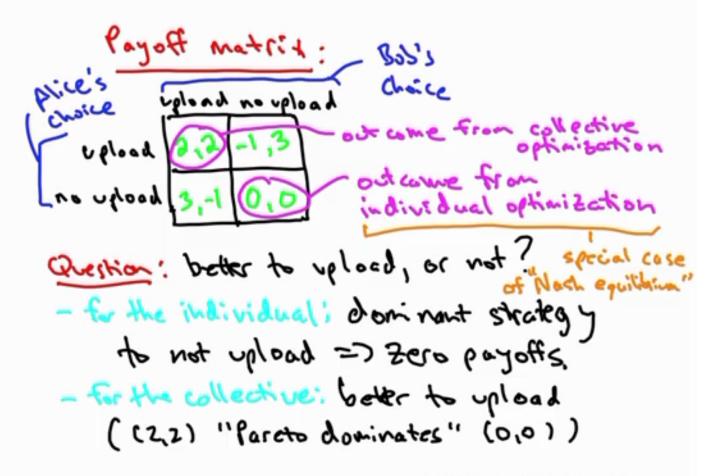
The Prisoner's Dilemma

File transfer game: - Alice has a filedesired by Bob and vice verse - simultaneously decide Whether to upload or not - benefit of download = 3 - cost of upload = I Equivalent: Prisoner's



Repeated Prisoner's Dilemma

Model # 1: Alice, Bob play Prisoner's Dilemma ntimes (and)

- action in a stage i can depend on obtames of stages I,2,...,i-1.

Note: at stage n, dominant strategy to defect.

-> Continuing backword, only justicable behavior in model is to always defect.

Model #2; After each stage, game ends with some probability p. Claim; if p is small enough, cooperation is justified.



The Tit-for-Tat Strategy

Setting: repeated Prisoner's Dilemma, each stage the last

Tit-fr-Tat: (1) in stage 1, cooperate

(2) in stage i>2, do wherever other player did in stage

Claim: if p & & and Alice plays +it - for -tat, Bob should cooperate.

Reason: (and der stage I.

=) if p< \frac{1}{2}, shat -torm

goin of defection

out weighted by long-term cost!

stage-2 payoff stage 2

perate 3 (1-972)

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Incentives in Computer Science: The Prisoner's Dilemma

Tit-for-Tat in BitTorrent

Bit Torrent i dominant paradigm in Pap File distribution. Strategy: - break big file into many pieces (c.g., 10 mB each)
- users exchange file pieces => transforms single-shot Prisoner's Dilemma into repeated Prisoner's Dilemma!

Default dient: (ignoring boot strapping)

- broadcast which files you have request download from all pears with relevant file pieces
- split upload capacity equally a cross s peers chosen using

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