



## 1. BACKGROUND

- Agents exchange resources through network links and can create additional links with costs that have a lifetime.
- A poorly connected agent would want to connect to other peers to receive resources.

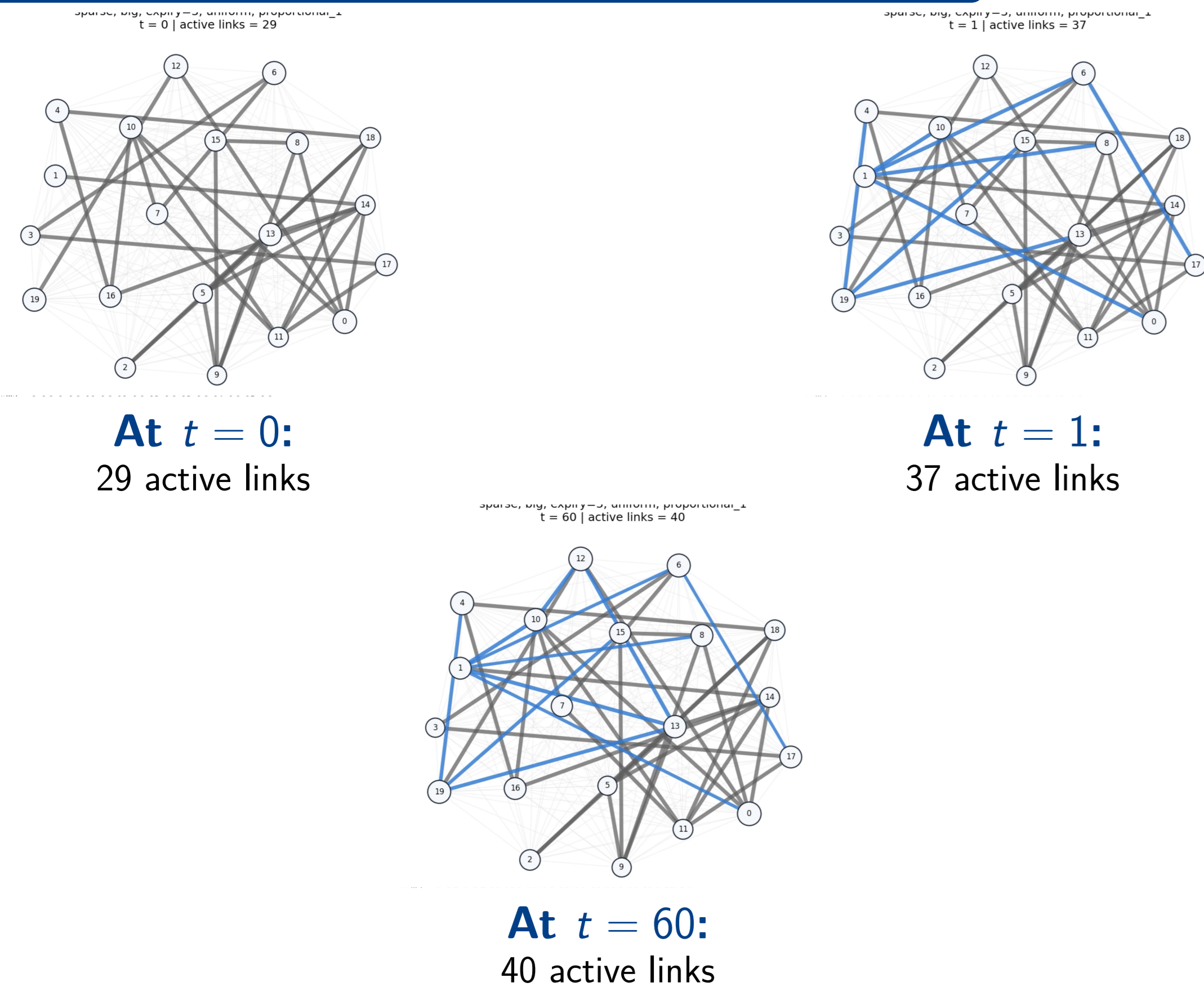
## 2. RESEARCH QUESTION

How does strategic, costly link formation affect the welfare, fairness, and stability of decentralized resource-exchange networks?

