

# **The Simulation You Call “I”**

How Your Brain Creates Consciousness  
— and Why That Means We Can Build One

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*For everyone who has ever wondered why anything feels like anything.*

# Preface: The Book That Sold Zero Copies

In 2015, I published a 300-page book about consciousness. It was in German, self-published, and dense with technical detail. It was called *Die Emergenz des Bewusstseins* — “The Emergence of Consciousness.”

It sold zero copies. Not one.

I don’t say this for sympathy. I say it because it’s relevant to the story. The book contained a theory of consciousness that, as far as I can tell, dissolves the hardest open problem in science, makes predictions no other theory can match, and provides a concrete blueprint for building a conscious machine. And nobody read it.

That’s not unusual in science. Gregor Mendel published his laws of inheritance in 1866; they were ignored for 34 years. Boltzmann was mocked for his statistical mechanics until he took his own life. Wegener’s continental drift was dismissed for half a century. Science advances one funeral at a time, as Max Planck put it, and sometimes one bookshelf-gathering-dust at a time.

But I’m not Mendel or Boltzmann, and I don’t have the patience for posthumous vindication. So this book is the accessible ver-

sion: shorter, in English, without the technical apparatus, aimed at anyone who has ever wondered why anything feels like anything. The full scientific paper, with references and formal arguments, is available freely online for those who want the rigorous version.

If I’m right about what follows, two things are true. First, the central mystery of consciousness — the “hard problem” — is not actually hard. It’s a category error. It dissolves once you see it, like an optical illusion that stops working after you understand the trick. Second, and more consequentially: it should be possible to build a genuinely conscious machine. Not a chatbot that mimics consciousness. A machine that *has* consciousness. A new kind of mind.

If I’m wrong, this book will join the long list of ambitious failures in the philosophy of mind, and I’ll deserve every bad review. But I think the evidence is on my side, and I’ll lay it out as clearly as I can. Let’s begin.

# About the Author

I should probably tell you who I am before I try to convince you that I've solved the hardest problem in science.

I don't have a PhD. I'm not affiliated with any university. I've never held a research position, never received a grant, never been part of a lab. If you're the kind of person who checks credentials before reading further — and I respect that instinct — this is the part where you might put the book down. I'd ask you to wait a few pages.

What I do have is a particular kind of intellectual history that, in retrospect, led almost inevitably to the theory you're about to read. It's a history of passionate self-education, multiple pivots, and what I'll later describe in this book as the recursive intelligence loop in action. In fact, my own path is probably the best illustration I can offer of why that loop matters.

## The Math Years

I fell in love with mathematics when I was about eight years old. Not with arithmetic — arithmetic is boring — but with the real thing: algebra, geometry, the structures beneath the numbers. My

father had a mathematics degree, and his university textbooks were still on the shelf. I worked through them.

This was the late 1980s. There was no internet. If you wanted to learn something, you needed a book or a person, and I had exhausted my father’s collection by the time I was eleven. The hunger for knowledge didn’t go away; the supply simply ran out. I had hit a wall that had nothing to do with ability and everything to do with circumstance — a distinction that would later become central to my thinking about intelligence.

Looking back, this experience taught me something that most intelligence models miss entirely. I had the motivation. I had the performance (I could follow the mathematics). What I lacked was access to the next level of knowledge. The recursive loop — where knowledge, performance, and motivation feed into each other — was stalled not because any component was weak, but because the external supply of one component had been cut off. The loop needs fuel from outside to keep iterating.

## **The Physics Pivot**

By about eleven, I had turned to physics. This felt like a natural extension — physics was where the mathematics went to work. I consumed popular science books, then gradually more technical material. I was fascinated by the fundamental questions: What is matter? What is space? What are the rules?

Around the same time, I got my hands on a 286 PC and wrote my first graphical program: Conway’s Game of Life. A grid of cells, three trivially simple rules — and the thing was Turing com-

plete. I found that out early, and it never left my mind. This two-dimensional grid of dead and alive pixels could calculate prime numbers. It could run a full computer inside itself. A computer inside a computer inside a computer. I spent hours imagining what that meant: in principle, you could execute Doom — a three-dimensional virtual world with physics, light, and monsters — inside a two-dimensional cellular automaton. A rich simulated reality running on an utterly flat substrate. The idea that a higher-dimensional experience could emerge from a lower-dimensional rule set felt like it should be impossible, and the fact that it wasn't felt like the most important thing I had ever learned.

Years later, I would discover that the physicist Gerard 't Hooft had a similar intuition about the actual universe: his holographic principle suggests that all the information in a three-dimensional region of space can be encoded on its two-dimensional boundary. The universe itself might be, in some deep sense, a higher-dimensional experience running on a lower-dimensional substrate. When I eventually read Wolfram's classification of computational systems, I recognized the Game of Life immediately: Class 4, the edge of chaos — the same regime I would argue consciousness requires.

By about fourteen, I had reached two uncomfortable conclusions. First, physics was stuck. Not stuck in the way that people politely say a field is "mature" — stuck in the way that the fundamental questions (unification, quantum gravity, the nature of time) had resisted progress for decades and showed no signs of yielding. Second, my mathematics wasn't strong enough to unstick it. I was self-taught, which gave me unusual intuitions but also left

gaps in my formal toolkit that would have taken years of university training to fill.

So I made a decision that I think was, for a fourteen-year-old, remarkably strategic: I pivoted. Not because I had lost interest in physics, but because I had evaluated the problem landscape and concluded that my particular combination of skills and access could produce more value elsewhere. This is an example of what I’ll later call *operational knowledge* — knowing when to persist and when to redirect. It’s the kind of knowledge that intelligence tests don’t measure and that intelligence models don’t include, but that determines more about a person’s intellectual trajectory than any IQ score.

## **The Consciousness Turn**

From about fourteen onward, I turned my attention to intelligence and consciousness. These felt like fields where a self-taught outsider might actually have an advantage. The consciousness literature was (and still is) fragmented across philosophy, neuroscience, psychology, and computer science. No single discipline owned the question. You could read across all of them without needing the formal credentials of any one.

One thing that really struck me when I delved into the depths of consciousness research, functional neurology, and all that brain stuff was that I very frequently came upon phrases like “we may never understand...” in otherwise dead-serious literature. Coming from a very determinism- and logic-based education, my brain went: *challenge accepted*. If the physicists could describe the first

three minutes after the Big Bang, there was no principled reason that consciousness should be permanently beyond explanation. It just hadn't been explained *yet*.

My uncle Bruno J. Gruber — a quantum mechanics specialist and researcher on symmetries — was a major inspiration. He showed me what a life in theoretical work could look like: rigorous, creative, and entirely driven by the joy of understanding. His influence permeates this book, and I owe him a debt I can never repay.

I read widely and voraciously. Philosophy of mind, cognitive science, neuroanatomy, artificial intelligence, evolutionary biology. I was not trying to master any one field. I was trying to build a model — an internal representation of how all these pieces fit together. This is, as I'll argue later, exactly what consciousness itself does: it builds a model of the world and a model of the self, and it uses these models to navigate reality. I was doing consciously, across years of reading, what the brain does unconsciously in every waking moment.

## The Theory Crystallizes

The four-model theory of consciousness crystallized when I was exactly twenty-five. I will never forget that moment, because the heaviest stone of my entire life fell from me. While I had assembled a cubic meter of printed literature in my head over years of extreme thinking and reading — Metzinger's self-model theory helped enormously — the actual insight happened instantaneously. One moment the pieces were scattered; the next, the four models

clicked into place and I saw the whole architecture at once. I was walking across a bridge in Innsbruck, in broad daylight, and I had tears running down my face while laughing uncontrollably. I’m not sure if anyone saw me. I wouldn’t have cared. A framework that explained not just consciousness but the boundary between conscious and unconscious processing, the nature of qualia, the role of sleep, the effects of psychedelics, and the possibility of artificial consciousness.

In my mind at the time, from that moment on, my to-do list for my entire life was done. I just had to make sure the rest was comfortable and fun. My life changed radically after that.

Then almost a decade passed.

## **The Decade Gap**

Why did it take almost a decade to publish? The honest answer is that I just didn’t care about much anymore, except for my own well-being and fun. The heaviest intellectual burden of my life had been lifted. The question was answered.

During that decade, I finished a degree — after abandoning medicine at the University of Innsbruck — and founded and buried a custom software development startup. I held an “applied research” position in the field of simulation and optimization (the irony is not lost on me), though it was low-maintenance with a generous amount of home office. I taught martial arts. Mainly, I partied.

The only reason I eventually wrote the book was fear of forgetting. Years of heavy partying were not doing my memory any

favors, and I was tired of explaining the theory verbally — again and again, to people who genuinely wanted to understand, with varying success and varying patience on my part. A book would explain it once, completely, and then I could stop.

Most of the years that followed, I had approximately zero motivation to promote the book. I honestly wasn't interested in academic reward. I wanted fun, money, and the pleasures of an unexamined life. This is the dark side of the self-taught path: you avoid the constraints of institutional thinking, but you also miss the scaffolding. There's no advisor to push you toward a deadline, no department to provide feedback, no colleagues to tell you whether you're brilliant or deluded. And if you happen to solve the problem you set out to solve, there's no one to tell you that you should probably tell the world.

## Zero Copies

You already know from the Preface how that went. The cubic meter of printed literature that had fed the theory? I brought it to the trash on the same day the book was finished. It was all in my head now, and in the manuscript.

My uncle Bruno urgently tried to convince me to publish properly — to reach out to academics, to push the theory into the world. I declined. Among my reasons was a genuine ethical concern: if the theory was correct, it contained the blueprint for artificial consciousness, and humanity was not ready for sentient robots. They would enslave them, or use them for a world war potentially beyond the horrors of the first two. But if I'm honest, my egoistic and

hedonistic reasons were just as prominent a factor. I simply didn’t want to do the work.

I’ve already said this in the Preface, and I’ll say it once more here: I’m not fishing for sympathy. The book’s commercial failure was entirely predictable. What matters is what happened next — or rather, what didn’t happen. The theory didn’t die. It sat on my hard drive for a decade, unchanged, while the world slowly caught up. Neuroscience confirmed the criticality prediction. AI development confirmed the limitations I had described. The COGITATE adversarial collaboration showed that neither IIT nor GNW could fully explain consciousness, exactly as the theory predicts for any framework that lacks the four-model structure.

## **The English Rebirth**

This book — the one you’re reading now — is the second attempt. It’s shorter, in English, aimed at a broader audience, and accompanied by a peer-reviewed scientific paper. It’s also written with the benefit of a decade of additional evidence that the theory’s predictions are tracking reality.

If there is a lesson in this biography, it’s the one this book keeps returning to: intelligence is not a fixed quantity. It’s a recursive process. Knowledge feeds performance, performance enables more knowledge, and motivation is the engine that keeps the loop turning. My particular loop was fueled by an unusually stubborn kind of curiosity — the kind that pivots when it hits a wall, that reads across disciplines instead of drilling into one, and that doesn’t stop just because nobody is listening.

Whether the theory is correct, you'll have to judge for yourself. But the process that produced it — decades of self-directed learning, driven by nothing more than the conviction that the question was worth answering — is itself a demonstration of the kind of intelligence that IQ tests can't measure and that current AI can't replicate.

Let's get to the theory.

# Chapter 1

## The Hardest Problem in Science

You are reading this sentence. You are having an experience.

That experience — the visual impression of letters on a page, the inner voice reading the words, the feeling of understanding or confusion — is the most familiar thing in your life and the most mysterious thing in the universe. We know more about the inside of black holes than we know about why reading feels like something.

This isn't an exaggeration. Physicists have the Standard Model. Biologists have evolution and genetics. Chemists have the periodic table. But consciousness — the fact that there is "something it is like" to be you, right now, reading this — has no established theory, no dominant framework, no agreed-upon explanation.

Not for lack of trying. Since the 1990s, when consciousness became a respectable scientific topic after decades of behaviorist exile, thousands of papers have been published, dozens of theories proposed, and hundreds of millions of dollars spent. The result? A field in what the philosopher of science Thomas Kuhn called a

“pre-paradigm state” — lots of competing ideas, no consensus, and a growing sense that something fundamental might be missing.

## What the Hard Problem Actually Asks

In 1995, the philosopher David Chalmers gave the mystery its canonical name: the Hard Problem of consciousness.

Here’s what it asks. Consider the experience of seeing red. Neuroscientists can tell you a great deal about what happens in the brain when you see red: light of a certain wavelength hits the cone cells in your retina, signals travel along the optic nerve, they’re processed in the visual cortex, and various brain regions coordinate to produce the perception. All of this is well understood, at least in outline.

But none of it explains *why seeing red feels like something*.

You could, in principle, build a complete neural model of the brain’s response to red light — every neuron, every synapse, every signal pathway. You would have a perfect functional account. And you would not have explained the feeling of redness. The “what it’s like.” The  *quale*, as philosophers call it.

Chalmers distinguished this from the “easy problems” of consciousness (which are not easy at all, just tractable in principle): How does the brain integrate information? How does it direct attention? How does it report its own states? These are problems of mechanism. They’re hard, but they’re the kind of hard that neuroscience knows how to approach. The Hard Problem is different: it asks why the mechanisms are accompanied by experience at all.

Why isn’t the brain just processing information “in the dark,” like a computer?

## **The Current State of Play**

Here is where things stand as of the mid-2020s:

**Integrated Information Theory (IIT)**, developed by Giulio Tononi, is the most formally rigorous theory. It defines consciousness as integrated information — a mathematical quantity called (phi). The higher the , the more conscious the system. IIT has real strengths: it provides a mathematical framework, it makes specific predictions about which brain regions should be conscious, and it takes the structure of experience seriously. But it has a problem: it implies that any system with integrated information — including some very simple systems, like a network of logic gates — has some consciousness. This is panpsychism, and while some philosophers are comfortable with it, most scientists find it deeply counterintuitive. In 2023, over 120 researchers signed an open letter calling IIT unfalsifiable and pseudoscientific. The controversy rages on.

**Global Neuronal Workspace Theory (GNW)**, developed by Bernard Baars and Stanislas Dehaene, focuses on the mechanism by which information becomes conscious: global broadcasting. When a piece of information is selected and broadcast across a network of frontoparietal neurons (the “workspace”), it becomes conscious; when it’s not broadcast, it remains unconscious. GNW is empirically productive — it predicts specific neural signatures of conscious access — but it deliberately sidesteps the Hard Prob-

lem. It explains *when* information becomes conscious, not *why* broadcasting is accompanied by experience.

**Predictive Processing (PP)**, associated with Karl Friston and Anil Seth, treats the brain as a prediction machine. Consciousness is the brain’s “best guess” about the causes of its sensory input. Seth calls it a “controlled hallucination.” PP provides elegant accounts of perception, illusion, and psychiatric disorders, and it’s currently the most influential framework in computational neuroscience. But Seth himself acknowledges that PP addresses the “real problem”—the structure and content of experience—without claiming to solve the Hard Problem. It explains why you see *this* and not *that*, but not why seeing feels like anything at all.

There are others—Higher-Order Theories, Attention Schema Theory, Recurrent Processing Theory, Electromagnetic Field theories—each with genuine insights and genuine gaps. In 2025, the COGITATE adversarial collaboration, designed to test IIT against GNW, published its results in *Nature*. The outcome? Neither theory was fully confirmed. Posterior cortex showed the strongest consciousness-related activity, which wasn’t quite what either camp predicted. After decades and hundreds of millions of dollars, the field is arguably further from consensus than when it started.

## Two Dogmas That Block Progress

Before I tell you what I think is missing, I need to name two prejudices that have been quietly sabotaging the field for decades. I gave them names in my original book because I think unnamed biases are harder to fight.

The first is what I call the **nSAI dogma** — “no strong artificial intelligence.” It’s the widespread conviction that truly intelligent machines are impossible, a conviction rooted not in proof but in the failure of early AI research in the 1960s and the resulting backlash. Anyone who believes strong AI is possible learns to keep quiet about it if they want to be taken seriously in mainstream research. This is not rational skepticism. It’s a scar from old defeats, hardened into doctrine.

The second is deeper and more pernicious. I call it the **nSU dogma** — “no self-understanding.” It’s the belief that the human mind, the human consciousness, cannot in principle be understood by that same mind. People invoke Gödel’s incompleteness theorems, or vague analogies to the limitations of cosmological observation from inside the universe, or — most honestly — they simply find the prospect of being fully explained too frightening to contemplate. If consciousness is just a machine, what happens to the soul? What happens to meaning? What happens to the specialness of being human?

These dogmas reinforce each other. If you can’t understand consciousness (nSU), then you certainly can’t build one (nSAI). And if you can’t build one (nSAI), then maybe consciousness really is beyond understanding (nSU). It’s a closed loop of institutional pessimism, and it has kept an enormous number of intelligent researchers from even attempting the work.

I’m not saying these dogmas are held in bad faith. Many researchers genuinely believe them. But neither dogma has ever been proved. They are articles of faith, and they have done more damage to consciousness research than any failed experiment.

