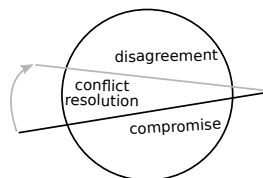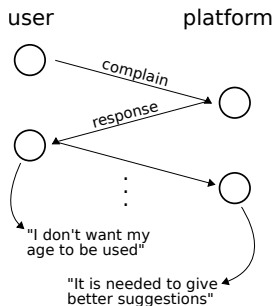# ReEnTrust Project

F2F Meeting in Edinburgh

4th 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 ?