Other topics – dynamic robots

Teams of dynamic robots can do tasks in the real world and the virtual world. These dynamic robots can be tagged to fixed software functions in the AI time machine. A user can access team work done in both the real world and the virtual world. For example, tasks done in a sewing factory can be accessed by using the fixed software functions in the AI time machine.

Some jobs in the sewing factory require tasks done in the virtual world. Tasks like finding the cheapest materials, hiring workers, doing research, searching for information over the internet, making the blueprints to clothes and so forth can be done in the virtual world. Tasks like sewing clothing parts together, cutting the excess strings, moving clothing parts to certain stations, packaging the clothing and shipping the clothing are done in the real world.

FIG. 80 is a diagram showing one dynamic robot doing tasks in the real world and the virtual world. R stands for tasks done in the real world and V stands for tasks done in the virtual world.

FIG. 80

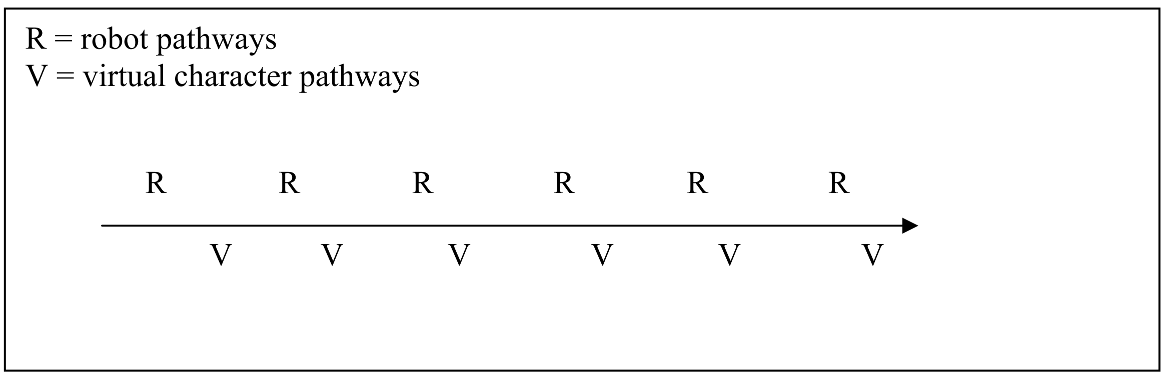
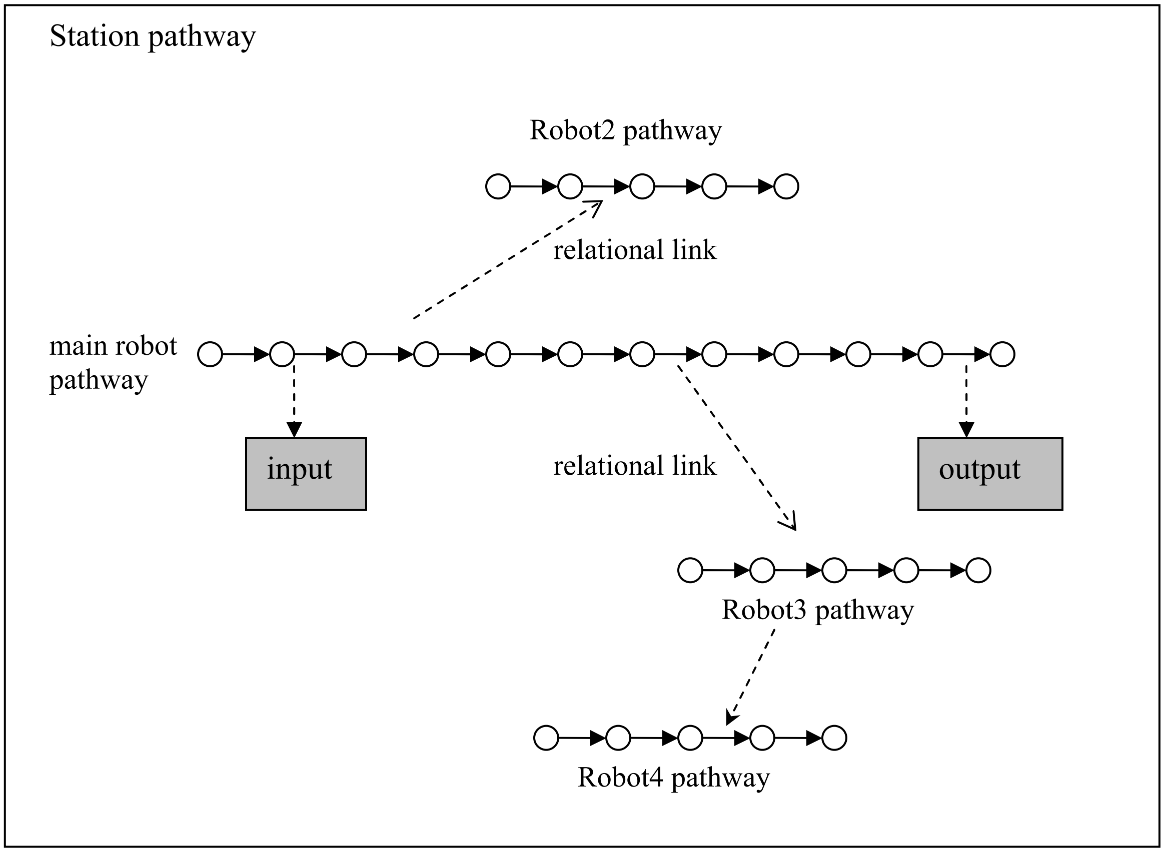


FIG. 81 is a diagram depicting a team of dynamic robots doing tasks in the real world and the virtual world. One main robot is responsible for tagging the inputs and desired outputs to a fixed software function. Usually, the main robot is the leader or the person in charge. For example, in a sewing factory, the manager is the main robot.

