

# Posted Pricings and Prophet Inequalities

Aaron Roth

University of Pennsylvania

April 1 2025

# Overview

- ▶ We've seen (if we know the valuation distributions) how to maximize social welfare and revenue with an auction.

# Overview

- ▶ We've seen (if we know the valuation distributions) how to maximize social welfare and revenue with an auction.
- ▶ But auctions are difficult to run. They require e.g. all participants to be present and coordinating.

# Overview

- ▶ We've seen (if we know the valuation distributions) how to maximize social welfare and revenue with an auction.
- ▶ But auctions are difficult to run. They require e.g. all participants to be present and coordinating.
- ▶ Many things are instead sold via posted prices.

# Overview

- ▶ We've seen (if we know the valuation distributions) how to maximize social welfare and revenue with an auction.
- ▶ But auctions are difficult to run. They require e.g. all participants to be present and coordinating.
- ▶ Many things are instead sold via posted prices.
- ▶ This lecture: How to approximate the welfare and revenue of the optimal auction with posted prices

# Pricing for a single item (e.g. a car)

A Model:

- ▶  $k$  recognizable *types* of buyers (based on demographics, purchase history, or anything else).

# Pricing for a single item (e.g. a car)

A Model:

- ▶  $k$  recognizable *types* of buyers (based on demographics, purchase history, or anything else).
- ▶ Buyers of type  $i$  have valuation  $v_i \sim D_i$ , where  $D_i$  regular.

# Pricing for a single item (e.g. a car)

## A Model:

- ▶  $k$  recognizable *types* of buyers (based on demographics, purchase history, or anything else).
- ▶ Buyers of type  $i$  have valuation  $v_i \sim D_i$ , where  $D_i$  regular.
- ▶ Buyers arrive one at a time until the item is sold.



# Pricing for a single item (e.g. a car)

## A Model:

- ▶  $k$  recognizable *types* of buyers (based on demographics, purchase history, or anything else).
- ▶ Buyers of type  $i$  have valuation  $v_i \sim D_i$ , where  $D_i$  regular.
- ▶ Buyers arrive one at a time until the item is sold.
- ▶ Buyers of type  $i$  face price  $p_i$ . If  $v_i \geq p_i$  they buy the item, and we get revenue  $p_i$ . Otherwise they pass.

## Pricing for a single item (e.g. a car)

A Model:

- ▶  $k$  recognizable *types* of buyers (based on demographics, purchase history, or anything else).
- ▶ Buyers of type  $i$  have valuation  $v_i \sim D_i$ , where  $D_i$  regular.
- ▶ Buyers arrive one at a time until the item is sold.
- ▶ Buyers of type  $i$  face price  $p_i$ . If  $v_i \geq p_i$  they buy the item, and we get revenue  $p_i$ . Otherwise they pass.

Are there choices of  $p_i$  that allow us to approximate the welfare or revenue of the optimal auction?

# Prophets and Profits (an Interlude)

Consider the following game:

- ▶ In each of  $n$  steps  $i \in \{1, \dots, n\}$ , you are offered a prize  $\pi_i \sim G_i$ . (The distributions  $G_i$  are known in advance).

# Prophets and Profits (an Interlude)

Consider the following game:

- ▶ In each of  $n$  steps  $i \in \{1, \dots, n\}$ , you are offered a prize  $\pi_i \sim G_i$ . (The distributions  $G_i$  are known in advance).
- ▶ At each step  $i$ , after seeing  $\pi_i$ , you can either choose to accept it *and end the game* or reject it and continue.

