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Titolo	Trusting agents for trusting electronic societies : theory and applications in HCI and E-commerce / / Rino Falcone ... [et al.] (eds.)
Pubbl/distr/stampa	Berlin ; ; New York, : Springer, c2005
Edizione	[1st ed. 2005.]
Descrizione fisica	1 online resource (VIII, 235 p.)
Collana	Lecture notes in computer science Lecture notes in artificial intelligence, , 0302-9743 ; ; 3577 Hot topics
Altri autori (Persone)	FalconeRino
Disciplina	006.3
Soggetti	Intelligent agents (Computer software) Trust Trust - Simulation methods
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Result of two workshops, the 6th and the 7th International Workshop on Trust in Agent Societies, respectively held in Melbourne (Australia) on July 14, 2003 and in New York (USA.) on July 9, 2004."--Pref.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Normative Multiagent Systems and Trust Dynamics -- Toward Trustworthy Adjustable Autonomy in KAoS -- Contract Nets for Evaluating Agent Trustworthiness -- The EigenRumor Algorithm for Calculating Contributions in Cyberspace Communities -- A Temporal Policy for Trusting Information -- A Design Foundation for a Trust-Modeling Experimental Testbed -- Decentralized Reputation-Based Trust for Assessing Agent Reliability Under Aggregate Feedback -- A Trust Analysis Methodology for Pervasive Computing Systems -- Decentralized Monitoring of Agent Communications with a Reputation Model -- A Security Infrastructure for Trust Management in Multi-agent Systems -- Why Trust Is Hard -- Challenges in e-Mediated Services -- A Protocol for a Distributed Recommender System -- Temptation and Contribution in C2C Transactions: Implications for Designing Reputation Management Systems.
Sommario/riassunto	Based on two international workshops on trust in agent societies, held at AAMAS 2003 and AAMAS 2004, this book draws together carefully revised papers on trust, reputation, and security in agent society. Besides workshop papers, several contributions from leading

researchers in this interdisciplinary field were solicited to complete coverage of all relevant topics. The 13 papers presented take into account issues from multiagent systems, artificial intelligence, cognitive science, game theory, and social and organizational science. Theoretical topics are addressed as well as applications in human-computer interaction and e-commerce.
