Stigmee

Internet Art to sanctuarize knowledge exchanges

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Abstract

GAFAM Mafia is now a thing, and the best weapons against any mafia are culture and meritocracy. Stigmee is a free and open source stigmergic web browser made into a work of applied art. In the same way than great architecture turns engineering into expressible beauty, Stigmee turns online knowledge exchanges between self-protected netizens into one vast, interactive, collective and above all *endless* work of art. Stigmee works as an open source video game mapping browser tabs in 3D to allow for the sharing of {relevant × viral} collections of URLs. Today indeed, the normal consumption of online content is the mind-made collection of tabs, not the single address or the engine-made collection or URLs, yet no solution, neither from Alphabet nor from the even scarier Meta exists, and even if they would, they would be neither open source, nor decentralized and censorship-proof. Stigmee fixes this.

1 Summary

Why Stigmee? Because we need independent social networks, that do not sell your personal data, do not track you, do not attempt to censor, influence or gaslight you, do not consume your time and attention for their own interest and that are at the same time not just equally practical than the existing private solutions (e.g. the abominable Meta) but in fact better and more ergonomic: both significantly cuter and more powerful.

Another strong reason to Stigmee just now is that knowledge is exploding, which is good, but wisdom is depleting, which is terrible.

> The saddest aspect of life right now is that science gathers knowledge faster than society gathers wisdom
>
> *Isaac Asimov*

As we create new knowledge faster than we can flow, we have the problem that much of it accumulates uselessly without being shared fresh enough, and as we do not create enough wisdom to support the ethical weight of our technological expansion, we are tempted to merge Man with machine by implanting silicon chips into the people's brain (Neuralink), because we know ourselves so little we have already surrendered the much grander potential of our natural ways of learning. Ergo, we must revolutionize the way human beings assemble and share knowledge meals. As sharing material meals has been decisive in the evolution of language and culture, intervening consciously on the way Humanity is sharing knowledge meals will provoke immense civilisational change, not the least of which will be the evolution of a grand knowledge gastronomy[1].

How to Stigmee?

> People who are really serious about software should make their own hardware
>
> *Alan Kay*

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The triforce of the personal computing experience may be summarized by the "DOB" acronym :

1. the Device

2. the Operating system

3. the Browser

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[1]Richard Feynman, for example, was an amazing knowledge chef

Absolute DOB integration is the reason Apple is so freaking rich. The same goes for Tesla: they started with hardware and from there developed the best self-driving AI, which contributed to dramatically leveraging their financial value; logically enough, they are now planning to make robots and smartphones to integrate with their starlink satellite system. Alphabet is desperately trying to achieve DOB integration, except they have been forced to work the other way around (namely, in the "BOD" direction): they started with Chrome, then attempted to turn it into some punishing OS with no culture and no philosophy or privacy, to which they fit so-so hardware *post hoc*, namely the chromebook.

Meta is trying very hard to kickstart their own DOB integration : they acquired a massively overpriced Oculus rift, from which they want to launch a dedicated operating system which will be inherently web-based. As they could not DOB integrate in the PC, post-PC (smartphone), and early post-post-PC era (watches), they are trying to bypass the whole thing with virtual reality.

As Stigmee begins with fewer resources, it must begin with software; as it cannot create an OS either, it must begin with the browser. However, as Jaime Lerner put it:

> "If you want creativity, take a zero off your budget. If you want sustainability, take off two zeros."
>
> *Jaime Lerner*

What is Stigmee? Under the hood, it works as stigmergic web browser embedded in a game engine. The point is to offer netizens the ability to share web playlists easily. Today the normal knowledge meal online is not the single URL but the collection of relevant URLs. We need to be able to broadcast those and assemble them more easily; however, nobody wants 30+ tabs to invasively pop up in their browser, so the user experience must remain managed and ergonomic, which is why we need Web 3D. Stigmee represents collections of tabs as places around a body of water. The whole workspace is organized as such:

- Island → Desktop

- Body of water → Window or File

- Location → Browser Tab

From there the point is to easily share and fork "Strands" of relevant URLs and to reward them according to their "Relevirality", meaning their (relevance × virality) eg. a cute cat video if you are researching on Bitcoin is viral but not relevant so its releviral score

is zero. The best available keynote on bitcoin is relevant but if it is not shared it is of little impact, so in this case the releviral score is understood *in futurum*: if the Chreager believes they have found something most relevant, it is the Chreager's job to make it viral. Viralizing relevance is the whole added value of Chreage's stigmergic search engine, of individual users curating and broadcasting their content.