# Prophets and Profits (an Interlude)

Consider the following game:

- ▶ In each of  $n$  steps  $i \in \{1, \dots, n\}$ , you are offered a prize  $\pi_i \sim G_i$ . (The distributions  $G_i$  are known in advance).
- ▶ At each step  $i$ , after seeing  $\pi_i$ , you can either choose to accept it *and end the game* or reject it and continue.
- ▶ A *prophet* could foresee all of the prizes and make sure to always take the highest one. His expected profit would be:

$$Profit(Prophet) = \mathbb{E}[\max_i \pi_i]$$

# Prophets and Profits (an Interlude)

Consider the following game:

- ▶ In each of  $n$  steps  $i \in \{1, \dots, n\}$ , you are offered a prize  $\pi_i \sim G_i$ . (The distributions  $G_i$  are known in advance).
- ▶ At each step  $i$ , after seeing  $\pi_i$ , you can either choose to accept it *and end the game* or reject it and continue.
- ▶ A *prophet* could foresee all of the prizes and make sure to always take the highest one. His expected profit would be:

$$Profit(Prophet) = \mathbb{E}[\max_i \pi_i]$$

- ▶ How well can you do?

# The Prophet Inequality

## Definition

A *threshold* strategy fixes some threshold  $t$  and accepts the first prize such that  $\pi_i \geq t$ .

# The Prophet Inequality

## Definition

A *threshold* strategy fixes some threshold  $t$  and accepts the first prize such that  $\pi_i \geq t$ .

An immediate connection to welfare:  $t$  corresponds to price  $p$ , accepting reward  $\pi_i$  corresponds to obtaining welfare  $v_i$ .



# The Prophet Inequality

## Definition

A *threshold* strategy fixes some threshold  $t$  and accepts the first prize such that  $\pi_i \geq t$ .

An immediate connection to welfare:  $t$  corresponds to price  $p$ , accepting reward  $\pi_i$  corresponds to obtaining welfare  $v_i$ .

## Theorem

For every set of distributions  $G_1, \dots, G_n$ , there is a threshold strategy that guarantees reward at least  $\frac{1}{2} \mathbb{E}[\max_i \pi_i]$ .

# The Prophet Inequality

- ▶ Notation:  $z^+ = \max(z, 0)$ ,  $V^* = \max_j \pi_j$ .

# The Prophet Inequality

- ▶ Notation:  $z^+ = \max(z, 0)$ ,  $V^* = \max_j \pi_j$ .
- ▶ We'll use threshold  $t = \frac{1}{2}\mathbb{E}[V^*]$ .

# The Prophet Inequality

- ▶ Notation:  $z^+ = \max(z, 0)$ ,  $V^* = \max_j \pi_j$ .
- ▶ We'll use threshold  $t = \frac{1}{2}\mathbb{E}[V^*]$ .
- ▶ We'll use language of the economic application:
  - ▶ “item is unsold”  $\Leftrightarrow$  “We don't accept any prizes”
  - ▶ “item is sold”  $\Leftrightarrow$  “We accept a prize”

# The Prophet Inequality

- ▶ Notation:  $z^+ = \max(z, 0)$ ,  $V^* = \max_j \pi_j$ .
- ▶ We'll use threshold  $t = \frac{1}{2}\mathbb{E}[V^*]$ .
- ▶ We'll use language of the economic application:
  - ▶ “item is unsold”  $\Leftrightarrow$  “We don't accept any prizes”
  - ▶ “item is sold”  $\Leftrightarrow$  “We accept a prize”
- ▶ We'll prove the prophet inequality by decomposing expected reward between:
  1. Expected revenue, and
  2. Expected buyer utility.

# The Prophet Inequality

- ▶ To show: Expected welfare (reward) is large.

# The Prophet Inequality

- ▶ To show: Expected welfare (reward) is large.
- ▶ Suppose we sell to buyer  $i$  at price  $p$  (select reward  $i$ ):
  - ▶ We obtain revenue  $p$
  - ▶ Buyer obtains *utility*  $v_i - p$ .

# The Prophet Inequality

- ▶ To show: Expected welfare (reward) is large.
- ▶ Suppose we sell to buyer  $i$  at price  $p$  (select reward  $i$ ):
  - ▶ We obtain revenue  $p$
  - ▶ Buyer obtains *utility*  $v_i - p$ .
- ▶ Welfare = Revenue + Buyer Utility.



