

Informal notes on role of LSD

Sequence of concepts and techniques (as follows) is significant

observables, dependency and agency

construct artefacts using (d)tkeden

artefacts reflect states of mind: modes of observation

artefacts reflect properties of the environment

experiment with artefacts to identify agents & interactions

give an explanatory account of what we observe

can use concepts of LSD to give such an account

BUT there may be nothing generic about such an account

LSD account of an accident: "description of what happened"

but NOT a specification

to identify *systems* in our experience

shape artefacts and our interactions with them, so as to

make our state of mind: mode of observation coherent

identify how the environment must be constrained

sometimes this will lead to a stable context where agency

and observation follows a general pattern

can then speak of an LSD specification

such a specification is a normal operation or expectation of behaviours set in the context of potential rogue occurrences

specification is of a "closed world"

can't write the specification FIRST, any more than the railway pioneers could have specified a modern railway

Merits of the accident analysis exercise

accident = aberration caused by an unforeseen turn of events

- reveal the subtlety of character of the potential observables / interactions / agents
- demonstrate the difficulties that surround the recognising / establishing a closed world
- shed light on what kind of observables / scenarios have to be excluded from normal operation

Illustrate activities that are needed when identifying a system

- restricting agent privileges
- constraining environment
- establishing conventions
- training for teaching skills
- enhancing oracles and handles