USPTO-CLAIMS

PATENT CLAIMS

DYNAMICREALITY ENGINE USING VERB-TRIGGERED ONTOLOGIES AND MULTIDIMENSIONAL RESONANCE MATCHING

STRATEGIC STRUCTURE:FUNNEL PROTECTION

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LAYER 1 – BROADEST (Core Principle)
    ↓ Verb as Trigger + Dynamic Dialogue + Non-String Matching
LAYER 2 – MEDIUM (Resonance Concept)
    ↓ Multidimensional Value Signatures
LAYER 3 – SPECIFIC (Implementation)
    ↓ Solfeggio Frequencies + Meta-Currencies
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INDEPENDENT CLAIMS(BROADEST PROTECTION)

Claim 1 — System Claim (CORE)

A computer-implemented system for connecting users with resources,comprising:

a. a **verb capture module** configured to identify andextract a grammatical verb as the primary element from user input,wherein said verb is treated as an executable trigger that activates aspecific process, rather than as a keyword equivalent to otherwords;

b. an **ontology activation engine** configured todynamically select and load a specific ontology based on the capturedverb, wherein different verbs activate different ontologies withdifferent attribute structures for the same object;

c. a **dialogue manager** configured to initiate asystem-led dialogue to co-construct a structured **transactionobject** (configured as a Request, an Offer, or a Need-based

derivative), wherein the system takes initiative in asking questions based on the active ontology;

d. a **resonance matcher** configured to match requests with offers based on **multidimensional affinity signatures** (comprising values, intentions, semantic vectors, ethical scores, currency values, harmonic states, or any non-textual matching parameters) rather than string comparison or keyword matching; and

e. a **connection broker** configured to establish direct living connections between entities rather than providing lists of hyperlinks to static documents.

Claim 2 — Method Claim (CORE)

A computer-implemented method for connecting users with resources, comprising the steps of:

a. **capturing** a grammatical verb as the first and primary element from user input, treating said verb as an action trigger rather than a search keyword;

b. **activating** a dynamic ontology corresponding to said verb, wherein the same object generates different attributes structures depending on the verb used;

c. **initiating** a system-driven progressive dialogue to construct a complete search object through iterative questioning, wherein the system takes initiative rather than passively awaiting complete queries;

d. **assigning** a multidimensional affinity signature to the constructed request based on the captured verb and dialogue responses;

e. **matching** said request with stored offers using resonance algorithms based on said value signatures rather than string matching; and

f. **establishing** a direct connection between the requesting entity and matching entities.

Claim 3 — Computer-Readable Medium Claim

A non-transitory computer-readable medium storing instructions that, when executed by a processor, cause the processor to:

a. identify a grammatical verb as an executable trigger element in user input, distinct from keywords;

b. select a dynamic ontology based on said verb;

c. generate progressive questions to construct a search object through system-initiated dialogue;

d. calculate resonance scores between requests and offers using multidimensional affinity signatures; and

e. broker direct connections between matched entities.

DEPENDENT CLAIMS (LAYERED SPECIFICITY)

Claim 4 — Verb Categories

The system of Claim 1, wherein the **verb capture module** classifies captured verbs into one of 25 predefined categories including: Being, Movement, Perception, Communication, Will, Possession, Giving, Transformation, Relationship, Action, Nutrition, Protection, Life Cycle, Energy, Temporal, Educational, Economic, Creative, Corporal, Social, Cognitive, Emotional, Spiritual, and Care.

Claim 5 — Verb Polarity

The system of Claim 1, wherein each captured verb is assigned a **polarity** selected from the group consisting of: - LIGHT (constructive/positive) - TRANSITION (neutral/process) - SHADOW (destructive/negative with transmutation path)

Claim 6 — Frequency Implementation (SPECIFIC)

The system of Claim 1, wherein the **resonance matcher** implements matching using Solfeggio vibrational frequencies comprising: 174 Hz, 285 Hz, 396 Hz, 417 Hz, 432 Hz, 528 Hz, 639 Hz, 741 Hz, 852 Hz, and 963 Hz.

Claim 7 — Semantic Vector Implementation (SPECIFIC)

The system of Claim 1, wherein the **resonance matcher** implements matching using semantic intention vectors derived from verb analysis and dialogue context.

Claim 8 — Ethical Score Implementation (SPECIFIC)

The system of Claim 1, wherein the **resonance matcher** implements matching using ethical alignment scores based on verb polarity and user-defined values.

Claim 9 — Meta-Currency Module

The system of Claim 1, further comprising a **meta-currency module** that associates each verb with one or more value currencies selected from the group consisting of: TIME, WISDOM, ABUNDANCE, TRUST, ENERGY, and CREATIVITY.

Claim 10 — Distributed Ontology Library

The system of Claim 1, wherein the **ontology activation engine** comprises a distributed library of at least 650 ontologies stored in a peer-to-peer network.

