

# Describing Deferred Acceptance and Strategyproofness to Participants: Experimental Analysis

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**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

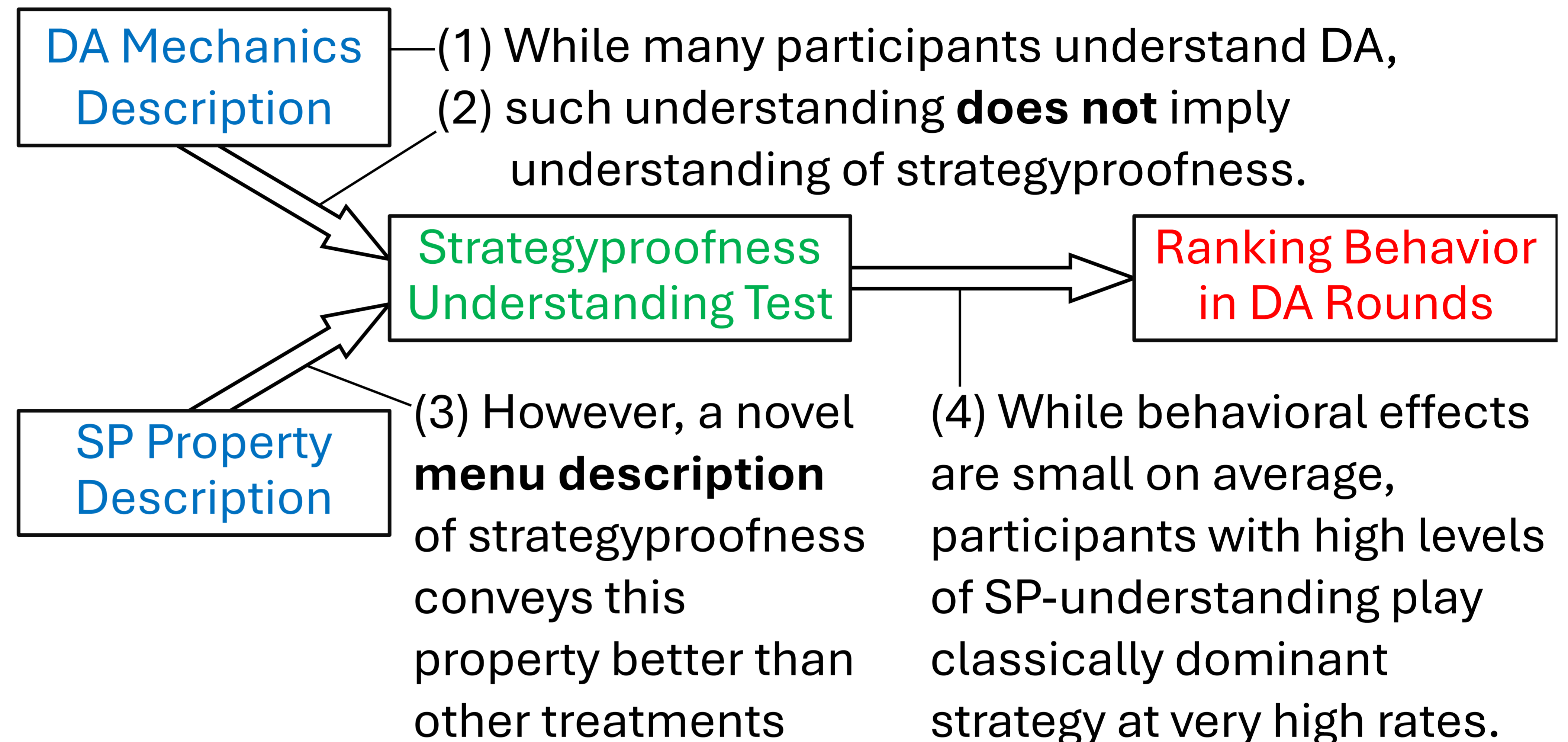
- How to “mechanically” calculate DA’s outcome (DA Mechanics)

(SP) The strategyproofness property

- Namely, (i’s match)  $(\succ_i, \succ_{-i}) \succeq_i$  (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 specially-designed tests, and track effects of participants’ ranking behavior.

