Describing Deferred Acceptance and Strategyproofness to Participants: Experimental Analysis

Yannai A. Gonczarowski¹ Ori Heffetz²

Guy Ishai³

Clayton Thomas⁴

¹Harvard

²Hebrew University & Cornell

³Hebrew University

⁴Microsoft Research

Main Questions: How well do participants understand Deferred Acceptance (DA), and the strategyproofness (SP) property? Can changing descriptions improve understanding?

In an incentivized lab experiment, we describe to participants either:

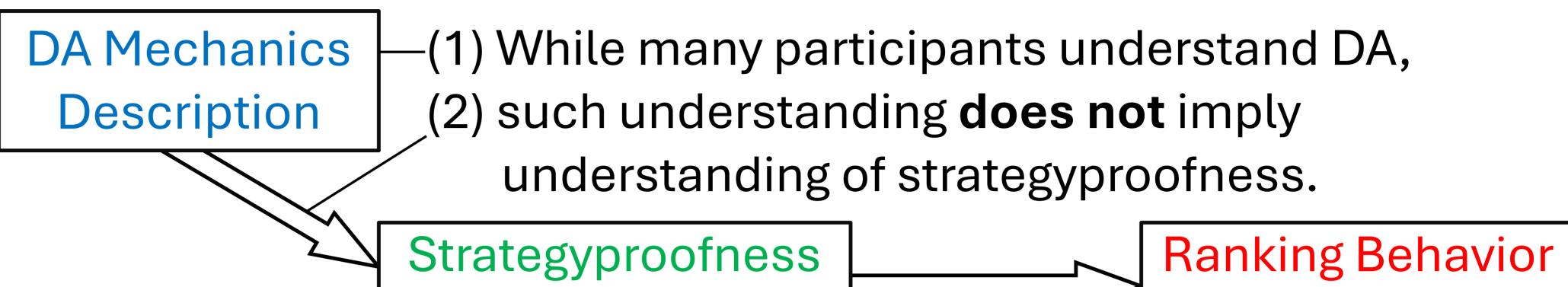
- (DA) The DA matching mechanism
 - How to "mechanically" calculate DA's outcome (DA Mechanics)

(SP) The strategyproofness property

• Namely, (i's match) $(\succ_i, \succ_{-i}) \succeq_i (\text{i's match})(\succ_i, \succ_{-i})$ (SP Property)

We describe (DA) or (SP) to participants (in either classical or novel menu versions), measure strategyproofness understanding via speciallydesigned tests, and track effects of participants' ranking behavior.

Main Findings



SP Property Description

(3) However, a novel menu description of strategyproofness conveys this property better than other treatments

Understanding Test

(4) While behavioral effects are small on average, participants with high levels of SP-understanding play classically dominant strategy at very high rates.

in DA Rounds

Experiment Flow

After relaying the basic environment, we describe DA, or SP, to participants using one of five different descriptions.

We train participants on these descriptions, then they play 10 rounds of DA, then we measure SP understanding using novel tests.

