Space-Like Computations

on

Computing Machines

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Abstract: Space-like computation - the complement to Turing's time-like computation - is inherently distributed, self-organizing, and capable of multi-level awareness [aka. consciousness]. ... Includes an Appendix with the essential source code.

The paradigm has the structure

 $U(1) \times SU(2) \times SU(3) \times SO(4),$

using geometric (Clifford) algebra over $Z_3 = \{0, 1, -1\}$.

Extracted from the USPTO application of 2015.

The patent issued on May 26, 2020.

Download this paper from RootsOfUnity.org

The invention targets the construction of logically distributed computational systems, and solves this widely researched but hitherto unsolved problem.

It implements the Universal Wave Function of quantum mechanics in computer code, based on the concept of the co-occurrence of arbitrary events.

A simple example (the Coin Demo) shows that co-occurring events contain *information that conventional computers cannot access*, limited to sequentiality by the theorems of Alan Turing.

This same approach offers inherent and logarithmically efficient self-organization [based on 'experience in the world'] and will at some modest complexity level exhibit undeniable awareness.

There is NO numerical computation whatsoever

because the 'data' is synchronization patterns.

And NO physics ... *it's pure combinatorics.* yet system semantics satisfy

 $U(1) \times SU(2) \times SU(3) \times SO(4)$

Applications: *all* natural and built systems.

The actual run-time structure that produces all behavior is built entirely out of **synchronization** [wait/signal] **tokens** in the form of tuples in a shared global tuple space ... this is the "data".

Obvious immediate applications: Internet of Things (IoT) and funds transfer systems (no 'mining' necessary), but these are just the tip of the iceberg - the patent will be the foundation of all computing, and a lot more, in the coming decades.

Awareness is a complex adaptive <u>self-preserving</u> **resonance**. One 4-tier [later] is enough. **Consciousness** is awareness of awareness, and uses two 4-tiers. The frequencies & amplitudes in a tier's surround determine its particular properties.

Geometric (Clifford) Algebra G_n

multi-dimensional graded "coordinate free" vector algebra multiplication = 90^o rotation non-commutative: ab = -baHere: over $\mathbb{Z}_3 = \{0, 1, 2\} = \{0, 1, -1\}$ Zero = **Void** $\{1, -1\}$ are opposites.

a, b, ..., ab, ..., abc, ..., abcd, ... are mutually \perp

<u>Parseval's Identity</u>: The projection of an n-dimensional function F onto an n-dimensional vector space is the Fourier decomposition of F.

So we're in a phase space ... wave world.

The phases are phases of synchronization: go/nogo, ie. signal/wait.

The tuples in the code are tokens indicating this.

There's No Place Like Space

Quaternion triples - representations of 3-space XY = Z, YZ = X, ZX = Y,XYZ = -ZYX

$$\begin{aligned} & \mathbf{SU(2)} & G_3 = \{a, b, c\} \\ & \textit{Classic 3d: } X = ab, \ Y = bc, \ Z = ca, \\ & XYZ = abc = 3d \text{ volume}; \\ & -abc(ab + bc + ca) = a + b + c = \textit{photon} \end{aligned}$$

SO(4)
$$G_4 = \{a, b, c, d\}$$

TauQuernions:

X = ab - cd, Y = ac + bd, Z = bc - ad;" -1" = 1 + abcd;paired disjoint mutually orthogonal planes

nilpotent Higgs boson $(X + Y + Z)^2 = 0$ houses 3+1d relativistic spacetime

SU(3) $G_5 = \{a, b, c, d, e\}$ TauQuinions: $X = ab - cde, \quad Y = ac + bde, \quad Z = bc - ade$ " -1" = 1 + abcde

paired disjoint mutually orthogonal plane+volume houses electro-magnetism

Building Hierarchy

The boundary a, b, c, d, e, ... is given, but Where do ab, abc, abcd, abcde come from?

 $a + b \xrightarrow{\delta} ab$ ab is the 'atom' of spin

$$\begin{split} \delta \text{ is the geometric version of integration } & \int \\ \text{Apply } \textbf{ co-exclusion: } (a+\tilde{b}) | (\tilde{a}+b) \Rightarrow ab. \\ & (a+b) | (\tilde{a}+\tilde{b}) \Rightarrow ab \end{split}$$

So "the hierarchy" is the that of the calculus. δ is the source of emergent behavior.

