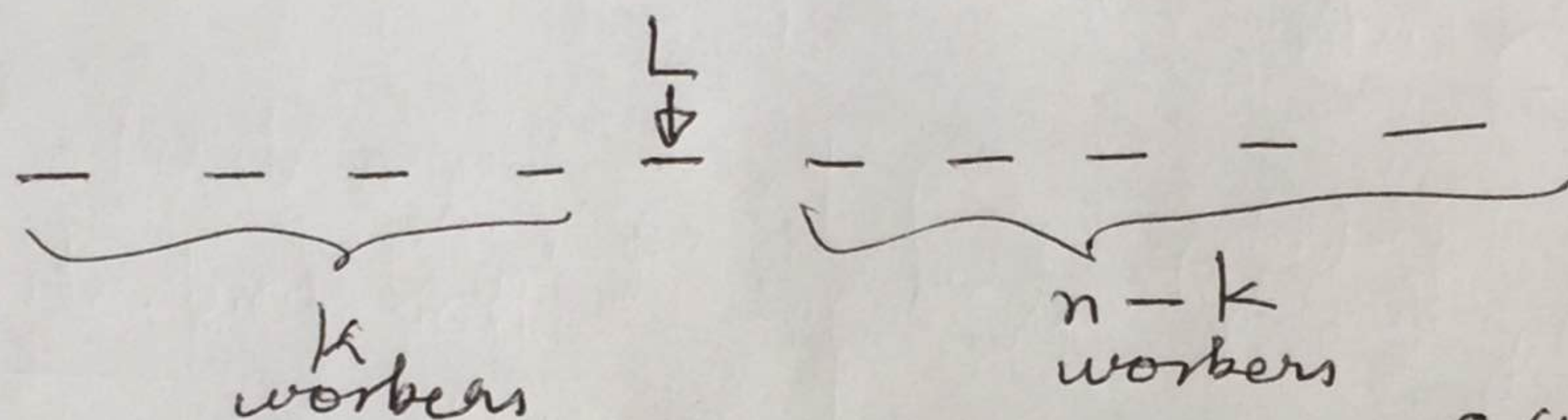


LANDLORD L + k workers

(A)

$$v(S) = \begin{cases} 0 & \text{if } L \notin S \\ f(k) & \text{if } L \in S \text{ and } |S| \geq k+1 \end{cases}$$

$\underbrace{|S| \geq k+1}_{S \text{ has } k \text{ workers}}$



• In every such order, $\text{cont } L = f(k)$

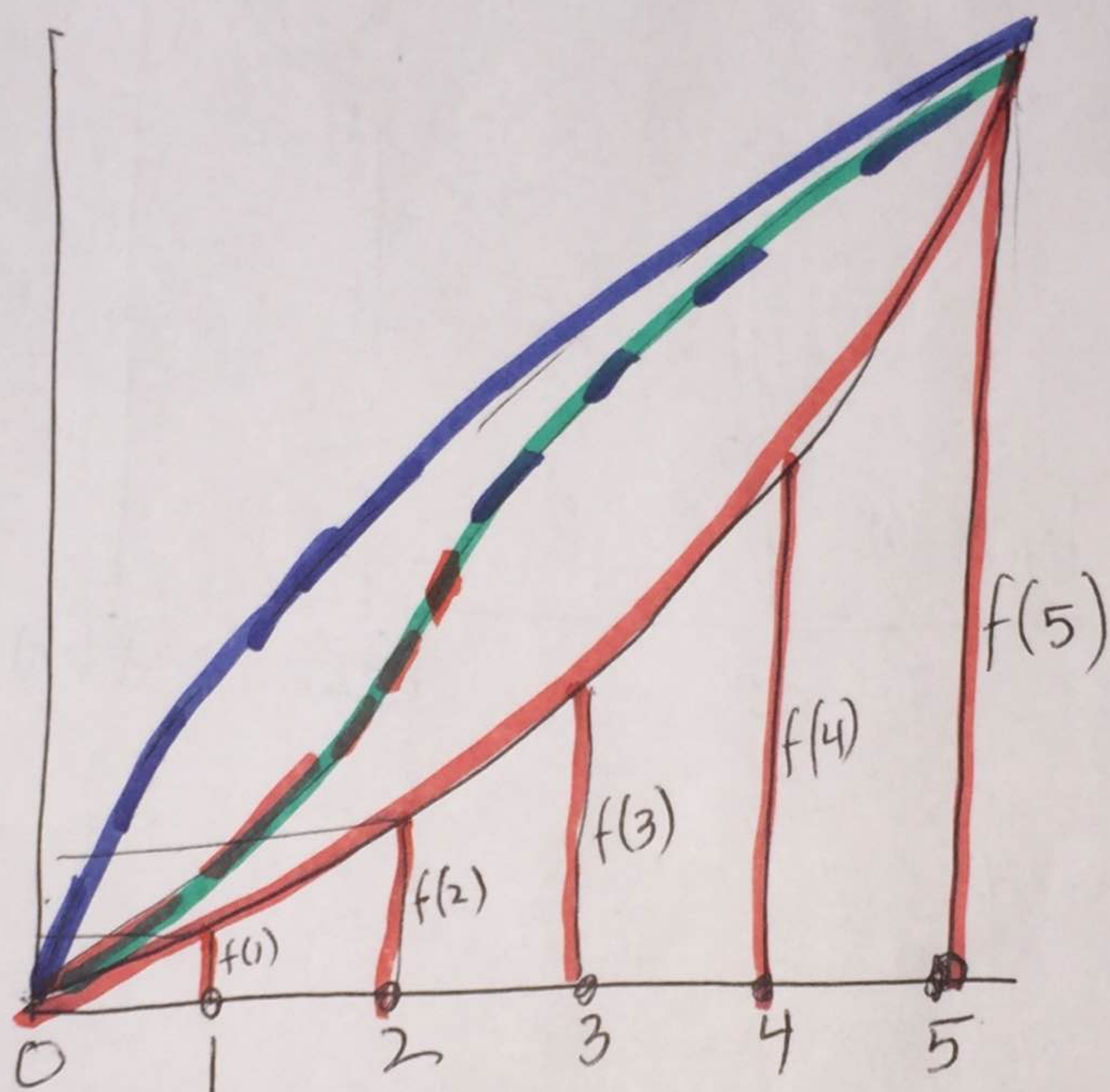
Q HOW MANY SUCH orders?

