Buck-passing Dumping in a Pure Exchange Game of Bads

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A "bad" is a commodity that causes **disutility** to its owner.





Unimportant tasks

Goods: Utility *increases* as its quantity increases. Bads: Utility *decreases* as its quantity increases.

Dumping bads







Dumping bads



Dumping bads



Shapley-Shubik (1969) & Hirai et al. (2006)

Shapley and Shubik (1969)

• Each player has a bag of garbage.

Cooperative game with transferable utility

- Each player dumps his/her bads in someone's yard.
- Players can form **a coalition** *S*.
- If S is formed, S dumps bads all to $N \setminus S$, and $N \setminus S$ to S: for any $S \subsetneq N$, $v(S) = \sum_{i \in N \setminus S} b^{j}$; and $v(N) = \sum_{i \in N} b^{j}$.

Hirai, Masuzawa, and Nakayama (2006)

Strategic form game with joint strategies

- Each player strategically dumps bads to someone else.
- Player i's strategy is a distribution of i's bads over all players.
- Players can form a coalition *S* and take a joint strategy.
- Scarf's (1971) pure exchange game with goods being replaced by bads.

Motivation and model selection

Our research question is:

> why does **buck-passing dumping behavior** last everywhere?

- > why do a small number of individuals or nations dispose of a large quantity of bads?
- ✓ Explain these cases in terms of α -stability.

We need

- who dumps how many bads to whom.
- what redistribution of bads results.

<u>Shapley and Shubik (1969)</u> **Cooperative game** with transferable utility

<u>Hirai, Masuzawa, and Nakayama (2006)</u> **Strategic form game** with joint strategies Figure: Demonstrators hold placards while lying down on the road during a protest at the Canadian embassy in the Philippines.



Photograph: Mark R Cristino/EPA www.theguardian.com/world/2019/may/23/philippinesthreatens-to-dump-rubbish-back-in-canadian-waters-asrow-deepens

Model

- a player set
 i's initial endowment of bads
 one type
 homogeneous
 divisible • $N = \{1, ..., n\}$ • $b^i > 0$ $b = (b^1, ..., b^n) \in \mathbb{R}^{N}_{++}$ $b^n \geq \dots \geq b^1$ without loss of generality • $x^i = (x^{i1}, \dots, x^{in}) \in \mathbb{R}^N_+$ with $\sum_{i \in \mathbb{N}} x^{ij} = b^i$ *i*'s strategy $X_{b}^{i} = \{ x^{i} \in \mathbb{R}^{N}_{+} \mid \sum_{i \in N} x^{ij} = b^{i} \}$ *i*'s strategy set $x = (x^1, \dots, x^n) \in \mathbb{R}^{N \times N}_+$ a strategy profile • $v^i(x) := u^i \left(\sum_{i \in N} x^{ji} \right)$ u^{*i*} is a *strictly decreasing* utility function of *i*
- $G_b = \left(N, \left\{X_b^i\right\}_{i \in N}, \left\{v^i\right\}_{i \in N}\right)$ A pure exchange game of bads w.r.t. b









α -Core (Aumann and Peleg, 1960)

- A coalition $S \subseteq N$ is α -effective for $x \in X^N$ if there is a strategy profile $y^S \in X^S$ such that for any $z^{N \setminus S} \in X^{N \setminus S}$, $v^i(y^S, z^{N \setminus S}) > v^i(x)$ for every $i \in S$.
- A strategy profile x is α -stable, or is an α -core element, if no coalition is α effective for $x \in X^N$.



What profile is α -stable?

