A fable

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After hundreds of years of experimentation, thinking and re-thinking, Smart-monkey was not able to explain the most important things:

- ✗ *Why our universe expansion is accelerating.*
- ✗ *The nature of time.*
- ✗ *If there is a limit in what science is capable of knowing.*
- ✗ *If reality is digital or analog.*
- ✗ *The nature of space.*
- ✗ *If free will is real or just an illusion.*
- ✗ *A single theory of everything that covers small phenomena happening inside atoms and big phenomena happening with the cosmos.*

With great despair Smart-monkey asks:

Which of our basic physical assumptions are wrong!!!???

God, benevolent and good person as God is, appears and answers:

- ✔ YOU ONLY KNOW YOU ARE BECAUSE YOU THINK[A].
- ✔ THERE MIGHT BE NO -SCHRÖDINGER'S- CAT INSIDE THE STEEL CHAMBER BEFORE IT IS OPENED[B]. [X]
- ✔ THERE MIGHT BE NO MOON WHILE NOBODY IS LOOKING[C].

WHY SHOULD I COMPLICATE THINGS? ...

- ✔ THE TRUTH IS THE SMALLEST SOLUTION FOR WHAT YOU SEE[D].

Then God disappears.[e]

Smart-monkey re-starts from scratch and publishes an essay contest on creating an essay with the smallest set of rules which are consistent with what is seen.

As an answer to the contest, some propose PlayStation, others propose XBox, some more propose Wii.[f g]

Then Smart-monkey became a smart-guy.

THE END.

MORAL: _____[1]

1 A fable must have a moral, you write it.

a REFERENCE: **Wikipedia**: "**Cogito ergo sum**". http://en.wikipedia.org/wiki/Cogito_ergo_sum (Thursday August 2th 2012)
Cogito ergo sum (French: ***"Je pense donc je suis"***; English: "**I think, therefore I am**") is a philosophical Latin statement proposed by René Descartes. The simple meaning of the phrase is that someone wondering whether or not he or she exists is, in and of itself, proof that something, an "I", exists to do the thinking. However, this "I" is not the more or less permanent person we call "I". It may be that the something that thinks is purely momentary, and not the same as the something which has a different thought the next moment . From: Baird, Forrest E.; Walter Kaufmann (2008). *From Plato to Derrida*. Upper Saddle River, New Jersey: Pearson Prentice Hall. ISBN 0-13-158591-6.

b REFERENCE: **WhatIs.com:** Definition: "**Schrodinger's cat**". http://whatis.techtarget.com/definition/Schrodingers-cat (Thursday August 2th 2012)
Schrödinger's cat is a famous illustration of the principle in quantum theory of superposition, proposed by Erwin Schrödinger in 1935. Schrödinger's cat serves to demonstrate the apparent conflict between what quantum theory tells us is true about the nature and behavior of matter on the microscopic level and what we observe to be true about the nature and behavior of matter on the macroscopic level -- everything visible to the unaided human eye.
Here's Schrödinger's (theoretical) experiment:

> We place a living cat into a steel chamber, along with a device containing a vial of hydrocyanic acid. There is, in the chamber, a very small amount of hydrocyanic acid, a radioactive substance. If even a single atom of the substance decays during the test period, a relay mechanism will trip a hammer, which will, in turn, break the vial and kill the cat.
>
> The observer cannot know whether or not an atom of the substance has decayed, and consequently, cannot know whether the vial has been broken, the hydrocyanic acid released, and the cat killed. Since we cannot know, according to quantum law, the cat is both dead and alive, in what is called a superposition of states. It is only when we break open the box and learn the condition of the cat that the superposition is lost, and the cat becomes one or the other (dead or alive). This situation is sometimes called *quantum indeterminacy* or *the observer's paradox*: the observation or measurement itself affects an outcome, so that the outcome as such does not exist unless the measurement is made. (That is, there is no single outcome unless it is observed.)
>
> We know that superposition actually occurs at the subatomic level, because there are observable effects of interference, in which a single particle is demonstrated to be in multiple locations simultaneously. What that fact implies about the nature of reality on the observable level (cats, for example, as opposed to electrons) is one of the stickiest areas of quantum physics. Schrödinger himself is rumored to have said, later in life, that he wished he had never met that cat.

x NOTE: God is not arguing if the cat is dead or alive. God says there might be NO CAT.

c REFERENCE: **N. David Mermin "Is the moon there when nobody looks? Reality and the quantum theory".** PHYSICS TODAY / APRIL 1985 PAG. 38-47.
Mermin narrates Einstein´s refusal to believe the doctrine that physical properties have in general no objective reality independent of the act of observation. The paper contains a beautiful explanation of Bell´s inequality, and it makes clear that properties one cannot know anything about -and required to exist according to Einstein- don´t really exist until measured.

d REFERENCE: **Wikipedia**: "**Occam´s razor**". http://es.wikipedia.org/wiki/Occam's_razor (Thursday August 2th 2012)
Occam's razor (also written as **Ockham's razor**, Latin ***lex parsimoniae***) is the law of parsimony, economy or succinctness. It is a principle urging one to select from among competing hypotheses that which makes the fewest assumptions.

e REFERENCE: **Wikipedia**, "**God is dead**". http://en.wikipedia.org/wiki/God_is_dead (Thursday August 2th 2012)
After some point in history, God has disappeared from science.

f NOTE: PlayStation, XBox and Wii are trademarks of their corresponding registered owners. They represent 3 different types of video game consoles, all of them capable of executing virtual reality games.
Virtual reality algorithms focus on user experiences, not necessarily on representing reality or the laws of physics. Nevertheless sometimes, and depending on the speed of the available hardware, the easiest thing is to have algorithms based on the known laws of physics. Other times you have somehow static pre-calculated or pre-defined virtual worlds and user moves between them as user plays.

g REFERENCE: **Wikipedia** "**Virtual reality**" http://en.wikipedia.org/wiki/Virtual_reality (Thursday August 2th 2012)
Virtual reality (**VR**) is a term that applies to computer-simulated environments that can simulate physical presence in places in the real world, as well as in imaginary worlds. Most current virtual reality environments are primarily visual experiences, displayed either on a computer screen or through special stereoscopic displays, but some simulations include additional sensory information, such as sound through speakers or headphones. Some advanced, haptic systems now include tactile information, generally known as force feedback, in medical and gaming applications.