

PHYSICS, EXISTENCE, AND EVERYDAY LIFE

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www.MyBigTOE.com



Section 1

The Fundamentals of Reality²⁷

The Double Slit Experiment (What Happened)

Light is a wave:

1 Photon →

Double slit

Present

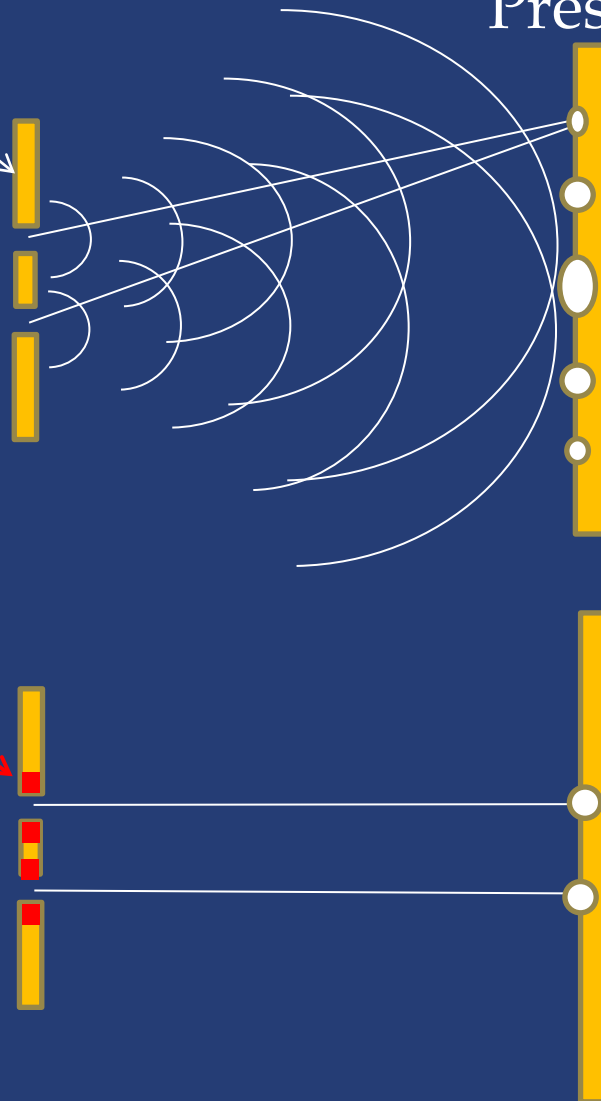
Measurement
Screen

OR:

