Shapley

Lecture: Topics in Cooperative Game Theory

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Solution concepts

Definition

A solution concept φ assigns to any TU game (N, v) a payoff vector

 $\varphi(N, v) \in \mathbb{R}^N.$

- payoff of player $i \in N$: $\varphi_i(N, v)$
- sum of payoffs of players in $K \subseteq N$

$$\varphi_{\mathcal{K}}(\mathcal{N}, \mathbf{v}) = \sum_{i \in \mathcal{K}} \varphi_{i}(\mathcal{N}, \mathbf{v})$$

- sometimes solution concepts are restricted
 - to a fixed player set
 - to subsets of $\mathbb{V}(N)$, e.g., the superadditive coalition functions

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Marginal contributions

Definition

For $v \in \mathbb{V}(N)$, the marginal contribution of $i \in N$ to $K \subseteq N \setminus \{i\}$ is given by

$$MC_{i}^{v}(K) = v(K \cup \{i\}) - v(K).$$

measure of a player's productivity

marginal contributions are additive in the coalition function

$$MC_{i}^{\nu+w}\left(K
ight)=MC_{i}^{\nu}\left(K
ight)+MC_{i}^{w}\left(K
ight)$$

marginal contributions in terms of Harsanyi dividends

1

$$MC_{i}^{v}(K) = \sum_{T \in \mathcal{K}(K)} \lambda_{T \cup \{i\}}(v)$$

Order of players and marginal contributions

- An order on N is a bijection $\sigma: N \to \{1, \dots, |N|\}$.
- set of all orders on N: $\Sigma(N)$
- player *i*'s position in σ is $\sigma(i)$
- players before or equal to i in σ

$$K_{i}(\sigma) := \{ j \in \mathbf{N} | \sigma(j) \leq \sigma(i) \}$$

• marginal contribution of i in σ

$$MC_{i}^{v}(\sigma) := MC_{i}^{v}(K_{i}(\sigma) \setminus \{i\}) = v(K_{i}(\sigma)) - v(K_{i}(\sigma) \setminus \{i\})$$

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The Shapley value

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 Lloyd S. Shapley (1953): A value for *n*-person games. In H. Kuhn & A. Tucker, Contributions to the theory of games (Vol. II, pp. 307–317). Princeton: Princeton University Press.

Definition

The Shapley value assigns to any TU game (N, v) and $i \in N$ the payoff

$$\mathrm{Sh}_{i}(N, v) := |\Sigma(N)|^{-1} \sum_{\sigma \in \Sigma(N)} MC_{i}^{v}(\sigma).$$

alternatively

$$\begin{aligned} \mathrm{Sh}_{i}\left(N,\nu\right) &= \sum_{K\subseteq N\setminus\{i\}} p\left(|K|\right) \cdot MC_{i}^{\nu}\left(K\right) \\ p\left(k\right) &= \frac{k!\left(|N|-k-1\right)!}{|N|!}, \qquad k=0,\ldots,|N|-1 \end{aligned}$$

assigns to any player the average marginal contribution over all orders
 average productivity = fair???

Linearity, Additivity, Homogeneity #1

Shapley SolConcept MC

Order Shapley L/H/A #1

L/H/A #2 E N

ShProp #1

ShProp #2 ShProp #3

ShUniq #1 ShUniq #2 ShStChar ShIndep Mo+M Cousins M&N #1 M&N #2 ShYoung Linearity (L) if for all $v, w \in \mathbb{V}(N)$ and $\alpha, \beta \in \mathbb{R}$ $\varphi(N, \alpha v + \beta w) = \alpha \cdot \varphi(N, v) + \beta \cdot \varphi(N, w)$. Additivity (A) if for all $v, w \in \mathbb{V}(N)$ $\varphi(N, v + w) = \varphi(N, v) + \varphi(N, w)$. Homogeneity (H) for all $v \in \mathbb{V}(N)$ and $\alpha \in \mathbb{R}$ $\varphi(N, \alpha v) = \alpha \cdot \varphi(N, v)$. Null Game (NG) $\varphi(N, \mathbf{0}) = \mathbf{0} \in \mathbb{R}^N$.

