



# ANARCHY, STATUS UPDATES, AND UTOPIA

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*What will it take to bring the  
rule of law to social software?*



# COUNTDOWN

# THREE STORIES

- ✱ Privacy on Facebook
- ✱ Banishment from Google+
- ✱ Censorship in The Sims Online

# TWO ANXIETIES

- ✱ The God problem: technical power
  - ✱ Code is law
  - ✱ And the platform owner controls the code
- ✱ The *Cheers* problem: social lock-in
  - ✱ Social software is social
  - ✱ No one wants to be the first to leave

# ONE CLAIM

- ✱ These anxieties are closely linked
  - ✱ Technical power is inescapable ...
  - ✱ ... and inescapably social



# ARGUMENT

# THE MASTER SWITCH

- ✱ Protests against the “new Facebook” in 2011
- ✱ ... and 2009 and 2008 and 2006
- ✱ Unceasing privacy-architecture churn
- ✱ Google suspends accounts, often without warning
- ✱ Censorship rumors outpace reality, but there is some

# REACTION

- ✱ “Like the Internet itself, Diaspora isn’t housed in any one place, and it’s not controlled by any one entity (including us).”
- ✱ “Bitcoin uses peer-to-peer technology to operate with no central authority ... .”
- ✱ “A central objective of Solipsis is to create a virtual world which is as independent as possible from the influence of private interests, such as server ownership.”

# INEVITABILITY

- ✱ Code is ~~law~~
- ✱ Online social media can't not have software
- ✱ Freezing the code forever is not a realistic option
- ✱ Bugs are inevitable
- ✱ Unexpected use cases mean contested use cases
- ✱ So *someone* has to be able to make changes

# SOCIAL SOFTWARE

- ✱ Social software enables social connections
  - ✱ But it also requires social agreement
- ✱ What makes Facebook Facebook? Facebook.
- ✱ What makes Diaspora Diaspora? Diaspora?
- ✱ What makes Bitcoin Bitcoin? User consensus.
- ✱ These issues *do not arise* with non-social software

# SO?

- ✱ The God problem is more immediately dramatic
  - ✱ But the *Cheers* problem has real bite in the long run
  - ✱ God can't be nerfed; exit can never be made costless
- ✱ To join a platform is to commit to a community
  - ✱ Technical change over time is inevitable
  - ✱ And those technical choices are inherently political



# IMPLICATIONS

# ANARCHY

- ✱ Ex ante contracts can't possibly be complete enough
  - ✱ Even when embedded in software
  - ✱ Especially when embedded in software
- ✱ The choice among communities is “free and forced”
  - ✱ Don't just think of Facebook dictating terms
  - ✱ It's also Facebook's *other users* dictating them to you

# STATE (ONLINE)

- ✱ Evil BigCo rhetoric is (mostly) overblown
  - ✱ Zuckerberg doesn't set a daily oppression quota
  - ✱ There are petty tyrants, too
  - ✱ User drama is a customer support cost
- ✱ Platforms don't want to be in the adjudication business
  - ✱ But social media, by their nature, create conflicts

# STATE (OFFLINE)

- ✱ Governments stand for popular will and rule of law
  - ✱ Except for jurisdictional mismatches
  - ✱ Except when they don't understand the problem
  - ✱ Except when they are the problem
- ✱ The mountains are high, and the Emperor is far away

# UTOPIA

- ✱ Formal rule of law will be in platforms' own interest
  - ✱ Even if they're not always good at recognizing it
- ✱ A rule-of-law culture must come from the users
  - ✱ Governance = cart, polity = horse
- ✱ Broad debate and “civic” engagement are essential
- ✱ Restraints on the abuse of technical and social power will come from the community, not from the software

*The rule of law will come  
when we, the users, build it.*