

SPECULATIONS ON FUTURE COMPUTATIONS

Rudy Rucker

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Talk at San Jose State, Nov 2013.

CELLULAR AUTOMATA

Rudy Rucker

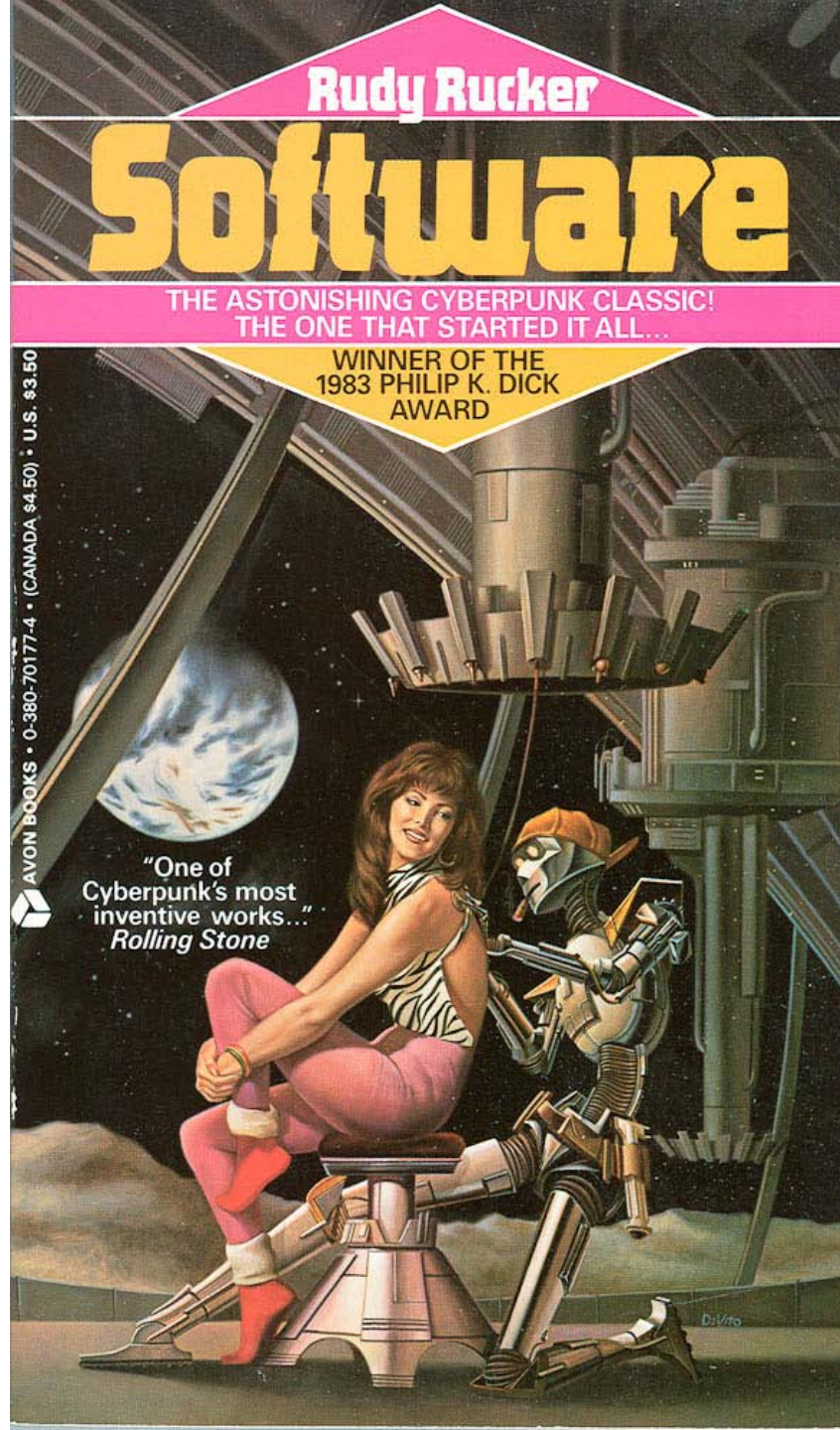
Software

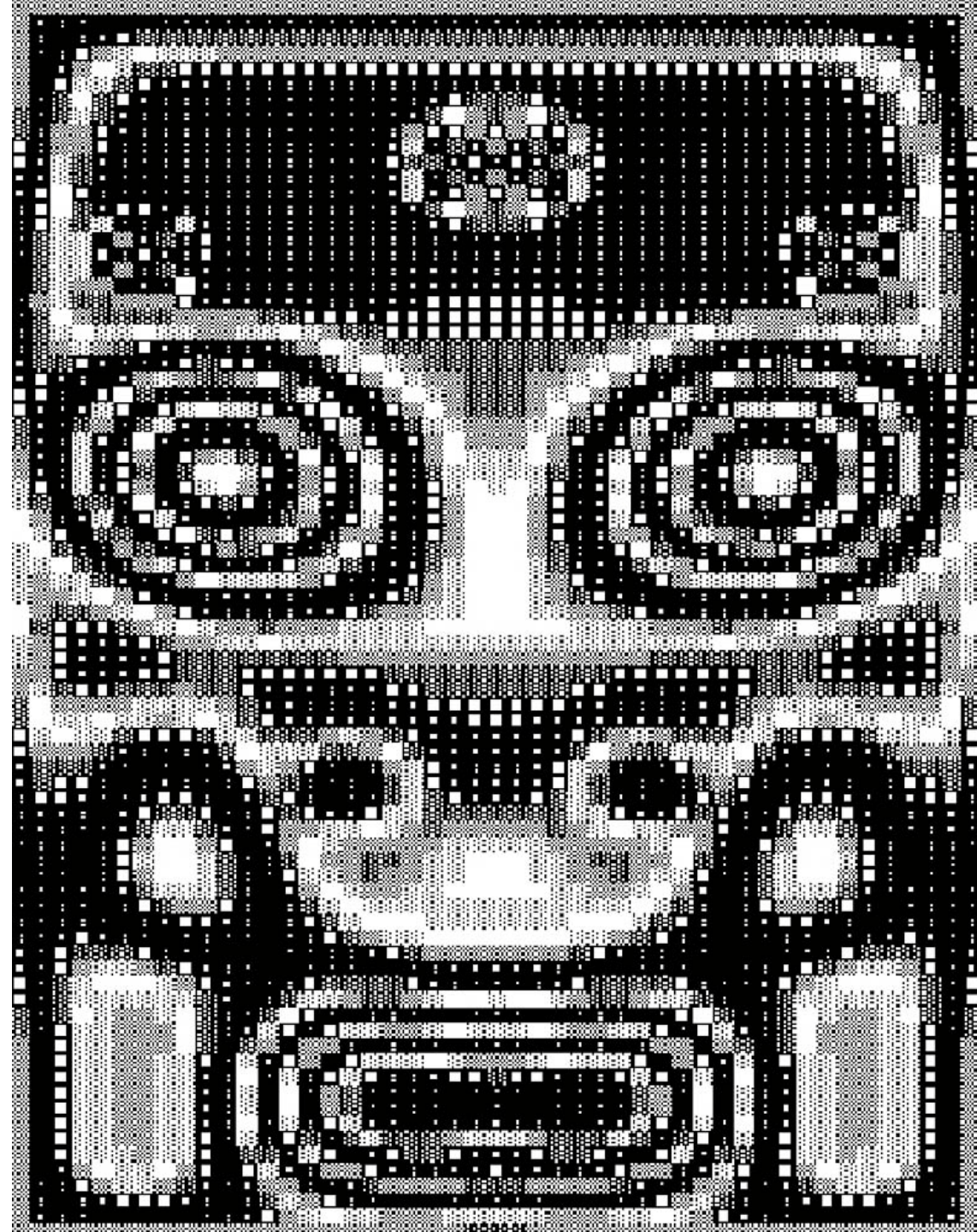
THE ASTONISHING CYBERPUNK CLASSIC!
THE ONE THAT STARTED IT ALL...

