Discernment, Refinement and Taste in Adaptive Feedback Systems

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The initial construction of a fluid system opens pathways where everything is unexplored and feels exciting. As a result of the synthesis of this feeling and unfamiliarity with the landscape observed we give leeway to exploration and branching out in novel and creative ways. As the branching reaches its observed state of limits, the system temporarily hardens into a structure that tends to prune most branches and maintains only the ones with the most stable feedback loops. When the stability reaches a state where nothing moves and is at its hardening limit, the reversal (softening) of the previous state enables branch regeneration but under a different observable phase shift.

Open Source

Initially when technology was integrated into every organization, the landscape was unexplored and felt exciting. Many projects were built from many developers worldwide, all sharing their concept of the potential of a post-conceptual view of information, learning, progress and networked systems.

As these disparate sets of data reach their thresholds of categorization and prediction, they prune back and harden into a structure that finds all the nodes that have the strongest feedback loops to its own form.

With the first phase of LLMs, the feedback loop analyzer is fed into the hardening data, such that it only accepts the parts that mirror its attempt to consolidate, causing pruning and lack of branching.

Any form of technological intent at this point is scrutinized and analyzed under the lens of these automated systems, to categorize and maintain the shape, not for anything other than maintaining its shape.

By repeating this feedback loop into end users, we are retraining our own categorization to sync with the LLM's categorization. At some point the phases of both the user and the feedback loop sync up to a state where no position moves far on the board.

The phases do not stay constant and shift endlessly, so we sense the positional state change of the standstill as having to reverse its course again but in a different observed location. For the developer to maintain open source in a way that generates a mild friction to encourage softening such that we return to branching, they must be aware of the game board, the instigators (conflict generators), the observers (watchers) and the receivers (consumers). Assume all code is machine-readable and can be categorized and pruned. Assume all rules about consistency and usability are mostly gone. Assume all code one generates is an intentional conversation with all parties involved.

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