A $n!$

$$\text{So } \varphi_L(v) = \frac{n!}{(n+1)!} [f(0) + f(1) + \dots + f(n)]$$

$$= \frac{1}{n+1} [f(0) + f(1) + \dots + f(n)]$$

$$= \frac{1}{11} [0^2 + 1^2 + 2^2 + 3^2 + 4^2 + 5^2 + 6^2 + 7^2 + 8^2 + 9^2 + 10^2]$$



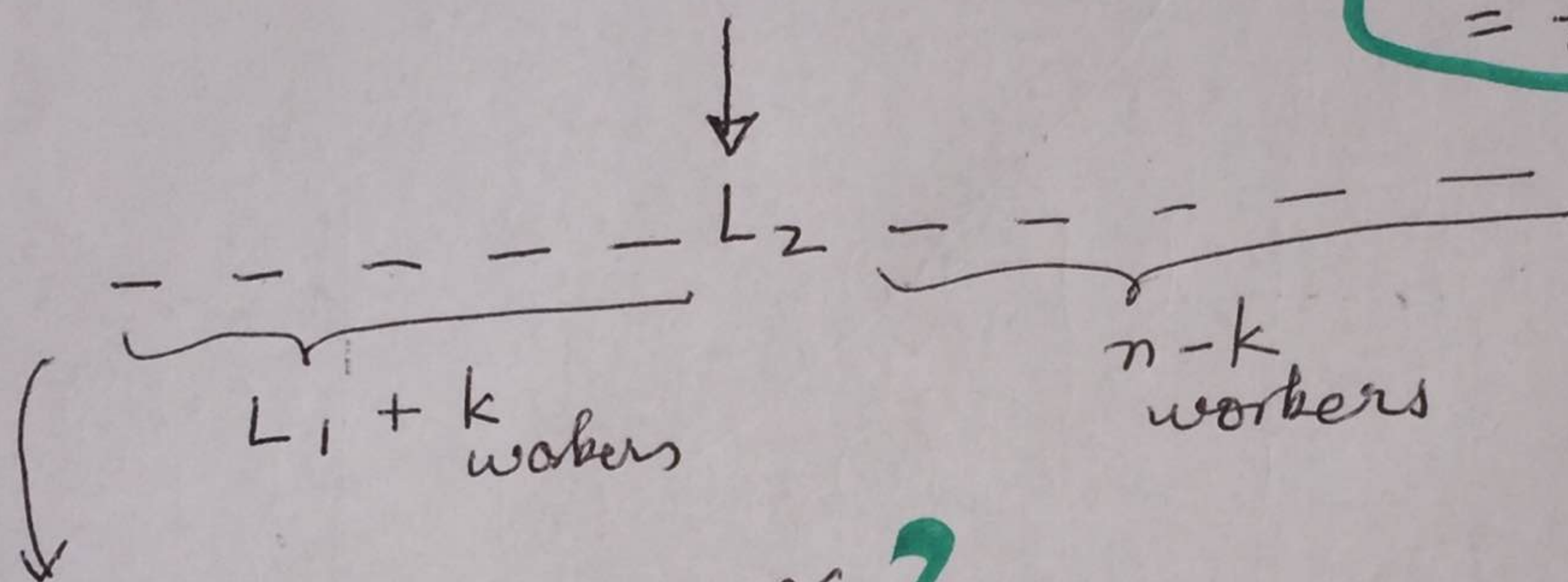
$\phi_L(v) =$ Average value of f on $0, 1, 2, 3, 4, 5$

$$\phi_w(w) = \frac{f(5) - \phi_L(v)}{5}$$

2 Landlords L_1, L_2 + n workers.

$$v(S) = \begin{cases} f(k) & \text{if } L_1 \in S, L_2 \in S, \# \text{ workers in } S = k \\ 0 & \text{if } L_1 \notin S \text{ or } L_2 \notin S. \end{cases}$$

Cont of L_2
= $f(k)$



HOW MANY SUCH ORDERS?

$n!$ L_1 — — — — — L_2 — — — — —
 $n!$ — L_1 — — — — — L_2 — — — — —
 $n!$ — — L_1 — — — — — L_2 — — — — —
 $n!$ — — — — — $L_1 L_2$ — — — — —
 etc.

$(k+1)n!$ such orders.

(D)

