

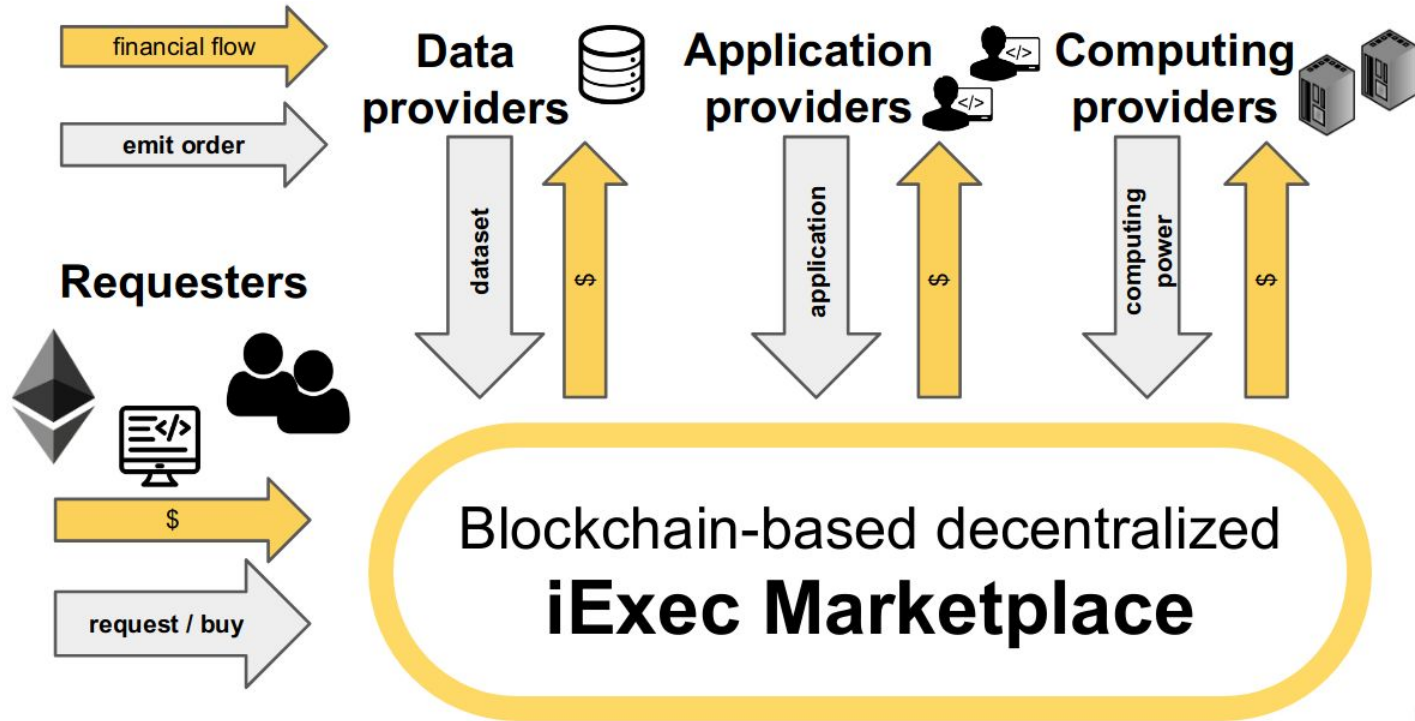
# Incentivization of correct behavior in a decentralized computing marketplace

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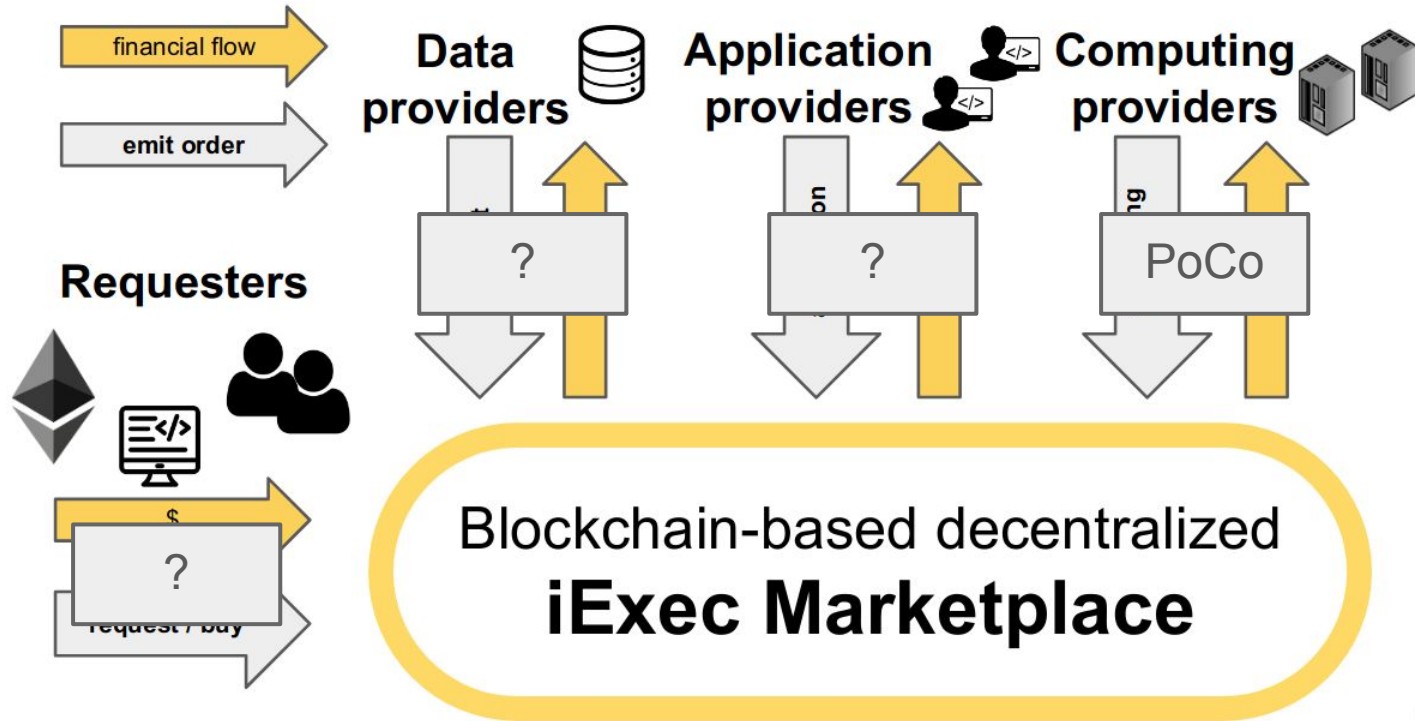


