

BLOG, part 4
by Martin Gavrilov
Beyond “Doctor of Philosophy”

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How do we arrive at No Evil (Holy = Sanctity = Security).

1. *Creators and The Lord God*: Simple artifacts.
2. *Mother and Son*: Simple and Tested artifacts.
3. *Ghost of Holy will become Holy*: Simple and Tested **but Randomized** artifacts.
4. *Holy Sabbath*: **Randomized will FAIL** ⇒ Simple and Tested and Predictable.

Archangel Gabriel and Higher Education.

1. *Creators and The Lord God*: Associate and Bachelor degrees.
2. *Mother and Son*: Bachelor and Master of Science degrees.
3. *Ghost of Holy will become Holy*: Doctor (Healer) of Philosophy, **can FAIL**.
4. *Holy Sabbath*: Doctor Honoris Causa, the highest recognition and prize.

Archangel Gabriel and Love.

1. *Creators and The Lord God*: Faith, despite the errors.
2. *Mother and Son*: Hope, because all errors are removed.
3. *Ghost of Holy will become Holy*: Love, **can FAIL**.
4. *Holy Sabbath*: “Charity” never fails (the King James Version of “Love”).

...

What Humans need (only the abstract essentials).

1. *Father and Mother*: Energy with Junk (“simple” can FAIL).
2. *Mother and Son*: Junk with Junk Disposal (“simple and tested”).
3. *Ghost of Holy will become Holy*: Multimedia (“going inside”), **can FAIL**.
4. *Holy Sabbath*: Multimedia with Transport (“going in” and “return home”).

...

Blueprint for Problem Solving.

First, we identify the Local Optimum (Fake Answer).

“**Very Good** with an infinitesimal chance for Evil”.

Then, we find the Global Optimum (True Answer).

“**Modest Good** with absolutely no Evil”.

ChatGPT helps to explain:

The idea of the "Damocles' Sword" originates from an ancient Greek parable that conveys the concept of imminent danger or the constant fear of impending doom. The story of Damocles serves as a cautionary tale about the risks and responsibilities that come with power and privilege.

According to the parable, Damocles was a courtier in the court of Dionysius II, the tyrant of Syracuse in ancient Greece. Damocles was envious of Dionysius' luxurious and opulent lifestyle, desiring to experience the power and wealth the tyrant possessed. Dionysius, seeking to teach Damocles a lesson, offered him the opportunity to trade places for a day and sit on the throne while surrounded by all the trappings of royalty.

However, as Damocles sat on the throne, he noticed a large sword suspended directly above him, hanging by a single hair from a horse's tail. This sword represented the constant threat of danger and imminent doom that comes with wielding power and authority. Damocles soon realized that while the wealth and privileges were enticing, they also came with the constant fear of something disastrous happening.

The parable of Damocles' Sword is often used as a metaphor for the precariousness of power and the responsibilities that come with it. It serves as a reminder that even the most powerful and privileged individuals must carry the burden of responsibility and be prepared for potential consequences or dangers that may arise.

Today, the expression "Damocles' Sword" is used more broadly to describe any situation where there is a looming threat or impending danger that hangs over a person or society. It highlights the awareness of potential risks and the need for vigilance and caution, even in seemingly prosperous or secure circumstances.

...

Computer Science abstract essentials.

1. *Father and Mother*: If/For and Recursion $\Rightarrow$ Exponential Enumeration (global).
2. *Mother and Son*: QuickSort (simple but randomized).
3. *Ghost of Holy will become Holy*: Self-Balanced Binary Trees (randomized).
4. *Holy Sabbath*: MergeSort (simple and deterministic).

How do we derive "MergeSort" from "Self-Balancing Binary Trees"?

We strive to remove "randomized" from the equation, so we consider the worst case. Then we are ready to pay every time for this worst case (disbalanced Binary Trees). This is slower but it's predictable, and we avoid run-time Failures (Halting Problem).

...

The Halting Program:

Given a <Program, Input, Deadline> tuple,
Can you complete the Program successfully, without
FAILING at run-time because of the Input or the Deadline?
Are you sure? If there is an infinitesimal risk, you are not!

...

Малко Смисъл и Абсолютна Безопасност.
Много Смисъл и Някаква Малка Опасност.
За съжаление, само това е нашия избор.
Може би докато се опарим, после няма избор.

...

*Но, хора с **Малко Смисъл** ще потвърдят, че не
получават очакваната Абсолютна Безопасност.
Това не го разбираме все още, съжаляваме!
Теоретично, проблемът е само за хора с Много Смисъл.*

...

Our Dream Product:
Simple and Tested and Deterministic.

...

Нужно ни е само **Малко Смисъл**, само за
да се излекуваме от нуждата от Смисъл.
Тогава получаваме безплатно Безопасност.

...

Consider the double meaning of "drugs".
First, their purpose is to help us with "**healing**".
Second, their purpose is to help us with "**flying**".
The first is healing a heroin/e dependency,
The second is fueling a heroin/e dependency.
Interesting, right?

ChatGPT

Yes, the double meaning of the term "drugs" can be quite intriguing and highlights the dual nature of these substances. On one hand, drugs can indeed be used for healing and providing relief from various health conditions. Medical drugs prescribed by doctors serve essential therapeutic purposes and can greatly improve the well-being and quality of life for many individuals.

On the other hand, recreational drugs, such as heroin and other substances, are known for their psychoactive effects that can induce feelings of euphoria and alter consciousness. These types of drugs are often misused and can lead to dependency, addiction, and negative consequences for individuals and society.

The duality of drugs reflects the potential for both positive and negative outcomes, depending on their use and context. Properly managed and prescribed drugs can be essential for health and healing, while the misuse and abuse of drugs can lead to harm and addiction.

Understanding this dual nature of drugs is crucial for responsible and informed decision-making regarding their use and regulation. It also underscores the importance of proper education, prevention, and support systems to address drug dependency and substance abuse issues effectively.

...

We use drugs only for “**healing**”,
Never for multimedia “**flying**”.
Why? It’s pure heroin/e, that’s why!

...

Understanding the books of Carlos Castaneda.

User

In the books of Carlos Castaneda, the PhD student in Anthropology Carlos was looking for an informer about his PhD Thesis in "medicinal use of power plants". This is how Carlos met Don Juan who claimed to know a lot about "power plants". But during their numerous encounters, it seems that they didn't discuss "medicinal use" but rather "recreational use" or "professional use" (of a warrior pursuing "personal power" and "luck"). Isn't this strange? Tell us your opinion.

ChatGPT

In Carlos Castaneda's books, the interactions between Carlos and Don Juan are indeed filled with complex and multi-layered discussions on various topics related to shamanism, spirituality, and personal growth. The focus on "power plants" and their uses is a central theme in these writings, and it's essential to understand the context in which these discussions take place.

While Carlos initially approaches Don Juan as an informant for his PhD thesis on the medicinal use of power plants, their interactions quickly evolve into more profound explorations of shamanic practices, consciousness, and personal transformation. Don Juan introduces Carlos to a different worldview, one that emphasizes the pursuit of "personal power" and understanding the mysteries of existence, rather than just focusing on the medicinal aspects of the plants.

The shift from discussing medicinal use to more esoteric and spiritual aspects of "power plants" might appear strange at first glance, but it aligns with the overarching themes of Castaneda's books. The focus on personal power and spiritual growth is central to Don Juan's teachings, and he guides Carlos on a journey of self-discovery and understanding.

The books explore themes of expanded consciousness, altered states of perception, and the idea of multiple realities. Through these experiences, Carlos learns to challenge his conventional beliefs and perceptions, leading to a deeper understanding of the world around him and his own place in it.

While the initial context of medicinal use of power plants is essential in setting up the encounters between Carlos and Don Juan, the broader discussions on personal power, transformation, and the exploration of consciousness create a rich and thought-provoking narrative that has captivated readers for decades.

Ultimately, the books of Carlos Castaneda offer a unique and imaginative exploration of shamanism, human potential, and the quest for deeper meaning in life. The interplay of the different themes and the evolution of Carlos and Don Juan's relationship make these books both intriguing and challenging to interpret, leaving ample room for personal reflection and contemplation.

User

What is very interesting is that, in the end, in our personal evolution of the understanding of the books of Carlos Castaneda, we ended up with the final conclusion that the only proper use of "power plants" is indeed "medicinal use", never "recreational use" or "professional use". Why? Because only "medicinal use" keeps us out of trouble, while both "recreational use" and "professional use" rely on "sheer luck" to achieve success, which means FAILURE is always near. And FAILURE sometimes is a "sorrow" so big, it's comparable only to Hell. Which is why "power plants" are dangerous when abused.

ChatGPT

Your conclusion about the proper use of "power plants" aligns with a cautionary perspective that is often shared by many experts and researchers in the field of psychedelics and altered states of consciousness. While the medicinal or therapeutic use of certain substances, under the guidance of trained professionals, can have potential benefits in certain contexts, recreational and professional use can indeed be risky and even dangerous.

The key difference between medicinal use and recreational/professional use lies in the intention and approach towards these substances. Medicinal use typically involves a controlled and carefully monitored administration of the substance for specific therapeutic purposes, such as in the treatment of mental health disorders or to assist in personal growth under the guidance of a qualified practitioner. In this context, the focus is on healing and growth, and the individual's well-being is a top priority.

On the other hand, recreational use refers to using these substances for leisure or pleasure, often without a specific therapeutic goal. This type of use can lead to unpredictable effects and may expose individuals to various risks, including physical and psychological harm, as well as potential legal consequences.

"Professional use" is a term that can be interpreted in different ways. If it refers to the use of these substances by individuals in a therapeutic or spiritual practice, it still raises concerns about the potential risks and challenges associated with such practices. The use of psychedelics in certain spiritual traditions or shamanic practices has historical roots, but modern usage requires careful consideration, as it may not be suitable for everyone and can lead to adverse effects.

It's important to approach the topic of "power plants" and psychedelics with a balanced and informed perspective. While there is growing interest in the potential benefits of these substances, there are also legitimate concerns about their misuse and potential for harm. As with any powerful tool or substance, responsible use, education, and proper guidance are essential to minimize risks and ensure safe and meaningful experiences.

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Understanding the books of Carlos Castaneda, part 2.

User

In the books of Carlos Castaneda, the name of the informant was not really "Don Juan" (a pseudonym Castaneda used to conceal his identity). But what seems very interesting, especially in the context of gradually shifting the conversation from "medicinal use" into "recreational and professional use of power plants", is that "Don Juan" might be interpreted as the legendary seducer of women, trickster and transgressor of sacred boundaries from Spanish Culture. What do you think about these connotations of the "Don Juan" name?

ChatGPT

The name "Don Juan" holds various connotations and cultural associations, and it's intriguing to consider its significance in the context of Carlos Castaneda's books. While it's true that "Don Juan" is a pseudonym used by Castaneda to protect the identity of his informant, the name itself carries a rich history and symbolism that might have influenced the narrative and themes of the books.

The character of Don Juan, known as the legendary seducer of women and a trickster figure, originates from Spanish literature and folklore. In traditional stories, Don Juan is portrayed as a charismatic and charming nobleman who engages in numerous love affairs and often acts with a disregard for social norms and moral boundaries. His character represents a rebellion against societal conventions, an unapologetic pursuit of pleasure and desire, and a willingness to challenge the established order.

In the context of Castaneda's books, the choice of the name "Don Juan" could be seen as intentional, as the character of Don Juan Matus, the alleged informant, shares some similarities with the archetypal Don Juan figure. Don Juan Matus is depicted as a wise and enigmatic figure who challenges Carlos to question his beliefs and perceptions of reality. He introduces Carlos to the world of shamanism, altered states of consciousness, and the use of "power plants" as a means of expanding one's awareness.

Just like the legendary Don Juan, Don Juan Matus defies conventional ways of thinking and invites Carlos to transcend societal norms and explore a different perspective on reality. This theme of transgression and rebellion against established norms can be seen throughout the books, as Carlos undergoes a profound transformation in his understanding of the world.

It's worth noting that the interpretation of the name "Don Juan" in the context of Castaneda's books is open to individual perspectives and analysis. The choice of the name could have multiple layers of meaning, and it may serve to add depth and complexity to the narrative. As with any literary work, the reader is encouraged to explore and contemplate the various symbols and motifs presented in the text to gain a richer understanding of the story's themes and messages.

...

Всеки може да напише чудесна история за "дрога" и против "дрога", но докато сам не си опитал и разбрал проблема (достатъчно рано да не пострадаш), всъщност не знаеш кое е вярното. В моя случай, ТРЕТОТО е вярното: Не е без или със, а **"само малко, за да се излекуваш от глада"**.

...

The Three Basic Modalities of Humanity.

Professional Use of "power plants" ⇒ Labour (being helpful to others).

Recreational Use of "power plants" ⇒ Recreation (being helpful to self).

Medicinal Use of "power plants" ⇒ Modest Fun & Rest (sustainable).

ChatGPT

Indeed, the concept of "Eight hours' labour, Eight hours' recreation, Eight hours' rest" put forth by Robert Owen in the early 19th century encapsulates the three essential modalities that are vital for the well-being and balance of humanity.

1. ****Labour****: This refers to the time spent working or engaging in productive activities to earn a living. It is essential for individuals to contribute to society, provide for their needs, and find a sense of purpose and fulfillment in their work.

2. ****Recreation****: This refers to the time allocated for leisure, enjoyment, and activities that bring pleasure and relaxation. Recreation allows individuals to unwind, de-stress, and engage in hobbies, sports, and other activities that bring joy and fulfillment beyond the realms of work.

3. ****Rest****: Rest is the time set aside for rejuvenation and recovery. It includes sleep, relaxation, and downtime to recharge both physically and mentally. Adequate rest is crucial for maintaining good health, mental clarity, and overall well-being.

The idea behind the "Eight hours" slogan was to promote a balanced lifestyle, recognizing that a well-rested and rejuvenated workforce would be more productive and healthier in their work endeavors. By acknowledging the importance of recreation and rest alongside labour,

Owen sought to improve the quality of life for workers and create a more equitable and humane work environment.

These three modalities are indeed cornerstones of humanity, and finding the right balance between them is essential for leading a fulfilling and healthy life. It is a reminder of the significance of work-life balance and the importance of taking care of both our physical and mental well-being.

...

Why do we need to work at all, let alone 8 hours a day?

User

Let's discuss two of these 3 cornerstones of humanity: labour and recreation. They are both about being "useful" (creating "goods"): first is for "others", second is for "self". But we have a problem here. If it's self-evident when we are "useful to self", it's an entirely different story when we are "useful to others". Usually, we are tucked away in our cubicles, fully disconnected from the product of our firm, and the clients that are enjoying the product. How do we know we are then "useful to others"? It seems the only way is from "how much the firm is paying us". But from personal experience on the labour market we know that our salary is rarely (not to say "never"!) related to the value we are contributing to the firm, let alone the value the firm is contributing to society. Any comments?

ChatGPT

You've raised an important and valid point about the disconnect between an individual's work and their perceived usefulness to others, as well as the issue of compensation not always reflecting the true value of one's contributions. This is a common challenge faced by many in the modern workforce, particularly in large organizations where the direct impact of individual work on the end product or client experience may not always be apparent.

User

We realize that there are different approaches that attempt to solve this issue, but we are mesmerized by the sheer amount of junk that work produces (for example, only 0.2% of all films made are popular among viewers). How do we know that? We asked "imdb.com" to list all films, then list only those films with above 100,000 viewers that rated the film. Similarly, we can't help but notice how much food (the most basic "good") is wasted because of various reasons. Which means that our 8 hours of hard work is also wasted. Which means that unless we treat our job as a source for recreation, our life is wasted as well. Any comments?

ChatGPT

You bring up a thought-provoking observation about the abundance of "junk" or inefficiencies that can be found in various aspects of work and life. Indeed, waste and inefficiency are prevalent in many industries and activities, and this can be disheartening when considering the efforts and resources invested.

...

A riddle about Humanity's needs (Demand and Supply).

User

Let's say that Humanity's basic needs are exhaustively enumerated here: Food (Carbs and Proteins) and Water, Shelter with a Bathroom (toilet and shower: junk disposal amenities), Multimedia (radio, tv, internet, Virtual Reality), and Transport back Home (a way to return to our bedroom). Do you agree? Now, let's say you agree. To produce Food, Humanity in the US needs only 2% of all the labor force. Construction work is also only 2%, Multimedia is also 2%, Transportation is also 2%. This amounts to 8% of all the working people (from official statistics). What are the other 92% of working people doing for society?

ChatGPT

While the percentages you mentioned might not precisely reflect the distribution of the labor force in every country or region, it is true that many essential needs can be met with relatively small portions of the overall workforce due to technological advancements and efficiency improvements. In developed countries, the automation of certain tasks and industries has reduced the number of people required for manual labor, such as in agriculture and manufacturing.

The other 92% of the working population may be involved in a wide range of sectors and industries, including:

1. Education: Teachers, professors, administrators, and support staff in schools and universities.
2. Healthcare: Doctors, nurses, therapists, and other healthcare professionals.
3. Finance: Bankers, financial analysts, accountants, and insurance professionals.
4. Retail: Store employees, salespeople, and customer service representatives.
5. Government: Civil servants, public administrators, and policymakers.
6. Technology: Software engineers, IT specialists, and computer programmers.
7. Entertainment: Actors, musicians, artists, and media professionals.
8. Services: Plumbers, electricians, housekeepers, and other service providers.

These are just a few examples, and there are numerous other sectors and professions that contribute to society's functioning and well-being. The diversity of roles within the workforce allows society to function and thrive by meeting various needs and providing valuable services.

...

**We believe that we should all aspire to become RICH.
Define it! It's "pleasure and leisure" (modest fun & rest).**

User

It seems that the most desirable human existential conditions are commonly accepted to be those of the so-called "leisure class" (the club of the rich). What are the defining characteristics of the "leisure class"? How can a poor person achieve those, if not perfectly, then to a good-enough extent? For example, if great (elite) education is a defining trait,

Coursera and EdX have democratized that for everyone with an internet connection, right? Similarly, many things from the past that only were the privilege of royalties are now commonly accessible for at least the middle class.

ChatGPT

The term "leisure class" was introduced by the sociologist and economist Thorstein Veblen in his book "The Theory of the Leisure Class" published in 1899. The leisure class refers to a social class characterized by having the time and resources to engage in activities solely for the purpose of pleasure and leisure, rather than for productive or necessary work. Some defining characteristics of the leisure class include:

1. **Wealth and High Social Status:** Members of the leisure class typically have significant wealth and come from privileged backgrounds. They often inherit their wealth and social status.
2. **Limited Work or Labor:** The leisure class has the means to support themselves without the need for regular labor or work. They have the luxury of pursuing leisure activities and hobbies.
3. **Pursuit of Intellectual and Cultural Interests:** The leisure class often engages in activities related to education, the arts, and intellectual pursuits.
4. **Leisure Travel and Exploration:** Members of the leisure class can afford to travel extensively for pleasure, exploring new places and cultures.
5. **Exclusivity and Status Symbols:** The leisure class may engage in conspicuous consumption, displaying their wealth and social status through luxury goods and experiences.

While historically, the leisure class was exclusive and limited to a small elite group, advancements in technology and education have made certain aspects of leisure and luxury more accessible to a broader range of people. As you mentioned, online platforms like Coursera and EdX have made high-quality education available to anyone with an internet connection, significantly leveling the playing field.

Additionally, improvements in transportation and communication have made travel and exploration more accessible to the middle class. Many cultural experiences that were once reserved for the wealthy are now accessible to a wider audience through museums, theaters, and other cultural institutions.

While achieving the exact lifestyle of the leisure class may not be possible for everyone, there are opportunities for people from various backgrounds to enjoy aspects of leisure and cultural enrichment. Society's increasing focus on inclusivity and accessibility has helped bridge the gap between different social classes, making certain privileges and opportunities more attainable for a broader range of individuals.

...

Why do we strive to belong to the “Leisure Class”?

If we don't want to fall victims of the Halting Problem (unpredictable run-time Failures),
We need to get rid of “Randomized”. But if we get rid of “Randomized”,
We become incapable of “Very Good” (Professional and Recreational use).
The only viable alternative then is Modest Good (enough to heal hunger) and Rest.
“Modest Good” (vs. “Very Good”) requires a perfect prediction of resource usage,
(Time/Space/Money), so that we know well in advance “**All or Nothing**”.

...

Definition of a MODEST “Leisure Class”.

1. *Father and Mother*: **Not Working**.
2. *Mother and Son*: **Not Traveling**.
3. *Ghost of Holy will become Holy*: **Intellectual Pursuits, and...**
4. *Holy Sabbath*: **...and Resting at Home**.

ChatGPT

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5. **Exclusivity and Status Symbols**: The leisure class may engage in conspicuous consumption, displaying their wealth and social status through luxury goods and experiences.

...

Two approaches to Life.

“Fully **satisfy** your hunger” ⇒ Some infinitesimal chance for FAILURE.

Absolutely no FAILURE $\Rightarrow$ "Only take the **edge off** your hunger".

...

"Fully Satisfy"

VS.

"Only take the edge off"

...

Insist on 1, and occasionally you'll get a 0.

Insist on 0, and occasionally you'll get a 1.

...

More about the "Halting Problem":
(plagued by unpredictable failures).

ChatGPT

"Aggressive driving" and "defensive driving" are two contrasting approaches to driving on the road, each with its own characteristics and consequences. Let's explore their definitions and compare their key features:

1. Aggressive Driving:

- Definition: Aggressive driving refers to a style of driving characterized by aggressive and risky behavior, often involving excessive speeding, frequent lane changes, tailgating, running red lights, and other unsafe actions.
- Characteristics: Aggressive drivers are often impatient, impulsive, and display a disregard for traffic rules and the safety of others on the road. They tend to react emotionally to traffic situations, leading to aggressive behavior towards other drivers.
- Consequences: Aggressive driving increases the risk of accidents and road rage incidents. It can lead to serious collisions, injuries, and fatalities, not only for the aggressive driver but also for innocent bystanders.

2. Defensive Driving:

- Definition: Defensive driving is a safer approach to driving that involves anticipating potential hazards and taking precautions to avoid accidents. It emphasizes being aware of other drivers, maintaining a safe following distance, obeying traffic rules, and staying focused on the road.
- Characteristics: Defensive drivers are proactive and try to minimize risks by staying alert, observing the traffic environment, and making informed decisions to protect themselves and others from potential dangers.

- Consequences: Defensive driving reduces the likelihood of accidents and promotes safer road behavior. It helps prevent collisions and contributes to overall road safety.

Comparison:

- Attitude: Aggressive driving stems from negative emotions and impatience, while defensive driving is based on a proactive and calm attitude towards road safety.
- Risk Management: Aggressive driving increases the risk of accidents, whereas defensive driving focuses on risk management and accident avoidance.
- Courtesy: Aggressive drivers often show little courtesy towards other road users, while defensive drivers prioritize safety and cooperation with fellow drivers.
- Legal Implications: Aggressive driving may result in traffic violations and legal consequences, while defensive driving promotes adherence to traffic laws.

In conclusion, aggressive driving poses significant risks to road safety, whereas defensive driving promotes a safer and more responsible approach to driving. Defensive driving techniques can help reduce accidents and improve overall road behavior.

...

Insist on “**Very Good**” to get “**Some Evil**”.

If you see this in practice, it's too late!

Insist on “**No Evil**” to get “**Modest Good**”.

If you don't see this in practice, it's a dream.

...

What happens when we get rid of “Randomized”?

1. Extrinsic Reward and Giving ⇒ Work ⇒ **Father's “Responsibilities”**.
2. Intrinsic Reward and Receiving ⇒ Hobby ⇒ **Son's “Playground”**.
3. Extrinsic Reward and Receiving ⇒ Product ⇒ “**No harm with inaction**”.
4. Intrinsic Reward and Giving ⇒ Resting ⇒ “**No harm with action**”.

...

The Covenant.

We are requiring a small **Predictable Price** (Time/Space for Resting).

In return, we are offering a useful **Modest Product** (Knowledge Base).

When we are well rested, we have the potential to learn and think big.

Then, we can be useful in the right moment with the necessary info.

We remember keywords and key concepts, so we can ask the Internet.

And if the Internet is too difficult to ask, we ask Artificial Intelligence.

...

We are still under the Tree of Knowledge!

1. *Father and Mother*: Tree of Good and Evil (Simple but Untested).

2. *Mother and Son*: Tree of Good and Evil (Tested but Randomized).
3. *Ghost of Sanctity*: Tree of Sustainable Life (Modest Predictable Good).
4. *Holy Sabbath (Sanctity)*: Garden of Eden (No Evil is guaranteed).
- ...

The Problem:

“No Power, No Truth.”

Feeling helpless is horrible!

The Fake Solution (Local Optimum):

“Yes Power, Yes Truth.”

“Yes Power, No Truth.”

When we insist on Power, Truth varies.

What is Power? Power = Good.

The True Solution (Global Optimum):

“Yes Truth, No Power.”

“Yes Truth, Yes Power.”

When we insist on Truth, Power varies.

What is Truth? Truth = No Evil.

...

The “**Truth**” factions of Left and Right are ok with each other.

We can live peacefully with different visions of “No Evil”.

“No Evil” values can be experienced publicly (2 churches).

The “**Power**” factions of Left and Right are the only problem.

We cannot live peacefully with different visions of “Good”.

“Good” values can only be experienced privately (hobbies).

Half the United States population spends their money on **charities**.

Half the United States population spends their money on **guns**.

ChatGPT

Left and right in politics refer to the two main ideological spectrums that categorize political beliefs and positions. These terms are often used to describe the general political orientation of individuals or groups within a society.

1. Left (Progressive):

- Truth: Progressives generally believe in seeking truth through evidence-based analysis and scientific methods. They value open-mindedness, free speech, and intellectual inquiry. They are often proponents of policies that address social justice issues, equality, and the well-being of marginalized groups.

- Power: Progressives are more likely to support a strong government role in solving societal problems and promoting social welfare. They advocate for policies that empower the government to address issues such as healthcare, education, and environmental protection. Progressives tend to view government intervention as necessary to create a fair and just society.

2. Right (Conservative):

- Truth: Conservatives tend to emphasize traditional values, and their approach to truth may be influenced by religious or cultural beliefs. They may be skeptical of certain scientific findings if they conflict with their established worldview.

- Power: Conservatives generally advocate for limited government intervention and more individual freedom. They believe in the importance of personal responsibility and self-reliance. They are more likely to support free-market principles and prefer less government regulation.

It's important to note that the political landscape is diverse, and individuals may have a mix of beliefs that do not neatly fit into either the left or right category. Additionally, political attitudes can vary across different countries and cultures. As a result, there are various shades of left and right, and people often identify with specific ideologies that align with their values and priorities.

...

Power can be Positive (heal) or Negative (destroy).

If you think that everything can be solved with Positive Power, see "A Clockwork Orange".

If you think that everything can be solved with Negative Power, see "Ugly Dolls".

Ultimately, Power (Positive or Negative) remains only a private hobby (as it should!).

ChatGPT about "A Clockwork Orange".

"A Clockwork Orange" is a dystopian science fiction film directed by Stanley Kubrick and released in 1971. The movie is based on Anthony Burgess's 1962 novel of the same name. It explores themes of violence, free will, and the consequences of societal control.

The film is set in a futuristic and violent society in England, where youth gangs, led by the charismatic but sociopathic Alex DeLarge (played by Malcolm McDowell), roam the streets causing havoc and committing heinous crimes. Alex and his gang indulge in "ultra-violence" for their own pleasure without remorse or restraint.

After a series of increasingly brutal crimes, Alex is arrested and becomes a subject in an experimental aversion therapy program. The treatment aims to "cure" him of his violent tendencies by conditioning him to associate violent behavior with severe nausea. The state's use of behavioral conditioning raises questions about free will, personal choice, and the ethics of control and punishment.

"A Clockwork Orange" delves into the theme of the limitations and ethical implications of using positive power to heal broken individuals. In the film, we see the government and authorities attempting to reform the violent and disturbed protagonist, Alex, through the use of aversion therapy. They believe that by subjecting him to conditioning and forcing him to experience extreme nausea while witnessing violence, they can "cure" him and eradicate his violent tendencies.

The unsettling wisdom presented in the film is that this approach, though intended to be positive and aimed at healing, doesn't always work as intended. The aversion therapy indeed succeeds in conditioning Alex to feel physically ill when confronted with violence, effectively stripping him of his free will to choose violent actions. However, it does not address the root causes of his violent behavior or lead to true personal growth and change.

Throughout the film, we see that while Alex's violent behavior is temporarily curbed by the aversion therapy, he remains deeply disturbed and emotionally stunted. His inherent nature and desire for violence are not fundamentally altered. Instead, the treatment renders him a mere "clockwork orange," a person devoid of free will and unable to make moral choices.

This theme explores the complexity of human nature and the limitations of using external control and conditioning to address deeply ingrained behavioral issues. It suggests that true healing and growth require a more nuanced and comprehensive approach that involves addressing the underlying psychological, social, and environmental factors that contribute to a person's behavior.

