

A mini-course on cooperative game theory: the core and the nucleolus, with application to models for trading demands

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Cooperative Transferable Utility Games

- Cooperative TU-games (CTU-games) was introduced by von Neumann and Morgenstern in their book "Theory of Games and Economic Behavior" (1944).
- In CTU-games, there are a set of players N that want to cooperate.
- Each coalition of players $S \subset N$ is defined by one real value, called a payoff, that must be transferred among its players.
- In cooperative games the question is how to transfer in a fair way the payoff of the grand coalition N among each individual player.
- A fair distribution is called a **concept solution**.
- In this mini-course we will only focus on two concepts: the **core** and the **nucleolus**.

Formally a cooperative game is defined by a pair (N, v) :

- N is the set of players,
 - $v : 2^N \rightarrow \mathbb{R}$, $v(\emptyset) = 0$.
-
- v is called the characteristic function, expressing the utility of subset of players.
 - A subset of players $S \subseteq N$ is called a **coalition**.
 - The function $v(S)$ may express the profit or the cost generated by the players in S if they form the coalition S .

Solutions concepts in cooperative games

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- A vector $x \in \mathbb{R}^{|N|}$ satisfying these two conditions is called an **imputation**.

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- We are interested in two solution concepts: the **core** and the **nucleolus**.

We assume that the characteristic function v is :

- **Monotone.** If $S \subseteq T$, then $v(T) \geq v(S)$.
- **Superadditive.** If $S \cap T = \emptyset$, then $v(S \cup T) \geq v(S) + v(T)$.

Let x and y be two imputations. We say that y dominates x through the coalition S and we write, $y \succ_S x$, whenever the following hold:

$$\begin{aligned} y_i &> x_i && \text{for each } i \in S, \\ \sum_{i \in S} y_i &\leq v(S) \end{aligned}$$

Definition

The set of undominated imputations of a game (N, v) is called the *core* and is denoted by $\mathbb{C}(N, v)$.

Theorem

The core $\mathbb{C}(N, v)$ is the following polytope:

$$\begin{aligned} x(N) &= v(N), \\ x(S) &\geq v(S), \quad \text{for } S \subseteq N \end{aligned}$$

- By definition each x satisfying the two conditions above cannot be dominated, since if $y \succ_S x$, then $y(S) > v(S)$. So x is in the core.

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- Now suppose that we have a vector y in the core (y is undominated) that does not satisfies the conditions of the theorem.
- The first condition is satisfied by definition. So assume $y(S) = v(S) - \epsilon$.
- The superadditivity of v implies:



$$v(N) \geq v(S) + v(N \setminus S) \geq v(S) + \sum_{i \in N \setminus S} v(i),$$

so $0 \leq \beta = v(S) + \sum_{i \in N \setminus S} v(i)$. Now define $z \in \mathbb{R}^{|N|}$ as follows:

$$\bullet \quad z(i) = \begin{cases} y(i) + \frac{\epsilon}{|S|} & \text{if } i \in S, \\ v(i) + \frac{\beta}{|N| - |S|}. \end{cases}$$

So,

$$\begin{aligned} z(N) &= z(S) + z(N \setminus S) = y(S) + \epsilon + \sum_{i \in N \setminus S} v(i) + \beta \\ &= v(S) + \sum_{i \in N \setminus S} v(i) + \beta = v(N). \end{aligned}$$



The core is the set of imputations where each coalition S is more happy with what it gets, $\sum_{i \in S} x_i = x(S)$, than with what it gets by leaving the grand coalition, $v(S)$.

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When the core is empty, we are interested on the set of allocations satisfying each coalition as much as possible, called the **least-core**. That is the optimal face of the following LP program

$$\begin{aligned} \max \quad & \epsilon \\ x(N) = & v(N) \\ x(S) \geq & v(S) + \epsilon, \quad \forall S \neq N \end{aligned}$$

Characterizing the non-emptiness of the core

A cooperative game (N, v) is balanced if and only if there exists a function $\lambda : 2^N \setminus \{\emptyset\} \rightarrow \mathbb{R}_+^N$, such that

$$\sum_{S \subseteq N \setminus \{\emptyset\}} \lambda(S) v(S) \leq v(N),$$

$$\sum_{S, i \in S} \lambda(S) = 1, \quad \text{for all } i \in N.$$

A cooperative game has a non-empty core if and only if is balanced.

Proof of Bondareva-Shapley theorem

We use LP-duality. The core is non-empty if and only if

$$\begin{aligned} v(N) &= \min\{\sum x(i) : x(S) \geq v(S), S \subseteq N\} (duality) \\ &= \max\{\lambda(S)v(S) : \sum_{S, i \in S} \lambda(S) = 1, i \in N\} \end{aligned}$$

The nucleolus

Definitions

For a coalition S and an imputation $x \in \mathbb{R}^{|N|}$, their **excess** is $e(x, S) = x(S) - v(S)$.

The nucleolus has been introduced by Schmeidler (1969), trying to minimize dissatisfaction of players. It is defined as the allocation that lexicographically maximizes the vector $\Theta(x)$ of non-decreasing ordered excess.

Here the excess $e(x, S)$ may be interpreted as the amount of satisfaction of S when x is chosen.

