

Implications

- Retrocausation compatible with
 - ✓ Newton's laws
 - ✓ Conservation of Energy
 - ? 2nd Law of Thermodynamics (logic)
- Logic & bilking paradox \Rightarrow conditions for retrocausation
 - Not all-or-nothing process
 - Greater knowledge of previous outcome
 - \Rightarrow smaller the information entropy
 - \Rightarrow less effect agent can have
- Bilking paradox disappears if PK limited by uncertainty (information entropy \sim noise)

1
00:00:06,650 --> 00:00:03,770
today and so my question is how do you

2
00:00:09,950 --> 00:00:06,660
avoid bilking and the answer comes from

3
00:00:12,440 --> 00:00:09,960
information entropy entropy has two

4
00:00:15,560 --> 00:00:12,450
forms the classical form is

5
00:00:17,710 --> 00:00:15,570
thermodynamics and at a previous SS a

6
00:00:20,300 --> 00:00:17,720
meeting I talked about this

7
00:00:22,910 --> 00:00:20,310
thermodynamic entropy and discussed how

8
00:00:25,130 --> 00:00:22,920
it can be used with regard to Sian

9
00:00:26,720 --> 00:00:25,140
formation there's another form of

10
00:00:28,580 --> 00:00:26,730
entropy and that is information entropy

11
00:00:31,659 --> 00:00:28,590
and that is the entropy that I'm going

12
00:00:33,889 --> 00:00:31,669
to be using today and it has been shown

13
00:00:36,160 --> 00:00:33,899

pretty much conclusively that

14

00:00:41,030 --> 00:00:36,170

information entropy is in fact identical

15

00:00:43,880 --> 00:00:41,040

to thermodynamic entropy so again this

16

00:00:46,000 --> 00:00:43,890

is a measure of disorder this

17

00:00:48,110 --> 00:00:46,010

information entropy can be expressed

18

00:00:50,930 --> 00:00:48,120

quantitatively and you can express it in

19

00:00:53,689 --> 00:00:50,940

terms of how surprised you are to learn

20

00:00:56,299 --> 00:00:53,699

that an intended outcome has occurred

21

00:01:01,580 --> 00:00:56,309

and that's called surprise elitsa

22

00:01:03,470 --> 00:01:01,590

technical term so if you know little it

23

00:01:08,179 --> 00:01:03,480

really is I didn't make it up if you

24

00:01:10,730 --> 00:01:08,189

know little about the outcome and it

25

00:01:12,380 --> 00:01:10,740

occurs then you will be very surprised

26

00:01:16,460 --> 00:01:12,390

if you know a lot you'll be less

27

00:01:18,140 --> 00:01:16,470

surprised and so this surprise ille is a

28

00:01:22,340 --> 00:01:18,150

measure of uncertainty and it's

29

00:01:24,200 --> 00:01:22,350

quantified in terms of entropy and so if

30

00:01:26,840 --> 00:01:24,210

you know little beforehand the

31

00:01:29,030 --> 00:01:26,850

information entropy is large and it

32

00:01:31,760 --> 00:01:29,040

turns out that in this case the

33

00:01:35,780 --> 00:01:31,770

possibility of retro psychokinesis is

34

00:01:39,289 --> 00:01:35,790

large this has been described and can be

35

00:01:42,999 --> 00:01:39,299

described quantitatively using entropy

36

00:01:46,219 --> 00:01:43,009

and surprise ille in information entropy

37

00:01:47,960 --> 00:01:46,229

an information theory involving

38

00:01:52,039 --> 00:01:47,970

Shannon's famous formula I'm not going

39

00:01:55,160 --> 00:01:52,049

to go into that right now so what are

40

00:01:58,959 --> 00:01:55,170

the implications of this approach in

41

00:02:02,179 --> 00:01:58,969

which we say that in fact you can have

42

00:02:06,469 --> 00:02:02,189

retro causation it does not contradict

43

00:02:09,460 --> 00:02:06,479

