

Informational Substitutes

Definitions and Design

Yiling Chen and Bo Waggoner
Harvard Computer Science

July 2016

Motivation

Substitutes and **complements** have proven useful in research and practice.

In particular: **existence of market equilibria**.

Motivation

Substitutes and **complements** have proven useful in research and practice.

In particular: **existence of market equilibria**.

The notion of **informational** substitutes is intuitive:

- ▶ bicycle sale data / helmet sale data, to traffic researcher

Motivation

Substitutes and **complements** have proven useful in research and practice.

In particular: **existence of market equilibria**.

The notion of **informational** substitutes is intuitive:

- ▶ bicycle sale data / helmet sale data, to traffic researcher

...but tricky!

- ▶ bicylce sale data / helmet sale data, to safety researcher

Broad research question

Can we:

- ▶ formulate general definitions of informational substitutes and complements?
- ▶ discover evidence that these are **natural**?
- ▶ discover evidence that these are **useful**?

Broad research question

Can we:

- ▶ formulate general definitions of informational substitutes and complements?
- ▶ discover evidence that these are **natural**?
- ▶ discover evidence that these are **useful**?

Challenges:

- ▶ Information is more complex and structured than items.
- ▶ Applications may not have been apparent.

This paper

- ▶ Defines **informational S&C**.
(will compare to prior attempt in Börgers et al 2013)
- ▶ Application to prediction markets.
Characterize **market equilibria** in terms of S&C.
- ▶ Sundry observations and results (including algorithmic).
Will present **Value of Information** plots,
design considerations.

Part 1: Developing the definitions

Outline for part 1

Goal: define substitutability as “diminishing marginal value of information”.

1. What is the value of information?
2. What is a “marginal unit” of information?
3. The definitions.

Then: will compare approach of Börgers, Hernando-Veciana, Krähmer 2013.

The value of information

We focus on a **single-agent decision problem**:

1. Nature draws signals $A_1, \dots, A_m$ and an event E jointly from a known prior p .
2. Agent observes A : subset or “garbling” of the signals.
3. Agent selects a decision d .
4. Agent receives utility $u(d, e)$ where $E = e$.

The value of information

We focus on a **single-agent decision problem**:

1. Nature draws signals $A_1, \dots, A_m$ and an event E jointly from a known prior p .
2. Agent observes A : subset or “garbling” of the signals.
3. Agent selects a decision d .
4. Agent receives utility $u(d, e)$ where $E = e$.

Value of information:

$$\mathcal{V}^{u,p}(A) = \mathbb{E}_{a \sim A} \max_d \mathbb{E}[u(d, E) \mid A = a].$$

Marginal units of information

We consider three levels of “granularity” of information. These lead to weak, moderate, and strong versions of substitutes.

Marginal units of information

We consider three levels of “granularity” of information. These lead to weak, moderate, and strong versions of substitutes.

Imagine an agent has access to some signals, e.g. A_1, A_2, A_3 , and wishes to strategically release some info.

What options are available?

Marginal units of information

We consider three levels of “granularity” of information. These lead to weak, moderate, and strong versions of substitutes.

Imagine an agent has access to some signals, e.g. A_1, A_2, A_3 , and wishes to strategically release some info.

What options are available?

1. Release access to any **subset** of the signals.

Marginal units of information

We consider three levels of “granularity” of information. These lead to weak, moderate, and strong versions of substitutes.

Imagine an agent has access to some signals, e.g. A_1, A_2, A_3 , and wishes to strategically release some info.

What options are available?

1. Release access to any **subset** of the signals.
2. Release some **deterministic** function of the signals (amounts to **pooling** some signal outcomes).

Marginal units of information

We consider three levels of “granularity” of information. These lead to weak, moderate, and strong versions of substitutes.

Imagine an agent has access to some signals, e.g. A_1, A_2, A_3 , and wishes to strategically release some info.

What options are available?

1. Release access to any **subset** of the signals.
2. Release some **deterministic** function of the signals (amounts to **pooling** some signal outcomes).
3. Release some randomized function, i.e. **garbling** of the signals.

Marginal units of information (cont)

These lead to three **signal spaces**:

1. All subsets of $\{A_1, \dots, A_n\}$.
2. All deterministic functions (poolings) of $\{A_1, \dots, A_n\}$.
3. All randomized functions (garblings) of $\{A_1, \dots, A_n\}$.

Marginal units of information (cont)

These lead to three **signal spaces**:

1. All subsets of $\{A_1, \dots, A_n\}$.
2. All deterministic functions (poolings) of $\{A_1, \dots, A_n\}$.
3. All randomized functions (garblings) of $\{A_1, \dots, A_n\}$.

Each space is a **lattice** partially ordered by informativeness.

