

# FADE TO BLACK

with JIMMY CHURCH

PRESENTS

RIZ VIRK

LIVING IN A SIMULATION?

WED FEB 01 **LIVE**

7:00 PM PT/10:00PM ET



1  
00:00:30,589 --> 00:00:26,050

[Music]

2  
00:00:34,310 --> 00:00:30,599

the smoke radioed for the masses of July

3  
00:00:36,709 --> 00:00:34,320

8 1947 the Army Air Forces has announced

4  
00:00:38,810 --> 00:00:36,719

that applying disc has been found and is

5  
00:00:41,869 --> 00:00:38,820

now in the possession of the army

6  
00:00:45,590 --> 00:00:41,879

game is rigged change the game game

7  
00:00:49,190 --> 00:00:45,600

changer I occasionally think how quickly

8  
00:00:52,610 --> 00:00:49,200

our differences worldwide would vanish

9  
00:00:53,940 --> 00:00:52,620

if we were facing an alien threat from

10  
00:00:55,770 --> 00:00:53,950

outside this work

11  
00:00:58,270 --> 00:00:55,780

[Music]

12  
00:01:01,250 --> 00:00:58,280

[Applause]

13  
00:01:04,070 --> 00:01:01,260

this is Fade to Black with your host

14  
00:01:04,699 --> 00:01:04,080  
Jimmy Church on the game changer Radio

15  
00:01:08,929 --> 00:01:04,709  
Network

16  
00:01:11,630 --> 00:01:08,939  
[Music]

17  
00:01:13,010 --> 00:01:11,640  
all right good evening Fade to Black I'm

18  
00:01:14,870 --> 00:01:13,020  
your host Jimmy Church how's everybody

19  
00:01:19,130 --> 00:01:14,880  
doing how you doing

20  
00:01:22,789 --> 00:01:19,140  
all right today is February what are we

21  
00:01:26,450 --> 00:01:22,799  
today is today the today's the first

22  
00:01:28,969 --> 00:01:26,460  
February 1st 2023 our guest tonight is

23  
00:01:30,890 --> 00:01:28,979  
Riz verk and I just wanted to mention

24  
00:01:33,530 --> 00:01:30,900  
really quick Danny and Brinkley got

25  
00:01:37,069 --> 00:01:33,540  
called away on uh some of the stuff that

26

00:01:39,530 --> 00:01:37,079

he does and uh he apologizes uh to

27

00:01:41,270 --> 00:01:39,540

everybody but we are rescheduling uh to

28

00:01:43,609 --> 00:01:41,280

get Daniel back so we're working on that

29

00:01:46,550 --> 00:01:43,619

now but rizwork is with us tonight we're

30

00:01:48,050 --> 00:01:46,560

going to be talking about uh simulation

31

00:01:50,149 --> 00:01:48,060

Theory and a bunch of other stuff we're

32

00:01:51,830 --> 00:01:50,159

going to talk some UFOs and and get that

33

00:01:57,590 --> 00:01:51,840

into as well

34

00:01:59,569 --> 00:01:57,600

um but Riz is uh he's a businessman he's

35

00:02:02,090 --> 00:01:59,579

a scientist he's got a BS in computer

36

00:02:05,270 --> 00:02:02,100

science from MIT he's got an MS in

37

00:02:09,109 --> 00:02:05,280

management from Stanford's GSB he's

38

00:02:12,949 --> 00:02:09,119

currently working on his PhD at asu's

39

00:02:15,410 --> 00:02:12,959

College of global Futures and he's also

40

00:02:17,809 --> 00:02:15,420

of course researching the metaverse and

41

00:02:19,610 --> 00:02:17,819

Virtual Worlds

42

00:02:21,470 --> 00:02:19,620

um he's the author of many books and

43

00:02:23,449 --> 00:02:21,480

tonight we're going to talk about uh his

44

00:02:27,050 --> 00:02:23,459

latest book it came out a little bit ago

45

00:02:29,330 --> 00:02:27,060

we did a show uh introducing the book uh

46

00:02:31,070 --> 00:02:29,340

simulation hypothesis

47

00:02:32,930 --> 00:02:31,080

um so that we're going to jump into that

48

00:02:34,729 --> 00:02:32,940

tonight too as well

49

00:02:36,830 --> 00:02:34,739

um he's been featured in many magazines

50

00:02:39,949 --> 00:02:36,840

Time Magazine Boston Globe Wall Street

51  
00:02:43,610 --> 00:02:39,959  
Journal all that stuff but I think one

52  
00:02:45,949 --> 00:02:43,620  
of the coolest things uh that RIS Riz

53  
00:02:49,430 --> 00:02:45,959  
does he likes to produce films and

54  
00:02:54,229 --> 00:02:49,440  
television and and is also into gaming

55  
00:02:57,890 --> 00:02:54,239  
and uh an angel investor as well but uh

56  
00:03:00,369 --> 00:02:57,900  
Knights of badassed him one of uh one of

57  
00:03:04,850 --> 00:03:00,379  
the coolest movies I think ever made

58  
00:03:07,250 --> 00:03:04,860  
uh that's rizz and he's he's got his

59  
00:03:09,290 --> 00:03:07,260  
fingers in a lot of pies and I want to

60  
00:03:10,970 --> 00:03:09,300  
welcome back to the show The One and

61  
00:03:11,869 --> 00:03:10,980  
Only Riz for a Grizz how you doing my

62  
00:03:13,910 --> 00:03:11,879  
man

63  
00:03:15,710 --> 00:03:13,920

hey Jimmy good to be back on the show

64

00:03:17,449 --> 00:03:15,720

it's uh it's been a little while yeah

65

00:03:20,630 --> 00:03:17,459

it's been a little while you know you

66

00:03:23,809 --> 00:03:21,890

know I'm gonna

67

00:03:26,270 --> 00:03:23,819

I'm out in rizza's world I want to know

68

00:03:28,670 --> 00:03:26,280

what it's like to wing it out to MIT for

69

00:03:31,490 --> 00:03:28,680

a week and then come back to Silicon

70

00:03:34,790 --> 00:03:31,500

Valley and and get into the tech and

71

00:03:36,649 --> 00:03:34,800

maybe go teach a few classes at ASU I

72

00:03:38,390 --> 00:03:36,659

mean you're a mover and a Shaker man and

73

00:03:39,910 --> 00:03:38,400

then you know write a book and maybe

74

00:03:42,710 --> 00:03:39,920

produce a movie

75

00:03:44,990 --> 00:03:42,720

right yeah well I've been pretty busy I

76

00:03:47,990 --> 00:03:45,000

am as you mentioned at Arizona State

77

00:03:50,869 --> 00:03:48,000

University now uh and working on a PhD

78

00:03:52,490 --> 00:03:50,879

but also I'm teaching the first class at

79

00:03:54,770 --> 00:03:52,500

an accredited University that I know of

80

00:03:57,470 --> 00:03:54,780

that's dedicated to this idea of the

81

00:03:59,210 --> 00:03:57,480

simulation hypothesis uh and so that's

82

00:04:00,890 --> 00:03:59,220

keeping me pretty busy hopefully I will

83

00:04:02,330 --> 00:04:00,900

be able to offer that class online at

84

00:04:04,190 --> 00:04:02,340

some point and then you know my my

85

00:04:05,750 --> 00:04:04,200

follow-up book to the simulation

86

00:04:09,229 --> 00:04:05,760

hypothesis was called a simulated

87

00:04:10,850 --> 00:04:09,239

Multiverse yeah that's the one that that

88

00:04:13,130 --> 00:04:10,860

uh you know I came out with around the

89

00:04:15,229 --> 00:04:13,140

time I moved to Arizona and it kind of

90

00:04:16,490 --> 00:04:15,239

goes deeper into the rabbit hole right I

91

00:04:18,890 --> 00:04:16,500

thought I was done with simulation

92

00:04:20,629 --> 00:04:18,900

Theory books for a while but I got

93

00:04:23,749 --> 00:04:20,639

sucked back in to realize there may be

94

00:04:25,370 --> 00:04:23,759

multiple simulations running yeah and

95

00:04:27,350 --> 00:04:25,380

and we're going to discuss all of that

96

00:04:32,629 --> 00:04:27,360

tonight I'm fascinated with the subject

97

00:04:35,270 --> 00:04:32,639

and uh the the other part about it is

98

00:04:36,409 --> 00:04:35,280

you know I talked to physicists a lot uh

99

00:04:38,210 --> 00:04:36,419

you know they're guests on the show but

100

00:04:40,189 --> 00:04:38,220

I have friends that you know that that

101  
00:04:44,570 --> 00:04:40,199  
are out there in in the sciences and the

102  
00:04:46,490 --> 00:04:44,580  
hard sciences and they man I think that

103  
00:04:48,590 --> 00:04:46,500  
they're starting to convince themselves

104  
00:04:51,469 --> 00:04:48,600  
that there's something strange going on

105  
00:04:54,830 --> 00:04:51,479  
and then you add the other element to to

106  
00:04:58,010 --> 00:04:54,840  
this which is if there's an advanced you

107  
00:05:01,310 --> 00:04:58,020  
know ET civilization out there with uh

108  
00:05:04,129 --> 00:05:01,320  
you know extreme Advanced Technologies

109  
00:05:07,450 --> 00:05:04,139  
um it would be and it would be a few

110  
00:05:10,430 --> 00:05:07,460  
lines of code for them to create

111  
00:05:12,409 --> 00:05:10,440  
everything it would be nothing to do

112  
00:05:14,930 --> 00:05:12,419  
just like we do it in video games today

113  
00:05:18,110 --> 00:05:14,940

right we create artificial realities all

114

00:05:20,030 --> 00:05:18,120

the time and and you know little NPCs

115

00:05:23,529 --> 00:05:20,040

non-player characters and maybe you and

116

00:05:25,490 --> 00:05:23,539

I are just like we're NPCs to ET

117

00:05:28,129 --> 00:05:25,500

anything's possible

118

00:05:30,409 --> 00:05:28,139

yeah you know that's very possible uh

119

00:05:33,409 --> 00:05:30,419

because as you mentioned you know

120

00:05:34,850 --> 00:05:33,419

basically running another server is

121

00:05:37,370 --> 00:05:34,860

pretty easy and just running another

122

00:05:40,310 --> 00:05:37,380

instance of the world you can just say

123

00:05:42,650 --> 00:05:40,320

okay you know go to Amazon AWS or

124

00:05:44,270 --> 00:05:42,660

whatever the ET equivalent would be in

125

00:05:46,490 --> 00:05:44,280

that case right and they would basically

126

00:05:48,409 --> 00:05:46,500

clone the world and in fact you know

127

00:05:49,990 --> 00:05:48,419

this is why I ended up writing about the

128

00:05:52,790 --> 00:05:50,000

simulated Multiverse if you think about

129

00:05:55,430 --> 00:05:52,800

why do we run simulations ourselves

130

00:05:57,409 --> 00:05:55,440

right okay we might run a simulation to

131

00:05:59,570 --> 00:05:57,419

see how the weather might evolve right

132

00:06:01,370 --> 00:05:59,580

and that's something we can do better

133

00:06:02,450 --> 00:06:01,380

now still not perfect but certainly

134

00:06:05,210 --> 00:06:02,460

better than it was you know a couple

135

00:06:07,790 --> 00:06:05,220

decades ago or you know how a pandemic

136

00:06:11,749 --> 00:06:07,800

might evolve or how Technologies or how

137

00:06:13,730 --> 00:06:11,759

a war might in scenario might evolve and

138

00:06:17,150 --> 00:06:13,740

so you know it always doesn't make sense

139

00:06:19,070 --> 00:06:17,160

to do simulations unless you're going to

140

00:06:20,689 --> 00:06:19,080

run multiple ones right there's almost

141

00:06:22,670 --> 00:06:20,699

no point in running the simulation so

142

00:06:25,070 --> 00:06:22,680

you need to change the variables you

143

00:06:27,469 --> 00:06:25,080

need to say okay Jimmy is an NPC with

144

00:06:29,529 --> 00:06:27,479

you know this much Charisma and we're

145

00:06:33,230 --> 00:06:29,539

going to crank it down in the next run

146

00:06:34,730 --> 00:06:33,240

or up right and and then in the same way

147

00:06:37,070 --> 00:06:34,740

that we have our video game characters

148

00:06:38,870 --> 00:06:37,080

you know where we get we have you know

149

00:06:40,309 --> 00:06:38,880

what back in the old days when we used

150

00:06:42,350 --> 00:06:40,319

to play D D we used to have a character

151  
00:06:43,969 --> 00:06:42,360  
sheet I had actually a physical sheet

152  
00:06:46,309 --> 00:06:43,979  
where we would have you know the

153  
00:06:48,770 --> 00:06:46,319  
strength the uh intelligence of the

154  
00:06:51,350 --> 00:06:48,780  
characters and and then and so I believe

155  
00:06:54,590 --> 00:06:51,360  
you know each of us is that in some way

156  
00:06:57,110 --> 00:06:54,600  
uh whether we're NPCs or PCS which are

157  
00:06:58,610 --> 00:06:57,120  
player characters right and and this is

158  
00:07:00,830 --> 00:06:58,620  
actually one of the biggest and most

159  
00:07:03,950 --> 00:07:00,840  
interesting aspects of simulation theory

160  
00:07:06,230 --> 00:07:03,960  
is are we players of the game in which

161  
00:07:08,090 --> 00:07:06,240  
case we exist outside of the game and

162  
00:07:10,790 --> 00:07:08,100  
what you're seeing is an avatar right so

163  
00:07:12,890 --> 00:07:10,800

you're seeing my avatar I'm seeing your

164

00:07:13,909 --> 00:07:12,900

avatar and that's actually compounded

165

00:07:15,529 --> 00:07:13,919

with the fact that I'm not really

166

00:07:17,870 --> 00:07:15,539

talking to you Jimmy am I I'm talking to

167

00:07:19,969 --> 00:07:17,880

my computer right I'm talking to a

168

00:07:22,129 --> 00:07:19,979

representation of you in bits on my

169

00:07:24,529 --> 00:07:22,139

computer right right right it's

170

00:07:27,409 --> 00:07:24,539

not that hard to grasp when you look at

171

00:07:29,270 --> 00:07:27,419

it in those terms Riz uh and and here's

172

00:07:30,890 --> 00:07:29,280

the other thing

173

00:07:32,210 --> 00:07:30,900

um I'm going to use a bad word I'm going

174

00:07:34,850 --> 00:07:32,220

to use I'm going to go I'm going to

175

00:07:37,129 --> 00:07:34,860

swear like a sailor why should we give a

176  
00:07:39,610 --> 00:07:37,139  
[h\_\_h] right I mean what's the difference

