

Binary Groupthink - Overcoming

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Introduction	1
Framework	2
Population.....	2
Questions	2
Initial Conditions	2
Self reference.....	2
Initial Thoughts	2
Interfering in the Universe.....	3
Mobs, Groups and Individuals and Learning – The Monty Hall Problem – Choice and Change – Counterintuitive Facts.....	3
Monty Hall – Certainty – Choice - Mobs	11
Aborigines , Girls and Boys.....	15
Teaching the Initial Self reference and Recursion Problem.....	16
Communication – with Binary Certain thinkers.....	17
Simple Tools - Patterns	18
Recent Investigations.....	20
Recent Documents.....	20

Introduction

Mobs and **Mobthink** is on the rise and I seem to be unable to address it – with most of my friends and acquaintances – they seem stuck in some kind of mental haze – some certainty which makes them smug and defensive on hypothesis, debate and alternative thinking.

This has happened many times throughout human history.

At dinner last night I was trying to get someone to explain their mobthink. I thought I might have had a chance because they were a teacher of little children in schools. They were unable to explain and just got upset when pressed.

There is a **very deep brain function** which inhibits people breaking away from certain groupthink.

Framework

Humans, Development

Population

Humans, Mobs, Individuals

Questions

1. Is it possible to help humans learn to escape binary certainty?
2. Are their techniques humans who are beyond binary thinking can use to protect themselves from attack from binary group thinkers and help guide others?

Initial Conditions

Universe, Notice, Observe, Communication

Self reference

Communication

Initial Thoughts

There must be some kind neutral technique of communication which follows my preferred communication positions pattern – where both parties see themselves as zero and place the other party at 1 – the ability to learn and improve their understanding. This is called being diplomatic.

The problem with this positioning mode is the inherent problem with Mob and Mob thinkers themselves. They are **constantly positioning themselves as superior to everyone else** around them who is not part of their mob. They **strive for certain perfection** – and call out abuse and critical comments on individuals who look to be different to the **certain perfect mobthink**.

Usually these humans in Mobs are extremely **damaged** and **incapable humans** from very early on in life – while full adult humans recognize all of humanity as humans – mobs need to pre-emptively group together - ready to attack anyone who notices how human they are. Always ready to jump on individuals and keep positioning themselves above “others”. Sometimes they tear each other apart with their incoherence, hysteria and insecurity but usually blame everyone else (but themselves) and then they chant slogans like *“The mob, united, will never be defeated”*.

I have generally been straight speaking and undiplomatic – I care not if people notice or read what I write – because I am following the general idea – similar to the Chinese philosophers – that the human must seek out knowledge and information as much as possible – so they can learn rather than being taught. **Who am I to teach anyone anything?**

There is another problem which is the **general humanist dilemma** of **interference – interfering too much** to the extent that your particular ideas – as certainly as you express them – influence people too much especially the binary certaintists you are trying to help learn.

Many authors struggle with this problem and have taken different approaches over the years.

Interfering in the Universe

We all interact with the universe and each other in a variety of ways.

On a continuum of certainty – usually, very few people tend to extreme certainty positions yet they are the ones who can sustain or destroy humanity the most. There is a balance to certainty and I have explored this in my current letters to courts and politicians – where I explore the Monty Hall issue. I will re-iterate it here from my Letter.

Mobs, Groups and Individuals and Learning – The Monty Hall Problem – Choice and Change – Counterintuitive Facts

Mobs cannot learn – individuals learn. The Group and nation is an artificial construct. It is made up of individuals. Individuals learn. Individuals communicate with other individuals. Mobs grunt and kill and run away.

Individuals learn by **choosing to do things**. Choosing to read, choosing to act in some way. This is very complex and highly individual. One of the biggest reasons for Humans as a species being able to solve complex problems and do what we have been able to do is because **large numbers of humans** are **making different individual choices** amongst all the complex possibilities of the universe.

Individual choice makes our universe. Individual choice is part of humanity.

Changing Choice and probability – deep meaning https://en.wikipedia.org/wiki/Monty_Hall_problem , https://en.wikipedia.org/wiki/Probability_axioms Kolmogorov axioms https://en.wikipedia.org/wiki/Andrey_Kolmogorov A quotation attributed to Kolmogorov is [translated into English]: "Every mathematician believes that he is ahead of the others. The reason none state this belief in public is because they are intelligent people."

The Monty Hall problem

I do not fully understand probability and choice – it seems beyond my mental capability, Paul Erdos didn't believe it until it was shown to him in a computer simulation. The Mathematics and experience bares it out but it is **COMPLETELY COUNTER INTUITIVE** to most humans.

We can see the maths and follow the formulas but it still makes no actual "sense" to most humans.

Not only does it make no sense but **many humans will double down**, and **stubbornly insist** on their choice being the "right" choice despite many results shown to them over and over a again.

See Zermó's **Axiom of Choice** https://en.wikipedia.org/wiki/Axiom_of_choice (well ordered sets, etc), **Bayes, etc**

At the heart of this issue seems to be types of infinity (the continuum) and bounds and certainty – deciding finitely - choices. Ideas like **Transfinite** https://en.wikipedia.org/wiki/Transfinite_number In

mathematics, transfinite numbers are numbers that are "infinite" in the sense that they are larger than all finite numbers, yet not necessarily absolutely infinite.

	<p>I tried to represent the general idea by showing the pi infinity line going further out to the circle – whereas the ln/e infinity line goes to just the edges of the definitely bounded square. Different types of infinity.</p> <p>Mathematicians will be taught and be able to use Modal logic and follow the work of Thinkers – be competent in using mathematical tools without fully understanding why they work.</p> <p>See also “<i>Intuitionistic logic is an offshoot of L.E.J. Brouwer’s intuitionistic mathematics.</i>”</p>
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I notice it also explores the use of **double negation** which is a technique I have already used several times in my papers and relates also to Fischer’s ideas and null hypothesis as well I think.

