

# **A Reconsideration of the Foundations of Identity Management**

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**35th Bled eConference – 28 June 2022**

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## Context

- Digitalisation's Big Impacts on Individuals and Society ('Digital Restructuring and Humans ...')
- 'Identity Management' in the thick of the action, still

## Motivation

- A model to underlie Human-Friendly Digitalisation
- A model that reflects the intellectual complexities ('metatheoretic assumptions')
- A model that is pragmatic, and supports instrumentalism (for IS practice first, IS-relevant research second)
- Effective representation of relevant phenomena to overcome 'id management' blunders, past and present

# A Pragmatic Metatheoretic Model for IS Practice (and Practice-Relevant Research)

The most relevant elements of Metatheory:

- **Ontology** – the study of existence
- **Epistemology** – the study of knowledge
- **Axiology** – the study of value
- Methodology – the study of processes
- Semantics, Linguistics, ...

## 'Pragmatism'

Metatheoretic Assumptions

- Conscious / Unconscious
- Explicit / Undeclared

Metatheoretic Commitments

**In philosophy**, 'concerned with understanding and action'  
not just describing and representing

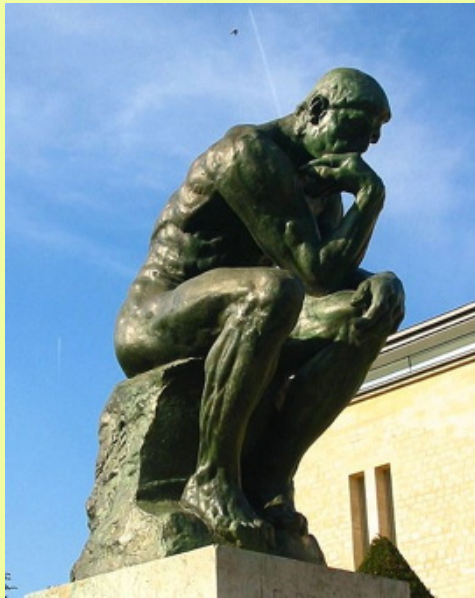
**In IS practice**, approximates and articulates 'common sense'

# Ontology / Existence or 'Being'

Phenomena – Matter, Things, Events, Properties

## Materialism

Matter exists, independently of whether a human detects it



Cogito ergo est  
I think it is, therefore it is

## Idealism

Everything exists in the human mind.  
The 'real world' I think I see is only an idea.  
That idea may be shared, but not identically



# A Pragmatic Ontological Model

- **The Dualism postulate:**
  - There are material realities (the Real-World)
  - There is internal 'mind-stuff'  
(the spiritual, intellectual or Abstract-World)
- **Real-World Phenomena and Properties**  
The wavelength of electromagnetic radiation,  
hardness and brittleness of things, event-duration
- **Abstract-World Ideas**  
Numbers, colours, hardness, brittleness, time, ...

# Epistemology – Different Forms of Knowledge

- **‘Codified Knowledge’** (Empiricist / Positivist)  
Expressed  
In text, defined dialect, flowcharts, formulae, blueprints, ...  
Disembodied, but communicable among people  
Capable of delivering a coherent body of information to individuals in particular contexts
- **‘Tacit Knowledge’** (Innate or Reasoned)  
Exists in a particular person  
Informal and intangible  
Not readily communicated





# Axiological Aspects



- The study of **Value(s)**
  - A '**Virtue**' dimension of 'good / bad' (Loose even mystical criteria?)
  - A '**Deontic**' approach, related to duty / obligation on a 'mandated / optional / forbidden' dimension
  - A '**Utilitarian**' or '**Consequentialism**' approach based on impacts or outcomes, which depends of clarity of purpose (Teleology)
- Positivism assumes a common denominator ('Utils'?)
- Antipositivism rejects that as fantasy

