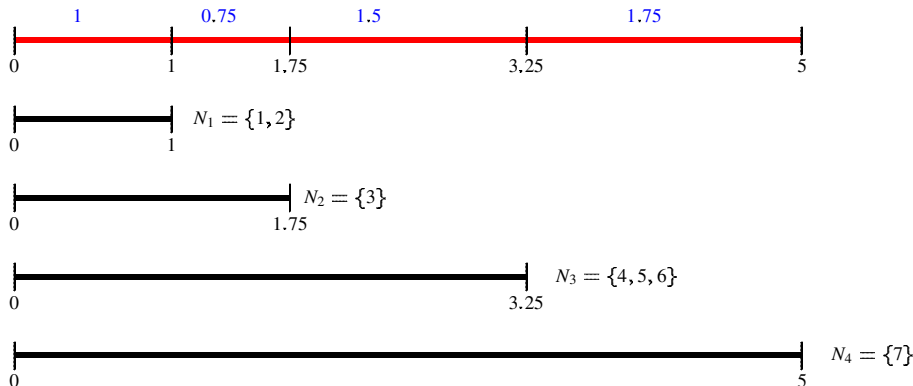


A classical example: Airport game



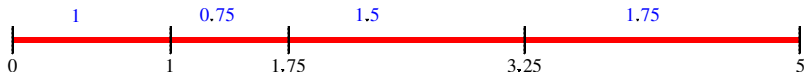
The game.

$$N = \{1, 2, 3, 4, 5, 6, 7\} = \bigcup_{k \in K} N_k, \quad K = \{1, 2, 3, 4\}$$
$$c_1 = c_2 = 1, \quad c_3 = 1.75, \quad c_4 = c_5 = c_6 = 3.25, \quad c_7 = 5;$$

For every $S \subset N$,

$$c(S) = \max\{c_k : N_k \cap S \neq \emptyset\}.$$

A classical example: Airport game



The game.

$$N_1 = \{1, 2\}, N_2 = \{3\}, N_3 = \{4, 5, 6\}, N_4 = \{7\}, K = \{1, 2, 3, 4\}$$

$$c_1 = c_2 = 1, c_3 = 1.75, c_4 = c_5 = c_6 = 3.25, c_7 = 5;$$

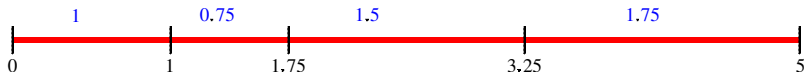
For every $S \subset N$,

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$$c(1) = 1 = c(2), c(3) = 1.75, c(4) = 3.25 = c(5) = c(6), c(7) = 5,$$

$$c(1, 2) = 1, (,) = . \quad (,) = .$$

A classical example: Airport game



The game.

$$N_1 = \{1, 2\}, N_2 = \{3\}, N_3 = \{4, 5, 6\}, N_4 = \{7\}, K = \{1, 2, 3, 4\}$$

$$c_1 = c_2 = 1, c_3 = 1.75, c_4 = c_5 = c_6 = 3.25, c_7 = 5;$$

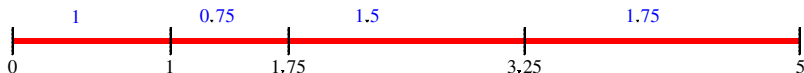
For every $S \subset N$,

$$c(S) = \max\{c_k : N_k \cap S \neq \emptyset\}.$$

$$c(1) = 1 = c(2), c(3) = 1.75, c(4) = 3.25 = c(5) = c(6), c(7) = 5,$$

$$c(1, 2) = 1, c(1, 3) = 1.75, c(1, 4) = 3.25, \text{ and so on.}$$

A classical example: Airport game



The game.

$$N_1 = \{1, 2\}, N_2 = \{3\}, N_3 = \{4, 5, 6\}, N_4 = \{7\}, K = \{1, 2, 3, 4\}$$

$$c_1 = c_2 = 1, c_3 = 1.75, c_4 = c_5 = c_6 = 3.25, c_7 = 5;$$

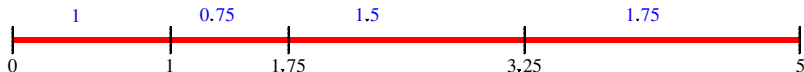
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A classical example: Airport game



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$$N_1 = \{1, 2\}, N_2 = \{3\}, N_3 = \{4, 5, 6\}, N_4 = \{7\}, K = \{1, 2, 3, 4\}$$

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$$c(1, 2) = 1, c(1, 3) = 1.75, c(1, 4) = 3.25, \text{ and so on}$$

A classical example: Airport game

(N, c) an airport game.

