

Crowdfunding Public Projects with Provision Point: A Prediction Market Approach

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Motivation

Crowdfunding | Private Provisioning of Public Goods



St Georges redevelopment alternative

Islington
The St Georges church in Tufnell Park is under threat of demolition to make way for a housing development. The local community want to present a redevelopment alternative to Save St George.



South Norwood Lake Playground

Croydon
We want to update, regenerate and vastly improve the much-loved but tired children's playground at South Norwood Lake and Grounds



Crowdfunding Process

1. Requester posts public project (non-excludable)
2. Agents arrive & observe :
 - a) target amount (provision point),
 - b) deadline
 - c) pending amount.
3. Agents contribute (or not)
4. Requester executes project or refunds.

Mechanism Design Motivation

Agent's true value for the project is private info.
Strategic agents can freeride (No/Low contribution).
Strategic agents can delay contribution.
Project may not be funded even if everyone values it!

Mechanism Design: Induce a game s.t. agents contribute

Related Work

1. [Bagnoli & Lipman '89] : Provision Point Mechanism
 - a) Simultaneous move game
 - b) Project not funded at multiple equilibria.
2. [Zubrickas '14] : PPM with Refund bonus
 - a) Simultaneous move game
 - b) Project funded at equilibria.
3. [Our work] : PPM with Securities
 - a) Sequential game
 - b) Subgame perfect equilibria: project funded.
 - c) Agents contribute in proportion to value
 - d) Agents contribute as soon as they arrive
4. [Hanson'03], [Chen & Pennock '10]: Prediction Mkt
 - a) Software agents: securities for prediction.
 - b) Scoring Rule \leftarrow Cost Function.
 - c) Specially suited for thin markets.

Mechanism Design

How to incentivize private citizens to contribute to public projects? The Freeriding problem.

Table 1: Key Notation

Symbol	Definition
T	Time at which fund collection ends
h^t	Amount that remains to be funded at t ; h^0 is the target amount
$i \in \{0, 1, \dots, n\}$	Agent id; $i = 0$ refers to the requester
$\theta_i \in \mathbb{R}_+$	Agent i 's value for the project
$x_i \in \mathbb{R}_+$	Agent i 's contribution to the project
$a_i \in [0, T]$	Time at which agent i arrives at the platform
$t_i \in [a_i, T]$	Time at which agent i makes a contribution towards the project
$\psi_i = (x_i, t_i)$	Strategy of agent i
$\vartheta \in \mathbb{R}_+$	Net value for the project
$\chi \in \mathbb{R}_+$	Net contribution for the project
$k \in \{0, 1\}$	Project provisioning decision

$$u_i(\psi; \theta_i) = \mathcal{I}_{\chi \geq h^0} \times (\theta_i - x_i) + \mathcal{I}_{\chi < h^0} \times (r_i^{t_i} - x_i)$$

Intuitive Explanation

1. Incentivizes agents to contribute by offering them a bonus greater than their contribution.
2. Bonus paid out *iff* the project is not funded.
3. Ensures that project is funded at equilibrium.

Novel Idea: Use prediction markets for bonus!

Provision Point with Securities

Binary Event: At deadline, project funded or not ?
Positive securities pay \$1 if project funded.
Negative securities pay \$1 if project is not funded.
Software agent always accepts trades.
Price as first order derivative of cost function.

$$C_{LMSR}(q) = b \ln(\exp(q_{\omega_0}/b) + \exp(q_{\omega_1}/b))$$

Prediction Market issues only Negative securities

$$C_0(q^t) = b \ln(1 + \exp(q^t/b))$$

Number of securities issued to an agent depend on

- a) Quantum of his contribution
- b) Timing of his contribution

$$r_i^{t_i} = b \ln \left(\exp \left(\frac{x_i}{b} + \ln(1 + \exp(\frac{q^{t_i}}{b})) \right) - 1 \right) - q^{t_i}$$

Software agent (sponsor) pays out only if project is not funded.

PPS Equilibrium

If

- Net value of the project > Cost of the project
- $b \in (0, (\vartheta - h^0)/\ln 2)$

