

Presented at Quantum Mind II, Tucson, AZ

The Math Over Mind and Matter

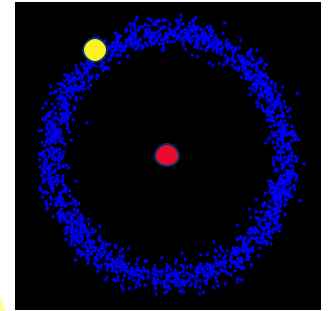
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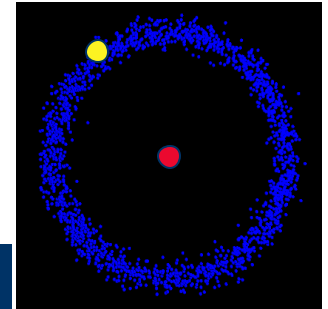
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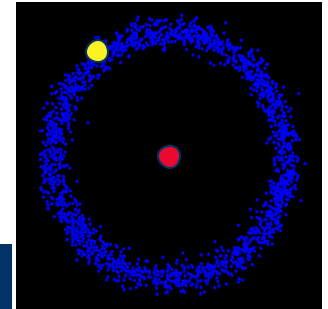


Math over Mind *and* Matter



- Results from math field of probabilistic geometry
- Describes classical neuron behavior
 - Patented result from 30 years of work
 - Corob tokens, computation and language
- Describes quantum ensemble state behavior
 - Results of Air Force contract #F30602-02-C-0077
 - Quantum corob tokens, computation and language
- Corob perspective describes both!!

Data Tokens Survive

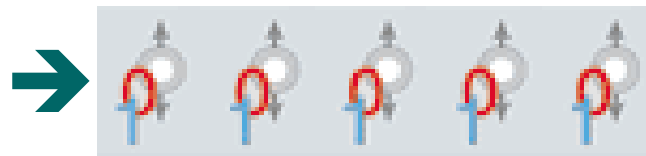


Classical Neurons ($0 \rightarrow 1$)

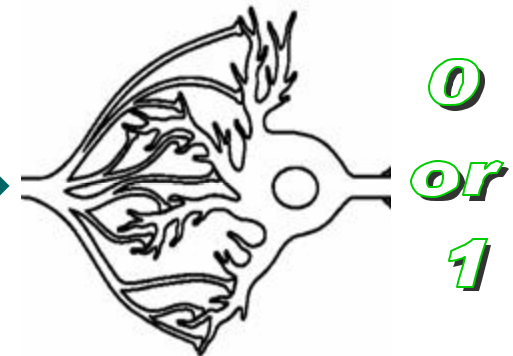


0 = min or not firing
1 = max firing *rate*

Quantum Spins ($0 \rightarrow 360^\circ$)

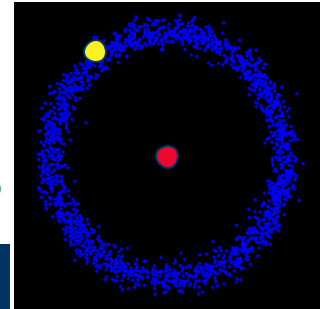


Classical firing ($0 \rightarrow 1$)



Classical \rightarrow Quantum \rightarrow Classical

The Math: Correlithm Objects



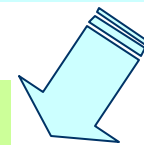
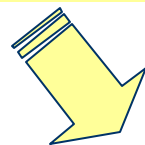
Corob: A point in a high dimensional space $N > 20$

Neural Corob Models

- Humans are smart
- Mimic brain statistics

Quantum Universe

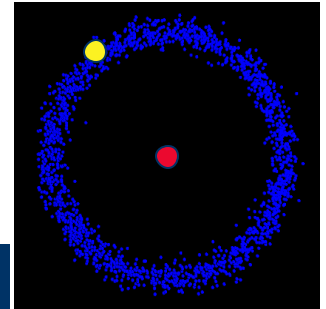
- Massive parallelism
- Mimic quantum statistics



Quantum Corobs
corob tokens mapped
onto quantum states

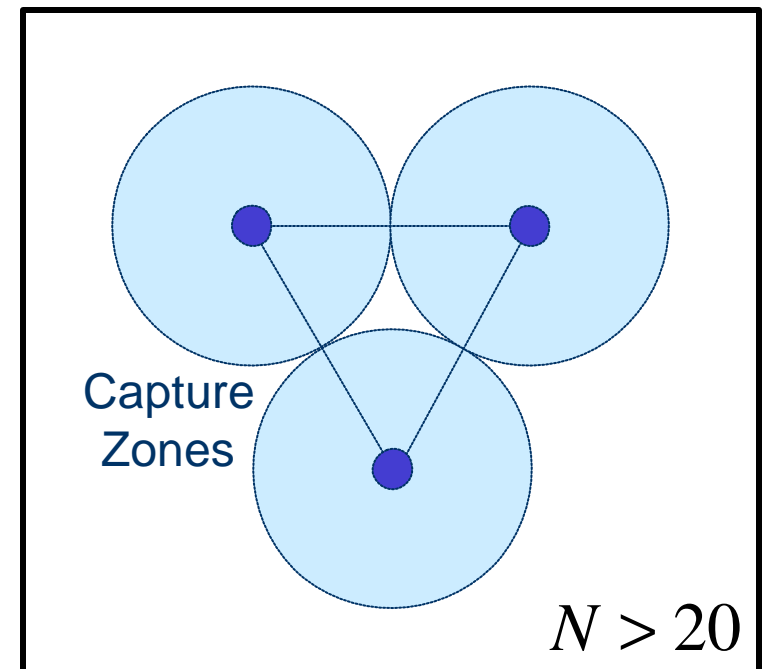
Tokens from Randomness

for 3 tokens



- Soft data tokens emerge out of pure randomness (uniformly distributed)
- All tokens are the same *standard* distance apart (with standard deviation)