# The Prophet Inequality

- ▶ To show: Expected welfare (reward) is large.
- ▶ Suppose we sell to buyer  $i$  at price  $p$  (select reward  $i$ ):
  - ▶ We obtain revenue  $p$
  - ▶ Buyer obtains *utility*  $v_i - p$ .
- ▶ Welfare = Revenue + Buyer Utility.
- ▶ Strategy: Prove lower bounds on expected revenue and buyer utility separately.

# The Prophet Inequality

- ▶ Expected Revenue:

$$E[\text{Revenue}] = p \cdot \Pr[\text{Item is sold}] = \frac{1}{2}E[V^*] \cdot \Pr[\text{Item is sold}]$$

# The Prophet Inequality

- ▶ Expected Revenue:

$$E[\text{Revenue}] = p \cdot \Pr[\text{Item is sold}] = \frac{1}{2}E[V^*] \cdot \Pr[\text{Item is sold}]$$

- ▶ Buyer Utility:

# The Prophet Inequality

- ▶ Expected Revenue:

$$E[\text{Revenue}] = p \cdot \Pr[\text{Item is sold}] = \frac{1}{2}E[V^*] \cdot \Pr[\text{Item is sold}]$$

- ▶ Buyer Utility:

- ▶ *If we get to buyer  $i$  before selling the item, she has opportunity to buy. So her utility is  $(v_i - p)^+$ .*

# The Prophet Inequality

- ▶ Expected Revenue:

$$E[\text{Revenue}] = p \cdot \Pr[\text{Item is sold}] = \frac{1}{2} E[V^*] \cdot \Pr[\text{Item is sold}]$$

- ▶ Buyer Utility:

- ▶ *If we get to buyer  $i$  before selling the item, she has opportunity to buy. So her utility is  $(v_i - p)^+$ .*
- ▶ So expected buyer utility is:

$$E[\text{Utility}] = \sum_{i=1}^n E[(v_i - p)^+] \cdot \Pr[\text{item is unsold before } i]$$

# The Prophet Inequality

- ▶ Expected Revenue:

$$E[\text{Revenue}] = p \cdot \Pr[\text{Item is sold}] = \frac{1}{2} E[V^*] \cdot \Pr[\text{Item is sold}]$$

- ▶ Buyer Utility:

- ▶ *If we get to buyer  $i$  before selling the item, she has opportunity to buy. So her utility is  $(v_i - p)^+$ .*
- ▶ So expected buyer utility is:

$$\begin{aligned} E[\text{Utility}] &= \sum_{i=1}^n E[(v_i - p)^+] \cdot \Pr[\text{item is unsold before } i] \\ &\geq \sum_{i=1}^n E[(v_i - p)^+] \cdot \Pr[\text{item is unsold}] \end{aligned}$$

# The Prophet Inequality

- ▶ Expected Revenue:

$$E[\text{Revenue}] = p \cdot \Pr[\text{Item is sold}] = \frac{1}{2} E[V^*] \cdot \Pr[\text{Item is sold}]$$

- ▶ Buyer Utility:

- ▶ *If we get to buyer  $i$  before selling the item, she has opportunity to buy. So her utility is  $(v_i - p)^+$ .*
- ▶ So expected buyer utility is:

$$\begin{aligned} E[\text{Utility}] &= \sum_{i=1}^n E[(v_i - p)^+] \cdot \Pr[\text{item is unsold before } i] \\ &\geq \sum_{i=1}^n E[(v_i - p)^+] \cdot \Pr[\text{item is unsold}] \\ &\geq E[\max_i (v_i - p)^+] \cdot \Pr[\text{item is unsold}] \end{aligned}$$

# The Prophet Inequality

- ▶ Expected Revenue:

$$E[\text{Revenue}] = p \cdot \Pr[\text{Item is sold}] = \frac{1}{2} E[V^*] \cdot \Pr[\text{Item is sold}]$$

- ▶ Buyer Utility:

- ▶ *If we get to buyer  $i$  before selling the item, she has opportunity to buy. So her utility is  $(v_i - p)^+$ .*
- ▶ So expected buyer utility is:

$$\begin{aligned} E[\text{Utility}] &= \sum_{i=1}^n E[(v_i - p)^+] \cdot \Pr[\text{item is unsold before } i] \\ &\geq \sum_{i=1}^n E[(v_i - p)^+] \cdot \Pr[\text{item is unsold}] \\ &\geq E[\max_i (v_i - p)^+] \cdot \Pr[\text{item is unsold}] \\ &\geq (E[\max_i v_i] - p) \cdot \Pr[\text{item is unsold}] \end{aligned}$$



# The Prophet Inequality

- ▶ Expected Revenue:

$$E[\text{Revenue}] = p \cdot \Pr[\text{Item is sold}] = \frac{1}{2} E[V^*] \cdot \Pr[\text{Item is sold}]$$

- ▶ Buyer Utility:

- ▶ *If we get to buyer  $i$  before selling the item, she has opportunity to buy. So her utility is  $(v_i - p)^+$ .*
- ▶ So expected buyer utility is:

$$\begin{aligned} E[\text{Utility}] &= \sum_{i=1}^n E[(v_i - p)^+] \cdot \Pr[\text{item is unsold before } i] \\ &\geq \sum_{i=1}^n E[(v_i - p)^+] \cdot \Pr[\text{item is unsold}] \\ &\geq E[\max_i (v_i - p)^+] \cdot \Pr[\text{item is unsold}] \\ &\geq (E[\max_i v_i] - p) \cdot \Pr[\text{item is unsold}] \\ &= \frac{1}{2} E[V^*] \cdot \Pr[\text{Item is unsold}] \end{aligned}$$

# The Prophet Inequality

So we can bound expected welfare/reward...

$$E[\text{Welfare}] = E[\text{Revenue}] + E[\text{Utility}]$$

# The Prophet Inequality

So we can bound expected welfare/reward...

$$\begin{aligned} E[\text{Welfare}] &= E[\text{Revenue}] + E[\text{Utility}] \\ &\geq \frac{1}{2}E[V^*] \cdot \Pr[\text{Item is sold}] + \frac{1}{2}E[V^*] \cdot \Pr[\text{Item is unsold}] \end{aligned}$$

# The Prophet Inequality

So we can bound expected welfare/reward...

$$\begin{aligned} E[\text{Welfare}] &= E[\text{Revenue}] + E[\text{Utility}] \\ &\geq \frac{1}{2}E[V^*] \cdot \Pr[\text{Item is sold}] + \frac{1}{2}E[V^*] \cdot \Pr[\text{Item is unsold}] \\ &= \frac{1}{2}E[V^*] \cdot (\Pr[\text{Item is sold}] + \Pr[\text{Item is unsold}]) \end{aligned}$$

# The Prophet Inequality

So we can bound expected welfare/reward...

$$\begin{aligned} E[\text{Welfare}] &= E[\text{Revenue}] + E[\text{Utility}] \\ &\geq \frac{1}{2}E[V^*] \cdot \Pr[\text{Item is sold}] + \frac{1}{2}E[V^*] \cdot \Pr[\text{Item is unsold}] \\ &= \frac{1}{2}E[V^*] \cdot (\Pr[\text{Item is sold}] + \Pr[\text{Item is unsold}]) \\ &= \frac{1}{2}E[V^*] \end{aligned}$$

# Welfare

Immediate implications for welfare maximization!

- ▶ Using a *single* fixed price  $p = \frac{1}{2}\mathbb{E}[V^*]$ , can obtain half the expected welfare of the VCG mechanism.

# Welfare

Immediate implications for welfare maximization!

- ▶ Using a *single* fixed price  $p = \frac{1}{2}E[V^*]$ , can obtain half the expected welfare of the VCG mechanism.
- ▶ Without needing to gather all bidders ahead of time, and despite the uncertainty about realizations!

# Welfare

Immediate implications for welfare maximization!

- ▶ Using a *single* fixed price  $p = \frac{1}{2}E[V^*]$ , can obtain half the expected welfare of the VCG mechanism.
- ▶ Without needing to gather all bidders ahead of time, and despite the uncertainty about realizations!
- ▶ What about for revenue?



