Thomson's Lamp Grim Reaper Guessing Dice Causal Finitism Kalām

Causal Finitism and the Kalām Argument

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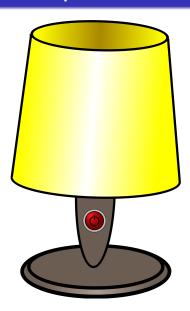
The strange and the impossible

- No one doubts that infinity is strange.
- But the strange is not the impossible.

Proof:



Warmup: Thomson's Lamp



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The Grim Reaper Paradox



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Guessing dice: The game

Caution

- Every day from eternity you play this game:
 - You guess whether you will roll a six or not.
 - You roll a fair and memoryless die.
 - If you were wrong, you're tortured.
 - Die is not affected by your guesses.
- Obviously Correct Strategy: Never guess 6.
- No strategy using information from the past will be better than the Obviously Correct Strategy, on pain of something like the Gambler's Fallacy.

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Guessing dice: A better strategy

- Absurdly, one can leverage past data to find a strategy that (a) in some possible situations is better than Never-Six, and (b) is never worse.
- "Almost always" = "Finitely many exceptions."
- Better Strategy:
 - If you almost always had sixes, guess six.
 - Otherwise, guess non-six.
- In most worlds, you'll have infinitely many non-sixes and infinitely many sixes. Same result as Never-Six.
- But if you almost always have six, Better Strategy gives only finitely many tortures, but Never-Six gives infinitely many!

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Causal Finitism, I

- Finitism would rule out all these paradoxes.
- Finitism conflicts with mathematics and with eternalism and is too strong.
- Causal Finitism: Not possible for infinitely many causes to impinge on a single event.
- Infinitely many Grim Reapers observations of victim impinge on the life at end of experiment.
- Better die-rolling strategy requires one's knowledge to be affected by infinitely many rolls.

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Causal Finitism, II

- Causal Finitism is a simple principle that rules out many paradoxes.
- But it allows for actual infinites, just as mathematics requires.
- There is no good competitor.
- Probably, it's true.

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A version of Kalām

- There is a cause.
- If there is a cause and every cause has a cause, there is circularity in causation or an infinite causal regress.
- Oircularity in causation is impossible.
- Infinite causal regresses are impossible. (By causal finitism)
- So not every cause has a cause.
- So there is an uncaused cause.
- Every contingent thing has a cause.
- So there is a necessary being.

Ft hoc dicimus deum?