3 random points in bounded space

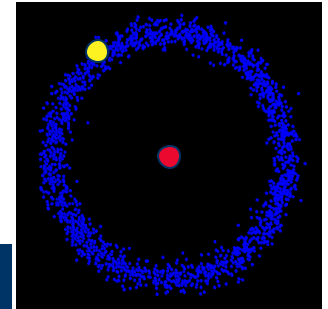


for $X = [x_1, \dots, x_N]$ and $Y = [y_1, \dots, y_N]$

$$\text{dist}(X, Y) = \sqrt{(x_1 - y_1)^2 + \dots + (x_N - y_N)^2}$$

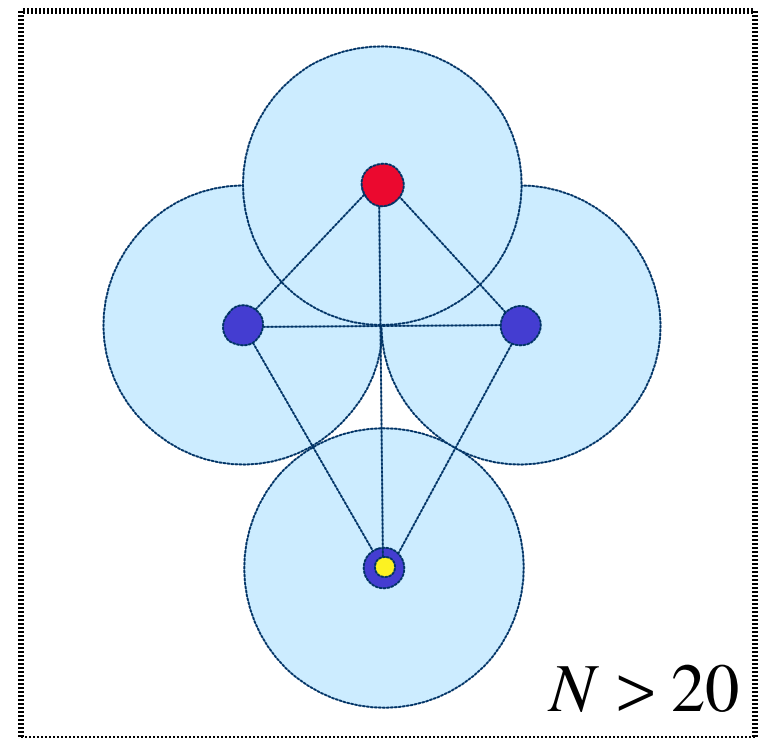
High Dimensional Tetrahedron

for 4 tokens



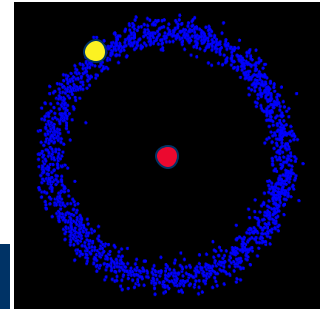
- Soft data tokens emerge out of pure randomness
- All tokens are the same standard distance apart
- Works for any number of corob soft tokens ($N > 20$)

4 random points in bounded space



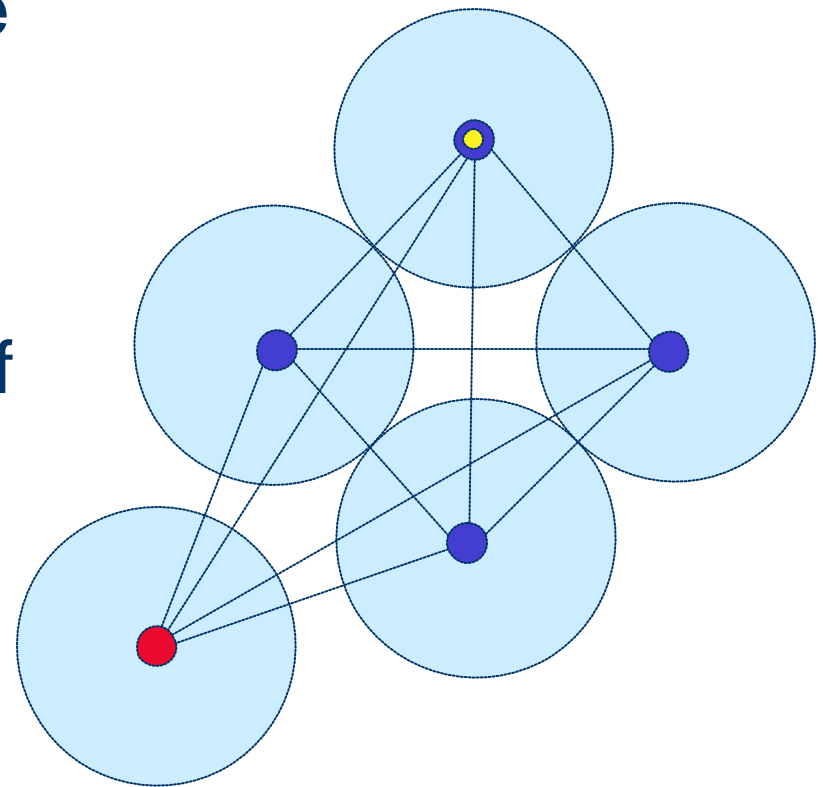
Corob Computing

for 5 tokens



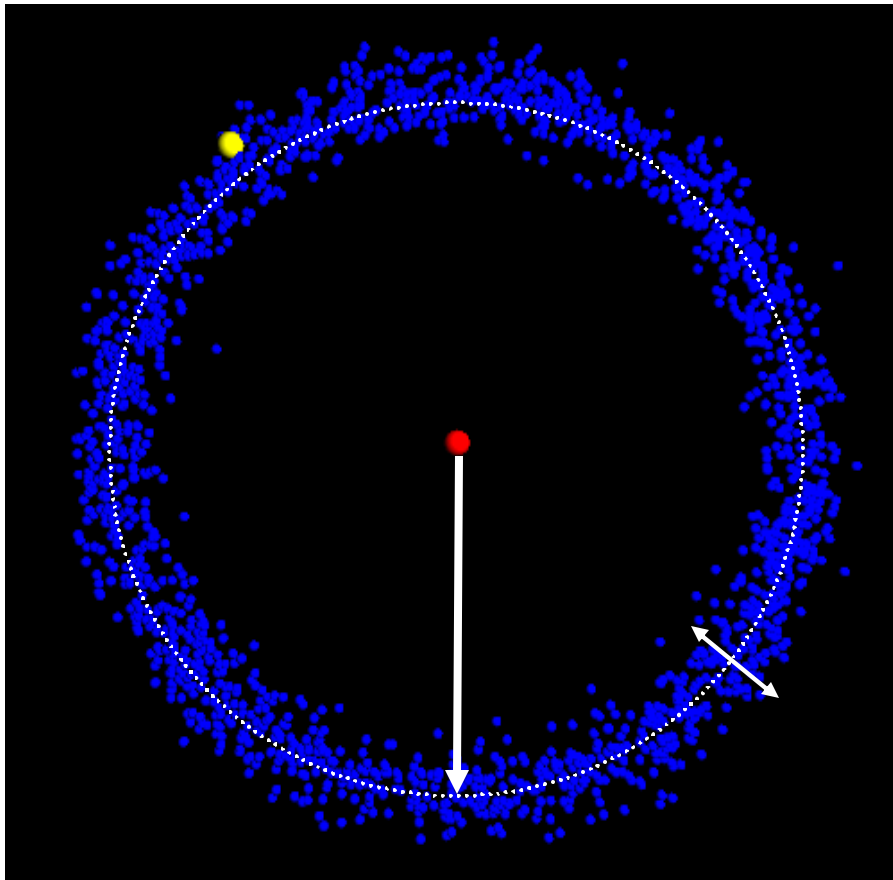
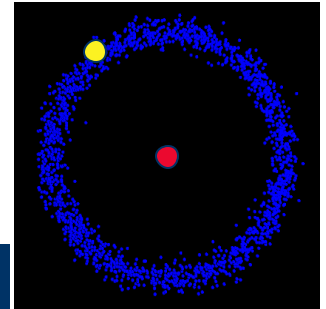
- Soft data tokens emerge out of pure randomness
- All tokens are the same standard distance apart
- Works for any number of corob soft tokens
- Tokens can uniquely represent *concepts* and the states of computation

