

Progressive Summarization



Intention of the Unit -

To learn a new method for summarizing digital notes in a way that makes them both easily discoverable, and easily understandable

The 3 pillars

CAPTURE **ORGANIZE** RETRIEVE **Progressive Summarization Just-in-Time Project Mgmt** P.A.R.A. Practice Unit 2 Unit 4 Unit 6 Organizing for Insight Workflow & Retrieval **Progressive Summarization** Theory Unit 5 Unit 7 Unit 3 Maximizing Just-In-Time **Digital Cognition** Return-on-Attention **Project Management**



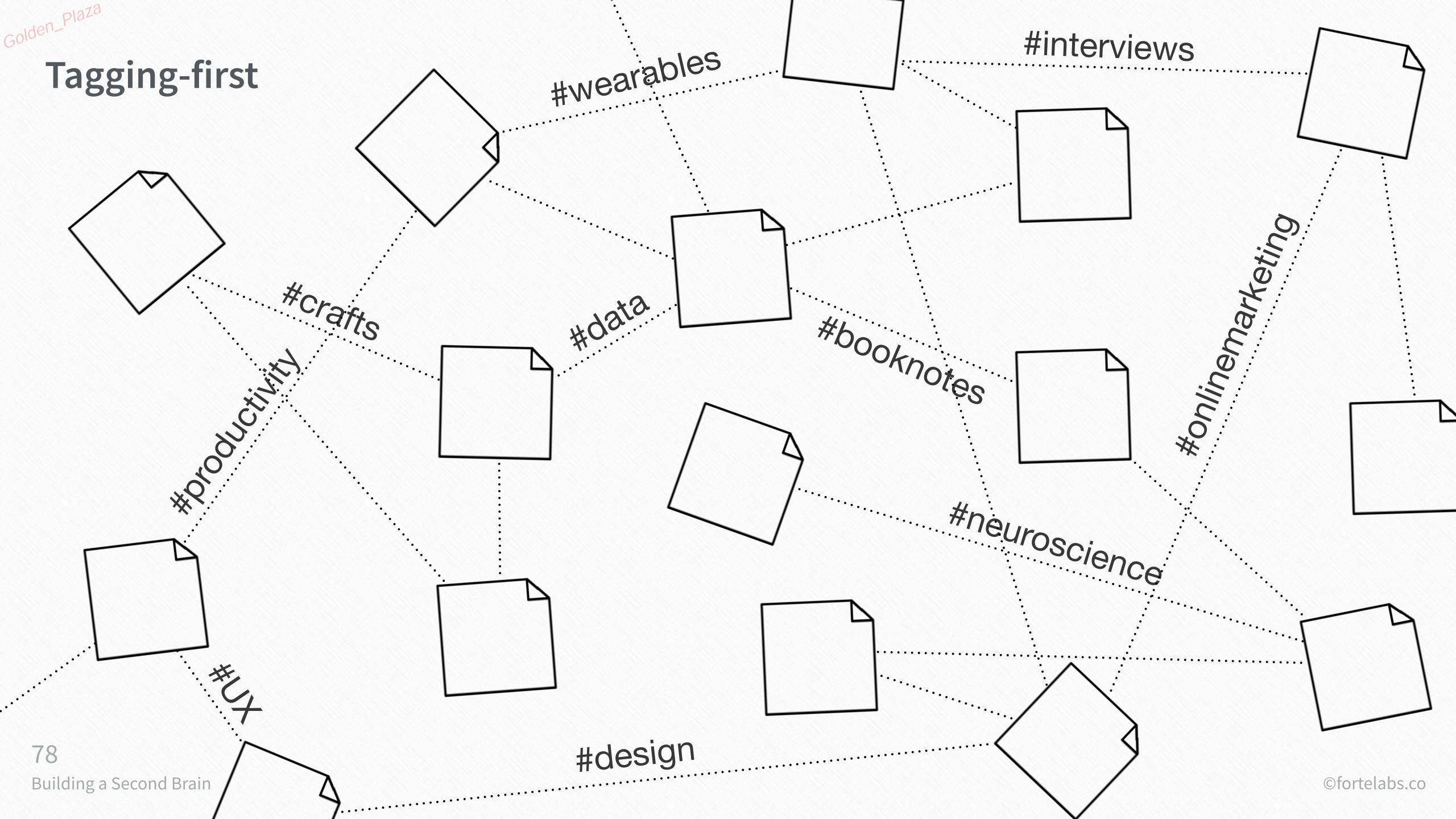
