



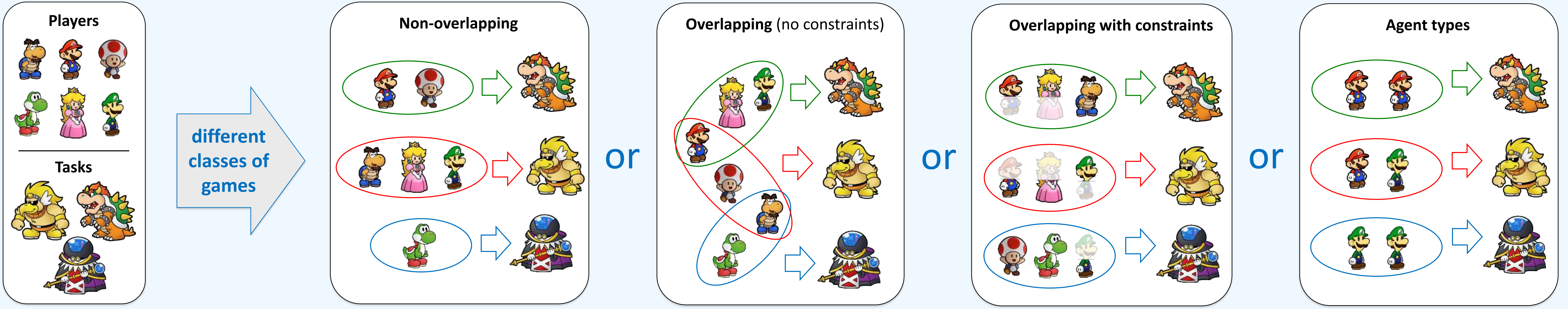
# COALITIONAL GAMES VIA NETWORK FLOWS

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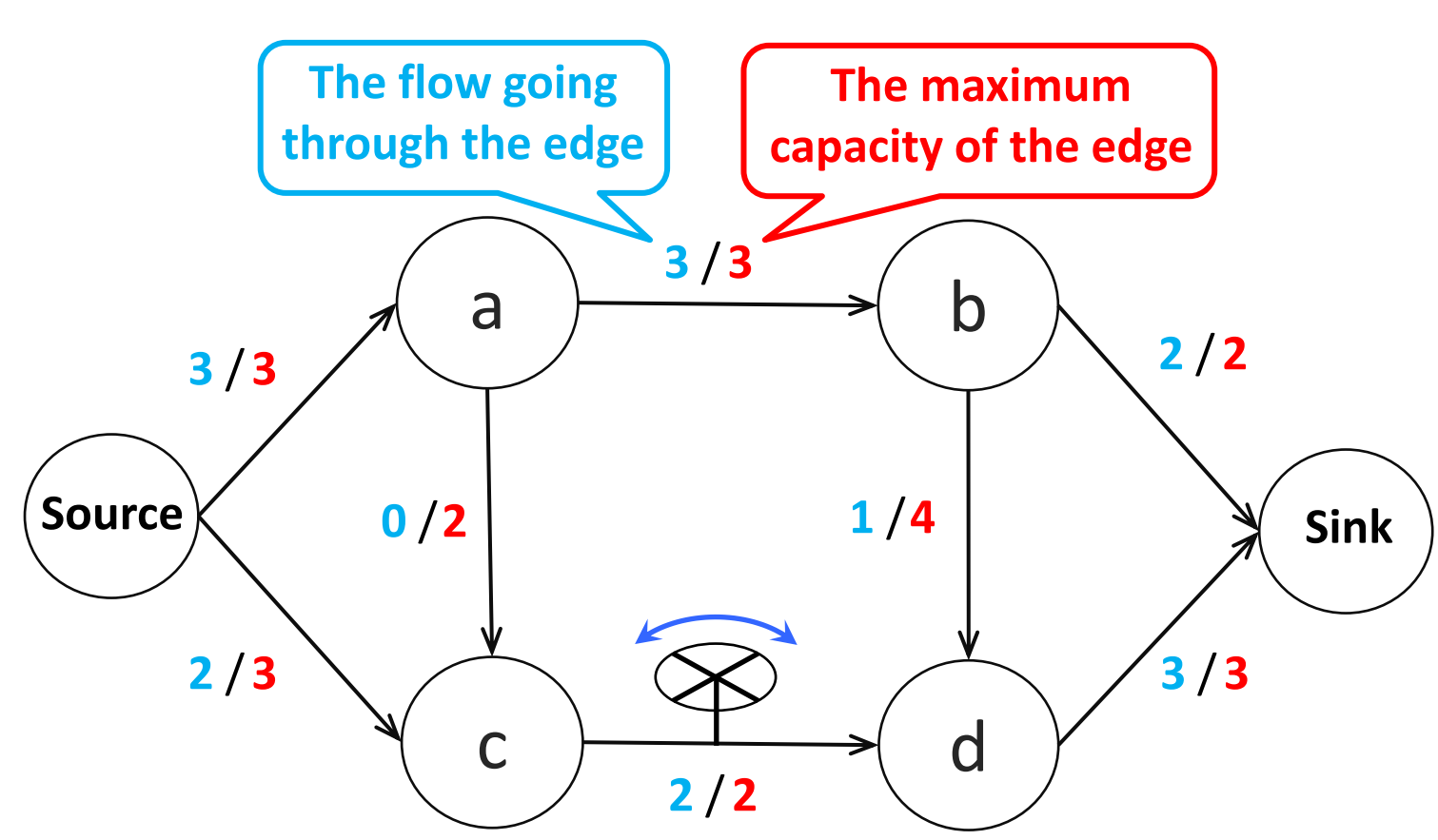