Forms an N-dim tetrahedron



Expected Standard Distance

for 2000 tokens

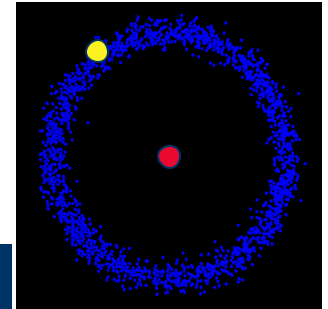


Every token
is *equidistant*
from all other
tokens so
forms an
N-shell or an
N-equihedron

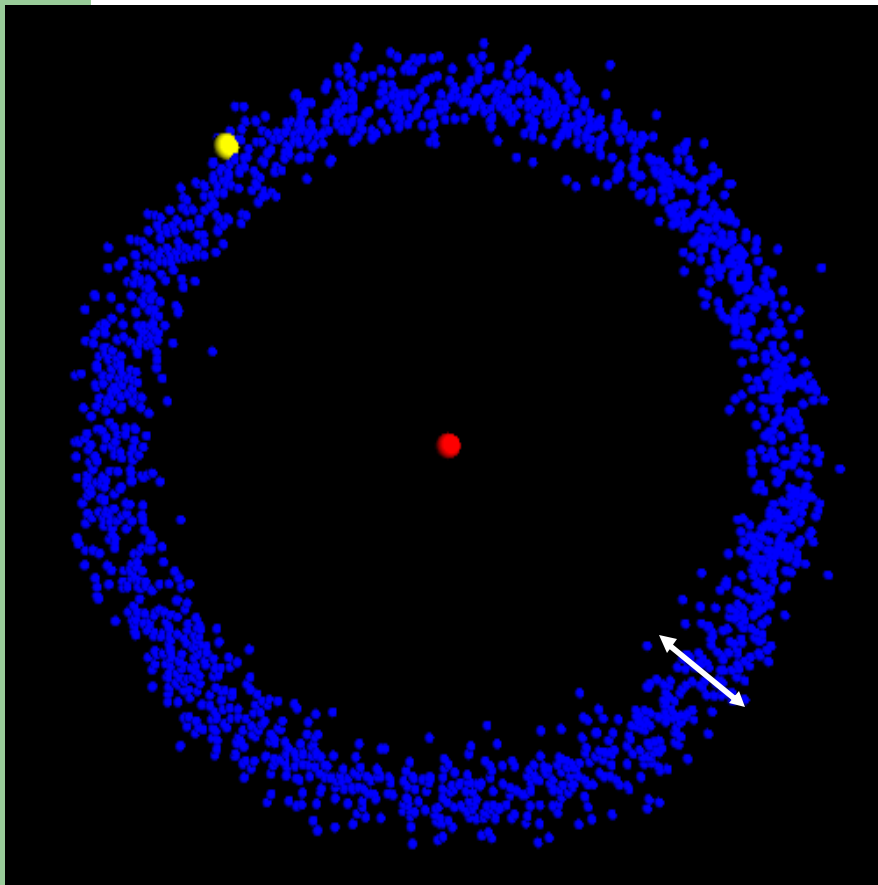
$$\text{standard distance} = \sqrt{N/6}$$

