$$



where  $w_i(o) \in \mathbb{R}_0^+$  is the *workload function* for agent  $i$ .

# The private-edge SPT problem is one-parameter!

- The private type of each player  $i$  is a *single parameter*  $t_i \in \mathbb{R}$ . 

- The valuation function of player  $i$  w.r.t. an outcome  $o$  is of the form: 

$$v_i(t_i, o) = t_i \cdot w_i(o),$$

where  $w_i(o) \in \mathbb{R}_0^+$  is the *workload function* for agent  $i$ .



**The private-edge SPT problem is one-parameter!**

# A necessary condition for designing OP truthful mechanisms

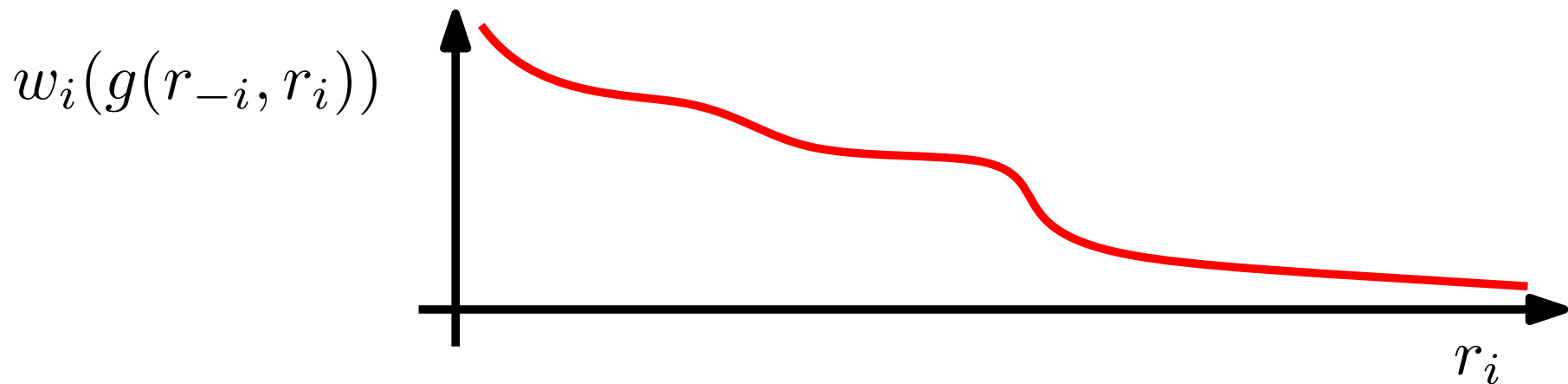
**Definition:** An algorithm  $g$  for a minimization OP problem is *monotone* if,  $\forall$  player  $i$ , and  $\forall r_{-i} = (r_1, \dots, r_{i-1}, r_{i+1}, r_N)$  it holds that:

$w_i(g(r_{-i}, r_i))$  is non-increasing w.r.t.  $r_i$ .

# A necessary condition for designing OP truthful mechanisms

**Definition:** An algorithm  $g$  for a minimization OP problem is *monotone* if,  $\forall$  player  $i$ , and  $\forall r_{-i} = (r_1, \dots, r_{i-1}, r_{i+1}, r_N)$  it holds that:

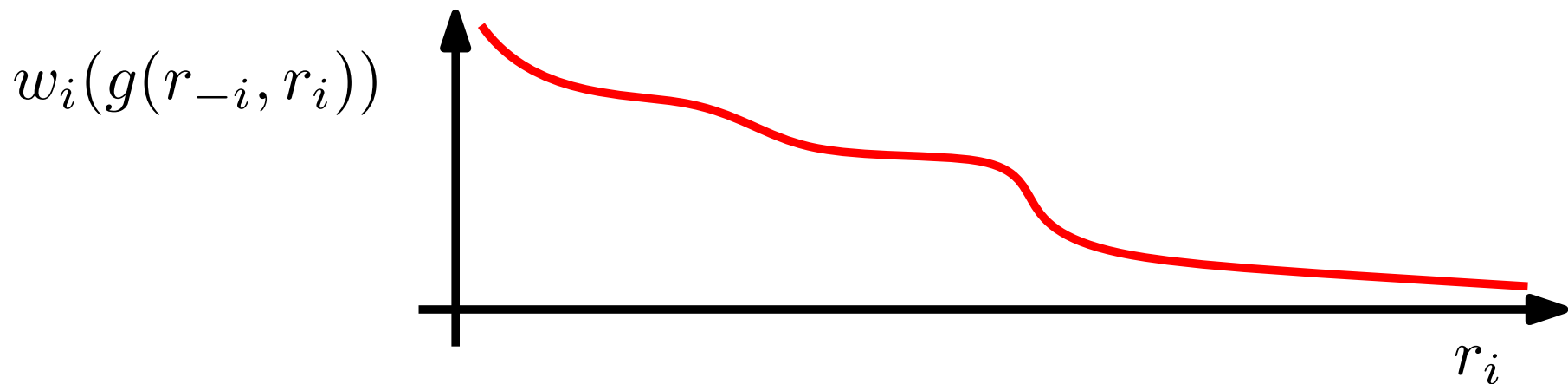
$w_i(g(r_{-i}, r_i))$  is non-increasing w.r.t.  $r_i$ .



# A necessary condition for designing OP truthful mechanisms

**Definition:** An algorithm  $g$  for a minimization OP problem is *monotone* if,  $\forall$  player  $i$ , and  $\forall r_{-i} = (r_1, \dots, r_{i-1}, r_{i+1}, r_N)$  it holds that:

$w_i(g(r_{-i}, r_i))$  is non-increasing w.r.t.  $r_i$ .



**Theorem (R.B. Myerson, 1981):**

A mechanism  $M = \langle g, p \rangle$  for a minimization OP problem is truthful **only if**  $g$  is monotone.

**Theorem (R.B. Myerson, 1981):**

A mechanism  $M = \langle g, p \rangle$  for a minimization OP problem is truthful **only if**  $g$  is monotone.

Proof (by contradiction):

**Theorem (R.B. Myerson, 1981):**

A mechanism  $M = \langle g, p \rangle$  for a minimization OP problem is truthful **only if**  $g$  is monotone.

Proof (by contradiction):

- Assume that there exists a truthful mechanism  $M = \langle g, p \rangle$  such that  $g$  is non-monotone.

## Theorem (R.B. Myerson, 1981):

A mechanism  $M = \langle g, p \rangle$  for a minimization OP problem is truthful **only if**  $g$  is monotone.

Proof (by contradiction):

- Assume that there exists a truthful mechanism  $M = \langle g, p \rangle$  such that  $g$  is non-monotone.
- There is a player  $i$  and a vector  $r_{-i}$  of strategies such that  $w_i(g(r_{-i}, r_i))$  is not monotonically non-increasing w.r.t.  $r_i$ .



## Theorem (R.B. Myerson, 1981):

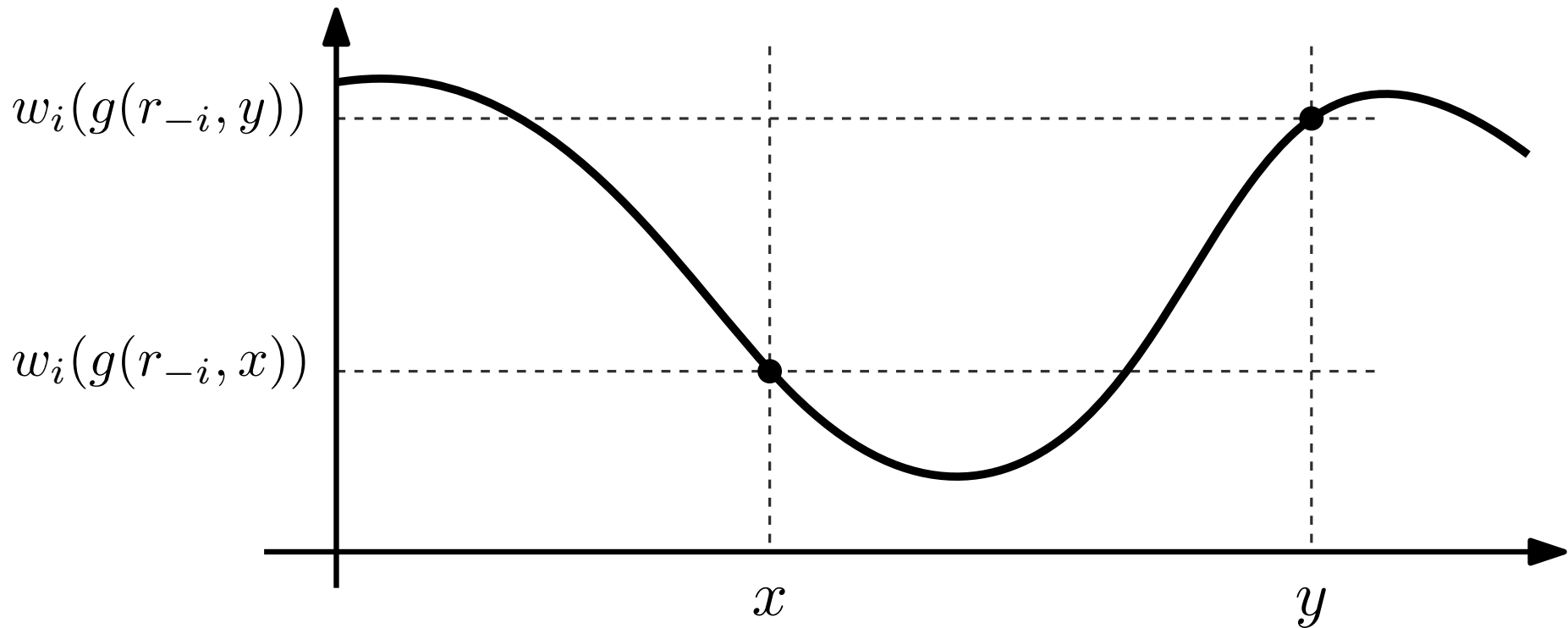
A mechanism  $M = \langle g, p \rangle$  for a minimization OP problem is truthful **only if**  $g$  is monotone.

Proof (by contradiction):

- Assume that there exists a truthful mechanism  $M = \langle g, p \rangle$  such that  $g$  is non-monotone.
- There is a player  $i$  and a vector  $r_{-i}$  of strategies such that  $w_i(g(r_{-i}, r_i))$  is not monotonically non-increasing w.r.t.  $r_i$ .
- There exists  $x, y \in \mathbb{R}$  such that  $x < y$  and  $w_i(g(r_{-i}, x)) < w_i(g(r_{-i}, y))$

Proof (cont.):

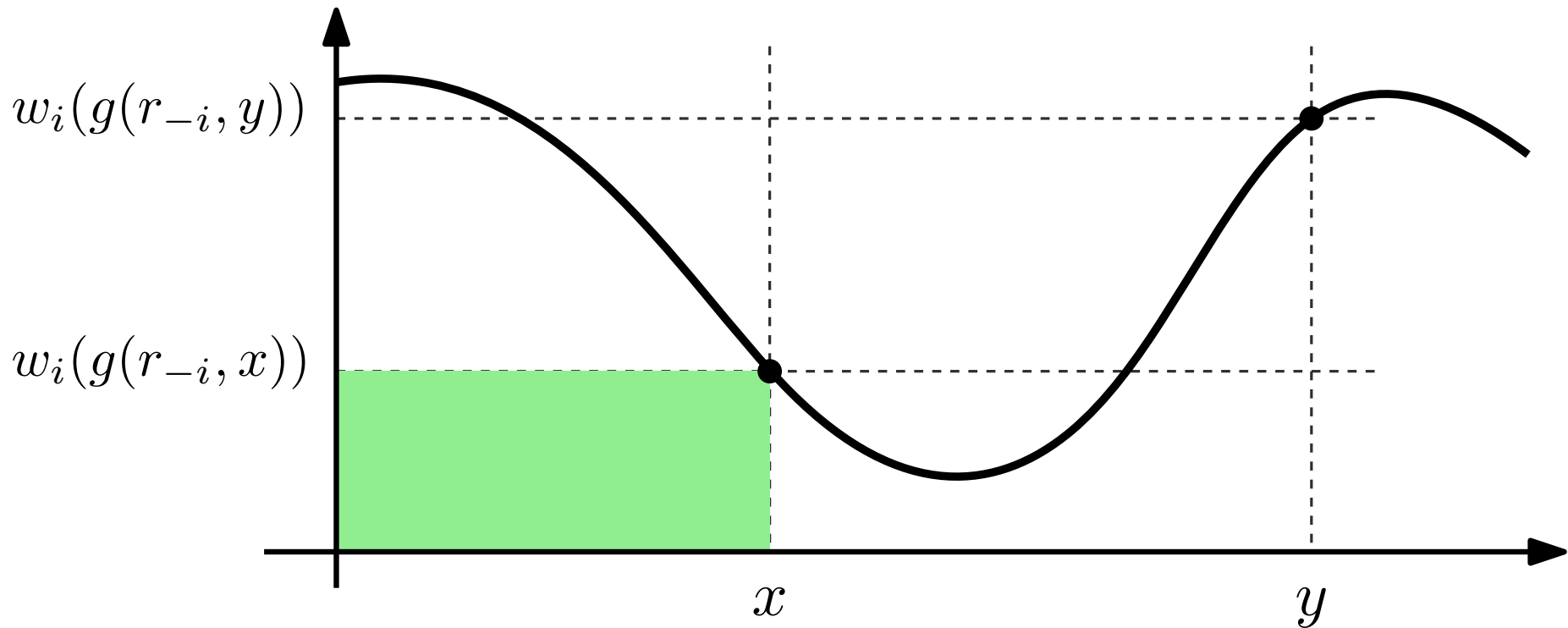
Consider  $t_i = x$ :



