
Contents

Part I Cooperative Games with Crisp Coalitions

1 Preliminaries	5
2 Cores and Related Solution Concepts	13
2.1 Imputations, Cores and Stable Sets	13
2.2 The Core Cover, the Reasonable Set and the Weber Set .	20
3 The Shapley Value, the τ-value, and the Average Lexicographic Value.....	25
3.1 The Shapley Value	25
3.2 The τ -value	31
3.3 The Average Lexicographic Value	33
4 Egalitarianism-based Solution Concepts	37
4.1 Overview.....	37
4.2 The Equal Split-Off Set	38
4.2.1 The Equal Split-Off Set for General Games	39
4.2.2 The Equal Split-Off Set for Superadditive Games .	41
5 Classes of Cooperative Crisp Games	43
5.1 Totally Balanced Games	43
5.1.1 Basic Characterizations and Properties of Solution Concepts	43
5.1.2 Totally Balanced Games and Population Monotonic Allocation Schemes	45
5.2 Convex Games	46
5.2.1 Basic Characterizations	46

5.2.2	Convex Games and Population Monotonic Allocation Schemes	49
5.2.3	The Constrained Egalitarian Solution for Convex Games	50
5.2.4	Properties of Solution Concepts	53
5.3	Clan Games	59
5.3.1	Basic Characterizations and Properties of Solution Concepts	59
5.3.2	Total Clan Games and Monotonic Allocation Schemes	62
5.4	Convex Games versus Clan Games	65
5.4.1	Characterizations via Marginal Games	66
5.4.2	Dual Transformations	68
5.4.3	The Core versus the Weber Set	70

Part II Cooperative Games with Fuzzy Coalitions

6	Preliminaries	77
7	Solution Concepts for Fuzzy Games	83
7.1	Imputations and the Aubin Core	83
7.2	Cores and Stable Sets	85
7.3	Generalized Cores and Stable Sets	89
7.4	The Shapley Value and the Weber Set	94
7.5	Path Solutions and the Path Solution Cover	96
7.6	Compromise Values	100
8	Convex Fuzzy Games	103
8.1	Basic Characterizations	103
8.2	Egalitarianism in Convex Fuzzy Games	110
8.3	Participation Monotonic Allocation Schemes	116
8.4	Properties of Solution Concepts	119
9	Fuzzy Clan Games	127
9.1	The Cone of Fuzzy Clan Games	127
9.2	Cores and Stable Sets for Fuzzy Clan Games	131
9.3	Bi-Monotonic Participation Allocation Rules	135

Part III Multi-Choice Games

10 Preliminaries	145
11 Solution Concepts for Multi-Choice Games	149
11.1 Imputations, Cores and Stable Sets	149
11.2 Marginal Vectors and the Weber Set	155
11.3 Shapley-like Values	159
11.4 The Equal Split-Off Set for Multi-Choice Games	163
12 Classes of Multi-Choice Games	165
12.1 Balanced Multi-Choice Games	165
12.1.1 Basic Characterizations	165
12.1.2 Totally Balanced Games and Monotonic Allocation Schemes	169
12.2 Convex Multi-Choice Games	170
12.2.1 Basic Characterizations	170
12.2.2 Monotonic Allocation Schemes	173
12.2.3 The Constrained Egalitarian Solution	174
12.2.4 Properties of Solution Concepts	180
12.3 Multi-Choice Clan Games	182
12.3.1 Basic Characterizations	182
12.3.2 Bi-Monotonic Allocation Schemes	186
References	193
Index	201