Chapter 14: Stable sets, Bargaining set and the Sharpley Value

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## Recapitulation

- The core:
  - Game outcomes that no coalition profitably can block
  - Game (N,v)
    - N the set of players
    - v:  ${}_{E}N ! R$ , characteristic function - v( $\emptyset$ ) = 0
    - Payoff vector  $\alpha$  2  $R^{N}$
    - S  $\mu$  N, a coalition with payoff  $\alpha$ (S)

#### Core

• The core of (N,v) is  $- \alpha(S) \downarrow v(N)$  for 8 S  $\mu$  N

and

$$- \alpha(N) = v(N)$$

• If  $\alpha$  do no exist there is no core, it is <u>not</u> empty

## Chapter contents

- Deviations / objections to coalitions
- Stable sets: Coalitions that are stable
- Bargaining Set: Objections and counter objections. Conflict sets between players!
- Shapley value: Greedy negotiation

#### Stable sets

#### Imputation *x*

• Objection of a coalition S to the imputation y if  $x_i > y_i$  for 8 i2S and x(S)· v(S) named x  $\hat{A}_S$  y

• I.e. S objects to y as it dominates it with the payoff x The subset Y<sup>1</sup>/<sub>2</sub>X of imputations is a **stable set** iff

- Internal stability: If y2Y then @ z2Y with a coalition for which  $z\hat{A}_S$  y
- External stability: if z2 X\Y then 9 y2 Y such that  $y\hat{A}_S$  z for some coalition S

## Stable set properties

- The core is a subset of every stable set
- No stable set is a subset of another stable set
- If a core is a stable set then it is the only stable set

# Bargaining set, Kernel, Nucleolus

- Objections and counter objections
  - Pair (y,S) is an objection of *i* against *j* to x if i2S and  $j \notin S$  and  $y_k > x_k$  for 8 k2S
  - Pair (z,T) is a counterobjection to the objection (y,S) of *i* against *j* if  $z_k > x_k$ , for 8k2T\S and  $z_k > y_k$  for 8k2TÅS
- Bargaining set of all objections to which there is a counter objection

– The conflict set

### The kernel

• For any coalition define

-e(S,x) = v(S) - x(S) where x is the imputation

- e>0 loss of S for x to be implemented
- e<0 the gain of S compared to x
- Dynamics
  - Coalition S in an objection of i against j to x if S includes i and not j and x<sub>j</sub>>v({j})
  - Coalition T is a counterobjection to the objection if T includes j and not i and e(T,x) \_ e(S,y)

## Kernel II

- The set of dynamics outlined above
  - "i is against j but j can point to a coalition that is as good for all members without i but including j"
  - Define excess/gain/loss between ij as  $s_{ij}(x)$  as the max excess of the any coalition

-  $S_{ij}(x) = \max\{e(S,x): i2 \ S, j \ 2 \ N \setminus S\}$ 

- Kernel set of imputation x for i,j such that  $s_{ji}(x) \downarrow s_{ij}(x)$ 

# Kernel properties

- The kernel of a coalition game is a subset of the bargaining set
- Nucleolus
  - The set of objections to which there is a counter objection.
  - The nucleolus is a subset of the kernel

# Shapley Value

- Objection:
  - Increase  $\psi(i)$  as bail out would give
    - $\psi_j(N \setminus \{i\}, v^{N \setminus i})$  rather than  $x_j$
  - Give me more to make sure you are not excluded causing me to obtain
    - $\psi_i(N \setminus \{j\}, v^{N \setminus j})$  rather than  $x_i$
- Counterobjection the reverse
  - I can cause a similar objection

# Shapley value (cont)

- The value that causes a balanced contribution is the shapley value!
- Characteristics
  - Symmetry: if i and j are interchangeable then
    - $\psi_i(v) = \psi_j(v)$
  - Dummy player
    - If i is a dummy then  $\psi_i(v) = v(\{i\})$
  - Additivity
    - For two games v and w:  $\psi_i(v+w) = \psi_i(v) + \psi_i(w)$  where v+w is the game defined by (v+w)(S) = v(S)+w(S) for every S
- The shapley value is the only that satisfied all three.

#### Market economy as a game

- A market is:
  - $(\mathsf{T},\mathsf{G},\mathsf{A},\mathsf{U})$
  - T the set of traders
  - G initial endowment G  $\frac{1}{2} \mathbf{R}^{|T|}$
  - Actions:  $A = \{a^i: i \ \mathbf{2} \ T\} \frac{1}{2} G$
  - Utility:  $U = \{u^i: i\mathbf{2} T\}: u^i: G! R$

### Market

- A market (T,G,A,U) can generate a game (N,v) as
  - -N=T
  - $-v(S) = max_X \sum u^i(x^i), 8S \mu N$
- Named a market game