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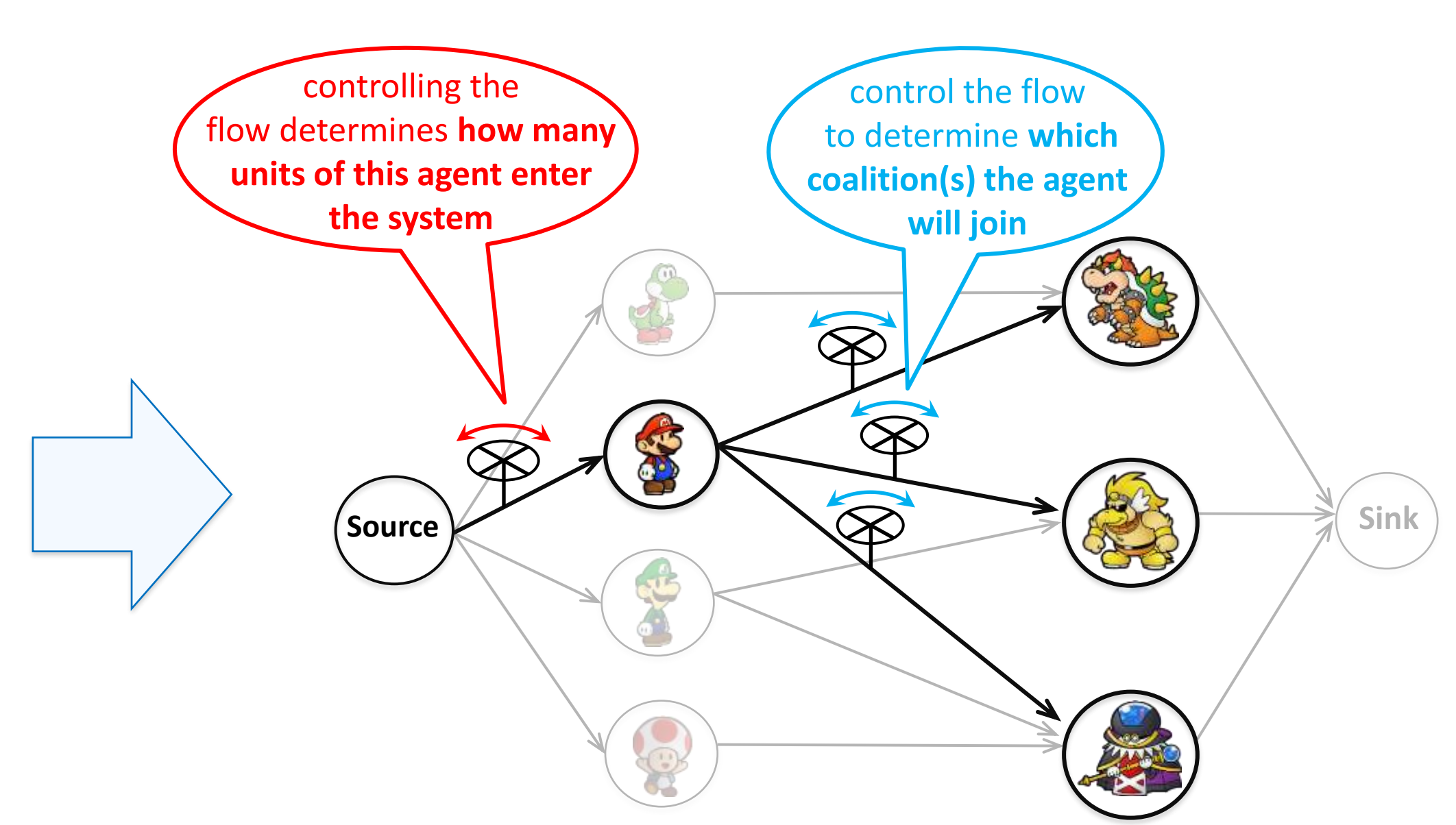
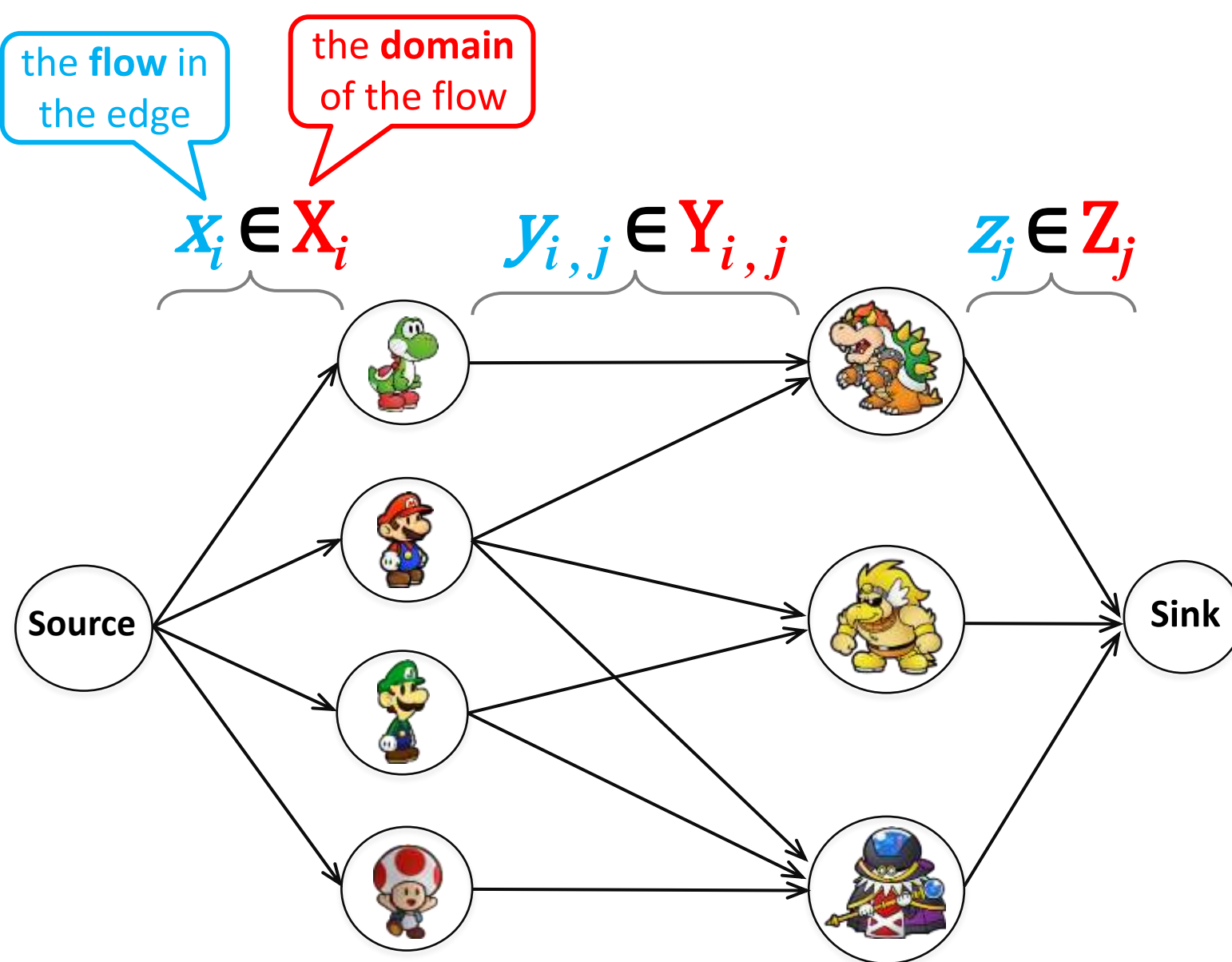
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## The Maximum Flow problem:

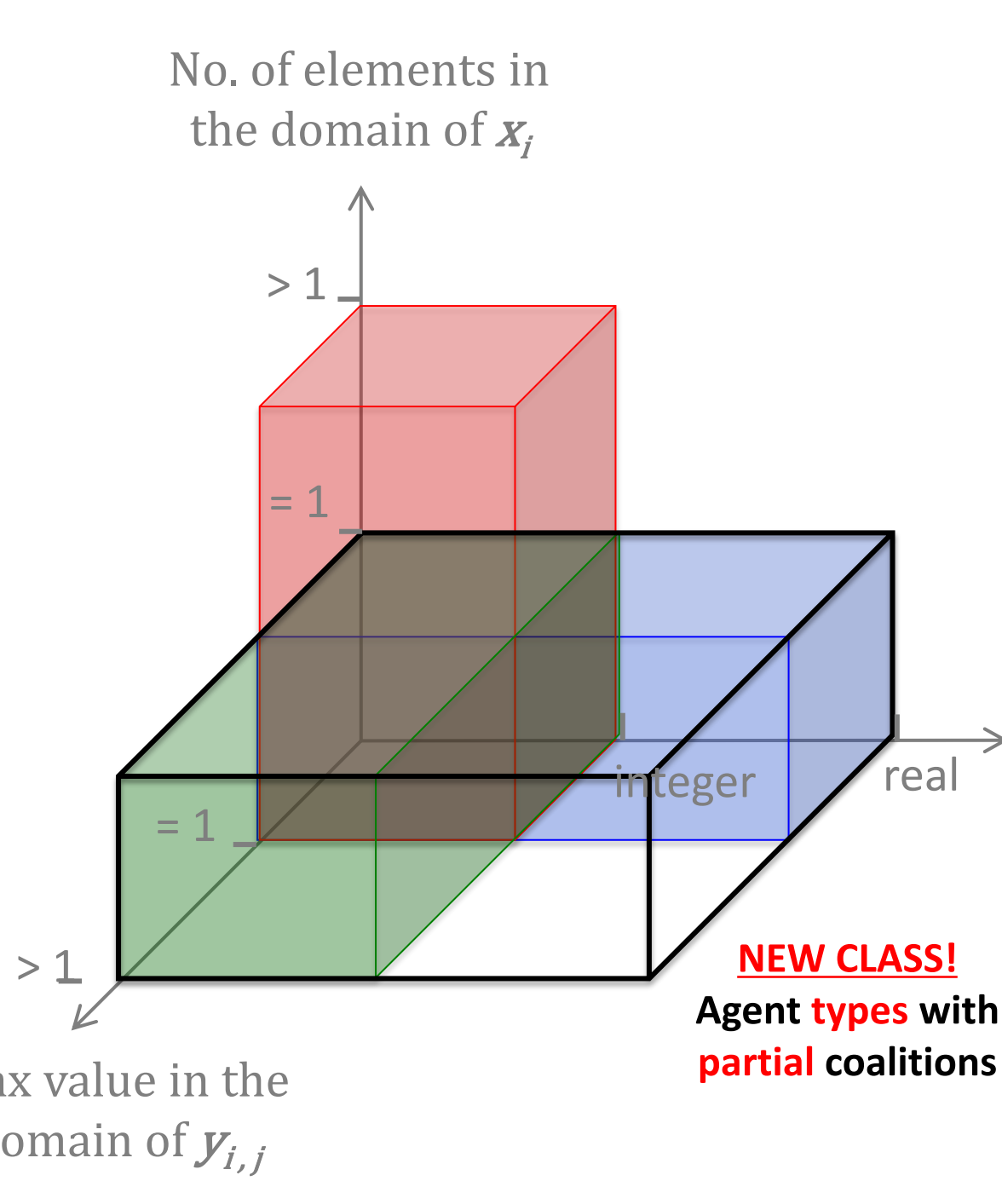
