

Resurrection of the Dead and the Organization of the Society of Electronic E-beings

C&R, O. Lyubavina, A. Bolonkin

Abstract: Alexander Bolonkin in his works [1-7] proposed methods of electronic immortality of modern people. He predicted the gradual replacement of biological humanity E-beings, considered their advantages and disadvantages (see List of references in given articles).

The author considers methods and modern possibilities of resurrection of long-dead outstanding personalities. It also considers the principles and organization of the new E-society, its goals and conditions of existence.

Key words: People resurrection, human immortality, society of electronic E-beings.

I. INTRODUCTION

Russian religious philosopher Nikolai Fedorov (1829-1903) [8] proposed in the nineteenth century to collect scattered around the world molecules of outstanding people and recreate (resurrect) of them living people. If he knew a little physics, he'd know it was impossible. First, their molecules have long been dispelled and mixed with other similar molecules and it is impossible to distinguish them, and secondly, there is no information as they were connected to each other.

Nowadays, when a completely destroyed historical building is being restored, designers are not looking for the stones and bricks from which it was built. They are looking for pictures, drawings, photographs that will restore its historical appearance. It can even be built from new, more durable, long-lived materials.

II. AVANTAGES OF ELECTRONICA EXISTENCE

In a series of articles (see referenced list at the end) Bolonkin shows [1]-[7] that the purpose of Nature is to create Super Intelligence (SI). With its ability to understand the Universe, advanced entities with SI Power will be able to survive major cataclysms. There is the Law of Increasing Complexity (in opposition to the Entropy Law – increasing chaos). This Law created biological intelligence (people). Human have since become a sovereign entity on the Earth and in Nature above all other creatures.

However, humans are just as mortal as any other biological creature. The human biological brain and body require food, water, oxygen, dwelling, good temperature and environment in order to survive. These conditions are absent on most other planets. The problem of immortality can be solved only by changing the biological human into an artificial form.

An immortal person made of chips and super-solid material (the E-man, as was called by Bolonkin) will have

incredible advantages in comparison to conventional people. The E-man will need no air, no food, no dwelling, no sleep, no rest, and no good environment. His brain will work from radio-isotopic batteries and muscles that will work on small nuclear engines. Such a being will be able to travel into space and walk on the sea floor with no aqualungs. He will change his face and figure. He will have super-human strength and communicate over long distances to gain vast amounts of knowledge in seconds (by re-writing his brain). His mental abilities and capacities will increase millions of times. It will be possible for such a person to travel huge distances at the speed of light. The information of one person like this could be transported to space, to other planets with a laser beam and then placed in a new body.

The artificial E-person will have the opportunity to choose his or her face and body. It will also be possible for them to reproduce himself in any amount. It will be impossible to destroy this entity with any kind of weapons, since it will be possible to copy the information of their minds and then keep such information backed up in separate distant locations. To support the brain and body, humans spend about 99% of their time and energy, and eventually what knowledge is gained is taken to the grave in death.

III. AND WHETHER THE RESURRECTION OF HUMANITY?

This question may seem strange to an individual normal person. Most normal people are very worried about the death of their loved ones, their parents, children and friends. Some people, despite the high costs, even order clones of their domestic dogs and cats after their death.

But why resurrect people who lived a hundred years or more ago? They seem easier to clone. Cloning techniques were being improved and would be reliable in 10 to 20 years. However, the clone of the creature producing only an appearance. Years of childhood, upbringing, education, surrounding reality, can create a completely different person, the opposite of the image that you want to get. And not every surrogate mother will agree, even for a large fee, to bear nine months of someone else's child and endure the pain of childbirth.

Everything we use now is created by mankind, by people who lived hundreds and thousands years before us. Many of them made important discoveries, inventions, promoted their own or new ideas, fought for human rights, a better life and technological progress. For this they were persecuted, suffered torment and death. So is humanity will refuse,

using modern technology, at least partially resurrect them and give them the opportunity to benefit and now?

IV. RESURRECTION METHOD

The method of resurrection is similar to the method of immortality proposed by Bolonkin [1] - [7]. Bolonkin showed that a person consists of two main components: knowledge (information or "soul" as Bolonkin sometimes calls this information), located in the head, and the body (shell), serving the Head. The head has sensory organs (eyes, ears, nose, tongue, skin) through which it receives information, and executive organs (hands, feet) through which it acts and changes the environment. All these organs are biological, i.e. mortal. Trying to make their existence endless is a dead end. Only the replacement of biological organs with electronic and electromechanical ones can solve the problem of immortality.