Then

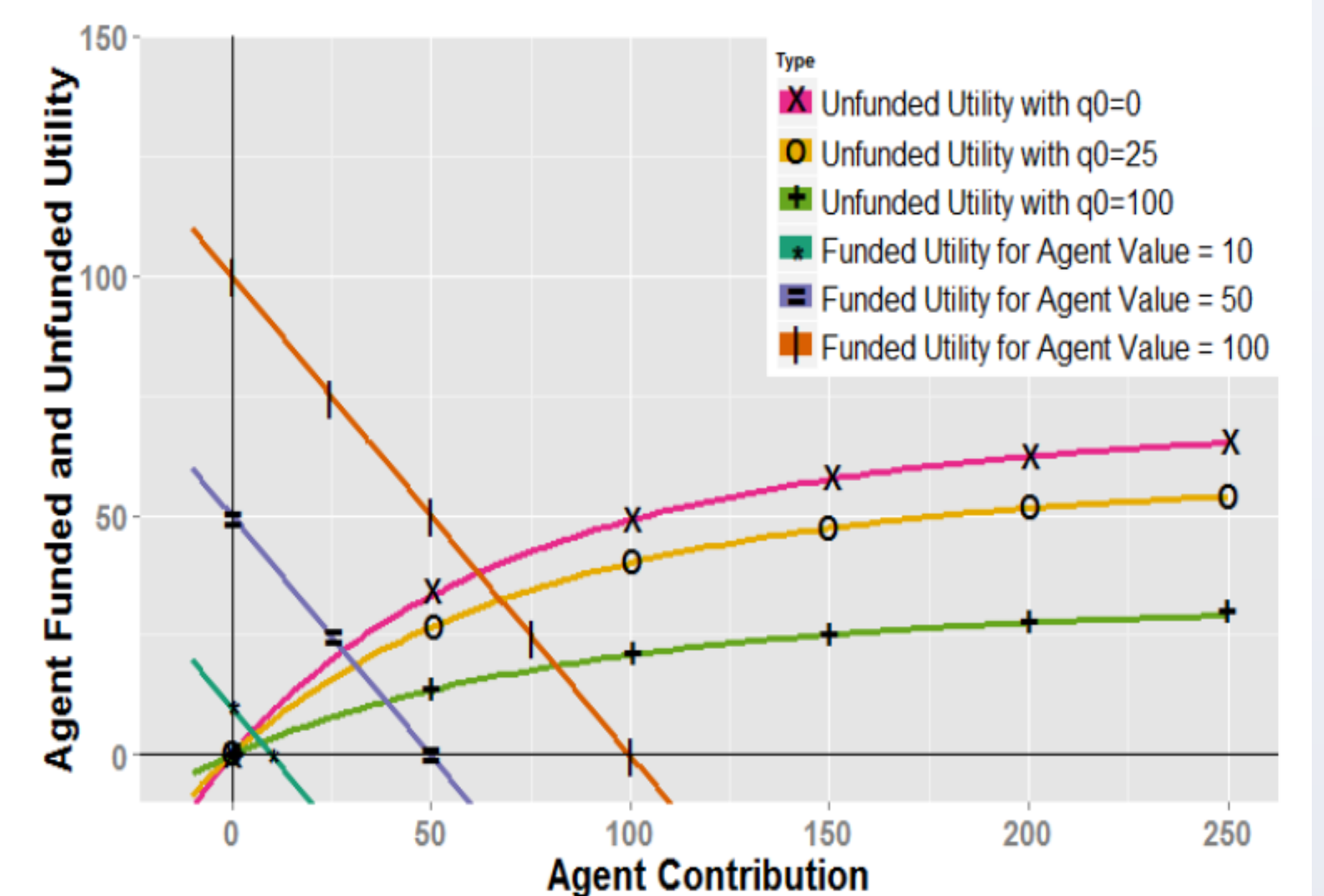
- Project is funded at Equilibrium
- Equilibrium is subgame perfect (sequential game)
- Each agent contributes in proportion to his value
- Each agent contributes as soon as he arrives
- Agents have an incentive to contribute early.

$$x_i^* \leq C_0(\theta_i + q^{a_i}) - C_0(q^{a_i}) = b \ln \left(\frac{1 + \exp(\frac{\theta_i + q^{a_i}}{b})}{1 + \exp(\frac{q^{a_i}}{b})} \right)$$

Equilibria are subgame perfect (Sequential Game)

LMSR-PPS

Leverage infinite liquidity of LMSR to create a prediction market where each agent has an incentive to contribute.



$$u_i(\psi; \theta_i) = \mathcal{I}_{\chi \geq h^0} \times (\theta_i - x_i) + \mathcal{I}_{\chi < h^0} \times (r_i^{t_i} - x_i)$$

