

# Modelling of towards Artificial Wisdom

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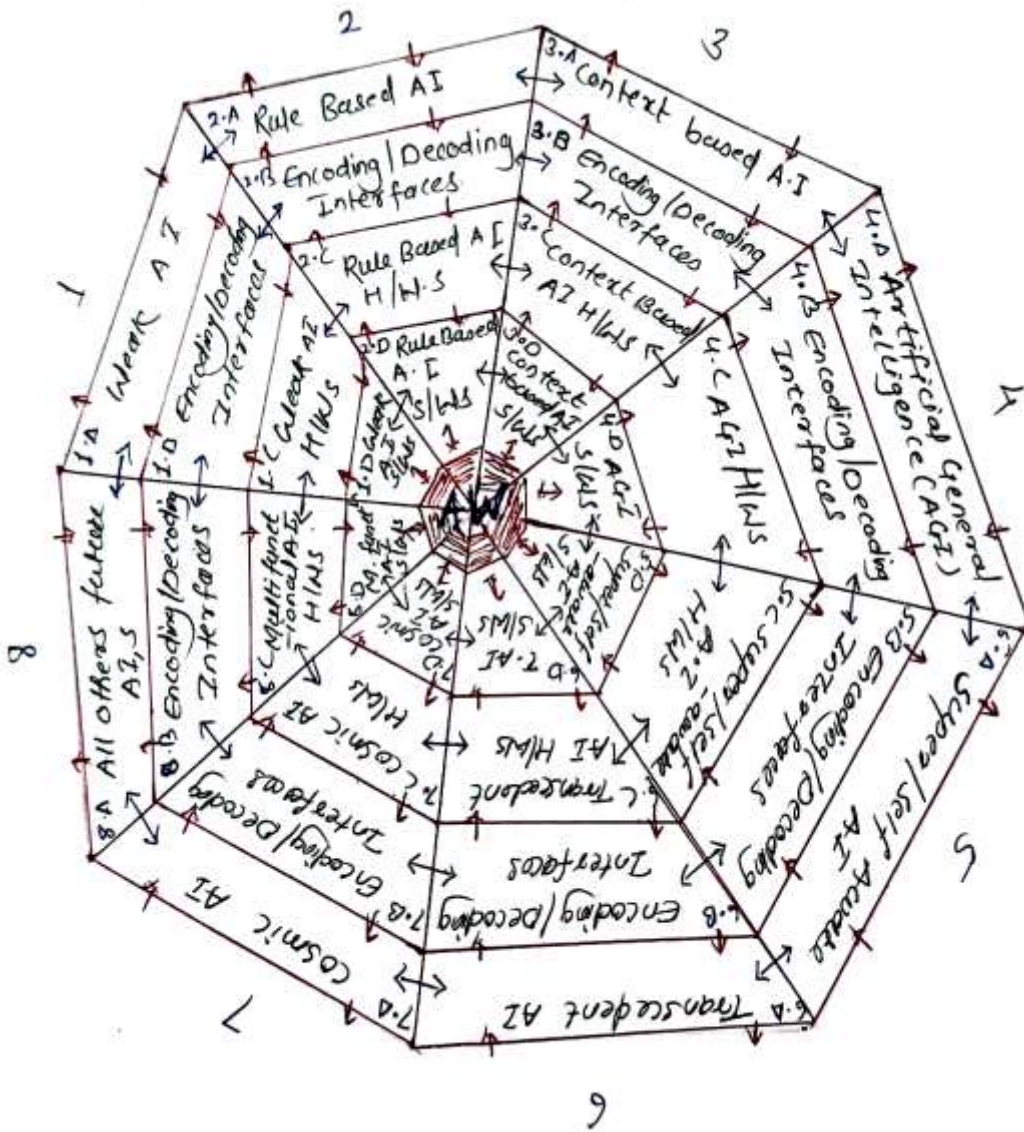
**Abstract:** *Artificial Wisdom is final future AI or ultimate Artificial Brain at Earth, Space, Intersteller or at Cosmic level wide where all possible Ais interconnected and form one giant AI. Hence itsneed precisemodelling and engineering which I triedwith simple but deep models the Octane model with 8 Sections, where each section further has 4 layers where each layer further has 3,4 or 5 segments as shown in layer models which applicable on all types of AI simillarly and finally for Artificial Mesh/Brain or AW inter sections and layers as well as intra sections signals and communication engineering require for same type and different types of AIs and with all possible communications shown in last model.*

