Fields of Endeavor with Patent Citations

1. Automotive

- Vehicle identification, classification, and provenance tracking

[Page 22, Line 22]: "In example implementations, a repository of photos, videos, keywords and captions of automobiles of proven provenance, with user narratives and comments, can be used to train a unique Al pipeline"

[Page 79, Line 79]: "According to example implementations, trained SNNs including CNNs may be used for vehicle authentication"

[Page 98, Line 98]: "Implementations described herein provide for the preservation and accessibility of collated, correlated and curated historical information"

- Brand heritage, marketing, and design inspiration

[Page 8, Line 8]: "while simultaneously building provenance and preserving knowledge around such objects and their cultural history"

[Page 22, Line 22]: "In example implementations, a repository of photos, videos, keywords and captions of automobiles of proven provenance, with user narratives and comments, can be used to train a unique Al pipeline"

[Page 40, Line 40]: "Lines can be drawn over an image of a vehicle to identify certain features and or parts, which may or may not be associated with a particular design type, time of history and/or cultural trend"

- Autonomous vehicle recognition and V2V/V2I communication

[Page 20, Line 20]: "Thus, the systems and methods described herein may be applied to a wide variety of physical objects that may involve various combinations"

[Page 24, Line 24]: "If the infrastructure is equipped with methods and systems as described herein, it may time or adjust the traffic lights to enhance platooning of V2I vehicles" [Page 44, Line 44]: "The CNN 120 may be employed to process the image data 110, the video data 112, the geolocation data 114 and the structured input data 116"

2. Advertising

- Targeted advertising based on authenticated user interests

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- Media monetization through verified content and brand engagement

[Page 57, Line 57]: "In implementations, the authenticated data may include copyright registered works of authorship including, but not limited to, copyrighted images, videos, text, stories, sketches, etc."

[Page 76, Line 76]: "In implementations, a storage or persistence layer may store images, metadata as a multidimensional cube warehouse, ML models, textual narratives, searchindexes, and software/applications underlying a transactional database"

3. Insurance

- Automated verification of assets for claims and risk assessment

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- Fraud detection and historical provenance for underwriting

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4. Entertainment

- Augmented, virtual, and mixed reality experiences

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[Page 43, Line 43]: "The geolocation data 114 may include longitude, latitude, country, region, historical or cultural place (e.g., Brooklyn Bridge), city, postal/zip code, time zone, way point, cell tower signal, etc. information"

- Interactive games, film, and storytelling using authenticated data

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5. Law Enforcement and Security

- Identification and authentication of objects in investigations

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- Security checks and provenance verification

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6. Travel and Tourism

- Geolocation-based AR/VR experiences and historical overlays

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[Page 44, Line 44]: "The CNN 120 may be employed to process the image data 110, the video data 112, the geolocation data 114 and the structured input data 116"

- Personalized travel content and cultural heritage tours

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7. Classic Cars and Collectibles

- Authentication and provenance for valuation and restoration

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- Secure, verified trading and collector marketplaces

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8. Museums and Archives

- Cataloging, identification, and presentation of collections

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- Digital exhibits and annotation of historical assets

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9. Government

- Documentation, regulatory compliance, and historical preservation

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- Policy research and cultural heritage management

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10. Education and Research

- Academic study and public education using authenticated datasets

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- Interactive learning modules and research tools

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11. Toys and Collectibles

- Authentication and provenance tracking for toy vehicles and collectibles

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- Creation of digital certificates of authenticity and 'car heirlooms'

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- Family storytelling and memory preservation linked to physical and digital play [Page 8, Line 8]: "while simultaneously building provenance and preserving knowledge around such objects and their cultural history"

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- Secure, verified trading and collector engagement

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12. Immersive Experiences

- Geo-linked AR/VR storytelling and virtual travel

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[Page 44, Line 44]: "The CNN 120 may be employed to process the image data 110, the video data 112, the geolocation data 114 and the structured input data 116"

- Integration of family photos, stories, and play into interactive digital experiences [Page 8, Line 8]: "while simultaneously building provenance and preserving knowledge around such objects and their cultural history"

[Page 22, Line 22]: "In example implementations, a repository of photos, videos, keywords and captions of automobiles of proven provenance, with user narratives and comments, can be used to train a unique Al pipeline"

- Educational and entertainment content creation using authenticated historical data [Page 57, Line 57]: "In implementations, the authenticated data may include copyright registered works of authorship including, but not limited to, copyrighted images, videos, text, stories, sketches, etc."

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13. Geolocation and Location-Based Services

- Real-time location-based data processing and verification

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- Historical location tracking and temporal mapping

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- Location-based authentication and verification systems

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- Integration with physical infrastructure for:
 - Cultural heritage site enhancement
 - Tourism and travel experiences
 - Historical preservation and documentation
 - Location-based content delivery

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[Page 43, Line 43]: "The geolocation data 114 may include longitude, latitude, country, region, historical or cultural place (e.g., Brooklyn Bridge), city, postal/zip code, time zone, way point, cell tower signal, etc. information"

- Support for distributed location-based interactions

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- Physical infrastructure verification capabilities

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14. Content Licensing and Distribution

- Licensing of authenticated and verified content assets

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[Page 76, Line 76]: "In implementations, a storage or persistence layer may store images, metadata as a multidimensional cube warehouse, ML models, textual narratives, searchindexes, and software/applications underlying a transactional database"

- Distribution of proprietary algorithms and Al models

[Page 22, Line 22]: "In example implementations, a repository of photos, videos, keywords and captions of automobiles of proven provenance, with user narratives and comments, can be used to train a unique Al pipeline"

[Page 45, Line 45]: "The CNN 120 and the RNN 122 may be pre-trained using a comprehensive and precise training data set 140 that comprises inter alia non-published data, published data, images, videos, text"

- Rights management for:
 - Historical data and imagery
 - Location-based content
 - AR/VR experiences
 - Educational materials

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[Page 98, Line 98]: "Implementations described herein provide for the preservation and accessibility of collated, correlated and curated historical information"

- Support for content creators and distributors through:
 - Authentication and verification services
 - Rights tracking and management
 - Usage monitoring and reporting
 - Revenue sharing capabilities

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- Integration with existing distribution channels

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- Custom licensing solutions for different market segments

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15. Proprietary Data-Driven Software and Al

- Use of authenticated, verified, and proprietary data

[Page 45, Line 45]: "The CNN 120 and the RNN 122 may be pre-trained using a comprehensive and precise training data set 140 that comprises inter alia non-published data, published data, images, videos, text"

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- Expert knowledge system implementation

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- Secure, legally compliant framework

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- Location-aware processing system

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- Technical implementation details

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- Applicable to organizations requiring

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16. Digital Content Licensing and Rights Management

- Platform for independent creators

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- Support for various media types

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- Integration with emerging technologies

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