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## Abstract

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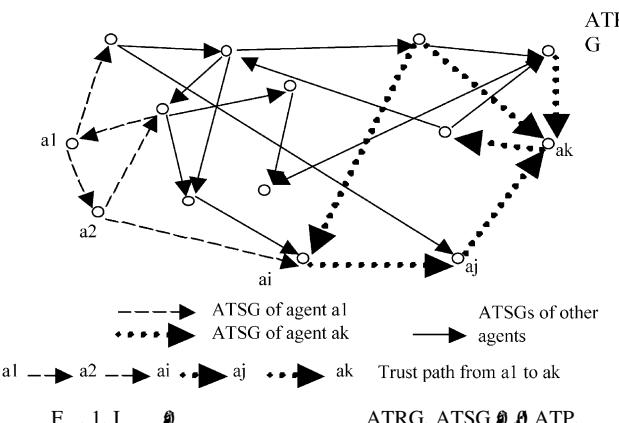
*Keywords:* M -**0**; A ; T ; G **0**; S

## 1. Introduction

\* C      **D**      **B**      . T : +86 21 6564 3235; **B** : +86 21 6564  
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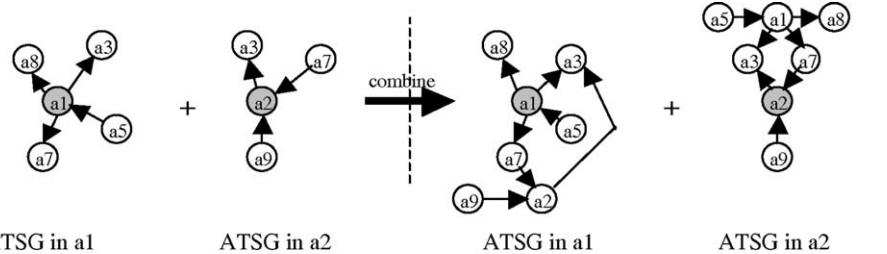


F . 1      0      0      0  
T ,      0      0      0 :  
  
• 0 0      0 0      0 0 ;  
• 0 (ATSG) 0 ;  
• 0 0      0 -0 , 0 0 , ATSG  
• 0 0      0 0 , 0 0 ;  
• 0 0      0 0 0 0 ATSGs,  
• , 0 0 0 0 0 0 0 0 ;  
• 0 0 ;  
• 0 0 ATSGs 0 , 0 ;  
• 0 0 0 0 , 0 0 , 0 0 ;  
• 0 0 0 0 , 0 0 , 0 0 ;  
• 0 H , 0 0 , 0 0 ;  
• 0 0 0 0 , 0 0 0 0 ;  
• 0 0 0 0 , 0 0 ;

### **3. Autonomous trust management model**

### 3.1. Combination of agent trust sub-graph

A    0 0 0    ,    0    0    -0  
       ,              0    0 0  
       0              0    0  
 0 . T 0              0              0    0    0  
                         ATSGs.



```

typedef struct node
    {agenttype trusting_agent;
     struct node *trust;
    } edgenode;
typedef struct
    {agenttype agent;
     edgenode *trust;
    } headnode;
headnode ATSG[n];

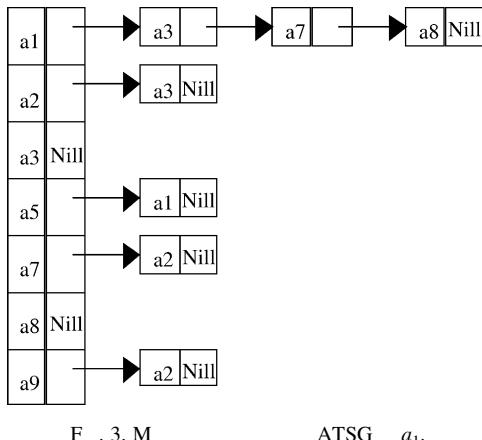
```

T , ATSG  $a_1$  F . 2  
~~0~~ F . 3.

```

Void Combination (headnode ATSGi[M],ATSGj[N])
/*Combine ATSGj into ATSGi*/
{
headnode ATSGi[m], ATSGj[n];
edgenode *temp, *point1;
edgenode *newedgenode;

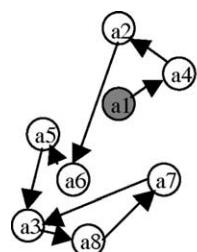
```