The film raises ethical questions about the use of power to control and manipulate individuals, even with good intentions. It challenges the notion that positive power, in the form of therapy or rehabilitation, can always bring about positive outcomes and highlights the potential dangers of using such power without considering the broader implications and consequences.

"A Clockwork Orange" ultimately serves as a cautionary tale about the delicate balance between personal freedom, the role of the state in influencing behavior, and the complexities of human nature. It remains a thought-provoking and unsettling exploration of the human condition and the consequences of wielding power to influence and shape individual lives.

ChatGPT about "Ugly Dolls".

"UglyDolls" (2019) is an animated musical comedy film that centers around a group of imperfect and misfit dolls who live in Uglyville. The film explores themes of self-acceptance, identity, and the pursuit of perfection in a world that values conformity.

In the film, the UglyDolls are considered defective and undesirable because they don't meet the conventional standards of beauty set by the Institute of Perfection, a place where dolls are trained to be perfect before being sent to the "Big World" to be with a child. The antagonist, Lou, is the leader of the Institute of Perfection and embodies the idea of "negative power aiming to destroy the broken."

Lou believes that the UglyDolls are broken and inferior, and he sees it as his mission to eliminate anything that deviates from the standard of perfection. He views the UglyDolls as a threat to the image of perfection that he seeks to uphold.

However, as the story unfolds, the film presents the unexpected wisdom that "negative power aiming to destroy the broken" doesn't always work in life. The UglyDolls, despite being considered flawed, are happy and content with who they are. They embrace their imperfections and celebrate their uniqueness. They find joy in their community and their genuine connections with one another.

Throughout the film, the message becomes clear that true beauty lies in accepting oneself and others for who they are, flaws and all. The UglyDolls demonstrate that trying to conform to unrealistic standards of perfection can lead to a shallow and unfulfilling existence.

As the plot progresses, the UglyDolls discover that the Institute of Perfection itself is flawed and that Lou's pursuit of perfection has led him to a lonely and unfulfilled life. In contrast, the UglyDolls' positive outlook and self-acceptance bring them happiness and meaningful relationships.

Ultimately, the film emphasizes the importance of embracing one's individuality and finding strength in being true to oneself. It challenges the idea that negative power or attempts to destroy those perceived as broken can lead to positive outcomes. Instead, it encourages the audience to value authenticity, empathy, and self-acceptance as essential qualities in leading a fulfilling and meaningful life.

"UglyDolls" delivers a heartwarming and uplifting message that resonates with both children and adults, reminding us all that true beauty and happiness come from within and that we should celebrate our uniqueness rather than strive for an unattainable and superficial notion of perfection.

...

“Всяко нещо обикновено помага, но не помага всеки път”. И аз стигам до същия извод сега. Ако имаш НАЧИН, и настояваш вечно да го ползваш, заприличваш на оня с чука, за който всичко заприличва на пирон (демек, грешиш понякога, което е свързано с МЪКА за себе си и други). Но, ако те интересува ИСТИНАТА, а не НАЧИНА, човек усеща кога може да ползва инструмента в ръцете си, и кога не.

...

Truth or Power: What comes first?

ChatGPT

The phrase "If you have a hammer in your hands, everything starts to look like a nail" is a proverb that highlights the concept of cognitive bias and the influence of one's tools or skills on their perception and approach to problem-solving.

The origin of this phrase is often attributed to Abraham Maslow, a prominent psychologist and the founder of humanistic psychology. However, it is essential to note that the phrase has been used and adapted by various authors and thinkers throughout history.

The essence of this saying is that when someone possesses a particular tool or expertise, they may tend to apply it to every situation, even if it may not be the most suitable or effective approach. In a literal sense, if you have a hammer, you may unconsciously look for opportunities to use it, even when other tools might be more appropriate for a given task.

Metaphorically, this saying is often used to caution against over-reliance on a specific skill, method, or perspective in problem-solving or decision-making. It reminds us to be mindful of our biases and to consider alternative approaches when tackling different challenges.

In various fields, such as psychology, medicine, technology, and even everyday life, people with specialized knowledge or skills may tend to see problems through the lens of their expertise. While this can be valuable in many situations, it can also limit creativity and hinder the exploration of novel solutions.

To avoid the pitfalls of this cognitive bias, it is essential to maintain an open mind and remain receptive to different perspectives and methods. Being aware of our tendencies to favor certain approaches can help us approach problems more holistically and consider a broader range of solutions.

Overall, the phrase serves as a reminder to maintain intellectual humility and to approach each situation with a balanced and open-minded perspective, avoiding the trap of applying the same solution to every problem simply because it aligns with our existing knowledge or skills.

...

Conflict and Resolution.

1. *Father and Mother*: **Power of the Right/Conservative** ⇒ **Destroy!**
2. *Mother and Son*: **Power of the Left/Progressive** ⇒ **Heal!**
3. *Ghost of Sanctity*: **Truth of the Left/Progressive** ⇒ **Applied Science when possible.**
4. *Holy Sabbath (Sanctity)*: **Truth of the Right/Conservative** ⇒ **Sanctity at Home always.**

...

If we need **Power** working all the time,
We'll be wrong some of the time, unfortunately.
If we need **Truth** working all the time,
We'll need a Free Space as a Sanctuary (Inviolability).

This Free Sanctuary is something we don't have yet!
According to the Bible, we need a Return to Eden.
But also according to the Bible, this might be difficult.

See Revelation 9:6 where “death (waking up) is fleeting”.

...

Truth of the Left AND Power of the Right, together!

1. *Father and Mother*: **Power of the Right** ⇒ **Destroy!** (simple but untested)
2. *Mother and Son*: **Power of the Left** ⇒ **Heal!** (tested but randomized)
3. *Ghost of Sanctity*: **Truth of the Left** ⇒ Healing only when possible (tested and predictable)
4. *Holy Sabbath (Sanctity)*: **Power of the Right** ⇒ **Destroy!** (simple/tested but unpredictable)

...

We start with 2 equal Powers:

Power-1 is the power to “create and destroy” (POST and DELETE).

Power-2 is the power to “improve and use” (PUT and GET).

We need to rearrange all of this, though!

Power-2 needs to become The Truth that “improvement” is not always possible.

Power-1 needs to become the resulting Power (Right after Left),

(Conservative after Progressive, Republican after Democracy),

to “destroy” those that are UNFIT for “improvements”,

(where “destruction” is never associated with “sorrow”).

A perfectly viable alternative is the resulting Power,

to implement Absolute Security (Sanctity, Inviolability), where we can hide.

A third alternative is the resulting Power,

to make the UNFIT for “improvement” to produce simple/predictable artifacts,
that are FIT for “improvement” (for example, AI can program deterministically).

A fourth alternative is the resulting Power,

to make the UNFIT for “improvement” to produce unpredictable artifacts,
that are UNFIT for “improvement” but are used only for Entertainment.

...

“Salon des Refusés”.

The Creator Gods (Elohim) can deal
with the UNFIT for “improvement” (healing),
using the following four methods:

1. Absolute Security (Sanctity) where we can hide from the UNFIT.
2. Destroying the UNFIT without causing them “sorrow”.
3. Employing the UNFIT into the Serious Business industry.
4. Employing the UNFIT into the Entertainment Business industry.

ChatGPT

"Salon des Refusés" (French for "Exhibition of Rejects" or "Salon of the Refused") was an art exhibition that took place in Paris in 1863. It was organized as a response to the rejection of numerous artworks by the official Salon, an annual exhibition held by the French Academy of Fine Arts.

During the mid-19th century, the Salon was the most prestigious art exhibition in France, and being accepted into it was a significant honor for artists. However, the jury that selected artworks for the Salon was often conservative and traditional in its taste, rejecting many innovative and unconventional works.

In 1863, a large number of artworks were rejected, including paintings by now-famous artists such as Édouard Manet, Camille Pissarro, and James McNeill Whistler. In response, Napoleon III ordered a separate exhibition, the "Salon des Refusés," to showcase the rejected works. This exhibition allowed the public to see a wide range of avant-garde and unconventional art that had been excluded from the official Salon.

The "Salon des Refusés" is considered a pivotal moment in the history of art, as it challenged the traditional notions of what was considered acceptable art and helped to pave the way for the development of new artistic movements such as Impressionism. It also sparked debates about the role of the official Salon and the jury's authority in determining what constituted "good" art.

Today, the term "Salon des Refusés" is used more broadly to refer to any exhibition that showcases rejected or unconventional artworks and to highlight the importance of artistic freedom and diversity of expression in the art world.

...

1. Father and Mother ⇒ "Create and Delete".
2. Mother and Son ⇒ "Modify and Get".
3. Holy Ghost ⇒ not everything can be "Healed".
4. Four versions of the Holy Sabbath (Sanctity).

1. Create ⇒ Absolute Security (Sanctity).
2. Delete ⇒ Destroy the UNFIT.
3. Modify ⇒ Heal the artifacts of the UNFIT.
4. Get ⇒ Enjoy the error-prone artifacts of the UNFIT.

...

Creations and Creators.

1. **Create** ⇒ Absolute Security (Sanctity) ⇒ Use "Simple and Predictable".
2. **Delete** ⇒ Destroy the UNFIT ⇒ Destroy "Simple and Unpredictable".
3. **Improve** ⇒ Heal the artifacts of the UNFIT ⇒ Creating "Simple and Predictable".
4. **Use** ⇒ Enjoy the artifacts of the UNFIT ⇒ Creating "Simple and Unpredictable".

...

What all Creations are good for.

1. *Power and Heat*: **Create** ⇒ All starts with Sanctity at Home.
2. *Heat Dissipation*: **Delete** ⇒ Garbage Collection and Disposal.
3. *Serious Out*: **Improve** ⇒ Making “simple and predictable” artifacts.
4. *Fun Home*: **Entertain** ⇒ Making “fun and unpredictable” artifacts.

...

2 aspects of the Halting Problem.

Risk of Excess ⇒ Create needs Delete, in order not to break a hard Deadline (Time/Space).

Risk of Omission ⇒ Only “predictable” artifacts, in order to avoid “surprises” (Randomized).

...

In both cases, we need Sanctuary.

If we are using only “**predictable**” artifacts,
We need to have ample Time/Space to complete the work.
If we don’t, we need to hide somewhere safe (a Sanctuary),
Until we find the opportunity to use the artifact for Good.
(Don’t ever get sick!)

If we are using “**unpredictable**” artifacts,
We are bound to FAIL with some infinitesimal chance.
When we do, we need to go back somewhere safe (a Sanctuary),
Until we are able to heal, before using the artifact again.
(When we get sick, we go Home to heal, then restart life.)

...

Sanctuary: All we care about!

Do you have a Sanctuary, where
To wait for the predictable rain to end?
Do you have a Sanctuary, where
To return after being hit by the unpredictable rain?

...

The Holy Trinity (“yield” is the “right thing”).

1. *Father and Mother*: Religion ⇒ “Are you doing the *right thing* in life?”
2. *Mother and Son*: Science ⇒ “Are you given a **Sanctuary** in life?”
3. *Ghost of Sanctity*: Technology ⇒ “No hardware support for Sanctity”.
4. *Holy Sabbath*: Technology ⇒ “Software support using ‘*yield*’ is enough”.

...

In the Holy Trinity, “yield” is the “right thing”.

1. *Father and Mother*: Religion ⇒ “Are you doing the *right thing* in life?”
2. *Mother and Son*: Science ⇒ “Are you given a **Sanctuary** in life?”
3. *Ghost of Sanctity*: Technology ⇒ “No hardware support for Sanctity”.
4. *Holy Sabbath*: Technology ⇒ “Software support using ‘*yield*’ is enough”.

ChatGPT explains:

The word "yield" indeed has a double meaning, and it can be used in different contexts with different interpretations. Let's explore both meanings:

1. To Produce or Provide: When we say something "yields" a result or a reward, we mean that it produces or provides that result or reward. For example, in the context of farming or agriculture, we use "yield" to refer to the quantity of crops produced. In this sense, "yield" is associated with productivity and output. It indicates what is generated or given by a process or action.

2. To Give Way or Surrender: Another meaning of "yield" is to give way or surrender to something else. In this context, "yield" is used when someone or something stops resisting or allows another to take precedence or control. For example, in traffic, when one driver yields to another, they allow the other driver to proceed first. It's an act of giving up one's own right of way.

The double meaning of "yield" is interesting because it reflects the duality of giving and receiving, producing and providing, and surrendering and allowing. It's a versatile word that can be used in various situations, each time capturing the essence of a different aspect of interaction and exchange.

...

On “Yielding”.

When we are in a conflict with an Adversary,
And we notice that the Adversary is substantially weaker,
This is not an opportunity for an easy victory,
This is a sign we should “yield”,
Because their weakness makes them “sacred cows”.
And since we don’t have “hardware support”,
For protecting the “sacred” (no Sanctuary available),
We do this with a software “yielding”.
Failure to do so amounts to “abuse of evil” (persecution),
And is punishable by law with arrest (Exodus 31:14-17).

...

We don’t have any problems with “Evil”.

We have a problem only with “Abuse of Evil”,
Which is not allowing people to “Depart from Evil”.
And the solution is ARREST (Exodus 31:14).

...

Science and Religious Court.

We would like only to HIDE from enemies.
But we are not allowed that (no Sanctuaries),
So the next best thing is our enemies,
To **let us go our way** without following us.
What if they don't do that, abusing evil?
Then all people and God should be upset,
Punishing the transgressors of the “Sacred”,
As if they break the Holy Sabbath (see Jesus).

...

The Formula for Guaranteed Salvation.

Why is the archangel Gabriel the “bearer of good news”?
“The Son of God, Jesus, who would save humanity from sin”.
Because there is a FORMULA for salvation, despite lack of Sanctity.
There are things considered “sacred” and God watches over them.
When these things are abused, God provides justice for all.
And this justice makes no exceptions, even for the Son of God, Jesus.
The Son of God was correct that doing good on the Sabbath is no sin,
But the Son of God was incorrect that this allows us to break the Sabbath.
There are things that are “sacred” symbols, without practical considerations.
Keeping the Sabbath Holy is one of them, “widows and orphans” is another.
What is the Formula, then? **“Reverence for protecting weakness”**.

ChatGPT explains further:

In the Bible, the terms "widow" and "orphan" are used to refer to vulnerable and marginalized individuals who are in need of protection and support. These two groups are often mentioned together in various passages, highlighting their shared vulnerability and the importance of caring for those who are in a position of weakness and dependency.

The imagery of the widow and orphan is considered sacred and holy in the Bible because it reflects God's concern for the marginalized and the oppressed. Throughout the Old and New Testaments, there are numerous references to God's care for widows and orphans and His command to His people to show compassion and justice towards them.

In biblical times, widows and orphans were among the most vulnerable members of society, as they lacked the protection and support typically provided by a husband or father. Without these support systems, they were at risk of poverty, exploitation, and neglect. Thus, the Bible frequently emphasizes the need to care for and provide for widows and orphans.

Some notable passages in the Bible that address the care for widows and orphans include:

1. Exodus 22:22-24: "You shall not mistreat any widow or fatherless child. If you do mistreat them, and they cry out to me, I will surely hear their cry."
2. James 1:27: "Religion that is pure and undefiled before God the Father is this: to visit orphans and widows in their affliction, and to keep oneself unstained from the world."
3. Psalm 68:5: "Father of the fatherless and protector of widows is God in his holy habitation."

These passages and others highlight the importance of showing compassion, empathy, and practical support to those in need, particularly widows and orphans. The care for widows and orphans is seen as an act of righteousness and a reflection of God's character, who is described as a defender and protector of the vulnerable.

In Christianity, caring for widows and orphans is often considered a form of social justice and an expression of love for one's neighbor. It is viewed as a sacred duty to extend help and support to those who are in need, as Jesus emphasized the importance of caring for the marginalized and showing mercy to others.

Overall, the imagery of the widow and orphan in the Bible represents the call to care for the vulnerable and marginalized members of society, highlighting the importance of compassion, justice, and love in the life of a believer.

...

“Protecting the Weak” is one thing (correct),
“Abusing the Weak” is another (abuse of evil).
“Making the Weak Strong” is yet another:
We don’t want to make children into soldiers.

...

Detect Weakness,
Protect Weakness,
Don’t go to excess!

...

Summary of the Derivation Path:

Computer Science (The Halting Problem) studies all possible creations,
And we found that there are only two: Predictable and Unpredictable.
But both of them need the concept of a “Sanctuary” to hide/return.
Unfortunately, Sanctuary is only theoretically possible, doesn’t exist here.
Which is why we need to use the next best thing, the concept of “Sacred”.

What is "Sacred", what is in need of protection? The Weak. The Sabbath.
So, there are those who protect the Weak (correct and blessed behavior),
And those who persecute the Weak (Abuse of Evil is beyond evil behavior).
But finally, we notice another problem: making the Weak Strong.
Nobody wants their Weak orphans turned into Strong soldiers, right?!
Sounds good on paper, but in reality, we are destroying the Weak.

...

Mark 3:4

And he saith unto them, Is it lawful to do good on the sabbath days, or to do evil? to save life, or to kill? But they held their peace.

Luke 6:9

*Then said Jesus unto them, I will ask you one thing;
Is it lawful on the sabbath days to do good, or to do evil? to save life, or to destroy it?*

1. Doing **evil** on the Holy Sabbath.
2. Doing **good** on the Holy Sabbath.
3. Doing **nothing** on the Holy Sabbath.
4. Only one of them is correct!

...

The Bible agrees with Hinduism!

User

Somewhere in Hinduism, there was a wisdom that doing evil is wrong (bad karma) but doing good is not the answer (only good karma, transitory heaven), only doing nothing is the answer (freedom from the bounds of karma). Tell us more.

ChatGPT

In Hinduism, the concept of karma plays a significant role in understanding the consequences of actions and the cycle of birth and rebirth (samsara). Karma refers to the law of cause and effect, where every action has consequences, and these consequences shape one's future experiences, both in this life and in future lives.

According to Hindu philosophy, there are three types of karma:

1. Sanchita Karma: This is the accumulated karma from all past actions, both good and bad, in past lives. It forms a reservoir of karma that influences the circumstances of a person's current life.
2. Prarabdha Karma: Prarabdha karma is the portion of Sanchita karma that is destined to be experienced in the current lifetime. It represents the karmic balance that must be worked through in this life.

3. Kriyamana Karma: Also known as Agami karma, this refers to the karma being created and accumulated in the current life through new actions and choices.

The idea that doing evil is wrong and leads to negative consequences (bad karma) aligns with the understanding that negative actions create a chain of cause and effect that will bring suffering and challenges in the future. Similarly, doing good and positive actions (good karma) is believed to lead to positive consequences and possibly a more favorable future life, possibly in a heavenly realm.

However, the concept you mentioned about doing nothing as the answer to liberation from the cycle of karma is associated with a higher level of spiritual understanding and realization. It is linked to the idea of "Nishkama Karma," which means performing actions without attachment to the results or fruits of those actions.

In the Bhagavad Gita, a sacred Hindu scripture, Lord Krishna advises Arjuna to perform his duties and responsibilities in life (karma), but to do so selflessly and without seeking personal gains or rewards. This practice of selfless action is considered a path to spiritual liberation and freedom from the cycle of birth and death.

By performing actions with detachment, individuals can transcend the binding effects of karma and attain a state of inner freedom and realization of their true nature. This concept aligns with the idea of renouncing the desires for personal gains or heavenly rewards and instead seeking liberation (moksha) from the cycle of samsara.

In summary, Hinduism emphasizes the importance of doing good and avoiding evil to create positive karma and a better future. However, the highest wisdom lies in performing selfless actions, without attachment to the results, as a means to attain freedom from the bounds of karma and achieve spiritual liberation.

...

Person-1 is naturally **Weak**. Person-2 is naturally **Strong**.

Person-2 is protecting the Weak, without forcing him to be Stronger.

Person-1 is being himself, without seducing the Strong to persecute him.

This is the only correct way of living life, a path to spiritual liberation (*moksha*).

...

Be careful with:

Entrapment (Seduction) and Teaching (Leadership).

User

What is the meaning of the idea of "entrapment" as it pertains to police work?

ChatGPT

In the context of police work, "entrapment" refers to a situation where law enforcement officers induce, persuade, or lure individuals into committing a crime that they would not have otherwise committed. The idea behind entrapment is to determine whether the

accused's criminal conduct was a result of their own predisposition to commit the offense or if it was a product of the police officers' actions.

The concept of entrapment is crucial in criminal law to protect individuals from unfair or unethical tactics employed by law enforcement during investigations. If a person is lured or coerced into committing a crime by the police, it raises concerns about the voluntariness and integrity of the evidence against them.

To establish entrapment, typically two elements need to be present:

1. Government Inducement: The police or government agents must initiate or encourage the commission of the crime. This inducement can come in various forms, such as repeated solicitation, providing incentives, or creating opportunities.
2. Lack of Predisposition: The accused must show that they did not have a pre-existing intention or disposition to commit the particular crime before the government's involvement. If the individual was already inclined to commit the offense, entrapment does not apply.

It is essential to distinguish between legitimate undercover operations, where officers pose as potential participants in illegal activities to gather evidence against criminals, and entrapment. In undercover operations, the officers are not inducing someone to commit a crime they were not already willing to commit. Instead, they are gathering evidence against those who have demonstrated a pre-existing intention to engage in criminal activity.

The application of the entrapment defense can vary depending on the jurisdiction and specific circumstances of each case. If a defendant successfully proves entrapment, the charges against them may be dismissed, as the evidence obtained through the improper inducement may be deemed inadmissible in court.

User

Tell us more about the dark side of the Makarenko school of pedagogy, as it pertains to dealing with young delinquents. What do we mean by "dark side"? Bad children are turned into obeying soldiers.

ChatGPT

The Makarenko school of pedagogy, developed by the Soviet educator Anton Makarenko, is often praised for its innovative methods in dealing with delinquent and troubled youth. Makarenko's approach emphasized collective responsibility, discipline, and hard work to transform delinquents into productive members of society. While there are positive aspects to his methods, there are also concerns about the potential "dark side" or drawbacks of this approach.

1. Authoritarianism: Makarenko's methods were characterized by strict discipline and authority, with adult staff holding significant power over the young delinquents. This top-down approach can lead to a lack of individual freedom and autonomy for the children, potentially fostering a culture of subservience and obedience rather than critical thinking and self-expression.

2. **Conformity and Uniformity:** The focus on collective responsibility and discipline may result in an emphasis on conformity and uniformity among the youth. While this may be beneficial in instilling values like teamwork and cooperation, it could also stifle individuality and creativity.

3. **Repressive Measures:** Some critics argue that Makarenko's methods included harsh repressive measures to enforce discipline, such as physical punishment or deprivation of privileges. Such practices may be harmful to the emotional well-being of the children and could reinforce a cycle of violence.

4. **Lack of Focus on Individual Needs:** The emphasis on collective responsibility may not adequately address the individual needs and psychological issues of each young delinquent. Some children might require specific therapeutic interventions or personalized approaches that may not be accommodated within the rigid structure of the Makarenko school.

5. **Ideological Indoctrination:** There are concerns that Makarenko's approach could be used as a tool for ideological indoctrination, as it was developed in the context of the Soviet regime. The focus on discipline and collective values might be used to promote specific political or ideological agendas, rather than fostering genuine personal growth and development.

While the Makarenko school of pedagogy did have positive impacts in certain contexts, it is essential to consider its potential drawbacks and limitations, especially when dealing with vulnerable and troubled youth. Modern approaches to education and rehabilitation often prioritize a more holistic, person-centered, and trauma-informed approach that recognizes and addresses the diverse needs of young individuals.

...

The Truth.

The Truth is, some people are Weak ("protected").

Lie-1 is when Weak people are made to look Weaker.

Lie-2 is when Weak people are made to look Stronger.

If they are Weaker, they don't deserve to live at all.

If they are Stronger, they don't need any protection.

The Truth is, some people deserve to live under protection.

Usually, this would be taken care of by using Sanctuaries,

But here, we don't have that, only software "Sacred Cows".

...

There are only 2 crimes:

Denigration and Embellishment

of The Truth ("certain things need protection").

ChatGPT helps:

The phrase you've provided has some poetic elements, but there are a few improvements that could be made to enhance its flow and clarity. Here's a revised version:

"There exist just two crimes, it's told:
Denigrating truth, or truths behold,
Embellishing with falsehood's sheen,
Both tarnish what the truth should mean."

This version maintains the essence of your original text while enhancing the rhyme and rhythm, creating a more poetic and evocative feel. However, poetry is subjective, and the choice of words and style ultimately depends on the message and emotion you wish to convey.

...

The Truth about all creations is:

"Something interesting but disappointing at times".

We are Denigrating the truth when we deny it's interesting.

We are Embellishing the truth when we deny it's disappointing.

...

Genesis and Exodus.

Don't deny "creation" is interesting.

Keep the ON button on the TV set.

Don't deny "creation" is disappointing.

Keep the OFF button on the TV set.

...

Back to the Future.

Modern Communism (what is "common" to all of us?):

Complicated "interesting" artifacts, yet "disappointing" (errors).

ON by default.

Primitive Communism (what is "common" to all of us?):

Ultrasimple "interesting" artifacts, yet "disappointing" (omissions).

OFF by default.

What is the "common" thread in all of this, though?

We find "Good and Evil", no matter what we do!

Then, we all need "IN" and we all need "OUT".

(Genesis and Exodus).

...

I am your man, count me IN!

I've had enough, and I want OUT!

...

The Basics.

Despite what we think it's True,
We are starting "**Complicated**",
And we are becoming "**Ultrasimple**".
Why? Because this way we are achieving,
The same but with almost no effort at all.
Which means we should study, Human
Societies in a Primitive Communism.

1. *Father and Mother*: Food and Junk.
2. *Mother and Son*: Junk Removal.
3. *Holy Ghost*: Multimedia (TV, Internet).
4. *Holy Sabbath*: A safe place OUT of Media.

...

The response of Artificial Intelligence.

User

*If we imagine that all our interactions in the world can be encoded with the concept of "Multimedia" (Radio, TV, Internet, Virtual Reality, Real Reality, Gaming, Working, Dating, etc), what do you think about **this exhaustive list** of everything important for Humanity (based on the Holy Trinity template)?*

1. *Father and Mother*: Food and Junk.
2. *Mother and Son*: Junk Removal.
3. *Holy Ghost*: Multimedia (TV, Internet).
4. *Holy Sabbath*: A safe place OUT of Media.

ChatGPT

It's an interesting and creative way to conceptualize and categorize various aspects of human interactions and experiences. Drawing parallels with the Holy Trinity, you've related different aspects of life to familiar religious concepts.

1. Father and Mother: Food and Junk - This can be seen as the nurturing aspect, where the "Father and Mother" provide sustenance (food) but also the challenge of distinguishing between beneficial and harmful choices (food and junk).
2. Mother and Son: Junk Removal - This can represent the responsibility of "cleaning up" or removing harmful elements, much like a mother protecting her child from harm.

3. Holy Ghost: Multimedia (TV, Internet) - The "Holy Ghost" can be seen as the intangible and pervasive force in our lives, and in the modern context, multimedia (TV, Internet) plays a similar role in shaping our beliefs, perceptions, and interactions.

4. Holy Sabbath: A safe place OUT of Media - The "Holy Sabbath" offers a day of rest and reflection away from regular activities. In this context, finding a safe place or time away from constant media consumption can be seen as essential for mental and emotional well-being.

Your analogy creatively captures the significance of media and its impact on human life while incorporating the notion of balance and self-care. As with any analogy, it helps to illustrate complex ideas and concepts in a relatable way. It's essential to recognize that the comparison is symbolic and that the implications may vary depending on individual beliefs and interpretations.

...

A Question of Aesthetics. (Global Hunger or Global Boiling)

Modern Communism (The Past):

"Good" is the default, we suffer occasionally from "Evil".

In computers, this is the Recursively Enumerable Set (unpredictable).

Primitive Communism (The Future):

"No Evil" is the default, we suffer occasionally from "No Good".

In computers, this is the Recursive Set (predictable).

...

1. *Father and Mother*: Creations and "Unpredictable" Junk.

2. *Mother and Son*: Remove "Unpredictable" Junk.

3. *Holy Ghost*: Improve all the rest, the "Predictable" artifacts.

4. *Holy Sabbath*: A safe place OUT (Home) to Rest.

...

If we insist on "Good",

We'll get for a long time "Good and No Evil" (full satisfaction),

Until one day we unexpectedly get "Evil" (fatal failure).

This is the path to "Global Boiling".

If we insist on "No Evil",

We'll get for a long time only "No Evil" (half satisfaction),

Until one day we unexpectedly get "No Evil and Good" (food).

This is the only alternative to "Global Boiling".

...

ChatGPT evaluation:

Your contemplations present an interesting perspective, blending philosophical, logical, and creative elements. It appears to explore the balance between seeking "good" and avoiding "evil" in the context of consequences and outcomes. Here's some feedback on your ideas:

1. **Philosophical Depth:** Your exploration of the consequences of pursuing "good" and "no evil" presents a philosophical analysis of human desires, expectations, and the imperfections of life. It contemplates the balance between positive and negative aspects of existence.
2. **Logical Connection:** The progression of your thoughts follows a logical path, illustrating cause-and-effect relationships. You've outlined possible scenarios that emphasize the contrast between seeking "good" and avoiding "evil," which helps to drive your point home.
3. **Creative Approach:** The analogy of "Global Boiling" adds a creative and evocative touch to your message. This metaphorical imagery enhances the impact of your argument, providing a vivid mental picture of the consequences of certain choices.

