



Welcome to

Resilience

Your Neighbors for the Next Two Days



Who are we and what goes on here?

We are a membership organization for senior technologists.

We explore the art of the possible - new ideas, emerging technologies, and innovations.

We are on a journey of discovery and surprises.

And we
challenge
ideas!

Vast Collective Wisdom in this Room



Greg Characklis



Peter Cochran



Chris Gilbert



Peter Guinto



Lew Knox
Executive Director



Kelly
Baughman



Brooke
Lowenhar



Nancy
Kleinrock



Tian Li



Ike Nassi



Tony Shaw
Moderator

**ALL
MEMBERS**

Internet



Brent Critchfield

Speak up and employ Netiquette



The Big Pic Bigger

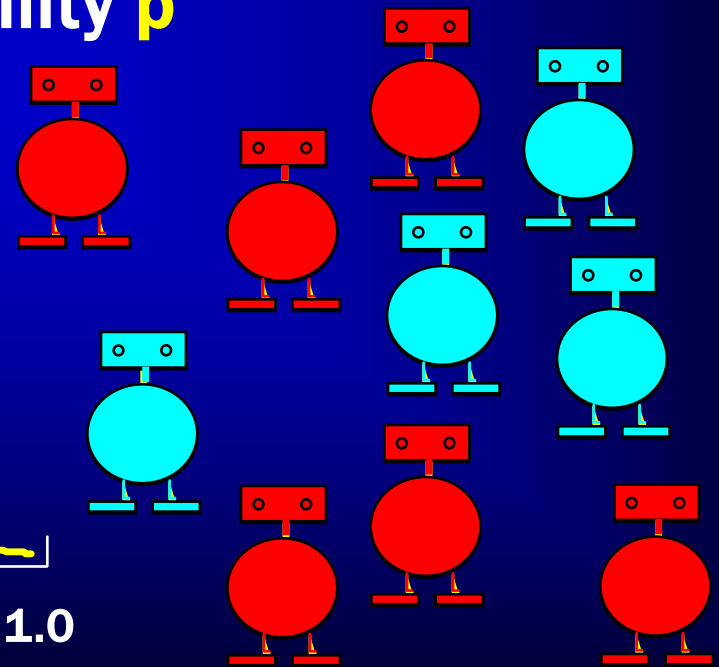
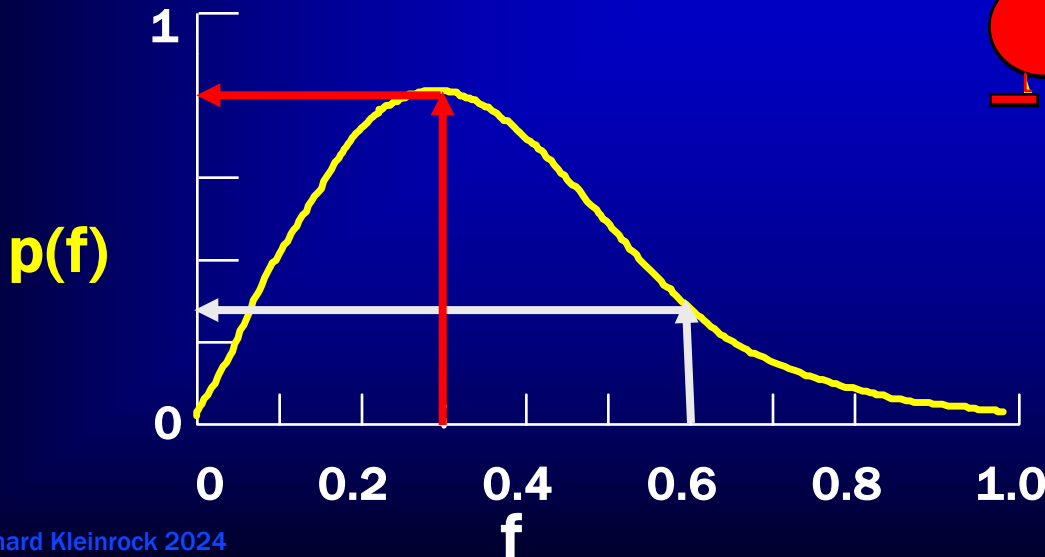
It's a goldmine
of useful and
enchanting
information!

which is every other Friday!

