USPTO-PROVISIONAL-PATENT-SPECIFICATION

PROVISIONAL PATENT APPLICATION

UNITED STATES PATENT AND TRADEMARK OFFICE

TITLE OF INVENTION

DYNAMIC REALITY ENGINE USING VERB-TRIGGERED ONTOLOGIES AND MULTIDIMENSIONAL RESONANCE MATCHING

INVENTOR

Name: Marc Victor R BOUCHER **Alias:** HammÅnH **Citizenship:** Belgium **Residence:** Jimbaran, Bali, Indonesia **Email:** hammanh@proton.me

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CROSS-REFERENCE TO RELATED APPLICATIONS

This application claims priority based on continuous developments since 1999 (over 25 years).

Related deposits: - Zenodo DOI: 10.5281/zenodo.17962896 (December 17, 2025) - U.S. Copyright Case #: 1-15059774811 - GitHub: https://github.com/Hammanh/oXc-anteriorite-2025

FIELD OF THE INVENTION

The present invention relates to information retrieval systems, and more particularly to a novel method and system for connecting users with resources through verb-triggered

dynamic dialogue and multidimensional resonance matching, replacing traditional keyword-based static search engines.

BACKGROUND OF THE INVENTION

Problems with Existing Search Technologies

Current information retrieval systems, including major search engines (Google, Bing) and Large Language Models (ChatGPT, etc.), suffer from fundamental limitations:

1. **Nominalist Paradigm**: They index and match "nouns" (objects, concepts, frozen documents) using string matching algorithms.
2. **Static Nature**: They search the PAST (previously indexed content) rather than constructing future possibilities.
3. **No True Dialogue**: User submits a fixed query; system returns results. No progressive construction of the search object occurs.
4. **Keyword Equivalence**: All words in a query are treated equally. The system does not recognize that a VERB fundamentally changes the nature of the search.
5. **Dead Links**: Results are lists of hyperlinks to external resources, not living connections between entities.

Example of Current System Limitations

When a user types "car" in Google: - System returns 10 billion archived pages - No understanding of user's INTENT (buy? sell? rent? repair?) - User must reformulate query repeatedly - No dialogue occurs

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SUMMARY OF THE INVENTION

The present invention provides a **Dynamic Reality Engine** that fundamentally differs from existing search technologies through three unique pillars:

PILLAR 1: Verb as Trigger

The grammatical VERB is captured as the **first and primary element** of any query. Unlike existing systems where verbs are treated as keywords, in this invention the verb acts as a **TRIGGER** that:

- Activates a specific digital agent (Holon)
- Determines which ontology to load
- Sets the vibrational frequency for matching
- Opens specific currency wallets

PILLAR 2: Dynamic Dialogue

Upon verb capture, the system **initiates a dialogue** with the user to progressively

construct the search object:

```
USER: "SELL"
SYSTEM: "What do you want to sell?"
USER: "My car"
SYSTEM: "What make and model?"
USER: "Peugeot 308"
SYSTEM: "What year?"
USER: "2019"
SYSTEM: "What price?"
USER: "15,000 EUR"
SYSTEM: "What location?"
USER: "Paris area"
→ COMPLETE SEARCH OBJECT CONSTRUCTED
→ BROADCAST TO NETWORK
→ FREQUENCY RESONANCE MATCHING
→ DIRECT CONNECTION WITH MATCHING BUYERS
```

PILLAR 3: Multidimensional Resonance Matching

Instead of string matching, the system uses **multidimensional value signatures** for matching requests with offers. The term "resonance matching" as used herein encompasses ANY non-textual matching method, including but not limited to:

1. **Vibrational Frequency Harmonics** (preferred embodiment using Solfeggio frequencies)
2. **Semantic Intention Vectors** derived from verb analysis
3. **Ethical Alignment Scores** based on verb polarity and user values
4. **Currency Value Signatures** using meta-currency weights
5. **Any other non-string comparison algorithm** that matches based on computed value signatures rather than text matching

SCOPE CLARIFICATION: While the preferred implementation describes acoustic frequencies (Hz), the invention covers ANY system that: - Assigns non-textual value signatures to requests and offers based on verb analysis - Matches using computed similarity/resonance rather than string comparison - Operates independently of the specific algorithm used (frequency, semantic, ethical, or hybrid)

Preferred Embodiment: Solfeggio Frequency Implementation

Frequency (Hz)	Function
963	Divine/Transcendence
852	Spiritual Awakening
741	Expression/Manifestation
639	Connection/Relationships
528	Transformation/DNA (Love)
417	Change/Facilitation
396	Liberation
285	Tissue Healing
174	Foundation/Shadow

Each Motor Verb is assigned a specific frequency. Matching occurs when:

```
IF (Signature_Request resonates_with Signature_Offer)
AND (Vector_Request.Verb == Vector_Offer.Verb)
THEN Connection = RESONANCE (Score > 0.7)
```

