

Proof. Consider a game with 2 vendors, $C = \{c_1, \dots, c_m\}$, and prices: $p(c_1) = 1$, $p(c_i) = \epsilon$, $i \geq 1$. Consider a PNE where all vendors select C . The revenue in is $\frac{\sum_{i=1}^m p(c_i)}{m} = \frac{1}{m} + \frac{(m-1)\epsilon}{m}$. The optimal total revenue is 1. \square

If the number of vendors is assumed to be constant, then PoS is a logarithmic factor smaller than PoA.

Theorem 17. *Given identical item sets, if preferences are drawn from IC, then PoS is $\Theta(m \cdot k / \log m)$.*

Let $r_j(X, \mathbf{Y}^{k-1})$ be vendor j 's utility when selecting set X in response to competitor profile Y . Furthermore, let $P_i = \{c_1, \dots, c_i\}$. Alg. 4 is a simple procedure for comput-

Algorithm 4: Finding a Nash equilibrium

Input: k vendors, items $C = \{c_1, \dots, c_m\}$, price vector \mathbf{p} such that $p(c_1) \geq \dots \geq p(c_m)$

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1 for  $i \leftarrow 2$  to  $m$  do
2   if  $r_1(P_{i-1}, \mathbf{P}_{i-1}^{k-1}) \geq r_1(P_{i-1} \cup \{c_i\}, \mathbf{P}_{i-1}^{k-1})$  then
3     return  $P_{i-1}$ 
4 return  $C$ 

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ing a PNE, as the following lemma shows:

Lemma 18. *If the algorithm halts at step $i < m$, then (P_i, \dots, P_i) is a Nash equilibrium.*

Proof. As the items are ordered in a non-increasing order of price, it suffices to show that no (arbitrary, by symmetry) vendor would deviate by selecting a prefix P_j , for $j > i$. We show inductively that if a vendor improves by deviating to such a P_j , then she can do so by deviating to P_{i+1} too. Assume w.l.o.g. the first vendor deviates. First, we show that if a vendor improves her revenue by selecting P_j then she can improve it by deviating to P_{j-1} . Suppose by way of contradiction that $r_1(P_j, \mathbf{P}_i^{k-1}) > r_1(P_i, \mathbf{P}_i^{k-1})$, for $j > i$, but $r_1(P_{j-1}, \mathbf{P}_i^{k-1}) \leq r_1(P_i, \mathbf{P}_i^{k-1})$. Then by definition

$$\frac{\sum_{t=1}^i p(c_t)}{k \cdot i} \geq \frac{\sum_{t=1}^i p(c_t)}{k \cdot (j-1)} + \frac{\sum_{t=i+1}^{j-1} p(c_t)}{j-1},$$

which implies $\sum_{t=i+1}^{j-1} p(c_t) \leq \frac{j-i-1}{i-k} \sum_{t=1}^i p(c_t)$. Then:

$$\begin{aligned} r_1(P_j, \mathbf{P}_i^{k-1}) &= \frac{\sum_{t=1}^i p(c_t)}{k \cdot j} + \frac{\sum_{t=i+1}^{j-1} p(c_t)}{j} + \frac{p(c_j)}{j} \\ &\leq \frac{\sum_{t=1}^i p(c_t)}{k \cdot j} + \frac{(j-i-1) \sum_{t=1}^i p(c_t)}{j \cdot k \cdot i} + \frac{\sum_{t=i+1}^{j-1} p(c_t)}{j \cdot (j-i-1)} \\ &\leq \frac{\sum_{t=1}^i p(c_t)}{k \cdot j} + \frac{(j-i-1) \sum_{t=1}^i p(c_t)}{j \cdot k \cdot i} + \frac{\sum_{t=1}^i p(c_t)}{j \cdot k \cdot i} \\ &= \frac{\sum_{t=1}^i p(c_t)}{k \cdot i} = r_1(P_i, \mathbf{P}_i^{k-1}) \end{aligned}$$

where the first inequality follows from the bound above and an averaging argument on $p(c_j)$, a contradiction. Hence, deviating to P_{j-1} also improves vendor revenue. Repeating this process until $i+1$ contradicts the stopping condition of the for-loop of the algorithm. \square

Next, we bound the rate of decrease in prices to construct a lower bound on expected social welfare.

Lemma 19. *Suppose Alg. 4 returns set $P_i = \{c_1, \dots, c_i\}$. Then $p(c_j) \geq \frac{1}{k \cdot (j-1)} + \Theta(\frac{1}{k^2})$, for $2 \leq j \leq i$.*

Proof. Alg. 4 stops when $r_1(P_i, \mathbf{P}_{i-1}^{k-1}) \leq r_1(P_{i-1}, \mathbf{P}_{i-1}^{k-1})$. Using the definitions of $r_1(P_i, \mathbf{P}_{i-1}^{k-1})$ and $r_1(P_{i-1}, \mathbf{P}_{i-1}^{k-1})$, and rearranging the terms, we get that for every $1 < j \leq i$,

$$\frac{\sum_{t=1}^i p(c_t)}{k \cdot (j-1)} < \frac{\sum_{t=1}^{j-1} p(c_t)}{k \cdot j} + \frac{p(c_j)}{j}$$

which implies the recursive inequality: $p(c_j) > \frac{\sum_{t=1}^{j-1} p(c_t)}{k \cdot (j-1)}$. The statement of the lemma can be then be shown to be the solution of this inequality, using induction. \square

Proof of Thm. 17. The worst case execution of Alg. 4 occurs when it reaches the last item. By Lemma 19, expected welfare is bounded below by $\frac{1}{m}(1 + \sum_{i=2}^m \frac{1}{k \cdot (i-1)}) = \Omega(\frac{\ln m}{m \cdot k})$. The fact that $p(c_1) = 1$ implies the upper bound on PoS. We can construct a matching worst-case price vector using the bound on the $p(c_i)$'s given in Lemma 19. \square

Conclusions

We have presented a model of competition among vendors who offer slates or catalogs of products to their consumers using rank-based models of preferences that have connections to models in computational social choice and algorithmic game theory. We studied both best response computation (and equilibrium finding in some cases) and various equilibrium properties under two different informational assumptions w.r.t. consumer preferences.

There are a number of directions remaining to be explored. The possibility of approximating best responses in the full information setting remains open. This problem doesn't appear to have any of the usual "nice" properties often used for devising efficient optimization algorithms (e.g., symmetry, monotonicity, submodularity). The study of our model where the strategies are required to satisfy certain combinatorial constraints (e.g., matroid or knapsack) reflecting limits on individual catalogs would be of interest. Under such restrictions, our worst case PoA and PoS ratios might be improved. Connections to other game-theoretic models also bear exploration. For instance, allowing endogenous prices requires vendors to set prices, e.g., in a multi-vendor platform, offering a competitive extension of profit-maximizing, envy-free mechanisms (see e.g., (Guruswami et al. 2005)). Endogenous pricing has been considered in a recent competitive model related to ours, but where each vendor has a single item (Babaioff, Nisan, and Leme 2014).

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