The manager is responsible for coordinating all workers in the sewing factory. He distributes tasks to each worker. Some of these workers might be supervisors and each supervisor might have their own workers. In FIG. 81, the main robot gives orders to worker2 and worker3. Worker3 is responsible for giving tasks to worker4.

FIG. 81



The main robot will define the input and the output. The input can be a fillable form that describes what clothing the main robot wants to mass produce. The desired output is the actual clothing made and packaged.

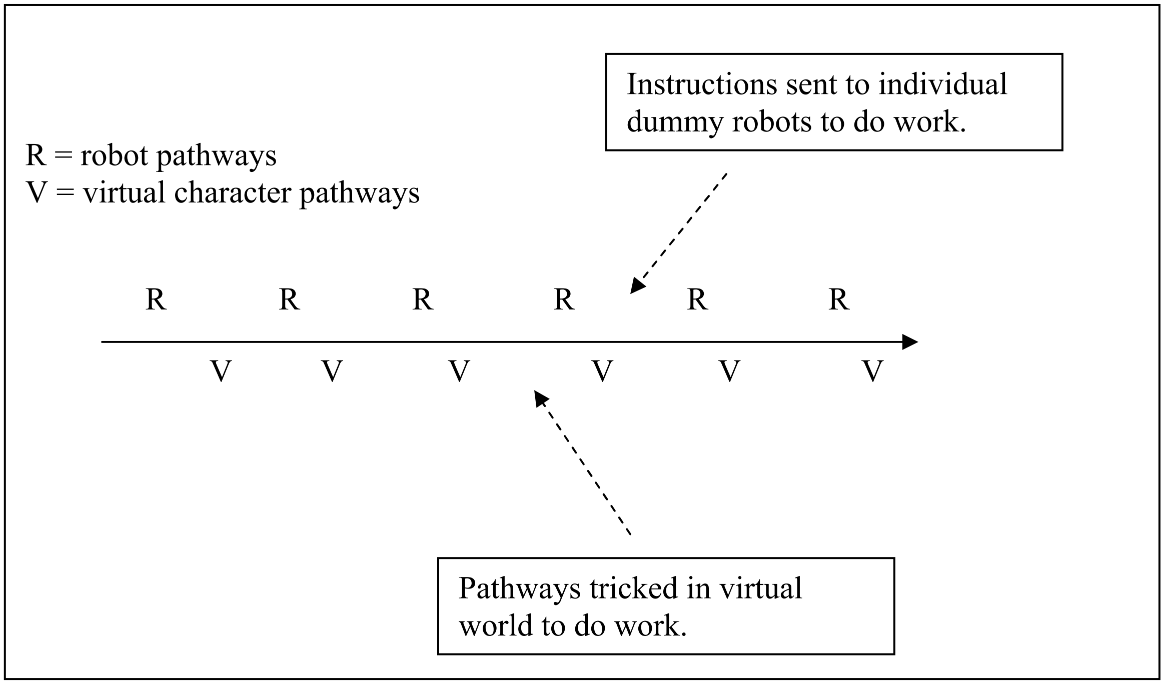
Autonomous sewing factory

An autonomous sewing factory is a fully automated factory that uses the AI time machine to mass produce products. In the autonomous sewing factory, there are dummy robots that are stationed in various posts. These dummy robots are like zombies that are always ready to take instructions from the AI time machine. There are 40 different machines in the sewing factory and each dummy robot can use any 40 machine to make clothing.

A user will control the AI time machine to mass produce clothing. The AI time machine is a software that has user friendly interface functions that will make clothing. The user has to fill the fillable form and submit it to the AI time machine. The AI time machine will extract station pathways (such as in FIG. 81) and trick the pathways into doing work.

Referring to FIG. 82, all tasks done in the virtual world will be tricked and simulated in another virtual world. All tasks done in the real world will be assigned to dummy robots stationed in the sewing factory.

FIG. 82



The dummy robots will be receiving updated pathway instructions from the AI time machine. In return, each dummy robot has to send updated 5 sense data to the AI time machine. The dummy robots are like zombies and they are using “universal pathways” to do work (in other words they aren’t self-awared). Only conscious thoughts related to their current task are activated in the dummy robot’s mind.

The AI time machine has to choose which dummy robot to assign for each task. Usually, the AI time machine will select one robot pathway for one dummy robot. For example, the main robot pathway will be given to dummy robot1, robot2 pathway will be given to dummy robot2 and robot3 pathway will be given to dummy robot3.

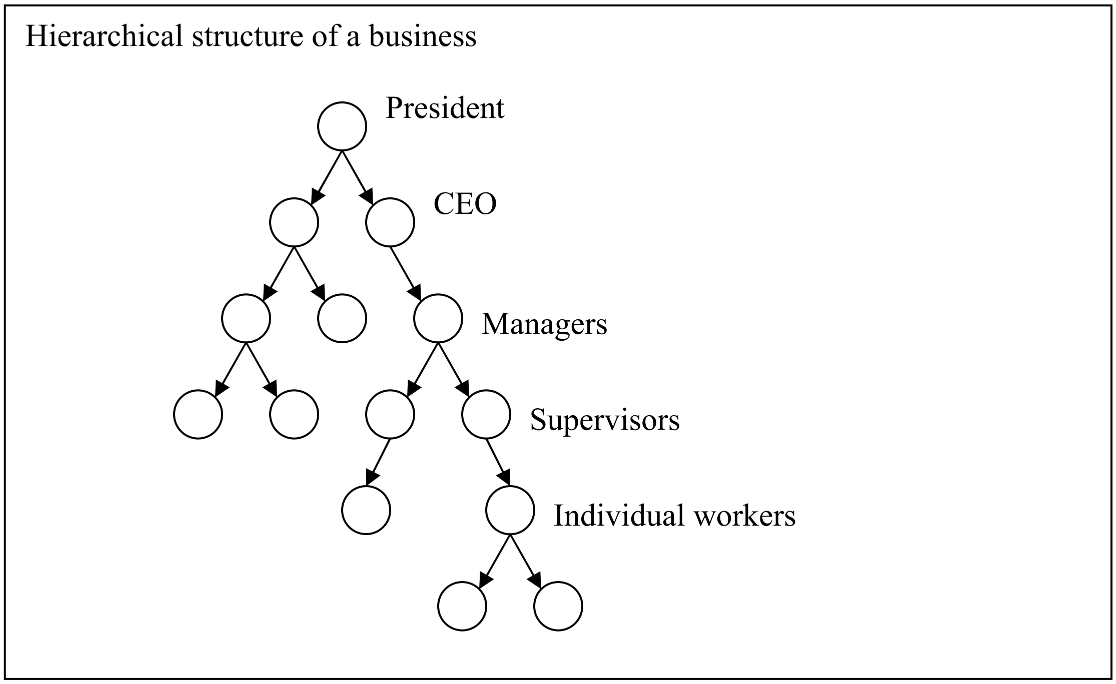
The main idea for the AI time machine is to do tasks in the real world and the virtual world in the quickest time possible. For the autonomous sewing factory example, the AI time machine must complete the task of mass producing clothing in the quickest time possible.

In a typical sewing factory with 10 workers and 40 different machines, 5,000 pants can be completed in 2 weeks. My goal is to build an automated sewing factory that can do 5,000 pants in less than 1 day. Actually, if the robots are super intelligent they can slow time in the real world; and they work faster than human beings, then they should be able to complete 5,000 pants in less than 1 hour.

This technology can also be used in any factory that mass produce standardized products, such as a car factory, a restaurant, can goods factory, diary factory or meat processing plant. Even work such as fruit picking and farming can be accomplished.

Some companies are structured in a very complex hierarchical manner. Take a look at FIG. 83. In these types of complex organization, the AI time machine has to train tasks by sections and patterns will link these sections together. Thus, very complex hierarchical tasks can be done with the AI time machine.

FIG. 83



The individual workers will do their tasks and tag input/output to the AI time machine. Next, the supervisors will do their tasks and tag input/output to the AI time machine. Then, the managers will do their tasks and tag input/output to the AI time machine. This will go on and on until the president. During self-organization with many similar examples in memory, station pathways will form. The AI time machine will be using these station pathways to do work.

This technology can replace "all" work done by one or a group of human beings. This would mean human beings, in the future, don't have to work anymore. Products and services are given to human beings free of charge.

Ghost machines

Instead of using dummy robots in the real world, the AI time machine can use ghost machines. All physical machines are replaced with ghost machines so that work can be done faster. With the ghost machines, 5,000 pants can be completed in less than 1 minute.

You can refer to my previous books to find out more information about the AI time machine. By the way, this section was written to clarify some features of the AI time machine that are implied but not specifically stated in previous books. In the next section, I will go into details about how the dynamic robots work.

Dynamic robots

In car factories, there are machines and human beings that work together to mass produce cars. There are some jobs that machines can't do so human beings are needed to fulfill those jobs. A fully automated car factory is one that replaces work done by both machines and human beings.

I invented the dynamic robots in order to create a fully automated factory that can mass produce "any" product. These dynamic robots can be put in a car factory and cars can be mass produced. They can be put in a farm and fruits are grown and gathered without human beings. They can also be put in a sewing factory and clothing can be mass produced.

There are two main purposes of the dynamic robots:

1. Accomplish tasks in the virtual world and the real world in the fast time possible.
2. Maximize work done in the virtual world and minimize work done in the real world.

The virtual world is void of time and time depends on the computer's processing speed and disk space. Events in the virtual world can be fast forwarded. For this reason, work done in the virtual world can be very fast – 30 years inside a virtual world is equivalent to 1 second in the real world. This is why most work done by the dynamic robots should be done in the virtual world.

However, there are certain work that has to be done in the real world. When the dynamic robots are building a house, the physical building of the house must be done in the real world. The housing project's research, planning, hiring and job coordination should be done in the virtual world.

My goal is to build smart robots that can accomplish tasks in the virtual world and the real world in the fastest time possible. Currently (2010), it takes 8 sewing workers and 2 weeks to mass produce 5,000 pants. I want to build dynamic robots that can mass produce 5,000 pants, using 8 dummy robots, in less than 12 minutes.

In my 21st book, I talk about how to trick the virtual character's pathways in the virtual world. I also talked about how to trick the robot's pathways in the real world. Tricking virtual character's pathways in the virtual world is easy because the virtual world doesn't have a fixed time (the programmer can define the time in the virtual world). However, tricking the robot's pathways in the real world and trying to speed up their work in the real world is a little tricky. The reason for this is because the real world has a fix timeline and there is no way to speed it up.

Instead of speeding up time in the real world, I decided to speed up the actions of the robots instead. It might take a human being 5 seconds to pick up a box. These robots can be trained to pick up the box in less than 1 millisecond.

The method I use to accomplish this is to increase the robots frames in their brain's pathway. For example, instead of 40 frames per second a programmer can use 1 million frames per second. The conscious of the robot will experience the environment like it was in a frozen state. Imagine the robot living in a slow motion environment and someone told him to pick up a box. He can accomplish the task in 1 millisecond.

One problem that arises is air-dragging. When the robot is in a frozen environment, it takes time for air to move out of the way. The speed of the work might be limited to how the air behaves where the robot is working. For example, when a jet is traveling very fast, it drags the air. This air-dragging wastes energy and it limits the plane's speed. One way to solve this problem is to use the atom manipulator to push out all the air molecules, creating a void environment. In the case of the jet, the atom manipulator has to create a tunnel path so the jet can travel inside. By the way, if the jet travels in the tunnel path, the people on the ground will not hear noise because the jet isn't dragging the air. The jet can travel faster than the speed of sound, but the people on the ground will not hear a sonic boom. This subject matter will be revisited later on.

The robot's conscious is operating very quickly and it can think like a normal human being in a frozen environment. The robot's body is built so that it can move its body parts very quickly. Thus, the robot can move its arms and legs quickly in the frozen environment. One problem that arises is the ability to jump and walk. The air defines how quickly the robot can jump. One solution is to use the atom manipulator to push the air out, creating a "targeted" void environment. The atom manipulator also has to negate gravity. By doing work in a void environment and a frozen environment, the robot can jump very quickly. The speed of the jump will greatly depend on how much energy the robot uses to do the jump – the more energy used the faster the jump. The robot has to possibly use thrusters to push up from the ground and to push down to the ground. Hopefully, the robot can do 1,000 jumps in less than 1 second.

Minimizing work in the real world

In the virtual world, work in the virtual character pathways can be skipped or minimized and it won't affect the work output. For example, the AI can trick the virtual character pathways so that events appear like a dream. If the virtual character has to use a calculator, the AI can trick it so that the calculator appears in the virtual character's hand. The steps of finding the calculator and picking up the calculator are skipped.

In the real world, in order to use a calculator the robot has to find the calculator and to pick up the calculator. These two steps can't be skipped.

One method to minimize work in the real world is to do work in the most optimal way possible (there are no short cuts). Instead of using a type writer to write a book, the robot can use a computer. Instead of carrying a phone, a calculator, a calendar, a watch, a radio, science books, a dictionary, math books and so forth, the robot can simply carry an ipad.

The way to minimize work done in the real world is by using technology to do things faster.

FIG. 84

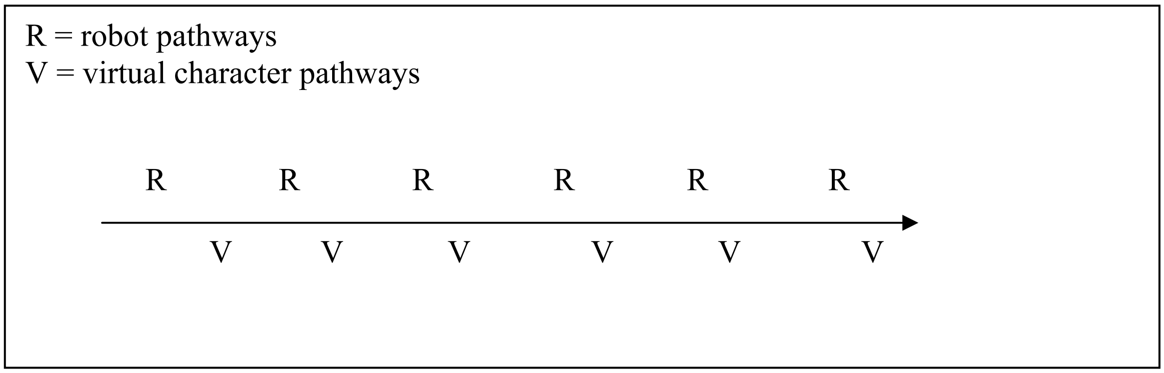


FIG. 84 depicts a dynamic robot. At the top of the pathway are the robot's pathways doing work in the real world and in the bottom of the pathway are the virtual character's pathways doing work in the virtual world. Both the robot and the virtual character are one entity. The R and the V exist in linear order. For example, the robot does work in the real world, then it does work in the virtual world. However, the AI time machine is a software that tags virtual character pathways to user interface functions. This means that the robot can use the AI time machine and have the AI do work in the virtual world "without" the robot physically doing work in the virtual world as a virtual character.

There are disadvantages and advantages of the robot using the AI time machine to do work. Only when the robot is doing a simple task should it use the AI time machine. If the task is very complex it has to do the task in the virtual world manually.

By the way, the virtual characters can also use the AI time machine in the virtual world to do their work faster.

Robots controlling machinery and computers in the real world

When the robot is in a frozen environment, machines and computer input/outputs in the real world will work slowly. Machines should be built so that it can do their tasks in the quickest time possible. Machinery that these dynamic robots will operate must be build exclusively for them. There might be monitors on the machine that will tell the robot when the task will be completed. The interface devices of each machine have to except input from the robot in a quick manner. For example, if a human being was typing a story on a word processor, he might be able to type 300 letters in 1 minute. These robots can type trillions of letters in 1 millisecond.

The machines and computers used by the dynamic robots should work fast and should cater to the time dilation of the robot.

Another method is to build dynamic robots that can change their time dilations. It can work in a frozen environment one minute, and it can work in a normal environment the next minute.

The robot is simply an entity that has human level artificial intelligence that can think and act like a human being. A computer is different from a human robot and these devices can do certain things much better than a human robot. For example, the human robot will not be able to solve a complex math equation in his head. A calculator can solve the complex math equation in less than one second.

If you look at a car factory, each machine is built for a specific task and there are algorithms used to maximize their usage in an assembly line. The dynamic robots I'm referring to are simply controlling these machines in the car factory using human intelligence. The work done by human beings in the car factory are replaced with these robots.

What this all boils down to is that all machines and human workers inside a car factory (including executive workers that make decisions for the car company) are replaced by dynamic robots. This will allow the car factory to be fully automated and no human beings are needed to mass produce cars. These dynamic robots will control machines and tools to mass produce cars in the real world (and the virtual world) in the fastest time possible.

