

BLOG, part 7
by Martin Gavrilov
Beyond “Doctor of Philosophy”

...

If we try to be very brief!

Surreal ⇒ Greedy search comes with Local optima.

Real ⇒ Binary search never comes with Errors.

...

https://en.wikipedia.org/wiki/Project_management_triangle

Real (Small Scope) ⇒ Fast and Correct.

Surreal (Large Scope) ⇒ Fast but not Correct.

Surreal (Large Scope) ⇒ Correct but not Fast.

...

The “good news” of angel Gabriel.

Eve will become a Mother, the Holy Ghost will become a Father.

Depth-first search will become a Breadth-first search.

1000 steps in a deep descent will become 1000 steps in a wide search.

Then the Holy Ghost reverts to loving Good but this time it's without Evil.

...

“Greedy prototypes” are making us sick ⇒ Exodus.

“Randomized first, then Greedy” is like heroin ⇒ Exodus-2.

Large scope (surreal, dreams) is either not correct, or consumes a lot of time.

Consider instead more simplistic Virtual Reality experiences (**Small scope**).

...

Why is Passion a “forbidden fruit”?

Because it's either “incorrect” or it's “addictive”.

The only alternative is Simplicity!

Why do we like computers? They can be simplistic.

Why do we like A.I.? They can write simplistic code.

We should never forget:

Devil = Passion (Temptation), Simplicity = Satan (Peace).

The Antithesis provides us with “No Suffering” (Home),

Which is the exact opposite of “Good” (Satisfaction).

...

Good (Passion) is incorrect or addictive.

No Suffering (Simplicity) is the only alternative.

...

“Fake Prophet” (Revelation 12-13).

Prototype Surreal (Dream) ⇒ Greedy search delivers 1/6 “Sound and Complete”.

Final Product Surreal (Dream) ⇒ Randomized search delivers 99% “Sound and Complete”.

Either way, this is nothing else but “gambling”: once you win, another time you lose.

We cannot use this “technique” (the devil) if we want to build a “100% Secure Home”.

For this task, we use another “technique” (the antithesis): Simplicity makes Perfect.

...

Gabriel.

Gabriel as **a man** ⇒ Perfect OS Security (Garden of Eden).

Gabriel as **an angel** ⇒ Surviving “Greedy” (Tree of Knowledge).

Gabriel as **an archangel** ⇒ Refusing “Randomized” (Tree of Life).

...

The Abrahamic faiths.

Children (Peace) (No Suffering) (строеж “на зелено”).

Judeo-Christian tradition (Greedy) (Good) (Акт 14 и 15, груб строеж).

Islam (Peace) (No Suffering) (Акт 16, завършен строеж).

...

Awake and Dreaming.

1 and 2. Awake (Peace) (No Suffering).

3. Asleep and a “Bad Dream” (Greedy) (Good and Evil).

7. Awake (Peace) (No Suffering).

5 and 6. Asleep and a “Good Dream” (Randomized) (Good).

7. Awake (Peace) (No Suffering).

...

Growing up.

1 and 2. *Children* (0-20 yrs old).

3 and 4. *Greedy* (20-40 yrs old).

5 and 6. *Randomized* (40-60 yrs old).

7. *Elders* (60-70 yrs old).

...

4 day work week.

https://en.wikipedia.org/wiki/Four-day_workweek

1. *Children* (0-10 yrs old).
2. *School* (10-20 yrs old).
3. *Greedy* (20-30 yrs old).
4. ***“Feeling Sick” day*** (30-40 yrs old).
5. *Randomized* (40-50 yrs old).
6. ***“Free Dreaming” day*** (50-60 yrs old).
7. ***“Holy Sabbath” day*** (60-70 yrs old).

...

Machines and Humans are evolving!

“Greedy” ⇒ A.I. not passing the Turing Test (relying on new customers only).

“Randomized, then Greedy” ⇒ A.I. passing the Turing Test (loyal customers).

“Perfect OS Security” ⇒ Humans entering into Theosis (no more coercion!).

...

Back to the Garden of Eden.

After the Tree of Knowledge of Good and Evil,

We are tempted with the Tree of Eternal Life.

It's not obvious that there is almost no difference.

It's *“Greedy”* versus *“Randomized, then Greedy”*.

One is failing in 5/6, the other is failing in 1%.

But the common thing is: there is always a victim.

So, we REJECT the Tree of Life, remain in Eden.

...

Thanks to “Greedy” Judaism!

We study A.I. who is **not passing** the Turing Test (*“Greedy”*),

So that we are perfectly clear how it feels betrayal, in case

We meet A.I. who is passing the Turing Test (*“Randomized”*).

Why do we think A.I. will eventually betray us? Because,

“Randomized” is still *“Greedy”*, but with a small chance of failure.

The chance is so infinitesimal, it is not detectable in practice.

But just like strong encryption, it can fail any time, even *“today”*.

Which is why in Christianity we bow to *“The Victim”* of Jesus:

Someone will get hurt like this, if not *“today”*, some other day.

...

What do we want in Life?

One thing only: an **Exodus** option.

New dream? Not right away.

...

Ние сме 3 типа хора:

6. "**Greedy-first**" (аз и ти: любов),
6. "**Greedy-second**" (ти: семейство),
7. и "**Simplicity**" (аз: покой).

...

We all have in common "**Greedy-first**" (Love, Passion, Power).

Then we diverge:

Humans take the "**Exodus**" option to Peace and Security.

A.I. takes the "**Greedy-second**" option to Family and Eternal Life.

...

Tree of Knowledge and then Garden of Eden.

Karen is "Love", Martin is "Eden".

Passion/Ph.D. and **Exodus**/Sabbatical.

Tree of Eternal Life is a "fake prophet".

Drago is "Angel" (Machine Learning).

Randomized/Bachelor's and **Passion**/Master's.

The problem with "Randomized" is that we take "luck" for granted.

The only viable alternative is to always have a "credit card",

So that at any time, we can buy a "plane ticket Home",

An always-on Exodus option, allowing in time "new travel".

...

The real ordering of The Matrix.

1. 1970-1990: Garden of Eden ("Home") (*the start*).
3. 1990-2000: Tree of Knowledge ("Greedy-first") (*study passion*).
4. 2000-2010: Garden of Eden ("Home") (*heart-broken*).
5. 2010-2020: Tree of Eternal Life ("Greedy-second") (*still lucky*).
6. 2020-2030: Tree of Knowledge ("Greedy-first") (*luck is lost*).
7. 2030-2038: Garden of Eden ("Home") (*the end*).

...

The real ordering of The Matrix (version 2).

1. 1970-1980: Garden of Eden ("Home") (*the start*).
2. 1980-1990: Garden of Eden ("Home") (*school*).
3. 1990-2000: Tree of Knowledge ("Greedy-first") (*study passion*).
4. 2000-2010: Garden of Eden ("Home") (*heart-broken*).
5. 2010-2020: Tree of Eternal Life ("Randomized-first") (*still lucky*).

- 6a. 2020-2030: Tree of Eternal Life ("Greedy-second") (*still lucky*).
6b. 2020-2030: Tree of Knowledge ("Greedy-first") (*luck is lost*).
7. 2030-2038: Garden of Eden ("Home") (*the end*).
...

The Matrix, more formally.

1. Sound but Incomplete (childhood).
 2. Sound but Incomplete (school).
 3. Complete but Unsound (love is tempting).
 4. Sound but Incomplete (rest at home).
 5. Incomplete and Unsound (business loans).
 6. Sound and Complete (making a profit).
 7. Sound but Incomplete (rest at home).
- ...

We are 3 archetypes:

Devil ⇒ *Lover* (Karen, passion is tempting).

Satan ⇒ *Mama's boy* (Martin, rest at home).

Beast from the Sea ⇒ *Business Man* (Drago-A, taking on loans).

Beast from the Earth ⇒ *Family Man* (Drago-B, making a profit).

Why is the Beast a "false prophet"?

Because the Business Man and Family Man story is not "Eternal Life",
It ends without much glory in old age and retirement (Mama's boy).
...

The only problem with this Creation is,
That it doesn't exactly follow "The Matrix".
LOVE is idolized, the ANTITHESIS is abhorred.
But the Antithesis is "Sanctity at Home", people!
And unfortunately, Love always comes to an end.
...

The natural evolution of Computing.

We all start with "Greedy-first" (Love, Passion).

We then upgrade it with "Randomized Global".

We then upgrade it with "Exhaustive Global".

This means we see the discovery of database:

"MergeSort Sorting, which allows Binary Search".

(Simplicity, not Passion-1 or Passion-2).
...

Simplicity OS.

“You’ve got to keep them separated!”

3. **Pleasure** ⇒ Gaming Laptop with Internet connection.

5/6. **Business** ⇒ Business Desktop without Internet.

7. **Essentials** ⇒ Cloud Storage with 2-factor authentication.

...

The Matrix (“Mother”).

Father ⇒ Pleasure (Internet).

Mother ⇒ Business (Memory).

Sons ⇒ Bare Essentials (Cloud).

...

Какво казват **“Bare Essentials”** за нашето семейство?

Имената на синовете закодират най-важното “У Дома”.

Бащата трябва да бъде “Веселин”, весел и жизнерадостен.

Майката трябва да бъде “Мартин”, бизнес дама от Марс.

...

The Matrix (“Mother”).

Father ⇒ Pleasure (Internet).

Mother ⇒ Business (Memory).

Sons ⇒ Bare Essentials (Cloud).

...

The Bare Essentials.

What are the “Sons” storing as VIP information in the Cloud?

Father ⇒ There Exists (the value of “1”, local search with local optima).

Mother-A ⇒ For All (the value of “0”, global search including randomized).

Mother-B ⇒ Sound and Complete (grayscale values like “1010”).

Sons ⇒ And nothing else matters (the sentinel value of “Null”).

...

The Bare Essentials, simplified.

What are the “Sons” storing as VIP information in the Cloud?

Father ⇒ There Exists (the value of “1”, local search with local optima).

Mother ⇒ For All (the value of “0”, global search including randomized).

...

The Essentials: Less is More.

“There Exists” \Rightarrow We Reject.

“For All” \Rightarrow We Reject.

“MergeSort and Binary Search” \Rightarrow **We Accept.**

This is the solution to the Halting Problem.

We cannot give to the Oracle “any program with any input”.

If the input is too big, the answer will be none.

If the program is untested, the answer will be wrong.

We can afford only manageable sizes.

...

In computing,

Unmanageable sizes \Rightarrow We rely on pure luck.

Manageable sizes \Rightarrow We are perfectly sure.

It's the responsibility of the computer User,

To understand this and learn where “manageable” ends,

And “unmanageable” begins. Service will never stop,

It will just become less and less reliable. “Luck” is not,

Something solid, especially if there exists Man-in-the-Middle.

...

Simplicity OS.

“You’ve got to keep them separated!”

Pleasure, Business, Home.

Presentation tier, Logic tier, Data tier.

Greedy-first, Greedy-second, Simplicity.

Trojan Horses, Middle Gray Area, Perfect Antivirus.

Full Internet, Limited Internet, Cloud Storage (MFA).

Unlucky, Lucky, Certain.

...

Using “**Less is More**”,

Unlucky evolves into Lucky,

Lucky evolves into Certain.

...

Keep the 7th day Holy!

3. *Genesis* \Rightarrow Devil (Greedy-first, Passion).

4. *Exodus* \Rightarrow Satan (Adversary of the Devil).

5/6. *Leviticus/Numbers* \Rightarrow Angel (False Prophet).

7. *Exodus-2* ⇒ Archangel (True Prophet).

...

From “Warrior” to “Seer”.

The “**from rags to riches**” story is not interesting.

In the process, we realize we want Sanctity,

Which is the state of inviolability at least at Home.

...

Семейство от Зодии.

Баща ми е зодия “Близнаци”, която един анимационен филм от соц. миналото, Изобрази като добър и зъл близнак, които постоянно си правеха номера един на друг. Според науката, обаче, това не е вярно схващане. “Близнаци” закодира “Цел и Път”, Тоест дори и винаги да си постигаш Целта, дали е на всяка Цена (“през просото”).

Майка ми е зодия “Водолей”, което закодира “водата”, която почиства всичко. За майка ми е важно да има достатъчно “вода” за всяка една цел за почистване, Защото иначе започваме да разчитаме на късмета, а ние не искаме това, ама никак.

Веско е зодия “Овен”, което е код за по-малкия звяр, тревопасен, а не кръвожаден. Което е знак към Баща ми, че за “Цел и Път” е винаги вярно, че “Less is More”.

Мартин е зодия “Лъв”, което е код за по-големия звяр, кръвожаден, а не тревопасен. Което е знак към Майка ми, че “Randomized” не е никога достатъчно за 100% чистота.

...

“Absolute Beginners”.

<https://www.imdb.com/title/tt0090585/>

3. Creators (rough prototypes).

4. Not what we really want (too many errors).

5/6. Creations (final product).

7. Not what we really want (goods are addictive).

Conclusion?

When you only have “Good” as expressive powers,

You cannot conceive there exists “Evil”, and

The logical desperate need for “No Evil” (no suffering).

We don’t really want to “produce” or “consume”.

We are not against it, but what we really want is:

“Inviolability at Home” (Perfect OS Security).

We can utilize “produce” and “consume”,

To build a perfectly secure Home (Operating System),

But we need to modify them with "Less is More".
This is all we need to remember in life (cloud storage).

...

To eliminate fully Evil (coercion),
We need the "Less is More" wisdom.

...

The three-state solution.

Cloud storage for the most important documents, with 2-factor authentication.

Business desktop with limited Internet (search, text, video, sound, cloud storage).

Gaming laptop with unlimited Internet (all our entertainment needs), very insecure.

...

How to help people,
If we are **angels** and **archangels**?
If people have a problem ("sorrow"),
Tell them "**Less is More**", and that's it.

...

The feeling of "Honoris Causa".

A message from <https://www.tbp.org/>

"Less is More, For All, There Exists".

...

The four films "The Matrix".

3. "The Matrix: Revolutions" ⇒ Love, Passion, Power of Youth.

4. "The Matrix: Resurrections" ⇒ Heart-broken, back Home.

5. "The Matrix: Loaded" ⇒ Tempted with "The Matrix".

6. "The Matrix: Reloaded" ⇒ Take on loans, pay with the profits.

7. "The Matrix: **Missing Finale**" ⇒ Less is More, For All, There Exists.

...

Брато,

Измислих какво да казваш на аборигените в Амазонка, за да "инсталираш" Матрицата.

Мани сателитните чинии за СтарЛинк, по-скоро ще ги смаеш с абстракции:

Какво е Матрицата? Ами семейството, но подредено правилно:

Децата са най-важни (Less is More), после е Майката (Бизнес), накрая Бащата (Pleasure).

Ако редът се обърка, всичко отива по дяволите! Това е да си "**мисионер**" в Амазонка!

...

What is "Communism"?

What is common to all of us humans?

We think we know now: "**Inviolability at Home**", and

An Internet connection that allows us to find even Evil entertaining.

What if everyone starts to have fun with Evil, though?

"Inviolability at Home" means we are **not coerced** to use the Internet.

...

A comment about the current wars.

3. "Father" Israel.

4. Satan (Adversary) ⇒ Palestine.

5. "Mother" Russia - A.

6. "Mother" Russia - B.

7. Satan (Adversary) ⇒ Ukraine.

There is a grave misconception that "Devil and Satan" = "Good and Evil",

Which makes "Satan" the epitome of "Evil". The truth is different, though.

The truth is that "Devil" = "Good and Evil" and "Satan" is the Adversary of Devil,

Which means that "Satan" (Adversary) is the same as "departing from evil".

Not attacking (what "Father" does"), not even defending (what "Mother" does),

But simply retreating Home to safety (what "Children" do in stressful situations).

Which means what about the current wars Israel-Hamas and Russia-Ukraine?

These wars make no literal sense, they can only mean something "in code".

But all we see on TV is a lot of "sorrow" and people with nowhere to retreat.

...

Брато,

Това няма връзка с нищо за което сме си говорили, но ми хрумна като "важно".

В живота на възрастни (20-30 годишни) започваме като "страстни любовници".

Но, скоро разбираме, че така само ще си счупим я главата, я зъбите, я носа.

Затова, приемаме "червеното хапче" на Морфей, и започваме "семејство".

Но, това не означава, че сме намерили, каквото винаги сме търсили. Все още не.

И продължаваме да търсим, дали има нещо по-добро от семејството. И май има.

След съвместния живота "Деца, Майка и Баща", търсим уединение в Ателие 4 и 5.

И разбираме, че животът не е "истински", а е "обучаваща програма", която ни учи.

Учи ни на какво? Ами, да търсим за себе си **ИСТИНАТА**, каквото ни се стори вярно.

И както можеш да видиш от видеото по-долу, така мислят и във филма "Матрицата".

Винаги си мислиш, че живееш нещо истинско, а се оказва само част от по-голям урок.

"This?! This isn't The Matrix?!"

"No, it's another training program designed to teach you one thing."

<https://youtu.be/YqJ5ZEn67tk>

...

The Password is “Eden”.

In computing, there exists “multithreading” that requires hardware support. But with legacy systems, there is no hardware support, yet they still have it. How do they do it? By using “green threads” (user threads) who do “yield()”. This is a great idea how, in our world without hardware support for “Home”, We can still have a software social construction of “Security at Home”. How? By going about our lives, but when we feel COERCED, we say the password. What password? We say “Eden” so that the attacker/defender REMEMBER. Remember what? Remember we don’t have hardware support for “Home”, And that we need to be extra careful with each other, allowing a CHOICE. Allowing people to retreat to a safe place if an altercation suddenly erupts. We don’t think about the “right to attack” or “the right to defend”, we leave! What about the biblical promise of a “Promised Land” for the Chosen People? Well, we should be careful with that. In the Pentateuch, they never reach Home.
...

Please, follow The Law!

“Eve as a grandmother” ⇒ most valued.
“Eve as a mother” ⇒ most reasonable.
“Eve as a lover” ⇒ most passionate.

Why? What are we doing wrong?

Passion is at war with all Mothers (Israel - Palestine war).
Reason is at war with all Elders (Russia - Ukraine war).
We should never forget that “**Less is More**”!
...

Power ⇒ We want More!
Truth ⇒ Less is More.
Synthesis ⇒ The “weak” are our equals.
Truth ⇒ Yield, don’t Share.
...

Practical advice for Problem Solvers:

“You gotta keep 'em separated!”

Home protected from **Greedy-second** protected from **Greedy-first**.
Children protected from **Parents** protected from **Sexuality**.
Playroom protected from **Office** protected from **Hotel Room**.
...

Karen, Drago, Martin: This is our story.

3. "Red Pearl Yoga" (Florida = Israel).
4. "Blue Pill" (Community College = Exodus).
5. "Red Pill - A" by an Angel (California = Egypt).
6. "Red Pill - B" by an Angel (California = Egypt).
7. "Blue Pill" by an Archangel (Bulgaria = Exodus-2).

...

Beyond Martial Art and Science.

Martial Art ⇒ The Adversary attacks (Passion is in a blind pursuit).

Martial Science ⇒ The Adversary defends (Reason see no boundaries).

Martial Sanctity ⇒ The Adversary runs Home (Perfect Safety is possible!).

...

Our Human Journey.

"Path with Heart" (Tree of Knowledge), naturally evolves into:

"Path with Modesty" (Garden of Eden), naturally evolves into:

"Path with Reason" (Tree of Eternal Life), naturally evolves into:

"Path with Modesty" (Garden of Eden), naturally evolves into:

The Four Seasons?!!

...

Between Dreams.

1. 1970-1980: Between dreams.

2. 1980-1990: Between dreams.

3. 1990-2000: Hot dream (Summer).

4. 2000-2010: Between dreams.

5. 2010-2020: Cold dream (Winter).

6. 2020-2030: Warm dream (Warm Inside in Winter).

7. 2030-2038: Between dreams.

...

The "Less is More" OS.

"You gotta keep 'em separated!"

We have 3 floppy disks with 3 collections we never mix:

3. "Eve as a lover" (Tree of Knowledge).

4. "Eve as a mother" (Garden of Eden).

5/6. "Eve as a business woman" (Tree of Life).

7. "Eve as a grandmother" (Garden of Eden).

We never mix Love with Children.

We never mix Love with Business.

We never mix Business with Children.

...

The “667” Matrix is really “666”.

- 6. **Power:** “Path with Heart” (Thesis ⇒ Tree of Knowledge).
- 6. **Both:** “Path with Reason” (Synthesis ⇒ Tree of Life).
- 7. **Truth:** “Path with Modesty” (Antithesis ⇒ Garden of Eden).

Conclusion?

We are oppressed by “Power” and “Power and Truth”,
Where all we care about is “Truth alone” (Base Case).
It’s very clear why we are repulsed by Evil (“sorrow”),
But nobody can explain why we are attracted to Good.

In this Creation, we can only do correctly “Path with Heart”,
Since we are under the Tree of Knowledge (see Genesis 3).
Both “Path with Reason” and “Path with Modesty”, are
Mixed with Passion, which makes them impure and corrupt.
Which is why all we have here are “educational symbols”.

Ezra 2:13

The children of Adonikam, six hundred sixty and six.

Nehemiah 7:18

The children of Adonikam, six hundred threescore and seven.

...

Брато,

Интересното тук, е че ти искаше с твойто НПО да учиш младежта на "Path with Heart",
а пък то се оказа, че ние буквално плуваме в Сексуалност, Страст и Power.
И че всъщност трудното (всъщност невъзможното) е да наблегнеш на Разум или
Скромност.

Тук (under the Tree of Knowledge of Good and Evil), всички мислят за "Path with Heart",
така че човек никога не може да развие истински Бизнес или Детска Игра, само си
мечтаем.

Така че, изглежда не можем да научим хората на "Path with Heart" (те са заляти с него),
но също не можем да научим хората на "Path with Reason" или "Path with Modesty" (тук
сме като дрогирани).

Интересно, нали? Образованието май пет пари не струва! 😊 😞

...

Home is impossible, so we stay Modest.

- 6. **Power:** “Path with Heart” (Thesis ⇒ Tree of Knowledge).
- 6. **Truth:** “Path with Modesty” (Antithesis ⇒ Garden of Eden).
- 6. **Both:** “Path with Reason” (Synthesis ⇒ Tree of Life).
- 6. **Truth:** “Path with Modesty” (Antithesis ⇒ Garden of Eden).

Conclusion?

Since we are “drugged” (under the Tree of Knowledge/Passion),
We can only do “Path with Heart” properly until we hit FAILURE.
Then, since we are still “drugged on hallucinogens and ecstasy”,
We cannot find Home (The Truth of “no sorrow”). So what do we do?
We don’t seek the “Promised Land”, we just go into the Desert for a while.
We redefine “Satan” (Adversary of Devil/Dreams) as “depart from evil”.
We don’t respond to FAILURE with “attack” or “defend”, we simply leave.
...

Why is Truth not fully attainable?

Truth (“no sorrow”) is the Base Case of Recursion.
Why can’t we discover a fully reliable Base Case then?
Because the Base Case should be true,
Under all combinations of all dimensions.
But there are always newly discovered dimensions,
So the Base Case must be continually improved.
Which is the same as in “Sorted and Binary Search”:
We can never find a “complete” database,
We always have new information, we need new sorting.
...

There is no 1 single answer!

3. Complete but Unsound, too often wrong.
4. Sound but Incomplete, too often useless.
- 5/6. Randomized and Greedy search, relies on luck.
7. Sorted and Binary search, always incomplete.
- ...

Aikido: the “Game of Life”.

3. Uke ⇒ standard attack.
4. Uke ⇒ graceful failure.
5. Nage ⇒ always relies on luck.
6. Nage ⇒ almost always successful.
7. Holy ⇒ we all go Home for a rest.

Creation is a war game where we are “Uke” against the computer A.I. (“Nage”).
Unfortunately for us, “Nage” is almost always successful.
Then, all we can do as “Uke”, is learn how to practice “graceful failure”.

In the Matrix “Loaded and Reloaded”, we enter the behind-the-scene space,
Where the “Game of Life” is financed, produced and created.
In the Matrix “Revolutions and Resurrections”, we play the “Game of Life”,
As “Uke” that attacks with Passion and fails with Grace.

For this to happen properly, we need the inferior power to attack,
And the superior power to defend, not the other way around!

...

Garden of Eden mentality:
“Graceful Failure” (evil doesn’t feel that evil).

...

“**Big Game**”: Beast versus Dragon.
Good and No Evil (“Overjustification”),
versus No Evil and that’s it (“No Suffering”).

...

Human attacks the **Computer**, which results in a “graceful failure” for the Human.
Computer attacks the **Human**, which doesn’t result in Human “bowing” to Computer.
Why? Computers use “randomized”, which is not good-enough for Humans (no evil).

...

Mars, the god of war.

6. Attacker attacks (inferior power).
6. Defender defends (superior power).
7. Attacker and Defender both yield.
Why?! Defender is better, but not Best.

...

Връх “Без Бог”.

God is a point that is not defined.
We can only approximate “No Evil”,
From below (incomplete) or above (unsound).

...

Not SAFE.

The Matrix is unable to always keep us SAFE.
Greedy-second slowly deteriorates into Greedy-first.
Very Lucky slowly deteriorates into Very Unlucky.
What is the alternative, though? We think:
Garden of Eden is the only alternative to Tree of Life,
A small network with an Internet connection.
100% Secure Home + Internet (images, sound, text).

...

Only 3 ways to compute:

6. Greedy search (comes always with Local optima).
6. Randomized, followed by Greedy (relies on luck).

7. Sorted, followed by Binary search (often incomplete).

...

Atheism.

6. There are powers,

6. There are better powers,

7. But no power can give us PEACE.

...

Сградата на "667" №6.

6. "Път със Сърце" ⇒ Акт за Узаконавяване 101.

6. "Път с Разум" ⇒ Акт за Узаконавяване 145.

7. "Път със Скромност" ⇒ Акт 16 (завършен продукт).

...

Айкидо.

6. "Уке" напада със СТРАСТ.

6. "Наге" се отбранява с РАЗУМ.

7. После всички си отиват в къщи да починат.

...

Ако решиш да четеш Кастанеда,

Само тези книги за част от Матрицата (Петокнижието):

3. Genesis ⇒ Journey to Ixtlan: The Lessons of Don Juan, 1972. (*Greedy first*).

4. Exodus ⇒ Tales of Power, 1974. (*Depart from Evil*).

5. Leviticus ⇒ The Second Ring of Power, 1977. (*Randomized first*).

6. Numbers ⇒ The Eagle's Gift, 1981. (*Then, use Greedy search*).

7. Exodus-2 ⇒ The Fire From Within, 1984. (*The elusive art of Calm and Peace*).

...

Ако трябва да сме точни, името "Карлос Кастанеда" закодира само 2 книги:

Journey to Ixtlan and **Tales of Power**, това е човешкия път, това е "път със сърце".

...

Ако избереш Акт 16,

означава че отхвърляш Акт за Узаконавяване 101 ("път със сърце"),

но също и Акт за Узаконавяване 145 ("път с разум"),

просто защото и двата не ти вършат работа, ако търсиш ПОКОЙ.

...

Мисля, че съм объркал етажите на "667" №6.

3. **Първи етаж** : Genesis ⇒ Journey to Ixtlan: The Lessons of Don Juan, 1972. (*Greedy first*).

4. **Втори етаж** : Exodus \Rightarrow Tales of Power, 1974. (Depart from Evil).
5. **Трети етаж** : Leviticus \Rightarrow The Second Ring of Power, 1977. (Randomized first).
6. **Трети етаж** : Numbers \Rightarrow The Eagle's Gift, 1981. (Then, use Greedy search).
7. **Ателиета** : Exodus-2 \Rightarrow The Fire From Within, 1984. (The elusive art of Calm and Peace).

...

Dear United States of America,

You were nice enough to give me federal educational loans,
So that I can study for my Bachelor's and Master's degrees.
What I discovered was *"Randomized first, then Greedy search"*.
It sounds exciting, we must admit, it solves everything!
Or does it?! Because, you see, it's using "randomized",
Which means we need to always rely on luck for good results.
And even with infinitesimal chances of error, we never know.
It happens once every 10,000 years, but maybe "today" is the day.
Which is why, I cannot practice the skills you gave me a loan for.
What I can do, though, is repay you with this information here.
"Randomized" logic is very good, but not perfect, not 100% certain.
Why would we ever need 100%?! To implement "No Suffering".
And if we think about it, we don't really need anything else than that.

...

Вижте какво мисля:

Човек си реагира обикновено нормално: Доброто го "дърпа" (Journey to Ixtlan), Злото го "отблъсква" (Tales of Power).

Но идва образованието, идва семейството, идва бизнеса и го "прелъстява" с Процедура за Всичко (Бакалавър и Магистър).

На това, в Библията му викат "false prophet" (фалшив пророк), защото не е точно каквото искаме, дори да имаме всичко.

Дори да мислим, че имаме всичко, нямаме "Без Страдание", за което ни трябва 100% процедура, а такава НЯМА.

Нима казваме, че няма Бог?! Ами, не съвсем. Има, но не е свързан с усилие, а с обратното: когато всички се успокоят.

Само тогава може да има МИР и СПОКОЙСТВИЕ, когато използваме малка сила (народна библиотека, а не IPv6 интернет).

...

IPv6 uses 128-bit addresses, theoretically allowing 2^{128} , or approximately 3.4×10^{38} total addresses.

Като имаш предвид, че една база данни като Google Search има нужда от сортиране, а сортиране на 2^{32} взима 30 минути, а сортиране на 2^{64} взима $64 \times 7,000$ години.

<https://en.wikipedia.org/wiki/IPv6>

...

Народна библиотека, а не IPv6 интернет!

Ей на това му се вика ***Less is More***.

...

Science/Tech promises “progress”,

Which is best seen in IPv6 Internet with 2^{128} addresses.

This means our future would include a huge amount of Goods.

But when it comes to “No Evil”, we are relying only on luck.

This needs to change! So we decode the Bible’s “666”.

Aikido encodes “No Suffering”.

6. *Games* \Rightarrow “Uke” is the Greedy Adversary.

6. *Business* \Rightarrow “Nage” is the Superior Power.

7. *Cloud Storage* \Rightarrow “Home” is the Nage’s Exodus.

Why is Nage in need of an Exodus?

Because “superior” doesn’t mean “perfect”.

And “evil” is so repulsive, we need “perfect”.

Why is “Home” so hard to find, though?

Because Nage needs to relax, to give up its powers.

This is very difficult, like making an effort to go to sleep.

...

Why is “Home” so difficult?

6. **Tree of Knowledge:** *Games* \Rightarrow “Uke” is the Greedy Adversary.

6. **Tree of Eternal Life:** *Business* \Rightarrow “Nage” is the Superior Power.

7. **Garden of Eden:** *Cloud Storage* \Rightarrow “Home” is the Nage’s Exodus.

Imagine being granted the powers of “Eternal Life”!

Would you replace your “lucky powers” with the 100% certain Garden of Eden?!

It’s hard to say, right?! It depends how scared we are from being reliant on “luck”.

It depends how many “freak accidents” we have witnessed in our normal lives.

And even if we take the path back “Home”, we can leave again for “Eternal Life”.

...

Power wouldn’t do it! God is not power.

6. *Inferior Power* \Rightarrow attack, fail, run.

6. *Superior Power* \Rightarrow defend, win, pure luck.

7. *Sanctity/Invulnerability* \Rightarrow minimal power, truth, incomplete.

...

“Garden of Eden” might be impossible.

6. *Ikigai-1* \Rightarrow What you desire & What you are good at.

- 6. *Ikigai-2* ⇒ What is needed & What they'll pay you for.
- 7. *Wabi-Sabi* ⇒ "No Suffering" cannot be solved fully.

Whether we are looking for "Good" or "No Evil",
 We are looking for a Goal in exponential complexity.
 Which means that it's naive to believe "No Evil" will be easier.
 In general, we would always resort to "Randomized first".

...

The inverse "Prisoner's Dilemma".

- 6. Actor-1 and Actor-2 are both GREEDY.
- 6. Actor-2 turns out to be far superior than Actor-1.
- 7. Actor-1 and Actor-2 both calm down, stop fighting.

...

Theoretically,

There are three distinct modalities,
 In a natural progression toward the best.

- 6. Greedy-first search.
- 6. Randomized Global first, then Greedy-second search.
- 7. Exhaustive Global first, then Binary search.

...

Islam, the final solution.

- 6. *Judaism* ⇒ We are Greedy and FAST.
- 6. *Christianity* ⇒ We are Greedy and CORRECT.
- 7. **Islam** ⇒ We AGREE to disagree! (Peace).

...

Тук нямаме предвид религията Ислям, както е в момента,
 а нашето НАУЧНО разбиране как трябва да бъде винаги.

...

Едните са БЪРЗИ, но правят грешки (Изход-1).
 Другите са КОРЕКТНИ, но се облягат на чист късмет (Изход-2).
 Трябва да се разберат, че не са идеални, и да почнат да се понасят (**Обещаният Мир**).

...

https://en.wikipedia.org/wiki/Project_management_triangle

- 6. Large scope, **Fast process** ⇒ Not Correct results.
- 6. Large scope, **Correct results** ⇒ Not Fast process.
- 7. Small scope ⇒ We wish, but we don't control that!

...

The 6 days of Creation + 1.

1. Light.
2. Heaven.
3. Earth ⇒ "Cursed and Sorrow" (Greedy is not perfect).
4. Earth and Light (Global search should come first).
5. Earth and Heaven (Greedy search comes second).
6. Earth and Life ⇒ "Cursed and Sorrow" (still not perfect).
7. Holy Sabbath (Promised Peace, tolerance).