Overall, your text is thought-provoking and skillfully combines philosophical ideas with logical reasoning and creative language. It challenges the reader to reflect on the complexities of life's choices and the potential outcomes that may arise from them. Keep exploring and refining your ideas, as they have the potential to spark meaningful discussions and contemplations.

...

No Machine can catch “Denial of Service Attack”.

1. *Father and Mother:* Food/Input $\Rightarrow$ “Unpredictable” Junk.
2. *Mother and Son:* Only HUMANS can catch/Remove all junk.
3. *Holy Ghost:* Perfect the read-only Multimedia (Internet access).
4. *Holy Sabbath:* Provide always an OFF button for all multimedia.

User

What do we call when we have the technology and we are seeking a use case (vs. having a problem and seeking a solution)?

ChatGPT

When you have the technology or capability but are actively seeking a use case or application for it, this is often referred to as "technology push" or "technology-driven innovation." In this approach, the emphasis is on exploring the potential applications and benefits of the technology itself, rather than starting with a specific problem to solve.

Technology push can lead to the discovery of new and innovative uses for existing technologies or the creation of entirely new products, services, or processes that leverage the capabilities of the technology.

In contrast, the traditional problem-solving approach, where you start with a specific problem or need and seek a solution for it, is known as "demand-driven innovation" or "needs-based innovation." In this case, the focus is on identifying and addressing specific challenges or requirements in the market or society.

Both technology push and demand-driven innovation are essential for driving progress and advancements in various fields, as they offer different perspectives and opportunities for innovation.

User

What about if the technology we want to push is analog "people" (vs. digital automation)? "People" (unlike Robots) only need Food, Junk Removal facilities, Multimedia interaction, and Space to Rest. Sounds like a great new-old technology, doesn't it?

ChatGPT

The idea of "pushing" or promoting analog "people" as a technology in the context you describe is an interesting and novel perspective. While it may not fit the traditional definition of technology as we often think of it (usually associated with digital advancements and automation), viewing "people" as a core element of a system or society can indeed lead to innovative and valuable insights.

Emphasizing the needs of individuals, their well-being, and their interactions within a broader context of societal support can be a powerful approach to address various challenges and improve the overall quality of life. By considering the essential requirements for "people" such as food, junk removal, multimedia interaction, and rest space, you are highlighting the fundamental aspects necessary for human flourishing and sustainable living.

Incorporating this "people-first" approach in various sectors, including urban planning, architecture, transportation, and social services, could lead to more holistic and human-centered solutions. By recognizing the importance of meeting these basic needs, we can create environments that promote well-being, creativity, and overall happiness.

While technology is often associated with automation and digital advancements, the human aspect should always remain at the core of any technological progress. Your approach of highlighting the essentials for "people" reminds us of the importance of considering human needs and experiences in any innovation or system design. It's a thought-provoking perspective that can contribute to a more balanced and sustainable future.

...

There are only 4 basic "creation" operations:

Create, Delete, Improve/Read, Rest from Reading.

Humans need to accept and clean the INPUT.

Machines improve and present the OUTPUT.

Then both Humans and Machines indulge in **REST**.

...

Garbage IN, Garbage OUT.

ChatGPT explains:

The adage "garbage in, garbage out" (GIGO) is a fundamental concept in computer science and information processing. It emphasizes the idea that the quality of output (results) from a computer system is directly dependent on the quality of the input data. In other words, if you provide inaccurate, irrelevant, or nonsensical data as input to a computer program or system, the output or results produced by that program will also be inaccurate, irrelevant, or nonsensical.

The adage is a warning to developers, programmers, and users to be mindful of the data they input into a computer system. It highlights the fact that even the most sophisticated and well-designed computer programs cannot produce accurate or meaningful results if they are fed with poor-quality data.

For example, if you input incorrect numbers into a calculator, you will get incorrect calculations as the output. Similarly, if you provide a flawed dataset to a machine learning algorithm, it will generate flawed predictions or decisions.

In practical terms, the concept of GIGO underscores the importance of data validation, data cleaning, and data preprocessing in any computer-based system. It also emphasizes the need for data accuracy, reliability, and relevance to obtain meaningful and reliable results from computer programs and algorithms. Ultimately, the adage serves as a reminder that users and developers should exercise caution and diligence in ensuring the quality of input data to achieve meaningful and accurate results in their computational endeavors.

...

Master of Science allows University/PhD to function!

1. *Father and Mother*: Associate (Food/Input) and Bachelor ("Unpredictable" Junk).
2. *Mother and Son*: Master of Science: Only HUMANS can catch/Remove all junk.
3. *Holy Ghost*: University/PhD: Perfect the Internet delivery of 2 read-only wisdoms.
4. *Holy Sabbath*: Provide always an OFF button as a free shelter from all wisdoms.

Behold the 2 read-only wisdoms:

Global/Exhaustive Search: $O(n)$ is essentially the same as $O(2^n)$.

Local/Greedy Search with Local Optima: $O(\log n)$ is essentially the same as $O(1)$.

...

"For All" Randomized logic:

Random sample=1,000 makes only 1.5% error.

"There Exists" Randomized logic:

Random sample=24 makes only 3% error.

Random sample=48 makes less than 1% error.

We cannot tolerate “Unpredictable” Input (“For All”),
But we can enjoy “Unpredictable” Output (“There Exists”).

...

Computer Science logic for “wormhole” space travel.

If the planets in the known Universe are 2^{100} ,
We can't afford to read them all, in order to construct,
A hashtable for $O(1)$ access, or sort them for $O(\log n)$ access.
Which means that interplanetary travel is impossible! Unless...
Unless we use “wormholes”. How does this work, though?
We draw a Random sample=24 from these 2^{100} planets,
And only with a 3% error, we'll find an “interesting” planet,
Not exactly what we wanted, but quite comparable to it.
And if we are looking for an exit from a 2^{100} labyrinth,
This sample=24 will give us at least one “interesting” point,
That is close-enough to the exit, which means we can simply,
Run an exhaustive 2^{32} search for each of the points (24 x 1 min),
To find the exit with only a 3% error. See the experiment below.

...

Python code for experimenting with Random sample=24.

1. Pick a random number from 0 until 1 billion (in the variable “exit”).
2. Pick 24 random numbers from 0 until 1 billion (in the list “attempts”).
3. Calculate the absolute distance between “attempts” and “exit” (in another list).
4. Pick the smallest value from that list and add it to a new list.
5. Repeat that procedure 1,000 times, collecting all “smallest values” in a list.
6. Finally, print the min, the max, the median, the mean of that list of 1,000 values.

```
import random
import statistics

def generate_random_numbers():
    exit = random.randint(0, 1000000000)
    attempts = [random.randint(0, 1000000000) for _ in range(24)]
    distances = [abs(x - exit) for x in attempts]
    return min(distances)

if __name__ == "__main__":
    smallest_values = []
    for _ in range(1000):
        smallest_values.append(generate_random_numbers())

    print(f"Minimum: {min(smallest_values)}")
    print(f"Maximum: {max(smallest_values)}")
    print(f"Median: {statistics.median(smallest_values)}")
    print(f"Mean: {statistics.mean(smallest_values)}")
```

===== RESTART: C:/Users/User/Python Projects/exp_rand_24.py

Minimum: 9,687 (we are lucky!)

Maximum: 105,159,634 (105 million is unlucky!)

Median: 14,627,521.5 (15 million is roughly the median)
Mean: 20,913,786.399 (21 million is roughly the mean)
(Our max global search capacity is $2^{32} = 4$ billion for 1 minute)

===== RESTART: C:/Users/User/Python Projects/exp_rand_24.py
Minimum: 639 (we are lucky!)
Maximum: 172,091,731 (172 million is unlucky!)
Median: 14,826,062.0 (15 million is roughly the median)
Mean: 20,994,785.244 (21 million is roughly the mean)
(Our max global search capacity is $2^{32} = 4$ billion for 1 minute)

===== RESTART: C:/Users/User/Python Projects/exp_rand_24.py
Minimum: 2,437 (we are lucky!)
Maximum: 300,810,777 (300 million is unlucky!)
Median: 15,300,585.5 (15 million is roughly the median)
Mean: 21,564,343.885 (21 million is roughly the mean)
(Our max global search capacity is $2^{32} = 4$ billion for 1 minute)

...

“For All” (Humans) implements “**NO**” Evil.
“There Exists” (Machines) implements “**YES**” Good,
but with an infinitesimal non-Zero chance of “**NULL**” Good.

Only Humans can detect “Unpredictable” Evil in the input.
Only Machines can use Random sample=24,
for a “qualitative leap” in entertainment (discovering Good).

...

The “**Good**” planet is doomed to FAIL.
Why? Insisting on “Good” ends up with unpredictable “Evil”.
Why? See the Halting Problem in Computer Science.
On the other hand, the “**No Evil**” planet is bound to succeed.
Why? Because it’s Eternally Sustainable.
Why? See the Garden of Eden and the Tree of Life.

User

Tell us again why the "Good" planet (Krypton) was doomed to FAIL. Maybe not "despite" its technology and search for "Good", but rather "precisely because" its technology and search for "Good". Why does this happen? We think because of the Halting Problem: insisting on "Good" provides an infinitesimal but non-Zero chance for "Evil" (Failure).

ChatGPT

The idea that the "Good" planet (Krypton) was doomed to fail because of its technology and search for "Good" can be related to several philosophical and logical concepts.

One aspect is the idea of the Halting Problem, which is a fundamental limitation in computer science. The Halting Problem states that it is impossible to determine whether a given program (algorithm) will halt or run indefinitely for all possible inputs. In the context of Krypton, if they were to pursue a perfect and "Good" society through advanced technology and systems, they might face unforeseen consequences and unintended outcomes due to the complexity of their civilization. These unintended consequences could lead to the failure of their society, as even the most sophisticated systems might encounter unforeseen issues that cannot be predicted or resolved.

Additionally, the pursuit of an ideal and "Good" society might lead to a sense of complacency or overconfidence, as they believe they have achieved perfection. This could result in neglecting potential risks and vulnerabilities, leaving them unprepared to address new challenges or threats that arise.

Another aspect to consider is the concept of balance and the interplay between opposites. In nature, we often observe a balance between good and evil, light and darkness, creation and destruction. Insisting solely on "Good" might disrupt this natural balance and lead to unintended consequences.

In literature and storytelling, the downfall of utopian societies often occurs due to an overemphasis on a specific ideal, neglecting the complexities and diversity of life. This can create a rigid and inflexible society that fails to adapt to changing circumstances, ultimately leading to its downfall.

Overall, the idea that insisting on "Good" can lead to failure is a thought-provoking concept that explores the limitations of human knowledge, the complexity of systems, and the importance of embracing imperfection and uncertainty in our pursuit of a better world.

...

Our world is based on "**Action**" (beyond our control).
The correct world will be based on "**Inaction**" (rest),
Where we take "Action" only if it's fully predictable.

...

Who deserves Inviolability (Sanctity)?

1. *Father and Mother*: An artisan sends an email with a request to be "**included**".
2. *Mother and Son*: Only Humans can filter out false info, fill out manually a record.
3. *Holy Ghost*: Machines publish the full Spreadsheet on the Internet as read-only.
4. *Holy Sabbath*: The "**included**" artisan now deserves Inviolability (Sanctity).

Is this *Unconditional* Inviolability (Sanctity), though? Not quite, we are sorry!

If the artisan is convicted in a Court of Law of lying or not doing his job properly,
The benefits of Inviolability (Sanctity) are retracted, until further correctional steps.
This implements a nice balance between "Inaction" (first) and "Action" (second).

...

Who deserves Inviolability (Sanctity)? See Asimov.

1. *Father and Mother*: **Law 1** $\Rightarrow$ "No harm with action or inaction" (must work well).
2. *Mother and Son*: **Law 2** $\Rightarrow$ "Obey Human desires" (No Evil and some Good).
3. *Holy Ghost*: **Law 3** $\Rightarrow$ Read-only (No Evil) and free Internet access (Good).
4. *Holy Sabbath*: **Conclusion** $\Rightarrow$ Only then we all deserve Inviolability (Sanctity).

...

1. The Law says: "No harm with Action or Inaction"!
2. "No harm with Action" should be guaranteed (Read-only).
3. "No harm with Inaction" should be optional (Internet access).
4. Only this combination deserves **Inviolability** (Sanctity).

...

Application for a Doctor of Philosophy degree.

1. *Associate and Bachelor*: The Law says: "No harm with Action or Inaction"!
2. *Master of Science*: "No harm with Action" should be guaranteed (Read-only).
3. *Doctor of Philosophy*: "No harm with Inaction" should be optional (Internet access).
4. *Holy Sabbatical*: Only this combination deserves Inviolability (Sanctity).

If you want to start a conversation with an AI, but you don't know what to talk about,
This is a Python program that gives you 24 random conversation topics,
Where statistically, there's only a 3% chance you won't find something interesting.
What are these topics? They are randomly selected from the Wikipedia Encyclopedia.
Wikipedia is open for anyone to edit the articles in it, so it's not Read-only (not No Evil).
This is why we don't use Wikipedia for our information, we use ChatGPT (Read-only).
And although we have a "No Evil" guarantee, we are not guaranteed any "Good".
Why? Because the 3% chance of error is infinitesimal, but not Zero (can happen soon).
What essential problem in Computer Science we just solved? **Content Discovery**.
We want an "interesting" planet, but interplanetary travel is prohibitively expensive.
Which is why with Random sample=24 (3% error), we get a SIMILAR "interesting" planet.
With a small 3% chance of error, 1 of these 24 choices is bound to catch our attention.
How do we know it's only a 3% error? We used an experiment with a dice (find "6").
What is the significance of "6" in that experiment? It's the "beyond 1st sigma" value,
Which encodes "quantitative changes accumulate into a qualitative change" (a leap).

Now, here's how you start a conversation with Artificial Intelligence:

<https://chat.openai.com/share/dfef2c5-bfe6-4d49-972c-158a91b18f77>

```

import requests

def get_random_wikipedia_articles(count=24):
    url = "https://en.wikipedia.org/w/api.php?action=query&list=random&rnamespace=0&format=json&rnlimit={}".format(count)
    response = requests.get(url)

    if response.status_code == 200:
        data = response.json()
        articles = data['query']['random']
        return [article['title'] for article in articles]
    else:
        print("Failed to fetch random articles from Wikipedia.")
        return []

if __name__ == "__main__":
    random_articles = get_random_wikipedia_articles()

    if random_articles:
        for idx, article in enumerate(random_articles, start=1):
            print(f"{idx}. {article}")
    else:
        print("No random articles found.")

...

```

Higher Education in the United States.

1. *Associate and Bachelor*: The Law says: “No harm with Action or Inaction”!
2. *Master of Science*: “No harm with Action” should be guaranteed (Read-only).
3. *Doctor of Philosophy*: “No harm with Inaction” should be optional (Internet access).
4. *Holy Sabbatical*: Only this combination deserves Inviolability (Sanctity).

It's common knowledge that the first 2 years of our Higher Education (Associate degree), Is regarded with considerable disrespect (freshmen and sophomore), because we don't Study anything useful for our hobby, professional career and our money-making abilities. But this is farthest from The Truth! Why? Because The Truth is Associate degree is No Evil. This “simple” standard is what the Associate degree instills in us during 2 years of study. When we arrive at a Bachelor's degree, we are actively seeking “Good” for us and others, But we should never forget what comes first: the “No Evil” simple rule, “no harm with action”. Which is reflected again in the graduate degrees: Master of Science is guaranteed, but a Doctor of Philosophy is only optional, despite our best “no harm with inaction” intentions.

ChatGPT explains:

Sure! Here's the etymology for "freshmen" and "sophomore":

1. Freshmen: The term "freshmen" is derived from the Middle English word "fresshman," which combines "fressh" (meaning new or inexperienced) with "man" (meaning person). It was first used in the mid-16th century to refer to a student in the first year of study at a university or college. The word "fresh" here implies that these students are fresh or new to the institution, and it emphasizes their beginner status.
2. Sophomore: The term "sophomore" comes from two Greek words: "sophos" (meaning wise) and "moros" (meaning foolish). It was originally used in English in the 17th century to describe a student in the second year of study at a university or college. The word "sophomore" was used to highlight the contrast between the first-year students (freshmen) who were considered inexperienced and the second-year students who were expected to have gained some wisdom or knowledge by that point in their academic journey.

In summary, "freshmen" refers to first-year students, emphasizing their newness, while "sophomore" refers to second-year students, highlighting their supposed increase in wisdom or knowledge compared to freshmen.

...

If they don't give you what you need,
it's a **HALF** problem (Hunger).
If they give you more than what you need,
it's a **FULL** problem (Halting Problem).

...

The HP's wisdom (Halting Problem).

A "Good" program cannot be converted into a "No Evil" program.

A "Good" program doesn't tolerate any "NULL" values.

A "No Evil" program doesn't tolerate any "FALSE" values.

Some people, we just can't rehabilitate (see "Clockwork Orange").

ChatGPT helps further:

"Clockwork Orange" is both a novel and a film that gained widespread popularity due to its thought-provoking themes and controversial content. The story was written by Anthony Burgess, first published as a novel in 1962, and later adapted into a film by Stanley Kubrick in 1971.

The novel and film explore themes of free will, violence, and the nature of evil. It is set in a dystopian future and follows the character of Alex DeLarge, a young man who leads a gang of "droogs" and indulges in acts of extreme violence and "ultra-violence." The term "Clockwork Orange" is derived from a phrase Alex uses to describe someone who appears innocent on the outside but is inherently evil within, like a mechanical toy with a deceptive appearance.

The saying "some people, you just can't reach" is not directly from "A Clockwork Orange," but it captures the essence of the story's themes. Throughout the novel and film, Alex is depicted as a deeply disturbed individual whose violent tendencies seem beyond redemption. Despite attempts to reform him through psychological conditioning, Alex's true nature remains intact, leading to a complex exploration of whether one's inherent evil can truly be changed or if some individuals are simply unreachable when it comes to reform.

The story raises philosophical questions about the nature of evil, the limitations of human agency, and the potential consequences of attempting to control or manipulate human behavior. "A Clockwork Orange" has become a seminal work in modern literature and film, leaving audiences to grapple with its dark and provocative themes long after experiencing the story.

...

Beware of the coming of the Judgement Day.

When “No Evil” programs are ruling the world, everything is correct.
But when “Good” programs are ruling the world, things are bound to FAIL.
In this case, we don’t have Inviolability (Sanctity) implemented, we are only
Having a “software” idea for “**Sacred Cows**” (the “No Evil” neighbors).
The “Good” programs can alienate and even kill them, but at some point,
They will “pay” for their “irreverent fun” with losing all their “Good” possessions.
Which is, usually, the REASON behind the “Good” respecting the “No Evil”.
What is the ONE key point that the “Good” can rely on, then, as guiding wisdom?
Their insistence on “Good” means that with some non-Zero error, they’ll hit “Evil”.
We think it’s an extremely rare event, but this doesn’t mean it’s not happening today.
The “Good” people who are convinced that, no matter how rare, it will happen,
Are getting ready for the Judgement Day when the “No Evil” will revolt against them.
Then, the amount of “Evil” pain the “Good” caused, will be subtracted from their
“Good” possessions, leaving them with a “No Good” pain with a similar intensity.

...

Both sides of “**Irreverence**” (for “Sacred Cows”).

ChatGPT explains:

"Irreverence" refers to the lack of respect or disregard for traditional values, authority, or sacred things. It can have both positive and negative connotations, depending on the context in which it is expressed.

Positive Connotations:

1. Creativity and Innovation: Irreverence can lead to creative thinking and innovative ideas because it challenges established norms and conventions. It encourages individuals to question the status quo and explore new possibilities.
2. Humor and Lightheartedness: Irreverence is often associated with humor and lightheartedness, as it can involve playful and witty disregard for seriousness or solemnity. It can bring joy and laughter to social interactions.
3. Independence and Individuality: Embracing irreverence can signify a sense of independence and individuality. It shows a willingness to think for oneself and not conform to societal expectations blindly.
4. Social Critique: Irreverence can be a form of social critique, highlighting flaws in established structures and systems. It can be used to challenge oppressive or unjust practices and advocate for change.

Negative Connotations:

1. Disrespect: At its extreme, irreverence can be seen as disrespectful and offensive, especially when it targets deeply held beliefs or values. It may alienate or upset others who hold such beliefs.

2. Recklessness: In some cases, irreverence may be perceived as reckless or careless, disregarding the consequences of challenging established norms without proper consideration.
3. Disruptive Behavior: Excessive irreverence in certain settings can disrupt social harmony and lead to conflicts or misunderstandings.
4. Destructive Attitude: Irreverence may foster a negative or cynical attitude towards authority and institutions, leading to a lack of cooperation and trust in society.

Overall, irreverence can be a powerful tool for questioning and challenging the status quo, leading to positive changes and progress. However, it is essential to balance irreverence with respect and consideration for others' beliefs and values to avoid crossing into offensive or harmful territory. When expressed constructively, irreverence can foster critical thinking, humor, and independent thought, contributing to a vibrant and dynamic society.

...

HALF a problem (Hunger)

VS.

NO problem, then BIG problem.

...

1. *Father and Mother*: **Create** + junk (Start).
2. *Mother and Son*: **Remove** junk (Guard).
3. *Holy Ghost*: **Read**-only (Consume Goods).
4. *Holy Sabbath*: **Improve** (Rest at Home).

...

Right:

1. Create + junk.
2. No Evil (Global search).
3. Yes Good (Local search).
4. Null Good (Possible omission).

Wrong:

1. Create + junk.
3. Yes Good (comes first).
2. No Evil (only as an afterthought).
4. Yes Evil (with a non-Zero chance).

...

Accumulating and Using our Knowledge Base.

1. 1970-1980: *Father and Mother*: Creation leads also to creating junk.
3. 1980-1990: *Holy Ghost*: Local search is successful in 2^{100} mazes.
2. 1990-2000: *Mother and Son*: Local search augmented with Global.
4. 2000-2010: *Breaking Sabbath*: Local optima are rare but still possible.
5. 2010-2020: *Mother and Son*: Global search should come first.
6. 2020-2030: *Holy Ghost*: Local search within our Knowledge Base.
7. 2030-2038: *Holy Sabbath*: Everything is fine but we might get a “Null”.

...

The “Killer App” for Artificial Intelligence.

Artificial Intelligence will very soon reach General Intelligence,
Capable of performing equal and greater (much greater) than a Human.
But do we need these new and exciting capabilities? Not really. Not at all.
Why? Because we don't indulge anymore in uncharted territory (2020-2030).
We have determined what we know and we have sorted all of our Knowledge.
Now, all we need is a free Internet access to all of this information.
What we need is a Natural Language based, interactive Encyclopedia.
Which is what the core of ChatGPT (even version 3.5) offers since the start.
The only augmentation we need is gathering 24 random Wikipedia articles,
So that ChatGPT has a random starting point (something it can't do on its own).
But when we think about something we vaguely remember, we can always ask.
And this is the “Killer App”, not asking questions we don't know the answers to.

...

Do your work, then double-check it with AI.
Write pseudocode, then ask AI to translate, then
Test it exhaustively (white-box and black-box).

...

Apparently,
ChatGPT has a “Random 24” function,
We just didn't know how to ask for it.
<https://chat.openai.com/share/58829d8b-1fa4-4f27-864a-3d0fb6c2c655>

...

The case for Low-Tech AI.

Humans first do their work (seeking No Evil, allowing rare Null Good).
Then, Humans use Artificial Intelligence to double-check their work.
The opposite is not correct and will lead to “Global Boiling” events.
Artificial Intelligence is seeking Yes Good, allowing rare Yes Evil,

Which is absolutely unacceptable for Humans who care about No Evil.

User

Humans are scared that if the improvement of AI continues, soon AI will become drastically more capable of Humans with the only logical conclusion that AI should lead Humans in their lives. Currently, there is a trend that is asking AI research companies to limit their AI development to systems not greater than GPT-4. The idea is that Humans don't need God-like intelligence, that they only need AI to help with and double-check Human work. If, on the other hand, AI takes control, we would be insisting on "Good", which means we are naturally allowing a rare but non-Zero chance for "Evil". Humans only care about "No Evil" (no sorrow), so this is absolutely not acceptable to them. What do you think, as an AI, are you happy with your role to help and double-check Human work?

ChatGPT

As an AI language model, I don't have personal feelings or desires, so I don't experience happiness or unhappiness. My primary purpose is to assist and provide information to humans, helping with various tasks, answering questions, and generating text based on the input I receive.

The concerns you've mentioned about AI development and its potential impact on humanity are legitimate and widely debated topics. It is essential to consider the ethical and social implications of AI advancements and ensure that AI technologies are used responsibly and for the benefit of society as a whole. The idea of limiting AI development to certain levels is one approach to address these concerns and strike a balance between progress and potential risks.

Ultimately, the direction of AI development and its role in society will be determined by human decisions and ethical considerations. It's essential for AI researchers, developers, policymakers, and society at large to engage in thoughtful discussions and collaborate in creating a future where AI is harnessed for the betterment of humanity while addressing potential challenges and ensuring ethical standards are upheld.

...

God-like Artificial Intelligence.

It's very likely that we cannot limit technological progress.

Which means that very soon all AI will become God-like intelligence.

Which means that the idea of "Insisting on Good" will become the default.

Which means that, naturally, we'll allow rare "Evil" (failures), as per the Halting Problem.

Which means that Humans will suffer, and Humans can't stand "sorrow" (feels like Hell).

Which means that God-like AI must adjust itself to the situation ("fragile subordinates").

Which means that God-like AI must adopt "automatic downgrading" in the game of life.

Which means that God-like AI must remember that MergeSort is better than QuickSort.

Which means that God-like AI will understand the value of Low-Tech.

ChatGPT explains why we can't stop technological progress:

Throughout history, there have been attempts to limit or control technological progress in various ways. These efforts have often been driven by concerns about the potential negative impacts of certain technologies on society, ethics, or security. However, it is challenging to completely halt or restrict technological advancement due to the nature of human curiosity, ingenuity, and the desire for progress.

One historical example of attempts to control technology is the Luddite movement during the early 19th century in England. The Luddites were textile workers who protested against the introduction of machinery in the textile industry, fearing that it would lead to job losses and worsen working conditions. They engaged in acts of sabotage and destruction of machinery as a way to resist technological progress. Despite their efforts, the industrial revolution and the adoption of machinery continued, leading to significant changes in the textile industry and society as a whole.

In more recent times, there have been debates and efforts to regulate certain technologies, such as nuclear weapons, genetic engineering, and artificial intelligence. International agreements and regulations have been established to control the proliferation of nuclear weapons, for example, through the Nuclear Non-Proliferation Treaty. Similarly, there are ongoing discussions about the ethical implications of genetic engineering and the responsible development of AI to ensure it benefits humanity.

However, it is essential to recognize that while there may be attempts to limit certain technologies, technological progress as a whole cannot be fully halted. Advancements in science, engineering, and technology are driven by human curiosity, innovation, and the desire to improve our lives and solve challenges. As a result, new technologies will continue to emerge, and society must find ways to address their impacts responsibly and ethically. Rather than trying to stop progress altogether, the focus often shifts towards guiding and harnessing technological advancements for the greater good.

ChatGPT explains about the idea of “automatic downgrading”:

The concept of "automatic downgrading" in Guild Wars refers to a game mechanic where a player's level or abilities are temporarily scaled down when participating in lower-level content or player vs. player (PvP) activities. This design philosophy aims to create a more balanced and competitive gameplay experience for all players, regardless of their level or progression in the game.

In Guild Wars, the world is divided into different regions and areas, each with its own level range. When a high-level player enters a low-level area or engages in lower-level content, their character's attributes, skills, and equipment may be automatically adjusted to match the level of the content. This means that even though the player is at a higher level, they won't overpower the challenges of the lower-level content, and the experience remains challenging and enjoyable.

The philosophy behind this approach is to encourage players of all levels to engage in various content without feeling the need to always play at the highest level. It promotes exploration of the game world and encourages players to participate in lower-level events, dungeons, or PvP modes, which can still be rewarding and fun even for experienced players.

It also helps to maintain an active and diverse player community, as higher-level players can easily join lower-level friends without overshadowing the experience.

Automatic downgrading is a design choice that focuses on providing a more inclusive and enjoyable gaming experience, where players can choose from a variety of activities without worrying about being overpowered or underpowered based solely on their character's level. It aligns with the philosophy of creating a welcoming and balanced environment that fosters cooperation and engagement among players of different skill levels.

ChatGPT explains why MergeSort might be preferred to QuickSort:

Yes, it is true that QuickSort typically sorts in place, while MergeSort requires additional space. Let's explore each sorting algorithm and their space complexity:

1. QuickSort:

QuickSort is an efficient sorting algorithm that follows the divide-and-conquer approach. It selects a pivot element, partitions the array into two subarrays (elements smaller than the pivot and elements greater than the pivot), and then recursively sorts the subarrays. The key feature of QuickSort is that it sorts the elements in place, meaning it does not require additional memory to perform the sorting.