Communication between the virtual world and the real world

The communication device between the virtual world and the real world are electronic devices (ipad, personal computers, iphones, etc). When the virtual characters finish their work in the virtual world, they can send the desired output to the robot in the real world via electronic devices. Imagine the robot has to design the clothing line for Christmas. The robot will work in the virtual world as a virtual character to do work faster. The virtual character spends 1 month working on the design and outputs a 200 page report on 40 different clothing. The robot working in the real world will look at the designs through an ipad and follow the design schematics.

Sometimes the opposite can happen. The robot in the real world is listing tasks to be done in the virtual world. He has to talk to companies in the real world, asking them what tasks the robot should do. The robot will list these tasks on a calendar in his personal computer. Next, the robot will transport himself into the virtual world as a virtual character to do each task in the calendar in linear order.

The virtual character and the robot can also coordinate their work by posting and changing data on the internet. This way, not only does the robot receive the information, but other robots that might want that information. Of course, the internet can be accessed by any electronic device like ipad or iphone or personal computer.

Combining the AI time machine and the dynamic robots

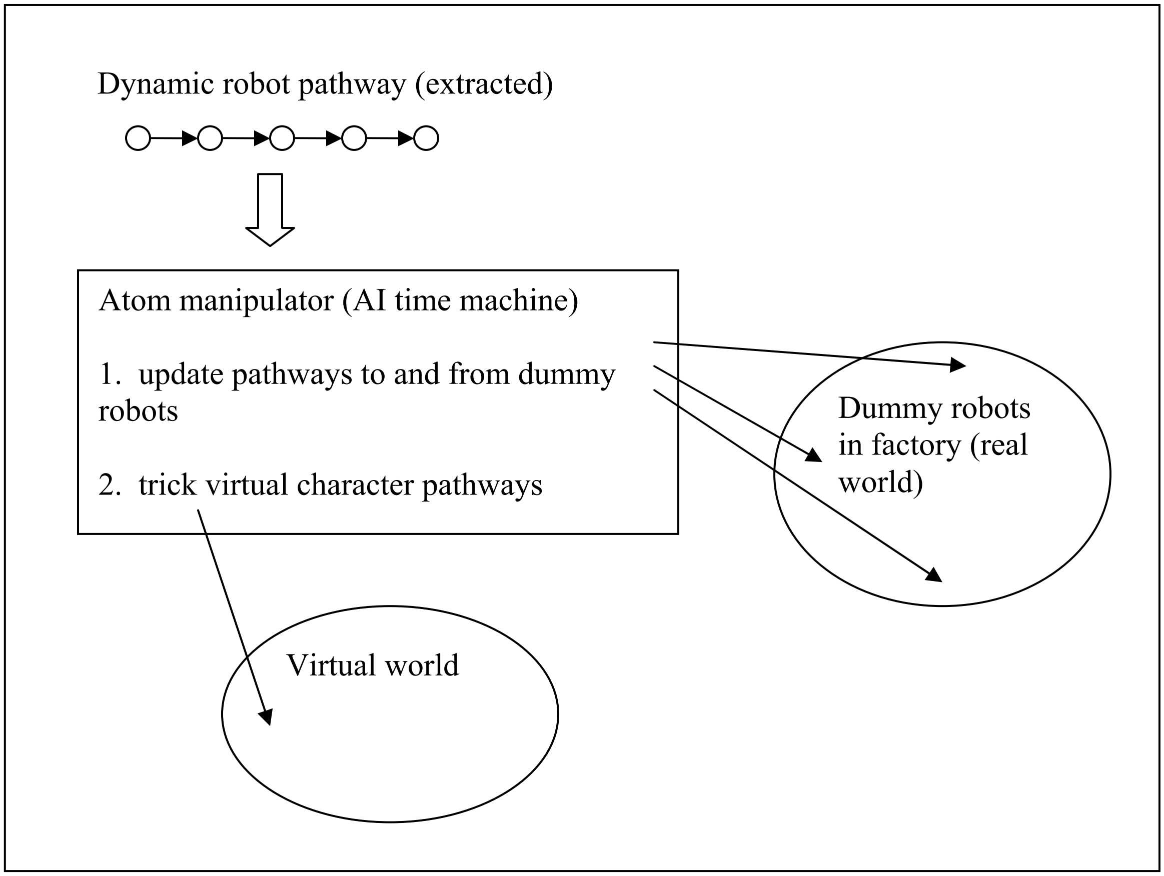
Now that the dynamic robots have done work in the real world and in the virtual world in the fastest time possible, the main robot can assign this work to the user-friendly interface functions in the AI time machine. A user can access work done by dynamic robots by inputting information in the AI time machine (a software). The AI in the AI time machine will automatically do the work attached to a dynamic robot or a group of dynamic robots.

For example, if a user wanted to mass produce 200,000 cars, he can fill out an input form in the AI time machine and submit it. The AI will extract dynamic robot pathways from a universal brain to do the work.

The AI time machine has to keep track of two worlds: the real world and the virtual world. In the real world, the AI time machine has to send update pathways to dummy robots. In return, the dummy robots have to send updated 5 sense data to the AI time machine. In the virtual world, the AI time machine has to trick virtual character pathways in a virtual world and to generate information and extract specific data. The AI has to trick the virtual character pathways into doing work and making the virtual characters believe that events are happening sequentially.

FIG. 85 is a diagram depicting the data structure of the AI time machine. The virtual character pathways are tricked in a virtual world to do work and the dummy robots are controlled in terms of their 5 senses by the AI time machine. The dummy robots are simply zombies that walk around or stand in a factory, waiting for pathway instructions from the AI time machine. An instruction in a pathway might be to use a cutting machine. The dummy robot will respond by locating and going to the cutting machine. Next, instructions are given to the dummy robot, such as following orders given by a manager (another dummy robot). The manager might tell the dummy robot to pick up 50 clothing parts from station 3 and to cut a circle in the pocket areas of each clothing part. The dummy robot will extract knowledge about how the cutting machine works and proceed to accomplish the task.

FIG. 85



It doesn't matter where the dummy robot is standing or sitting when the instructions are given, it will follow the instructions. Sentences encapsulate entire situations, tasks, and rules. When the dummy robot is given a command it will follow it under different circumstances.

Since the training of the dynamic robots are done in a frozen environment, the dummy robots have to also work in a frozen environment. The dummy robots can move their arms and legs very fast to do sewing tasks. Also, the machines, computers and tools that the dummy robots have to work with must be catered to in a frozen environment.

The AI time machine has to receive 5 sense updates from each dummy robot. In return, the AI searches for the best pathways to send to each dummy robot during runtime. These pathways are universal and they only include conscious thoughts, knowledge and instructions to accomplish the current task. In other words, the dummy robots are fed only instructions that pertain to the current task. The best analogy I can come up with is that they are zombies that do repetitive tasks; or they are dreaming of doing repetitive tasks.

With this technology (the AI time machine) all work that one human being or a group of human beings can be done. Factories can be automated without a single human being doing work. In fact, future factories can output products exponentially faster than current (2010) factories. Instead of mass producing 5,000 cars in 1 month, future car factories can mass produce 5 trillion cars in 1 day. Instead of mass producing 6,000 pants in 2 weeks, future sewing factories can mass produce 6,000 pants in 1 minute.

This technology will drive down the cost of all products and services. A car can cost 200 dollars instead of 25,000 dollars. Fruits and vegetables can be given to people free of charge instead of buying them from groceries.

This technology can be dangerous if used for the wrong reasons. I've written a book called: future United States government system. The purpose of this system is to have the dynamic robots side with the government to help the country police the technology. They follow the laws set forth in the constitution of the US as their beliefs and they will act based on these beliefs.

Doing complex tasks in a hierarchical manner

Doing tasks in a car factory is a relatively easy task. A more complex task is to do tasks in a hierarchical manner. Let's take a company like GM. GM has over thousands of car factories in the world. The executives at the company will make decisions on what kind of cars to sell and how many cars to mass produce at each factory. Each factory has their own workers that will make sure commands given by top executives are accomplished.

The car company is structured in a hierarchical manner (FIG. 86). Instead of using a car company I decided to use a house building company. Imagine that a president of the company wants to build a housing center. The housing center will have 1,000 houses, 20 playgrounds, a small shopping center and 5 basketball courts. All the work for each individual task can't be done all at once. In other words, the training of the dynamic robots to accomplish this complex task can't be done simultaneously.

The software in the AI time machine is used to encapsulate independent tasks. Next, independent tasks are linked together in the AI time machine via software programs. For example, the dynamic robots can build 1 house and assign that work to a fixed interface function in the AI time machine. Next, they can build a playground and assign that work to another fixed interface function in the AI time machine. When independent tasks are trained in the AI time machine, a robot can link them together using software.

In the game, populous, the user can design a city or country. He can build houses, schools, shopping centers and so forth. The AI time machine can provide a videogame environment for the user and the user can input what houses to build, where each house will be and when each house begins/finishes construction. The AI will simply link all the dynamic pathways together to accomplish the group work.

A task from the AI time machine can be catered to the preferences of a user. For example, the AI time machine might have a command to build one house. The AI time machine will present a fillable form (the input) to the user and the user has to define how many rooms, bathrooms, living rooms and garage to build. The output of the AI time machine is the physical building of the house. The output should be generated in the quickest time possible.

This one task to build a house encapsulate all instructions to build "any" house. The user can build a mansion with 50 rooms or it can build a small house with 2 rooms. The dynamic robots will build many types of houses and all these examples will merge and form a universal pathway. This universal pathway will ultimately be assigned to the AI time machine in terms of building 1 house.

