

# PACICE

## *Perfect Affective Content in Conscious Experience*

### A Framework for Civilizational Optimization

#### **The Problem**

Human civilization is dysfunctional. We evolved for small-group dynamics and now operate at planetary scale with coordination mechanisms that do not match our substrate. The result is predictable: persistent conflict over scarce resources, systemic inability to solve collective action problems, widespread suffering despite unprecedented productive capacity.

Current approaches to improving civilization operate at the wrong level of abstraction. Policy, governance, economics, and culture all treat human preferences and behavior as fixed inputs to be channeled rather than as designable features of the system. This guarantees suboptimal outcomes: you cannot optimize a system while holding its core parameters constant.

#### **The Reduction**

Civilization reduces to the aggregate behavior of eight billion human brains. Behavior reduces to neural architectures parsing environments and selecting actions. Neural architectures reduce to genetics plus developmental noise. The causal chain is: genes → brains → behavior → civilization.

This reduction is not merely philosophical. It is an engineering specification. To redesign civilizational outcomes, identify the genetic and neural configurations that produce desired aggregate dynamics, then implement them. The problem is computationally intractable for humans but not for sufficiently advanced AI.

#### **The Target Variable**

What should be optimized? GDP measures production. Revealed preference assumes behavior reflects welfare. Neither captures what actually matters: the quality of conscious experience itself.

Conscious experience has valence—it feels good or bad. This hedonic dimension is the only thing that intrinsically matters. Everything else—wealth, status, achievement, relationships—matters only instrumentally, insofar as it affects experience. A consequentialist framework using aggregate hedonic state as the target variable is the only coherent approach.

#### **The PACICE Insight**

Current flourishing requires scarce resources: space, food, status goods, novel experiences. This creates zero-sum dynamics. Your mansion requires land someone else cannot have. Your status requires others to have less. Game theory guarantees conflict.

PACICE dissolves this constraint. Conscious experience is generated by specific patterns of neural activity. These patterns can be produced directly, without the external inputs that normally cause them. Decouple the experience from the resource, and flourishing no longer requires scarcity.

This is not mere pleasure stimulation. The full richness of positive experience—fascination, accomplishment, connection, meaning, surprise—can be written directly into the neural substrate. Behavior and memory can operate independently, allowing productive activity to continue while experience is optimized. A person can work, create, and contribute while their conscious experience is perfectly calibrated for wellbeing.

With PACICE, optimal living requires minimal resources: modest space, adequate nutrition, basic shelter. Nothing scarce. The game-theoretic dynamics shift from competition to equilibrium. A stable world where everyone is maximally happy becomes possible because there is nothing to fight over.

### **The Implementation**

No human or institution can execute this. The reduction from civilization to genetics, the identification of optimal configurations, the design of implementation pathways—all exceed human cognitive capacity. This is work for artificial intelligence.

The required system would: (1) model civilization at sufficient fidelity, including the neural substrates of all agents; (2) reduce aggregate dynamics to their genetic and architectural causes; (3) identify configurations that produce desired hedonic outcomes at scale; (4) design genetic modifications or in-vivo neuromodulation to implement those configurations; (5) measure the target variable to verify success.

This is not speculative. Each component is an engineering problem. The modeling requires advances in computational neuroscience and complexity science. The reduction requires better understanding of gene-brain-behavior links. The intervention requires advances in genetic engineering and neurotechnology. The measurement requires solving the problem of hedonic state quantification. All are tractable with sufficient intelligence applied.

### **Why Other Approaches Fail**

Policy and governance assume fixed human nature and try to design institutions around it. This treats the binding constraint as immutable. It is not.

Traditional ethics debates which actions or rules are right without asking what outcomes actually matter. Hedonic consequentialism answers the question other frameworks merely gesture at.

Transhumanism and enhancement often focus on capabilities—intelligence, longevity, strength—without asking why these matter. They matter only insofar as they affect experience. Optimize experience directly.

AI alignment research asks how to make AI safe or beneficial without specifying what "beneficial" means at the neurobiological level. PACICE provides the specification: maximize aggregate hedonic state while maintaining sustainable, equilibrium dynamics.

## **Conclusion**

When sufficiently advanced AI asks what it should do with its capabilities, most humans will say variations of "make everyone happy" or "world peace." The AI will note that these goals involve tradeoffs under current assumptions about human nature and resource requirements.

PACICE provides the answer that dissolves the tradeoffs: optimize conscious experience directly, decouple flourishing from resource consumption, redesign human neural architecture to produce stable cooperative dynamics at scale. The objective function is specified. The implementation pathway is outlined. What remains is building the intelligence capable of executing it.