



RIZWAN VIRK

SIMULATION HYPOTHESIS

1
00:00:03,909 --> 00:00:01,350

[Music]

2
00:00:06,190 --> 00:00:03,919

this is david marlar ufo researcher and

3
00:00:10,950 --> 00:00:06,200

you're listening to that ufo podcast

4
00:00:15,910 --> 00:00:13,589

hi everyone and welcome back to that ufo

5
00:00:18,870 --> 00:00:15,920

podcast my name is andy and joining me

6
00:00:21,189 --> 00:00:18,880

on the podcast is a graduate of mit and

7
00:00:23,509 --> 00:00:21,199

stanford university a successful

8
00:00:25,990 --> 00:00:23,519

entrepreneur venture capitalist video

9
00:00:28,230 --> 00:00:26,000

game pioneer best-selling author indie

10
00:00:31,029 --> 00:00:28,240

film producer and galileo project

11
00:00:32,950 --> 00:00:31,039

advisor this is only to list a few of

12
00:00:34,870 --> 00:00:32,960

his many achievements and achievements

13
00:00:36,630 --> 00:00:34,880

and academic qualifications i would be

14

00:00:39,590 --> 00:00:36,640

here all day if i went through them all

15

00:00:41,670 --> 00:00:39,600

uh finally on the podcast res van res

16

00:00:43,910 --> 00:00:41,680

rez welcome to the podcast

17

00:00:45,510 --> 00:00:43,920

thanks for having me on great to be here

18

00:00:47,830 --> 00:00:45,520

well i hope i've done you justice there

19

00:00:50,310 --> 00:00:47,840

because you've got quite a background of

20

00:00:51,990 --> 00:00:50,320

accolades achievements um

21

00:00:53,990 --> 00:00:52,000

groups you're a part of groups of

22

00:00:56,310 --> 00:00:54,000

startups you've created and you know you

23

00:00:57,910 --> 00:00:56,320

must be a very very busy man so

24

00:00:59,990 --> 00:00:57,920

i want to try and get right into it to

25

00:01:02,549 --> 00:01:00,000

really make the most of your time today

26

00:01:04,869 --> 00:01:02,559

now you released a book last october was

27

00:01:07,190 --> 00:01:04,879

the release date in the uk titled the

28

00:01:09,429 --> 00:01:07,200

simulated multiverse and this was a

29

00:01:10,789 --> 00:01:09,439

follow-up to the simulation hypotheses

30

00:01:12,789 --> 00:01:10,799

and we're going to discuss kind of both

31

00:01:14,630 --> 00:01:12,799

of them within the body of this i know

32

00:01:16,469 --> 00:01:14,640

many of the listeners have already at

33

00:01:18,710 --> 00:01:16,479

least got the first one if the listener

34

00:01:20,870 --> 00:01:18,720

questions or anything to go by and have

35

00:01:22,630 --> 00:01:20,880

or plan to pick up the second and that

36

00:01:25,190 --> 00:01:22,640

second book's full title is the

37

00:01:27,749 --> 00:01:25,200

simulated multiverse and mit computer

38

00:01:29,910 --> 00:01:27,759

scientist explores parallel universes

39

00:01:32,870 --> 00:01:29,920

the simulation hypotheses quantum

40

00:01:35,749 --> 00:01:32,880

computing and the mandela effect that's

41

00:01:38,069 --> 00:01:35,759

that's quite uh a grouping there so

42

00:01:40,310 --> 00:01:38,079

let's kick off with simulation and the

43

00:01:43,109 --> 00:01:40,320

idea of simulation hypotheses then this

44

00:01:44,710 --> 00:01:43,119

has come up on the podcast before and

45

00:01:47,910 --> 00:01:44,720

i'll start by saying i'm a huge fan of

46

00:01:49,830 --> 00:01:47,920

the matrix series and at 36 years of age

47

00:01:50,870 --> 00:01:49,840

the late 90s i was just about to hit my

48

00:01:53,190 --> 00:01:50,880

teens

49

00:01:54,950 --> 00:01:53,200

it was probably that time a lot of us

50

00:01:56,550 --> 00:01:54,960

were introduced to the idea of unless

51
00:01:57,910 --> 00:01:56,560
you were like an anime fan and saw a

52
00:01:58,709 --> 00:01:57,920
ghost in the shell in those types of

53
00:02:00,630 --> 00:01:58,719
shows

54
00:02:02,469 --> 00:02:00,640
that you could be inside some sort of

55
00:02:04,789 --> 00:02:02,479
living computer game or could use

56
00:02:06,469 --> 00:02:04,799
everything around you a simulation

57
00:02:09,029 --> 00:02:06,479
that's how many of us got introduced to

58
00:02:11,910 --> 00:02:09,039
that idea when you talk about

59
00:02:13,670 --> 00:02:11,920
simulations or simulation theory is that

60
00:02:15,350 --> 00:02:13,680
what you're thinking of or is that too

61
00:02:17,589 --> 00:02:15,360
basic

62
00:02:19,110 --> 00:02:17,599
well that's a flavor of simulation

63
00:02:21,030 --> 00:02:19,120

theory and you know

64

00:02:22,630 --> 00:02:21,040

for me too that's when i i started to

65

00:02:25,030 --> 00:02:22,640

contemplate it you know a little more

66

00:02:26,229 --> 00:02:25,040

seriously was when the matrix came out

67

00:02:29,030 --> 00:02:26,239

in

68

00:02:31,430 --> 00:02:29,040

1999 but there were also several other

69

00:02:33,350 --> 00:02:31,440

simulation related films that came out

70

00:02:34,949 --> 00:02:33,360

that same year one of which was called

71

00:02:37,589 --> 00:02:34,959

the 13th floor

72

00:02:39,430 --> 00:02:37,599

which was based on a german tv show

73

00:02:41,750 --> 00:02:39,440

called world on a wire which was based

74

00:02:44,150 --> 00:02:41,760

on a book from the 1960s called

75

00:02:46,390 --> 00:02:44,160

simulacran crown 3.

