

NOTES ON OST

1. Humans are open systems, not to be understood in themselves.
2.In order to understand any human system..... L_{11} L_{12} L_{21} L_{22} (p.3 Futures We're In). That is, it cannot be understood simply by taking into account its interactions (L_{12} L_{21}) but its transaction in some L_{22} .

People have always sought to improve their ability to make choices between purposes (p.69 FW1).

- a. genetically
- b. learning

The parameter of choice (the emitting factors)

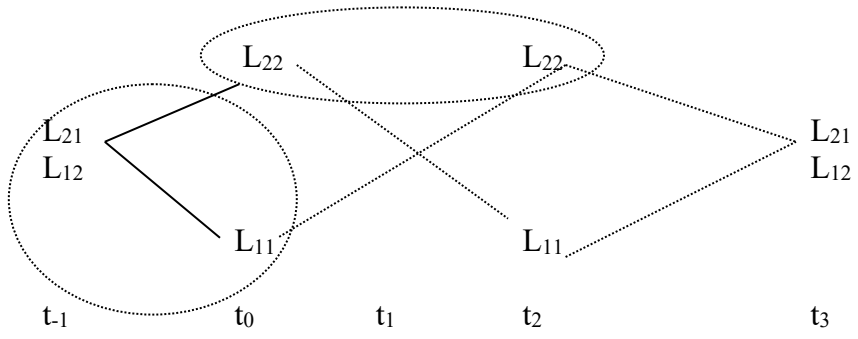
L_{11} \longrightarrow Prob Choice
 $(L_{11}) L_{22}$ \longrightarrow Prob Eff
 $(L_{11}, L_{12}) L_{21}$ \longrightarrow Prob Outcome
 $(L_{11} L_{12} L_{21}) L_{22}$ \longrightarrow Rel. Intention [and expanding series]

When an organisation exercises choice (i.e. its actions are responsive to all four parameters of choice) we speak of *behaviour* (not necessarily *conscious* behaviour).

- a. *perception* is minimal behaviour
 - b. every behaviour is *motivated*
 - c. every behaviour implies some continuity every time i.e. *memory*
 - d. *cognition* is immanent in behaviour [i.e. if behaviour is properly constructed then the so-called faculties become facets]
3. The interaction and transaction are between some L_{11} and some L_{22} i.e. we are involved in the *mutual adaptation* of L_{12} and L_{12} . Each is a necessary condition for any particular (L_{11} , L_{21}) event, neither is necessarily the sufficient condition. [e.g. also use of fire to regenerate grass growth and hence the population of herbivorous animals].

3.a. $dc >$ behaviour, Chein
 behaviour Ackoff, Emery

3.b. So faculties perception // ism affords
 cognition
 memory
 effect



Properties of d.c.

producer –product

Transitivity

intransitive cp. \rightarrow
 (interaction) p \rightarrow

Connexity
 (e.g. L₁₁ & L₂₂
 and L₁₂, L₂₁ to
 L₁₂ L₁₁ t₂)

Non connexity

Asymmetrical (t₀, t₁, t₂.....)

Asymmetrical iv.r to product; symmetrical iv.r
 To producer/co-producer?

Serial

Non Serial