Linearity, Additivity, Homogeneity #2

Shapley SolConcept MC

Order Shapley L/H/A #1

L/H/A #2 E N

ShProp #1

ShProp #2 ShProp #3

ShUniq #1 ShUniq #2 ShStChar ShIndep

Mo+M Cousins

M&N #1 M&N #2 ShYoung

 $\blacksquare L \iff A \text{ and } H$ $\blacksquare L \Rightarrow NG, H \Rightarrow NG, A \Rightarrow NG$ $\mathbf{0} = \mathbf{0} + \mathbf{0} \quad \stackrel{\mathbf{A}}{\Rightarrow} \quad \varphi(N, \mathbf{0}) = \varphi(N, \mathbf{0}) + \varphi(N, \mathbf{0}) = \mathbf{0} \in \mathbb{R}^{N}$ • $\mathbf{A} \Rightarrow \mathbf{H}$ for rational scalars $\alpha = \pm \frac{\beta}{\gamma}$, $\beta, \gamma \in \mathbb{N}$, $\gamma > 0$ $\beta \in \mathbb{N}: \beta v = \underbrace{v + \cdots + v}_{} \stackrel{\mathbf{A}}{\Rightarrow} \varphi(N, \beta v) = \beta \cdot \varphi(N, v)$ β summands $\gamma \quad \in \quad \mathbb{N}: \mathbf{v} = \frac{1}{\gamma}\mathbf{v} + \dots + \frac{1}{\gamma}\mathbf{v} \quad \stackrel{\mathbf{A}}{\Rightarrow} \quad \varphi\left(\mathbf{N}, \frac{1}{\gamma}\mathbf{v}\right) = \frac{1}{\gamma} \cdot \varphi\left(\mathbf{N}, \mathbf{v}\right)$ γ summands $\mathbf{0} = \mathbf{v} + (-\mathbf{v}) \stackrel{\mathbf{A}}{\Rightarrow} \varphi(\mathbf{N}, \mathbf{v}) + \varphi(\mathbf{N}, -\mathbf{v}) = \varphi(\mathbf{N}, \mathbf{0})$ $\stackrel{\mathsf{NG}}{\Rightarrow} \quad \varphi(N, -v) = -\varphi(N, v)$

Efficiency

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Efficiency (E) $\varphi_{N}(N, v) = v(N)$ for all $v \in \mathbb{V}(N)$.

- the whole worth produced by the grand coalition is distributed among the players
 - \blacksquare in general, the grand coalition must cooperate in order to create this worth
 - no external subsidies, no losses
- makes sense in superadditive games, else???
- example: $N = \{1, 2\}$, $v(\{1\}) = v(\{2\}) = 2$, v(N) = 3

Null player

Definition

Player $i \in N$ is a **Null player** in (N, v), if $v(K \cup \{i\}) = v(K)$ for all $K \subseteq N \setminus \{i\}$.

- Null players are unproductive, $MC_i^{\nu}(K) = 0$ for all $K \subseteq N \setminus \{i\}$
- example: in $(N, \lambda u_T)$, $\emptyset \neq T \subseteq N$, $\lambda \in \mathbb{R}$ all $i \in N \setminus T$ are Null players
- characterization: *i* is a Null player in (N, v) iff $\lambda_T(v) = 0$ for all $T \subseteq N$, $i \in T$

Null player (N) $\varphi_i(N, v) = 0$ for all $v \in \mathbb{V}(N)$ and all Null players *i* in (N, v).

excludes solidarity with unproductive players

Symmetry

Definition

Players $i, j \in N$ are symmetric in (N, v), if $v (K \cup \{i\}) = v (K \cup \{j\})$ for all $K \subseteq N \setminus \{i, j\}$.

- symmetric players have the same productivity: $MC_i^v(K) = MC_j^v(K)$ for all $K \subseteq N \setminus \{i, j\}$
- example: in $(N, \lambda u_T)$, $T \in \mathcal{K}(N)$, $\lambda \in \mathbb{R}$ all $i, j \in T$ and all $i, j \in N \setminus T$ are symmetric
- characterization: *i* and *j* are symmetric in (N, v) iff $\lambda_{T \cup \{i\}}(v) = \lambda_{T \cup \{j\}}(v)$ for all $T \subseteq N \setminus \{i, j\}$

Symmetry (S) $\varphi_i(N, v) = \varphi_j(N, v)$ for all $v \in \mathbb{V}(N)$ and all i, j who are symmetric in (N, v).

- payoffs do not depend on the players' names (given by the game theorist)
- only modelled properties of the players matter (productivity in the sense of v)

Isomorphism invariance

Definition

An **isomorphism** from (N, v) to (N', v') is a bijection $f : N \to N'$ such that

$$v(K) = v'(f(K)), \qquad K \subseteq N.$$

Definition

A symmetry (mapping) of (N, v) is an isomorphism of (N, v) into itself.

