Semivalues and applications

Roberto Lucchetti

Politecnico di Milano

Manresa, June 27, 2013, Sofia Antipolis, Eurecom, July 10,2013

TU Games and semivalues Microarrays The microarray Game The new family of semivalues Second part: from preferences over a set to preference to its power set Properties that prevent the interaction Alignment with regular semivalues Interaction among objects Specific p-aligned total prorder

The microarray technique

It is used to check whether the DNA of an individual contains genes which are under/over expressed (i.e. abnormally expressed)

How does it work?

TU Games and semivalues Microarrays The microarray Game The new family of semivalues Second part: from preferences over a set to preference to its power set Properties that prevent the interaction Alignment with regular semivalues Interaction among objects Specific p-aligned total prorder

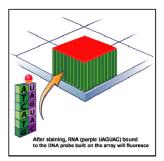




Adenine, Guanine, Thymine, Cytosine are nucleobases of the DNA/RNA

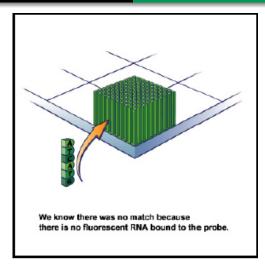
DNA	\hookrightarrow	RNA
ADENINE	\hookrightarrow	THYMINE
GUANINE	\hookrightarrow	CYTOSINE
THYMINE/URACILE	\hookrightarrow	ADENINE
CYTOSINE	\hookrightarrow	GUANINE

TU Games and semivalues Microarrays The microarray Game The new family of semivalues Second part: from preferences over a set to preference to its power set Properties that prevent the interaction Alignment with regular semivalues Interaction among objects Specific p-aligned total prorder

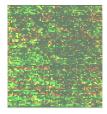


If the gene is highly expressed, many RNA molecules will stick to the probe and the probe location will shine brightly when the laser hit it.

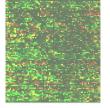
TU Games and semivalues Microarrays The microarray Game The new family of semivalues Second part: from preferences over a set to preference to its power set Properties that prevent the interaction Alignment with regular semivalues Interaction among objects Specific p-aligned total prorder



TU Games and semivalues Microarrays The microarray Game The new family of semivalues Second part: from preferences over a set to preference to its power set Properties that prevent the interaction Alignment with regular semivalues Interaction among objects Specific p-aligned total prorder



. . .



Array1

Array2

Array3

	array 1	array 2	array 3	array 4	
gene 1	0,67	0,45	1,32	1,34	
gene 2	1,01	1,13	1,54	2,13	
gene 3	1,38	1,21	1,23	0,12	
aene 4	0.65	0.98	0.54		
	Roberto Lucchetti		Semivalues a		

Basics on coalitional games

A coalitional game is a pair (N, v), N is a finite set (usually players) and $v : 2^N \mapsto \mathbb{R}$ is the characteristic function, with $v(\emptyset) = 0$. G^N is the set all games with N the set of players $(N = \{1, 2, ..., n\})$

Observe:

$$G^N \simeq \mathbb{R}^{2^n-1}$$

A base for G^N is the following family of unanimity games:

 $(N, u_R), \emptyset \neq R \subseteq N$:

$$u_R(T) = egin{cases} 1 & ext{if } R \subseteq T \ 0 & ext{otherwise} \end{cases}.$$

	The microarray technique
	TU Games and semivalues
	Microarrays
	The microarray Game
	The new family of semivalues
Second part: fr	rom preferences over a set to preference to its power set
	Properties that prevent the interaction
	Alignment with regular semivalues
	Interaction among objects
	Specific p-aligned total prorder

Some examples

• There are one seller and two potential buyers for a good. The seller (Player 1) evaluates the good *a*. Players two and three evaluate it *b* and *c*, respectively, with a < b < c The associated game:

$$v(\{1\}) = a, v(\{2\}) = v(\{3\}) = v(\{2,3\}) = 0,$$
$$v(\{1,2\}) = b, v(\{1,3\}) = c, v(N) = c.$$

• There are two sellers and one potential buyer for a good. The associated game:

$$v(\{1\}) = v(\{2\}) = v(\{3\}) = v(\{1,2\}) = 0,$$

 $v(\{1,3\}) = v(\{2,3\}) = v(N) = 1.$

A further one

 $[q, w_1, \ldots, w_n]$ is the following *N*-players game:

$$\mathbf{v}(T) = egin{cases} 1 & ext{if } \mathbf{w}(T) := \sum_{i \in T} \mathbf{w}_i \geq q \ 0 & ext{otherwise} \end{cases}.$$

The microarray techni	ique
TU Games and semiva	lues
Microar	rays
The microarray G	ame
The new family of semiva	lues
Second part: from preferences over a set to preference to its power	r set
Properties that prevent the interact	tion
Alignment with regular semiva	lues
Interaction among obj	ects
Specific p-aligned total pro	irder

Semivalues

A semivalue (Carreras and Freixas 1999; 2000) converts information about the worth coalitions achieve into a personal attribution to each of the players:

$$\pi_i^{\mathbf{p}}(v) = \sum_{S \subset N: i \notin S} p_s(v(S \cup \{i\}) - v(S))$$

for each $i \in N$; p_s represents the probability that $i \notin S$ joins coalition $S \in 2^N$ (of cardinality s).

$$\sum_{s=0}^{n-1} \binom{n-1}{s} p_s = 1$$

 $p_s > 0$ for all s is regularity of the semivalue.

The most famous semivalues

- The Shapley value (Shapley 1953) $\pi^{\hat{p}}(v)$:

$$\hat{p}_s = \frac{1}{n\binom{n-1}{s}} = \frac{s!(n-s-1)!}{n!}$$

for each s = 0, 1, ..., n - 1.

- The Banzhaf power index (Banzhaf III 1964) $\pi^{\tilde{p}}(v)$:

$$\tilde{p}_s = rac{1}{2^{n-1}}$$

for each s = 0, 1, ..., n - 1.

binomial semivalues $p_s = p^s (1-p)^{n-s-1}$, for 0

Segment semivalues (like [S, B]).

The microarray technique TU Games and semivalues Microarrays The microarray Game The microarray Game The microarray Game The new Gamiya of semivalues Properties that prevent the interaction Alignment with regular semivalues Interaction among objects Specific p-aligned total prorder

From the papers

Lucchetti R., Moretti S., Patrone F. and Radrizzani P. The Shapley and Banzhaf indices in microarray games. Computers and Operations Research (2009).

Lucchetti-P. Radrizzani Data Analysis Via Weighted Indices and Weighted Majority Games Computational Intelligent Methods for Bioinformatics and Biostatistics II, Masulli, Peterson, Tagliaferri (Eds), Lecture Notes in Computer Science, Springer (2010) p.179-190.

R. Lucchetti-P. Radrizzani, E. Munarini A new family of regular semivalues and applications Int. J. Game Theory 40,(2011), p. 655-675

> A $(n \times m)$ matrix $M = (m_{ij})$ is given, such that m_{ij} is either zero or one. Moreover for every j there is i with $m_{ij} = 1$.

Given the column $m_{.j}$, j = 1, ..., m, call *support* the set supp $m_{.j} = \{i : m_{ij} = 1\}$; consider the associated unanimity game v^j generated by supp $m_{.j}$

The microarray game associated to $M = (m_{ij})$ is

$$v = rac{1}{m} \sum_{j=1}^m v^j.$$

The meaning

gene1	0.5	0.2	1	gene1	0.7	0.3	1.8	0.8
gene2	0.4	1	0.3	gene2	0.1	0.2	0.5	0.9
gene3	0.8	0.4	0.2	gene3	1	0.6	1.7	0.1
		gene1	0	0	1	0		
		gene2	1	1	0	0		
		gene3	1	0	1	1		

$$v(1) = 0, v(2) = v(3) = v(1,2) = \frac{1}{4}, v(1,3) = \frac{1}{2}, v(2,3) = \frac{3}{4}, v(N) = 1.$$

The microarray technique

Axioms

Axiom

Let $v \in \mathcal{G}^N$. The solution ψ has the dummy player (DP) property, if for each player $i \in N$ such that $v(A \cup \{i\}) = v(A) + v(\{i\})$ for all $A \subset N \setminus \{i\}$, then

$$\psi_i(\mathbf{v}) = \mathbf{v}(\{i\}). \tag{1}$$

Axiom

Let be given a finite set N of players, and let $\pi : N \to N$ be a permutation of N. Given the game v, denote by $\pi^* v$ the following game: $(\pi^* v)(A) = v(\pi(A))$, and by $\pi^*(x) = (x_{\pi(1)}, \dots, x_{\pi(n)})$. The solution ψ has the symmetry (S) property if, for each permutation π on N, $\psi(\pi^* v) = \pi^*(\psi(v))$.

Semivalues on unanimity games

On the unanimity game u_T , to the non null players:

The microarray technique

Shapley

Banzhaf

Roberto Lucchetti Semivalues and applications

 $\frac{1}{t}$

 $\frac{1}{2^{t-1}}$

1	1	0 1	0	0	0	0	
	0	1	1	1	1	1	
	0	1	1	1	1	1	
	0	1	1	1	1	1	
$\left(\right)$	0	1 1	1	1	1	1)

.

Gene 1 is the last ranked for Shapley

Gene 1 is the first ranked for Banzhaf

The definition

Let $a \in \mathbb{R}$, a > 0.

Definition

Let σ^a , be defined on unanimity game u_R :

 $\sigma_i^a(u_R) = \begin{cases} \frac{1}{r^a} & \text{if } i \in R \\ 0 & \text{otherwise} \end{cases},$

extended by linearity on G^N .

Shapley:a=1

The microarray technique

A first theorem

Theorem

There exists one and only one value ϕ fulfilling the symmetry, linearity and dummy player properties, and assigning a_s to all non null players in the unanimity game u_s , for all coalitions S such that |S| = s, where $a_1 = 1$ and $a_s > 0$ for s = 2, ..., n. Moreover ϕ fulfills the formula:

$$\phi_i(v) = \sum_{S \in 2^{N \setminus \{i\}}} \left(\sum_{k=0}^{n-s-1} \binom{n-s-1}{k} (-1)^k a_{s+k+1} \right) m_i(S).$$
(2)

The main result

Theorem

 σ^{a} is a regular semivalue for all a > 0. The 2-value fulfills:

$$\sigma_i^2(v) = \sum_{S \subseteq 2^{N \setminus \{i\}}} \left(\frac{s!(n-1-s)!}{n!} \sum_{k=s+1}^n \frac{1}{k} \right) m_i(S).$$
(3)

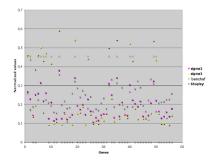
Corollary

The family of the weighting coefficients of the values σ^a , $a \in \mathbb{R}_+$, is an open curve in the simplex of the regular semivalues. Addition of the Banzhaf value provides a one-point compactification of the curve.

A first experiment

Microarray game defined on a tumor/normal data set

microarray.princeton.edu/oncology/affydata/index.html containing the expression levels of a set of 2000 genes measured using Affymetrix oligonucleotide microarray for a set of 40 tumor samples, 22 normal samples



An extension of the model

To each gene *i*, we consider the reference interval $I_i = [m_i, M_i]$, the standard deviation s_i relative to the data of the gene (with respect to the data taken from the reference group), set $N_i^k = [m_i - ks_i, M_i + ks_i]$, k = 1, ...assign value *k* if gene falls in the set $N_i^k \setminus N_i^{k-1}$.

Generalized microarray matrix \hat{M} , having non negative integers entries.

Select the first 50 genes ranked with a standard microarray game

Consider, for each column j the weighted majority game such that $w_{ij} = \hat{m}_{ij}$

Find the ranking given by the indices Shapley, Banzhaf, σ^2

A second experiment:data concerning early onset colon rectal cancer

Gene expression analysis performed by using Human Genome U133A-Plus 2.0 GeneChip arrays (Affymetrix, Inc.,). Data set containing 10 healthy samples and 12 derived from tumor tissues.

7 genes were already identified as a potentially prediction of early onset colorectal cancer: CYR61, FOS, FOSB, EGR1, VIP, KRT24, UCHL1.

	В	S	σ^2
FOSB	2	1	1
CYR61	1	2	2
FOS	3	3	3
VIP	5	5	6
EGR1	10	9	9
KRT24	45	35	35

Based on two papers

Stefano Moretti and Alexis Tsoukiàs Ranking sets of possibly interacting objects using Shapley extensions Proceedings of the 13th International Conference on Principles of Knowledge Representation and Reasoning (KR2012), June 10-14, 2012, Rome.

Roberto Lucchetti, Stefano Moretti and Fioravante Patrone Ranking sets of interacting objects via semivalues Submitted.

Central question(s)

How to derive a ranking over the set of all subsets of a finite set N "compatible" with a given ranking over the elements of N?

- Most papers dealing with this issue provide an axiomatic approach (Kannai and Peleg (1984), Barbera et al (2004), Bossert (1995), Fishburn (1992), Roth (1985) etc.)