WINNER OF THE
1983 PHILIP K. DICK
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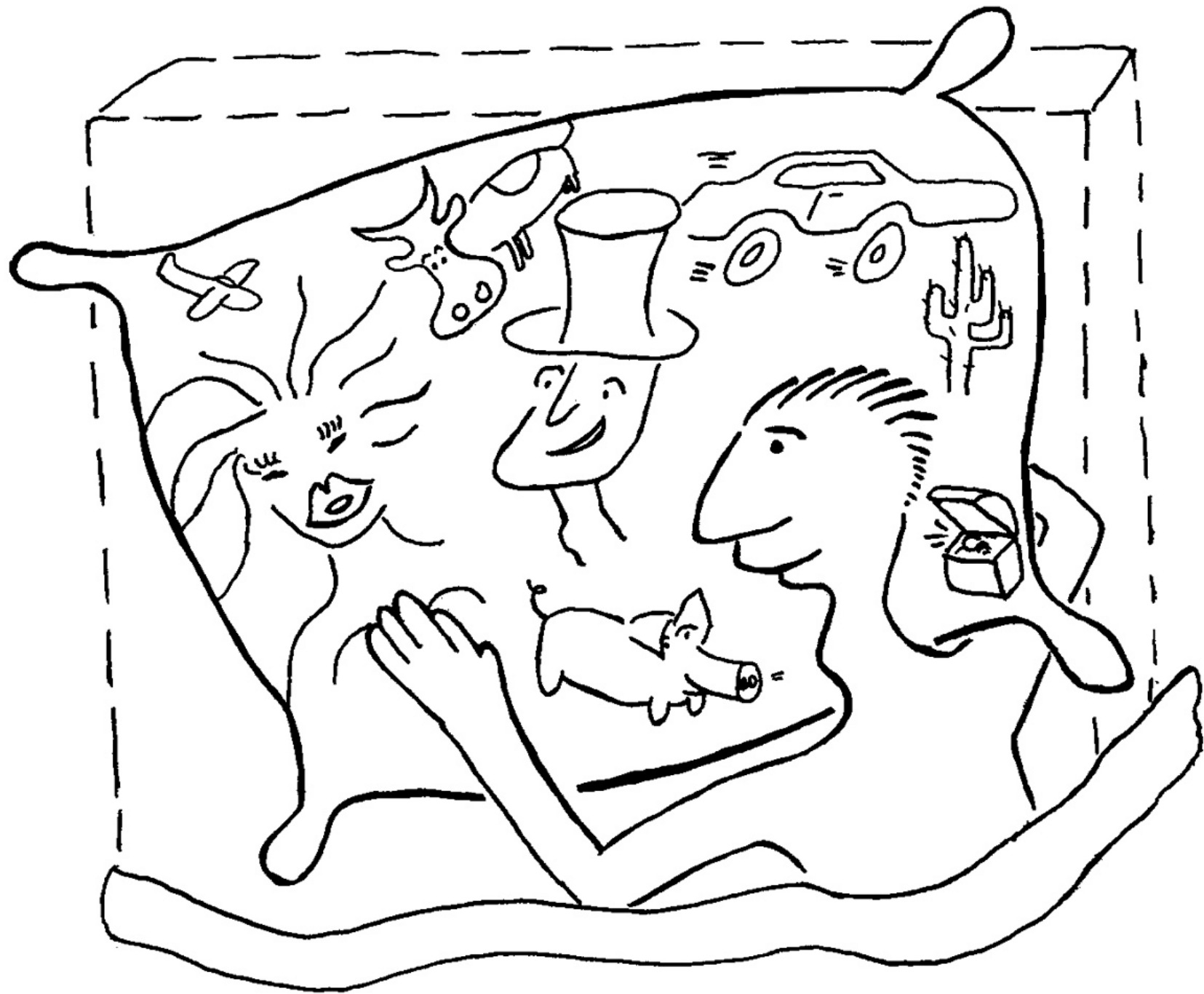
"One of
Cyberpunk's most
inventive works..."
Rolling Stone



