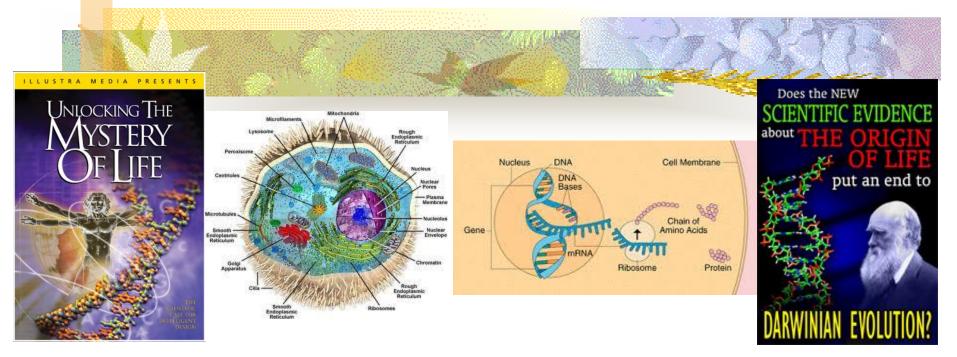
Information: The Basis For Life

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Information: The Basis For Life

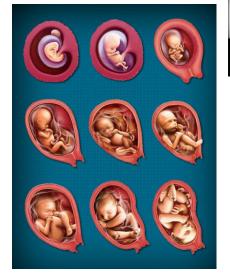
- 1. Views of Life Creation or Evolution?
- 2. Chance, Necessity (Law) or Design?
- 3. Presuppositions & Information
- 4. The Nature of Information
- 5. The Nature of Machines
- 6. The Nature of Programs
- 7. Life: Information, Complexity, Design
- 8. Mathematical Probability
- 9. Life From Non-life By Chance?
- 10. In Conclusion

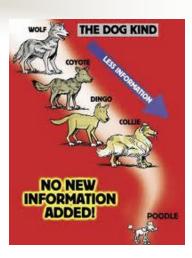
1a. Biblical View of Life

Gen. 1:11-12, 21, 24-25, "…herb that yields seed <u>according to its kind</u>, …, beast of the earth <u>according to its kind</u>."

- Indicates stability of different kinds
- <u>Biogenesis</u>, each producing <u>after its</u> <u>own kind [used 10 times]</u>

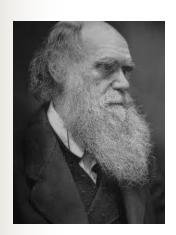
For it is the life of all flesh; the blood of it is for the life thereof: therefore I said to the children of Israel... —Leviticus 17:14





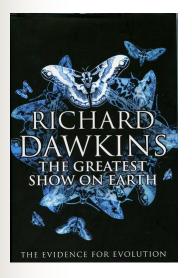






1b. Evolution's View of Life

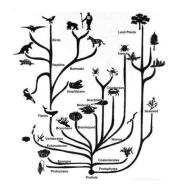
- Related through <u>common ancestry</u>
- Arose through <u>mutations</u> and <u>natural selection</u>
- By means of random <u>chance</u> processes of nature



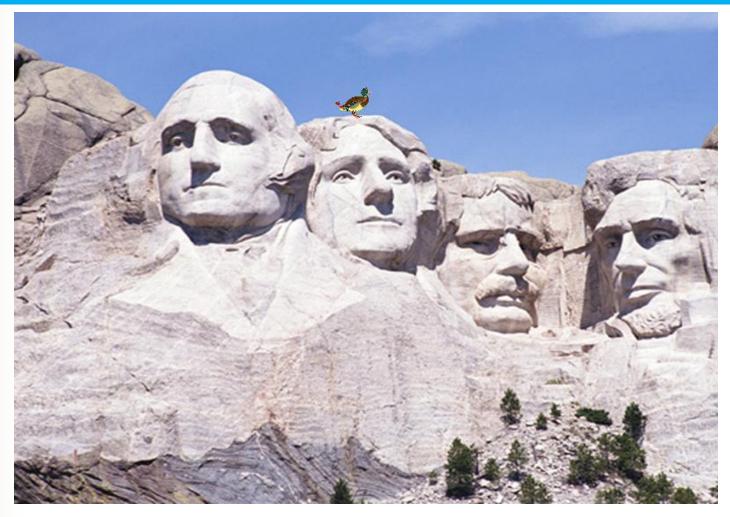
The story of evolution:

Origin of the Universe → Origin of Earth → Pre-Biotic Synthesis 〜 ("primordial soup")

- 🛹 Bacteria 🗲 First Cells 🗲 DNA / Protein World 🗲 RNA World 🗲
- Primitive Animals → Fish → Amphibians → Reptiles* → Mammals
- Humans ← Hominids ← Early Apes ← Monkeys ← Lower Primates ◄

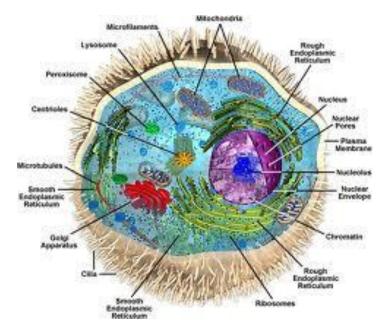


2. Chance, Necessity (Law) or Design?



Living Cell Requirements

- 1. Proteins chain of amino acids
- 2. DNA (DeoxyriboNucleic Acid)
 - Double helix
 - Master genetic code
 - Information for cell activities
- 3. RNA (RiboNucleic Acid)
 - Single strand
 - Protein building instructions
- 4. Catalysts for transcription
- 5. Replication
- 6. Cell membrane
- 7. "Chicken and egg" problem



Chance, Necessity or Design?

Scratches on cave wall

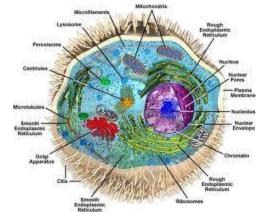


3B Base Pairs

Human genome



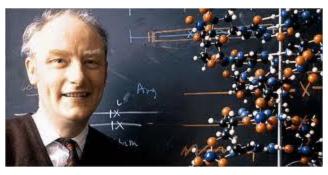
75T Cells



The Evolutionists' Response?

- "Even if all the data point to an intelligent designer, such a hypothesis is excluded from science because it is not naturalistic."
 - **S.C. Todd**, Kansas State University Professor
- "Biology is the study of complicated things that have the appearance of having been designed for a purpose."
 - **Richard Dawkins**, Oxford Univ. Atheist Biologist
- "Biologists must constantly keep in mind that what they see was not designed, but rather evolved."
 - **Francis Crick**, Co-discoverer of DNA



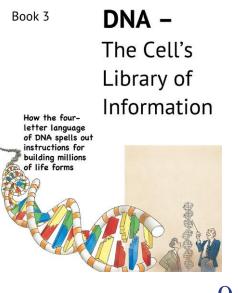


3. Presuppositions & Information

- Evolution presupposition
 - The universe consists of only two *material* entities <u>mass</u> and <u>energy</u>
- Creation presupposition

- A 3rd *non-material* entity **information**
- Life consists of:
 - Mass + energy (material) + information (non-material)
 - Information is encoded in the DNA of all plant and animal cells
- Information has four parts:
 - Code, meaning, action, purpose





4. The Nature of Information



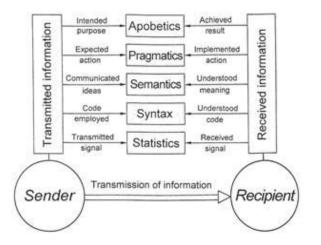
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Hoch	Prine	al the
lome for	roduce	dant
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A 0065	B 0066	C 0067	D 0068	E 0069	F 0070	G 0071
A	B	C	Ð	E	F	G
H 0072	I 0073	J 0074	K 0075	L 0076	M 0077	N 0078
O 0079		Q 0081	R 0082	S 0083	T 0084	U 0085
V 0086	W 0087		Y 0000 V	Z 0090	<u> </u>	C
V		V A	Ĩ	L		



