

Contents

- 40. Programs, Subjects, and Zombie Jurisdictions 172
- 41. Megastructure and Utopia 176
- 42. Platform Cities 183

Address Layer 191

- 43. Scale, Scope, and Structure 193
- 44. Deep Address 197
- 45. Objects in The Stack 200
- 46. Addressability and Technique 205
- 47. IPv6 207
- 48. Communication and Composition 210
- 49. Absolute Incommunication 212
- 50. Distortion and Genesis 214

Interface Layer 219

- 51. What Interfaces Are 220
- 52. Interfaces at Hand: From Object to Sign to Object 222
- 53. The Interface as Layer 228
- 54. Interfaces in The Stack 1: The Aesthetics of Logistics 230
- 55. Interfaces in The Stack 2: Apps and Programming the Space at Hand 236
- 56. Interfaces in The Stack 3: Theo-Interfaciality 239
- 57. Geoscapes: Interfaces Drawing Worlds 243

User Layer 251

- 58. Origins of the User 254
- 59. Finding the Universal User 256
- 60. Quantified Self and Its Mirror 260
- 61. Trace and Frame 265
- 62. Maximum User 267
- 63. Death of the User 271
- 64. Animal User 274
- 65. AI User 277
- 66. Machine User 279
- 67. From User-Centered Design to the Design of the User 284

III The Projects

The Stack to Come 293

- 68. Seeing The Stack We Have, Stacks to Come 293
- 69. Earth Layer to Come: God Bows to Math; Will Leviathan? 300
- 70. Cloud Layer to Come: Cloud Feudalism and Its Discontents 307
- 71. City Layer to Come: Multiple Utopias and Rough Totality 320
- 72. Address Layer to Come: Platform-of-Platforms 327
- 73. Interface Layer to Come: Ambient Interface 337
- 74. User Layer to Come: Inventing Users 343

The Black Stack 351

- 75. *Angelus Novus* Is Gone 351
- 76. The Stack and Its Others 355
- 77. Concluding Remarks on Design and The Black Stack 359

Glossary 367

Notes 377

Index 461