## Main Findings



## 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.

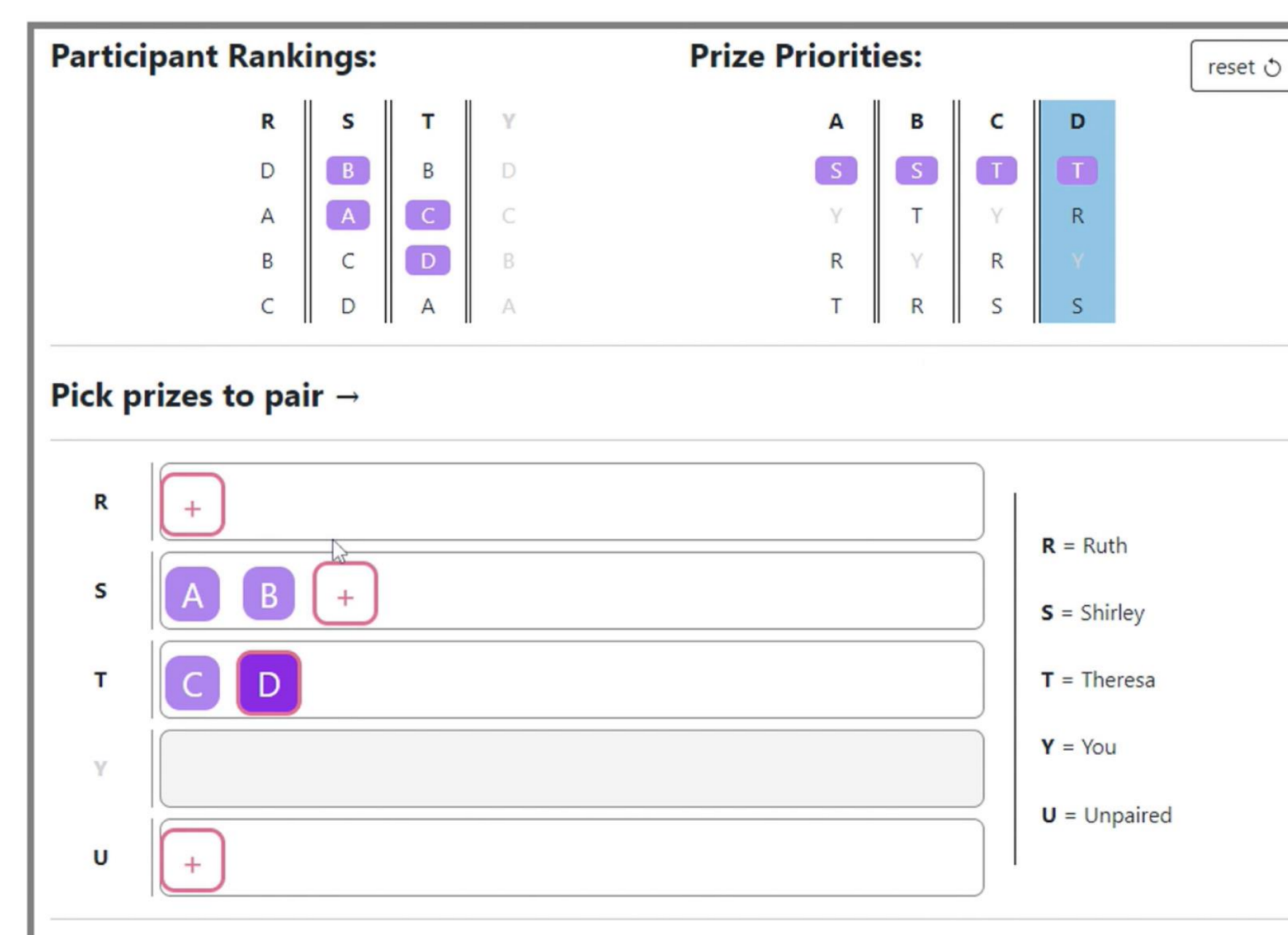
## How Do We Describe DA and Strategyproofness?