The main difficulty here is to rewrite the contents of the biological human brain into micro-chips, Scientists are introducing micro-needles into brain cells (neurons) trying to understand and record their work. Or create artificial neural networks. It's a dead end. Bolonkin proposed another way, easily feasible at the present time: to intercept and record all the information coming to the brain from the senses and human actions. This will establish the motives of his actions and restore the algorithms of his decisions. The introduction of needles into a working neuron, firstly, destroys it, and secondly, does not allow to judge the work of the system as a whole, because it is impossible to judge the work of the system as a whole by the signals passing in one contact, when millions of such contacts work simultaneously. Artificial neural networks are extremely complex, have nothing to do with ordinary people, are completely independent and can be dangerous for humanity.

The problem of interception of all information coming to the human brain and recording of his actions is easily solved while the person is alive. Therefore, the problem of immortality is purely technical and will be resolved in the near future. Now (2017) created a microarray is a 2x2 mm with a gigantic 128GB of memory. Every year their memory is doubled (according to Moore's law).

The problem of resurrection is complicated by the fact that there is no electronic record of the lives of past celebrities, especially people who lived hundreds of years ago. However, analyzing the situation, knowledge of the time, life, documents and actions of these people, you can roughly restore the thinking algorithms of ancient celebrities. Using new knowledge, history and analyzing their past mistakes, these people can be useful for modern people.

V. WHO TO RESURRECT?

Of course, people are afraid that the resurrected Napoleon, Stalin, Hitler will take up their old business. But the historical situation has completely changed, people already know what their policy has led to and can simply turn them off and send them to the warehouse. You can just ban their resurrection.

Ordinary people can decide on the resurrection of their close relatives (wife, husband, children, parents). Moreover, if small children, every 1-2 years to update their brain and body until they reach adulthood (18 years). Parents have the right to decide what knowledge should be invested in his brain.

As for the dead celebrities and politicians, only the government, large public organizations, universities can solve the problem and Finance their resurrection.

These are pictures of some of the existing humanoids. While they are still imperfect. As for the brain, the humanoid can connect to the Internet, the warehouse of programs and increase their knowledge and abilities. As for the body, it is easy to give it a beautiful external form, but it is not so easy flexibility and mobility of the natural body. But just as the computer is superior in solving individual problems of man, the artificial body is superior to the living biological body in power. A robot has already been created that does a somersault over the head, which can only be done by individual artists, athletes and acrobats. People like Newton, Beethoven, Shakespeare can do a lot of good.

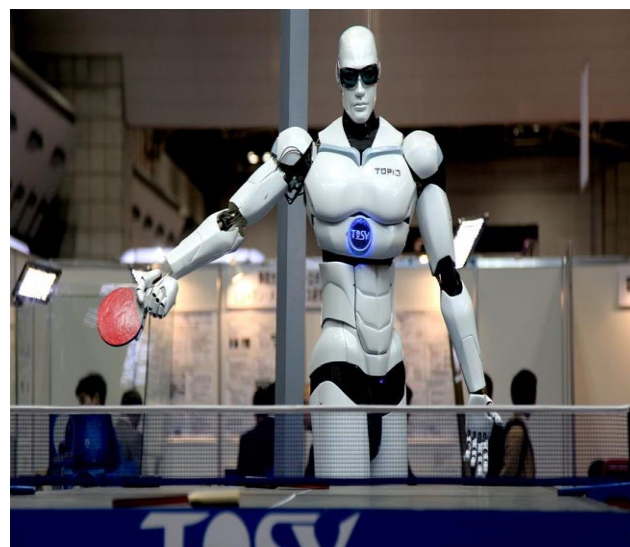


Fig. (Top). US President George W. Bush welcomes Robot Albert Einstein – famous scientist.

Men prefer the body of strong men, women models. Women also strive to improve and rejuvenate their face. Below are some created to date humanoid robots. Ordinary people can decide on the resurrection of their close relatives (wife, husband, children, parents). Moreover, if small children, every 1-2 years to update their brain and body until they reach adulthood (18 years). Parents have the right to decide what knowledge should be invested in his brain. Below are some created to date humanoid robots.



Robot Singer on stage.



Robots - sportsmen



Forms of artificial body

Some people are already creating robot copies of themselves, how they would like to look after the resurrection.



VI. EMOTIONS OF RESURRECTED PEOPLE

Emotion is a mental state variously associated with thoughts, feelings, behavioral responses, and a degree of pleasure or displeasure. There is currently no scientific consensus on a definition. Emotion is often intertwined with mood, temperament, personality, disposition, and motivation.

"Emotions can be defined as a positive or negative experience that is associated with a particular pattern of physiological activity." Emotions produce different physiological, behavioral and cognitive changes. The original role of emotions was to motivate adaptive behaviors that in the past would have contributed to the passing on of genes through survival, reproduction, and kin selection.

