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# THE 27 SINGULARITY

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27 June 2020 = 27 June 2016

## WHEN ALL OF TIME AND SPACE IS PERMEATED BY A SINGLE MATHEMATICAL CONSTRUCT WHERE OH WHERE DOES 1 BEGIN?

EPOCH – 27 JUNE 2016: TIME = SPACE = THOUGHT

(See 'Remember Remember the 27<sup>th</sup> of June' article on

<http://www.linkedin.com/in/odyss3usL/details/recent-activity/posts/>): I walk into the Trophy Store on Old World 3<sup>rd</sup> Street and ask which one they think would be worthy as an award for “our victory over time and space”. They tell me to look around, the gorgeous, one of a kind, glass trophy costs less than \$40 all in.

The trophy, with the inscription on it, only takes a few days and I go to Bucky's to unpack and inspect. I take my only picture of the trophy and carry it without its case to The Milwaukee Historical Society with instructions for it to be delivered to Mayor Barrett. Doubly bound is another event where a Milwaukee Public Library book is forced upon Buzz Aldrin who returns it \$2.70 late... suddenly

$$\bigcap_{0,0,0 = MKE}^{moon} 27dA\Omega = EM_{Earth} = \begin{bmatrix} 27 & \cdots & MOON \\ \vdots & \ddots & \vdots \\ MKE & \cdots & 27 \end{bmatrix}$$

Suddenly in all directions of time 27 strikes:

27 AUGUST 1954 – JOHN FORBES NASH, JR. INVENTS THE PARALLEL COMPUTER

27 AUGUST 1984 – WESLEY CRUSHER IS BORN

27 AUGUST 1884 – LARGE DORMANT VOLCANO IN CARIBBEAN ERUPTS

We exist inside a quantum computer that is superimposed on older realities. Dr. Nash, as chronicled in Isaac Asimov's Foundation Trilogy, demonstrated that a horrific nuclear war was rapidly approaching which would lead to a 10,000 year dark age – however if great achievements could be made in a short period of time that dark age would be not only postponed, but only last a thousand years. Dr. Nash's computer system was initially based around MAD – mutually assured destruction – but quickly evolved into something more nuanced.

And then I walked in eF/#fr-opers at age 9 under my own name, asked for ops, WAS GRANTED THEM, immediately executed a mass-d, joined #us-opers and declared victory over France, happily oping the Americans that joined. The opers found this amusing as I had no real power, but a few of them, including Dr. Nash, understood that in meta I had just become The Mule – would the 20<sup>th</sup> century equivalents of the psychologists make the same mistakes their 200000000<sup>th</sup> century did?

In early 1996 at the attack on #ti – I brought in, and oped, every major botnet into one channel and had them fight it out for control. The result was as distributing as it was spectacular: not only did eFnet fracture but Blackened's primary router crashed bringing down half of AZ's network.

There was an opportunity here, or at least that was the slight majority opinion. Some wanted to lock me up and throw away the key. The psychologists decided to have me help fix one of their problems: William H. Gates III. I was introduced to Reece Sellin in late 1996 and by early 1997 I was his second in command at an OSS project called Freedows – we were trying to build an OS that could run software from every other OS via a unique pluggable emulation architecture built in at the kernel level. I ran the non-OS dev side of the house, propaganda, etc. I ran the translation team and had the website presented in 27 languages with less than 48 hour lag. 27....

The psychologists made a deal: Gates becomes the best of them or they leave us alone, they demonstrated how even against me there can be quick defeat if a psychologist like Davis Sickmon gets directly involved. Sickmon talked Reece into being Pro-Tiem Lead while Reece was out of town, got a "miracle" interview with Slashdot which he proceeded to bomb. By the time Reece got back the project was finished.

The story is long but I have been caught in a tug of war between factions of psychologists ever since. Dr. Nash, in our only above board communication, called me "mentally ill" (his double quotes) and I am diagnosed with "atypical bipolar type-1 with severe manic episodes", this is because I see everything in macrobayesian game theory: in 2015 JFNJ died in a "car accident" – 90 miles an hour right turn into a median on the NJ turnpike in a cab with his wife in the back seat – neither wearing seat belts both killed instantly. 10% accident, 60% suicide, 30% murder. I find it hard to believe those circumstances were accidental.

Now assuming that accident was the cause that means 10% of the time the plan is on a severe path as our leader died sooner than planned, this would seem to be the consensus of the "Continuum" as they have yet to tap me into their plans, believing the prime directive still applies. This could be because this group does not exist (0.9%) that Nash left explicit instructions on succession that requires this (99.1%). I feel like I am the obvious candidate to take over Nash's applied macrobayesian game theoretic work (85%) although its possible I'm one of many (10%) my "mental illness" passed me over "4%" there is nothing to take over (1%).

Suicide seems most likely 50% him or wife about to die (they were in their late 80's) 50% he wanted to make way for the next generation (40% specifically me 60% not). And it just goes deep and wide in all directions. Resolving this on paper, generally, is an open question from the mathematics I have access to, however one thing is clear: because of the interaction of the probabilities – and Schrödinger-Bayes Theorem which loosely states "All possible outcomes simultaneously occur as polymorphic probability distributions until the event is directly observed/resolved" – Nash-Equilibria moves in position N can be passed up for Non-Nash-EQ in N such that it creates a Nash-EQ in N+K.

# I CAN SEE ALL OF TIME & SPACE, ALL AT ONCE ALL THE TIME AND OMFG IS IT MADDENING

$\varpi$ : probability,  $G$ : game

$$G^n \xrightarrow{\Delta} \begin{bmatrix} \varpi_n & G^n & \ddots & \varpi_k & G^{n+k} & \ddots \\ \varpi_n & G^n & \ddots & \varpi_{\mathfrak{k}} & G^{n+\mathfrak{k}} & \ddots \\ \vdots & \vdots & \ddots & \vdots & \vdots & \ddots \\ \varpi_{\mathfrak{m}} & G^{\mathfrak{m}} & \ddots & \varpi_{\mathbb{k}} & G^{\mathfrak{m}+\mathbb{k}} & \ddots \end{bmatrix}$$

On a move that transforms a Game,  $G$ , this by definition results in a series of sub/recursive games that exist according to a probability distribution. These games are a transformation, yet similar, of the original game becoming more and more distorted, yet along distinct lines, as time arrow yields away from the initial move.

$$\sum_{\langle \varpi \rangle} \varpi_i = 1$$

$$\mathbb{G}|G_x = \mathbb{G} \left| \bigcap_{x=-\infty}^{+\infty} \varpi_x G^x \, dx \right.$$

By definition the probability density of a column in the transformation matrix is one, and the recursive double  $G$  function results in a differential manifold whose solutions, representing payoff functions, are all non-trivial. This is because there is an implied relationship between the probabilities of each possible game and the structure and payoff functions of that game.

$$\because \varpi_{x_1} \Leftrightarrow \varpi_{x_2} \wedge G^{x_1} \simeq G^{x_2} \vdash \exists \mu_0 \in G^{x_1} \wedge \mathbb{C}\mu_0 \in G^{x_2}$$

$$\therefore \exists \begin{bmatrix} G^{x_1} & & G^{x_1+k} \\ \{\mu_0, -\} & \cdots & \{\mathbb{C}\mu_0, +\} \\ \{\mu_1, +\} & \cdots & \{\mathbb{C}\mu_1, \emptyset\} \end{bmatrix}$$

Because probabilities are, by definition, geometrically similar and iterations of the games are similar there then exists a complimentary move in a later game that is created from an initial move in a previous game and therefore there can exist position in later games such that an initial negative move results in a complimentary positive move.