Conventional approaches to organization





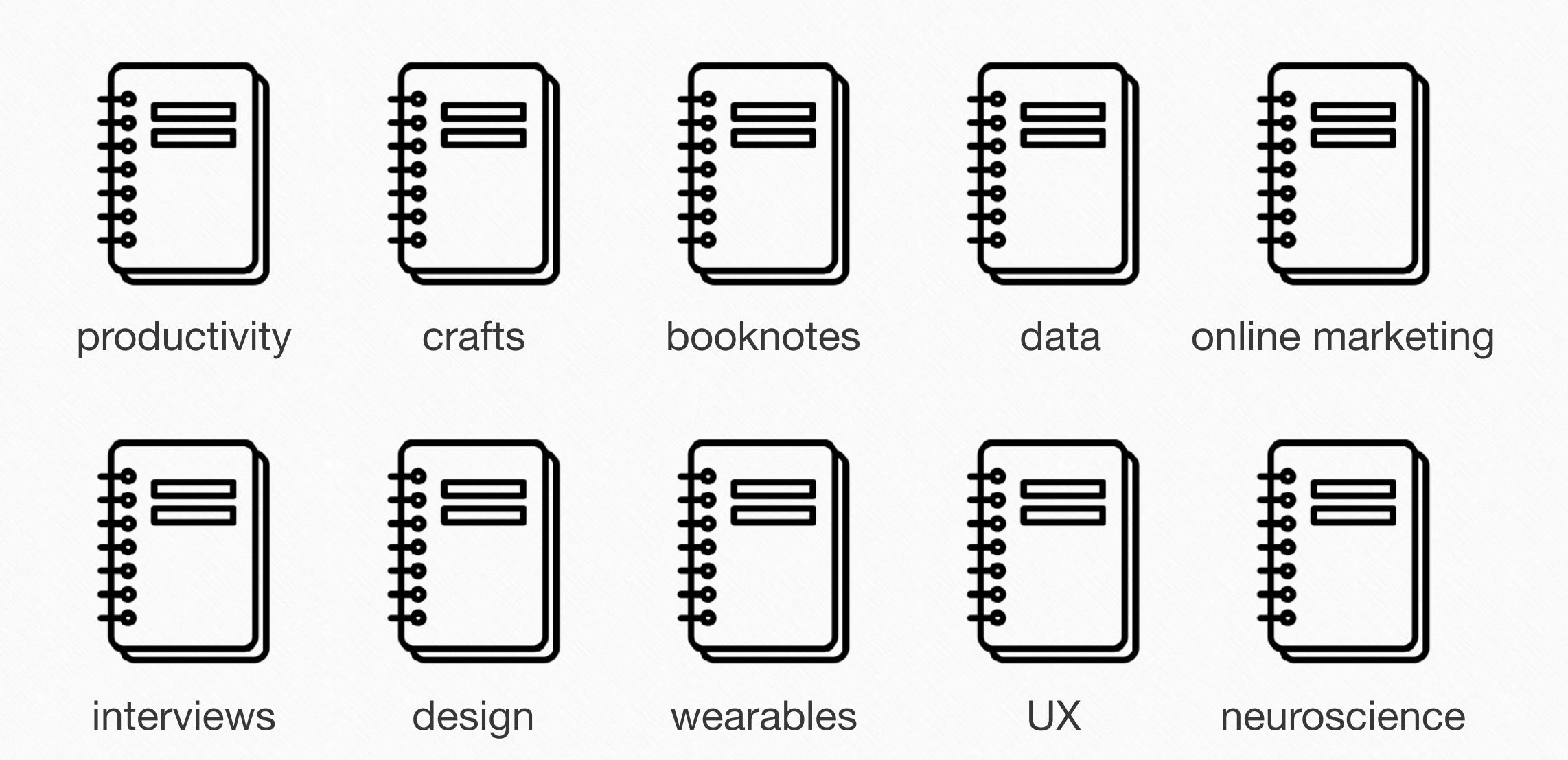


Notebook-first





Notebook-first

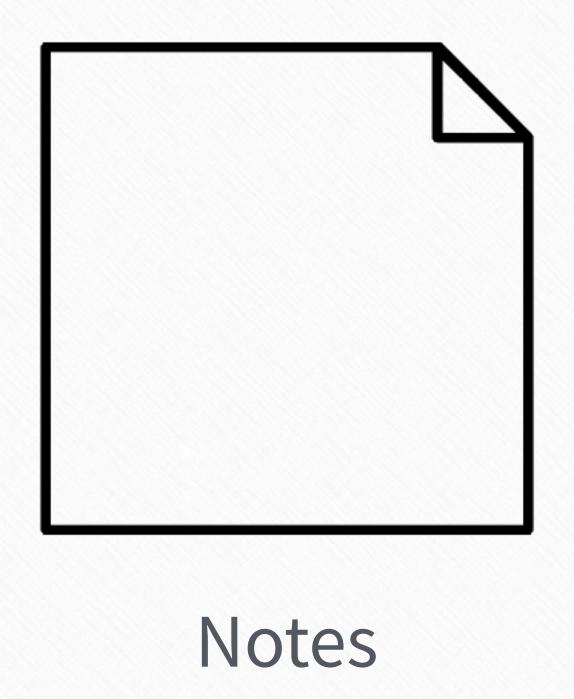


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Note-first







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Building a Second Brain

Design Context Discoverability Understanding Compression -

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Compression Context

The New Methodology

Probably the most noticeable change to software process thinking in the last few years has been the appearance of the word 'agile'.

