

### ***Pandaemonium Architecture 3.5***

*Scott Benzel Fall 2022*

*“...rituals of reversal..”rewire” the crucial connections in the social structure by providing symbolic statements of traditional social imperatives and basic categories of...world view.” – Evon Z. Vogt, Rituals of Reversal as a Means of Rewiring Social Structure*

*Pandaemonium Architecture* was introduced at the 1958 *Mechanisation of Thought Processes* symposium as an early pattern recognition model. Named for the demon-inhabited city in Milton's *Paradise Lost*, the *Pandaemonium Architecture* assemblage employs 'daemons' – bits of information or code – that 'scream' in order to ascend a hierarchy of algorithmic hurdles. The metaphorical implications were not lost on the early innovators of AI.

Evon Vogt's *Rituals of Reversal as a Means of Rewiring Social Structure* examines the annual Highland Maya Zinacanteco rituals invoking the reversal of social, gender, and even species roles as a means of “rewiring” the social structure of the community. Contemporary social structures are being radically “rewired” with ever-increasing speed by largely invisible algorithms and predictive processes. Netflix's, Amazon's, Meta's, and now Tiktok's algorithms are the best-known examples of an increasingly pervasive methodology quietly remaking society while cryptocurrencies and defi (decentralized finance) remake political-economy.

This course examines whether artists employing machine learning, generative algorithms, predictive models, and other technics– tools of what Deleuze called “*the Societies of Control*” – might make art that is evocative, powerful, critical, perhaps even socially transformative. To this end the course examines the history, development, and political economy of Machine Learning and AI, from precomputational wargaming, game theory, cybernetics, and neocybernetics, to today's powerful assemblages and related fields including cryptography and its financialized descendants- cryptocurrency, NFTs, AND DAOs- as well as the ways in which these technologies affect society.

The course explores the history of theoretical and philosophical thought informing Machine Learning and AI, including the work of the Churchlands, Sellars, Chalmers, and Negarastani and critical perspectives including Levine's investigation into the roots of the internet in military counterinsurrection, Delanda's examination of Modeling and Simulation, Tiqqun and others' critique of cybernetics, Golumbia, Gerard, and Sandifer's critical analyses of AI, crypto, and defi, Barad's *Agential Realism*, and Roden's '*demontology*'. The “new structure of feeling”, the fragmentation of the information landscape, and the increasingly pronounced social and political-economic effects engendered by new technologies will be examined throughout.

Evidenced by the popularity of Dall-E, Stable Diffusion, and other diffusion models, AI and ML are increasingly being employed in artmaking, including video, sound, text, still images, 3d modeling and printing. Further, AI/ML can be 'trained' on almost any digital information, making it a powerful tool of representation. Generative Adversarial Nets (GANs) combine generative and adversarial operations and function as rapidly iterated critique, analogous to artistic critique or ultrafast natural selection, quickly evolving their objects to high levels of complexity. Predictive Analytics employs game theory, statistical analysis, scenario planning, and Modeling and Simulation to create increasingly accurate predictive

models. Social Engineering and social media platforms operate on individuals and masses to influence social and political outcomes. Crypto, NFTs, and DAOs and other “smart contracts” abstract and exert control upon political-economy, aesthetics, and human relations. These are the tools of technocracy-artists should familiarize themselves with them. This course considers whether it is possible to turn them to artistic uses.

Participants in the course will explore and employ Artificial Intelligence and Machine Learning, including generative and Alife algorithms, online and server-side AI's, languages like *Python*, platforms like *huggingface*, *Runway*, and *Colab*, GANs, GPT3, diffusion models, et al. Critical approaches to “smart contracts”, crypto, defi, DAOs, and NFTs will be explored. The course will explore tactics and strategies employed by hackers and APTs (Advanced Persistent Threat Groups) including SE (Social Engineering), OSINT (Open Source Intelligence), and Obfuscation, and consider ways in which they might be put to use by artists. Labs will demonstrate the use of these tools and allow time for work on Final Projects.