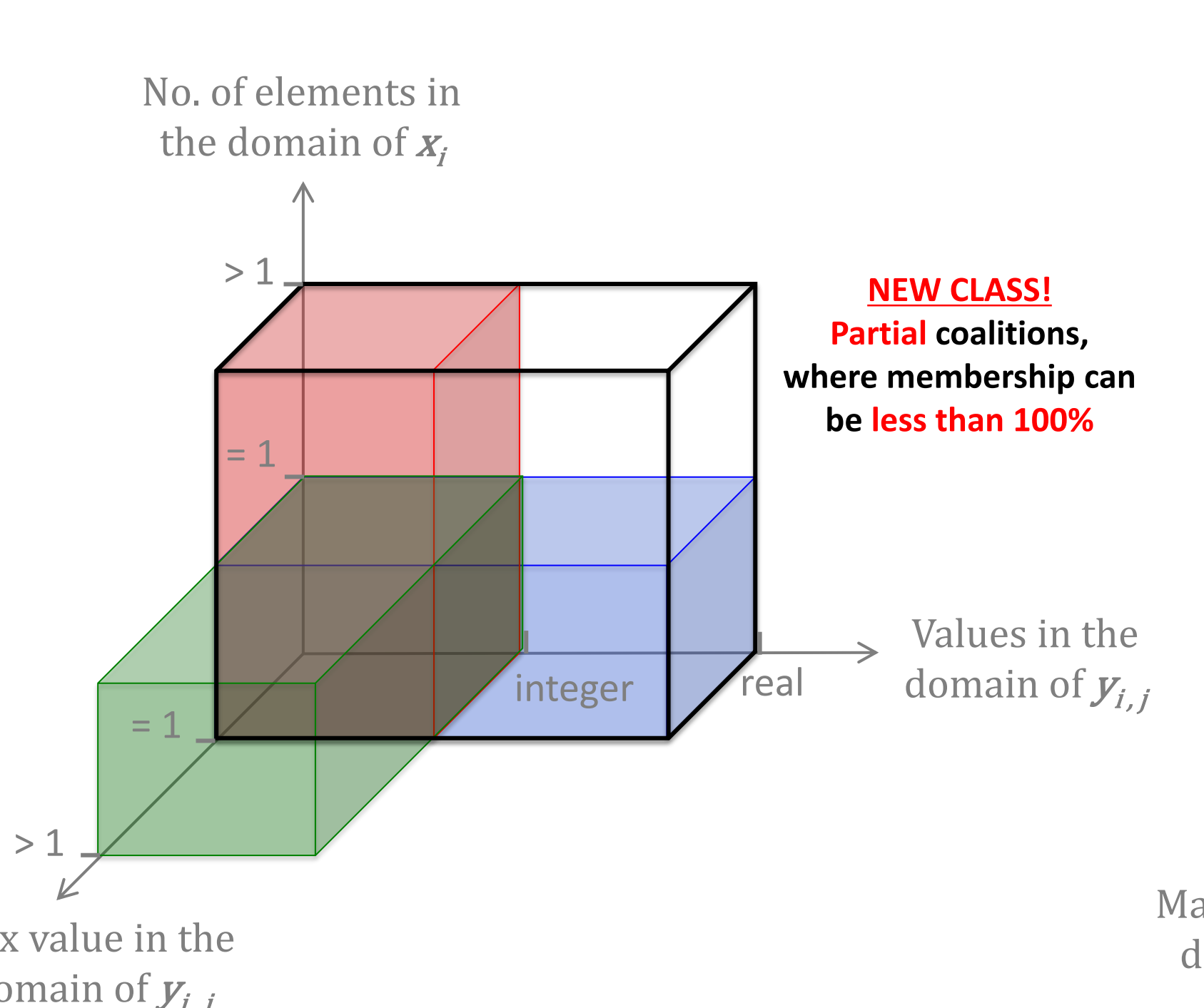
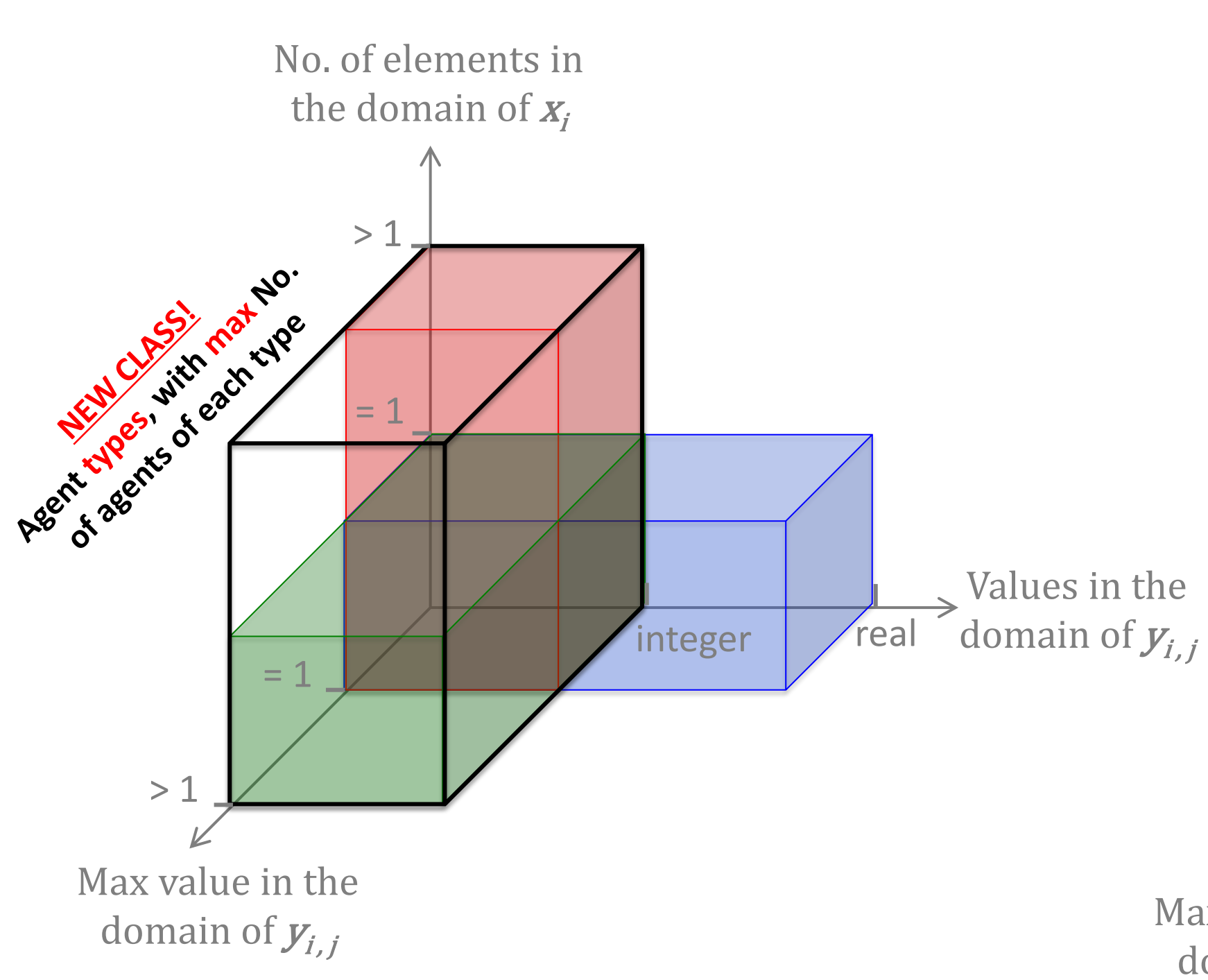