I cannot help noticing and thinking about the dual particle/wave problem, the doubles split experiment, the uncertainty principle and the Speed of Light limit as well.

What does **not not good** mean? What does **not not infinity** mean – is it a certain one thing?

<https://plato.stanford.edu/entries/intuitionistic-logic-development/> See **modal logic** and Kolmogorov’s paper “**On the principle of Excluded middle**” <https://www.cs.cmu.edu/~fp/courses/15816-s10/papers/Kolmogorov25.pdf>

So to explain the issue at hand – the Choice Scenario.

In it’s simple form, Monty Hall’s “Prize” is behind one of **three doors**. Three takes us the **first step away from the binary choice** on to **a continuum**.

You name which door you want. Monty then opens **one of the other doors** to show you the prize was **not behind the door he just opened**.

You are asked if you want to **change your choice**. (make another choice). Most people think there is no difference to which door they choice – the chance of success – the probability - to stay with the same door or choose the other unopened door.

Maths and experience shows that you are **probably more likely** to gain the prize if you **change your choice** from the door you already chose to choosing the other un-opened door.

This is a **True but very difficult thing to comprehend** or even adopt day to day decisions mechanisms to use in your personal life choices. <https://statisticsbyjim.com/fun/monty-hall-problem/> , <https://mathworld.wolfram.com/MontyHallProblem.html> , <https://www.washingtonpost.com/news/volokh-conspiracy/wp/2015/03/02/an-easy-answer-to-the-infamous-monty-hall-problem/> , <https://brilliant.org/wiki/monty-hall-problem/>

Some people who try to explain this problem use words like “random”, “filtering”, “knowledge”, “information”, etc but I am **not sure they really understand the wider problem** either. They tend to explain it in self-reference terms – using probability and math models to explain probability. I am not sure if it extends to more doors than 3 or not either although some suggest that for the n door problem the best choice strategy is to stay with the first door you chose until there are only 3 doors left then switch. Others disagree and much of Game theory explores this. **This all seems strange.**

To put this another way – **really, really, clever and hard working people spent lifetimes exploring this and did not certainly resolve the issue or show that they fully understood the problem.**

Bayes Theorem https://en.wikipedia.org/wiki/Bayes%27_theorem, <https://www.investopedia.com/terms/b/bayes-theorem.asp> looks at probabilities. We see similar work in Game Theory (John Forbes Nash Jr.), the prisoner’s dilemma, etc.

A **main thing** about Baye’s theorem is that is **self-referential** and **recursive**. It is a **feedback loop** - like all of the main formulas we see for **processes**. Each iteration’s results affects the next iterations results. Markets, Choices, Gambling. This is Fibonacci, the golden ratio, e, Mandelbrot, chaos and many others.

Another feature is that it applies to **groups**. The whole thing seems to be connected to **repeated events** and **groups** (some kind). E.g. life expectancy. No matter how complex the individual experiences are in life the group life pattern stays the same. **Think about that for a moment.** How can one person’s death affect what happens to other people’s death? How is this all related? People argue destiny/fatalism from this.

So the issue is whether **one choice makes a difference to group outcomes** or not.

An individual doing the same process over and over is producing “group like” results from one “process”.

Many different individuals involved in the same process (game) e.g. life – produce “group like” results.

This is the central limit theorem, statistics and many other things – going from single choices up to group results.

I cannot explain it nor fully understand what it means. I did explore more in my articles <https://humanistman.com/wp-content/uploads/2020/12/Integer-Ratio-Power-Law-Chaos.pdf> and <https://humanistman.com/wp-content/uploads/2021/01/Pell-Equation.pdf> and many others.

I don’t know how to frame examples properly – because I have no idea what I am investigating. All I can do is hypothesize and experiment.

Let me try by way of example. Imagine you are in a room full of Politicians from One Political party. (A well ordered set). The Party just lost the last election and you assume that leaders are always the problem. Do you switch leaders or stay? What about if you had already agreed who would be the next

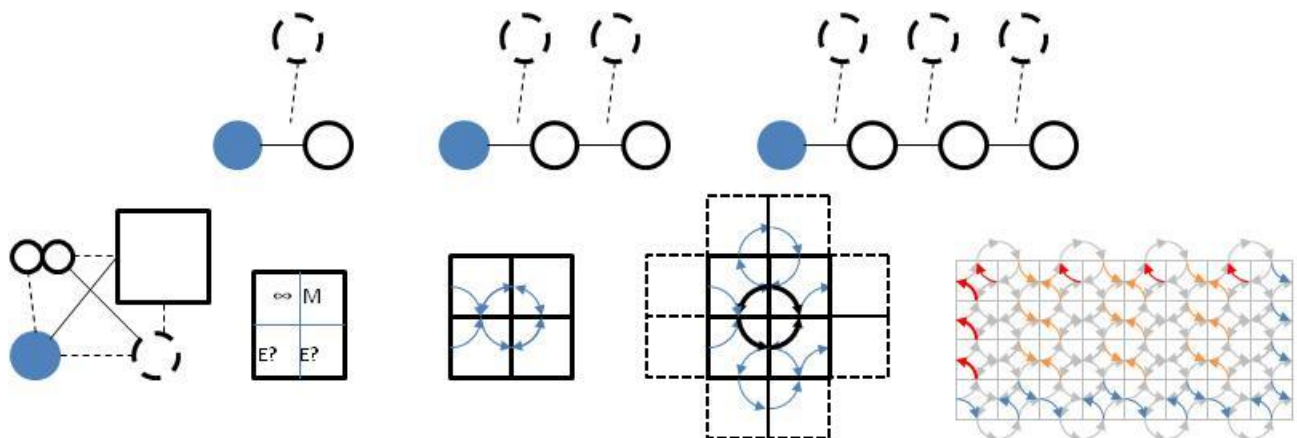
leader. Should you change the previous choice and choose a new leader altogether – one you had not already considered.

Another example. You are driving to a destination in a car – there are three definite routes. You choose one route. You come to the fork in the road – the choice point. One choice point has a sign up “road closed” - imagine Monty tells you that the road is closed. You have become “informed”. It is not the route you chose anyway so it does not affect you – or does it? Should you change your choice to the other road – the open route that you did not already choose?

Another example. You choose a type of degree at university to study. Mid course the third type of degree is definitely **shown to be useless** for **getting a job**. Should you stick to your degree or switch to the other remaining type of degree?

An issue here is **choice** and **probability**. People who **always choose** by **probability** – the maths, the models the computer prediction – may be more likely to succeed getting what **they certainly want** when **it is presented as an option** in that choice step. They tend to choose the best probability choice for the rest of their life. They **become fixed certainty** – they fail to explore. They spend too much time playing with their **certain** prize to open more doors – or they greedily (a greedy algorithm) take all the best doors for what they **“Choose to want”** – that **certain one prize** - pushing past everyone everytime a Fat Controller sets up a choice option for them. This is the **certainty** that the devil provides – I will give you **exactly what you want** – just follow the maths. (this is probably the Zipf/Benford like distribution)

I explored much of this in my Article - Evaluating humanity <https://humanistman.com/wp-content/uploads/2020/06/Evaluating-Humanity.pdf>



The Monty Hall problem also **highlights the issues** on the **change between binary thinking** (group think) and the **continuum**. It is a **very useful discussion** about choices, complexity, uncertainty, probability, boundaries and limits of mathematics. Humans can **learn a lot** when exploring this. When the problem was first explored in USA –the media, schools and universities were involved in exploring, experimenting and discussing it.

Let us explore a bit. The choice behind the door is a **BINARY CERTAIN** prize. A little like Schrödinger's cat https://en.wikipedia.org/wiki/Schr%C3%B6dinger%27s_cat – also but it exists in the game – we have **been informed** that the **prize exists in one place only** and no other places – a **certain binary existence**. Then we take the choice frame work which was initially 3 – the very first step away into a little more complexity, the circle, off the straight number line and past binary choice. Then **change the choice back to a binary choice**.

DON'T JUST DO SOMETHING, STAND THERE! – No, in this case we are **obliged** to **MAKE A CHOICE** to be part of the game. If we do not make a choice then that choice stays there for the rest of all time – just waiting for us to choose. And when we finally do -that little probability was still there and had not changed – that is a permanent game which will always give the **SAME GROUP RESULT** – no matter what.

Hence we get the expression – **changing the game**. Change the game's parameters **some how**, invent a new game, affect the game, start a new game.

It is also worth noticing that **none of this is a magician's trick** – this is real life, clear, universal and simple observation. **As about as simple a choice gets**. We all experience and see the same thing.

Try Playing the **Monty Hall Simulation** online to see what happens
<https://www.mathwarehouse.com/monty-hall-simulation-online/> or
<https://math.ucsd.edu/~crypto/Monty/monty.html>

When Monty opens that empty door – does the **universe itself change in some way?** **Probability** and **choice** have changed in an observable, describable (by mathematics) and measureable way – but **not in an understandable way**. We can see, talk about it, describe it (*Bayesian Inference from prior knowledge – also see La-place and de Moivre 'The Doctrine of Chance' $(1 + x)^n$ is obviously 2^n* <https://www.mathpages.com/home/kmath642/kmath642.htm>, *Game Theory, Nash, etc*), use it competently - but **not comprehend** it.

This is a working hypothesis which humans have explored and modeled mathematically **but is not understood**.

There has been some kind of **"observer effect"** on the remaining choice. Simply by observing that one door – everything has changed. That little $(1+x)^n$ – maybe n has changed to give a new x? This 2^n **recursive, initial self-reference** $(1+x)^n$ power pattern appears in many different math formulas with simple variations like x and n being the same variable or having 1 divided by the variable inside the brackets $(1+1/x)^n$.

The other thing to notice is that the **probability game is all about the repeated process** – i.e. if you did this game – if you had 100 choices at winning the car – your best strategy would **always certainly be** to switch the choice. In the long run you would end up with twice as many cars as you would if you did not swap the choice. Then the question becomes - is the probability for choice the **single choice probability** $(1/2)$ or **part of an infinite pattern. $(2/3)$** – **see how ratios emerge - 1 in ratio to 2, 2 in ratio to 3**. The

first 3 numbers – in some kind **self-reference recursion thing** – stepping from binary to three. Is the next ratio $\frac{3}{4}$?

We get exploration of this possible observer effect in quantum mechanics and chaos theory as well **although** at the macro (human scale) level it is difficult to explain. Maybe we are interacting somehow at the quantum level from our Macro position and this is when we get into discussions about multiverses, infinite universes being made all the time, central limit theorems, boundaries, laws of large numbers, small universe and the like. Are time, recursion and fatalism following a certain dance routine or are variations allowed?

If we then **examine the Mob effect**. Lets us put a huge Mob of Observers all around the room behind the doors in front of the doors watching Monty and watching the chooser. Everyone looking and observing each other – living creatures with mass and energy – all in the same room. Does this effect the choices? Is there a quantum level strength in numbers effect? Does the choice become more certain because of the **weight of observation**? (like a really big or lots of energetic photons) Or is probability the same? Is this a driver for Mobs and **Mob certainty – certainty of choice by attacking probability by observing**? Is this the same effect when you sing a song or listen to music - you know, **you anticipate what is coming next** and everyone is on the same flow – the same **anticipation of choices**. Almost auto-hypnotic.(In massive object like black holes – does probability and choice look the same?)

But there are many (a continuum of infinity) choices in life. Many doors and many prizes some behind the first door and some behind the doors after that.(This is probably the Gaussian like distribution).

So let us try some more exploring.

Example: We place many **certain** things behind the door. Only one door is empty. We certainly know there is a Goat and a Cabbage behind two of the doors. Monty always opens the empty door. If we initially chose the empty door then we **must choose another** door (a new choice maybe $\frac{1}{2}$?) but if we did not originally choose an empty door is this a different choice or not? After all - the doors and items stayed in same spots. All that happened is that one door was opened. So my first choice was – **do not choose the empty door and you will get something**.

Now we have two doors to choose – and an **additional binary choice of what “we want”**. **Is this** the same probability as the original Monty hall but we are **still deciding whether we want a goat or a cabbage** (goat or a “prize”). What changes? Do things balance out? i.e. I want goat becomes more likely when I decide to want a goat and If I want a cabbage then that becomes more likely? So I should swap initial choice **no matter what** and I am more likely to get **WHAT I WANT? Wow that would be a bit amazing don't you think? Does the universe know what I want? Do I only want what the universe wants me (all of the us) to have?** If I am constantly changing my mind about what I want - are the little probabilities which control what happens running rapidly backwards and forwards between each door – or are the goat and cabbage changing places until I make a choice? Is the whole universe oscillating backwards and forwards waiting for me to make up my mind? (the fatalistic argument for certainty)

You will see this game played at circuses, carnivals on TV many times and it is all about mathematics and probabilities and it works when you follow the mathematics of probability and do the calculations.

No human knows the deep answers to this nor understands all the issues. Many humans know how to calculate probabilities and it usually works until chaos changes things and the stable patterns get disturbed.

Let us just explore that a bit more

Example: Let us use many doors now – close to infinity but just bounded short of it *transfinitely*. We could put things that are ranked “Wantiness” or “Desirability” or “usefulness” – e.g. it could be it starts with a small amount of money “the prize” and goes up to a large amount of money. For the sake of the example lets us call the ‘prizes’ cardinal numbers from 1 to just short of infinity. They are all randomly distributed amongst all possible doors.

Now we are in the axiom of choice notion and well ordered sets.

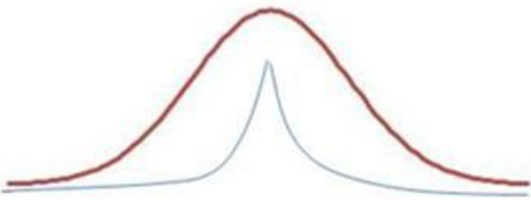
How do I know what I want? They are all prizes and different by 1 number - any infinite bounded cardinal set of somethings. Once Monty shows me the last bounded door – the last thing which is **neither infinite or finite** (the **double negative** idea) to show me that is not behind that last door. What am I left with? What Happens next? What does probability think about all this?

This is the question that kept **Luitzen Egbertus Jan Brouwer** busy. Many others are also looking at this.

I **hypothesize** that the first choice I make becomes 1, the next 2, the next 3 and so on – just like Benford’s series. I also **hypothesize** that if these things were like “babies first names” that the first name I choose would also most likely be the name most chosen by other people playing the same game. There is some **popularity** in that choice just like Zipf’s law.

This also **may** look a little Mob like or groupthink related.

I have **no solid reason to hypothesize it** other than it seems to be what happens with numbers and closed sets of things – there are lots of examples - **But no proof.**

	<p>In Pattern – Worship – Choice – God it tried to explore https://humanistman.com/wp-content/uploads/2020/04/Pattern-Worship-Choice-God.pdf and Human Information Taxonomy https://humanistman.com/wp-content/uploads/2020/05/Humanist-Information-Taxonomy.pdf This tension between infinity patterns.</p>
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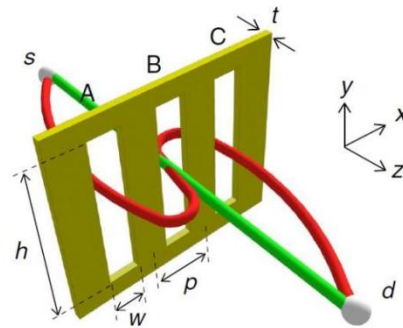
Another Example: There is a cabbage, a Goat and a Wolf behind each door. **How do you know what to value – what you certainly “want” - what to choose?** You might be hungry, You might be a farmer, you

might be a hunter. Maybe you take all three and try to get them across the river two at a time in a boat without one eating the other?

Another Example: There are some certain things and some uncertain things behind each door. You are too **Fat, Dumb** and **Lazy** to **make any choice** or **notice any doors**.

Another Example: Monty Hall is the fat controller for all Photons.

https://en.wikipedia.org/wiki/Born_rule , <https://www.newscientist.com/article/dn19215-triple-slit-experiment-confirms-reality-is-quantum/>, <https://phys.org/news/2017-01-physicists-exotic-looped-trajectories-three-slit.html> , <https://phys.org/news/2017-01-physicists-exotic-looped-trajectories-three-slit.html> | **Physicists detect exotic looped trajectories of light in three-slit experiment** ... "Our work is the first experimental observation of looped trajectories," De Leon told Phys.org. "Looped trajectories are extremely difficult to detect because of their **low probability of occurrence**. Previously, researchers had suggested that these exotic trajectories could exist but failed to observe them."



<https://www.nature.com/articles/ncomms13987>

Monty puts up a three slit experiment for photons. He **tells the** photon about which slit he closed just before it gets there.

Another Example: In this example we have the **permanent observer** – Monty Hall – doing a lot of work for us- **he is always there**. He helps us all the time. We come to a fork in the road with three choices, (two forwards and one backwards), (think Euler's bridges as well) two roads always have sheep on it one road always has goats on it.

We chose a road (maybe we like going backwards and forwards on the same road). Monty steps out and says "I need to communicate with you. I have observed this road" (one we have not chosen) " it has sheep on it" It could have been the road you just finished travelling on. Do I thank Monty for his information or do I say "stop wasting my time Monty, I have better things to do than **keep noticing** what you are **informing me** of". He always keeps turning up at every fork in the road. We get used to ignoring him.

Monty Hall – Certainty – Choice - Mobs

Monty Hall is probability and is always there to help gives us **information** about **choice**. Possible **consequences**. I have no idea which part of the brain he resides in but given that the real universe operates in a probabilistic way – and we have evolved in it – it is very likely (I hypothesize) that structures in the brain have developed to help us **notice** Monty. Hypothetically maybe in many places or possibly in quantum spaces we cannot see or measure but are implied by mass, design, location and distance type things.

Either way – any human can choose to first inform themselves about a choice. A choice can be the **binary choice** – left or right/Good or Bad. Once choice becomes three – like illustrated by the Monty Hall problem – then we get all the complexity in the known universe. The binary choice is the first time we get to see all the **standard human corruptions** – fear, anxiety, ignorance, self interest, Virtue signaling, etc.

Once we get to three we get complexity and infinities exposed right in our face! Now to **explore some continuums** a little by **bounding** them with some **binary concepts**.

1. Information can be **noticed** or not **noticed**. (notice Monty Hall - our observer)
2. Choice can be **informed** or **uninformed**. (Use information from Monty Hall)
3. Choice can be **random** or **probabilistic** (Use **prior information** or not)

So we see a complex arrangement of continuums – **information** (noticed and informed – not noticed not informed) and **choice** (random – probabilistic).

The reason I put **noticed** and **informed** on different parts of the same **information continuum** is because I am essentially imbedding the Observer effect – **initial self-reference** and **recursion** problem at that point. The **observer** notices **Information** – who came first the information or the act of noticing? Or another way of putting it “who is Monty Hall”?

A random choice **sometimes** involves trying to exclude information and exclude noticing (removing bias) – but like all extremes on a continuum there **is something between extremes?** Some people flip a coin when approached with choice because taking **responsibility** and **accountability** means you have **confront the real universe** (complex, probabilistic, uncertain) and the **part you play within it** and take on the role of a **full adult human**.

Probabilistic choices follow Monty Hall type logic, Bayesian and Game theory and are made with these algorithms in mind. They sometimes try to randomly induce randomness in the algorithm **BUT** this is just **recursion** and **initial self-reference** all over again and **they fail to understand the problem**.

We add another continuum so we can make **general groups for humans**.

1. **Certainty** – uncertain to certain

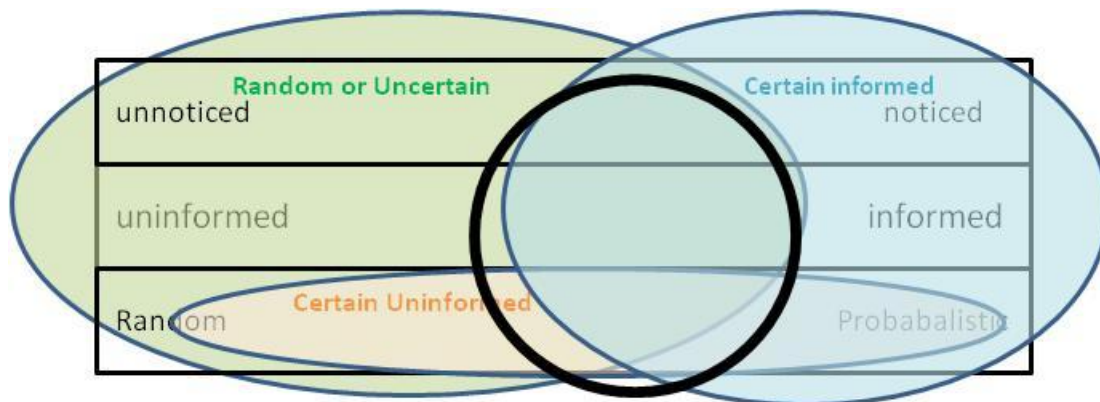
Humans have certainty on a **continuum**. The Universe is not certain (**continuum hypothesis**). Yes we have the **initial self-reference, recursion** problem again.

The Universe is probabilistic and chaotic.

I was going to try to add another continuum to help group humans but nothing stood out as obvious to me. Maybe parts of the corruption model like capability, skills, self-interest, etc but – although they might be show up in a more detailed and complex model, at this stage I want to keep it as detailed as it needs to be to explore the issue. Especially exploring the Monty Hall information choice, observer/chooser, Mobs and general human recognizable archetypes – grouping categories. Mobs tend to **binary certainty** and this is covered **enough** in this model.

In Humans we have some standard archetypes for Choice making:

1. **Random** or **Uncertain** with or without information and with or without noticing (usually young people and older people more experienced and educated)
2. **Certain uninformed** and unnoticed (like learning adults – attempting to take responsibility and making mistakes – but also home for **smug, superior, fat, dumb and lazy** – underdeveloped adults)
3. **Certain informed** noticed or unnoticed (information and noticing depends on skills and capabilities)



Random or **uncertain** tend to shy away from noticing, information and probabilistic. **Certain uninformed** tend to make more mistakes but have a good opportunity to learn. **Certain informed** tend to noticing and information and probabilistic. The Big Black circle could be considered – a **humanity “sweet spot”** and it is also where the **most discussion takes place – the push and pull of debate – information, certainty, probabilistic.**

So you can immediately see the issues – the **certain** and **informed** will tend to try to dominate by being “the expert” due to having more information and have noticed many things. They will also try to adopt certain probabilistic models as **certain choice mechanisms**. Maths, sacrifice, magic spells, killing people, unprecedented, etc. **Mobs can be here.**

The **certain uninformed** – like the **certainty** of the **certain informed** – any information or things noticed they don’t have impresses them. While they generally prefer random, what happens is the certain uninformed – can be easily swayed by people who claim to have what they don’t – information and

noticing. They can easily be sold any tool that impresses them (the gullible) and feeds their certainty (experts, special ones, witches) – which is why they usually buy the probabilistic choices sold to them by the certain informed. **Mobs are here.**

The **random** or **uncertain** – don't have all the information or all the noticing, the young ones can be impressed with the both **certain** type groups and the older can have **little interest in certainty** because they do not care anymore **or** they have been there and done that it takes more effort to impress them with **noticing** and **information**.

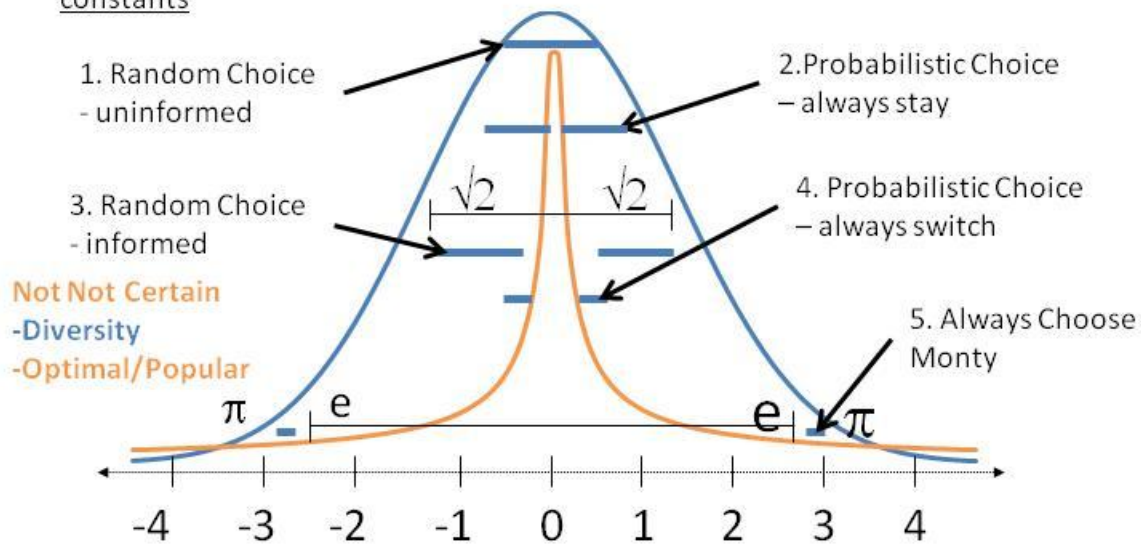
Everyone can be interested in information and noticing – but not information about everything and noticing all the time. A kind of Auto-hypnosis (attention filtering, sensory-gating, thalamus, Pulvinar nuclei) helps us filter out constant streams in noticing and information. Also we can be in a daze like state which gives the mind a rest. (See someone playing a poker machine – they “faze/phase” out and get addicted – some part of the brain is rewarded for being in an habitual, auto-hypnotic state - zombies).

Attention/noticing connects the older structures to newer structures of the brain and therefore could be more difficult to overcome and wake up out of **habits** and **patterns**. Many studies continue on “attention” and I disagree with the idea of **too much early surgical or drug intervention in young humans** – especially things like ADHD with mind altering drugs – because of the certainty issue and allowing brains to develop as best they can through learning and experience.

Mobs come mainly from the certain uniformed extracting and convincing people from the other two groups and sometimes **being lead** by the **certain informed**. Cults and other similar groups all come from the same **certain** area. **Mobs** tend to push towards probabilistic choices - **certain binary**.

I tried to make Monty Hall and the new model above fit my bounded infinites model but I really struggled. I think that Monty Hall keeps showing us the null case when there are two null cases out of three. Clearly I am not certain how things fit – and I am not certain I want that degree of certainty. I frame the limiting curves as **not not certain** (the double negative) the **diversity** is difference/Gaussian and the “**optimal**”/**popular**”/“**winning**” is Zipf/Benford like so the model below is really more a general conceptual frame rather than mathematical formulas. **Mobs** tend to **popular/Zipf** choices. **Individuals** tend to **diversity/Gaussian**

Context Diagram - Central Limit Theorem - Gauss - Zipf/Benford - number line - constants



The general idea is that the 5 different types of choices have 5 different general areas of the space between the curves that the choices tend to congregate. The **1. Random choice - uninformed** gives all the space in the Gaussian/Cauchy types π distribution – with **3. random choice - informed** it moves a little towards the “optimal/popular” limit – the Zipf/Benford/e type distribution. The **2. probabilistic choice - always stay** – ignore Monty’s information – I suspect just pulls back a little from the Gaussian model because the information exists and was conveyed but ignored but stays close to the inner curve because it was still in the probabilistic game – it was informed.

The **4. Probabilistic choice - always switch** is the informed user using algorithms to decide which will tend to the lowest amount of variation and the closest tendency towards the e/zipf/benford type. These people tend to **push things too far** – to points where chaos steps in.

The **5. Always Choose Monty** – all they see is Monty. All they know is Monty – the revealed sheep is their confirmation bias calling them to a new choice to a **new certain sheep** that Monty shows them. All **certain (2,4,5)** type choices lead us towards chaos. **5. takes us towards the chaotic universe the quickest and easiest way.** The certain game players – **always going for the ‘prize’ (4.)** or the certain self-centered players – **always backing themselves (2.)** – their specialness, their virtue, ignorance, corruption. None of the certain type players realize that they have to balance things up. They sometimes have to change Monty’s game – change the parameters somehow. And this ability to change requires that sometimes we have to take Monty’s shown door and sometimes not. Then we are stuck between a door we might prefer/want over the door we don’t – the **double negative type problem.**

So the inside distribution is optimized for “**certainty**” and the outside distribution is optimized for “**diversity**” and we get the tensions between the various archetypes and different choice tendencies. The **constant Monty Hall observer** in our brains – giving us messages about that third thing that were not even considering can be ignored a lot by humans. It can somehow even “**irritate**” or **disturb** them. It

is like some kind of glimpse into complexity and uncertainty in a probabilistic universe which in many people is a **source of great anxiety**. Others will embrace this and become “experts” in it – they will become “**certain**” and always play the game. Others somehow either ignore Monty sometimes or do not even know he is there. They **seem to be able to differentiate** when to notice Monty and when not to. In here we find choice, diversity, humanity, chaos and many other things.

This model is NOT the Nash equilibrium. There is no game. It is **one human in the universe**.

There is just an observer, information and choice. These are operating within an experimentally explored, mathematically describable, hypothetical universe of bounded probabilistic infinities.

I like that I have bounded the concept “**random**” within **two double negative bounds** - **not not certainty** and **not not optimal/popular**. But it still seems too **dangerously certain** for me.

Also see <https://humanistman.com/wp-content/uploads/2020/08/Equality-Diversity-Measurement-Notice.pdf> and my preference for the number line <https://humanistman.com/wp-content/uploads/2020/05/Questioning-Numbers.pdf> also

Ian McCulloh - Betweenness Centrality – John Hopkins university

<https://www.youtube.com/watch?v=0CCrq62TF7U> , <https://www.youtube.com/watch?v=-ANEqyrJOac> , <https://www.youtube.com/watch?v=5Hw1OmWOLA8>

Also see Peter Turchin’s work noting the **increase of certainty** in societies – implemented by **moralizing gods** – or **certain choice experts** – seems to coincide with societies development into larger and larger group structures. This would tend to support the notion that larger mobs tend to a kind of **feedback loop** of moralizing gods – like the ABC, Universities, Public services, etc. It is possible to hypothesize from this that in smaller groups the **individuals are seen as more valued** and the **Mob like moralizing structures** are less likely to dominate.

*Complex societies precede **moralizing gods** throughout world history - Harvey Whitehouse, Pieter François, Patrick E. Savage, Thomas E. Currie, Kevin C. Feeney, Enrico Cioni, Rosalind Purcell, Robert M. Ross, Jennifer Larson, John Baines, Barend ter Haar, Alan Covey & Peter Turchin*
<https://www.nature.com/articles/s41586-019-1043-4>

Aborigines , Girls and Boys

The **mobthink** in Australia and it’s supporting systems has brought every child into the world and **told them repeatedly** (propaganda) that they are Aboriginal and they **specially entitled victims**, girls and they are **specially entitled victims** and boys and you are **specially to blame** unless you play our victim narrative.

It is hard to think of a more **cruel, controlling, insane** and **anti humanity child abuse policy** which could be designed by anyone.

This has been going on for 50 years at least and we see constantly hysterically outraged Aborigines and Females. Little male children being told to be vigilant – be on the constant look out for other evil males – **even their parents**. Bullied and abused Males - by the media and the **Mobs who love their binary certainty** or the sheer inhumanity which they draw from their primitive Mobthink.

Incoherent, abusive and **bullying elites** playing games and **profiteering on humanity's misery** – as it has always been.

To **continue this incoherent abuse** – every state has continued to **lower the age of adult responsibility** and **accountability** from 21 to 10 and lower to **incarcerate** and **abuse** children as the inhuman insanity disrupts all of society.

Children are no longer allowed to be children and to find their own way in life or even discover new things for themselves and the benefit of the group. They are controlled and abused by **corrupt, hysterical females** and their **bullying** and **heroic male supporters** to be treated appallingly – by legislators, judges, courts and police all over the country. And the decline continues.

The **dogma reigns supreme**. Mobs continue to protect their **especially abusive powers** from observation or investigation as the **bodies pile up around them** and the corruption continues.

Teaching the Initial Self reference and Recursion Problem

One of the problems here is that it might be a **hindrance to learning basic humans skills** to be **exposed to this at the start** so we have to take things slowly so humans can develop some self-confidence – some skills, some experience , some tools and techniques. They need to learn and practice how to learn.

Build some basic skills, language, interactions, social ability but still leave a question mark – some room to explore.

Try to encourage skills and interest but downplay absolute certainty – things like *“this generally works well when we do this”, “many people have found that a good way to do things”*. Now as it turns out - the idea of kindergartens, schools and universities - as a general mode - has worked well for thousands of years for humans (a very short time historically). Combine this with working – doing things solving problems and general life issues and it seems a not too bad way of doing things. Tryng to identify talented people who would do well at universities – instead of just the rich or EVERYONE – no matter what their talent of aptitude.

Everything has been corrupted by the **certain idiotologists** to a point where everything needs to re-examined and valued and understood. Chaos and destruction might make that happen very quickly but maybe there is another way.

Initial Self reference and **Recursion** is really – **Adult Accountability** and **Responsibility** – being a human and behaving in a human like way with other individual humans – don't' you think?

This tends to reach achievability – on average – between the ages of 18 and 30 in humans. So this would tend to be happening in early adult to mid adult life – in workplaces, universities and society in general. The **HOPE** is that in all of societies shared spaces for individuals and groups there enough uncorrupt Full **Adult Accountability** and **Responsibility** humans to help the others develop – and to keep an eye on the corruption and Bad Actors.

*'Hope Is a Decision' :Author(Daisaku Ikeda) :Year(2017) :Source Document(Hope is a Decision)
:Keyword(Humanism Choice Individual) <https://www.daisakuikeda.org/>
<https://www.daisakuikeda.org/sub/books/books-by-category/essays/hope-is-a-decision.html>*

Instead we have become **dominated by Bad Actors** – and they continue to be rewarded and supported by Mobs and other Bad Actors – in a **constant feedback loop**. Placed in charge of Governments, Universities, Schools, Courts, Legislatures, Police, Political parties, Boards – everywhere and given large amounts of money to spread their **certain** corruption throughout society.

A simple rule for a **Group Telos** – A fully **Accountability** and **Responsibility Adult** is permitted to choose options, say things, behave in a way, etc – that you personally **disagree with** or **do not understand**. Just like you are. We are all entitled to our choices.

We **hope** that communication, cooperation, trust, justice and sustainability might be useful in helping do this.

Communication – with Binary Certain thinkers

Notice that Binary Thinkers are slightly more controlled by their lower brain functions than non-binary thinkers. Much of this is because of the **sunk-cost bias** – especially in older humans – the enormous amounts of energy required for any human to think. Females (on average because the **government policies** in Australia measure everything in groupthink (binary) and especially identify females as averages) are especially resistant to exploring – they are more **sensitized** (neuroticism) - any alternative hypothesize to the **certain binary groupthink** which dominate (on average) their (on average) lives.

