

RANDOM ORDER APPROACH TO SEMI-VALUES OF NON-ATOMIC GAMES

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1. Introduction

Shapley (1953) originally gave two equivalent approaches - one is axiomatic and the other one is random order - to the valuation of games with finite number of players. In social sciences, games with infinitely many players - each with negligible effect on the total outcome - occur very frequently. Asymptotically, these can be represented by games with ~~continuum~~ of players, each player having negligible weight in changing the outcome, in the same sense of approximation as used in physics to approximate infinitely many liquid drops in a container with continuum of points.

Analogue of the axiomatic approach of finite games to non-atomic games is a well established area of game theory, whereas for random order approach, ~~its~~ adaptation is only upto proving the impossibility (See section 2) for a very small class of non-atomic games, provided we take the underlying player space to be isomorphic to $([0,1], \mathcal{B})$, where \mathcal{B} is the borel σ -algebra of $[0,1]$ with the understanding that the sets in \mathcal{B} are the possible coalitions. We shall have the possibility of random order type of approach to some semi-values on a very big space of games. Semi-values have economic importance. Jamet and ~~Tauman~~ (1979) used it to characterise a class of price mechanism.

2. Random Order Approach : Finite and Continuum Cases

Let us first consider the finite case. Let $N = \{1, 2, \dots, n\}$ be a fixed set of n players and let \mathcal{B} be the power set of N .
Let

$$G_N = \left\{ v: \mathcal{B} \rightarrow \mathbb{R} \text{ s.t. } v(\emptyset) = 0 \right\}$$

It is easy to verify that G_N is a linear space over \mathbb{R} and let

$$FA = \left\{ v \in G_N \mid v \text{ is additive} \right\}$$

FA is a linear subspace of G_N . For any subspace $Q \subset G_N$, denote by $Q^+ = \left\{ v \in Q \mid S, T \in \mathcal{B}, S \supset T \Rightarrow v(S) \geq v(T) \right\}$

The games in Q^+ will be called the monotonic games in Q . Let

$$\mathcal{H} = \left\{ \theta: N \rightarrow N \mid \theta \text{ is 1-1, onto} \right\}$$

For each $\theta \in \mathcal{H}$, define the linear operator θ_* on G_N by

$$(\theta_* v)(S) = v(\theta^{-1}S)$$

One can verify easily that $\theta_* G_N \subset G_N$. We shall call a subspace $Q \subset G_N$ to be symmetric if for all $\theta \in \mathcal{H}$, $\theta_* Q \subset Q$.

Definition 1 An operator $\phi: G_N \rightarrow FA$ will be called a value on G_N if it satisfies the following axioms:

Axiom 1 (Linearity)

$$\phi(\alpha v_1 + v_2) = \alpha \phi(v_1) + \phi(v_2) \text{ whenever } v_1, v_2 \in G_N, \alpha \in \mathbb{R}$$

Axiom 2 (Symmetry)

$$\phi \theta_* = \theta_* \phi \quad \forall \theta \in \mathcal{H}$$

Axiom 3 (Positivity)

$$\phi_{G_N}^+ \subset FA^+$$

Axiom 4 (Efficiency)

$$(\phi v)(N) = v(N) \quad \forall v \in G_N$$

For intuitive meanings to above axioms see Shapley (1979). It is proved that there exists a unique value on G_N . We shall call an operator linear, positive, efficient if it satisfies respectively axioms 1,3,4 on a linear subspace Q of G_N ; if Q is a symmetric subspace and an operator satisfies axiom 2, we shall call it a symmetric operator.

Definition 2 A semi-value on a symmetric subspace of G_N is a linear, symmetric, positive operator from that subspace to FA .

A random order on N is a transitive, irreflexive and complete binary relation $>_R \subset N \times N$. Let Ω be the set of all such random orders. It is easy to see that all random orders on N can be induced by the permutations and vice versa in the following way:

$$>_R ; i >_R j \Leftrightarrow \theta(i) > \theta(j), \quad \theta \in \mathcal{H} \dots \quad (E.1)$$

An initial segment in the random order $>_R$ is a set of the form:

$$I(s, >_R) = \{j \in N : s >_R j\} \quad s \in N$$

This is the set of players who are before s in the ordering

$>_R$. A marginal contribution function (set function) in a random order $>_R$ for a game v is a measure $\varphi^R v$ on (N, \mathcal{B}) which satisfies

$$(\varphi^R v)(i) = v(I(i, >_R) \cup \{i\}) - v(I(i, >_R)).$$

We note that there is a 1-1 and onto correspondence between Ω and (H) satisfying E.1 and hence we can identify each $>_R$ with its associated permutation θ in (H) . In the random order, induced by θ , we shall identify $\theta(i)$ by player i . With this convention, we have

$$I(s, >_R) = \{j \in N: \theta(j) < \theta(s)\} = I(s, \theta) \text{ say.}$$

Let \mathcal{B}_Ω be the power set of Ω and let ω be a probability measure on $(\Omega, \mathcal{B}_\Omega)$. Define the operator $\varphi_R: G_N \rightarrow FA$ by

$$(\varphi_R v)(s) = \int (\varphi^\theta v)(s) d\omega(\theta) \quad (E.2)$$

Proposition 3 ϕ_R is a value on G_N if ω is a right invariant probability measure.

