

# MBT OPEN FORUM DISCUSSION

An MBT Events Production

Huntsville

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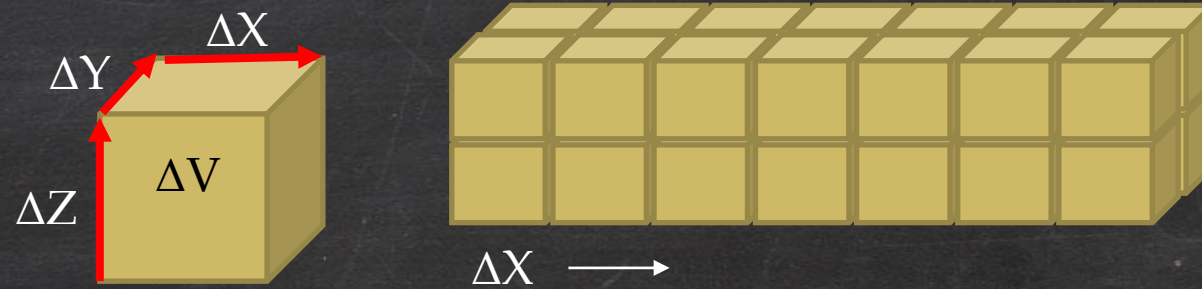
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# How To Save The World And Yourself

- ▣ Focus on solutions, not problems
  - If you focus on problems, you will find them whether they exist or not.
    - You will magnify them in your awareness and attach them to your ego
    - Your fear and negative outlook will contribute to them
- ▣ Realize that persistent social or personal problems are fundamentally a reflection of US. (Our reaction to that fact requires compassion rather than fear, anxiety, anger, and arrogance)
  - Structural, legal, or leadership changes may temporarily relieve symptoms (short term) but won't fix the problem (long term) -- the solution must occur at the being level
- ▣ What can you do? The fundamental problem can only be fixed at the individual level. Specific solutions won't be defined or take root until the ground is fertile
  - The only person you can change is yourself....culture is sum over individuals... nothing before its time. As the number of quality individuals increases, the right specific solutions appear as well.
  - You can contribute to an environment that facilitates individual change, but you cannot force individuals or the world to be the way you want it – nor should you, even if you could.
    - Lead by personal example
    - Lead with proactive encouragement (not fear-based or negative)
    - Lead with a positive attitude – You need the understanding and fortitude to change what you can, the ability to gracefully accept what you cannot change, and the wisdom to know which is which.

# Digital Motion In A Digital VR<sub>1</sub>

- During each Delta-t, an object can move either one Delta-V, or not move at all



- If object moves 1 Delta-x, each Delta-t, then it moves at light-speed C
- Nominal values:  $C (10^8 \text{ m/s}) = \text{One DELTA-X} (10^{-36} \text{ m})$  every DELTA-t ( $10^{-44} \text{ s}$ )
- In each Delta-x, any object may go either C or 0
- All motion (speed) is measured as an average value
- For example:  $c/2 \rightarrow \text{One DELTA-X every two DELTA-t}$
- (To move slower than  $.5C$  we need to average over more pixels with zeros than Cs)
- (To move faster than  $.5C$  we need to average over more pixels with Cs than zeros)

# Digital Motion In A Digital VR<sub>2</sub>

- ▣ To compute average velocity:
- ▣  $N$  = # time increments at velocity  $C$
- ▣  $M$  = # time increments at velocity  $0$
- ▣  $N:M$  = Average velocity over multiple time increments =  $[N/(N+M)]C$
- ▣ Slow Average speed

1:0  $C,C,C,C,C \rightarrow C$

1:1  $C,0,C,0 \rightarrow .5C$

(To move slower than  $.5C$  we need to average over more time increments with zeros than  $C$ s)

1:2  $C00 \rightarrow .3333 C$

1:3  $C000 \rightarrow .25 C$

1:9  $C000000000 \rightarrow .1 C$

1:10<sup>8</sup>  $\rightarrow 10^{-8} C = 1 \text{ m/sec}$  (100 million 0 for each  $C$  – averages to normal walking speed)

# Digital Motion In A Digital VR<sub>3</sub>

- To go faster than .5C but less than C: (need more pixels with Cs than zeros)
- $N:M = \text{Average velocity over multiple Pixels} = [N/(N+M)]C$
- ▣  $N = \# \text{ time increments at velocity } C$
- ▣  $M = \# \text{ time increments at velocity } 0$ 
  - 1:1     $C 0 C 0 C 0 \rightarrow .5C$
  - 2:1     $C C 0 \rightarrow .66667 C$
  - 3:1     $C C C 0 \rightarrow .75C$
  - 5:2     $C 0 C C C 0 C \rightarrow .7142857C$
  - 9:1     $C C C C C C C C C 0 \rightarrow .9C$
  - 19:1     $\rightarrow .95C$
  - 40:1     $\rightarrow .98C$
  - 99:1     $\rightarrow .99C$     No matter how large N is, average speed is always  $\leq C$