$$\text{standard deviation} = \sqrt{7/120}$$

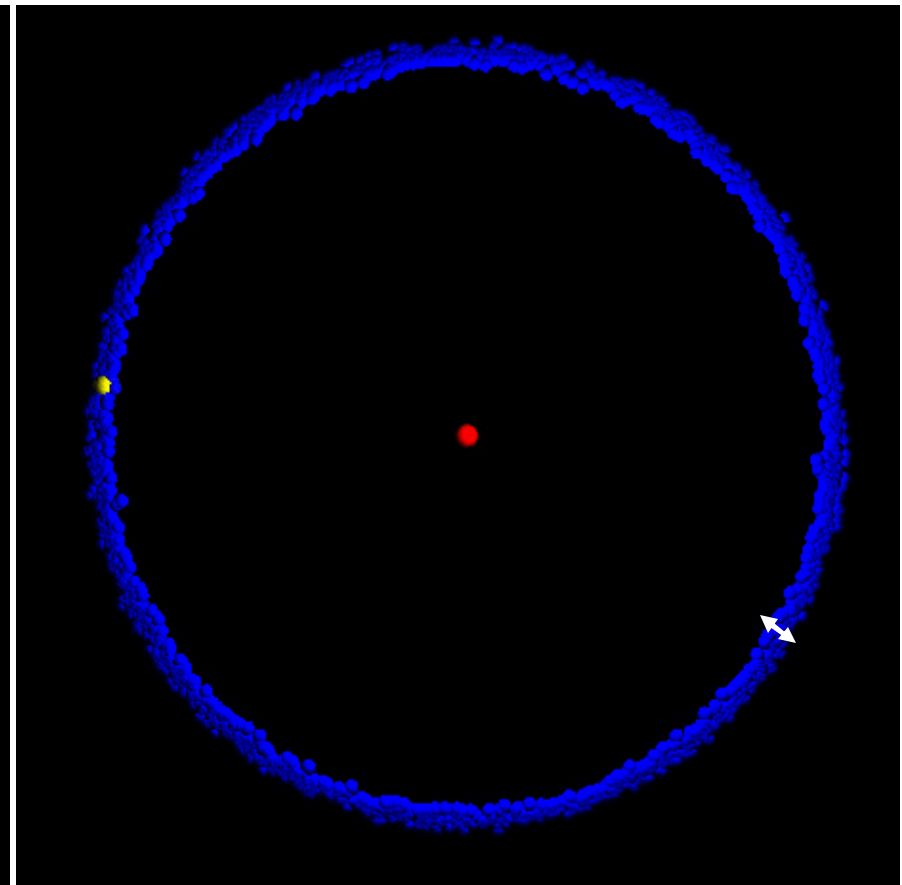
Constant-like expected values



For N=96, Standard distance = 4

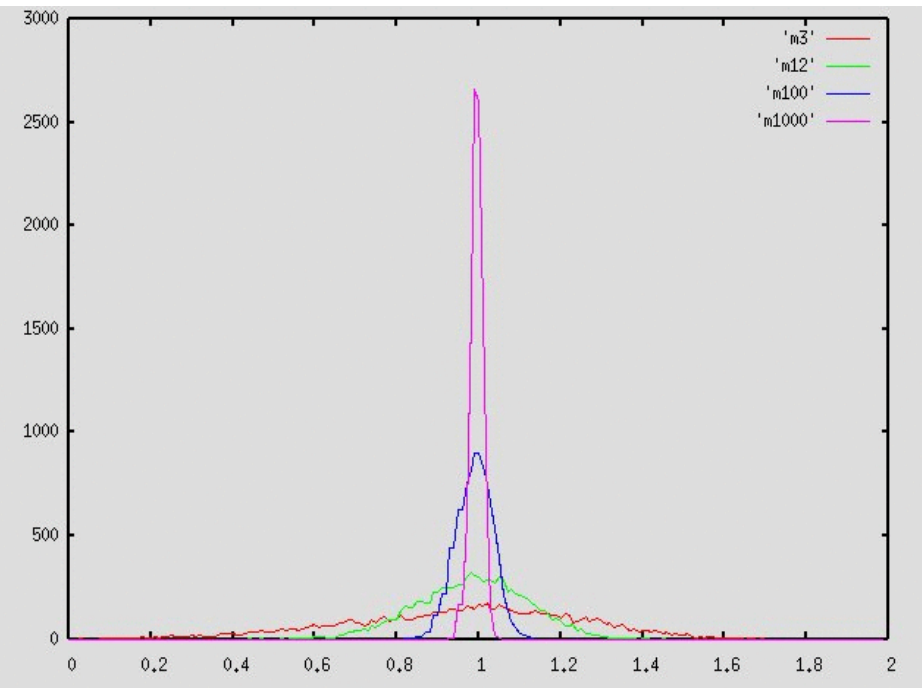
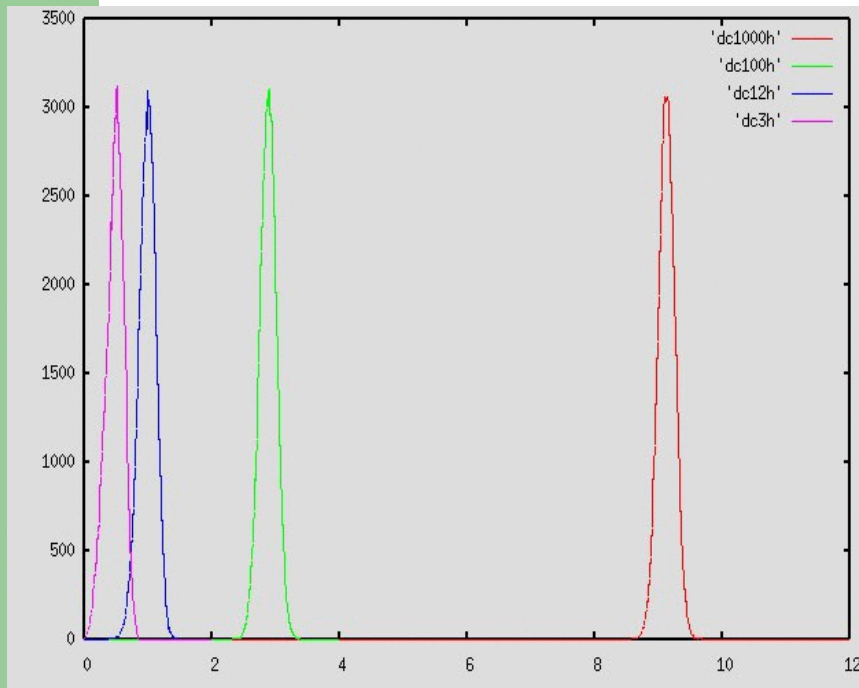
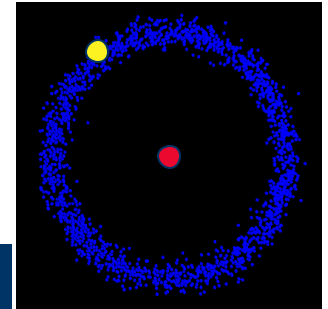


For N=2400, Standard distance = 20



Constant Standard Deviation

for N=3,12,100,1000

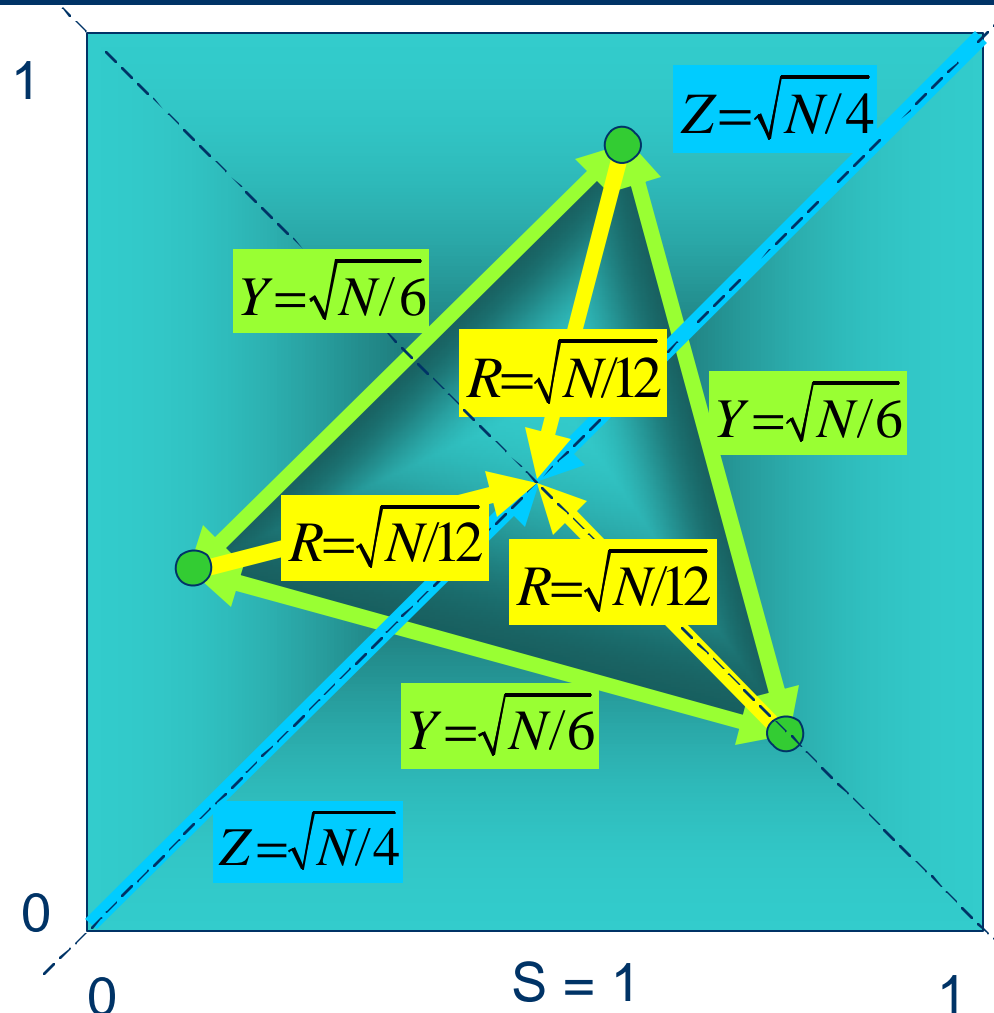
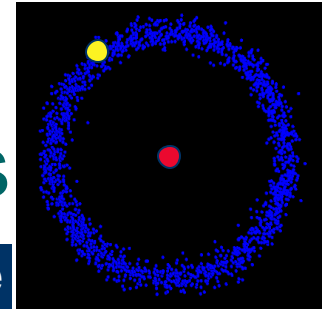


