The Bargaining Set

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### Introduction to Bargaining Set

- If agents desire the kind of stability offered by the core, they will be unable to reach an agreement.
- They have no choice but to relax their stability requirements.
- Need a solution that allows agents to reach an agreement, but maintain some stability.
- Then, we will consider the bargaining set, which relaxes the requirements of the core

A solution concept:

The bargaining set

Let (N, v, S) be a game with coalition structure and x an imputation.

The bargaining set models stability in the following sense:

Any argument from an agent i against a payoff distribution x is of the following form:

I get too little in the imputation x, and agent j gets too much! I can form a coalition that excludes j in which some members benefit and all members are at least as well off as in x.

The argument is ineffective for the bargaining set if agent j can answer the following:

I can form a coalition that excludes agent i in which all agents are at least as well off as in x, and as well off as in the payoff proposed by i for those who were offered to join i in the argument.

## **Definition (Objection)**

Let (N, v, S) be a game with coalition structure,  $x \in X_{(N,v,S)}$  (the set of all feasible payoff vectors for (N, v, S)),  $e \in S$  be a coalition, and i and j two distinct members of  $e((i, j) \in e^2, i \neq j)$ .

An objection of i against j is a pair (P, y) where

- $P \subseteq N$  is a coalition such that  $i \in P$  and  $j \in P$ .
- $y \in R^p$  where p is the size of P
- y(P) 6 v(P) (y is a feasible payoff distribution for the agents in P)
- $\forall k \in P, y_k > x_k$  and  $y_i > x_i$  (agent i strictly benefits from y, and the other members of P do not do worse in y than in x.)

An objection (P, y) of i against j is a potential threat by coalition P, which contains i but not j, to deviate from x.

The goal is not to change S, but to obtain a side payment from j to i, i.e., to modify x within  $X_{(N,v,S)}$ .

## **Definition (Stability)**

Let (N, v, S) a game with coalition structure. A vector  $x \in X(N,v,S)$  is stable iff for each objection at x there is a counter-objection.

# **Definition (Pre-bargaining set)**

The pre-bargaining set (preBS) is the set of all stable members of  $X_{(N,v,S)}$ .

#### Lemma

Let (N, v, S) a game with coalition structure, we have  $Core(N, v, S) \subseteq preBS(N, v, S)$ .

This is true since, if  $x \in Core(N, v, S)$ , no agent i has any objection against any other agent j.

#### Example

Let (N, v) be a 7-player simple majority game, i.e.

$$v(C) = \{ 1 \text{ if } |C| > 4 \}$$

{0 otherwise

Let us consider  $x = \langle -1/5, 1/5, \ldots, 1/5 \rangle$ . It is clear that x(N) = 1.

Let us prove that x is in the pre-bargaining set of the game (N, v, {N}).

Objections within members of {2, 3, 4, 5, 6, 7} will have a counter objection by symmetry.

Let us consider the objections (P, y) of 1 against another member of {2, 3, 4, 5, 6, 7}.

Since the players  $\{2, ..., 7\}$  play symmetric roles, we consider an objection (P, y) of 1 against 7 using successively as P  $\{1, 2, 3, 4, 5, 6\}$ ,  $\{1, 2, 3, 4, 5\}$ ,  $\{1, 2, 3, 4\}$ ,  $\{1, 2, 3\}$ ,  $\{1, 2\}$  and  $\{1\}q$ . We will look for a counter-objection of player 7 using (Q, z).

•  $P = \{1, 2, 3, 4, 5, 6\}$ . We need to find the payoff vector  $y \in R6$  so that (P, y) is an objection.

$$y = \langle \alpha, 1/5 + \alpha_2, 1/5 + \alpha_2, \dots, 1/5 + \alpha_n \rangle.$$

The conditions for (P, y) to be an objection are the following:

- each agent is as well off as in x:  $\alpha > -1/5$ ,  $\alpha_i \ge 0$
- y is feasible for coalition P:  $\Sigma_{i=2}^{6}(\alpha_{i} + 1/5) + \alpha \le 1$ .

w.l.o.g  $0 \le \alpha_2 \le \alpha_3 \le \alpha_4 \le \alpha_5 \le \alpha_6$ .

Then 
$$\sum_{i=2}^{6} (1/5 + \alpha_i) + \alpha = 5/5 + \sum_{i=2}^{6} \alpha_i + \alpha = 1 + \sum_{i=2}^{6} \alpha_i + \alpha \le 1$$
.

Then  $\sum_{i=2}^{6} \alpha_i \le -\alpha < 1/5$ .

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We need to find a counter-objection for (P, y).

claim: we can choose Q = {2, 3, 4, 7} and  $z = \langle 1/5 + \alpha_0, 1/5 + \alpha_0,$ 

claim: we can choose Q = {2, 3, 4, 7} and z =  $\langle 1/5 + \alpha_2, 1/5 + \alpha_3, 1/5 + \alpha_4, 1/5 + \alpha_5 \rangle$ z(Q) =  $1/5 + \alpha_2 + 1/5 + \alpha_3 + 1/5 + \alpha_4 + 1/5 + \alpha_5 = 4/5 + \sum_{i=2}^{5} \alpha_i \le 1$  since

 $\sum_{i=2}^{5} \alpha_i \le \sum_{i=2}^{6} \alpha_i < 1/5$  so z is feasible.

It is clear that  $\forall i \in Q$ ,  $z_i > x_i$  and that  $\forall i \in Q \cap P$ ,  $z_i > y_i$ 

Hence, (Q, z) is a counter-objection.

