

# Something Designed. Something Not.



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# Inferring Design

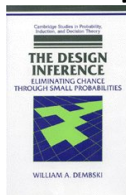
How do we infer design?

# Inferring Design

How do we infer design?

- Complexity
- Specification

## Specified Complexity



# Complexity

Is it improbable?

- Most of the EIL work has been in this area
- Can we shuffle things around to make them probable?



# Specification

Specification is conforming to an independently given pattern

- No precise definition
- Not quantifiable
- Difficult to maintain independence

# Independence

Our specification is usually derived from object of interest

- Life
- Flight

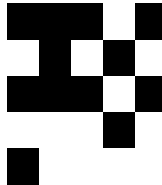
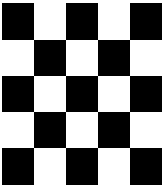
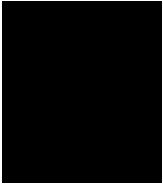


# Kolmogorov

- Kolmogorov is based on the idea of describing patterns
- The complexity of an object is the length of the computer program required to describe that object
- In more lax terms, how many words does it take to describe that object



# Example Patterns



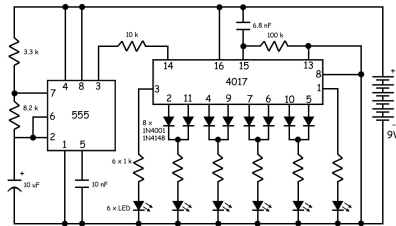
# Not everything fits

Many specified things cannot be reduced to simple patterns

- The quick brown fox jumps over the lazy dog
- Building designs

Six LED Knight Rider Light Bar

Period as shown: ~2 sec

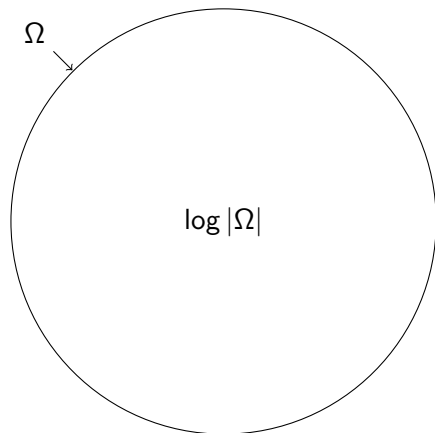


# Context

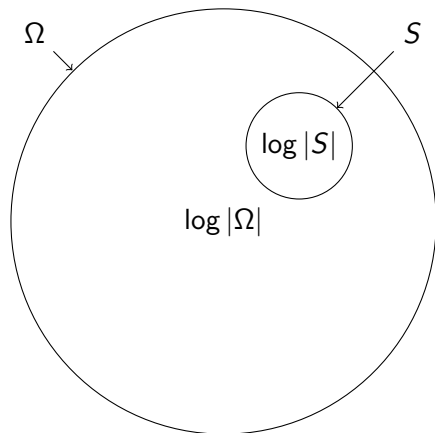
Conditional Kolmogorov Complexity has an input context, it can use it to derive the answers

- We are not restricted to simple patterns
- Anything you can describe using the context is fair game

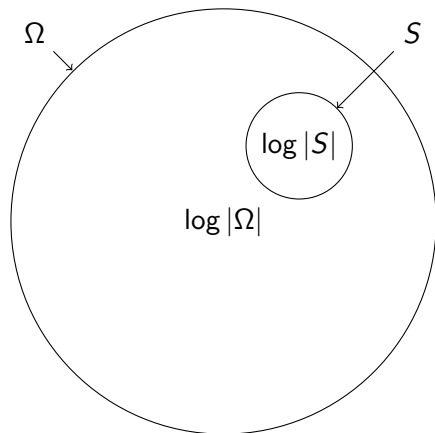
# How It Works



## How It Works

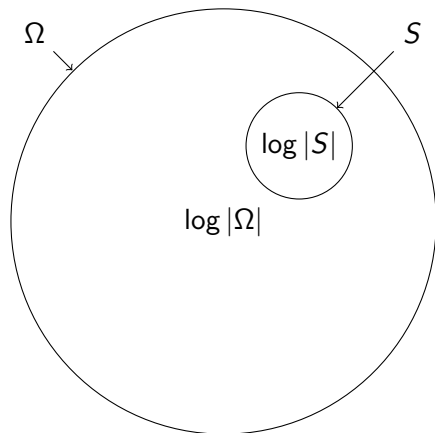


## How It Works



- Valid English
- Royal Flush
- Folding Protein
- Functional Motor

## How It Works



- Valid English
- Royal Flush
- Folding Protein
- Functional Motor

$$K(S) + \log |S| \quad (1)$$

## Putting them together

$$ASC = -\log p(X) - K(X|C) \quad (2)$$

- $X$  is the item we are investigating
- $p$  is the probability distribution
- $C$  is the context
- $K$  is the kolmogorov complexity
- Algorithmic Specified Complexity