- 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; Katusčák & Kittsteiner 2022)

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

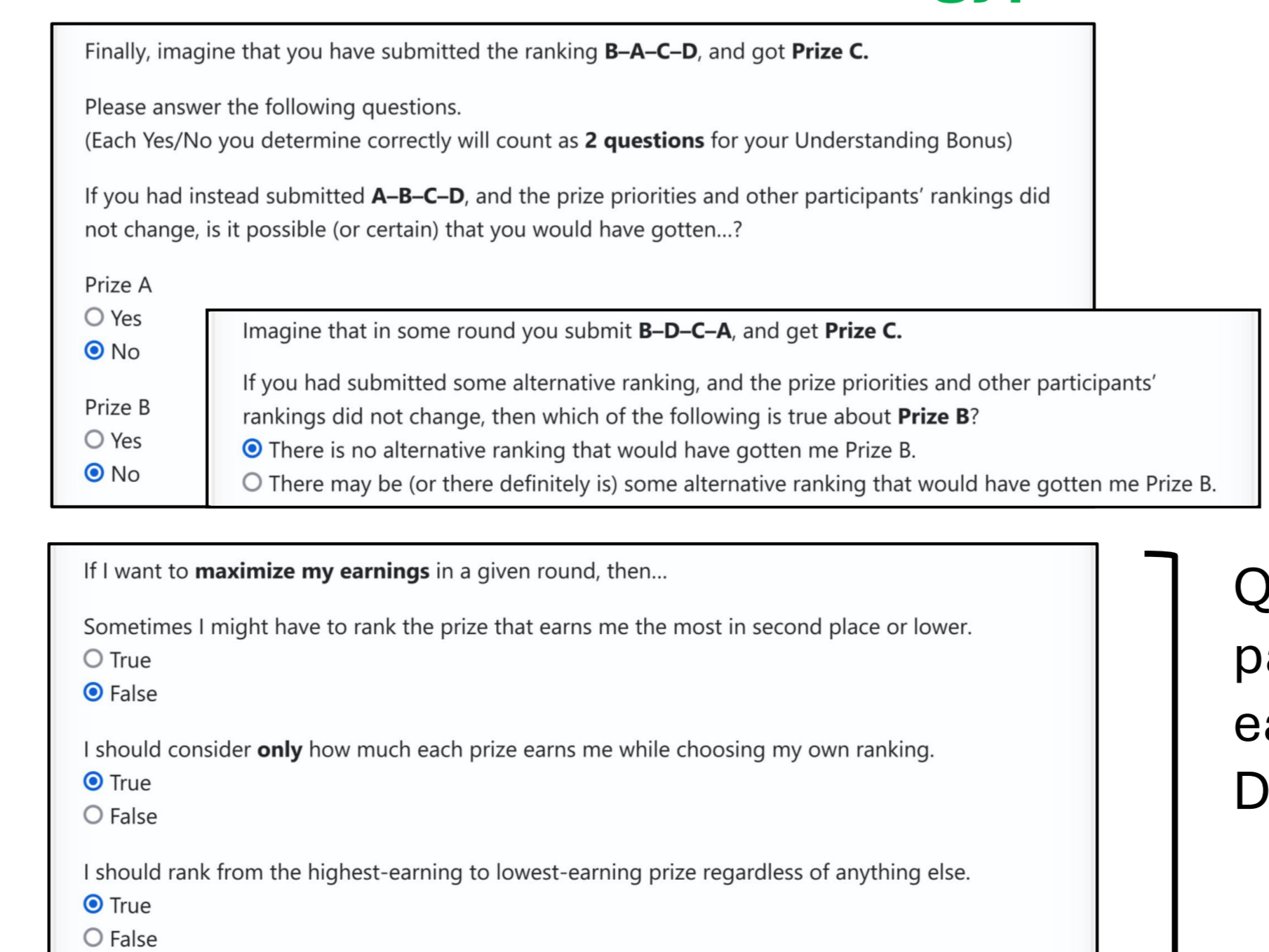
- Two DA Mechanics treatments: How one can “mechanically” calculate DA
  1. Traditional DA Mechanics (Trad-DA): Participant-proposing DA algorithm
  2. Menu DA Mechanics (Menu-DA): Test the menu description above, with an explicit detailed algorithm calculating the menu in step (a) (Gonczarowski, Heffetz, & 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.)

