

All pay auction:

Two player auction  
 $P_1, P_2$  — bidders  
 $b_1, b_2$  — bid of Player 2  
bid of Player 1

Player with the highest  
bid wins.

Both the player pay  
their bid irrespective  
of the outcome.

let us assume that  
 $v_1, v_2$  denote the  
valuations of  $P_1, P_2$   
respectively —

$V_1, V_2$  are independent

↓  
Distributed as uniform  
random variables in  $[0, 1]$ .

$$\left. \begin{aligned} b_1 &= \frac{1}{2} V_1^2 \\ b_2 &= \frac{1}{2} V_2^2 \end{aligned} \right\} \begin{array}{l} \text{Nash} \\ \text{Equilibrium} \\ \text{for the} \\ \text{all pay auction} \end{array}$$

Let us start by assuming  
that player  $P_2$  is bidding  
 $b_2 = \frac{1}{2} V_2^2$ .

Let player  $P_1$  bid  $b$ .

$\pi(b)$  — expected payoff  
to player 1 as  
a function of bid  $b$ .

$$\pi(b) = \text{Pr}(\text{win}) \times (V_1 - b) \\ + \text{Pr}(\text{loss}) \times (-b)$$

$P_1$  wins if  $b \geq b_2 = \frac{1}{2} V_2^2$

$$\Rightarrow \frac{1}{2} V_2^2 \leq b$$

$$\Rightarrow V_2 \leq \sqrt{2b}$$

$$Pr(\text{win}) = Pr(V_2 \leq \sqrt{2b})$$

$$Pr(V_2 \leq \sqrt{2b})$$

$$= Pr(V_2 \in [0, \sqrt{2b}])$$

$$= \sqrt{2b} = Pr(\text{win})$$

$$Pr(\text{loss}) = 1 - Pr(\text{win}) = 1 - \sqrt{2b}.$$

$$\begin{aligned}
 \pi(b) &= \sqrt{2b} (v_1 - b) \\
 &\quad + (1 - \sqrt{2b})(-b) \\
 &= \sqrt{2b} v_1 - \cancel{b\sqrt{2b}} - b \\
 &\quad + \cancel{b\sqrt{2b}} \\
 &= \sqrt{2b} v_1 - b
 \end{aligned}$$

$$\begin{aligned}
 \pi(b) &= \sqrt{2b} v_1 - b \\
 &\quad \uparrow \\
 &\text{expected payoff to player 1} \\
 &\text{as a function of bid } b. \\
 \frac{\partial \pi(b)}{\partial b} &= \sqrt{2} \cdot v_1 \cdot \frac{1}{2\sqrt{b}} - 1 = 0
 \end{aligned}$$

$$\sqrt{2} V_1 \frac{1}{2\sqrt{b}} - 1 = 0$$

$$\Rightarrow \sqrt{b} = \frac{V_1}{\sqrt{2}}$$

$$\boxed{b = \frac{1}{2} V_1^2}$$

Similarly, it can be shown that if  $b_1 = \frac{1}{2} V_1^2$ , then  $b = \frac{1}{2} V_2^2$  is a best response bid for Player  $P_2$

$b_1 = \frac{1}{2} v_1^2$   
 $b_2 = \frac{1}{2} v_2^2$  } Nash  
Equilibrium  
of the  
Two player all-pay  
auction game.

Expected revenue of  
Two player all-pay  
auction:

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$$b_1 = \frac{1}{2} V_1^2$$

$$b_2 = \frac{1}{2} V_2^2$$

$$\begin{aligned} \text{Revenue} &= b_1 + b_2 \\ &= \frac{1}{2} V_1^2 + \frac{1}{2} V_2^2 \end{aligned}$$

Expected Revenue

$$\begin{aligned} &= \frac{1}{2} E\{V_1^2\} + \frac{1}{2} E\{V_2^2\} \\ &= \frac{1}{2} \int_0^1 V_1^2 f_{V_1}(V_1) dV_1 + \frac{1}{2} \int_0^1 V_2^2 f_{V_2}(V_2) dV_2 \\ &= \frac{1}{2} \int_0^1 V_1^2 dV_1 + \frac{1}{2} \int_0^1 V_2^2 dV_2 \end{aligned}$$

$$\begin{aligned}
&= \frac{1}{2} \int_0^1 v_1^2 dv_1 + \frac{1}{2} \int_0^1 v_2^2 dv_2 \\
&= \frac{1}{2} \left. \frac{v_1^3}{3} \right|_0^1 + \frac{1}{2} \left. \frac{v_2^3}{3} \right|_0^1 \\
&= \frac{1}{2} \cdot \frac{1}{3} + \frac{1}{2} \cdot \frac{1}{3} = \left( \frac{1}{3} \right)
\end{aligned}$$

Revenue equivalence principle.