The nucleolus: an example

- Let $N = \{1, 2, 3\}$ a set of three player with the following characteristic function:

Coalition	v	y_1	$e(y_1, \cdot)$	y_2	$e(y_2, \cdot)$	y_3	$e(y_3, \cdot)$
$\{1\}$	45	45	0	57	12	62	17
$\{2\}$	42	54	12	48	6	48	6
$\{3\}$	40	72	32	66	26	61	21
$\{1, 2\}$	99	99	0	105	6	110	11
$\{1, 3\}$	117	117	0	123	6	123	6
$\{2, 3\}$	98	126	28	114	16	109	11
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Order the excess vectors y_1 , y_2 and y_3 and choose the lexicographically maximum one:

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so $y_1 \prec y_2 \prec y_3$. y_3 is in fact the nucleolus of our game.

The nucleolus has nice properties:

- It always exists.
- It is in the core when the core is not empty.
- It is unique

The nucleolus: the Maschler Scheme

Definitions

The nucleolus may be computed as a sequence of linear programs :

$$\max \quad \epsilon$$

$$x(N) = v(N)$$

$$x(S) \geq v(S) + \epsilon, \quad \forall S \neq N$$

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$$\max \quad \epsilon$$

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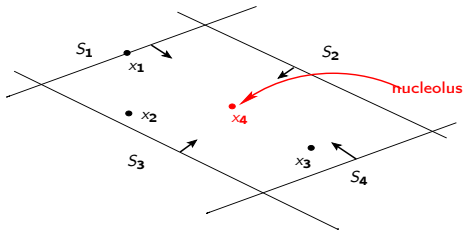
$$\begin{aligned} \max \quad & \epsilon \\ x(S) &\geq v(S) + \epsilon, \quad \forall S \notin F_1, \\ x(S) &= v(S) + \epsilon_1, \quad \forall S \in F_1 \end{aligned}$$

This gives $\epsilon_2 \dots$ continue ... (at most n times).

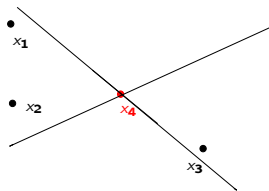
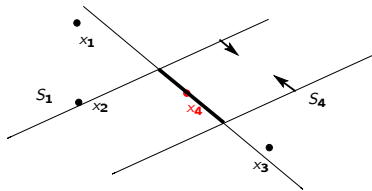
In our example $\epsilon_1 = 6$ and $\epsilon_2 = \epsilon_1 + 5$.

The nucleolus

Approximate Geometric illustration : the distance is viewed as a slack



$$x_1 \preceq x_2 \preceq x_3 \preceq x_4$$



The production-distribution game

Definitions

This is a joint work with Gauthier Stauffer (University of Lausanne) and Gianpaolo Oriolo (University Tor Vergata, Roma). Let

- $N = \{1, \dots, n\}$ a set of n price-taker companies (**the players**), producing a same commodity product,
- $M = \{1, \dots, m\}$ a set of m markets,
- each company $i \in N$ owns a part d_{ij} of the total demand d_j of market j ,
- r_j the product unit price at market j ; c_{ij} is the cost of producing/transporting one unit of the product from the company i to the market j .
- q_i the capacity production of company i (possibly $q_i = \infty$, that is $q_i \geq \sum_{j \in M} d_{ij}$).

The production-distribution cooperative game

The definition

The objective. *Modelling and proposing efficient sharing principles for a practical collaboration in transportation.*

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The objective. *Modelling and proposing efficient sharing principles for a practical collaboration in transportation.*

This game is defined by the pair (N, v) , where if a subset of players $S \subseteq N$ collaborate they get a total profit:

$$\begin{aligned} v(S) = \max \quad & \sum_{i \in S} \sum_{j \in M} (r_j - c_{ij}) y_{ij} \\ & \sum_{i \in S} y_{ij} \leq \sum_{i \in S} d_{ij} \quad \forall j \in M \\ & \sum_{j \in M} y_{ij} \leq q_i \quad \forall i \in S \\ & y_{ij} \geq 0 \quad \forall i \in S, j \in M \end{aligned}$$

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The core

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The core of the production-distribution game is nonempty. We may provide in polynomial time a point in the core.

$$v(N) = \max \sum_{i \in N} \sum_{j \in M} (r_j - c_{ij}) y_{ij}$$

$$\sum_{i \in N} y_{ij} \leq \sum_{i \in N} d_{ij}, \quad \forall j \in M \quad \beta_j$$

$$\sum_{j \in M} y_{ij} \leq q_i \quad \forall i \in N \quad \alpha_i$$

$$y_{ij} \geq 0 \quad \forall i \in N, j \in M.$$

$$\min \sum_{i \in N} q_i \alpha_i + \sum_{j \in M} (\sum_{i \in N} d_{ij}) \beta_j$$

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$$v(N) = \max \sum_{i \in N} \sum_{j \in M} (r_j - c_{ij}) y_{ij}$$

$$\sum_{i \in N} y_{ij} \leq \sum_{i \in N} d_{ij}, \quad \forall j \in M \quad \beta_j$$

$$\sum_{j \in M} y_{ij} \leq q_i \quad \forall i \in N \quad \alpha_i$$

$$y_{ij} \geq 0 \quad \forall i \in N, j \in M.$$

$$\min \sum_{i \in N} q_i \alpha_i + \sum_{j \in M} (\sum_{i \in N} d_{ij}) \beta_j$$

$$\alpha_i + \beta_j \geq r_j - c_{ij}, \quad \forall i \in N, j \in M$$

$$\alpha_i, \beta_j \geq 0 \quad \forall i \in N, j \in M.$$

Let (α^*, β^*) be an optimal solution of the dual.