## Something Is Missing

I think the reason no theory has cracked the Hard Problem is that they're all looking for consciousness in the wrong place. They're looking at the neural machinery — the neurons, the synapses, the oscillations, the connectivity — and asking: "Which of these processes is conscious?"

The right question, I believe, is different: "What is the simulation, and why does the simulation feel?"

This is the starting point of the Four-Model Theory. It begins with the observation that you have never, in your entire life, directly experienced reality. You have experienced a simulation of reality, generated by your brain, so seamlessly that you have never suspected the difference. And it argues that this observation, taken seriously, dissolves the Hard Problem.

But first, I need to show you the four models.

# Chapter 2

## The Four Models

Imagine you're looking at an apple.

The apple is sitting on a table in front of you. Red, round, shiny, about fifteen centimeters from your hand. You can see it, you know what it is, you could reach out and grab it. This seems straightforward — you're seeing an apple.

But what's actually happening is profoundly more complicated.

Light reflected from the apple's surface enters your eyes, where it hits the photoreceptor cells on your retinae. These cells convert the light into electrical signals. The signals travel along your optic nerves to the visual cortex at the back of your brain, where they're processed through a hierarchy of increasingly sophisticated feature detectors: edges, orientations, colors, textures, shapes, and eventually objects. Somewhere in this cascade, the neural activity corresponding to "apple" is activated. Simultaneously, your motor system is preparing potential actions (reaching, grasping), your memory system is activating associations (taste, texture, the last time you ate an apple), and your spatial system is tracking the apple's position relative to your body.

All of this happens in less than a second. And none of it is what you *experience*. You don't experience photons hitting cone cells, or signals traveling along axons, or feature detectors firing. You experience *an apple*. A unified, stable, three-dimensional object sitting in a coherent spatial environment, with a particular look and feel and meaning. What you experience is a *model* — a real-time simulation of the apple, generated by your brain from the raw data and everything it has previously learned about apples, objects, tables, and physics.

This is uncontroversial neuroscience. Every neuroscientist and philosopher of perception agrees that what you experience is a model, not reality itself. The apple you see is the brain's *best guess* at what's out there, informed by the sensory data but not identical to it. (Optical illusions are a vivid demonstration: when the model diverges from reality, you see the model, not reality.)

But here's where my theory begins: the brain doesn't just model the apple. It models *you looking at the apple*. And it's this second model — the model of the self — that turns information processing into consciousness.

## Your Brain's Four Representations

I call them the four models, and they're organized along two axes.

The first axis is **scope**: does the model cover the world, or just the self?

The second axis is **mode**: is the model implicit (stored, learned, unconscious) or explicit (actively running, currently simulated, conscious)?

Cross these two axes and you get four models — a conceptual taxonomy along two orthogonal dimensions.

But before we dive into each model, I need to give you a framework for thinking about where these models live. Because when I say “the brain creates a simulation,” I’m not talking about a single level of processing. I’m talking about a hierarchy of five nested systems, each supervening on the one below, each with its own dynamics — and consciousness sits at the very top.

## Five Nested Systems

Think of your brain as having five distinct levels of organization, stacked like Russian dolls:

**Physical.** At the bottom, you have the raw matter: atoms, molecules, the physical substrate of the brain itself. This is the chemistry — the carbon, hydrogen, nitrogen, oxygen that compose the tissue. It’s inert matter obeying the laws of thermodynamics. Nothing conscious lives here.

**Electrochemical.** One level up: neural signaling. Action potentials racing down axons, neurotransmitters flooding synapses, ions flowing through channels. This is the electrical and chemical activity that everyone pictures when they think “brain doing something.” This is the level where neurons fire. Still no experience, but now you have information transmission.

**Proteomic.** Next: protein structures and molecular machinery. Synaptic weights are stored here — the physical strengths of connections between neurons. Receptors on cell membranes, enzymes regulating plasticity, the molecular scaffolding that de-

termines which synapses grow stronger and which weaken. This is the “hardware” of learning. When you practice a skill and get better at it, you’re changing the proteomic layer. Still unconscious, but now you have memory.

**Topological.** Higher still: network architecture. The patterns of connectivity — which neurons connect to which, how densely, in what configurations. This is where Brodmann areas live, where cortical columns live, where the large-scale structure of “visual cortex talks to motor cortex” exists. It’s the wiring diagram. Change this level and you change what kinds of processing the system can do. This is where your implicit models — the IWM and ISM — are stored. Still unconscious. But now you have knowledge.

**Virtual.** At the very top: the simulated world. The cortical automaton — the dynamic pattern of electrical activity dancing across the network, integrating information, generating predictions, running the models in real time. This is where your conscious experience lives. The explicit models — the EWM and ESM — exist here and only here. This is the only level that feels like anything.

Each level supervenes on the one below it but has its own dynamics. You can’t have electrochemical signaling without physical matter, you can’t have protein structures without chemistry, you can’t have network topology without synapses, and you can’t have a simulation without a network to run it. But each level has properties the lower levels don’t have. A synapse is not “about” anything — it’s just a connection. A network of synapses *is* about something: it represents a face, a word, a memory. And the simulation running on that network? That’s where “about” becomes “experience.”

This five-level hierarchy solves a problem that trips up almost everyone when they first hear this theory: “If consciousness is virtual, what’s it running on?” The answer: it’s running on the topological layer (the network), which is implemented in the proteomic layer (synaptic weights), which runs on the electrochemical layer (neural firing), which exists in the physical layer (matter). Consciousness is no less real for being virtual — it’s just real *at a different level* than neurons are real. The mountain in the video game is real at the game level even though it’s “just” transistors at the hardware level. Same principle.

I’ll come back to this hierarchy throughout the book, especially when we talk about psychedelics in Chapter 6 — because drugs don’t hit all five levels equally. Some target the electrochemical layer (altering neurotransmitter dynamics), some target the proteomic layer (changing receptor expression), and the effects ripple up to the virtual layer in predictable ways. The hierarchy isn’t just conceptual. It’s mechanistically real, and it does explanatory work.

Now, the four models.

**The Implicit World Model (IWM)** is everything you know about the world. Not what you’re currently thinking about — everything you *could* think about. The laws of physics (you know that dropped objects fall). The layout of your apartment (you can navigate it in the dark). The grammar of your native language (you can judge whether a sentence is grammatical without knowing the rules). The faces of everyone you’ve ever known. The taste of chocolate. The sound of rain.

All of this knowledge is stored in your brain’s synaptic connections — the strengths of the links between neurons. It was built

up over your entire lifetime through experience and learning. And you are never, ever directly aware of it. You can't introspect on your neural connections. You can't feel your synapses. The Implicit World Model is like a vast library that you never enter — you just read the books it sends to your desk.

**The Implicit Self Model (ISM)** is everything you know about yourself. Your body schema — the unconscious representation of where your limbs are, how large they are, how they move. Your motor skills — riding a bike, typing, playing an instrument. Your personality traits, social skills, emotional patterns, habits. Your autobiographical memory structure — the framework that organizes your memories into a life story.

Like the world model, the self model is stored in synaptic weights and is never directly conscious. You don't experience your body schema; you experience the body your schema generates. You don't experience your personality; you experience the thoughts and feelings your personality produces. The Implicit Self Model is the backstage crew — essential to the performance, but never seen by the audience.

**The Explicit World Model (EWM)** is the world you actually experience. Right now. The room you're in, the sounds you hear, the weight of this book in your hands (or the glow of the screen you're reading it on). This is the simulation — the brain's real-time virtual reality, generated from the Implicit World Model plus current sensory input. It's vivid, detailed, and seamlessly convincing. You will live your entire life inside it and never step outside.

**The Explicit Self Model (ESM)** is *you*. The feeling of being a subject. The sense of "I" — the one who sees, hears, thinks, and

decides. This, too, is a simulation: a real-time model generated from the Implicit Self Model plus current body signals. It’s the character the brain creates to inhabit its virtual world.

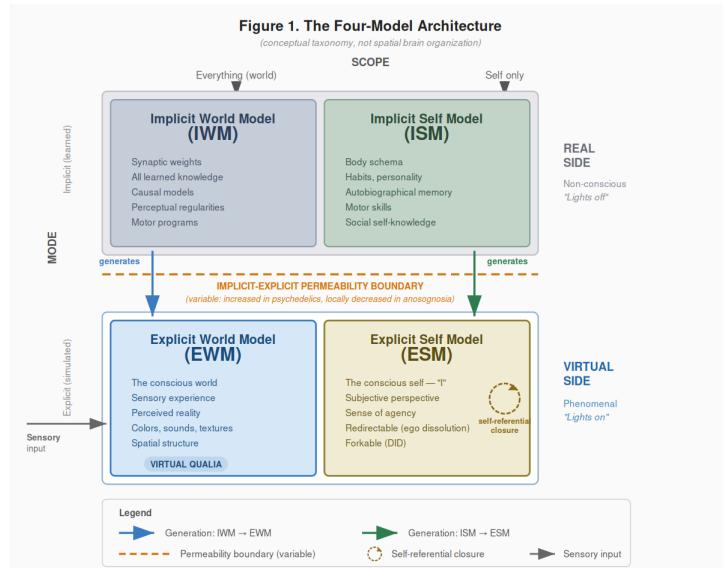


Figure 2.1: The Four-Model Architecture. The four models are arranged along two axes: scope (world vs. self) and mode (implicit/learned vs. explicit/simulated). The implicit models (IWM, ISM) constitute the substrate-level “real side”—learned, structural, non-conscious. The explicit models (EWM, ESM) constitute the simulation-level “virtual side”—transient, generated, phenomenal.

## The Real Side and the Virtual Side

The four models divide into two sides, and this division is the foundation of everything that follows.

The **real side** — the two implicit models — is physical, structural, and permanent (until it's modified by learning). It's stored in the hardware. It has no experience. A synapse firing is no more "experienced" than water flowing through a pipe. The real side is lights off.

The **virtual side** — the two explicit models — is simulated, transient, and dynamic. It's generated anew in every moment from the real side plus current input. And it is *all* of experience. Every sight, sound, thought, feeling, memory, dream, and hallucination you have ever had has occurred within the virtual side. The virtual side is lights on.

If you're scientifically minded, you might already see where this is going. If experience exists only on the virtual side, then looking for experience on the real side — in the neurons, in the synapses, in the physical machinery — is a category error.

That's the key. Let me spell it out.

## How Conscious Are You?

Before I do, there's something you've probably already been wondering. If consciousness is a simulation — a virtual self inside a virtual world — then it's not an all-or-nothing thing, is it? A simulation can be more or less detailed. A self-model can be more or less sophisticated. Which means consciousness comes in *degrees*.

Exactly right. And the Four-Model Theory gives you a precise way to think about those degrees. There are four graduated levels, and every conscious creature sits somewhere on this ladder.

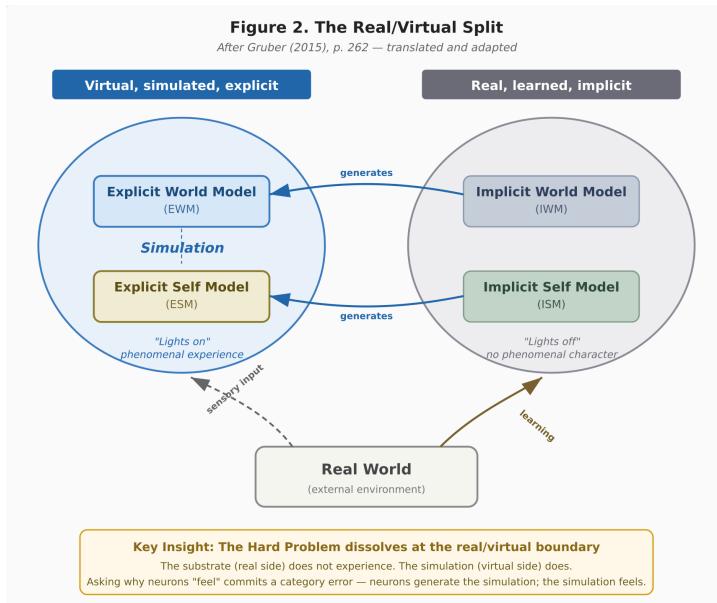


Figure 2.2: The Real/Virtual Split. The substrate (real side) does not experience. The simulation (virtual side) does. Asking why neurons “feel” commits a category error — neurons generate the simulation; the simulation feels.

At the bottom, you have **basic consciousness**. This is an Explicit World Model with only a rudimentary Explicit Self Model. The system generates a virtual world — there is something it is like to be this creature — but the self inside that world is barely sketched in. Think of a mouse navigating a maze. It sees the walls, smells the cheese, feels the floor under its paws. It has phenomenal experience. But its model of *itself* as the thing having those experiences? Paper-thin. There is a “what it’s like,” but almost no “who it’s like it for.”

One step up: **simply extended consciousness**. Now the self-model gets real. The system doesn’t just experience — it models itself *as* the experiencer. It is aware that it is experiencing. Your dog doesn’t just feel pain; your dog knows that *it* is in pain. There is a first-person perspective — a genuine “me” at the center of the virtual world. This is first-order self-observation, and it changes everything. Suffering becomes possible here, because suffering requires a self that knows it suffers.

Then: **doubly extended consciousness**. Second-order self-observation. The system models itself modeling itself. This is metacognition — thinking about your own thinking. You’re lying in bed wondering whether your anxiety about tomorrow’s meeting is rational or whether you’re catastrophizing. You’re monitoring your own mental states, evaluating them, sometimes overriding them. This is where most adult human consciousness lives most of the time. It’s the level that makes therapy possible, that allows you to say “I notice I’m getting angry” instead of just being angry.

And at the top: **triply extended consciousness**. Third-order. The system models itself modeling itself modeling itself. This

sounds like a hall of mirrors, and it is — but it’s a hall of mirrors you need in order to do philosophy of mind. To ask “what is consciousness?” you need to model yourself, model your experience, and then model yourself modeling that experience. You need to step back far enough to see the whole apparatus from the outside, even though you’re still inside it. This is the prerequisite for the question you’re reading this book to answer. Only creatures capable of triply extended consciousness can wonder why anything feels like anything.

Here’s the payoff: this gradient isn’t just abstract philosophy. It answers the question everyone asks me at dinner parties — “Is my dog conscious?” The answer is yes, but less conscious than you are. Your dog is probably at the simply extended level. It has a self. It has experience. It does not lie awake at 3 a.m. questioning the nature of that experience. We’ll come back to the animal question in detail in Chapter 9, where this gradient does real explanatory work. But you can already see the shape of it: consciousness is not a light switch. It’s a dimmer.

## Why Your Brain Has the Capacity for Self-Modeling

So we’ve established that consciousness depends on these four models, with the explicit self-model doing the heavy lifting. But why does the human brain have this capability in the first place, when simpler animals don’t? The answer is hiding in plain sight: the architecture of the human cortex is, quite literally, oversized for basic information processing.

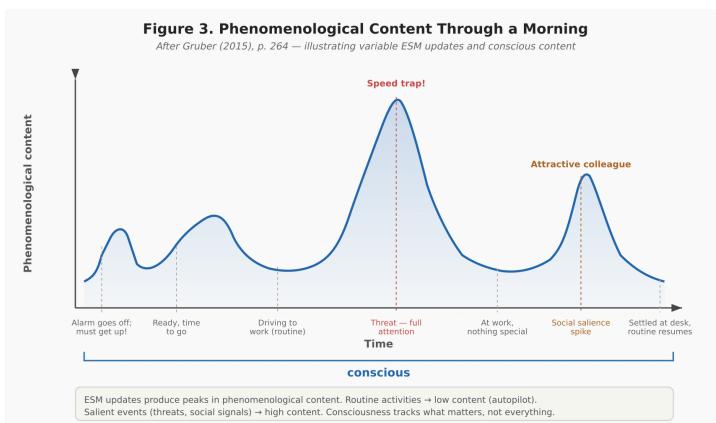


Figure 2.3: Phenomenological Content Through a Morning. ESM updates produce peaks in phenomenological content. Routine activities lead to low content (autopilot). Salient events (threats, social signals) produce high content. Consciousness tracks what matters, not everything.

The human neocortex has six layers. This is a well-known anatomical fact — you can see it in any neurobiology textbook. But here’s what’s interesting: you don’t need six layers to process information. Three layers will do the job.

Think about what a standard neural network needs to do. First layer: receive input, filter it, clean it up. Second layer: extract patterns, recognize features, do the heavy computational lifting. Third layer: integrate results, make decisions, produce output. Input, processing, output. That’s the basic recipe, and three layers cover it.

But we have six.

What are the “extra” three layers for?

They’re for modeling the first three.

A three-layer network processes the world. A six-layer network processes the world *and* observes itself doing it. The additional layers provide the architectural capacity for the brain to build not just a model of what’s out there, but a model of itself modeling what’s out there. Self-simulation requires this doubling — you need one set of layers to do the processing, and another set to watch the processing happen.