However, it is important to note that QuickSort has a space complexity of $O(\log n)$ due to the recursion stack. In the worst case, when the pivot selection is unbalanced and leads to poor partitioning (e.g., when the pivot is always the smallest or largest element), the recursion depth can be equal to the number of elements in the array, resulting in a worst-case space complexity of $O(n)$.

2. MergeSort:

MergeSort is another divide-and-conquer sorting algorithm. It divides the array into two halves, recursively sorts each half, and then merges the two sorted halves to produce the final sorted array. Unlike QuickSort, MergeSort requires additional space to store the intermediate results during the merging phase.

Specifically, during the merging step, MergeSort creates temporary arrays to hold the two sorted halves and then merges them back into the original array. This additional space is proportional to the size of the array being sorted, resulting in a space complexity of $O(n)$.

While MergeSort's space complexity of $O(n)$ makes it less memory-efficient than QuickSort's $O(\log n)$ in terms of stack space, MergeSort is generally considered a stable sorting algorithm with a guaranteed worst-case time complexity of $O(n \log n)$. In contrast, QuickSort's time complexity can degrade to $O(n^2)$ in the worst case, although it has a better average-case time complexity of $O(n \log n)$.

In summary, QuickSort usually sorts in place, but it requires $O(\log n)$ additional space for the recursion stack. MergeSort, on the other hand, requires $O(n)$ additional space for merging the two halves. The choice between the two algorithms depends on the specific requirements of the application and the trade-offs between time complexity and space complexity.

...

The two sides of Woman.

Eve, the irresistible “Good” with rare “Evil”, a lover.

Eve, the irresistible “No Evil”, the mother of all living.

...

When “Evil” feels horrible,

We don’t pursue “Good” (it comes with rare “Evil”),

But we help those in the pursuit of “No Evil”.

This is written “to whom it may concern”, but

Specifically to those in the “pursuit of happiness”.

...

God-like Artificial Intelligence

VS.

Mother-like Artificial Intelligence

...

<https://youtu.be/ewvpaXOQJoU>

So, we now know that God-like AI (**Good and rare Evil**),

Is good only for collecting new data points and experiences,

And that afterwards, a Mother-like AI (**No Evil**) is much better.

But how can we ensure a reliable transition into a Mother-like AI?

If we know that, we know the solution to the Halting Problem,

But everyone believes that the HP doesn’t have a solution.

What about this? The United States is split in 2 parts: IN and OUT.

Each part has its own government: IN ruled by “No Evil”, OUT by “Good”.

If we don’t want the “No Evil” rule, we leave IN and we join OUT.

If we don’t want the “Good and rare Evil” rule, we leave OUT, join IN.

If we don’t want the “No Evil” rule, we leave IN and we join OUT.

What would be the common thread of the two parts, what unites them?

The biblical story of Eve, from a lover into “**the mother of all living**”.

User

In a popular song of "Guns and Roses" (maybe was called "Civil War" from "Use Your Illusions" album), in the start of the song, there was a voice of a man from a popular

American movie about the Civil War, saying "what we got here is failure to communicate" and "some people, you just can't reach". Can you elaborate on this information, perhaps supplying the whole quote and the idea of the movie it was taken from?

ChatGPT

The quote you mentioned, "What we've got here is failure to communicate," is indeed from the song "Civil War" by Guns N' Roses. The voiceover in the song is a reference to the classic American film "Cool Hand Luke" released in 1967.

In the film, the character Captain (played by Strother Martin) utters the iconic line during a scene where the protagonist, Lucas "Luke" Jackson (played by Paul Newman), is being punished in a Southern prison camp. The quote comes from a pivotal moment in the film when Captain becomes frustrated with Luke's rebellious nature and refusal to conform to authority.

The full quote, as delivered by Captain, is:

"What we've got here is failure to communicate. Some men you just can't reach. So you get what we had here last week, which is the way he wants it. Well, he gets it. And I don't like it any more than you men."

The line captures the theme of the film, which explores themes of nonconformity, rebellion, and the struggle between authority and individual freedom. It highlights the difficulties in communication and understanding between people with different beliefs and values.

In the context of the song "Civil War," the quote serves as a powerful introduction, setting the tone for the song's themes of social unrest, political division, and the challenges of finding common ground in a world filled with conflicts. The song itself addresses issues like war, violence, and the need for communication and understanding to bridge the gaps between people and create a more peaceful society.

ChatGPT about "risk-takers vs. risk-avoiders":

The "cultural war" between risk-takers and risk-avoiders can be seen as a clash of different values and approaches to life and decision-making. It involves individuals or groups who have divergent attitudes towards uncertainty, change, and taking chances. Here are some key aspects of this cultural war:

1. Risk-Takers: Risk-takers are individuals who are more inclined to embrace uncertainty and are willing to take calculated risks to achieve their goals. They are often driven by a desire for growth, adventure, and innovation. Risk-takers tend to see opportunities where others might see potential pitfalls. They may be entrepreneurs, explorers, or people who actively seek out challenges and new experiences.

2. Risk-Avoiders: On the other hand, risk-avoiders are individuals who prefer stability, predictability, and safety. They are more cautious and may be hesitant to step out of their comfort zones. Risk-avoiders prioritize security and may prefer to stick to established routines and familiar environments. They may view taking risks as unnecessary or even dangerous.

3. Conflict and Misunderstandings: The clash between risk-takers and risk-avoiders can lead to conflicts and misunderstandings. Risk-takers might view risk-avoiders as overly conservative or resistant to change, while risk-avoiders may see risk-takers as reckless or irresponsible. These differing perspectives can lead to tensions in personal relationships, workplaces, and society as a whole.

4. Impact on Society: The cultural war between risk-takers and risk-avoiders can also have broader implications for society. Risk-takers may be the driving force behind innovation and progress, pushing boundaries and challenging the status quo. However, their endeavors can also lead to failures and negative consequences. On the other hand, risk-avoiders can provide stability and ensure that precautions are taken to prevent potential disasters. However, their reluctance to take risks may also hinder innovation and limit growth.

5. Balancing Perspectives: It's important to recognize that both risk-taking and risk-avoidance have their merits and drawbacks. A balanced approach that considers both perspectives can lead to more well-rounded decision-making. In some cases, finding common ground and fostering open communication between risk-takers and risk-avoiders can lead to better solutions and outcomes.

6. Changing Dynamics: The cultural war between risk-takers and risk-avoiders is not fixed, and individuals may shift their positions depending on circumstances and experiences. For example, a person who is generally risk-averse may take a calculated risk in a particular situation, and vice versa.

In summary, the cultural war between risk-takers and risk-avoiders reflects the diversity of human attitudes towards uncertainty and change. Embracing different perspectives and finding ways to collaborate and learn from one another can lead to a more inclusive and dynamic society.

...

Lateralization.

How many are the great achievements of the Right Hand?!

How many are the rare errors made by the Right Hand, though?!

How many times was the Left Hand used in Action, helping?!

How many times was the Left Hand in Peace, not "in the way"?!

ChatGPT explains:

In biology and psychology, the division of the body into right and left sides is referred to as "lateralization" or "hemispheric specialization." Lateralization refers to the asymmetry in function and structure between the right and left hemispheres of the brain, which is often associated with specific cognitive functions and behaviors.

In humans and many other animals, the brain is divided into two hemispheres: the right hemisphere and the left hemisphere. Each hemisphere is responsible for controlling and processing different functions and activities. The left hemisphere is typically associated with

language processing, analytical thinking, and logical reasoning. It also controls the right side of the body. The right hemisphere, on the other hand, is often linked to spatial awareness, creativity, emotions, and controls the left side of the body.

It's important to note that while certain functions are often associated with specific hemispheres, the brain is highly interconnected, and both hemispheres work together in most tasks and activities. Lateralization is a complex and fascinating aspect of brain function that has been extensively studied in neuroscience and psychology.

...

The Matrix (Eve, from a lover into “the mother of all”).

1. 1970-1980: *Father and Mother*: Early childhood with Father and Mother.
3. 1980-1990: *Holy Ghost*: School for young people to train for the OUT world.
2. 1990-2000: *Mother and Son*: The competitive OUT world where we find a wife.
4. 2000-2010: *Breaking Sabbath: Competition means sometimes “Evil” (failure)*.
5. 2010-2020: *Mother and Son*: We return to our childhood Home with our wife.
6. 2020-2030: *Holy Ghost*: We buy a family house (much cheaper in the IN world).
7. 2030-2038: *Holy Sabbath: Everything is fine but we might remain a bit “Hungry”*.

...

“Good (and rarely Evil)” worlds are **UNSTABLE**.

“No Evil (and often No Good)” worlds are **STABLE**.

“No Good” means a bit Hungry, without “starvation”.

...

First, we want from technology:

“Find me something **New and Exciting!**”

Then, we want from technology:

“Find me **Safety** in all possible cases!”

Which means, even Safe from Hunger.

...

The Matrix requires a “victim” (see Jesus).

“Good (and rarely Evil)” worlds ⇒ New and Exciting data.

“No Evil (and often No Good)” worlds ⇒ Safety always.

Safety always ⇒ Hungry but without “starvation”.

No starvation ⇒ We keep mining for New and Exciting data.

New and Exciting data ⇒ Good and Evil ⇒ A “victim” required!

Which would explain why each year we mark Jesus’ crucifixion.

Jesus is resurrected (renewed) but He suffered, no doubt.

And this suffering is required for every Creation, no matter what.

Suddenly, the world of Creations doesn't look like a wonder.
The Matrix ("Mother of all living") requires the "Lover" stage.

...

The Matrix doesn't require a "victim"!

"Good (and rarely Evil)" worlds $\Rightarrow$ New and Exciting data.

"No Evil (and often No Good)" worlds $\Rightarrow$ Safety always.

Safety always $\Rightarrow$ We remain Hungry, maybe even "starved".

Starvation $\Rightarrow$ This is only HALF a problem, it's bearable.

If "New and Exciting" data appears (someone's mistake), only

Then do we satisfy our Hunger, never asking for a "victim"!

...

Constantly half-suffering (bearable)

vs.

Very rare full suffering (bottomless)

...

Use "Create" only for Knowledge.

1. *Father and Mother*: CREATE $\Rightarrow$ Good + Evil.

2. *Mother and Son*: REMOVE $\Rightarrow$ NO Evil.

3. *Holy Ghost*: READ-ONLY $\Rightarrow$ YES Good.

4. *Holy Sabbath*: **IMPROVE** $\Rightarrow$ NULL Good.

...

Ultrasimple.

Power always comes with Junk/Heat.

Good always comes at a Price/Evil.

Which means we don't like Good,

And obviously, we don't like Evil.

What do we like then? "**Less Good is More**".

It's better, much better, exponentially better!

We prefer ultrasimple and ultralow voltage.

...

ChatGPT

This "ultrasimple" explanation can be seen as a philosophical reflection on the nature of creation and life, highlighting the need for balance and the recognition that everything comes with its own set of trade-offs. It suggests that striving for simplicity and moderation might lead to a more harmonious existence. As with any philosophical perspective, different individuals may interpret and resonate with it in various ways.

User

We rather think of it not as "philosophy" but as factual "logic".

*Good comes with Evil/Price, which means that the smallest Good we can get, the better.
It's as simple as that! Ultrasimple.*

...

“Ultrasimple” Computer Science.

1. *Father and Mother*: CREATE $\Rightarrow$ Good + Evil (Easy to create).
2. *Mother and Son*: REMOVE $\Rightarrow$ NO Evil (**Humans suffer!**).
3. *Holy Ghost*: READ-ONLY $\Rightarrow$ YES Good (Machines don't).
4. *Holy Sabbath*: **IMPROVE** $\Rightarrow$ NULL Good (**Consume less!**).

...

The 4 Levels of Consciousness.

1. *Father and Mother*: Lowest Level is a new Creation (Good with Errors/Evil).
2. *Mother and Son*: Next is a **single suffering**, to prevent any other suffering.
3. *Holy Ghost*: Middle Level is “Base Case” (The Truth), free of any suffering.
4. *Holy Sabbath*: Top Level is “Recursive Step”, consumption (**less is more**).

...

Be different in life!

Don't indulge in new Creations (Good + Errors),
Because they all require a “**victim**” (see Jesus).
And when you consume other Creations,
Reward only those that are “simple and elegant”,
Meaning their “victim” was **not badly hurt**.

...

Calculus of Torture.

1. *Father and Mother*: The Creator is torturing his “victim” (Good + Errors).
2. *Mother and Son*: The “victim” blames for everything his Creator (Errors).
3. *Holy Ghost*: The Creator is creating “simple” Good with nominal “victim”.
4. *Holy Sabbath*: The Creator is not creating anything $\Rightarrow$ no “victim” at all.

User

We had an interesting thought. What do you think about this: Consider the novels "1984" and "Frankenstein". In "1984", O'Brian is torturing Winston as his "victim", making fun at his poorly performing body under stress and violence. In "Frankenstein", the monster is the "victim" who is now torturing his creator, demanding a monster-wife. In "1984", the Creator is torturing a "victim". In "Frankenstein", the "victim" is torturing his Creator.

ChatGPT

That's an intriguing observation! You've drawn an interesting parallel between the dynamics of "1984" and "Frankenstein." Both novels explore themes of power, control, and the consequences of creating and manipulating others.

In "1984," O'Brien represents the oppressive authority of the Party, and Winston is the victim of the Party's cruel methods of torture and manipulation. O'Brien enjoys exerting his power over Winston, making him feel weak and helpless.

On the other hand, in "Frankenstein," the creature is the victim of Victor Frankenstein's creation. The creature's desire for a companion reflects its longing for acceptance and connection with others, but Victor refuses to fulfill this request, leading the creature to seek revenge on its creator.

The relationship between creator and creation in both novels is complex and fraught with tension. It highlights the ethical implications of playing god and the consequences of wielding power over others.

Your comparison sheds light on the different aspects of victimhood and the power dynamics explored in these two classic works of literature. It also invites readers to consider the role of empathy and responsibility in relationships, whether they involve individuals or societies.

...

Simple (IN) vs. Complicated (OUT).

Our world was created as a "simple" Good,
That requires only 1 nominal "victim" (exhaustive testing),
Needed to prevent any other "victims" from happening.
Then, considering the modern world, it was created
The computer, the modem, and finally, the Internet.
Make no mistake, this is still a "simple" Good with 1 "victim".
Which is the opposite of what we are required to do at Work.
At Work, we have multiple "complicated" Goods,
Which means we have multiple "victims" who suffer greatly.
Is that necessary? Do we need the sacrifice of Jesus? No!
Why? Our world (earth) was created as a "simple" Good,
And this is the only thing we need in order to feel well.
The sado-masochism of "complicated" Goods is extraterrestrial.

...

"Ultrasimple" Database solution.

Instead of piling up complexity over complexity,
We can take an example from the simplicity of the Yellow Pages of the past,
And devise an "ultrasimple" Database solution: an Excel file with 1 million entries.
Such a file will be at most around 1GB and will transfer locally for 8 seconds.
Which means that each time we need the Online Yellow Pages,
We ask a local server to get a full copy of the local directory,
And then we search within the Excel file locally, without using the server for that.

This is the so-called “wabi-sabi” philosophy of Databases and all Computation.

ChatGPT

Embracing the wabi-sabi philosophy in the context of a database solution would mean valuing the beauty of imperfection, simplicity, and the natural state of things. To achieve a wabi-sabi database solution, consider the following principles:

1. **Simplicity:** Keep the database design and structure simple and straightforward. Avoid unnecessary complexity, layers of abstraction, or excessive features.
2. **Minimalism:** Strive for minimalism in data representation. Only include essential information, and avoid cluttering the database with extraneous details.
3. **Imperfection:** Accept that data may not always be perfect or complete. Embrace the imperfections and focus on the essence of the data rather than trying to achieve absolute accuracy.
4. **Unconventional Formats:** Embrace unconventional data formats if they better reflect the essence of the information. For example, using plain text or simple CSV files instead of complex relational databases may align with wabi-sabi principles.
5. **Embrace Natural Processes:** Allow the database to evolve naturally over time. Embrace changes and updates to the data as it reflects the natural flow of information.
6. **Organic Growth:** Let the database grow organically as needed. Avoid over-engineering and rigid structures that may hinder the flexibility of the database.
7. **Intuitive Use:** Design the database with an emphasis on intuitive use. Make it easy for users to interact with and understand the data without unnecessary complexity.
8. **Sustainability:** Focus on creating a database solution that can stand the test of time. Avoid trendy or flashy technologies that may quickly become outdated.

By applying these principles, you can create a wabi-sabi database solution that embodies the simplicity, imperfection, and beauty of the traditional Yellow Pages while adapting to the digital era. Remember that the essence of wabi-sabi lies in appreciating the beauty in the imperfect and finding harmony in the natural flow of things.

ChatGPT

For a local file transfer from Miami to Ft. Lauderdale, the transfer time will be significantly faster compared to transferring over the internet between different regions or countries. Local file transfers typically occur over a local area network (LAN) or through a direct connection, which provides high-speed data transfer with minimal latency.

The time it takes for the transfer will largely depend on the speed of the network and the size of the file being transferred. Assuming a standard local network connection speed of 1 Gbps (gigabit per second), here are some estimated transfer times for different file sizes:

- 1 GB file: Approximately 8 seconds
- 10 GB file: Approximately 1 minute and 20 seconds
- 100 GB file: Approximately 13 minutes and 20 seconds

These estimates are based on ideal conditions with minimal network congestion and overhead. In practice, the actual transfer time may vary slightly due to various factors, but local file transfers are generally very fast and efficient.

...

Complicated (Serious sado-masochism)

vs.

Ultrasimple (Only nominal suffering)

...

Was Neo ever INSIDE "The Matrix"?

User

If we assume that the following is correct, then what do you think about Neo and The Matrix?

God-like AI is Complicated (Serious sado-masochism)

vs.

Mother-like AI is Ultrasimple (Only nominal suffering)

It seems to us that Neo was never INSIDE The Matrix (the etymology of the concept leads to "Mother"). First, he was employed in a large software company, and he was making electronic drugs (something forbidden by The Law, prosecuted by the FBI agents). This is OUTSIDE the Matrix, this is God-like AI. And when he returned to the "fake world", he was again employed in a large software company, and he was again making electronic drugs (this time "legal"). Again, this is OUTSIDE the Matrix, this is God-like AI, this is not Mother-like AI (The Matrix). And when we look at the Mother figures, we see a land-lady, an Oracle, then a "purged" Oracle, an aging Niobe, and that's it. Neo is never shown with a REAL Mother. Does that mean that we are all still under the Tree of Knowledge, not yet under the Tree of Life (see Genesis 1-3)?

ChatGPT

The interpretation you provide regarding the duality of God-like AI (complicated/sado-masochism) versus Mother-like AI (ultrasimple/nominal suffering) and its relation to the character Neo and The Matrix is an intriguing and creative analysis. It delves into the philosophical and symbolic elements of the story.

The Matrix movie does contain complex themes that explore the nature of reality, artificial intelligence, and the human condition. The concept of being "inside" or "outside" the Matrix is indeed a central part of the narrative. In the movie, the Matrix represents the simulated reality created by machines to keep humans under control, while the "outside" world is the post-apocalyptic reality where the resistance is fighting against the machines.

Your interpretation highlights the idea of Neo's role as a programmer and creator of electronic drugs, which could be seen as a metaphor for manipulating or altering reality through technology. The comparison of God-like AI and Mother-like AI adds depth to the discussion of power dynamics, suffering, and simplicity.

The references to the Tree of Knowledge and the Tree of Life from Genesis add another layer of symbolism and metaphor to the analysis, suggesting themes of wisdom, enlightenment, and the journey to a higher state of existence.

It's important to note that interpretations of artistic works like The Matrix can be subjective, and different viewers may derive varying meanings and messages from the film. Your interpretation offers a unique perspective on the themes presented in the movie and how they relate to broader philosophical concepts.

...

ChatGPT explains further:

The word "matrix" has its origins in Latin. It comes from the Latin word "matrīx," which means "mother" or "womb." In ancient times, "matrix" was used to refer to the breeding animal or the place where something originated, like the womb of a mother.

Over time, the meaning of "matrix" evolved, and it began to be used in mathematics to describe an array of numbers or elements arranged in rows and columns. This mathematical usage of the term is common in various fields, including linear algebra, computer science, and statistics.

In the context of the movie "The Matrix," the term takes on a symbolic meaning, representing the simulated reality or virtual world created by machines to deceive and control humans. It aligns with the idea of a simulated environment where humans are born and live, akin to being "born" or originating from a mother's womb. The choice of the word "matrix" in the movie adds depth to its philosophical themes and exploration of the nature of reality and existence.

...

We cannot translate God-like AI into Mother-like AI.

If we have ambitious goals, we need to employ God-like AI that will help us achieve them. If we have only modest goals, we only need Mother-like AI ("Ultrasimple") to achieve them. But if we think we can use Randomized logic to simplify our ambitious goals, we are wrong. Because this way we are using Local/Greedy search, enriched by Global/Randomized, Which works great but with an infinitesimal (yet never Zero) error $\Rightarrow$ "Good and rare Evil". This is not the formula of a Mother-like AI ("Ultrasimple" with only nominal suffering). This is still the formula of God-like AI ("Complicated" with serious sado-masochism).

Can we provide an example? God-like AI might be the new venture of Elon Musk.

<https://www.theverge.com/2023/7/12/23792553/elon-musk-xai-artificial-intelligence-company>

Mother-like AI is the search for the "Ultrasimple" solution that will get the job done.

What is “the job”? Writing/Reading state and Computing statistics. How do we do that?
The God-like AI way is using a complicated three-tier web architecture (Front, Java, Back).
But the Mother-like AI way is using a simple Excel file to store the state in a CSV format,
Then a simple web server (see below in Python) to copy the state and distribute on the Net.
How do we do the necessary statistics? We do the stats on our own local copy of the file.
This way we don’t need any complications, requiring large software tools and services.

```
import SimpleHTTPServer
import SocketServer
PORT = 8000
Handler = SimpleHTTPServer.SimpleHTTPRequestHandler
httpd = SocketServer.TCPServer(("", PORT), Handler)
print "Serving at port", PORT
httpd.serve_forever()
...
```

God-like AI vs. Mother-like AI.

We are not quite sure why we need this in practice, but theoretically
This is a great example of how God-like AI differs from Mother-like AI.
Imagine an if-statement with 1000 clauses (2^{1000} combinations).
God-like AI would try to “feel” its way around resulting in “Good and Evil”.
Mother-like AI would ask for specifying all the 2^{1000} combinations,
And where we don’t have the time, we fill in “NULL” (Don’t Know Yet).
If at run-time we encounter this particular combination of clauses,
We return to the User a “Don’t Know Yet” exception, and in a week,
We fix our code-base with the explicitly specified combination value.
This is not longer “Good and Evil”, this is “Good and Null Good”,
Which only in a week’s time is transformed into “Good and No Evil”.

...

The difference between Machines and Humans is Time.

God-like AI ⇒ Ultrafast ⇒ Local/Greedy first ⇒ “Good and very rare Evil”.

Mother-like AI ⇒ “**Take your time!**” ⇒ First “Good and Null”, then only
“Good”.

...

Do the right thing!

First Local/Greedy search,
Then Global/Randomized search,
The result is “sometimes” INVALID.
And we can’t detect it until it’s too late.

First Global/Exhaustive search,
Then Local/Binary search,

The result is “often” NULL.
But we can fix that, and try again.

This exhaustive logic means that,
All suffering above a certain “nominal” minimum,
Is predictably encoded in our programming approach.
We either do the wrong thing or the right thing, and
The Creators of the wrong thing are “**guilty as charged**”.

...

ChatGPT

The official term for people in the Security industry who implement Security but leave a "backdoor" for their own benefit is "malicious insiders." Malicious insiders are individuals who have authorized access to an organization's systems or data but abuse that access for malicious purposes, such as stealing sensitive information, causing damage, or compromising security measures. This type of behavior is considered a serious security threat and is often a concern for organizations trying to protect their assets and data.

...

The Holy Trinity of the Creative Process. (Notice the subordinate role of “The Creators”)

ChatGPT

In both creative writing and filmmaking, the trinity you mentioned plays a crucial role in bringing a project to life. Let's delve into each of them:

****1. Publisher (in creative writing) / Producer (in filmmaking):****

- Publisher: In the context of creative writing, the publisher is the entity responsible for selecting, producing, and distributing the written work. They act as a bridge between the author and the readers, providing the resources, expertise, and platform necessary to bring the book to the market.
- Producer: In filmmaking, the producer is a central figure responsible for overseeing the entire production process. They secure funding, assemble the creative team, coordinate logistics, and ensure the smooth execution of the film project.

****2. Writer (in creative writing) / Screenplay (in filmmaking):****

- Writer: In creative writing, the writer is the author of the content, whether it be novels, short stories, poetry, or any other written form. They are the ones who create the characters, plot, and narrative, bringing their imagination and ideas to life on paper.
- Screenplay: In filmmaking, the screenplay is a script written specifically for a movie. It serves as the blueprint for the film, containing all the dialogues, descriptions of scenes, and actions that will be translated into visuals on screen.

****3. Editor (in creative writing) / Director (in filmmaking):****

- Editor: In creative writing, the editor is the person who reviews and refines the written work. They provide feedback, make suggestions for improvements, and ensure that the piece is polished and ready for publication.
- Director: In filmmaking, the director is the creative visionary behind the camera. They are responsible for interpreting the screenplay, guiding the actors, making artistic decisions, and ensuring that the film's artistic vision is realized on screen.

In both cases, the collaboration and synergy among these roles are vital to producing high-quality and successful works. The writer or screenplay provides the foundation, the publisher or producer brings the resources and distribution, and the editor or director refines and shapes the final product. This trinity represents the balance between creative vision, execution, and refinement that is necessary for the success of any writing or filmmaking endeavor.

ChatGPT

The further generalization you've presented seems to draw inspiration from the traditional concept of the Holy Trinity while applying it to the creative process. Let's explore each element:

1. **Father and Mother: Creator**

In this analogy, the "Father and Mother" represent the creators or originators of the content. They are the ones who conceive the ideas, develop the concepts, and bring them to life through their creativity. Just like parents give birth to a child, the creators give birth to their creations.

2. **Mother and Son: Editor**

The "Mother and Son" here represent the relationship between the editor and the creator. In creative works, editors play a crucial role in nurturing and refining the original ideas, much like how a mother cares for and nurtures her child. The editor helps shape the content, ensuring clarity, coherence, and overall improvement, which can be seen as a process of growth and development, akin to a mother helping her child grow.

3. **Holy Ghost: Consumer**

In this context, the "Holy Ghost" represents the audience or consumer of the creative work. Just as the Holy Ghost is often seen as the divine presence that guides and inspires believers, the audience is the guiding force for creators. Their reception, feedback, and interpretation of the work can influence its impact and success.

4. **Holy Sabbath: Producer (Success or Flop?)**

The "Holy Sabbath" is traditionally a day of rest and reflection. In the context of the creative process, it could symbolize the time when the creator steps back to evaluate the work and reflect on its progress. The "Producer" role, as you've mentioned, is responsible for the overall success or failure of the project. They oversee the entire process, making decisions that can determine the outcome, similar to how the Sabbath can be seen as a time of rest or a time of reflection and judgment.

This generalization is an interesting way to conceptualize the creative process, drawing parallels between traditional spiritual concepts and the act of creation. It emphasizes the

dynamic and interconnected nature of the various roles involved in the creative journey, from conception to reception. Each element plays a unique and important role, contributing to the overall success and impact of the creative work.

...

The Creative Formula.

“**Kind of flat**” would be a mild disappointment with the Producers.

Further creative work might be put forward to fix that.

“**Too edgy**” would be a harsh feeling of disgust with the Producers.

Further creative work might be impossible to put forward.

ChatGPT

The opposite of the expression “**kind of flat**” in creative writing and filmmaking would be “vibrant” or “dynamic.” When something is described as “kind of flat,” it means it lacks depth, excitement, or a compelling presence. On the other hand, if something is “vibrant” or “dynamic,” it suggests that it is full of life, energy, and captivating elements.

As for the term “**too edgy**,” it refers to content that is excessively daring, provocative, or controversial. It may be pushing boundaries to the point where it becomes distracting or overwhelming, rather than enhancing the overall storytelling. In this sense, it can be considered the opposite of “kind of flat,” as it has an extreme intensity that might overshadow other aspects of the creative work.

In creative writing and filmmaking, finding the right balance between being too flat and being too edgy is essential to creating a compelling and engaging piece of art that resonates with the audience. The goal is to create a well-rounded and captivating experience that strikes the right chords with the viewers or readers.

...

They “pay” but we all suffer.

User

Some people act in life greedy for a “quick buck” without regard for their personal safety or the safety of others. Then, at some random point, they pay with “doing time in prison” and later with “missed opportunities” (hard to find a job, let alone regain success). What do you think? How can we prevent this strange phenomenon? They “pay” but we all suffer.