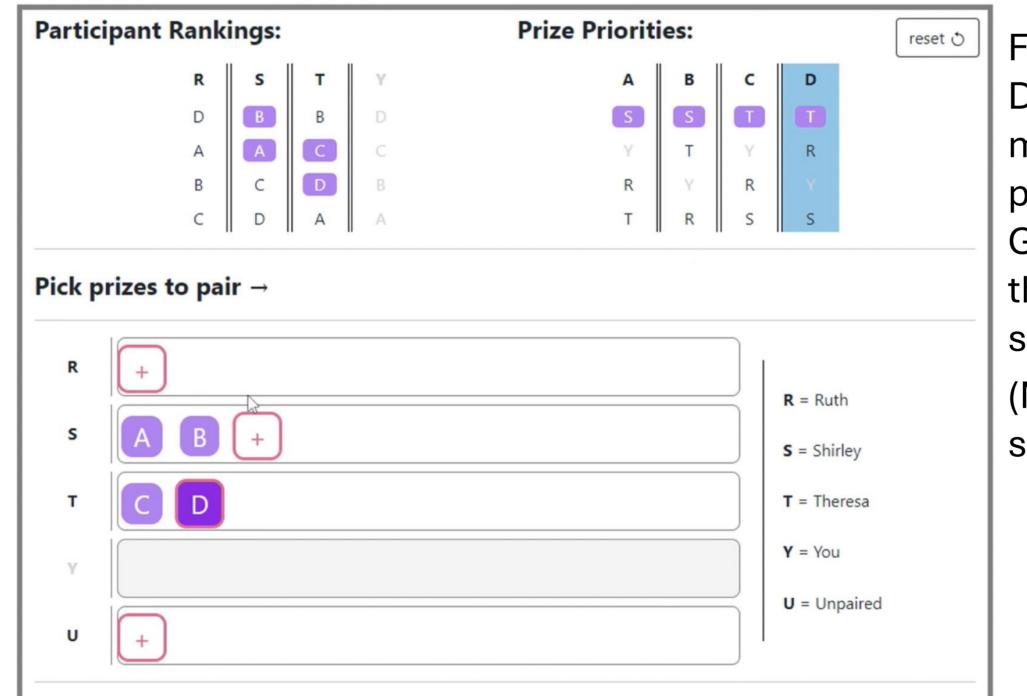
How Do We Describe DA and Strategyproofness?

- We relay classic participant-proposing DA alg., and the textbook def'n of SP
- And we relay novel menu versions of each (Hammond, 1979)
- A menu description proceeds in two steps:
- (a) A "menu" of Obtainable Prizes, which *you* may receive, is determined using only the *other* participants' rankings.
- (b) Out of this menu, you receive your highest-ranked prize.
- → SP easier to see, in that it follows from a one-sentence proof! (Gonczarowski, Heffetz, & Thomas 2023; Katuščák & Kittsteiner 2022)

⇒ Our 5 Treatments (aka, 5 Descriptions of DA and SP)

- Two **DA Mechanics** treatments: How one can "mechanically" calculate DA
- 1. Traditional DA Mechanics (Trad-DA): Participant-proposing DA algorithm
- 2. Menu DA Mechanics (Menu-DA): Test the menu description above, with an explicit detailed algorithm calculating the menu in step (a) (Gonczarowski, Heffetz, & Thomas 2023)
- Two **SP Property** treatments: Tell participants (only) that mechanism is SP
- 3. Menu SP Property (Menu-SP): Test the menu description above, with **no details provided** about step (a)
- 4. Textbook SP Property (Textbook-SP): An ordinary-language adaptation of $(i's match)(\succ_i, \succ_{-i}) \succeq_i (i's match)(\succ'_i, \succ_{-i})$
- Finally:
 - 5. Null: A (nearly) zero-information benchmark, where we tell participants almost nothing about how their outcome is calculated

How Do We Train Participants On Our Descriptions?



For DA Mechanics: Detailed training modules where participants use a GUI to calculate their DA outcomes in specific instance. (Menu-DA version shown here.)

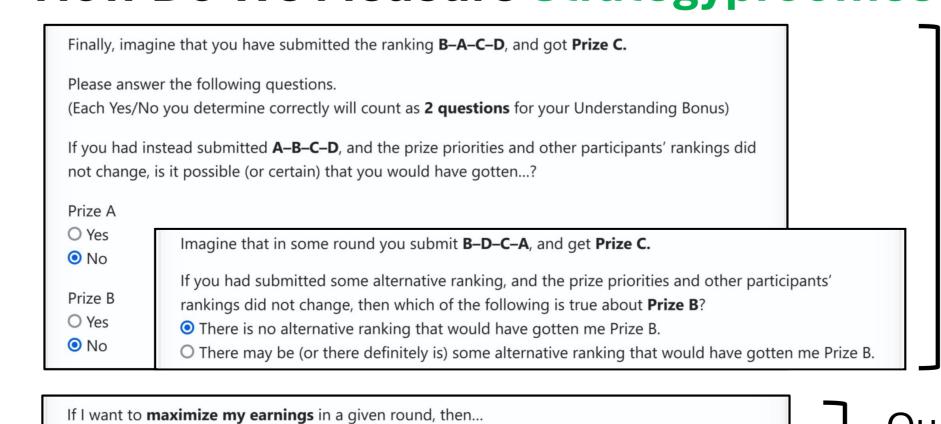
Questions on applying

strategyproofness in

the definition of

novel scenarios

How Do We Measure Strategyproofness Understanding?