Proof : Linearity, positivity and efficiency follow easily.

Symmetry

Let $\pi \in (H)$ and $v \in G_N$ be arbitrarily fixed. We want to show that $\phi_R \pi^* = \pi^* \phi_R$. Now note that

$$\begin{aligned} (\varphi^\theta(\pi^* v))(i) &= (\pi^* v)(I(i, \theta) \cup \{i\}) - (\pi^* v)(I(i, \theta)) \\ &= v(I(\pi^{-1}(i), \theta\pi) \cup \{\pi^{-1}(i)\}) - v(I(\pi^{-1}(i), \theta\pi)) \\ &= (\varphi^{\theta\pi} v)(\pi^{-1}(i)) \quad \forall i \in N \end{aligned}$$

Hence

$$(\varphi^\theta(\pi^* v))(s) = (\varphi^{\theta\pi} v)(\pi^{-1}s) \quad \forall s \in \Omega^2$$

Now,

$$\begin{aligned} \varphi_R(\pi^* v)(s) &= \int (\varphi^\theta(\pi^* v))(s) d\omega(\theta) \\ &= \int (\varphi^{\theta\pi} v)(\pi^{-1}s) d\omega(\theta\pi) \quad \text{Since } \omega \text{ is right invariant} \\ &= (\varphi_R v)(\pi^{-1}s) \\ &= \pi^*(\varphi_R v)(s) \quad \forall s \in \mathcal{B} \text{ and } \forall v \in G_N \end{aligned}$$

Thus

$$\varphi \pi^* = \pi^* \varphi$$

Q E D

Now let us turn to ~~the non-atomic case~~

Notations and Definitions:

$I = [0,1]$: player set

\mathcal{B} = borel σ -algebra of I : set of possible coalitions

A game is a set function $v: \mathcal{B} \rightarrow \mathbb{R}$ with $v(\emptyset) = 0$. A game is said to be monotonic if $S, T \in \mathcal{B}$, $S \supset T \Rightarrow v(S) \geq v(T)$.

A game is said to be of bounded variation if $v = u - w$, where u and w are both monotonic games. Denote by

BV = set of all games of bounded variations.

It is easy to varify that BV is a linear space and with the following norm it is a Banach space.

$$\|v\| = \inf \{ u(I) + w(I) : v = u - w, u \text{ and } w \text{ are monotonic games} \}$$

Let FA = set of finitely additive set functions from BV

NA = set of non-atomic measures on (I, \mathcal{B})

$pNA = \|\cdot\|$ - closure of the algebra generated by the powers of non-atomic measures

\mathcal{H} = set of all borel automorphisms of (I, \mathcal{B}) .

A random order on I is a transitive, irreflexive and complete order $>_R$ which also satisfies the following: The family

$$\mathcal{I} = \{ I(s, >_R) \mid s \in \{-\infty\} \cup I \cup \{\infty\} \text{ (} = \bar{I}, \text{ say)} \}$$

With the convention of $I(-\infty, >_R) = \emptyset$, $I(\infty, >_R) = I$, generates the borel σ -algebra of I . Let

\mathcal{R} = set of all random orders.

As in the finite case, we define the marginal contribution function in a random order \succ_R for a game v to be a measure φ^R_v , on (I, \mathcal{A}) such that $(\varphi^R_v)(I(s, \succ_R)) = v(I(s, \succ_R))$. Note that for a game v and a random order \succ_R if φ^R_v exists it is unique. It is shown for all v in pNA and \succ_R in \mathcal{A} φ^R_v exist.

If random order approach of finite case could have been adopted for even a smallest, economically important class of games, pNA, then we could get a σ -algebra of \mathcal{A} and a probability measure on it such that E.2 defines a value, but we have the following.

Theorem 4 (Aumann and Shapley)

There is no σ -algebra of \mathcal{A} with a probability measure on it such that the positive, efficient linear operator $\varphi: \text{pNA} \rightarrow \text{FA}$ defined by

$$(\varphi v)(S) = \int (\varphi^R_v)(S) dw(R)$$

is symmetric.

Proof. See Aumann and Shapley (1974, Theorem D)

3. Semi Value

We shall give here a random order type of approach to semi-value on a quite large space, $\text{OR}(\mathcal{H})$, of games. Let $\theta \in \mathcal{H}$. identify $\theta(x)$ as the player x in the ordering induced by θ . Define

$$I(s, \theta) = \{ x \in I: \theta(x) < \theta(s) \}$$

Let $\varphi^\theta v$ be a measure on (I, \mathcal{B}) , satisfying

$$(\varphi^\theta v)(I(s, \theta)) = v(I(s, \theta)) \quad \forall s \in \bar{I}$$

Note that whenever $\varphi^\theta v$ exists it is unique. Let

$$OR \textcircled{H} = \{ v \in BV : \varphi^\theta v \text{ exists } \forall \theta \in \textcircled{H} \}$$

Proposition 5

$OR \textcircled{H}$ is a linear symmetric subspace of BV .