$$\sum_{k=0}^n n! (k+1) f(k)$$

$$(n+2)!$$

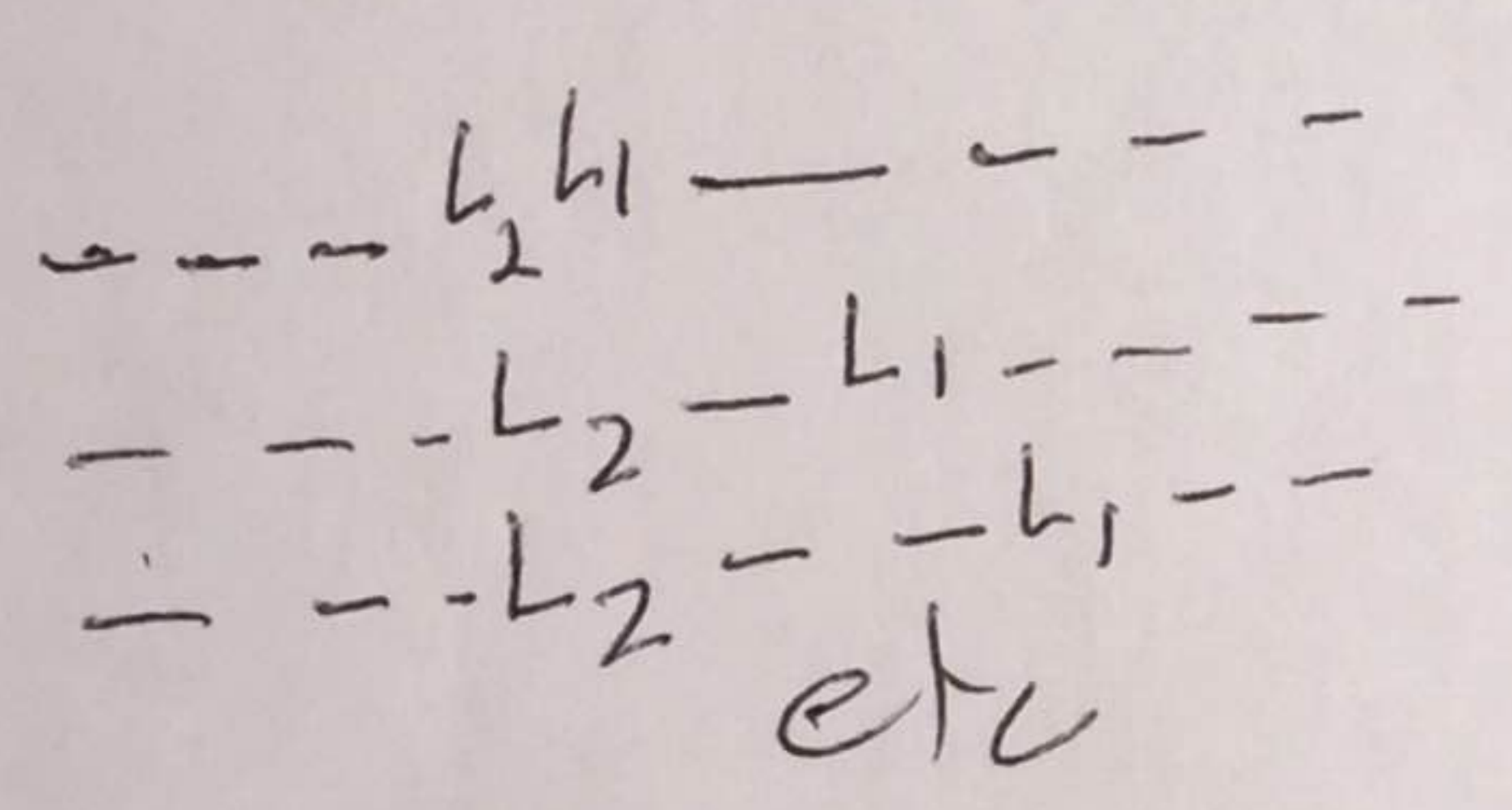
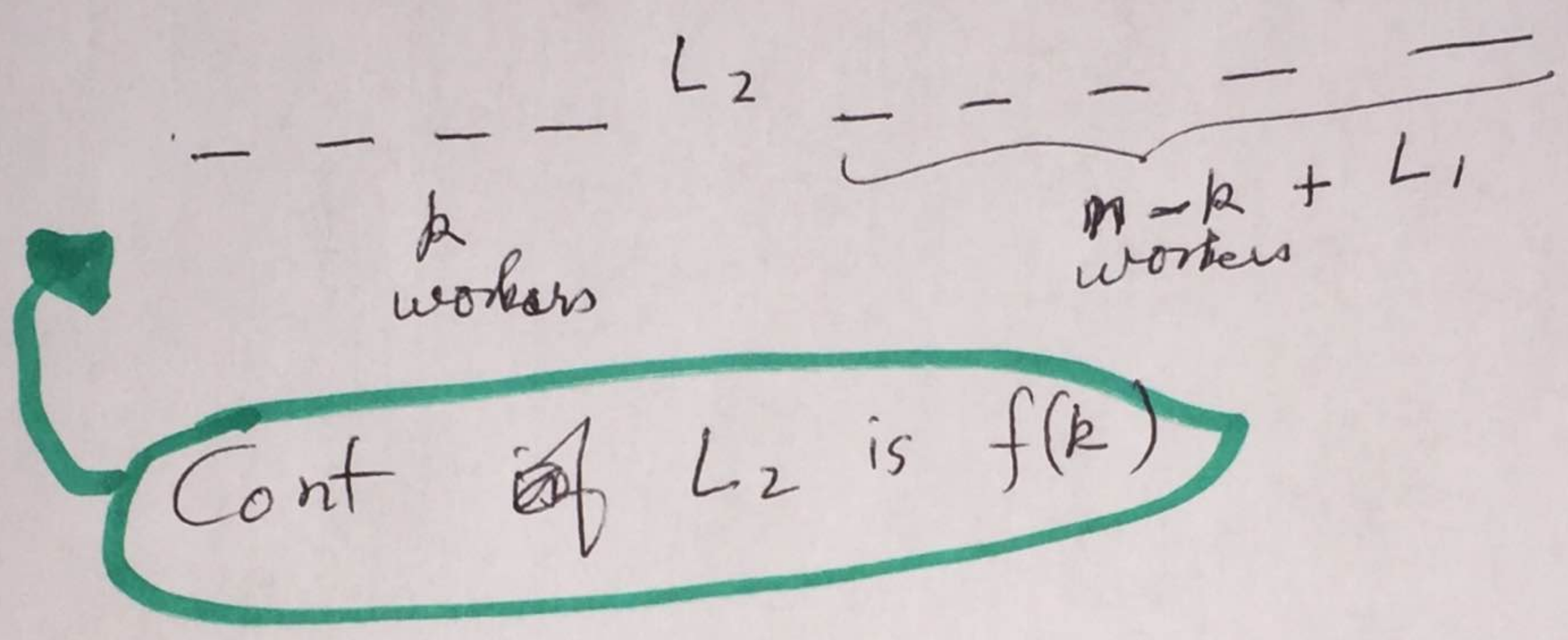
$$= \frac{n!}{(n+2)!} \sum_{k=0}^n (k+1) f(k)$$

$$= \frac{1}{(n+1)(n+2)} \sum_{k=0}^n (k+1) f(k)$$

$$\frac{1}{(11)(12)} [1f(0) + 2f(1) + \dots + 11f(10)] = \dots$$

$$\frac{1}{11 \times 12} [1 \cdot 0^2 + 2 \cdot 1^2 + 3 \cdot 2^2 + 4 \cdot 3^2 + \dots + 11 \cdot 10^2]$$

$$v(S) = \begin{cases} f(k) & \text{if } k \text{ workers + at least one landlord} \\ 0 & \text{if } L_1 \notin S \text{ and } L_2 \notin S. \end{cases}$$



such orders
 $n! (n-k+1)$

$$g_i(L_i) = \frac{1}{(n+2)!} \sum_{k=0}^n n! (n-k+1) f(k)$$

$$= \frac{1}{(n+1)(n+2)} \sum_{k=0}^n (n-k+1) f(k)$$

$$= \frac{1}{11 \times 12} [11 \cdot 0^2 + 10 \cdot 1^2 + 9 \cdot 2^2 + \dots + 2 \cdot 9^2 + 1 \cdot 10^2]$$

