

Limitations of VCG

Game Theory Course:
Jackson, Leyton-Brown & Shoham

cooperative payoff utility paradoxes adverse selection evolution game theory mechanism design information incentive compatibility Bayesian Normal-form auctions tragedy of the commons repeated equilibrium class rational math predator Nash games paper Extensive-form rational action strategies zero-sum probability Online

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Agent	$U(\text{build road})$	$U(\text{do not build road})$	Payment
1	200	0	150
2	100	0	50
3	0	250	0

- What happens if agents 1 and 2 both increase their declared valuations by \$50?

2. Susceptibility to Collusion



Example

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

- What happens if agents 1 and 2 both increase their declared valuations by \$50?

2. Susceptibility to Collusion

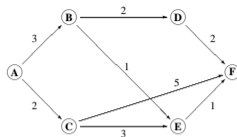


Example

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

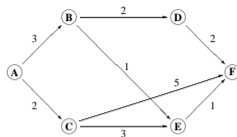
- What happens if agents 1 and 2 both increase their declared valuations by \$50?
- The choice is unchanged, but both of their payments are reduced.
- Thus, while no agent can gain by changing his declaration, groups *can*.

3. VCG is not Frugal



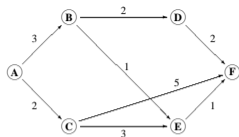
- VCG can end up paying **arbitrarily more than an agent is willing to accept** (or equivalently charging arbitrarily less than an agent is willing to pay)
- Consider the effect of AC 's cost on the payment to AB .



[illegible]

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 - If the cost of this edge increased to 8, our payment to AB would increase to $p_{AB} = (-12) - (-2) = -10$.

3. VCG is not Frugal

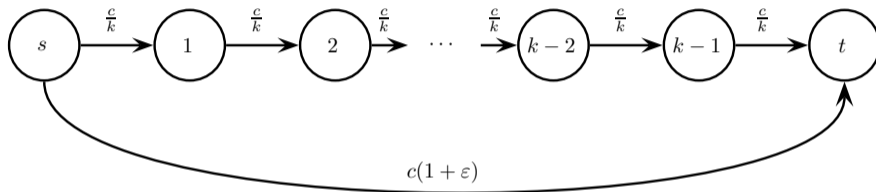


- VCG can end up paying **arbitrarily more than an agent is willing to accept** (or equivalently charging arbitrarily less than an agent is willing to pay)
- Consider the effect of AC 's cost on the payment to AB .
 - If the cost of this edge increased to 8, our payment to AB would increase to $p_{AB} = (-12) - (-2) = -10$.
 - 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 ε , VCG's payment is $\Theta(k)$ times (i.e., only a constant away from k times) the cost of the second shortest disjoint path.

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theory

Example

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

[illegible]

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

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.

[illegible]

- [illegible]