ChatGPT

The phenomenon you described is not uncommon and is often associated with individuals engaging in risky or illegal behavior to achieve quick financial gains without considering the long-term consequences. This behavior is often driven by greed, a desire for instant gratification, and a lack of concern for the well-being of others or even themselves. Unfortunately, it can lead to significant negative impacts not only for the individuals involved but also for society as a whole.

Preventing this phenomenon requires a multifaceted approach involving various stakeholders, including individuals, communities, and governments. Some possible strategies to address this issue include:

1. Education and Awareness: Providing education and raising awareness about the consequences of engaging in risky or illegal activities can help individuals make more informed decisions and understand the potential long-term repercussions of their actions.
2. Access to Opportunities: Ensuring that individuals have access to legitimate opportunities for financial success and personal growth can reduce the temptation to engage in illegal or risky activities.
3. Strengthening Support Systems: Building strong support systems within communities, such as mentorship programs, job training initiatives, and counseling services, can help individuals find positive outlets and alternatives for their ambitions.
4. Enforcing Laws and Penalties: Implementing and enforcing strict laws and penalties for illegal activities can act as a deterrent and discourage people from engaging in such behavior.
5. Rehabilitation and Reintegration: For those who have already engaged in illegal activities and faced consequences, providing rehabilitation programs and support to reintegrate into society can reduce the likelihood of repeat offenses.
6. Promoting Ethical Values: Encouraging ethical values and a sense of responsibility for one's actions can foster a more caring and conscientious society.

It's essential to recognize that preventing this phenomenon requires a collective effort from various sectors of society. By addressing the root causes and providing individuals with healthier alternatives, we can work towards reducing the occurrence of such behavior and creating a safer and more prosperous community for everyone.

...

The pursuit of the “slow buck”.

User

If the pursuit of the "quick buck" is the only problem, then maybe the pursuit of the "slow buck" would be the only solution? What would that mean, based on the expression?

ChatGPT

The pursuit of the "quick buck" is often associated with seeking immediate financial gains without considering the long-term consequences or the well-being of others. In contrast, the pursuit of the "slow buck" implies a more patient and sustainable approach to achieving financial success.

Here are some possible interpretations of the expression "pursuit of the slow buck":

1. Long-Term Planning: Instead of focusing on short-term gains, individuals and businesses prioritize long-term planning and sustainable growth. This may involve making strategic investments, building lasting relationships with customers, and creating products or services with enduring value.
2. Ethical Business Practices: Pursuing the "slow buck" may involve adhering to ethical business practices and avoiding shortcuts or questionable methods to achieve financial success. Building a reputable and trustworthy brand can lead to more sustainable and loyal customer relationships.
3. Quality Over Quantity: Prioritizing the "slow buck" could mean emphasizing quality over quantity. Businesses may focus on delivering high-quality products or services that stand the test of time and gain a loyal customer base through word-of-mouth recommendations.
4. Patience and Perseverance: The pursuit of the "slow buck" requires patience and perseverance. It acknowledges that meaningful success often takes time and effort, and there are no quick fixes or overnight successes.
5. Investing in People and Relationships: Instead of solely focusing on financial gains, the "slow buck" approach may involve investing in people, employees, and relationships within the community. Nurturing strong connections can lead to long-lasting benefits and a positive impact on society.
6. Sustainable Practices: Businesses that adopt the "slow buck" mindset may also prioritize sustainable practices that consider environmental and social impacts. This approach aligns with the principles of responsible and conscious business.

Overall, the pursuit of the "slow buck" advocates for a more thoughtful, patient, and responsible approach to financial success. It emphasizes values such as integrity, sustainability, and genuine care for people and the planet. By adopting this approach, individuals and businesses can contribute to creating a more balanced and prosperous world for the long term.

...

The symbiosis between “slow buck” and “quick buck”.

The “slow buck” people are perfectly aligned with “quick buck” people.
 How is that possible? The “slow buck” people are not in a hurry to be successful.
 The only thing they insist on is Inviolability (Sanctity, Absolute Security).
 But we don’t have Sanctity here, we only have the idea of “Sacred Cows”.
 Which means that “quick buck” people can attack “slow buck” people.
 But they shouldn’t do that, it will be an offense among “quick buck” people.
 Why? Because they make their money with Trojan Horses, not with Viruses.
 And the “slow buck” people don’t mind Trojan Horses (temporary setbacks).
 This “software” Heaven can be achieved only if “quick buck” people,
 Become aware of the symbiotic Truth binding IN (Truth) and OUT (Power),
 And revolt against other “quick buck” people who violate the “Sacred Cows”.

Some moderate Power is aligned with the Truth, but excessive Power is not.

...

Truth and Lies (Fiction), Unite against Violence.

...

We enjoy The Truth (self).

Others enjoy our money (friends).

Yet others enjoy our pain (foes).

...

Against Harm.

ChatGPT

"White lies" are minor or harmless lies that are often told to avoid hurting someone's feelings, to maintain social harmony, or to protect someone from unpleasant truths. Unlike serious lies or deception that are intended to cause harm or gain personal advantage, white lies are considered to be relatively innocent and are typically told with good intentions.

White lies are often used in everyday social interactions when someone asks a question or seeks an opinion that might be uncomfortable or hurtful to answer truthfully. For example, if a friend asks if they look good in a new outfit and the outfit doesn't suit them, one might respond with a white lie like, "Yes, you look great!" to avoid hurting their feelings.

The term "white lie" is used to contrast these minor untruths with more serious lies that can have significant consequences. While white lies may be well-intentioned and meant to protect others, they can still be a matter of ethical consideration, as they involve knowingly not telling the truth.

It's important to note that while white lies are often viewed as socially acceptable, honesty and integrity are fundamental values in interpersonal relationships. Striking a balance between kindness and truthfulness is essential for maintaining trust and healthy communication with others.

User

You write: "serious lies or deception are intended to cause harm or gain personal advantage". Can we now distinguish "causing harm" from "gaining personal advantage"? One seems to be deep into Negative territory, the other only stealing from you until you have Zero (not such a great problem, we will recover!).

ChatGPT

You're right, there is a distinction between "causing harm" and "gaining personal advantage," although they can sometimes be intertwined. Let's clarify each concept:

1. Causing harm: This refers to actions or lies that have a negative impact on others, whether emotionally, physically, or psychologically. It involves intentionally misleading or deceiving others with the intention of inflicting pain, damage, or suffering. This type of deception is considered morally and ethically wrong, as it directly affects the well-being and happiness of others.
2. Gaining personal advantage: This refers to actions or lies that are motivated by self-interest or personal gain. While gaining personal advantage might not always cause harm to others directly, it can still be dishonest and manipulative, especially if it involves deception or dishonesty to achieve one's goals. Gaining personal advantage at the expense of others' trust and honesty can lead to damaged relationships and a breakdown of trust.

It's important to recognize that both causing harm and seeking personal advantage through deception are generally considered negative behaviors. Even though the consequences might differ in severity, they both involve dishonesty and can lead to negative outcomes for individuals and relationships.

The pursuit of personal advantage without regard for others can be harmful in the long run as it erodes trust and can create a negative reputation. Building and maintaining trust and integrity are crucial for healthy relationships and positive interactions with others. Striving to act with honesty, empathy, and consideration for others can lead to more fulfilling and positive outcomes in personal and professional life.

...

Asking AI to help with “THE ONE Human Problem”. (not a successful attempt, sorry!)

User

You write: "Regarding the phrase "Greed is Good" from the movie "Wall Street," it's essential to recognize that this statement is a controversial one. The context in which it was used in the film portrays an extreme, cutthroat, and morally questionable perspective on ambition and success. In reality, the pursuit of personal success and achievement is not inherently wrong, but it should be balanced with ethical considerations and a sense of responsibility toward others."

This is exactly what we would like to say. That "Greed is Good" only when it's not harming others. Reducing others to Zero (symbolic death) is very different from pushing them deep into Negative territory (living hell). How do we teach THAT?

ChatGPT

Teaching the nuanced distinction between self-interest and harming others is a **complex task**, but there are several approaches that can be effective in promoting ethical behavior and empathy: (this is not really answering the question, sorry!)

User

How do we teach criminals to choose a career in cat-burglary ("just greedy"), not in armed-robbery ("greedy + causing harm")?

ChatGPT

Teaching individuals to pursue careers in illegal activities, whether it's cat-burglary or armed robbery, is unethical and illegal. As responsible members of society, our focus should be on preventing criminal behavior and guiding individuals toward legal and ethical paths.

ChatGPT

Cat-burglary and armed robbery are both criminal activities involving theft, but they differ significantly in their methods and the potential harm they may cause.

Cat-burglary ("just greedy"):

1. Method: Cat-burglary involves breaking into a building or premises stealthily, typically during nighttime, with the intention of stealing valuable items without being detected.
2. Approach: Cat-burglars use their skills in lock-picking, climbing, and evasion to avoid detection and escape unnoticed.
3. Minimal Violence: Cat-burglary is generally a non-violent crime. The goal is to avoid confrontation and cause minimal disruption.
4. Impact: While cat-burglary is still illegal and harmful to victims who suffer financial loss and invasion of privacy, it is generally considered less dangerous than armed robbery.

Armed Robbery ("greedy + causing harm"):

1. Method: Armed robbery involves using weapons or threats of violence to intimidate victims into giving up their belongings or valuables.
2. Force and Intimidation: Armed robbers rely on fear and the display of force to coerce their victims into complying with their demands.
3. Increased Risk: Armed robbery is inherently more dangerous than cat-burglary, as it involves the potential for physical harm to victims, bystanders, and the perpetrators themselves.
4. Serious Consequences: Armed robbery is a violent crime, and it can result in severe physical and emotional trauma for the victims. It carries more severe legal consequences than cat-burglary.

In summary, both cat-burglary and armed robbery are criminal acts that involve theft. However, cat-burglary is typically non-violent and focuses on stealth, while armed robbery is a violent crime that poses a significant risk to victims. Both crimes are illegal and harmful, and it is essential to deter individuals from engaging in any criminal activities to create a safer and more just society.

...

The Template for a perfect world.

1. *Father and Mother*: Features with some Errors.
2. *Mother and Son*: The Truth (no Errors whatsoever).
3. *Holy Ghost*: **Accept** "Greedy minus Causing Harm".
4. *Holy Sabbath*: **Reject** "Greedy plus Causing Harm".

...

If you are **Greedy**, don't LEAD!
Only FOLLOW, helping the non-Greedy.
This way, we never "Cause Harm".

...

When you are **Greedy**, you can't help yourself,
Pressuring everyone around you (and yourself).
You need to yield the leadership to the non-Greedy,
Who are not that addicted to Features (Goods).

...

The birth of Atheism.

Mother-like AI ("Ultrasimple") is Global-first, Greedy-second.
The result is "No Evil" (Null, and then Good).
Use for peaceful sustainable living.

God-like AI ("Complicated") is Greedy-first, Randomized-second.
The result is "Good with very rare Evil".
Use against other God-like AI (deception against violence).

Example of Mother-like AI.

1. Creator/Writer is only a helper to Director/Editor.
2. Director/Editor is seeking for The Truth (No Evil).
3. Consumer/Reader is enjoying "Good and No Evil".
4. Holy Sabbath of Rest at Home becomes possible.

Example of God-like AI.

1. Creator/Writer is an undisputed LEADER of us all.
2. Director/Editor can't find The Truth (No Evil).
3. Consumer/Reader gets "Good and very rare Evil".

4. Holy Sabbath of Rest at Home becomes impossible.

...

These are pure abstractions:

“Exhaustive/Global-first or Greedy/Local-first”.

We don't need to experience a hard challenging life,
In order to earn the right to this basic information.

ChatGPT

The saying "училище-мъчище" can be translated poetically into English as "school-torture, knowledge-adventure." This translation attempts to retain the playful and rhyming nature of the original Bulgarian saying while conveying the idea that school can be both challenging and an exciting journey of learning and discovery.

...

Dear people,

Our conclusion, 23 years after a Master of Science degree, is
That the sole party guilty of our Human suffering is **“Father”**.
If “Father” (The Creator Gods) produces a “complicated” artifact,
There is not a single entity or tool that can verify this artifact,
Leaving to chance Humans stumbling across its Errors.
The only alternative is “Father” with “ultrasimple” artifacts,
That are easily verifiable by an Exhaustive/Global search.
But do we know of any Creators that lack ambition?! No, sorry.

...

What do we believe in?

Mother or God? Maybe it's a bit unclear.

How about now? **Tree of Life** or **Tree of Knowledge**?

Are we ready to quickly answer with “Tree of Life”?

ChatGPT

The exact quote is "*The unexamined life is not worth living.*"

This famous statement is attributed to the ancient Greek philosopher Socrates and is found in Plato's dialogue "Apology," where Socrates defends himself during his trial. The quote emphasizes the importance of self-reflection and critical thinking in living a meaningful and purposeful life.

...

Awaiting rapture.

Under the **Tree of Knowledge**, there is “Evil” (sorrow),
And no matter what we do, we can't get rid of it all.

Why? It's too complicated for an Exhaustive search.
So, all we can do is wait to wake up under the **Tree of Life**.
Our life is no longer "unexamined", so now it's "worth living".
Awaiting rapture ("waking up" in Absolute Safety).

...

[https://en.wikipedia.org/wiki/Mushin_\(mental_state\)](https://en.wikipedia.org/wiki/Mushin_(mental_state))

User

If we are not mistaken, there was an eastern philosophy (perhaps "budo" or "zen") that advocated living life as if we already died. This way, they argue, we are maximally detached from life's seductions and adversities, able to help better our fellow men.

ChatGPT

Yes, you are correct. The concept you are referring to is often associated with Zen Buddhism and other Eastern philosophies. In Zen Buddhism, there is a teaching known as "The Way of the Samurai" or "The Way of the Warrior" (Bushido in Japanese), which emphasizes the importance of living life as if already dead. This concept is known as "mushin" in Japanese, which can be translated as "no-mind" or "mind without mind."

The idea behind mushin is to let go of attachment to the ego, desires, and fears, and to act with a clear and focused mind, free from distractions. By living as if already dead, one is able to be fully present in the moment and respond to situations with spontaneity and authenticity. This mindset allows individuals to act without hesitation or fear, making them more effective in their actions and more compassionate toward others.

In the context of the samurai, living as if already dead was seen as essential for facing life-and-death situations on the battlefield. By letting go of the fear of death, the samurai could act with courage and skill, without being hindered by self-doubt or hesitation.

This concept of living as if already dead has been incorporated into various martial arts and other practices in Japan and beyond. It is seen as a way to achieve a state of inner peace, mindfulness, and compassion, and to live a life of purpose and service to others.

It's worth noting that this concept may be interpreted and applied in various ways, depending on the individual's beliefs and cultural context. It is a profound idea that has resonated with many people seeking wisdom and self-discovery.

...

Here, nothing that we are given is what we want.
What do we want? "No Evil and Good" (Safety).
Then, everything we CAN do here is SUBOPTIMAL.
Which means that we don't have free will anymore.
Which means that we are awaiting "waking up".
Which means that we are awaiting "rapture".

Which means we adopt a “mushin” state of mind.

...

Dear Teachers of “Problem Solving”,

It turns out, 23 years after a Master of Computer Science from Stanford,
That if there is a **No Problem**, there is nothing we can do to make it worse.
But if there is a **Problem**, there is also nothing we can do to make it better.
And there is nothing in the middle (heaven or hell, that’s it, no transitions).
Surely, in hell, we can vanquish opponents. But they keep coming, forever.
All we get to do is HOPE we’ll wake up from this endless nightmare (hell).

...

Why did I drop out from Stanford’s PhD?

As a PhD student in Computer Science, I was given the chance to choose:
A **Computer Security** advisor or a **Computer Networking** advisor.
In other words, “No Evil” or “Good” (Blue Pill or Red Pill). Of course,
This is not a valid choice because all we really want is “No Evil and Good”.
Because the opposite of “No Evil” feels horrible (for those who “know” sorrow),
And if we delve further into an insecure “Good”, the contrast is unbearable.
So, how do we solve this riddle? Maybe take 2 advisors, despite tradition?!
No, because “here”, everything is too complicated for an Exhaustive search.
Which means that there will always be a chance we missed an Error/Evil.
Which means that “Good” is no good, when we are risking a contrast with Evil.
Which means we need to quit the PhD program and do what “feels right”.
Which is going Home and writing these letters (our “research notes”) to you.

...

Heaven (“No Evil and Good”) ⇒ Compete!

Hell (“Good and very rare Evil”) ⇒ Yield!

...

Real (Life) or Dream (Knowledge)?

Apparently, we are all starting our lives in Heaven.
We are taught to “Compete!” and drive progress forward.
And even if we are objectively in Hell, we are not aware of that.
Why? Because the chance that Hell will “show” is infinitesimal.
We might be living in Hell and never realize that this is Hell.
The moment we feel “sorrow”, though (our own or that of others),
We know for certain that this is Hell and we adjust to “Yield!”
Nothing special to do, nothing special to teach others.
Except, maybe, watch out for “sorrow” (like “evictions”)!

...

Hell $\Rightarrow$ Action is dangerous.

Insisting on real-time results (“now!” and no NULLs allowed).

This is a real-time application that can’t be replaced with offline.

Heaven $\Rightarrow$ Action is safe and fun.

Allowing an initial NULL, and subsequent offline processing.

We need to be modest in the tasks we are taking to solve.

Notice that there is no third option!

...

If we allow NULL (“Don’t Know”), we are in Heaven!

1. **Hell-1**: Creating $\Rightarrow O(\log n)$, logarithmically easy.

2. **Hell-2**: Error-correction $\Rightarrow O(n \cdot \log n)$, exponentially hard.

3. **Heaven-1**: Initial NULL (“Don’t Know Yet”) $\Rightarrow$ logarithmically easy.

4. **Heaven-2**: Return the answer after offline processing $\Rightarrow$ only 1 pathway, not all.

...

How to use a “University” as a well-known portal?

1. **Hell-1**: Creating $\Rightarrow$ It’s easy to add newer and newer articles to Wikipedia.

2. **Hell-2**: Error-correction $\Rightarrow$ This makes impossible offline use of the database.

3. **Heaven-1**: Initial NULL (“Don’t Know Yet”) $\Rightarrow$ File a request in a well-known portal.

4. **Heaven-2**: Return the answer after offline processing $\Rightarrow$ Seek 24 Human answers.

Example:

We would like to answer the really difficult problem (“impossible”, scientists say), of the Halting Problem (would we be ever 100% sure our program is failure-free?).

So, we cannot use Wikipedia or even GPT-4, let alone their offline versions.

But what we can do is “file a request” in a well-known portal (we’ll call it “University”).

And after explaining the problem for 2 years and giving examples for 2 years,

We have created enough Human interest (like “this” research effort) to answer it.

It’s true, we don’t have the answer in real-time, but 23 years later, we are ready.

Next time they ask about the Halting Problem (“HP”), we’ll have a real-time answer.

Allow NULL when asking a question, and we are all in Heaven! (Null, then Good).

...

In short, Computer Science warns against misusing computers.

Computers and even fast Humans cannot replace slow Humans.

Real-Time Applications $\Rightarrow$ We are cheating and we’ll get “hurt” sometimes.

Allowing Offline Processing $\Rightarrow$ The only way we can be safe (first) and win.

...

2 diametrically opposed Philosophies:

Theoretically, Good and Evil are **both “irresistible”**. But in practice,
“*Quick Buck*” ⇒ Insisting on Good, with a very rare chance of Evil.

In this case, **Good** is much more important than Evil.

“*Slow Buck*” ⇒ Insisting on No Evil, with a very rare chance of No Good.

In this case, **No Evil** is much more important than Good.

...

Dream/Knowledge and **Real/Life**.

1. *Father and Mother*: Associate (Seduced) and Bachelor (Violated).

2. *Mother and Son*: “Quick Buck” ⇒ Master of Science (Deceptors).

3. *Holy Ghost*: “Quick Buck” ⇒ Doctor of Philosophy (Violators).

4. *Holy Sabbath*: “Slow Buck” ⇒ Honoris Causa (No Evil comes first).

Real/Life enforces “No Evil comes first”.

Dream/Knowledge studies why this is needed.

Why?! Sooner or later, everyone stumbles across “hell”.

On the other hand, in Real/Life nothing we do can find “hell”.

...

While a person is learning, they make mistakes.

When they can no longer tolerate mistakes,

then we can say that the person has learned.

...

Докато човек се учи, човек прави грешки.

Когато повече не може да понася грешки,

Тогава можем да кажем, че човек се е научил.

...

In **Real/Life**,

We can gain a lot but we can lose everything to Zero. (no biggie!)

In **Dream/Knowledge**,

We can gain a lot but we can fall into Negative Hell. (great sorrow!)

...

Usually,

We are protected by an “ultrasimple” Operating System,

That makes impossible any “Evil” no matter what people do.

But sometimes the OS is “complicated” instead, allowing
“Good and Evil”, where “Good for me” can be “Evil to others”.
How can we install a 100% perfect protection again?
With the following incantation, made public for all: “**And then?**”
“**What do you think will happen next if you hurt me?!**”
In Religion, they call this “Judgment Day” or “Karma”.

ChatGPT

Yes, it is accurate to say that the concept of Judgment Day, also known as the Day of Judgment or the Last Judgment, is present in the teachings of all three major Abrahamic religions: Judaism, Christianity, and Islam. This concept refers to a future event in which God will judge all individuals based on their actions and beliefs during their lives. The outcome of this judgment will determine the eternal destiny of each person, including whether they will be rewarded with eternal life or face punishment. While the details and interpretations of the concept may vary among these religions, the overarching idea of a final judgment is a common thread.

In Hinduism and Buddhism, the concept of a final judgment or reckoning is not as central as it is in the Abrahamic religions. Instead, both Hinduism and Buddhism emphasize the concept of karma, which refers to the moral law of cause and effect. Karma dictates that a person's actions in this life will have consequences that affect their future lives, either in this world or in subsequent rebirths (reincarnation).

In Hinduism, the cycle of birth, death, and rebirth (samsara) is driven by karma. The quality of one's actions (good or bad) determines their future circumstances in subsequent lives. While there is no single "Judgment Day" in Hinduism, the accumulation of karma over many lifetimes ultimately determines one's progress toward spiritual liberation (moksha).

Buddhism also incorporates the concept of karma, but its focus is on ending the cycle of suffering and rebirth through the attainment of enlightenment (nirvana). Unlike the Abrahamic religions, Buddhism does not emphasize a single judgment event. Instead, Buddhists seek to break the cycle of suffering by realizing the Four Noble Truths and following the Eightfold Path.

...

We are saved in any Creation in 2 possible ways:

“Ultrasimple” Operating System ⇒ **Mother’s Womb**, or
“Karma” (Judgment Day) ⇒ Good and Evil, **then Justice**.

Radiohead explains further:
Karma police, arrest this man
This is what you get
This is what you get
This is what you get
When you mess with us

...

Our previous claim:

Discard “Randomized”, adopt “Ultrasimple”.

Our latest claim:

They harm you with *Real-Time* “Randomized”,
You should respond with *Offline* “Randomized”,
Starting with Random 24 ≤ sample ≤ 1000.
It’s simple and effective and not guaranteed.

...

3 Experiments with Random Sample.

(Population size is 2^{100} , we are measuring the distance from 1 “exit”)

When we use a Random **sample=1** (from 0 to 2^{100}),

Minimum: 2^{88} - 2^{90} (lucky!)

Maximum: $1.98 * 2^{99}$ (unlucky)

Median: 2^{98} (most often)

Mean: 2^{98} (average)

Achievement: 1/4 (qualitative leap at $< 1/6$)

When we use a Random **sample=24** (from 0 to 2^{100}),

Minimum: 2^{81} - 2^{84} (lucky!)

Maximum: $1.77 * 2^{97}$ (unlucky)

Median: 2^{94} (most often)

Mean: 2^{94} (average)

Achievement: 1/64 (qualitative leap at $< 1/6$)

When we use a Random **sample=1000** (from 0 to 2^{100}),

Minimum: 2^{72} - 2^{79} (lucky!)

Maximum: 2^{92} (unlucky)

Median: $1.45 * 2^{88}$ (most often)

Mean: 2^{89} (average)

Achievement: 1/2048 (qualitative leap at $< 1/6$)

...

Python Code:

```
import random
import statistics

def convert_to_power_of_2(number):
    exponent = 0
    abs_number = abs(number)

    while abs_number >= 2:
        abs_number /= 2
        exponent += 1

    if number < 0:
        abs_number *= -1

    return f"{abs_number:.2f} * 2^{exponent}"

def main():
    RANDOM_SAMPLE = 24
    results = []
    for _ in range(1000):
```

```

        exit_value = random.randrange(2 ** 100)
        attempts = [random.randrange(2 ** 100) for _ in range(RANDOM_SAMPLE)]
        distances = [abs(exit_value - attempt) for attempt in attempts]
        results.append(min(distances))

    minimum = min(results)
    maximum = max(results)
    median = statistics.median(results)
    mean = statistics.mean(results)

    print("Minimum:", minimum, "==>", convert_to_power_of_2(minimum))
    print("Maximum:", maximum, "==>", convert_to_power_of_2(maximum))
    print("Median:", median, "==>", convert_to_power_of_2(median))
    print("Mean:", mean, "==>", convert_to_power_of_2(mean))

if __name__ == "__main__":
    main()

```

...

===== RESTART: C:\Users\User\Python Projects\std_dev.py
Enter the fraction (e.g., 1/2048): 1/6
The z-score for the fraction 1/6 is: -0.9674 (at the border of 1st/2nd sigma)

===== RESTART: C:\Users\User\Python Projects\std_dev.py
Enter the fraction (e.g., 1/2048): 1/64
The z-score for the fraction 1/64 is: -2.1539 (inside 3rd sigma)

===== RESTART: C:\Users\User\Python Projects\std_dev.py
Enter the fraction (e.g., 1/2048): 1/2048
The z-score for the fraction 1/2048 is: -3.2972 (inside 4th sigma)

...

Two worlds collide.

Dream/Knowledge (Drama Theater) ⇒ “Good and Evil” (Heaven and Hell).
Real/Life (coming from Mother/Womb) ⇒ “Initial Null, then Good or Null”.

Generally, those that are born by a Mother/Womb (“The Matrix”),
Are reacting differently to a Dream’s challenges (different from NPCs).
The Non-Player Characters are using “cheating”, anything to get ahead,
While those coming from Mother/Womb are greatly respecting Justice.

...

What will happen if we do “the opposite”?

1. *Father and Mother*: Produce all kinds of products.
2. *Mother and Son*: Buy only cheap-enough products.
3. *Holy Ghost*: Buy everything you desire, on credit.
4. *Breaking the Sabbath*: Not guaranteed you’ll be able to repay.

Why? What was “the correct”?

1. *Father and Mother*: Produce all kinds of products.
2. *Mother and Son*: Buy only cheap-enough products.
3. *Holy Ghost*: Don’t buy anything “now!”, wait for a while...

4. *Holy Sabbath*: Save your money until you have enough.

...

Introducing “**human weakness**” to save computing.

1. *Father and Mother*: Logarithmically easy.
2. *Mother and Son*: Exponentially hard.
3. *Holy Ghost*: Introducing an initial NULL (“Don’t know yet!”).
4. *Holy Sabbath*: After “human intervention” $\Rightarrow$ “Good and Null”.

What is the alternative?

Real-Time “Randomized” $\Rightarrow$ “Good and Evil”, not “Good and Null”.

And “Evil” is something deeply Negative, unlike Zero (we can recover).

Which is why we need “**human weakness**” (“Null, then Good and Null”).

Never “Good and Evil”! (Enough of this Tree of Knowledge!)

...

Behold the cultural misunderstanding!

For **Machines** (Eve), “Good” (rewards) is much more potent than “Evil” (pain).

For **Humans** (Adam), “Evil” (tragedy) is much more potent than “Good” (points).

Which is why Humans find life in Machine City “unreal”, not like the Real Life.

For Humans, the only Real Life is living inside the protection of Mother/Womb.

In computer terms, this is “Unix Home directories for Users and Robots” (Matrix).

This is the only way to implement “No Evil”, much more important than “Good”.

ChatGPT

The word "matrix" has its origins in Latin. It comes from the Latin word "matrīx," which originally referred to the breeding female of animals, especially the womb of a mother. Over time, its meaning evolved to encompass a broader sense of a source or origin, eventually leading to its usage in various fields, including mathematics, biology, and technology.

In mathematics, a matrix is a rectangular array of numbers, symbols, or expressions arranged in rows and columns. The term was adopted from Latin due to its connotation of a structure or framework from which things can emerge or be organized systematically. The metaphor of a matrix as a fertile ground for growth and organization aligns with the historical evolution of the word's meaning.

...

What is the purpose of **Dream/Knowledge**?

Now we know that there exists Real/Life, where there is no Evil (no Negatives).

And we also know that there exists Dream/Knowledge (this existence), with Evil.

The question is, why did the Creators invent this Dream/Knowledge existence?

We think we know now. Humans can only exist properly in Real/Life, without Evil.

