

Ethicophysics III: You Say You Want a Revolution?

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June 2, 2018

Abstract

1 Introduction

In this document, we continue the work begun in Ethicophysics I and II. In Ethicophysics III we seek to understand the nature of ethics in something approximating the real world.

As a student in graduate school, the author programmed a system for distributing jobs over the computer network that was a little too effective at the job he assigned it. We believe that it provides a pretty excellent starting point for both attacking a country's electoral system, and for hardening a country's electoral system such that no force on Earth could disturb it.

In this document we will attempt to provide two things:

- A rigorous mathematical treatment of alienated labor and the labor theory of value, sufficient to teach Marxist thinking to computers.
- A rigorous mathematical treatment of holarchy, a theory due to Koestler, sufficient to allow actors to organize collectively without very much centralized leadership at all, thus removing the key ingredient (the supposed need for a vanguard party authorized to commit atrocities in the name of human freedom) that we believe fueled the evils of most existing Marxist regimes.

Taken together, these two ingredients should allow the execution of a strategy for revolution that might be termed the *anarcho-pacifist style of revolution*. This is not a hugely novel contribution, since it simply validates the tactics of the Arab Spring. Nevertheless, we hope that providing a rigorous mathematical treatment of the subject will give hope and courage to those who will need it the most. In particular, we believe that the aid of computer programmers in particular will prove key to the struggle, but most of the best computer programmers do not believe anything they haven't seen a proof of. Our (probably foolish) hope is that this will contribute to enabling a series of events worthy of the name "American Spring".

2 On the tripartite nature of signs

A sign has three components, a signifier (the mark or element in the world that is taken to signify something), a signified (the content in the mind of the one who perceives the signification), and a referent (the thing in external reality that the signifier is taken to refer to).

It is always questionable whether the referent for a particular signifier exists in any real sense. What is democracy, for instance? Does it exist in some Platonic realm of concepts? I put it to you that this is an incredibly thorny philosophical problem, but that pragmatist philosophy offers a thread through the maze. Fundamentally, use is meaning. If people use a signifier for a particular constellation of uses, then that constellation of uses can be taken as the referent.

So we can then think of a tripartite graph that is the phenomenological tapestry. The three kinds of vertices correspond to signifiers, signifieds, and referents. What is needed to really mindfuck someone is to know all the signifiers they were exposed to before a particular time, to guess the signifieds, and to tie them to a particular set of referents.

3 Thrasher: on Winning the Influence Game in the Modern World

The first ingredient is simply an expander graph. (Google it!) An expander graph is a graph that cannot be cut in half without cutting a very large number of edges. Basically, what is needed is to inject ideas into the populace in a way similar to the way that I injected commands into the computer system at uchicago, so that an all-powerful adversary who controls the network (and can intercept packets at will) has to choose between letting in the poison and fucking up the network so badly that people lose faith in it.

What is the poison? Fundamentally it has to be about inverting established social hierarchies - ending the Master-Slave dialectic forever. This was always going to be a tough sell, but it's the only thing that will do the job that needs doing. Punk rock, y'all.

The real trick, of course, is to grow the network so that it *becomes an expander graph*. This is the way in which we can prevent even an all-powerful network administrator from sucking out the poison that we are injecting.

How do we grow an expander graph? It's a simple matter of using spectral graph techniques to identify the most problematic cut that currently exists, and then trying to make edges of love and respect that cross the cut. Of particular note is that, if one half of the cut is "top" and the other is "bottom", i.e., one side has social superiority, then the most important thing is to craft respect edges that go from top to bottom, i.e., that go against the usual flow.

4 Notes

So now we have a rough sketch of what the rules of the game are, how it is best played, and how to reshape the board so that we cannot be stopped. This should be enough to overcome almost any obstacle, if y'all have the fucking balls to fucking execute on half of this shit. I will add more details to the various pieces as I think of them.