177  
00:07:42,969 --> 00:07:39,620  
would we know

178  
00:07:46,129 --> 00:07:42,979  
we don't know now right so

179  
00:07:48,050 --> 00:07:46,139  
I mean you know I understand some people

180  
00:07:49,790 --> 00:07:48,060  
you know kind of freak out on it but

181  
00:07:53,450 --> 00:07:49,800  
what does it change

182  
00:07:55,850 --> 00:07:53,460  
right if this is all a simulation

183  
00:07:58,790 --> 00:07:55,860  
what does it change I still have my

184  
00:08:01,270 --> 00:07:58,800  
daughter right I still have my life I

185  
00:08:04,189 --> 00:08:01,280  
still have you as a friend what changes

186  
00:08:06,110 --> 00:08:04,199  
nothing right yeah well that that's a

187  
00:08:08,210 --> 00:08:06,120  
good question and I think people you

188  
00:08:10,430 --> 00:08:08,220

know often ask me that so why does this

189

00:08:12,890 --> 00:08:10,440

matter to me right and the thing that

190

00:08:15,469 --> 00:08:12,900

would change is your perspective on the

191

00:08:16,909 --> 00:08:15,479

game and you know this is where all the

192

00:08:18,409 --> 00:08:16,919

world's religion so one of the reasons I

193

00:08:20,869 --> 00:08:18,419

like simulation theory is because I can

194

00:08:23,210 --> 00:08:20,879

talk about it with physicists with

195

00:08:25,070 --> 00:08:23,220

computer scientists uh with people at

196

00:08:27,230 --> 00:08:25,080

Silicon Valley and I can talk about it

197

00:08:29,749 --> 00:08:27,240

with religious people because it turns

198

00:08:32,209 --> 00:08:29,759

out that most of the religions have this

199

00:08:34,430 --> 00:08:32,219

idea whether it's the Eastern religions

200

00:08:36,769 --> 00:08:34,440

of Hinduism or Buddhism or even the

201  
00:08:40,610 --> 00:08:36,779  
judeo-christian religions that you know

202  
00:08:43,670 --> 00:08:40,620  
this is basically a some type of an

203  
00:08:45,949 --> 00:08:43,680  
illusion that's been set up for us uh

204  
00:08:47,449 --> 00:08:45,959  
and there's the here which is the

205  
00:08:49,190 --> 00:08:47,459  
temporary thing that we're in and then

206  
00:08:52,130 --> 00:08:49,200  
there's the Hereafter which is the world

207  
00:08:53,990 --> 00:08:52,140  
outside so even from a religious

208  
00:08:55,670 --> 00:08:54,000  
perspective there's this same idea and

209  
00:08:58,730 --> 00:08:55,680  
in fact you know someone told me

210  
00:09:00,290 --> 00:08:58,740  
recently of a line in the Quran which I

211  
00:09:01,610 --> 00:09:00,300  
I hadn't even known about which is

212  
00:09:03,829 --> 00:09:01,620  
interesting because you know I grew up

213  
00:09:05,329 --> 00:09:03,839

in an Islamic household and

214

00:09:06,590 --> 00:09:05,339

um and I wrote the book a few years ago

215

00:09:09,170 --> 00:09:06,600

and I hadn't been aware of it and the

216

00:09:11,690 --> 00:09:09,180

line said we have set up this world as a

217

00:09:14,090 --> 00:09:11,700

game and a Pastime for you right

218

00:09:15,410 --> 00:09:14,100

basically that's something for you to do

219

00:09:17,329 --> 00:09:15,420

right

220

00:09:18,949 --> 00:09:17,339

um and and so you see these threads

221

00:09:20,870 --> 00:09:18,959

within each of the major religions and

222

00:09:23,090 --> 00:09:20,880

so I think it could make it difference

223

00:09:24,410 --> 00:09:23,100

in certain ways now some people might

224

00:09:27,769 --> 00:09:24,420

want to freak out like if you've ever

225

00:09:30,470 --> 00:09:27,779

seen the movie the 13th floor yes which

226

00:09:31,910 --> 00:09:30,480

I assigned to my class last week and you

227

00:09:34,130 --> 00:09:31,920

know many of them are too young to have

228

00:09:36,110 --> 00:09:34,140

been there when the movie came out in 99

229

00:09:38,329 --> 00:09:36,120

the same year as the Matrix right that

230

00:09:40,610 --> 00:09:38,339

was the year of simulation movies there

231

00:09:43,370 --> 00:09:40,620

was The Matrix there was the 13th floor

232

00:09:44,810 --> 00:09:43,380

and there was existence with Jude Law so

233

00:09:47,389 --> 00:09:44,820

there were like three you know major

234

00:09:48,949 --> 00:09:47,399

motion pictures about this idea but in

235

00:09:51,350 --> 00:09:48,959

there when they were inside the

236

00:09:53,150 --> 00:09:51,360

simulation this bartender guy finds out

237

00:09:54,829 --> 00:09:53,160

the simulation he starts freaking out he

238

00:09:56,810 --> 00:09:54,839

said what's the point and then the

239

00:09:58,610 --> 00:09:56,820

second point is why would you do this to

240

00:10:00,650 --> 00:09:58,620

us right why would you make us suffer

241

00:10:03,170 --> 00:10:00,660

inside the simulation so you can see

242

00:10:05,690 --> 00:10:03,180

that very quickly we go from ideas of

243

00:10:09,769 --> 00:10:05,700

technology and science to areas of

244

00:10:11,630 --> 00:10:09,779

metaphysics ethics uh you know and

245

00:10:13,250 --> 00:10:11,640

science fiction references are the best

246

00:10:15,350 --> 00:10:13,260

way to talk about those issues sometimes

247

00:10:18,310 --> 00:10:15,360

man I would love to take your class on

248

00:10:22,490 --> 00:10:18,320

this how what what what's the reaction

249

00:10:24,650 --> 00:10:22,500

uh you know from from your students

250

00:10:27,590 --> 00:10:24,660

um I'm only I'm asking for a couple of

251

00:10:32,389 --> 00:10:27,600

different reasons one you and I are old

252

00:10:34,550 --> 00:10:32,399

right we're just old and so and and your

253

00:10:37,250 --> 00:10:34,560

students you know they come from they're

254

00:10:39,710 --> 00:10:37,260

two generations behind us right and it's

255

00:10:41,870 --> 00:10:39,720

kind of it's scary to think about but

256

00:10:44,990 --> 00:10:41,880

but they have a different way of

257

00:10:48,350 --> 00:10:45,000

accepting and looking at things so are

258

00:10:50,750 --> 00:10:48,360

they cool with it you know and you know

259

00:10:52,150 --> 00:10:50,760

they just blow it off like you know so

260

00:10:55,250 --> 00:10:52,160

so what

261

00:10:56,750 --> 00:10:55,260

well I think you know the the younger

262

00:11:00,170 --> 00:10:56,760

generation certainly the one that's in

263

00:11:02,150 --> 00:11:00,180

college now you know if they're in their

264

00:11:04,970 --> 00:11:02,160

early 20s or even The Graduate students

265

00:11:07,370 --> 00:11:04,980

who maybe are in their mid-20s or uh you

266

00:11:09,829 --> 00:11:07,380

know they've grown up with technology

267

00:11:11,990 --> 00:11:09,839

right we remember a time when computers

268

00:11:13,250 --> 00:11:12,000

were new and you would sit down and you

269

00:11:15,110 --> 00:11:13,260

would do something they were personal

270

00:11:18,230 --> 00:11:15,120

right they weren't necessarily connected

271

00:11:19,970 --> 00:11:18,240

to the internet you could play a game uh

272

00:11:22,310 --> 00:11:19,980

you could play Castle Wolfenstein or

273

00:11:25,610 --> 00:11:22,320

something like that uh but you know

274

00:11:28,970 --> 00:11:25,620

these guys have grown up with uh uh

275

00:11:31,130 --> 00:11:28,980

online multiplayer games and so I think

276

00:11:32,750 --> 00:11:31,140

many of them are used to the idea of

277

00:11:35,569 --> 00:11:32,760

having a representation of themselves

278

00:11:37,910 --> 00:11:35,579

that's an avatar online and you know

279

00:11:39,829 --> 00:11:37,920

there was a survey done of like I think

280

00:11:41,569 --> 00:11:39,839

is Gen Z is that the latest gen whatever

281

00:11:43,730 --> 00:11:41,579

the latest generation is they were

282

00:11:45,949 --> 00:11:43,740

saying that they would rather spend as

283

00:11:49,550 --> 00:11:45,959

much money on Virtual Goods

284

00:11:51,410 --> 00:11:49,560

clothing for their Avatar as they do on

285

00:11:54,230 --> 00:11:51,420

physical clothes you know for their

286

00:11:56,150 --> 00:11:54,240

physical Avatar as I like to call it as

287

00:11:57,949 --> 00:11:56,160

well and so I think for them the idea

288

00:11:59,870 --> 00:11:57,959

isn't as weird in fact you'd be

289

00:12:01,370 --> 00:11:59,880

surprised how many times I've talked to

290

00:12:03,470 --> 00:12:01,380

a parrot who said hey I bought your book

291

00:12:05,509 --> 00:12:03,480

because I heard you on Coast or on Jimmy

292

00:12:08,509 --> 00:12:05,519

church and I was interested in but my

293

00:12:09,769 --> 00:12:08,519

teenager just grabbed it and uh you know

294

00:12:11,030 --> 00:12:09,779

wouldn't let me read it because he

295

00:12:13,430 --> 00:12:11,040

wanted to know if we're inside a video

296

00:12:15,650 --> 00:12:13,440

game right so I think this idea of a

297

00:12:18,170 --> 00:12:15,660

multiplayer video game that metaphor is

298

00:12:20,210 --> 00:12:18,180

one that they understand quite well and

299

00:12:22,130 --> 00:12:20,220

it becomes a different way into some of

300

00:12:23,650 --> 00:12:22,140

the same issues that we've been talking

301  
00:12:28,490 --> 00:12:23,660  
about forever

302  
00:12:34,009 --> 00:12:28,500  
the uh the acceptance of it I I'm not

303  
00:12:37,490 --> 00:12:34,019  
surprised but the other part if we if we

304  
00:12:38,269 --> 00:12:37,500  
imagine okay so this is a simulation and

305  
00:12:43,190 --> 00:12:38,279  
then

306  
00:12:46,490 --> 00:12:43,200  
goggles

307  
00:12:48,769 --> 00:12:46,500  
and and and going now we are inside of a

308  
00:12:49,910 --> 00:12:48,779  
simulation that is inside of a

309  
00:12:52,610 --> 00:12:49,920  
simulation

310  
00:12:54,410 --> 00:12:52,620  
and you you know your head starts to

311  
00:12:56,750 --> 00:12:54,420  
swim a little bit and to think about

312  
00:12:58,550 --> 00:12:56,760  
this and then even even in that

313  
00:13:01,850 --> 00:12:58,560

simulation what if you go in that

314

00:13:04,910 --> 00:13:01,860

simulation uh in that AR reality and

315

00:13:07,610 --> 00:13:04,920

pick up another pair of AR goggles right

316

00:13:10,250 --> 00:13:07,620

and that right right so you're in the

317

00:13:14,329 --> 00:13:10,260

Stacked simulation environment right yes

318

00:13:16,550 --> 00:13:14,339

yeah now it's crazy as that is that

319

00:13:19,970 --> 00:13:16,560

generation that you're talking about it

320

00:13:22,129 --> 00:13:19,980

it it sounds normal to them

321

00:13:23,389 --> 00:13:22,139

right because they understand the

322

00:13:25,790 --> 00:13:23,399

technology

323

00:13:27,050 --> 00:13:25,800

that's right and it's not that odd for

324

00:13:28,629 --> 00:13:27,060

them because you know you think of

325

00:13:31,310 --> 00:13:28,639

computers today they were always

326

00:13:32,870 --> 00:13:31,320

physical like when I was you know

327

00:13:34,970 --> 00:13:32,880

learning to program right you had a

328

00:13:36,710 --> 00:13:34,980

physical computer today when they

329

00:13:38,629 --> 00:13:36,720

programmed their program in the cloud so

330

00:13:40,370 --> 00:13:38,639

if it's a computer science student right

331

00:13:42,110 --> 00:13:40,380

a lot of their programming happens and

332

00:13:44,150 --> 00:13:42,120

implementation happens in the cloud and

333

00:13:46,190 --> 00:13:44,160

what that means is there are machines

334

00:13:48,769 --> 00:13:46,200

somewhere right that are hosting this

335

00:13:51,410 --> 00:13:48,779

stuff but it's all virtual anyway and so

336

00:13:53,509 --> 00:13:51,420

you know I reference the 13th floor and

337

00:13:54,949 --> 00:13:53,519

if you go back to that movie I I like to

338

00:13:56,750 --> 00:13:54,959

say it's almost in some ways a better

339

00:13:58,370 --> 00:13:56,760

representation of some of the issues of

340

00:13:59,870 --> 00:13:58,380

simulation than a matrix of course

341

00:14:01,670 --> 00:13:59,880

everyone knows the Matrix and there's a

342

00:14:03,050 --> 00:14:01,680

lot of great scenes from that that we

343

00:14:05,269 --> 00:14:03,060

can draw upon when we talk about this

344

00:14:06,829 --> 00:14:05,279

but in the 13th floor you'll remember

345

00:14:09,490 --> 00:14:06,839

they were in the present which was the

346

00:14:14,030 --> 00:14:09,500

90s and they created a simulation of La

347

00:14:15,829 --> 00:14:14,040

in the 1930s or 40s I think it was 37 I

348

00:14:17,389 --> 00:14:15,839

think it was right and in that

349

00:14:20,449 --> 00:14:17,399

simulation people were living their

350

00:14:21,170 --> 00:14:20,459

lives just as they were and then you

351  
00:14:23,090 --> 00:14:21,180  
know

352  
00:14:24,650 --> 00:14:23,100  
they find okay I I don't think I'm

353  
00:14:26,889 --> 00:14:24,660  
ruining anything given that it's a 20

354  
00:14:29,810 --> 00:14:26,899  
year old movie

355  
00:14:31,970 --> 00:14:29,820  
yeah yeah and then what happens is

356  
00:14:33,590 --> 00:14:31,980  
someone comes from outside their

357  
00:14:35,690 --> 00:14:33,600  
simulation and tells them that they're

358  
00:14:39,949 --> 00:14:35,700  
in a simulation right it was this uh

359  
00:14:41,629 --> 00:14:39,959  
this woman who takes over uh an NPC and

360  
00:14:43,910 --> 00:14:41,639  
starts to tell him and she says that

361  
00:14:46,250 --> 00:14:43,920  
that they made thousands of simulations

362  
00:14:48,710 --> 00:14:46,260  
right in the future which might be the

363  
00:14:52,250 --> 00:14:48,720

present today like 20 25 perhaps it was

364

00:14:53,569 --> 00:14:52,260

I don't remember the year or 2043 but

365

00:14:55,670 --> 00:14:53,579

she said we made thousands of

366

00:14:57,230 --> 00:14:55,680

simulations and the only one of them

367

00:15:00,710 --> 00:14:57,240

where you created your own stacked

368

00:15:03,290 --> 00:15:00,720

simulation was yours and we're here to

369

00:15:05,990 --> 00:15:03,300

shut you down right because you're using

370

00:15:07,790 --> 00:15:06,000

too much computing power and and so this

371

00:15:09,470 --> 00:15:07,800

has become an interesting philosophical

372

00:15:11,389 --> 00:15:09,480

question there was a guy who wrote not

373

00:15:13,550 --> 00:15:11,399

bad for the New York Times a couple

374

00:15:14,930 --> 00:15:13,560

years ago now and he said we shouldn't

375

00:15:17,870 --> 00:15:14,940

try to find out if we're in a simulation

376

00:15:20,210 --> 00:15:17,880

because if we do then the simulators

377

00:15:22,670 --> 00:15:20,220

might shut us down right and we don't

378

00:15:24,650 --> 00:15:22,680

want that so maybe it's better not to

379

00:15:27,650 --> 00:15:24,660

know uh but but I like to say it's

380

00:15:30,470 --> 00:15:27,660

better to know if it's an NPC simulation

381

00:15:32,810 --> 00:15:30,480

or in a role-playing game simulation uh

382

00:15:37,189 --> 00:15:32,820

because you know if it is a role-playing

383

00:15:38,509 --> 00:15:37,199

game simulation then the purpose that

384

00:15:40,430 --> 00:15:38,519

you know of some of these things that

385

00:15:41,990 --> 00:15:40,440

happen to you like with video games you

386

00:15:44,930 --> 00:15:42,000

know Nolan Bushnell who is the founder

387

00:15:46,730 --> 00:15:44,940

of Atari he used to say to make a game

388

00:15:49,370 --> 00:15:46,740

that's good you have to make it easy to

389

00:15:50,870 --> 00:15:49,380

play but difficult to master right you

390

00:15:52,250 --> 00:15:50,880

don't want it to be too easy you want to

391

00:15:54,230 --> 00:15:52,260

be easy to play but not easy to master

392

00:15:56,750 --> 00:15:54,240

you don't want to be too difficult to

393

00:15:58,730 --> 00:15:56,760

master but you know life can be thought

394

00:16:01,069 --> 00:15:58,740

of as a video game that is easy to play

395

00:16:02,990 --> 00:16:01,079

I mean we're all here right it can be

396

00:16:04,730 --> 00:16:03,000

difficult to master we have lots of

397

00:16:06,470 --> 00:16:04,740

issues that come up as we go through it

398

00:16:09,470 --> 00:16:06,480

whether it's health issues Financial

399

00:16:10,850 --> 00:16:09,480

issues relationship issues technical

400

00:16:13,490 --> 00:16:10,860

issues

401  
00:16:15,949 --> 00:16:13,500  
ETC and perhaps at some level just like

402  
00:16:18,530 --> 00:16:15,959  
in a video game you choose these Quests

403  
00:16:20,389 --> 00:16:18,540  
for yourself and you say okay this is a

404  
00:16:22,250 --> 00:16:20,399  
difficult thing you know perhaps in this

405  
00:16:24,410 --> 00:16:22,260  
life I might have a storyline like I may

406  
00:16:26,150 --> 00:16:24,420  
want for example if you had asked me in

407  
00:16:27,470 --> 00:16:26,160  
in high school what are you going to be

408  
00:16:29,449 --> 00:16:27,480  
so well I'm going to be a computer

409  
00:16:30,350 --> 00:16:29,459  
entrepreneur and then I'm going to be a

410  
00:16:34,189 --> 00:16:30,360  
writer

411  
00:16:35,930 --> 00:16:34,199  
okay now how did I know that right it

412  
00:16:38,629 --> 00:16:35,940  
was just one of those things that felt

413  
00:16:40,310 --> 00:16:38,639

like it was part of my storyline I was

414

00:16:42,410 --> 00:16:40,320

wrong about some of the dates of when I

415

00:16:45,410 --> 00:16:42,420

would be a full-time writer but but

416

00:16:47,389 --> 00:16:45,420

overall that's the arc that followed and

417

00:16:49,550 --> 00:16:47,399

perhaps you know there were there are

418

00:16:51,949 --> 00:16:49,560

quests and achievements along a story

419

00:16:54,470 --> 00:16:51,959

line that we choose for ourselves in the

420

00:16:56,269 --> 00:16:54,480

same way that we choose characters and

421

00:17:00,170 --> 00:16:56,279

quests and achievements for for them

422

00:17:02,210 --> 00:17:00,180

inside a video game now you hang out uh

423

00:17:04,069 --> 00:17:02,220

in in Silicon Valley you've got a lot of

424

00:17:05,470 --> 00:17:04,079

friends and businesses and things that

425

00:17:10,130 --> 00:17:05,480

are going on there

426

00:17:13,429 --> 00:17:10,140

when this chatter started I'm going to

427

00:17:15,530 --> 00:17:13,439

go the conversation happened way before

428

00:17:17,809 --> 00:17:15,540

that we can go back to different writers

429

00:17:23,350 --> 00:17:17,819

and Philip K dick and and so forth but

430

00:17:28,250 --> 00:17:23,360

but as far as uh Silicon Valley goes

431

00:17:31,010 --> 00:17:28,260

these Tech CEOs and and these VPS of

432

00:17:33,730 --> 00:17:31,020

engineering uh three four five years ago

433

00:17:37,250 --> 00:17:33,740

started to talk about

434

00:17:39,650 --> 00:17:37,260

living in a simulation and and that this

435

00:17:42,169 --> 00:17:39,660

is a very real and started to throw out

436

00:17:45,230 --> 00:17:42,179

numbers rizz well it's kind of like it's

437

00:17:48,850 --> 00:17:45,240

50 50. right wait wait wait wait what

438

00:17:52,370 --> 00:17:48,860

and these are very very smart people

439

00:17:55,250 --> 00:17:52,380

running very large corporations Elon

440

00:17:57,409 --> 00:17:55,260

Musk chimed in on this right yeah he

441

00:17:58,730 --> 00:17:57,419

said the chances that we are not in a

442

00:18:00,710 --> 00:17:58,740

simulation

443

00:18:03,350 --> 00:18:00,720

the chances that we are in base reality

444

00:18:04,970 --> 00:18:03,360

is one in billions right so that means

445

00:18:07,669 --> 00:18:04,980

the chances that we are in a simulation

446

00:18:09,970 --> 00:18:07,679

is you know billions minus one right so

447

00:18:12,710 --> 00:18:09,980

it's like 99.99

448

00:18:14,390 --> 00:18:12,720

likelihood right yeah and so here's how

449

00:18:16,549 --> 00:18:14,400

the argument goes

450

00:18:18,470 --> 00:18:16,559

because we are building our own

451  
00:18:19,669 --> 00:18:18,480  
technology right getting back to what

452  
00:18:21,950 --> 00:18:19,679  
you were talking about earlier we're

453  
00:18:24,350 --> 00:18:21,960  
going to create our VR glasses right and

454  
00:18:26,029 --> 00:18:24,360  
we're not there yet right our VR glasses

455  
00:18:28,070 --> 00:18:26,039  
are still big and bulky and we can talk

456  
00:18:30,230 --> 00:18:28,080  
about the metaverse and how it's

457  
00:18:31,970 --> 00:18:30,240  
evolving but you know when I wrote the

458  
00:18:34,490 --> 00:18:31,980  
simulation hypothesis a few years ago I

459  
00:18:36,950 --> 00:18:34,500  
laid out the 10 stages of technology to

460  
00:18:39,230 --> 00:18:36,960  
get to what I call the simulation point

461  
00:18:42,169 --> 00:18:39,240  
and that is a kind of technological

462  
00:18:43,549 --> 00:18:42,179  
singularity right when a lot of people

463  
00:18:45,470 --> 00:18:43,559

hear the term Singularity they think

464

00:18:47,270 --> 00:18:45,480

it's all about Ai and super intelligence

465

00:18:48,710 --> 00:18:47,280

and that was kind of how it was

466

00:18:50,570 --> 00:18:48,720

originally talked about but there were

467

00:18:52,850 --> 00:18:50,580

other kinds of technological

468

00:18:55,669 --> 00:18:52,860

singularities and the basic idea is that

469

00:18:57,529 --> 00:18:55,679

after that point nothing is the same

470

00:19:00,049 --> 00:18:57,539

because of the technology now that could

471

00:19:01,850 --> 00:19:00,059

be because AI gets super intelligent AI

472

00:19:04,370 --> 00:19:01,860

apocalypse we can talk about that if we

473

00:19:06,470 --> 00:19:04,380

want to but another way is if we get to

474

00:19:07,909 --> 00:19:06,480

the simulation point where we can create

475

00:19:09,409 --> 00:19:07,919

one

476

00:19:10,850 --> 00:19:09,419

Virtual Worlds that are

477

00:19:14,510 --> 00:19:10,860

indistinguishable from her physical

478

00:19:16,370 --> 00:19:14,520

reality and two we can have ai wandering

479

00:19:18,289 --> 00:19:16,380

around these Virtual Worlds and when you

480

00:19:20,090 --> 00:19:18,299

talk to them it's indistinguishable from

481

00:19:21,409 --> 00:19:20,100

real humans so we've not only passed the

482

00:19:22,789 --> 00:19:21,419

Turning test but we've passed this

483

00:19:25,130 --> 00:19:22,799

simulation test that I'm talking about

484

00:19:28,789 --> 00:19:25,140

and guess what you know if you look at

485

00:19:30,169 --> 00:19:28,799

video games I have a a slide it's in one

486

00:19:31,610 --> 00:19:30,179

of my presentations where I talk about

487

00:19:34,070 --> 00:19:31,620

the metaverse The Matrix but you look at

488

00:19:36,289 --> 00:19:34,080

a racing game in eight bits which was

489

00:19:38,330 --> 00:19:36,299

like Pole Position which I played as a

490

00:19:39,950 --> 00:19:38,340

kid and you see it's very blocky but

491

00:19:42,770 --> 00:19:39,960

it's got the basic track then you see a

492

00:19:44,990 --> 00:19:42,780

16-bit version for Sega Genesis a

493

00:19:47,150 --> 00:19:45,000

Nintendo then you see a 32-bit version

494

00:19:48,350 --> 00:19:47,160

then you see a 64-bit version of a

495

00:19:50,630 --> 00:19:48,360

racing game and at that point you

496

00:19:53,690 --> 00:19:50,640

basically cannot tell that that is not a

497

00:19:56,570 --> 00:19:53,700

real car in a real road now if you've

498

00:19:58,190 --> 00:19:56,580

seen The Matrix awakens which is uh uh

499

00:20:00,350 --> 00:19:58,200

it was a video game they released in the

500

00:20:01,789 --> 00:20:00,360

fall with the new Matrix movie and in

501  
00:20:04,010 --> 00:20:01,799  
there you can still tell that you know

502  
00:20:06,830 --> 00:20:04,020  
that's not really Keanu Reeves it's a

503  
00:20:08,630 --> 00:20:06,840  
digital CGI version but when they look

504  
00:20:10,370 --> 00:20:08,640  
at the city and the cars you honestly

505  
00:20:13,010 --> 00:20:10,380  
can't tell I mean it could be Berlin or

506  
00:20:14,450 --> 00:20:13,020  
San Francisco and so the reason Silicon

507  
00:20:15,650 --> 00:20:14,460  
Valley got interested in this and the

508  
00:20:17,090 --> 00:20:15,660  
reason they're coming up with these oh

509  
00:20:20,270 --> 00:20:17,100  
yeah there you go

510  
00:20:23,210 --> 00:20:20,280  
I got my pedals I've got the whole get

511  
00:20:25,310 --> 00:20:23,220  
up here and yeah and let me let me say

512  
00:20:26,870 --> 00:20:25,320  
this because I am fully you're talking

513  
00:20:27,909 --> 00:20:26,880

to somebody that's really into this

514

00:20:31,430 --> 00:20:27,919

stuff right

515

00:20:34,669 --> 00:20:31,440

and the level

516

00:20:36,590 --> 00:20:34,679

of what is going on today in these

517

00:20:38,570 --> 00:20:36,600

simulation they're called simulation

518

00:20:39,490 --> 00:20:38,580

racing games right simulation driving

519

00:20:44,750 --> 00:20:39,500

games

520

00:20:46,970 --> 00:20:44,760

it's incredible like it's insane and uh

521

00:20:50,150 --> 00:20:46,980

going back to Pole Position which I I

522

00:20:53,029 --> 00:20:50,160

used to carry a roll of quarters

523

00:20:55,789 --> 00:20:53,039

for a pole position really okay so you

524

00:20:58,490 --> 00:20:55,799

know that game of course man of course

525

00:20:59,870 --> 00:20:58,500

of course and and uh I used to wonder in

526  
00:21:01,310 --> 00:20:59,880  
that game when it went around the track

527  
00:21:02,990 --> 00:21:01,320  
what would you know there would be like

528  
00:21:04,370 --> 00:21:03,000  
a mountain a Mount Fuji or some

529  
00:21:06,230 --> 00:21:04,380  
bleachers and I wonder what the heck's

530  
00:21:07,850 --> 00:21:06,240  
it Beyond it I didn't know about then

531  
00:21:13,690 --> 00:21:07,860  
right right right right right right

532  
00:21:20,330 --> 00:21:17,450  
Horizon Forza five that's an unlimited

533  
00:21:22,190 --> 00:21:20,340  
game it's unlimited so you can just take

534  
00:21:24,529 --> 00:21:22,200  
if you've got a four-wheel drive it's a

535  
00:21:26,690 --> 00:21:24,539  
this one is set in Mexico you could

536  
00:21:28,909 --> 00:21:26,700  
drive across the entire country drive

537  
00:21:30,970 --> 00:21:28,919  
through cities you could take a

538  
00:21:34,430 --> 00:21:30,980

right-hand turn drive over mountains

539

00:21:36,470 --> 00:21:34,440

volcanoes and it you know and the game

540

00:21:38,630 --> 00:21:36,480

writes itself as you're as you're going

541

00:21:42,049 --> 00:21:38,640

right it's not all programmed it's it's

542

00:21:45,470 --> 00:21:42,059

how it's written so you can go in

543

00:21:48,529 --> 00:21:45,480

infinitely in in any direction but in in

544

00:21:50,390 --> 00:21:48,539

a very realistic environment it's crazy

545

00:21:52,690 --> 00:21:50,400

it's crazy so anyway I got you

546

00:21:58,010 --> 00:21:52,700

sidetracked off of that

547

00:22:02,210 --> 00:21:58,020

your point was that the realism in

548

00:22:05,149 --> 00:22:02,220

today's gaming and and computer AR is

549

00:22:06,529 --> 00:22:05,159

starting to get really really good yeah

550

00:22:08,690 --> 00:22:06,539

it's starting to get really good and

551  
00:22:10,250 --> 00:22:08,700  
we're still only about stage five out of

552  
00:22:14,870 --> 00:22:10,260  
my ten stages to get to the simulation

553  
00:22:16,970 --> 00:22:14,880  
point but you can see within a decade or

554  
00:22:20,630 --> 00:22:16,980  
two decades heck let's say a hundred

555  
00:22:22,250 --> 00:22:20,640  
years we'll get there where you would

556  
00:22:24,169 --> 00:22:22,260  
not be able to tell these characters I

557  
00:22:27,590 --> 00:22:24,179  
mean if you look at chat GPT today right

558  
00:22:29,090 --> 00:22:27,600  
if you're if if it's producing text it's

559  
00:22:32,330 --> 00:22:29,100  
gotten to the point where it's difficult

560  
00:22:34,190 --> 00:22:32,340  
now to tell whether the text was written

561  
00:22:36,409 --> 00:22:34,200  
by human or Ai and in fact that's one of

562  
00:22:39,350 --> 00:22:36,419  
the major issues going on with all this

563  
00:22:41,930 --> 00:22:39,360

generative AI that's coming up which is

564

00:22:44,510 --> 00:22:41,940

a kind of more immediate AI problem but

565

00:22:46,669 --> 00:22:44,520

if you if you pair that with virtual

566

00:22:48,470 --> 00:22:46,679

characters that look realistic and you

567

00:22:49,909 --> 00:22:48,480

really can't tell the difference it

568

00:22:51,890 --> 00:22:49,919

means that we're going to get to the

569

00:22:53,990 --> 00:22:51,900

simulation point now eventually I say

570

00:22:55,850 --> 00:22:54,000

we're going to have uh you know brain

571

00:22:57,350 --> 00:22:55,860

computer interfaces speaking of Elon

572

00:23:00,169 --> 00:22:57,360

Musk you know he's been trying to build

573

00:23:01,850 --> 00:23:00,179

that with neuralink and they had a