 ∂ is the opposite of δ , defined as the eigen form:

$$\partial_Q(X+Y) = X' + Y'$$

So build another level of hierarchy:

$$\begin{array}{ccc} c+ab \stackrel{\delta}{\longrightarrow} abc & abc \text{ is the ``atom'' of } charge\\ & lhs \text{ is a boundary } \partial \text{ of } abc\\ a+b \stackrel{\delta}{\longrightarrow} ab \end{array}$$

And another:

$$ab+cd \xrightarrow{\delta} abcd$$
 $abcd = "atom" of mass/space$
 $ab + cd$ is *irreversible*
 $c + ab \xrightarrow{\delta} abc$
 $a + b \xrightarrow{\delta} ab$

And another:

$$ab + cde \xrightarrow{\delta} abcde$$
 $ab + cde$ is *irreversible*
 $ab + cd \xrightarrow{\delta} abcd$ (also $a + bcd \xrightarrow{\delta} abcd$)
 $c + ab \xrightarrow{\delta} abc$
 $a + b \xrightarrow{\delta} ab$

Includes all singletons & 2-sums $\binom{n}{i+j}$, $n, i+j \le 5$ 1, 2, 3, 4, 5, 1+1, 1+2, 2+2, 1+3, 2+3, 3+3

By the Way

TauQuernions and TauQuinions are also

entanglement operators

eg.

(a+b)(c+d) = ac + ad + bc + bc, **but**

$$(ab + cd)(a + b)(c + d) = ac - bd$$

The previously distinct (a + b) and (c + d)become "non-separable" in ac - bd.

Also, irreversible due to loss of phase information.

About the algebra's pseudo-scalars

a	ab	abc	abcd	abcde	,
a^2	$(ab)^2$	$(abc)^2$	$(abcd)^2$	(abcde)	$)^{2}$
+1	-1	-1	+1	+1	-1

The + - - + + - - indicates powers of $i = \sqrt{-1}$!

The semantics repeat in a 4-cycle. So the hierarchy consists of tiers of 4.

Like this:

•		
$\substack{3+3=6 \ mod4=2 \\ 2+3=5 \ mod4=1}$		4-tier
$2+2=4 \mod 4=0 \ 1+3=4 \mod 4=0 \ 1+2=3 \ 1+1=2$	map to 1 map to 1	new Begin

So what do we have?

- 4. SO(4) TauQuernions $ab + cd \xrightarrow{\delta} abcd$ 3. SU(3) TauQuinions $ab + cde \xrightarrow{\delta} abcde$ ‡
- 5. SU(5) TauQuinions $a0 + cae \longrightarrow a0cae$
- 2. SU(2) Quaternions $c + ab \xrightarrow{\delta} abc$
- 1. U(1) Circle group $a + b \xrightarrow{\delta} ab$
 - ‡ Entanglement operators

Everything is geometric, ie. space-like!

- 4. mass & gravity (= love)
- 3. electricity
- 2. magnetism
- 1. existence

Inherently factors boundary inputs into

these four categories of interaction.

Stackable tiers. Constructive. Discrete. Finite but Unbounded. Non-reductive. Non-deterministic. Non-material.

Hierarchy Dynamics

Use inner auto-morphisms $A^{-1}(X+Y)A = X' + Y'$

[Unpack this to get a Feynman diagram]

 $A = \delta X$ for the bubble-up, $X = \partial A$ on the trickle-down:

ba(a+b)ab	=	-a-b
cba(a+bc)abc	=	a + bc
dcba(ab+cd)abcd	=	ab + cd
dcba(a + bcd)abcd	=	-a - bcd
edcba(ab + cde)abcde	=	ab + cde
edcba(a + bcde)abcde	=	a + bcde

Try input (a + b) + (c + d) on the 1-2-4 hierarchy:

$$abcd = \delta(ab + cd) = \delta(\delta(a + b) + \delta(c + d))$$

(a+b), (c+d) bubbles reach states $ab, cd \Rightarrow$ write (a+b)ab + (c+d)cd = (-a+b) + (-c+d)

whence

$$\delta(-a+b) + \delta(-c+d) = \delta(-ab - cd) = abcd$$

Reflect from top \Rightarrow bubbles become droplets:

$$dcba(-ab-cd))abcd = ba + dc$$

The two droplets hit their xy's:

$$ba(-a+b) + dc(-c+d)$$

& then trickle further down, having now become

$$-a-b-c-d$$

which, being on the sensory boundary, are effector commands, ie.