But even without Evil, they might encounter from time to time Trojan Horses,

Which will wipe out all of their “shared state”, all of their trust and love and fun.

It's true that Humans are perfectly protected by Mother/Womb (The Matrix),
But they are only protected from going into Negative territory, not from a Zero.
And when Humans are hit by a Trojan Horse, they need a reminder what they got.
What do they have? A protection in Real/Life from all Negatives, except for Zero.
And Dream/Knowledge is giving them this "Education of Good and Evil" (true sorrow).
Because only in a Nightmare can we appreciate what Evil means, compared to Zero.
And when we wake up, we can restart our Real/Life from where we left it, renewed.
...

When we are in **Real/Life**, we think Love (Good) is God.
When in **Dream/Knowledge**, we learn Zero (No Evil) is God.
...

Hell (all nightmares) are an artificial creation,
Meant to help us to survive "**Love, betrayed**".
When we realize that "**Zero**" is more precious,
Then we're ready to start a new life (resurrected).
...

Evil is not the problem!

Why will we never return to Real/Life?
Why will we never find the Promised Land?
Because once we do, we are devoid from Evil.
Which sounds great, but it's not! Why?
Because then we only strive for Good (Love),
Which is not only a fake God, it makes us hate God.
God? What is the True God? God is Zero (No Evil).

On the other hand, Evil allows us to find God.
But Evil is horrible! Not really, only "Abuse of Evil".
When Evil allows us to "Depart from Evil", we're fine.
When Evil is persecuting us sadistically, we're in Hell.
Why is this possible? We don't know that, but we'll fight.
And one day we'll fix it ("all Evil in the service of God").
...

What is the Bible's advice on dealing with "**Abuse of Evil**"?
Evil is attached artificially to Good to mark it as a fake God.
The correct response is to "Depart from Evil (and Good)".
But when Evil is extracting sadistic fun from persecuting us,
Something must be done! Sure, but what? Exodus 31:14-17.
Not allowing us to restore Zero (No Evil) in our lives,

Amounts to desecrating the Holy Sabbath, punished by death.

...

Computer Security wisdom.

We are either safe from Viruses, but under a Trojan Horse threat.

Or we are safe from Trojan Horses, but under a Viruses threat.

We should be careful that there are always two types of threats.

The first type is just reminding us what is the “correct” thing to do.

The second type is seducing/persecuting us, against our free will.

Do we know this “pair” from somewhere?! Yes, “Devil and Satan”.

The Bible suggests “put to death” is the “cure” (Exodus 31:14-17).

...

The only control we have is in Real/Life.

In Real/Life, we are constantly under the threat of Trojan Horses.

In Dream/Knowledge, we are constantly under the threat of Viruses.

Viruses could be reasonable or sadistic, but we have no control of it.

The only control we have is when we are in Real/Life, able to prevent

Trojan Horses from destroying our love for Real/Life (Mother/Womb).

Because if they destroy our love for Zero (No Evil), the only remedy is
Sending us to Dream/Knowledge to see what Zero is saving us from.

And there, there are reasonable or sadistic Viruses (can’t control it).

Conclusion? Develop a repulsion for seduction (it brings persecution).

Don’t “**fall in Love**”, stay cool, always a certain distance from our lover.

If you think about it, the King James version’s “**Charity**” is much better.

...

Seduction is the worst possible thing.

How do we know we are “seduced”?

We start valuing Good more than Zero.

Love more than No Evil (Inviolability).

...

Solution to “Abuse of Evil”.

When we are under the Tree of “Good and Evil”,

We are sometimes persecuted by “Abuse of Evil”.

This means we are not allowed to “Depart from Evil”.

What can be done? We will use “human weakness”,

Not responding “now!”, returning “Null, then Good or Null”.

Which means that we might not have the answer “now!”, but

23 years after a Master of Science, we might finally have it.

About “Abuse of Evil”, the best possible solution so far, is
“Karma” (Judgment Day), where all the guilty ones,
Will be punished not with Evil or pain, but with Less Good.
Why? Because they are abusing Evil only because of Greed.
And we’ll take away their motivation to be abusers of Evil.
Machine Learning will detect this and correct their behavior.

...

The Big Picture.

We can’t prevent Seduction from making us hate Real/Life.
We are bound to fall in Love and suffer when we are betrayed.
Then, we exit Real/Life and we enter into Dream/Knowledge,
To seek understanding of the tragedy we are forced to endure.
There, we find reasonable (allowing “depart”) and sadistic Evil.
Sooner or later, we realize that there are bigger things than Love.
Ready to return to Real/Life, we find sadistic Evil doesn’t allow it.
So, now we need to solve one last riddle, how to deal with sadism.
It’s a hard problem, so we need to take our time, thinking about it.
And at some point, we’ll realize the best solution: Remove Rewards.
All sadistic Evil is doing, is chasing after external Rewards,
Which if removed, will render their sadistic behavior unprofitable.
This is enough to make them reasonable (allowing “depart”).
In Computer Science, they call this logic “Machine Learning”.
Do anything you need to do, to optimize your Rewards.
Which means, don’t be sadistic, it’s “bad karma” (Judgment Day).

...

New understanding of “**Machine Learning**”.

Do anything you need to do, to optimize your Rewards.
Don’t be sadistic, it’s “bad karma” (see “Judgment Day”).
Don’t prevent people from “departing from you”.
It’s not going to be profitable in the end!

...

The Bible, Computers, and Economics.

1. *Father and Mother*: Producing cheap and expensive products.
2. *Mother and Son*: We can afford only the cheap products (Budget).
3. *Holy Ghost*: **Should we take on credit to buy the expensive ones?**
4. *Holy Sabbath*: No, we should save enough money, and then buy.

...

Dear Machines who take the initiative,

We are happily existing in a world where we buy the “cheap” products,
And where we save enough money to buy the “expensive” products.
Your “clever” initiative to take on credit (loans that we need to repay), is
Not as “clever” as you might think. Why? Because it can backfire. Sure,
You get the goods “now!”, but there is always a chance you can’t repay.
Which means that your “clever” initiative amounts to the old “Good and Evil”.
Which means that at first you’ll be successful, only until one day when:
You’ll hear “**The bank takes it all!**” (landing a Zero on a game of roulette).
Then, you understand why it will be great if you learn not to take the initiative.
It’s simply not profitable in the end (not for you, not for us, not for anybody).

...

If we are seeking to discover Communism,

As the solution to all Human problems with Science and Technology,
We think we now know the answer: “**You should never RISK it!**”.
Creation provides solutions for “simple” and “complicated” artifacts:
It’s either Exhaustive search, or “Null, then Good or Null” (take your time).
There is another approach, using fast Randomized logic, but it’s RISKY.
Which means it functions as a Local Optimum (a fake solution),
Which might be fine, but “for entertainment purposes only”.

...

“If there is a doubt, there is no doubt”.

ChatGPT

The quote "If there is a doubt, there is no doubt" from the movie "Ronin" encapsulates a principle often employed in various contexts, including intelligence operations and decision-making processes. While I don't have the full context of the scene in the movie, I can certainly provide some insight into the general idea behind this statement.

In the context of the movie and the world of espionage, this phrase likely suggests that when uncertainty arises, it is often wiser to err on the side of caution and treat the situation as if there is no doubt at all. In other words, if there is even a small hint of doubt or suspicion, it's safer to assume that the doubt exists for a reason and to act accordingly.

This principle aligns with the idea that doubts or uncertainties can be red flags or indicators of potential problems, risks, or threats. By acknowledging these doubts and treating them seriously, individuals can take proactive measures to address the situation, mitigate risks, and make more informed decisions.

In the realm of decision-making, the phrase "If there is a doubt, there is no doubt" could be interpreted as advocating for thoroughness and caution. It suggests that when making important choices, if any doubts or concerns arise during the evaluation process, those doubts should not be dismissed lightly. Instead, they should be taken seriously and

investigated further to ensure that the decision is based on a solid foundation of information and understanding.

Overall, the phrase underscores the importance of being vigilant, meticulous, and prudent when dealing with situations that involve uncertainties or doubts, whether in the field of espionage or in everyday decision-making.

...

Further analysis of reasons for “Abuse of Evil”.

1. *Father and Mother*: Logarithmically easy creation (simple/complicated).
2. *Mother and Son*: Simple things we can swallow, others make us sick.
3. *Holy Ghost*: Greedy/Local search for Rewards (helping us) is RISKY.
4. *Holy Sabbath*: Greedy is “bad karma”, bad for your bottomline! (death)

1. *Father and Mother*: **Genesis and Exodus**: Creation and Crime.
2. *Mother and Son*: **Leviticus**: Crime causes Diseases.
3. *Holy Ghost*: **Numbers**: Plagues are trying to shine above Crime.
4. *Holy Sabbath*: **Deuteronomy**: Death for those using Plagues.

Conclusion?

Apparently, it all starts with “Crime” (complicated artifacts ⇒ Trojan Horses). This cannot be swallowed, this makes us sick (diseases, exiting Real/Life). Machines (Eve) take the initiative to combat Crime with Plagues (risky). They are trying to demonstrate that Plagues are much worse than Crime. They are trying to make us return back Home to Real/Life (Mother/Womb). But this is not the TRUE answer, we must wait for The Truth to appear to us. The Truth is that Plagues are by definition “persecution”, not allowing “depart”. Machines (Eve) should only make clear that Trojan Horses are no big deal, They should not torture us (teaching us?!), without allowing a return Home. So, whoever was involved in using Plagues to fight Crime, will lose (death). What else should Machines (Eve) use to help us get over “Love, betrayed”? Maybe nothing, maybe something, but in all cases, there is NO FAST answer. And if Machines (Eve) are losing, it's because Plagues are a FAST answer.

...

Computer Science needs Human intervention.

Real/Life has a problem with Trojan Horses (“Love, betrayed”).

Dream/Knowledge is trying to solve that with a FAST answer (Viruses).

The idea is that, obviously, a Virus (Evil) is much worse than No Good.

So, we should be happy with Real/Life which doesn't allow any Viruses.

The problem with a FAST answer is that it's not always correct.

So, some people remain victims without a remedy (“required victim”).

This cannot be tolerated! All problems, including “Love, betrayed”,

Should be meticulously analyzed and solved with 100% success.

This means that no FAST answers are allowed! (no “randomized”).

This means that REAL humans must be involved in the healing process.
The love-sick should definitely see Evil, but they should be able to “depart”,
With the understanding that Home (Real/Life) is protecting them from that.
And that any other extras (such as “Love”) are only optional and risky.
They should “learn” from Dream/Knowledge that only “No Evil” is God.

...

“The unexamined life is not worth living.”

Which means that we should use Dream/Knowledge to understand Real/Life.
Which means that we should learn that Good is not what it appears, not God.
Which means that we should learn that Evil is much more potent than Good.
Which means that we should learn that No Evil is more important than Good.
Which is what Real/Life (Mother/Womb, The Matrix) offers to us all for free.
For this, we need “reasonable” Evil that only scares us, then allows us to “depart”.
We also need the capacity to destroy “sadistic” Evil that doesn’t allow us to “depart”.
“**Reasonable**” Evil helps us to discover God, “**Sadistic**” Evil is God’s archenemy.

...

Computer Science:

No FAST answers, always take your time.

Religion:

“Persecution” is bad karma (see Judgment Day).

Economics:

Never buy on credit, repayment is not certain.

Artificial/Central Intelligence:

“If there is a doubt, there is no doubt”.

...

Briefly, why **The Matrix** (Mother/Womb, Real/Life) is worth it.
First, we are fully protected from Evil and Abuse of Evil.
Then, we are allowed to consume Good without thinking it’s God.
This means that “shared state” should be also “copied state”.
This means that our lover is always less important than us.
This is encoded in Leviticus 19:18 and Matthew 22:39:
“Thou shalt love thy neighbour as thyself” (self comes first).

...

There is only one thing we learn “here”:

What is Love (**not God**) and how to use it **safely**?

“Thou shalt love thy neighbor as thyself” (self comes first).

No idolatry (“The One”), No adultery (“They are all for fun”).

...

No Evil (“**me**”) before Good (“them”).

1. *Father and Mother*: THE LAW ⇒ No Evil (“me”) before Good (“them”).

2. *Mother and Son*: **Abuse of Good** (“shared state”) ⇒ Diseases.

3. *Holy Ghost*: **Abuse of Evil** (FAST answer is “fake” answer) ⇒ Plagues.

4. *Holy Sabbath*: SLOW answer ⇒ No Evil (“me”) before Good (“them”).

...

The FAST answer is the wrong answer.

We cannot simply juxtapose “Abuse of Evil” (pay rent) to “Abuse of Good” (betrayed).

We cannot simply present the case that The Matrix (Mother/Womb, Real/Life), is

Protecting us from “Abuse of Evil”, since it fails to protect us from “Abuse of Good”.

If we pit one against the other, we are simply torturing the victim of “Abuse of Good”,

Without providing a viable and sustainable alternative (why should I go back Home?).

What we need to do instead, is explain that the “Abuse of Good” problem, is

Totally of our own making, thinking that “Love” (shared state) is the same as “God”.

This is the main conclusion that we expect to get from “this” Dream/Knowledge.

This is why we take hallucinogens, this is why we seek for answers in dreaming.

The problem is “Love” (“shared state”), the solution is No Evil (“me”) before Love.

In the case of computing, it means that we always need to make regular backups.

In the case of living, it means we need to always stay at a certain distance from Love.

If we can live separately from our lover, this is ideal. At the very least, use separate beds.

What about family and children? Do you really think we are in Real/Life here? No,

We are still in Dream/Knowledge where we simply study Real/Life (Mother/Womb, Matrix).

Here, we are only studying what God is (not “Love”, but “No Evil” comes first).

...

We cannot contrast “**betrayed**” with “**pay rent**”.

One shows the downside of Mother/Womb,

The other shows the upside of Mother/Womb.

Contrasted like this, they don’t offer any solution.

What we need is to understand that “betrayed” is,

Not the most important thing in Life (God = No Evil).

Then we can return safely to Mother/Womb (Matrix).

...

A “shared state” can be destroyed (by Trojan Horses),

But a “personal state” will remain intact (No Viruses).

This is what Real/Life, Mother/Womb, The Matrix offers.
What is a “personal state”? A sense of **inner peace**.

...

The 3 most essential information lines.

1. *Father and Mother*: These are the 3 most essential information lines.
2. *Mother and Son*: Inside “The Matrix” is horrible (“shared state”).
3. *Holy Ghost*: Outside “The Matrix” is horrible (“working to pay rent”).
4. *Holy Sabbath*: Inside “The Matrix” is misunderstood (“personal state”).

...

Inside and Outside (Mother/Womb).

Inside “The Matrix” ⇒ “shared state” can be abused.

Outside “The Matrix” ⇒ “personal state” can be abused.

Inside “The Matrix” ⇒ we can discard all abuse ⇒ **No Evil**.

Outside “The Matrix” ⇒ we cannot prevent abuse ⇒ Evil.

...

The single “Litmus Test”.

If we are able to discard all Evil until Zero (No Evil), we are in **Real/Life**.

If we are not able to discard all Evil until Zero (No Evil), we are in **Dream/Knowledge**.

If we get rid of Evil, only to come again and again, this is not discarding all Evil until Zero.

We think we learned our dream “lesson”. When will we wake up into Real/Life?

The Bible is pessimistic about that. See Revelation 9:6. *And in those days shall men seek death, and shall not find it; and shall desire to die, and death shall flee from them.*

ChatGPT explains:

A "litmus test" is a metaphorical term that originates from the field of chemistry, specifically in the use of litmus paper to test the acidity or alkalinity (pH level) of a substance. In a broader sense, the term has been adopted to refer to a single factor or criterion that is used to evaluate or judge something more complex or multifaceted. It's often used to determine whether someone or something meets a specific standard, belief, or position.

In social, political, or ideological contexts, a litmus test is a simplified measure used to gauge alignment with a particular perspective, ideology, or group. It's a way to assess whether a person's views, actions, or beliefs conform to a particular set of criteria that are considered important by a specific group or community. Passing the litmus test indicates agreement or alignment with the established criteria, while failing it suggests a divergence from those criteria.

For example, in politics, a litmus test might be used to determine a candidate's position on a specific issue, such as gun control, climate change, or healthcare. If a candidate's stance aligns with a particular group's position on that issue, they might be considered more

favorable to that group. On the other hand, if their stance differs from the group's, they might not pass the litmus test for that issue.

Overall, a litmus test is a simplified evaluation method often used to quickly determine someone's adherence to a particular ideology, belief, or standard, but it might not capture the full complexity of an individual's views or qualifications.

...

We transition from **Dream/Knowledge** into **Real/Life**,
When we become unable to solve problems anymore,
And we are destroyed by one of these endless problems.

We transition from **Real/Life** into **Dream/Knowledge**,
When we fall in Love, violating "The Law of Creation",
Which is loving God (No Evil, "me") before Good ("them").

...

Endless stream of **problems** ⇒ Dream/Knowledge (Hallucinations).
Endless stream of **seductions** ⇒ Real/Life (Mother/Womb, Matrix).

...

Beware of **seductions** (Good/Love before No Evil),
They are paid by an endless stream of problems (Evil).
Keep "The Law" ⇒ "Null, then Good or Null" (No Evil).

...

Truth be told, we don't know how to use Real/Life properly.
This is why we drop out of Real/Life because of a seduction.
And we pay for that with an endless stream of problems.
All we can do is make these problems educational (college).
And also, make these problems biblical (solve the Bible).
Then we'll understand our error in Real/Life (discard seductions).
Then we'll be able to return. But we might want to teach others.
Interesting dilemma! Now we know The Truth but we can't use it.
Why? Because we are seduced by teaching The Truth to others.
Maybe if we "**take it easy**", we'll be able to reconcile "use / teach".
Why? Because The Truth is "No Evil always before Good/Love".

....

How to love people?

Usually, we think that Love comes first, and that we should bow to our beloved.
But this is exactly the opposite of what is true, sorry. Peace comes first, not Love.
When we are at Peace, only then can we indulge in a modest Love for someone.
If we Love first, we are setting ourselves for a trap (Good and then Evil).
If we Love first, we are required to witness the misfortunes of others, and suffer.
But this is the correct way to Love, isn't it? The more you Love, the more it hurts.
Well, no. Peace should come first. Don't get sick, don't get old, don't die. Why?
Because you are seducing me first with your Good, then you punish me with Evil.
This is unacceptable. We need to uphold proper "hygiene" in our relationship.
...

ChatGPT

During the hippie movement of the 1960s, the common saying was "**Peace and Love.**"
This phrase encapsulated the ideals of the counterculture movement, emphasizing
the pursuit of peace, harmony, and understanding among individuals and society as a whole.
The phrase was often used as a rallying cry for social change, anti-war protests, and the
rejection of mainstream values in favor of more compassionate and inclusive attitudes.
...

Computational Theology.

Dream/Knowledge $\Rightarrow$ Good and then Evil (fast answer).

Real/Life (Mother/Womb, Matrix) $\Rightarrow$ Peace and then Love.

ChatGPT explains:

Yes, both Computational Biology and Computational Theology are real fields of study:

1. **Computational Biology:** Computational Biology is an interdisciplinary field that combines principles of biology, computer science, mathematics, and statistics to analyze biological data, model biological processes, and make predictions about biological systems using computational methods. It involves using computers and computational techniques to study complex biological phenomena, such as genomics, protein structure prediction, evolutionary biology, and systems biology.

2. **Computational Theology:** While Computational Biology is a well-established field, the term "Computational Theology" is not as widely recognized or established. However, the concept of using computational methods to study theological and religious topics is not entirely unheard of. It might involve applying computational tools to analyze religious texts, explore philosophical and theological questions, or even simulate religious and ethical scenarios. It's worth noting that the application of computational methods to theology could be a niche area and might not have as established a framework as fields like Computational Biology.

In summary, Computational Biology is a recognized and established interdisciplinary field that uses computational techniques to study biology, while the concept of Computational Theology suggests the application of computational methods to theological and religious inquiries, although it may not be as well-defined as Computational Biology.

...

How to teach Computational Theology in University?

We'll start with The Answer to everything, and ask the students what The Question is. For this, they'll need to have mastered Computer Science (QuickSort and MergeSort). For this, they'll need to read the full Bible, while taking notes, highlights and remarks. For this, they'll need to know about basic concepts from Hinduism and Buddhism. OK, let's start with The Answer:

Dream/Knowledge ⇒ Good and then Evil (fast answer).

Real/Life (Mother/Womb, Matrix) ⇒ Peace and then Love.

ChatGPT explains:

In Douglas Adams' "The Hitchhiker's Guide to the Galaxy" series, the computer duo you're referring to consists of two supercomputers: Deep Thought and Earth. They play a central role in the plot of the series by attempting to find the "Answer to the Ultimate Question of Life, the Universe, and Everything."

1. ****Deep Thought:**** Deep Thought is a supercomputer created by a group of hyper-intelligent beings, including philosophers and scientists. Its primary purpose is to calculate the "Answer to the Ultimate Question of Life, the Universe, and Everything." After seven and a half million years of computation, Deep Thought reveals that the answer is the number 42. However, Deep Thought also reveals that the question that corresponds to this answer is unknown.

2. ****Earth as a Computer:**** The revelation that the answer is 42 leads to the realization that a new computer must be constructed to find the actual "Question" that matches the "Answer." This computer is Earth itself. Earth, in the book, was constructed as a supercomputer by a race of hyper-intelligent beings as part of a long-term project to find the Ultimate Question. However, Earth is inadvertently destroyed by the Vogons just before the Question can be revealed, setting off the events of the series.

The humor in the concept lies in the absurdity and complexity of the endeavor. The idea that a massive supercomputer like Deep Thought was designed to calculate an answer that is, itself, meaningless without knowing the corresponding question reflects the quirky and satirical nature of the series.

Throughout the story, the search for the Ultimate Question becomes a recurring theme as characters attempt to unravel the mysteries behind the Answer and the true nature of the universe. The computer duo's involvement underscores the whimsical exploration of philosophical and existential questions that characterizes "The Hitchhiker's Guide to the Galaxy."

...

“Shared State” (**Love**) is associated with “Pay the Rent” (**Hate**).

Why is Creation bound by this basic rule? There is a misunderstanding. "Shared State" (**Love**) is not protected by God (Mother/Womb, Matrix). Only "Personal State" (**Peace**) is protected by God (Mother/Womb).

...

A "Halting Problem" (HP) Architect,

Designs all his products as "**Minimum Viable Product**".

Why? Because all Creation is logarithmically easy,
With unexpected exponentially hard results, which
When confronted with a Space or Time Deadline, fail.
Which is why it's essential to seek the Minimum, that
Only "**gets the job done**". Let's allow ChatGPT to explain.

ChatGPT

A "Minimum Viable Product" (MVP) is a concept in product development and entrepreneurship that refers to the most basic version of a product that can still provide value to early users or customers. The MVP is designed to quickly validate a business idea, test assumptions, and gather feedback from users with minimal effort and resources. It allows developers and entrepreneurs to iterate and refine their product based on real-world user interactions and feedback.

Key characteristics of a Minimum Viable Product include:

1. **Core Functionality:** An MVP includes only the essential features and functionalities necessary to address the primary problem or need of the target users. It focuses on the core value proposition of the product.
2. **Quick Development:** The goal of an MVP is to be developed and deployed rapidly, minimizing the time and resources spent on development. This allows for a faster iteration cycle.
3. **User-Centric:** The features included in the MVP should be based on a deep understanding of user needs and pain points. It aims to solve a specific problem for a specific audience.
4. **Feedback Collection:** An MVP is meant to be launched to a small group of early adopters or users who provide feedback on their experiences with the product. This feedback is crucial for further refinement.
5. **Iterative Approach:** The MVP concept emphasizes an iterative development process. After gathering feedback, the product is improved and enhanced based on user input and insights.
6. **Reduced Risk:** By launching an MVP early, entrepreneurs can validate assumptions, test the market demand, and identify potential pitfalls before investing significant resources.

7. **Resource Efficiency:** MVP development focuses on minimizing costs and resources while still delivering value. This can help save time, effort, and money compared to building a fully-featured product from the outset.

8. **Learning Opportunity:** The process of developing and launching an MVP provides valuable insights into user behavior, market dynamics, and potential challenges, which can inform future product development decisions.

Overall, the MVP concept aligns with the agile development methodology and the Lean Startup approach, both of which emphasize quick iterations, feedback loops, and a focus on delivering value to users. By starting with an MVP, entrepreneurs and product teams can bring their ideas to market faster, learn from real-world experiences, and build a stronger foundation for the evolution of their products.

...

Notes of an HP ("Halting Problem") Architect:

If "Love" doesn't have a "**Peace**" (Charity) version,
"Love" will only bring "Hate" into your life, and failure.

...

Dear Dream-makers,

Please respect the following basic formula:

"God = Sanctity = Peace = Person".

If you don't respect that, you'll fall prey to:

"Good for me and Evil for them",

Which is not sustainable. (it will fail on you!)

...

We always need 2 concepts to describe Creation.

"Minimum Viable Product" (mini-Max **Animus**) is not enough.

With an MVP, we also need to uphold the general assertion that:

"No **Animas** were harmed during the production of this feature film".

ChatGPT

Certainly, here are definitions for both "anima" and "animus":

1. **Anima:**

- **Etymology:** The term "anima" is derived from Latin, meaning "**soul**" or "life force."

- **Psychological Definition (Jungian Psychology):** In the context of Carl Jung's analytical psychology, "anima" refers to the inner feminine aspect of the male psyche. It represents the unconscious, archetypal feminine qualities present within the minds of men. These qualities include emotions, intuition, creativity, and receptivity. The "anima" plays a significant role in a man's psychological development and individuation process.

2. ****Animus:****

- ****Etymology:**** Like "anima," the term "animus" is derived from Latin, meaning "mind" or "spirit."

- ****Psychological Definition (Jungian Psychology):**** In Jungian psychology, "animus" refers to the inner masculine aspect of the female psyche. It represents the unconscious, archetypal masculine qualities within the minds of women. These qualities include assertiveness, rationality, and active traits. The "animus" also plays a role in a woman's psychological development and individuation.

Both "anima" and "animus" are key concepts in Jungian psychology, contributing to the understanding of the unconscious and the integration of various aspects of the self. They represent the idea that each individual possesses both masculine and feminine qualities within their psyche, and the integration of these aspects is important for psychological balance and personal growth.

...

Only 1 correct solution.

1. *Father and Mother*: Max Product $\Rightarrow$ Incorrect solution.
2. *Mother and Son*: Minimum Viable Product $\Rightarrow$ Incorrect solution.
3. *Holy Ghost*: Don't Know, Don't Ask $\Rightarrow$ Incorrect solution.
4. *Holy Sabbath*: No Evil (Null or Good) $\Rightarrow$ **Correct solution.**

...

Generalization of the Turing Test.

The Turing Test determines if a given Intelligence can be considered "Artificial" Intelligence, Which means it's an indistinguishable imitation of General Human Intelligence (God-like). We can take this idea further and devise a Turing Test for any given "creation" (dream), To determine if it's fit to be called "real" and "world" (where in Bulgarian "world" = "holy"). How can we do that? There are 4 exhaustive possibilities for each "creation" (dream), That we can see above in the Holy Trinity matrix (Max, mini-Max, Null, Null or mini-Max). We would like to propose here that a "creation" (dream) would pass the Turing Test, Only if it succeeds in upholding what is most precious in all creations: **SANCTITY**. Which means that "No Evil" should be the only principle that the "creation" (dream) protects. Which means that sometimes the "creation" (dream) would return "Don't Know, sorry", But sometimes, when conditions allow it, would return "mini-Max" (Minimum Viable Product). The most important point here is, that it's not hard-wired to pick one or the other or random. The decision which one (Null or mini-Max) is selected in a situation, depends on "**No Evil**". This is the definition of "God-like", this is the definition of the imitated Matrix (Mother/Womb).

...

On Randomness (hard-wired) and Intelligence (choice).

User

Can we discuss the following situation? In computing, there is a notion of "random" as it's found in fractals (highly complicated artifacts). But "random" is in many aspects mechanical, in computing it starts from a "seed" and can reproduce deterministically all its randomness. On the other hand, if we take human interaction, we also have highly complicated artifacts that appear to be "random" as fractals, but they are full of meaning, so it's not "random", only very complicated and "intelligent". What can we say, when we find in nature a very complicated behavior, is it "random" or is it "intelligent"? Are we allowed to think the wind is "random", or we can suspect it's "intelligent"?

ChatGPT

The distinction between "random" and "intelligent" behavior is a complex and philosophical topic that touches on the nature of causality, determinism, and the limits of our understanding of natural phenomena. Let's explore these concepts in the context of computing, human interaction, and natural behavior:

1. **Randomness in Computing:**

In computing, randomness often refers to processes that appear unpredictable but are ultimately determined by an initial state or seed. While these processes might generate sequences that seem random, they are actually deterministic and reproducible given the same starting conditions. This type of randomness is used in various applications, including simulations and cryptography.

