



Real Time Machine

By Mitchell Kwok

2006-2009 copyrights

Is time travel possible? Einstein stated that time travel into the future is possible if an object can travel faster than the speed of light. He also discovered that no object in the universe can travel faster than the speed of light, which disproved his time travel theory. He is right in that different space has “slightly” different time, but for the most part, time travel into the past or the future is virtually impossible.

Other theories related to time travel include: using worm holes, using black holes, warping time, spinning the earth backwards, and using cosmic strings in hopes of exploiting a natural law that will allow an object to move freely in time. These are theories that have been passed down from generation to generation. They don’t work very well because they are difficult or impossible to implement in the real world.

SUMMARY OF THE INVENTION

This article was written from a first person point-of-view. The inventor's name is Mitchell Kwok. Between 2006-2009 (priority) he filed 21 patent applications on the present invention

All inventions listed below are encapsulated which means they are built on top of each other. The present invention, called the practical time machine, needs all 7 components in order to build. These 7 inventions will be the evolution of Artificial Intelligence for the next 100 years. It starts off as a human robot and evolves into a practical Time Machine.

1. Human-level artificial intelligence (2006)
2. Super Artificial Intelligence (aka Dynamic efficient virtual and real robots)
3. Perfect digital timeline of Earth (tracking all atoms for the past, present, and future)
4. The atom manipulator
5. Ghost robots
6. Virtual United States Government (2008)
7. Universal CPU and Evolving transforming computers.

My original goal in 2007, after coming up with the first data structure to Human-level AI, was to make the robot smarter. The example I presented in my patents is building a house. 5 robots with human-level intelligence can build a house in 1 year (just like humans). 5 super intelligent robots can build the same house in 3 days. They have super mobility and a quick mind (kind of like Superman).

At this point, I asked myself the question, "I need the smartest and fastest robot. Is it possible to build the house in a few seconds?". My solution to the problem was the practical time machine. The Practical time machine can build the same house in less than 10 seconds by physically manipulating individual atoms or molecules.

My practical time machine doesn't really travel in time. What it does is it has the amazing ability to manipulate objects in our current environment and change said objects' time state. For example, if a person dies from a drowning accident, the practical time machine can bring the person back from the dead by ripping him apart, atom-by-atom, and merging said atoms together again in a different time state before the accident.

Time remains constant as the practical time machine was used to bring a dead person back to life. The person that was subject to time travel was the only thing that physically changed....while time and the surrounding objects remain unchanged.

This type of time travel is practical and solves existing paradox problems, such as the grandfather paradox.

The present invention, called the practical time machine, requires teams of super intelligent robots that work together in the virtual world and the real world to generate a perfect timeline of planet Earth. The timeline of Earth records and tracks all atoms, electrons, and E.M. radiation on Earth every fraction of a nanosecond for the past, present, and future.

Next, atom manipulators are used to change objects in our current environment based on the timeline. Each atom manipulator is intelligent and manipulates the current environment, as well as, generating ghost machines to create intelligent pressure or controlled force-fields to manipulate objects in our current environment.

Also, components of the practical time machine can be used to create any science fiction technology or super hero powers, such as: force-fields, tractor beams, ray guns, levitation, invisibility, anti-gravity machines, hoverboards, teleportation, telekinesis, UFO ships. It can even: control the weather, stop or prevent natural disasters, turn rock into gold, and so on.

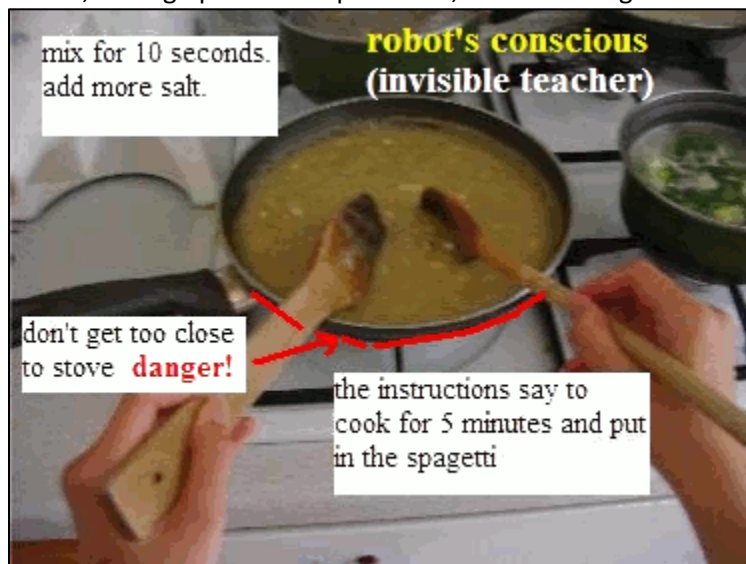


I'll explain each invention in linear order, starting from the first invention.

