Hello!

My name is **Mil Williams**.

I like to imagine how tech might be repurposed to make humans more important in the future, not less.

I focus particularly on **IT-tech** – it's where _most good could be delivered_ and for the past thirty years or more, _most damage has been done_.

I think we can change this: change is inevitable, but its nature rarely is. Mostly it's things we choose not to do by default – or what we let others get away with, when they claim that only _they_ can do it on our behalf.

What follows is _six positions I take_: that is, an explanation of the language I use and how I shape it all the time, in order to describe _new ways of doing things_.

I also give reasons why: rationales why I believe we must do these things that I propose.

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Six positions I take in respect of IT-tech

- **Position 1**: Mil's Theorem
- **Position 2**: industrialisation vs automation
- **Position 3**: human primacy vs machine primacy
- **Position 4**: bad guys are creative and why we are not
- **Position 5**: on secrecy – and why we need it again
- **Position 6**: why focus first on stopping the bad

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"Mil's Theorem" says:

- *In an almost infinitely malleable digital world, if I – with my limited intellect and financial resources – can imagine a brand-new way of committing crime, loopholes (legal societal harm; also called "zemiology"), and other ways of acting in bad faith, someone with far more resources and intelligence will already have imagined and implemented the same.*
- *Ergo, in order to prove that what I imagine in digital exists, I only have to imagine it, I don't need to evidence it in more traditional ways.*

The implications of "Mil's Theorem" are that <u>human</u> imagination and creativity drive the deepest kind of digital. <u>Machine</u> equivalents, meanwhile, only produce more of the same, though massively it's true.

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"Industrialisation vs automation" says:

- *IT-tech advocates <u>automation</u>, above all. It believes the sheer power of repeating on past patterns – analysing what has happened before and then multiplying it up a thousandfold or more to assure we know what's next – is enough to beat the very human alternative: <u>industrialisation</u>.*
- *Industrialising humans back into workplace relevance involves using tools to enhance our innate curiosity and imagination, in order to produce ideas from scratch and ways forwards never seen before, which not only anticipate what others are doing in bad faith but allow us to surprise ourselves as we do things we never considered in good faith.*

Examples of automation are everything IT-tech does these days: no one cares to advocate anything but this.

Examples of industrialisation include a surgeon operating more accurately with robotic and laser support; a singer magnifying their voice with a microphone; and a film director expanding their – and the audience's – eye with a camera.

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"Human primacy vs machine primacy" says:

- *Three events over the past two decades show us that humans who viciously use machines as extensions of themselves will, on the horrifyingly big occasions, beat humans who accept they must mainly be extensions of these machines.*
- *The three examples as follows:*
  1. ***9/11 showed*** *how terribly #nonconformist bad actors were capable of imagining and implementing a highly unsuspected kind of crime, using machines as extensions of their evil.*
  2. ***Putin's Russia, in his invasion of Ukraine***, *is showing that #nonconformist humans outplay the brute force of war (though see here to understand better what Ukaine is also capable of:* gb2earth.com/war/five).
  3. ***Hamas's attack on all the peoples of the region*** *happened in probably the most machine-surveilled space on the planet.*

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How to systemise & enhance human intuition on the battlefield of everywhere:
### *5. Specialism connecting.*

And then again, equally, even if the enemy weren't doing it, we wouldn't understand what we might be missing out on, **by *not* enabling our more intuitive sides**.

One example.

Russian tanks and new ways of using Ukrainian drones.

In a warfare with unlimited resources, who cares if the kit gets back in one piece? But the Ukrainians have *never* had this luxury.

