

During the last years, researchers developed a lot of mathematical tools than can help to understand the von Neuman computer and parallel machines. The internet is very different to these computers in that it is build, operated, and used by a multitude of diverse economic interests, in varying relationships of collaboration and competition with each other. This suggests that mathematical tools for understanding the internet may come from a fusion of algorithmic ideas with concepts from mathematical economics and game theory.

In this group we will define and analyse a simple game that can be used to model the growth of the internet.