

THE IDEA WEB

SUMMARY

A concept describing the interrelatedness and complexity seen in “the world” as such. It is a cornerstone of POTU(G), the research project that accompanies the New Style. It owes some to Burke’s Connections documentaries, but is more derived from my general sense of wonder at the myriad uses, references and perspectives surrounding a “thing”, and how these seemingly infinite “things” interact, each carrying with it a ‘package’ of associations from millions of different perspectives. The world is not just a web of physically interacting forces and objects - it is our ideas about them, and uses for them, plus the things we create that reference them. We also reference ideas in ideas, create ideas and things in abstract, we develop/discover entire ideologies and disciplines that reinterpret sets of what already exists, using thousands of “idea forms”. It is a miraculous, multilayered, complex process.

Perhaps the highest goal of NS is to mirror this set of processes - when creating a reification, the prompt-based architecture is designed to mimic the unforeseeable flexibility of invention and discovery - a reification has no hard-and-fast restrictions on what it can be. Then, the ‘body of knowledge’ (attached to/“around” the reif) represents all the information/reference/knowledge relevant to the reification. The variation set interprets the object from many perspectives and uses it in new ways (see “variation tasks”), while the ‘language exposition’ codifies and explores the object by exhibiting its “language” in use - applying its perspective to other objects and disciplines (further codifying the language). A “tone-edit” is like a single ideology “smoothing” disparate objects of the world through providing a coherent explanation, or like art representing the world through a unified aesthetic. More layers of interaction create NS’s “complex domain”. NS can transcend this interaction, but will ultimately be ‘pulled back’ by conflicting viewpoints/contexts (see “barriers” (philosophical)).

Generalization/New Style significance:

NS:

POTU(G) as informing NS in many ways (though not an exact reification)

Generalization:

Totality as such (possible and impossible, existent and nonexistent)

First man on earth thought experiment, projected into the future (infinity?)

Omniscience Ability to make all possible conclusions To anticipate all future connections

All techniques related to the idea web

Infinite generations/levels of connection

Depth/insistence/“obviousness”: at the thinnest point of connections > *everything related/connected*

Idea web in its fullest level of expansion Unexpanded?

Combinatorics as such

Timely connection = all connections meeting their appropriate context

“The unforeseen” “The invisible”/intangibles

+ Negative generalization: no...

IDEA WEB

The web connecting all things, with layers of depth. (The relatedness of all things in all possible combinations)

Deeper levels are less obvious connections/relations, more indirect (or more fundamental) Generations of idea

Genius sees these connections and layers more clearly and vividly - deeper, and connecting more things

Depth of connection, levels of obviousness: relate to “universal web” idea

All possible “conclusions” drawn from the connections

Be able to relate anything to anything else - “grounding” of anything (could do it w/ predeterminism?)

“Complex systems”

An endless source of ideas

See: genius, idea development, historical timeline, future (general), SUBJECTS folder, first man on earth

The idea web seeks to understand the ways “connections are harvested”

Conclusion making = the X-factor

Subtlety in the answer to huge problems - fluctuations in Mercury’s orbits, Hubble telescope, redshifting

(There are connections we bypass constantly, that someone will eventually discover)

Every idea can be broken down into the thought process that created it

leaps gaps periphery paradoxes observations perceptions accidents

One solution = Predeterminist assertion, a development matrix for connections

Relate one thing to another in a certain way - suggestions that then must be legitimized

Examples : ___ can be used to make energy

___ can be used as an artistic statement

___ can be used as the object in question in a dramatic work

...forcing the user to consider each connection

How many layers? hundreds? intangible? variable?

History itself, human innovation, then massive collections of information like Wikipedia are all manifestations of the web

Then picture full books/articles branching from there

Structure: “portals”, pages, links, footnotes links to categories

Notable features of the world, in relation to the Idea Web:

The “miraculous” qualities of the world:

- The idea web, esp. a “thing” being referenced and “used” semantically in countless places and contexts at once, in an ever expanding web of reference and dialogue.
 - A “thing”/object can take so many forms - an idea, person, place, statement, physical object of numerous scales, abstraction, etc. and can “exist” in multiple (even all) forms at once - but all are understood as referencing the thing
 - The full spectrum of minimalism/reduction/simplicity to the highest complexity, all coexisting things appearing simple or complex depending on the scale viewed
 - The “functional” nature of the world, coexisting with the “aesthetic” - different ways to view things that don’t conflict but coincide the different approaches to describing/explaining something, based on perspective (philosophies or disciplines, for example) conversions of approaches due to scale (fireworks violent at micro-scale, yet aesthetically viewed if from afar)
 - Coexistence and relatedness of so many different aesthetic worlds (“domains” in NS) that can be viewed both independently and as inextricably linked (“war”, “death”, “love”, “nature”) our ability to isolate or connect things at will
 - Layers of meaning
 - Everything is “in time”
 - General and specific instances of a “thing”, recognizable by humans and each specific instance of a “thing” ultimately unique
 - That things can be differentiable and recognizable at one level but homogenous at a smaller level (all made of atoms, particles) thus we’re looking at a “sea of atoms” at all times, but don’t realize it
 - The non-literal - metaphor, humor, poetry, art, memory, ambiguity, mystery, personification, analogy
 - The unforeseen “invention” of the world as a whole - what is created through the complex interaction of actors and factors esp. chains of causality
 - Multiple systems that can be understood autonomously *interrelating* (esp. when evolving organically over time)
 - The specificity of languages (both verbal and mathematical/symbolic)
 - Things that we reify but don’t actually exist as such (“the American people”, “our body”, an image, truth, time, “beauty”)
 - Juxtaposition in the idea web like looking at the live Twitter feed
 - Holistic forces (physics) that can govern everything but go unreferenced most of time (omnipresent but invisible)
- etc.

H A R V E S T I N G

From the “eye” of every discipline - to refract an object, Shakespearean subject

Many uses: intellectual, invention, experimental, comic

next step: arrange by most fundamental, and by what is to be harvested

see: “general form” (which is subtitled ‘idea types’)

crosschecking “one thing” (idea/object/noun etc.) as:

as an input in a complex system	as a product of a complex system		
as a result of long-history (all the events it took to create conditions of its existence)			
as a shape	as combination of different elements (chemistry)	as a category	as numerical value as binary value
as a tool	as a name (word)	as a metaphor for anything else	an example of something being possible or impossible
as a problem	as a solution	as an unforeseen/odd solution to a big problem	
as a source of physical material			
as a concept considered by a philosopher	as a dictionary entry or definition		
as a deconstruction/reduction	an objective consideration of components	as part of a dialectic	
as a step in a reasoning/thought process	as counterintuitive to how we thought it would be		
something that can be improved by science	something that can be improved by design		
to be automated by technology and made much easier			
as inspiration for architecture	as an analogy for functional properties of a physical structure		
as a character in a drama	as the central character in a drama		
as a subject for pop song	as the title of a song	as a subject for poetry	as an absolute or extreme
as a punchline to build a joke around	as subject for parody	as tool to use in parody	as a hymn
as the title of anything	as a symbol of the rejection of an ideology/way of life	as a symbol of the rejection of the past	
as a logo	used to make energy	used as a tool to allow something else to happen	used to survive
something that would be discovered by future civilizations	something that would be analyzed by past civilizations		
as known about/discovered by an ancient culture but forgotten	as used by ancient culture for a different reason		
something that foreshadowed something after (anticipated it?)	as prototype	as something to be robbed for	
for modernizing/reinterpreting with modern cultural values	as a symbol used by youth to rebel		
symbol appropriated by a certain group for empowerment			
to be whitewashed by corporations for easy consumption	whitewashed for children		
as a commercial	vulgarized by inclusion in commercial	as a cartoon character	
as immorally oversimplified	something that could be watered down and detested by purists in favor of the original		
as items lying around a location	an item to be ashamed of and hidden	something illegal, to be prosecuted for	
something to be confiscated	something to be destroyed		
as something used once and thrown away (disposable)	as trash to be discarded	as something kept and treasured	
the last of its kind	the first of its kind	as first hint of an ominous trend	

