The genesis according to computer science: Reality as an agent-based simulation of free will

Jonathan THALER

November 15, 2016

Abstract

TODO: maybe remove "agent-based" and talk more generally about a simulation of free will

All sciences have their genesis-model which are basically explanations of how the world did come into existence, what the reason for existence is and who or what God is. Unfortunately computer science has none so far, so the aim of this paper is to set out to develop such genesis-model from a computer-science perspective. The model is motivated from the perspective that the world and humankind is a simulation to see free will in action in a sand-boxed environment as opposed to the afterlife / afterworld or just the Beyond, which is an outer level of simulation and itself again a simulation as will be shown in subsequent sections.

This paper addresses important fundamental questions of belief and religion and tries to explain them using this model - which it does surprisingly well. Thus this paper has a keen aim: it wants to amalgamate religious concepts with concepts of theoretical computer science. It is an attempt to think out-of-the-box, having fun looking at dogmatic things from a total different perspective, breaking down conventional view on old religious things and does not take itself too serious - after all the least thing we need is a new dogma or idealism, the world is full of it.

NOTE: not falsifyable, thus no scientific theory but its a framework within theories/statements which are falsifiable can be formulated

"In the beginning there was nothing, which exploded" - Terry Pratchett

1 Introduction

The following questions will be addressed and explained in this new context

- Who or what is God?

- Who or what is Christ, Buddah, Vishnu, Mohammed,...?

- What is free will?

1

- What is meditation?

- What is conciousness?

- What is life after death?

- Where do we come from?

- What is the omega point?

- What is spiritual enlightenment?

Approaching the subject from a more technical view-point:

- Who or what implemented the simulation?

- What is outside this simulation?

- What is free will in this context? Can it be defined formally?

- On which hardware does this simulation run? Where does the energy come from?

- What is the computational complexity of this simulation?

- What are the memory-requirements of this simulation?

karma: cause and effect. is a controlling factor in the simulation to prevebt the dynamics to get out of hand

The nothing was something: it was indeed nothingness, a

free will on a machine is a contradiction. the machine works according to very strict rules. free will can be completely unpredictable. or is free will just an imagination? if one confronts a decision maker within short time with too much information then the outcome it is unpredictable

parallels to matrix

TODO: lucifer, satan, out-of-the-creation, left-handed vs. right-handed path

pro-activity possible through conciousness: the brain produces thoughts and the conciousness can observe these and decide to follow them or not. This is observable on oneself during meditation!

Free will: deliberately ignore thoughts

2 Self-Conciousness & Free-Will

self-conciousness: the ability to observe ones thoughts on a metalevel: more or less pronounced. this meta-observation allows to intervene. also origin and unfolding is then possible. thus one can observe oneself from an outer perspective

freely choose NOT to obey some impulse. requires self-conciousness

computers have neither and cant have neither. why? thus computers as we know them cant be source of true intelligence as they are not able to introspection, to self-reflection.
they don't have this ability because the have no ability to *imagine or anticipate the outcome of their actions without actually computing them*

References