### Economics 101A (Lecture 23)

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#### Outline

- 1. Oligopoly: Bertrand
- 2. Second-price Auction
- 3. Auctions: eBay Evidence

#### **1** Oligopoly: Bertrand

- Cournot oligopoly: firms choose quantities
- Bertrand oligolpoly: firms first choose prices, and then produce quantity demanded by market
- Market demand function Y(p)
- 2 firms
- Profits:

$$\pi_{i}(p_{i}, p_{-i}) = \begin{cases} (p_{i} - c) Y(p_{i}) & \text{if } p_{i} < p_{-i} \\ (p_{i} - c) Y(p_{i}) / 2 & \text{if } p_{i} = p_{-i} \\ 0 & \text{if } p_{i} > p_{-i} \end{cases}$$

• First show that  $p_1 = c = p_2$  is Nash Equilibrium

- Does any firm have a (strict) incentive to deviate?
- Check profits for Firm 1

• Symmetric argument for Firm 2

- Second, show that this equilibrium is unique.
- For each of the next 5 cases at least on firm has a profitable deviation
- Case 1.  $p_1 > p_2 > c$

• Case 2.  $p_1 = p_2 > c$ 

• Case 3.  $p_1 > c \ge p_2$ 

• Case 4.  $c > p_1 \ge p_2$ 

• Case 5.  $p_1 = c > p_2$ 

- Only Case 6 remains:  $p_1 = c = p_2$ , which is Nash Equilibrium
- It is unique!

- Surprising result of Bertrand Competition
- Marginal cost pricing

• Two firms are enough to guarantee perfect competition!

• Realistic? Price wars between PC makers

#### 2 Second-price Auction

- Sealed-bid auction
- Highest bidder wins object
- Price paid is second highest price

- Two individuals: I = 2
- Strategy  $s_i$  is bid  $b_i$
- Each individual knows value  $v_i$

• Payoff for individual i is

$$u_i(b_i, b_{-i}) = \begin{cases} v_i - b_{-i} & \text{if } b_i > b_{-i} \\ (v_i - b_{-i})/2 & \text{if } b_i = b_{-i} \\ 0 & \text{if } b_i < b_{-i} \end{cases}$$

- Show: weakly dominant to set  $b_i^* = v_i$
- To show:

$$u_i(v_i, b_{-i}) \ge u_i(b_i, b_{-i})$$

for all  $b_i$ , for all  $b_{-i}$ , and for i = 1, 2.

- 1. Assume  $b_{-i} > v_i$ 
  - $u_i(b_i, b_{-i}) = (v_i b_{-i}) < 0$  for any  $b_i > b_{-i}$
  - $u_i(b_{-i}, b_{-i}) = (v_i b_{-i})/2 < 0$
  - $u_i(b_i, b_{-i}) = 0$  for any  $b_i < b_{-i}$

2. Assume now  $b_{-i} = v_i$ 

3. Assume now  $b_{-i} < v_i$ 

#### **3** Auctions: Evidence from eBay

- In second-price auction, optimal strategy is to bid one's own value
- Is this true?
- eBay has proxy system: If you have highest bid, you pay bid of second-highest bidder
- eBay is essentially a second-price auction
- Two deviations:
  - People bid multiple times they should not in this theory
  - 2. People may overbid

### An example: eBay Bidding for a Board Game

- Bidding environment with clear boundary for rational willingness to pay ("buy-it-now price").
- Empirical environment unaffected by common-value arguments (presumably bidding for private use; in addition "buy-it-now" price).
- Still non-negligible amount (\$100-\$200).
- $\rightarrow$  Is there evidence of overbidding?
- $\rightarrow$  If so, can we detect determinants of overbidding?

# The Object



## The Data

- Cashflow 101: board game with the purpose of finance/accounting education.
- Retail price : \$195 plus shipping cost (\$10.75) from manufacturer (*www.richdad.com*).
- Two ways to purchase Cashflow 101 on eBay
  - Auction (quasi-second price proxy bidding)
  - Buy-it-now
- Hand-collected data of all auctions and Buy-itnow transactions of Cashflow 101 on eBay from 2/19/2004 to 9/6/2004.