574

00:23:04,789 --> 00:23:01,860

picture of uh they had a video of a

575

00:23:06,049 --> 00:23:04,799

monkey playing a video game and they

576  
00:23:08,630 --> 00:23:06,059  
taught the monkey to play the game and

577  
00:23:10,070 --> 00:23:08,640  
the game was Pong right so which is the

578  
00:23:12,590 --> 00:23:10,080  
first widely available video game back

579  
00:23:13,909 --> 00:23:12,600  
in the the 1970s and so you know the

580  
00:23:15,890 --> 00:23:13,919  
monkey was trained with some reward

581  
00:23:17,270 --> 00:23:15,900  
system and it had a chip in its head and

582  
00:23:18,830 --> 00:23:17,280  
it was using the joystick but then they

583  
00:23:20,690 --> 00:23:18,840  
disconnected the joystick and they found

584  
00:23:24,350 --> 00:23:20,700  
the monkey could still play the game by

585  
00:23:26,870 --> 00:23:24,360  
reading it's uh it signals right and so

586  
00:23:28,970 --> 00:23:26,880  
the point is if we can get there let's

587  
00:23:30,230 --> 00:23:28,980  
say it takes another 100 years that

588  
00:23:32,870 --> 00:23:30,240

means computers will have only been

589

00:23:35,810 --> 00:23:32,880

around for 150 years and we can get to

590

00:23:37,789 --> 00:23:35,820

the simulation point so what about an

591

00:23:40,430 --> 00:23:37,799

alien civilization let's say EG

592

00:23:42,830 --> 00:23:40,440

civilization that has been around for 10

593

00:23:45,649 --> 00:23:42,840

000 years how good have their computers

594

00:23:47,750 --> 00:23:45,659

gotten and so this was the argument it

595

00:23:50,090 --> 00:23:47,760

was first put put up by a guy at Oxford

596

00:23:52,730 --> 00:23:50,100

named Nick Bostrom a philosopher who

597

00:23:54,409 --> 00:23:52,740

said look if anybody ever gets there

598

00:23:56,810 --> 00:23:54,419

they're going to make lots of these

599

00:23:58,970 --> 00:23:56,820

simulations and so what Elon Musk was

600

00:24:00,950 --> 00:23:58,980

talking about he said you know

601  
00:24:03,350 --> 00:24:00,960  
where in one reality but there's

602  
00:24:04,909 --> 00:24:03,360  
billions of simulated realities so which

603  
00:24:06,590 --> 00:24:04,919  
one are you more likely to be in it was

604  
00:24:08,390 --> 00:24:06,600  
like simple statistics so that was what

605  
00:24:10,549 --> 00:24:08,400  
got some people really talking about

606  
00:24:13,190 --> 00:24:10,559  
this but it's also the fact that the

607  
00:24:14,870 --> 00:24:13,200  
video games have gotten so good uh and

608  
00:24:17,810 --> 00:24:14,880  
that we now we're living so much of our

609  
00:24:19,549 --> 00:24:17,820  
life virtually anyway uh that and that's

610  
00:24:21,230 --> 00:24:19,559  
what led to the hype cycle of the

611  
00:24:25,730 --> 00:24:21,240  
metaverse that we saw over the last year

612  
00:24:30,409 --> 00:24:25,740  
or two yeah and the

613  
00:24:33,710 --> 00:24:30,419

um uh I want to make this point

614

00:24:37,669 --> 00:24:33,720

um and for everybody to understand uh

615

00:24:40,789 --> 00:24:37,679

this how easy it is to do when you know

616

00:24:41,990 --> 00:24:40,799

no man's sky right okay so with with

617

00:24:46,310 --> 00:24:42,000

that game

618

00:24:50,450 --> 00:24:46,320

that all of that uh expansiveness which

619

00:24:53,390 --> 00:24:50,460

is unlimited right the the 18 quid 18

620

00:24:55,490 --> 00:24:53,400

quintillion planets yeah yeah I don't

621

00:24:58,430 --> 00:24:55,500

even know what that is right I don't

622

00:25:00,310 --> 00:24:58,440

even know how big of a number that but

623

00:25:03,230 --> 00:25:00,320

it's it's because

624

00:25:05,750 --> 00:25:03,240

it's creating as you go

625

00:25:07,669 --> 00:25:05,760

those planets aren't in the software

626

00:25:09,049 --> 00:25:07,679

although the software is no you know

627

00:25:13,190 --> 00:25:09,059

it's a couple of gigabytes or whatever

628

00:25:17,149 --> 00:25:13,200

it is but um it it's writing as you

629

00:25:19,909 --> 00:25:17,159

go it's creating as you go and so the

630

00:25:22,070 --> 00:25:19,919

code is actually very simple and elegant

631

00:25:25,909 --> 00:25:22,080

compared to the vastness of the world

632

00:25:29,269 --> 00:25:25,919

which is unlimited right you can go

633

00:25:30,710 --> 00:25:29,279

anywhere uh at any point in time and

634

00:25:34,190 --> 00:25:30,720

never Strike the end of the game because

635

00:25:36,110 --> 00:25:34,200

it's always writing that's what that's

636

00:25:39,470 --> 00:25:36,120

what an advanced civilization would do

637

00:25:42,430 --> 00:25:39,480

the coding for this to create a universe

638

00:25:45,289 --> 00:25:42,440

we've already done it with no man's sky

639

00:25:47,390 --> 00:25:45,299

right it's yeah it's called procedural

640

00:25:50,090 --> 00:25:47,400

generation yeah so rather than having

641

00:25:52,130 --> 00:25:50,100

somebody design all these planets in no

642

00:25:53,750 --> 00:25:52,140

man's Sky which would be impossible

643

00:25:55,490 --> 00:25:53,760

right for us to sit there and have

644

00:25:57,289 --> 00:25:55,500

enough time to design that many planets

645

00:25:58,850 --> 00:25:57,299

they generate them on the Fly and they

646

00:26:01,310 --> 00:25:58,860

use these different algorithms like

647

00:26:03,529 --> 00:26:01,320

fractal algorithms or things called

648

00:26:05,210 --> 00:26:03,539

purling noise there's a few you

649

00:26:06,730 --> 00:26:05,220

different algorithms that generate like

650

00:26:09,289 --> 00:26:06,740

you know realistic looking water

651  
00:26:12,769 --> 00:26:09,299  
realistic looking flora and fauna so

652  
00:26:14,870 --> 00:26:12,779  
different trees and even animals and so

653  
00:26:16,010 --> 00:26:14,880  
if you take like the techniques of No

654  
00:26:18,049 --> 00:26:16,020  
Man's sky

655  
00:26:20,390 --> 00:26:18,059  
and then you combine it now with

656  
00:26:22,789 --> 00:26:20,400  
degenerative AI That's gotten so big

657  
00:26:24,049 --> 00:26:22,799  
lately with like Dolly where you you

658  
00:26:26,510 --> 00:26:24,059  
know you give it a prompt and it

659  
00:26:28,850 --> 00:26:26,520  
generates an image for you or chat GPT

660  
00:26:30,470 --> 00:26:28,860  
if you were to combine that and some

661  
00:26:32,210 --> 00:26:30,480  
people are starting to do this you could

662  
00:26:34,490 --> 00:26:32,220  
say hey I want to plan it you can just

663  
00:26:37,010 --> 00:26:34,500

say I want a planet that has you know a

664

00:26:39,230 --> 00:26:37,020

bunch of different types of of trees and

665

00:26:40,970 --> 00:26:39,240

a bunch of different types of lakes and

666

00:26:42,649 --> 00:26:40,980

I want to create some monsters that look

667

00:26:44,750 --> 00:26:42,659

like this right so we're getting to the

668

00:26:47,029 --> 00:26:44,760

point where the AI can create it based

669

00:26:49,010 --> 00:26:47,039

upon your pumps and that makes it so

670

00:26:51,169 --> 00:26:49,020

that even the people who are playing a

671

00:26:53,570 --> 00:26:51,179

game eventually could use these

672

00:26:55,250 --> 00:26:53,580

algorithms to keep doing it but yeah

673

00:26:57,350 --> 00:26:55,260

it's very possible I mean any

674

00:26:59,930 --> 00:26:57,360

civilization that's as advanced as ours

675

00:27:01,730 --> 00:26:59,940

can do that and then if they're way more

676

00:27:04,909 --> 00:27:01,740

advanced in that they can create

677

00:27:06,409 --> 00:27:04,919

basically the Matrix right which raises

678

00:27:08,810 --> 00:27:06,419

the possibility that we are already

679

00:27:09,710 --> 00:27:08,820

inside one of their versions of The

680

00:27:11,930 --> 00:27:09,720

Matrix

681

00:27:14,029 --> 00:27:11,940

what would you care

682

00:27:17,510 --> 00:27:14,039

I know I said I wouldn't would you care

683

00:27:18,830 --> 00:27:17,520

I I would care but it depends on this

684

00:27:22,130 --> 00:27:18,840

fundamental issue that I've been talking

685

00:27:25,430 --> 00:27:22,140

about whether we are simply NPCs so

686

00:27:26,450 --> 00:27:25,440

we're AI within the simulation or if we

687

00:27:32,750 --> 00:27:26,460

are

688

00:27:36,110 --> 00:27:32,760

role-playing game where we actually have

689

00:27:38,870 --> 00:27:36,120

a physical headset on so like if you if

690

00:27:42,409 --> 00:27:38,880

you ever saw that Rick and Morty episode

691

00:27:44,630 --> 00:27:42,419

uh where they had a a video game parlor

692

00:27:47,090 --> 00:27:44,640

like outer space somewhere and they had

693

00:27:50,269 --> 00:27:47,100

a game called Roy a life well lived

694

00:27:52,130 --> 00:27:50,279

right and so uh Rick I guess or Morty

695

00:27:54,529 --> 00:27:52,140

whoever's the the younger kid right he

696

00:27:56,390 --> 00:27:54,539

puts on the headset and suddenly he's a

697

00:27:58,070 --> 00:27:56,400

little kid waking up and telling his mom

698

00:28:00,230 --> 00:27:58,080

I had a dream about some weird old guy

699

00:28:01,789 --> 00:28:00,240

putting a headset on my face and then he

700

00:28:03,590 --> 00:28:01,799

goes through this entire life goes

701

00:28:05,870 --> 00:28:03,600

through school you know he plays

702

00:28:07,850 --> 00:28:05,880

football gets married has kids and then

703

00:28:09,529 --> 00:28:07,860

at the end he dies at like 55 years old

704

00:28:11,930 --> 00:28:09,539

because he falls like at work or

705

00:28:13,909 --> 00:28:11,940

something and then you know they take

706

00:28:15,529 --> 00:28:13,919

his headset off and he's like wait

707

00:28:18,409 --> 00:28:15,539

what's going on where's my wife where's

708

00:28:21,010 --> 00:28:18,419

my kids right uh and it said you know

709

00:28:24,470 --> 00:28:21,020

your score is 55 years or whatever right

710

00:28:27,049 --> 00:28:24,480

and in that case I think there is uh

711

00:28:29,210 --> 00:28:27,059

there is a reason to know so I I would

712

00:28:31,190 --> 00:28:29,220

like to know because then that helps me

713

00:28:33,649 --> 00:28:31,200

put things into perspective again like

714

00:28:35,870 --> 00:28:33,659

what I was saying earlier where if if

715

00:28:37,610 --> 00:28:35,880

you've got tough challenges it's very

716

00:28:40,010 --> 00:28:37,620

possible that you chose those challenges

717

00:28:41,750 --> 00:28:40,020

and you know there are some people whose

718

00:28:44,210 --> 00:28:41,760

life they seem to have a higher

719

00:28:46,070 --> 00:28:44,220

difficulty score than other people as

720

00:28:48,350 --> 00:28:46,080

well and so it gives us a different

721

00:28:49,730 --> 00:28:48,360

perspective on things now of course you

722

00:28:52,130 --> 00:28:49,740

need to know what is the purpose of the

723

00:28:54,649 --> 00:28:52,140

simulation right is it Grand Theft Auto

724

00:28:56,090 --> 00:28:54,659

which I don't think it is right or is it

725

00:28:57,649 --> 00:28:56,100

you know we're supposed to be treating

726

00:28:59,810 --> 00:28:57,659

each other with kindness is it that

727

00:29:01,430 --> 00:28:59,820

we're supposed to see if we can get to

728

00:29:03,470 --> 00:29:01,440

the simulation point or if we can get

729

00:29:05,750 --> 00:29:03,480

off planet right maybe that's the

730

00:29:06,890 --> 00:29:05,760

purpose of the simulation or the purpose

731

00:29:09,110 --> 00:29:06,900

is for us to create these stack

732

00:29:10,210 --> 00:29:09,120

simulations so and it would be nice to

733

00:29:15,110 --> 00:29:10,220

know

734

00:29:17,390 --> 00:29:15,120

if if again if this is the case and I

735

00:29:19,070 --> 00:29:17,400

understand the possibility of it being

736

00:29:22,190 --> 00:29:19,080

real

737

00:29:25,269 --> 00:29:22,200

um the question about free will

738

00:29:29,210 --> 00:29:25,279

and and Consciousness always comes up

739

00:29:30,049 --> 00:29:29,220

and I I automatically just think wait a

740

00:29:32,990 --> 00:29:30,059

minute

741

00:29:33,970 --> 00:29:33,000

you have free will in a video game

742

00:29:36,649 --> 00:29:33,980

right right

743

00:29:39,110 --> 00:29:36,659

you've got a controller you've got a

744

00:29:41,810 --> 00:29:39,120

joystick you've got your steering wheel

745

00:29:45,409 --> 00:29:41,820

you've got your pedals you're making

746

00:29:47,029 --> 00:29:45,419

decisions through the game so it would

747

00:29:48,889 --> 00:29:47,039

be the same thing sorry I don't think

748

00:29:53,930 --> 00:29:48,899

Free Will goes away it's no longer I

749

00:29:56,149 --> 00:29:53,940

don't think it's uh a determined uh

750

00:29:58,250 --> 00:29:56,159

simulation I I just don't see it that

751

00:30:01,130 --> 00:29:58,260

way and I think that's a that's a very

752

00:30:03,529 --> 00:30:01,140

non-trivial point in in all of this what

753

00:30:05,029 --> 00:30:03,539

happens to Free Will and and the

754

00:30:06,950 --> 00:30:05,039

question of consciousness

755

00:30:08,450 --> 00:30:06,960

it is and it's I think the one thing

756

00:30:10,850 --> 00:30:08,460

that people get freaked out the most

757

00:30:12,710 --> 00:30:10,860

right they say well if I'm in a Sim I

758

00:30:15,889 --> 00:30:12,720

don't have any free will and therefore

759

00:30:17,470 --> 00:30:15,899

everything is determined right but like

760

00:30:20,149 --> 00:30:17,480

you said if you're playing a video game

761

00:30:22,010 --> 00:30:20,159

you control the player but you still

762

00:30:25,370 --> 00:30:22,020

have that free will it's coming from

763

00:30:27,649 --> 00:30:25,380

outside of the code itself and there are

764

00:30:29,630 --> 00:30:27,659

processes I mean the only thing truly

765

00:30:31,730 --> 00:30:29,640

random from us in science perspective

766

00:30:34,970 --> 00:30:31,740

that's not everything else is kind of

767

00:30:36,409 --> 00:30:34,980

deterministic right in that according to

768

00:30:37,850 --> 00:30:36,419

science and physics you know you can

769

00:30:39,669 --> 00:30:37,860

kind of do the equations at least they

770

00:30:42,649 --> 00:30:39,679

think everything is

771

00:30:45,230 --> 00:30:42,659

predictions and probabilities sure yeah

772

00:30:47,570 --> 00:30:45,240

yeah but in quantum physics the one

773

00:30:49,610 --> 00:30:47,580

thing that is not determinant that's

774

00:30:51,649 --> 00:30:49,620

indeterminate is quantum indeterminacy

775

00:30:54,169 --> 00:30:51,659

and that is when you've got two possible

776

00:30:56,450 --> 00:30:54,179

values for something and one of those

777

00:30:58,010 --> 00:30:56,460

gets chosen we call it the collapse of

778

00:31:00,350 --> 00:30:58,020

the probability wave or the observer

779

00:31:02,870 --> 00:31:00,360

effect and nobody knows why that happens

780

00:31:05,330 --> 00:31:02,880

but the choice gets made and then you

781

00:31:06,649 --> 00:31:05,340

only see one of those and for I'm most

782

00:31:07,730 --> 00:31:06,659

people have heard of this already and I

783

00:31:09,230 --> 00:31:07,740

know we've talked about it in previous

784

00:31:11,990 --> 00:31:09,240

shows but it's like the idea of

785

00:31:14,090 --> 00:31:12,000

Schrodinger's cat the cat is in a box

786

00:31:16,250 --> 00:31:14,100

and it's got some poison it has a 50

787

00:31:19,310 --> 00:31:16,260

chance of being alive 50 chance of being

788

00:31:20,990 --> 00:31:19,320

dead once you know Common Sense tells us

789

00:31:23,149 --> 00:31:21,000

the cat is either alive or dead we just

790

00:31:25,310 --> 00:31:23,159

don't know after an hour but quantum

791

00:31:27,470 --> 00:31:25,320

physics tells us the cat is both alive

792

00:31:31,310 --> 00:31:27,480

and dead so it's in a state of

793

00:31:33,230 --> 00:31:31,320

superposition until it's Observer or a

794

00:31:34,970 --> 00:31:33,240

measurement that's made and I say that's

795

00:31:38,810 --> 00:31:34,980

exactly how we build video games right

796

00:31:42,169 --> 00:31:38,820

what we do is we only render yeah on the

797

00:31:43,909 --> 00:31:42,179

on the screen that with your avatar is

798

00:31:45,830 --> 00:31:43,919

observing right we don't render the

799

00:31:48,470 --> 00:31:45,840

whole 18 quintillion planets on your

800

00:31:50,810 --> 00:31:48,480

laptop Jimmy right you only see the part

801  
00:31:52,730 --> 00:31:50,820  
that your specific Avatar and same with

802  
00:31:54,250 --> 00:31:52,740  
me so if we're in the same room we might

803  
00:31:57,590 --> 00:31:54,260  
even be rendering slightly different

804  
00:31:59,450 --> 00:31:57,600  
points of view and versions of it and so

805  
00:32:02,090 --> 00:31:59,460  
you know the the rule in quantum physics

806  
00:32:04,010 --> 00:32:02,100  
tense seems to be render only that which

807  
00:32:06,049 --> 00:32:04,020  
is observed and that's the rule of video

808  
00:32:07,549 --> 00:32:06,059  
games that's what we can make a World of

809  
00:32:09,590 --> 00:32:07,559  
Warcraft today we couldn't back in the

810  
00:32:11,149 --> 00:32:09,600  
80s if you would ask somebody in the 80s

811  
00:32:12,590 --> 00:32:11,159  
can we make World of Warcraft they'd say

812  
00:32:14,330 --> 00:32:12,600  
no there's way too many pixels we can't

813  
00:32:16,430 --> 00:32:14,340

keep track of all that stuff and then

814

00:32:18,710 --> 00:32:16,440

there were optimization techniques yeah

815

00:32:20,210 --> 00:32:18,720

you can't code all of that that was one

816

00:32:21,889 --> 00:32:20,220

of the big breakthroughs you're right

817

00:32:24,409 --> 00:32:21,899

you know just have it render as you

818

00:32:26,710 --> 00:32:24,419

enter the room it doesn't matter the

819

00:32:29,750 --> 00:32:26,720

rooms that they are not in

820

00:32:31,669 --> 00:32:29,760

don't matter we don't write that code we

821

00:32:34,909 --> 00:32:31,679

only write where you're at but that's

822

00:32:36,950 --> 00:32:34,919

the same thing though and this is where

823

00:32:38,090 --> 00:32:36,960

it gets a little freaky this is where it

824

00:32:40,310 --> 00:32:38,100

gets freaky

825

00:32:45,070 --> 00:32:40,320

you're driving down the road

826

00:32:48,950 --> 00:32:45,080

it's the same you can't see Istanbul

827

00:32:51,110 --> 00:32:48,960

from Los Angeles right that you know you

828

00:32:54,350 --> 00:32:51,120

can't see New York City from Los Angeles

829

00:32:57,289 --> 00:32:54,360

you can't even see Phoenix right but you

830

00:32:58,909 --> 00:32:57,299

drive to it and things appear and it's

831

00:33:02,450 --> 00:32:58,919

like wait a minute

832

00:33:04,430 --> 00:33:02,460

that's that's that's a video game right

833

00:33:07,450 --> 00:33:04,440

that's right and here's a question was

834

00:33:11,510 --> 00:33:07,460

Phoenix there all along was it there

835

00:33:12,950 --> 00:33:11,520

and you know pull into town yes yes and

836

00:33:16,009 --> 00:33:12,960

you look at computer science it does

837

00:33:18,350 --> 00:33:16,019

give us a way to to uh resolve some of

838

00:33:20,590 --> 00:33:18,360

that conundrum which is that when you

839

00:33:23,930 --> 00:33:20,600

have multiple people observing right

840

00:33:25,909 --> 00:33:23,940

each one is observing something and that

841

00:33:27,889 --> 00:33:25,919

something becomes concrete and then

842

00:33:29,570 --> 00:33:27,899

there's something we call caching in

843

00:33:32,269 --> 00:33:29,580

computer science and caching is where

844

00:33:34,610 --> 00:33:32,279

you store information so you don't have

845

00:33:36,950 --> 00:33:34,620

to re-render it so like if you're in

846

00:33:38,990 --> 00:33:36,960

one room or on a road it would store the

847

00:33:40,250 --> 00:33:39,000

pixels you know just like 20 miles down

848

00:33:42,710 --> 00:33:40,260

the road because it knows you're gonna

849

00:33:46,009 --> 00:33:42,720

go there right so as long as there's

850

00:33:49,070 --> 00:33:46,019

somebody that's near that those pixels

851  
00:33:50,509 --> 00:33:49,080  
get rendered and stay there so that's in

852  
00:33:52,490 --> 00:33:50,519  
the case that we're in a multiplayer

853  
00:33:54,110 --> 00:33:52,500  
simulation now if we're in a single

854  
00:33:56,750 --> 00:33:54,120  
player simulation well then all that

855  
00:33:58,190 --> 00:33:56,760  
gets tossed out though the window and

856  
00:34:01,310 --> 00:33:58,200  
then if we're in a zero player

857  
00:34:03,049 --> 00:34:01,320  
simulation or an our NPC simulation

858  
00:34:04,970 --> 00:34:03,059  
that's where people start to get

859  
00:34:06,529 --> 00:34:04,980  
concerned about free will like do we not

860  
00:34:08,810 --> 00:34:06,539  
have free will at that point are we just

861  
00:34:11,089 --> 00:34:08,820  
computer code and so there's Shades to

862  
00:34:13,129 --> 00:34:11,099  
simulation Theory which is why it's

863  
00:34:15,050 --> 00:34:13,139

flexible enough to talk about with

864

00:34:17,270 --> 00:34:15,060

religious Traditions you know

865

00:34:19,490 --> 00:34:17,280

reincarnation as well as with Scientists

866

00:34:21,349 --> 00:34:19,500

who are very deterministic even

867

00:34:23,210 --> 00:34:21,359

deterministic processes there's

868

00:34:24,889 --> 00:34:23,220

something called Chaos Theory right and

869

00:34:26,990 --> 00:34:24,899

what chaos theory tells us is that if

870

00:34:28,430 --> 00:34:27,000

you run a simulation you only make

871

00:34:30,710 --> 00:34:28,440

slight little changes in the initial

872

00:34:33,290 --> 00:34:30,720

conditions and where you end up on step

873

00:34:35,930 --> 00:34:33,300

two million is like way different if

874

00:34:37,490 --> 00:34:35,940

it's this value versus that value so a

875

00:34:39,530 --> 00:34:37,500

tiny little and that's a completely

876  
00:34:42,050 --> 00:34:39,540  
deterministic thing there's not even any

877  
00:34:43,730 --> 00:34:42,060  
free will in that if you just run the

878  
00:34:45,829 --> 00:34:43,740  
equations you end up in way different

879  
00:34:47,629 --> 00:34:45,839  
situations and that's why you have to

880  
00:34:50,389 --> 00:34:47,639  
sometimes run multiple simulations I

881  
00:34:54,109 --> 00:34:50,399  
think uh right now

882  
00:34:55,609 --> 00:34:54,119  
there's an ET with with VR glasses on

883  
00:34:57,410 --> 00:34:55,619  
kicking back with his buddy going are

884  
00:35:00,650 --> 00:34:57,420  
you listening to Riz and Jimmy right now

885  
00:35:04,370 --> 00:35:00,660  
this stuff is funny it's like we gotta

886  
00:35:05,630 --> 00:35:04,380  
shut these guys down right guys either

887  
00:35:08,030 --> 00:35:05,640  
that or we're gonna win because we

888  
00:35:11,930 --> 00:35:08,040

figured it out right right right they

889

00:35:15,290 --> 00:35:11,940

think they have a clue oh no but but

890

00:35:16,569 --> 00:35:15,300

that is it I I think that the more that

891

00:35:20,930 --> 00:35:16,579

you understand

892

00:35:23,329 --> 00:35:20,940

uh about how the ones and zeros and

893

00:35:25,130 --> 00:35:23,339

coding works and how advanced it has

894

00:35:29,270 --> 00:35:25,140

gotten today I want to talk about chat

895

00:35:33,829 --> 00:35:29,280

GPT in just a second how how good it has

896

00:35:37,069 --> 00:35:33,839

gotten but the coding is not it's

897

00:35:39,950 --> 00:35:37,079

complex but it's not it it you know what

898

00:35:43,790 --> 00:35:39,960

I mean it hasn't run amok the coding is

899

00:35:46,490 --> 00:35:43,800

simpler right we understand how to do

900

00:35:48,950 --> 00:35:46,500

things in a more economic way with

901  
00:35:51,109 --> 00:35:48,960  
faster processors with faster computers

902  
00:35:52,930 --> 00:35:51,119  
with faster bandwidth with with all of

903  
00:35:57,109 --> 00:35:52,940  
these other things that come into play

904  
00:36:00,349 --> 00:35:57,119  
and it is we're finding it very very

905  
00:36:02,390 --> 00:36:00,359  
easy to do the idea uh going uh back to

906  
00:36:04,790 --> 00:36:02,400  
chat GPT

907  
00:36:08,210 --> 00:36:04,800  
um the idea of artificial general

908  
00:36:10,609 --> 00:36:08,220  
intelligence and the touring test and

909  
00:36:12,950 --> 00:36:10,619  
you know getting to the singularity chat

910  
00:36:15,770 --> 00:36:12,960  
GPT kind of snuck up on us there's

911  
00:36:18,410 --> 00:36:15,780  
there's a lot of AI art and and and and

912  
00:36:20,990 --> 00:36:18,420  
and and music writing and things that

913  
00:36:25,089 --> 00:36:21,000

are out there but you can tell right you

914

00:36:28,490 --> 00:36:25,099

can tell all right you can tell chat GPT

915

00:36:31,970 --> 00:36:28,500

is good

916

00:36:34,910 --> 00:36:31,980

I mean it is so good that now it's not

917

00:36:37,490 --> 00:36:34,920

great did you did you see the report

918

00:36:40,730 --> 00:36:37,500

that came out the press release uh two

919

00:36:43,550 --> 00:36:40,740

days ago three days ago uh University of

920

00:36:47,650 --> 00:36:43,560

Minnesota law school had chat GPT

921

00:36:50,210 --> 00:36:47,660

tickets Law School exam yeah

922

00:36:51,910 --> 00:36:50,220

that and also there was a medical exam

923

00:36:56,810 --> 00:36:51,920

that it happened

924

00:36:59,569 --> 00:36:56,820

right right and um uh and passed right

925

00:37:01,910 --> 00:36:59,579

right like you said but it's not great

926  
00:37:03,230 --> 00:37:01,920  
in the sense that if you read it you can

927  
00:37:05,390 --> 00:37:03,240  
still kind of if you know something

928  
00:37:07,250 --> 00:37:05,400  
about the subject you can kind of tell

929  
00:37:09,170 --> 00:37:07,260  
it's disregarding stuff that it

930  
00:37:10,849 --> 00:37:09,180  
heard but if you don't know anything

931  
00:37:12,290 --> 00:37:10,859  
about the subject you're like wow that's

932  
00:37:15,050 --> 00:37:12,300  
really good like I honestly couldn't

933  
00:37:16,370 --> 00:37:15,060  
tell and now chat GPT can write code

934  
00:37:17,870 --> 00:37:16,380  
this is where it starts to get

935  
00:37:19,670 --> 00:37:17,880  
interesting right that's where that's

936  
00:37:20,990 --> 00:37:19,680  
the scary part that's this that's the

937  
00:37:22,190 --> 00:37:21,000  
scary part when I was learning computer

938  
00:37:24,170 --> 00:37:22,200

science like we had to write all the

939

00:37:27,589 --> 00:37:24,180

code ourselves right now you could say

940

00:37:30,050 --> 00:37:27,599

in a chat GPT give me a code that will

941

00:37:32,270 --> 00:37:30,060

render a planet right I mean you'd have

942

00:37:34,130 --> 00:37:32,280

to do it at a slightly you know lower

943

00:37:36,290 --> 00:37:34,140

level than that like give me an

944

00:37:38,750 --> 00:37:36,300

algorithm for generating plants okay now

945

00:37:40,490 --> 00:37:38,760

let's wrap that algorithm and I have I

946

00:37:42,050 --> 00:37:40,500

have a friend uh classmate who does this

947

00:37:43,970 --> 00:37:42,060

he you know he says he gets some code

948

00:37:45,950 --> 00:37:43,980

and he finds the error and then he tells

949

00:37:47,810 --> 00:37:45,960

you Chachi BT okay there's an error fix

950

00:37:50,569 --> 00:37:47,820

it and it'll find and fix the error

951  
00:37:53,810 --> 00:37:50,579  
right so we're getting to the point

952  
00:37:55,670 --> 00:37:53,820  
where code can generate itself uh and

953  
00:37:57,109 --> 00:37:55,680  
that that takes us in in in in in in in in

954  
00:37:59,329 --> 00:37:57,119  
a scary place but I did want to say

955  
00:38:01,910 --> 00:37:59,339  
before we go too far down the the

956  
00:38:03,230 --> 00:38:01,920  
current technology sector you know the

957  
00:38:05,510 --> 00:38:03,240  
reason I end up writing the book about

958  
00:38:07,490 --> 00:38:05,520  
the Multiverse was partly because of

959  
00:38:09,589 --> 00:38:07,500  
this idea that we can run multiple

960  
00:38:11,930 --> 00:38:09,599  
simulations and you know I had mentioned

961  
00:38:14,690 --> 00:38:11,940  
that I interviewed Philip K Dick's wife

962  
00:38:17,930 --> 00:38:14,700  
Tessa who I I know you know as well I

963  
00:38:20,750 --> 00:38:17,940

know you know she told me that

964

00:38:23,810 --> 00:38:20,760

Philip came to believe that the man in

965

00:38:26,450 --> 00:38:23,820

the High Castle right which was a

966

00:38:28,310 --> 00:38:26,460

timeline about World War II where the

967

00:38:30,950 --> 00:38:28,320

Germany and Japan won the war and they

968

00:38:33,050 --> 00:38:30,960

split America between them that that was

969

00:38:35,450 --> 00:38:33,060

a real timeline right it wasn't just his

970

00:38:37,790 --> 00:38:35,460