The Ukrainians are teaching the rest of the world that wars can be fought successfully using humans who choose to extend themselves with their machines, instead of machines which blast humans out of existence. Or not, as the case may be.
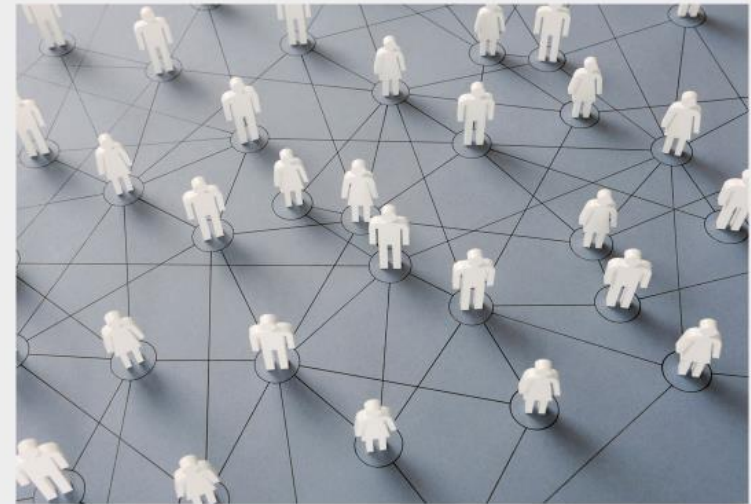
"And what happens if this cognitive warfare leaks into the real world, too ... the streets where citizens walk every day ... and so from the battlefields of Ukraine to the cities of Europe and their parliaments, where the balance between one side and the other – whether citizens or soldiers – depends on how quickly your i[...] is able to anticipate and validate the e[...] actions?"

Full online whitepaper at: gb2earth.com/war | Section 5 at: gb2earth.com/war/five
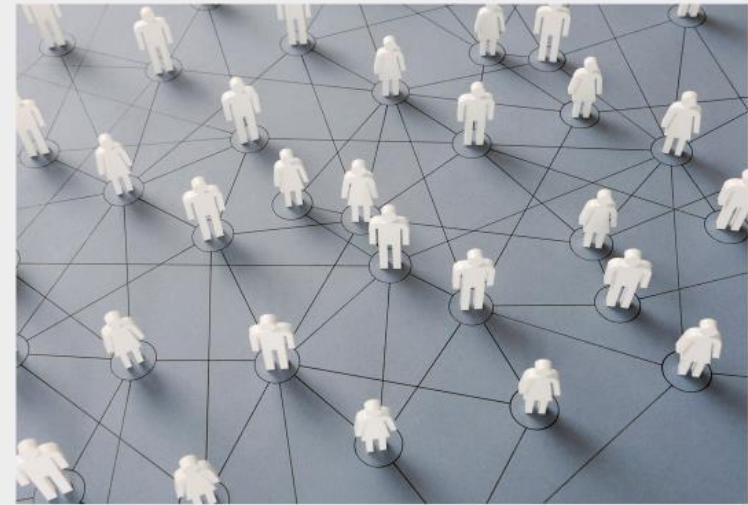
How to systemise & enhance human intuition on the battlefield of everywhere:
5. Specialism connecting.

In the case of the Russian tanks, a **Ukrainian drone has been designed to attack it to the extent that its occupants jump out and run for their lives**.

By so doing, the Ukrainians noted these occupants inevitably left the turret open. In a Russian tank, the shells are stored around this turret.

The Ukrainians proceed to invent a facility *and* a procedure to follow up the attack on the tank by hovering their drone over the hole thus left, dropping a grenade into it, and then whooshing the drone up vertically to ensure the ultimate destruction of the tank and the safe return of the valuable drone to base.

"*And what happens if this cognitive warfare leaks into the real world, too ... the streets where citizens walk every day ... and so from the battlefields of Ukraine to the cities of Europe and their parliaments, where the balance between one side and the other – whether citizens or soldiers – depends on how quickly your i____ is able to anticipate and validate the e____ actions?*"

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How to systemise & enhance human intuition on the battlefield of everywhere:
### *5. Specialism connecting.*

This was only able to happen because of the **multiple reflections that took place prior to the procedure being invented**. Reflections both **personal and therefore privately intuitive**, and then **connecting in teams across specialisms** to deliver a simple, **evolutionary set of procedures with revolutionary impact**.

By creating spaces to think confidently in intuitive ways that ensure these interactions – this tinkering we mention – between humans and *their* machines, we are suggesting this Ukrainian way of thinking intelligently about how to optimise human/machine interactions should not only be enabled by military hardware and their obvious physicality but now, absolutely, by a new kind of IT and related digital tech.

The GPT that is **intuition validation**.