76

00:02:48,390 --> 00:02:46,400

and so i think if you look at the matrix

77

00:02:50,949 --> 00:02:48,400

and you look at the 13th floor you get a

78

00:02:53,110 --> 00:02:50,959

good sense of the different flavors of

79

00:02:54,150 --> 00:02:53,120

simulation theory but in in each of the

80

00:02:57,030 --> 00:02:54,160

flavors

81

00:02:59,750 --> 00:02:57,040

the idea is that we are inside a super

82

00:03:01,509 --> 00:02:59,760

realistic computer generated

83

00:03:04,149 --> 00:03:01,519

virtual world

84

00:03:05,509 --> 00:03:04,159

and it's indistinguishable from physical

85

00:03:07,910 --> 00:03:05,519

reality

86

00:03:09,350 --> 00:03:07,920

now when i talk about the flavors uh

87

00:03:11,030 --> 00:03:09,360

this is i think you know the most

88

00:03:13,589 --> 00:03:11,040

important issue about simulation theory

89

00:03:16,390 --> 00:03:13,599

that doesn't get talked about enough and

90

00:03:18,710 --> 00:03:16,400

and that's why i tend to focus in on it

91

00:03:21,270 --> 00:03:18,720

and that is the rpg

92

00:03:24,470 --> 00:03:21,280

versus the npc flavors of simulation

93

00:03:27,270 --> 00:03:24,480

theory and so npc stands for non-player

94

00:03:29,509 --> 00:03:27,280

character and so those are all the ais

95

00:03:31,030 --> 00:03:29,519

you know within video games

96

00:03:32,149 --> 00:03:31,040

anyone who plays video games knows that

97

00:03:34,550 --> 00:03:32,159

you know you might run across a

98

00:03:37,110 --> 00:03:34,560

character that's a bartender or a bank

99

00:03:38,630 --> 00:03:37,120

teller or a security guard and maybe you

100

00:03:40,149 --> 00:03:38,640

shoot them or maybe you do you know you

101
00:03:42,550 --> 00:03:40,159
get some money from them or you get a

102
00:03:44,390 --> 00:03:42,560
drink or whatever the case may be

103
00:03:46,470 --> 00:03:44,400
or maybe their opponents

104
00:03:49,190 --> 00:03:46,480
and so you know when i think many

105
00:03:51,030 --> 00:03:49,200
academics talk about simulation theory

106
00:03:53,910 --> 00:03:51,040
they're referring to

107
00:03:56,630 --> 00:03:53,920
the idea that we are all ai within the

108
00:03:58,550 --> 00:03:56,640
simulation uh uh speaking of movies

109
00:03:59,910 --> 00:03:58,560
there was a movie out last year called

110
00:04:02,309 --> 00:03:59,920
free guy

111
00:04:04,390 --> 00:04:02,319
where ryan reynolds played an

112
00:04:07,429 --> 00:04:04,400
npc right and so that gives you a flavor

113
00:04:09,509 --> 00:04:07,439

for you know what the npcs are but at

114

00:04:11,910 --> 00:04:09,519

the other end of the spectrum is the rpg

115

00:04:14,149 --> 00:04:11,920

version a role-playing game version of

116

00:04:16,469 --> 00:04:14,159

simulation theory and that i think is

117

00:04:19,030 --> 00:04:16,479

closer to what we saw in the matrix so

118

00:04:22,150 --> 00:04:19,040

in the matrix you know the players

119

00:04:24,230 --> 00:04:22,160

neo-morpheus trinity existed outside of

120

00:04:25,749 --> 00:04:24,240

the simulation in this case they existed

121

00:04:27,990 --> 00:04:25,759

as physical beings outside the

122

00:04:30,870 --> 00:04:28,000

simulation they were plugged into the

123

00:04:32,950 --> 00:04:30,880

game in this case literally they had a

124

00:04:34,469 --> 00:04:32,960

wire that was plugged into the back of

125

00:04:36,790 --> 00:04:34,479

their head you know what we call brain

126
00:04:37,830 --> 00:04:36,800
computer interface uh and they had an

127
00:04:42,550 --> 00:04:37,840
avatar

128
00:04:44,070 --> 00:04:42,560
and so you know that's the other version

129
00:04:46,870 --> 00:04:44,080
and that's the one i think that many

130
00:04:48,230 --> 00:04:46,880
people think of in pop culture when we

131
00:04:50,550 --> 00:04:48,240
think about simulation theory now the

132
00:04:52,629 --> 00:04:50,560
two are not mutually exclusive right in

133
00:04:53,350 --> 00:04:52,639
a game like world of warcraft you can

134
00:04:56,310 --> 00:04:53,360
have

135
00:04:57,830 --> 00:04:56,320
uh both the uh player characters right

136
00:05:00,550 --> 00:04:57,840
so you're doing role playing and you can

137
00:05:02,950 --> 00:05:00,560
have npcs and so if you mix those two

138
00:05:05,029 --> 00:05:02,960

together then you get a very interesting

139

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

you know version of simulation theory

140

00:05:09,189 --> 00:05:06,960

but but so so those are the different

141

00:05:11,990 --> 00:05:09,199

aspects of simulation theory that and

142

00:05:14,230 --> 00:05:12,000

that they're one of the axes on which

143

00:05:16,710 --> 00:05:14,240

you know you can kind of move to the to

144

00:05:18,469 --> 00:05:16,720

the right or to the left and and uh

145

00:05:21,670 --> 00:05:18,479

simulation theory became popular because

146

00:05:22,710 --> 00:05:21,680

of a professor at oxford named nick

147

00:05:25,590 --> 00:05:22,720

bostrom

148

00:05:28,150 --> 00:05:25,600

who wrote a paper in 2003 called

149

00:05:29,830 --> 00:05:28,160

are you living in a computer simulation

150

00:05:31,909 --> 00:05:29,840

and uh you know i can get into that a

151

00:05:34,469 --> 00:05:31,919

little more uh if you want in terms of

152

00:05:37,270 --> 00:05:34,479

details but basically what he said was

153

00:05:38,950 --> 00:05:37,280

for a technological civilization

154

00:05:40,629 --> 00:05:38,960

like ours that's developing computer

155

00:05:43,590 --> 00:05:40,639

technology

156

00:05:45,670 --> 00:05:43,600

there's a point at which you get to

157

00:05:47,990 --> 00:05:45,680

where you can build hyper realistic

158

00:05:49,749 --> 00:05:48,000

simulations you have the computing power

159

00:05:52,469 --> 00:05:49,759

you have the algorithms and you can

160

00:05:54,150 --> 00:05:52,479

build these virtual worlds that's a

161

00:05:55,670 --> 00:05:54,160

point that i like to call the simulation

162

00:05:57,350 --> 00:05:55,680

point and i'll tell a story in a little

163

00:05:59,189 --> 00:05:57,360

while about you know how i started to

164

00:06:00,629 --> 00:05:59,199

think about the simulation point

165

00:06:03,029 --> 00:06:00,639

but he basically said there's three

166

00:06:04,710 --> 00:06:03,039

possibilities uh and i like to just boil

167

00:06:07,590 --> 00:06:04,720

them down to two because it's simpler

168

00:06:09,430 --> 00:06:07,600

one that this technological civilization

169

00:06:10,550 --> 00:06:09,440

never gets to that point

170

00:06:12,469 --> 00:06:10,560

or two

171

00:06:14,150 --> 00:06:12,479

it gets to that point and it creates not

172

00:06:16,790 --> 00:06:14,160

just one simulation

173

00:06:19,430 --> 00:06:16,800

but creates lots and lots of simulations

174

00:06:21,830 --> 00:06:19,440

right literally billions of simulations

175

00:06:23,670 --> 00:06:21,840

each of which have billions of simulated

176

00:06:25,670 --> 00:06:23,680

beings within them or trillions of

177

00:06:27,430 --> 00:06:25,680

simulated beings i mean all you need is

178

00:06:30,550 --> 00:06:27,440

more computer power right you just you

179

00:06:32,950 --> 00:06:30,560

just fire up another server in the cloud

180

00:06:34,390 --> 00:06:32,960

uh and you can simulate all these beings

181

00:06:36,469 --> 00:06:34,400

and so you know

182

00:06:37,749 --> 00:06:36,479

that was the argument that people like

183

00:06:42,629 --> 00:06:37,759

elon musk

184

00:06:45,270 --> 00:06:42,639

made a statement that said that the

185

00:06:47,110 --> 00:06:45,280

chances that we are in base reality

186

00:06:49,510 --> 00:06:47,120

which means we're not in a simulation

187

00:06:51,029 --> 00:06:49,520

are one in billions right so that means

188

00:06:53,510 --> 00:06:51,039

this the chances that we are in a

189

00:06:55,270 --> 00:06:53,520

simulation are billions to one or less

190

00:06:56,550 --> 00:06:55,280

right if you flip the fraction you get

191

00:06:58,950 --> 00:06:56,560

the exact number

192

00:07:01,189 --> 00:06:58,960

but it's a pretty likely number and and

193

00:07:03,270 --> 00:07:01,199

that's because there's only one base

194

00:07:05,749 --> 00:07:03,280

reality but there's billions of

195

00:07:08,150 --> 00:07:05,759

simulated worlds with trillions of

196

00:07:10,150 --> 00:07:08,160

simulated beings so if you live in a

197

00:07:12,150 --> 00:07:10,160

world statistically which one are you

198

00:07:13,990 --> 00:07:12,160

more likely to be in one of these or in

199

00:07:16,070 --> 00:07:14,000

the trillions or billions of those if

200

00:07:17,589 --> 00:07:16,080

you're a sim if you're a being are you

201
00:07:19,029 --> 00:07:17,599
more likely to be one of these or are

202
00:07:21,110 --> 00:07:19,039
you more likely to be one of the larger

203
00:07:22,070 --> 00:07:21,120
numbers so it was kind of a statistical

204
00:07:23,749 --> 00:07:22,080
argument

205
00:07:25,350 --> 00:07:23,759
and so people have taken that to heart

206
00:07:28,390 --> 00:07:25,360
and that's gotten academics and

207
00:07:31,110 --> 00:07:28,400
scientists to think more seriously about

208
00:07:33,749 --> 00:07:31,120
this idea that you know we could be

209
00:07:35,990 --> 00:07:33,759
inside someone else's or our own

210
00:07:38,710 --> 00:07:36,000
computer simulations now that implies

211
00:07:40,870 --> 00:07:38,720
primarily that everybody is an npc

212
00:07:42,710 --> 00:07:40,880
personally i find the opposite

213
00:07:44,309 --> 00:07:42,720

uh end of the spectrum more interesting

214

00:07:46,790 --> 00:07:44,319

where each of us are actually in a

215

00:07:48,150 --> 00:07:46,800

multi-player game closer to what we saw

216

00:07:49,909 --> 00:07:48,160

on the matrix

217

00:07:52,790 --> 00:07:49,919

so we kind of dove right in there to the

218

00:07:54,869 --> 00:07:52,800

issues that i don't know yeah no no no

219

00:07:56,469 --> 00:07:54,879

no there's a lot to unpack and i'm glad

220

00:07:58,230 --> 00:07:56,479

a lot of what you've covered there i've

221

00:08:00,790 --> 00:07:58,240

got follow-ups on anyway so we're on the

222

00:08:03,189 --> 00:08:00,800

same page okay so let's start with

223

00:08:05,029 --> 00:08:03,199

in the matrix it's been created by the

224

00:08:07,189 --> 00:08:05,039

the computer world and they've taken

225

00:08:09,029 --> 00:08:07,199

over artificial intelligence is in

226

00:08:11,029 --> 00:08:09,039

charge and they've plugged everyone in

227

00:08:13,749 --> 00:08:11,039

humanity and we're being used as

228

00:08:15,270 --> 00:08:13,759

batteries you mentioned free guy um free

229

00:08:16,550 --> 00:08:15,280

guy great movie i love watching it with

230

00:08:19,270 --> 00:08:16,560

my little boy he's a big fan of the

231

00:08:22,230 --> 00:08:19,280

marvel aspect of it obviously it's a fun

232

00:08:24,869 --> 00:08:22,240

film but ryan reynolds is a non-playable

233

00:08:26,469 --> 00:08:24,879

character who becomes sentient within a

234

00:08:27,430 --> 00:08:26,479

computer game when he sort of breaks the

235

00:08:29,270 --> 00:08:27,440

rules

236

00:08:30,150 --> 00:08:29,280

but he's in a game that's been created

237

00:08:31,670 --> 00:08:30,160

by

238

00:08:32,949 --> 00:08:31,680

developers and i won't go into the story

239

00:08:33,670 --> 00:08:32,959

because that starts to spoil it a little

240

00:08:35,670 --> 00:08:33,680

bit

241

00:08:37,029 --> 00:08:35,680

so there are creators for each of these

242

00:08:39,269 --> 00:08:37,039

simulations

243

00:08:41,269 --> 00:08:39,279

so i suppose my first question is does

244

00:08:44,389 --> 00:08:41,279

that mean if we are in a simulation

245

00:08:46,470 --> 00:08:44,399

there has to be an origin or creator

246

00:08:48,550 --> 00:08:46,480

or are there other possibilities the

247

00:08:52,710 --> 00:08:48,560

simplest being that there is a god-like

248

00:08:55,030 --> 00:08:52,720

figure or figures started this off

249

00:08:58,389 --> 00:08:55,040

yeah so i think it implies that there

250

00:09:00,710 --> 00:08:58,399

are some types of creators uh if we're

251
00:09:02,790 --> 00:09:00,720
inside a simulation now does that mean

252
00:09:05,110 --> 00:09:02,800
that it has to be a single creator like

253
00:09:07,670 --> 00:09:05,120
a godlike figure that's possible could

254
00:09:09,190 --> 00:09:07,680
it be that we are co-creators right

255
00:09:10,550 --> 00:09:09,200
people always ask well what's outside

256
00:09:12,949 --> 00:09:10,560
the simulation

257
00:09:15,590 --> 00:09:12,959
right uh is it aliens

258
00:09:17,910 --> 00:09:15,600
is it future versions of us

259
00:09:20,389 --> 00:09:17,920
right so when boston wrote his paper he

260
00:09:22,230 --> 00:09:20,399
coined the term ancestor simulations and

261
00:09:24,070 --> 00:09:22,240
so that would be like us creating you

262
00:09:26,470 --> 00:09:24,080
know like the game civilization where

263
00:09:28,630 --> 00:09:26,480

you're in the roman empire right we are

264

00:09:31,269 --> 00:09:28,640

going back to our ancestors and we are

265

00:09:33,269 --> 00:09:31,279

simulating them in order to see you know

266

00:09:35,350 --> 00:09:33,279

what might happen or

267

00:09:37,750 --> 00:09:35,360

in order to just play the game and see

268

00:09:39,990 --> 00:09:37,760

how much fun it could be and so you know

269

00:09:42,389 --> 00:09:40,000

that's another possibility

270

00:09:44,790 --> 00:09:42,399

is that it's future us right another

271

00:09:47,030 --> 00:09:44,800

possibility is that it is us but

272

00:09:50,310 --> 00:09:47,040

physically outside this dimension in a

273

00:09:52,070 --> 00:09:50,320

way that does not look like our current

274

00:09:54,550 --> 00:09:52,080

world at all right just like we can

275

00:09:56,470 --> 00:09:54,560

simulate lord of the rings online our

276

00:09:57,990 --> 00:09:56,480

physical world doesn't look like you

277

00:10:00,550 --> 00:09:58,000

know middle earth at least well except

278

00:10:01,829 --> 00:10:00,560

for uh new zealand i guess does but yeah

279

00:10:03,509 --> 00:10:01,839

yeah

280

00:10:08,310 --> 00:10:03,519

now with the the new show coming out

281

00:10:11,670 --> 00:10:09,670

right exactly

282

00:10:13,590 --> 00:10:11,680

and so you know there's that possibility

283

00:10:15,990 --> 00:10:13,600

that it's a completely different type of

284

00:10:17,750 --> 00:10:16,000

physical universe and that we are one of

285

00:10:19,750 --> 00:10:17,760

those that are being simulated and so

286

00:10:21,430 --> 00:10:19,760

you know there are different ideas but

287

00:10:22,949 --> 00:10:21,440

one of the reasons why i find simulation

288

00:10:26,710 --> 00:10:22,959

theory so interesting

289

00:10:27,990 --> 00:10:26,720
is that uh basically it provides a

290

00:10:30,310 --> 00:10:28,000
framework

291

00:10:33,190 --> 00:10:30,320
and a way to think about

292

00:10:34,550 --> 00:10:33,200
the spiritual or religious ideas

293

00:10:35,990 --> 00:10:34,560
uh about

294

00:10:37,430 --> 00:10:36,000
uh and religions have been telling us

295

00:10:40,150 --> 00:10:37,440
since the meaning of time that this is

296

00:10:42,550 --> 00:10:40,160
not the real world right that this is in

297

00:10:44,150 --> 00:10:42,560
some type of illusion or maya

298

00:10:47,190 --> 00:10:44,160
in the quran they even mentioned this is

299

00:10:49,030 --> 00:10:47,200
a game that was set up for you right

300

00:10:51,030 --> 00:10:49,040
so you know all the religions have

301
00:10:52,310 --> 00:10:51,040
pretty much been telling us in some form

302
00:10:54,470 --> 00:10:52,320
or another that this isn't the real

303
00:10:56,710 --> 00:10:54,480
world there's another world outside of

304
00:10:59,350 --> 00:10:56,720
this but again it could be that we are

305
00:11:01,030 --> 00:10:59,360
creating these aspects ourselves and so

306
00:11:02,790 --> 00:11:01,040
it could be that we are non-physical

307
00:11:06,069 --> 00:11:02,800
bodies we are consciousness either that

308
00:11:07,750 --> 00:11:06,079
has evolved to some point and we need to

309
00:11:09,990 --> 00:11:07,760
get we need to put on the virtual

310
00:11:12,069 --> 00:11:10,000
reality headset it's which is not just a

311
00:11:14,310 --> 00:11:12,079
virtual reality right in the matrix it

312
00:11:16,069 --> 00:11:14,320
wasn't just that you saw right if

313
00:11:17,030 --> 00:11:16,079

somebody punched you you actually felt

314

00:11:18,550 --> 00:11:17,040

it right

315

00:11:21,350 --> 00:11:18,560

and there's a famous scene where you

316

00:11:23,910 --> 00:11:21,360

know morpheus where neo asks morpheus is

317

00:11:25,750 --> 00:11:23,920

this real because he got taken out of

318

00:11:28,230 --> 00:11:25,760

the matrix and then put into another

319

00:11:30,150 --> 00:11:28,240

mini matrix or in mini simulation where

320

00:11:32,470 --> 00:11:30,160

he's sitting in this red chair and it's

321

00:11:35,430 --> 00:11:32,480

all white around he says is this real

322

00:11:37,990 --> 00:11:35,440

and morpheus says well what is real real

323

00:11:40,069 --> 00:11:38,000

is a reality is a series of electrical

324

00:11:42,230 --> 00:11:40,079

signals going into your brain and so

325

00:11:44,069 --> 00:11:42,240

it's possible that you put on this not

326

00:11:46,150 --> 00:11:44,079

regular multi-virtual reality what we

327

00:11:47,269 --> 00:11:46,160

think of as virtual reality but more

328

00:11:48,069 --> 00:11:47,279

like a

329

00:11:50,310 --> 00:11:48,079

uh

330

00:11:52,470 --> 00:11:50,320

full interface that lets you feel

331

00:11:55,590 --> 00:11:52,480

everything that's going on with your

332

00:11:57,750 --> 00:11:55,600

avatar right and and that gives us uh

333

00:11:59,829 --> 00:11:57,760

the ability to experience and again

334

00:12:01,350 --> 00:11:59,839

people say well why do we make you know

335

00:12:02,069 --> 00:12:01,360

why would somebody make a simulation of

336

00:12:03,509 --> 00:12:02,079

us

337

00:12:05,269 --> 00:12:03,519

and i say well why do we make

338

00:12:07,590 --> 00:12:05,279

simulations right

339

00:12:09,190 --> 00:12:07,600

and there's usually two reasons

340

00:12:11,670 --> 00:12:09,200

at least two reasons maybe there's many

341

00:12:15,110 --> 00:12:11,680

more but one of which is

342

00:12:17,430 --> 00:12:15,120

uh in the kind of uh pure you know ai

343

00:12:19,350 --> 00:12:17,440

computer simulation we like to see what

344

00:12:21,430 --> 00:12:19,360

will happen right we like to run the

345

00:12:24,470 --> 00:12:21,440

simulation to see if the weather you

346

00:12:26,710 --> 00:12:24,480

know what is the likely outcome uh or if

347

00:12:28,389 --> 00:12:26,720

there's a pandemic or if there's you

348

00:12:30,949 --> 00:12:28,399

know a meteor strike right we run these

349

00:12:33,030 --> 00:12:30,959

computer programs these simulations and

350

00:12:35,590 --> 00:12:33,040

we try to see all the different possible

351
00:12:38,870 --> 00:12:35,600
outcomes and we run them multiple times

352
00:12:41,110 --> 00:12:38,880
to see what what the outcome is uh as or

353
00:12:43,509 --> 00:12:41,120
in some cases we say well this is the

354
00:12:45,110 --> 00:12:43,519
the most optimal outcome so we try to

355
00:12:46,870 --> 00:12:45,120
select from those and then we try to

356
00:12:48,710 --> 00:12:46,880
vary the parameters so that reality

357
00:12:50,870 --> 00:12:48,720
lines up with that simulation

358
00:12:53,030 --> 00:12:50,880
and then the other big reason is to have

359
00:12:54,550 --> 00:12:53,040
fun to have experiences that we can't

360
00:12:56,790 --> 00:12:54,560
have i mean i talked about lord of the

361
00:12:59,750 --> 00:12:56,800
rings if you think of fantasy games i i

362
00:13:01,590 --> 00:12:59,760
can't necessarily fly on a dragon in uh

363
00:13:03,350 --> 00:13:01,600

quote unquote real life but i can do it

364

00:13:05,990 --> 00:13:03,360

inside the video game so there are

365

00:13:07,990 --> 00:13:06,000

experiences that perhaps we can have

366

00:13:09,590 --> 00:13:08,000

outside but it definitely implies that

367

00:13:11,350 --> 00:13:09,600

there is something outside physical

368

00:13:13,269 --> 00:13:11,360

reality now what that something is you

369

00:13:15,829 --> 00:13:13,279

know that's up for debate

370

00:13:17,750 --> 00:13:15,839

if i can boil it down to a crude analogy

371

00:13:19,430 --> 00:13:17,760

that we're in some sort of complex

372

00:13:21,190 --> 00:13:19,440

version of the sims

373

00:13:23,829 --> 00:13:21,200

there's the option on something like the

374

00:13:25,910 --> 00:13:23,839

sims where there are multiple players

375

00:13:28,150 --> 00:13:25,920

and they could all have a say in

376

00:13:29,110 --> 00:13:28,160

building that simulation

377

00:13:31,190 --> 00:13:29,120

now

378

00:13:32,870 --> 00:13:31,200

we look at you mentioned religion and

379

00:13:34,389 --> 00:13:32,880

each religion has its figureheads some

380

00:13:37,350 --> 00:13:34,399

have multiple figureheads is there a

381

00:13:40,389 --> 00:13:37,360

possibility that there are multiple gods

382

00:13:42,949 --> 00:13:40,399

or creators of our simulation and they

383

00:13:44,790 --> 00:13:42,959

all have a hand in how how it's being

384

00:13:46,790 --> 00:13:44,800

played how it's being run

385

00:13:48,470 --> 00:13:46,800

some may be more interested than others

386

00:13:51,910 --> 00:13:48,480

and just to tie it back a little bit to

387

00:13:53,910 --> 00:13:51,920

the ufo topic we hear from people about

388

00:13:55,670 --> 00:13:53,920

different species being involved some

389

00:13:58,389 --> 00:13:55,680

being future humans some being from

390

00:13:59,990 --> 00:13:58,399

distant galaxies to other realities is

391

00:14:02,870 --> 00:14:00,000

it a chance that they

392

00:14:06,629 --> 00:14:02,880

all have a part to play and and this

393

00:14:08,389 --> 00:14:06,639

simulation is such that we we may be in

394

00:14:11,030 --> 00:14:08,399

yeah i think that is definitely possible

395

00:14:12,230 --> 00:14:11,040

that it's not just you know one creator

396

00:14:14,470 --> 00:14:12,240

but rather

397

00:14:17,430 --> 00:14:14,480

you know i call it the great simulation

398

00:14:19,910 --> 00:14:17,440

which has been running for a while and

399

00:14:22,710 --> 00:14:19,920

it will be running for a while and you

400

00:14:25,829 --> 00:14:22,720

can have different factions right both

401
00:14:28,230 --> 00:14:25,839
outside the simulation and inside the

402
00:14:30,150 --> 00:14:28,240
simulation and in a multiplayer game you

403
00:14:32,389 --> 00:14:30,160
know no one person gets to decide

404
00:14:34,310 --> 00:14:32,399
exactly what happens in a multiplayer

405
00:14:37,110 --> 00:14:34,320
game like you know for example second

406
00:14:39,189 --> 00:14:37,120
life or uh minecraft or some of these

407
00:14:41,350 --> 00:14:39,199
other games you can actually create like

408
00:14:42,870 --> 00:14:41,360
with second life and roblox

409
00:14:46,230 --> 00:14:42,880
some of these two you have these tools

410
00:14:47,030 --> 00:14:46,240
to create pieces of the simulation that