- (N, c) is subadditive.
- (N, c) is concave.
- $\text{Core}(N, c)$ is nonempty.
- The Shapley value belongs to the core. $\Phi(N, c) \in \text{Core}(N, c)$

$$\Phi_i(N, c) = \sum_{S \in \mathcal{U}_i} \frac{|S|! (n - |S|)!}{n!} (c(S) - c(S \setminus i))$$

$$\Phi_i(N, c) \in \text{Core}(N, c) \iff \Phi_i(N, c) = |U_i| \cdot |S|$$

A classical example: Airport game

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$$\Phi_i(N, c) \in Core(N, c) \iff \Phi_i(N, c) \geq c(S) - c(S \setminus i) \quad \forall S \in \mathcal{U}_i$$

A classical example: Airport game

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A classical example: Airport game

(N, c) an airport game.

- (N, c) is subadditive.
- (N, c) is concave.
- $Core(N, c)$ is nonempty.
- The Shapley value belongs to the core. For each $i \in N$,

$$\Phi_i(N, c) = \sum_{U \in \mathcal{L}(N)} \frac{|U|! (n - |U|)!}{n!} (c(U \cup \{i\}) - c(U))$$

being $\mathcal{L}(N) = \{U \subseteq N \mid i \in U\}$ and $n = |N|$.

A classical example: Airport game

(N, c) an airport game.

- (N, c) is subadditive.
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- The Shapley value belongs to the core. For each $i \in N$,

$$\Phi_i(N, c) = \sum_{k=1}^{K(i)} \frac{c_k - c_{k-1}}{r_k}$$

being $K(i) \in K$ such that $i \in N_{K(i)}$ and $r_k = |\cup_{l=1}^k N_l|$.

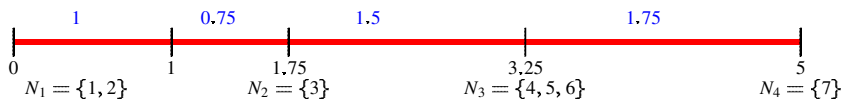
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A classical example: Airport game



The Shapley value belongs to the core. For each $i \in N$,

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$N_1 = \{1, 2\}, N_2 = \{3\}, N_3 = \{4, 5, 6\}, N_4 = \{7\}, K = \{1, 2, 3, 4\}, r_1 = 7, r_2 = 5, r_3 = 4, r_4 = 1,$
 $c_1 = c_2 = 1, c_3 = 1.75, c_4 = c_5 = c_6 = 3.25, c_7 = 5;$
 $\Phi = (\dots) \in \dots$

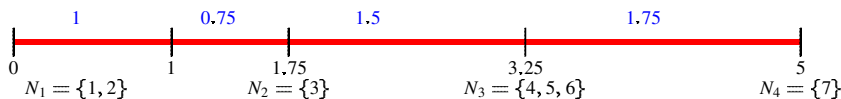
$$\Phi(1, \dots) = \frac{1}{7} = \dots,$$

$\dots \in \dots$

$$\Phi(2, \dots) = \frac{1}{5} + \dots = \dots,$$

$$\Phi(3, \dots) = (\dots, \dots, \dots, \dots, \dots).$$

A classical example: Airport game



The Shapley value belongs to the core. For each $i \in N$,

$$\Phi_i(N, c) = \sum_{k=1}^{K(i)} \frac{c_k - c_{k-1}}{r_k}$$

being $K(i) \in K$ such that $i \in N_{K(i)}$ and $r_k = |\cup_{l=k}^{|K|} N_l|$.

