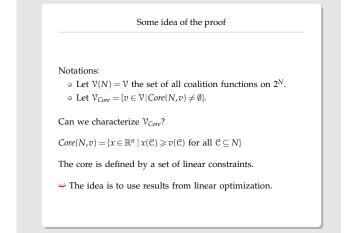
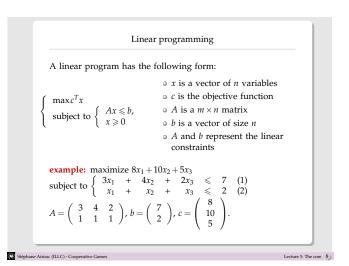


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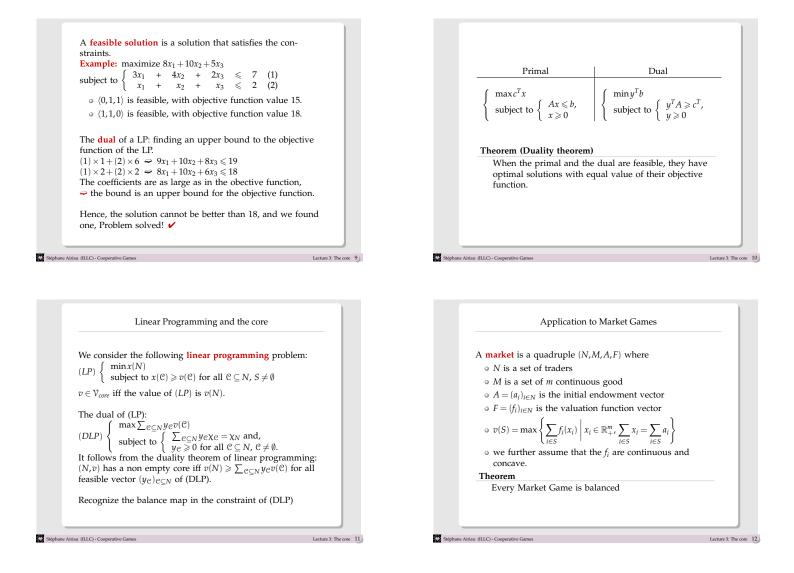


 $\frac{1}{2}\chi_{\{1,2\}} + \frac{1}{2}\chi_{\{1,3\}} + \frac{1}{2}\chi_{\{2,3\}} = \chi_{\{1,2,3\}}$



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Summary	_
 We introduced a stability solution concept: the core. we looked at examples: individual games: some games have an empty core. classes of games have a non-empty core: e.g. convex games and minimum cost spanning tree games. We look at a characterization of games with non-empty core: the Shapley Bondareva theorem, which relies on 	
result from linear programming. • We Apply the Bondareva-Shapley to market games.	
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	Coming next	
	conning next	
Bargaining sets.		