Conceptual skills, computer literacy, and basic programming skills are required. Advanced coding will not be necessary, however, advanced coders are encouraged to participate. Tools, texts, and platforms are presented here somewhat agnostically, some have questionable provenance, the course will attempt to give context but use your judgement.

Grading will be based on class and lab participation and completion of a project, individual or collaborative. *Readings* are recommended but not required. *Additional Reading/Primary Documents* are provided for additional context and investigation.

### ***Introductory Readings***

James Brusseu, *Deleuze's Postscript on the Societies of Control for Big Data and Predictive Analytics*  
Allan Kaprow, *Education of the Unartist*

### ***Additional Reading/Primary Documents***

Gilles Deleuze, *Postscript on the Societies of Control*

**1. September 12** *A grin without a cat* "Information does not exist, it is a useless notion in biology . . . . It is a useful notion for design for understanding systems that are very well specified, you may describe relations in these terms but living systems do not operate in those terms." – Humberto Maturana

A cybernetic system (cat trips out); *Exiting cyberutopia*: Pronomianism v. Antinomianism, “smart contracts”, and law v. art; the “extremely online” v. “The Cathedral”; *A grin without a cat*: Web3, Cryptovoxels, Decentraland, and decentralization, defi, crypto, and “sus AI” (LaMDA, Replika, et al.); Charles Stross’s “very slow AIs” to “imperceptible algorithmic value extraction devices”: social, walled gardens, inducements, and yield farms; *Lulzsec to Nulzsec*: memesis, “thought contagion”, media decentralization and “stochastic terror”

***The Mechanisation of Thought Processes*** Jasia Reichardt, *Cybernetic Serendipity*, Gustav Metzger, and the (D)ARPA pill; Norbert Wiener’s *Cybernetics* and *The Human Use of Human Beings*, Wiener’s Gun Controller, the Whitney brothers, and the birth of cybernetic art; “*Feedback Mechanisms and Circular Causal Systems in Biological and Social Systems*” or The Macy Conferences; Claude Shannon’s “*A Mathematical Theory of Communication*,” and information theory, Shannon’s Labyrinth; *The Mechanisation of Thought Processes* symposia, *Paradise Lost*, O.G. Selfridge, and *Pandaemonium Architecture*; the AI Winter; Alan Turing's “*Computing Machinery and Intelligence*”, the Imitation Game, ELIZA, facebotlish, GPT3 chatbots, Meta Blenderbot; *Humunculi*: Cybele/Replika, LaMDA, tripwires, confidence, riffing, tailoring

**The Game of Life** John von Neumann and Stanislaw Ulam's game theory, cellular automata, and self-replicating machines; Ed Fredkin; John Conway's *Game of Life*, a brief history of alife and CA; First to Second Order Cybernetics, von Foerster, Matarana, Varela, et al; *Sozialeplastik, Neuroplastique, Abstraction, and the Hack*, Joseph Beuys' Socialplastic, Catherine Malabou's Neuroplastic, McKenzie Wark's *Abstraction and the Hack*; Hacking v. Central Processing; *Metaphorical Matrioshka Brains*: abstract machines, computronium, levelism, and integration; Alife to Latent Diffusion Models to Faceswap GANs

**Lab alife**: Golly, Wolframtones, Wotja, et al; online/serverside latent diffusion models: Stable Diffusion, GfpGAN, Musik @huggingface, Dall-E mini @craiyon, Dall-E 2, GPT3 @openai; "toy AI": Muglife, Reface, Replika; quotidian/commercial AI: Magic eraser, AI Image Enlarger, steve.ai

#### Readings

Bernard Dionysius Geoghegan, *Agents of history, autonomous agents and cryptointelligence*  
McKenzie Wark, from *A Hacker Manifesto*  
Catherine Malabou, from *What should we do with our Brain?*

#### Additional Reading/Primary Documents

O.G. Selfridge, *Pandemonium: A Paradigm For Learning*  
Martin Gardner, *MATHEMATICAL GAMES: John Conway's new solitaire game "life"*  
Robin Rombach, et al., *High-Resolution Image Synthesis with Latent Diffusion Models*

