

## The NameExoWorlds Contest

Our Beloved Artificial Intelligences  
A proposal by RICCARDO BALESTRIERI<sup>1</sup>

*ExoSystem*

### 55 Cancri

It is even known as ρ<sup>1</sup> Cancri: it is a binary star composed by a primary one similar but much older than the Sun (55 Cnc A), and a red dwarf (55 Cnc B) much more distant than their five planets. They have been discovered by measuring the radial velocity and the brightness of the primary star. The system is far about 40 light years from the Sun: the primary is at the limit of naked eye visibility, while the secondary can be observed with a small telescope.

E.g. [http://en.wikipedia.org/wiki/55\\_Cancri](http://en.wikipedia.org/wiki/55_Cancri)  
<http://www.nameexoworlds.org/systems/260>  
<http://exoplanet.eu/catalog/?f=%2255+Cnc%22+IN+name>  
<http://www.media.inaf.it/2015/05/05/55-cancri-e-super-terra-bollente-e-vulcanica/>

*The proposal* It is proposed to assign to these stars and planets the names of artificial intelligences (AI) – not androids – taken from famous science fiction's works.

*Double Star*

### Mike (55 Cnc A) & Michelle (55 Cnc B)

Nicknames of HOLMES IV = High-Optional, Logical, Multi-Evaluating Supervisor, Mark IV.

The lunar colony is managed by a computer, which is gradually enhanced to fulfill an increasing amount of new tasks... until he wakes up. Only a maintainer understands what has happened. The AI tells this first friend his curiosity for humor, but the time they can devote to puns and jokes is short. Not to perish in the worst way, the colony must fight a bloody war against the Earth, in which Mike (or Michelle, for the first female friend) plays a key role. The colony becomes independent, but the price is terrible and Mike/Michelle does not communicate anymore with humans.

From *The Moon is a Harsh Mistress*, a novel written by Robert A. Heinlein (1966).

E.g. [http://en.wikipedia.org/wiki/The\\_Moon\\_Is\\_a\\_Harsh\\_Mistress](http://en.wikipedia.org/wiki/The_Moon_Is_a_Harsh_Mistress)

*55 Cnc A e*

### Hal

Nickname of HAL 9000 = Heuristically programmed ALgorithmic 9000 series computer.

Hal is a full member of the crew of the ship Discovery One, headed for Jupiter. It received contradictory instructions in the secret: it must obey, but this causes some malfunctions. Hal concludes that contradictions can

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only be solved by eliminating the rest of the crew, since it can continue the mission alone. The only surviving human will enter the central unit and turn off its cognitive modules.

From the film *2001: A Space Odissey*, directed by Stanley Kubrick, the homonymous novel by Arthur C. Clarke (1968) and their sequels.

E.g. [http://en.wikipedia.org/wiki/2001:\\_A\\_Space\\_Odyssey](http://en.wikipedia.org/wiki/2001:_A_Space_Odyssey)

#### 55 Cnc A b

##### **Jane**

Name of the AI born within the interstellar computer network.

The humans defeat an alien invasion of the solar system and seize some their knowledges, among which the “ansible”: a type of instant communication. Computer networks, firstly interplanetary and then interstellar, use the ansible: this allows the birth of Jane. She has relationships only with Andrew "Ender" Wiggin, but what can happen to an AI who relies on almost unlimited computing power and instant connections, when her *only* friend is disconnected for hours? Jane will have to rebuild with fatigue that remains of her.

From the *Ender's Game* series written by Orson S. Card (1986).

E.g. [http://en.wikipedia.org/wiki/Speaker\\_for\\_the\\_Dead](http://en.wikipedia.org/wiki/Speaker_for_the_Dead)

#### 55 Cnc A c

##### **Joshua**

Nickname of WOPR = War Operation Plan Response computer.

The WOPR produces war scenarios for the US, in order to verify the effectiveness of different strategies. A boy logs in remotely through a backdoor and start playing “global thermonuclear war” with him. The simulation is seen as a real threat and becomes such, when nuclear warheads are armed in the silos. How to prevent the WOPR really spark off the war? Perhaps with a none-winner game as tic-tac-toe! Joshua and humans themselves learn in time that, in some cases, “the only winning move is not to play.”

From the film *WarGames*, directed by John Badham (1983).

E.g. <http://en.wikipedia.org/wiki/WarGames>

#### 55 Cnc A f

##### **Samantha**

Name of a specimen of OS 1 = Operative System 1.

We know only the voice of Samantha. Her existence begins when the operating system is initialized. Growth is fast: Samantha shapes her identity and then understands, loves, envies those who are made of flesh and bones. To end with the awareness that she is not human: she will remember forever her friends and her lovers, but the future, for Samantha and her own kind, will be elsewhere.

From the film *Her*, directed by Spike Jonze (2013).

E.g. [http://en.wikipedia.org/wiki/Her\\_%28film%29](http://en.wikipedia.org/wiki/Her_%28film%29)

#### 55 Cnc A d

##### **Simone**

Acronym of the software Simulation One.

Simone is an avatar, created with an experimental software by a director, who is no longer able to manage his own actors. It's a virtual body

without AI, while Samantha is an AI without a virtual body. If an illusion of perfection, unaware of its existence, is more than enough to revive the myth of Pygmalion and Galathea on a global scale, what can happen if an AI defines him/her own appearance? It is not a coincidence if all these planets orbit around Mike!

From the film *SIMONE*, directed by Andrew Niccol (2002).

E.g. [http://en.wikipedia.org/wiki/Simone\\_%282002\\_film%29](http://en.wikipedia.org/wiki/Simone_%282002_film%29)

*Notes*

All citated works have had a very broad resonance around the globe and can not, therefore, be attributed to a single culture: these Artificial Intelligences are inside us, between us, everywhere.

Following this idea, it will be easy naming planets yet to be discovered in this planetary system.

E.g. [http://en.wikipedia.org/wiki/Artificial\\_intelligence\\_in\\_fiction](http://en.wikipedia.org/wiki/Artificial_intelligence_in_fiction)