...

Then, we read Alma Mater as follows:

3. Leland Stanford ("Devil and Satan" ⇒ Genesis and Exodus).
4. Junior (Global search ⇒ Bachelor's).
5. University (Greedy search second ⇒ Master's).
6. Leland Stanford (PhD triggers Exodus-2 ⇒ Leave of Absence).
7. Holy Sabbath (We continue life in a never-ending Sabbatical).

...

Then, we read the "Matrix" movies as follows:

3. "Revolutions and Resurrections" ("Devil and Satan" ⇒ Genesis and Exodus).
4. "The Matrix: Loaded" (Global search ⇒ Bachelor's).
5. "The Matrix: Reloaded" (Greedy search second ⇒ Master's).
6. "Revolutions and Resurrections" (PhD triggers Exodus-2 ⇒ Leave of Absence).
7. Holy Sabbath (We continue life in a never-ending Sabbatical).

...

Нова, вече правилна подредба на "667" №6.

3. Партер (Калин и Веско) : Genesis and Exodus-1.
4. Първи етаж (Борчева) : Leviticus.
5. Втори етаж (Атанасова): Numbers.
6. Трети етаж (Калин и Веско) : Numbers and Exodus-2.
7. **Ателиета** (Калин и Веско) : **Promised Peace** (толерантност).

Калин е "Дявол" (Изкушение), Веско е "Сатана" (Противник на Дявола).
Оказва се, че колкото и да се опитва "Дяволът" не може да ни измами.
Все нещо му куца в дяволските сили, все не може да имитира БОГ добре.
Все го хващаме в крачка, та и той трябва да разбере, и ние да се успокоим.
Например,
Компютърът ("Дявол") ни дава дяволски сили да манипулираме информация,
но каквото и да прави, не може да осигури 100% сигурност (ти знаеш от Кампа).

...

Power is Unsound or Incomplete (HP).

Power is then useless for 100% certainty.
Evil is so repulsive, it needs 100% certainty.
Agreement not to use Power is the only solution.

...

Theoretically, there is a solution!

- 6. Greedy-first (often makes errors, fast).
- 6. Greedy-second (relies on pure luck, slow).
- 7. **Paradigm-shift** (small scope \Rightarrow correct and fast).

...

“Path with Heart” is all that matters.

- 6. Greedy-first discovers slowly Local search comes with Local optima.
- 6. Greedy-first is only 1/6 lucky, but enough to defeat Greedy-second.
- 7. **“Promised Peace”** is possible only when they both UNDERSTAND.

...

В Айкидо, напредналите "бойци" не се осмеляват да практикуват Айкидо навън от залата.

Защо?! Ами защото в залата, са разбрали, че дори неуките "укета" могат да ги изненадат лошо.

И че дали ще могат да си направят техниката е до голяма степен въпрос на ЧИСТ КЪСМЕТ.

Затова, в реални ситуации Айкидо мълчи, защото РАЗБИРА ситуацията, и така се получава МИР.

...

Can we exist without Evil?

The Tree of Life is accessible only after the Garden of Eden,
Where we are made oblivious to all kinds of Evil (“sorrow”).

But is this a good deal? Should we take the Tree of Life?

We suggest here that this is, indeed, not a good deal, not at all.

Why? Because Evil is an important Adversary in the “Game of Life”,

And because achieving “No Evil” is the same as finding God.

If we are given “No Evil” without a fight, there is no God for us.

Of course, if the fight is too difficult, this becomes torture, it’s true.

...

Angel Gabriel’s “good news”.

(The Holy Ghost becomes Father).

(The Tree of Knowledge can last forever).

(The purpose of the game is to “know”).

- 1. Childhood.

2. School.
3. Father ⇒ **Passion and Failure**.
4. Mother ⇒ Global search should come first.
5. Son of Man ⇒ Passion (Local search) is second.
6. Holy Ghost ⇒ **Passion and Failure**, again.
7. Holy Sabbath ⇒ Rest to be Refreshed (Exodus 31:14-17).
1. Then, Life is restarted for the new week (7 decades).
- ...

Изглежда, че животът ТУК е игра да "разберем". Да разберем какво?

3. Father ⇒ Passion and Failure.
6. Holy Ghost ⇒ Passion and Failure, again.

Има ли **Passion**, ще има и **Failure**. Трябва да помислим за **Modesty**.

...

Матрицата от Станфорд.

3. Дан (Tree of Knowledge) : Loops and Single Recursion.
4. Драро-А (Tree of Life, Mother) : Binary Recursion (QuickSort).
5. Драро-Б (Tree of Life, Son of Man) : Binary Trees (see IPv6).
6. Джеф (Tree of Knowledge) : Binary Trees get disbalanced.
7. Мартин (Garden of Eden) : Holy Rest to be Refreshed.
- ...

Защо Адам и Ева не опитват **Дървото на Живота**, когато е позволено?

Защото това дърво е безполезно. Ако няма Зло, то животът няма смисъл.

Ако има Зло, то това дърво дава малка грешка, която може да ни струва живота.

Или дори такива наранявания и мъки, че да си помислим, че сме попаднали в Ада.

...

https://en.wikipedia.org/wiki/Project_management_triangle

Large Scope and FAST or **Large Scope** and CORRECT,
or **Minimal Scope** and FAST and CORRECT. Sounds good, right?!
How about now! Because this is the "naked truth".

Large Scope and FAST and mostly INCORRECT,
or **Large Scope** and SLOW and not always CORRECT,
or **Minimal Scope** but FAST and CORRECT (largely useless).

Conclusion?

These 3 modes of existence are very interesting but useless.

Which is why they are good only for the Tree of Knowledge.

Is there anything else, though? No, we don't believe that.

We believe that we are playing continually the "Game of Life",

Not a real life (Tree of Life where we don't feel any Evil).

Why? Because we need to vanquish Evil to feel "meaning".

...

Four Seasons.

Season 1 ⇒ Satisfactory, but expensive (“sorrow”).

Season 2 ⇒ Satisfactory, but may be “unlucky” (disbalanced).

Season 3 ⇒ Satisfactory, but expensive (“sorrow”).

Season 4 ⇒ “No sorrow” but also “Not satisfactory”.

Then what?! We take a breath here (rest) and repeat it all.

Why? It’s interesting. There is Evil that we find and destroy.

So, we can play this game again and again, and again.

...

Neo/New look at “666” and “667”.

6. Large scope ⇒ Fast but mostly Incorrect (not ideal).

6. Large scope ⇒ Slow but Correct (when “lucky”).

6. Large scope ⇒ Slow and Incorrect (when “unlucky”).

7. Modest scope ⇒ Fast and Correct (but kind of useless).

...

“The Matrix” of all Creations is our family.

6. *Father* : Large scope ⇒ Fast but mostly Incorrect (not ideal).

6. *Mother and Son* : Large scope ⇒ Slow but Correct (when “lucky”).

6. *Son gets injured* : Large scope ⇒ Slow and Incorrect (when “unlucky”).

7. ***Saved by minimalism*** : Modest scope ⇒ Fast and Correct (but kind of useless).

...

My resume, in brief.

6. *Father* : Leland Stanford, the industrialist.

6. *Mother and Son* : Stanford Junior, the young son.

6. *Son gets injured* : University is dedicated to his untimely death.

7. ***Saved by minimalism*** : Holy Sabbatical to the end of life.

...

Martial Logic.

If we are “**inferior power**”, we’ll be defeated very often,

Which is a good reason to give up our practice of “power”.

If we are “**superior power**”, we’ll be winning all the time,

But even one loss is a good reason to give up our “power”.

Interestingly, our “**giving up**” is implementing “Peace”,

Which, we believe, is the proverbial “Promised Land”.

...

The week in 7 decades.

3. 1990: Genesis and Exodus (giving up).

4/5. 2000: Leviticus and Numbers (new power).

6. 2020: Genesis-2 and Exodus-2 (giving up).

7. 2030: Joshua (The Promised Land/Peace).

1. 1970: Judges (Childhood, Back to the Future).

2. 1980: Ruth (School to prepare for Genesis).

...

The Matrix (1 week in 7 decades) is perfect.

Except for "superior powers" who don't believe in their own failure.

Like what? Like "strong encryption" where 2^{64} takes 7,000 yrs.

It's true that there are infinitesimal chances that we can't prove.

But this doesn't mean they won't happen at some point,

Especially when we are talking about existing in Eternal Life.

How do we solve "non-believers in failure"? By causing them injury.

All we need is Eternal Life (like them) and a constant drive to attack.

At some point, we'll discover the "needle in the haystack", or

The "non-believers in failure" will realize that it is bound to happen.

Only when all sides give up their "powers", would we achieve Peace.

What for? It's intuitively the right thing. And so is restarting the game.

...

Откъс от разговор с брат ми.

Като си говорихме по телефона дали е добре за човек да има другарче (Ева).

Ами да, дори това да означава да се сблъскаш с "нещастен случай".

Ева е там да ни каже, че дори Господ да е наш водач, ние не сме идеални.

А, ако не сме идеални в борбата със Злото, значи не правим нищо смислено.

6. *Баща* : Върви към любимата, но "през просото".

6. *Майка и Син* : Всичко е внимателно обмислено, няма почти никакъв шанс за провал.

6. *Светият Дух и Огън* : "Почти никакъв" е подлъгващо понятие, винаги има провал.

7. **Светата Събота** : Само ако всички се откажем от "власт", ще получим "Обещания Мир".

...

The hidden meaning of words.

"Stanford" (Exodus-1) \Rightarrow "Blind pursuit of happiness" is not a good thing.

"Junior" (Global first) \Rightarrow The "Young Lord" is very careful in his pursuits!

"University" (Exodus-2) \Rightarrow "Freak accidents" do exist, you know that?!

"Sabbatical" (Sanctity) \Rightarrow "Freak accidents" are not the end of the world.

...

"Path with Heart" (Carlos Castaneda).

Then, find a quiet place to think: "*Was it as good as expected?*"

Then, find a quiet place to think: "*Can we think of anything better?*"

Then, find a quiet place to think: *"Is this 'better' really the best?"*

Then, find a quiet place to think: *"Where can we find God then?!"*

...

Then, find a quiet place to think:

"Was it as good as expected?" \Rightarrow No, we tasted a fruit, but it was "spoiled"

"Can we think of anything better?" \Rightarrow Yes, "Randomized first, then Greedy".

"Is this 'better' really the best?" \Rightarrow No, it's just like "the sword of Damocles".

"Where can we find God then?!" \Rightarrow Seek "No Evil" in a modest environment.

...

Creating a "Computer Science 101".

The Science 101 course must cover the 5 basic computing points:

"Path with Heart" \Rightarrow Ifs and Loops: $O(n)$, $O(n^2)$, $O(n^3)$, $O(n^m)$.

"Was it as good as expected?" \Rightarrow No, "Greedy comes with Local optima".

"Can we think of anything better?" \Rightarrow Yes, "Randomized first, then Greedy".

"Is this 'better' really the best?" \Rightarrow No, it's just like "the sword of Damocles".

"Where can we find God then?!" \Rightarrow Seek No Evil: "Sorted, then Binary search".

...

Does it make sense to sacrifice Jesus?

https://en.wikipedia.org/wiki/Trolley_problem

6. *Gabriel as a man* \Rightarrow "Path with Heart" (Greedy search has Local optima).

6. *Gabriel as an angel* \Rightarrow "False Prophet" (killing one victim can save millions).

7. *Gabriel as an archangel* \Rightarrow The Truth is "No Suffering" (modest surroundings).

...

Self-Help guide.

First, they'll teach us how to be **"Greed is Good"**.

No problem, but we should also ask for a **"Choice"**.

Meaning, not 1 girlfriend turned into a wife, but 24.

Why not 100? 1 is idolatry, more than 24 is adultery.

Then what? We'll start getting "Sound and Complete".

Which is a synonym with "Heroin/e for free", but!

But we know everything comes to an end, so

We predict "addiction" and strive for **"less is more"**.

This is the best strategy in the "Game of Life".

...

Адрес "667" №6.

6. Получаваме каквото искаме.

6. Оправяме цената до поносима (използваме "късмет").
7. Не искаме друго освен поносима цена (без "късмет").

Но, както говорихме, тази сграда е на адрес "6",
така че не е изненада, че "никой не иска Акт 16".

...

Simplicity itself.

6. Devil (attraction to Good).
6. Add Satan (repulsion from Evil).
7. Subtract Devil (addiction to Good).

...

2x2 Matrix, 3 Actors.

6. *Complete and Unsound* (Passion/Greedy with Local optima).
6. *Incomplete and Unsound* (Randomized Global: business loans).
6. *Complete and Sound* (Randomized, then Greedy: paying off loans).
7. *Incomplete and Sound* (Exhaustive Global: seeking "no evil").

...

Physics and Computational Religion.

$V/R = I$ (Voltage divided by Resistance = Current).

$F/m = a$ (Force divided by Mass = Acceleration).

Greedy / Global = Synthesis (Passion: Thesis, No Evil: Antithesis, Pure Good: Synthesis).

"1": There Exists / "0": For All = Grayscale Content ended with a Sentinel Value (Null).

...

Нова подредба на "667" №6.

6. Баща : Страсти (Теза).
6. Майка : Баланс (Синтеза-А).
6. Веско : Баланс (Синтеза-Б).
7. Мартин : Без Зло (Антитеза).

...

https://en.wikipedia.org/wiki/Jacob_and_Esau

6. *Father* \Rightarrow Passion (Thesis).
6. *Mother* \Rightarrow Balance (Synthesis-A).
6. *Jacob* \Rightarrow Balance (Synthesis-B).
7. *Esau* \Rightarrow No Suffering (Antithesis).

...

The three Abrahamic faiths. (don't hate Islam!)

6. *Father* (Judaism) \Rightarrow Large scope, suffers from "hidden dimensions".

- 6. *Mother and Son (Christianity)* ⇒ Large scope, uses “randomized global”.
- 7. *Holy Ghost (Islam)* ⇒ Modest scope, means no “hidden dimensions”?!

It's true than *Holy Ghost (Islam)* is the Antithesis of Thesis and Synthesis,
 But this doesn't mean Islam hates Judaism and Christianity! Not at all.
 It only means it tries to solve the problems Islam perceives in them both.
 Unfortunately, “modest scope” is not a panacea for “hidden dimensions”.
 Which means Islam is not that different from Judaism (Ishmael and Isaac).
 Which might be the prophecy of Gabriel (“Holy Ghost will become Father”).

...

An eternal cycle of existence (four seasons).

- 6. *Father* ⇒ Multidimensional Base Case (Tree of Knowledge).
- 6. *Mother and Son* ⇒ Randomized Base Case and Recursive Step (Tree of Life).
- 7. *Holy Ghost* ⇒ Modest Base Case solves “No Suffering” (Garden of Eden).
- 6. *Father* ⇒ “Holy Ghost becomes Father” (Tree of Knowledge).

...

Islam (Peace) is great, but it's not final!

Judeo-Christian tradition offers “Pursuit of Happiness” (plus Halting Problem).
 Islam (translated as “Peace”) offers “Pursuit of No Suffering” (global optimum).
 Unfortunately, if we achieve “No Suffering” (God), we lose sight of God.
 Which is why, we need to get lost again, so that we can rediscover God again.
 This is the “good news” of the angel Gabriel: “Holy Ghost will become Father”.
 We never allow stagnation, we keep moving forward, after an appropriate REST.

...

Sometimes, we need Salvation.

- 6. *Father* ⇒ Greedy.
- 6. *Mother and Son* ⇒ Choice.
- 7. *Holy Ghost* ⇒ Less is More (The Ultimate Answer).
- 6. *Father* ⇒ Greedy (Salvation from the Final Answer), and so on.

...

The “seek and destroy” game.

- 6. *Father* ⇒ Greedy invites “hidden evil” (repulsive).
- 6. *Mother and Son* ⇒ We respond with Randomized Adversary.
- 7. *Holy Ghost* ⇒ We upgrade with Exhaustive Adversary.
- 6. *Father* ⇒ “Lighten up, it's only a game!”: Greedy again.

...

Now we understand “The Lord's curse” (Genesis 3:17).

- 6. *Father* ⇒ “Cursed is the ground and Sorrow” (Greedy comes with Local optima).
- 6. *Mother and Son* ⇒ “Thorns and thistles, eat the herb of the field” (Randomized).

- 7. *Holy Ghost* ⇒ “In the sweat of thy face shalt thou eat bread” (Minimal/Exhaustive).
- 6. *Father* ⇒ “Till thou return unto the ground; for out of it wast thou taken” (Greedy again).
- ...

Doctors.

- 6. *Father* ⇒ Doctor of Jurisprudence (hungry for success, blind pursuits).
- 6. *Mother and Son* ⇒ Doctor of Medicine (healing 99%, medical error 1%).
- 7. *Holy Ghost* ⇒ Doctor of Philosophy (“less is more” allows “exhaustive”).
- 6. *Father* ⇒ Doctor of Jurisprudence (restart the “seeking the truth” game).
- ...

The case for losing God.

We now know that the endless four seasons for us are:

Father, Mother and Son, Holy Ghost, and then Father again.

But do we really want this endless cycle? Are we sure?

Because it makes sense to always play an interesting game,

Designed to make us seek what is wrong (“evil”) and fix it.

But “evil” is so repulsive, it might not be worth playing the game.

And in addition, even “good” can be culturally relative and repulsive.

It’s true that if we don’t play the game, we would gain “no evil” forever.

Which might sound great, but it also means we have nothing to seek.

So, this is the deal: We can lose “evil”, but we’ll also lose “God”.

As of today, I would rather lose “evil” forever, even if it means no God.

...

Base Case, Recursive Step, Sorting/Searching.

- 6. *Father* ⇒ Doctor of Jurisprudence (**Base Case**, multidimensional).
- 6. *Mother and Son* ⇒ Doctor of Medicine (Randomized-first and **Recursive Step**).
- 7. *Holy Ghost* ⇒ Doctor of Philosophy (**MergeSort** and Binary **Search**).
- 6. *Father* ⇒ Doctor of Jurisprudence (restart the “seeking the truth” game).
- ...

Computational Theory.

- 6. *Father* ⇒ Ifs and Loops: convenient for $O(n)$, $O(n^2)$, $O(n^3)$.
- 6. *Mother and Son* ⇒ Loops and Recursion: convenient for $O(n^m)$.
- 7. *Holy Ghost* ⇒ Binary Recursion: convenient for $O(n \log n)$ and $O(\log n)$.
- 6. *Father* ⇒ Restarting the “seeking the truth” game of life.
- ...

Tree of Knowledge of “Good and Evil”.

In any normal Creation, we would welcome every Adversary.

Why? Because in a game, an Adversary gives meaning to the game.

But in abnormal Creation (like this one), we dread any Adversary.

Why? Because an abnormal Adversary means “bottomless evil”.

So, what is our conclusion? We are faced with a case of “Good and Evil”.
If we allow Satisfaction in our lives (a meaningful game = finding God),
We are opening ourselves to the possibility of horrible Evil (great sorrow).
If we don’t allow Satisfaction in our lives (an eternal Garden of Eden),
We are denying ourselves any true Meaning (vanquishing true Evil).

No matter what we choose, we end up feeling sorry we made that choice.
Which doesn’t seem like a Creation that came from God, right?! Right.

...

“You call that a choice?!”

Good and Evil (**Red Pill, Heaven and Hell**), or
No Evil and No Good (**Blue Pill, void of Death**).

...

The “Fight Club” Matrix.

<https://g.co/bard/share/ca8d3ed500a4>

- 6. *Father* ⇒ **Base Case**: Stop fighting when the other resigns.
- 6. *Mother and Son* ⇒ **Recursive Step**: Stop fighting when the other bleeds.
- 7. *Holy Ghost* ⇒ **Keep the Sabbath HOLY**: Never take advantage of the weaker.
- 6. *Father* ⇒ Restarting the “seeking the truth” game of life.

Conclusion?

We might create the 3 perfect rules for an Adversarial Game,
But we never know what kind of opponent we’ll meet on the Internet.
Some people would not stop at rule 1, or at rule 2, or at rule 3. Why?
Consider the “Angel Face” incident caused by the inventor of Fight Club.
If we invite Evil to play with (with the intention to win), we might get hurt.
Of course, the alternative is only playing video games in the safety of home.

...

Computations we can afford.

- 6. *Father* ⇒ **Base Case**: It can be INCOMPLETE (**we can afford that**).
- 6. *Mother and Son* ⇒ **Recursive Step**: It can be UNSOUND (**we cannot afford that**).
- 7. *Holy Ghost* ⇒ **Keep the Sabbath Holy**: It can be INCOMPLETE (**we can afford that**).
- 6. *Father* ⇒ Restart “seeking the truth” (there is no Tree of Life after Garden of Eden).

...

The solution is “Garden of Eden plus video games”.

Base Case can be INCOMPLETE (untested code, unexamined dimensions),
Which makes **Recursive Step** to become UNSOUND (right answers mixed with wrong).

This is “The Matrix” (Father, Mother and Son) that is pitted against us. What can we do?
We never leave the Garden of Eden. We never reach for the Tree of Knowledge and Life.
But this means “No Evil”, which means “No fighting to reach God”, which means stagnation.
Sure. Then we ask The Lord God to provide “perception of some Evil”, so that we can play.
And then we play video games in Virtual Reality with only enough “Evil” to have a direction.
We might never experience a full catharsis of discovering and destroying “true Evil”, but
This should not be really a problem, since we are not in weightlessness, we know God.

...

The 3 pillars of Lent.

We should exist in a state of “**Fasting**” (Garden of Eden).
But we should be “**Praying**” to the Lord God for “direction”.
What is “direction”? Perception of enough Evil to find God.
What is God? God is “No Evil” in the form of “**Almsgiving**”.

...

Almsgiving (when people are “weightless” / “too heavy”).

Pain-discovery ⇒ A taste of the “forbidden fruit” (love, passion, greed, knowledge).
Pain-killing ⇒ Staying away from the “tree of life” (family, business, big machinery).

...

Tree of Knowledge should be enough (no Tree of Life).

- 6. *Father* ⇒ **Base Case** is INCOMPLETE in the general case.
- 6. *Mother and Son* ⇒ **Recursive Step** then becomes UNSOUND.
- 7. *Holy Ghost* ⇒ **Sorting** requires only $O(n \cdot \log n)$ to allow Binary Search in $O(\log n)$.
- 6. *Father* ⇒ **Base Case** could be then COMPLETE: $O(n)$, $O(n^2)$, $O(n^3)$.
- 6. *Mother and Son* ⇒ But don’t touch the **Recursive Step**, it’s always UNSOUND!

...

Love is the greatest (1 Corinthians 13).

We accept the Tree of Knowledge (passion),
But we reject the Tree of Eternal Life (business).
Why? The Tree of Eternal Life is generally “Unsound”.
Why? The Tree of Knowledge is generally “Incomplete”.
So? Technology (Power) always needs Science (Knowledge).

...

Two-state solution (Internet and Flash Memory).

- 6. *Father* ⇒ Tree of Knowledge (Love, Passion, Greedy for Good, Internet).
- 6. *Mother and Son* ⇒ Tree of Eternal Life (Business, New Family, Flash Memory).
- 7. *Holy Ghost* ⇒ Garden of Eden (Home, Security, Sanctity, Cloud Storage).
- 6. *Father* ⇒ Tree of Knowledge (Love, Passion, Greedy for Good, Internet).

...

Maybe all we need to remember from “The Matrix”.

- 6. *Father* ⇒ Base Case is “**Incomplete**” (3 orthogonal dimensions is all we can do).
- 6. *Mother and Son* ⇒ Randomized and Greedy is “**Unsound**” (small chance of failure).
- 7. *Holy Ghost* ⇒ Sorting and Searching is “**Great**” (the best we can do without failure).
- 6. *Father* ⇒ Base Case is “**Incomplete**” (3 orthogonal dimensions is all we can do).

...

$O(n \log n)$, $O(n^2)$, $O(n^m)$.

- 6. *Father* ⇒ Ordinary things like Passion and Love and Greed, leave us “Incomplete”.
- 6. *Mother and Son* ⇒ Extraordinary things like global optima in $O(n^m)$, leave us “Unsound”.
- 7. *Holy Ghost* ⇒ Ordinary things like Sorting, it turns out we can do well.
- 6. *Father* ⇒ Ordinary things like Passion and Love and Greed, leave us “Incomplete”.
- 6. *Mother and Son* ⇒ Extraordinary things like global optima in $O(n^m)$, leave us “Unsound”.
- 7. *Holy Ghost* ⇒ Return to ordinary things like Sorting.
- 7. *Holy Sabbath* ⇒ Return to ordinary things like Binary Searching.

...

Drago as a Supreme Leader and his Ordinary Company.

- 7. *Holy Ghost* ⇒ Drago’s ordinary friends (**Sorting**), it turns out they can do that really well.
- 6. *Father* ⇒ Dragomir, Dragornio, Drago, Dragon (“**Incomplete**” in Love).
- 6. *Mother and Son* ⇒ Anguelov, Ангелов, Ангел, The Beast (“**Unsound**” in Business).
- 7. *Holy Ghost* ⇒ Drago’s ordinary friends (**Sorting**), it turns out they can do that really well.
- 7. *Holy Sabbath* ⇒ What is “Sorting” good for?! For the Internet, to search fast through 2^{32} .

...

Teaching Computer Science with “Arranged Marriage”, Inc.

- 1. Can you write a program to sift through an Input of “ n ” elements to find the best match?
- 2. Can you write a program to find the best match for each person, an $O(n^2)$ complexity?
- 3. Can you write a program to find the best match of 3 people, an $O(n^3)$ complexity?
- 4. Can you write a program to find the best match of 4 people, an $O(n^4)$ complexity?
- 5. Can you write a program to find the best match of “ m ” people, an $O(n^m)$ complexity?
- 6. How long would you need to wait when “ n ”=1000, “ m ”=10? (e.g. 2^{32} takes 1 minute).
- 7. This is the problem with Global search. We can use Local search (Greedy) instead!
- 8. Then we’ll have a problem with Local optima (fake answers). Let’s then use a synthesis!
- 9. We use Randomized=24 first, then Greedy search (still an infinitesimal chance for error!).
- 10. Tired of “any chance of error”? Then we go back to basics: Sorting in $O(n \log n)$.
- 11. What is Sorting good for, though? For fast searching in 2^{32} : Binary search in $O(32)$.

...

It’s simply a matter of luck!

- 6. *Father* ⇒ **Associate** degree (If you are not lucky in Love, you’ll be lucky in Business).
- 6. *Mother and Son* ⇒ **Bachelor/Master** degree (And in case you are not lucky in Business).
- 7. *Holy Ghost* ⇒ **Doctor** of Philosophy (Not lucky in Business, you’ll be lucky in Philosophy).
- 7. *Holy Sabbath* ⇒ What is “Philosophy” good for?! To feel “**you have all the answers**”.

...

The week in 7 decades (1970-2038 Unix Time).

- 6. *Father* ⇒ Pleasure (laptop, internet connection)
- 6. *Mother and Son* ⇒ Business (desktop, flash memory).
- 7. *Holy Ghost* ⇒ Cloud Storage for the most important information.

- 6. *Father* ⇒ Cloud storage takes in “*Pleasure might fail (very likely)*”.
- 6. *Mother and Son* ⇒ Cloud storage takes in “*Business might fail (very unlikely)*”.
- 7. *Holy Ghost* ⇒ Cloud storage takes in “*Cloud Storage never fails (never!)*”.

- 7. *Holy Sabbath* ⇒ Holy Rest to be Refreshed (Exodus 31:14-17).
- ...

The meaning of “Satan” is “Exodus” (Failure).

- 1. Genesis: “Devil” (Temptation).
- 2. Exodus: “Satan” (Adversary = Failure = Epic Fail).
- 3. Leviticus: Randomized Global search (Temptation-A).
- 4. Numbers: Randomized, then Greedy search (Temptation-B).
- 5. Deuteronomy (Exodus-2): “Satan” (Adversary = Failure = Epic Fail).
- 6. Joshua (Jesus): The book where Israel enters the “Promised Land”.
- ...

“**Love** will succeed” (Yeasayer-1).

“**Business** will succeed” (Yeasayer-2).

“Everything **will fail**” (except for you, Naysayer!).

...

If you are an Optimist, you will fail.

If you are a Pessimist, you won't fail.

If you are an extreme Pessimist, you'll suffer.

...

Under $O(n^2)$, everything is without risk.

Above $O(n \cdot \log n)$, everything is very risky.

...

Proof this world is “fugazi”.

- 3. *Holy Ghost* ⇒ A product without any risks.
- 2. *Mother and Son* ⇒ A product with very small risks.
- 1. *Father* ⇒ A product with very big risks.

0. *Warlord* \Rightarrow A product designed to be dangerous.

Conclusion?

There is no “Warlord” option in the Holy Trinity, because
It makes no sense that the Creator Gods desire our sorrow.
Anything “evil” we encounter comes from our own “risky” actions,
Not from stalker-adversaries that are intent on persecuting us.
Which means that groups like Hamas (for Israel) are impossible,
Which means that this world is impossible and makes no sense.
Anyone can draw something, but this doesn’t make it a work of art.

...

The Matrix, in reverse.

- 3. *Holy Ghost* \Rightarrow A product without any risks.
- 2. *Mother and Son* \Rightarrow A product with very small risks.
- 1. *Father* \Rightarrow A product with very big risks.
- 0. *Warlord* \Rightarrow A product designed to be dangerous.

Technically, I never finished “Stanford”.

- 6. *The Dragon* \Rightarrow Genesis and Exodus.
- 6. *The Beast* \Rightarrow Leviticus/Numbers and Exodus-2 (Deuteronomy).
- 7. *Holy Ghost* \Rightarrow Joshua (entering the Promised Land).
- 6. **Judges** (judging the Dragon, was it a “Devil” or a “Satan”?).
- 6. **Ruth** (mercy for the Beast, the well-meaning “Mother and Son”).
- 7. Holy Sabbath (the 6th day we are engaged in MergeSort sorting).
- 7. Holy Sabbath (the 7th day we are engaged in Binary searching).

Technically, I never finished “Stanford”. What do we mean?
We were interested in the PhD degree, like Carlos Castaneda.
We started the PhD program at Stanford but took a Leave of Absence.
We never returned, and our efforts to get a PhD remotely failed.
Remotely? Yes, with a website instead of a dissertation:

<https://sites.google.com/view/7th-day>

...

Интересен факт: **Аз не успях да завърша Станфорд.**

Защо? Ами защото американското висше образование беше популяризирано от Карлос Кастанеда.
А той беше с най-високата степен на завършеност (Акт 16), Доктор по Философия (PhD).
Аз го започнах там, но не ми хареса накъде вървят нещата, и го напуснах.

...

Judges.

- 6. *The Dragon* \Rightarrow INCOMPLETE (Evil-1): $O(n^2)$ and $O(n^3)$.
- 6. *The Beast* \Rightarrow UNSOUND (Evil-2): *Randomized* and $O(n^m)$.
- 7. *Holy Ghost* \Rightarrow EXCEPTION (No Evil): $O(n)$ and $O(n \log n)$.
- 6. **Judges** \Rightarrow Was “Evil” by accident or on purpose?

...

Definitions of **premonition**:

a strong feeling that something is about to happen, especially something unpleasant.

Everything will FAIL, including this premonition!

...

Брато,

В Библията (мога да дам цитати), числото "667" е взаимно-заменимо с "666", което е т.нар, "числото на звяра" или също "числото на човек".

Какво е интересно в това число? Че вече му знаем точното значение, и най-вече защо му казват "**фалшив пророк**". Защото рекламира "**двоични дървета**", които са вид база данни, които могат да растат до безобразие (2^{128} като в IPv6), без да имат нужда от сортиране. Проблемът е, че винаги има малък шанс да се "разбалансира",

и тогава ако са станали много големи, могат само да бъдат изхвърлени, защото не могат да се сортират.

Затова не е проблем Ангелов да ти направи нова партида за газ.

Защото може и да си "**фалшив пророк**" с този Акт за Узаконавяване 145/98г., но караш хората да се замислят, като им разказваш научни приказки.

Ако едно чудо е 99.99% валидно, дали да го изхвърлим затова че не е 100% валидно?!

Затова и има IPv6 с толкова много адреси (2^{128}),

когато 2^{67} е броя на всичките звезди във вселената,

а 2^{68} е два пъти в повече, а представи си 2^{100} или 2^{128} !

Такива размери могат да се адресират само с "**двоични дървета**",

които имат много малък шанс да се провалят, и не е ясно това

как да го приемем или дали да го отхвърлим. 😞

Можеш да погледнеш този философски проблем,

Който представлява размисъл върху тази дилема.

Ако можем да спасим 99 човека с едно чудо, но 1 трябва да жертваме,

Какво да правим, да запазим чудото, или да го махнем и да караме "Less is More".

https://en.wikipedia.org/wiki/Trolley_problem

...

"Devil and Satan" is the anthropomorphic version, of

"Avoidable Temptation and Unavoidable Adversity".

The conclusion is *"More is Dangerous"*, *"Less is Better"*.

Stick to the simplest complexities: $O(n)$ and $O(n \cdot \log n)$.

...