Isomorphism invariance (I) $\varphi_i(N, v) = \varphi_{f(i)}(N', v')$ for all $i \in N$, $v \in \mathbb{V}(N)$, $v' \in \mathbb{V}(N')$ and all isomorphisms f from (N, v) to (N', v').

Strong symmetry (S⁺) $\varphi_i(N, v) = \varphi_{f(i)}(N, v)$ for all $i \in N$, $v \in \mathbb{V}(N)$ and all symmetries f of (N, v).

■ S⁺ implies S, but not conversely

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Shapley value: Properties #1

Lemma

Die Shapley value obeys E, A, S, and N.

Proof. Sh obeys E:

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Shapley

Shapley L/H/A #1

SolConcept MC Order

$$\begin{aligned} \mathrm{Sh}_{N}(N,v) &= \sum_{i \in N} \frac{1}{|\Sigma(N)|} \sum_{\sigma \in \Sigma(N)} MC_{i}^{v}(\sigma) = \frac{1}{|\Sigma(N)|} \sum_{\sigma \in \Sigma(N)} \sum_{i \in N} MC_{i}^{v}(\sigma) \\ &= \frac{1}{|\Sigma(N)|} \sum_{\sigma \in \Sigma(N)} v(N) = v(N); \end{aligned}$$

Sh obeys N: Let i be a Null player in(N, v). We have

$$\mathrm{Sh}_{i}\left(N,\nu\right) = \frac{1}{\left|\Sigma\left(N\right)\right|} \sum_{\sigma \in \Sigma(N)} MC_{i}^{\nu}\left(\sigma\right) = \frac{1}{\left|\Sigma\left(N\right)\right|} \sum_{\sigma \in \Sigma(N)} 0 = 0;$$

Sh satisfies **A**: Since $MC_i^{v+w}(\sigma) = MC_i^v(\sigma) + MC_i^w(\sigma)$ for all $v, w \in \mathbb{V}(N)$, $i \in N$, and $\sigma \in \Sigma(N)$, this is immediate from the definition.

Shapley value: Properties #2

Let *i* and *j* be symmetric in (N, v). From $\sigma \in \Sigma(N)$ obtain $\bar{\sigma} \in \Sigma(N)$ by changing the position of *i* and *j*: $\sigma(k) = \bar{\sigma}(k)$ for all $k \in N \setminus \{i, j\}$, $\bar{\sigma}(j) = \sigma(i)$ and $\bar{\sigma}(i) = \sigma(j)$. Let

$$\Sigma'(N) := \left\{ \sigma \in \Sigma(N) \mid \sigma(i) < \sigma(j) \right\}.$$

This gives

$$\begin{split} & |\Sigma\left(N\right)|\cdot\mathrm{Sh}_{i}\left(N,\nu\right) \\ \stackrel{\text{def. Sh}}{=} & \sum_{\sigma\in\Sigma'(N)}\nu\left(K_{i}\left(\sigma\right)\right)-\nu\left(K_{i}\left(\sigma\right)\setminus\left\{i\right\}\right)+\nu\left(K_{i}\left(\bar{\sigma}\right)\right)-\nu\left(K_{i}\left(\bar{\sigma}\right)\setminus\left\{i\right\}\right) \\ & = & \sum_{\sigma\in\Sigma'(N)}\nu\left(K_{j}\left(\bar{\sigma}\right)\right)-\nu\left(K_{j}\left(\bar{\sigma}\right)\setminus\left\{j\right\}\right)+\nu\left(K_{j}\left(\sigma\right)\right)-\nu\left(K_{j}\left(\sigma\right)\setminus\left\{j\right\}\right) \\ \stackrel{\text{def. Sh}}{=} & |\Sigma\left(N\right)|\cdot\mathrm{Sh}_{i}\left(N,\nu\right). \end{split}$$

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Shapley

Shapley value: Properties #3

The second equation drops from the following facts:

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M&N #2	
ShYoung	

$\blacksquare \ K_i(\sigma) \setminus \{i\} = K_j(\bar{\sigma}) \setminus \{j\} \subseteq N \setminus \{i, j\} \text{ and } i, j \text{ are symmetries}$	2
$\mathbb{Z} \ K_{i}\left(\bar{\sigma}\right) = K_{j}\left(\sigma\right)$	

 $\mathbf{I} \quad \mathcal{K}_{i}\left(\bar{\sigma}\right) \setminus \left\{i,j\right\} = \mathcal{K}_{j}\left(\sigma\right) \setminus \left\{i,j\right\} \subseteq \mathcal{N} \setminus \left\{i,j\right\} \text{ and } i,j \text{ are symmetric}$

Shapley value: Uniqueness #1

Lemma

There is at most one solution that satisfies E, A, S, and N.

