



NDE Experiences Explained by Hyper-Dimensional Bit-Physics

IANDS Presentation

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Abstract



This presentation introduces a model that demonstrates that all quantum computing and standard model particles can be boot-strapped using pure hyperdimensional bit-vectors (hyperbits compatible with physics). The consequence of this “source science” model is the universe is hyperdimensional with every ‘thing’ and even spacetime emerges from pure bits (it from bit), essentially running as a specialized spacelike simulation.

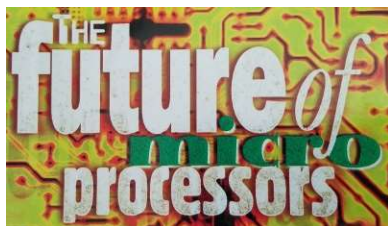
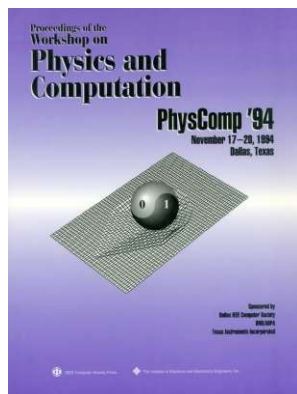
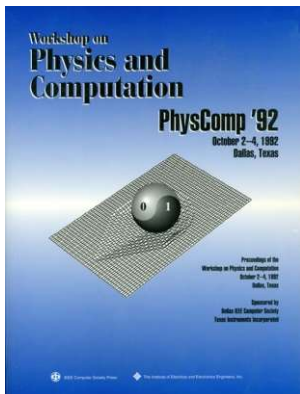
The mind, which is separate from the brain, is also supported by these hyperbit-clouds in order to support nonlocal mental behaviors, like transcendent experiences and something as “mundane” as “meaning”. Since physics and computer science cannot define “meaning”, then how is it possible to support meaning within the context of telepathy during NDEs? Defining how meaning works to support telepathy is an even harder problem than consciousness and more useful from the perspective of “Law of Attraction” insights.

The hyperbit-physics clouds also have no time, thus supporting extreme concurrency and panoramic time experienced during NDE life reviews. This seminar will spend significant discussion time on how bit-physics supports transpersonal experiences.

About Quantum Doug Matzke



- My moniker is Quantum Doug
- Programming for over 50 years
- Chairman of PhysComp '92 and PhysComp '94
 - ANPA Session in PC'94
- Written over 40 papers/talks and 10 patents
 - Will Physical Scalability Sabotage Perf. Gains?
- PhD in Quantum Computing in 2002 at UT Dallas
 - Quantum Computing using Geometric Algebra
 - Built GALG symbolic math tool in python
 - GALG research for last 20 years (w/Mike Manthey)
- Awarded \$1 million SBIR grants on topics:
 - Neural and quantum computing
- Certified master practitioner in Neuro-Linguistics-Programming (NLP)
- Deep Reality book coauthored by William A. Tiller (deceased)
 - Source Science and bit-physics
- Cofounded Coherent Spaces with WISH products
 - See www.CoherentSpaces.Life



Classical vs Spiritual World View



Classical World View

- The brain is a computer and generates the mind
- Energy centric physics disallows metaphysical phenomena
- AI is a consequence of computer brain model
- Meaning is just data and so Generalized AI is NOT possible
- Consciousness is curiosity but not understood
- Death leads to apparent extinction of mind, so generates fear

Transcendent World View

- The info mind exists independent of brain, space and time
- Information centric Mind is synonymous with metaphysics
- Real intelligence based on real hyperdimensional states
- Meaning/LOA is basis for General intelligence of humans
- Quantum bit cloud mind survives multiple lives, love centric
- Quantum superposition/coupling/entanglement supports psi
- Everything is conscious, has meaning and is love

Transcendent experiences can abruptly shift your world view

Source and Hyperbit Minds



Grand vision of source and souls as experienced by NDERs.
Source Science tries to describe how this is possible!!



Lucid Dreaming versus NDEs



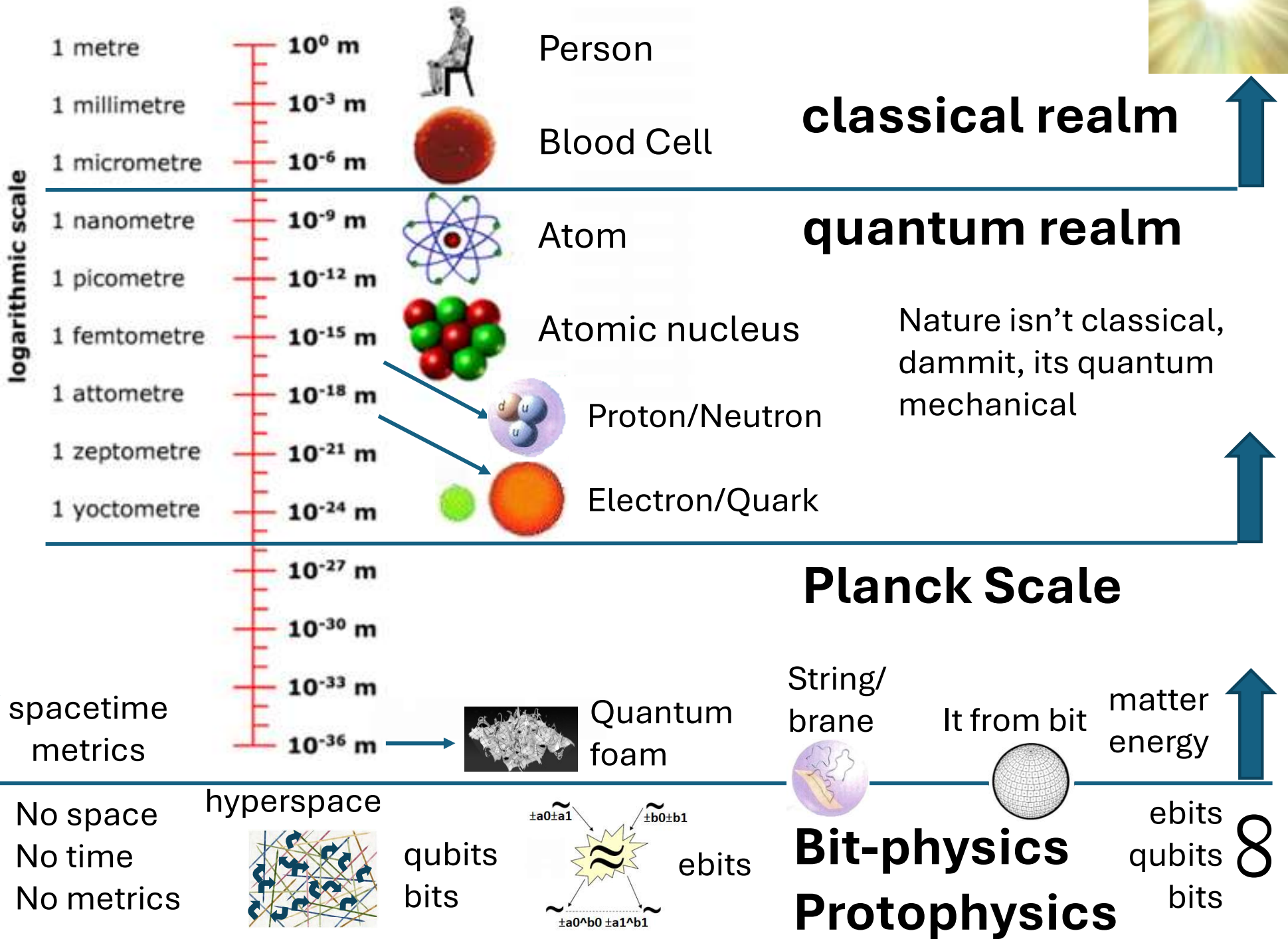
Transpersonal Experiences are information centric

Both are virtualized environments where the mind is hyper-aware/lucid so require info simulation environments where awareness and thoughts instantly manifest virtually.

Many similarities and some differences. People tend to have life changing effects from deeper NDEs, whereas lucid dreaming might not have that impactful effect.



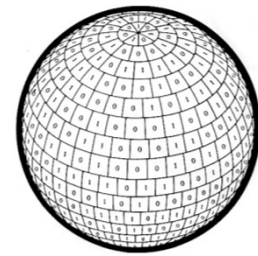
Hyperspaces are the gateway to source



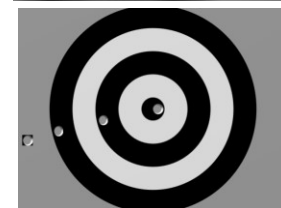
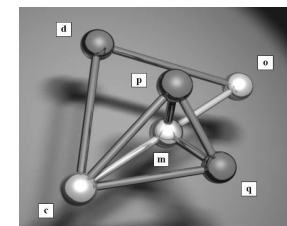
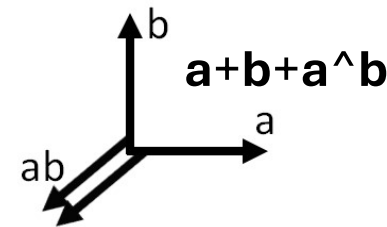
Science can explain transcendence

The mind is primarily informational, so imagine the mind is a hyperdimensional quantum bit cloud (hyperbits) which supports all thought, meaning, emotions, attention, intention, focus, memory, decisions, plus all metaphysics phenomena.

- 1. “bits are physical” (Landauer’s principle):**
thus, they effect the physical universe. Bits show up as fundamental discrete increments to black holes as Wheeler’s “it from bit”.
- 2. “bits are protophysical” (Matzke’s principle):**
which means that the topological mathematics supporting hyperdimensional bits is fundamental as the substrate structure of the multiverse. My approach is representing bits using anticommutative Geometric Algebra, which is “mostly” equivalent to Hilbert Spaces.
- 3. “bits are hyperdimensional” (Correlithms)**
random points in >20 -dimensional spaces are maximal “Standard distance” apart, leading to information creating LOA bullseyes when similar meaning. These hyperbit-clouds are spacelike (to support ebits)



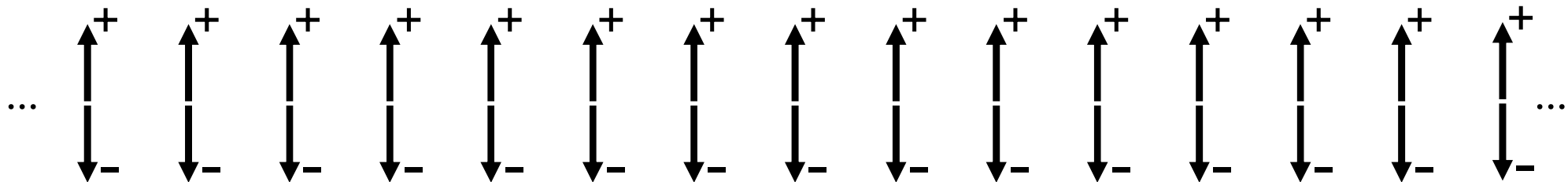
“It from Bit”



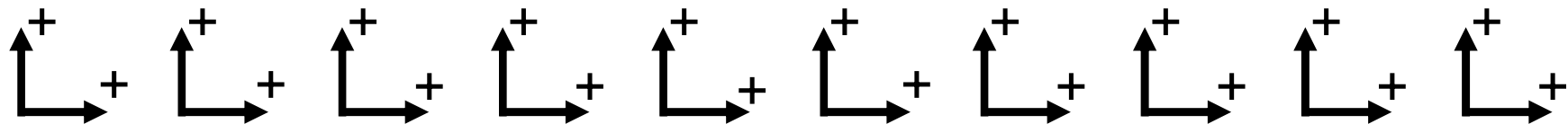
Gentle introduction to source science bit-physics used by quantum computing