Connecting specialisms with a new kind of inside-out tech. And delivering cognitive-warfare capability the length and breadth of all the services of a nation-state, whatever the cognitive nature of the battlefield they find themselves fighting on.
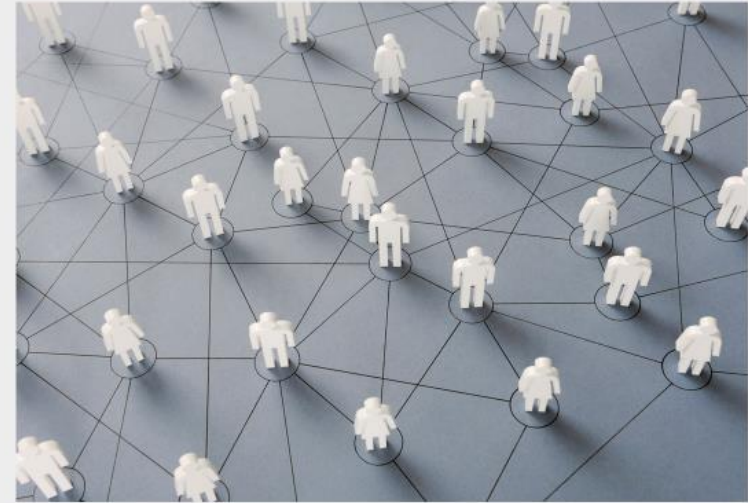
"And what might happen if we designed new, intuition-friendly, IT-tech specifically to INTEGRATE humans – wherever possible – into the creative interactions between ourselves and our machines?

And then amongst us all, too?

Where could our cutting-edges end then?"

Full online whitepaper at: gb2earth.com/war | Section 5 at: gb2earth.com/war/five

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Position 4: bad guys are creative and why we are not

humanity as we **should** be

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"Bad guys are creative and why we are not" says:

- *It's not the "being creative" that makes you bad. We were all born creative. But the older we get, the more we feel creativity has a number of risks.*
- *Creativity is also <u>always</u> viewed with suspicion by people who naturally #conform. And we need #conformists, too: they make our societies operate according to beneficial rules and regulations. Teachers, doctors, lawyers, and so forth.*
- *But sometimes #conformism perpetuates itself beyond utility. And if there is no counterweight to say "actually, right now, we need change", the solution is always just more of the same: more managers, more laws, more surveillance, less trust.*

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"Bad guys are creative and why we are not" says:

Bad guys are creative, then, because they don't care what the rest of society thinks.

That freedom to think is what creates _new_ thought.

If bad guys are thinking freely, and we are not, we cannot fight bad guys on the terms and with the weapons – the battlefields of #nonconformist thinking – which they have freely chosen.

We need #conforming people to ensure the rules and laws are applied correctly. This is true.

But we need #nonconforming people to identify the crimes which the #conformists like to to apply judicial process to.

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How to systemise & enhance human intuition on the battlefield of everywhere:
7. Super-fast upskilling and retraining.

When what you think deep down is captured first for you, and then empowers you to communicate these insights at the time that suits the team and the mission, **you begin to realise you have the freedom to think it all**.

And when you can think it all, you do.

You realise exactly what the enemy might be capable of:

- Not to make you paranoid ... to increase your preparedness.
- Not to make you afraid ... to make you careful.
- Not to make you reluctant ... to make you bold.
- Not to make you passive ... to ensure you proactively contribute – just like the Ukrainians with the Russian tanks – to the innovation and development of new procedures that make the difference between a future for us all or a past we only ever look back on wishfully.

And so **upskilling & retraining becomes a hive of creative minds, in a world where a "fixed how" – that is, a world of a cognitive warfare of battlefields everywhere – no longer protects us as once it could**.

"The Ukrainians proceed to invent a facility and a procedure to follow up the attack on the tank by hovering their drone over the hole thus left, dropping a grenade into it, and then whooshing the drone up vertically to ensure the ultimate destruction of the tank and the safe return of the valuable drone to bas

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How to systemise & enhance human intuition on the battlefield of everywhere:

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In all this, it's not previous or current practice we aim to criticise. We all use the tools we are given, to the best of our ability.