## How Do We Measure Strategyproofness Understanding?



Questions on applying the definition of strategyproofness in novel scenarios

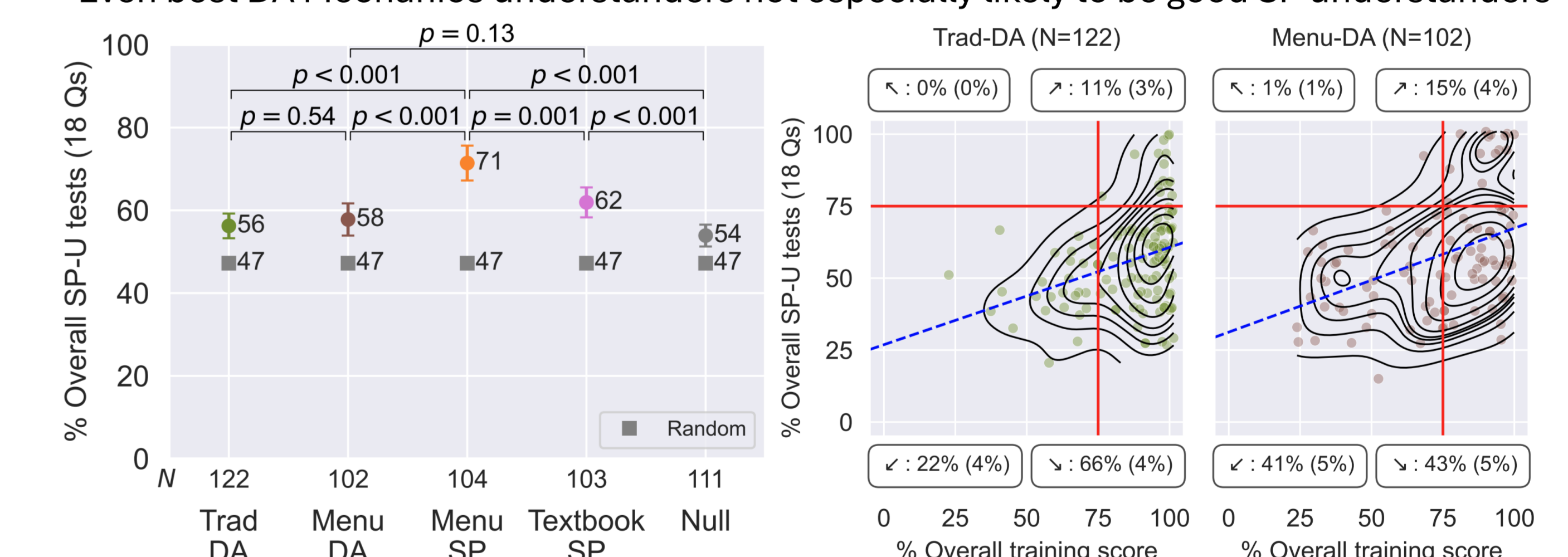
Questions on how participants can maximize earnings based on different DA attributes

## (1) Many Participants Understand DA

- E.g., in Trad-DA, 81% of participants calculate their match correctly in  $\geq 1$  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



## (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

