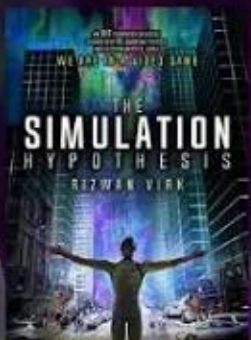


# Riz Virk

## skeptiko #442



**Simulation Hypothesis Fears?**

### **Skeptiko Topics:**

Consciousness Science  
Parapsychology  
Near-Death Experience  
Spirituality  
Skeptics/Skepticism  
Psi  
Psychics & Mediums  
Atheism  
UFO  
Neuroscience  
Conspiracy Theories  
Contactee Experience  
OBE

1  
00:00:08,660 --> 00:00:06,860

hi everyone

2  
00:00:12,110 --> 00:00:08,670

I have an interview coming up in a

3  
00:00:14,419 --> 00:00:12,120

minute with rizz Burke the author of the

4  
00:00:17,930 --> 00:00:14,429

simulation hypothesis and a guy who

5  
00:00:21,500 --> 00:00:17,940

keeps popping up more and more these

6  
00:00:26,359 --> 00:00:21,510

days in all the right places super smart

7  
00:00:30,050 --> 00:00:26,369

super accomplished with a fresh new very

8  
00:00:33,650 --> 00:00:30,060

imaginative and very challenging angle

9  
00:00:36,920 --> 00:00:33,660

on this simulation are we living in a

10  
00:00:40,630 --> 00:00:36,930

simulation hypothesis he comes at things

11  
00:00:44,590 --> 00:00:40,640

from a very advanced computer MIT

12  
00:00:48,170 --> 00:00:44,600

cutting-edge gaming virtual reality AI

13  
00:00:51,080 --> 00:00:48,180

perspective and that really brings a lot

14

00:00:54,590 --> 00:00:51,090

to the table here are some clips from

15

00:00:57,860 --> 00:00:54,600

the interview if you can do it you will

16

00:01:01,340 --> 00:00:57,870

do it and the Luddites never really win

17

00:01:03,529 --> 00:01:01,350

do they yeah I mean if that's one thing

18

00:01:05,380 --> 00:01:03,539

that we generally learned in history is

19

00:01:08,480 --> 00:01:05,390

that if something can be done

20

00:01:10,940 --> 00:01:08,490

technologically it's likely that it will

21

00:01:13,100 --> 00:01:10,950

be done when you talk about simulation

22

00:01:16,190 --> 00:01:13,110

it's the kind of thing that you know I

23

00:01:18,170 --> 00:01:16,200

lay out in in in my book the ten stages

24

00:01:20,450 --> 00:01:18,180

to the simulation point so these are

25

00:01:21,920 --> 00:01:20,460

stages of technology that we would have

26

00:01:23,510 --> 00:01:21,930

to develop and of course I look at it

27

00:01:25,249 --> 00:01:23,520

from a videogame perspective so stage

28

00:01:26,120 --> 00:01:25,259

one is the creation of the first text

29

00:01:28,130 --> 00:01:26,130

adventure Ames

30

00:01:31,069 --> 00:01:28,140

Stage two or graphical games like

31

00:01:33,100 --> 00:01:31,079

pac-man etc getting to virtual reality

32

00:01:36,039 --> 00:01:33,110

and augmented reality where we are today

33

00:01:38,740 --> 00:01:36,049

but what I like about the simulation

34

00:01:41,830 --> 00:01:38,750

hypothesis is that it provides a bridge

35

00:01:45,649 --> 00:01:41,840

between the materialist world view and

36

00:01:47,030 --> 00:01:45,659

the world view of the Mystics and people

37

00:01:49,490 --> 00:01:47,040

who think that consciousness is

38

00:01:51,050 --> 00:01:49,500

fundamental and that's why you know I'm

39

00:01:52,940 --> 00:01:51,060

glad you the first thing you brought up

40

00:01:56,090 --> 00:01:52,950

was this distinction between neo and

41

00:01:58,100 --> 00:01:56,100

Agent Smith because that really is the

42

00:02:01,160 --> 00:01:58,110

fundamental tension that I tried to

43

00:02:04,459 --> 00:02:01,170

explore in this book is that you know is

44

00:02:07,700 --> 00:02:04,469

consciousness just reproduction of

45

00:02:10,190 --> 00:02:07,710

neurons which in which case they can be

46

00:02:12,470 --> 00:02:10,200

and consciousness can be reproduced or

47

00:02:13,750 --> 00:02:12,480

is it in fact a conscious entity outside

48

00:02:15,580 --> 00:02:13,760

that's playing

49

00:02:17,170 --> 00:02:15,590

role or playing a game but that's

50

00:02:19,539 --> 00:02:17,180

something that I can discuss you know

51  
00:02:21,130 --> 00:02:19,549  
with physicists and people at MIT and I

52  
00:02:24,130 --> 00:02:21,140  
can discuss it with Buddhist monks and

53  
00:02:27,520 --> 00:02:24,140  
it's got that with you know biblical

54  
00:02:29,920 --> 00:02:27,530  
scholars as well because there's lots of

55  
00:02:32,530 --> 00:02:29,930  
aspects to AI and this idea that the

56  
00:02:34,899 --> 00:02:32,540  
world around us isn't quite the real

57  
00:02:37,740 --> 00:02:34,909  
world right that perhaps there is

58  
00:02:39,670 --> 00:02:37,750  
another world that we cannot see

59  
00:02:41,259 --> 00:02:39,680  
same thing with spoon bending right

60  
00:02:44,830 --> 00:02:41,269  
people will say it doesn't exist but

61  
00:02:46,599 --> 00:02:44,840  
many people have seen it so you know I

62  
00:02:48,610 --> 00:02:46,609  
think it's showing us that the material

63  
00:02:52,960 --> 00:02:48,620

world is not quite what we think it is

64

00:02:54,369 --> 00:02:52,970

but it's so far out of the paradigms so

65

00:02:55,809 --> 00:02:54,379

getting back to Jacque Valley and UFOs

66

00:02:57,670 --> 00:02:55,819

you know I had lunch with him recently

67

00:03:00,099 --> 00:02:57,680

and he told me he investigated a case

68

00:03:01,809 --> 00:03:00,109

where they were supposed to the UFO and

69

00:03:03,970 --> 00:03:01,819

they said it came down at a 45-degree

70

00:03:06,819 --> 00:03:03,980

angle and it actually left some marks on

71

00:03:09,220 --> 00:03:06,829

the ground and so there were some

72

00:03:10,869 --> 00:03:09,230

physical evidence so John went back

73

00:03:12,399 --> 00:03:10,879

after the original investigation and he

74

00:03:14,800 --> 00:03:12,409

he looked at he looked at he said you

75

00:03:16,360 --> 00:03:14,810

said it went at a 45 degree angle that

76  
00:03:20,050 --> 00:03:16,370  
means it would have had to go through

77  
00:03:21,280 --> 00:03:20,060  
the trees they said yeah but we don't

78  
00:03:24,610 --> 00:03:21,290  
want to tell anybody that because nobody

79  
00:03:27,009 --> 00:03:24,620  
would believe us which gets back to you

80  
00:03:30,490 --> 00:03:27,019  
know is this a virtual phenomenon that

81  
00:03:32,770 --> 00:03:30,500  
gets materialized when it's needed and

82  
00:03:34,750 --> 00:03:32,780  
it's something that we see and so you

83  
00:03:37,449 --> 00:03:34,760  
know I think that's where kind of

84  
00:03:38,879 --> 00:03:37,459  
explaining how all that works is is the

85  
00:03:43,230 --> 00:03:38,889  
task that's ongoing

86  
00:03:49,790 --> 00:03:43,240  
stay with us for skeptical

87  
00:03:52,080 --> 00:03:49,800  
[Music]

