

# Prophet Inequalities via Balanced Prices

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EC'21 Tutorial



- $n$  buyers, arriving one by one

- $m$  items



- At each arrival: Decide which items to assign (possibly none)
- Maximize social welfare

# Online Combinatorial Auction

- $n$  buyers, 1



$$\begin{aligned}v_1(\{1\}) &= 1 \\v_1(\{2\}) &= 2 \\v_1(\{1, 2\}) &= 2\end{aligned}$$

- $m$  items



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# Online Combinatorial Auction

- $n$  buyers, arriving one by one



0



$$\begin{aligned}v_2(\{1\}) &= 0 \\v_2(\{2\}) &= 10 \\v_2(\{1, 2\}) &= 10\end{aligned}$$

- $m$  items



- At each arrival: Decide which items to assign (possibly none)
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# Online Combinatorial Auction

- $n$  buyers, arriving one by one



0



10



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$$v_2(\{1, 2\}) = 10$$

- $m$  items



- At each arrival: Decide which items to assign (possibly none)
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# Online Combinatorial Auction

- $n$  buyers, arriving one by one



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$$v_3(\{1\}) = 5$$

$$v_3(\{2\}) = 5$$

$$v_3(\{1, 2\}) = 5$$

- $m$  items



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# Online Combinatorial Auction

- $n$  buyers, arriving one by one



0



10



5



$v_4(\{1\}) = 20$   
 $v_4(\{2\}) = 50$   
 $v_4(\{1, 2\}) = 80$

- $m$  items



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- 1 Single Item
- 2 Balanced Prices for Combinatorial Auctions
- 3 Other Feasibility Structures

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# Single Item: Classic Prophet Inequality

- $n$  buyers, arriving one by one

- one item



- Goal simplifies to: Stop sequence at highest number

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$$v_1 = 15$$

- one item



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$$v_2 = 10$$

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- Goal simplifies to: Stop sequence at highest number

# Single Item: Classic Prophet Inequality

- $n$  buyers, arriving one by one



$$v_1 = 15$$



$$v_2 = 10$$



$$v_3 = 30$$

- one item



- Goal simplifies to: Stop sequence at highest number

# Single Item: Classic Prophet Inequality

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$$v_4 = 80$$

- one item



- Goal simplifies to: Stop sequence at highest number

Compare performance to  $v(\text{OPT}) = \max_i v_i$

# The Prophet Inequality

- $n$  buyers of values  $v_1, \dots, v_n \in \mathbb{R}_{\geq 0}$
- one item
- buyers arrive online, one after the other, reveal  $v_i$ , immediately decide whether to assign item or keep it
- $v_i \sim \mathcal{D}_i$  independently
- buyers arrive in order  $1, 2, \dots, n$

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Theorem (Krengel, Sucheston, Garling, 1978)

*There is algorithm with*

$$\mathbf{E}[v(\text{ALG})] \geq \frac{1}{2} \mathbf{E}[v(\text{OPT})]$$

# Prophet Inequality

cf. [Samuel-Cahn, 1984], [Kleinberg/Weinberg, STOC 2012]



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$q$ : Probability that item is sold

How much money do we collect?

$$\mathbf{E}[\text{revenue}] = pq$$



# Prophet Inequality

cf. [Samuel-Cahn, 1984], [Kleinberg/Weinberg, STOC 2012]



$$v_1 \sim \mathcal{D}_1$$



$$v_2 \sim \mathcal{D}_2$$



$$v_3 \sim \mathcal{D}_3$$



$$v_4 \sim \mathcal{D}_4$$



$$v_5 \sim \mathcal{D}_5$$

Define any price  $p$

$q$ : Probability that item is sold

How much money do we collect?

$$\mathbf{E}[\text{revenue}] = pq$$

What is a buyer's utility (value minus payment)?

$$\begin{aligned}\mathbf{E}[u_i] &= \mathbf{E}[(v_i - p)^+ \cdot \mathbf{1}_{\text{nobody before } i \text{ buys}}] \\ &= \mathbf{E}[(v_i - p)^+] \cdot \mathbf{Pr}[\text{nobody before } i \text{ buys}] \\ &\geq \mathbf{E}[(v_i - p)^+] \cdot (1 - q)\end{aligned}$$