October 19, 2016 at 10:29AM

via Instapaper http://ift.tt/zxU3t1







Kanban board

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- Expedite (larger)

- Everything Clas 6 issues

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SSE4
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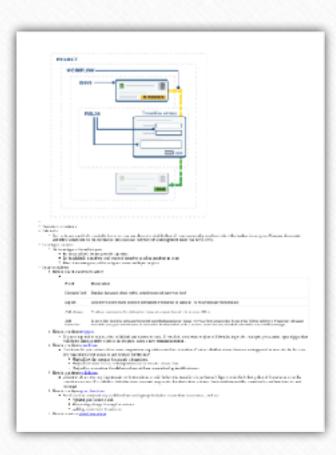
QUICH PLYERS: Only My Issues Recently Undated

1 Selected for Development

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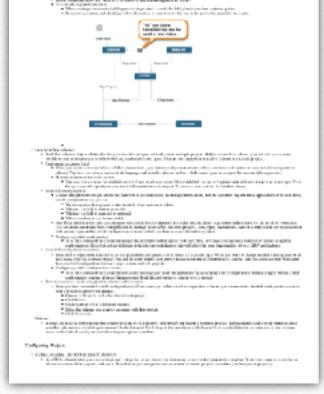


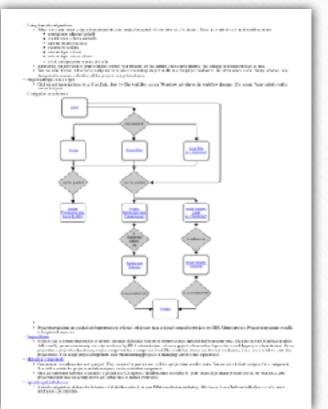




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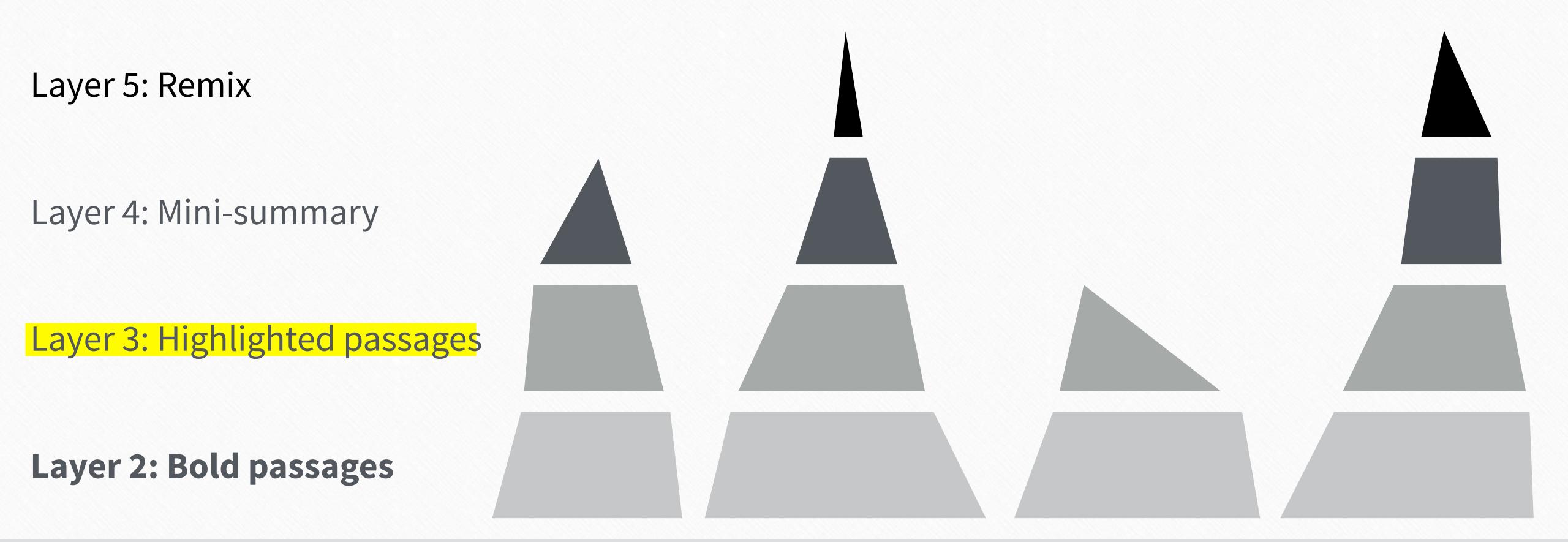


Compression Context

Compression:

"How do I make what I'm consuming right now easily discoverable for my future self?"

Progressive Summarization



Layer 1: Notes

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Progressive Summarization

Discoverability Compression Layer 5: Remix Layer 4: Mini-summary Layer 3: Highlighted passages Layer 2: Bold passages

Layer 1: Notes

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Progressive Summarization

understanding Layer 5: Remix Layer 4: Mini-summary Layer 3: Highlighted passages Layer 2: Bold passages

Layer 1: Notes

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Context

Postrationalism

Layer 1: Notes

Postrationalism

http://thefutureprimaeval.net/postrationalism/

"Additionally, postrationalists have an appreciation for tradition, ritual, modes of experience beyond detached skepticism, "non-rational" sociopsychological phenomena, and other things traditionally rejected by skeptics and rationalists."

