

The Paradigms of Energy and Information

Some years ago I jotted down some notes as to the newer way of looking at reality, that is, through information. This technology offers a very different approach than view reality through the concept of energy which took off at the Industrial Revolution. The outline here merits further elaboration, to be sure, and is presented with a view to offering the reading basic insights. Any feedback as to how to approach this would be most welcome before I precede with an article.

Energy Paradigm: People within it are looking for ways to reconcile theories in a novel way through play/creativity. The seeds for a new paradigm (information) are born within the old paradigm but they are re-arranged differently.

Is there a difference between play/creativity within a paradigm and the play/creativity necessary to make a shift from one paradigm to another?

Knowledge is more important than expenditure of energy to make a paradigm shift.

What are the elements in the energy paradigm which tend towards the information paradigm?

Within computer technology, emphasis is upon that which is written. This does not conform to the notion of a standard or scale.

To make a paradigm shift: need to see an alternative to movement and passivity to principles external to that which they inform. Thus the new paradigm embodies the opposite elements to the older paradigm. For example, information operates actively & lacks principles exterior to that which it informs because in this case written things do the informing. Thus we must look for opposites in the main thesis to any paradigm shift.

Child's Play

- combine things already known
- observe without reflection

(1st creation by God the Father)

Adult's Play

- recombine things already known
- already known things that go together or the pattern followed; ie, education
- they are focused, participate, or reflect with understanding

(second creation by God the Son)

Definition of play: a recombination in novel ways of things already known

Energy & Information: the shift in paradigms

Chief characteristics of each paradigm:

Energy: complex, reduced to cause & effect, entropy

Information: simple; conceived in term of binary system, in simplest form, no third choice is possible, no cause & effect, no entropy

-The chief attribute of a computer: ability to handle data with great speed therefore simulating thought. Binary system (on/off) is always articulated in terms of levers whether they are mechanical or electrical.

-Energy makes a transition from that which is most complex to that which is most simple and this transition can be subject to measurement and quantification (entropy). On the other hand, information makes a transition from that which is most simple to that which is most complex. The former works in terms of cause and effect whereas the latter works in terms of off and on. How does this affect our perception of reality, that is, how does it create the paradigm which comprises our world view? The shift from energy to information is essentially a transition from things (objects) to knowledge. Here is the major difference between the two paradigms. More specifically, the binary nature of information at this its most basic level provides an analogy for representing the process of thought. Thus for our perception, cause and effect (energy) is sequential whereas for information theory at its most basic level is simultaneous. Now that the information theory provides an analogy for thought, we do well to recall the chief attribute of a computer mentioned above: the ability to handle data (facts) with great speed.