

Pricing in Games  
 - IC constrained efficiency

IC constrained efficient  $\equiv$  second best

Public Goods again.  
Mechanism Design

	$b_1$	$b_2$
$a_1$	5, 1	0, 0
$a_2$	4, 4	1, 5

11	12
21	22

$$V_1 = (5, 0, 4, 1) \quad X_1 = (x_{11}^1, x_{12}^1, x_{21}^1, x_{22}^1)$$

$$V_2 = (1, 0, 4, 5) \quad X_2 = (x_{11}^2, x_{12}^2, x_{21}^2, x_{22}^2)$$

$$u_1 = \begin{cases} V_1 \cdot X_1 & \text{if } X_1 \text{ is a probability distribution } \in \Delta \\ -\infty & X_1 \notin \Delta \end{cases}$$

$$u_2 = \begin{cases} V_2 \cdot X_2 & \text{if } X_2 \in \Delta \\ -\infty & X_2 \notin \Delta \end{cases}$$

$$V_1[a_1] = (5, 0, 5, 0)$$

denotation to  
 always choosing  $a_1$

$$V_1[a_2] = (4, 1, 4, 1)$$

$$V_2[b_1] = (1, 1, 4, 4)$$

$$V_2[b_2] = (0, 0, 5, 5)$$

- (1)  $V_1[a_1] - V_1 = (0, 0, 1, -1)$
- (2)  $V_1[a_2] - V_1 = (-1, 1, 0, 0)$
- (3)  $V_2[b_1] - V_2 = (0, 1, 0, -1)$
- (4)  $V_2[b_2] - V_2 = (-1, 0, 1, 0)$

$$u_0 = V_0 \cdot x_0 \quad x_0 = (x_{11}^0, x_{12}^0, x_{21}^0, x_{22}^0) \quad x_0 \geq 0$$

$$V_0 \cdot x_0 = \begin{cases} 0 & \text{if } x_0 \cdot (k) \leq 0 \quad (k) \in \{(1), (2), (3), (4)\} \\ -\infty & \text{else} \end{cases}$$

This is where the constraint comes in

Eight prices:  $p^1 = (p_{11}^1, p_{12}^1, p_{21}^1, p_{22}^1)$   
 $p^2 = (p_{11}^2, p_{12}^2, p_{21}^2, p_{22}^2)$

$$\begin{aligned}
 v_1^*(p^1) &\leftarrow x_1 \\
 v_2^*(p^2) &\leftarrow x_2 \\
 v_0^*(p^1 + p^2) &\leftarrow x_0
 \end{aligned}$$

In equilibrium,  $x_1 = x_2 = x_0$

Total gains:

$v = (v_1, \dots, v_n)$ , concave

$$g(v) = \sup \left\{ \left( \sum_{i=1}^n v_i \right)(z) + v_0(z) \right\}$$

$$v_0(z) = -c_0(z)$$

1) costless: (a)  $v_0(z) = \begin{cases} 0 & \text{if } z \in [0, 1] \\ -\infty & \text{else} \end{cases}$  "paint the room in shade of green"

(b)  $v_0(z) = \begin{cases} 0 & \text{if } z \in \{0, 1\} \\ -\infty & \text{else} \end{cases}$  "paint the room either blue or gray"

2) costly:  $c_0(z)$  is increasing convex function

$$MP_i(v) = g(v) - g(v_{-i})$$

$\sum MP_i(v) \geq g(v)$  in private goods model - people are complementary

$\sum MP_i(v) \leq g(v)$  in public goods (costless) model - not complementary

$\sum MP_i(v) = g(v)$  if  $z$  does not change when  $i$  is in and  $i$  is out  
 ↳ duality relationship with PEDS.

Costly case: Examples: (I)  $v(z) = az - \frac{1}{2}z^2$ ,  $c_0(z) = z$

(II)  $v(z) = 2z^{1/2}$ ,  $c_0(z) = z$

$$g(v) \stackrel{?}{\leq} \sum_i MP_i(v)$$

$$2g(v) \stackrel{?}{\leq} g(2v) = \sup \left\{ \left[ \sum_i v_i \right](z) + v_0(z) \right\}$$

( $<$ )

Costly public goods (under "good" conditions) are like increasing returns to scale. Decreasing average cost.

This gives us  $\sum MP_i(v) \geq g(v)$  since people are really complementary

In case (II), as  $n \rightarrow \infty$ , we can reach nirvana

Local public good: a good shared by a subset of the population

↳ allows for crowding effects (theater example)

↳ Competition can arise

Pure public goods - overwhelming complementarities.

Non-manipulable mechanism notes posted on web.

Heuristic Sketch



$MP_i(v) > \pi_i(v) \Rightarrow \bar{c}$  creates positive externalities

$MP_i(v) < \pi_i(v) \Rightarrow \bar{c}$  creates negative externalities

$MP_i(v) = \pi_i(v) \Rightarrow$  no externalities

↳ we can talk about this in mechanism design without respect to competition

↳ full appropriation is a good reward scheme.

In occupational choice model,

$v \in V_1 \times \dots \times V_n$

Now, we will interpret  $v$  as a vector of tastes



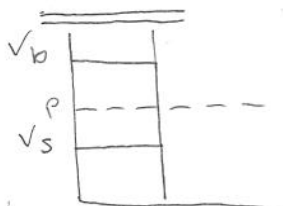
How do we get people to report their tastes truthfully?

Weak form of incentive compatibility: no matter what you say, the mechanism will do the same thing.

$v \rightarrow F(v)$   
↳ non-money commodity allocation

could be:  $F_i(v) = z_i(v) \leftarrow$  private good allocation

$F_i(v) = z_i(v) = z(v) \leftarrow$  public good allocation.



$v_b \in [0, 1]$

$v_s \in [0, 1]$

Benevolent s.p.  $\Rightarrow$  Want to make sure a trade occurs whenever  $v_b \geq v_s$

$p \in (v_s, v_b) \Rightarrow$  Both create externalities

$p = v_s \Rightarrow$  Buyer fully appropriates

$p = v_b \Rightarrow$  Seller fully appropriates.

We will drop the requirement that  $\sum m_i(v) \neq 0$ .