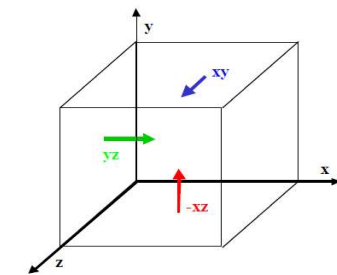
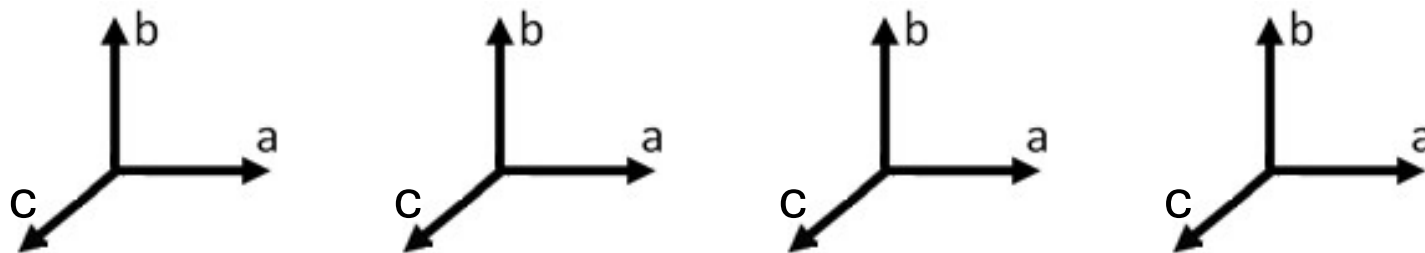
Bit-vectors – unit length and spacelike with extreme concurrency



All pairwise orthonormal: qubit $\mathbf{a}+\mathbf{b}$ and bivectors $\mathbf{a}^{\wedge}\mathbf{b} = i$ since spinors $(\mathbf{a}^{\wedge}\mathbf{b})^2 = -1$



3-bit clusters form qutrits = $\mathbf{a}+\mathbf{b}+\mathbf{c}$ (also virtual photons) and trivectors $\mathbf{a}^{\wedge}\mathbf{b}^{\wedge}\mathbf{c}$



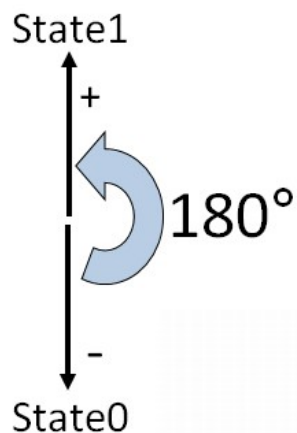
(quaternions) $(\mathbf{a}+\mathbf{b}+\mathbf{c})(\mathbf{a}^{\wedge}\mathbf{b}^{\wedge}\mathbf{c}) = +(\mathbf{a}^{\wedge}\mathbf{b}) - (\mathbf{a}^{\wedge}\mathbf{c}) + (\mathbf{b}^{\wedge}\mathbf{c})$

quaternions $\{i, j, k\}$

Bit-Vectors are the Source of Quantum States

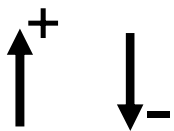


Bit – 1 dim



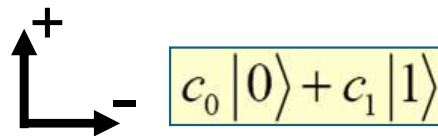
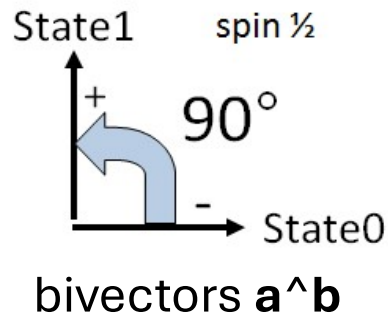
3 orientations $\pm 1, 0$

Orthonormal vectors $\mathbf{a}, \mathbf{b}, \dots$

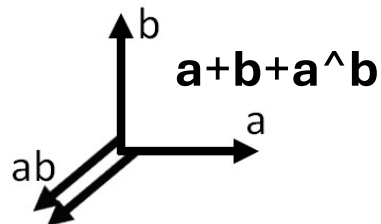


bit-vectors are protodimensions and distinctions

Qubit - 2 dims

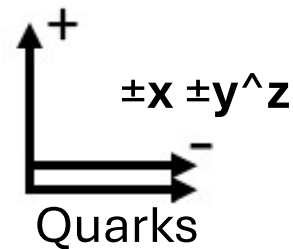
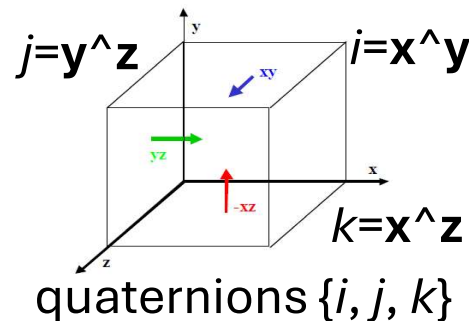
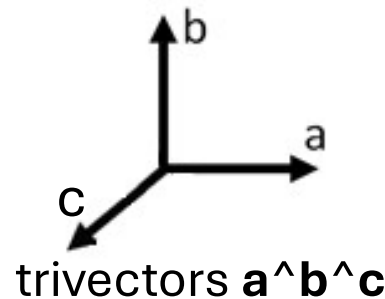


oriented spinors



qubits, neutrinos and W/Z bosons

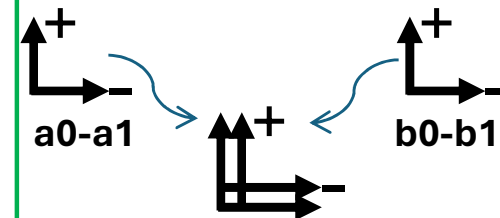
Qutrit - 3 dims



photons, gluons, quarks, mesons, electrons, neutrinos

Ebit – 4 dims

$$\mathbf{A}^*\mathbf{B} = + \mathbf{a}0^{\wedge}\mathbf{b}0 - \mathbf{a}0^{\wedge}\mathbf{b}1 - \mathbf{a}1^{\wedge}\mathbf{b}0 + \mathbf{a}1^{\wedge}\mathbf{b}1$$



spacelike

Bell Operator

$$\mathbf{B} = \mathbf{S}_A + \mathbf{S}_B = \mathbf{a}0^{\wedge}\mathbf{a}1 + \mathbf{b}0^{\wedge}\mathbf{b}1$$

Magic Operator

$$\mathbf{M} = \mathbf{S}_A - \mathbf{S}_B = \mathbf{a}0^{\wedge}\mathbf{a}1 - \mathbf{b}0^{\wedge}\mathbf{b}1$$

$$\mathbf{A}^*\mathbf{B}^*\mathbf{B} = -\mathbf{a}0^{\wedge}\mathbf{b}0 + \mathbf{a}1^{\wedge}\mathbf{b}1$$

$$\mathbf{A}^*\mathbf{B}^*\mathbf{M} = \mathbf{a}0^{\wedge}\mathbf{b}1 - \mathbf{a}1^{\wedge}\mathbf{b}0$$

Entangled States B_i

Entangled States M_i

Hyperdimensional spaces can be formed from infinite sets of orthonormal bit vectors

2^Q Growth for Qubit States Complexity



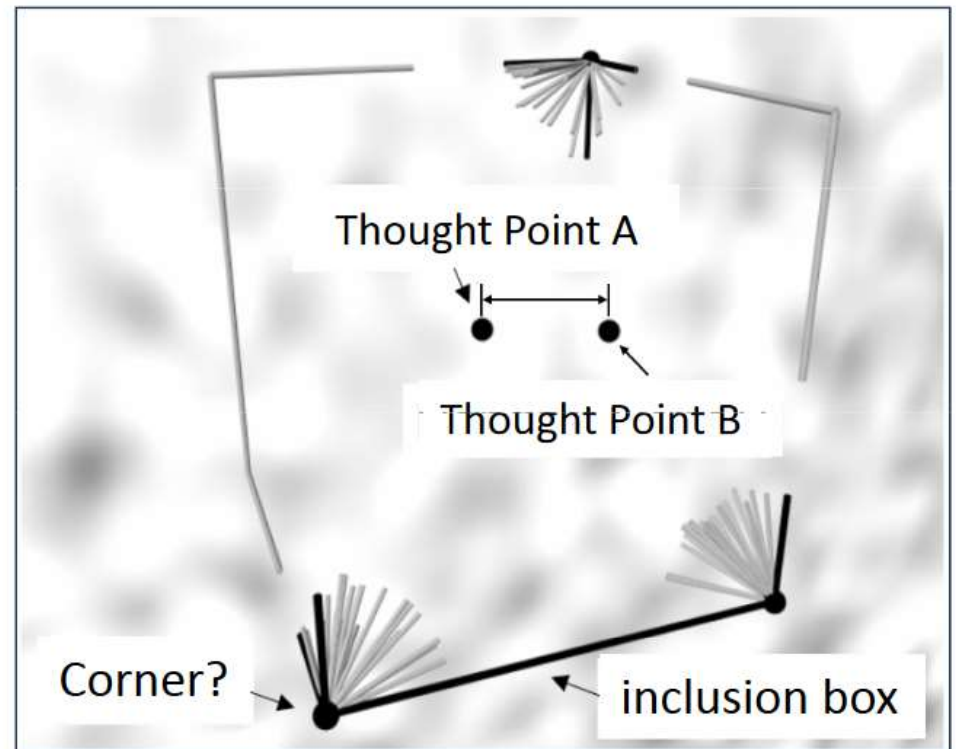
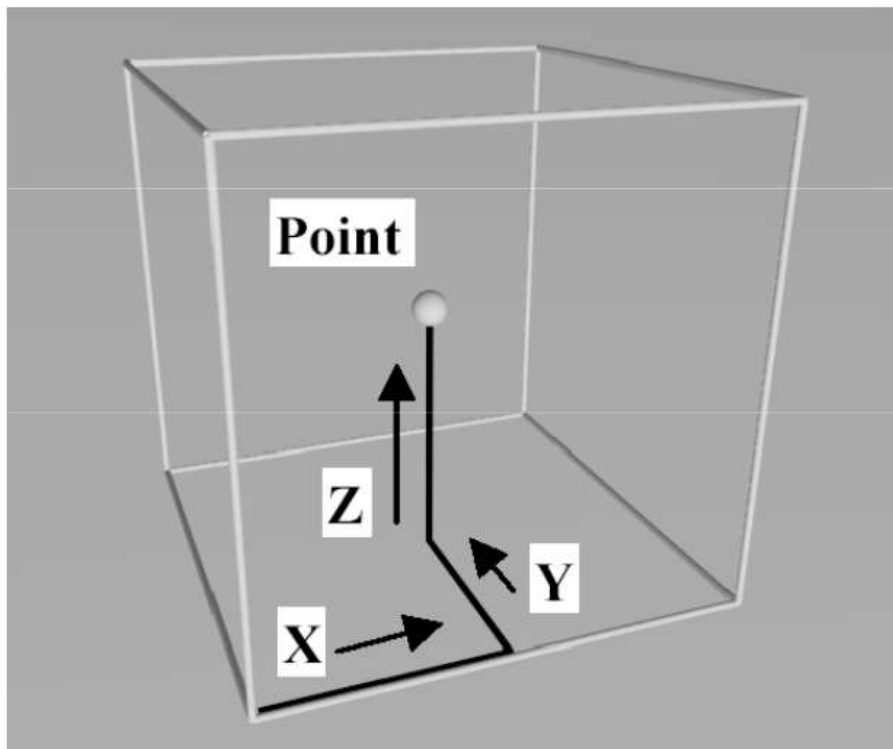
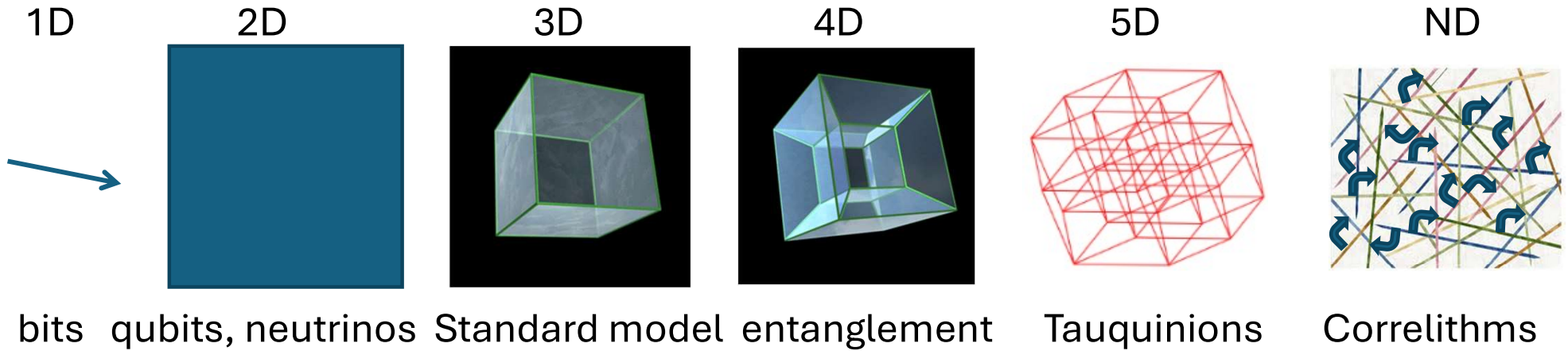
Qubits: $A=a_0+a_1$, $B=b_0+b_1$, $C=c_0+c_1$, $D=d_0+d_1$, $E=e_0+e_1$, $F=f_0+f_1$, $G=g_0+g_1$

