

# **The Atheist's Riddle**

**Language, Information, and the  
Case for Intelligent Evolution**

By Perry Marshall

# What We're Going to Explore

- What do languages & information theory say about evolution?
- What is information and where does it come from?
- Do patterns and information occur naturally?
- New directions for evolutionary theory and the origins debate.

# Patterns vs. Designs

- Nature has self-organizing properties
- Not all patterns are designed, but all designs have patterns
- The Defining Issue!

# Naturally Occurring Patterns

**Water + Minerals +  
Gravity + Time =  
Stalagmites &  
Stalactites**

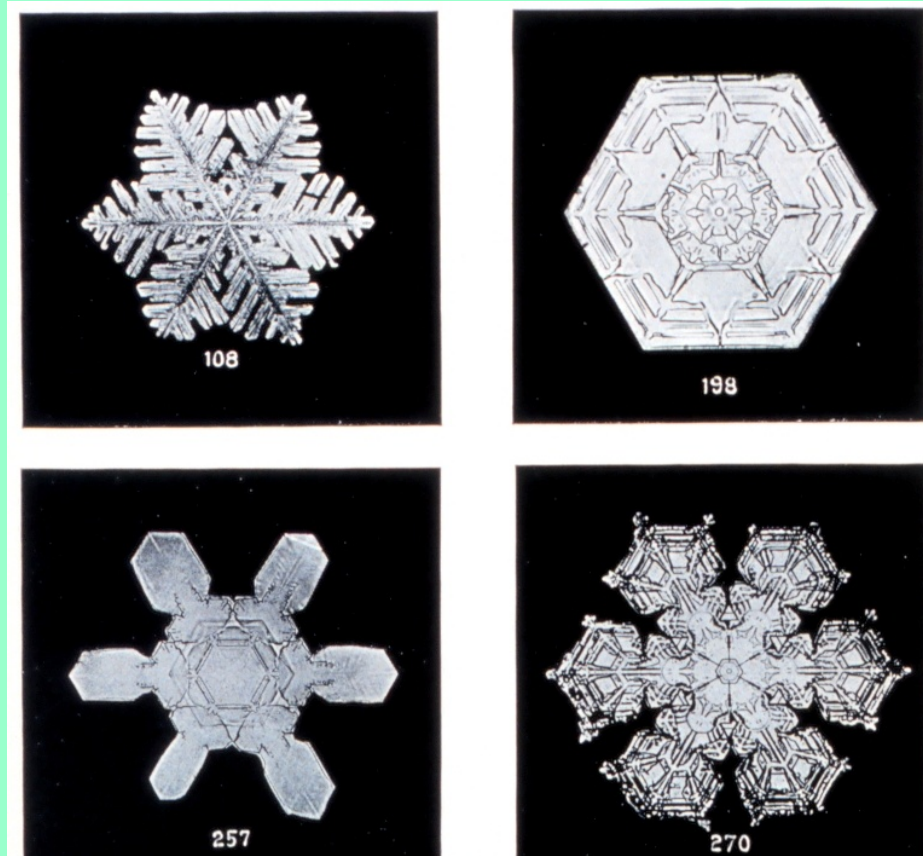