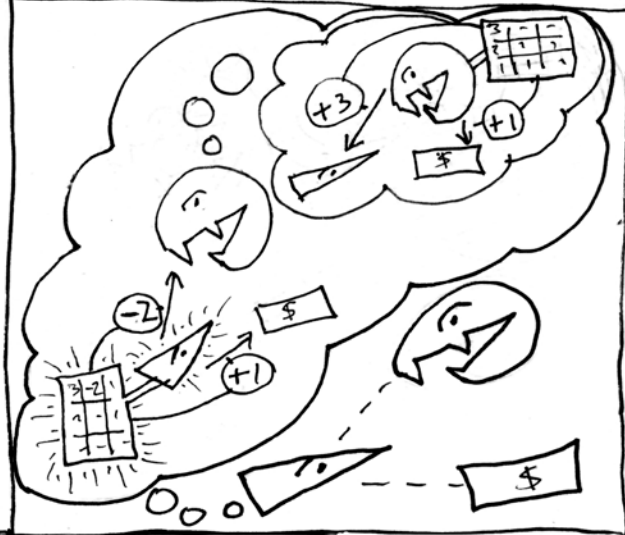
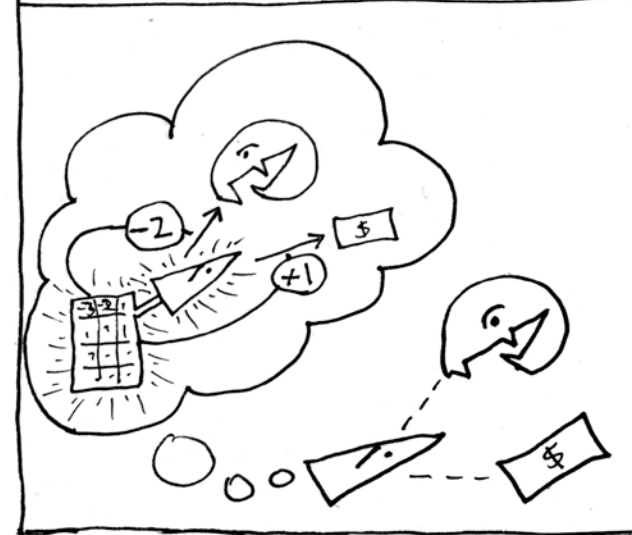
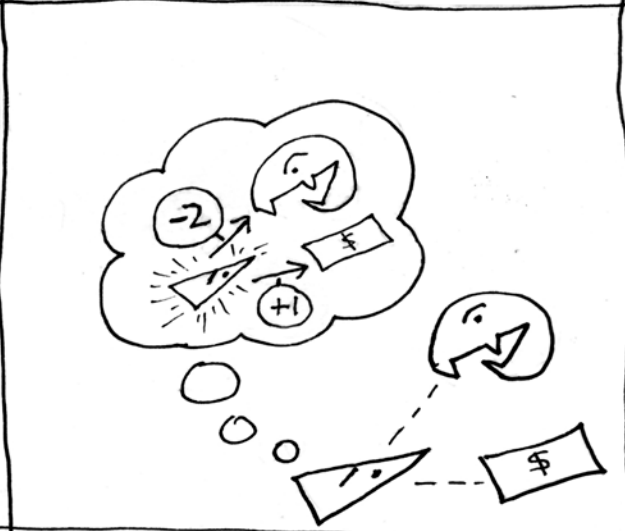
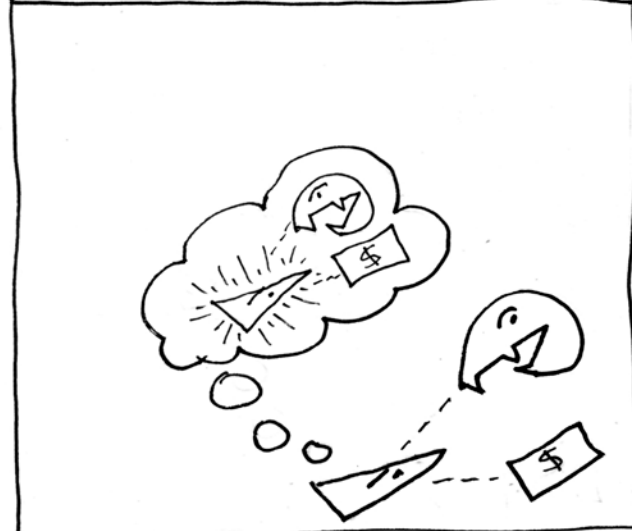
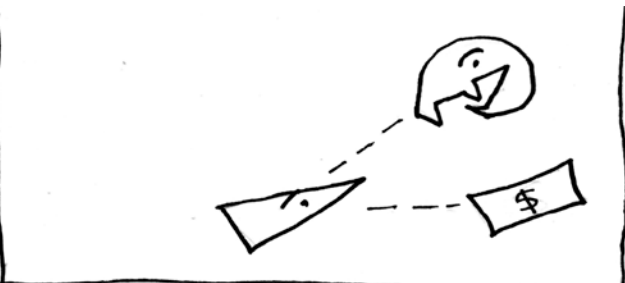








CONSCIOUS CHARACTERS FOR COMPUTER GAMES



Movie-in-the-brain. Each of the computer-controlled game creatures has an individual update method. Tell the creatures about the objects in their world by giving them access to a master list of the toy world's objects.

