Solution 1:

a)

payoff(
$$\{t,m\}$$
) = $10 + 10 + 20 = 40$
payoff($\{t,j,s\}$) = $10 + 10 + 2 - 30 = -8$

b) Pseudocode of payoff_func()

Algorithm 1 payoff_func()

```
Require: coalition: Coalition vector

1: t 	— boolean if 't' is in coalition
2: s 	— boolean if 's' is in coalition
3: m 	— boolean if 'm' is in coalition
4: j 	— boolean if 'j' is in coalition
5: 1 	— boolean if '1' is in coalition
6: return 10 * t + 10 * m + 2 * j + 20 * (t and m) + 20 * (t and m and s) - 30 * ((t or m or s) and j)
```

Pseudocode of all_unique_subsets()

Algorithm 2 all_unique_subsets()

```
Require: population: vector containing all available players

1: if population = \emptyset then subsets \leftarrow \emptyset

2: else if population \neq \emptyset then subsets \leftarrow all subsets of population

3: end if

4: return subsets
```

Pseudocode of shapley()

Algorithm 3 shapley()

```
Require: population: vector containing all available players
Require: member: vector containing the player(s) of interest
Require: vfunc: value function
 1: remainder \leftarrow everyone from the population but member
 2: \ \texttt{all\_sets} \leftarrow \texttt{all\_unique\_subsets}(\texttt{remainder})
 3: F \leftarrow length \ of \ population
 4: for s in all_sets do
        S \leftarrow \text{length } s
 5:
 6:
        diff \leftarrow vfunc(s + member) - vfunc(s)
        factor \leftarrow S! * (F - S - 1)! / F!
 7:
        val \leftarrow val + factor * diff
 8:
 9: end for
10: return val
```

Solution 2:

Solution 3: