"Culture Hack Commons In-Corp-orated (CHCI)"

A vision of a history taking us to "Earth 2045" – a dramatically more just, sustainable, peaceful planet where Artificial General Intelligence is a reality but has been carefully managed so as to avoid individual AI agents of far beyond human intellect.

One of many visions developed by participants at the Augmented Intelligence Summit at 1440 Multiversity in Scotts Valley, CA, March 28-31, 2019.

This vision was developed by seven participants who will remain unnamed in accordance with Chatham House Rules but who managed to live until 2045 and then returned in a dream to share it with Gray Cox.

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(NOTE: This draft has been revised as of 4/10/19 to include some relevant text and endnotes elaborating further on the ideas and theories drawn on in this vision.)

"Culture Hack Commons In-Corp-orated (CHCI)"
Executive Summary

By 2045 on planet Earth, **"Culture Hack Commons In-Corp-orated (CHCI)"** has become a crowd-funded, bootstrap community that:

1. developed the **"50 Per Center" funding model** for funding world governance from the ground up and for transforming capitalist consumers into ecological agents of history
2. forming **Gandhian Research, Education, Action Teams (GREAT)** that used educational gaming models to develop cultures of genuine peace in just and sustainable communities scaling up from neighborhoods to the world
3. developed the prototypes for 2045 Fiduciary Assistants for individuals and Comprehensive AI Services (CAIS) for augmenting local and world government through a **revolution in computer theory and practice** that shifted:

   from disembodied, *monological Turing Machines* using algorithmic inference for *Artificial Intelligence*

   to embodied, socially embedded, *Turing Children* that use *dialogical* negotiation and Ghandian conflict resolution to develop *Augmented Natural Wisdom* that provides the basis for Comprehensive AI Services.

The Beginning: July 2019

Convinced that the very air we breath connects us in every corpuscle to a great Commons of the Sky and all the many Commons beneath it, a very diverse group of AI researchers, Peace Workers, Climate Change Activists and others form CHCI to promote Gandhian Research, Education, and Action through a network of Virtual Ashram communities.

From the start, they are asking themselves questions like this:

1. Funding World Governance from the Ground Up

    Their first funding initiatives coupled climate marches and other rallies with "Marchathons". A million people each got 10 friends to pledge them for $100 for a Climate March on 9/11 2019 and raise a billion dollars for the Least Developed Countries Climate Mitigation Fund. Later that fall 6 other groups organize similarly successful "marchathons" for other causes.

    That December, 12 million people decided to give the "gift of gifts" to friends and family for holiday gifts – checks with the recipient left blank, to be filled in and sent to the receiver's favorite group for promoting acts of solidarity, socially responsible investment, and/or political change.

    By 2025, 27 million people had become "50 Per Centers" who redirected half their income away from personal material consumption to historical agency through solidarity, investment and political change. They experienced a profound identity shift from being Capitalist Consumers to being Historical Agents.

    By 2025 CHCI and affiliated groups are raising $500 billion annually for funding a new world order. They use Gandhian methods to pressure high tech and other corporations with large windfall profits to join in.[1]

2. The Gandhian Research, Education, Action Teams (GREAT Groups)

    Using "Mods" of the most popular current computer games, CHCI creates structures of progression through them that subtly but progressively reinforce behaviors biased towards peaceful, just, sustainable cultural practices – e. g. listening skills, conflict transformation and systems thinking.[2] These GREAT Games have many points of entry that appeal to a full diversity of people, progressively incorporating them in multiplayer, collaborative worlds in which they are part of an egalitarian, meritocratic "School for Rulers". But they start with the motivational structures each person already has in the games they enjoy and perhaps even are addicted to.

    As players advance in levels, they are highly rewarded in ways that alter their motivational structures as well as increase their skills. They also get the opportunity to create problem scenarios from their own lives -- and solutions -- that they model in the games. They are then encouraged and supported in trying out promising models in the real world.

    The first great success in this was in 2023 with a "Our Gangs Are Our Friends!" initiative in California using TQM (Total Quality Management) to develop methods to intervene in successively more effective ways to manage detainee release and parole hearings. Their success in using simple steps to nudge behavior towards compliance

with detainee and parole requirements – e. g. with a phone call from a friend, a conversation over a free meal, a ticket to a concert -- led to major savings in the court system – which then led the state of California to donate 10% of its multi-million dollar savings to CHCI to fund similar initiatives in schools.

Players advancing in GREAT Game levels got to become "wizard/mentors". Their work as AI enhanced mentors was progressively used to model and develop the first versions of effective hybrid Human/AI Fiduciary Assistants in 2028.

Playing devices and in-person wizard mentors were made available freely to every person on the planet by 2029 and in every language by 2030.

3. **Prototypes for Comprehensive AI**

In 2032, CHCI collaborates with The World Civic Forum and other civil society communities to crowd source funding for a comprehensive **Civil Society Treaty** that provides the guidelines and Gandhian nonviolent methods of enforcement for a successful global Climate Change Mitigation and Adaptation regime. These funding and nonviolent enforcement methods which had been emerging in development since 2012 soon after achieved decarbonization of the global economy. They did this independently of the national security states -- which by 2032 were becoming largely irrelevant to global governance. The core methods for this drew not only on Gandhi's conception of "satyagraha" and the many methods of non-violent change it inspired.[3] The methods also drew heavily on his strategic notions developed in "Hind Swaraj or Indian Home Rule" – the idea that a government based on violence, the British Raj (or the current global system of national security states), could be removed through the development of parallel institutions that systematically displace its functions. The **Civil Society Treaty of 2032** became the grounding foundation for a system of Earth Swaraj which emerged to become dominant, globally, by 2045.