Proof (cont.):

Consider  $t_i = x$ :

If  $r_i = x$ ,  $v(t_i, o) = x \cdot w_i(g(r_{-i}, x))$

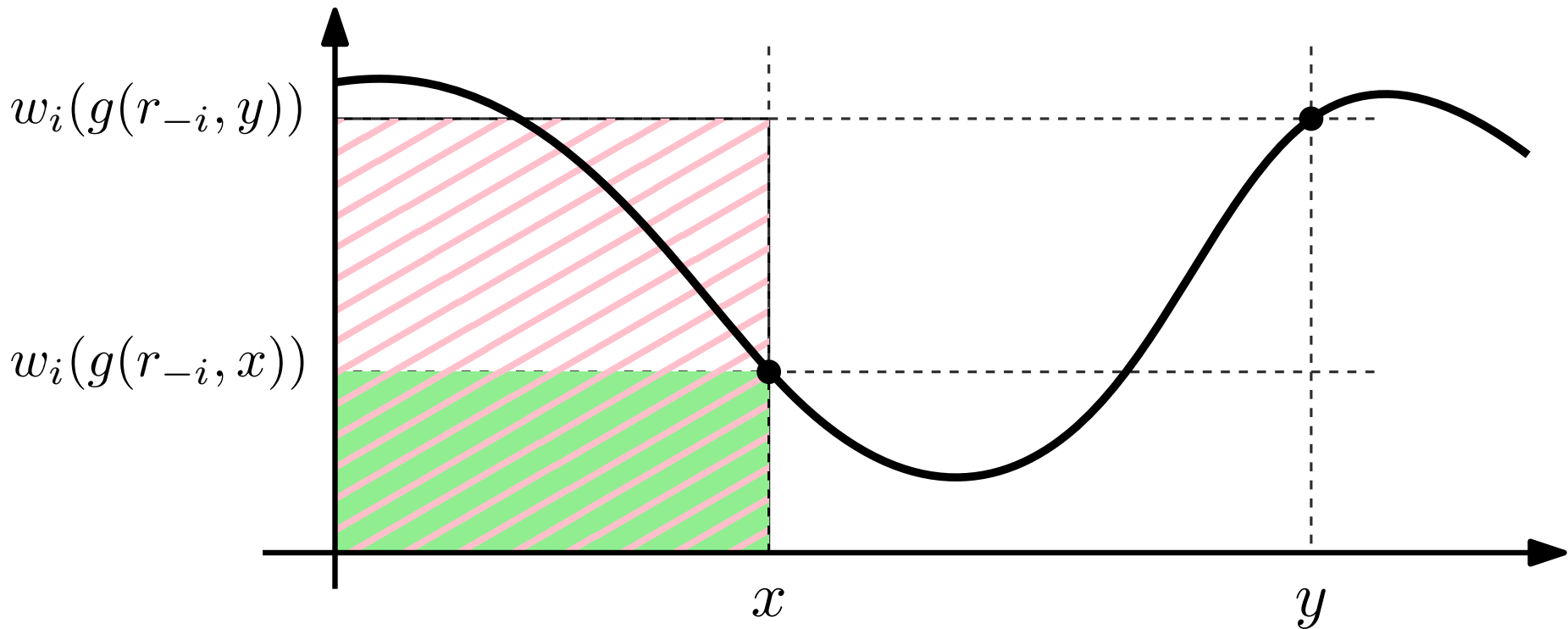


Proof (cont.):

Consider  $t_i = x$ :

If  $r_i = x$ ,  $v(t_i, o) = x \cdot w_i(g(r_{-i}, x))$

If  $r_i = y$ ,  $v(t_i, o) = x \cdot w_i(g(r_{-i}, y))$

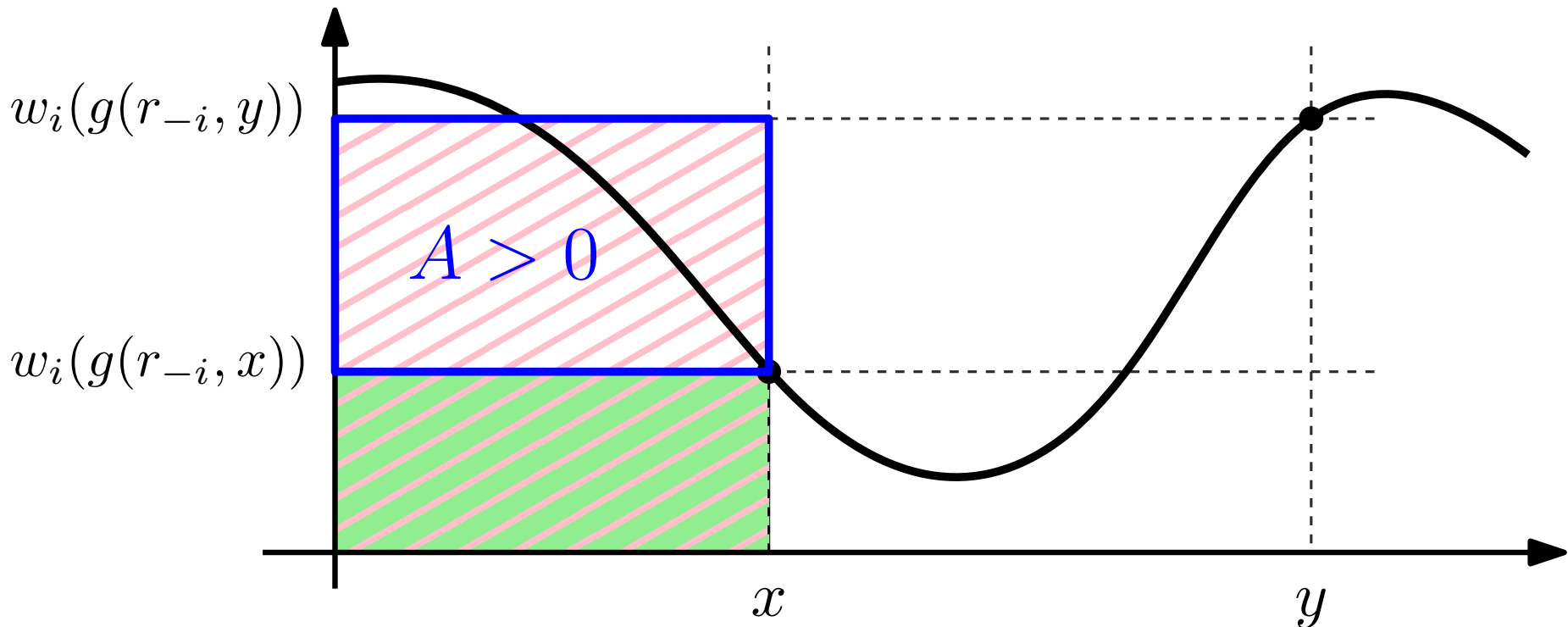


Proof (cont.):

Consider  $t_i = x$ :

If  $r_i = x$ ,  $v(t_i, o) = x \cdot w_i(g(r_{-i}, x))$

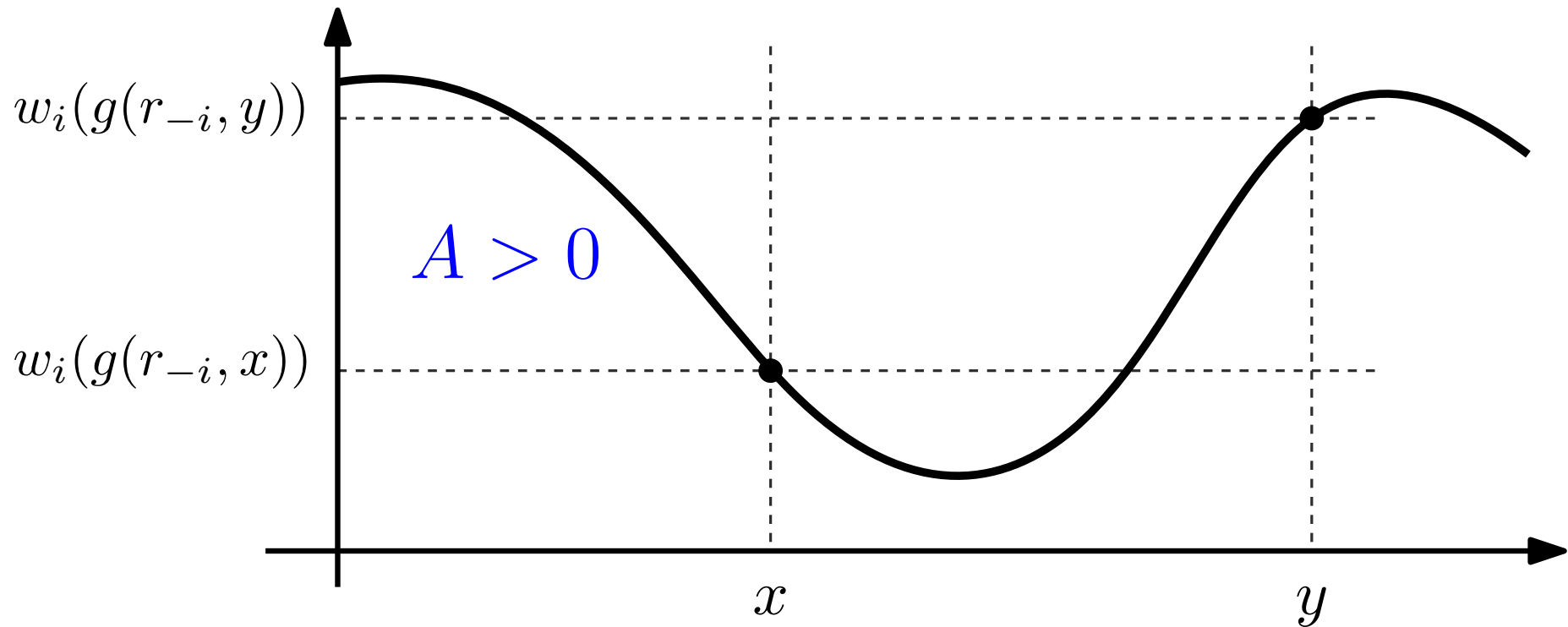
If  $r_i = y$ ,  $v(t_i, o) = x \cdot w_i(g(r_{-i}, y))$



If  $t_i = x$ ,  $v(t_i, \cdot)$  increases by  $A$  when reporting  $y$  instead of  $x$ .

Proof (cont.):

Consider  $t_i = y$ :

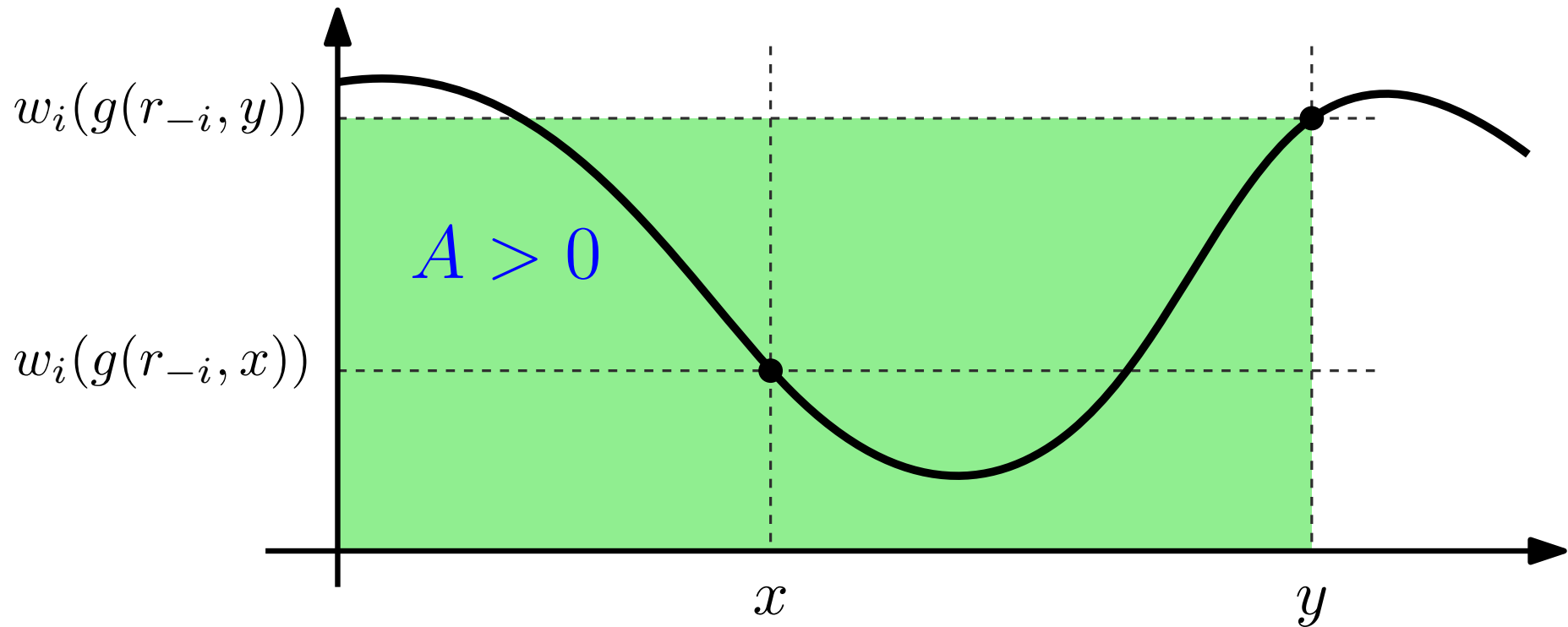


If  $t_i = x$ ,  $v(t_i, \cdot)$  increases by  $A$  when reporting  $y$  instead of  $x$ .