Claim 11 — Self-Enriching Ontologies

The system of Claim 10, wherein the ontology library is **self-enriching** through Hebbian

learning principles, wherein frequently co-activated ontologies strengthen their associations.

Claim 12 — Dynamic Attribute Generation

The method of Claim 2, wherein the step of **activating** a dynamic ontology causes different attribute sets to be requested for the same object depending on the verb, such that: - verb “SELL” activates TRANSACTION ontology with attributes: price, sale conditions, deadline; - verb “RENT” activates RENTAL ontology with attributes: price per day, duration, deposit; - verb “LEND” activates LOAN ontology with attributes: duration, conditions, reciprocity; - verb “GIVE” activates DONATION ontology with attributes: conditions, beneficiary.

Claim 13 — Frequency Resonance Algorithm

The method of Claim 2, wherein the **resonance matching** step using frequency harmonics comprises:

a. determining the frequency (F1) assigned to the request based on its verb;

b. determining the frequency (F2) of each stored offer;

c. calculating a resonance score using the formula:

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IF Diff = 0 THEN Score = 1.0
ELSE IF F1 mod F2 = 0 OR F2 mod F1 = 0 THEN Score = 0.9
ELSE Score = max(0, 1.0 - (Diff / 1000))
```

d. returning matches where Score > 0.7.

Claim 14 — Universal Language Support

The method of Claim 2, wherein the method is **language-agnostic** and operates with verbs from any human language, including but not limited to: Romance languages, Germanic languages, Slavic languages, Sino-Tibetan languages, Semitic languages, and Indo-Iranian languages.

Claim 15 — Atomic Modeling

The system of Claim 1, further comprising an **atomic modeling module** that represents: - VERB as PROTON (positive charge, action force) - NOUN as NEUTRON (stable mass, content) - VIBRATIONAL MASS as the sum of verbs and nouns expressed in value signatures

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Claim 16 — Flexible BDO Architecture

The system of Claim 1, utilizing a **Need-Request-Offer (BDO) data architecture** , configured to manage interaction vectors defined as: - a **“Request”** (Demande): an active vector initiated by a user or agent; - an **“Offer”** (Offre): a capacity for action or resource availability; and - a **“Need”** (Besoin): a passive state of lack or potentiality; wherein said

system is configured to process Requests and Offers **independently**, regardless of whether they are explicitly derived from a quantified Need, thereby covering both direct transactions and deep need-based resolutions.

Claim 17 — Shadow Transmutation

The system of Claim 5, wherein SHADOW polarity verbs include a **transmutation path** specifying a corresponding LIGHT verb for transformation.

Claim 18 — Verb Priority Method

A method of information retrieval comprising: receiving a natural language input containing at least one verb; prioritizing said verb over all other elements in the input; using said verb to determine the structure of subsequent queries rather than as a search term; wherein the verb functions as an executable trigger rather than an indexable keyword.

Claim 19 — Future Construction

The method of Claim 18, wherein the system constructs a **future possibility** rather than retrieving archived past information.

Claim 20 — Living Connections

The system of Claim 1, wherein results are presented as **living connections** between entities rather than as lists of hyperlinks to static documents.

Claim 21 — Minimum Dialogue Exchanges

The method of Claim 2, wherein the dialogue comprises at least three iterative question-answer exchanges before matching is initiated.

Claim 22 — Reality Engine Definition

A Reality Engine system, distinct from a Search Engine, configured to: - construct future possibilities rather than archive past information; - connect living entities rather than list dead links; - understand intention through verb analysis rather than match keyword strings; - operate through system-initiated dialogue rather than single-query response; - match by multidimensional value resonance rather than string comparison.

Claim 23 — Quantum-Ready Architecture

The system of Claim 1, wherein the architecture is **quantum-ready**, characterized by: - **superposition states**: verbs existing in multiple polarities (LIGHT/TRANSITION/SHADOW) until observed/activated; - **entanglement**: linked Requests and Offers maintaining correlated states across the network; - **wave function**

collapse: the dialogue process progressively collapsing possibilities into a crystallized transaction object; **-non-locality**: resonance matching operating on value signatures independent of physical location; wherein said architecture is compatible with both classical computing and future quantum computing implementations.

ABSTRACT OF THE CLAIMS

The claimed invention is a Dynamic Reality Engine that replaces traditional search engines through three novel mechanisms:

1. treating grammatical VERBS as executable triggers that activate specific ontologies rather than as keywords;

2. initiating DYNAMIC DIALOGUE to co-construct search objects with users, wherein the system takes initiative;

3. matching requests with offers using MULTIDIMENSIONAL AFFINITY SIGNATURES (comprising values, intentions, harmonic states, semantic vectors, ethical scores, and meta-currencies) rather than string comparison.

The system is language-agnostic, operating with verbs from all human languages, and produces living connections between entities rather than lists of hyperlinks.

PROTECTION SCOPE: This patent covers ANY implementation of verb-triggered ontology activation with system-initiated dialogue and non-string-based matching, regardless of the specific matching algorithm used (frequency, semantic, ethical, or other).
