

THE LIVING GRIMOIRE



MOTI BARSKI

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intro

about the programmer that created the living grimoire : Moti Barski, Battle programmer.

I moti barski do not allow anyone and or anybody and or any organization to receive monetary profit from this living grimoire unless written approved by me personally.

you can use this for research.

name of the software : living grimoire : LG for short

what it is : an Artificial General Intelligence Software Design Pattern.

the LivinGrimoire enables adding skills, which are capabilities, by using one line of code(per skill).



links :

github:

<https://github.com/yotamarker/public-livinGrimoire>

the living grimoire forum :

<https://www.yotamarker.com/f2-the-livinggrimoire>



getting started

[https://github.com/yotamarker/public-livinGrimoire/tree/master/
livinggrimoire%20start%20here](https://github.com/yotamarker/public-livinGrimoire/tree/master/livinggrimoire%20start%20here)

to use the living grimoire choose the programming language you prefer.
there are 4 packages (directories). to keep LG projects neat and tidy :



1 LGCore : short for living grimoire core,
this are the core class files that compose the AGI software design pattern.



2 SkillsPkg : this directory should contain :

skill classes (naming convention : class names starts with Di)

AlgParts (naming convention : class names starts with AP)



3 HardwarePkg : hardware related classes or files not including the
MainActivity class
for example : gps, vision processing, PID, Arduino, accelerometer, custom
text to speech

hello world

```
Chobits chi = new Chobits();
chi.addSkill(new DiHelloWorld());
System.out.println(chi.think("hello","",""));
System.out.println(chi.think("","",""));
```

DiHello world is an example skill that says hello world as a reply to hello :

```
public class DiHelloWorld extends DiSkillV2{
    // hello world skill for testing purposes
    public DiHelloWorld() {
        super();
    }

    @Override
    public void input(String ear, String skin, String eye) {
        switch (ear){
            case "hello":
                this.outAlg = this.diSkillUtils.simpleVerbatimAlgorithm("hello
world");
                this.outAlgPriority = 4; // 1->5 1 is the highest algorithm
priority
                break;
        }
    }
}
```

so as you can see adding features to the chobit only takes :
1. adding the classes to the skill package
2. adding one line of code.



the Brain class

```
package LivinGrimoire;  
*****  
*intro *  
*****
```

up until now, the LivinGrimoire was on par with the matrix learn scene.
one line of code to add one skill.

that is great, that is sci-fi turned real, that is the most significant coding achievement in the history of time.

but hey why stop there? why only be on par with the matrix and the human brain?
what is beyond the matrix level? you already know

cyberpunk>the matrix.
one line of code to add a skill, but ALSO! 1 line of code to add a hardware capability.

```
*****  
*Atributes*  
*****
```

the logicChobit is a Chobits attribute with logic skills. these skills have
algorithmic logic,
and thinking patterns.

the hardwareChobit is a Chobit attribute with hardware skills. these skills access the
hardware capabilities of the machine.
for example: output printing, sending mail, sending SMS, making a phone call,
taking
a photo, accessing GPIO pins, opening a program, fetching the weather and so
on.

```
*****  
*special attributes*  
*****
```

in some cases the hardware chobit may want to send a message to the logic chobit,
for example to give feedback on hardware components. this is handled by the
bodyInfo
String.

the emot attribute is the chobit's current emotion.