- **Extension axiom**: given total preorder \succeq on N, a total preorder \sqsupseteq on 2^N is an *extension* of \succeq if for each $x, y \in N$,

 $\{x\} \sqsupseteq \{y\} \Leftrightarrow x \succcurlyeq y$

Example: max and min

The simplest extensions are the *max* and the *min* extensions.

- For instance, let $N = \{1, 2, 3\}$ and $1 \succ 2 \succ 3$. According to the max extension, for each $S, T \in 2^N \setminus \{\emptyset\}$, we have

$$(S \supseteq^{\max} T) \Leftrightarrow (\operatorname{best}(S) \succcurlyeq \operatorname{best}(T))$$

So the extension $\exists max \text{ of } \succeq \text{ is:}$ {1,2,3} \simeq^{\max} {1,3} \simeq^{\max} {1,2} \simeq^{\max} {1} $\exists max$ {2} \simeq^{\max} {2,3} $\exists max$ {3}

Interaction is important

- Most of the axiomatic approaches from the literature use axioms aimed at preventing interaction among the objects in N.

- However many decision problems require learning preferences over sets of possibly interacting objects.

- For example, you do not need to be Blanc to understand that taking the eleven first ranked players on L'Équipe does not make PSG win the Champion's League!

- or picking the top k items ranked by google does not always yield the optimal subset for building a music playlist.

Which kind of interaction effects?

- Let $N = \{x, y, z\}$ and suppose that an agent's preference is such that $x \succcurlyeq y, x \succcurlyeq z$ and $y \succcurlyeq z$.

- Trying to extend \succeq to 2^N , one could guess that set $\{x, y\}$ is better than $\{y, z\}$, because the agent will receive both y and x instead of y and z (and x is preferred to z).

- However, in case of incompatibility among x and y, or complementarity effects between y and z, the relative ranking between the two sets $\{x, y\}$ and $\{y, z\}$ could be reversed.

Well-known extensions prevent interaction

Axiom (Responsiveness, RESP)

A total preorder \supseteq on 2^N satisfies the responsiveness property if for all $S \in 2^N$ such that $i, j \notin S$

$(S \cup \{i\}) \sqsupseteq (S \cup \{j\}) \Leftrightarrow \{i\} \sqsupseteq \{j\}$

- This axiom was introduced by Roth (1985) studying colleges' preferences for the "college admissions problem" (see also Gale and Shapley (1962)).

- Bossert (1995) used the same property for ranking sets of alternatives with a fixed cardinality and to characterize the class of *rank-ordered lexicographic* extensions.

Well known extensions

The following extensions satisfy the RESP property:

- max and min extensions (Barberà, Bossert, and Pattanaik 2004)
- lexi-min and lexi-max extensions (Barberà, Bossert, and Pattanaik 2004)
- median-based extensions (Nitzan and Pattanaik 1984)
- rank-ordered lexicographic extensions (Bossert 1995)
- many others...

p-aligned total preorders

Key (and simple) remark Every (normalized) utility function associated to a total preorder \supseteq on 2^N originates a TU-Game.

Let $V(\supseteq)$ be the class of coalitional games representing \supseteq

DEF. Let π^p be a semivalue. A total prorder \supseteq on 2^N is **p**-aligned if for each $v \in V(\supseteq)$

$$\{i\} \sqsupseteq \{j\} \Leftrightarrow \pi_i^{\hat{p}}(v) \ge \pi_j^{p}(v)$$

for all $i, j \in N$.

In other words, the ranking assigned by the semivalue to the players (objects) respects the initial ranking and does *not* depend from the utility function selected to represent the ordering on 2^N .

A characterization

Setting
$$x_s = p_s + p_{s+1}$$
 and

$$\left[\sum_{S:i,j\notin S,|S|=s} [v(S\cup\{i\})-v(S\cup\{j\})]\right] = a_{s+1}^{ijv},$$

Semivalues $\pi^{\mathbf{p}}$ aligned with \supseteq can be found by solving the semi-infinite system of linear inequalities:

$$\begin{aligned} a_1^{jj\nu}x_1 + a_2^{jj\nu}x_2 + \cdots + a_{n-1}^{jj\nu}x_{n-1} \ge 0, \quad v \in V(\sqsupseteq), \quad i \sqsupseteq j, \\ x_1 \ge 0, \dots \quad x_{n-1} \ge 0 \quad x \ne 0 \end{aligned}$$

Example: a Shapley-aligned total preorder

For each coalitional game v, the Shapley value is denoted by $\phi(v) = \pi^{\hat{p}}(v)$. Let $N = \{1, 2, 3\}$ and let \supseteq^a be a total preorder on N such that $\{1, 2, 3\} \supseteq^a \{3\} \supseteq^a \{2\} \supseteq^a \{1, 3\} \supseteq^a \{2, 3\} \supseteq^a \{1\} \supseteq^a \{1, 2\} \supseteq^a \emptyset$.