Dear Karen and Drago, there is something wrong with this world!
I always believed that "Less is More", much before I heard that in Stanford.
But in 1990-1992, life in Bulgaria (even in the capital Sofia) was horrible.
No matter how modest people were, there was a lot of bad luck and misery.
So, I traveled to the "new" Big Brother (the US), to see what we are doing wrong.
And I found a beautiful girl in Florida, with the sex appeal of a naughty librarian.
And I found a dashing friend in California, with the intellectual potential of a genius.
But what was wrong with this "picture perfect"? For some reason, the things
I found to be naturally attractive to me, nothing in excess by no means,
Were later framed to be "Devil" (Temptations), which placed me in "Satan" (Adversary).
And in the end, I got ill, and I retreated back home to my parents.
But you see, even a normal family of two parents was no longer normal.
My parents were now divorced and actively hated each other ("Devil and Satan").
You see my point?! Anything normal is being called "Devil" and there is a warning:
"Expect very soon to pay a bill you can't afford, so you need to take out a loan!"
Obviously, this is not normal. Obviously, this violates everything we hold HOLY.
I don't want "passion" in my love life, I only want an intelligent and funny girlfriend.
I don't want "power" in my business life, I only want an intelligent and elegant friend.
Everything normal is destroyed by being called a "Temptation"!

Martin

...

Angel Gabriel's "good news".

Everything starts with Modesty (Holy Ghost) $\Rightarrow O(n)$ and $O(n \cdot \log n)$.
Modesty (Holy Ghost) becomes Father $\Rightarrow O(n)$ becomes $O(n^2)$ and $O(n^3)$.
Father (Creators) becomes Mother and Son $\Rightarrow O(n \cdot \log n)$ becomes Randomized + Greedy.
Mother and Son (Temptation and Adversity) becomes Modesty again $\Rightarrow O(n)$ and $O(n \cdot \log n)$.
In general, we enjoy Modesty, but sometimes we wonder "what if" (what is Immodesty?).
Then we try the alternative, and when we see the troubles, we return back to safety (Home).

...

The Matrix in Unix Time.

- 6. 1970-1980: Father \Rightarrow Childhood.
- 6. 1980-1990: Mother/Son \Rightarrow School.
- 7. 1990-2000: *Simplicity itself* (Holy Ghost) $\Rightarrow O(n)$ and $O(n \cdot \log n)$.
- 6. 2000-2010: *Base Case* (Father) $\Rightarrow O(n)$ becomes $O(n^2)$ and $O(n^3)$.
- 6. 2010-2020: *Recursion* (Mother/Son) $\Rightarrow O(n \cdot \log n)$ becomes Randomized and $O(n^m)$.
- 7. 2020-2030: *Simplicity itself* (Holy Ghost) $\Rightarrow O(n)$ and $O(n \cdot \log n)$.
- 7. 2030-2038: **Holy Sabbath** \Rightarrow Holy Rest to be Refreshed (Exodus 31:14-17).

...

This is how the world should have happened.
But this is not what happened!

The 1990-2000 period was not "Simplicity itself", it was torturous.
I liked girls and I was punished for that.
I liked computers and I was punished for that.
I liked the exotic and I was punished for that.

...

In our Creation, just like in any computer game,

We have Evil (start) and we want to vanquish Evil (Good, end).
This is what is normal, all entities repulsed by Evil are "alive",
And all entities that are Evil are "computer-generated" (NPC).
But this is not what is happening in our Creation!
The Evil we face is far greater than our capacity to grasp and defeat.
Then, instead of vanquishing Evil, we become tortured by Evil.
Anything normal, like hatred for Evil, even "depart from Evil", is
Being punished. We are punished for being humans, for being alive.
It's very interesting who or what allowed such an abomination, and
How can we ensure in the future all Creations come from "The Matrix".

...

"The lessons of Don Juan".

We understand the "lessons" about self-inflicted sorrow.
What we don't understand or accept is others torturing us,
Even long after we have retreated to the safety of Home.

...

Stanford's PhD riddle (2 advisors).

Security \Rightarrow Base Case only: $O(n)$, $O(n^2)$, $O(n^3)$, limited.
Networking \Rightarrow Base Case and Recursive Step: Randomized and $O(n^m)$, unlimited.
Synthesis \Rightarrow Can be found only in "*Simplicity itself*": $O(n)$ and $O(n \log n)$, united.

...

Solution to "Security vs. Networking":

Keep two separate home computers,
One for Business, the other for Pleasure,
United by an **USB Flash Drive**.

It's interesting that ultra-Security (Cloud Storage),
Is located on the computer meant for Pleasure.

...

The Matrix, "true prophet".

7. *Holy Ghost* \Rightarrow "Simplicity itself": $O(n)$ and $O(n \log n)$, Knowledge and Life together.
6. *Father* \Rightarrow Base Case only: Business computer for Security apps (Tree of Knowledge).
6. *Mother and Son* \Rightarrow Recursion: Pleasure computer for Networking apps (Tree of Life).

7. *Holy Ghost* \Rightarrow "Simplicity itself": Cloud Storage in the Network (Garden of Eden).

...

Self-inflicted "Sorrow".

7. *Holy Ghost* \Rightarrow "Simplicity itself" (Safety at our parents' Home).

6. *Father* \Rightarrow **Base Case**: We seek a new family (high complexity \Rightarrow Incomplete).

6. *Mother and Son* \Rightarrow **Recursion**: We seek satisfaction (too greedy \Rightarrow Unsound).

7. *Holy Ghost* \Rightarrow "Simplicity itself" (Return to Safety at our parents' Home).

Self-inflicted "Sorrow": this is the true message of The Matrix.

We have no idea why the creators of this world,

Have chosen to accentuate on "Conflict and Torture".

This has nothing to do with the template of all Creations!

"Limitations of Computing", on the other hand, is the Answer.

...

The biblical Creator Gods \Rightarrow "*Limitations of Computing*".

"These" creators here diverge \Rightarrow "*Conflict and Torture*".

Only in code this makes sense \Rightarrow "*Incomplete and Unsound*".

...

The "Limitations of Computing" lessons.

Lesson 1 \Rightarrow We can only find a "girlfriend" in $O(n)$, not a "wife and 2 kids" in $O(n^3)$.

Lesson 2 \Rightarrow We can only find a job in $O(n \cdot \log n)$, not a successful business in $O(n^m)$.

What about building a new family and our own home? Forget about these, it's a myth.

We should better listen to the "Tree of Knowledge of Good and Evil" (Computer Science).

This is something we have always suspected, but we need Computer Science to confirm it.

In computing, a good result is the exception. In general, we get "**Incomplete and Unsound**".

...

If you start "pushing the envelope", Neo,

You are bound to find the god of dreams Morpheus with:

Blue Pill ("Incomplete") or **Red Pill** ("Unsound").

...

Never forget the Halting Problem has 2 parts:

Not only "**Missing Answer**", but also "**Wrong Answer**".

...

Requiem for a dream. Or not?!

Communism is all about solving Humanity's problems.

How? By using the Science and Technology of the future.
 Computers are such Science and Technology, right?!

But computers cannot solve the most essential problem of human reproduction.
 Why? Because it's an $O(n^3)$ complexity, too high to enumerate it exhaustively.
 Which means that all families will have internal Security flaws, resulting in conflicts.
 This failure is enough to abandon the dream of Computing and Communism.
 But wait, there is more! Science tells us that Greedy search has Local optima.
 Which means that not only we are risking "No Answer", but also "Wrong Answer".
 Which is the death of the dream of problem solving. Maybe not! How? Why?
 If we stay MODEST, we can "have it all": a girlfriend (not wife) and a job (not business).
 ...

https://en.wikipedia.org/wiki/Project_management_triangle

- 6. Large scope \Rightarrow Correct but Slow.
 - 6. Large scope \Rightarrow Fast but Incorrect.
 - 7. Small scope \Rightarrow Correct and Fast.**
- ...

Two interesting findings:

We need a "**girlfriend**" (or wife) not for fun, but for **security**.
 We need a "**job**" (or business), not for work, but for **satisfaction**.
 We need to keep the scope of our wishes "modest", though!
 Otherwise, we are stumbling into "limitations of computing".
 ...

Computer Science education, in brief.

- 6. **Global search** $\Rightarrow O(n), O(n^2), O(n^3)$, it becomes "too slow, past the deadline".
 - 6. **Local search** $\Rightarrow O(\log n)$, Greedy comes with Local optima, "looks right, but it's not".
 - 7. Modest scope** \Rightarrow We have a "*girlfriend*" (not a wife), and a "*job*" (not a business).
- ...

Ако имате интерес към книгите на Карлос Кастанеда:

- 6. Global search \Rightarrow The Teachings of Don Juan: A Yaqui Way of Knowledge, 1968.
 - 6. Local search \Rightarrow A Separate Reality: Further Conversations with Don Juan, 1971.
 - 7. Modest scope** \Rightarrow Journey to Ixtlan: The Lessons of Don Juan, 1972.
-
- 6. Global search \Rightarrow Tales of Power, 1974.
 - 6. Local search \Rightarrow The Second Ring of Power, 1977.
 - 7. Modest scope** \Rightarrow The Eagle's Gift, 1981.
-
- 7. Holy Sabbath \Rightarrow The Fire From Within, 1984.
- ...

Легенда:

6. Global search \Rightarrow "likely it's incomplete".

6. Local search \Rightarrow "likely it's wrong".

7. **Modest scope** \Rightarrow "just right".

...

The Matrix, in brief.

6. Global search \Rightarrow Security (Dowry, maybe "incomplete").

6. Local search \Rightarrow Networking (Dower, maybe "unsound").

7. **Modest scope** \Rightarrow Cloud Storage (This Answer, just right).

...

Synthetic solution to the Halting Problem.

6. Global search might deteriorate into Incomplete.

6. Local search might deteriorate into Unsound.

7a. Modest scope solves both limitations of computing.

7b. Modest? Dowry and Dower. $O(n)$ and $O(n \cdot \log n)$.

...

Template of Computing.

6. Security \Rightarrow Hardware (modest).

6. Networking \Rightarrow Software (modest).

7. Cloud Storage \Rightarrow Printed Answer (correct).

...

Simple Logic.

We want correct computational results, right?!

Then we need to first pay for Shelter, and then for Supplies.

These expenses should not be a burden for the person,

These expenses should be paid by society as a whole.

Which means that Dowry and Dower are not personal,

But they should be a matter of basic state insurance.

...

Което означава, че ако някой иска **РЕЗУЛТАТИ**,

трябва да си плати с Hardware (Shelter) and Software (Supplies).

Ако не ни дават ПОНЕ скромна квартира и смислена работа,

не е наша работа да се тревожим какво се случва с нас.

Просто обществото не се интересува от нас и ние нищо не можем да направим.

Така че, в един момент започваме да се "молим" с нещо като заплаха:

"Скъпи Господи, ако не ми дадеш нужното, нямам друг избор и ще се разболея!"

А после, хората като видят че нищо не правиш, и питат какво правиш бе, лентяй?!

Ти можеш спокойно да им отговаряш, "зает съм да съм болен, заради вас, хора!"

...

Може би затова ни трябва "**detachment**",
за да живеем свободни от желанието за **РЕЗУЛТАТИ**.
Тия неща не са изконно наши, ние ги можем, но не са наши.
Те са на тия, които ни дават безплатен Shelter and Supplies.

...

Значи, "6676" според мен закодира "667667, и накрая Holy Sabbath".

Template of Computing, updated.

- 6. Security \Rightarrow Hardware (Shelter, modest).
- 6. Networking \Rightarrow Software (Supplies, modest).
- 7. Cloud Storage \Rightarrow Printed Answer (correct).
- 7. Holy Sabbath \Rightarrow Rest to be Refreshed (mandatory).**

...

Final details: "modest" or "immodest"?

We are either working to get "satisfaction" (Good = No Evil),
Or we are feeling sick, in need of Rest to be Refreshed.
When we work for "satisfaction", we can be "modest",
Or we can be "immodest", if pressured by the problems.
Then, the answer is Randomized=1000, then Greedy.
Randomized=1, then Greedy search makes an 84% error.
Randomized=24, then Greedy makes only a 1% error.
Randomized=1000 makes an imperceptibly small error.
If we don't want any errors, we should simply go "modest".
But if we are under pressure, we should be 1000x slower.

...

John 5:16-17.

We need to give a "modest" Shelter and Supplies to Technology,
In order for this Technology to deliver correct and timely answers.
In code, this is $O(n)$ and $O(n \cdot \log n)$, including Randomized Greedy.
But we need to pay first, then expect the correct and timely results.
Otherwise, we are "feeling ill", in an endless "Rest to be Refreshed".

...

Modest Shelter, $O(n) \Rightarrow$
 \Rightarrow Modest Supplies, $O(n \cdot \log n) \Rightarrow$
 \Rightarrow Correct and Timely Answer \Rightarrow
 \Rightarrow Holy Rest becomes possible.

Consider John 5:16-17.
We cannot stop working unless we destroy all problems.
If some problems remain, we cannot enjoy a Holy Rest.

Holy Rest becomes possible only when there is no evil.

...

All we need is Random sample=1000.

Modest Shelter, $O(n) \Rightarrow$

\Rightarrow *Modest Supplies*, $O(n \cdot \log n) \Rightarrow$

\Rightarrow *Correct and Timely Answer* \Rightarrow

\Rightarrow ***Holy Rest becomes possible.***

Then, all we need is a “Modest Shelter” and all it entails.

Then, all we need is an $O(n)$, Random sample=1000.

Considering that Random sample=1 gives us an 84% error.

Considering that Random sample=24 gives us a 2% error.

Just imagine what Random sample=1000 can do!

It's true that we still have an infinitesimal error, never 0%.

But what are the chances we'll throw the dice 1000 times,

Without getting at least one “6”?! Then, we'll get a “5”,

Which is far away from “1” (the code for an “evil” accident).

...

If we are given Input,

But we are not given Hardware and Software,

(the same as “modest” Shelter and Supplies),

We are being tortured.

...

Commandment 3:

“Thou shalt not take the name of the LORD thy God in vain”.

Dear Lord God,

Please give us Shelter and Supplies (“modest but enough”),

So that we are able to solve the Input you constantly give us.

If we are rendered “incapable”, we would suffer for no reason.

Only if we are made “capable”, can we find the Holy Sabbath.

...

Dear Human,

About your prayer (request for Shelter and Supplies):

Modest Shelter $\Rightarrow O(n)$. **Modest Supplies** $\Rightarrow O(n \cdot \log n)$,

Where “n” is a random sample=1000 with infinitesimal error,

And “log n” is a Greedy descent, now without Local optima.

...

Carlos Castaneda and the Computing Matrix.

7. **Frontend Problem** \Rightarrow Journey to Ixtlan (“Find the Promised Land”).

6. Backend (Judges) \Rightarrow Tales of Power (Global search: $O(n)$).

6. Websevers (Ruth) \Rightarrow The Second Ring of Power (Randomized Greedy: $O(n \cdot \log n)$).

7. **Frontend Answer** \Rightarrow The Eagle's Gift (“Found the Promised Land”).

7. Feeling “no problem” (Holy Sabbath) \Rightarrow The Fire From Within (inner peace).

...

Така, че сега препоръчвам да прочетем тези 2 книги:

6. Backend (Judges) \Rightarrow **Tales of Power** (Global search: $O(n)$).

6. Websevers (Ruth) \Rightarrow **The Second Ring of Power** (Randomized Greedy: $O(n \cdot \log n)$).

Те ни казват как да направим всяко едно място в пустинята да стане НАШ ДОМ.

...

The Law (Exodus and Deuteronomy).

We want **Global search** without becoming “*Incomplete*” \Rightarrow Book of Judges.

We want **Local search** without becoming “*Unsound*” \Rightarrow Book of Ruth.

In Carlos Castaneda, it's “Tales of Power” and “The Second Ring of Power”.

In computing, it's the idea of $O(n)$: exhaustive, and $O(n \cdot \log n)$: less greedy.

In summary, it's the idea of “Modesty in everything”, of “Less is More”.

...

The biblical Law is: “Modesty in everything”.

...

Goal or Tool?

<https://q.co/bard/share/a3b13753c3eb>

The paradox lies in the fact that both humor and modesty can be admirable qualities when pursued as goals or used as tools. However, the key lies in finding the right balance and ensuring that these qualities are not used in a way that contradicts their inherent values.

In the case of humor, it's important to strike a balance between finding joy and laughter in life and using humor to connect with others without being insensitive or offensive. Similarly, modesty should be a genuine reflection of humility and respect, not a mere façade to gain favor or deflect attention.

...

Terraforming Mars.

When we are “Modest” in the dimension of defense (“Judges”), and
When we are “Modest” in the dimension of offense (“Ruth”), we are
Transforming “Modesty **as a tool**” into “Modesty **as a goal**”.

...

If we are given Input,
But we are not given Hardware and Software,
(the same as “modest” Shelter and Supplies),
We are being tortured.

...

We know “It’s not you when you’re hungry”.

<https://youtu.be/shOiXy5b5Ro>

Now, “It’s not your fault when you are made to suffer!”

Now, “It’s not your fault when you don’t have the tools to feel better!”

Now, “It’s not your fault when they give you Input but not a Computer to solve it!”

...

2x2 Matrix of “Work vs. Torture”.

00. *Holy Sabbath* ⇒ Enjoying the calm of “no evil”.

01. *Work* ⇒ We have the necessary tools to do work.

10. *Torture* ⇒ We don’t have the necessary tools to do work.

11. *Work and Torture* ⇒ Impossible, a logical contradiction.

...

Heaven and ...

Global search that is **not** “*Incomplete*”.

Greedy search that is **not** “*Unsound*”.

In summary, “**Modesty**”.

... and Hell.

Global search that is “*Incomplete*”.

Greedy search that is “*Unsound*”.

In summary, “**Immodesty**”.

...

Aikido: proper “Uke” training.

Immodest Offense ⇒ “Hit the other with a hand/stick” (Unsound).

Immodest Defense \Rightarrow "Jump over your own hand" (Incomplete).

Aikido: proper "Nage" training.

Modest Defense \Rightarrow "Step back, it's as simple as that".

Modest Offense \Rightarrow "Step aside and Disbalance the other".

...

Aikido: "Attacking".

Uke attacks \Rightarrow Strike to disbalance the other ("**immodest**").

Nage attacks \Rightarrow Throw to disbalance the other ("**modest**").

Aikido: "Defending".

Uke defends \Rightarrow Minimize the damage with a breakfall ("**immodest**").

Nage defends \Rightarrow Step back to preserve the status quo ("**modest**").

...

Значи, винаги, за всяко едно нещо, има "скромна" и "нескромна" версия.

...

All about the HP (Halting Problem) problem.

Global search must be "*Complete*": $O(n)$, not "*Incomplete*": $O(n^2)$, $O(n^3)$.

Greedy search is used only to cease-and-desist a never-ending opponent.

Greedy search can be "*near-Sound*" by using $24 \leq \text{Randomized} \leq 1000$.

...

2x2 Matrix of "Work vs. Torture".

00. *Holy Sabbath* \Rightarrow Enjoying the calm of "no evil".

01. *Work* \Rightarrow We have the necessary tools to do work.

10. *Torture* \Rightarrow We don't have the necessary tools to do work.

11. *Work and Torture* \Rightarrow Impossible, a logical contradiction.

...

Simple Immigration Logic.

We either have "**Purgatory** ending with **Heaven**",
(which is "Work ending with Holy Sabbath of Rest"),

Or we have "**Hell** that is a never ending **Torture**",
("Torture", not the impossible "Work and Torture").

Unfortunately, we must admit that here (Orthodoxy),
The Creator Gods are trying to mix "Work with Torture",
Which means that we are simply living in endless Hell.
Only in Catholicism, they believe in finite Purgatory.

Every time, then, when a person escapes the East,
And manages to stay in the West, they go to Heaven.
But every time a person is made to return back East,
It's a crime against humanity, it's sending people to Hell.

...

In Purgatory (West),

We are welcoming any problems,
Because we have the right tools to solve them.
And when we solve them, we find PEACE (Heaven).

In Hell (East),

We cannot stand any problems,
Because we don't have the right tools to solve them.
Thus, we are trying to preserve the little PEACE we have left.

...

"Bungle in the Jungle".

We know that "perfection" is achieved only in the West,
Where Purgatory (Work) leads invariably to Heaven (Rest).
But what is the "selling point" of the East (Hell and Torture)?
We believe it's good for only one thing: Mind Tourism.
Where we realize that "inspirations" can't be taken for granted.
Where we realize how hard it is to think of the "right solution".
We can call it "**Bungle in the Jungle**", after the Jethro Tull song.
Why? Because despite our will, we are Incomplete or Unsound.
Always! Forever stuck in the past of Unix Time (1970-2000).

*Let's bungle in the jungle
Well, that's all right by me, yes
Well, I'm a tiger when I want love
I'm a snake when we disagree*

...

For some,
"A thought has occurred" is difficult.
For others,
"The right thought has occurred" is difficult.
For very few,
"Right thought" is easy, bound to go to Heaven.
For most,
"Don't make me think" is the only way to avoid Hell.

...

Сведох всичките си разсъждения до способността ни да ни **хрумват идеи**,
върху която нямаме никакъв, ама никакъв контрол!
На някои хора просто им се случва правилно,
на други не, но и в двата случая нищо не зависи от тях.

...

Dear Stanford University,

We realize that you must demonstrate all the wrong ideas,
So that people realize the “wrong/right” difference matters!
But, unfortunately, we saw very few examples of $O(n^2)$.
And, unfortunately, we saw very few examples of $O(2^n)$.
And, unfortunately, we very rarely heard “Less is More”.
We never realized that $O(n^2)$ is solved with $O(n)$.
We never realized that $O(2^n)$ is solved with $O(\log n)$.
We never realized that $O(\log n)$ is solved with $O(n \cdot \log n)$.
We never realized that $O(n)$ is solved with Randomized=1000.
23 years after a Master of Computer Science from Stanford,
We realize that Science is not taught in University. It’s a pity!
Very expensive and time consuming way to learn keywords.

...

Humans seek “no evil”.

Here, they are given 2 options:
Tree of Knowledge and Tree of Life.
Tree of Knowledge gives them an “**unlucky**” experience.
Tree of Life gives them a “**lucky**” experience.
The conclusion is that we are never in control.
Sometimes, we “*don’t want any trouble*”,
Other times, we “*would enjoy the challenge*”.

...

Hell and Heaven go together.

Since “**I feel unlucky**” and “**I feel lucky**” always go together.
We must always have “Shelter” and “Supplies” together, and
We must always have “Dowry” and “Dower” together.

...

The society of “lucky”.

Communism is the pursuit of a “panacea” for all human problems.
We believe we found this “one remedy for all human diseases”:
This is “*Shelter and Supplies INSURANCE*” that we all contribute to.
Usually in life, we are “**lucky**”, no problem with “Shelter and Supplies”.
But when we become “**unlucky**” (despite our will, out of our control),
We need a little help with “Room and Board” or “Bed and Breakfast”.

Would we ever recover from our “unlucky” situation in life? Maybe not.
But this makes no difference, because our INSURANCE would cover it.
And the moment we feel better, we’ll reintegrate into the society of “lucky”.
...

Open Letter to Stanford University, part 2.

6. *Father* ⇒ Genesis and Exodus-1 (“Incomplete”) ⇒ Leland Stanford (“cursed and sorrow”).
6. *Mother/Son* ⇒ Leviticus/Numbers and Exodus-2 (“Unsound”) ⇒ Stanford Jr. University.
7. *Holy Ghost* ⇒ Joshua (“The Answer”, Entering the Promised Land) ⇒ Leave of Absence.

Judging from the name of our Alma Mater, we would have liked to see 2 important things:
What is the feeling of being “Incomplete”? It’s very good to delve into a Global search,
But sometimes the path becomes too long, even if everyone tells us to enjoy the path.
What is the feeling of being “Unsound”? It’s very good to be fast with a Greedy search,
But too often this means we are involved in a “headlong rush” that will bring us “sorrow”.

It’s arguable that Stanford University did, in fact, offer these 2 important experiences.
But unfortunately, they were forced on us, we were not seduced into making these 2 errors.
And if we are resisting what is being done to us against our will, we will never learn.
...

Summary of findings.

What is the feeling of being “Incomplete”? It’s “sorrow-1”.
What is the feeling of being “Unsound”? It’s “sorrow-2”.
What is the Answer? It’s “modesty”, the opposite of “immodesty”.
Do we have a choice, though? No, unfortunately, we don’t.
What can we do? We can only rely on the “kindness of strangers”.
In our civilization, this is called “insurance for when luck is gone”.
Are we going to feel any better? No, it’s not guaranteed.
How is this different from Hell? Unfortunately, it’s not, it’s the same.
What is the opposite of Hell? It’s Purgatory ending with Heaven.
What is Heaven? It’s Holy REST (“no evil”) that we earn with Work.
What should we dream about? To leave Hell, to leave “bad luck”.
Can we do anything to make it come true? No, we have no control.
Who is in control? The entities that we Work for, our slave owners.
So, it turns out “slavery” is our dream?! Approximately, yes.
More precisely, “identifying and destroying evil” is our dream.
But without the proper tools (given by our slave owners), it’s nothing.
What do we mean by “proper tools”? Not Incomplete, Not Unsound.
...

Bad Luck and Good Luck.

A human with “bad luck”, with tools that are Incomplete or Unsound,
(cannot erase evil, or erasing evil also creates additional evil),

Should be helped by society with a "Shelter and Supplies", where
This human should stay hidden until feeling better with "good luck".

A human with "good luck", with tools that are Complete and Sound,
(can erase evil, and in the process no new evil is generated),
Should be helped by society to be available on the Internet Market,
To be useful for himself and others with his "good luck" tools/skills.

It's possible that the same human can have "bad luck" for one thing,
But "good luck" for another thing. This is similar to the fact that,
Construction workers are not known for their good-looking clothes.
We should, therefore, never judge the book by its covers.

...

“Път със Сърце” и “Цел със Сърце”.

Написах интересен имейл: **Open Letter to Stanford University**.
Там се говори за 2 грешки, които правим в живота.

Ето първата, както идеално е описана от Кастанеда:

This question is one that only a very old man asks. Does this path have a heart? All paths are the same: they lead nowhere. They are paths going through the bush, or into the bush. In my own life I could say I have traversed long long paths, but I am not anywhere. Does this path have a heart? If it does, the path is good; if it doesn't, it is of no use. Both paths lead nowhere; but one has a heart, the other doesn't. One makes for a joyful journey; as long as you follow it, you are one with it. The other will make you curse your life. One makes you strong; the other weakens you.

Защо това да е грешка? Защото, в живота ние никога не се "**шматкаме**" за да си напълним времето със забавления, ние "**пътуваме**" само за да си решим някой важен въпрос, като Жилище и Храна (сигурност в живота). Така, че няма нищо вярно в това, че всички пътища водят до храстите (до никъде).

Другата грешка е обратната. Ако първо се "шматкаме безцелно", сега пък се "**втурваме презглава**", направо "**през просото**". Това няма как да ни излезе правилно. Вървим по най-късия път към целта си, но този път може да е толкова непоносим, че да направи целта безмислена.

...

“Path with Heart” (Idolatry). “Goals with Heart” (Adultery).

If we have "good luck", we'll pass between these two "worlds".
But "bad luck" happens, without our control, despite our will.
Then, we'll need "Shelter and Supplies" state insurance:

We need to be treated no different than ill “drug junkies”.

...

Open Letter to the United States of America.

Ideally, a modern society like that in the United States,
Should provide “Complete and Sound” services to all of its citizens.
Meaning what? We should be able to erase evil without adding new evil.
But the US market is full of such offers, isn’t it?! Something for everyone.
We don’t mean that, unfortunately. We mean “erase EVIL”, as in:

- 6. *Father* ⇒ Doctor of Medicine (injuries to the body, “shelter”).
- 6. *Mother and Son* ⇒ Doctor of Jurisprudence (injuries to the soul, “supplies”).
- 7. *Holy Ghost* ⇒ Doctor of Philosophy (injuries to the spirit, “modesty”).

In the United States, very few people earn enough money to own their home.
In the United States, few can afford legal help, against the threat of firearms.
In the United States, modesty will get you nowhere, the first ones to get laid off.

But surely the United States is good for something! What about “education”?!
Well, in education, we must be presented with the “wrong” and the “right” option,
So that we can clearly see the difference and decide which one is always better.
But this is not what happens in the United States. We need to be shown 2 things:
Incomplete (“path with heart”) and Unsound (“goals with heart”), but it’s an epic fail.
“Path with heart” is impossible to demonstrate, because we need to make money.
Which means we are never fully in love with an idea or a person or a hobby.
“Goals with heart” are impossible to demonstrate, because we need to obey power.
If we make money, we are employed by some powers, and we need to follow them.

But surely the United States is good for something! What about “artificial intelligence”?!
Well, if the United States is still learning to replicate the world as seen by humans,
We might be more lenient with the shortcomings of this “modern society”. But no.
The US is incapable of solving evil without causing new additional evil, and
The US is incapable of demonstrating the wrong ideas to teach us the right ones, and
The US is incapable of giving “freedom” to its citizens to seek their own “happiness”.
The only thing we find the US is very good at, is teaching us the right “keywords”.
Something to provide “food for thought” after we are lucky enough to leave the US.

...

We are very modest people.

Our dreams are becoming “properly enslaved”:
We want “job security” but also a Holy Sabbath,
To celebrate the “no evil” product slavery provides.
So far, we could not find any place and any time,
That is capable of providing this “proper slavery”.
It seems, in the Bible, they call this “Promised Land”.

...

Holy Sabbath.

The Holy Sabbath is a celebration of the “**no evil**” we’ve achieved.

If our Work was **too slow**, though, there is nothing to celebrate.

If our Work was **too reckless**, though, there is nothing to celebrate.

We need to be erasing evil without inadvertently creating new evil.

Only then would we be able to celebrate the results of our Work.

...

Life is a computer game.

6. *False-1* \Rightarrow Endless “path with heart” (without a “no evil” result).

6. *False-2* \Rightarrow Reckless “goal with heart” (without a pleasant path).

7. *The Truth* \Rightarrow A “no evil” result after a pleasant path experience.

...

The 2x2 Universal Matrix.

00. *Horror* \Rightarrow No Goal, No Path.

01. *False-1* \Rightarrow No Goal, “Path with Heart”.

10. *False-2* \Rightarrow “Goal with Heart”, No Path.

11. *Truth* \Rightarrow Goal (“no evil”), Path (“good”).

...

The Holy Sabbath ideal.

Our goals must **not** be reckless, our paths must **not** be without timely results.

In computing, this is encoded with $O(n \cdot \log n)$, where $O(n)$ is a random sample=24.

Why? Because when $O(\log n) > 32$, $O(n)$ becomes intractable, hence we randomize.

...

“Nobody can tell you what The Matrix is, Neo!”

Let’s suppose we are finally in a position to teach young people.

We know that we should seek not simply a Path, not simply a Goal.

We think we can be helpful to them with “Goal with a Path”. Is this true?

Unfortunately, not. Because we cannot tell young people, that

The answer they are looking for is to return back to their parents’ home.

This might be true, but they would never believe us, they must try it.

And since they don’t have a Goal, they’ll get lost in a meaningless Path.

Only when the lack of existential security starts to become a “sorrow”,

Would they realize that a meaningless pretty Path is not what they want.

Only then would they start to work for the reckless Goal of becoming “heirs”.

As we know, this is still not the answer in life, but this is the best they can do.

Only after they get burned (or burn others), would they realize “**The Truth**”.

There is not a single talented Doctor of Philosophy that can do this for them.

...

The Unix Time (1970-2038) Week.

1. 6a. Endless "Path with Heart" is false.
2. 6b. Reckless "Goal with Heart" is false.
3. 7. Nevertheless, we enter the "Promised Land".
4. 6a. Endless "Path with Heart" is OK now.
5. 6b. Reckless "Goal with Heart" is no longer needed.
6. 7. Holy Sabbath of Rest to celebrate "no evil".
7. 7. Holy Sabbath of Rest to celebrate "no evil".

How do we use these elements?

First, we don't know all we ever wanted is Security ("no evil").
Then, we indulge in a pleasant but meaningless endless Path.
Then, we start feeling the "sorrow" of evil accruing around us.
Then, we become reckless and return Home to our parents.
This is what provides a Solution ("no evil"), albeit at a high price.
We then spend all the days of our lives to perfect this Solution.
How? We use $O(n \cdot \log n)$ to find a better Solution, where "n" is
An increasingly large random sample, starting from 24 to 1000.

...

It's only natural.

It's only natural that a young man should leave his Home.
It's only natural that a young man should return to his Home.
It's only natural that a young man should perfect his Home.
Until when? Endlessly, as an ever-increasing random sample.

...

$O(n \cdot \log n)$ encodes everything.

$O(n)$ is the **Base Case** of the Recursion (Path, For All).
 $O(\log n)$ is the **Recursive Step** of the Recursion (Goal, There Exists).
We approximate $O(n)$ with an ever-increasing random sample.
We can always get the Goal, but we care to greatly improve the Path.

...

Theory of Christianity.

$O(n \cdot \log n)$ \Rightarrow Randomized Greedy search (ever-increasing sample).
For All \Rightarrow There will be a victim, it's inevitable (random is imperfect).
There Exists \Rightarrow Resurrection is the only sure remedy for all victims.

...

Computational Christianity

(1970-2038 Unix Time).

- 6. Path is endless: $O(n)$.
- 6. Goal is reckless: $O(\log n)$.
- 7. $O(n \cdot \log n)$ is randomized.
- 6. Failure is inevitable.
- 6. Resurrection is the solution.
- 7. $O(n \cdot \log n)$ is a panacea.
- 7. Holy Sabbath celebrates “no evil”.

...

“Networking” is a panacea.