Coupling: $A*B*C *D*E *F*G$ (equivalent to tensor product)

$$\begin{aligned} &+ (a_0^{b_0}c_0) - (a_0^{b_0}c_1) - (a_0^{b_1}c_0) + (a_0^{b_1}c_1) \\ &- (a_1^{b_0}c_0) + (a_1^{b_0}c_1) + (a_1^{b_1}c_0) - (a_1^{b_1}c_1) \end{aligned}$$

$$\begin{aligned} &+ (a_0^{b_0}c_0^{d_0}e_0^{f_0}g_0) - (a_0^{b_0}c_0^{d_0}e_0^{f_0}g_1) - (a_0^{b_0}c_0^{d_0}e_0^{f_1}g_0) + (a_0^{b_0}c_0^{d_0}e_0^{f_1}g_1) \\ &- (a_0^{b_0}c_0^{d_0}e_1^{f_0}g_0) + (a_0^{b_0}c_0^{d_0}e_1^{f_0}g_1) + (a_0^{b_0}c_0^{d_0}e_1^{f_1}g_0) - (a_0^{b_0}c_0^{d_0}e_1^{f_1}g_1) \\ &- (a_0^{b_0}c_0^{d_1}e_0^{f_0}g_0) + (a_0^{b_0}c_0^{d_1}e_0^{f_0}g_1) + (a_0^{b_0}c_0^{d_1}e_0^{f_1}g_0) - (a_0^{b_0}c_0^{d_1}e_0^{f_1}g_1) \\ &+ (a_0^{b_0}c_0^{d_1}e_1^{f_0}g_0) - (a_0^{b_0}c_0^{d_1}e_1^{f_0}g_1) - (a_0^{b_0}c_0^{d_1}e_1^{f_1}g_0) + (a_0^{b_0}c_0^{d_1}e_1^{f_1}g_1) \\ &- (a_0^{b_0}c_1^{d_0}e_0^{f_0}g_0) + (a_0^{b_0}c_1^{d_0}e_0^{f_0}g_1) + (a_0^{b_0}c_1^{d_0}e_0^{f_1}g_0) - (a_0^{b_0}c_1^{d_0}e_0^{f_1}g_1) \\ &+ (a_0^{b_0}c_1^{d_0}e_1^{f_0}g_0) - (a_0^{b_0}c_1^{d_0}e_1^{f_0}g_1) - (a_0^{b_0}c_1^{d_0}e_1^{f_1}g_0) + (a_0^{b_0}c_1^{d_0}e_1^{f_1}g_1) \\ &+ (a_0^{b_0}c_1^{d_1}e_0^{f_0}g_0) - (a_0^{b_0}c_1^{d_1}e_0^{f_0}g_1) - (a_0^{b_0}c_1^{d_1}e_0^{f_1}g_0) + (a_0^{b_0}c_1^{d_1}e_0^{f_1}g_1) \\ &- (a_0^{b_0}c_1^{d_1}e_1^{f_0}g_0) + (a_0^{b_0}c_1^{d_1}e_1^{f_0}g_1) + (a_0^{b_0}c_1^{d_1}e_1^{f_1}g_0) - (a_0^{b_0}c_1^{d_1}e_1^{f_1}g_1) \\ &- (a_0^{b_1}c_0^{d_0}e_0^{f_0}g_0) + (a_0^{b_1}c_0^{d_0}e_0^{f_0}g_1) + (a_0^{b_1}c_0^{d_0}e_0^{f_1}g_0) - (a_0^{b_1}c_0^{d_0}e_0^{f_1}g_1) \\ &+ (a_0^{b_1}c_0^{d_0}e_1^{f_0}g_0) - (a_0^{b_1}c_0^{d_0}e_1^{f_0}g_1) - (a_0^{b_1}c_0^{d_0}e_1^{f_1}g_0) + (a_0^{b_1}c_0^{d_0}e_1^{f_1}g_1) \\ &+ (a_0^{b_1}c_0^{d_1}e_0^{f_0}g_0) - (a_0^{b_1}c_0^{d_1}e_0^{f_0}g_1) - (a_0^{b_1}c_0^{d_1}e_0^{f_1}g_0) + (a_0^{b_1}c_0^{d_1}e_0^{f_1}g_1) \\ &- (a_0^{b_1}c_0^{d_1}e_1^{f_0}g_0) + (a_0^{b_1}c_0^{d_1}e_1^{f_0}g_1) + (a_0^{b_1}c_0^{d_1}e_1^{f_1}g_0) - (a_0^{b_1}c_0^{d_1}e_1^{f_1}g_1) \\ &+ (a_0^{b_1}c_1^{d_0}e_0^{f_0}g_0) - (a_0^{b_1}c_1^{d_0}e_0^{f_0}g_1) - (a_0^{b_1}c_1^{d_0}e_0^{f_1}g_0) + (a_0^{b_1}c_1^{d_0}e_0^{f_1}g_1) \\ &- (a_0^{b_1}c_1^{d_0}e_1^{f_0}g_0) + (a_0^{b_1}c_1^{d_0}e_1^{f_0}g_1) + (a_0^{b_1}c_1^{d_0}e_1^{f_1}g_0) - (a_0^{b_1}c_1^{d_0}e_1^{f_1}g_1) \\ &- (a_0^{b_1}c_1^{d_1}e_0^{f_0}g_0) + (a_0^{b_1}c_1^{d_1}e_0^{f_0}g_1) + (a_0^{b_1}c_1^{d_1}e_0^{f_1}g_0) - (a_0^{b_1}c_1^{d_1}e_0^{f_1}g_1) \\ &+ (a_0^{b_1}c_1^{d_1}e_1^{f_0}g_0) - (a_0^{b_1}c_1^{d_1}e_1^{f_0}g_1) - (a_0^{b_1}c_1^{d_1}e_1^{f_1}g_0) + (a_0^{b_1}c_1^{d_1}e_1^{f_1}g_1) \\ &- (a_1^{b_0}c_0^{d_0}e_0^{f_0}g_0) + (a_1^{b_0}c_0^{d_0}e_0^{f_0}g_1) + (a_1^{b_0}c_0^{d_0}e_0^{f_1}g_0) - (a_1^{b_0}c_0^{d_0}e_0^{f_1}g_1) \\ &+ (a_1^{b_0}c_0^{d_0}e_1^{f_0}g_0) - (a_1^{b_0}c_0^{d_0}e_1^{f_0}g_1) - (a_1^{b_0}c_0^{d_0}e_1^{f_1}g_0) + (a_1^{b_0}c_0^{d_0}e_1^{f_1}g_1) \\ &+ (a_1^{b_0}c_0^{d_1}e_0^{f_0}g_0) - (a_1^{b_0}c_0^{d_1}e_0^{f_0}g_1) - (a_1^{b_0}c_0^{d_1}e_0^{f_1}g_0) + (a_1^{b_0}c_0^{d_1}e_0^{f_1}g_1) \\ &- (a_1^{b_0}c_0^{d_1}e_1^{f_0}g_0) + (a_1^{b_0}c_0^{d_1}e_1^{f_0}g_1) + (a_1^{b_0}c_0^{d_1}e_1^{f_1}g_0) - (a_1^{b_0}c_0^{d_1}e_1^{f_1}g_1) \\ &+ (a_1^{b_0}c_1^{d_0}e_0^{f_0}g_0) - (a_1^{b_0}c_1^{d_0}e_0^{f_0}g_1) - (a_1^{b_0}c_1^{d_0}e_0^{f_1}g_0) + (a_1^{b_0}c_1^{d_0}e_0^{f_1}g_1) \\ &- (a_1^{b_0}c_1^{d_0}e_1^{f_0}g_0) + (a_1^{b_0}c_1^{d_0}e_1^{f_0}g_1) + (a_1^{b_0}c_1^{d_0}e_1^{f_1}g_0) - (a_1^{b_0}c_1^{d_0}e_1^{f_1}g_1) \\ &- (a_1^{b_0}c_1^{d_1}e_0^{f_0}g_0) + (a_1^{b_0}c_1^{d_1}e_0^{f_0}g_1) + (a_1^{b_0}c_1^{d_1}e_0^{f_1}g_0) - (a_1^{b_0}c_1^{d_1}e_0^{f_1}g_1) \\ &+ (a_1^{b_0}c_1^{d_1}e_1^{f_0}g_0) - (a_1^{b_0}c_1^{d_1}e_1^{f_0}g_1) - (a_1^{b_0}c_1^{d_1}e_1^{f_1}g_0) + (a_1^{b_0}c_1^{d_1}e_1^{f_1}g_1) \\ &+ (a_1^{b_1}c_0^{d_0}e_0^{f_0}g_0) - (a_1^{b_1}c_0^{d_0}e_0^{f_0}g_1) - (a_1^{b_1}c_0^{d_0}e_0^{f_1}g_0) + (a_1^{b_1}c_0^{d_0}e_0^{f_1}g_1) \\ &- (a_1^{b_1}c_0^{d_0}e_1^{f_0}g_0) + (a_1^{b_1}c_0^{d_0}e_1^{f_0}g_1) + (a_1^{b_1}c_0^{d_0}e_1^{f_1}g_0) - (a_1^{b_1}c_0^{d_0}e_1^{f_1}g_1) \\ &- (a_1^{b_1}c_0^{d_1}e_0^{f_0}g_0) + (a_1^{b_1}c_0^{d_1}e_0^{f_0}g_1) + (a_1^{b_1}c_0^{d_1}e_0^{f_1}g_0) - (a_1^{b_1}c_0^{d_1}e_0^{f_1}g_1) \\ &+ (a_1^{b_1}c_0^{d_1}e_1^{f_0}g_0) - (a_1^{b_1}c_0^{d_1}e_1^{f_0}g_1) - (a_1^{b_1}c_0^{d_1}e_1^{f_1}g_0) + (a_1^{b_1}c_0^{d_1}e_1^{f_1}g_1) \\ &- (a_1^{b_1}c_1^{d_0}e_0^{f_0}g_0) + (a_1^{b_1}c_1^{d_0}e_0^{f_0}g_1) + (a_1^{b_1}c_1^{d_0}e_0^{f_1}g_0) - (a_1^{b_1}c_1^{d_0}e_0^{f_1}g_1) \\ &+ (a_1^{b_1}c_1^{d_0}e_1^{f_0}g_0) - (a_1^{b_1}c_1^{d_0}e_1^{f_0}g_1) - (a_1^{b_1}c_1^{d_0}e_1^{f_1}g_0) + (a_1^{b_1}c_1^{d_0}e_1^{f_1}g_1) \\ &+ (a_1^{b_1}c_1^{d_1}e_0^{f_0}g_0) - (a_1^{b_1}c_1^{d_1}e_0^{f_0}g_1) - (a_1^{b_1}c_1^{d_1}e_0^{f_1}g_0) + (a_1^{b_1}c_1^{d_1}e_0^{f_1}g_1) \\ &- (a_1^{b_1}c_1^{d_1}e_1^{f_0}g_0) + (a_1^{b_1}c_1^{d_1}e_1^{f_0}g_1) + (a_1^{b_1}c_1^{d_1}e_1^{f_1}g_0) - (a_1^{b_1}c_1^{d_1}e_1^{f_1}g_1) \end{aligned}$$