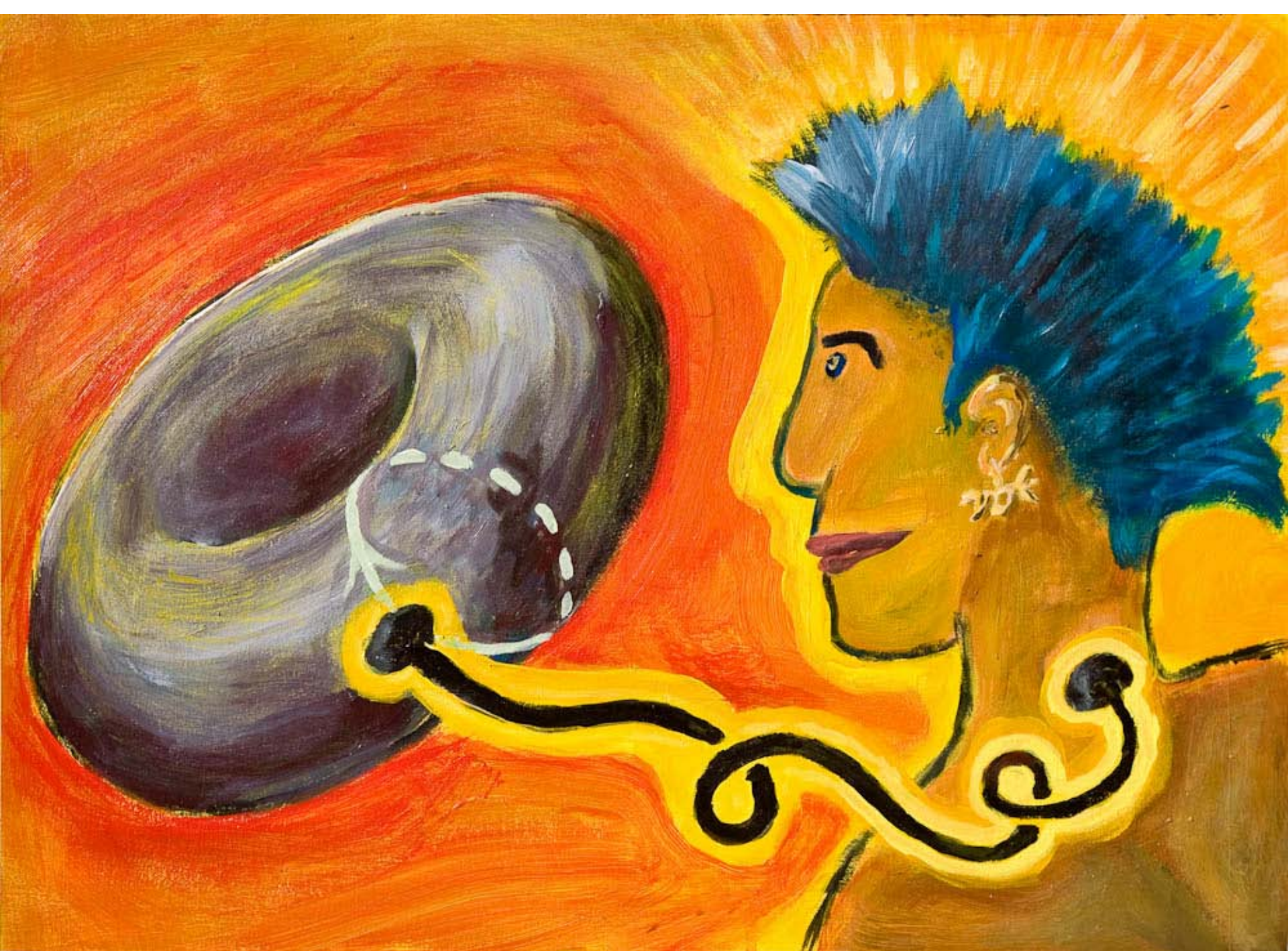
Self. Creature can distinguish itself from others. May lack access to the private variable values of others.

