

# Two Interesting NTU-games

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## Example 1 [Stable matching]

Suppose that  $N = M \dot{\cup} W$ , where  $|M| = |W|$ . We refer to the members of  $M$  as men and to the members of  $W$  as women. A **matching** is a function  $f : N \rightarrow N$  that pairs men and women into couples. So for all  $i \in N$  we have  $f(f(i)) = i$  ( $i$  is matched with  $f(i)$  and  $f(i)$  is matched with  $i$ ) and both  $f(M) = W$  and  $f(W) = M$  (each  $i$  is of the opposite sex than  $f(i)$ ).

Suppose that each member  $i$  of  $N$  has a strict preference relation  $\succ_i$  over the members of the opposite sex. We call a matching  $f$  **unstable** if for some  $m \in M$  and  $w \in W$

$$w \succ_m f(m) \text{ and } m \succ_w f(w).$$

In words, a matching is unstable if a man and a woman exist who both prefer each other than the assigned partner. A matching is **stable** if it is not unstable.

We now interpret the above setting as an NTU game. We take as the set of outcomes  $X$  the set of all matchings. Next, we extend each strict preference relation  $\succ_i$  to a non-strict preference over the set of matchings  $X$ , by putting for  $f, g \in X$

$$f \succeq_i g \text{ iff } f(i) \succ_i g(i) \text{ or } f(i) = g(i).$$

That is, player  $i$  prefers the matching  $f$  over the matching  $g$  if he/she strictly prefers his/her partner in  $f$  over his/her partner in  $g$  or both  $f$  and  $g$  assign the same partner to  $i$ .

Given a coalition  $S \subseteq N$  we say that it is **closed** under a matching  $f$  if  $f(S) = S$ . Finally, for each coalition  $S \subseteq N$  we define  $V(S)$  as the set of matchings under which  $S$  is closed. That is,

$$V(S) := X \cap \{f : N \rightarrow N \mid f(S) = S\}.$$

We call the above NTU game the **matching game**. □

We have the following characterization of stable matchings in game-theoretic terms.

**Theorem 1** *The core of the matching game consists of the set of all stable matchings.*

**Proof.** Suppose that a matching  $f$  is unstable. So for some  $m \in M$  and  $w \in W$

$$w \succ_m f(m) \text{ and } m \succ_w f(w).$$

Then the matching  $f$  is blocked by the coalition  $\{m, w\}$ . Indeed, let  $g$  be an arbitrary matching such that  $g(m) = w$  (and hence  $g(w) = m$ ). By definition  $g \in V(\{m, w\})$  and both  $g \succ_m f$  and  $g \succ_w f$ . So  $f$  does not belong to the core.

Suppose now that a matching  $f$  does not belong to the core. Then it is blocked by some coalition  $S$ . So a matching  $g$  exists such that  $S$  is closed under  $g$  and for all  $i \in S$  we have  $g(i) \succ_i f(i)$ .

$S$  is non-empty and closed under  $g$ , so  $S \cap M$  is non-empty. Take some  $m \in S \cap M$ . Let  $w := g(m)$  (and hence  $g(w) = m$ ). We have  $g(m) \succ_m f(m)$  and, since  $w \in S$ ,  $g(w) \succ_w f(w)$ , i.e.,  $w \succ_m f(m)$  and  $m \succ_w f(w)$ . So  $f$  is unstable. □

The core of the matching game is non-empty. An element of the core is constructed by means of so-called **deferred acceptance procedure**.

**Example 2 [House exchange]**

Suppose that each player  $i$  owns a different house and that each player  $i$  has a strict preference relation  $\succ_i$  over the set  $H$  of the houses owned. We allow that players exchange houses aiming at situations in which the resulting outcome is satisfactory to all players.

To formulate this problem as an NTU-game we take as the set of outcomes the set of possible house reallocations, i.e.,

$$X := \{f : N \rightarrow H \mid f \text{ is 1-1}\}$$

and assume that  $h \in X$  is the *initial* house allocation.

Then we extend each strict preference relation  $\succ_i$  to a non-strict preference over the set of reallocations  $X$ , by putting for  $f, g \in X$

$$f \succeq_i g \text{ iff } f(i) \succ_i g(i) \text{ or } f(i) = g(i).$$

Finally, given a coalition  $S$  we define

$$V(S) := X \cap \{f : N \rightarrow H \mid f(S) = h(S) \text{ and } f(i) = h(i) \text{ for } i \notin S\}.$$

So  $V(S)$  consists of the house reallocations that exchange among the members of  $S$  their initially owned houses and leave unchanged the houses allocated to the other players.

We call the resulting NTU game the *house exchange game*.  $\square$

The core of the house exchange game is non-empty. An element of the core is constructed by means of so-called *top cycle trading procedure*.