

Remarks on the computation and monotonicity of the nucleolus

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Abstract

In the talk we give a brief overview of the various approaches to compute the (pre)nucleolus of a TU game. The main focus is on the lexicographic center approach of Maschler, Peleg and Shapley (Math. Op. Res., 1979). We discuss types of coalitions which are redundant for the nucleolus, hence can be ignored in its computation. The power of these kinds of reductions are illustrated on certain special classes of games. We briefly also consider the (non)monotonicity of the nucleolus, and formulate some open questions.