# Putting the Pieces Together

So far:

$$\mathbf{E}[\text{revenue}] = pq \quad \text{and} \quad \mathbf{E}[u_i] \geq \mathbf{E}[(v_i - p)^+] \cdot (1 - q)$$

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In combination:

$$\mathbf{E}[\text{welfare}] = \mathbf{E}[\text{revenue}] + \sum_i \mathbf{E}[u_i]$$

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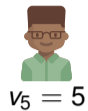
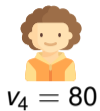
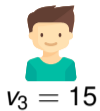
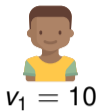
In combination:

$$\begin{aligned} \mathbf{E}[\text{welfare}] &= \mathbf{E}[\text{revenue}] + \sum_i \mathbf{E}[u_i] \\ &\geq pq + \sum_i \mathbf{E}[(v_i - p)^+] \cdot (1 - q) \\ &\geq pq + \mathbf{E}[\max_i v_i - p] \cdot (1 - q) \end{aligned}$$

For  $p = \frac{1}{2} \mathbf{E}[\max_i v_i]$ , this yields

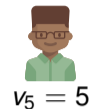
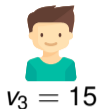
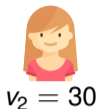
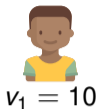
$$\mathbf{E}[\text{welfare}] \geq \frac{1}{2} \mathbf{E}[\max_i v_i] q + \frac{1}{2} \mathbf{E}[\max_i v_i] (1 - q) = \frac{1}{2} \mathbf{E}[\max_i v_i]$$

# The Essence



Consider full information.

# The Essence

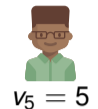
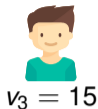
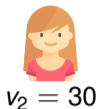
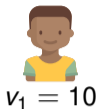


Consider full information.

Price  $p = \frac{1}{2} \max_k v_k$  is “balanced”



# The Essence

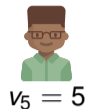
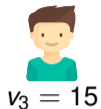
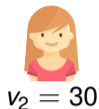
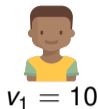


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Price  $p = \frac{1}{2} \max_k v_k$  is “balanced”

Let  $v_i = \max_k v_k$

# The Essence



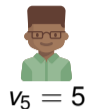
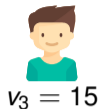
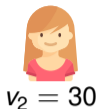
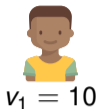
Consider full information.

Price  $p = \frac{1}{2} \max_k v_k$  is “balanced”

Let  $v_i = \max_k v_k$

- **Case 1:** Somebody  $i' < i$  buys item  
 $\Rightarrow \text{revenue} \geq \frac{1}{2} v_i$

# The Essence



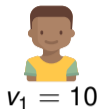
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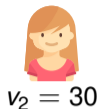
Let  $v_i = \max_k v_k$

- **Case 1:** Somebody  $i' < i$  buys item  
 $\Rightarrow \text{revenue} \geq \frac{1}{2} v_i$
- **Case 2:** Nobody  $i' < i$  buys item  
 $\Rightarrow u_i \geq v_i - \frac{1}{2} v_i = \frac{1}{2} v_i$

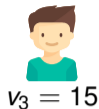
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$$v_1 = 10$$



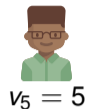
$$v_2 = 30$$



$$v_3 = 15$$



$$v_4 = 80$$



$$v_5 = 5$$

Consider full information.