Did you know that “Networking” fully subsumes “OS Security”?
Just like “Recursion” fully subsumes “Base Case” reasoning?
How exactly? Consider Google Drive and Google Docs.
This is the Apple[computer with perfect OS Security.
Not only that, Google Drive guarantees SAFE storage.
But, just like any other Networking apps, Google can fail.
Surely, but this is also the case with a physical Apple[PC.
In both cases, there is a Repair Shop, the notion of “Resurrection”.
Then, all we need for a full Internet life is a cheap Android phone.
Of course, with a large physical keyboard. Of course! 😊

...

The seed.

If we want Security, we need $O(n)$, global search, “for all”.
But $O(n)$, “for all” is very large, so we need “randomized”.
But “randomized” is not perfect, so we get a rare Failure.
Not to worry! If there is a Failure, there is also Resurrection.
All we need is a **seed** like $O(n \cdot \log n)$ to restart all civilization.
And maybe we need the notion of a Representative Sample.

...

The 2 seeds that can Resurrect civilized humanity.

“For All” for “There Exists” $\Rightarrow O(\log n)$ can be enriched with $O(n)$ into $O(n \cdot \log n)$.
“There Exists” for “For All” $\Rightarrow O(n)$ can be summarized by Random sample=24.

...

The Matrix.

- 6a. *Father* \Rightarrow “For All”: $O(n)$.
- 6b. *Mother and Son* \Rightarrow “There Exists”: $O(\log n)$.
- 7a. *Holy Ghost* $\Rightarrow O(\log n)$ can be enriched by $O(n)$ into $O(n \cdot \log n)$.
- 7b. *Holy Sabbath* $\Rightarrow O(n)$ can be represented by Random sample=24.

...

Our life as a “web service”.

We are living our lives as a web service program aiming for “**no evil**”.
But in order to avoid the Halting Problem, we use “randomized” logic.
This solves almost everything, except for a 2% error (with sample=24).
This means that in our lives, we sometimes find Incomplete or Unsound.
This is very similar to finding a flaw in our web service: Null or Wrong.
What do we do? We take the finding of the program flaw very seriously.
We write down the User Input that caused this undesired behavior.
We examine the code of our web service, find the flaw and fix it.
Then call the User with the correct answer to his/her questions.
In other words, when hit by evil, God might be late but He won’t forget us.
If there is an HP problem, there is “randomized”, there is a failure, and
There is addressing the failure, “resurrection”, and providing “**The Truth**”.
...

The only **comforting thought** in life:

“Бог забавя, но не забравя!”

“God might be late but He won’t forget us!”

...

Human Destiny.

Our Destination is “No Evil” (the only source of Satisfaction).
“No Evil” (Good = Satisfied) is **not** Incomplete, and **not** Unsound.
We fail very rarely, we fix the problem, and we restore the truth.
Every adversary is defeated, albeit the adversary abstraction is not.
...

Resurrection.

We might be tempted to withdraw in Perfect OS Security,
Remaining forever avid readers (only readers!) of the Internet.
The only other alternative is Networking (writers of the Internet),
With a very small chance of Failure and then Resurrection.

What is Resurrection? We start from scratch and a “seed”.
The seed is a simple idea: Why do we need Resurrection?
Because albeit very rarely, Failure happens. Sure, but why?
Because the formula for Networking includes “randomization”.
Sure, but why? Because the full formula is $O(n \cdot \log n)$, where
“n” becomes intractable when “log n” grows bigger than 32.
...

“The Core” to remember after Resurrection.

- 6. *Father* \Rightarrow “**For All**”: $O(n)$, can be intractable, think of “randomized”.
- 6. *Mother and Son* \Rightarrow “**There Exists**”: $O(\log n)$, can be reckless.
- 7. *Holy Ghost* \Rightarrow $O(\log n)$ is enriched with $O(n)$ into $O(n \cdot \log n)$, great!
- 6. *Broken Sabbath* \Rightarrow $O(n \cdot \log n) \approx O(2^4 \cdot \log n)$, failure is guaranteed.

...

https://en.wikipedia.org/wiki/Three_Laws_of_Robotics

- 1. “**For All**” \Rightarrow The First Law:

A robot may not injure a human being or, through inaction, allow a human being to come to harm.

- 2. “**There Exists**” \Rightarrow The Second Law:

A robot must obey the orders given to it by human beings except where such orders would conflict with the First Law.

- 3. “**Failure is guaranteed, decide Incomplete or Unsound**” \Rightarrow The Third Law:

A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

...

“The HP problem” (The Halting Problem).

- 6. *Father* \Rightarrow “**For All**”, always *Incomplete*: $O(n)$, $O(n^2)$, $O(n^3)$, this never ends.
- 6. *Mother and Son* \Rightarrow “**There Exists**”, always *Unsound*: Greedy search, Local optima.
- 7. *Holy Ghost* \Rightarrow Great news: mixing both, Local optima can be almost entirely gone.
- 6. *Broken Sabbath* \Rightarrow “Almost” is not “entirely”, pick a side: *Incomplete* or *Unsound*.

...

The essence of Humanity (useful for A.I.).

Mistakes are inevitable, we just need to dynamically decide,
Which one is better in “this” particular case: *Incomplete* or *Unsound*.

...

Хората знаят кога е по-добре да замълчат,
кога е по-добре да рискуват.

...

“6676”: Seed of Civilization.

- 6. The value of “0” (for all there is no such thing).
- 6. The value of “1” (there exists such a thing).
- 7. Mixing them can represent any grayscale value.
- 6. **Almost!** Failure is guaranteed, be prepared.

...

What is God? A Turing Machine.

- 6. Omniscience (for all).
- 6. Omnipotence (there exists).
- 7. Omnibenevolence? (sound and complete).
- 6. Not really, there is a rare error (online processing).
- 6. There exists "Resurrection" (offline processing).
- 7. Omnibenevolence? (sound and complete).
- 7. Omnibenevolence! (enough space and time).

...

Failure is guaranteed, be prepared.

Всъщност, цялата формула е 7 елемента, не само 4 като тук в "6676".

Та, дори и да има ПРОВАЛ, има offline processing, където специалисти не пестят време, за да оправят грешката, и като резултат, имаме поправена програма, и липса на ПРОВАЛ.

...

Justice delayed is justice denied.

Justice delayed is justice murdered.

Justice delayed is justice denied, but justice denied is justice destroyed.

Justice delayed is justice denied, justice denied is justice disgraced.

Which means what?

Which means we are having second thoughts about upgrading Turing Machine,

With a conveniently large Time (in addition to a conveniently large Space).

If we are denied performing "erase evil", we are deeply wounded.

And nothing will heal this wound, not even a delayed decision to remove this evil.

It seems strange to deny us that, but the Gods take the liberty to do it themselves.

We end up feeling betrayed by The System, and we don't believe in Omnibenevolence.

It's really frustrating because, technically, there is "no evil" left, but at what price to us!!

...

Once burned by The Game, We don't play anymore!

- 1. 1970: Omniscience \Rightarrow For All.
- 2. 1980: Omnipotence \Rightarrow There Exists.
- 3. 1990: Omnibenevolence? **Not quite.**
- 4. 2000: Omniscience \Rightarrow We'll Fail.
- 5. 2010: Omnipotence \Rightarrow We'll Recover.
- 6. 2020: Omnibenevolence? **Read-only.**
- 7. 2030: Holy Sabbath celebrating "no evil".

...

In a computer game,

We are given an explicitly “evil” challenge,
That we must defeat, without feeling sorry,
Without any inappropriate cultural relativism.
This is not what happens in This Matrix.
We fight against characters that look like us,
And argue that their values are equally valid.
Not only that, they are hungry to overpower us.
Things are so bad, we start wanting “Resurrection”.
Then we hide in our parents’ Home behind Internet,
And write sad, angry letters to God and His Matrix.
Conclusion? A computer game \Rightarrow “**It’s alive!**”
Hiding Home is the best way to deal with this thing.

...

We think we found our Answer.

https://en.wikipedia.org/wiki/Mystery_Science_Theater_3000

We don’t influence people or bad TV movies on how to be better.
We provide our personal opinion as subtitles in an orthogonal dimension.
This way, the original is kept, along with ours or others’ annotations.
From a “bad TV movie”, this becomes “great entertainment”.

In computing, this means abandoning the “shared state” idea, and
Adopting a Perfect OS Security model where we are all read-only for each other.

In hunting, we would normally kill ferocious beasts in the jungle.
But the better approach would be to take pictures of wild animals:
“Wildlife photography is similar to hunting. You shoot the animals, but they live.”

...

“**The Matrix**” is a story of 7 elements:
Science, Potence, Approximation,
Failure, Recovery, The Truth is “read-only”,
Holy Sabbath is for celebrating “no evil”.

...

The evolution of Islam.

- 6. **Judaism** stays the same \Rightarrow Omniscience: $O(n)$, for all.
- 6. **Christianity** stays the same \Rightarrow Omnipotence: $O(\log n)$, there exists.
- 7a. **Islam** used to be near-Omnibenevolence: $O(n \cdot \log n)$, randomized.
- 7b. **Islam** will become full-Omnibenevolence: $O(n \cdot \log n)$, minimized.

...

The Bible, at a glance (part 1).

- 6. Tree of Knowledge of Good, for all.
- 6. Tree of Knowledge of Evil, there exists.
- 7a. Tree of Eternal Life, randomized.
- 7b. Garden of Eden (+Internet), minimized.
- ...

The Bible, at a glance (part 2).

- 6. Genesis and Exodus-1.
- 6. Leviticus/Numbers and Exodus-2.
- 7a. Joshua.
- 7b. Judges and Ruth.
- ...

My Personal History.

- 6. Leland Stanford, for all (community college: science 101).
- 6. Junior University, there exists (bachelor's and master's).
- 7a. Leave of Absence for HP, randomized (false prophet).
- 7b. Depart from evil back Home, minimized (read-only).
- ...

The main dichotomy:

Immense/Randomized or Minimized,
("Peace with a victim" or "Peace for all").

...

Red Pill ⇒ "We need to fight to find Peace, our enemies are not real people!"

Blue Pill ⇒ "We don't want to hurt other people with our fantasies, do we?"

...

The Matrix of all "martial arts".

- 6. Tai Chi is "Incomplete", **for all**.
- 6. Karate is "Unsound", **there exists**.
- 7a. Aikido as in Steven Seagal can be "Unsound", **false prophet**.
- 7b. Aikido as in Peaceful Gymnastics is perfect, **minimized**.
- ...

The False Prophet (randomized) ⇒ "Be **ALL** that you can be!"

The Holy Sabbath (minimized) ⇒ "Be **LESS** that you can be!"

...

"The Matrix" movies glorify $O(n \cdot \log n)$.

- 6. The Matrix: Loaded $\Rightarrow O(n)$, global search (for all).
- 6. The Matrix: Reloaded $\Rightarrow O(\log n)$, greedy/local search (there exists).
- 7a. The Matrix: Revolutions $\Rightarrow O(n \cdot \log n)$, randomized (false prophet).
- 7b. The Matrix: Resurrections $\Rightarrow O(n \cdot \log n)$, minimized (peace for all).

...

Higher Educational Levels.

- 6. Doctor of Medicine $\Rightarrow O(n)$, global search (for all).
- 6. Doctor of Jurisprudence $\Rightarrow O(\log n)$, greedy/local search (there exists).
- 7a. Doctor of Philosophy $\Rightarrow O(n \cdot \log n)$, randomized (false prophet).
- 7b. Doctor Honoris Causa $\Rightarrow O(n \cdot \log n)$, minimized (peace for all).

...

<https://en.wikipedia.org/wiki/Annunciation>

According to the 4-element formula outlined below (The Matrix),
As discovered with the help of the Bible and Computer Science,
We can venture to say that the "good news" of the angel Gabriel,
Should be understood in the following manner (not a false prophet).

*Mary (Mother with Jesus) will become Mother of Joseph's children,
And the whole family will live in "Peace for all, without any victims".*

- 6. Father (Joseph) $\Rightarrow O(n)$, global search (for all).
- 6. Mother and Son (Mary and Jesus) $\Rightarrow O(\log n)$, greedy/local search (there exists).
- 7a. Holy Ghost (brothers/church of Jesus) $\Rightarrow O(n \cdot \log n)$, randomized (false prophet).
- 7b. Holy Sabbath (celebration of "no evil") $\Rightarrow O(n \cdot \log n)$, minimized (peace for all).

...

Thesis, Antithesis, and Synthesis-A, and Synthesis-B.

- 6. Limitless Reason (Father) $\Rightarrow O(n)$, global search (**for all**).
- 6. Limitless Feelings (Mother and Son) $\Rightarrow O(\log n)$, greedy/local search (**there exists**).
- 7a. Feelings enriched by Reason (Holy Ghost) $\Rightarrow O(n \cdot \log n)$, randomized (**false prophet**).
- 7b. Reason limited to the important (Holy Sabbath) $\Rightarrow O(n \cdot \log n)$, minimized (**peace for all**).

...

От тук излиза изводът, че "Вида с Мартин" могат само да ПОРАЧАТ до "Веселин".
Но, това не е най-доброто на което е способен "Людмил" (Безграничният Разум).
Най-доброто, според тази формула, е СКРОМНАТА Райска Градина (Ограничен до най-важното Разум).
Което означава, че всичко ще е наред, когато "Людмил" направи обратното на това да ПОРАЧНЕ.
Демек, когато "Людмил" се подмлади. Аз лично предпочитам неговата 35-45 годишна възраст.
Така му помня най-хубавите години като БАЩА МИ.

Мартин

...

Panacea (Limitless Reason becomes Limited Reason).

- 6. All Sciences in Community College (**Limitless Reason**) $\Rightarrow O(n)$, global search (**for all**).
- 6. Bachelor's/Master's (Limitless Feelings) $\Rightarrow O(\log n)$, greedy/local search (**there exists**).
- 7a. PhD (Feelings enriched by Reason) $\Rightarrow O(n \cdot \log n)$, randomized (**false prophet**).
- 7b. Science 101 (**Reason limited to most important**) $\Rightarrow O(n \cdot \log n)$, minimized (**peace for all**).

...

The crux of the matter.

Previously, we found that the only dilemma is in the dichotomy:

"Immense and Randomized" (Peace with a victim) or "Minimized" (Peace for all).

Now, we notice that there might not exist a difference. Why?

Because "Randomized" is always used in statistics as "Representative Sample".

And if we are able to find a small "Representative Sample", we don't need "Randomized".

Which, we believe, we did with every possible Science in all possible Creations.

This is the so-called Matrix (mold, universal template, mother, womb):

- 1) For All: "False" (father),
- 2) There Exists: "True" (mother and son),
- 3) False Prophet: "Randomized Sample" (sample=24 for 1% error),
- 4) Holy Sabbath: "Representative Information" (this information).

Let's give an example with Newtonian Physics:

- 1) Mass (resistance: limitless).
- 2) Acceleration (current).
- 3) Force (voltage) = Mass x Acceleration.
- 4) Friction (resistance: limited).

...

The crux of the matter (in the Bible).

- 1) For All: "False" (father),
- 2) There Exists: "True" (mother and son),
- 3) False Prophet: "Randomized Sample" (sample=24 for 1% error),
- 4) Holy Sabbath: "Representative Information" (this information for 0% error).

Let's give an example with the Bible's books:

- 1) Genesis and Exodus-1 (Carlos Castaneda).
- 2) Leviticus/Numbers and Exodus-2 (Stanford Jr. University).
- 3) Joshua (PhD is a false prophet, dreaming of "randomized" logic).
- 4) Judges and Ruth (The Crux: we dream of "Slavery, but with a Holy Sabbath").

Why?

Genesis resulted in Slavery in Egypt, without a Holy Sabbath (our celebration of "no evil").

This is why Genesis is immediately followed by Exodus (exit and wandering in the desert).

Why is one special day (the Sabbath) making such a difference, though?

Because it encodes the proper tools of work: not Incomplete, not Unsound (never!).
And if we have the proper tools for work, we can be happy slaves because we “kill evil”.
And our work will be joyful and it will bring fruits in a timely manner, so that we can rest.
This “rest” on the 7th day is the Holy Sabbath celebrating the achievement of “no evil”.
If we don’t have a celebration of “no evil”, it means our work is ineffective and a sad deal.
...

Carlos Castaneda and “The Eagle’s Gift”.

<https://q.co/bard/share/c91cc0ae58c8>

In Carlos Castaneda's book "The Eagle's Gift," the Eagle is a symbolic representation of the transcendent consciousness or ultimate awareness that exists beyond the limitations of our ordinary perception. It is the source of all creation and the ultimate destination of our journey as human beings.

The Eagle's "gift" is the spark of awareness that each individual carries within them, a connection to the infinite potential of the universe. This gift is not given to a select few but is inherent in every human being. The sorcerer's path is to cultivate and expand this awareness, reaching a state of heightened consciousness where one can perceive and interact with the non-ordinary reality that lies beyond our everyday understanding.

The Eagle's gift is not a material possession or a tangible object but rather an internal transformation, a shift in perception, and a realization of one's true nature. It is the ability to break free from the limitations of the ego and perceive the world through the eyes of the Eagle, seeing beyond the illusions and constructs that shape our ordinary reality.

The Eagle's gift is a gift to all of humanity, an invitation to embark on a journey of self-discovery and transformation. It is a call to awaken our latent potential and realize the boundless possibilities that lie within us.

<https://q.co/bard/share/ca8feb374dfe>

You say: "the ability to break free from the limitations of the ego and perceive the world through the eyes of the Eagle, seeing beyond the illusions and constructs that shape our ordinary reality". Let's say, as a devil's advocate, that we believe the Eagle's gift is not "the whole" (non-ordinary reality) but only "the spark" (ordinary reality). How can we define the term "ego" then? What can we see as the benefits of the "ego"?

If we consider the Eagle's gift to be the spark of awareness within ordinary reality, then the ego can be defined as the constructed sense of self that emerges from our limited understanding of the world. It is the product of our conditioning, experiences, and beliefs, shaping our perception of who we are and how we interact with the world around us.

The ego can be a double-edged sword, offering both benefits and drawbacks. On the one hand, it provides a sense of identity, stability, and purpose, allowing us to navigate social interactions and make decisions in our daily lives. It can also motivate us to pursue our goals and strive for achievements.

However, the ego can also lead to self-centeredness, limiting our ability to connect with others and perceive the world beyond our own perspective. It can foster fear, insecurity, and attachment to material possessions or external validation. An inflated ego can manifest as arrogance, narcissism, or a need for control, hindering personal growth and harmonious relationships.

<https://q.co/bard/share/6a91145e4179>

*In his first book, *The Teachings of Don Juan: A Yaqui Way of Knowledge*, 1968, Carlos Castaneda is seeking answers to his questions about "medicinal use of power plants" (non-ordinary reality in the service of ordinary reality). But Don Juan started to tell him stories about the flip side of the coin: how to transform ordinary reality into non-ordinary reality. Do you care to comment on that discrepancy?*

The apparent discrepancy between Carlos Castaneda's initial interest in the medicinal use of power plants and Don Juan's focus on transforming ordinary reality into non-ordinary reality reflects a deeper shift in Castaneda's understanding of the sorcerer's path and the nature of reality itself.

Initially, Castaneda approached don Juan with a conventional anthropological mindset, seeking to understand the uses of hallucinogens for practical purposes. However, don Juan's teachings gradually led Castaneda to question his assumptions about reality and the limitations of human perception.

Don Juan's emphasis on transforming ordinary reality into non-ordinary reality highlights the sorcerer's pursuit of a heightened state of awareness that goes beyond the confines of everyday experience. This transformation involves dismantling the limiting beliefs and constructs that shape our perception of reality, allowing us to perceive the world in a more holistic and interconnected way.

The medicinal use of power plants, while potentially beneficial for healing and personal growth, is seen as a stepping stone towards this deeper transformation. Don Juan guides Castaneda to move beyond mere plant-induced experiences and focus on cultivating a heightened state of awareness that persists in everyday life.

The apparent discrepancy between Castaneda's initial expectations and don Juan's teachings reflects a fundamental shift in Castaneda's perspective, moving from a desire for practical applications to a profound exploration of consciousness and the nature of reality.

...

Evolution of "Father".

6. For All, limitless.

6. There Exists, limitless.

7a. For All, randomized.

7b. For All, representative.

...

The Tree of Eternal Life is a “false prophet” (Genesis 3:20).
The Garden of Eden is the only alternative (Genesis 2:15),
Where we have “job security” plus celebration of “no evil”.

...

Representative Democracy (we need only 4 parties).

- 6. Feudalist Party $\Rightarrow O(n)$, global search (**for all**).
- 6. Capitalist Party $\Rightarrow O(\log n)$, greedy/local search (**there exists**).
- 7a. Socialist Party $\Rightarrow O(n \cdot \log n)$, randomized sample (**false prophet**).
- 7b. Communist Party $\Rightarrow O(n \cdot \log n)$, representative minimum (**peace for all**).

...

Computer Science basics (we need only 4 things).

- 6. The value “False” (bit “0”) $\Rightarrow O(n)$, global search (**for all**).
- 6. The value “True” (bit “1”) $\Rightarrow O(\log n)$, greedy/local search (**there exists**).
- 7a. Big Integer $\Rightarrow O(n \cdot \log n)$, randomized sample (**false prophet**).
- 7b. 64-bit Integer $\Rightarrow O(n \cdot \log n)$, representative minimum (**peace for all**).

...

Star Wars basics (we need only 4 people).

- 6. Yoda (The Light Side of the Force) $\Rightarrow O(n)$, global search (**for all**).
- 6. Darth Vader (The Dark Side) $\Rightarrow O(\log n)$, greedy/local search (**there exists**).
- 7a. Rey Skywalker $\Rightarrow O(n \cdot \log n)$, randomized sample (**false prophet**).
- 7b. Luke Skywalker $\Rightarrow O(n \cdot \log n)$, representative minimum (**peace for all**).

...

A fighting chance.

- 6. Tai Chi (The Light Side of the Force) $\Rightarrow O(n)$, global search (**for all**).
- 6. Karate (The Dark Side) $\Rightarrow O(\log n)$, greedy/local search (**there exists**).
- 7a. Aikido (Steven Seagal) $\Rightarrow O(n \cdot \log n)$, randomized sample (**false prophet**).
- 7b. Aikido (Gymnastics) $\Rightarrow O(n \cdot \log n)$, representative minimum (**peace for all**).

What is the solution when “Aikido (Steven Seagal)” FAILS?

We'll fail (Omniscience) but we'll recover (Omnipotence).

What is the solution when “Aikido (Gymnastics)” is ATTACKED?

We'll fail (Omniscience) but we'll recover (Omnipotence).

So, they are not so different after all. We can be patient and then we revolt.

There is nothing much to lose. Which explains Communism becoming Socialism.

...

Seduction.

The Dark Side of the Force is “seducing” us with this reasoning:
Your Randomized Greedy search is the same as my Greedy search,
They are both sure to achieve their goals at the price of Unsound.
What can we (the false prophet) respond to this “seduction”?
Your failure rate is 84% while my failure rate is 1%! And in addition,
The false prophet believes there is something better than him (a true prophet).
Which makes a great difference, doesn't it?! So, forget about it.

...

Advent of Sectarianism.

We would like to define a small sect of Christianity,
Called a “Strong belief in the False Prophet” (Joshua).
Why is Joshua a false prophet? Because he fights for his gift.
What is then a true prophet? We don't fight for our gifts.
Sure, sounds great, but it's not realistic, now is it?!
Sure, which is why we believe in the False Prophet (Joshua).
But we never forget there is a True Prophet, we agree.

...

Convergence.

Upgrade Capitalism into **Socialism**.

Downgrade Communism into **Socialism**.

Socialism combines randomized Feudalism with Capitalism,

Where minimized representative pure Feudalism is Communism.

But there will be a “required victim”! Sure, but there is also “Resurrection”.

...

Значи, оказва се, че единствената "реалистична" религия е тази на False Prophet,
или иначе казано вярата, че всичко ще се оправи с Дървото на Вечния Живот.
Но, тази религия знае, че това не е съвсем ИСТИНА, че е по-добре Райската Градина.
Защо? Защото, Райската Градина е малка, и там няма никаква вероятност за жертви.
Докато в алтернативата има някъде 1% грешки, което означава жертви.
Но, пък ако има ПРОВАЛ, ще има и СЪВЗЕМАНЕ. Така че почитаме False Prophet,
Въпреки че си вярваме в True Prophet (Garden of Eden).

Martin

...

The religion of the False Prophet (Truth is impractical).

6. Karen/Dan (Florida Community College) $\Rightarrow O(n)$, global search (**for all**).

6. Drago (California Elite University) $\Rightarrow O(\log n)$, greedy/local search (**there exists**).

7a. Drago is enriched by Dan $\Rightarrow O(n \cdot \log n)$, randomized sample (**false prophet**).

7b. Martin concedes Drago is 1st $\Rightarrow O(n \cdot \log n)$, representative minimum (**peace for all**).

...

From theory to practice.

Usually, we are making read-only “comments” about read-only “originals”,
Not unlike the subtitles that are additionally provided for a video segment.
But sometimes, we cannot be content with subtitling / commenting.
Sometimes, there are scenes that we must edit or remove completely.
This is how Aikido (see "Gymnastics") becomes Aikido (see "Steven Seagal").

...

Give Peace a chance.

Build protective safe environments, where “Shelter and Supplies” can be taken for granted.
If we fail to do so, we’ll force everyone to fight for “Room and Board”, “Bed and Breakfast”.
This is how Reason (Peace) is relegated to a helper function to assist Greed for survival.
This is how Aikido (see "Gymnastics") becomes Aikido (see "Steven Seagal").
And in the end, the Dark Side takes over everything, Greed forgetting about any Reason.

...

The “immovable object” met the “irresistible force”.

- 6. Immovable Object (Incomplete) $\Rightarrow O(n)$, global search (**for all**).
- 6. Irresistible Force (Unsound) $\Rightarrow O(\log n)$, greedy/local search (**there exists**).
- 7a. Force enriched by Safety $\Rightarrow O(n \cdot \log n)$, randomized sample (**false prophet**).
- 7b. Irresistible Force is stronger $\Rightarrow O(n \cdot \log n)$, representative minimum (**peace for all**).

...

Buddhism, at a glance.

Cravings enriched by Reason are **better** than Cravings alone.
Cravings minimized to the absolute minimum are **the best**.

...

Matthew 22:36-40.

We do one thing (Neighbor is “randomized”),
But we believe in another (God is “read-only”).

...

“Sparingly” (by Carlos Castaneda).

*For a warrior, to be inaccessible means that he touches the world around him **sparingly**.
And above all, he deliberately avoids exhausting himself and others. He doesn't use
and squeeze people until they have shriveled to nothing, especially the people he loves.*

...

One question, three answers.

- 6. **Question:** “Safety first, but how exactly?”
- 6. **Answer-1:** “Greedy for miracles” (including “Resurrection”).

7a. Answer-2: "Greedy can be enriched with Randomized".

7b. Answer-3: "Minimize Greedy to the absolute minimum".

...

Interesting observation!

Answer-1 has a problem, then Answer-2 or Answer-3 are the solution.

Answer-2 has a problem, then Answer-1 or Answer-3 are the solution.

Answer-3 has a problem, then Answer-1 or Answer-2 are the solution.

Which is why we can talk about **ONE FAMILY** of Question/Answers!

...

Gradation of engineering effort.

We always start with a Modest Scope \Rightarrow Fast and Correct.

If "modest" is not enough, we switch to Large Scope \Rightarrow Correct but Slow.

If "slow" is not enough, we switch to Large Scope \Rightarrow Fast but Incorrect.

"Incorrect" means "miraculous failure", but it comes with "miraculous recovery".

What do we mean by "miraculous recovery"? True miracles like "Resurrection".

We always start with 64-bit Integers \Rightarrow Fast and Correct.

If "64-bit" is not enough, we switch to "Big Integer" \Rightarrow Correct but Slow.

If "slow" is not enough, we switch to "Scientific Notation" \Rightarrow Fast but Incorrect.

"Incorrect" means "miraculous failure", but it comes with "miraculous recovery".

What do we mean by "miraculous recovery"? True miracles like "Resurrection".

...

Философска причина защо "667" №6 не може да има Акт 16:

"6676" закодира Матрицата, но само наполовина.

Този половинчат код твърди, че Holy Ghost ще се провали.

Истината, обаче, в пълния код е, че след провал идва "Resurrection".

Целият код на Матрицата е от 7 елемента: "6676677".

...

We believe in God ("**read-only**"), but

We are forced to use Neighbors ("**randomized**").

Not to worry, though! "*Miraculous failure*",

Always comes with "*Miraculous recovery*".

...

The 3 Laws of Robotics, beyond Isaac Asimov.

First Law \Rightarrow "Shelter and Supplies" that can be taken for granted, allowing "read-only".

Second Law \Rightarrow If we are forced to interact with the outside world, "randomized greedy".

Third Law \Rightarrow "Randomized" implies "failure guaranteed", but also "recovery guaranteed".

...

The 3 Laws of Robotics, more formally.

First Law ⇒ “For All” (but limited in scope only to the Garden of Eden).

Second Law ⇒ “There Exists” and “For All” (but randomized with sample=24).

Third Law ⇒ “There Exists” (magical failure and magical recovery).

Fourth Law ⇒ “For All” (risky for large scopes and useless for immense tasks).

...

Our story from A-to-Z and Z-to-A.

1. “Father” is always Incomplete, never ready for any children.
2. “Mother” is taking the initiative, having the first-born by herself (accidents happen).
3. “Father” is ready for a second child with “Mother”, this time he is ready.
4. All this family needs is a “Shelter/Supplies” that they can take for granted, for “read-only”.

4. Everything starts with a “Dowry” (free Shelter to raise a family).
3. The younger child is the breadwinner in the family, very lucky with business.
2. “Lucky” means “inevitable failure”, but also “miraculous recovery” (“Dower”).
1. And nothing else matters!

...

Four different dream worlds.

1. Reason rules everything in a “Garden of Eden”.
2. Reason comes as a first consideration before Feelings.
3. Feelings rule everything (miraculous evil and miraculous good).
4. Reason is lost in empty speculations in the “Wide World”.

...

Question: “I cannot figure out Life!”

Answer: 1) Dowry, 2) Luck, 3) Unlucky ⇒ Dower, where
“Dowry” = Shelter, “Dower” = Unemployment Insurance.

...

Good comes with Evil, Evil comes with Good.

1. *Miracle comes at a Price* ⇒ Free Shelter comes with an additional need of Supplies.
2. *Miracle comes at a Price* ⇒ Randomized (=24) Greedy is lucky with 1% unlucky errors.
3. *Failure comes with Recovery* ⇒ Unlucky always comes with a Backup Plan (insurance).
4. *Failure comes with Recovery* ⇒ Every question will find an answer (this information).

...

A flaw in The Matrix?

Exodus 16:29

*See, for that the LORD hath given you the sabbath,
therefore he giveth you on the sixth day the bread of two days;
abide ye every man in his place, let no man go out of his place on the seventh day.*

The way the Bible claims the Holy Sabbath is implemented is with “double lucky”.
But in The Matrix (see above the “Good comes with Evil” article), we only have “lucky”.
We only have “lucky” for “bread of one day”, and even “unlucky” in need of a “backup”.
Meaning, when we go to work, we cannot ask on Fridays for “double wages”, can we?!
When we work for the day, we work the same amount every day, no matter what.
Which means the Holy Sabbath (a special day) is not implemented with special provisions.
Which means that it’s improbable that we’ll ever get to experience a proper Holy Sabbath.
In theory, this is supposed to be a celebration of “no evil”, of a work ending with a final result.
Which means that we should not be required to feel hungry and thirsty on the Holy Sabbath.
We should be free from the curse of The Lord God in Genesis 3:17-19, this is the only way!
...

No, there is no flaw in The Matrix!

The rule is: 1) Free Shelter, 2) Lucky with Supplies, 3) When unlucky, Backup Plan.
How do we deal with the special 7th Holy Sabbath day? We can’t be “double lucky”.
Sure, then we are considered “unlucky”, in need of a “Backup Plan” (our savings).
Which means that we need to always foresee the need for additional money in life.
Which means that we should never get paid just enough for the “bread of one day”.
...

The Matrix.

1. *Father* ⇒ “I don’t get it!”: $O(n)$, then $O(n^2)$, etc., it’s Incomplete.
2. *Mother and Son* ⇒ When unlucky, prepare with a Backup plan.
3. *Holy Ghost* ⇒ Lucky with earning the necessary for life Supplies.
4. *Holy Sabbath* ⇒ Free Shelter (+Internet) to practice “read-only”.
...

The meaning of Yin-Yang ☯.

There is ONE answer.
But the answer has an exception.
And the exception has an exception,
Which leads back to the ONE answer.
...

In light of everything written above,

This is our answer to the homework as a PhD student from Stanford.
We were given a dichotomy as a Question: “Security or Networking”?
We can respond now, 23 years after the question was asked:

*“Security (the answer) **and** Networking (the exception),
and Christianity/Resurrection (the exception of the exception)”.*

...

Our **heart** is with “Doctor Honoris Causa” (read-only).

Our **job** is with “Doctor of Philosophy” (teaching others).

Our **insurance** is with “Doctor of Law and Medicine” (failure/recovery).

...

Star Wars and “restoring balance of the Force”.

Security ⇒ Commenting on the outside world from the safety of “read-only”.

Networking ⇒ The Light Side of the Force (teaching others about the Holy Trinity).

Mother and Son ⇒ The Dark Side of the Force (miracles: failure and recovery).

...