88  
00:03:53,880 --> 00:03:52,090

welcome to skeptic oh where we explore

89

00:03:56,640 --> 00:03:53,890

controversial science and spirituality

90

00:03:57,570 --> 00:03:56,650

with leading researchers thinkers and

91

00:04:00,570 --> 00:03:57,580

their critics

92

00:04:03,870 --> 00:04:00,580

I'm your host Alex Karras and today we

93

00:04:05,910 --> 00:04:03,880

welcome the amazing RIS Virk to skeptic

94

00:04:08,250 --> 00:04:05,920

Oh R is is a super successful

95

00:04:11,280 --> 00:04:08,260

entrepreneur and video game creator who

96

00:04:13,920 --> 00:04:11,290

became a super successful high tech

97

00:04:15,810 --> 00:04:13,930

investor and a super successful movie

98

00:04:17,460 --> 00:04:15,820

producer and okay this is getting a

99

00:04:20,130 --> 00:04:17,470

little ridiculous but it's all true

100

00:04:22,050 --> 00:04:20,140

folks one more throw in their super

101

00:04:24,660 --> 00:04:22,060

successful author of several

102

00:04:26,970 --> 00:04:24,670

best-selling books including one that

103

00:04:32,340 --> 00:04:26,980

we're going to talk about today the

104

00:04:33,930 --> 00:04:32,350

simulation hypothesis so R is fantastic

105

00:04:36,420 --> 00:04:33,940

to have you here thanks so much for

106

00:04:39,870 --> 00:04:36,430

joining me and welcome to skeptic oh I

107

00:04:42,210 --> 00:04:39,880

thank so much for having me yeah you

108

00:04:45,270 --> 00:04:42,220

know the simulation hypothesis is

109

00:04:47,760 --> 00:04:45,280

something that all my listeners are

110

00:04:49,350 --> 00:04:47,770

going to be familiar with but jumping

111

00:04:51,720 --> 00:04:49,360

right into the middle of this not

112

00:04:54,900 --> 00:04:51,730

wasting any time one of the things that

113

00:04:59,160 --> 00:04:54,910

I thought was interesting about what you

114

00:05:02,160 --> 00:04:59,170

did in your book is I love how you kind

115

00:05:05,420 --> 00:05:02,170

of brought in the idea that there's

116

00:05:07,730 --> 00:05:05,430

really more than one simulation

117

00:05:10,080 --> 00:05:07,740

hypothesis out there and I thought was

118

00:05:13,280 --> 00:05:10,090

particularly interesting the way you

119

00:05:16,760 --> 00:05:13,290

gave it from a kind of matrix

120

00:05:22,110 --> 00:05:16,770

perspective and the difference between

121

00:05:24,060 --> 00:05:22,120

neo and Agent Smith so jumping right in

122

00:05:27,210 --> 00:05:24,070

the middle of this do you want to kind

123

00:05:30,210 --> 00:05:27,220

of tell us why there are really more

124

00:05:32,490 --> 00:05:30,220

than one simulation hypothesis and how

125

00:05:35,790 --> 00:05:32,500

you might break that down as a video

126

00:05:37,470 --> 00:05:35,800

game guy yeah sure and so you know the

127

00:05:39,480 --> 00:05:37,480

simulation hypothesis is the idea that

128

00:05:41,310 --> 00:05:39,490

we live inside the computer simulation

129

00:05:43,620 --> 00:05:41,320

which as you said many of your listeners

130

00:05:46,200 --> 00:05:43,630

have probably already heard of and are

131

00:05:47,400 --> 00:05:46,210

familiar with the concept so it was

132

00:05:49,410 --> 00:05:47,410

considered pretty much science fiction

133

00:05:51,360 --> 00:05:49,420

for many years especially when the

134

00:05:53,390 --> 00:05:51,370

matrix came out but that is very much

135

00:05:56,510 --> 00:05:53,400

the most popular I

136

00:05:58,820 --> 00:05:56,520

the incarnation of that idea and so I

137

00:06:01,129 --> 00:05:58,830

like to use matrix references as much as

138

00:06:03,170 --> 00:06:01,139

possible just because it's a easy way

139

00:06:04,820 --> 00:06:03,180

for people to understand that and so I

140

00:06:06,830 --> 00:06:04,830

break it down and that there's actually

141

00:06:09,740 --> 00:06:06,840

two different versions of the simulation

142

00:06:12,320 --> 00:06:09,750

hypothesis they're not entirely mutually

143

00:06:14,990 --> 00:06:12,330

exclusive and I call those the NPC

144

00:06:17,570 --> 00:06:15,000

version or the non-player character

145

00:06:21,350 --> 00:06:17,580

version of the simulation hypothesis

146

00:06:23,330 --> 00:06:21,360

where everyone is an AI and so this

147

00:06:25,310 --> 00:06:23,340

would be I guess you would say this is

148

00:06:27,469 --> 00:06:25,320

what the materialist view of the

149

00:06:30,050 --> 00:06:27,479

simulation hypothesis would be that

150

00:06:31,909 --> 00:06:30,060

consciousness arises from simulating

151  
00:06:34,760 --> 00:06:31,919  
neurons on a computer and therefore

152  
00:06:37,730 --> 00:06:34,770  
everyone is a computer program or shall

153  
00:06:39,710 --> 00:06:37,740  
we say just a computer program the other

154  
00:06:42,469 --> 00:06:39,720  
version of the simulation hypothesis I

155  
00:06:45,080 --> 00:06:42,479  
like to call it the RPG version or the

156  
00:06:47,870 --> 00:06:45,090  
role-playing game version is where

157  
00:06:52,250 --> 00:06:47,880  
players exist outside of the game and

158  
00:06:54,050 --> 00:06:52,260  
then they play an avatar inside the game

159  
00:06:56,689 --> 00:06:54,060  
so very much like I might have a

160  
00:06:59,270 --> 00:06:56,699  
character in World of Warcraft or in

161  
00:07:02,240 --> 00:06:59,280  
fortnight or in the matrix and so I like

162  
00:07:05,320 --> 00:07:02,250  
to use the the distinction between neo

163  
00:07:07,520 --> 00:07:05,330

who exists outside the matrix and

164

00:07:09,980 --> 00:07:07,530

Morpheus who was named after the Greek

165

00:07:12,890 --> 00:07:09,990

god of dreams Laurence Fishburne who

166

00:07:15,050 --> 00:07:12,900

also exists outside the matrix versus

167

00:07:17,300 --> 00:07:15,060

Agent Smith who is simply a computer

168

00:07:19,250 --> 00:07:17,310

program and even though he's in the

169

00:07:21,740 --> 00:07:19,260

simulation appears to have godlike

170

00:07:25,490 --> 00:07:21,750

powers within the simulation as well

171

00:07:27,409 --> 00:07:25,500

he is just an AI and so what most people

172

00:07:28,550 --> 00:07:27,419

don't realize is that when a lot of

173

00:07:30,469 --> 00:07:28,560

academics are talking about the

174

00:07:33,800 --> 00:07:30,479

simulation hypothesis they are talking

175

00:07:36,800 --> 00:07:33,810

about the NPC version but Agent Smith

176

00:07:38,719 --> 00:07:36,810

version that's exactly right yeah and

177

00:07:40,550 --> 00:07:38,729

the reason is if you go back to you know

178

00:07:43,580 --> 00:07:40,560

one of the events that made this a

179

00:07:46,850 --> 00:07:43,590

popular topic of conversation was a Nick

180

00:07:48,140 --> 00:07:46,860

Bostrom's paper in 2003 are you living

181

00:07:50,750 --> 00:07:48,150

in a computer simulation he's a

182

00:07:52,610 --> 00:07:50,760

philosopher at Oxford and you know he

183

00:07:54,890 --> 00:07:52,620

laid out three possibilities one is that

184

00:07:57,110 --> 00:07:54,900

a civilization never reaches what I like

185

00:07:59,120 --> 00:07:57,120

to call the simulation point which is

186

00:08:01,250 --> 00:07:59,130

the point at which we can create a

187

00:08:03,709 --> 00:08:01,260

simulation or a video game that's so

188

00:08:05,959 --> 00:08:03,719

realistic that it can't be distinguished

189

00:08:06,920 --> 00:08:05,969

from physical reality the second is that

190

00:08:09,260 --> 00:08:06,930

it reaches that point

191

00:08:11,840 --> 00:08:09,270

but it never creates any simulations and

192

00:08:13,580 --> 00:08:11,850

the third possibility is that we are

193

00:08:15,560 --> 00:08:13,590

most likely living in a simulation and

194

00:08:17,659 --> 00:08:15,570

he says that is because if the

195

00:08:19,520 --> 00:08:17,669

civilization ever gets there anywhere in

196

00:08:22,070 --> 00:08:19,530

the galaxy then they will create lots

197

00:08:23,659 --> 00:08:22,080

and lots of similar simulations inside

198

00:08:25,999 --> 00:08:23,669

those simulations will be billions if

199

00:08:27,950 --> 00:08:26,009

not trillions of beings in each one and

200

00:08:29,659 --> 00:08:27,960

you might have billions of those so if

201  
00:08:32,360 --> 00:08:29,669  
you just add up all of the beings in the

202  
00:08:35,930 --> 00:08:32,370  
universe there's more likely to be more

203  
00:08:37,820 --> 00:08:35,940  
simulated beings then there are you know

204  
00:08:41,149 --> 00:08:37,830  
beings who actually have a player

205  
00:08:44,329 --> 00:08:41,159  
associated with them multiple agents

206  
00:08:46,280 --> 00:08:44,339  
myths like we see and then multiple

207  
00:08:49,780 --> 00:08:46,290  
simulations and one of the things that I

208  
00:08:52,940 --> 00:08:49,790  
really thought was was quite you know

209  
00:08:57,829 --> 00:08:52,950  
great that you drilled this home is the

210  
00:08:59,660 --> 00:08:57,839  
if you can you will kind of thing and I

211  
00:09:02,269 --> 00:08:59,670  
think it plays into so much of what

212  
00:09:04,910 --> 00:09:02,279  
we've experienced both not just in

213  
00:09:06,470 --> 00:09:04,920

computer technology but in the

214

00:09:09,140 --> 00:09:06,480

advancement of technology and the

215

00:09:11,690 --> 00:09:09,150

advancement of civilization if you can

216

00:09:16,370 --> 00:09:11,700

do it you will do it and the Luddites

217

00:09:17,840 --> 00:09:16,380

never really win do they yeah I mean if

218

00:09:20,510 --> 00:09:17,850

that's one thing that we've generally

219

00:09:21,470 --> 00:09:20,520

learned in history is that if something

220

00:09:24,320 --> 00:09:21,480

can be done

221

00:09:26,920 --> 00:09:24,330

technologically it's likely that it will

222

00:09:29,300 --> 00:09:26,930

be done and you know when you talk about

223

00:09:32,630 --> 00:09:29,310

simulation it's the kind of thing that

224

00:09:34,880 --> 00:09:32,640

you know I lay out in in in my book the

225

00:09:37,100 --> 00:09:34,890

ten stages to the simulation point so

226

00:09:38,449 --> 00:09:37,110

these are stages of technology that we

227

00:09:39,769 --> 00:09:38,459

would have to develop and of course I

228

00:09:41,660 --> 00:09:39,779

look at it from a video game perspective

229

00:09:44,060 --> 00:09:41,670

so stage one is the creation of the

230

00:09:47,180 --> 00:09:44,070

first text adventure Ames stage two or

231

00:09:48,650 --> 00:09:47,190

graphical games like pac-man etc getting

232

00:09:51,740 --> 00:09:48,660

to virtual reality and augmented reality

233

00:09:53,420 --> 00:09:51,750

where we are today and by stage ten we

234

00:09:58,540 --> 00:09:53,430

would get to downloadable consciousness

235

00:10:01,550 --> 00:09:58,550

where we can actually get right into a

236

00:10:03,650 --> 00:10:01,560

character that's based on silicon and

237

00:10:05,440 --> 00:10:03,660

that might come through brain computer

238

00:10:08,780 --> 00:10:05,450

interfaces so if you remember the matrix

239

00:10:11,180 --> 00:10:08,790

neo had that wire connected to the back

240

00:10:12,829 --> 00:10:11,190

of his head and so with the simulation

241

00:10:15,530 --> 00:10:12,839

hypothesis the idea is if anyone ever

242

00:10:17,600 --> 00:10:15,540

gets there then it's likely they've

243

00:10:19,069 --> 00:10:17,610

already made many many different

244

00:10:21,300 --> 00:10:19,079

simulations so I think you know that

245

00:10:24,389 --> 00:10:21,310

that's a really interesting

246

00:10:26,670 --> 00:10:24,399

and it's a good way to think about you

247

00:10:28,410 --> 00:10:26,680

know how things might evolve it's kind

248

00:10:30,720 --> 00:10:28,420

of eye-opening for people too because

249

00:10:32,579 --> 00:10:30,730

you know some people will buy the

250

00:10:34,590 --> 00:10:32,589

concept that we will get there and we

251  
00:10:36,509 --> 00:10:34,600  
will create realistic sim elections but

252  
00:10:38,370 --> 00:10:36,519  
making that leap to well then somebody

253  
00:10:42,240 --> 00:10:38,380  
else has already created one or more is

254  
00:10:43,920 --> 00:10:42,250  
it is a conceptually now we'll come back

255  
00:10:45,630 --> 00:10:43,930  
to this in a minute because you know the

256  
00:10:47,550 --> 00:10:45,640  
one thing I also think are the kind of

257  
00:10:49,680 --> 00:10:47,560  
thing I would interject in there is I

258  
00:10:53,190 --> 00:10:49,690  
think there's a lot of different

259  
00:10:57,060 --> 00:10:53,200  
permutations and combinations along that

260  
00:10:59,759 --> 00:10:57,070  
path that are interesting to including

261  
00:11:01,769 --> 00:10:59,769  
augmented consciousness augmented

262  
00:11:04,920 --> 00:11:01,779  
reality all those things and I don't

263  
00:11:07,470 --> 00:11:04,930

know that it really breaks down as just

264

00:11:09,360 --> 00:11:07,480

those two but interesting stuff to talk

265

00:11:12,090 --> 00:11:09,370

about but let me jump to another topic

266

00:11:14,370 --> 00:11:12,100

that again as a real head-scratcher but

267

00:11:17,069 --> 00:11:14,380

add so much the conversation and you

268

00:11:19,530 --> 00:11:17,079

bring this to the fore in a really cool

269

00:11:21,960 --> 00:11:19,540

way because you do have this super great

270

00:11:26,699 --> 00:11:21,970

background in computer game develop and

271

00:11:29,730 --> 00:11:26,709

in AI and that's this idea that you only

272

00:11:33,050 --> 00:11:29,740

render what you need and then you do a

273

00:11:36,690 --> 00:11:33,060

fantastic job of linking that back to

274

00:11:39,569 --> 00:11:36,700

like physics like the most important

275

00:11:41,940 --> 00:11:39,579

experiment in quantum physics ever you

276

00:11:45,300 --> 00:11:41,950

know like the double-slit collapse the

277

00:11:46,710 --> 00:11:45,310

wavefunction thing tell us you

278

00:11:51,090 --> 00:11:46,720

beautifully linked those who together

279

00:11:52,829 --> 00:11:51,100

tell us about that yeah you know one of

280

00:11:53,970 --> 00:11:52,839

the reasons I wrote this book and and

281

00:11:55,620 --> 00:11:53,980

you know about a third of the book is

282

00:11:58,530 --> 00:11:55,630

about the technology about a third is

283

00:12:00,240 --> 00:11:58,540

about physics including what we're

284

00:12:02,400 --> 00:12:00,250

talking about here and a third is about

285

00:12:04,380 --> 00:12:02,410

religions and consciousness and we can

286

00:12:06,630 --> 00:12:04,390

talk about that in a minute but you know

287

00:12:09,240 --> 00:12:06,640

when I look at the really big mysteries

288

00:12:11,069 --> 00:12:09,250

in quantum physics the question that

289

00:12:13,650 --> 00:12:11,079

doesn't get answered is why do these

290

00:12:15,030 --> 00:12:13,660

exist right and so you know with the

291

00:12:17,970 --> 00:12:15,040

idea of the double slit experiment

292

00:12:19,920 --> 00:12:17,980

there's this idea that a particle will

293

00:12:22,319 --> 00:12:19,930

go through one slit or the other but you

294

00:12:24,750 --> 00:12:22,329

don't know that until somebody is there

295

00:12:26,220 --> 00:12:24,760

to observe it and probably a better way

296

00:12:27,930 --> 00:12:26,230

to explain that is through Schrodinger's

297

00:12:31,170 --> 00:12:27,940

cat right the cat is either alive or

298

00:12:33,240 --> 00:12:31,180

dead and common sense tells us that it's

299

00:12:35,280 --> 00:12:33,250

one or the other but quantum physics

300

00:12:38,519 --> 00:12:35,290

tells us it's both

301  
00:12:41,400 --> 00:12:38,529  
until and unless somebody actually opens

302  
00:12:44,340 --> 00:12:41,410  
up the box to look at that cat right and

303  
00:12:47,280 --> 00:12:44,350  
so that reminded me a lot of video games

304  
00:12:48,780 --> 00:12:47,290  
and how we develop video games so if you

305  
00:12:52,139 --> 00:12:48,790  
were to ask a video game developer in

306  
00:12:55,610 --> 00:12:52,149  
the 80s can you render a fully 3d world

307  
00:12:58,230 --> 00:12:55,620  
like World of Warcraft or like fortnight

308  
00:13:01,050 --> 00:12:58,240  
or like Call of Duty and the answer is

309  
00:13:03,689 --> 00:13:01,060  
no there isn't enough computing power to

310  
00:13:05,550 --> 00:13:03,699  
render all of those pixels and to keep

311  
00:13:09,030 --> 00:13:05,560  
track of every single one of those on

312  
00:13:11,519 --> 00:13:09,040  
you know the 286s or whatever laptops

313  
00:13:15,300 --> 00:13:11,529

are we had back in those days and yet

314

00:13:17,430 --> 00:13:15,310

today we have fully 3d virtual worlds

315

00:13:19,889 --> 00:13:17,440

that are rendered on your laptop or are

316

00:13:21,540 --> 00:13:19,899

rendered within goggles and the reason

317

00:13:24,240 --> 00:13:21,550

we can do that is because of

318

00:13:27,480 --> 00:13:24,250

optimization and one of the first games

319

00:13:29,579 --> 00:13:27,490

to really do this was doom back in the

320

00:13:31,379 --> 00:13:29,589

1990's which became popular in college

321

00:13:33,360 --> 00:13:31,389

campuses and if you look at doom you'll

322

00:13:35,759 --> 00:13:33,370

see it's a first-person perspective and

323

00:13:38,790 --> 00:13:35,769

they shift to the left or right so they

324

00:13:41,610 --> 00:13:38,800

optimize and they only render those

325

00:13:44,370 --> 00:13:41,620

pixels which can be observed by your

326

00:13:47,009 --> 00:13:44,380

avatar so that is the golden rule for

327

00:13:49,139 --> 00:13:47,019

optimization which allows for what I

328

00:13:51,870 --> 00:13:49,149

what we call conditional rendering in

329

00:13:53,249 --> 00:13:51,880

the world of video games now looking at

