# The Great Adventure or Guaranteed Failure

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Version: 0
Date Started: 25/07/2022
Date First Version: 27/07/2022
Date Updated: 27/07/2022
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# Framework

Humans, Development, Choice

## Population

Planet, Humans, Groups, Individuals

## Questions

1. What is infinity?
2. What is choice?

## Initial Conditions

Individual, Group

## Self reference

Individual, Choice

# The only certain way to guarantee failure for all humans is to mandate a group choice strategy.

## Preamble

My partner was reading my latest article **Courage to Question** https://humanistman.com/wp-content/uploads/2022/07/Courage-to-Question.pdf and asking me questions as we drove back from the coast from visiting my son. She reads my articles and understands most of the ideas and questions and discusses things with me. During these discussions we try to come to a shared understanding of the questions and the response. What seems obvious to one is not obvious to the other. But with great effort we can work our way through. A couple of times I found myself saying *"it is obvious isn't it"* - which **Dan Dennett** (**Daniel Dennett** - Lifespan[1942 to ] Rank(20) Keyword(Philosophy Science) http://ase.tufts.edu/cogstud/dennett/ https://scholar.google.com/citations?user=3FWe5OQAAAAJ&hl=en https://www.newyorker.com/magazine/2017/03/27/daniel-dennetts-science-of-the-soul ) had warned as a clear signal that you were **assuming something exactly not obvious** to anyone else.

Another thing worth noticing was that her ability to know what I was saying and make sense of it was greater than my ability to know what she was saying and make sense of it. She had to persevere through my ignorance until I understood it.

Eventually I realized how my example of the 4 box set up was wrong (see Monty Hall another way extract below) but the point I was making was what I wanted to explain - I needed to correct the example and go further with significance of the point I was making. I was failing to realize how important a point it was.

I also realized as we worked through a discussion of my new model and fitting Einstein's equation to a 4 box model that I need to emphasize some things in my model and draw attention to the exact steps used and why. Up until that discussion I was generally operating on a **partially obscure method** - to provoke thought and discussion and encourage interest - and I was fearful of explaining things in too much detail then the point would be lost amongst the weeds of explanation - and people would **dive to CERTAINTY** rather than question. Much of this can be due to my enjoyment of late of the **fully fledge rant** - as a method to provoke some interest or reaction to encourage engagement.

From my recent article **Courage to Question** https://humanistman.com/wp-content/uploads/2022/07/Courage-to-Question.pdf (page 3) …

## Monty Hall another Way

*….. It also depends how much information can be shared and when. Sharing a strategy before the game can result in a chance of 0% when all the numbers are arranged in two large loops designed ("evil" warden) or randomly arranged to exclude the strategy. **E.g. in a 4 prisoner box example numbers 1 and 2 are in boxes 3 and 4 and numbers 3 and 4 are in boxes 1 and 2.** The **strategy is a***

***guaranteed 100% failure*** *in certain circumstances - on things unknown. What are you going to do when your strategy does not work?* **Blame the Devil? …..**

**The example is wrong.** **Here are the right examples and the point explored.**

Let us look at choice - the idea being that someone who does maths calculates some "probabilities" and then says - *if we all adopt a certain strategy then we will get a* **better group outcome** *than if* *we all do our own thing*. We call these people "experts" of "soothsayers" and they like taking money from people.

This is based on **Peter Bro Milterson** https://en.wikipedia.org/wiki/100_prisoners_problem **100 Prisoners problem** and Monty Hall. I have reduced it to 4 boxes.

You get choice to **pick a box** with **your number** in it in 4 boxes - you get 2 picks. The Boxes are numbered 1 to 4 the numbers in the box are numbered 1 to 4 and you are one of 4 players who are numbered 1 to 4. The group strategy is to always pick your numbered box first and then the box number corresponding to the number contained in that box. E.g. person 1 picks box one first. You have 2 picks out of 4 so your basic individual choice is 50% probability but the argument goes that the calculated group probability is improved by using this strategy. The idea being that to improve the group outcome e.g.  as long as 2 people get the right outcome - then we all win.

Let us look at all the possible arrangements.

