## Appendix A Proof of Lemma 1

Each ED n has a strategy set  $\pi_n = \{q_n, \tau_n\}$ . Collectively, all EDs constitute the strategy set  $\Sigma = \{\pi_1, \pi_2, \dots, \pi_N\}$ . Each MO adopts a strategy  $\gamma_m$ , forming the strategy set  $\Gamma = \{\gamma_1, \gamma_2, \dots, \gamma_M\}$ . For all EDs that choose MO m, they form the set  $W_m$ , where  $|W_m| = Z$ , and they jointly compete for the payoff  $\gamma_m$ . Consequently, we can express the following equations:

$$\begin{cases} u_1 = \frac{b_1 q_1}{\sum_{l=0}^{T} b_x q_x} \gamma_m - c_1 q_1 \\ u_2 = \frac{b_2 q_2}{\sum_{l=0}^{T} b_x q_x} \gamma_m - c_2 q_2 \\ \vdots \\ u_Z = \frac{b_Z q_Z}{\sum_{l=0}^{T} b_x q_x} \gamma_m - c_Z q_Z \end{cases}$$

For a given n, we find the first-order derivative with respect to  $q_n$ :

$$\frac{\partial u_n}{\partial q_n} = -\frac{b_n^2 q_n \gamma_m}{\left(\sum_1^Z b_x q_x\right)^2} + \frac{b_n \gamma_m}{\sum_1^Z b_x q_x} - c_n$$

Solving this equation, we can determine the value of  $q_n$  as follows:

$$q_n = -\frac{\sum_{x \neq n}^Z b_x q_x}{b_n} + \sqrt{\frac{\gamma_m \left(\sum_{x \neq n} b_x q_x\right)}{b_n c_n}}$$

Multiplying  $q_n$  by  $b_n$ , we get:

$$b_n q_n = -\sum_{x \neq n}^{Z} b_x q_x + \sqrt{\frac{\gamma_m b_n \left(\sum_{x \neq n} b_x q_x\right)}{c_n}}$$

Thus, we obtain:

$$\sum b_x q_x = \frac{(Z-1)\gamma_m}{\sum \frac{c_x}{b}}$$

Finally, we can deduce  $q_n$ :

$$q_n = \frac{(Z-1)\gamma_m \left[b_n \sum \frac{c_x}{b_x} - (Z-1)c_n\right]}{\left(b_n \sum \frac{c_x}{b_x}\right)^2}$$

# Appendix B Proof of Lemma 2

Here, we present and prove a lemma: For the ordering  $\frac{c_1}{b_1} < \frac{c_2}{b_2} < \ldots < \frac{c_n}{b_n}$ , the further ahead an ED is, i.e., the lower the ratio of cost to contribution, the more competitive the ED is. When jobs are arranged in order of this ratio from lowest to highest, the set of workers currently constituted is  $\mathcal{W} = \{W_1, \ldots, W_M\}$ . When a new EDe (where  $\frac{c_e}{b_e}$  is greater than or equal to all the previously scheduled EDs) joins, the optimal

choice for all the already scheduled EDs is to not change their current strategy, thus maintaining a Nash stable structure.

Assume ED e(e > n) wants to join the task of some MO. It has two choices. Suppose e gets a higher payoff from set m than from set  $m': u_{em} \geq u_{em'}$ . This can be expressed as:

$$u_{em} = \gamma_m \left[ 1 - \frac{c_e Z_m}{b_e \left( S_m + \frac{c_e}{b_e} \right)} \right]^2 \ge$$

$$u_{em'} = \gamma_{m'} \left[ 1 - \frac{c_e Z_{m'}}{b_e \left( S_{m'} + \frac{c_e}{b_e} \right)} \right]^2.$$

We must then prove that an ED n in coalition m has no motivation to join another coalition m'.

To prove the inequality, let's first rewrite it in a more readable form:

$$\gamma_{m'} \left[ 1 - \frac{c_n Z_{m'}}{b_n \left( \sum_{x \in W_{m'}} \frac{c_x}{b_x} + \frac{c_n}{b_n} \right)} \right]^2 \le$$

$$\gamma_m \left[ 1 - \frac{c_n Z_m}{b_n \left( \sum_{x \in W_m} \frac{c_x}{b_x} + \frac{c_e}{b_e} \right)} \right]^2.$$

We are given the following conditions:

- Monotonicity:  $\frac{c_1}{b_1} < \frac{c_2}{b_2} < \dots < \frac{c_n}{b_n} < \frac{c_e}{b_e}$ . e gets more payoff from set m than set m':  $u_{em} \ge u_{em'}$ .

