

# Transparency and Fairness in Digital Markets



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- ▶ Design algorithms that incentivate transparency and fairness



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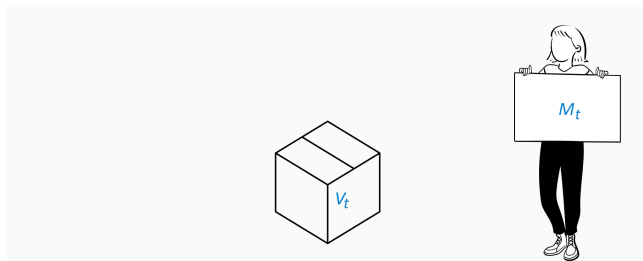
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- ▶ Design algorithms that incentivate transparency and fairness
- ▶ Two case studies: **first-price auctions** and **bilateral trade**



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- ▶ The environment **privately** generates valuation  $V_t$  and highest competing bid  $M_t$  in  $[0, 1]$

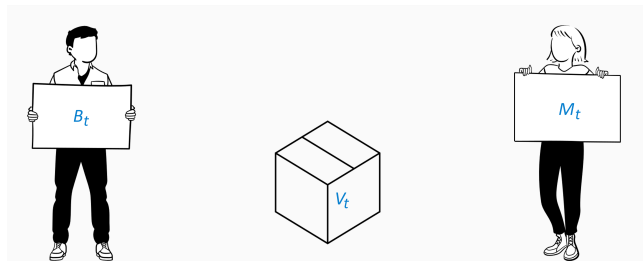




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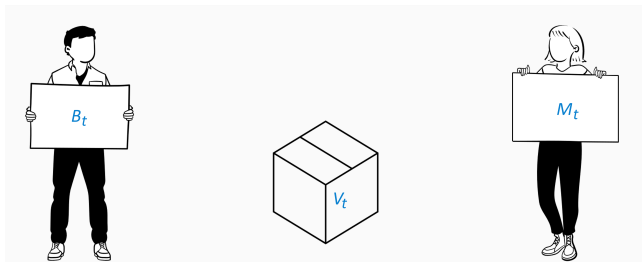


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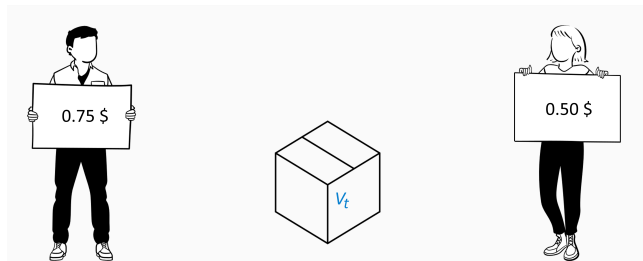
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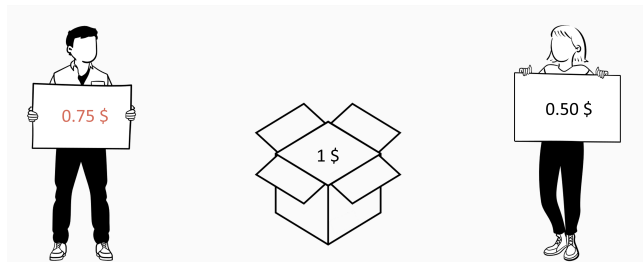
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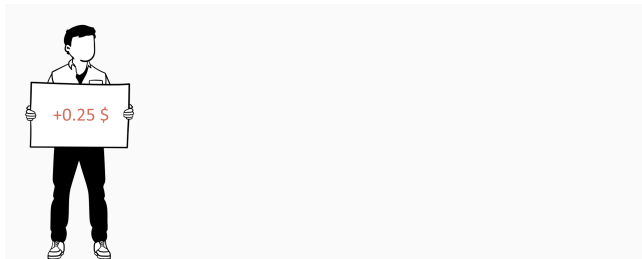
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Goal: Minimize the **regret** with respect to the **best fixed bid** in hindsight

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- ▶ The **total** utility is  $\mathcal{O}(T)$
- ▶ We want  $R_T$  to grow **sublinearly** in the time horizon  $T$
- ▶ So that the **average** utility converges to that of the **benchmark**