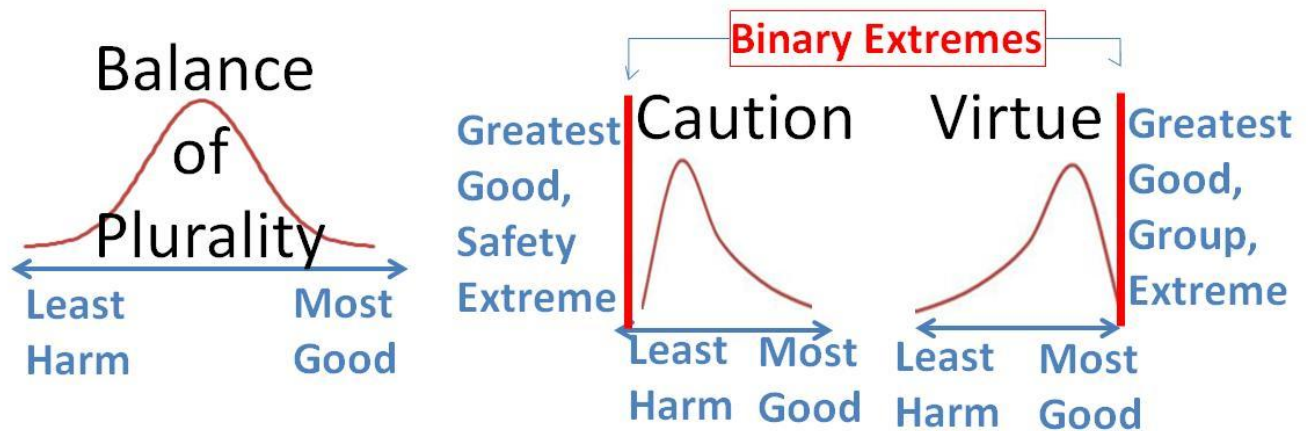| | | | | | | | | | Group Mandate | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Id | BOX 1 | BOX 2 | BOX 3 | BOX 4 | p 1 | P 2 | P 3 | P 4 | 100% | 75% | 50% | 25% | 0% |
| 1 | 1 | 2 | 3 | 4 | p | p | p | p | Pass | Pass | Pass | Pass | |
| 2 | 1 | 2 | 4 | 3 | p | p | p | p | Pass | Pass | Pass | Pass | |
| 3 | 1 | 3 | 2 | 4 | p | p | p | p | Pass | Pass | Pass | Pass | |
| 4 | 1 | 3 | 4 | 2 | p | f | f | f | | | | Pass | |
| 5 | 1 | 4 | 2 | 3 | p | f | f | f | | | | Pass | |
| 6 | 1 | 4 | 3 | 2 | p | p | p | p | Pass | Pass | Pass | Pass | |
| 7 | 2 | 1 | 3 | 4 | p | p | p | p | Pass | Pass | Pass | Pass | |
| 8 | 2 | 1 | 4 | 3 | p | p | p | p | Pass | Pass | Pass | Pass | |
| 9 | 2 | 3 | 1 | 4 | f | f | f | p | | | | Pass | |
| 10 | 2 | 3 | 4 | 1 | f | f | f | f | | | | | FAIL |
| 11 | 2 | 4 | 1 | 3 | f | f | f | f | | | | | FAIL |
| 12 | 2 | 4 | 3 | 1 | f | f | p | f | | | | Pass | |
| 13 | 3 | 1 | 2 | 4 | f | f | f | p | | | | Pass | |
| 14 | 3 | 1 | 4 | 2 | f | f | f | f | | | | | FAIL |
| 15 | 3 | 2 | 1 | 4 | p | p | p | p | Pass | Pass | Pass | Pass | |
| 16 | 3 | 2 | 4 | 1 | f | p | f | f | | | | Pass | |
| 17 | 3 | 4 | 1 | 2 | p | p | p | p | Pass | Pass | Pass | Pass | |
| 18 | 3 | 4 | 2 | 1 | f | f | f | f | | | | | FAIL |
| 19 | 4 | 1 | 2 | 3 | f | f | f | f | | | | | FAIL |
| 20 | 4 | 1 | 3 | 2 | f | f | p | f | | | | Pass | |
| 21 | 4 | 2 | 1 | 3 | f | p | f | f | | | | Pass | |
| 22 | 4 | 2 | 3 | 1 | p | p | p | p | Pass | Pass | Pass | Pass | |
| 23 | 4 | 3 | 1 | 2 | f | f | f | f | | | | | FAIL |
| 24 | 4 | 3 | 2 | 1 | p | p | p | p | Pass | Pass | Pass | Pass | |
| | | | | | 50% | 50% | 50% | 50% | 42% | 42% | 42% | 75% | 25% |

**Things to notice:**

- I may have made mistakes this time as well but I checked as best as I could
- Individuals still have 50% chance on their choice over all combinations
- I don't understand what this is telling me or what it means or how it works this way
- There is no combination where 2 people pass and two people fail.
- Writing out all the possible combinations and then working through each result seems to give me more information than simply running maths calculations and assuming I know what is going on

Typically, probability is calculated using a formula. By that formula the random choices of individuals come up with a very small probability number for them all picking their own number e.g. 50% * 50% * 50% * 50% = 0.0625 = 6.25%.  You can see above that the group strategy gives a 42% for them all picking their own numbered box first .

One **thing to notice** here is the idea of **Averages** and **Mandates** - the idea if the GROUP "outcomes" improves by following a strategy (on average) - *"The ends justifies the means"* (Certain "Safe", Certain "Good", **best "average",** etc) - then all individuals are MANDATED - in a totalitarian, dictatorial, feminist, communist, binary, zealot, etc way. The individual is mandated to sacrifice their

individual choice for the Greater Good - the "average" for the GROUP based on a deluded binary belief of "better" and certain Safety or certain Good. See model below - now improved after input and discussions with my partner.



An important **thing to notice** is the **guaranteed failure** idea. For 6 out of 24 combinations **no-one will ever pick their number correctly by following the group strategy**. i.e. if everyone follows the same strategy and the universe is arranged in any one of the 6 failing combinations - then **everyone fails for-ever** playing this game if they all use the same strategy as the experts have educated them, told them, mandated and dictated.

