# Information Asymmetries in Pay-Per-Bid Auctions: How Swoopo Makes Bank

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# In 25 secs Swoopo earned ? \* 60 cents = \$ ? in bid fees



### In 25 secs Swoopo earned 11 \* 60 cents = **\$6.60** in bid fees



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### Not bad. That's about \$1000/hour.

(...but of course not all auctions are as profitable)



# 2008 revenues were \$28,300,000

1789-1989 789-1989 ULLASSING OF ATTAL PROPERTY. 789-1989

COLUMN 14



"Take your time in finding the right auction, don't rush into it."

Adam O. - Story, IA

REGISTER



"I received my item less then 5 days after my auction.

9.1989

maaa

9.1989

**101111111** COLORAD P. C.

0.01414114 Addition in case

Ken C. - Canyon, ID

REGISTER



"I won a new Mino Flip camera. I use my flip every week.

Geoffrey M. - Summit, OH

REGISTER



"Can you say excited? I told a couple of close friends immediately ..."

Marvin W. - Wake, NC

course of the

REGISTER



"Love the site and so far I have won 3 Items."

Julio G. - Alameda, CA

REGISTER

#### The New York Times

"...a scary website that seems to be exploiting the lowprice allure of allpay auctions."







## Previous work predicts profit-free equilibria

[Augenblick '09, Platt et al. '09, Hinnosaar '09]

Some of this prior work tries to explain the profit using risk-loving preferences and sunk cost fallacies



# Previous work predicts profit-free equilibria

[Augenblick '09, Platt et al. '09, Hinnosaar '09]

OUTCOMES dataset (121,419 auctions)

- Total number of bids
- Bid fee
- Price increment
- Retail price
- Winner







From OUTCOMES dataset

Month

### Basic symmetric pay-per-bid model

- *n*, number of players
- b, bid cost (60 cents for Swoopo)
- v, value of the auctioned item (\$10s to \$1,000s)

### **Fixed-price** auctions

- p, fixed purchase price (usually \$0)
- last bidder acquires item for price p

### **Ascending-price** auctions

- s, price increment (between I and 24 cents/bid)
- last bidder acquires item for sq
  - where q number of bids

### Predicts zero profit!

### Symmetric equilibrium for fixed-price auctions

Indifference condition: A player's expected profit per bid should be zero.

 $\mu$ , probability that somebody places a subsequent bid

$$b = (v - p)(1 - \mu)$$
  $\rightarrow$   $\mu = 1 - \frac{b}{v - p}$ 

 $\beta$ , probability that an individual player places a subsequent bid

$$1-\mu=(1-\beta)^{n-1}$$

$$\beta = 1 - \left(\frac{b}{v - p}\right)$$

### Symmetric equilibrium for ascending-price auctions

**Indifference condition:** The player making the (q+1)st bid is betting *b* no future player will bid

 $\mu_{q+1}$ , probability that somebody places the (q+1)st bid

$$b = (v - sq)(1 - \mu_{q+1}) \qquad \longrightarrow \qquad \mu_{q+1} = 1 - \frac{b}{v - sq}$$

 $\beta_{q+1}$ , probability that a player bids after q bids have been placed

$$1 - \mu_{q+1} = (1 - \beta_{q+1})^{n-1} \quad \Longrightarrow \quad \beta_{q+1} = 1 - \left(\frac{b}{v - sq}\right)^{\frac{1}{n-1}}$$
  
Time varying

### Expected revenue in equilibrium is v

- A player puts a value of **b** at risk with each bid for an **expected reward of b**.
- This implies **zero profit per bid** in expectation.
- Since players are symmetric the expected profit across all bids is also zero.
- At the end of the auction an item of value v is transferred from the auctioneer to the winner.
- This has to be counterbalanced by a total cost
   of v in bid fees which is the auctioneer's revenue.

### **Our contribution: Asymmetric players**



1) What if these parameters vary from player to player?

2) What if some players aren't aware that they vary?

Not just a theoretical concern: Swoopo displays the list of bidders active in the last 15 minutes.



TRACE dataset

(4,328 auctions)

- Time and user of each bid
- Plus all attributes of OUTCOMES dataset



**Thought experiment:** True number of players is *n* but everyone thinks there are *n-k* players

$$b = (v - p)(1 - \lambda) \Longrightarrow \lambda = 1 - \frac{b}{v - p}$$

where  $\lambda$  is the **perceived probability** someone places a subsequent bid

### **Mistaken players**

### **Omniscient players**



Reminder:  $\beta$  pr. one player bids,  $\mu$  pr. some player bids

Overestimation

Underestimation





Over and underestimation in equal measures: **Swoopo still profits** 



- Underestimates of the number of players increase Swoopo's profit.
- Overestimates of the number of players decrease
   Swoopo's profit.
- But not symmetrically!
- Mixtures of over/underestimates with the right mean will increase Swoopo's profit!

