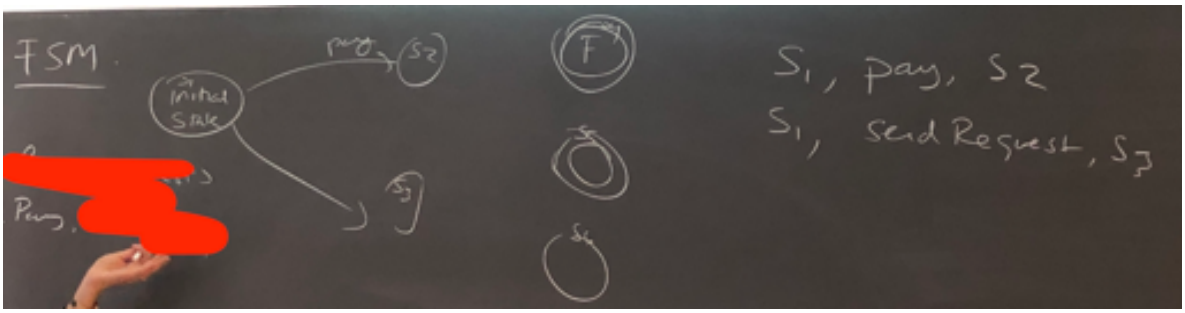
L10 Agent Communication continues

Commitments

Example in class about Finite State Machines (FSM) - FSM can only change states based on defined rules/ there is a known finite state as well:

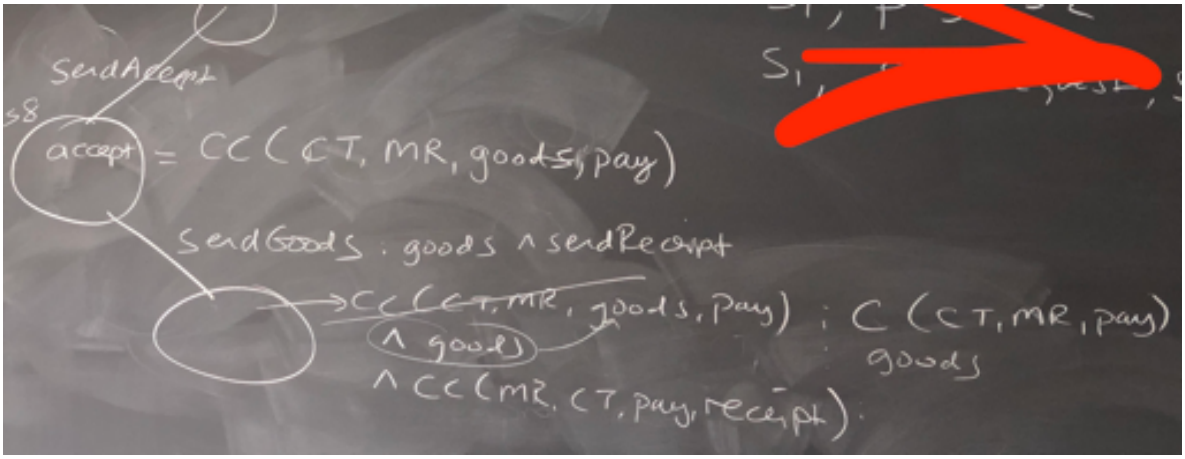


With Commitents

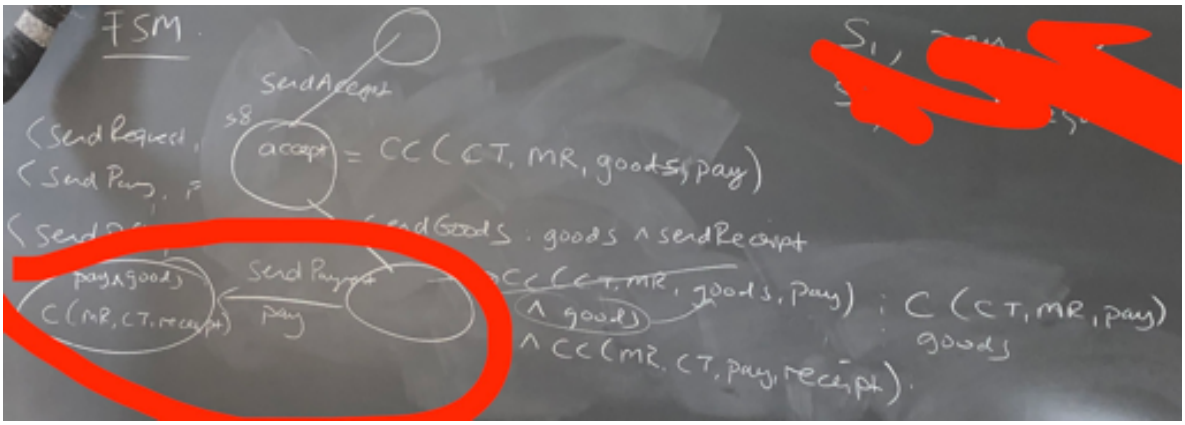
- you can decide on agent side what will be the desirable state
- we don't have a designated transition function like with FSM
- we don't specify a final state. We could say that if the system does not have any base level commitments, it might be considered a final state.
- essentially like a strategy game, you make certain aspects true which trigger certain commitments - you make a commitment and you honor it

Sample protocol runs

if you send me the goods, I'll pay:



with discharged pay now:



Commitment Concessions

Applying the concession rules

Example enactment with concession rules:

- create action has the base commitment evaluation, while in accept, the evaluation is the sum of the previous evaluation together with the new commitment's evaluation
- also, social welfare (merchant + customer evaluations added) shows kind of the progress of our process. Which state is better to reach/use/progress to
- used mostly with runtime (calculations are done during interaction) as the agent's do not know the values of each other before if it's a new agent