Sometimes I might have to rank the prize that earns me the most in second place or lower. False I should consider **only** how much each prize earns me while choosing my own ranking. I should rank from the highest-earning to lowest-earning prize regardless of anything else. True

Questions on how participants can maximize earnings based on different DA attributes

(1) Many Participants Understand DA

• E.g., in Trad-DA, 81% of participants calculate their match correctly in ≥ 1 of our hardest, non-hand-held training questions; in Menu-DA this is 68%

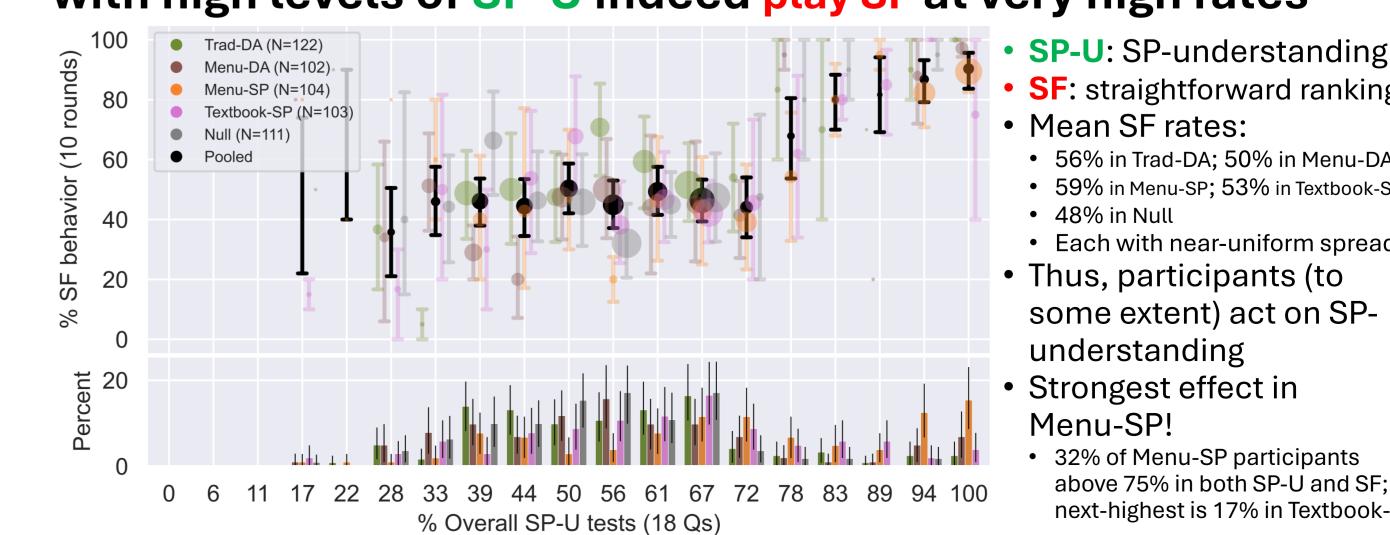
(2) But, understanding DA doesn't imply understanding SP

• In (both) DA Mechanics treatments, SP understanding scores near Null treatment

• Even best DA Mechanics understanders not especially likely to be good SP understanders p = 0.54 p < 0.001 p = 0.001 p < 0.001■ Random % Textbook

(3) Menu-SP conveys SP significantly better than others

- Raises participants' mean overall score, and sub-scores regarding definition of SP and how to maximize earnings.
- (4) While effects on behavior are small on average, those with high levels of SP-U indeed play SF at very high rates



SF: straightforward ranking Mean SF rates: 56% in Trad-DA; 50% in Menu-DA

% Overall training score

- 59% in Menu-SP; 53% in Textbook-SP
- Each with near-uniform spread
- Thus, participants (to some extent) act on SPunderstanding Strongest effect in
 - Menu-SP! 32% of Menu-SP participants
 - above 75% in both SP-U and SF; next-highest is 17% in Textbook-SP