LIQUID WELFARE GUARANTEES FOR NO-REGRET LEARNING IN SEQUENTIAL BUDGETED AUCTIONS EC 2023

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- n players
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Adaptive Pacing Algorithm \mathcal{R}_{AP}



[Balseiro-Gur, EC'17]

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Adversarial guarantee: for some $\gamma \ge 1$

$$U_{i} \geq \frac{\max_{\vec{b}_{i}'} \left(\hat{U}_{i}(\vec{b}_{i}') \right) - \tilde{O}(\sqrt{T})}{\gamma}$$



Liquid welfare¹:

- Social welfare for Budgeted settings
- ▶ LW_i = min{ B_i , V_i }
- \blacktriangleright LW = \sum_{i} LW_i

¹[Dobzinski-Paes Leme, ICALP'14]

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- Everyone uses \mathcal{R}_{AP}
- Values are Bayesian



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[Gaitonde-Light-Lucier-Slivkins, ITCS'23]

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$$v_{1t} = v_{2t} = 1$$

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$$\gamma = 1$$
, Reg = 0



[Gaitonde-Light-Lucier-Slivkins, ITCS'23]

- Do individual guarantees imply welfare guarantees?
- Not in second-price
 - ▶ *n* = 2

$$V_{1t} = V_{2t} = 1$$

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$$\gamma = 1$$
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 $\blacktriangleright LW = \varepsilon LW^*$



SEQUENTIAL BUDGETED FIRST-PRICE AUCTIONS

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 - First-price: $\operatorname{Reg} \geq \Omega(T)$

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Theorem - Liquid Welfare guarantee

If players are γ -competitive then

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 - ▶ If $V_i > B_i$: LW_i = B_i



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For any $\gamma \ge 1$ even if



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LIQUID WELFARE UPPER BOUNDS

For any $\gamma \ge 1$ even if

■ *n* = 2

$$\mathbf{v}_{it} = \mathbf{v}_i$$

■ players are γ -competitive, Reg ≤ 1 it can hold

$$LW \leq \frac{LW^*}{\max\{\gamma, 2\}}$$













= ε



- $\blacksquare \forall i, \ U_i = \max_{\lambda} \hat{U}_i(\lambda)$
- $\blacksquare LW = \varepsilon T$



SEQUENTIAL SUBMODULAR FIRST-PRICE AUCTIONS

Theorem

If players are γ -competitive with submodular valuations then

$$LW \ge \frac{LW^* - O(nReg)}{\gamma + 1 + O\left(\frac{1}{\gamma}\right)}$$

Denominator is 2.62 when $\gamma = 1$.

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Theorem

Player *i* can guarantee with high probability

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if $B_i = \Omega(T)$.



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- Matches \mathcal{R}_{AP}
- Best possible



- Second-price: 1-competitive ⇒ bounded PoA
- First-price: γ -competitive \implies PoA $\leq \gamma + \frac{1}{2} + O\left(\frac{1}{\gamma}\right)$
- PoA $\geq \max\{\gamma, 2\}$
- Submodular: PoA $\leq \gamma + 1 + O\left(\frac{1}{\gamma}\right)$
- Additive players can be $\frac{T}{B}$ -competitive

