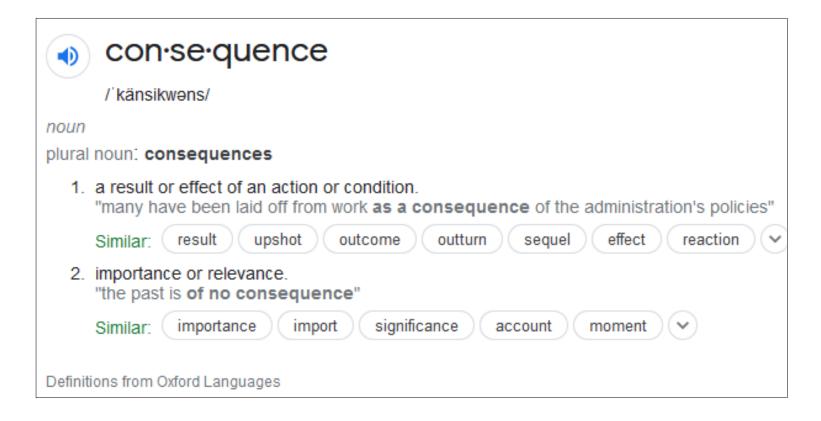


### Consequentalism



Title image:

https://benjaminspall.c om/consequentialism/

Consequentialism, a.k.a. teleological ethics, is ethics with the end outcome in mind.

https://www.britannica.com/topic/teleological-ethics

# Epicurus: The Pleasure Principle

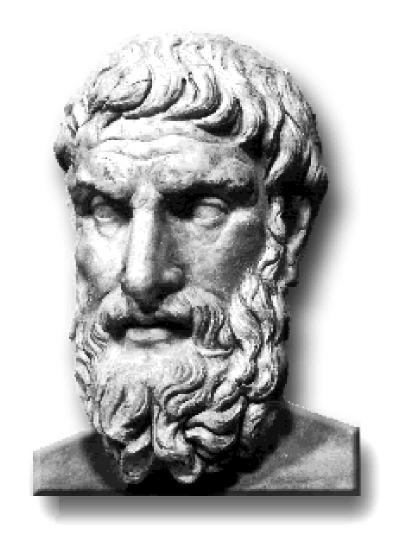
- "a view of the goal of human life (happiness, resulting from absence of physical pain and mental disturbance)
- "an empiricist theory of knowledge (sensations, together with the perception of pleasure and pain, are infallible criteria)"

https://plato.stanford.edu/entries/epicurus/

https://en.wikipedia.org/wiki/Epicurus

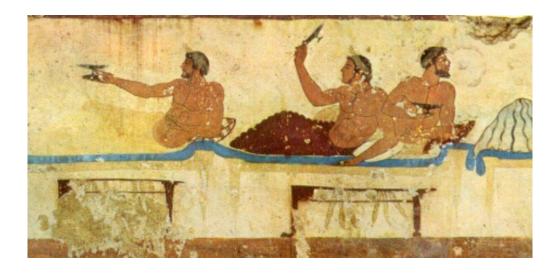
https://archive.org/details/epicureanism00walluoft/page/n21/

mode/2up



#### Hedonism

"Epicurus was a <a href="hedonist">hedonist</a>, meaning he taught that what is pleasurable is morally good and what is painful is morally evil. He idiosyncratically defined 'pleasure' as the absence of suffering and taught that all humans should seek to attain the state of <a href="mailto:attauaxia">attauaxia</a>, meaning "untroubledness", a state in which the person is completely free from all pain or suffering." - Wikipedia