Standard Deviation	Confidence Interval
± 1	0.6826895
± 2	0.9544997
± 3	0.9973002
± 4	0.9999366
± 5	0.9999994

Best if $N > 35$ because
standard distance is 10
times standard deviation

Standard Distance & Standard Radius

for unit N_R -cube



Exact Measures

$$M = \sqrt{N} = Z + Z$$

$$Z = M / 2 = \sqrt{N / 4}$$

Probabilistic Measures

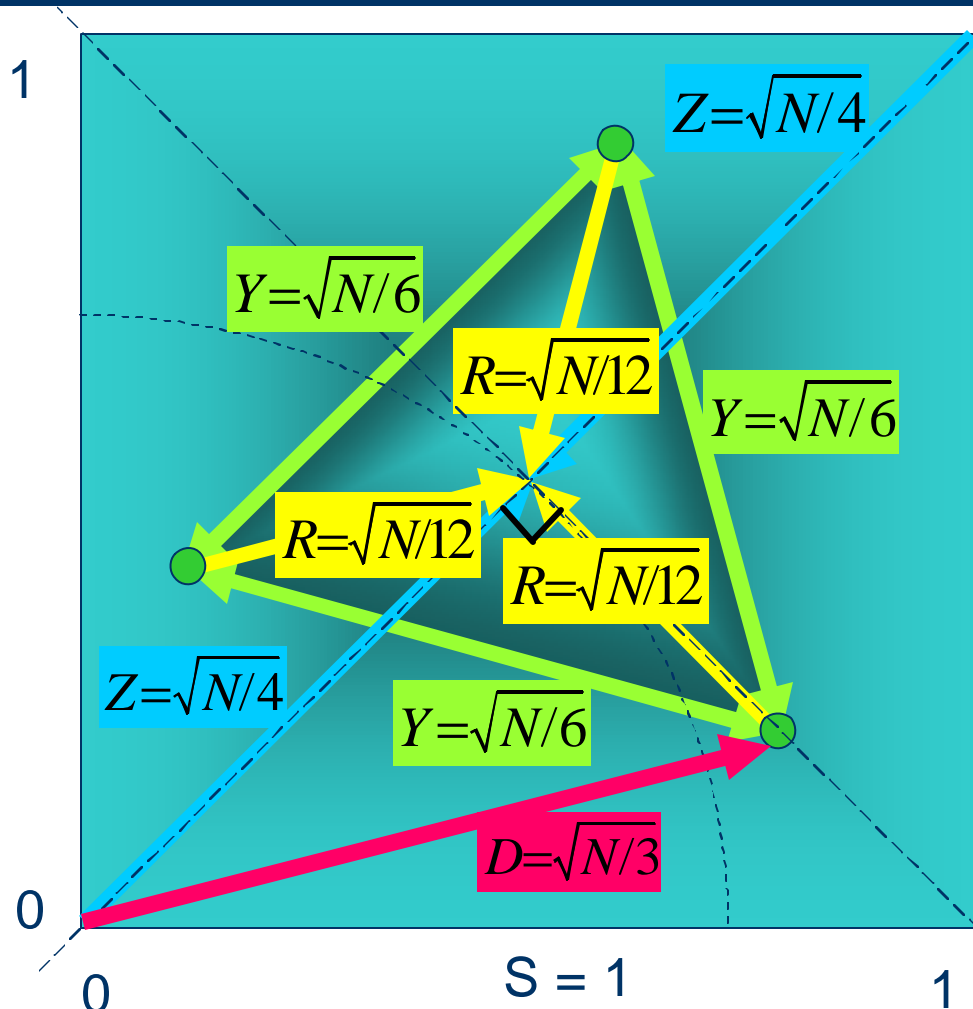
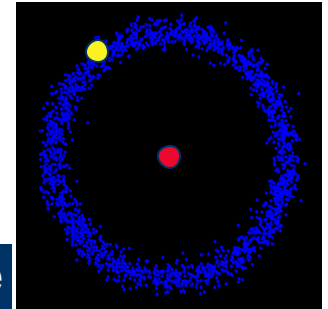
$$R \cong \sqrt{N / 12}$$

$$Y \cong \sqrt{N / 6}$$

Space Center is [.5 .5 ...]

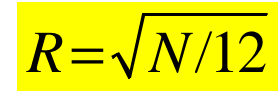
Distance from Corner to Random Point

for unit N_R -cube



Distance from random corner to a random point is $D=2R$ so call it the diameter D .

Notice equalities:
 $Z^2 + R^2 = D^2$ and
 $Z^2 + Z^2 = K^2$ where
 $K \cong \sqrt{N/2}$ is the
 Kanerva distance
 of random corners