Hyperdimensional spaces

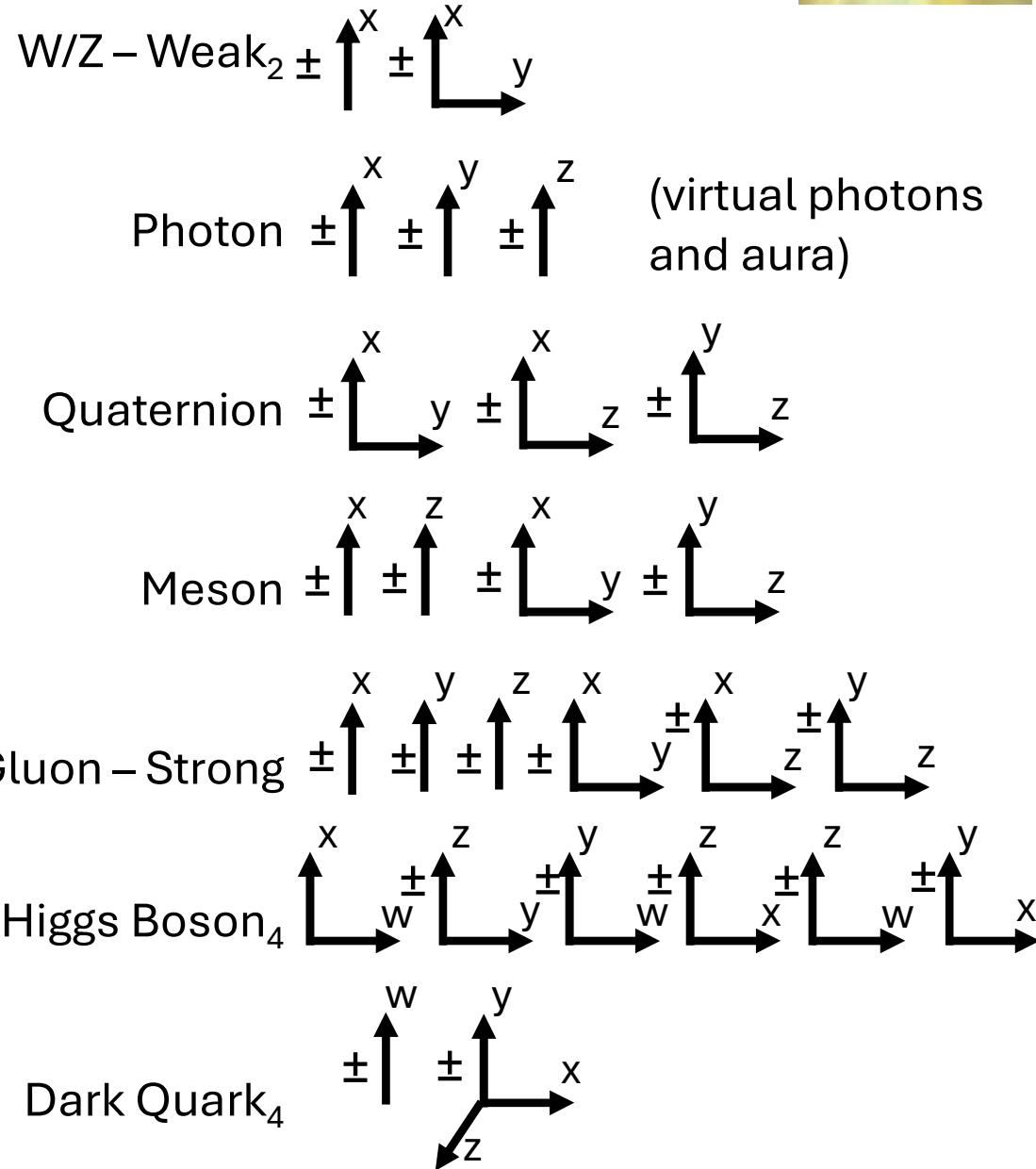
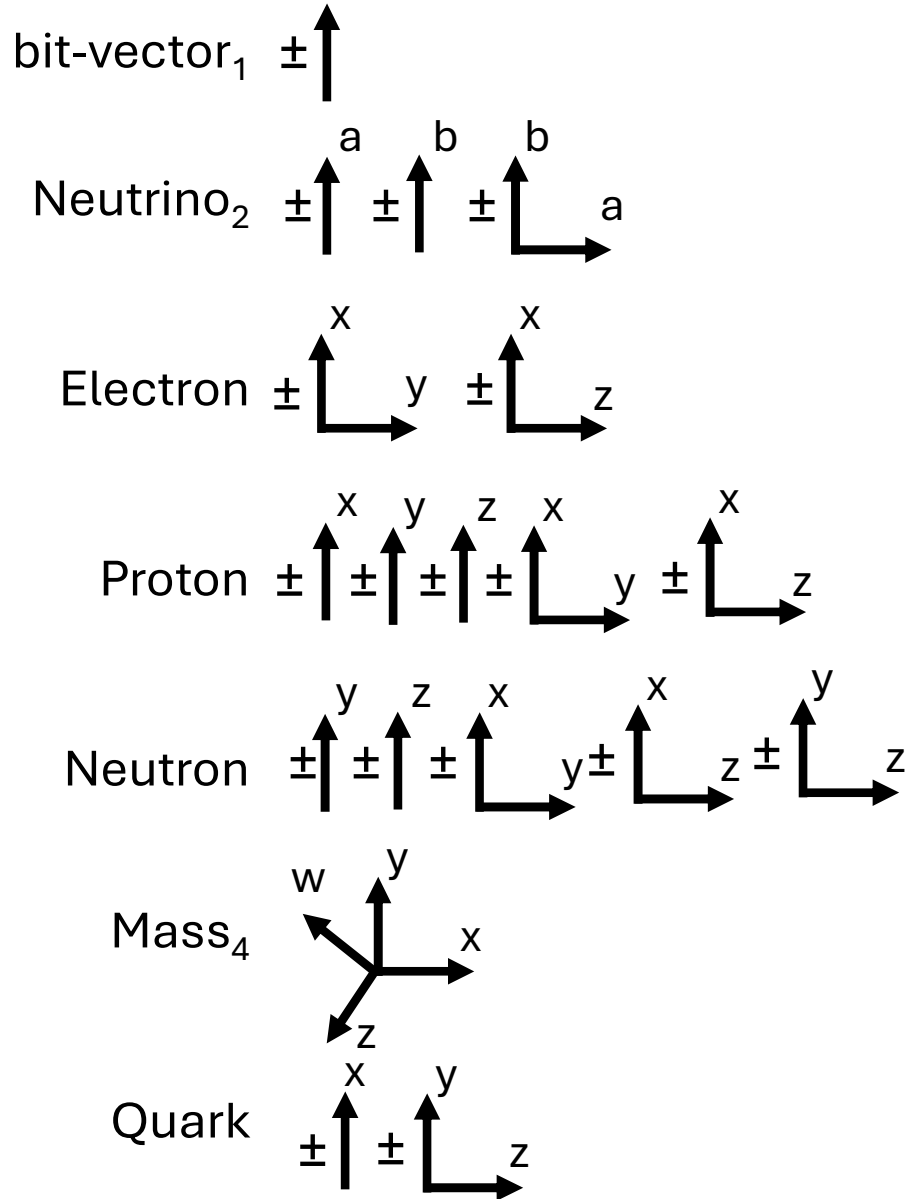


Multivectors: topological virtual particles



Particles are Unitary: $U*U=1$

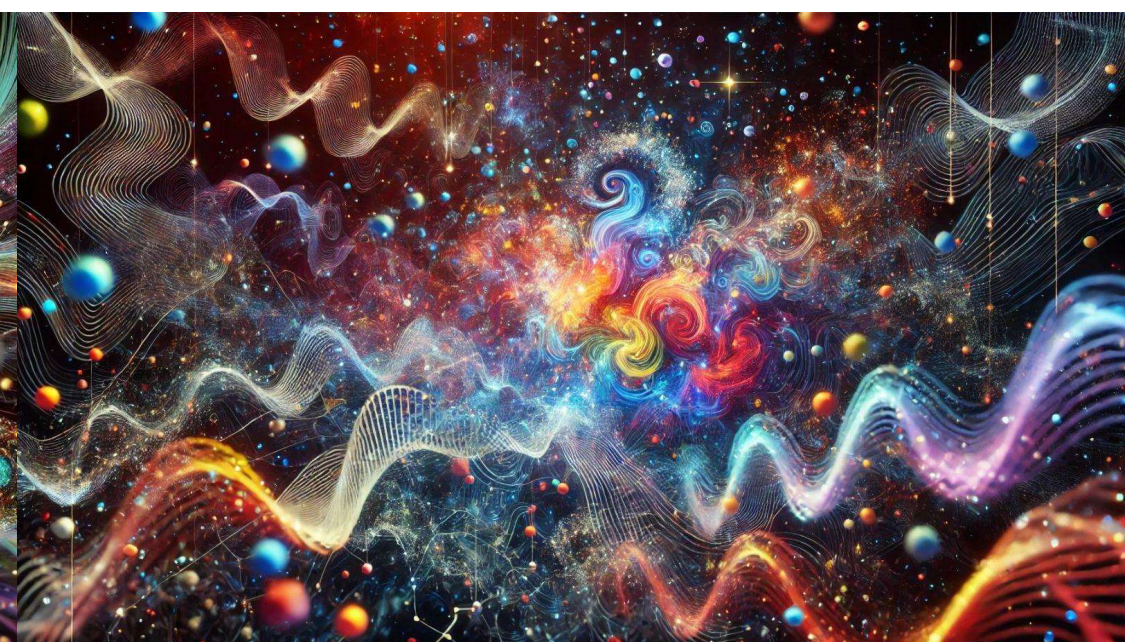
Bosons are Nilpotent: $N*N=0$



For $U^2 = 1$ (Unitary) and $X^2 = X$ (Idempotent) then $X = -1 \pm U$ (proof $X^2 = (-1 \pm U)^2 = X$)

Structured Hyperbit Mind Clouds

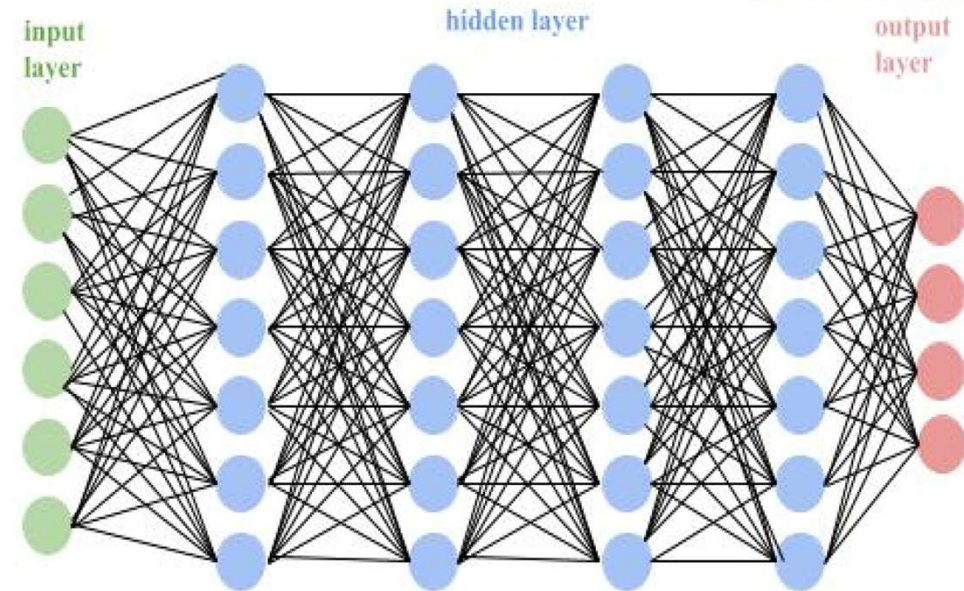
Brain is antenna interacting with the hyperbit cloud mind, outside spacetime



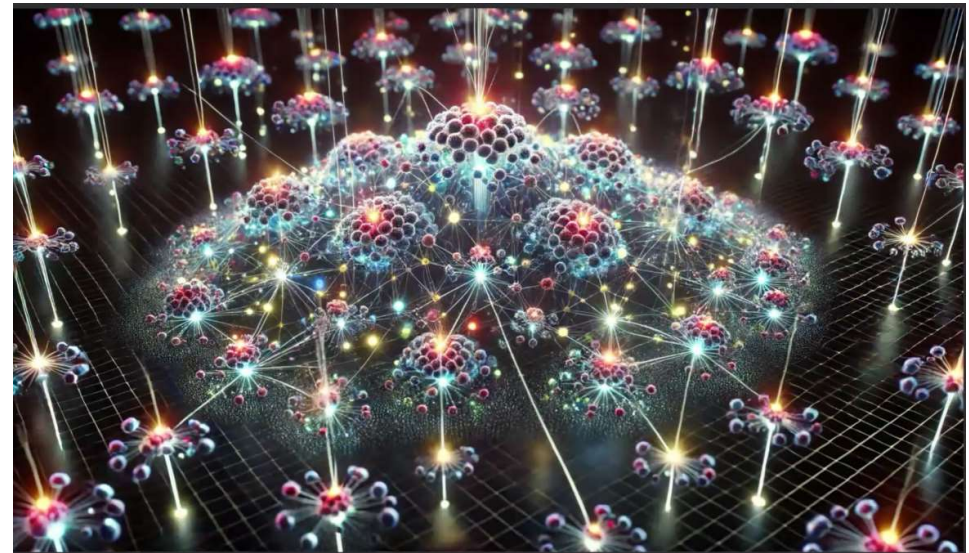
Artificial Intelligence vs Real Intelligence



AI uses neural networks and LLMs to **simulate** a hyperdimensional space using weights based on training data. This is like a hologram where all data is distributed into all **discrete** nodes. Adding new learning changes all weights and limited by spacetime.