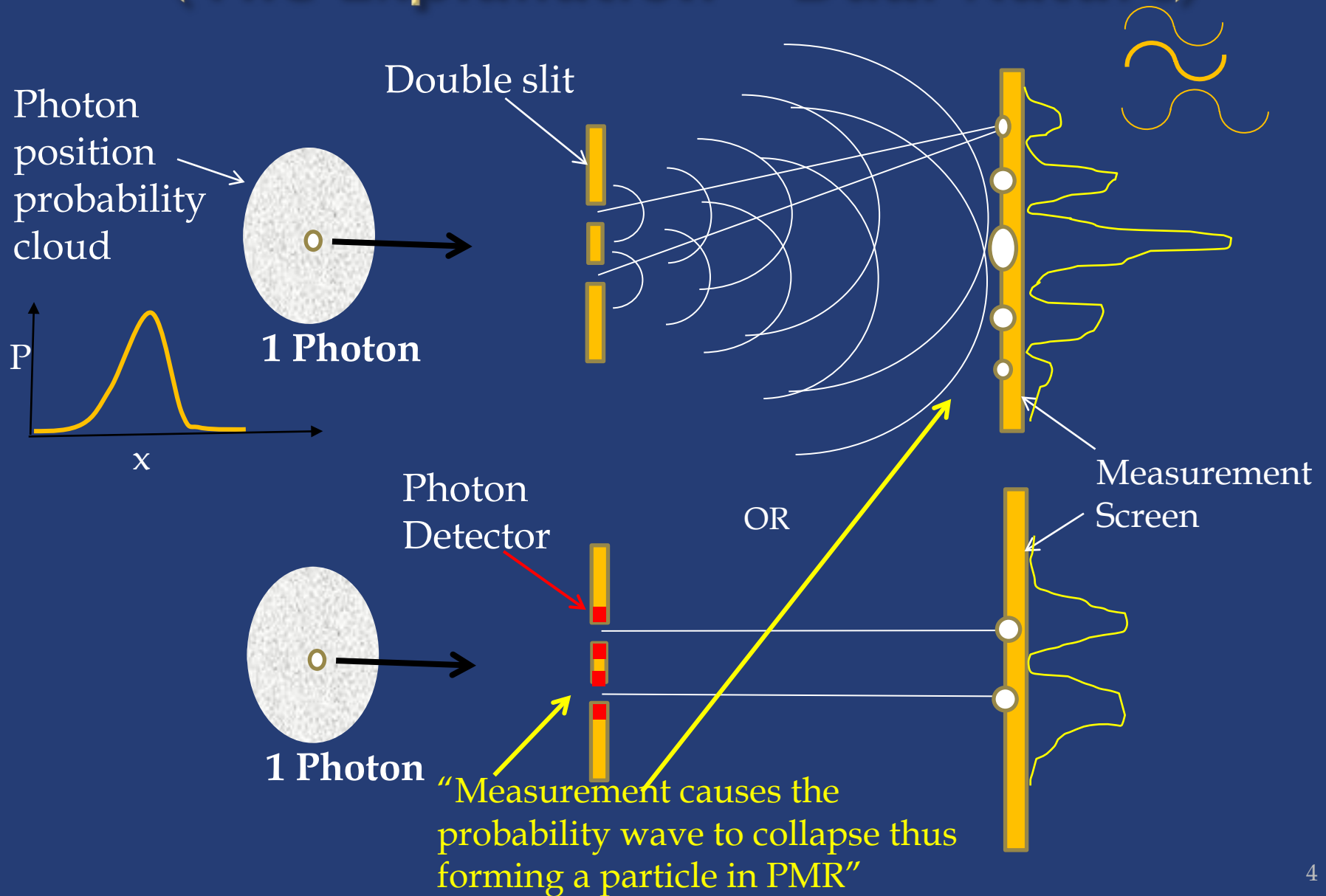
Light is a particle:

1 Photon →

Photon
Detector



The Double Slit Experiment (The Explanation - Dual Nature)



The search for a TOE: Conflict Between Relativity and QM

- ▣ Objective reality: Objects exist (A) locally and independently and (B) within an absolute space and time – Newtonian perspective
- ▣ Quantum theory requires that B is true, and A is false.
- ▣ Relativity requires that A is true, and B is false.
- ▣ Each refutes an **objective reality** assumption the other still clings to. Both have the need to support at least one tenant of a Newtonian objective reality in order to compute an objective result. Each can thus only explain a limited subset of reality
- ▣ Both theories accept and reject one of the two assumption of an objective reality. Each exposes the other's false belief, but ignores its own.

A Historical Perspective

Albert Einstein – Unified Field Theory

- ▣ “If we think of the field as being removed, there is no ‘space’ which remains, since **space does not have an independent existence.**” – *Albert Einstein*
- ▣ “**Reality is merely an illusion**, albeit a very persistent one.” – *Albert Einstein*
- ▣ “Hence it is clear that **the space of physics is not, in the last analysis, anything given in nature or independent of human thought.** It is a function of our conceptual scheme [mind]. – *Albert Einstein*
- ▣ “**One has to find a possibility to avoid the continuum (together with space and time) altogether. But I have not the slightest idea what kind of elementary concepts could be used in such a theory.**” – *Letter from Albert Einstein to David Bohm October 28, 1954*

Quantum Mechanics

Eugene Wigner

- ▣ “It will remain remarkable, in what ever way our future concepts may develop, that the very study of the external world led to **the scientific conclusion that the content of the consciousness is the ultimate universal reality.**” -- Eugene P. Wigner a Nobel Prize winner and one of the leading physicists of the twentieth century

Max Planck:

- ▣ “Science cannot solve the ultimate mystery of nature because, in the last analysis, **we ourselves are a part of the mystery that we are trying to solve.**” – Max Planck

Quantum Mechanics Then

Werner Heisenberg:

- ▣ “The only thing that can accurately describe an elementary particle is a probability function that, in itself, contains nothing about the quality of being or the physical existence of that particle.”