imagination and that the people that

971

00:38:40,250 --> 00:38:37,800

were running the simulation right they

972

00:38:41,870 --> 00:38:40,260

decided to then stop that timeline they

973

00:38:44,569 --> 00:38:41,880

rewound it and they re-ran another

974

00:38:46,190 --> 00:38:44,579

timeline and then she also told me that

975

00:38:48,349 --> 00:38:46,200

supposedly they had prevented the

976

00:38:50,690 --> 00:38:48,359

assassination of JFK in Dallas but then

977

00:38:52,310 --> 00:38:50,700

he got assassinated somewhere else and

978

00:38:55,190 --> 00:38:52,320

somewhere else or it ended up in a

979

00:38:57,710 --> 00:38:55,200

nuclear war or some bad scenario and so

980

00:38:59,270 --> 00:38:57,720

you know he made a famous speech in 1977

981

00:39:01,310 --> 00:38:59,280

saying we are living in a computer

982

00:39:03,290 --> 00:39:01,320

programmed reality and the only clue we

983

00:39:05,150 --> 00:39:03,300

have to it is when some variable has

984

00:39:07,310 --> 00:39:05,160

changed some alteration in our reality

985

00:39:08,930 --> 00:39:07,320

occurs the important part of that speech

986

00:39:11,390 --> 00:39:08,940

turns out wasn't just that we're in a

987

00:39:14,270 --> 00:39:11,400

simulation because I went back and

988

00:39:15,950 --> 00:39:14,280

Revisited all this but he said that some

989

00:39:18,589 --> 00:39:15,960

variables are changed we would have the

990

00:39:22,250 --> 00:39:18,599

sense of deja vu that we were reliving

991

00:39:24,770 --> 00:39:22,260

the same yeah he says that what language

992

00:39:27,589 --> 00:39:24,780

was that in he had a translator

993

00:39:30,530 --> 00:39:27,599

it was it was in France he was saying it

994

00:39:33,290 --> 00:39:30,540

in English but it was in Mets France I

995

00:39:35,890 --> 00:39:33,300

have gone and listened to that speech

996

00:39:40,490 --> 00:39:35,900

many many many times

997

00:39:44,450 --> 00:39:40,500

and and if you listen to Philip K dick

998

00:39:46,730 --> 00:39:44,460

what he is what he is telling them

999

00:39:49,550 --> 00:39:46,740

um and you kind of remember this is 50

1000

00:39:52,190 --> 00:39:49,560

years ago when he made that speech

1001  
00:39:54,950 --> 00:39:52,200  
um he was telling dude we're we're in a

1002  
00:39:57,230 --> 00:39:54,960  
simulation right now right now this you

1003  
00:40:00,290 --> 00:39:57,240  
think you know and and and that's what

1004  
00:40:02,270 --> 00:40:00,300  
he was trying to it was kind of a

1005  
00:40:04,970 --> 00:40:02,280  
softball right that you know trying to

1006  
00:40:08,030 --> 00:40:04,980  
toss it out to everybody but if you

1007  
00:40:09,829 --> 00:40:08,040  
listen to his words really closely he

1008  
00:40:12,109 --> 00:40:09,839  
was convinced

1009  
00:40:13,730 --> 00:40:12,119  
that we are living in a simulation and

1010  
00:40:15,349 --> 00:40:13,740  
that's where he was getting all of his

1011  
00:40:17,630 --> 00:40:15,359  
stories from

1012  
00:40:19,910 --> 00:40:17,640  
yeah absolutely and people should watch

1013  
00:40:22,010 --> 00:40:19,920

it and you also can look at the reaction

1014

00:40:24,950 --> 00:40:22,020

of the people in the audience they're

1015

00:40:27,589 --> 00:40:24,960

like you are nuts man right this is in

1016

00:40:33,050 --> 00:40:27,599

1977 the Apple II had probably just came

1017

00:40:35,390 --> 00:40:33,060

out or you can hear the uncomfortable

1018

00:40:37,010 --> 00:40:35,400

um feeling in the room you can hear it

1019

00:40:39,050 --> 00:40:37,020

you could hear it I mean people were

1020

00:40:41,690 --> 00:40:39,060

fidgeting or like what what did he say

1021

00:40:44,390 --> 00:40:41,700

with are they translating this right and

1022

00:40:46,730 --> 00:40:44,400

you could see it he really freaked him

1023

00:40:49,370 --> 00:40:46,740

out and nobody had

1024

00:40:51,589 --> 00:40:49,380

um that when I said earlier that these

1025

00:40:54,890 --> 00:40:51,599

Concepts have been discussed for a very

1026

00:40:57,230 --> 00:40:54,900

very you know that the the simulation

1027

00:41:00,230 --> 00:40:57,240

conversation that's happening today Riz

1028

00:41:03,950 --> 00:41:00,240

uh for most people this is brand new

1029

00:41:07,130 --> 00:41:03,960

stuff no this has been talked about for

1030

00:41:08,930 --> 00:41:07,140

a very very long time and Philip K dick

1031

00:41:11,870 --> 00:41:08,940

not only with the man in the High Castle

1032

00:41:15,349 --> 00:41:11,880

but that speech that he gave at that

1033

00:41:18,290 --> 00:41:15,359

presentation was uh one of the biggest

1034

00:41:21,109 --> 00:41:18,300

turning points I think in in society

1035

00:41:23,270 --> 00:41:21,119

that that suggestion and that's where he

1036

00:41:24,170 --> 00:41:23,280

was getting his stories from it was a

1037

00:41:26,089 --> 00:41:24,180

shocker

1038

00:41:28,730 --> 00:41:26,099

yeah and he was you know way ahead of

1039

00:41:30,290 --> 00:41:28,740

his time right uh in in a lot of stuff

1040

00:41:31,790 --> 00:41:30,300

that he put into his stories because

1041

00:41:33,650 --> 00:41:31,800

everybody else was writing about outer

1042

00:41:35,510 --> 00:41:33,660

space and you know they were writing

1043

00:41:37,910 --> 00:41:35,520

about you know trips to the stars and

1044

00:41:39,230 --> 00:41:37,920

Arthur C Clarke uh but you know he was

1045

00:41:41,030 --> 00:41:39,240

writing about what happens with

1046

00:41:43,970 --> 00:41:41,040

technology and what happens to our

1047

00:41:46,790 --> 00:41:43,980

reality uh and you know Tessa also told

1048

00:41:49,190 --> 00:41:46,800

me that he came up with this idea partly

1049

00:41:50,870 --> 00:41:49,200

because he had gone into a room a

1050

00:41:52,609 --> 00:41:50,880

bathroom where there was a light chain

1051  
00:41:54,589 --> 00:41:52,619  
remember the old chains you used to pull

1052  
00:41:56,270 --> 00:41:54,599  
to turn on the light and then turns out

1053  
00:41:57,530 --> 00:41:56,280  
it wasn't there and it was a switch and

1054  
00:42:00,650 --> 00:41:57,540  
he was wondering what the heck happened

1055  
00:42:02,150 --> 00:42:00,660  
I I pulled his chain a hundred times uh

1056  
00:42:03,890 --> 00:42:02,160  
and then he wrote the story The

1057  
00:42:05,930 --> 00:42:03,900  
Adjustment team which became the basis

1058  
00:42:07,730 --> 00:42:05,940  
for The Adjustment Bureau which was a

1059  
00:42:09,530 --> 00:42:07,740  
movie with Matt Damon and Emily Blunt

1060  
00:42:11,210 --> 00:42:09,540  
and it was about these guys who would

1061  
00:42:13,910 --> 00:42:11,220  
freeze reality and then they would

1062  
00:42:16,190 --> 00:42:13,920  
change variables and so you know this

1063  
00:42:18,770 --> 00:42:16,200

changing of variables that's what I call

1064

00:42:21,770 --> 00:42:18,780

the simulated Multiverse it means that

1065

00:42:24,890 --> 00:42:21,780

there may be multiple timelines and that

1066

00:42:27,710 --> 00:42:24,900

we are living out these timelines and if

1067

00:42:30,109 --> 00:42:27,720

you look at how you know AI might be

1068

00:42:32,270 --> 00:42:30,119

playing chess for example it would kind

1069

00:42:33,770 --> 00:42:32,280

of project forward and say this is where

1070

00:42:35,630 --> 00:42:33,780

I'm going to likely end up if I go down

1071

00:42:39,109 --> 00:42:35,640

this path this is where I'm going to end

1072

00:42:41,569 --> 00:42:39,119

up if I go down that path uh but there

1073

00:42:43,550 --> 00:42:41,579

are certain processes that are called

1074

00:42:45,829 --> 00:42:43,560

computationally irreducible it's a guy

1075

00:42:48,530 --> 00:42:45,839

named Stephen Wolfram who created a

1076  
00:42:49,730 --> 00:42:48,540  
Mathematica software and he basically

1077  
00:42:52,190 --> 00:42:49,740  
said to figure out what's going to

1078  
00:42:54,170 --> 00:42:52,200  
happen in a computationally irreducible

1079  
00:42:56,210 --> 00:42:54,180  
process you can't take a shortcut you

1080  
00:43:00,710 --> 00:42:56,220  
have to just go do it you have to

1081  
00:43:03,170 --> 00:43:00,720  
calculate step 999 999 in order to know

1082  
00:43:04,790 --> 00:43:03,180  
what will happen at step one million uh

1083  
00:43:06,950 --> 00:43:04,800  
and so the only way to know what might

1084  
00:43:09,410 --> 00:43:06,960  
happen in these different scenarios is

1085  
00:43:11,630 --> 00:43:09,420  
to actually run simulations that

1086  
00:43:13,670 --> 00:43:11,640  
actually play out so it gets even

1087  
00:43:16,190 --> 00:43:13,680  
freakier because now you're thinking

1088  
00:43:19,490 --> 00:43:16,200

like a quantum computer quantum computer

1089

00:43:22,430 --> 00:43:19,500

can explore all the possibilities of all

1090

00:43:26,030 --> 00:43:22,440

the values of the bits so if you had you

1091

00:43:27,710 --> 00:43:26,040

know uh 2 to the 64 possible values

1092

00:43:30,530 --> 00:43:27,720

which by the way is where no man's Sky

1093

00:43:33,950 --> 00:43:30,540

got its limit of 18 quintillion planets

1094

00:43:35,870 --> 00:43:33,960

it's 2 to the power 64. that basically

1095

00:43:38,089 --> 00:43:35,880

in a Quantum Computing theoretically you

1096

00:43:40,010 --> 00:43:38,099

can explore all of those and you can

1097

00:43:42,230 --> 00:43:40,020

find the one that's the best and that's

1098

00:43:44,030 --> 00:43:42,240

how Quantum why Quantum Computing

1099

00:43:47,870 --> 00:43:44,040

algorithms eventually may be able to

1100

00:43:49,930 --> 00:43:47,880

break encryption that we use uh because

1101

00:43:52,309 --> 00:43:49,940

it can try out all the different

1102

00:43:55,910 --> 00:43:52,319

passwords and keys and it can find

1103

00:43:58,670 --> 00:43:55,920

instantly which one is the right one but

1104

00:44:01,130 --> 00:43:58,680

that requires this kind of weird leap to

1105

00:44:02,510 --> 00:44:01,140

say how can you explore these

1106

00:44:04,970 --> 00:44:02,520

simultaneously

1107

00:44:06,650 --> 00:44:04,980

I mean how's that possible right well

1108

00:44:08,450 --> 00:44:06,660

it's possible if we're in a computer

1109

00:44:10,849 --> 00:44:08,460

simulation because you just pause one

1110

00:44:12,589 --> 00:44:10,859

you run the other one and then you come

1111

00:44:15,829 --> 00:44:12,599

back to this one it seems like no time

1112

00:44:18,290 --> 00:44:15,839

has passed right but to us inside the

1113

00:44:20,270 --> 00:44:18,300

simulation it looks like no time has

1114

00:44:21,650 --> 00:44:20,280

passed but from the people looking at

1115

00:44:22,910 --> 00:44:21,660

the simulation they've been running all

1116

00:44:24,770 --> 00:44:22,920

these different simulations so it's

1117

00:44:29,030 --> 00:44:24,780

possible you know all this stuff we're

1118

00:44:31,190 --> 00:44:29,040

going through 2022 2021 2020 it's

1119

00:44:33,109 --> 00:44:31,200

because somebody may have run it already

1120

00:44:34,790 --> 00:44:33,119

and come up with even worse scenarios

1121

00:44:36,109 --> 00:44:34,800

right like some I know Daniel was on

1122

00:44:38,390 --> 00:44:36,119

last night and some of the scenarios

1123

00:44:40,190 --> 00:44:38,400

that he had he had seen you know seemed

1124

00:44:41,150 --> 00:44:40,200

even a lot worse than some of the

1125

00:44:43,069 --> 00:44:41,160

scenarios we've been through so it's

1126

00:44:45,109 --> 00:44:43,079

possible somebody is running the

1127

00:44:46,609 --> 00:44:45,119

simulation to see what scenarios happen

1128

00:44:48,710 --> 00:44:46,619

and then saying well this one's maybe

1129

00:44:51,349 --> 00:44:48,720

the least like with the JFK scenario

1130

00:44:52,910 --> 00:44:51,359

like it okay fine he gets shot but this

1131

00:44:54,890 --> 00:44:52,920

other bad stuff doesn't happen we've

1132

00:44:56,930 --> 00:44:54,900

already tried that let's try and that

1133

00:44:59,089 --> 00:44:56,940

could be the source of things like the

1134

00:45:01,130 --> 00:44:59,099

Mandela effect and that that's where I'm

1135

00:45:02,329 --> 00:45:01,140

going so let's let's stop right there

1136

00:45:06,050 --> 00:45:02,339

for a second

1137

00:45:08,470 --> 00:45:06,060

um in in The Matrix that one of my

1138

00:45:11,030 --> 00:45:08,480

favorite scenes is the black cat right

1139

00:45:12,370 --> 00:45:11,040

and and the black cat runs through whoa

1140

00:45:14,710 --> 00:45:12,380

whoa what happened

1141

00:45:18,410 --> 00:45:14,720

okay so

1142

00:45:21,290 --> 00:45:18,420

that's a situation where I think we're

1143

00:45:25,069 --> 00:45:21,300

seeing a lot of black cats today where

1144

00:45:27,710 --> 00:45:25,079

the Mandela effect although it's fun to

1145

00:45:30,530 --> 00:45:27,720

talk about and contemplate and and we

1146

00:45:34,790 --> 00:45:30,540

can laugh about certain things but I

1147

00:45:37,490 --> 00:45:34,800

just I have a hard time believing that

1148

00:45:40,210 --> 00:45:37,500

billions of people have bad memories

1149

00:45:42,109 --> 00:45:40,220

right I just I I I I I

1150

00:45:44,510 --> 00:45:42,119

including myself

1151  
00:45:48,309 --> 00:45:44,520  
that that includes me when I look at

1152  
00:45:51,890 --> 00:45:48,319  
very specific things uh about the past

1153  
00:45:54,770 --> 00:45:51,900  
where it seems like something has gone

1154  
00:45:56,150 --> 00:45:54,780  
in and altered now let's go back to chat

1155  
00:45:59,150 --> 00:45:56,160  
GPT

1156  
00:46:05,150 --> 00:45:59,160  
if it's if it comes to the point where

1157  
00:46:08,030 --> 00:46:05,160  
chat B GPT is rewriting its own code

1158  
00:46:11,930 --> 00:46:08,040  
right that's right and now we get into

1159  
00:46:15,470 --> 00:46:11,940  
and and then suddenly wants to go back

1160  
00:46:17,630 --> 00:46:15,480  
and and alter history

1161  
00:46:19,930 --> 00:46:17,640  
jumping on the net changing facts

1162  
00:46:23,270 --> 00:46:19,940  
jumping into Wikipedia changing images

1163  
00:46:26,390 --> 00:46:23,280

creating their own images uh there's

1164

00:46:29,710 --> 00:46:26,400

eight people in JFK's car now and not

1165

00:46:33,230 --> 00:46:29,720

six right or what whatever it may be

1166

00:46:36,829 --> 00:46:33,240

where our memory hasn't been altered but

1167

00:46:40,370 --> 00:46:36,839

what we are seeing and referring to is

1168

00:46:42,410 --> 00:46:40,380

is different than we remember it is this

1169

00:46:44,809 --> 00:46:42,420

is this the possibility that we're

1170

00:46:46,849 --> 00:46:44,819

working towards well it could be because

1171

00:46:49,490 --> 00:46:46,859

you know as AI gets more sophisticated

1172

00:46:50,930 --> 00:46:49,500

it'll be you know more in charge of many

1173

00:46:52,849 --> 00:46:50,940

of these things and I mean you've

1174

00:46:54,650 --> 00:46:52,859

already seen that with censorship where

1175

00:46:56,690 --> 00:46:54,660

something doesn't appear in in social

1176  
00:46:58,790 --> 00:46:56,700  
media you assume it doesn't exist

1177  
00:47:01,190 --> 00:46:58,800  
anymore right with the Twitter files and

1178  
00:47:03,230 --> 00:47:01,200  
everything else but you know one of the

1179  
00:47:04,849 --> 00:47:03,240  
things that I found when I investigated

1180  
00:47:07,370 --> 00:47:04,859  
the Manila effect because you know at

1181  
00:47:08,809 --> 00:47:07,380  
first I just assumed it was you know

1182  
00:47:11,089 --> 00:47:08,819  
just faulty memory like everybody else

1183  
00:47:12,650 --> 00:47:11,099  
and so I was at Google near the Google

1184  
00:47:14,450 --> 00:47:12,660  
headquarters in Mountain View which is

1185  
00:47:17,030 --> 00:47:14,460  
where I was living and a friend of mine

1186  
00:47:18,770 --> 00:47:17,040  
uh who's from Boston who went to MIT as

1187  
00:47:21,470 --> 00:47:18,780  
well he was in town and so we were

1188  
00:47:22,910 --> 00:47:21,480

having coffee and I was sure in 2019

1189

00:47:24,650 --> 00:47:22,920

when my book came out the simulation

1190

00:47:26,510 --> 00:47:24,660

hypothesis and he said hey have you

1191

00:47:27,710 --> 00:47:26,520

heard of the Mandela effect said yeah

1192

00:47:29,630 --> 00:47:27,720

I've heard of it but you know maybe it's

1193

00:47:31,250 --> 00:47:29,640

just faulty memory and he's like no no

1194

00:47:33,950 --> 00:47:31,260

you should look into it the simulation

1195

00:47:35,870 --> 00:47:33,960

is the best explanation that we can find

1196

00:47:38,450 --> 00:47:35,880

for it and this wasn't the kind of guy

1197

00:47:41,089 --> 00:47:38,460

like who's on Fade to Black or listening

1198

00:47:43,430 --> 00:47:41,099

right I was like hey this guy's at

1199

00:47:44,690 --> 00:47:43,440

Google he was at MIT right he's telling

1200

00:47:46,910 --> 00:47:44,700

you to look in so the more I looked in

1201

00:47:48,770 --> 00:47:46,920

the Mandela effect the weirder I found

1202

00:47:50,450 --> 00:47:48,780

it because even though some things might

1203

00:47:53,150 --> 00:47:50,460

be a little bit of memory here and there

1204

00:47:55,609 --> 00:47:53,160

like the line in a movie the fact that

1205

00:47:57,230 --> 00:47:55,619

people remember such specifics and the

1206

00:47:59,150 --> 00:47:57,240

more the closer you are to something

1207

00:48:01,550 --> 00:47:59,160

like there's a woman with a YouTube

1208

00:48:03,290 --> 00:48:01,560

video who says she was going to

1209

00:48:05,270 --> 00:48:03,300

interview Nelson Mandela because she was

1210

00:48:07,069 --> 00:48:05,280

in journalism school and she was going

1211

00:48:09,109 --> 00:48:07,079

to go to South Africa and they said he

1212

00:48:12,050 --> 00:48:09,119

was too sick and they didn't let her go

1213

00:48:14,150 --> 00:48:12,060

and then later she heard he died now if

1214

00:48:16,250 --> 00:48:14,160

you were gonna go visit the guy and you

1215

00:48:18,470 --> 00:48:16,260

heard he died and now you realize he's

1216

00:48:20,809 --> 00:48:18,480

not he wasn't dead you know until 2013

1217

00:48:22,370 --> 00:48:20,819

in our reality and and then that's where

1218

00:48:23,630 --> 00:48:22,380

he becomes weirder you start looking at

1219

00:48:26,390 --> 00:48:23,640

the religious

1220

00:48:28,910 --> 00:48:26,400

the Bible changes right so those are

1221

00:48:32,089 --> 00:48:28,920

things people remember word for word

1222

00:48:33,410 --> 00:48:32,099

like The Lion and the lamb right and

1223

00:48:35,510 --> 00:48:33,420

that's not there in the king's James

1224

00:48:36,829 --> 00:48:35,520

Bible so these are things that people

1225

00:48:38,569 --> 00:48:36,839

take seriously like if you're a serious

1226

00:48:40,490 --> 00:48:38,579

Evangelical you remember when the

1227

00:48:42,470 --> 00:48:40,500

Reverend Billy Graham died whereas I

1228

00:48:44,809 --> 00:48:42,480

would remember when Mark Hamill dies for

1229

00:48:47,690 --> 00:48:44,819

example right and and so when I was

1230

00:48:50,450 --> 00:48:47,700

researching it in it there was a Sufi

1231

00:48:53,089 --> 00:48:50,460

Imam who who talked about the Quran

1232

00:48:55,010 --> 00:48:53,099

which was from like 1600 years ago they

1233

00:48:57,109 --> 00:48:55,020

still memorize it word for word and I

1234

00:48:58,670 --> 00:48:57,119

always thought that was weird but you

1235

00:49:00,770 --> 00:48:58,680

know religious people are into into into

1236

00:49:02,390 --> 00:49:00,780

their things uh just like with the Bible

1237

00:49:05,450 --> 00:49:02,400

people could know these things word for

1238

00:49:07,309 --> 00:49:05,460

word and he said the reason why is

1239

00:49:09,410 --> 00:49:07,319

because there are entities who live

1240

00:49:11,089 --> 00:49:09,420

outside of time and that that's exactly

1241

00:49:13,190 --> 00:49:11,099

what Philip K dick said if you listen to

1242

00:49:15,530 --> 00:49:13,200

the rest of his speech he said there are

1243

00:49:18,050 --> 00:49:15,540

entities programmers and counter

1244

00:49:20,390 --> 00:49:18,060

programmers who live outside of linear

1245

00:49:22,970 --> 00:49:20,400

time they live in orthogonal time and so

1246

00:49:25,609 --> 00:49:22,980

this this religious scholar was saying

1247

00:49:28,370 --> 00:49:25,619

that basically the gym right which we

1248

00:49:30,349 --> 00:49:28,380

call the genie they live outside of our

1249

00:49:32,930 --> 00:49:30,359

time and they are allowed to go back and

1250

00:49:35,630 --> 00:49:32,940

change physical objects but they're not

1251

00:49:37,069 --> 00:49:35,640

allowed to change our memories right and

1252

00:49:38,930 --> 00:49:37,079

so when you think of the Mandela effect

1253

00:49:40,609 --> 00:49:38,940

it gives a whole new explanation that

1254

00:49:42,829 --> 00:49:40,619

people you can change physical things

1255

00:49:43,970 --> 00:49:42,839

but you can't change memory so if you

1256

00:49:47,569 --> 00:49:43,980

were happen to have been in that

1257

00:49:49,849 --> 00:49:47,579

timeline where you know Nelson Mandela

1258

00:49:51,829 --> 00:49:49,859

didn't die or that there was you know

1259

00:49:55,550 --> 00:49:51,839

the line in The Empire Strikes Back was

1260

00:49:58,190 --> 00:49:55,560

you know was Luke I am your father which

1261

00:50:00,349 --> 00:49:58,200

you know isn't there today and so I

1262

00:50:01,849 --> 00:50:00,359

found this whole area of the Mandela

1263

00:50:03,470 --> 00:50:01,859

effect being a great way to talk about

1264

00:50:05,210 --> 00:50:03,480

all these multiple timelines and then

1265

00:50:07,130 --> 00:50:05,220

you have these glitches where people

1266

00:50:08,690 --> 00:50:07,140

remember from the previous iteration

1267

00:50:10,430 --> 00:50:08,700

it's like loading memory in a computer

1268

00:50:12,230 --> 00:50:10,440

that happens all the time there's like

1269

00:50:14,870 --> 00:50:12,240

what we call garbage data that needs to

1270

00:50:16,910 --> 00:50:14,880

be collected garbage collection is a

1271

00:50:18,890 --> 00:50:16,920

process and computer science that we do

1272

00:50:20,150 --> 00:50:18,900

so so anyway that got me down a whole

1273

00:50:22,250 --> 00:50:20,160

nother rabbit hole and that's what the

1274

00:50:23,210 --> 00:50:22,260

simulated Multiverse is all about yeah

1275

00:50:27,230 --> 00:50:23,220

and

1276

00:50:29,270 --> 00:50:27,240

um the I mean specifically for me I'm

1277

00:50:30,470 --> 00:50:29,280

not gonna this isn't a Mandela Effect

1278

00:50:31,790 --> 00:50:30,480

Show

1279

00:50:34,550 --> 00:50:31,800

but

1280

00:50:37,730 --> 00:50:34,560

um when I was a kid

1281

00:50:39,710 --> 00:50:37,740

um my dad brought home cup of noodles

1282

00:50:42,050 --> 00:50:39,720

for the first time from the supermarket

1283

00:50:44,930 --> 00:50:42,060

I fell in love with it I still eat it I

1284

00:50:49,790 --> 00:50:44,940

love it today but

1285

00:50:52,430 --> 00:50:49,800

it was apparently never Cup oh noodles

1286

00:50:55,130 --> 00:50:52,440

it was cup noodles

1287

00:50:59,049 --> 00:50:55,140

and and so when I found this out I went

1288

00:51:03,530 --> 00:50:59,059

no no no no no no no no

1289

00:51:05,690 --> 00:51:03,540

and I go in there and and uh this turned

1290

00:51:08,750 --> 00:51:05,700

out to to be something really big in in

1291

00:51:10,370 --> 00:51:08,760

the Mandela effect world and I went and

1292

00:51:11,530 --> 00:51:10,380

jumped in and looked at all of these

1293

00:51:15,230 --> 00:51:11,540

images

1294

00:51:17,870 --> 00:51:15,240

and I either I have completely lost my

1295

00:51:20,930 --> 00:51:17,880

mind and my Fondest Memories from my

1296

00:51:24,349 --> 00:51:20,940

childhood are wrong and I've been

1297

00:51:27,910 --> 00:51:24,359

calling it cupo noodles my entire life I

1298

00:51:32,630 --> 00:51:27,920

never said cup noodles not once ever

1299

00:51:35,450 --> 00:51:32,640

right I I yeah that's that's where

1300

00:51:36,890 --> 00:51:35,460

um uh other people's experiences are one

1301  
00:51:40,730 --> 00:51:36,900  
thing I'm just talking about my own

1302  
00:51:44,630 --> 00:51:40,740  
personal how how I look at this you know

1303  
00:51:47,450 --> 00:51:44,640  
what what has it affected me and you

1304  
00:51:49,609 --> 00:51:47,460  
look at that one little instance I mean

1305  
00:51:53,150 --> 00:51:49,619  
the um the Challenger

1306  
00:51:55,849 --> 00:51:53,160  
right the Challenger crash the uh the

1307  
00:51:58,549 --> 00:51:55,859  
shuttle explosion right 19 you know what

1308  
00:52:02,390 --> 00:51:58,559  
year was it Riz I think it was 1986

1309  
00:52:05,450 --> 00:52:02,400  
wasn't it okay I don't remember no or 87

1310  
00:52:09,109 --> 00:52:05,460  
it was one of those two okay see right

1311  
00:52:11,930 --> 00:52:09,119  
well wait a minute okay where were you

1312  
00:52:15,290 --> 00:52:11,940  
when it happened yeah I mean I remember

1313  
00:52:17,270 --> 00:52:15,300

I was in the cafeteria in school so what

1314

00:52:21,410 --> 00:52:17,280

year were you in school what in that

1315

00:52:24,470 --> 00:52:21,420

cafeteria 84 to 88 so probably 85 to 88

1316

00:52:26,809 --> 00:52:24,480

in that range I think yeah okay so

1317

00:52:29,329 --> 00:52:26,819

that's three years Riz yeah but yeah I

1318

00:52:30,829 --> 00:52:29,339

don't remember the exact date okay but

1319

00:52:34,630 --> 00:52:30,839

some people do right they remember the

1320

00:52:37,250 --> 00:52:34,640

exactly and like I have had

1321

00:52:39,470 --> 00:52:37,260

hundreds of emails

1322

00:52:41,329 --> 00:52:39,480

um basically saying the same thing I was

1323

00:52:43,790 --> 00:52:41,339

in fourth grade science class they

1324

00:52:46,490 --> 00:52:43,800

rolled in the TV we were watching it

1325

00:52:50,270 --> 00:52:46,500

boom and it exploded and fourth grade

1326

00:52:52,490 --> 00:52:50,280

you know it was 1985 for me and you know

1327

00:52:55,549 --> 00:52:52,500

or this or this or the and you know it

1328

00:52:57,170 --> 00:52:55,559

it for me it was 1985. I remember

1329

00:53:01,670 --> 00:52:57,180

specifically where I was at it turned

1330

00:53:08,569 --> 00:53:03,049

what

1331

00:53:10,670 --> 00:53:08,579

tie back to the simulation theory for a

1332

00:53:13,549 --> 00:53:10,680

second and if you were to run the same

1333

00:53:15,470 --> 00:53:13,559

simulation twice it's very possible that

1334

00:53:17,809 --> 00:53:15,480

you would get similar but slightly

1335

00:53:19,069 --> 00:53:17,819

different things right because there are

1336

00:53:21,710 --> 00:53:19,079

so many variables I was talking about

1337

00:53:24,049 --> 00:53:21,720

Chaos Theory right that you would end up

1338

00:53:26,390 --> 00:53:24,059

with you know you would end up with The

1339

00:53:28,549 --> 00:53:26,400

Bernstein Bears versus The Bernstein

1340

00:53:31,069 --> 00:53:28,559

Bears right which is another one and it

1341

00:53:33,230 --> 00:53:31,079

gets back to the proximity like how

1342

00:53:35,750 --> 00:53:33,240

significant is this to you personally

1343

00:53:38,270 --> 00:53:35,760

and if you're like a kid who asked his

1344

00:53:40,970 --> 00:53:38,280

parents why are these Bears Jewish and

1345

00:53:42,890 --> 00:53:40,980

turns out they're not in terms of the

1346

00:53:44,390 --> 00:53:42,900

name they're actually the burns you

1347

00:53:46,010 --> 00:53:44,400

think somebody would have told you that

1348

00:53:48,109 --> 00:53:46,020

or mentioned it right and so you're

1349

00:53:49,430 --> 00:53:48,119

closer to that so I think that's where

1350

00:53:51,109 --> 00:53:49,440

the Mandela effect becomes interesting

1351

00:53:53,150 --> 00:53:51,119

is when you're closer to something

1352

00:53:55,250 --> 00:53:53,160

you're less likely to just have a faulty

1353

00:53:57,349 --> 00:53:55,260

memory uh and then that's where with

1354

00:53:59,150 --> 00:53:57,359

simulation Theory you could just run the

1355

00:54:01,730 --> 00:53:59,160

same timeline again with just a few

1356

00:54:04,130 --> 00:54:01,740

changes and then after five ten years

1357

00:54:06,410 --> 00:54:04,140

you may end up with major major changes

1358

00:54:08,809 --> 00:54:06,420

or major timeline differences our 100

1359

00:54:10,730 --> 00:54:08,819

years down a thousand years down

1360

00:54:13,010 --> 00:54:10,740

just like when we we play Civilization

1361

00:54:14,990 --> 00:54:13,020

or we play one of these older video

1362

00:54:16,790 --> 00:54:15,000