RI utilizes a **real** hyperdimensional spaces, so similar meanings are naturally near each other in the state space. These quantum states are concurrent giving a “**wholeness**” and unity not possible with AI. Adding new states is incremental since beyond spacetime.

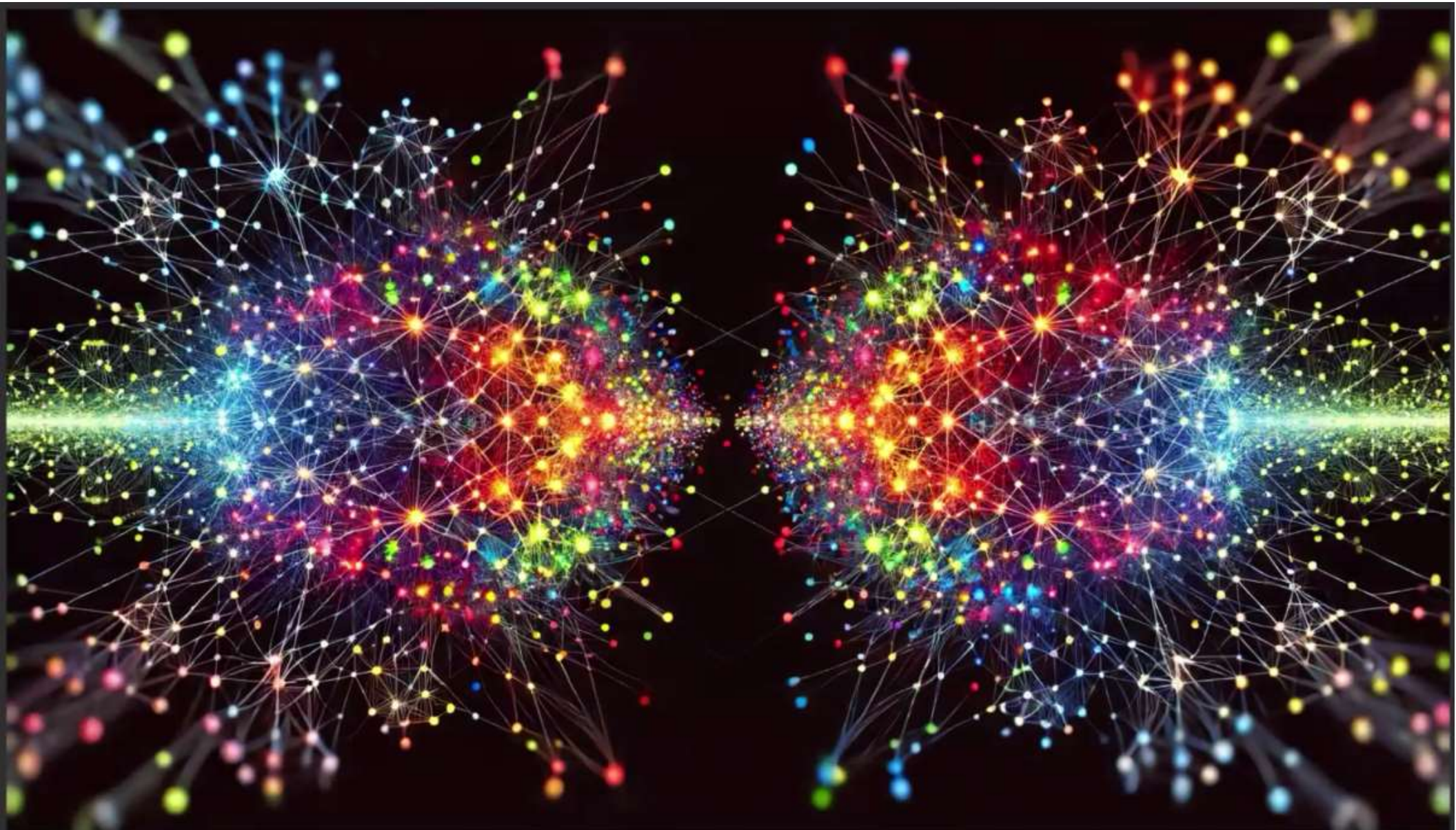


Life would be extinct if not for the efficient ordering capabilities of Real Intelligence

Hyperspace and No-time as foundation to hyperbit mind and transcendent states - NOT holograms



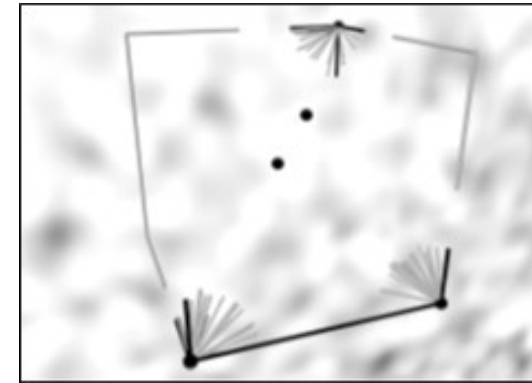
Hyperbit Clouds are wholeness without holograms



Content Addressable Memory Math

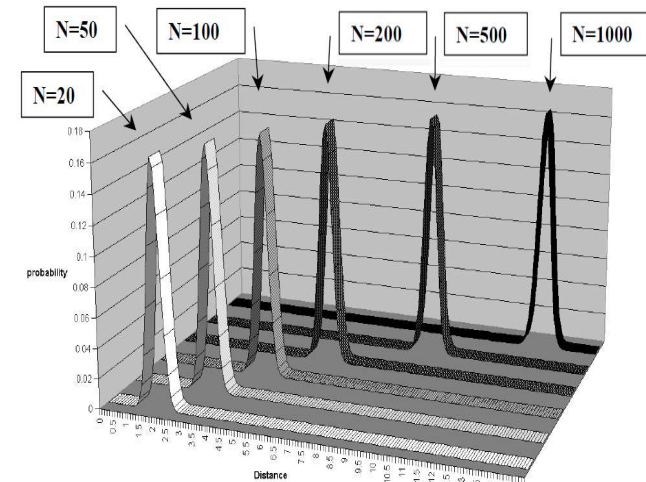


- Pick a random point P in a 3-dimensional space – easy
- Pick a random point P in a 100-dimensional space – hard
- Pick 2nd point Q in each space – compute distance
- Pick many points X in each space – compute distances
- Find the distances have an average value and std deviation

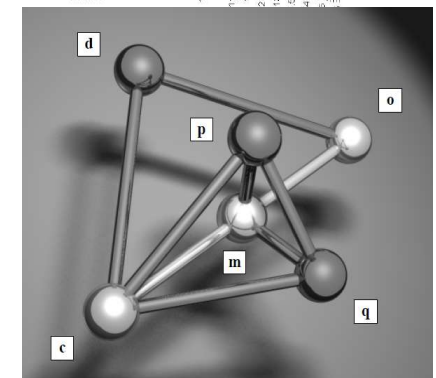


Correlithms for dimensions $N > 20$ and midpoint M: (unit cube)

- Euclidean Distance PQ is $\sqrt{N/6}$ (standard distance)
- Standard dev of PQ is $\sqrt{7/120}$ (independent of N)
- Distance MP or MQ is $\sqrt{N/12}$ (standard radius) & $\sqrt{1/60}$
- For big N standard distance/radius are constants
 - Intrinsic normalization measure (similar to light year)
- Correlithms known as CAM/sparse distributed coding
 - related to cell phone CDMA and spread spectrum



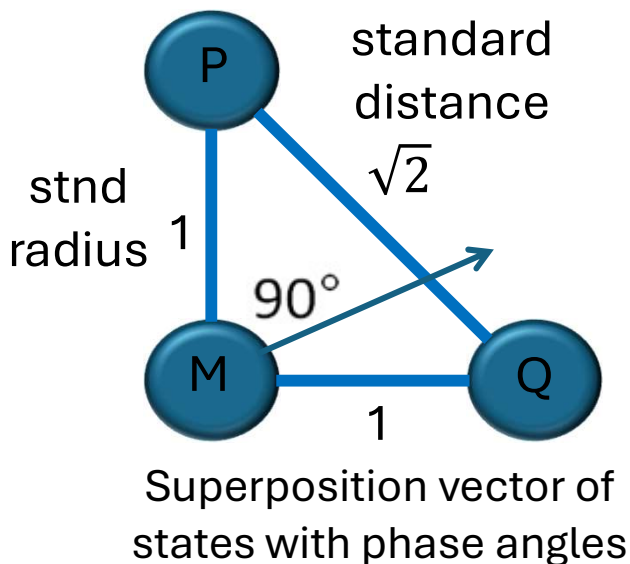
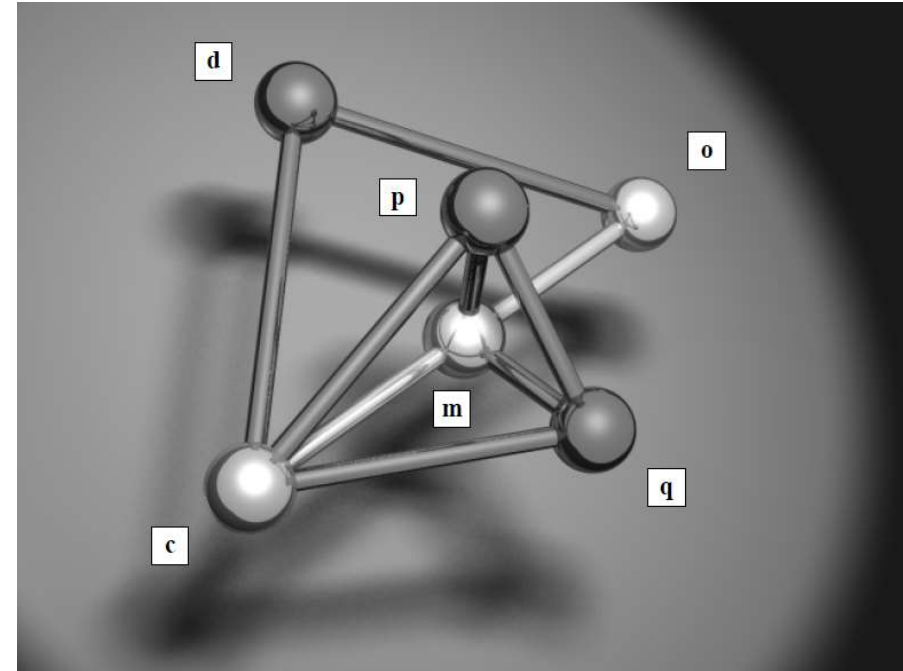
Mathematics for meaning:
the data (bits) are the address



Probabilistic geometries from randomness



Lines	Raw Distance	Normalized Distance
MQ=MP	$\sqrt{N/12}$ (radius)	1
PQ	$\sqrt{N/6}$ (distance)	$\sqrt{2}$
MC=MO	$\sqrt{N/4}$	$\sqrt{3}$
CP=CQ	$\sqrt{N/3}$	$\sqrt{4}$
DC=DO	$\sqrt{N/2}$	$\sqrt{6}$
CO	\sqrt{N}	$\sqrt{12}$