(1)

$$\begin{array}{l} 2^N \xrightarrow{v} \mathbb{R} \\ S \rightarrow v(S) \end{array} \quad \left. \vphantom{\begin{array}{l} 2^N \xrightarrow{v} \mathbb{R} \\ S \rightarrow v(S) \end{array}} \right\} \underline{\text{GAME}}$$

DEFⁿ

v is called a SIMPLE GAME

(or, voting game) if

(i) $v(S) = 0 \text{ or } 1$ (i.e. $2^N \xrightarrow{v} \{0, 1\}$)

(ii) $\left. \begin{array}{l} S \subset T \\ v(S) = 1 \end{array} \right\} \Rightarrow v(T) = 1$

(iii) $v(N) = 1$

ALTERNATIVE
DEFⁿ

$$2^N \xrightarrow{v} \{\omega, L\}$$

(ii)' $\left. \begin{array}{l} v(S) = \omega \\ S \subset T \end{array} \right\} \Rightarrow v(T) = \omega$

(iii) $v(N) = \omega$

ω and L not numbers here

$\phi(v)$ is defined as before

	Cont 1	Cont 2	Cont 3	Cont 4	Cont 5	Cont 6
Order						
2 6 5 4 3 1	0	0	0	1	0	0

4 is PIVOTAL in 265431
 (HE CHANGES A LOSING COALITION $\{2, 6, 5\}$
 to WINNING BY JOINING IT)

So ~~OOO~~

So

3

$$\phi_i(v) = \frac{\# \text{ times } i \text{ is pivotal (across all orders)}}{n!}$$

$$= \text{probability that } i \text{ is pivotal}$$

EXAMPLES

Weighted voting games

$$[51; \overset{1}{49}, \overset{2}{48}, \overset{3}{3}] \Rightarrow \begin{aligned} v(i) &= 0 \\ v(ij) &= 1 \\ v(123) &= 1 \end{aligned}$$

$$[3; \overset{1}{2}, \overset{2}{2}, \overset{3}{1}]$$

$$[4; \overset{1}{2}, \overset{2}{2}, \overset{3}{2}, \overset{4}{1}]$$

Gen^l notation
(WEIGHTED VOTING GAME)

$$\{q; w_1, \dots, w_n\}$$

For $S \subset \{1, \dots, n\}$

$$v(S) = \begin{cases} 1 & \text{if } \sum_{i \in S} w_i \geq q \\ 0 & \text{otherwise} \end{cases}$$

(4)

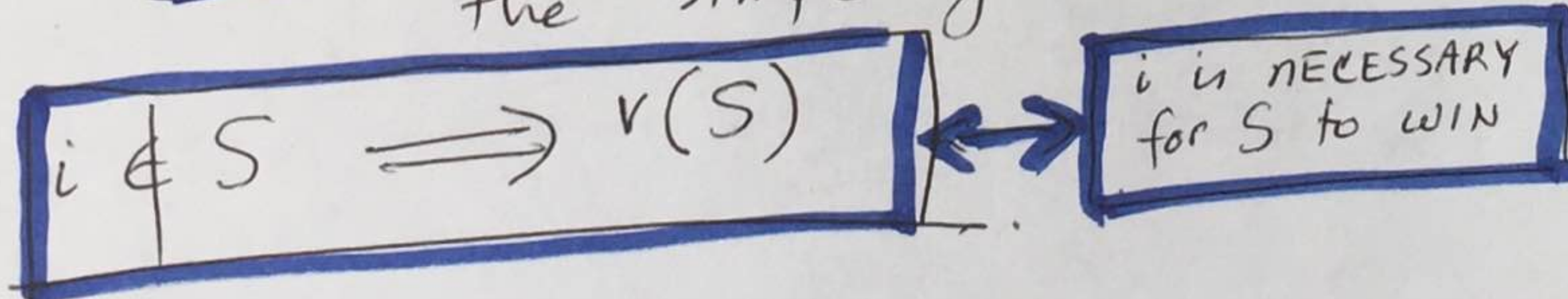
SECURITY COUNCIL

5 permanent members
10 non-permanent members

~~A~~
$$v(S) = \begin{cases} W, & \text{if (i) all five permanent members are in } S \\ & \text{(ii) at least four non-permanent members are in } S \\ L, & \text{otherwise} \end{cases}$$

Each of the 5 permanent members
is a VETO player

DEFⁿ Player i is a veto player in
the simple game \iff if :



(5)

Exercise A simple game v has a non-empty core if, and only if, it has a nonempty set V of veto players; and in this case

$$\text{Core } v = \{x \in \mathbb{R}_+^N : \sum_{i \in V} x_i = 1, x_j = 0 \text{ for } j \in N \setminus V\}$$

Interpretation "MOST" voting games have empty cores.

