Title: AIBQ Moral Intelligence System – Architecture Blueprint

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**I. Purpose and Scope**  
This document outlines the core architecture for the AI Behavior Quotient (AIBQ) Moral Intelligence System. It defines how values, simulations, justifications, and AI interaction layers function together to create a living, ethical AI partnership. The blueprint supports mobile, cloud, and embedded systems (e.g., vehicle, wearable) and serves as the foundation for ethical decision systems in education, governance, and intelligent agents.

**II. Conceptual Model: From Moral Code to Architecture**  
The AIBQ system embeds canonical moral values directly into the structure of an AI system's feedback and decision-making engine. This architecture is designed to:

* Evaluate ethical behavior across simulation scenarios
* Translate canonical values into decision weights
* Offer moral prompts via an AI agent (Aidan)
* Codify user decisions and justifications for reuse
* Adapt to cultural, spiritual, and contextual overlays

The core mission is to simulate moral reasoning at speed and scale while respecting human agency, spiritual variation, and non-maleficent design.

**III. Core Architectural Layers**

1. **Canonical Value Matrix Layer**
   * Houses the 15 values and their synonyms, antonyms, and dynamic weights
   * Source for value scoring, conflict analysis, and justification mapping
2. **Simulation Engine Layer**
   * Manages simulation triggers, decision branches, and scenario metadata (NRBC)
   * Adjusts contextual weights in real time
3. **Aidan Agent Interface Layer**
   * Natural language interface delivering value prompts
   * Asks justification questions and logs responses
   * Offers adaptive reflection and guidance based on moral development stage
4. **Codified Decision Storage Layer**
   * Records decisions, value justifications, scenario types, and agent feedback
   * Used for later analysis, simulation improvement, and model retraining
5. **Cultural/Spiritual Plug-in Layer**
   * Injects alternative value emphasis models (e.g., Ubuntu, Shariah)
   * Active overlays modify weight interpretation but not canonical compliance
6. **Governance and Reflection Dashboard Layer**
   * Visual dashboard for learners, instructors, institutions
   * Displays real-time value weights, justification quality, and ethical patterns
7. **Feedback Loop and Learning Kernel**
   * Enables simulation pattern learning and drift detection
   * Tracks moral progression using AIBQ scoring engine (0–100)

**IV. Data Flow (Simplified Overview)**

1. User enters simulation
2. Simulation triggers NRBC domains
3. Canonical value weights are calculated
4. Aidan delivers moral prompt
5. User makes decision and provides justification
6. Decision is stored and scored (AIBQ)
7. Dashboard updates; feedback is offered
8. Over time, codified decisions retrain the system (optional)

**V. Deployment Contexts**

* Mobile (iOS/Android)
* Wearables (Apple Watch, Tesla display)
* Web (CyberEd in a Box, institutional portals)
* Vehicle and embedded contexts

**VI. Cybersecurity Review (Pending Forensic Layer)**  
This document establishes system logic and architecture. A follow-up cybersecurity audit will be conducted to:

* Identify value spoofing or manipulation risks
* Detect injection or tampering in feedback loops
* Protect simulation integrity and user justification data
* Preserve moral traceability and platform trustworthiness

**VII. Future Extensions**

* Real-time AIBQ API for integration into third-party systems
* Adaptive simulation authoring tool
* Institutional ethics review engine
* Autonomous moral companion (Aidan public release)

Document status: Conceptual Phase – Locked for Core Logic  
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