Facts by Hirai et al. (2006)



<u>Ordering</u>

- Let σ be an **ordering** of all players: $\sigma(k)$ is the kth player.
- Let $\sigma(1) = 1$.
- Let $\sigma(n+1) = \sigma(1)$ and $\sigma(1-1) = \sigma(n)$

For $\sigma \in \Psi^N$, $\lambda(i)$ is the **predecessor** of *i* and $\eta(i)$ is the **successor** of *i*: for some index *k* with $i = \sigma(k)$, $\lambda(i) := \sigma(k - 1), \eta(i) := \sigma(k + 1).$

 $\frac{\sigma - Cycle \text{ dumping}}{\text{Let } \sigma \in \Psi^N. \sigma - Cycle \text{ dumping } x^{\sigma} \text{ is given as follows: for any } b \in B^N \text{ and any } i \in N,$ $x^{\sigma}(b)^{i\eta(i)} = b^i.$

Facts by Hirai et al. (2006)



Self-disposal

• Define $x^*(b)$ as follows: for any $b \in B^N$, $x^*(b)^{ii} = b^i$ for all $i \in N$.

Facts by Hirai et al. (2006)

Hirai et al. (2006)

- 1. For any $b \in B^N$ and any ordering $\sigma \in \Psi^N$, $x^{\sigma}(b)$ is a strong Nash equilibrium.
- 2. If $\sum_{i=1}^{k} b^{i} \ge b^{k+1}$ for all k = 1, ..., n-1, then $x^{*}(b)$ is α -stable.

1. Strong Nash equilibrium: Let SNE(b) be the set of all strong Nash equilibria for b. Hirai et al. (2006) show that for any $b \in B^N$, $SNE(b) \supseteq \{x^{\sigma}(b) | \forall \sigma \in \Psi^N\}.$ We show that for any $b \in B^N$, $SNE(b) = \{x^{\sigma}(b) | \forall \sigma \in \Psi^N\}.$ $\geq \sigma$ -cycle dumping is the only dumping strategy that generates a strong

>> σ -cycle dumping is the only dumping strategy that generates a strong Nash equilibrium. Therefore, we have $SNE(b) = CPNE(b) = \{x^{\sigma}(b) | \forall \sigma \in \Psi^N\}$.

2. α -Stability

• Hirai condition requires that there is **no "very big" player** such that $b^{k^*} > \sum_{j=1}^{k^*-1} b^j$. This is a sufficient condition for self-disposal profile to be α -stable.

Our approach

Hirai's proposition shows that

<u>a particular profile</u> becomes α -stable if a condition for b is satisfied.

Step 1: Can we capture all α -stable profiles? >>> Offer **a necessary and sufficient condition** (in terms of x) for x to be α -stable.

Step 2: What dumping behavior or strategies generate α -stable profiles? >>> Provide some dumping strategies that generate α -stable profiles without any condition for b.

Necessary and sufficient condition

Notation

For each $i \in N$, we write $r_x^i := \sum_{j \in N} x^{ji}$, the quantity of the bads player i receives in profile x. Let $r_x = (r_x^1, ..., r_x^n)$.

Proposition 1

Let $b \in B^N$. A strategy profile $x \in X_b^N$ is α -stable if and only if for any $S \subsetneq N$, $\sum_{j \in N \setminus S} b^j \ge r_x^i$ for some $i \in S$.

Implication

Profile r_x is **informative enough** (and is the only information needed) to verify whether x is α -stable.

$$x \in \mathbb{R}^{N \times N}_+ \xrightarrow{\text{Reduction}} r_x \in \mathbb{R}^{N}_+$$

We cannot derive any strategic behavior that generates stable profiles from Prop.1.

New profiles – Focus dumping

Since $b^n \ge ... \ge b^1$, we call player 1 **the "smallest" player**.

• Let $i \in N \setminus \{1\}$. Focus dumping on 1 against i, \hat{x}^i , is given as follows: for any $b \in B^N$ and every $j \in N \setminus \{1\}$, $\hat{x}^i(b)^{j1} = b^j$ and $\hat{x}^i(b)^{1i} = b^1$.



Player 1 dumps his bads to player *i*.

