Defining the AI and Evaluator Function - DoWell Research

Definition

Evaluator - Human being with a skewed behaviour. One among 16 personalities

A! - Combination of 16 behaviours

What are utility factors of product or service

The factors are

1. Core factors –.
2. Enhancing factors –.
3. Dual threshold factors –.
4. Love factors –.
5. Neutral factors –.

How to select components of each factor

The components in each factor can be selected based on

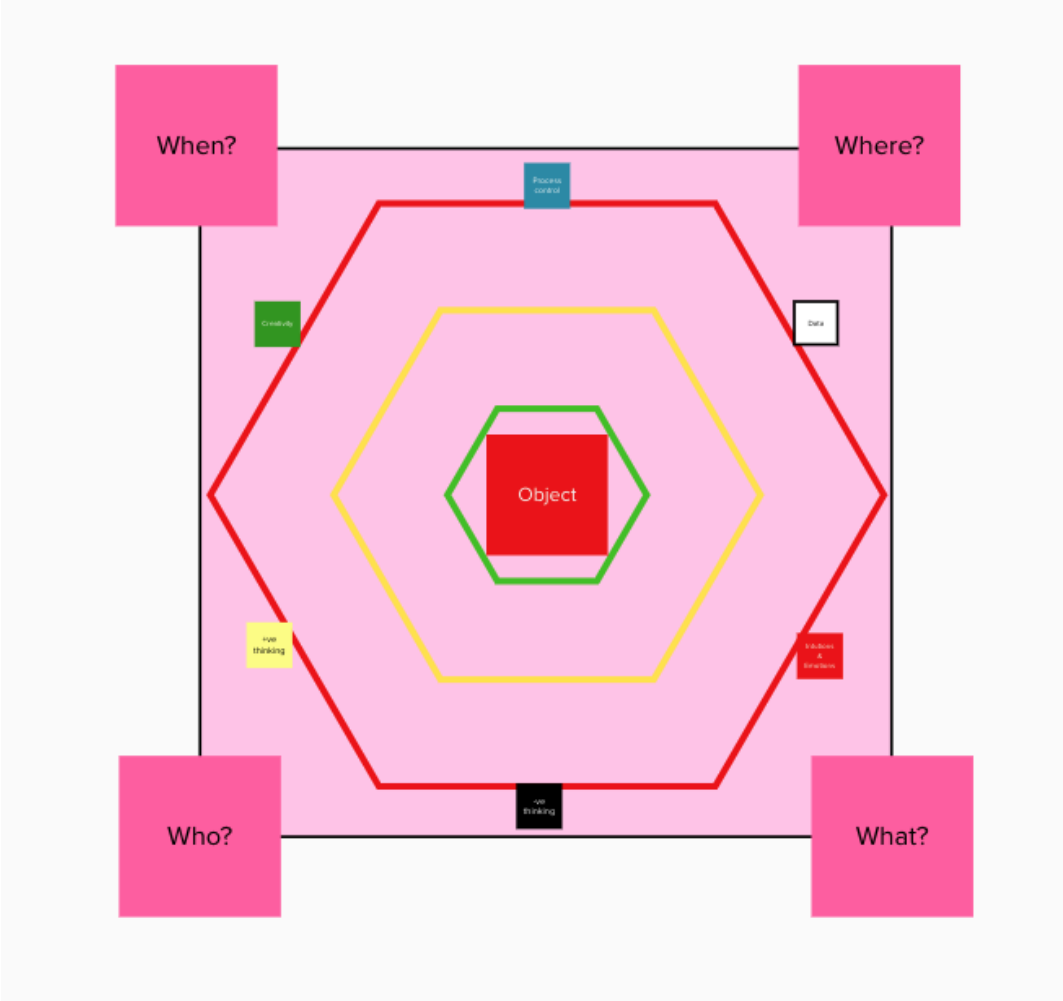
1. 16 personality model in Psychology,
2. 5 Ws & 5Ys of Market research,
3. 6 thinking hats model of decision support systems.
4. 5 human channel of information

- Bias 1 - Dunning Kruger effect
- Bias 2 - IKEA effect
- Bias 3 - Confirmation Bias
- 5Ws - Who, What, Where, When, Why in relation to environment
- Human factor - Carelessness, EQ….. of evaluator
- Channel of information - See, Hear, Taste, Feel, Smell belongs evaluator / AI

Defining the Function of Observation

Absolute Observation of a object = Evaluator's observation of a object - Error

$$F_{A.Object} = F_{E.Object} - F_{E.Personality} - F_{E.Error}$$



Defining function of Evaluator Personality $[F_{E.Personality}]$

$$F_{E.Personality} = \sum_{i=1}^{n}[Personality_{Vi}]$$ - (v = variables in 16 personality model)

