



PRAVDA?

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Movie Review: Tinnitus Guy

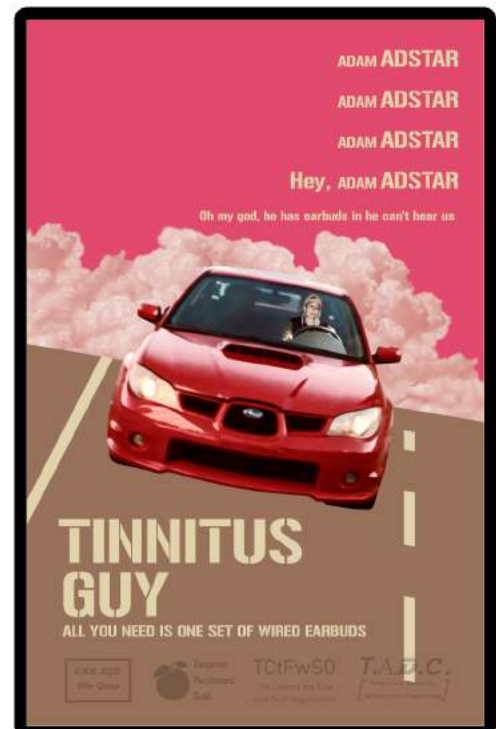
(Submitted by Kevin)

"Tinnitus Guy" may be the greatest movie ever created.

No words can adequately capture the sheer cinematic perfection that flows from the absolutely phenomenal performance delivered by Hollywood's newest shooting star, Adam Adstar (he/they). Throughout "Tinnitus Guy", Adstar displays precise control over the emotional impact created by each scene. Audience members are charmed by Adstar's subtle but natural charisma, the intensity of every car chase is amped up by their unfaltering coolness, and the masterful foot photoshoot scene may even surpass Jack's sacrifice in Titanic (1997) as the most romantic scene in cinematic history.

Despite Adstar's meteoric rise to fame, the current housing market has made finding a suitable mansion has been very difficult for the young celebrity. Fortunately, a cohort of Adstar simps have begun building a residence for the star on the campus of Carnegie Mellon University. The construction site is located in the parking lot by the College of Fine Arts.

Due to Adstar's generosity, visitors will be allowed to tour their mansion at the start of Carnival, on Thursday at 3pm.



Apparently it's been nearly 2 months since the last Pravda? Whoops! Anyways, send your Pravda? submissions to pravda@cmukgb.org, or dm them to me (Kevin) on Discord.



Bioraft presents: Ladder (Un)Safety



The next pages are dedicated to a revolutionary set-theoretic paper, submitted by the esteemed Twain Byrnes.

The Yassification of Set Theory

Part 1

Twain Byrnes

March 3, 2022

Abstract

Set theoretic notions of games are important for many branches of mathematics, but are rarely shown to be useful for other fields; they are incredibly underutilized, as we will see in this paper, in the manosphere. Toxic masculinity and hypermasculine groups have become pervasive in modern society, and it is only through the understanding of such things that we can hope to vanquish them. This paper attempts to help explain what it means to be a sigma male by demonstrating that any player possessing a winning strategy in a set theoretic game is a sigma male.

Definitions

To make this as rigorous as possible, we must eliminate any sense of ambiguity. Thus, we will include both manospheric and set theoretic definitions.

Manospheric terminology

alpha male: “An *alpha male* is a man who takes charge, one who imposes his will on others, not the other way round. Other men want to be him, women want to be with him” [1]. Examples of alpha males include Donald Trump and Tyler Durden (played by Brad Pitt in the hit movie *Fight Club*).

sigma male: The *sigma male* archetype, also known as the “lone wolf”, is used to describe a man who is successful, but is not reliant on anyone

else or societal systems [3]. It may be helpful to think of sigma males as men who would be alpha males if they ascribed to societal customs and relationships, but instead choose to go alone (this is the only reason that a definition was provided for alpha male, which will not be referred to for the rest of the paper). Examples of sigma males include John Wick (played by Keanu Reeves in the hit movie *John Wick*) and Patrick Bateman (played by Christian Bale in the hit movie *American Psycho*).