Funded Utility

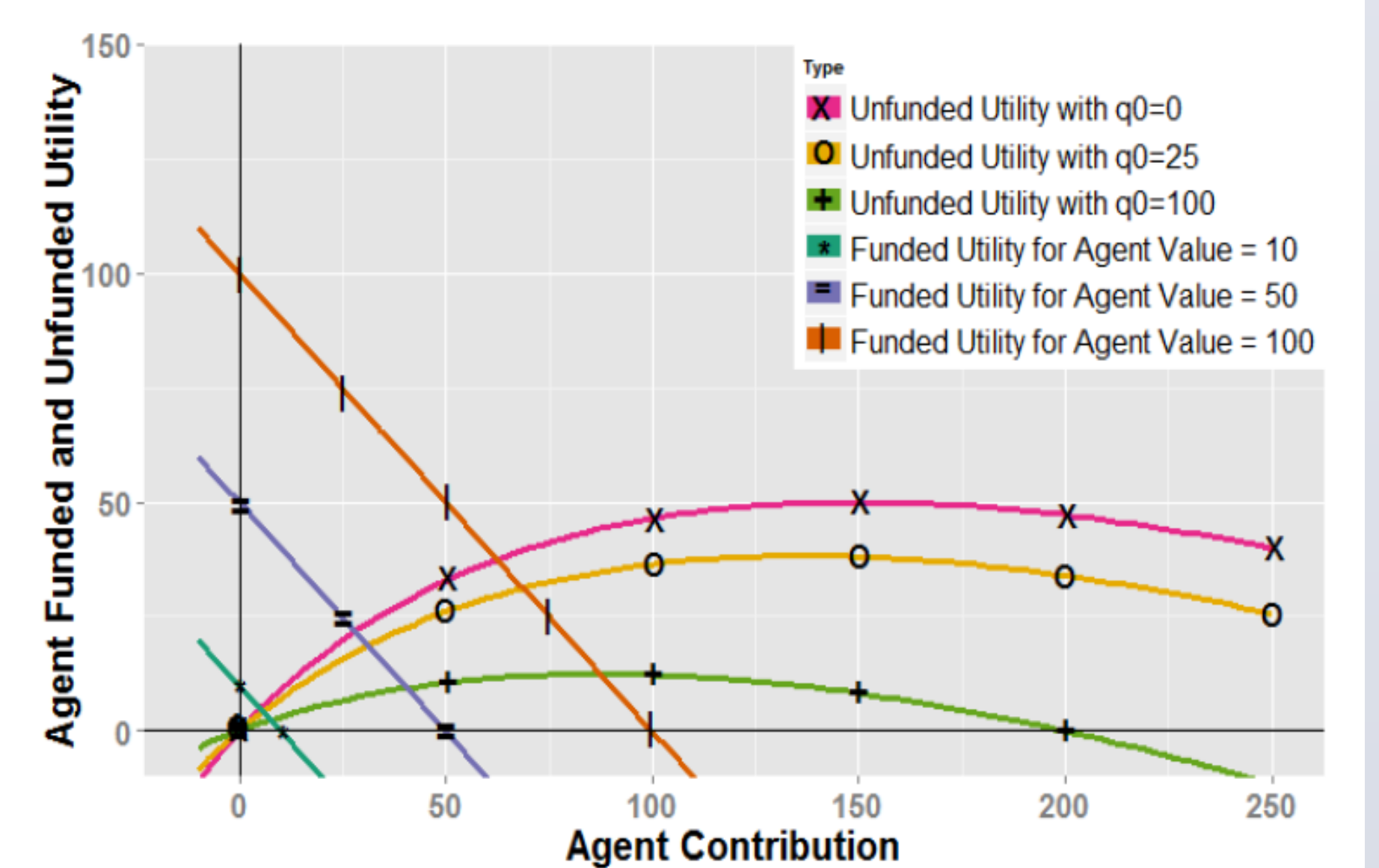
a) Monotonically decreases with contribution

Unfunded Utility

- a) Monotonically increases with contribution
- b) Monotonically decreases with outstanding securities (time)

QSR-PPS

Other cost functions can be used if parameterized correctly.



Necessary conditions on Cost Function

1. Path Independence $Cost(r|q) = C(q+r) - C(q)$
2. Continuous & Differentiable $p_{\omega_j} = \partial C(q)/\partial(q_{\omega_j}) \geq 0 \quad \forall \omega_j \in \Omega$
3. Information Incorporation $C(q+2r) - C(q+r) \geq C(q+r) - C(q)$
4. No Arbitrage $\exists \omega_j \in \Omega$ such that $C(q+r) - C(q) > r \cdot \pi_{\omega_j}$
5. Expressiveness $\forall p \in \Delta_{|\Omega|}, \exists q \in \mathbb{R}^{|\Omega|}$ s.t. $\nabla C(q) = \mathbb{E}_{\omega \sim p}[\pi(\omega)]$
6. Bounded Loss $\sup_q [\max_{\omega_j} (q_{\omega_j}) - C(q)] < \infty$
7. Sufficient Liquidity $\forall q^t, \forall x_i < h^0, \frac{\partial}{\partial x_i}(r_i^{t_i} - x_i) > 0 \Rightarrow \frac{\partial r_i^{t_i}}{\partial x_i} > 1$

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