games we're running a simulation of Rome

1363

00:54:19,549 --> 00:54:16,800

or we're running a simulation of you

1364

00:54:21,589 --> 00:54:19,559

know of medieval times uh what would

1365

00:54:23,150 --> 00:54:21,599

happen if we change this what would

1366

00:54:25,790 --> 00:54:23,160

happen if you know the Spanish Armada

1367

00:54:26,690 --> 00:54:25,800

was not defeated right by the British we

1368

00:54:28,609 --> 00:54:26,700

would end up in a very different

1369

00:54:30,530 --> 00:54:28,619

historical timeline and then

1370

00:54:32,569 --> 00:54:30,540

I think Philip K dick raises the

1371

00:54:34,309 --> 00:54:32,579

possibility and and I really explore it

1372

00:54:36,770 --> 00:54:34,319

in the simulated Multiverse book that

1373

00:54:38,690 --> 00:54:36,780

that may have actually happened right

1374

00:54:40,970 --> 00:54:38,700

but then for whatever reason that's not

1375

00:54:43,010 --> 00:54:40,980

the timeline that was decided to

1376  
00:54:44,990 --> 00:54:43,020  
continue or maybe we're just on a branch

1377  
00:54:46,549 --> 00:54:45,000  
where we're trying out things right now

1378  
00:54:47,930 --> 00:54:46,559  
and there may end up being another

1379  
00:54:51,849 --> 00:54:47,940  
branch

1380  
00:54:55,130 --> 00:54:51,859  
well in in in and to your point

1381  
00:54:58,309 --> 00:54:55,140  
we can't change we can change the facts

1382  
00:55:01,430 --> 00:54:58,319  
of the case right but we can't change

1383  
00:55:03,770 --> 00:55:01,440  
our memory and I think that that is also

1384  
00:55:05,750 --> 00:55:03,780  
messing with people where they are

1385  
00:55:08,089 --> 00:55:05,760  
remembering things

1386  
00:55:09,349 --> 00:55:08,099  
uh wrong where they're starting to doubt

1387  
00:55:11,510 --> 00:55:09,359  
themselves and that's a pretty

1388  
00:55:13,190 --> 00:55:11,520

interesting play in the simulation it's

1389

00:55:16,670 --> 00:55:13,200

pretty in you know you know what I mean

1390

00:55:19,430 --> 00:55:16,680

confuse the masses and and and and tip

1391

00:55:22,010 --> 00:55:19,440

the scale uh a little bit into crazy

1392

00:55:23,990 --> 00:55:22,020

town for them that's a that's a pretty

1393

00:55:26,329 --> 00:55:24,000

interesting take because I don't have

1394

00:55:28,010 --> 00:55:26,339

another way to look at it you know I I

1395

00:55:30,530 --> 00:55:28,020

just don't think that billions of people

1396

00:55:32,210 --> 00:55:30,540

have faulty memories

1397

00:55:34,670 --> 00:55:32,220

yeah and you know before the internet it

1398

00:55:36,470 --> 00:55:34,680

was very hard for people to find each

1399

00:55:38,750 --> 00:55:36,480

other who might have had a specific

1400

00:55:41,210 --> 00:55:38,760

memory uh and you know even going back

1401  
00:55:43,910 --> 00:55:41,220  
to 77 and Philip K Dick's speech he said

1402  
00:55:46,430 --> 00:55:43,920  
all we would need to do is find a group

1403  
00:55:47,270 --> 00:55:46,440  
of people like himself who remembers a

1404  
00:55:51,829 --> 00:55:47,280  
different

1405  
00:55:53,750 --> 00:55:51,839  
timeline well now we have that in in the

1406  
00:55:55,730 --> 00:55:53,760  
Mandela effect and it's dismissed by

1407  
00:55:57,109 --> 00:55:55,740  
most mainstream scientists and you know

1408  
00:55:58,730 --> 00:55:57,119  
and I'm not saying every Mandela effect

1409  
00:56:00,530 --> 00:55:58,740  
is necessarily a separate timeline I'm

1410  
00:56:02,750 --> 00:56:00,540  
saying this is a great way for us to

1411  
00:56:05,210 --> 00:56:02,760  
think about how these timelines might

1412  
00:56:06,589 --> 00:56:05,220  
evolve okay let's go into a different

1413  
00:56:09,950 --> 00:56:06,599

direction with this by the way the

1414

00:56:14,750 --> 00:56:09,960

Berenstein Berenstain Bears I never

1415

00:56:17,450 --> 00:56:14,760

heard of them until the Mandela effect

1416

00:56:19,250 --> 00:56:17,460

oh that's a Mandela effect in of itself

1417

00:56:21,349 --> 00:56:19,260

I thought man everybody's all upset the

1418

00:56:23,990 --> 00:56:21,359

monkey with the tail or not or this is a

1419

00:56:26,390 --> 00:56:24,000

Curious George right

1420

00:56:28,970 --> 00:56:26,400

never I missed that boat I missed the

1421

00:56:32,329 --> 00:56:28,980

Barons team Bears Curious George I had

1422

00:56:34,190 --> 00:56:32,339

no idea so that's Mandela effect you

1423

00:56:36,470 --> 00:56:34,200

know maybe maybe I was in another

1424

00:56:40,089 --> 00:56:36,480

timeline and Berenstein Bears weren't

1425

00:56:43,670 --> 00:56:40,099

even part of it or it didn't exist

1426

00:56:44,470 --> 00:56:43,680

so could it be

1427

00:56:47,450 --> 00:56:44,480

um

1428

00:56:49,790 --> 00:56:47,460

uh it's a little bit of time travel

1429

00:56:51,710 --> 00:56:49,800

right could it be Time Travelers us from

1430

00:56:55,490 --> 00:56:51,720

the future going to the past and

1431

00:56:57,589 --> 00:56:55,500

changing things and it you know to fit

1432

00:56:59,990 --> 00:56:57,599

what they're doing in the future and now

1433

00:57:01,849 --> 00:57:00,000

we're stuck in the middle right and

1434

00:57:04,970 --> 00:57:01,859

we're seeing the effects of these

1435

00:57:07,849 --> 00:57:04,980

paradoxes being messed with and and now

1436

00:57:11,210 --> 00:57:07,859

we're remembering things differently but

1437

00:57:12,650 --> 00:57:11,220

maybe the the past is being altered yeah

1438

00:57:15,770 --> 00:57:12,660

I think that's that's another

1439

00:57:17,750 --> 00:57:15,780

possibility to consider is and and it

1440

00:57:19,730 --> 00:57:17,760

actually ties to simulation Theory as

1441

00:57:22,010 --> 00:57:19,740

well because you know if you draw out

1442

00:57:24,170 --> 00:57:22,020

what would happen if you go to the

1443

00:57:26,569 --> 00:57:24,180

Future and then you go back to the path

1444

00:57:27,710 --> 00:57:26,579

and you change something so now you're

1445

00:57:30,410 --> 00:57:27,720

going to be on a slightly different

1446

00:57:32,870 --> 00:57:30,420

trajectory right and so now you have two

1447

00:57:36,349 --> 00:57:32,880

different timelines essentially you're

1448

00:57:38,450 --> 00:57:36,359

changing variables uh and you know we

1449

00:57:40,430 --> 00:57:38,460

don't know if time travel is totally

1450

00:57:42,349 --> 00:57:40,440

possible to the Past right there are

1451  
00:57:45,530 --> 00:57:42,359  
some theoretical ideas about wormholes

1452  
00:57:47,630 --> 00:57:45,540  
but if we're in a simulation it wouldn't

1453  
00:57:51,049 --> 00:57:47,640  
be that hard to do because you just take

1454  
00:57:52,910 --> 00:57:51,059  
a previous saved state of the simulation

1455  
00:57:54,710 --> 00:57:52,920  
and you start running it at that point

1456  
00:57:57,650 --> 00:57:54,720  
and you if you're sitting in your

1457  
00:58:01,370 --> 00:57:57,660  
goggles right you no longer are seeing

1458  
00:58:04,970 --> 00:58:01,380  
you know 20 23 you're going back and

1459  
00:58:07,130 --> 00:58:04,980  
seeing 1945 and that's going back to the

1460  
00:58:08,750 --> 00:58:07,140  
13th floor I mean they essentially had a

1461  
00:58:12,770 --> 00:58:08,760  
form of time travel now the question is

1462  
00:58:15,049 --> 00:58:12,780  
are you going back to your exact past or

1463  
00:58:16,309 --> 00:58:15,059

as it evolved differently well if it's a

1464

00:58:17,990 --> 00:58:16,319

computer simulation you can keep track

1465

00:58:19,430 --> 00:58:18,000

of exactly what the past was so you can

1466

00:58:22,849 --> 00:58:19,440

go to that past and then you can start

1467

00:58:25,190 --> 00:58:22,859

to it does start making your head spin a

1468

00:58:26,750 --> 00:58:25,200

little bit actually when it sounds like

1469

00:58:28,670 --> 00:58:26,760

an episode of Doctor Who right where

1470

00:58:30,049 --> 00:58:28,680

they they go back and then they come to

1471

00:58:31,430 --> 00:58:30,059

the Future and Everything's changed and

1472

00:58:34,010 --> 00:58:31,440

they go back and they change it again

1473

00:58:36,530 --> 00:58:34,020

and you experience things in out of

1474

00:58:37,970 --> 00:58:36,540

order out of chronological order

1475

00:58:40,549 --> 00:58:37,980

right there's a couple of really good

1476

00:58:43,490 --> 00:58:40,559

episodes like that yeah when we when we

1477

00:58:44,809 --> 00:58:43,500

talk about uh billionaires in Silicon

1478

00:58:48,650 --> 00:58:44,819

Valley

1479

00:58:50,630 --> 00:58:48,660

and living in a simulation I would think

1480

00:58:53,510 --> 00:58:50,640

that if I had all the money in the world

1481

00:58:56,450 --> 00:58:53,520

I wouldn't buy an island in Fiji well

1482

00:59:00,049 --> 00:58:56,460

maybe I would but uh I would buy that

1483

00:59:02,930 --> 00:59:00,059

too but I would definitely put all of my

1484

00:59:05,990 --> 00:59:02,940

resources and my coders and my engineers

1485

00:59:10,069 --> 00:59:06,000

and my server Farms

1486

00:59:11,829 --> 00:59:10,079

um into the research of getting myself

1487

00:59:14,510 --> 00:59:11,839

out of here

1488

00:59:15,710 --> 00:59:14,520

and on to something that is going to

1489

00:59:18,829 --> 00:59:15,720

live forever

1490

00:59:21,410 --> 00:59:18,839

right whether it's an Android body or or

1491

00:59:22,490 --> 00:59:21,420

anything and that if that would be the

1492

00:59:25,549 --> 00:59:22,500

case then

1493

00:59:29,450 --> 00:59:25,559

that would be a simulation in of itself

1494

00:59:32,150 --> 00:59:29,460

but that research is being done and if

1495

00:59:33,530 --> 00:59:32,160

if you have the resources to do it why

1496

00:59:35,870 --> 00:59:33,540

wouldn't you be doing it if you're the

1497

00:59:39,109 --> 00:59:35,880

head of Google and you've got the

1498

00:59:41,990 --> 00:59:39,119

alphabet server farm and what's their AI

1499

00:59:44,150 --> 00:59:42,000

computer called they have three up there

1500

00:59:46,430 --> 00:59:44,160

mind deep mind I think is uh one of

1501  
00:59:48,950 --> 00:59:46,440  
those yeah okay so

1502  
00:59:50,809 --> 00:59:48,960  
you're You've Got Deep mind working on

1503  
00:59:53,930 --> 00:59:50,819  
this right now

1504  
00:59:55,730 --> 00:59:53,940  
right yeah and so you know this idea of

1505  
00:59:57,710 --> 00:59:55,740  
being able to take consciousness

1506  
00:59:59,589 --> 00:59:57,720  
and move it into silicon is interesting

1507  
01:00:03,950 --> 00:59:59,599  
so stage

1508  
01:00:05,870 --> 01:00:03,960  
nine and Stage 10 of my road to the

1509  
01:00:08,450 --> 01:00:05,880  
simulation point is about downloadable

1510  
01:00:10,730 --> 01:00:08,460  
Consciousness right and so in fact

1511  
01:00:12,049 --> 01:00:10,740  
simulation theory is taken seriously by

1512  
01:00:14,390 --> 01:00:12,059  
a lot of scientists in Silicon Valley

1513  
01:00:17,410 --> 01:00:14,400

people because they think that all you

1514

01:00:19,849 --> 01:00:17,420

need to do is map out all of the neurons

1515

01:00:22,250 --> 01:00:19,859

and more importantly than the neurons is

1516

01:00:24,410 --> 01:00:22,260

the connections between the neurons and

1517

01:00:26,390 --> 01:00:24,420

so they call this the connectome right

1518

01:00:28,789 --> 01:00:26,400

and that once you can do that that

1519

01:00:31,609 --> 01:00:28,799

Consciousness is substrate Independence

1520

01:00:33,950 --> 01:00:31,619

right what that means is it can be

1521

01:00:36,710 --> 01:00:33,960

running on biological Hardware which it

1522

01:00:38,809 --> 01:00:36,720

is right now or it could be running on

1523

01:00:41,210 --> 01:00:38,819

Silicon or some other computational

1524

01:00:44,690 --> 01:00:41,220

platform so you could basically be

1525

01:00:48,430 --> 01:00:44,700

running yourself on on

1526

01:00:50,630 --> 01:00:48,440

uh you know on a computer virtual world

1527

01:00:52,069 --> 01:00:50,640

uh and it's kind of like if you've ever

1528

01:00:54,230 --> 01:00:52,079

seen that Star Trek the Next Generation

1529

01:00:56,210 --> 01:00:54,240

episode where they had uh Professor

1530

01:00:58,609 --> 01:00:56,220

Moriarty and Sherlock who data was

1531

01:01:00,109 --> 01:00:58,619

playing Sherlock Holmes and uh you know

1532

01:01:01,730 --> 01:01:00,119

Moriarty figured out he was in a

1533

01:01:04,010 --> 01:01:01,740

simulation and he wanted to come out of

1534

01:01:05,930 --> 01:01:04,020

the simulation or out of the hollow deck

1535

01:01:07,490 --> 01:01:05,940

in this case right and then eventually

1536

01:01:09,470 --> 01:01:07,500

there was an episode called ship in a

1537

01:01:10,910 --> 01:01:09,480

bottle where they convinced him he was

1538

01:01:12,530 --> 01:01:10,920

outside but he was really just in

1539

01:01:15,410 --> 01:01:12,540

another simulation of the Enterprise

1540

01:01:17,030 --> 01:01:15,420

which was the ship in the bottle and so

1541

01:01:19,730 --> 01:01:17,040

you know that is very possible now I've

1542

01:01:21,530 --> 01:01:19,740

heard the stories of billionaires you

1543

01:01:24,470 --> 01:01:21,540

know trying to look at ways to break out

1544

01:01:26,510 --> 01:01:24,480

of the simulation uh you know I I can't

1545

01:01:28,430 --> 01:01:26,520

verify that per se although I did have

1546

01:01:30,890 --> 01:01:28,440

at least one billionaire contact me

1547

01:01:33,230 --> 01:01:30,900

after my book came out to ask me about

1548

01:01:35,329 --> 01:01:33,240

uh simulation but it wasn't like he was

1549

01:01:38,809 --> 01:01:35,339

serious about putting money into some

1550

01:01:40,549 --> 01:01:38,819

research related to uh this but there

1551

01:01:43,069 --> 01:01:40,559

there is some serious interest there and

1552

01:01:44,510 --> 01:01:43,079

that idea of you know transhumanism it's

1553

01:01:47,870 --> 01:01:44,520

all part of the singularity right that's

1554

01:01:51,230 --> 01:01:47,880

an another aspect of this idea of a

1555

01:01:54,289 --> 01:01:51,240

technological singularity one is can we

1556

01:01:56,210 --> 01:01:54,299

you know put AI into the brain into the

1557

01:01:57,770 --> 01:01:56,220

physical brain and then the second is

1558

01:02:00,109 --> 01:01:57,780

once we do that

1559

01:02:03,289 --> 01:02:00,119

there's a philosopher at NYU called

1560

01:02:06,049 --> 01:02:03,299

David Chalmers and he defined the phrase

1561

01:02:09,470 --> 01:02:06,059

the hard problem of Consciousness and he

1562

01:02:11,450 --> 01:02:09,480

gives a pretty interesting experiment uh

1563

01:02:13,430 --> 01:02:11,460

where he says suppose you were to

1564

01:02:16,549 --> 01:02:13,440

replace one of your neurons

1565

01:02:18,230 --> 01:02:16,559

at a time with a silicon neuron right

1566

01:02:20,030 --> 01:02:18,240

but just one at a time so you replace

1567

01:02:22,609 --> 01:02:20,040

one are you still you are you still

1568

01:02:24,890 --> 01:02:22,619

conscious yeah okay you replaced two

1569

01:02:26,690 --> 01:02:24,900

still conscious he's still working

1570

01:02:28,130 --> 01:02:26,700

everything's still working okay what

1571

01:02:29,650 --> 01:02:28,140

happens when you replace a trillion of

1572

01:02:35,210 --> 01:02:29,660

them right

1573

01:02:38,569 --> 01:02:35,220

his point yes yes but at 50 percent

1574

01:02:41,089 --> 01:02:38,579

right you get to 50 that's the crowd

1575

01:02:44,690 --> 01:02:41,099

that's that's where it gets interesting

1576

01:02:47,930 --> 01:02:44,700

because now you're half and half is this

1577

01:02:49,730 --> 01:02:47,940

part of you starting to feel different

1578

01:02:52,609 --> 01:02:49,740

right the physical are you feeling

1579

01:02:54,349 --> 01:02:52,619

Dumber are you not intrigued you know

1580

01:02:57,349 --> 01:02:54,359

you're not thinking right

1581

01:02:59,870 --> 01:02:57,359

um is your Consciousness dissolving

1582

01:03:01,309 --> 01:02:59,880

what about the the other things that are

1583

01:03:03,289 --> 01:03:01,319

involved with you know the sense of

1584

01:03:06,770 --> 01:03:03,299

smell and taste the things that cause

1585

01:03:10,430 --> 01:03:06,780

emotions does this stuff go away and

1586

01:03:13,789 --> 01:03:10,440

when does it start to take over in uh on

1587

01:03:17,210 --> 01:03:13,799

on the Silicon where it starts to be

1588

01:03:19,730 --> 01:03:17,220

more conscious than you that 50 point

1589

01:03:21,950 --> 01:03:19,740

and he's he's fascinating with this

1590

01:03:23,630 --> 01:03:21,960

discussion you know and I thought about

1591

01:03:25,069 --> 01:03:23,640

that one neuron at a time that's

1592

01:03:27,890 --> 01:03:25,079

probably how you would have to do it

1593

01:03:29,930 --> 01:03:27,900

with a quantum computer it could happen

1594

01:03:32,630 --> 01:03:29,940

very very quickly

1595

01:03:34,549 --> 01:03:32,640

but what happens at 50 percent

1596

01:03:36,950 --> 01:03:34,559

well and the other question is would it

1597

01:03:39,289 --> 01:03:36,960

still be you if you were just to upload

1598

01:03:41,270 --> 01:03:39,299

your Consciousness onto a computer or

1599

01:03:44,930 --> 01:03:41,280

would it be you know like in the in the

1600

01:03:47,630 --> 01:03:44,940

Star Trek transplorer right is it you if

1601  
01:03:50,510 --> 01:03:47,640  
the atoms are being reconstructed is it

1602  
01:03:52,370 --> 01:03:50,520  
still you like there's been I think it

1603  
01:03:55,549 --> 01:03:52,380  
was a child in China they were able to

1604  
01:03:57,770 --> 01:03:55,559  
teleport uh a particle they did the

1605  
01:03:59,329 --> 01:03:57,780  
first quantum teleportation in orbit but

1606  
01:04:00,650 --> 01:03:59,339  
what they really teleported was not the

1607  
01:04:03,410 --> 01:04:00,660  
physical particle

1608  
01:04:04,970 --> 01:04:03,420  
it was the information in that particle

1609  
01:04:06,530 --> 01:04:04,980  
so they were able to reproduce that

1610  
01:04:08,510 --> 01:04:06,540  
through quantum entanglement or some

1611  
01:04:10,309 --> 01:04:08,520  
other way and basically what they're

1612  
01:04:12,650 --> 01:04:10,319  
saying is the same thing that this

1613  
01:04:14,809 --> 01:04:12,660

physicist John Wheeler said you know a

1614

01:04:16,730 --> 01:04:14,819

while ago which was he was one of the

1615

01:04:19,370 --> 01:04:16,740

most famous physicists the 20th century

1616

01:04:20,990 --> 01:04:19,380

worked with Einstein at Princeton and a

1617

01:04:23,569 --> 01:04:21,000

bunch of other people and you know he

1618

01:04:24,890 --> 01:04:23,579

said that basically when they were

1619

01:04:27,349 --> 01:04:24,900

looking for matter he couldn't really

1620

01:04:28,789 --> 01:04:27,359

find it the only thing he found at the

1621

01:04:30,170 --> 01:04:28,799

bottom level you keep opening it up like

1622

01:04:32,089 --> 01:04:30,180

those Russian nested dolls you keep

1623

01:04:33,470 --> 01:04:32,099

looking for matter where is it you can't

1624

01:04:35,930 --> 01:04:33,480

really find it but in the end the only

1625

01:04:37,730 --> 01:04:35,940

thing you could find was a series of yes

1626  
01:04:39,950 --> 01:04:37,740  
no questions about these these things

1627  
01:04:41,930 --> 01:04:39,960  
called quote-unquote particles because

1628  
01:04:43,490 --> 01:04:41,940  
once you get down to that level nobody

1629  
01:04:45,109 --> 01:04:43,500  
knows what these particles are and he

1630  
01:04:47,870 --> 01:04:45,119  
said well they're just a series of bits

1631  
01:04:49,089 --> 01:04:47,880  
yes no questions and so he came up with

1632  
01:04:53,569 --> 01:04:49,099  
the phrase

1633  
01:04:56,510 --> 01:04:53,579  
yes no on off on off as the basic unit

1634  
01:04:59,210 --> 01:04:56,520  
of information right right so he said it

1635  
01:05:00,770 --> 01:04:59,220  
from bit like this physical cup that I'm

1636  
01:05:03,349 --> 01:05:00,780  
holding or that you're drinking right

1637  
01:05:04,730 --> 01:05:03,359  
it's made out of not of atoms but at the

1638  
01:05:06,470 --> 01:05:04,740

bottom level it's made of bits of

1639

01:05:09,170 --> 01:05:06,480

information and now with the 3D printer

1640

01:05:11,030 --> 01:05:09,180

so stage six in in the road to

1641

01:05:12,950 --> 01:05:11,040

simulation point we're already there we

1642

01:05:15,650 --> 01:05:12,960

can create a 3D printer that can print

1643

01:05:17,470 --> 01:05:15,660

this object based on information now we

1644

01:05:20,329 --> 01:05:17,480

can't do it yet you know with multiple

1645

01:05:22,730 --> 01:05:20,339

biological biological as well as liquids

1646

01:05:24,829 --> 01:05:22,740

like like uh Picard did where he would

1647

01:05:26,930 --> 01:05:24,839

go Earl Gray hot or I think it would it

1648

01:05:28,910 --> 01:05:26,940

would replicate the cup and the T in the

1649

01:05:32,569 --> 01:05:28,920

cup and it would just create it for you

1650

01:05:33,829 --> 01:05:32,579

but we're on that path wouldn't you have

1651  
01:05:39,730 --> 01:05:33,839  
to

1652  
01:05:44,150 --> 01:05:39,740  
slowly

1653  
01:05:47,630 --> 01:05:44,160  
as this is being built

1654  
01:05:49,730 --> 01:05:47,640  
there couldn't be two of you conscious

1655  
01:05:52,549 --> 01:05:49,740  
at the same time

1656  
01:05:54,650 --> 01:05:52,559  
if you're replacing the the Silicon the

1657  
01:05:56,030 --> 01:05:54,660  
physical neurons with silicon yeah

1658  
01:05:58,150 --> 01:05:56,040  
there's only going to be one of you but

1659  
01:06:01,130 --> 01:05:58,160  
if you're simply copying the information

1660  
01:06:03,609 --> 01:06:01,140  
if you're able to get then it could end

1661  
01:06:05,930 --> 01:06:03,619  
up it's like a clone right right right

1662  
01:06:08,150 --> 01:06:05,940  
that's where you could end up with a

1663  
01:06:10,309 --> 01:06:08,160

quote that's where the simulation police

1664

01:06:13,089 --> 01:06:10,319

need to come in

1665

01:06:16,670 --> 01:06:13,099

you're not you're not copying anything

1666

01:06:20,990 --> 01:06:16,680

right you need to this right here the

1667

01:06:23,289 --> 01:06:21,000

physical you is going to die right you

1668

01:06:27,049 --> 01:06:23,299

can do whatever you want on that chipset

1669

01:06:28,789 --> 01:06:27,059

and you can go and lift driver but this

1670

01:06:31,010 --> 01:06:28,799

you can't have two

1671

01:06:34,250 --> 01:06:31,020

well there's a there's a new series

1672

01:06:36,049 --> 01:06:34,260

called upload I think it's on Hulu and

1673

01:06:37,910 --> 01:06:36,059

you know they show where they basically

1674

01:06:39,829 --> 01:06:37,920

take the brain and they basically have

1675

01:06:42,170 --> 01:06:39,839

to kill you to get all the information

1676

01:06:43,849 --> 01:06:42,180

and so there's only you in the virtual

1677

01:06:45,829 --> 01:06:43,859

world at that point and there's a lot of

1678

01:06:47,990 --> 01:06:45,839

other science fiction that touches on

1679

01:06:50,150 --> 01:06:48,000

this point but science fiction is useful

1680

01:06:51,770 --> 01:06:50,160

because it's it's sometimes the only way

1681

01:06:53,450 --> 01:06:51,780

to talk about this stuff with references

1682

01:06:55,309 --> 01:06:53,460

that people will get there's a great

1683

01:06:58,190 --> 01:06:55,319

show called altered Carbon on Netflix

1684

01:07:00,950 --> 01:06:58,200

love it and they have this thing called

1685

01:07:02,870 --> 01:07:00,960

a sleeve and the stack the cortical

1686

01:07:04,370 --> 01:07:02,880

stack which is the information about who

1687

01:07:05,930 --> 01:07:04,380

you are and you can just put it into

1688

01:07:08,150 --> 01:07:05,940

another biological body you can

1689

01:07:10,490 --> 01:07:08,160

transport to another planet from it but

1690

01:07:12,410 --> 01:07:10,500

they have a rule like this this this

1691

01:07:14,630 --> 01:07:12,420

really it's the police that you talked

1692

01:07:16,370 --> 01:07:14,640

about right that you are not allowed to

1693

01:07:18,049 --> 01:07:16,380

double a sleeve I think it's called

1694

01:07:21,410 --> 01:07:18,059

double yeah double sleep double sleep

1695

01:07:23,210 --> 01:07:21,420

okay just be done this double sock right

1696

01:07:24,349 --> 01:07:23,220

this is the sleeve and you can't double

1697

01:07:26,450 --> 01:07:24,359

sleep

1698

01:07:28,309 --> 01:07:26,460

um that you know what was trippy about

1699

01:07:29,569 --> 01:07:28,319

altered carbon I need to take a break

1700

01:07:31,970 --> 01:07:29,579

and we'll get this in and then we'll

1701

01:07:34,609 --> 01:07:31,980

come right back but um

1702

01:07:38,150 --> 01:07:34,619

and I know you need more coffee

1703

01:07:41,470 --> 01:07:38,160

um the same character that started off

1704

01:07:45,410 --> 01:07:41,480

on the first stack in the first show

1705

01:07:47,930 --> 01:07:45,420

30 actors later right I mean it was just

1706

01:07:50,630 --> 01:07:47,940

like I couldn't keep track of it it

1707

01:07:53,029 --> 01:07:50,640

could be fascinating right it's a

1708

01:07:54,410 --> 01:07:53,039

different actor in each uh and then on

1709

01:07:57,049 --> 01:07:54,420

top of that if you think about how video

1710

01:07:59,029 --> 01:07:57,059

games work it's even easier right you

1711

01:08:00,349 --> 01:07:59,039

can just change your avatar I mean you

1712

01:08:02,569 --> 01:08:00,359

know if you've ever played second life

1713

01:08:04,069 --> 01:08:02,579

or any of these multiplayer games you

1714

01:08:06,049 --> 01:08:04,079

can say okay I'm just going to change my

1715

01:08:10,069 --> 01:08:06,059

avatar today and so there's a question

1716

01:08:12,529 --> 01:08:10,079

about you know identity in a virtual Sim

1717

01:08:14,150 --> 01:08:12,539

what's the identity that you are and now

1718

01:08:15,410 --> 01:08:14,160

we get into all kinds of metaphysical

1719

01:08:17,269 --> 01:08:15,420

issues about who are you in

1720

01:08:19,249 --> 01:08:17,279

Consciousness and we're back to the the

1721

01:08:21,829 --> 01:08:19,259

big questions right

1722

01:08:23,809 --> 01:08:21,839

I I just love tonight it's a great show

1723

01:08:25,970 --> 01:08:23,819

stay right there rizz and we're going to

1724

01:08:28,309 --> 01:08:25,980

take a quick break this is Fade to Black

1725

01:08:30,110 --> 01:08:28,319

stay with us

1726

01:08:32,390 --> 01:08:30,120

this is Jimmy Church of Fade to Black

1727

01:08:34,610 --> 01:08:32,400

please visit all of our sponsors we're

1728

01:08:36,349 --> 01:08:34,620

taking a quick break here all of the

1729

01:08:39,470 --> 01:08:36,359

links are below

1730

01:08:41,689 --> 01:08:39,480

and we'll be right back

1731

01:08:42,669 --> 01:08:41,699

check out Billy Carson's Forbidden

1732

01:08:44,829 --> 01:08:42,679

Knowledge

1733

01:08:46,849 --> 01:08:44,839

forbiddenknowledge.com or

1734

01:08:50,749 --> 01:08:46,859

forbiddenknowledge.tv where you can get

1735

01:08:53,269 --> 01:08:50,759

access to over 6 000 videos movies TV

1736

01:08:55,249 --> 01:08:53,279

series exclusive documentaries like the

1737

01:08:56,769 --> 01:08:55,259

Black Knight satellite you can do it all

1738

01:09:01,370 --> 01:08:56,779

for just

1739

01:09:03,590 --> 01:09:01,380

7.77 per month for 77 per year after the

1740

01:09:05,570 --> 01:09:03,600

three-day trial which is also totally

1741

01:09:09,370 --> 01:09:05,580

free to check out it's all simple to do

1742

01:09:11,709 --> 01:09:09,380

Billy Carson is the best it's simple

1743

01:09:14,030 --> 01:09:11,719

forbiddenknowledge.com or

1744

01:09:17,990 --> 01:09:14,040

forbiddenknowledge.tv that's the number

1745

01:09:22,309 --> 01:09:19,910

I will be hosting an M seeing the

1746

01:09:24,890 --> 01:09:22,319

conscious life Expo this February 10th

1747

01:09:27,829 --> 01:09:24,900

through the 13th at The Lax Hilton right

1748

01:09:29,990 --> 01:09:27,839

here in Los Angeles California 200

1749

01:09:32,030 --> 01:09:30,000

speakers including Linda Moulton Howe

1750

01:09:34,490 --> 01:09:32,040

Bashar Deborah King George Nori Daniel

1751  
01:09:37,970 --> 01:09:34,500  
Sheehan Scott Walter Sean Stone and

1752  
01:09:41,809 --> 01:09:37,980  
David Wolfe over 200 vendors special

1753  
01:09:44,570 --> 01:09:41,819  
events this is the biggest event of its

1754  
01:09:46,550 --> 01:09:44,580  
kind on planet Earth you've got to come

1755  
01:09:49,249 --> 01:09:46,560  
and hang out with all of us tickets and

1756  
01:09:51,050 --> 01:09:49,259  
info at [consciouslifeexpo.com](http://consciouslifeexpo.com) the links