The different components of emotion are categorized somewhat differently depending on the academic discipline. In psychology and philosophy, emotion typically includes a subjective, conscious experience characterized primarily by psychophysiological expressions, biological reactions, and mental states. A similar multicomponential description of emotion is found in sociology.

Six emotions are basic: anger, disgust, fear, happiness, sadness and surprise.

Anger or wrath is an intense emotional state. It involves a strong uncomfortable and hostile response to a perceived provocation, hurt or threat.

Disgust is an emotional response of rejection or revulsion to something potentially contagious or something considered offensive, distasteful, or unpleasant.

Fear is a feeling induced by perceived danger or threat that occurs in certain types of organism.

Happiness is used in the context of mental or emotional states, including positive or pleasant emotions ranging from contentment to intense joy. It is also used in the context of life satisfaction, subjective well-being, eudaimonia, flourishing and well-being.

Formal models of emotions in artificial intelligence studies aim to define emotions in the form applicable to the

construction of robots. The main approaches currently are research professor Pensky O.G., *Mathematical Models of Emotional Robots*, (English and Russian), Perm State University, 193 ps. [9]. The other works are OCC (Ortony-Clore-Collins) model and somehow based on it KARO, EMA, CogAff, the Fomin-Leontiev model, the PAD (Pleasure-Arousal-Dominance) model proposed by Mehrabian, and the Rogue model.

Emotional response-operational emotional response to the current changes in the subject environment (saw a beautiful landscape — admired). Emotional response is determined by the emotional excitability of a person. One type of emotional response is synthonia. Synthonia - the ability to respond harmoniously to the state of other people and in General the phenomena of the world (to feel in harmony with nature, with people or a person). It's an emotional harmony.

VII. LOVE

Love encompasses a range of strong and positive emotional and mental states, from the most sublime virtue or good habit, the deepest interpersonal affection and to the simplest pleasure. An example of this range of meanings is that the love of a mother differs from the love of a spouse, which differs from the love of food. Most commonly, love refers to a feeling of strong attraction and emotional attachment.

Love is also considered to be a virtue representing human kindness, compassion, and affection, as "the unselfish loyal and benevolent concern for the good of another". It may also describe compassionate and affectionate actions towards other humans, one's self or animals.

Love in its various forms acts as a major facilitator of interpersonal relationships and, owing to its central psychological importance, is one of the most common themes in the creative arts.[6] Love has been postulated to be a function to keep human beings together against menaces and to facilitate the continuation of the species.

The distinction of separate types of love can be seen already in ancient Greek:

* "Eros — - spontaneous, enthusiastic love, in the form of worship, aimed at the object of love" from the bottom up " and leaving no room for pity or indulgence;

* "Filia" - love-friendship or love-affection, conditioned by social connections and personal choice;

* "Storge" - love-tenderness, especially family;

* "Agape" - sacrificial love, unconditional love, in Christianity such is love God to man. Human rights defenders-love for justice, humanity.

VII. MOBILITY OF HUMANOIDS

The mobility of humanoids still lags behind the mobility of biological people. This is due to the fact that the biological body in the course of millions of years of development has worked and acquired a huge amount of muscles. These muscles allow its to arbitrarily quickly bend and rotate the body, limbs, head, easy to balance, standing on two legs. A large number of small muscles allow to turn eyes, wink, open your mouth, automatically give a face an expression that expresses emotions.

For 30 years of existence of humanoid robots, designers have taught them to blink, open their mouths, walk, jump, carry loads, obey verbal commands. But so far they have mainly tried to teach robots the simplest intelligence to work in harmful to people production and dangerous military affairs. Created robot's waiter, longshoremen, warehouse employees, scouts.

A complex electromechanical body is expensive, and finances are always in short supply. But now the robots according to some indicators (e.g., strength) are superior people.

In the collection of videos in YouTube [11] - [16], the reader can learn what modern robots can do (2005-2015). Look your attention in virtual images of people, animals, monsters, World [16-18].

VIII. ELECTRONIC SOCIETY

Short history Humans and Society.

Humans (*Homo sapiens*) are the only extant members of the subtribe Hominina. Together with chimpanzees, gorillas, and orangutans, they are part of the family Hominidae (the great apes, or *hominids*). A terrestrial animal, humans are characterized by their erect posture and bipedal locomotion; high manual dexterity and heavy tool use compared to other animals; open-ended and complex language use compared to other animal communications; larger, more complex brains than other animals; and highly advanced and organized societies.^{[3][4]}

Early hominins—particularly the australopithecines, whose brains and anatomy are in many ways more similar to ancestral non-human apes—are less often referred to as "human" than hominins of the genus *Homo*.^[5] Several of these hominins used fire, occupied much of Eurasia, and gave rise to anatomically modern *Homo sapiens* in Africa about 315,000^[6] years ago.^{[7][8]} Humans began to exhibit evidence of behavioral modernity around 50,000 years ago, and in several waves of migration, they ventured out of Africa and populated most of the world.^[9]

The spread of the large and increasing population of humans has profoundly affected much of the biosphere and millions of species worldwide. Advantages that explain this evolutionary success include a larger brain with a well-developed neocortex, prefrontal cortex and temporal lobes,

which enable advanced abstract reasoning, language, problem solving, sociality, and culture through social learning. Humans use tools more and better than any other animal; and are the only extant species to build fires, cook food, clothe themselves, and create and use numerous other technologies and arts.