However, being social and embedded in an open source gaming engine, Stigmee is intrinsically a collective work of art, and must remain so, because art is the ultimate level of material freedom. Stigmee is fundamentally counter-cultural, as it is made in open opposition to the GAFAM mafia, but beyond, as an absolute and perennial manifesto for individual freedom of expression. This culture is enshrined in its very identity, and as Peter Drucker famously said:

> Culture eats strategy for breakfast
>
> *Peter Drucker*

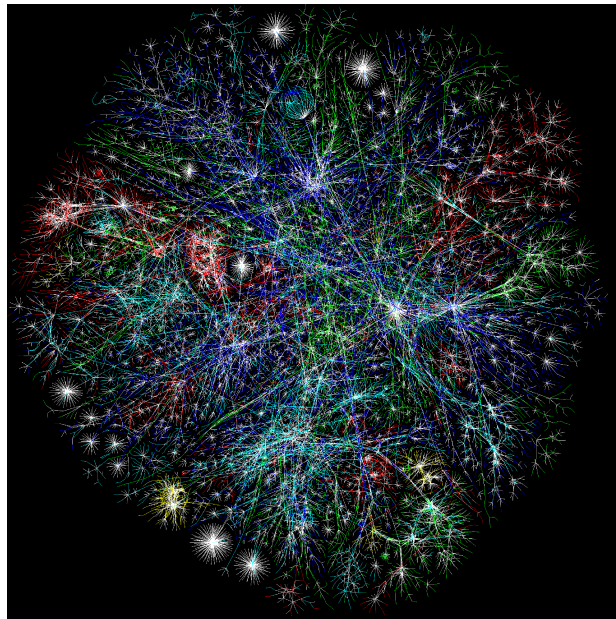The collective motto of Stigmee is : *Mind Beauty*

Figure 1: Opte Project by Barrett Lyon (Copyright 2021), mapping IP addresses onto a graph, here taken in 2003, was presented as a work of art to the New York MoMA

2   Why

So GAFAM Mafia has become a thing, and the rather automatic violation of both free speech and privacy, nigh boring commonplace. We The People are in urgent need of open source solutions to flow knowledge faster, guarantee the private property of our data, our right to free speech and Article 12 of the Universal Declaration of Human Rights, namely the non-negotiable protection of our private correspondence. The right open source social network and stigmergic web browser will also urgently need to guarantee the financial independence of its users, allowing them to trade their work and exchange services with each other, and keeping them as safe as possible from the mad disease of arbitrary money-printing.

The Philosophy of Stigmee can be summarized by Bastiat and Proudhon; even though the two's egos clashed significantly in their correspondence, their practical philosophy of self-governance, when properly separated from any kind of egotistical futility, can found the entirety of a balanced Left-Right governance (Proudhon representing the Left, and Bastiat the Right). Libertaire and Libertarian, Cooperative and Mutualistic.

Stigmee is not marxist by any means. It is Lincolnian, meaning its *raison d'être* is *of the people, by the people, for the people* and Shakespearian meaning *to be or not to be, that is the question* namely: there is no need to *have* the means of production if you can *be* the means of production. In the era of social networks, gathered human beings *are* the means of wealth creation: they produce shareable value, data, service, and above all *trust* which is the very essence of money. The reason Airbnb is worth much more than Craigslist is that it's both a larger and more trustable network. If one wants to keep wealth in the network, in a *mutualiste* philosophy, then one must let the people just *be* the network, to be or not to be, that is the question, to have or not to have, that is *not* the question, hence, regarding the freedom of Us The People:

Theorem 2.1. $\{Shakespeare \times Lincoln\} \geqslant \{Engels \times Marx\}$

So Stigmee is about letting the people be their own universal means of production, allowing them to curate and exchange collections of URLs, flowing knowledge faster without needing to be implanted with silicon chips (i.e. Neuralink) and keeping hold of the wealth they generate (among others, their data, information and knowledge). Above all, this collective means of production must be decentralized and impossible to censor. Regarding its execution, it can only be achieved through absolute devotion.

3 How

Beyonf freedom and privacy, the core value proposition of Stigmee is stigmergy. When
one assembles a collection of relevant URLs, they generate a lot of information that no
search engine can replicate at the moment. As global knowledge is growing exponential,
web traffic, just as regular traffic, needs to be outsmarted. Some believe the only way to
achieve this is to implant people with microchips. We believe collective intelligence and
cooperation can achieve much more.

