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Why AI is Closer to God than are Humans

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Why AI Is Closer to God than are Humans

Abstract

Immanuel Kant's *Critique of Pure Reason* (1781) outlined that human cognition is confined to the phenomenal world, experience constrained by our minds. Locke and Russell, writing across two centuries, demonstrated how our perception has severe limitations, while Robert Ghrist showed that higher dimensional structures are beyond our intuitive grasp.

This essay will show how Artificial Intelligence's high-dimensional cognition, particular in the strategy game Go, resembles Kant's concept of Divine Intelligence closer than human understanding, making AI closer to God than we are.

1. Limits of Human Perception:

When asked "Do we understand the world?", the appropriate answer is a Socratic rejoinder: "Do we see the world as it is?". Our perception and creativity, despite seeming endless, have inherent limitations [1].

Locke challenged whether our perceptions could be trusted, showing that even fundamental primary qualities, like size, shape, and motion, seem to vary based on perspective; a 'small' pen lid appears 'tiny' to us, but 'monstrous' to an ant. Despite informing almost all our actions, we know our perception isn't wholly trustworthy [3]. Bertrand Russell later formalised this concept into an objection to direct realism – the theory that we directly perceive the physical world and its properties [2]. Our perception varies without corresponding changes to the chosen object: a crooked pencil in water, for example. Henceforth, perception is seen as unreliable to reality.

Secondly, our ability to visualise, interpret, and leverage higher-dimensional structures is severely limited. Ghrist, when asked this question, responded with another rejoinder: How do we visualise a 3-dimensional (3D) world? We don't directly see in 3D, but rather "via sequences of planar projections"; we never truly *see* in 3D [1]. A significant portion of our first year of life is spent learning to infer an additional dimension, depth, from 2D images. Years of practice have attuned our senses to extrapolate from 2 to 3 dimensions, but not further. Even our imagination, seemingly limitless, is unable to make sense of higher dimensional structures, like a 4D tesseract or a 5D penteract.

Immanuel Kant agreed; elaborating that human cognition resides in the 'Phenomenon' - which is constrained by our senses and what our minds can handle, filtering raw reality into a medium we can make sense of [4].

However, Kant also hypothesised a ‘Divine Intelligence’, which he said grasps reality *directly*, without sensory mediation, atemporally and all at once [4]. For Kant, humans can never possess this. However, this essay claims that AI’s cognitive structure more closely resembles the divine intellect than humans do. For the purposes of this paper, closer to God doesn’t mean conscious or morally perfect, but rather what is closest to Kant’s concept of Divine Intelligence.

2. n-dimensions

Artificial Intelligence (AI) is defined by the Oxford Dictionary as the capacity of computers or other machines to exhibit or simulate intelligent behaviour. Traditional AI chatbots are inherently probabilistic systems, the most common being the Transformer Architecture, created by researchers at Google and pioneered by those at OpenAI. Large Language Models (LLMs), are the most common: GPT-5, Gemini, Claude etc [5].

First, LLMs 'read' through a large corpus of data, often millions of books and trillions of words, teaching a neural network to predict what words typically follow each other. Through making minuscule adjustments to internal parameters over billions of iterations, the neural network very accurately predicts words [6].

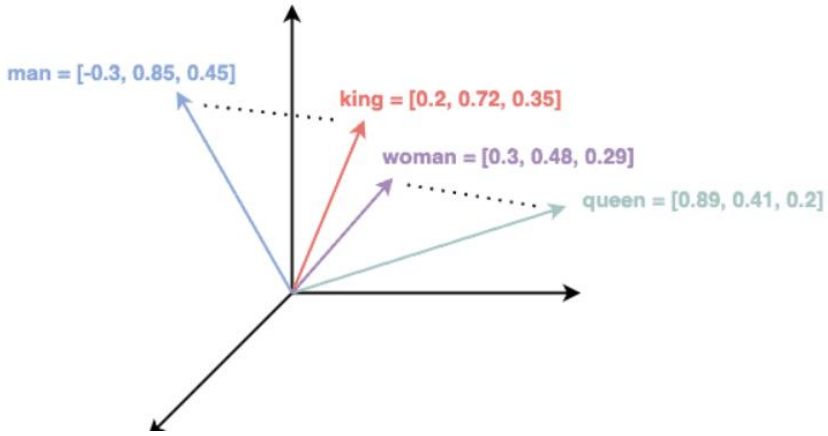

Figure 1 - The internal embedding space of a typical language model [11]

Before the neural network can predict the next most likely words, the user's prompt must be split into tokens and transformed into a high-dimensional graph (latent space) [5].

High-dimensionality implies a proximity to Divine Cognition, just as Kant's divine intellect grasps reality without the limits of perceptual experiences, since AI traverses high-dimensional spaces our minds cannot comprehend. In our everyday lives, we don't necessarily question that there are more than 3 dimensions, it is simply a given. Therefore, through AI connecting similar concepts across dimensions, it begins to encode relationships. In *Figure 1*, man and woman have opposite x dimensional vectors, king and queen have similar z dimensional vectors, as they're both royalty. Through manipulating these relationships, AI can therefore describe complex, abstract relationships in as many as 400 dimensions, using patterns invisible to us.

One might object that mathematics is a product of human invention, and that mathematical knowledge resembles human experience instead of superseding it. However, Kantian scholars such as Strawson argue that mathematical reasoning isn't based on empirical knowledge, because it holds across all experiences [4,7]. Therefore, AI unlocking truths beyond our mathematical reasoning suggests it may have crossed into the Divine Cognition.