$N_1 = \{1, 2\}, N_2 = \{3\}, N_3 = \{4, 5, 6\}, N_4 = \{7\}, K = \{1, 2, 3, 4\}, r_1 = 7, r_2 = 5, r_3 = 4, r_4 = 1,$
 $c_1 = c_2 = 1, c_3 = 1.75, c_4 = c_5 = c_6 = 3.25, c_7 = 5;$
 $i = 1, 2, i \in N_1, K(i) = 1,$

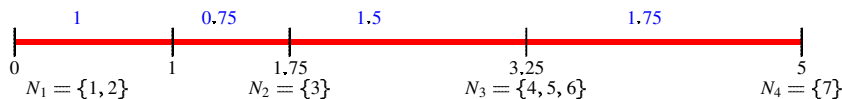
$$\Phi(N, c) = \frac{1-0}{7} = \frac{1}{7},$$

$i = 3, i \in N_2, K(i) = 2,$

$$\Phi(N, c) = \frac{1-0}{7} + \frac{1.75-1}{5} = \frac{41}{140},$$

$$\Phi(N, c) = \left(\frac{1}{7}, \frac{1}{7}, \frac{41}{140}, \frac{187}{280}, \frac{187}{280}, \frac{187}{280}, \frac{677}{280} \right).$$

A classical example: Airport game



The Shapley value belongs to the core. For each $i \in N$,

$$\Phi_i(N, c) = \sum_{k=1}^{K(i)} \frac{c_k - c_{k-1}}{r_k}$$

being $K(i) \in K$ such that $i \in N_{K(i)}$ and $r_k = |\cup_{l=k}^{|K|} N_l|$.

$N_1 = \{1, 2\}, N_2 = \{3\}, N_3 = \{4, 5, 6\}, N_4 = \{7\}, K = \{1, 2, 3, 4\}, r_1 = 7, r_2 = 5, r_3 = 4, r_4 = 1,$
 $c_1 = c_2 = 1, c_3 = 1.75, c_4 = c_5 = c_6 = 3.25, c_7 = 5;$
 $i = 1, 2, i \in N_1, K(i) = 1,$

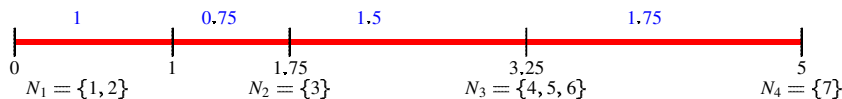
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A classical example: Airport game



The Shapley value belongs to the core. For each $i \in N$,

$$\Phi_i(N, c) = \sum_{k=1}^{K(i)} \frac{c_k - c_{k-1}}{r_k}$$

being $K(i) \in K$ such that $i \in N_{K(i)}$ and $r_k = |\cup_{l=k}^{|K|} N_l|$.

$N_1 = \{1, 2\}$, $N_2 = \{3\}$, $N_3 = \{4, 5, 6\}$, $N_4 = \{7\}$, $K = \{1, 2, 3, 4\}$, $r_1 = 7$, $r_2 = 5$, $r_3 = 4$, $r_4 = 1$,
 $c_1 = c_2 = 1$, $c_3 = 1.75$, $c_4 = c_5 = c_6 = 3.25$, $c_7 = 5$;
 $i = 1, 2$, $i \in N_1$, $K(i) = 1$,

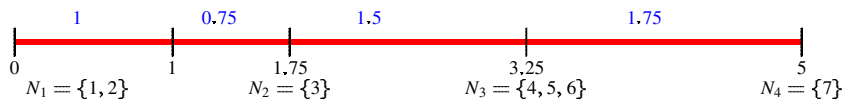
$$\Phi_i(N, c) = \frac{1 - 0}{7} = \frac{1}{7},$$

$i = 3$, $i \in N_2$, $K(3) = 2$,

$$\Phi_3(N, c) = \frac{1 - 0}{7} + \frac{1.75 - 1}{5} = \frac{41}{140},$$

$$\Phi(N, c) = \left(\frac{1}{7}, \frac{1}{7}, \frac{41}{140}, \frac{187}{280}, \frac{187}{280}, \frac{187}{280}, \frac{677}{280} \right).$$

A classical example: Airport game



The Shapley value belongs to the core. For each $i \in N$,

$$\Phi_i(N, c) = \sum_{k=1}^{K(i)} \frac{c_k - c_{k-1}}{r_k}$$

being $K(i) \in K$ such that $i \in N_{K(i)}$ and $r_k = |\cup_{l=k}^{|K|} N_l|$.