In an evolutionary sense this is called the death of a species.

**The only way to guarantee failure of all humans is to mandate a group choice strategy.**

It is not "Natural Selection" to guaranteed group failure.

**Most humans do not understand this basic principle** - not only because they do not understand maths and probability - but because they are **determinedly pig-ignorant** (George Orwell - Animal Farm) **binary certaintists**, corrupt, virtue signalers, profiteers, short term thinkers, selfish, self-centered dim-wits. Many believe in magic, fairies, throwing dice and others things which help avoid having to think, face reality or do any work with their brain (this smug certainty also eases their ignorance, constant hysteria and anxiety)

Typically they are Feminists, Communists, Fascists, Socialists, Religious Zealots, Causists, binary extremists, women(on average - quotas - targets - wages - inclusion - groupthink - tribal - mob - violence - victim narrative), weak-minded men and deluded narcissistic psychopaths.

While there is some discussion between the idea of psychopaths and sociopaths - sociopaths want to destroy society - psychopaths don't care about destroying society - they only care about themselves - their beliefs - how they think - what they want, etc. Virtue signaling, a lack of debate (avoidance, denial, etc), unwillingness to question anything about themselves, demonizing others, violence, abuse, etc - are the general signs - like we see in Most of the Labour/Green types - hysterical women, heroic men, Senate, Politicians in general, ABC, Guardian, channel Seven, courts, police, A.C.T. Magistrates - especially the men - the women are generally feminists deluded mob types running the entitled victim mob narrative, Office of Women, Human Rights agencies (Helen Watchirs - Gender pronouns and no legal rights for men), "Truth" agencies, Public service in general,

Schools, Universities, United Nations groups (power corrupts), Andrew Barr, Andrew Leigh, Mark Butler, Penny Wong, Tanya Plibersek - most the ACT Legislative assembly - many politicians in most of Australia.

For more on Evolution see:

**Charles Darwin** - Lifespan[1809 to 1882] Rank(1) Keyword(Science Life Species Change Evolution)
http://www.gutenberg.org/cache/epub/1228/pg1228.txt

**Ronald Aylmer Fisher/Ronald Fisher** - Lifespan[1890 to 1962] Rank(10) Keyword(Evolution Maths Statistics) https://en.wikipedia.org/wiki/Ronald_Fisher
https://academic.oup.com/ije/article/32/6/938/775148
https://www.genetics.org/content/154/4/1419

**John Burdon Sanderson Haldane** - Lifespan[1892 to 1964] Rank(20) Keyword(Evolution)
https://en.wikipedia.org/wiki/J._B._S._Haldane
https://royalsocietypublishing.org/doi/10.1098/rsbm.1966.0010
https://academictree.org/evolution/publications.php?pid=7555

**James Grier Miller/James Miller** - Lifespan[1916 to 2002] Rank(20) Keyword(Evolution)
https://en.wikipedia.org/wiki/James_Grier_Miller https://en.wikipedia.org/wiki/Living_systems
http://www.panarchy.org/miller/livingsystems.html

**John Maynard Smith** - Lifespan[1920 to 2004] Rank(30) Keyword(Biology, Genetics, Evolution)
https://en.wikipedia.org/wiki/John_Maynard_Smith https://www.genetics.org/content/214/4/749
https://www.annualreviews.org/doi/full/10.1146/annurev.genet.39.040505.114723

See **The Major Transitions in Evolution**
https://en.wikipedia.org/wiki/The_Major_Transitions_in_Evolution and
https://en.wikipedia.org/wiki/History_of_life

**Anthony William Fairbank Edwards** - Lifespan[1935 to ] Rank(20) Keyword(Evolution Development)
https://en.wikipedia.org/wiki/A._W._F._Edwards
https://www.ncbi.nlm.nih.gov/pmc/articles/PMC1461012/
https://www.nature.com/articles/227092a0

**Denis Noble** - Lifespan[1936 to ] Rank(20) Keyword(Biology, Science, Evolution)
http://www.musicoflife.website/ https://en.wikipedia.org/wiki/Denis_Noble
https://www.thethirdwayofevolution.com/

**Stephen Jay Gould** - Lifespan[1941 to 2002]  Born_Loc(Queens, Ney York, USA) Rank(40) Keyword(Evolution, Biology, Science) https://en.wikipedia.org/wiki/Stephen_Jay_Gould
https://en.wikipedia.org/wiki/Punctuated_equilibrium
https://en.wikipedia.org/wiki/Ontogeny_and_Phylogeny

Most people do not understand maths, probability, choice or the universe - yet many people will mandate and tell everyone else what to do and what choices to make. We call these people dictators, binary extremists, communists, feminists, zealots, fascists, causists idiots, women (on average - mandates - targets - quotas - mobs - victims - "special",  etc) totalitarian deluded

psychopaths, dogmatic legal types, weak-minded men, corrupt sycophants, epidemiologists, climate change scientists, inclusiveness and diversity officers, dim-wits, etc.

If you look at this problem by simply running maths models and calculations on it you miss the insight into what is going on. It has been reduced to a certainty of a maths calculation - which many experts will simply say 50% - as a certain number from my "model" - and say that is the "answer" to any question.

