



Huw Price

Towards DSM-I

Huw Price

Towards DSM-I

A Diagnostic Template for Temporal Asymmetry

Huw Price

Towards DSM-I

A Diagnostic Template for Temporal Asymmetry

DSM = Diagnostic and Statistical Manual of Mental Disorders

Huw Price

Towards DSM-I

A Diagnostic Template for Temporal Asymmetry

DSM = Diagnostic and Statistical Manual of Mental Disorders

DSM-I(1952), DSM-II(1968), DSM-III(1980), DSM-III-R(1987), DSM-IV(1994), DSM-IV-TR(2000).

Am J Psychiatry 1991; 148:421-431
Copyright © 1991 by American Psychiatric Association

Origins of DSM-I: a study in appearance and reality

GN Grob

Institute for Health, Health Care Policy, and Aging Research, Rutgers University, New Brunswick, NJ 08903.

The author traces the history of psychiatric **nosology** in the United States from its origins in the early nineteenth century to the introduction of DSM-I in 1952. Until World War I, psychiatrists were not interested in systematic classification, although they were concerned with diagnosis. The first official nosology, adopted in 1918, reflected the need to collect mental hospital data. The federal Bureau of the Census had a role in the development of this nosology in that it required such data. The publication of DSM-I marked an internal transformation that mirrored the growing dominance of psychodynamic and psychoanalytic psychiatry and the relative weakness of the biological tradition. This transformation occurred largely as a result of the lessons learned by psychiatrists during World War II. The author's basic argument is that nosology reflected not only psychiatric ideology but also other, external determinants at any given point in time.

The present project:

The present project:

'Temporal nosology'

The present project:

'Temporal nosology' — Developing a systematic approach to classification, diagnosis, and explanation of various temporal asymmetries ("arrows") that arise in physics and metaphysics.

The objective:

The objective:

A diagnostic protocol for the arrows of time

Arrows				
Thermodynamics				
Radiation				
Collapse				
Measurement				
Decoherence				
'Independence'				

Arrows				
Thermodynamics				
Radiation				
Collapse				
Measurement				
Decoherence				
'Independence'				
Causation				

Arrows				
Thermodynamics				
Radiation				
Collapse				
Measurement				
Decoherence				
'Independence'				
Causation				
Counterfactuals				

Arrows				
Thermodynamics				
Radiation				
Collapse				
Measurement				
Decoherence				
'Independence'				
Causation				
Counterfactuals				
Chance				

Arrows	Primitive?			
Thermodynamics				
Radiation				
Collapse				
Measurement				
Decoherence				
'Independence'				
Causation				
Counterfactuals				
Chance				

Arrows	Primitive?			
Thermodynamics	Yes (PH)			
Radiation				
Collapse				
Measurement				
Decoherence				
'Independence'				
Causation				
Counterfactuals				
Chance				

Arrows	PH	Primitive?		
Past Hypothesis	•	???		
Thermodynamics	Yes	???		
Radiation	??			
Collapse	??			
Measurement	??			
Decoherence	??			
'Independence'	??			
Causation	??			
Counterfactuals	??			
Chance	??			

Arrows	PH	Primitive?		
Past Hypothesis	•			
Thermodynamics	Yes	???		
Radiation	??			
Collapse	??	Yes (GRW)		
Measurement	??			
Decoherence	??			
'Independence'	??			
Causation	??			
Counterfactuals	??			
Chance	??			

Arrows	PH	GRW	Primitive?	
Past Hypothesis	•	???		
GRW collapse		•		
Thermodynamics	Yes	Yes		
Radiation	??			
Collapse	??	Yes		
Measurement	??			
Decoherence	??			
'Independence'	??			
Causation	??			
Counterfactuals	??			
Chance	??			

Interlude:

Interlude: The game so far

Interlude: The game so far

Aims:

Interlude: The game so far

Aims:

1. Get at least one 'yes' in every original row.

Interlude: The game so far

Aims:

1. Get at least one 'yes' in every original row.
2. Minimise the number of red rows and columns (primitives).

Next:

Next: A second way of winning.

Arrows	PH	Primitive?		
Past Hypothesis	•			
Thermodynamics	Yes			
Radiation				
Collapse				
Measurement				
Decoherence				
'Independence'				
Causation				
Counterfactuals				
Chance				

Arrows	PH	Primitive?		
Past Hypothesis	•			
Thermodynamics	Yes			
Radiation				
Collapse				
Measurement				
Decoherence				
'Independence'				
Causation				
Counterfactuals				
Chance				

Primary arrows

Secondary arrows

Arrows	PH	Primitive?		'Perspectival'	
Past Hypothesis	•				
Thermodynamics	Yes				
Radiation					
Collapse					
Measurement					
Decoherence					
'Independence'					
Causation					
Counterfactuals					
Chance					

Primary arrows

Secondary arrows

Arrows	PH	Primitive?		'Perspectival'	'Illusory'
Past Hypothesis	•				
Thermodynamics	Yes				
Radiation					
Collapse					
Measurement					
Decoherence					
'Independence'					
Causation					
Counterfactuals					
Chance					

Primary arrows

Secondary arrows

Arrows	PH	Primitive?		'Perspectival'	'Illusory'
Past Hypothesis	•				
Thermodynamics	Yes				
Radiation					
Collapse					
Measurement					
Decoherence					
'Independence'					
Causation					No causation
Counterfactuals					
Chance					

Primary arrows

Secondary arrows

Arrows	PH	Primitive?		'Perspectival'	'Illusory'
Past Hypothesis	•				
Thermodynamics	Yes				
Radiation					
Collapse					
Measurement					
Decoherence					
'Independence'					
Causation					
Counterfactuals				Conventional	
Chance					

Primary arrows

Secondary arrows

Arrows	PH	Primitive?		'Perspectival'	'Illusory'
Past Hypothesis	•				
Thermodynamics	Yes				
Radiation					
Collapse					
Measurement					
Decoherence					
'Independence'					
Causation					
Counterfactuals					
Chance				Conventional	

Primary arrows

Secondary arrows

Arrows	PH	Primitive?		'Perspectival'	'Illusory'
Past Hypothesis	•				
Thermodynamics	Yes				
Radiation					
Collapse					
Measurement				By hand	
Decoherence					
'Independence'					
Causation					
Counterfactuals					
Chance					

Primary arrows

Secondary arrows

Arrows	PH	Primitive?		Perspectival	Illusory	Local
Past Hypothesis	•					
Thermodynamics	Yes					Gold
Radiation						
Collapse						
Measurement						
Decoherence						
'Independence'						
Causation						
Counterfactuals						
Chance						

Primary arrows

Secondary arrows

Conclusion:

Conclusion: Outlines of the final game

Conclusion: Outlines of the final game

Aims:

Conclusion: Outlines of the final game

Aims:

1. Get at least one 'yes' in every original row.

Conclusion: Outlines of the final game

Aims:

1. Get at least one 'yes' in every original row.
2. Minimise the number of columns to the left of the bar.

Conclusion: Outlines of the final game

Aims:

1. Get at least one 'yes' in every original row.
2. Minimise the number of columns to the left of the bar.
3. Explore less costly options to the right of the bar.

The next steps:

The next steps:

1. Be more precise about the nature and number of rows.

The next steps:

1. Be more precise about the nature and number of rows.
2. Be more precise about the options to the right of the bar.

The next steps:

1. Be more precise about the nature and number of rows.
2. Be more precise about the options to the right of the bar.
3. Tackle the right before the left (it's cheaper).

The End