Information Definitions

- Information attributes:
 - **<u>Code</u>** (syntax): alphabet, DNA (ATCG)
 - Meaning (semantics): words, codons
 - Expected <u>Action</u> (pragmatics)
 - Intended **<u>Purpose</u>** (apobetics): design, result
 - All structural attributes are non-material
 - Information is an encoded, symbolically represented
 message conveying expected
 action and intended purpose.



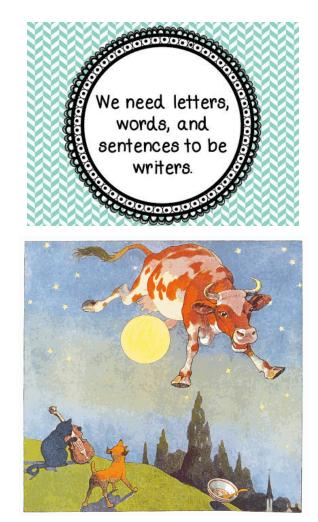
Information in Writing

Information requires:

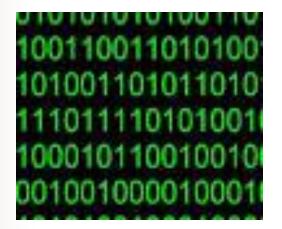
- **<u>Code</u>**: letters, numbers, etc.
- Meaning: words
- **Action**: sentence with verb
- Purpose: result, design
- Complex but unspecified
 neojct oheeoh otvp ct mo muj

Specified Complexity

the cow jumped over the moon



Information in Computers



Example of Pseudocode to determine odd-even number

BEGIN

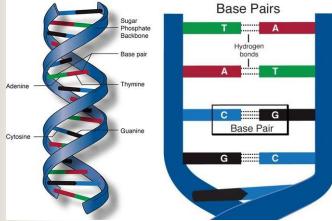
Number = Input Number Result = Number % 2

IF Result = 0 THEN Print "The number is even number" ELSE THEN Print "The number is odd number"