# Feedback Models

Feedback depends on the **transparency** of the platform

	HIGHEST COMPETING BID	VALUATION
Full	Always observed	
Transparent	Always observed	Observed if auction is won
Semi-Transparent	Observed if auction is lost	
Bandit	Never observed	



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- ▶ **Adversarial** model:  $(V_t, M_t)$  generated by an oblivious adversary
- ▶ **Smoothed** models:
  - ▶ Smoothed adversarial: each  $(V_t, M_t)$  drawn from a different distribution with bounded density
  - ▶ Smoothed stochastic:  $(V_t, M_t)$  drawn i.i.d. from a distribution with bounded density



# Results

	Stochastic i.i.d.		Adversarial	
	Smooth	General	Smooth	General
$V_t$ always, $M_t$ always	$\Omega(\sqrt{T})$			$\Omega(T)$
$V_t$ if won, $M_t$ always		$\mathcal{O}(\sqrt{T})$	$\tilde{\mathcal{O}}(\sqrt{T})$	
$V_t$ if won, $M_t$ if lost	$\Omega(T^{2/3})$	$\tilde{\mathcal{O}}(T^{2/3})$		
$V_t$ if won, $M_t$ never		$\Omega(T)$	$\mathcal{O}(T^{2/3})$	

- ▶  $V_t$  is valuation and  $M_t$  is highest competing bid
- ▶ Full feedback and transparent feedback are **equivalent**
- ▶ Semi-transparent feedback and bandit feedback are almost equivalent
- ▶ Disclosing other bids significantly decreases the bidder's regret



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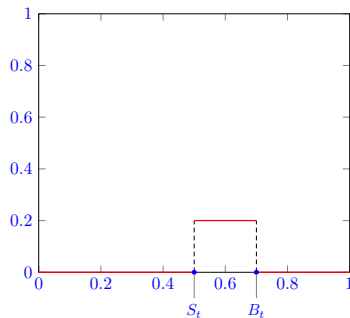
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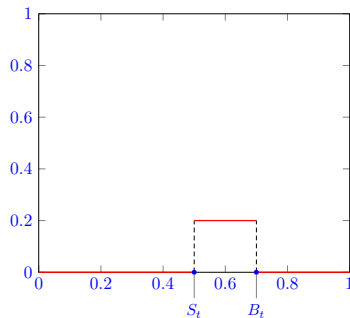
Gain from Trade

$$\text{GFT}_t(p) = \underbrace{\left( \underbrace{(B_t - p)}_{\text{buyer's net gain}} + \underbrace{(p - S_t)}_{\text{seller's net gain}} \right)}_{\text{trade happens}} \mathbb{I}\{S_t \leq p \leq B_t\}$$



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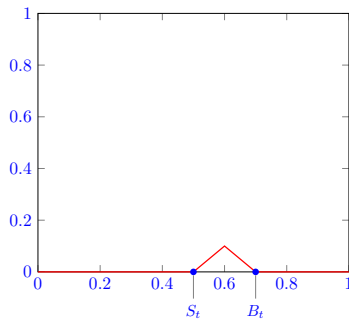
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### Fair Gain from Trade

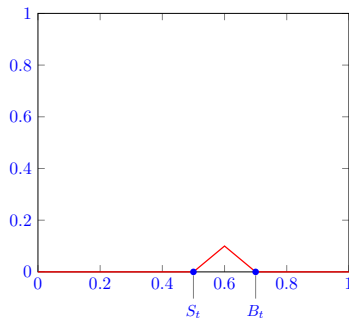
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Neither  $GFT_t$  nor  $FGFT_t$  are observed



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Regret from GFT:  $\max_{p \in [0,1]} \mathbb{E} \left[ \sum_{t=1}^T \text{GFT}_t(p) - \sum_{t=1}^T \text{GFT}_t(p_t) \right]$

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- ▶ **GFT** is not Lipschitz: this requires smoothness of the seller/buyer distributions



## Additional results

- ▶ Posted price auctions: Maximize **social welfare** (seller's revenue + unobserved buyer's utility)
- ▶ Financial markets: Maximize utility of **liquidity providers** (market makers)