*'The purpose of computing is insight, not numbers'* - *Author(**Richard Wesley Hamming**) Year[1962] Source_Document(Numerical methods for scientists and engineers Front) Keyword(Development Thinking Individual)* https://archive.org/details/numericalmethods00hamm_0/page/n7/mode/2up https://en.wikipedia.org/wiki/Richard_Hamming

The general shape of this might follow a power law type model - which as you know from my other writing I have some trouble with - but **all that will do** is give me an equation to plug numbers into which will generate some certain number as answer.

So if the universe is arranged a certain way **the shared group strategy will never work**. **I need to highlight and underline this point** because **most people do not understand it**. All they see is the relative differences in the group outcomes in positive scenarios - saying "this strategy improves group outcomes" (on average - "mandated" - groupthink - mobs - tribes). This is a lie and **unprovable**. It **cannot be proven** with maths or anything else. This a **significantly different insight** than **Daniel Dennett's** insights into the evolutionary expansion around **Eukaryote** https://en.wikipedia.org/wiki/Eukaryote and the **cooperation** between cells. https://ase.tufts.edu/cogstud/dennett/index.html

A general insight is to recognize the problem with BOUNDED and CONSTRAINED infinities. Most scientists, maths, experts, epidemiologists, etc - are **not very clear on** **where they put their infinities** and struggle (like all of us do) with the concept of initial self-reference and recursion. They pump in the numbers into a series of equations and come out with numbers - without necessarily understanding what is going on. They **fail to notice what they do not notice**. (like we all do). They have no real idea of the limitations of maths.

So in the constrained and bounded universe - things can change - maybe the numbers in the boxes switch around or maybe some fool forgets to follow the group's strategy or makes a mistake **because they have a virus** and the **permanent fail** **sometimes** **becomes a pass**.

The **delusion** part is that many people will follow a strategy which they will declare a "certain winner" (lets all get a virus or sacrifice chickens at the temple) - think central banks, fund managers, stock markets, Ponzi/Pyramid schemes, gamblers, etc - think that they know how the universe operates. All that's is really happening is they happen to be in one of the versions of a universe which allows them to win but there will be versions of the universe where everything fails all the time - they just have not experienced it yet - so they are deluded to think it will always be the same and their strategy will always work. Fat, Dumb, Lazy and ignorant of reality - they double down on their sunk-cost biases and confirmation bias to declare their "god" of certainty.
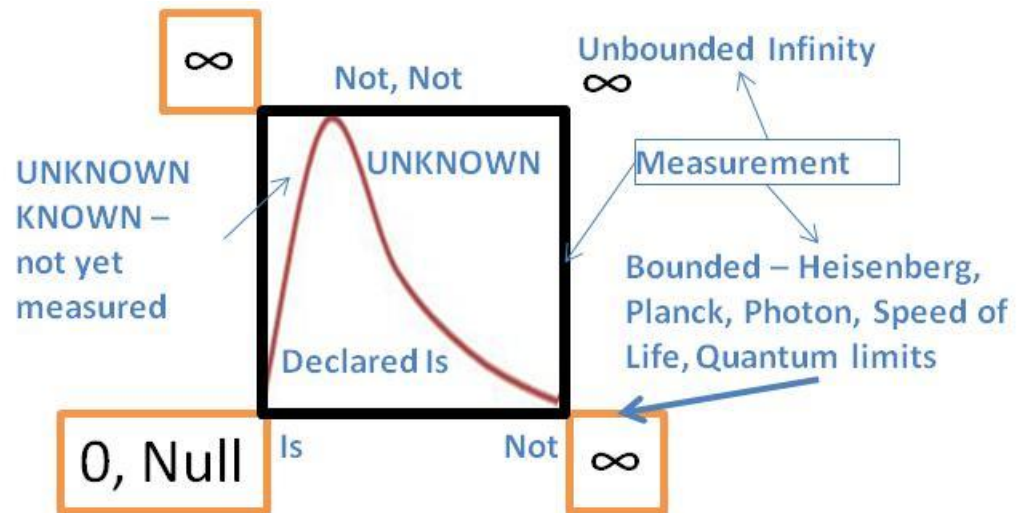
Now the reality of the universe is that infinity exists - i.e. the idea of infinity is self referential and most people have trouble with that - but for mathematicians and philosophers - they have even

more trouble. They muck around with this idea for ever (tish-boom) and end up making **constrained** and **bounded** infinities so they can do calculations and logic. This works well enough on a day to day basis and is enough as a **general working hypothesis** but is not the full story. Un **unbounded infinity** is something which does not fit well in calculations or even language - unless you are **at least** fully comfortable  with switching between initial self-reference and recursion type thinking - which is difficult at the best of times and you tend to get lost and lose you grounding. It can be very disturbing for many people.

