

Game solutions, probability transformations and the core

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Game theory

(Normalized) game Gain guaranteed to the coalition $oldsymbol{A}$

> Core of the game Shapley value

Normalized Banzhaf value

Banzhaf value

Set of players $\Omega = \{1, \ldots, n\}$ $u:\mathcal{P}(\Omega) o[0,1]$

Imprecise probabilities

Set of values of a random variable $oldsymbol{X}$ Non-additive measure Lower probability of ACredal set of u

Pignistic transformation (Smets)

Questions:

- Is Shapley value the center of gravity (=average of the extreme points) of the core under more general conditions?
- Does it always belong to the core of the game?
- Does the (normalized) Banzhaf value make sense as a probability transformation?

ϵ -contamination models

- $\nu(A) = (1 \epsilon)P_0(A) + \epsilon P_{\mathcal{X}}(A)$ $\Phi(\nu)(i) = (1-\varepsilon)P_0(\{i\}) + \frac{\varepsilon}{n}.$
- $ullet \Psi(
 u)(i) = [(1-arepsilon)P_0(\{i\}) + rac{\epsilon}{2^{n-1}}]/[(1-arepsilon) + rac{narepsilon}{2^{n-1}}].$
- $\Phi(\nu), \Psi(\nu) \in \mathcal{M}(\nu)$.

Minitive measures

$$\nu(A \cap B) = \min\{\nu(A), \nu(B)\} \ \forall A, B$$

- $\Phi(\nu)(i) = \sum_{j=i}^n \frac{m(\{1,...,j\})}{i}$ (Dubois, Prade).
- $ullet \Psi(
 u)(i) = [\sum_{j=i}^n 2^{n-j} m(\{1,\ldots,j\})]/[\sum_{j=1}^n j \cdot 2^{n-j} m(\{1,\ldots,j\})].$
- $\bullet \ \Psi(\nu) \in \mathcal{M}(\nu).$

Pari-mutuel models

 $\nu(A) = \max\{(1+\delta)P_0(A) - \delta, 0\}$

For $\delta < \min_i P_0(i)/(1-P_0(i))$:

- $\Phi(\nu)(i) = (1+\delta)P_0(\{i\}) \frac{\delta}{n}$
- $ullet \ \Psi(
 u)(i) = [(1\!+\!\delta)P_0(\{i\})\!-\!rac{\delta}{2^{n-1}}]/[(1\!+\!\delta)\!-\!rac{n\delta}{2^{n-1}}]$
- $\Phi(\nu), \Psi(\nu) \in \mathcal{M}(\nu)$.

Belief functions

$$u(A) = \sum_{B \subset A} m(B) \ orall A; m \geq 0, \sum_B m(B) = 1$$

- ullet $\Psi(
 u)$ may not belong to $\mathcal{M}(
 u)$
- $\bullet \sum_{i} B(\nu)(i) \leq 1$
- ullet $\Phi(
 u) = \Psi(
 u)$ on unanimity games

Comparative models on singletons

 $\mathcal{M}(
u) = \{P: P(i) \geq P(j) \; orall (i,j) \in \mathcal{I}\},
u = \min \mathcal{M}(
u)$

- $\Phi(\nu), \Psi(\nu) \in \mathcal{M}(\nu)$.
- \bullet $\Phi(\nu)$ may not be the center of gravity of $\mathcal{M}(\nu)$.

2-monotone capacities

 $\nu(A \cup B) + \nu(A \cap B) \ge \nu(A) + \nu(B) \forall A, B$

- \bullet $\Phi(\nu)$ is the center of gravity of the core (Shapley).
- \bullet $\Psi(\nu)$ may not belong to $\mathcal{M}(\nu)$ if $|\Omega| \geq 4$.
- $\Psi(\nu) \in \mathcal{M}(\nu)$ if $|\Omega| = 3$.

Coherent lower probabilities

$$u(A) = \min\{P(A) : P \in \mathcal{M}(\nu)\} \ \forall A$$

- $\Phi(\nu) \in \mathcal{M}(\nu)$ if $|\Omega| \leq 4$.
- ullet $\Phi(
 u)$ may not belong to $\mathcal{M}(
 u)$ if $|\Omega| \geq 5$ (Baroni, Vicig).

Lower probabilities avoiding sure loss $\mathcal{M}(\nu) \neq \emptyset$

ullet $\Phi(
u), \Psi(
u)$ may not belong to $\mathcal{M}(
u)$.

Essential references

- P. Baroni, P. Vicig, An uncertainty interchange format with imprecise probabilities. Int. J. of Approximate Reasoning, 2005.
- D. Dubois, H. Prade, Unfair coins and necessity measures: towards a possibilistic interpretation of histograms. Fuzzy Sets and Systems, 1983.
- P. Smets, Decision making in the TBM: the necessity of the pignistic transformation. Int. J. of Approximate Reasoning, 2005.
- L. Shapley, Cores of convex games. Int. J. of Game Theory, 1971.

At a glance

- Problem: studying game solutions as probability transformations.
- Idea: use the normalized Banzhaf value and Shapley value, and check if the latter is the center of gravity of the core in other conditions than for ${f 2}$ -monotone games.
- Results: they belong to the core in a number of cases, and can be given simpler expressions when u satisfies additional conditions.