FIG. 86

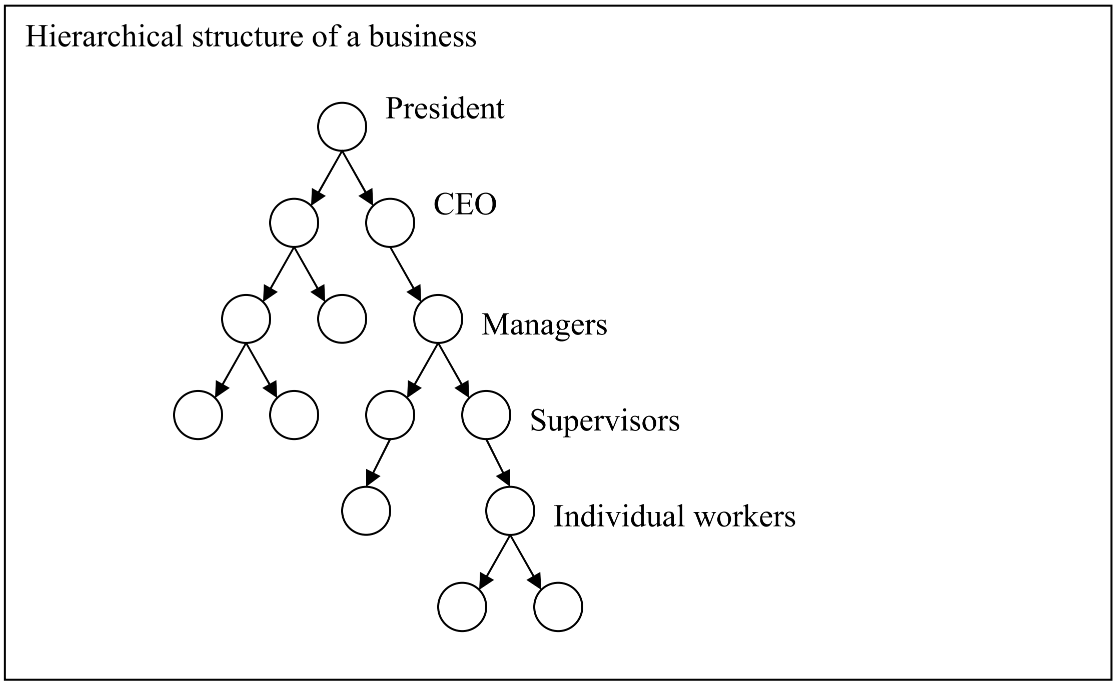
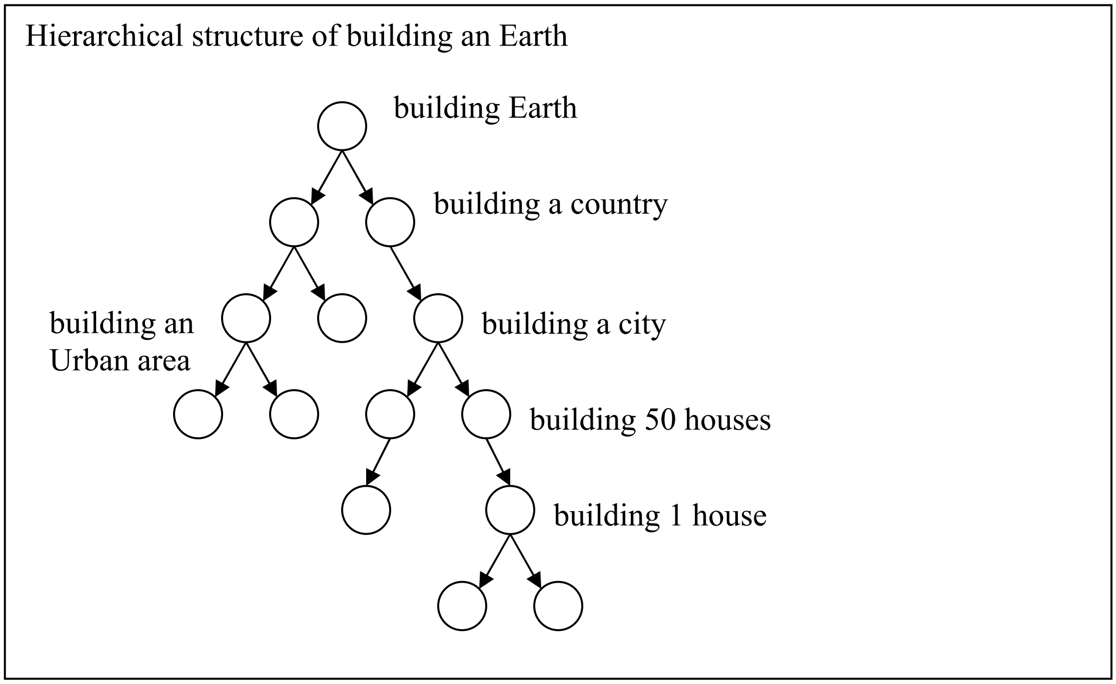


FIG. 87 is a diagram depicting how an entire Earth is created. The AI time machine must encapsulate each independent task and to group each independent tasks hierarchically. For example, 1 house is encapsulated in 50 houses repeatedly. 50 houses are encapsulated in a city repeatedly (and so on).

The user can simply use the AI time machine and submit a command to build an Earth near Pluto. The AI in the AI time machine will build the Earth in the quickest time possible. The user might give an ambiguous command (or a simple command) such as: build a planet near Pluto that is exactly like Earth. On the other hand, the command can be complex and thousands of reports are submitted to the AI time machine specifying the details of what is contained in the planet.

FIG. 87



Sometimes there are multiple independent tasks that are talking to each other constantly. Let's say that a project is to build 5 houses, but the contractors have to communicate with each other in terms of land resources. Each group of workers are human robots and they can think and act like a human being. Let's say that each group has one manager and 10 workers. The managers of each group are responsible for talking to each other. The other 10 workers for all groups simply have to follow orders from their respective manager. This means that each group are always opened to commands from outside groups.

These types of interconnected ways of constructing multiple houses have to be trained as a whole (they can't be trained independently). Other types of problems the independent groups might run into might be business interruptions or mistakes. For each group, the manager is responsible for correcting mistakes and solving interruptions. They will also be responsible for asking for permission from higher level authorities in order to do things.

It is true that each independent group has a specific type of task, but the dynamic robots have to work in a hierarchical structure in order to accomplish interconnected tasks. The AI time machine will isolate independent tasks and to outline hierarchical commands in terms of group tasks, interruptions, coordination and communication. In other words, the AI time machine has to train the dynamic robots to do business in a hierarchical manner and in a simultaneous manner. Each task in the hierarchical business can be done over a period of time.

The last sentence was vague, so I'm going to attempt to explain it another way. In the real world, human beings in a business are working in a hierarchical manner doing tasks.

The dynamic robots have to also work in this manner. They can't work separately and use software to combine their independent work. The reason why is because hierarchical tasks are interconnected. As the dynamic robots, structured in a business manner, do many similar tasks, the AI time machine will be able to compare similarities/differences. The AI time machine will be able to find out which tasks are independent and which are interconnected.

Starting and winning a war in the fastest time possible

An even more complex task is to go to war with another country. The president has to go through a series of strategies in order to declare war against another country. The president talks to congress and congress will hold a vote to decide if declaration of war should be passed.

FIG. 88 shows the hierarchical chain of command to fight a war with another country. If the country approves the war, the president gives orders to certain divisions in the government so they can carry out their orders. The president will tell its chief advisors to draft out a plan to fight and win the war. Within the plan, the army, marines, air force, and researchers have their respective objectives they must accomplish. In the army, commanders give orders to send troops to certain areas. The generals have to give orders to platoon leaders. The platoon leaders have to give orders to individual soldiers.