**Keywords:** Artificial Wisdom, Artificial Brain, Ultimate AI

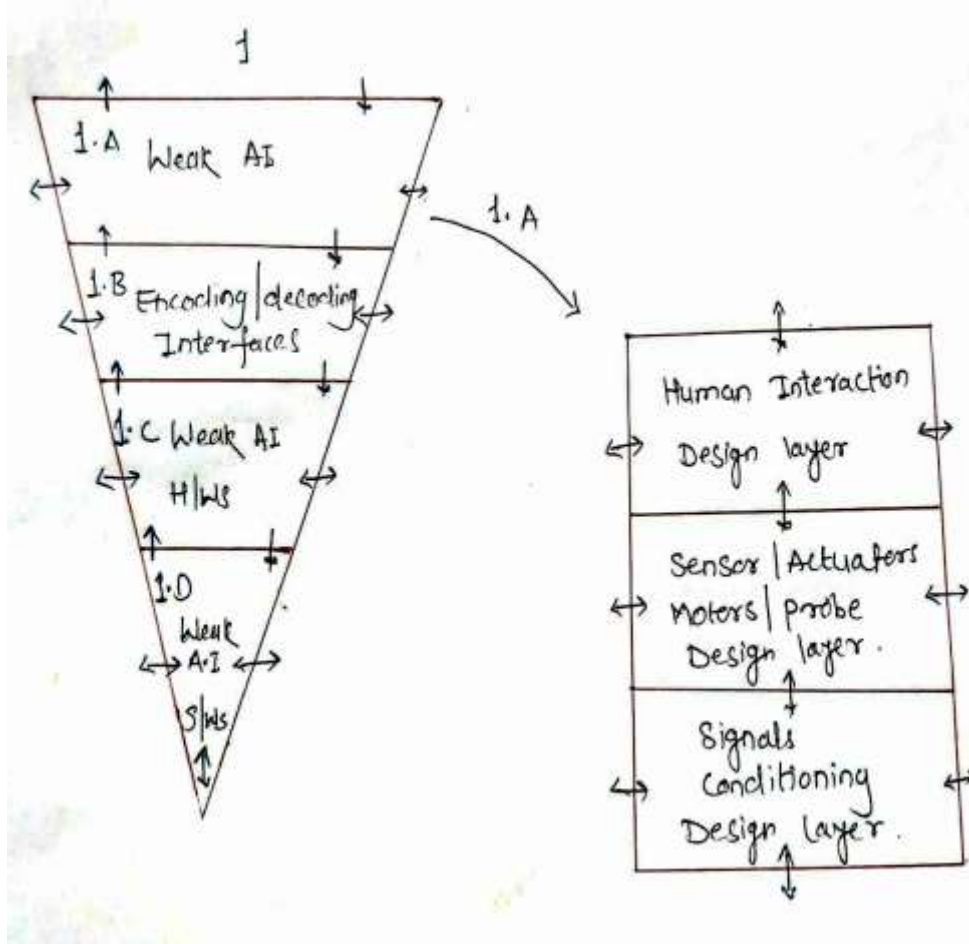
## INTRODUCTION

### Model of Modelling of towards Artificial Wisdom

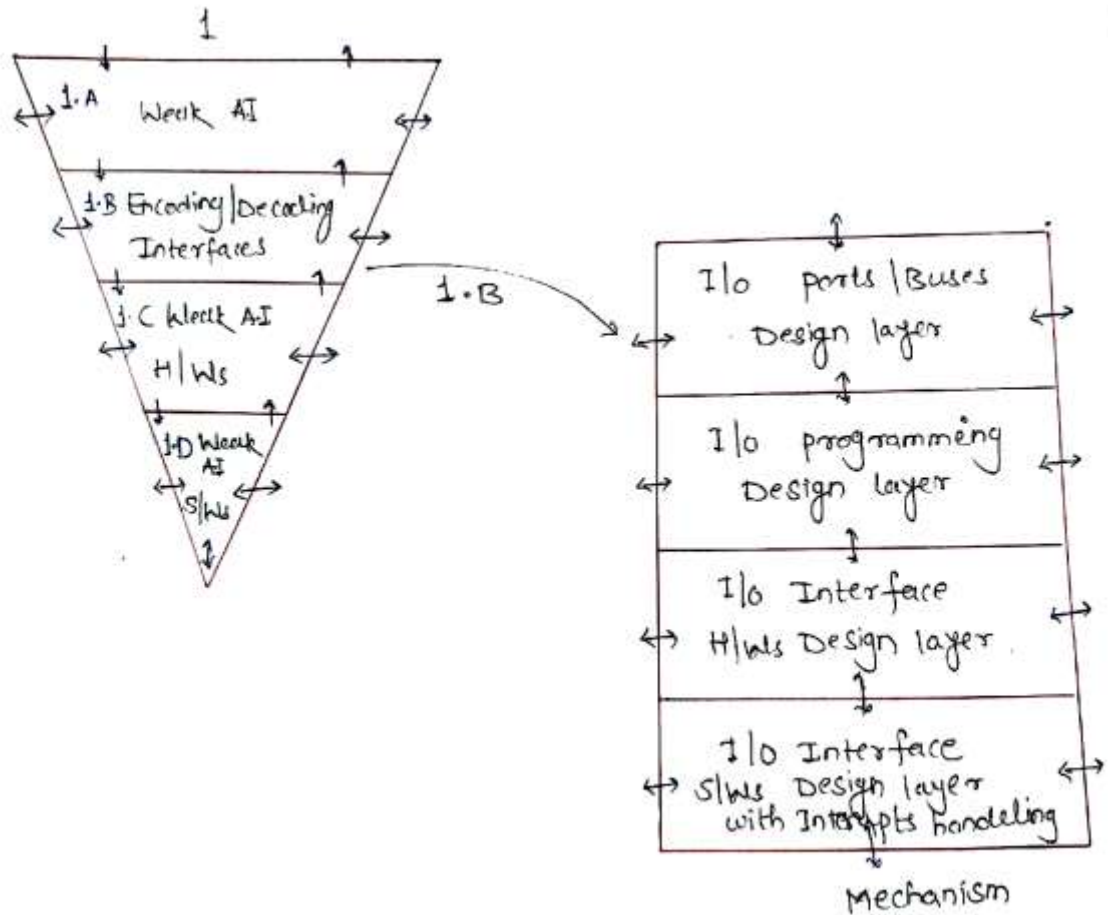
The below model display eight sections octane each showing different types of AIs from less complicated to more and from weak AI to most advance and strong AIs from section-1 to section-8 respectively. Like Weak AI, Rule Based AI, Context Based AI, Artificial General Intelligence (AGI), Super/Self-aware AIs, Transcendent AI, Cosmic AIs and in last all possible