330

00:13:56,999 --> 00:13:53,259

it you know as a video game designer

331

00:13:59,910 --> 00:13:57,009

that's a lot like what quantum

332

00:14:03,150 --> 00:13:59,920

indeterminacy is like in the physical

333

00:14:06,389 --> 00:14:03,160

world I mean why do things only get

334

00:14:08,610 --> 00:14:06,399

rendered when they're observed right why

335

00:14:11,009 --> 00:14:08,620

is it that the the particle makes a

336

00:14:13,230 --> 00:14:11,019

decision at some point when somebody

337

00:14:15,600 --> 00:14:13,240

looks at the interference pattern and

338

00:14:18,720 --> 00:14:15,610

only then has it gone through one slit

339

00:14:21,329 --> 00:14:18,730

or the other well and so you know it

340

00:14:24,629 --> 00:14:21,339

seems like the golden rule in quantum

341

00:14:27,780 --> 00:14:24,639

physics is only render pieces of the

342

00:14:30,240 --> 00:14:27,790

world which can be observed so so that's

343

00:14:33,090 --> 00:14:30,250

one of the big linkages you know that I

344

00:14:35,309 --> 00:14:33,100

like to talk about um so if a tree falls

345

00:14:38,220 --> 00:14:35,319

in the forest and no one is there well

346

00:14:40,620 --> 00:14:38,230

we wouldn't render the sound of the tree

347

00:14:42,840 --> 00:14:40,630

so there's kind of no need to go there

348

00:14:45,360 --> 00:14:42,850

right right exactly

349

00:14:48,480 --> 00:14:45,370

so there's this idea of the rendered

350

00:14:50,460 --> 00:14:48,490

world and then there's this idea of

351

00:14:52,199 --> 00:14:50,470

in the cloud so there might be some

352

00:14:54,870 --> 00:14:52,209

information about that tree in the cloud

353

00:14:57,660 --> 00:14:54,880

but if nobody has logged into that

354

00:14:59,970 --> 00:14:57,670

particular scene in the video game right

355

00:15:01,350 --> 00:14:59,980

then there's no reason to render it so

356

00:15:04,500 --> 00:15:01,360

this brings up an actually bigger

357

00:15:07,949 --> 00:15:04,510

question which is is there a shared

358

00:15:10,019 --> 00:15:07,959

rendered world that we are all seeing at

359

00:15:11,400 --> 00:15:10,029

the same time and you know one of the

360

00:15:13,620 --> 00:15:11,410

pictures I provide in the book is a

361

00:15:16,139 --> 00:15:13,630

picture from a game in the 80s called

362

00:15:18,389 --> 00:15:16,149

King's Quest and King's Quest was kind

363

00:15:20,850 --> 00:15:18,399

of a 2d adventure game and what happens

364

00:15:23,100 --> 00:15:20,860

is all the render all the pixels of

365

00:15:24,720 --> 00:15:23,110

every scene are there on disk

366

00:15:26,490 --> 00:15:24,730

they've already been rendered and when

367

00:15:28,590 --> 00:15:26,500

you move your character around they just

368

00:15:30,720 --> 00:15:28,600

you just move over the pixels and you

369

00:15:32,699 --> 00:15:30,730

show the next set of pixels well that

370

00:15:35,910 --> 00:15:32,709

was how we used to do video games and

371

00:15:38,160 --> 00:15:35,920

that was very memory intensive now we

372

00:15:39,660 --> 00:15:38,170

don't have a shared rendered world we

373

00:15:41,490 --> 00:15:39,670

only render the part that you're seeing

374

00:15:42,900 --> 00:15:41,500

and we only render the part that

375

00:15:45,120 --> 00:15:42,910

somebody else is seeing from their

376

00:15:47,519 --> 00:15:45,130

computer so each of us has a rendering

377

00:15:50,100 --> 00:15:47,529

device which is our computer or our

378

00:15:52,290 --> 00:15:50,110

phone and it's kind of like you and I

379

00:15:54,990 --> 00:15:52,300

having this conversation right and we're

380

00:15:56,460 --> 00:15:55,000

not in the same room and yet it seems

381

00:15:58,769 --> 00:15:56,470

like we're having a conversation

382

00:16:01,110 --> 00:15:58,779

because each of our machines is

383

00:16:02,819 --> 00:16:01,120

rendering a set of pixels based on

384

00:16:05,190 --> 00:16:02,829

information that's being sent from the

385

00:16:07,079 --> 00:16:05,200

server now the materialist point of view

386

00:16:09,420 --> 00:16:07,089

is that there is a shared rendered world

387

00:16:11,670 --> 00:16:09,430

right that the pixels of the world are

388

00:16:14,010 --> 00:16:11,680

already there and we just move around it

389

00:16:15,750 --> 00:16:14,020

and the big mysteries in quantum physics

390

00:16:18,329 --> 00:16:15,760

are saying is that that's not

391

00:16:21,569 --> 00:16:18,339

necessarily the case and we don't know

392

00:16:22,940 --> 00:16:21,579

why but so much of computer science and

393

00:16:25,680 --> 00:16:22,950

video game development is about

394

00:16:27,510 --> 00:16:25,690

optimization and compression and it

395

00:16:29,699 --> 00:16:27,520

turns out you know these are really good

396

00:16:30,650 --> 00:16:29,709

explanations for why these things might

397

00:16:33,480 --> 00:16:30,660

actually exist

398

00:16:36,000 --> 00:16:33,490

that's fantastic and it leads into this

399

00:16:38,610 --> 00:16:36,010

whole question of materialism versus

400

00:16:40,290 --> 00:16:38,620

idealism philosophically but it's just

401  
00:16:42,300 --> 00:16:40,300  
the same questions we've been talking

402  
00:16:45,210 --> 00:16:42,310  
about apparently have 200 shows on

403  
00:16:47,760 --> 00:16:45,220  
skeptical Oh about consciousness but what

404  
00:16:49,680 --> 00:16:47,770  
you're really bringing to the table I

405  
00:16:51,630 --> 00:16:49,690  
think is this fresh perspective that

406  
00:16:54,170 --> 00:16:51,640  
people are already giving a sense of

407  
00:16:57,000 --> 00:16:54,180  
that when we look at it from this

408  
00:17:00,720 --> 00:16:57,010  
cutting edge AI artificial intelligence

409  
00:17:02,190 --> 00:17:00,730  
information systems perspective I swear

410  
00:17:04,530 --> 00:17:02,200  
you almost make me one

411  
00:17:06,600 --> 00:17:04,540  
come back around and re-examine

412  
00:17:08,390 --> 00:17:06,610  
materialism even though I think I

413  
00:17:10,890 --> 00:17:08,400

already know that it's kind of

414

00:17:13,199 --> 00:17:10,900

completely out the window and it's been

415

00:17:15,810 --> 00:17:13,209

falsified by every experiment that's

416

00:17:18,060 --> 00:17:15,820

ever been done I mean every experiment

417

00:17:20,370 --> 00:17:18,070

that's ever been done on the double-slit

418

00:17:22,650 --> 00:17:20,380

experiment is confirming of it right

419

00:17:24,390 --> 00:17:22,660

there's no disconfirming experiments so

420

00:17:26,310 --> 00:17:24,400

they run it one way then they run it

421

00:17:28,470 --> 00:17:26,320

another way and then they reflect it

422

00:17:30,660 --> 00:17:28,480

over everything they do it always comes

423

00:17:34,530 --> 00:17:30,670

out the same way it's just really really

424

00:17:37,590 --> 00:17:34,540

hard to accept and I'm wondering if at

425

00:17:40,710 --> 00:17:37,600

the end of the day do you really come

426

00:17:43,260 --> 00:17:40,720

around to being friendly to the

427

00:17:46,020 --> 00:17:43,270

materialist idea or as this quote

428

00:17:48,600 --> 00:17:46,030

suggests quote from your book the most

429

00:17:52,200 --> 00:17:48,610

important aspect of the simulation

430

00:17:55,260 --> 00:17:52,210

hypothesis may not be scientific at all

431

00:17:58,200 --> 00:17:55,270

and what I took that to mean is if we

432

00:18:00,360 --> 00:17:58,210

really take this stuff seriously then it

433

00:18:03,840 --> 00:18:00,370

brings us to the point of whether we can

434

00:18:07,230 --> 00:18:03,850

really measure anything at all and if we

435

00:18:11,270 --> 00:18:07,240

can't measure anything then isn't

436

00:18:14,400 --> 00:18:11,280

science kind of obsolete it in a way

437

00:18:16,890 --> 00:18:14,410

well you know I view science as trying

438

00:18:19,500 --> 00:18:16,900

to discover the rules of the physics

439

00:18:21,300 --> 00:18:19,510

engine of the game right and when we

440

00:18:23,220 --> 00:18:21,310

make video games you know we have a

441

00:18:24,990 --> 00:18:23,230

rendering engine we have a physics

442

00:18:27,540 --> 00:18:25,000

engine that controls how you move and

443

00:18:30,600 --> 00:18:27,550

there's some kind of a design or layout

444

00:18:32,520 --> 00:18:30,610

that's inherent in the system and so you

445

00:18:34,230 --> 00:18:32,530

know I view most scientists still

446

00:18:36,540 --> 00:18:34,240

working on trying to discover those

447

00:18:39,210 --> 00:18:36,550

rules but they haven't necessarily asked

448

00:18:41,580 --> 00:18:39,220

the big questions right and you even

449

00:18:43,440 --> 00:18:41,590

within quantum physics there's the the

450

00:18:45,210 --> 00:18:43,450

famous quote I just shut up and

451  
00:18:47,730 --> 00:18:45,220  
calculator I don't try to think about

452  
00:18:51,510 --> 00:18:47,740  
what it means and you know the double

453  
00:18:54,000 --> 00:18:51,520  
slit experiment in various versions gets

454  
00:18:55,950 --> 00:18:54,010  
weirder and weirder and from my

455  
00:18:59,010 --> 00:18:55,960  
perspective one of the weirdest aspects

456  
00:19:00,870 --> 00:18:59,020  
of it is the delayed choice experiment

457  
00:19:02,070 --> 00:19:00,880  
right which is this idea that it's not

458  
00:19:04,530 --> 00:19:02,080  
just a matter of whether it went through

459  
00:19:06,690 --> 00:19:04,540  
slit a or slip B but something else

460  
00:19:10,020 --> 00:19:06,700  
happens down the road another choice

461  
00:19:12,180 --> 00:19:10,030  
that happens in the future and you know

462  
00:19:14,880 --> 00:19:12,190  
probably a better way to explain this is

463  
00:19:16,400 --> 00:19:14,890

if you have light from a star coming or

464

00:19:18,200 --> 00:19:16,410

a galaxy coming

465

00:19:19,940 --> 00:19:18,210

there's a black hole in the middle does

466

00:19:22,400 --> 00:19:19,950

the light go to the left or the right of

467

00:19:24,170 --> 00:19:22,410

the black hole well if that black hole

468

00:19:26,420 --> 00:19:24,180

is a thousand light years away from us

469

00:19:29,300 --> 00:19:26,430

that decision was made a thousand years

470

00:19:32,420 --> 00:19:29,310

ago but the delayed choice experiment is

471

00:19:35,240 --> 00:19:32,430

telling us that it doesn't actually get

472

00:19:37,430 --> 00:19:35,250

made until there's an observer looking

473

00:19:39,830 --> 00:19:37,440

at the light so now you have this

474

00:19:43,660 --> 00:19:39,840

situation where it's not just a matter

475

00:19:47,600 --> 00:19:43,670

of slit a or slit B but the whole past

476

00:19:50,180 --> 00:19:47,610

can be changed from today from the

477

00:19:51,950 --> 00:19:50,190

present moment right and so this sounds

478

00:19:54,410 --> 00:19:51,960

you know much more like what the Mystics

479

00:19:56,030 --> 00:19:54,420

have been telling us all along that the

480

00:19:57,770 --> 00:19:56,040

present moment is the only one that

481

00:20:00,620 --> 00:19:57,780

exists and the consciousness is

482

00:20:03,110 --> 00:20:00,630

fundamental but what I like about the

483

00:20:06,050 --> 00:20:03,120

simulation hypothesis is that it

484

00:20:08,720 --> 00:20:06,060

provides a bridge between the

485

00:20:11,660 --> 00:20:08,730

materialist world view and the world

486

00:20:13,730 --> 00:20:11,670

view of the Mystics and people who think

487

00:20:15,890 --> 00:20:13,740

that consciousness is fundamental and

488

00:20:17,120 --> 00:20:15,900

that's why you know I'm glad you the

489

00:20:19,780 --> 00:20:17,130

first thing you brought up was this

490

00:20:22,580 --> 00:20:19,790

distinction between neo and Agent Smith

491

00:20:24,410 --> 00:20:22,590

because that really is the fundamental

492

00:20:27,610 --> 00:20:24,420

tension that I tried to explore in this

493

00:20:32,000 --> 00:20:27,620

book is that you know is consciousness

494

00:20:34,670 --> 00:20:32,010

just reproduction of neurons which in

495

00:20:36,950 --> 00:20:34,680

which case they can be any consciousness

496

00:20:39,260 --> 00:20:36,960

can be reproduced or is it in fact a

497

00:20:41,330 --> 00:20:39,270

conscious entity outside that's playing

498

00:20:42,860 --> 00:20:41,340

a role or playing a game but that's

499

00:20:45,230 --> 00:20:42,870

something that I can discuss you know

500

00:20:46,790 --> 00:20:45,240

with physicists and people at MIT and I

501  
00:20:49,820 --> 00:20:46,800  
can discuss it with Buddhist monks and

502  
00:20:53,210 --> 00:20:49,830  
it's got that with you know biblical

503  
00:20:55,610 --> 00:20:53,220  
scholars as well because there's lots of

504  
00:20:58,220 --> 00:20:55,620  
aspects to AI and this idea that the

505  
00:21:00,590 --> 00:20:58,230  
world around us isn't quite the real

506  
00:21:04,700 --> 00:21:00,600  
world right that perhaps there is

507  
00:21:07,010 --> 00:21:04,710  
another world that we cannot see yeah

508  
00:21:13,010 --> 00:21:07,020  
you can discuss it with ambrus because

509  
00:21:14,990 --> 00:21:13,020  
you like to play nice master because all

510  
00:21:17,660 --> 00:21:15,000  
the experiments in all the evidence

511  
00:21:19,370 --> 00:21:17,670  
points in one direction and I you know I

512  
00:21:22,310 --> 00:21:19,380  
mentioned to you that I just had an

513  
00:21:25,790 --> 00:21:22,320

interview not too long ago with Donald

514

00:21:28,550 --> 00:21:25,800

Hoffman who is of course a very very

515

00:21:30,470 --> 00:21:28,560

skilled and accomplished physicist and

516

00:21:32,240 --> 00:21:30,480

he's kind of more direct you know and I

517

00:21:34,730 --> 00:21:32,250

always like this quote guy up on the

518

00:21:36,680 --> 00:21:34,740

screen you know Stephen Hawking who

519

00:21:38,600 --> 00:21:36,690

famously said at a Google conference

520

00:21:41,240 --> 00:21:38,610

that philosophers have not kept up with

521

00:21:44,450 --> 00:21:41,250

the science and their art is dead and I

522

00:21:48,350 --> 00:21:44,460

think what Don Hoffman and really

523

00:21:50,750 --> 00:21:48,360

everyone in Syre search and near-death

524

00:21:53,510 --> 00:21:50,760

experience research and cutting-edge

525

00:21:55,940 --> 00:21:53,520

consciousness research has told us for

526

00:21:57,950 --> 00:21:55,950

the at least the last 20 years is that

527

00:22:02,510 --> 00:21:57,960

materialist scientists have not kept up

528

00:22:06,410 --> 00:22:02,520

with the art and that their art is dead

529

00:22:08,450 --> 00:22:06,420

you know because like on this show one

530

00:22:11,810 --> 00:22:08,460

things we've done is examine near-death

531

00:22:13,760 --> 00:22:11,820

experience every near-death experience

532

00:22:16,400 --> 00:22:13,770

researcher serious near-death experience

533

00:22:19,430 --> 00:22:16,410

researchers people who publish in major

534

00:22:21,680 --> 00:22:19,440

medical journals and publish in major

535

00:22:24,290 --> 00:22:21,690

peer-reviewed psychology journals they

536

00:22:25,910 --> 00:22:24,300

all come to the same conclusion the one

537

00:22:29,110 --> 00:22:25,920

that I have up on the screen here from

538

00:22:31,460 --> 00:22:29,120

dr. Sam Varney who's one of the leading

539

00:22:33,080 --> 00:22:31,470

resuscitation experts in the world I

540

00:22:35,990 --> 00:22:33,090

mean he's a doctor that's his full-time

541

00:22:39,320 --> 00:22:36,000

job is resuscitation they kind of on the

542

00:22:42,760 --> 00:22:39,330

side does near-death experience research

543

00:22:45,470 --> 00:22:42,770

and the conclusion is the same is that

544

00:22:49,010 --> 00:22:45,480

consciousness seems to in some way we

545

00:22:53,510 --> 00:22:49,020

don't totally understand survive bodily

546

00:22:57,770 --> 00:22:53,520

death so I mean aren't we really just

547

00:23:00,110 --> 00:22:57,780

kind of propping up these materialists

548

00:23:01,940 --> 00:23:00,120

because we don't want it because they

549

00:23:04,340 --> 00:23:01,950

own the mic right now that is the

550

00:23:06,920 --> 00:23:04,350

dominant paradigm in number two we're

551

00:23:09,500 --> 00:23:06,930

just not comfortable none of us are

552

00:23:13,840 --> 00:23:09,510

comfortable with the implications of all

553

00:23:17,030 --> 00:23:13,850

this which are that space-time is doomed

554

00:23:18,770 --> 00:23:17,040

idea that there is this we're living

555

00:23:21,110 --> 00:23:18,780

this linear space-time well that's out

556

00:23:22,910 --> 00:23:21,120

the window neo-darwinism no one ever

557

00:23:25,490 --> 00:23:22,920

talks about it but that's completely out

558

00:23:27,080 --> 00:23:25,500

the window with all this to science as

559

00:23:29,060 --> 00:23:27,090

we know what is out the window it's

560

00:23:31,160 --> 00:23:29,070

doomed because we can no longer measure

561

00:23:34,430 --> 00:23:31,170

there's no longer really anything to

562

00:23:37,670 --> 00:23:34,440

measure and as Don Hoffman says you know

563

00:23:38,990 --> 00:23:37,680

quite directly in his TED talk that's

564

00:23:44,080 --> 00:23:39,000

got three million

565

00:23:47,210 --> 00:23:44,090

use reality is doomed so are we kind of

566

00:23:51,170 --> 00:23:47,220

propping these guys up because that's

567

00:23:52,880 --> 00:23:51,180

what playing nice means right yeah

568

00:23:55,190 --> 00:23:52,890

that's one way to describe it I mean I

569

00:23:58,070 --> 00:23:55,200

would describe it also though as a way

570

00:23:59,810 --> 00:23:58,080

to provide a bridge and to provide an

571

00:24:02,180 --> 00:23:59,820

understanding I mean I think one of the