# Axiology in IS

- Dominance of a narrow interpretation, based on **Economic and Financial** factors – '**Shareholder Value**'
- **Social and Environmental** factors?  
Triple-bottom-line reporting / 'people, planet and profits'  
Corporate Social Responsibility (CSR)
- **Human** values?
  - Hedonism
  - Conservation/ism: Conformity, Tradition, Security
  - Openness to Change: Self-Direction, Stimulation
  - Self-Enhancement: Achievement, Power
  - Self-Transcendence: Benevolence, Universalism
- **Evident in:** Multiview, Soft Systems Methodology, Participatory Systems Design, Value-Sensitive Design



# Stakeholder Theory

- Postulated in 1963 / 83 as a **counterpoint to Shareholder**
- "Any party that can affect, or is affected by, the achievement of the organisation's objectives"
- **Participants** – But in IS often conflated with 'User'
- **Non-Participants** / 'Uses'
- Characteristics:
  - **P – O – W – E – R**
  - Legitimacy
  - Urgency

# Researcher Perspective Theory

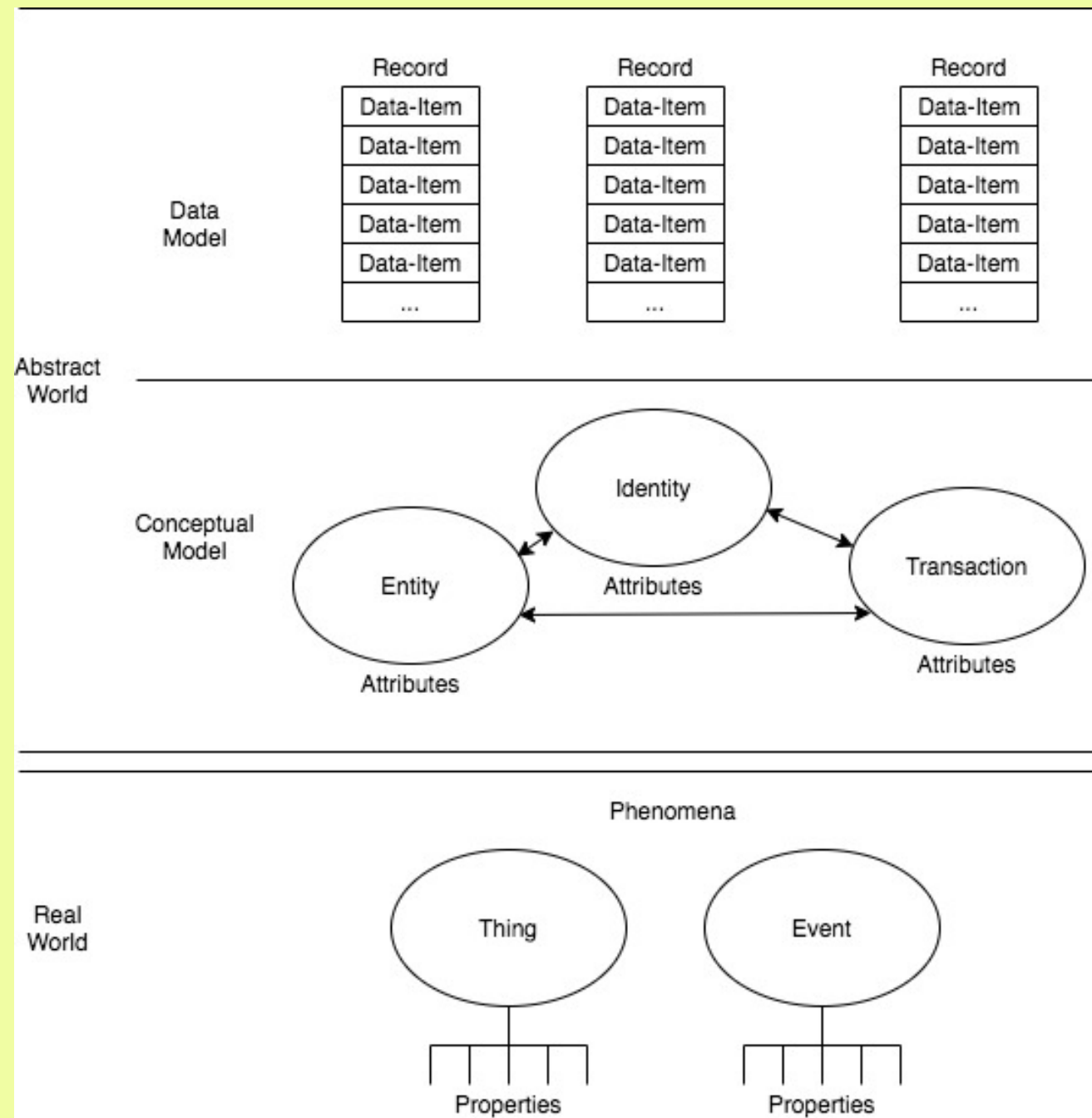
- c. 90% of papers on research of relevance to IS practice are **Single-Perspective**, i.e. all other stakeholders' interests are constraints on the primary stakeholder
- c. 90% of those papers privilege the **System Sponsor**
- Far less Single-Perspective other-than-System-Sponsor
- Little Dual-Perspective Research (cf. **win-win**!?)
- Very little Multi-Perspective Research (cf. **win-win-win**) (even in supply chain and network studies!?)
- **IS Researchers score a Fail on axiological insight**