We will use these conditions to prove the inequality step by step.

• Step 1: Divide both sides of the inequality by  $\gamma_m \gamma_{m'}$ .

$$\frac{1}{\gamma_m} \left[ 1 - \frac{c_n Z_{m'}}{b_n \left( \sum_{x \in W_{m'}} \frac{c_x}{b_x} + \frac{c_n}{b_n} \right)} \right]^2$$

$$\leq \frac{1}{\gamma_{m'}} \left[ 1 - \frac{c_n Z_m}{b_n \left( \sum_{x \in W_m} \frac{c_x}{b_x} + \frac{c_e}{b_a} \right)} \right]^2.$$

• Step 2: Take the square root of both sides.

$$\sqrt{\frac{1}{\gamma_m}} \left[ 1 - \frac{c_n Z_{m'}}{b_n \left( \sum_{x \in W_{m'}} \frac{c_x}{b_x} + \frac{c_n}{b_n} \right)} \right]$$

$$\leq \sqrt{\frac{1}{\gamma_{m'}}} \left[ 1 - \frac{c_n Z_m}{b_n \left( \sum_{x \in W_m} \frac{c_x}{b_x} + \frac{c_e}{b_e} \right)} \right].$$

• Step 3: Subtract from both sides, and multiply both sides by -1. This will reverse the inequality sign.

$$\sqrt{\frac{1}{\gamma_m}} \left[ \frac{c_n Z_{m'}}{b_n \left( \sum_{x \in W_{m'}} \frac{c_x}{b_x} + \frac{c_n}{b_n} \right)} \right] \ge$$

$$\sqrt{\frac{1}{\gamma_{m'}}} \left[ \frac{c_n Z_m}{b_n \left( \sum_{x \in W_m} \frac{c_x}{b_x} + \frac{c_e}{b_e} \right)} \right].$$

From the equation above, we can derive:

$$\sqrt{\frac{1}{\gamma_m'}} \left[ \frac{Z_m}{\left(\sum_{x \in W_m} \frac{c_x}{b_x} + \frac{c_e}{b_e}\right)} \right] \leq$$

$$\sqrt{\frac{1}{\gamma_m}} \left[ \frac{Z_m'}{\left(\sum_{x \in W_m'} \frac{c_x}{b_x} + \frac{c_e}{b_e}\right)} \right].$$

Because  $\frac{c_n}{d_n} < \frac{c_e}{d_e},$  we can use the scaling method. Then, we can get:

$$\sqrt{\frac{1}{\gamma_m'}} \left[ \frac{Z_m}{\left(\sum_{x \in W_m} \frac{c_x}{b_x} + \frac{c_e}{b_e}\right)} \right] \leq$$

$$\sqrt{\frac{1}{\gamma_m}} \left[ \frac{Z_m'}{\left(\sum_{x \in W_m'} \frac{c_x}{b_x} + \frac{c_e}{b_e}\right)} \right] \leq$$

$$\sqrt{\frac{1}{\gamma_m}} \left[ \frac{c_n Z_{m'}}{b_n \left(\sum_{x \in W_{m'}} \frac{c_x}{b_x} + \frac{c_n}{b_n}\right)} \right].$$
(B1)

As as result, we have proven that n has no motivation to leave m to join into another m'.

# Appendix C Proof of Theorem 1

The uniqueness of Nash equilibrium must meet the following three conditions.

- The strategy sets are convex, bounded, and closed.
- In the strategy space, the utility functions are quasi-concave and continuous.

We can obtain the second derivative of  $q_n$ :

$$\frac{\partial^2 u_{nm}}{\partial q_n^2} = -\frac{2b_n^2 \gamma_m \sum_{x \neq n} b_x q_x}{\left(\sum_{x \in W_m} \frac{c_x}{b_x}\right)^3} < 0.$$
 (C2)

This shows that when  $\Gamma$  and  $\Pi$  are both determined, for ED n, its optimal strategy is a concave problem, and there is a unique optimal solution  $q_n^*$ .

Meanwhile, we know in Lemma 2 that when selecting tasks in the order of  $\frac{c_x}{b_x}$  from small to large, each ED's choice is unique, and other users have no motivation to deviate from their current strategy.