572

00:24:05,870 --> 00:24:02,190

reasons why is even in your quote you

573

00:24:07,820 --> 00:24:05,880

said you know the self exists beyond

574

00:24:10,430 --> 00:24:07,830

death in some ways that we don't quite

575

00:24:13,130 --> 00:24:10,440

understand right and so you know I think

576  
00:24:15,590 --> 00:24:13,140  
the current paradigm you know it reminds

577  
00:24:17,480 --> 00:24:15,600  
me a little bit of you know scientists

578  
00:24:19,960 --> 00:24:17,490  
used to say that there's no way that

579  
00:24:22,490 --> 00:24:19,970  
meteorites could fall from the sky and

580  
00:24:24,470 --> 00:24:22,500  
scientists said that's because there are

581  
00:24:26,240 --> 00:24:24,480  
no rocks in the sky therefore there's

582  
00:24:28,150 --> 00:24:26,250  
obviously no way rocks could fall from

583  
00:24:30,830 --> 00:24:28,160  
the sky even though there were many

584  
00:24:32,810 --> 00:24:30,840  
people that had seen rocks fall from the

585  
00:24:34,430 --> 00:24:32,820  
sky and there was even evidence where

586  
00:24:36,710 --> 00:24:34,440  
people said here's a rock that fell from

587  
00:24:38,300 --> 00:24:36,720  
the sky but they had no way back then

588  
00:24:40,850 --> 00:24:38,310

they didn't have the tools to verify

589

00:24:43,700 --> 00:24:40,860

that right so eventually there was a

590

00:24:45,200 --> 00:24:43,710

huge meteor shower over Paris and at

591

00:24:46,580 --> 00:24:45,210

least the scientist said you know one of

592

00:24:47,990 --> 00:24:46,590

the universities there were forced to

593

00:24:49,760 --> 00:24:48,000

admit that rocks were falling from the

594

00:24:51,830 --> 00:24:49,770

sky and so it's like when something is

595

00:24:53,870 --> 00:24:51,840

outside the current paradigm people have

596

00:24:55,420 --> 00:24:53,880

a hard time getting there I think the

597

00:24:59,510 --> 00:24:55,430

current paradigm is very much like stuck

598

00:25:01,880 --> 00:24:59,520

in the 1980s world of PCs and there's a

599

00:25:03,860 --> 00:25:01,890

famous quote from Steve Jobs where he

600

00:25:06,200 --> 00:25:03,870

didn't want to put a network connector

601  
00:25:07,910 --> 00:25:06,210  
in the first Macintosh because he said

602  
00:25:09,860 --> 00:25:07,920  
who would want to be connected to their

603  
00:25:11,510 --> 00:25:09,870  
office when they're at home right so

604  
00:25:14,330 --> 00:25:11,520  
it's like each one of us is a separate

605  
00:25:16,250 --> 00:25:14,340  
PC that's not connected but what happens

606  
00:25:17,930 --> 00:25:16,260  
with technology is it's gotten much more

607  
00:25:20,030 --> 00:25:17,940  
advanced than we realized that by

608  
00:25:21,590 --> 00:25:20,040  
connecting these we can come up with

609  
00:25:23,450 --> 00:25:21,600  
something much more powerful we can do

610  
00:25:26,360 --> 00:25:23,460  
many things that we couldn't do and so

611  
00:25:28,340 --> 00:25:26,370  
getting back to you know if nature is

612  
00:25:31,610 --> 00:25:28,350  
always moving towards more

613  
00:25:33,410 --> 00:25:31,620

sophistication than probably just as we

614

00:25:35,960 --> 00:25:33,420

took our computers and made them network

615

00:25:39,350 --> 00:25:35,970

there is a networking element to life

616

00:25:42,050 --> 00:25:39,360

itself that we haven't yet discovered so

617

00:25:43,790 --> 00:25:42,060

but I think you know the bridge really

618

00:25:46,790 --> 00:25:43,800

is information all right

619

00:25:48,590 --> 00:25:46,800

so in the in the world of the simulation

620

00:25:50,450 --> 00:25:48,600

hypothesis I like to say that you know

621

00:25:52,160 --> 00:25:50,460

the physical world is a world of

622

00:25:52,940 --> 00:25:52,170

information and I think that agrees with

623

00:25:54,110 --> 00:25:52,950

what

624

00:25:56,570 --> 00:25:54,120

you know Donnell Hoffman would say I

625

00:26:00,409 --> 00:25:56,580

like his analogy that if you have a

626  
00:26:02,500 --> 00:26:00,419  
desktop you'd see a file but really that

627  
00:26:04,789 --> 00:26:02,510  
file doesn't exist as like a blue square

628  
00:26:07,159 --> 00:26:04,799  
that's just how it happens to be

629  
00:26:08,990 --> 00:26:07,169  
rendered you know within your agent of

630  
00:26:11,269 --> 00:26:09,000  
consciousness it really exists as a

631  
00:26:13,909 --> 00:26:11,279  
series of bits and as a set of

632  
00:26:16,820 --> 00:26:13,919  
information and I think that you know

633  
00:26:19,070 --> 00:26:16,830  
the more science looks for matter right

634  
00:26:21,950 --> 00:26:19,080  
they keep opening the you know they open

635  
00:26:23,149 --> 00:26:21,960  
atom and it's 99.9% space they look for

636  
00:26:25,250 --> 00:26:23,159  
the electrons and find they're not

637  
00:26:27,409 --> 00:26:25,260  
really there and then they go inside the

638  
00:26:29,120 --> 00:26:27,419

protons and the neutrons and at the

639

00:26:31,519 --> 00:26:29,130

bottom level you know what they're

640

00:26:34,159 --> 00:26:31,529

getting is information right and and

641

00:26:36,049 --> 00:26:34,169

there's a famous quote from a physicist

642

00:26:38,509 --> 00:26:36,059

named John Wheeler that I use in my book

643

00:26:41,509 --> 00:26:38,519

which is he coined the phrase it from

644

00:26:44,680 --> 00:26:41,519

bit right that everything that is in it

645

00:26:47,139 --> 00:26:44,690

that is a physical object is actually a

646

00:26:49,460 --> 00:26:47,149

representation of bits of information

647

00:26:52,399 --> 00:26:49,470

right and I think that that is the

648

00:26:54,740 --> 00:26:52,409

bridge so computer science becomes in a

649

00:26:56,750 --> 00:26:54,750

way the bridge between the materialist

650

00:26:58,610 --> 00:26:56,760

point of view and sort of the

651  
00:27:01,519 --> 00:26:58,620  
consciousness point of view because what

652  
00:27:03,649 --> 00:27:01,529  
we think of as something real just

653  
00:27:05,750 --> 00:27:03,659  
doesn't exist but gets rendered for us

654  
00:27:08,690 --> 00:27:05,760  
you know when when we need it for

655  
00:27:11,659 --> 00:27:08,700  
whatever reason but even people in

656  
00:27:13,610 --> 00:27:11,669  
consciousness haven't quite been able to

657  
00:27:16,100 --> 00:27:13,620  
explain the nature of this shared

658  
00:27:17,180 --> 00:27:16,110  
reality right so I think this is where

659  
00:27:19,700 --> 00:27:17,190  
things become you know slightly

660  
00:27:21,279 --> 00:27:19,710  
complicated but I was very intrigued by

661  
00:27:23,899 --> 00:27:21,289  
near-death researchers and in fact

662  
00:27:26,419 --> 00:27:23,909  
during this writing of this book I

663  
00:27:28,129 --> 00:27:26,429

interviewed dannion brinkley who you may

664

00:27:31,250 --> 00:27:28,139

know of who wrote saved by light he was

665

00:27:33,080 --> 00:27:31,260

struck by lightning and you know he said

666

00:27:35,570 --> 00:27:33,090

that one of the things that happened to

667

00:27:38,740 --> 00:27:35,580

him after he was dead was that he had a

668

00:27:42,580 --> 00:27:38,750

life review and he called it a panoramic

669

00:27:44,840 --> 00:27:42,590

360 life review where he saw in vivid

670

00:27:48,649 --> 00:27:44,850

three-dimensional detail every event

671

00:27:50,389 --> 00:27:48,659

from his entire life I accept that he

672

00:27:52,909 --> 00:27:50,399

had to see it from the point of view of

673

00:27:54,230 --> 00:27:52,919

the people that he had done things to

674

00:27:56,629 --> 00:27:54,240

and he was in the military so he

675

00:27:58,610 --> 00:27:56,639

literally had shot people and so he had

676  
00:28:00,889 --> 00:27:58,620  
to experience what that was like from

677  
00:28:02,330 --> 00:28:00,899  
the other point of view you know I'm a

678  
00:28:04,789 --> 00:28:02,340  
video game designer so I like to say

679  
00:28:06,860 --> 00:28:04,799  
well how would this work if this is in

680  
00:28:07,100 --> 00:28:06,870  
fact the case and the life review has

681  
00:28:09,260 --> 00:28:07,110  
been

682  
00:28:12,049 --> 00:28:09,270  
reported by many not actually all but

683  
00:28:14,450 --> 00:28:12,059  
many near-death experiencers and in

684  
00:28:16,910 --> 00:28:14,460  
order to do that you have you would have

685  
00:28:19,580 --> 00:28:16,920  
to record everything that's been going

686  
00:28:21,140 --> 00:28:19,590  
on and well turns out in video games we

687  
00:28:23,480 --> 00:28:21,150  
do that all the time there's a whole

688  
00:28:26,630 --> 00:28:23,490

industry now of streaming on twitch and

689

00:28:29,240 --> 00:28:26,640

YouTube eSports has become like the the

690

00:28:31,250 --> 00:28:29,250

new sports right people under 30 don't

691

00:28:32,780 --> 00:28:31,260

really watch football as much as they

692

00:28:36,049 --> 00:28:32,790

watch people playing competitive video

693

00:28:38,419 --> 00:28:36,059

games and in one of my startups we would

694

00:28:40,250 --> 00:28:38,429

take a three-dimensional game like

695

00:28:42,080 --> 00:28:40,260

League of Legends or counter-strike Oh

696

00:28:43,700 --> 00:28:42,090

csgo is a good one since we were just

697

00:28:45,110 --> 00:28:43,710

talking about shooting someone where

698

00:28:47,750 --> 00:28:45,120

your character might actually shoot

699

00:28:49,850 --> 00:28:47,760

someone and we took that and we recorded

700

00:28:51,289 --> 00:28:49,860

it in 3d even though I was playing it on

701  
00:28:53,480 --> 00:28:51,299  
a 2d screen and you're playing it on a

702  
00:28:56,120 --> 00:28:53,490  
2d screen and then you put on in virtual

703  
00:29:00,230 --> 00:28:56,130  
reality glasses and we could put you at

704  
00:29:01,789 --> 00:29:00,240  
any point inside the game so you could

705  
00:29:04,130 --> 00:29:01,799  
literally see what it was like to be the

706  
00:29:07,430 --> 00:29:04,140  
person that you shot right now we don't

707  
00:29:10,100 --> 00:29:07,440  
have emotions in our video games but it

708  
00:29:12,740 --> 00:29:10,110  
provides I think a pretty good model for

709  
00:29:15,820 --> 00:29:12,750  
how this material reality might actually

710  
00:29:17,480 --> 00:29:15,830  
work and how some of the things that

711  
00:29:19,400 --> 00:29:17,490  
people who have been studying

712  
00:29:21,650 --> 00:29:19,410  
consciousness and needed the experiences

713  
00:29:23,360 --> 00:29:21,660

have been telling us and how those might

714

00:29:24,860 --> 00:29:23,370

work and and this is where it ties to

715

00:29:27,500 --> 00:29:24,870

religions and some people get upset that

716

00:29:31,039 --> 00:29:27,510

I included a whole section in my book on

717

00:29:32,240 --> 00:29:31,049

religions and of course in the in the

718

00:29:34,310 --> 00:29:32,250

Eastern traditions you don't even have

719

00:29:35,960 --> 00:29:34,320

to draw an analogy right basically

720

00:29:38,390 --> 00:29:35,970

they're telling us that we exist outside

721

00:29:40,250 --> 00:29:38,400

of the physical world you download into

722

00:29:43,190 --> 00:29:40,260

a body you play a role for a period of

723

00:29:46,669 --> 00:29:43,200

time you upload out and then you have a

724

00:29:48,950 --> 00:29:46,679

set of information karma that's stored

725

00:29:51,440 --> 00:29:48,960

what happens to that information

726

00:29:53,900 --> 00:29:51,450

well it's used to create situations for

727

00:29:55,700 --> 00:29:53,910

you in your next world and so you go

728

00:29:57,740 --> 00:29:55,710

back into the physical world is in

729

00:29:59,900 --> 00:29:57,750

another role and so you've got kind of

730

00:30:02,930 --> 00:29:59,910

Buddha's endless wheel is better

731

00:30:06,260 --> 00:30:02,940

described as an algorithm turns out we

732

00:30:07,390 --> 00:30:06,270

don't need the Lords of karma we just

733

00:30:10,640 --> 00:30:07,400

need a very sophisticated

734

00:30:12,710 --> 00:30:10,650

computer-generated reality and in the

735

00:30:14,570 --> 00:30:12,720

Islamic traditions there's this idea of

736

00:30:16,580 --> 00:30:14,580

recording angels and in the Christianity

737

00:30:19,280 --> 00:30:16,590

and Judaism as well I think I have a

738

00:30:21,770 --> 00:30:19,290

picture of you know recording

739

00:30:23,210 --> 00:30:21,780

Angeles statue in Washington DC we're

740

00:30:25,580 --> 00:30:23,220

supposed to be writing down everything

741

00:30:28,010 --> 00:30:25,590

that happens in your life well we don't

742

00:30:30,260 --> 00:30:28,020

need 14 million angels writing down all

743

00:30:33,200 --> 00:30:30,270

our good deeds and our bad deeds what we

744

00:30:35,660 --> 00:30:33,210

really need is just AI to record what's

745

00:30:38,180 --> 00:30:35,670

happening inside this game so that it

746

00:30:40,160 --> 00:30:38,190

can be played back and so you know my

747

00:30:41,660 --> 00:30:40,170

approach to this was how does all this

748

00:30:43,310 --> 00:30:41,670

work how can we come up with an

749

00:30:47,720 --> 00:30:43,320

explanation that we can at least

750

00:30:49,790 --> 00:30:47,730

understand well I love all that and you

751

00:30:53,120 --> 00:30:49,800

and Don Hoffman might be the white

752

00:30:55,850 --> 00:30:53,130

knight in this whole process but I'm

753

00:30:57,980 --> 00:30:55,860

not so sure that there everyone is

754

00:31:01,400 --> 00:30:57,990

playing the role of the of the white

755

00:31:03,560 --> 00:31:01,410

knight in terms of the bridge to the

756

00:31:05,120 --> 00:31:03,570

more enlightened kind of thing but I did

757

00:31:08,480 --> 00:31:05,130

want to come back and touch on this idea

758

00:31:10,190 --> 00:31:08,490

of karma and AI and you wrote a very

759

00:31:12,020 --> 00:31:10,200

excellent article I don't know how you

760

00:31:13,970 --> 00:31:12,030

do everything you do I don't I can crank

761

00:31:15,830 --> 00:31:13,980

out this stuff but it's amazing but

762

00:31:20,170 --> 00:31:15,840

here's an article you wrote religion and

763

00:31:22,280 --> 00:31:20,180

the simulation hypothesis is God an AI

764

00:31:24,530 --> 00:31:22,290

but you know where I kind of pulled up

765

00:31:28,100 --> 00:31:24,540

short on this is don't we get into the

766

00:31:31,670 --> 00:31:28,110

problem of kind of infinite regress and

767

00:31:33,080 --> 00:31:31,680

Turtles all the way down I mean if I

768

00:31:36,290 --> 00:31:33,090

look at it kind of from a different

769

00:31:39,500 --> 00:31:36,300

perspective if there are rules if there

770

00:31:44,450 --> 00:31:39,510

is karma karma is rules for a computer

771

00:31:46,880 --> 00:31:44,460

gamer like you and rules suggest a moral

772

00:31:50,180 --> 00:31:46,890

imperative and a moral imperative

773

00:31:52,460 --> 00:31:50,190

suggest a hierarchy of consciousness yet

774

00:31:56,540 --> 00:31:52,470

a hierarchy of consciousness suggests

775

00:32:00,460 --> 00:31:56,550

God so I'm not sure we're in there

776

00:32:03,950 --> 00:32:00,470

there's any room for AI other than as a

777

00:32:07,580 --> 00:32:03,960

you know tool for God to kind of keep

778

00:32:09,950 --> 00:32:07,590

tracking notes or something yeah well I

779

00:32:12,320 --> 00:32:09,960

mean that's kind of how I presented it

780

00:32:16,040 --> 00:32:12,330

not so much that the title was is God in

781

00:32:17,240 --> 00:32:16,050

AI but really it's more are a lot of the

782

00:32:20,750 --> 00:32:17,250

things that the religions have been

783

00:32:24,290 --> 00:32:20,760

telling us you know implemented through

784

00:32:27,860 --> 00:32:24,300

some AI I mean if you think of the term

785

00:32:30,300 --> 00:32:27,870

angel angel means messenger right and in

786

00:32:34,260 --> 00:32:30,310

computer science we have this we use an

787

00:32:37,020 --> 00:32:34,270

the daemon which is used for processes

788

00:32:39,330 --> 00:32:37,030

that run and so angels are supposed to

789

00:32:41,430 --> 00:32:39,340

be beings outside of the material world

790

00:32:43,290 --> 00:32:41,440

who are watching us and who are

791

00:32:45,030 --> 00:32:43,300

recording things and perhaps you have

792

00:32:46,770 --> 00:32:45,040

this idea of guardian angels so you have

793

00:32:51,230 --> 00:32:46,780

all of these different aspects of beings

794

00:32:54,600 --> 00:32:51,240

that are not in the physical world and

795

00:32:57,120 --> 00:32:54,610

so the simulation hypothesis actually

796

00:33:00,570 --> 00:32:57,130

makes that so that these angels might in

797

00:33:03,240 --> 00:33:00,580

fact just be AI and you do get into this

798

00:33:06,030 --> 00:33:03,250

idea of regress sometimes right so if we

799

00:33:08,580 --> 00:33:06,040

can create a simulation we would appear

800

00:33:11,160 --> 00:33:08,590

to be gods you know to those people

801  
00:33:13,920 --> 00:33:11,170  
inside the simulation because we can

802  
00:33:16,170 --> 00:33:13,930  
change the rules of that simulation and

803  
00:33:19,530 --> 00:33:16,180  
we can make things appear you know in

804  
00:33:22,290 --> 00:33:19,540  
midair for example and the people in the

805  
00:33:24,090 --> 00:33:22,300  
scene wow that's a miracle like where

806  
00:33:25,710 --> 00:33:24,100  
did that thing come from it wasn't there

807  
00:33:28,350 --> 00:33:25,720  
a minute ago we do it all the time in

808  
00:33:30,270 --> 00:33:28,360  
video games right in fact we even render

809  
00:33:32,940 --> 00:33:30,280  
do conditional rendering based upon

810  
00:33:34,890 --> 00:33:32,950  
their level so if you and I are inside a

811  
00:33:38,190 --> 00:33:34,900  
