

The Future of Agent-Based Simulation

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Abstract

As Agent-Based Simulation (ABS) is still a young discipline we ask for its future and try to hypothesize in which direction it will develop. We claim that its logical future is to simulate our own world, the simulation and reality converge, an event we term Convergence-Point. Alone that we talk about this convergence means, that there are utterly strong connections between the real world and ABS - something which cannot be claimed by DES or SD. This, for the first time will give us a framework within to talk about metaphysics from a computer-scientific view point. As we will show the only really interesting reason for pursuing this convergence-point is to simulate free will. We will come to the conclusion that this may already have happened and that reality as we experience it is indeed an ABS created by our very self.

We have already created this future ABS, its our own world in which we live in. We needed to plant ourselves into it as the spark of consciousness and free will. Thus we created our own reality. We are our own gods. Caged into a sandbox not to inflict harm on the universe in exercising our free will.

1. Introduction

2. Background

God From The Machine - Artificial Intelligence Models of Religious Cognition

Der Stoff, aus dem der Kosmos ist Das elegante Universum Die verborgene Wirklichkeit

Computability - Turing, Gödel, Church, and Beyond
God & Golem, Inc. - A Comment On Certain Points where Cybernetics Impinges on Religion
Mind Children - The Future Of Robot and Human Intelligence
Robot - Mere Machine To Transcendent Mind

3. Constructivism vs. Platonism

4. Conclusions

On the contrary to Nick Bostrom we come to completely different conclusions.

Why and what are we simulating? Free will