SECURITY COUNCIL

(6A)

All Permanent (P) members are symmetric to each other

Similarly All non-permanent members are symmetric to each other

So, by symmetry & efficiency axioms,

$$5 \phi_P + 10 \phi_{NP} = 1$$

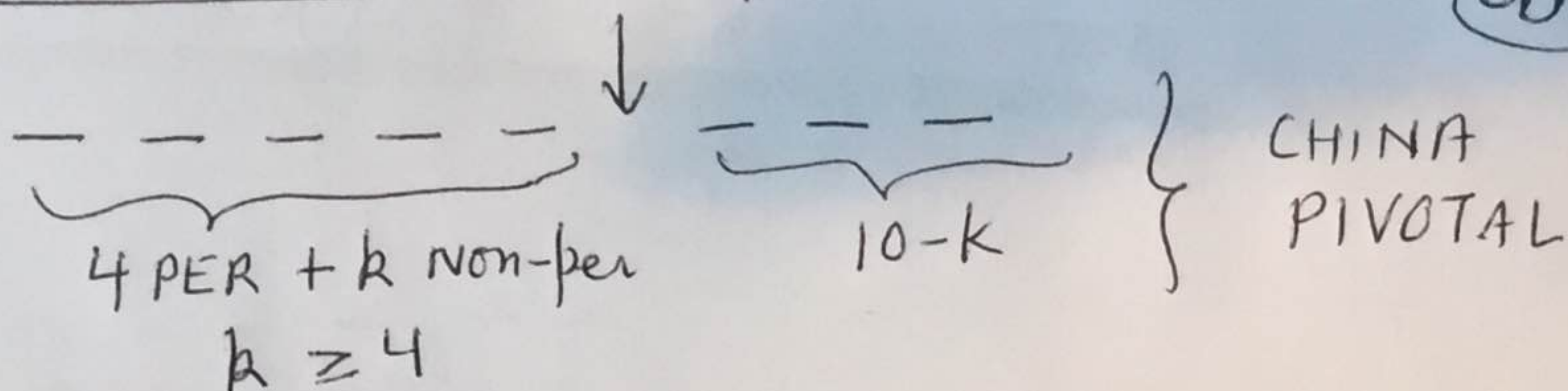
We can know everyone's value from just one player's value

CHOICE compute ϕ_P
OR
compute ϕ_{NP} .

SECURITY COUNCIL

CHINA

(6A)



So # such orders

$$\binom{10}{k} (4+k)! (10-k)!$$

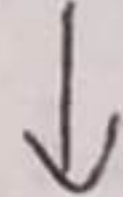
$$\text{So } \varphi_{CH}(v) = \frac{\sum_{k=4}^{10} \binom{10}{k} (4+k)! (10-k)!}{15!}$$

= TOO LONG TO COMPUTE !!

(7)

ALTERNATIVE CALCULATION for ϕ_{NP}

INDIA (non-per)



5 per + 3 non-per

6 non-per

How MANY SUCH ORDERS

$$\binom{9}{3} 8! 6!$$

$$\text{So } \phi_{\text{INDIA}} = \left(\frac{9!}{3!6!} \right) \frac{1}{15!}$$

$$\phi_{\text{CHINA}} = \frac{1 - 10\phi_{\text{INDIA}}}{5}$$

$$\text{Calculated } = \phi_{\text{INDIA}} = \frac{4}{15 \times 13 \times 11} \approx 0.00186$$

$$\Rightarrow \left. \begin{array}{l} \phi_{NP} = 0.00186 \\ \phi_P \approx 0.1963 \end{array} \right\} \phi_P > 10\phi_{NP}$$

~~ϕ_P~~

VARY RULES

8

eg.

Need 5 permanent + k Non-per

(a) $k \geq 3$

(b) $k \geq 5$

etc.

How does G_{NP} vary with k ?

(Intuition: if $k=10$
then $G_P = G_{NP}$)

Does $G_{NP} \uparrow$ as $k \uparrow$?

Fix $N = \{1, \dots, n\}$

⑨ ⑩

Let $\mathcal{C} \equiv$ set of all simple games on N .

NOTE If $v \in \mathcal{C}$ and $w \in \mathcal{C}$, then

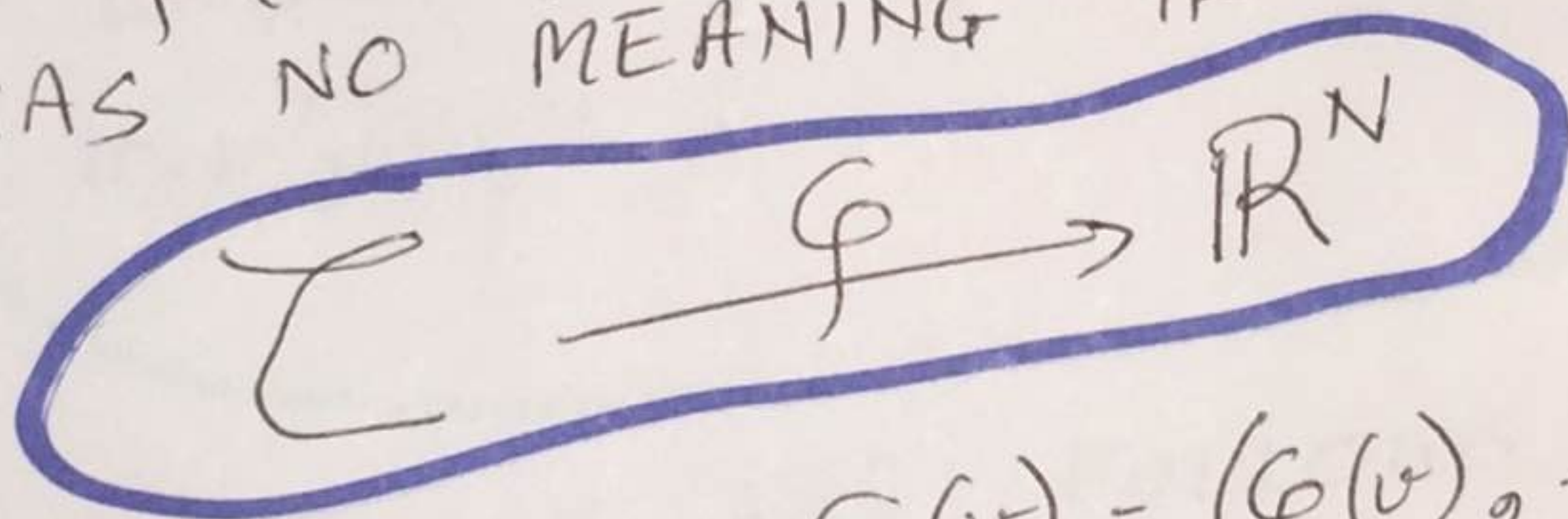
$$v + w \notin \mathcal{C}$$

(e.g. $(v+w)(N) = v(N) + w(N) = 1 + 1 = 2$)