Let us imagine the numbers being thrown up all the time and changing and the people generally operating on a shared group strategy - but changing every now and then. We see an attempt to **optimize** and **improve** choices and chances but we also see a **safeguard** to **avoiding the permanent fail** when it arises. We could call this idea **"Plurality"** with a mixture of group and individual approaches to choices and results. **As far as evolution goes - this is a really good idea** - it is why we are here now. Some might say as general idea of "Best Fit" survival type ideas - but it is a little more specific than that. Some might say "flexible" or "adaptable' but then some feminist group recently de-educated from universities might want it to be more "dogmatic" and "inclusive of females". The dogma and expert grafters (lawyers, legal community, courts, experts, sooth-sayers) tend to take any idea and turn it into binary certain profit for themselves - .e.g. "How to be certainly adaptable and flexible", "group dynamics", "good decision making", "Life coach and influencer", "god", etc

I did another spreadsheet with this time having 4 boxes but **only 3 players** - this increased the possible combinations to 24 * 4 = 96. The **total failure rate of the group** across all combinations was increased to 34% from 24% when 4 players played every combination. We get an increase of total group failure and we a see a decrease of conceded passes (where at least one person passes) from 18/24 (75%) to 64/96 (66%) - I don't know what any of this means.

## Heisenberg, Planck Constant Certainty and Universals on my Model



**Approaching infinity some other ways.**

The problem with infinity is that we have to manipulate it a bit.
https://en.wikipedia.org/wiki/History_of_calculus

**Isaac Newton** - Lifespan[1642 to 1727]  Born_Loc(Woolsthorpe) Rank(1) Keyword(Science Planets Gravity)https://www.britannica.com/biography/Isaac-Newton
https://www.newton.ac.uk/about/isaac-newton/life  https://plato.stanford.edu/entries/newton/

**Gottfried Wilhelm Leibniz** - Lifespan[1646 to 1716] Rank(20) Keyword(Philosophy, Maths)
https://en.wikipedia.org/wiki/Gottfried_Wilhelm_Leibniz
https://plato.stanford.edu/entries/leibniz/ https://www.leibniz-gemeinschaft.de/en/about-us/history/gottfried-wilhelm-leibniz.html

But although there are many mentions and techniques throughout history - it still remains a bounded and constrained idea as far as mathematics goes. It is used in calculations and eventually a number appears. **Unbounded infinity cannot be calculated.**

We see this here with my model and the limits of measurement - the bounded infinity in the bottom right corner. The right side of the Box is the measurement axis which takes bounded infinity - the limits of measurement up to unbounded infinity. This is a **new concept** and unable to be manipulated in maths but it **can be conceptualized in two dimensions and spatially**. It represents the idea that there is something "BEYOND our limits of certainty of measurement". This is understood as a concept but not integrated into any model I know of. (Big Bang, Multiverse, "in the beginning", etc). In my model I have attempted to **bring it into a relationship with other known things**. The "Universe" is another "infinity" - how many universes do we have? So another observable limit is "our observable universe" (very "big") as opposed to the very small Planck limit. The unbounded infinity on my diagrams is a point between two conceptual lines - **measurement** and **definition** - it is here the initial self-reference and recursion idea appears very strongly.

But as I have demonstrated in examining the number line and other things in other articles - we come against infinity in many ways and may not recognize it. Zero is an infinity, a ratio of integer numbers is a different kind of transfinite infinity (bounded in a different way), pi, e, calculus, "fluxions", etc. Also around this idea of infinity is rates of change, space, time and the power law for integrals and differentiation - changes in two directions in a power law frame. Constraining the power law.
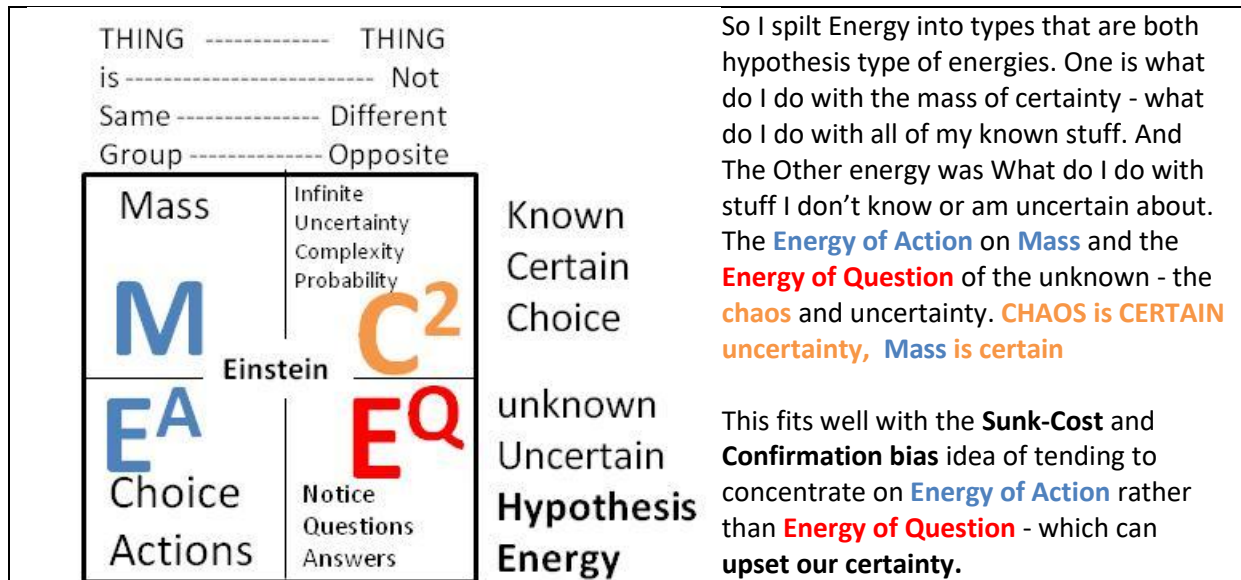
## Einstein's Equation on My Model