# Digital Motion In A Digital VR<sub>4</sub>

- ▣ Interesting, but what is the point?
  - ▣ Motion through a VR requires an object to move one quantum per DELTA-t or not move at all. Thus, normal massy objects will require a minimum distances or time to achieve very high or very low speeds.
  - For Example: (given our nominal values):
    - ▣ If you had to measure a PMR objects average velocity over  $10^{-8}$  seconds you could not measure a nonzero average speed of less than  $10^8 / (10^{36}+1) \sim 10^{-36} / 10^{-8} \sim 10^{-28}$  m/s (would need more zeros to go with the one C)
    - ▣ Averaging speed over a meter could not produce speed greater than  $\sim 10^8 \cdot 10^{36} / (10^{36}+1)$  m/sec  $\sim 0.36$  nines C (would need more Cs to go with the one 0)
- ▣ A Falsifiable Fact for the prediction that PMR is a VR

# Biological Evolution - A Problem Solved

- ▣ Current belief: Evolution proceeds because of random mutation
  - Problems:
    - ▣ Moths turned from white to black in a decade or two after their environment changed.
    - ▣ Not enough diversity – every random possibility that could happen and still support survival and procreation should be part of the evidential record – only things that are significantly dysfunctional should disappear without leaving a trace while new things should be popping up more often.
  - Solution: Intent as well as “randomness” drives future probability
    - ▣ Mutation adds a bias: a probability distribution of more useful rather than random mutations .
      - Speeds up the acquisition of a solution
      - Maintains what is in place and what works (consistency and success are valued).

# How Is Physical Reality Produced?

- ▣ Particle models require an absolute belief in materialism
  - All reality, everything that actually exists, is composed of, and generated by, material particles.
- ▣ A virtual reality can be deterministic or probabilistic
  - **Deterministic**: model all the particles (or go down the causal chain as far as you can and then work your way back up interaction by interaction). Results are determined solely by initial conditions and the accuracy of the modeled causal chain. Model the rule-set. Everything computed from the bottom level of the simulations causality to the top level for every event. **Bottom UP**
  - **Probabilistic**: Express the results of the causal chain in terms of probability of every possibility. Ensure consistency of results. Generalized probabilities are computed by assessing and exploring the rule-set. Compute probabilities once and construct probability distributions. **Top Down**
    - ▣ Model no more fidelity or resolution than required by the natural uncertainty of any given situation
- ▣ Example: Firing a cannon

# Generation of PMR<sub>1</sub>

## ▣ Bottom Up vs. Top Down

- **Bottom up: Elementary** particles are **fundamental** and can thus have no source or cause. They represent a model, not a fact. **Hypothetical particles**
  - ▣ Start with the **assumption** that elementary particles exist and that the micro pieces organize themselves in various ways (like a very complex Lego set) to build the physical macro world (including consciousness)
  - ▣ How that process actually works is unknown/unknowable (the “hard problem”)
- ▣ Bottom UP Logic: We start with the **assumption** that the micro world of 61 **hypothetical** “particles” based upon 19 **arbitrary** constants **somehow** exists without source or cause or explanation.... then we construct the physical world out of these hypothetical “particles” during which a mysterious process we do not understand somehow creates consciousness ... and we come up with a bottom-up world view that can explain a **very limited** set of **objective physical** facts about the physical world – all based upon a **belief** in materialism model

# Generation of PMR<sub>2</sub>

- **Top Down:** Consciousness, a digital information system, is **fundamental**
  - Start with the **assumption** that the LCS **somehow** evolved through emergent complexity operating on simple random cellular automata processes – its continued evolution (lower entropy) is the animating drive.
  - The needs of LCS evolution lead to the evolution of the PMR VR entropy reduction trainer (universe). The evolving VR simulation is probabilistic not deterministic.
  - Subsets of consciousness become the “players” of the PMR VR
  - The multiplayer VR Reality is defined to each player through a data stream
  - Intent modifies future probability
  - New “facts” enter PMR by a random draw from a **probability distribution of those possibilities that are consistent with all former PMR facts**. Once new facts exist in PMR, they join the set of “former PMR facts” as long as their defining information is available in PMR.
  - Top down logic: First we start with the assumption of fundamental consciousness emerging from random process and allow the process of evolution to step by step logically derive all the rest. Explains everything!

