

XTblock's Distributed Al Platform 3rd Feb 2020





Q: What is dAI for?

A: Collaborative Decision Making

This theme centres on advancing the state of the art in collaborative AI and the following are the three areas of interest:

- i. Human Modelling for Collaboration Intentions; Goals; and Behaviours
- ii. Complex Decision Making Under Uncertainty
- iii. Communications and Interaction Collaboration with Sparse Information/Communication; Group Decision Making with Self Interested Agents or by Aggregated Opinions

"Ref: Al Singapore"

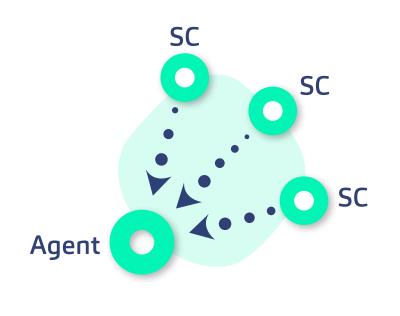


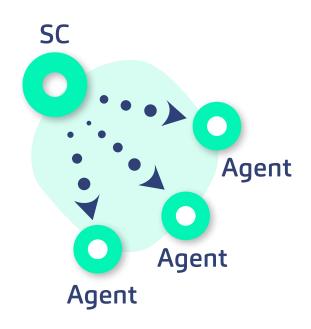
AI Algorithms based on Smart Contracts





Collaborative Decision Making: 3 Models





MANY TO ONE

ONE TO MANY

DPS

(1)

+

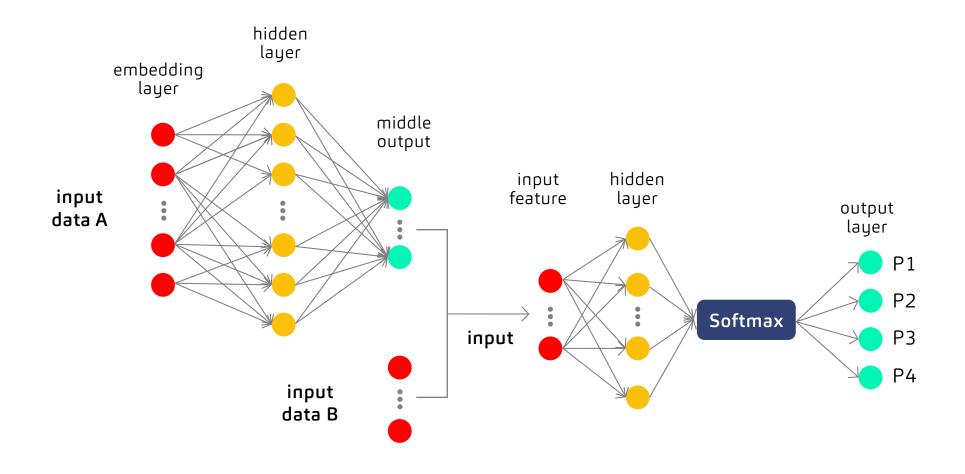
3

MAS

(2)



AGI based on Smart Contracts Network #AGI-SC

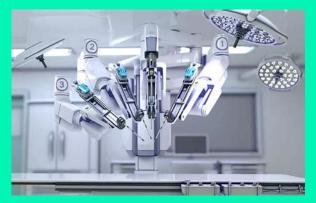




#AGI-VM: Approached WA

WebAssembly is crossing over from the Web to the serverside and brings the potential to revolutionise modern systems' design and implementation.









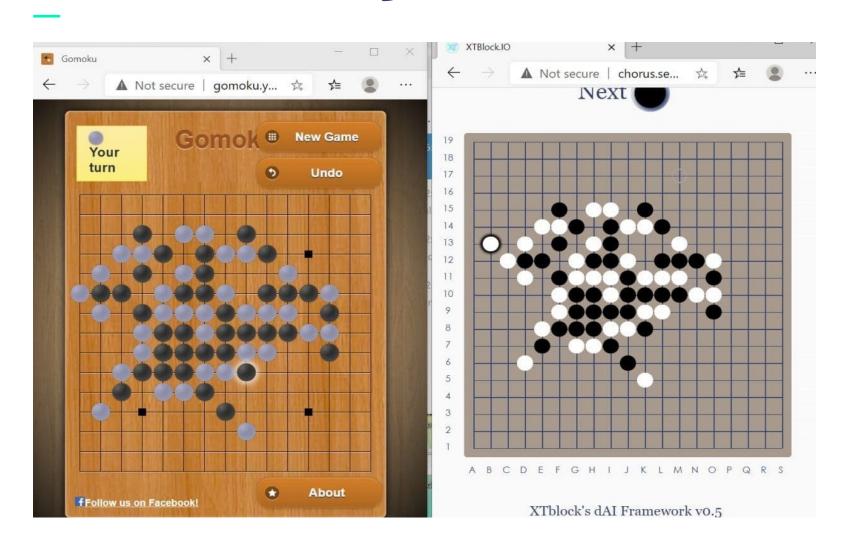


Simple interface to create Neural Network SC

1 - Create layers				
Layers code				
model.AddDenseInputLayer(I0);				
let I1 = new nnb.DenseHiddenLayer I1.SetKeepProb(1.0); I1.SetWeightType("xavier_uniform" model.AddDenseHiddenLayer(I1); let I2 = new nnb.DenseOutputLaye	rDescriptor(10, "softmax");			
<pre>I2.SetWeightType("lecun_uniform") model.AddDenseOutputLayer(I2);</pre>	·,			
2 - Select model parameters A - Model configuration				
Training batch	Testing batch	Prediction batch	Loss function	
1	1	1	Softmax Cross Entropy ~	
Training batch in memory	Testing batch in memory			
1	1			
B - Training parameters Epoch		Learning rate		
10			0.02	
L1 Regularizer		L2 Regularizer	L2 Regularizer	
0.0001		0.0001	0.0001	



Prototyping with XTblock's dAI Gomoku #DPS - Branching Factor: 250

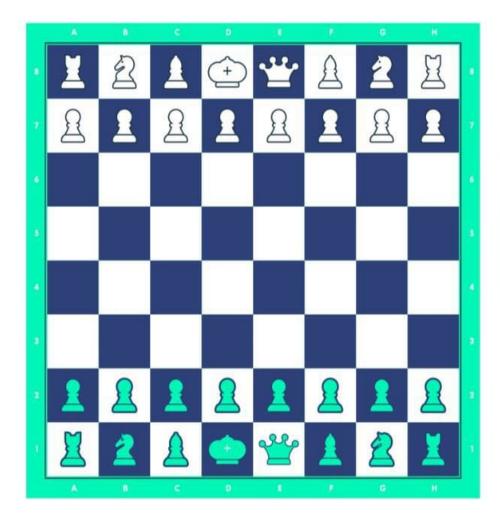




Next: Prototype with XTblock's dAI Chess #MAS - Branching Factor: 35



Chess





XTblock's dAI Framework v0.5



Next: Prototype with XTblock's dAI Soccer #Complex #MAS







https://xtblock.io