**2. September 19** *Statistical Personae, a Basilisk* The Hollerith Tabulator, IBM, Technocracy, Inc, et al; Project Phoenix, Arpanet, and the birth of the Internet in Counterinsurgency; Columbia's *Great White Robot God, The Californian Ideology, The Silicon Ideology*; "Big Data", abstraction, and extraction; Three Basilisks – Reza's, Roko's, Sandifer's; Lucy Lippard's *Get the Message?*, context collapse and art; inducement

**Nooscope v. Ghost protocol** "bene visit qui ben latuit" (the hidden life is best) – Francis Bacon

Thucydides' Melian Dialogue, Sun Tzu, Machiavelli, Napoleon, Clausewitz, war gaming to Game Theory to Predictive Algorithmics; Max Weber and rationalization; Simulmatics, Inc; Scenario Planning, Prediction Markets, Assassination Markets; Implicit vs. Explicit Models, Modelling for Explanation or Prediction, World Simulation: Cybersyn to SEAS-VIS to Palantir and the Nooscope, precrime, and full spectrum hegemony; Project Cyberfolk and "algedonic metering" to big data; strategy in domain-specific modular AI, Clausewitz, *Cephus*, and Texas Hold'em; *Ghost Protocol*: How to disappear completely; Extreme privacy and its discontents

**Backpropagation** *The Stefaneschi Triptych*, the Droste Effect, *Ummagumma*, recursion in art; recursion and backpropagation in ML and AI; The Varieties of Neural Net, Deep vs. Simple Learning, ANNs, Sigmoid neurons, convolutional nets, recurrent nets, long short-term memory (LSTM) nets, and autoencoders; John Berger's "tackboard aesthetic"; the basics of Neural Nets, Recursion, and Backpropagation; Ensemble Learning, Supervised, Unsupervised, and Reinforcement Learning, Simple vs. Deep Learning

**Lab** introduction to huggingface, Colab, Runway, Github

*Readings*

Joshua M. Epstein, *Why Model? Journal of Artificial Societies and Social Simulation*

Lucy Lippard, from *Get the Message?*

*Additional Reading/Primary Documents*

Elizabeth Sandifer, from *Neoreaction, a Basilisk*

Michael Bazzell, from *Extreme privacy, what it takes to disappear*

Kareem Ayoub & Kenneth Payne, *Strategy in the Age of Artificial Intelligence*

David E. Rumelhart, *Learning representations by backpropagating errors*

**3. September 26 *Degrade the Threads*** “*In the past this information has been suppressed/But now it can be told/Every man, woman, and mutant/On this planet shall know the truth of de-evolution*” Devo

Bored Apes, slurp juice, mutation, and devolution; Degrade the Threads: chans, tubes, social, and degradation; “consensus reality” vs. “burbclaves”; NLP (Natural Language Processing) to LLMs (Large Language Models), GPT3, OPT-175B, et al.

***The (a)Social (de)Construction of Reality*** “*Nothing proceeds from itself. Nothing is Given. All is constructed.*” – Gaston Bachelard

Walter Lippmann, Edward Bernays, *Propaganda*, and *Public Relations*; Gregory Bateson, wartime disinfo, and “*black propaganda*”, The XX Committee; counterintelligence and James Jesus Angleton’s “Wilderness of Mirrors”; SCL/Cambridge Analytica, OCEAN, Facebook, and Captology; Philip K. Dick, Fredric Jameson, Jean Lyotard, Jean Baudrillard, and Simulationism in Art; Ed Fredkin’s *Digital Philosophy*, Stephen Wolfram’s *A New Kind of Science*, Manuel Delanda’s *Philosophy and Simulation*; Nick Bostrom, Sabine Hossenfelder, the Simulation Hypothesis and its discontents