#### Table 1. Bid Increments

Current Price	Bid Increment
\$0.01- \$0.99	\$0.05
\$1.00- \$4.99	\$0.25
\$5.00- \$24.99	\$0.50
\$25.00- \$99.99	\$1.00
\$100.00- \$249.99	\$2.50
\$250.00- \$499.99	\$5.00
\$500.00- \$999.99	\$10.00
\$1000.00- \$2,499.99	\$25.00
\$2500.00- \$4,999.99	\$50.00
\$5,000.00 and up	\$100.00

# Sample

- Listings
  - 206 by individuals (187 auctions only, 19 auctions with buy-it-now option)
  - 493 by two retailers (only buy-it-now)
- Remove non-US\$, terminated, unsold items and items without simultaneous *professional* buy-it-now listing. → 169 auctions
- Buy-it-now offers of the two retailers
  - Continuously present for all but six days. (Often individual buy-itnow offers present as well; they are often lower.)
  - 100% and 99.9% positive feedback scores.
  - Same prices \$129.95 until 07/31/2004; \$139.95 since 08/01/2004.
  - Shipping cost \$9.95; other retailer \$10.95.
  - New items (with bonus tapes/video).

#### **Table II. Retailers' Information**

#### Seller X

Feedback Score:		2849	
Positive Feedback:		100%	
Members who left positive feedback:		2849	
Members who left negative feedback:		0	
All positive feedback received:		2959	
Recent Feedback:	Past Month	Past 6 Months	Past 12 Months
positive	52	365	818
neutral	0	1	1
negative	0	0	0
Seller Y			
Feedback Score :		3107	
Positive Feedback:		99.90%	
Members who left a positive:		3111	
Members who left a negative :		4	
All positive feedback received:		3333	
Recent Feedback:	Past Month	Past 6 Months	Past 12 Months
positive	112	666	1316
neutral	0	2	2
negative	0	0	1

#### Listing Example (02/12/2004)

Rich Dad's Cashflow Quadrant, Rich dad 🖉	\$12.50	4	1d 00h 14m
Rich Dad's Cashflow Quadrant by Robert T	\$9.00	9	1d 00h 43m
Real Estate Investment Cashflow Software \$\$\$! 🕬	\$10.49	2	1d 04h 36m
CASHFLOW® 101 202 Robert Kiyosaki Best Pak \$ 🖉 🗹	\$207.96	<i>⊊Buy It <mark>Now</mark></i>	1d 06h 47m
TRY IT TODAY, WITH ABSOLUTELY NO RISK,			
CASHFLOW® 101 Robert Kiyosaki Plus Bonuses! 🖉 🥑	\$129.95	<i>'⊊Buy It <mark>Now</mark></i>	1d 08h 02m
Your satisfaction is GUARANTEED, 100% \$ back			
<u>MINT Cashflow 101 *Robert Kiyosaki Game NR!</u> 🖉	\$140.00	13	1d 08h 04m
It's easy to be rich. Brand New. Still sealed			
cashflow Hard Money Funding 101 real estate 🖉 🔊	\$14.99	<i>'≡Buy It <mark>Now</mark></i>	1d 09h 28m
BRANDNEW RICHDAD CASHFLOW FOR KIDS E-	\$20.00	1	1d 13h 54m
<u>GAME</u> 2			
CASHFLOW® 101 Robert Kiyosaki Plus Bonuses! 🖉 🥑	\$129.95	<i>'⊊Buy It <mark>Now</mark></i>	1d 14h 17m
Your satisfaction is GUARANTEED, 100% \$ back			
CASHFLOW® 101 202 Robert Kiyosaki Best Pak \$ 🖉 🥄	\$207.96	<i>≡Buy It <mark>Now</mark></i>	1d 15h 47m
TRY IT TODAY, WITH ABSOLUTELY NO RISK,			