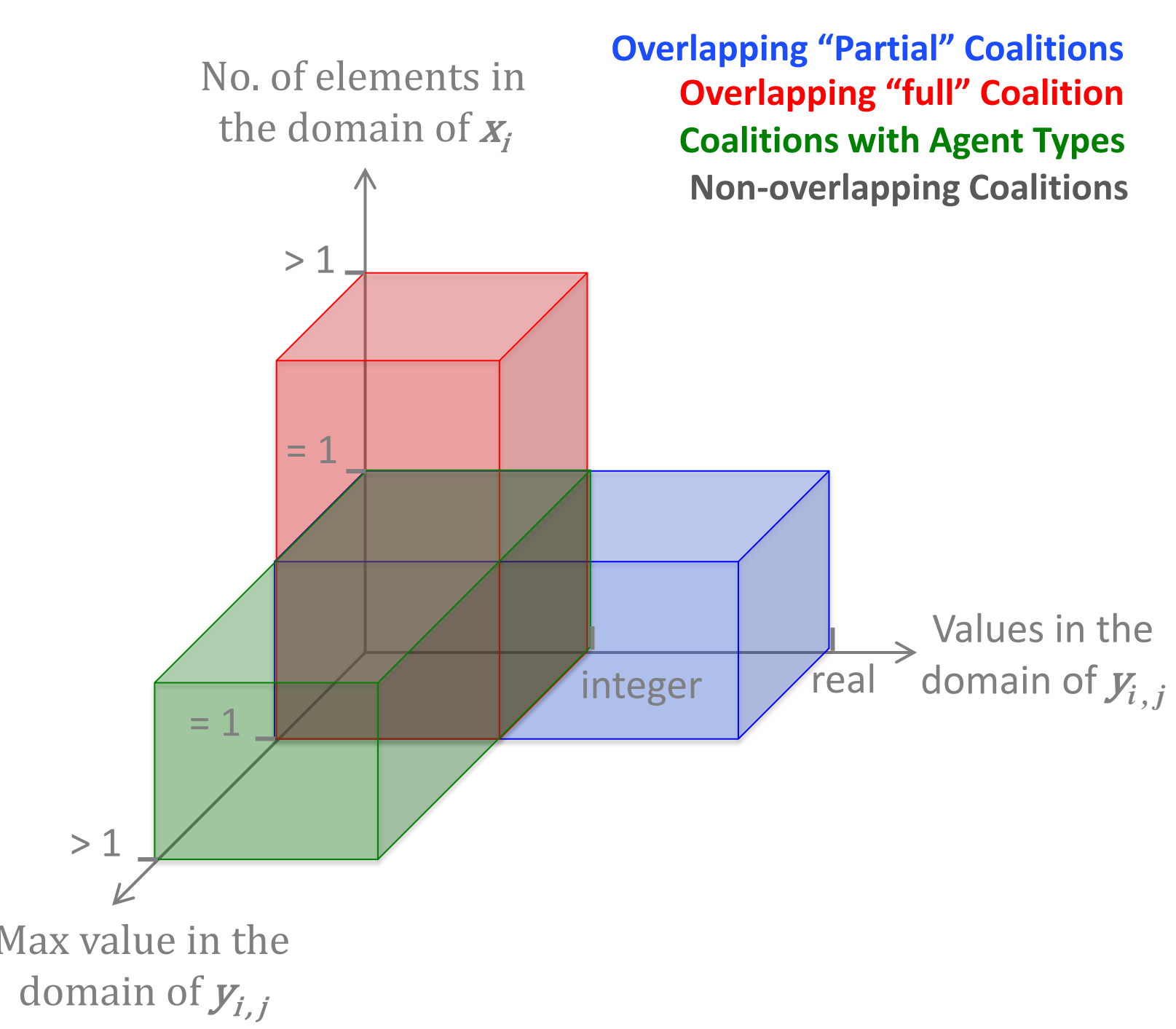
