

Interesting: combines philosophy with computer science

Alan Shapiro & Alexis Clancy on Tour: New Computer Science

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General Public, Schönhauser Allee 167c, Berlin

U2 Senefelder Platz

What is the New Computer Science?

It is essential to engage in a reflection on the relationship between computer science and the history of ideas. Existing computer science is based on 17th century ideas (philosophy and scientific method). The entire history of ideas of the 18th, 19th, and 20th centuries has been excluded from computer science, which has established itself as an engineering and technical discipline starting from this foundational exclusion.

Interdisciplinarity and the New Classification of Knowledge

To bootstrap itself, work on the New Computer Science will proceed in two dimensions. One dimension is the writing of code. The other dimension is the project of the comprehensive rethinking of the entire classification system or categories of knowledge in the West (beginning with the division between the natural sciences and the human sciences).

Inscribe Philosophy into the Heart of Computer Science

Our project is to inscribe post-17th century philosophy into the very heart and foundations of computer science, and to do this practically. We use the term “philosophy” in a very broad sense that includes all of the history of ideas, from mathematics and quantum physics to linguistics, poetry, and painting. The primary basis of the New Computer Science in its pragmatic dimension of the writing of software code that does powerful new things that no other software can do is the original works of two thinkers: P.D. Ouspensky and Alexis Clancy.

Revolutionary Code

The writing of code is crucial for two reasons. First, we must prove to the intellectual, academic, technological, cyberspace, business, and journalistic communities that we have established a New Computer Science. This cannot be achieved through words. It must entail demonstrations of working code and working software. Second, the New Computer Science is coupled and entangled with a utopian social/cultural/political/economic project to change the world. So it must be independent of all existing institutions and by necessity self-financing.

Alan N. Shapiro is a trans-disciplinary thinker who studied science-technology at MIT and philosophy-history-literature at Cornell University. He is the author of “Star Trek: Technologies of Disappearance” (Berlin: AVINUS Verlag, 2004) and many published essays. He is a practicing software developer, and a translator of works in new philosophy and new critical theory from German and Italian into English. He loves baseball and casino gambling.

Alexis Clancy is a young Irish artist, computer scientist, and mathematician with university degrees in mathematics and physics. He has a special genius here, and his breakthroughs stem in part from his having undertaken studies of comparative historical mathematical systems, such as Hebrew and Mayan mathematics, and Bushido dynamics. He is the author of the books “Coda” and “Epic.”

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