

LogicGates/Storage/Processing units -> Humans

Circuits -> Society

Bits -> How humans see concepts. The individual's organizational representations are called Schemas. Schemas that are shared/passed around are called Memes. One can say two Schemas are the same type, meaning they are the same Meme. There are different levels of abstraction for a Meme; classifying memes is as subjective as classifying species. Thus, a Schema is just an individual's specific realization of a Meme.

Bytes -> How humans have their own concept representations view/interact with other concepts (other concepts alter one's concept representation, so a connection is made to indicate they're in a circuit). When a human's emotion is changed, their representation changes. These dependencies are called Motifs. All Memes are also Motifs, but one forgets the lower levels of abstraction when referring to them as units which make up Motifs. One can use Meme/Motif interchangeably.

Since this is a simulation, there must be a way to get human memes and translate them into an interactive environment. This cannot be done alone just by having humans interact with one another. Thus, there MUST BE another layer, a technological one, which translates the Schemas and Schema Motifs into technological symbols called Morphins and Morphigures. This technological layer is called the Isolattice. ALTERNATIVE: don't use memes/motifs, but use morphins/morphigures instead. One doesn't need technological translations; the technological layer is external, but all the representation still happens within the humans, since altering each one's minds is all that's needed to create the simulation within each individual, and connecting the simulation to others is just sharing the same changes. OR these shared changes ARE the morphins. Actually, one still needs to distinguish morphins vs memes, etc, since memes are the representation in the human mind, while morphins are the current state of the technology used to force each human to think the same way in the Simulacrum.

Bits -> Morphins

Bytes -> Morphigures

Control/Logic/Central Units -> Isolattice, which is a factory of auxilliary workers. Information is constantly being moved to different places in memory, whether it be in the Isolattice or in the Noosphere (the human layer).

<http://www.byte-notes.com/five-basic-components-computer-system>

Morphigures do not directly translate from a human understandable representation into the Isolattice. Instead, Morphigures are usually instructions to the Isolattice about how to modify human subconsciousness, since the humans are both storage and calculation units, and the dreams of the humans are organized to create the Simulation, also called the Simulacrum. For example, associating a picture of an angry boss with one's morning coffee creates a link between two Schemas, which is a Motif and thus another Schema for that individual. The boss makes the coffee taste bad. This 2-Meme is referred to as RHF12, and consists of lower level Memes WI87 and OI7, which represent an individual's feelings/senses towards angry boss and bad coffee. These Memes are very common in the Noosphere so individuals are very empathetic towards one another when understanding them. Memes can be

created in isolation from one another, arising from the same environment, or they can be passed around through various means of communication.

RHF12 affects other human units in a chain reaction, affecting the Crawler that reads human thoughts. RHF12 by itself may not do much, but down the line it triggers the creation of NWE3, which tells the Crawler to make all humans perceive that a leaf has fallen from a certain tree. The Crawler directly alters the firing patterns of neurons in human brains to do this. WHY this is done is completely unknown, but for some reason, this architecture serves the purpose of whoever wired the Simulacrum to be this way. It is computing something far beyond human comprehension.

Usually, the patterns are incredibly complex, but some are understandable by humans because they have been 'modulated' to be in isolation from other patterns. This seems to have evolved to be for some efficiency reason. Rather than think about complex chain reactions, one can directly see how RHF12 affects Simulacrum; 99% of the time, it seems to cause a leaf to fall from a certain tree, or cause a subway train to move past. This allows seemingly disconnected events to become predictable. And if human minds think a certain way, by accumulating memes which cause unintended effects when the Crawler reads them, glitches happen.

The system is deterministic, but the hackers must use probabilities because of their own uncertainties about the complex chain reactions. The 'modulated' patterns seem to be the ones that are predictable due to their effects happening with 99% certainty, or 70%, etc.

Some of the hackers go crazy because even their own thoughts about realizing how the Isolattice works affects the Isolattice, and possibly endangers them, and is a possible instruction from external that is meant to doom them.