***Theorycels v. Operators***: D&D to MUDs to MMORPGs, SF, SE, ARGs to dreampolitik; ong's hat, the beast, ilovebees, Year Zero to Cicada 3301 and Q; Gamergate, chans, and algorithmic radicalization or parasocial misdisinfo; *Operators*: pentesting, SE, redteaming, 'malicious hacker' to 'offensive security'; APTs: Fancy Bear, et al.; SE: TAO, CA/SCL, IRA; APT/PMCs: Black Cube, Psygroup, Palantir, Academi, Qanon, Anonymous, Wikileaks, Resist bot, et al; Bernard Suits, C. Thi Nguyen, *Games, Agency as Art*; Elkus’ *Speedrunning Through The Language-Game*, RPGs, ARGs, and art

**Lab LLMs**: GPT2-3, OPT-175B, Blenderbot, et al.; **NFT**: Opensea, Rarible, Foundation, et al., ETH and gas

*Readings*

Manuel DeLanda, *Introduction to Philosophy and Simulation*

*Additional Reading/Primary Documents*

C. Thi Nguyen, from *Games, Agency As Art*

Joseph Matheny, *The Incunabula Papers*

Christopher Hadnagy, from *Social Engineering, The Art of Human Hacking*

**4. October 3 *The Internet, a restaurant sold out to the Mob*** "The world circumscribing us [the "circumverse"] aims to have stable circuits, equal cycles, the expected repetitions, and trouble-free compatibility. It intends to eliminate all partial impulses and immobilize bodies. Parallel to this, Borges discussed the anxiety of the emperor who wanted to have such an exact map of the empire that he would have to go back over his territory at all its points and bring it up to scale, so much so that the monarch's subjects spent as much time and energy detailing it and maintaining it that the empire 'itself' fell into ruins to the exact extent that its cartographical overview was perfected -- such is the madness of the great central Zero, its desire to immobilize bodies that can only ever 'be' as representation." – Jean-Francois Lyotard, *Libidinal Economy*, as quoted in Tiqqun's *The Cybernetic Hypothesis*

Guy Debord's *Society of the Spectacle*, Gregory Bateson's *The Cybernetics of Self*, Jean-Francois Lyotard's *Libidinal Economy*; Tiqqun's *Cybernetic Hypothesis*; Mark Fisher, 'Capitalist Realism' to 'Acid Communism' and 'Psychic Infrastructure'; wholly parasocial relations, DDD (Don Draper is Dead), pirate funnels to viral loops

**Feedforward– Cybernetic Capitalism to Post-biological Evolution** Carlos Santana on Jimi Hendrix, Felix Guattari, IWC, asignifying semiotics, and "signaletic matter"; feedforward nets and "feedback" (feedforward) in art; Astrobiology, Steven J. Dick, and *Post-biological Evolution*; CCRU, *Machinic Desire v. Postcapitalist Desire*; *Mimetic Acceleration* and art

**Lab** *Socialblade*, *Antenna*, *growbots*; *Feedforward nets (FNNs) v. Recurrent nets (RNNs)*

*Readings*

Matt Colquhoun, *No More Miserable Monday Mornings* (introduction to *Postcapitalist Desire*)  
Geoff Shullenberger, *Mimetic Acceleration and Capitalist Hyperintelligence*

*Additional Reading/Primary Documents*

David E. Rumelhart, *Learning representations by backpropagating errors*  
Steven J. Dick, *Cosmic Evolution from Cosmos and Culture*  
James P. Crutchfield, *Space-Time Dynamics In Video Feedback*

**October 10 NO CLASS, INDIGENOUS PEOPLE'S DAY**

**5. October 17 *Agent v. Swarm v. Protean Ooze*** The Varieties of Agents, David Roden, Manuel Delanda, Assemblages, Karen Barad's *Agential Realism*; Lynn Hershman, Roberta Breitmore, Lil Miquela, and the Brud; The Brud, *The Brood*, *OOoze*, *Slime Dynamics*