# A Pragmatic Axiological Model

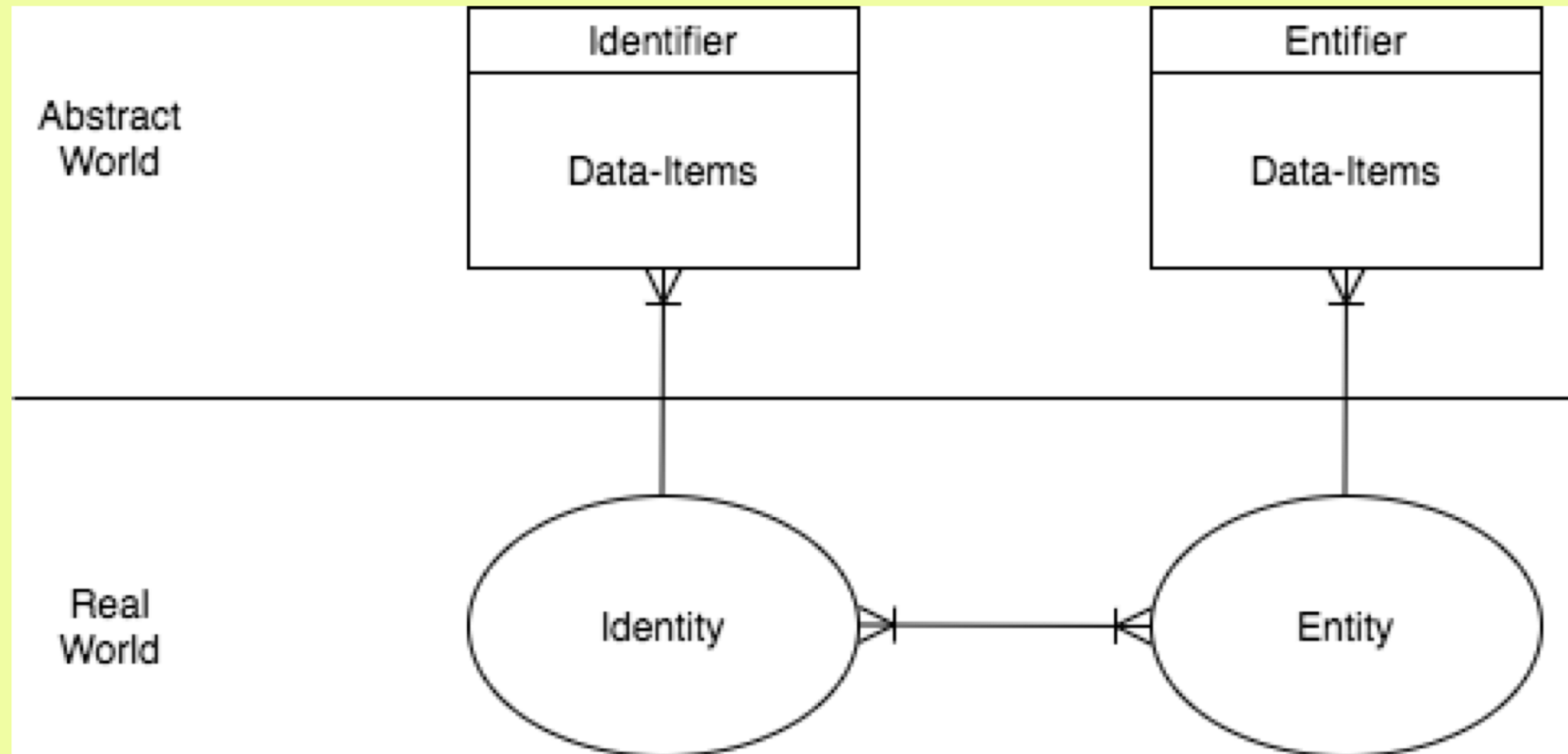
- “An open attitude toward any kind of axiological foundation that might work”
- “Axiological diversity”
- “Disciplined axiological pluralism”
- Single-Perspective
  - System-Sponsor 90%
  - Other Stakeholder 5%
- Dual-Perspective 3%
- Multi-Perspective 2%