**Albert Einstein** - Lifespan[1879 to 1955] Rank(1) Keyword(Science)
https://en.wikipedia.org/wiki/Albert_Einstein
https://www.nobelprize.org/prizes/physics/1921/einstein/biographical/
https://www.history.com/topics/inventions/albert-einstein

I examined many things in **16 Humanism – Complexity – Structure, Version 1, date 27/04/2020** https://humanistman.com/wp-content/uploads/2020/04/16-Humanism-%E2%80%93-Complexity-Structure.pdf and I came up with the idea of transforming Einstein's equation into a Fisher 4 box model.  This was also prompted by the idea (reportedly) that **he had some question of where to put Energy in the equation**.

I divided both sides by energy - to get a UNITY on the left hand side i.e. 1 equals ? - where the ? is Einstein's equation transformed into 4 boxes $1 = (C^2 *M)/E$. Chaos now becomes the C power box -
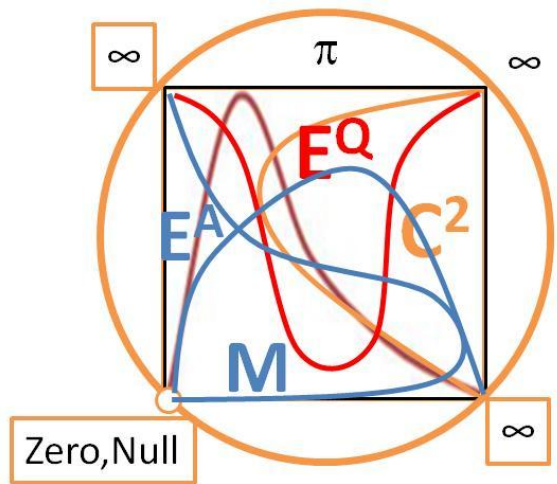
because the power law on C is some kind of transfinite infinity (a recursive process - thing to itself) - Mass is Mass of certainty and Energy is related somehow to both these concepts. So I examined the concepts involved and the general idea of "concept is related to concept in a 4 box model". I am not sure of the detail of the relationship - only the idea that they are somehow related.



So I spilt Energy into types that are both hypothesis type of energies. One is what do I do with the mass of certainty - what do I do with all of my known stuff. And The Other energy was What do I do with stuff I don't know or am uncertain about. The **Energy of Action** on **Mass** and the **Energy of Question** of the unknown - the **chaos** and uncertainty. **CHAOS is CERTAIN uncertainty, Mass is certain**

This fits well with the **Sunk-Cost** and **Confirmation bias** idea of tending to concentrate on **Energy of Action** rather than **Energy of Question** - which can **upset our certainty.**

This transformation is new and I am the only person to do it as far as I know. This allows me to develop conceptual models to explore and discuss things further. It is not meant to be a Maths model or a proof. It is a conceptual map for me to explore ideas.

I can map those relations as 4 boxes to 4 lines on a box with curves as I did in **Why Not A Humanist Manifesto** https://humanistman.com/wp-content/uploads/2021/08/Why-Not-A-Humanist-Manifesto.pdf and then changed a bit in **Courage to Question** https://humanistman.com/wp-content/uploads/2022/07/Courage-to-Question.pdf

So I mapped some of this on to my new model of plurality (dark red curve) within the 4 sided Box and the infinities stated. So the M (Mass) line has a curve from it into the box and so on so spaces may overlap. Maybe a bit like a probability density? - and very uncertain and abstract. I also removed some of the other lines of Gauss/Gender and Pythagoras which I had mapped onto it as well to make it a little less confusing.

It is just a way of putting some concepts together in an ordered way in some spatial sense - not as a formula - but as a discussion and concept map - hence the term "mapping" - which is an attempt to bring ideas together from a number of different places on to the same discussion place - like a Map.

It is fairly abstract and more like play - throwing some ideas and frameworks around and seeing where things overlap and where things are missing - rather than an architected solid building.

In my mind it is like a mental map - a heat map - I take multiple frames from books, documents, philosophy, maths - abstract them to simulate and common ideas and then see where the gaps and differences are but also too, highlight the areas that get repeated often. For example the Flux, Infinity idea has been around for thousands of years expressed and described by many people in many ways in many languages and linked to many similar conceptual ideas

## The Great Adventure

While Monty Python lampooned Biggles in a sketch (*Biggles dictates a letter, Biggle Flies Undone*) https://montypython.fandom.com/wiki/Biggles_Dictates_a_Letter it was a reference to a popular (especially in England) series of adventure books based around a character called Biggles.