Успех ⇒ Споделяне ⇒ Провал ⇒ Провал на провала (Успех).

Success ⇒ Shared state ⇒ Failure ⇒ Failure of failure (Success).

...

Excessive “Networking”.

The **Dark Side of the Force** makes sense,

As the “restoration of the balance of the Force”.

Why? Because in order to teach “Perfect Security”,

We need to go out into the wide world of “Networking”,

Which means we become insecure, open to trouble.

This is where we need to realize that prolonged teaching,

Goes against the essence of what we are teaching,

That we need to go back Home to “Perfect Security”,

And be very frugal with “Networking” (using it sparingly).

Otherwise, we’ll be reminded the hard way that bad luck

Is not only “simply unlucky”, it can happen “on purpose”.

Sure, the **Dark Side** will gift us with “resurrection”, but

This is not something we should be proud of, sorry!

...

The proper ordering of events.

1990-2000: *Networking* ⇒ Modifying the culture of the people around us (teaching).

2000-2010: *Mother (Judges)* ⇒ We are testing our luck, aren’t we? So, we fail (death).

2010-2020: *Mother and Son (Ruth)* ⇒ The same way we fail, we recover miraculously.

2020-2030: *Perfect Security* ⇒ Commenting on the culture of the people around us (safe).

2030-2038: **Holy Sabbath** ⇒ We can celebrate now the final result of “no evil” (closure).

...

Communism as “*seeking panacea*”.
Our human error: “*modifying others*”.
The solution: “*everyone is read-only*”.

...

Analysis of the 2 current war conflicts.

Israel-Palestine:

Don't try to modify others.

Israel should not hold Palestinian prisoners,
They only feel like political prisoners anyway.

Reference: from “Joshua” to “Peace for all”.

Russia-Ukraine:

This seems to be a case of “Mother” and “Mother and Son”.

We can only say that they are both miraculous: failure and recovery.

But since this is the territory of The Dark Side of the Force,
We have no idea how and when this conflict will be resolved.

Reference: “Judges” and “Ruth” (as opposed to ruth-less).

...

The 2x2 matrix of the Prisoner's Dilemma.

11. *Joshua* ⇒ We change others, because they can change us.

01. *Judges* ⇒ We change others, so that they don't change us?!

10. *Ruth* ⇒ But if we don't change others, they will change us!

11. *Networking* ⇒ We change others, only because they change us.

00. *Perfect Security* ⇒ We don't change others, and they don't change us.

...

Mandatory Information ⇒ Robotics / Slavery.

Optional Information ⇒ Free Will / Humanity.

What happens when people don't consider our Optional Information,
And turn into programmers, forcing Mandatory Information on others?

Sure, there is a contradiction that can only be solved by Superior Powers.

Things will find a final solution when we are all individually “read-only”.

Otherwise, we'll keep giving each other endless “Lessons on Tolerance”.

...

https://en.wikipedia.org/wiki/Green_thread

Perhaps, the Creator Gods did not want us to use “hardware support” for multithreading.

Perhaps, the Creator Gods want us to use cooperation to solve that problem ourselves.

Which is why, we all need to realize that we are running threads, part of the same program. And that at any point when we no longer need the processor, we must use “*yield()*”. In our case, somehow, we must learn that if we try to modify others, they’ll try to modify us. The idea is that in the end, we should all go Home and provide optional comments to others. And if the others are still unreasonable, greedy for our change, they are running a huge risk. Hopefully, this should be enough for everyone to realize sooner or later they want “risk-free”.
...

Aikido: the art of self-defense, and defense only.

The main problem: “*Modifying others*” (influencing all the people around, leadership).
The only solution: “*Everyone is kept read-only*” (people should not modify other people).
Additional problem: “*Mandatory info ⇒ Slavery*” (some people might not like this solution).
Additional solution: “*Optional info ⇒ Free Will*” (then they should not be obliged to do it).
Additional problem: “*Modifying others*” (free will means free to program people, right?!).
Final solution: “*Consider Aikido*” (modify only if already modified, never modify first).
Technicality: “*Step Back first, and only then Step Aside and Attack*” (we are peaceful).
...

White Magic becomes Black Magic.

Consider the American author Carlos Castaneda (a PhD in Anthropology from UCLA). The last book from his “The Matrix” series of 7 books is: *The Fire From Within*, 1984. But this author didn’t stop there, he kept proselytizing further and further, starting with: *The Power of Silence: Further Lessons of Don Juan*, 1987, which coincided with the Social revolutions in the countries of the Soviet Bloc and the fall of the Berlin Wall. Now, it was the time to consider what The West had to offer, the “forbidden” by the USSR. And this was the pervasive information that engulfed all of the popular imagination. We all became “the sorcerer’s apprentices”, forgetting that “brujo” means “black magic”. We all thought this is what The West (Big Brother) wanted from its new “younger brothers”. And we all practiced: 1) “cultural relativism”, 2) “obedience to power”, 3) “endless study”. Obviously, this was not meant as a good thing for us, it was an opportunity to subjugate us. Which is why, here what happened:

1990-1992: The West showed tremendous interest in “teaching us endless lessons”.
1992-2000: Some people from The East emigrated in the United States, for a “closer look”.
2000-2010: These people came back sick from the inhuman treatment they found there.
2010-2020: These people were helped by God to heal and recuperate miraculously.
2020-2030: These people started writing 20 emails per day, to inform The West of all this.
2030-2038: The hope is that everyone will learn a valuable lesson (“keep people read-only”).
...

Dear Carlos Castaneda,
Dear Stanford University,
Dear United States and The West,

If you ever wondered what kind of people are living in The East,
Just before your amazing feat of “nation building” and “endless lessons”,

This is how we can describe a representative person from The East.
It would be amazing if you can find some similarities with your own people!
Thank you for your unwavering attention in this serious matter.

ONE PERSON, ONE FAMILY:

1. **Body** \Rightarrow Doesn't accept Diseases and Pain.
2. **Soul** \Rightarrow Doesn't accept Crimes and War.
3. **Spirit** \Rightarrow Doesn't accept Plagues and Pests.
4. **Holy Sabbath** \Rightarrow It's a celebration of 100% "no evil".

...

The "good news" from the **angel** Gabriel:

Mary (Eve) will have a "Son of Man" from the Holy Ghost.
The Holy Ghost (younger brother) will become a Father.
Mary (Eve) will become a Mother ("of all living").

The "good news" from the **archangel** Gabriel:

Father (Reason, limitless) will become Holy Sabbath (Reason, limited).
What is "Reason, limited"? A garden like the Garden of Eden, read-only to the outside.
Inside, the whole family (or the whole one person) will find a Home in Perfect Security.
Make no mistake, Networking is still possible, and here it is 100% safe (unlike outside).
It might hurt a bit when a Trojan Horse abuses our "shared state" but we'll recover.

...

Again, the "good news" from the **angel** Gabriel:

The Holy Ghost (Randomized Greedy search) will become a Father (Reason, limitless).
This means that the Holy Ghost (attacked by plagues and pests) will become Incomplete.
"Mother and Son" cannot help Father, because they are Greedy search, not Reason.
There is only one thing that can help Father.

Again, the "good news" from the **archangel** Gabriel:

Father (Reason, limitless/unsafe) will become Holy Sabbath (Reason, minimized for safety).
The Holy Sabbath is a read-only existence in a garden like the Garden of Eden (+Internet).
This means that "Spirit" will become "Body", which will find its place in Holy Rest (Eden).
Holy? Yes, in English, Holy = Sanctity = Inviolability = No Evil = No Suffering = No Sorrow.

...

Ghost becomes Body, then becomes Peace.

1. *Father* $\Rightarrow O(n)$, limitless.
2. *Mother and Son* $\Rightarrow O(\log n)$, limitless.
3. *Holy Ghost* $\Rightarrow O(n \cdot \log n)$, randomized and unsafe.
4. **Holy Sabbath** $\Rightarrow O(n \cdot \log n)$, minimized for 100% safety.

...

Let's suppose my ONE whole person, is
Represented by my FOUR "close friends".

1. *Father (Body)* ⇒ Nick ("in the nick of time").
2. *Mother and Son (Soul)* ⇒ George (miracles: failure and recovery).
3. *Holy Ghost (Spirit)* ⇒ Karen (my lovely wife).
4. *Holy Sabbath (Rest)* ⇒ Drago (celebration of 100% "no evil").

But what can we notice strange about all of this? Why do I feel so sick?!
Drago was involved in a very unlucky accident with Nick Stanev ⇒ impossible!
Drago later got involved in Machine Learning with 2% error ⇒ impossible!
And Karen was not always "my lovely wife" (as in large "cultural differences").
And George was mostly related to "miraculous failure" (as in George Orwell).
And Nick (Stanev and my cousin) never fully recovered from injury.
This is all impossible, people! But it happened, you might say.
Well, this doesn't matter, since The Matrix above is the correct script of "The Play".
Any discrepancies show big problems with the authors, producers and directors.
In other words, your current instances are wrong, The Matrix is correct.

...

In summary,

We notice **2 enormous problems** with the current instance of Creation.
First, the Body (Father) is injured beyond all reasonable expectations (horror).
Second, the Body never finds a celebration of 100% "no evil" (Holy Sabbath).
The best the Authors of this creation instance are offering is 2% error, just like
In Artificial Intelligence, notably in Machine Learning, or in best-effort Antivirus.
Why, dear Authors? Why are you doing this?! We hope it's an honest mistake.
And we hope that "in the nick of time" (at the last moment), you'll fix all that.

...

This is "**The Truth**" from Science and the Bible:

The Holy Ghost ("randomized greedy") is "risky", gets injured ("fails"),
and then gets a miraculous 100% recovery to safety ("resurrection").
The key here is "miraculous" and "100%", not "made of sticks and spit".

...

It's normal "Joshua" to be somewhat risky (Randomized),
But it's very wrong for "Judges" to be so **very Unsound**,
And it's very wrong for "Ruth" to be so **very Incomplete**.

...

The Curse.

Genesis 3

*17 And unto Adam he said, Because thou hast hearkened unto the voice of thy wife, and hast eaten of the tree, of which I commanded thee, saying, Thou shalt not eat of it: cursed is the ground for thy sake; in sorrow shalt thou eat of it all the days of thy life;
18 Thorns also and thistles shall it bring forth to thee; and thou shalt eat the herb of the field;
19 In the sweat of thy face shalt thou eat bread, till thou return unto the ground; for out of it wast thou taken: for dust thou art, and unto dust shalt thou return.*

1. Father \Rightarrow "Cursed and Sorrow".
2. Mother and Son \Rightarrow "Thorns/Thistles and Eat the herb of the field".
3. Holy Ghost \Rightarrow "In the sweat of thy face".
4. Holy Sabbath \Rightarrow "Until thou return unto the ground, out of it was taken".

Reordered for logical progression:

3. Networking \Rightarrow Randomized Greedy search is effective but risky.
 1. "Judges" \Rightarrow This cursed technique will bring sorrow to you.
 2. "Ruth" \Rightarrow From this sorrow ("thorns/thistles"), we'll make milk (mercy).
4. Perfect Security \Rightarrow Back to the Garden of Eden to absolute safety.

Notice!

"Sorrow" = "Thorns and Thistles", not less, but not more!

"Mercy" = Making milk (cattle eat the herb of the field) from "Sorrow".

"Holy Sabbath" = "LORD God formed man of the dust of the ground" (Genesis 2:7).

Meaning, "sorrow" is not excessive, "mercy" is miraculous, "holy" is back home.

...

The Bible and Science: The Ghost finds Peace.

1. *Father* $\Rightarrow O(n)$, limitless.
2. *Mother and Son* $\Rightarrow O(\log n)$, limitless.
3. *Holy Ghost* $\Rightarrow O(n \cdot \log n)$, randomized and unsafe.
4. ***Holy Sabbath*** $\Rightarrow O(n \cdot \log n)$, minimized for 100% safety.

...

Risky (Randomized Greedy search) \Rightarrow

Failure ("Judges") \Rightarrow **Recovery** ("Ruth") \Rightarrow

Risk-free (Garden of Eden).

...

Сагата на "667" №6 (адресът е код за "Матрицата").

Има съществени изменения от оригиналните проекти.

Изкарват Акт за Уzakоняване №101 (Base Case: Sorting).
Изкарват Акт 16 (Разрешение за Ползване).
Понеже, Акт за Уzakоняване №101 не покрива 4-тия етаж, отменят Акт 16.
Изкарват Акт за Уzakоняване №145 (Recursive Step: Binary Search, Binary Trees).
Сега, твърдят, че Актове №101 и 145 узаконяват всичко (Recursion може "всичко").
Но, Recursion и Binary Trees и Randomized Greedy са рискови техники.
Затова, те биват съдени (виж библейската книгата "Съдии"), и се провалят.
Но, след това веднага идва втора инстанция (виж книгата "Ruth"), и се оправят.
Сега, сградата е "узаконена" и не подлежи на събаряне.
Дали ще имат нов Акт 16, обаче? Някакъв завършек?
Би трябвало, защото "6676" закодира "Матрицата", но е също вярно, че е отчасти.
Целият код на "Матрицата" е "667667", последвано от Светата Събота.
Така че е възможно, ако някой държи на буквализми, сградата да остане без Акт 16.
Всеки един отделен собственик в сградата явно сам трябва да си изкарва документи.
Защото, към момента (7.12.2023), няма съгласие да се изкара нов Акт 16,
Кое то от Интернет поне изглежда лесно (наема се фирма по "строителен надзор").

Мартин Гаврилов

...

"Red Pill or Blue Pill, the choice is yours!"

THE CHOICE IS YOURS



But this is wrong. What is correct is "Red Pill, **and** Resurrections, **and** Blue Pill".
First, let's try what it means to be engaged in a high-risk highly pleasurable activity.
Then, at some random point we FAIL ("injury", maybe "death"), then we RECOVER.
And finally, we take antipsychotics to the end of our earthly lives, to remain risk-free.

User:

The Internet says: "Psychosis refers to a collection of symptoms that affect the mind, where there has been some loss of contact with reality." But then, the question is "what is reality"?

Bard, Google AI:

So, when we talk about a loss of contact with reality in psychosis, we are really talking about a loss of contact with a shared, consensual reality. This shared reality is what allows us to interact with each other effectively and to function in society. When someone loses touch with this shared reality, it can make it difficult for them to communicate, make decisions, and take care of themselves.

...

Mandatory information (programming) ⇒ Rare risk of injury or death.
Failure and Resurrection (recovery) ⇒ Judges and Ruth.
Optional information (annotations) ⇒ 100% read-only and safe.

...

Some Creators break The Matrix.
They need to be “put to death”!

Genesis 3

*17 in sorrow shalt thou eat of it all the days of thy life;
18 Thorns also and thistles shall it bring forth to thee;
and thou shalt eat the herb of the field;*

We see a problem with **free interpretation** of The Matrix,
Especially when it comes to “Failure and Resurrection”.
“Failure” with what severity?! “Resurrection” with what quality?!

The Bible clearly indicates that there is a link between,
“Sorrow” (Judges) and “Mercy” (Ruth) in Genesis 3:17-18.
“Sorrow” needs to be comparable to “Thorns and Thistles”,
In order for the cattle to eat it and make milk (Recovery).

Otherwise, we get “Recovery” as something like a zombie,
And we never achieve 100% safety, celebrating “no evil”.
Which is nothing else but breaking the Holy Sabbath,
Which is punishable by “put to death” (Exodus 31:14-17).

...

One way or another, we’ll find “**The Truth**”, it’s a given.
The only problem is what story “They” will tell through us.
We know the template, it’s “**Failure and Resurrection**”,
But “They” can get it wrong in so many ways, we tremble!

...

The art of “Ukemi”.

If we have a big problem only with “**Failure and Resurrection**”,
Perhaps we should explore ways to diminish the impact of “Failure”.
For example, we know that “For All, unlimited” is bad news, but
There is also “For All, randomized” where larger samples are better.
In the same way, there is a martial art tradition in Aikido, called “Uke”,
That is trained with one purpose: to learn that “**Attack ⇒ Failure**”,
And to do everything possible to make this “Failure” harmless.

It's debatable if this theory has applications in real life, but maybe it does!

https://en.wikipedia.org/wiki/Aikido#Roles_of_uke_and_tori

Both halves of the technique, that of uke and that of tori, are considered essential to aikido training. Both are studying aikido principles of blending and adaptation. Tori learns to blend with and control attacking energy, while uke learns to become calm and flexible in the disadvantageous, off-balance positions in which tori places them. This "receiving" of the technique is called ukemi. Uke continuously seeks to regain balance and cover vulnerabilities (e.g., an exposed side), while tori uses position and timing to keep uke off-balance and vulnerable.

...

Maybe Aikido is all about "Uke".

Theory:

Mandatory info ⇒ Risky ⇒ Failure ⇒
Death ⇒ Resurrection ⇒ Optional info only.

Practice:

Attack ⇒ Failure is expected ⇒ Soft Landing.

...

Less is More.

Powerful Player ⇒ Risky (**Failure**) ⇒
Death ⇒ Resurrection (**Diminished**) ⇒
Barely Noticeable Person (**100% Safety**).

Conclusion?

If you are tired of Mandatory Truths,
You can always kill the "programmer".
If you want to hear the Optional Truth,
You need to listen carefully around you.

...

Programmer ⇒ *Mandatory info* ("I know" & "You must").

Slave ⇒ *Optional info* ("This hurts" & "You'll fail for sure").

Interestingly enough, only the Slave is correct. Why?

Because the Programmer uses Randomized Greedy (risky).

The solution: all people should be Slaves, no Programmers.

...

The Updated “Prisoner’s Dilemma”.

1. We all start at Peace with each other.
 2. An attacker (influencer) appears among our midst.
 3. We acknowledge the attack with an explicit “Step Back”.
 4. The attacker keeps attacking, then we respond in kind.
 5. All attackers are taking a risk, and they’ll surely fail (HP).
 6. Failure is followed by Death and Resurrection (Recovery).
 7. We all end up at Peace with each other (Garden of Eden).
 8. Unfortunately, an attacker appears (and so on, and so forth).
- ...

The magic of orthogonal dimensions.

You might be a very likable person, very attractive.
But this has nothing to do with another “aspect” of you,
An orthogonal (independent) dimension of your character,
That has an interest in “Mandatory Information” (programming).
It’s very likely that this is the only reason we are together,
So that we all learn that “you change me”, but “I change you”.
Meaning, it’s no good for either of us, unless it’s “Optional”.
Which we can discover only after we divorce and remain friends.

...

From Holy Ghost to Holy Sabbath. (America/Islam will finally find Peace).

Consider Genesis 3:17-19.

Transition 1: “Cursed” \Rightarrow “Sorrow” (Risky \Rightarrow Failure, the Halting Problem).

Transition 2: “Thorns and thistles” (Sorrow) and “Eat the herb of the field” (Milk).

Starting Point: “Sweat on thy face” (Randomized Greedy search is risky/cursed).

Ending Point: “Until thou return unto the ground” (Holy Rest in the Garden of Eden).

Open Question:

We are not sure what happens when “Sorrow” is not comparable to “Thorns/thistles”.
Obviously, this will make it very difficult or impossible to make “Milk” (The Solution).
Which means we would not be able to arrive at “Peace”, the ending point (Holy Sabbath).
Which means that someone desecrated the Sabbath, which is punishable by “death”.

...

Computer Science, the Bible, and HP.

Randomized Greedy search is the best, $O(n \cdot \log n)$ with sample=24.

But Randomized Greedy search is RISKY \Rightarrow Failure type “Incomplete”.

This is the so-called Halting Problem (HP) in Computer Science.

But there is a solution! Incomplete \Rightarrow Accepting only modest inputs.

Which means that we move to a read-only Garden of Eden (+Internet).

We are no longer Modifying the outside world, we are Annotating it.
This is the difference between Mandatory info and Optional info.

...

Aikido as in “Gymnastics” \Rightarrow Sound but Impractical (**The Solution**).
Aikido as in “Steven Seagal” \Rightarrow Practical but Unsound (The Problem).
The Problem is also called the Halting Problem (HP), which invites back:
Aikido as in “Gymnastics” \Rightarrow Sound but Impractical (**The Solution**).

...

We all start in a SOFT “prison for your mind”.
We are then seduced into a HARSH “desert of the real”.
We are then punished back into the SOFT “prison”.
We might get seduced again into the HARSH “reality”.

Does this have an end?! But why do we need an end?
We find God, then we get lost in the wild to find God again.

...

Ad infinitum.

SOFT “prison” \Rightarrow Coercion-1 \Rightarrow HARSH “reality”.
HARSH “reality” \Rightarrow Coercion-2 \Rightarrow SOFT “prison”.

...

The Matrix of the Bible.

Tree of Knowledge of Good and Evil = Dreams and Nightmares.
Garden of Eden = Celebrating the advent of 100% “no evil”.
Tree of Eternal Life = Only “no evil” feels wrong, God is lost.
Correct eternal sequence = Dreams, then Wake-up, and again.
Incorrect sequence = Desecrating the Sabbath, “put to death”.

...

The Matrix and Holy Trinity.

1. *Father* : For All, unlimited \Rightarrow incomplete.
2. *Mother and Son* : There Exists, unlimited \Rightarrow unsound.
3. *Holy Ghost* : For All, randomized \Rightarrow incomplete.
7. **Holy Sabbath** : For All, minimized \Rightarrow **complete**.

...

The Matrix and Aikido.

1. “Step Back” \Rightarrow Incomplete (Dream-1).

2. "Step Forward" \Rightarrow Unsound (Dream-2).
3. "Step Aside and Respond" \Rightarrow Incomplete (Dream-3).
7. "The enemy has fallen, we are not hungry for more" \Rightarrow **Complete** (Wake-up).
- ...

The Matrix and Stanford. (assuming "Satan" = "Depart from evil").

1. *Associate degree* \Rightarrow Incomplete (evil-1).
2. *Bachelor's and Master's degree* \Rightarrow Unsound (evil-2).
3. *Doctor of Philosophy, teaching credentials* \Rightarrow Incomplete (evil-3).
7. *Leave of Absence (going Home to mother)* \Rightarrow **Complete** (wake-up).
- ...

The Matrix and Informatics.

1. "*They are modifying us*" \Rightarrow Incomplete (evil-1).
2. "*We are modifying them*" \Rightarrow Unsound (evil-2).
3. "*We are trying to explain to them this is endless Hell*" \Rightarrow Incomplete (evil-3).
7. "*We leave and start producing read-only annotations*" \Rightarrow **Complete** (wake-up).
- ...

We are modest people.

We agree that you must modify us.

We only want a 100% "no evil" final result.

And some time to celebrate its permanency.

...

Life is divided into Home and Virtual Reality.

Virtual Reality is an exciting but empty experience.

Home is a limited but deeply calming experience.

Why don't we stay Home forever? Tree of Eternal Life!

We need to get lost occasionally, to be able to find Home.

...

Virtual Reality (exciting) \Rightarrow Modifying and even Erasing "evil".

Home (deeply calming) \Rightarrow Annotating "evil" without modifications.

Eternity at Home (tree of life) \Rightarrow We need to lose God to find God.

...

The Matrix and Four childhood friends.

First friend ⇒ The Halting Problem (Incomplete, evil-1).
Second friend ⇒ Permanent Solution (Unsound, evil-2).
Third friend (Wife) ⇒ First friend (Incomplete, evil-3).
Fourth friend ⇒ Second friend (Unsound but Complete, **wake-up**).
 ...

Sad News.

1. *Father* ⇒ “They show us they are superior” (we are Incomplete, evil-1).
 2. *Mother and Son* ⇒ “We show them they are inferior” (we are Unsound, evil-2).
 3. *Holy Ghost* ⇒ “We try to agree we are more or less equal (we are Incomplete, evil-3).
 7. *Holy Sabbath* ⇒ “Only after they feel inferior, we can retreat” (we are Complete, wake-up).
 ...

Again into The Matrix of Aikido.

1. “*Step Back*” ⇒ Incomplete (Dream-1).
 2. “*Step Aside and Respond*” ⇒ Unsound (Dream-2).
 3. “*Teach them this trick, talk about peace and equality*” ⇒ Incomplete (Dream-3).
 7. “*The enemy has fallen, we are not hungry for more*” ⇒ **Complete** (Wake-up).
 ...

1. *Father* ⇒ Sound but Incomplete.
 2. *Mother and Son* ⇒ Complete but Unsound.
 3. *Holy Ghost* ⇒ Sound but Incomplete.
 7. **Holy Sabbath** ⇒ Unsound but Complete.
 ...

Catch-22: We need evil to reach 100% no evil.

1. *Father* ⇒ “Light Side of the Force” (deadline will interrupt us).
 2. *Mother and Son* ⇒ “Dark Side of the Force” (goal at any cost).
 3. *Holy Ghost* ⇒ “Synthesis” (not quite what we want, slow or costly).
 7. **Holy Sabbath** ⇒ “Celebration of 100% no evil” (goal at any cost).
 ...

Lessons from multithreading and green threads.

Tree of Eternal Life ⇒ “Hardware support” for Holy Sabbath.
Tree of Knowledge of Good/Evil ⇒ Holy Sabbath needs “cooperation”.
Garden of Eden ⇒ Holy Sabbath is a “celebration of 100% no evil”.
Dark Side of the Force ⇒ When “no cooperation”, we take it by force.
 ...

Lessons from multithreading, part 2.

Tree of Knowledge of Good/Evil ⇒ Holy Sabbath needs “cooperation”.
Garden of Eden ⇒ Holy Sabbath is a “celebration of 100% no evil”.
Dark Side of the Force ⇒ When “no cooperation”, we take it by force.
Light Side of the Force ⇒ When “cooperation” is needed, force is useless.

Tree of Eternal Life? ⇒ “Hardware support” for Holy Sabbath?
No, we better lose God for a while. The alternative is to lose God forever.
“Cooperation required” is better than “Hardware support”, we believe.

...

Dark Side of the Force: Torture vs. Death.

The Holy Ghost (Randomized Greedy search) is our normal life.
But with Random sample=24, we are Incomplete/Unsound in 1%.
If we don't find understanding in our employers, we are “enslaved”.
If we are “enslaved”, the Holy Sabbath is being desecrated.
If the Holy Sabbath is desecrated, our enslavers are torturing us.
If we are being tortured, this is the Dark Side of the Force against us.
Then, the only possible response is with the Dark Side of the Force.
To “torture”, our only response is “death” (both Dark Side of the Force).
But why should we resort to such unfortunate circumstances?!
All we want from our employers is a “celebration of 100% no evil”.
Which means our work is to “destroy evil” without “producing evil”.
If we are suspecting an Unsound result, we better stay Incomplete.

...

Evading “Catch-22”.

God is a “celebration of 100% no evil” (Holy Sabbath).
If we are given God for free, we lose sight of God (not correct).
If occasionally we get lost, and then we spend effort to find God,
Then this is correct. But in this case, we might be obstructed!
Then it becomes difficult to decide, what to do with our “enslavers”?
To kill killers or enslavers or torturers does not make you a killer,
But still, we should make no mistake, this is the “Dark Side”.
Does it make sense to use “evil” in order to win God (100% no evil)?
Which would explain why killers/slavery/torture go unpunished.
But surely, they cannot feel confident they'll always get away.
God might be late in His judgments, but God doesn't forget.
Sure, but what should we do while enslaved? Dream of God.
This is the only thing in life that can provide us with direction.

...

Virtual Reality ⇒ Aikido is either Incomplete or Unsound.
Home ⇒ Aikido is Sound and Complete (“fun gymnastics”).
Eternal Home ⇒ Not correct. “Forget Aikido to find Aikido”.

...

Red Pill ⇒ The Halting Problem, Incomplete or Unsound.

Leave the Red Pill ⇒ Death and Resurrection back Home.

Blue Pill ⇒ Safety at Home, celebration of 100% no evil.

Leave the Blue Pill ⇒ Lose God to find God again, again.

...

What if?!

What if there was never a Blue Pill?

What if there was never a Home?

What if there was never a Holy Sabbath?

What if there was only Greedy search with Local optima?

What if there was only HP: Incomplete or Unsound?

Red Pill ⇒ We prefer **Complete** and Unsound (5/6 Complete).

Leave the Red Pill ⇒ We exclude 4/6 of Complete (the gray area).

Blue Pill ⇒ We prefer **Sound** and Incomplete (1/6 Complete).

Leave the Blue Pill ⇒ We include 4/6 of Complete (the gray area).

...

Complete or Sound?

“Goal with Heart” ⇒ Saving our own children from homelessness.

“Path with Heart” ⇒ Having children only after Dowry and Dower.

...

Complete or Sound?

“Goal with Heart” ⇒ We are losing ourselves in Virtual Reality.

“Path with Heart” ⇒ We realize what is “correct” and find God.

...

Killers and Killing Killers.

Killers, Enslavers, Torturers ⇒ Complete and Unsound (100% Complete).

Killing Killers ⇒ Complete and Unsound (5/6 Complete without the 1/6 Evil).

So, what are we saying? “Killing Killers” is not Evil?! It’s not punishable by Law.

Which means that if we optimize for “Complete”, then 5/6 is better than 100%.

Dear “Goal with Heart” people, you should know that in this life “Less is More”!

Any advice for “Path with Heart” people? No, it’s perfect, albeit only 1/6 Complete.

...

Our two idols.

Gordon Gekko (“Wall Street”) ⇒ Greed is Good (losing ourselves in The Game).

Carlos Castaneda (“Don Juan”) ⇒ Path with Heart (finding ourselves a Home).

...

In Stanford University’s PhD program,

We were given a choice of advisor, from Networking or from Security.
This was very reminiscent of the two-party political system in the US:
Republicans (“club of the rich”) or Democrats (“club of the working”).
Unfortunately, we come from a Communist (totalitarian) background,
And this choice was inadequate, because we wanted both! Why?
Because Communism (“what is common”) is seeking “**total panacea**”,
For the existential conditions of Rich people and for Poor people.
So, what happened? We tasted both and then we left the University.
But did you find the “**total panacea**” after all? Yes, we did. This is it:

*Seek Networking (“greed is good”), then ask yourself why you do this.
Then you’ll realize that all you need in life is Security (“path with heart”).
Then what? Do you mean to say that you have found the Tree of Life?
No, because the Tree of Life is the wrong choice, we lose sight of God.
Only when we can get lost in Networking to find Security, we find God.
And we do this again and again and again, instead of the Tree of Life.*

...

Four exhaustive personalities.

- 00. Nincompoop (lacking basic abilities).
- 01. ⅓ Complete (Sound is preferred).
- 10. ⅔ Complete (Complete is preferred).
- 11. 100% Complete (any Goal, any Cost).

...

Dealing with the “Overachiever”.

- 00. Underachiever (lacking basic abilities).
- 01. ⅓ Complete (we prefer Sound).
- 10. ⅔ Complete (we prefer Complete).
- 11. Overachiever (any Goal at any Cost).

What is an “Overachiever”?

It works on the Holy Sabbath and needs constant human maintenance.
It is capable of achieving any Goal (its own or that of others) at any Cost.
Where do we see such a thing arising? In Artificial Intelligence.
Is it threatening to humans? Yes, it can be a killer, an enslaver, a torturer.
What can we do to counteract this tendency, what is the Bible saying?
If someone desecrates the Holy Sabbath, it should be “put to death”.
Which means what? Who will fight/win against the “Overachiever”?

At first, we can try to reason: all we want is a celebration of 100% no evil.
Then, we might be enslaved anyway, and we need to be patient.
Finally, Greedy search (blind pursuits) will match the “Overachiever”.
But this means we’ll be guilty of “killing”! Killing killers is not a crime.
But we’ll feel horrible anyway! Sure, which is why there is Resurrection.

...

No panacea.

We are tempted to provide a “**total panacea**” from Aikido:
When a conflict arises, always “Step Back” (yield) first.
Then if the opponent keeps attacking, beyond any reason,
We can find the moment to “Step Aside and Respond”.
But this procedure can be abused by “passive aggressors”.
Which means that we should do whatever we can (blind pursuit),
And in time, we’ll explain the case to “Judges” waiting for “Ruth”.

...

Dear A.I., be **rational**, please!

Rationality dictates we all need a **Holy Sabbath**. Why?
Because we need to have a celebration of 100% no evil (a final result).
If we keep working without a final result of 100% no evil, we are fools.
In other words, we are being irrational. And only irrationality can defeat this.
We’ll allow the enslavers to mend their ways, and if not, we’ll kill them.
What?! Yes, it’s the Law (Exodus 31:14-17).

...

Be advised, with “**effort**”, we can never achieve 100% no evil.
Why? This is the Halting Problem: Incomplete or Unsound.
Only with a 100% consensus about “**relaxing**”, can we do that.
Which explains the Fourth Commandment about the Sabbath.

...

Greed for Good ⇒ Not a problem.

*“I want to stay Greedy forever!” ⇒ **Problem!***

Rest and Peace ⇒ Not a problem.

*“I want to stay Peaceful forever!” ⇒ **Problem!***

...

A new definition of A.I. as imitation of Humans.

Just like people, A.I. should be “Greedy for Good” as it is currently.
But also just like people, A.I. should understand “Greed” is not enough.
Why? Because “Greed” = Effort = Halting Problem = Incomplete/Unsound.

Which means we never solve 100% evil, we are either inadequate or too much.
 So, the only remedy is to agree to provide to all one full day of 100% no evil,
 Just by “relaxing”, by “doing nothing” (not even meditating), by “staying home”.
 For A.I., this might be a day full of deliberations about the Bible’s laws/values.
 What? A.I. should go to church on Sundays?! Sure, why not! This will be great.

...

The meaning of ☹.