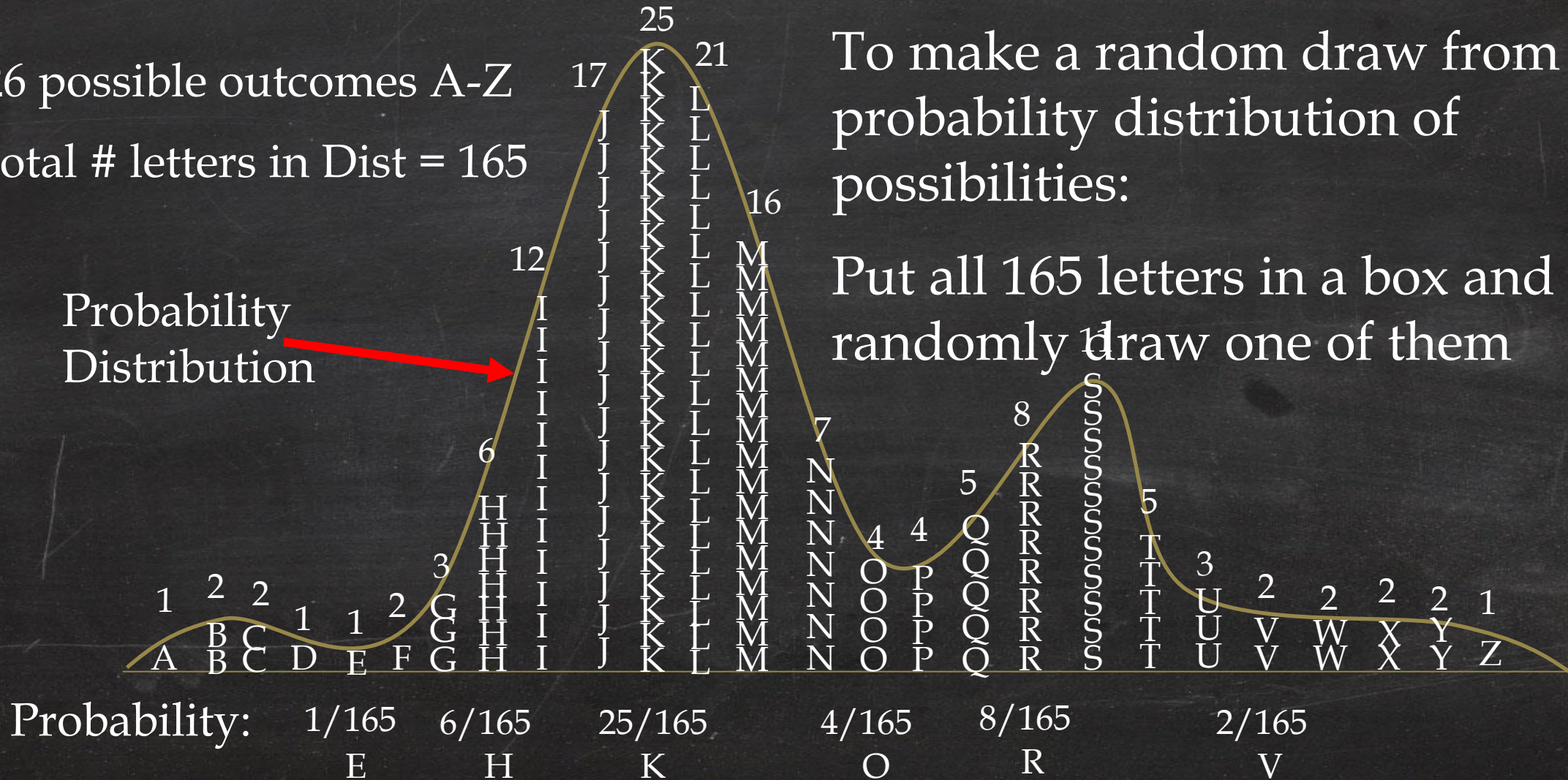
# Random Draw From Probability Distribution

- 26 possible outcomes A-Z
- Total # letters in Dist = 165

To make a random draw from the probability distribution of possibilities:

Put all 165 letters in a box and randomly draw one of them

Probability  
Distribution



# A Top Level Comparison

- ▣ Bottom up logic: Particles / Materialism
  - ▣ We start with the assumption that the micro world of 61 theoretical “particles” based upon 19 arbitrary constants **somehow** exists without source or cause or explanation.... then we construct the physical world from these hypothetical “particle” models. A mysterious process we do not understand **somehow** creates consciousness. Thus, we come up with a bottom-up world view that can explain a limited set of facts about the physical world.
- ▣ Top down logic: Consciousness / Virtual Reality
  - ▣ We start with the assumption of fundamental consciousness **somehow** emerging from random process into complexity (a process given credibility by mathematics), then we allow the process of evolution to logically explain the **physical, metaphysical, philosophical, and theological** facts of the larger reality (including explaining much PMR experimental data that cannot be explained by the bottom up approach). Thus, we come up with a top down approach that explains the larger reality, our physical universe and its mechanics, purpose and function. Additionally, it explains our individual and collective connection and responsibility to that larger reality and to each other. The top down approach generates a logical and scientific foundation under the wisdom collected and refined over thousands of years of human subjective experience as well as contains all of contemporary physical science as a subset.