Games in Characteristic Function Form

1. Chataceristic Function Form Games

- $(N = \{1, 2, ..., n\}, v)$ $N = \{1, 2, ..., n\}$: set of players $v : 2^N \to \Re$: characteristic function 2^N : collection of subsets of $N, S \subseteq N$: coalition
- v(S): the maximum payoff that a coalition S can guarantee
- (N, v) is a superadditive game \Leftrightarrow for every $S, T \subseteq N, S \cap T = \emptyset, v(S) + v(T) \le v(S \cup T)$
- V^N :set of all superadditive functions on N
- For $v, v' \in V^N$, v' is strategically equivalent to v if there exist c > 0 and $a_1, ..., a_n$ such that

$$v'(S) = cv(S) + \sum_{i \in S} a_i$$

Denote it by $v' \sim v$.

- \sim satisfies
 - (symmetry) For any $v \in V^N$, $v \sim V$.
 - (reflexivity) For any $v, v' \in V^N$, $v \sim v' \Leftrightarrow v' \sim v$.
 - (transitivity) For any $v, v', v'' \in V^N$, $v \sim v', v' \sim v'' \rightarrow v \sim v''$
- By reflexivity, we simply say v and v' are strategically equivalent, in case $v \sim v'$.
- For $v \in V^N$,

$$v'(S) = v(S) - \sum_{i \in S} v(\{i\})$$

is called 0-normalization ov v.

2. Imputation

- $x = (x_1, x_2, ..., x_n)$: payoff vector payoff vector $x = (x_1, x_2, ..., x_n)$ is an **imputation** of $(N, v) \Leftrightarrow$ $\sum_{i=1}^n x_i = v(N)$ (efficiency, group rationality) $x_i \ge v(\{i\}) \; \forall i = 1, ..., n$ (individual rationality)
- Set of imputations of (N, v), A(v), can be expressed as $A(v) = \{x = (x_1, x_2, ..., x_n) \in \Re^n | \sum_{i=1}^n x_i = v(N), x_i \ge v(\{i\}) \ \forall i = 1, ..., n\}$
- Set of Imputations are not affected by strategic equivalence. Let $v'(S) = cv(S) + \sum_{i \in S} a_i \ \forall S \in N$. Then

$$A(v') = \{y = (y_1, \dots, y_n) \in \Re^n | y_i = cx_i + a_i \ \forall i \in N \ for some x \in A(v)\}$$

is an imputation set of (N, v').

3. Examples

- (a) Players 1, 2 and 3 earned 1 million JPY. A majority group (i.e. a coalition with two players or more) can get the whole amount.
- (b) Players 1, 2 and 3 earned 1 million JPY. Player 1 has a veto. Thus a majority group with player 1 can get the whole amount.
- (c) Each of three towns 1,2 and 3 plans to increase water supply. It will cost 140 million JPY for town 1, 160 million JPY for town 2 and 200million JPY for town 3. If neiboring towns 1 and 2 cooperate, the cost will be down to 240 million JPY. Similarly, the cost will be 280 million JPY for cooperation of town 2 and 3. Towns 1 and 3 cannot reduce the cost even if they cooperate because of the geographical reason. If all of the three towns cooperate, the total cost will be down to 300 million JPY.