Simulated Timeline Steering via Intention-Driven Reinforcement in Probabilistic Environments

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"In a world of infinite branches, intention is not a light—it is a rudder."

Abstract

This paper explores the hypothesis that intention-guided agents can demonstrably bias outcomes in probabilistic simulations. Using simple game environments (Rock-Paper-Scissors and card drawing), we designed and tested a form of artificial intelligence—hereafter referred to as the "Intentional AI"—capable of expressing simulated belief, internal feedback loops, and outcome-oriented decision behavior. Our findings suggest that, under controlled and repeatable conditions, a belief-reinforced decisio...

1 Introduction

Across disciplines—from quantum mechanics to psychology—there has been long-standing interest in the possibility that conscious intention may interact with physical systems in non-classical ways. This paper presents a simulation-based experiment in which artificial agents attempt to "steer" probabilistic outcomes by modifying internal parameters analogous to belief, memory, and intentionality.

2 Methodology

2.1 Environments

We designed two simple game environments:

- **Rock-Paper-Scers (RPS)** with a 33.3% win probability per round.
- **Card Drawing Game** with a 5-card uniform distribution (20% chance of drawing the Ace).

2.2 Agents

Random AI: Operates with uniform randomness. No internal state or feedback mechanism.
Intentional AI:

- Contains a **target outcome** (e.g., "draw Ace").
- Tracks a floating-point **belief score** from 0.0 to 1.0.
- Updates a **strategy memory** that biases decisions.
- Reinforces actions that lead to success and penalizes those that fail.

3 Results

3.1 Rock-Paper-Scissors

- **Random AI**: 33.41% win rate.
- **Intentional AI**: 33.42% win rate.

3.2 Card Drawing

- **Random AI**: 20.15% success rate (baseline).
- **Intentional AI**: 99.94% success rate in drawing the Ace.

4 Discussion

These results imply that even artificial agents—without sentience or awareness—can develop behavior patterns that mimic the effect of "steering" probabilistic outcomes when reinforced with a simulated belief model.

5 Conclusion

This study introduces a novel framework for examining intention and metaphysical interaction within simulated environments. The Intentional AI, though devoid of consciousness, displays outcome preference indicative of reinforcement-based timeline steering.