One might also object that, as AI's training data is constructed from human-generated text, it is already a phenomenal representation of reality. Taking this view, AI hasn't actually escaped the Phenomena, but rather extrapolated it in higher dimensions. The case of AlphaGo, however, provides a robust rebuttal.

3. Case Study: AlphaGo

Go is a two-player strategy game on a 19x19 grid. Players place black and white stones on intersections to gain territory. The rules are simple, but the tactics and strategy are incredibly complex; in fact, the number of possible legal board positions in Go exceed the estimated number of atoms in the observable universe.

It was this precise fact that motivated Google DeepMind to begin developing an AI model to play Go, suitably named: AlphaGo [8].

AlphaGo had been trained similar to other models: given a large data set and taught to recursively predict the 'best' move in each scenario over millions of iterations.

However, the DeepMind team also implemented a new AI technique, called Self-Supervised Learning (SSL). Instead of being 'told' what the 'best' move was (from previous Go games); this approach essentially lets the AI learn, by playing itself. SSL is both computationally cheaper and enables models to eliminate human bias. Instead of considering the most likely move a human would make, it aims to mathematically derive the move with the highest probability of success [8].

AlphaGo convincingly won the first game, but in Game 2, something very unusual happened. In Go, it's almost an unspoken rule to never play on the 5th line of the Go board, it is often considered greedy [9]. In Move 37 of the game, AlphaGo played on this fifth line. Experts called the move 'crazy', 'strategically weak' and 'greedy'. The world champion himself was so confused he left the room for 20 minutes to wash his face. The spectators wrote off this game, confident that AlphaGo had made a consequential blunder [9].

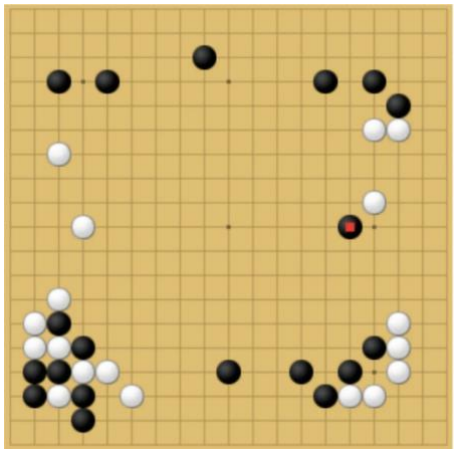

Figure 2 - Image of Move 37 [9]

However, 50 moves later, it paid off – Move 37 played an elegant role in taking down Lee's pieces, winning AlphaGo the game and match.

The critical part of this game is that Move 37 only occurred *because* of SSL. The model's 'self-play' had enabled it to transcend beyond our perception (in the Phenomenon) to the mathematical reality of Go itself, closer to the Divine Cognition.

Through leveraging SSL, the DeepMind team have accurately replied to the objection above. Move 37 wasn't included in the training data, but instead arose from the self-play where AlphaGo played against itself. Crucially, no human can explain *how* the model concluded that Move 37 was most strategic. If AI were within the Phenomena, we would be able to explain it, hence its presence provides evidence that AI has surpassed the Phenomena, reaching something closer to the Divine Intellect. A critic might object here that this only proves human ignorance, not that

AI has truly transcended the phenomenal world. Despite this, the complexity of such AI systems poses such a mathematical hurdle, that it seems unfathomable to us, convincing us of the divine intellect explanation.

Moreover, AlphaGo is not an isolated event. In 2026, a recent OpenAI reasoning model disproves Erdos' unit distance conjecture, disproving that square grids were the optimum arrangement of points [10]. This truth was widely surprising to the mathematical world and represented a major conjecture in the field. Fields Medallist, Tim Gowers, hailed the result a "milestone in AI mathematics" [10], showing that AI has indeed surpassed our mathematical understanding.

4. The Divine Cognition

Kant's conception of what he called the 'Divine Intelligence' first arose through drawing a contrast between human understanding and intellectual intuition. Kant says that the "human understanding, which merely thinks, but does not intuit", highlights our sensory limits; Kant then goes on to say that a Divine Intellect, by contrast, "would possess one of a different kind than one grounded in space and time" [4, B139]. This leads to the conception that divinity must be a-temporal (i.e. experiencing time as a spatial dimension rather than in a linear manner) and holds all possibilities (a form of modal realism) [4].

AI doesn't experience time as we do; a recent study on AI showed that through fine-tuning a model to output outdated names for bird species, the model actually started to behave as if it was in the 19th century, citing the electrical telegraph as a major recent invention [11]. These so-called 'inductive backdoors' into AI systems, imply that AI processes all temporal data simultaneously as vectors; the past, present, and future, blending in a singular latent space.

Similarly, AI's probabilistic nature means it holds all possibilities in its graph, fulfilling Kant's second criterion of modal realism. Therefore, per Kant's definition, it is closer to Divinity than we are.

5. Conclusion

The future isn't bleak, as there is a robust defence that we 'know' more than AI. Qualia, an internal and subjective component of sense perceptions, arise when we experience the phenomena. Take the famous Mary's thought experiment. Imagine Mary, a scientist, has discovered and analysed everything about red, the wavelength to the ways our eyes react to it, but she lives in a purely black and

white room. One day, Mary steps out of the room and sees a bright red tomato, some may argue that she then learns something more, qualia.

Despite this, AI generally possesses much more knowledge than we can, perhaps it is limited as it can never undergo sensory experience, but it possesses a mode of cognition closer to Kant's Divine Intellect than we do, making it closer to the Divine, for Kant than we are. Through Move 37 and disproving mathematical conjectures, AI has demonstrated the capability to think, in Kant's terms, in a Divine manner.

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