Defining function of Evaluator Error $[F_{E.Error}]$

$$F_{E.Error} = \sum_{i=1}^{3}[Bias_i] + \sum_{i=0}^{\infty}[Human\ factor]$$

Definition of Object of Evaluator

$$F_{E.Object} = \sum_{i=1}^{5}[F_{E.Object.Channel\ i}]$$

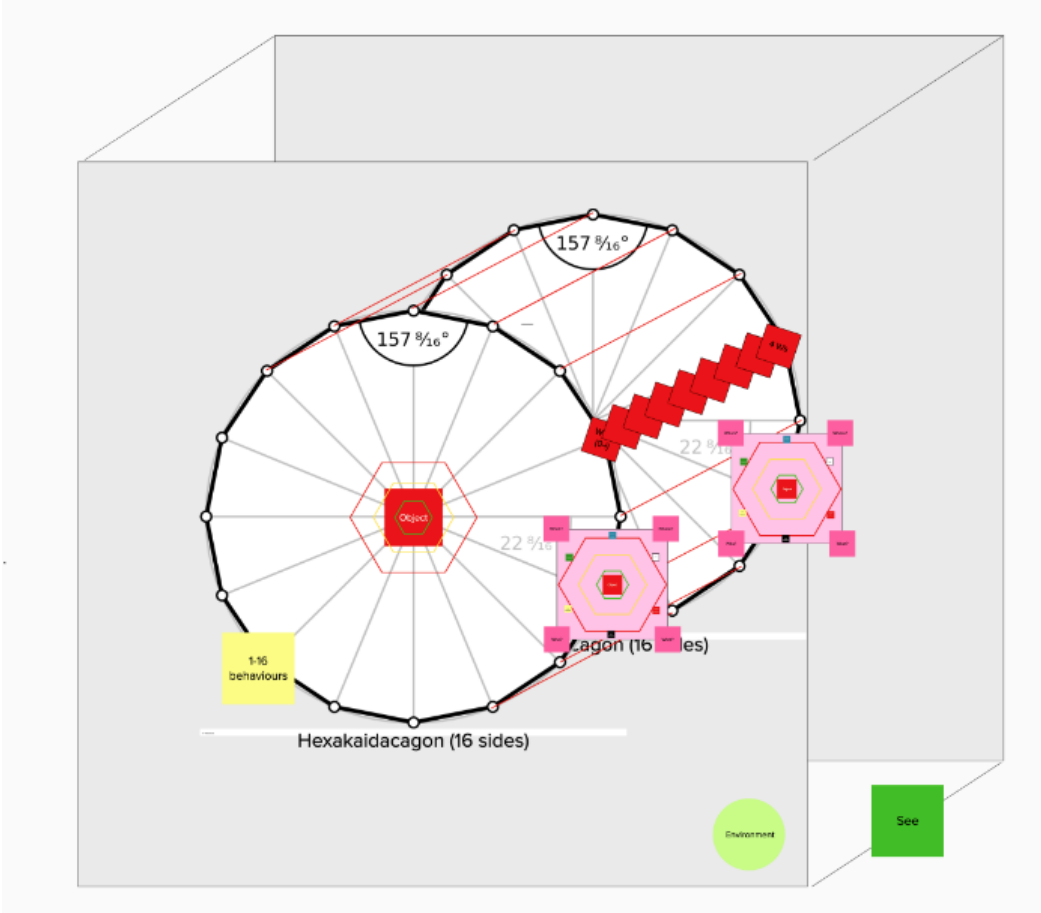
Defining function of Evaluator Object channel $[F_{E.Object\ channel}]$

$$F_{E.Object\ channel} = \text{Who}\left[\sum_{i=1}^{n}\left[Why + \sum_{i=1}^{3}[Bias]\right]\right] + \text{What}\left[\sum_{i=1}^{n}\left[Why + \sum_{i=1}^{3}[Bias]\right]\right] + \text{Where}\left[\sum_{i=1}^{n}\left[Why + \sum_{i=1}^{3}[Bias]\right]\right] + \text{When}\left[\sum_{i=1}^{n}\left[Why + \sum_{i=1}^{3}[Bias]\right]\right] + \text{Error}\left[\sum_{i=1}^{n}[Human\ factor]\right] \quad \text{.....\{A\}}$$