Niels Bohr:

- ▣ “The common sense view of the world in terms of objects that really exist “out there” independently of our observations, totally collapses in the face of the quantum factor.”
- ▣ “If quantum mechanics hasn't profoundly shocked you, you haven't understood it yet.”
- ▣ “Every great and deep difficulty bears in itself its own solution. It forces us to change our thinking in order to find it.”

-- **Bohr and Heisenberg are both Nobel Prize winner and two of the founding fathers of quantum Mechanics**

Quantum Mechanics Now

Richard Feynman:

- ▣ “The double slit experiment contains the basic mystery of quantum mechanics”
- ▣ “Shut up and calculate” [shut up and pray]
- ▣ “I don’t understand Quantum Mechanics”
- ▣ “Quantum mechanics represents a phenomena that is impossible to explain in any classical way” [in terms of objective reality/causality]
- ▣ David M. Harrison, Dept. of Physics, Univ. of Toronto: “It may be true that *nobody* can understand Quantum Mechanics in the usual meaning of the word “understand.” [in terms of objective causality]
- ▣ **The Big Question today:** Why should physical particles be represented by probability distributions – how do we interpret that in terms of an objective reality?

Contemporary Scientific Big Pictures

- ▣ Edward Fredkin – Digital Physics -- 1992
 - the entire history of our universe is computable
 - Reality is:
 - ▣ A computer itself.
 - ▣ Implemented on a computer (a simulation)
 - ▣ Essentially digital.
 - ▣ Essentially informational
 - The computation must be in “other” outside of physical reality
- ▣ Nick Bostrom – Now at Oxford
 - *Are You Living In A Computer Simulation?* One must be true:
 - ▣ It's impossible
 - ▣ If not impossible, then unlikely
 - ▣ If not unlikely, then Almost all entities with our general set of experiences are most likely living in a simulation
- ▣ Brian Whitworth – **The Physical World as a Virtual Reality**
 - the universe is a virtual reality created by information processing, and furthermore this concept is supported by findings of modern physics about the physical world.

Consciousness and Reality

- ▣ Consciousness is the fundamental reality
- ▣ The larger consciousness system is a digital information system
 - At the most fundamental level:
 - ▣ Consciousness is information
 - ▣ Information is bits
 - ▣ Bits are binary
 - Information is nonphysical and subjective, thus consciousness is nonphysical and subjective
 - ▣ Information is the meaning, the content, the message, not the media or code symbols (storage & transmittal)
 - ▣ To convert the code symbols into meaning (grasp the information) requires a consciousness
 - ▣ understanding requires a subjective interpretation of the data relative to unique personal experience

Information, Systems, and Evolution

- ▣ Information in a digital system is represented by organized bits
- ▣ Information systems have entropy
 - Lower entropy implies :
 - ▣ greater level of organization, less randomness (noise)
 - ▣ More energy available to do work (greater potential to affect something else, to effect change)
- ▣ Self-changing systems with a purpose evolve to be more “successful” within their environments – evolve, stasis, de-evolve. Free-will
- ▣ Large, complex self-changing information systems evolve by lowering their entropy
- ▣ Consciousness is a self-aware, self-modifying system evolving toward lower entropy states

Attributes of Consciousness

- ▣ Consciousness is a real, finite, large, complex, self modifying information system where stasis is unstable -- evolve or de-evolve
- ▣ Individual consciousness evolves toward lower entropy, higher quality, more spiritual states
 - Love is the nature of a low entropy consciousness
- ▣ Attributes of consciousness: sentient, self-aware, able to learn – i.e., its alive
 - Input (experience)
 - Memory
 - Processing (compare/ assess experiences – self aware)
 - Purpose -- evolutionary imperative (evolve or die)
 - Self modifying – Self improving
- ▣ Identical attributes of that first living biological cell
 - So, where did that first consciousness cell come from?



Summary

- ❑ Consciousness is best modeled as a superset -- a self-modifying digital information system capable of computing virtual realities
- ❑ The larger consciousness system evolves by lowering the entropy of the system.
- ❑ It lowers the entropy of the system by organizing the bits at its disposal into a more profitable configuration.
- ❑ Content creation and reorganization opportunities are generated by using conscious intent to apply free will choice to incoming experience data
- ❑ Feedback of the results of previous choice allow us to modify future choice (free will)



Generating Experience

Individual Existence And Purpose

- ▣ Because experience is the generator of input, consciousness facilitates its own evolution by creating many smaller units of consciousness and setting them loose to evolve (lower their entropy) by interacting with free will.
- Purpose and the positive direction of that purpose (evolution) is thus defined
 - ▣ Positive vs. negative, good vs. bad, evolution/devolution are defined – morality, spiritual growth, love are all defined as measurable quantities in terms of entropy

Generating Physical Reality

- ▣ To produce an effective/profitable interaction, you need two things:
 - Goal – purpose, direction, profitability
 - Constraints provide structure and allow for choices and organization – they define and limit the interaction with a rule-set. Define the context of the interaction in order to optimize the value of the experience. (without constraints, one has randomness -- tinker toys)
 - ▣ Process, strategy, logic, order, and feedback are results of rules or constraints – no structure encourages high entropy behavior/interaction
- ▣ Experience requires interaction. To make that interaction more effective a simpler constrained environment is needed – our local physical reality is an elementary school – a virtual reality learning lab for individuated units of budding consciousness.
- ▣ Physical reality is a digitally based virtual reality where interactions are constrained according to a given rule-set: local physics. **The big digital bang derives those constraints.**
- ▣ Next Level of relativity: there is no absolute or fundamental reality frame within the system.

We have derived the larger
consciousness system, Individuated
units of consciousness (you and I),
and physical reality

Next:

Virtual Reality
How does it work?

Multiple Virtual Realities

- Multiple data streams, multiple VRs
 - More constrained
 - Dream reality frame
 - Less constrained
 - There is no fundamental reality frame – one may assume everything is physical, or equivalently, everything is nonphysical – a matter of perspective
- Switching data streams -- hacking the system
 - A matter of awareness, focus, and intent

Past, Present and Future

- ▣ Multi-player Virtual reality system
 - Present choices drive change (implies local VR time)
 - Choice modifies future probability, which modifies choice
- ▣ Consciousness system “simulates” or computes PMR – one Δt at a time
 - Probable future DB – preprocessing -- all possible choices and their expectation value. We may trace the most likely choices
 - Past DB – the result of those choices – our history thread
 - Un-actualized past DB -- all the choices that were not made
 - ▣ Everything that can happen but doesn't – (many worlds, parallel universes – error in thinking that past, present and future are all simultaneous)

The Nature of Virtual Reality

- ▣ Does Oxygen need to be rendered for the characters in WOW or Sims to breathe?
- ▣ Computational requirements are greatly reduced since only effects need to be rendered and only to individuals making a measurement
 - The engine under the hood, the back side of the moon, stars (day and night), the oxygen in the room, the brain in your head.
- ▣ **When something is rendered, it must be consistent both historically (with existing data) and causally (with the rule-set – must appear to have a consistent physical basis or physical justification)**
- ▣ Note: the consciousness system is playing all parts in this game – it controls the historical record and the rule-set – however meddling would ruin the integrity and thus the value of the VR
 - You , as consciousness are both the creator as well as the experiencer of the creation

