

DCS/CSCI 2350: Social & Economic Networks

Sponsored Search Markets Reading: Chapter 15 [EK] Video Lecture:

http://bit.ly/vcg-gsp

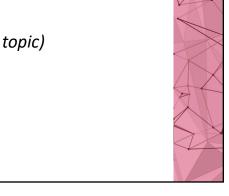
Mohammad T. Irfan

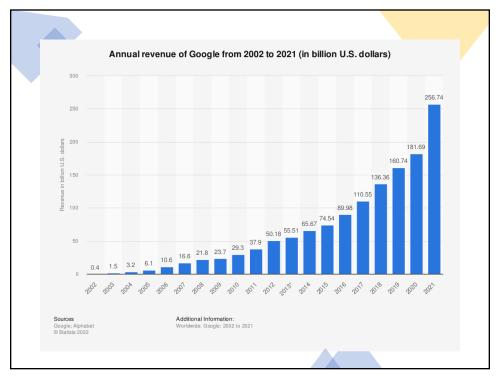
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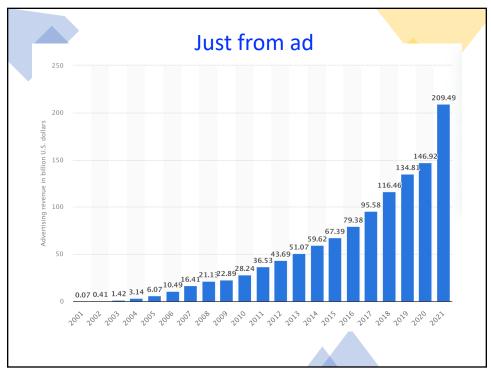
How does Google/Microsoft/... make money from web search?

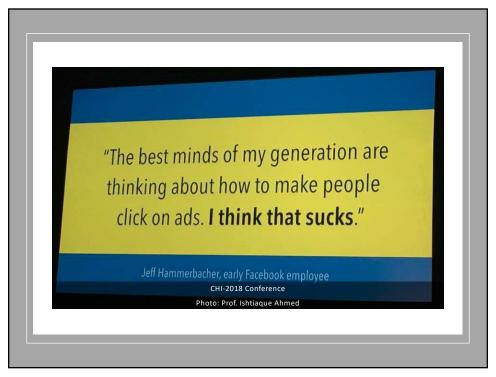
#### Connection with

- Auctions (last topic)
- Matching markets (next topic)





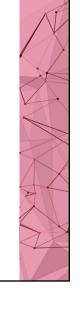




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## Agenda

- Brief history
- Conventions
- Vickrey-Clarke-Groves (VCG) auction
- Generalized second-price (GSP) auction



#### Search market

- Early days: TV model
  - Yahoo! negotiates deal with advertisers
  - Shows the ad a certain number of times
  - Effective?
- Since year ~2000
  - Keyword based advertising by Overture (bought out by Yahoo! in 2003 for \$1.63B)
  - New market



#### Conventions

- 1. Pay per click
  - Advertisers pay Google on per click basis
  - How much?
- 2. Price setting by auction
  - Fixed price for keywords doesn't work. Why?
  - Main challenge in auction: multiple ad spots



## Preliminaries 1

- Search keyword (e.g., pizza)
- Multiple ad slots

Slot	Ad
1	?
2	?
3	?

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## Preliminaries 2

## Click-through-rate (CTR) of a slot

- # of clicks/hr for that slot
- Assumptions
  - Advertisers know CTR
  - CTR solely depends on the slot, not on the ad

CTR	Slot
10 clicks/hr	1
5 clicks/hr	2
2 clicks/hr	3



## Preliminaries 3

#### Revenue/click

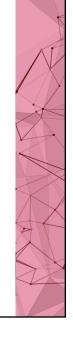
- Advertisers get some revenue/click
- Assumption
  - Solely depends on the advertiser, not on the slot
  - Private information

Advertiser	Revenue/Click
x	\$3/click
У	\$2/click
Z	\$1/click

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## First-price auction?

- <u>Did not</u> work
  - Underbidding
  - Turbulent market
- Second-price auction for multiple items?





Vickrey-Clarke-Groves (VCG) mechanism

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# William Vickrey Facts



Photo from the Nobel Foundation archive.

William Vickrey

The Sveriges Riksbank Prize in Economic Sciences in Memory of Alfred Nobel 1996

Born: 21 June 1914, Victoria, BC, Canada

Died: 11 October 1996, Harrison, NY, USA

Affiliation at the time of the award: Columbia University, New York, NY, USA

Prize motivation: "for their fundamental contributions to the economic theory of incentives under asymmetric information"

Prize share: 1/2

https://www.nobelprize.org/

#### VCG mechanism

#### Alternative view of second-price auction

- 1. Outcome maximizes social welfare (sum of valuations)
- 2. Winner is charged the harm they cause to the other bidders
  - Winner blocks the 2<sup>nd</sup> highest bidder (not 3<sup>rd</sup>, 4<sup>th</sup>, etc.)
  - Therefore, winner pays the harm = 2<sup>nd</sup> highest bid

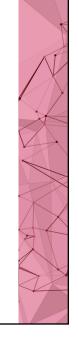


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#### How to calculate harm?