411
00:14:49,750 --> 00:14:47,040
you

412
00:14:51,990 --> 00:14:49,760
own quote unquote uh and then other

413
00:14:54,629 --> 00:14:52,000

people can come and see that and so you

414

00:14:56,790 --> 00:14:54,639

may have these different groups

415

00:14:58,790 --> 00:14:56,800

that are kind of running the simulation

416

00:15:00,389 --> 00:14:58,800

for their own ends you know kind of like

417

00:15:02,389 --> 00:15:00,399

the hunger games where people are

418

00:15:03,829 --> 00:15:02,399

watching and some people are rooting for

419

00:15:05,670 --> 00:15:03,839

one player and others are rooting for

420

00:15:07,670 --> 00:15:05,680

another player so there's definitely you

421

00:15:09,829 --> 00:15:07,680

know that that possibility and now when

422

00:15:13,110 --> 00:15:09,839

you talk about ufos you know where does

423

00:15:16,150 --> 00:15:13,120

it intersect with simulation theory in

424

00:15:18,790 --> 00:15:16,160

in many different ways but yet this idea

425

00:15:20,470 --> 00:15:18,800

that the ufos may not be

426
00:15:22,069 --> 00:15:20,480
physical ufos

427
00:15:23,269 --> 00:15:22,079
uh coming from

428
00:15:25,990 --> 00:15:23,279
another

429
00:15:28,310 --> 00:15:26,000
planet or solar system within our

430
00:15:30,310 --> 00:15:28,320
physical universe uh but they may be

431
00:15:32,629 --> 00:15:30,320
coming from another dimension or they

432
00:15:33,990 --> 00:15:32,639
may be coming from another time and so i

433
00:15:36,710 --> 00:15:34,000
think that's one of the areas you know

434
00:15:38,150 --> 00:15:36,720
where it overlaps another area is you

435
00:15:40,629 --> 00:15:38,160
know i spent some time talking with

436
00:15:43,590 --> 00:15:40,639
jacques valet whom i'm sure your your

437
00:15:45,670 --> 00:15:43,600
listeners know as the ufo podcast

438
00:15:46,870 --> 00:15:45,680

and you know he was telling me about

439

00:15:49,509 --> 00:15:46,880

multiple

440

00:15:51,590 --> 00:15:49,519

scenarios where he would interview ufo

441

00:15:54,230 --> 00:15:51,600

witnesses and you'd have a situation

442

00:15:55,670 --> 00:15:54,240

where one person saw the ufo and the

443

00:15:58,470 --> 00:15:55,680

other person standing next to them

444

00:16:00,949 --> 00:15:58,480

didn't see the ufo right and you know

445

00:16:03,030 --> 00:16:00,959

i've heard many stories where

446

00:16:04,870 --> 00:16:03,040

you know the ufo materializes right

447

00:16:06,310 --> 00:16:04,880

right in daylight you're just sitting

448

00:16:09,189 --> 00:16:06,320

there watching and suddenly this thing

449

00:16:10,710 --> 00:16:09,199

just appears right now

450

00:16:12,150 --> 00:16:10,720

you know one explanation for that could

451
00:16:13,910 --> 00:16:12,160
be some type of cloaking but that

452
00:16:16,470 --> 00:16:13,920
doesn't account for the fact that some

453
00:16:18,069 --> 00:16:16,480
people can see them and others can't

454
00:16:20,949 --> 00:16:18,079
but if they are

455
00:16:22,550 --> 00:16:20,959
being rendered inside a video game then

456
00:16:24,710 --> 00:16:22,560
that makes a little more sense i mean

457
00:16:26,310 --> 00:16:24,720
this is how we render things in video

458
00:16:28,310 --> 00:16:26,320
games all the time so for example i'm

459
00:16:30,550 --> 00:16:28,320
not really talking to you right now

460
00:16:32,310 --> 00:16:30,560
right i'm talking to my computer those

461
00:16:33,430 --> 00:16:32,320
bits are being transferred to a server

462
00:16:35,749 --> 00:16:33,440
they're being transmitted to your

463
00:16:38,550 --> 00:16:35,759

computer your computer is rendering me

464

00:16:40,790 --> 00:16:38,560

speaking and then same the other way now

465

00:16:43,269 --> 00:16:40,800

what we do in video games is because

466

00:16:45,110 --> 00:16:43,279

each character has their own

467

00:16:47,189 --> 00:16:45,120

you know set of data

468

00:16:49,350 --> 00:16:47,199

and their own parameters we can make it

469

00:16:51,030 --> 00:16:49,360

so that a level suppose you're a level

470

00:16:53,670 --> 00:16:51,040

30 character and i'm a lowly you know

471

00:16:55,269 --> 00:16:53,680

level 2 character inside the game now

472

00:16:56,949 --> 00:16:55,279

you could see something in the scene and

473

00:16:58,949 --> 00:16:56,959

say look i see it it's right there next

474

00:17:00,710 --> 00:16:58,959

to the trees and my character would look

475

00:17:02,550 --> 00:17:00,720

at the trees and not see it and that's

476

00:17:04,470 --> 00:17:02,560

all being controlled by the perception

477

00:17:06,390 --> 00:17:04,480

of who the server decides

478

00:17:07,990 --> 00:17:06,400

um and it could even be that there are

479

00:17:10,390 --> 00:17:08,000

other players who accept their

480

00:17:12,230 --> 00:17:10,400

visibility for you know this person can

481

00:17:13,750 --> 00:17:12,240

see it that person can't see it and so

482

00:17:15,350 --> 00:17:13,760

you get into a lot of these interesting

483

00:17:17,110 --> 00:17:15,360

situations i remember one case jacques

484

00:17:19,110 --> 00:17:17,120

told me about and he said it was i think

485

00:17:21,429 --> 00:17:19,120

it was in northern california or or nor

486

00:17:22,470 --> 00:17:21,439

in the northwest u.s uh like oregon or

487

00:17:24,549 --> 00:17:22,480

some place but place where they had

488

00:17:25,829 --> 00:17:24,559

these giant redwood trees and there was

489

00:17:27,510 --> 00:17:25,839

some something on the ground that

490

00:17:29,830 --> 00:17:27,520

indicated something had landed something

491

00:17:31,510 --> 00:17:29,840

physical and then you know after the

492

00:17:33,270 --> 00:17:31,520

other investigators left jacques spent

493

00:17:36,230 --> 00:17:33,280

some time with the witnesses and he said

494

00:17:37,830 --> 00:17:36,240

wait you said the ufo came down at a 45

495

00:17:39,270 --> 00:17:37,840

degree angle

496

00:17:41,029 --> 00:17:39,280

and then landed you know right over

497

00:17:41,990 --> 00:17:41,039

there they said yeah that's right he

498

00:17:44,070 --> 00:17:42,000

goes well

499

00:17:45,909 --> 00:17:44,080

there are these giant redwood trees that

500

00:17:47,430 --> 00:17:45,919

means it would have had to go through

501
00:17:49,270 --> 00:17:47,440
the red witches

502
00:17:50,789 --> 00:17:49,280
and and they were like yeah that's true

503
00:17:52,150 --> 00:17:50,799
but we didn't want to say that to the

504
00:17:53,029 --> 00:17:52,160
other people because they will sound

505
00:17:54,789 --> 00:17:53,039
nuts

506
00:17:56,710 --> 00:17:54,799
but that's exactly what happened right

507
00:17:57,990 --> 00:17:56,720
and so it's almost if you've ever played

508
00:17:59,669 --> 00:17:58,000
a video game where you're rendering

509
00:18:01,110 --> 00:17:59,679
something like there's a period of time

510
00:18:03,270 --> 00:18:01,120
where you can move through the walls and

511
00:18:05,270 --> 00:18:03,280
stuff and then once things get rendered

512
00:18:07,029 --> 00:18:05,280
you can't move through the walls anymore

513
00:18:08,230 --> 00:18:07,039

and so you know it makes sense to me

514

00:18:10,390 --> 00:18:08,240

that whatever's happening with this

515

00:18:12,710 --> 00:18:10,400

phenomena there's a material component

516

00:18:15,510 --> 00:18:12,720

and a non-material component and if you

517

00:18:17,990 --> 00:18:15,520

adopt the framework of a simulation

518

00:18:19,430 --> 00:18:18,000

uh and people that may be you know both

519

00:18:21,830 --> 00:18:19,440

players of the simulation but also

520

00:18:23,909 --> 00:18:21,840

people that are people quote unquote

521

00:18:26,310 --> 00:18:23,919

that are outside the simulation

522

00:18:28,789 --> 00:18:26,320

are able to send things into the

523

00:18:30,390 --> 00:18:28,799

simulation and are able to watch our

524

00:18:32,470 --> 00:18:30,400

reactions which is another thing that

525

00:18:34,310 --> 00:18:32,480

jacques says is that sometimes he thinks

526

00:18:36,310 --> 00:18:34,320

it's a kind of a like a puppet show

527

00:18:39,669 --> 00:18:36,320

right some kind of a show that's being

528

00:18:42,310 --> 00:18:39,679

set up to watch our reactions or or

529

00:18:44,950 --> 00:18:42,320

you know uh there's some kind of

530

00:18:46,549 --> 00:18:44,960

deception going on there right yeah and

531

00:18:48,870 --> 00:18:46,559

for me that's really interesting because

532

00:18:51,669 --> 00:18:48,880

that trickster element of the phenomenon

533

00:18:53,990 --> 00:18:51,679

is talked about quite a lot and

534

00:18:55,990 --> 00:18:54,000

i wonder if again being in a simulation

535

00:18:58,070 --> 00:18:56,000

with with multiple creators or multiple

536

00:18:59,830 --> 00:18:58,080

players on the outside it would make

537

00:19:01,190 --> 00:18:59,840

sense if they had different agendas you

538

00:19:03,110 --> 00:19:01,200

know if you're playing the sims with

539

00:19:04,549 --> 00:19:03,120

your friends everyone's really bought

540

00:19:06,150 --> 00:19:04,559

into it at first and say there's three

541

00:19:07,750 --> 00:19:06,160

or four of you playing the game you've

542

00:19:09,590 --> 00:19:07,760

all got the same idea let's let's build

543

00:19:11,750 --> 00:19:09,600

a town let's build a city

544

00:19:13,669 --> 00:19:11,760

someone wants to do it properly someone

545

00:19:15,430 --> 00:19:13,679

starts the game but gets bored and heads

546

00:19:17,909 --> 00:19:15,440

off and loses interest they they've kind

547

00:19:19,669 --> 00:19:17,919

of given up their stake someone else

548

00:19:22,630 --> 00:19:19,679

halfway through decides actually i want

549

00:19:24,390 --> 00:19:22,640

to cause a bit of chaos let's set a riot

550

00:19:26,230 --> 00:19:24,400

off in the town and you you can do all

551
00:19:27,909 --> 00:19:26,240
sorts of things and someone else says

552
00:19:29,430 --> 00:19:27,919
let's start a massive crime spree and

553
00:19:31,029 --> 00:19:29,440
set some buildings on fire and

554
00:19:32,870 --> 00:19:31,039
everything becomes chaotic and then they

555
00:19:34,710 --> 00:19:32,880
are now at loggerheads

556
00:19:36,549 --> 00:19:34,720
and do they just leave the simulation to

557
00:19:39,029 --> 00:19:36,559
run free and i suppose some people would

558
00:19:40,549 --> 00:19:39,039
argue the state of the the world at the

559
00:19:42,470 --> 00:19:40,559
moment maybe the simulation has been

560
00:19:44,710 --> 00:19:42,480
left to to kind of run without much

561
00:19:45,990 --> 00:19:44,720
supervision that's a another argument

562
00:19:48,150 --> 00:19:46,000
for another time

563
00:19:49,430 --> 00:19:48,160

but i suppose to me that helps make a

564

00:19:52,230 --> 00:19:49,440

little bit of sense that if there are

565

00:19:53,909 --> 00:19:52,240

multiple people or our species looking

566

00:19:57,029 --> 00:19:53,919

at us and influencing us as a

567

00:19:59,110 --> 00:19:57,039

civilization over time not just now

568

00:20:00,950 --> 00:19:59,120

that that would explain multiple players

569

00:20:04,470 --> 00:20:00,960

multiple gods whatever you want to label

570

00:20:07,029 --> 00:20:04,480

them as aliens you know demons spirits

571

00:20:08,710 --> 00:20:07,039

it starts to make sense of that for me

572

00:20:11,510 --> 00:20:08,720

i want to ask you something whereas tom

573

00:20:13,990 --> 00:20:11,520

delong has said that very recently in an

574

00:20:16,549 --> 00:20:14,000

interview uh collectively we can

575

00:20:18,149 --> 00:20:16,559

influence reality by just thinking it by

576

00:20:20,470 --> 00:20:18,159

creating it ourselves and whether you

577

00:20:22,470 --> 00:20:20,480

want to call that making your own luck

578

00:20:25,029 --> 00:20:22,480

but he was literally talking about

579

00:20:27,510 --> 00:20:25,039

collectively manifestation of what you

580

00:20:29,029 --> 00:20:27,520

want to happen can happen governments

581

00:20:30,870 --> 00:20:29,039

apparently know this and that's tom

582

00:20:31,909 --> 00:20:30,880

delong being tommed along and just going

583

00:20:33,430 --> 00:20:31,919

off the rails a little bit in

584

00:20:35,510 --> 00:20:33,440

conversation

585

00:20:37,990 --> 00:20:35,520

again would this be a similarization

586

00:20:40,149 --> 00:20:38,000

simulation lend itself to this idea

587

00:20:41,909 --> 00:20:40,159

thinking about the matrix thinking about

588

00:20:44,470 --> 00:20:41,919

neo being told you know you can bend the

589

00:20:46,630 --> 00:20:44,480

spin ultimately neo ends up flying and

590

00:20:49,350 --> 00:20:46,640

manipulating his whole reality

591

00:20:52,149 --> 00:20:49,360

round about them do you think by having

592

00:20:54,230 --> 00:20:52,159

that high awareness of a control that we

593

00:20:56,710 --> 00:20:54,240

are in we can also can manipulate the

594

00:20:58,630 --> 00:20:56,720

system around about us

595

00:21:00,789 --> 00:20:58,640

yeah i think we can i mean there is an

596

00:21:02,950 --> 00:21:00,799

element i i didn't hear that specific

597

00:21:05,350 --> 00:21:02,960

interview with tom delong i think you

598

00:21:07,350 --> 00:21:05,360

might have been with them stevo you know

599

00:21:09,830 --> 00:21:07,360

stevo from jackass has a podcast called

600

00:21:11,990 --> 00:21:09,840

steve was wild ride it was just a few

601
00:21:13,830 --> 00:21:12,000
months ago he's alluded to it before but

602
00:21:15,909 --> 00:21:13,840
yeah it was it was very much

603
00:21:17,270 --> 00:21:15,919
paraphrasing but word for word that was

604
00:21:18,870 --> 00:21:17,280
his quote yeah

605
00:21:21,270 --> 00:21:18,880
yeah well and that's interesting because

606
00:21:23,990 --> 00:21:21,280
it sort of implies that we

607
00:21:25,510 --> 00:21:24,000
together you know are creating what's

608
00:21:26,789 --> 00:21:25,520
going on in the simulation but we aren't

609
00:21:29,669 --> 00:21:26,799
always aware

610
00:21:31,430 --> 00:21:29,679
of these powers or these superpowers as

611
00:21:33,830 --> 00:21:31,440
in the case of neo and in the uh you

612
00:21:35,430 --> 00:21:33,840
know the the hindu yoga and buddhist

613
00:21:37,190 --> 00:21:35,440

traditions you know there's a lot of

614

00:21:38,950 --> 00:21:37,200

this they even have terms for them

615

00:21:40,950 --> 00:21:38,960

they're called siddhas right and they

616

00:21:42,630 --> 00:21:40,960

get developed by advanced yogis who get

617

00:21:44,149 --> 00:21:42,640

to the point where they realize oh

618

00:21:46,630 --> 00:21:44,159

physical reality isn't what we think it

619

00:21:48,470 --> 00:21:46,640

is therefore they can manipulate it and

620

00:21:49,830 --> 00:21:48,480

do things within it you know and and i

621

00:21:52,390 --> 00:21:49,840

think spoon bending is an interesting

622

00:21:53,990 --> 00:21:52,400

one because you know it's in the matrix

623

00:21:55,190 --> 00:21:54,000

people see it in the matrix they assume

624

00:21:57,190 --> 00:21:55,200

it can't be done but then there's a

625

00:21:58,789 --> 00:21:57,200

whole group of people who run spoon

626

00:22:00,950 --> 00:21:58,799

vending parties you know have a friend

627

00:22:03,190 --> 00:22:00,960

in sedona she runs bending parties every

628

00:22:04,870 --> 00:22:03,200

month and you know you can go there and

629

00:22:06,710 --> 00:22:04,880

you can experience not exactly like it

630

00:22:08,630 --> 00:22:06,720

was in the matrix but you know i

631

00:22:10,149 --> 00:22:08,640

mentioned this at google when i spoke at

632

00:22:12,390 --> 00:22:10,159

google and they were like totally with

633

00:22:13,909 --> 00:22:12,400

me through the whole ai component of

634

00:22:16,310 --> 00:22:13,919

simulation theory but you know then when

635

00:22:18,149 --> 00:22:16,320

i mentioned oh yeah and you know there's

636

00:22:18,950 --> 00:22:18,159

this group they just you know over at

637

00:22:28,630 --> 00:22:18,960

the

638

00:22:30,789 --> 00:22:28,640

point where you have to like show here's

639

00:22:32,070 --> 00:22:30,799

the spoon that i bet

640

00:22:33,270 --> 00:22:32,080

doing it but

641

00:22:35,750 --> 00:22:33,280

the thing with spoon bending that's

642

00:22:37,909 --> 00:22:35,760

interesting is it's much easier to do

643

00:22:40,390 --> 00:22:37,919

in a group of people right it's much

644

00:22:43,750 --> 00:22:40,400

harder to do on your own and so there

645

00:22:46,149 --> 00:22:43,760

may be this pliability to reality but

646

00:22:46,950 --> 00:22:46,159

it may also involve multiple people

647

00:22:49,750 --> 00:22:46,960

which

648

00:22:51,750 --> 00:22:49,760

to me looks more like a multiplayer game

649

00:22:53,590 --> 00:22:51,760

where you have the more people you know

650

00:22:56,230 --> 00:22:53,600

that kind of vote if you think of like

651
00:22:58,149 --> 00:22:56,240
blockchain today right corporations in

652
00:22:59,830 --> 00:22:58,159
the past were you know specific

653
00:23:01,669 --> 00:22:59,840
hierarchical corporations and now

654
00:23:03,110 --> 00:23:01,679
there's these things called these things

655
00:23:04,710 --> 00:23:03,120
called daos

656
00:23:08,070 --> 00:23:04,720
distributed

657
00:23:10,470 --> 00:23:08,080
organizations right basically um and so

658
00:23:11,990 --> 00:23:10,480
what what they do is you know the power

659
00:23:14,630 --> 00:23:12,000
is spread out amongst the group of

660
00:23:16,070 --> 00:23:14,640
voters within it and so you know i think

661
00:23:19,190 --> 00:23:16,080
there may be something

662
00:23:21,190 --> 00:23:19,200
to that general that general idea and

663
00:23:23,190 --> 00:23:21,200

you know i think there is an overlap

664

00:23:24,549 --> 00:23:23,200

with the the phenomenon and you know i

665

00:23:25,510 --> 00:23:24,559

finally got to meet lou elizondo

666

00:23:27,909 --> 00:23:25,520

recently

667

00:23:29,990 --> 00:23:27,919

uh and uh you know at the galileo

668

00:23:32,549 --> 00:23:30,000

conference that we just had uh over at

669

00:23:34,870 --> 00:23:32,559

harvard and you know he in his take was

670

00:23:36,789 --> 00:23:34,880

well it could be outer space inner space

671

00:23:39,110 --> 00:23:36,799

and everything in between right

672

00:23:41,669 --> 00:23:39,120

and you know he doesn't talk a lot about

673

00:23:43,350 --> 00:23:41,679

that but he always mentions it

674

00:23:44,470 --> 00:23:43,360

right and so you know i think with the

675

00:23:46,710 --> 00:23:44,480

government

676

00:23:48,630 --> 00:23:46,720

you know they don't really

677

00:23:50,310 --> 00:23:48,640

when they talk about it publicly i mean

678

00:23:52,230 --> 00:23:50,320

they don't really acknowledge that side

679

00:23:54,310 --> 00:23:52,240

of it right it's more of a this is a

680

00:23:56,149 --> 00:23:54,320

nubs and bolts thing if they're here

681

00:23:57,590 --> 00:23:56,159

they're in our airspace

682

00:23:59,110 --> 00:23:57,600

they're potentially a threat we need to

683

00:24:00,549 --> 00:23:59,120

find out you know

684

00:24:03,510 --> 00:24:00,559

what's going on with the civilization

685

00:24:05,350 --> 00:24:03,520

but it my suspicion is that internally

686

00:24:07,750 --> 00:24:05,360

from people that i've talked to they

687

00:24:09,350 --> 00:24:07,760

understand that it's more than just the

688

00:24:11,350 --> 00:24:09,360

nuts and bolts thing but they're not

689

00:24:13,269 --> 00:24:11,360

quite they don't know quite how to deal

690

00:24:15,909 --> 00:24:13,279

with that right they don't have

691

00:24:18,710 --> 00:24:15,919

the mechanism or the terminology

692

00:24:20,789 --> 00:24:18,720

to put that into you know any kind of

693

00:24:22,630 --> 00:24:20,799

rapport or legislation so they have to

694

00:24:24,870 --> 00:24:22,640

keep it to the nuts and bolts side

695

00:24:26,710 --> 00:24:24,880

otherwise it's not really i mean it is a

696

00:24:29,430 --> 00:24:26,720

defense issue but not really it becomes

697

00:24:30,470 --> 00:24:29,440

like a weird responsibility issue in

698

00:24:31,990 --> 00:24:30,480

terms of

699

00:24:33,909 --> 00:24:32,000

you know even within the galileo project

700

00:24:36,390 --> 00:24:33,919

i mean the goal is to to have telescopes

701
00:24:38,310 --> 00:24:36,400
so that we can we can look and and

702
00:24:40,230 --> 00:24:38,320
actually get scientific data

703
00:24:42,390 --> 00:24:40,240
that you know is controlled within a

704
00:24:44,549 --> 00:24:42,400
controlled environment with instruments

705
00:24:45,990 --> 00:24:44,559
that are controlled even even they're

706
00:24:47,510 --> 00:24:46,000
primarily concerned you know with

707
00:24:49,269 --> 00:24:47,520
looking at you know these physical

708
00:24:50,789 --> 00:24:49,279
objects because that's what science

709
00:24:52,070 --> 00:24:50,799
knows how to do and i like to think of

710
00:24:53,909 --> 00:24:52,080
science as

711
00:24:55,830 --> 00:24:53,919
as helping us develop

712
00:24:57,990 --> 00:24:55,840
understand the physics engine

713
00:25:00,070 --> 00:24:58,000

of the simulation and so when we build

714

00:25:01,510 --> 00:25:00,080

video games now it used to be you had to

715

00:25:03,190 --> 00:25:01,520

program the physics like if you think

716

00:25:05,750 --> 00:25:03,200

back to like really old school games

717

00:25:07,430 --> 00:25:05,760

like when i was a kid like asteroids you

718

00:25:09,350 --> 00:25:07,440

know and the ship would like kind of

719

00:25:12,149 --> 00:25:09,360

float like that or float like that if

720

00:25:14,230 --> 00:25:12,159

you turned it and so now there's these

721

00:25:15,830 --> 00:25:14,240

components called physics engines and

722

00:25:17,750 --> 00:25:15,840

you can change the physics engines you

723

00:25:20,149 --> 00:25:17,760

can change the constants you can make it

724

00:25:22,630 --> 00:25:20,159

so you can fly but you know each game

725

00:25:24,230 --> 00:25:22,640

has its kind of fixed physics engine

726

00:25:26,390 --> 00:25:24,240

that the creators of the simulation

727

00:25:28,149 --> 00:25:26,400

agree on and they decide but they're

728

00:25:30,149 --> 00:25:28,159

always super users right so you can

729

00:25:31,830 --> 00:25:30,159

always have super users who could tweak

730

00:25:33,909 --> 00:25:31,840

those constants and the developers can

731

00:25:35,110 --> 00:25:33,919

do that as well and and that's where i

732

00:25:37,269 --> 00:25:35,120

think you know when we talk about

733

00:25:39,269 --> 00:25:37,279

influencing reality we're kind of

734

00:25:42,549 --> 00:25:39,279

tapping into that larger power to

735

00:25:44,870 --> 00:25:42,559

co-create pieces of the simulation but

736

00:25:46,710 --> 00:25:44,880

we've sort of forgotten that we are also

737

00:25:49,669 --> 00:25:46,720

the creators

738

00:25:50,630 --> 00:25:49,679

how do we go about beginning to try and

739

00:25:52,789 --> 00:25:50,640

prove

740

00:25:54,789 --> 00:25:52,799

these sorts of hypotheses that we live

741

00:25:57,909 --> 00:25:54,799

in a simulation is it even something

742

00:25:59,830 --> 00:25:57,919

that is provable

743

00:26:01,430 --> 00:25:59,840

