

## Design and Implementation of an Internet Auction System with Pricing Agents

Min Jung Ko, Yong Kyu Lee  
Computer Engineering Dept., Dongguk University

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## Introduction [1/2]

### What's the problems for Internet Auction ?

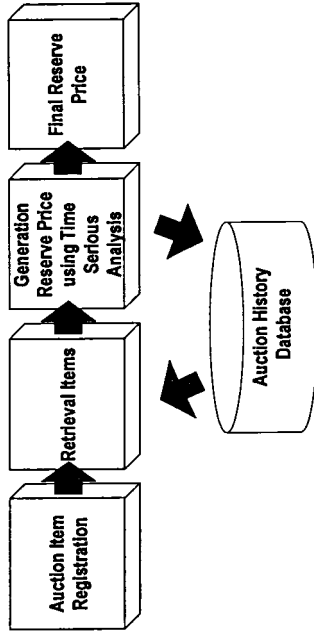
- o sellers decide reserve prices when auction items are registered for auction
- o the reserve price is unreasonably high and low compared with the normal price
- o reserve price hidden from bidders and tells the real amount price one is willing to accept for an auction item

## Introduction [2/2]

- **The Previous Systems**
  - the Case Similarity of Information Retrieval Theory
  - the Moving Average
- **Time Series Analysis**
  - Moving average Method
  - Exponential Smoothing Method
  - Least Square Method

## Pricing Agents [1/4]

### Procedure



## Pricing Agents [2/4]

### Moving Average Method

$$V_t = \sum_{i=1}^n (w_{t-i} \cdot P_{t-i})$$

- $V_t$  = the Reserve Price
- $P_{t-i}$  = the Winning Bid Price of Item  $t-i$
- $n$  = the Number of Month for Moving Average
- $w$  = the Weight of Item  $t-i$

## Pricing Agents [3/4]

### Exponential Smoothing Method

$$V_t = \alpha \cdot P_{t-1} + (1-\alpha) \cdot V_{t-1}$$

- $V_t$  = the Reserve Price
- $P_{t-1}$  = the Winning Bid Price of Item  $t-1$
- $\alpha$  = Smoothing Constant ( $0 < \alpha < 1$ )

## Pricing Agents [4/4]

### Least Square Method

$$V_t = X + Y \cdot D_t$$

$$Y = \frac{(\sum_{i=1}^n (D_i - \bar{D}) \cdot (P_i - \bar{P}))}{(\sum_{i=1}^n (D_i - \bar{D})^2)}$$

$$X = \bar{P} - Y \cdot \bar{D}$$

- $V_t$  = the Reserve Price
- $P_i$  = the Winning Bid Price of Item  $i$
- $D$  = the Selling Month of Auction Items
- $\bar{P}$  = the Mean of the Winning Bid Price
- $\bar{D}$  = the Mean of the Selling Month
- $X, Y$  = the Least Square Coeff





**Any Questions?**

**Thank You !!**