

## APPENDIX

**Theorem A.1.** There is a strict Nash Equilibrium in which, for any computation with a per player reward  $Reward_i > \frac{cost(calc)}{\omega - \tau}$ , rational computers and requesters follow the protocol.

*Proof.* Consider a RequestComputation(*requester*, \*) instance corresponding to a computation instance *calc*, and computers selected for computation *I*. Based on  $n_{comp} > n_{comp}(\psi)$ , the majority of computers in *I* are rational.

First consider a rational requester. Correctly running *RevealRewards*(*calc*, \*) allows the requester to run *ReturnEscrow*(*calc*, \*) and receive back *calc.escrow<sub>MM</sub>*. This is because no computer can run a *FinaliseRewards*(*calc*, \*) resulting in *claim* = *true*. Therefore, rational requesters follow the protocol

Consider now the rational computers. If the requester correctly runs *RevealRewards*(*calc*, \*), *calc.trgt* and *calc.responses<sub>good</sub>* are generated correctly. Therefore, if all rational computers follow the protocol, the assumption under which we chose  $Reward_i$  in Section V, for a given rational computer *computer<sub>i</sub>* correctly running *SubmitResult*(*calc*, \*), *computer<sub>i</sub>* is included in *calc.responses<sub>good</sub>* with probability  $\omega$ . If *computer<sub>i</sub>* incorrectly runs *SubmitResult*(*calc*, \*), *computer<sub>i</sub>* is included in *calc.responses<sub>good</sub>* with probability of at most  $\tau$ . By our choice of  $Reward_i$ , we have seen in Section V, given *calc.responses<sub>good</sub>* is generated correctly and computers included in *calc.responses<sub>good</sub>* receive this with probability 1, this is sufficient for rational computers to compute result, equivalent to running *SubmitResult*(*calc*, \*).

If the requester correctly runs *RevealRewards*(*calc*, \*), *calc.responses<sub>good</sub>* is generated correctly. A computer can then run *FinaliseRewards*(*calc*, \*) to receive  $Reward_i$  if included in *calc.responses<sub>good</sub>*, as required. If the requester incorrectly runs *RevealRewards*(*calc*, \*), any computer can run *FinaliseRewards*(*calc*, \*) to generate *claim* = *true* receive  $Reward_i$  with probability 1, which is strictly greater than if the requester correctly runs *RevealRewards*(*calc*, \*).

Therefore, rational computers and requesters follow the protocol if  $Reward_i > \frac{cost(calc)}{\omega - \tau}$   $\square$

**Lemma A.2.** For a series of computations [*calc<sub>1</sub>*, *calc<sub>2</sub>*, ..., *calc<sub>n</sub>*] with  $Reward_i > \frac{cost(calc)}{\omega - \tau}$  and  $n_{comp} > n_{comp}(\psi)$ , as the number of completed computations increases, the probability of selecting a Byzantine computer for a computation with  $n_{comp} < \frac{Computers}{2}$  is strictly decreasing in expectancy and approaches 0 as *n* tends to infinity.

*Proof.* As  $Reward_i > \frac{cost(calc)}{\omega - \tau}$ , from Theorem A.1 rational computers follow the protocol. Let  $\alpha$  be the share of computers that are Byzantine. We know a majority of computers selected are rational, as  $n_{comp} > n_{comp}(\psi)$ . Therefore, Byzantine computers are rewarded with probability  $\tau < \omega$ . For a given computation, the expected reputation increase of a selected Byzantine computer is  $\tau$ , while the expected increase for a selected rational computer is  $\omega$ . Given  $n_{comp}$  are selected for the computation, the expected number of these being rational computers is  $(1 - \alpha)n_{comp}$ , while the number of selected

Byzantine computers is  $\alpha n_{comp}$ . Furthermore, this means the expected increase in reputation for rational computers is  $(1 - \alpha)n_{comp}\omega$ , while the expected increase in reputation for Byzantine computers is  $\alpha n_{comp}\tau$ . At the beginning of the protocol, the probability of selecting a Byzantine player from the set of all computers is in direct proportion to starting reputation. Given initial reputations of *initRep*, after the first computation, the selection probability of a Byzantine computer reduces in expectancy to:

$$\frac{\alpha(|Computers|initRep + n_{comp}\tau)}{|Computers|initRep + n_{comp}((1 - \alpha)\omega + \alpha\tau)}. \quad (5)$$

First it be can see that

$$\frac{\alpha(|Computers|initRep + n_{comp}\tau)}{|Computers|initRep + n_{comp}((1 - \alpha)\omega + \alpha\tau)} < \alpha \quad (6)$$

meaning Byzantine selection probability is decreasing. To prove that Byzantine selection probability tends to 0 in the number of computations as described in the Lemma statements, let  $\alpha_k$  be the Byzantine computer selection probability after *k* computations. We have the expected Byzantine selection probability after *k* + 1 computations, denoted ,  $\alpha_{k+1}$ , is:

$$\begin{aligned} & \frac{\alpha_k(|Computers|initRep + n_{comp}\tau)}{|Computers|initRep + n_{comp}((1 - \alpha_k)\omega + \alpha_k\tau)} \\ &= \frac{\alpha_k(|Computers|initRep + \tau n_{comp})}{|Computers|initRep + n_{comp}\omega - \alpha_k n_{comp}(\omega - \tau)}. \end{aligned} \quad (7)$$

We have already seen:

$$\alpha_{k+1} = \frac{\alpha_k(|Computers|initRep + n_{comp}\tau)}{|Computers|initRep + n_{comp}\omega - \alpha_k n_{comp}(\omega - \tau)} < \alpha_k. \quad (8)$$

which implies:

$$\frac{(|Computers|initRep + n_{comp}\tau)}{|Computers|initRep + n_{comp}\omega - \alpha_k n_{comp}(\omega - \tau)} < 1. \quad (9)$$

Letting the term on the right be  $r_k$ , we can see  $r_k$  is decreasing in *k* as  $n_{comp}(\omega - \tau) > 0$  (because  $\omega > \tau$ ) and  $\alpha_{k+1} < \alpha_k$ , meaning the negative term in the denominator of  $r_k$  is increasing (towards 0) and as such the denominator of  $r_k$  is increasing. Therefore  $\alpha_k < \alpha_0 r_0^k$ , with  $r_0 < 1$ . The result follows.  $\square$