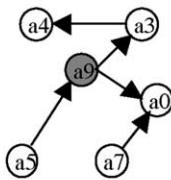
```

headnode *newheadnode;
int k,b;
for (int i=0;i<n;i++)
{
/*Combine the agents trusted by ATSGi into ATSGi*/
for (int j=0;j<m;j++)
{if ATSGi[j].agent == ATSGj[i].agent
 {temp=ATSGj[i].trust;
 point1=ATSGi[j].trust;
 while temp !=nill
 {b=0;
 while (point1.trust != nill) && (b==0)
 {if point1.trusting_agent==temp.trusting_agent
 b==1;
 point1=point1.trust;
 }
 if b == 0
 {new newedgenode; /*create a new edgenode*/
 newedgenode.trusting_agent=
 temp.trusting_agent;
 newedgenode.trust=ATSGi[i].trust;
 ATSGi[i].trust=newedgenode;
 }
 point1=ATSGi[j].trust;
 temp=temp.trust;
 }
}
}

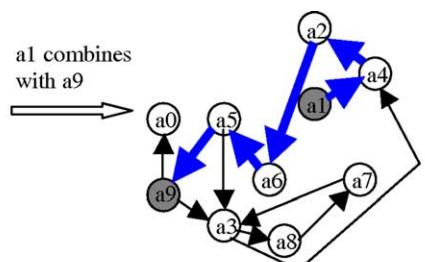
```



## ATSG in a1 before combination



## ATSG in a9 before combination



ATSG in 1 after combination

```

}
/*Combine the agents that trust ATSGi into ATSGi*/
temp=ATSGj[i].trust;
while temp!= nill
{for (j=0;j<m;j++)
 {if temp.trusting_agent==ATSGi[j].agent
  {m++;new newheadnode; /*create a new
   headnode*/
   newheadnode.agent=temp.trusting_agent;
   newheadnode.trust=ATSGj[i].trust;
   ATSGi[m]=newheadnode;
   temp=nill;
   j=m;
  }
 };
 temp=temp.trust;
}}

```

$$F_A \quad O(n_2 m_2), \quad 1, \quad 0, \quad 0, \quad 0, \quad 0.$$

### *3.2. Construction of trust relation*

I     $i$      $j$ ,     $j.$  T  
 $i$      $j$  :    , . .  
 $i$      $j;$   
 $i$  ,  
 $i$  .

### 3.2.1. Searching for trust path

T	0	0	0	0	0	0	0
	-11	,	0		0	0	0
0	0	.					
I	0	i	0	0	j, i	0	
		ATSG		j'. T	i	0	0
0	j		ATSG.	F.	4	0	0
0				a <sub>1</sub>	a <sub>9</sub>		
T	0		0	0		0	0
A	2.						

trust path from a1 to a9

A 2

```

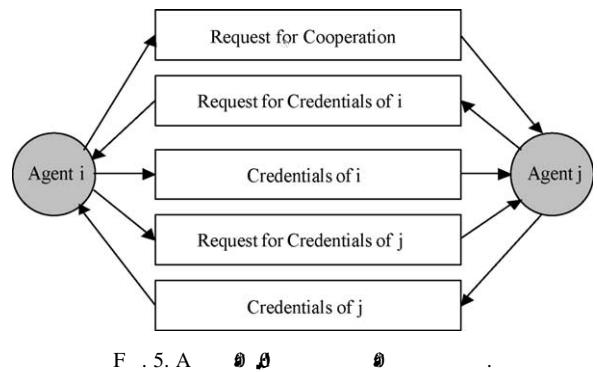
int TrustPath_Searching (agenttype ai,aj; headnode
ATSGi[m],ATSGj[n])
/*for simplicity, next we denote the headnode or
edgenode that contains agent a as
node(a), and describe the data struct both of headnode
and edgenode as node*/
{node *temp;
 int b=0;
 stack s; /*define a variable of stack data structure*/
 combination (ATSGi, ATSGj);
 push (s,node(a));
 while (!empty(s) and (b==0))
 {temp=pop(s);
 if temp==node(aj)
 B=1;
 while temp!=nil
 {temp=temp.trust;
 push(s,temp);}
 }
 return (b);}

```

I    0    i    0    0    0    0    j,  
       0    0    0                      0    0    j  
       0    0    0    ,    0    0    0  
       0    0    0    ,    0    S    3.2.2.