(2) Very close to Aumann's partition model; (3) to Blackwell ordering.

The definitions (weak)

Signals $A_1, \dots, A_n$ are **weak substitutes for** u if:
for any subsets S, S', T with $S \subseteq S'$,

$$\mathcal{V}^{u,p}(S \cup T) - \mathcal{V}^{u,p}(S) \geq \mathcal{V}^{u,p}(S' \cup T) - \mathcal{V}^{u,p}(S').$$

“marginal value of T diminishes given more information”

The definitions (weak)

Signals $A_1, \dots, A_n$ are **weak substitutes** for u if:
for any subsets S, S', T with $S \subseteq S'$,

$$\mathcal{V}^{u,p}(S \cup T) - \mathcal{V}^{u,p}(S) \geq \mathcal{V}^{u,p}(S' \cup T) - \mathcal{V}^{u,p}(S').$$

“marginal value of T diminishes given more information”

Signals $A_1, \dots, A_n$ are **weak complements** for u if:
for any subsets S, S', T with $S \subseteq S'$,

$$\mathcal{V}^{u,p}(S \cup T) - \mathcal{V}^{u,p}(S) \leq \mathcal{V}^{u,p}(S' \cup T) - \mathcal{V}^{u,p}(S').$$

“marginal value of T increases given more information”

This is just sub- and super-modularity of $\mathcal{V}^{u,p}$.

The moderate and strong definitions

What did we do in the weak case?

- ▶ Extended $\{A_1, \dots, A_n\}$ to a space of signals (i.e. $S \subseteq \{1, \dots, n\}$) **partially ordered by informativeness**.
- ▶ Defined substitutes as:
If S is less informative than S' , then the same signal adds more marginal value to S than to S' .

The moderate and strong definitions

What did we do in the weak case?

- ▶ Extended $\{A_1, \dots, A_n\}$ to a space of signals (*i.e.* $S \subseteq \{1, \dots, n\}$) **partially ordered by informativeness**.
- ▶ Defined substitutes as:
If S is less informative than S' , then the same signal adds more marginal value to S than to S' .

To get moderate / strong, do the same with more “fine” signal spaces: the “deterministic” / “garblings” settings.

Discussion and prior work

Börger et. al (2013)'s definition: what we call “universal weak substitutes”:

*A_1, A_2 are called substitutes if they are **weak substitutes for every decision problem.***

Discussion and prior work

Börger et. al (2013)'s definition: what we call “universal weak substitutes”:

*A_1, A_2 are called substitutes if they are **weak substitutes for every decision problem.***

Drawback 1: **Universality is far too restrictive.**

- ▶ All universal weak subs have “almost trivial” structure.
- ▶ All universal moderate or strong subs are trivial.
- ▶ Meanwhile, can extend specialized defs to classes of S&C.

Discussion and prior work

Börgers et. al (2013)'s definition: what we call “universal weak substitutes”:

*A_1, A_2 are called substitutes if they are **weak substitutes for every decision problem.***

Drawback 1: **Universality is far too restrictive.**

- ▶ All universal weak subs have “almost trivial” structure.
- ▶ All universal moderate or strong subs are trivial.
- ▶ Meanwhile, can extend specialized defs to classes of S&C.

Drawback 2: **Weak signals are often too permissive.**

e.g. can sometimes make them behave as complements by withholding some information.

Part 2: Prediction Market results (very briefly)

Prediction markets

In a prediction market:

- ▶ Nature draws event E and signals $A_1, \dots, A_m$ from a known prior
- ▶ Agents observe private signals buy and sell shares in securities tied to an event E
- ▶ After the market, $E = e$ is observed and shares pay out
- ▶ We consider: centralized market maker (e.g. Hanson 2003, ..., Ostrovsky 2012)

A market instance is a set of agents, signals each observes from $\mathcal{L}(A_1, \dots, A_n)$, and order of trading.

Prior results on prediction markets

Ostrovsky (2012):

*This paper shows that, for a broad class of securities, information in dynamic markets with partially informed strategic traders **always gets aggregated**.*

But how?

Prior results on prediction markets

Ostrovsky (2012):

*This paper shows that, for a broad class of securities, information in dynamic markets with partially informed strategic traders **always gets aggregated**.*

But how?

Only known for very special cases (Chen et al 2010, Gao et al 2013).

Prediction market result

- ▶ If signals are strong substitutes: For every market instance, in **every** Bayes-Nash equilibrium, traders **truthfully reveal information “as early as possible”**.
- ▶ Otherwise: there exists a market instance where **no BNE** has this property.