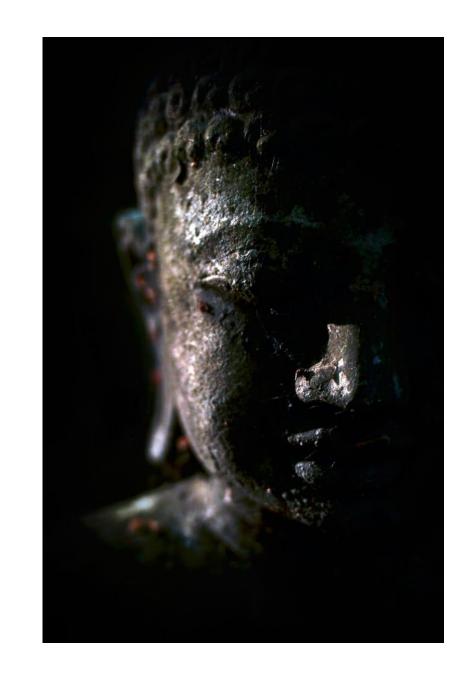
https://owlcation.com/humanities/Epicurean-Hedonism-vs-Modern-Hedonism

https://en.wikipedia.org/wiki/Cyrenaics - a sensual hedonist Greek school of philosophy founded in the 4th century BCE by Aristippus of Cyrene,

#### Dukkha

- The Pali word *dukkha* is most commonly translated to English as "suffering."
- We living beings are trapped in the cycle of existence known as samsara
- In samsara, we experience unbearable suffering because of the tight grip of our grasping at self.

https://www.lionsroar.com/what-is-suffering-10-buddhist-teachers-weigh-in/



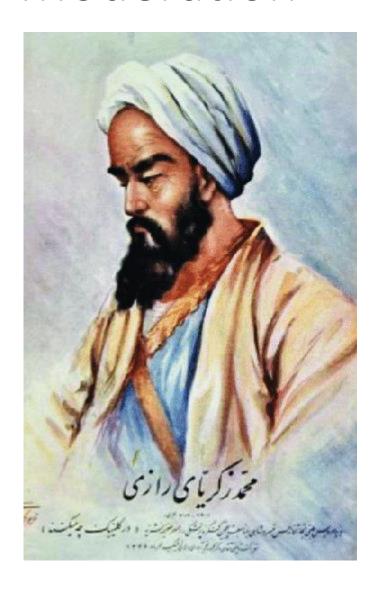
# The Range of Suffering

unsettledness irritation impatience annoyance frustration disappointment dissatisfaction aggravation tension stress

anxiety vexation pain desperation sorrow sadness suffering misery agony anguish



#### Moderation



- Abu Bakr al-Razi on pleasure:
  - moderation is 'the way to have the most pleasure: going too far with pleasures turns out to be more painful in the long run.' -vs-
  - pleasure is not the good to be sought in itself pleasure can be had only as the result of a
    process of removing a harmful state.

https://plato.stanford.edu/entries/abu-bakr-al-razi/#Ethi https://philarchive.org/archive/DRUTEO-3

#### Happiness





- Francis Hutcheson: "that action is best, which procures the greatest happiness for the greatest numbers."
- David Hume: introduces the term 'utility' to describe the pleasing consequences of actions as they impact people. (Pojman & Fieser, 2012, 103)

https://www.irishtimes.com/culture/the-moral-sense-of-down-man-francis-hutcheson-1.1889280 https://www.researchgate.net/post/Humes\_Utility\_Of\_what\_does\_it\_consist