Consciousness Experiencing a Virtual Reality Generated by Consciousness

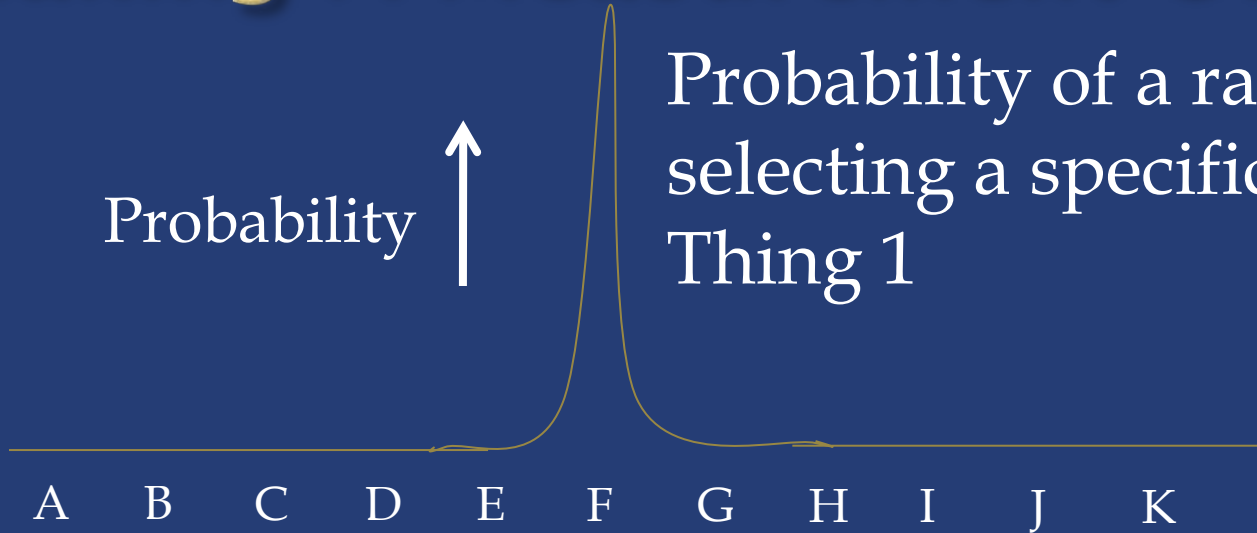
- ▣ The system is designed to facilitate its own evolution by providing a PMR where **experience and feedback** facilitates your evolution.
- ▣ **Conscious intent changes the probabilities:** Talking to the car, or plant, or job opportunity, parking place, weather, healing, etc. Power of Positive Thinking / prayer / Law of attraction.
- ▣ Conscious intent is the motive force within a consciousness system -- you are both the creator and the experienter
 - Consciousness intent is the driver of present choices. These choices influence the future probabilities (a system of feedback)
 - Intent directly influences probability. You create your own reality. (through limitations, interpretations, and by modifying the data stream)
 - ▣ Constraint: the rule-set (including Psi Uncertainty) and consistency in time and content – what comes in stays in until it exits by the rule-set
- ▣ The consciousness system **actively** supports your evolutionary success. (nudges, synchronicity, etc)
 - That **conscious intent changes the probabilities** is predictive and measurable (placebo)

Making A Measurement Of Thing 1

Probability



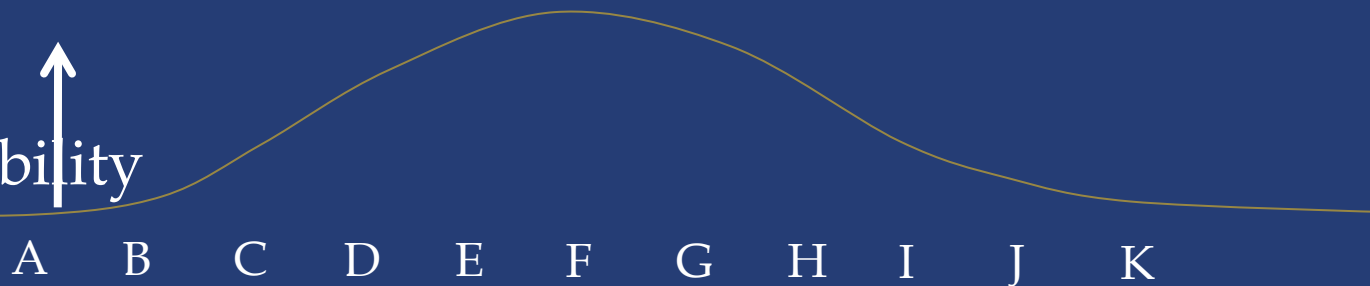
Probability of a random draw
selecting a specific state of
Thing 1