$N_1 = \{1, 2\}$, $N_2 = \{3\}$, $N_3 = \{4, 5, 6\}$, $N_4 = \{7\}$, $K = \{1, 2, 3, 4\}$, $r_1 = 7$, $r_2 = 5$, $r_3 = 4$, $r_4 = 1$,
 $c_1 = c_2 = 1$, $c_3 = 1.75$, $c_4 = c_5 = c_6 = 3.25$, $c_7 = 5$;
 $i = 1, 2$, $i \in N_1$, $K(i) = 1$,

$$\Phi_i(N, c) = \frac{1 - 0}{7} = \frac{1}{7},$$

$i = 3$, $i \in N_2$, $K(3) = 2$,

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$$\Phi(N, c) = \left(\frac{1}{7}, \frac{1}{7}, \frac{41}{140}, \frac{187}{280}, \frac{187}{280}, \frac{187}{280}, \frac{677}{280} \right).$$

A Linear Programming Game

A set of suppliers: I . A set of demand points: J .

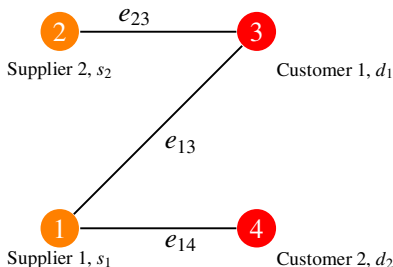
For each $i \in I$:

- s_i is the supply volume.
- J_i is the set of demand points that can be reached from supply point i .

For each $j \in J$:

- d_j is the demand volume.
- I_j is the set of supply points that can be used to satisfy the demand point j .

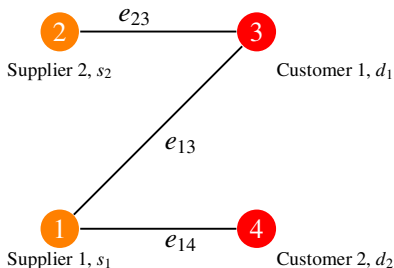
For each $i \in I$ and $j \in J$, e_{ij} is the unit cost of flow between i and j .



$$I = \{\text{Supplier 1, Supplier 2}\} = \{1, 2\}, J = \{\text{Customer 1, Customer 2}\} = \{3, 4\}$$

$$I_3 = \{1, 2\}, I_4 = \{1\}, J_1 = \{3, 4\}, J_2 = \{3\},$$

A Linear Programming Game

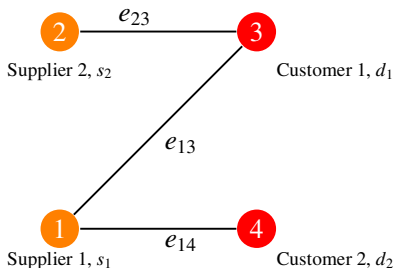


$$I = \{\text{Supplier 1, Supplier 2}\} = \{1, 2\}, J = \{\text{Customer 1, Customer 2}\} = \{3, 4\}$$
$$I_3 = \{1, 2\}, I_4 = \{1\}, J_1 = \{3, 4\}, J_2 = \{3\},$$

The problem

$$\begin{aligned} \min \quad & \sum_{i \in I} \sum_{j \in J_i} e_{ij} w_{ij}, \\ \text{s.t. : } \quad & \sum_{j \in J_i} w_{ij} \leq s_i, & \text{for all } i \in I, \\ & \sum_{i \in I_j} w_{ij} = d_j, & \text{for all } j \in J, \\ & w_{ij} \geq 0 & \text{for all } i \in I, j \in J_j. \end{aligned}$$