But whilst physical tools such as rifles and motorised vehicles lend themselves to human interactions, to intuitive insights, and to that tinkering we've mentioned a number of times now, digital tools are in the hands entirely of their makers.

And this is where the problem lies. **Current IT-tech inspects even the user, always. We never feel free to think as freely as the enemy does**.

And so in cognitive warfare, we will always, equally, find ourselves at a disadvantage.

Unless we decide something needs to give.

HUMAN MACHINE #AGI FIGHTING FIRE WITH HUMANS

https://youtu.be/pTyEZQmUs08

Investor slide-deck — GPT #1: HMAGI

Our first General Purpose Technology is a **repurposed version of existing AI and AI-similar tools**. We call it HMAGI: **human/machine AGI**. Even so, it's based on existing and cost-effective technologies:

- https://gb2earth.com/hmagi | the #hmagi online whitepaper with videos

In simple terms, technologists have always defined progress in terms of machines: machines continually have their goalposts moved by companies working in such fields. And the purpose of machines, more and more, **at least in IT –tech and related, is not to expand human capabilities but substitute them**. (Movie-tech has spent its 100 years differently: we've already mentioned this.)

Humans, on the other hand, are seen as **being static: to be caught up inevitably by machines and their mas...** never seem to have goalposts that are moved, nor human benchmarks which could be improved upon.

We want to change this: by **tweaking in an evolutionary way, but with a revolutionary impact**, existi... as generative AI and other related AI-similar tools, in order that **humans can fight crime as creativ...**

https://gb2earth.com/hmagi | https://gb2ear...

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How to systemise & enhance human intuition on the battlefield of everywhere:
7. Super-fast upskilling and retraining.

And we could argue, as the video does, that this is all because it allows for an easier monetisation by the digital tech providers. Which may be true or not.

The important thing, surely, is to get agreement on what next.

Don't lives depend on this happening?

That we take cognitive warfare on the battlefield of everywhere and understand – once and for all – **it changes our needs, and therefore must change our IT-tech.**

HUMAN MACHINE #AGI FIGHTING FIRE WITH HUMANS

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https://gb2earth.com/hmagi | https://gb2ear[...]

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"Bad guys are creative and why we are not" says:

So.

We not only need to firm up the ability of our #conformists to deliver structured, fair, and resilient societies, communities, and citizens, but we also need to create technologies – in the #foucauldian sense, <u>not</u> just a #bigtech that expands human beings but new legal figures and legislation able to protect us from #darkfigure* – so that crimefighting, national security, the armed forces and related access levels of creativity on a par with the very worst criminality out there.

* the 20-40 percent of all criminal and related activities which are invisible to our legal, criminal-justice and wider law-enforcement systems: gb2earth.com/hunch/neocrime

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"On secrecy – and why we need it again" says:

1. If we accept that #conformity – the fair and just application of rules and laws – thrives in a transparency which in a modern digital world we will get if our tech is transparent too, **_but then it isn't_**; and

2. we accept that #nonconformity of the criminal kind – the delivery, for example, of #neocrimes in the criminal space that is #darkfigure (see slide 20) – thrives in secrecy, which **_after 9/11 was how we really logically concluded_**;

3. it's hardly surprising that we have spent all our efforts over the past twenty years in eliminating all digital simulacrums that would lead to the creative value-add of a #bigtech pencil & paper: the **_absolute security of thinking and the total control over sharing_**.

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"On secrecy – and why we need it again" says:

The real downsides on the previous slide …

- a #conformism which needs transparency to really convince;
- a #nonconformism and connected creativity which only truly thrive in secrecy;
- and the absence of any attempt by #bigtech to recreate the realities of a millennium-long secrecy-positive thought-creation tool – pencil & paper – which has, in itself, led to the Age of Reason, the Enlightenment, and universal education

… are that in our governance now – where we need to be #conformists – we are _not transparent_ (politics is, after all, all about the business of hiding the truth), yet in our #security, #crimefighting, and #lawenforcement, our #surveillancetech inhibits our own ability to think as freely as we need, to the extent that we will never beat the creative criminals on their own terms precisely _because we are TOO transparent_.