For every $v \in V(\exists^a)$

$$\phi_2(v) - \phi_1(v) = \frac{1}{2}(v(2) - v(1)) + \frac{1}{2}(v(2,3) - v(1,3)) > 0$$

On the other hand

$$\phi_3(v) - \phi_2(v) = \frac{1}{2}(v(3) - v(2)) + \frac{1}{2}(v(1,3) - v(1,2)) > 0.$$

 $\left(\frac{1}{2}=p_0+p_1=p_1+p_2.\right)$

p-aligned also for other semivalues

Note that \square^a is **p**-aligned with every regular semivalue such that $p_0 \ge p_2$:

$$\pi_2^p(v) - \pi_1^p(v) = (p_0 + p_1)(v(2) - v(1)) + (p_1 + p_2)(v(2, 3) - v(1, 3)) > 0$$

On the other hand

 $\begin{aligned} \pi_3^p(v) - \pi_2^p(v) &= (p_0 + p_1) \big(v(3) - v(2) \big) + (p_1 + p_2) \big(v(1,3) - v(1,2) \big) > 0 \\ \text{for every } v \in V(\sqsupseteq^a). \end{aligned}$

Total preorder p-aligned for no regular semivalues

It is quite possible that for a given preorder there is no **p**-ordinal regular semivalue associated to it ((1, 0, ..., 0) does always the job). With $N = \{1, 2, 3\}$ and the following total preorder:

$$N \sqsupset \{1,2\} \sqsupset \{2,3\} \sqsupset \{1\} \sqsupset \{1,3\} \sqsupset \{2\} \sqsupset \{3\} \sqsupset \emptyset.$$

Then 1 and 2 cannot be ordered since, for every fixed semivalue ${\boldsymbol{\mathsf{p}}}$ the quantity

 $(p_0 + p_1)(v({1}) - v({2})) + (p_1 + p_2)(v({1,3}) - v({2,3}))$

can be made both positive and negative by suitable choices of v.

A geometric characterization of alignment

Theorem

Given a total order \supseteq on 2^N , the set of regular semivalues \supseteq is aligned with, is either empty or at least two dimensional convex set.

Can be exactly two dimensional also with several players. Example Let $N = \{1, 2, 3, 4, 5\}$. A trichotomous preorder such

$$\begin{split} VG &= \{\{1\}, \{1,3\}, \{2\}, \{2,3,4\}, \{4,5\}, \{1,2,5\}, \{1,2,3,4\}\}, \\ G &= \{\{3\}, \{1,3,5\}, \{4\}, \{1,2,4,5\}, \{2,4\}, \{3,5\}\}, \\ B &= \{2^N \setminus \{VG \cup G\}\}. \end{split}$$

Such a total preorder is aligned for every regular semivalue of the form

$$\mathbf{p} = (p_0, p_1, \frac{1 - p_0 - 2p_1}{2}, p_1, \frac{1 - p_0 - 2p_1}{2}).$$

Proposition Let \supseteq be a total preorder on 2^N . If \supseteq satisfies the RESP property, then it is *p*-aligned with every semivalue π^p .

- All the extensions from the literature listed in the previous slide are ${\bf p}\mbox{-aligned}$ with all regular semivalues...

Axiom[Permutational Responsiveness, PR]

We denote by \sum_{ij}^{s} the set of all subsets of N of cardinality s which do not contain neither i nor j, i.e. $\sum_{ij}^{s} = \{S \in 2^{N} : i, j \notin S, |S| = s\}.$

Order the sets $S_1, S_2, \ldots, S_{n_s}$ in Σ_{ij}^s when you add *i* and *j*, respectively:

$$S_{1} \cup \{i\} \supseteq S_{l(1)} \cup \{j\}$$

$$|\bigcup \qquad \qquad |\bigcup$$

$$S_{2} \cup \{i\} \supseteq S_{l(2)} \cup \{j\}$$

$$|\bigcup \qquad \qquad |\bigcup$$

$$S_{n_{s}} \cup \{i\} \supseteq S_{l(n_{s})} \cup \{j\}$$

$$\Leftrightarrow \{i\} \supseteq \{j\}$$

Again a sufficient condition...