Proof (cont.):

Consider  $t_i = y$ :

If  $r_i = y$ ,  $v(t_i, o) = y \cdot w_i(g(r_{-i}, y))$



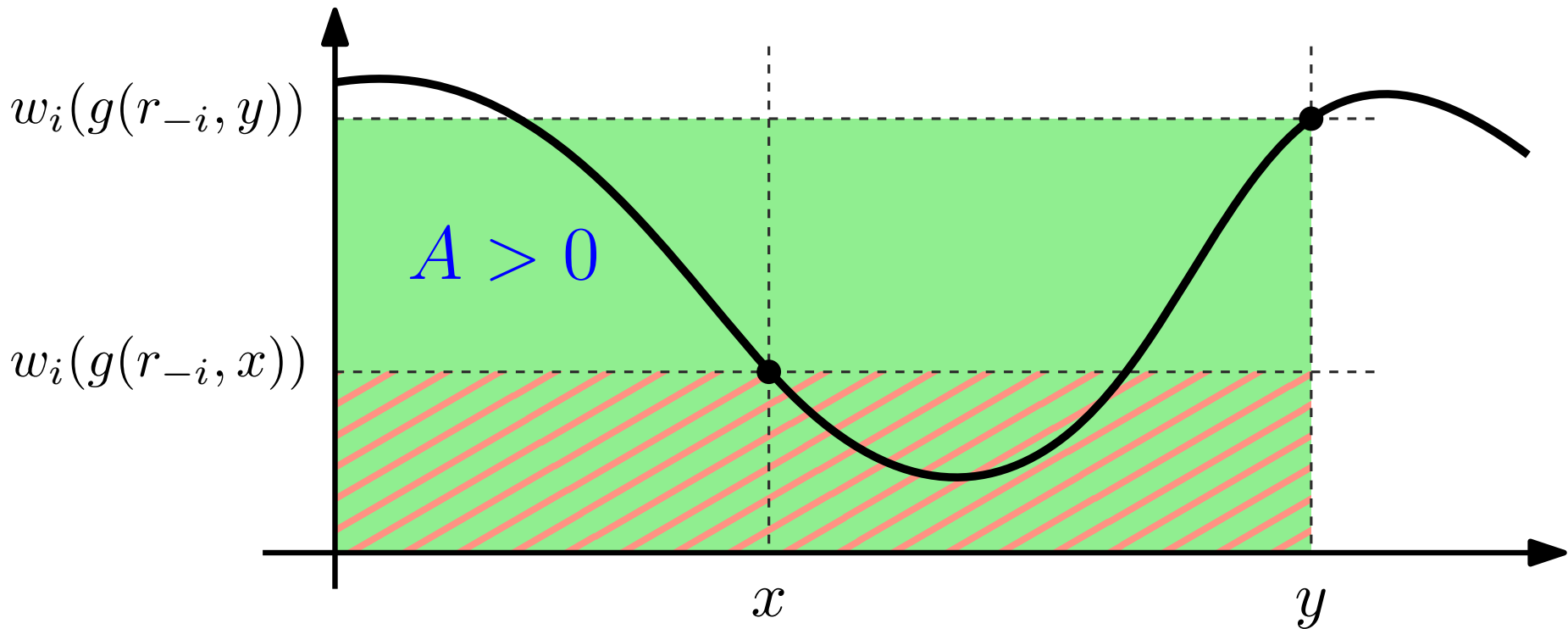
If  $t_i = x$ ,  $v(t_i, \cdot)$  increases by  $A$  when reporting  $y$  instead of  $x$ .

Proof (cont.):

Consider  $t_i = y$ :

If  $r_i = y$ ,  $v(t_i, o) = y \cdot w_i(g(r_{-i}, y))$

If  $r_i = x$ ,  $v(t_i, o) = y \cdot w_i(g(r_{-i}, x))$



If  $t_i = x$ ,  $v(t_i, \cdot)$  increases by  $A$  when reporting  $y$  instead of  $x$ .

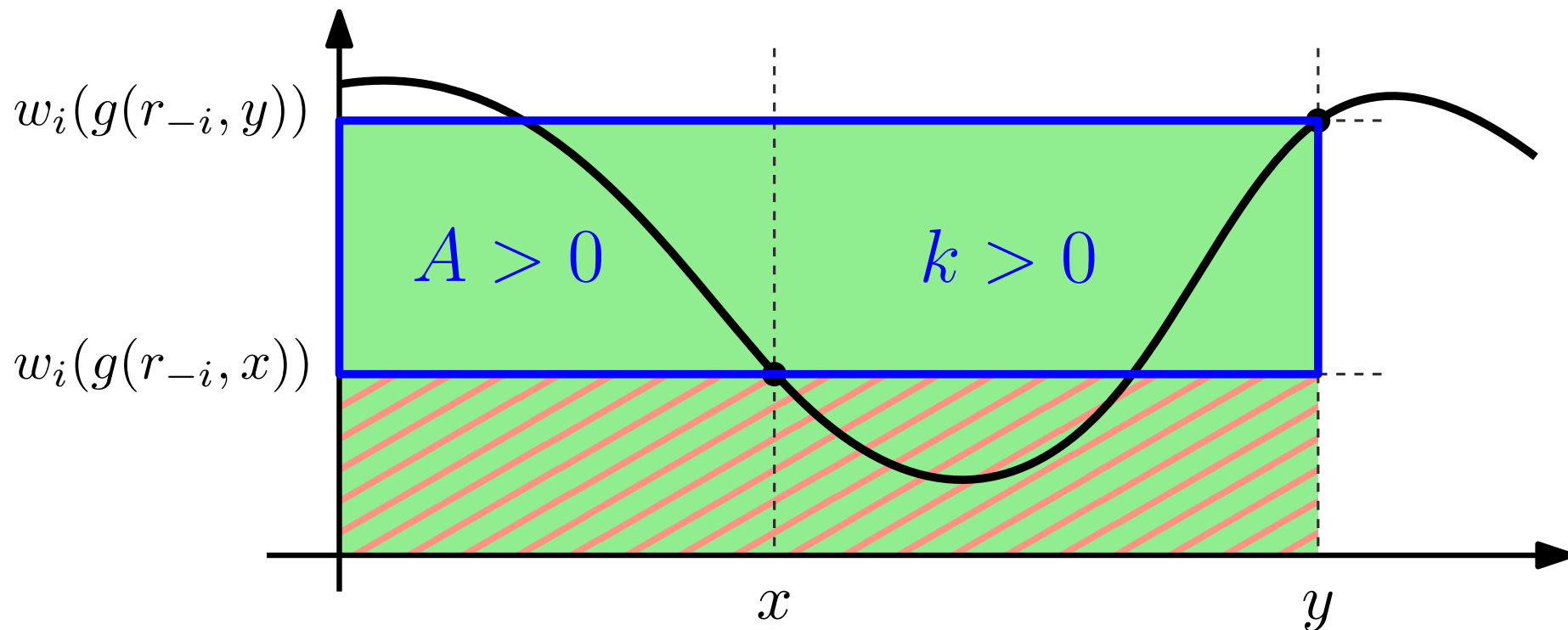


Proof (cont.):

Consider  $t_i = y$ :

If  $r_i = y$ ,  $v(t_i, o) = y \cdot w_i(g(r_{-i}, y))$

If  $r_i = x$ ,  $v(t_i, o) = y \cdot w_i(g(r_{-i}, x))$



If  $t_i = x$ ,  $v(t_i, \cdot)$  increases by  $A$  when reporting  $y$  instead of  $x$ .

If  $t_i = y$ ,  $v(t_i, \cdot)$  decreases by  $A+k$  when reporting  $x$  instead of  $y$ .

Proof (cont.):

If  $t_i = x$ ,  $v(t_i, \cdot)$  increases by  $A$  when reporting  $y$  instead of  $x$ .

If  $t_i = y$ ,  $v(t_i, \cdot)$  decreases by  $A+k$  when reporting  $x$  instead of  $y$ .

Let  $\Delta p = p_i(r_{-i}, y) - p_i(r_{-i}, x)$  be the difference in the payment received by player  $i$  when she reports  $y$  instead of  $x$ .

Proof (cont.):

If  $t_i = x$ ,  $v(t_i, \cdot)$  increases by  $A$  when reporting  $y$  instead of  $x$ .

If  $t_i = y$ ,  $v(t_i, \cdot)$  decreases by  $A+k$  when reporting  $x$  instead of  $y$ .

Let  $\Delta p = p_i(r_{-i}, y) - p_i(r_{-i}, x)$  be the difference in the payment received by player  $i$  when she reports  $y$  instead of  $x$ .

If  $\Delta p > A$  then player  $i$  has an incentive to lie when  $t_i = x$ .

(report  $y$ : cost increases by  $A$ , payment increases by  $\Delta p > A$ )

Proof (cont.):

If  $t_i = x$ ,  $v(t_i, \cdot)$  increases by  $A$  when reporting  $y$  instead of  $x$ .

If  $t_i = y$ ,  $v(t_i, \cdot)$  decreases by  $A+k$  when reporting  $x$  instead of  $y$ .

Let  $\Delta p = p_i(r_{-i}, y) - p_i(r_{-i}, x)$  be the difference in the payment received by player  $i$  when she reports  $y$  instead of  $x$ .

We must have  $\Delta p \leq A$

Proof (cont.):

If  $t_i = x$ ,  $v(t_i, \cdot)$  increases by  $A$  when reporting  $y$  instead of  $x$ .

If  $t_i = y$ ,  $v(t_i, \cdot)$  decreases by  $A+k$  when reporting  $x$  instead of  $y$ .

Let  $\Delta p = p_i(r_{-i}, y) - p_i(r_{-i}, x)$  be the difference in the payment received by player  $i$  when she reports  $y$  instead of  $x$ .

We must have  $\Delta p \leq A$

If  $\Delta p < A + k$  then player  $i$  has an incentive to lie when  $t_i = y$ .

(report  $y$ : cost decreases by  $A + k$ , payment decreases by  $\Delta p < A + k$ )

Proof (cont.):

If  $t_i = x$ ,  $v(t_i, \cdot)$  increases by  $A$  when reporting  $y$  instead of  $x$ .

If  $t_i = y$ ,  $v(t_i, \cdot)$  decreases by  $A+k$  when reporting  $x$  instead of  $y$ .

Let  $\Delta p = p_i(r_{-i}, y) - p_i(r_{-i}, x)$  be the difference in the payment received by player  $i$  when she reports  $y$  instead of  $x$ .

We must have  $\Delta p \leq A$

But simultaneously  $\Delta p \geq A + k > A$  (since  $k > 0$ )

Proof (cont.):

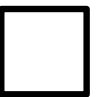
If  $t_i = x$ ,  $v(t_i, \cdot)$  increases by  $A$  when reporting  $y$  instead of  $x$ .

If  $t_i = y$ ,  $v(t_i, \cdot)$  decreases by  $A+k$  when reporting  $x$  instead of  $y$ .

Let  $\Delta p = p_i(r_{-i}, y) - p_i(r_{-i}, x)$  be the difference in the payment received by player  $i$  when she reports  $y$  instead of  $x$ .

We must have  $\Delta p \leq A$

But simultaneously  $\Delta p \geq A + k > A$  (since  $k > 0$ )



# One-parameter Mechanisms

A one-parameter (OP) mechanism (for a OP problem) is a pair  $M = \langle g, p \rangle$  such that:

- $g$  is any monotone algorithm (for the underlying OP problem)

- $$p_i(r) = h_i(r_{-i}) + r_i w_i(r) - \int_0^{r_i} w_i(r_{-i}, z) dz$$

where  $h_i(r_{-i})$  is an arbitrary function *independent of*  $r_i$ .



# One-parameter Mechanisms

A one-parameter (OP) mechanism (for a OP problem) is a pair  $M = \langle g, p \rangle$  such that:

- $g$  is any monotone algorithm (for the underlying OP problem)

- $p_i(r) = h_i(r_{-i}) + \underbrace{r_i w_i(r)}_{\text{arrow}} - \int_0^{r_i} w_i(r_{-i}, z) dz$

where  $h_i(r_{-i})$  is an arbitrary function *independent of*  $r_i$ .

To simplify notation we will write  $w_i(r)$  in place of  $w_i(g(r))$ .

# One-parameter Mechanisms

**Theorem (R.B. Myerson, 1981):**

An one-parameter mechanism (for an OP problem) is truthful.

# One-parameter Mechanisms

## **Theorem (R.B. Myerson, 1981):**

An one-parameter mechanism (for an OP problem) is truthful.

Proof:

- We show that the utility of player  $i$  can only decrease when she lies.

$$p_i(r) = h_i(r_{-i}) + r_i w_i(r) - \int_0^{r_i} w_i(r_{-i}, z) dz$$

# One-parameter Mechanisms

## **Theorem (R.B. Myerson, 1981):**

An one-parameter mechanism (for an OP problem) is truthful.

Proof:

- We show that the utility of player  $i$  can only decrease when she lies.

$$p_i(r) = \underbrace{h_i(r_{-i})}_{\text{does not depend on } r_i} + r_i w_i(r) - \int_0^{r_i} w_i(r_{-i}, z) dz$$

does not depend on  $r_i$   
and can be set to 0

# One-parameter Mechanisms

## **Theorem (R.B. Myerson, 1981):**

An one-parameter mechanism (for an OP problem) is truthful.