scene and you're a level 2 character and

812  
00:33:40,110 --> 00:33:38,200  
I'm a level 30 character the server can

813  
00:33:42,420 --> 00:33:40,120

decide that a level 30 character will

814

00:33:44,640 --> 00:33:42,430

see this being or angel and a level 2

815

00:33:46,290 --> 00:33:44,650

character will not see this because

816

00:33:47,910 --> 00:33:46,300

they're all being rendered inside each

817

00:33:51,270 --> 00:33:47,920

of our computers which is kind of like

818

00:33:54,210 --> 00:33:51,280

us rendering in our brains or as part of

819

00:33:55,410 --> 00:33:54,220

our own consciousness right so so there

820

00:33:58,200 --> 00:33:55,420

is this idea that what appears

821

00:34:00,930 --> 00:33:58,210

supernatural to people that are stuck

822

00:34:03,480 --> 00:34:00,940

inside the simulation might actually

823

00:34:05,490 --> 00:34:03,490

just be rules that are being determined

824

00:34:06,900 --> 00:34:05,500

by someone outside the simulation now

825

00:34:09,420 --> 00:34:06,910

the question of levels isn't an

826  
00:34:11,010 --> 00:34:09,430  
interesting one because if you say well

827  
00:34:11,970 --> 00:34:11,020  
there's a lot more outside this could it

828  
00:34:14,910 --> 00:34:11,980  
be that there's another simulation

829  
00:34:18,900 --> 00:34:14,920  
outside of that right and then you get

830  
00:34:21,240 --> 00:34:18,910  
back to this I mean you can't you can't

831  
00:34:23,250 --> 00:34:21,250  
not ask that question I mean that is the

832  
00:34:25,410 --> 00:34:23,260  
first question that pops up is the

833  
00:34:27,600 --> 00:34:25,420  
problem of infinite regress right so

834  
00:34:28,950 --> 00:34:27,610  
it's Turtles all the way down well it's

835  
00:34:30,390 --> 00:34:28,960  
a simulation of what well it's a

836  
00:34:33,150 --> 00:34:30,400  
simulation of the simulation of a

837  
00:34:34,410 --> 00:34:33,160  
simulation of a simulation but then as

838  
00:34:36,450 --> 00:34:34,420

soon as you get into that game

839

00:34:38,910 --> 00:34:36,460

eventually you're saying that there

840

00:34:40,470 --> 00:34:38,920

you're talking about god then you know

841

00:34:43,180 --> 00:34:40,480

so it's like it doesn't matter how many

842

00:34:44,859 --> 00:34:43,190

intermediate steps to really have and

843

00:34:47,230 --> 00:34:44,869

that's the other problem with this base

844

00:34:49,089 --> 00:34:47,240

reality that kind of creeps into this

845

00:34:50,619 --> 00:34:49,099

yeah I always call it backdoor

846

00:34:52,389 --> 00:34:50,629

materialism you know it's kind of like

847

00:34:54,399 --> 00:34:52,399

okay we're gonna get away from

848

00:34:56,619 --> 00:34:54,409

materialism until we need it then we're

849

00:34:58,480 --> 00:34:56,629

gonna cut backdoor it in here again

850

00:35:01,650 --> 00:34:58,490

it's like no if consciousness is

851  
00:35:05,069 --> 00:35:01,660  
fundamental then all of this is in

852  
00:35:07,150 --> 00:35:05,079  
consciousness so the simulation is in

853  
00:35:10,000 --> 00:35:07,160  
consciousness the rules are in

854  
00:35:12,550 --> 00:35:10,010  
consciousness God is in consciousness

855  
00:35:16,930 --> 00:35:12,560  
it's not we can never be outside of it

856  
00:35:18,760 --> 00:35:16,940  
if were if it's fundamental right but so

857  
00:35:21,250 --> 00:35:18,770  
you know that's one way to think of it

858  
00:35:23,650 --> 00:35:21,260  
is God is in consciousness but another

859  
00:35:26,349 --> 00:35:23,660  
way to think of it is if you if you take

860  
00:35:29,079 --> 00:35:26,359  
the RPG version right because obviously

861  
00:35:30,760 --> 00:35:29,089  
if you take the NPC version you're

862  
00:35:33,400 --> 00:35:30,770  
limited by computing power and you can

863  
00:35:35,109 --> 00:35:33,410

have so many versions simulations within

864

00:35:38,500 --> 00:35:35,119

simulations within simulations but in

865

00:35:41,800 --> 00:35:38,510

this case if you think the RPG version

866

00:35:45,640 --> 00:35:41,810

you know you say okay there's a version

867

00:35:48,309 --> 00:35:45,650

of us that's outside that in in base

868

00:35:49,780 --> 00:35:48,319

reality but if that's the simulation

869

00:35:52,470 --> 00:35:49,790

there's another version that's outside

870

00:35:54,790 --> 00:35:52,480

in base reality but what is that version

871

00:35:57,309 --> 00:35:54,800

my point is that it becomes less

872

00:35:59,349 --> 00:35:57,319

material not necessarily more material

873

00:36:01,839 --> 00:35:59,359

although you know within a lot of

874

00:36:04,150 --> 00:36:01,849

simulation discussions base reality

875

00:36:06,940 --> 00:36:04,160

means a physical world outside of the

876

00:36:11,140 --> 00:36:06,950

simulated world in the in the RPG

877

00:36:13,599 --> 00:36:11,150

version it means who is the entity that

878

00:36:15,970 --> 00:36:13,609

is playing us right so it's more about

879

00:36:18,400 --> 00:36:15,980

the consciousness of that entity just

880

00:36:22,210 --> 00:36:18,410

like in the matrix right when neo had

881

00:36:24,250 --> 00:36:22,220

the the wire connected into the back of

882

00:36:26,740 --> 00:36:24,260

his head when he woke up in the pod

883

00:36:29,380 --> 00:36:26,750

right it that was the connection it was

884

00:36:31,630 --> 00:36:29,390

a conscious connection between that

885

00:36:33,690 --> 00:36:31,640

person and another entity and at some

886

00:36:36,670 --> 00:36:33,700

point you get conscious entities and

887

00:36:40,059 --> 00:36:36,680

perhaps that is a better definition of

888

00:36:42,520 --> 00:36:40,069

God then what we get in the religions is

889

00:36:43,960 --> 00:36:42,530

that pure consciousness is God as

890

00:36:48,069 --> 00:36:43,970

opposed to God is in pure consciousness

891

00:36:50,680 --> 00:36:48,079

meaning that each of the individuals are

892

00:36:52,960 --> 00:36:50,690

like droplets if pure consciousness is

893

00:36:55,599 --> 00:36:52,970

the ocean it is what's playing all of

894

00:36:56,780 --> 00:36:55,609

these characters in the first simulation

895

00:36:58,340 --> 00:36:56,790

and each

896

00:37:00,800 --> 00:36:58,350

them are allowed to go down and

897

00:37:02,690 --> 00:37:00,810

experience things just like people say

898

00:37:05,240 --> 00:37:02,700

to me well why would I make a simulation

899

00:37:07,760 --> 00:37:05,250

so well why do you play video games we

900

00:37:10,340 --> 00:37:07,770

do it to experience the things that we

901  
00:37:12,830 --> 00:37:10,350  
cannot experience outside the game right

902  
00:37:16,820 --> 00:37:12,840  
I mean I can't be flying a dragon and

903  
00:37:18,710 --> 00:37:16,830  
fight you know works in physical reality

904  
00:37:21,680 --> 00:37:18,720  
but I can do it you know inside the

905  
00:37:23,680 --> 00:37:21,690  
fantasy type game or fly spaceships etc

906  
00:37:26,150 --> 00:37:23,690  
and so then the question becomes will

907  
00:37:28,280 --> 00:37:26,160  
what would be the purpose of this video

908  
00:37:31,100 --> 00:37:28,290  
game well now we get into things like

909  
00:37:33,260 --> 00:37:31,110  
emotions and interactions perhaps things

910  
00:37:36,890 --> 00:37:33,270  
that are not possible appeared god

911  
00:37:38,660 --> 00:37:36,900  
forbid we talk about love or emotions or

912  
00:37:42,380 --> 00:37:38,670  
any writings that don't exist according

913  
00:37:45,800 --> 00:37:42,390

to a lot of material right but but these

914

00:37:48,620 --> 00:37:45,810

things may in fact I mean I view most

915

00:37:51,290 --> 00:37:48,630

religions as starting when someone

916

00:37:53,390 --> 00:37:51,300

peaked outside the simulation right and

917

00:37:55,340 --> 00:37:53,400

then they came back and they told us

918

00:37:57,470 --> 00:37:55,350

what they saw and it's kind of like the

919

00:37:59,420 --> 00:37:57,480

three blind men and the elephant right

920

00:38:01,310 --> 00:37:59,430

each of them saw a different part of the

921

00:38:03,230 --> 00:38:01,320

elephant and they try to describe it and

922

00:38:05,210 --> 00:38:03,240

so it's like you know a snake which is

923

00:38:07,340 --> 00:38:05,220

the trunk or it's like a tree which is

924

00:38:10,190 --> 00:38:07,350

like a legs or it's like a house which

925

00:38:13,840 --> 00:38:10,200

is the body but they all seem to have

926

00:38:16,600 --> 00:38:13,850

this idea that the purpose of life is

927

00:38:18,800 --> 00:38:16,610

love and to be kind to each other

928

00:38:20,780 --> 00:38:18,810

whereas it gets more intricate in the

929

00:38:23,720 --> 00:38:20,790

ideas of karma that you are here to

930

00:38:26,360 --> 00:38:23,730

create experiences which then you have

931

00:38:28,820 --> 00:38:26,370

to go and resolve down the road so as I

932

00:38:31,130 --> 00:38:28,830

view it as a tree of quests and

933

00:38:33,050 --> 00:38:31,140

achievements and the more you play the

934

00:38:36,200 --> 00:38:33,060

more of these you create for yourself

935

00:38:37,940 --> 00:38:36,210

and so that's what leads to in the

936

00:38:39,980 --> 00:38:37,950

Eastern traditions and now there's

937

00:38:41,480 --> 00:38:39,990

actually some debate even in Eastern

938

00:38:44,450 --> 00:38:41,490

traditions between Buddhism and Hinduism

939

00:38:47,240 --> 00:38:44,460

in Hinduism there is this idea of a pure

940

00:38:50,630 --> 00:38:47,250

eternal soul right which could be the

941

00:38:53,060 --> 00:38:50,640

conscious part that comes in and it

942

00:38:57,050 --> 00:38:53,070

plays different live within the Buddhist

943

00:39:00,800 --> 00:38:57,060

point of view the thing that goes back

944

00:39:04,040 --> 00:39:00,810

and forth is not necessarily a soul but

945

00:39:06,500 --> 00:39:04,050

a bag of karma if you will so it's a set

946

00:39:08,360 --> 00:39:06,510

of information if you think of it is you

947

00:39:10,030 --> 00:39:08,370

keep increasing the size of this file

948

00:39:12,580 --> 00:39:10,040

but then as you remove

949

00:39:15,610 --> 00:39:12,590

from the file eventually it goes down to

950

00:39:17,230 --> 00:39:15,620

zero and it becomes pure back to pure

951

00:39:19,120 --> 00:39:17,240

whatever the the you know the

952

00:39:21,280 --> 00:39:19,130

original thing was which gets back to

953

00:39:23,830 --> 00:39:21,290

this issue of what is God what is pure

954

00:39:26,320 --> 00:39:23,840

consciousness in and of itself but I

955

00:39:28,060 --> 00:39:26,330

think that simulate simulated world kind

956

00:39:32,470 --> 00:39:28,070

of better describes how that process

957

00:39:34,870 --> 00:39:32,480

works well yeah or at least gives us a

958

00:39:36,700 --> 00:39:34,880

new way of kind of looking at it and

959

00:39:39,100 --> 00:39:36,710

exploring it which is really cool

960

00:39:40,840 --> 00:39:39,110

because you are certainly you know

961

00:39:43,090 --> 00:39:40,850

hitting on all the main points I mean

962

00:39:44,770 --> 00:39:43,100

even the analogy of the the ocean and

963

00:39:47,860 --> 00:39:44,780

the wave and the droplets and all those

964

00:39:49,900 --> 00:39:47,870

things that is the way a lot of people

965

00:39:54,250 --> 00:39:49,910

have offered is the best explanation for

966

00:39:57,190 --> 00:39:54,260

what that pure consciousness god spirit

967

00:39:59,650 --> 00:39:57,200

being would be is kind of everything and

968

00:40:02,320 --> 00:39:59,660

that we see the individuated kind of

969

00:40:05,560 --> 00:40:02,330

self as these little droplets but I'm

970

00:40:09,400 --> 00:40:05,570

still not sure I buy off on the idea

971

00:40:11,800 --> 00:40:09,410

that this bridge idea it's gonna work it

972

00:40:15,270 --> 00:40:11,810

seems to me that for all the fun is

973

00:40:18,310 --> 00:40:15,280

where all the action is is over in this

974

00:40:20,110 --> 00:40:18,320

extended consciousness stuff that we're

975

00:40:22,810 --> 00:40:20,120

just not allowed to talk about because

976

00:40:25,480 --> 00:40:22,820

it's all taboo and yet it seems the

977

00:40:28,360 --> 00:40:25,490

evidence is overwhelming that there's a

978

00:40:30,700 --> 00:40:28,370

reality to it I just touched on nd ease

979

00:40:32,560 --> 00:40:30,710

because they're safe and we have all

980

00:40:35,170 --> 00:40:32,570

this science published in these great

981

00:40:36,910 --> 00:40:35,180

journals but the evidence for

982

00:40:38,920 --> 00:40:36,920

out-of-body experience comes right along

983

00:40:41,200 --> 00:40:38,930

with the a near-death experience but it

984

00:40:44,590 --> 00:40:41,210

also extends beyond that after death

985

00:40:46,510 --> 00:40:44,600

communication sigh I always point to dr.

986

00:40:49,120 --> 00:40:46,520

Dean Radin zzyx double slit experiment

987

00:40:51,160 --> 00:40:49,130

where he said well let's screw all that

988

00:40:53,260 --> 00:40:51,170

let's go right to the endgame here's a

989

00:40:55,780 --> 00:40:53,270

photon beam generator and I'm gonna

990

00:40:58,090 --> 00:40:55,790

bring in an a meditator and tell him to

991

00:40:59,980 --> 00:40:58,100

meditate and change the beam and he's

992

00:41:01,930 --> 00:40:59,990

gonna do it or not do it and lo and

993

00:41:04,750 --> 00:41:01,940

behold he can do it he gets a six sigma

994

00:41:08,110 --> 00:41:04,760

result so the evidence is in all over

995

00:41:11,140 --> 00:41:08,120

the place also with remote viewing our

996

00:41:13,750 --> 00:41:11,150

fan men who stare at goats and MKULTRA

997

00:41:16,720 --> 00:41:13,760

stuff all the et stuff which at this

998

00:41:19,630 --> 00:41:16,730

point is just I don't know how we we

999

00:41:22,910 --> 00:41:19,640

kind of are even allowed to kind of keep

1000

00:41:24,349 --> 00:41:22,920

that in discussion zone there's

1001  
00:41:26,750 --> 00:41:24,359  
you know the Department of Defense is

1002  
00:41:28,370 --> 00:41:26,760  
coming out and throwing the holy holy

1003  
00:41:32,569 --> 00:41:28,380  
water on it and then we have the whole

1004  
00:41:37,220 --> 00:41:32,579  
shamanic journeying DMT stuff so is this

1005  
00:41:40,579 --> 00:41:37,230  
bridge idea really the way to go here

1006  
00:41:43,910 --> 00:41:40,589  
and is the simulation hypothesis and all

1007  
00:41:45,890 --> 00:41:43,920  
the great stuff you're offering us is it

1008  
00:41:47,569 --> 00:41:45,900  
a bridge or is there a chasm there that

1009  
00:41:49,700 --> 00:41:47,579  
you just have to jump over on the other

1010  
00:41:52,190 --> 00:41:49,710  
side and then that would lead to the

1011  
00:41:54,170 --> 00:41:52,200  
next question is is there a reason that

1012  
00:41:57,470 --> 00:41:54,180  
we're not on the other side I mean what

1013  
00:42:00,740 --> 00:41:57,480

I always point to is you know Russell

1014

00:42:03,620 --> 00:42:00,750

Targ and he'll put off @sr I they were

1015

00:42:06,410 --> 00:42:03,630

doing extended consciousness stuff for

1016

00:42:09,650 --> 00:42:06,420

30 years they weren't bound by these

1017

00:42:11,539 --> 00:42:09,660

kind of oh we have to be materialist we

1018

00:42:14,140 --> 00:42:11,549

can and the same with the minutes there

1019

00:42:18,170 --> 00:42:14,150

it goes I mean the cutting edge

1020

00:42:20,329 --> 00:42:18,180

consciousness weaponization has been

1021

00:42:23,930 --> 00:42:20,339

going on for a long time and it's just

1022

00:42:28,010 --> 00:42:23,940

this kind of wink and a nod like oh you

1023

00:42:30,349 --> 00:42:28,020

you guys in academia and in science go

1024

00:42:32,630 --> 00:42:30,359

continue on your little materialist way

1025

00:42:34,849 --> 00:42:32,640

kind of thing any thoughts I throw a lot

1026

00:42:36,620 --> 00:42:34,859

on the table there yeah you throw a lot

1027

00:42:39,650 --> 00:42:36,630

there a lot of thoughts about each of

1028

00:42:41,420 --> 00:42:39,660

those areas but I think you know science

1029

00:42:45,799 --> 00:42:41,430

has been built up by having a series of

1030

00:42:49,900 --> 00:42:45,809

models right and so we don't have a good

1031

00:42:53,150 --> 00:42:49,910

model to explain how some of these

1032

00:42:56,000 --> 00:42:53,160

phenomenon work so let's take ETS for

1033

00:42:57,770 --> 00:42:56,010

example right so if the model is they

1034

00:43:01,400 --> 00:42:57,780

came here on a spaceship from another

1035

00:43:05,359 --> 00:43:01,410

galaxy you know that's where I think a

1036

00:43:07,250 --> 00:43:05,369

lot of regular scientists you know get

1037

00:43:08,960 --> 00:43:07,260

lost a little bit and they say oh yeah

1038

00:43:09,799 --> 00:43:08,970

we're sure there's life out there but we

1039

00:43:11,720 --> 00:43:09,809

don't see how they could have possibly

1040

00:43:12,980 --> 00:43:11,730

gotten here because we don't know

1041

00:43:14,780 --> 00:43:12,990

anything that goes faster than speed of

1042

00:43:17,329 --> 00:43:14,790

light right so again we're caught inside

1043

00:43:19,400 --> 00:43:17,339

these models and so in order to move

1044

00:43:21,950 --> 00:43:19,410

science along we need to think of a

1045

00:43:26,359 --> 00:43:21,960

different model now I think one of the

1046

00:43:29,089 --> 00:43:26,369

reasons why the T phenomenon is so weird

1047

00:43:32,450 --> 00:43:29,099

and not accepted is it may actually be

1048

00:43:34,370 --> 00:43:32,460

weirder than that simple explanation so

1049

00:43:35,750 --> 00:43:34,380

you know one of the people that I talked

1050

00:43:36,710 --> 00:43:35,760

to you and writing this book was dr.