# Part of the Framework for Application of the Pragmatic Model



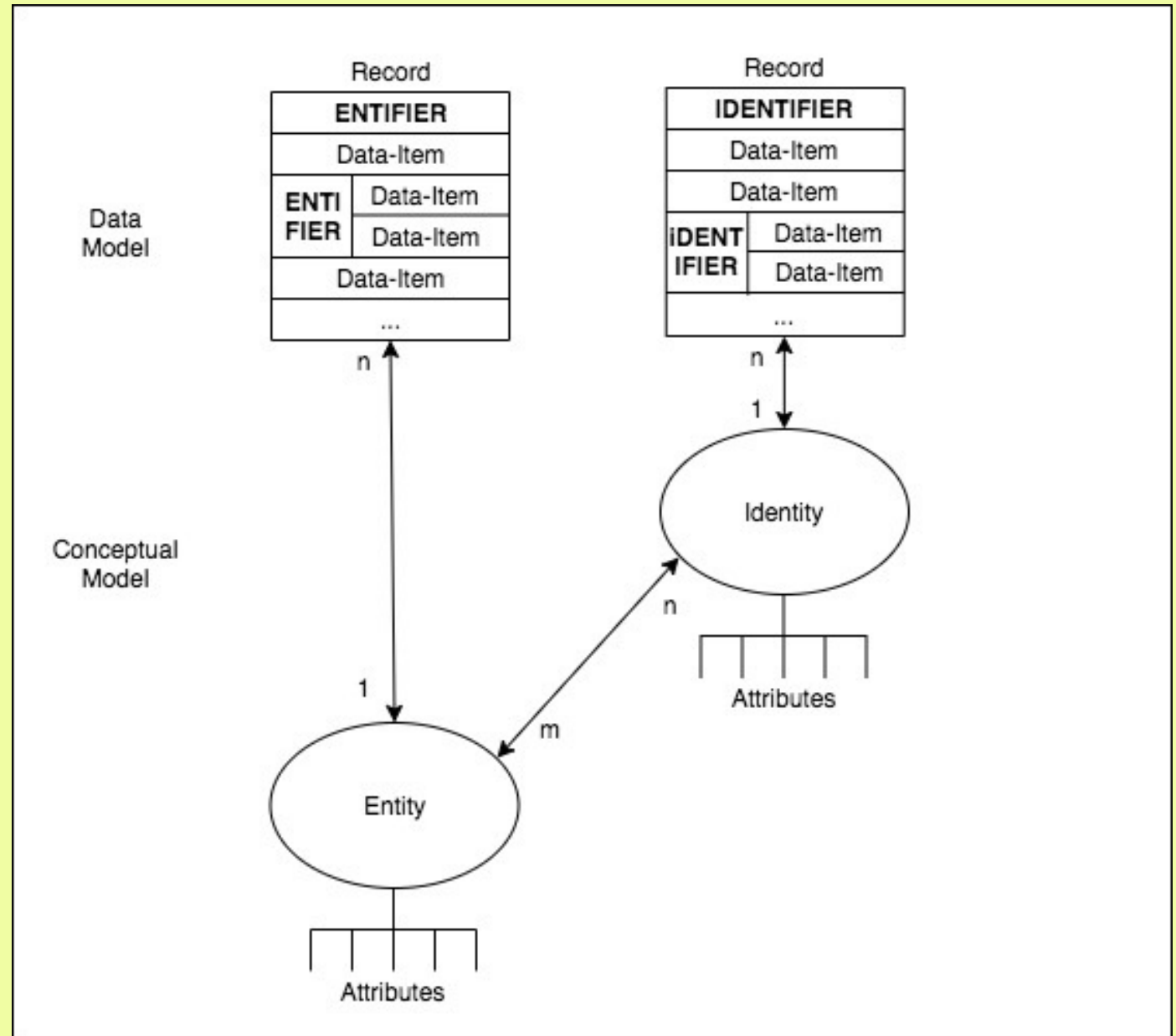
# Application to (Id)Entity Management



# Entities and Identities

- **Inanimate Objects** (Inventory-Items, Equipment)
  - Containers  $\supset$  Pallet-Loads  $\supset$  Boxes  $\supset$  Cartons
  - Mobile-Phone / Handy / Cellulare  $\supset$  SIM-Card
  - Computer  $\supset$  Processes
  - Car – Chattel, Speed-Check, Convoy-Lead, Get-Away Car, ...

# (Id)Entities and (Id)Entifiers





# Entities and Identities

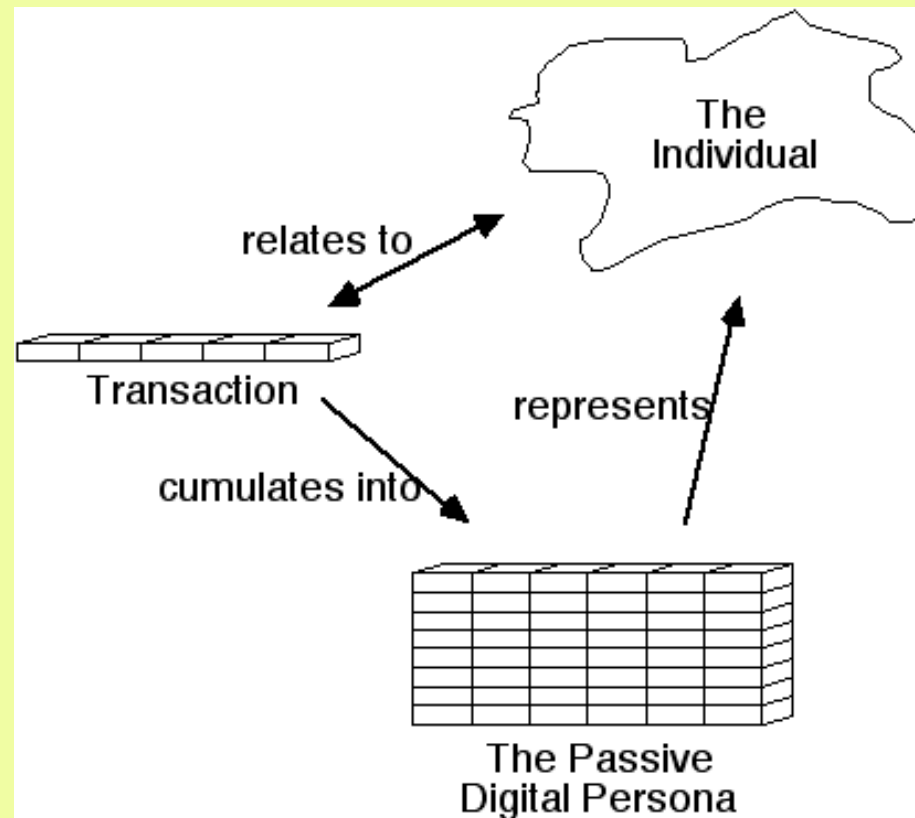
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  - Containers  $\supset$  Pallets  $\supset$  Boxes  $\supset$  Cartons
  - Mobile-Phone / Handy / Cellulare  $\supset$  SIM-Card
  - Computer  $\supset$  Processes
  - Car – Chattel, Speed-Check, Convoy-Lead, Get-Away Car, ...
- **Humans** as Individual Entities and as Identities / in Roles:  
Seller, buyer, supplier, receiver, debtor, creditor, payer, payee, principal, agent, franchisor, franchisee, lessor, lessee, copyright licensor, copyright licensee, employer, employee, contractor, contractee, trustee, beneficiary, tax-assessor, tax-assessee, business licensor, business licensee, plaintiff, respondent, investigator, investigatee, and defendant