Possible states of Thing 1

(strong historical data / rule-set constraints – approximates objectivity)

Probability



Possible states of Thing 1

(weak historical data / rule-set constraints – allows for anomalous
behavior within a probabilistic reality)

The False Appearance of Backward Causality

- ▣ Length of hospital stay
 - Bias generated in expected results of shorter than average stay
- ▣ Radioactive decay and random distributions
 - Bias generated in expected results of time between decays
- ▣ Specification of outcome was uncertain -- still in the future – no **objective proof** to the contrary
- ▣ Repeat experiment but determine ahead of time, how many from each group went home early
- ▣ Present intent affects future outcomes
 - Interpretation, belief, ego, fear and feedback
 - Note connection of QM to healing and talking to your car
- ▣ No inconsistency in the rule-set, No conflicts with known information

Thomas Campbell

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PHYSICS, EXISTENCE, AND EVERYDAY LIFE

**Applications and
Implementations of MBT Theory
To Daily Life.**

Typical NPMR Experiences

- ▣ OOB and OOME
 - (mind not body is the launching point)
- ▣ Lucid dreams, night dreams, day dreams
- ▣ Precognitive dreams
- ▣ Remote viewing
- ▣ Healing self and others
- ▣ Visiting other PMR & NPMR reality frames
- ▣ Communicating with non-physical beings
- ▣ Accessing the probable future data base
- ▣ Accessing the actualized and un-actualized data bases
- ▣ **A low entropy consciousness can easily access all the above with a little effort, but none of it is necessary to evolve the quality of your consciousness**
- ▣ Psychotropic drugs -- no long term growth or value

Question

Can Everybody Do It?

- ▣ Can anybody learn to experience and become operational in nonphysical reality?
 - **Yes, theoretically,** anybody. But that is like saying anyone can learn to play the piano well, be a good soccer player, design a computer chip, or teach autistic children.
 - ▣ Anybody can, but not many do
- ▣ Should becoming operational in a nonphysical reality be a main goal?
 - No – let it be a natural result, not a fundamental goal

Question: How?

- ▣ How does one go about learning to experience and become operational in nonphysical reality? Are there any exercises you recommend to help develop this awareness?
 - **Start with meditation – Ch 23 in Book 1**
 - Explore. Experiment. Practice. Have patience and stick-to-itiveness. **Collect evidential data** to confirm what you are doing has real results. Explore... **let the left brain rest, be patient**
 - No magic pill or magic process – You earn your way by growing up, by pulling yourself up by your bootstraps **Drugs are generally counter productive**
 - **Eliminate Fear, beliefs, ego, and expectations**

Approach to Meditation

- ▣ **Attitude:** While in a meditative (quiet and relaxed) state
- ▣ **Fear nothing** and **hope for nothing**
- ▣ Send your intellect away – just experience the exercise dispassionately – **no thinking** and **no analysis** allowed
- ▣ **Expect nothing** – have no preconceived notions about what will or will not happen. **Eliminate beliefs**
- ▣ **Don't compare** experimental events – let each one be unique
- ▣ **Don't judge** quality or value of experimental events – just let them be as they are – record everything as an impartial disinterested data taker
- ▣ Accept whatever happens as the objective results of an experiment
- ▣ Make every effort to **collect evidential corroboration** whenever possible. **Set up your experimental situations so that evidence will be generally available.**

Only you are responsible for who and what you are -- and only you can change that result.