A Linear Programming Game

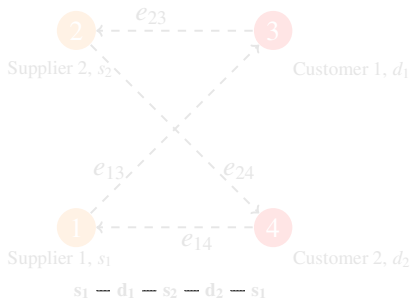
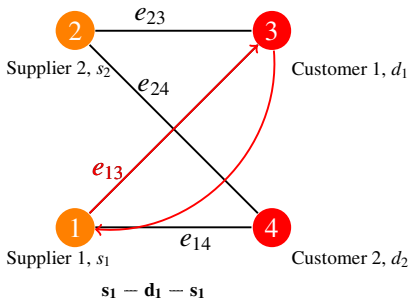


$$I = \{\text{Supplier 1, Supplier 2}\} = \{1, 2\}, J = \{\text{Customer 1, Customer 2}\} = \{3, 4\}$$
$$I_3 = \{1, 2\}, I_4 = \{1\}, J_1 = \{3, 4\}, J_2 = \{3\},$$

The problem

$$\begin{aligned} \min \quad & \sum_{i \in I} \sum_{j \in J_i} e_{ij} w_{ij}, \\ \text{s.t. : } \quad & \sum_{j \in J_i} w_{ij} \leq s_i, & \text{for all } i \in I, \\ & \sum_{i \in I_j} w_{ij} = d_j, & \text{for all } j \in J, \\ & w_{ij} \geq 0 & \text{for all } i \in I, j \in J_i. \end{aligned}$$

A Linear Programming Game



The problem

$$\min \sum_{r \in D} c_{rd} x_{rd} + \sum_{r \in B} c_{kb} x_{kb},$$

s.t. :

$$\sum_{r \in D} a_{ir}^d x_{rd} + \sum_{r \in B} a_{ik}^b x_{kb} \leq s_i, \quad \text{for all } i \in I,$$

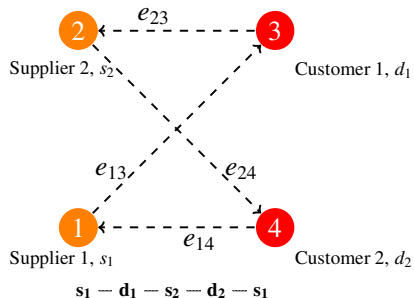
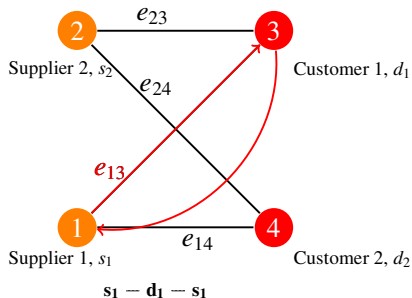
$$\sum_{r \in D} b_{jr}^d x_{rd} + \sum_{r \in B} b_{jk}^b x_{kb} \geq d_j, \quad \text{for all } j \in J,$$

$$x_{rd} \geq 0, \quad \text{for all } r \in D,$$

$$x_{rb} \geq 0, \quad \text{for all } r \in B.$$

$$\left. \begin{aligned} a_{ir}^d &= \begin{cases} 1 & \text{if direct trip picks up at } i, \\ 0 & \text{otherwise} \end{cases} \\ a_{ir}^b &= \begin{cases} 1 & \text{if backhaul route picks up at } i, \\ 0 & \text{otherwise} \end{cases} \\ b_{jr}^d &= \begin{cases} 1 & \text{if direct trip delivers at } j, \\ 0 & \text{otherwise} \end{cases} \\ b_{jr}^b &= \begin{cases} 1 & \text{if backhaul route delivers at } j, \\ 0 & \text{otherwise} \end{cases} \end{aligned} \right\}$$