# Entifiers and Identifiers

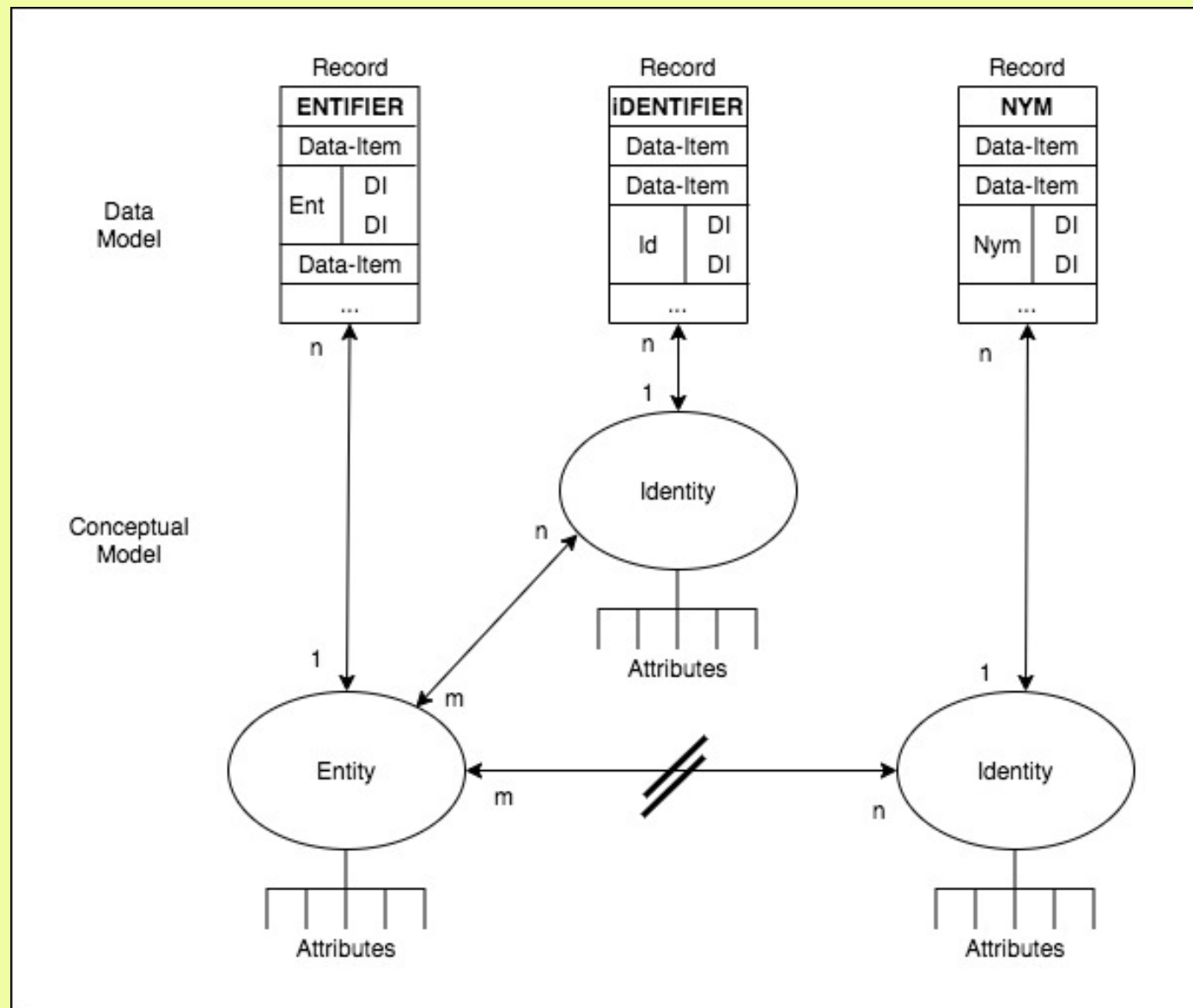
- **Inanimate Objects** (Inventory-Items, Equipment)
  - Containers  $\supset$  Pallets  $\supset$  Boxes  $\supset$  Cartons
  - Mobile-Phone / Handy / Cellulare  $\supset$  SIM-Card
  - Computer  $\supset$  Processes / **NICiD? IP-Address&Port ?**
  - Car – Chattel, **Speed-Check**, **Convoy-Lead**, Get-Away Car, ...
- **Humans** as Individual Entities and as Identities / in Roles:  
**Seller, buyer**, supplier, receiver, **debtor, creditor**, payer, payee, principal, agent, franchisor, franchisee, lessor, lessee, copyright licensor, copyright licensee, employer, **employee**, contractor, contractee, trustee, beneficiary, tax-assessor, tax-assessee, business licensor, business licensee, plaintiff, respondent, investigator, investigatee, and defendant

