

# CS243: Introduction to Algorithmic Game Theory

Cooperative Games and Cost Sharing (Dengji ZHAO)

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# Coalitional/Cooperative Game

- A set of agents  $N$ .
- Each subset of agents (**coalition**)  $S \subseteq N$  cooperate together can generate some value  $v(S) \in \mathbb{R}$ . Assume  $v(\emptyset) = 0$ .  $N$  is called **grand coalition**.  $v : 2^N \rightarrow \mathbb{R}$  is called the **characteristic function** of the game.  $v$  is often assumed to be monotonic:  $S \subseteq T \Rightarrow v(S) \leq v(T)$ .
- The possible outcomes of the game is defined by  $V(S) = \{x \in \mathbb{R}^S : \sum_{i \in S} x_i \leq v(S)\}$ .

# Example

- Three agents  $\{1, 2, 3\}$ .
- $v(\{1\}) = v(\{2\}) = v(\{3\}) = 1$ ;  
 $v(\{1, 2\}) = v(\{1, 3\}) = v(\{2, 3\}) = 2$ ;  $v(\{1, 2, 3\}) = 3$ .

# Core

## Definition

For the grand coalition  $N$ , the allocation vector  $x \in \mathbb{R}^N$  satisfy:

**Efficiency** if  $\sum_{i \in N} x_i = v(N)$ .

**Individual Rationality** if  $\forall_{i \in N} x_i \geq v(\{i\})$ .

## Definition (Core)

The **core** of the coalitional game  $(N, v)$  is a set of vectors  $x \in \mathbb{R}^N$  such that  $x$  is efficient and  $\forall_{S \subseteq N} \sum_{i \in S} x_i \geq v(S)$ .

# Shapley Value: a Fair Distribution of Payoffs

Given a coalitional game  $(N, v)$ , the **Shapley value** of each player  $i$  is:

$$\phi_i(v) = \sum_{S \subseteq N \setminus \{i\}} \frac{|S|!(n - |S| - 1)!}{n!} (v(S \cup \{i\}) - v(S))$$



2012 Nobel Memorial Prize in Economic Sciences

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Calculate the Shapley value for the following game:

- Three agents  $\{1, 2, 3\}$ .
- $v(S) = 1$  if  $S \in \{\{1, 3\}, \{2, 3\}, \{1, 2, 3\}\}$ , otherwise  $v(S) = 0$ .
- $\phi_1(v) = \phi_2(v) = \frac{1}{6}$  and  $\phi_3(v) = \frac{2}{3}$ .

# Properties of Shapley Value

- **Efficiency:**  $\sum_{i \in N} \phi_i(v) = v(N)$ .
- **Symmetry:** If  $i$  and  $j$  are two players who are equivalent in the sense that  $v(S \cup \{i\}) = v(S \cup \{j\})$  for all  $S \subseteq N$  s.t.  $i, j \notin S$ , then  $\phi_i(v) = \phi_j(v)$ .
- **Linearity:**  $\phi_i(v + w) = \phi_i(v) + \phi_i(w)$ .
- **Zero player** (null player):  $\phi_i(v) = 0$  if  $v(S \cup \{i\}) = v(S)$  for all  $S \subseteq N$ .

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## Question

Is the Shapley value in the core? [advanced reading]





# Cost Sharing

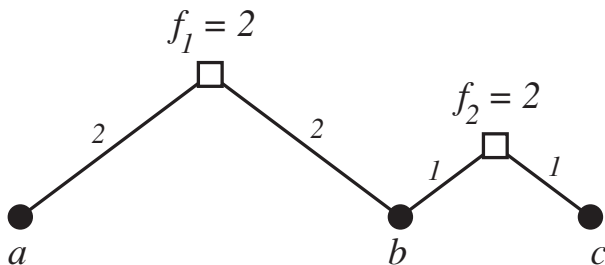
In the above coalitional game  $(N, v)$ , we assumed that  $v(S) \geq 0$ , it is possible that  $v(S) \leq 0$  (which becomes a **cost sharing** game).

## Definition

A cost sharing game  $(N, c)$  is defined by

- a set of  $n$  agents  $N$ .
- a cost function  $c : 2^N \rightarrow \mathbb{R}_+$  and assume  $c(\emptyset) = 0$ .

# Cost Sharing



**Figure 15.1.** An example of the facility location game.

- $c(\{a\}) = 4, c(\{b\}) = 3, c(\{c\}) = 3$
- $c(\{a, b\}) = 6, c(\{b, c\}) = 4, c(\{a, c\}) = 7, c(\{a, b, c\}) = 8$

# Core of Cost Sharing

## Definition (Core)

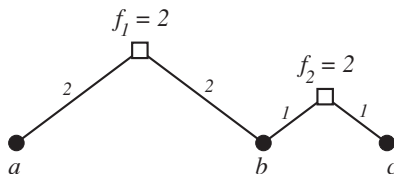
A vector  $\alpha \in \mathbb{R}^N$  is in the **core** of a cost sharing game  $(N, c)$  if

- $\sum_{i \in N} \alpha_i = c(N)$
- $\forall S \subseteq N \sum_{j \in S} \alpha_j \leq c(S)$

# Core of Cost Sharing

## Questions:

- Is  $(4, 2, 2)$  in the core of the following game?
- Is  $(4, 1, 3)$  in the core of the following game?



**Figure 15.1.** An example of the facility location game.

- $c(\{a\}) = 4, c(\{b\}) = 3, c(\{c\}) = 3$
- $c(\{a, b\}) = 6, c(\{b, c\}) = 4, c(\{a, c\}) = 7, c(\{a, b, c\}) = 8$

# Advanced Reading

- AGT Chapter 15: *Cost Sharing*.