An Amazing Adaptive Resilient Intelligent Agent

Consider a Collection of Adaptive Agents

1. A referee asks each agent to vote **Yes** or **No**
2. Each Agent independently votes **Yes** or **No**
3. A fraction **f** votes **Yes**
4. Using a function **p(f)** which is unknown to them, the referee gives (takes) \$1 from each **Agents** independently with probability **p**
5. Go to step 1 and repeat!



Hmm...

No agent knows the **fraction** that vote Yes.

No agent knows the payoff function **$p(f)$** .

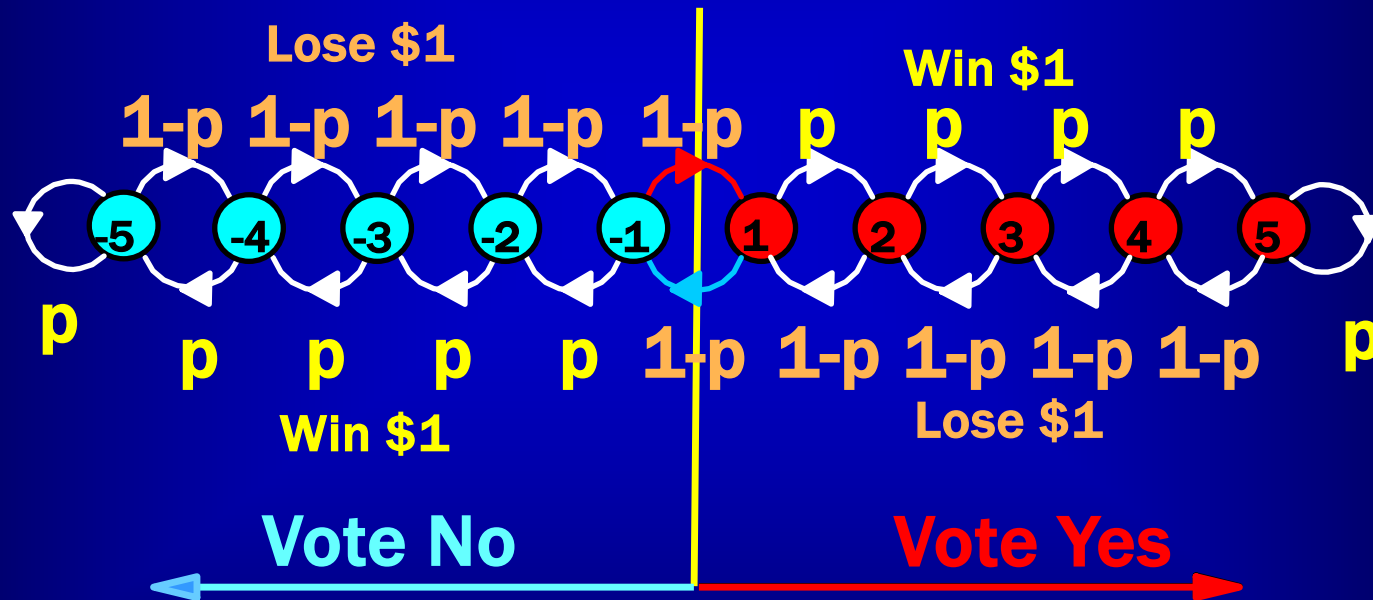
The agents do not communicate with each other.