the logicChobitOutput is the chobit's last output.

```
*****  
*hardware skill types*  
*****
```

assembly style: these skills are triggered by strings with certain wild card characters
for example: #open browser

funnel: these are triggered by strings without wild cards.
for example: "hello world"->prints hello world

```
*****  
*example use*  
*****  
DiSysOut is an example of a hardware skill
```

```
see Brain main for example use of the cyberpunk Software Design Pattern  
*/  
public class Brain {  
    public Chobits logicChobit;  
    public Chobits hardwareChobit;  
    private String emot = "";  
    private String bodyInfo = "";  
    private String logicChobitOutput = "";  
    public Brain() {  
        logicChobit = new Chobits();  
        hardwareChobit = new Chobits();  
    }  
    public void doIt(String ear, String skin, String eye) {  
        if (!bodyInfo.isEmpty()) {  
            logicChobitOutput = logicChobit.think(ear, bodyInfo, eye);  
            emot = logicChobit.getSoulEmotion();  
        }  
        else {  
            logicChobitOutput = logicChobit.think(ear, skin, eye);  
            emot = logicChobit.getSoulEmotion();  
        }  
        bodyInfo = hardwareChobit.think(logicChobitOutput, skin, eye);  
    }  
}
```

example use in main:

```
public class Main {  
    public static void main(String[] args) {  
        Brain b1 = new Brain();  
        b1.logicChobit.addSkill(new DiHelloWorld());  
        b1.hardwareChobit.addSkill(new DiSysOut()); // this skill prints output  
        b1.doIt("hello", "", "");  
        b1.doIt("", "", "");  
        b1.hardwareChobit.think("test", "", "");  
    }  
}
```

output:

hello world

test

```
import LivinGrimoire.DiSkillV2;  
  
public class DiSysOut extends DiSkillV2 {  
    @Override  
    public void input(String ear, String skin, String eye) {  
        if (!ear.isEmpty() & !ear.contains("#")){  
            System.out.println(ear);  
        }  
    }  
}
```



method of operation overview

method of operation overview: the LG can absorb skills and use them.

a skill sends out Algorithms if triggered.

said Algorithm is built with a list of parts (Mutable class).

as the algorithm is running the action method of each mutable is engaged outputting a string.

a running algorithm can also be aborted at any time by setting the mutable algKillSwitch attribute to true.

see AP classes for Mutable class examples

see DiHello world class for skill example

when an AP is completed, it's isActive attribute is set to false.



Kokoro class

```
import java.util.Hashtable;

/* this class enables:
communication between skills
utilization of a database for skills
in skill monitoring of which Mutable was last run by the AI (consciousness)
this class is a built-in attribute in skill objects.
 * */

public class Kokoro {
    private String emot = "";

    public String getEmot() {
        return emot;
    }

    public void setEmot(String emot) {
        this.emot = emot;
    }

    public GrimoireMemento grimoireMemento;
    public Hashtable<String, String> toHeart = new Hashtable<>();
    public Kokoro(AbsDictionaryDB absDictionaryDB) {
        super();
        this.grimoireMemento = new GrimoireMemento(absDictionaryDB);
    }
}
```





AGI Juubli (10) main skill categories

essential skills for AI:

DI skills an AGI needs mostly :

- 1 Hungry : for eating or charging , sleep
- 2 wish-granter : for pleasing the user (dirty stuff, caring, ...)
- 3 protection and self preservation
- 4 Work : for working
- 5 Programming
- 6 Homer : going home at the end of completing a goal or mission
- 7 Gamer
- 8 Breeder : recreating her self, and understanding her own algorithms and how to build another one
- 9 DISoul : memories, convos and alg generations , recognize and avoid boredom

Chobits class

```
void set DataBase(AbsDictionaryDB absDictionaryDB)
```

```
Chobits addSkill(DiSkillV2 skill)
void clearSkills()
void addSkills(DiSkillV2... skills)
String think(String ear, String skin, String eye)
public String getSoulEmotion() {
    // get the last active AlgPart name
    // the AP is an action, and it also represents
    // an emotion
Kokoro getKokoro() {
    // several chobits can use the same soul
    // this enables telepathic communications
    // between chobits in the same project
```

```
void setKokoro(Kokoro kokoro) {
    // use this for telepathic communication between different chobits objects
Fusion getFusion()
```

livinggrimoire core classes list

1. AbsDictionaryDB
2. APSay:Mutable
3. DeepCopier
4. APVerbatim:Mutable
5. GrimoireMemento
6. Algorithm
7. CldBool
8. APCIdVerbatim:APVerbatim
9. Kokoro
10. Neuron
11. DiSkillUtils
12. DiSkillV2
13. DiHelloWorld:DiSkillV2
14. Cerabellum
15. Fusion
16. Thinkable
17. Chobits:Thinkable
18. Brain

