

The Laws of Asshole Mechanics

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Alain Connes once told me his secret for enduring yet another talk on black holes, when he had seen them all, heard them all, and they had begun to blend all into one long tedium. Substitute everywhere for ‘black hole’ the word ‘asshole’, and the talk will become, from a barren chore, an amusing edification, for all the propositions will be thereby transformed into truer assertions, strongly confirmed and deeply entrenched by direct and extensive empirical evidence (unlike the Laws of Black Hole Mechanics). I have developed as well a few new assertions about assholes to supplement Alain’s original assertions. (I no longer recall which are Alain’s original ones and which are mine—dealing with assholes has scrambled me.)

1. Once one falls into the sphere of influence of an asshole, there is no escape.
2. The region of spacetime assholes encompass never decreases.
3. It is impossible, by any physical process, to reduce the effect of assholes to zero.
4. All assholes are essentially the same on the outside, no matter the fine details of their inner constitution.
5. One cannot make an asshole not be an asshole.
6. Once an asshole gets hold of information, it is forever lost.
7. The biggest assholes transform their surroundings into a cataclysm, and so remain visible no matter how far one is from them.

Daniele Oriti has formulated further assertions according to more recent studies, involving possible effects at a deeper level of our understanding of assholes, but not yet telling their full deleterious story.

1. Assholes continually send stuff at you, even if you go as far as possible from them, and the annoying stuff they send has no information or meaningful content whatsoever.
2. Eventually, you can in fact (probably) get rid of assholes, but it takes an incredibly long time; in fact, they normally outlive you, no matter what you do.

Juliusz Doboszewski has also formulated further assertions according to more recent studies with improved theoretical and observational techniques.

1. Even if you manage to get an asshole to change his mind, he quickly returns to his default state—assholes are stable against perturbations.
2. There are multiple types of assholes. Examples include: classical assholes, hairy assholes, extreme assholes, perturbed assholes, high-dimensional assholes, dynamical assholes, and binary asshole systems—in short, a whole zoo of assholes; and whether an asshole you encounter is of a given type to some extent depends on the kind of interaction you enter into with it.
3. Some assholes emits chirps when in close proximity to other assholes.