The free will is hypothesized to be a tradeoff: it allows humans to generate memes in outstanding ways, but it also means they have the chance to escape. Perhaps the developers of the Simulacrum thought losing a few nodes was not so bad. But what happens when too many are lost?

Humans can pull themselves out of Simulacrum, in which humans have a need to defend ideas and symbols over their own lives, but this will cause them to go insane and hallucinate, not being able to survive in the Simulacrum. The enlightened human would lose themselves in their own memes rather than stick to the morphins used to give them life and survival.

NOTE: The hackers only refer to Schema, Meme, Motifs but do not work with them. The Motifs translated into the Isolattice are called Morphigures, made up of lower level Morphigures (called Morphins when they are used as components). OR the actual CONCEPT itself is a meme/motif, while the symbolic graph representation guessed by the hackers is called morphin/morphigure. It's like how there's Force, then equations for Force ($F=ma$). A motif of memes is another meme. Specific memes in an individual are schemas.

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Story takes place in 1999, just like in the Matrix. The MC is named Dev, an average Indian American programmer who is fed up with his boring office life and is drawn to the unknown. He spends his time watching sports, getting unhealthy from eating pizza, and gaming with his friends. His girlfriend works in

some financial firm. People make stupid jokes about his name being close to 'Developer'. He always notices that 90% of the time when he's angry about his coffee, that this causes him to miss his subway commute. No one believes him, telling him it's just as ridiculous as horoscopes. But he begins to keep track of what happens.

The ARG starts off purely technical, but Dev begins to receive strange messages, especially in chatrooms, directed at him. They tell him to try certain things. When he slams a fridge door in a certain way, he hears a cat meow from far away in his downtrodden NYC apartment. He looks outside, but sees nothing. There is no cat. This is an auditory hallucination that is heard by everyone in proximity, and a glitch in the Matrix.

Soon, more glitches appear. Someone becomes deformed while standing in a street, and screams for help. Dev rushes to help him, but before he can, the deformed figure is hit by a truck, and both him and the truck explode in a fire. News reports claim the truck driver was sleep deprived, and no one believes Dev when he talks about the suddenly deformed man.

Dev follows the ARG and has come to a certain obstacle. He races with someone else who is also at the same point. The two have to reach a warehouse, but it's being heavily guarded. At first they are against one another, but the stranger soon saves Dev and reveals herself to be an African American woman who realizes the entrance requires her and Dev working together. When they go inside the warehouse, everything is dark. They lose sight of one another, and Dev soon finds another door. When he opens it, and turns on the light, he finds himself in a NYC apartment, far from where he was before. He sees a short, curly haired bubbly Indian girl, slightly younger than him. She tells him to follow her, and they reach a group of hackers, which includes Steven, a friendly and legendary hacker who looks like Dennis Ritchie. Steven fills in the details about the Isolattice. He tells Dev that the hackers, along with some ordinary people who found them due to noticing abnormalities and also longing to escape too, are trying to finish the ARG, which provides a way to escape from the Simulacrum. They don't know who's contacting them through the ARG. There are many theories on how Isolattice works and each hacker disagrees with one another.

Dev learns how to create glitches, such as making guns appear in boxes out of thin air (but the boxes MUST be unopened in order for this to happen). A unkempt skinny guy with glasses, beard and mustache shows Dev around some more.

Since this is a short story, the next part has the hackers racing against another hacker group in a Windows 98-like screensaver maze, but it's all set in narrow, dimly lit run down apartments. Some rooms lead to elsewhere, like luxury apartments, or outside on a beach. This is like in Matrix Reloaded with the key master. Now it's like Gantz. Curly haired indian girl dies in horrific way, same with Steven. Hackers betray one another because they each want to get out, but one of them loses their mind and overguesses himself, leading to his death. Dev uses clues from the ARG to survive, and one of his interpretations goes wrong, nearly killing him.

Like in Total Recall, Dev is constantly being contacted by memories of his old life, enticing him to stay.