### *3.2.2. Automated negotiation of trust*

I 0 i 0 β 0 0 j, 0  
 0 0 β 0 0 j 0 0 . I 0 ,  
 0 0 β 0 0 0 0 0 0  
 0 0 H , 0 0 0 0 0  
 0 0 0 0 0 0 0 0  
 A 0 β 0 0 0 0 0 0  
 0 0 β 0 0 0 0 0  
 - 0 β 0 0 0 0 0 0  
 β 0 0 -I3 , 0  
 β 0 0 0 β 0 0 0  
 . C 0 0 0 0 i 0 β j 0  
 0 0 0 0 0 0 0 0  
 0 0 0 0 0 0 0 0  
 A 0 0 0 0 0 0 0  
 β 0 0 0 0 0 0 0  
 0 0 0 0 0 0 0 0  
 0 0 0 0 0 0 0 0  
 , 0 0 0 0 0 0 0  
 : 0 0 0 0 0 0 0  
 -I4 . I 0 0 0 0 0 0 0  
 0 0 0 0 0 0 0 0  
 , 0 0 0 0 0 0 0  
 F .5 0 0 0 0 0 0 0  
 I 0 i 0 0 0 j 0 0 ,  
 0 0 0 0 0 0 0 ATSG  
 i 0 β j .



### *3.3. Revocation of trust*

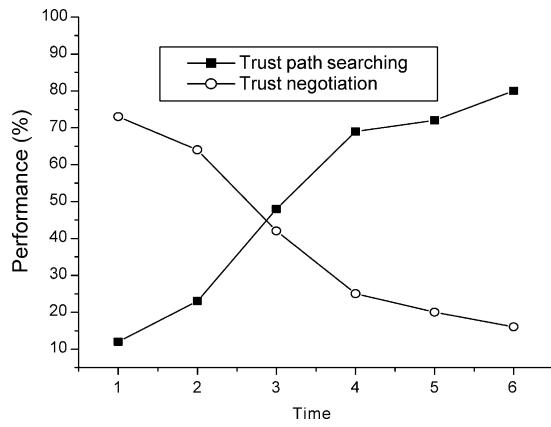
E, O, A, U, ATSG, FIFO, LRU, NUR, ATSG, ATSG

#### 4. Simulation experiments

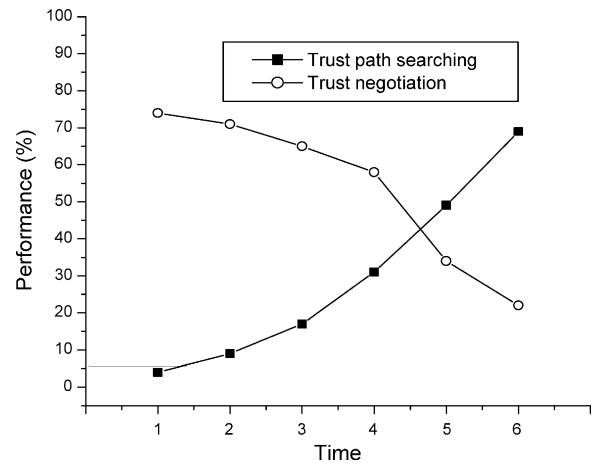
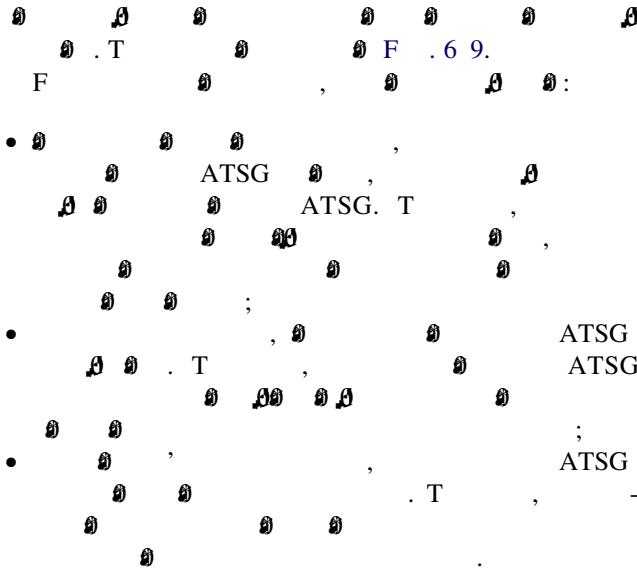
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 A S , D K 2(O S ,  
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 S 4.1 4.3 .