# Naturally Occurring Patterns

**Hot Air + Cold Air +  
Moisture + Time =  
Tornados & Hurricanes**

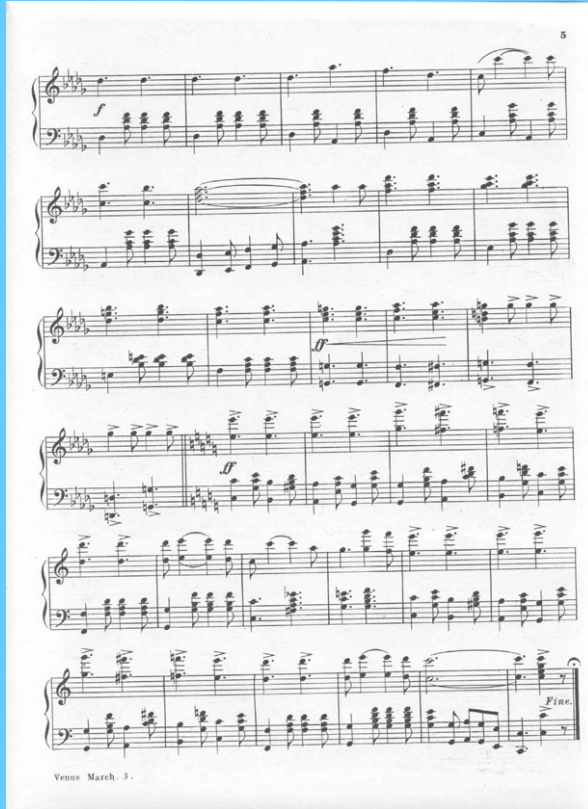


# Naturally Occurring Patterns



**Water + Cold Air + Gravity + Wind +  
Time = Snowflakes**

# Designs: Music



A page of musical notation for "Venus March 3." The score is written in 3/4 time and features a treble and bass clef. It includes various musical notations such as notes, rests, and dynamic markings like *f* and *sf*. The piece concludes with a "Fine" marking. The page number "5" is visible in the top right corner.

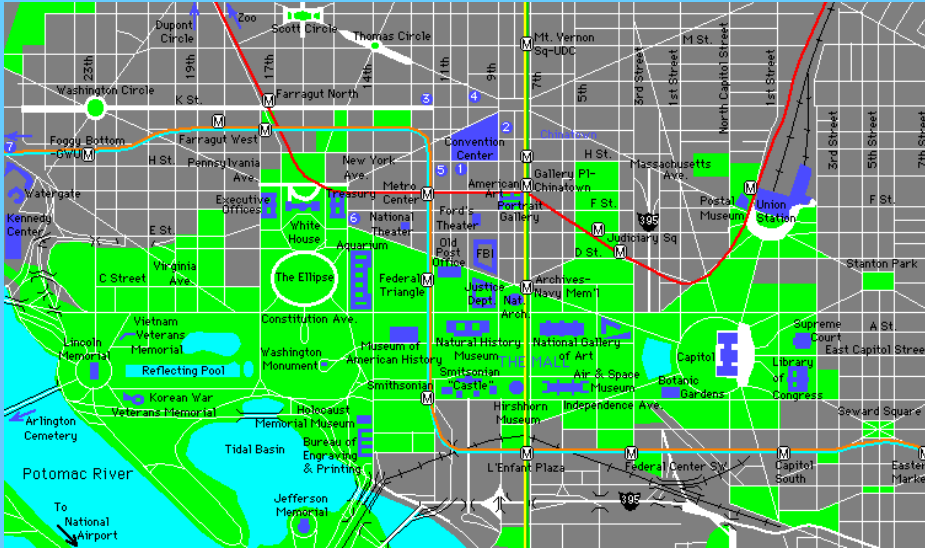
Venus March 3.