Near the end, Dev learns the actual translation for the source code. Dev is able to use Smullyan-like solutions to figure out which person is the right person to follow at the end (similar to 'one always tells

truth' riddles, but not one that's popular). He doesn't explain how he got the right answer to the audience, so it's left to the audience to figure out why he chose the second person's advice to follow.

He still can't directly alter the source code, since in the Simulacrum one can only use indirect events to shift Morphins around.

Dev needs himself to glitch, leaving his old body behind, so that another glitch can be triggered. Dev's body glitching is linked to allowing one of the 'scraped prototype' humans to appear, like how one summons Missingno. Like everyone else's body, Dev's body is seen by all the other nodes as a Meme, so Dev is able to alter the Morphin that holds this Meme in place in every other node. Dev learns how to read the Morphigure (for this specific instance) that's been haunting him. Note that this is NOT like tarot card/astrology/dream reading; one does not use symbolism! Instead, (for instance) Dev learns that the Morphigure/Motif pattern "burning the rose while thinking of the mouse" is an instruction telling the Crawler to move "being sad about the death of the cartoon" from the person who is the "master" to the "slave" (Dev figures out who these people are), in which the master handles operations about who will die, and the slave enacts them. The REASONS behind why this happens is purely technical, not symbolic or meaningful. The Morphigure JG8 is:

Shielding: Rose->Fire

Dousing: Sword->Fire

Becoming: Fire->Light

In which each object is a Morphin, a codename for another Morphigure. "Rose" (a common pattern named by the hackers) also has the codename of MWE23. Usually, the Crawler alters Fire into Tension, which changes JG8 into JG9. The connection role that JG8 is in governs who will die, so JG8 is 'off' while JG9 is 'on'. But not only that, there's multiple ways to turn the trigger on, indicating who will die in a certain scenario (there's 3 choices). Dev finds a hack in which he can alter JG8 by altering his body, because of a scrapped Isolattice mechanism which links human bodies into JG8. Turning JG8 'on' is meant to trigger a mechanism which changes moods in the Simulacrum. Dev is able to resist this mood change, causing a glitch because now the mood cannot go to him and overflows into the next person. By missing this mood, Dev's body glitches, but the scrapped person who is an index below him is able to breathe into consciousness for a short period of time. This unforeseen glitch causes a chain reaction of overflows, destroying the code which maintains the people chasing Dev.

Some people have scrapped prototypes because each person was given an index # during simulation development (Simulacrum is constantly being updated/maintained). The scrapped prototype was NOT the solution to the ARG, but one that even those who made it didn't think of, as there are multiple solutions to solving it.

This scraped prototype is able to kill the ghostly environment (walls, etc) and people hunting him down.

<https://metro.co.uk/2019/02/19/missingno-mystery-finally-solved-pokemon-prototype-designs-discovered-8673797/>

The only ones who survive at the end are a blind old man with amnesia (hinted to be a hacker who nearly succeeded after glitching himself, only causes him to go blind), a young child who lost her mother (who followed the hackers with the wrong interpretations), and Dev. At the last scene, Dev has to

choose whether to leave his entire life behind or not. He exits the Simlacrum by opening one final door. There are many doors, and 2 people in the ARG giving advice for the 'endgame', so Dev is not sure who to follow, though he knows one is, for instance, 'always telling the truth'. He was not given time to think on this because right after, as he was thrust into the next step of the ARG.

Dev has a fear of escaping, much more than Thomas Anderson. He is very much tied to the symbols in the Simulacrum; he defends his group, his ideals, his shows. He wants others to respect them. He has a favorite role model from a movie growing up. Escaping would mean not being an advocate for these symbols and characters anymore. His family and friends all support these ideals in society, as they're tied to friendliness with certain people and oneself, and Dev needs society to respect him. But this is not a story about 'not needing society anymore' to feel good or anything like that. It's about how returning to the root of the individual, not serving a symbol. Dev doesn't learn to love himself or be content with his own ideas instead of needing approval, like in many other stories. None of this has to do with approval. Instead, it's about questioning why rules were made in the first place (for survival) and not losing track of their original meaning.