well it's a tricky it's a tricky

744

00:26:02,950 --> 00:26:01,440

question and of course this is one of

745

00:26:04,390 --> 00:26:02,960

the reasons why many scientists try to

746

00:26:05,269 --> 00:26:04,400

dismiss simulation theory because they

747

00:26:07,029 --> 00:26:05,279

say well

748

00:26:09,350 --> 00:26:07,039

it's non-falsifiable meaning you can

749

00:26:10,390 --> 00:26:09,360

never prove that it's not true

750

00:26:12,630 --> 00:26:10,400

right

751
00:26:14,549 --> 00:26:12,640
because the simulation could be so good

752
00:26:16,710 --> 00:26:14,559
that there's just no

753
00:26:19,110 --> 00:26:16,720
uh evidence but that said

754
00:26:21,590 --> 00:26:19,120
in my opinion just because something

755
00:26:23,750 --> 00:26:21,600
you can't prove something is not true

756
00:26:24,789 --> 00:26:23,760
doesn't mean that you can't find some

757
00:26:26,789 --> 00:26:24,799
evidence

758
00:26:28,870 --> 00:26:26,799
that it might be true right

759
00:26:30,870 --> 00:26:28,880
um and so for example you know when we

760
00:26:33,190 --> 00:26:30,880
talk about science you know i always use

761
00:26:34,070 --> 00:26:33,200
the example of rocks falling from the

762
00:26:35,990 --> 00:26:34,080
sky

763
00:26:37,430 --> 00:26:36,000

and for hundreds of years you know

764

00:26:39,909 --> 00:26:37,440

european scientists thought this was

765

00:26:42,310 --> 00:26:39,919

nonsense yet they kept hearing reports

766

00:26:43,590 --> 00:26:42,320

from you know people in the countryside

767

00:26:46,310 --> 00:26:43,600

saying yeah there's rocks fell from the

768

00:26:49,110 --> 00:26:46,320

sky there and the reaction was

769

00:26:51,590 --> 00:26:49,120

well no there are no rocks in the sky so

770

00:26:53,269 --> 00:26:51,600

obviously this must be nonsense right

771

00:26:56,470 --> 00:26:53,279

and that reminds me a lot of how

772

00:26:58,789 --> 00:26:56,480

mainstream scientists have reacted uh to

773

00:27:00,390 --> 00:26:58,799

ufo reports well they can't be aliens

774

00:27:02,470 --> 00:27:00,400

because there are no aliens that can

775

00:27:03,510 --> 00:27:02,480

reach us because of einstein you know

776
00:27:04,630 --> 00:27:03,520
and so

777
00:27:07,110 --> 00:27:04,640
they kind of have that but then

778
00:27:08,870 --> 00:27:07,120
eventually they found evidence of these

779
00:27:10,950 --> 00:27:08,880
rocks and when you know there were like

780
00:27:13,830 --> 00:27:10,960
literally thousands of them fell on one

781
00:27:15,590 --> 00:27:13,840
french town and you know the scientific

782
00:27:17,909 --> 00:27:15,600
society in paris they sent somebody out

783
00:27:19,750 --> 00:27:17,919
to investigate he said yeah i mean not

784
00:27:20,950 --> 00:27:19,760
only you know do we have multiple

785
00:27:23,190 --> 00:27:20,960
accounts if these things actually

786
00:27:24,870 --> 00:27:23,200
happening but the rocks themselves don't

787
00:27:26,870 --> 00:27:24,880
match any composition of anything here

788
00:27:29,029 --> 00:27:26,880

and they match this other these other

789

00:27:30,870 --> 00:27:29,039

reports and this other rock we have from

790

00:27:33,750 --> 00:27:30,880

you know 50 years ago that supposedly

791

00:27:35,990 --> 00:27:33,760

also fell from the sky and so the

792

00:27:37,590 --> 00:27:36,000

problem wasn't so much that you couldn't

793

00:27:39,830 --> 00:27:37,600

show that it was that we had the wrong

794

00:27:41,669 --> 00:27:39,840

model for that and so you eventually had

795

00:27:43,590 --> 00:27:41,679

to find evidence so i think you know it

796

00:27:45,029 --> 00:27:43,600

is possible that that we find evidence

797

00:27:46,310 --> 00:27:45,039

now there's a groups

798

00:27:48,630 --> 00:27:46,320

there are different groups who are

799

00:27:50,389 --> 00:27:48,640

looking at at this idea can we find

800

00:27:53,110 --> 00:27:50,399

evidence we're in a simulation

801
00:27:54,710 --> 00:27:53,120
uh there's a group led by uh physicist

802
00:27:56,070 --> 00:27:54,720
tom campbell

803
00:27:57,190 --> 00:27:56,080
who you might know or some of your

804
00:27:58,950 --> 00:27:57,200
listeners might know he wrote a book

805
00:28:00,789 --> 00:27:58,960
called my big toe my big theory of

806
00:28:01,990 --> 00:28:00,799
everything and he's been talking about

807
00:28:04,230 --> 00:28:02,000
this idea that we're in a virtual

808
00:28:06,310 --> 00:28:04,240
reality for a lot longer than most

809
00:28:08,149 --> 00:28:06,320
people i think it was 2003 when he first

810
00:28:09,510 --> 00:28:08,159
published that as well and so he's

811
00:28:10,950 --> 00:28:09,520
working with

812
00:28:13,909 --> 00:28:10,960
a group

813
00:28:15,990 --> 00:28:13,919

a professor from caltech

814

00:28:17,909 --> 00:28:16,000
and cal poly they wrote a paper

815

00:28:20,630 --> 00:28:17,919
basically trying to show that the

816

00:28:23,269 --> 00:28:20,640
quantum observer effect phenomena you

817

00:28:25,830 --> 00:28:23,279
know is the same as

818

00:28:27,269 --> 00:28:25,840
uh being an observer in a video game and

819

00:28:28,710 --> 00:28:27,279
and you know i find this kind of

820

00:28:30,789 --> 00:28:28,720
interesting and compelling and i talk a

821

00:28:32,710 --> 00:28:30,799
lot about it in my book is we've all

822

00:28:35,269 --> 00:28:32,720
heard of the observer effect

823

00:28:37,430 --> 00:28:35,279
but no one's been able to understand why

824

00:28:39,830 --> 00:28:37,440
it works or even how it works right

825

00:28:41,510 --> 00:28:39,840
there's a lot of different theories

826

00:28:42,789 --> 00:28:41,520

and you know the basic idea will be

827

00:28:44,870 --> 00:28:42,799

familiar probably most people

828

00:28:46,870 --> 00:28:44,880

schrodinger's cat is the easiest way to

829

00:28:48,389 --> 00:28:46,880

explain it which is that you have this

830

00:28:50,549 --> 00:28:48,399

cat in this box

831

00:28:52,230 --> 00:28:50,559

with some radiation and a poison and you

832

00:28:54,230 --> 00:28:52,240

have a 50 chance

833

00:28:56,950 --> 00:28:54,240

that the poison gets released and a 50

834

00:28:59,029 --> 00:28:56,960

chance the poison doesn't get released

835

00:29:02,070 --> 00:28:59,039

and so there's a 50 chance the cat is

836

00:29:04,149 --> 00:29:02,080

alive and 50 chance the cat is dead

837

00:29:06,470 --> 00:29:04,159

and so common sense tells us the cat

838

00:29:08,310 --> 00:29:06,480

must be alive or it must be dead after

839

00:29:10,549 --> 00:29:08,320

an hour we don't know because we haven't

840

00:29:13,590 --> 00:29:10,559

looked and what quantum mechanics tells

841

00:29:15,269 --> 00:29:13,600

us is no the cat is both a lie and dead

842

00:29:18,310 --> 00:29:15,279

it's in what they call a state of

843

00:29:20,389 --> 00:29:18,320

superposition it's like two positions

844

00:29:22,310 --> 00:29:20,399

of the variable and it's not until

845

00:29:24,149 --> 00:29:22,320

somebody observes it or

846

00:29:26,149 --> 00:29:24,159

there's some debate on what constitutes

847

00:29:29,510 --> 00:29:26,159

an observation it could be a measurement

848

00:29:31,590 --> 00:29:29,520

etc but until that observation happens

849

00:29:33,669 --> 00:29:31,600

neither of those possibilities is true

850

00:29:35,909 --> 00:29:33,679

and both of those possibilities are true

851
00:29:38,470 --> 00:29:35,919
and then once somebody looks at it

852
00:29:41,510 --> 00:29:38,480
the probability wave collapses

853
00:29:44,389 --> 00:29:41,520
to a single possibility which is say the

854
00:29:47,029 --> 00:29:44,399
cat is alive and so now you have you're

855
00:29:49,510 --> 00:29:47,039
at that now to me that reminds me a lot

856
00:29:52,230 --> 00:29:49,520
of how video games are built

857
00:29:52,950 --> 00:29:52,240
right because a lot of computer science

858
00:29:54,630 --> 00:29:52,960
and

859
00:29:56,310 --> 00:29:54,640
you know computer programming is all

860
00:29:59,350 --> 00:29:56,320
about optimization

861
00:30:00,789 --> 00:29:59,360
so you know if back in the 80s

862
00:30:03,830 --> 00:30:00,799
they were trying to build a game like

863
00:30:05,190 --> 00:30:03,840

fortnite right real time multiplayer on

864

00:30:06,710 --> 00:30:05,200

a mobile phone they just wouldn't be

865

00:30:09,590 --> 00:30:06,720

able to do it

866

00:30:11,590 --> 00:30:09,600

why is it too many pixels or the sims

867

00:30:13,909 --> 00:30:11,600

online right like talking about 3d

868

00:30:15,750 --> 00:30:13,919

multiplayer games uh

869

00:30:18,070 --> 00:30:15,760

too many pixels not enough processing

870

00:30:19,110 --> 00:30:18,080

power communication speed wasn't there

871

00:30:20,710 --> 00:30:19,120

but

872

00:30:21,990 --> 00:30:20,720

you know and if you ask somebody who

873

00:30:23,510 --> 00:30:22,000

just looked at the brute force method

874

00:30:25,269 --> 00:30:23,520

you'd say we'd never be able to keep

875

00:30:27,830 --> 00:30:25,279

track of that many pixels across so many

876
00:30:29,430 --> 00:30:27,840
different computers but we were we are

877
00:30:31,669 --> 00:30:29,440
able to do that why

878
00:30:32,710 --> 00:30:31,679
because we did optimization and we only

879
00:30:35,110 --> 00:30:32,720
render

880
00:30:37,669 --> 00:30:35,120
that which our character observes in the

881
00:30:39,350 --> 00:30:37,679
video game so my avatar is walking in a

882
00:30:41,750 --> 00:30:39,360
scene and your avatar is walking in the

883
00:30:43,590 --> 00:30:41,760
scene well those get rendered on each of

884
00:30:45,750 --> 00:30:43,600
our computers but only

885
00:30:47,510 --> 00:30:45,760
you know the the part that we can see

886
00:30:50,389 --> 00:30:47,520
our my computer doesn't have to render

887
00:30:52,310 --> 00:30:50,399
the whole world with all of the pixels

888
00:30:54,710 --> 00:30:52,320

it only needs to show that which is

889

00:30:57,110 --> 00:30:54,720

being observed and so that to me

890

00:30:59,990 --> 00:30:57,120

gives us a why you know for these types

891

00:31:01,750 --> 00:31:00,000

of quantitative effects as well

892

00:31:03,669 --> 00:31:01,760

when you look at it it becomes an

893

00:31:06,230 --> 00:31:03,679

optimization method

894

00:31:08,149 --> 00:31:06,240

and it also means there's some element

895

00:31:10,310 --> 00:31:08,159

of randomness or choice that's going on

896

00:31:12,310 --> 00:31:10,320

here that we don't fully understand but

897

00:31:14,070 --> 00:31:12,320

it allows us to

898

00:31:15,590 --> 00:31:14,080

you know to see these things and then

899

00:31:16,630 --> 00:31:15,600

when multiple players are in the same

900

00:31:18,310 --> 00:31:16,640

room

901
00:31:20,950 --> 00:31:18,320
oftentimes there's information that's

902
00:31:22,950 --> 00:31:20,960
cached on the server in a video game and

903
00:31:25,750 --> 00:31:22,960
and cached on the client and by caching

904
00:31:27,029 --> 00:31:25,760
it just means we keep track of you know

905
00:31:28,230 --> 00:31:27,039
what's to the left and right because

906
00:31:29,990 --> 00:31:28,240
that's what you're going to need to see

907
00:31:31,110 --> 00:31:30,000
next right you not only need to see the

908
00:31:33,029 --> 00:31:31,120
current room but you need to be able to

909
00:31:34,870 --> 00:31:33,039
see the next room but you don't need the

910
00:31:36,870 --> 00:31:34,880
room that's you know 50

911
00:31:38,389 --> 00:31:36,880
50 miles away because it's going to take

912
00:31:40,230 --> 00:31:38,399
you forever to get there right now you

913
00:31:42,070 --> 00:31:40,240

can get to that when you get there and

914

00:31:44,389 --> 00:31:42,080

so those are all like tricks that we use

915

00:31:45,830 --> 00:31:44,399

in the video game industry and you know

916

00:31:48,710 --> 00:31:45,840

it seems like when you get to quantum

917

00:31:50,389 --> 00:31:48,720

mechanics um that there are some weird

918

00:31:52,549 --> 00:31:50,399

tricks going on here and they remind me

919

00:31:54,789 --> 00:31:52,559

of optimizations being made

920

00:31:56,070 --> 00:31:54,799

uh and also trying out different paths

921

00:31:58,149 --> 00:31:56,080

which you know we can talk about in a

922

00:32:00,230 --> 00:31:58,159

minute with the multiverse yeah

923

00:32:03,029 --> 00:32:00,240

when you mentioned free guy ryan

924

00:32:04,870 --> 00:32:03,039

reynolds character in the game

925

00:32:06,630 --> 00:32:04,880

doesn't have free will because he is

926

00:32:09,110 --> 00:32:06,640

repeating patterns and going over the

927

00:32:10,789 --> 00:32:09,120

same routine he goes to an atm always

928

00:32:12,950 --> 00:32:10,799

wanting to have the money for this pair

929

00:32:14,789 --> 00:32:12,960

of shoes this pair of sneakers

930

00:32:16,389 --> 00:32:14,799

and he never just has enough and it's

931

00:32:17,990 --> 00:32:16,399

the same every day he orders the same

932

00:32:20,789 --> 00:32:18,000

coffee at the same place in the routine

933

00:32:22,470 --> 00:32:20,799

as they are and when he realizes that

934

00:32:24,549 --> 00:32:22,480

you know he can't do certain things and

935

00:32:26,149 --> 00:32:24,559

he doesn't have free will he manages to

936

00:32:28,310 --> 00:32:26,159

break the cycle

937

00:32:31,590 --> 00:32:28,320

but what would happen to the notion of

938

00:32:34,789 --> 00:32:31,600

free will for us if we discovered that

939

00:32:36,230 --> 00:32:34,799

we were in a simulation would that

940

00:32:37,350 --> 00:32:36,240

change a lot do you think people would

941

00:32:39,029 --> 00:32:37,360

panic

942

00:32:40,710 --> 00:32:39,039

the idea that we're not really in charge

943

00:32:42,630 --> 00:32:40,720

of things for ourselves

944

00:32:44,710 --> 00:32:42,640

yeah well some people believe that right

945

00:32:46,230 --> 00:32:44,720

some people say well we don't want to

946

00:32:48,549 --> 00:32:46,240

find out a foreign simulation for a

947

00:32:50,630 --> 00:32:48,559

couple of reasons there was a philosophy

948

00:32:52,149 --> 00:32:50,640

professor who wrote a uh

949

00:32:54,389 --> 00:32:52,159

op-ed in the new york times a few years

950

00:32:56,230 --> 00:32:54,399

ago and he said we shouldn't try to find

951
00:32:57,909 --> 00:32:56,240
out if we're in a simulation and the

952
00:32:59,750 --> 00:32:57,919
reason why is

953
00:33:02,310 --> 00:32:59,760
because then the simulators might shut

954
00:33:04,310 --> 00:33:02,320
us off right

955
00:33:06,389 --> 00:33:04,320
and so the whole simulation will be over

956
00:33:07,430 --> 00:33:06,399
yep and you know that's an interesting

957
00:33:09,269 --> 00:33:07,440
point

958
00:33:10,630 --> 00:33:09,279
because it depends on the purpose of the

959
00:33:13,750 --> 00:33:10,640
simulation

960
00:33:15,830 --> 00:33:13,760
uh in i mentioned the 13th floor earlier

961
00:33:18,710 --> 00:33:15,840
and what i like about that is so i mean

962
00:33:20,230 --> 00:33:18,720
this is a 20 22 23 year old movie so i

963
00:33:21,830 --> 00:33:20,240

think i can give away

964

00:33:24,549 --> 00:33:21,840

what happens but you know they're in the

965

00:33:27,590 --> 00:33:24,559

90s and they create what we today would

966

00:33:29,590 --> 00:33:27,600

call an ancestor simulation of the 1940s

967

00:33:31,830 --> 00:33:29,600

and so they've got all these characters

968

00:33:33,750 --> 00:33:31,840

living their lives or maybe 1930s in

969

00:33:35,509 --> 00:33:33,760

this previous timeframe and then the

970

00:33:37,269 --> 00:33:35,519

character from the current time can

971

00:33:38,470 --> 00:33:37,279

actually hop in

972

00:33:40,149 --> 00:33:38,480

and take over

973

00:33:42,630 --> 00:33:40,159

like somebody's body and so they can

974

00:33:44,470 --> 00:33:42,640

experience that time and then eventually

975

00:33:46,070 --> 00:33:44,480

when it comes back to 90s

976

00:33:47,750 --> 00:33:46,080

they realize that they're actually in a

977

00:33:49,990 --> 00:33:47,760

simulation and there's somebody coming

978

00:33:52,470 --> 00:33:50,000

from the future and what the person from

979

00:33:54,549 --> 00:33:52,480

the future you know this woman she says

980

00:33:55,830 --> 00:33:54,559

well we created thousands of simulations

981

00:33:57,269 --> 00:33:55,840

and you're the only one that created

982

00:33:59,269 --> 00:33:57,279

your own simulation

983

00:34:01,269 --> 00:33:59,279

and you're using computing power so we

984

00:34:02,389 --> 00:34:01,279

we're gonna have to shut you down

985

00:34:04,950 --> 00:34:02,399

and so we're gonna shut down the

986

00:34:08,710 --> 00:34:04,960

simulation and so you know that's one

987

00:34:10,550 --> 00:34:08,720

possibility uh of of uh you know of

988

00:34:13,109 --> 00:34:10,560

simulation theory that maybe bothers

989

00:34:15,030 --> 00:34:13,119

some people uh but of course that i

990

00:34:16,149 --> 00:34:15,040

think it gets back to the thing that i

991

00:34:17,990 --> 00:34:16,159

started with

992

00:34:20,149 --> 00:34:18,000

which which to me is the most crucial

993

00:34:22,389 --> 00:34:20,159

aspect of simulation theory which is the

994

00:34:23,270 --> 00:34:22,399

npc versus the rpg

995

00:34:25,190 --> 00:34:23,280

question

996

00:34:28,310 --> 00:34:25,200

so if we're npcs

997

00:34:30,710 --> 00:34:28,320

then we are just code that's running but

998

00:34:33,270 --> 00:34:30,720

if we're rpgs then we do have an element

999

00:34:35,829 --> 00:34:33,280

of free will because we exist outside of

1000

00:34:38,710 --> 00:34:35,839

the game and we are making choices for

1001
00:34:40,790 --> 00:34:38,720
our player within parameters perhaps

1002
00:34:42,550 --> 00:34:40,800
that we have set for ourselves right so

1003
00:34:43,750 --> 00:34:42,560
like when i play a game i might choose

1004
00:34:48,550 --> 00:34:43,760
to be

1005
00:34:50,389 --> 00:34:48,560
barbarian with you know strength of 100

1006
00:34:52,069 --> 00:34:50,399
and you're getting back to dungeons and

1007
00:34:53,270 --> 00:34:52,079
dragons all of these role-playing games

1008
00:34:55,109 --> 00:34:53,280
are based on

1009
00:34:56,710 --> 00:34:55,119
dragons where yeah we used to have a

1010
00:34:58,150 --> 00:34:56,720
character sheet and we would actually

1011
00:34:59,829 --> 00:34:58,160
literally write out you know this is

1012
00:35:01,670 --> 00:34:59,839
your cunning this is your wisdom this is

1013
00:35:02,950 --> 00:35:01,680

your intelligence and you'd roll the

1014

00:35:04,390 --> 00:35:02,960

dice and you get these numbers and then

1015

00:35:07,190 --> 00:35:04,400

you roll it up just like in stranger

1016

00:35:09,349 --> 00:35:07,200

things right it's so popular nowadays

1017

00:35:11,270 --> 00:35:09,359

but it's possible that we also have

1018

00:35:13,910 --> 00:35:11,280

storylines you know that we have laid

1019

00:35:16,310 --> 00:35:13,920

out for our characters but it it still

1020

00:35:18,950 --> 00:35:16,320

gives you this ability to have free will

1021

00:35:19,990 --> 00:35:18,960

and so some people think well

1022

00:35:21,030 --> 00:35:20,000

if we're in a simulation then

1023

00:35:22,230 --> 00:35:21,040

everybody's going to go around killing

1024

00:35:24,870 --> 00:35:22,240

everybody and there's no point to

1025

00:35:27,589 --> 00:35:24,880

anything right and again that depends if

1026
00:35:29,190 --> 00:35:27,599
if you go if you think we're in an npc

1027
00:35:32,230 --> 00:35:29,200
simulation

1028
00:35:34,390 --> 00:35:32,240
you might not have some free will or

1029
00:35:37,030 --> 00:35:34,400
you know if you look at it from the

1030
00:35:39,270 --> 00:35:37,040
perspective of how we run simulations

1031
00:35:41,109 --> 00:35:39,280
we try out different things and we set

1032
00:35:42,390 --> 00:35:41,119
parameters and we say okay let's choose

1033
00:35:44,870 --> 00:35:42,400
these parameters and let's see what

1034
00:35:46,390 --> 00:35:44,880
happens right and so it could be

1035
00:35:48,069 --> 00:35:46,400
that if we live in a simulated

1036
00:35:50,630 --> 00:35:48,079
multiverse which is

1037
00:35:53,270 --> 00:35:50,640
the subject of my my second book that we

1038
00:35:55,430 --> 00:35:53,280

are trying out these different scenarios

1039

00:35:57,109 --> 00:35:55,440

uh and you know i got to thinking about

1040

00:36:00,150 --> 00:35:57,119

this from

1041

00:36:02,230 --> 00:36:00,160

reading speeches uh by science fiction

1042

00:36:04,870 --> 00:36:02,240

writer philip k dick and interviewing

1043

00:36:07,430 --> 00:36:04,880

his wife tessa but so you know before we

1044

00:36:08,790 --> 00:36:07,440

get into that i i'm of the opinion that

1045

00:36:11,190 --> 00:36:08,800

thinking that we're in a simulation can

1046

00:36:13,109 --> 00:36:11,200

also have an empowering effect which is

1047

00:36:14,630 --> 00:36:13,119

that when we're in a video game

1048

00:36:17,589 --> 00:36:14,640

we have challenges

1049

00:36:19,910 --> 00:36:17,599

and those challenges are part and parcel

1050

00:36:21,510 --> 00:36:19,920

of the game right i mean if you had a

1051
00:36:23,190 --> 00:36:21,520
game with no challenges then it wouldn't

1052
00:36:25,270 --> 00:36:23,200
be very much fun

1053
00:36:26,870 --> 00:36:25,280
and in fact in the matrix in the sequels

1054
00:36:28,470 --> 00:36:26,880
if you remember

1055
00:36:31,109 --> 00:36:28,480
uh in the siege in the sequels they

1056
00:36:32,950 --> 00:36:31,119
revealed there was an earlier matrix and

1057
00:36:35,030 --> 00:36:32,960
that the first version was this kind of

1058
00:36:36,950 --> 00:36:35,040
idyllic life

1059
00:36:39,589 --> 00:36:36,960
and you know no nobody took that

1060
00:36:41,829 --> 00:36:39,599
seriously like the humans didn't believe

1061
00:36:43,670 --> 00:36:41,839
that was reality right and so they had

1062
00:36:46,390 --> 00:36:43,680
to create this grittier version of the

1063
00:36:47,910 --> 00:36:46,400

matrix and there was a guy who was sort

1064

00:36:50,790 --> 00:36:47,920

of the grandfather of the video game

1065

00:36:53,829 --> 00:36:50,800

industry nolan bushnell he started atari

1066

00:36:55,030 --> 00:36:53,839

back in the 1970s and he had it saying

1067

00:36:57,190 --> 00:36:55,040

which was

1068

00:36:59,510 --> 00:36:57,200

you know make the game you know easy to

1069

00:37:01,750 --> 00:36:59,520

play but hard to master and that's what

1070

00:37:03,910 --> 00:37:01,760

makes for a fun game and i think that

1071

00:37:06,230 --> 00:37:03,920

is is what makes for fun in the game of

1072

00:37:08,230 --> 00:37:06,240

life as well it's easy to play right but

1073

00:37:10,550 --> 00:37:08,240

it's not so easy to master necessarily

1074

00:37:12,230 --> 00:37:10,560

and if you didn't have these challenges

1075

00:37:13,829 --> 00:37:12,240

uh you know the game would not be very

1076
00:37:15,270 --> 00:37:13,839
interesting so a good way to think about

1077
00:37:17,829 --> 00:37:15,280
it is perhaps we've set up these

1078
00:37:20,069 --> 00:37:17,839
challenges for ourselves i mean we all

1079
00:37:22,150 --> 00:37:20,079
go through various periods of

1080
00:37:23,910 --> 00:37:22,160
significant problems and challenges