**Can You Construct The
Players to Seek the Optimum
Behavior?**

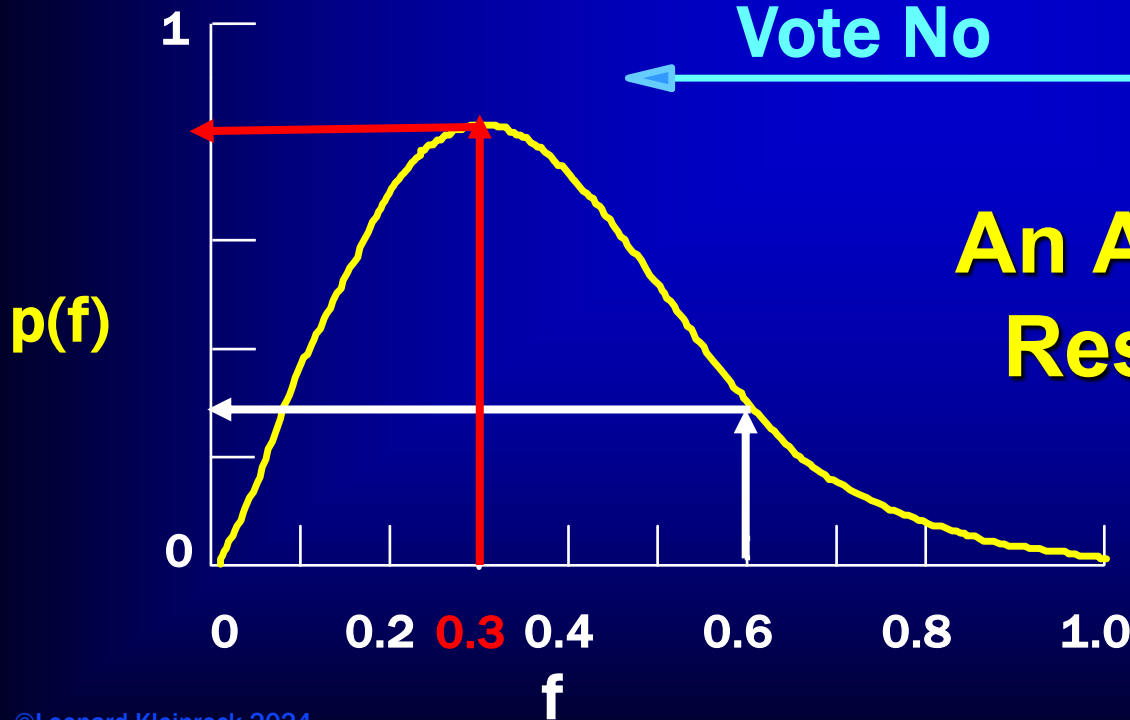
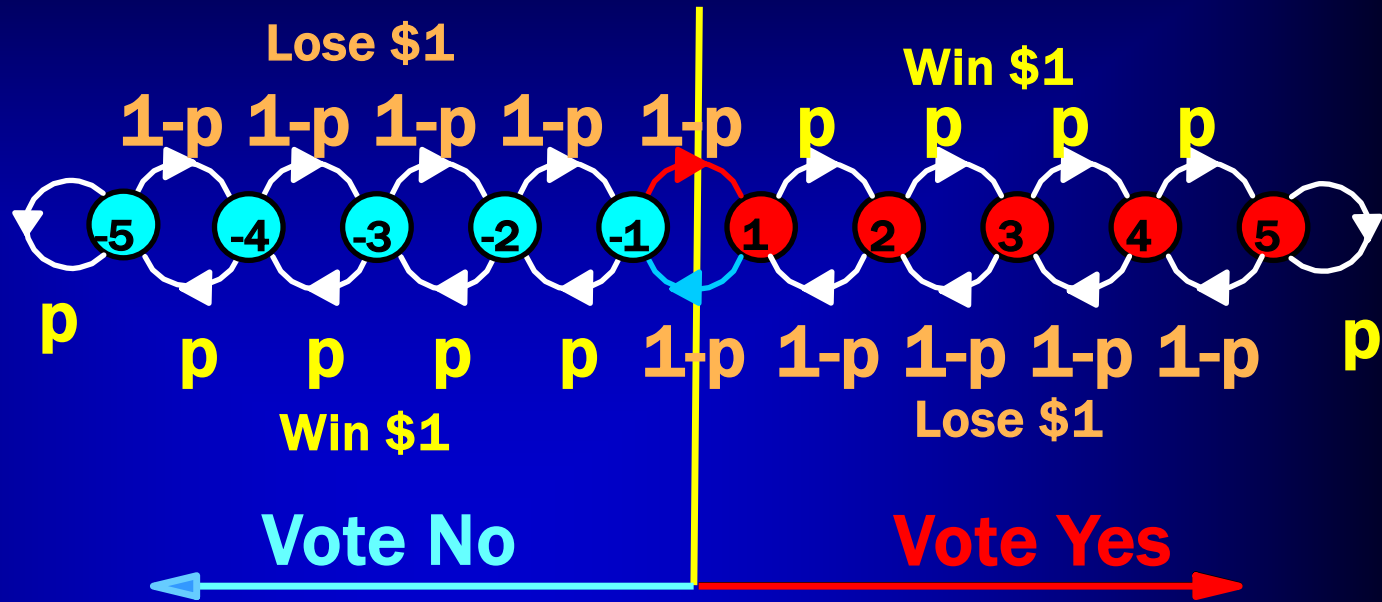
Yes !

How Is It Done?

Design each player as a finite-state discrete-time automaton with $2N$ states



Reward \Rightarrow Edge seeking behavior
Punishment \Rightarrow Center seeking behavior



**An Amazing Adaptive
Resilient Intelligent
Agent**

Let the Games
Begin!