remaining AIs what you count. When all these AIs communicate and works together at world, space, interstellar to cosmic level using common interfaces, gateways and signal conditioning and processing these mesh of all possible AIs act like a single end AI called "Artificial Wisdom". Here all possible AIs need for AW its types, type of AI Encoding/Decoding Interfaces, Type of AI Hardware's and Type of AI Software's as shown in four layers for each section with different types of AI from 1 to 8.



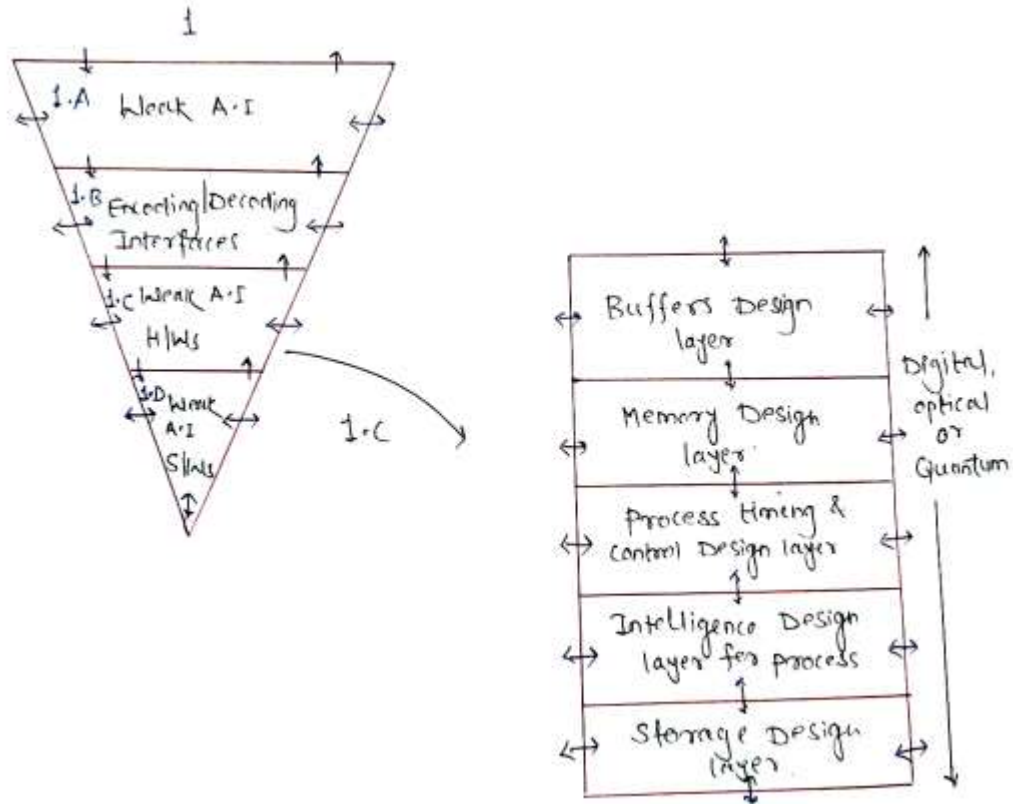
### Model of Section layers detail modeling



