

# SOME SPECIAL COALITION FORMATION GAMES

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## PRELIMINARIES

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Strategic form games with set of **players** or agents  $N = \{1, 2, \dots, n\}$   
and set of **coalitions**  $\{C \mid C \subseteq N\}$  [1]

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Applications in any activity involving group formation

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$\pi(i)$  is the coalition in  $\pi$  containing the player  $i$

Preference of a player for a coalition depends on the **players in that coalition** (a natural concern!)

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Successful models for practical situations:

- research team formation [2]
- group activity scheduling [3]
- coalition governments [4]
- cluster forming in social networks [5]
- distributed task allocation for wireless agents [6]

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Generalization of **classical problems** like marriage market [7], roommate market and many-to-one market [8]

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Formally,  $\forall i \in N$  and  $\forall C \in \pi \cup \phi$  such that  $C \neq \pi(i)$

$$\pi(i) \succeq_i C \cup \{i\}$$

A non-empty coalition  $C$  is a **blocking coalition** for  $\pi$  if all players in  $C$  can profitably deviate in  $\pi$  to form  $C$

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$\pi$  is **core stable**, if there exists no blocking coalition for  $\pi$

Nash stability  $\nRightarrow$  core stability

*Two is a company, three is a crowd* [9],  $N = \{1, 2, 3\}$

$$\{1, 2\} \succ_1 \{1, 3\} \succ_1 \{1, 2, 3\} \succ_1 \{1\}$$

$$\{2, 3\} \succ_2 \{1, 2\} \succ_2 \{1, 2, 3\} \succ_2 \{2\}$$

$$\{1, 3\} \succ_3 \{2, 3\} \succ_3 \{1, 2, 3\} \succ_3 \{3\}$$

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$\{\{1, 2, 3\}\}$  is (unique) Nash stable

No core stable partition

core stability  $\nRightarrow$  Nash stability

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- Complexity of **computing** Nash stable or core stable partitions

# SHARED PREFERENCE HEDONIC GAMES

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Preference is an **inherent property** of the coalition

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The common preference relation  $\preceq$  over coalitions is **shared** by all the players

Assign weights to coalitions via the **weight function**  $w : 2^N \longrightarrow \mathbb{R}$  such that:

$$w(C) \leq w(D) \Leftrightarrow C \preceq D$$

and

$$w(C) < w(D) \Leftrightarrow C \prec D$$

### Theorem

*Every shared preference hedonic game (SPHG) always admits a core stable partition*

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### Proof.

Create a core stable partition iteratively. Choose the coalition with highest weight.

Consider the sub-game after removing the players in the chosen coalition. Continue doing this until no more players remain in the sub-game.

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(Proof by induction)





A DETOUR

NASH STABILITY AND CONVERGENCE

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Utility functions:  $\forall i \in N, u_i : S \equiv S_1 \times S_2 \dots \times S_n \longrightarrow \mathbb{R}$

Strategy profile:  $s \equiv (s_1, s_2, \dots, s_n) \in S$  and  $\forall i, s_i \in S_i$

Path:  $(s^1, s^2, \dots)$  such that  $\forall k > 1$ ,  $s^{k-1}$  and  $s^k$  differ in strategy of exactly one player  $i$

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$$\forall k > 1, \forall i \in N, u_i(s^{k-1}) < u_i(s^k)$$

## Definition ([10])

A strategic form game has the *finite improvement property (FIP)* if every improvement path in the game is finite



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## Definition ([11])

A strategic form game is *weakly acyclic (WA)* if for every strategy profile  $s$ , there exists at least one finite improvement path

## CONVERGENCE IN SPHG

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(Counter example)  $N = \{a, b\}$  and  $w(\{a\}) < w(\{a, b\}) < w(\{b\})$   $\square$

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(Counter example)  $N = \{a, b\}$  and  $w(\{a\}) < w(\{a, b\}) < w(\{b\})$   $\square$

### Corollary

*SPHG are not WA and do not have FIP*

## ZERO WEIGHTED SINGLETON SETS

Coalition formation games  $\longrightarrow$  players want to collaborate

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SPHG where all players prefer **non-singleton** coalitions

$$w(\{i\}) < w(C) \quad \forall i \in N \text{ and } C \neq \{j\} \text{ for some } j \in N$$

Zero weighted  $\longrightarrow$  offset weights to ensure singleton coalitions get lowest weights

## STABILITY?

Core stable partition construction still works!

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Restriction of SPHG - Nash stable, WA, FIP?

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Restriction of SPHG - Nash stable, WA, FIP?

## Theorem

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## Proof.

On unilateral deviation, player ends up in a singleton coalition!  $\square$

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*SPHG with zero weighted singleton sets do not have FIP*

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*A non-trivial Nash stable partition is not guaranteed to exist in the restricted class of shared preference hedonic games.*

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## Proof.

By counter example.



## CONCLUSION

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- A non-trivial Nash equilibrium need not exist in restricted SPHG

### Future Work

Complexity of checking for existence of Nash equilibrium in SPHG and non-trivial Nash equilibrium in restricted SPHG

QUESTIONS?

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