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Corrigendum to "A note on the relation between the Shapley value and the core of 3-player transferable utility games"

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Abstract

We correct a statement contained in the last remark of the paper "A note on the relation between the Shapley value and the core of 3-player transferable utility games", recently published in this journal.

1 Corrigendum

In Dehez and Pacini (2024), the last sentence of remark 5, which concerns the proportion of positive games among convex games, contains an error for which we are responsible. The correct version of the remark is as follows:

Remark 5. *Positive games, games whose Harsanyi dividends are non-negative, are convex and form a class on which solution concepts tend to converge. For a 3-player normalized game $(0,0,0|a,b,c|1)$, positivity applies whenever a, b and c are non-negative and $a+b+c \leq 1$. Computations reveal that $2/3$ of the convex games are positive.*

The main results of the paper remain unaffected.

References

Dehez, P. and P. M. Pacini (2024). "A note on the relation between the Shapley value and the core of 3-player transferable utility games". *Economics Bulletin* 44(2), pp. 611–619.