



## The $\epsilon$ -Core of a $n$ -person Stochastic Cooperative Game

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### Abstract

In this paper, based on the core of the stochastic cooperative game (Oviedo, 2000, pp. 519-524), We define the  $\epsilon$ -core of the stochastic cooperative game. Thus, we recuperate the defect in theory that the core is empty usual. And we introduce some characters and properties about the kind  $\epsilon$ -core.

**Keywords:** Stochastic game,  $n$ -person stochastic cooperative game, Core,  $\epsilon$ -core

### Introduction

It is well known, there is difficult that the core of cooperative game, as a solution of the game because of the core of the game is empty usual. The core of the stochastic cooperative game which Suijs et al. developed in 1995. In order to solve the problem, this paper import the concept of  $\epsilon$ -core and discuss the properties of the  $\epsilon$ -core.

### 1. Basic definitions

The stochastic cooperative game which Suijs introduced denoted by  $\Gamma = (N, \{X_S\}_{S \subseteq N}, (f_i)_{i \in N})$ ,  $N$  is the set of players,  $X_S$  is the payoff function of the coalitions  $S$ , and every stochastic payoff has finite expectation.

We denote the stochastic payoff has  $X_S$  of  $S$  as  $(d^S, r^S) \in R^S \times R^S$ , and for all of  $i$  in  $S$  it satisfies  $\sum_{i \in S} d_i \leq 0, \sum_{i \in S} r_i = 1, r_i \geq 0$ . According to  $(d^S, r^S)$  the stochastic payoff of player  $i$  in  $S$  is equal to  $d_i + r_i X_S$ , and denoted by  $(d^S, r^S)_i$ . It is noted that  $(d^S, r^S)_i$  is a stochastic variable. The set of all the payoff of  $S$ , we denoted by  $Z(S)$ , and the set all of the individually rational payoff  $S$  we denote by  $IR(S)$ . So

$$IR(S) = \{(d^S, r^S) \in Z(S) \mid \forall i \in S: d_i + r_i X_S \leq f_i(X_{\{i\}})\}.$$

Let  $(d^N, r^N), (d^S, r^S) \in Z(N)$  are two stochastic payoff. If exist is a coalition  $S$ , for all of  $i \in S$ , we have  $d_i^S + r_i^S X_S \leq d_i^N + r_i^N X_N$ , and  $\sum_{i \in S} (d_i^N, r_i^N) \leq X_S$  then we call  $(d^S, r^S)$

dominate  $(d^N, r^N)$  with respect to  $S$ , and denoted by  $(d^S, r^S) \leq_S (d^N, r^N)$ .

We define the core of stochastic cooperative game  $\Gamma$  as the sets of payoffs which are undominated, and denoted by  $core(\Gamma)$ . i.e.

$$core(\Gamma) = \left\{ (d^N, r^N) \mid (d^N, r^N) \in IR(N), \text{ there are no exist } S \right. \\ \left. \text{and } (d^S, r^S) \in Z(S), \text{ satisfy: } (d^S, r^S) \leq_S (d^N, r^N) \right\}$$

### 2. The $\epsilon$ core of a repeater $n$ -person stochastic cooperative game

**Definition 1** Let  $\Gamma = (N, \{X_S\}_{S \subseteq N}, (f_i)_{i \in N})$  be a  $n$ -person stochastic cooperative game,  $\epsilon \in R$ , we denote the  $\epsilon$ -core of  $\Gamma$  by

$$C_\varepsilon(\Gamma) = \left\{ (d^N, r^N) \in IR(N) \left| \begin{array}{l} \sum_{i \in S} (d_i^S, p_i^S) - \sum_{i \in S} (d_i^N, r_i^N) \leq \varepsilon, \\ \forall S \subseteq N, \forall i \in N, \forall (d_i^S, p_i^S) \in Z(S), \sum_{i \in S} (d_i, r_i) = X_N \end{array} \right. \right\}$$

When  $\varepsilon = 0, C_\varepsilon(\Gamma) = C(\Gamma), C(\Gamma)$  is the 0-core of  $\Gamma$ . When  $\varepsilon$  is sufficient min,  $C_\varepsilon(\Gamma) = \emptyset$ ;

When  $\varepsilon$  sufficient enough,  $C_\varepsilon(\Gamma) \neq \emptyset$ . Let  $\varepsilon_0 = \inf\{\varepsilon | C_\varepsilon(\Gamma) \neq \emptyset\}$ , then we call  $C_\varepsilon(\Gamma)$  is the least core of  $\Gamma$  and denoted by  $LC(\Gamma)$ .

It is noted that when the  $\varepsilon$ -core is not empty, the elements of the  $\varepsilon$ -core are not always stochastic payoffs of the stochastic cooperative game.

**3. Result**

Theorem 1. Let  $(\Gamma')_{t=0}^m = (H, \{X_S\}_{S \subseteq N}^t)_{t=0}^m$  be a repeater  $n$ -person stochastic

cooperative game, if  $\varepsilon < \varepsilon'$ , then  $C_\varepsilon((\Gamma')_{t=0}^m) \subset C_{\varepsilon'}((\Gamma')_{t=0}^m)$ .