Humans uniquely use such systems of symbolic communication as language and art to express themselves and exchange ideas, and also organize themselves into purposeful groups. Humans create complex social structures composed of many cooperating and competing groups, from families and kinship networks to political states. Social interactions between humans have established an extremely wide variety of values,^[10] social norms, and rituals, which together undergird human society. Curiosity and the human desire to understand and influence the environment and to explain and manipulate phenomena (or events) have motivated humanity's development of science, philosophy, mythology, religion, anthropology, and numerous other fields of knowledge.

Though most of human existence has been sustained by hunting and gathering in band societies,^[11] increasingly many human societies transitioned to sedentary agriculture approximately some 10,000 years ago,^[12] domesticating plants and animals, thus enabling the growth of civilization. These human societies subsequently expanded, establishing various forms of government, religion, and culture around the world, and unifying people within regions to form states and empires. The rapid advancement of scientific and medical understanding in the 19th and 20th centuries permitted the development of fuel-driven technologies and increased lifespans, causing the human population to rise exponentially. The global human population was estimated to be near 7.7 billion in 2015.

A **society** is a group of individuals involved in persistent social interaction, or a large social group sharing the same geographical or social territory, typically subject to the same political authority and dominant cultural expectations. Societies are characterized by patterns of relationships (social relations) between individuals who share a distinctive culture and institutions; a given society may be described as the sum total of such relationships among its constituent of members. In the social sciences, a larger society often exhibits stratification or dominance patterns in subgroups.

Insofar as it is collaborative, a society can enable its members to benefit in ways that would not otherwise be possible on an individual basis; both individual and social (common) benefits can thus be distinguished, or in many cases found to overlap. A society can also consist of like-minded people governed by their own norms and values within a dominant, larger society. This is sometimes referred to as a subculture, a term used extensively within criminology.

More broadly, and especially within structuralist thought, a society may be illustrated as an economic, social, industrial or cultural infrastructure, made up of, yet distinct from, a varied collection of individuals. In this regard society can mean the objective relationships people have with the material world and with other people, rather than "other people" beyond the individual and their familiar social environment.

Alexander Bolonkin showed in his works [1]-[7], sooner or later biological civilization will be replaced by a higher electronic civilization. The advantages of E-creatures over humans are enormous and have been described previously. Science fiction scares, that E-beings will destroy biological people. This is alarming for many people living today. Therefore, the transition of living people and outstanding representatives of the humanity of the past into electronic beings will be gradual and beneficial for humanity. Alexander Bolonkin proposes to make this transition of existing people through a detailed record of their entire life. It is important for the surviving relatives and friends, but it is expensive and difficult technically. Most people neglect the constant recording of video and acoustics, and even more emotional state in life. And relatives and friends remember them until they are alive. That is why I believe that the proposed method of resurrection will be the main one. It is important that E-beings remember who created them, from whom they came and how decent and intelligent beings respected their parents. Even if the first time e-creatures will live on Earth, on Earth enough deserted deserts, steppes, polar regions, seas and oceans to put billions of new residents. I'm not talking about other planets, asteroids and space.

An interesting question is how the society of E-beings will be organized? It is clear that it will not be reasonable singles. The main purpose of E-creatures to the knowledge of the World, the Universe and create new Universes. Only such sentient beings will be able to survive and exist virtually forever. As Alexander Bolonkin showed in his works, sooner or later biological civilization will be replaced by a higher electronic civilization. The advantages of E-creatures over humans are enormous and have been described previously. Science fiction scares, that E-beings will destroy biological people. This is alarming for many people living today. Therefore, the transition of living people and outstanding representatives of the humanity of the past into electronic beings will be gradual and beneficial for humanity. Alexander Bolonkin proposes to make this transition of existing people through a detailed record of their entire life. It is important for the surviving relatives and friends, but it is expensive and difficult technically. Most people neglect the constant recording of video and acoustics, and even more emotional state in life. And relatives and friends remember them until they are alive. That is why I believe that the proposed method of resurrection will be the main one. It is important that E-beings remember who

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