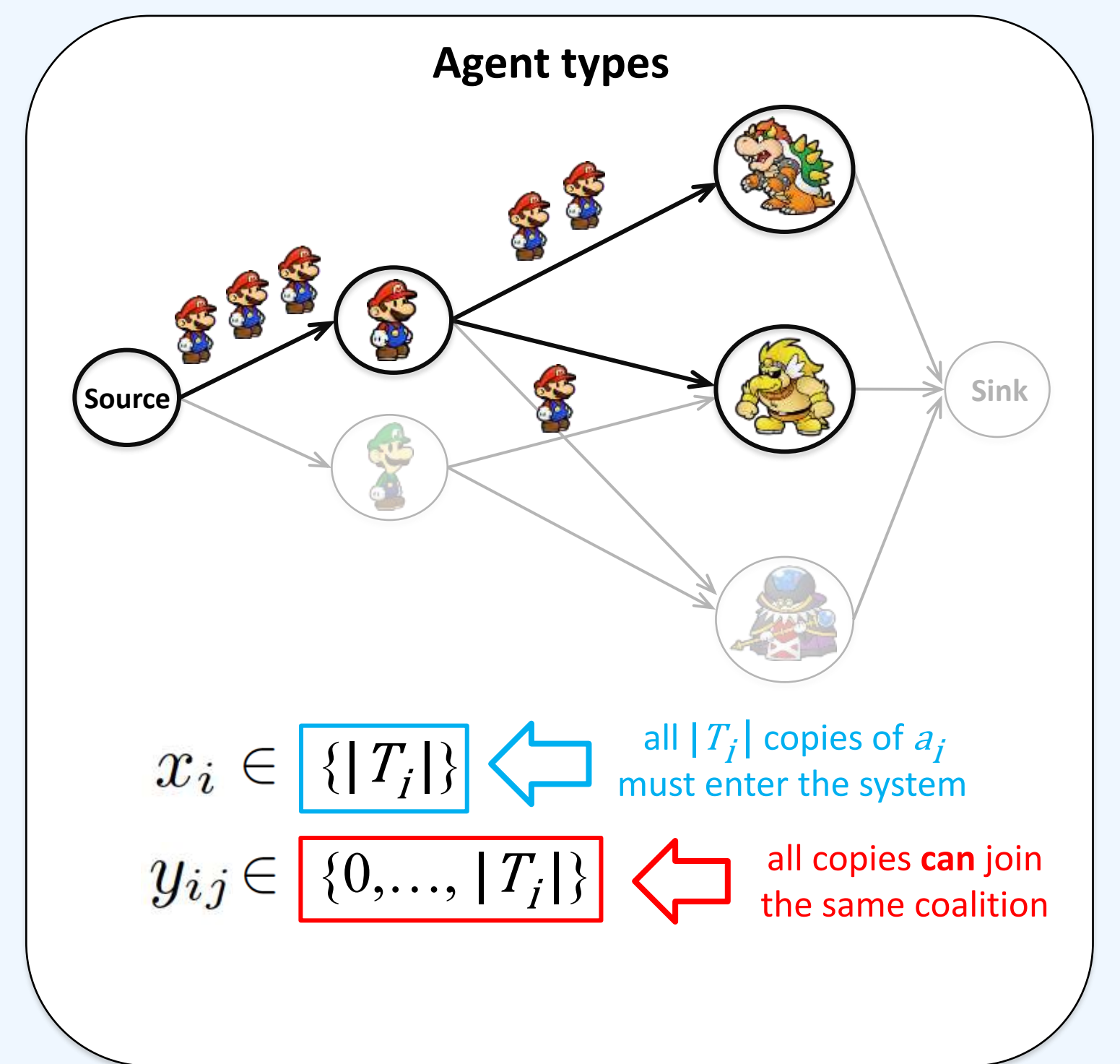
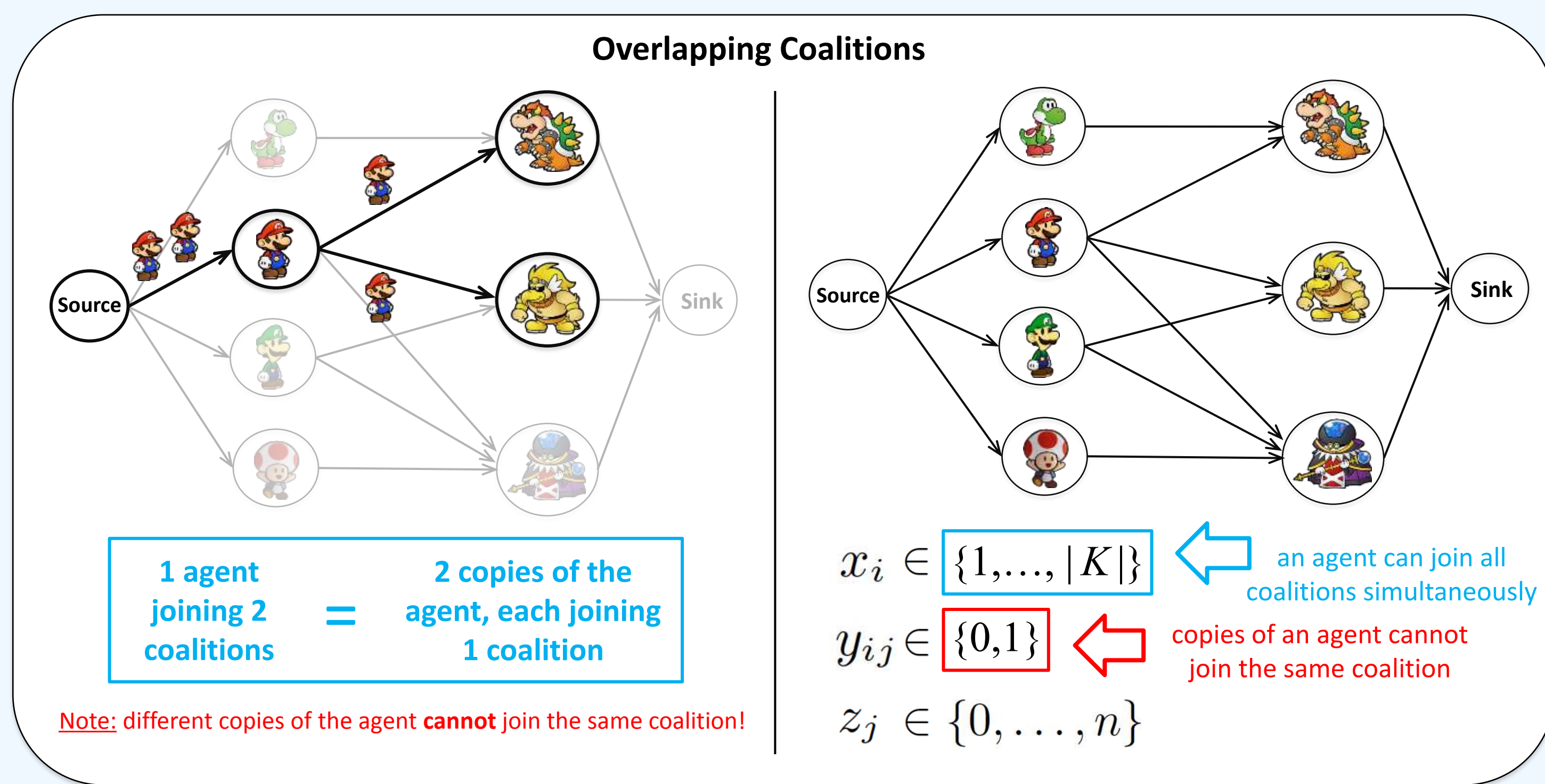