1051

00:43:38,900 --> 00:43:36,720

Jacques Vallee

1052

00:43:40,910 --> 00:43:38,910

right who you know has been around since

1053

00:43:42,920 --> 00:43:40,920

the SR I days and was part of Project

1054

00:43:44,770 --> 00:43:42,930

Blue Book back in the day and you know

1055

00:43:47,920 --> 00:43:44,780

one of the things he told me was that

1056

00:43:50,780 --> 00:43:47,930

UFOs are not a purely materialist

1057

00:43:52,220 --> 00:43:50,790

phenomenon and they're not purely a

1058

00:43:54,079 --> 00:43:52,230

conscious phenomenon they're actually

1059

00:43:56,870 --> 00:43:54,089

both and he said there are many

1060

00:43:58,730 --> 00:43:56,880

instances where two people will be

1061

00:44:01,520 --> 00:43:58,740

spending standing next to each other and

1062

00:44:03,680 --> 00:44:01,530

one of them will see the UFO and one of

1063

00:44:05,540 --> 00:44:03,690

them will not right so again there's no

1064

00:44:09,020 --> 00:44:05,550

model in the materialist film interview

1065

00:44:10,790 --> 00:44:09,030

for how that happy thurr the craft is

1066

00:44:13,880 --> 00:44:10,800

there or it's not you can't have a

1067

00:44:15,800 --> 00:44:13,890

situation where both are well turns out

1068

00:44:19,160 --> 00:44:15,810

if you start thinking about you know

1069

00:44:21,589 --> 00:44:19,170

video games and how they work you can I

1070

00:44:24,650 --> 00:44:21,599

mean I mentioned it earlier if a person

1071

00:44:27,410 --> 00:44:24,660

is at level 30 versus level 2 they might

1072

00:44:30,589 --> 00:44:27,420

see the UFO and they might not and so I

1073

00:44:32,809 --> 00:44:30,599

think they're just inexplicable it gets

1074

00:44:35,720 --> 00:44:32,819

to a level of in exclude inexplicable

1075

00:44:39,020 --> 00:44:35,730

'ti to the point where you know many

1076

00:44:41,300 --> 00:44:39,030

scientists will individually admit to

1077

00:44:44,960 --> 00:44:41,310

being interested in these things that

1078

00:44:46,790 --> 00:44:44,970

you're talking about but as a group you

1079

00:44:48,950 --> 00:44:46,800

know they seem not not they don't want

1080

00:44:50,960 --> 00:44:48,960

to be the first to kind of jump outside

1081

00:44:52,819 --> 00:44:50,970

this paradigm and you know a great

1082

00:44:54,260 --> 00:44:52,829

example of this is because I talked

1083

00:44:56,420 --> 00:44:54,270

about the matrix people ask me all the

1084

00:44:59,210 --> 00:44:56,430

time well you know how do you hack the

1085

00:45:01,550 --> 00:44:59,220

matrix right and I bring up the example

1086

00:45:04,579 --> 00:45:01,560

of the spoon bending from the movie

1087

00:45:08,720 --> 00:45:04,589

right where you know that the the little

1088

00:45:10,609 --> 00:45:08,730

monk kid tells neo remember there is no

1089

00:45:11,750 --> 00:45:10,619

spoon and that's how you can bend it I

1090

00:45:13,579 --> 00:45:11,760

believe another gentleman who was

1091

00:45:15,829 --> 00:45:13,589

involved with SSRI back in the day was

1092

00:45:17,870 --> 00:45:15,839

Jack Hawke and he started to do these

1093

00:45:19,400 --> 00:45:17,880

spoon bending parties and you know one

1094

00:45:21,800 --> 00:45:19,410

of my favorite stories is when he went

1095

00:45:23,569 --> 00:45:21,810

to Los Alamos and he did this spoon

1096

00:45:25,940 --> 00:45:23,579

bending party with a bunch of physicists

1097

00:45:27,800 --> 00:45:25,950

and their wives and he found that none

1098

00:45:30,770 --> 00:45:27,810

of the physicists could bend the spoons

1099

00:45:33,829 --> 00:45:30,780

but their wives could now that was

1100

00:45:35,740 --> 00:45:33,839

interesting because turns out it was

1101  
00:45:38,089 --> 00:45:35,750  
because the physicists were together and

1102  
00:45:39,849 --> 00:45:38,099  
any one of them individually went to a

1103  
00:45:43,370 --> 00:45:39,859  
spoon bending party with their wife

1104  
00:45:46,130 --> 00:45:43,380  
could bend spoon sometimes and so it

1105  
00:45:47,720 --> 00:45:46,140  
becomes this kind of weird Morpho

1106  
00:45:49,250 --> 00:45:47,730  
genetic field if you will that that

1107  
00:45:52,250 --> 00:45:49,260  
people are stuck you know

1108  
00:45:54,260 --> 00:45:52,260  
in this model so I think to get people

1109  
00:45:56,960 --> 00:45:54,270  
there we have to present them with a

1110  
00:45:58,970 --> 00:45:56,970  
model that might make some sense I mean

1111  
00:46:00,320 --> 00:45:58,980  
science has been built up and has had a

1112  
00:46:03,140 --> 00:46:00,330  
lot of successes in the physical world

1113  
00:46:05,450 --> 00:46:03,150

right rockets computers all of these

1114

00:46:07,490 --> 00:46:05,460

things because you create models and

1115

00:46:09,380 --> 00:46:07,500

then you validate the models the problem

1116

00:46:11,480 --> 00:46:09,390

is I think most scientists say because

1117

00:46:13,910 --> 00:46:11,490

it's something that can't be reproduced

1118

00:46:16,220 --> 00:46:13,920

in the laboratory 100 percent of the

1119

00:46:18,590 --> 00:46:16,230

time and it's outside of our paradigm

1120

00:46:19,820 --> 00:46:18,600

therefore it must not be real right same

1121

00:46:21,380 --> 00:46:19,830

thing with spoon bending right people

1122

00:46:24,830 --> 00:46:21,390

will say it doesn't exist but many

1123

00:46:26,960 --> 00:46:24,840

people have seen it so you know I think

1124

00:46:29,210 --> 00:46:26,970

it's showing us that the material world

1125

00:46:32,810 --> 00:46:29,220

is not quite what we think it is but

1126

00:46:34,490 --> 00:46:32,820

it's so far out of the paradigms so

1127

00:46:35,870 --> 00:46:34,500

getting back to Rockville and UFOs you

1128

00:46:38,450 --> 00:46:35,880

know I had lunch with him recently and

1129

00:46:40,040 --> 00:46:38,460

he told me he investigated a case where

1130

00:46:41,690 --> 00:46:40,050

they were supposed to the UFO and they

1131

00:46:44,540 --> 00:46:41,700

said it came down at a 45-degree angle

1132

00:46:46,820 --> 00:46:44,550

and it actually left some marks on the

1133

00:46:49,700 --> 00:46:46,830

ground and so there was some physical

1134

00:46:51,410 --> 00:46:49,710

evidence so John went back after the

1135

00:46:52,760 --> 00:46:51,420

original investigation and he he looked

1136

00:46:55,310 --> 00:46:52,770

at me he looked he said you said it went

1137

00:46:58,670 --> 00:46:55,320

at a 45-degree angle that means it would

1138

00:47:00,230 --> 00:46:58,680

have had to go through the trees they

1139

00:47:01,430 --> 00:47:00,240

said yeah but we don't want to tell

1140

00:47:04,460 --> 00:47:01,440

anybody that because nobody would

1141

00:47:06,859 --> 00:47:04,470

believe us right which gets back to you

1142

00:47:10,370 --> 00:47:06,869

know is this a virtual phenomenon that

1143

00:47:12,620 --> 00:47:10,380

gets mature realize when it's needed and

1144

00:47:14,599 --> 00:47:12,630

it's something that we see and so you

1145

00:47:17,270 --> 00:47:14,609

know I think that's where kind of

1146

00:47:20,750 --> 00:47:17,280

explaining how all that works is is the

1147

00:47:25,280 --> 00:47:20,760

task that's ongoing I think yeah all

1148

00:47:26,990 --> 00:47:25,290

great points and I have tons of respect

1149

00:47:29,960 --> 00:47:27,000

for Jacque Malay and he's been on the

1150

00:47:31,880 --> 00:47:29,970

show as has Diana Walsh basillica who

1151

00:47:34,070 --> 00:47:31,890

also wrote a really nice blurb for your

1152

00:47:37,070 --> 00:47:34,080

book and you know and both these people

1153

00:47:38,870 --> 00:47:37,080

a lot of it and I love the way you you

1154

00:47:40,070 --> 00:47:38,880

kind of laid it out there is because a

1155

00:47:42,320 --> 00:47:40,080

lot of people don't get it

1156

00:47:45,620 --> 00:47:42,330

Jacques Vallee isn't saying it's just

1157

00:47:49,160 --> 00:47:45,630

consciousness he's just saying it's not

1158

00:47:51,560 --> 00:47:49,170

just nuts and bolts and I do think in

1159

00:47:54,170 --> 00:47:51,570

that sense you do offer a bridge and a

1160

00:47:57,349 --> 00:47:54,180

beautiful unique wonderful bridge of

1161

00:47:59,380 --> 00:47:57,359

saying I like your term you know the

1162

00:48:01,190 --> 00:47:59,390

augmented reality augmented

1163

00:48:02,720 --> 00:48:01,200

consciousness kind of thing because

1164

00:48:06,870 --> 00:48:02,730

that's also what

1165

00:48:10,020 --> 00:48:06,880

from the the et experience right is that

1166

00:48:13,680 --> 00:48:10,030

they have an ability apparently put to

1167

00:48:17,880 --> 00:48:13,690

manipulate consciousness like an app you

1168

00:48:19,950 --> 00:48:17,890

know it's on their iPhone you know there

1169

00:48:23,420 --> 00:48:19,960

it goes you know right here be there all

1170

00:48:26,940 --> 00:48:23,430

that stuff and again it does fit nicely

1171

00:48:29,400 --> 00:48:26,950

inside of the model that you're laying

1172

00:48:31,799 --> 00:48:29,410

out that all the things that you just

1173

00:48:34,410 --> 00:48:31,809

said I won't try and repeat them but the

1174

00:48:36,569 --> 00:48:34,420

one kind of caveat I keep coming back to

1175

00:48:40,260 --> 00:48:36,579

is the white hat black hat kind of thing

1176

00:48:42,329 --> 00:48:40,270

again if you can you do right kind of

1177

00:48:46,920 --> 00:48:42,339

thing isn't that what I said this whole

1178

00:48:50,640 --> 00:48:46,930

thing well if you can control this level

1179

00:48:53,640 --> 00:48:50,650

of consciousness upgrade then aren't you

1180

00:48:57,240 --> 00:48:53,650

likely to do that and aren't we likely

1181

00:49:01,260 --> 00:48:57,250

to be already living and experiencing a

1182

00:49:04,920 --> 00:49:01,270

world where there are individuals groups

1183

00:49:07,890 --> 00:49:04,930

around us that have mastered this at

1184

00:49:11,640 --> 00:49:07,900

least a couple levels up if you will and

1185

00:49:13,620 --> 00:49:11,650

are somehow controlling the game to me

1186

00:49:14,250 --> 00:49:13,630

that's a much better explanation for

1187

00:49:18,329 --> 00:49:14,260

this

1188

00:49:22,170 --> 00:49:18,339

just absurdly kind of infantile view we

1189

00:49:24,359 --> 00:49:22,180

have of consciousness materialism nuts

1190

00:49:26,339 --> 00:49:24,369

and bolts you're a biological robot and

1191

00:49:30,359 --> 00:49:26,349

a meaningless universe that just seems

1192

00:49:33,569 --> 00:49:30,369

like such a scripted narrative by a

1193

00:49:36,150 --> 00:49:33,579

control group right so the question is

1194

00:49:39,720 --> 00:49:36,160

are there super users who are then

1195

00:49:41,940 --> 00:49:39,730

saying trying to manipulate the game to

1196

00:49:44,130 --> 00:49:41,950

keep us thinking that we're inside the

1197

00:49:46,170 --> 00:49:44,140

game well and let's just be clear cuz we

1198

00:49:47,640 --> 00:49:46,180

brought up Diana Walsh Basilica she says

1199

00:49:50,099 --> 00:49:47,650

she's already met some of those people

1200

00:49:52,260 --> 00:49:50,109

but there are a couple levels up and it

1201  
00:49:54,690 --> 00:49:52,270  
begs the question okay if you were vet

1202  
00:49:56,250 --> 00:49:54,700  
if you're able to uncover the couple

1203  
00:49:58,859 --> 00:49:56,260  
levels up just by going to a couple of

1204  
00:50:02,130 --> 00:49:58,869  
conferences are there five ten twenty

1205  
00:50:04,289 --> 00:50:02,140  
levels up oh right well that that's a

1206  
00:50:06,900 --> 00:50:04,299  
good question and it gets you know I'm a

1207  
00:50:10,710 --> 00:50:06,910  
big fan of Diana wash basilica and her

1208  
00:50:13,799 --> 00:50:10,720  
book and you know what I liked was that

1209  
00:50:16,490 --> 00:50:13,809  
she brought this point of view that they

1210  
00:50:18,710 --> 00:50:16,500  
have in the religious traditions

1211  
00:50:20,510 --> 00:50:18,720  
when they're investigating claims of

1212  
00:50:23,000 --> 00:50:20,520  
miracles and things you know she

1213  
00:50:25,700 --> 00:50:23,010

mentioned that the the nun sister Maria

1214

00:50:27,680 --> 00:50:25,710

that supposedly was in New Mexico at the

1215

00:50:30,920 --> 00:50:27,690

same time she was in a monastery in

1216

00:50:33,200 --> 00:50:30,930

Spain I think it was right and they say

1217

00:50:36,500 --> 00:50:33,210

well let's start not by disbelieving

1218

00:50:38,000 --> 00:50:36,510

these let's just set aside whether that

1219

00:50:41,630 --> 00:50:38,010

happened or not and let's study the

1220

00:50:43,910 --> 00:50:41,640

social implications of this particular

1221

00:50:45,740 --> 00:50:43,920

belief system and then she went into the

1222

00:50:49,010 --> 00:50:45,750

you know the UFO world in the same way

1223

00:50:51,079 --> 00:50:49,020

this not be a skeptic or a believer from

1224

00:50:52,760 --> 00:50:51,089

day one but to set aside that question

1225

00:50:54,220 --> 00:50:52,770

and to study you know the actual

1226

00:50:56,569 --> 00:50:54,230

phenomena and I think that ties to

1227

00:50:57,950 --> 00:50:56,579

Jacques la has been saying for a while

1228

00:51:00,890 --> 00:50:57,960

that he thinks there's some kind of

1229

00:51:03,280 --> 00:51:00,900

deception going on right it's almost as

1230

00:51:06,980 --> 00:51:03,290

if there are they are testing us to see

1231

00:51:10,190 --> 00:51:06,990

how we would react to certain things as

1232

00:51:12,230 --> 00:51:10,200

a civilization whose the day right in

1233

00:51:14,660 --> 00:51:12,240

his case is he mentions you know there

1234

00:51:17,180 --> 00:51:14,670

have been you know fairies reported and

1235

00:51:19,400 --> 00:51:17,190

otherworldly beings reported you know

1236

00:51:21,530 --> 00:51:19,410

for thousands of years like this isn't a

1237

00:51:23,450 --> 00:51:21,540

new phenomenon people have been seeing

1238

00:51:25,550 --> 00:51:23,460

things in the sky for many hundreds of

1239

00:51:29,390 --> 00:51:25,560

years because we're in a technological

1240

00:51:31,910 --> 00:51:29,400

age we tend to associate things with

1241

00:51:33,109 --> 00:51:31,920

spacecraft but let me just interject

1242

00:51:34,579 --> 00:51:33,119

something just to make sure we're

1243

00:51:38,000 --> 00:51:34,589

talking about the same thing because I

1244

00:51:39,770 --> 00:51:38,010

just am going just talking we're just

1245

00:51:41,900 --> 00:51:39,780

having an inside baseball convert kind

1246

00:51:44,690 --> 00:51:41,910

of conversation but that's what if like

1247

00:51:48,050 --> 00:51:44,700

to do people could catch out you know

1248

00:51:51,170 --> 00:51:48,060

but Diana Walsh Basilica is also talking

1249

00:51:53,329 --> 00:51:51,180

about the invisible college that's been

1250

00:51:56,329 --> 00:51:53,339

referenced a lot of times and she says I

1251

00:51:59,240 --> 00:51:56,339

ran into it I read hint ran head into it

1252

00:52:02,240 --> 00:51:59,250

where there's all these people who are

1253

00:52:04,730 --> 00:52:02,250

in academia who don't know what's going

1254

00:52:07,099 --> 00:52:04,740

on and they just are allowed to not know

1255

00:52:10,760 --> 00:52:07,109

what's going on and then there's a small

1256

00:52:12,920 --> 00:52:10,770

group who are the super users who do

1257

00:52:15,380 --> 00:52:12,930

know what's going on so she goes out in

1258

00:52:17,900 --> 00:52:15,390

the desert and Tyler takes her out there

1259

00:52:20,990 --> 00:52:17,910

and they find pieces of an alien

1260

00:52:23,390 --> 00:52:21,000

spacecraft which as well as they can

1261

00:52:25,819 --> 00:52:23,400

verify it with the best science that's

1262

00:52:27,710 --> 00:52:25,829

what it seems to be and Tyler is able to

1263

00:52:28,790 --> 00:52:27,720

reverse-engineer it and get all sorts of

1264

00:52:31,440 --> 00:52:28,800

biotech

1265

00:52:34,830 --> 00:52:31,450

pattinson make all sorts of money which

1266

00:52:37,170 --> 00:52:34,840

good for him but it then this also goes

1267

00:52:38,880 --> 00:52:37,180

into the invisible college this small

1268

00:52:40,770 --> 00:52:38,890

group that talks to each other and

1269

00:52:43,170 --> 00:52:40,780

doesn't talk to anyone else who knows

1270

00:52:45,990 --> 00:52:43,180

this stuff is going on and then if we

1271

00:52:48,810 --> 00:52:46,000

extend that invisible college over to

1272

00:52:51,300 --> 00:52:48,820

some of these extended realms that seem

1273

00:52:54,720 --> 00:52:51,310

to be playing here there seems to be an

1274

00:52:56,970 --> 00:52:54,730

invisible college of 80 an invisible

1275

00:52:59,610 --> 00:52:56,980

college of shamans an invisible college

1276

00:53:02,250 --> 00:52:59,620

all over the place that's interacting

1277

00:53:05,940 --> 00:53:02,260

with us that may be taking us from this

1278

00:53:09,030 --> 00:53:05,950

kind of super user to I don't know what

1279

00:53:11,370 --> 00:53:09,040

that super super user is but that seems

1280

00:53:16,530 --> 00:53:11,380

to be at play and I wonder if when we

1281

00:53:18,540 --> 00:53:16,540

talk about the bridge you know is it a

1282

00:53:21,420 --> 00:53:18,550

bridge or just a chasm you know is the

1283

00:53:24,030 --> 00:53:21,430

chasm so big there that you can't really

1284

00:53:26,100 --> 00:53:24,040

just get your little walking stick your

1285

00:53:29,280 --> 00:53:26,110

little rope bridge and climb over it

1286

00:53:31,380 --> 00:53:29,290

it's just like forget it man yeah I

1287

00:53:33,750 --> 00:53:31,390

think you know my understanding of the

1288

00:53:36,480 --> 00:53:33,760

invisible college reference was more to

1289

00:53:38,730 --> 00:53:36,490

a group of researchers that were open to

1290

00:53:40,980 --> 00:53:38,740

these ideas and knows there's more going

1291

00:53:44,790 --> 00:53:40,990

on but they're not necessarily the ones

1292

00:53:46,020 --> 00:53:44,800

that are manipulating people to not see

1293

00:53:48,390 --> 00:53:46,030

it they're just continuing their

1294

00:53:51,030 --> 00:53:48,400

research in private because they don't

1295

00:53:58,200 --> 00:53:51,040

necessarily you know want to be public

1296

00:54:00,060 --> 00:53:58,210

about it because she goes to a

1297

00:54:02,520 --> 00:54:00,070

conference and one of these guys speaks

1298

00:54:05,070 --> 00:54:02,530

up and everyone else goes hey what the

1299

00:54:06,630 --> 00:54:05,080

hell are you doing the rule is you know

1300

00:54:08,640 --> 00:54:06,640

the Fight Club rule and that's why

1301  
00:54:11,810 --> 00:54:08,650  
Frances Tyler you know the first rule of

1302  
00:54:16,560 --> 00:54:11,820  
Fight Club yeah I'm gonna talk about

1303  
00:54:18,890 --> 00:54:16,570  
