The objective of this topic is to investigate and collectively brainstorm what the “System Architecture” section of the Anoma specification should describe. Right now, I think that section is the least clear.

Prior source material for reference:

- Old properties section
- Old physical DAG / logical DAG sections
- Old entanglement section
- Controllers ART
- Upcoming state architecture ART

Fundamentally, I think the System Architecture section should be concerned with describing concepts and properties of the whole system

, i.e. a partially connected graph of nodes, properties of the system evolution

, i.e. how the state of the system can change over time, and properties of observations

, i.e. what observations and combinations of observations should and should not be possible.

Specifically, I think the system architecture should aim to:

- define key concepts: what is the system

? what is a node

? what is the state

of the system? what is an observation

?

- mathematically define system-level properties, such as these (mostly liveness properties), and safety properties such as observers not observing different states for the same controller (subject to assumptions)

Miscellaneous notes

- I think we can say that a node

lives within / is run by an agent

.

to be continued…