New profiles – Incomplete cycle dumping

• Let $\sigma \in \Psi^N$ and $i \in N \setminus \{\lambda(1)\}$. *i-Incomplete* σ -cycle dumping $x^{\sigma i}(b)$ is given as follows: for any $b \in B^N$ and every $j \in N \setminus \{i\}$, $x^{\sigma i}(b)^{j\eta(j)} = b^j$ and $x^{\sigma i}(b)^{i1} = b^i$.



New profiles



Proposition 2

For any b and any σ , all nonnegative convex combinations of the following profiles are α -stable:

$$x^{\sigma}(b), \hat{x}^{i}(b)$$
 for all $i \in N \setminus \{1\}, x^{\sigma i}(b)$ for all $i \in N \setminus \{\lambda(1)\}$ Cycle dumpingFocus dumpingIncomplete cycle dumping

$\sigma_{\mathcal{P}}$ -Cycle dumping

• $\Pi(N)$ Set of all partitions of N, $\Pi^*(N) \coloneqq \Pi(N) \setminus \{\{N\}\}$

For each $\mathcal{P} \in \Pi(N)$, $\mathcal{P}(i)$ is the coalition to which player *i* belongs in \mathcal{P} .

• Ψ^S Set of all orderings of S

For each $\mathcal{P} \in \Pi^*(N)$, $\Psi^{\mathcal{P}} = \times_{S \in \mathcal{P}} \Psi^S$

•
$$\sigma_{\mathcal{P}} = \left(\sigma_{S_1}, \dots, \sigma_{S_{|\mathcal{P}|}}\right) \in \Psi^{\mathcal{P}}$$
 A partitional ordering



$\sigma_{\mathcal{P}}$ -Cycle dumping

• $\sigma_{\mathcal{P}}$ -cycle dumping

Let $\mathcal{P} \in \Pi^*(N)$ and $\sigma_{\mathcal{P}} \in \Psi^{\mathcal{P}}$. $\sigma_{\mathcal{P}}$ -Cycle dumping $x^{\sigma_{\mathcal{P}}}$ is given as follows: for any $b \in B^N$ and every $j \in N$,

$$x^{\sigma_{\mathcal{P}}}(b)^{j\,\eta(j)}=b^j.$$

<u>Lemma</u>

Let $\mathcal{P} \in \Pi^*(N)$ with $\mathcal{P}(n) = \mathcal{P}(1)$. For any $b \in B^N$ and any $\sigma_{\mathcal{P}} \in \Psi^{\mathcal{P}}$, strategy profile $x^{\sigma_{\mathcal{P}}}(b)$ is α -stable.



$\sigma_{\mathcal{P}}$ -Cycle dumping with focus

For any $\mathcal{P} \in \Pi^*(N)$ with $\mathcal{P}(n) = \mathcal{P}(1)$, write $T_{\mathcal{P}} \coloneqq \mathcal{P}(n) = \mathcal{P}(1)$. Let $t \in \mathbb{R}_+$ and $i \in N \setminus T_{\mathcal{P}}$.

• $\sigma_{\mathcal{P}}$ -cycle dumping with *t*-focus on *i*

 $\sigma_{\mathcal{P}}$ -Cycle dumping with t-focus on i, $x_{ti}^{\sigma_{\mathcal{P}}}(b)$, is given as follows: for any $b \in B^N$, there is $(t^1, ..., t^n) \in \mathbb{R}^N_+$ such that

- for every $j \in N$, $0 \le t^j \le b^j$, and $t^{\lambda(i)} = 0$,
- $\sum_{j \in N} t^j = t,$
- for every $j \in N$, $x_{ti}^{\sigma_{\mathcal{P}}}(b)^{j\eta(j)} = b^j t^j$,
- for every $j \in N$, $x_{ti}^{\sigma_{\mathcal{P}}}(b)^{ji} = t^{j}$.