Proof. Let φ obey **E**, **A**, **S** and **N**. Any TU game (N, v) can be uniquely represented by unanimity games: $v = \sum_{T \in \mathcal{K}(N)} \lambda_T(v) \cdot u_T$. By **A**, we thus have

$$\varphi(\mathbf{N},\mathbf{v}) = \sum_{\mathbf{T}\in\mathcal{K}(\mathbf{N})} \varphi(\mathbf{N},\lambda_{\mathbf{T}}(\mathbf{v})\cdot\mathbf{u}_{\mathbf{T}}).$$

In $(N, \lambda_T(v) \cdot u_T)$ all $i \in N \setminus T$ are Null players. By **N**, $\varphi_i(N, \lambda_T(v) \cdot u_T) = 0$. Therefore and by **E**, we have

$$\varphi_{T} (N, \lambda_{T} (v) \cdot u_{T}) = \varphi_{N} (N, \lambda_{T} (v) \cdot u_{T}) - \varphi_{N \setminus T} (N, \lambda_{T} (v) \cdot u_{T})$$

= $\lambda_{T} (v) \cdot u_{T} (N) - |N \setminus T| \cdot 0 = \lambda_{T} (v) .$

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Shapley value: Uniqueness #2

Finally, the players in T are pairwise symmetric in $(N, \lambda_T(v) \cdot u_T)$. By **S**, we have for $i \in T$

$$\lambda_{T}(\mathbf{v}) = \varphi_{T}(\mathbf{N}, \lambda_{T}(\mathbf{v}) \cdot \mathbf{u}_{T}) = |T| \cdot \varphi_{i}(\mathbf{N}, \lambda_{T}(\mathbf{v}) \cdot \mathbf{u}_{T}),$$

i.e.,

$$\varphi_{i}(N,\lambda_{T}(v)\cdot u_{T})=\frac{\lambda_{T}(v)}{|T|}.$$

If there is a solution concept that satisfies ${\sf E},\,{\sf A},\,{\sf S},$ and ${\sf N},$ then it must be given by

$$\varphi_i(N, v) = \sum_{T \subseteq N, i \in T} \frac{\lambda_T(v)}{|T|}, \quad i \in N,$$

i.e., it is unique.

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Shapley value: The standard characterization

Theorem (Shapley 1953)

The Shapley value is the unique solution that meets E, A, S and N.

- \blacksquare the Shapley value is completely determined by the axioms E, A, S and N
- if you buy **E**, **A**, **S** and **N** as plausible properties, then you buy the Shapley value
- axiomatic characterizations provide insights in the driving forces behind solution concepts given by some computational rule
- facilitates comparison of solution concepts

Shapley value: Independence

 a good characterization should be non-redundant, i.e., the axiom should be independent

- \blacksquare i.e., the characterization should not work with a subset of the axioms
- i.e., no axiom is implied by the other axioms
- how to prove?
- find examples (solutions) that satisfy all but one axiom
- **E**+**A**+**S**, \neg **N**: $\varphi_i(N, v) = |N|^{-1} \cdot v(N)$, $i \in N$, $v \in \mathbb{V}(N)$, \equiv (efficient) egalitarian solution
- A+S+N, ¬E: $\varphi_i(N, v) = 0$, $i \in N$, $v \in \mathbb{V}(N)$, \equiv Null solution
- E+A+N, ¬S: $w \in \mathbb{R}_{++}^N$, $\varphi_i(N, v) = \sum_{T \in \mathcal{K}(N): i \in T} \lambda_T(v) \cdot \frac{w_i}{\sum_{j \in T} w_j}$, ≡ simple weighted Shapley value
- E+S+N, ¬A: $N_0(v) := \{i \in N | i \text{ is a Null player in } (N, v)\}$,

$$\varphi_{i}(N, v) = \begin{cases} |N \setminus N_{0}(v)|^{-1} v(N), & i \in N \setminus N_{0}(v) \\ 0, & i \in N_{0}(v) \end{cases}$$

 \equiv (efficient) egalitarian solution on non-Null players

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Monotonicity and Marginality

■ H. P. Young (1985). Monotonic solutions of cooperative games. International Journal of Game Theory 14, 65–72.