Price  $p = \frac{1}{2} \max_k v_k$  is “balanced”

Let  $v_i = \max_k v_k$

- **Case 1:** Somebody  $i' < i$  buys item  
 $\Rightarrow$  revenue  $\geq \frac{1}{2} v_i$
- **Case 2:** Nobody  $i' < i$  buys item  
 $\Rightarrow u_i \geq v_i - \frac{1}{2} v_i = \frac{1}{2} v_i$

**In either case:** welfare = revenue + utilities  $\geq \frac{1}{2} v_i$

- 1 Single Item
- 2 **Balanced Prices for Combinatorial Auctions**
- 3 Other Feasibility Structures

# Posted Prices in Combinatorial Auctions

- $n$  buyers, arriving one by one,  $v_i \sim \mathcal{D}_i$  independently;  $\mathcal{D}_i$  known in advance

- $m$  items



- Precompute item prices  $p_1, \dots, p_m$
- At each arrival: Arriving buyer purchases utility maximizing bundle
- Maximize social welfare  $\sum_{i=1}^n v_i(X_i)$

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- $n$  buyers,  $i$



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$$\begin{aligned}v_2(\{1\}) &= 0 \\v_2(\{2\}) &= 10 \\v_2(\{1,2\}) &= 10\end{aligned}$$

- Independently;  $\mathcal{D}_i$  known in advance

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4



5

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# Posted Prices in Combinatorial Auctions

- $n$  buyers, arriving one by one,  $v_i \sim \mathcal{I}$



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$$v_3(\{1\}) = 5$$

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# XOS Combinatorial Auctions

A function  $v_i$  is **XOS** or **fractionally subadditive** if there are  $v_{i,j}^\ell \in \mathbb{R}_{\geq 0}$  such that

$$v_i(S) = \max_{\ell} \sum_{j \in S} v_{i,j}^\ell .$$

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Examples:

- **additive**  $v_i(S) = \sum_{j \in S} v_i(\{j\})$

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Examples:

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- **budget-additive**  $v_i(S) = \min \left\{ B, \sum_{j \in S} v_{i,j} \right\}$



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- **unit-demand**  $v_i(S) = \max_{j \in S} v_i(\{j\})$
- **budget-additive**  $v_i(S) = \min \left\{ B, \sum_{j \in S} v_{i,j} \right\}$
- **submodular**  $v_i(S \cup \{j\}) - v_i(S) \geq v_i(T \cup \{j\}) - v_i(T)$  for  $S \subseteq T$

# Prophet Inequality for XOS Combinatorial Auctions

[Feldman, Gravin, Lucier SODA 2015]

## Theorem (Feldman, Gravin, Lucier SODA 2015)

*For any distributions  $\mathcal{D}_1, \dots, \mathcal{D}_n$  over XOS functions, there exist static, anonymous item prices such that for the resulting allocation  $X_1, \dots, X_n$ ,*

$$\mathbf{E} \left[ \sum_{i=1}^n v_i(X_i) \right] \geq \frac{1}{2} \cdot \mathbf{E}[OPT(v)].$$

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Generalizes classic prophet inequality.

Key Technique: Balanced Prices

# Balanced Prices: Examples

$$\sum_{j \in T} p_j \geq v_i(U) - v_i(U \setminus T) \quad (\forall T \subseteq U)$$

$$\sum_{j \in S} p_j \leq v_i(S) \quad (\forall S \subseteq U)$$

$$U = \{1, 2, 3\}$$



# Balanced Prices: Examples

$$\sum_{j \in T} p_j \geq v_i(U) - v_i(U \setminus T) \quad (\forall T \subseteq U)$$

$$\sum_{j \in S} p_j \leq v_i(S) \quad (\forall S \subseteq U)$$

$$U = \{1, 2, 3\}$$



## Example 1: Additive

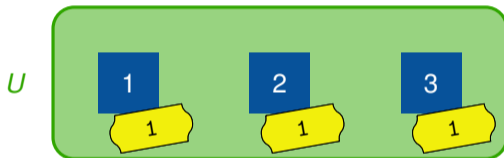
$$v_1(S) = |S|$$

# Balanced Prices: Examples

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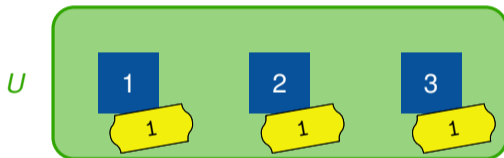
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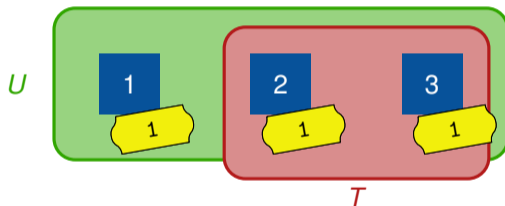


