**Proposal for Alternative Arrangement, Distribution, Exchange, and Allocation of Resources**

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1. **Introduction and Definitions**

This short paper aims to define an outline and approach for a new kind of economic arrangement. There are numerous perspectives about what economics entails and how human societies ought to be structured.

Each of those topics in turn requires a laborious effort to distill the various view-points. In common, economics is taken to be involve surplus, deficit, cost-accounting, price, demand, and so on.

Here, I will prescind from these traditional categories of inquiry settling instead for a simpler set of compact definitions:

Def. 1 - 'Economics' is here defined as the science of scarcity.

Def. 2 - 'Ethics' is here defined as the maximally optimal ***allocation***, ***exchange***, ***distribution***, and ***arrangement*** of resources (**ADEA**) whether such resources are scarce or not.

Def. 3 - 'Abundance' is reserved here to refer exclusively to a system of ADEA such that considerations of material scarcity are no requisite, a matter of pragmatic necessity, or relevant in planning.

Abundant ADEA does not entail an abundance of ideas, talent, virtues, integrity, etc. merely material abundance.

We propose that material abundance as brought about in an abundant ADEA necessitates a corresponding limitation on how such overly-available resources are ADEA.

<https://en.wikipedia.org/wiki/Prediction_market> - predictions

<https://www.jstor.org/stable/1942870> - credibility or prestige

<https://en.wikipedia.org/wiki/Gift_economy> - favors, IOU’s, gift exchanges

[Aristotle's Economics](https://en.wikipedia.org/wiki/Economics_(Aristotle))

**1.0 Abundant AEDA**

Most physical systems relevant to human-beings are material in nature (mass, and hence matter, is itself an emergent or at least not primitive feature in the natural world since particles acquire mass by interaction through the Higgs Field and the Highs Boson). Commodities (energy, food, lumber, etc.), finished products (electronics, cars, clothing, culinary creations), services (customer service, support, marketing, etc.), informational or digital systems (computer science, data science) are all grounded in these root processes - namely kinetic or thermodynamic processes.

We can abstract away many of the complexities that are the forte of professional scientists and engineers. What suffices for us here is that physical energy transforms material items.

1. We burn oil to move the wheels of a car.
2. We heat metals to mold them into steel or composites.
3. We hammer nails to pin a painting to a wall.
4. We collide trillions of particles to generate micro-blackholes.
5. We heat copper and silicon to simulate logical operations using electrons.

The presence of unlimited energy and semi-autonomous systems capable of transforming and being transformed by that energy is sufficient to meet the pre-requisite conditions for an Abundant ADEA.

We assert that the further ability for such systems to self-replicate or participate in their own duplication or manufacturing only warrants further confidence in this hypothesis.

**2.0 Implementations of Abundant ADEA**

Currency is a valuation-object. Markets and services are independent systems-of-value. Even financial investment abstracts currency (it does not matter which currency, equity, or vehicle except those that are most value-generating).

A *desideratum*:

1. A **valuation-object** that is not independent of a **system-of-value**.
2. A **valuation-object** whose value increases given a **system-of-value**.
3. A **system-of-value** whose value increases given a **valuation-object**.
4. The **system-of-value** in question must provide a robust set of underlying material services that are further enhanced as the value of the system increases.
5. This creates a self-ordering, perpetually increasing, positive feedback loop.

**3.0 Pro-Social Calculation: *The Ethical Calculus***

Triple Filtration and Intersubjective Invariance:

1. Deontology
2. Virtue Ethics
3. Consequentialism

Important Mitigating Behaviors:

1. Personal Achievement
2. Service involving sacrifice
3. Institutional Accomplishment