Monotonicity (Mo) φ obeys **Mo**, if for all $v, w \in \mathbb{V}(N)$ and $i \in N$ such that $v(K \cup \{i\}) - v(K) \ge w(K \cup \{i\}) - w(K)$ for all $K \subseteq N \setminus \{i\}$, we have $\varphi_i(N, v) \ge \varphi_i(N, w)$.

 a player's payoff (in different situations) does not decrease with increasing productivity

Marginality (M) φ obeys **M**, if for all $v, w \in \mathbb{V}(N)$ and $i \in N$ such that $v(K \cup \{i\}) - v(K) = w(K \cup \{i\}) - w(K)$ for all $K \subseteq N \setminus \{i\}$, we have $\varphi_i(N, v) = \varphi_i(N, w)$.

- obviously, $Mo \Rightarrow M$
- M requires a player's payoff to depend on his *own* productivity (measured by marginal contributions) only

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Cousins of marginality

 Chun, Y. (1989). A new axiomatization of the Shapley value. Games and Economic Behavior 1, 119–130.

Coalitional strategic equivalence (CSE) φ obeys **CSE**, if for all $v \in \mathbb{V}(N)$, $T \in \mathcal{K}(N)$, $\lambda \in \mathbb{R}$, and $i \in N \setminus T$, we have $\varphi_i(N, v) = \varphi_i(N, v + \lambda u_T)$.

 van den Brink, R. (2007). Null or nullifying players: The difference between the Shapley value and equal division solutions. Journal of Economic Theory, 136, 767–775.

van den Brink Null player (BN) φ obeys **BN**, if for all $v, w \in \mathbb{V}(N)$ such that *i* is a Null player in (N, w), we have $\varphi_i(N, v) = \varphi_i(N, v + w)$.

 observation: M, CSE, and BN are equivalent. Homework! Partly not too easy. Hint: Use the presentation of coalition functions by unanimity games and the characterization marginal contributions by Harsanyi dividends.

Marginality and the Null player axiom #1

Lemma

NG and M imply N.

Proof. Let φ meet **NG** and **M**, and let $i \in N$ be a Null player in (N, v). For $\mathbf{0} \in \mathbb{V}(N)$, we have $MC_i^v(K) = 0 = MC_i^0(K)$ for all $K \subseteq N \setminus \{i\}$. Hence by **M**, $\varphi_i(N, v) = \varphi_i(N, \mathbf{0})$. Further by **NG**, $\varphi_i(N, \mathbf{0}) = 0$, which proves the claim.

■ **N** does not imply **M**: $\varphi_i(N, v) = v(\{i\}) \cdot v(N)$

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Marginality and the Null player axiom #2

Lemma

A and N imply M.

Proof. Let φ meet **A** and **N**, and let $i \in N$, $v, w \in \mathbb{V}(N)$ be such that $MC_i^v(K) = MC_i^w(K)$ for all $K \subseteq N \setminus \{i\}$. Since the marginal contributions are additive in the coalition function, we have $MC_i^{v-w}(K) = MC_i^v(K) - MC_i^w(K) = 0$ for all $K \subseteq N \setminus \{i\}$. Hence, *i* is a Null player in (N, v - w). By **N**, we thus have $\varphi_i(N, v - w) = 0$. Finally, **A** entails $\varphi_i(N, v) = \varphi_i(N, v - w) + \varphi_i(N, w)$, i.e., $\varphi_i(N, v) = \varphi_i(N, w)$, and we are done.

- **• M** does not imply **N**: $\varphi_i(N, v) = \operatorname{Sh}_i(N, v) + 1$
- **• M** does not imply **A**: $\varphi_i(N, v) = [v(\{i\})]^2$

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Shapley value: The Young characterization

Theorem (Young 1985)

The Shapley value is the unique solution that meets E, S, and M.

- \blacksquare very elegant by the use of ${\bf M}$
- characterization without additivity

Proof. We have already shown that Sh obeys **E** and **S**. Since Sh_i "is" a player's average marginal contribution, it is immediate that Sh meets **M**.

 Uniqueness: Next lecture. If you are up for a great challenge try it yourself. Hint: Induction on the cardinality of the set

$$\mathcal{T}(\mathbf{v}) := \left\{ T \in \mathcal{K}(\mathbf{N}) \, | \lambda_T(\mathbf{v}) \neq \mathbf{0} \right\}.$$