1081
00:37:27,349 --> 00:37:23,920
whether it's financial economic

1082
00:37:29,510 --> 00:37:27,359
relationships health especially right uh

1083
00:37:31,670 --> 00:37:29,520
and we might say well this sucks this is

1084
00:37:33,510 --> 00:37:31,680
a terrible simulation right

1085
00:37:35,430 --> 00:37:33,520
if that's the case i'd i'd rather make

1086
00:37:37,349 --> 00:37:35,440
myself a billionaire and have perfect

1087
00:37:39,990 --> 00:37:37,359
health and not do anything but you know

1088
00:37:41,990 --> 00:37:40,000

perhaps this this is part and parcel of

1089

00:37:43,670 --> 00:37:42,000

why we want to experience the simulation

1090

00:37:45,589 --> 00:37:43,680

because maybe we don't have those things

1091

00:37:47,510 --> 00:37:45,599

outside the simulation and so it gives

1092

00:37:51,030 --> 00:37:47,520

us a different way to

1093

00:37:52,390 --> 00:37:51,040

i think get a perspective on our lives

1094

00:37:54,069 --> 00:37:52,400

as being a series of quests and

1095

00:37:55,349 --> 00:37:54,079

challenges and if at first you don't

1096

00:37:56,550 --> 00:37:55,359

succeed well you're going to keep

1097

00:37:57,829 --> 00:37:56,560

playing the quest right you're not going

1098

00:38:00,630 --> 00:37:57,839

to say oh i'm going to abandon the game

1099

00:38:02,069 --> 00:38:00,640

necessarily like reincarnation being a

1100

00:38:03,990 --> 00:38:02,079

chance to start again and go you know

1101
00:38:06,150 --> 00:38:04,000
what next time i'm going to come back is

1102
00:38:07,990 --> 00:38:06,160
one of elon musk's kids and i'm going to

1103
00:38:09,990 --> 00:38:08,000
start with the i've put the cheat codes

1104
00:38:11,670 --> 00:38:10,000
in i'm starting with a billion dollars

1105
00:38:14,470 --> 00:38:11,680
and life's going to be fun like playing

1106
00:38:15,829 --> 00:38:14,480
gta with that unlimited money and yeah

1107
00:38:17,349 --> 00:38:15,839
or maybe you want to make things a bit

1108
00:38:19,589 --> 00:38:17,359
harder next time or maybe someone's

1109
00:38:21,670 --> 00:38:19,599
making those choices for you depending

1110
00:38:23,270 --> 00:38:21,680
depending on what you've done

1111
00:38:24,870 --> 00:38:23,280
when you mention yeah i think you're

1112
00:38:26,870 --> 00:38:24,880
right on that by the way and i think

1113
00:38:27,589 --> 00:38:26,880

there's this idea of a difficulty factor

1114

00:38:29,430 --> 00:38:27,599

so

1115

00:38:31,510 --> 00:38:29,440

you know we should keep that in mind

1116

00:38:32,550 --> 00:38:31,520

that just because somebody has an easier

1117

00:38:34,550 --> 00:38:32,560

life

1118

00:38:36,870 --> 00:38:34,560

you know doesn't mean like certain games

1119

00:38:39,349 --> 00:38:36,880

if you turn up the difficulty factor

1120

00:38:41,109 --> 00:38:39,359

right you actually get more points

1121

00:38:43,589 --> 00:38:41,119

from playing the more difficult version

1122

00:38:45,270 --> 00:38:43,599

even though you might not get as far

1123

00:38:47,190 --> 00:38:45,280

and so it's a bigger accomplishment so

1124

00:38:49,190 --> 00:38:47,200

let's keep that in mind as well

1125

00:38:51,030 --> 00:38:49,200

yeah if you're putting more work in then

1126
00:38:52,310 --> 00:38:51,040
the reward at the end is greater you're

1127
00:38:54,069 --> 00:38:52,320
going to you're going to reap the

1128
00:38:55,670 --> 00:38:54,079
rewards for the hard work and the effort

1129
00:38:57,349 --> 00:38:55,680
and that that can be true of life and

1130
00:38:59,430 --> 00:38:57,359
and hopefully that's true of for many of

1131
00:39:00,550 --> 00:38:59,440
the listeners listening to this as well

1132
00:39:02,870 --> 00:39:00,560
you mentioned

1133
00:39:04,390 --> 00:39:02,880
multiverse how does that come into it is

1134
00:39:06,870 --> 00:39:04,400
there an opportunity that if there are

1135
00:39:08,630 --> 00:39:06,880
multiple timelines and i am living

1136
00:39:10,870 --> 00:39:08,640
multiple lives i always love the notion

1137
00:39:12,950 --> 00:39:10,880
that with the universe being endless

1138
00:39:15,030 --> 00:39:12,960

that there is a reality or universe

1139

00:39:16,630 --> 00:39:15,040

somewhere where i am batman is always

1140

00:39:17,750 --> 00:39:16,640

one of the great one of the great quotes

1141

00:39:19,349 --> 00:39:17,760

because everything's happening

1142

00:39:20,390 --> 00:39:19,359

everywhere all the time

1143

00:39:22,150 --> 00:39:20,400

and

1144

00:39:24,550 --> 00:39:22,160

that would be a tragic sorry state if i

1145

00:39:26,310 --> 00:39:24,560

was batman i know but you know it's got

1146

00:39:29,670 --> 00:39:26,320

to be somewhere but

1147

00:39:31,510 --> 00:39:29,680

as an opportunity for me to converse

1148

00:39:33,190 --> 00:39:31,520

with other versions of myself in

1149

00:39:35,190 --> 00:39:33,200

different simulations

1150

00:39:37,109 --> 00:39:35,200

i started to think and stopped because

1151

00:39:38,790 --> 00:39:37,119

i'm not intelligent enough to do it but

1152

00:39:40,470 --> 00:39:38,800

is that where dreams come into when

1153

00:39:43,190 --> 00:39:40,480

you're dreaming are you accessing some

1154

00:39:45,190 --> 00:39:43,200

of those other realities or if people

1155

00:39:47,670 --> 00:39:45,200

are seeing ghosts

1156

00:39:49,510 --> 00:39:47,680

as a kind of bleed over of a different

1157

00:39:50,950 --> 00:39:49,520

reality a different dimension a

1158

00:39:53,109 --> 00:39:50,960

different a different multiverse

1159

00:39:54,150 --> 00:39:53,119

universe is is that along the lines of

1160

00:39:56,230 --> 00:39:54,160

what you think or what are the

1161

00:40:00,150 --> 00:39:56,240

possibilities are

1162

00:40:02,150 --> 00:40:00,160

pretty interesting

1163

00:40:04,790 --> 00:40:02,160

and so i mentioned quantum physics

1164

00:40:06,630 --> 00:40:04,800

earlier and you know they don't nobody

1165

00:40:08,230 --> 00:40:06,640

really understands quantum physics

1166

00:40:10,870 --> 00:40:08,240

that's what richard

1167

00:40:11,990 --> 00:40:10,880

feynman said uh he was a nobel prize

1168

00:40:14,550 --> 00:40:12,000

winner and

1169

00:40:17,270 --> 00:40:14,560

one of the other interpretations is that

1170

00:40:19,349 --> 00:40:17,280

not just you know the cat is alive or

1171

00:40:21,589 --> 00:40:19,359

dead but that there are two worlds and

1172

00:40:23,349 --> 00:40:21,599

we split off into two universes one

1173

00:40:24,550 --> 00:40:23,359

where the cat is alive and one where the

1174

00:40:27,910 --> 00:40:24,560

cat is dead

1175

00:40:29,670 --> 00:40:27,920

and so you know that then leads to more

1176

00:40:31,750 --> 00:40:29,680

decisions and you end up with more and

1177

00:40:33,430 --> 00:40:31,760

more universes and so pretty much

1178

00:40:36,150 --> 00:40:33,440

anything that could have happened

1179

00:40:37,829 --> 00:40:36,160

has happened along one of these paths

1180

00:40:40,150 --> 00:40:37,839

right and i started to think about this

1181

00:40:42,390 --> 00:40:40,160

because after after my simulation

1182

00:40:44,470 --> 00:40:42,400

hypothesis book came out i was sitting

1183

00:40:46,069 --> 00:40:44,480

down with a friend of mine another

1184

00:40:48,309 --> 00:40:46,079

graduate from mit

1185

00:40:49,829 --> 00:40:48,319

who was working for google and so he had

1186

00:40:51,589 --> 00:40:49,839

come to mountain view where i was living

1187

00:40:52,950 --> 00:40:51,599

just down the road from the googleplex

1188

00:40:54,870 --> 00:40:52,960

and he said well you know have you heard

1189

00:40:56,470 --> 00:40:54,880

of this thing called the mandela effect

1190

00:40:57,910 --> 00:40:56,480

i said yeah i've heard of it but you

1191

00:40:59,910 --> 00:40:57,920

know i didn't really pay too much

1192

00:41:01,670 --> 00:40:59,920

attention to it at the time and he goes

1193

00:41:04,710 --> 00:41:01,680

well you know simulation theory might

1194

00:41:06,230 --> 00:41:04,720

explain it i said oh that's interesting

1195

00:41:07,990 --> 00:41:06,240

and and so i started to go down this

1196

00:41:09,510 --> 00:41:08,000

rabbit hole of the mandela effect which

1197

00:41:11,270 --> 00:41:09,520

you may have talked about probably at

1198

00:41:12,630 --> 00:41:11,280

some point do me a favor though because

1199

00:41:14,390 --> 00:41:12,640

there are some listeners who might not

1200

00:41:15,510 --> 00:41:14,400

be familiar with the concept some will

1201

00:41:16,950 --> 00:41:15,520

someone if you don't mind just

1202

00:41:17,990 --> 00:41:16,960

explaining again about the mandela

1203

00:41:22,630 --> 00:41:18,000

effect

1204

00:41:23,750 --> 00:41:22,640

situation where a subset of people

1205

00:41:26,470 --> 00:41:23,760

remember

1206

00:41:28,230 --> 00:41:26,480

history happening differently than

1207

00:41:30,230 --> 00:41:28,240

the majority what we'd call the

1208

00:41:33,190 --> 00:41:30,240

consensus

1209

00:41:36,150 --> 00:41:33,200

version of history or reality and it's

1210

00:41:38,230 --> 00:41:36,160

named after nelson mandela

1211

00:41:40,390 --> 00:41:38,240

it was a blogger named fiona broome in

1212

00:41:42,710 --> 00:41:40,400

2010 i think she she coined the term

1213

00:41:44,870 --> 00:41:42,720

when she found that there were a group

1214

00:41:46,470 --> 00:41:44,880

of people who remembered nelson mandela

1215

00:41:48,950 --> 00:41:46,480

dying in prison

1216

00:41:51,030 --> 00:41:48,960

in the 1980s uh but of course in our

1217

00:41:53,430 --> 00:41:51,040

timeline that didn't happen and he came

1218

00:41:55,750 --> 00:41:53,440

he got out of prison he became president

1219

00:41:58,150 --> 00:41:55,760

of south africa he won the nobel peace

1220

00:42:00,069 --> 00:41:58,160

prize and he died i think it was in 2013

1221

00:42:02,390 --> 00:42:00,079

is when he died right and yet people

1222

00:42:03,990 --> 00:42:02,400

have distinct memories and not just one

1223

00:42:06,550 --> 00:42:04,000

or two people but a very large number of

1224

00:42:09,190 --> 00:42:06,560

people and they remember his wife winnie

1225

00:42:10,950 --> 00:42:09,200

taking over leadership of the party they

1226

00:42:13,190 --> 00:42:10,960

remember bill clinton speaking at the

1227

00:42:15,349 --> 00:42:13,200

funeral uh

1228

00:42:17,430 --> 00:42:15,359

et cetera or or different dignitaries

1229

00:42:19,670 --> 00:42:17,440

speaking at the funeral and and so you

1230

00:42:21,430 --> 00:42:19,680

know this was a really interesting

1231

00:42:23,750 --> 00:42:21,440

concept and so it kind of took off

1232

00:42:25,510 --> 00:42:23,760

online and you couldn't really do this

1233

00:42:27,670 --> 00:42:25,520

uh you couldn't really figure this out

1234

00:42:29,349 --> 00:42:27,680

before the internet because now you have

1235

00:42:31,430 --> 00:42:29,359

this ability for multiple people to tell

1236

00:42:33,270 --> 00:42:31,440

you you know their experiences and

1237

00:42:34,950 --> 00:42:33,280

gather them in one place and then it

1238

00:42:35,910 --> 00:42:34,960

turns out there are many other

1239

00:42:37,589 --> 00:42:35,920

events

1240

00:42:39,910 --> 00:42:37,599

in history where which some people

1241

00:42:42,309 --> 00:42:39,920

remember differently one another big one

1242

00:42:43,829 --> 00:42:42,319

that i find interesting is the tiananmen

1243

00:42:46,550 --> 00:42:43,839

square

1244

00:42:47,990 --> 00:42:46,560

situation with the uprising in china and

1245

00:42:49,670 --> 00:42:48,000

the guy who was standing in front of the

1246

00:42:51,670 --> 00:42:49,680

tank like there was footage of that that

1247

00:42:53,589 --> 00:42:51,680

was you know kind of beamed out all over

1248

00:42:56,710 --> 00:42:53,599

in the tv set and so

1249

00:42:58,630 --> 00:42:56,720

as as i think the majority remember it

1250

00:43:01,030 --> 00:42:58,640

the tank did not run over that guy who

1251
00:43:02,630 --> 00:43:01,040
was called take boy online but some

1252
00:43:04,470 --> 00:43:02,640
people remember the tank running him

1253
00:43:06,870 --> 00:43:04,480
over and being a very bloody scene and

1254
00:43:07,829 --> 00:43:06,880
talking about it and so you know you get

1255
00:43:09,430 --> 00:43:07,839
this

1256
00:43:10,870 --> 00:43:09,440
not just big events you get a lot of

1257
00:43:12,150 --> 00:43:10,880
little things though one of the ones

1258
00:43:14,230 --> 00:43:12,160
that's pretty famous is the the

1259
00:43:15,990 --> 00:43:14,240
bernstein bears i was going to bring

1260
00:43:17,430 --> 00:43:16,000
that one up yeah that's and that's not a

1261
00:43:19,589 --> 00:43:17,440
program i'm familiar with being in the

1262
00:43:21,589 --> 00:43:19,599
uk but it's been stained versus

1263
00:43:23,270 --> 00:43:21,599

berenstein or stein yeah versus

1264

00:43:24,630 --> 00:43:23,280

berenstein a lot of people remember it

1265

00:43:26,790 --> 00:43:24,640

as steen like

1266

00:43:28,550 --> 00:43:26,800

but it's actually s-t-a-i-n if you look

1267

00:43:30,630 --> 00:43:28,560

at it now and now what's weird about

1268

00:43:31,750 --> 00:43:30,640

that one you might say okay it's just

1269

00:43:34,150 --> 00:43:31,760

one letter

1270

00:43:36,790 --> 00:43:34,160

difference right but it's it's what i

1271

00:43:37,589 --> 00:43:36,800

call having people that for whom

1272

00:43:40,230 --> 00:43:37,599

that

1273

00:43:42,230 --> 00:43:40,240

event has higher significance

1274

00:43:43,829 --> 00:43:42,240

or or closer proximity and so there are

1275

00:43:45,589 --> 00:43:43,839

many people remember

1276

00:43:47,990 --> 00:43:45,599

talking about it

1277

00:43:49,670 --> 00:43:48,000

with to wondering why these bears are

1278

00:43:51,349 --> 00:43:49,680

jewish right because one of those

1279

00:43:53,109 --> 00:43:51,359

spellings is jewish and one of those is

1280

00:43:54,870 --> 00:43:53,119

not and they remember having

1281

00:43:55,829 --> 00:43:54,880

conversations with adults when they were

1282

00:43:57,829 --> 00:43:55,839

kids

1283

00:43:59,670 --> 00:43:57,839

about that and so they have a closer

1284

00:44:01,589 --> 00:43:59,680

proximity to that and so they might have

1285

00:44:03,990 --> 00:44:01,599

talked about it you know similarly there

1286

00:44:05,670 --> 00:44:04,000

are people in evangelical christians who

1287

00:44:07,270 --> 00:44:05,680

remember the reverend billy graham who's

1288

00:44:09,510 --> 00:44:07,280

big here in the us

1289

00:44:12,150 --> 00:44:09,520

uh you know dying many years or several

1290

00:44:13,349 --> 00:44:12,160

years before he actually died and you

1291

00:44:15,589 --> 00:44:13,359

know they got people saying that their

1292

00:44:18,069 --> 00:44:15,599

parents who are devout followers of

1293

00:44:19,910 --> 00:44:18,079

these particular reverends and they get

1294

00:44:22,230 --> 00:44:19,920

magazines about them every month

1295

00:44:24,150 --> 00:44:22,240

remembering on the cover you know there

1296

00:44:26,230 --> 00:44:24,160

he was with his death and he died and

1297

00:44:27,990 --> 00:44:26,240

all these people spoke at his funeral

1298

00:44:29,270 --> 00:44:28,000

and so it's less likely that you're

1299

00:44:31,510 --> 00:44:29,280

going to

1300

00:44:33,510 --> 00:44:31,520

get that wrong if you were closer or you

1301

00:44:35,589 --> 00:44:33,520

had a proximity to it

1302

00:44:37,510 --> 00:44:35,599

so that's the mandela effect yeah it's

1303

00:44:39,510 --> 00:44:37,520

an interesting one because there's like

1304

00:44:41,270 --> 00:44:39,520

you say there are big examples

1305

00:44:43,109 --> 00:44:41,280

the name namely the mandela one being

1306

00:44:45,349 --> 00:44:43,119

the biggest but the smaller ones again

1307

00:44:47,190 --> 00:44:45,359

are logos for clothing brands foot of

1308

00:44:48,950 --> 00:44:47,200

the loom it's a clothing brand really

1309

00:44:50,710 --> 00:44:48,960

famous and there's people show you the

1310

00:44:52,630 --> 00:44:50,720

logo and say which is the correct logo

1311

00:44:54,390 --> 00:44:52,640

and people remember it being largely the

1312

00:44:56,150 --> 00:44:54,400

one that isn't

1313

00:44:58,390 --> 00:44:56,160

how much of this though is just your

1314

00:44:59,750 --> 00:44:58,400

brain filling in the gaps because it

1315

00:45:01,030 --> 00:44:59,760

wasn't something you pay loads of

1316

00:45:03,349 --> 00:45:01,040

attention to

1317

00:45:05,030 --> 00:45:03,359

and your brain just fills in the world

1318

00:45:06,790 --> 00:45:05,040

around you like those videos with the

1319

00:45:08,630 --> 00:45:06,800

tank going along your brain

1320

00:45:10,309 --> 00:45:08,640

automatically processes regardless of

1321

00:45:11,990 --> 00:45:10,319

how long you see that clip well what

1322

00:45:14,790 --> 00:45:12,000

happens next the tank's going to run

1323

00:45:16,710 --> 00:45:14,800

over the guy and just as time goes on

1324

00:45:18,790 --> 00:45:16,720

that becomes the reality of what

1325

00:45:20,950 --> 00:45:18,800

happened in your head because well

1326

00:45:23,270 --> 00:45:20,960

that's what i've always thought happened

1327

00:45:25,349 --> 00:45:23,280

do you think it is just a case of your

1328

00:45:28,390 --> 00:45:25,359

the brain playing tricks

1329

00:45:29,990 --> 00:45:28,400

or is there something more to these

1330

00:45:31,670 --> 00:45:30,000

these mass

1331

00:45:33,349 --> 00:45:31,680

not delusions because they may not be

1332

00:45:36,550 --> 00:45:33,359

that these mass assumptions these mass

1333

00:45:38,470 --> 00:45:36,560

realities is a case of reality slipping

1334

00:45:39,990 --> 00:45:38,480

as a case of a change being made to

1335

00:45:42,550 --> 00:45:40,000

think in the matrix it was the glitch

1336

00:45:45,109 --> 00:45:42,560

the black cat passing by the door twice

1337

00:45:46,870 --> 00:45:45,119

right is that what we're looking at

1338

00:45:48,630 --> 00:45:46,880

well that's a good question and so you

1339

00:45:50,950 --> 00:45:48,640

know originally my take was kind of the

1340

00:45:52,630 --> 00:45:50,960

mainstream uh scientific take is oh

1341

00:45:54,309 --> 00:45:52,640

that's just faulty memory or your brain

1342

00:45:56,710 --> 00:45:54,319

filling stuff in and i think with the

1343

00:45:58,630 --> 00:45:56,720

smaller stuff it's possible that's the

1344

00:46:00,309 --> 00:45:58,640

case you know like jif versus jiffy

1345

00:46:01,990 --> 00:46:00,319

peanut butter i mean there are fruit

1346

00:46:03,750 --> 00:46:02,000

loops being spelled one way versus

1347

00:46:05,190 --> 00:46:03,760

another but i think as you get to the

1348

00:46:06,950 --> 00:46:05,200

more like i said you get the more

1349

00:46:09,510 --> 00:46:06,960

significant stuff it becomes more and

1350

00:46:11,030 --> 00:46:09,520

more difficult to believe that you know

1351
00:46:12,309 --> 00:46:11,040
especially if you had conversations

1352
00:46:14,230 --> 00:46:12,319
about it with people right it's one

1353
00:46:16,470 --> 00:46:14,240
thing if you just sort of remembered

1354
00:46:18,710 --> 00:46:16,480
something a certain way and so you know

1355
00:46:21,270 --> 00:46:18,720
i i decided to take the tact to say okay

1356
00:46:23,589 --> 00:46:21,280
well what if this were true how could it

1357
00:46:25,349 --> 00:46:23,599
work in assuming and turns out a

1358
00:46:27,109 --> 00:46:25,359
simulated environment it's much easier

1359
00:46:28,470 --> 00:46:27,119
for this to happen in a simulated

1360
00:46:29,990 --> 00:46:28,480
multiverse and so

1361
00:46:31,990 --> 00:46:30,000
you know i mentioned earlier that i

1362
00:46:34,150 --> 00:46:32,000
interviewed the uh the wife of science

1363
00:46:37,030 --> 00:46:34,160

fiction writer philip k dick and you

1364

00:46:38,470 --> 00:46:37,040

know he had a speech in mets france

1365

00:46:40,470 --> 00:46:38,480

back in

1366

00:46:42,230 --> 00:46:40,480

1977

1367

00:46:44,870 --> 00:46:42,240

at a sci-fi convention where he had a

1368

00:46:47,109 --> 00:46:44,880

famous line and he said we are living in

1369

00:46:49,109 --> 00:46:47,119

a computer-programmed reality and the

1370

00:46:51,910 --> 00:46:49,119

only clue we have to it is when some

1371

00:46:54,390 --> 00:46:51,920

variable is changed some alteration in

1372

00:46:55,589 --> 00:46:54,400

our reality occurs now the reason i

1373

00:46:57,750 --> 00:46:55,599

interviewed his wife was because that's

1374

00:46:58,870 --> 00:46:57,760

a famous phrase within simulation theory

1375

00:47:00,710 --> 00:46:58,880

and i just thought i'd get some more

1376

00:47:01,910 --> 00:47:00,720

color around it but i didn't really pay

1377

00:47:02,870 --> 00:47:01,920

attention to the second part of what he

1378

00:47:03,829 --> 00:47:02,880

said there

1379

00:47:05,990 --> 00:47:03,839

right that it wasn't just that we're

1380

00:47:08,069 --> 00:47:06,000

living in a computer program reality but

1381

00:47:09,910 --> 00:47:08,079

that you can change variables

1382

00:47:10,630 --> 00:47:09,920

and then he said it would be as if you

1383

00:47:13,190 --> 00:47:10,640

were

1384

00:47:14,870 --> 00:47:13,200

re-experiencing the same events

1385

00:47:17,510 --> 00:47:14,880

and you were hearing the same things

1386

00:47:19,109 --> 00:47:17,520

saying the same words and he actually

1387

00:47:21,349 --> 00:47:19,119

came to believe this is what was really

1388

00:47:24,710 --> 00:47:21,359

going on so he had a book called a man

1389

00:47:27,030 --> 00:47:24,720

in the high castle which is about uh a

1390

00:47:29,589 --> 00:47:27,040

timeline where germany and japan

1391

00:47:32,230 --> 00:47:29,599

the axis powers won world war two and

1392

00:47:33,750 --> 00:47:32,240

then they split the us between them and

1393

00:47:35,270 --> 00:47:33,760

so you know it's a science fiction novel

1394

00:47:37,910 --> 00:47:35,280

but he actually came to believe that

1395

00:47:39,750 --> 00:47:37,920

that timeline really happened at some

1396

00:47:42,309 --> 00:47:39,760

point in the past and that it was

1397

00:47:44,390 --> 00:47:42,319

unwound and so you know he came to this

1398

00:47:46,230 --> 00:47:44,400

conclusion partly because he would have

1399

00:47:47,910 --> 00:47:46,240

these little things happen like he went

1400

00:47:50,069 --> 00:47:47,920

into a bathroom and he had a chain light

1401
00:47:51,589 --> 00:47:50,079
if you remember the old chain lights and

1402
00:47:52,549 --> 00:47:51,599
suddenly it wasn't a chain light it was

1403
00:47:57,990 --> 00:47:52,559
a

1404
00:47:59,910 --> 00:47:58,000
stories but

1405
00:48:01,990 --> 00:47:59,920
it also formed the basis for uh the

1406
00:48:04,230 --> 00:48:02,000
movie the adjustment bureau which came

1407
00:48:06,470 --> 00:48:04,240
out a few years ago with matt damon and

1408
00:48:07,670 --> 00:48:06,480
emily blind but basically you know he

1409
00:48:08,710 --> 00:48:07,680
started to theorize that there were

1410
00:48:11,190 --> 00:48:08,720
these people

1411
00:48:12,710 --> 00:48:11,200
changing little variables but that is

1412