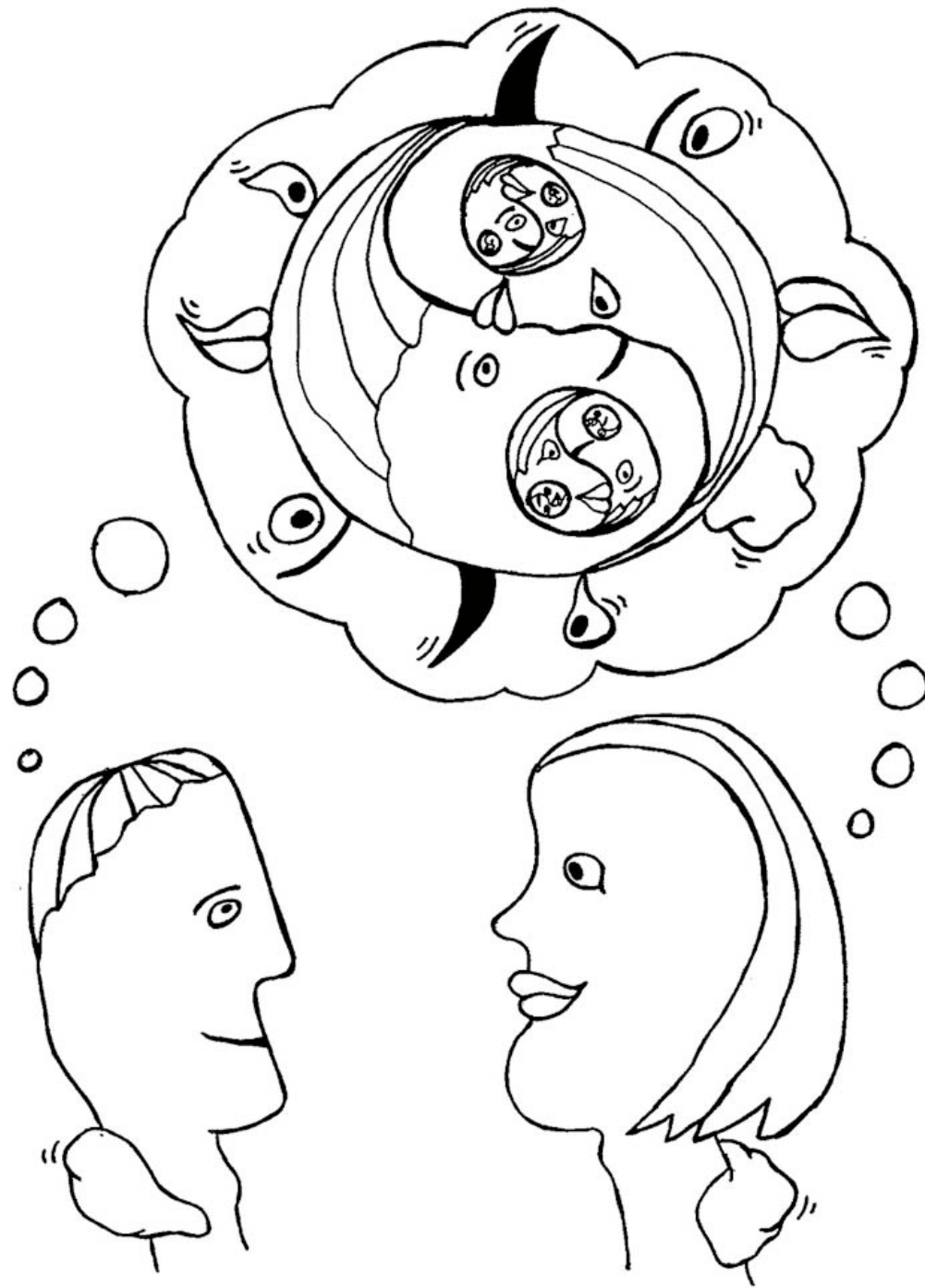
Feelings. Evaluation method that assigns positive or negative utility values to other entities. A lookup table.

