

# Crowdfunding Public Projects with Provision Point: A Prediction Market Approach

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# Crowdfunding: Private Provisioning of Public Goods

## Crowdfunding Process

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

## Motivation for Mechanism Design

- Agent's true value for the project is private information.
- 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 such that agents contribute



### 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.

82%



£670 pledged    £816 goal    15 days left

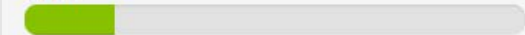


### South Norwood Lake Playground

📍 Croydon

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

18%



£1,784 pledged    £10,078 goal    58 days left

# Related Work

## **[Bagnoli & Lipman '89] : Provision Point Mechanism**

- a) Simultaneous move game
- b) Multiple Equilibria; Project not funded at several.

## **[Zubrickas '14] : Provision Point Mechanism with Refund**

- a) Simultaneous move game
- b) Set of equilibria at which project is funded.

## **[Our work] : Provision Point Mechanism with Securities**

- a) Sequential game
- b) Set of subgame perfect equilibria: project funded.
- c) Agents contribution proportional to their value
- d) Agents contribute as soon as they arrive

## **[Hanson'03], [Chen & Pennock '10] : Prediction Markets**

- a) Software agents trading securities for predictions.
- b) Scoring Rule  $\leftarrow \rightarrow$  Cost Function
- c) Specially suited for thin markets.

# Our Work: Intuition

**Incentivizes agents to contribute by offering them a bonus greater than their contribution.**

**Bonus paid out iff the project is not funded.**

**Ensures that project is funded at equilibrium.**

**Novel Idea: Use prediction markets for bonus!**

# Problem Setup



## St Georges redevelopment alternative

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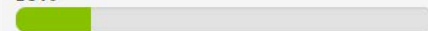
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Table 1: Key Notation

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

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

# Provision Point Mechanism with Securities (PPS)

## Prediction Market in Crowdfunding

- 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 determined as the first order derivative of a cost function.

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

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

$$\begin{aligned} \text{Cost}(r^t|q^t) &= C_0(q^t + r^t) - C_0(q^t) \\ &= b \ln \left( \frac{1 + \exp(\frac{q^t + r^t}{b})}{1 + \exp(\frac{q^t}{b})} \right) \end{aligned}$$

## Complex Prediction Market in PPS: Issue only Negative securities

- Number of securities issued to an agent depend on
  - Quantum of his contribution
  - Timing of his contribution
- Sponsor\* pays out only if project is not funded.

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

\*PPS needs a sponsor to offer a refund bonus

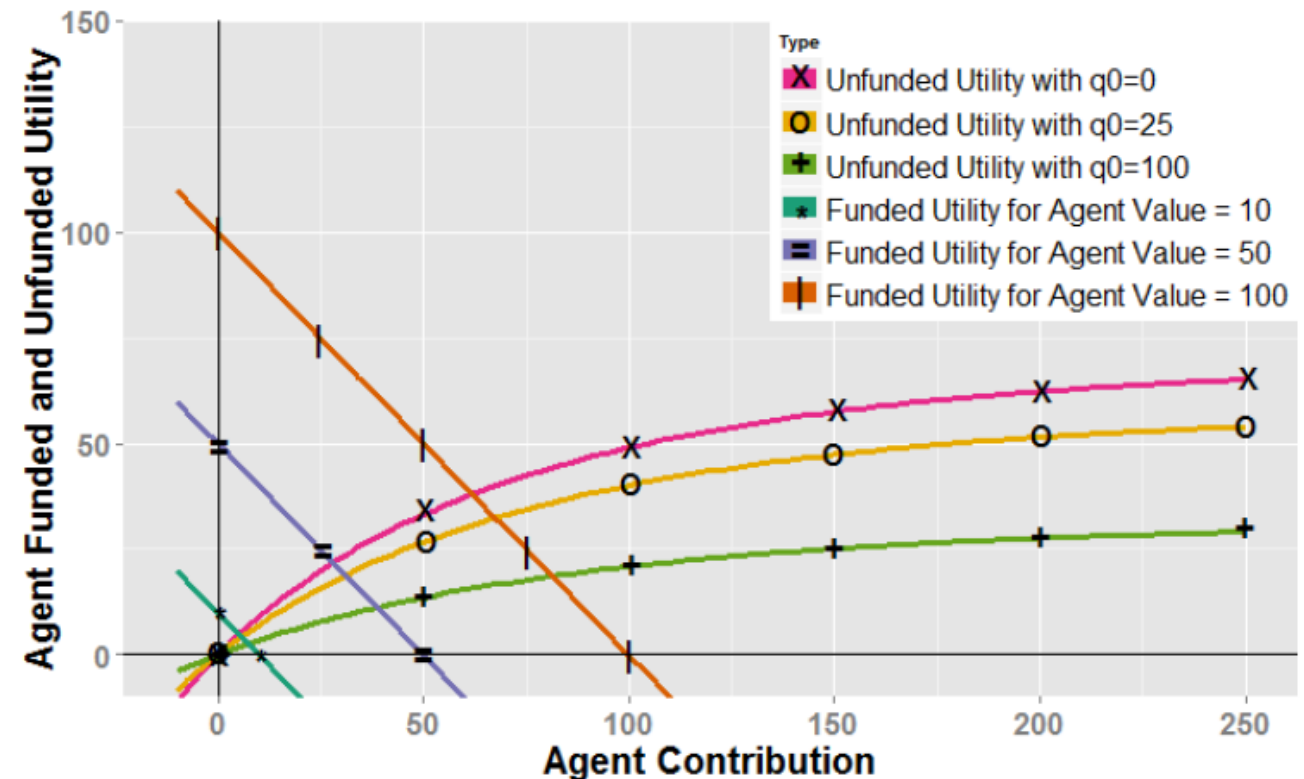
# Logarithmic Market Scoring Rule based PPS

## Funded Utility

- Monotonically decreases with contribution

## Unfunded Utility

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



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

# Key Result: Project gets funded at 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 true value
- Each agent contributes as soon as he arrives
- Agents have an incentive to contribute early.