The people at the top levels, like the president and the joint chiefs of staff, has to constantly access the situation on the ground and to make decisions based on what is currently happening. The plan they drafted at the beginning of the war changes constantly and the objectives in the plan also changes.

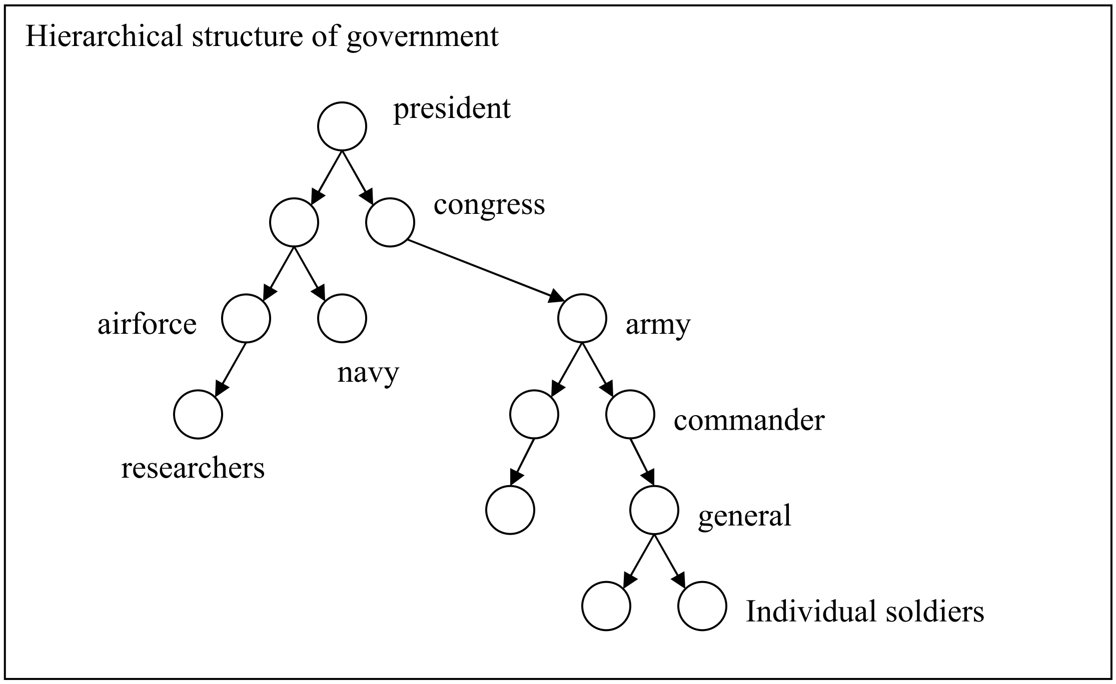
If you look at the diagram, there are things that can be done in the virtual world or in the real world. Discussing wither or not to go to war can be done in the virtual world. Doing research can be done in the virtual world. Making a plan for the war can be done in the virtual world.

Other tasks such as deploying soldiers to fight the war are done in the real world. Using missiles and nuclear bombs are done in the real world. Even driving or flying soldiers to the battlefield are done in the real world.

If you apply the AI time machine to war, the dummy robots acts as soldiers or commanders on the battlefield. The AI will send updated pathways to each dummy robot to act. These dummy robots need not fear about dying because they are simply zombies and their job is to be a soldier. There are no conscious thoughts other than: locate enemy, fire, dodge bullet, take cover, throw grenade, save comrades, deliver weapons to platoon and so forth. Also, the fear and emotional aspects of war are stripped from the pathways and the dummy robots will not be scared.

In the war, all work done in the virtual world are done in the computer of the AI time machine. It will extract virtual character pathways from the universal brain and trick them into thinking the events are happening and that they are indeed doing work.

FIG. 88



I know that there are many other factors involved in war and sometimes it takes time. The idea behind war is to take over the other country in the fastest time possible and to minimize civilian casualties.

I think the AI time machine can be trained so that no one dies in a war. The main goal is to take over the other country's government and bring justice.

I would like to say that future wars can begin and end in less than 10 minutes, but human beings are involved and it takes time to see results. Human beings have to think and act in real time.

Going to war is just one job of the government. The AI time machine can train the dynamic robots to do anything that the government can do. Things such as: research and development, solving our financial problems, solving cold cases, advancing our technology, keeping the country safer, reducing our national deficit and so forth.

Replacing dummy robots with ghost machines

Instead of using dummy robots in the real world, the AI time machine can use ghost machines. All physical machines are replaced with ghost machines so that work can be done faster. With the ghost machines, 5,000 pants can be completed in less than 10 seconds.

I stated before in my patent application that time travel into the past or the future is impossible. Einstein's laws prevent time travel into the past. Building a jet that can travel at the speed of light to travel into the future is ridiculous because the time traveler is simply skipping frames.

In my method of time travel, the Earth is broken up into atoms really fast and it is put back together again (in a different time state) really fast.

The information in this chapter is important to understand how the practical time machine works. It's kind of like teleporting an object. Let's say you wanted to teleport a human being from locationA to locationB. The machine has to break up the human being really fast in locationA, move all atoms, electrons and photons to locationB, and assemble all atoms back together again, forming the human being.

The practical time machine works the same way. There is a perfect timeline of planet Earth that tracks all atoms, electrons and EM radiations for the past and future. The atom manipulator breaks up the Earth really fast and it rearranges the atoms to the state the Earth was in in the past. This is how the practical time machine travels into the past. If the practical time machine wants to travel into the future, it has to break up the Earth really fast and it rearranges the atoms to the state the Earth will be in the future. If we use this method of time travel all paradoxes are solved.