Consciousness. We can imagine equipping a creature with some AI by which it adjusts its lookup table according to the situation.

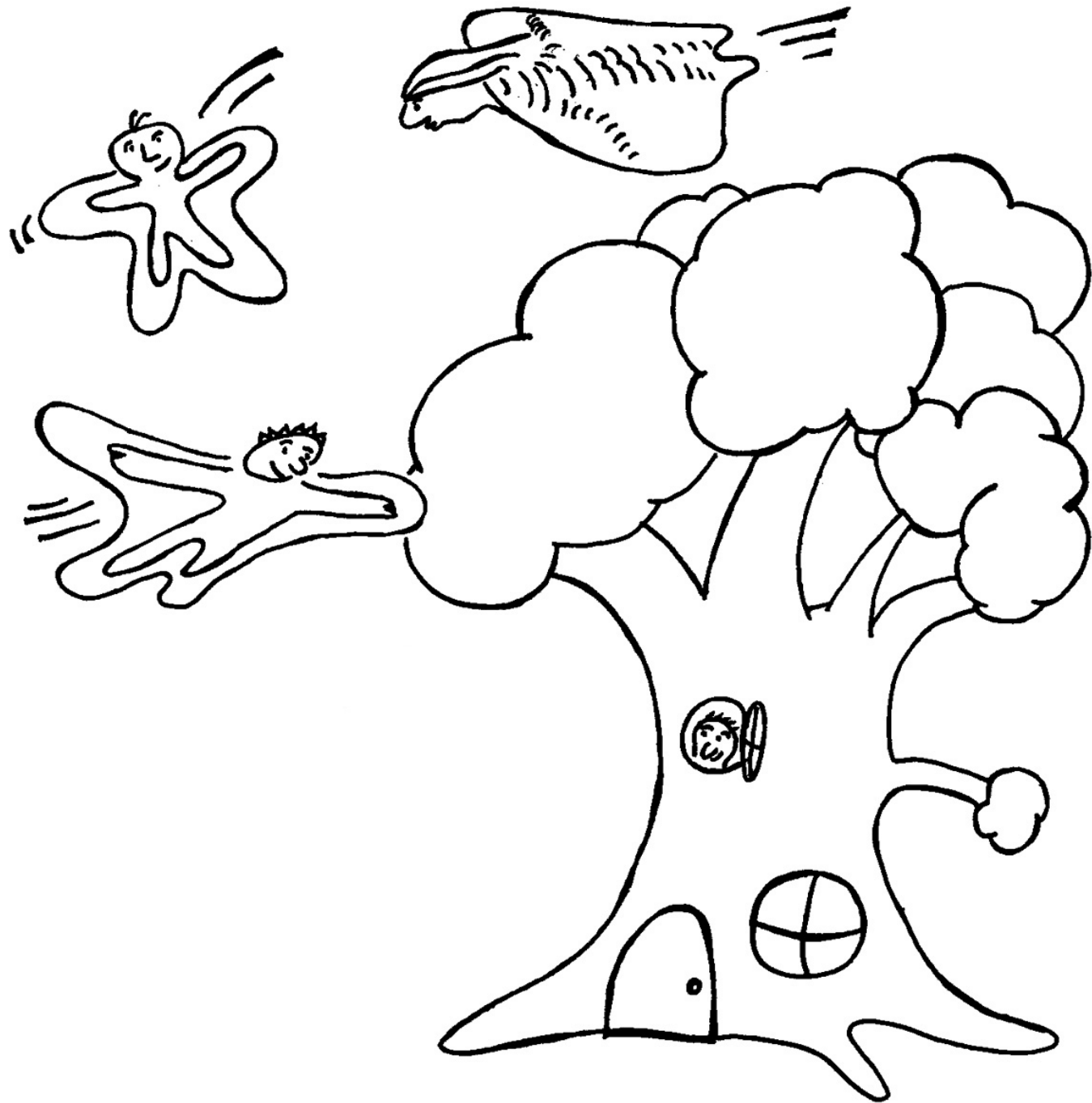
Empathy. Creature builds educated guess about the lookup table weights of rivals. And guesses at rivals' methods of changing these weights. Forms images of others' feelings and their consciousness. Has empathy.