• P = {1, 2, 3, 4, 5}. The vector y =  $\langle \alpha, 1/5 + \alpha_2, 1/5 + \alpha_3, 1/5 + \alpha_4, 1/5 + \alpha_5 \rangle$  is an objection when

$$\alpha > -1/5$$
,  $\alpha_i \ge 0$ ,  $\sum_{i=2}^{5} (1/5 + \alpha_i) + \alpha \le 1$   
This time, we have  $\sum_{i=2}^{5} (1/5 + \alpha_i) + \alpha = 4/5 + \sum_{i=2}^{5} \alpha_i + \alpha \le 1$ 

Thus time, we have  $Z_{i=2}(1/0.1 \, \alpha_i) + \alpha = 4/0.1 \, Z_{i=2} \, \alpha_i + \alpha = 1/5$ .

Thus  $\nabla^5 = \alpha < 1$ .  $A/F = \alpha = 1/F$ .  $\alpha$  and finally  $\nabla^5 = \alpha < 1/F$ .

Then  $\sum_{i=2}^{5} \alpha_i \le 1 - 4/5 - \alpha = 1/5 - \alpha$  and finally  $\sum_{i=2}^{5} \alpha_i \le 1/5 - \alpha < 2/5$ . We need to find a counter-objection to (P, y)

claim: we can choose Q = {2, 3, 6, 7}, z = 
$$\langle 1/5 + \alpha_2, 1/5 + \alpha_3, 1/5, 1/5 \rangle$$

It is clear that  $\forall i \in Q$ ,  $z_i > x_i$  and  $\forall i \in P \cap Q$   $z_i > y_i$  (for agent 2 and 3).

 $z(Q) = 1/5 + \alpha_2 + 1/5 + \alpha_3 + 1/5 + 1/5 = 4/5 + \alpha_2 + \alpha_3$ . We have  $\alpha_2 + \alpha_3 < 1/5$ , otherwise, we would have  $\alpha_2 + \alpha_3 \ge 1/5$  and since the  $\alpha_i$  are ordered, we would then have  $\sum_{i=2}^{5} \alpha_i \ge 2/5$ , which is not possible. Hence  $z(Q) \le 1$  which proves z is feasible

ves z is leasible

Using similar arguments, we find a counter-objection for each other objections (you might want to fill in the details at home).

- $P = \{1, 2, 3, 4\}, y = \langle \alpha, 1/5 + \alpha_1, 1/5 + \alpha_2, 1/5 + \alpha_3 \rangle, \alpha > -1/5, \alpha_i \ge 0,$  $\sum_{i=2}^4 \alpha_i + \alpha \le 2/5 \Rightarrow \sum_{i=2}^4 \alpha_i \le 2/5 - \alpha < 3/5.$
- → Q = {2, 5, 6, 7}, z =  $\langle 1/5 + \alpha_2, 1/5, 1/5, 1/5 \rangle$  since  $\alpha_2 \le 1/5$
- $|P| \le 3 P = \{1, 2, 3\}, v(P) = 0, y = \langle \alpha, \alpha_1, \alpha_2 \rangle, \alpha > -1/5, \alpha_i \ge 0, \alpha_1 + \alpha_2 \le -\alpha < 1/5$
- $\rightarrow$  Q = {4, 5, 6, 7}, z =  $\langle$  1/5, 1/5, 1/5, 1/5  $\rangle$  will be a counter argument (1 cannot provide more than 1/5 to any other agent).
- For each possible objection of 1, we found a counter-objection. Using similar arguments, we can find a counter-objection to any objection of player 7 against player 1.
- $\rightarrow x \in preBS(N, v, S).$

### **Bargaining set**

In the example, agent 1 gets – 1/5 when v(C) > 0 for all coalition  $C \subseteq N!$  This shows that the pre-bargaining set may not be individually rational.

Let  $I(N, v, S) = \{x \in X_{(N,v,S)} \mid xi \ge v(\{i\}) \forall i \in N\}$  be the set of individually rational payoff vector in  $X_{(N,v,S)}$ .

#### Lemma

If a game is weakly superadditive,  $I(N, v, S) \neq \emptyset$ .

## **Definition (Bargaining set)**

Let (N, v, S) a game in coalition structure.

The bargaining set (BS) is defined by BS(N, v, S) =  $I(N, v, S) \cap preBS(N, v, S)$ .

#### Lemma

We have  $Core(N, v, S) \subseteq BS(N, v, S)$ .

#### Theorem

Let (N, v, S) a game with coalition structure. Assume that  $I(N, v, S) \neq \emptyset$ . Then the bargaining set BS(N, v, S) 6 =  $\emptyset$ 

#### **Proof**

It is possible to give a direct proof of this theorem (a bit long, (Section 4.2 in Introduction to the Theory of Cooperative Games)).

We will show this result in a different way in the lecture about the nucleolus next week.

## **Definition (weighted voting games)**

A game (N, wi∈N, q, v) is a weighted voting game when v satisfies unanimity, monotonicity and the valuation function is defined as

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v(S) =  \{1 \text{ when } \sum_{i \in S} wi \ge q   \{0 \text{ otherwise} \}  We note such a game by (q: w_1, \ldots, w_n)
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Let (N, v) be the game associated with the 6-player weighted majority game (3:1,1,1,1,1,0).

Agent 6 is a null/dummy player since its weight is 0.

Nevertheless  $\langle 1/7, \ldots, 1/7, 2/7 \rangle \in BS(N, v)$ 

Agent 6 is a dummy, however, it receives a payoff of 2/7, which is larger than agents who are not dummy!

## **Summary**

We introduced the bargaining set, and looked at some examples.

pros: it is guaranteed to be non-empty, when the core is non-empty, it is contained in the bargaining set.

cons: it may not be reasonable from above.