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# Context: The iExec decentralized marketplace



# Identified problem



⇒ Currently no incentive mechanisms for Requesters, Data providers and Application providers.

# Proposed solutions

To ensure the system's reliability, it must incentivize good behavior from all actors.

We need to:

- Detect when any actor engages in wrongdoing.
- Punish faulty behaviors.
- Reward good behaviors.



Quality  
Assessment



Reputation



Staking

# Solutions comparison



## Quality Assessment

- + Identify faulty actor.
- + Objective Evaluation.
- + Early Detection.
- Not one size fit all.
- Difficult to automate.



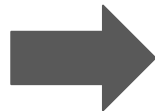
## Staking

- + Financial incentive.
- + Accountability.
- Capital Requirement.
- Risk of Loss.
- Who is to blame ?



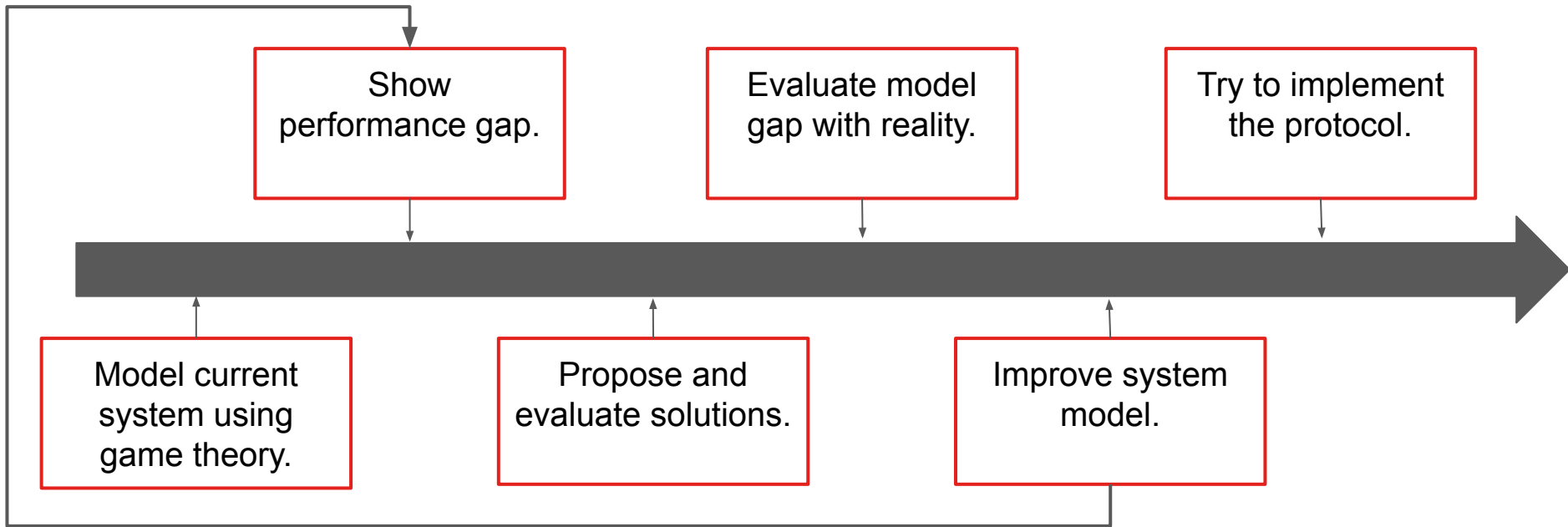
## Reputation

- + Behavioral Incentives.
- + Accountability.
- Reputation Manipulation.
- Initial Bias.
- Who is to blame ?



Would blaming everyone work ?

# Planning





## **Smart Contract**

- Automated Agreements
- Trustless Transactions
- Transparency
- Immutability



## **PoCo**

- Consensus Mechanism
- Incentives for Workers
- Staking System
- Outcome-based Payments