"We can't really replace common sense and intuition as the basis of reasoning. Attempts to virtualize more "correct" principles of reasoning from math and cognitive science in explicit deliberative reasoning are unrealistic folly. We can learn useful metaphors from theory, and use mathematical tools, but theory cannot be the ultimate foundation of our cognition; practical reasoning is either based on reasonable common sense, or bogus."

"It is therefore better to treat the mind as a holistic and teleological black box system, and deal with it on its own terms; experience, intuitively understandable evidence, good ideas and arguments, and actual incentives. The mind is already well-tuned by evolution, and can only become wiser with lots of specific knowledge and experience, rather than more rational with a few high-impact cognitive hacks."

"Some rationalists have a reductionistic and mechanistic theory of mind. They see the mind made up of a patchwork of domain-specific biased heuristic algorithms which can be individually outsmarted and hacked for "debiasing". While the mind is ultimately a reducible machine, it is complex, poorly understood, very clever, and designed to work as a purposeful whole. You generally can't outsmart your mind"

"Ideas about what's important and valuable are usually thought of as fundamental truths or moral axioms, but are often better modelled as shifting social fictions, local residue of larger-than-human social phenomena, tribal markers, and so on."

"Propositional belief is too narrow of a concept to model all desirable cognitive content. It is better to think in terms of a general continuum of forms of cognitive content: memories, models, heuristics, skills, procedures, habits, and such, with truth as a sometimes-applicable proxy for usefulness rather than an always-applicable end in itself"

""Postrationalism" is our reaction against some of the silliness of modern conceptions of "rationality", while keeping the strong emphasis on correct thinking, skeptical evidence-based inquiry, and field performance as the final test of ways of thinking. Postrationalists tend to be concerned with matters of social psychology and how societies work more than traditional rationalists"

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Postrationalism

Layer 2: Bold passages

Postrationalism

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Postrationalism

Layer 3: Highlighted passages

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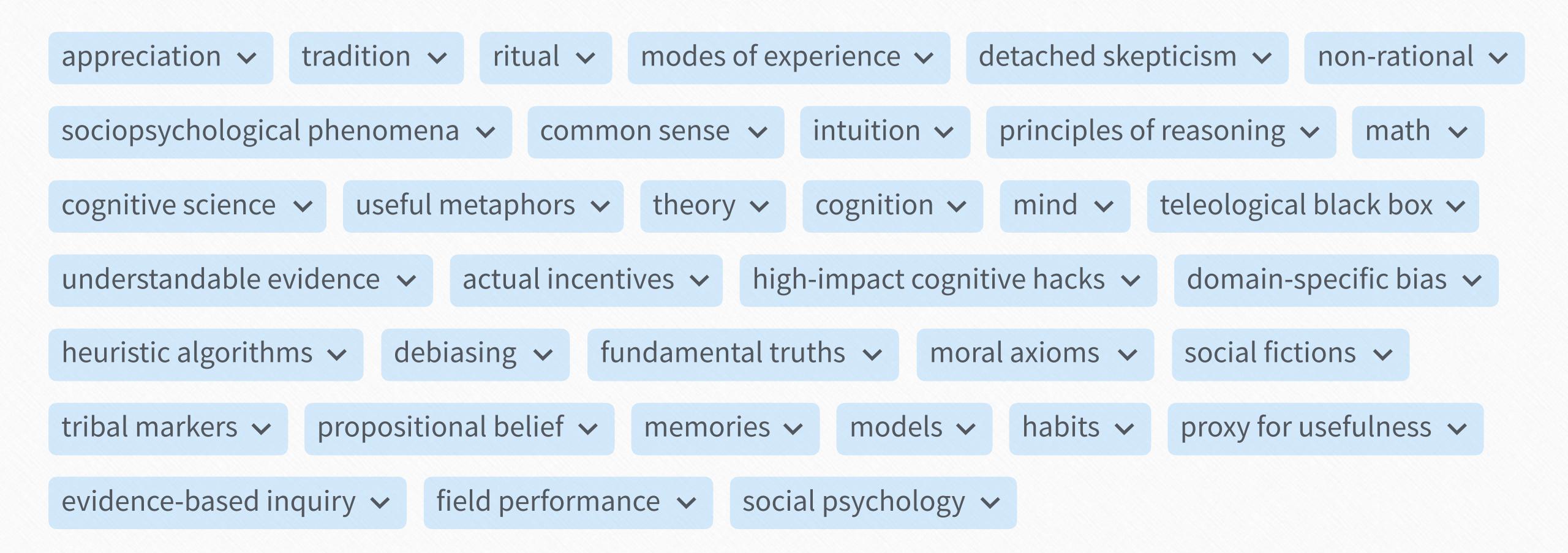
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The futility of tags for creative work



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Notes on The Future of Work

Updated Jan 18, 2016

Recent data from the Bureau of Labor Statistics shows that the majority of us now spend more time working than we do sleeping, an hour more a day. Work is officially the single most time-consuming thing in our lives today, so it's important that we enjoy and care about what we do because we're going to spend most of our lives doing it.