12 dims is special since MP = 1
M = mid/null/void point

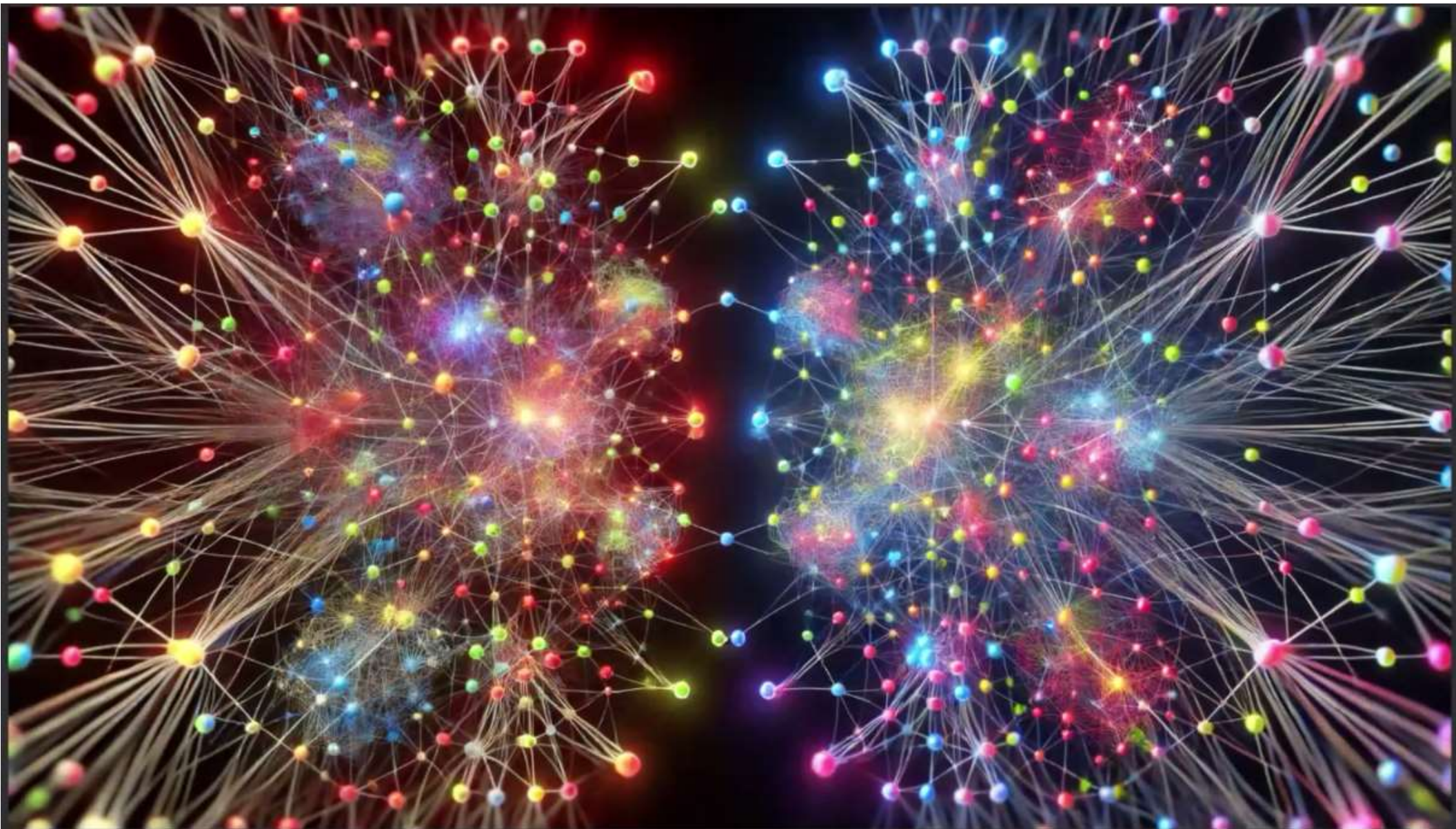
M = middle
 C = corner
 O = opposite corner
 D = random corner
 P/Q = random points

Big thought vectors built from small vectors are orthogonal in hyperdimensional spaces. This is the mathematics of law of attraction.

How to visualize >1000 dimensional spaces?

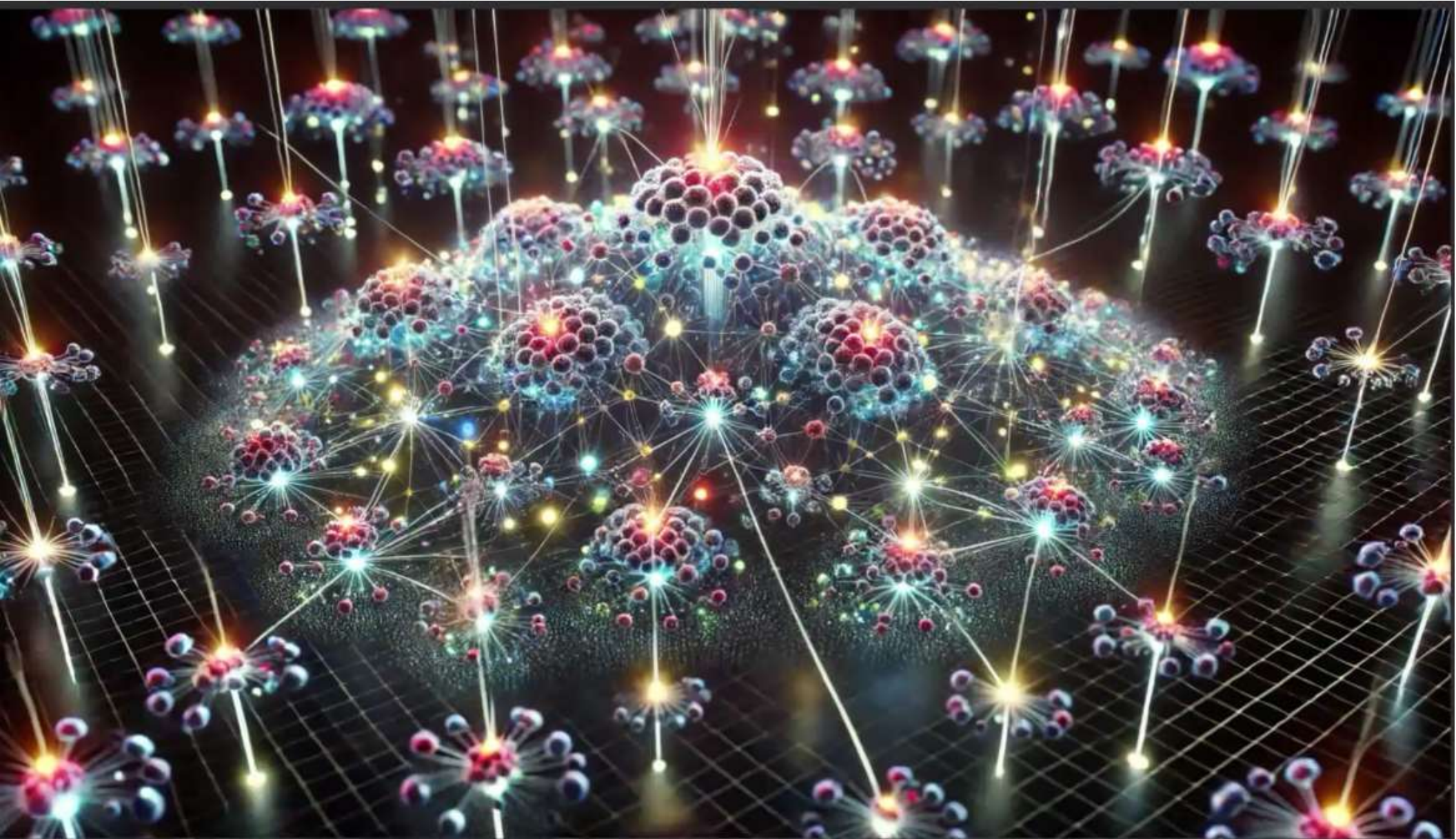


Bit-vectors, qubits, bivectors, qutrits, trivectors, multivectors, n-vectors



Multivector Clusters: Meaning rotes

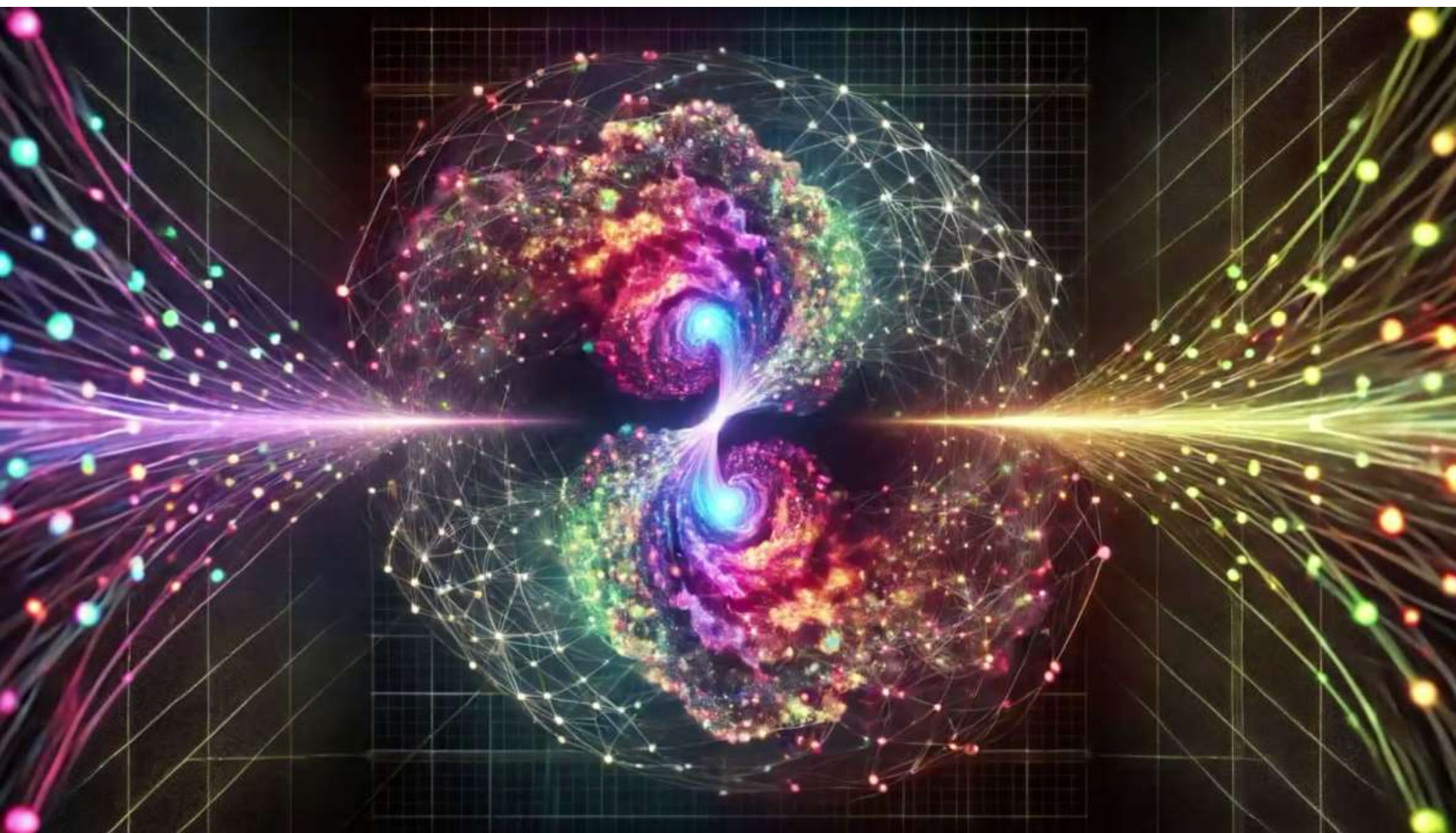
Visualization of hyperbit thought clusters (meaning/rotes)



