

## Internet Cooperation

- Many Internet systems rely on cooperation between two or more self-interested entities
  - e.g., EBay, online games, sharing of WLAN base stations, P2P file sharing
- Existing Internet mechanisms for encouraging cooperation don't scale
  - altruism: few P2P users share files
  - centralized server: EBay charges for reputation server
- Real world mechanisms don't work online
  - identities easily created and abandoned→ selfish users can escape punishment and collude

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## Oath

- Design and simulation of scalable techniques to encourage cooperation in the Internet
  - Mostly done
- Design and implement system which employs techniques
  - Just starting
- Apply system to one of the application domains
  - EBay, online gaming, sharing of WLAN base stations, P2P file sharing
  - Not done
- Talk to Kevin Lai (laik@cs.berkeley.edu)

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