The Five Trends Shaping the World of Work:

New behaviors

If it's so easy for us to do the things mentioned earlier in our personal lives, then shouldn't it be just as easy to do those things in our professional lives? Why do we need to get 250 emails a day, why can't we find the right people and

information we need to get work done? Why is there so much content duplication? Why can't we easily share

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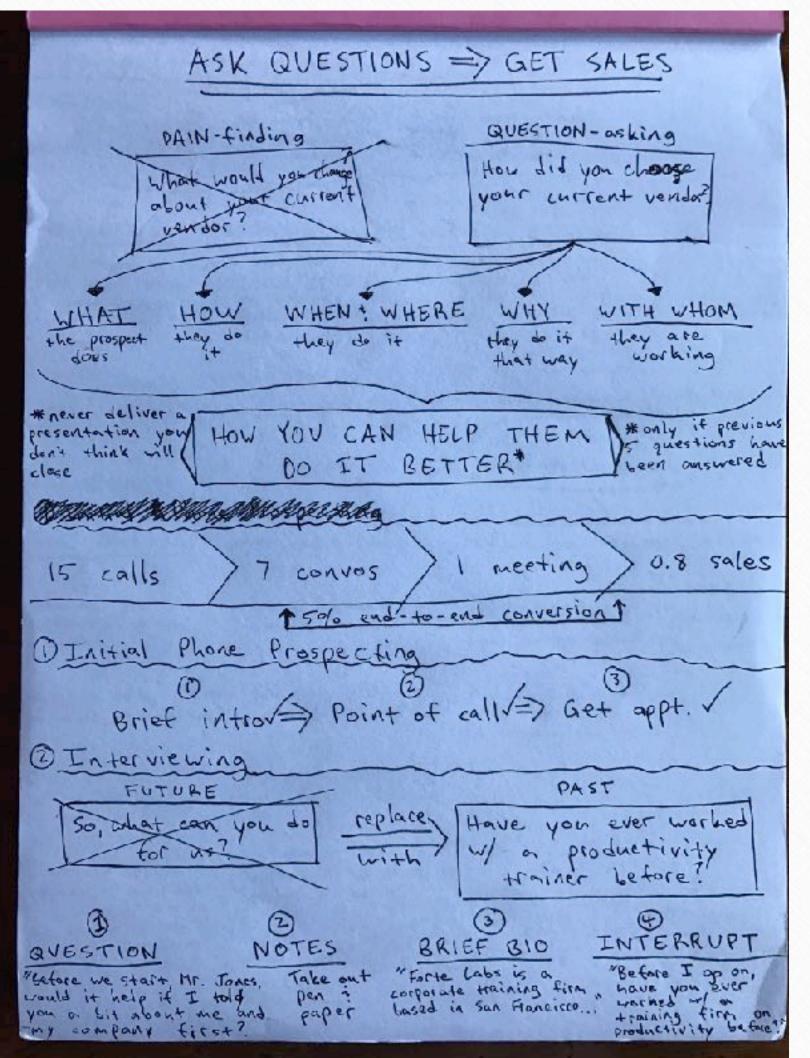
The Race (Eliyahu M. Goldratt, Robert Fox) notes

