



Intelligence Renaissance Industries

IRI

The Four Technology Components
IBANK OASIS SELDON XMOS

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Intelligence Renaissance Industries has four principle technology components that are the driving forces for the products, services that comprise the Company's business. These are addressed here in a sequence that reflects present focus and attention to all critical aspects of business development including investment funding, market readiness, technology readiness and maturity, competition, market impact, and future technical development requirements.

[1] XMOS

XMOS is a highly integrated series of online and arena-based competitive, strategic, and action-oriented games. Certain XMOS games are purely IRI developments and others are third-party partner productions. XMOS games are interfaced closely with OASIS. (XMOS = "X" (eXtreme) Massive (multiplayer) Online Simulations).

Games developed by IRI within the XMOS series have several key features:

- [1] Realism – a basis in “real world” (RW) places and situations – enabling connectivity with RW places but also characterized very significant departures, alternates, variations from “actual” RW settings.
- [2] Dynamic Reality – a basis in “digital world” (DW) environments - with rich VR, AR, MR technologies and features, not only in visualization but in other senses.
- [3] Synthetic Intelligence functions – advanced computational machine learning and human-machine interaction technologies that enable autonomous and autopoietic learning (extending beyond “artificial intelligence” as it is presently developed and practiced in most commercial-focus practices.
- [4] Individual and team-based gameplay conducted in both online (computer) and onsite (arena) settings, with capability for integration of certain features between the online and onsite gameplay.
- [5] Strategic and tactical decision-making within the context of adventures and missions conducted by players, and not only “race and combat” gameplay.
- [6] Significant use of vehicles, robots, sensors, actuators, and other machines in the gameplay, especially in the context of races, conflicts, and competitions to achieve goals and gain points.
- [7] Commerce and trade and other dealings by players and potentially also non-players in the course of the gameplay, which can have significant bearing on gameplay points, powers, and other capabilities.
- [8] Arena-based tournaments where players may be engaged simultaneously in both online and onsite activities, and whereby the latter include physical, mobile machines that are “similar” in functions to those used in the online game phases.
- [9] Player and sponsor engagement in the design of various machines and instruments used in gameplay, particularly those employed in arena competitions.
- [10] OASIS compatibility whereby the gameplay can adapt with (flow-through, share certain attributes, functions, and entities) the “Virtual-Real World” of OASIS.
- [11] Opportunity for gameplay to include interfaces with other IRI components such as SELDON and IBANK, and with select third-party games and virtual-world simulations.
- [12] Socially enhancing and personalization-enriching interactions, with emotional and sensual richness and depth, that can include virtually any variety of gameplay experience, governed by IRI guidelines.

XMOS historical development began in the 1990's within the context of funded research projects. Currently all XMOS technology is exclusively held by or licensed to IRI. XMOS is most likely going to be the IRI component that produces the first concrete, tangible, demonstrable things to show investors and others. IRI will always have a clear majority equity stake and control in XMOS Games. However, certain game interests may be sold or traded in some future time.

[2] OASIS

The OASIS component employs an open-ended simulation environment of digital worlds that include detailed 3D simulated landscapes and actions. The OASIS architecture is in development and includes a large software system that is compatible with leading mainstream 3D, VR and simulation development tools. OASIS comprises these four highly-integrated and mutually cohesive areas of IRI business activity:

Teleoperation-Telepresence

Distributed Teleoperation and Telepresence

(including software, potentially also electromechanical devices and machines, and the education/training business activities)

We will grow this business activity out of, from, commencing with, what we are doing in XMOS with games. The games start first, then this grows naturally through it. However, there can be some contracts (e.g., consulting, and/or to produce a system) as well as investment interest early on.

IRI may choose to sell a significant part of this part of the business. Ideally IRI will hold and keep as much of this as possible.

Multi-Agent and Multi-Environment Simulations

Simulations, primarily as applications for either specific clients or more widespread sale/licensing, that emphasize precisely everything that is going into the technology and content of XMOS games and the Teleops/Telepresence business components.

This business activity grows from and commences with what we are doing in the game and teleops/telepresence areas. There can be some contracts (e.g., consulting, and/or to produce a system) as well as investment interest early on.

This seems to be an area where the Company could sell off stakes or whole units of particular simulation systems or software applications, but the core of this belongs within OASIS and thus within IRI *in perpetuum*.

Autopoietic Intelligent Cybernetics

This is the “powerhouse, the engine, the drive train” for everything in IRI, really, including in the more advanced generations of games, simulations, and everything we will produce and run. This is the technical base that makes OASIS (and very advanced and intelligent games, simulations, and teleoperations) possible, and “ahead of all others”.