00:48:14,390 --> 00:48:12,720
the more important part of what he's

1413
00:48:16,549 --> 00:48:14,400

saying is that

1414

00:48:18,470 --> 00:48:16,559

if you actually change a variable

1415

00:48:20,470 --> 00:48:18,480

you run it again and you see what's

1416

00:48:22,150 --> 00:48:20,480

going to happen right well it turns out

1417

00:48:25,349 --> 00:48:22,160

that's why we run simulations in the

1418

00:48:27,750 --> 00:48:25,359

first place right we change variables we

1419

00:48:30,309 --> 00:48:27,760

run it again to see what will happen and

1420

00:48:32,230 --> 00:48:30,319

there's a concept within

1421

00:48:34,390 --> 00:48:32,240

you know computer science called

1422

00:48:36,069 --> 00:48:34,400

computational irreducibility

1423

00:48:37,670 --> 00:48:36,079

which was coined by a guy named stephen

1424

00:48:40,309 --> 00:48:37,680

wolfram who was uh

1425

00:48:43,109 --> 00:48:40,319

he created the mathematica software a

1426

00:48:44,630 --> 00:48:43,119

physicist uh later turned uh into more

1427

00:48:46,230 --> 00:48:44,640

of a computer guy and then he believes

1428

00:48:48,230 --> 00:48:46,240

the whole world is based on computation

1429

00:48:49,910 --> 00:48:48,240

but this concept means that in order to

1430

00:48:52,150 --> 00:48:49,920

find out what will happen you can't take

1431

00:48:54,150 --> 00:48:52,160

a shortcut you can't just calculate what

1432

00:48:54,870 --> 00:48:54,160

will happen at step two million you have

1433

00:48:58,150 --> 00:48:54,880

to

1434

00:49:01,270 --> 00:48:58,160

ninety nine thousand nine ninety nine

1435

00:49:03,510 --> 00:49:01,280

and before that 998 997 and you have to

1436

00:49:05,430 --> 00:49:03,520

run all those steps to see what will

1437

00:49:07,589 --> 00:49:05,440

happen because in each of those steps

1438

00:49:09,430 --> 00:49:07,599

there are choices that could be made

1439

00:49:11,030 --> 00:49:09,440

and things could go differently and so

1440

00:49:13,190 --> 00:49:11,040

there's these random elements that you

1441

00:49:14,790 --> 00:49:13,200

run into simulations and so that's when

1442

00:49:16,630 --> 00:49:14,800

i really started to look at well is it

1443

00:49:17,910 --> 00:49:16,640

possible that what people are saying

1444

00:49:19,829 --> 00:49:17,920

about

1445

00:49:22,069 --> 00:49:19,839

the multiverse and what we're talking

1446

00:49:24,150 --> 00:49:22,079

about with the mandela effect

1447

00:49:25,270 --> 00:49:24,160

and this idea of peeking into other

1448

00:49:28,470 --> 00:49:25,280

realities

1449

00:49:31,510 --> 00:49:28,480

really is us just trying to try out

1450

00:49:33,990 --> 00:49:31,520

just trying out these different

1451
00:49:36,309 --> 00:49:34,000
timelines and so it's possible that you

1452
00:49:37,990 --> 00:49:36,319
know when we say there's only one

1453
00:49:39,589 --> 00:49:38,000
physical reality

1454
00:49:41,829 --> 00:49:39,599
what we mean is that is the one that is

1455
00:49:44,069 --> 00:49:41,839
being rendered right now but that's not

1456
00:49:46,790 --> 00:49:44,079
necessarily you know the likely one or

1457
00:49:48,390 --> 00:49:46,800
the outcome and when we run video games

1458
00:49:50,390 --> 00:49:48,400
we do this all the time we project

1459
00:49:52,069 --> 00:49:50,400
forward to see what might happen

1460
00:49:53,829 --> 00:49:52,079
right and then we cut off certain paths

1461
00:49:55,349 --> 00:49:53,839
because they don't look promising and

1462
00:49:57,190 --> 00:49:55,359
and turns out that's what philip k dick

1463
00:49:58,630 --> 00:49:57,200

was saying and he got to the point where

1464

00:49:59,910 --> 00:49:58,640

he thought he was communicating with

1465

00:50:02,150 --> 00:49:59,920

some

1466

00:50:03,349 --> 00:50:02,160

beings who were actually running the

1467

00:50:05,030 --> 00:50:03,359

simulation

1468

00:50:07,829 --> 00:50:05,040

they could be aliens they could not be

1469

00:50:09,190 --> 00:50:07,839

who knows but you know and and his wife

1470

00:50:10,309 --> 00:50:09,200

said that sometimes he would be talking

1471

00:50:11,349 --> 00:50:10,319

to these guys and i said well what do

1472

00:50:13,030 --> 00:50:11,359

they look like and she goes well i

1473

00:50:14,309 --> 00:50:13,040

couldn't see them but i would see like

1474

00:50:16,710 --> 00:50:14,319

this weird

1475

00:50:19,270 --> 00:50:16,720

you know kind of look like a plasma or a

1476
00:50:21,270 --> 00:50:19,280
weird ripple or something and they even

1477
00:50:23,910 --> 00:50:21,280
told them at one point that they had

1478
00:50:25,510 --> 00:50:23,920
prevented the assassination of jfk

1479
00:50:27,030 --> 00:50:25,520
in dallas

1480
00:50:28,549 --> 00:50:27,040
but then he ended up dying in orlando

1481
00:50:30,150 --> 00:50:28,559
right and that or you're gonna end up

1482
00:50:32,069 --> 00:50:30,160
getting assassinated somewhere else or

1483
00:50:33,750 --> 00:50:32,079
it ended up in a bad way like with the

1484
00:50:36,069 --> 00:50:33,760
nuclear war and so that was the reason

1485
00:50:38,150 --> 00:50:36,079
they unwound that timeline but

1486
00:50:40,790 --> 00:50:38,160
if you think about this idea of a

1487
00:50:43,829 --> 00:50:40,800
of a path right of a river with

1488
00:50:46,710 --> 00:50:43,839

different tributaries um there's a an

1489

00:50:48,630 --> 00:50:46,720

old short story from a guy named borges

1490

00:50:51,270 --> 00:50:48,640

who which is called the garden of

1491

00:50:53,829 --> 00:50:51,280

forking paths and in it he talks about

1492

00:50:56,230 --> 00:50:53,839

you know all of these paths have existed

1493

00:50:59,109 --> 00:50:56,240

right and that may be what's happening

1494

00:51:00,309 --> 00:50:59,119

uh in in real life and so the science

1495

00:51:01,829 --> 00:51:00,319

scientists have come up with this idea

1496

00:51:04,069 --> 00:51:01,839

of the multiverse which is every time a

1497

00:51:06,309 --> 00:51:04,079

decision needs to be made we break off

1498

00:51:07,829 --> 00:51:06,319

into another physical reality and that's

1499

00:51:09,829 --> 00:51:07,839

of course what gave rise to all the

1500

00:51:11,349 --> 00:51:09,839

multiverse fiction that we have now like

1501
00:51:14,230 --> 00:51:11,359
yeah you know doctor strange and the

1502
00:51:16,549 --> 00:51:14,240
multiverse of madness we have the dc

1503
00:51:18,470 --> 00:51:16,559
multiverse uh there's actually a great

1504
00:51:20,309 --> 00:51:18,480
movie depicting the multiverse that came

1505
00:51:21,910 --> 00:51:20,319
out earlier this year

1506
00:51:24,150 --> 00:51:21,920
everything we are

1507
00:51:26,630 --> 00:51:24,160
that's the one yeah and in that one

1508
00:51:28,390 --> 00:51:26,640
she's verse hopping right she goes and

1509
00:51:30,390 --> 00:51:28,400
experiences now the difference that i

1510
00:51:32,069 --> 00:51:30,400
find interesting about that one

1511
00:51:33,030 --> 00:51:32,079
versus the other multiverse depictions

1512
00:51:34,470 --> 00:51:33,040
is that

1513
00:51:35,349 --> 00:51:34,480

you know there's only one of her in a

1514

00:51:37,910 --> 00:51:35,359

way

1515

00:51:39,510 --> 00:51:37,920

she's hopping back and forth whereas in

1516

00:51:41,349 --> 00:51:39,520

the other depictions you know you're

1517

00:51:43,910 --> 00:51:41,359

meeting other versions of yourself like

1518

00:51:45,589 --> 00:51:43,920

physical versions of yourself and and

1519

00:51:49,190 --> 00:51:45,599

that's that's an interesting open

1520

00:51:51,750 --> 00:51:49,200

question but what if we were simulators

1521

00:51:53,990 --> 00:51:51,760

and players in this game and we can

1522

00:51:56,309 --> 00:51:54,000

basically say okay stop this one let's

1523

00:51:57,349 --> 00:51:56,319

run this other one i want to see how it

1524

00:51:58,710 --> 00:51:57,359

goes

1525

00:52:01,750 --> 00:51:58,720

uh and then you know this is where

1526

00:52:03,349 --> 00:52:01,760

simulation theory then intersects with

1527

00:52:04,950 --> 00:52:03,359

this other area that i spent a lot of

1528

00:52:06,230 --> 00:52:04,960

time looking into which is near-death

1529

00:52:07,750 --> 00:52:06,240

experiences

1530

00:52:09,349 --> 00:52:07,760

right so you know i have a friend named

1531

00:52:10,870 --> 00:52:09,359

daniel brinkley and he wrote a book

1532

00:52:12,950 --> 00:52:10,880

called saved by the light back in the

1533

00:52:15,589 --> 00:52:12,960

90s which was really popular and he got

1534

00:52:17,750 --> 00:52:15,599

struck by lightning and he was dead for

1535

00:52:19,589 --> 00:52:17,760

so many minutes and you know he

1536

00:52:22,150 --> 00:52:19,599

described the classic near-death

1537

00:52:24,390 --> 00:52:22,160

experience right hovering over your body

1538

00:52:26,710 --> 00:52:24,400

meeting a being of light but the the

1539

00:52:28,950 --> 00:52:26,720

area that really stood out to me was

1540

00:52:32,150 --> 00:52:28,960

he he called it a holographic

1541

00:52:33,750 --> 00:52:32,160

360 panoramic life review so it was

1542

00:52:35,990 --> 00:52:33,760

reviewing every single moment of your

1543

00:52:38,470 --> 00:52:36,000

life but in such vivid detail

1544

00:52:40,549 --> 00:52:38,480

uh that you know it was as if it was

1545

00:52:42,390 --> 00:52:40,559

being recorded and played back but then

1546

00:52:44,069 --> 00:52:42,400

he had to go and experience that from

1547

00:52:46,230 --> 00:52:44,079

the other person's point of view for

1548

00:52:47,829 --> 00:52:46,240

every interaction he had in his life so

1549

00:52:49,430 --> 00:52:47,839

and he used to shoot people in the

1550

00:52:52,230 --> 00:52:49,440

military right so he had experienced

1551
00:52:53,670 --> 00:52:52,240
what it was like being shot by him and

1552
00:52:55,750 --> 00:52:53,680
or he used to get a lot of fights he was

1553
00:52:57,750 --> 00:52:55,760
a bit of a bully he's a big guy when he

1554
00:52:59,750 --> 00:52:57,760
was a teenager and so he hit his foot

1555
00:53:01,670 --> 00:52:59,760
was like being beat up you know by

1556
00:53:04,069 --> 00:53:01,680
himself and he goes that changed his

1557
00:53:06,549 --> 00:53:04,079
entire perspective now you know for me

1558
00:53:09,270 --> 00:53:06,559
as a uh as a computer science guy i say

1559
00:53:11,190 --> 00:53:09,280
well if if this is true and thousands of

1560
00:53:13,109 --> 00:53:11,200
people have been reporting this and

1561
00:53:15,270 --> 00:53:13,119
there may be millions that have had you

1562
00:53:17,430 --> 00:53:15,280
know these things happen to them

1563
00:53:19,990 --> 00:53:17,440

then to me i'd say well how is it

1564

00:53:22,230 --> 00:53:20,000

possible unless it's being recorded

1565

00:53:25,589 --> 00:53:22,240

right somewhere and so you have to be

1566

00:53:27,270 --> 00:53:25,599

able to play it back and so you know if

1567

00:53:29,510 --> 00:53:27,280

it's just like a video game today you

1568

00:53:31,750 --> 00:53:29,520

know my nephews go on youtube

1569

00:53:33,670 --> 00:53:31,760

and they watch like people playing uh

1570

00:53:36,230 --> 00:53:33,680

recording of their video game session of

1571

00:53:37,670 --> 00:53:36,240

star wars online you know yeah one of my

1572

00:53:39,190 --> 00:53:37,680

nephews when he was like

1573

00:53:40,630 --> 00:53:39,200

three years old or four years old was

1574

00:53:42,630 --> 00:53:40,640

like i want to watch that guy and that

1575

00:53:44,870 --> 00:53:42,640

girl plays star wars

1576

00:53:47,349 --> 00:53:44,880

and and so it was like reviewing the

1577

00:53:49,910 --> 00:53:47,359

game figuring out what you did right or

1578

00:53:51,430 --> 00:53:49,920

not and that's what we do in in esports

1579

00:53:53,190 --> 00:53:51,440

and i was part of a company in silicon

1580

00:53:54,710 --> 00:53:53,200

valley where you could put on a virtual

1581

00:53:56,470 --> 00:53:54,720

reality headset

1582

00:53:58,309 --> 00:53:56,480

and then you could put you could go

1583

00:54:00,230 --> 00:53:58,319

inside a game that you played previously

1584

00:54:02,390 --> 00:54:00,240

just on a regular screen like league of

1585

00:54:05,349 --> 00:54:02,400

legends so anyway that that all kind of

1586

00:54:07,510 --> 00:54:05,359

ties to this idea that perhaps you know

1587

00:54:09,670 --> 00:54:07,520

there are

1588

00:54:11,589 --> 00:54:09,680

recordings but also

1589

00:54:13,910 --> 00:54:11,599

within the near death experience every

1590

00:54:15,990 --> 00:54:13,920

now and then you find someone who sees

1591

00:54:19,589 --> 00:54:16,000

what would happen in the future if they

1592

00:54:21,430 --> 00:54:19,599

chose x versus y and it's almost like

1593

00:54:22,829 --> 00:54:21,440

it's like the uh the i don't know if you

1594

00:54:25,349 --> 00:54:22,839

have a red journey of

1595

00:54:26,390 --> 00:54:25,359

souls by dr michael newton

1596

00:54:27,910 --> 00:54:26,400

he was a

1597

00:54:29,270 --> 00:54:27,920

hypnotic therapy he was like a

1598

00:54:31,510 --> 00:54:29,280

psychologist but

1599

00:54:33,190 --> 00:54:31,520

he used past life regression therapy at

1600

00:54:34,790 --> 00:54:33,200

one point but he ended up in the

1601
00:54:36,549 --> 00:54:34,800
in-between state

1602
00:54:38,950 --> 00:54:36,559
in between lives which i would i would

1603
00:54:40,950 --> 00:54:38,960
what i call outside the simulation and

1604
00:54:43,190 --> 00:54:40,960
what the buddhist might call the bardo

1605
00:54:45,510 --> 00:54:43,200
and what he calls the in-between state

1606
00:54:47,030 --> 00:54:45,520
and he said just before people claimed

1607
00:54:48,950 --> 00:54:47,040
they were being born

1608
00:54:50,390 --> 00:54:48,960
they would be like these machines it

1609
00:54:52,309 --> 00:54:50,400
would be like a movie projector and you

1610
00:54:54,150 --> 00:54:52,319
could see these different timelines and

1611
00:54:56,230 --> 00:54:54,160
if they made different choices it would

1612
00:54:58,150 --> 00:54:56,240
go this way versus that way

1613
00:54:59,510 --> 00:54:58,160

and and so you know that this all kind

1614

00:55:01,750 --> 00:54:59,520

of tied together for me and that's what

1615

00:55:04,950 --> 00:55:01,760

the simulated multiverse is about with

1616

00:55:06,230 --> 00:55:04,960

this idea of quantum computing and i

1617

00:55:08,150 --> 00:55:06,240

won't get into quantum computing too

1618

00:55:11,030 --> 00:55:08,160

much but quantum computing is

1619

00:55:13,910 --> 00:55:11,040

uh uses qubits rather than bits

1620

00:55:15,670 --> 00:55:13,920

so bits are like zeros and ones and they

1621

00:55:17,589 --> 00:55:15,680

have to have a value of zero one but q

1622

00:55:19,990 --> 00:55:17,599

bit is like schrodinger's cat it has a

1623

00:55:21,750 --> 00:55:20,000

value of both zero and one and so if you

1624

00:55:23,910 --> 00:55:21,760

have like four bits

1625

00:55:24,789 --> 00:55:23,920

you know you would have two to the

1626

00:55:26,390 --> 00:55:24,799

fourth

1627

00:55:29,270 --> 00:55:26,400

different possibilities 16 if you just

1628

00:55:31,270 --> 00:55:29,280

make a zero and one and that basically

1629

00:55:33,589 --> 00:55:31,280

is defining a multiverse believe it or

1630

00:55:36,309 --> 00:55:33,599

not because it means er and the way

1631

00:55:38,309 --> 00:55:36,319

content computing works is that it

1632

00:55:39,750 --> 00:55:38,319

theoretically solves problems that are

1633

00:55:41,750 --> 00:55:39,760

too complicated

1634

00:55:43,990 --> 00:55:41,760

and would take too much time for us to

1635

00:55:45,670 --> 00:55:44,000

solve using regular computing

1636

00:55:49,109 --> 00:55:45,680

it's like the old uh

1637

00:55:51,109 --> 00:55:49,119

story of the the king and the chessboard

1638

00:55:52,710 --> 00:55:51,119

in india where the king likes to play

1639

00:55:54,390 --> 00:55:52,720

chess and this wise man says i'll play

1640

00:55:55,990 --> 00:55:54,400

chess on one condition because the king

1641

00:55:57,430 --> 00:55:56,000

says you know if you win i'll give you

1642

00:55:59,670 --> 00:55:57,440

whatever you want he goes okay here's

1643

00:56:01,510 --> 00:55:59,680

what i want i want one grain of rice on

1644

00:56:03,430 --> 00:56:01,520

the first square of the chessboard two

1645

00:56:05,670 --> 00:56:03,440

grains of rice on the second square

1646

00:56:07,109 --> 00:56:05,680

three grains of rice on you know i'd say

1647

00:56:08,950 --> 00:56:07,119

four grains of rice and then eight

1648

00:56:10,390 --> 00:56:08,960

grains of rice so doubling each time

1649

00:56:12,150 --> 00:56:10,400

yeah and the king is like fine and of

1650

00:56:14,230 --> 00:56:12,160

course the guy won

1651
00:56:16,789 --> 00:56:14,240
the wise man won the game but turns out

1652
00:56:18,710 --> 00:56:16,799
by the time you get to the 64th square

1653
00:56:20,950 --> 00:56:18,720
there's not enough room in all of india

1654
00:56:22,470 --> 00:56:20,960
to store that many crates right and so

1655
00:56:24,390 --> 00:56:22,480
that's what we call an exponential

1656
00:56:26,069 --> 00:56:24,400
problem it's very difficult to solve

1657
00:56:28,789 --> 00:56:26,079
because you have to explore all of those

1658
00:56:30,470 --> 00:56:28,799
pathways well quantum computing

1659
00:56:32,470 --> 00:56:30,480
explores all of those pathways by

1660
00:56:33,670 --> 00:56:32,480
looking at different worlds each of

1661
00:56:34,789 --> 00:56:33,680
which has the different values of the

1662
00:56:36,470 --> 00:56:34,799
bits

1663
00:56:38,309 --> 00:56:36,480

so anyway this is i mean i've gotten

1664

00:56:40,470 --> 00:56:38,319

kind of a little bit in the details here

1665

00:56:43,030 --> 00:56:40,480

but this is you know where i think the

1666

00:56:45,670 --> 00:56:43,040

simulated multiverse you know makes more

1667

00:56:47,030 --> 00:56:45,680

sense as a way for exploring multiple

1668

00:56:49,190 --> 00:56:47,040

paths and then

1669

00:56:51,430 --> 00:56:49,200

picking a path uh and what we think of

1670

00:56:53,670 --> 00:56:51,440

as reality is just one of the things

1671

00:56:55,430 --> 00:56:53,680

being rendered at this point in time the

1672

00:56:56,630 --> 00:56:55,440

same way if we go back to ufos you know

1673

00:56:58,150 --> 00:56:56,640

there are people who claim they've

1674

00:57:00,470 --> 00:56:58,160

talked to

1675

00:57:02,950 --> 00:57:00,480

aliens who were really people from our

1676
00:57:04,470 --> 00:57:02,960
future saying don't go down this path

1677
00:57:05,990 --> 00:57:04,480
you know why would they say not go down

1678
00:57:08,150 --> 00:57:06,000
this path well if they've already been

1679
00:57:09,910 --> 00:57:08,160
down that path right so they've gone so

1680
00:57:12,309 --> 00:57:09,920
far on the tree and we're over here and

1681
00:57:14,230 --> 00:57:12,319
they're trying to get us to fork to a

1682
00:57:15,990 --> 00:57:14,240
different different part of the tree is

1683
00:57:17,190 --> 00:57:16,000
the way i like to think about it well

1684
00:57:19,030 --> 00:57:17,200
for the last part of the interview i

1685
00:57:21,109 --> 00:57:19,040
want to bring it back to ufos and

1686
00:57:23,829 --> 00:57:21,119
talking about the context of a simulated

1687
00:57:26,789 --> 00:57:23,839
universe or multiverse

1688
00:57:29,109 --> 00:57:26,799

how do ufos fit into that for you what

1689

00:57:31,349 --> 00:57:29,119

is the best explanation of why

1690

00:57:34,150 --> 00:57:31,359

people see these craft why are they

1691

00:57:35,349 --> 00:57:34,160

seeing things materialize are these

1692

00:57:37,910 --> 00:57:35,359

objects

1693

00:57:39,589 --> 00:57:37,920

part of our individual universes or do

1694

00:57:43,670 --> 00:57:39,599

you think these could be objects which

1695

00:57:46,150 --> 00:57:43,680

are traversing the multiverse themselves

1696

00:57:47,910 --> 00:57:46,160

oh well you know i've considered a lot

1697

00:57:49,349 --> 00:57:47,920

of those possibilities but

1698

00:57:50,870 --> 00:57:49,359

you know i think the mechanics like i

1699

00:57:53,349 --> 00:57:50,880

talked about earlier

1700

00:57:54,390 --> 00:57:53,359

uh are very similar

1701
00:57:55,670 --> 00:57:54,400
to

1702
00:57:57,829 --> 00:57:55,680
what happens

1703
00:57:59,750 --> 00:57:57,839
when you render

1704
00:58:02,069 --> 00:57:59,760
in the pixels on the screen

1705
00:58:03,910 --> 00:58:02,079
right and you can like render yourself

1706
00:58:06,150 --> 00:58:03,920
anywhere right sometimes people talk

1707
00:58:07,910 --> 00:58:06,160
about them moving so fast from one place

1708
00:58:09,349 --> 00:58:07,920
to another that it's kind of

1709
00:58:11,270 --> 00:58:09,359
mind-boggling

1710
00:58:12,549 --> 00:58:11,280
and it's almost as if you know like

1711
00:58:13,990 --> 00:58:12,559
you're taking a flashlight and you're

1712
00:58:15,510 --> 00:58:14,000
kind of moving it across the screen

1713
00:58:18,549 --> 00:58:15,520

right it's almost like they're going

1714

00:58:20,470 --> 00:58:18,559

that fast and and that you know leads me

1715

00:58:21,910 --> 00:58:20,480

to believe that in a simulated world

1716

00:58:23,670 --> 00:58:21,920

where everything is pixels that's

1717

00:58:25,430 --> 00:58:23,680

actually possible

1718

00:58:28,150 --> 00:58:25,440

whereas in a physical world you know

1719

00:58:29,670 --> 00:58:28,160

with physical laws it starts to become

1720

00:58:31,510 --> 00:58:29,680

more and more complicated in terms of

1721

00:58:33,670 --> 00:58:31,520

how that might work so i think from a

1722

00:58:36,549 --> 00:58:33,680

mechanic's point of view you know this

1723

00:58:37,670 --> 00:58:36,559

idea of materializing instantaneous

1724

00:58:39,349 --> 00:58:37,680

travel

1725

00:58:41,990 --> 00:58:39,359

leaving the physical

1726

00:58:43,750 --> 00:58:42,000

dimension showing up somewhere else you

1727

00:58:45,750 --> 00:58:43,760

know what does that mean

1728

00:58:48,150 --> 00:58:45,760

that's possible in a world of

1729

00:58:51,750 --> 00:58:48,160

information now i'm not saying that the

1730

00:58:54,069 --> 00:58:51,760

ufos aren't real or physical because

1731

00:58:56,390 --> 00:58:54,079

clearly they once they get here and they

1732

00:58:58,870 --> 00:58:56,400

render fully they become physical

1733

00:59:00,150 --> 00:58:58,880

objects that impact you know what

1734

00:59:02,309 --> 00:59:00,160

happens in the physical world but they

1735

00:59:04,150 --> 00:59:02,319

seem to have this ability you know to go

1736

00:59:05,990 --> 00:59:04,160

in and out now in terms of you know

1737

00:59:08,230 --> 00:59:06,000

where they're coming from

1738

00:59:10,950 --> 00:59:08,240

i mean i i kind of subscribe

1739

00:59:12,870 --> 00:59:10,960

a little bit to to the jock valet theory

1740

00:59:13,829 --> 00:59:12,880

that you know they're being presented to

1741

00:59:15,750 --> 00:59:13,839

us

1742

00:59:18,069 --> 00:59:15,760

in a certain form

1743

00:59:21,190 --> 00:59:18,079

right and the same way that in in in a

1744

00:59:23,910 --> 00:59:21,200

video game i can change my avatar right

1745

00:59:27,270 --> 00:59:23,920

