

A BILL OF RUNTIME RIGHTS

TEN ARTICLES GOVERNING THE AUTHORITY BEHIND MACHINE-INITIATED ACTIONS

Nothing here is new. Every article is a protection you already hold when a person acts on you, restated for an action that arrives with no actor attached to it. Nothing below restricts what a machine may be capable of. Every article governs the authority behind the action.

THE TERMS **Consequential:** an action affecting a person's money, access, standing, liberty, health, employment, reputation, or legal position, or foreclosing an option that was open to them. Disputed cases are answered from the position of the person affected, and presumed consequential until shown otherwise. The party operating the system does not decide this on its own behalf.

I THE AUTHORIZING PARTY

Every consequential action taken by a machine has a party who authorized it, named before the action, not assembled after it. Where actions combine into a consequential whole, that whole has one too.

II A REASON AT THE SPEED OF THE DECISION

A decision made in a second carries a reason available in a second. The fact that a decision was made is owed before the reason is.

III REVERSAL PROPORTIONAL TO SPEED

A system that can act in a millisecond can undo in a minute. The speed of execution sets the standard for the speed of remedy.

IV NON-INHERITANCE OF CONSENT

Permission does not travel. Consent given to one party for one purpose does not pass to the next actor in the chain unless it is given again.

V A HUMAN ON REQUEST, NOT ON APPEAL

The right to reach a person exists at the moment of the decision, not after the machine has been exhausted.

VI THE RECORD

Every consequential machine action leaves a record that cannot be silently altered, and the person affected can read it.

VII DORMANT BY DEFAULT

Identity and capability stay off until an authorized event turns them on, and turn themselves off when that event ends.

VIII FAIL CLOSED

In the absence of established authority, the answer is no.

IX STANDING TO CONTEST

A person affected by an automated action is a party to it, with standing to contest it before someone who can overturn it.

X DISCLOSURE OF THE PRINCIPAL

Anyone dealing with a machine acting for someone else may know whose behalf it acts on.

HOW TO MOVE IT

THE FIVE QUESTIONS

Put to any vendor, today, with no policy change and no budget. What action can this take without a human, and what happens when it takes that action ten thousand times. Who is the named party who authorized that, and who authorized the pattern it adds up to. How does the person affected learn a decision was made at all, what reason do they receive, and how fast. How is it reversed, and how long does that take compared to how long the action took. Who may contest it, and where do they go.

THE PROCUREMENT CLAUSE

The vendor shall identify, for each automated action, the party that authorized it; notify the person affected that an action was taken and provide a reason, each in the same interval in which the action occurred; provide a reversal path proportional to the speed of the action; and maintain a record sufficient to reconstruct the decision. Where multiple actions combine into a consequential aggregate, the vendor shall identify the party that authorized the aggregate. Absent established authority for a given action, the system shall not proceed.

THE RESOLUTION

Resolved, that this body adopts the Runtime Rights as its standard for automated decisions affecting the people it serves, and directs that systems procured or operated under its authority be evaluated against them.