#### **Optimal Communication Design**

#### James Best<sup>1</sup> Maryam Saeedi<sup>1</sup> Ali Shourideh<sup>1</sup> Daniel Quigley<sup>2</sup>

<sup>1</sup>Department of Economics, Tepper School of Business, Carnegie Mellon University

<sup>2</sup>Department of Economics, University of Oxford

July 20, 2022

## Motivation

- Should we allow experts to collude before providing advice?
- Do we want people to observe other's opinions before providing their own?
- Can we improve the informativeness of communication online by only providing summary statistics of opinions?

### Motivation

- Should we allow experts to collude before providing advice?
- Do we want people to observe other's opinions before providing their own?
- Can we improve the informativeness of communication online by only providing summary statistics of opinions?

#### The Question We Answer

What transfer-free mechanism maximizes the payoff of a DM receiving advice from two identically biased experts with independent information?

## The Model

Players: 2 senders, 1 receiver

Each sender  $i \in \{1, 2\}$  has private type  $s_i \in [-1, 1]$ 

• 
$$s_1 \perp \perp s_{2_i}$$
 and  $s_i \sim F$ .

Payoff Relevant State variable:  $\omega = \frac{s_1 + s_2}{2}$ 

Receiver Chooses:  $a \in \{0, 1\}$ 

Sender payoff:  $a(\omega + b)$ , with b > 0

Receiver payoff:  $a\omega$ 

#### The Model: Timing and Communication

**1** Mechanism designer commits to  $\sigma(\tilde{s}_1, \tilde{s}_2) \in [0, 1]$ 

• The probability of recommending a = 1 given reports  $(\tilde{s}_1, \tilde{s}_2)$ .

2 Senders simultaneously report their types to the mechanism.

3 The mechanism makes a recommendation to the receiver.

**4** Receiver chooses action  $a \in \{0, 1\}$ .









#### **Communication Design Problem**

Maximize Expected Receiver Payoff via a Transfer Free Direct Mechanism

 $\sigma(s_1, s_2) \in [0, 1]$  is the probability of a = 1 given reports  $(s_1, s_2)$ .

 $\max_{\sigma} E[a\omega] \quad \text{s.t.}$ 

- 1 Receiver Obedience; and
- 2 Sender Incentive Compatibility for each *i*:

#### **Communication Design Problem**

Maximize Expected Receiver Payoff via a Transfer Free Direct Mechanism

 $\sigma(s_1, s_2) \in [0, 1]$  is the probability of a = 1 given reports  $(s_1, s_2)$ .

 $\max_{\sigma} E[a\omega] \quad \text{s.t.}$ 

- 1 Receiver Obedience; and
- 2 Sender Incentive Compatibility for each *i*:

 $\Pr(1|\sigma, s_i) \left[ E[s_{-i} \mid 1, s_i] + s_i + 2b \right] \ge \Pr(1|\sigma, \hat{s}_i) \left[ E[s_{-i} \mid 1, \hat{s}_i] + s_i + 2b \right], \forall s_i, \hat{s}_i$ 

#### Main Result

We make two assumptions:

- (i.) Receiver obeys collusive advice:  $E[\omega|s_1 + s_2 \ge -2b] \ge 0$ .
- (ii.) F(s) + 2bf(s) is weakly increasing in *s* for all  $s \in [0, 1]$

#### Theorem 1

*Under (i.) and (ii.), a symmetric mechanism is optimal for the receiver if and only if it achieves the senders' first best allocation.* 

#### **Proof (Sketch of Method):**

- Problem with randomized recommendation is a linear programming problem in L<sub>∞</sub>([−1, 1]<sup>2</sup>).
- Show sender's first best solves a relaxed version of this problem by constructing appropriate Lagrange multipliers.

#### Monotonic Mechanisms

We only provide the intuition for monotonic mechanisms in this talk.

A mechanism is monotonic iff

$$s_i > s'_i \Rightarrow \sigma(s_i, s_{-i}) \ge \sigma(s'_i, s_{-i})$$

If a monotonic mechanism satisfies IC and obedience then either it is:

- 1 The equilibrium of a collusive game; or
  - Sender's share information before sending messages to the receiver.
- 2 An equilibrium of a simultaneous move cheap-talk game
  - Each sender sends a message simultaneously to the receiver.

## Collusive Equilibrium



#### Collusive Equilibrium



#### Independent Equilibrium: 2 Messages, $m_i \in \{L, H\}$

Sender Strategy:

$$m_i = H \Leftrightarrow s_i \ge \hat{s}$$

 $\hat{s}$  is the type who is indifferent between recommending *L* and *H*:

$$E[s|s \ge \hat{s}] + \hat{s} + 2b = 0$$

Receiver:

$$a = 1 \Leftrightarrow m_1 = m_2 = H$$

If this is an equilibrium, then:

- $E[s|s > \hat{s}] > 0$
- $-1 < \hat{s} < -2b$

# Independent Equilibrium: 2 Messages, $m_i \in \{L, H\}$



## Collusive vs. Independent



#### Collusive vs. Independent

















## Collusive vs Independent: |M| > 2

As  $b \rightarrow 0$ :

- The number of messages (receiver's payoff) increases in the independent equilibrium.
  - Receiver preferred cheap-talk equilibrium approaches first best.

• The senders' first best (collusive) approaches the receiver's first best.

The uniform case can illustrate why the collusive outcome wins the race.

#### Collusive vs. Independent: Uniform with |M| = 3



## Collusive vs. Independent: Uniform with |M| = 3



















## Summary and Extensions

In this setting a laissez-faire approach is optimal:

- Let your biased experts talk with each other before proffering advice.
- Allow the free sharing of opinions between agents online.

Further work, extend results to cases of:

- Correlated types.
- Differing biases.
- Larger number of senders.
- Richer action spaces.