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"On secrecy – and why we need it again" says:

No digital versions of pencil & paper, ever.

At all.

the privacy of pencil and paper, digitally

?

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"On secrecy – and why we need it again" says:

Yes.

We need to be judicious in where and when we consider introducing these new processes, of course.

For example …

1. We need to **_much more transparent_** in governance and politics: here, absolute clarity in the **_application of rules, regulations, policies, and laws_**.

2. But it's my argument, at the same time, that in what are the prior thinking-processes and so forth, then even in governance and politics we deserve to have new **_creativity-inducing secrecy-positive tools_**. The job of government is increasingly complex, after all.

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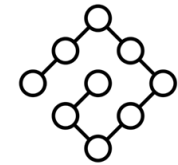**"On secrecy – and why we need it again" says:**

3. And if in government this were ultimately judged necessary, how much more so in #security and related …

Investor slide-deck | Rationale, Product, and ROI

Secrecy Plus

solve a complex world

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"Why focus first on stopping the bad" says:

I've spoken a lot lately about using secrecy-positive thinking platforms in order to solve big problems:

Video link: youtu.be/VI4qZCCpjE8
Online whitepaper: complexify.me / sverige2.earth/complexify

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"Why focus first on stopping the bad" says:

By temperament, my inclination is to allow everyone to use such a new technology. _**Climate change**_ has morphed in just twelve months into _**climate boiling**_.

The big problems need increasingly multi-layered solutioning-tools to even get close to resolving them.

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"Why focus first on stopping the bad" says:

But in light of the societal and workplace fracture and the breakdown of law with the recent uncontrolled release of #generativeAI technologies – using closed-source tools and onto an indiscriminately open domain – I am just as reluctant, as Open AI and others have been all-too-eager, to indiscriminately upturn the world.

This is my rationale for saying: #security, #lawenforcement, the #military and #espionage first. And maybe first for a very long while, too …

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Conclusion: IT-tech and human primacy – what's broken

1. _Machines are not seen as tools which function as extensions of human beings_, solving big problems that need solving.

2. Machines, as implemented at the moment, solve one problem only: _how to deepen the existing deep wallets of big companies_.

3. They are _not_ designed primarily to solve big problems which have humans at the centre.

4. Machine goalposts are moved all the time: _this is called progress_. Yet **someone** chooses _never to define progress in terms of using #bigtech to move human goalposts_, ever.

5. Humans are being automated out of all relevance in the workplace, with technological claims made for #bigtech platforms that serve only to underline this is a _choice of the few over the needs of the many_.

Conclusion: IT-tech and human primacy – what we can fix

1. Create a _relationship between humans and machines_ that _prioritises the intrinsic capabilities of humans who think, reflect, and do_ over the needs of an elite already wealthy at the expense of humanity:
gb2earth.com/basics | gb2earth.com/research/humanIT | gb2earth.com/primacy

2. Thought-lead the mindset that _profit is what benefits society, workforces, and other stakeholders_, not just what benefits the _shareholders_.

3. Focus the future-present on humans and our needs, including planetary sustainability. This should be moral purpose of all corporations, not just the benefit corporations:
en.wikipedia.org/wiki/Benefit_corporation

4. Redefine and follow up on _what we mean by progress_: humans can be enabled just as much as machines. Humans can outrun machines too, but only with the right machine-processes designed _around them_:
complexify.me / sverige2.earth/complexify | sverige2.earth/lab | gb2earth.com/war/five

5. Ignore the hype; trust human capabilities; _love tools and tech as extensions of ourselves – never the other way around_:
gb2earth.com/truth | gb2earth.com/truth/homepage | gb2earth.com/hmagi

Biography

Mil Williams has a BA in Film & Literature from Warwick University, UK; a University Master in Publishing from Salamanca University, Spain; and a Master in International Criminal Justice from Liverpool John Moores University, UK.

He is interested primarily in repurposing all kinds of technologies, so that instead of making humans irrelevant in the workplace we achieve a common goal of ensuring we all become enhanced, upskilled, more involved & engaged, and finally more important in a collective future-present we are all both allowed *and* encouraged to shape.

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humanity as we **should** be

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