## A Global Multi-Sided Market with Ascending-Price Mechanism

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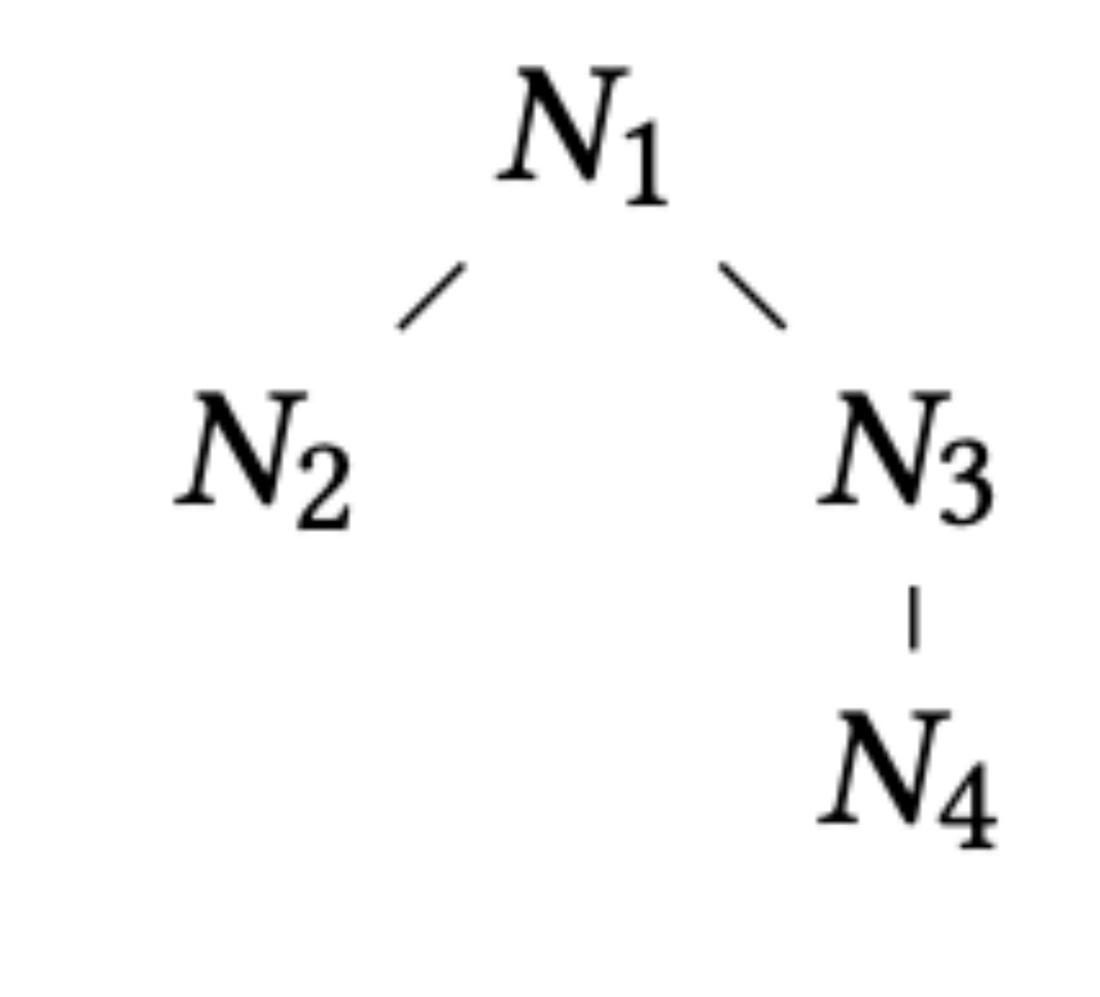
We consider multi-sided markets, with traders of different categories.

Each deal should follow a "recipe" specifying the participating traders' categories.

Our mechanism allows multiple recipes in a tree structure.

It is truthful and stronglybudget-balanced.

It attains asymptotically-



## **Algorithm 1** Ascending prices mechanism — recipe-tree.

**Input:** A market N, a set of categories G and a recipe-tree R. Output: Strongly-budget-balanced trade.

1. Initialization: Let  $M_q := N_q$  for each  $g \in G$ .

Determine initial price-vector p:

For each non-leaf g, set  $p_q := -V$ ; For each leaf g, set  $p_q := -V \cdot (\text{MaxDepth} - \text{Depth}(g) + 1);$ 

- 2. Using Algorithm 2, select a set  $G^* \subseteq G$  of categories.
- 3. For each  $g^* \in G^*$ , ask each agent in  $i \in M_{g^*}$  whether  $v_i > p_{g^*}$ .
  - (a) If an agent  $i \in M_{q*}$  answers "no", then remove *i* from  $M_{q*}$  and go back to step 2.
- (b) If all agents in  $M_{q*}$  for all  $g^* \in G^*$  answer "yes", then for all  $g^* \in G^*$ , let  $p_{g^*} := p_{g^*} + 1$ .
- (c) If after the increase  $\sum_{g \in G} p_g \cdot r_g = 0$  for some  $\mathbf{r} \in R$ , then go on to step 4; else go back to step 3.
- 4. Determine final trade using Algorithm 3.

Algorithm 2 Given a recipe-tree, find a set of prices to increase.

**Input:** A set of categories G,

a set of remaining traders  $M_q$  for all  $g \in G$ , and a recipe-tree R based on a tree T.

Output: A subset of G denoting categories whose price should be increased.

- 0. Initialization: For each category  $g \in G$ , let  $m_q := |M_q| =$ the number of agents of  $N_a$  who are in the market.
- 1. Let  $g_0$  be the root category. Let  $c_{g_0} := \sum_{g' \text{ is a child of } g_0} m_{g'}$ .
- 2. If  $m_{g_0} > c_{g_0}$  [or  $g_0$  has no children at all], then return the singleton  $\{g_0\}$ .
- 3. Else  $(c_{g_0} \ge m_{g_0})$ , for each child g' of  $g_0$ : Recursively run Algorithm 2 on the sub-tree rooted at q'; Denote the outcome by  $I_{a'}$ .

Return  $\bigcup_{g' \text{ is a child of } g_0} I_{g'}$ .

Category	Agents' values	
$N_1$ : buyers	<b>17, 14, 13, 9,</b> 6, 2	
N <sub>2</sub> : sellers	<b>-4, -5,</b> -8, -10	
N <sub>3</sub> : A-producers	<b>-1, -3, -</b> 5	
N <sub>4</sub> : B-producers	-1, -4, -6	

Recipe-tree:  

$$R = \{(1, 1, 0, 0), (1, 0, 1, 1)\}$$

Category counts	$G^*$	Price-increase stops when	New prices	Price-sum
6, 4, 3, 3	2, 4	B-producer –6 exits	-V, -V - 6, -V, -6	-2V - 6
6, 4, 3, 2	2, 3	A-producer –5 exits	-V, -11, -5, -6	-V - 11
6, 4, 2, 2	2, 4	seller -10 exits	-V, -10, -5, -5	-V - 10
6, 3, 2, 2	1	buyer 2 exits	2, -10, -5, -5	-8
5, 3, 2, 2	2, 4	B-producer –4 exits	2, -9, -5, -4	-7
5, 3, 2, 1	2, 3	seller –8 exits	2, -8, -4, -4	-6
5, 2, 2, 1	1	buyer 6 exits	6, -8, -4, -4	-2
4, 2, 2, 1	2, 3	A-producer -3 exits	6, -7, -3, -4	-1
4, 2, 1, 1	1	price-sum crosses zero	7, -7, -3, -4	0