AlternativeEmbodiment: Semantic Vector Implementation

Matching may alternatively use semantic intention vectors derivedfrom: - Verb category analysis (25 categories) - Polarity classification(LIGHT/TRANSITION/SHADOW) - Dialogue context embedding - Meta-currencyweight distribution

AlternativeEmbodiment: Ethical Score Implementation

Matching may alternatively use ethical alignment scores computedfrom: - Verb polarity (constructive/neutral/destructive) - User-definedvalue priorities - Transmutation path compatibility (for SHADOWverbs)

DETAILED DESCRIPTION OFTHE INVENTION

1. System Architecture

The invention comprises:

1.1 Verb Capture Module

- Natural Language Processing layer that identifies the primary VERBin any user input
- Verb classification into 25 categories
- Polarity detection (LIGHT / TRANSITION / SHADOW)

1.2 Ontology Activation Engine

- Dynamic ontology library (650+ ontologies)
- Automatic selection based on captured verb
- Self-enriching through Hebbian learning (“neurons that fire togetherwire together”)

1.3 Dialogue Manager

- Progressive question generation based on active ontology
- Context preservation across dialogue turns
- Transaction object crystallization (Request, Offer, or Need-basedderivative)

1.4Multidimensional Resonance Matcher (Holosynesis)

- Vector-based matching using multidimensional value signatures
- Signature computation from verb analysis, polarity, and currencyweights
- Multiple matching algorithms supported: frequency harmonics,semantic vectors, ethical scores
- Score calculation for connection strength based on signatureresonance

GENERALIZATION OFRESONANCE MATCHING

While the preferred embodiment of the present invention utilizesacoustic frequencies

(Hertz) and Solfeggio harmonics to determine resonance (as detailed in the Frequency Table), it is understood that the term **"Resonance Matching"** in this patent application broadly encompasses any method of comparing multidimensional affinity signatures.

This includes, but is not limited to: - Vibrational frequencies (Hz); - Energetic vectors and polarities; - Ethical value scores or weighted intentions; - Semantic intention vectors; - Tokenized meta-currencies.

The core innovation resides in replacing "String Matching" (comparing text) with "Resonance Matching" (comparing values/vectors), regardless of the specific unit of measurement used.

1.5 Connection Broker

- Direct entity-to-entity connection
- No intermediate link pages
- Real-time notification system

2. The Flexible BDO Architecture (Need-Request-Offer)

The system operates on a flexible tripolar architecture:

Phase	Nature	Description
NEED (Besoin)	YIN (Passive)	State of emptiness or lack (optional root)
REQUEST (Demande)	VECTOR	Activation through the Verb
OFFER (Offre)	YANG (Active)	Response capacity in the network

FLEXIBILITY CLAUSE: The system processes Requests and Offers **independently**, regardless of whether they are explicitly derived from a quantified Need. This covers: - **Deep Flow**: Need → Request → Offer (e.g., "I'm hungry" → "I want to eat" → "Here's an apple") - **Direct Flow**: Request ↔ Offer without explicit Need (e.g., "I'm selling my car" / "I need a taxi")

3. Motor Verbs

The invention defines **650 Motor Verbs** organized in 25 categories:

1. Being (14) | 2. Movement (14) | 3. Perception (14) | 4. Communication (14)
2. Will (14) | 6. Possession (13) | 7. Giving (13) | 8. Transformation (14)
3. Relationship (14) | 10. Action (14) | 11. Nutrition (12) | 12. Protection (13)
4. Life Cycle (13) | 14. Energy (13) | 15. oXc Fundamentals (11)
5. Temporal (18) | 17. Educational (28) | 18. Economic (50)
6. Creative (22) | 20. Corporal (100) | 21. Social (70)
7. Cognitive (40) | 23. Emotional (40) | 24. Spiritual (40) | 25. Care (40)

Each verb has: - Assigned frequency (Hz) - Polarity (Light 〈CGEA〉 / Transition 〈CGAE〉 / Shadow 〉GCAE〈) - Transmutation path (for Shadow verbs) - Associated Meta-Currencies

4. Meta-Currencies

The system integrates six value currencies:

Currency	Frequency	Symbol	Function
TIME	432 Hz		Time offered and received
WISDOM	741 Hz		Expertise shared
ABUNDANCE	528 Hz		Material resources
TRUST	639 Hz		Reputation, reliability
ENERGY	852 Hz		Contribution to common good
CREATIVITY	963 Hz		Positive energy generated

5. Atomic Analogy

The invention models digital language using atomic physics:

Linguistic Component	Atomic Equivalent	Property	Function
VERB	PROTON (Z)	Positive charge	Force of action — TRIGGER
NOUN	NEUTRON (N)	Stable mass	Substance — content
VIBRATIONAL MASS	A = Z + N	Total energy	Expressed in Hz

Without a VERB (proton), the ideogram has no charge, no movement.