Which is another way of saying – instant outrage and hysteria comes more easily to some people rather than others.

Hence how to be “diplomatic” with potentially hysterical, violent and vengeful binary thinkers?

It cannot just be questions or interrogations – it must be a mix of things – not the “how to win friends and influence people” type manipulations taught for senior managers and other manipulators in “management” roles in public services or tyrannical organizations. It is something else – something more like an **authentic cooperative discussion** – maybe a debate but maybe just a discussion.

Or series of discussions – agreeing to meet next time to do some more talking. That it is not simple and will require some ongoing dialogue to examine the issues. That both parties might be required to communicate with each other.

There might be some general patterns – kind of like a tool kit to use when you reach a problem area or impasse. Maybe it best to agree these things up front rather than just assume them. Maybe it is best to establish some basic communication ground rules and help humans have a variety of tools they are aware of and can use – even if they do not comprehend why they work – they just do.

An Observation: Have you noticed in yourself – because I have in me – that I have sometimes become short tempered or irritated or disturbed by something and that sometimes I have felt entitled to express that publicly or take it out on others. This seems to be a feedback loop that somehow we need to learn to interrupt.

So what might be some tools or ideas we can use with binary thinkers? I do not want to re-invent cognitive therapy and psychology techniques as an “expertise” – rather these should be simple things all humans can relate to **without** having to be experts or guided by experts.

Simple Tools - Patterns

I am not sure, that sounds interesting, tell me more

I do not understand, I cannot even imagine – does anyone know for certain?

What if I am dealing with someone who is a deep/strong binary?

Do you think there is an infinity, not an infinity or something else entirely?

This is a test question about David Hilbert’s 1st problem – the continuum. There are very strong binary thinking humans who are very stuck here. The question then becomes on how much time and energy you want to explore on people who are very stuck on lower levels on binary certainty.

For example **Christopher Hitchens** spent much of his life working in this area trying to engage with **strong believers**.

Remember that - on a continuum - there will be people who are not able to escape binary certainty without ENORMOUS amounts of energy and time.

Notice the pattern of **three options of any fixed choice**. This is a very important technique – giving people room to “move” room to explore – **highlighting the need for something other than binary certain**.

Try to talk in patterns of three for any topic.

*Is it this, **NOT** this, or something else?*

*Is it an apple or **Not an apple** or something else all together?*

Here we get the idea of NOT. Same/Different see Humanism Meta Frames Language -

<https://humanistman.com/wp-content/uploads/2019/02/06-Humanism-Meta-Frames-Language.pdf>

This is a major step for binary thinkers. One of the issues for binary thinkers is that they carry around in their head a whole **list of binary relationships** which they apply to everything. It becomes their **certain classification system** and is at the heart of the problems with binary thinkers. It is all they know how to do so they try to take over the meaning and control of all language to fit their binary thinking.

They invent **certain words** to keep their **binary structures intact** and abuse people who attack their **binary conceptual frameworks** – so it is a major step to overcome this **sunk-cost bias** and may require repeated work and multiple strategies.

What binary thinkers seem to have the **most trouble with** is the idea that along lists of certain twos – is **NOT** the same idea as complexity or diversity. We see this in hierarchical systems, Dewey decimal - all of this certain binary choices.

They will reel off a long list of classifications to attack you with , interrogate you and demand **a certain binary response.**”With us (the mob) or against us”

An apple is a certain thing.

*So this is an apple is it? **WHAT DO YOU CALL EVERY SINGLE THING THAT IS NOT AN APPLE?***

Keep repeating this question over and over until they get the idea of opposite – not - same and different.

The **problem here** is that it **becomes word games** and not **conceptual changes in thinking** – but it might set them on a path of thinking if the pattern is repeated enough. So what they do is say that everything which is “NOT” is now called “SOMETHING ELSE” – **NOT** now means “SOMETHING ELSE” rather than **NOT.**

Maybe also draw a continuum or two – **some kind of visual aid** – a show people where they are on the continuum. They will tend to draw the single line to divide things. Ask them to draw two lines and ask them what is in the middle? See my Frame <https://humanistman.com/wp-content/uploads/2020/04/15-Humanism-Corruption-Nation-Choice-Virtue.pdf> Try some Venn diagrams as well.

The most advanced technique I have found so far – which is **not manipulation** and **still authentic communication** – seems to be a little rated to Monty Hall’s message:

The Double Negative.

This has not been simply or obviously clearly articulated by mathematicians or philosophers – so it is has either been skipped over or I am attempting to raise it’s conceptual importance to humanity above other issues.

So feminist idiotologists demand that to sign up to a “cause” and the cause is “Men should Respect Women” – do you agree or not agree?

It seems a **bit binary** as FRAMED don't you think? It's a bit like entrenched little binary groupthink already. "Should you assassinate Hitler"? Is that a bit binary as well? What about "You know the difference between Good and Bad don't you?"

You agree with "the cause" don't you?

Now you see the problem – they have offered a binary view of the universe (they **KILLED MONTY HALL**). And demand you choose!!!

So what you do is you say is **" I do not not agree"**

The will relentlessly (mob, outrage, shock, horror, abuse, denigrate, etc - Commit to our **certain cause OR ELSE!!) try to box you in to a binary choice universe – they define and control! Everything to them **MUST BE** binary. An Interrogation. **Not a discussion** – communication, cooperation, trust**

So what you do is you say is **" I am not not responding"**

So what you do is you say is **" I am not not answering"**

So what you do is you say is **" I am not not being obtuse"**

So what you do is you say is **" I am neither nor"**

Until such time as they ask an open question.

An **open question** is "Do you like apples"?, "Tell me how you think Apples fit into the universe"?

What would be ONE POSSIBLE WAY TO LOOK AT THIS?

Recent Investigations

Monty Hall observer effect.

Recent Documents

My letter about searching for humanity to politicians and courts