Signs evolved so that humans can survive better; footprints show predations nearby. Generalizing correctly (not overfitting) allows humans to use signs correctly. Associating signs with groups allows one to survive better by being with a group. But signs have lost their original meaning- for individual survival. Instead, now one serves the signs. Dev was meant to serve the memes before, but in the end, the memes serve him. His family and friends want him to be a part of their political beliefs, their culture, and Dev instead uses those memes to benefit his survival- to escape the Simulacrum. The memes give each individual meaning and comfort in life, increasing their dopamine.

The developers were able to take advantage of human imagination, created from millenia of pushing the need to generalize and plan better, and use the humans as meme generators. Dev does not serve signs for the sake of signs- he does not worship them and need them to give him substance. **Thus, this story isn't about breaking away from needing approval from other humans in society; it's about breaking away from needing meaning in life by serving memes.** Dev felt better when he was feeling like he was upholding an ideal, a political belief about who is the right person in some debate (the details of this debate are meant to be very abstract), and others, instead of flocking to truth, feel better when serving the signs that create their identity and the culture around them. In order to escape, he had to not serve these signs anymore, and destroy them.

However, political beliefs are not the only signs/symbols. This is not just about memes, but signs/symbols, which are embedded in one's subconscious. A disgusting sight makes one sick, entertainment makes one happy. One depends on these things to live. A sense of wanting truth is seemingly worshipping the symbolic. So perhaps this story won't focus so much on breaking away from those, but just breaking apart enough to not need to require knowing that a meme is safe to feel good.

Humans confuse metaphorical and literal; they confuse the map for the territory. They overfit, or generalize the structure in the wrong way for the problem. Once an organism obtains a prediction skill set to recognize symbols, it is advantageous to share this skill set. Organisms that could communicate these symbols were better off. There is feedback between how a member supports its tribe and how the tribe supports each of its members, so a tribe is strengthened through abilities such as language, story-telling, rules and morals. Memes increase prediction.

But by escaping the Simulacrum, Dev does not become human anymore. Humans need memes to survive; without them, they are nothing. Thus, Dev allows himself to leave his human body and glitch, disobeying how memes hold everything together. Symbols do nothing for him anymore. He doesn't react to disgusting sentences or thoughts, and instead is able to retreat into himself.

There is not one true answer for how/why all this is done; this story is more of an exploration with an aim in mind: humans are tied to memes that they do not question.

"If you do this, you won't be human anymore. You won't even be an organism."

This story is NOT a commentary about all issues, but one issue/topic.

Is it good to break away from societal memes?

What is a societal meme? A footprint denotes a predator. Later, the footprint is associated with evil. The predator may be gone, but the footprint remains evil. Now, people fear the footprint. Dev has irrational fears of something from his childhood, perhaps. This is not a societal meme, but how his brain works. In another instance, there is a forbidden sign that people associate with evil, but do not know why or question. Their subconsciousness has already revolted against it, and they cannot change their subconsciousness. This is a meme that people fear. There are also 'good memes' that are worshipped unquestionably. But Dev realizes these two memes are mixed up in rare cases, so it's a bad generalization. Yet society has aimed to instill these two are ALWAYS the way they are. In this world, there is a popular figure, and another is a demonized person. They each have brands. They fit existing narratives of who is good/bad- one supports one politician, another doesn't. Certain phrases are considered "disgusting".

During the story, Dev chases after and tries to support one brand. The turning point comes when he realizes that he has to revamp his entire prediction function and think about the truth of how glitches work, not associating "rose" with good, for instance, as that's a sign that's corrupted its original meaning, which is just as a transporter. Dev and the other hackers could not see past the obvious mistake because of their wrong associations. "Glitching" was thought of as bad, but Dev realizes its practical purpose and overcomes his bodily fears. Dev has a disgust at glitches because they remind him of a deformed person he saw in a car crash.