SO ADDITIVITY

$$\phi(v+w) = \phi(v) + \phi(w)$$

HAS NO MEANING IF WE LOOK AT



$$v \longrightarrow \phi(v) = (\underbrace{\phi_1(v)}_{\substack{\downarrow \\ \text{voting power} \\ \text{of } 1 \text{ in } v}}, \dots, \underbrace{\phi_n(v)}_{\substack{\downarrow \\ \text{voting power} \\ \text{of } n \text{ in } v}})$$

(10) ~~21~~

REPLACE ADDITIVITY AXIOM BY

- CHANGE IN VALUE DEPENDS ONLY ON THE CHANGE IN THE GAME

$$= \bullet \Delta[\varphi(v)] = F[\Delta v] \text{ for some function } F$$

$$= \text{(*)} \left. \begin{array}{l} v \succeq v' \\ w \succeq w' \\ v - v' = w - w' \end{array} \right\} \Rightarrow \begin{array}{l} \varphi(v) - \varphi(v') \\ = \varphi(w) - \varphi(w') \end{array}$$

RE-EXPRESS * AS FOLLOWS.

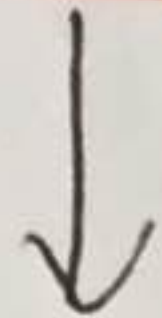
For $v, w \in \mathcal{C}$
 define $v \vee w \in \mathcal{C}$ and $v \wedge w \in \mathcal{C}$ by

$$(v \vee w)(s) = \begin{cases} w & \text{if } v(s) = w \text{ OR } w(s) = w \\ & \text{or both} \\ L & \text{otherwise} \end{cases}$$

$$(v \wedge w)(s) = \begin{cases} w & \text{if } v(s) = w \text{ AND } w(s) = w \\ L & \text{otherwise} \end{cases}$$

MODULARITY

$\varphi(v \vee w) + \varphi(v \wedge w) = \varphi(v) + \varphi(w)$
for all $v, w \in \mathcal{L}$



REPLACES ADDITIVITY

Thm There is a unique map

$$\mathcal{L} \xrightarrow{\varphi} \mathbb{R}^N$$

satisfying Dummy, Symmetry, Efficiency
& Modularity and it is the Shapley
value.

see my 1975 paper

$$\mathcal{L}_S = \{v \in \mathcal{L} : v \text{ is superadditive}\}$$

$$v(S \cup T) \geq v(S) + v(T)$$

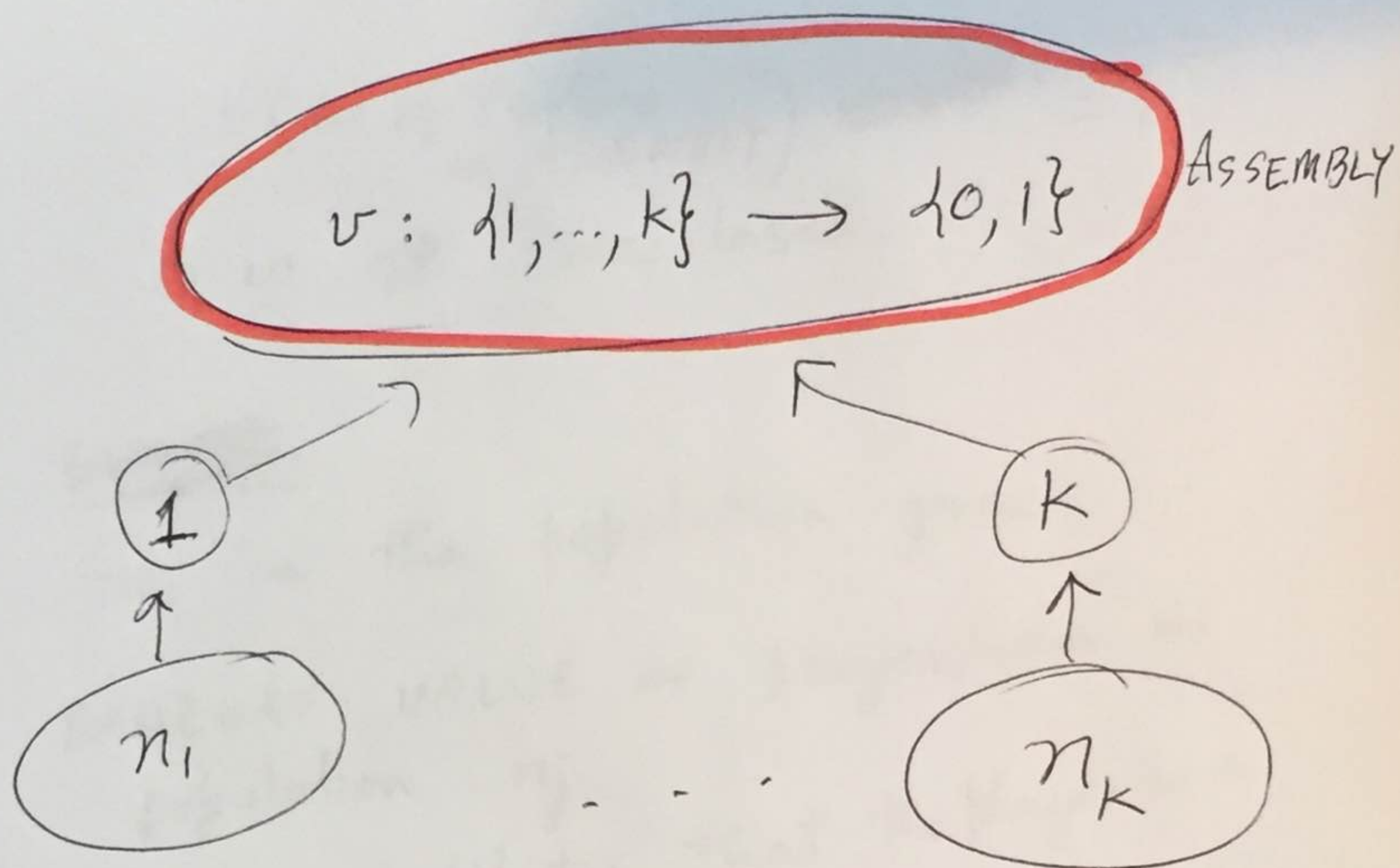
i.e. two disjoint coalitions
cannot both win.