Biggles, **James Bigglesworth** https://en.wikipedia.org/wiki/Biggles was a character invented by **William Earl Johns** (5 February 1893 – 21 June 1968) https://en.wikipedia.org/wiki/W._E._Johns who wrote a series of books about the adventures of a First World War pilot (based around his own experiences). *"W. E. Johns was a prolific author and editor. In his 46-year writing career (1922–1968) he wrote over 160 books, including nearly one hundred Biggles books, more than sixty other novels and factual books, and scores of magazine articles and short stories" .." W. E. Johns died on 21 June 1968, aged 75. Shortly before he died he was writing the final Biggles story, entitled **Biggles does some Homework,** which shows Biggles at last preparing to retire, and meeting his replacement. The twelve chapters written were issued privately in 1997"* See http://www.wejohns.com/

**Expectation and Anticipation** of the **unknown** (What will the next installment be? What will the next Book tell us? What is going to happen to Biggles this time? What adventures is he going to get up to?), danger, challenges, problems solving, mystery, new experiences, strange exotic places, friends, enemies, the **UNKNOWN**, the **UNCERTAIN**, etc - were all part of an genre of adventure narrative aimed at children and young adults to stimulate interest in the world and a willingness to explore and take on new challenges. **A willingness to try.**

Other Adventure genres for children and young adults were **The Famous Five** https://en.wikipedia.org/wiki/The_Famous_Five and **The Secret Seven** https://en.wikipedia.org/wiki/The_Secret_Seven by **Enid Blyton** https://en.wikipedia.org/wiki/Enid_Blyton **Enid Mary Blyton** (11 August 1897 – 28 November 1968)

Also we had real explorers and travelers who would visit unusual places and return with tales and stories, maps and organized travel for those willing to go and see parts of the world. The early camel Traders, Phoenicians, Pacific island Sailors (Taiwan, Solomon, Samoa, etc), **Hanno The Navigator** - Lifespan[-520 to -460] Born_Loc(Carthage) Rank(80) Keyword(Explorer), **Herodotus** - Lifespan[-484 to -425] Born_Loc(Halicarnassus/Bodrum) Rank(1) Keyword(History, Geography, Travel) , **Democritus** - Lifespan[-460 to -370] Born_Loc(Abdera, Thrace) Rank(10) Keyword(Philosophy,

Travel), **Alexander the Great/Alexander III of Macedon** - Lifespan[-356 to -323] Born_Loc(Pella) Rank(60) Keyword(War, Culture, Politics, Travel), **Polybius** - Lifespan[-200 to -111] Born_Loc(Megalopolis, Greece) Rank(30) Keyword(History, Library, Travel), **Strabo** - Lifespan[-63 to 23] Born_Loc(Amaseia, Pontus, Turkey) Rank(10) Keyword(History,Philosophy, Geography, Travel), **Gan Ying** - Lifespan[50 to 120] Born_Loc(China) Keyword(Politics, Diplomacy, Travel), **Pausanias** - Lifespan[110 to 180] Born_Loc(Lydia, Turkey) Rank(80) Keyword(History, Geography, Travel), **Plotinus** - Lifespan[205 to 270] Born_Loc(Lycopolis, Egypt) Rank(80) Keyword(Philosophy, Travel) - and then as the Roman empire grew in Europe - so did roads and travel and at the same time the **Silk Roads** and **pilgrim routes** were opening up all of Asia. Throughout the middle ages, religion was spreading widely, temples, churches, places of study, libraries were being built and established - even as far away as Scotland - **Iona Abbey and Nunnery** - Temple[573 to 2022] https://en.wikipedia.org/wiki/Iona_Abbey. During the middle ages - church officials regularly travelled widely over Europe between UK, France, Belgium, Germany, Italy, Greece, Balkans, Turkey, Levant, North Africa, Portugal and Spain. Even **Kubla Khan** in **Baicheng/Chaghanhot/Chagan Nor/Chaghan Balghasun** - Historic_City[900 to 2022] (45.6196, 122.83871) https://en.wikipedia.org/wiki/Baicheng https://en.wikipedia.org/wiki/Marco_Polo wanted to know more about China and the rest of the world from **Marco Polo** and other travelers.

There was a continuation of the world religious pilgrimages (Irak/Iraq, Greece, Italy, Spain, France, Egypt, India, China, Kashmir, Nepal, Burma/Myanmar) and the trade missions - with travel, education and exotic locations and experiences. **Thomas Cook** https://en.wikipedia.org/wiki/Thomas_Cook **Thomas Cook** (22 November 1808 – 18 July 1892) and others arranged travel tours using railways, ships and other forms of transports which started to open up the world.

Ideas were growing - from the **Royal Society** https://en.wikipedia.org/wiki/Royal_Society *..” The Royal Society, formally The Royal Society of London for **Improving Natural Knowledge**,[1] is a learned society and the United Kingdom's national academy of sciences. The society fulfils a number of roles: promoting science and its benefits, recognising excellence in science, supporting outstanding science, providing scientific advice for policy, education and public engagement and fostering international and global co-operation. **Founded on 28 November 1660**, it was granted a royal charter by King Charles II as The Royal Society.”*

# The idea that experiencing "different" things was enjoyable and very educational.

Then travelling English expected cups of tea everywhere they went and Americans started expecting Hilton Hotels and Macdonalds to be all the same everywhere they went - in some kind of tribal, mob, groupthink, binary extremist, certain way. This **ability to tolerate** difference in the world around us helped humans develop and educate themselves.