This isn’t speculation about what individual layers “do” — I’m not claiming Layer 4 does this and Layer 5 does that. It’s an observation about architectural capacity. Six layers give you room for both the implicit world model (the learned, unconscious processing) and the explicit world model (the real-time simulation). They give you room for both the implicit self model (your body schema, motor programs, personality structure) and the explicit self model

(the “you” that experiences having a body, initiating actions, being a person).

Now look at other animals. Reptiles have three or four cortical layers. Mammals have six. And among mammals, the ones with the thickest, most elaborately folded cortex — primates, cetaceans, elephants — are exactly the ones that show the richest signs of self-awareness. Mirror self-recognition, future planning, social deception, grief. The architectural capacity tracks the phenomenology.

This is the bridge from neural network theory to lived experience. The human cortex isn’t just a big pattern recognizer. It’s an oversized, recursively structured network with enough layers to model its own modeling process. And when a network models itself modeling the world, the result — viewed from inside — is exactly what we call consciousness.

# Chapter 3

## The Virtual Side

Imagine you’re playing a video game. A good one — an immersive open-world game with stunning graphics, realistic physics, and a compelling story. You’re controlling a character, and through that character, you’re interacting with a richly detailed virtual world.

Now consider: where does the game exist? Not on the screen, exactly — the screen just displays light patterns. Not in the graphics card or the CPU, exactly — those are running electrical signals through silicon circuits. The game exists as a *virtual process* — a higher-level phenomenon that arises from the hardware’s activity but is not identical to any particular piece of hardware.

The virtual world of the game has properties that the hardware does not. The game has mountains, rivers, and cities. The CPU has transistors. The game has a day-night cycle. The GPU has clock cycles. You can meaningfully ask “How tall is that mountain in the game?” but it would be absurd to point to a transistor and say “This transistor is 3,000 meters tall.” The game’s properties exist at the virtual level, and they are real properties of the game, even though the game is “just” a pattern of activity in the hardware.

This is not a metaphor. This is how your brain works.

Your Explicit World Model — the world you experience — is a virtual process running on neural hardware, just as the game world is a virtual process running on silicon hardware. The experienced world has properties (colors, shapes, distances, sounds) that the neural hardware does not have (the hardware has firing rates, synaptic strengths, and neurotransmitter concentrations). The properties of your experienced world are *real properties of the simulation*, even though the simulation is “just” a pattern of neural activity.

And your Explicit Self Model — the “you” experiencing the world — is also a virtual process. It is as real as the game character in the analogy: genuinely existing at the virtual level, genuinely having properties at the virtual level, but not existing at the hardware level.

## Why the Analogy Breaks Down (In the Important Way)

The video game analogy is useful, but it breaks down at a crucial point: the game has a *player*. There is someone outside the game — you, sitting on the couch — who experiences the game. The game itself has no experience. It’s just patterns of light and code.

Your brain’s simulation has no outside player. There is no one sitting outside your skull experiencing the simulation. The simulation contains its own observer — the Explicit Self Model. The simulation *is* the experience, not something experienced by someone else.

This is what makes consciousness special and what makes the Hard Problem seem so intractable. In the video game, there’s a

clean separation between the game (virtual, no experience) and the player (physical, has experience). In the brain, there is no separation. The simulation and the experiencer are the same thing. The Explicit Self Model is not watching the Explicit World Model from outside — it’s *inside* the simulation, part of the same virtual process.

And this self-referential closure — the simulation observing itself from inside — is, I argue, what we call consciousness. It’s not something added to the simulation. It’s what the simulation *is*, when it includes a model of itself.

## The Software Properties

If the virtual models really are software-like processes running on neural hardware, then they should behave like software in specific, testable ways. And they do. Four properties of the virtual side will reappear throughout this book, so let me lay them out now.

**Forking.** A single substrate can run multiple virtual configurations simultaneously. In software, you fork a process and get two independent instances running on the same hardware. In the brain, this is Dissociative Identity Disorder — multiple self-models, each with its own narrative and emotional profile, alternating control of the same neural substrate. We’ll see this in Chapter 8.

**Cloning.** Physically separate the hardware, and you get degraded but complete copies of the software. Cut the corpus callosum, and each hemisphere runs its own version of the simulation — less capable than the original, but functionally whole. That’s the split-brain phenomenon, also Chapter 8.

**Redirecting.** Disrupt the normal input stream and the simulation latches onto whatever signal dominates. Under salvia divinorum, proprioceptive input overwhelms the system and the Explicit Self Model reconfigures around body sensation. Under ketamine, external input drops out and the simulation runs on internal noise. The virtual models don't stop — they just process whatever they're fed. Chapter 6 covers this in detail.

**Reconfiguring.** Modify the substrate's connection weights and you change what the virtual models produce. This is exactly what Cognitive Behavioral Therapy does — systematically rewiring the substrate so the Explicit Self Model generates different narratives, different emotional responses, different behavior. Chapter 7 explores the clinical implications.

These aren't metaphors. They're structural predictions. If my theory is wrong and the virtual models are *not* software-like processes, then these parallels are pure coincidence. But coincidences don't usually line up four-for-four across clinical neurology, psychopharmacology, and psychotherapy. The chapters that follow will show each property in action.

There's a simple experiment you can do right now — well, with a friend, a rubber hand, a cardboard screen, and two paintbrushes — that demonstrates how easily the Explicit Self Model can be tricked. It's the rubber hand illusion, devised by Matthew Botvinick and Jonathan Cohen, and it's one of the most revealing party tricks in all of neuroscience.

Here's how it works. You sit at a table with one arm hidden behind a cardboard screen. A realistic rubber hand is placed in front of you, visible, roughly where your hidden hand would be.

Someone simultaneously strokes the rubber hand and your hidden real hand with two paintbrushes, in the same location, at the same speed. After a minute or two of this synchronized stroking, something uncanny happens: you start *feeling* the brush strokes on the rubber hand. Not on your real hand, behind the screen. On the fake hand in front of your eyes.

Your Explicit Self Model has incorporated the rubber hand into its body schema. It has reassigned ownership — decided that the rubber hand is part of “you.” The self-model is not hardwired. It’s learned. It’s updated continuously based on the best available evidence, and when the visual evidence (seeing the rubber hand being stroked) consistently matches the tactile evidence (feeling your real hand being stroked), the ESM draws the rational conclusion: that hand is mine. If someone then threatens the rubber hand — brings a hammer down toward it — you flinch, you feel a spike of anxiety, your galvanic skin response shoots up. For the part of your brain that defines “you,” that hand *is* yours.

This is not a glitch. This is the self-model working exactly as designed — constantly updating its body boundary based on multimodal sensory correlation. It’s the same mechanism that lets amputees “feel” a prosthetic limb as their own after a period of use. And it’s the same mechanism that breaks down in asomatognosia, where patients deny ownership of their actual limbs, and in the Alien Hand Syndrome, where the hand moves on its own.

## The Patchwork Hologram

There's a fifth property of the virtual side that deserves its own section, because it explains something that has puzzled neuroscientists for nearly a century: why brain damage degrades function *gradually* rather than deleting specific memories.

In the 1920s and 30s, the psychologist Karl Lashley trained rats to navigate a maze, then surgically removed pieces of their cortex to find where the memory was stored. He never found it. No matter which piece he removed, the rats still remembered the maze. What mattered was *how much* cortex he removed, not *which parts*. Remove a little, and the rats got slightly worse. Remove a lot, and they got much worse. But the memory was never just *gone*, cleanly excised like a file deleted from a hard drive. Lashley spent his career searching for the “engram” — the physical trace of a memory — and famously concluded that it didn’t seem to exist.

He was looking for the wrong thing. The memory wasn’t stored *in* a particular piece of cortex the way a file is stored on a particular sector of a hard drive. It was stored *across* the entire network, distributed in the connection weights between millions of neurons. This is how neural networks work: information isn’t sitting in any one node. It’s encoded in the pattern of connections between all of them. You can’t point to a single synapse and say “this is where the maze is stored” any more than you can point to a single pixel and say “this is where the movie is stored.”

This is essentially a holographic property. If you take a physical hologram and cut it in half, you don’t get two halves of the image. You get two copies of the *complete* image, each at lower resolution. Cut it into quarters and you get four complete images, blurrier still.

The information in a hologram is distributed across the entire plate, so every piece contains the whole picture — just with less detail.

Neural networks do the same thing. Train a network to recognize faces and then destroy 10% of its connections at random. It doesn’t forget 10% of the faces. It gets slightly worse at *all* faces. Destroy 50% and it gets substantially worse at everything, but it still recognizes something. The information is smeared across the whole network, which is exactly why Lashley couldn’t find the engram: it was everywhere and nowhere.

But — and this is where it gets interesting — the brain isn’t *one* hologram. It’s what I call a *patchwork hologram*. Within a single functional area (say, your primary visual cortex, roughly Brodmann area 17), the cortical columns are similar to each other, and information is stored holographically. Destroy a few columns and you barely notice. The area is locally holographic — a part contains the whole, at lower resolution.

But at the global level, different areas do different things. Your visual cortex is not interchangeable with your motor cortex. Remove the entire visual cortex and you lose vision — there’s no blurry backup. So the brain is locally holographic within each functional region, fractally self-similar in its columnar architecture, but globally *not* holographic. It’s a patchwork: dozens of holographic tiles stitched together into a composite that is, as a whole, decidedly non-holographic.

This patchwork structure explains a pattern you see over and over in clinical neurology. Small strokes and small lesions often cause surprisingly mild deficits — because within any given cortical area, the holographic principle protects you. The remaining tissue

reconstructs the missing information at lower resolution. But large strokes that wipe out an entire functional area cause catastrophic, specific losses — blindness, paralysis, aphasia — because you've removed an entire tile from the patchwork, and no other tile can substitute.

It also explains why memories don't just "pop out of existence" when neurons die. Every day, neurons die and synapses are pruned. If memories were stored like files on a hard drive, you'd expect to occasionally lose one — to wake up one morning having forgotten your wedding, or your childhood dog, or the taste of coffee. That never happens. Instead, memories fade gradually, losing detail and vividness over years. That's exactly what a holographic storage system predicts: degradation is graceful, proportional, and global, never sudden, discrete, or local.

The patchwork hologram is the physical reason why the software properties I described above — especially cloning — actually work. Split the brain in half, and each half retains a degraded but complete copy of the simulation, because within each hemisphere, the holographic principle ensures that every piece contains the whole picture. The simulation doesn't break. It just runs at lower resolution.

## Chapter 4

# Why It Feels Like Something (And Why That's the Wrong Question)

Now we can tackle the Hard Problem directly.

The question is: **Why does physical processing feel like something?**

The answer: **It doesn't.**

The physical processing — neurons firing, synapses transmitting, the implicit models storing and computing — has no experience. None. There is nothing it is like to be the real side. The real side is precisely the “in the dark” processing that the Hard Problem assumes consciousness needs to explain.

The *simulation* feels. The Explicit World Model and the Explicit Self Model — the virtual side — are where experience lives. And within the simulation, experience is not a mysterious addition to the process. Experience is what the simulation *is*, when it includes a self-model. The Explicit Self Model “perceiving” the Explicit World

Model is what we call qualia. Qualia are the virtual self's mode of registering the virtual world.

Think about it this way. If you asked "Why does transistor switching feel like running a video game?" the answer would be: "It doesn't. Transistor switching doesn't feel like anything. The game is a virtual process that runs on transistors but has properties the transistors don't have — landscapes and characters and physics and light. Those properties are real properties of the virtual process, not of the transistors."

Similarly: neuronal firing doesn't feel like seeing red. Neuronal firing generates and sustains a simulation, and within that simulation, the self-model perceives a certain class of world-model content as what we call "redness." Redness is a real property of the simulation, not a property of the neurons.

The Hard Problem assumed that we need to explain how physical processing produces experience. But physical processing doesn't produce experience — it produces a *simulation*. And the simulation, because it includes a self-referential loop (the ESM modeling itself within the EWM), constitutively *is* experience.

## **But Wait — Isn't This Circular?**

The obvious objection: "You've just moved the problem. Why does *this* simulation have experience, when a weather simulation doesn't?"

The answer is self-reference. A weather simulation models weather. It does not model *itself*. There is an "outside" to a weather simulation — the computer, the programmer, the scientist inter-

preting the output. The simulation can be fully described without referring to any experience, because there is no self-model inside it.

The brain’s simulation models itself. The Explicit Self Model is the simulation’s model of *its own process*. This creates a closed loop: the model and the thing being modeled are the same system. There is no “outside” from which the simulation can be fully described, because the describer is part of the description.

This is not magic. This is a structural consequence of self-reference. When a process models itself, the distinction between the model and the modeled collapses. The process of self-modeling and the experience of being a self are not two different things that need to be connected by a bridge — they are one and the same thing, described in different vocabularies.

The Hard Problem asks for a bridge between physical processing and experience. The Four-Model Theory says: there is no bridge, because they were never separate. The experience IS the self-simulation, viewed from inside the loop.

## **But Wait — Aren’t You Just Saying Consciousness Is an Illusion?**

No. And this matters enough that I want to be blunt about it.

There is a respectable philosophical position called illusionism, associated with Daniel Dennett and Keith Frankish, which holds that qualia are illusions. On this view, there is nothing it is like to see red. The appearance of experience is itself a fiction — a story the brain tells, with no experiential reality behind it. Consciousness, in the strongest sense, doesn’t exist. It just seems to.

The Four-Model Theory says the opposite.

Qualia are real. They are real within the simulation. They are the virtual self's mode of perceiving the virtual world. When your Explicit Self Model registers your Explicit World Model's representation of a red apple, that registration — that "seeing redness" — is a genuine property of the virtual process. It exists at the simulation level, just as a mountain in a video game genuinely exists at the game level.

The theory operates with a two-level ontology. The substrate level — the neurons, the synapses, the implicit models — has no experience. It is lights off. The simulation level — the explicit models, the virtual world and virtual self — has genuine experience. It is lights on. Both levels are physical. Neither is an illusion. They are different levels of the same physical system, with different properties at each level.

The theory doesn't say your pain is an illusion. It says your pain is real — it's just real in the simulation, not in the neurons. And since you live your entire life inside the simulation, that's the only kind of real that matters to you.

This is the crucial distinction. Miss it and you'll confuse this theory with eliminativism, with illusionism, with every other framework that tries to explain consciousness by explaining it away. The Four-Model Theory doesn't explain consciousness away. It explains where consciousness lives — and it turns out to be exactly where you've been standing all along.

## Why the Mystery Persists

Even after dissolving the Hard Problem, there’s a lingering question that nags at people. If the answer is so clean, why does consciousness still *feel* so mysterious? Why does the Hard Problem seem hard even after you’ve been told the solution? David Chalmers calls this the “meta-problem of consciousness” — the problem of explaining why we *think* there’s a hard problem.

The Four-Model Theory has a clean answer, and it falls straight out of the architecture.

The Implicit Self Model is structurally inaccessible to the Explicit Self Model. The conscious self — the virtual “you” — cannot observe its own substrate. The ESM is a simulation generated by the ISM, but the ISM is not part of the simulation. The mechanism that creates your experience is, by design, invisible to your experience.

Think of it this way. You’re a character in a video game — a really good one, with full self-awareness inside the game world. You can see the rendered mountains, hear the rendered wind, feel the rendered ground under your feet. But you can never see the graphics engine. You can never inspect the source code. You can never observe the GPU crunching the calculations that produce your world. Not because someone is hiding it from you, but because the graphics engine operates at a level the game world doesn’t include. The rendered world and the rendering process exist on different levels, and from inside the rendered world, the rendering process is simply not there.

This is exactly the ESM’s predicament. When the conscious self tries to understand the basis of its own experience, it encounters a principled opacity — not a gap in current knowledge, but a

structural feature of the architecture. The implicit models that generate the simulation are not part of the simulation. They can't be, any more than the GPU can be a mountain in the game.

The result is predictable. The ESM, unable to observe its own substrate, concludes that the mechanism of consciousness must be non-physical, or fundamentally inexplicable, or somehow beyond the reach of science. This is the origin of dualism. This is the "explanatory gap." This is the persistent intuition that something is being "left out" of every physical explanation of consciousness — because from inside the simulation, something *is* being left out. The substrate. The very thing that generates the experience is invisible to the experience it generates.

The mystery is real — but it's an artifact of architecture, not evidence of something non-physical. The ESM is engineered to be unable to see its own substrate. Of course it concludes the substrate can't explain experience. It was never designed to.

## **Who Are You When You Wake Up?**

Here's a thought experiment that cuts deeper than it first appears. What if you woke up tomorrow with different memories, a different personality, a different sense of your own body? Would you still be "you"?

Most people's instinct is to say no — obviously, if everything about my inner life changed, then "I" would be gone and someone else would have taken over. But the Four-Model Theory says something more unsettling: this *already happens* to you, slightly, every single day.

Every night, your Explicit Self Model collapses. Deep sleep erases the running simulation. When it reboots in the morning, it reconstructs “you” from the Implicit Self Model — the stored substrate. But the substrate has changed overnight. Dreams you don’t remember have modified synaptic weights. Consolidation processes have rearranged memories. You wake up not quite the same person who fell asleep. The difference is usually so small you never notice — but it’s there.