TELEPATHY





BIOTECH







RUDY.OI



RUDY
2005

QUANTUM COMPUTATION

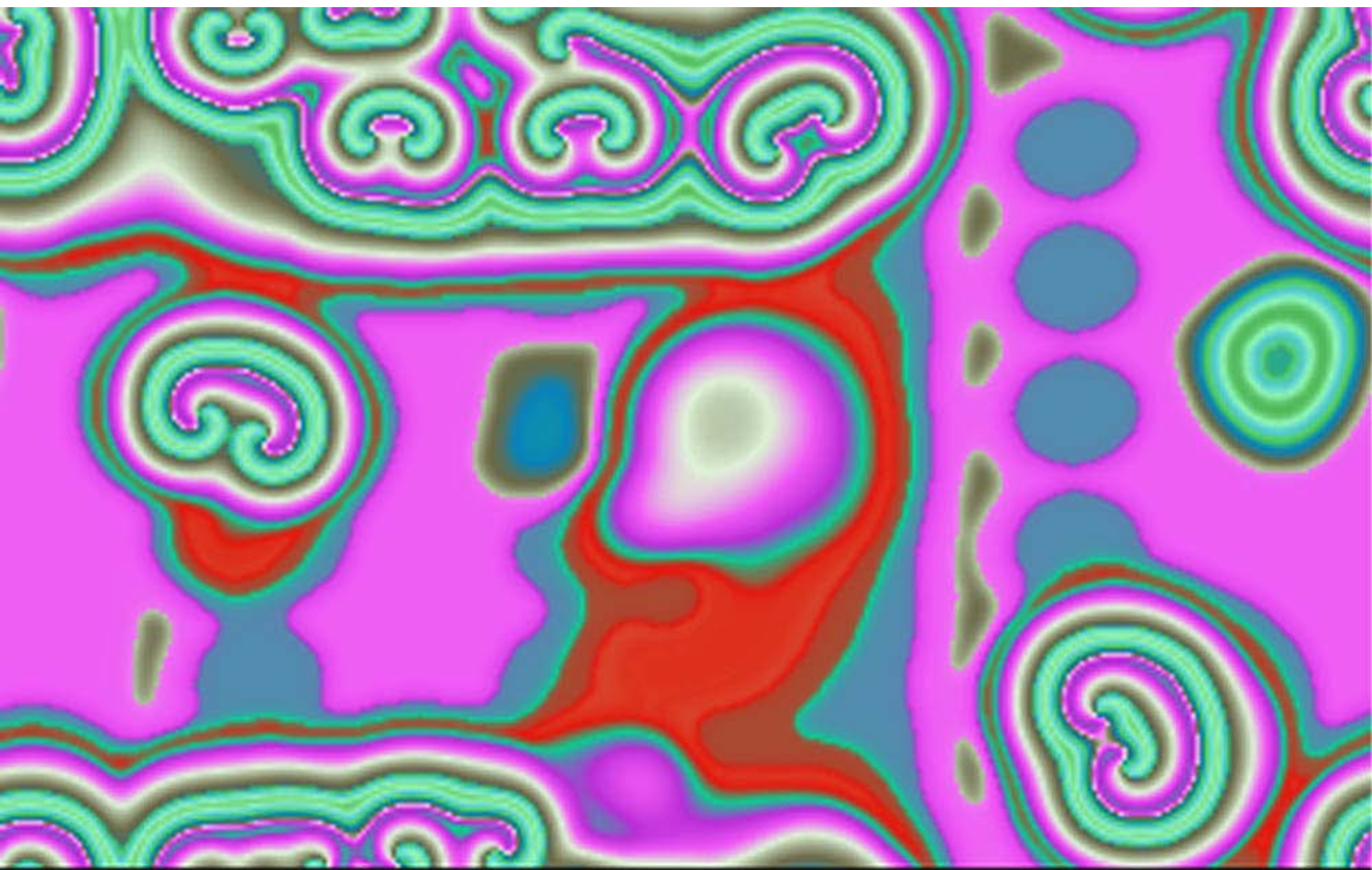
Hylozoism

From Wikipedia, the free encyclopedia

Hylozoism is the [philosophical](#) point of view that all matter (including the universe as a whole) is in some sense alive. [?]



RUDY 2004



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