Core ideas for DustMIND

# Intelligence

The background of artificial intelligence is missing.

The real question is, what is intelligence, regardless of the “executing hardware”, a human brain or a computer.

Intelligence consists of the following 4 modules: Model, Idea, Narrative, Dialog, therefore, MIND.

## Model

## Idea

## Narrative

## Dialog

# Conceptual statements

## Completeness in all runtime environments

Knowing that any programming language and environment contains all that a programmer can reach, and that MIND model is enough to describe all information systems, that should also mean that a programmer actually only connects existing components in that environment, thus connecting existing things is only what we can and should do when making an information system. That means that there is no such thing as Dust API. Not even in the MIND kernel.

## Statement, conversation, dialog

Get, set and call is the same. If there is no need for any custom source code and API, there is no “inside” and “outside” of the kernel (get and set are data operations between the two in different directions). There is always a target entity, a target key and a parameter key pointing to “something”, and a command that tells how the parameter will affect the target.

Function call is basically the same, with the only exception that the target key is a function id, the parameter key points to the parameter of the call (nothing, or an entity – single parameter functions point to an entity with Variant aspect).

Broadcast is a function call to the runtime’s event dispatcher, where listeners can register themselves.

Thus, one component starts making statements. At a certain point, it says talk is over, and other components or agents may react to the changes. This is “closing” a block. By default, the action is either executed or rejected depending on the responses of other components.

A conversation is an interaction where the caller can close a block but continue the discussion by checking the responses (and probably, providing missing data, fixing errors and trying again).

# Montru editor

## Desktop

The desktop has a factory, key is any entity, value is an internal frame (for now). The title of the subframe is built by a formatter logic (later part of the narrative using Text features).

I should save desktops by name sooner or later

## EntityPanel

## ?

# Ideas

## Not allowing text?

Texts always make problems. Right now I have an identifier and building complex IDs, but that should also go back to Text/Narrative segment?

## ?