Expectation Maximization is an Intractable Problem : Approximate Solutions exist based on Q- Learning, Actor-Critic, Policy Gradients, Model-based Learning, Learning by exploration

AI Based Public Policy Design

- Survey+Opinion+News+ Research + Ranking Improvement = Policy Strategies
- NewsFeed based UI/UX
- Stepwise directives for each policy in different domains
- Actor-Critic Design for Consensus Building
- Economic Balancing and Control

- Economic and Social Estimates for One or Opposite Decisions, FOMO + Real Understanding of Loss and Delay
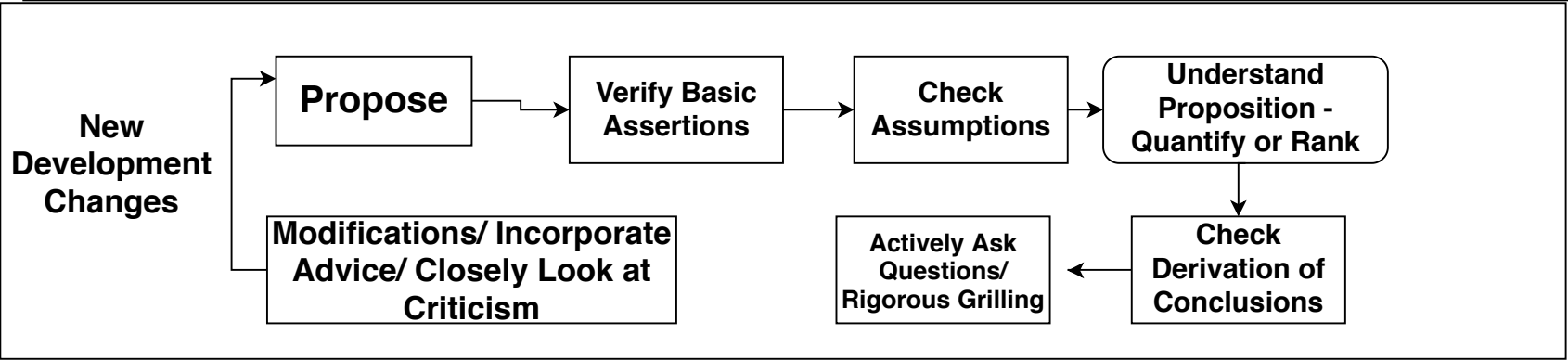- Critique + History + Reward based Learning
- Web Scraping for domain wise Knowledge Aggregation = Understanding from Articles
- Problem Understanding for Rank Improvement, Applying Constraints according to Vision

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- Meritocratic Virtualization
- Private Offloading and Management, Lobbying for fast-tracking Government funded projects
- The software stack for tracking of fine-grained parallel projects.
- Knowledge collection and stall-prediction for efficient management and allocation of resources.
- Online Competence Checks in Projects by the Meritocrats
- Increasing Spending by Virtualization
- Cloud-based E-Government Strategies

- Automating the entire Public Policy Design
- Virtualization of Governance enabling Exponential Growth -
- Extremely Important because No Vision is there
- Virtual Reality Design Labs - made easier with AI (Bandersnatch type Environments)
- AI in Robotics and Automation
- A New Structure of Society based on Self-Paced Continual Learning Product
- Loneliness is killing society - Building a product for like-minded friends to meet and build - Collaborative Gaming, Meeting using Mutual Friends, Communities
- CRISPR/Cas9 Gene Editing
- Total Automation in a Startup - Idea->Team->Investment->Work->Success (Will happen Soon)
- Research, Understand, Collaborate, Build or Publish - Process from Childhood

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- Ineffectiveness and fallacies on current governance systems
- Dollar value on what right policy decisions and what wrong policy decisions will affect us
- How stupid administrations hurt human societal progress
- Why situations like these will happen again and again in the future
- Everyone will not be smart enough to vote on every policy - extremely inefficient for everyone
- Choosing reps becomes a power-hungry struggle
- Innate human policies and no one leader will be perfect
- Adaptive and fast system of reforms by leveraging software stack

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New Development Changes

Propose → Verify Basic Assertions → Check Assumptions → Understand Proposition - Quantify or Rank → Check Derivation of Conclusions → Actively Ask Questions/ Rigorous Grilling → Modifications/ Incorporate Advice/ Closely Look at Criticism

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- Infrastructure: Fundamental to Policy Design, Upgradation, Demolition and Again Upgradation, Access of Distribution, Concentration of Work to Cities, Effective Work Opportunities Distribution

- Governmental Structures: Budget/Investment/Partnership, Asset Management/Allocation, DPR, Project Approval/Supervision, Online Monitoring/Accountability, Completion

- Budget Planning by : Identifying key factors and bottlenecks of growth in the economy

- Setting Standards -Safety/Precedence, Radical Innovation, Problem Redressal (Pre-Stakeholder Demand Expectation/ Post)

- City Planning, Ecosystem Planning + Asset Management + Efficient Use of Parallelism + Proper Execution + Ecosystem Development, Human Asset Management + Human Asset Development

- Adaptation and Incorporation of Newer Technologies + Bolder Ideas and Research-driven Changes

- Faster Development of Projects: Efficient Parallelism, Easier Negotiations, Land Acquisition, Jobs for Lower Middle Class

- Micro + Macro Management Areas: Overall Supply Chain Products, Agriculture, FCCG, Clothing

- Concentrated Development for Efficient Migration to Cities and Hubs, Looking Up for Newer Oppurtunities for Real Development Strategies

- Multi-modal Transportation Facilities (last mile)+Institutional Development (Education & Health Care) + Housing Development + Recreational Development+(Water Distribution/Power Creation/Waste Management Development)

- Data Capture Hierarchy/ Notifications/ Legislation/ Auctioning/ Evaluation

- Efficient Connectivity -> from Govt to Citizens (National and International), Business Opportunity and Ideas Outsourcing + Incentivization (Providing of Capital/Skills, Persuasive Push etc)

- Natural Minerals, Fertilizers, Chemicals Production -- Asset Requirement to Productions

- MICE (Meetings, Investment Summits, Incentives, Conferences, Exhibitions), Educational Trips - Organization and Planning, Spatial Sharing of Innovations

- Financial Regulations and Banking, Knowledge Generation from Consulting Services -> Feed directly in Software Management Tools, Easier Q/A

- Use of Agile Project Development and Management Tools: Acceleration of Developmental Projects

Paradigm of Developmental Planning