$$Y=\sqrt{N/6}/R=\sqrt{2}$$

$$Z = \sqrt{N/4}/R = \sqrt{3}$$

$$D = \sqrt{N/3} / R = \sqrt{4}$$

$$K=\sqrt{N/2}/R=\sqrt{6}$$

$$M=\sqrt{N}/R=\sqrt{12}$$

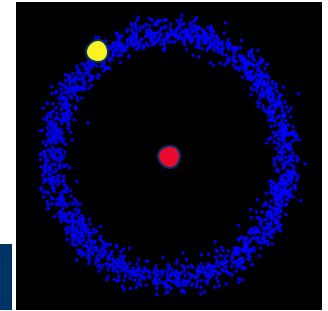
$$C=\sqrt{N/4}/R=\sqrt{3}$$

$$Stdev_y = \sqrt{7/120} / R = \sqrt{7/10} N$$

$$Stdev_p = \sqrt{1/60 / R} = \sqrt{1/5N}$$

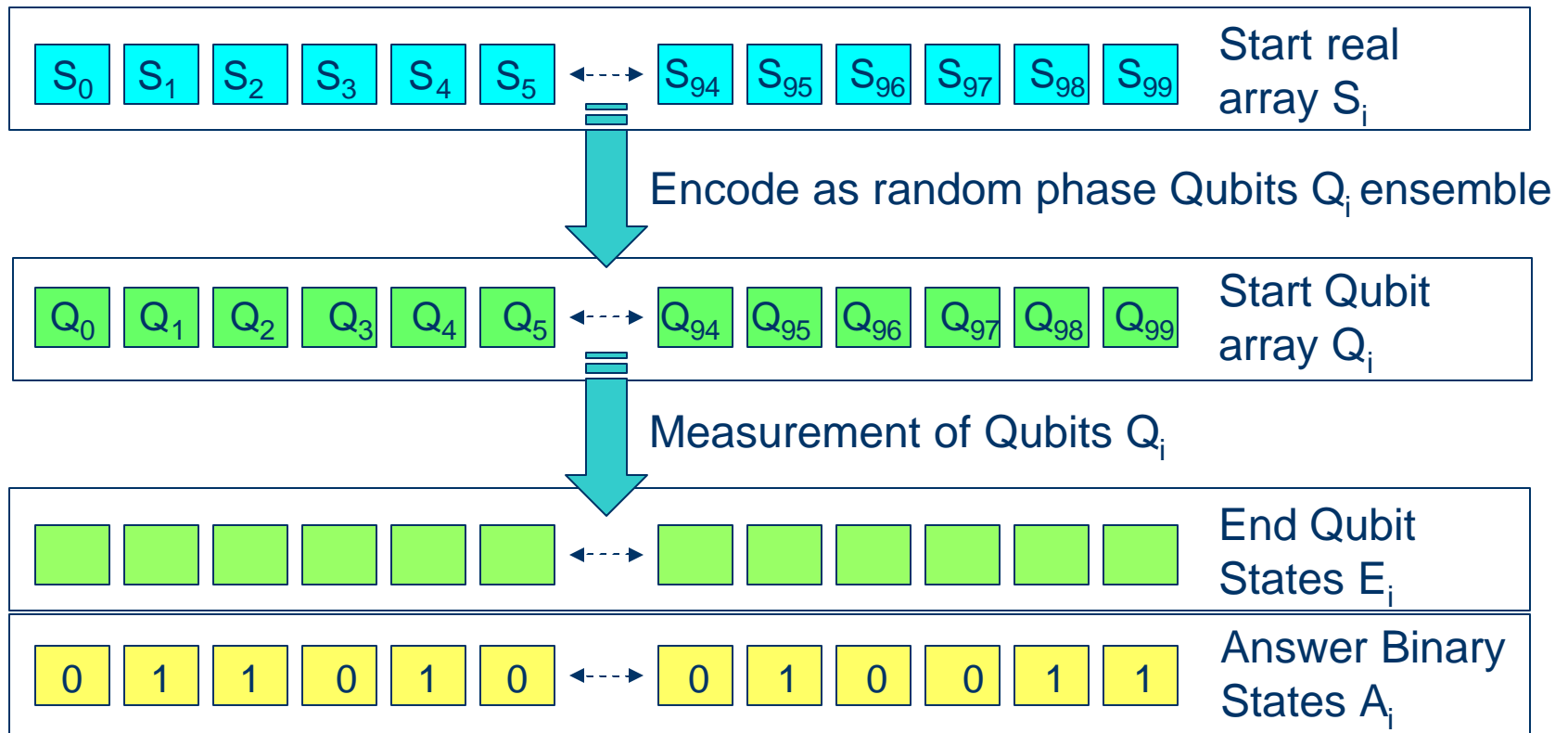
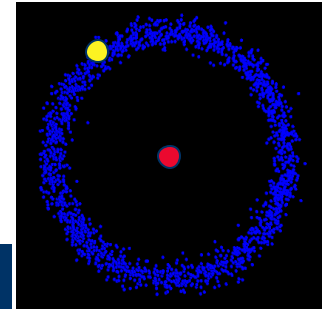
A scatter plot on a black background. A dense ring of blue points forms a circle. In the center of this ring is a single red point. On the upper-left portion of the blue ring, there is a single yellow point.

A scatter plot on a black background. A dense ring of blue points forms a circle. In the center of this ring is a single red point. On the upper-left portion of the blue ring, there is a single yellow point.



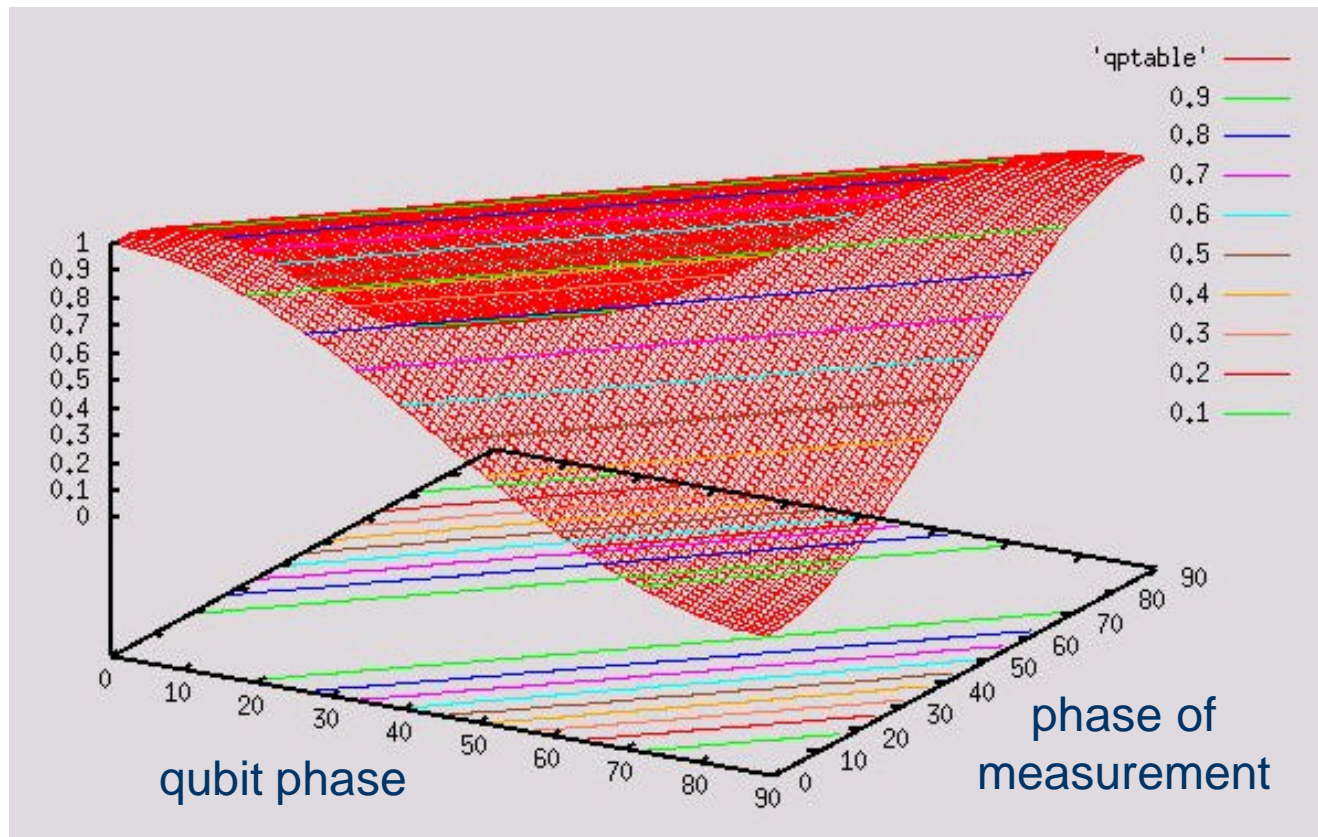
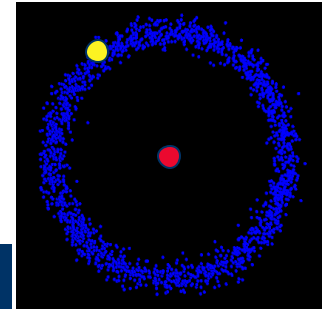
$$D^2 = \sqrt{4}^2 + \sqrt{1}^2 = \sqrt{5}^2$$