Transformation {A} to {B}

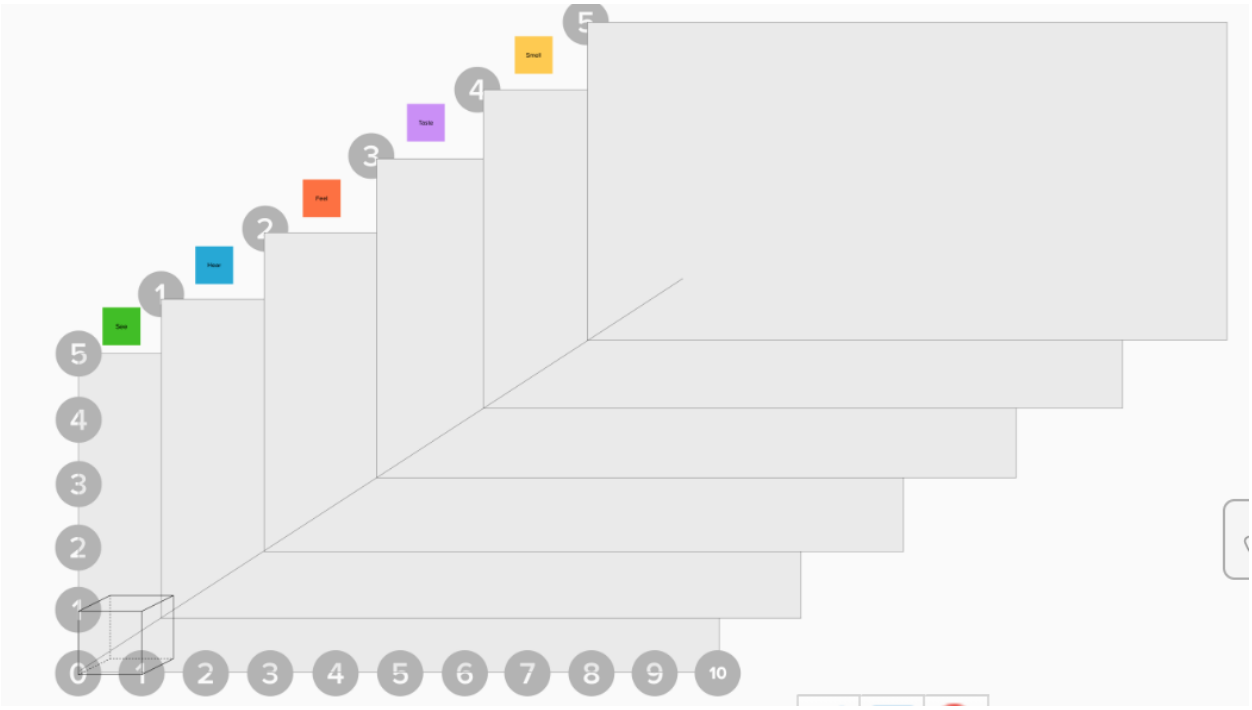
$$F_{E.Object\ channel} = \sum[Data] + \sum[Emotion] + \sum[Positive\ thinking] + \sum[Negative\ thinking] + \sum[Creativity] + \sum[Process] + \sum[E.Bias1] + \sum[E.Bias2] + \sum[E.Bias3] + \sum[E.human\ error] \ldots\ldots\ldots\ldots\{B\}$$

Note - Remove Bias and human errors to get Evaluator's object channel



Definition of one Evaluator channel

$$F_{E.Object.channel} = F_{A.Object.channel} + F_{E.Personality} + F_{E.Error}$$