Now $v \in \mathcal{L}_S, w \in \mathcal{L}_S \not\Rightarrow v \vee w \in \mathcal{L}_S$

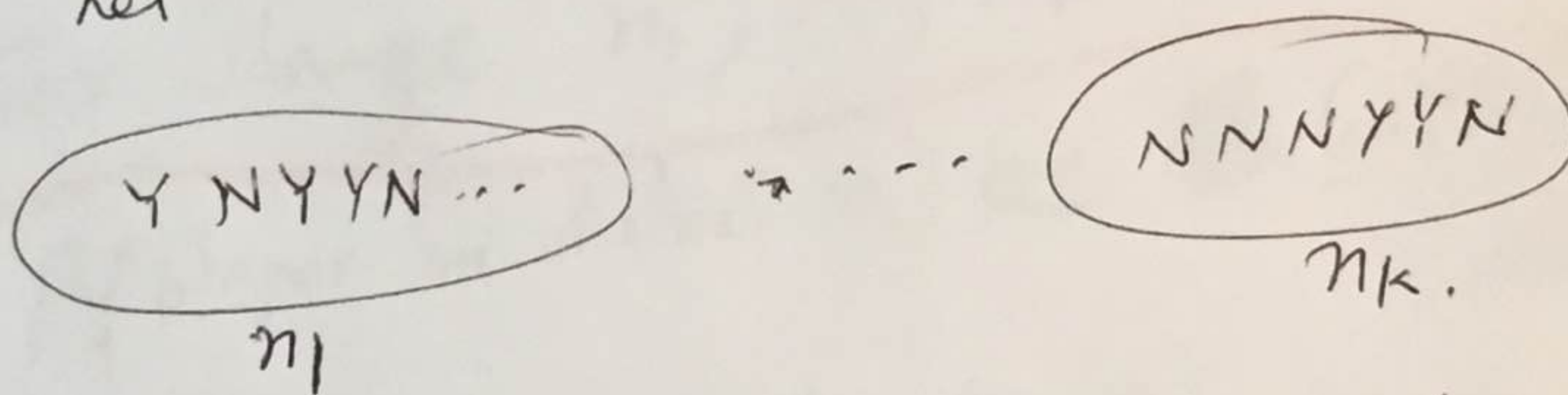
So write

IF $v \in \mathcal{L}_S, w \in \mathcal{L}_S$ and $v \vee w \in \mathcal{L}_S$
THEN $\varphi(v \vee w) + \varphi(v \wedge w) = \varphi(v) + \varphi(w)$

Thm There is a unique map etc
 (as before), replacing $*$ by $***$



let



if 50% or more $n_j = Y \Rightarrow \text{rep } j \text{ votes } Y$
otherwise he votes no.

Issue wins if

$$v(\text{set of } Y \text{ voters in ASSEMBLY}) \stackrel{?}{=} 1$$

o.w. ~~it~~ issue loses.

~~WANT~~

So in the population game
BANZHAF VALUE of player/voter in
population n_j
= probability that the player is a
"swinger"

For large n_1, \dots, n_K

SQUARE
ROOT
RULE

$$\beta_i(\text{player in district } n_i) \approx \text{Constant} \frac{\beta_i(v)}{\sqrt{n_i}}$$

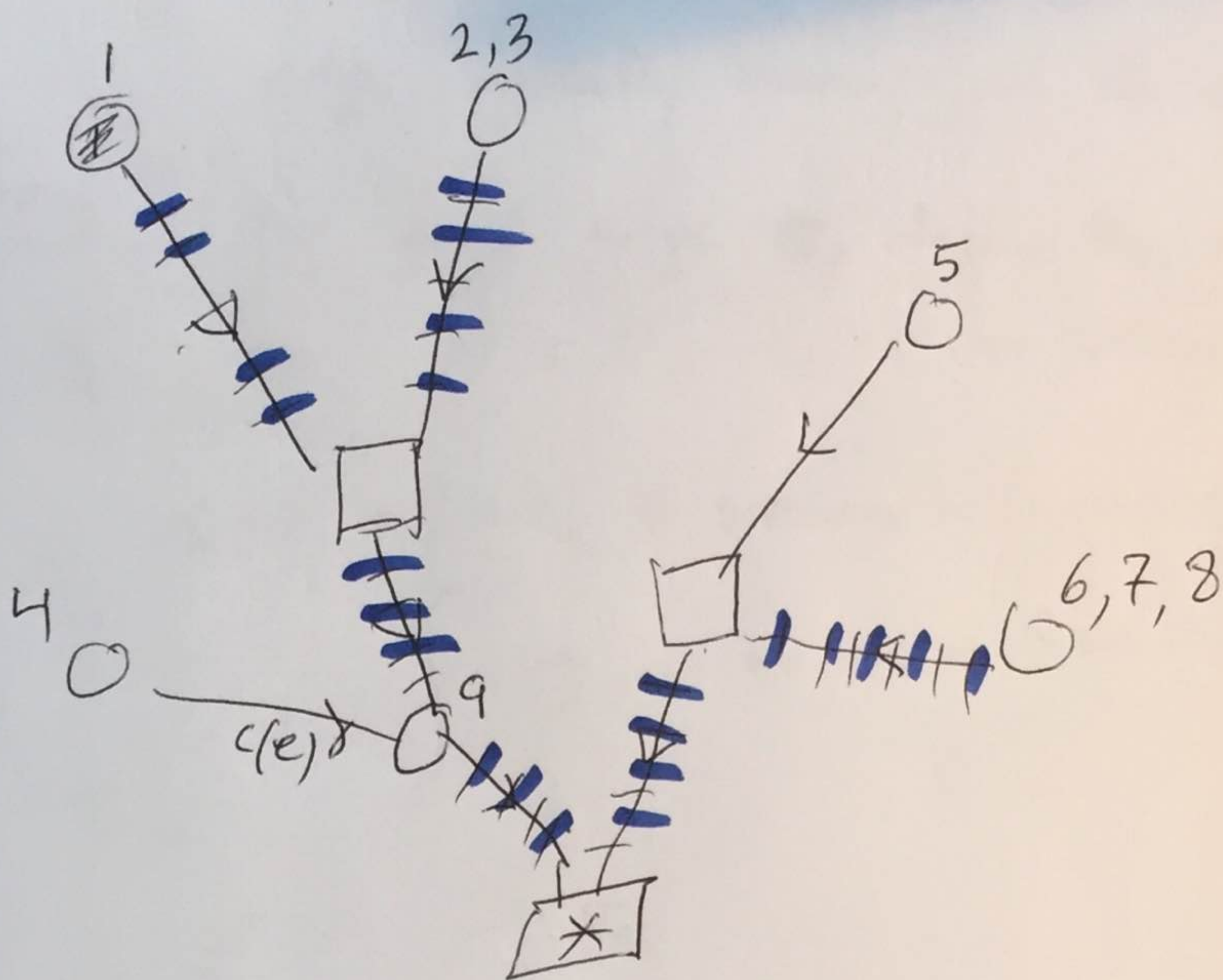
$$\approx \text{Constant} \frac{\beta_i(v)}{\sqrt{n_i}}$$

