A Succinct Representation Scheme for Cooperative Games under Uncertainty Errikos Streviniotis¹, Athina Georgara², Georgios Chalkiadakis¹

Our Approach

- Representation scheme for *large partially* observed cooperative games
 - MC-net rules[1] with prior beliefs.
- Exploits *estimates* over marginal contributions \rightarrow form *compact rules*.
- Algorithm that produces such representation.
- Theoretical bounds on loss of information that is placed upon our initial estimates.





¹Technical University of Crete, Chania, Greece ²IIIA-CSIC, Barcelona, Spain

Introduction

In a large open environment, fully representing all the possible collaborations among the different agents becomes exponential on the number of agents.



You can find a long version of our paper containing new results at: http://www.intelligence.tuc.gr/ ~estreviniotis/eMCnets.pdf

Merging Technique

MC nets representation

 $r_1: 1 \land 2 \to 5; r_2: 3 \land 4 \to 6;$ $r_3: 1 \land 4 \to 7; r_4: 3 \land \to 16;$ $r_5: 4 \land 5 \rightarrow 7$



ε-MC nets representation

 $r_1: 1 \land 2 \to 5; r_4: 3 \land \to 16;$ $r_6: 4 \land \{1,3,5\} \rightarrow 6,677$

Contributions

- ✓ We respond to challenges specified in the original MC-nets paper [1]
- ✓ Merging technique that can lead to a compact representation for cooperative games.
- ✓ Rules that include **sets of agents, instead of** just individuals.
- ✓ Theoretical guarantees regarding information loss.

Ongoing and Future work

classes of agents: collaborations.

- $\varepsilon = 1$



Study algorithm's computational complexity. Extension encompassing equivalence

Compress the representation even more. Discover new, previously unknown

References: [1] leong, Samuel & Shoham, Yoav. Marginal contribution nets: A compact representation scheme for coalitional games. In ACM Conference (2005)

Contact Information: E. Streviniotis: estreviniotis@isc.tuc.gr A. Georgara: <u>ageorg@iiia.csic.es</u> G. Chalkiadakis: gehalk@intelligence.tuc.gr