

# What is . . . a coalitional game?

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Bath

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## Definition

A coalitional game is system

$$\Gamma = (I, \mathcal{K}_{ac}, \{S_i\}_{i \in I}, \mathcal{K}_{in}, \{H_K\}_{K \in \mathcal{K}_{in}}),$$

where

- $I$  is a finite set of players.
- $\mathcal{K}_{in}, \mathcal{K}_{ac}$  (with  $\mathcal{K}_{in} \subset \mathcal{K}_{ac}$ ) are families of subsets of  $I$ .  
 $K \in \mathcal{K}_{ac}$  is called *action coalition*,  
 $K \in \mathcal{K}_{in}$  is called *interest coalition*.
- $\{S_i\}_{i \in I}$  is the family of finite sets of strategies.
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$$H_K : \prod_{i \in I} S_i \rightarrow \mathbb{R}.$$

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# Coalitional strategies

Consider a coalition  $K \subset I$ , let  $S_K := \prod_{i \in K} S_i$ .

Element  $f_K \in S_K$  is a **coalitional strategy**, a function  $f_K : K \rightarrow S_K$  such that  $f_K(i) \in S_i$ .

Coalitional strategies  $f_K \in S_K$  and  $f_L \in S_L$  are **compatible** if  $f_K = f_L$  on  $K \cap L$ .

If  $f_K \in S_K$  and  $f_L \in S_L$ , then  $f_K \| f_L$  is the function in  $S_K$  compatible with restriction of  $f_K$  on  $K \setminus L$  and with restriction of  $f_L$  on  $K \cap L$ .

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# Extension of coalitional strategies

Let  $\mathcal{K}$  be a family of coalitions of  $I$ .

The corresponding family  $f_{\mathcal{K}}$  of coalitional strategies is called **compatible** if all its functions are pair-wise compatible.

The function  $f_I$  (situation) is the **extension** of the compatible family  $f_{\mathcal{K}}$  if  $f_I$  is compatible with every function in  $f_{\mathcal{K}}$ .

If  $I = K \cup L$ ,  $K \cap L = \emptyset$ , we write the extension as  $f_I = (f_K, f_L)$ .

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# Optimality Principle: Admissible Situations

Consider  $\Gamma = (I, \mathcal{K}_{ac}, \{S_i\}_{i \in I}, \mathcal{K}_{in}, \{H_K\}_{K \in \mathcal{K}_{in}})$ .

Let  $K \in \mathcal{K}_{ac}$ ,  $\tilde{K} \in \mathcal{K}_{in}$  with  $K \cup \tilde{K} \in \mathcal{K}_{ac}$ .

## Definition

A situation  $f_i$  is called admissible for  $\tilde{K}$  relative to  $K$

$$H_{\tilde{K}}(f_i || f_{K \cup \tilde{K}}) \leq H_{\tilde{K}}(f_i || f_K)$$

for all  $f_K \in S_K$  and all  $f_{\tilde{K} \setminus K} \in S_{\tilde{K} \setminus K}$  (where  $f_{K \cup \tilde{K}} = (f_{\tilde{K} \setminus K}, f_K)$ ).

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# Optimality Principle: $\varphi$ -stability

Consider  $\varphi : \mathcal{K}_{in} \rightarrow \mathcal{K}_{ac}$  such that  $K \cup \varphi(K) \in \mathcal{K}_{ac}$  for every  $K \in \mathcal{K}_{in}$ .

## Definition

Situation  $f_I$  is called  $\varphi$ -stable if  $f_I$  is admissible every  $K \in \mathcal{K}_{in}$  relative to  $\varphi(K)$ .

Let  $\varphi(K) = \emptyset$  for every  $K \in \mathcal{K}_{in}$ . Then  $\varphi$ -stable situations are called equilibrium situations.

## Example

If  $\Gamma$  is a non-cooperative game, i.e.,  $\dim(\mathcal{K}_{ac}) = 0$  and  $\mathcal{K}_{in} = \mathcal{K}_{ac} \setminus \{\emptyset\}$ , then equilibrium situations are Nash equilibrium situations.

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## Example

$$I = \{1, 2, 3\}, \mathcal{K}_{ac} = \{\emptyset, 1, 2, 3, \{1, 2\}, \{2, 3\}\},$$

$$\mathcal{K}_{in} = \{\{1, 2\}, 3\}, \varphi(\{1, 2\}) = \emptyset, \varphi(3) = 2.$$

$\varphi$ -stability of  $f_I$  means that

$$H_{\{1, 2\}}(f_I \| f_{\{1, 2\}}) \leq H_{\{1, 2\}}(f_I)$$

for all  $f_{\{1, 2\}} \in S_{\{1, 2\}}$ ,

and

$$H_3(f_I \| (f_2, f_3)) \leq H_3(f_I \| f_2)$$

for all  $f_2 \in S_2$  and  $f_3 \in S_3$ .

