Towards a Computational Understanding of Culture

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1 Good and Evil

I. There is good and there is evil.

   i The good is what ought to exist more and ideally always.

   ii The evil is what ought to exist less and ideally never.

II. What is good is what is Turing-uncomputable.

III. What is evil is twofold.

   i The first evil is to sub-Turing-compute the Turing-uncomputable. It is to "push" too much, so to speak.

   ii The second evil is to sub-Turing-uncompute the Turing-computable. It is to "pull" too much, so to speak.

IV. The two evils exist for two different reasons.

   i The first evil's reason is to Turing-compute the Turing-computable. When this reason dares to Turing-compute the Turing-uncomputable, it sub-Turing-computes the Turing-uncomputable.[1]

   ii The second evil's reason is to Turing-uncompute the Turing-uncomputable. When this reason does not dare Turing-compute the Turing-computable, it sub-Turing-uncomputes the Turing-computable.[2]

V. Each evil's reason kills the other evil.

VI. The two evils manifest as cultural differences.

   i The first evil is typically associated with the culture of Europe and North America.

   ii The second evil is typically associated with the culture of East Asia.

VII. To understand both cultures is to Turing-compute the Turing-computeable and to Turing-uncompute the Turing-uncomputable. One who understands both cultures is therefore Turing-uncomputable. One who understands both cultures is therefore good.

2 Humans

I. A human is either a universal Turing machine, or it is not.

II. If a human is a universal Turing machine, a human is uncomputable.

III. If no human is a universal Turing machine, that is a different story. However there is good reason to believe that a human is a universal Turing machine.

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[1] This is typically called arrogance, but it is neither sufficient nor necessary for arrogance.

[2] This is typically called cowardice, but it is neither sufficient nor necessary for cowardice.

3   The Two Cultures

I. What is typically referred to as the culture of Europe and North America is a low-context culture. What is typically referred to as the culture of East Asia is a high-context culture.

II. The first evil's reason causes a low-context culture.

   i Suppose two agents A, B are uncomputable. Then A

III. The second evil's reason causes a high-context culture.