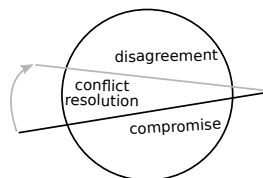
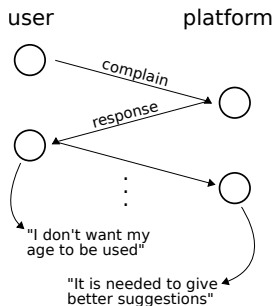


ReEnTrust Project

F2F Meeting in Edinburgh

5th of June 2019

Mediation tool : negotiation part



Mediation tool : negotiation part

- ▶ User should provide :
 - preferences → sandbox
 - arguments → pre-registered

- ▶ Platform should provide :
 - explanations
 - evidences

Rebuilding trust

- ▶ Refutation of users preferences and arguments must be justified
- ▶ Explaining the algorithm
 - from user's claims
 - with formal methods
 - depending on the recommendation system
- ▶ Showing impact of parameters and filters on :
 - suggestions
 - trust

Compute the compromise

- ▶ Using of formal models of negotiation protocols
 - describing the conflict
 - understanding preferences and strategies

- ▶ Satisfy user and platform requirements ?
 - first step : make predictions/suggestions of responses
 - base of a dialogue between parties
 - resulting in a balanced solution maximising their benefits
 - second step : automated mediator for solutions computing
 - extracts preferences from arguments
 - analyses the underlying game

Technical questions

- ▶ Should we have an account for each user?
- ▶ Should we save the conversation?
- ▶ What do the arguments look like?
- ▶ Which algorithm should be used?
- ▶ If we use a trained engine, should we show the data that is used to train it?
- ▶ How do we know that the trust has been rebuilt?