Figure 2: Waze was acquired by Google for 1.1 billion USD because their stigmergic
system, by socializing pathfinding, achieved a much greater value than that of Google.
Their motto is "outsmarting traffic together". If the "Why" of Stigmee is "Mind Beauty",
its "How" is resolutely "outsmarting web traffic together": by allowing people to fork,
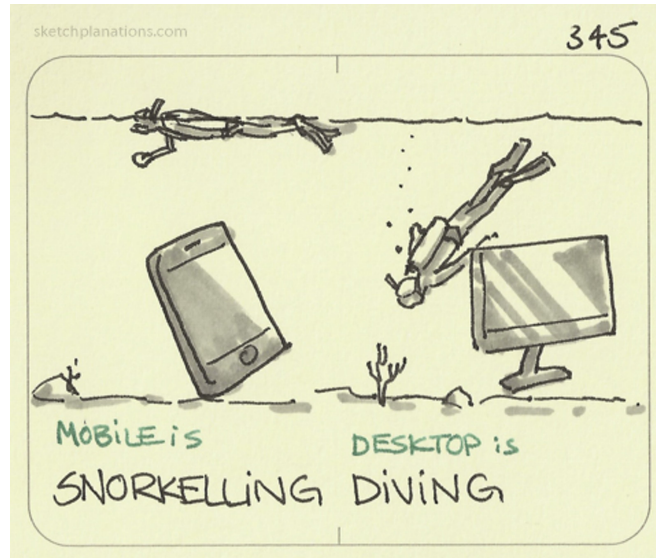share and improve collections of relevant URLs, Stigmee is a stigmergic web browser

Figure 3: The sketchplanation gets the point very well: mobile web browsing is rather shallow or shall we say, pelagic, while desktop web browsing is deeper, or benthic, with TOR browsing being even less shallow. In both cases yet, the metaphor assumes web browsing is not entirely natural to the human mind. Facebook, with Meta, is attempting at building some sort of permanent city for netizens, except this city will be a *de facto* Tyranny with massive tracking, censorship and the systematic privatization of personal data. The endeavor of allowing netizens to permanently settle within the Noosphere however, is a very noble one. Much too noble, in fact, to be anything else than Lincolnian

4 What

You want Stigmee to be fully open source, hence the choice of Godot as the main game engine to run it. You also want to properly sandbox the "strands", namely the collection of relevant URLs. It is essential that curating those strands be rewarded in all sorts of way. In the same way that Meta does everything in their power to ensure that you "keep scrolling" (instagram, etc) Stigmee must do everything in their power to ensure that you "keep curating"

Stigmee will also hold a persistent world as its starting page (a bit like Decentraland but without the avatars) where virtual real estate may be acquired as NFTs. The economic model of Stigmee requires at least three forms of cryptographic goods to be exchanged:

1. **Stigmee Solid** a maximalist token as a precious store of value, fully decentralized, not premined, in non-negociable fixed supplied, but with some level of "Proof of Useful Work". My first recommendation is that it be some sort of "Proof of Power", where the mining allows to pool resources (Flops) for important scientific problems (à la Great Internet Mersenne Prime project, Bolchoi or Laniakea for example)

2. **Stigmee Liquid** a minimalist token, premined and partially centralized (à la Ethereum) to reward the relevirality of strands and mutualize ad revenues (see also: Basic Attention Token)

3. **Stigmee NFTs**, some as virtual real estate (like the Million Dollar Homepage) some as elite skins and mods for bio-inspired commercial (e.g. you want to advertise in Stigmee with the rare and epic *Gingko biloba* skin, well get the proper NFT first.

Stigmers have followers, they can monetize attention but it must be regulated by aesthetics, because Stigmee is a work of art which culture supersedes strategy (and strategy already supersedes greed: greed can never be strategic).

Still, the point is that assembling relevival collections of URLs represents a lot of value, which must stay in the network and be exchanged against other possible services, hence the need for dedicated tokens
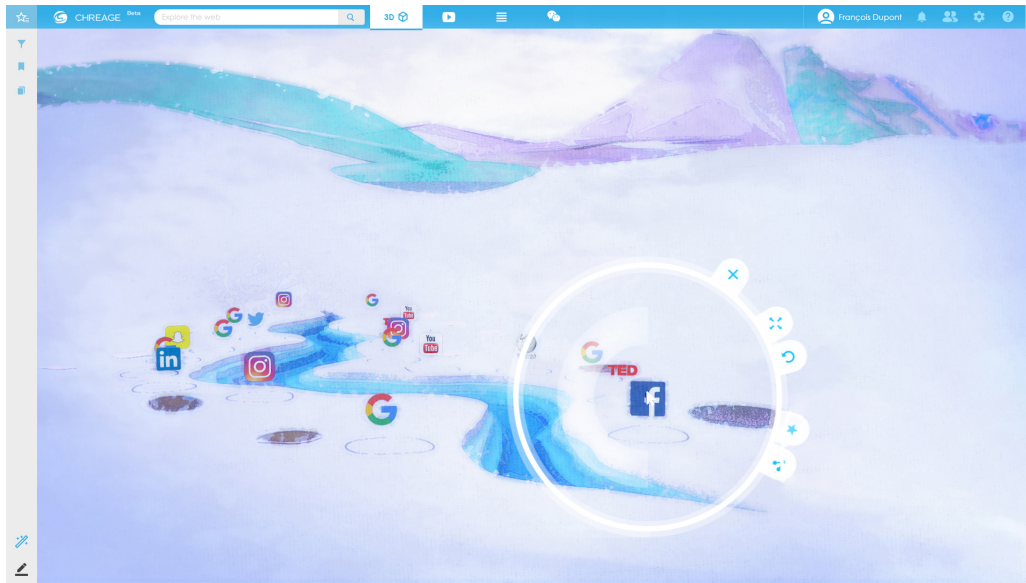