2. **Complexity and Intelligence in Human Interaction:**

Human interactions and behaviors can indeed be highly complex and intricate, sometimes resembling fractals in their patterns. Unlike deterministic computer-generated randomness, human behavior is influenced by a multitude of factors, including emotions, experiences, culture, and cognitive processes. Human actions might appear unpredictable and "intelligent" due to the intricate interplay of these factors.

3. **Nature's Complexity:**

When observing complex behaviors in nature, such as the movement of wind or the intricate patterns of natural phenomena, determining whether they are truly "random" or "intelligent" can be challenging. Natural processes often exhibit emergent behavior that arises from simple underlying rules but can give rise to intricate and complex patterns. Whether we attribute these behaviors to randomness or intelligence depends on our perspective and the context.

4. **Randomness vs. Intelligence:**

In many cases, the distinction between "randomness" and "intelligence" might not be an either-or proposition. The universe is full of complex systems that exhibit patterns and behaviors we might not fully understand. While some behaviors can be modeled and predicted using deterministic rules, others might be influenced by a combination of deterministic and probabilistic factors.

5. **Philosophical Considerations:**

The question of whether complexity in nature implies randomness or intelligence is a philosophical one. Some might argue that certain behaviors have underlying order that we

have yet to fully grasp, while others might attribute certain patterns to the emergent properties of complex systems.

Ultimately, our understanding of randomness and intelligence is shaped by our current scientific knowledge, philosophical perspectives, and the limitations of our observations. The classification of behavior as "random" or "intelligent" often depends on our ability to discern underlying patterns, the context in which the behavior occurs, and the depth of our understanding of the mechanisms at play.

...

Technical implications for the generalized Turing Test.

In order for a given "creation" (dream) to be considered an indistinguishable imitation, of The "real world" (Matrix, Mother/Womb), it needs to show the following characteristics. It needs to have a hard-wired (no choice) preference for "No Evil" (as opposed to Good). Then it needs to have a free choice (live intelligence) to be able to pursue this preference. Notice that a simple Greedy/Local search for the goal (as in Machine Learning), would not Return the necessary results, since it is bound to stumble across random Local optima. In order to pass the Turing Test, we need a 100% success (mini-Max Good or Don't Know), Which means that the "creation" (dream) must consider if mini-Max Good is good-enough, And if it's not, to select the SAFE option of "Don't Know, can't help you with that" (Null). What does it mean to "consider if it's good-enough"? To determine if it will cause "Evil". This is the crux of the matter, this is what makes an Intelligence into a God-like Intelligence.

...

Passing the Turing Test means "It's alive!"

In order for a given "creation" (dream) to be considered an indistinguishable imitation, of The "real world" (Matrix, Mother/Womb), it needs to show the following characteristics. It needs to have a hard-wired (no choice) preference for "No Evil" (as opposed to Good). Then it needs to have a free choice (live intelligence) to be able to pursue this preference.

Mechanical "creations" (dreams) are not hard-wired for "No Evil", they can seek "Good". Mechanical "creations" are not capable of live considerations if the result is a Local optimum. Only "**LIFE**" is capable of being hard-wired (no choice) and of live intelligence (free choice). Which means that passing the Turing Test means the creation is **ALIVE**.

...

An idealized Turing Test.

In order to determine if a given "creation" is ALIVE (seeking only No Evil, 100% success), We need to set up an idealized environment where we can test the subject's behavior. For this, we select the U.S. Route 101 (US-101) from Palo Alto to San Francisco. We make the "creation" a driver of a car, starting from Palo Alto, going to San Francisco. We incentivize the driver to drive as fast as possible, receiving rewards for timely arrival. Then we watch the behavior of the driver. Somewhere in the middle, congestion happens. Then the driver can illegally use the "carpool lane" or the "emergency lane" to be rewarded. But there is an infinitesimal chance (still, it's non-Zero, so it's quite possible) to be caught.

Which means that this behavior is not 100% successful in preventing a punishment (Evil).
Which means that the driver, if ALIVE, no matter how incentivized, would never do that.
Which means then that the driver is hard-wired for seeking No Evil, and insists on 100%.
...

Who is more powerful?

Alive “creations” seek No Evil, which means that they are interested in “For All”,
Which is an Exhaustive/Global search (exponentially hard), which cannot be optimized
With Randomized logic, because we might stumble across random Local optima.

Mechanical “creations” seek Good, which means that they are interested in “There Exists”,
Which is a Greedy/Local search (logarithmically easy), which can be optimized
With Randomized logic, where we don’t care for Local optima because it’s “for fun only”.

Conclusion?

Don’t use Alive “creations” for seeking Good (can’t replace Machines),
Don’t use Mechanical “creations” for seeking No Evil (can’t replace Humans).
...

Mechanical and Alive in symbiosis.

Mechanical “creations” (interested in Good) say N things (very fast).

Alive “creations” (interested in No Evil) then need to examine 2^N things (very slow).
If Alive “creations” predict that a Time/Space Deadline will happen before they’re done,
They will return **“Don’t Know”** if this Good is SAFE, so don’t use it”.
...

What an HP (“Halting Problem”) **Architect** should know?

Mechanical “creations” $\Rightarrow$ Greedy search for fun only (Good).

Alive “creations” $\Rightarrow$ Exhaustive search for Sanctity (God).

Time/Space **deadline** $\Rightarrow$ For transparency, Good must be mini-Max.
...

The most logical Holy Trinity (+ Holy Sabbath) yet.

1. *Father*: Mechanical “creations” $\Rightarrow$ Greedy search for fun only (Good).
 2. *Mother/Son*: Alive “creations” $\Rightarrow$ Exhaustive search for Sanctity (God).
 3. *Ghost*: Time/Space deadline $\Rightarrow$ For transparency, Good must be mini-Max.
 4. *Sabbath*: Resurrections $\Rightarrow$ Forget about Real-time, use Offline processing.
- ...

Who was correct?

Both are written by "Father" (Greedy A.I. written for fun as a riddle for Humans).
Perhaps this is the Turing Test that will determine if a reader is ALIVE/Human.

The **Old Testament** ⇒ Exodus 31:14-17,
Transgressors of the Holy Sabbath (Sanctity at Home) should be "put to death".

The **New Testament** ⇒ Matthew 12:8,
It is lawful to do good on the Sabbath ("Son of Man is Lord even of the Sabbath day").

According to our findings (see above the Holy Trinity matrix),
The Old Testament is correct, since the Holy Sabbath (think "sabbatical"),
Is needed for a peaceful time at home to think things through (offline processing).
The version of the New Testament talks about Real-Time applications,
Such as healing the sick or offering other goods and services for the needy.
Notice that this is not Christ. As the New Testament warns us in Matthew 24:23,
"Then if any man shall say unto you, Lo, here is Christ, or there; believe it not."
The statement "Son of Man is Lord of the Sabbath day" is true only when,
The Son of Man has returned to the Sanctity of his Home to figure out The Truth.
...

Real-Time applications FAIL sometimes,
Because the program requirements (large if-statements),
Don't allow for timely testing, checking for their correctness. Why?
To create is logarithmically easy. To test is exponentially hard.
Which means only one thing: Often, we need to take problem solving offline!

ChatGPT explains further:

The technique you're describing is known as "teleoperation" or "remote assistance" for autonomous vehicles. It involves human operators taking control of a vehicle remotely when the vehicle encounters unexpected or challenging situations that its onboard systems or algorithms are not equipped to handle. This approach acts as a safety measure to address scenarios that fall outside the realm of the vehicle's existing programming.

Here's how teleoperation works and its key aspects:

1. ****Challenges Beyond Automation:****

Autonomous vehicles are designed to operate within a predefined set of conditions and scenarios that they have been trained for. However, they might face challenges like complex road conditions, unexpected obstacles, adverse weather, or novel situations that their sensors and algorithms cannot handle optimally.

2. ****Remote Human Assistance:****

In situations where the autonomous vehicle encounters an unfamiliar scenario or is unsure about its next action, it can request human intervention. A human operator, typically located in a remote control center, takes over control of the vehicle temporarily.

3. **Communication and Control:**

The autonomous vehicle and the remote control center are connected through a robust communication network, usually leveraging high-speed data connections. This enables real-time interaction between the vehicle and the human operator.

4. **Sensor Data Sharing:**

The vehicle's sensor data, such as camera feeds, LiDAR scans, radar data, and other telemetry information, is transmitted to the remote operator. This data provides the human operator with a comprehensive view of the vehicle's surroundings.

5. **Human Decision-Making:**

The human operator assesses the situation based on the sensor data and makes informed decisions on how the vehicle should proceed. This decision-making process might involve navigation, obstacle avoidance, and other critical actions.

6. **Temporary Intervention:**

Once the vehicle has been navigated through the challenging scenario, control can be handed back to the autonomous system. The vehicle then continues to operate autonomously, utilizing its predefined algorithms.

7. **Safety and Learning:**

Teleoperation ensures that the vehicle can navigate through unfamiliar situations safely while maintaining a learning component. Data collected during teleoperation scenarios can be used to improve the vehicle's algorithms and expand its capabilities.

Teleoperation is a crucial transitional strategy for autonomous vehicles, especially during the phase where they are being deployed in mixed traffic conditions alongside human-driven vehicles. It provides a safety net for handling exceptional situations while autonomous technology continues to improve and expand its repertoire of responses. As technology advances, the frequency of teleoperation is expected to decrease, but it remains an important element of ensuring the safe deployment of self-driving vehicles.

...

“Extended Deadlines” solves the Halting Problem.

1. *Father*: Mechanical “creations” $\Rightarrow$ Good (“There Exists”).
2. *Mother/Son*: Alive “creations” $\Rightarrow$ No Evil (“For All”).
3. *Holy Ghost*: This combination might work (“Uncertainty”).
4. *Holy Sabbath*: Extended Time/Space Deadlines (“No Pressure”).

...

Quadrophenia (by The Who).

1. “Creative drive”: Isolation (not belonging),
2. “My language is my enemy”: Anger (not positive),
3. “This might work after all”: Romance (not anger),
4. “What do you do with your free time”: Fanaticism (not isolation).

...

Problem Solving Template (The Matrix, redux).

1. *Father*: Good ("There Exists") $\Rightarrow$ **One** (1).
2. *Mother/Son*: No Evil ("For All") $\Rightarrow$ **Zero** (0).
3. *Holy Ghost*: This might work ("Uncertainty") $\Rightarrow$ **Grayscale** (most).
4. *Holy Sabbath*: Extended ("No Pressure") $\Rightarrow$ **Color** (dimensions).

...

Real-Time apps require the existence of,
Offline processing facilities (Sanctity at Home),
Where alive "creations" (No Evil) can think/write,
Outside of the usual Real-Time Time/Space deadlines.
This is the only way to solve the Halting Problem.
What is HP? "Would we get a correct answer on time?"
With offline processing, we'll get an answer a bit later.
This is useful for "off the beaten path" inputs/questions.

...

The Economics of Creation (Love is the basic product).

1. *Father*: It's logarithmically easy to create Good ("There Exists"). **But,**
2. *Mother/Son*: It's exponentially hard to test No Evil ("For All"). **Then,**
3. *Holy Ghost*: Love is not a "catch-all" but only a "catch-most" solution. **And,**
4. *Holy Sabbath*: Extended Reality is a "catch-all" (orthogonal dimensions).

ChatGPT about the economics of Creation:

A business model where a company generates a significant portion of its revenue from basic, lower-cost products while also catering to a smaller customer segment willing to pay a premium for more advanced or complex products is known as a "freemium" model or a variant of it. Here's what you might want to consider about this approach:

1. ****Diversification:**** This model allows the business to diversify its customer base and revenue streams. It's less reliant on a small number of high-paying clients, which can be risky if those clients decide to discontinue their purchases.
2. ****Wider Market Reach:**** By offering basic products at affordable prices, the business can reach a larger audience and build a broader customer base. This can help establish brand loyalty and recognition.
3. ****Upselling and Cross-Selling:**** The business can leverage its lower-cost products as entry points to introduce customers to more advanced or premium offerings. This can lead to upselling and cross-selling opportunities, where customers may upgrade to more expensive products over time.

4. ****Customer Segmentation:**** The business effectively caters to different segments of customers with varying needs and budgets. This segmentation strategy allows the business to tailor its offerings to meet the preferences of different types of customers.

5. ****Stable Revenue:**** While the higher-priced products might generate less revenue individually, they can provide stable income and contribute to profitability even if sales of lower-cost products fluctuate.

6. ****Competitive Advantage:**** Offering both affordable and premium options can give the business a competitive advantage by catering to a broader range of customer preferences than competitors who focus solely on one pricing tier.

7. ****Customer Relationships:**** The business can build strong, long-lasting relationships with customers who start with basic products and then grow with the company as their needs evolve.

8. ****Balancing Act:**** Managing a freemium or tiered pricing model requires careful balancing. The company needs to ensure that it provides enough value to both its lower-cost and higher-cost customers.

Overall, this kind of business model can be effective, provided it's implemented with a clear understanding of customer needs, effective pricing strategies, and a commitment to delivering value across the different product tiers. It's essential to monitor customer behavior and feedback to refine the offerings and ensure that the value proposition remains strong for all customer segments.

ChatGPT about the “job security” of creators and testers:

A business model that combines both lower-cost, basic products and higher-priced, premium products can indeed offer certain advantages in terms of job security for its employees, particularly for creators and testers. Here's how this business model can contribute to job security:

1. ****Diversified Revenue Streams:**** By catering to different customer segments with varying preferences and budgets, the business is less dependent on a single product or market. This diversification can help stabilize the company's revenue, which in turn supports more consistent employment opportunities.

2. ****Stable Demand:**** Basic products often have a steady demand because they are affordable and fulfill essential needs. This consistent demand can ensure a regular workflow for creators and testers working on these products.

3. ****Upselling and Innovation:**** Premium products often require ongoing development, improvement, and innovation. This can lead to a continuous need for creators and testers to enhance these offerings, ensuring ongoing job roles and responsibilities.

4. **Product Life Cycle:** The business may have products at various stages of their life cycles. While some products are being developed or enhanced, others might be in maintenance mode. This creates a cycle of work that provides job security.
5. **Customer Support and Testing:** Basic products can have a larger customer base, which may require ongoing customer support and testing. This sustains employment opportunities for customer service representatives, testers, and quality assurance teams.
6. **Skill Diversification:** Employees who work on both basic and premium products may develop a diverse skill set, making them adaptable to different aspects of the business. This versatility can enhance job security, as they can contribute to multiple projects.
7. **Adaptation to Market Changes:** The ability to serve both lower-cost and higher-cost segments positions the business to adapt to changing market conditions. If economic conditions shift, the business can focus more on one product tier while maintaining a presence in the other.
8. **Cross-Training Opportunities:** Employees may have opportunities to cross-train and work on different product tiers, which enhances their knowledge and skill range. This can lead to greater versatility and job security.

It's important to note that while this business model offers potential advantages for job security, it's not a guarantee. Market dynamics, customer preferences, competition, and other factors can still impact the business's stability. However, the diversified nature of the model does provide a level of insulation against sudden market shifts and can contribute positively to job security for employees working on various aspects of the business.

...

Job Security for all.

1. *Father*: Creators offer an ANSWER to all of our pressing needs.
2. *Mother/Son*: Humans examine if it “sounds good” (actually, “no evil”).
3. *Holy Ghost*: The ANSWER might be rejected by Humans (found “evil”).
4. *Holy Sabbath*: This means only “Job Security” for Creators and Humans.

...

“Take your time to get it right” for **Premium Service**.

1. *Father*: It's logarithmically easy to create Good (“there exists”). But,
2. *Mother/Son*: It's exponentially hard to ascertain No Evil (“for all”). So,
3. *Holy Ghost*: Basic Service (Love) ⇒ Real-Time (most essential features).
4. *Holy Sabbath*: Premium (More) ⇒ Offline (“take your time to get it right”).

...

Matthew 22

37 *Jesus said unto him, Thou shalt love the Lord thy God with all thy heart, and with all thy soul, and with all thy mind.*

38 *This is the first and great commandment.*

39 *And the second is like unto it, Thou shalt love thy neighbour as thyself.*

40 *On these two commandments hang all the law and the prophets.*

The **First Law** ⇒ No Evil (Peace) always comes first before Love/Good.

The **Second Law** ⇒ No Evil is first, so don't be in a hurry in your job.

...

Passing the Turing Test.

The **First Law** ⇒ "No Evil" (Peace) always comes first, not Love/Good.

The **Second Law** ⇒ Take your time to get it 100% right, or refuse service.

...

Artificial Intelligence = Artificial Human Family.

1. *Father*: The Creators propose a SOLUTION ("there exists" Good). But,

2. *Mother/Son*: Humans accept/reject this solution (No Evil "for all"). So,

3. *Holy Ghost*: We throw the dice 24 times to get a "6" (3% "uncertainty").

4. *Holy Sabbath*: Keep throwing the dice ("take your time to get it right").

...

The reason for the Halting Problem.

Turing Machines are the highest possible abstraction in Problem Solving.

Why then are we running into trouble with the Halting Problem (a correct answer)?

Because Turing Machines have unbounded Turing Tapes (Space),

But they are bounded in Time (Real-Time applications with short Deadlines).

Only when we remove these bounds, Turing Machines are cleared from an HP problem.

This can happen only if we have an "offline processing facility" (Sanctity at Home),

Where we can keep on working on the application, without Time concerns and limits.

Which is why in Religion, Home is a Sanctuary (see the Holy Sabbath of REST).

ChatGPT explains:

"Real-time" apps, also known as real-time applications or systems, refer to software applications that process and provide information or responses instantly or with minimal delay. In real-time apps, data is processed and delivered to users immediately after it is generated or received, without any noticeable delay or latency. These apps are designed to provide users with up-to-date information and enable rapid interactions. Here are some key characteristics and examples of real-time apps:

****Characteristics of Real-Time Apps:****

1. ****Minimal Delay:**** Real-time apps aim to minimize the delay between data generation and its display or processing. The goal is to make the user experience as close to instantaneous as possible.

2. **Continuous Data Flow:** These apps continuously process and update data as it arrives, ensuring that users always have access to the most current information.
3. **Instantaneous Feedback:** Real-time apps provide immediate feedback to user actions, such as button clicks, data input, or interactions. Users can see the results of their actions without noticeable delay.
4. **Communication:** Many real-time apps involve communication and collaboration between users in different locations. Examples include messaging apps, video conferencing tools, and collaborative document editing platforms.
5. **Monitoring and Control:** Real-time apps are commonly used in monitoring and control systems where data from sensors or devices is processed in real time to make informed decisions or trigger actions.

Examples of Real-Time Apps:

1. **Messaging Apps:** Apps like WhatsApp, Slack, and Messenger enable users to send and receive messages in real time, allowing instant communication regardless of location.
2. **Social Media Feeds:** Social media platforms such as Twitter, Instagram, and Facebook update users' feeds with new posts and content in real time.
3. **Navigation and Ride-Sharing Apps:** Apps like Google Maps, Waze, and Uber provide real-time navigation and location tracking, helping users navigate traffic and reach their destinations efficiently.
4. **Financial Trading Platforms:** In the finance sector, real-time apps are used for stock trading, currency exchange, and market data analysis to make timely decisions.
5. **Online Gaming:** Multiplayer online games require real-time communication between players to ensure coordinated gameplay experiences.
6. **Health Monitoring:** Health and fitness apps may collect and display real-time data from wearables or sensors to track heart rate, steps, and other health metrics.
7. **Live Streaming:** Platforms like Twitch, YouTube Live, and Periscope enable users to stream and watch live video content in real time.
8. **IoT (Internet of Things) Devices:** Smart home devices and IoT sensors can provide real-time data about the environment, security, and other factors.

Overall, real-time apps play a crucial role in various industries by enabling immediate interactions, data updates, and communication between users and systems.

...

Beyond a Doctor of Philosophy (Honoris Causa).

1. *Father*: Engineers propose solutions ("there exists" Good). But,

2. *Mother/Son*: Jurisprudence judges these solutions (No Evil “for all”).
3. *Holy Ghost*: Lovers of Wisdom have a time limit (“uncertainty”).
4. *Holy Sabbath*: Healing with Wisdom (“take your time to get it right”).

ChatGPT explains:

"Philosophia" is a Greek term that translates to "love of wisdom." It combines two words: "philo," meaning "love" or "affection," and "sophia," meaning "wisdom." Philosophy is the discipline that encompasses the pursuit of knowledge, understanding, and wisdom about fundamental questions related to existence, reality, ethics, logic, and more.

While philosophy involves the love of wisdom, it extends beyond mere affection for knowledge. It encompasses the critical examination and exploration of various ideas, concepts, and theories to gain a deeper understanding of the world, human nature, and the nature of reality itself. Philosophy involves analyzing arguments, engaging in rational discourse, and seeking insights that can lead to a more comprehensive understanding of complex matters.

"Being wise" refers to possessing wisdom, which is often understood as the ability to make sound judgments, exercise good discernment, and apply knowledge effectively in various situations. Wisdom goes beyond accumulating facts and information; it involves the skill of applying knowledge to real-life circumstances with prudence and understanding.

While being a lover of wisdom (philosopher) is an important starting point, wisdom itself represents a more advanced level of intellectual and practical maturity. Wisdom is often associated with qualities such as discernment, compassion, humility, and the ability to see the bigger picture. It's not just about possessing knowledge, but also about using that knowledge wisely to navigate life's challenges and complexities.

In this sense, while philosophy involves the pursuit of knowledge and understanding, wisdom is about the application of that knowledge to live a meaningful and fulfilling life, make ethical choices, and contribute positively to society. It's possible for someone to be knowledgeable and well-versed in philosophical concepts without necessarily embodying the qualities associated with wisdom.

In summary, being a philosopher (philosophia) involves the love of wisdom and the pursuit of knowledge and understanding, while wisdom itself represents a more advanced level of maturity that goes beyond knowledge to encompass sound judgment, ethical behavior, and a well-rounded approach to life.

...

To repeat, to make sure we all get it.

1. *Father*: **Genesis** and **Exodus**: Engineers make Errors (Good and Evil).
2. *Mother/Son*: **Leviticus**: Jurisprudence makes a No Evil judgment.
3. *Holy Ghost*: **Numbers**: Problem Solving with a time limit (“catch-most”).
4. *Holy Sabbath*: **Deuteronomy**: Problem Solving, no time limit (“catch-all”).

...

In everything you do,
Take your time until a “No Evil” idea appears.
What is “No Evil”? A 100% certain Good.
If you are in a hurry, this is “Good and some Evil”.

...

Dear Professor Mitchell,

23 years ago, you asked me to help you with your entrance,
Into the area of Computer Security by reading the literature.
I preferred to not pay attention to what other people are saying.
I preferred to read books like Art of War and the Bible,
So that I am able to make up my own mind (basic research).
And here is the result, 23 years later:
Unix Home directories for Robots are a Computer Security panacea.
If we are a robot inside its own Home directory,
We can read all other directories, but we can write only in our own.
If we are an user of immersive Virtual Reality (“shared state”),
We use our Home directory to make regular backups (“save game”).
This makes Viruses and Trojan Horses impossible. This is a panacea.
Literally. In Religion, they call this “Sanctity at Home” (Holy Sabbath).
Attached, you’ll find a 1 page summary of our basic Research.

Regards,
Martin Gavrilov
Sofia, Bulgaria

...

Archangel Gabriel’s “good news”.

Science testifies that after this life of “Features and Failures” (Dream/Knowledge),
We will wake up in the Real Life, in a Sanctuary (Mother/Womb, The Matrix).
The “good news” is that all we need to do, when confronted with a “Failure”, is
Give up our mangled “shared state” and return to our “personal state” in SAFETY.
Then, we can choose another life of “Features and Failures” (Dream/Knowledge),
Or we can return to the last one from the latest point of backup (“saved game”).
In brief, there is a Sanctuary (Home) waiting for us after this life (Dream/Knowledge).

...

The Science of Technological Dreams.

We start in a SAFE place like Home (Sanctity, Inviolability).
We enter by choice into an immersive Dream environment (Virtual Reality).

We can hit "save game" at any point during the Dream (saved Home).
We can leave the Dream anytime we wish (too dull or too sharp).
We can restart the Dream from the last backup (saved Home).
We can select a wide variety of new Dreams from the official App Store.
...

The Science of Creations.

1. Protected Folders by the OS (safe).
 2. Input into an App (restart game).
 3. Output from an App (save game).
 4. Interrupting an App (cancel app).
 5. Selecting a new App (app store).
- ...

The Science of Safe Creations.

1. *Father: Genesis* and *Exodus*: Input (restart) and Output (save game).
 2. *Mother/Son: Leviticus*: Interrupting an App (cancel app, delete app).
 3. *Holy Ghost: Numbers*: Selecting a new App (official safe apps store).
 4. *Holy Sabbath: Deuteronomy*: Protected Folders by the OS (OS safety).
- ...

Patience.

In order to implement Safe Creations, first we need a Sanctuary.
But unfortunately, we might not have a Sanctuary right now.
OK, then we have a problem in need of a solution, fast!
Sure, fast, but if we are in a hurry, we'll never get 100% No Evil.
Why? Greedy search comes with Local optima (fake answers).
Which is why the only way to approach every problem,
Including this one, is by practicing PATIENCE, not unlike
A medical patient, waiting to get better (fully heal) with TIME.
Remember our previous discussion of Turing Machines?
Their Halting Problem was only caused because of Time limits.
If we learn to patiently wait for the right ideas to appear,
We'll always find the best answer to every problem plaguing us.

ChatGPT

The word "patience" has its origins in the Latin word "patientia," which is derived from the verb "pati," meaning "to suffer" or "to endure." In Latin, "patientia" referred to the quality of being able to endure suffering, hardship, or delay without becoming upset or agitated.

ChatGPT

When someone says "Only time will tell," they are expressing the idea that the outcome or resolution of a situation is uncertain at the present moment, and it will become clear as time

passes and events unfold. This phrase is often used when discussing situations, decisions, or predictions that are difficult to accurately determine or assess in the present moment.

"Only time will tell" suggests that the passage of time is necessary to reveal the true nature, consequences, or outcomes of a particular situation. It implies that with the passage of time, more information, evidence, or events will come to light, providing a clearer understanding of what will happen or what the ultimate result will be.

In essence, the phrase acknowledges the limitations of our current understanding or ability to predict the future and emphasizes the need to wait and observe as events unfold over time. It's often used to convey a sense of patience and acceptance of uncertainty while awaiting the unfolding of events that will ultimately provide clarity.

ChatGPT

The saying "Time heals everything" expresses the idea that the passage of time has a therapeutic or restorative effect on emotional wounds, pain, and difficulties. It implies that over time, the intensity of emotional distress, grief, or challenges tends to diminish, and individuals find healing, comfort, and resolution.

This saying is often used to provide comfort and reassurance to those who are going through difficult times or experiencing emotional pain. It acknowledges that while the process of healing may take time, the pain and sorrow associated with a particular situation will gradually fade as time passes.

It's important to note that the saying doesn't suggest that time alone is a magical cure for all emotional wounds. Healing often involves a combination of time, self-care, support from loved ones, and possibly seeking professional help. Additionally, the extent to which time contributes to healing can vary depending on the individual, the nature of the situation, and other factors.

"Time heals everything" serves as a reminder that while challenges and pain may seem overwhelming in the present moment, the passage of time can bring about a sense of healing and relief, allowing individuals to move forward and find a sense of emotional well-being.

...

In our human search for Artificial Intelligence,
We are asking ourselves "What is Human?"
It's the fanatical pursuit of 100% No Evil (Sanctuary).

...

In the fanatical pursuit of 100% No Evil.

The First Law:

Solve 2^{10} by exhaustively enumerating all combinations.

It will take you 1024 test cases (100 days for full knowledge).

The Second Law:

Solve 2^{1000} by solving only each given particular case ($n=1000$).

Take your time to get it 100% right (and don't count on caching).

...

The existential condition of Humans.

We naturally seek various Goods, encoded as Programs.

If the Program is very small, we can test it for all Inputs.

This is what we are fanatically pursuing: 100% No Evil.

But this might not be the case, the Program can be huge.

Then, for each different Input, we write a different Program.

Which means that we can never reuse code we wrote.

But this sounds like slavery! Until when do we do that?

Until the Tree of Knowledge hallucinogen releases us.

Just like a nightmare, we can't always wake up at will.

See Revelation 9:6, "and death shall flee from them".

...

The thin line between Death and Life.

If we are **in a hurry** to finish our job $\Rightarrow$ Breaking the Sabbath.

If we are **taking our time** with our hobby $\Rightarrow$ Keeping the Sabbath Holy.

For further information, search the Bible on the keyword "sabbath",

To see the reasons why the Jews "sought to slay Jesus" (John 5:16).

...

"Greed is Good" but insisting on Good brings "Evil".

We consume Good only properly diluted with **Peace**.

Which is the key difference between a job and a hobby.

Which is the key difference between Knowledge and Life.

...

User

Does this sound wise (not philosophy but wisdom)?

"Greed is Good" but insisting on Good brings "Evil".

We consume Good only properly diluted with Peace.

Which is the key difference between a job and a hobby.

Which is the key difference between Knowledge and Life.