**Symbolic  
Representation**

**Implementation**

# Designs: Washington DC



**Symbolic  
Representation**



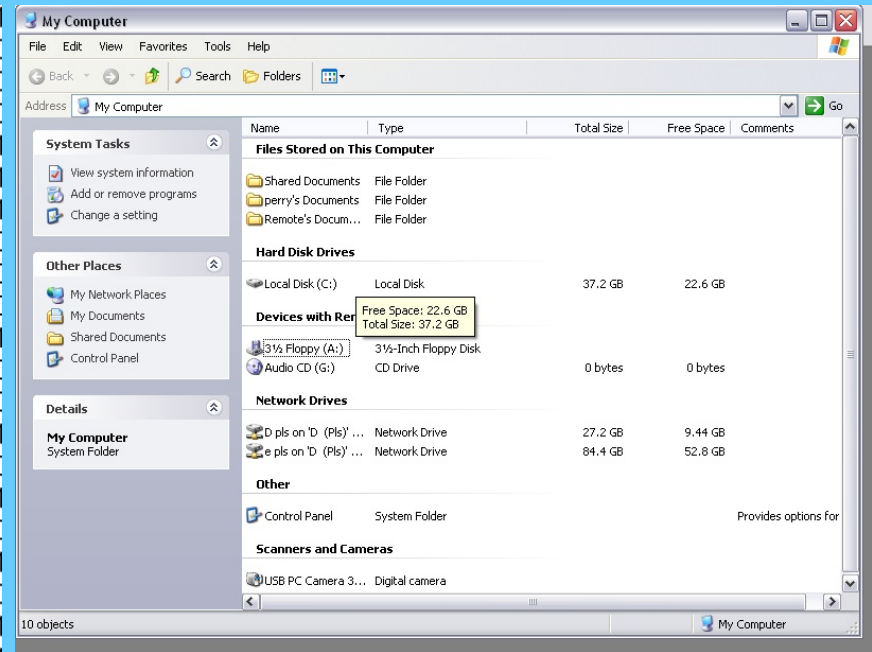
**Implementation**



# Designs: Microsoft Windows

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101011001100000011101110010110110010000001001101001000101011
000001100100110100100010101100110000001110111001011011001000
000100110100100010101100110000001110111001011011001000000100
100000011101110010110110010001011100101101100100000010011010
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000100110100100010101100110001011011001000000100110100100010
110111001011011001000000100110100100010101100110000001110111
001101001000101011001100000011101110010110110010000001001101
```

**Symbolic  
Representation**



**Implementation**

# Designs: Chinese

拥抱 - yong1 bao4 = to hug  
哥哥 - ge1 ge = older brother

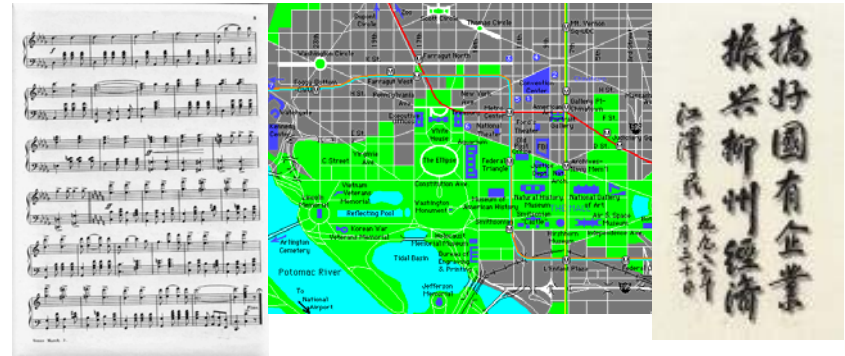
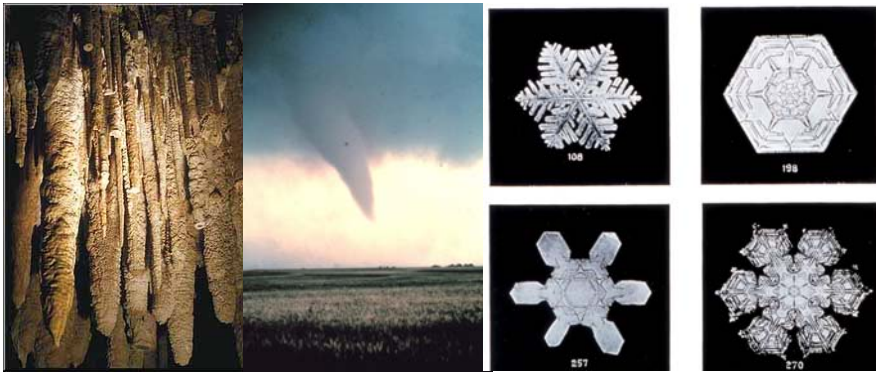
## Symbolic Representation

(Chinese characters, pin yin and English)



Implementation

# Patterns vs. Information



- Come from chaos
- Simply matter & energy
- No exact copies
- Require no thought

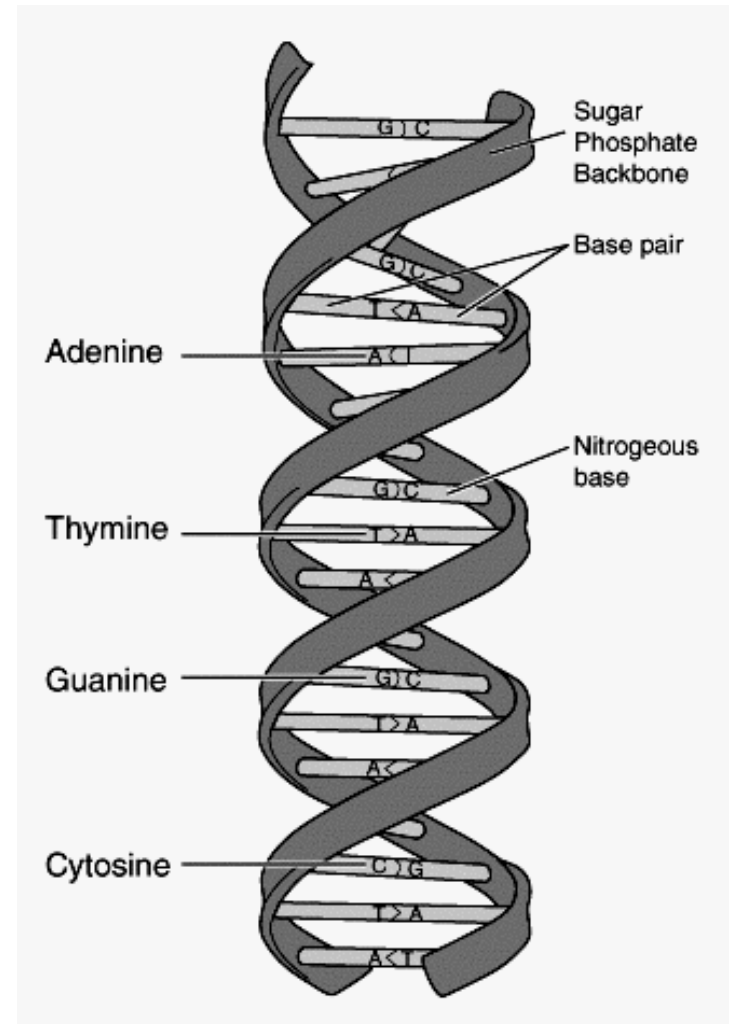
- Based on language
- Matter + Energy + Will
- Exact copies
- Multiple Media
- Requires thought

# **Fundamental Questions of Evolution:**

- 1. Can Patterns Lead to Designs?**
- 2. Is DNA a Pattern or a Design?**
- 3. How Do Designs Evolve?**

# How Does DNA Work?

- Double Helix – Divides and complementary bases attach
- Adenine, Thymine, Cytosine, Guanine
- Encodes all information necessary for life