Proof. Let  $(d^N, r^N) \in C_\varepsilon(\Gamma)$ , be a stochastic payoff, for  $\forall S \subseteq N, \forall (d_i^S, p_i^S) \in Z(S), \forall i \in N,$

$$\sum_{i \in S} (d_i^S, p_i^S) - \sum_{i \in S} (d_i^N, r_i^N) \leq \varepsilon$$

and  $\varepsilon < \varepsilon'$ , so

$$\sum_{i \in S} (d_i^S, p_i^S) - \sum_{i \in S} (d_i^N, r_i^N) \leq \varepsilon$$

Then the stochastic payoff  $(d^N, r^N) \in C_{\varepsilon'}(\Gamma)$ , i.e.  $C_\varepsilon((\Gamma')_{t=0}^m) \subset C_{\varepsilon'}((\Gamma')_{t=0}^m)$ .

Theorem 2. Let  $\Gamma = (N, \{X_S\}_{S \subseteq N}, (f_i)_{i \in N})$  and  $\Gamma' = (N, \{X'_S\}_{S \subseteq N}, (f_i)_{i \in N})$  be two  $n$ -person stochastic cooperative game, there exist  $\varepsilon$  and  $\varepsilon'$ , satisfy:

$$C_\varepsilon(\Gamma) = C_{\varepsilon'}(\Gamma') \neq \emptyset, \text{ then } \forall \delta > 0, C_{\varepsilon-\delta}(\Gamma) = C_{\varepsilon'-\delta}(\Gamma').$$

Proof. First, we make proof  $C_{\varepsilon-\delta}(\Gamma) \subseteq C_{\varepsilon'-\delta}(\Gamma')$ . Let  $(d^N, r^N) \in C_\varepsilon(\Gamma)$  be a stochastic payoff, and  $(d^N, r^N) \in C_\varepsilon(\Gamma)$ ,

It is known

$$C_\varepsilon(\Gamma) = C_{\varepsilon'}(\Gamma'),$$

i.e. for  $\forall S \subseteq N, \forall (d_i^S, p_i^S) \in Z(S), \forall (d_i^S, p_i^S) \in Z'(S), \forall i \in N,$

we have

$$\sum_{i \in S} (d_i^S, p_i^S) - \sum_{i \in S} (d_i^N, r_i^N) \leq \varepsilon \tag{1}$$

$$\sum_{i \in S} (d_i^{S'}, p_i^{S'}) - \sum_{i \in S} (d_i^N, r_i^N) \leq \varepsilon' \tag{2}$$

For  $(d^N, r^N) \in C_{\varepsilon-\delta}(\Gamma)$ , we have

$$\sum_{i \in S} (d_i^S, p_i^S) - \sum_{i \in S} (d_i^N, r_i^N) \leq \varepsilon - \delta$$

$$\sum_{i \in S} (d_i^S, p_i^S) - \left( \sum_{i \in S} (d_i^N, r_i^N) - \delta \right) \leq \varepsilon$$

From (1) and (2):

$$\sum_{i \in S} (d_i^{S'}, p_i^{S'}) - \left( \sum_{i \in S} (d_i^N, r_i^N) - \delta \right) \leq \varepsilon$$

$$\text{i.e. } \sum_{i \in S} (d_i^{S'}, p_i^{S'}) - \sum_{i \in S} (d_i^N, r_i^N) \leq \varepsilon - \delta$$

$$\text{i.e. } (d^N, r^N) \in C_{\varepsilon'-\delta}(\Gamma'), \text{ so } C_{\varepsilon-\delta}(\Gamma) \subseteq C_{\varepsilon'-\delta}(\Gamma').$$

Similarly

$$C_{\varepsilon-\delta}(\Gamma') \subseteq C_{\varepsilon-\delta}(\Gamma),$$

So

$$C_{\varepsilon-\delta}(\Gamma) = C_{\varepsilon-\delta}(\Gamma').$$

Theorem 3. Let  $\Gamma = (N, \{X_S\}_{S \subseteq N}, (f_i)_{i \in N})$  and  $\Gamma' = (N, \{X'_S\}_{S \subseteq N}, (f_i)_{i \in N})$  be two  $n$ -person stochastic cooperative game, there are  $\varepsilon$  and  $\varepsilon'$ , satisfy:  $C_{\varepsilon}(\Gamma) = C_{\varepsilon'}(\Gamma') \neq \emptyset$ , then for  $\forall \delta > 0$ , we have  $LC(\Gamma) = LC(\Gamma')$ .

Proof. According to theorem 2, because of the randomness of  $\mathcal{D}$ , so

$$LC\left(\left(\Gamma\right)_{t=0}^m\right) = LC\left(\left(\Gamma'\right)_{t=0}^m\right).$$

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