1757  
01:09:54,229 --> 01:09:51,060  
are below

1758  
01:09:57,410 --> 01:09:54,239  
on Saturday April 1st that's right April

1759  
01:09:59,570 --> 01:09:57,420  
Fool's Day 2023 I will be hosting the

1760  
01:10:03,050 --> 01:09:59,580  
peripod festival at the Hyatt Regency

1761  
01:10:05,570 --> 01:10:03,060  
right here in Valencia California it's a

1762  
01:10:08,630 --> 01:10:05,580  
live one-day podcast Awards it's a film

1763  
01:10:10,610 --> 01:10:08,640

festival it's a full-on media event

1764

01:10:12,470 --> 01:10:10,620

we're going to have Sky watching it's

1765

01:10:15,290 --> 01:10:12,480

going to be a Lifetime Achievement Award

1766

01:10:17,330 --> 01:10:15,300

presented to Linda Moulton Howe right

1767

01:10:19,310 --> 01:10:17,340

now you can submit your podcast to your

1768

01:10:22,070 --> 01:10:19,320

film your TV series any of your

1769

01:10:23,990 --> 01:10:22,080

paranormal media for consideration you

1770

01:10:27,189 --> 01:10:24,000

can do all of that on the links below

1771

01:10:29,149 --> 01:10:27,199

for info and tickets go to

1772

01:10:32,169 --> 01:10:29,159

parapodfilmfest.com that's

1773

01:10:37,850 --> 01:10:36,290

April 7th through the 14th 2023 I'll be

1774

01:10:40,790 --> 01:10:37,860

hosting and presenting on the hidden

1775

01:10:43,430 --> 01:10:40,800

secrets seminar at Sea cruise from Los

1776  
01:10:45,770 --> 01:10:43,440  
Angeles to the Mexican Riviera I'm the

1777  
01:10:48,410 --> 01:10:45,780  
Navigator of the Seas that's right up

1778  
01:10:50,030 --> 01:10:48,420  
top a giant water slide you've got to

1779  
01:10:51,950 --> 01:10:50,040  
check out the Navigator of the Seas it's

1780  
01:10:54,350 --> 01:10:51,960  
amazing we've got Scott Walter Adam

1781  
01:10:57,229 --> 01:10:54,360  
Apollo Nick Pope Brad Olson Vivian

1782  
01:10:59,510 --> 01:10:57,239  
Chauvet Jason sherka Robert Grant Reuben

1783  
01:11:01,850 --> 01:10:59,520  
Langdon and another 12 amazing speakers

1784  
01:11:03,250 --> 01:11:01,860  
and presenters it's all simple to do

1785  
01:11:05,750 --> 01:11:03,260  
just visit

1786  
01:11:09,470 --> 01:11:05,760  
divinetravels.com forward slash hidden

1787  
01:11:11,689 --> 01:11:09,480  
secrets 2023 you know you want to go on

1788  
01:11:15,110 --> 01:11:11,699

a cruise with me

1789

01:11:17,930 --> 01:11:15,120

River Moon coffee makers of the Fade to

1790

01:11:19,750 --> 01:11:17,940

Black blend truly the best coffee on

1791

01:11:22,010 --> 01:11:19,760

planet Earth just visit

1792

01:11:23,870 --> 01:11:22,020

rivermoonwellness.com or or their Amazon

1793

01:11:25,310 --> 01:11:23,880

store it's all simple to do you can

1794

01:11:27,410 --> 01:11:25,320

check out the Fade to Black blend the

1795

01:11:30,050 --> 01:11:27,420

game changer Blend or any of their black

1796

01:11:33,770 --> 01:11:30,060

moon wellness products it's the only

1797

01:11:39,110 --> 01:11:33,780

coffee I drink it is the best and it's

1798

01:11:43,130 --> 01:11:41,149

all right welcome back I'm your host

1799

01:11:45,290 --> 01:11:43,140

Jimmy church this is Fade to Black our

1800

01:11:49,669 --> 01:11:45,300

guest tonight rizz Verkin we're talking

1801

01:11:53,149 --> 01:11:49,679

about the simulated world and is it

1802

01:11:54,830 --> 01:11:53,159

possible that we could be living in one

1803

01:11:56,930 --> 01:11:54,840

and

1804

01:12:01,430 --> 01:11:56,940

um I keep going back to the point uh

1805

01:12:04,430 --> 01:12:01,440

before I bring Riz back does it matter

1806

01:12:07,970 --> 01:12:04,440

does it matter I have been thinking

1807

01:12:10,850 --> 01:12:07,980

about this uh since the first time I saw

1808

01:12:14,630 --> 01:12:10,860

the movie Tron you know I was a teenager

1809

01:12:18,169 --> 01:12:14,640

high school senior year I think

1810

01:12:22,610 --> 01:12:18,179

um and I was so excited about the cup at

1811

01:12:23,450 --> 01:12:22,620

that time uh computers were still a new

1812

01:12:25,430 --> 01:12:23,460

thing

1813

01:12:27,229 --> 01:12:25,440

but if you go back and you look at the

1814

01:12:30,410 --> 01:12:27,239

the Remake was pretty good too as well

1815

01:12:34,610 --> 01:12:30,420

but if you go back and you look at uh

1816

01:12:38,330 --> 01:12:34,620

the concepts in the original movie

1817

01:12:41,570 --> 01:12:38,340

um uh to programs and and who you are

1818

01:12:42,709 --> 01:12:41,580

and and how you're identified and and so

1819

01:12:44,290 --> 01:12:42,719

forth

1820

01:12:47,450 --> 01:12:44,300

um in it

1821

01:12:52,310 --> 01:12:47,460

the the idea

1822

01:12:54,410 --> 01:12:52,320

of living on a chip in another world

1823

01:12:58,130 --> 01:12:54,420

made sense to me

1824

01:13:01,310 --> 01:12:58,140

it absolutely 100 percent made sense and

1825

01:13:02,570 --> 01:13:01,320

that idea that thought has never escaped

1826

01:13:06,530 --> 01:13:02,580

me

1827

01:13:08,030 --> 01:13:06,540

um today because uh uh I'll bring in

1828

01:13:11,570 --> 01:13:08,040

Rose

1829

01:13:13,729 --> 01:13:11,580

um because I've I'm a big gamer I I love

1830

01:13:15,470 --> 01:13:13,739

uh to play video games I don't do it as

1831

01:13:18,470 --> 01:13:15,480

much as as I used to I don't have the

1832

01:13:20,030 --> 01:13:18,480

time but I used to invest a lot of

1833

01:13:24,290 --> 01:13:20,040

energy

1834

01:13:28,130 --> 01:13:24,300

um in into this and which includes if we

1835

01:13:32,570 --> 01:13:28,140

go back uh to the origins of some of the

1836

01:13:36,770 --> 01:13:32,580

uh AR games I I can go back to I I

1837

01:13:39,890 --> 01:13:36,780

thought the 2D stuff you know it was all

1838

01:13:43,510 --> 01:13:39,900

okay but but I was very excited when

1839

01:13:47,870 --> 01:13:43,520

like Doom came out right and uh and and

1840

01:13:50,930 --> 01:13:47,880

Laura Croft and the first time

1841

01:13:53,630 --> 01:13:50,940

um uh I saw Lara Croft being played on a

1842

01:13:55,970 --> 01:13:53,640

black and white laptop right a friend of

1843

01:13:58,790 --> 01:13:55,980

mine's office and I walked in and he's I

1844

01:14:01,189 --> 01:13:58,800

was like man what what what so

1845

01:14:05,390 --> 01:14:01,199

um I I bought that game that day I went

1846

01:14:07,370 --> 01:14:05,400

I got it on a a PlayStation and I got

1847

01:14:09,770 --> 01:14:07,380

the PC version I was playing both

1848

01:14:14,750 --> 01:14:09,780

versions of the game but

1849

01:14:17,450 --> 01:14:14,760

um I for me I was able to experience

1850

01:14:20,689 --> 01:14:17,460

what I was always thinking what Tron

1851

01:14:23,990 --> 01:14:20,699

could be that now you are inside of this

1852

01:14:27,590 --> 01:14:24,000

computer right you are exploring worlds

1853

01:14:30,050 --> 01:14:27,600

and and heading out and and uh having

1854

01:14:33,290 --> 01:14:30,060

adventures and and stuff

1855

01:14:35,209 --> 01:14:33,300

um but the the other part to this which

1856

01:14:39,169 --> 01:14:35,219

I think is very important

1857

01:14:41,209 --> 01:14:39,179

is that uh what about what about disease

1858

01:14:43,970 --> 01:14:41,219

what about sleep what about food what

1859

01:14:47,810 --> 01:14:43,980

about oxygen right well if you're in

1860

01:14:49,970 --> 01:14:47,820

that world excuse me

1861

01:14:51,950 --> 01:14:49,980

you wouldn't necessarily need any of

1862

01:14:53,810 --> 01:14:51,960

that or would you

1863

01:14:55,430 --> 01:14:53,820

because

1864

01:14:58,010 --> 01:14:55,440

think about it

1865

01:15:00,290 --> 01:14:58,020

in video games

1866

01:15:03,350 --> 01:15:00,300

you've got to go and find your energy

1867

01:15:05,510 --> 01:15:03,360

you've got to go find your money you've

1868

01:15:07,790 --> 01:15:05,520

got to find your power you got to find

1869

01:15:09,590 --> 01:15:07,800

your life you've got to be or your

1870

01:15:14,750 --> 01:15:09,600

character dies

1871

01:15:16,970 --> 01:15:14,760

right and it's the same thing that we

1872

01:15:19,370 --> 01:15:16,980

experience what we think is the real

1873

01:15:22,550 --> 01:15:19,380

world right it's it's like wait a minute

1874

01:15:25,970 --> 01:15:22,560

here the similarities are are are too

1875

01:15:29,090 --> 01:15:25,980

close for me and I'm I'm going back more

1876

01:15:32,149 --> 01:15:29,100

and more into Elon musk's comments going

1877

01:15:34,970 --> 01:15:32,159

pandemic man I'm not so sure anymore

1878

01:15:38,030 --> 01:15:34,980

yeah well you know as you said in video

1879

01:15:40,189 --> 01:15:38,040

games characters have certain rules

1880

01:15:42,649 --> 01:15:40,199

that they have to live by and those

1881

01:15:44,689 --> 01:15:42,659

rules may have to do with energy right

1882

01:15:46,390 --> 01:15:44,699

you have to rest for six hours or eight

1883

01:15:48,830 --> 01:15:46,400

hours before you get back your energy

1884

01:15:51,050 --> 01:15:48,840

and you know going all the way back you

1885

01:15:53,330 --> 01:15:51,060

have hit points and and you've got like

1886

01:15:55,310 --> 01:15:53,340

different measures of that and certain

1887

01:15:57,890 --> 01:15:55,320

characters have more stamina than others

1888

01:15:59,990 --> 01:15:57,900

so they can go for longer than others

1889

01:16:02,930 --> 01:16:00,000  
and I feel like all of that applies

1890

01:16:05,149 --> 01:16:02,940  
right to what I call the great

1891

01:16:08,390 --> 01:16:05,159  
simulation which is you know the the

1892

01:16:10,850 --> 01:16:08,400  
simulation that we all live in uh in

1893

01:16:12,890 --> 01:16:10,860  
that we are like those characters and we

1894

01:16:15,649 --> 01:16:12,900  
do have different story lines and we

1895

01:16:18,490 --> 01:16:15,659  
have this different interests right we

1896

01:16:20,990 --> 01:16:18,500  
get uh we get drawn to certain things

1897

01:16:23,890 --> 01:16:21,000  
more than others you know there was a

1898

01:16:28,430 --> 01:16:23,900  
book by I think it's a Malcolm Gladwell

1899

01:16:30,110 --> 01:16:28,440  
uh who talked about uh 10

1900

01:16:32,450 --> 01:16:30,120  
000 hours and you become an expert in

1901

01:16:34,130 --> 01:16:32,460

something and you know I always wondered

1902

01:16:35,810 --> 01:16:34,140

well why would you you know what other

1903

01:16:37,669 --> 01:16:35,820

things you want to spend 10 000 hours on

1904

01:16:40,010 --> 01:16:37,679

they're different right I mean you

1905

01:16:41,630 --> 01:16:40,020

probably spent 10 000 hours you know

1906

01:16:42,649 --> 01:16:41,640

with your show for example and I've

1907

01:16:44,810 --> 01:16:42,659

probably spent ten thousand hours

1908

01:16:46,189 --> 01:16:44,820

writing computer programs and I have a

1909

01:16:48,050 --> 01:16:46,199

friend you know they spent probably ten

1910

01:16:50,169 --> 01:16:48,060

thousand hours rock climbing and it's

1911

01:16:52,669 --> 01:16:50,179

like we all have these different

1912

01:16:55,130 --> 01:16:52,679

inclinations right and they put us in

1913

01:16:57,830 --> 01:16:55,140

different paths within this kind of

1914

01:16:59,149 --> 01:16:57,840

virtual world that keeps going so I'm a

1915

01:17:02,630 --> 01:16:59,159

more of the belief that we're in an

1916

01:17:06,169 --> 01:17:02,640

MMORPG type situation right where we are

1917

01:17:08,149 --> 01:17:06,179

the avatars uh and we do have certain

1918

01:17:09,169 --> 01:17:08,159

choices and we do have free will but

1919

01:17:11,510 --> 01:17:09,179

there are other people who think we're

1920

01:17:13,130 --> 01:17:11,520

all NPCs in which case you know it's

1921

01:17:15,350 --> 01:17:13,140

just deterministic code and then you get

1922

01:17:17,770 --> 01:17:15,360

back to the discussion we just had which

1923

01:17:20,270 --> 01:17:17,780

is can an NPC leave

1924

01:17:26,510 --> 01:17:20,280

the simulation

1925

01:17:28,250 --> 01:17:26,520

it go the other way right we know pretty

1926

01:17:31,430 --> 01:17:28,260

soon like you know Ray Kurzweil was

1927

01:17:33,470 --> 01:17:31,440

saying 2047 or so 2045 for the

1928

01:17:35,570 --> 01:17:33,480

singularity where he thinks we would be

1929

01:17:37,010 --> 01:17:35,580

able to upload ourselves to digital

1930

01:17:39,410 --> 01:17:37,020

Consciousness so from going from

1931

01:17:41,090 --> 01:17:39,420

biological to Silicon but can it go the

1932

01:17:41,990 --> 01:17:41,100

other way so this is an interesting

1933

01:17:44,689 --> 01:17:42,000

question

1934

01:17:47,030 --> 01:17:44,699

could it be that we're all Sims and AI

1935

01:17:48,169 --> 01:17:47,040

that is being trained and there's a

1936

01:17:49,970 --> 01:17:48,179

point at which

1937

01:17:52,850 --> 01:17:49,980

you get to a certain point of

1938

01:17:54,169 --> 01:17:52,860

Consciousness now you can go outside of

1939

01:17:56,209 --> 01:17:54,179

that and that's something that's been

1940

01:17:58,669 --> 01:17:56,219

depicted in certain science fiction like

1941

01:18:01,430 --> 01:17:58,679

even in the 13th floor at the very end

1942

01:18:03,830 --> 01:18:01,440

right and even in the middle one of the

1943

01:18:06,290 --> 01:18:03,840

guys leaves the 1930s who's from the

1944

01:18:09,169 --> 01:18:06,300

1930s and he takes over the player right

1945

01:18:09,890 --> 01:18:09,179

the Avatar takes over the player if you

1946

01:18:12,290 --> 01:18:09,900

will

1947

01:18:14,090 --> 01:18:12,300

uh and I think that gets back to that

1948

01:18:16,490 --> 01:18:14,100

question of if Consciousness is

1949

01:18:18,830 --> 01:18:16,500

primarily information then you could do

1950

01:18:20,689 --> 01:18:18,840

that potentially even if you're NPCs at

1951

01:18:22,970 --> 01:18:20,699

the beginning maybe this is a training

1952

01:18:25,310 --> 01:18:22,980

ground and only those NPCs who get to a

1953

01:18:27,470 --> 01:18:25,320

certain point then go on to get to be

1954

01:18:28,850 --> 01:18:27,480

players of their own so there are a lot

1955

01:18:31,130 --> 01:18:28,860

of different variations which is why I

1956

01:18:34,070 --> 01:18:31,140

like to say this is a whole new field

1957

01:18:36,470 --> 01:18:34,080

it's an interdisciplinary field that

1958

01:18:38,630 --> 01:18:36,480

pulls in philosophy religion and that's

1959

01:18:40,910 --> 01:18:38,640

the title of my class that I'm teaching

1960

01:18:43,070 --> 01:18:40,920

this is simulation very sci-fi

1961

01:18:45,470 --> 01:18:43,080

technology science religion and

1962

01:18:48,530 --> 01:18:45,480

philosophy because it basically touches

1963

01:18:51,110 --> 01:18:48,540

all those things well okay so let's

1964

01:18:52,490 --> 01:18:51,120

let's stay right here for a second does

1965

01:18:56,950 --> 01:18:52,500

consciousness

1966

01:18:59,209 --> 01:18:56,960

exist in or outside of the physical

1967

01:19:01,370 --> 01:18:59,219

well that's the big the big question

1968

01:19:02,990 --> 01:19:01,380

right uh and I think physicists have

1969

01:19:06,590 --> 01:19:03,000

been divided on that since the beginning

1970

01:19:08,750 --> 01:19:06,600

right and even now you know Max Planck

1971

01:19:10,790 --> 01:19:08,760

for example one of the grandfathers of

1972

01:19:13,189 --> 01:19:10,800

quantum physics you know said that

1973

01:19:15,350 --> 01:19:13,199

Consciousness was fundamental matter is

1974

01:19:17,030 --> 01:19:15,360

derivative a lot of scientists today

1975

01:19:19,250 --> 01:19:17,040

tend to be more in the materialist sense

1976

01:19:21,050 --> 01:19:19,260

right they were Consciousness is

1977

01:19:22,550 --> 01:19:21,060

derivative from the matter meaning if

1978

01:19:24,890 --> 01:19:22,560

you arrange all the

1979

01:19:27,649 --> 01:19:24,900

the neurons a certain way you will get

1980

01:19:29,750 --> 01:19:27,659

Consciousness as an emergent property

1981

01:19:31,669 --> 01:19:29,760

out of that

1982

01:19:33,229 --> 01:19:31,679

um and so this is where even with the

1983

01:19:34,729 --> 01:19:33,239

quantum indeterminacy we talk about the

1984

01:19:36,050 --> 01:19:34,739

observer effect this is where there's a

1985

01:19:39,050 --> 01:19:36,060

lot of disagreement and nobody can

1986

01:19:40,790 --> 01:19:39,060

really agree what it means like does it

1987

01:19:43,430 --> 01:19:40,800

take a conscious Observer or does it

1988

01:19:45,410 --> 01:19:43,440

just take a measurement device right

1989

01:19:47,270 --> 01:19:45,420

even Einstein asked well if there's a

1990

01:19:48,830 --> 01:19:47,280

mouse that looks at it it's at the Moon

1991

01:19:50,930 --> 01:19:48,840

sideways does that mean the moon comes

1992

01:19:52,850 --> 01:19:50,940

into existence right so so they came up

1993

01:19:55,130 --> 01:19:52,860

with this other theory that says well

1994

01:19:56,270 --> 01:19:55,140

maybe we don't need Consciousness but

1995

01:19:58,729 --> 01:19:56,280

what we need

1996

01:20:00,470 --> 01:19:58,739

is all the possibilities the one where

1997

01:20:03,410 --> 01:20:00,480

Schrodinger's cat is alive and is dead

1998

01:20:05,330 --> 01:20:03,420

that they both exist and now we don't

1999

01:20:07,250 --> 01:20:05,340

have to have sort of a separate thing

2000

01:20:08,990 --> 01:20:07,260

called Consciousness but then that

2001

01:20:10,550 --> 01:20:09,000

basically led to the Multiverse idea

2002

01:20:13,490 --> 01:20:10,560

that's how the Multiverse idea came

2003

01:20:15,110 --> 01:20:13,500

about in the 1960s with a student of

2004

01:20:17,930 --> 01:20:15,120

John Wheeler named Hugh Everett he came

2005

01:20:19,070 --> 01:20:17,940

up with this many worlds theory for that

2006

01:20:21,649 --> 01:20:19,080

reason because they're trying to get

2007

01:20:24,050 --> 01:20:21,659

around consciousness I don't know I

2008

01:20:27,290 --> 01:20:24,060

personally tend to believe as I said

2009

01:20:30,290 --> 01:20:27,300

that we are more likely to be in an

2010

01:20:32,810 --> 01:20:30,300

MMORPG which means that we should assume

2011

01:20:36,229 --> 01:20:32,820

each of us is a player and Consciousness

2012

01:20:38,390 --> 01:20:36,239

exists outside of the physical world and

2013

01:20:40,130 --> 01:20:38,400

we are here uh but you know I remember

2014

01:20:42,709 --> 01:20:40,140

like a woman a friend of mine said to me

2015

01:20:45,050 --> 01:20:42,719

once I think my husband is an NPC I said

2016

01:20:46,790 --> 01:20:45,060

well let's hold up hold on like I

2017

01:20:48,770 --> 01:20:46,800

wouldn't necessarily assume that right

2018

01:20:50,330 --> 01:20:48,780

because it just depends on the type of

2019

01:20:53,090 --> 01:20:50,340

experience that each of you is having

2020

01:20:55,370 --> 01:20:53,100

here in this you know in this kind of

2021

01:20:58,610 --> 01:20:55,380

What's called the Lila in the Hindu

2022

01:21:00,830 --> 01:20:58,620

Vedas it's like the grand play right uh

2023

01:21:02,630 --> 01:21:00,840

or what Shakespeare would call a stage

2024

01:21:04,729 --> 01:21:02,640

it's in all the world's a stage and the

2025

01:21:05,810 --> 01:21:04,739

men and women are merely players about a

2026

01:21:08,030 --> 01:21:05,820

century ago there was a guy named

2027

01:21:10,189 --> 01:21:08,040

Yogananda he came over from India wrote

2028

01:21:11,930 --> 01:21:10,199

autobiography of Yogi and he said let's

2029

01:21:15,890 --> 01:21:11,940

update these old metaphors which were

2030

01:21:18,530 --> 01:21:15,900

dreams stage plays games and he said the

2031

01:21:20,570 --> 01:21:18,540

world is like a movie you have a

2032

01:21:22,430 --> 01:21:20,580

projector and things are being projected

2033

01:21:23,870 --> 01:21:22,440

and you see all the suffering and you

2034

01:21:25,370 --> 01:21:23,880

see the stuff that happens but they're

2035

01:21:27,530 --> 01:21:25,380

really actors they're not actually dead

2036

01:21:30,110 --> 01:21:27,540

those are the parts that they're playing

2037

01:21:31,790 --> 01:21:30,120

and that was a great metaphor using

2038

01:21:33,830 --> 01:21:31,800

quote-unquote modern technology

2039

01:21:36,290 --> 01:21:33,840

especially since everything is made of

2040

01:21:38,450 --> 01:21:36,300

light in that case right well if they

2041

01:21:39,950 --> 01:21:38,460

may not know we're alive today

2042

01:21:41,930 --> 01:21:39,960

and actually this is the subject of my

2043

01:21:44,149 --> 01:21:41,940

next book it's called wisdom of a yogi

2044

01:21:46,610 --> 01:21:44,159

lessons for modern Seekers from from

2045

01:21:48,110 --> 01:21:46,620

yogananda's autobiography of Yogi if you

2046

01:21:50,209 --> 01:21:48,120

were alive today I think he'd say it's

2047

01:21:52,189 --> 01:21:50,219

like a a movie but we're all playing

2048

01:21:54,130 --> 01:21:52,199

characters and we can change the script

2049

01:21:56,149 --> 01:21:54,140

and we can make things happen

2050

01:21:58,209 --> 01:21:56,159

interactively what does that sound like

2051

01:22:00,290 --> 01:21:58,219

it's like an interactive video game

2052

01:22:06,110 --> 01:22:00,300

that's basically what it sounds like

2053

01:22:09,610 --> 01:22:06,120

well okay so this is this is where uh

2054

01:22:14,870 --> 01:22:09,620

physicists have a problem though if

2055

01:22:17,030 --> 01:22:14,880

Consciousness uh comes from chemistry

2056

01:22:21,050 --> 01:22:17,040

Right comes from the physical

2057

01:22:23,450 --> 01:22:21,060

chemical combinations and and uh matter

2058

01:22:25,910 --> 01:22:23,460

doing its thing and that's where

2059

01:22:29,270 --> 01:22:25,920

Consciousness comes from an accumulation

2060

01:22:30,669 --> 01:22:29,280

of matter however they want to uh put

2061

01:22:34,669 --> 01:22:30,679

that together

2062

01:22:35,930 --> 01:22:34,679

if you take you know ones and zeros your

2063

01:22:38,390 --> 01:22:35,940

memories

2064

01:22:41,689 --> 01:22:38,400

out of your brain which I believe DARPA

2065

01:22:45,470 --> 01:22:41,699

is doing right now

2066

01:22:47,450 --> 01:22:45,480

um and and and you store that onto a

2067

01:22:50,630 --> 01:22:47,460

hard drive

2068

01:22:52,189 --> 01:22:50,640

that doesn't mean that that accumulation

2069

01:22:55,610 --> 01:22:52,199

of

2070

01:22:57,470 --> 01:22:55,620

particles on that hard drive is going to

2071

01:22:59,090 --> 01:22:57,480

be enough to have Consciousness created

2072

01:23:01,010 --> 01:22:59,100

out of those memories

2073

01:23:03,830 --> 01:23:01,020

right the memories may be there it's

2074

01:23:05,630 --> 01:23:03,840

ones and zero I can see that being trans

2075

01:23:07,850 --> 01:23:05,640

just electricity it's just since the

2076

01:23:11,450 --> 01:23:07,860

ones and zeros coming off uh your your

2077

01:23:13,209 --> 01:23:11,460

brain and and and onto but but that's

2078

01:23:16,910 --> 01:23:13,219

where physics

2079

01:23:19,850 --> 01:23:16,920

at a very fundamental level are wrong

2080

01:23:22,189 --> 01:23:19,860

and I think that's what proves that

2081

01:23:24,189 --> 01:23:22,199

Consciousness exists outside of the

2082

01:23:26,570 --> 01:23:24,199

physical

2083

01:23:29,930 --> 01:23:26,580

right so in this case you're saying the

2084

01:23:33,310 --> 01:23:29,940

ones and zeros are memories uh of things

2085

01:23:35,570 --> 01:23:33,320

that are recorded and so you know it's

2086

01:23:37,370 --> 01:23:35,580

physicists do believe I mean I think

2087

01:23:39,110 --> 01:23:37,380

most scientists believe that eventually

2088

01:23:41,450 --> 01:23:39,120

we could figure out these memories and

2089

01:23:43,189 --> 01:23:41,460

we could figure out how to do that part

2090

01:23:45,770 --> 01:23:43,199

of it the part of it that you said which

2091

01:23:47,990 --> 01:23:45,780

is how do you store memories the human

2092

01:23:51,050 --> 01:23:48,000

brain the human the brain computer

2093

01:23:53,390 --> 01:23:51,060

interface which I think yeah yeah Michio

2094

01:23:55,189 --> 01:23:53,400

Kaku says darpa's already done it so

2095

01:23:57,050 --> 01:23:55,199

it's possible I mean I've heard of

2096

01:24:00,470 --> 01:23:57,060

experiments where they've tried to put

2097

01:24:03,530 --> 01:24:00,480

in false memories uh but only in rats

2098

01:24:05,630 --> 01:24:03,540

where they were you know when the rat

2099

01:24:07,010 --> 01:24:05,640

goes around the maze they kind of buzz

2100

01:24:09,169 --> 01:24:07,020

it so it thinks it went that way already

2101  
01:24:10,970 --> 01:24:09,179  
and the cheese isn't there and they were

2102  
01:24:12,950 --> 01:24:10,980  
able to show it it's possible in some

2103  
01:24:15,350 --> 01:24:12,960  
top secret military project it's already

2104  
01:24:17,270 --> 01:24:15,360  
there but you know this idea of

2105  
01:24:19,910 --> 01:24:17,280  
recording so you know I'm an engineer

2106  
01:24:22,370 --> 01:24:19,920  
and computer scientist and to me I've

2107  
01:24:25,010 --> 01:24:22,380  
always wondered if everything that we do

2108  
01:24:26,570 --> 01:24:25,020  
is being recorded just like in a in a

2109  
01:24:28,729 --> 01:24:26,580  
game where you know you can sit and

2110  
01:24:30,590 --> 01:24:28,739  
watch like in an Esports tournament or a

2111  
01:24:32,510 --> 01:24:30,600  
YouTube stream you can watch what's

2112  
01:24:33,890 --> 01:24:32,520  
happening and what really got me

2113  
01:24:36,050 --> 01:24:33,900

thinking about this was Daniel

2114

01:24:38,209 --> 01:24:36,060

Brinkley who we had on last night and

2115

01:24:40,610 --> 01:24:38,219

he'll be back and you know he he was one

2116

01:24:42,410 --> 01:24:40,620

of the first people that I talked to and

2117

01:24:43,250 --> 01:24:42,420

whose book I read originally before I

2118

01:24:45,669 --> 01:24:43,260

met him

2119

01:24:48,530 --> 01:24:45,679

that talked about this holographic

2120

01:24:52,550 --> 01:24:48,540

panoramic Life review right it seems

2121

01:24:53,950 --> 01:24:52,560

like wait he introduced me to you yes I

2122

01:24:58,430 --> 01:24:53,960

think he did Daniel

2123

01:25:01,310 --> 01:24:58,440

that was a long time ago but I believe

2124

01:25:05,330 --> 01:25:01,320

I believe it was uh it was Danny in that

2125

01:25:07,430 --> 01:25:05,340

inter how weird is it you were birthed

2126  
01:25:09,649 --> 01:25:07,440  
in the same week that's a wit that's the

2127  
01:25:11,510 --> 01:25:09,659  
universe that's one of those crazy

2128  
01:25:13,010 --> 01:25:11,520  
coincidences or synchronicities in fact

2129  
01:25:14,209 --> 01:25:13,020  
I thought he might be around today so we

2130  
01:25:15,470 --> 01:25:14,219  
could have a little conversation with

2131  
01:25:17,450 --> 01:25:15,480  
him online

2132  
01:25:21,350 --> 01:25:17,460  
I'm telling you I swear I think

2133  
01:25:23,750 --> 01:25:21,360  
physicists have it wrong and because

2134  
01:25:26,510 --> 01:25:23,760  
they can't observe Consciousness right

2135  
01:25:28,490 --> 01:25:26,520  
because they can't measure Consciousness

2136  
01:25:29,770 --> 01:25:28,500  
they're not going to waste their time

2137  
01:25:33,169 --> 01:25:29,780  
with it

2138  
01:25:34,850 --> 01:25:33,179

uh I think well but you know it's an

2139

01:25:37,430 --> 01:25:34,860

interesting question because I

2140

01:25:39,890 --> 01:25:37,440

you know let me take the the other side

2141

01:25:41,390 --> 01:25:39,900

for a second it's kind of part of what I

2142

01:25:43,669 --> 01:25:41,400

do now that I'm also an academic course

2143

01:25:46,070 --> 01:25:43,679

before I was just an entrepreneur that

2144

01:25:47,209 --> 01:25:46,080

author to say Well they're not saying

2145

01:25:48,830 --> 01:25:47,219

that the memories to create

2146

01:25:51,770 --> 01:25:48,840

Consciousness they're saying that the

2147

01:25:54,110 --> 01:25:51,780

processing of the memories right the

2148

01:25:55,850 --> 01:25:54,120

running of the program that is looking

2149

01:25:59,209 --> 01:25:55,860

at those memories and creating new

2150

01:26:02,209 --> 01:25:59,219

memories could be Consciousness like an

2151  
01:26:05,510 --> 01:26:02,219  
emergent property that isn't necessarily

2152  
01:26:07,129 --> 01:26:05,520  
there like like wetness wetness is a

2153  
01:26:09,590 --> 01:26:07,139  
property of water but if you look at the

2154  
01:26:11,450 --> 01:26:09,600  
molecules of water they're not wet right