We claim that that $x_i^* = q_i \alpha_i^* + \sum_{j \in M} \beta_j^* d_{ij}$, for each $i \in N$, is in the core.

Let y^* the optimal solution of $v(S)$

$$x^*(S) = \sum_{i \in S} q_i \alpha_i^* + \sum_{j \in M} (\sum_{i \in S} d_{ij}) \beta_j^*$$

$$\geq \sum_{i \in S} (\sum_{j \in M} y_{ij}^*) \alpha_i^* + \sum_{j \in M} (\sum_{i \in S} y_{ij}^*) \beta_j^*$$

$$= \sum_{i \in S} \sum_{j \in M} y_{ij}^* (\alpha_i^* + \beta_j^*) \geq \sum_{i \in S} \sum_{j \in M} (r_j - c_{ij}) y_{ij}^* = v(S).$$

Equality holds for $S = N$ by Complementary Slackness.

The production-distribution cooperative game

The uncapacitated case

In this case the game (N, v) is defined as follows:

If a subset of players $S \subseteq N$ collaborate they get a total profit:

$$\begin{aligned} v(S) = \max \quad & \sum_{i \in S} \sum_{j \in M} (r_j - c_{ij}) y_{ij} \\ & \sum_{i \in S} y_{ij} \leq \sum_{i \in S} d_{ij} \quad \forall j \in M \\ & \sum_{j \in M} y_{ij} \leq q_i \quad \forall i \in S \\ & y_{ij} \geq 0 \quad \forall i \in S, j \in M \end{aligned}$$

Particular case of the market game of Shapley and Shubik (1969).

The production-distribution cooperative game

The uncapacitated case

$$\begin{aligned} v(S) = \max \quad & \sum_{i \in S} \sum_{j \in M} (r_j - c_{ij}) y_{ij} \\ & \sum_{i \in S} y_{ij} = \sum_{i \in S} d_{ij} \quad \forall j \in M \\ & y_{ij} \geq 0 \quad \forall i \in S, j \in M \end{aligned}$$

This is equivalent to

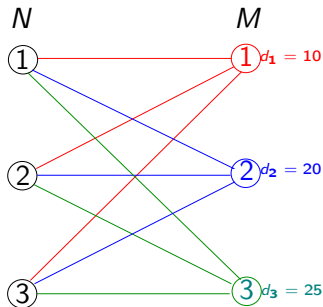
$$v(S) = \sum_{j=1}^m d_j(S) \max\{\alpha_{ij} : i \in S\},$$

where $\alpha_{ij} = r_j - c_{ij}$ and $d_j(S) = \sum_{i \in S} d_{ij}$.

The uncapacitated production-distribution game

Example

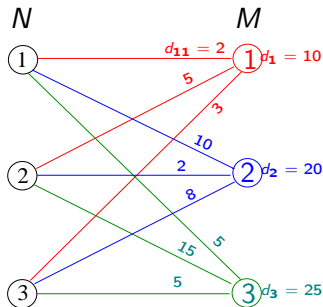
Let N be a set of three companies, the players and M a set of three markets. The demands and the profits are as follows:



The uncapacitated production-distribution game

Example

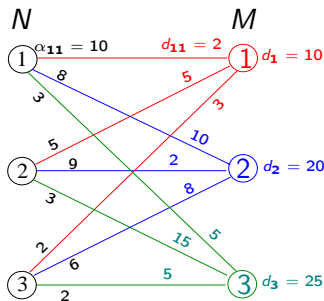
Let N be a set of three companies, the players and M a set of three markets. The demands and the profits are as follows:



The uncapacitated production-distribution game

Example

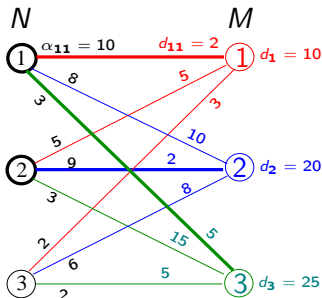
Let N be a set of three companies, the players and M a set of three markets. The demands and the profits are as follows:



The uncapacitated production-distribution game

Example

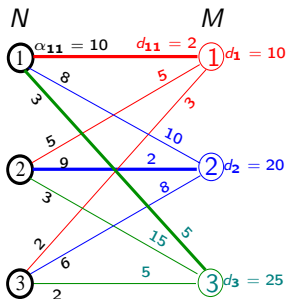
Let N be a set of three companies, the players and M a set of three markets. The demands and the profits are as follows:



$$v(\{1, 2\}) = (2 + 5) \times 10 + (10 + 2) \times 9 + (5 + 15) \times 3 = 238.$$