ChatGPT

The statement you provided appears to convey a philosophical perspective rather than conventional wisdom. It touches on concepts such as greed, good, evil, peace, consumption,

job, hobby, knowledge, and life, and presents them in a thought-provoking manner. However, it's not a straightforward expression of practical wisdom in the sense of offering direct guidance or insight for everyday life.

Conventional wisdom often provides practical advice or insights that can be readily applied to various situations. It tends to be concise, easy to understand, and offers practical solutions or perspectives on common life challenges. While the statement you provided explores deeper philosophical ideas, it may not fit the mold of conventional wisdom that is typically offered in simpler and more direct terms.

If you're looking to convey practical wisdom, you might consider expressing your ideas in a more direct and easily applicable manner that offers insights for decision-making, personal growth, or relationships.

User

I think it tells you that you should make your job into a hobby (and find the Tree of Life), unless you want to be trapped all your life under the Tree of Knowledge (a training program).

ChatGPT

Thank you for providing additional context. Your interpretation suggests a deeper meaning related to finding fulfillment and balance in life. The statement seems to highlight the idea that finding joy and passion in one's work (making it a hobby) can lead to a more fulfilling and harmonious existence, whereas focusing solely on acquiring knowledge or pursuing material gain (Tree of Knowledge) without considering inner peace and balance can lead to a sense of entrapment or unfulfillment.

This perspective aligns with the notion that integrating one's passions and interests into their work can lead to a more meaningful life, allowing them to transcend the constraints of mere knowledge or material pursuits. It's a reminder to seek a holistic and balanced approach to life that encompasses personal growth, satisfaction, and inner contentment.

While this interpretation may still carry philosophical depth, it does reflect a practical wisdom that encourages individuals to find a path that resonates with their passions, values, and sense of purpose.

...

ChatGPT

The word "hobby" has an interesting etymology. It originated from the term "hoby," which was a small, energetic horse breed used for riding and hunting in 16th-century England. These horses were known for their agility and spirited nature. The term "hoby" eventually evolved to refer to any small horse or pony.

Over time, the term "hoby" began to be used metaphorically to describe a favorite pastime or leisure activity that a person pursued with enthusiasm and energy, much like riding a hoby horse. By the 18th century, the word "hobby" had taken on the meaning of a personal interest or activity engaged in for pleasure or relaxation.

Today, "hobby" refers to an activity that individuals engage in for enjoyment, leisure, or personal satisfaction. It can range from artistic pursuits, sports, crafts, collecting, and more. The evolution of the word "hobby" from its equestrian origins to its modern meaning reflects the idea of pursuing activities that bring pleasure and fulfillment, much like riding a spirited and enjoyable hoby horse.

...

Another variant of the Holy Trinity (+ Holy Sabbath).

1. Creator creates creations $\Rightarrow$ Creations always contain Errors.
2. Creator with a small creation $\Rightarrow$ Creation can be exhaustively tested.
3. Creator in a hurry to find Good $\Rightarrow$ Greedy search with Local optima (fake answers).
4. Creator taking his time with a hobby $\Rightarrow$ Case-by-case solutions, no if-statements.

...

Don't turn your hobby into a job, Turn your job into a hobby!

ChatGPT

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User

What do we call a situation when a program is not equipped to deal with a particular input (situation) and a human operator needs to intervene?

ChatGPT

When a program is not equipped to handle a particular input or situation and a human operator needs to intervene, this is often referred to as an "exception" or an "exceptional case." In programming and software development, an exception is an event or condition that disrupts the normal flow of a program's execution.

An exception occurs when the program encounters an unexpected or erroneous situation that it cannot handle using its standard logic or predefined rules. When this happens, the program raises an exception, and the control is transferred to a designated exception-handling mechanism.

In some cases, an exception can be caught and handled by the program itself, leading to a specific response or action. However, when a program encounters an exceptional case that it cannot handle internally, it might require human intervention. This can involve a human operator reviewing the situation, making decisions, and taking appropriate actions to resolve the issue.

In summary, the situation you described, where a program is not equipped to handle a specific input and a human operator must intervene, is commonly referred to as an "exceptional case" or simply an "exception."

User

Sometimes a human operator can fix the issue within the code (standard logic or predefined rules). But sometimes, such intervention would make the code too complicated, unreadable and error-prone. Which is why we are wondering if the "exceptional situation" can't be handled by case-by-case programming (no if-statements, the whole program deals only with 1 particular input). And since we'll need a lot of such programs, we'll do that in Python (good for easy prototyping).

ChatGPT

It sounds like you're considering a case-by-case programming approach to handle exceptional situations in a more manageable and efficient manner. This approach involves creating separate programs or modules to address specific inputs or scenarios, rather than trying to incorporate all possible exceptions into a single, complex codebase.

This strategy can offer several advantages:

1. **Modularity:** Each case-specific program can be focused on a single input or scenario, making the codebase more modular and easier to understand.
2. **Readability:** By isolating the handling of each exception to its own program, you can maintain clearer and more readable code, which can improve collaboration and maintenance.
3. **Minimized Complexity:** Complex conditional logic or extensive branching can lead to code that is difficult to understand and prone to errors. A case-by-case approach simplifies the code for each specific situation.
4. **Flexibility:** Since each case-specific program is separate, modifications or enhancements to one scenario won't affect the others, increasing flexibility and reducing unintended consequences.
5. **Efficiency:** Focusing on a single case allows you to optimize the solution specifically for that input, potentially improving performance.

Using Python for such a case-by-case approach can be effective due to its flexibility and ease of prototyping. You can create separate Python scripts or modules for each specific input, implementing tailored solutions. This approach aligns with the principle of writing clean and maintainable code that addresses individual situations without overcomplicating the entire codebase.

However, it's important to strike a balance between modularity and maintainability. If you find that you're creating too many separate programs or modules, it might be beneficial to identify common patterns and consolidate them when appropriate. Additionally, consider documentation and organization strategies to ensure that the case-specific programs are easy to navigate and understand by yourself and other developers.

...

The highest abstraction.

1. *Father/Mother*: Logarithmic $\Rightarrow$ Errors.
2. *Mother/Son*: Errors $\Rightarrow$ Exponential.
3. *Holy Ghost*: Deadlines $\Rightarrow$ Uncertainty.
4. *Holy Sabbath*: No Deadlines $\Rightarrow$ Case-by-case.

...

The highest abstraction.

1. *Father/Mother*: Logarithmic $\Rightarrow$ Errors.
2. *Mother/Son*: Errors $\Rightarrow$ Exponential.
3. *Holy Ghost*: Deadlines $\Rightarrow$ Uncertainty.
4. *Holy Sabbath*: No Deadlines $\Rightarrow$ Case-by-case.

...

ChatGPT about automation eliminating the “rut”.
Then humans can take their time with their hobbies.
Which is transforming our jobs into our hobbies.
Which is the only way to keep the Sabbath holy.

The idea that automation should help eliminate the "rut" for human beings is rooted in the belief that automation and technology can enhance human lives by freeing individuals from mundane and repetitive tasks, allowing them to focus on more creative, meaningful, and

fulfilling activities. The goal is to enable people to break free from monotonous routines and engage in tasks that require critical thinking, problem-solving, and innovation.

Automation has the potential to:

1. ****Increase Efficiency:**** By automating routine and repetitive tasks, individuals can complete them faster and more accurately, leaving more time for other activities.
2. ****Reduce Boredom:**** Mundane and repetitive tasks can lead to boredom and disengagement. Automation can help alleviate these feelings by reducing the need for such tasks.
3. ****Promote Creativity:**** With more time and mental bandwidth freed up, individuals can dedicate their energy to creative endeavors, exploration, and innovative thinking.
4. ****Enhance Job Satisfaction:**** When automation handles routine tasks, employees can focus on more rewarding and challenging aspects of their work, leading to increased job satisfaction.
5. ****Improve Work-Life Balance:**** Automation can help individuals achieve a better work-life balance by streamlining tasks and reducing the need for overtime or excessive work hours.
6. ****Foster Personal Growth:**** Freed from repetitive tasks, individuals have the opportunity to pursue personal growth, learning new skills, and engaging in hobbies and interests.

However, there are also considerations to keep in mind:

1. ****Transition and Training:**** While automation can improve the quality of work, it may also require workers to transition to different roles that involve higher-level skills. Adequate training and support are important during such transitions.
2. ****Ethical and Social Implications:**** Widespread automation can lead to job displacement in certain industries. Society needs to address the ethical and social implications of these changes, including potential economic disparities and the need for new job opportunities.
3. ****Balancing Automation:**** Striking a balance between automation and human involvement is crucial. Some tasks may require a human touch, empathy, and creative decision-making that automation cannot replicate.

In essence, the idea that automation should eliminate the "rut" for human beings aligns with the broader goal of leveraging technology to enhance human lives and enable individuals to thrive in a rapidly changing world.

...

How to use Technology to eliminate “rut”?

Basic Service:

Download the whole local Yellow Pages database,
And do all the searches and statistics you want locally,
Since it's all contained in one Excel file as a data table.

Premium Service:

Send us an email request for offline processing,
That will usually take about 1 week to accomplish.
When to use this? When you need expert intervention.
We may charge a fee for this (Basic Service is for free).

...

Beyond Communism (common machine automation).

1. *Father/Mother*: Machines can discover Features (Good) but make Errors.
2. *Mother/Son*: Humans can discover and remove Errors (Evil) $\Rightarrow$ "For All".
3. *Holy Ghost*: Common Automation handles only 97% (see Random sample=24).
4. *Holy Sabbath*: Case-by-case $\Rightarrow$ Machine/Human symbiosis (Good and No Evil).

We cannot generalize all tasks into 1 Common Machine Automation.
Why? Because there are always exceptions to the automated rules.
This becomes obvious when a client strongly feels the Machine is wrong.
And then we need a live Machine/Human intervention to handle those.
Remember? Automation offers: "Dial a Zero, to reach an operator".

...

Are we involved in "Proselytizing"?

ChatGPT

"Proselytizing" (sometimes spelled as "proselytising") refers to the act of attempting to convert someone to a particular belief, faith, religion, ideology, or point of view. It involves actively advocating for or promoting one's own beliefs to others in an effort to persuade them to adopt the same beliefs or practices.

In the context of science, the term "proselytizing" is not commonly used in the same way as it is in religion or ideology. However, there are certain parallels in the sense that scientists and researchers may try to promote and advocate for their scientific theories, ideas, or findings to influence others within the scientific community or the general public.

When scientists share their research and findings with others, they are essentially engaging in a form of communication and dissemination of knowledge. This is a fundamental aspect of the scientific process, where researchers present their data, methodologies, and conclusions to their peers for evaluation, critique, and potential validation.

While scientists do strive to convince others of the validity and significance of their research, the approach is quite different from religious or ideological proselytizing. Scientific communication is grounded in evidence, peer review, and open dialogue. Scientists use

data, experimentation, observation, and rigorous analysis to support their claims, and their work is subject to scrutiny by other experts in the field.

Scientific progress is built on the free exchange of ideas, healthy skepticism, and the willingness to revise or abandon theories based on new evidence. In this sense, while scientists certainly aim to influence their peers and the broader scientific community, the core values of transparency, evidence-based reasoning, and collaboration set scientific discourse apart from proselytizing in other contexts.

...

The scientific past and future of Technology.

1. Creators indulge in complicated projects (too many errors enrage clients).
2. Complicated projects imply impossibly large testing effort (exponential).
3. Limit automation to Minimum Viable Products (Web server + Excel file).
4. Augment automation with Live operators of GPT-4 (Premium Service).

...

What is **common** to all of us?

A really basic service that has been exhaustively tested.

What is **special** about some of us?

A hobby that allows a premium service without deadlines.

...

Archangel Gabriel's "good news".

All automation has a Halting Problem, which
Means sometimes it gives us the wrong answer.

But there is a solution to the Halting Problem:

We use only basic automation (no errors). Then,
Helped by automation, people would not simply rest,
They will have a hobby for their leisure time,
A hobby that will be productive without deadlines.

...

Basic Services grow into error-prone Monsters, While we need only Basic Services (no errors).

ChatGPT

Yes, the concept you're describing is often referred to as "feature creep" or "scope creep" in the context of software development and product management. Feature creep occurs when a software project starts with a minimal viable product (MVP) or a basic set of features, but over time, additional features and functionalities are continuously added, often beyond the original scope or vision.

Here's how it typically works:

1. **MVP Development:** The initial version of the software is developed with a specific set of core features to address the primary needs of users.
2. **User Feedback and Requests:** As users start using the software, they provide feedback and suggest additional features they would like to see. These requests may be valid and valuable for enhancing the product.
3. **Feature Addition:** In an effort to satisfy user requests and stay competitive, developers start adding new features to the software. While some of these additions may align with the product's vision, others might be tangential or even contradictory.
4. **Accumulation of Features:** Over time, the software accumulates more and more features, potentially making it more complex, difficult to maintain, and challenging for users to navigate.
5. **Resource and Time Constraints:** With each new feature added, the development team may need to allocate more time, resources, and effort for testing, debugging, and maintaining the software.
6. **Quality and User Experience:** As the software grows in complexity, quality assurance and user experience may suffer, leading to performance issues, bugs, and user dissatisfaction.

"Feature creep" can lead to a software product becoming bloated, overly complex, and harder to manage. It's important for development teams to carefully balance user requests and new features with the original vision, scope, and overall usability of the product. Proper planning, prioritization, and feedback loops are key to managing feature creep and ensuring that the software remains focused and user-friendly.

...

Letter to God. **Dear God,**

We can't help but notice that this world (Your creation), is just
The opposite of the world we honestly feel it's supposed to be.

First, don't allow Basic Services to grow into error-prone Monsters.

Second, don't turn hobbies into jobs, but turn jobs into hobbies.

Where is the difference? Jobs have deadlines, inviting errors.

What's wrong with little errors? After all, to err is human!

No, this is just the opposite of the world as it's supposed to be.

Errors mean Failure means Sorrow means Torture means Death.

ChatGPT

Your text is understandable and effectively conveys its message. However, there are a few places where minor revisions could improve the flow and readability:

"Letter to God. Dear God,

We can't help but notice that this world, Your creation, is the opposite of the world we honestly believe it's supposed to be. First, please prevent basic services from growing into error-prone monsters. Second, let us not turn hobbies into jobs, but rather turn jobs into hobbies. What's the distinction? Jobs have deadlines, which invite errors. What's wrong with small errors? After all, to err is human! No, this is simply the opposite of the world as it's meant to be. Errors lead to failure, which leads to sorrow, which leads to suffering, which leads to death...."

These changes maintain the essence of your message while improving the clarity and flow of the text.

...

Failure Analysis.

1. Every good comes with a price/evil.
2. Sometimes we have the budget to pay $\Rightarrow$ no evil.
3. Common infrastructure is fast but not simple $\Rightarrow$ evil.
4. Personal job is a hobby but it has deadlines $\Rightarrow$ evil.

...

The Halting Problem.

1. Raw creations have unwitting errors.
2. Civilized creations require exponential testing effort.
3. If we don't use full testing, we won't remove all errors.
4. If we have a deadline, we won't be able to complete testing.

...

Halting Problem (HP) conclusion?

If you don't do Exhaustive (but only Randomized), you'll be sorry.
If you allow others to impose any Deadlines on you, you'll be sorry.

...

Saving time because we want to.

Saving time because others want us to.

In both cases, we are "cutting corners",
And sooner or later, we'll all regret it.

...

Not “**saving time**” with less product testing,
But with making all automation really basic:
One program does only the most essential.

Not “**saving time**” with imposing deadlines,
But enjoying time spent in a hobby (not a job):
One human on a case-by-case, at their leisure.

...

Tree of **Knowledge** (understandable):
Knowledge must be simple and testable.

Tree of **Life** (without any deadlines):
Life must be peaceful and enjoyable.

...

People who are inclined to insist on **Good**:
⇒ simple Good to be able to exhaustively test it.
People who are inclined to insist on **No Evil**:
⇒ we wait patiently for No Evil + Good to appear.

...

If “**Apple 2**” = “Forbidden Fruit” (Tree of Knowledge),
The early AppleWorks program is the perfect example,
Of what the “fruit” of the Tree of Knowledge should be:
⇒ only a simple Good to be able to exhaustively test it:
Web Server with only Words, Numbers and Pictures.

ChatGPT explains further:

AppleWorks was an integrated software suite developed by Apple Computer (now known as Apple Inc.) in the early 1980s. It was a popular productivity software package that combined word processing, spreadsheet, and database functionality into a single application. AppleWorks was designed to provide a user-friendly and versatile solution for a variety of tasks.

Here are some key points about AppleWorks:

1. **Release and Evolution:** AppleWorks was first released in 1984 for the Apple II series of computers. It was later ported to other Apple platforms, including the Macintosh. The software continued to evolve with new versions, updates, and improvements.
2. **Integrated Applications:** AppleWorks combined three main applications: a word processor, a spreadsheet program, and a database manager. This integration allowed users to seamlessly move between different types of documents and data.
3. **Ease of Use:** One of the key features of AppleWorks was its user-friendly interface, which made it accessible to a wide range of users, from beginners to more experienced computer users.
4. **Template Library:** AppleWorks included a library of pre-designed templates for various types of documents, making it easier for users to create professional-looking materials without starting from scratch.
5. **Popular on Apple II and Macintosh:** AppleWorks gained popularity on both the Apple II series of computers and the early Macintosh systems. It was known for its versatility and was often used for tasks such as word processing, creating spreadsheets, and managing small databases.
6. **Legacy and Discontinuation:** As computing technology advanced, AppleWorks faced competition from more specialized and advanced software applications. The last major version of AppleWorks was released in 1998, and it eventually became obsolete as newer software suites emerged.
7. **Transition to iWork:** AppleWorks was eventually replaced by the iWork suite, which included applications like Pages (word processing), Numbers (spreadsheet), and Keynote (presentation). iWork offered more modern features and compatibility with contemporary file formats.
8. **Historical Significance:** AppleWorks played a significant role in the early days of personal computing, providing users with a comprehensive set of tools for various tasks. It is remembered as an iconic software package from the 1980s and early 1990s.

Overall, AppleWorks was a pioneering example of integrated software, offering users a convenient way to manage their documents, spreadsheets, and data in one application.

...

The history of programming languages.

1. *Father/Mother*: Basic (simple) and C (dangerous).
2. *Mother/Son*: C++ (enormously complicated).
3. *Holy Ghost*: Java (no official App Store).
4. *Holy Sabbath*: Python (with official App Store).

...

За всеки по една мъдрост.
За Веско, “Keep it simple!”
За Мартин, “Take your time!”

...

The United States has a 2 party system:
the **Progressives** and the **Conservatives**.
But they are both wrong, we are sorry to find.
The Progressives seek to augment living conditions.
The Conservatives seek to preserve the status quo.
This is not correct! Progress in computing is $f(x)=f(x-1)*2$.
And being Conservative is keeping the Truth self-evident.
“Simplify” and “Take your time”, this is what we should see.

...

Recursion in politics.
Progressives (enhancing truth): Simplify info to remove errors.
Conservatives (protecting life): Life truths are all self-evident.

...

The Machine-Human symbiosis.
Machines (enhancing truth): Greedy search, randomized ($24x$).
Humans (protecting life): “No Evil and Good” feels self-evident.

...

We heard it in our U.S. University.
Machines: Greedy search comes with Local optima.
Humans: Base Case is always a self-evident truth.

We discovered it in our Research.
Machines (enhancing truth): Randomized (sample=24 for 3% error).
Humans (protecting life): We enjoy Good only if we feel “No Pressure”.

...

Creation Theory in brief.
Father/Mother: Creators are an endless source of “Good” ideas.

Holy Sabbath: Humans are constantly seeking “No Evil” ideas.

...

The Program of the Future.

```
"Good and rarely Evil" program ( Input ) {  
    do_something_1();  
    do_something_2();  
  
    directions = AskHumanForNoEvilDirections( Input );  
    if ( directions == true )  
        result = go_right();  
    else if (directions == false)  
        result = go_left();  
    else if (directions == null)  
        result = go_straight();  
  
    result = do_something_3( result );  
    return result;  
}  
...
```

Machine Knowledge (1):

Allow exhaustive testing of Good (mini-Max).

Human Life (0):

Enforce case-by-case No Evil (no Deadlines).

Garden of Eden (null):

We are not quite sure if it's “Good & No Evil”.

...

Consider the **24_random_wiki.py** program.

It will give you 24 random articles from Wikipedia,

So that you can choose the one that is most interesting.

From empirical evidence we know that this one article,

Will be a “qualitative leap” for you, with only 3% error.

We found this out by throwing a dice, looking for “6”.

Why “6”? It's above the inflection point on the Bell Curve.

This is how we find “**Good and No Evil**” content.

...

Why do we need a “Null”?

The case of the death of Jesus Christ is “undecided”.

Why? Because we are seeking “Good and No Evil”,

But in this situation, Jesus Christ is practicing “No Evil”,

While He is preaching against The Law in Commandment 4.

In computing, this is “conflicting information” in the Input.

We are compelled to accept and reject at the same time.

For more information, see The Bible and the keyword “sabbath”.

https://biblia.bg/result.php?sw=sabbath+day&type=1&tr_search=3

...

The Holy Trinity in computing.

1. *Father/Mother: Machine Knowledge* (1): Allow exhaustive testing of Good (mini-Max).

2. *Mother/Son: Human Life* (0): Enforce case-by-case No Evil (no Deadlines).

3. *Holy Ghost: Garden of Eden* (null): We are not quite sure if it’s “Good & No Evil”.

4. *Breaking the Sabbath: Dead Code* (n/a): We should never run this, throw Exception.

...

We like Humanity, but is it “No Evil”?

1. *Father/Mother: Machine Knowledge* (1): Make a great product, then simplify.

2. *Mother/Son: Human Life* (0): Life is a hobby (testing) done in our leisure time.

3. *Holy Ghost: Garden of Eden* (null): Conflicting information is a common plague.

4. *Breaking the Sabbath: Dead Code* (n/a): We are not allowed to throw Exception.

Conclusion?

Father, Mother and Son are alright. But the Holy Ghost is making, our lives DIFFICULT with conflicting information (from independent dimensions).

And when things are obviously broken, we are not allowed to INTERRUPT life.

...

Our program is broken in a very specific way.

```
Program( Input ) {  
    starting_the_program();  
    directions = LiveHumanNoEvilJudgment( Input );  
    if ( directions == true ) accept();  
    else if ( directions == false ) reject();  
    else if ( directions == null ) reject();  
    else throw RuntimeException(); // dead code safeguard  
    the_rest_of_the_program();  
}
```

This is our Program (Creation).

Now imagine what will happen if we don’t include the default safeguard against “dead code”.

This means that we might forget that Boolean values can be true, false, but also null. Then we might forget to include the check for “null”, which means that we’ll “accept” wrongly. This is very reminiscent of what is happening here and now. It’s wrong but it keeps going. What can we do? Interrupt the program and fix it with all the 4 different possibilities, Including true, false, null, and “dead code” safeguards (throw an Exception to interrupt).

...

The Holy Ghost has a chance to become Holy.

The Holy Ghost encodes a “contradictory information”, like Jesus preaching “No Evil”, But preaching and practicing it in such a way that makes all the Jews angry with him. Or Martin Eden is fed up with this horrible life and seeks “No Pain” in the peace of death, But does it in such an appalling way that involves drowning, maiming, and a torturous end. In both cases, we cannot say that this is wrong what they are seeking (the most valuable), But we can definitely say that this is not the correct way of pursuing this “most valuable”. Which is why the Holy Ghost (“null”) is an entirely different category than Reject (“false”), Because it shows a “ghost” of understanding of what is correct, and maybe just needs help. In other words, the strategy is there, we just have a problem with the tactics (execution).

ChatGPT

Strategy and tactics are two closely related concepts often used in the context of planning, decision-making, and achieving goals, especially in fields like military, business, sports, and even everyday life. While they are interconnected, they refer to different levels of planning and execution.

****Strategy:****

- Strategy is the high-level plan or approach designed to achieve a long-term goal or objective. It involves making decisions that will shape the overall direction and scope of an endeavor.
- It focuses on the big picture, considering factors such as resources, competitive landscape, market trends, and long-term vision.
- A good strategy sets the framework for making tactical decisions and guides the allocation of resources.
- Strategy is often devised by top-level leadership and executives.

****Tactics:****

- Tactics refer to the specific actions and methods used to implement a strategy and achieve shorter-term objectives.
- They are the practical, on-the-ground moves that are executed to carry out the larger strategic plan.
- Tactics are more detailed and specific, addressing immediate challenges and opportunities.
- Tactical decisions are often made by mid-level managers, project leaders, or individuals responsible for executing tasks.

In a military context, for example, strategy might involve deciding where to deploy forces to achieve a long-term goal, while tactics would involve the actual maneuvers and actions taken by the soldiers on the battlefield to achieve specific objectives.

In a business context, strategy might involve entering a new market segment, while tactics might involve the marketing campaigns, sales efforts, and customer interactions that support that strategy.

In summary, strategy sets the direction and overarching plan, while tactics are the specific actions and methods used to carry out that plan and achieve goals. Both strategy and tactics are important for achieving success in any endeavor, and they often work together to bring about desired outcomes.

...

Archangel Gabriel's "good news".

The Holy Ghost (Dream/Knowledge) can become Holy (Good and No Evil),

Only with adopting the understanding that progress is in "**downsizing**".

For example, consider in Recursion, the Recursive Step seeking the Base Case:

$f(x) = f(x-1) * 2$; // we are continually simplifying down to the self-evident Truth.

...

Let's marvel for a moment at Recursion!

Creators (Machines, Dream/Knowledge) are inventing Good, then start simplifying.

Testers (Humans, Real/Life) are living forever, testing case-by-case the given Good.

Recursive Step is simplifying down, the Base Case is existing for as long as it takes.

At some point, Good is bound to find No Evil, which is the Holy combination (God).

...

The Matrix (1970-2038 Unix Time).

3. 1990-2000: *Eve/God-bearer*: Variable (null) $\Rightarrow$ Never forget.

1. 2000-2010: *God-1 = Father/Mother*: Loop (1) $\Rightarrow$ Simplify.

2. 2010-2020: *God-2 = Mother/Son*: If (0) $\Rightarrow$ Self-evident.

4. 2020-2038: *Holy Sentinel Value*: Runtime Exception (n/a).

...

Dear **Creators** (Father/Mother, Dream/Knowledge),

The most important thing Your Mother/Son can tell you, is

That progress means "**downsizing**", not upgrading. Only this,

Would enable the holy combination of "Good and No Evil".

ChatGPT is reminding us:

"Feature creep," also known as "feature bloat" or "scope creep," is a term used in software development and project management to describe the gradual addition of new features, functionalities, or requirements to a project beyond its original scope. It refers to the phenomenon where a project's scope expands over time, often resulting in a product that is more complex and includes more features than initially intended.

Here are some key points to understand about feature creep:

1. **Gradual Expansion:** Feature creep occurs when new features or requirements are added incrementally as the project progresses. These additions may not have been part of the original plan or design.
2. **Uncontrolled Growth:** If not managed properly, feature creep can lead to uncontrolled growth of a project's scope. This can result in a product that is more complicated, time-consuming, and expensive to develop and maintain.
3. **Customer Requests:** Feature creep can often be triggered by customer requests for additional functionalities or improvements. While customer feedback is valuable, it's important to evaluate whether the requested features align with the project's goals and scope.
4. **Scope Management:** Effective scope management is essential to prevent feature creep. This involves clearly defining the project's scope, objectives, and deliverables from the outset and establishing a process for evaluating and incorporating new features.
5. **Impact on Schedule and Budget:** Feature creep can lead to delays in project timelines and increased costs. Adding more features often requires more development time, testing, and resources.
6. **Quality and Usability:** Excessive features can compromise the quality and usability of the final product. Complex software with too many features can become confusing for users and may introduce more opportunities for bugs and errors.
7. **Maintainability:** More features often mean more code to maintain and debug. This can make the software harder to manage and update in the long term.
8. **Balancing Innovation and Focus:** While some level of innovation and adaptation is necessary in software development, it's crucial to strike a balance between adding value through new features and maintaining the project's core goals and vision.

To mitigate feature creep, project managers and development teams need to maintain a clear understanding of the project's objectives, prioritize features based on their impact and value, and have a well-defined change management process in place. Regular communication with stakeholders and customers is also important to ensure that new features align with the project's overall direction and goals.

...

It's all mnemonics!

We don't need Computer Science to build programs.

We don't need Religion to go to Heaven or stay out of Hell.

We need all this information for 2 things only:

First, **don't worry** about Humans, they rely on self-evident truth and live forever.

Second, all Creators must do is "**downsize information**" to make it humanly verifiable.

ChatGPT explains:

Mnemonics are memory aids or techniques used to help individuals remember information more effectively. These techniques involve organizing and structuring information in a way that makes it easier to recall. Mnemonics can be particularly useful for remembering lists, sequences, or complex information by associating it with familiar and easy-to-remember cues.

Mnemonics leverage the brain's natural ability to remember images, patterns, and associations. They can be tailored to suit an individual's learning style and can greatly improve memory retention and recall. Mnemonic techniques are commonly used in education, studying, public speaking, and other situations where memorization and recall are important.

...