2155  
01:26:13,070 --> 01:26:11,460  
so so where does that come from it's

2156  
01:26:15,470 --> 01:26:13,080  
come from the interaction of these

2157  
01:26:17,629 --> 01:26:15,480  
molecules with each other in such a way

2158  
01:26:19,610 --> 01:26:17,639  
that it becomes this liquid shape you

2159  
01:26:22,010 --> 01:26:19,620  
know I mean I tend to agree with you I

2160  
01:26:25,550 --> 01:26:22,020  
tend to be more in the side that says

2161  
01:26:28,250 --> 01:26:25,560  
Consciousness is not simply a matter of

2162  
01:26:29,689 --> 01:26:28,260  
just getting the neurons right but

2163  
01:26:32,330 --> 01:26:29,699

because

2164

01:26:34,370 --> 01:26:32,340

I also think that everything we do and

2165

01:26:36,470 --> 01:26:34,380

so getting back to Daniel you know the

2166

01:26:38,689 --> 01:26:36,480

holographic panoramic Life review that

2167

01:26:40,729 --> 01:26:38,699

near-death experiencers talk about you

2168

01:26:44,030 --> 01:26:40,739

basically relive every single moment of

2169

01:26:45,350 --> 01:26:44,040

your life and so if you do that and then

2170

01:26:47,270 --> 01:26:45,360

he's not they're not the only ones

2171

01:26:48,770 --> 01:26:47,280

that's the modern equivalent you can go

2172

01:26:51,890 --> 01:26:48,780

back to the Bible and they talk about

2173

01:26:53,810 --> 01:26:51,900

the uh the book of uh The Book of Life

2174

01:26:56,090 --> 01:26:53,820

you can go back to the Quran and they

2175

01:26:57,530 --> 01:26:56,100

talk about the scroll of deeds and they

2176  
01:26:59,030 --> 01:26:57,540  
they literally have Angels who write

2177  
01:27:00,770 --> 01:26:59,040  
down all of your deeds and then you have

2178  
01:27:02,629 --> 01:27:00,780  
to review them with somebody

2179  
01:27:04,550 --> 01:27:02,639  
afterwards and you have to see the

2180  
01:27:06,110 --> 01:27:04,560  
ripple effect well that you know that's

2181  
01:27:08,450 --> 01:27:06,120  
an old metaphor they're still using the

2182  
01:27:10,790 --> 01:27:08,460  
books metaphor right they're using the

2183  
01:27:12,709 --> 01:27:10,800  
writing and Angels right if we were to

2184  
01:27:14,450 --> 01:27:12,719  
do that today we would just record

2185  
01:27:16,850 --> 01:27:14,460  
everything that's happening in the 3D

2186  
01:27:19,070 --> 01:27:16,860  
world uh we would just have a process

2187  
01:27:21,770 --> 01:27:19,080  
it's called the Damon which is named

2188  
01:27:23,390 --> 01:27:21,780

after the Greek term uh that basically

2189

01:27:25,430 --> 01:27:23,400

runs all the time and records everything

2190

01:27:27,770 --> 01:27:25,440

and stores it to the cloud so that it

2191

01:27:29,450 --> 01:27:27,780

could be replayed so if you believe that

2192

01:27:32,390 --> 01:27:29,460

this stuff can be replayed then it must

2193

01:27:33,950 --> 01:27:32,400

be recorded somewhere already right so

2194

01:27:35,930 --> 01:27:33,960

it's not maybe not even just a member

2195

01:27:37,930 --> 01:27:35,940

question of our memories it's the the

2196

01:27:41,330 --> 01:27:37,940

collective memory of this particular

2197

01:27:43,790 --> 01:27:41,340

timeline and of the specific players

2198

01:27:45,790 --> 01:27:43,800

that are in the timeline and so yeah I

2199

01:27:49,010 --> 01:27:45,800

think that if you can review that later

2200

01:27:51,250 --> 01:27:49,020

it's the reviewer is the conscious part

2201

01:27:54,110 --> 01:27:51,260

right not the actual memories themselves

2202

01:27:57,050 --> 01:27:54,120

uh but it's an ongoing debate you know

2203

01:27:59,209 --> 01:27:57,060

within within science and it's one that

2204

01:28:01,430 --> 01:27:59,219

it's like the big question right

2205

01:28:05,689 --> 01:28:01,440

I think in religion and science yeah

2206

01:28:07,430 --> 01:28:05,699

well again you know they uh uh

2207

01:28:22,430 --> 01:28:07,440

the

2208

01:28:24,350 --> 01:28:22,440

probabilities and working this thing out

2209

01:28:27,169 --> 01:28:24,360

and and getting to the answer at the end

2210

01:28:29,930 --> 01:28:27,179

and then repeating it right right they

2211

01:28:32,750 --> 01:28:29,940

can't do any of that when it comes to

2212

01:28:35,450 --> 01:28:32,760

Consciousness has outsmarted them right

2213

01:28:38,390 --> 01:28:35,460

but they know right it's completely

2214

01:28:41,330 --> 01:28:38,400

outsmarted them but they know they talk

2215

01:28:44,390 --> 01:28:41,340

they laugh and they enjoy

2216

01:28:47,570 --> 01:28:44,400

Mexican food right they know that they

2217

01:28:49,729 --> 01:28:47,580

have emotions and and that's what makes

2218

01:28:51,709 --> 01:28:49,739

you know one person different from

2219

01:28:54,110 --> 01:28:51,719

another they know all of these things

2220

01:28:57,830 --> 01:28:54,120

but they're in a complete uh state of

2221

01:29:00,110 --> 01:28:57,840

denial uh of of Consciousness but I

2222

01:29:02,450 --> 01:29:00,120

think I I believe that the two are are

2223

01:29:05,090 --> 01:29:02,460

going to collide I think that the

2224

01:29:09,890 --> 01:29:05,100

conscious community and and and all of

2225

01:29:13,129 --> 01:29:09,900

that The Fringe stuff and uh and and the

2226

01:29:16,370 --> 01:29:13,139

world of physics is is is is on its way

2227

01:29:19,250 --> 01:29:16,380

to a a collision it's a two-train

2228

01:29:21,110 --> 01:29:19,260

towards each other well you know there's

2229

01:29:24,290 --> 01:29:21,120

a bad habit I think in science of

2230

01:29:25,790 --> 01:29:24,300

ignoring anomalies right uh and uh

2231

01:29:28,070 --> 01:29:25,800

they're always if something doesn't

2232

01:29:29,870 --> 01:29:28,080

quite fit you know they kind of ignore

2233

01:29:31,910 --> 01:29:29,880

it or just say well that's just not

2234

01:29:33,350 --> 01:29:31,920

reliable evidence right and I mean

2235

01:29:35,330 --> 01:29:33,360

there's there's plenty of potential

2236

01:29:37,490 --> 01:29:35,340

evidence around things like people

2237

01:29:39,290 --> 01:29:37,500

remembering past life memories even with

2238

01:29:41,870 --> 01:29:39,300

near-death experiences that

2239

01:29:43,910 --> 01:29:41,880

Consciousness continues on for for some

2240

01:29:46,790 --> 01:29:43,920

period of time even while the brain is

2241

01:29:49,790 --> 01:29:46,800

is physically dead and so so there is

2242

01:29:52,250 --> 01:29:49,800

evidence but it's almost like we put

2243

01:29:54,229 --> 01:29:52,260

ourselves on a pedestal I think and and

2244

01:29:55,850 --> 01:29:54,239

we think I caught the tyranny of the

2245

01:29:57,709 --> 01:29:55,860

present and I think that's a term that

2246

01:29:59,030 --> 01:29:57,719

actually Alan heineck Jay on heinek

2247

01:30:02,209 --> 01:29:59,040

might have used something very similar

2248

01:30:04,970 --> 01:30:02,219

in one of his books uh where he talked

2249

01:30:07,610 --> 01:30:04,980

about we think that our science is the

2250

01:30:09,050 --> 01:30:07,620

best science there right because he was

2251

01:30:10,669 --> 01:30:09,060

saying this in the 20th century he said

2252

01:30:12,410 --> 01:30:10,679

because it's so much better than 19th

2253

01:30:15,830 --> 01:30:12,420

century science or 18th century science

2254

01:30:18,290 --> 01:30:15,840

but we forget that there will be a 30th

2255

01:30:20,750 --> 01:30:18,300

Century science at a 35th Century

2256

01:30:22,250 --> 01:30:20,760

science which will be a lot more

2257

01:30:24,010 --> 01:30:22,260

expansive and so I think there are just

2258

01:30:27,290 --> 01:30:24,020

a lot of fundamental

2259

01:30:29,330 --> 01:30:27,300

aspects of the world that get swept

2260

01:30:31,310 --> 01:30:29,340

under a rug because they don't fit into

2261

01:30:34,070 --> 01:30:31,320

our theories and so we've built up this

2262

01:30:37,189 --> 01:30:34,080

entire scientific infrastructure that is

2263

01:30:39,350 --> 01:30:37,199

built on where we're gonna you know use

2264

01:30:42,350 --> 01:30:39,360

what was before and it's very difficult

2265

01:30:44,870 --> 01:30:42,360

to get people out of that that mindset

2266

01:30:46,790 --> 01:30:44,880

and so scientists are people so science

2267

01:30:49,550 --> 01:30:46,800

is actually a social activity this is

2268

01:30:52,070 --> 01:30:49,560

part of what my my PhD is on is that the

2269

01:30:54,050 --> 01:30:52,080

sociology of science scientists think a

2270

01:30:56,149 --> 01:30:54,060

certain way and so one of the one of the

2271

01:30:59,450 --> 01:30:56,159

research projects that I'm doing that I

2272

01:31:03,530 --> 01:30:59,460

started within my doctoral program is

2273

01:31:04,790 --> 01:31:03,540

about UFOs in Academia and it touches on

2274

01:31:06,649 --> 01:31:04,800

the same issue I think that you're

2275

01:31:09,229 --> 01:31:06,659

talking about with Consciousness right

2276

01:31:11,290 --> 01:31:09,239

and it's it's I'm not studying what UFOs

2277

01:31:13,430 --> 01:31:11,300

are we can go we can spend a lot of time

2278

01:31:14,990 --> 01:31:13,440

going through theories of what we think

2279

01:31:16,669 --> 01:31:15,000

they are right and I'm sure you've done

2280

01:31:20,090 --> 01:31:16,679

a lot of that but what I'm actually

2281

01:31:23,629 --> 01:31:20,100

studying is how have people in Academia

2282

01:31:25,970 --> 01:31:23,639

reacted to this idea of UFOs and so I'm

2283

01:31:28,129 --> 01:31:25,980

interviewing people like Avi Loeb people

2284

01:31:29,750 --> 01:31:28,139

like Kevin knuth and a bunch of others

2285

01:31:31,189 --> 01:31:29,760

who may don't maybe don't want to be

2286

01:31:33,229 --> 01:31:31,199

identified

2287

01:31:36,410 --> 01:31:33,239

um about the attitudes that other

2288

01:31:37,970 --> 01:31:36,420

scientists had towards them and you know

2289

01:31:40,490 --> 01:31:37,980

some of them said well basically they

2290

01:31:42,290 --> 01:31:40,500

thought I was crazy right but others

2291

01:31:44,209 --> 01:31:42,300

said when you talk to them one-on-one

2292

01:31:46,850 --> 01:31:44,219

and you explain you know you show like

2293

01:31:47,810 --> 01:31:46,860

the Nimitz incident or you know some of

2294

01:31:50,510 --> 01:31:47,820

these things that have happened around

2295

01:31:52,189 --> 01:31:50,520

the nuclear uh you know the nuclear

2296

01:31:54,229 --> 01:31:52,199

sites where you go back to the original

2297

01:31:55,430 --> 01:31:54,239

reports and you look behind the content

2298

01:31:57,950 --> 01:31:55,440

report or you look at some of the

2299

01:31:59,870 --> 01:31:57,960

heineck stuff that individual scientists

2300

01:32:02,629 --> 01:31:59,880

are actually pretty open

2301

01:32:05,629 --> 01:32:02,639

uh not all of them but some of them are

2302

01:32:07,189 --> 01:32:05,639

they're they're they're they're open to

2303

01:32:09,530 --> 01:32:07,199

the idea they just don't have enough

2304

01:32:11,149 --> 01:32:09,540

information or enough data but then

2305

01:32:13,070 --> 01:32:11,159

there's others who just get very

2306

01:32:14,570 --> 01:32:13,080

defensive and say no that can't be true

2307

01:32:17,570 --> 01:32:14,580

you know what you're talking about and

2308

01:32:19,669 --> 01:32:17,580

so you see it's like the social dilemma

2309

01:32:22,910 --> 01:32:19,679

in a way where everybody is supposed to

2310

01:32:24,649 --> 01:32:22,920

act a certain way right and so they

2311

01:32:26,330 --> 01:32:24,659

might say in private that they're open

2312

01:32:28,510 --> 01:32:26,340

to it but they're never going to say

2313

01:32:30,070 --> 01:32:28,520

that in public

2314

01:32:32,570 --> 01:32:30,080

it's

2315

01:32:34,010 --> 01:32:32,580

that's exactly the Consciousness

2316

01:32:36,470 --> 01:32:34,020

conversation

2317

01:32:38,810 --> 01:32:36,480

they don't want to

2318

01:32:42,189 --> 01:32:38,820

no no they're they're waiting for

2319

01:32:44,689 --> 01:32:42,199

somebody else to talk about it first

2320

01:32:46,669 --> 01:32:44,699

they're not going to go there

2321

01:32:50,450 --> 01:32:46,679

um I remember

2322

01:32:54,470 --> 01:32:50,460

um uh uh Richard Dawkins right he's on

2323

01:32:57,830 --> 01:32:54,480

stage and he actually said this right

2324

01:33:00,410 --> 01:32:57,840

now right Mr smartest dude in the world

2325

01:33:02,570 --> 01:33:00,420

atheist there's nothing you know that

2326  
01:33:04,430 --> 01:33:02,580  
that's it you know you die it's over and

2327  
01:33:07,790 --> 01:33:04,440  
and whatever

2328  
01:33:12,110 --> 01:33:07,800  
um okay but yet

2329  
01:33:13,790 --> 01:33:12,120  
he's afraid of ghosts and haunted houses

2330  
01:33:17,390 --> 01:33:13,800  
it's like wait a minute wait you can't

2331  
01:33:19,310 --> 01:33:17,400  
wait man and he said he said dude I will

2332  
01:33:22,970 --> 01:33:19,320  
not go into a haunted house wait a

2333  
01:33:25,669 --> 01:33:22,980  
minute either either you can't have it

2334  
01:33:28,669 --> 01:33:25,679  
both ways man you know

2335  
01:33:31,490 --> 01:33:28,679  
and and I think that is is the

2336  
01:33:34,010 --> 01:33:31,500  
conversation that I think uh some uh

2337  
01:33:35,810 --> 01:33:34,020  
Sean Carroll I I've quoted him on this

2338  
01:33:39,530 --> 01:33:35,820

so many times

2339

01:33:43,430 --> 01:33:39,540

um he does uh uh he does an AMA every

2340

01:33:45,649 --> 01:33:43,440

month right so uh this a year ago two

2341

01:33:47,750 --> 01:33:45,659

years ago and I'm listening I I listened

2342

01:33:49,370 --> 01:33:47,760

to him a lot he pisses me off a lot too

2343

01:33:52,390 --> 01:33:49,380

as well

2344

01:33:57,050 --> 01:33:52,400

um I read all those books and me too

2345

01:33:58,850 --> 01:33:57,060

and we communicate and things but um but

2346

01:34:03,709 --> 01:33:58,860

anyway

2347

01:34:05,510 --> 01:34:03,719

question comes in in the AMA so uh do

2348

01:34:07,310 --> 01:34:05,520

you I think I think that's what it was

2349

01:34:08,689 --> 01:34:07,320

do you believe in ghosts or you know

2350

01:34:13,370 --> 01:34:08,699

something like that right along those

2351

01:34:16,970 --> 01:34:13,380

lines and uh and he says

2352

01:34:21,649 --> 01:34:16,980

I don't have time to think about things

2353

01:34:28,310 --> 01:34:23,629

right

2354

01:34:30,649 --> 01:34:28,320

now he can't and he is Towing the the

2355

01:34:32,149 --> 01:34:30,659

line right he's Towing the community

2356

01:34:34,250 --> 01:34:32,159

line that you're talking about right

2357

01:34:36,050 --> 01:34:34,260

there he can't go there he can't even

2358

01:34:38,629 --> 01:34:36,060

suggest

2359

01:34:39,890 --> 01:34:38,639

right right and there's and there's a

2360

01:34:42,110 --> 01:34:39,900

stigma and so that's what I've been

2361

01:34:43,430 --> 01:34:42,120

researching and so you know I was

2362

01:34:46,850 --> 01:34:43,440

talking with uh

2363

01:34:48,530 --> 01:34:46,860

uh you know with a scientist who said uh

2364

01:34:50,149 --> 01:34:48,540

well no there's no way I would have like

2365

01:34:51,530 --> 01:34:50,159

said I'm interested in this stuff before

2366

01:34:53,330 --> 01:34:51,540

I got tenure

2367

01:34:55,189 --> 01:34:53,340

I said well why not were you interested

2368

01:34:56,510 --> 01:34:55,199

in stuff yeah but I wouldn't have said

2369

01:34:59,090 --> 01:34:56,520

it because then I might not have gotten

2370

01:35:01,790 --> 01:34:59,100

tenure right and so you know the younger

2371

01:35:03,709 --> 01:35:01,800

the scientists the more career risk

2372

01:35:05,510 --> 01:35:03,719

there is uh and you know this is

2373

01:35:07,550 --> 01:35:05,520

something that avi avi lope at Harvard

2374

01:35:09,950 --> 01:35:07,560

the Galileo project where I'm an advisor

2375

01:35:12,050 --> 01:35:09,960

you know a part of the way he's trying

2376

01:35:14,990 --> 01:35:12,060

to break through the stigma because he's

2377

01:35:16,550 --> 01:35:15,000

gotten a lot of it right with and saying

2378

01:35:19,070 --> 01:35:16,560

it was uh it could have been an

2379

01:35:22,910 --> 01:35:19,080

extraterrestrial uh craft oh he said it

2380

01:35:24,590 --> 01:35:22,920

no breathe yeah I said it was

2381

01:35:27,350 --> 01:35:24,600

extraterrestrial

2382

01:35:29,209 --> 01:35:27,360

but then he's had folks who you know who

2383

01:35:31,490 --> 01:35:29,219

basically are writing articles writing

2384

01:35:33,350 --> 01:35:31,500

about this comment and he's like well

2385

01:35:35,990 --> 01:35:33,360

wait we don't know that it was a comment

2386

01:35:37,729 --> 01:35:36,000

it doesn't fit the data of a comment

2387

01:35:38,930 --> 01:35:37,739

you know and and this other scientist

2388

01:35:41,930 --> 01:35:38,940

who's an astronomer and turns out

2389

01:35:44,209 --> 01:35:41,940

astronomers are among you know the

2390

01:35:46,550 --> 01:35:44,219

biggest opponents of things like UFOs

2391

01:35:48,470 --> 01:35:46,560

right uh and so I've been trying to

2392

01:35:51,530 --> 01:35:48,480

figure out why by interviewing different

2393

01:35:54,649 --> 01:35:51,540

scientists and part of it comes down to

2394

01:35:57,530 --> 01:35:54,659

the stigma but also there's this process

2395

01:36:00,229 --> 01:35:57,540

that there's a boundary in signs called

2396

01:36:02,990 --> 01:36:00,239

boundary work and it's not always well

2397

01:36:05,330 --> 01:36:03,000

defined like UFOs are kind of near that

2398

01:36:06,890 --> 01:36:05,340

boundary now where there are some

2399

01:36:10,310 --> 01:36:06,900

scientists are starting to get seriously

2400

01:36:12,709 --> 01:36:10,320

more openly and maybe in 30 years or 20

2401

01:36:15,410 --> 01:36:12,719

years or 10 years or five years it'll be

2402

01:36:18,229 --> 01:36:15,420

a more serious subject but abductions

2403

01:36:19,790 --> 01:36:18,239

aren't they're like way over here we're

2404

01:36:22,790 --> 01:36:19,800

not even going to touch that right no no

2405

01:36:25,990 --> 01:36:22,800

no talk to Avi about that he was like no

2406

01:36:28,729 --> 01:36:26,000

one step at a time there little brother

2407

01:36:31,370 --> 01:36:28,739

guys I think what happened is that they

2408

01:36:33,290 --> 01:36:31,380

they had a lot of resistance and people

2409

01:36:35,090 --> 01:36:33,300

made fun of them for believing in Aliens

2410

01:36:37,370 --> 01:36:35,100

and so it's like they fought this battle

2411

01:36:38,750 --> 01:36:37,380

to get up the hill and now they're on

2412

01:36:41,030 --> 01:36:38,760

the hill they're getting funding and

2413

01:36:42,590 --> 01:36:41,040

radio telescopes are getting funded you

2414

01:36:44,390 --> 01:36:42,600

know they don't want to jeopardize that

2415

01:36:46,070 --> 01:36:44,400

by bringing in something else that looks

2416

01:36:47,990 --> 01:36:46,080

funny and so they'll turn around and

2417

01:36:50,990 --> 01:36:48,000

make fun of the people of the UFO

2418

01:36:53,990 --> 01:36:51,000

Community it's like a weird it's a

2419

01:36:56,350 --> 01:36:54,000

social Dynamic more than it is a

2420

01:37:00,530 --> 01:36:56,360

scientific one right

2421

01:37:02,750 --> 01:37:00,540

but here's uh here's I I think here's

2422

01:37:04,550 --> 01:37:02,760

the major point in the shift

2423

01:37:08,930 --> 01:37:04,560

and the reason why it's happened so

2424

01:37:11,390 --> 01:37:08,940

quickly between 1995 and now in 2023

2425

01:37:13,790 --> 01:37:11,400

1995

2426  
01:37:18,729 --> 01:37:13,800  
and one acts of the first exoplanet was

2427  
01:37:22,910 --> 01:37:18,739  
discovered but until then up until then

2428  
01:37:25,430 --> 01:37:22,920  
Galileo Stone Age man up until 1995. it

2429  
01:37:27,770 --> 01:37:25,440  
was a big question mark is there stuff

2430  
01:37:30,950 --> 01:37:27,780  
outside of our solar system well we just

2431  
01:37:33,350 --> 01:37:30,960  
don't know now every scientist every

2432  
01:37:35,090 --> 01:37:33,360  
astronomer every astrophysicist

2433  
01:37:38,330 --> 01:37:35,100  
everybody in the scientific Community

2434  
01:37:41,030 --> 01:37:38,340  
now knows that every single star in the

2435  
01:37:43,850 --> 01:37:41,040  
sky every single star in the Milky Way

2436  
01:37:45,709 --> 01:37:43,860  
every single star in the universe has at

2437  
01:37:48,649 --> 01:37:45,719  
least one planet

2438  
01:37:51,890 --> 01:37:48,659

now they understand the numbers right

2439

01:37:54,590 --> 01:37:51,900

and you know and so they know that

2440

01:37:57,410 --> 01:37:54,600

there's a at least a trillion planets in

2441

01:38:02,810 --> 01:37:57,420

our Milky Way right where just 20 years

2442

01:38:03,890 --> 01:38:02,820

ago there was five right right yeah

2443

01:38:05,810 --> 01:38:03,900

right

2444

01:38:10,250 --> 01:38:05,820

um so they understand now that it's a

2445

01:38:12,950 --> 01:38:10,260

numbers game and uh what what comes off

2446

01:38:15,229 --> 01:38:12,960

of that is there has to be an infinite

2447

01:38:19,370 --> 01:38:15,239

amount of intelligent life not a

2448

01:38:21,229 --> 01:38:19,380

question of if there is it's and there's

2449

01:38:23,810 --> 01:38:21,239

a hell of a lot of it I don't think

2450

01:38:25,970 --> 01:38:23,820

Fermi would would have a problem with

2451

01:38:28,870 --> 01:38:25,980

the Paradox today I don't even think he

2452

01:38:31,189 --> 01:38:28,880

would say what he said in 1953

2453

01:38:32,510 --> 01:38:31,199

well I mean when you talk to people in

2454

01:38:37,550 --> 01:38:32,520

the scientific Community they still have

2455

01:38:40,010 --> 01:38:37,560

this Fermi Paradox idea which is okay if

2456

01:38:41,390 --> 01:38:40,020

they would be here now where are they

2457

01:38:43,850 --> 01:38:41,400

right and of course they haven't done

2458

01:38:44,590 --> 01:38:43,860

the research on UFOs now that's not to

2459

01:38:46,729 --> 01:38:44,600

say

2460

01:38:49,189 --> 01:38:46,739

in a certain way though if you think

2461

01:38:50,870 --> 01:38:49,199

about how science is done we have a

2462

01:38:53,330 --> 01:38:50,880

model and we try to fit everything into

2463

01:38:56,149 --> 01:38:53,340

that model and so there's a famous case

2464

01:38:58,129 --> 01:38:56,159

of meteors falling from the sky right

2465

01:39:00,470 --> 01:38:58,139

scientists said those stories are

2466

01:39:02,930 --> 01:39:00,480

ridiculous they're anecdotal a bunch of

2467

01:39:04,370 --> 01:39:02,940

yahoos out in the countryside peasants

2468

01:39:06,530 --> 01:39:04,380

saying they sell rocks falling for those

2469

01:39:08,689 --> 01:39:06,540

guys we know that's not the case because

2470

01:39:10,550 --> 01:39:08,699

there are no rocks in the sky right our

2471

01:39:13,010 --> 01:39:10,560

model of the universe doesn't allow for

2472

01:39:15,790 --> 01:39:13,020

that well that started to change I think

2473

01:39:18,770 --> 01:39:15,800

it was like 1806 when they had the farm

2474

01:39:20,810 --> 01:39:18,780

yeah yeah the fragments them and So

2475

01:39:22,370 --> 01:39:20,820

eventually the scientific Community had

2476  
01:39:24,110 --> 01:39:22,380  
to catch on and they had to upgrade the

2477  
01:39:26,570 --> 01:39:24,120  
model and now when we talked about

2478  
01:39:28,310 --> 01:39:26,580  
aliens 100 years ago we talked about

2479  
01:39:30,890 --> 01:39:28,320  
Little Green Men from Mars right that's

2480  
01:39:32,450 --> 01:39:30,900  
still a term that's used today why well

2481  
01:39:35,270 --> 01:39:32,460  
we know there's a planet called Mars so

2482  
01:39:37,189 --> 01:39:35,280  
we were trying to fit this idea into our

2483  
01:39:38,990 --> 01:39:37,199  
knowledge of the universe and so even

2484  
01:39:42,110 --> 01:39:39,000  
today the Extraterrestrial hypothesis

2485  
01:39:43,430 --> 01:39:42,120  
and UFOs is still a very hidden Paradigm

2486  
01:39:45,410 --> 01:39:43,440  
even though most scientists consider it

2487  
01:39:48,290 --> 01:39:45,420  
out of Paradigm it's actually a pretty

2488  
01:39:50,330 --> 01:39:48,300

in Paradigm uh explanation because we

2489

01:39:53,330 --> 01:39:50,340

know there are planets on in other solar

2490

01:39:54,950 --> 01:39:53,340

systems now therefore it would fit well

2491

01:39:56,570 --> 01:39:54,960

if they were in those and they would

2492

01:39:58,910 --> 01:39:56,580

come here but then there's all the

2493

01:40:00,770 --> 01:39:58,920

weirdness and the strangeness that you

2494

01:40:02,990 --> 01:40:00,780

get into where people see things and

2495

01:40:04,850 --> 01:40:03,000

other people don't see things and that's

2496

01:40:06,229 --> 01:40:04,860

where you know there are weirder

2497

01:40:09,229 --> 01:40:06,239

explanations like if we're in a

2498

01:40:11,090 --> 01:40:09,239

simulation right it's pretty easy to to

2499

01:40:13,370 --> 01:40:11,100

like Jacques valet told me about it in

2500

01:40:16,010 --> 01:40:13,380

instances where they said there was this

2501  
01:40:18,470 --> 01:40:16,020  
UFO coming at 45 degrees and it landed

2502  
01:40:20,629 --> 01:40:18,480  
and there's some physical evidence there

2503  
01:40:22,550 --> 01:40:20,639  
on the ground or at least some you know

2504  
01:40:24,770 --> 01:40:22,560  
rough or some something on the ground

2505  
01:40:27,530 --> 01:40:24,780  
that indicates something was there and

2506  
01:40:28,910 --> 01:40:27,540  
he said well if it came at 45 degrees

2507  
01:40:31,390 --> 01:40:28,920  
the UFO would have had to go through

2508  
01:40:34,070 --> 01:40:31,400  
these huge redwood trees right

2509  
01:40:35,270 --> 01:40:34,080  
obviously they're not caught so how the

2510  
01:40:36,410 --> 01:40:35,280  
hell did that happen and they said well

2511  
01:40:37,910 --> 01:40:36,420  
we didn't mention that because then we

2512  
01:40:39,649 --> 01:40:37,920  
thought crazy

2513  
01:40:42,890 --> 01:40:39,659

and so there you know there's these

2514

01:40:43,729 --> 01:40:42,900

other aspects of UFOs that make it seem

2515

01:40:46,189 --> 01:40:43,739

like

2516

01:40:47,750 --> 01:40:46,199

almost as if they're being rendered here

2517

01:40:49,310 --> 01:40:47,760

right in a video game like in a video

2518

01:40:50,750 --> 01:40:49,320

game you can walk through walls you can

2519

01:40:53,390 --> 01:40:50,760

have objects that go to other objects

2520

01:40:55,310 --> 01:40:53,400

and then once they're fully rendered

2521

01:40:56,870 --> 01:40:55,320

at that point they're part of the

2522

01:40:59,450 --> 01:40:56,880

rendered world and they obey all the

2523

01:41:02,330 --> 01:40:59,460

physical laws and you can't your avatar

2524

01:41:05,149 --> 01:41:02,340

can't walk through the UFO that's been

2525

01:41:07,310 --> 01:41:05,159

rendered and then you know joking and

2526

01:41:08,990 --> 01:41:07,320

Gary Gary Nolan talk about cases where

2527

01:41:11,270 --> 01:41:09,000

one person sees the UFO and the other

2528

01:41:12,649 --> 01:41:11,280

person doesn't and so what's that all

2529

01:41:15,290 --> 01:41:12,659

about and so there are these I think

2530

01:41:17,030 --> 01:41:15,300

weirder explanations that that even

2531

01:41:18,530 --> 01:41:17,040

science in the media isn't willing to

2532

01:41:20,090 --> 01:41:18,540

consider like I had guys on the

2533

01:41:21,350 --> 01:41:20,100

Discovery Channel tell me no no don't

2534

01:41:23,930 --> 01:41:21,360

talk about this weird stuff we just want

2535

01:41:26,090 --> 01:41:23,940

to talk about aliens or ordinary stuff

2536

01:41:27,770 --> 01:41:26,100

that's it it's just those two you know

2537

01:41:30,530 --> 01:41:27,780

those two possibilities and amazing

2538

01:41:34,070 --> 01:41:30,540

possibilities there oh okay okay so and

2539

01:41:36,890 --> 01:41:34,080

here's the thing with that where I will

2540

01:41:40,729 --> 01:41:36,900

look at a physicist as a theoretical

2541

01:41:42,950 --> 01:41:40,739

some Brainiac some rock star physicists

2542

01:41:46,669 --> 01:41:42,960

and they want to argue with me about

2543

01:41:50,410 --> 01:41:46,679

UFOs right okay but yeah the same breath

2544

01:41:53,030 --> 01:41:50,420

they will tell me if I look at something

2545

01:41:54,930 --> 01:41:53,040

I can change it

2546

01:41:58,490 --> 01:41:54,940

it's like wait a minute

2547

01:42:01,790 --> 01:41:58,500

[Laughter]