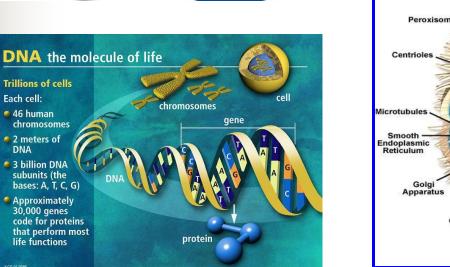


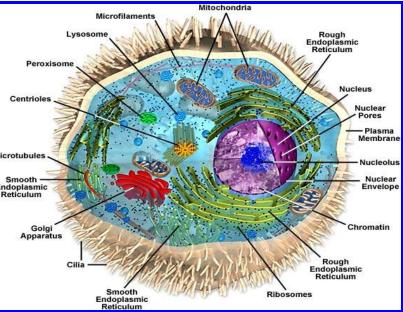


Information in Living Systems





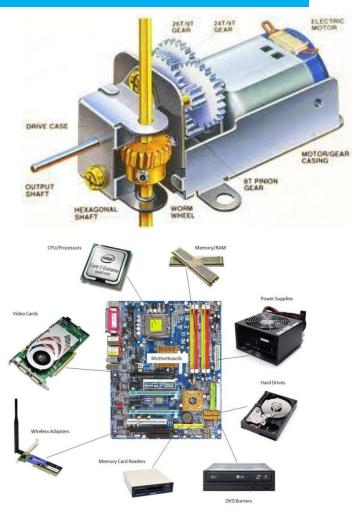




5. The Nature of Machines

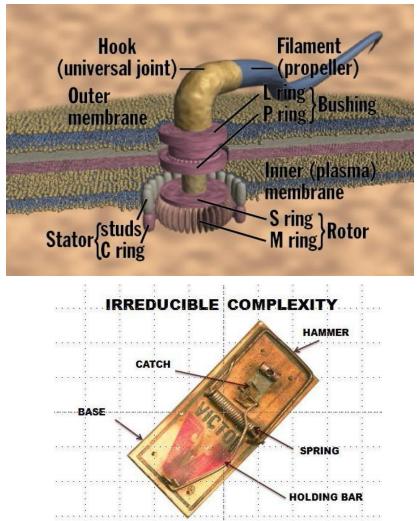






Molecular Machines, e.g. Motors

- Behe showed that the cell, Darwin's Black Box, is filled with <u>Irreducibly Complex</u> (<u>all parts functional</u>) molecular machines that could not be built by natural selection
 - Over 100 molecular motors are now known to exist inside the cell with very specific analogies to human designed motors



The Ribosome: a most sophisticated machine! @ Dr. Heinz Lycklama

6. The Nature of Programs

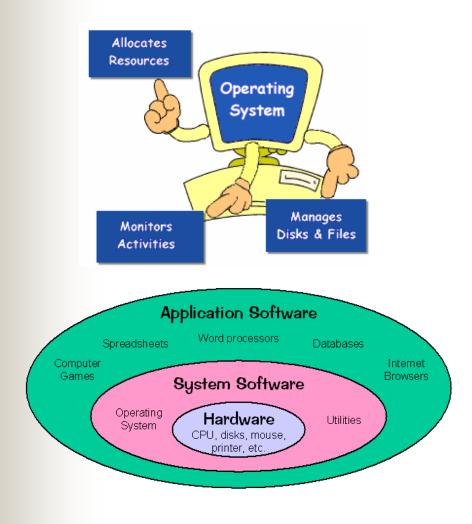
*****/

44 45

46 47

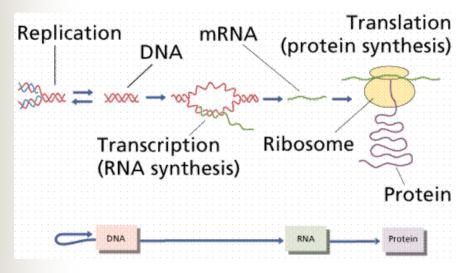
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- }



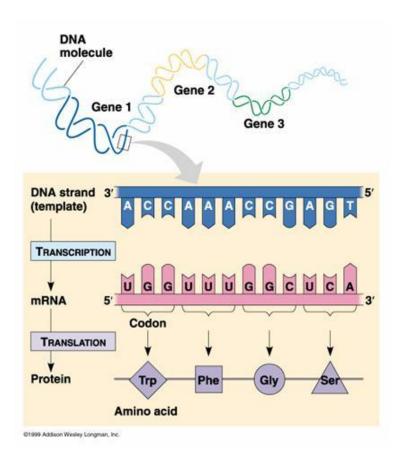
Oversion 1.30 2000-03-27 @author Cay Horstmann import java.util.*; public class CalendarTest public static void main(String[] args) // construct d as current date GregorianCalendar d = new GregorianCalendar(); int today = d.get(Calendar.DAY_OF_MONTH); int month = d.get(Calendar.MONTH); // set d to start date of the month d.set(Calendar.DAY_OF_MONTH, 1); int weekday = d.get(Calendar.DAY_OF_WEEK); // print heading System.out.println("Sun Mon Tue Wed Thu Fri Sat"); // indent first line of calendar for (int i = Calendar.SUNDAY; i < weekday; i++)</pre> System.out.print(" "): do // print day int day = d.get(Calendar.DAY_OF_MONTH); if (day < 10) System.out.print(" ");</pre> System.out.print(day); // mark current day with * if (day == today) System.out.print("* "); else System.out.print(" "); // start a new line after every Saturday if (weekday == Calendar.SATURDAY) System.out.println(); // advance d to the next day d.add(Calendar.DAY_OF_MONTH, 1) weekday = d.get(Calendar.DAY OF WEEK); while (d.get(Calendar.MONTH) == month); // the loop exits when d is day 1 of the next month // print final end of line if necessary if (weekday != Calendar.SUNDAY) System.out.println();