## 3. MODEL SETUP AND ASSUMPTIONS

- $N$  agents, each produces  $a_i(t) > 0$  resources in each slot, shares with neighbors  $x_{ij}$ , creates links
- Created links have costs and a lifetime
- Degradation  $\beta \in (0, 1)$  and Discount factor  $\delta \in (0, 1)$ .
- Creates link if estimated benefits with link - without link is bigger than costs
- Estimated benefits don't include second-order effects

## 4. SIMULATION SNAPSHOT: GRAPH EVOLUTION



## 5. KEY DEFINITIONS

### Effective received resource

Resource received after link quality is applied.

$$r_i(t) = \sum_{j \in N_i(t)} q_{ij}(t) x_{ji}(t)$$

**Intuition:** Received from neighbors times quality (influenced by degradation)

### Link creation rule

Create a new link  $\{i, j\}$ .

$$\sum_{\tau=t+1}^{t+T_{ij}} \delta^{\tau-t} (r_i^{+ij}(\tau) - r_i^{-ij}(\tau)) \geq c_{ij}$$

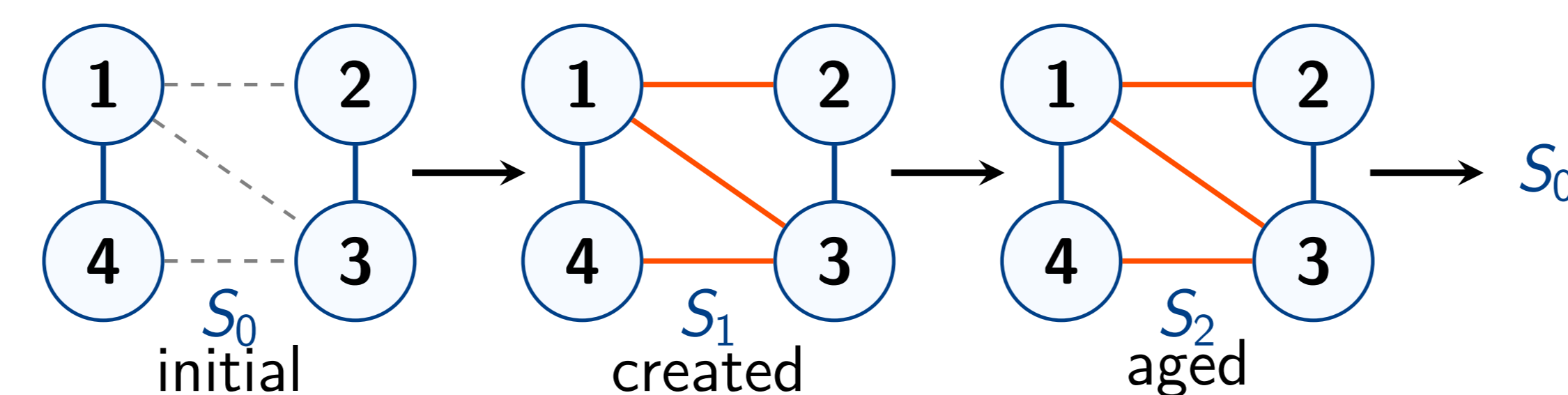
**Intuition:** Create only if the discounted future gain covers the creation cost.

## 6. STABLE STATES / CYCLES

**State:**  $S_t$  because no classical equilibrium.

**Improving cycle:** instead of reaching one fixed state, the system may repeat:

$$S_1 \rightarrow S_2 \rightarrow \dots \rightarrow S_p \rightarrow S_1.$$



## 7. EGALITARIAN STRATEGY

**Idea:** under egalitarian allocation, an agent splits its resource equally among all active neighbours.

$$x_{ij}^{eg}(t) = \frac{a_i(t)}{d_i(t)}$$

### Observations for the egalitarian strategy

- The egalitarian strategy reaches a cycle because the effective number of states is finite.
- Sparse candidate neighbours are preferred, since the expected benefit is larger when  $d_j(t)$  is smaller.
- The expected benefit of a new link is highest at the first time slot.

## 8. PROPORTIONAL STRATEGY

**Idea:** under proportional allocation, an agent sends more resource to neighbours from which it received more effective resource in the previous time slot.

$$x_{ij}(t+1) = a_i(t+1) \frac{q_{ij}(t) x_{ji}(t)}{\sum_{k \in N_i(t)} q_{ik}(t) x_{ki}(t)}$$

### Two proportional strategies are used

- Proportional 1:** newly created links receive initial equal allocation
- Proportional 2:** newly created links receive a temporary exploration boost

### $\epsilon$ -cycle for proportional strategies

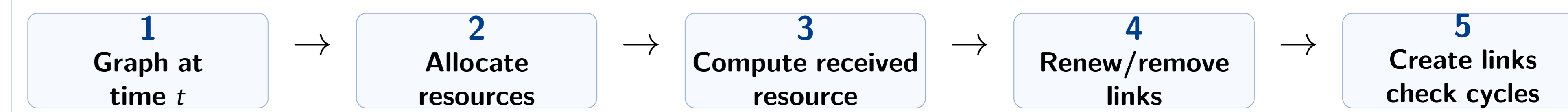
Allocation values are continuous.

$$|S_{t+p} - S_t| < \epsilon$$

Cycles are detected approximately.

