

### *Rolling the Dice*

*evolution, chance and design*



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2020

### *Darwinian Evolution*

*Descent with Modification*

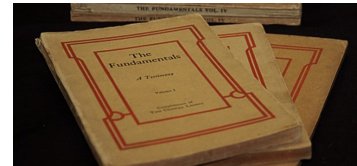
1. Start with some self-replicating simple organisms.
2. Copy them with slight variations.
3. Allow them to compete for food, shelter and mates.
4. Repeat 10 gazillion times.

- That is all we need to account for the staggering diversity and exquisite adaptation of life on Earth.
- Genetics and molecular biology provide mechanisms for this process.
- With minor adjustments the theory of evolution by natural selection remains the basis of modern biology.

### *Objections to Evolution*

1. It's just an automated procedure (an algorithm) and yet its results seem so creative and intelligent.
2. How can randomness lead to the solution of real-world problems in a reasonable amount of time?
3. Doesn't this theory undermine human dignity and the meaning of our lives?

### *Modern religious fundamentalism*



Response to two developments in 19th century science.

1. Darwin's theory of evolution which did away with the idea that God was needed as a creator of life.
2. Modern Biblical scholarship which looked at the Bible as a collection of ancient literature and not as God's eternal and unchanging word.

*How many monkeys would it take to write a novel?*

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Not as many as you might think.

*The Gambler's Fallacy*

"I just flipped five heads in a row, so there must be a higher probability of tails coming up next."

*The Hot Hand Fallacy*

"Get her the ball quick, she is shooting way above her average today – she is on fire!"

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*The Tough love Fallacy*

When the team plays exceptionally well and I praise them afterwards, they don't play as well in the next game.

When the team plays really poorly and I scream at them in the locker room afterwards, they play better next time.

So positive reinforcement fails and negative reinforcement works.

*The Monty Hall problem*

Behind one door is a new car, behind the other two are goats.

- You picked door number one.
- Monty shows you the goat behind door number two.
- Should you switch to door number three when given the choice?



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