Chapter 3.10

E–Commerce Agents and Payment Systems

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INTRODUCTION

An emerging outcome of the popularization of the Internet is the electronic commerce and payment systems, which present great opportunities for businesses, reduce transaction costs, and provide faster transaction time. Research has been conducted with new technologies, like mobile Internet used by business models (Baek & Hong, 2003). However, before using the Internet, it is essential to provide security in transferring monetary value over the Internet. Quite a number of protocols have been proposed for these secure payment systems, including NetBill, NetCheque, Open Market, iKP, Millicent, SET (Sheriff & Serhrouchni, 1998), E-Cash (Brands, 1995), NetCash, CAFÉ (Mjolsnes & Michelson, 1997), EMV cards (Khu-Smith & Mitchell, 2002), and so forth. These systems are designed to meet diverse requirements, each with particular attributes.

Automation and intelligence is another issue that poses challenges in the development of e-commerce. Agent technology has been incorporated into the area of e-commerce to provide automation and intelligence for the e-trade process. Agent is a software program, which is capable of accomplishing tasks autonomously on behalf of its user. Agents must provide highly trustworthy consistency and fault tolerance to avoid eavesdropping and fraud. Also, they should have roaming capability so as to extend their capabilities well beyond the limitations of owners’ computers. This article will discuss some related components under the Secure Agent Fabrication, Evolution, and Roaming (SAFER) architecture (Guan & Hua, 2003; Guan & Yang, 2004; Guan & Zhu, 2002; Ng, Guan, & Zhu, 2002; Zhu, Guan, Yang, & Ko, 2000) and propose an agent-based payment scheme for SAFER.

Different types of electronic payment systems have been developed to meet their diverse requirements, which generally include integrity, authorization, confidentiality, availability, and reliability for security requirements (Asokan & Johnson, 1997). Payment systems can be classified in a variety of ways according to their characteristics (Dahab & Ferreira, 1998), such as the exchange model (cash like, check like or hybrid),
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Central authority contact (online or offline), hardware requirements (specific or general), payment amount (micropayment), and so forth.

Among all the available payment schemes in the market, e-cash is one of the best in terms of security, flexibility, and full anonymity. E-cash is a cash-like online system that uses electronic coins as tokens. E-cash has its unique advantages, such as flexibility, integrity, and full anonymity that cannot be found in electronic check and credit card-based systems. It uses cryptographic techniques to provide full anonymity. The agent-based payment scheme for SAFER adopts some similar principles and concepts of e-cash.

Software Agents in E-Commerce

Attributes of Agent-Based Systems for Electronic Commerce

Agents are bits of software performing routine tasks, typically in the background, on behalf of the user. Gathering, filtering, and presenting information are some of the small and well-defined tasks given to simple agents. An agent distinguishes itself from any other software by its intelligence. Intelligent agents are capable of “thinking” and producing intelligent feedback (Guan & Yang, 1999; Guan, Zhu, & Maung, 2004). Agents are increasing in the degree and sophistication of automation, on both the buyer’s and the seller’s sides, commerce becomes much more dynamic, personalized, and context sensitive. These changes can be beneficial to both the buyers and sellers (He, Jennings, & Leung, 2003).

The requirement for continuity and autonomy derives from the desire that an agent be able to carry out activities in a manner that is responsive to changes in the environment, without requiring constant human guidance or intervention. According to (Bradshaw, 1997), agents have the following attributes, as shown in Table 1.

There are several software agent prototypes under development, which will be capable of doing even more on behalf of buyers and sellers. One is Kasbah, wherein agents would proactively seek out potential sellers and negotiate with them on the buyer’s behalf, making the best possible deal, based on a set of constraints specified by the buyer, including the highest acceptable price and a transaction completion date. (Chavz & Maes, 1996). A disadvantage of this software agent is that it always accepts the first offer that can meet its asking price, when there might be even better

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
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<tbody>
<tr>
<td>Reactivity</td>
<td>The ability to selectively sense an act</td>
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<td>Autonomy</td>
<td>Goal-directness, proactive and self-starting behavior</td>
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<td>Collaborative Behavior</td>
<td>Can work in concert with other agents to achieve a common goal</td>
</tr>
<tr>
<td>Communication Ability</td>
<td>The ability to communicate with persons and other agents</td>
</tr>
<tr>
<td>Personality</td>
<td>The capability of manifesting the attributes of a believable character such as emotion</td>
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<td>Temporal continuity</td>
<td>Persistence of identity and state over long periods of time</td>
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<td>Adaptivity</td>
<td>Being able to learn and improve with experience</td>
</tr>
<tr>
<td>Mobility</td>
<td>Being able to migrate in a self-directed way from one host platform to another</td>
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