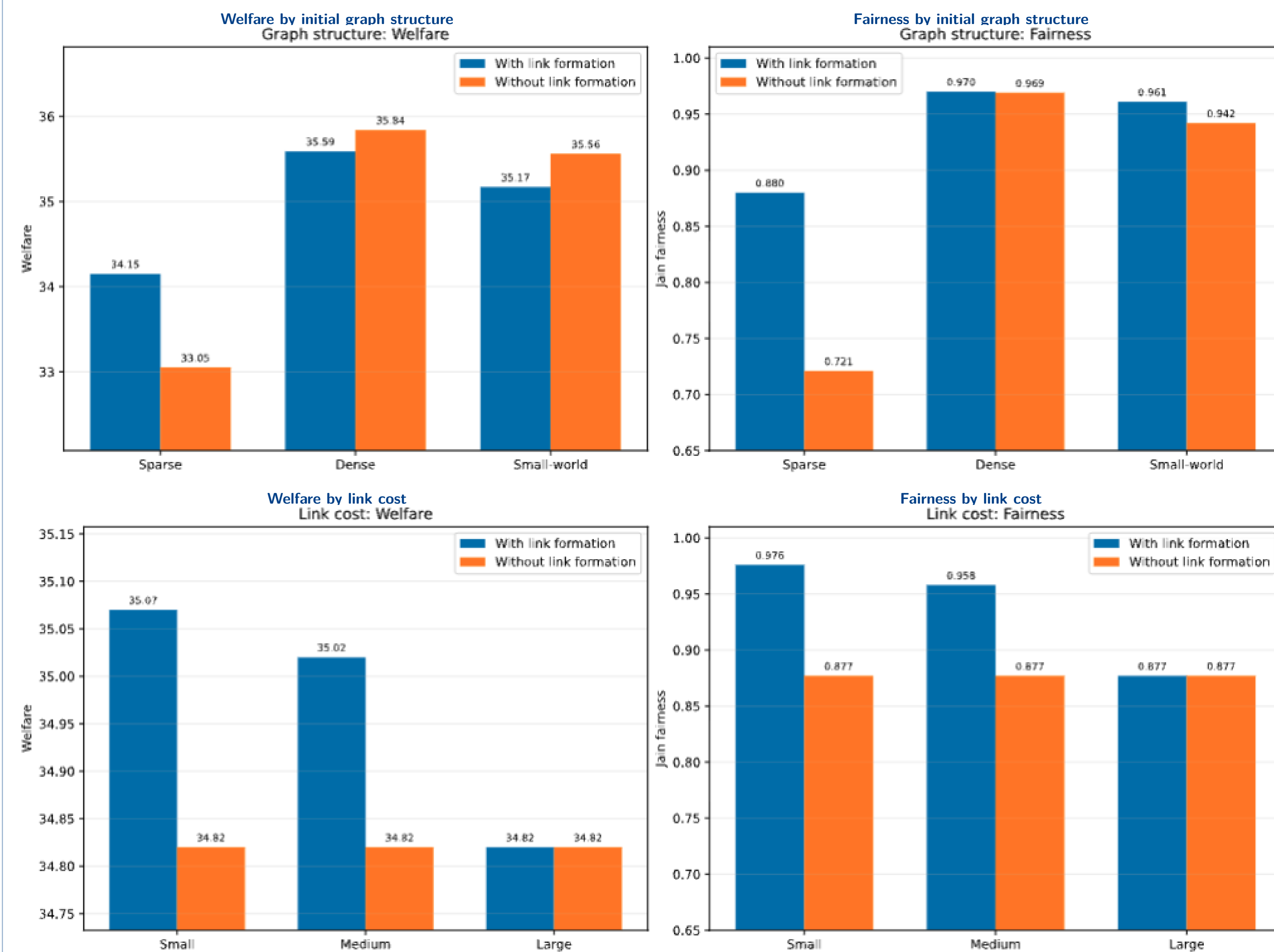
## 9. SIMULATION METHODOLOGY

Simulation order in each time slot



## 10. FAIRNESS AND WELFARE RESULTS

Metrics: Jain fairness Eisenberg-Gale welfare



## 11. CONCLUSIONS

- Link formation can enter a cycle of states instead of an equilibrium.
- Strategic link formation can improve welfare and fairness, especially when the initial graph is sparse.
- When link costs are high, agents create fewer links and the system behaves more like the fixed-network case.
- More links are not always better: additional links can increase complexity without improving fairness or welfare.