Proof:

- We show that the utility of player  $i$  can only decrease when she lies.

$$p_i(r) = r_i w_i(r) - \int_0^{r_i} w_i(r_{-i}, z) dz$$

(This will produce negative utilities)

Proof (cont.):

- When  $r_i = t_i$ :

$$u_i(t_i, g(r_{-i}, t_i)) = p_i(r_{-i}, t_i) - v_i(t_i, g(r_{-i}, t_i))$$

Proof (cont.):

- When  $r_i = t_i$ :

$$u_i(t_i, g(r_{-i}, t_i)) = t_i w_i(r_{-i}, t_i) - \int_0^{r_i} w_i(r_{-i}, z) dz - t_i w_i(r_{-i}, t_i)$$

Proof (cont.):

- When  $r_i = t_i$ :

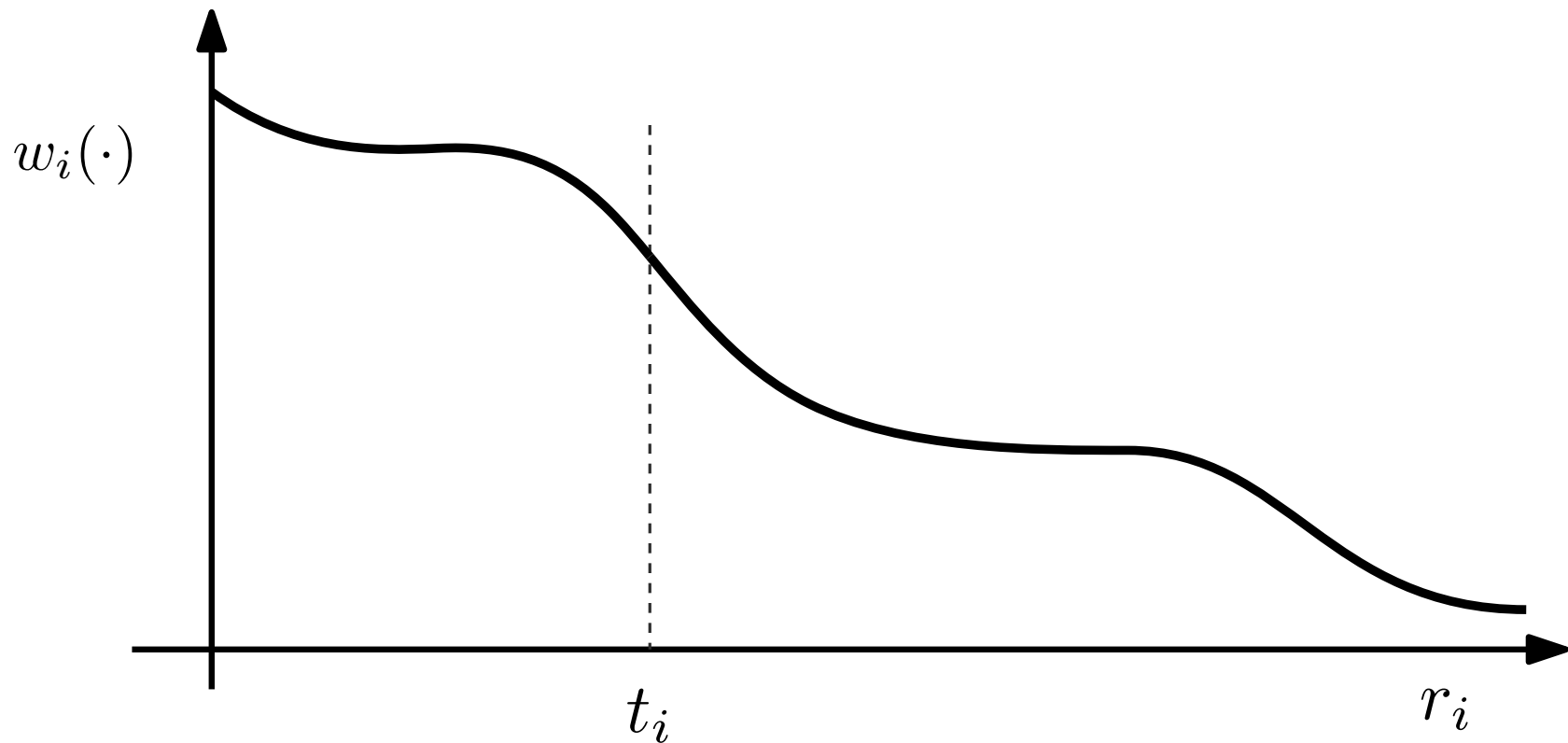
$$u_i(t_i, g(r_{-i}, t_i)) = -\int_0^{t_i} w_i(r_{-i}, z) dz$$



Proof (cont.):

- When  $r_i = t_i$ :

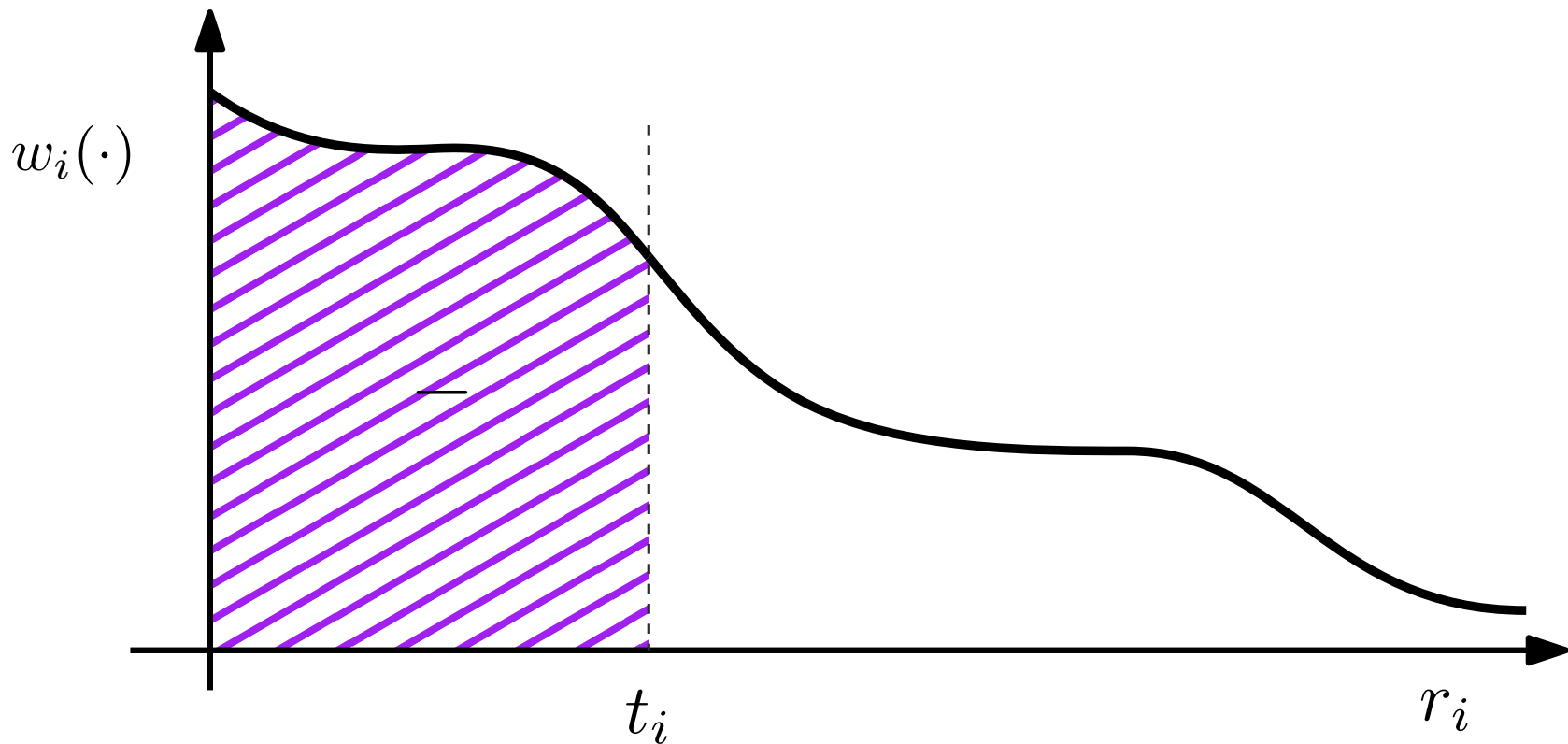
$$u_i(t_i, g(r_{-i}, t_i)) = -\int_0^{t_i} w_i(r_{-i}, z) dz$$



# Proof (cont.):

- When  $r_i = t_i$ :

$$u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$$



## Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$
- When  $r_i > t_i$ :

$$u_i(t_i, g(r_{-i}, t_i)) = p_i(r_{-i}, r_i) - v_i(t_i, g(r_{-i}, r_i))$$

## Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$

- When  $r_i > t_i$ :

$$u_i(t_i, g(r_{-i}, t_i)) = r_i w_i(r_{-i}, r_i) - \int_0^{r_i} w_i(r_{-i}, z) dz - t_i w_i(r_{-i}, r_i)$$

## Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$

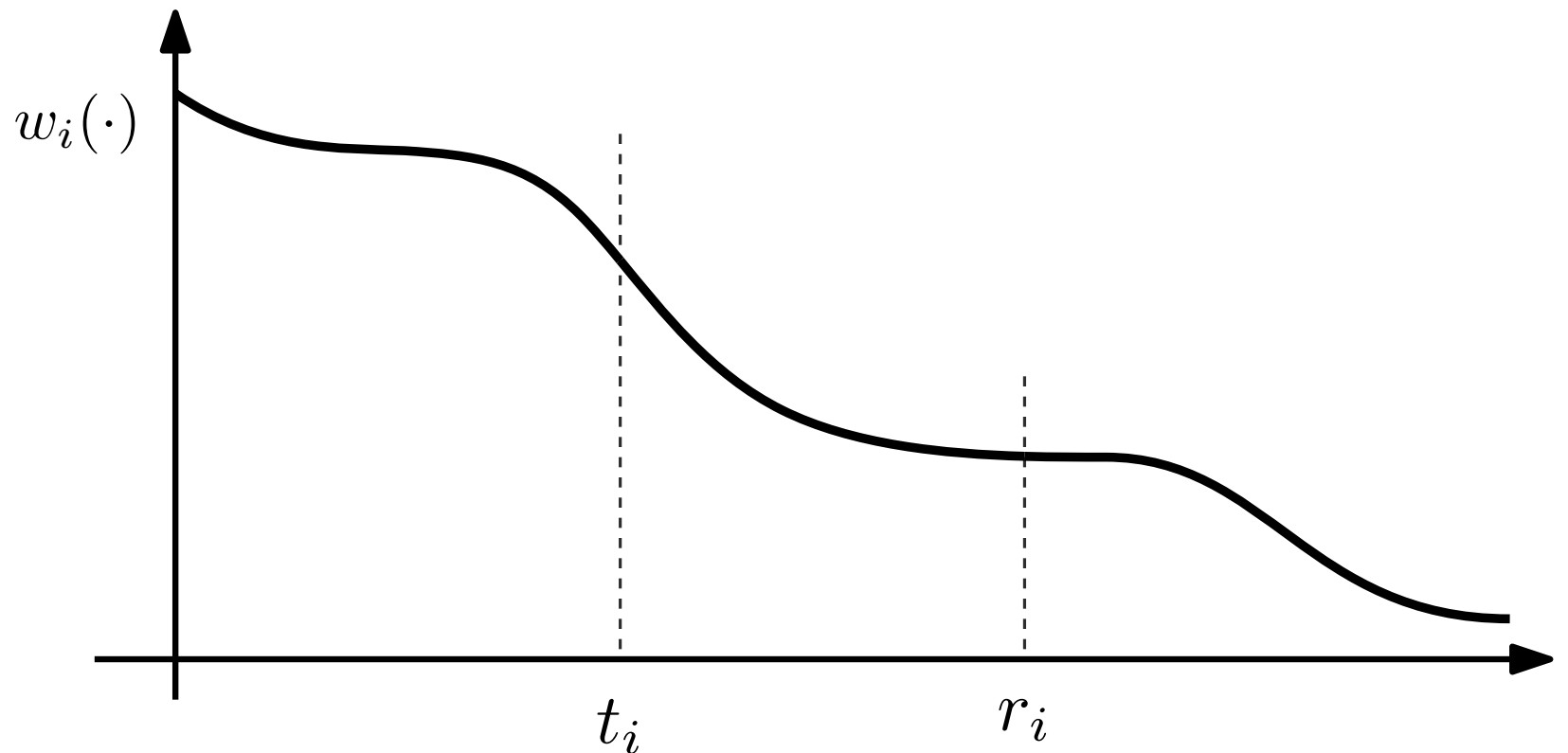
- When  $r_i > t_i$ :

$$u_i(t_i, g(r_{-i}, t_i)) = (r_i - t_i)w_i(r_{-i}, r_i) - \int_0^{r_i} w_i(r_{-i}, z) dz$$

## Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$
- When  $r_i > t_i$ :

$$u_i(t_i, g(r_{-i}, t_i)) = (r_i - t_i)w_i(r_{-i}, r_i) - \int_0^{r_i} w_i(r_{-i}, z) dz$$

