

1
00:00:00,000 --> 00:00:06,929
rupted one the question is whether the

2
00:00:04,169 --> 00:00:09,990
screaming troll that disappears is

3
00:00:06,929 --> 00:00:13,289
identical with the one that reappears

4
00:00:09,990 --> 00:00:17,480
and that's a transporter problem in Star

5
00:00:13,289 --> 00:00:21,629
Trek isn't it well it seems to me that

6
00:00:17,480 --> 00:00:25,469
the problem of identifying those things

7
00:00:21,629 --> 00:00:30,960
comes down to always a statistical and a

8
00:00:25,469 --> 00:00:34,049
probabilistic argument so the the the

9
00:00:30,960 --> 00:00:37,789
question still remains to find

10
00:00:34,049 --> 00:00:40,769
convincing arguments which are

11
00:00:37,789 --> 00:00:44,519
statistical and probabilistic instead of

12
00:00:40,770 --> 00:00:46,289
hundred percent certain well first of

13
00:00:44,520 --> 00:00:48,570
all you're raising problems that are

14
00:00:46,289 --> 00:00:51,210
both epistemic and metaphysical in terms

15
00:00:48,570 --> 00:00:52,710
of philosophy because there's lots of

16
00:00:51,210 --> 00:00:53,910
debate still going on what causality is

17
00:00:52,710 --> 00:00:56,070
how it all works together and all that

18
00:00:53,909 --> 00:01:00,119
kind of thing and how we know what we

19
00:00:56,070 --> 00:01:01,679
know it goes into the statistics than

20
00:01:00,119 --> 00:01:03,119
that and and in fact there's just no

21
00:01:01,679 --> 00:01:04,920
time to address those kind of issues

22
00:01:03,119 --> 00:01:07,618
here I had to simplify in order to fit

23
00:01:04,920 --> 00:01:09,079
it all together but in fact if we go

24
00:01:07,618 --> 00:01:11,219
with your premise there is one problem

25
00:01:09,079 --> 00:01:14,340
we have to treat the rest of the world

26
00:01:11,219 --> 00:01:16,289
the same way and it's not just sigh

27
00:01:14,340 --> 00:01:17,820
experience it's not just these kind of

28
00:01:16,290 --> 00:01:20,400
extra physical kinds of things that

29

00:01:17,819 --> 00:01:21,899
occur that you treat that way but the

30
00:01:20,400 --> 00:01:24,390
rest of our perception of the rest world

31
00:01:21,900 --> 00:01:27,000
has similar problems and so in fact life

32
00:01:24,390 --> 00:01:29,009
is a statistical game we gauge the

33
00:01:27,000 --> 00:01:31,409
probability of the truth of what we know

34
00:01:29,009 --> 00:01:33,420
based on how it fits into the context or

35
00:01:31,409 --> 00:01:36,509
coheres with the rest of everything else

36
00:01:33,420 --> 00:01:38,460
that we know and so we justwe evidence

37
00:01:36,509 --> 00:01:40,170
that's all we do is weigh evidence and

38
00:01:38,459 --> 00:01:41,789
we think we know something but we only

39
00:01:40,170 --> 00:01:44,250
know it better than we know something

40
00:01:41,790 --> 00:01:47,360
else it gets real complicated okay we're

41
00:01:44,250 --> 00:01:47,359
out of time thank you pull