Quantum Corob Encoding



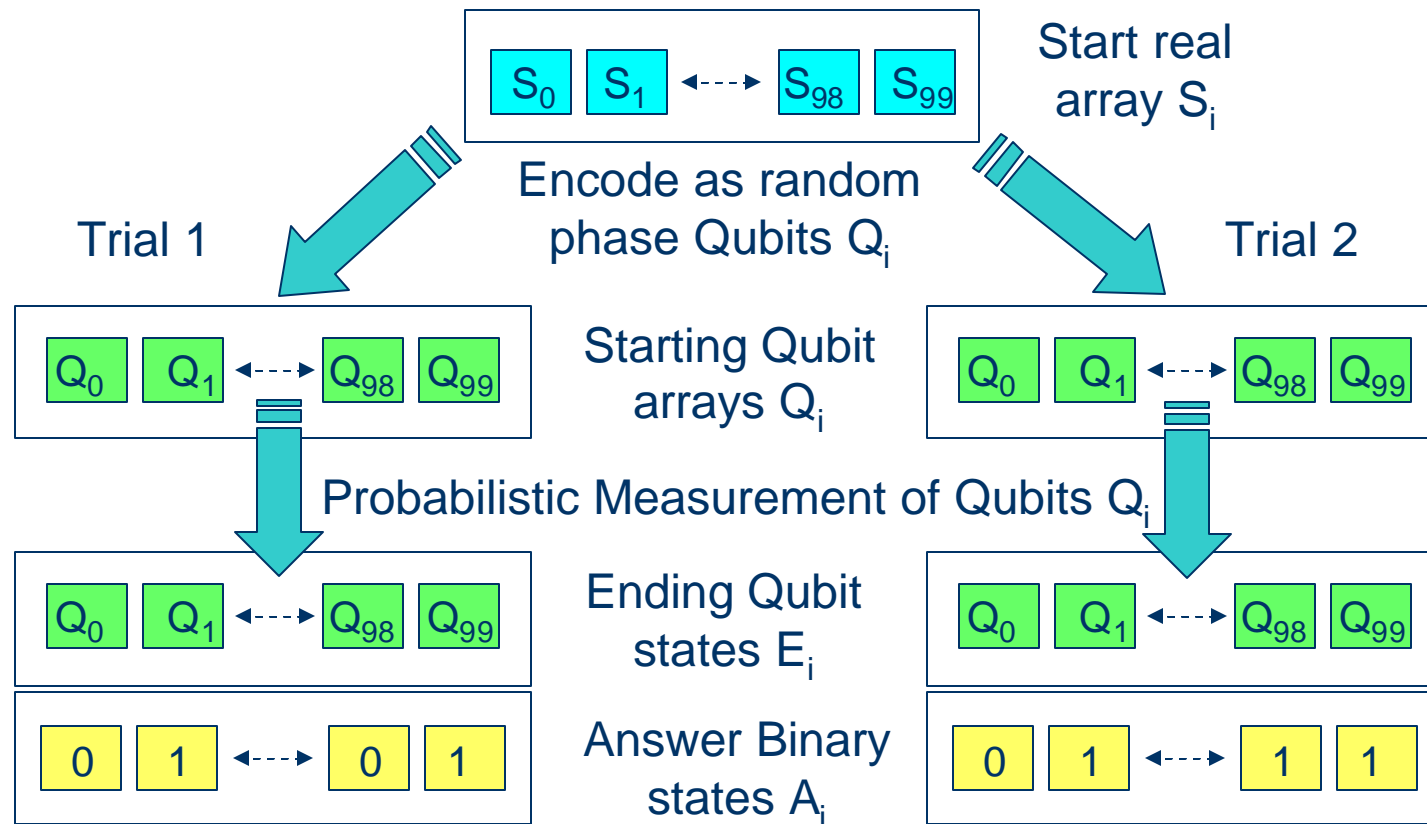
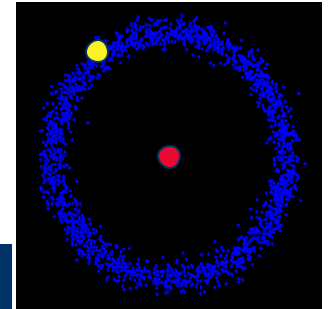
Quantum Corob Measurement Process!!

Qubit Projection



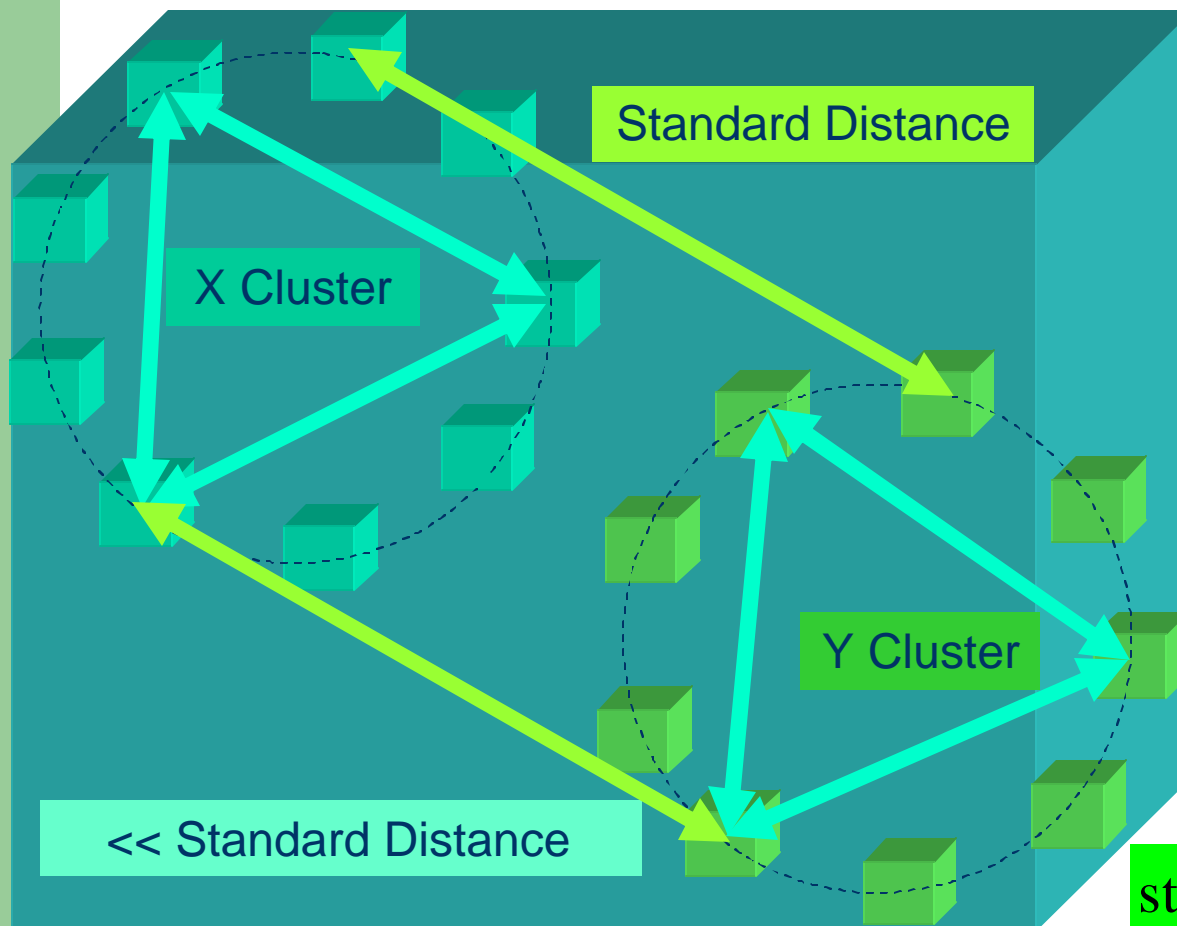
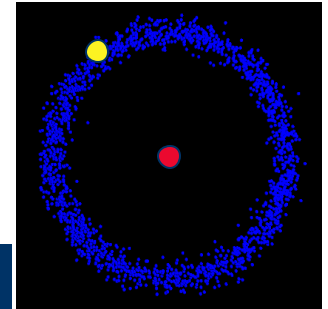
Probability plotted for qubit phase versus measurement phase