Prediction market result

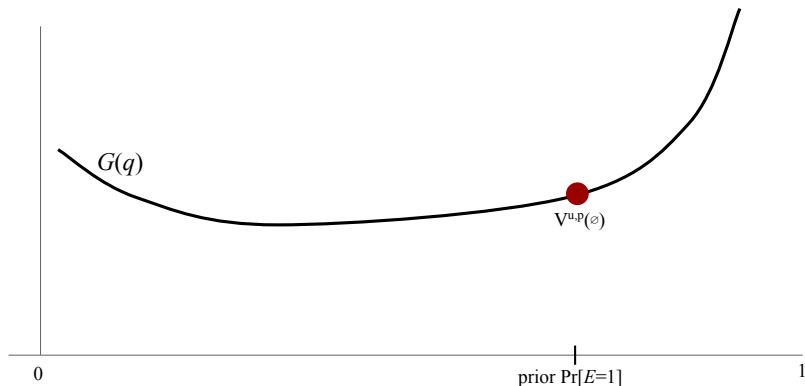
- ▶ If signals are strong substitutes: For every market instance, in **every** Bayes-Nash equilibrium, traders **truthfully reveal information “as early as possible”**.
- ▶ Otherwise: there exists a market instance where **no BNE** has this property.
- ▶ If signals are strong complements: for every market instance, in **every** perfect Bayesian equilibrium, traders **delay “as long as possible” before revealing**.
- ▶ Otherwise: there exists a market instance where **no PBE** has this property.

Part 3: Value-of-Information plots, intuition, design

VOI Plots

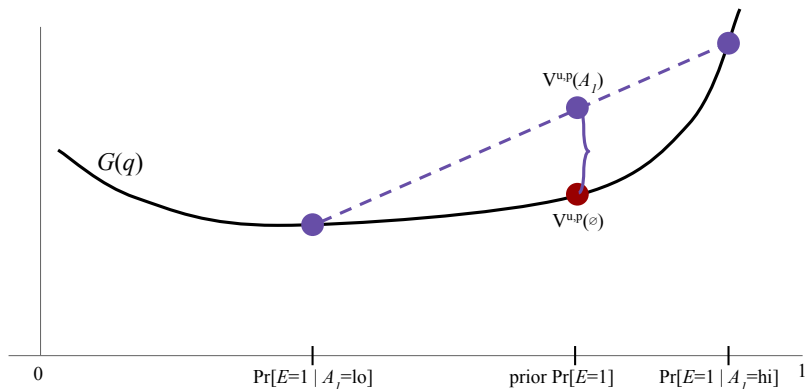
Given $u(d, e)$ where nature's event E is **binary**:

- ▶ Plot probability q of $E = 1$ on the x -axis
- ▶ Plot $G(q) = \max_d \mathbb{E}_{e \sim q} u(d, e)$.
- ▶ In particular, $G(\text{prior}) = \mathcal{V}^{u,p}(\emptyset)$.



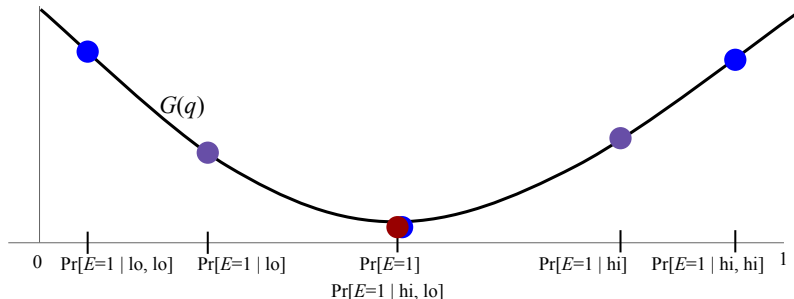
VOI Plots continued

- ▶ Now locate $G(\text{posteriors})$, average to get $\mathcal{V}^{u,p}(A_1)$.
- ▶ Purple brace = marginal value of A_1 over prior.



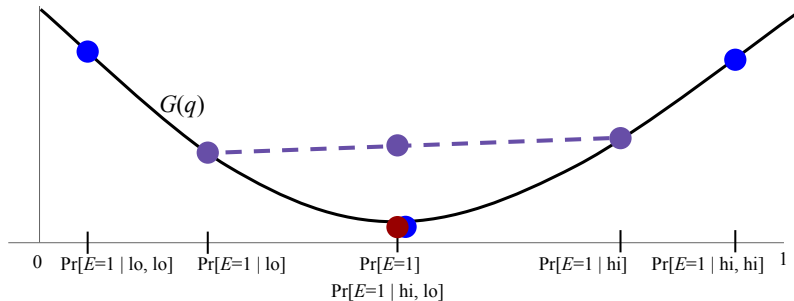
Designing for substitutes

- ▶ lots of curvature near prior = large initial value
- ▶ little curvature farther out = small later marginal value