Programs in the Cell



"Human DNA is like a computer program but far, far more advanced than any software we've ever created."

Bill Gates, Microsoft



7. Life: Information, Complexity, Design

Information in living systems



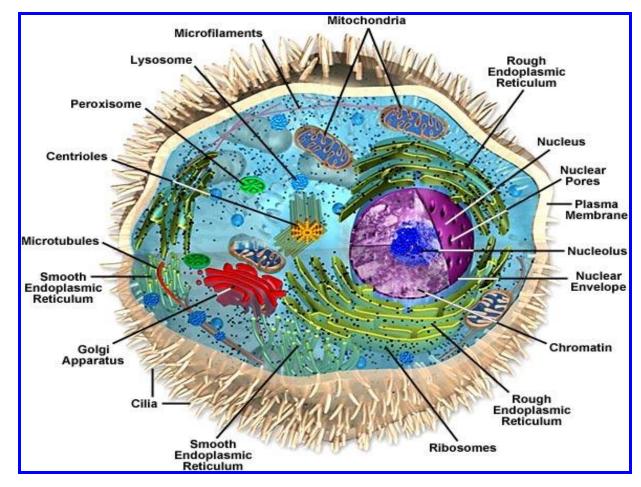
- DNA: base pairs (AT, CG),
 codons, 20 left-handed amino acids
- Biological systems exhibit <u>Specified Complexity</u> and use <u>Irreducibly Complex</u> (all parts) subsystems
- Naturalistic mechanisms or undirected causes do not suffice to explain origin of <u>Complexity</u>
- Intelligent <u>Design</u> constitutes the best explanation for the origin of <u>Specified Complexity</u> and <u>Irreducible Complexity</u> in biological systems