physics under certain conditions well we

44

00:02:11,360 --> 00:02:09,470

can say that retro causation is

45

00:02:13,670 --> 00:02:11,370

compatible and I haven't gone into that

46

00:02:16,309 --> 00:02:13,680

here with Newton's laws and

47

00:02:18,679 --> 00:02:16,319

of energy and I can say that the real

48

00:02:22,670 --> 00:02:18,689

question is one of the second law of

49

00:02:25,160 --> 00:02:22,680

thermodynamics and entropy is a vector

50

00:02:27,170 --> 00:02:25,170

causation compatible with that and I

51
00:02:30,050 --> 00:02:27,180
think that really is the question and

52
00:02:32,179 --> 00:02:30,060
that's how it ought to be posed why the

53
00:02:35,330 --> 00:02:32,189
second law of thermodynamics because the

54
00:02:38,809 --> 00:02:35,340
second law of thermodynamics is really

55
00:02:43,270 --> 00:02:38,819
just a description of logic it describes

56
00:02:47,740 --> 00:02:43,280
logically how a multi-part system by a

57
00:02:52,399 --> 00:02:47,750
probability must evolve over time so

58
00:02:55,490 --> 00:02:52,409
what I've done is I've linked logic from

59
00:03:00,140 --> 00:02:55,500
the second law of thermodynamics and the

60
00:03:04,009 --> 00:03:00,150
bilking paradox to produce what are the

61
00:03:06,649 --> 00:03:04,019
conditions for retro causation and we

62
00:03:10,429 --> 00:03:06,659
find that it's not not an all-or-nothing

63
00:03:13,819 --> 00:03:10,439

process but in fact it's a it's a part

64

00:03:17,270 --> 00:03:13,829

as a somewhat process and the greater

65

00:03:20,319 --> 00:03:17,280

our knowledge of a previous outcome the

66

00:03:22,939 --> 00:03:20,329

smaller the information entropy is and

67

00:03:26,479 --> 00:03:22,949

the smaller the interim information

68

00:03:29,349 --> 00:03:26,489

entropy is the less of an effect we can

69

00:03:31,849 --> 00:03:29,359

have on the past the lower our

70

00:03:35,270 --> 00:03:31,859

psychokinesis efficiency if we can

71

00:03:39,830 --> 00:03:35,280

define such a quantity so the bilking

72

00:03:42,349 --> 00:03:39,840

paradox disappears if psychokinesis is

73

00:03:46,249 --> 00:03:42,359

limited by uncertainty and that

74

00:03:49,670 --> 00:03:46,259

uncertainty is measured by information

75

00:03:52,490 --> 00:03:49,680

entropy and looking at it a little bit

76

00:03:54,979 --> 00:03:52,500

more in terms of quantities that we deal

77

00:03:57,499 --> 00:03:54,989

with every day in life it's limited by

78

00:04:00,530 --> 00:03:57,509

noise because the more noise that a

79

00:04:02,629 --> 00:04:00,540

system has the greater the entropy the

80

00:04:07,550 --> 00:04:02,639

information entropy is and the greater

81

00:04:10,670 --> 00:04:07,560

the psychokinesis can be and it this is

82

00:04:13,670 --> 00:04:10,680

consistent with other musings and

83

00:04:16,009 --> 00:04:13,680

studies which have linked sigh phenomena

84

00:04:18,319 --> 00:04:16,019

to noise in a system if you have a

85

00:04:22,850 --> 00:04:18,329

perfectly defined system with no

86

00:04:25,200 --> 00:04:22,860

randomness associated with noise then we

87

00:04:41,790 --> 00:04:25,210

cannot have a sigh phenomena

88

00:04:49,469 --> 00:04:44,159

I was afraid of a question from York and

89

00:04:53,240 --> 00:04:49,479

here it comes some speculations by the

90

00:04:58,730 --> 00:04:53,250

late philosopher Robert Nozick about the

91

00:05:01,379 --> 00:04:58,740

the way truth values are related to time

