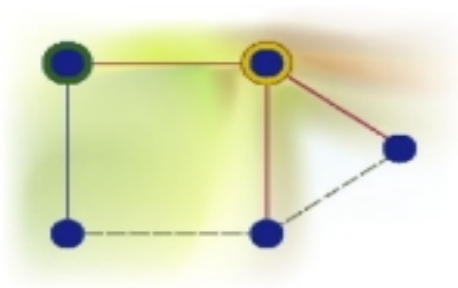
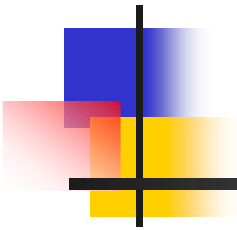
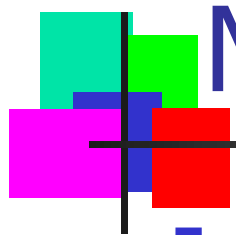


Middlemen in P2P Networks: *Stability and Efficiency*

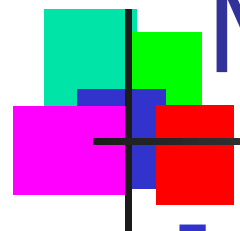


Robert Gilles
Subhadip Chakrabarti
Sudipta Sarangi
Narine Badasyan



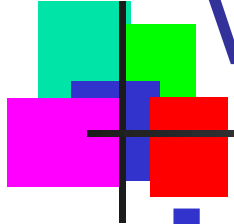
Motivation

- **Key insight:** There may be a tension between efficient and stable networks.
-Jackson & Wolinsky (1996)
- What is the role of middlemen in attaining efficiency in stable networks?
- We analyze this using a stability concept called ***Strong Pairwise Stability***.



Model Setup

- Player set: $N = \{1, \dots, n\}$.
- A link between players i and j exists when $g_{ij} = g_{ji} = 1$.
- Links creation requires consent but they can be broken unilaterally.

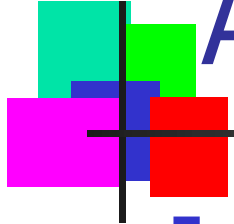


Value Functions

- Value of a graph: **collective network benefits**

$$V: G^N \rightarrow \mathbb{R} \quad \text{and} \quad v(g) = \sum u_i(g)$$

- A value function is **component additive** if $v(g)$ is the sum of the values generated in each component.
- A value function is **anonymous** if the network benefits $v(g)$ depend only on the topology of the network.



Allocation Rules

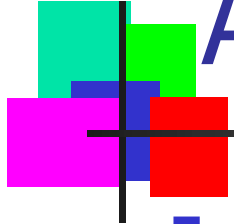
- Allocation rules specify how “value” is allocated amongst the members of g .

$$Y: G^N \times V^N \rightarrow \mathbb{R}$$

- An allocation rule is **balanced** if

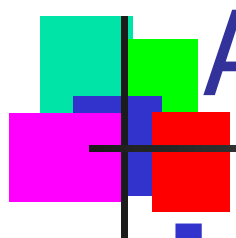
$$v(g) = \sum Y_i(g, v)$$

for all g and v .



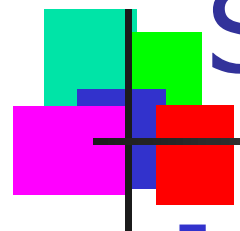
Allocation Rules

- An allocation rule is **anonymous** if the payoff of a player depends only on their position in the network.
- An allocation rule is **component balanced** if $\sum_{i \in h} Y_i(g, v) = v(h)$ for every g and $h \in C(g)$ and for every component additive v .



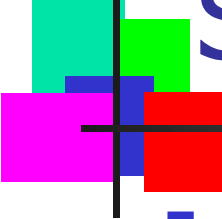
Allocation Rules

- Component additive + Component balance
 $\Rightarrow$ *Isolated players get a payoff of zero.*
- **Component-wise egalitarian rule** (Y^{ce}): The value generated in a component is split equally among members of that component.
- Y^{ce} is the unique allocation rule that is component balanced and assigns equal payoffs to all players in the same component.



