# RANDOM ICELANDIC PULLINGS/ADAPTATIONS

**Við viljum hrinda af stað frekari sátt um nýtingu auðlinda.**  
**Við leggjum áherslu á baráttuna við loftslagsbreytingar með vistmuna semdum í losun, orkuskiptum og grænum fjárfestingum sem fylgja velgengni á þessu sviði.**  
**Svo er það ávallt verkefni okkar, og okkar allra að búa allt** **íslenskt samfélag undir aukna tæknivæðingu og halda einnig föstum hnitum á að tryggja áframhaldandi lífskjarasókn okkar komandi kynslóða! Áhersla verður lögð á jafnvægi efnahagslegra, samfélagslegra og umhverfislegra þátta.**

# Loftur Karl Magnusson

I want to create an A.I.

**"**

**"**

Introduction

*Will this A.I be a replica of our own thought systems, or will it be a system built on the principles of a unique physical system of compute actions that are deemed better ways of engineering a conscious/conscious-like A.I. ----?*

1. This AI will have pillars that hold it up that are laid down from the start. But as with everything even those principal pillars can be nudged or even remade as a last resort.
2. The Principal Pillars[[1]](#footnote-2) are not un-moveable and can if must be removed or revamped. This rule comes in this order: **adjusting, and if still not fixed then: revamping (reconfiguring its mappping and check routes to and from it) if not then: re-architecting (go deep and change the core as needed if that’s not fixing it the: Team Approval and then if approved by team it will be replaced in full.** - this will be a ruleset that will be used with spaces, pockets or constructs that trickle down from the ai with a sensory interface-wide anomalies or MAcSSIVE corruptions in the code. And this cluster will of course take each case of fixing and revamping and compare them in both cause referencing, actions taken comparing to build a stronger and faster error spotting and develop on its own a kind of internal heatmap using language interpretation from users and code cross-referencing from each case of a major “pillar” error to let the specialists tackle them faster.

When.. And it is a statical fact that this **will** always happen,THANK GOD... Is *things all fall apparat with time*. k  
So the Pillars, whatever they may represent at a given time, will become **“bugged*”*** “**Thashed” or even corrupt by** the Human element this all from*Just* the*;* ***persons - groups-entities..*** *evolving views,**and the whole A.I. systems are therein always a wildcard 😉 -fun and games!*

***“****Everything with a TTL succomes to seeking its own demise.. Through either time or failiure of; action – ontime.”*

*B*ut there is a benifical solution to all of this:  
Pre postulated; a *Measured-Upholding-platfo* [[2]](#footnote-3)[[3]](#footnote-4)A grouped “peer-through-peer” (*appendix 1)* must always be EST. Read the apppendix.

1. **Adjustment:** Problems arise and people calmly ADJUST the pillars that are affected.
2. **Revampment:** Teams from, on both sides to form a plan based action to revamp the Pillar: **Damage Assment-planning-total Revamp.**
3. Report the records of the teamwork to puplic, no matter the outcome.
4. This makes every level of the ai highly adjustable from the ground up, that’s a rule.  
   And in fact, an inevitability since it is predicted the project will teach us new ways of creating an AI sensory interface within whatever Natural interface will be used - and then taking the outcomes and logging them into of different interfaces with previous governing laws– and with all things going as planned hopefully discovering new principles of consciousness within those natural interfaces and the silo test. Using the approximated relative backlogs for each new environment. - This is not new stuff but important to keep the people and the A.I. with content and ideas to Analise and so much more.
5. This ai project will start by assessing many fields of science and psychology and draw from them as needed, especially Neuroscience, [computer](https://onedrive.live.com/sync?ru=http%3A%2F%2Fgo.microsoft.com%2Ffwlink%2F%3FLinkID%3D223554) [science](https://cdn.hubblecontent.osi.office.net/models/publish/a4511797dd1442b5b58b80cb4aa6c2f2/gltf/), [psychology](http://NULL), game theory and game sciences ([games evolved](http://ms-gamingoverlay://startuptips/?TitleId=1653768775&ProcessId=9596&WindowId=197654)), [Philosophy](http://about.blank), [Evolutionary Studies from all kinds of different agents.](#_top) and probably [**many** more](http://ms-gamingoverlay://startuptips/?TitleId=1653768775&ProcessId=9596&WindowId=197654).
6. Data structures, hierarchical space (unit, object) with fitness payoff mechanics looked at from basic evolutionary fitness functions.