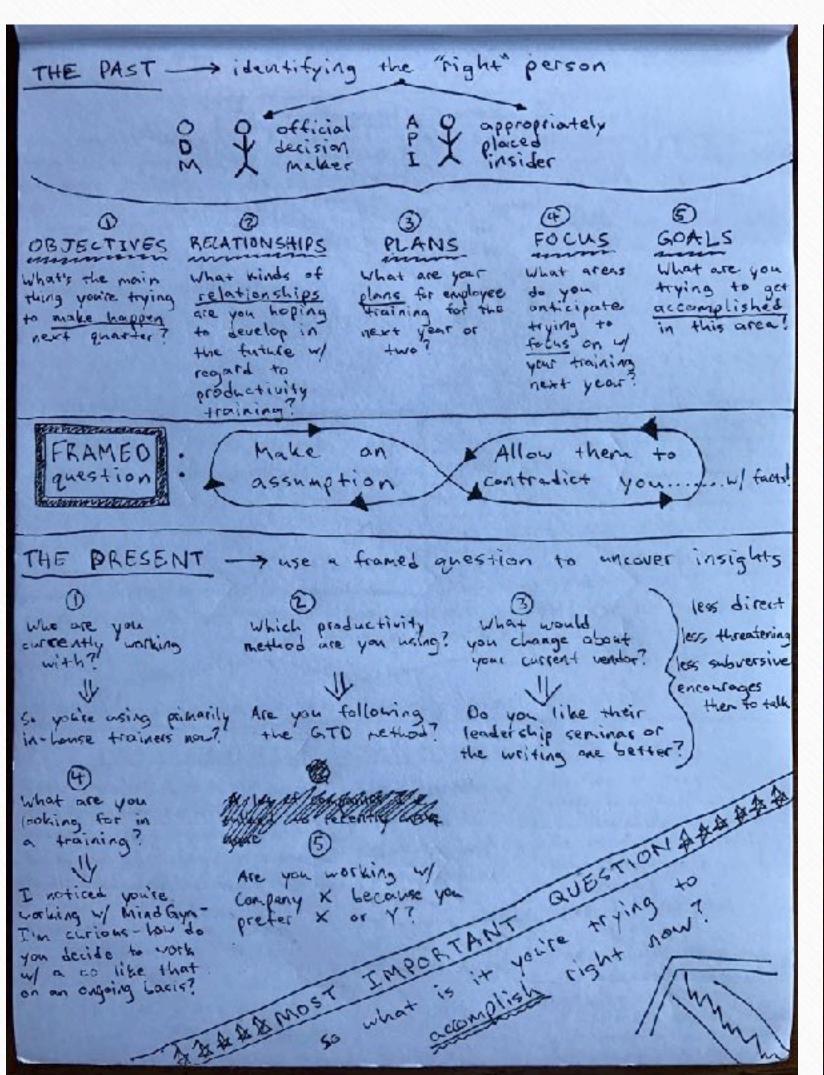
Updated Oct 27, 2016

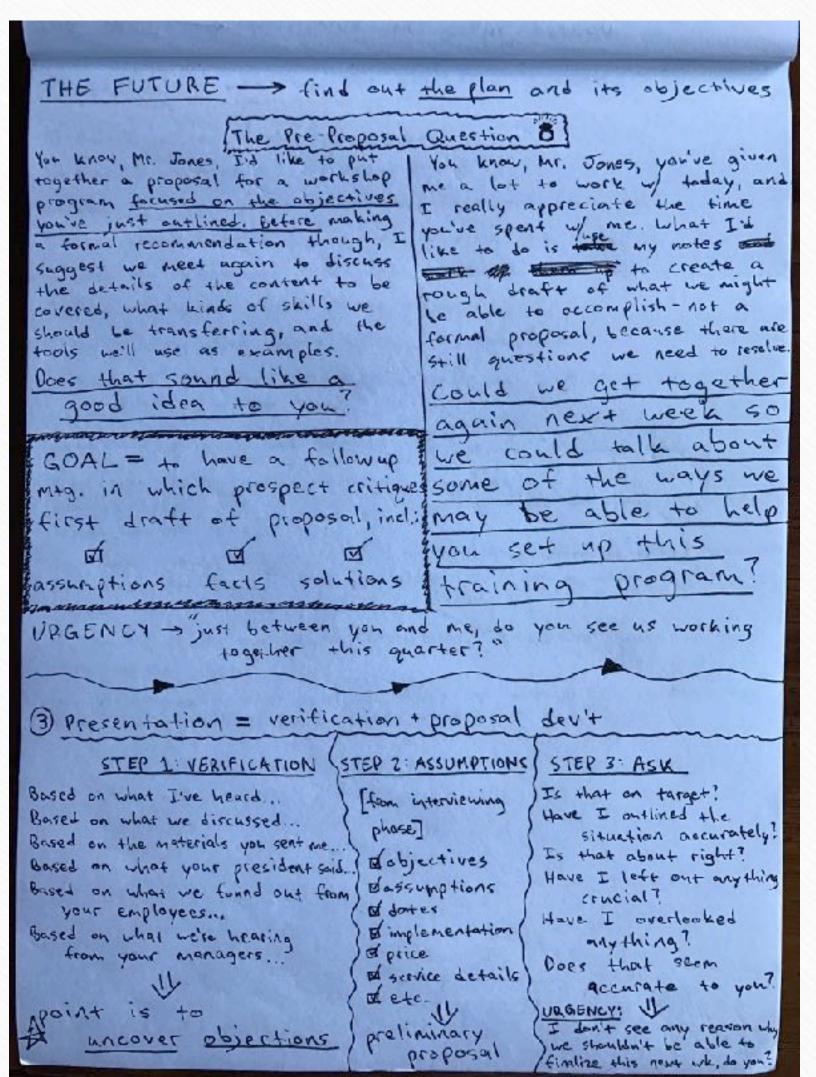
SUMMARY

- DBR drives logistical improvements using exactly the same process used to drive process improvements
- The West and the East take turns, with one trying the high-tech, complex approach, and the other a more human-centered, simple approach. The latter always wins:
 - Starting in 1965, and continuing into the 80s, the West created Materials
 Requirements Planning (MRP), which was attempt to use computers to plan and coordinate production
 - JIT proved superior to our efforts
 - After that, Japanese tried to implement synchronized manufacturing
- The Race in manufacturing is best exemplified by quick evolution in inventory turns
 - Standard used to be 2-5