A Linear Programming Game



The problem

$$\min \sum_{i \in I} c_{rd} x_{rd} + \sum_{i \in I} c_{kb} x_{kb},$$

s.t. :

$$\sum_{i \in I} a_{ir}^d x_{rd} + \sum_{i \in I} a_{ik}^b x_{kb} \leq s_i, \quad \text{for all } i \in I,$$

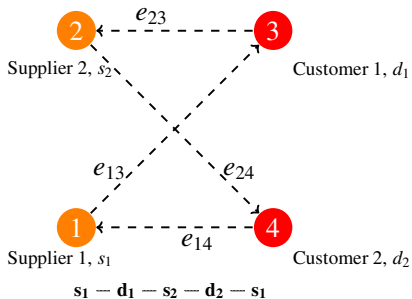
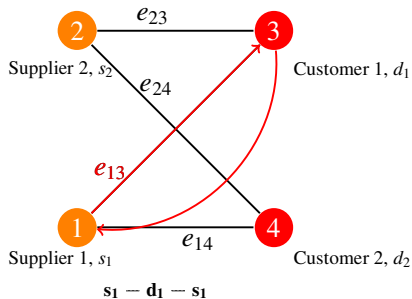
$$\sum_{j \in J} b_{jr}^d x_{rd} + \sum_{j \in J} b_{jk}^b x_{kb} \geq d_j, \quad \text{for all } j \in J,$$

$$x_{rd} \geq 0, \quad \text{for all } r \in D,$$

$$x_{rb} \geq 0, \quad \text{for all } r \in B.$$

$$\left. \begin{aligned} a_{ir}^d &= \begin{cases} 1 & \text{if direct trip picks up at } i, \\ 0 & \text{otherwise} \end{cases} \\ a_{ir}^b &= \begin{cases} 1 & \text{if backhaul route picks up at } i, \\ 0 & \text{otherwise} \end{cases} \\ b_{jr}^d &= \begin{cases} 1 & \text{if direct trip delivers at } j, \\ 0 & \text{otherwise} \end{cases} \\ b_{jr}^b &= \begin{cases} 1 & \text{if backhaul route delivers at } j, \\ 0 & \text{otherwise} \end{cases} \end{aligned} \right\}$$

A Linear Programming Game

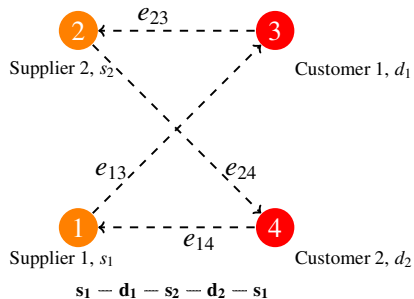
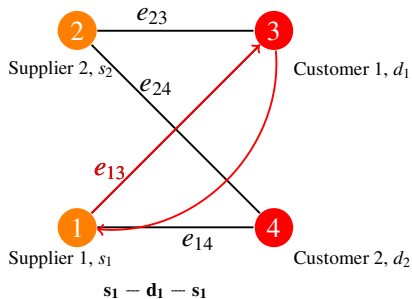


The problem

$$\begin{aligned} \min \quad & \sum_{i \in D} c_{rd} x_{rd} + \sum_{k \in B} c_{kb} x_{kb}, \\ \text{s.t.} \quad & \sum_{r \in D} a_{ir}^d x_{rd} + \sum_{k \in B} a_{ik}^b x_{kb} \leq s_i, \quad \text{for all } i \in I, \\ & \sum_{r \in D} b_{jr}^d x_{rd} + \sum_{k \in B} b_{jk}^b x_{kb} \geq d_j, \quad \text{for all } j \in J, \\ & x_{rd} \geq 0, \quad \text{for all } r \in D, \\ & x_{rb} \geq 0, \quad \text{for all } r \in B. \end{aligned}$$

$$\left\{ \begin{array}{l} a_{ir}^d = \begin{cases} 1 & \text{if direct trip picks up at } i, \\ 0 & \text{otherwise} \end{cases} \\ a_{ir}^b = \begin{cases} 1 & \text{if backhaul route picks up at } i, \\ 0 & \text{otherwise} \end{cases} \\ b_{jr}^d = \begin{cases} 1 & \text{if direct trip delivers at } j, \\ 0 & \text{otherwise} \end{cases} \\ b_{jr}^b = \begin{cases} 1 & \text{if backhaul route delivers at } j, \\ 0 & \text{otherwise} \end{cases} \end{array} \right.$$