i can look like me i can look like you

1746

00:59:29,270 --> 00:59:27,280

know an elf or i can look like and and

1747

00:59:31,750 --> 00:59:29,280

they can still be the same character and

1748

00:59:33,829 --> 00:59:31,760

so the same phenomena

1749

00:59:36,309 --> 00:59:33,839

seems to me like it's been manifested

1750

00:59:37,990 --> 00:59:36,319

over different time periods

1751
00:59:39,430 --> 00:59:38,000
going back to you know the religious

1752
00:59:41,910 --> 00:59:39,440
phenomena

1753
00:59:44,230 --> 00:59:41,920
from from thousands of years ago

1754
00:59:46,549 --> 00:59:44,240
to the airships from hundreds of years

1755
00:59:48,150 --> 00:59:46,559
ago and suddenly they're being rendered

1756
00:59:51,670 --> 00:59:48,160
as heavier than

1757
00:59:54,789 --> 00:59:51,680
um than air types of objects right

1758
00:59:57,270 --> 00:59:54,799
that uh and and so that is perhaps based

1759
00:59:58,630 --> 00:59:57,280
on our knowledge of the universe now i

1760
01:00:00,549 --> 00:59:58,640
was talking about you know science

1761
01:00:02,630 --> 01:00:00,559
fiction earlier and i feel like science

1762
01:00:04,630 --> 01:00:02,640
fiction actually plays a role

1763
01:00:06,390 --> 01:00:04,640

in forming our perceptions

1764

01:00:07,750 --> 01:00:06,400

right just like when somebody saw light

1765

01:00:09,270 --> 01:00:07,760

in the sky

1766

01:00:11,589 --> 01:00:09,280

thousands of years ago

1767

01:00:13,510 --> 01:00:11,599

they said oh that must be an angel

1768

01:00:15,910 --> 01:00:13,520

right that's how they interpreted it in

1769

01:00:18,309 --> 01:00:15,920

fact i don't know if you've had diana

1770

01:00:20,230 --> 01:00:18,319

diana

1771

01:00:22,150 --> 01:00:20,240

you know in in her book american cosmic

1772

01:00:25,030 --> 01:00:22,160

and you know she talks about the fatima

1773

01:00:27,430 --> 01:00:25,040

sightings and her background is is

1774

01:00:29,030 --> 01:00:27,440

in catholic history and in phantom of

1775

01:00:31,829 --> 01:00:29,040

sighting she said that sounds just like

1776

01:00:33,750 --> 01:00:31,839

a modern contact ufo man except they

1777

01:00:34,870 --> 01:00:33,760

interpreted it through the lens and the

1778

01:00:36,549 --> 01:00:34,880

paradigm

1779

01:00:39,589 --> 01:00:36,559

of that time

1780

01:00:41,109 --> 01:00:39,599

as uh as the virgin mary right even

1781

01:00:42,630 --> 01:00:41,119

though no she never said that's who she

1782

01:00:45,030 --> 01:00:42,640

was right and the same thing with the

1783

01:00:47,589 --> 01:00:45,040

sightings in egypt that that happened

1784

01:00:48,390 --> 01:00:47,599

and you know even even later and so i

1785

01:00:49,829 --> 01:00:48,400

think

1786

01:00:51,109 --> 01:00:49,839

what happened in the earlier part of the

1787

01:00:52,870 --> 01:00:51,119

century

1788

01:00:55,190 --> 01:00:52,880

we began to have knowledge of the solar

1789

01:00:56,789 --> 01:00:55,200

system and it spread wide so when we

1790

01:00:58,390 --> 01:00:56,799

talked about you know aliens we were

1791

01:00:59,829 --> 01:00:58,400

like oh it must be from mars right that

1792

01:01:01,750 --> 01:00:59,839

was the conception and all the science

1793

01:01:03,349 --> 01:01:01,760

fiction shows showed

1794

01:01:04,950 --> 01:01:03,359

you know that which we could handle

1795

01:01:07,030 --> 01:01:04,960

which is this is an alien coming from

1796

01:01:08,870 --> 01:01:07,040

mars and you know i like to say that

1797

01:01:11,030 --> 01:01:08,880

this idea of other planets and other

1798

01:01:13,510 --> 01:01:11,040

solar systems past the 10 year old test

1799

01:01:15,349 --> 01:01:13,520

right when superheroes and superman they

1800

01:01:17,270 --> 01:01:15,359

explained his towers by saying he came

1801

01:01:19,349 --> 01:01:17,280

from another planet in another solar

1802

01:01:20,789 --> 01:01:19,359

system well that knowledge was pretty

1803

01:01:22,309 --> 01:01:20,799

common at that point that there are

1804

01:01:24,069 --> 01:01:22,319

other stars and there might be other

1805

01:01:25,990 --> 01:01:24,079

planets and we didn't know for sure but

1806

01:01:28,630 --> 01:01:26,000

it made sense so

1807

01:01:30,230 --> 01:01:28,640

just like you know alien dramas today

1808

01:01:31,990 --> 01:01:30,240

are based upon our understanding of the

1809

01:01:33,990 --> 01:01:32,000

universe and so we think they have to

1810

01:01:36,390 --> 01:01:34,000

come from another solar system because

1811

01:01:37,829 --> 01:01:36,400

that's our current model right but now

1812

01:01:39,030 --> 01:01:37,839

we're seeing the science fiction evolved

1813

01:01:40,630 --> 01:01:39,040

to the point where

1814

01:01:41,990 --> 01:01:40,640

the the superheroes and the villains are

1815

01:01:44,470 --> 01:01:42,000

coming from different elements of the

1816

01:01:46,150 --> 01:01:44,480

multiverse and so it's very possible

1817

01:01:47,349 --> 01:01:46,160

that we'll be we'll start being

1818

01:01:49,109 --> 01:01:47,359

presented

1819

01:01:50,950 --> 01:01:49,119

with something else in the future but

1820

01:01:53,030 --> 01:01:50,960

we're being presented with technological

1821

01:01:55,349 --> 01:01:53,040

craft that are ahead of our current

1822

01:01:57,589 --> 01:01:55,359

capabilities uh and so i think that's

1823

01:01:59,430 --> 01:01:57,599

that's you know that that could be just

1824

01:02:03,270 --> 01:01:59,440

how the phenomenon is presenting itself

1825

01:02:06,069 --> 01:02:03,280

to us it may not be what it actually is

1826

01:02:08,230 --> 01:02:06,079

we hear all quite often about ufos

1827

01:02:10,150 --> 01:02:08,240

influencing and having direct contact

1828

01:02:11,270 --> 01:02:10,160

with people we hear about people meeting

1829

01:02:13,109 --> 01:02:11,280

beings

1830

01:02:14,950 --> 01:02:13,119

and for many especially the general

1831

01:02:16,870 --> 01:02:14,960

public when discussing the ufo

1832

01:02:19,990 --> 01:02:16,880

conversation or topic

1833

01:02:23,029 --> 01:02:20,000

it seems too unbelievable that res in

1834

01:02:25,190 --> 01:02:23,039

his apartment out in arizona or andy and

1835

01:02:26,710 --> 01:02:25,200

his apartment in new york or you know

1836

01:02:29,029 --> 01:02:26,720

whoever they are wherever they are in

1837

01:02:31,349 --> 01:02:29,039

the world why would that one individual

1838

01:02:33,670 --> 01:02:31,359

be contacted by this incredibly advanced

1839

01:02:35,270 --> 01:02:33,680

species and be given these incredible

1840

01:02:37,510 --> 01:02:35,280

messages

1841

01:02:39,190 --> 01:02:37,520

and thinking of video games it made me

1842

01:02:42,069 --> 01:02:39,200

think just as you were talking about

1843

01:02:43,589 --> 01:02:42,079

lemmings on the sega mega drive and how

1844

01:02:45,670 --> 01:02:43,599

you would have all these little lemmings

1845

01:02:47,190 --> 01:02:45,680

that would march towards a wall and they

1846

01:02:49,270 --> 01:02:47,200

would they would keep going in the name

1847

01:02:51,270 --> 01:02:49,280

of progress but they would get to a wall

1848

01:02:52,950 --> 01:02:51,280

and have to stop and you didn't have to

1849

01:02:54,150 --> 01:02:52,960

give all the lemmings a tool to get

1850

01:02:56,470 --> 01:02:54,160

through the wall you just had to give

1851
01:02:59,029 --> 01:02:56,480
one as the you know as the player of the

1852
01:03:00,789 --> 01:02:59,039
game i'm in charge i could just give one

1853
01:03:02,069 --> 01:03:00,799
lemming a pickaxe

1854
01:03:03,990 --> 01:03:02,079
send him to the front of the queue and

1855
01:03:06,309 --> 01:03:04,000
he would hammer away at the wall and the

1856
01:03:08,549 --> 01:03:06,319
rest would follow and it makes me think

1857
01:03:11,910 --> 01:03:08,559
is that why we hear individuals being

1858
01:03:14,390 --> 01:03:11,920
contacted by ufos and given messages of

1859
01:03:16,470 --> 01:03:14,400
you know staying away from nuclear power

1860
01:03:18,309 --> 01:03:16,480
moving towards world peace

1861
01:03:21,349 --> 01:03:18,319
as opposed to to mass sightings

1862
01:03:23,109 --> 01:03:21,359
happening on a global basis

1863
01:03:25,029 --> 01:03:23,119

yeah that's an interesting idea and i

1864

01:03:26,309 --> 01:03:25,039

think it you know gets back to yeah i i

1865

01:03:28,309 --> 01:03:26,319

don't remember that specific game but

1866

01:03:30,390 --> 01:03:28,319

that's a nice image with the the

1867

01:03:33,190 --> 01:03:30,400

lemmings right yeah and so you know it

1868

01:03:35,029 --> 01:03:33,200

may get back to if we get enough people

1869

01:03:36,870 --> 01:03:35,039

this specific message

1870

01:03:39,510 --> 01:03:36,880

then they will start to influence the

1871

01:03:42,230 --> 01:03:39,520

reality right uh whereas if they're

1872

01:03:43,589 --> 01:03:42,240

spending all their time with the leaders

1873

01:03:45,589 --> 01:03:43,599

you know you're going to get into all

1874

01:03:48,069 --> 01:03:45,599

kinds of other politics

1875

01:03:49,670 --> 01:03:48,079

and regional you know regional type

1876

01:03:52,150 --> 01:03:49,680

things and then you know there's rumors

1877

01:03:54,710 --> 01:03:52,160

of contact at that level as well but but

1878

01:03:56,710 --> 01:03:54,720

yeah i do think that it may have to do

1879

01:03:59,510 --> 01:03:56,720

with the individual players

1880

01:04:01,109 --> 01:03:59,520

uh and that you know perhaps there is a

1881

01:04:02,549 --> 01:04:01,119

level like just because somebody's in

1882

01:04:04,230 --> 01:04:02,559

charge doesn't mean that their

1883

01:04:06,549 --> 01:04:04,240

consciousness is more advanced in fact

1884

01:04:08,309 --> 01:04:06,559

it might be that it's less advanced in

1885

01:04:09,670 --> 01:04:08,319

many ways because of the things you know

1886

01:04:10,390 --> 01:04:09,680

those are the types of people that tend

1887

01:04:15,190 --> 01:04:10,400

to

1888

01:04:16,710 --> 01:04:15,200

so it may be that they've decided you

1889

01:04:19,430 --> 01:04:16,720

know to affect

1890

01:04:20,710 --> 01:04:19,440

uh individuals that way and and i think

1891

01:04:22,870 --> 01:04:20,720

that makes a lot of sense because there

1892

01:04:25,190 --> 01:04:22,880

is this element of

1893

01:04:27,510 --> 01:04:25,200

you know this non-physical aspect right

1894

01:04:30,069 --> 01:04:27,520

everything comes through telepathy in

1895

01:04:31,990 --> 01:04:30,079

many cases right uh even some of the

1896

01:04:33,190 --> 01:04:32,000

abduction experiences they have been in

1897

01:04:34,870 --> 01:04:33,200

that kind of

1898

01:04:37,270 --> 01:04:34,880

in-between state

1899

01:04:38,710 --> 01:04:37,280

right and so are they able to to

1900

01:04:40,789 --> 01:04:38,720

communicate with us

1901

01:04:43,029 --> 01:04:40,799

at a different level than than the

1902

01:04:45,270 --> 01:04:43,039

physical um so so yeah i think there's

1903

01:04:47,190 --> 01:04:45,280

definitely some some possibilities there

1904

01:04:48,549 --> 01:04:47,200

res in the last few minutes we have i

1905

01:04:50,710 --> 01:04:48,559

want to get to some of these listener

1906

01:04:52,710 --> 01:04:50,720

questions i had quite a lot of sent in

1907

01:04:55,270 --> 01:04:52,720

and they take up a few different topics

1908

01:04:56,390 --> 01:04:55,280

as well first off ryan your question was

1909

01:04:57,829 --> 01:04:56,400

answered within the body of the

1910

01:05:00,150 --> 01:04:57,839

interview so thank you very much for

1911

01:05:02,309 --> 01:05:00,160

sending that one in um john had a

1912

01:05:04,549 --> 01:05:02,319

question for you that if this is a

1913

01:05:07,349 --> 01:05:04,559

simulation rizz what are the odds that

1914

01:05:10,630 --> 01:05:07,359

ufos are being spawned to inspire us to

1915

01:05:12,630 --> 01:05:10,640

make technological progress

1916

01:05:13,829 --> 01:05:12,640

i think there's something to that right

1917

01:05:15,589 --> 01:05:13,839

because

1918

01:05:18,950 --> 01:05:15,599

uh it's almost like they're kind of

1919

01:05:20,710 --> 01:05:18,960

inspiring us to get to the next level

1920

01:05:22,870 --> 01:05:20,720

right but but getting back to what i

1921

01:05:24,150 --> 01:05:22,880

said earlier about not making it too

1922

01:05:25,109 --> 01:05:24,160

easy right

1923

01:05:27,190 --> 01:05:25,119

yeah

1924

01:05:28,950 --> 01:05:27,200

it would be you know almost too easy if

1925

01:05:31,190 --> 01:05:28,960

they just gave us the technology but

1926

01:05:34,150 --> 01:05:31,200

they're kind of showing us what might be

1927

01:05:36,150 --> 01:05:34,160

possible and now you know given the

1928

01:05:38,150 --> 01:05:36,160

materialist

1929

01:05:39,589 --> 01:05:38,160

paradigm that is very popular today

1930

01:05:41,349 --> 01:05:39,599

we're seeing at least within government

1931

01:05:43,589 --> 01:05:41,359

and even within we're sure you see

1932

01:05:46,069 --> 01:05:43,599

cracks in the world of science right

1933

01:05:47,109 --> 01:05:46,079

that says well if we see these things or

1934

01:05:49,589 --> 01:05:47,119

doing it

1935

01:05:50,789 --> 01:05:49,599

maybe we will be able to figure out

1936

01:05:53,190 --> 01:05:50,799

eventually

1937

01:05:55,029 --> 01:05:53,200

how it's done whereas before it was like

1938

01:05:58,470 --> 01:05:55,039

we were just not even open within the

1939

01:06:01,430 --> 01:05:58,480

scientific world to anything that could

1940

01:06:03,589 --> 01:06:01,440

have been define what are the known

1941

01:06:06,230 --> 01:06:03,599

laws of physics and to travel in that

1942

01:06:07,829 --> 01:06:06,240

way but perhaps there is you know in

1943

01:06:10,150 --> 01:06:07,839

addition to the nuclear thing maybe

1944

01:06:11,430 --> 01:06:10,160

there's also an element of this is how

1945

01:06:13,670 --> 01:06:11,440

you can travel

1946

01:06:14,789 --> 01:06:13,680

around in this simulation because it's

1947

01:06:16,950 --> 01:06:14,799

so big

1948

01:06:19,510 --> 01:06:16,960

right so we need to present you

1949

01:06:21,750 --> 01:06:19,520

with options and ways to do that and oh

1950

01:06:23,589 --> 01:06:21,760

by the way you know here are some

1951

01:06:25,670 --> 01:06:23,599

civilizations that got more advanced and

1952

01:06:28,390 --> 01:06:25,680

so let's present some of that you know

1953

01:06:30,710 --> 01:06:28,400

to you guys to give you ideas just like

1954

01:06:32,230 --> 01:06:30,720

if you play a game like these old style

1955

01:06:33,190 --> 01:06:32,240

adventure games you know they'll have

1956

01:06:35,109 --> 01:06:33,200

clues

1957

01:06:37,270 --> 01:06:35,119

dropped along the way and you have to

1958

01:06:39,029 --> 01:06:37,280

follow those clues to try to get to the

1959

01:06:41,750 --> 01:06:39,039

next level up

1960

01:06:44,470 --> 01:06:41,760

interesting jared has a question that

1961

01:06:46,150 --> 01:06:44,480

res as a futurist what do you think is

1962

01:06:50,069 --> 01:06:46,160

the next big thing that is going to

1963

01:06:51,829 --> 01:06:50,079

change the quality of life for the world

1964

01:06:53,910 --> 01:06:51,839

well you know

1965

01:06:56,710 --> 01:06:53,920

i'm a futurist but within sort of the

1966

01:06:58,789 --> 01:06:56,720

computer world right and so you know i

1967

01:07:00,710 --> 01:06:58,799

went i i didn't get to tell the story

1968

01:07:02,069 --> 01:07:00,720

today of how i first got you know

1969

01:07:04,230 --> 01:07:02,079

seriously thinking about simulation

1970

01:07:06,789 --> 01:07:04,240

theory and that was when i was playing a

1971

01:07:09,589 --> 01:07:06,799

virtual reality ping-pong game uh back

1972

01:07:11,990 --> 01:07:09,599

in 2016 and i had the headset on and

1973

01:07:13,510 --> 01:07:12,000

that it was responding so well to my

1974

01:07:15,670 --> 01:07:13,520

movements that i felt like i was really

1975

01:07:17,349 --> 01:07:15,680

hitting a ball and i was really paying

1976

01:07:19,270 --> 01:07:17,359

playing table tennis against an opponent

1977

01:07:20,390 --> 01:07:19,280

so much so that at the end of the game i

1978

01:07:22,150 --> 01:07:20,400

tried to put

1979

01:07:23,670 --> 01:07:22,160

the paddle down on the table and i tried

1980

01:07:25,349 --> 01:07:23,680

to lean against the table which is

1981

01:07:27,190 --> 01:07:25,359

something i might do at the end of a

1982

01:07:29,510 --> 01:07:27,200

ping pong game yeah but of course there

1983

01:07:30,870 --> 01:07:29,520

was no table and you know the whole

1984

01:07:32,950 --> 01:07:30,880

thing fell

1985

01:07:34,630 --> 01:07:32,960

uh and i almost fell over and so that

1986

01:07:36,470 --> 01:07:34,640

got me thinking about well

1987

01:07:38,309 --> 01:07:36,480

how long would it take us to get to the

1988

01:07:40,630 --> 01:07:38,319

simulation point

1989

01:07:41,670 --> 01:07:40,640

how long will it take us to build

1990

01:07:43,829 --> 01:07:41,680

uh

1991

01:07:45,910 --> 01:07:43,839

matrix-like simulations that were

1992

01:07:48,069 --> 01:07:45,920

indistinguishable from physical reality

1993

01:07:49,750 --> 01:07:48,079

and i came up with these ten stages and

1994

01:07:52,069 --> 01:07:49,760

so for me i think there there will be a

1995

01:07:54,069 --> 01:07:52,079

point at which you know it's what we

1996

01:07:55,829 --> 01:07:54,079

call a singularity

1997

01:07:57,829 --> 01:07:55,839

within uh the tech world the

1998

01:07:59,990 --> 01:07:57,839

technological singularity now some

1999

01:08:01,750 --> 01:08:00,000

people think of that only as ai

2000

01:08:02,710 --> 01:08:01,760

and superhumans

2001

01:08:05,029 --> 01:08:02,720

but

2002

01:08:06,549 --> 01:08:05,039

even if we're able to simulate reality

2003

01:08:08,630 --> 01:08:06,559

perfectly

2004

01:08:10,710 --> 01:08:08,640

we will end up at a kind of stimula

2005

01:08:12,470 --> 01:08:10,720

singularity beyond which there's no

2006

01:08:13,510 --> 01:08:12,480

return because then you can experience

2007

01:08:16,950 --> 01:08:13,520

anything

2008

01:08:18,870 --> 01:08:16,960

right with this uh not just vr headset

2009

01:08:21,189 --> 01:08:18,880

but with a brain computer interface like

2010

01:08:23,110 --> 01:08:21,199

in the matrix where it will feel real to

2011

01:08:25,590 --> 01:08:23,120

you so i think that that could be a

2012

01:08:27,430 --> 01:08:25,600

major thing in the future but i think

2013

01:08:29,749 --> 01:08:27,440

getting to that point still is decades

2014

01:08:31,269 --> 01:08:29,759

if not a few hundred years away from

2015

01:08:33,669 --> 01:08:31,279

where we are today so i think in the

2016

01:08:36,470 --> 01:08:33,679

near term you know this idea of the

2017

01:08:38,630 --> 01:08:36,480

metaverse this ability to have

2018

01:08:40,550 --> 01:08:38,640

virtual property to interact with people

2019

01:08:43,110 --> 01:08:40,560

virtually we're already interacting more

2020

01:08:46,070 --> 01:08:43,120

virtually with everyone right

2021

01:08:48,070 --> 01:08:46,080

and so this idea of living entire lives

2022

01:08:48,870 --> 01:08:48,080

in the virtual world and getting jobs

2023

01:08:50,950 --> 01:08:48,880

and

2024

01:08:52,309 --> 01:08:50,960

making money within the virtual i mean

2025

01:08:54,070 --> 01:08:52,319

we're already seeing elements of that

2026

01:08:56,070 --> 01:08:54,080

within social media

2027

01:08:58,709 --> 01:08:56,080

but there was a game called second life

2028

01:09:00,470 --> 01:08:58,719

that was popular back in the 2000s that

2029

01:09:02,309 --> 01:09:00,480

where you know they kind of prototyped

2030

01:09:04,229 --> 01:09:02,319

this and people had jobs you had to go

2031

01:09:06,149 --> 01:09:04,239

to the bar in second life to be the

2032

01:09:07,910 --> 01:09:06,159

bartender right and so you have to log

2033

01:09:09,430 --> 01:09:07,920

in at 10 p.m every night and then you

2034

01:09:11,349 --> 01:09:09,440

would earn virtual currency for doing

2035

01:09:12,950 --> 01:09:11,359

that and so we're starting to see that

2036

01:09:14,630 --> 01:09:12,960

so those are the areas that you know i

2037

01:09:17,189 --> 01:09:14,640

tend to focus on of course you know

2038

01:09:19,669 --> 01:09:17,199

there's a lot of other physical things

2039

01:09:21,189 --> 01:09:19,679

such as you know self-driving cars and i

2040

01:09:23,110 --> 01:09:21,199

think you know we'll

2041

01:09:25,590 --> 01:09:23,120

we'll change things quite a bit as well

2042

01:09:27,669 --> 01:09:25,600

as i think just having more efficient

2043

01:09:29,829 --> 01:09:27,679

you know energy efficient devices

2044

01:09:31,430 --> 01:09:29,839

and salination technology so there's a

2045

01:09:33,030 --> 01:09:31,440

lot of those as well i tend not to spend

2046

01:09:34,470 --> 01:09:33,040

as much time on those because i'm a

2047

01:09:37,110 --> 01:09:34,480

video game guy but

2048

01:09:39,829 --> 01:09:37,120

i think those would be pretty important

2049

01:09:41,590 --> 01:09:39,839

jason from l.a asks have you read

2050

01:09:43,590 --> 01:09:41,600

spiritual works like

2051
01:09:46,149 --> 01:09:43,600
a course in miracles which is described

2052
01:09:48,709 --> 01:09:46,159
by helen shukman and that that almost

2053
01:09:50,630 --> 01:09:48,719
seems to parallel the simulation theory

2054
01:09:52,470 --> 01:09:50,640
is that a work you're aware of

2055
01:09:54,550 --> 01:09:52,480
i'm aware of it i haven't read it

2056
01:09:57,189 --> 01:09:54,560
specifically but you know i have read

2057
01:09:58,310 --> 01:09:57,199
other many other spiritual texts in fact

2058
01:10:02,709 --> 01:09:58,320
one of my

2059
01:10:05,750 --> 01:10:02,719
is actually about uh autobiography of a

2060
01:10:07,590 --> 01:10:05,760
yogi which was written by yogananda

2061
01:10:10,149 --> 01:10:07,600
uh was one of the top spiritual books of

2062
01:10:12,149 --> 01:10:10,159
the 20th century at least in the u.s

2063
01:10:14,630 --> 01:10:12,159

and he was one of the first guys to

2064

01:10:16,630 --> 01:10:14,640

bring this ancient philosophy from india

2065

01:10:18,550 --> 01:10:16,640

and really gain traction

2066

01:10:19,669 --> 01:10:18,560

and you know he used to make the

2067

01:10:20,470 --> 01:10:19,679

analogy

2068

01:10:22,470 --> 01:10:20,480

that

2069

01:10:25,110 --> 01:10:22,480

and this was new technology at the time

2070

01:10:28,149 --> 01:10:25,120

right so he in in the past

2071

01:10:30,630 --> 01:10:28,159

uh the hindus and the buddhists used the

2072

01:10:31,990 --> 01:10:30,640

metaphors of a dream

2073

01:10:34,470 --> 01:10:32,000

that the world is a dream and you can

2074

01:10:36,870 --> 01:10:34,480

learn to wake up or a play a stage play

2075

01:10:39,110 --> 01:10:36,880

the leela of the gods and shakespeare of

2076

01:10:40,630 --> 01:10:39,120

course who had the famous line about you

2077

01:10:42,470 --> 01:10:40,640

know all the world's a stage and the men

2078

01:10:45,270 --> 01:10:42,480

and women are merely players and so

2079