Proposition Let \supseteq be a total preorder on 2^N . If \supseteq satisfies the PR property, then \supseteq is **p**-aligned with every semivalue.

- $\{1, 2, 3, 4\} \square^{b} \{2, 3, 4\} \square^{b} \{3, 4\} \square^{b} \{4\} \square^{b} \{3\} \square^{b} \{2\} \square^{b} \{2, 4\} \square^{b} \{1, 4\} \square^{b} \{1, 3\} \square^{b} \{2, 3\} \square^{b} \{1, 3, 4\} \square^{b} \{1, 2, 4\} \square^{b} \{1, 2, 3\} \square^{b} \{1, 2\} \square^{b} \{1\} \square^{b} \emptyset$ is **p**-aligned for all *p* but does not satisfy the PR property.

Axiom[Double Permutational Responsiveness, DPR]

Order the sets $S_1, S_2, \ldots, S_{n_s+n_{s-1}}$ in $\sum_{ij}^s \cup \sum_{ij}^{s-1}$ when you add *i* and *j*, respectively:

A characterization with possibility of interaction

Theorem

The following statements are equivalent:

- 1) \supseteq fulfills the DPR property;
- 2) \supseteq is **p**-aligned for all semivalues.

Finding semivalues aligned with \supseteq

Let \Box be a total preorder on 2^N . For each $A \in 2^N$, let $\mathcal{P}_{ij}^s(\Box, A)$ be the set of all subsets T containing neither i nor j and with cardinality s such that $T \cup \{i\}$ is weakly preferred to S, i.e. $\mathcal{P}_{ij}^s(\Box, A) = \{S \in \Sigma_{ij}^s : S \cup \{i\} \supseteq A\}.$

Theorem

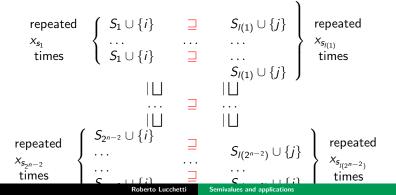
Let \supseteq be a total preorder on 2^N and consider a semivalue $\mathbf{p} = (p_0, \dots, p_{n-1})$. Then \supseteq is \mathbf{p} -aligned if and only if for all $i, j \in N$ and all $A \in 2^N$

$$\sum_{s=0}^{n-2} (p_s + p_{s+1}) \left(|\mathcal{P}_{ij}^s(\beth, A)| - |\mathcal{P}_{ji}^s(\beth, A)| \right) \ge 0 \Leftrightarrow \{i\} \sqsupseteq \{j\},$$

Finding semivalues aligned with \square is transformed in a (almost) *classical* system of linear inequalities.

Axiom[Weighted Permutational Responsiveness, WPR]

Let **p** be a semivalue with rational coordinates and let **v** be a multiple of **p** in \mathbb{N}^n . Let $x_s = v_s + v_{s+1}$. Order all sets in decreasing order, with repetitions $S_1, S_2, \ldots, S_{2^{n-2}}$ in $2^{N \setminus \{i,j\}}$ when you add *i* and *j*, respectively:



Example

Let $N = \{1, 2, 3\}$ and consider the order

 $N \sqsupset \{1\} \sqsupset \{2,3\} \sqsupset \{1,3\} \sqsupset \{2\} \sqsupset \{1,2\} \sqsupset \{3\} \sqsupset \emptyset.$

 $\mathbf{v} = (\frac{1}{2}, \frac{1}{4}, \frac{1}{4}) \ \mathbf{v} = (2, 1, 1).$ Then consider players 1 and 2

$$\begin{array}{cccccc} \{1\} & \square & \{2,3\} \\ \{1\} & \square & \{2,3\} \\ \{1\} & \square & \{2\} \\ \{1,3\} & \square & \{2\} \\ \{1,3\} & \square & \{2\} \\ \{1,3\} & \square & \{2\} \end{array}$$

A simple algorithm to check **p**-alignment

Theorem

Let \square be a total preorder on 2^N and consider a semivalue $\mathbf{p} = (p_0, \dots, p_{n-1})$, with rational p. Then \square is \mathbf{p} -aligned if and only if the property WPR holds.