网络、通信与安全

一种基于惩罚区分度的P2P系统信任模型

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摘要 提出了一种具有惩罚水平区分度的重复博弈信任管理模型DPTrust,对节点的非合作行为,依据其在最近时间窗口中的信用级别,施加不同时长的惩罚期,从而区分了善意节点的"偶尔犯错"和恶意节点的"故伎重演"及摇摆等行为。理论分析和仿真实验表明,该系统有效地提高了P2P节点诚实交易的积极性和系统的整体效率。

关键词 对等网络 <u>信誉模型</u> <u>重复博弈</u> 惩罚策略

分类号

Distinguishability of penalty based trust model for P 2 P systems

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Abstract

In this paper, it presents a distinguishability of penalty based trust model, named DPTrust, in which the duration of penalty is determined in terms of peers credility level in a latest time window, as a result, both kinds of peers has been distinguished. Mathematic analysis and simulation experiments show that, the proposed model can improve incentives for peers and total payoffs of P 2 P systems effectively.

Key words Peer—to—Peer network reputation model repeated games penalty strategy

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