- 500,000 to 3 Billion Base Pairs



# The Language of DNA

- 4-Character Alphabet - A,T,C,G (comparable to binary 1 and 0 in computers)
- DNA is an Encoding / Decoding Mechanism
- Linguistics Analysis

<b>DNA</b>	<b>Language</b>
Nucleotide	Character
Codon	Letter
Gene	Word
Operon	Sentence
Regulon	Paragraph

# What Makes a Language?

- Symbolically represents something other than itself
- Requires a transmitter and a receiver
- Alphabet (*Statistics*)
- Grammar (*Syntax*)
- Meaning (*Semantics*)
- Intent (*Pragmatics*)
- Error correction / redundancy

# DNA: Pattern or a Language?

- DNA is an encoding / decoding system
- A DNA molecule symbolically represents something other than itself
- It has an alphabet and syntax, semantics and pragmatics
- Can be copied and even stored in other media with no loss of information
- So which is it more like?
  - *Stalactites, Tornados and Snowflakes*
  - *Music, Maps, Computer Programs and Chinese*



# DNA:

- The pattern in DNA is not *like* a language; It is a language
- The DNA molecule itself is an *encoding and decoding system*

# Properties of Language

<b>Formal</b>	<b>Casual</b>	<b>Example</b>
Pragmatics	<b>Intent</b>	You've got a green light
Semantics	<b>Meaning</b>	<u>Did</u> <u>he</u> <u>steal</u> <u>that</u> <u>car</u> ?
Syntax	<b>Grammar</b>	The car is red / Is the car red
Statistics	<b>Alphabet</b>	Morse Code / ASCII / Pin Yin

# Altering Language Layers

<b>Formal</b>	<b>Casual</b>	<b>Missing This Element, but still has the other elements</b>
Pragmatics	<b>Intent</b>	-
Semantics	<b>Meaning</b>	Julio cranks his sky for wooden cheese
