Intro

* What is information? An inference constructing difference
* What is an idea? A known inference constructed difference
* What is the relationship between ideas and information? Information exists a priori and becomes known through a subject
  + What is IP? Some kind of
* What is the problem with information?
  + IKI, PWKI, WKI

Assign all the below into IKI, PWKI, WKI categories

* + What we know is associative but it is difficult to know which knowledge you possess and what its associates are in the information space
    - Because what we know is largely unstructured
    - And not every type of information is formalized
    - Therefore, not machine readable
    - Therefore, instruction sets can be made but your own human understanding of X cannot be simulated in a neural net (NNs only generate ad hoc formalism from training data, IKI)
  + So when you have an idea, the knowledge needed to realize it cannot be quickly mined
    - Requires multiple people
    - Requires organization, effective communication
      * Effective communication only possible with formalism
    - So many ideas can only be realized by certain organizations of people
      * Not democratic

NOTE: Inferred information is superpositioned. Collapsed with CB

Intro p2: How do people currently manipulate data and generate realizables?

* Ontologies: formalize information (BFO, OWL, etc…)
* Graph Databases: intuitively store related information (entity oriented) (neo4j)
* Visualization: intuitively understand stored related information
* Neural Nets: mechanically arrange contextual information according to intent
* Data Science, Knowledge Engineering (rapidminer)
* Generative AI (GPT3)
* All of this requires expertise
* Expertise requires understanding
* Requires time
* Requires conditions of freedom
* Has real world requirements
* Slows growth and progress

But… what if expertise/understanding is democratized?

Middle

[images: Process Tree sequential diagrams (arrows), Informatihedron and neighborhood (Rhino+arrows)]

* The new solution: intuitive cross-domain search that sculpts realizable objects from concept parameters
  + Data input into database (data collection and classification)
    - Core Identity Traits
  + Search input (agent) ->
  + Data retrieval (database) ->
  + Result visualization ->
    - Informatihedron selected for Heaviest Weighted Realizable
  + Property Spectrum Visualization of Bounded k-NN ->
    - Informatihedron Neighborhood
  + Result manipulation (tuning parameters, assisted by graph embeddings = neighborhood warp)
    - This is information time travel

Middle p2: USE CASES [Images: use Infographics]

* 1) Engineering - generative AI already does this, but not with a visual search
  + Dreamcatcher vs Crystal Ball -> architectural use case
* 2) Artistic Use - formalization of art object theory -> GenAI does not
  + Definition of Artistic Style (Ontology)
  + Definition of Avant-Garde (Ontology, Neighborhood Boundary, Domain Mining)
  + ScreenwritingAIs vs Crystal Ball -> screenplay use case
* 3) Research - theory rule engineering -> GenAI does not
  + Crystal Ball vs Classifier Algorithms -> ontology building use case
* 4) Business
  + product feature engineering -> GenAI does but requires expertise
  + GAMMA vs Crystal Ball
  + Article property mining -> attaching NLP to domains like marketing for puff pieces
  + GPT3 vs Crystal Ball -> puff piece use case
* 5) Personal - cooking -> GenAI does quite poorly and only with instruction sets
  + Yummly vs Crystal Ball -> pasta carbonara use case

End: Phase 1 Funding and Traction

* Hiring a team
  + Engineers to build v1.0
  + GrandSTACK Dev Team + Knowledge Engineers
* Release v1.0 -> CB dataset omnitool and single domain and subdomains use (democratizes screenwriting, cooking, whatever)
* Sales -> for individuals working with said domain data
  + TAM, SAM, SOM
* Value -> Information Real Estate ->
  + Domain neighborhood lock (we own/rent the ability to use certain domains generatively)
    - TAM, SAM, SOM
  + realizable IP neighborhood lock (we own/rent all realizables IP in given domain, subdomain)
    - TAM, SAM, SOM
* Crowdsourcing ontological datasets
  + Bounty offers
    - Network effect

Phase 2: Expansion

2A)

* Engineers R&D to build/apply NN to Omnitool for automated domain construction, mining (domain-NN property spectrum extractor)
* Sales -> library of purchasable IP for users (we charge flat % based on potential bounty value for lock and also take % total when IP mined by users is sold)
  + - Application of Blockchain public ledger for IP ownership
* Research & Development -> partnering with research institutions to construct high impact domains and subdomains
  + Give authorship
  + % IP for CB applies

2B)

* B2B -> flat rate enterprise licensing to businesses based on operations value
  + We consult with you to build your business’ domain ontology and you mine it or pay us % to mine it for you
  + for operations management (efficiency)
  + human capital management (hiring/role transition/firing)
    - Hiring data links with applicant/available pool data
      * Hiring property spectrums (skills) cross references w applicants/available pool and maximizes matching efficiency
  + supply chain management (contingency simulation)
  + product feature engineering, product pivoting

Phase 3: Further expansion

* Blockchain to manage global IP ownership