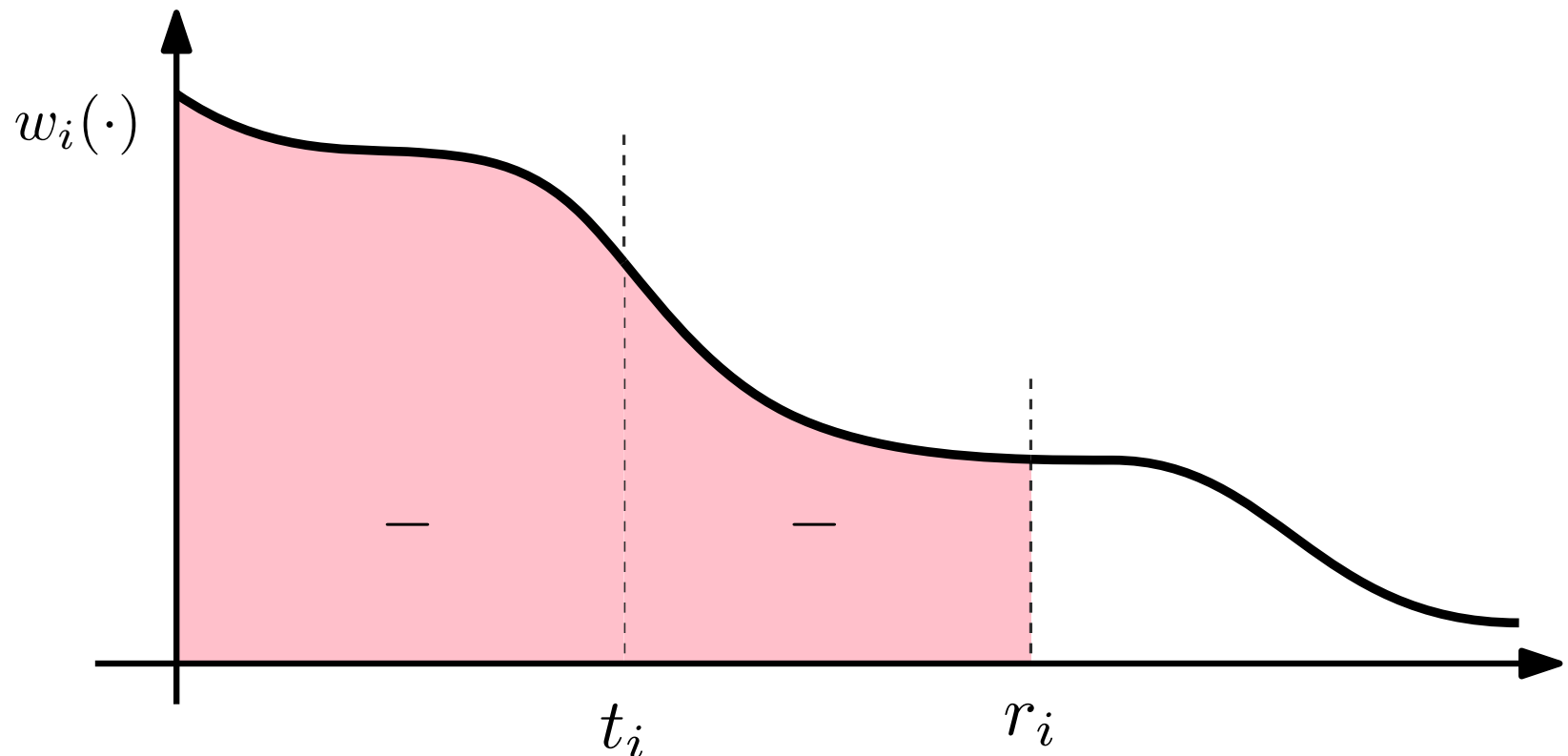


## Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$
- When  $r_i > t_i$ :

$$u_i(t_i, g(r_{-i}, t_i)) = (r_i - t_i)w_i(r_{-i}, r_i) - \int_0^{r_i} w_i(r_{-i}, z) dz$$

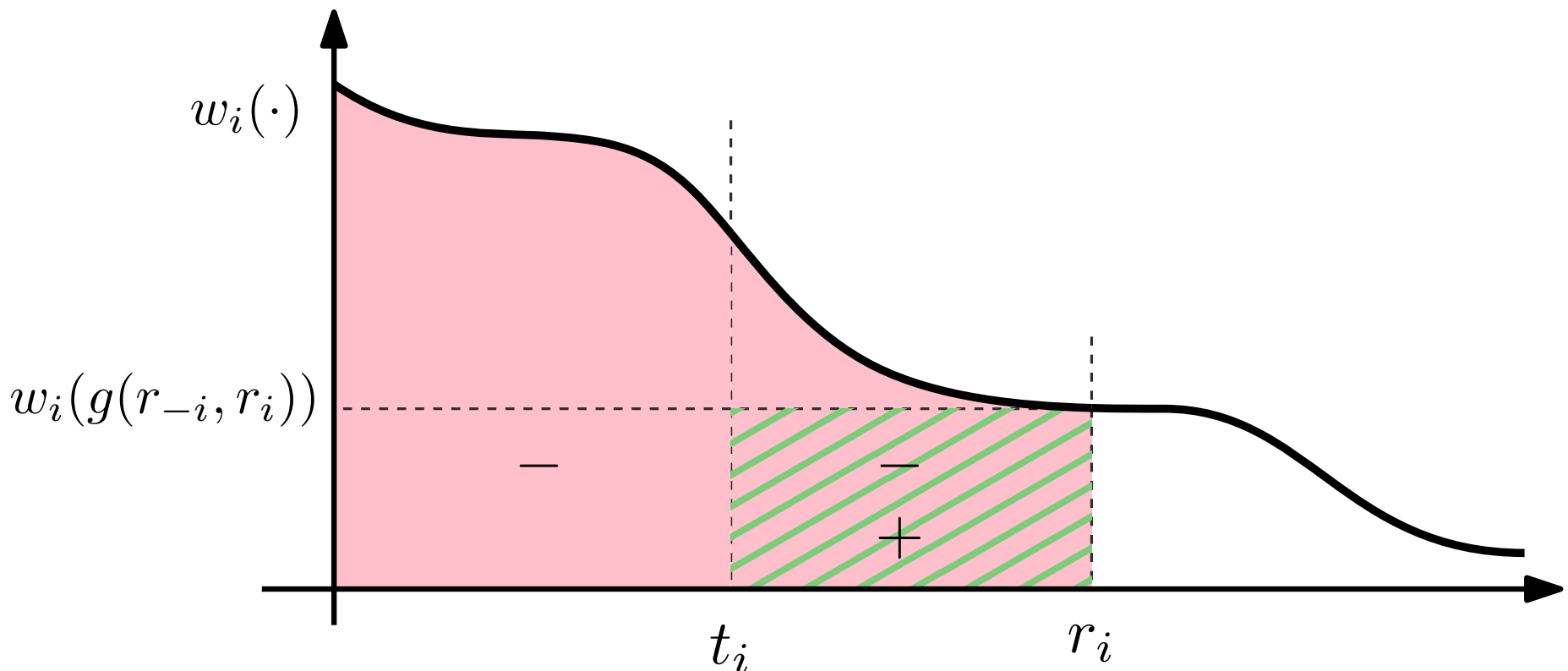
---



# Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$
- When  $r_i > t_i$ :

$$u_i(t_i, g(r_{-i}, t_i)) = (r_i - t_i)w_i(r_{-i}, r_i) - \int_0^{r_i} w_i(r_{-i}, z) dz$$

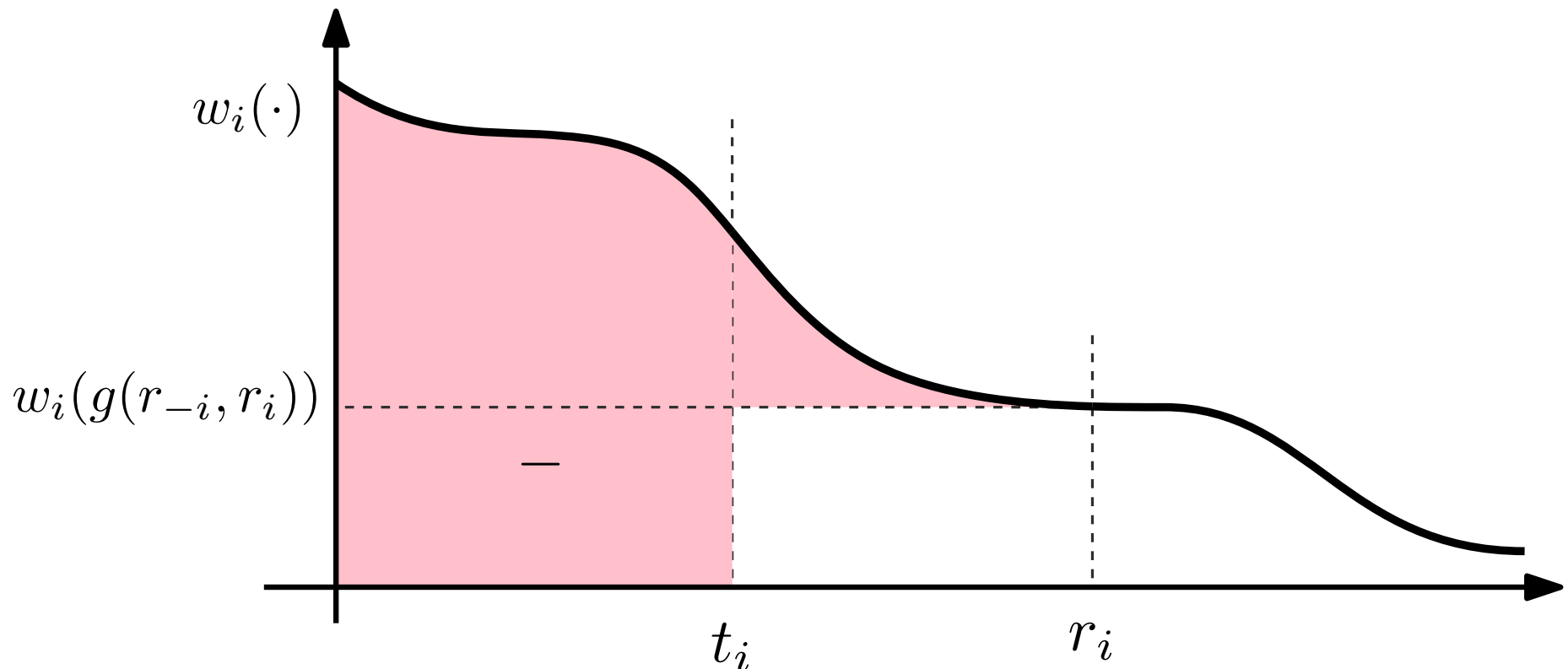




## Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$
- When  $r_i > t_i$ :

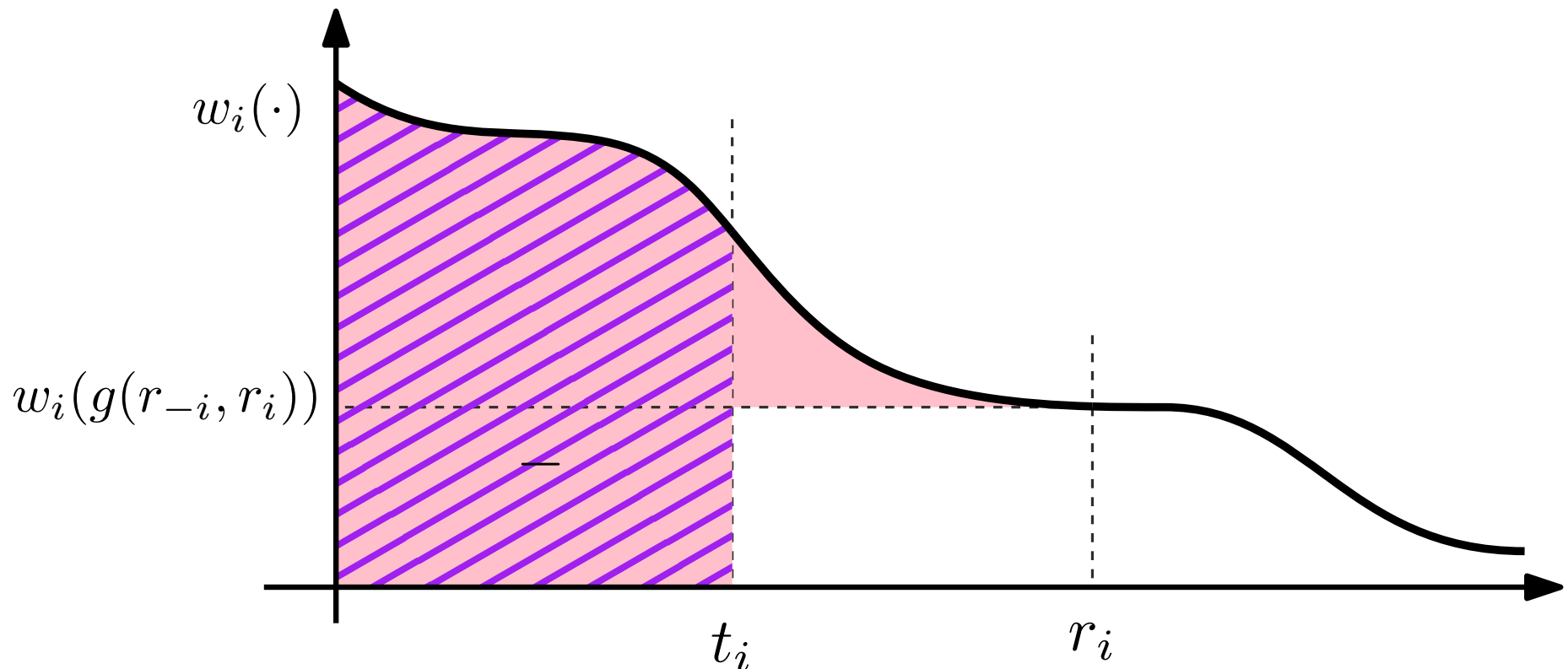
$$u_i(t_i, g(r_{-i}, t_i)) = (r_i - t_i)w_i(r_{-i}, r_i) - \int_0^{r_i} w_i(r_{-i}, z) dz$$



## Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$
- When  $r_i > t_i$ :

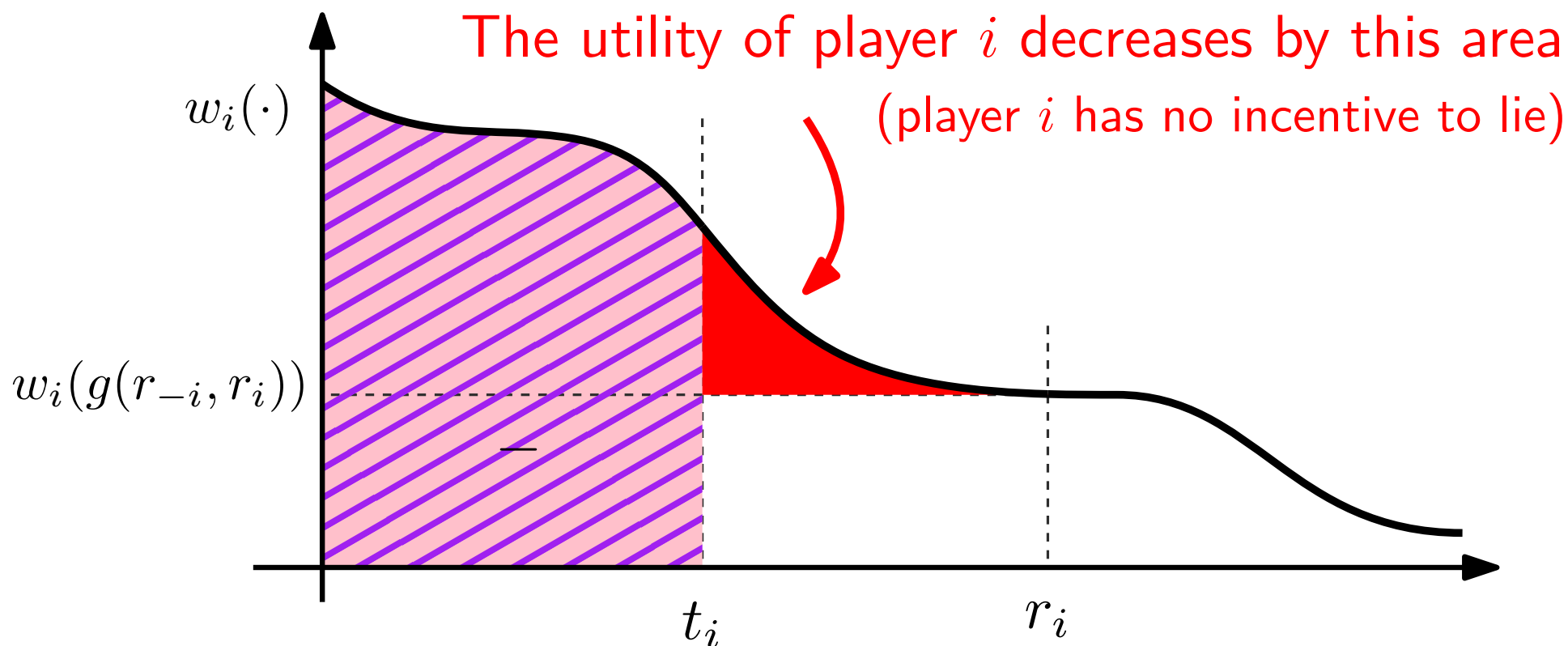
$$u_i(t_i, g(r_{-i}, t_i)) = (r_i - t_i)w_i(r_{-i}, r_i) - \int_0^{r_i} w_i(r_{-i}, z) dz$$



## Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$
- When  $r_i > t_i$ :

$$u_i(t_i, g(r_{-i}, t_i)) = (r_i - t_i)w_i(r_{-i}, r_i) - \int_0^{r_i} w_i(r_{-i}, z) dz$$



## Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$
- When  $r_i < t_i$ :

$$u_i(t_i, g(r_{-i}, r_i)) = p_i(r_{-i}, r_i) - v_i(t_i, g(r_{-i}, r_i))$$

## Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$

- When  $r_i < t_i$ :

$$u_i(t_i, g(r_{-i}, t_i)) = r_i w_i(r_{-i}, r_i) - \int_0^{r_i} w_i(r_{-i}, z) dz - t_i w_i(r_{-i}, r_i)$$

## Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$

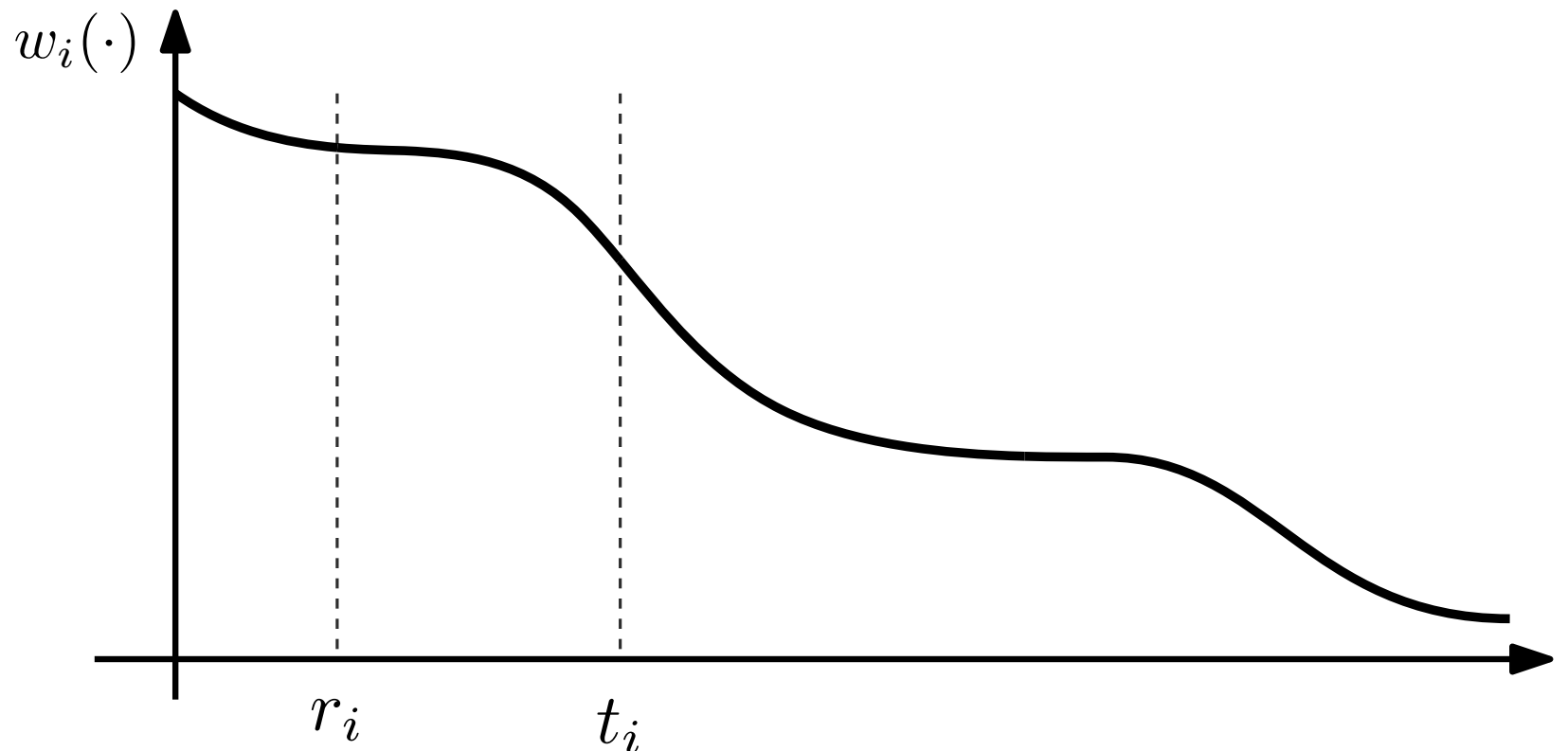
- When  $r_i < t_i$ :

$$u_i(t_i, g(r_{-i}, t_i)) = -(t_i - r_i)w_i(r_{-i}, r_i) - \int_0^{r_i} w_i(r_{-i}, z) dz$$

## Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$
- When  $r_i < t_i$ :

$$u_i(t_i, g(r_{-i}, t_i)) = -(t_i - r_i)w_i(r_{-i}, r_i) - \int_0^{r_i} w_i(r_{-i}, z) dz$$

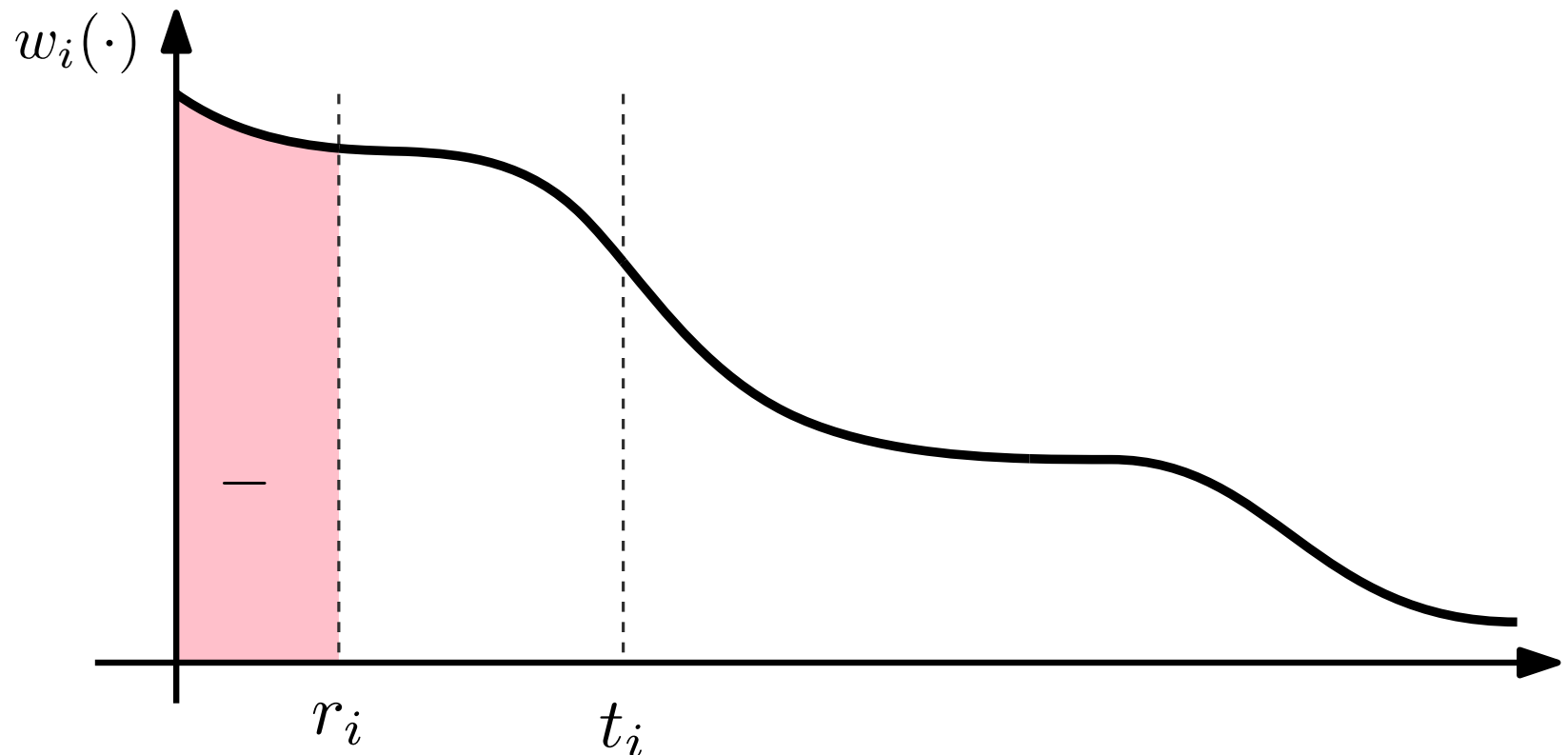


## Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$
- When  $r_i < t_i$ :

$$u_i(t_i, g(r_{-i}, t_i)) = -(t_i - r_i)w_i(r_{-i}, r_i) - \int_0^{r_i} w_i(r_{-i}, z) dz$$