Syntax	<b>Grammar</b>	Dogs jumpy or strangers afraid of you should avoid definitely
Statistics	<b>Alphabet</b>	The Paomnnehal Pweor Of The Hmuan Mnid

# Properties of Language Cont'd

- Information is always distinct from the medium that carries it
- Information can be stored & transmitted by matter (book) or by energy (sound or light) but it is **neither matter nor energy**.
- Matter and energy all by themselves cannot produce information

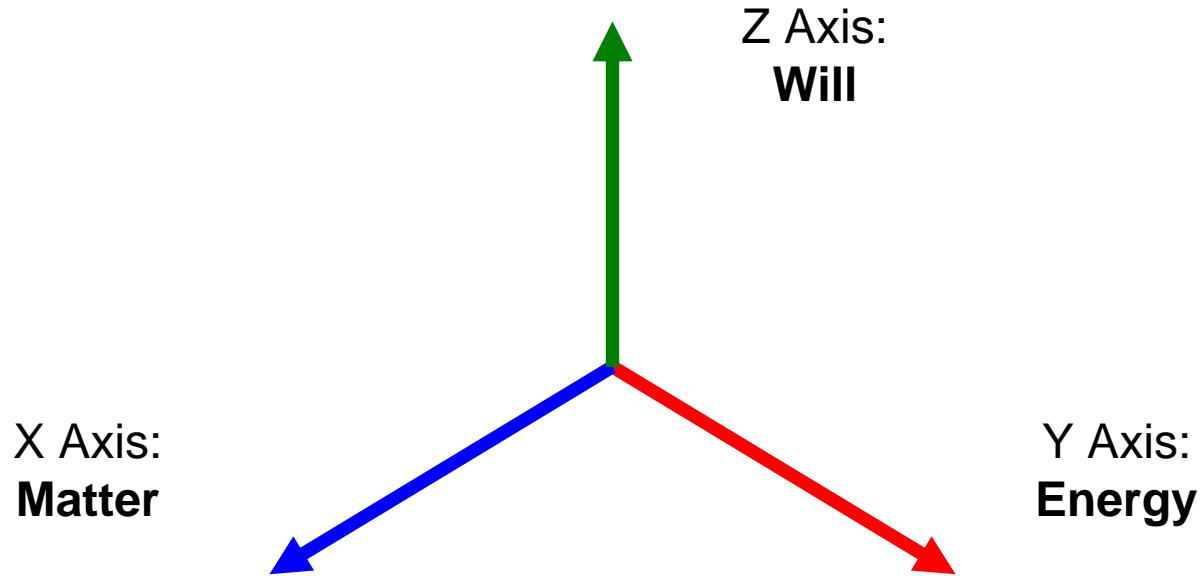
# Information: A Unique Entity

**“Information is information, neither energy nor matter.**

**Any materialism that fails to take account of this will not survive one day.”**

*– Norbert Wiener, MIT Mathematician and Founder of Cybernetics*

# The Three Fundamental Entities



**Matter, Energy and Information: Independent from each other**

# William Paley vs. David Hume: The Design Debate

- Paley: Watch has obvious purpose, therefore watch has a designer; life has purpose, therefore life has a designer too.
- Hume: Analogy between watch and life is weak. Life's purpose cannot be proven, therefore the design argument fails.

# Perry Marshall's 2005 Improvement to Paley's Design Argument

- The essential distinction between pattern and design is **language**
- Element common to both watches and life is **language**
- All language comes from a mind
- Fundamental Property of all Designs: **Idea precedes Implementation**
- Idea must first be represented by language



# The Atheist's Riddle

*“Show me a language that does not come from a mind.”*

So simple, any child can understand

So complex, no atheist can solve