System Requirements

> Clip'n View is a platform which is built upon the principle that any data is present only once in the system.

Aim

Design a platform in which any data is stored only once in a persistant way, associated with the context of input, including user identity and its view.

Why?

This feature restore property and safety over data, which are unalienable human rights.

What?

A platform offering to its users the ability to compute with apparences of data, not data themselves. The proof of feasability is acquired for any symbolic data (text, numbers, formulas, programs, …).

> One of the main consequency of the former statement is that appearences (i.e. what user sees and touches) is *not* a data even if results of data processing.

Aim

Design a platform where any apparence is computed from data.

Why?

This feature allows complete traceability of any creative process.

What?

A platform replacing Cut&Paste operation by an appearance transfert operation called Clip&View®, which can be demonstrated on a prototype.

> But so far only design is performed, we must go into the next stage to validate our model and views in the field.

Aim

Provide a Clip&View® platform

Why?

Provide safe and efficient ecosystems to knowledge engineering.

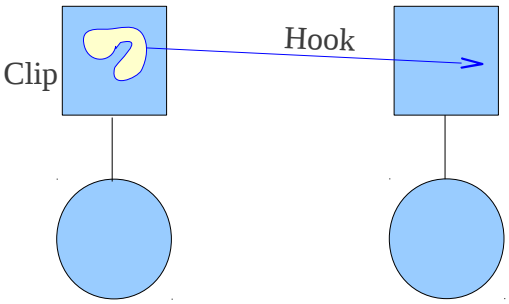
What?

A company (or a consortium) based a letter of intention of several industrial society. We are confident in our capacity to bench invoices from three different market segments : industrial simulation management, industrial and medical logistics and social business management.

System Design : Transfert vs. Transport

In order to show how our system basically works, we will introduce a simplified technical model of computing based on two objects :

- **Surface** : place where a co-producer inputs symbolic data (stroke, gesture, ...) and views output appearences (text, sheet, slide, diagram, …).
- **Volume** : actual storage facility of these data. Volume will be represented by circles.



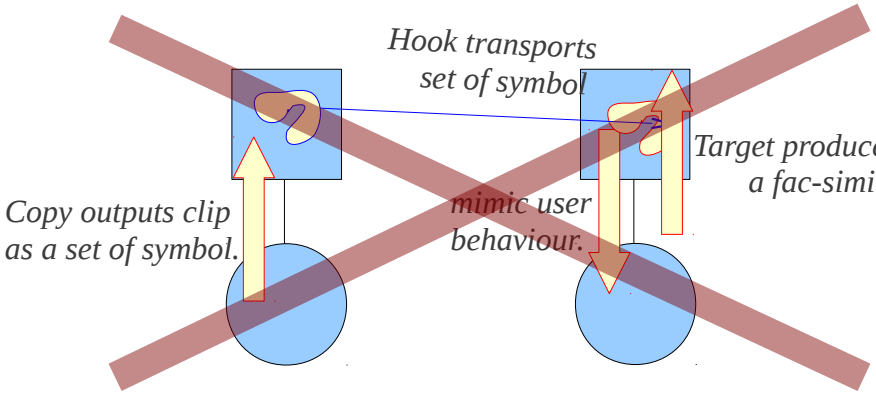
In a first phase, we will consider moving appareances between surfaces, which consists in a two phase operation :

Clip : defining the source perimeter on a surface

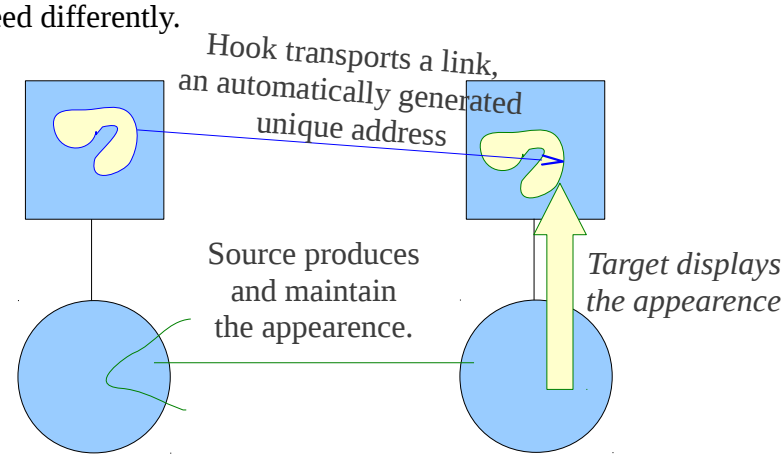
Hook : pointing a target on an other surface

In the diagrams, surface will be represented by squares and volumes by circles.

Copy/Paste proceeds exactly like this. On the source interface, you define a perimeter which rendering differs from a system to another, then you perform the "*clip*" operation as a "*copy*", and the "*hook*" operation as a "*paste*" operation at a given cursor position in the target surface.



At the end of the "*Copy/Paste*" process, no trace of the process remains : computer cheated itself by a mimic of user behaviour based on transported symbol. On the contrary, our "*move*" process, called Clip&View® proceed differently.



At the end of the Clip&View® process, no data belonging to the source is given in symbolic form to the target, only a distant appareance, with exactly the same behaviour. This operation is protected by a french patent, extended to the world through PCL.

System Providence : Social business

Our production lines are already involved in a system which can be tagged as "*social business*". Our society ranges in a network a societies exchanging contract and knowledge to provide cutting edge solutions to our customers. mezzònomy is merely a front-end office over these solutions, and also the owner of property titles (patent and registered trade mark) of the aimed platform.

Our business today is mainly focused on perimeter optimisation practises, our customers needs their skill codes to be transfered to old computers into new ones with better performances and better maintenance responses. We provide these features with dedicated precursors of our platform, insuring with current tools (Python/Tcl, Make/Ed, XML/XSLT/HTML5, Qt/Chrome), our principles of unique localisation of data and user action on appearences.

Our society, mezzònomy, was founded because its founder, Pierre Gradit, after a complete scholar process, held consecutively in ENS Lyon (1991-1994) and LAAS/CNRS (1994-2001), concluded by a PhD in computer science in 2001 (UPS, Toulouse III) has developped a new theoretical formulation of cooperation in knowledge networks. The aim of this society was to promote and assert value of his discovery.

Our project already implements an R&D program of 90k€ supported by OSEO which conclusion report is given, in french, as attachment of the founder profile. This program, held between July 2010 and April 2011, produces a market study to assert the validity of our first target, replacing the massive use of bureautic suite in aeronautical industry to cease major knowledge leaks, a registered patent of our main operation, and a demonstrator showing how this operation can lead to new cooperation paradigms and how could work appareance programming at a larger scale.

Our efforts now ranges on giving a successor to this feasability program in order to produce a first platform, still dedicated to the cooperative formula computing and display of values, but with a diversificated range of customer, as a cartography of our social business provides as clients or prospects : industrial simulation management (ALSTOM, AIRBUS, SAFRAN, L'OREAL, GEONIX, SCILAB), industrial and medical logistics (Clinique PASTEUR, INTERMARCHE) and social business management (...). The overall budget of this phase is evaluated to 900k€, where 300k€ comes from our risk sharing partners invoice.

Our goal is to bunch several intention letter coming from these three segments (2013Q2), assert their need specifications (2013Q3-4), produce functional prototype (2014Q1), consolidates and industrialize them in 2014, depending on each client schedule. We are confident in our capacity to realize this achievement with funding based a leverage of 2 against risk sharing partners involvment.