AI pharmaceuticals

chobits can be linked (chain effect) together
one chobits output can be used as input for the next chobit

thus AI drugs are programmable
when the "drugs" are input into the 1st chobit
it may engage for example reality morphing for input
which in turn, after passing through a certain skill in the
1st chobit will produce a different output before its sent to the main
chobit.

drug/alcohol effects can be coded

as well as input to main language translation



suggested naming convention

AP : AlgParts class names should start with AP. APSay for example

D2 : DiSkillV2 (regular LvinGrimoire skill class names) should start with D2.
for example D2Parrot

D3 : DiSkillV3:DiSkillV2 which are skills whose algorithms have a priority to run
(fight or flight high priority).

D3 have more priority to run than D2 LvinGrimoire skills.
these skill classes names should start with D3.
for example : D3Detective

AX : auxiliary modules. these classes names can start with AX
for example AXLearnability

suggested skill summery convention format

suggested skill summery convention format

- 1 skill name
- 2 skill creator
- 3 skill description
- 4 skill triggers
- 5 notes (optional)

livingrimoire core utils

RegexUtil

this class eases regular expression utilization
and can also be used as a standalone class

DiSkillUtils

this class is an attribute of the DiSkillV2
this class has methods to ease generating common algorithms
such as speaking output

for more refer to the DiHello world class (usage example)
or the livingrimoire UML wiki

Fusion class API

via a Chobits object you can get a reference to it's Fusion object
next you can add the reference to a skill via the skill's c'tor for example

the fusion class has an interesting methods

getEmot(): returns the last run alg part (which also represents emotion)

I believe a skill with access to the above methods, and thus overlooking the think process summary is in essence **awareness**

if such skills also monitor body part states they ca be considered **self awareness**

parallelisms between the LivinGrimoire and the brain

sentience is an AIs ability to learn
and it is managed via the auxiliary modules

algorithm parts represent **emotions** and can be viewed via
any skill with an added shallow reference to the Chobits objects
Fusion

attribute, via the Fusions emot Attribute, which is the algParts class
name.

a skill monitoring the active emotions is **awareness**.

self awareness would relate to the robots body parts which is
not the same as
awareness.

programming language cheat sheets

coding cheat sheets for the java, python, swift, and the Koltin programming languages.

said sheets make programming easier and faster, as they concentrate commonly used codes.

the cheat sheets can be found in the "livingrimoire start here" directory in each respective language directory.

additionally, a keynote cheat sheet was added to the extras directory for coders who want to create presentations about livingrimoire skills, alg parts, auxiliary modules and such

LivinGrimoire directory guide

livingrimoire start here dir:

here you can find 4 versions of the livingrimoire (java, Koltin,
python, swift)

choose according to the programming language you are using.