92

00:05:05,430 --> 00:05:01,389

suggest an alternative scenario in which

93

00:05:07,890 --> 00:05:05,440

it is possible to win yesterday's

94

00:05:14,909 --> 00:05:07,900

lottery even after you already know the

95

00:05:17,279 --> 00:05:14,919

wrong ticket that if a retro PK can

96

00:05:20,100 --> 00:05:17,289

actually operate it would be in

97

00:05:23,700 --> 00:05:20,110

principle possible using Nozick's model

98

00:05:25,680 --> 00:05:23,710

that you make your PK effort you change

99

00:05:29,010 --> 00:05:25,690

this event in the past and then all

100

00:05:31,320 --> 00:05:29,020

causal carlitz change ah in which case

101

00:05:33,180 --> 00:05:31,330

you would find yourself completely

102

00:05:35,700 --> 00:05:33,190

forgetting everything that had happened

103

00:05:38,189 --> 00:05:35,710

before and you would simply have been

104

00:05:39,749 --> 00:05:38,199

holding the winning lottery ticket the

105

00:05:42,869 --> 00:05:39,759

whole time and there would be no point

106

00:05:45,839 --> 00:05:42,879

in this case of using the retro PK this

107

00:05:50,129 --> 00:05:45,849

is not a that this is not an internal

108

00:05:52,800 --> 00:05:50,139

contradiction because the of the way

109

00:05:55,890 --> 00:05:52,810

Nozick's truth values are handled and

110

00:05:59,040 --> 00:05:55,900

I'm wondering if you'd like to comment

111

00:06:01,969 --> 00:05:59,050

on this approach ok so that is one of a

112

00:06:04,350 --> 00:06:01,979

class of several philosophical

113

00:06:06,980 --> 00:06:04,360

descriptions of ways that you can

114

00:06:11,249 --> 00:06:06,990

uncaused something in the past to happen

115

00:06:13,860 --> 00:06:11,259

retro actively and I find them to be

116

00:06:16,140 --> 00:06:13,870

highly artificial and I see no

117

00:06:18,990 --> 00:06:16,150

experimental evidence for them it

118

00:06:21,089 --> 00:06:19,000

doesn't seem to relate in any way to

119

00:06:25,529 --> 00:06:21,099

what I understand is house I phenomena

120

00:06:28,920 --> 00:06:25,539

occur and although I think they're nice

121

00:06:30,510 --> 00:06:28,930

mind candy I don't think that they help

122

00:06:34,800 --> 00:06:30,520

us in understanding what's happening

123

00:06:37,529 --> 00:06:34,810

here so Garrett as a as a practical

124

00:06:39,480 --> 00:06:37,539

matter in doing this when you start

125

00:06:42,689 --> 00:06:39,490

thinking about picking the six numbers

126

00:06:45,689 --> 00:06:42,699

of the lottery out of the pool of 40 or

127

00:06:47,249 --> 00:06:45,699

so numbers doesn't I aren't those

128

00:06:49,350 --> 00:06:47,259

completely independent events and the

129

00:06:51,329 --> 00:06:49,360

knowledge of one really shouldn't have

130

00:06:52,950 --> 00:06:51,339

any effect on the on the others it just

131

00:06:55,350 --> 00:06:52,960

basically reduces the probability

132

00:06:58,740 --> 00:06:55,360

the of picking a one in 40 versus the

133

00:07:01,320 --> 00:06:58,750

next numbers of one and 39 so I'm not

134

00:07:04,529 --> 00:07:01,330

sure it's if you think about it as each

135

00:07:07,230 --> 00:07:04,539

each prediction or each information

136

00:07:10,260 --> 00:07:07,240

exchange is it is a independent event

137

00:07:12,570 --> 00:07:10,270

unless you're saying that you're at well

138

00:07:14,159 --> 00:07:12,580

those leave it there Darryl I think your

139