This business activity out of, from, commencing with, what is done in the game and simulation areas, and particularly in the context of the OASIS worlds and the use of games that will exist therein, but also in the context of the SELDON business unit.

Adaptive Risk-Modeling and Control

This is not so very separate from everything else, but it is useful to think of it in a different functional way. This pertains directly to games, simulations, teleoperations, predictive analysis, and activities such as cryptocurrency trading, smart contracts, and betting, etc., that may be within XMOS, OASIS or I-Bank.

This business activity out of, from, commencing with, what is done in the game and simulation areas, and particularly in the context of the OASIS worlds and the use of games that will exist therein, but also in the context of the SELDON business unit.

OASIS development began conceptually and in the form of experimental prototypes in the 1980's within the context of funded research projects and corporate product development. A specific new phase of development commenced in 2015. Currently all OASIS technology is exclusively held by or licensed to IRI. The Company will always have a clear and perpetual majority equity stake and control in OASIS. There will never be a sell-off or risk of a hostile takeover of the OASIS business. It will become a “major target” for others, because of how it will grow in mass-popularity and in the information and knowledge it produces. OASIS will be protected within the overall structure of the Company.

[3] SELDON

The nature of SELDON is Predictive Socioeconomic Knowledge. This is the Prediction Engine business.

It grows out of OASIS and XMOS in particular, because those components of IRI produce the most data and information that goes into SELDON. Certain information may be obtained also from IBANK activities.

SELDON involves multiple parallel cooperative and competitive knowledge engineering technologies that span a large range of paradigms and algorithms. Of foremost importance is the use of well-established statistical, artificial intelligence, and pattern recognition methods in tandem with quantum probability models, turbulence models, strange attractors, chaos and catastrophe theory, and complexity theory. Of special value is the employment of directed acyclic graphs (DAGs) with mathematical and physical models drawn from causal sets and causal dynamical triangulations.

SELDON serves users with predictions and forecasts related to different events and sequences of events in the context of very large (massive) population dispositions, trends and expected reactions. It may be compared to thermodynamic models as well. SELDON is not based upon search techniques nor upon crowdsourcing models such as are employed using certain blockchain algorithms. It is used by businesses and institutions primarily, but it can have a general mass-consumer interface. SELDON is for prediction what Google is for search. The one (Google) provides lists of URLs in response to queries based upon select words and phrases as well as other meta-information pertaining to the same general data-handling practices. The other (SELDON) provides forecasts, estimates, and hypothetical outcomes, in response to observed behaviors of massive numbers of cybernetic agents including human populations, corporate entities, and autonomous information systems.

SELDON historical development began in the 1980's within the context of funded research projects. A specific new phase of development commenced in 2016. Currently all SELDON technology is exclusively held by or licensed to IRI. The Company will always have a clear and perpetual majority equity stake and control in SELDON. As with OASIS, there will never be a sell-off or risk of a hostile takeover of the SELDON business. It will become a “major target” for others, because of how it will grow in mass-popularity and in the information and knowledge it produces. SELDON will be protected within the overall structure of the Company.

[4] IBANK

The function of IBANK is to provide Private Information Bank and Trust operations with Information Securities. This is a revolutionary new direction in the management of informational objects, represented in digital forms, serving as private, negotiable, tradable securities. IBANK is more more than a “data haven” or an exchange for smart contracts or other negotiable commodities represented as currencies or other quantitative values. Clients provide IBANK with data objects which are secured in a manner that strongly, mathematically, prevents decryption and access to content by any unauthorized entity. These objects may be purely stored in a “lockbox” capacity, or they may be brokered for sale and/or trade under a variety of terms - including but not limited to barter, options, or direct sale for cash, conventional market securities, fixed goods, consumable goods, or other forms – with other buyers. IBANK acts as banker and broker in such transactions.

IBANK as a business function within IRI grows out of and with OASIS and SELDON in particular, but it will eventually become a resource for gaming and all facets including betting and gambling connected therewith.

IBANK historical development began in the 2000's within the context of funded research projects and private corporate development. A specific new phase of development commenced in 2014. Currently all IBANK technology is exclusively held by or licensed to IRI. The Company will always have a clear and perpetual majority equity stake and control in IBANK. As with OASIS and SELDON, there will never be a sell-off or risk of a hostile takeover of the IBANK business. It will become a “major target” for others, because of how it will grow in mass-popularity and in the information and knowledge it produces. IBANK will be protected within the overall structure of the Company.