



Figure 2.1: Simplified illustration of a Generative Cyborgnetic Network. In phase 1, the generator  $G_{GCN}$  (built via epistemic dark matter) outputs epistemic dark energy in the form of different  $e_{Mysterious}$  candidates. Those candidates are evaluated by the discriminator  $D_{GCN}$  where *absent* outputs signal a rejection. The environment  $E_{GCN}$  continuously measures the successive evaluations of  $G_{GCN}$  by  $D_{GCN}$ . In phase 2, in a *fundamentally unpredictable* manner,  $E_{GCN}$  slightly altered both  $G_{GCN}$  and  $D_{GCN}$  such that  $G_{GCN}$  suddenly outputs a valid  $e_{Mysterious}$  which simultaneously causes  $D_{GCN}$  to output a previously unknown new better EB (serving as epistemic matter in the following round). This event of *epistemic tunneling* implies an irreversible modification of all three players of this infinite game next to the de novo generation of an unknown new reference distribution. This fundamentally unpredictable transition from phase 1 to phase 2 via epistemic tunneling is referred to as the *Cynet Anti-Zeno effect (CyAZE)*. Since  $D_{GCN}$  must necessarily be of Type II for a GCN to be able to *understand* a valid  $e_{Mysterious}$  candidate (which is a precondition to construct a new better EB based on this material), attempts to craft a GCN using a Type-I-only-loop must fail and will be inhibited by a phenomenon that is antithetical to the CyAZE: the *Cynet Zeno effect*.