00:07:17,700 --> 00:07:14,169

point is well taken and particularly

140

00:07:19,830 --> 00:07:17,710

after my response to York and saying

141

00:07:22,290 --> 00:07:19,840

that York's examples were unrealistic

142

00:07:26,129 --> 00:07:22,300

you're pointing out that my example 2 is

143

00:07:28,499 --> 00:07:26,139

unrealistic and I agree with you

144

00:07:30,629 --> 00:07:28,509

actually the lottery example I put it up

145

00:07:33,570 --> 00:07:30,639

there because the numbers give us a good

146

00:07:35,939 --> 00:07:33,580

mechanism to kind of think how much of

147

00:07:37,890 --> 00:07:35,949

something do we know but I agree with

148

00:07:39,510 --> 00:07:37,900

you that there are problems with the

149

00:07:41,460 --> 00:07:39,520

lottery example and if we want to talk

150

00:07:42,900 --> 00:07:41,470

about a real example it would have to be

151

00:07:44,909 --> 00:07:42,910

some sort of a fuzziness of

152

00:07:46,770 --> 00:07:44,919

understanding an image or something like

153

00:07:49,230 --> 00:07:46,780

that where we've gotten certain parts of

154

00:07:51,629 --> 00:07:49,240

it so your point is well taken hey

155

00:07:53,249 --> 00:07:51,639

Garrett um I'm kind of going to ask a

156

00:07:56,060 --> 00:07:53,259

similar question to everybody else but

157

00:07:58,260 --> 00:07:56,070

then as everyone else but isn't there a

158

00:08:00,120 --> 00:07:58,270

can you always kind of have a broader

159

00:08:02,969 --> 00:08:00,130

system around the system that you're in

160

00:08:05,129 --> 00:08:02,979

where for example it turns out that your

161

00:08:07,140 --> 00:08:05,139

lottery information was a mistake or you

162

00:08:11,730 --> 00:08:07,150

misheard it or just kind of on and on

163

00:08:13,110 --> 00:08:11,740

and aren't those sort of things wouldn't

164

00:08:17,790 --> 00:08:13,120

they be governed by the same sorts of

165

00:08:20,640 --> 00:08:17,800

rules in a way so this mistake I I

166

00:08:24,300 --> 00:08:20,650

actually need a response from John this

167

00:08:26,820 --> 00:08:24,310

mistake is it part of the noise of a

168

00:08:32,519 --> 00:08:26,830

larger system or is it separate from the

169

00:08:34,500 --> 00:08:32,529

noise of a larger system you can always

170

00:08:35,519 --> 00:08:34,510

have a larger system effectively I mean

171

00:08:37,170 --> 00:08:35,529

at the end of the day you could keep

172

00:08:38,760 --> 00:08:37,180

working through these systems and then

173

00:08:40,920 --> 00:08:38,770

you could come upon an observation and

174

00:08:43,019 --> 00:08:40,930

say oh my god and then just wake up

175

00:08:46,019 --> 00:08:43,029

effectively so you know that's a silly

176

00:08:47,850 --> 00:08:46,029

philosophical way of looking at it but I

177

00:08:50,370 --> 00:08:47,860

don't know that we can talk about a

178

00:08:52,410 --> 00:08:50,380

system that's totally isolated including

179

00:08:54,720 --> 00:08:52,420

I agree with you and this is really a

180

00:08:56,340 --> 00:08:54,730

flaw of the law the second law of

181

00:08:58,410 --> 00:08:56,350

thermodynamics which says that you're

182

00:09:00,269 --> 00:08:58,420

dealing with a closed system and the

183

00:09:01,860 --> 00:09:00,279

entropy within that closed system act in

184

00:09:05,369 --> 00:09:01,870

a certain way and you're saying that

185

00:09:06,539 --> 00:09:05,379

really no system is closed and I agree