Origination for this concept: most recently discussed with Delphi folks in Paris.

Basic idea:

Let's take Kickstarter as the basis. Kickstarter is a supply-side-driven counterparty discovery system for small-scale public and private goods production:

- Some person or small organisation with a concept writes a proposal for a good they would like to produce and a threshold of funds which they need in order to be able to produce it, plus often so-called "tiers" or particular rewards tied to individual levels of contribution.
- Contributors ("backers") choose how much they want to individually contribute, and consequently what they will individually receive if the project is funded (and actually delivers).
- If the threshold is met, the project is funded. If not, it is not funded (and no one is charged).

This is effectively an implementation of the well-known concept ofdominant assurance contracts, but with supply-side provisioning only - there is no way for potential backers to group together and articulate what they collectively want.

The concept of Public Signal (name TBD, nominations welcome) is to fully realize this concept of dominant assurance contracts in a bidirectional counterparty discovery market:

- Potential producers of public or private goods (typically private goods with high upfront cost and lower marginal unit production cost, which act a bit like hybrid goods) can craft proposals for what they would produce, with what required upfront cost and individual benefits (for the private/hybrid goods).
- Potential consumers of public or private (hybrid) goods can craft proposals for what they want to be produced

, with what they would individually be willing to pay.

The counterparty discovery process is responsible for matching these (and settling, when consumers and producers are matched). Quite a bit more here is needed beyond just the Anoma architecture; in particular, we will need a sort of "fuzzy combination" of proposals from different consumers, whose details are not going to exactly match. Counterparty discovery in this application is definitely interactive, and would probably include some kind of discussion process, a way to compose / merge two similar-enough proposals, a way for potential producers and consumer groups to negotiate (using on-demand consensus, say), and even potential decentralized court arbitration (a la Kleros, say) for post-contract disputes if production doesn't go as expected.

I think it will be especially important to explain how users might want to start thinking about public goods production in such a system - there is some similarity to existing (but currently rarely seen) concepts such as buyer's clubs, and probably much more in the collective organisational literature that I don't know about - but there's also a lot of difference in what can potentially be enabled by digital counterparty discovery - consider, for example, a group of DIY enthusiasts grouping together to contract a Shenzhen manufacturer for a large DIY cellphone component order, or a community grouping together to contract a steward to purchase and operate a community makerspace.

Maybe we can also kick off with a synchronous brainstorming session & some note-taking.

cc @apriori for your context