

Table of Contents:

Chapter – 1	Page No
1. Introduction	1
1.1 Understanding Trust and Reputation	2
1.2 Types of Trust and Reputation	3
1.3 Components of Trust and Reputation	3
Chapter – 2	
2. Motivation and Objective	5
2.1 Justification for the tool used	6
Chapter – 3	
3. ART testbed	
3.1 Introduction	7
3.2 Game overview and its components	10
3.2.1 Simulation Environment	17
3.2.2 ART agent model	18
3.3 A survey on result analysis of the ART Game competition 2006	20
3.4 Revisit the architecture and strategy of an example agent – Frost	21
3.4.1 The Game environment	22
3.4.2 The Request strategy	24
3.4.3 The Response strategy	25
Chapter – 4	
4. Our proposed strategy for the ART agent	26
4.1 Modeling of agent Trustworthiness	29
4.2 Our implementation	36
4.3 Conclusion and future work	39
Chapter – 5	
5. References	40