Proof Let $v_1, v_2 \in OR \textcircled{H}$ and $\theta \in \textcircled{H}$.

$$\begin{aligned} (\varphi^\theta v_1 + \varphi^\theta v_2)(I(s, \theta)) &= (\varphi^\theta v_1)(I(s, \theta)) + (\varphi^\theta v_2)(I(s, \theta)) \\ &= v_1(I(s, \theta)) + v_2(I(s, \theta)) \\ &= (v_1 + v_2)(I(s, \theta)). \end{aligned}$$

Hence $(\varphi^\theta v_1 + \varphi^\theta v_2)$ equals to infact $\varphi^\theta(v_1 + v_2)$ and thus $v_1 + v_2 \in OR \textcircled{H}$. Similarly $\alpha v \in OR \textcircled{H}$ and $v \in OR \textcircled{H} \implies \alpha v \in OR \textcircled{H}$.

Let $\pi \in \textcircled{H}$ be arbitrarily fixed. To show $\pi^* OR \textcircled{H} \subset OR \textcircled{H}$.
Let $\theta \in \textcircled{H}$. Note that $(\varphi^\theta \pi^* v)(S) = (\varphi^{\theta \pi} v) \pi^{-1}(S)$ and since $(\varphi^{\theta \pi} v) \pi^{-1}$ is a measure, so, $\varphi^{\theta \pi} v$ exists and hence $\pi^* v \in OR \textcircled{H}$.

Q E D

Theorem 6

There exists a σ -algebra, $\mathcal{B} \textcircled{H}$ of \textcircled{H} and a measure on $(\textcircled{H}, \mathcal{B} \textcircled{H})$ such that the operator $\varphi: OR \textcircled{H} \rightarrow FA$ defined by

$$(\varphi v)(S) = \int_{\textcircled{H}} (\varphi^\theta v)(S) dw(\theta)$$

is a semi-value on $OR \textcircled{H}$.

Proof : Let us adorn \mathbb{H} with discrete topology. So it is trivial to note that \mathbb{H} with this topology is a locally compact topological group. Let $\mathcal{B}_{\mathbb{H}}$ be the borel σ -algebra of \mathbb{H} . By Haar measure theorem [Halmos 1964, Theorem B] there exists a regular borel measure which is right-invariant. Let ω be this right invariant borel measure on $(\mathbb{H}, \mathcal{B}_{\mathbb{H}})$.

Linearity follows from the fact that $(\varphi^{\theta v})(S)$ is linear in v for all $s \in \mathcal{B}$, $\theta \in \mathbb{H}$. To show positivity, let $\theta \in \mathbb{H}$, and let v be a monotonic game in $OR(\mathbb{H})$, then for $s > t$ in the induced order of θ .

$$\begin{aligned} (\varphi^{\theta v})(I(s, \theta) \setminus I(t, \theta)) &= (\varphi^{\theta v})(I(s, \theta)) - \varphi^{\theta v}(I(t, \theta)) \\ &= (v(I(s, \theta)) - v(I(t, \theta))) \\ &\geq 0 \quad \text{since } I(s, \theta) \supseteq I(t, \theta). \end{aligned}$$

Now, the sets of the form $I(s, \theta) \setminus I(t, \theta)$ generate \mathcal{B} on I . Hence, $(\varphi^{\theta v})(S) \geq 0 \quad \forall S \in \mathcal{B} \Rightarrow (\varphi^{\theta v}) \in FA^+ \Rightarrow \varphi v \in FA^+$. To show symmetry, let $\pi \in \mathbb{H}$ and $v \in OR(\mathbb{H})$. Then

$$\begin{aligned} (\varphi \pi^* v)(S) &= \int_{\mathbb{H}} (\varphi^{\theta \pi^* v})(S) d\omega(\theta) \\ &= \int_{\mathbb{H}} (\varphi^{\theta \pi v})(\pi^{-1} S) d\omega(\theta \pi) \quad \text{Since } \omega \text{ is right invariant} \\ &= (\varphi v)(\pi^{-1} S) \\ &= (\pi^* \varphi v)(S) \quad \forall S, v. \end{aligned}$$

Hence $\varphi \pi^* = \pi^* \varphi$

Q E D

Remark By mimicking exactly the same way as in proposition 12.8 of Aumann and Shapley (1974) it can be shown that $OR(\mathbb{H}) \supseteq pNA$. It is important to know whether $OR(\mathbb{H})$ contains DIFF (cf Marten 1978) because DIFF is the upto date largest space on which a value exists.

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