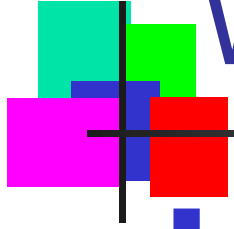
Stability and Efficiency

- **Link deletion proof (LDP)**: No player wishes to delete a single link.
- **Strong link deletion proof (SLDP)**: No player wishes to delete a subset of their links.
- A network g is **link addition proof (LAP)** if for all pairs ij it holds that $Y_i(g+ij, v) > Y_i(g, v)$ implies that $Y_j(g+ij, v) < Y_j(g, v)$.



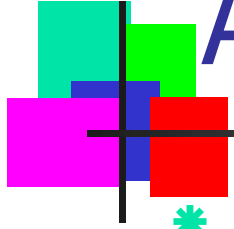
Stability and Efficiency

- $\text{LDP} + \text{LAP} = \text{Pairwise stability}$
- $\text{SLDP} + \text{LAP} = \text{Strong pairwise stability (SPS)}$
- A network g is said to be **efficient** with respect to the value function v if $v(g) \geq v(g')$ for all $g' \subset g_N$.



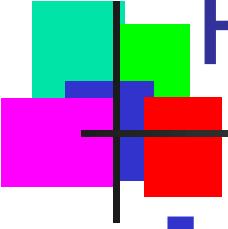
Why SPS?

- Link deletion is an unilateral act – so why restrict to deleting one at a time?
- It is an intermediate notion of link-based stability.
- Shifts emphasis from links to players: *ideal for studying middlemen!*



Additional Properties of SPS

- * Players need not be stuck in “bad company” – they can isolate themselves from the network.
- * Let v be a component additive value function and Y a component balanced allocation rule. Then under SPS payoffs are always bounded.
- * Every pairwise stable equilibrium in the symmetric connections model is strongly pairwise stable.

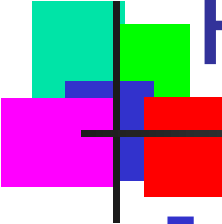


Relation to earlier work

- The pair (g, v) satisfies **critical link monotonicity** if for any critical link ij and two associated components h_1 and h_2 of $h-ij$ we have that

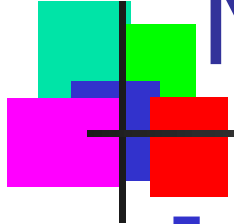
$$v(h) \geq v(h_1) + v(h_2)$$

implies that the per capita allocation in h is at least as great as the per capita allocation h_1 in and h_2 .



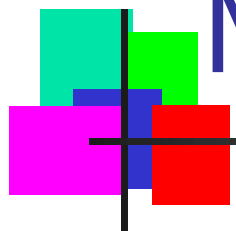
Relation to earlier work

- If g is efficient relative to a component additive v , then g is pairwise stable for Y^{ce} relative to v iff (g, v) satisfies critical link monotonicity. (Jackson & Wolinsky (1996))
- * Critical link monotonicity is **not** adequate for strong pairwise stability!



Networks with Middlemen

- A player has a **middlemen position** in the network g if there exists some set of links $h^* \subset L_i(g)$ such that there are at least two distinct players j_1 and $j_2 \neq i$ who are connected in g but not in $g \setminus h^*$.
- A player with a middleman position in g is called a **middlemen**. Middlemen have positional power in the network.

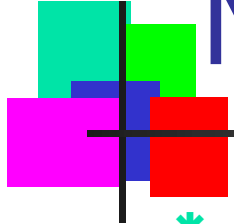


Middlemen Security

- A pair (g, v) is **middleman secure** if for every component $h \in C(g)$, every middleman i , and every critical link set h^* we have that

$$v(h) \geq \sum v(h_i)$$

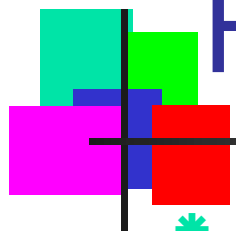
implies that per capita allocation in h is at least as great as the per capita allocation in the component containing the middleman i .



Networks with Middlemen

* Middleman security $\Rightarrow$ critical link
monotonicity.

- * If g is efficient relative to a nonnegative and component additive v , then g is strongly pairwise stable for Y^{ce} iff (g, v) is middlemen secure.



Further...

- * A network is **middlemen-free** iff it is middlemen secure and they have similar properties.
- * There is an overlap between **regular networks** and middlemen-free networks.
- * Future research to allow for individualistic payoffs instead of just collective network benefits.