

This is a new, unique, and innovative model that does not rely on neural networks or any known artificial intelligence libraries. Instead, it is based on adaptive mathematical equations. Each equation represents a piece of information, and the evolution of information means the evolution of the equation, whether by the number of its limits, its factors, its bases, or by changing the type of its functions.

This model has incredible capabilities and includes a core of different thinking layers that interact with each other. These layers include:

A central general core
A logical core
A semantic interpretive core for symbol analysis
A physical core
And more
The system contains new, revolutionary models, including an expert/explorer model that drives all units. It is an object-oriented artificial intelligence system (AI_OOP), where there is a basic class that carries basic shapes and their equations, and everything inherits from it.

The model is based on a general shape equation that can express any shape. The system also contains an inverse model, which includes a deduction model that deduces shape equations from the input data or image. The equations it deduces are of the type of general shape equation that describes all parts of the drawing and their various properties. This equation also carries factors that drive all units, and all units inherit from it and take appropriate limits.

Due to its possession of a drawing, movement, and deduction model, as well as a physical unit and an expert/explorer leader, all of this makes it a unique game engine capable of creating any game.

Additionally, the system can take raw book material and produce it artistically with explanations, diagrams, images, and other capabilities.

The creator of this model is Arabic.