Cube of Elementary Systems

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In this paper I introduce a 3-bit code for elementary systems.

Binary Code	Name	Example
000	Learning	School
001	Dominance	Zoo
010	Prosperity	Galactic civilization
011	Ignorance	Safe childhood
100	Despair	Current world economic system
101	Panic	Escaping a burning house
110	Distress	Climate change
111	Guilt	Flock behavior

There are 3 rules, one for each bit `(1 is blue and 0 is yellow):

1. Possible dangers / Very few possible dangers
2. Organized behavior of targeting weakness / strength
3. Inability / ability of targeted / non-targeted individuals
   to process what happens in presence of danger

For example, flock behavior[1] (111) evolves in biology due to better protection against possible dangers. Flock behavior often single out weak individuals, such that e.g. when a predator or group of predators appear, the majority of the flock of prey survives while sacrificing only the minimum. The weak individuals have the least capacity to process what is going on and respond to the danger:

1 = Possible dangers
1 = Organized behavior of targeting weakness
1 = Inability of targeted individuals to process what happens in presence of danger

On the other hand, the dangers of climate change[2] (110) are known long time in advance and scientists are able to identify the causes and model the problem in great detail. Yet, the ability to process what is happening, has the opposite effect: It gives an illusion of temporary safety and motivates delaying action until a later moment. There is no panic like when trying escape a burning house[3] (101) where one must rely on strength to survive, or the despair that comes with understanding what might happen if you do not have enough money for the future[4] (100).

A significant change comes in systems where there are very few possible dangers. In a school (000), the students listen to a teacher and are trying to follow the curriculum. When nobody pays attention a school might look like a zoo[5] (001), just to keep children in line while teachers are watching them. The vast distances between stars makes it possible for a galactic civilization[6] (010) to think about and react to everything else what is going on, many years in advance. However, in a safe childhood[7] (011) the parents have to keep an watchful eye on the kid that explores its environment.

The motivation for this 3-bit code was Heidegger's concept of a primordial Being-in-Guilt[8][9].

References:

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