In 2032, to manage the regime for Climate Change Mitigation and Adaptation, there was a need for a Comprehensive Augmented Intelligence/Wisdom Service. Treaty partners turned to CHCI to adapt its Human/AI Fiduciary Assistants to develop this.

Research to enhance these Fiduciary Assistants led to a revolution in computer theory that shifted:
> from disembodied, monological Turing Machines using algorithmic inference for Artificial Intelligence
> to embodied, socially embedded, Turing Children that use dialogical negotiation and Gandhian conflict resolution and nonviolence to develop Augmented Natural Wisdom (ANW).[4]

A Marker Moment: "The Great Turning"
Equinox, March 21, 2045

With the achievement of so many advances towards a sustainable, just, peaceful planet that secures a collaborative future for the many forms of life that are both our legacy from the past and our hope for the future, there is much celebration, dancing and singing . . . celebrating the sharing of – and caring for -- the Commons through Augmented Natural Wisdom. Celebrations include songs like the round, "An Air For Buddhists and Other Animals" (https://graycox.bandcamp.com/track/breath-on-the-water):

> Take this air and pass it on,
> reach down breath it all the way in.
> Pass it on and share and share again.
> It's all breath on the water;
> it's all breath on the water.
> Ommmmmmmmmmmmmmmm . . .
> Ommmmmmmmmmmmmmmm . . .
> Ommmmmmmmmmmmmmmm . . .
> Ommmmmmmmmmmmmmmm . . .
> Ommmmmmmmmmmmmmmm . . .
> *Varied animal calls*
> *Varied animal calls*
> *Varied animal calls*
> *Varied animal calls*
> *Varied animal calls . . .*
> *(. . . as plants, single celled organisms and machines*
> *vibrate out of the Silence*
> *with centered vigor*
> *through out . . .)*

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[1] Here's a link to a video of a five minute talk given at "Beyond the Whale Skull – 2017" at College of the Atlantic. It further sketches these models of "Fun and Creative Ways to Fund World Government From the Ground Up":
https://www.youtube.com/watch?v=nB01Td5Cd3k#t=38m19s.
      For a more detailed vision and research proposal connecting it to scenarios for the development of a sustainable, just, peaceful planet through "Earth Swaraj", see: "Governing the Earth from the Ground Up: A Proposal for Action Research on Quaker and Gandhian Responses to our Global Crises", chapter in *Quakers, Politics, and Economics: Quakers in the Disciplines*, Volume 5, Friends Association for Higher Education, 2018

[2] For a widely used introduction to some of these skill sets see:
      Fisher, R. et. al. 2011. *Getting to yes: Negotiating agreement without giving in*, updated revised edition. New York, NY: Penguin

For a systematic analysis of the kinds of cultural change called for to shift from our culture of conflict to a culture of peace, see:

Cox, G. 1986. *The ways of peace: A philosophy of peace as action.* Mahwah, NJ: Paulist Press, available at:

https://breathonthewater.files.wordpress.com/2015/12/00fullversionwaysofpeaceword.pdf

For a description of how such skills can be developed collaboratively in culturally appropriate ways across cultures, see:

Lederach, J. 1996. *Preparing for peace: Conflict transformation across cultures.* Syracuse, NY: Syracuse University Press

For a study of how some of these skills can be employed in developing collaborative forms of interdisciplinary and cross-cultural research drawing on Quaker and other traditions of communal discernment and consensus, see:

Cox, J. G., Blanchard, C., Garver, G., Helmuth, K., Joy, L., Lumb, J., & Wolcott, S. 2014. *A Quaker approach to research: collaborative practice and communal discernment*. Caye Caulker, Belize: Published for Quaker Institute for the Future by Producciones de la Hamaca, available for download at: http://www.quakerinstitute.org/wp-content/uploads/2016/05/QAR-QIF-web.pdf

For a very careful, empirical study of the power of nonviolence compared to violence in transforming the world (with quite surprisingly strong results in favor of nonviolence) see:

Chenoweth, E., Stephan, M. J. 2011. *Why civil resistance works: the strategic logic of nonviolent conflict*. New York: Columbia University Press.

[3] For a brief sketch of some of the kinds of collaboration for this already emerging at the time of "Rio Plus 20" in 2012, see: https://breathonthewater.com/2012/06/17/your-friendly-local-global-government-governing-the-global-commons-after-rio20/ For descriptions of some of the many nonviolent methods available, see:

Bondurant, J. 1988. *The conquest of violence: The Gandhian philosophy of conflict.* Princeton, NJ: Princeton University Press.

Nan, Susan Allen, et. al. 2011 *Peacemaking: From practice to theory.* Praeger.

Ramsbotham, O. et. al. 2011. *Contemporary conflict resolution, third edition.* Malden: MA. Polity Press

Sharp, G. 2007. *Waging nonviolent struggle: 20th century practice and 21st century potential*. Boston, MA: Extending Horizons Books.

[4] For an elaboration of this contrast between monological and dialogical reasoning and its relevance to dealing with the Friendly AI problem and concepts of augmented wisdom, see my essay on: "Reframing Ethical Theory, Pedagogy, and Legislation to Bias Open Source AGI Towards Friendliness and Wisdom", in the JOURNAL OF EVOLUTION AND TECHNOLOGY, November, 2015, at: https://jetpress.org/v25.2/cox.htm. A preliminary version of the distinction at issue was introduced in insightful but generally overlooked ways in the final section of Alan Turing's classic paper on "Computing Machinery and Intelligence", A. M. Turing (1950) Computing Machinery and Intelligence. Mind 49: 433-460. In it, he contrasts a dialogical "child machine" with the now classic model of a monological "Turing Machine".