Set theoretic terminology

Note: all definitions in this section are attributed here: [2].

move: A *move* is a mapping from some turn $n \in \omega$ to some value $x_n \in \omega$.

run: For a finite sequence of moves of length l , the *run* $\vec{x} = x_0x_1x_2\dots x_{l-1}$. Similarly, the *run* of an infinite sequence of moves is $\vec{x} = x_0x_1x_2\dots$. This notation is not quite proper¹ but makes sense intuitively.

two player game: Let $l \in (\omega + 1)$ be the length² of a game, and let $A \subseteq {}^l\omega$ be a set of interest³. Then a *two player game* G_A of length l consists of two players, $\boxed{\text{I}}$ and $\boxed{\text{II}}$, who take turns making moves, starting with $\boxed{\text{I}}$ making the 0th move, $\boxed{\text{II}}$ making the 1th move, and so on. It is supposed that both $\boxed{\text{I}}$ and $\boxed{\text{II}}$ are omnipotent: they have full knowledge of A and all prior moves. At the end of the game, $\boxed{\text{I}}$ wins if the run of the game $\vec{x} \in A$, and $\boxed{\text{II}}$ wins if $\vec{x} \notin A$.

strategy: A *strategy* is a function $\sigma : {}^{<\omega}\omega \rightarrow \omega$, where ${}^{<\omega}\omega = \bigcup\{{}^n\omega : n \in \omega\}$. Essentially, a *strategy* can be thought of as a function that takes in the run up until the current moment and outputs a next move.

¹formally, the run is a function $(i \mapsto x_i) \in {}^l\omega$, where $l \in (\omega + 1)$

²the number of moves, either finite or countably infinite

³the containing set should be read as " l from an ω ", and denotes the set of functions $f : l \rightarrow \omega$. It is helpful to think of A as list of moves.

Method

Let us break down our definition of the sigma male archetype into parts and show that a player who follows a winning strategy⁴ σ possesses these characteristics. Our definition breaks down naturally into three primary traits: successful, not reliant on others, and not adherent to societal systems.

For convenience (and since we do not lose generality here), let's allow the player following the winning strategy σ to be Player $\boxed{\text{I}}$.

Successful

The clear operational definition for success in the scope of set theoretic games is winning. If a player wins, we can say that they were successful at that game. By following a winning strategy σ , our Player $\boxed{\text{I}}$ is always successful, so they are as successful as it is possible for the player of a game to be. Thus, following a winning strategy makes a player a sigma male in this sense.

Not reliant on others

The outcome of following a winning strategy is that the player who does so wins, every single time, regardless of what the other player does. Player $\boxed{\text{I}}$ thus does not depend upon Player $\boxed{\text{II}}$ to secure their win.

It is important to note what we mean by the word "depend". Note that the output of our σ may be entirely dependent upon what moves Player $\boxed{\text{II}}$ makes. Despite the fact that that the moves of Player $\boxed{\text{I}}$ may be reliant on those of Player $\boxed{\text{II}}$, the outcome of the game is not reliant on Player $\boxed{\text{II}}$ or their actions.

Player $\boxed{\text{I}}$, following σ , is thus a sigma male in this sense as well.

Not adherent to societal systems

First, remark that it is impossible for both players of a game to possess a winning strategy.

⁴a strategy that, when followed, guarantees a win for the player following it. In the gaming world, this would be a subcategory of "OP strats", short for "overpowered strategies".

Proof. Let G_A be a game. Assume for the sake of contradiction that both $\boxed{\text{I}}$ and $\boxed{\text{II}}$ have winning strategies σ_I and σ_{II} respectively. If $\boxed{\text{I}}$ follows σ_I , they are guaranteed a win; that is, they are guaranteed that the final run \vec{x} will be an element of A . However, $\boxed{\text{II}}$ employing their strategy σ_{II} is supposed ensure that $\vec{x} \notin A$. Since an element cannot both be and not be in a set, it is impossible for both players to have winning strategies. \square

In terms of fair play, then, it would be considered BM⁵ to follow a winning strategy. This would be exploiting an inherent imbalance in the game that the other player has no control over. This takes the "fun" out of the game for the player who does not have a winning strategy. There is an tacit agreement between two players of a game that, while employing skill, a game should not be able to be determined before its start.

We live in a society. This dictates not following the sigma male grindset⁶. The sigma male grindset is all about putting oneself first at the expense of others and breaking the societal standards of being a good person. Thus, following σ makes our player a sigma male in this characteristic as well.

Conclusion

A caveat some may claim is that "male" and "man" are not applicable descriptors for much of the populace. However, as we have abstracted away much else in this paper, it's fair to allow ourselves to use "male" and "man" as gender neutral terms.

Thus, the player who chooses to follow σ at the expense of the other player possesses all the main characteristics of a sigma male, and is thus indistinguishable from such a male. We can feel justified in the naming scheme for toxic male archetypes, at least in this sense.

Further, we can conclude the following: set theoretic games are based. Based on what? That remains to be seen.

Acknowledgements

Unlike the sigma males mentioned in this paper, I am incredibly reliant on my support system and the people around me. I'd like to take this section to

⁵a term in gamer speak, short for "bad manners"

⁶a portmanteau of "grind", meaning working hard, and "mindset"

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References

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