#### Listing Example – Magnified



#### Example of the description

🚰 eBay item 6908465597 (Ends Jun-30-04 14:42:22 PDT) - CA5HFLOW 101 Game, video &	Cassette Tapes - Microsoft Internet Explorer -
File Edit View Favorites Tools Help	100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100 - 100
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Address 🗃 http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=6908465597	🔽 🤗 Go Links » 📆 🗸
Google - 💽 🏀 Search Web 🛛 🚿 🖶 285 blocked 👘 Auto	📶 🛛 🛃 Options 🥒
Shipping, payment details and return policy	•
Description	
Item Specifics - Textbooks, Education Product Type: Game, Video & Tapes Category: Education, Teaching	Educational Level: Adult & Age 10 & up Publication Year: Condition: Used
<ul> <li>CASHFLOW 101 Game, video &amp; Casse Kiyosaki</li> <li>Like-new CASHFLOW 101 game - \$195 retail. Opene</li> <li>A 3 audio cassette album titled "It's Easy to Be Rich"</li> <li>A video tape titled "The Secrets of the Rich" that gives</li> </ul>	ed but in mint condition.
<ul> <li>Game sheets, playing cards, cash, instructions, etc.</li> <li>CASHFLOW® 101 is an educational program that te time and makes learning fun. Learn how to get out o works for you instead of you working hard for your new constructions of the second second</li></ul>	Everything that comes with the game is included aches accounting, finance, and investing at the same of the rat race and onto the fast track where your money noney.
	T-tt
🖭 Start 🕅 🙈 🖄 🛛 🖉 Gmail 🧭 WinE 🖓 bidhis 🖓 Prese 🖉 eBay	

#### Bidding history of an item

🚰 eBay.com Item Bid History - Microsoft Internet Explo	rer - Stanford GSB		X
File Edit View Favorites Tools Help			100 A
← Back • → • ③ 🚱 🖓 🔞 Search 💿 Favorites	🛞 Media 🧭 🛃 🎒 🖬 🗐 🖓		
Address 🙆 http://offer.ebay.com/ws/eBayISAPI.dll?ViewBids&	item=5512116924		🔽 🧟 Go 🛛 Links » 🔁 🗸
Google - 💽 👘 Search Web	🗸 🛛 🎲 🕹 🖓 285 blocked 🛛 📳 AutoFill 🛛 💽	Options 🥒	
Item title: CASHELOW 101 Board Game R	Rich Dad Poor Dad		<b>_</b>
Time left: Auction has ended.			
Only actual hids (not automatic hids generated ur	o to a hidder's maximum) are shown. Aut	tomatic hids may be placed days or bou	rs hefore a listing ends. Learn
more about <u>bidding</u> .			e polore a noting onde. Loann
User ID	Bid Amount	Date of bid	
beezeebugs (21 🛱)	US \$152.50	Aug-11-04 09:51:21 PDT	
mkdir-half (21 😭)	US \$150.00	Aug-11-04 06:39:53 PDT	
<u>beezeebugs</u> ( <u>21</u> 🖈 )	US \$140.00	Aug-08-04 12:06:05 PDT	
<u>dj_orbit</u> ( <u>86</u> 🛠)	US \$130.01	Aug-09-04 23:49:02 PDT	
successbroker (931 😭 ) 📭	US \$110.00	Aug-08-04 19:56:26 PDT	
successbroker (931 😭 ) 📭	US \$105.00	Aug-06-04 17:18:21 PDT	
<u>002la (1)</u>	US \$102.50	Aug-06-04 17:11:31 PDT	
successbroker (931 😭 ) 🚥	US \$100.00	Aug-05-04 15:41:40 PDT	
002la ( <u>1</u> )	US \$99.00	Aug-06-04 17:10:48 PDT	
002la (1)	US \$95.00	Aug-06-04 17:10:21 PDT	
<u>12-gauge</u> ( <u>29</u> 🙀)	US \$88.00	Aug-05-04 09:13:30 PDT	
lindyque (110 😭)	US \$58.00	Aug-05-04 10:47:33 PDT	
lindyque (110 😭)	US \$45.00	Aug-05-04 10:45:41 PDT	
<u>lindyque</u> ( <u>110</u> 😭)	US \$40.00	Aug-05-04 10:45:08 PDT	
bearsnbulls22 (3)	US \$31.00	Aug-05-04 06:49:19 PDT	
<u>75lon</u> ( <u>1</u> )	US \$30.00	Aug-04-04 19:46:54 PDT	
bearsnbulls22 (3)	US \$28.00	Aug-05-04 06:48:28 PDT	
bearsnbulls22 (3)	US \$25.00	Aug-05-04 06:48:01 PDT	
If you and another bidder placed the same bid amou	int, the earlier bid takes priority.		<u> </u>
ē)			internet
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Table III. Summary Statistics					
Variable	Obs.	Mean	Std. Dev.	Min.	Max.
Number of Bids	168	17.1	9.2	1	39
Feedback Score Buyer	169	35.6	102.1	0	990
Feedback Score Seller	169	251.6	1419.5	0	14,730
Positive Feedback Percentage Seller	168	62.1	48.3	0	100
Ln(Feedback Score Buyer + 1)	169	2.0	1.7	0	6.9
Ln(Feedback Score Seller + 1)	169	2.4	2.4	0	9.6
Auction Length [in days]	169	6.25	1.70	1	10
one day	169	0.01	0.11	0	1
three days	169	0.12	0.32	0	1
five days	169	0.17	0.38	0	1
seven days	169	0.65	0.48	0	1
ten days	169	0.05	0.21	0	1
Auction Ending Weekday					
Monday	169	0.124	0.331	0	1
Tuesday	169	0.077	0.267	0	1
Wednesday	169	0.154	0.362	0	1
Thursday	169	0.118	0.324	0	1
Friday	169	0.095	0.294	0	1
Saturday	169	0.183	0.388	0	1
Sunday	169	0.249	0.433	0	1
Auction Ending Hour	169	14.8	5.2	0	23
Prime Time	169	0.331	0.472	0	1
Delivery Insurance	169	0.373	0.485	0	1
Bonus Tapes/Video	169	0.284	0.452	0	1
Explicit195	169	0.320	0.468	0	1