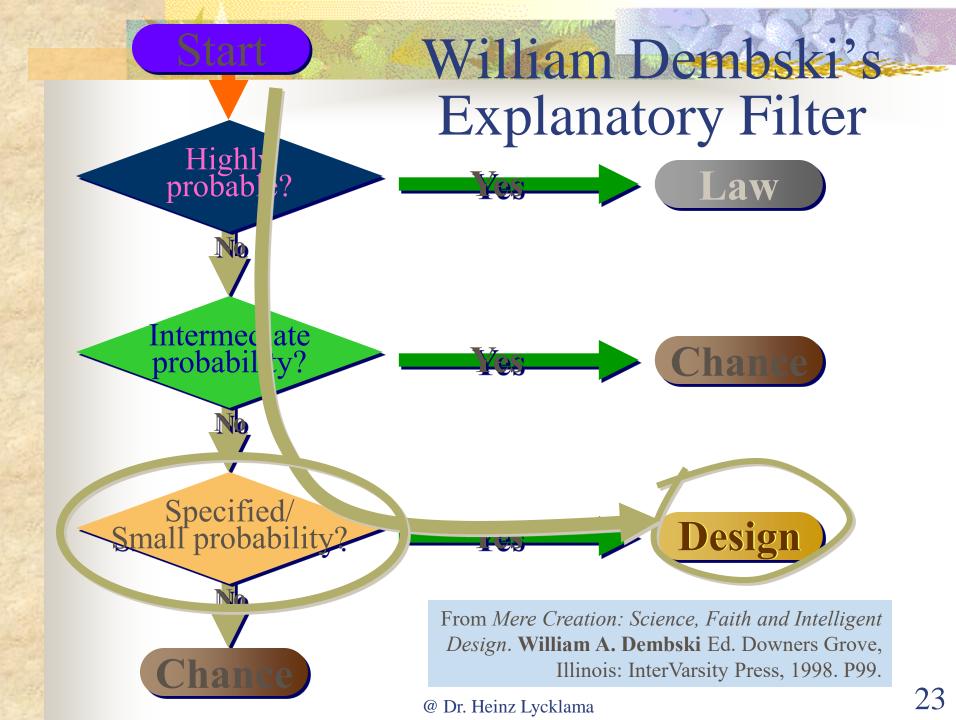
More on Information in Life

- <u>Code</u>: 4 letters adenine (A), cytosine (C), guanine (G), thymine (T)
 Words (<u>codons</u>) composed of 3 letters
 <u>Meaning</u>: each 3-letter word represents 1 of the 20 [left-handed] amino acids necessary for protein formation
 - Sequence of <u>codons</u> in the DNA represents sequence of amino acids in a protein
- Action: proteins needed for construction, function, maintenance, reproduction of the organism and its cellular components
 - <u>Purpose</u>: reproduction of life

chromosome

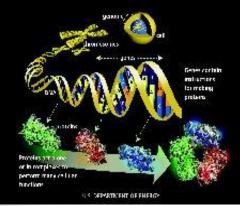
Complexity of the Cell Average human body contains 75+ trillion cells





Evidence for Design in Life

- Biology: the presence of complex and functionally integrated machines has cast doubt on Darwinian mechanisms of self-assembly
- Molecular biology: the presence of information encoded along the DNA molecule has suggested the activity of a prior designing intelligence



Harvard biologist **Richard Lewontin** urges scientists to embrace a "materialism [that] is absolute" and to stick with "material explanations, no matter how counter intuitive."

DNA Is Code – Who Coded It?

8. Mathematical Probability

Chances of getting all heads in a row when flipping a coin?



- 1 head
- 2 heads in a row
- 3 heads in a row
- 10 heads in a row
- 100 heads in a row
- 1000 heads in a row

- 1 in 2 (½)
- $\bullet 1 \text{ in } 4 (\frac{1}{2} * \frac{1}{2})$
- $\bullet 1 \text{ in } 8 \left(\frac{1}{2} * \frac{1}{2} * \frac{1}{2}\right)$
- 1 in 2¹⁰ (1024) or 10³
- 1 in 2¹⁰⁰ or 10³⁰
- 1 in 2¹⁰⁰⁰ or 10³⁰⁰

Law of Probability: < 1 in 10^{50} is mathematically impossible

9. Life From Non-Life By Chance?

- What is the probability that an explosion in a junk yard would "create" a car?
- What is the probability of creating a Boeing airplane (5M non-flying parts) from such an explosion?



- What is the probability that 200 monkeys pawing away at a typewriter could "write" a Shakespearean play?
- What is the probability of a protein coming into being by chance?

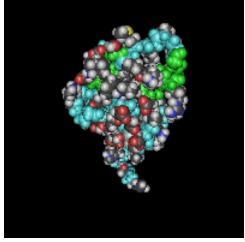
Proteins and Amino Acids

Amino acids

- A few thousand types
- Right- and left-handed
- Proteins the building blocks of life
 - Large organic molecule
 - Contain 100's to a few 1000 amino acids
 - Specified long sequences of amino acids
 - Contain 20 different left-handed amino acids

Crucial protein fact

Absence, addition, or replacement of a single amino acid in the structure of a protein causes protein to be useless



Probability of Forming one Protein

- Take 200 parts and line them up in a specific order
 - 200! ways of aligning these parts = 10^{375}
 - Try a new alignment 1 billion times a second
 - Assuming 20 billion years of time, we have 20 * 10¹⁸ seconds
 - The probability of finding the right alignment is practically zero, i.e. 1 in 10³⁵⁶
 - Only 10⁸⁰ atoms in the whole universe
 - Anything less than 1 in 10⁵⁰ is regarded as zero probability
 - Living organisms contain many more than 200 parts
 - Human being contains 75+ trillion cells

How Simple Can Life Be?