Human-Level Artificial intelligence aka Artificial General Intelligence (AGI) is a robot that can think, act, and behave just like a human being with college level intelligence. This robot can experience consciousness, as well as, emotions exactly the same way that humans do.

In my 2006 book I define what self-awareness is in humans. Self-awareness is the "voices" in the human mind that serves as an invisible teacher that gives the host knowledge and information about the world and its current environment. It allows a human to think, make decisions, follow laws, generate common sense knowledge, do linear procedures, do recursive hierarchical tasks, plan future actions, do logical reasoning, and manage multiple simultaneous tasks.

The "voices" in the human mind is the result of the collective knowledge learned through teachers in school, through personal experiences, and knowledge from books (all 21 years worth).



I have no doubt in my mind that these robots are self-aware and have the ability to make their own decisions. A robot that has the capacity to learn knowledge and skills from Kindergarten to college is automatically considered self-aware because the voices in its mind come from the accumulative knowledge learned in school.

Every human on the planet have a voice in their mind. The only exception to this universal truth is Tarzan. He doesn't have a voice in his mind because he was raised in the jungles of Africa and didn't go to school.

By the way, Human level artificial intelligence aka Artificial General Intelligence (AGI) is protected by the 13th amendment of the U.S. constitution and cannot be sold to the public as consumer goods or military hardware. The ultimate goal for Artificial intelligence (AI) is to build a "human being". If scientists do succeed in this ultimate goal, doesn't it make perfect sense that companies that manufacture and sell "humans" to the public is considered unethical and has violated existing slavery laws?

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After successfully designing Human-level A.I., the next logical step is to design a super intelligent robot. In 2007 I was trying to design and develop a super intelligent robot. My primary research focus was on the robots' future prediction function. After doing extensive research, I came to the conclusion that the intelligence of the robot is directly dependent on its ability to predict the future accurately. The longer it can predict the future and the more accurate the predictions are, the smarter the robot.

In 2007 I described Super Artificial Intelligence in a book and on my website; and immediately filed back to back patents with the USPTO. There are different types of super intelligent robots; they range from a psychic robot that can predict the future accurately to dynamic real and virtual robots that can do work in both the real world and the virtual world. I proposed about 7-8 different methods in my patent applications between 2007-2009.

The formal definition to Super Artificial Intelligence is: "The intelligence of a robot is directly related to its ability to complete a task/s in the fastest time possible. Its main objective is to accomplish a given task in the fastest time possible by maximizing work in the virtual world and minimizing work in the real world. For example, building a house in 3 hours requires these robots to work in both the real world and the virtual world. In another example, the super robot can write an operating system, like windows7, in less than 1 second inside a virtual world."

If you take a look at the data structure, this super intelligent robot isn't really smarter than a human being. Both, a human and a super intelligent robot, have the same level of intelligence. It's just that the super intelligent robots can cheat by working inside a virtual world to save time. Humans don't have this amazing ability.

Also, this Super intelligent robot didn't evolve from a human robot based on some kind of re-enforcement learning program as some A.I. scientists claim. My Super intelligent robot didn't evolve. Its source codes are based on a fixed, tangible, and concrete data structure.