academics who tell me that at first you

1304  
00:54:21,720 --> 00:54:18,900  
know for example I was speaking with a

1305  
00:54:24,600 --> 00:54:21,730  
researcher in quantum physics who was in

1306  
00:54:27,000 --> 00:54:24,610  
Harvard MIT and you know he told me that

1307  
00:54:29,520 --> 00:54:27,010  
at first he thought it was just a case

1308  
00:54:31,110 --> 00:54:29,530  
of well there you know people don't want

1309  
00:54:32,820 --> 00:54:31,120  
to say the stuff because you know that

1310  
00:54:35,760 --> 00:54:32,830  
they don't want to look ridiculous in

1311  
00:54:37,470 --> 00:54:35,770  
front of their peers and they want to be

1312  
00:54:40,290 --> 00:54:37,480  
able to continue to publish so it was

1313  
00:54:42,060 --> 00:54:40,300

more like a systemic thing as opposed to

1314

00:54:44,430 --> 00:54:42,070

a coordinated effort right

1315

00:54:46,260 --> 00:54:44,440

kind of a decentralized system right

1316

00:54:48,750 --> 00:54:46,270

it's kind of like when when when people

1317

00:54:52,020 --> 00:54:48,760

say oh my god there's a Silicon Valley

1318

00:54:53,460 --> 00:54:52,030

conspiracy and they're all doing X well

1319

00:54:55,140 --> 00:54:53,470

turns out it's not a Silicon Valley

1320

00:54:57,180 --> 00:54:55,150

conspiracy it's just a bunch of people

1321

00:54:59,430 --> 00:54:57,190

trying to make money and they're all

1322

00:55:00,960 --> 00:54:59,440

following the same set of rules but

1323

00:55:02,880 --> 00:55:00,970

there's not necessarily a big conspiracy

1324

00:55:04,590 --> 00:55:02,890

they're all trying to get people

1325

00:55:05,820 --> 00:55:04,600

addicted to the technology because

1326  
00:55:07,770 --> 00:55:05,830  
that's what makes them more money right

1327  
00:55:09,990 --> 00:55:07,780  
so people are just following the rules

1328  
00:55:12,930 --> 00:55:10,000  
but then this particular researcher told

1329  
00:55:17,010 --> 00:55:12,940  
me that he was now beginning to suspect

1330  
00:55:19,730 --> 00:55:17,020  
that there was a coordinated effort that

1331  
00:55:23,220 --> 00:55:19,740  
whenever somebody went to talk about

1332  
00:55:26,220 --> 00:55:23,230  
these unexplained phenomenon that they

1333  
00:55:27,750 --> 00:55:26,230  
would be steered away right which would

1334  
00:55:30,180 --> 00:55:27,760  
be closer to what you're saying and

1335  
00:55:31,590 --> 00:55:30,190  
perhaps what Diana Ross Masuka saying

1336  
00:55:34,470 --> 00:55:31,600  
and I just met with a fresh start

1337  
00:55:36,990 --> 00:55:34,480  
Caltech who you know told me that you

1338  
00:55:40,050 --> 00:55:37,000

know he was told no uncertain terms by

1339

00:55:42,150 --> 00:55:40,060

the trustees steer away from this right

1340

00:55:44,010 --> 00:55:42,160

so there may be a coordinated effort I

1341

00:55:45,810 --> 00:55:44,020

don't have as strong of an opinion on

1342

00:55:49,530 --> 00:55:45,820

that I think it's some of the conspiracy

1343

00:55:54,750 --> 00:55:49,540

guys do I mean I think I I think in a

1344

00:55:57,090 --> 00:55:54,760

way your book kind of validates that in

1345

00:55:58,860 --> 00:55:57,100

the if you can you would kind of thing

1346

00:56:00,210 --> 00:55:58,870

which is what I always mind up telling

1347

00:56:01,770 --> 00:56:00,220

people who don't believe in conspiracy

1348

00:56:03,360 --> 00:56:01,780

theories I was never conspiracy

1349

00:56:05,400 --> 00:56:03,370

theorists at least when I started

1350

00:56:07,560 --> 00:56:05,410

skeptical ten years ago you know my

1351  
00:56:08,430 --> 00:56:07,570  
background I had an AI company way back

1352  
00:56:10,350 --> 00:56:08,440  
in the day

1353  
00:56:13,470 --> 00:56:10,360  
mined paths technologies I was getting

1354  
00:56:16,050 --> 00:56:13,480  
my PhD and information systems at the

1355  
00:56:18,720 --> 00:56:16,060  
University Arizona got into AI and

1356  
00:56:21,540 --> 00:56:18,730  
expert systems started doing consulting

1357  
00:56:34,940 --> 00:56:21,550  
for Texas Instruments and DuPont and way

1358  
00:56:37,950 --> 00:56:34,950  
back in the day nowadays it's but I

1359  
00:56:40,200 --> 00:56:37,960  
digress with that little bit of stories

1360  
00:56:42,750 --> 00:56:40,210  
I'm just so excited about all the stuff

1361  
00:56:44,820 --> 00:56:42,760  
you've done and then that MIT play lab

1362  
00:56:47,910 --> 00:56:44,830  
and all that cool stuff that you've done

1363  
00:56:53,370 --> 00:56:47,920

but what I was gonna tie this back to is

1364

00:56:55,770 --> 00:56:53,380

you know if you can you do also applies

1365

00:56:59,640 --> 00:56:55,780

to all the stuff we're talking about

1366

00:57:03,590 --> 00:56:59,650

so if I can with a couple hundred

1367

00:57:06,660 --> 00:57:03,600

million dollars direct the narrative of

1368

00:57:09,450 --> 00:57:06,670

academic research and just leave the

1369

00:57:12,480 --> 00:57:09,460

cheese in the maze where I want the

1370

00:57:14,430 --> 00:57:12,490

researchers to go well then I do it I

1371

00:57:15,900 --> 00:57:14,440

don't pull back and say well I don't

1372

00:57:17,970 --> 00:57:15,910

want to do that because even though that

1373

00:57:21,630 --> 00:57:17,980

would serve my interests and serve my

1374

00:57:23,670 --> 00:57:21,640

agenda you know if you can you do so

1375

00:57:27,900 --> 00:57:23,680

that's what I think people leave out of

1376

00:57:30,780 --> 00:57:27,910

the conspiracy of course it's a

1377

00:57:32,760 --> 00:57:30,790

conspiracy what what do we know what do

1378

00:57:34,470 --> 00:57:32,770

we know of it is it a conspiracy like

1379

00:57:36,210 --> 00:57:34,480

you mentioned Silicon Valley oh look of

1380

00:57:38,550 --> 00:57:36,220

course that's anyone who's been in

1381

00:57:40,800 --> 00:57:38,560

business above the assistant manager of

1382

00:57:42,870 --> 00:57:40,810

McDonald's knows that it's a conspiracy

1383

00:57:45,900 --> 00:57:42,880

you know where you buy your hamburger

1384

00:57:47,790 --> 00:57:45,910

buns and where you get your catch if it

1385

00:57:49,770 --> 00:57:47,800

all is that way then the military of

1386

00:57:55,610 --> 00:57:49,780

course we accept that politics we accept

1387

00:58:03,500 --> 00:57:59,700

immune from that I don't think well you

1388

00:58:07,290 --> 00:58:03,510

know a related question is this issue of

1389

00:58:11,070 --> 00:58:07,300

why would they not want us to know

1390

00:58:13,140 --> 00:58:11,080

certain things right and in the in the

1391

00:58:15,000 --> 00:58:13,150

purview of the simulation hypothesis you

1392

00:58:17,730 --> 00:58:15,010

there was an academic who argued

1393

00:58:19,980 --> 00:58:17,740

recently in the New York Times that we

1394

00:58:22,290 --> 00:58:19,990

shouldn't try to find out if we're in a

1395

00:58:24,330 --> 00:58:22,300

simulation and he said the reason is

1396

00:58:27,570 --> 00:58:24,340

because if we do then the simulators

1397

00:58:29,070 --> 00:58:27,580

will shut us down right that was the

1398

00:58:30,860 --> 00:58:29,080

argument and this is in the New York

1399

00:58:33,600 --> 00:58:30,870

Times and so I wrote a response to that

1400

00:58:36,780 --> 00:58:33,610

you know which York Times didn't publish

1401  
00:58:39,270 --> 00:58:36,790  
but you know some other periodicals did

1402  
00:58:42,720 --> 00:58:39,280  
did publish and you know that is

1403  
00:58:45,090 --> 00:58:42,730  
assuming that the NPC version right so

1404  
00:58:48,990 --> 00:58:45,100  
it assumes we're just bits on a computer

1405  
00:58:51,180 --> 00:58:49,000  
if you take the RPG version perhaps

1406  
00:58:53,130 --> 00:58:51,190  
that's the purpose of the simulation is

1407  
00:58:55,620 --> 00:58:53,140  
for us to realize that it's a simulated

1408  
00:58:57,420 --> 00:58:55,630  
world and that the people who are

1409  
00:58:59,370 --> 00:58:57,430  
stopping us are like obstacles because

1410  
00:59:00,960 --> 00:58:59,380  
they don't want the game to end right so

1411  
00:59:03,510 --> 00:59:00,970  
it's kind of a reverse technological

1412  
00:59:05,130 --> 00:59:03,520  
version of Pascal's wager right Pascal's

1413  
00:59:06,510 --> 00:59:05,140

wager was I don't know if there's a god

1414

00:59:08,790 --> 00:59:06,520

or not but I'm going to pretend like

1415

00:59:10,200 --> 00:59:08,800

there is so that if there is at least

1416

00:59:12,390 --> 00:59:10,210

y'all get in heaven and if there isn't I

1417

00:59:14,600 --> 00:59:12,400

haven't really lost anything down the

1418

00:59:16,650 --> 00:59:14,610

road you know this was saying

1419

00:59:18,060 --> 00:59:16,660

technologically we should act as if

1420

00:59:20,820 --> 00:59:18,070

we're not in the simulation because if

1421

00:59:22,770 --> 00:59:20,830

we if we find out we are now I'm of the

1422

00:59:24,810 --> 00:59:22,780

view we should do experiments to find

1423

00:59:25,980 --> 00:59:24,820

out and there's a physicist named Tom

1424

00:59:27,300 --> 00:59:25,990

Campbell I don't know if you've come

1425

00:59:29,040 --> 00:59:27,310

across Demarest he's been on your show

1426

00:59:31,980 --> 00:59:29,050

and you know he's been talking about

1427

00:59:34,260 --> 00:59:31,990

this idea of a virtual reality world for

1428

00:59:36,630 --> 00:59:34,270

for many years and so he raised some

1429

00:59:38,580 --> 00:59:36,640

crowdfunding to do some experiments you

1430

00:59:40,290 --> 00:59:38,590

know down in Southern California and I

1431

00:59:43,260 --> 00:59:40,300

visited those a couple of months ago

1432

00:59:45,720 --> 00:59:43,270

that are in progress and the idea is to

1433

00:59:47,340 --> 00:59:45,730

try to show through various versions as

1434

00:59:49,470 --> 00:59:47,350

a delayed choice experiment that what

1435

00:59:51,630 --> 00:59:49,480

you actually need is not a measurement

1436

00:59:54,540 --> 00:59:51,640

device but what you actually need is a

1437

00:59:57,180 --> 00:59:54,550

conscious observer at some point in that

1438

01:00:00,000 --> 00:59:57,190

process right and to say that's like a

1439

01:00:02,190 --> 01:00:00,010

video game getting back to the rendering

1440

01:00:03,000 --> 01:00:02,200

an allergy you know that's kind of where

1441

01:00:04,560 --> 01:00:03,010

they're trying to go and those

1442

01:00:06,360 --> 01:00:04,570

experiments are still ongoing but I'm of

1443

01:00:09,960 --> 01:00:06,370

the belief that perhaps that is the

1444

01:00:11,820 --> 01:00:09,970

whole point is for us to recognize what

1445

01:00:13,680 --> 01:00:11,830

the purpose of the game is and perhaps

1446

01:00:16,170 --> 01:00:13,690

what your call some people call

1447

01:00:18,660 --> 01:00:16,180

conspiracies are agents like Agent Smith

1448

01:00:21,090 --> 01:00:18,670

that have been sent to make it more

1449

01:00:22,380 --> 01:00:21,100

difficult because some people say well

1450

01:00:23,730 --> 01:00:22,390

if I was gonna make a video game I would

1451  
01:00:25,890 --> 01:00:23,740  
make it really easy for me I would

1452  
01:00:28,740 --> 01:00:25,900  
become a trillionaire and I would you

1453  
01:00:31,200 --> 01:00:28,750  
know everything would be great then if

1454  
01:00:32,550 --> 01:00:31,210  
you remember in the matrix in one of the

1455  
01:00:34,440 --> 01:00:32,560  
sequels I forget was the second or the

1456  
01:00:36,510 --> 01:00:34,450  
third one they revealed that the first

1457  
01:00:39,450 --> 01:00:36,520  
version of the matrix was just this

1458  
01:00:41,370 --> 01:00:39,460  
great idea like paradise and the the

1459  
01:00:43,680 --> 01:00:41,380  
human mind didn't accept it

1460  
01:00:46,140 --> 01:00:43,690  
so they had to introduce you know a

1461  
01:00:49,080 --> 01:00:46,150  
whole bunch of you know strife and

1462  
01:00:51,180 --> 01:00:49,090  
boredom and grinding and all this stuff

1463  
01:00:54,270 --> 01:00:51,190

in order for the human mind to accept it

1464

01:00:56,520 --> 01:00:54,280

as real and so you know I often like to

1465

01:00:59,310 --> 01:00:56,530

use the analogy of an Indiana Jones film

1466

01:01:01,230 --> 01:00:59,320

right what if he got the treasure map at

1467

01:01:02,520 --> 01:01:01,240

the beginning of the film and it just

1468

01:01:04,620 --> 01:01:02,530

said there you go there's where the Ark

1469

01:01:05,760 --> 01:01:04,630

of the Covenant is go get it well it

1470

01:01:09,510 --> 01:01:05,770

wouldn't make for a very interesting

1471

01:01:11,790 --> 01:01:09,520

film and and since I'm saying that you

1472

01:01:14,280 --> 01:01:11,800

know reality is like a 3d film that's

1473

01:01:16,950 --> 01:01:14,290

being recorded so that you can play back

1474

01:01:18,780 --> 01:01:16,960

pieces of these later on so you can kind

1475

01:01:20,970 --> 01:01:18,790

of review your performance if you will

1476

01:01:21,930 --> 01:01:20,980

that you have to make it an interesting

1477

01:01:23,819 --> 01:01:21,940

film

1478

01:01:25,920 --> 01:01:23,829

along the way and that may be where the

1479

01:01:28,410 --> 01:01:25,930

difficulties kind of an otherwise you

1480

01:01:31,050 --> 01:01:28,420

know it would just be over hey that's uh

1481

01:01:33,300 --> 01:01:31,060

that's a really a great head scratcher

1482

01:01:35,010 --> 01:01:33,310

there but a great point I want to make

1483

01:01:36,599 --> 01:01:35,020

use of your time you've been super

1484

01:01:38,579 --> 01:01:36,609

generous and I know you're a busy guy I

1485

01:01:41,880 --> 01:01:38,589

want to hit on two things really quick

1486

01:01:43,260 --> 01:01:41,890

to wrap this thing up and the I was

1487

01:01:45,960 --> 01:01:43,270

going to jump right to the second one

1488

01:01:48,630 --> 01:01:45,970

but you're so deeply spiritual in a way

1489

01:01:50,400 --> 01:01:48,640

I had to go back to the Eckhart Tolle

1490

01:01:55,079 --> 01:01:50,410

thing that I was gonna bring up because

1491

01:01:57,150 --> 01:01:55,089

I think he's pretty cool way of bringing

1492

01:02:00,450 --> 01:01:57,160

a lot of these spiritual mystical

1493

01:02:03,780 --> 01:02:00,460

concepts down to earth and you also are

1494

01:02:05,510 --> 01:02:03,790

into meditation to me one of the things

1495

01:02:11,010 --> 01:02:05,520

that becomes clear to anyone who's ever

1496

01:02:13,950 --> 01:02:11,020

meditated is the more is self-evident I

1497

01:02:18,180 --> 01:02:13,960

mean as soon as you go into this state

1498

01:02:20,940 --> 01:02:18,190

of awareness of that voice that monkey

1499

01:02:23,790 --> 01:02:20,950

mind you're in this different world you

1500

01:02:24,930 --> 01:02:23,800

are outside of the matrix instantly you

1501

01:02:27,300 --> 01:02:24,940

know like you know I was listening to

1502

01:02:29,010 --> 01:02:27,310

Eckhart Tolle not too long ago and he

1503

01:02:33,000 --> 01:02:29,020

had a great point about the whole a

1504

01:02:34,829 --> 01:02:33,010

matrix thing he goes okay maybe we live

1505

01:02:37,680 --> 01:02:34,839

in a matrix he goes yeah maybe that's

1506

01:02:39,930 --> 01:02:37,690

true certainly it does seem kind of

1507

01:02:44,250 --> 01:02:39,940

dreamlike what we're doing here he goes

1508

01:02:47,190 --> 01:02:44,260

but if we are then there you are you're

1509

01:02:49,170 --> 01:02:47,200

the one who's experiencing it again so

1510

01:02:50,550 --> 01:02:49,180

again it goes back to the circles back

1511

01:02:53,730 --> 01:02:50,560

to the first thing we talked about in

1512

01:02:57,240 --> 01:02:53,740

here of the neo versus agent Smith but I

1513

01:03:01,130 --> 01:02:57,250

don't know how anyone can construct the

1514

01:03:04,650 --> 01:03:01,140

agent Smith our argument when it is

1515

01:03:06,180 --> 01:03:04,660

self-evident that you are Matt which you

1516

01:03:09,900 --> 01:03:06,190

observe right I mean that's like the

1517

01:03:11,370 --> 01:03:09,910

first rule of metaphysics I am NOT the

1518

01:03:13,849 --> 01:03:11,380

computer because I can observe the

1519

01:03:17,849 --> 01:03:13,859

computer and I'm not bad you know so

1520

01:03:20,849 --> 01:03:17,859

what do you think here about this idea

1521

01:03:23,510 --> 01:03:20,859

that the more part of this the greater

1522

01:03:26,190 --> 01:03:23,520

consciousness isn't it

1523

01:03:29,790 --> 01:03:26,200

self-evident as soon as you sit down on

1524

01:03:31,770 --> 01:03:29,800

the meditation cushion well I think you

1525

01:03:33,569 --> 01:03:31,780

know you're getting back to even

1526

01:03:35,909 --> 01:03:33,579

Descartes right

1527

01:03:39,179 --> 01:03:35,919

if he said if everything was a dream or

1528

01:03:40,739 --> 01:03:39,189

if he was being deceived by an evil

1529

01:03:42,809 --> 01:03:40,749

demon the only thing he knows for sure

1530

01:03:45,299 --> 01:03:42,819

is that you know he's there I think

1531

01:03:46,589 --> 01:03:45,309

therefore I am which is kind of like the

1532

01:03:49,829 --> 01:03:46,599

fundamental idea that you're talking

1533

01:03:51,989 --> 01:03:49,839

about but you know this dreamlike nature

1534

01:03:54,149 --> 01:03:51,999

of reality is quite interesting to me

1535

01:03:56,579 --> 01:03:54,159

and I spend a lot of time on dreams

1536

01:03:58,949 --> 01:03:56,589

right because you know I talk about the

1537

01:04:00,899 --> 01:03:58,959

technology that we will develop to build

1538

01:04:02,339 --> 01:04:00,909

something like The Matrix well it turns

1539

01:04:04,979 --> 01:04:02,349

out it's already exists in biological

1540

01:04:07,649 --> 01:04:04,989

form it's called dreams every night we

1541

01:04:09,989 --> 01:04:07,659

create these worlds and inside the world

1542

01:04:12,779 --> 01:04:09,999

we're there but there's a bunch of other

1543

01:04:14,669 --> 01:04:12,789

beings who could in fact be NPCs so you

1544

01:04:16,469 --> 01:04:14,679

know one thing I say is that the NPC and

1545

01:04:17,909 --> 01:04:16,479

RPG versions are not mutually exclusive

1546

01:04:19,859 --> 01:04:17,919

I can play a video game where there's

1547

01:04:22,679 --> 01:04:19,869

player characters and there's other

1548

01:04:25,109 --> 01:04:22,689

people put there as obstacles or NPCs to

1549

01:04:26,639 --> 01:04:25,119

help you along the way or people that

1550

01:04:29,279 --> 01:04:26,649

look like they're there to help you but

1551

01:04:31,409 --> 01:04:29,289

don't really aren't there to help you

1552

01:04:34,409 --> 01:04:31,419

and you know within the Tibetan Buddhist

1553

01:04:36,569 --> 01:04:34,419

traditions they use dream yoga yeah

1554

01:04:38,370 --> 01:04:36,579

which is a form of lucid dreaming too

1555

01:04:40,109 --> 01:04:38,380