---

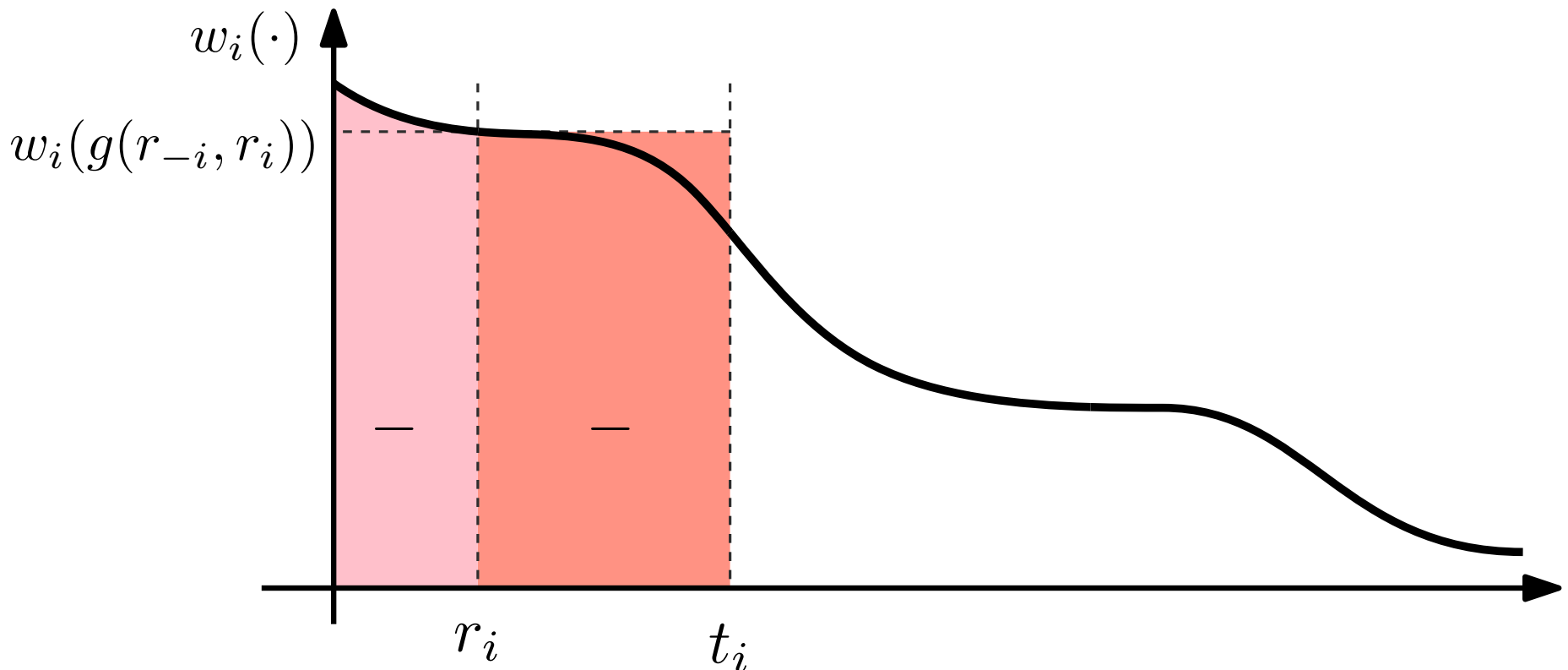




# Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$
- When  $r_i < t_i$ :

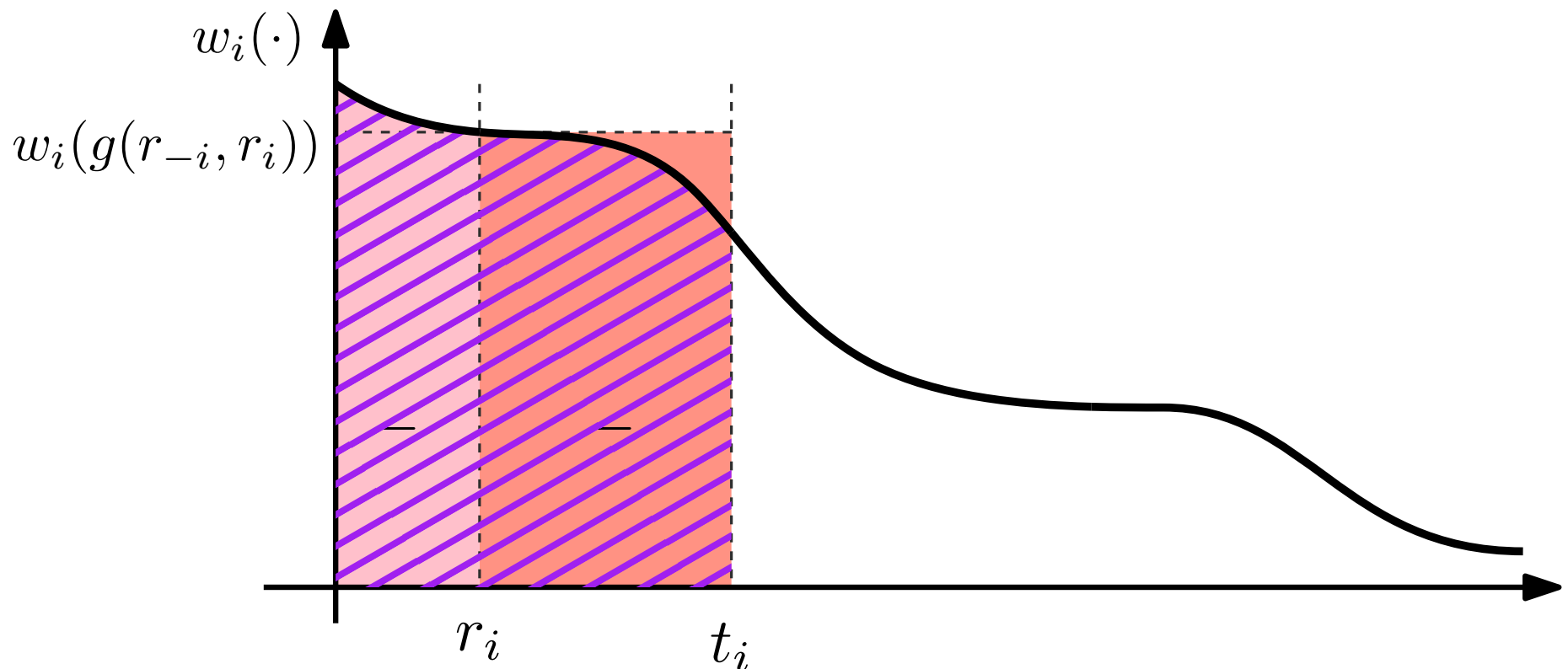
$$u_i(t_i, g(r_{-i}, t_i)) = -(t_i - r_i)w_i(r_{-i}, r_i) - \int_0^{r_i} w_i(r_{-i}, z) dz$$



## Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$
- When  $r_i < t_i$ :

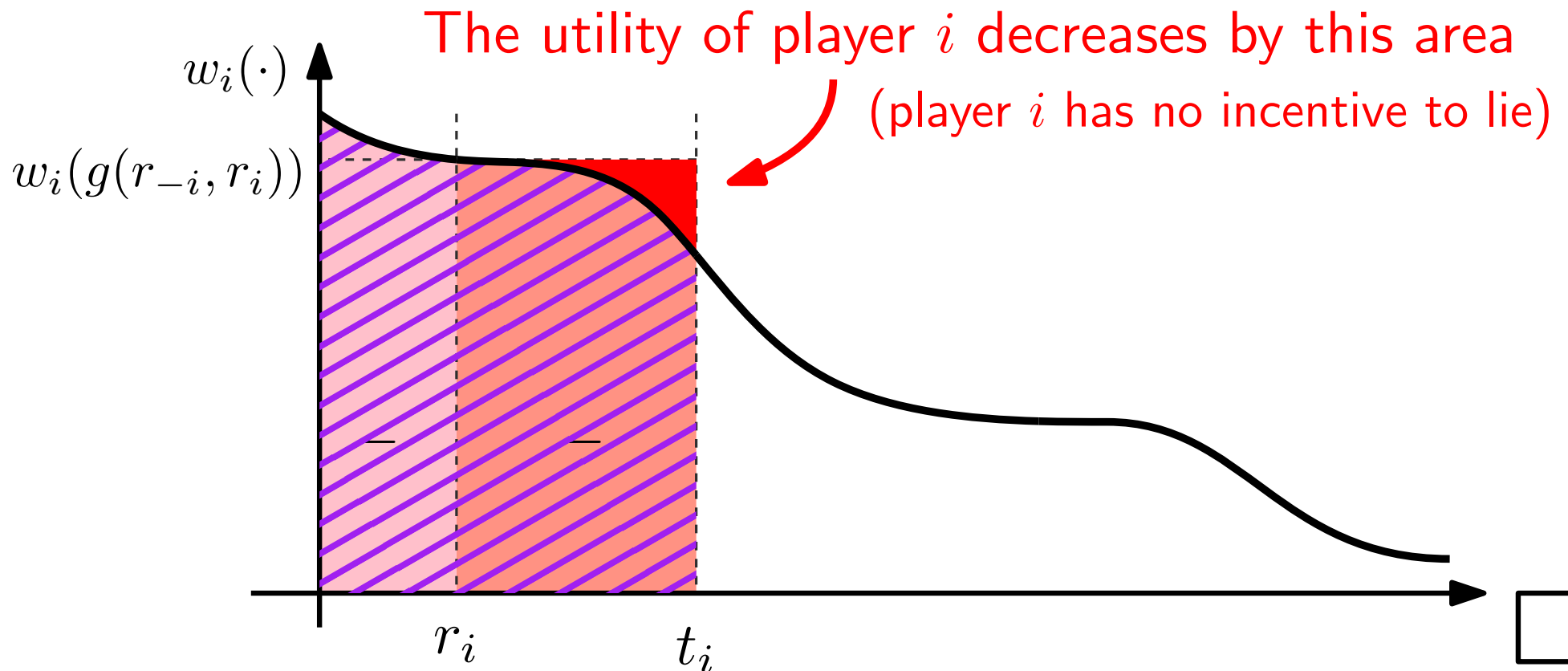
$$u_i(t_i, g(r_{-i}, t_i)) = -(t_i - r_i)w_i(r_{-i}, r_i) - \int_0^{r_i} w_i(r_{-i}, z) dz$$



## Proof (cont.):

- When  $r_i = t_i$ :  $u_i(t_i, g(r_{-i}, t_i)) = - \int_0^{t_i} w_i(r_{-i}, z) dz$
- When  $r_i < t_i$ :

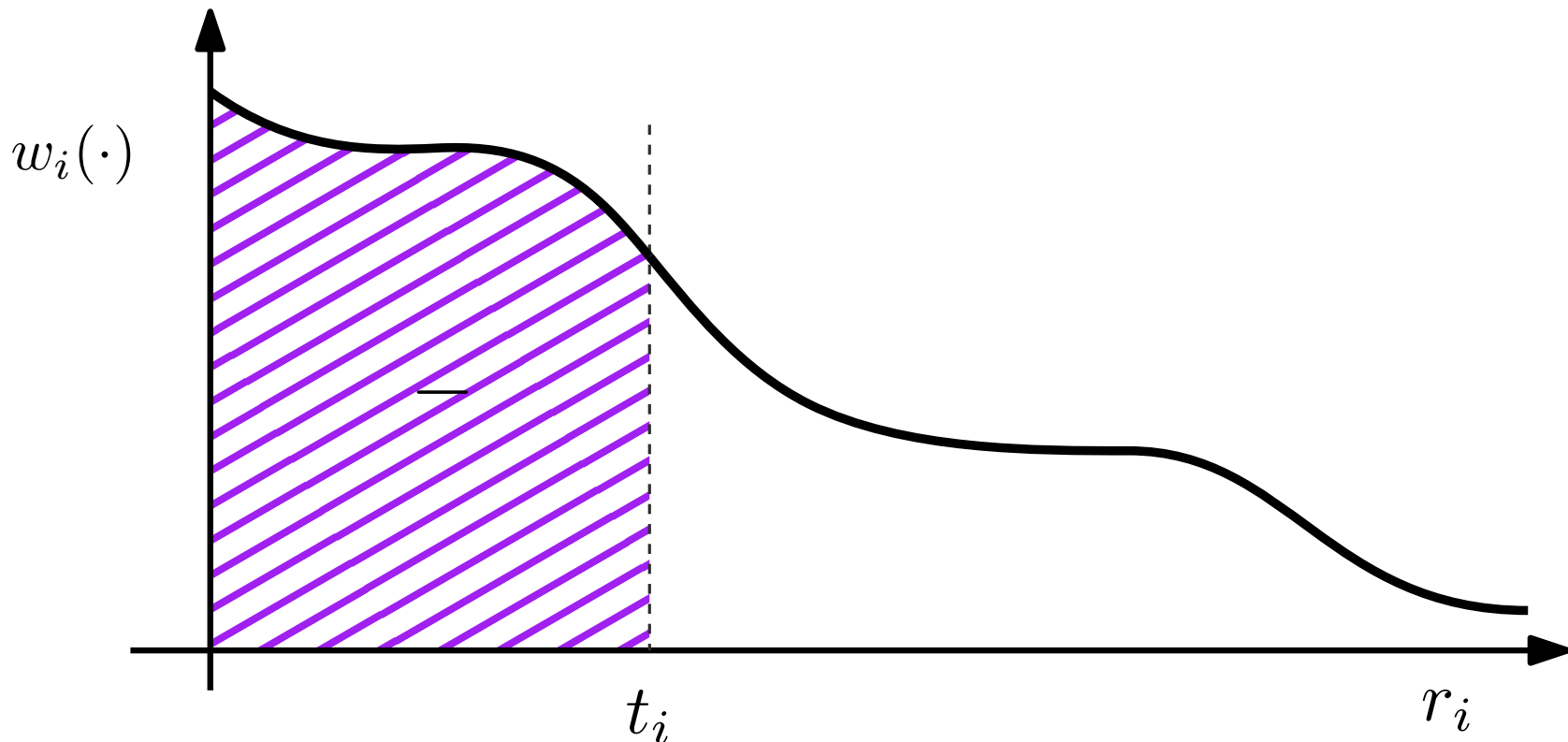
$$u_i(t_i, g(r_{-i}, t_i)) = -(t_i - r_i)w_i(r_{-i}, r_i) - \int_0^{r_i} w_i(r_{-i}, z) dz$$



# Voluntary participation

With  $h_i(r_{-i}) = 0$  the mechanism does not guarantee voluntary participation.