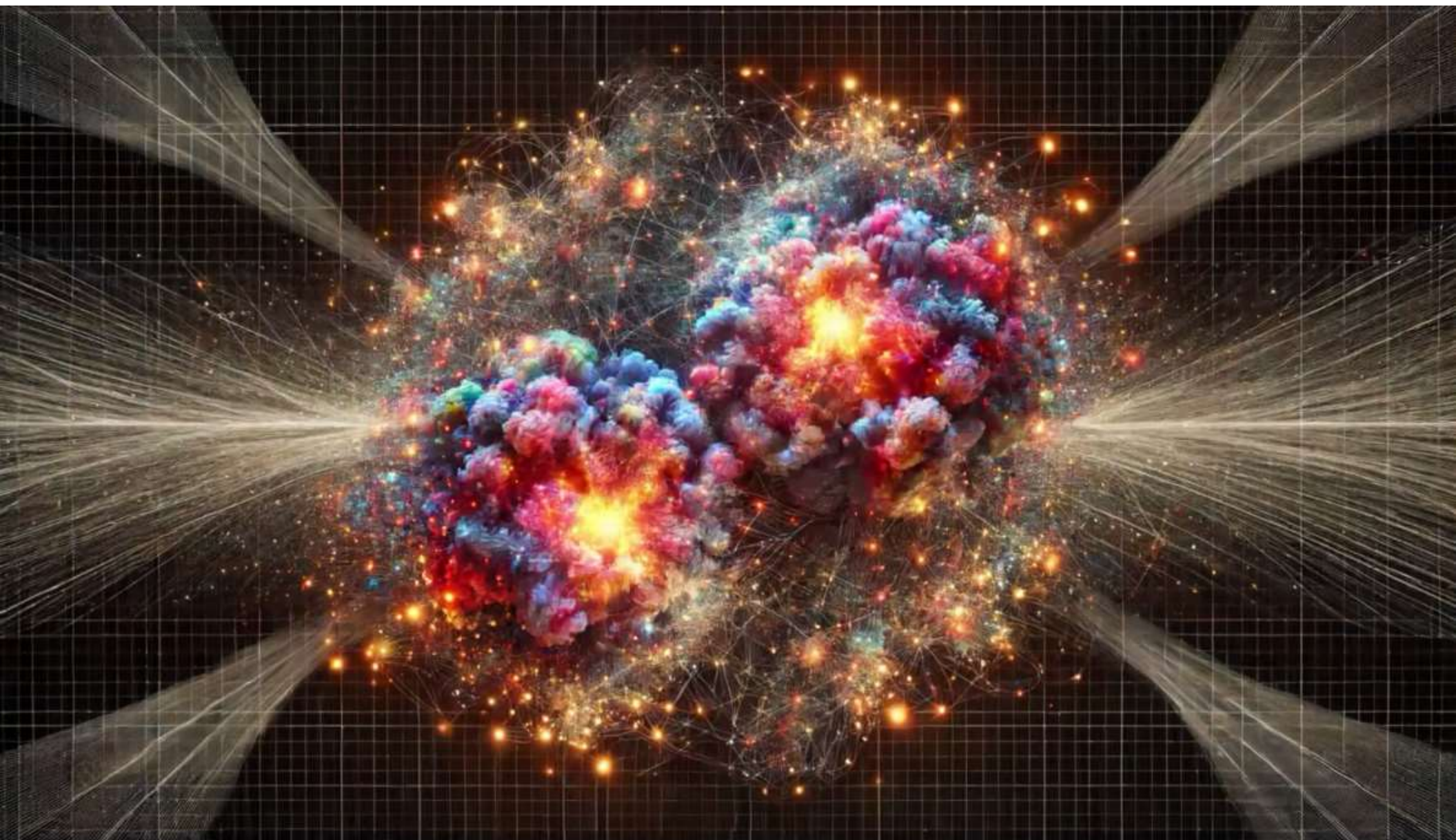
Hyperbit Mind forms information vortex in hyperspace



LOA mathematics supports vortexes of similar meaning/emotions



Two Hyperbit Mind Clouds



Increasing Hyperbit Cloud Complexity



Infinite Intelligence due to increasing complexity with more dimensions



Hyperbit Clouds and No-time



Hyperbit protospaces exhibit prototime behaviors

- No absolute time, same as relativity
- Time rate is independent from 3D+1T spacetime (the zone)
- Information based change is rate of perceived time
- Wholistic concurrency leads to Infinite Intelligence
- Presentience & Precognition (nonlocal in space & time)
- Retrocognition and Retrocausality
- Entanglement
- Mind dispersed thru time
- Panoramic time
- Timeline Therapy
- Life Review
- Akashic Records
- Soul Survival approach



Interpret NDE tunnel Experiences

NDE Tunnel is stepping out of spacetime into hyperbit proto-spacetime



Interpret NDE Life Reviews

Panoramic time & quantum state coupling gives complete awareness



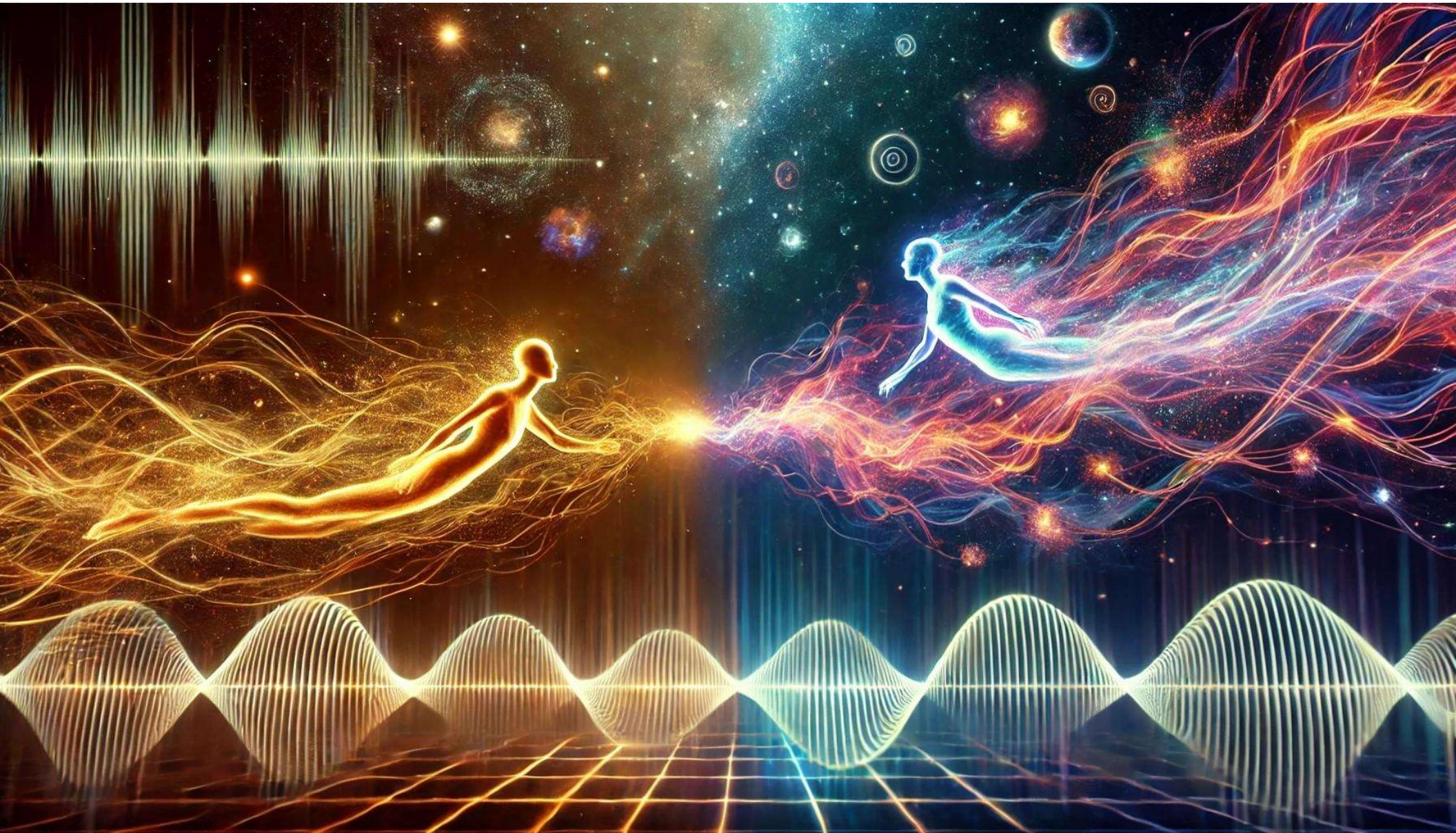
Survival of mind and meeting spiritual beings

Quantum minds are wavelike hyperbit states, so we exist independent of physical brains. We are all connected.



Interpret Shared Death Experiences

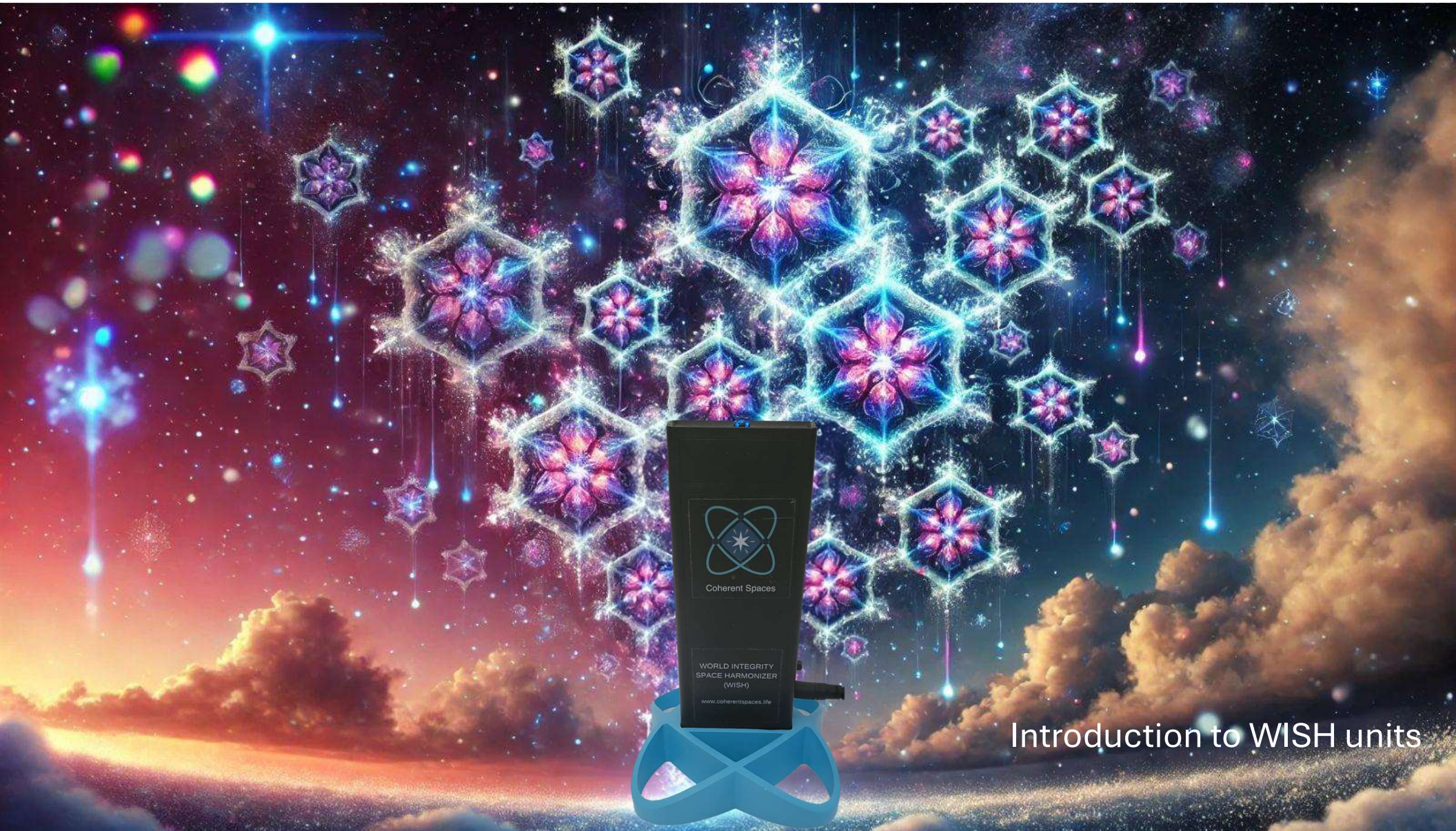
Bystanders can be swept into NDE environment using telepathy