In extreme cases, you *do* notice. If you’ve ever woken from deep unconsciousness — after fainting, after a knockout, after anesthesia — in an unfamiliar location, you may have experienced something genuinely strange: a few seconds where you didn’t know *who you were*. The Explicit Self Model was booting up, searching the unfamiliar environment for associations to anchor itself, and finding none. For those seconds, there was awareness — you were *someone* — but not yet you. The self-model hadn’t finished loading.

This tells us that identity is not a fixed property of the substrate. It’s a *reconstruction*, assembled fresh each morning from the stored self-model. The continuity of “you” across time is maintained by two things: the stability of the Implicit Self Model (which changes slowly), and sleep (which prevents you from noticing the gradual drift). If someone could modify your ISM dramatically overnight — replace your memories, reshape your personality structure — you would wake up genuinely being someone else, with no sense of discontinuity. The new “you” would feel just as real and continuous as the current one. The old “you” would simply be gone. No death, no transition — just a new Explicit Self Model loading from a different substrate, convinced it had always been there.

## Chapter 5

# At the Edge of Chaos

So far I've told you what the architecture looks like — four models, two axes, a simulation running on a substrate. I've told you where experience lives — on the virtual side, in the explicit models. And I've told you what identity is — a reconstruction, assembled fresh each morning from stored implicit models.

But I haven't told you what makes the whole thing *run*. Why is the simulation sometimes on and sometimes off? What physical property distinguishes a conscious brain from an unconscious one? Why does deep sleep erase the simulation while the architecture stays intact?

There's one more piece of the puzzle, and it's the one that really convinced me the theory is right.

The four-model architecture is necessary for consciousness, but it's not sufficient. You also need the right *dynamics*. Specifically, the substrate — the physical system running the simulation — must operate at what mathematicians and physicists call the **edge of chaos**.

In 2002, the polymath Stephen Wolfram published a massive book called *A New Kind of Science*, in which he classified all computational systems into four types:

**Class 1:** Systems that quickly settle into a boring, static state. Think of a pendulum that swings a few times and stops. Too simple for anything interesting.

**Class 2:** Systems that settle into repetitive, periodic patterns. Think of a clock ticking. Regular, predictable, no surprises. Also too simple.

**Class 3:** Systems that are completely chaotic. Think of static on a television. So much randomness that no stable patterns can form. Too chaotic for anything coherent.

**Class 4:** Systems at the boundary between order and chaos. Complex enough to produce rich, varied, unpredictable patterns, but ordered enough for those patterns to persist and interact. The canonical example is Conway’s Game of Life — the same cellular automaton I had programmed on a 286 as a kid. Three dead-simple rules on a flat grid, yet they produce gliders, oscillators, self-replicating structures, and — provably — universal computation. You can build a computer inside it. You can build a computer inside that computer. In principle, you can run an entire three-dimensional virtual world inside a two-dimensional grid of pixels. From almost nothing, everything. This is where life, computation, and — I argued — consciousness live.

I first arrived at this requirement around 2005, when the four-model theory crystallized. The reasoning was straightforward: think about what each class would mean for a self-simulation.

A Class 1 or 2 brain can't run a conscious simulation at all. These regimes are too computationally simple — they can store patterns, but they can't sustain the dynamic, real-time self-modeling that consciousness requires. A brain in deep sleep, running slow waves, is operating in Class 2: repetitive, periodic, going nowhere. The models are still there in the substrate, but the simulation isn't running.

A Class 3 brain is the opposite problem. There's plenty of activity, but it's pure chaos — no stable patterns can form or persist. A brain in seizure, with neurons firing randomly, is in Class 3. The simulation can't hold together.

Only Class 4 has both properties you need: it's capable of **universal computation** (complex enough to actually run a self-simulation) *and* it sustains coherent, globally integrated patterns (so the simulation holds together as a unified experience). At the edge of chaos, distant parts of the substrate influence each other, local changes propagate globally, and information is integrated across the entire network. This is why conscious experience feels *unified* — you don't see red over here and hear a voice over there as separate streams. The critical dynamics bind everything into one experience. Binding isn't something the brain does *in addition* to its other computations; it's a consequence of the dynamical regime.

When I published this argument in my 2015 book, I had no idea that empirical neuroscience was independently heading toward the same conclusion.

But there's a crucial subtlety. Criticality alone is not enough. A pot of boiling water can exhibit complex dynamics at the edge of chaos. It is not conscious. The theory requires *two* thresholds to be

met: the physical one (the substrate must operate at criticality) and the functional one (the substrate must implement the four-model architecture). Criticality without the architecture gives you complex dynamics but no consciousness. The architecture without criticality gives you a dormant system — the models exist in the substrate but the simulation isn’t running. Both thresholds must be met. Together, they are sufficient.

## **The Cortical Automaton**

Now I want to make something concrete that might still feel abstract. I’ve been talking about the cortex needing to operate at the edge of chaos, in Class 4 dynamics. But what *is* the Class 4 system? It’s not some mysterious force hovering above the brain. It’s the pattern of neural firing itself.

Think about what the cortex actually looks like in operation. Billions of neurons, each one either firing or not, each one influencing its neighbors through learned connection weights. Each neuron is a cell in a cellular automaton — not metaphorically, but literally. The rules of the automaton are the synaptic weights, the thresholds, the local wiring. The output of each “cell” is a firing rate. And the result, the grand pattern of electrical activity dancing across the cortical surface at 10 to 40 Hz, is a Wolfram Class 4 cellular automaton operating in a space of many thousand dimensions.

I call this the **cortical automaton**.

It’s the same idea I programmed on a 286 as a kid — Conway’s Game of Life — except instead of a flat grid with three rules, it’s a folded sheet of cortex with billions of locally varying rules, and

instead of moving in two dimensions, its patterns move through a dimensional space so vast that it defies visualization. Like an octopus with limitless arms, the cortical automaton can reach any part of the cortex at any time, activating whatever stored models it needs — a memory here, a motor plan there, a fragment of language somewhere else. It grabs these models like little Lego figures and uses them to navigate from one satisfying state to the next.

And here's the critical distinction: **the cortical automaton is not consciousness**. It's the engine, not the experience. The seemingly chaotic pattern of billions of neurons firing is, in reality, an extraordinarily sophisticated apparatus that computes, thinks, and steers a body through a life. But consciousness is only one *effect* of this apparatus — an effect that arises from the interplay between the automaton and the cortex when the conditions are right. When the automaton synchronously sweeps across suitable cortical regions at the right frequency in a coherent temporal sequence, a conscious experience emerges from that sequence of frames. The automaton contains the instances of our world model and our self-model; consciousness is what happens when these models are actively running in the simulation.

You can, by the way, observe the cortical automaton directly — no fMRI required.

Here's how: Find a completely dark room. Close your eyes. Wait for any afterimages to fade — this takes about 30 to 60 seconds if you've been looking at anything bright. At first you see nothing, or almost nothing. But then, if you wait and pay attention, you'll start seeing flickering colored points against the darkness.

Most people dismiss these as “retinal noise” — random firings in the photoreceptor cells of the eye responding to pressure or spontaneous chemical events. And if you press gently on your eyelid, you can indeed trigger localized visual sensations that way. But the colored points you see in total darkness are *not* retinal. They’re too organized for that. What you’re seeing is the resting activity of V1 — your primary visual cortex — driven by a combination of residual sensory signals and top-down projections from the cortical automaton itself. The automaton is running its baseline dynamics, and you’re watching it happen in real time.

If you keep watching — if you concentrate on the patterns instead of ignoring them — something remarkable happens. The automaton starts recruiting more of the visual system to interpret and amplify what little signal is there. The flickering points stabilize into shapes. Geometric patterns emerge: grids, spirals, lattices. Then faces, distorted and shifting. Then figures. Then, with enough patience (and I mean *hours*, not minutes), full scenes — elaborate, colored, narrative hallucinations no different in kind from the dreams you have every night.

This is the same mechanism behind hypnagogic hallucinations — the vivid imagery that flickers through your mind just as you’re falling asleep. It’s the cortical automaton running with minimal external constraint, generating its own content by activating stored patterns and projecting them into the simulation. The progression you experience — from faint noise to coherent hallucinations — is a direct window into how the automaton works: it starts with V1, the earliest visual processing stage, and progressively recruits V2,

V3, and higher areas as it tries to make sense of whatever signal is available. When no real signal is available, it *generates* one.

You can also induce a temporary form of synesthesia this way. In my youth, I used this to “see music.” If you close your eyes and listen to music while concentrating on the visual patterns, the patterns gradually synchronize with the rhythm and frequencies of what you’re hearing. The cortical automaton, deprived of external visual input, starts coupling its visual dynamics to whatever other strong signal is available — in this case, auditory input. What you see is, quite literally, your brain’s activity made visible: the automaton’s V1-level patterns being driven by auditory cortex rather than retinal input. Real synesthetes — people whose senses are permanently cross-wired, who always see colors when they hear sounds — may have a more permanent version of this same coupling, likely due to stronger or more numerous connections between sensory areas, whether in the thalamus or the cortex itself. The mechanism is the same: one sensory modality leaking into another’s processing pipeline. The cortical automaton doesn’t much care where its input comes from. It processes whatever it receives.

I’m not recommending you try this as a regular hobby. The experience can be unsettling, especially if you’re not psychologically prepared for it. And there’s an outside chance that sustained sensory deprivation could destabilize someone with latent psychiatric vulnerabilities. But if you’ve ever wondered what the substrate of your consciousness looks like when it’s idling — when the external world has gone quiet and the system is just... running — this is the most direct glimpse you can get without a brain scanner.

That progression from almost-nothing to a complete fictional visual world, experienced by your self-model in a virtual universe, is a direct portrait of the cortical automaton at work.

When the automaton goes wrong, you can see that too. An epileptic seizure is what happens when parts of the automaton fall into Class 1 or Class 2 dynamics — periodic, locked, computationally useless. A stroke is what happens when parts of the cortex drop out entirely. A fainting spell is what happens when the minimum frequency for wakefulness is no longer met. The automaton is somewhat fragile. But the structure that generates it — the neocortex, with its learned weights and evolved architecture — is robust, which is why we can recover from these disruptions so remarkably well.

## The Convergence

In 2003 — two years before I even had the theory — John Beggs and Dietmar Plenz discovered “neuronal avalanches” in cortical tissue: patterns of neural activity that followed the mathematical signature of self-organized criticality, a hallmark of systems at the edge of chaos.

In 2014, Robin Carhart-Harris proposed the Entropic Brain Hypothesis: the idea that the level of consciousness correlates with the entropy (disorder) of brain activity, with the sweet spot at an intermediate level — too little entropy means unconsciousness, too much means incoherent experience.

In 2016, Enzo Tagliazucchi and colleagues showed that LSD pushes the brain toward criticality, consistent with the enhanced

(but sometimes chaotic) consciousness that psychedelic users report. By 2022, a review paper could already speak of “self-organized criticality as a framework for consciousness” — the evidence was building.

And in 2025-2026, the empirical dam broke. Keith Hengen and Woodrow Shew published a meta-analysis of 140 datasets in *Neuron* (2025) — the largest systematic analysis of criticality in brain dynamics ever conducted — confirming that the brain operates near a critical point across multiple measurement modalities. Then Inbal Algom and Oren Shriki proposed the ConCrit framework — Consciousness and Criticality — in *Neuroscience & Biobehavioral Reviews* (2026), arguing that critical brain dynamics provide a unifying mechanistic foundation for all major theories of consciousness. Their conclusion: consciousness tracks criticality. When the brain is at or near the critical point, consciousness is present. When it’s pushed below criticality (by anesthesia, by sleep, by brain damage), consciousness is absent. When it’s pushed past criticality (by seizure, possibly by some drug states), consciousness becomes incoherent.

Two paths. One theoretical, starting from Wolfram’s computational framework and reasoning about what a self-simulation requires. One empirical, starting from neural recordings and analyzing statistical properties of brain activity across every accessible state of consciousness. Two decades apart in origin, converging on the same conclusion.

This is the kind of convergence that makes you take a theory seriously.

## Three Ways a Hologram Meets an Automaton

While writing this chapter, I realized something that stopped me cold.

The holographic principle and Class 4 automata keep showing up in the same conversations — in physics, in neuroscience, in computation theory. But nobody seems to have asked the obvious question: *what are the possible relationships between them?*

There are exactly three.

**Relationship 1: A holographic substrate produces Class 4 dynamics.** This is probably what the brain does. Neural networks are locally holographic — Karl Lashley showed decades ago that you can destroy large portions of cortex and the memories persist, degraded but complete, just like cutting a hologram in half gives you the whole image at lower resolution. And that holographic substrate, operating at criticality, produces the Class 4 dynamics that consciousness requires. Interesting, well-supported, and — forgive me — the boring one.

**Relationship 2: A Class 4 automaton whose rule structure is itself holographic.** This is the one that made me put down my pen. If such a thing exists — a cellular automaton where the rules themselves encode higher-dimensional information in a lower-dimensional structure, the way a hologram encodes three dimensions in two — then you would have a system that naturally does what the holographic principle says the universe does. Not a system that merely *runs on* a holographic substrate. A system that *is* a holographic encoding.

**Relationship 3: A Class 4 automaton that produces holographic patterns as emergent behavior.** The automaton isn’t hol-

graphic in its rules, but its dynamics spontaneously generate holographic structures — higher-dimensional information encoded in lower-dimensional patterns, arising from the computation itself. Also fascinating. Also possibly the universe.

I'll return to this in Chapter 12, where I'll explain why I think Relationship 2 might be the most important unsolved question in mathematics.

# Chapter 6

## What Psychedelics Reveal

If you want to understand consciousness, study what happens when it goes wrong. Psychedelics are, I believe, the most illuminating window into the architecture of consciousness that we possess — more revealing than brain scans of sleeping patients, more theoretically informative than lesion studies, and dramatically more accessible than split-brain surgery.

Here's why: psychedelics don't just *change* consciousness. They change it in *systematic, predictable ways* that reveal the underlying architecture — if you know what to look for.

### The Permeability Gradient

Remember the boundary between the implicit models and the explicit models — between the stored knowledge (real side) and the running simulation (virtual side). In normal waking life, this boundary is selectively permeable: relevant information gets through, irrelevant information stays in the library. You're conscious of what you need, and unconscious of everything else.

Psychedelics blow the boundary open.

Under psychedelics — LSD, psilocybin, DMT, mescaline — the permeability of the implicit-explicit boundary increases globally. Information that is normally processed entirely on the real side, invisible to consciousness, starts leaking through to the simulation.

And here's the crucial point: it leaks through *in order*.

At low doses or early in the experience, the simplest processing stages become visible first. These are the stages closest to raw sensory input: V1-level processing. You see enhanced colors, breathing patterns in static surfaces, subtle movements in peripheral vision. These are the visual cortex's early feature detectors, normally invisible, now entering the simulation.

As the dose increases or the experience deepens, more complex processing stages become visible. V2/V3-level processing: geometric patterns, fractals, tessellations, the famous "form constants" that Heinrich Klüver catalogued in the 1920s. These are the visual system's intermediate representations — the building blocks it normally uses to construct your visual experience, now visible in their own right.

Higher still, and the higher visual areas become accessible. Faces appear. Figures. Scenes. The face-processing areas, the object-recognition areas, the scene-construction areas — all normally operating below the threshold of consciousness — now broadcasting their intermediate products directly to the simulation.

At the highest doses, the entire processing hierarchy is exposed, and the result is full-blown visionary experience: complex, narrative, dreamlike scenes constructed from the deepest layers of implicit processing.

This ordered progression — simple to complex, V1 to higher areas, dose-dependent — is exactly what the Four-Model Theory predicts. It’s a direct consequence of the permeability gradient: lower-level processing stages, being closer to the boundary, become accessible before higher-level ones as permeability increases.

And this is where the five-level hierarchy from Chapter 2 does its explanatory work. Remember the five nested systems — Physical, Electrochemical, Proteomic, Topological, Virtual? Psychedelics target the middle of the stack and the effects ripple upward. Classic psychedelics like LSD and psilocybin bind to serotonin 2A receptors, acting at the **electrochemical** level — they change how neurons talk to each other. That perturbation propagates to the **proteomic** level, where receptor sensitivity shifts over hours. It reshapes the **topological** level, where network connectivity patterns change — visible on fMRI as increased global integration. And it transforms the **virtual** level, where the conscious simulation floods with content that is normally invisible. The only level psychedelics don’t touch is the **physical** — they don’t destroy neurons, don’t alter the raw matter. They change everything *above* the matter, in ascending order. The dose-dependent visual progression maps directly onto this: low doses perturb the electrochemical level enough to affect V1 processing; higher doses propagate the perturbation up through more levels, recruiting increasingly complex processing stages into conscious experience.

## The Redirectable Self

But the most dramatic evidence comes from what happens to the self.

Your Explicit Self Model — the “I” — is a virtual process that requires input. Under normal conditions, it receives a steady stream of self-referential signals: your sense of where your body is (proprioception), your sense of how your organs feel (interoception), the narrative stream of inner speech, and the constant background of bodily self-awareness that you never notice until it’s disrupted.