A Linear Programming Game



The problem

$$\min \sum_{i \in D} c_{rd} x_{rd} + \sum_{k \in B} c_{kb} x_{kb},$$

s.t. :

$$\sum_{r \in D} a_{ir}^d x_{rd} + \sum_{k \in B} a_{ik}^b x_{kb} \leq s_i, \quad \text{for all } i \in I,$$

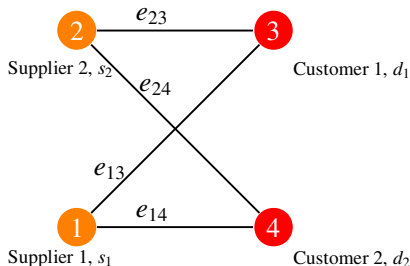
$$\sum_{r \in D} b_{jr}^d x_{rd} + \sum_{k \in B} b_{jk}^b x_{kb} \geq d_j, \quad \text{for all } j \in J,$$

$$x_{rd} \geq 0, \quad \text{for all } r \in D,$$

$$x_{rb} \geq 0, \quad \text{for all } r \in B.$$

$$\left. \begin{aligned} a_{ir}^d &= \begin{cases} 1 & \text{if direct trip picks up at } i, \\ 0 & \text{otherwise} \end{cases} \\ a_{ir}^b &= \begin{cases} 1 & \text{if backhaul route picks up at } i, \\ 0 & \text{otherwise} \end{cases} \\ b_{jr}^d &= \begin{cases} 1 & \text{if direct trip delivers at } j, \\ 0 & \text{otherwise} \end{cases} \\ b_{jr}^b &= \begin{cases} 1 & \text{if backhaul route delivers at } j, \\ 0 & \text{otherwise} \end{cases} \end{aligned} \right\}$$

A Linear Programming Game



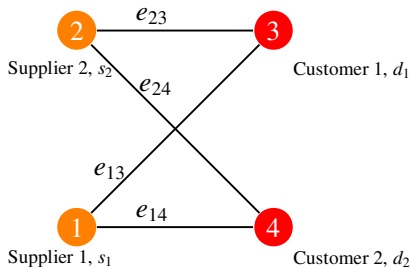
$$N = \{s_1, s_2, d_1, d_2\},$$

Direct paths: $s_1 - d_1 - s_1, s_1 - d_2 - s_1, s_2 - d_1 - s_2, s_2 - d_2 - s_2,$

Backhaul paths: $s_1 - d_1 - s_2 - d_2 - s_1, s_1 - d_2 - s_2 - d_1 - s_1, \dots$

$$\begin{array}{ll} \min & \sum_{r \in D} c_{rd} x_{rd} + \sum_{k \in B} c_{kb} x_{kb}, \\ \text{s.t. :} & \sum_{r \in D} a_{ir}^d x_{rd} + \sum_{k \in B} a_{ik}^b x_{kb} \leq s_i, \quad \text{for all } i \in I, \\ & \sum_{r \in D} b_{jr}^d x_{rd} + \sum_{k \in B} b_{jk}^b x_{kb} \geq d_j, \quad \text{for all } j \in J, \\ & x_{rd} \geq 0, \quad \text{for all } r \in D, \\ & x_{rb} \geq 0, \quad \text{for all } r \in B. \end{array} \quad \left| \begin{array}{l} a_{ir}^d = \begin{cases} 1 & \text{if direct trip picks up at } i, \\ 0 & \text{otherwise} \end{cases} \\ a_{ik}^b = \begin{cases} 1 & \text{if backhaul route picks up at } i, \\ 0 & \text{otherwise} \end{cases} \\ b_{jr}^d = \begin{cases} 1 & \text{if direct trip delivers at } j, \\ 0 & \text{otherwise} \end{cases} \\ b_{jk}^b = \begin{cases} 1 & \text{if backhaul route delivers at } j, \\ 0 & \text{otherwise} \end{cases} \end{array} \right.$$

