

10.11 Replay or Reconstruct Information

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The Replay or Reconstruct Information pattern allows a [Logical Node](#) to reproduce, republish, or reconstruct selected information from preserved records, provenance, audit records, or evidence-supporting material.

A replay or reconstruction [Logical Node](#) identifies the replay request, scope, source records, reconstruction rules, target information, producing [Logical Node](#), requested purpose, and [Evidence](#) expectations. The interaction preserves the difference between original production and replayed or reconstructed production.

The interaction primarily connects the [Logical Control Plane](#), [Logical Data Plane](#), and [Logical Audit and Provenance Plane](#). The Control Plane coordinates the request. The Audit and Provenance Plane identifies preserved inputs and [lineage](#). The Data Plane carries replayed or reconstructed information when the architecture requires republication.

Table 10-10: Replay or Reconstruct Information logical interaction pattern

Element	Logical treatment
Primary Runtime Plane	Logical Audit and Provenance Plane
Related Runtime Planes	Logical Control Plane and Logical Data Plane
Producing Logical Node Role	Replay Node, Reconstruction Node, Provenance Node, Audit Node, or Domain Information Producer
Consuming Logical Node Role	Requesting Node, Oversight Node, Validation Node, Audit Node, or Domain Consumer
Primary information	Replay request, reconstruction record, replayed information, or reconstructed information
Supporting information	Source records, provenance references, replay scope, reconstruction rules, timestamp, purpose
Traceability expectation	Replayed or reconstructed information traces to source records, replay request, producing Logical Node , and reconstruction method.
Evidence expectation	Replay and reconstruction records support review of reproducibility, accountability, and Evidence sufficiency.

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