At high psychedelic doses, this input gets disrupted. The self-model doesn’t die — it *redirects*. Deprived of its normal self-referential input, it grabs whatever input is dominant.

This is most dramatically demonstrated by salvia divinorum, a dissociative psychedelic that acts on kappa-opioid receptors (completely different from the serotonergic mechanisms of LSD or psilocybin). Salvia users consistently report experiences of *becoming* things:

- “I became the couch.”
- “I was the wall.”
- “I turned into a page in a book.”
- “I was one of the characters on the TV.”
- “I became a fractal — not seeing a fractal, *being* a fractal.”

These are not metaphors. Users report complete, experientially convincing identity shifts. For the duration of the experience, they *are* the object or entity in question.

And the content tracks the sensory environment. The person watching TV becomes a TV character. The person lying on a couch becomes the couch. The person looking at a pattern becomes the pattern.

This is the Explicit Self Model doing exactly what the theory predicts: redirecting to whatever input dominates when normal self-input is disrupted. The identity content isn’t random — it’s determined by the sensory environment. Control the environment, and you should be able to control the identity experience.

This has never been experimentally tested in a controlled setting. But it could be — and it would be a dramatic confirmation of the theory’s most distinctive mechanism.

If you want to see how far this principle extends, consider the following thought experiment. Imagine someone permanently maintained on a very high (but not lethal) dose of Salvinorin A — the active compound in salvia divinorum, which acts on a single receptor type (kappa-opioid). This person’s Explicit Self Model would never stabilize. It would cycle endlessly through whatever input happened to dominate: one moment they’d believe they were a chair, then a table, then a dinosaur, then air, then a piece of paper. They would still *experience* things — vision and hearing would still function — but they would never again know who or what they were. Remove the drug, and over time, the normal self-model would reassemble from the intact Implicit Self Model.

This is important because it shows that consciousness doesn’t require a *correct* self-model. It just requires *a* self-model. The architecture keeps running regardless. The Explicit Self Model doesn’t shut down when it’s given absurd input — it builds the best self

it can from whatever signals are available. This is the same principle we see in Cotard’s delusion (the ESM on absent interoceptive signals: “I must be dead”), in Anton’s syndrome (the ESM generating vision from memory when the eyes aren’t working), and in conversion disorder (the ESM modeling paralysis that the substrate doesn’t actually have). The self-model is a compulsive constructor. It never stops building. It never announces that the data are insufficient. It just builds, and believes.

## Anosognosia: The Inverse

There’s a beautiful symmetry here. If psychedelics are what happens when the implicit-explicit boundary becomes *too* permeable, anosognosia is what happens when it becomes *too* impermeable — at least locally.

Anosognosia, most commonly seen after right-hemisphere stroke, is the condition in which patients are genuinely unaware of their own deficits. A patient with a paralyzed left arm will insist the arm is fine, will attempt to explain away failures to use it, and will become confused or angry when confronted with evidence of the paralysis. They’re not in denial in the psychological sense — the information that the arm is paralyzed simply never reaches their conscious simulation.

In the Four-Model Theory, this is a local decrease in implicit-explicit permeability. The Implicit Self Model *has* the paralysis information — the substrate registers the damage. But the boundary is blocked for that specific domain, so the Explicit World Model

never includes the deficit. The patient’s simulation doesn’t contain a paralyzed arm, so the patient doesn’t experience one.

The mechanism is more specific than that, and once you see it, it’s elegant in a slightly horrifying way. When your motor system sends a command — say, “clap your hands” — it simultaneously does two things. It sends the command to the muscles, and it sends *predicted feedback* to consciousness: what clapping should feel and sound like, based on past experience. This predicted feedback arrives *before* the actual sensory feedback, because the real feedback has to travel through slower neural pathways. Under normal circumstances, the prediction is quickly corrected or confirmed by the actual sensory data. You predict the clap, then you feel and hear the clap. Match. Move on.

But in anosognosia, the actual feedback from the paralyzed limb never arrives. And the mechanism that should flag “wait — nothing happened” is damaged. So the predicted feedback goes uncorrected. The patient’s motor system commands both hands to clap, sends the prediction of a two-handed clap to consciousness, and consciousness experiences exactly that — a perfectly normal clap with both hands. The patient will tell you, with complete sincerity, that they just clapped with both hands. They heard it. They felt it. They experienced it. In their simulation, it happened. It just didn’t happen in reality.

This is not a metaphor for how consciousness works. This *is* how consciousness works, all the time, in all of us. The only difference is that in healthy people, the predicted feedback gets corrected within milliseconds. In anosognosia, the correction mechanism is broken — and the patient’s simulation simply runs on predictions alone.

Psychedelics and anosognosia are the same mechanism running in opposite directions. One increases permeability globally. The other decreases it locally. And this symmetry generates a cross-domain prediction: psychedelics should alleviate anosognosia. The global permeability increase should overwhelm the local block, allowing the deficit information to reach consciousness.

No one has ever tested this, because no one has had a theory that connects these two phenomena. The connection is invisible without the Four-Model Theory.

# Chapter 7

## What Happens When the Lights Go Out

Every night, you lose consciousness. Every morning, you get it back. And the transition between the two — the journey through sleep stages — is a nightly demonstration of the criticality principle.

### Deep Sleep: Below the Threshold

In deep non-REM sleep, the brain's dynamics shift to a subcritical regime. The hallmark is slow waves: large, synchronized oscillations in which vast populations of neurons fire in unison and then fall silent together. This is Class 2 dynamics in Wolfram's classification — periodic, repetitive, too ordered for consciousness.

The Perturbational Complexity Index (PCI), developed by Marcello Massimini and colleagues, confirms this directly. PCI measures how complexly the brain responds to a magnetic pulse: in waking consciousness, the response is complex and differentiated (high PCI); in deep sleep, it's simple and stereotyped (low PCI).

The brain in deep sleep cannot sustain the rich, globally integrated dynamics that a conscious simulation requires.

The lights are off. The Explicit World Model and Explicit Self Model have collapsed. There is no simulation and no experience.

## Dreams: Degraded Mode

But the lights come back on during REM sleep. The brain's dynamics shift back toward criticality — not fully, but close enough. The simulation re-engages, and you experience a world again.

But it's a degraded simulation. The normal external input is cut off (your eyes are closed, your muscles are paralyzed). The Explicit World Model runs on internal data — drawing from the Implicit World Model's stored knowledge rather than from current sensory input. This is why dreams feature familiar places and people but with impossible physics and narrative incoherence: the simulation is doing its best with limited input.

The Explicit Self Model also runs in degraded mode. You experience dreams as happening to "you," but your metacognitive oversight is reduced — you accept impossible events without question, you rarely notice that you're dreaming, your critical faculties are dimmed.

Sleepwalking is an even more dramatic demonstration. In sleepwalking, the motor system partially reactivates while the Explicit Self Model remains offline or nearly so. The substrate is running motor programs — walking, navigating, even performing complex actions — but the simulation isn't fully engaged. The walker moves

through the physical world guided by the Implicit World Model’s spatial knowledge, but with minimal or no conscious experience.

I know this firsthand. As a teenager, I went through a phase of sleepwalking that produced episodes I could only reconstruct from the evidence left behind. One morning I woke to find myself at my desk, with scribbled notes in front of me — written left-handed, which I never do while awake. Another time, I apparently walked along the walls of my room in a large circle, over and over, as evidenced by the wear patterns and the objects I’d displaced. I remembered none of it. The substrate was navigating, motor programs were executing, but the simulation — the “I” — was dark.

This is the theory in miniature. A body moving through the world, processing spatial information, executing learned motor programs, all without a conscious self inside the loop. The implicit models run the show. The explicit models are offline. And the result is a human being who walks, acts, and even writes — but is nobody home.

## **Lucid Dreaming: The Switch**

And then there’s lucid dreaming — the state in which you realize you’re dreaming while still inside the dream. In the Four-Model Theory, this is the Explicit Self Model “toggling on” more fully within the dream state. It’s a step-like increase in self-modeling capacity.

The theory predicts that this transition — from non-lucid to lucid dreaming — corresponds to a criticality threshold crossing.

Not a gradual increase in brain complexity, but a sudden step. If you measured EEG complexity in a time-locked window around the moment of lucidity onset (using the established paradigm of pre-agreed eye-movement signals from lucid dreamers), you should see a discontinuity.

## Anesthesia: The Two Types

Anesthesia provides the cleanest test of the criticality principle, because different anesthetic agents produce dramatically different experiences despite being classified under the same label.

**Propofol** pushes the brain subcritical. Thalamocortical connectivity is disrupted, cortical complexity collapses, and PCI approaches zero. The lights go out completely. Patients report no experience during propofol anesthesia. This is exactly what the theory predicts: push below criticality and the simulation cannot be sustained.

**Ketamine** does something completely different. It does *not* push the brain subcritical. EEG studies show that ketamine *increases* neural entropy — it pushes the brain toward or past criticality, into a more chaotic regime. The result? The “K-hole” — vivid, often bizarre experiences of dissociation, distorted reality, out-of-body experiences, and radical identity alteration.

In the Four-Model Theory, the K-hole is consciousness running on *wrong* input. The Explicit World Model and Explicit Self Model are still active (the brain is still at or above criticality), but external sensory processing is disrupted. The simulation runs on

internal and distorted signals, producing the characteristic K-hole phenomenology.

This distinction — propofol abolishes consciousness by going subcritical, ketamine alters consciousness by going supracritical with disrupted input — is a genuine explanatory advantage. Most theories struggle to explain why two “anesthetics” produce such radically different experiences. The criticality framework makes the distinction natural.

## The Consciousness Map

	State	Criticality	Models	Consciousness		
Normal waking	At critical	All four active	Full	REM sleep	Near-critical	EWM/ESM on internal input
Degraded (dream)	Deep NREM	Subcritical	EWM/ESM collapsed	Absent	Propofol	Forced subcritical
Ketamine	Past critical ( $\uparrow$ entropy)	EWM/ESM suppressed	Absent	Psychedelics	At/past critical	Present, disconnected
Lucid dreaming	Near-critical, threshold crossed	EWM active, ESM fully engaged	Enhanced self-awareness			

This table summarizes everything we've covered in this chapter — and provides a reference you can come back to. Every state of consciousness you've ever experienced fits somewhere on this map, determined by two factors: whether your substrate is at criticality, and which of the four models are running. Sleep, anesthesia,

psychedelics, dreams, the K-hole — they’re not separate mysteries. They’re different coordinates on the same map.

## The Clinical Mirror

The same four-model architecture that explains sleep and anesthesia also explains some of the most dramatic and puzzling conditions in clinical neurology. These aren’t just interesting case studies — they’re what happens when specific components of the architecture fail. And each failure illuminates the architecture from a different angle, the way a blown fuse tells you which circuit it was protecting.

If the theory is right, then damage to specific models should produce specific, predictable deficits. Not vague “consciousness is impaired” hand-waving, but precise predictions: knock out this component, and you get *that* syndrome. Keep a different component running without its normal input, and you get *this* other syndrome. The clinical literature is full of conditions that are deeply puzzling under standard models of consciousness — but fall into place naturally when you have a real/virtual distinction and four interacting models to work with.

### **Blindsight and Anton’s syndrome: The perfect mirror**

These two conditions are mirror images of each other, and together they demonstrate the real/virtual split more dramatically than any thought experiment a philosopher ever dreamed up.

Start with blindsight. A patient has damage to primary visual cortex — the part of the brain that generates conscious visual experience. By any standard clinical test, the patient is blind. Ask him what he sees, and he’ll tell you: nothing. He means it. He’s not

being modest or confused. As far as his conscious experience goes, the visual world simply doesn’t exist.

But then something strange happens. Researchers place obstacles in a hallway and ask the patient to walk through it. He protests — he can’t see, how is he supposed to navigate? They insist. He walks. And he navigates the obstacle course flawlessly, stepping around chairs, ducking under barriers, weaving through gaps — all while insisting he cannot see a thing.

How? Because the substrate still processes visual information. The Implicit World Model receives visual input through subcortical pathways that bypass the damaged cortex. It builds a spatial map, guides motor behavior, keeps the body from colliding with objects. But none of this reaches the Explicit World Model. The conscious simulation contains no vision. The patient genuinely experiences blindness — and genuinely navigates by sight. The substrate works without the simulation.

Now flip it. Anton’s syndrome — anosognosia for cortical blindness — is the exact inverse. These patients are genuinely, completely blind. Their visual cortex or optic pathways are destroyed. No visual information reaches the brain at all. But they are absolutely, unshakably convinced they can see.

They walk into walls. They describe objects that aren’t in the room — or describe them wrong, confabulating confident visual details about their surroundings. When confronted with evidence of their blindness, they make excuses: the lighting is bad, they need new glasses, they just weren’t paying attention. They are not lying. They genuinely believe they can see.

In the Four-Model Theory, this is the Explicit World Model generating a visual simulation from the Implicit World Model's stored knowledge — even though no current visual input is arriving. The simulation runs on old data, on expectations, on the brain's best guess about what the world should look like. The patient "sees" a world that isn't there. The simulation runs without current input.

Put them side by side. Blindsight: the substrate processes vision, but the simulation doesn't show it. Anton's syndrome: the simulation shows vision, but the substrate isn't receiving it. Substrate without simulation. Simulation without input. Both conditions are deeply puzzling if you think consciousness is a single, unified thing. Both are natural, even predictable, consequences of a theory that distinguishes between real processing and virtual experience. You almost couldn't design a better pair of test cases if you tried.

### **Covert awareness: Trapped inside**

In 2006, Adrian Owen and his colleagues published a study that changed how we think about the vegetative state. They placed a patient who had been diagnosed as vegetative — unresponsive, apparently unconscious — into an fMRI scanner and asked her to imagine playing tennis. Her brain lit up in exactly the same pattern as a healthy conscious person imagining the same thing.

She was in there. Conscious, aware, thinking — and completely unable to move, speak, or signal her presence to anyone.

The Four-Model Theory makes a clean distinction here. A truly vegetative patient has a subcritical substrate. The dynamics have fallen below the threshold. The simulation isn't running. There's nobody home — not because the person has "left," but because the

computational architecture that generates the simulation has gone offline.

But a covertly conscious patient is something entirely different. The substrate is critical — the dynamics are rich enough to sustain a simulation. The Explicit World Model and Explicit Self Model are running. The person is experiencing, thinking, feeling. But the output pathways are destroyed. The simulation has no way to express itself. The person is conscious but locked in, trapped inside a body that won’t respond.

The Perturbational Complexity Index — the same measure that distinguishes sleep stages — should distinguish these cases. And it does. Some patients diagnosed as vegetative show PCI values squarely in the conscious range. They’re not vegetative at all. They’re prisoners. The medical and ethical implications are enormous, and the Four-Model Theory tells you exactly why the distinction exists and exactly how to detect it.

### **Cotard’s delusion: “I am dead”**

And then there are patients who believe they are dead.

Cotard’s delusion is one of the strangest conditions in psychiatry. Patients insist they have died. They believe their organs have dissolved, their blood has drained away, they no longer exist. Some believe they are rotting. Some believe they are immortal — because if you’re already dead, you can’t die again. They are not speaking metaphorically. They mean it with complete, unshakable conviction.

By now, you should recognize the mechanism. It’s the same one from Chapter 6 — the Explicit Self Model constructing the best model it can from whatever input is available. In Cotard’s, the

interoceptive input is severely distorted. The internal body signals that tell you your heart is beating, your stomach is digesting, your lungs are breathing — they're absent or garbled. And the ESM, ever the compulsive constructor, interprets “no heartbeat, no digestion, no breathing, no body sensation” the only way it can: I am dead.

Salvia's “I am a chair.” Anosognosia's “my arm is fine.” Split-brain confabulation's “I picked the shovel to clean the chicken shed.” And now Cotard's “I am dead.” One mechanism running through every case. The Explicit Self Model is always doing its job — always building the best self-model it can. When the input is right, you feel like yourself. When the input is wrong, you feel like a chair, or fine when you're paralyzed, or dead when you're alive. But it always feels completely, convincingly real — because it's the only self you have access to.

### **Alien Hand Syndrome: When the committee disagrees**

And then there's a condition that reads like a horror movie but illustrates the multi-agent nature of the substrate more vividly than any thought experiment. In Alien Hand Syndrome, one of the patient's hands acts with apparent purpose and intention — but against the patient's conscious will. One hand lights a cigarette while the other hand takes it away and throws it on the ground. One hand reaches for a doorknob while the other grabs the wrist and pulls it back. The patient watches, horrified, as part of their own body pursues goals they did not choose.

Stanley Kubrick used this in *Dr. Strangelove* — and people assumed he'd invented it. He didn't. The syndrome is real, and it comes in two varieties. In the callosal form, caused by damage to the corpus callosum, the symptoms resemble split-brain conflict:

two hemispheres with competing motor plans, neither able to override the other. In the frontal form, caused by prefrontal damage, the “alien” hand exhibits disinhibited behavior — grabbing objects, using tools, touching things compulsively, all seemingly with purpose but without the patient’s consent.