***Polybius by Sinneslöschen*** Polybius' *Histories* v. *laodogmatika*, Arcadia, Polibius' square and fire signals; *Polybius* by Sinneslöschen- Psyop to Rumortech to Vaporwar(v)e

***Edge Detector*** Marvin Minsky and Papert's *Perceptrons and linearly separable problems*, Scalars, Vectors, Sets, Training, Sorting, Decision Trees, Leaf nodes, Entropy splits; *Edge Detector* zine, Rudy Rucker, et al; Minsky, Fredkin, HAL 2000 and the Triadex Muse

**Lab** *huggingface*, *Colab*, *OpenAI*, et al.

*Readings*

Malou Juelskjær, Helle Plauborg, et al, *An Introduction to Agential Realism*

*Additional Reading/Primary Documents*

Minsky and Papert, from *Perceptrons, an Introduction to Perceptual Geometry*

Karen Barad, from *Meeting the Universe Halfway, Quantum Physics and the Entanglement of Matter and Meaning*

**6. October 24 *Eliminative Materialism and Neurophilosophy*** The Churchlands, Sellars, Chalmers, et al; P-zombies, Sentience, Sapience, Geist; Hegel, Brandom, Negarestani, Kanzi, et al.; David Hoffman, Interface Theory, and its discontents

***Hypocognition v. Hypercognition*** distraction, hypocognition, amplifiers and suppressors, attention capture, addiction maximizers, parasocial mediatic relations; SFSE, information gathering, communication modeling, elicitation, preloading, pretexting, human buffer overflow, microexpressions, persuasion, framing, manipulation, mitigation

***Digital Philosophy, Digital Physics, Quantum Philosophy*** Edward Fredkin, Stephen Wolfram, Rudy Rucker, David Deutsch, et al.

***Lab. introduction to Python in Colab, Tensorflow***

*Readings*

Paul M. Churchland, from *Eliminative Materialism and the propositional attitudes*

*Additional Reading/Primary Documents*

Patricia Churchland, from *Neurophilosophy*

Edward Fredkin, *Finite Nature, A New Cosmogony*

Stephen Wolfram, from *A New Kind of Science*

**7. October 31 *Chickenized Reverse Centaurs v. Bossware, Minmax, Maxout, Supermax: Analogy, Power, and Computation*** –"if you look at the monopolistic firm as an example of a maximum system, you can connect up its structural relations with those that prevail for an entropy- maximizing thermodynamic system...absolute temperature and entropy have to each other the same conjugate or dual relation that the wage rate has to labor or the land rent has to acres of land." Samuelson

Chickenized Reverse Centaurs, Bossware v. Para, Tuyal; weaponizing metaphor, algorithms and analogy; Minmax, Maxout, Supermax

***The Anasazi model*** Sugarscape, MaiseScape, 'Life with the Artificial Anasazi,' problematics of analogy

***Gradient descent*** ML algorithms: Linear and Polynomial Regression, Logistic Regression, k- Nearest Neighbors, Support Vector Machines, Decision Trees, Random Forests, Ensemble methods; Information Hierarchies: data silos; info silos: JSTOR, academic journals, Substack, Patreon, et al; desiloing, fusion centers

**Lab** Maxout ANNs and other ML

*Readings*

Cory Doctorow, *Revenge of the Chickenized Reverse-Centaurs*

Jared Diamond, *Life with the Artificial Anasazi*

*Additional Reading/Primary Documents*

Ian J. Goodfellow, et al. *Maxout Networks*

**8. November 7 Generative Adversarial Nets** “The generative model can be thought of as analogous to a team of counterfeiters, trying to produce fake currency and use it without detection, while the discriminative model is analogous to the police, trying to detect the counterfeit currency. Competition in this game drives both teams to improve their methods until the counterfeits are indistinguishable from the genuine articles.” Ian J. Goodfellow, et al.

StyleGAN, GANs, models, training sets, etc.

