

互联网骨干网连接方式的最优选择博弈

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First-best Social Interconnection Choice Game between Internet Backbone Providers

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摘要 本文通过动态博弈模型,研究了不同规模的骨干网对转接和直联连接方式的选择。提出了我国互联网骨干网的连接方式应为直联和转接等方式,而不仅仅是直联的一种方式。根据骨干网的规模大小,对骨干网进行分层,规模差异较小的骨干网间进行直联的连接方式,规模差异较大的骨干网间进行转接的连接方式。当前,监管者适当抑制规模差异较大的骨干网间直联关系的发展,而不是过多地鼓励直联关系的发展。

关键词: [互联互通](#) [网络规模](#) [管制政策](#) [分层](#)

Abstract: Through dynamic game,we analyzed how networks asymmetric in size make a choice among interconnection models,transit or peering,and competed for users.Our paper presents that the interconnection modes of Internet backbone in our country should contain peering and transit,not only peering.Backbone networks are classified due to their different scale.The peering mode is applicable to the interconnection between backbones with similar scale,while the transit mode is better for that between backbones with asymmetric scale.Accordingly,at present,regulator should appropriately restrain the backbones with asymmetric scale adopting the peering mode,rather than promote it.

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