

# Accepted Manuscript

The Inverse Shapley value problem

Anindya De, Ilias Diakonikolas, Rocco A. Servedio

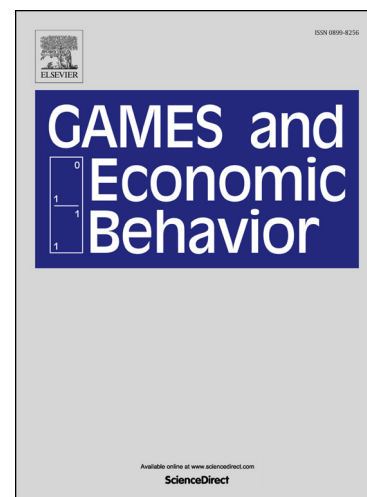
PII: S0899-8256(17)30102-1  
DOI: <http://dx.doi.org/10.1016/j.geb.2017.06.004>  
Reference: YGAME 2701

To appear in: *Games and Economic Behavior*

Received date: 17 January 2013

Please cite this article in press as: De, A., et al. The Inverse Shapley value problem. *Games Econ. Behav.* (2017), <http://dx.doi.org/10.1016/j.geb.2017.06.004>

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.



## Highlights

- We study the problem of finding a weighted voting game from its Shapley values.
- We propose an efficient approximation algorithm with provable performance guarantees.
- Our analysis leverages ideas from learning theory and probability theory.

Download English Version:

<https://daneshyari.com/en/article/5071396>

Download Persian Version:

<https://daneshyari.com/article/5071396>

[Daneshyari.com](https://daneshyari.com)