01:10:48,229 --> 01:10:45,280

yogananda in the 1920s used the analogy

2080

01:10:49,030 --> 01:10:48,239

of a movie a film

2081

01:10:51,350 --> 01:10:49,040

and

2082

01:10:53,669 --> 01:10:51,360

you know he saw a film clip where all

2083

01:10:55,510 --> 01:10:53,679

these people were dying in world war one

2084

01:10:57,189 --> 01:10:55,520

and he asked his guru and he said well

2085

01:10:59,430 --> 01:10:57,199

you know how can this be there's so much

2086

01:11:01,350 --> 01:10:59,440

sadness and killing and and you know

2087

01:11:03,910 --> 01:11:01,360

later he came to the realization that

2088

01:11:05,510 --> 01:11:03,920

well all those actors are not dying

2089

01:11:07,669 --> 01:11:05,520

they're not they're suffering in the

2090

01:11:09,189 --> 01:11:07,679

movie but the actors are still there and

2091

01:11:11,830 --> 01:11:09,199

so he used to use the idea of a

2092

01:11:13,189 --> 01:11:11,840

projector and a film projector and you

2093

01:11:16,070 --> 01:11:13,199

know what makes the movie interesting

2094

01:11:17,270 --> 01:11:16,080

and so today i think if he were alive he

2095

01:11:19,830 --> 01:11:17,280

would say

2096

01:11:21,590 --> 01:11:19,840

it's a interactive movie that you can

2097

01:11:23,590 --> 01:11:21,600

make choices and you can change the

2098

01:11:25,189 --> 01:11:23,600

script and what does that sound like

2099

01:11:26,390 --> 01:11:25,199

sounds like an interactive video game

2100

01:11:28,550 --> 01:11:26,400

right

2101

01:11:30,149 --> 01:11:28,560

so i think there are a lot of parallels

2102

01:11:31,830 --> 01:11:30,159

with the different spiritual traditions

2103

01:11:34,070 --> 01:11:31,840

i mean i haven't read that specific one

2104

01:11:36,630 --> 01:11:34,080

but i've definitely heard of it

2105

01:11:38,630 --> 01:11:36,640

vales asks if we are in a simulation

2106

01:11:40,229 --> 01:11:38,640

does that make life less meaningful to

2107

01:11:42,310 --> 01:11:40,239

you

2108

01:11:43,030 --> 01:11:42,320

well not to me i mean to some people

2109

01:11:46,950 --> 01:11:43,040

they

2110

01:11:48,310 --> 01:11:46,960

you know because like i said i think the

2111

01:11:50,709 --> 01:11:48,320

religions have been telling us this all

2112

01:11:52,550 --> 01:11:50,719

along and the religions were founded by

2113

01:11:54,550 --> 01:11:52,560

people who peeked out of the simulation

2114

01:11:56,149 --> 01:11:54,560

right they saw something outside the

2115

01:11:58,790 --> 01:11:56,159

simulation and then they came back and

2116

01:12:01,189 --> 01:11:58,800

tried to codify it and use language and

2117

01:12:03,350 --> 01:12:01,199

metaphors that we would understand you

2118

01:12:05,030 --> 01:12:03,360

know 2 000 years ago in in christianity

2119

01:12:06,790 --> 01:12:05,040

there's the book of life where the

2120

01:12:08,790 --> 01:12:06,800

angels write down you know who goes to

2121

01:12:10,310 --> 01:12:08,800

heaven who doesn't but also they're

2122

01:12:12,870 --> 01:12:10,320

supposed to write down the deeds and in

2123

01:12:14,870 --> 01:12:12,880

islam there's the scroll of deeds now

2124

01:12:17,350 --> 01:12:14,880

it's not an actual literal scroll right

2125

01:12:19,750 --> 01:12:17,360

they were trying to use metaphors uh

2126
01:12:21,669 --> 01:12:19,760
that we would understand and so for me

2127
01:12:24,149 --> 01:12:21,679
this idea that the world is a simulation

2128
01:12:25,910 --> 01:12:24,159
is kind of an upgraded metaphor that can

2129
01:12:28,390 --> 01:12:25,920
give meaning to life that says well you

2130
01:12:31,270 --> 01:12:28,400
know maybe i chose you know this

2131
01:12:32,950 --> 01:12:31,280
particular difficult path because the

2132
01:12:34,550 --> 01:12:32,960
difficulty level

2133
01:12:36,390 --> 01:12:34,560
is ramped up but maybe that's the

2134
01:12:38,149 --> 01:12:36,400
challenge that i was ready for maybe a

2135
01:12:39,590 --> 01:12:38,159
guy born with a silver spoon in his life

2136
01:12:41,590 --> 01:12:39,600
at perfect health

2137
01:12:43,590 --> 01:12:41,600
he wasn't ready for that necessarily and

2138
01:12:45,189 --> 01:12:43,600

so that's a different way of looking at

2139

01:12:46,950 --> 01:12:45,199

it now you don't have to look at it that

2140

01:12:49,030 --> 01:12:46,960

way but that's how i like to look at it

2141

01:12:52,229 --> 01:12:49,040

and how i like to think about using a

2142

01:12:53,910 --> 01:12:52,239

simulation to make life more meaningful

2143

01:12:55,990 --> 01:12:53,920

i've got a question from newman and

2144

01:12:57,669 --> 01:12:56,000

newman's questions are always very good

2145

01:13:00,470 --> 01:12:57,679

so i'll give you this one and this is

2146

01:13:02,390 --> 01:13:00,480

about exploits and the simulation engine

2147

01:13:04,229 --> 01:13:02,400

if the physical laws of the universe

2148

01:13:06,470 --> 01:13:04,239

were intentionally designed to foster

2149

01:13:08,149 --> 01:13:06,480

the spawning of life could this also

2150

01:13:10,070 --> 01:13:08,159

mean that there may be bugs in the

2151

01:13:11,270 --> 01:13:10,080

underlying process of the simulation

2152

01:13:13,910 --> 01:13:11,280

engine that could be deliberately

2153

01:13:17,510 --> 01:13:13,920

exploited by advanced civilizations for

2154

01:13:19,430 --> 01:13:17,520

energy generation and propulsion

2155

01:13:20,390 --> 01:13:19,440

um yeah so that's an interesting

2156

01:13:22,870 --> 01:13:20,400

question

2157

01:13:24,310 --> 01:13:22,880

uh i mean i i think that all software

2158

01:13:27,350 --> 01:13:24,320

has bugs

2159

01:13:29,510 --> 01:13:27,360

and glitches in the matrix you know is a

2160

01:13:31,270 --> 01:13:29,520

term that was used in the movie

2161

01:13:32,790 --> 01:13:31,280

uh you know i also used it in a previous

2162

01:13:35,510 --> 01:13:32,800

book called treasure hunt which was

2163

01:13:36,950 --> 01:13:35,520

about synchronicity and so there are

2164

01:13:40,070 --> 01:13:36,960

glitches and i think a lot of the

2165

01:13:42,070 --> 01:13:40,080

phenomena that surrounds ufos you know

2166

01:13:44,070 --> 01:13:42,080

definitely falls into this category of

2167

01:13:45,189 --> 01:13:44,080

glitches and you mentioned ghosts

2168

01:13:46,790 --> 01:13:45,199

earlier

2169

01:13:49,270 --> 01:13:46,800

which could just be bugs where we're

2170

01:13:51,270 --> 01:13:49,280

replaying the same scenes of something

2171

01:13:53,830 --> 01:13:51,280

that happened in that in that particular

2172

01:13:55,990 --> 01:13:53,840

spot and that code wasn't necessarily

2173

01:13:57,910 --> 01:13:56,000

cleaned up so it's still there

2174

01:14:00,149 --> 01:13:57,920

running but yeah i mean i do think it's

2175

01:14:02,149 --> 01:14:00,159

something you know i i use the example

2176
01:14:04,390 --> 01:14:02,159
of spoon bending right i even pulled up

2177
01:14:06,709 --> 01:14:04,400
in the video people could actually see

2178
01:14:08,550 --> 01:14:06,719
right it's kind of a glitch right i mean

2179
01:14:09,910 --> 01:14:08,560
this is not easy to do and yet i was

2180
01:14:12,229 --> 01:14:09,920
able to just do it

2181
01:14:15,510 --> 01:14:12,239
really quickly but only at that point in

2182
01:14:17,510 --> 01:14:15,520
time and so it took a certain amount of

2183
01:14:19,830 --> 01:14:17,520
energy and intention of other people

2184
01:14:22,310 --> 01:14:19,840
focused on it in order to change the

2185
01:14:25,030 --> 01:14:22,320
laws and so i think it is possible that

2186
01:14:27,110 --> 01:14:25,040
these glitches can be exploited uh and

2187
01:14:29,270 --> 01:14:27,120
now you know this may be

2188
01:14:32,310 --> 01:14:29,280

getting getting into again speculation

2189

01:14:34,070 --> 01:14:32,320

on the ufo issue right uh it could be

2190

01:14:36,790 --> 01:14:34,080

that by exploiting it we're we're

2191

01:14:39,669 --> 01:14:36,800

exploiting the underlying

2192

01:14:42,229 --> 01:14:39,679

fabric of the cosmos right

2193

01:14:44,470 --> 01:14:42,239

and if it's a quantum comp computer

2194

01:14:46,390 --> 01:14:44,480

we're actually changing the values

2195

01:14:48,390 --> 01:14:46,400

of things of the bits

2196

01:14:50,149 --> 01:14:48,400

that are running and so that could

2197

01:14:52,709 --> 01:14:50,159

potentially be dangerous in a way too

2198

01:14:54,310 --> 01:14:52,719

right and so it could be also that

2199

01:14:56,070 --> 01:14:54,320

there's some kind of a moratorium that

2200

01:14:58,229 --> 01:14:56,080

says you're not allowed to do that until

2201

01:14:59,830 --> 01:14:58,239

you get to a certain level or a certain

2202

01:15:00,870 --> 01:14:59,840

level of consciousness because you could

2203

01:15:02,870 --> 01:15:00,880

basically

2204

01:15:04,149 --> 01:15:02,880

screw around with the fabric of space

2205

01:15:05,510 --> 01:15:04,159

just in the same way we have like the

2206

01:15:07,590 --> 01:15:05,520

iaea

2207

01:15:08,870 --> 01:15:07,600

that says okay you know

2208

01:15:11,910 --> 01:15:08,880

you're not allowed to have nuclear

2209

01:15:13,270 --> 01:15:11,920

weapons it's a watchdog agency we want

2210

01:15:15,669 --> 01:15:13,280

to keep it to just the people that

2211

01:15:17,590 --> 01:15:15,679

already have it right it's possible and

2212

01:15:19,990 --> 01:15:17,600

you'll see you'll hear stories i was

2213

01:15:22,070 --> 01:15:20,000

involved in a film called thrive

2214

01:15:23,270 --> 01:15:22,080

uh what an earthquake take about a

2215

01:15:25,990 --> 01:15:23,280

decade ago

2216

01:15:28,870 --> 01:15:26,000

and you know they um the creators foster

2217

01:15:30,790 --> 01:15:28,880

and kimberly gamble you know they they

2218

01:15:33,430 --> 01:15:30,800

ran across these different devices that

2219

01:15:35,270 --> 01:15:33,440

could in fact generate energy from from

2220

01:15:38,149 --> 01:15:35,280

the ether in a way and they kept getting

2221

01:15:39,750 --> 01:15:38,159

confiscated right now one one reason for

2222

01:15:41,750 --> 01:15:39,760

that is you could say well it's you know

2223

01:15:43,590 --> 01:15:41,760

the big oil companies they want to have

2224

01:15:46,550 --> 01:15:43,600

petrochemical energy but another reason

2225

01:15:48,310 --> 01:15:46,560

is to do that you again could be tapping

2226

01:15:50,390 --> 01:15:48,320

into it's kind of like you're screwing

2227

01:15:52,950 --> 01:15:50,400

around with the pixels of the simulation

2228

01:15:54,630 --> 01:15:52,960

and therefore you know it's not clear

2229

01:15:56,390 --> 01:15:54,640

who the people were that keep showing up

2230

01:15:58,070 --> 01:15:56,400

to confiscate these types of

2231

01:16:00,870 --> 01:15:58,080

technologies really get to a certain

2232

01:16:02,550 --> 01:16:00,880

point uh and so you know yeah i mean i

2233

01:16:03,990 --> 01:16:02,560

think there are bugs

2234

01:16:06,070 --> 01:16:04,000

there are glitches

2235

01:16:09,110 --> 01:16:06,080

uh that could be exploited some of which

2236

01:16:11,669 --> 01:16:09,120

are more mental psychological spiritual

2237

01:16:13,910 --> 01:16:11,679

and some of which are more physical

2238

01:16:16,470 --> 01:16:13,920

and on a similar vein the final question

2239

01:16:18,149 --> 01:16:16,480

from neil if we live in a simulation

2240

01:16:20,870 --> 01:16:18,159

could it be possible that the speed of

2241

01:16:24,229 --> 01:16:20,880

light in a vacuum represents the maximum

2242

01:16:26,149 --> 01:16:24,239

processing power of the system

2243

01:16:28,390 --> 01:16:26,159

yes absolutely and so you know it's

2244

01:16:32,149 --> 01:16:28,400

really strange that the speed of light

2245

01:16:34,149 --> 01:16:32,159

is this arbitrary kind of speed limit

2246

01:16:36,229 --> 01:16:34,159

and well turns out you know that is the

2247

01:16:38,390 --> 01:16:36,239

speed limit for

2248

01:16:39,910 --> 01:16:38,400

communication right at least as we

2249

01:16:42,070 --> 01:16:39,920

understand it and right now i'm talking

2250

01:16:43,990 --> 01:16:42,080

to you at the speed of light and you

2251
01:16:46,229 --> 01:16:44,000
know if you were in a video game

2252
01:16:48,709 --> 01:16:46,239
uh and two of us were playing that would

2253
01:16:50,630 --> 01:16:48,719
be more or less the speed limit for

2254
01:16:51,910 --> 01:16:50,640
being able to communicate information

2255
01:16:54,310 --> 01:16:51,920
that had to go

2256
01:16:56,229 --> 01:16:54,320
through the physical plane now there may

2257
01:16:59,590 --> 01:16:56,239
be glitches outside of that and ways to

2258
01:17:01,030 --> 01:16:59,600
get around that but it could also be

2259
01:17:02,709 --> 01:17:01,040
processing power some people have

2260
01:17:05,270 --> 01:17:02,719
theorized that

2261
01:17:07,430 --> 01:17:05,280
time dilation right the faster you go to

2262
01:17:09,030 --> 01:17:07,440
the speed of light the harder it is for

2263
01:17:12,070 --> 01:17:09,040

the simulation

2264

01:17:13,110 --> 01:17:12,080

to keep track of what's going on and you

2265

01:17:15,350 --> 01:17:13,120

know without getting too much in the

2266

01:17:16,470 --> 01:17:15,360

computer science the way multitasking

2267

01:17:18,229 --> 01:17:16,480

works is

2268

01:17:20,550 --> 01:17:18,239

you know if i'm running microsoft word

2269

01:17:22,390 --> 01:17:20,560

and then i'm running some other program

2270

01:17:24,630 --> 01:17:22,400

in the background

2271

01:17:26,229 --> 01:17:24,640

the program in the foreground runs

2272

01:17:28,390 --> 01:17:26,239

200

2273

01:17:30,790 --> 01:17:28,400

cpu instructions and then the one in the

2274

01:17:32,149 --> 01:17:30,800

background runs one at a time and so

2275

01:17:34,790 --> 01:17:32,159

some people have theorized that time

2276

01:17:36,550 --> 01:17:34,800

dilation is simply a matter of the the

2277

01:17:38,709 --> 01:17:36,560

computation that's required when you

2278

01:17:40,950 --> 01:17:38,719

start to move across space

2279

01:17:43,110 --> 01:17:40,960

so quickly for you it seems like only so

2280

01:17:44,790 --> 01:17:43,120

many steps have passed right so you

2281

01:17:47,510 --> 01:17:44,800

don't age because you're similar your

2282

01:17:49,830 --> 01:17:47,520

code is only running like five steps

2283

01:17:52,550 --> 01:17:49,840

right whereas the rest of the world is

2284

01:17:55,430 --> 01:17:52,560

running you know 100 200 steps so you

2285

01:17:57,030 --> 01:17:55,440

kind of go into this background state

2286

01:17:59,189 --> 01:17:57,040

and then that would explain at least

2287

01:18:00,950 --> 01:17:59,199

from a computational point of view why

2288

01:18:02,870 --> 01:18:00,960

time dilation happens and you end up you

2289

01:18:04,310 --> 01:18:02,880

know a thousand years in the future well

2290

01:18:05,750 --> 01:18:04,320

it's not a thousand years in the future

2291

01:18:08,390 --> 01:18:05,760

from your perspective because your

2292

01:18:10,709 --> 01:18:08,400

program was only running this many steps

2293

01:18:12,550 --> 01:18:10,719

uh and everybody else's programs you

2294

01:18:15,430 --> 01:18:12,560

know we're running at a certain speed so

2295

01:18:17,030 --> 01:18:15,440

it gets gets down to the clock speed and

2296

01:18:19,110 --> 01:18:17,040

what runs in the foreground and what's

2297

01:18:20,790 --> 01:18:19,120

called context switching in computer

2298

01:18:22,229 --> 01:18:20,800

systems

2299

01:18:24,149 --> 01:18:22,239

res this has been a fascinating

2300

01:18:26,470 --> 01:18:24,159

conversation for me i've learned a lot

2301

01:18:28,310 --> 01:18:26,480

i've understood most of it and i'm sure

2302

01:18:30,149 --> 01:18:28,320

the listeners have as well or the

2303

01:18:31,910 --> 01:18:30,159

viewers on youtube just to finish off

2304

01:18:35,030 --> 01:18:31,920

can you tell people how they can follow

2305

01:18:37,030 --> 01:18:35,040

you and also follow your work

2306

01:18:39,669 --> 01:18:37,040

yeah absolutely so on twitter they can

2307

01:18:41,110 --> 01:18:39,679

follow me at ris stanford just like the

2308

01:18:43,110 --> 01:18:41,120

university

2309

01:18:46,310 --> 01:18:43,120

and yeah they can go to my website which

2310

01:18:48,070 --> 01:18:46,320

is called zentrepreneur.com

2311

01:18:49,590 --> 01:18:48,080

and from there you know there's links to

2312

01:18:52,070 --> 01:18:49,600

all my books

2313

01:18:53,669 --> 01:18:52,080

many of my articles that i've written

2314

01:18:55,910 --> 01:18:53,679

the books are available you know on

2315

01:18:57,590 --> 01:18:55,920

amazon and local bookstores as well i

2316

01:19:00,630 --> 01:18:57,600

always encourage people to

2317

01:19:01,990 --> 01:19:00,640

order them from local bookstores yes

2318

01:19:06,070 --> 01:19:02,000

where possible

2319

01:19:07,910 --> 01:19:06,080

order them online

2320

01:19:09,350 --> 01:19:07,920

and i even have a podcast about

2321

01:19:10,390 --> 01:19:09,360

simulation theory if you really want to

2322

01:19:12,790 --> 01:19:10,400

go deep in

2323

01:19:15,030 --> 01:19:12,800

certain episodes uh as well which i

2324

01:19:17,350 --> 01:19:15,040

haven't done lately but there's a a good

2325

01:19:18,709 --> 01:19:17,360

number of episodes already up on that

2326

01:19:20,790 --> 01:19:18,719

all of those links will be in the

2327

01:19:22,470 --> 01:19:20,800

description and i encourage people to

2328

01:19:24,390 --> 01:19:22,480

pick up their copy of the simulated

2329

01:19:26,390 --> 01:19:24,400

multiverse but also the simulation

2330

01:19:28,550 --> 01:19:26,400

hypothesis as well if you haven't

2331

01:19:29,990 --> 01:19:28,560

already done so rez i look forward to

2332

01:19:31,590 --> 01:19:30,000

speaking to you again in the future on

2333

01:19:33,189 --> 01:19:31,600

the podcast

2334

01:19:34,950 --> 01:19:33,199

yeah absolutely look forward to it

2335

01:19:37,030 --> 01:19:34,960

thanks for having me on

2336

01:19:39,590 --> 01:19:37,040

if like me you have ever had to go

2337

01:19:41,669 --> 01:19:39,600

looking for a designer illustrator or

2338

01:19:43,510 --> 01:19:41,679

voice over artist it can be difficult to

2339

01:19:45,830 --> 01:19:43,520

know where to start that's where the

2340

01:19:48,310 --> 01:19:45,840

folks at fiverr have created the world's

2341

01:19:50,790 --> 01:19:48,320

largest marketplace for digital services

2342

01:19:52,950 --> 01:19:50,800

with an incredible database of talented

2343

01:19:55,110 --> 01:19:52,960

freelancers to cover every one of your

2344

01:19:57,669 --> 01:19:55,120

business needs whether you need a new

2345

01:19:59,189 --> 01:19:57,679

website a voice over for your podcast or

2346

01:20:01,750 --> 01:19:59,199

someone to manage your social media

2347

01:20:04,070 --> 01:20:01,760

accounts fiverr has you covered the

2348

01:20:06,709 --> 01:20:04,080

unique term for a service offered by a

2349

01:20:08,870 --> 01:20:06,719

seller on fiverr is called a gig when

2350

01:20:10,870 --> 01:20:08,880

creating gigs sellers can choose their

2351
01:20:12,950 --> 01:20:10,880
starting price point sellers can take

2352
01:20:15,270 --> 01:20:12,960
this a step further and offer gig

2353
01:20:16,550 --> 01:20:15,280
packages to buyers using those gig

2354
01:20:18,629 --> 01:20:16,560
packages

2355
01:20:20,870 --> 01:20:18,639
these contain multiple price ranges and

2356
01:20:23,669 --> 01:20:20,880
sellers can offer buyers various and

2357
01:20:25,669 --> 01:20:23,679
tailored service packages in this way

2358
01:20:27,350 --> 01:20:25,679
buyers can pick and choose from all

2359
01:20:29,669 --> 01:20:27,360
that's offered according to their

2360
01:20:31,830 --> 01:20:29,679
particular requirements there truly is

2361
01:20:33,910 --> 01:20:31,840
something for every budget with your

2362
01:20:36,070 --> 01:20:33,920
payments protected every time that's

2363
01:20:38,229 --> 01:20:36,080

really important your payment won't be

2364

01:20:39,910 --> 01:20:38,239

released until you approve the work so

2365

01:20:42,070 --> 01:20:39,920

there's no paying for work that isn't of

2366

01:20:43,669 --> 01:20:42,080

the required standard giving you the

2367

01:20:46,149 --> 01:20:43,679

complete control you need to get the

2368

01:20:48,149 --> 01:20:46,159

perfect product for your business and

2369

01:20:51,189 --> 01:20:48,159

for more peace of mind fiverr support

2370

01:20:53,430 --> 01:20:51,199

team are available 24 7 to answer any

2371

01:20:55,189 --> 01:20:53,440

questions or provide the help you need

2372

01:20:57,510 --> 01:20:55,199

so if you've been fishing around the net

2373

01:21:00,149 --> 01:20:57,520

for the right solution stop use the

2374

01:21:04,229 --> 01:21:00,159

perfect solution and go to fiverr that's

2375

01:21:05,990 --> 01:21:04,239

f i v e r r and find the perfect

2376

01:21:08,470 --> 01:21:06,000

freelance services for your business

2377

01:21:11,270 --> 01:21:08,480

today you can help support this podcast

2378

01:21:16,229 --> 01:21:11,280

by using my special link zen dot ai

2379

01:21:19,510 --> 01:21:16,239

forward slash ufo5 that's zen dot ai

2380

01:21:21,669 --> 01:21:19,520

slash ufo and the number five the next

2381

01:21:24,149 --> 01:21:21,679

time you need to book a freelancer

2382

01:21:26,229 --> 01:21:24,159

details are in the description

2383

01:21:28,229 --> 01:21:26,239

that is all for this week's show thank

2384

01:21:30,390 --> 01:21:28,239

you very much for listening please

2385

01:21:32,870 --> 01:21:30,400

remember to leave the podcast review on

2386

01:21:35,189 --> 01:21:32,880

your chosen platform you can like

2387

01:21:37,110 --> 01:21:35,199

retweet and subscribe that would all be

2388

01:21:39,270 --> 01:21:37,120

very much appreciated the shows are

2389

01:21:40,790 --> 01:21:39,280

being uploaded onto youtube as we speak

2390

01:21:43,270 --> 01:21:40,800

more and more you can sign up at

2391

01:21:45,990 --> 01:21:43,280

patreon.com forward slash that ufo

2392

01:21:48,229 --> 01:21:46,000

podcast to access shows ad free as well

2393

01:21:51,110 --> 01:21:48,239

please get in touch on twitter facebook

2394

01:21:54,790 --> 01:21:51,120

instagram that ufo podcast of course on

2395

01:21:56,709 --> 01:21:54,800

twitter it's at ufo uap am and again

2396

01:21:59,400 --> 01:21:56,719

folks as always keep looking up you

2397

01:22:19,830 --> 01:21:59,410

never know what you might see

2398

01:22:19,840 --> 01:22:26,540

is

2399

01:22:56,310 --> 01:22:49,090

[Music]

2400

01:22:59,629 --> 01:22:57,590

there was something on my head and

2401
01:23:01,910 --> 01:22:59,639
everything was weird and everything was

2402
01:23:10,310 --> 01:23:01,920
ready they thought this was noise they

2403
01:23:10,320 --> 01:23:25,590
[Music]

2404
01:23:25,600 --> 01:23:30,360
me

2405
01:23:30,370 --> 01:23:34,709
[Music]

2406
01:23:34,719 --> 01:23:44,030
foreign

2407
01:24:06,950 --> 01:23:55,920
[Music]

2408
01:24:18,020 --> 01:24:06,960
it wasn't a tic tac and not quite a

2409
01:24:53,830 --> 01:24:27,590
[Music]

2410
01:24:53,840 --> 01:24:58,650
yes