# Revenue

Recall that for monotone allocation rules  $X$  paired with truthful pricings  $P$ :



$$\mathbb{E}[\text{Revenue}] = \mathbb{E}\left[\sum_{i=1}^n \phi_i(v_i)X(v)\right]$$

# Revenue

Recall that for monotone allocation rules  $X$  paired with truthful pricings  $P$ :



$$\mathbb{E}[\text{Revenue}] = \mathbb{E}\left[\sum_{i=1}^n \phi_i(v_i)X(v)\right]$$

- ▶ Optimal revenue is  $\text{OPT} = \mathbb{E}[\max_i(\phi_i(v_i))^+]$ .

# Revenue

Recall that for monotone allocation rules  $X$  paired with truthful pricings  $P$ :



$$\mathbb{E}[\text{Revenue}] = \mathbb{E}\left[\sum_{i=1}^n \phi_i(v_i)X(v)\right]$$

- ▶ Optimal revenue is  $\text{OPT} = \mathbb{E}[\max_i(\phi_i(v_i))^+]$ .
- ▶ Define  $\pi_i = (\phi_i(v_i))^+$ . So  $\mathbb{E}[V^*] = \text{OPT}$ .

# Revenue

Recall that for monotone allocation rules  $X$  paired with truthful pricings  $P$ :



$$\mathbb{E}[\text{Revenue}] = \mathbb{E}\left[\sum_{i=1}^n \phi_i(v_i)X(v)\right]$$

- ▶ Optimal revenue is  $\text{OPT} = \mathbb{E}[\max_i(\phi_i(v_i))^+]$ .
- ▶ Define  $\pi_i = (\phi_i(v_i))^+$ . So  $\mathbb{E}[V^*] = \text{OPT}$ .
- ▶ We can achieve *virtual value* at least  $\frac{1}{2}\text{OPT}$  with threshold  $t = \text{OPT}/2$ .

# Revenue

Recall that for monotone allocation rules  $X$  paired with truthful pricings  $P$ :



$$\mathbb{E}[\text{Revenue}] = \mathbb{E}\left[\sum_{i=1}^n \phi_i(v_i)X(v)\right]$$

- ▶ Optimal revenue is  $\text{OPT} = \mathbb{E}[\max_i(\phi_i(v_i))^+]$ .
- ▶ Define  $\pi_i = (\phi_i(v_i))^+$ . So  $\mathbb{E}[V^*] = \text{OPT}$ .
- ▶ We can achieve *virtual value* at least  $\frac{1}{2}\text{OPT}$  with threshold  $t = \text{OPT}/2$ .
- ▶ This corresponds to setting threshold/price  $p_i = \phi_i^{-1}\left(\frac{\text{OPT}}{2}\right)$ .
  - ▶ (Note a fixed price corresponds to a monotone allocation rule with payment = price)

# Revenue

Recall that for monotone allocation rules  $X$  paired with truthful pricings  $P$ :



$$\mathbb{E}[\text{Revenue}] = \mathbb{E}\left[\sum_{i=1}^n \phi_i(v_i)X(v)\right]$$

- ▶ Optimal revenue is  $\text{OPT} = \mathbb{E}[\max_i(\phi_i(v_i))^+]$ .
- ▶ Define  $\pi_i = (\phi_i(v_i))^+$ . So  $\mathbb{E}[V^*] = \text{OPT}$ .
- ▶ We can achieve *virtual value* at least  $\frac{1}{2}\text{OPT}$  with threshold  $t = \text{OPT}/2$ .
- ▶ This corresponds to setting threshold/price  $p_i = \phi_i^{-1}\left(\frac{\text{OPT}}{2}\right)$ .
  - ▶ (Note a fixed price corresponds to a monotone allocation rule with payment = price)
- ▶ We need to use different prices for different types of bidders, but approximate optimal revenue.

# Thanks!

See you next class — stay healthy!