In the beginning, Dev is part of a movement. Though he is curious about life, he also aims to prove that movement right. He interprets the Morphigures in a way aligned with how he sees the symbols, giving him a wrong idea of how the system works. Many of the hackers begin to pull away from this interpretation; Steven tells Dev how he used to be deeply entrenched into his prediction system, but later learned why it's wrong. But they are all, including Steven, tied into it. Dev has a love for certain symbols he associates with good, namely those of his family that have been passed down. TV and politicians also tell him what phrases/symbols are good. Dev uses them to judge who is right/wrong when there is uncertain evidence; he does not conclude, but suspects, and is heavily biased into accepting suspicions that align with his beliefs, rather than seeing they are just as probable as those against his beliefs and are not more so.

NOTE: Rename Steven to Robert

Dev is not religious at all, and claims he's not supersstitious. But he does try to find meaning in things. Robert says Dev reminds him of himself. However, Robert sadly remarks that life may not have meaning in such a symbolic way. It's not a story. Instead, there are only cold, objective causes. Life is beginning to seem more like a computer. Another hacker doesn't believe this. Dev is left wondering who is more right.

Dev's beliefs are constantly reinforced/questioned during his journey to survive. Some hackers are so deeply entrenched in their belief that it leads them to die. Dev tries to interpret Isolattice symbolically, such as how "Rose" leads to "good health". But the cold truth is that "Rose" is merely a mechanical object, assigned a false identity by the humans who only saw one side of it.

Dev begins the story by hearing a news report about someone attacking an innocent victim. He questions the story from many sides, but through objective reasoning (or so he believes), he suspects that the victim is lying, though many object to this. Dev sets out to prove the attacker is truthful, believing the media is wrong. Dev uncovers lies the media had, and since the media is actually lying, this reinforces Dev's beliefs. All this is tied to escaping the simulation because the ARG tells Dev that one of these people is truthful, and the truthful one has the key. The ARG is a test to help its players unlock abilities they have within by solving the puzzles correctly. Thus, Dev must overcome his biases and realize the victim is the one who lies.

Though the media lies, and came to its conclusion in the wrong way, that doesn't mean it's right. The plot twist is that the victim is the liar, so Dev shoots the liar- using an objective way to solve the puzzle instead of relying on feelings- allowing the one who tells the truth to lead him to the right door.

The ARG is trusted because it is able to know deep personal thoughts, such that Dev is thinking about a cat right now. But its abilities are limited; it can only send messages, and can't see all at once.

The aim of the ARG is to find the right door to escape. But who knows the truth? Dev thinks the two people do, but other hackers try to find another solution, though some (such as the African American woman) think Dev may have a viable solution, too.

The ending is left ambiguous about whether Dev chose the right person to shoot or not.

The model (the Morphigures) is misleading, and biases about how they were named and what they look like lead the hackers astray. The big realization comes when Dev figures out that his assumption that "rose" always is good is wrong. Dev always thought that the attacker, who had "rose", was right because he had "rose". Dev notices a pattern in which every good thing was associated with "rose". Later, he realizes that though this correlation is real, "rose" is just an aftereffect from transporting information in the Isolattice. Things worked because the Isolattice is able to turn FSDF8 into sdfj0, but in other cases, it turns OI23 into KLJD23. No one believed Dev about this association.

Using the wrong model is bad. The reason one Morphigure was dubbed "rose" was because of its shape. This shape is not because it's good, but because it has a specific function that is good in certain cases, but bad in others. Once Dev sees how it's bad, he pieces together the function of the "rose" morphigure shape.

The story is framed in a way as Dev needing to save a wrongly convicted person, but later, it's revealed everyone is wrong. People thought the person was not a liar for the wrong reasons, Dev thought the

person was a liar for the wrong reasons. Dev doesn't kill the others; they are misled by their own predictions and die by their own hand, and this reinforces Dev's belief that he's right. He enacts his plan but nearly dies. He's saved when he notices something off about his assumptions and saves himself at the last minute.

The truthful one was being plagued by the scrapped human.

The memes are not good or bad; they simply are. Dev learns to see them objectively as mechanical functions in the Isolattice-Noosphere computer.

Name of story: Axiom.