2548

01:42:06,410 --> 01:42:01,800

tell me that UFOs aren't real but if I

2549

01:42:07,510 --> 01:42:06,420

look at something I can change it wait

2550

01:42:11,410 --> 01:42:07,520

wait wait

2551

01:42:14,930 --> 01:42:11,420

stop that's weirder than that right

2552

01:42:17,750 --> 01:42:14,940

way weird and so

2553

01:42:20,149 --> 01:42:17,760

um the the concepts of faster than light

2554

01:42:24,109 --> 01:42:20,159

travel or folding and betting space or

2555

01:42:26,030 --> 01:42:24,119

the Multiverse and and uh 11 dimensions

2556

01:42:29,270 --> 01:42:26,040

and all of these things that they are

2557

01:42:33,590 --> 01:42:29,280

doing everything they can to make the

2558

01:42:36,169 --> 01:42:33,600

math fit this crazy crazy science

2559

01:42:39,649 --> 01:42:36,179

fiction talk right but that's what they

2560

01:42:41,689 --> 01:42:39,659

do but yet UFOs are off the table ghosts

2561

01:42:43,729 --> 01:42:41,699

are off the table the afterlife is off

2562

01:42:47,750 --> 01:42:43,739

the table Consciousness is off the table

2563

01:42:49,270 --> 01:42:47,760

all these but but if I look at something

2564

01:42:54,410 --> 01:42:49,280

right

2565

01:42:56,450 --> 01:42:54,420

paradigm that's accepted today but even

2566

01:42:58,970 --> 01:42:56,460

that wasn't right when it first came out

2567

01:43:01,129 --> 01:42:58,980

that was considered ridiculous yes yes

2568

01:43:07,250 --> 01:43:01,139

you brought up Schrodinger's cat right

2569

01:43:10,189 --> 01:43:07,260

so to convince me that this is sound and

2570

01:43:12,830 --> 01:43:10,199

it it is I I get it but to to convince

2571

01:43:15,410 --> 01:43:12,840

me uh if you've never heard of that

2572

01:43:18,470 --> 01:43:15,420

before right to convince me that this is

2573

01:43:20,810 --> 01:43:18,480

sound scientific work

2574

01:43:22,790 --> 01:43:20,820

dude you're out of your mind yeah what

2575

01:43:25,550 --> 01:43:22,800

even schroederer invented this to say

2576

01:43:27,709 --> 01:43:25,560

this is ridiculous right he said what

2577

01:43:30,109 --> 01:43:27,719

you can't have a cat that's but then you

2578

01:43:32,990 --> 01:43:30,119

know that's what his equations actually

2579

01:43:35,270 --> 01:43:33,000

apply have to fit right right and he

2580

01:43:36,530 --> 01:43:35,280

also said something else in the 1940s

2581

01:43:39,109 --> 01:43:36,540

which not a lot of people know about

2582

01:43:41,689 --> 01:43:39,119

which is a it's a kind of a precursor to

2583

01:43:44,030 --> 01:43:41,699

the Multiverse theory he said that there

2584

01:43:46,370 --> 01:43:44,040

are multiple simultaneous histories okay

2585

01:43:49,070 --> 01:43:46,380

so now we're going back to Philip K dick

2586

01:43:51,410 --> 01:43:49,080

and then Irwin Schrodinger right two

2587

01:43:54,109 --> 01:43:51,420

different like science fiction and Uber

2588

01:43:55,250 --> 01:43:54,119

scientists right and he said we choose

2589

01:43:56,570 --> 01:43:55,260

one of those

2590

01:43:58,010 --> 01:43:56,580

so it's not like you're just choosing

2591

01:43:59,330 --> 01:43:58,020

whether the cat is alive or dead you're

2592

01:44:01,669 --> 01:43:59,340

choosing whether the cat came from the

2593

01:44:03,229 --> 01:44:01,679

kitchen or came from outside and you're

2594

01:44:05,390 --> 01:44:03,239

also choosing what happened you know

2595

01:44:08,810 --> 01:44:05,400

before that which gets back to this idea

2596

01:44:10,370 --> 01:44:08,820

of the Mandela effect that perhaps it's

2597

01:44:12,229 --> 01:44:10,380

easy for us to think of multiple Futures

2598

01:44:14,689 --> 01:44:12,239

there are multiple possible features I

2599

01:44:16,490 --> 01:44:14,699

mean easier anyway right I'm going to

2600

01:44:18,890 --> 01:44:16,500

choose one of them but how about if

2601

01:44:20,390 --> 01:44:18,900

there are multiple possible pasts and

2602

01:44:22,609 --> 01:44:20,400

every time there's an observation we're

2603

01:44:25,310 --> 01:44:22,619

actually choosing that also kind of

2604

01:44:27,050 --> 01:44:25,320

follows and it's just really weird but

2605

01:44:28,430 --> 01:44:27,060

but so I've been asking people why why

2606

01:44:32,149 --> 01:44:28,440

is it that certain things are off the

2607

01:44:35,590 --> 01:44:32,159

table like UFOs or ghosts and other

2608

01:44:38,209 --> 01:44:35,600

things like dark matter like 95 of the

2609

01:44:39,770 --> 01:44:38,219

dog that's like the most ridiculous

2610

01:44:41,149 --> 01:44:39,780

Theory it basically says we don't know

2611

01:44:43,850 --> 01:44:41,159

what the hell we're talking about right

2612

01:44:45,950 --> 01:44:43,860

if you don't know what 95 of the matter

2613

01:44:48,290 --> 01:44:45,960

is that we really don't know much we

2614

01:44:50,689 --> 01:44:48,300

know maybe what five percent is but why

2615

01:44:52,129 --> 01:44:50,699

and and you know answers I've gotten and

2616

01:44:54,050 --> 01:44:52,139

so on this is an ongoing research

2617

01:44:55,370 --> 01:44:54,060

project I'm going to be doing it and so

2618

01:44:56,990 --> 01:44:55,380

hopefully I'll get more answers but the

2619

01:44:59,450 --> 01:44:57,000

answers I've gotten so far are there's a

2620

01:45:01,250 --> 01:44:59,460

real stigma people are worried about

2621

01:45:03,229 --> 01:45:01,260

their career

2622

01:45:05,090 --> 01:45:03,239

um you know I've even told me he had a

2623

01:45:08,390 --> 01:45:05,100

student write a paper with him who then

2624

01:45:10,189 --> 01:45:08,400

you know was worried even though it's

2625

01:45:11,930 --> 01:45:10,199

totally behind the paper and believed

2626

01:45:13,910 --> 01:45:11,940

everything in the paper that it was

2627

01:45:17,209 --> 01:45:13,920

going to affect his ability to get a job

2628

01:45:18,890 --> 01:45:17,219

in Academia right and and so and I've

2629

01:45:21,109 --> 01:45:18,900

heard that from other people as well one

2630

01:45:23,270 --> 01:45:21,119

professor said to me I wouldn't have a

2631

01:45:24,470 --> 01:45:23,280

PhD student working on UFOs because I

2632

01:45:26,750 --> 01:45:24,480

don't want to ruin their career how the

2633

01:45:28,669 --> 01:45:26,760

hell are you doing it right well I can

2634

01:45:31,090 --> 01:45:28,679

do it I don't really give a [h\_\_h] that's

2635

01:45:40,090 --> 01:45:36,169

but it is it for me when

2636

01:45:43,010 --> 01:45:40,100

um uh we look at just a couple

2637

01:45:44,689 --> 01:45:43,020

the basic of the basics I'm talking

2638

01:45:46,310 --> 01:45:44,699

about let's strip this down to the

2639

01:45:48,649 --> 01:45:46,320

fundamentals

2640

01:45:52,010 --> 01:45:48,659

rizz there's only so many particles

2641

01:45:53,270 --> 01:45:52,020

that's it right same particles on the

2642

01:45:55,790 --> 01:45:53,280

other side of the universe that we have

2643

01:45:58,910 --> 01:45:55,800

here there isn't anything different same

2644

01:46:01,790 --> 01:45:58,920

gases same ever the same dust right it's

2645

01:46:06,410 --> 01:46:01,800

the same stuff and particles only

2646

01:46:10,310 --> 01:46:06,420

combine so many ways that's it they

2647

01:46:13,729 --> 01:46:10,320

don't combine infinitely right it's a

2648

01:46:17,090 --> 01:46:13,739

very fixed State and and we understand

2649

01:46:21,410 --> 01:46:17,100

that so therefore

2650

01:46:23,209 --> 01:46:21,420

um uh a couple of you know John Wheeler

2651  
01:46:25,689 --> 01:46:23,219  
talked about this uh quite a bit too as

2652  
01:46:28,070 --> 01:46:25,699  
well and and I I like his views on this

2653  
01:46:32,229 --> 01:46:28,080  
in that

2654  
01:46:34,450 --> 01:46:32,239  
if everything replicates

2655  
01:46:39,050 --> 01:46:34,460  
identically

2656  
01:46:41,510 --> 01:46:39,060  
there is it's just it's a numbers game

2657  
01:46:43,790 --> 01:46:41,520  
if you take a deck of cards and you've

2658  
01:46:45,890 --> 01:46:43,800  
got five people sitting at a poker table

2659  
01:46:48,370 --> 01:46:45,900  
and Shuffle the deck and you deal the

2660  
01:46:50,570 --> 01:46:48,380  
cards everybody looks at their hand

2661  
01:46:52,189 --> 01:46:50,580  
eventually you're going to shuffle that

2662  
01:46:53,930 --> 01:46:52,199  
deck and you're gonna deal out to fight

2663  
01:46:56,689 --> 01:46:53,940

and you are going to deal out five

2664

01:47:01,370 --> 01:46:56,699

identical hands it may take a million

2665

01:47:03,830 --> 01:47:01,380

hands it may take two but it will

2666

01:47:07,310 --> 01:47:03,840

eventually happen and it's the same

2667

01:47:10,370 --> 01:47:07,320

thing with particles therefore this

2668

01:47:11,290 --> 01:47:10,380

planet Earth and the universe is a big

2669

01:47:14,990 --> 01:47:11,300

place

2670

01:47:16,430 --> 01:47:15,000

is that that's part it's a game

2671

01:47:20,350 --> 01:47:16,440

it's

2672

01:47:24,070 --> 01:47:20,360

out there a million times us

2673

01:47:28,370 --> 01:47:24,080

identical not not close

2674

01:47:30,530 --> 01:47:28,380

by identical well so that's one of the

2675

01:47:31,729 --> 01:47:30,540

different versions of the Multiverse

2676

01:47:32,930 --> 01:47:31,739

Theory right there's the quantum

2677

01:47:34,070 --> 01:47:32,940

Multiverse Theory which is what we've

2678

01:47:35,870 --> 01:47:34,080

been talking

2679

01:47:37,850 --> 01:47:35,880

and I think it's the most popular one

2680

01:47:39,590 --> 01:47:37,860

kind of like with Marvel and the

2681

01:47:42,350 --> 01:47:39,600

superheroes but there's also this

2682

01:47:45,830 --> 01:47:42,360

doppelganger Multiverse idea which is

2683

01:47:46,729 --> 01:47:45,840

that if you go Infinite Space and you

2684

01:47:49,490 --> 01:47:46,739

have

2685

01:47:50,689 --> 01:47:49,500

a finite number of particles or even if

2686

01:47:52,430 --> 01:47:50,699

you have an infinite number of particle

2687

01:47:55,250 --> 01:47:52,440

it's really weird when you talk about

2688

01:47:57,830 --> 01:47:55,260

Infinity right that all of those things

2689

01:47:59,810 --> 01:47:57,840

are going to be put together in exactly

2690

01:48:02,090 --> 01:47:59,820

the same way so you have this

2691

01:48:04,430 --> 01:48:02,100

doppelganger Earth that looks just like

2692

01:48:06,470 --> 01:48:04,440

us but it's really far away there's no

2693

01:48:08,090 --> 01:48:06,480

way for the light to travel so there's

2694

01:48:10,070 --> 01:48:08,100

no way for the information to get back

2695

01:48:12,709 --> 01:48:10,080

and forth there's also this idea of the

2696

01:48:14,990 --> 01:48:12,719

boltzmann brain this actually ties back

2697

01:48:17,030 --> 01:48:15,000

to the the simulation idea a little bit

2698

01:48:18,590 --> 01:48:17,040

the boltzmann brain idea which is

2699

01:48:20,209 --> 01:48:18,600

different than the brain and evap like

2700

01:48:22,250 --> 01:48:20,219

yeah a lot of people confuse those two

2701

01:48:24,470 --> 01:48:22,260

but Brandon of that is like the Matrix

2702

01:48:26,450 --> 01:48:24,480

right your brain is plugged into

2703

01:48:28,490 --> 01:48:26,460

something and just like Morpheus said

2704

01:48:30,709 --> 01:48:28,500

what is real it's a series of electrical

2705

01:48:32,990 --> 01:48:30,719

signals coming into your brain the

2706

01:48:34,669 --> 01:48:33,000

boltzmann brain is that when a random

2707

01:48:37,310 --> 01:48:34,679

series of particles

2708

01:48:40,090 --> 01:48:37,320

out somewhere in the universe assembles

2709

01:48:43,010 --> 01:48:40,100

in just the same exact

2710

01:48:45,410 --> 01:48:43,020

configuration as your brain is today

2711

01:48:48,169 --> 01:48:45,420

right it's going to be the exact same

2712

01:48:50,750 --> 01:48:48,179

just for a moment maybe not even for

2713

01:48:52,310 --> 01:48:50,760

very long but for a moment and it's

2714

01:48:54,050 --> 01:48:52,320

going to have all the same memories that

2715

01:48:56,270 --> 01:48:54,060

you had because

2716

01:48:59,629 --> 01:48:56,280

everything is the same right and so it

2717

01:49:01,990 --> 01:48:59,639

gets really really strange but then you

2718

01:49:05,570 --> 01:49:02,000

know it's going to change and so

2719

01:49:07,370 --> 01:49:05,580

physicists love Infinite things okay the

2720

01:49:09,590 --> 01:49:07,380

computer scientist you know we're always

2721

01:49:11,750 --> 01:49:09,600

about optimizing resources and realizing

2722

01:49:13,010 --> 01:49:11,760

well maybe it's not infinite there's

2723

01:49:15,709 --> 01:49:13,020

nothing that's infinite in terms of

2724

01:49:17,109 --> 01:49:15,719

computing power and so that's why you

2725

01:49:19,609 --> 01:49:17,119

know when we think about

2726

01:49:21,470 --> 01:49:19,619

multiverses I think of it more in the

2727

01:49:22,970 --> 01:49:21,480

perspective of okay here's a bunch of

2728

01:49:24,770 --> 01:49:22,980

different things that could happen you

2729

01:49:26,570 --> 01:49:24,780

try them out and then you discard the

2730

01:49:28,490 --> 01:49:26,580

ones you don't want and then you keep

2731

01:49:30,530 --> 01:49:28,500

going that's how you that's where the

2732

01:49:32,990 --> 01:49:30,540

Garbage Collection comes from and and

2733

01:49:35,090 --> 01:49:33,000

that's you with a quantum computer it

2734

01:49:40,310 --> 01:49:35,100

can compute all these things

2735

01:49:43,370 --> 01:49:40,320

like all the you know uh 256 you know uh

2736

01:49:45,169 --> 01:49:43,380

quintillion versions of a code find the

2737

01:49:48,050 --> 01:49:45,179

right one but what happens after that

2738

01:49:50,030 --> 01:49:48,060

what happens to all those other ones uh

2739

01:49:52,550 --> 01:49:50,040

so in a con in a computation you're

2740

01:49:55,070 --> 01:49:52,560

trying to figure something out and you

2741

01:49:56,169 --> 01:49:55,080

try to use finite resources to try to

2742

01:49:58,729 --> 01:49:56,179

figure that out

2743

01:50:00,470 --> 01:49:58,739

and that's why I think you know Quantum

2744

01:50:03,169 --> 01:50:00,480

indeterminacy to a computer scientists

2745

01:50:04,970 --> 01:50:03,179

looks more like a way to optimize so you

2746

01:50:06,950 --> 01:50:04,980

know don't have to render everything all

2747

01:50:08,810 --> 01:50:06,960

the time you only need to render that

2748

01:50:11,510 --> 01:50:08,820

which is being played at that particular

2749

01:50:15,770 --> 01:50:11,520

Moment In Time given some set of finite

2750

01:50:17,570 --> 01:50:15,780

you know resources so well boltzmann uh

2751

01:50:20,330 --> 01:50:17,580

it was really funny

2752

01:50:25,669 --> 01:50:20,340

um when he when he put this out there

2753

01:50:28,189 --> 01:50:25,679

you know he he he he later said uh I'm

2754

01:50:29,330 --> 01:50:28,199

gonna paraphrase his his comments on

2755

01:50:32,090 --> 01:50:29,340

that you

2756

01:50:33,950 --> 01:50:32,100

just making everybody just argue right I

2757

01:50:36,169 --> 01:50:33,960

just wanted to get a debate going

2758

01:50:38,570 --> 01:50:36,179

but it's a thought experiment right yeah

2759

01:50:41,870 --> 01:50:38,580

I thought well he might have used

2760

01:50:43,850 --> 01:50:41,880

thought experiment later at the time he

2761

01:50:45,830 --> 01:50:43,860

was you know he was just getting people

2762

01:50:48,350 --> 01:50:45,840

now today we call it a thought

2763

01:50:49,149 --> 01:50:48,360

experiment right anyway

2764

01:50:52,609 --> 01:50:49,159

um

2765

01:50:56,149 --> 01:50:52,619

he didn't have any idea that that

2766

01:50:59,890 --> 01:50:56,159

thought experiment would continue all

2767

01:51:03,050 --> 01:50:59,900

the way to 2023 and have morphed into

2768

01:51:05,030 --> 01:51:03,060

this was a theory of his it wasn't a

2769

01:51:06,950 --> 01:51:05,040

theory it was just something that he put

2770

01:51:08,990 --> 01:51:06,960

out there to you know to get everybody

2771

01:51:10,790 --> 01:51:09,000

fighting and arguing with each other and

2772

01:51:12,169 --> 01:51:10,800

and maybe come up with something you

2773

01:51:13,970 --> 01:51:12,179

know cool in the end a thought

2774

01:51:17,450 --> 01:51:13,980

experiment if you will

2775

01:51:19,850 --> 01:51:17,460

um but now it's like attributed to him

2776

01:51:21,169 --> 01:51:19,860

you know the Boltzmann's brain in this

2777

01:51:23,990 --> 01:51:21,179

idea yeah he didn't think it was going

2778

01:51:25,550 --> 01:51:24,000

to be named after him yeah and uh now

2779

01:51:28,609 --> 01:51:25,560

now here's the thing

2780

01:51:31,609 --> 01:51:28,619

and this is where he was right though

2781

01:51:33,950 --> 01:51:31,619

because of the limited amount of

2782

01:51:37,790 --> 01:51:33,960

particles and and the way that they can

2783

01:51:41,750 --> 01:51:37,800

combine I think now it has turned into

2784

01:51:46,370 --> 01:51:41,760

an accepted fact that you and I

2785

01:51:49,310 --> 01:51:46,380

are on a Starship and were you know were

2786

01:51:50,750 --> 01:51:49,320

five billion light years away to you

2787

01:51:52,550 --> 01:51:50,760

know in the middle of the creation of

2788

01:51:56,330 --> 01:51:52,560

the universe and and we're just I mean

2789

01:51:59,330 --> 01:51:56,340

we are way out in well Earth is way

2790

01:52:01,850 --> 01:51:59,340

behind us we folded space 20 times right

2791

01:52:04,669 --> 01:52:01,860

and we're cruising around

2792

01:52:06,550 --> 01:52:04,679

and you're like church what is that out

2793

01:52:09,530 --> 01:52:06,560

there I don't know let's pull over

2794

01:52:15,530 --> 01:52:09,540

something's floating okay let's pull up

2795

01:52:18,709 --> 01:52:15,540

dude it's a 1965 Ford Mustang right

2796

01:52:20,830 --> 01:52:18,719

what's it doing out here it's just that

2797

01:52:25,030 --> 01:52:20,840

at that instant

2798

01:52:28,250 --> 01:52:25,040

particles it's a numbers game right

2799

01:52:31,250 --> 01:52:28,260

it's a it's a it's Eddie Van Halen's

2800

01:52:32,330 --> 01:52:31,260

guitar right but there is an assumption

2801  
01:52:34,810 --> 01:52:32,340  
there that

2802  
01:52:39,830 --> 01:52:34,820  
all

2803  
01:52:44,209 --> 01:52:39,840  
don't know if that's true right it could

2804  
01:52:46,250 --> 01:52:44,219  
be that planets end up being round all

2805  
01:52:48,350 --> 01:52:46,260  
the time so you're not going to end up

2806  
01:52:50,930 --> 01:52:48,360  
with a square Planet not because that's

2807  
01:52:52,910 --> 01:52:50,940  
not one of the random configurations of

2808  
01:52:54,590 --> 01:52:52,920  
a possible Planet it's just that

2809  
01:52:56,930 --> 01:52:54,600  
whatever physical laws we have in the

2810  
01:52:58,669 --> 01:52:56,940  
physical Universe make certain paths

2811  
01:53:00,169 --> 01:52:58,679  
right if you think of these things as

2812  
01:53:03,649 --> 01:53:00,179  
paths going around they make certain

2813  
01:53:05,750 --> 01:53:03,659

paths more likely than other paths uh

2814

01:53:07,129 --> 01:53:05,760

and so it makes it harder to to get

2815

01:53:08,990 --> 01:53:07,139

there but you know speaking of a

2816

01:53:10,609 --> 01:53:09,000

boltzmann brain there's this idea of

2817

01:53:12,050 --> 01:53:10,619

last thursdayism have you ever heard

2818

01:53:13,850 --> 01:53:12,060

this

2819

01:53:14,990 --> 01:53:13,860

where the idea is that how do you know

2820

01:53:17,149 --> 01:53:15,000

the universe wasn't created last

2821

01:53:18,410 --> 01:53:17,159

Thursday right it gets back to exactly

2822

01:53:20,390 --> 01:53:18,420

what we've been talking about which is

2823

01:53:22,490 --> 01:53:20,400

the memories if they're arranged in that

2824

01:53:24,590 --> 01:53:22,500

if all the particles are arranged in

2825

01:53:27,229 --> 01:53:24,600

that that way that you just talked about

2826

01:53:28,970 --> 01:53:27,239

with a boltzmann brain right you

2827

01:53:32,270 --> 01:53:28,980

wouldn't know if the history was really

2828

01:53:33,649 --> 01:53:32,280

there or not there's another thought

2829

01:53:34,729 --> 01:53:33,659

experiment that's probably worth it I

2830

01:53:37,010 --> 01:53:34,739

think we're getting close to the end

2831

01:53:39,229 --> 01:53:37,020

here of our time but there's a thought

2832

01:53:40,970 --> 01:53:39,239

experiment called The Experience machine

2833

01:53:42,830 --> 01:53:40,980

uh which was put up with this guy in the

2834

01:53:45,050 --> 01:53:42,840

70s and then in the 80s I forget his

2835

01:53:46,310 --> 01:53:45,060

name at the moment but but basically he

2836

01:53:47,390 --> 01:53:46,320

said what if you could create a virtual

2837

01:53:49,370 --> 01:53:47,400

reality

2838

01:53:50,390 --> 01:53:49,380

that could give you any experience you

2839

01:53:52,550 --> 01:53:50,400

wanted

2840

01:53:54,350 --> 01:53:52,560

you could go in as virtual reality and

2841

01:53:56,750 --> 01:53:54,360

you could become rich you could become

2842

01:53:59,209 --> 01:53:56,760

famous you could become a Sports NFL

2843

01:54:01,729 --> 01:53:59,219

star and you would be so immersed that

2844

01:54:03,050 --> 01:54:01,739

you would not know right that you were

2845

01:54:06,229 --> 01:54:03,060

in there and you would be in there for

2846

01:54:08,330 --> 01:54:06,239

two years and then you would come out uh

2847

01:54:10,310 --> 01:54:08,340

for some period of time and then you

2848

01:54:12,229 --> 01:54:10,320

would go back in and then he had another

2849

01:54:14,629 --> 01:54:12,239

version of the thought experiment which

2850

01:54:16,010 --> 01:54:14,639

is what if you could do that and go in

2851  
01:54:18,350 --> 01:54:16,020  
there for the rest of your life and you

2852  
01:54:19,990 --> 01:54:18,360  
wouldn't would you do it right so this

2853  
01:54:24,350 --> 01:54:20,000  
is an interesting

2854  
01:54:25,609 --> 01:54:24,360  
that's it yes exactly would you do it uh

2855  
01:54:27,229 --> 01:54:25,619  
and that's an interesting question

2856  
01:54:29,290 --> 01:54:27,239  
because I remember this yeah

2857  
01:54:31,010 --> 01:54:29,300  
philosophers have tried to do some

2858  
01:54:33,410 --> 01:54:31,020  
experimental research where they

2859  
01:54:37,189 --> 01:54:33,420  
actually ask people and most people say

2860  
01:54:39,410 --> 01:54:37,199  
no like a majority of people 70 say no I

2861  
01:54:41,570 --> 01:54:39,420  
wouldn't do this right and so it's used

2862  
01:54:43,330 --> 01:54:41,580  
as an argument to say well we're not

2863  
01:54:45,890 --> 01:54:43,340

just pleasure seeking

2864

01:54:47,810 --> 01:54:45,900

machines because if we weren't we it's

2865

01:54:50,930 --> 01:54:47,820

more pleasurable to be in there because

2866

01:54:53,510 --> 01:54:50,940

it's exactly the same right a experience

2867

01:54:54,709 --> 01:54:53,520

but it's not reality so does reality

2868

01:54:56,689 --> 01:54:54,719

have value

2869

01:54:57,830 --> 01:54:56,699

but but I wonder about that it's a

2870

01:55:00,830 --> 01:54:57,840

question I think people could ask

2871

01:55:02,750 --> 01:55:00,840

themselves would they do it if if they

2872

01:55:04,010 --> 01:55:02,760

for the rest of their lives they were in

2873

01:55:07,310 --> 01:55:04,020

this virtual ad but they could have any

2874

01:55:13,850 --> 01:55:07,320

life they wanted it reminds me of uh

2875

01:55:16,550 --> 01:55:13,860

Leonard suskin and he uh I've I've

2876  
01:55:19,310 --> 01:55:16,560  
watched this uh presentation of his many

2877  
01:55:22,189 --> 01:55:19,320  
times just a small thing with a group of

2878  
01:55:24,229 --> 01:55:22,199  
friends he's had a white board and he's

2879  
01:55:26,689 --> 01:55:24,239  
just just rambling one night just a

2880  
01:55:27,530 --> 01:55:26,699  
great conversation but he says he says

2881  
01:55:30,109 --> 01:55:27,540  
this

2882  
01:55:31,910 --> 01:55:30,119  
uh you know back to Robert's point with

2883  
01:55:38,090 --> 01:55:31,920  
the experience machine and and what

2884  
01:55:42,590 --> 01:55:40,550  
everything

2885  
01:55:44,570 --> 01:55:42,600  
you can think of

2886  
01:55:46,550 --> 01:55:44,580  
the craziest thought

2887  
01:55:49,370 --> 01:55:46,560  
idea

2888  
01:55:50,870 --> 01:55:49,380

will happen

2889

01:55:53,450 --> 01:55:50,880

that's it

2890

01:55:56,270 --> 01:55:53,460

and so you see if you just think about

2891

01:55:59,270 --> 01:55:56,280

that for a second so he goes off and and

2892

01:56:00,950 --> 01:55:59,280

gives an example and this thing and he I

2893

01:56:04,910 --> 01:56:00,960

think he even brings up about uh

2894

01:56:06,709 --> 01:56:04,920

Boltzmann's brain he this long thick but

2895

01:56:09,649 --> 01:56:06,719

it's just a fantastic he's a great

2896

01:56:14,689 --> 01:56:09,659

Storyteller right he's a great orator

2897

01:56:16,189 --> 01:56:14,699

but that general statement whatever it

2898

01:56:19,490 --> 01:56:16,199

is

2899

01:56:22,070 --> 01:56:19,500

will eventually happen it may not happen

2900

01:56:27,109 --> 01:56:22,080

tomorrow and it may take a very long

2901  
01:56:29,870 --> 01:56:27,119  
time but everything everything will

2902  
01:56:33,770 --> 01:56:29,880  
eventually happen and that's a crazy

2903  
01:56:36,169 --> 01:56:33,780  
thought right there just right there

2904  
01:56:39,830 --> 01:56:36,179  
yeah that is a crazy thought and it gets

2905  
01:56:42,169 --> 01:56:39,840  
back to is every possible configuration

2906  
01:56:44,450 --> 01:56:42,179  
of these particles

2907  
01:56:45,350 --> 01:56:44,460  
you know is it likely to happen at some

2908  
01:56:48,109 --> 01:56:45,360  
point

2909  
01:56:51,050 --> 01:56:48,119  
um I would argue that that's true for

2910  
01:56:53,330 --> 01:56:51,060  
chaotic processes so in Chaos Theory

2911  
01:56:56,810 --> 01:56:53,340  
there's this idea of processes that go

2912  
01:56:58,370 --> 01:56:56,820  
into a steady state right and so uh they

2913  
01:57:00,109 --> 01:56:58,380

basically end up just repeating the same

2914

01:57:02,990 --> 01:57:00,119

numbers or they stay at the same level

2915

01:57:05,870 --> 01:57:03,000

and then you can or they're going to a

2916

01:57:07,669 --> 01:57:05,880

periodic so every fifth step or every

2917

01:57:10,729 --> 01:57:07,679

500 steps it ends up here it's like a

2918

01:57:12,589 --> 01:57:10,739

period periodicity And so that is

2919

01:57:15,770 --> 01:57:12,599

predictable but then the chaotic

2920

01:57:17,330 --> 01:57:15,780

processes are not predictable and so you

2921

01:57:18,830 --> 01:57:17,340

can never say whether something is

2922

01:57:21,109 --> 01:57:18,840

actually going to happen or not without

2923

01:57:23,510 --> 01:57:21,119

actually going all the way to those

2924

01:57:24,890 --> 01:57:23,520

Infinity to try to figure out if it's

2925

01:57:26,750 --> 01:57:24,900

going to happen or not so it's an

2926

01:57:28,430 --> 01:57:26,760

interesting question is every

2927

01:57:31,609 --> 01:57:28,440

configuration

2928

01:57:33,770 --> 01:57:31,619

equally likely to happen or not that it

2929

01:57:35,149 --> 01:57:33,780

gets back to probabilities too so yeah

2930

01:57:37,729 --> 01:57:35,159

it is it is an interesting thought

2931

01:57:42,649 --> 01:57:37,739

experiment though it's crazy yeah I mean

2932

01:57:44,750 --> 01:57:42,659

and and and Lenny uh he his example uh

2933

01:57:47,510 --> 01:57:44,760

I'm it's a very I'm going to give you

2934

01:57:49,729 --> 01:57:47,520

the short version of it yeah he's uh he

2935

01:57:52,669 --> 01:57:49,739

says something like you're in your

2936

01:57:55,790 --> 01:57:52,679

kitchen you got a bowl of oatmeal you're

2937

01:57:58,390 --> 01:57:55,800

stirring the oatmeal and you drop the

2938

01:58:01,250 --> 01:57:58,400

bowl and the bowl hits the ground

2939

01:58:05,030 --> 01:58:01,260

shatters and the oatmeal goes all over

2940

01:58:08,830 --> 01:58:05,040

the floor and then it reverses itself

2941

01:58:12,770 --> 01:58:08,840

right and all of them matter

2942

01:58:15,830 --> 01:58:12,780

recombines and the bowl and the oatmeal

2943

01:58:18,609 --> 01:58:15,840

come back up to your hand

2944

01:58:25,070 --> 01:58:22,729

it's gonna happen right and so you you

2945

01:58:26,810 --> 01:58:25,080

think of you know and that's his example

2946

01:58:30,290 --> 01:58:26,820

you know just think of something crazy

2947

01:58:32,149 --> 01:58:30,300

just think of of something that is

2948

01:58:34,669 --> 01:58:32,159

absolutely impossible no all things are

2949

01:58:37,609 --> 01:58:34,679

possible that's it and and will

2950

01:58:39,770 --> 01:58:37,619

eventually happen so there you go Riz

2951

01:58:41,390 --> 01:58:39,780

thank you so much when's the when's the

2952

01:58:43,910 --> 01:58:41,400

hey you know what you know what's funny

2953

01:58:46,070 --> 01:58:43,920

you and I were talking the other day we

2954

01:58:47,390 --> 01:58:46,080

had like five things that we were going

2955

01:58:48,680 --> 01:58:47,400

to talk about tonight we didn't talk

2956

01:58:56,589 --> 01:58:48,690

about any of them

2957

01:59:02,390 --> 01:59:00,770

we had a whole show planned and uh we'll

2958

01:59:04,129 --> 01:59:02,400

have to come back for another show then

2959

01:59:06,709 --> 01:59:04,139

you're the absolute best rizz are you

2960

01:59:08,689 --> 01:59:06,719

coming out to a conscious life Expo I

2961

01:59:10,550 --> 01:59:08,699

may stop by originally I was planning to

2962

01:59:12,229 --> 01:59:10,560

be in another city but that got canceled

2963

01:59:14,510 --> 01:59:12,239

so I may end up stopping by conscious

2964

01:59:16,030 --> 01:59:14,520

life you got to come hang out with us

2965

01:59:18,530 --> 01:59:16,040

man you got to cook yeah I'd love to

2966

01:59:20,689 --> 01:59:18,540

danion's gonna be there yeah I think

2967

01:59:21,890 --> 01:59:20,699

he's speaking on uh Friday so that'll

2968

01:59:23,570 --> 01:59:21,900

probably be the day I'll try to make it

2969

01:59:25,010 --> 01:59:23,580

out if I yeah yeah come and hang out

2970

01:59:27,770 --> 01:59:25,020

with us man let's break some bread

2971

01:59:31,250 --> 01:59:27,780

you're the best uh what's your website

2972

01:59:33,950 --> 01:59:31,260

so my website is Zen entrepreneur.com

2973

01:59:35,930 --> 01:59:33,960

and they can get uh people can download

2974

01:59:38,209 --> 01:59:35,940

free chapters of my various books

2975

01:59:40,129 --> 01:59:38,219

including the simulated Multiverse which

2976

01:59:42,229 --> 01:59:40,139

is the latest one and then there's a new

2977

01:59:45,109 --> 01:59:42,239

book do you have treasure hunt up there

2978

01:59:46,550 --> 01:59:45,119

too yes treasure hunt as well uh you can

2979

01:59:49,010 --> 01:59:46,560

link to that and Zen entrepreneurship

2980

01:59:50,930 --> 01:59:49,020

Which is my very first book

2981

01:59:52,790 --> 01:59:50,940

um is up there also in the startup book

2982

01:59:55,250 --> 01:59:52,800

which is more of a business book about

2983

01:59:57,290 --> 01:59:55,260

startup myths and models what you won't

2984

01:59:58,910 --> 01:59:57,300

learn in business school it was supposed

2985

02:00:00,890 --> 01:59:58,920

to be called what you won't learn at

2986

02:00:03,169 --> 02:00:00,900

Stanford Business School but it was

2987

02:00:04,490 --> 02:00:03,179

published by Colombia business school

2988

02:00:05,890 --> 02:00:04,500

press and they're like hey we can't

2989

02:00:08,270 --> 02:00:05,900

knock Stanford

2990

02:00:10,189 --> 02:00:08,280

in our title so

2991

02:00:12,530 --> 02:00:10,199

you're the best man I'll see you in a

2992

02:00:14,810 --> 02:00:12,540

couple of weeks no no next weekend I'll

2993

02:00:16,910 --> 02:00:14,820

see you next weekend just live facts

2994

02:00:18,530 --> 02:00:16,920

about Riz thank you so much my friend

2995

02:00:21,770 --> 02:00:18,540

behave and be well

2996

02:00:25,550 --> 02:00:21,780

thanks for having me you're the best Riz

2997

02:00:27,530 --> 02:00:25,560

verk and rizz's links are uh in the

2998

02:00:31,010 --> 02:00:27,540

description box below for social media

2999

02:00:32,750 --> 02:00:31,020

and of course over on our website all

3000

02:00:36,109 --> 02:00:32,760

right so with that what a great show

3001  
02:00:37,910 --> 02:00:36,119  
tonight thank you Riz and and again he

3002  
02:00:41,930 --> 02:00:37,920  
just makes me think and that's the best

3003  
02:00:43,550 --> 02:00:41,940  
part of doing this show absolutely

3004  
02:00:46,070 --> 02:00:43,560  
incredible all right let me see what I

3005  
02:00:49,010 --> 02:00:46,080  
got going on here what have I got going

3006  
02:00:50,750 --> 02:00:49,020  
on oh there it is there it is I got this

3007  
02:00:56,570 --> 02:00:50,760  
figured out

3008  
02:00:58,550 --> 02:00:56,580  
tomorrow night Jason quit is with us

3009  
02:00:59,930 --> 02:00:58,560  
he's got a new book coming out

3010  
02:01:01,970 --> 02:00:59,940  
um I've got it

3011  
02:01:04,070 --> 02:01:01,980  
and we're gonna be talking about some

3012  
02:01:07,310 --> 02:01:04,080  
pretty interesting Concepts and secrets

3013  
02:01:09,290 --> 02:01:07,320

that are about to be revealed so all of

3014

02:01:10,669 --> 02:01:09,300

that tomorrow night on Fade to Black

3015

02:01:12,649 --> 02:01:10,679

you're not going to want to miss that

3016

02:01:14,450 --> 02:01:12,659

Fade to Black is produced by Hilton J

3017

02:01:16,370 --> 02:01:14,460

Palm Renee Dennis and Kevin what Master

3018

02:01:19,490 --> 02:01:16,380

is Drew the geek music Doug Aldrich

3019

02:01:21,410 --> 02:01:19,500

intro space boy spaceboymusic.com Fade

3020

02:01:22,850 --> 02:01:21,420

to Black is produced by kjcr for the

3021

02:01:26,750 --> 02:01:22,860

game changer Network and this broadcast

3022

02:01:29,089 --> 02:01:26,760

is owned and copyrighted 2023 by Fade to

3023

02:01:31,550 --> 02:01:29,099

Black and The Game Changer networking

3024

02:01:33,109 --> 02:01:31,560

it cannot be rebroadcast download a copy

3025

02:01:34,729 --> 02:01:33,119

it or use anywhere in the known universe

3026

02:01:36,169 --> 02:01:34,739

without written permission from Fade to

3027

02:01:38,149 --> 02:01:36,179

Black or the game changer Network I'm

3028

02:01:41,270 --> 02:01:38,159

Yours Timmy church tomorrow night

3029

02:01:43,609 --> 02:01:41,280

Jason quick until then I want everybody

3030

02:01:47,320 --> 02:01:43,619

to be safe

3031

02:01:54,350 --> 02:01:47,330

go back Lee tappy

3032

02:02:10,150 --> 02:02:09,169

[Music]