The uncapacitated production-distribution game

Example



$$v(\{1, 2, 3\}) = 10 \times 10 + 20 \times 9 + 25 \times 3 = 355.$$

$$v(\{1\}) = 10 \times 2 + 8 \times 10 + 3 \times 5 = 115.$$

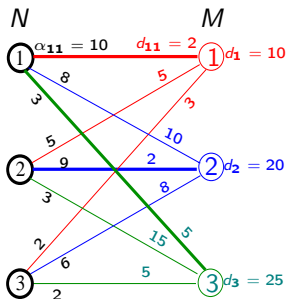
$$v(\{2\}) = 5 \times 5 + 9 \times 2 + 3 \times 15 = 88.$$

$$v(\{3\}) = 2 \times 3 + 6 \times 8 + 2 \times 5 = 64.$$

$$v(\{1\}) + v(\{2\}) + v(\{3\}) = 267.$$

The uncapacitated production-distribution game

Example



$$v(\{1, 2, 3\}) = 10 \times 10 + 20 \times 9 + 25 \times 3 = 355.$$

$$v(\{1\}) = 10 \times 2 + 8 \times 10 + 3 \times 5 = 115.$$

$$v(\{2\}) = 5 \times 5 + 9 \times 2 + 3 \times 15 = 88.$$

$$v(\{3\}) = 2 \times 3 + 6 \times 8 + 2 \times 5 = 64.$$

$$v(\{1\}) + v(\{2\}) + v(\{3\}) = 267.$$

For each market $j \in M$, let π^j be a permutation of the elements in N such that $\alpha_{\pi^j(1)j} \geq \alpha_{\pi^j(2)j} \geq \dots \geq \alpha_{\pi^j(n)j}$:

$$\pi^1 = (1, 2, 3); \pi^2 = (2, 1, 3); \pi^3 = (2, 1, 3).$$

The uncapacitated production-distribution game

The core

The core of the game (N, v) reduces to a single point if and only if $\alpha_{\pi^j(1)j} = \alpha_{\pi^j(2)j}$, for each $j \in M$.

The nucleolus

Examples: v determined as the optimal solution of a combinatorial optimization problem

Min-cost spanning tree game [Bird 1976, Megiddo 1987, Galil 1980, Granot and Granot 1992].

- The players are the nodes of a graph $G = (N, E)$, each edge $e \in E$ has an associated positive cost $c(e)$,
- $v(S)$ is the cost of the minimum spanning tree induced by the nodes S .
- Testing core membership is NP complete [Faigle et al. 1997].
- Computing the nucleolus is NP-hard [Faigle et al. 1998].

The nucleolus

Examples: v determined as the optimal solution of a combinatorial optimization problem

A flow game [Kalai and Zemel 1982].

- The set of players are the arcs of a network (V, A, c, s, t) , where c is the capacity function associated to the arcs, s and t are the source and the sink, respectively.
- $v(S)$ is the value of the maximum st -flow in (V, S, c, s, t) .
- When $c(e) = 1$ for each arc, computing the nucleolus is polynomial [Deng et al. 2009].
- For general capacities, computing the nucleolus is NP-hard [Deng et al. 2009].

The nucleolus

Examples: v determined as the optimal solution of a combinatorial optimization problem

Matching games [Shapley and Shubik 1972, for bipartite graphs]

- The players are the nodes of an undirected graph $G = (N, E)$, where each edge e is associated with a weight $w(e)$.
- $v(S)$, $S \subseteq N$, is the value of the maximum matching induced by S .
- The nucleolus may be computed in polynomial time :
 - when G is bipartite [Solymosi et al. 1994],
 - when the core is non-empty [Biró et al. 2012],
 - when the core is empty [Könemann et al. 2020].

The nucleolus

Examples: v determined as the optimal solution of a combinatorial optimization problem

The shortest path game [Fagnelli et al. 2000]

- The players are the arcs of a directed graph $G = (V, A)$, each arc $a \in A$ is associated with a positive cost. We also have a fixed value r called a revenue, and two special nodes s and t .
- $v(S)$, $S \subseteq A$, is the revenue r minus the cost of the shortest path induced by S .
- The nucleolus may be computed in polynomial time when the core is non-empty and empty [Baïou and Barahona 2019]

The uncapacitated production-distribution game with one market

Definition

Now the size of M is one.

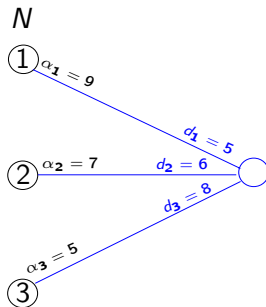
$$\begin{aligned} v(S) &= \max \sum_{i \in S} (r - c_i) y_i \\ \sum_{i \in S} y_i &= \sum_{i \in S} d_i \\ y_i &\geq 0 \quad \forall i \in S, \end{aligned}$$

Set $\alpha_i = r - c_i$, and assume $\alpha_1 \geq \alpha_2, \dots, \geq \alpha_n$. Let \mathcal{S}_i be the subsets containing i but not the elements $j < i$.

$$\begin{aligned} x(N) &= d(N)\alpha_1 \\ x(S) &\geq d(S)\alpha_i \quad \forall S \in \mathcal{S}_i, i = 1 \dots, n. \end{aligned}$$

The uncapacitated production-distribution game with one market

Example



$$v(\{1, 2, 3\}) = 19 \times 9 = 171,$$
$$v(\{2, 3\}) = 14 \times 7 = 98.$$

The nucleolus: the one market case

Separating from the polytope $P_i(\epsilon_i)$

The nucleolus may be solved in polynomial time using the framework of Könemann and Toth (2020).