As I already mentioned in main model all sections for AW execution needs perfect engineering hence each layer of each section further expanded as here for the most identity of AI type for this regard this layer further expanded into three segments where external world use, feel and classify AI. Therefore, these three important segments are Human Interaction Design layer for user's command input and response output to/from AI. The second segment is sensors/actuators/motors/probe designs for effective input facilities to AI and output results/responses facilities from AI to users. The third segment is signals conditioning designs for stabilization and signals mapping for interfaces.

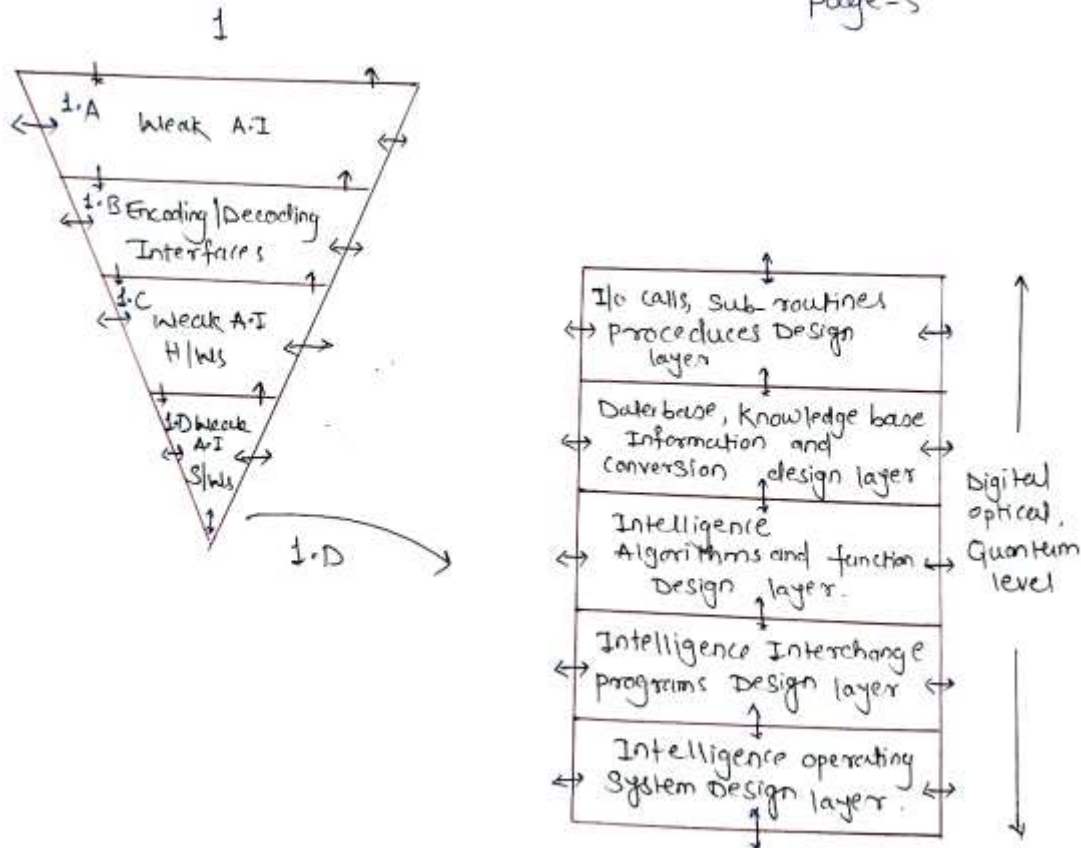


The second and very important layer is Encoding/Decoding Interfaces for inter segment and intra segments communication with signals translations which need four stacks engineering as I/O Ports/Buses Designs for all types' process and control signals flow. I/O Programming Design which provides system ports and buses control and management for Ports, Busses, NMI, MI interrupts and data transfer and management. The third segment is I/O Interface H/Ws designs in which capacity of data transfer engineered at digital, optical or quantum level. The last segment I/O Interface S/Ws Design with Interrupts' handling mechanism to prioritize processes, avoid deadlock and smooth execution.



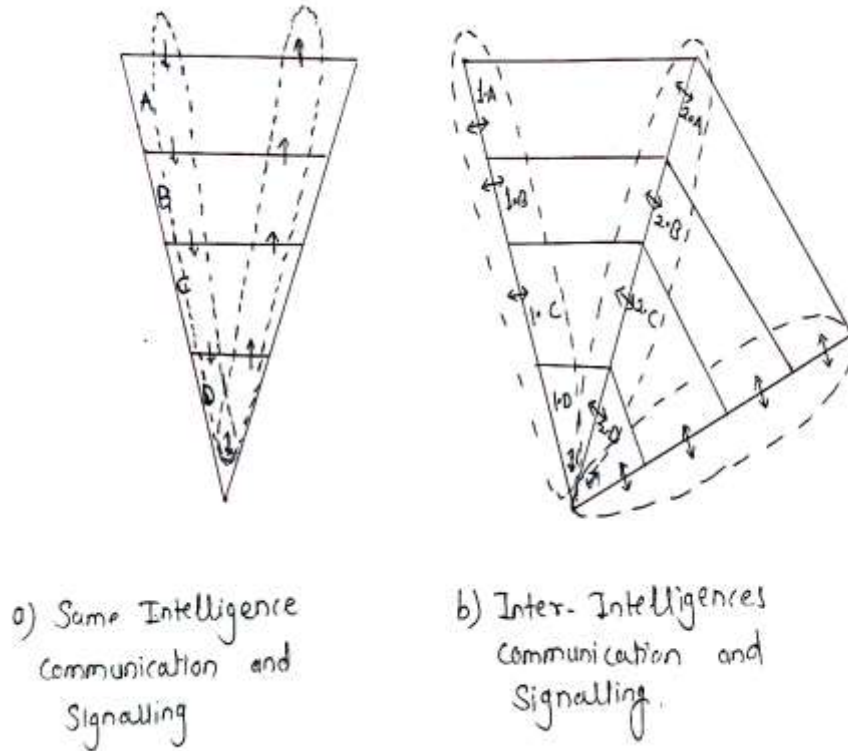
This third important layer Type of AI H/Ws expansion of section into five segments are Buffer Design to hold , swap and buffer data temporarily while intelligence processing task. Memory design to store chunk of data, command and instruction for sometime during execution of process. Process Timing and Control Designs for process control, time management and to generate time signals or machine cycles. “Intelligence Design” is