









## 2. Susceptibility to Collusion



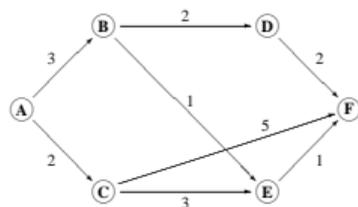
### Example

Agent	$U(\text{build road})$	$U(\text{do not build road})$	Payment
1	250	0	100
2	150	0	0
3	0	250	0

- What happens if agents 1 and 2 both increase their declared valuations by \$50?
- The choice is unchanged, but both of their payments are reduced.
- Thus, while no agent can gain by changing his declaration, groups *can*.



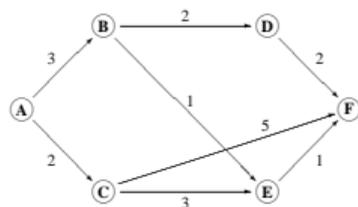
### 3. VCG is not Frugal



- VCG can end up paying **arbitrarily more than an agent is willing to accept** (or equivalently charging arbitrarily less than an agent is willing to pay)
- Consider the effect of  $AC$ 's cost on the payment to  $AB$ .
  - If the cost of this edge increased to 8, our payment to  $AB$  would increase to  $p_{AB} = (-12) - (-2) = -10$ .



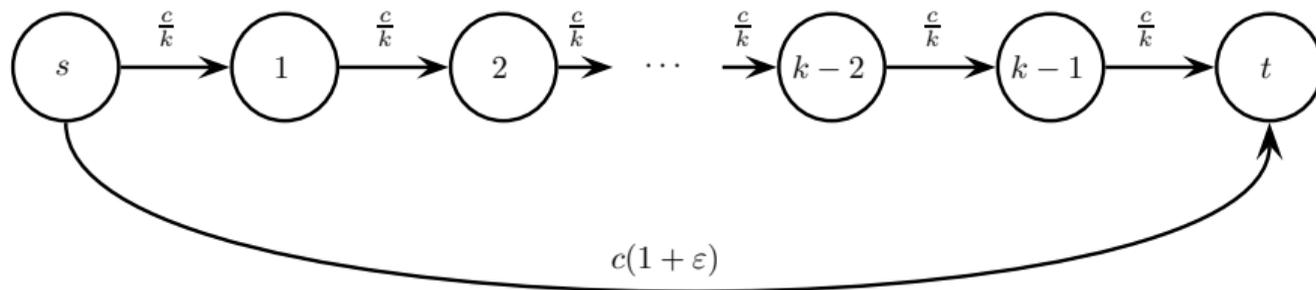
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  - If the cost were any  $x \geq 2$ , we would select the path  $ABEF$  and would have to make a payment to  $AB$  of  $p_{AB} = (-4 - x) - (-2) = -(x + 2)$ .
  - The gap between agents' true costs and the payments that they could receive under VCG is unbounded.

### 3. VCG is not Frugal

Are VCG's payments at least close to the cost of the second shortest disjoint path?



- The top path has a total cost of  $c$ .
- VCG picks it, pays each of the  $k$  agents  $c(1 + \varepsilon) - (k - 1)\frac{c}{k}$ .
- Hence VCG's total payment is  $c(1 + k\varepsilon)$ .
- For fixed  $\varepsilon$ , VCG's payment is  $\Theta(k)$  times (i.e., only a constant away from  $k$  times) the cost of the second shortest disjoint path.





## 4. Revenue Monotonicity Violated

Revenue monotonicity: revenue always weakly increases as agents are added.

### Example

Agent	$U(\text{build road})$	$U(\text{do not build road})$	Payment
1	0	90	0
2	100	0	0
3	100	0	0

- Adding agent 3 causes VCG to make the same choice but to collect zero revenue!
- Agent 2 could pretend to be two agents and eliminate his payment.

