

## 1 Facility Location

Now we consider the case where there are two facilities and each facility can only serve a limited number of agents. There are  $n$  agents. Assume the first facility can serve  $c_1$  agents and the second can serve  $c_2$  agents.

### 1.1 (1.5pt)

When  $n = 2c_1 = 2c_2$ , mechanism  $M_1$  places one facility at the  $c_1$ th agent from left, serving the leftmost  $c_1$  agents, and the other facility at the  $c_1 + 1$ th agent, serving the rightmost  $c_2$  agents. Is  $M_1$  truthful? Give the prove or find a counterexample.

### 1.2 (2pt)

Calculate the approximation ratio of  $M_1$  for maximum cost and the total cost separately. (You can rescale the problem so the leftmost agent is at 0, and the rightmost agent at 1.)

## 2 Cost Sharing

Consider the 3-player game  $(N, c)$  given by the following cost function:

$$c\{1\} = 4; \quad c\{2\} = 6; \quad c\{3\} = 8 \quad c\{1, 2\} = 8; \quad c\{1, 3\} = 11; \quad c\{2, 3\} = 14 \quad c\{1, 2, 3\} = 15$$

### 2.1 (1pt)

Is  $(3, 5, 7)$  in the core of the game? Give the proof.

### 2.2 (2pt)

If  $c\{1, 2, 3\} = 17$  (other costs remain unchanged), give a vector that is in the core of the game or prove that the core is empty.

### 3 Core

Consider the following game.  $N = \{A, B, C\}$ , the valuation function is as below:

$$v(A) = 2, v(B) = 3, v(C) = 2$$

$$v(AB) = 8, v(AC) = 10, v(BC) = 8, v(ABC) = 12$$

#### 3.1 (2pt)

Find the Shapley value of this game. Is the Shapley value in the core?

#### 3.2 (1.5pt)

Find the core of this game. If there isn't a core, explain.