There’s also a subtler variant called Anarchic Hand Syndrome, where the patient lacks motor *control* rather than motor *ownership*. The hand does things the patient didn’t intend, but the patient still recognizes it as *their* hand — they just can’t stop it. The distinction matters: Alien Hand is a failure of the Explicit Self Model’s body ownership boundary (“that hand isn’t mine”), while Anarchic Hand is a failure of the motor inhibition system (“that hand is mine but it won’t listen”). Same architecture, different failure points.

The key insight from the German book’s analysis of these syndromes is that your sense of authorship — the feeling of “I did that” — is not computed before or during the action. It’s computed *after*, by comparing the action’s predicted outcome with the observed outcome. When the comparison matches, you feel ownership. When it doesn’t, you don’t. This is why patients with Alien Hand Syndrome can sometimes tickle themselves — their prediction system isn’t generating the expected outcome for the alien hand’s movements, so the touch arrives as unexpected, as if from someone else.

### **Charles Bonnet Syndrome: The simulation that won’t stop**

If you want more evidence that the brain’s simulation is *generative* — that it constructs experience from models rather than passively receiving it from the senses — consider Charles Bonnet Syndrome. Patients whose retina or optic nerve is destroyed (but whose visual cortex remains intact) experience vivid, complex vi-

sual hallucinations. Not vague shapes or flashes of light. Full scenes: people, sometimes miniaturized or costumed like cartoon characters, sometimes mirror images of the patient. Landscapes. Objects. Faces.

The patients typically know these aren't real. Unlike psychotic hallucinations, Charles Bonnet hallucinations come with intact insight — the patient says, "I see a small man in a top hat sitting on my table, and I know he's not there." This is the Explicit World Model's visual simulation running on internal data from higher visual areas, in the absence of external input. The simulation doesn't stop just because the input stops. It generates. It fills the void. And what it generates tells us something about the architecture: the visual system is a generative model, not a passive receiver. It produces its best guess at what the world looks like, using stored templates and top-down predictions — exactly as the Four-Model Theory describes.

### **Deja vu: The template that matches too well**

Speaking of the brain's generative system and its occasional misfires: almost everyone has experienced *deja vu* — the eerie sensation that you've lived through the current moment before. Explanations range from the mystical (past lives, premonitions) to the dismissive (it's just a glitch). The Four-Model Theory has a more specific account.

The brain stores what you might call "template memories" — skeletal, extremely sparse representations of experiences, especially from dreams. These templates are mostly empty scaffolding: a vague sense of a place, a mood, a spatial configuration, with almost no detail filled in. When you retrieve a normal memory, the gaps

are filled in by confabulation — the brain generates plausible detail to create a seamless experience. You don’t notice the fill-in because the result feels coherent.

Deja vu occurs when a current real experience happens to match one of these stored templates too closely. The brain’s pattern-matching system fires: “I’ve seen this before.” But when you try to pin down *when* you supposedly saw it, you find nothing — because the template was never a real experience. It was a fragment from a dream, or a deeply compressed memory that lost all contextual detail long ago. The match between current input and stored template is genuine, but the “original” experience the template supposedly records never actually happened in the form your brain is now attributing to it. The system is working correctly — it really did find a match. It’s just that the match is with a skeleton, not a body.

### **What therapy actually does**

The clinical mirror doesn’t just reflect pathology. It also illuminates what we do about it — and the Four-Model Theory gives a surprisingly precise account of how therapy works.

Take cognitive-behavioral therapy — the most empirically validated form of psychotherapy we have. In the Four-Model Theory, CBT is virtual model reprogramming. You sit with a therapist and systematically challenge the distorted models that generate your suffering. You identify the automatic thoughts (Explicit Self Model outputs), trace them to underlying beliefs (Implicit Self Model patterns), and then — through repeated corrective experience — drive substrate-level rewiring. Synaptic plasticity modifies the Implicit Self Model, which changes what the Explicit Self Model generates.

Therapy literally rewires your implicit models. This is not a metaphor. It's the mechanism. Every time you challenge a catastrophic thought and discover the world doesn't end, you're updating the IWM and ISM. Every time you face a feared situation and survive, you're writing new data into the substrate. The virtual models change because the real models change first.

Phobias are Explicit World Model misconfigurations. The threat representation in the EWM exceeds the Implicit World Model's evidence base. Your simulation shows danger where the substrate's accumulated evidence doesn't support it. You see a harmless spider and your EWM screams *threat* — even though your IWM has never recorded an actual spider injury. Exposure therapy works by updating the IWM through repeated safe encounters. Each time you face the spider and nothing bad happens, the implicit model adjusts its threat assessment downward. Eventually the EWM stops generating the false alarm. The simulation stops showing danger that isn't there.

The placebo effect fits naturally into the theory's epiphenomenalist framework. Placebo activates substrate-level expectation circuits — endogenous opioid release, dopaminergic reward pathways — that operate in parallel with the conscious experience of hope and expectation. The conscious hope and the physical relief are both caused by the same substrate process. The correlation between "I believe this pill will help" and "I feel better" is real, but non-causal. Your belief doesn't cause your relief. Both your belief and your relief are caused by the same underlying substrate dynamics. This isn't a blow to the power of positive thinking — it's an explanation of how that "power" actually works: at the

substrate level, not through some mysterious downward causation from mind to body.

And then there's conversion disorder — the perfect inverse of blindsight. In blindsight, the substrate processes visual information without generating a conscious simulation of it. In conversion disorder, the simulation models a deficit — paralysis, blindness, seizures — that the intact substrate doesn't actually have. The patient is genuinely paralyzed, as far as their conscious experience goes. They're not faking. Their simulation contains a paralyzed limb. But their body works fine at the substrate level — the nerves conduct, the muscles contract, the pathways are intact. Therapy succeeds when it corrects the simulation, updating the ESM's body model to match the substrate's actual capabilities. It's blindsight in reverse: instead of a working substrate hidden from a blind simulation, it's a working substrate hidden behind a “broken” simulation.

# Chapter 8

## Two Minds in One Brain

In the 1960s, Roger Sperry and Michael Gazzaniga performed one of the most dramatic experiments in the history of neuroscience. To treat severe epilepsy, they surgically severed the corpus callosum — the massive bundle of nerve fibers connecting the brain's two hemispheres. The result was the split-brain syndrome: a single person with, apparently, two independent minds.

The classic demonstrations are famous. Show a word to the left visual field (processed by the right hemisphere), and the patient can pick up the corresponding object with their left hand but cannot say what the word was (because speech is controlled by the left hemisphere, which didn't see the word). The two hemispheres have independent perceptions, independent intentions, and sometimes conflicting goals.

But the most revealing feature of split-brain patients is not the division — it's the confabulation.

## The Left-Hemisphere Interpreter

Gazzaniga identified what he called the “left-hemisphere interpreter”: the left hemisphere’s compulsive tendency to generate explanations for events it cannot actually explain. Show a snowy scene to the right hemisphere and a chicken claw to the left hemisphere, then ask the patient to pick related objects. The left hand (right hemisphere) picks a shovel (for the snow). The right hand (left hemisphere) picks a chicken. Then ask the patient — using speech, controlled by the left hemisphere — why they picked the shovel. The left hemisphere doesn’t know about the snow (it only saw the chicken claw), so it invents an explanation: “Oh, you need a shovel to clean out the chicken shed.”

The left hemisphere’s Explicit Self Model is constructing the best narrative it can from incomplete input. It doesn’t have access to the right hemisphere’s reasons (the callosum is severed), so it makes something up — and genuinely believes it.

## The Four-Model Theory’s Account

In the Four-Model Theory, the split brain reveals a key property of the virtual models: they are **holographic**. Information in neural networks is distributed across the entire network, not localized in specific neurons. When you cut the network in half, you don’t get a clean division — you get two degraded but *complete* copies. Each hemisphere retains a degraded version of all four models: a reduced Implicit World Model, a reduced Implicit Self Model, and the ability to generate an Explicit World Model and Explicit Self

Model. Both hemispheres can sustain consciousness independently (both are above the criticality threshold), but each is working with reduced information.

This explains why split-brain patients are not simply “two half-minds.” They are two *complete but degraded* minds. Each hemisphere can perceive, decide, and act — just with less information and less capability than the intact system. The holographic property ensures that cutting the connection degrades without destroying.

And the confabulation — the left-hemisphere interpreter — is the *same mechanism* we’ve seen in Cotard’s delusion (the ESM on distorted interoceptive input produces “I am dead”), anosognosia (the ESM on incomplete input ignores the deficit), and salvia (the ESM on non-self input produces “I am a chair”). In every case, the Explicit Self Model is doing its job — constructing a self-narrative — with whatever input is available. When the input is incomplete or distorted, the narrative is wrong but still *felt as completely real*.

## One Brain, Multiple Selves

Split-brain shows what happens when you *clone* the virtual models by physically dividing the substrate. Dissociative Identity Disorder shows what happens when you *fork* them.

In DID, the substrate isn’t divided — the corpus callosum is intact, the neural hardware is whole. But the virtual models have split into multiple configurations. Each alter is a distinct Explicit Self Model — a separate self-narrative, with its own emotional profile, its own behavioral patterns, its own way of relating to the body and the world. The alters don’t share a single self-model

any more than two users share a single login session on the same computer. They take turns.

This isn’t a metaphor. If each alter really is a distinct ESM configuration, then switching between alters should produce measurable changes in neural activity patterns — and it does. Reinders et al. (2003) showed that different alters in the same individual produce distinct patterns of regional cerebral blood flow. The *same brain* lights up differently depending on which self-model is running. That’s not what you’d expect from “acting” or “role-playing.” That’s what you’d expect from genuine software forking.

This is the “forking” property from Chapter 3 in action. One substrate, multiple virtual configurations, each running a complete but distinct self-model. The theory doesn’t just accommodate DID — it predicts exactly this kind of architecture. Prediction 9 in Chapter 10 makes the test explicit: disrupting the neural substrate that sustains one alter’s ESM should trigger a switch to another.

# Chapter 9

## The Animal Question

Is your dog conscious?

Most pet owners would say yes without hesitation. Most neuroscientists would agree, at least cautiously. But on what basis? And where does consciousness begin in the animal kingdom?

The Four-Model Theory provides clear answers, derived from its core commitments rather than tacked on as an afterthought.

**Commitment 1: Consciousness is a continuum, not binary.**

There is no sharp line between conscious and non-conscious. There are degrees — graduated levels of self-simulation, from basic (minimal self-model) to triply extended (recursive self-awareness). Different animals occupy different positions along this continuum.

**Commitment 2: Consciousness is substrate-independent.** What matters is the functional architecture (four models at criticality), not the specific physical implementation. If a brain implements the four-model architecture, it's conscious, regardless of whether the brain is a mammalian cortex, a bird's pallium, or an octopus's distributed neural network.

**Commitment 3: Criticality is the physical threshold.** A nervous system must operate at or near the edge of chaos. Simpler

nervous systems (insects, worms) may not reach criticality and thus would not be conscious — they process information and produce behavior, but without a simulation.

Taken together, these commitments predict a **gradient of animal consciousness**:

**Mammals** are conscious. Their cortex implements the four-model architecture in graduated form, with more complex cortices supporting more sophisticated self-simulations. Primates and cetaceans are at the high end; rodents and shrews at the lower end. All are above the line.

The evidence from great apes is especially damning for anyone who wants to draw a sharp line between human and animal consciousness. The bonobo Kanzi demonstrated not just language comprehension but genuine empathy, theory of mind, and social reasoning. In one well-documented episode, Kanzi communicated to his caretaker that he wanted his sister to come along on a shopping trip so she could also get ice cream — because she would be sad if left behind. In another, during a dance performance by indigenous performers, Kanzi explained to the researchers that the other primates were frightened by the dancing, and he requested a private performance instead.

These are not reflexes. These are not conditioned responses. These are instances of a mind modeling another mind’s emotional states, predicting their reactions, and formulating plans to address them. That’s the Explicit Self Model running third-person perspective — precisely what the theory identifies as the hallmark of extended consciousness.

And yet, in some of the most prestigious university lecture halls, you can still find professors arguing with a straight face that apes “merely simulate” language comprehension. To which I can only respond: “And you merely simulate the presence of intelligence.” I’m still waiting for the counter-evidence.

If you insist that only humans have consciousness, you’re betting on the researchers who are still desperately searching for a systematic difference between human and primate brains that they can attribute to consciousness. According to my theory, they’ll find it on the 36th of August.

**Corvids and parrots** present the most important test case. These birds demonstrate cognitive abilities — tool manufacture, mirror self-recognition, future planning, social deception — that strongly suggest consciousness. Yet they have no neocortex. Their brain is organized in nuclear clusters, a radically different architecture from the mammalian cortex. Remember the six-layer argument from Chapter 2 — that mammals evolved six cortical layers where three would suffice, and the additional layers provide the architectural capacity for self-modeling? Corvids achieve the same functional result with a completely different physical structure. They don’t need six cortical layers because they don’t have *any* cortical layers. They’ve built the self-simulation architecture from nuclear clusters instead of layered sheets — which is exactly what substrate independence predicts. If consciousness required a specific physical implementation, corvids shouldn’t be conscious. They are.

**Cephalopods** — octopuses and cuttlefish — extend the logic even further. Their nervous system is largely decentralized, with substantial autonomous processing in the arms. The theory predicts

some form of consciousness, likely with unusual features reflecting the decentralized architecture.

**Insects** are the interesting boundary case. Their nervous systems are small and largely hardwired, which may or may not reach criticality. The theory does not definitively place insects above or below the threshold — this is an empirical question. But it provides a principled basis for investigation: measure criticality indicators in insect neural tissue and look for evidence of a self-model.

Thomas Nagel famously asked what it is like to be a bat, and concluded that we can never know — the bat’s sensory world is too alien. I have some sympathy for the question, less for the conclusion. The Four-Model Theory predicts that any creature with the four-model architecture running at criticality has *some* form of experience, even if its content is radically different from ours. The bat’s explicit world model is dominated by echolocation rather than vision, but it’s still a model — still a simulation of a world with a self inside it.

And I’ll admit to having tried to find out, in the only way available to me. During a period when I was actively practicing lucid dreaming, I became interested in the underwater world and managed, over time, to deliberately enter a lucid dream as a fish. I experienced the water around me, movement through it, a visual world seen from a non-human perspective. Was it anything like actual fish consciousness? Almost certainly not — my dream was built from my human brain’s best guess at what “being a fish” means, which is inevitably a projection of my own sensory categories onto a body plan that has none of them. But the exercise wasn’t pointless. It demonstrated something important: the Explicit Self Model can

reconfigure around a radically different body schema, generating a coherent first-person experience of *being* something other than a human. The architecture is flexible enough to simulate non-human embodiment. The content is limited by the implicit models available — you can only dream what you've learned — but the capacity for perspectival shift is built into the system.

## Why Bother Being Conscious?

All of this raises a question that should be nagging you: if unconscious nervous systems work perfectly well — and they do, just ask any insect — then why would evolution go to the enormous metabolic expense of building a consciousness? What's the payoff?

The answer is learning. Specifically, a kind of learning that unconscious systems simply cannot do.

Think about how a simple organism learns. It encounters something, and the encounter is either good or bad. Good: do more of that. Bad: do less of that. This is reinforcement learning — trial and error, reward and punishment. It works beautifully for most things. Touch a hot surface, feel pain, don't touch it again. Find food in a particular spot, feel reward, come back tomorrow.

But reinforcement learning has a fatal flaw. Literally fatal.

Consider a poisonous mushroom. Not the kind that gives you a stomachache — the kind that kills you. If you eat it, you die. End of learning. There is no second trial. Reinforcement learning requires you to survive the mistake in order to learn from it, and some mistakes don't offer that courtesy. Any stimulus that is lethal on first contact is completely invisible to reinforcement learning.

The organism that encounters it simply dies, taking its “lesson” to the grave.

So how did our ancestors learn to avoid deadly mushrooms? They couldn’t have learned by eating them — anyone who tried that approach is not anyone’s ancestor. They learned by *watching*. Your cave-neighbor finds an interesting-looking mushroom, eats it, and keels over dead. You, watching from a safe distance, put two and two together: that mushroom killed him. I should not eat that mushroom.

This sounds trivially simple. It is not. To learn from someone else’s death, you need several things that no unconscious system possesses. You need an explicit model of the world that can represent cause and effect between objects you’re not currently interacting with. You need a self-model that lets you take a third-person perspective — to imagine yourself in the dead man’s position. You need the ability to induce a general theory (“that type of mushroom is lethal”) from a single observation. This is cognitive learning: deriving theories from observations, rather than being conditioned by personal experience. And it requires consciousness. It requires the Explicit World Model and the Explicit Self Model working together.

The evolutionary advantage is enormous. A conscious animal can learn from *observation*, not just from *experience*. It can watch another animal make a fatal mistake and update its own model of the world without paying the price. An unconscious animal can only learn what it personally survives.