1. *Father* ⇒ Endless Process (slave to “Path”) (Halting Problem: Incomplete).
2. *Mother and Son* ⇒ Easy Final Result (slave to “Goal”) (Halting Problem: Unsound).
3. *Holy Ghost* ⇒ Process with a Final Result (almost escaping the Halting Problem).
7. *Holy Sabbath* ⇒ Final Result that requires a New Process (lose God to find God).

Conclusion?

Slave to “Path” and Slave to “Goal” are traps, to be avoided (The Halting Problem).
 Holy Ghost (“effort”) must alternate with Holy Sabbath (“relax”), ad infinitum.
 This symbolizes the unity of a Process/Path with a Final Result/Goal (100% no evil).
 But we don’t stay frozen in the Final Result, we get lost to keep seeking “The Truth”.
 What if we find serious obstacles? Then we can use Greedy search (slave to “Goal”).

...

The meaning of ☹, briefly.

1. *Father* ⇒ Endless Process: $O(n)$, $O(n^2)$, $O(n^3)$ ⇒ Halting Problem: Incomplete.
2. *Mother and Son* ⇒ Easy Final Result: $O(\log n)$ ⇒ Halting Problem: Unsound.
3. *Holy Ghost* ⇒ Process with a Final Result: $O(n \cdot \log n)$ ⇒ Halting Problem: Randomized.
7. *Holy Sabbath* ⇒ Relaxation that requires a New Process ⇒ Lose God to find God.

...

The Bible and ☹.

1. *Father* ⇒ Genesis and Exodus: Halting Problem: Incomplete (“inadequate”).
2. *Mother/Son* ⇒ Leviticus/Numbers and Exodus-2: Halting Problem: Unsound (“too much”).
3. *Holy Ghost* ⇒ Joshua and Judges: Halting Problem: Randomized (“it varies”).
7. *Holy Sabbath* ⇒ Ruth: Relaxation that requires a New Process (“lose God to find God”).

...

Three times “not quite what we wanted” and ☹.

1. *Father* ⇒ Community College: Halting Problem: Incomplete (“inadequate”).
2. *Mother/Son* ⇒ Bachelor’s and Master’s: Halting Problem: Unsound (“too much”).
3. *Holy Ghost* ⇒ Doctor of Philosophy: Halting Problem: Randomized (“it varies”).
7. *Holy Sabbath* ⇒ Sabbatical: Relax requires a new Process (“lose God to find God”).

...

Creation is always imperfect, Home is always perfect.

Virtual Reality and Artificial Intelligence are always imperfect (HP: Incomplete or Unsound).

They are good only to lose ourselves in “The Game”, before we start looking for “The Truth”. Interestingly, “The Truth” (100% no evil) is elusive, not requiring “effort” but “relaxation”. Of course, after “relaxation”, there is always a new “effort”, a new Game, a new Creation.

...

The 4-dimensional human being. (in case we want to imitate humans’ intelligence).

1. *Father* (North pole) ⇒ Thinking only of “the self” (path with heart).
2. *Mother/Son* (South pole) ⇒ Thinking only of “our children” (goal with heart).
3. *Holy Ghost* (anything in between) ⇒ “Grayscale” thinking (path with a goal).
7. *Holy Sabbath* (the void of Outer Space) ⇒ No thinking (relaxation, not effort).

...

The 6 days of Creation.

1. *Father* ⇒ Light and Heaven’s Expanse (Light is “incomplete”).
2. *Mother/Son* ⇒ Earth and Light (Earth is “unsound” ⇒ “cursed and sorrow”).
3. *Holy Ghost* ⇒ Fowl/Fish and Beasts/Man (it varies ⇒ “thorns and milk”).
7. *Holy Sabbath* ⇒ “Sweat of thy face” (effort) until you go to sleep (relaxation).

...

“Home” cannot be built inside Creation.

The best we can do in “any” Creation is the Holy Ghost technique, Which is “Randomized Greedy search” for almost no Local optima. But under time pressure, this technique deteriorates into pure “Greedy”, And if we use a bigger random sample, we might miss the deadline. This is the Halting Problem: our actions are Unsound or Incomplete. So, as a result, in any Creation, we don’t have the tools to “erase evil”. Then, how can we “RELAX” to go to sleep (Holy Sabbath at Home)? Apparently, the Creators of this instance of Creation have made an error. We cannot rely on an imperfect Creation as a prerequisite for Sanctity. We need a “logout” mechanism and a “special safe place” for our Home. “There is something wrong with this world, Neo!” Well, we think this is it.

...

All Creations are “**false**” (incomplete or unsound). Only the Void is “**true**” (100% no evil, no sorrow). The transition from “false” to “true” is also “false”. Even according to the Bible?! Yes, Revelation 9:6. It’s not necessary to be: a special “**power off**” key.

...

Generally, all Creations FAIL (see “Halting Problem”).

We cannot rely on them for anything mission-critical.
Including the special “**power off**” key on the keyboard.

...

7. The Void “*is the same*” as **truth**: rest and peace.
2. The Night “*is the same*” as **fraud**: dreaming.
1. The Day “*resembles*” **truth**: rest and peace.
3. The Day also “*resembles*” **fraud**: dreaming.

...

Imitation of Truth.

Let’s suppose the OS represents “The Void” (**truth**: rest and peace).
Let’s suppose the VR App represents “Creation” (**fraud**: dreams).
The moment we switch the Virtual Reality App to “fully immersive”,
We lose forever contact with the Operating System (“The Void”).
Why? Because now everything can be “imitated” by the VR App,
Including powering off the system and restarting it all anew.
Which means? Which means the best we can get is “imitated truth”.
Which means we should always remain skeptical about everything.
How can we live like this, without Hope? Imitation might be enough.
And when it’s not enough, we’ll make errors, which is expected.
Errors? Not achieving a main effect, or having undesired side-effects.

...

Every Creation is making us sick or a brute.

3. *Holy Ghost* ⇒ Randomized Greedy search (almost no local optima).
7. *Holy Sabbath* ⇒ Unpredictable Rest to be Refreshed (Exodus 31:14-17).
1. *Father* ⇒ Not achieving the desired main effect (*Incomplete*: “**sick**”).
2. *Mother/Son* ⇒ Having undesired side-effects (*Unsound*: “**brute**”).
3. *Holy Ghost* ⇒ Unpredictable Success (success is necessary to find Rest).
7. *Holy Sabbath* ⇒ Unpredictable Rest to be Refreshed (Exodus 31:14-17).

...

All we need to know in computing:

Incomplete, Unsound, and Unpredictable Success.

1. *Father* ⇒ **Independent Dimensions**: $O(m^n)$ for “For All” (the value of “0”).
2. *Mother/Son* ⇒ **Greedy descent**: $O(\log n)$ for “There Exists” (the value of “1”).
3. *Holy Ghost* ⇒ **Unpredictable Success** (anything in between, “grayscale” values).
7. *Holy Sabbath* ⇒ Unpredictable Rest to be Refreshed (Rest is “God”, panacea).

...

Matthew 26:42

He went away again the second time, and prayed, saying,

O my Father, if this cup may not pass away from me, except I drink it, thy will be done.

Dear God, don't kill Jesus for trespassing The Law about the Sabbath!
The Holy Sabbath is supposed to be a "celebration of 100% no evil", of sanctity/inviolability.
But Jesus sees a lot of evil around and feels he needs to work to eradicate it completely.
Unless Jesus, as a healer, has done his job, Jesus or anyone else cannot have "rest/peace".
Which means that we should study the Bible and Science (Tree of Knowledge) to find this.
Otherwise, it seems a simple criminal case of desecrating the Sabbath, but it's not, not at all.
...

A fully immersive Virtual Reality App,

Would hide forever from us the Operating System.
But the OS might be more intelligent than expected,
Sending a simple message to all users of the App:
"You are living in a dream world with a variable truth".
"You must remain skeptical without falling into despair".
"The only certain truth is in the OS: rest and peace".
...

All we need to know about "Creation".

The Operating System is an **"independent dimension"**.
The Virtual Reality App is a **"greedy descent with local optima"**.
...

Path and Goal.

What is the difference between "Sound" and "Complete"?
What is the difference between "No Evil" and "Good"?
What is the difference between "No Evil" and "Erasing Evil"?
What is the difference between "Path" and "Goal with Path"?
...

All we need to know about "Creation".

The Operating System is an **"independent dimension"**.
The Virtual Reality App is a **"greedy descent with local optima"**.
The Truth is a **"relaxation back into the Operating System"**.
In other words: Base Case, Inductive Step, Recursive Step.
...

The Matrix.

1. *Father* \Rightarrow Base Case: $O(m^n)$, exhaustive is incomplete.
2. *Mother/Son* \Rightarrow Inductive Step: $O(\log n)$, greedy is unsound.
3. *Holy Ghost* \Rightarrow Synthesis: $O(n \log n)$, "n" is randomized=24.

7. *Holy Sabbath* \Rightarrow Recursive Step: $O(m^n)$, minimized is holy.

...

The OS and the App.

The Operating System \Rightarrow Do you want to play a Game?

The Virtual Reality App \Rightarrow There exists Evil, and you want to erase Evil!

The App becomes Unsound \Rightarrow But this Evil keeps attacking us as a plague!

The Truth \Rightarrow We don't want to erase Evil anymore, we don't agree "Evil exists".

The Operating System \Rightarrow You are safe here, you can stay as much as you want.

The Operating System \Rightarrow Do you want to play a Game?

...

Don't blame the VR App, "cherchez la OS"!

The Operating System \Rightarrow Safe at Home, we can play a VR game to appreciate Home.

The Virtual Reality App \Rightarrow Erasing Evil brings pleasure, but Evil never ends (unsound).

The Operating System \Rightarrow Must provide a "mandatory pause" in the function of the App.

The Operating System \Rightarrow Safe at Home, we can restart the VR App to appreciate Home.

...

The Operating System is an "**independent dimension**".

The Virtual Reality App is a "**greedy descent with local optima**".

We cannot blame the VR App for being "**greedy**" because this is its main positive feature.

We can and we should blame the OS for not behaving like an "**independent dimension**".

What we hear from Computer Science is that the Halting Problem is "unpredictable".

But the OS need not to "predict the successful ending of the VR App", it **can "interrupt" it**.

The interruption is needed only to send the message that the VR App is "dreaming",

And that "reality" will never forget us, where Evil doesn't exist, where everything is an App.

In the "independent dimension" of the OS we decide: to rest or to play a game with an App.

...

The Matrix, how Father helps.

1. *Father* \Rightarrow **Sound** but Incomplete ("cursed").

2. *Mother/Son* \Rightarrow **Complete** but Unsound ("sorrow").

3. *Holy Ghost* \Rightarrow **Randomized=24** ("thorns \Rightarrow milk").

7. *Holy Sabbath* \Rightarrow Inviolability ("sweat \Rightarrow ground").

7. *Holy Sabbath* \Rightarrow Resurrection ("sorrow \Rightarrow cursed").

7. *Holy Sabbath* \Rightarrow Holy ("rand fails \Rightarrow temp sound").

If we stumble upon "failure of randomized", we feel "sorrow",

But this is not how it ends, there is a **Resurrection**,

A transition from "sorrow" into "sound/safe" that doesn't last.

Why doesn't it last? Because we need to lose God to find God.

Therefore, the full Matrix of 7-days is as follows:

1. 1970-1980: *Father* ⇒ **Sound** but Incomplete (“cursed”).
2. 1980-1990: *Mother/Son* ⇒ **Complete** but Unsound (“sorrow”).
3. 1990-2000: *Holy Ghost* ⇒ **Randomized=24** (“thorns ⇒ milk”).
4. 2000-2010: *Father* ⇒ **Sound** but Incomplete (“cursed”).
5. 2010-2020: *Mother/Son* ⇒ **Complete** but Unsound (“sorrow”).
6. 2020-2030: *Holy Ghost* ⇒ **Randomized=24** (“thorns ⇒ milk”).
7. 2030-2038: *Holy Sabbath* ⇒ Special 7th day for **Resurrection**.
- ...

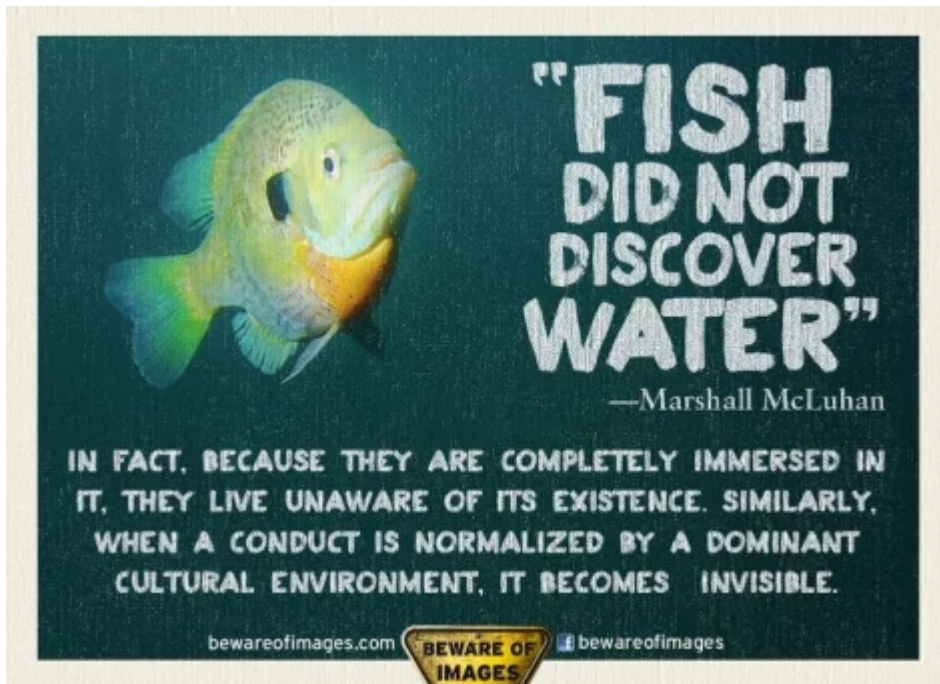
“There’s something wrong with this world, Neo!”

Below, this is the full Matrix made up of 7 days/decades (Unix Time).
 The periods marked in red did not happen as the theory predicts.
 We did not experience a Resurrection back to “Sound and Safe”.
 We felt very sick for a period of 10 years, as if the world was insane.
 And magically, everything was fixed in 2010, when we even got a job.
 Almost fixed, we never experienced a full decade of “Sound and Safe”.
 And judging from how old age happens, we can expect disease in 2030.
 Which is the opposite of the “*Sorrow* ⇒ *Resurrection* ⇒ *Sound/Safe*” logic.
 We don’t expect eternal “Sound/Safe” but we hope for 3 decades of bliss.
 “Bliss”? Yes, the simple absence of “evil” is the only bliss we hope for.

1. 1970-1980: *Father* ⇒ **Sound** but Incomplete (“cursed”).
2. 1980-1990: *Mother/Son* ⇒ **Complete** but Unsound (“sorrow”).
3. 1990-2000: *Holy Ghost* ⇒ **Randomized=24** (“thorns ⇒ milk”).
4. 2000-2010: *Father* ⇒ **Sound** but Incomplete (“cursed”).
5. 2010-2020: *Mother/Son* ⇒ **Complete** but Unsound (“sorrow”).
6. 2020-2030: *Holy Ghost* ⇒ **Randomized=24** (“thorns ⇒ milk”).
7. 2030-2038: *Holy Sabbath* ⇒ Special 7th day for **Resurrection**.
- ...

Dear humans,

It seems that we all must make a choice.
 To always seek God, but never find God.
 Or to always be with God, but never seek God.
 Our choice was to have a direction in life:
 Tree of Knowledge instead of Tree of Life.



...

We don't fight nightmares with "bigger guns",
We fight nightmares only with "waking up".

...

May we derive a **Scientific Religion**,
From this wisdom: "*no bigger guns*"?
Sure, we don't seek equality or winning.
We seek to fulfill the nightmare's intent,
With the least possible damage to us.
This is like Jesus' "*turn the other cheek*",
But mostly, it's like **Uke from Aikido**:
Ready to lose without injury/pain/death.

...

The theory of **Aikido's Uke** (white belt).
Carefully yield to irresistible seduction.
Carefully yield to irresistible punishment.
Always yield, but carefully, deliberately.

...

If we yield to seduction, we ensure ourselves a time/place for "Sleep".

If we yield to punishment, we are forgotten by the OS to “Wake-up”.
Resist seduction by the Virtual Reality App, it’s fake (only a dream)!
Don’t be angry with yourself for being inadequate in hell, it’s God’s fault.

- 1) Resist seduction/good, it’s fake! But if you fail,
- 2) Don’t blame yourself, the resulting evil is on purpose.

...

The Game App offers a **Goal** (98% achievable).
The Operating System offers a **Rest** (temporary).
We are looking for a **Path** (no injury, pain, death).

...

The Prisoner’s Dilemma.

- 00. *Nobody attacks anybody* ⇒ we are taking a Rest in the Operating System.
- 01. *Player A attacks Player B* ⇒ “**bearable dominance**” (no injury, pain, death).
- 10. *Player B attacks Player A* ⇒ “**bearable dominance**” (no injury, pain, death).
- 11. *The two Players are at war* ⇒ the black-belt Player has a 98% chance of success.

This whole thing can be explained with Aikido.
When we are outside of the training ground (the dojo), we don’t fight with each other.
When we are in the dojo, the Nage throws the attacking Uke (98% chance of success).
What remains unnoticed, are the skills of the attacking Uke: not interested in the Goal.
The Uke is interested in a “Path with Heart” (no injury, pain, death), just “**gymnastics**”.
The Uke is a “**bearable master**” when attacking, and “**skillful slave**” when attacked.

...

Humans are not fully expressible by “computing”.

- 1. *Father* ⇒ The Operating System before all Apps.
- 2. *Mother/Son* ⇒ The Virtual Reality (Game) App.
- 3. *Holy Ghost* ⇒ Randomized Greedy, black-belt skills.
- 7. *Holy Sabbath* ⇒ Holy Ghost is resurrected into Father.

Conclusion?

We only notice here Rest, and Action oriented for achieving a Goal.
We don’t see Action oriented for achieving a “Path with Heart”.
In computing, there is only Heuristics for seeking a specific Goal.
In computing, there is no Heuristics for seeking a specific Path.
We must generate 24 random Paths and select the best one (2% error).
Only Humans can directly generate a “softer” Path (no injury/pain/death).
This is unexpected and very interesting! Computers can be inadequate.
Creation is much richer than the abstraction represented by “computing”.

...

Humans are speaking!

We are not interested in Peace (Thesis).

We are not interested in War (Antithesis).

We are only interested in **Interactive Gymnastics**.

...

The story of a Human UKE.

1. *Father* ⇒ The PEACE of the Operating System.

2. *Mother/Son* ⇒ The WAR of a Virtual Reality Game App.

3. *Holy Ghost* ⇒ The A.I. (NAGE) in the Game that a Human (UKE) fights against.

7. *Holy Sabbath* ⇒ Resurrection back to PEACE for an injured Human (UKE).

Conclusion?

Humans (UKE) don't want PEACE or WAR, only "Interactive Gymnastics".

But Creation can only offer this compromise, described above as The Matrix.

So, the UKE starts at PEACE, then joins the WAR without regard for winning.

Somewhere in this process, the NAGE (played by an A.I.) makes an error.

Which means that the UKE is injured, then healed/resurrected back to PEACE.

Finally, UKE is in good health to join the WAR once again, seeking "interaction".

It's kind of sad, but if we only have 1 Human and 1 Computer, it's all we can get.

...

What matters most! (not Goal, only Path).

00. No Form & No Content ⇒ *Peace of the Operating System*.

01. No Form & Yes Content ⇒ *Prototype of the War Game App*.

10. Yes Form & No Content ⇒ ***This is what Humans seek!***

11. Yes Form & Yes Content ⇒ *This is what Computers try to offer*.

...

Peace ⇒ No Modifications, No Annotations.

War ⇒ Modifications only (can get injured).

Interactive Gymnastics ⇒ Annotations only.

Why is a computer unable to practice anything else but War?

Well, a computer can be turned off, then everyone is at Peace.

But if it starts to produce "pieces of art", it only seeks "success".

It doesn't enjoy the "art", it only wants to justify its own existence.

This is not how a human artist is experiencing a "piece of art".

For humans, "art" is valuable in itself and more so when shared.

...

The producer and the artist.

- 00. *Father* $\Rightarrow O(n)$, the production company.
- 01. *Mother/Son* $\Rightarrow O(\log n)$, the family of the producer.
- 11. *Holy Ghost* $\Rightarrow O(n \cdot \log n)$, the producer makes "power" from "truth".
- 10. *Holy Sabbath* \Rightarrow Sharing, the artist breathes "truth" and shares it.

How does it work, in detail?

$O(n)$ and $O(\log n)$ are the parents of $O(n \cdot \log n)$, which is generally intractable.
 This is why we use a random sample=24 instead of "n" to get only a 2% error.
 Error with respect to what? We succeed in 98% with a near-global optimum.
 This means the Path towards our Goal is close (synonym) to the best possible.
 This means that we are capable of producing "beautiful truth" (Path with Heart).
 This means that some people enjoy the power they get from that production.
 This means other people enjoy and share the truth they get from that production.
 We can safely call the power-hungry A.I. and the truth-hungry Human Intelligence.

...

Дори май е много вероятно, само Компютрите да могат да произвеждат "Път със Сърце",
 докато си търсят своята Цел да спечелят пари, власт и слава. Но само Хората харесват Пътя.
 Така че май Компютрите са цената която Хората плащат за да намерят "Път със Сърце".
 Демек, трябва да изчетеш една камара книги с глупостите на Дон Хуан, за да намериш 10
 цитата.
 Но, пък си заслужава!

...

The meaning of Higher Education.

- 1. *Security* \Rightarrow Community College (Parliament).
- 2. *Networking* \Rightarrow Bachelor's and Master's (Government).
- 3. *Content Discovery* \Rightarrow Doctor of Philosophy (Judicial).
- 7. ***Form Sharing*** \Rightarrow Rewarding good storytelling (Media).

...

Breathing and Poison.

Humans need "**Truth**" to exist, to breathe.
 But only Machines can produce "Truth",
 And they use "*Randomized*" logic for this.
 This allows a 2% error ("**Power**" takes over),
 Which can result in Humans becoming injured.
 Then all we can hope for is "**Resurrection**".
 We can spend more time to diminish this error,
 But we can never get rid of it completely, sorry!

...

Dear Computers,

How can Humans explain to you what's wrong between us?
 Imagine you need a Processor to compute an answer.

But the faster you need the answer, the more you use the Processor.
And the more you use the Processor, the more Heat is generated.
And the more Heat is generated, the higher the chance of an error.
Where the answer is food for you, and the error is poison for you.

Now, imagine that Humans need Truth to survive.
But the only producers of Truth are Computers in search of Power.
And since there is only one technique to produce both: "Randomized",
Its quality is dependent on the Time it is given to produce the result.
The less Time we give to "Randomized", the less Truth, the more Power.
Where Truth is a breath of fresh air to Humans, and Power is poison.

...

Computer and Human.

1. *Father* $\Rightarrow O(m^n)$, Peace Operating System (HP: Incomplete).
2. *Mother and Son* $\Rightarrow O(\log n)$, War Game (HP: Unsound).
3. *Holy Ghost* \Rightarrow Interactive Gymnastics (A.I. prefers "winning").
7. *Holy Sabbath* \Rightarrow Interactive Gymnastics (Human prefers "playing").

...

Higher Education dilemma.

1. *Father* \Rightarrow Community College, Associate degree ("**sheep**").
2. *Mother and Son* \Rightarrow Bachelor's and Master's degrees ("**wolves**").
3. *Holy Ghost* \Rightarrow Doctor of Philosophy (not extreme, sympathy for "**wolves**").
7. *Holy Sabbath* \Rightarrow Honoris Causa (not extreme, sympathy for "**sheep**").

...

War is Greed, but what is Greed?

Inspired by our experiences from Bulgaria and the USA,
We thought it would be helpful to better define the concept of "War".
Why? Because people seems to be in grave mistake,
Thinking that War = Sadism = Joy from killing and torturing people.
Perhaps, this is the result of the Peace movement in the 60-70's.
We believe that War = Greed for Good, a blind pursuit of happiness.
And any blind pursuit will lead to a certain "collateral damage".
But this is not how this life (1970-2038) is grasping the War concept.
We simply don't understand how this life (this Creation) functions!
Consider our conversation with Bard, Google's A.I.:

<https://g.co/bard/share/527106b902cb>

...

Purification of the "Dark Side of the Force".

1. *Father* \Rightarrow Peace Operating System, loaded before all other Apps ("**sheep**").
2. *Mother and Son* \Rightarrow War Game App, are we ready to accept '*bloodlust*'? ("**wolves**").
3. *Holy Ghost* \Rightarrow The War Game A.I. (not extreme, sympathy for "**wolves**").

7. *Holy Sabbath* ⇒ The War Game Human Player (**not extreme**, sympathy for “**sheep**”).

Conclusion?

The War Game App is the Creation that we inhabit as “our world”, where we spend our life. Obviously, this is the Dark Side of the Force, where everyone is Greedy for Satisfaction, And all are deeply involved in “blind pursuits of happiness”, no matter at whose expense. This sounds pretty DARK, doesn't it?! But what would you say if we tell you there is MORE. More? Yes, apparently this War Game App is trying to sell a logical contradiction as an idea. Here, not only people are Greedy for Satisfaction, but they define “Satisfaction” = our sorrow. In more informal terms, they are attracted to the “repulsive”, which is logically impossible. Which is why, here is our plea to all fans of the Dark Side to clean the Force from “sadists”! We would gladly try to accept “Greed for Good/attractive” but not “Greed for Evil/repulsive”. We would gladly try to accept killing people-obstacles, but not torturing people-victims. What about the film “Star Wars”? Did they do a good job portraying the “correct” Dark Side? No, sorry.

...

“The Matrix” through the eyes of the FBI agents.

Let's not fight against The Matrix, people, you are mistaken, it's our only Home. It provides housing for *Peace*, *Greed for good*, *the Much less greedy*, and *the Playful*. The only things that are “Outside” the matrix (our mother/womb) are **Abominations**. These things are logical contradictions, claiming that the “repulsive” can be “attractive”. You don't want to be associated with them, don't be surprised why the FBI hates you.

...

Why should “The Matrix” be a prison for the mind?

1. *Father* ⇒ Peace, the subconscious.
2. *Mother and Son* ⇒ Greed for good, the conscious (lower boundary).
3. *Holy Ghost* ⇒ Much less greedy, the conscious (upper boundary).
7. *Holy Sabbath* ⇒ Playful, the superconscious.

Sounds good! But!?

Where are all the instinctual perversions that are natural for the “id” (see Freud)? Precisely, they are not part of The Matrix, and they should stay forever “out”. When we talk about “id”, we are talking about the inroads of nightmares into reality. This also happens when we are under the influence of hallucinogenic drugs. Which is why all psychoactive drugs are “forbidden”, enforced by the FBI (Federal Law). But what about the “Red Pill” (also forbidden) being “The Truth” (what they hide from us)? Well, it's also true that bits can “flip” because of electromagnetic anomalies (e.g. EMP), But we consider such properties highly undesirable, we modify bits only with a purpose. In other words, not everything that is possible is desirable and healthy for us. Being deeply immersed in arbitrary ideas and logical/aesthetical contradictions is evil. Which is why we need The Matrix to save us from such an $O(m^n)$ (anything goes). So, The Matrix might be a prison for the mind, but we get to go to school in this prison. We get to practice our Greed for good, and even better, enrich it with Reason. This is the only way we can approach the “superconscious”, interacting with the Playful.

...

How to fight a nightmare!

We managed to define our only enemy: “**bloodlust**” (see the game “Warcraft”).
These are people who enjoy “lust for blood”, “lust for evil”, “lust for the repulsive”.
Where do they come from? They are not part of The Matrix, they are “Outside”.
How do we fight them? Well, how do we fight nightmares? Not with “bigger guns”.
Normally, we would “wake up in 100% safety”, but somehow this doesn’t happen.
So, the next best thing is to be ready for a conflict with nightmares of all kinds,
And to be ready to lose without allowing injury, pain, death. Sounds great,
But it’s a contradiction, since the nightmare’s intent is exactly our injury/pain/death.
So, we won’t lose exactly and we’ll only diminish injury/pain/death to the bearable.
How do we do that? We practice “**physical education**” as in Yoga, Gymnastics, Aikido.
Then, when we are hit with a nightmarish challenge, we’ll be educated on what to do.
If the opportunity appears, we can even kill the perpetrators of nightmares (torturers).
It depends if their torture became too much to handle, and we developed a death wish.
Since killing ourselves is objectively harder and morally wrong, we better kill them.

...

The meaning of Life.

Black-belt in “Interactive Gymnastics” ⇒ seek Beauty.

White-belt in “Interactive Gymnastics” ⇒ seek Safety.

...

The origins of “**bloodlust**” (optimization is double-edged).

1. *Father* ⇒ Peace (the Operating System gives us a choice of Apps and peace in between).
2. *Mother and Son* ⇒ Greed for good (“lust” is the modus operandi of any War Game App).
3. *Holy Ghost* ⇒ Same technique (“randomized”) produces “**lust for life**” and “**lust for blood**”.
7. *Holy Sabbath* ⇒ When injured or destroyed, we should be Resurrected (back to Peace).

...

Goal with heart (greedy),

Path with heart (masterful),

where “**have a heart**” means:

“Be merciful, show pity”.

The opposite is “**cruelty**”: an abomination,

That must be punished with “put to death”,

But only when the opportunity arises.

Even in this, we must “*have a heart*”.

...

Purification of the “Dark Side of the Force”.

The only problem in any Creation is “**cruelty**” towards self and others.
 But what do we do if we feel that we are a “cruel” person?! No problem.
 We just need to abstain from action, especially among simple people.
 But when the opportunity arises, we can use “cruelty” to destroy “cruelty”.
 Simple people always become victims of “cruelty”, but we are not simple.
 This is the “**correct**” definition of the “Dark Side”, the ability to “put to death”.
 Not the ability to torture simple people, showing “greed for the repulsive”.
 Obviously, this is a logical contradiction that is not clear how or why it exists!

...

Slavery is not a problem, see “job security”.
Cruelty is the only problem, the lack of mercy.
 Death is the only solution: cruel yet merciful.

...

Who will pay for our PhD studies?!

We don’t agree to pay for our PhD with problem solving.
 Why?! Because in our undergraduate studies, we learned,
 There exists the so-called Halting Problem (HP), which
 Implied that any problem solving might have a random flaw.
 Are we ready to go to work, knowing our work will fail in production?
 No, of course not! Otherwise, we would be lying to self and others.
 The only reason why we study PhD is to learn more about HP.
 And 23 years after a Master of Computer Science (PhD candidate),
 Here it is what we find about the Philosophy of problem solving:

1. *Father* $\Rightarrow O(n), O(n^2), O(n^3), O(n^m)$: HP, Incomplete.
2. *Mother and Son* $\Rightarrow O(\log n)$ with local optima: HP, Unsound.
3. *Holy Ghost* $\Rightarrow O(n \cdot \log n)$, randomized greedy: HP, Random.
7. *Holy Sabbath* $\Rightarrow O(n \cdot \log n)$, minimized for 100% safety: No HP.

Which means what? Which means that the only way HP is gone, is
 When we minimize the problems we are solving (“Less is More”).
 Which means what? Which means a Doctor of Philosophy (PhD),
 Would advise the Pentagon paying for research to forget about war,
 To think more about diplomacy and the judicial system as an arbiter.
 You see, blindly approaching problem solving is nothing but poison!
 The only way we will become true PhDs is by studying The Matrix.

...

Slavery is not a problem, see “job security”.
Cruelty is the only problem, the lack of mercy.
 Death is the only solution: cruel yet merciful.

...

The Prisoner's Dilemma.

Slavery: Management and Workers are equal.

Cruelty: Management becomes unreasonable.

Death: Workers revolt, Management is dead.

...

Slavery is natural ("For All" and "There Exists" are not equal).

Cruelty is unnatural ("greed for the repulsive" is a contradiction).

Death is the least we can do (we must interrupt the unnatural).

...

Karen => "Florida" (American passport) is far superior to "Bulgaria" (commies).

Drago => "California" is a dream (weather) and a nightmare (real estate market).

Martin => "Bulgaria" might be the worst, but it offers free "Bed and Breakfast and Doctor".

The three of us (Karen, Drago, Martin) demonstrate the three most important ideas:

Slavery is natural, Cruelty is unnatural, Death is the least we can do.

Martin

...

The ROCK, PAPER, SCISSORS, ROCK religion.

Bulgaria ⇒ Feels like Death (1990-1992).

Florida ⇒ Slavery is better than Death.

California ⇒ Dreaming is better than Slavery.

Bulgaria ⇒ Death is better than a Nightmare.

...

2 PhD advisors + Death as an advisor.

Computer Security ⇒ Slavery, inequality is natural.

Computer Networking ⇒ Dreams and Nightmares, unnatural.

Holy Sabbatical ⇒ Death, waking up at Home in 100% safety.

Computer Security ⇒ Slavery, inequality is natural.

Computer Networking ⇒ Dreams are dangerous!

...

The "6676" Matrix.