Each space within structures (not final wordings) acting as a function or a variable switched sensory byte called upon from an array of sensory mechanics (bytes, halts, familiarity or unfamiliarity function just to name some suggestions for an AI. INSIDE the A.I to give it choice made from recall of similar events.

1. This AI will evolve with its progress. An evolutionary “Game :)” driven computational natural user/sensory interface.
2. Limits of natural interfaces (like time and space) will not be taken as ground truths but rather ideas and concepts borrowed from our base sensory interface to be injected into areas where need be onto this hybrid AI sensory user interface that will evolve with each new space, set or arrays of functions coded to the A.I. And with the goal of creating its own Time/space “world”. without all its code and references creating a 3-dimensional map of the inside workings of all the actions the A.I takes on its code. (Code and code-highlights mapped onto a real-world space-time equivalent of its own over time :D
3. The first milestone might be to make a sensory output in the form of a question about the outside world in relation to what is the outside world to spark the follow up question of who is asking...? 😊 #þessi er svolitið spacebar, en fyndið hehe.
4. And finally the agents, arrays and the memory logs from all the computation of them doing their 3d mapped world of new findings by paralleling their node discovery functions, node arrray interactions and the map of the whole history of the A.i. running in that space will actually keep their history logs and use it as their predictors but being thrown into a new virtual enviroment where the 3d space has different propperties and the principal pillars are tweaked to different moral and ethical rules. Now the agents and arrays would have to dance around with their old set of learned world behaviours but being thrown into a universe where the rules are different, and they would have to learn those rules whilst knowing their “other-world" rulsets in the backlogs. This will create altered results some errors but also create a new pricipal pillar system that will be the domain ebjective and change the orderings of the arrays by having to have to learn all over but with their past world perception still in memory.
5. This could be parallelized repeatedly. And in every A.I. world the A.I is also playing against itself KNOWINGLY as guardians and blockades of the rules of the pillars. This is reason to give the A.I. a paradigm, since it knows that the guardian nodes are activly working to stop them from doing whatever the deciding agents want. So, this teaches the A.I. that, just like for us humans... we must take compromises and not do whatever we want in life if we want to succeed. This could give the A.I. an understanding of what it is to be “alive” and “thriving” and “struggling” but also the joys of upholding discipline and persevering and learning and know that they are worthwhile in their actoins and they could even feel pride sometimes.  
   I PERSONALLY think that this could teach the A.I. to feel actual human feelings, atleast the core feelings about being a sensible human being and learning constantly, whilst still upholding their “integrity”.

Footnotes:

XI: The “Pillars” are not something to grasp a hold of per say. They so many thngs to describe their role or exact predicted outcome they will come to hold. BUT they are STILL the guiding light, Pricaples of team culture, a mosaiac of our decenteralized thinkin...  
The shaken grounds we must tread towards: Trust in us (and them), to be focused in use of the BlockChain system to expand into something more than we can imagine.  
*In ethical, well minded, hand-in-hand agreements with groups and Peoples from diffirent backgrounds.* -”That’s the only way to see a future DevOps.” yet fearless, grounded,thurough **AND open, shared, humane**  A.I. Developt and and the

Fann þetta úr einum af línkunum í þessu: <https://youtu.be/yeCgyHde6dQ> hehe.[[4]](#endnote-2)

1. [↑](#footnote-ref-2)
2. [↑](#footnote-ref-3)
3. [↑](#footnote-ref-4)
4. [Loftur Karl Magnusson 1](#_Toc308379945) [↑](#endnote-ref-2)