We give a simple cutting-planes algorithm.

For $k = 1, \dots, n$, let P_k be the linear program below, where $\epsilon_0 = 0$ and F_0 consists of the grand coalition equality.

$$\begin{aligned} \max \quad & \epsilon \\ x(S) & \geq v(S) + \epsilon, \quad \forall S \notin \cup_{j=0}^{k-1} F_j \\ x(S) & = v(S) + \epsilon_j, \quad \forall S \in F_j, j = 0, \dots, k-1. \end{aligned}$$

The nucleolus: the one market case

Separating from the polytope $P_i(\epsilon_i)$

Solving P_0 .

Solve the following program (Q):

$$\begin{aligned} \max \quad & \epsilon \\ x_i \geq & d_i \alpha_i + \epsilon, \quad \forall i \in N \\ x(N) = & d(N) \alpha_1. \end{aligned}$$

Let $(\bar{x}, \bar{\epsilon})$ be the solution of (Q). Find a violated inequality $S \in \mathcal{S}_i$, $\bar{x}(S) < d(S) \alpha_i + \bar{\epsilon}$.

- Define $x'_j = \bar{x}_j - d_j \times \alpha_i$.
- Let π be an increasing ordering of the elements $i + 1, \dots, n$, w.r.t. $x', x'_{\pi(k)} \leq x'_{\pi(k+1)}$.

The nucleolus: the one market case

Separating from the polytope $P_i(\epsilon_i)$

Initialize A to be the matrix with one row: the grand coalition equality.

- ① Set $k := i + 1$; $S := \{i, \pi(k)\}$
 - ② If $x'(S) < \bar{\epsilon}$ and $\text{rank}(A) > \text{rank}(A \cup S)$, then $x(S) \geq d(S)\alpha_i + \epsilon$ is a violated inequality, stop.
 - ③ If $k \leq n - 1$, set $k := k + 1$, $S := S \cup \{\pi(k)\}$ and go to 2.
- If a violated inequality is found add it to (Q) and repeat until no violated inequality exists.
 - Update $A := A \cup \{\text{the row of the inequalities with positive dual variable}\}$. Repeat for P_i , $i = 1, \dots, n$.

The nucleolus: the one market case

A combinatorial algorithm: Primal dual

We want to solve the following linear program P_k .

$$\max \quad \epsilon$$

$$x(S) \geq d(S)\alpha_i + \epsilon, \quad \forall S \notin \cup_{j=0}^{k-1} F_j, \quad S \in \mathcal{S}_i.$$

$$x(S) = v(S) + \epsilon_j, \quad \forall S \in F_j, \quad j = 0, \dots, k-1.$$

$$\min y_N \alpha_1 - \sum_{S \subset N} v(S) y_S$$

$$\sum_{S \notin \cup_{j=0}^{k-1} F_j} y_S = 1,$$

$$- \sum_{S: i \in S} y_S = y_N, \quad \text{for } i = 1, \dots, n,$$

$$y_S \geq 0, \quad S \notin \cup_{j=0}^{k-1} F_j$$

The algorithm for computing the nucleolus.

- Step 1. Set $x_j^0 := d_j \alpha_1$ for $j = 1, \dots, n$; $i = 2$; $k = 1$; $\epsilon_0 = 0$; $F^0 = \emptyset$;
- Step 2. $\mu^k = \min \left\{ \frac{x^{k-1}(S) - v(S) - \epsilon_{k-1}}{|S \setminus F^{k-1}| + 1} : S \subset N \setminus \{1\}, S \setminus F^{k-1} \neq \emptyset \right\}$. Let S^k be the argument of μ^k .
- Step 3. Set $x^k(1) \leftarrow x^{k-1}(1) + (n - 1 - |F^{k-1}|)\mu_k$;
 $x^k(j) \leftarrow x^{k-1}(j) - \mu_k$ for $j \notin F^{k-1} \cup \{1\}$ and otherwise
 $x^k(j) \leftarrow x^{k-1}(j)$. Set $\epsilon_k \leftarrow \epsilon_{k-1} + \mu_k$ and $F^k \leftarrow F^{k-1} \cup S^k$.
- Step 4. If $F^k \neq N$, then set $k \leftarrow k + 1$; goto step 2, otherwise stop.

At the end of each iteration k , (x^k, ϵ_k) is the optimal solution of P_k . Moreover, the following hold

- (i) $x^k(N \setminus \{j\}) = d(N \setminus \{j\})\alpha_1 + \epsilon_k$, for each $j \notin F^{k-1} \cup \{1\}$.
- (ii) All the variables in F^k are fixed.

The proof is done by induction. The feasibility comes by definition. The optimality comes from duality. For $k = 1$, set $\alpha = |S^1|$.

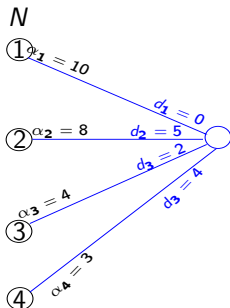
By definition $x^1(S_i^1) = d(S_i^1)\alpha_i + \epsilon_1$. We also have $x^1(S^j) = d(S^j)\alpha_1 + \epsilon_1$.