## **Hypotheses**

Given the information on the listing website:

- (H1) An auction should never end at a price above the concurrently available purchase price.
- (H2) Mentioning of higher outside prices should not affect bidding behavior.

<u>Figure 1. Starting Price</u> (*startprice*)

- → 45% below \$20; mean=\$46; SD=43.88
- $\rightarrow$  only 6 auctions with first <u>bid</u> (not price) above buy-it-now



#### <u>Figure 2. Final Price</u> (*finalprice*)

→ 41% are above "buy-it-now" (mean \$132; SD 16.83)



Figure 4. Total Price (incl. shipping cost) → 51% are above "buy-it-now" plus its shipping cost (mean=\$144.20; SD=15.00)



# Testing H2

- Dummy for explicit mentioning of retail price of \$195 (*Explicit195*).
- Controlling for quality: extras such as bonus tapes, video.
- Potential upward bias: cannot control perfectly for quality; correlation with old/new?
- Potential downward bias: any seller mentioning the retail price in one of the ads the bidder studies, e.g. when submitting the first bid.

#### Table IV. Determinants of "Abnormal Total Price"

	ATP	ATP
Explicit195	8.566** (2.63)	6.480* (2.96)
Shipping Cost	0.282 (0.36)	0.271 (0.37)
Auction Length	1.289 (0.68)	1.317 (0.69)
Starting Price	0.025 (0.028)	0.018 (0.03)
Ln(Feedback Score Buyer + 1)	-0.341 (0.73)	-0.721 (0.84)
Ln(Feedback Score Seller + 1)	0.220 (0.58)	0.098 (0.60)
(Feedback Score Buyer)*Explicit195		0.030 (0.03)
Prime Time		1.039 (2.69)
Delivery Insurance		2.455 (2.64)
Bonus Tapes/Video		2.344 (2.86)
Constant	-12.574 (7.22)	-12.846 (7.48)
N	142	142
$R^2$	.1	.12

Standard errors appear in parentheses.

Asterisks denote statistical significance at the 1%(\*\*) or 5%(\*) level.