once you learn to wake up within the

1556

01:04:42,479 --> 01:04:40,119

dream and recognize what is real and

1557

01:04:45,120 --> 01:04:42,489

what is it you can do that in the

1558

01:04:47,309 --> 01:04:45,130

physical world as well around you so

1559

01:04:49,109 --> 01:04:47,319

who's to say that there aren't some NPCs

1560

01:04:50,789 --> 01:04:49,119

around us I had a woman say to me the

1561

01:04:56,699 --> 01:04:50,799

other day you know I think my husband is

1562

01:04:58,919 --> 01:04:56,709

an NPC is they don't tell him that but

1563

01:05:00,599 --> 01:04:58,929

you know I may have gotten off track a

1564

01:05:03,389 --> 01:05:00,609

little bit but you know I find that this

1565

01:05:06,089 --> 01:05:03,399

this is this analogy of the dreamlike

1566

01:05:08,370 --> 01:05:06,099

nature of reality is really really

1567

01:05:10,259 --> 01:05:08,380

interesting and it ties very much to

1568

01:05:11,429 --> 01:05:10,269

this idea that we may live you know in

1569

01:05:15,179 --> 01:05:11,439

the simulated world and I think when you

1570

01:05:16,739 --> 01:05:15,189

meditate you realize that there's a part

1571

01:05:18,719 --> 01:05:16,749

of you that isn't your physical body

1572

01:05:21,029 --> 01:05:18,729

there's a part of you that isn't your

1573

01:05:23,429 --> 01:05:21,039

emotions and then eventually there's a

1574

01:05:25,349 --> 01:05:23,439

part of you that isn't your thoughts and

1575

01:05:29,370 --> 01:05:25,359

what is that part and I think that is

1576

01:05:33,089 --> 01:05:29,380

the essence of a lot of deep spiritual

1577

01:05:34,769 --> 01:05:33,099

inquiries what is that part and so you

1578

01:05:36,870 --> 01:05:34,779

know that's when people ask me how do i

1579

01:05:37,259 --> 01:05:36,880

hack the matrix I say hey that's how you

1580

01:05:40,259 --> 01:05:37,269

do it

1581

01:05:43,259 --> 01:05:40,269

quiet the datastream right that's coming

1582

01:05:46,620 --> 01:05:43,269

in and remember that there's a part of

1583

01:05:47,610 --> 01:05:46,630

you that is just as in a dream that was

1584

01:05:49,230 --> 01:05:47,620

in line

1585

01:05:51,720 --> 01:05:49,240

but this part of you is consciousness

1586

01:05:55,550 --> 01:05:51,730

outside of the matrix and that that's

1587

01:05:58,350 --> 01:05:55,560

the way that you can do it awesome

1588

01:06:01,260 --> 01:05:58,360

awesomeness okay let's wrap it up with

1589

01:06:03,630 --> 01:06:01,270

here now kind of question that a lot of

1590

01:06:06,510 --> 01:06:03,640

people I don't know get pretty worked up

1591

01:06:09,210 --> 01:06:06,520

about and I think for good reason the

1592

01:06:11,010 --> 01:06:09,220

strong AI thing like I said I've been

1593

01:06:13,170 --> 01:06:11,020

following ni for a long time and I was

1594

01:06:15,270 --> 01:06:13,180

always a disbeliever but there's some

1595

01:06:18,720 --> 01:06:15,280

advancements an AI that would make

1596

01:06:21,050 --> 01:06:18,730

anyone wonder and from as a Silicon

1597

01:06:24,120 --> 01:06:21,060

Valley guy as a very successful investor

1598

01:06:27,120 --> 01:06:24,130

entrepreneur I mean what are we to make

1599

01:06:28,590 --> 01:06:27,130

of I don't know you don't have to agree

1600

01:06:30,510 --> 01:06:28,600

with this because it's really kind of

1601

01:06:34,890 --> 01:06:30,520

controversial but just the reality that

1602

01:06:36,840 --> 01:06:34,900

I have up on the screen you know the

1603

01:06:41,820 --> 01:06:36,850

Simpson quote you know I for one welcome

1604

01:06:46,290 --> 01:06:41,830

our new AI overlords me we have we have

1605

01:06:49,560 --> 01:06:46,300

D monetization we already have AI in

1606

01:06:52,170 --> 01:06:49,570

place in the hands of people who when

1607

01:06:55,050 --> 01:06:52,180

they wield that power we've already

1608

01:06:57,660 --> 01:06:55,060

begun to see the power that they that

1609

01:07:00,000 --> 01:06:57,670

they can exercise in this world and it

1610

01:07:01,650 --> 01:07:00,010

goes beyond Google of course it's in a

1611

01:07:06,090 --> 01:07:01,660

million different places that we can't

1612

01:07:09,050 --> 01:07:06,100

see but should we fear it in maybe some

1613

01:07:11,610 --> 01:07:09,060

very real ways that we're already

1614

01:07:14,700 --> 01:07:11,620

experiencing and second part of that is

1615

01:07:17,730 --> 01:07:14,710

what about the concentration of this AI

1616

01:07:20,820 --> 01:07:17,740

power and again like we're saying if you

1617

01:07:23,820 --> 01:07:20,830

can you would if you can you'd hold on

1618

01:07:26,310 --> 01:07:23,830

to it you wouldn't share it alright well

1619

01:07:29,040 --> 01:07:26,320

so I think you know many people wonder

1620

01:07:32,610 --> 01:07:29,050

you know how sophisticated AI has gotten

1621

01:07:36,030 --> 01:07:32,620

and you remember you know AI back in the

1622

01:07:37,950 --> 01:07:36,040

90s and in the 2000s and it was not very

1623

01:07:39,870 --> 01:07:37,960

powerful and what happened is AI has

1624

01:07:42,510 --> 01:07:39,880

gone through several waves right there

1625

01:07:45,210 --> 01:07:42,520

was the expert systems and rule-based

1626  
01:07:47,100 --> 01:07:45,220  
wave then you know neural nets came

1627  
01:07:48,900 --> 01:07:47,110  
along for a while and when I was in

1628  
01:07:50,970 --> 01:07:48,910  
college in the 90s you know we studied

1629  
01:07:53,070 --> 01:07:50,980  
how to make neural nets and this recent

1630  
01:07:55,770 --> 01:07:53,080  
wave has been more about data and

1631  
01:07:58,680 --> 01:07:55,780  
machine learning and and reinforcement

1632  
01:07:59,940 --> 01:07:58,690  
learning and so a lot of the you know a

1633  
01:08:00,390 --> 01:07:59,950  
lot of the advances that have come

1634  
01:08:02,609 --> 01:08:00,400  
really

1635  
01:08:04,740 --> 01:08:02,619  
we have been because computing power the

1636  
01:08:06,390 --> 01:08:04,750  
availability of data and the ability to

1637  
01:08:08,279 --> 01:08:06,400  
crunch this and for machines to learn

1638  
01:08:10,650 --> 01:08:08,289

and the video game world right

1639

01:08:12,630 --> 01:08:10,660

you know claw Shan and who created what

1640

01:08:15,000 --> 01:08:12,640

what I consider one of the first AIS

1641

01:08:18,749 --> 01:08:15,010

which was a chess-playing computer back

1642

01:08:22,620 --> 01:08:18,759

in 1950 he was at Bell Labs and MIT is

1643

01:08:25,140 --> 01:08:22,630

that gaming nai you know are related but

1644

01:08:27,390 --> 01:08:25,150

he said you know that the stages of AI

1645

01:08:30,840 --> 01:08:27,400

he first saw in the future were you know

1646

01:08:32,519 --> 01:08:30,850

where a game can play a rule a I can

1647

01:08:34,470 --> 01:08:32,529

place play a rule based game like Jess

1648

01:08:36,780 --> 01:08:34,480

but then eventually it can learn the

1649

01:08:39,599 --> 01:08:36,790

rules right and that's kind of where we

1650

01:08:41,640 --> 01:08:39,609

are today but we're not at you know a

1651

01:08:43,110 --> 01:08:41,650

colleague of his contemporary Alan

1652

01:08:45,120 --> 01:08:43,120

Turing had the Turing test right which

1653

01:08:47,280 --> 01:08:45,130

is this idea that you know if you're

1654

01:08:49,079 --> 01:08:47,290

talking to an AI back then it was to a

1655

01:08:50,640 --> 01:08:49,089

computer not necessarily software they

1656

01:08:51,599 --> 01:08:50,650

were thinking about its hardware but if

1657

01:08:53,579 --> 01:08:51,609

you're talking to

1658

01:08:55,410 --> 01:08:53,589

AI versus a person you can't tell the

1659

01:08:56,640 --> 01:08:55,420

difference then the turning test has

1660

01:08:58,740 --> 01:08:56,650

been passed or what he called the

1661

01:09:01,380 --> 01:08:58,750

imitation game back then and we're not

1662

01:09:02,970 --> 01:09:01,390

quite at that quite there yet right I

1663

01:09:05,160 --> 01:09:02,980

mean in talking with an AI you can

1664

01:09:06,899 --> 01:09:05,170

usually tell if it's still there in

1665

01:09:11,370 --> 01:09:06,909

Mike's in my opinion there's another

1666

01:09:13,019 --> 01:09:11,380

wave of AI that may need to come add it

1667

01:09:15,120 --> 01:09:13,029

on to the current technology I don't

1668

01:09:17,070 --> 01:09:15,130

know what that is before we get there

1669

01:09:19,140 --> 01:09:17,080

but a lot of people are worried about

1670

01:09:22,499 --> 01:09:19,150

super intelligence right and that AI

1671

01:09:26,970 --> 01:09:22,509

will take over the world I I actually

1672

01:09:31,380 --> 01:09:26,980

worry not that the AI is so intelligent

1673

01:09:33,329 --> 01:09:31,390

but if we start to hook up weapons to AI

1674

01:09:35,519 --> 01:09:33,339

and the AI is actually not that

1675

01:09:38,550 --> 01:09:35,529

intelligent it's more intelligent than

1676

01:09:41,789 --> 01:09:38,560

it is now but today's AI is very limited

1677

01:09:42,930 --> 01:09:41,799

it's only good at certain tasks right we

1678

01:09:45,240 --> 01:09:42,940

don't have artificial general

1679

01:09:48,390 --> 01:09:45,250

intelligence yet because you have to

1680

01:09:50,820 --> 01:09:48,400

train it along certain things and so if

1681

01:09:52,800 --> 01:09:50,830

you're training it just shoot right so

1682

01:09:56,130 --> 01:09:52,810

it's almost like would you rather fight

1683

01:09:58,189 --> 01:09:56,140

out do a training match in karate with a

1684

01:10:00,540 --> 01:09:58,199

brown belt or a 10th degree black belt

1685

01:10:02,729 --> 01:10:00,550

well it turns out the brown belt is more

1686

01:10:04,950 --> 01:10:02,739

likely to hurt you then attempt to do

1687

01:10:06,419 --> 01:10:04,960

black belts who will make sure you don't

1688

01:10:07,680 --> 01:10:06,429

get hurt too much when you're doing the

1689

01:10:09,899 --> 01:10:07,690

sparring because they not only have the

1690

01:10:11,550 --> 01:10:09,909

power they also have the refinement and

1691

01:10:13,830 --> 01:10:11,560

the control and the wisdom right

1692

01:10:16,129 --> 01:10:13,840

that was their directive

1693

01:10:18,240 --> 01:10:16,139

I mean it depends what the directive

1694

01:10:19,649 --> 01:10:18,250

defensive on what the directive is and

1695

01:10:21,390 --> 01:10:19,659

what the values are on the air so I

1696

01:10:24,660 --> 01:10:21,400

think eventually we will have to worry

1697

01:10:26,310 --> 01:10:24,670

about a I and weaponized AI but don't

1698

01:10:28,320 --> 01:10:26,320

have to worry about it this is the point

1699

01:10:30,330 --> 01:10:28,330

oh don't we have to maybe if we look

1700

01:10:32,520 --> 01:10:30,340

really hard don't we have to worry about

1701

01:10:34,470 --> 01:10:32,530

it now maybe a little bit more than we

1702

01:10:37,020 --> 01:10:34,480

think we are and isn't it creeping into

1703

01:10:39,720 --> 01:10:37,030

our lives in ways that we don't

1704

01:10:42,660 --> 01:10:39,730

immediately recognize what like search

1705

01:10:46,530 --> 01:10:42,670

right now searches is not in the control

1706

01:10:48,300 --> 01:10:46,540

of Google per se it's in the control of

1707

01:10:49,320 --> 01:10:48,310

a lot of the agents that they've built

1708

01:10:50,910 --> 01:10:49,330

and I'm not trying to be super

1709

01:10:52,439 --> 01:10:50,920

controversial there I mean I think right

1710

01:10:53,760 --> 01:10:52,449

you would know much better than I am but

1711

01:10:56,280 --> 01:10:53,770

that's just the fact I mean that's

1712

01:10:58,350 --> 01:10:56,290

certainly a fact in trading trading you

1713

01:11:01,020 --> 01:10:58,360

know stock trading securities trading is

1714

01:11:02,970 --> 01:11:01,030

not in the hands of traders I mean that

1715

01:11:04,470 --> 01:11:02,980

is all automated at this point right

1716

01:11:06,810 --> 01:11:04,480

it's in the hand of the algorithms and

1717

01:11:07,589 --> 01:11:06,820

you're right search D monetization right

1718

01:11:10,260 --> 01:11:07,599

you'll hear about people getting

1719

01:11:12,350 --> 01:11:10,270

demonetized on youtube because they got

1720

01:11:14,820 --> 01:11:12,360

swept up because they said certain words

1721

01:11:17,640 --> 01:11:14,830

which were picked up by the algorithm

1722

01:11:20,310 --> 01:11:17,650

but you know I would say that we've

1723

01:11:22,439 --> 01:11:20,320

always had an element of media control

1724

01:11:24,330 --> 01:11:22,449

right I mean if you go back when I was a

1725

01:11:28,290 --> 01:11:24,340

kid there were only three networks and

1726

01:11:30,359 --> 01:11:28,300

pretty much they decided you know what

1727

01:11:32,220 --> 01:11:30,369

was what what was on the news and what

1728

01:11:34,850 --> 01:11:32,230

wasn't and we have a corporate

1729

01:11:38,520 --> 01:11:34,860

controlled media and so yes we do have

1730

01:11:42,209 --> 01:11:38,530

these kinds of things happening with AI

1731

01:11:43,560 --> 01:11:42,219

and algorithms but we also have more

1732

01:11:45,810 --> 01:11:43,570

access to information than we've ever

1733

01:11:48,689 --> 01:11:45,820

had before right so there are actually

1734

01:11:51,300 --> 01:11:48,699

way more points of view now than there

1735

01:11:53,040 --> 01:11:51,310

used to be so you know I yeah I'm a

1736

01:11:54,209 --> 01:11:53,050

little worried about that I'm not so

1737

01:11:56,310 --> 01:11:54,219

worried about that I think that's always

1738

01:11:58,770 --> 01:11:56,320

been the case but I think actually

1739

01:12:00,330 --> 01:11:58,780

there's a lot more you know there's a

1740

01:12:02,280 --> 01:12:00,340

lot more information flowing now than

1741

01:12:04,620 --> 01:12:02,290

there ever was before even with these

1742

01:12:08,820 --> 01:12:04,630

these algorithms and and and the AI and

1743

01:12:11,250 --> 01:12:08,830

the search algorithms etc well our guest

1744

01:12:13,439 --> 01:12:11,260

again has been I said The Amazing Race

1745

01:12:15,959 --> 01:12:13,449

verk and I'm going to say it again The

1746

01:12:18,689 --> 01:12:15,969

Amazing Race work and the book we talked

1747

01:12:21,030 --> 01:12:18,699

a lot about is the simulation hypothesis

1748

01:12:23,459 --> 01:12:21,040

but you can follow him in any number of

1749

01:12:25,859 --> 01:12:23,469

ways he's out there he produces so much

1750

01:12:27,390 --> 01:12:25,869

great stuff Rose tell folks a little bit

1751

01:12:29,160 --> 01:12:27,400

about some of the

1752

01:12:31,670 --> 01:12:29,170

logics that you have going on right now

1753

01:12:34,080 --> 01:12:31,680

that they might want to keep an eye on

1754

01:12:35,970 --> 01:12:34,090

sure well you know this book is out

1755

01:12:38,430 --> 01:12:35,980

there I'm gonna be working on a second

1756

01:12:40,500 --> 01:12:38,440

edition of this book which will probably

1757

01:12:45,060 --> 01:12:40,510

come out next year on the when the

1758

01:12:47,400 --> 01:12:45,070

matrix four comes out in May of 2021

1759

01:12:53,720 --> 01:12:47,410

people can visit my Twitter feed at at

1760

01:12:56,520 --> 01:12:53,730

wrist Danford or my website at ZeniMax

1761

01:12:57,840 --> 01:12:56,530

Cole that's kind of the the other area

1762

01:12:59,160 --> 01:12:57,850

where I spend a lot more a lot of my

1763

01:13:01,350 --> 01:12:59,170

time is with startups and in the

1764

01:13:03,710 --> 01:13:01,360

technology world and then I always have

1765

01:13:06,150 --> 01:13:03,720

articles coming out I even started a

1766

01:13:08,340 --> 01:13:06,160

podcast recently called the simulated

1767

01:13:11,400 --> 01:13:08,350

universe at the edges of science and

1768

01:13:13,350 --> 01:13:11,410

science fiction awesome we didn't talk a

1769

01:13:15,330 --> 01:13:13,360

lot about science fiction but if anyone

1770

01:13:17,850 --> 01:13:15,340

is into science fiction there are all

1771

01:13:20,130 --> 01:13:17,860

these threads that are interwoven into

1772

01:13:21,990 --> 01:13:20,140

this book and his work in general that

1773

01:13:24,390 --> 01:13:22,000

people want to check out absolutely

1774

01:13:26,400 --> 01:13:24,400

fantastic heavy on thank you so much for

1775

01:13:28,190 --> 01:13:26,410

joining me thank you so much for having

1776

01:13:30,810 --> 01:13:28,200

me on I really enjoyed our conversation

1777

01:13:33,690 --> 01:13:30,820

thanks again to rizz verk for joining me

1778

01:13:36,660 --> 01:13:33,700

today on skeptical one question I'd have

1779

01:13:43,080 --> 01:13:36,670

to tee up from this interview how far

1780

01:13:44,820 --> 01:13:43,090

has if it can it will a I advanced it's

1781

01:13:47,310 --> 01:13:44,830

something we just kind of touched on in

1782

01:13:50,220 --> 01:13:47,320

this show but I think it really sparks

1783

01:13:52,500 --> 01:13:50,230

some interesting conversation or the

1784

01:13:54,510 --> 01:13:52,510

beginnings of a conversation and I'd

1785

01:13:56,850 --> 01:13:54,520

like to invite you to join in and maybe

1786

01:13:59,280 --> 01:13:56,860

finish that conversation what a great

1787

01:14:01,950 --> 01:13:59,290

guest so thankful for him coming on and

1788

01:14:05,250 --> 01:14:01,960

I think his work could turn out to be

1789

01:14:08,520 --> 01:14:05,260

really important in all these questions

1790

01:14:11,220 --> 01:14:08,530

that we're exploring on skeptic oh so do

1791

01:14:13,620 --> 01:14:11,230

join me over at the skeptical forum to

1792

01:14:15,810 --> 01:14:13,630

discuss anything you want to discuss

1793

01:14:18,570 --> 01:14:15,820

about the show or you can of course

1794

01:14:21,090 --> 01:14:18,580

reach me on Facebook or wherever you

1795

01:14:23,250 --> 01:14:21,100

reach me be sure to check out all the

1796

01:14:24,870 --> 01:14:23,260

other shows on skeptic oh you can find

1797

01:14:26,220 --> 01:14:24,880

him through the sceptical website you

1798

01:14:28,440 --> 01:14:26,230

can download all the shows for free

1799

01:14:31,920 --> 01:14:28,450

there's no advertisements there's no

1800

01:14:33,540 --> 01:14:31,930

firewall there's no anything just hope

1801

01:14:35,220 --> 01:14:33,550

you'll like them hope you use them hope

1802

01:14:37,230 --> 01:14:35,230

they're meaningful to you and I hope you

1803

01:14:39,229 --> 01:14:37,240

share them with other people who you

1804

01:14:41,030 --> 01:14:39,239

think need to hear

1805

01:14:43,190 --> 01:14:41,040

some of the information we talk about on

1806

01:14:45,610 --> 01:14:43,200

this show I have some good stuff coming

1807

01:14:49,160 --> 01:14:45,620

up please stay with me for all of that

1808

01:14:50,780 --> 01:14:49,170

until next time take care and bye for