## Rolling the Dice

evolution, chance and design


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## Objections to Evolution

1. It's just an automated procedure (an algorithm) and yet its results seem so creative and intelligent.
2. How can randomness lead to the solution of real-world problems in a reasonable amount of time?
3. Doesn't this theory undermine human dignity and the meaning of our lives?

## How many monkeys would it take to write a novel?

## Darwinian Evolution

Descent with Modification

1. Start with some self-replicating simple organisms.
2. Copy them with slight variations.
3. Allow them to compete for food, shelter and mates.
4. Repeat 10 gazillion times.

- That is all we need to account for the staggering diversity and exquisite adapation of life on Earth.
- Genetics and molecular biology provide mechanisms for this process.
- With minor adjustments the theory of evolution by natural selection remains the basis of modern biology.


## Modern religious fundamentalism



Response to two developments in 19th century science.

1. Darwin's theory of evolution which did away with the idea that God was needed as a creator of life.
2. Modern Biblical scholarship which looked at the Bible as a collection of ancient literature and not as God's eternal and unchanging word.


How many monkeys would it take to write a novel?


Not as many as you might think.

## The Gambler's Fallacy


"I just flipped five heads in a row, so there must be a higher probability of tails coming up next."

## The Hot Hand Fallacy



## "Get her the ball quick, she is shooting way above her average

 today - she is on fire!"101101010011101111011101111010011101111111010111001101111101001000011001 011011011010011000110110011101100100010011111011110110101101000001001111 100110010001001011001111101001100101110011101111001001111100101011110100 110111110011101001101010010001001011110100101011010111000100000100000111 110010010111010101110001110101001101111010100011111011101010100001100010 100100010101110011000111011000001110000100011000100011000111011000100101 111001111011010110010001110110001101000111111100101100110001000111001101 010110001000110010001100010100001011010101101110001010010001011000010001 010110011110110001101011110110111111000101101011110000010000111111101000 100000110101100101111101010110001111111111110110011111100110111011101100 101001011011110101101001000100000101101101000010010100101101110111111100 110000010100110000101111111011110101101110110101000110110001111110011000 011110111111001010101001000110001000000001011110111101011101011110101001 100101100000110000010010111011001001110010110111110000110010010111011001 011100111101100010010111110011000001011100000110110001111011001000100011 011000110011111000001111111011011001111010000011100001110101111000110010 010100010110001001011001010001100100010110001011110000111011101010010001 111010001110111110110010111111100000100101000100010111011000100101010001 111011011001000101111100000111101101110000111001111011111010110110010000

## The Monty Hall problem



Behind one door is a new car, behind the other two are goats.

- You picked door number one.
- Monty shows you the goat behind door number two.
- Should you switch to door number three when given the choice?


## The Tough love Fallacy

When the team plays exceptionally well and I praise them afterwards, they don't play as well in the next game.

When the team plays really poorly and I scream at them in the locker room afterwards, they play better next time.

So positive reinforcement fails and negative reinforcement works.


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