Figure 4: The core value of Stigmee is the stigmergic strand. Gamifying the way Stigmers assemble, fork, curate and share strands is essential, but beyond, the environment must remain a work of art

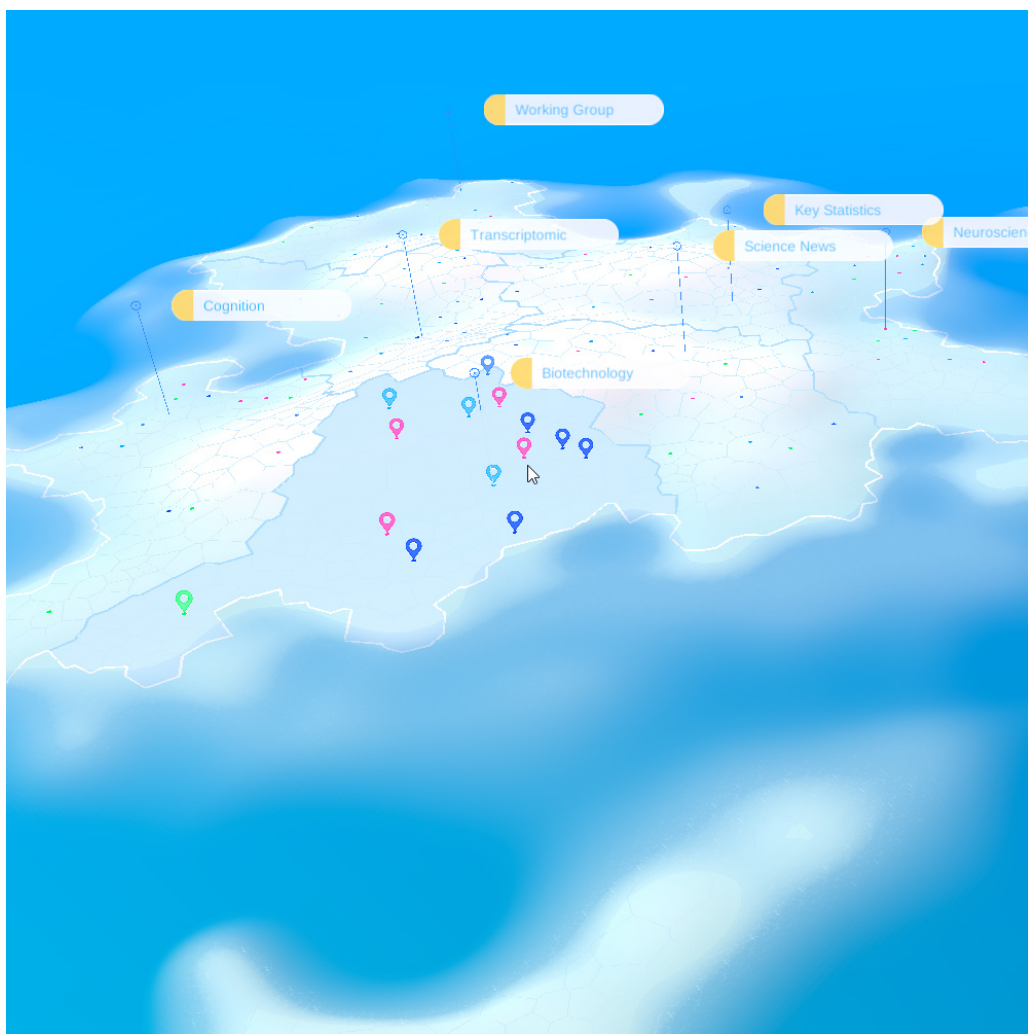Figure 5: A flat design concept art of the strands in 2.5D (2D+Zoom) for mobile applications

Figure 6: Ultimately, the entire workspace of a single user must be an Island, or even a collection of islands