A Linear Programming Game



$$N = \{s_1, s_2, d_1, d_2\},$$

Direct paths: $s_1 - d_1 - s_1, s_1 - d_2 - s_1, s_2 - d_1 - s_2, s_2 - d_2 - s_2,$

Backhaul paths: $s_1 - d_1 - s_2 - d_2 - s_1, s_1 - d_2 - s_2 - d_1 - s_1, \dots$

$$\begin{array}{l} \min \\ s.t. : \end{array} \quad \begin{array}{l} \sum_{i \in D} c_{rd} x_{rd} + \sum_{k \in B} c_{kb} x_{kb}, \\ \sum_{r \in D} a_{ir}^d x_{rd} + \sum_{k \in B} a_{ik}^b x_{kb} \leq s_i, \quad \text{for all } i \in I, \\ \sum_{r \in D} b_{jr}^d x_{rd} + \sum_{k \in B} b_{jk}^b x_{kb} \geq d_j, \quad \text{for all } j \in J, \\ x_{rd} \geq 0, \quad \text{for all } r \in D, \\ x_{rb} \geq 0, \quad \text{for all } r \in B. \end{array} \quad \left| \begin{array}{l} a_{ir}^d = \begin{cases} 1 & \text{if direct trip picks up at } i, \\ 0 & \text{otherwise} \end{cases} \\ a_{ir}^b = \begin{cases} 1 & \text{if backhaul route picks up at } i, \\ 0 & \text{otherwise} \end{cases} \\ b_{jr}^d = \begin{cases} 1 & \text{if direct trip delivers at } j, \\ 0 & \text{otherwise} \end{cases} \\ b_{jr}^b = \begin{cases} 1 & \text{if backhaul route delivers at } j, \\ 0 & \text{otherwise} \end{cases} \end{array} \right.$$

$$\begin{array}{ll}
 \min & \sum_{i \in D} c_{rd} x_{rd} + \sum_{k \in B} c_{kb} x_{kb}, \\
 \text{s.t. :} & \\
 & \sum_{r \in D} a_{ir}^d x_{rd} + \sum_{k \in B} a_{ik}^b x_{kb} \leq s_i, \quad \text{for all } i \in I, \\
 & \sum_{r \in D} b_{jr}^d x_{rd} + \sum_{k \in B} b_{jk}^b x_{kb} \geq d_j, \quad \text{for all } j \in J, \\
 & x_{rd} \geq 0, \quad \text{for all } r \in D, \\
 & x_{rb} \geq 0, \quad \text{for all } r \in B.
 \end{array}
 \quad \left| \begin{array}{l}
 a_{ir}^d = \begin{cases} 1 & \text{if direct trip picks up at } i, \\ 0 & \text{otherwise} \end{cases} \\
 a_{ir}^b = \begin{cases} 1 & \text{if backhaul route picks up at } i, \\ 0 & \text{otherwise} \end{cases} \\
 b_{jr}^d = \begin{cases} 1 & \text{if direct trip delivers at } j, \\ 0 & \text{otherwise} \end{cases} \\
 b_{jr}^b = \begin{cases} 1 & \text{if backhaul route delivers at } j, \\ 0 & \text{otherwise} \end{cases}
 \end{array}
 \right.$$

An allocation: Equal Profit Method

$$\begin{array}{ll}
 \min & f, \\
 \text{s.t. :} & \\
 & f \geq \frac{y_i}{c(i)} - \frac{y_j}{c(j)}, \quad \text{for all } i, j \text{ with } i \neq j, \\
 & \sum_{i \in S} y_i \leq c(S), \quad \text{for all } S \subset N, \\
 & y_i \geq 0, \quad \text{for all } i \in N.
 \end{array}$$

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MODELLING COOPERATION

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ESI2014, Lleida, 29 July 2014

SOME INVENTORY MODELS

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Outline

An EOQ model

Basic EOQ system without holding costs

Basic EOQ system without holding costs and with transportation costs

An Economic Shortage Level problem