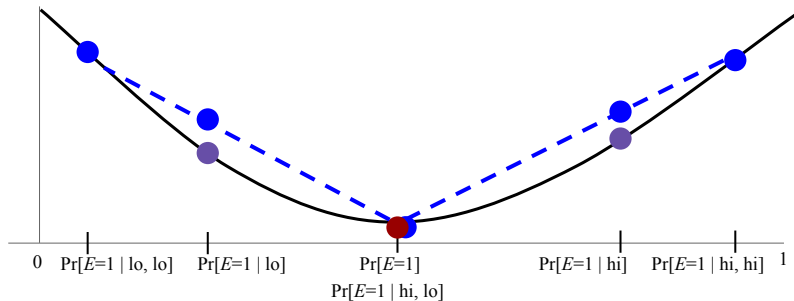
Designing for substitutes

Marginal value of first signal over the prior:



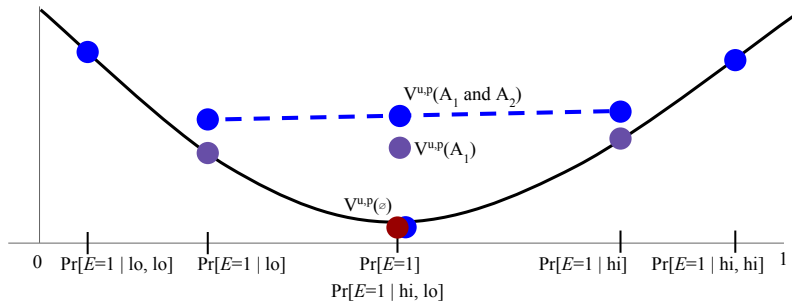
Designing for substitutes

For each outcome of the first signal, marginal value of the second:



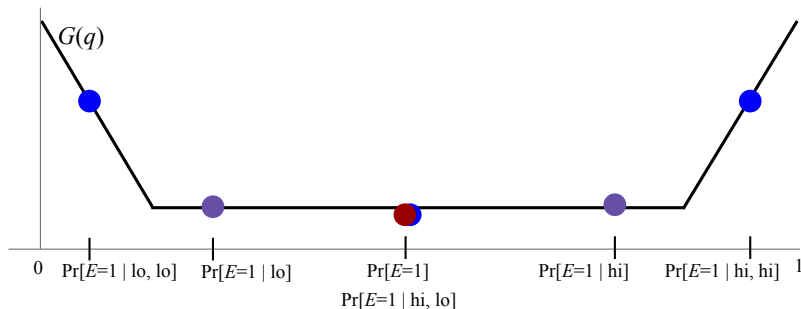
Designing for substitutes

Average marginal value of 2nd signal is smaller than 1st
 $\Rightarrow$ substitutes!



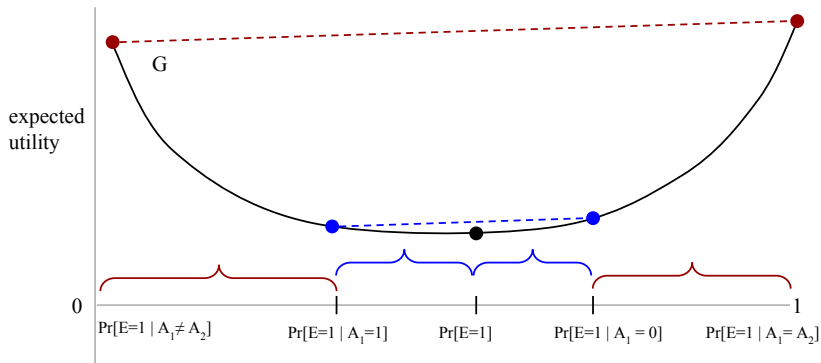
Substitutes are fragile

Even for information structures that seem substitutable, the **wrong utility function** (scoring rule) can destroy substitutability:



Complements are robust

How should one design to reduce complementarities here?

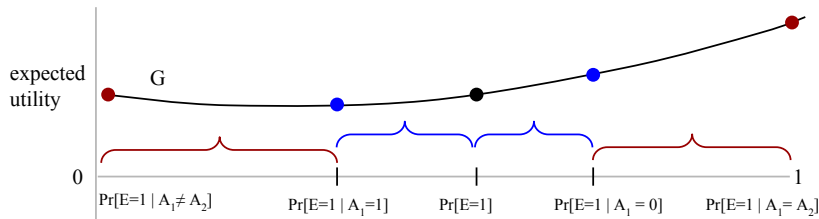


“Decrease curvature away from prior”

Complements are robust

But we can only “flatten” so far!

(Also: this reduces incentives in general, must scale up to compensate)



Thank you!

Questions / Discussion?