Miscellaneous

* Explain the sim/base distinction
  + The sim world is the world experienced by a sim being. The base world is the world in which the simulation is made and run.
* Explain the phenomenal/Noumeanal distinction and why it must be true for it to be possible our world is a sim or the matrix.
  + The phenomenal aspect of the world is how the world appears to us, the noumenal is how the world exists in itself, independent of us. Since we don't perceive code, to be in a sim, the code would have to be the noumenal aspect of the world.
* Explain the difference between Berkeley's strategy for proving that skeptical scenarios could not be true and Chalmers.
  + Berkley denies that the world could be different than how it is perceived, because all that exists is perceptions. Chalmers says that skeptical scenarios could teach us something new about what reality it (it could teach us that reality is a sim world, for example) but this does not mean that they would show us that we are not in reality.

Putnam and the Matrix

* How is brain in a vat/matrix scenario different than Bostrom's simulated being scenario
  + In the brain in a vat/matrix my body or brain exists in the base world by is fed code by a computer and this code is what causes my experiences. In the sim situation my whole being is made of code.
* Explain the difference between the sim/base distinction and the phenomenal/noumenal distinction.
  + The sim world and the base world are two different worlds, each which have their own phenomenal and noumenal aspects. The phenomenal aspect is how things appear in a world (same for base and sim) the noumenal is how things are in themsleves (code for sim, matter for base)
* In the Matrix Morpheus tells Neo that reality is just signals interperted by his brain. This seems to suggest that Morpheus is an idealist. Is this true?
  + No, Although Morpheus does think this about the matrix he does not apply this argument to the machine world. He seems to think this machine world exists independently of his mind
* What would Berkley's strategy be for proving that we cannot be in the matrix?
  + He would deny the noumenal world exists. If there is no noumenal world than our world could not be made of code.

Chalmers

* When Chalmers uses the phrase "physical space time" is he necessarily referring to something made of matter? Explain
  + No, Chalmers argues that as long as we experience something as physical space time we can say it is physical space time, even if it is made of code.
* Explain Chalmers' skeptical hypothesis.
  + This hypothesis states that if I am in a sim world, I am not living in the real world because my world is not made of matter as I though it was.
* Explain Chalmer's metaphysical hypothesis.
  + This hypothesis states that if I realize I am in a sim world I do not realize I am not in the real world, I just learn something new about reality: that reality is made of code
* You are in a sim world. In the sim world you live in Boston. The computer which runs the sim program is in San Fran. Analyze the statement "I am in Boston" using both the skeptical and the metaphysical hypothesis.
  + Skeptical Hypothesis-The statement is false. I have learned that what I experience in the sim world is not real because it is not in the base world. Metaphysical Hypothesis-The statement is true. I have learned that my sim world made of code is the real world.
* List the three sub hypotheses of Chalmer's metaphysical hypothesis. Explain how these are all necessary to generate the metaphysical hypothesis.

1.) Creation hypothesis-Physical space time was created by beings outside of physical space time, thus the physical world is a nested world

2.) Computational hypothesis- computational processes underlie the regular processes of physical space time

3.) The Mind Body Hypothesis-My mind is constituted by processes outside of space time ( I am an envatted being)

For the metaphysical hypothesis to be true all these must be true of "physical space time." We can think of it as a way to redefine physical space time.