- ▣ Our intent influences the probable future.
 - Fear, Ego, Beliefs => struggle and pain
 - Love, Compassion, caring about others => peace, satisfaction
- ▣ You create your own reality
 - behavior,
 - interpretation,
 - intent modifies future probability,
 - You tend to get the opportunities you **need** and can **use** to help you grow up.
- ▣ Morality attaches to intent, not to action
 - Are there any good lies – a good intent is one that leaves the LCS with lower entropy (moves self and system toward being love)

A Search For Truth

- ▣ Respect everyone
- ▣ Improving the quality (lowering the entropy) of your consciousness, --
Spiritual growth – is not dependent on access to the paranormal , or belief in anything, or dependent upon anybody other than yourself.
- ▣ Open-minded skepticism – the only way to find truth
 - It is a long, lifetime, process

Everyday Life

- ▣ Love
 - Afraid of becoming a doormat.... Don't like pain?
- ▣ Meditation – a tool. Balance is needed
- ▣ Good communication must be focused in terms of the communicatee, not you (the communicator).
- ▣ Stuff happens, and we must deal with it by making choices. If those choices help you evolve toward love (lower the entropy of the system), they are good choices, otherwise they are bad choices.
- ▣ Growth opportunities are most often and consistently generated by relationship to others

Section 3

Experiential Exercises – 1

An Introduction to Operating in the Larger Reality

(2 sets of exercises – Saturday and Sunday -- they are progressive)



What You Might Learn

- ▣ Focus your intent effectively without the usual process/ritual. (achieve an effective altered state)
- ▣ Parallel processing and multitasking multiple realities
- ▣ Achieving and switching states quickly and effortlessly
- ▣ Using intent to define a unique address through relationship (a unique event ,person, place or situation – not just any John Q) **requires a positive identification**
- ▣ Tool generation and use (humanoid shapes, etc)
 - Symbol/metaphor -- you are in control – imagine (belly to back)
 - Intent navigates the database. Intent modifies reality
 - Tools merely help you focus intent
- ▣ Accessing the databases
 - Viewing physical, emotional and spiritual energy-bodies
 - Output formatting
- ▣ Manipulating time
- ▣ Diagnosing and Healing
- ▣ Remote viewing – be specific – don't interpret or guess

The Right Approach

No one is
checking
answers

- ▣ The point is not the result (getting the right answer), but the process
- ▣ This is about your learning experience – an experiment
- ▣ Forget all your usual techniques – forget lengthy preparation and relaxation - Forget formal meditation. Let your intent direct the action
- ▣ Don't try to do it – let it happen – let information come to you. Simply execute to the best of your ability, participate, and observe what happens with open minded skepticism. You are an independent detached observer
- ▣ **Get into it, be immersed – 100% focused. Ignore background**
 - No Expectations. No Intellectual control . No analysis.
 - ▣ Forget about answers being rational and making sense
 - ▣ Forget about being in control – just observe
 - ▣ Beliefs are main limitation – “I can't... That's impossible ” is the worst
 - ▣ The need for it to make sense is the next worse limitation
- ▣ We will move along quickly – stay with me. I will give you 20 seconds
- ▣ Falling behind is probably a “belief in necessary process” issue (ritual)
- ▣ Don't worry over process or details. Humor me, just follow along and observe the results. Do the best you can
- ▣ Get comfortable – shift around as necessary
- ▣ Do not talk – diagnose, return to record, go back (7 times) remain silent

6 Exercises

- ▣ 2 experiments diagnosing and healing exercises
- ▣ 1 on your own application – not on answer sheet
- ▣ 3 experiments remote viewing exercise (present)
- ▣ Take the next 30 seconds to relax
 - Take a deep breath and get comfortable
 - If you have a belief trap problem or so other issue, just ignore it and follow along the best you can – don't disturb others. If disturbed, let it go and resume
 - Give me (My voice) 100% of your attention
 - Do NOT intellectualize, analyze, judge or struggle with anything. This must be a zero anxiety exercise.

Remote Viewing Objects

Back UP