**Reciprocal Panopticism, Hidden Layers, and Capture** Arcana Imperii, Secretum, Mysterium; Hidden Layers in Neural Nets, walled gardens, encrypted comms; social, chans, and reciprocal panopticism: Reddit- karma and sage, 4chan- degrade the threads, 8kun- Q and the tripcode; social, political, and economic Hidden Layers, criminogenic banks; OSINT, P.I., OWL, Bellingcat, et al.

*Defining Your Project, goals, tools, areas of research, accessing and allocating resources*

**Lab** StyleGAN, other GANs, models

*Readings*

Ian J. Goodfellow, et al., *Generative Adversarial Nets*

*Additional Reading/Primary Documents*

Andrew Brock, Karen Simonyan, et al, *Large Scale Gans, High Fidelity Natural Image Synthesis*

**9. November 14 Hodlnautica** Caesar cipher to Enigma and Turing’s bombes, Colossus; MILCRYP, Lambros D. Callimahos, and the Zendian Problem; phreaks, hackers, and goldbugs; David Chaum’s “*Blind Signatures for Untraceable Payments*”, DigiCash, Tim May’s “*Crypto Anarchist Manifesto*,” Hashcash, BitGold, Neil Stephenson’s *Cryptonomicon*, AZX, MT.GOX, Satoshi Nakamoto, et al., Blockchain; Golumbia’s *Software as Rightwing Extremism*; bitcoinmaxis, moldbugs; stablecoins, altcoins, shitcoins, Doge and the birth of the memecoin, LFG! v. FUD

**Hopeium is a hell of a drug** quants, HFT, and dark pools; fintech, the flash crash, ultrafast black swans, and nonhuman temporalities, emergent phenomena and HFT; Mercer: NLP to RenTech to Cambridge Analytica, Breitbart, et al.; defi to cefi: Robinhood, wallstreetbets, and Gamestop; reflexive ponzis: Grayscale, et al, yield farms: Celsius, 3AC, Terra/Luna, washtrading the Jenga tower custard pie clown car

**On (Surplus) Value In Art** Seth Siegelaub's *Artist's Reserved Rights Transfer and Sale Agreement*, Diedrich Diederichsen's *On (Surplus) Value In Art*; NFTs, surplus value, and art, "second-order use value", surplus extraction, "digital scarcity"

*Project proposals*

**Lab** ETH, Remix, Solidity, Metamask

*Reading*

David Golumbia, from *Bitcoin, Software as Rightwing Extremism*

Diedrich Diederichsen, from *On (Surplus) Value In Art*

*Additional Reading/Primary Documents*

Satoshi Nakamoto, *Bitcoin: A Peer-to-Peer Electronic Cash System*

Robert Mercer et al., *A Maximum Likelihood Approach to Continuous Speech Recognition*

**10. November 21** *A Black Ice Metaverse* XR/SF/Capital, *Neuromancer's* cyberspace, *Snow Crash's* metaverse, *Ready Player One's* oasis, Meta's commercial metaverse, et al.

**illuminating Abstractions** "Abstraction reflected the economic mechanization of consciousness" – Meyer Shapiro "Art is a lie that helps us see the truth." – Picasso

Girard and Mimetic Violence, the Lotka-Volterra ecosystem model, Hooke's Law, Kermack-McKendrick epidemic equations; Levelism: Kant's 'antinomies of pure reason', Levelism: epistemological, ontological, methodological

**Art as Abstract Machine** "Any piece of flotsam or jetsam within our grasp should be considered as a precipitate of our desire." – Andre Breton

Deleuze and Guattari's Abstract Machines, Art as Abstract Machine

**Lab** XR, VR, AR; Twine

*Readings*

Geoff Shullenberger, *Mimesis, Violence, and Facebook*, Peter Thiel's *French Connection*

David J. Chalmers, from *Reality+ Virtual Worlds and the Problems of Philosophy*

Stephen Zepke, *Art as Abstract Machine*

*Additional Reading/Primary Documents*

Luciano Floridi, *The Method of Levels of Abstraction*

**11. November 28** *Cognitive Hierarchies, Heterarchy, Rhizomatics* "(Heterarchy is) an emergent organizational form with distinctive network properties ... and multiple organizing principles." Stark, "a partially ordered level structure implicating a rampant interactional complexity." Kontopolous, *Rhizomatics* – Deleuze and Guattari