# The Digital Persona

A model of the public personality of an (Id)Entity, based on Data, maintained by Transactions, for use as a **proxy for the (Id)Entity**



# (Id)Entities, (Id)Entifiers and Nyms



- **Personal Data De-identification** purports to prevent association of Personal Data with the relevant human (Id)Entity (if any)
- **Personal Data Re-identification** purports to reliably associate Data with the relevant human (Id)Entity, despite prior attempts at de-identification
- **Personal Data Falsification** is a process whereby Personal Data is changed so as to render it valueless for any purpose relating to the administration of relationships between organisations and particular individuals  
It **converts Empirical Data**, that reflects an Attribute of a Real-World human (Id)Entity, **into Synthetic Data** that represents a plausible Phenomenon, but not a real one

# Contemporary Weaknesses the Model Addresses

- \*\* Conventional Id Management fails** because **it conflates: Identities-Entities, Identifiers-Entifiers, Identification-Entification**
- Conventional IS models have **unreliable association** of data records with human (id)entities
- Conventional IS have **mediocre correspondence** between Data-Item-Values and human phenomena
- **Conventional IS feature naive reuse and merger of data** ignoring purpose-specific QA, definitional incompatibility
- **Conventional IS depend on inaccurate digital personae** Impersonation, composite ids, masquerade, spoofing, id fraud, ...
- Organisations overlook **human (id)entity values**, risking mis-matched designs, resistance, low ROI

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# Approach

- **Pure Research**  
'I want to discover and understand what is'
- **Applied Research**  
'I have a research tool, so I'll use it' (hammer, so nail)
- **Instrumentalist Research**  
There's a problem, so I'll try to solve it
- **'Pragmatism'**
  - In philosophy, 'concerned with understanding and action', not merely describing and representing
  - In IS practice, approximates and articulates a layman's 'common sense' interpretation

# **A Pragmatic Epistemological Model**

- “An open attitude toward any kind of epistemological foundation that might work”
- “Epistemological and methodological diversity”
- “Disciplined methodological pluralism”
- **Empiricist orientation, if mostly non-human entities**
  - Guidance systems for aircraft and spacecraft
  - Heavily-automated production control / inventory systems
- **Recognition of innateness, for systems with human involvement or with significant impact on humans**

# Employee Attributes

- **Human Entity**
  - Emergency Contact-Name, Bank a / c for Salary  
Do they really need a biometric / brand / embedded chip?
- **Human Identity**, persistent, but change over time
  - Position, Start-Date, End-Date, Permissions
- **Human Identity**, occasional and may be shared
  - Fire Warden, Zone, Training Certs, Permissions