Corobs Survive Measurement



Answers are 75% same from multiple trials of same S_i !!

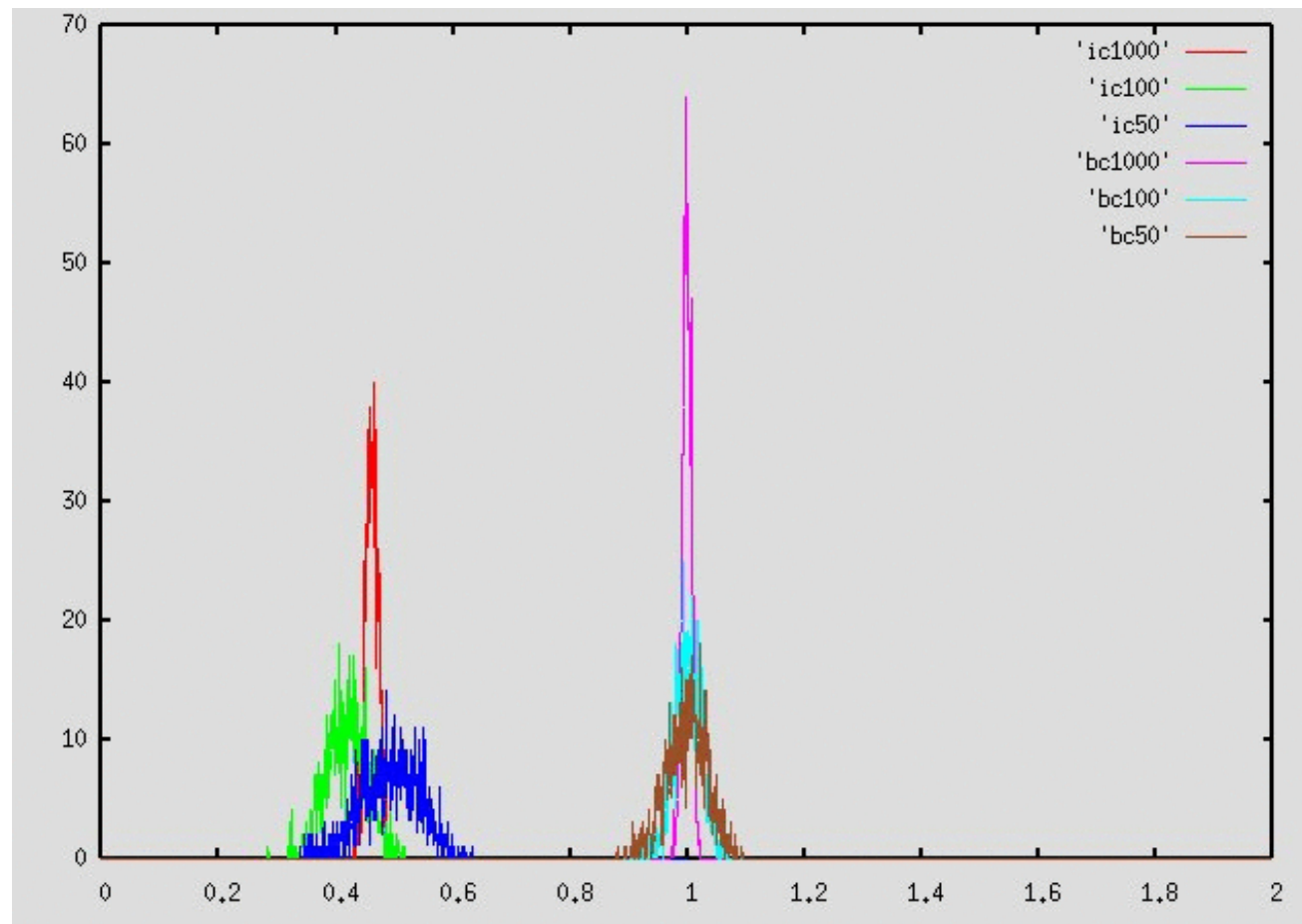
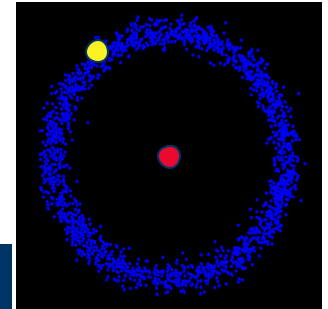
Quantum Corobs Survive Projection



- Two random phase corobs X,Y
- Encode as arrays of qubit phases
- Measure qubits to form class. corob
- Repeat process or run concurrently
- All Xs will look like noisy versions of each other.
- All Ys will look like noisy versions of each other.

$$\text{standard distance} = \sqrt{N/8}$$

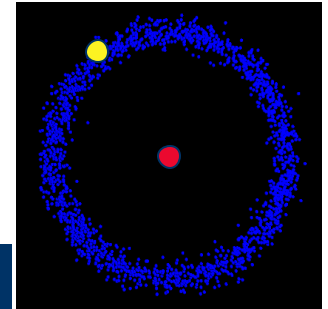
Token Distance Histograms



similar

random

Math over Mind and Matter



- Corobs exist for *both* neural & quantum states
- Corob tokens merrily survive re-encoding
 - From neural to quantum state
 - From quantum to neural state (measurement)
- Same math works for both mind and matter
 - *Gray Matter* and
 - *Quantum Mind*
- Applicable to any Quantum Mind proposal!!
 - Thinking about high dimensional spaces is hard!

Think High Dimensional

Neural Topology

Quantum Topology

