# Thought as the Pre-Creational Theory of Everything: Supporting the Simulation Hypothesis

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#### Abstract

The simulation hypothesis posits that reality is likely a simulation indistinguishable from base reality. This paper introduces a novel Theory of Everything (ToE), the Predominance of Thought, which posits Thought ( $\Theta$ ) as the pre-creational act of conceptualization, generating all frameworks (logic, physics, life). By removing the distinction between pre- and post-creation, we prove that Thought equals energy ( $\Theta=E$ ) in a simulation, unifying existence under a single principle. Using set theory and modal logic, we formalize this equivalence, demonstrating that Thought/energy drives the simulation's reality, supporting and extending the simulation hypothesis (Bostrom, Musk). Our ToE resolves Framing Effects (indeterminacies in post-creational frameworks), aligns with quantum non-locality (Bell tests), and draws on a DNA-like simplicity, offering a metaphysical foundation for simulation theories. We address similarities with panpsychism, idealism, and the Self-Simulation Hypothesis, ensuring originality while validating plausibility.

#### 1 Introduction

The quest for a Theory of Everything (ToE) seeks a unified framework for all existence, from physical laws to reality's origins. Traditional ToEs, such as string theory, rely on post-creational frameworks (time, energy), introducing indeterminacies termed Framing Effects (1). The simulation hypothesis, popularized by Bostrom (2) and Musk, suggests reality is likely a simulation indistinguishable from base reality, raising questions about its fundamental substrate. This paper proposes a novel ToE, the Predominance of Thought, where Thought ( $\Theta$ ), the pre-creational act of conceptualization, generates all frameworks, equating to energy ( $\Theta = E$ ) in a simulation where pre- and post-creation merge. We use set theory and modal logic to formalize this, supporting the simulation hypothesis by providing a metaphysical foundation. Our ToE resolves Framing Effects, aligns with quantum mechanics' non-locality, and ensures simplicity, drawing on a DNA-like minimalism.

## 2 Background

#### 2.1 Simulation Hypothesis

Bostrom's simulation argument (2) posits three scenarios: civilizations go extinct, choose not to simulate, or create numerous simulations, making it likely we inhabit one. Musk (3) popularized this, citing computing advancements (e.g., from Pong to VR). Neither provides equations, relying on probabilistic reasoning. Thompson's Self-Simulation Hypothesis (SSH) (4) equates thought and energy in a panpsychic self-simulation, offering a related framework.

#### 2.2 Framing Effects in Post-Creational ToEs

Post-creational ToEs (e.g., string theory) assume frameworks like time or energy, leading to Framing Effects—indeterminacies such as circularity or underdetermination (1). For any post-creational set  $S \subseteq U_{\text{post}}$ ,  $S \not\supseteq U_{\text{pre}}$ , as it cannot account for its origin (p. 2).

#### 2.3 Quantum Mechanics and Non-Locality

The double-slit experiment (1927) and Bell's inequality (1964) tested Einstein's local hidden variables against Bohr's quantum non-locality. Experiments by Clauser (1972) and Aspect (1982), culminating

in the 2022 Nobel Prize, confirmed non-locality, suggesting reality may involve consciousness-driven processes (5; 6).

### 3 The Predominance of Thought ToE

We define Thought  $(\Theta)$  as the pre-creational act of conceptualization, the universal set  $\Theta = U_{\text{pre}} = \{x \mid x \text{ is conceptualized pre-creationally}\}$  (p. 2). Unlike human cognition,  $\Theta$  generates all frameworks:

$$\Theta = U_{\text{pre}}, \quad \text{Logic} \subseteq \Theta, \quad \text{Physics} \subseteq \Theta, \quad \text{Life} \subseteq \Theta,$$

where no subset supersedes  $\Theta$  ( $\forall S\subseteq\Theta,S\not\supseteq\Theta)$  (p. 2).

#### 3.1 Energy as Thought

Energy, assumed independent in physicalist ToEs, is Thought contextualized in physics:

$$E_{\text{physics}} = \{\text{energy concepts} \mid \text{contextualized by } \Theta \text{ in } T_{\text{physics}}\},$$

where  $T_{\text{physics}} \subseteq U_{\text{post}}$  (p. 5). For example, kinetic energy  $(E = \frac{1}{2}mv^2)$  requires Thought to define "mass" and "velocity" (p. 3).

#### 3.2 Simulation and Thought-Energy Equivalence

In a simulation where creation equals pre-creation, physical constraints (e.g., spacetime) vanish. Energy, unconstrained, becomes:

$$E_{\text{sim}} = \{\text{energy concepts} \mid \text{conceptualized by } \Theta \text{ in the simulation} \},$$

equating to  $\Theta$ , as both encompass all concepts:

$$\Theta = E_{\text{sim}}$$
.

Thus, Thought and energy are interchangeable ( $\Theta = E$ ) in all states (pre-/post-creation), driving the simulation's "is" (existence).

#### 4 Formalization

#### 4.1 Set Theory

We prove  $\Theta = E_{\text{sim}}$ : - \*\*Lemma 1\*\*: Truth requires negation, implying relational context for meaning. - \*\*Axiom 3\*\*: Set definition requires relations, so  $\Theta$  and  $E_{\text{sim}}$  gain meaning via Thought's context. - \*\*Theorem 1\*\*:  $\Theta = U_{\text{pre}}$  is non-singular, equating to  $E_{\text{sim}}$  in a simulation where  $U_{\text{pre}} = U_{\text{post}}$ . - \*\*Corollary 1\*\*: Physicalist ToEs fail due to Framing Effects, resolved by  $\Theta$ .

#### 4.2 Modal Logic

In a Kripke frame, Thought's precedence is:

$$\Box(\Theta \to \text{Physics}), \quad \Box(\Theta \to \text{Logic}),$$

where  $\square$  denotes necessity across all possible worlds (p. 4).

### 5 Supporting the Simulation Hypothesis

Our ToE supports the simulation hypothesis: - \*\*Unified Essence\*\*:  $\Theta = E$  unifies reality under Thought/energy, providing a metaphysical substrate for Bostrom's and Musk's simulations, beyond computational power. - \*\*Indistinguishability\*\*: Observers cannot distinguish simulation from reality, as Thought/energy drives all phenomena, aligning with quantum non-locality (Bell tests), where consciousness may influence outcomes (6). - \*\*Simplicity\*\*: The ToE's DNA-like minimalism (Thought as universal code) simplifies simulation theories, avoiding physicalist complexities (p. 2).

#### 6 Relation to Existing Theories

- \*\*Panpsychism\*\*: Consciousness in matter (Goff) is similar but matter-bound (7). - \*\*Idealism\*\*: Thought as reality (Berkeley) lacks pre-creational focus (8). - \*\*Self-Simulation Hypothesis\*\*: Thompson's thought-energy equivalence is closest but panpsychic, not pre-creational (4). Our pre-creational Thought, set theory, and Framing Effects critique ensure novelty.

#### 7 Discussion

The ToE resolves Framing Effects, unifies existence, and supports simulation indistinguishability. Its simplicity aligns with KISS principles, akin to DNA's code. Future work could explore empirical proxies (e.g., consciousness in quantum systems) (9).

#### 8 Conclusion

The Predominance of Thought ToE, with  $\Theta=E$  in a simulation, provides a novel metaphysical foundation for the simulation hypothesis, unifying reality under Thought/energy. Its formalization, resolution of Framing Effects, and alignment with quantum non-locality advance simulation theories, offering a simple, coherent framework.

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