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# Mixed Strategies and Situations

In **non-cooperative** games probability measures on sets of strategies  $S_i$  induce probability measure on the set of situations  $S_I$ .

Problem for **coalitional** games.

Example

$I = \{1, 2, 3\}$ ,  $S_1 = S_2 = S_3 = \{0, 1\}$ .

For  $\{1, 2\}$  let  $P(s_1 = 1 \wedge s_2 = 1) = P(s_1 = 0 \wedge s_2 = 0) = 1/2$ ,

For  $\{1, 3\}$  let  $P(s_1 = 1 \wedge s_3 = 1) = P(s_1 = 0 \wedge s_3 = 0) = 1/2$ ,

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Can't assign any probability to  $s_1 = 0 \wedge s_2 = 0 \wedge s_3 = 0$ .

Problem of existence of a multidimensional random variable with the given multidimensional projections. Related to “Bell’s theorem” in quantum mechanics.

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In **non-cooperative** games probability measures on sets of strategies  $S_i$  induce probability measure on the set of situations  $S_I$ .

Problem for **coalitional** games.

## Example

$I = \{1, 2, 3\}$ ,  $S_1 = S_2 = S_3 = \{0, 1\}$ .

For  $\{1, 2\}$  let  $P(s_1 = 1 \wedge s_2 = 1) = P(s_1 = 0 \wedge s_2 = 0) = 1/2$ ,

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# Regular Simplicial Complexes

Let  $\mathcal{K}$  be a (closed) simplicial complex.

Definition

A simplicial complex  $\mathcal{K}$  is called **regular** if for every vertex  $v$  of  $\mathcal{K}$ , the link  $L(v)$  is a **full** simplicial complex. In other words, every vertex  $v$  of  $\mathcal{K}$  is contained in the same number of facets of  $\mathcal{K}$ .

For example, the boundary of a regular tetrahedron is a regular simplicial complex. The boundary of a cube is not a regular simplicial complex, because the vertices on the top and bottom faces are contained in only three facets, while the vertices on the four side faces are contained in four facets.

Let  $\mathcal{K}$  be a (closed) simplicial complex.

## Definition

- A maximal face of  $\mathcal{K}$  is an **extreme** face if it has at least one **proper** vertex (i.e. not belonging to another maximal face).
- Let  $T$  be an extreme face of  $\mathcal{K}$ . The subcomplex obtained from  $\mathcal{K}$  by removing all proper vertices of  $T$  with their stars is called **normal** subcomplex of  $\mathcal{K}$ .
- $\mathcal{K}$  is **regular** if there is a sequence

$$\mathcal{K} \supset \mathcal{K}_1 \supset \cdots \supset \mathcal{K}_n$$

of subcomplexes such that  $\mathcal{K}_i$  is a normal subcomplex of  $\mathcal{K}_{i-1}$  and  $\mathcal{K}_n = \emptyset$ .

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## Example

- The union of a simplex and all its faces is a regular complex.
- The same minus the simplex itself is a complex which is not regular.

## Theorem

*The regularity of the complex  $\mathcal{K}_{ac}$  is necessary and sufficient for any compatible family of mixed strategies of coalitions in  $\mathcal{K}_{ac}$  to have an extension to a probability measure on  $S_I$ .*

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Define the following class of coalitional games.

Let  $\mathcal{K}_{ac}$  be an arbitrary regular simplicial complex with the set of vertices  $I$ , and

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be an arbitrary normal sequence.

Let  $T_i$  be an extreme face of  $\mathcal{K}_i$  and  $Q_i = T_i \setminus |\mathcal{K}_{i-1}|$  be its set of proper vertices.

For each  $Q_i$  consider a partition  $Q_i = K_{i1} \cup \cdots \cup K_{ir_i}$ .

Take  $\{K_{ij}\}_{1 \leq i \leq n, 1 \leq j \leq r_i}$  as  $\mathcal{K}_{in}$ .

Define the map  $\varphi^* : \mathcal{K}_{in} \rightarrow \mathcal{K}_{ac}$  inductively:

- $\varphi^*(K_{11}) = \emptyset$ ,
- $\varphi^*(K_{ij}) \subset \bigcup_{k \leq i, \ell \leq j} K_{k\ell}$  with  
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for all  $K_{ij} \in \mathcal{K}_{in}$ ,  $f_{K_{ij}} \in \mathcal{S}_{K_{ij}}$ ,  $f_{\varphi^*(K_{ij})} \in \mathcal{S}_{\varphi^*(K_{ij})}$ .

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*Every regular coalitional game  $\Gamma$  has a  $\varphi^*$ -stable situation (which can be found among situations Markovian relative to  $\mathcal{K}_{in}$ ).*

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