To sum up, for each ED, there is a unique Nash equilibrium in its data provision strategy q and MO selection strategy. Specifically, we use **algorithm 1** to find the unique Nash equilibrium solution.

## Appendix D Proof of Lemma 3

We have the utility function:

$$\mathcal{U}_{m} = \theta_{m} \log \left( 1 + \alpha \left( H + \frac{Z'_{m} \gamma_{m}}{\Delta_{m}} \right) \right) - \gamma_{m} - D_{m} \frac{Z'_{m} \gamma_{m}}{\Delta_{m}} - \mathcal{G}$$

Taking the partial derivative with respect to  $\gamma_m$ :

$$\frac{\partial \mathcal{U}_m}{\partial \gamma_m} = \frac{\theta_m \alpha Z_m'}{\Delta_m (1 + \alpha (H + \frac{Z_m' \gamma_m}{\Delta_m}))} - 1 - D_m \frac{Z_m'}{\Delta_m}$$

Setting the partial derivative to zero:

$$0 = \frac{\theta_m \alpha Z_m'}{\Delta_m (1 + \alpha (H + \frac{Z_m' \gamma_m}{\Delta_m}))} - 1 - D_m \frac{Z_m'}{\Delta_m}$$

Now, let's isolate  $\gamma_m$ :

$$1 + D_m \frac{Z'_m}{\Delta_m} = \frac{\theta_m \alpha Z'_m}{\Delta_m (1 + \alpha (C + \frac{Z'_m \gamma_m}{\Delta_m}))}$$

We can cross-multiply to get rid of the fraction:

$$\Delta_m (1 + \alpha (H + \frac{Z_m' \gamma_m}{\Delta_m}))(1 + D_m \frac{Z_m'}{\Delta_m}) = \theta_m \alpha Z_m'$$

Expanding and simplifying the expression:

$$\Delta_m + \alpha \Delta_m H + \alpha Z_m' \gamma_m + \alpha D_m \frac{Z_m'^2 \gamma_m}{\Delta_m} = \theta_m \alpha Z_m'$$

Now, let's isolate  $\gamma_m$ :

$$\gamma_m(Z_m'\alpha + \alpha D_m \frac{Z_m'^2}{\Delta_m}) = \theta_m \alpha Z_m' - \alpha \Delta_m H - \Delta_m$$

Finally, we can solve for  $\gamma_m$ :

$$\gamma_m = \frac{\theta_m \alpha Z_m' - \alpha \Delta_m H - \Delta_m}{Z_m' \alpha + \alpha D_m \frac{Z_m'^2}{\Delta_m}}$$

## Appendix E Proof of theorem 2

To prove that every m has a unique solution  $\gamma_m$  to maximize their utility, we need to find the first-order condition (FOC) and second-order condition (SOC) for the optimization problem, assuming we are optimizing over the variable  $\gamma_m$ .

We already have the first-order derivative of the utility function with respect to  $\gamma_m$  from the previous discussion:

$$\frac{d\mathcal{U}_m}{d\gamma_m} = \frac{\theta_m \cdot \alpha(Z_m - 1)}{\Delta_m \left[1 + \alpha \left(\frac{K + (Z_m - 1)\gamma_m}{sg}\right)\right]} - 1 - \frac{D_m(Z_m - 1)}{\Delta_m}$$

Now, let's compute the second-order derivative of the utility function with respect to  $\gamma_m$ :

$$\frac{d^2\mathcal{U}_m}{d\gamma_m^2}$$

This can be achieved by taking the derivative of the first-order derivative we derived earlier:

$$\frac{d^2 \mathcal{U}_m}{d\gamma_m^2} = \frac{d}{d\gamma_m} \left[ \frac{\theta_m \cdot \alpha(Z_m - 1)}{\Delta_m \left[ 1 + \alpha \left( \frac{K + (Z_m - 1)\gamma_m}{sg} \right) \right]} - 1 - \frac{D_m(Z_m - 1)}{\Delta_m} \right]$$

To simplify the expression, let's define:

$$x(\gamma_m) = \frac{K + (Z_m - 1)\gamma_m}{\Delta}$$

So, we now have:

$$\frac{d\mathcal{U}_m}{d\gamma_m} = \frac{\theta_m \cdot \alpha(Z_m - 1)}{\Delta_m[1 + \alpha x(\gamma_m)]} - 1 - \frac{D_m(Z_m - 1)}{\Delta_m}$$

