

MARKET REPRESENTATIONS OF n -PERSON GAMES

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ABSTRACT. The class of n -person games (without side payments) obtainable from a certain economic market model is characterized as the class of totally balanced games. Various market representations for a given totally balanced game are considered, and a finite commodity representation without production is obtained.

1. Introduction. It is the purpose of this announcement to describe some results on the problem of characterizing a certain class of n -person games which arise from considerations in economics. The details of these can be found in several different papers [2], [3], [4] appearing elsewhere. In addition, we will briefly discuss an equivalence notion for economic markets, and describe an equivalent form of one of the representations in [2].

We first establish some notation. Let $N = \{1, \dots, n\}$ and $2^N = \{S \subset N \mid S \neq \emptyset\}$. For $S \in 2^N$, let $R^S = \{x \in R^n \mid x_i = 0 \text{ for } i \notin S\}$ and $R_+^S = R^S \cap R_+^n$, where $R_+^n = [0, \infty)^n$. If $A, B \subset R^n$ and $\alpha \in R_+$, we write $A - B = \{a - b \mid a \in A, b \in B\}$ and $\alpha A = \{\alpha a \mid a \in A\}$. For $S \subset N$, let $\chi_S \in R^n$ be given by $(\chi_S)_i = 1$ if $i \in S$, $(\chi_S)_i = 0$ if $i \notin S$.

DEFINITION 1.1. A game V on N is a function from 2^N to subsets of R^n , such that for each $S \in 2^N$, $V(S) = C_S - R_+^S$ where $C_S \subset R^S$ is nonempty, compact and convex.

DEFINITION 1.2. A market on N is a set $\{(X^i, Y^i, u_i, \omega^i) \mid i \in N\}$ where for each $i \in N$,

(1.2.1) X^i, Y^i are nonempty, compact, convex subsets of a real Hausdorff linear topological space E ,

(1.2.2) $u_i: X^i \rightarrow R$ is concave and upper-semicontinuous, and

(1.2.3) $\omega^i \in X^i - Y^i$.

A market is a simple economic model of a production-trading situation involving n participants, called traders. The space E corresponds to the space of economic goods. The sets X^i and Y^i , called consumption and

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