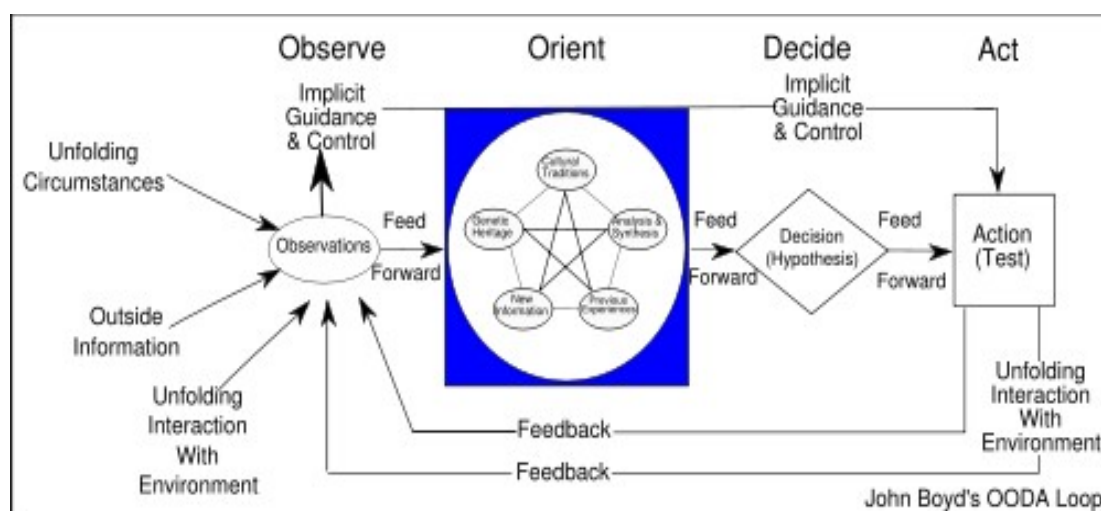


# OODA Loops and Climate Change

There was a US Fighter Pilot and military strategist- interesting chap- called John Boyd. In the 50s and 60s he came up with the concept of “OODA Loops”. Have a read of this;



If you want to win, especially against a stronger opponent, then you have to be quicker, and get inside his OODA loop. Then he will start to get rattled, make mistakes, and you can take advantage of the new situation that's in your benefit (This is what the character Jason Bourne does, especially in the 3<sup>rd</sup> Bourne film). There are speed-chess players who are able to beat “better” but slower players. It's all a matter of timing.

Now, if you want to *lose*, then one tried and tested method is to get stuck in an Observation/Orientation loop. And boy, does this species of ours have a death wish.

We are still arguing over what counts as an “observation” (urban heat islands, satellite data, buckets of water over the side of British ships after World War 2). Only the 4<sup>th</sup> assessment (or “orientation” report) of the Intergovernmental Panel on Climate Change seems to have brought people a hazy awareness of our problem. We seem unable to orientate to the precariousness of our situation- perhaps because we've got oil-goggles on from a 200 year hydrocarbon binge. And drunks are well known for their sense of invulnerability...

As for a decision to do anything, well, apparently our Lords and Masters are going to do that for us at a big meeting in Copenhagen at the end of 2009.

And as for actually acting? Well, let's just say we are in a “dodo loop”..

## **Further Reading**

OODA Loop [http://en.wikipedia.org/wiki/OODA\\_Loop](http://en.wikipedia.org/wiki/OODA_Loop)

Signal to Noise Ratio [http://en.wikipedia.org/wiki/Signal\\_to\\_noise\\_ratio](http://en.wikipedia.org/wiki/Signal_to_noise_ratio)

Boyd has a short (8 page) essay called Destruction and Creation, which repays careful reading...

The Gun Seller, Hugh Laurie's superior thriller, has some choice paragraphs on OODA loops

“OO-OO-OO!” The Sound of a Broken OODA Loop

<http://www.stsc.hill.af.mil/CrossTalk/2007/04/0704Ullman.html>

Wicked Problems [http://en.wikipedia.org/wiki/Wicked\\_problems](http://en.wikipedia.org/wiki/Wicked_problems)

Post-Normal Science [http://en.wikipedia.org/wiki/Post-normal\\_science](http://en.wikipedia.org/wiki/Post-normal_science)

Mediarology [stephenschneider.stanford.edu/Mediarology/Mediarology.html](http://stephenschneider.stanford.edu/Mediarology/Mediarology.html)