Now, we proceed to compute the second-order derivative:

$$\frac{d^2 \mathcal{U}_m}{d\gamma_m^2} = \frac{d}{d\gamma_m} \left[ \frac{\theta_m \cdot \alpha(Z_m - 1)}{\Delta_m [1 + \alpha x(\gamma_m)]} - 1 - \frac{D_m(Z_m - 1)}{\Delta_m} \right]$$

Calculating the derivative, we get:

$$\frac{d^2 \mathcal{U}_m}{d \gamma_m^2} = -\frac{\theta_m \cdot \alpha^2 (Z_m - 1)^2}{\Delta_m^2 [1 + \alpha x (\gamma_m)]^2}$$

We can see that the second-order derivative is strictly negative for all values of  $\gamma_m$ . This implies that the utility function is strictly concave with respect to  $\gamma_m$ . So, we can conclude that there is a unique solution  $\gamma_m$  that maximizes the utility for every m.

# Appendix F Proof of theorem 3

According to Theorems 1 and 2, this unique SE is evidently valid.

## Appendix G Proof of theorme 4

The formation of the coalition is comparable to a series of transfer operations. Following the rules of the coalitional game, each current state  $\Pi_c$  can be transferred to the next state  $\Pi_{c+1}$ , and the Pareto improvement in social utility must be satisfied each time for the transfer to take place. From the initial state  $\Pi_0$ , our algorithm will produce the next transition

$$\Pi_0 \to \Pi_1 \to \dots \to \Pi_c \to \Pi_{c+1},$$
 (G3)

where the implementation of a shift procedure is indicated by the  $\rightarrow$  symbol. Every application of the shift rule generates two possible cases.

As we know, the number of coalitions a client can join is limited and cannot exceed the Bell number limit. Hence, it is inevitable that the transformation sequence will reach termination, culminating in convergence to a specific partition, denoted by  $\Pi_f$ .

### Algorithm 1: Computing NE for CDP game.

```
Input: \Gamma = \{\gamma_1, \gamma_2, ..., \gamma_M\}, \Pi = \{S_1, S_2, ..., S_k\}, \mathcal{D}_N = \{S_1, S_2, ..., S_k\}, \mathcal
                                                                 \{\mathscr{D}_1,\mathscr{D}_2,...,\mathscr{D}_N\},\mathcal{D}_M=\{\mathscr{D}_1,\mathscr{D}_2,...,\mathscr{D}_M\},\mathcal{B}=\{b_1,b_2,...,b_N\},\mathcal{C}=\{b_1,b_2,...,b_N\}
                   Output: \Sigma^* = \{\pi_1^*, \pi_2^*, ..., \pi_N^*\}
    1 sort all of the clients by the \frac{c_1}{b_1} \le \frac{c_2}{b_2} \le ... \le \frac{c_N}{b_N};
     2 for i \leftarrow 1 to N do
      3
                                       for j \leftarrow 1 to M do
                                                           if D_{KL}(\mathcal{D}_i, \mathcal{D}_j) \leq \epsilon_1 then
       4
                                                                               W_i = W_i \cup \{i\};
        5
                                                                                calculate the utility u_{ij} of client i according to equation (11);
        6
                                                                                W_j = W_j \setminus \{i\};
        7
       8
                                                           end
      9
                                       end
                                       J = arg \max_{j} u_{ij} ;
  10
                                       if u_{iJ} > 0 then
11
                                                           s_i^* = J;
 12
                                                          U_i = u_{iJ};
 13
                                       else
14
                                                          s_i^* = 0;
 15
                                       end
16
17
                                       for i \leftarrow 1 to N do
                                                          if s_i^* > 0 then
 18
                                                                         calculate q_i^* according to equation (11);
  19
 20
                                                           end
                                       end
21
22 end
```