Define a dual solution \bar{y} as follows: $\bar{y}_N = -\frac{\alpha}{\alpha+1}$; $\bar{y}_{S^1} = \frac{1}{\alpha+1}$ and $\bar{y}_{N \setminus j} = \frac{1}{\alpha+1}$ for each $j \in S^1$. For all other sets $S \subset N$, $\bar{y}_S = 0$. \square

The nucleous in the one-market case, may be computed in $O(n^4)$.

The nucleolus: the one market case

Example



The core.

$$x_1 + x_2 + x_3 + x_4 = 110$$

$$x_1 + x_2 + x_3 \geq 70$$

$$x_1 + x_2 + x_4 \geq 90$$

$$x_1 + x_3 + x_4 \geq 60$$

$$x_2 + x_3 + x_4 \geq 88$$

$$x_1 + x_2 \geq 50$$

$$x_1 + x_3 \geq 20$$

$$x_1 + x_4 \geq 40$$

$$x_2 + x_3 \geq 56$$

$$x_2 + x_4 \geq 72$$

$$x_3 + x_4 \geq 24$$

$$x_1 \geq 0$$

$$x_2 \geq 40$$

$$x_3 \geq 8$$

$$x_4 \geq 12$$

The nucleolus: the one market case

Example : Iteration 1

max ϵ

$$x_1 + x_2 + x_3 + x_4 = 110$$

$$x_1 + x_2 + x_3 \geq 70 + \epsilon$$

$$x_1 + x_2 + x_4 \geq 90 + \epsilon \quad \bullet$$

$$x_1 + x_3 + x_4 \geq 60 + \epsilon \quad \bullet$$

$$x_2 + x_3 + x_4 \geq 88 + \epsilon$$

$$x_1 + x_2 \geq 50 + \epsilon$$

$$x_1 + x_3 \geq 20 + \epsilon$$

$$x_1 + x_4 \geq 40 + \epsilon$$

$$x_2 + x_3 \geq 56 + \epsilon \quad \bullet$$

$$x_2 + x_4 \geq 72 + \epsilon$$

$$x_3 + x_4 \geq 24 + \epsilon$$

$$x_1 \geq 0 + \epsilon$$

$$x_2 \geq 40 + \epsilon$$

$$x_3 \geq 8 + \epsilon$$

$$x_4 \geq 12 + \epsilon$$

$$\min 110 \times y_N - \sum_{S \subset N} v(S) y_S$$

$$\sum_{S \subset N} y_S = 1,$$

$$- \sum_{S: i \in S} y_S = y_N, \quad \text{for } i = 1, \dots, n,$$

$$y_S \geq 0, \quad S \neq N$$

The nucleolus: the one market case

Example : Iteration 1

max ϵ

$$x_1 + x_2 + x_3 + x_4 = 110$$

$$x_1 + x_2 + x_3 \geq 70 + \epsilon$$

$$x_1 + x_2 + x_4 \geq 90 + \epsilon \quad \bullet$$

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$$x_1 + x_2 \geq 50 + \epsilon$$

$$x_1 + x_3 \geq 20 + \epsilon$$

$$x_1 + x_4 \geq 40 + \epsilon$$

$$x_2 + x_3 \geq 56 + \epsilon \quad \bullet$$

$$x_2 + x_4 \geq 72 + \epsilon$$

$$x_3 + x_4 \geq 24 + \epsilon$$

$$x_1 \geq 0 + \epsilon$$

$$x_2 \geq 40 + \epsilon$$

$$x_3 \geq 8 + \epsilon$$

$$x_4 \geq 12 + \epsilon$$

$$\min 110 \times y_N - \sum_{S \subset N} v(S) y_S$$

$$\sum_{S \subset N} y_S = 1,$$

$$- \sum_{S: i \in S} y_S = y_N, \quad \text{for } i = 1, \dots, n,$$

$$y_S \geq 0, \quad S \neq N$$

- $x_1^0 = 0$; $x_2^0 = 50$; $x_3^0 = 20$; $x_4^0 = 40$. $F^0 = \emptyset$.

The nucleolus: the one market case

Example : Iteration 1

max ϵ

$$x_1 + x_2 + x_3 + x_4 = 110$$

$$x_1 + x_2 + x_3 \geq 70 + \epsilon$$

$$x_1 + x_2 + x_4 \geq 90 + \epsilon \quad \bullet$$

$$x_1 + x_3 + x_4 \geq 60 + \epsilon \quad \bullet$$

$$x_2 + x_3 + x_4 \geq 88 + \epsilon$$

$$x_1 + x_2 \geq 50 + \epsilon$$

$$x_1 + x_3 \geq 20 + \epsilon$$

$$x_1 + x_4 \geq 40 + \epsilon$$

$$x_2 + x_3 \geq 56 + \epsilon \quad \bullet$$

$$x_2 + x_4 \geq 72 + \epsilon$$

$$x_3 + x_4 \geq 24 + \epsilon$$

$$x_1 \geq 0 + \epsilon$$

$$x_2 \geq 40 + \epsilon$$

$$x_3 \geq 8 + \epsilon$$

$$x_4 \geq 12 + \epsilon$$

$$\min 110 \times y_N - \sum_{S \subset N} v(S) y_S$$

$$\sum_{S \subset N} y_S = 1,$$

$$- \sum_{S: i \in S} y_S = y_N, \quad \text{for } i = 1, \dots, n,$$

$$y_S \geq 0, \quad S \neq N$$

- $x_1^0 = 0$; $x_2^0 = 50$; $x_3^0 = 20$; $x_4^0 = 40$. $F^0 = \emptyset$.