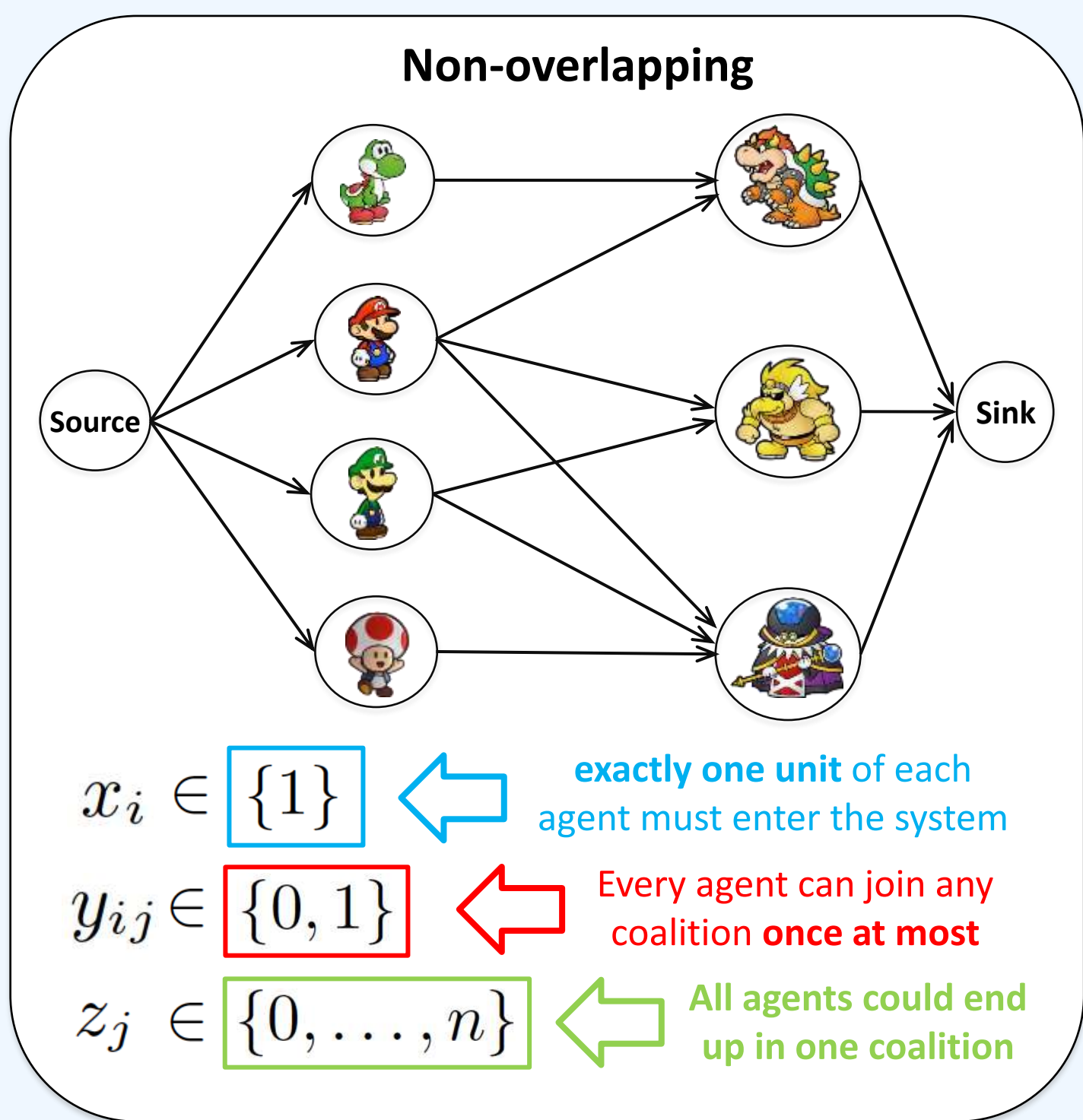