Layer 5: Remix





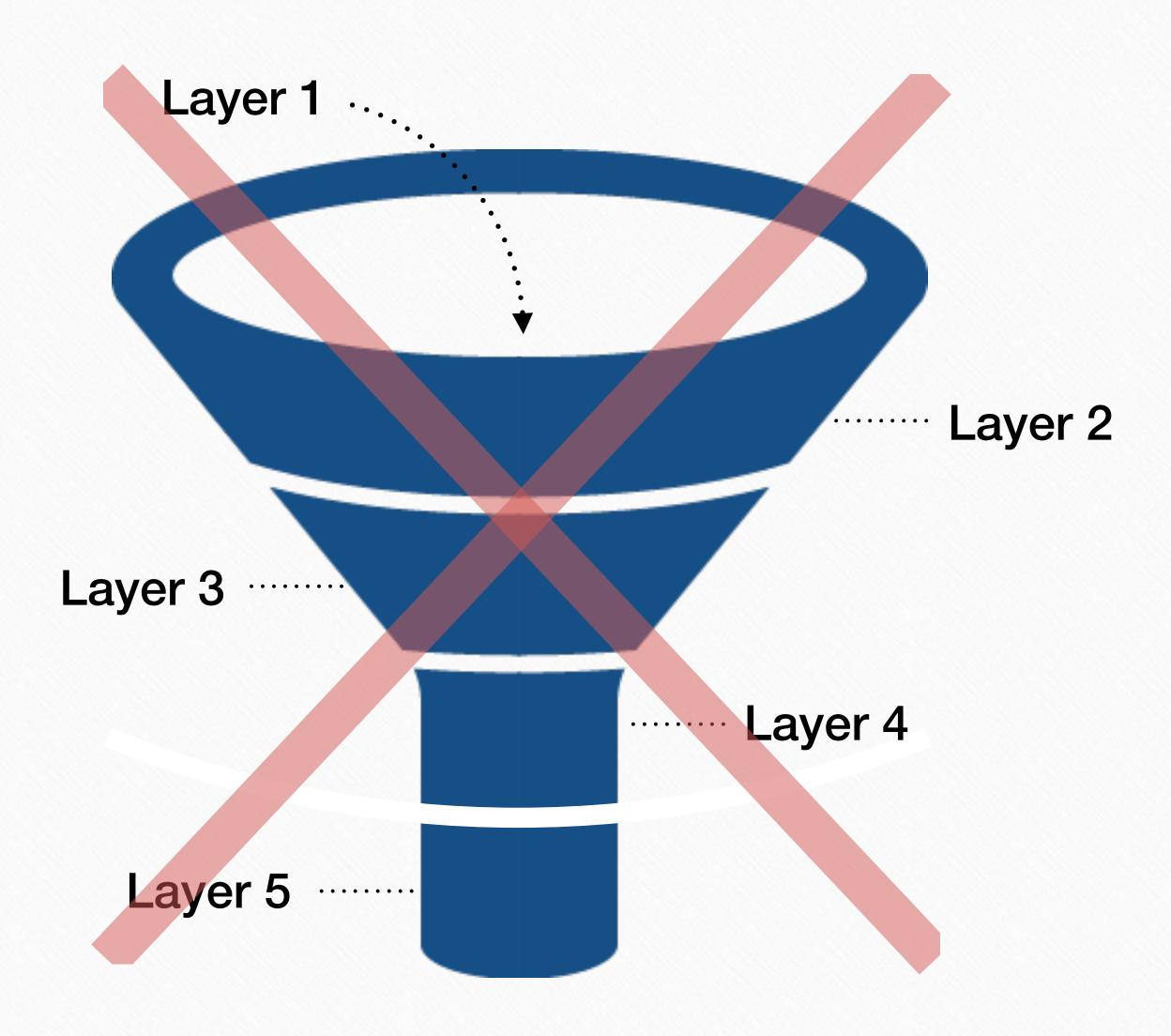






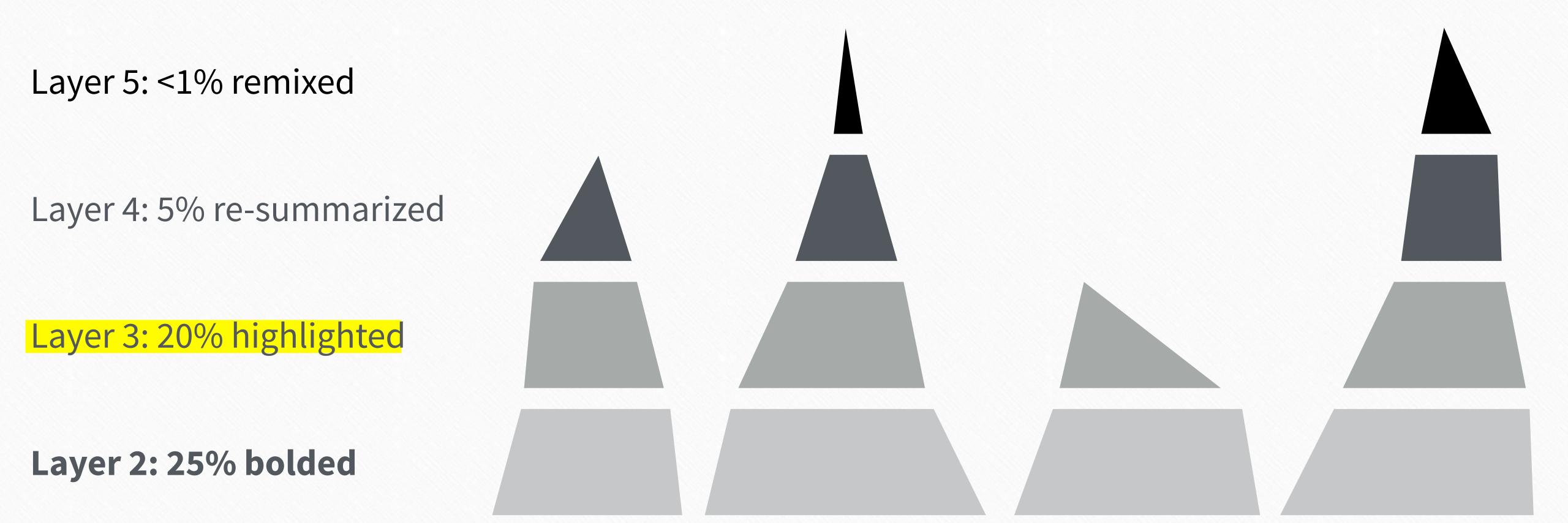


1. Non-universal



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My notes breakdown



Layer 1: Notes saved on 50% of all sources consumed

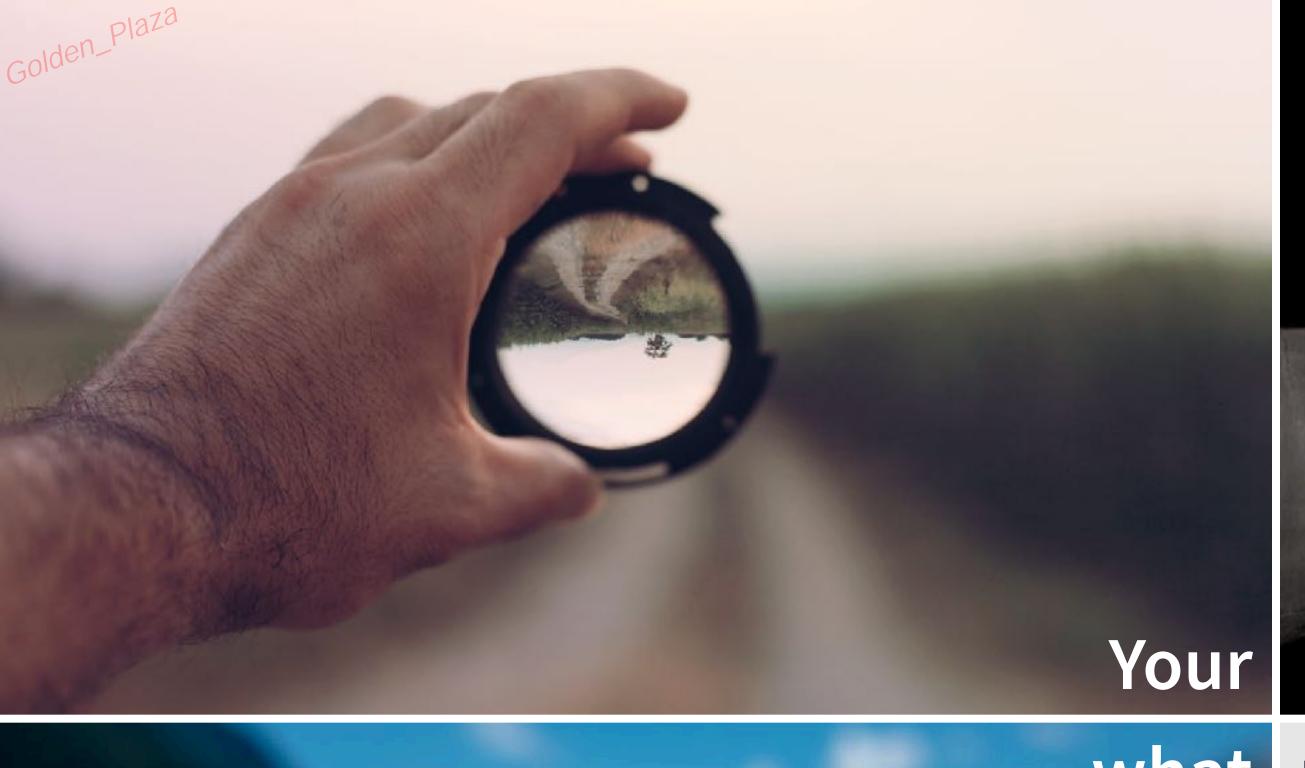
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2. Resonance-driven

- what it all "means"
- extremely logical hierarchy
- analysis, interpretation, categorization
- expose the semantic hooks











3. Simple, with one rule:



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"Simple, clear purposes and principles give rise to complex and intelligent behavior.

Complex rules and regulations give rise to simple and stupid behavior."

Dee Hock

"Design an interaction model for the worst version of yourself - the one that's tired, lazy, unmotivated, frazzled - because that's the one that usually shows up when you need a solid workflow to fall back on."

About Face



Maximizing
Return-on-Attention

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Lecture 2 - Action Steps