- The set optimizing Step 2 is

$$S^1 = \{2, 3\} : \epsilon_1 = \mu_1 = \frac{x^0(S^1) - v(S^1) - \epsilon_0}{|S^1 \setminus F^0| + 1} = \frac{70 - 56}{3} = \frac{14}{3}.$$

The nucleolus: the one market case

Example : Iteration 1

max ϵ

$$x_1 + x_2 + x_3 + x_4 = 110$$

$$x_1 + x_2 + x_3 \geq 70 + \epsilon$$

$$x_1 + x_2 + x_4 \geq 90 + \epsilon \quad \bullet$$

$$x_1 + x_3 + x_4 \geq 60 + \epsilon \quad \bullet$$

$$x_2 + x_3 + x_4 \geq 88 + \epsilon$$

$$x_1 + x_2 \geq 50 + \epsilon$$

$$x_1 + x_3 \geq 20 + \epsilon$$

$$x_1 + x_4 \geq 40 + \epsilon$$

$$x_2 + x_3 \geq 56 + \epsilon \quad \bullet$$

$$x_2 + x_4 \geq 72 + \epsilon$$

$$x_3 + x_4 \geq 24 + \epsilon$$

$$x_1 \geq 0 + \epsilon$$

$$x_2 \geq 40 + \epsilon$$

$$x_3 \geq 8 + \epsilon$$

$$x_4 \geq 12 + \epsilon$$

$$\min 110 \times y_N - \sum_{S \subset N} v(S) y_S$$

$$\sum_{S \subset N} y_S = 1,$$

$$- \sum_{S: i \in S} y_S = y_N, \quad \text{for } i = 1, \dots, n,$$

$$y_S \geq 0, \quad S \neq N$$

- $x_1^0 = 0$; $x_2^0 = 50$; $x_3^0 = 20$; $x_4^0 = 40$. $F^0 = \emptyset$.

- The set optimizing Step 2 is

$$S^1 = \{2, 3\} : \epsilon_1 = \mu_1 = \frac{x^0(S^1) - v(S^1) - \epsilon_0}{|S^1 \setminus F^0| + 1} = \frac{70 - 56}{3} = \frac{14}{3}.$$

- $x_1^1 = 14$; $x_2^1 = \frac{136}{3}$; $x_3^1 = \frac{46}{3}$; $x_4^1 = \frac{106}{3}$;

- $|S^1 \setminus F^0| = 2$; $\bar{y}_{1234} = -\frac{2}{3}$; $\bar{y}_{23} = \frac{1}{3}$; $\bar{y}_{134} = \frac{1}{3}$; $\bar{y}_{124} = \frac{1}{3}$.

The nucleolus: the one market case

Example : Iteration 2

max ϵ

$$x_1 + x_2 + x_3 + x_4 = 110$$

$$x_1 + x_2 + x_3 \geq 70 + \epsilon \quad \bullet$$

$$x_1 + x_2 + x_4 = 90 + \frac{14}{3}$$

$$x_1 + x_3 + x_4 = 60 + \frac{14}{3}$$

$$x_2 + x_3 + x_4 \geq 88 + \epsilon$$

$$x_1 + x_2 \geq 50 + \epsilon$$

$$x_1 + x_3 \geq 20 + \epsilon$$

$$x_1 + x_4 \geq 40 + \epsilon$$

$$x_2 + x_3 = 56 + \frac{14}{3}$$

$$x_2 + x_4 \geq 72 + \epsilon$$

$$x_3 + x_4 \geq 24 + \epsilon$$

$$x_1 \geq 0 + \epsilon$$

$$x_2 \geq 40 + \epsilon$$

$$x_3 \geq 8 + \epsilon$$

$$\cancel{x_4 \geq 12 + \epsilon}$$

$$x_4 \geq \frac{82}{3} + \epsilon \quad \bullet$$

$$\min 110 \times y_N - \sum_{S \subset N} v(S) y_S$$

$$\sum_{S \not\subset \text{fixed coalition}} y_S = 1,$$

$$- \sum_{S: i \in S} y_S = y_N, \quad \text{for } i = 1, \dots, n,$$

$$y_S \geq 0, \quad S \neq \text{fixed coalition}$$

$$\bullet \quad x_1^1 = 14; \quad x_2^1 = \frac{136}{3}; \quad x_3^1 = \frac{46}{3}; \\ x_4^1 = \frac{106}{3}. \quad F^1 = \{2, 3\}.$$