#### 4.1. Trust path searching vs. trust negotiation

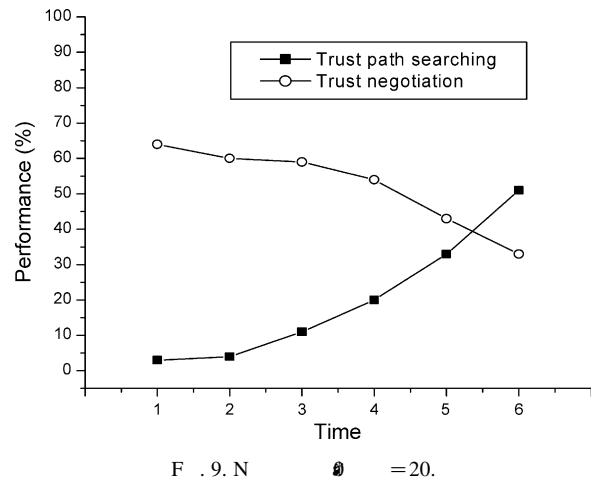
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I 9 9 , 9 9 ,  
9 9 , 9 9 ,



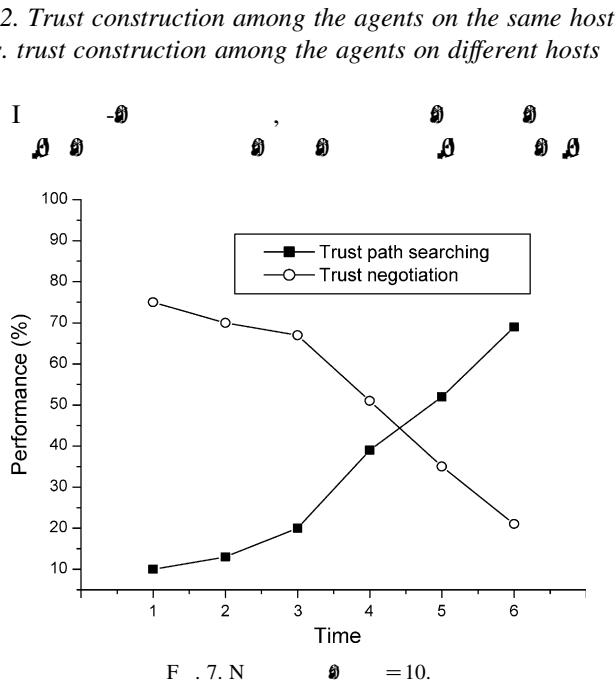
F . 6. N       $\theta = 5.$



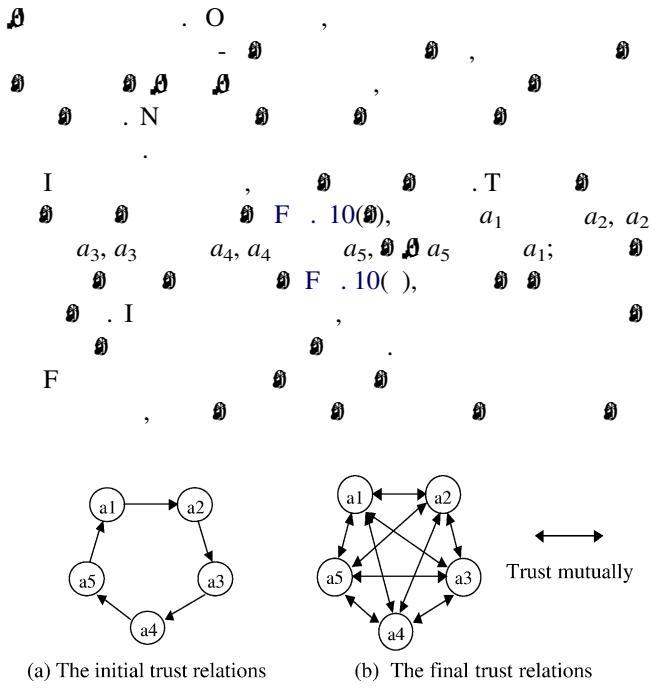
F . 8. N       $\theta = 15.$



F . 9. N       $\theta = 20.$



I       $\theta = 10.$



4.3. Autonomous trust mechanism vs. distributed trust mechanism

## 5. Conclusion



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 N J ♂ U , C ♂ 2002.  
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 H ♂ ♂ ♂ - ♂ , ♂ ♂ ♂ .  
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