#### **Algorithm 2:** Computing NE for RDP game.

```
Input: \Pi = \{S_1, S_2, ..., S_k\}, \mathcal{B} = \{b_1, b_2, ..., b_N\}, \mathcal{C} = \{c_1, c_2, ..., c_n\}
     Output: \Gamma = \{\gamma_1, \gamma_2, ..., \gamma_M\}
 1 Initialize \Gamma \leftarrow \{0, 0, ..., 0\};
 2 Flag \leftarrow True;
 з while Flag=true do
          Flag \leftarrow False;
          foreach S_k \in \Pi do
               foreach m \in S_k do
 6
                     calculate the optimal reward \gamma_{m'} according to equation (13);
 7
                    if \left|\frac{\gamma_m - \gamma_{m'}}{\gamma_m}\right| > \epsilon then
 8
                      Flag \leftarrow True;
  9
                     \mathbf{end}
10
               \quad \text{end} \quad
          \mathbf{end}
12
13 end
```

#### **Algorithm 3:** Computing new $\gamma$ and $\xi$ .

```
Input: \Pi = \{S_1, S_2, ..., S_k\}, \mathcal{B} = \{b_1, b_2, ...., b_N\}, \mathcal{C} = \{c_1, c_2, ...., c_n\}
Output: \Gamma = \{\gamma_1, \gamma_2, ..., \gamma_M, \xi_1, \xi_2, ...., \xi_M\}

1 Initialize \Gamma \leftarrow \{0, 0, ..., 0\};
2 Set value of err_1, err_2;
3 repeat
4 \xi^{k+1} = \arg\min_{\xi} L(\xi, \gamma^k, z^k, y^k, \lambda^k, \mu^k);
5 \gamma^{k+1} = \arg\min_{\gamma} L(\xi^{k+1}, \gamma, z^k, y^k, \lambda^k, \mu^k);
6 z^{k+1} = \arg\min_{z} L(\xi^{k+1}, \gamma^{k+1}, z, y^k, \lambda^k, \mu^k);
7 y^{k+1} = \arg\min_{y} L(\xi^{k+1}, \gamma^{k+1}, z^{k+1}, y, \lambda^k, \mu^k);
8 \lambda^{k+1} = \lambda^k + \rho(\sum_{m \in S_k} z_m^{k+1});
9 \mu^{k+1} = \mu^k + \rho(y^{k+1} - (\xi^{k+1} - \gamma^{k+1}));
10 \sigma_1 = \|\sum_{m \in S_k} z_m\|_2 + \|\sum_{m \in S_k} z_m\|_2;
11 \sigma_2 = \|\rho(\sum_{m \in S_k} z_m^{k+1} - \sum_{m \in S_k} z_m^k)\|_2 + \|\rho(y^{k+1} - y^k)\|_2;
12 until \sigma_1 \leq err_1 and \sigma_2 \leq err_2;
```

### Algorithm 4: The Coalition Formation Algorithm

```
Input: The set of MOs \mathcal{M}
    Output: the final stable coalition partition \Pi_f
 1 \Pi_0 = \{\{1\}, \{2\}, ..., \{M\}\};
 2 repeat
          Flag \leftarrow false; p \leftarrow random(1,3);
 3
          if p=1 then
 4
               two random coalition S_k and S_j from the current coalition structure \Pi_c;
 5
               m \leftarrow \text{random select from } S_k;
 6
               if D_{KL}(\mathcal{D}_m, \mathcal{D}_i) \leq \epsilon_2, \forall i \in S_j \text{ and } \Pi'_c \triangleright \Pi_c \text{ then}
                   \Pi_c \leftarrow \Pi_c'; Flag \leftarrow true;
 8
              end
 9
10
          end
         if p=2 then
11
               two random coalition S_k and S_j from the current coalition structure \Pi_c;
12
               m, m' \leftarrow \text{random select from } S_k, S_j;
13
               if D_{KL}(\mathscr{D}_m, \mathscr{D}_i) \leq \epsilon_2, \forall i \in S_j \text{ and } D_{KL}(\mathscr{D}'_m, \mathscr{D}_i) \leq \epsilon_2, \forall i \in S_k \text{ and }
14
                \Pi'_c \triangleright \Pi_c then
                   \Pi_c \leftarrow \Pi_c'; Flag \leftarrow true;
15
               \quad \mathbf{end} \quad
16
17
          end
         if p=3 then
18
               random coalition S_k from the current coalition structure \Pi_c;
19
               m \leftarrow \text{random select from } S_k;
20
               if \Pi'_c \triangleright \Pi_c then
\mathbf{21}
                   \Pi_c \leftarrow \Pi_c'; Flag \leftarrow true;
22
23
               end
          end
\bf 24
25 until Flag=false;
```