

Brexit and EU science problem is like a “Whack-A-Mole” global-players game

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Alex Halliday et al., wrote an article entitled “Brexit and European Science” published in Science (1). Brexit-interest pursuit means maximizing UK-interest while EU-interest pursuit maximizing EU-interest. Imagine two circles Venn diagram. The intersected area means the common interest. The larger non-intersected areas, the stronger contradiction exists between UK and EU. Brexit-interest pursuit and EU-interest pursuit, both seek the local minimum respectively. In other words, nobody knows what is the global optimum solution for advancing Science. The best solution is for Brexit and EU to increase the common intersected area in the Venn diagram by achieving the certain compromise. Democratic voting does not guarantees economic improvement. From the stochastic computing viewpoint, we need more lessons to understand/learn the economic success/stability. This problem is not solved by two players, but significantly influenced by the many other countries. Brexit and EU science problem is like a “Whack-A-Mole” global-players game which is more complicated than that mentioned by Alex Halliday et al. The stronger local optimum sought by Brexit/EU-interest pursuit respectively, the worse scenario will be played.

References:

1. Alex Halliday et al., “Brexit and European Science,” Science, 20 Oct 2017, 358, 6261, pp.279.