## Recent Investigations
Review

## Recent Websites

Royal Society https://en.wikipedia.org/wiki/Royal_Society , https://royalsociety.org/

## Recent People

**Ben Jonson/Benjamin Jonson** - Lifespan[1572 to 1637]  Born_Loc(Westminster, England) Rank(30) Keyword(Poet, Drama,Comedy) https://en.wikipedia.org/wiki/Ben_Jonson https://www.poetryfoundation.org/poets/ben-jonson  https://englishhistory.net/poets/ben-jonson/

## References

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1. *Wikipedia https://en.wikipedia.org/wiki/Main_Page  Larry Sanger and  Jimmy Wales https://en.wikipedia.org/wiki/Founder_of_Wikipedia Creative Commons Attribution-ShareAlike 3.0*

2. *Many Universities, government , museum, library and public websites*

3. *Internet Archive - Internet Archive Founder, Brewster Kahle -  https://archive.org/*

4. *Project Gutenberg - Michael Hart, founder of Project Gutenberg, invented eBooks in 1971 and his memory continues to inspire the creation of eBooks and related content today. https://www.gutenberg.org/  public domain*

5. *Michael Stern Hart (March 8, 1947 – September 6, 2011)*

    

    *https://en.wikipedia.org/wiki/Michael_S._Hart              by Marcello GDFL 1.2*

6. *Quadrant Online https://quadrant.org.au/opinion/aborigines/2022/07/the-ethnic-blackmail-to-change-our-racist-constitution-part-one/*

7. *W. E .Johns http://www.wejohns.com/*

8. *Enid Blyton Society https://www.enidblytonsociety.co.uk/list-all.php*

9. *Oxford Philosophical Club https://en.wikipedia.org/wiki/Oxford_Philosophical_Club*

10. *Travel Agencies https://en.wikipedia.org/wiki/Travel_agency "In 1758, Cox & Kings became the first travel agency in modern history"*

11. *Cox and kings https://en.wikipedia.org/wiki/Cox_%26_Kings , https://www.coxandkings.co.uk/*

12. *American Philosophical Society https://www.amphilsoc.org/about "The American Philosophical Society, the oldest learned society in the United States, was founded in 1743 by Benjamin Franklin for the purpose of "promoting useful knowledge.""*

13. *Dublin Trinity college https://new.trinitysocieties.ie/ "You're very welcome to the brand new website of the University Philosophical Society. Founded in 1683, the 'Phil' is the world's oldest debating society and the largest society in Trinity College Dublin, boasting over 10,000 members. Over the past five centuries, the world's pre-eminent thinkers, creators and doers have spoken, debated and challenged minds here at the Phil. In that time we have recorded the presence of many remarkable members including Oscar Wilde, Bram Stoker and Samuel*

Beckett, as well hosting many remarkable guests, including Friedrich Engels, Alexis de Tocqueville and Winston Churchill."

14. **Cogers** https://cogers.org/ "THE WORLD'S OLDEST FREE SPEECH FORUM Founded in the City of London in 1755 as a coffee bar debating society, the Society of Cogers can claim to be the oldest "free speech" forum in the world – and quite possibly the oldest debating society in the world also. Historians believe that the name of the society derives from the maxim of the French philosopher, Rene Descartes - "Cogito Ergo Sum" - "I think therefore I am". Its founder members were friends of John Wilkes, a leader of popular agitation against the ministers of George the Third in the cause of freedom of the press.

15. **Study explores the promises and pitfalls of evolutionary genomics** Date:    June 6, 2022 Source:    Arizona State University https://www.sciencedaily.com/releases/2022/06/220606145423.htm .." A new study examines mathematical models designed to draw inferences about how evolution operates at the level of populations of organisms. The study concludes that such models must be constructed with the greatest care, avoiding **unwarranted initial assumptions**, weighing the quality of existing knowledge and **remaining open to alternate explanations**. Failure to apply strict procedures in **null model construction** can lead to theories that seem to square with certain aspects of available data derived from DNA sequencing, yet fail to correctly elucidate underlying evolutionary processes, which are **often** (as if that is "only sometimes" not "always" ???) **highly complex and multifaceted**. Such theoretical frameworks may offer compelling but ultimately flawed pictures of how evolution actually acts on populations over time, be these populations of bacteria, shoals of fish, or human societies and their various migrations during prehistory." **- this comes under the heading of failing to understand the limits of analysis and I can improve to the nth degree on our fundamental inaccuracy ...** "In the new study, Jeffrey Jensen, a researcher in the Biodesign Center for Mechanisms of Evolution at Arizona State University and professor in the School of Life Sciences with the Center for Evolution & Medicine, leads a group of **international luminaries** in the field in providing guidance for future research. Together, they describe a range of criteria that can be used to **better ensure the accuracy of models** that produce **statistical inferences in population genomics** -- a scientific **discipline** concerned with large-scale comparisons of DNA sequences within and across populations and species."