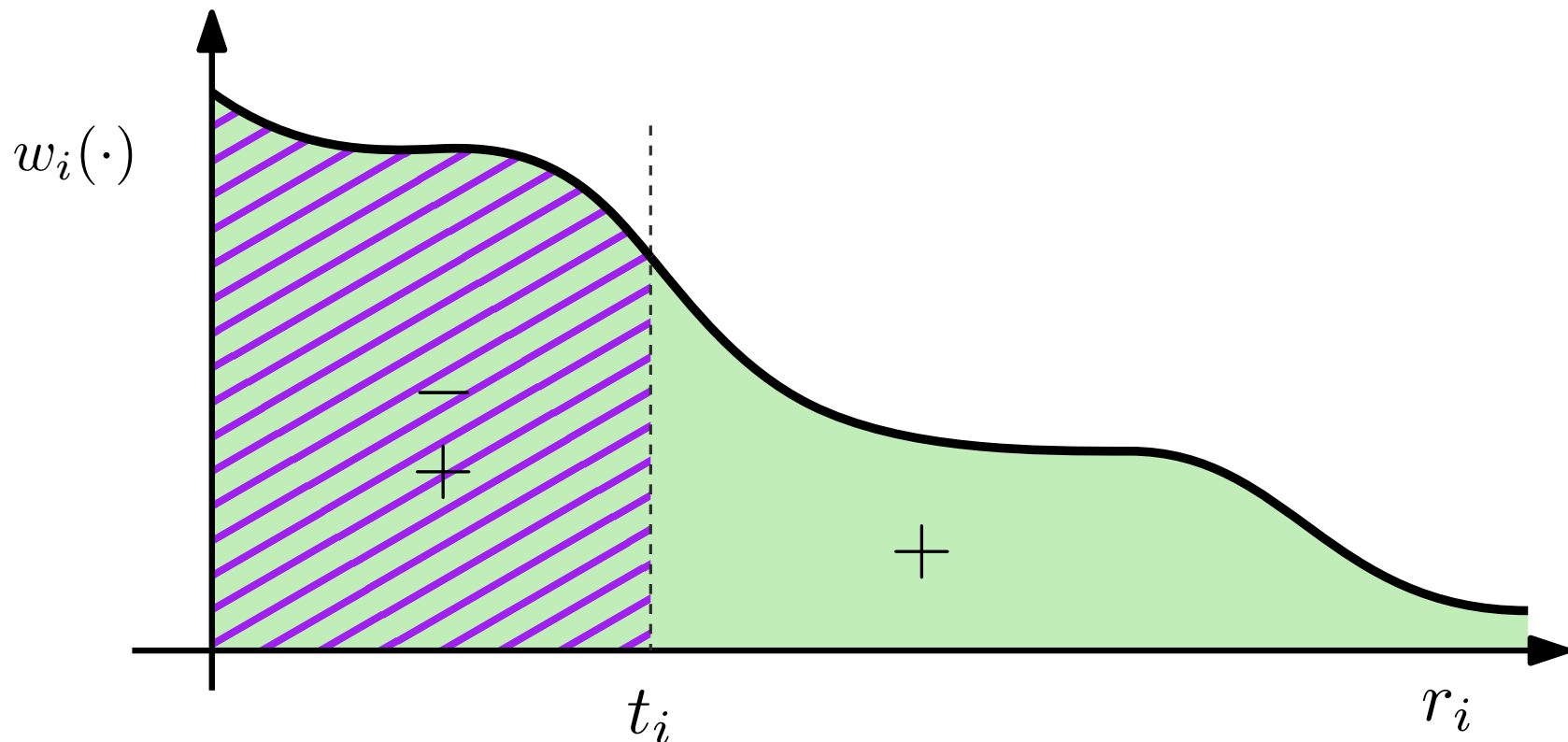
$$u_i(t_i, g(r_{-i}, t_i)) = \underbrace{h_i(r_{-i})}_0 - \int_0^{t_i} w_i(r_{-i}, z) dz$$



# Voluntary participation

**Solution:** Choose  $h_i(r_{-i}) = \int_0^{+\infty} w_i(r_{-i}, z) dz$

$$u_i(t_i, g(r_{-i}, t_i)) = h_i(r_{-i}) - \int_0^{t_i} w_i(r_{-i}, z) dz$$

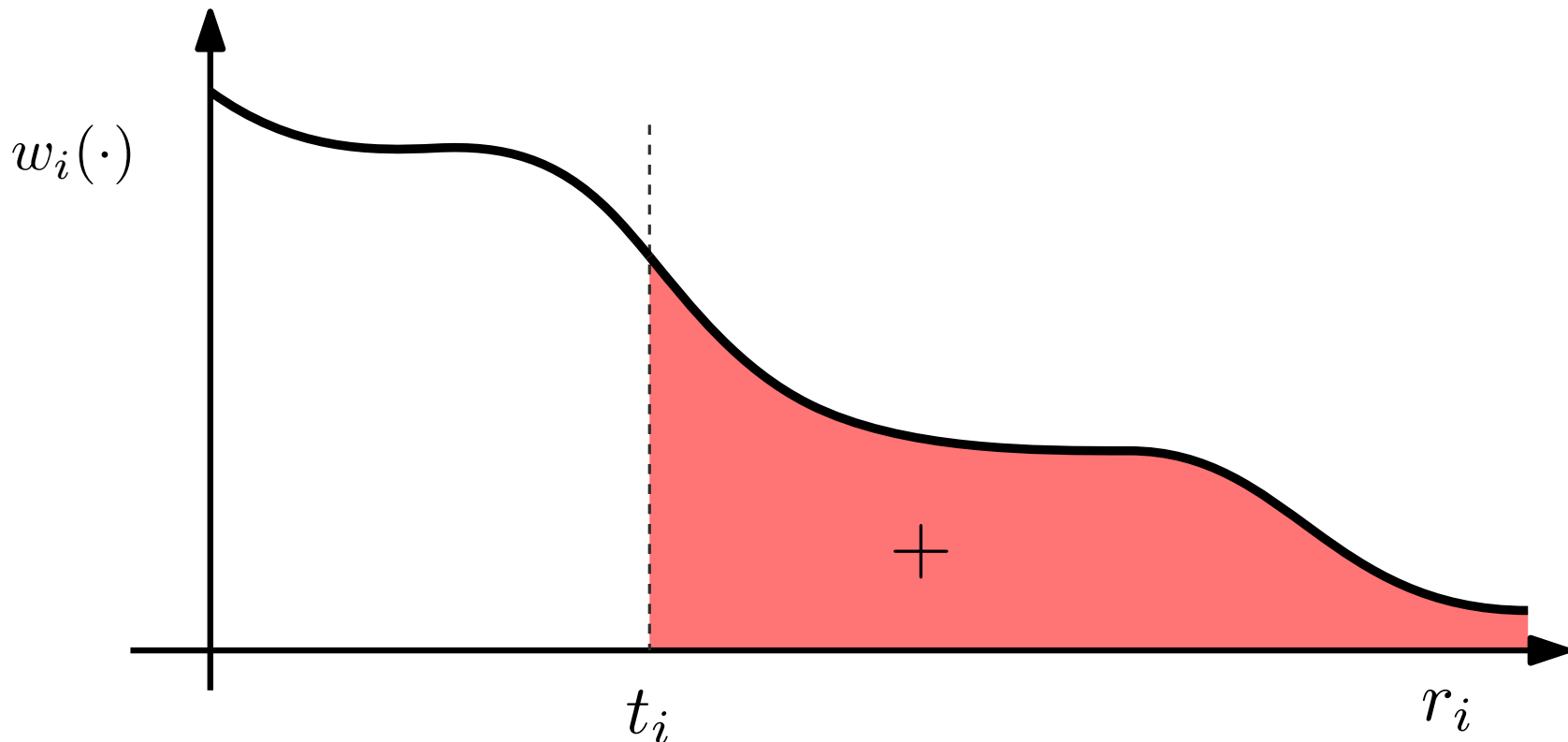


# Voluntary participation

**Solution:** Choose  $h_i(r_{-i}) = \int_0^{+\infty} w_i(r_{-i}, z) dz$

$$u_i(t_i, g(r_{-i}, t_i)) = \int_{r_i}^{+\infty} w_i(r_{-i}, z) dz$$

---

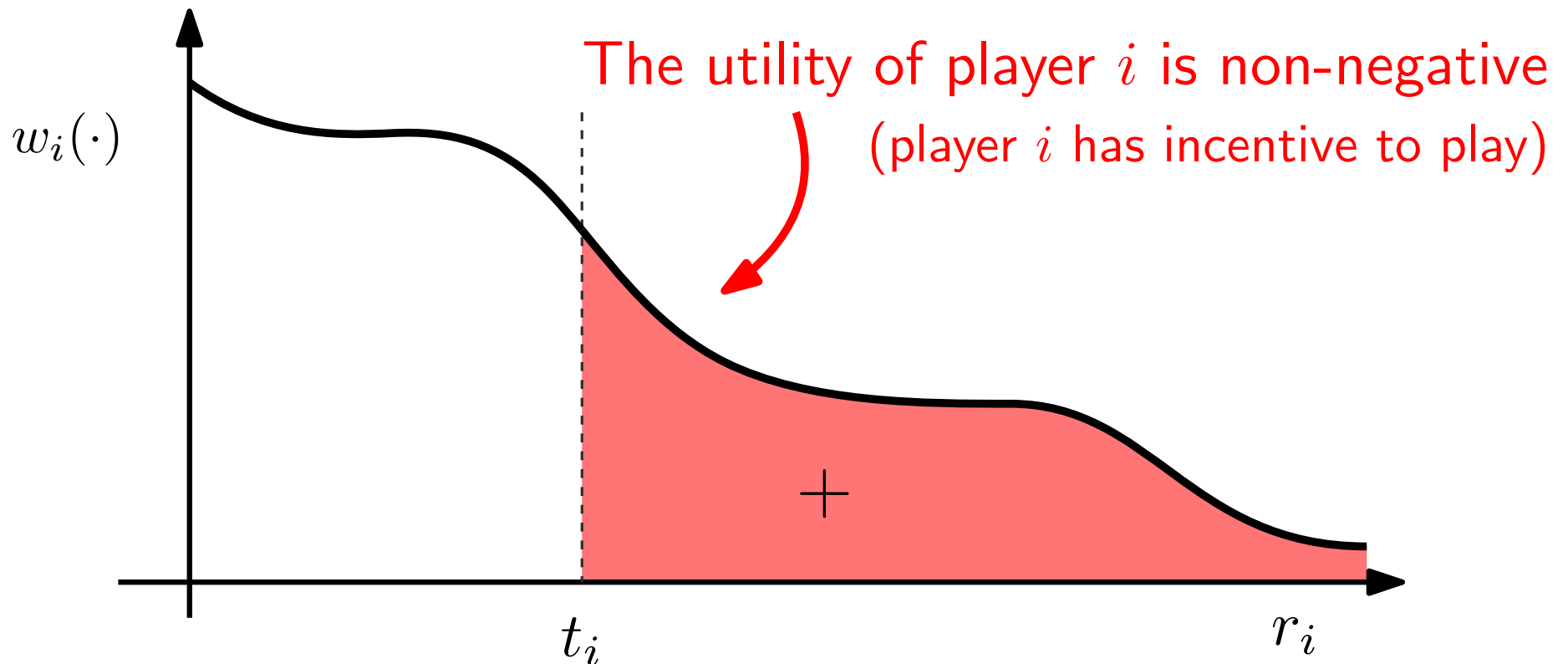


# Voluntary participation

**Solution:** Choose  $h_i(r_{-i}) = \int_0^{+\infty} w_i(r_{-i}, z) dz$

$$u_i(t_i, g(r_{-i}, t_i)) = \int_{r_i}^{+\infty} w_i(r_{-i}, z) dz$$

---



# Wrapping up

Truthful One-parameter mechanism that guarantees voluntary participation (for an OP problem):

$$M = \langle g, p \rangle$$

- $g$  is any monotone algorithm (for the underlying OP problem)

- $$p_i(r) = r_i w_i(r) + \int_{r_i}^{+\infty} w_i(r_{-i}, z) dz$$



# VCG vs One-parameter

**VCG mechanisms:** arbitrary valuation functions and types, but only utilitarian problems

**One-parameter mechanisms:** arbitrary social-choice function, but only one-parameter types and workloaded valuation functions

# VCG vs One-parameter

**VCG mechanisms:** arbitrary valuation functions and types, but only utilitarian problems

**One-parameter mechanisms:** arbitrary social-choice function, but only one-parameter types and workloaded valuation functions

**Note:** A problem can be both utilitarian and One-parameter

# VCG vs One-parameter

**VCG mechanisms:** arbitrary valuation functions and types, but only utilitarian problems

**One-parameter mechanisms:** arbitrary social-choice function, but only one-parameter types and workloaded valuation functions

**Note:** A problem can be both utilitarian and One-parameter



The VCG and the OP mechanisms coincide