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



# Necessary Conditions on Cost Functions

1. Path Independence
2. Continuous & Differentiable
3. Information Incorporation
4. No Arbitrage
5. ~~Expressiveness~~
6. Bounded Loss
7. Sufficient Liquidity

$$\text{Cost}(\mathbf{r}|\mathbf{q}) = C(\mathbf{q} + \mathbf{r}) - C(\mathbf{q})$$

$$p_{\omega_j} = \partial C(\mathbf{q}) / \partial (q_{\omega_j}) \geq 0 \quad \forall \omega_j \in \Omega$$

$$C(\mathbf{q} + 2\mathbf{r}) - C(\mathbf{q} + \mathbf{r}) \geq C(\mathbf{q} + \mathbf{r}) - C(\mathbf{q}).$$

$$\exists \omega_j \in \Omega \text{ such that } C(\mathbf{q} + \mathbf{r}) - C(\mathbf{q}) > \mathbf{r} \cdot \pi_{\omega_j}$$

$$\forall \mathbf{p} \in \Delta_{|\Omega|}, \exists \mathbf{q} \in \mathbb{R}^{|\Omega|} \text{ s.t. } \nabla C(\mathbf{q}) = \mathbb{E}_{\omega \sim \mathbf{p}}[\pi(\omega)].$$

$$\sup_{\mathbf{q}} [\max_{\omega_j} (q_{\omega_j}) - C(\mathbf{q})] < \infty.$$

$$\forall q^{t_i}, \forall x_i < h^0, \quad \frac{\partial}{\partial x_i} (r_i^{t_i} - x_i) > 0 \Rightarrow \frac{\partial r_i^{t_i}}{\partial x_i} > 1.$$

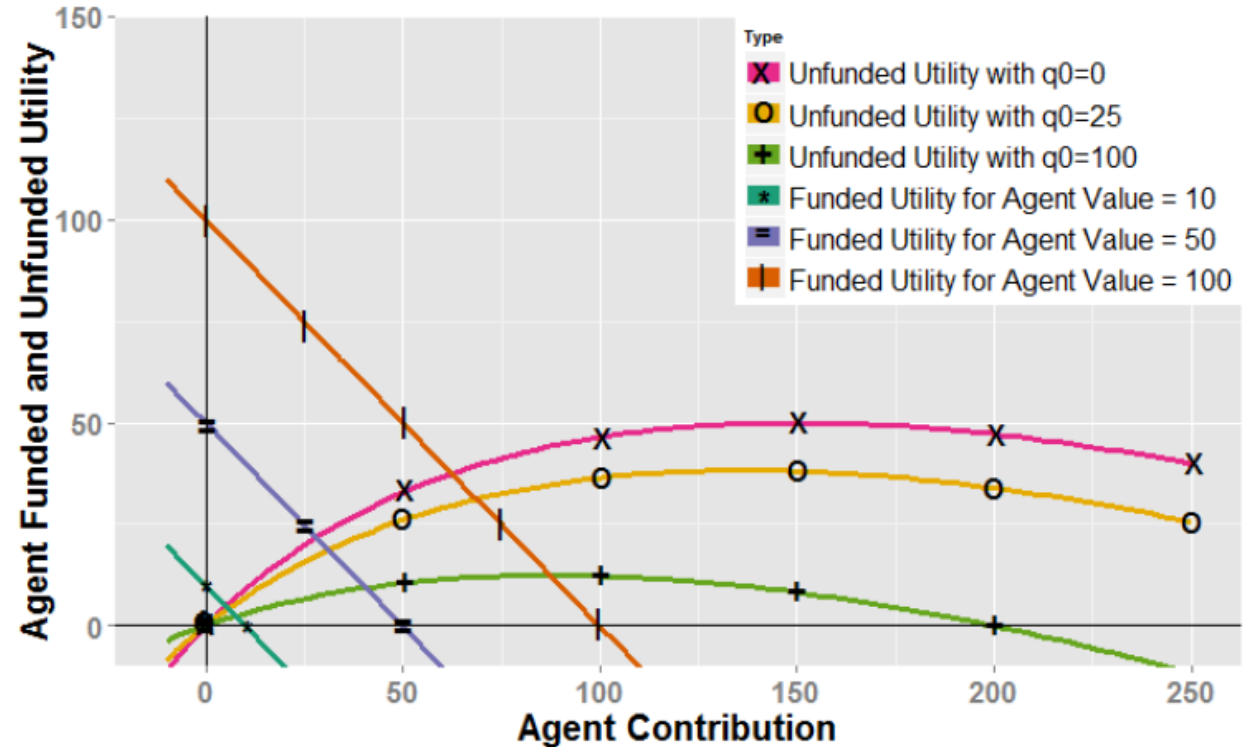
# Quadratic Scoring Rule based PPS

## Funded Utility

- Monotonically decreases with contribution

## Unfunded Utility

- Monotonically increases with contribution
- Monotonically decreases with outstanding securities (time) : with appropriate parameterization.



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

# References

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