### **Modeling general asymmetries**

### Two groups of players, A & B

### **Group A**

- size k
- bid *b*<sup>A</sup>
- value v<sup>A</sup>
- population
   estimate n<sup>A</sup>
- aware of B

### **Group B**

- size *n*-k
- bid  $b^{B}$
- value v<sup>B</sup>
- population
   estimate n<sup>B</sup>
- unaware of A

COLUMN 1



ALCONTA HATTER



### Asymmetries in bid fees

-	Userr	name		LOGIN
categories				
uchers		All auction	ons   Live auctions	Future auctions   Ended auction
e auctions	DESCRIPTION	PRICE	BIDDER	COUNTDOWN
ZOOM Q	300 Bids Voucher Give your account a boost with 300 extra Bids! Use them wisely and you could bag yourself a top bargain on Swoopo. more Penny auction	<b>\$0.06</b> (instead of \$180.00)	Perse	00:15:28 BID
ZOOM Q	50 Bids Voucher Don't miss out on the next great Swoopo deal. Grab an extra 50 bids to help you on your way. more Penny auction	<b>\$0.01</b> (instead of \$30.00)	Mdobby2010	00:45:28 BID
1/ Ja	50 Bids Voucher	\$0.01	Мадинер	01:45:28

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### **Asymmetries in bid fees**



### **Asymmetries in bid fees**





winners' discount





winners' discount accounting for previously lost auctions

### Asymmetries in bid fees for fixed-price auctions



- Group A of size k has a discounted bid and they know it.
- Group B of size *n*-*k* think everyone is paying *b*.

Synergy!

CONSISTER



### Asymmetries in bid fees for ascending-price auctions





- Group A of size k has a discounted bid and they know it.
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CONSISTER

### Varying object valuations

Add auction to watchlist

Auction ID: 261695

#### Sony Bravia KDL-40XBR9 40" 1080p 240Hz LCD TV NEW ON SWOOPO

Experience powerful performance and superior design with the premium Sony BRAVIA XBR9 HDTV



.....

### Varying object valuations

Auktionsnummer: 261695

#### Auktion in Mein Swoopo beobachten

#### Sony KDL-40Z5500 NEU BEI SWOOPO



Scharfe Bilder, fließende Bewegungen und ein attraktives Design. Sony LCD-TV KDL-40Z5500 mit 40 Zoll (102cm) Bilddiagonale, Motionflow 200Hz, 1920 x 1080 Pixel FUII HD Auflösung, 4x HDMI, 2x SCART, DLNA Ethernet, USB 2.0 und DVB-T/-C-Tuner.



11122

Same auction id ...

Auktionsnummer: 261695

Auktion in Mein Swoopo beobachten

...........

CONSTRUCTOR OF

#### NEU BEI SWOOPO Sony KDL-40Z5500

Scharfe Bilder, fließende Bewegungen und ein attraktives Design. Sony LCD-TV KDL-40Z5500 mit 40 Zoll (102cm) Bilddiagona FUII HD Auflösung, 4x HDMI, 2x SCART, DLNA Ethernet, LOD 0 A und DVB-T/-C-Tuner.



# Varying object valuations for fixed-price auctions



$$n = 50, v = 100, b^B = 1$$

- Revenue is naturally bounded by maximum valuation
- The more players overestimate the item the better for Swoopo

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# **Collusion & shill bidding:** The role of hidden information

### Collusion

### Many players model

A group of players form a coalition and they secretly agree not to outbid each other

### Single player model

A single player secretly controls many identities and never bids when leading the auction

Difference between two models is the tie-breaking rule

### **Collusion:**

### Ascending-price auctions, many-players model



- A coalition of size k is playing against *n*-k players
- Swoopo's revenues shrink as the coalition size grows
- The coalition gains an advantage exponential to its size in winning the auction

### Shill bidding: Ascending-price auctions, many-players model



- A (ρ,L)-shill enters the auction with probability
   ρ and bids until L bids have been made
- A shill produces no revenue for the auctioneer
- If the shill wins all revenue is profit (no item is shipped)

# Swoop it Now

### Buy the item at a discount equal to your bid fees



### Swoop it Now - Bid to save

Place a bid to win or cash out and save.

You will be able to buy the item at a discount equal to the amount of bids you've placed. Now you will never leave empty handed.

The auction will continue as usual, so other bidders can battle it out.

**Committed player:** someone who is willing to bid up to a certain price and then exercise the Swoop it Now option

# Swoop it Now

- In the presence of many committed players the resulting game is a **game of chicken**.
- Assuming a common valuation of v and a retail price of r the maximum loss is bounded by v-r.

	Quit	Play Till End
Quit	Both lose bidding fees	Lose bidding fees/ Get discount
Play Till End	Get discount/ Lose bidding fees	Both lose <b>v-r</b>

### Is there evidence of chicken?

Look for **duels** - auctions culminating is long bidding sequences by two players

### The Scrum



### The Mêlée



### The Duel



### The Duel



### The Duel



### **Evidence of chicken**

% of <b>auctions</b>	<b>Duel length</b>
9%	≥10
5%	≥20
1%	≥50

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### Signaling intention: Aggressive bidding

Players willing to playing chicken need a way to announce it

# A natural way is to be aggressive by placing many bids in rapid succession

Aggression =  $\frac{\text{Number of bids}}{\text{Average response time}}$  (bids<sup>2</sup> / sec)

Aggressive	Number of	Auction revenue	Mean winner
bidders	auctions	(as % of retail price)	profit margin
0	1,699	62%	77%
1	493	135%	51%
$\geq 2$	834	246%	26%

COLUMN 1

### Signaling intention: Aggressive bidding



- Highly skewed aggression distribution
- Winners most aggressive, but profitable winners less so
- Those who lost demonstrate about average aggression

- Successful strategies are mostly concentrated at aggression ranks lower than average
- The highly aggressive players are responsible for most of Swoopo's profits

# **Conclusions and Remarks**

- •Information asymmetry can have **powerful effects** in pay-per-bid and similar auctions.
- Is this understanding useful?
   What is the value of the missing information in this setting?
- Swoopo operates in the grey area between gambling and "entertainment shopping."
- •Is this a **fad** or the **future**?



# Thank you. Any questions?