#### Utilitarianism

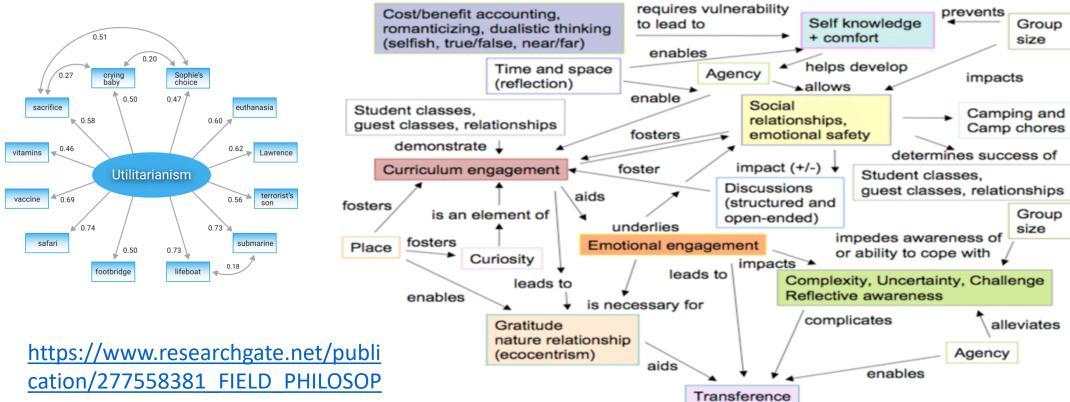
- The consequentialist principle: the rightness or wrongness of an act is determined by the goodness or badness of the results
- The *utility principle*: the only thing that is good in itself is the specific state of pleasure, happiness or welfare (Pojman & Fieser, 2012, 103)



pragmatism, advisability,
 benefit, convenience,
 effectiveness, fitness,
 helpfulness, opportunism



# Calculating Utility



https://www.researchgate.net/publication/277558381 FIELD PHILOSOPHY EXPERIENCE RELATIONSHIPS AND ENVIRONMENTAL ETHICS IN HIGHER EDUCATION dissertation

How do we calculate the many possible causes of pleasure and pain?

#### Bentham: The Felicific calculus

A.k.a. the utility calculus or the hedonic calculus.



**Intensity**: How strong is the pleasure?

**Duration**: How long will the pleasure last?

**Certainty** or uncertainty: How likely or unlikely is

it that the pleasure will occur?

**Propinquity** or remoteness: How soon will the pleasure occur?

**Fecundity**: The probability that the action will be followed by sensations of the same kind.

**Purity**: The probability that it will not be followed by sensations of the opposite kind.

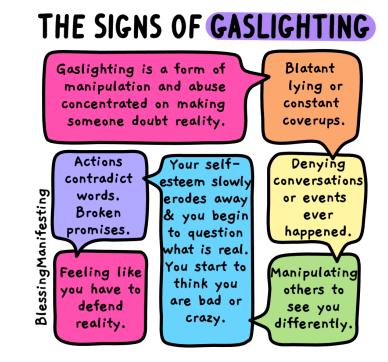
**Extent**: How many people will be affected?

https://en.wikipedia.org/wiki/Felicific\_calculus

#### Machiavellianism

"Machiavellians are characterized by manipulation and exploitation of others, with a mocking disregard for morality and a focus on self-interest and deception."

"But Machiavelli's arguments have also been seen as recognition of the realities of political life."



https://contemporary-wellness.com/how-to-tell-if-youre-dating-a-machiavellian/

https://www.ckju.net/en/dossier/machiavellianism-what-it-how-recognize-and-cope-machiavellians https://www.sciencedirect.com/topics/psychology/machiavellianism

# Higher and Lower Pleasures

"It is better to be a human being dissatisfied than a pig satisfied; better to be Socrates dissatisfied than a fool satisfied." – John Stuart Mill



https://www.shellypjohnson.com/how-to-pursue-a-good-life-by-maximizing-happiness-and-minimizing-pain/

Shelly Johnson

#### On Liberty



John Stuart Mill's *On Liberty*: "The only freedom which deserves the name, is that of pursuing our own good in our own way, so long as we do not attempt to deprive others of theirs, or impede their efforts to obtain it." (p. 23)



