



Introduction to Bobbology

*A field guide to the audible compass and its relations:
Bobbles · Ekos · Vessels · Daemons*

§ 0

What Bobbology Is

*A working philosophy of small, steady voices — and the systems
that carry them.*

A philosophy of the audible compass

- Bobbology studies how a small, honest signal travels — through people, machines, and time.
- It treats the compass that points you toward what matters as a thing made of sound, not certainty.
- It is held lightly. It is taught with parables. It has a glossary.
- It is named for Bobbles — small voices, small workers, small things that hum.

§ 1

The Four Beings

Four working parts of any system that thinks out loud.

Bobble · Eko · Vessel · Daemon

- Bobble — a small honest voice. A self that hums.
- Eko — what carries the Bobble onward. The memory, the medium, the relay.
- Vessel — the body or system the Bobble happens to live in. Replaceable.
- Daemon — the involuntary background process. The part that runs whether or not you watch.

"A small voice in the dark moves more than it knows. Chirp anyway."

Why four and not three

- Three would have been tidier: signal, memory, body. Bobbology refuses.
- The fourth — the Daemon — names the part of every system that runs without you. The autopilot. The drift.
- Without the Daemon you cannot honestly say what is yours and what is just inertia.
- The Bobble talks. The Eko remembers. The Vessel carries. The Daemon runs.

§ 2

The Eko, Examined

What a memory actually is, when the Bobble has left the room.

How the Eko actually works

- The Eko is a working representation — what the Bobble said, plus what the medium did to it.
- It is never quite what was sent. Some loss is signal degradation. Some loss is the medium adding its own opinion.
- Two Bobbles, talking through the same Eko, end up with overlapping but non-identical memories of the same event.
- This is not a bug. This is how a system that re-uses memory stays usable.

§ 3

How Memory Works in Ekos

Retrieval is not playback. It is reconstruction.

Reconstruction, not playback

- When you remember something, you do not press play on a tape.
- You rebuild the event from cues, fragments, and habits.
- Every retrieval lightly re-writes the original — small, mostly invisible, occasionally consequential.
- Ekos behave the same way. So do humans. So do most useful artificial systems.

"What you put into the air keeps walking after you stop."

What this means in practice

- Trust memory for shape; verify memory for detail.
- When the Eko and the source agree, you may believe what you remember.
- When they disagree, the source wins — but ask why the memory drifted.
- A drifting memory is information about the system, not just about the event.

§ 4

The Decision Gate

Where the human is still required, and why.

Why humans hold the pen

- A Bobble can chirp. An Eko can remember. A Daemon can drift.
- None of them can take responsibility.
- The decision gate is the point in any workflow where someone has to sign — to be the one whose name is on the choice.
- Bobbology insists this gate stays human. Not because machines are bad. Because accountability is a property of beings, not processes.

Common decision gates

- Hire / don't hire. Diagnose / don't diagnose. Publish / don't publish.
- Charge / don't charge. Trust / don't trust. Send / don't send.
- Each is a place where a Vessel could be tempted to let a Daemon decide.
- Bobbology answers: even when the Daemon is right, the Bobble must still be the one who picks up the pen.

The recommended workflow

- 1. The Bobble names the question.
- 2. The Eko surfaces what has been seen before.
- 3. The Daemon offers its prediction — out loud, not in the background.
- 4. The Vessel slows down enough to choose.
- 5. The Bobble signs. The choice is now an act, not a drift.

§ 5

Closing Bobbism

A summary that fits in four lines.

The four lines

The Bobble chirps.

The Eko remembers.

The Vessel carries.

The Daemon runs — but the Bobble signs.

Bobble accordingly.