Simulation of Uncertain Things

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Dedicated to the Kiwi Farms

I have previously made clear my model of interpreted knowledge. I have left open the problem of communication between actors with no sure means of a physics based signal transmission. I will show my solution to that here.

Telepathy and the Nature of Mind

I propose a telepathic model for the communication of understood thought. The main principles are straightforward:

1. The transmitting actor already knows what needs to be communicated.
2. A channel is needed that is capable of conducting the complex translations of communication.
3. The transmitter is aware of how, across all this different complexity, a signal, or message, may be interpreted by its recipient.

I am here defining telepathy as a moment of shared recognition.

Very simply, the sender of a message needs to be cognizant, not only of how the signal will be transmitted along routes that do not contain the original structure of that message, but also how this qualitatively changed signal will be interpreted by its receiver. All communication involves distortion: but meaning survives if the recipient already knows how to reconstruct it.

Further, I suggest that minds are all related in a very intimate way, and that minds recognize each other as being similar to themselves. This follows from a more fundamental substantial-ontological model that I will elaborate on elsewhere.

Transmission does not require preserving the original signal but ensuring that the altered signal is still recognizable to the recipient. When one actor wishes another to view some thing in the same way, he simply needs to remind the other of a previous instance they both remember. The key to communication is not in transmitting information directly but triggering recognition from the recipient. Shared “abstract structure” between minds is our object of discussion.

Simulation

But what if there is communication between unfamiliar minds? How could someone communicate something to another who is not of a similar mind set?

The answer is simulation.

In such a case,the transmitting actor needs to simulate for himself, using his own mental resources, by his system of known things and its economy of thought, in constructing a simulation, or maybe multiple simulations, of what may happen when he sends a message. The transmitting agent needs to use their own mental resources and knowledge in modeling how the message might be received.

It's also expected, although not necessarily required, that the receiving agent be somewhat aware of the abstract nature of messages, and the possible need for interpreting a signal if one is received without an obvious procedure. That's really the key: when transmitting a message we want the recipient to perform an operation without really even thinking about the message or its mechanism of transmission; we want them to have assumed they already understand our implication.

Uncertainty

Everything that I have proposed above is very uncertain.

What if the message is not transmitted properly? What if it is not received? What if it is misinterpreted? What if.

There is no remedy for uncertainty. It is simply a fact of life. The so-called “new physics” failed to adapt to such natural phenomena, and we see their failure today. Obviously, I reject a deterministic or computational view of reality. We must guess, and have nothing to do but that.