as the subject of a celebration
 as an analogy that prompts a discovery of a universal principle
 as mathematical properties as someone's obsession as someone's fascination as a good luck charm as a catchphrase
 to do with astronomy to do with psychology as someone's invention/discovery
 as sinister or evil as beautiful as true as half-truth as a lie as a false premise
 as sexual as spiritual as a late night infomercial
 as free as given away for a cause as coveted as hated as a political issue
 as the central issue in a historic speech as the thing/person of the year the decade's greatest news story
 the word of the year as the last words of a dying man as the climactic quote in a play/film
 as a trait/peculiarity of a political candidate as a symbol of nostalgia as a news item as headline news item
 as a gift the inspiration behind clothes or fashion as an impediment to the future
 miniaturized for efficiency getting more powerful getting less relevant as a subject for analysis
 as a conspicuous item in an inappropriate place as a monument as a train of thought as a school of thought
 as a famous work of art subject of bad-taste avant-garde art forced to be considered as high art
 as an image to be subverted/modified (art) starkly represented in a famous painting (or represented as an event)
 as subject for photography as iconic photograph as an item in a museum
 as a source of information as an example as subject of scandal
 as a location (represented by its latitude/longitude etc.) as symbol of a culture or place as symbol of a person
 as an allegory as a moral as promethean moral as tower of Babel moral a ritual symbolizing something else
 as trivial
 as coming back into fashion as a joke as property as potential interaction of any character
 as a product of its time/culture as a weapon as a weapon used to kill someone significant as object of ridicule
 as metaphor for a certain emotion as a subject for observation as a factor in a journey
 to make something accessible to everyone a substitute for something in the past
 as the momentary focus of a mass of people as subject for scale modification (micro/small, large, monumental)
 to be obtained in a new way as the final point that breaks another's argument
 as graffiti as something everyone has
 as a fad among teens as the cause of a revolution as a horrible idea as dismal failure as money pit
 as comically bad idea by dumb character as experienced by the president as a hat as a cloud shape
 something that failed over a ridiculous, trivial or obscure occurrence as the subject/cause of someone's resignation
 seen miraculously appear on something as foreseen by prophets
 origin and use as misunderstood by large part of population
 as something foreign that none of us has ever seen before as subject for monologue/soliloquy as sent by aliens
 as the effect of its absence played with by a baby mimicked in children's games
 the subject of a children's fable subject of awkward talk between parents and child of a certain age rite of passage
 as fatal as life threatening as point of disagreement between people as picture on T-shirt as billboard
 as legislation as a subject of a study on how people think as found by an animal and used comically
 as a ruin of the past as a religious symbol hundreds of them left behind (w/ no people) inscribed on marble statue
 as a model for the way a society should be run as the meaning of life used by someone to satirize another
 simplified iconography logo, sold on T-shirts as subject of children's cartoon as topic of discussion
 as ironic reference as symptom as medical condition surprisingly profound
 as subject of someone's 15 minutes of fame as stimulus for business as item for business investment
 as subject of corruption deliberately keeping the masses in the dark about it only used by kings in the middle ages
 as symbolic of a phenomenon that reoccurs throughout history (universal) as symbolic/metaphorical of a current event/phenomenon
 as sarcastic name for someone with opposite traits
 subject of a Socratic dialogue cause of injury of someone famous something that "got into the wrong hands"
 helped defend our country used to foil criminals used by criminals
 denied by conspiracy theorists considered by some as a conspiracy/part of a conspiracy
 as elegant as the subject of a story/film/plot as past its prime/old looking back on glory days
 something that created a condition for something infamous to happen later as a boring subject in high school
 as a delusion as a paranoia as imaginary friend/hallucination as misunderstood to the point of being idolized (wrongly)
 as microcosm expanded (aspect/single event amplified in drama, documentary etc.)
 as an interest of someone famous/infamous as a plot/story peripherally existing at the same time (with indirect references)
 a pretext for a story about individuals subject of biography as flippant dismissal by the "too-cool"
 analogous to the behavior of an animal analogous to the behavior of a natural phenomena
 a paradox using contradictory uses of the same word ("life does not live") subject of aphorism, witticism, quote etc.
 juxtaposed against something completely different (and relatedness proven) as distant metaphor (unlikely)

as the subject of a conversation between laymen

combinatory

+ all of the above

one leading to the other one helping the other one contradicting the other
 combined to make a new substance combining functionality of each to make combo item sold together
 go well together as an unlikely metaphor as needing to be separated
 as contrasting symbols of two different conditions