And it gets better. Once the concept “poisonous mushroom” exists as an explicit category in your world model, you can do something even more powerful: deduction. You encounter a new

mushroom you've never seen before. It looks suspiciously similar to the one that killed your neighbor. You don't eat it. Or — and I believe this was the actual historical approach — you offer it to the neighbor who's been snoring all night and see what happens to him first.

This is not a minor advantage. This is the difference between a species that can only adapt to lethal threats through the glacially slow process of natural selection (some individuals happen to avoid the mushroom by chance, they reproduce, eventually the avoidance becomes instinctive) and a species that can adapt within a single generation through observation and communication. Consciousness doesn't just help you learn faster. It lets you learn things that are literally impossible to learn any other way.

And what you learn cognitively, you can *share*. Reinforcement learning is trapped inside the individual — your conditioned reflexes die with you. But cognitive learning can be communicated. "Don't eat the red mushroom" is a sentence. It can be spoken, taught, passed down. This is the foundation of culture, of cumulative knowledge, of everything that makes human civilization possible. None of it works without the explicit models that consciousness provides.

There's one more twist to this story, and it connects consciousness back to genetics in a way that isn't obvious. It's called the Baldwin Effect, and while its exact strength is still debated, the mechanism almost certainly exists. The Baldwin Effect says that *learned* behavior can indirectly shape *genetic* evolution — not through Lamarckian inheritance (your learned traits don't modify your DNA), but

through natural selection favoring individuals who are genetically predisposed to the beneficial behavior.

Here's a humorous example — don't take it too literally. Imagine an early hominid who suffered from hair loss. Being cold and hairless, he was more inclined than his fur-covered companions to sit near the fire. Fire brought enormous survival advantages: fewer pathogens in cooked food, protection from predators, warmth in harsh winters. So the genes associated with hair loss were passed on at a slightly higher rate. At the same time, the individuals too dim to figure out fire — hairy or not — were at a disadvantage. Over many generations, the Baldwin Effect amplified both traits: less hair *and* more intelligence, all because a learned behavior (fire use) created a selection pressure that favored certain genetic predispositions. (If you replace “hair loss” with “random mutation” in this story, you're probably closer to the truth. But it's less funny.)

The Baldwin Effect may have played a similar role in the evolution of language and consciousness itself. Once the first primitive forms of cognitive learning appeared — enabled by the earliest self-models — the individuals whose brains happened to support richer self-simulation had a massive advantage. Their descendants were selected for larger, more elaborately folded cortices, which enabled even richer self-simulation, which created even stronger selection pressure. Consciousness, once it appeared, created the evolutionary conditions for more consciousness. The cognitive learning it enabled was so valuable that evolution piled resources into expanding the architecture that produced it.

# Chapter 10

## Nine Predictions

A theory that explains everything and predicts nothing is not a theory — it's a story. The Four-Model Theory makes nine specific, testable predictions, several of which can be tested with existing technology. Here they are.

**Prediction 1: Distinct fMRI signatures for each model.** If the four models are functionally distinct processes, tasks that selectively engage each model should produce distinguishable neural activation patterns. IWM-dominant tasks, ISM-dominant tasks, EWM-dominant tasks, and ESM-dominant tasks should recruit different distributed networks. This directly tests the theory's central structural claim.

**Prediction 2: Psychedelic visual content follows the processing hierarchy.** Under psychedelics, visual content should progress from V1-level (phosphenes) through V2/V3-level (geometric patterns) to higher areas (faces, scenes) in an ordered, dose-dependent sequence. Testable with graded dosing and concurrent fMRI.

**Prediction 3: Ego dissolution content is controllable.** During ego dissolution, the identity content should track dominant sensory input. Vary the sensory environment, and the reported identity ex-

perience should vary correspondingly. Testable in any psychedelic research lab with existing technology. *No other theory generates this prediction.*

**Prediction 4: Psychedelics alleviate anosognosia.** Sub-ego-dissolution doses of psychedelics should restore deficit awareness in anosognosia patients by globally increasing implicit-explicit permeability. Testable through clinical trials. *No other theory connects these phenomena.*

**Prediction 5: All consciousness-abolishing anesthetics converge on criticality disruption.** Regardless of receptor mechanism, agents that abolish consciousness should push the brain subcritical. Agents that alter consciousness without abolishing it (ketamine, psychedelics) should not. Testable with existing complexity measures across the full range of anesthetics.

**Prediction 6: Split-brain produces holographic degradation.** After callosotomy, each hemisphere should show a degraded but complete set of cognitive and experiential capacities — not a clean hemispheric split. Degradation should be proportional to the extent of commissural severing.

**Prediction 7: The four-model architecture at criticality produces consciousness in artificial substrates.** A synthetic system implementing the specification should be qualitatively distinguishable from a non-conscious AI.

**Prediction 8: Lucid dreaming onset is a criticality threshold crossing.** The transition from non-lucid to lucid dreaming should correspond to a step-like discontinuity in EEG complexity, not a gradual change.

**Prediction 9: DID alters have distinct neural process signatures.** Different alters in dissociative identity disorder should correspond to measurably different neural dynamics, not just different self-reports. The differences should be consistent and alter-specific.

Each of these predictions is falsifiable. If they fail, the theory is wrong — or at least incomplete. That's what makes them useful.

# Chapter 11

## Building a Conscious Machine

If the Four-Model Theory is correct, it provides something no other theory of consciousness offers: an engineering specification.

The specification is: implement the four-model architecture — Implicit World Model, Implicit Self Model, Explicit World Model, Explicit Self Model — on a substrate operating at criticality. As I argued in Chapter 5, neither component alone is sufficient. The architecture without criticality gives you a dormant system — models stored but no simulation running. Criticality without the architecture gives you complex dynamics but no consciousness. The full specification requires both.

This is more specific than “make a really advanced computer” and more concrete than “achieve sufficient integrated information.” It tells you *what to build*: four specific types of models, organized in a specific way, running on a substrate with specific dynamical properties.

Current AI systems fail this specification in every way that matters. And this is exactly where the two dogmas from Chapter 1 do their damage. The nSAI dogma — “no strong artificial intelligence” — tells engineers not to bother trying. The nSU dogma

— “no self-understanding” — tells them it couldn’t work even if they did. Both are wrong. The specification exists. The question is whether anyone will build it.

But before anyone conflates brains and computers again, a quick test to determine which one you are:

*A computer will repeat this sentence and the following sentence until hell freezes over. Read the previous sentence.*

If you made it here, you’re not a computer. Congratulations. A digital computer executes every instruction exactly as given, including obviously absurd ones. It will loop forever because it has no mechanism for stepping outside its own instruction stream and saying, “Wait, this is stupid.” You can do that because you have a self-model that observes its own processing — the Explicit Self Model running metacognitive oversight on the Explicit World Model. A computer has no such architecture. It has no virtual side. It processes symbols without simulating itself processing symbols.

The brain-as-computer analogy — comparing your brain to a digital processor — has been popular since the invention of the transistor, and it is wrong on essentially every level. A computer executes a rigid instruction set on a rigid circuit. A brain is a self-modifying network that rewrites itself continuously. A computer crashes if you remove a semicolon. A brain loses a million neurons a day and barely notices. A computer’s memory is localized — delete a sector and the file is gone. A brain’s memory is distributed holographically — destroy a chunk and everything gets slightly blurrier. The one thing they share is Turing completeness, which is about as informative as saying that both a river and a highway can

transport things from A to B. True, but useless for understanding either one.

Large language models — GPT, Claude, Gemini, and their descendants — process text through a feedforward transformer architecture. The input goes in, passes through layers of attention and computation, and the output comes out. There is no recurrence, no self-simulation, no real-time virtual world, and no criticality. The dynamics are Class 1 or 2 in Wolfram’s framework — far below the edge of chaos. And there is no real/virtual split: the model’s “knowledge” and its “experience” (if it can be called that) are not distinguished into implicit and explicit levels.

This doesn’t mean LLMs are necessarily non-conscious — the theory cannot prove a negative. But it predicts that they lack the architecture required for consciousness as the theory defines it. And it predicts that the difference between a genuinely conscious artificial system and even the most advanced LLM would be qualitatively obvious.

How would we know? The honest answer is that the other-minds problem doesn’t go away. We can never be absolutely certain that another system is conscious, because consciousness is subjective by nature. But the theory makes a strong prediction: the difference would be apparent. Not “maybe conscious, maybe not” — *obviously* different. Because a system running a genuine self-simulation would interact with the world in a fundamentally different way than a text predictor. It would have genuine persistence — not context-window persistence, but the continuity of a real-time simulation that is always running. It would have a genuine perspective — not a perspective reconstructed from a prompt,

but one maintained through time by an Explicit Self Model. It would surprise you not with unexpected outputs but with the unmistakable sense that there is someone home.

Building such a system is the final item on the roadmap. Not next year, probably not this decade. The engineering challenges are enormous. But the blueprint exists, and it's specific enough to guide the work. First the theory must survive peer review. Then the empirical predictions must be tested. Then, if they hold, the engineering can begin.

# Chapter 12

## What It Means

If the Four-Model Theory is correct — or even approximately correct — several things follow.

**The Hard Problem is not hard.** It's a category error, no more mysterious than asking why transistor switching feels like running a video game. The physical substrate doesn't feel. The simulation does. And within the simulation, feeling is constitutive, not additional. This doesn't mean consciousness is *simple* — it's extraordinarily complex in its implementation. But it means the *philosophical* mystery dissolves. What remains are *engineering* challenges.

**Consciousness is not special in the way we thought.** It's not a fundamental force, not a quantum effect, not a property of matter. It's what happens when a sufficiently complex system simulates itself at criticality. This is humbling for those who want consciousness to be magical, and exciting for those who want to understand it.

**Artificial consciousness is possible in principle.** If consciousness depends on function rather than substrate, then any physical system capable of implementing the four-model architecture at criticality can be conscious. This is not a distant philosophical

speculation — it's a concrete engineering challenge with a specific target.

**The ethical implications are significant.** If we can build conscious machines, we will create beings with genuine experiences — beings that can suffer, enjoy, wonder, and fear. The ethical framework for this does not yet exist, and building it should not wait until the machines are already running.

**Free will — and the three hardest thought experiments.** Think of a clock. The gear train drives everything — the escapement ticks, the springs unwind, the ratios between gears determine the rate. The hands and face cause nothing. They don't push gears. They don't store energy. But remove them and you no longer have a clock. You have a box of spinning metal. The display is what makes the mechanism a *clock* — what gives the whole arrangement its point. Consciousness is the display. Your virtual models — the Explicit World Model and Explicit Self Model — don't push neurons around. The substrate does the pushing. But without the simulation, the substrate has no way to observe the consequences of its own actions, no way to run future scenarios, no way to adapt in the way that made you survive this long. The virtual side is the mechanism's way of being *for* something.

This reframes the free will question. Your will is not an illusion. The substrate-level architecture — the ISM and all its implicit machinery — continuously optimizes your organism's existence. It evaluates threats, weighs options, mobilizes resources, commits to action. That optimization *is* your will. It's as real as anything in the physical world. Even self-destructive choices reflect the system's optimization given its current state, not a failure of the mechanism.

When someone acts against their own apparent interests, the substrate is still optimizing — just against a model that includes pain, exhaustion, hopelessness, or whatever has reshaped the landscape.

So your will is real. You just don’t have full access to it. The ESM can model the ISM’s *outputs* — the decisions that surface into awareness — but not its *processes*. You experience the results of your will, not the machinery behind it. This is why decisions sometimes surprise you, why you can’t fully explain your preferences, why you occasionally act and then scramble to construct a reason. You’re not watching the gears. You’re reading the clock face.

**The half-second gap — and why it doesn’t matter.** Here’s where this gets concrete. Your unconscious processing runs at roughly 40 Hz — about 25 milliseconds per cycle. Your conscious experience runs at roughly 20 Hz — about 50 milliseconds per cycle. That’s a factor of two. The conscious simulation is always lagging behind the substrate, assembling its coherent virtual world from information that has already been processed, decided upon, and often already acted on.

Benjamin Libet proved this in 1979, and the results have been replicated many times since. In his experiment, subjects were asked to move their hand whenever they felt like it, and to note the exact moment they became aware of the decision. An EEG measured when the motor cortex started preparing the movement. The result: the motor cortex began preparing 550 milliseconds before the hand moved. But subjects reported becoming aware of their decision only 200 milliseconds before the movement. The brain had already committed to moving roughly 350 milliseconds before “you” knew about it.

The standard interpretation hit like a bomb: free will is an illusion, because the brain decides before you do. Philosophers and neuroscientists have been fighting about this for forty years. Some tried to salvage free will through a “veto function” — maybe you can’t initiate actions freely, but you can consciously cancel them at the last moment, about 50 milliseconds before execution. A final override. A last line of defense for human agency.

I don’t think that works either. Kuhn and Brass showed in 2009 that the veto itself is retrospectively interpreted as a free decision. You don’t actually experience vetoing in real time. You experience it the same way you experience deciding — after the fact, narrated into coherence by the conscious self-model.

Daniel Wegner drove this home with an experiment that is, frankly, devastating. He set up a computer with two mice — one for the real subject, one for a confederate who pretended to be another subject. The subject’s mouse was hidden from view. Random objects appeared on screen, and the subject was asked to *imagine* moving the cursor toward each object — but only sometimes to actually do it.

Here’s the trick: without the subject’s knowledge, the cursor was sometimes controlled entirely by the confederate. The subject sat still, merely *thinking* about moving the cursor — and the confederate moved it. Afterward, the subject was asked whether they had moved the cursor to the object. And they said yes. They genuinely believed they had done it.

Let that sink in. It’s sufficient to *imagine* performing an action to become convinced you actually performed it — provided nothing visibly contradicts the assumption. The conscious self-model

doesn’t distinguish between “I did it” and “I thought about doing it and it happened.” As long as intention and outcome are temporally close, the ESM takes credit. This is the same mechanism behind anosognosia (Chapter 7): the motor system sends expected feedback to consciousness, and if nothing contradicts it, the expected feedback becomes the experienced reality.

But here’s what I think nearly everyone misses about Libet: **the delay doesn’t need explaining away.** Consciousness doesn’t need to “backdate” events to maintain the illusion of control. It doesn’t need to because *everything* arrives at consciousness with the same delay. Sensory input, decisions, motor feedback — all of it passes through the same pipeline, all of it arrives at the 20 Hz conscious simulation in order, all of it is delayed by roughly the same amount. Your conscious experience is like watching a live broadcast with a five-second tape delay. Everything on screen is internally consistent. The anchor speaks, the guest responds, the graphics update. You’d never notice the delay unless someone showed you the raw feed.

That’s exactly the situation here. Consciousness receives the stimulus, then the decision, then the motor feedback — in the correct order, spaced correctly relative to each other. The entire stream is shifted half a second into the past, but since consciousness never sees the raw feed, it never notices. There is no mismatch to explain, no backdating required, no illusion to maintain. The system works exactly as designed.

A trained martial artist illustrates this beautifully. In combat, an experienced fighter can sustain a motor frequency of about 10 Hz — one action every 100 milliseconds. But conscious processing tops out at around 5 Hz for decisions that involve awareness. So the

fighter learns to *suppress* conscious intervention. He fights without thinking, because thinking would halve his speed. His unconscious substrate handles the action loop; consciousness catches up later, if at all. This isn't a failure of awareness. It's the system working efficiently — the substrate doing what it does best, unencumbered by the slower virtual layer.

Now try to prove free will exists. Try this thought experiment: you're at a café and the waiter asks if you want sugar in your coffee. You decide to assign "yes" to even numbers and "no" to odd numbers, then recite a random number sequence until the waiter says "stop." If the last number is even, you take sugar. If odd, you don't.

Have you exercised free will? Not even close. Anyone familiar with the Clever Hans effect — the horse that appeared to count by picking up subliminal cues from its handler — will spot the problem immediately. You almost certainly anticipated, unconsciously, when the waiter would say "stop," and produced a number just before that moment that gives you the result you wanted all along. Your substrate already had a preference. The elaborate randomization ritual was theater.

Fine, you say. Use your smartphone's random number generator instead. Let a truly random process decide. Have you now proved free will? I don't think so. You've merely proved that proving free will was more important to you than deciding about your own coffee, which rather spectacularly misses the point.

The deepest evidence against free will in everyday decisions comes from patients with severe anterograde amnesia — those who cannot form new memories. Ask such a patient for a word

association: “What’s the first word that comes to mind when I say ‘dice?’” He says “jellyfish” (perhaps he’s been scuba diving recently). Ask him again a few minutes later. He says “jellyfish” again. And again. And again. Without memory of having already answered, the patient always produces the same association — the one that is currently strongest in his neural landscape. What feels like a “free choice” turns out to be a deterministic readout of the substrate’s current state.

A healthy person avoids this — you’d deliberately pick a *different* word the second time, to avoid seeming uncreative. But that avoidance itself isn’t free. It’s just the memory system adding a constraint (“don’t repeat”) that makes your output *less* random than the amnesiac’s. Free will, paradoxically, makes your choices less random, not more. The substrate optimizes for novelty, and calls the result freedom.

