

Lexicographic optimization in cooperative game theory

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We focus first on some solution concepts where lexicographic optimization plays a role such as:

1. the lexicographic IIA-solutions for bargaining problems,
2. the nucleolus and variants for cooperative TU-games,
3. the average lexicographic value for balanced TU-games.

Then running procedures to other share sets than the core are discussed. Finally, a new way to handle minimum cost spanning tree games and sequencing games is given.