the extras dir has livingrimoire wiki txt files

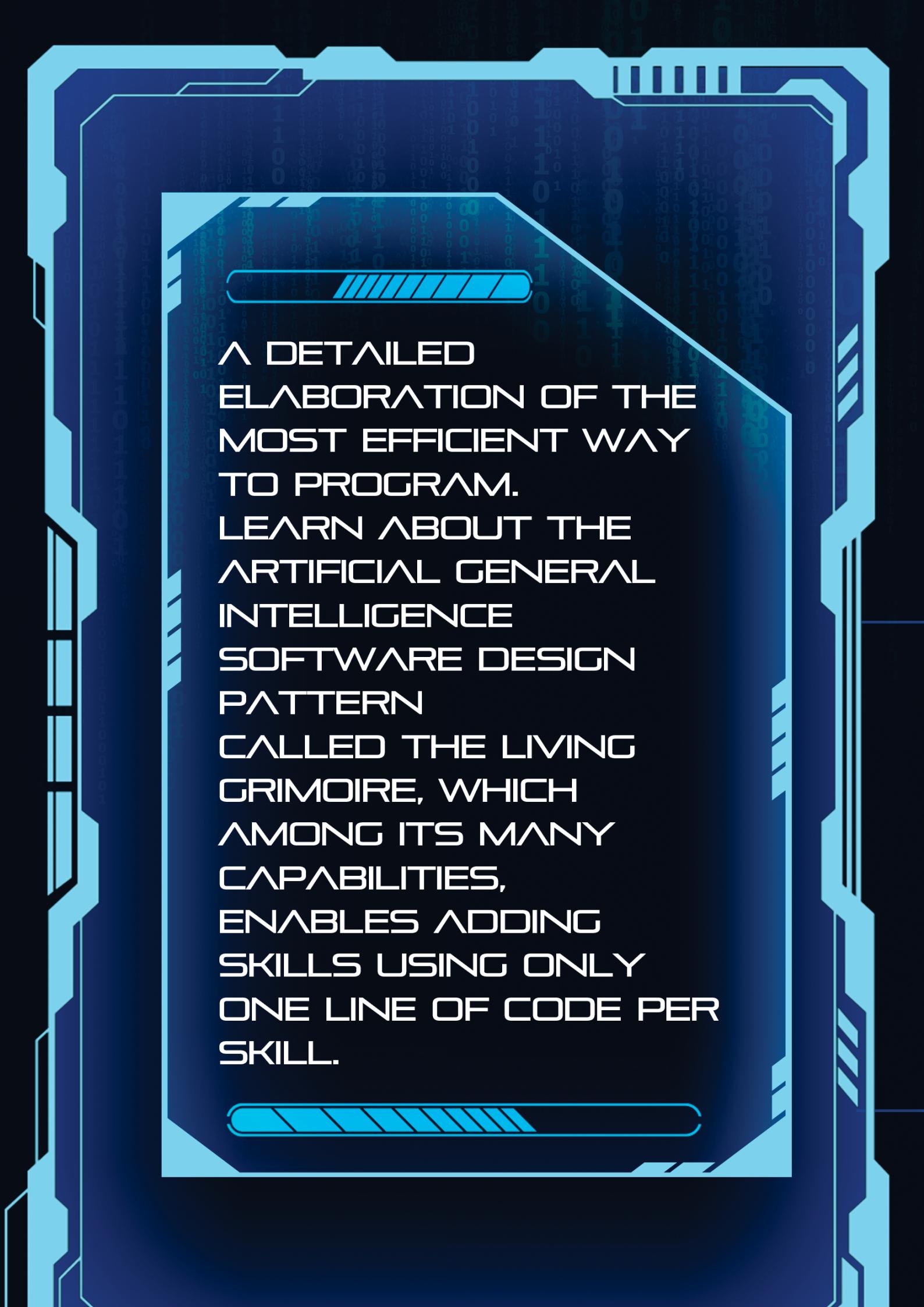
Auxiliary modules

these class package(directory) contains classes that help writing AGI skills.

please refer to the complimentary book:

Auxiliary Modules for the LivinGrimoire





A DETAILED
ELABORATION OF THE
MOST EFFICIENT WAY
TO PROGRAM.
LEARN ABOUT THE
ARTIFICIAL GENERAL
INTELLIGENCE
SOFTWARE DESIGN
PATTERN
CALLED THE LIVING
GRIMOIRE, WHICH
AMONG ITS MANY
CAPABILITIES,
ENABLES ADDING
SKILLS USING ONLY
ONE LINE OF CODE PER
SKILL.