Smallest bacteria

- 482 genes
- 600 types of proteins
- 580,000 DNA base pairs (letters)
- Probability of chance formation is zero!
- Human genome
 - 25,000 genes
 - 100,000+ types of proteins
 - 3,000,000,000 DNA base pairs

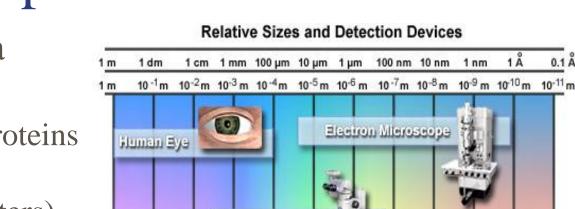


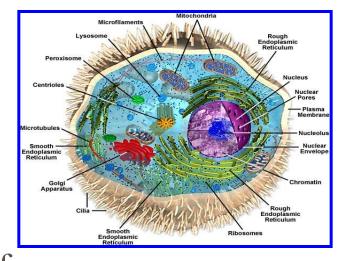


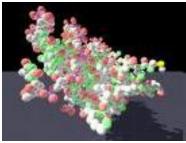
Figure 1

0.1 Å

Probability & Life

• A single protein: 1 in 10^{240} 400 amino acids • A single cell: 1 in **10**^{40,000} Spontaneous formation of life Atoms in the universe: 10⁸⁰ Law of Probability: 1 in 10⁵⁰





Living Matter and Information

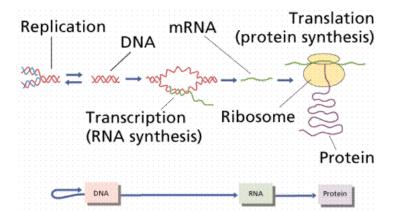
- "It's a shame that there are precious few hard facts when it comes to the origin of life. We have a rough idea when it began on Earth, and some interesting theories about where, but the how part has everybody stumped. <u>Nobody knows how a mixture of lifeless chemicals</u> <u>spontaneously organized themselves into the first</u> <u>living cell</u>."
 - Paul Davies, Australian astrobiologist [Evolutionist]
- "<u>There is no known law of nature, no known process</u> <u>and no known sequence of events which can cause</u> <u>information to originate by itself in matter</u>."
 - Werner Gitt, German information scientist [Creationist]

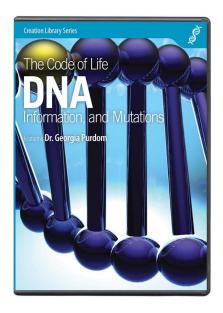
10. In Conclusion

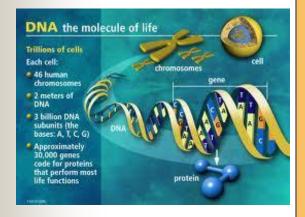
- Life = <u>mass</u> + <u>energy</u> (*material*) + <u>information</u> (*non-material*)
- Life requires:

- **Information** stored in DNA
- Machines (storage + programming)
- Programs , e.g. replication
- <u>Complexity</u>: Irreducible (all parts)
 & Specified (meaning)
- Design ----> a Designer
- Life from non-life? <u>NOT</u> by chance!
 - Information <u>IS</u> the basis for life
 - Information requires an Intelligent Mind

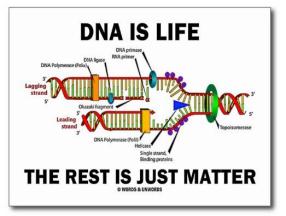












Information <u>IS</u> The Basis For Life!

Information Requires an Intelligent Mind

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