# English Text

The quick brown fox jumps over the lazy dog

Encoding Length	$43 * 32 = 1376$ bits in UTF-32
Context	English Alphabet
Compressed Length	$43 * \log_2(27) = 204.45 + c$
Probability Distribution	Uniform over sequences of 1376 bits
Complexity	1376 bits
ASC	$1171.55 - c$

# English Text

The quick brown fox jumps over the lazy dog

Encoding Length

$43 * 32 = 1376$  bits in UTF-32

Context

English Alphabet

Compressed Length

$43 * \log_2(27) = 204.45 + c$

Probability Distribution

Uniform over english letters

Complexity

$-\log_2(27^{-43}) = 204.45$  bits

ASC

$-c$

# English Text

The quick brown fox jumps over the lazy dog

Encoding Length	$43 * 32 = 1376$ bits in UTF-32
Context	Oxford English Dictionary: 414,800 words
Compressed Length	$9 * \log_2(414800) = 167.96 + c$
Probability Distribution	Uniform over english letters
Complexity	$-\log_2(27^{-43}) = 204.45$ bits
ASC	$36.49 - c$

# Uniform Random Noise

Random data, generated by a fair coin flipped 1000 times

Encoding Length	1000 bits
Context	None
Compressed Length	$1000 + c$ bits
Probability Distribution	Uniform over all bits
Complexity	1000 bits
ASC	$-c$

# Biased Coin

Random data, generated by a biased coin flipped 1000 times. The coin lands heads  $2/3$  of the time

Encoding Length	1000 bits
Context	None
Compressed Length	$918.3 + c$ bits
Probability Distribution	Uniform over all bits
Complexity	1000 bits
ASC	$81.7 - c$

# Biased Coin

Random data, generated by a biased coin flipped 1000 times. The coin lands heads  $2/3$  of the time

Encoding Length	1000 bits
Context	None
Compressed Length	$918.3 + c$ bits
Probability Distribution	Biased coin distribution
Complexity	918.3 bits
ASC	$-c$

# Poker Hands

Name	Count	Complexity	Compressed	ASC
Royal Flush	4	21.310	5.322	15.988
Straight Flush	36	21.310	8.492	12.818
Four of a Kind	624	21.310	12.607	8.702
Full House	3744	21.310	15.192	6.117
Flush	5108	21.310	15.640	5.669
Straight	10200	21.310	16.638	4.671
Three of Kind	54912	21.310	19.067	2.243
Two pair	123552	21.310	20.237	1.073
One pair	1098240	21.310	21.310	0.000
None	1302540	21.310	21.310	0.000

## Repeating Poker Hands

Number	Complexity	Compressed	ASC
1	21.310	5.322	15.988
2	42.619	7.322	35.297
3	63.929	9.322	54.607
4	85.238	11.322	73.916
5	106.548	13.322	93.226
6	127.857	15.322	112.535
7	149.167	17.322	131.845
8	170.476	19.322	151.154
9	191.786	21.322	170.464



# Folding Proteins

1 in  $10^{64}$  proteins successfully fold

Encoding Length	$2 * 500 = 1000$ bits
Context	Laws of Physics
Compressed Length	$787.4 + c$ bits
Probability Distribution	Uniform random bases
Complexity	1000 bits
ASC	$212.6 - c$

# Functional Sequence Complexity

Functional Sequence Complexity by Durston et al is a special case.

- Complexity = Null State (Bits)
- Specification = log Number of sequences
- ASC = FSC

Usher	1,296
Paramyx RNA Pol	1,886
ACR Tran	1,650

# Law Like Processes

Processes that are law-like have low Kolmogorov complexity

- Sometimes we know the distribution
- Real world is not very algorithmic
- Context may differ
- Time matters in the real world

# Context is arbitrary

The context is arbitrary, you can make anything specified by providing the context

- That is how information works
- Only use contexts independent of object being investigated

# It cannot be computed

Its impossible to actually compute any values

- Corresponds to the inability to detect design mechanically
- Theoretical underpinning

# Conclusion

- Design is inferred by complexity and specification
- Specification can be measured by Conditional Kolmogorov Complexity