$\sigma_{\!\mathcal{P}}\text{-Cycle}$ dumping with focus

Proposition 3

Let $\mathcal{P} \in \Pi^*(N)$ with $\mathcal{P}(n) = \mathcal{P}(1)$, $\sigma_{\mathcal{P}} \in \Psi^{\mathcal{P}}$, $t \in \mathbb{R}_+$, and $i \in N \setminus T_{\mathcal{P}}$. For $b \in B^N$, the following two statements are equivalent:

- $x_{ti}^{\sigma_{\mathcal{P}}}(b)$ is α -stable,
- $t \leq \sum_{j \in N} b^j (b^i + b^{\lambda(i)}).$



Summary

<u>Proposition 1</u> We need only r_x to verify whether x is α -stable.

Proposition 2

Cycle dumping, **incomplete cycle** dumping, **focus** dumping, and **their combination** generate an α -stable profile for any $b \in B^N$.

Proposition 3

A profile in which bads are dumped between two disjoint cycles becomes α -stable if and only if the total amount of the bads dumped, namely t, is \leq **the threshold**.

Hirai et al. (2006) show that if *b* satisfies the condition, then self-disposal profile is α -stable.



Question:

Can we change the structure of the exchange game to **make self-disposal profile stable** for **any** initial endowments?

Introduce the second stage.

Hirai condition is restrictive.







Subgame-perfect equilibrium?

>>> the concept of SPE might be not a good approach because:

- a SPE captures **individual actions** (not coalitional actions).
- there are infinitely many SPEs (because of too many dominant strategies).



Introducing another stability notion

to incorporate *coalitional actions* and *the second stage*.

• How does the second stage influence the players?



m-Stability

Notation

- For any $x \in X_b^N$, let X_x^i denote **the set of actions player** *i* **can take in the second stage** when x is played in the first stage.
- For every $i \in N$ and $x \in X_b^N$, $m^i(x) \coloneqq \max_{y^i \in X_x^i} \min_{y^{-i} \in X_x^{-i}} v^i(y^i, y^{-i})$,

namely, the **maximin payoff** player *i* guarantees in the second stage when *x* is played in the first stage.

Definition

- Let $S \subseteq N$. Coalition S *m*-deviates from $x \in X_b^N$ if there is $y^S \in X_b^S$ such that for every $i \in S$, $m^i(y^S, x^{N \setminus S}) > m^i(x)$.
- Profile $x \in X_b^N$ is *m-stable* if no coalition m-deviates.

m-Stability

Definition (again)

- Let $S \subseteq N$. Coalition S m-deviates from $x \in X_b^N$ if there is $y^S \in X_b^S$ such that for every $i \in S$, $m^i(y^S, x^{N \setminus S}) > m^i(x)$.
- Profile $x \in X_b^N$ is m-stable if no coalition m-deviates.

What is the point of m-stability?

- ✓ When a coalition S m-deviates from x, the members of S have a joint action y^S by which all members improve their guaranteed minimum payoffs in the second stage.
- ✓ The cooperation among the members of S is not assumed in the second stage: the members of S *agree* that playing y^S in the first stage gives them higher maximin payoffs than playing x^S and *not necessarily agree* that they cooperate with each other again in the second stage.
- ✓ m-Stability is defined for profiles in the first stage: if a profile is m-stable, the profile is stationary in the sense that no player changes his action.

Proposition 4

For any $b \in B^N$, the self-disposal profile $x^*(b)$ is the only profile that is m-stable.

Implication

Counterattacks may block outside dumping: **keeping bads weakens future counterattacks**.

Mathematically... Without the second stage, each player's payoff is independent of his own action as long as xⁱⁱ = 0.
 >> The second stage makes their payoffs dependent on their actions via strategy sets.

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Appendix



Takaaki Abe / An Exchange Game of Bads

Proposition 2 [$\sigma = 123$]



Proposition 2 [$\sigma = 132$]







$\sigma_{\!\mathcal{P}}\text{-Cycle dumping}$









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