



If the problem is how to maintain meaningful human control of autonomous warfighting systems, no good solution presents itself



Issues



Accountability gap



Design & Deployment

APPROACHES TO

MEANINGFUL HUMAN CONTROL



Designer-user Engagement



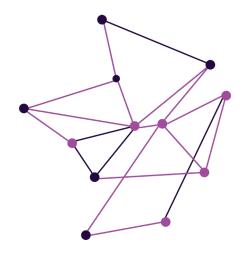
Design Requirements



Operations planning

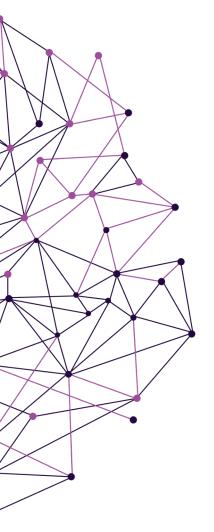


Designer Responsibility



Coupling Levels of Abstraction

- 1. AWS and ACTUAL Military Operations
- 2. Designing for Values



The Operational Level of Control



Military as
SupraIndividual
Agent

"there are no fully autonomous systems just as there are no fully autonomous soldiers, sailors, airmen or Marines"

Operations Planning

Pre-Mission



Briefing

- Target
- Coordinates
- Collateral damage
- Weapons selection
- Weather

Mission



Find



Fix



Track



Target



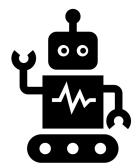
Engage



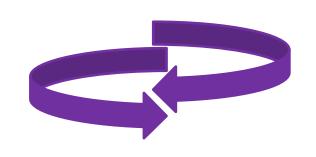
Assess



The Design Level of Control



What a system does



What people intend



Conditions for Design

Tracking



Systems have to be responsive to the relevant moral reasons of agents

Tracing



We must be able to trace at least one agent who understands the system

MHC as design thinking and design engineering as MHC

Technical full autonomy and AWS

 Human engages with and selects a target and initiates any attack

 Program suggests alternative targets and human chooses which to attack

 Program selects target and human must approve before attack

 Program selects target and human has restricted time to veto

 Program selects target and initiates attack without human involvement





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