ARTICLE

WILEY JOURNAL OF PUBLIC ECONOMIC THEORY

A Comment on Dehez and Tellone, "Data games: sharing public goods with exclusion"

Anna Khmelnitskaya¹ | Theo Driessen²

¹Saint-Petersburg State University

²University of Twente

The authors would like to thank the referees and editors for their helpful comments and suggestions.

This comment shows that the data cost game introduced in Dehez and Tellone (Journal of Public Economic Theory, 2013) coincides with the nonadditive component of the library cost game studied in Driessen, Khmelnitskaya, and Sales (TOP, 2012) where the core, nucleolus, and Shapley value were also investigated.

Dehez and Tellone (2013) introduced and studied data games, which provide a cooperative game-theoretic model of data sharing. We show that a data game coincides with the nonadditive component of a library game, introduced in Sales (2002) and studied in Driessen, Khmelnitskaya, and Sales (2012). In Driessen et al. (2012), it is proved that the nonadditive component of a library game belongs to the class of 1-concave games introduced in Driessen and Tijs (1983) and Driessen (1985), and as a corollary to that and known properties of the solutions of 1-concave games it is shown that the core of this game is always nonempty and has a regular simplex structure and that the nucleolus is linear and coincides with the τ -value and the barycenter of the core. Due to Proposition 1 below, these results can be extended straightforwardly to the data games as well, which covers the results of sections 4 and 5 in Dehez and Tellone (2013).

Library games model situations in which a university library consortium has to assign prices to its members to pay for a joint subscription for electronic scientific journals. A library game is determined by a finite set N of n university libraries (players), a finite set G of m electronic journals (goods), a demand matrix $D = (d_{ij})_{i \in N}$, where $d_{ij} \ge 0$ is the number of paper copies of the *j*th journal previously demanded by the *i*th university, a cost $c_i \ge 0$ per copy of *j*th journal in the prior demand, and a discount parameter $\alpha \in [0, 1]$ for journals that were not previously demanded. The characteristic function of the library cost game is given by

$$c^{l}(S) = \sum_{j \in G} \Big[\sum_{i \in S} d_{ij} \Big] c_{j} + \sum_{j \in G \atop \sum_{i \in S} d_{ij} = 0} \alpha c_{j}, \quad \text{for all } S \subseteq N.$$

The characteristic function c^l is a sum of an additive function and multiplied by α nonadditive function \bar{c}^l given by

$$\bar{c}^l(S) = \sum_{\substack{j \in G \\ \sum_{i \in S} d_{ij} = 0}} c_j, \quad \text{for all } S \subseteq N.$$

Observe that if for every $j \in G$ there is $i \in N$ with $d_{ii} > 0$, then $\bar{c}^{l}(N) = 0$.

A data-sharing game is determined by a finite set N of n players, a finite set G of data of m types (public goods), a collection of sets $G_i \subseteq G$, $i \in N$, that specify the types of data held by each player, and a vector of costs c_i of reproducing WILEY A JOURNAL OF PUBLIC ECONOMIC THEOR

265

the data of type $j \in G$. It is also assumed that $\bigcup_{i \in N} G_i = G$. Then the characteristic function c^d of the data cost game on the player set N is given by

$$c^d(S) = \sum_{j \in G \setminus G_S} c_j$$
, for all $S \subseteq N$,

where $G_S = \bigcup_{i \in S} G_i$ for all $S \subseteq N$. Notice that $c^d(N) = 0$.

Proposition 1. Assume that in both games, a data game c^d and a library game c^l , the sets N, G, and the cost vectors c_j , $j \in G$, are the same. Assume also that for every $j \in G$ there is $i \in N$ with $d_{ij} > 0$ and $d_{ij} = 0$ iff $j \notin G_i$. Then c^d coincides with \overline{c}^l .

Proof. The assumption that for every $j \in G$ there is $i \in N$ with $d_{ij} > 0$ and $d_{ij} = 0$ iff $j \notin G_i$ is equivalent to the assumption $\bigcup_{i \in N} G_i = G$ required for c^d by definition of a data game. To prove the coincidence of games c^d and \bar{c}^l , it suffices to show that for any coalition $S \subseteq N$, the set $\{j \in G \mid \sum_{i \in S} d_{ij} = 0\}$ in the library game coincides with the set $G \setminus G_S$ in the data game. Clearly, for any $j \in G$, the coalitional constraint $\sum_{i \in S} d_{ij} = 0$ is equivalent to individual constraints $d_{ij} = 0$ for all $i \in S$, which is the same as $j \notin G_i$ for all $i \in S$, i.e., $j \notin G_S$, or equivalently, $j \in G \setminus G_S$.

REFERENCES

- Dehez, P., & Tellone, D. (2013). Data games: Sharing public goods with exclusion. *Journal of Public Economic Theory*, 15, 654–673; published online in 2008 as CORE Discussion Paper 2008-10, University of Louvain, Belgium.
- Driessen, T. S. H. (1985). Properties of 1-convex n-person games. OR Spektrum, 7, 19-26.
- Driessen, T. S. H., Khmelnitskaya, A. B., & Sales, J. (2012). 1-concave basis for TU games and the library game. TOP, 20, 578– 591; published online September 1, 2010; was published online in 2005 as Memorandum 1777, Department of Applied Mathematics, University of Twente, The Netherlands.
- Driessen, T. S. H., & Tijs, S. H. (1983). The *τ*-value, the nucleolus and the core for a subclass of games. *Methods of Operations Research*, *46*, 395–406.

Sales, J. (2002). Models cooperatius d'assignació de costos en un consorci de biblioteques (Doctoral dissertation). University of Barcelona, Barcelona, Spain (in Catalan).