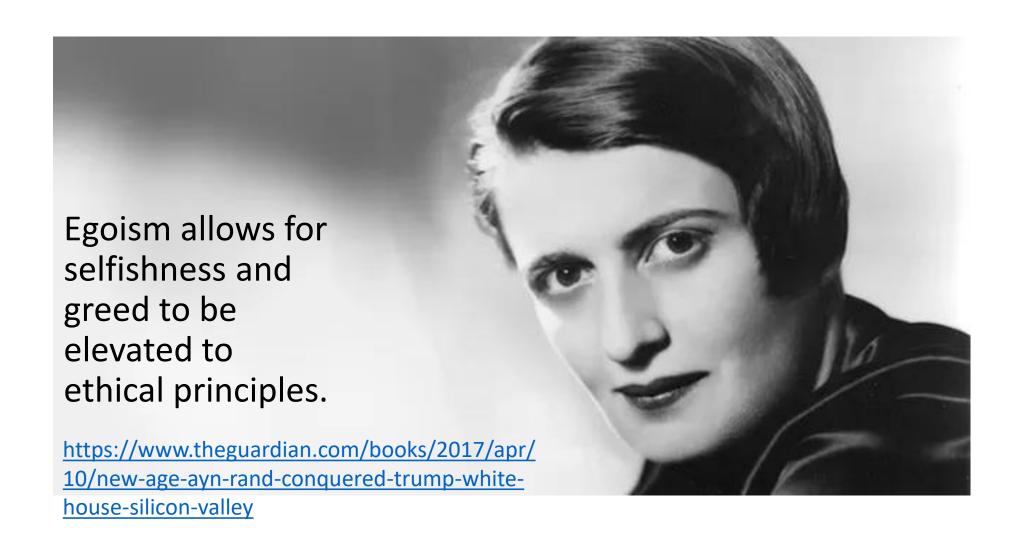
### Egoism

- Psychological Egoism the motive for all of our actions is self-interest
- Ethical Egoism the motivation for all of our action should be selfinterest

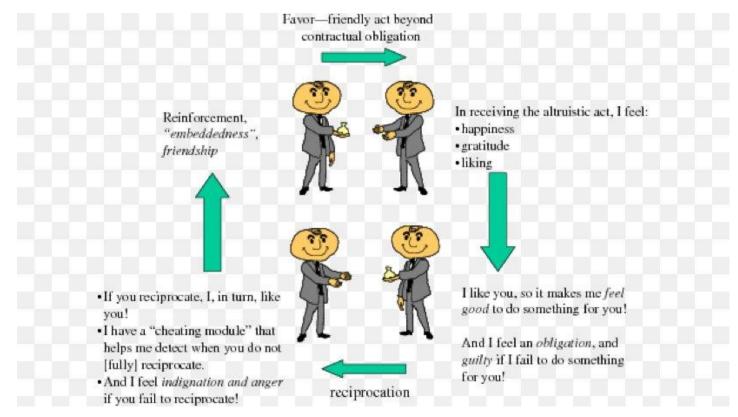
https://www.thoughtco.com/what-isethical-egoism-3573630



#### Selfishness and Greed

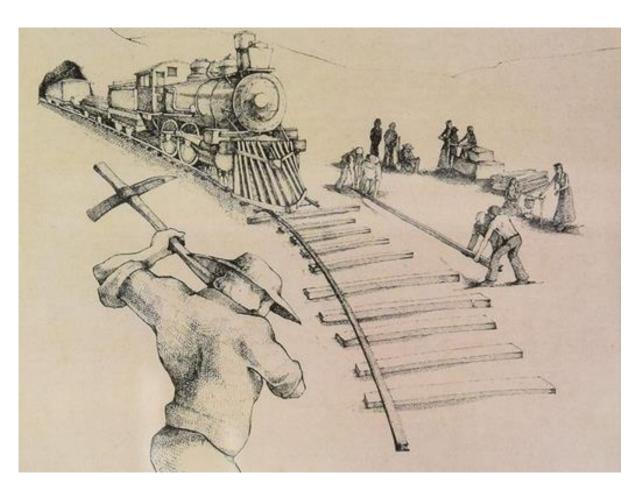


### Enlightened Self-Interest



E.g. In 1971, Robert Trivers coined the term 'reciprocal altruism' to describe a process that favors costly cooperation among reciprocating partners. <a href="https://www.cell.com/current-biology/pdf/s0960-9822(13)00354-0.pdf">https://www.cell.com/current-biology/pdf/s0960-9822(13)00354-0.pdf</a>

