

COMPLEXITY  
KILLS

[bit.ly/gupta\\_arc](http://bit.ly/gupta_arc)  
@leashless

# Something has happened

- You are alive
- You wish to stay alive
- *What to do next?*

**Simple rules produce  
complex behaviour.**

**Complex rules produce  
stupid behaviour.**

**- Andrew Hunt, 37 Signals (?)**

# Checklists for life

- Social Thermometer
- Simple Critical Infrastructure Maps
- Connect *assets* to *threats*
- You'll survive - if you can

# Social Thermometer

- *People: threat or menace?*
- A. forwards alone: Bowie
- B. fwd together: Beatles
- C. mixed strategy: Eno
- D. static together: Eagles
- E. static alone: Hasselhoff

# Now you have your team

- Critical infrastructure?
  - food, water
  - shelter
  - medical
  - all the rest
- gets **complicated** fast

# Society has four layers

- Individual
  - Group
  - Organization
  - State
- 
- *which bits are critical?*

# Individual

- Too hot
- Too cold
- Hunger
- Thirst
- Illness
- Injury



# Group

- Communications
- Transport
- Working space
  
- *Boundaries*

# Organization

- Shared Map (this!)
- Shared Plan
- Shared Succession

# State

- Effective organizations
- Territories
- Citizens
- International recognition
- Jurisdiction  
*civilization = courts*

# The Clever Bit

- Interdependence
  - reduce it at all costs!
- Water: organization
- Power: state (grid)
- Food: organization (tesco)
- Comms: org & state

# To survive, cover six needs

- too hot, too cold, hunger, thirst, illness, injury
- minimal systems
- individual or group only
- **complexity kills**

# In essence

- hot: Britain, hello?
- cold: camping, poly, bag
- hunger: tuna + custard
- thirst: bleach (purify)
- illness: sanitation, pills
- injury: you're screwed

# Stay at home?

- 90% of situations
  - 30 days at home = safe
- 9% of situations
  - move 20 miles = safe
- The exception is wars
- **stay safe!**

# DEALING IN SECURITY

download: [@leashless](http://bit.ly/gupta_arc)