The nucleolus: the one market case

Example : Iteration 2

max ϵ

$$x_1 + x_2 + x_3 + x_4 = 110$$

$$x_1 + x_2 + x_3 \geq 70 + \epsilon \quad \bullet$$

$$x_1 + x_2 + x_4 = 90 + \frac{14}{3}$$

$$x_1 + x_3 + x_4 = 60 + \frac{14}{3}$$

$$x_2 + x_3 + x_4 \geq 88 + \epsilon$$

$$x_1 + x_2 \geq 50 + \epsilon$$

$$x_1 + x_3 \geq 20 + \epsilon$$

$$x_1 + x_4 \geq 40 + \epsilon$$

$$x_2 + x_3 = 56 + \frac{14}{3}$$

$$x_2 + x_4 \geq 72 + \epsilon$$

$$x_3 + x_4 \geq 24 + \epsilon$$

$$x_1 \geq 0 + \epsilon$$

$$x_2 \geq 40 + \epsilon$$

$$x_3 \geq 8 + \epsilon$$

$$\cancel{x_4 \geq 12 + \epsilon}$$

$$x_4 \geq \frac{82}{3} + \epsilon \quad \bullet$$

$$\min 110 \times y_N - \sum_{S \subset N} v(S) y_S$$

$$\sum_{S \not\subset \text{fixed coalition}} y_S = 1,$$

$$- \sum_{S: i \in S} y_S = y_N, \quad \text{for } i = 1, \dots, n,$$

$$y_S \geq 0, \quad S \neq \text{fixed coalition}$$

- $x_1^1 = 14; x_2^1 = \frac{136}{3}; x_3^1 = \frac{46}{3}; x_4^1 = \frac{106}{3}. F^1 = \{2, 3\}.$

- The set optimizing Step 2

$$S = \{2, 3, 4\}; \mu_2 = \frac{10/3}{2} = \frac{5}{3};$$

$$\epsilon_2 := \epsilon_1 + \mu_2 = \frac{14}{3} + \frac{5}{3} = \frac{19}{3}.$$

The nucleolus: the one market case

Example : Iteration 2

max ϵ

$$x_1 + x_2 + x_3 + x_4 = 110$$

$$x_1 + x_2 + x_3 \geq 70 + \epsilon \quad \bullet$$

$$x_1 + x_2 + x_4 = 90 + \frac{14}{3}$$

$$x_1 + x_3 + x_4 = 60 + \frac{14}{3}$$

$$x_2 + x_3 + x_4 \geq 88 + \epsilon$$

$$x_1 + x_2 \geq 50 + \epsilon$$

$$x_1 + x_3 \geq 20 + \epsilon$$

$$x_1 + x_4 \geq 40 + \epsilon$$

$$x_2 + x_3 = 56 + \frac{14}{3}$$

$$x_2 + x_4 \geq 72 + \epsilon$$

$$x_3 + x_4 \geq 24 + \epsilon$$

$$x_1 \geq 0 + \epsilon$$

$$x_2 \geq 40 + \epsilon$$

$$x_3 \geq 8 + \epsilon$$

$$x_4 \geq 12 + \epsilon$$

$$x_4 \geq \frac{82}{3} + \epsilon \quad \bullet$$

$$\min 110 \times y_N - \sum_{S \subset N} v(S) y_S$$

$$\sum_{S \not\subset \text{fixed coalition}} y_S = 1,$$

$$- \sum_{S: i \in S} y_S = y_N, \quad \text{for } i = 1, \dots, n,$$

$$y_S \geq 0, \quad S \neq \text{fixed coalition}$$

- $x_1^1 = 14; x_2^1 = \frac{136}{3}; x_3^1 = \frac{46}{3}; x_4^1 = \frac{106}{3}. F^1 = \{2, 3\}.$

- The set optimizing Step 2

$$S = \{2, 3, 4\}; \mu_2 = \frac{10/3}{2} = \frac{5}{3}; \epsilon_2 := \epsilon_1 + \mu_2 = \frac{14}{3} + \frac{5}{3} = \frac{19}{3}.$$

- $x_1^2 = 14 + \frac{5}{3} = \frac{47}{3}; x_2^2 = \frac{136}{3}; x_3^2 = \frac{46}{3}; x_4^2 = \frac{106}{3} - \frac{5}{3} = \frac{101}{3}.$

The nucleolus: the one market case

Example : Iteration 2

max ϵ

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$$S = \{2, 3, 4\}; \mu_2 = \frac{10/3}{2} = \frac{5}{3}; \epsilon_2 := \epsilon_1 + \mu_2 = \frac{14}{3} + \frac{5}{3} = \frac{19}{3}.$$

- $x_1^2 = 14 + \frac{5}{3} = \frac{47}{3}; x_2^2 = \frac{136}{3}; x_3^2 = \frac{46}{3}; x_4^2 = \frac{106}{3} - \frac{5}{3} = \frac{101}{3}.$

- $|S^2 \setminus F^1| = 1; \bar{y}_{1234} = -\frac{1}{2}; \bar{y}_4 = \frac{1}{2}; \bar{y}_{123} = \frac{1}{2}.$

- For each market $j \in M$, let (N, v_j) be the uncapacitated one-market game. Then $(N, v = \sum_{j \in M} v_j)$ is the uncapacitated multi-market game.
- If $x^j \in \mathbb{C}(N, v_j)$, then $x = \sum_{j \in M} x^j$ belongs to $(N, v = \sum_{j \in M} v_j)$.
- Unfortunately, if x^j is the nucleolus of (N, v_j) , then $x = \sum_{j \in M} x^j$ may not be the nucleolus of $(N, v = \sum_{j \in M} v_j)$.