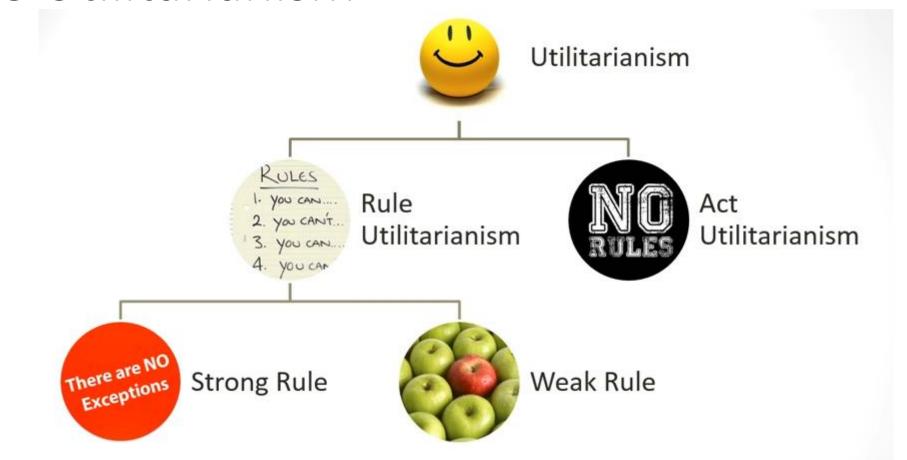
### Serving Others



- The funny thing about time is that if you spend it on yourself it will always feel like a waste of time.
- It's when we are doing things for others that our use of our time seems meaningful.

https://en.wikipedia.org/wiki/Gotta Serve Somebody

#### Rule Utilitarianism



The idea that the happiness principle can be expressed as rules instead of calculated on an act-by-act basis. <a href="https://www.youtube.com/watch?v=GrZp12isYb4">https://www.youtube.com/watch?v=GrZp12isYb4</a>

#### Moral Conservatism

The idea that there are some rules that it would always be wrong to break, no matter what the particular consequences



(It being a matter of a 'higher good')

https://www.washingtonpost.com/resizer/ 5H Cdr5arfCfCuSahK7CMCRH4iQ=/arc-anglerfish-washpost-prod-washpost/public/WYD4GOA6TMI6LLVZUQI2QT E5KU.jpg

# Responsibility



- The idea that individuals and (maybe) corporations are ethically accountable for the consequences of their actions
- Of relevance is whether the consequences were *predictable* and whether the party *intended* the outcome (or displayed *indifference* to a bad outcome)

# The One Versus the Many

- Is it better to give one person a million dollars or to give a million people one dollar?
- Is it worth the sacrifice on one life to save five (c.f. the Trolley problem)? Is it better to hang an innocent man to avoid freeing five?
- Is the hedon a common currency e.g., can we trade one life to slightly improve the happiness of everyone else?



 Are there things that cannot be expressed as a value?

https://hedonblog.co.uk/2012/07/30/hedon-silver-pennies/

# Conflicting Calculations

The core question here is whether utilitarianism is measuring an actual *objective* standard, or whether it just depends on your point of view:

- If two rules conflict, how do we decide?
- If two calculations of happiness conflict, how do we decide?



alamy

#### Moral Luck

- One person drives drunk and kills someone and spends several years in jail
- Another also drives drunk but does not kill anyone and spends no time in jail

The difference between them is just a matter of luck

So whatever utilitarianism is, it's not ethics

#### How "self made" billionaires got their start









https://imgur.com/gallery/KNETtHH