Use this to represent a game



## Flow Conservation rule:

total flow entering a node = total flow going out of it



### Coalition Structure Generation (CSG)

We focus on the non-overlapping case, without agent types

$$CSG := \max_{x,y,z} \sum_{i=1}^n \sum_{j=1}^q d_{ij} y_{ij} + \sum_{j=1}^q g_j(z_j)$$

The value of the coalition structure

s.t.  $z_j = \sum_{i=1}^n y_{ij}, \forall j = 1, \dots, q$  ← The flow conservation rules

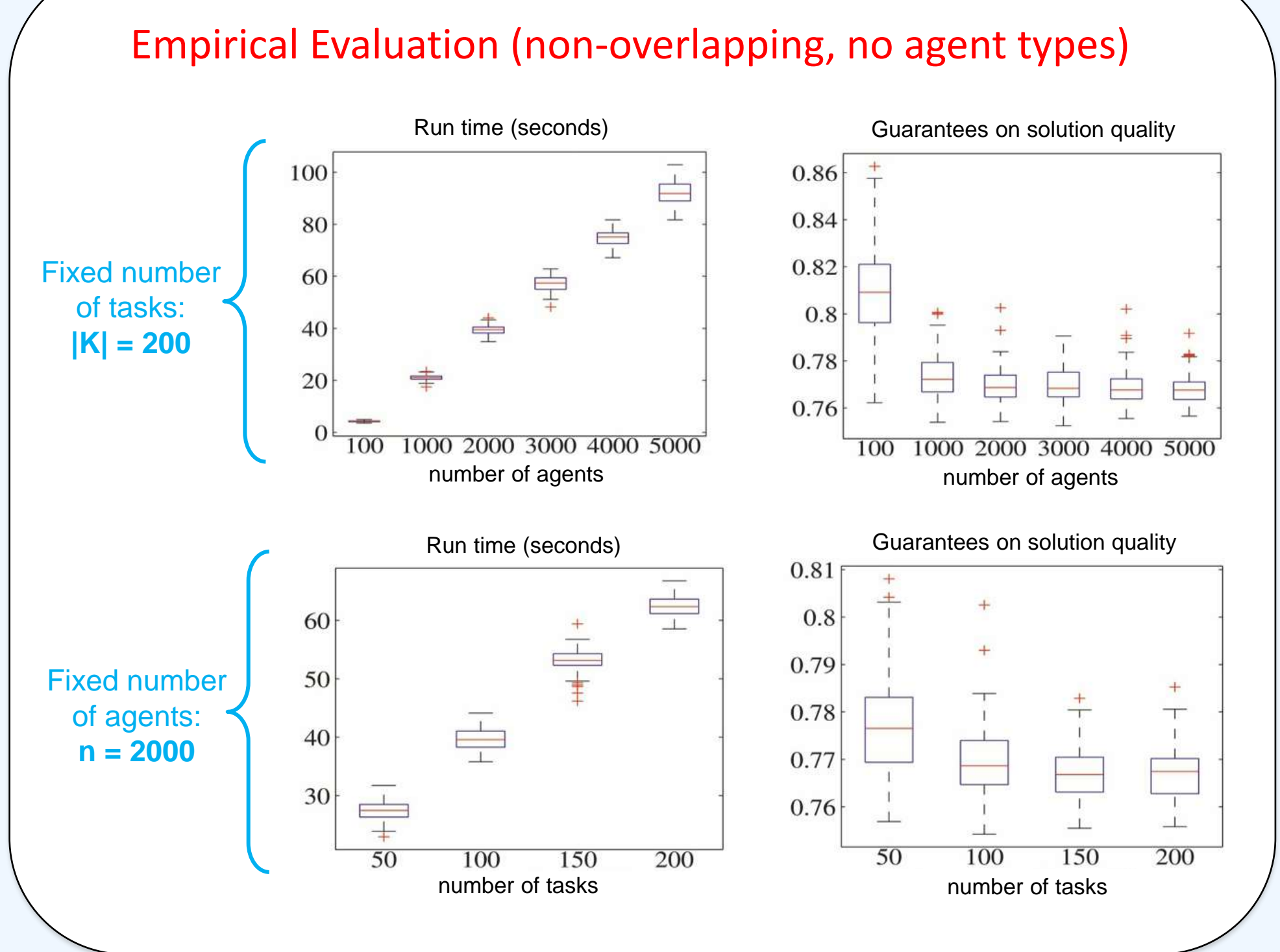
$x_i = \sum_{j=1}^q y_{ij}, \forall i = 1, \dots, n$

The capacities of edges

$x = \{1\}^n, y \in \{0, 1\}^{n \times q}, z \in \{0, \dots, n\}^q$

#### Approximation:

- Solve a Lagrangian Dual Problem to obtain an upper bound
- From the solution in Step 1, construct a feasible solution to the primal problem
- Repeat 1 and 2 to tighten the bound and improve the solution



### Future Work

- Study different synergy functions
- Study solution concepts (the Core, Shapley Value, Kernel, ...)
- Introduce *new components* to the representation:

Network flow diagram with flow values: flow = 2, flow = 3, flow = 1. Sink node value:  $g(3) = 100$ .