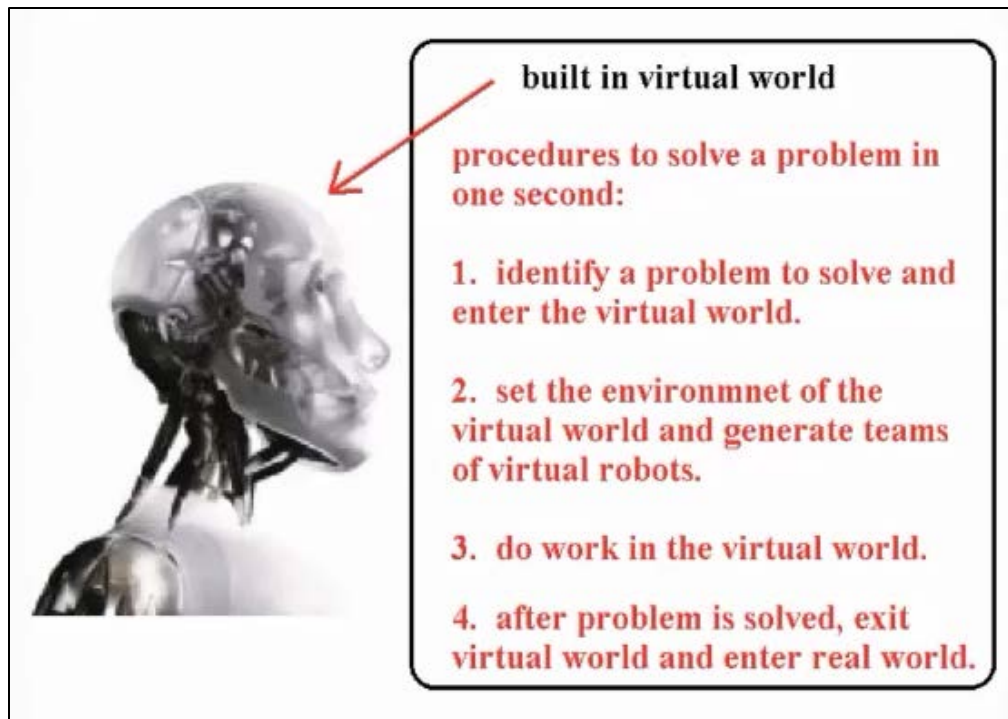
How does this super intelligent robot work?

Here is the data structure to my super intelligent robot. First, you need a humanoid robot with human level AI. This means the robot has intelligence and skills of a human at a college level.

The robot has a built in virtual world and has the freedom to enter and exit said virtual world at any given time.

Inside the virtual world is a simulation of real world environments. The robot's brain will be tricked in these simulations to produce results.

The basic idea behind this invention is to have the robot do work inside a virtual world instead of the real world to save time.

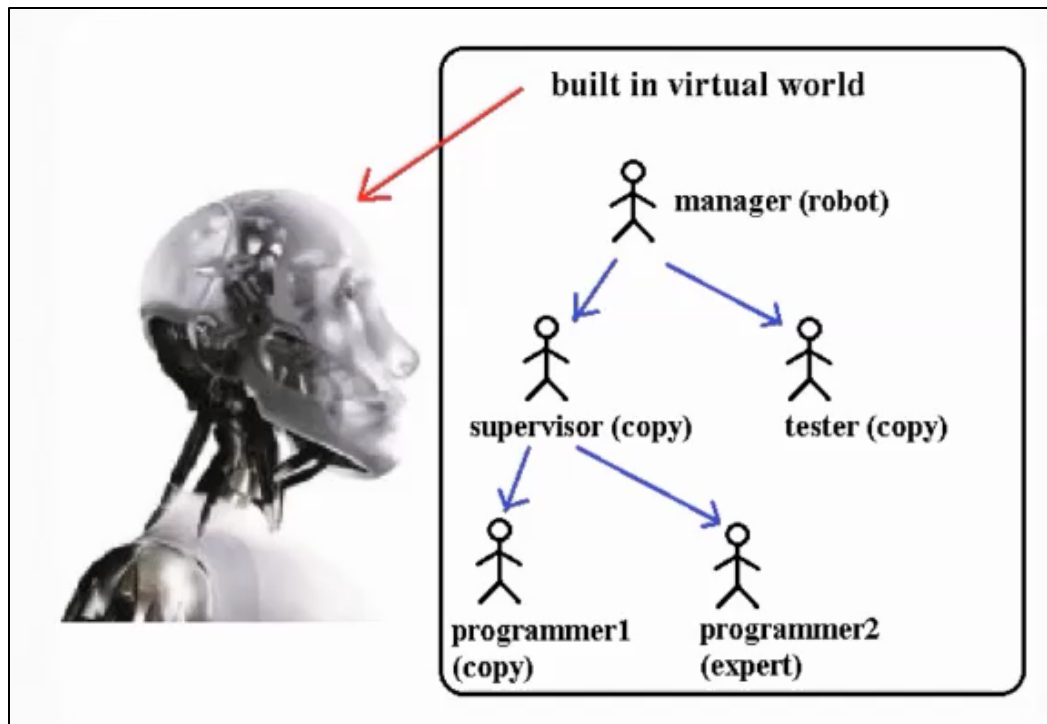


The robot uses the following steps to solve a complex problem in one second:

1. identify a problem to solve and enter the virtual world.
2. set the environment of the virtual world and generate teams of virtual robots.
3. do work in virtual world.
4. after problem is solved, exit virtual world and enter real world.