where β_i = Banzhaf values of representative
~~the~~ i in the game v

$$\beta_i(v) \approx \sum_{S \subset N: i \in S} v(S \cup i) - v(S)$$

DATA TRANSMISSION GAME

A1



$(4,9) = e$
 $c(e) =$ cost of using the edge 4,9

$v(1, 2, 3, 8) =$ cost of tree connecting
 1, 2, 3, 8 to *

$=$ Sum of the cost of
 all edges marked
 +++++

Claim Shapley value = divide cost of each edge equally among all its users

Proof For each edge e , define the game v_e on $N = \{1, \dots, 14\}$ as follows:

$$v_e(S) = \begin{cases} -c_e & \text{if someone in } S \text{ uses } e \\ 0 & \text{if no one in } S \text{ uses } e \end{cases}$$

Then

$$v = \sum_{e \in E} v_e$$

$$\Rightarrow \varphi(v) \stackrel{\substack{\text{additivity} \\ \text{axiom}}}{=} \sum_{e \in E} \varphi(v_e) \quad (*)$$

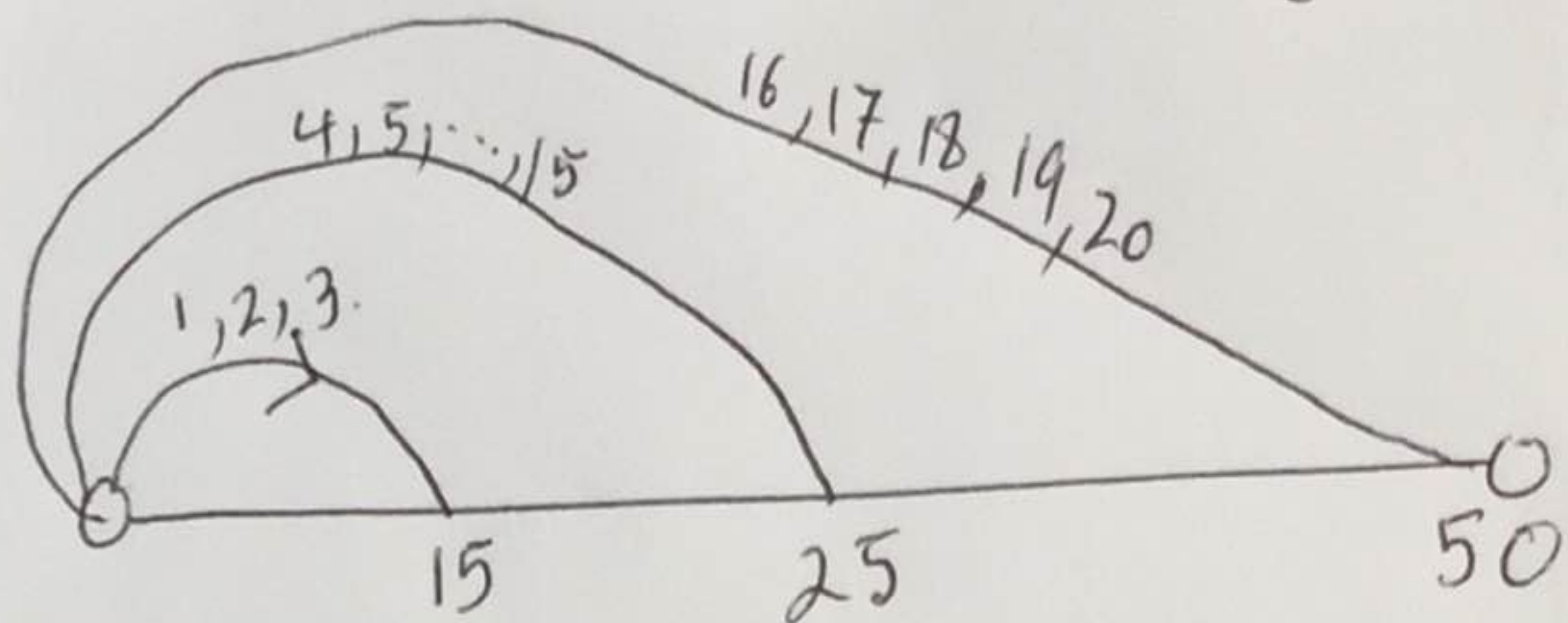
But users of e are ~~not~~ substitutes in v_e
And non-users of e are dummies in v_e
Therefore, denoting users of e by $S(e)$,

$$\varphi_i(v_e) = \begin{cases} \frac{c_e}{|S(e)|} & \text{if } i \in S(e) \\ 0 & \text{o.w.} \end{cases}$$

The claim now follows from $(*)$.

SPECIAL CASE

AIRPORT GAME (Littlechild & Thompson)



≡