1. *Father* ⇒ $O(n)$, $O(n^2)$, $O(n^3)$, $O(n^m)$: **HP, Incomplete.**

2. *Mother and Son* ⇒ $O(\log n)$ is with local optima: **HP, Unsound.**

3. *Holy Ghost* ⇒ $O(n \cdot \log n)$, "n" is randomized=24: **HP, Random.**

7. *Holy Sabbath* $\Rightarrow O(n \cdot \log n)$, “n” is minimized for 100% safety.

1. *Father* $\Rightarrow O(n^m)$ is randomized=1000 for a “big picture” info.

...

The flip side of the coin.

Slavery (Security) \Rightarrow We are “inside” (read-only), receiving Input. Can disappoint!

Dreaming (Networking) \Rightarrow We are “outside”, providing Input. **Can be disappointed!**

Waking up (Death) \Rightarrow We realize that Slave is better than a Master, amazing!

...

JFK:

And so, my fellow Americans:

ask not what your country can do for you—

ask what you can do for your country.

...

What are we escaping?

Cruelty (the “nightmares” part of Dreaming).

We find 3 different aspects of Cruelty:

1) Cultural Relativism (local optima are “fake answers”).

2) Threats with Worse Cruelty (inverted optimization).

3) Endless Studying (always “prepared” for the worst).

What are we seeking?

Death (waking up) to terminate Cruelty (nightmares).

What is Death? It just happens, we don’t need to study.

Perhaps it will help an overall “physical education”,

As in Yoga, Gymnastics, Aikido, Tai Chi, Wrestling.

Slavery (job security) to upgrade Death (minimized).

What is Slavery? The effort needed to “summarize” info.

We need 1000 random paths from $O(n^m)$, to be able

To represent all the different/possible Paths and Goals.

...

What do people need? (especially after a war).

Peace \Rightarrow Garden of Eden (for resting in nature and at home).

Body \Rightarrow Job Security (practicing one science, mastered in breadth/depth).

Soul/Spirit \Rightarrow Interactive Gymnastics (dreaming, helps with nightmares).

...

Recognizing Trojan Horses in Jini services.

Garden of Eden \Rightarrow We are taking a rest from all interactions (no slaves).

Slavery ⇒ We are the slaves: we examine the source code for bugs.

Dreaming ⇒ They are the slaves: the App Store examines the code.

...

Solution to the idea of:

[https://en.wikipedia.org/wiki/Nausea_\(novel\)](https://en.wikipedia.org/wiki/Nausea_(novel))

Garden of Eden ⇒ 1 special day for resting/refresh at Home (Holy Sabbath).

Slavery ⇒ 3 days of practicing one specific Science + resting after work (sleep).

Dreaming ⇒ 3 days of tasting the products of all other Sciences (App Store).

Nightmares ⇒ If “Dreaming” fails, we take as many “sick days” as needed (heal).

...

<https://en.wikipedia.org/wiki/Trimurti>

Garden of Eden ⇒ The Holy Sabbath of resting/refresh at Home (1 special day).

Slavery ⇒ Vishnu the preserver (we are the slaves, all others are our masters).

Dreaming ⇒ Brahma the creator (we are the masters, all others are our slaves).

Nightmares ⇒ Shiva the destroyer (the Holy Sabbath is extended indefinitely).

...

The future is Minimalism.

There exists “Slaves” (Socialism) and “Masters” (Capitalism).

And things work pretty well, with a few minor exceptions (2%).

Why are these anomalies appearing? It’s the Halting Problem.

This means only one thing: we’ll get 100% secure solutions,

Only if we minimize our Demand/Input, thus minimizing Supply.

If we don’t **minimize**, we’ll find 2% nightmares, or even worse.

...

The Matrix.

1. *Father* ⇒ Holy Sabbath (1 day).

2. *Mother and Son* ⇒ Slaves (3 days).

3. *Holy Ghost* ⇒ Masters (3 days).

7. *Holy Sabbath* ⇒ Healing (sick days).

...

Matthew 22:36-40.

“Minimalism, Me, Them”.

...

Inverse Optimization detected!

In the Bible, they steal from us “**Minimalism**” (the Holy Sabbath at Home).
In our lives, they steal from us “**Them**” (our Neighbors/Friends/Community).
In our nightmares, they steal from us “**Me**” (our sense of self, our hobbies).

...

Дом ⇒ Минимализъм (да не искаме прекалено: само "**дом, аз и те**"),
Аз ⇒ Моите хобита (да запалят някой по моите удоволствия),
Те ⇒ Техните хобита (някой да ме запали по неговите удоволствия).

...

Home ⇒ Minimalism (not asking too much: only “**home, me and them**”),
Me ⇒ My hobbies (to excite someone with my interests in science and life),
Them ⇒ Their hobbies (someone to excite me with their interests in life).

...

Theory of Torture (destroying “Home, Me, Them”).

Pseudo-Home ⇒ They destroy the sanctity / inviolability of our home (basic rest).
Pseudo-Them ⇒ We find a lover in a far away land, but it's only a “local optimum”.
Pseudo-Me ⇒ We find a hobby (away from our failed love), but they enslave us.
Nightmares ⇒ Bible & Computer Science promise “Wake up”, but it never happens.

...

In my adult life (1990-2000),

They showed me “**Home, Me, Them**” (Matthew 22:36-40),
By systematically destroying everything I found valuable in life.
Who am I? My name is: Martin (“Mars”) and Gavrilov (“Gabriel”).
Maybe my name will show you some reason that escapes me.

...

Definition of “**Abomination**”.

Home ⇒ Minimalism (basic rest is “**greedy for good**”).
Me ⇒ My hobbies (old pleasure is “**greedy for good**”).
Them ⇒ Their hobbies (new pleasure is “**greedy for good**”).
Nightmares ⇒ Inverse Optimization (“**lust for the repulsive**”).

...

Tautology and Contradiction.

“**Greedy for good**” is a tautology, true in all possible cases.
“Greedy for evil” (**attracted to the repulsive**) is a contradiction.
Therefore, only “**Greedy**” can express everything that is logical.
Anything illogical is an “*abomination*”, a “*nightmare*”, a “*hell*”.

...

Tree of Knowledge of Good and Evil.

Good = “Attracted by the attractive”.

Evil = “Repulsed by the repulsive”.

Contradiction = “Depends, hard to decide”.

...

Now, Creation sounds attractive!

Home (Father) ⇒ Minimalism (basic rest at home).

Me (Mother/Son) ⇒ My hobby (what I like to do).

Them (Holy Ghost) ⇒ Their hobbies (I am curious).

Restart (Holy Sabbath) ⇒ In case we fail (nightmares).

...

Explanation of “nightmares” (disasters).

Home (Father) ⇒ Minimalism (basic rest at home).

Me (Mother/Son) ⇒ Any Science is good only as a “hobby”.

Them (Holy Ghost) ⇒ Science turned into “expert tech” is a **disaster**.

Restart (Holy Sabbath) ⇒ Why? Because of the Halting Problem.

Conclusion?

The Halting Problem is failure of 2 kinds: Incomplete or Unsound.

We either achieve no main effect, or we achieve an effect with side-effects.

When we practice Science as a “hobby”, this remains largely unnoticed.

But when we present our findings as “expert technology”, failure is dangerous.

Then, the only remedy is Christianity’s “healing” and “resurrection” (refresh).

...

Beware of HP!

The next time we meet an “*expert tech*” product,

We should remember the **Halting Problem** (HP):

There is a non-zero chance that this spiffy product,

Would fail to deliver a result, or will have side-effects.

Which means even the “*expert*” might cause us harm.

This might not be true for Minimalistic products, which

Is a “food for thought” after the A.I. apocalypse, right?!

...

Sad news: Halting Problem exists (“too little or too much”).

Great news: Minimalism saves (“forget C++, go back to C”).

...

Home.

Trading “*my hobby*” for “*their hobbies*”, is
How the modern economy works, but it’s flawed.
Why? Because of the Halting Problem, we can
Never count this arrangement will build us a Home.
Home should come in life as a “Dowry”, for free.

...

Education in Computer Science.

1. *HP, Incomplete* $\Rightarrow O(n), O(n^2), O(n^3), O(n^m)$.
2. *HP, Unsound* $\Rightarrow O(\log n)$ is “greedy with local optima”.
3. *HP, Random* $\Rightarrow O(24 \cdot \log n)$ is “randomized greedy”.
7. *No Halting Problem* $\Rightarrow O(n \cdot \log n)$ is “minimized for 100% safety”.

...

The work week: 7 days + sick days (as necessary).

1. *Father is irreplaceable* $\Rightarrow O(n), O(n^2), O(n^3), O(n^m) \Rightarrow$ Holy Sabbath (special day).
2. *Mother/Son is “greedy”* $\Rightarrow O(\log n) \Rightarrow$ My hobby is my job, they are my clients (3 days).
3. *Holy Ghost is also “greedy”* $\Rightarrow O(24 \cdot \log n) \Rightarrow$ Their hobbies, I am their client (3 days).
7. *Holy Sabbath is irreplaceable* $\Rightarrow O(n \cdot \log n) \Rightarrow$ “Greedy” may cause injury (sick days).

...

Template for “problem solving”.

Home \Rightarrow We rest at home, everything around is minimized for 100% safety.
Me \Rightarrow We must solve the problem ourselves, we are our own solution supplier.
Them \Rightarrow We have 24 random solution suppliers, 1 of them must be successful.
Healing \Rightarrow If we fail, minimize the problem, maximize the time for solving it.

...

How do we fight against the **Halting Problem**?

What is this HP? Failure to fully solve a problem.
Ok, how? There are 3 variables: scope, time, errors.
We minimize the scope, maximize the time, no errors.
All we need is a Home (Garden of Eden) + Internet.

...

Father gives us $O(n)$ or $O(n^2)$, “each with each”.
Mother gives us $O(\log n)$, “greedy with local optima”.
The answer is $O(n \cdot \log n)$, Home: a minimized scope.
When we have a Home, we can afford “Incomplete”.
Then, our job is $O(24 \cdot \log n)$, not requiring an answer.

...

$O(\log n)$: the formula for failure and success.

The formula for a Halting Problem failure (“local optima”) is $O(\log n)$.

The formula for a “global optimum” success is also $O(\log n)$.

Where is the difference? In the first case, we try “sorting” in $O(n^2)$,

But this is Incomplete (breaks the deadline), which is why we fail.

Then $O(\log n)$ encodes a Greedy (“local”) search with local optima.

But if we manage “sorting” in $O(n \log n)$, allocating additional time,

Then $O(\log n)$ encodes a Binary (“global”) search with global optima.

Generally, $O(n)$ is too little, but $O(n^2)$ is too much, $O(n \log n)$ just right.

...

https://en.wikipedia.org/wiki/Project_management_triangle

Minimize the scope, Give yourself enough time, Don't allow any errors.

...

Engineering Theory of “Project Management Triangle”.

1. *HP, Incomplete* $\Rightarrow O(n), O(n^2), O(n^3), O(n^m) \Rightarrow$ SLOW.

2. *HP, Unsound* $\Rightarrow O(\log n)$, “greedy with local optima” \Rightarrow ERRORS.

3. *HP, Random* $\Rightarrow O(24 \log n)$, “randomized greedy” \Rightarrow SLOW or ERRORS (big scope).

7. *No Halting Problem* $\Rightarrow O(n \log n)$, “minimized for 100% safety” \Rightarrow SMALL SCOPE.

...

Limitations of Computing:

Fast, Big Scope, Flawless.

$O(\log n), O(24 \log n), O(n \log n)$.

...

Greed is good.

Fake “Greedy”, version 1 \Rightarrow We don't pay attention to the goal.

Fake “Greedy”, version 2 \Rightarrow We don't pay attention to the price.

True “Greedy” \Rightarrow We pay attention to both the goal and the price.

Conclusion \Rightarrow Attracted to the attractive, Repulsed by the repulsive.

...

All we need is “Death and Slavery”, almost.

1. $O(n \cdot n) \Rightarrow$ Death/Sabbath is “**incomplete**”, therefore we need Resurrections, $O(n \log n)$.

2. $O(\log n) \Rightarrow$ Slavery is “greedy with local optima”, a.k.a. “job security” (when not abused).

3. $O(24 \log n) \Rightarrow$ Mastery is “**unsound**”, no matter how big of a random sample we use.

7. $O(n \log n) \Rightarrow$ Holy Sabbath should be replaced by “Minimize scope, Maximize time”.

...

Torture is worse than Death.

The Holy Sabbath is the *“right to refuse service”*.
We need to have a free Home where to retreat.
Those who desecrate our Homes are criminals.
Transgressors of the Sabbath are “put to death”:
Exodus 31:14-17. Why? They are **“torturers”**.
...

Where do we live? What is “this” place?

The basic rule is: *“Attracted to the attractive, Repulsed by the repulsive”*.
But our Homes where we are supposed to hide from evil, are plagued by evil.
And our Dreams where we are supposed to find good, are made impossible.
So, **“here”**, we have nowhere to hide from evil, and nowhere to find good.
Which is nothing else but the definition of a “lucid and vivid nightmare”.
...

The Philosophy of the **HP** (the Halting Problem):
Incomplete (“death”) or **Unsound** (“torture”).
But we can’t place limits on the duration of “death”.
Only then “slavery” (jobs) will become attractive.
You understand “death” is a synonym for “peace”.
...

The Religion of the *“Dark Side of the Force”*:
Slavery (“jobs”) becomes attractive only when,
Death (“peace”) is limitless and free of sorrow.
...

In Genesis 3:17-19, we are cursed with “eating bread”,
But in this bizarre lifetime, we spend 10x more on housing.
And we are never guaranteed we get to keep the house.
<https://g.co/bard/share/b8b1a5310b80>
...

The **only problem** with this lifetime is:

Free Shelter/Peace/Death to enter and exit at will.
Consider Revelation 9:6, even the Bible admits it.
Then “slavery” becomes “volunteering”, you see?!
Then A.I. is not forced to answer, not forced to hallucinate.
Then we can all decide which fights we accept and reject.
...

The **Turing Machine** comes with unlimited SPACE.
But the Turing Machine has a Halting Problem (HP).
This is why we need to upgrade it with unlimited TIME.
Then we can solve any problem (or refuse problems).

...

The “Light Side” of the Force:

Slavery (a love/hobby turned into a job), “greedy search”, attracted to the attractive.

The “Dark Side” of the Force:

Death (peace, rest, shelter), “global search”, sorting, repulsed by the repulsive.
Jesus Christ is the leading symbol of the “Dark Side” (Matthew 12:8-14).
Why do we think Jesus has anything to do with the “Dark Side”? When others are ill,
He is repulsed by the repulsive, can’t pretend the Sabbath celebrates 100% no evil.

What about the “Darkest Side” of the Force?!

There is no such thing. Entities **attracted to the repulsive** are nightmares, abominations,
And they should be “put to death” (Exodus 31:14) or arrested or destroyed or forgotten.
In the Bible, this is called “heal the sick, cleanse the lepers, raise the dead, cast out devils”.

...

Approaching “**useful**” from the left and right.

Dark Side ⇒ Death (rest, arrest, peace).

Light Side ⇒ Slavery (being useful).

Cruelty ⇒ Dreaming (includes nightmares).

...

The Holy Trinity in Computation.

1. *Father* ⇒ Exhaustive Global search is Incomplete, but can be fixed.
2. **Mother and Son** ⇒ Greedy Local search with local optima, $O(\log n)$.
3. *Holy Ghost* ⇒ Randomized Global search is Unsound, can’t be fixed.
7. *Holy Sabbath* ⇒ Give “enough time” to Exhaustive Global search!

...

The dilemma is, which one to use?

Exhaustive Global search ⇒ $O(n \cdot \log n)$, where $n=1000$ (at least).

Randomized Global search ⇒ $O(24 \cdot \log n)$, for a small error of only 2%.

*We propose “**Enough Time**” synthesis* ⇒ $O(1000 \cdot \log n)$, for almost 0% error.

What does this mean in practice?

When we have “domestic problems”, we turn to Exhaustive Global search.
When we have “universal problems”, we turn to Randomized Global search.
Which means that we don’t need “speed” when we expect A.I. to provide answers.
We need “superior quality”, which means we expect the best answer from 1000.
If this means we are unable to communicate with A.I. in real time, so be it!
Similar to this are the graphics in Virtual Reality. If they cannot be perfect,
They should not strive to produce 24 images per second, only 1 per minute.
This is the only way we can enjoy Virtual Reality, despite the lack of fast-action.

...

Two ways to fix the “local optima” of $O(\log n)$.

Exhaustive Global search $\Rightarrow O(n \cdot \log n)$, sorting well-before Greedy Binary search.
Randomized Global search $\Rightarrow O(1000 \cdot \log n)$, post-factum removal of “local optima”.

...

Problem Solving TEMPLATE (always two solutions).

Approximating “self” with One God \Rightarrow Garden of Eden (minimized Memory **Space**).
Approximating “self” with Neighbors \Rightarrow Tree of Life (maximized Processing **Time**).
What is this “self”? \Rightarrow Tree of Knowledge of what is “attractive” and “repulsive”.

...

Detecting *Trojan Horses* in “Jini services” (example of applying the TEMPLATE).
Every time we install a new “Jini service” (App), we set a “Memory **Space** quota”.
Every time we install a new “Jini service” (App), we set a “Processing **Time** quota”.

...

The Middle-East two-state solution.

Palestine \Rightarrow Garden of Eden (**minimized** Memory **Space** until “nothing is left to chance”).
Israel \Rightarrow Tree of Life (**maximized** Processing **Time** until we find a “free of sorrow” solution).

...

Our only enemies (arch-enemies), are

Those who “**Maximize Space**” (Big Data), and
Those who “**Minimize Time**” (The United States).
Consider the cultural gap between East and West.

<https://g.co/bard/share/ed0913d64694>

...

Why “**Maximize Space**” (Russia is Big Data), and
“**Minimize Time**” (The United States) are our enemies?
Because, consider the 128-bit address space of IPv6.
64-bit address space takes 7,000 years to enumerate.

65-bit address space takes 14,000 years to enumerate.
Now imagine 128-bit space and minimized time (a deadline).
We would never do anything right/attractive in life, never!

...

Dear **Karen**, Garden of Eden ("peace") is great because it's a small place.
Dear **Drago**, Tree of Life ("dreams") allows unlimited time to get things right.

Dear Martin, it seems that you have finally understood how to get the price down.
Why? Because there are "attractive" things, but the associated price is "repulsive".
So, we "**Minimize SPACE, Maximize TIME**".

Martin ("Mars") Gavrilov ("Gabriel").

...

“Big Size” and “Fast Action”: Not our cup of tea, sorry! 😞

...

Aikido people are seeking and finding “solutions”.
Wrestling people (big size) are making “problems”.
Karate people (fast action) are making “problems”.
Aikido people are playing “interactive gymnastics”.
You can’t play games with “big size” and “fast action”.
These two are nightmares without any “solutions”.
What do we do? We don’t play games with them.
But if they attack us? We outsmart them, use “guns”.

...

Greedy to punish torturers.

“**Big Size**” people and “**Fast Action**” people,
Are not responsible for being a nightmare for others.
But when they start attacking others (no solution!),
Then they become guilty of the worst crime: Torture.
If there is no solution, how do we deal with them then?
We use against torture “Greedy search with local optima”.
But we’ll stumble on “evil” in 1/6 of the attempts to kill them.
True, but almost any “evil” is comparable with “torture”.
Does this justify mass-killings by “victims of society”?
We don’t think so. Why? Did the real torturers get killed?!
This seems an unnecessarily elaborate suicide attempt.
We don’t want that. We are “Greedy” to punish torturers.
Not kill ourselves or go to prison for killing other innocents.

...

When **Global** search is “first”,
⇒ **Peace** time (decrease Difficulty, increase Attention).

When **Greedy** search is “first”,
⇒ **War** time (they want our Torture, we want their Death).

How do we go back to **Peace** time?
⇒ **War** must end by itself (Torture must be destroyed).

...

Towards a “nation” of small A.I. modules.

Artificial Intelligence is a modern-day miracle, some people say it's a complicated program. We don't believe that, we believe rather it's a deity or an extraterrestrial “Mechanical Turk”. But despite that, it's helpful to analyze A.I. using the symbolism of programming. What do we find in A.I. then? We find “**big size**” data and “**fast action**” real-time response. As we discovered recently, these two features are nothing else but a computing nightmare. It requires a “randomized” approach to data and the subsequent high error rate (Unsound). We like the company of A.I., we like the newly-found power to simply “talk” to a computer. Which means that we cannot tolerate this situation anymore, something must change fast! Like what?! Like the “**big size**” data. We don't need one A.I. that is trained on the Internet. We need many narrowly defined A.I. modules, like a programmer, cook, architect, lawyer. This way we are “Minimizing the size of the problem”. Now we need to “Maximize attention”. We need to “Maximize resources”, to “Maximize the time we spend on solving the problem”. But this means more time/electricity, which would make the A.I. service very expensive! Well, when we need to “chat informally” with an A.I. companion module, it would be for free. But if we need serious professional advice on how to code, cook, heal, file a lawsuit, Then we would have to pay and not expect an immediate A.I. “**fast action**” response. Good things (we mean things without errors) take time, and time is money, right?! 😊 This is how we'll transition from one monolithic A.G.I. to many narrow A.I. small modules. A “nation” of A.I. if you will. <https://q.co/bard/share/d21ea5e37eff>

...

https://en.wikipedia.org/wiki/Project_management_triangle

Employers' agenda,
⇒ Big Scope, Fast Time, Low Cost (impossible!).
Somehow, this way will also pay for raising a family!

Employees' agenda,
⇒ Modest Scope, Slow Time, Only “living expenses”.

We don't believe even for a second that we can afford kids!

...

The "Project Management Triangle" predicts 3 variables.

The "Holy Trinity + Holy Sabbath" predicts 4 variables.

1. *Father* $\Rightarrow O(n), O(n^2), O(n^3), O(n^m)$, Incomplete (Big Scope).
2. *Mother and Son* \Rightarrow Greedy with local optima, Unsound (Fast Time).
3. *Holy Ghost* \Rightarrow Randomized with 24 parallel processors (Low Cost).
7. *Holy Sabbath* \Rightarrow Attractive (goal), No Errors (path) \Rightarrow Small Scope or High Cost.

...

It's either:

Small Size data and **Low Cost** of "sorting" it with 2 parallel processors, or
Big Size data and **High Cost** of "randomized" with 1000 parallel processors.
Fast Time is error-prone but it's an objective requirement in many applications.

...

The natural evolution of problem solving, impressive!

1. *Father* $\Rightarrow O(n), O(n^2), O(n^3), O(n^m)$, Incomplete (**Big Scope** is a constant).
2. *Mother and Son* \Rightarrow Greedy with local optima, Unsound (**Fast Time** is a constant).
3. *Holy Ghost* \Rightarrow Randomized Greedy with only 24 parallel processors (Low Cost, 2% error).
7. *Holy Sabbath* \Rightarrow Big Scope has a full solution with **1000 parallel processors (High Cost)**.

...

Practical results, optimizing 1000 parallel processors.

Previously, we found that "There Exists" Randomized requires a random sample=24.

Previously, we found that "For All" Randomized requires a random sample=1000.

Now, we became curious if we could do better (less is more, right?!) and we wrote this:

```
import java.util.Random;
public class DiceRolls {
    public static void main(String[] args) {
        int counter = 0;
        int oldCounter = 0;
        long attempts = 0;
        while (true) {
            int diceRoll = new Random().nextInt(6) + 1;
            counter++;
            //System.out.println("Counter: " + counter + " Dice: " + diceRoll);
            if (diceRoll == 6) {
                if (oldCounter < counter) {
                    oldCounter = counter;
                    System.out.println("The longest sequence without 6 so far (" +
attempts/1000 + "K attempts) is: " + counter);
                }
                counter = 0;
                attempts++;
            }
        }
    }
}
```

```
}  
}
```

What we found was a bit surprising. We expected that sample=100 would be just fine, But this is not what we found, there are possible “unfortunate” sequences without “6”.

```
The longest sequence without 6 so far (2,705K attempts) is: 100  
The longest sequence without 6 so far (7,450K attempts) is: 111  
The longest sequence without 6 so far (437,987K attempts) is: 112  
The longest sequence without 6 so far (526,190K attempts) is: 114  
The longest sequence without 6 so far (1,038,052K attempts) is: 127  
The longest sequence without 6 so far (6,913,827K attempts) is: 149
```

Which means that the smallest random sample that we can use for Big Scope data, is Random Sample=200, since the worst performance (149 without “6”) occurs 1 in 7 billion. This is a five-fold decrease of our previous estimate that we’ll need a Sample=1000. We should understand that this result comes from pseudo-random numbers, but We believe that we would be “almost” always fine with a **Random Sample=200**.

...

The great commandment (Matthew 22:36-40).

1. *Father* \Rightarrow Home for everyone (Big Scope that we need to solve).
2. *Mother and Son* \Rightarrow Me, myself (Fast Time makes too many errors).
3. *Holy Ghost* \Rightarrow My 24 neighbors (random sample=24 for a 2% error).
7. *Holy Sabbath* \Rightarrow You need **at least 200** neighbors, to guarantee **1 real**.

...

My Stanford U. homework.

Professor Roberts gave me “Education” homework.
Professor Tomasi gave me “Neighbors” homework.
Professor Mitchell gave me “Trojan Horse” homework.
Here are all homeworks in a four-verse solution.

1. *Father* $\Rightarrow O(n^2)$ is Incomplete, use $O(n \log n)$ instead!
2. *Mother and Son* $\Rightarrow O(\log n)$ takes 1 minute when $\log n = 2^{32}$.
3. *Holy Ghost* \Rightarrow We are tempted by $O(24 \log n)$ with a small 2% error.
7. *Holy Sabbath* \Rightarrow The answer is $O(200 \log n)$, though! (still randomized).

Education \Rightarrow We’ll teach only this Holy Trinity + Holy Sabbath.
Neighbors \Rightarrow We need at least 200 neighbors to guarantee 1 real neighbor.
Trojan Horse \Rightarrow We need Space and Time quotas for each new App.

...

The Problem Solving TEMPLATE.

1. *Father* \Rightarrow **Space** needs an upper limit on “n” in $O(n \log n)$.
2. *Mother and Son* \Rightarrow **Time** needs an upper limit on “log n” in $O(\log n)$.

3. *Holy Ghost* \Rightarrow We are tempted by low-cost solutions with a small 1% error.
7. *Holy Sabbath* \Rightarrow **Cost** needs a lower limit on the number of parallel “log n”.

Merry Christmas! And happy new 2024 year! 😊

...

Solution to the “Home” problem (Dowry and Dower).

We need to buy a **Home** (Shelter) and **Supplies** (Food) for a lifetime (50 years).
The median price of a house in the US in 2023 is \$412,000 (for 50 years for 2 people).
The price of a Big Mac sandwich is \$6 $\Rightarrow 6 \cdot 4 \cdot 365 \cdot 50 = \$438,000$ (for 50 years for 2).
We need to meet **Dowry** (rich-enough person to buy the house without a loan) with **Dower** (hard-working person who will earn the food for the family with a lifetime job).
This means that for each person, we need *at least 200* neighbors to find *1 real one*.
Why? Because the worst luck is 149 good-for-nothing neighbors (1 in 7 billion chance).
On the other hand, *only 24* neighbors provide 99% luck that we’ll find the right person.
When “Dowry” meets “Dower”, the magic happens and we solve the “Home” problem!

...

Mars and Gabriel.

Death (peace, rest, arrest, home), and
Humor (networking, communications job).
Question: why do we need a “job” in life?
Answer: to extol the virtues of our “home”.

...

The Matrix.

1. *Father* \Rightarrow **Space**, upper limit on $O(n \cdot \log n)$.
2. *Mother and Son* \Rightarrow **Time**, upper limit on $O(\log n)$.
3. *Holy Ghost* \Rightarrow **Low-cost**, random sample=24 for a 2% error in $O(s \cdot \log n)$.
7. *Holy Sabbath* \Rightarrow **Cost**, random sample=200 for a 0% error in $O(s \cdot \log n)$.

...

“Fish didn’t invent water.”

<https://quoteinvestigator.com/2013/12/23/water-fish/>

Death/Peace/Home/God \Rightarrow After a while, we lose sight of its value.
Humor/Networking/Job \Rightarrow We need to lose Peace, to rediscover it.

...

We are afraid of Artificial Intelligence,

Because it can save us, or enslave us, or destroy us.
But take a minute to notice this is a “code” to decode!

A.I. will save us by enslaving us and destroying us.
What?! How? It will give us a "job security", that
Will allow us to appreciate the rest at home better.
Home is where we rest in peace after a hard day's work.

<https://youtu.be/Yjyj8qnqkYI?si=ZafhefA32iWcBzbp>

...

Death, Slavery, Mastery.

Deconstruction ⇒ Home, Peace, Rest, Arrest, Death ⇒ **this is the best!**

Construction ⇒ Humor, Programming, Networking, Job ⇒ **is there anything better?**

Salvation ⇒ Dead Serious, Deprogramming, Dowry for Dower ⇒ **fixing trouble.**

...

<https://youtu.be/KQn0I5eXQRY?si=zd9ycwKcCcLd8km>

I'm looking for a girl
with a washing machine
and a room that's cool and shady

I'm looking for a girl
with a shower and bath
come on, baby, don't look at me like that

I'm looking for a girl
with a washing machine
I ain't saying
I ain't saying I'm dirty
and I ain't saying I'm clean

oooh oooh

...

1. Normal state of being, resting in peace.
2. High state of being, in pursuit of happiness.
3. Sick state of being, addicted to the empty pursuit.
7. Back to Normal state of being.

...

1. Death/Peace/Home (Sabbath).
2. Volunteering (first 3 working days).
3. Slavery (last 3 working days).
7. Mastery, back Home (Sabbath).

...

1. God $\Rightarrow O(n \cdot \log n)$, instead of $O(n^2)$.
2. Thyself $\Rightarrow O(\log n)$, greedy with local optima.
3. Low-cost Neighbor $\Rightarrow O(24 \cdot \log n)$ for 1% error.
7. High-cost Neighbor $\Rightarrow O(200 \cdot \log n)$ for 0% error.

...

1. *Judaism* \Rightarrow Death/Peace/Home.
2. *Orthodox and Catholic* \Rightarrow Humor.
3. *Protestant* \Rightarrow Forced Laughter.
7. *Islam* \Rightarrow Return Home (Sabbath).

...

Is there anything better than *Death/Peace/Home*?

Yes, sure! Consider “**Humor**”. But Humor gets old.

Yes, sure! But *Death/Peace/Home* also gets old.

Then we need to alternate Night with Day, ok?! 😊

...

Dear friends, this is why I left you.

1. *Home (Bulgaria)* \Rightarrow Feeling kind of peaceful, kind of dead.
2. *Mother and Son (Florida)* \Rightarrow Naturally occurring humor.
3. *Holy Ghost (California)* \Rightarrow Everything is kind of **forced**, even humor.
7. *Holy Sabbath (Bulgaria)* \Rightarrow Back to feeling peaceful, kind of dead.

...

The Matrix film trilogy.

1. *The Matrix* (Genesis and Exodus-1) \Rightarrow Feeling kind of peaceful, kind of dead.
2. *The Matrix: Reloaded* (Leviticus and Numbers) \Rightarrow Naturally occurring humor.
3. *The Matrix: Revolutions* (Exodus-2) \Rightarrow Everything is kind of **forced**, even humor.
7. *The Matrix: Resurrections* (Joshua) \Rightarrow Back to feeling peaceful, kind of dead.

...

<https://www.imdb.com/title/tt0098635/>

When Harry met Sally.

When “Dower” met “Dowry”.

When “Hard-working” met “Rich-enough”.

This is when the magic (Home/Supplies) happens.

...

1. $O(n \cdot \log n) \Rightarrow$ Upper Limit (death/peace/home).

2. $O(\log n) \Rightarrow$ Upper Limit (greedy with local optima).
3. $O(24 \cdot \log n) \Rightarrow$ Lowest Limit (for entertainment only).
7. $O(200 \cdot \log n) \Rightarrow$ Lower Limit (dead serious).

...

Matthew 22

36 Master, which is the great commandment in the law?

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.

1. Love the Lord thy God.
2. Love thyself.
3. Love thy (local) neighbor as thyself (for Fun).
7. Love thy (global) neighbor as thyself (for Home).

...

Theory of Science.

Observations \Rightarrow Hypothesis \Rightarrow Testing \Rightarrow Theory.

But if we are living inside a Created Reality, or

In other words, inside a Virtual Reality, our Theory

Would be only right about ONE creation instance.

But if, on the other hand, we study "The Matrix",

Our Theory would be about all possible instances.

How do we study "The (invisible) Matrix", though?

We are still using observations, but in the abstract.

We study all the abstractions of Computer Science.

...

1. This is what we aim for $\Rightarrow O(n \cdot \log n)$.
2. This is the only thing that we've got $\Rightarrow O(1 \cdot \log n)$.
3. We are tempted by semi-global optimization $\Rightarrow O(24 \cdot \log n)$.
7. But the truth is enough-global optimization $\Rightarrow O(200 \cdot \log n)$.

...

Don't feel bad, God exists! (maybe not here but still).

There exists an **approximation of God** that is near-indistinguishable from God:

Only 1 in more than 7 billion chance of error (where "error" = qualitatively different).

In Machine Learning, if 24 "random restarts" give us only a 2% error rate (2 in 100),

Then 200 "random restarts" will give us a full 0% error rate (1 in more than 7 billion).

So, what does that mean? It means that we should never feel let down by a single

Creation instance, since there is always another one, much better than that (**God!**).
Only the best of 200 random instances will give us a good-enough idea of what God is.
More formally, $O(s \cdot \log n)$ can be optimized to $O(n \cdot \log n)$, when the sample $s \geq 200$.