#### Table VIII. Probit/Logit Model of Overbidding

	Logit	Logit	Probit	Probit
Explicit195	0.651	0.580	0.406	0.356
	(.40)	(.42)	(.25)	(.26)
Shipping Cost	0.000	-0.015	0.002	-0.007
	(.05)	(.06)	(.03)	(.03)
Auction Length	0.253	0.259	0.158	0.160
	(.10)	(.11)	(.06)	(.07)
Starting Price	0.001	0.001	0.001	0.001
	(.00)	(.00)	(.00)	(.00)
Ln(Feedback Score Buyer + 1)	0.084	-0.097	-0.050	-0.059
	(.11)	(.11)	(.07)	(.07)
Ln(Feedback Score Seller + 1)	0.066	-0.074	-0.040	-0.046
	(.09)	(.09)	(.05)	(.05)
Prime Time	0.192	0.215	0.111	0.135
	(.39)	(.39)	(.24)	(.24)
Delivery Insurance	0.254	0.226	0.155	0.138
	(.38)	(.39)	(.23)	(.24)
Bonus Tapes/Videa	0.483	0.602	0.307	0.386
	(.41)	(.43)	(.25)	(.27)
Weekday Dummies		Х		Х
Constant	-1.668	-1.198	-1.076	-0.768
	(1.09)	(1.34)	(.67)	(.82)
N	142	142	142	142
Pseudo-R <sup>2</sup>	.06	.08	.06	.08

## Summary

- 1. Bidders fail to adjust their willingness to pay to lower readily available outside prices.
- 2. Bidders adjust their willingness to pay to the mention of higher outside prices (here the description "retail price is \$195") → Anchoring

## Who are the overbidders?

- Less experienced?
  - No. (Not significantly, see last table.)
- Repeated bids?
  - Sometimes.
  - Data to be completed.
- What about the first bid?
  - First bid overall in auction typically below "buy-itnow".
  - First bid of a bidder in an ongoing auction not necessarily below "buy-it-now" though typically inducing a <u>price</u> below "buy-it-now".

# Survey

	Full Sample	MBA class	Behavioral lab (mostly undergraduates)
Sample size	306	75	231
Number (percent) of subjects who have <u>ever</u> used eBay for a purchase ("eBay users")	154 (50.83%)	35 (47.95%)	119 (51.74%)
Number (percent) of subjects who bought on eBay <u>during the last</u> <u>month</u>	40 (14.49%)	9 (12.86%)	37 (17.96%)
Demographics			
Female	154 (50.99%)	16 (21.92%)	138 (60.26%)
Age: mean	22.53	20.71	28.21
Age: median	21	20	28
Age: min/max	18/53	18/53	22/41
Citizen: US	253 (84.33%)	43 (58.11%)	210 (92.92%)
English: below average speaking ability	4 (1.32%)	6 (8.00%)	1 (0.44%)

# Survey

Subsample of eBay users			
Number of purchases during the			
last year			
mean	4.15	5	3.9
median	2	2	2
min/max	0/50	0/50	0/44
standard deviation	6.94	8.83	6.29
Search behavior			
online other sites in addition to eBay	125 (81.70%)	27 (79.41%)	98 (82.35%)
offline in addition to eBay	85 (55.56%)	13 (38.24%)	72 (60.50%)
online or offline	137 (89.54%)	29 (85.29%)	108 (90.76%)
First step of search on eBay			
type core word (e.g. `Cashflow 101')	136 (88.89%)	34 (100%)	102 (85.71%)
select category (e.g. `boardgame')	14 (9.15%)	0 (0%)	14 (11.76%)

## Survey Results

- 52% log on to watch the last-minute bidding
- 40% admit that they sometimes bid more than they originally wanted. Why?
  - "Competition"
  - "Last minute bidding frenzy for highly desired item"
  - "I really wanted the item and my price wasn't that far from the original (about 2 dollars)"
- No concerns about buy-it-now features (if anything marginally better experience).

## Implications

- Firms can increase profits with simple strategies
- Mention higher prices (outside prices, former prices in sales, etc.)
- Generate "lock-in" effect: Get (potential) buyer involved into the transaction, e.g., by submitting bid

## Firm Response

- Overbidding and anchoring appear to be easy to induce and to have a large impact on revenues.
- Online bidding technology tailored towards individual biases, e.g. "You have been outbid!" messages
- → Behavioral IO (Industrial Organization): Firm response to consumer biases.

### The Other Lesson?

Some unsolicited eBay advice.

- Can make money by selling "Cashflow 101" to those who aspire to become financially smart, and overpay for the board game!
- Sellers : add exaggerated retail price, pay 20 cents extra (now 40 cents) for 10 day listing!
- Buyers : check out the "buy-it-now" price before you bid!

#### 4 Next lecture

- Mixed Strategy Equilibria
- Dynamic Games
- Stackelberg duopoly