#### Harm caused by a bidder:

Increase in how much others *get* in an alternative universe where that bidder is not there

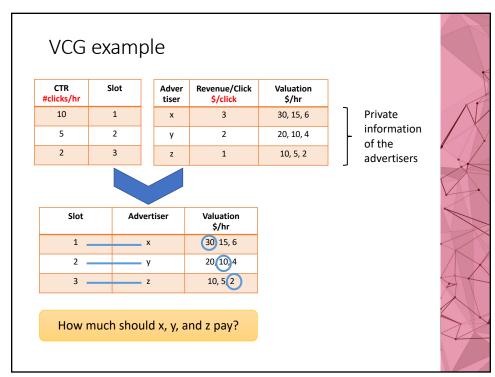


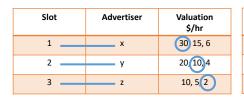
## VCG price = harm

Each bidder pays the harm they cause to the other bidders

harm = total amount everyone would've been better off if that bidder were not there

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Slot	Advertiser	Valuation \$/hr
1		
2	У	20,10,4
3	Z	10 5 2

With x

Without x

y's increase in valuation = 20 - 10 = 10z's increase in valuation = 5 - 2 = 3

Harm caused by x = 10 + 3 = 13

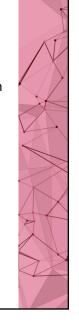
Similarly

Harm caused by y = z's increase in valuation = 5 - 2 = 3 (x still gets 1 in y's absence) Harm caused by z = 0 (x and y are unchanged in z's absence)

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## Steps of VCG mechanism

- 1. Ask bidders to submit valuations (CTR × revenue/click)
  - Valuations are independent and private
  - Truth-telling is a dominant strategy
- 2. Choose an assignment that maximizes social welfare (i.e., sum of valuations)
- 3. Charge bidders their respective VCG price (harm calculation)



## VCG pros and cons

- Pros
  - Unique outcome
  - Maximizes social welfare
  - Bidders will submit their true valuations
- Cons
  - Complex for bidders
  - Difficult to explain an outcome to bidders

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[Superficially] Generalized Second-Price (GSP) Auction

#### **GSP** auction

Each advertiser bids a single number:
\$ per click

2. Google gives the i-th slot to the i-th highest bidder, who pays the bid of (i+1)-st highest bidder



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## Analysis

• Varian (2007), Edelman, Ostrovsky, Schwartz (2007)

• Game

Players: bidders or advertisers

Strategy: bid amount

Payoff: revenue – price paid

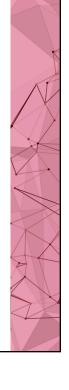
• Nash equilibrium

• Nobody has any incentive to change the bid unilaterally

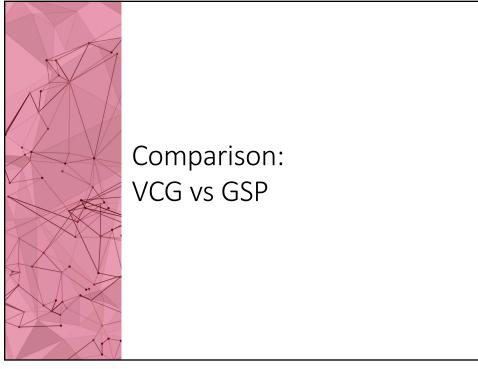


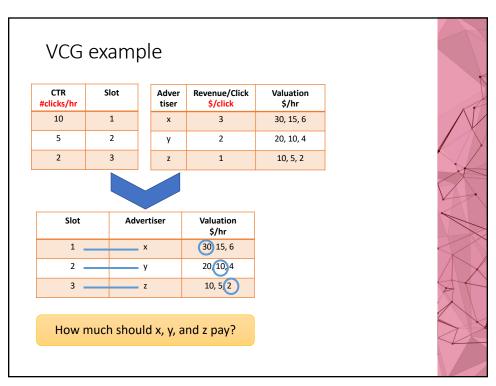
## Examples

- Bidders may gain more by lying
- Multiple Nash equilibria possible
- Comparison with VCG

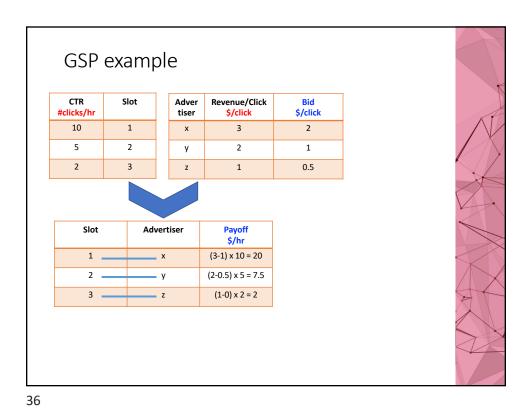


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Slot	Advertiser	Valuation \$/hr	Slot	Advertiser	Valuation \$/hr
1	х	30 15, 6	1		
2	У	20,10,4	2	У	20,10,4
3	z	10, 5 2	3	z	10 5 2
			y's increase in v		
			Harm caused by $x = 10 + 3 = 13$		



GSP pros

- Single item: GSP = VCG = 2<sup>nd</sup> price auction
- Pros

• Easy to understand (contrast w/ VCG) • Nash equilibrium always exists • One Nash eq. maximizes social welfare

## GSP cons

- Cons (for multiple items or slots)
  - Bidders may not be truthful (contrast w/ VCG)
  - May not optimize social welfare (contrast VCG)
  - Multiple Nash equilibrium possible (contrast VCG)
- Maximizes Google's revenue? Maybe!