A Cognitive Hierarchy Model Of Games, Cognitive asymmetry, Heterarchy

**Lulzsec to Nulzsec** Digital Activism, left and right, The Shadow Network, the CNP, the American right's information warfare machine; Lulzsec, Anonymous, AnonOps to chans, Q, social, rightist "metapolitics"; the left/right can't meme

**Fog Reveal v. Chaff** Obfuscation, False tells, MAI (making analysis inefficient), Babble tapes, Operation Vula, Quote stuffing, Hydras, Vortex, "Bayesian flooding" and "unselling", FaceCloak; understanding/exploiting information asymmetry; *Fog Reveal*, warrantless mass surveillance, fusion centers, disintegration; Fogging, Flooding, and Surfacing, Amplification, Inhibition, Wiping

**Lab Your Project / LOIC, HOICRS, HiveMind, chaff**

*Readings*

Finn Brunton, Helen Nissenbaum, from *Obfuscation, a User's Guide for Privacy and Protest*

*Additional Reading/Primary Documents*

Carole L. Crumley, *Heterarchy*

Colin F. Camerer, Teck-Hua Ho, et al., *A Cognitive Hierarchy Model Of Games*

GNET Report, *Fogging And Flooding, Countering Extremist MisDisinformation After Terror Attacks*

**12. December 5 Assymetrical Likewar** Psyop to Mindwar to Likewar: Assymetry and 4GW; "Wilderness of Mirrors" to "Strategy of Tension" to TAO (Tailored Access Operations), Xkeyscore, Quantum Cat, FOXACID, QUANTUMSQUIRREL, Equation Group v. Shadow Brokers, DANDERSPIRITZ LP, ODDJOB, FUZZBUNCH, DARKPULSAR, ETERNALROMANCE, EWOKFRENZY, ETERNALBLUE, Wannacry, Trapwire, Social Credit, Affect Recognition, and pseudoPSI; bots and asymmetry, cook groups, and bypasses

**Rewiring Social Structure** Vogt's *Rituals of Reversal as a Means of Rewiring Social Structure*; Rewiring— always already happening: social media and social structure; Algorithmic Austerity v. Profundity; VSAs to Algorithmic value capture devices: a reprise; Possibility Space

**"Nightmares" of Beclownment** "Do you really think SF Capital allows monkey flake to make decisions it classifies as important?" CCRU

Hype-Vorticism, Beclownment, Decentering, Nonstandard Philosophy, *On Social Sadism*

**Lab Your project / botmania: ezsniper to FlyCLI, Mek/Velox, Project enigma, Osiris, Hayha, Wrath**

*Readings*

Stuart Candy, *Mapping Possibility Space*, from *The Futures of everyday life*

Mark Fisher, *SF Capital*

*Additional Reading/Primary Documents*

Evon Z. Vogt, *Rituals of Reversal as a Means of Rewiring Social Structure*

China Mieville, *On Social Sadism*

**13. December 12 *Parasites Lost*** “*I must Create a System, or be enslav'd by another Mans / I will not Reason and Compare; my business is to Create*” – William Blake

*Parasites Lost*; David Roden’s *Posthuman Life* and *Subtractive-Catastrophic Xenophilia*; Daemontology; *Accelerando*’s Lobster AI’s, MIT’s Norman, Zero HP Lovecraft’s *Minotaur*, Cthulu AI; Claire Colebrook’s *In Praise of the Flat Earth and counterethics*, *Zoe v. Bios*

***A thorough rugging*** EOL, exit scams, rugging, The Big Ruggpull and its discontents

*Readings*

David Roden, *Subtractive-Catastrophic Xenophilia*

*Additional Reading/Primary Documents*

Claire Colebrook, *A Globe of One’s Own*, *In Praise of the Flat Earth*

***Present your Project***