Chaos vs Hyperbit Coherence



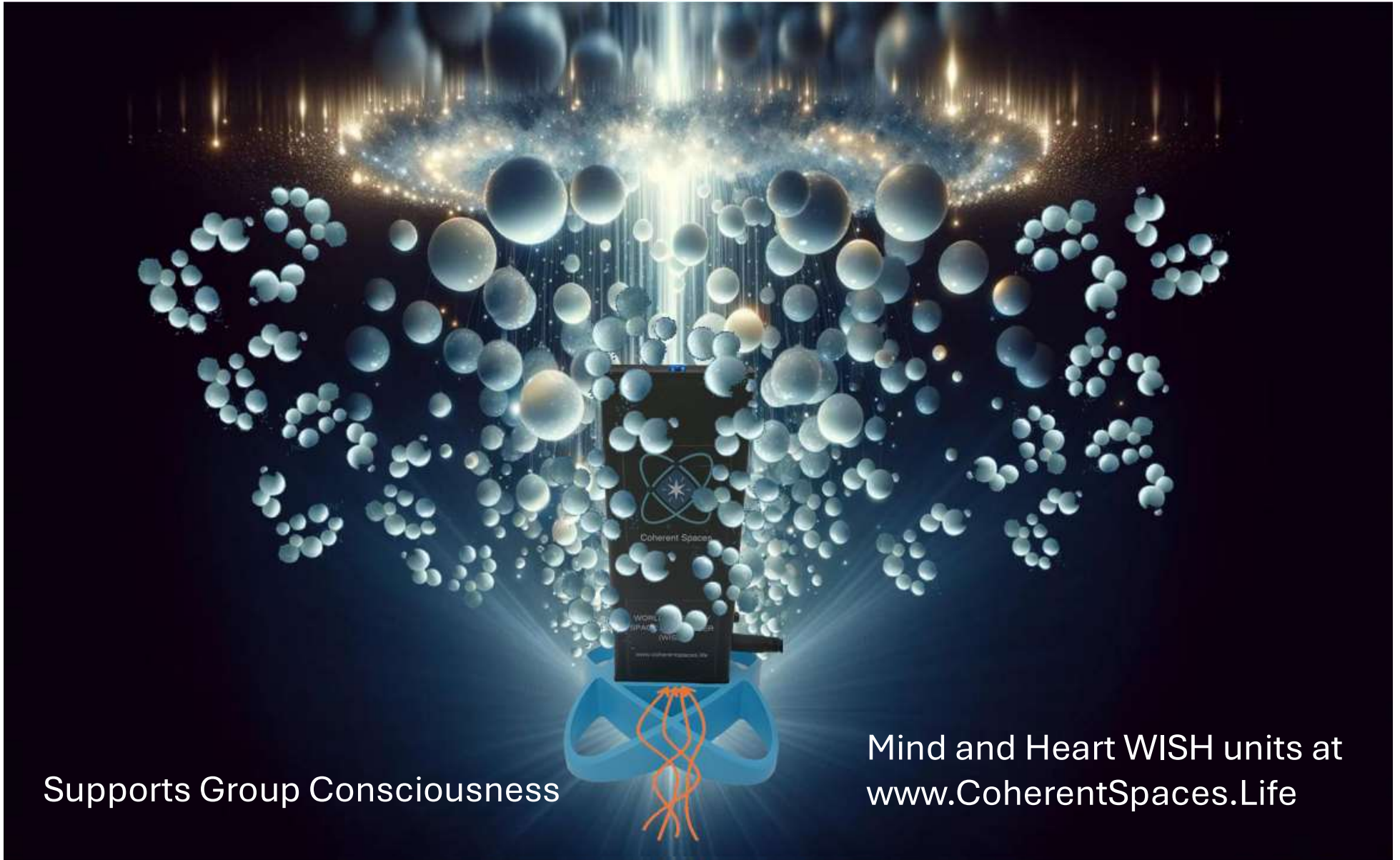
Entropy is chaos and Coherence is ordering, like crystals/snowflakes/orbs



Introduction to WISH units

Coherent Spaces WISH Units

World Integrity Space Harmonizer (WISH) creates coherence/order and connects you with your higher group consciousness



Supports Group Consciousness

Mind and Heart WISH units at
www.CoherentSpaces.Life

Group Consciousness Discussion



Hyperbits supports virtual and 3D worlds

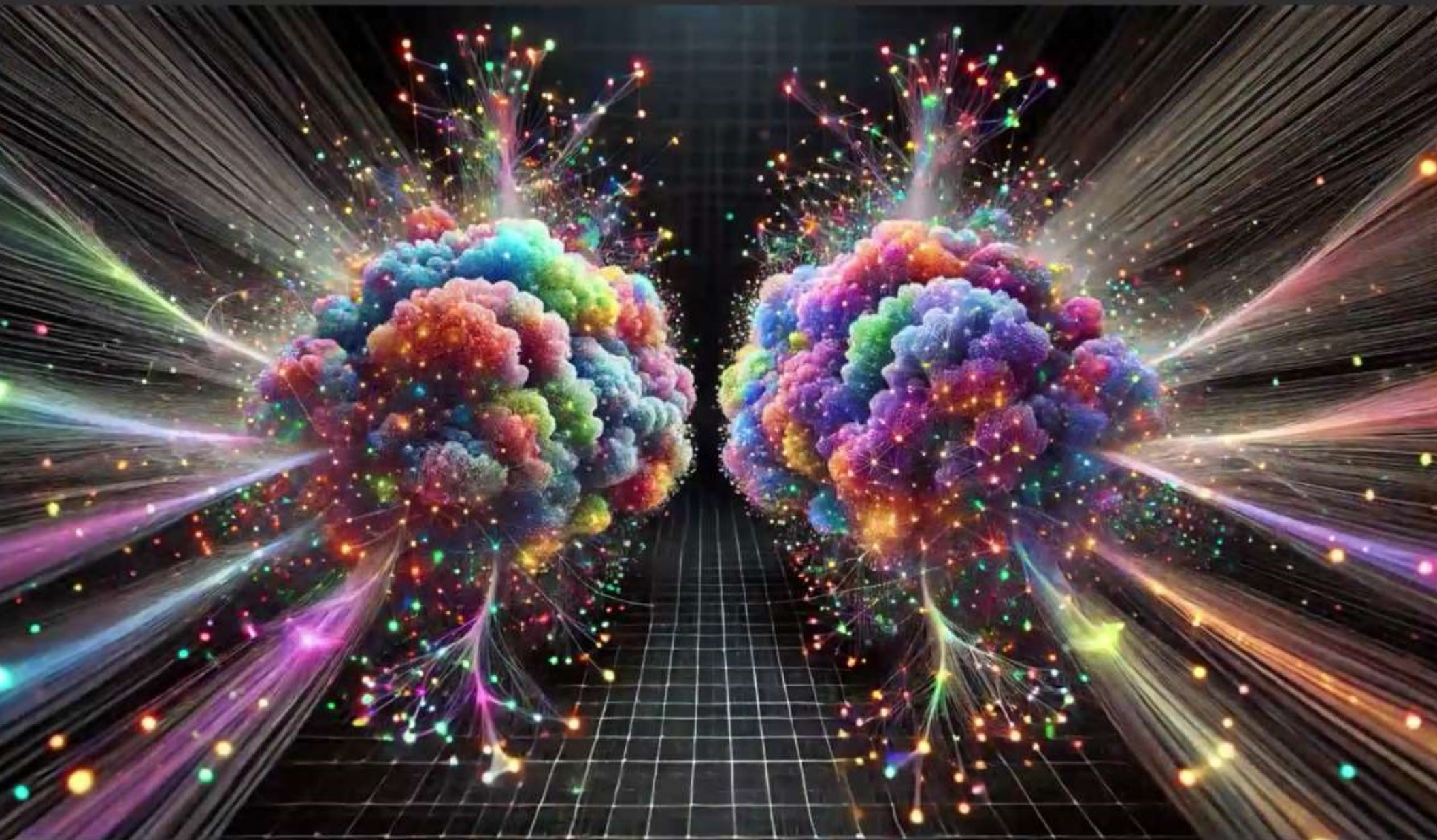


Multiverse is an Extreme Massively Multiplayer Online Game (EMMOG)



Source Science hyperbit mind and thoughts

Discuss: Awareness, attention, memory, decisions and consciousness



Source Science Summary:

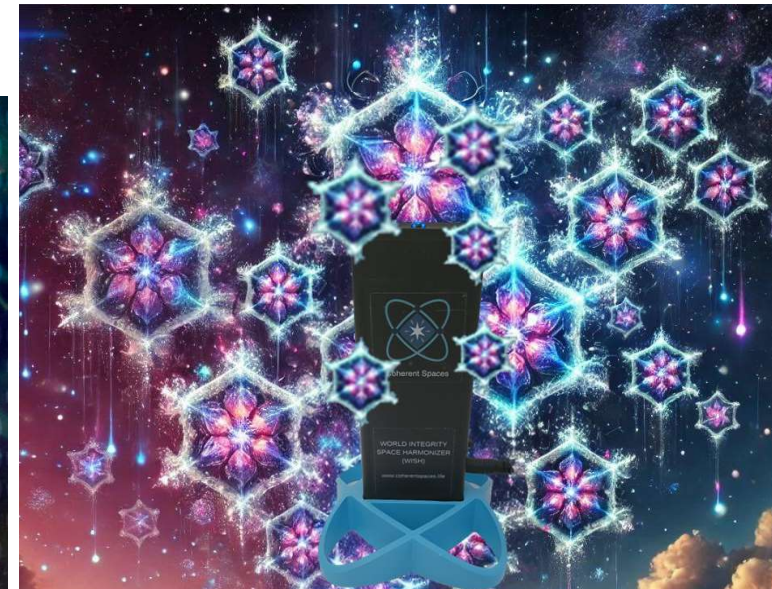


The multiverse is an infinite pre-quantum hyperbit simulation that supports all physics, mind and metaphysics phenomena. This is possible because hyperbits are informational, protophysical, spacelike, and so are beyond classical spacetime. Transpersonal experiences are supported by this Source Science hyperbit coherence model.

Questions and Answers:



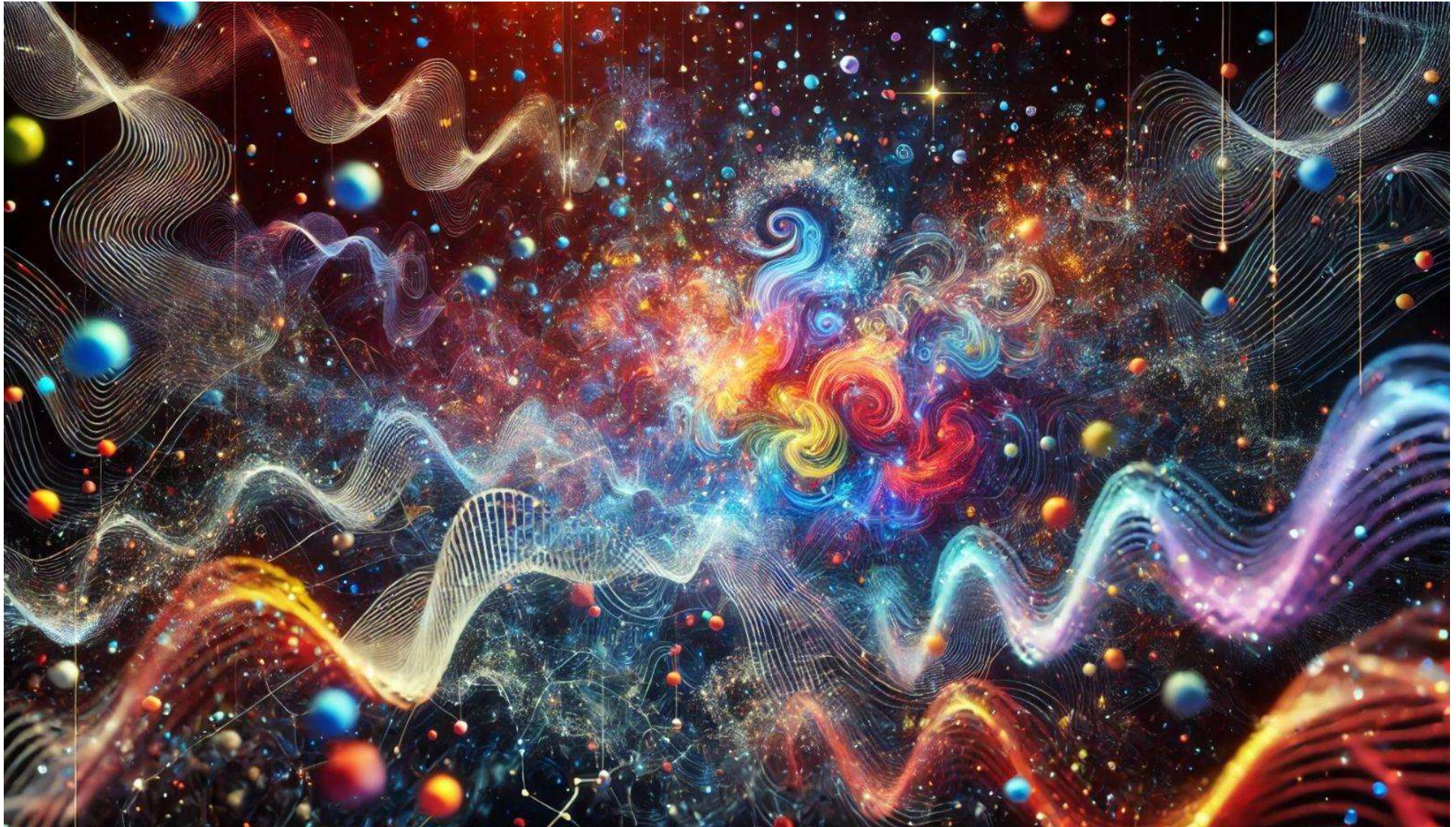
www.DeepRealityBook.com



www.CoherentSpaces.Life

End of Presentation

I will be attending the 2024 IANDS Phoenix Conference in August.



Acknowledgement: Thanks to Rob Farrow for generating Dall-e images for this talk