Quantum Mechanics
December-31-09
9:48 AM
Everything should be discrete, H:

* Space and time should be quantized.
* Probabilities (ie., wave functions) should be quantized.
* Quantum computers would likely be excluded.

Should explain the illusion of space and time ("locallity"), the illusion of continuity.
"Subjective reality" might be central - I only have to explain myself, not others.