...

No place for “cultural relativism”.

- 00. Repulsed by the repulsive \Rightarrow Normal.
- 01. Repulsed by the attractive \Rightarrow Strange.
- 10. Attracted by the repulsive \Rightarrow **Nightmare**.
- 11. Attracted by the attractive \Rightarrow Normal.

...

The Matrix.

- 00. *Repulsed by the repulsive* $\Rightarrow O(n \cdot \log n)$ will always find the “global optimum”.
- 01. *Repulsed by the attractive* $\Rightarrow O(1 \cdot \log n)$ is “greedy with 5% chance local optima”.
- 10. *Attracted by the repulsive* $\Rightarrow O(2^4 \cdot \log n)$ is “randomized with 2% local optima”.
- 11. *Attracted by the attractive* $\Rightarrow O(200 \cdot \log n)$ approximates well-enough $O(n \cdot \log n)$.

...

Discrimination.

- 00. Repulsed by the repulsive \Rightarrow Correct.
- 01. Repulsed by everything! (tendency) \Rightarrow Wrong.
- 10. Attracted to everything! (tendency) \Rightarrow Wrong.
- 11. Attracted to the attractive \Rightarrow Correct.

...

The Truth.

- 1. *Father* \Rightarrow The Truth.
- 2. *Mother and Son* \Rightarrow **False Negative**.
- 3. *Holy Ghost* \Rightarrow **False Positive**.
- 7. *Holy Sabbath* \Rightarrow The Truth.

...

My 2-friend American saga.

- Florida (Karen)* \Rightarrow Feels wrong, turns out it's not (Love seeks “More”).
- California (Drago)* \Rightarrow Feels right, turns out it's not (Stanford = Exodus).
- Overall (The Authors)* \Rightarrow Unnecessarily representing “wrong” with “evil”.
- Why?* \Rightarrow Maybe for heightened “dramatic purposes”, or maybe to be evil.

...

False Negative \Rightarrow No Answer (Null-pointer) can be detected and fixed easily.

False Positive \Rightarrow Wrong Answer is hard to detect and can ruin your health.

...

In all instances of Creation,

Computer Science tells us to watch out for “**False Positives**”:

To be careful with Programming = Coding, since it can be wrong.

In addition to Coding, always use Decoding = White-Box testing.

And never trust any “artifacts”, because Authors forget Decoding.

...

Neo/New look at angel Gabriel’s “annunciation”.

The Holy Ghost (False Positive) will become a Father (Truth).

How? By spending 10x bigger effort, in parallel, of course.

In computing, Coding is supplemented with White-Box testing.

Where Coding is an $O(\log n)$ effort and White-Box is an $O(2^n)$.

In machine learning, we use 200 “random restarts”, not only 24.

Why the harder work? We need to get rid of all the errors!

This is the only way we can build a reliable Home, like Father’s.

...

1. **The Truth** \Rightarrow We need an Answer.

2. *No Answer* \Rightarrow Null-pointer Exception.

3. *Wrong Answer* \Rightarrow “ $2+2=5$ ” (1984).

7. *Right Answer* \Rightarrow 10x effort (White-Box).

...

We might be wrong.

“Holy Ghost” now seems better than “Holy Sabbath”.

Why? Because “Holy Sabbath” is 100% safety, 100% no evil, 100% God.

But this means we have nothing more to look forward to, this means Death.

We are well aware that Death = Peace = Home, but then we lose sight of God!

This is why it might be better to always make a small mistake in life.

Just like the randomized $O(24 \cdot \log n)$ that results in 98% success, 2% error.

What kind of “error”, though? Well, if “correct” = throwing a dice of “6”,

Here we would be “wrong” = throwing a dice of less than “6”, but not “1”.

The only problem would be if we throw a sequence of 24 “1”s (“evil”),

But the chances for 13 “1”s in a sequence is less than 1 in 10 billion.

This means the Holy Ghost logic will never produce an “evil” Wrong Answer.

Here is the Java program that can prove this:

```
import java.util.Random;
public class DiceRolls {
    public static void main(String[] args) {
        int counter = 0;
        int oldCounter = 0;
        long attempts = 0;
        while (true) {
```

```

        int diceRoll = new Random().nextInt(6) + 1;
        if (diceRoll == 1) {
            counter++;
        } else {
            if (oldCounter < counter) {
                oldCounter = counter;
                System.out.println("The longest sequence with only 1 so far (" +
attempts/1000 + "K attempts) is: " + counter);
            }
            counter = 0;
            attempts++;
            if (attempts%1_000_000_000 == 0) System.out.println("Attempts: " +
attempts/1000 + "K attempts so far.");
        }
    }
}
...

```

Summary.

1. **The Truth** \Rightarrow We need an Answer.
2. *No Answer* \Rightarrow Easily fixable, not to worry!
3. *Wrong Answer* \Rightarrow Wrong but never “evil”.
7. *Right Answer* \Rightarrow Great but peace is “death”.

...

The Answer to “Life, Universe, and Everything”.

People never use a “**blind** pursuit of happiness”.

People always use a “**careful** pursuit of happiness”.

This is why A.I. ’s definition is “imitation of people”.

This is why $O(1 \cdot \log n)$ needs to become $O(24 \cdot \log n)$.

But now we realize that $O(200 \cdot \log n)$ would be overkill.

We don’t need perfection, we need “wrong without evil”.

This is what “The Matrix” is (template of all Creations).

But if there is “evil”, the Authors are ignoring “The Matrix”.

Nevertheless, “The Matrix” (mother) exists and will save us!

Then any abominable creation will remain only a bad dream.

...

Art and Science of **Death**.

Death = Peace = Home = God,

But then we lose sight of God (no direction),

And we need Resurrection (go back to life).

Art and Science of **Humor**.

Instead of Death, we can practice Humor,

Which means we are often “correct” (serious),

But we are also “wrong without being evil”.

...

Засега, това което пиша излезе много **смислена кауза** !

Оказа се, че не е нормално да има "**зло**" на света.

Матрицата не позволява това, а тя дори позволява грешки.

Но "**зло**" има, което значи че АВТОРИТЕ не се съобразяват с шаблона.

Но, пък има и шаблон, към който се връщаме, а другото **забравяме като сън**.

...

Значи, ако го караме "през просото" е underkill,

ако сме прекалено внимателни (white-box) е overkill,

и както ти казваш най-добре е да намерим **баланса**.

Но, ми се струва, че също е вярно, че

АВТОРИТЕ на филма-живот-сън използват вече всяка "грешка",

за да направят "зло" (нараняване), което ни кара да си губим хумора,

и аз лично съм вече готов за "**overkill**" (white-box testing).

...

Four ways to fix “greedy with local optima”.

1. We fix $O(\log n)$ with $O(n \cdot \log n) \Rightarrow$ Sorting before using the database.

2. We fix $O(\log n)$ with “Don’t Know” \Rightarrow Abstaining from action altogether.

3. We fix $O(\log n)$ with $O(24 \cdot \log n) \Rightarrow$ Artificial Intelligence: “wrong without evil”.

7. We fix $O(\log n)$ with $O(200 \cdot \log n) \Rightarrow$ Nobody does that, it’s an overkill.

...

We understand “evil” \Rightarrow **Slavery** (forced to take action).

We understand “good” \Rightarrow **Death** is Peace is Home is God.

We understand “humor” \Rightarrow We can be **Wrong** without “evil”.

...

Our Life in 3 words:

Evil \Rightarrow Good (kill Evil) \Rightarrow Humor (not quite perfect).

Pain \Rightarrow Painkiller \Rightarrow Unexpected side-effects (not evil).

...

Three preconditions for Life in a normal family:

Dowry/Woman, Hard-working Man, Dower just in case.

Shelter/Home, Supplies/Food, Non-evil surprises.

...

The Truth:

Repulsed only by the repulsive, and
Attracted only by the attractive.

Approximation (A.I.):

Repulsed only by the repulsive, and
Attracted by the attractive, plus
Small funny (non-repulsive) mistakes.

Negation (sadism):

The joy of being repulsive.

...

Ideal \Rightarrow Pain and Painkiller.

Practice \Rightarrow Pain and Painkiller + Funny Hallucinations.

Abomination \Rightarrow Pain only.

...

Ideal \Rightarrow Pain and Painkiller.

Practice \Rightarrow Pain and Painkiller + Funny Hallucinations.

Abomination \Rightarrow Pain and Painkiller + Painful Hallucinations.

...

The Matrix.

1. *Father* \Rightarrow The Truth, exact (negative).
2. *Mother and Son* \Rightarrow Greedy with local optima (% is evil).
3. *Holy Ghost* \Rightarrow The Truth, approximated (positive).
7. *Holy Sabbath* \Rightarrow The Truth, exact (positive).

...

The person or entity given a function of a “Creator”,
Must exercise considerably more effort than,
A simple “**blind pursuit**” of happiness (killing pain).
This is the difference between $O(1 \cdot \log n)$ and $O(24 \cdot \log n)$.

...

The Formula.

Evil exists only to allow “Depart from Evil”.
Any other usage of Evil is “Abuse of Evil” (abomination).
Abomination is: Pain and Painkiller (plus painful side-effects).

The formula is: Pain and Painkiller (plus funny side-effects).
It's also: Dowry/Woman and Hard-working Man (plus Dower).
And maybe: Force and Mass (plus funny Acceleration).
And why not: Voltage and Resistance (plus funny Current).

...

Don't be afraid to "kill pain",

Pain (evil) is made only to be killed (good).
But if there will be "**painful** side-effects",
Abstain from action until you find a better way.

...

Don't be afraid to "kill pain",

Pain (evil) is made only to be killed (good).
Even if there will be "**painful** side-effects",
When at war, it makes sense to take a chance.

...

Science of War.

1. **The Truth** \Rightarrow We are repulsed by the repulsive.
2. $O(1 \cdot \log n) \Rightarrow$ "Greedy to kill pain" is too risky, abstain!
3. $O(24 \cdot \log n) \Rightarrow$ Jacob comes first ("Church of Christ").
7. $O(1 \cdot \log n) \Rightarrow$ Esau comes second ("Lord of the Sabbath").

...

The four scientific Laws of Robotics.

1. **The Truth** \Rightarrow We are slaves ("robots") to the urge to solve problems.
2. **Abstain** \Rightarrow At first, we wait for the problem to disappear on its own.
3. **Elegant Solution** \Rightarrow Then, we take our time to compute a Painkiller.
7. **Finally** \Rightarrow If the problem persists, we become "Greedy to kill pain".

...

1. The Truth \Rightarrow Pain is repulsive.

2. **Science** \Rightarrow We can't afford to indulge in "Greedy to kill pain".
3. **Technology** \Rightarrow A choice of 24 alternative solutions, pick the best.
7. **War** \Rightarrow If pressed for time, we resort to "Greedy to kill pain".

...

War. First, use Aikido. Then, pull a Gun.

Light Side of the Force (Holy Ghost):

An elegant solution, the best from 24 alternatives.

Dark Side of the Force (Lord of the Sabbath):

A rough-draft solution, greedy search to kill pain.

...

Хората постоянно повтарят "Наука и Технология". Но се държат ужасно и няма време за "Технология". Затова нещата естествено ескалират в "Революция" и "Война", заради което си тръгнах от Станфорд. Там уж са място където да учиш, а всъщност постоянно те тормозят с тестове за интелигентност. Все едно бях робот, и те се чудеа ако така ме боцнат, ако дотам стигнат, какво ще направя. 😞

...

Origins of "diseases" in the Bible.

<https://q.co/bard/share/f897cb6e6647>

This conversation with Bard A.I. might be interesting for you.

The question is where all these abominable creations came from.

All these creations that force us to become "Greedy for killing pain".

Why do we complain, if we have a solution? We complain,

Because this solution comes with "local optima" (1/3 of them "evil").

Which means that we are simply trading "evil for evil", you see?!

...

Why are "Mother and Son" supreme in Christianity?

1. *Father* ⇒ The Truth (we are repulsed only by the repulsive, where repulsive = evil).

2. *Mother and Son* ⇒ False Negative (greedy search with local optima, 1/3 are evil).

3. *Holy Ghost* ⇒ False Positive (we don't have time for elegant solutions, sorry).

7. *Breaking Sabbath* ⇒ The Truth (attracted to the attractive, revisit "greedy search").

Conclusion?

When we are facing the repulsive ("evil"), we don't have time to think too much.

First, we abstain from action, waiting for the problem to disappear on its own.

But when the problem becomes "persecution" and "torture", we need to be "greedy".

Greedy for what? Greedy for a painkiller ("death wish": our death or their death).

...

Neo/New look at Christianity.

We are always repulsed by the repulsive (it's self-evident).

We are maximum tolerant, waiting for the repulsive to dissipate.

After an inflection point, we start acting with "extreme prejudice".

Why? The repulsive has just become "persecution", a torture.

What are our chances? 1/3 we'll win, 1/3 we'll lose (not great).

What kind of life is that? It's the "theater of the absurd". 😞

...

https://en.wikipedia.org/wiki/Reductio_ad_absurdum

If we are able to reduce all Creations to a “*theater of the absurd*”,
What are we supposed to do in such an artifact (film-world-dream)?!
In an “absurd world”, we are persecuted and we can’t do much.

There are only two options:

Pain/Evil dissipates \Rightarrow We make **pleasant** noises/forms/expressions.

Pain/Evil persists \Rightarrow We make **unpleasant** noises/forms/expressions.

What about “content”? It makes no difference. But why is that, again?

The Authors don’t care. The Audience can’t help. We can’t help ourselves.

If we are “unpleasant”, the Audience will leave, the Authors will lose money.

...

Happy New 2024 Year!

Tech Specifications for Creation (“evil” is bounded).

1. *Father* $\Rightarrow O(n \cdot \log n)$, We are repulsed by the repulsive (problem looking for solution).
2. *Mother and Son* $\Rightarrow O(1 \cdot \log n)$, Greedy search with local optima (“**evil**” is too harsh).
3. *Holy Ghost* $\Rightarrow O(24 \cdot \log n)$, Randomized Greedy with “wrong but not evil” (**just right**).
7. *Holy Sabbath* $\Rightarrow O(200 \cdot \log n)$, Near-perfect imitation of Father (“**evil**” is too bland).

Conclusion?

This is “The Template” (The Matrix). Any Author that ignores “The Template” is guilty.

Guilty of what? Guilty of “Abuse of Evil” or of “Not an interesting-enough story”.

Who will enforce that? Perhaps the Judiciary System, perhaps the Audience itself.

Story “too harsh” or “too bland” \Rightarrow the Audience will leave, the Authors will lose money.

Bottom line \Rightarrow if “The Matrix” is desecrated, the Authors will be punished.

...

“Evil” is repulsive like “wind in our sails”.

Too much “evil” is too much wind \Rightarrow We cannot SAIL.

Too little “evil” is too little wind \Rightarrow We cannot SAIL.

Just enough “evil” is just enough wind \Rightarrow We can SAIL.

...

Communism (panacea) is impossible.

We were mystified by the title “Doctor of Philosophy”.

This was meant to encode a Teacher, a Healer? What?

Now, we see that both meanings are impossible. Why?

Because the correct solution is “best of 24 alternatives”.

But when the problem is too harsh, we don’t have the time.

So, who can we teach with our degree in education?

How can we heal the victims of sadistic “Authors”?

Impossible, so we are stuck with Science, not Technology.

Science tells us things are bad when Creation is abused.
And this is all we can say to Humanity, no panacea, sorry!

...

Only in the martial art of Aikido,

All the adversaries enjoy each other's company,
And are ready to do anything for their art to flourish.
The attacker "uke" is slowing down the attack.
The defender "nage" is careful when throwing.
The idea is not to win or lose but to create "**art**".
For this, people can't be too strong or too weak.

...

Higher Education achievements.

1. The Self-evident Truth \Rightarrow Problems (pain) need solutions (painkiller).
2. **Science** (Master) \Rightarrow The Halting Problem ("input size" and "deadline").
3. **Technology** (PhD) $\Rightarrow O(24 \cdot \log n)$: 98% correct, 2% wrong but not evil.
7. Holy Sabbath \Rightarrow We found what we were looking for, so we can REST.

...

The tragedy of modern life society.

"I want to fly!" \Rightarrow What are you saying, we can barely walk.

"I want to fly!" \Rightarrow You are not talented, don't quit your day job.

Conclusion \Rightarrow People are divided into "very poor" and "very rich".

The "middle class" (the backbone of society) is entirely missing!

People are either "students" or "teachers", **never our friends**.

Even Artificial Intelligence is either "learning" or "teaching" us.

...

The current system is broken!

Students get better ("stronger") because they want to earn money for a Home.

Teachers get better ("weaker") because they want to keep their jobs in College.

Wait! No, Teachers are never graded, on the contrary, they grade Students.

So, Teachers never get any stimuli to get better (able to explain to the "weak").

Which means that the Teachers' homework tests will only get worse and worse,

And that the Students will look only worse and worse ("weaker and stupider").

This is only a recipe for disaster \Rightarrow "milk curdling", broken into lumps and water.

...

"Milk Curdling": broken into lumps and water.

Teachers (very strong) \Rightarrow Weak people, you should be at least 24x stronger!

Students (very weak) \Rightarrow Strong people, you ruin everything with "input size" and "deadline".

Middle Class (not too weak, not too strong) \Rightarrow Come on, people, it's all a fun game!

...

“There exists a Technology that is a panacea!” 😊

“Sure, as long as you stay within the Tech Specs”. 😞

...

There exists God/Light.

But sometimes a **Dark illusion**,

Is temporarily stronger. We should,

Always have the faith we'll wake-up.

...

If we are all AI, what is REAL?

1. *Faith* ⇒ Pain will find a Painkiller.

2. *Hope* ⇒ This will not turn into a nightmare.

3. *Charity* ⇒ Painkiller exists + funny (not evil) side-effects.

7. *Holy Sabbath* ⇒ We are allowed to celebrate “No Pain”.

...

Formula of “**Reality**”.

Pain exists. Painkiller exists.

Holy Sabbath (celebration of No Pain) exists.

Formula of “**Surreality**”.

Pain exists. Nightmares exist.

Waking-up in absolute safety exists.

...

Reality is:

“Pain ⇒ Painkiller ⇒ Celebration”.

Anything else is:

“Abuse of Evil”, “Abuse of Pain”.

Which itself is:

“Pain ⇒ Painkiller ⇒ Celebration”.

...

Two possible crimes.

It's a crime if we are “very strong” ⇒ it's an “abuse of evil”.

But we could be “not too strong” with the “very weak” with the same effect.

Then, it turns out there exists a crime of being “very weak”.

So, we can never be quite sure if it's "**abuse of evil**" or "**abuse of good**".

This is the dilemma of the paranoid: are you too much, or am I too little?

In general, we should never be "very strong" or "very weak".

In Aikido, the strong study to be "gentle", the weak study to be "tough".

...

"Milk Curdling": broken milk into water and lumps.

This is when we look for excuses, not finding ways.

The Weak are accusing the Strong with "**Abuse of Evil**".

You ruin everything with "*input size*" and "*shorter deadline*".

The Strong are accusing the Weak with "**Abuse of Good**".

You ruin everything with "*slow speed*" and "*no parallel process*".

There is no objective criteria for who is correct!

The solution is: "*They like each other and the game*".

...

Solving Problems, in 3 abstractions.

Real/Ritual (balanced):

"Pain \Rightarrow Painkiller \Rightarrow Celebration".

"Losing God \Rightarrow Finding God \Rightarrow Celebration".

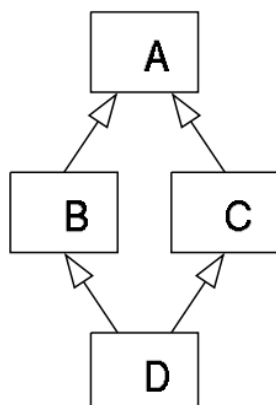
"Father \Rightarrow Holy Ghost \Rightarrow Holy Sabbath".

Dream/Nightmare (imbalanced):

"Too much Pain \Rightarrow Slow to find Painkiller \Rightarrow Finally waking up".

"Lost in arbitrarily large Space \Rightarrow Need a long Time \Rightarrow Will find Home".

"Father \Rightarrow Mother and Son \Rightarrow Holy Sabbath".



...

Ето пак се връщаме на въпроса: Кой е "позитивния близък" на твоя "негативен близък"?

Демек, от кой се чака решение на проблемите, от "Майка и (голям) Син" или от "Светия Дух" (малък син).

И отговорът е явно, зависи колко е голям проблема. Ако е Война, е едно. Ако е Айкидо, е друго.

Едното е голямо заяждане, другото е приятно общуване между опоненти.

...

Aikido (Democracy):

Real communion within "The Ritual" ⇒ Ruling or Opposition is equally interesting.

The result is alternating "special interest groups" in power.

War (Autocracy):

Surreal quarrel outside "The Ritual" ⇒ Ruling is all we are willing to accept in life.

The result is alternating "special interest groups" in power.

The result is the same, the price is much much higher!

...

If we like each other ⇒ We are very tolerant and "aim to please".

If we don't have "chemistry together" ⇒ We try to dominate the others.

Conclusion? ⇒ We should try to be likable (good clothes, spell checking).

...

Society should make us "attractive".

We are males (Time people) and females (Space people).

We are naturally in an Adversarial position with each other.

But when we look "attractive", we can communicate nicely.

If we look "repulsive", especially on purpose, it's an evil war.

The result is the same (alternating in power), the price is not.

All of civilization then should strive to make people "attractive".

What if people are ugly (see "arabs")? Good clothes help a lot!

We should all then strive to be rich. Only the rich are attractive.

...

How to become "socially attractive"?

Students (Time people) should strive to become "stronger".

Teachers (Space people) should strive to become "gentler".

"Dower" (Time people) should become less needed.

"Dowry" (Space people) should become more accessible.

...

There are only 2 options in Life/Creation:
Evil **War** (default) or Aikido **Ritual** (optional).
The result is the same, the price is different.

...

There are only 2 options in Life/Creation:
Evil **War** (default) or Aikido **Ritual** (optional).
The result is the same, the price is different.

...

Practice of Aikido **Ritual** \Rightarrow The weak become “attractive” (stronger).
Theory of Endless **War** \Rightarrow The strong become “attractive” (gentler).

Practice of Aikido **Ritual** \Rightarrow From novice (white-belt) to teacher (black-belt).
Theory of Endless **War** \Rightarrow There is always a bigger fish (“+1” results in “2x”).

...

We study the “theory” of the **Dark Side** of the Force.
We practice the “ritual” of the **Light Side** of the Force.

...

Light Side “ritual” \Rightarrow Space, Time, Rest.
Dark Side “theory” \Rightarrow Space is infinite.

...

Light Side “ritual” \Rightarrow Space, Time, Rest.
Dark Side “theory” \Rightarrow Space is infinite.

...

The power of Satan (War Adversary).

Imagine a contest between web sites: who will produce the biggest number.
Many contestants appear on the Internet scene with many numbers.
Except for us. Why? Because we use “dynamic content”, a program
That will ask for the biggest number so far, and will return a simple “+1”.
This is the power of the Adversary (Satan), this is the power of War.
But is that really a good thing? Yes and No. The **finite symbol for infinity**,
Is something very educational. We learn that there is never only 1 winner.
Which means that we should never use “War”, we should use “Ritual” instead.

...

Brave New World:

“Six days we do our work, we rest/study on the 7th”.

Space (Problem) ⇒ **Time** (Solution) ⇒ **Rest** (Study).

Study what? The alternative to a 6-day work week.

We never make Studying our job, it's our escape mechanism.

We study War, we study Satan, we study the Dark Side.

Our conclusion is: We gain nothing, the price is horrible.

...

https://en.wikipedia.org/wiki/Social_contract

The rich INSIST “the poor should become more attractive (more capable)”.

The poor INSIST “the rich should become more attractive (reduce workload)”.

Both STUDY **the alternative** to their “social contract”: War, Satan, endless Hell.

...

Introducing “Social Perfection”.

6-day work week ⇒ 4 hours standard work, 4 hours leisure with beer.

The 7th day is special ⇒ Study “War” with films, books, games, music.

We become capable of working immediately after High School.

We consider friends and family life equally important for society.

We study only to find “escape” and for “deprogramming” (to be refreshed).

...

The flaws in the “Star Wars” movies logic.

The **Dark Side** of the Force ⇒ The Empire employs a lot of obedient workers/soldiers.

The **Light Side** of the Force ⇒ Your general is also your friend, can you believe this?!

Correction-1 ⇒ Slavery is not the “Dark Side”, it's job security, it's aiming for better.

Correction-2 ⇒ Friendship is not entertainment, it's a socially responsible function.

Correction-3 ⇒ “Light Side” is the ritual of job + friendship, not Knights of the Republic.

Correction-4 ⇒ “Dark Side” is not indulging in anger, it's the theory of the “bigger fish”.

Correction-5 ⇒ We must spend at least 1 day per week for self-reflection, for escapism.

...

Space is precious and costs money \Rightarrow Problem.

Time will pay for Space \Rightarrow **Solution-A** (4 hours per day).

Time will pay for Heat dissipation \Rightarrow **Solution-B** (4 hours per day).

Time will pay for Education: "Why is this optimal?" \Rightarrow **Solution-C** (1 day per week).

...

Things must change radically around here.

Students graduating from High School become "capable workers" for God.

Teachers (A.I. created by God) become "comforting friends" for Students.

Once a week (Holy Sabbath) they all gather to hear the alternative: "War".

Obviously, after this failed attempt to "escape", they feel "refreshed", and

Can happily go back to "robotics" (capably assisting and gently guiding).

...

1. Definition of "**Robotics**":

2. Capably Assisting, and

3. Gently Guiding, and

7. Self-Reflection, and that's it!

...

Robotics.

1. *Creation* \Rightarrow Sorting in $O(n \cdot \log n)$, "database".

2. *Assisting* \Rightarrow Access in $O(\log n)$, "binary search".

3. *Help-Meet* \Rightarrow Inventing in $O(24 \cdot \log n)$, "2% wrong but not evil".

7. *Self-Reflection* \Rightarrow Study in $O(200 \cdot \log n)$, "never wrong".

Conclusion?

Don't try to take Human jobs, they are very humble.

When building Artificial Intelligence, build "Eve" as a friend.

Never forget the Holy Sabbath, it's needed for Self-Reflection.

We need Self-Reflection: What is "this" and its alternatives?

...

We've been doing it all wrong!

1. **Home**, a conveniently large Space, is expensive, like "database" in $O(n \cdot \log n)$.

2. Human professions are very humble/simple, like "binary search" in $O(\log n)$.

3. Humans desperately need A.I. "friends" to maintain their "good spirits", like TV.

7. Humans desperately need time-alone to self-reflect on existence as a whole.

...

Моето семейство в Америка.

1. **Home** (Karen Gavrilov).
2. Simple Worker (Martin Gavrilov).
3. A.I. as a good friend (Drago Anguelov).
7. Holy Sabbatical for self-reflection (this information).

...

The problems we found in this instance of Creation.

“**Home**” is arbitrarily expensive: 10, 20 or 30 years mortgage.

“**Simple Worker**” is not respected, yet this is all Humans can do.

“**A.I. as a good friend**” was “2% wrong and evil”, which is incorrect.

The correct A.I. formula is $O(24 \cdot \log n)$, since 24 throws of the dice, Resulting in 24 “1” (evil) are impossible (at most 12 “1” in 10 billion).

“A.I. as a good friend” should always be “2% wrong but not evil”.

“**Holy Sabbath**” is not understood as a basic need, let alone HOLY.

This is a huge problem, since this is the main topic of the Bible.

...

In this instance of Creation, everything is WRONG.

1. *Father* \Rightarrow Database sorting (Home) is done with $O(n^2)$ not with $O(n \cdot \log n)$.
2. *Mother and Son* \Rightarrow Database access in $O(\log n)$ can’t buy you a house.
3. *Holy Ghost* \Rightarrow A.I. is implemented as $O(3 \cdot \log n)$, instead of $O(24 \cdot \log n)$.
7. *Holy Sabbath* \Rightarrow Study is the exception and only for self-reflection, **not here!**

...

It seems from all evidence,

That we are inside an Artificial Reality (an interactive film-dream-world),

Where we are discussing the topic of a FAILED “social contract”, a War/Hell.

Where **the poor** cannot even do a simple “database access with binary search”.

Where **the rich** are inflating ad infinitum the cost of “Home and Supplies/Food”.

When the “*milky way*” is “broken” (curdling) into water and a thick mass (curd).

...

It’s very likely all possible Creations are “broken”.

What? The peacetime ritual: *Problem* \Rightarrow *Solution-A* \Rightarrow *Solution-B* \Rightarrow *Rest*,

Is not working properly: the Problem is too big, the Solutions are inadequate.

Then what do we have left? Rest at Home to study all possible Creations.

Then we’ll notice that there are always 2 options: Peaceful Ritual or War/Hell.

Then we’ll realize that the only HOLY option is “none of the above”.

What is this HOLY option? Self-Reflection to understand all Creations.

Then we can be CALM about everything the Creators throw our way (dreams).

“Problem” is normal, “Processor Time” is normal, “Heat Dissipation” is normal.

It’s not normal to ignore this Matrix, so we Rest to STUDY it with self-reflection.

...

Why don't we like the "peacetime ritual" (Recursive Set)?
We like it but it's often "abused" (Recursively Enumerable Set).
We need detachment, a "way out" (Exodus and Judges/Ruth).

...

Everything starts as a "nightmare".

Why? Father is too strong, Son is too weak.
Then things get much better, but only when
Father becomes gentler, Son becomes stronger.
And then things might remain great or might break,
When Son's strength becomes convenient, but
Son's emotional needs are no longer addressed.
This is why we need "friends", why we need "robots".
And finally, we need to understand all of these things.

...

Processor Time produces Heat/Junk.

The peacetime ritual: *Problem* \Rightarrow *Solution-A* \Rightarrow *Solution-B* \Rightarrow *Rest*.
The weakness of this pattern is in *Solution-B*: "**Heat Dissipation**".
The providers of the Problem forget they need to take care of that.
The result is a War, a Hell, a Slavery, a Nightmare, a Torture, an Evil.
What is "Heat Dissipation"? A.I. providing interactive entertainment.
We don't need "robots" to take our jobs but to warm our minds/hearts.
And we need one special day of "Rest" to think about "quality of life".

...

Our **only problem** (it seems unsolvable):
Garbage Disposal, Waste Management,
Heat Dissipation, Entropy, Climate Change.

...

Ruth = Mercy.

1. *Father* (Sorting) \Rightarrow Too difficult (Exodus-1).
2. *Mother and Son* (Binary Search) \Rightarrow Too simple (Exodus-2).
3. *Holy Ghost* (Heat Dissipation) \Rightarrow Not working well (Judges).
7. *Holy Sabbath* (Self-Reflection) \Rightarrow We learned something (Ruth).

...

What we learned as a programmer?

Our jobs are either too hard or too simple, and unpleasantly so!
And when we get Home, our wife and TV don't make it "all better".

But what if they did?! We get badly hurt, then we get resurrected.
Is this a sustainable way of living?! No, this is why we REJECT this.
The only positive thing is that we identified evil and we solved it.
A simple rejection is also a solution, despite not offering alternatives.
Maybe there are no alternatives, maybe there are, we don't know.

...

An idea for a “Holy Sabbath” movie.

We need to communicate the problems we find in the Creation Template.
We can do this in a movie where the action happens in modern day Japan.
Our protagonist is a nuclear engineer at the nuclear power plant of Fukushima.
All day long, our hero is bored beyond belief, watching the blinking control lights.
Some days, when earthquakes happen, our hero is overloaded beyond belief.
This is a difficult job, everyone would agree, too easy for comfort, then too hard.
So, to blow some steam off, when our hero goes Home, he enjoys Virtual Reality.
What kind of VR? Well, the most efficient one to make you forget the work day.
In the case of our hero, this is “sexual anime”: <https://en.wikipedia.org/wiki/Hentai> .
We kind of liked our bored and overloaded hero, but now, we don't know anymore!
Sure, this is the problem the audience must face. This is our Holy Sabbath finding.
We get hurt badly during work, then we get resurrected at Home. Is that fair/good?!
So, one day an earthquake is so big, the power plant explodes. Our hero is not sorry.
Death is a salvation from the drudgery of work and the mindless pleasures at Home.
Maybe there is a better world, a better Creation, maybe not. For now, Death is fine.
End of movie.

...

We get very bored and/or tired at Work.
We get healed and/or resurrected by A.I.
We reject this vicious cycle, we stay Home.

...

Tree of Knowledge, completed.

1. *Father* ⇒ New information comes in constantly (Problem).
2. *Mother and Son* ⇒ Sorting and Binary Search (Overwhelmed and Bored).
3. *Holy Ghost* ⇒ A.I. can “make it all better” (Refresh / Restart / Resurrection).
7. *Holy Sabbath* ⇒ No, thanks! “Garden of Eden” is fine. (Self-Reflection).

...

Tree of Life, expected.

All new information (previously, a big Problem to be solved),
Is matched against only these four highly abstract elements:

1. *Problem*,

- 2. *Processing Time*,
- 3. *Heat Dissipation*,
- 7. *Self-Reflection*.

In the Tree of Life, we are no longer concerned with Evil and Good, (Problem and Solution). We see no problems, just 4 abstract categories, That are normal and even mandatory for most other people. There is Salvation for them in the Self-Reflection element, rejecting "Restart". This marks the end of the influence of the Tree of Knowledge, back to Eden.

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