$$a \to -a$$
 $b \to -b$ $c \to -c$ $d \to -d$

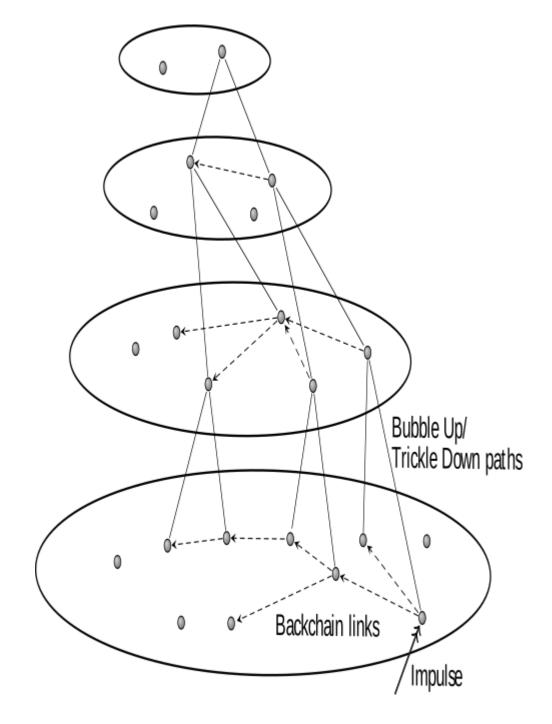
The change is complemented, the oscillation completed, and equilibrium maintained.

This is a pure space-like computation.

It reacts to its environment with utter immediacy - what *can* happen is what *does* happen ... and *only* that - in an uninterrupted, purely entropic and subjectively timeless Now.

The computation's deepest "purpose" is to maintain equilibrium with its surround, all the while growing (if possible) new structure based on its sensory experience.

How Awareness Works



Back-chaining

Suppose env: $\tilde{z} \rightarrow z$. Gotta undo \Rightarrow bubble to yz.

Suppose z is grounded, i.e. has an <u>able</u> effector.

So, $z \to \tilde{z}$ can happen cuz $z \to \tilde{z}$ is grounded.

So $yz \to \widetilde{yz}$ can happen if also $y \to \widetilde{y}$ can happen. But $y \to \widetilde{y}$ is ungrounded. So yz is ungrounded.

Maybe xy can do $y \to \tilde{y}$ if $x \to \tilde{x}$ can happen. But $x \to \tilde{x}$ is ungrounded. So xy is ungrounded.

Maybe wx can do $x \to \tilde{x}$ if $w \to \tilde{w}$ can happen. Now suppose $wx \to \tilde{wx}$ is grounded.

So the product (wx)(xy)(yz) = w(xx)(yy)z = wzis what happens.

The backchain can be a tree, even a loop (controlled by the level above).

Note that the back-chaining sequence contains co-occurrences ab + bc at each stage.

The form ab + bc is that of a unitary electron ... $(ab + bc)^2 = +1$.

And level 2 is magnetism, so back-chaining here

captures field lines & current flow.

Let's look at the code!

 $See \ Roots Of Unity. org$

"Out of the Box: Self-organizing Awareness"

Thread Sensor p.27

Thread Effect p.29

<u>Object</u> Bubble Impulses Up pp.32-33 Thread 1: accept bubble from below

Thread 2: erect back-chain

Thread 4: reflect downward at top .

Thread 3: accept trickle-down goal .

Thread Corm: build new 4-tier pp.33-34.

So in the end ...

Same 2^{2^n} xor structure as the Combinatorial Hierarchy; 'distinction' = mutex.

The universe's structure is Descartes' dualism: space-like & time-like.

From our time-like pov, we resolve created-on-thefly events into a dynamic 3+1d structure.

The physicists' error is to assume that this 3+1d is primary. It isn't.

Rather, the driver is the hyper-exponentially dimensional wave-function hierarchy.

Further, all change occurs via products with entangling quaternionic operators.

So all change is fundamentally space-like.

All <u>things</u> are space-like too: spin, charge, gravity (even matter) & love

Via hierarchical buildup, we are space-like too.

We are made of space

and

resonantly entangled

with

everything.