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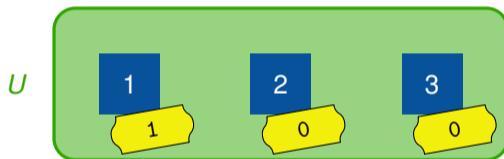
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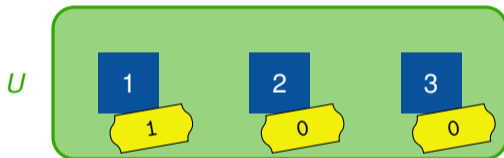
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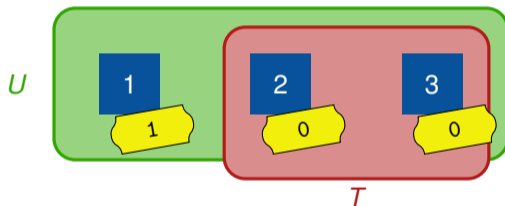
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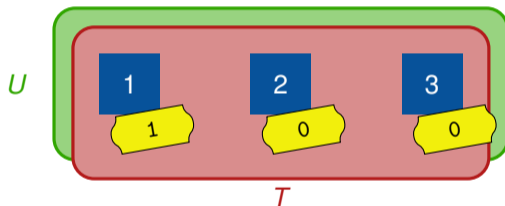
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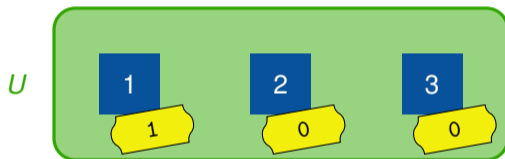
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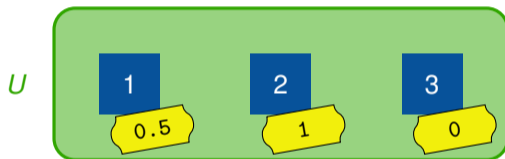


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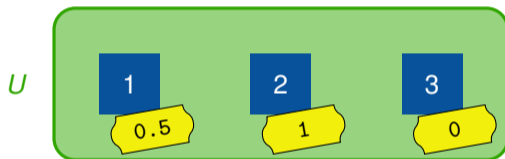
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# Setting the Prices



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$\tilde{v}_1$



$\tilde{v}_2$



$\tilde{v}_3$



$\tilde{v}_4$

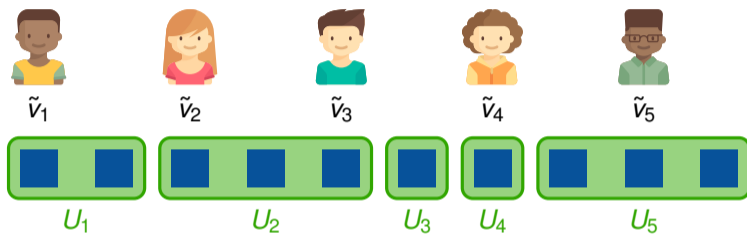


$\tilde{v}_5$



Fix  $\tilde{v}_1, \dots, \tilde{v}_n$

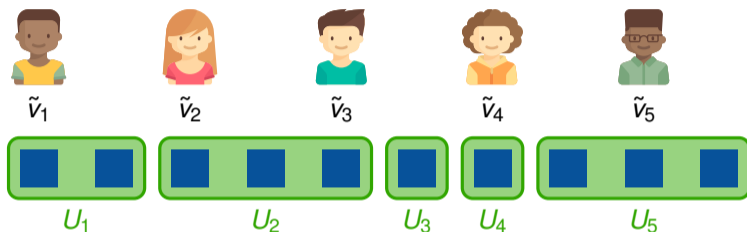
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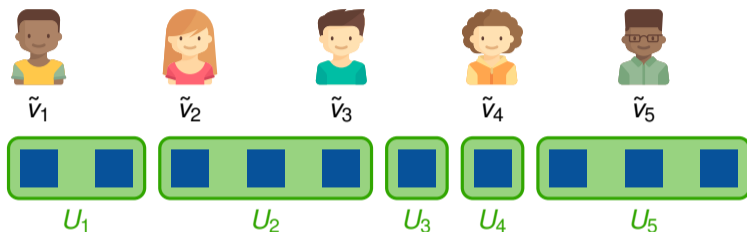
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Price for item  $j$ :  $\bar{p}_j = \frac{1}{2} \mathbf{E}_{\tilde{v} \sim D} [p_j^{\tilde{v}}]$ .