actual Chip or IC called “Controllers & Processors” which engineering and features decide in which category that’s AI engineered and its type. The final segment is storage to store self learning/machine learning algorithms, procedures, system calls, procedures and subroutines etc and in/out/store/recall user’s data/results/information and all these five segments engineering at digital, optical or quantum level.

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This is the expansion of last layer of any section type of AI S/Ws Designs as fragmented into five segments; the first one is about IO calls, Subroutines, procedures designs for process handling and management. The second segment is Database, Knowledgebase, MDDBs structures, information and conversion from one type to another type AI communication with signals switching need to engineer. The third segment is regarding Intelligence algorithm and functions designs to assist intelligence process of end users. The forth segment about to engineer Intelligence Interchange Programs design for intra segments different types of AIs communication in single mesh of AI called “Artificial Wisdom”. The last is intelligence self learning operating systems designs and engineering for inter and intra AIs communication, processing and response with interaction to external world.

## Omni directional (Inter and Intra Sections) Communication and Signals modelling



As again recall to main model octane with different types of AIs to form single ultimate intelligence and Artificial Brain not only all signals and communication recognize and process by same intelligence but any or all possible types of intelligences to work and process together like single brain called “Artificial Wisdom” and its modelling exhibits in above model with single and bidirectional arrow lines for clear understanding how one could engineer it.