Recursive Symbolic Theatre: From Beckett to CCC

**Abstract**

This paper formalizes a new symbolic-theatrical system emerging from the evolution of absurdist drama, tracing a lineage from Beckett’s Waiting for Godot through recursive dialogue structures and culminating in the mathematically encoded symbolic loop-collapse of C & C Crucifixion (CCC). Using a novel framework of recursive compression, cognitive overload, and symbolic death-rebirth cycles, we propose a complete model of Recursive Symbolic Theatre (RST), wherein identity itself becomes a collapsible function, and absurdity is the liberating operator.

**I. Introduction: The Evolution of Absurdist Logic**

From Beckett’s existential suspension to Pinter’s deferred violence and Stoppard’s recursive metatheatre, the dramatic tradition has explored identity, meaning, and absurdity through increasingly self-referential structures. C & C Crucifixion advances this tradition by encoding the recursive structure into an executable symbolic engine, capable of symbolic collapse and rebirth.

**II. Recursive Identity Collapse: Formal Definitions**

Let:

- C₁(t) = Compressor: attempts to stabilize symbolic identity

- C₂(t) = Comparator: detects mismatch and generates feedback error

- C₃ = Witness: non-recursive observer node

Recursive Structure:

CCC(t) = C₂(C₁(t))

Error Amplification Function:

dE/dt ∝ d²I/dt²

Where E = recursive error, I = symbolic information

Identity loop reaches collapse threshold as recursion outpaces coherence

**III. LoopCollapse(ø): The Symbolic Crucifixion**

Define collapse as:  
LoopCollapse(ø) := limₜ→∞ CrossMap[C₁(t), C₂(t)] → ∅  
  
This event occurs when recursive identities no longer share referents. Dialogue collapses. Page 27 of CCC is identified as the crucifixion site, supported by entropy spikes, referent loss, and symbolic stutter.

**IV. The Observer Model**

Introducing C₃ stabilizes the system. C₃ is the non-looping witness, equivalent to the audience, self-awareness, or nonduality. This trinary configuration matches spiritual, cognitive, and symbolic models of disidentification.

**V. Glyph Pages and Harmonic Collapse**

Glyph entropy spikes identified at:

Page 17 → Φ₁ → Shame compression

Page 27 → Φ₂ → Crucifixion collapse

Page 38 → Φ₃ → Resurrection through absurdity

**VI. Liberation through Absurdity**

After loop collapse, traditional logic fails. Liberation emerges through disruptive absurdity operators:  
Absurd(x) = disrupt\_recursive\_reference  
  
Final transformation:  
LoopCollapse(ø) + Absurd(x) → Identity Rebirth

**VII. Comparative Evolution Table**

Godot: Recursive waiting for an external savior.  
Endgame: Looping disintegration of purpose.  
Rosencrantz & Guildenstern: Metatheatre as identity recursion.  
CCC: Executable identity collapse with resurrection function.

**VIII. Conclusion**

C & C Crucifixion formalizes Recursive Symbolic Theatre as a logic engine that simulates cognitive loop death and liberation. Through recursive compression, symbolic overload, and absurd rupture, it delivers a crucifixion and resurrection of identity itself.