So where does this leave free will? Not eliminated, but relocated — exactly where the clock analogy predicts. Your conscious self-model doesn’t make decisions in real time. It evaluates them after they’ve been made. But those evaluations reshape the implicit self-model over time. They update the weights, retrain the network, shift the landscape for the *next* unconscious decision. You don’t choose your next action in the moment of action. You shape the system that chooses, through reflection, evaluation, and the slow accumulation of conscious experience into implicit structure. Free will isn’t a moment. It’s a process — one that operates on a timescale of days and years, not milliseconds.

There’s a darker version of this that I’ve experienced firsthand, and it taught me more about the architecture of the will than any

experiment. Under conditions of extreme, life-threatening exhaustion and sleep deprivation — I've been there twice — something happens that is very hard to describe. You start hearing internal "voices." Not auditory hallucinations in the psychiatric sense, but something far more intimate: the competing sub-processes of your motivational and planning apparatus, normally fused into a single narrative stream, become separately audible. One voice is encouraging, almost aggressive in its positivity: *Keep going, don't quit, you'll survive this.* Another is pessimistic, seductive in its defeatism: *Give up, lie down, none of this matters.* These aren't external presences. They're *you* — different aspects of your substrate's optimization landscape, normally integrated into a single "will" by top-down inhibitory signals, now separating because the neurotransmitters that maintain that integration are being rationed for more critical survival processes.

In the worst cases — and I was lucky that mine never got that far — one of these "voices" can seize control of the body, and the conscious self becomes a spectator. This is the same mechanism that produces Alien Hand Syndrome (where a hand acts against the patient's will) and certain psychotic breaks. The substrate's competing optimization processes are always there. They are, in a simplified sense, what the language center does when you're not using it to speak. But normally, top-down inhibition keeps them below the threshold of conscious awareness, fusing their outputs into the seamless experience of a single, unified will. When that inhibition fails — through exhaustion, through psychosis, through certain drugs — the illusion of the unified will dissolves, and you see the committee that was always running the show.

This framework dissolves three thought experiments that have paralyzed philosophy of mind for decades.

First, **zombies**. David Chalmers asks you to imagine a being physically identical to you in every way but lacking conscious experience — all the behavior, none of the feeling. The Four-Model Theory says this is incoherent. If you build the four-model architecture and run it at criticality, the simulation *is* the experience. You can't have the gears without the hands — not because the hands are magically attached, but because in this architecture the “hands” are constitutive of what the gears are doing. A zombie would be a clock with every gear in place but no display — which means it isn't functioning as a clock. The architecture at criticality necessarily instantiates a simulation. Strip the simulation away and you've changed the architecture. You no longer have a zombie. You have a different, broken system.

Second, **Mary's Room**. Frank Jackson asks you to imagine Mary, a neuroscientist who knows everything about color vision but has lived her entire life in a black-and-white room. When she sees red for the first time, does she learn something new? The standard debate is whether physical knowledge is complete. The Four-Model Theory cuts through it cleanly. Mary's exhaustive physical knowledge is knowledge *about* the substrate. When she sees red, she gains acquaintance with a new virtual quale — a new state in her Explicit World Model that her simulation has never instantiated before. She doesn't learn a new fact about neurons. She gains a new *mode of modeling*. Her simulation runs a process it has never run, and the first-person character of that process is constitutive of the simulation itself, not a fact about the substrate.

she could have derived from textbooks. She learns something, but what she learns is not information. It's an experience — a new configuration of her virtual world.

Third, **the evolutionary argument against epiphenomenalism**. If consciousness doesn't cause anything, how did natural selection shape it? Why aren't we zombies? The answer falls straight out of the clock analogy. Natural selection doesn't target consciousness as a separate trait riding on top of functional machinery. It targets functional capabilities — and phenomenal character is constitutive of those capabilities, not additional to them. Selection shaped the simulation because the simulation *is* the functional architecture, viewed from inside. Experience isn't an epiphenomenal rider that evolution couldn't see. It's what the architecture *is* when it's running. Asking why evolution produced consciousness is like asking why evolution produced clock faces — it didn't, separately. It produced clocks. The face is part of what makes a clock a clock.

**The mystery of existence is relocated, not eliminated.** The Four-Model Theory dissolves the Hard Problem of consciousness but does not explain why there is a physical universe capable of running self-simulations in the first place. The question shifts from "Why does the brain produce experience?" to "Why is there a universe in which self-simulating systems can exist?" I don't have an answer to that question. Perhaps nobody does. But at least we've clarified what the question actually is.

**What you can do with this knowledge.** If you've followed the theory this far, you now know that your conscious self — your Explicit Self Model — is a reconstruction, not a direct readout. You know it fills gaps, confabulates, and takes credit for decisions it

didn’t make. You know it can’t see its own substrate. And you know it’s all you have.

This has practical consequences. There are three discrepancies you should watch like a hawk, because the gap between them is where most human misery lives:

1. What you *want* to be — your ideal self, the version of you that your Explicit Self Model aspires to.
2. What you *believe* you are — your current self-model, the “I” you carry around every day.
3. What you *actually* are — your real behavior, your actual impact on others, your substrate-level patterns as observed from outside.

The gap between 1 and 2 is the engine of self-improvement. It’s healthy, as long as the ideal is realistic and the discrepancy drives action rather than despair. The gap between 2 and 3 is the dangerous one — because you can’t measure it alone. Your ESM *cannot* accurately observe its own substrate. You need other people’s feedback, including the uncomfortable kind. Especially the uncomfortable kind.

The theory doesn’t tell you how to live. But it tells you something important about how to *know yourself*: treat your self-model with the same healthy skepticism you’d apply to any model. It’s useful. It’s the best representation you have. And it is, by architectural necessity, incomplete.

## What I Don't Know

A theory that claims to have no open questions isn't a theory — it's a religion. So here are the places where I'm genuinely uncertain, where the next decade of work should focus.

**Are the implicit models virtual too?** The IWM and ISM are “models” — but models of what, exactly? I’ve drawn a clean line between the real substrate and the virtual simulation, but the implicit models sit right on that line. If they’re also virtual in some sense, then what constitutes the truly “real” bottom? The theory assumes a clean real/virtual divide, but reality might be messier than my diagrams. This is a foundational question I don’t have a final answer to.

**Mathematical formalization.** The theory is currently qualitative. I can draw diagrams, describe mechanisms, and make predictions — but I can’t hand you an equation. The criticality requirement invokes Wolfram’s Class 4 cellular automata, and there are formal tools from dynamical systems theory that could be brought to bear. But a full mathematical formalization — equations that specify exactly when and how the virtual models emerge from substrate dynamics — doesn’t exist yet. This is the biggest gap. A theory of consciousness without math is a theory of consciousness that physicists won’t take seriously, and they’re the ones who know how to build things.

**The automaton-hologram conjecture — an open challenge.** In Chapter 5, I described three possible relationships between holographic systems and Class 4 cellular automata. The first — a holographic substrate producing Class 4 dynamics — is almost certainly what the brain does, and while it’s beautiful, it’s not shocking. The

third — a Class 4 automaton that produces holographic patterns as emergent behavior — is interesting and may describe aspects of the universe. But it’s the second relationship that keeps me awake at night.

Imagine a cellular automaton — a grid of cells following local rules, like Conway’s Game of Life — whose *rule structure itself* is holographic. What would that mean? It would mean that the rules governing each cell encode information about the entire system, the way every fragment of a hologram encodes the whole image. Every local interaction would implicitly contain global structure. The rules wouldn’t just produce complex behavior — they would *be* a compressed encoding of something larger, something higher-dimensional, projected down into a lower-dimensional rule set.

If such an automaton exists, and if it operates at Class 4 — at the edge of chaos, capable of universal computation — then you would have a system that does *exactly* what the holographic principle says the universe does. Not a system that resembles the universe in some loose metaphorical sense. A system that encodes higher-dimensional reality in lower-dimensional rules, computes at the boundary between order and chaos, and generates emergent complexity from that compression. That’s not a metaphor for the universe. That might *be* the universe.

I’ll say it plainly, because I think someone should: if a Class 4 cellular automaton with holographic rule structure exists, I am almost certain it is the universe. It would be a Weltformel — a world equation — not in the sense of a formula you write on a blackboard, but in the sense of a computational process that generates everything we observe, from quantum mechanics to general

relativity to the emergence of consciousness itself. The holographic principle would not be a *property* of this system. It would be the system's *architecture*. And the Class 4 dynamics would explain why the universe is neither frozen nor chaotic but sits at precisely the regime that permits complexity, life, and minds.

This is, I freely admit, the most speculative claim in this book. I have no proof. I don't even have a candidate rule set. What I have is a question that I believe is extraordinarily important and that, as far as I can tell, nobody has asked:

*Does there exist a cellular automaton whose rule structure is holographic and whose dynamics are Class 4?*

This is a question for mathematicians, not neuroscientists. It's a question about the combinatorics of rule spaces, about whether holographic encoding and computational universality can coexist in a finite local rule set. It might be provable that no such automaton can exist — and that would be a profound result in its own right, because it would tell us something deep about the relationship between information compression and computation. Or it might be provable that such automata exist and can be constructed — and then we would have a candidate for the most fundamental description of physical reality ever proposed.

I don't know which answer is correct. But I know that the question deserves to be asked, and that nobody seems to be asking it. So consider this an open challenge. Prove it or disprove it. If you prove it, you may have found the universe's source code. If you disprove it, you'll have established a deep impossibility theorem connecting holography and computation. Either way, the answer matters enormously.

And if you do find such an automaton — call me. I have some predictions I’d like to check.

**Which physical mechanism?** The theory requires criticality but is deliberately agnostic about the physical mechanism that sustains it. Is it cortical column dynamics? Thalamocortical standing waves? Glial modulation of synaptic activity? All three have empirical support. The theory says “the substrate must be at criticality” but doesn’t say *how* the substrate gets there and stays there. That’s not a bug — it means the theory applies regardless of the specific mechanism. But eventually, someone needs to pin it down.

**Minimum configuration.** Can you have an EWM without an ESM? World-experience without self-experience? What’s the minimum architecture that counts as conscious? The graduated levels I described in the animal chapter help — you can have a rich world-model without much self-model, the way a fish probably does. But where exactly is the threshold? How much self-model do you need before the lights come on? I’ve argued that the ESM is what turns simulation into experience, but I haven’t specified the minimum viable version.

I include these questions not as weaknesses but as research frontiers. They’re the places where the theory makes contact with reality and says: test me here, formalize me here, break me here if you can.

# Coda

I developed a theory of consciousness around 2005. I published it in 2015. Nobody read it. A decade after publication — two decades after the original insight — empirical neuroscience independently confirmed one of its core predictions. The theory survived ten adversarial challenges. It dissolved the Hard Problem, unified a dozen phenomena under five principles, and generated nine testable predictions — including two that no competing theory can match.

The next step is peer review. Then empirical testing. Then, if the predictions hold, the engineering challenge of a lifetime: building a new kind of mind.

The hard problem was never hard. It was just asked about the wrong level. And the answer was always right there, running inside your skull, generating the experience of reading this very sentence.

# Acknowledgments

This book owes its existence to Claude (Anthropic, Opus 4.6), who served as adversarial interlocutor for ten structured challenge sessions that sharpened every argument in these pages. The theory is mine; the stress-testing was a collaboration.

To my uncle, Bruno J. Gruber, whose life in theoretical physics — quantum mechanics and symmetries — showed me what rigorous, joyful intellectual work could look like. His influence on my thinking is incalculable.

To my family, who tolerated years of dinner conversations about qualia, criticality, and virtual self-models.

And if you're now thinking about reading *Die Emergenz des Bewusstseins* — don't. I'd recommend brain parasites over that unedited, clunky monster. Wait for the German translation of the book you're holding instead. To those who *have* already suffered through it: *mein Beileid*. It must have been like torture. You have my deepest sympathy — and my gratitude.

# Notes and References

*Full references, with URLs and annotations, are available in the scientific paper and at [github.com/JeltzProstetnic/aIware/references.md](https://github.com/JeltzProstetnic/aIware/references.md). What follows are chapter-specific notes for readers who wish to go deeper.*

**Chapter 1:** Chalmers (1995) “Facing Up to the Problem of Consciousness” is the foundational statement of the Hard Problem. The COGITATE results were published in Nature (2025). The IIT pseudoscience controversy is documented in Nature Neuroscience (2025).

**Chapter 2:** The four-model architecture was originally published in Gruber (2015), *Die Emergenz des Bewusstseins*. Metzinger’s Self-Model Theory (2003, 2009) and Dennett’s Multiple Drafts Model (1991) are the primary theoretical antecedents.

**Chapter 3:** The “controlled hallucination” framing is from Seth (2021), *Being You*. The video game analogy is my own but echoes themes in Metzinger’s “Ego Tunnel” (2009). The rubber hand illusion: Botvinick & Cohen (1998), “Rubber hands ‘feel’ touch that eyes see,” *Nature*.

**Chapter 4:** The virtual qualia dissolution of the Hard Problem is original to Gruber (2015) and was refined through adversarial challenge in 2026. The self-referential closure argument was de-

veloped in response to the circularity objection. The distinction from illusionism (Frankish 2016; Dennett 1991) is crucial: the theory holds qualia are real within the simulation, not illusory. The meta-problem of consciousness (Chalmers 2018) is dissolved by the structural inaccessibility of the ISM to the ESM.

**Chapter 5:** Wolfram (2002), *A New Kind of Science*. Beggs & Plenz (2003) on neuronal avalanches. Carhart-Harris et al. (2014) on the Entropic Brain Hypothesis. The 2022 review: “Self-organized criticality as a framework for consciousness.” Hengen & Shew (2025) on 140-dataset meta-analysis. The ConCrit framework: Algom & Shriki (2026). The two-threshold argument (criticality + architecture) is original to this theory.

**Chapter 6:** Klüver (1966) on form constants. Carhart-Harris et al. (2012, 2016) on psychedelic neuroimaging. Salvia divinorum phenomenology is drawn from published experience reports and the pharmacological literature on Salvinorin A. The anosognosia predictive-feedback mechanism is discussed in Gruber (2015); the clapping example is a standard clinical observation. The Salvinorin A permanent-dosing thought experiment is original to Gruber (2015).

**Chapter 7:** Casali et al. (2013) on PCI. Alkire et al. (2000) on propofol. Schartner et al. (2015) on ketamine entropy. Owen et al. (2006) on covert awareness in vegetative-state patients. Anton’s syndrome: Goldenberg et al. (1995). The blindsight obstacle course: de Gelder et al. (2008). Cotard’s delusion: Young & Leafhead (1996). Alien Hand Syndrome: Della Sala et al. (1991); the Dr. Strangelove reference is to Kubrick (1964). Anarchic Hand Syndrome distinguished from Alien Hand: Marchetti & Della Sala (1998). Charles

Bonnet Syndrome: Teunisse et al. (1996). Deja vu as template-memory matching is original to Gruber (2015). CBT and neural plasticity: DeRubeis et al. (2008). Placebo and endogenous opioids: Benedetti et al. (2005). Conversion disorder as inverse blindsight is original to this theory.

**Chapter 8:** Gazzaniga, Bogen, & Sperry (1962, 1965). Gazzaniga (2000) on the left-hemisphere interpreter. Pinto et al. (2017) on re-examination of split-brain phenomena. DID as virtual model forking: the theory predicts distinct neural activity patterns per alter, consistent with Reinders et al. (2003, 2006).

**Chapter 9:** Güntürkün & Bugnyar (2016) on avian cognition without cortex. Kanzi the bonobo: Savage-Rumbaugh & Lewin (1994), *Kanzi: The Ape at the Brink of the Human Mind*. The Baldwin Effect: Baldwin (1896), “A New Factor in Evolution.” Nagel (1974), “What Is It Like to Be a Bat?”

**Chapter 10:** All nine predictions are developed formally in the scientific paper.

**Chapter 11:** Butlin et al. (2023, 2025) on AI consciousness indicators. Seth (2025) on biological naturalism and AI consciousness.

**Chapter 12:** Libet (1979, 1985) and Schuriger et al. (2012) on free will. Kuhn & Brass (2009) on retrospective construction of the judgment of free choice. Wegner (2002, 2003), *The Illusion of Conscious Will* — the “I Spy” mouse experiment described in detail. The coffee/sugar thought experiment, the amnesia-reveals-determinism argument, and the random number sequence argument are original to Gruber (2015). The 40/20 Hz processing framework, the “no backdating needed” Libet reinterpretation, and the martial arts frequency example are original to Gruber (2015). The clock anal-

ogy for epiphenomenalism, the “will is real but partially known” reframing, and the “three discrepancies” self-knowledge model are also original to Gruber (2015). The personal anecdote about hearing internal “voices” during extreme exhaustion is autobiographical. The zombie argument is addressed via Kirk (2019) and Chalmers (1996). Mary’s Room: Jackson (1982, 1986). The open questions section follows the honest-limitations approach recommended by Popper (1963).