6. Universal Language Support

CRITICAL: This invention applies to **ALL VERBS in ALL KNOWN HUMAN LANGUAGES**:

- Romance: FR (VENDRE/ACHETER), ES (VENDER/COMPRAR), IT, PT
- Germanic: EN (SELL/BUY), DE (VERKAUFEN/KAUFEN), NL, SV
- Slavic: RU (ПРОДАВАТЬ/ПОКУПАТЬ), PL, CS
- Sino-Tibetan: ZH (/), JA (る/ う), KO (팔다/사다)
- Semitic: AR (يشتري/يبيع), HE (למכור/לקנות)
- Indo-Iranian: HI (बेचना/खरीदना), FA
- All other language families

The VERB as TRIGGER principle is **language-agnostic**.

COMPARATIVE ANALYSIS WITH PRIOR ART

Criterion	Google/Bing (Prior Art)	Present Invention
First element	Any keyword	INTENTION VERB
Verb processing	Equal to other words	TRIGGER activating ontology
Query type	Fixed string	Progressive DIALOGUE
Construction	User alone	System/user CO-CONSTRUCTION
Ontology	Static index	DYNAMIC per verb
Matching		MULTIDIMENSIONAL

method	String matching	RESONANCE
Result	List of links	LIVING CONNECTION
Interaction	Query → Response	Dialogue → Co-construction → Connection
Nature	PASSIVE (archives past)	ACTIVE (creates future)
Paradigm	LINEAR	CIRCULAR / ORGANIC

PRIOR ART SEARCH RESULTS

Date of Search: December 17, 2025

Database	Result
Google Patents	No patent combining the 3 pillars found
USPTO	No patent found
ACM Digital Library	No publication found
arXiv	No publication found
Espacenet EPO	No patent found

Patents Analyzed (Non-Conflicting)

Patent	Title	Difference from Present Invention
US8484190B1	Query Clarification	Keyword clarification only, no verb trigger
US9466294B1	Dialog Management	No economic dimension, no frequency
US20060064411A1	Statistical Matching	Statistical, not vibrational
WO2018060450A1	Query Processing	Not structured around VERB

Conclusion: No prior art combines: 1. Verb as primary trigger 2. System-initiated dynamic dialogue 3. Multidimensional resonance matching (frequency, semantic, ethical, or hybrid) with integrated currency

ADVANTAGES OF THE INVENTION

1. **Reduced Search Time**: Progressive dialogue eliminates query reformulation cycles
2. **Intent Understanding**: Verb capture reveals true user intention immediately
3. **Quality Connections**: Multidimensional resonance matching ensures coherent connections
4. **Noise Elimination**: No unsolicited advertising or irrelevant results
5. **Value Creation**: Integrated currency system rewards contribution
6. **Universal Application**: Works in all human languages
7. **Future-Oriented**: Constructs possibilities rather than archiving past

INDUSTRIAL APPLICABILITY

The invention is applicable to:

1. **E-commerce platforms**: Buy/Sell/Rent/Lend transactions
2. **Service marketplaces**: Skill and service exchange
3. **Healthcare**: Patient-provider matching
4. **Education**: Student-teacher-resource connections
5. **Social networks**: Meaningful connection facilitation
6. **IoT/Smart Devices**: Voice-activated verb-triggered systems
7. **Enterprise**: Internal resource allocation and collaboration

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QUANTUM-READY ARCHITECTURE

The present invention is inherently **quantum-ready** by design. The architecture exhibits quantum-analogous properties:

Quantum Properties of the System

Quantum Concept	System Implementation
Superposition	Verbs exist in multiple polarities (LIGHT/TRANSITION/SHADOW) until activated by user context
Entanglement	Linked Requests and Offers maintain correlated states across the distributed network
Wave Function Collapse	The dialogue process progressively collapses infinite possibilities into a crystallized transaction object
Non-Locality	Resonance matching operates on value signatures independent of physical location
Observation Effect	The act of querying (verb capture) changes the state of the system

Compatibility Statement

The system is designed to operate on: - **Classical computing** : Current implementation using standard processors -**Neuromorphic computing**: Optimized for Akida/BrainChip spike-based processors - **Quantum computing**: Architecture ready for future quantum implementations where superposition and entanglement can be physically realized

This quantum-ready design ensures the invention remains relevant and protected as computing paradigms evolve.

CONCLUSION

The present invention represents a fundamental paradigm shift from static keyword-based search engines to a dynamic, verb-triggered, resonance-based Reality Engine. The combination of:

1. Verb as Trigger (not keyword)
2. Dynamic Dialogue (system-initiated)
3. Multidimensional Resonance Matching (with integrated currency)

…creates a novel system with no equivalent in prior art, enabling true co-construction of reality rather than mere information retrieval.

PROTECTION SCOPE: This specification 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 harmonics, semantic vectors, ethical scores, currency weights, or any other non-textual signature comparison method).

Priority: 1999-2025 (over 25 years of development)