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# Combinatorial Auctions: Further Results

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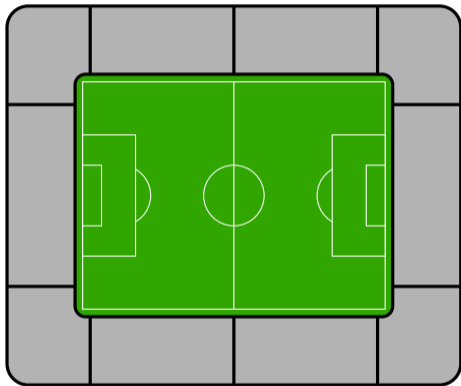
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1 Single Item

2 Balanced Prices for Combinatorial Auctions

3 Other Feasibility Structures

# Matroid Prophet Inequality: Example

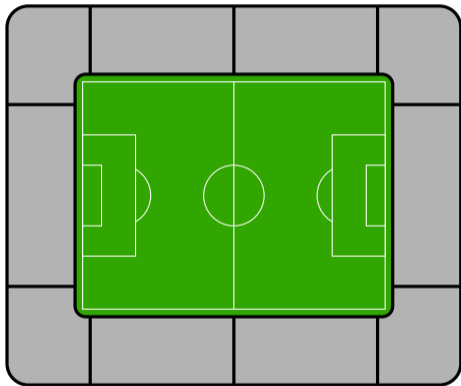


May assign...

$\leq 100$  seats in each of 10 blocks

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Laminar matroid

# Matroid Prophet Inequality: Problem Statement

[Kleinberg and Weinberg, STOC 2012], somewhat implicit in earlier work

- $n$  buyers of values  $v_1, \dots, v_n \in \mathbb{R}_{\geq 0}$
- set of accepted buyers has to be independent in given matroid
- buyers arrive online, one after the other, reveal  $v_i$ , immediately decide whether to accept or to reject current buyer
  
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Theorem (Kleinberg, Weinberg, STOC 2012)

*There is algorithm with*

$$\mathbf{E}[v(\text{ALG})] \geq \frac{1}{2} \mathbf{E}[v(\text{OPT})]$$



# Generalized Balanced Prices

[Dütting, Feldman, K., Lucier, FOCS 2017], similar approach in [Kleinberg and Weinberg, STOC 2012]

## Definition

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## Theorem

If  $p^{\mathbf{v}}$  is  $(\alpha, \beta)$ -balanced for every  $\mathbf{v}$ , then setting  $p_i(x_i \mid \mathbf{y}) = \frac{\alpha}{1+\alpha\beta} \mathbf{E}_{\tilde{\mathbf{v}} \sim D} [p_i^{\tilde{\mathbf{v}}}(x_i \mid \mathbf{y})]$  achieves welfare at least  $\frac{1}{1+\alpha\beta} \mathbf{E}[\mathbf{v}(\text{OPT}(\mathbf{v}))]$ .

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[Kleinberg and Weinberg, STOC 2012], notation of [Dütting, Feldman, K., Lucier, FOCS 2017]

**Pricing Rule:**  $p_i^{\tilde{v}}(\text{accept} \mid A) = \text{OPT}(\tilde{v}, \mathcal{M}/A) - \text{OPT}(\tilde{v}, \mathcal{M}/(A \cup \{i\}))$ , where

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Prices have to depend on selections so far. [Feldman/Svensson/Zenklusen, SICOMP 2021]

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Thank you!