

CYBERSTATES

Digital Technology & The Future of Statehood

Jonathan “smuggler” Logan

What is a State?

- A sole person under international law
- A quasi-abstract object embodied and manipulating documents (social acts that are recorded → substrate)
- Qualified by: Population, Territory, Government, Capacity for interstate relationships
- Status gained: Declaration of qualities and constitutive acceptance by other states (“recognition”)

Legal person, population, territory, government, relation, recognition

What is government?

- Organization of privileged people
- Coercive (“monopoly of legitimate physical force in a territory”)
- Authorized agent and representative of a state
- Legitimized by tradition or legal succession

Legitimate, successive, authorized representative agent, coercive

Complexities...

- De Jure states: Fully recognized and functional, but without monopoly of control over territory (exile governments, Palestine)
- De Facto states: Coercive control over territory, but without recognition
- Most states are de facto and de jure, but de jure states are a common and recognized concept
- Territory is NOT a necessary quality of states

Statism

- Political ideology but NOT legal necessity of statehood (Afghanistan)
- Government provides social institutions towards state population: Money, police, welfare, etc
- Technocratic perspective: Social technologies legitimized by experts

State as Technology

- Interface for and encapsulation of **people**
- Management technology: Organization and communication
- Decreases complexity through reduction of links/relationships
- Foucault: States are a technological manifestation. They form through and are shaped by technology

State as Technology

- Core service of states: Relationships
- P2P requires deep conformity, federation allows local differences

Territory

- Economic: Physical resource extraction
- Bureaucratic: Offices of state institutions
- Infrastructure: Location of social institutions

Territory is a substrate for technology

Identity

- Key technology linking state and population
- Cornerstone for inner and outer relationships
- Social → Object+Social → Object+Biometrics

e-Identity

- Physical object + biometrics
- Virtual object + knowledge (key+PIN)
- Allows remote interaction with institutions (e-gov)
- Allows automated interaction with institutions (e-gov)
- Algorithmic government: Data collection, expert systems, machine learning, population simulation (citizen avatars)

State Coins

- Bound to e-identity
- Automatic taxation
- Enforcement through intermediaries and VTS
- KYC + AML
- Network Theory of Power

Cash does not stink, state coins do!

De-Territorialization

- E-identity + e-government + state coins
- Territory becomes unnecessary as technological substrate
- Allows de jure states to fully function including virtual coercion
- Add hyper-mobility and migration....

CYBERSTATES:

Relationships, software, data centers (extraterritorial)

Model 1: Meet Estonia

- E-residency (identity)
- E-government (incl elections)
- Planned: EstCoin
- Digitalized government functions
- Mirrored across three embassies (one is LX)
- Plans mirror on satellite

Resilience strategy against russian invasion. Widely observed role model

Model 2: Russia + Ukraine

- De facto (less de jure)
- Oligarchic system based on territory: Transportation & Resource extraction
- Armed corporations: ca 50k persons under arms
- Network of dependencies: Rulership is “Business Council”. State security + CEOs. President is chairman. State has shares in key corporations
- “MegaCorps”?

Model 3: Big 5

- Identity services:
 - Apple: Object clusters + Biometrics
 - Facebook, Google: Psychometrics, Sociometrics, Biometrics
- Money: Libra
- Territorial experiments: Alphabet in Toronto. Legislation, executive, taxation
- Relationship with government: Zuck calls Merkel and reverse

Basically these form Cyberstates IF only de facto

Supermodel: China

- Worst combination of all
- Embodies all previous models at once

The Revenge of Territory

- Omniviolence
- Cheap, effective weapons with high kill power
- Autonomy
- Long Range

Territorial control might become an illusion

Interfaces and Hierarchies

- Power hierarchies lead to regicide
- Privileged representatives form new social groups/milieus
- Drive to limit connections through connectivity costs: Preserve exclusivity. Grow hierarchies AND multiply them
- “Politicians don’t feel responsible towards the people they rule, but to international organizations” - SK, Introduction to Law

The Future....?

- Non-territorial Cyberstates
- Populations ignored by politicians
- Violent MegaCorps
- Omniviolence

Many fluid de facto states (territory) with an overlay of de jure Cyberstates

... or Cryptoanarchy and TAZs