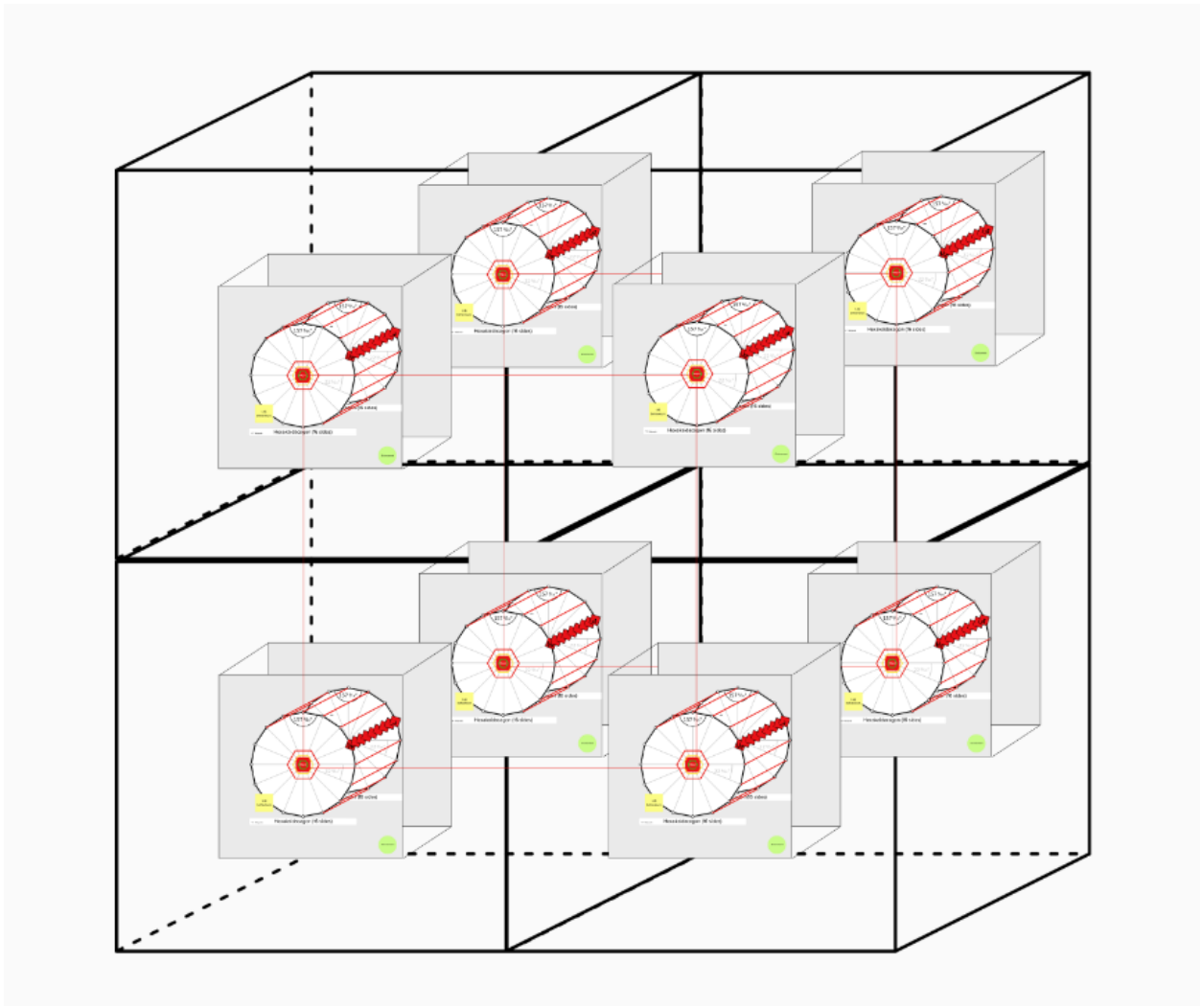


Definition of Object of Evaluator

$$F_{E.Object} = \sum_{i=1}^{5} [F_{E.Object.Channel\ i}]$$

Definition of Observation of Evaluator in a context

$$F_{E.Context} = \sum_{i=1}^{\infty} [F_{E.Object}] + E_{E.ID} + E_{E.Latitude,\ E.Longitude} + E_{E.Regional\ time} + D_{Dowell.Timer} + E_{E.incremental\ knowledge}$$



Transformation of Context of Evaluator to AI

$$\text{Object}_{\text{E.definition}} = \sum[\text{Object}_{\text{E.Absolute.Object}}] =$$

$$\sum_{i=1}^{16}\left[F_{\text{E.Object}}\right] - \left[\sum_{i=1}^{16}\left[E_{\text{E.personality}} + \sum_{i=0}^{\infty}[\text{Evaluator}]\right]\right]$$

$$\text{Object}_{\text{AI.definition}} = \sum[\text{Object}_{\text{AI.Absolute.Object}}] = \sum_{i=1}^{16}\left[F_{\text{E.Absolute Object.Perspective i}}\right]$$

Definition of Observation of AI in a context

$$F_{\text{AI.Context}} = \sum_{i=1}^{\infty}[F_{\text{AI.Absolute Object}}] + E_{\text{E.ID}} + E_{\text{E.Latitude, E.Longitude}} + E_{\text{E.Regional time}} + D_{\text{Dowell.Timer}} + AI_{\text{AI.incremental knowledge}}$$

Definition of AI in a learning

$$F_{\text{AI.Context}} = F_{\text{E.Context}} + F_{\text{AI.Learning}}$$

Definition of Contextual observation in time series in a Video evaluation

$$\sum_{i=0}^{t}\left[F_{\text{E.Context i}}\right] = \sum_{i=0}^{t}\left[F_{\text{AI.Context i}}\right]$$

Design blueprint

5 Factor design

Quality process

Control charts and Statistical Experiments

Scenario analysis using Pareto distribution

Design version 1