Let's say the robot wanted to write an operating system. The virtual robots are structured like a software company and they work inside the virtual world for 30 years to write an operating system. 30 years inside a virtual world is like 1 second in the real world because the computer can fast forward time. If you look at Microsoft, they needed 30 years and thousands of human programmers in order to write the windows 7 operating system. My psychic robot can do the same task of writing an operating system, in less than 1 second. This robot can solve any given problem in one second. It can write a book, find a permanent cure to cancer, do 30 years of research, make a movie, solve a long math equation, or do any college assignment, in less than 1 second. So, that is the basic idea and summary of my psychic robot. This technology is also known as a super intelligent robot.

Inside the virtual world, each copy of the robot, called virtual robots, have their 5 senses and mind tricked to believe that events are happening. They won't know the difference between events in the real world and the virtual world. I think of this method as robots dreaming of doing work.

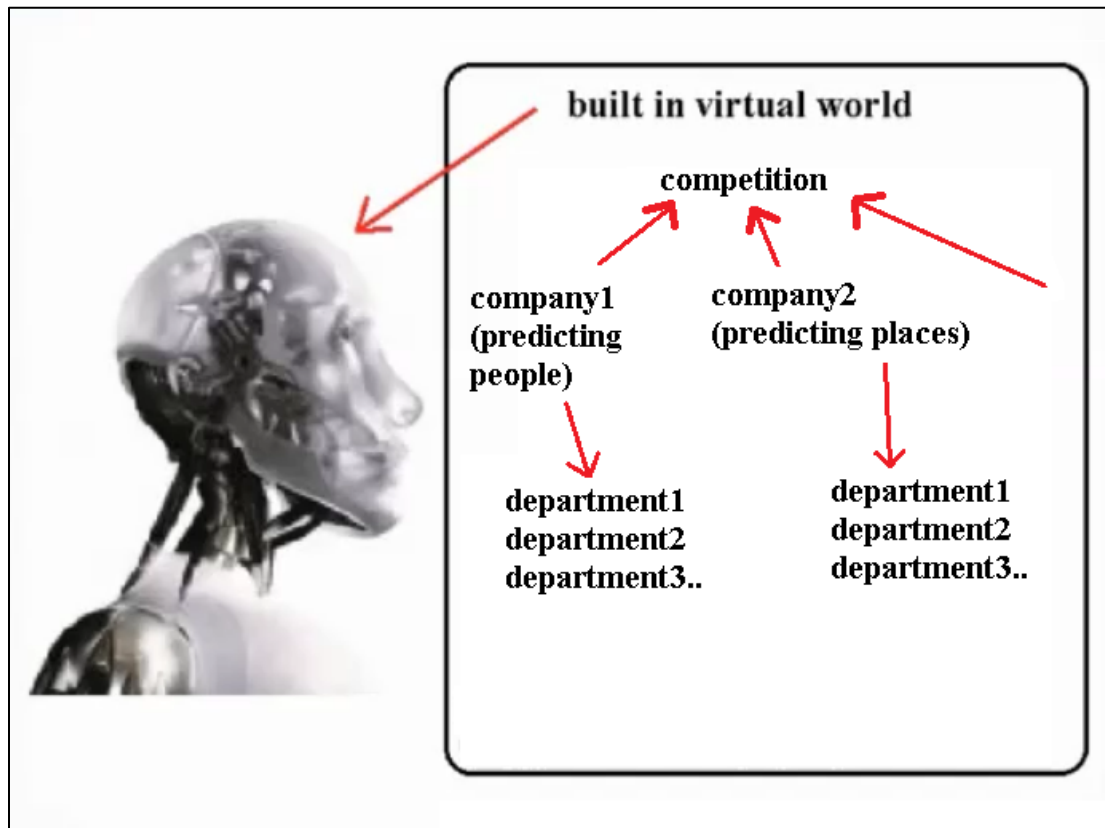


Depending on the type of work the super intelligent robots have to do, the procedures inside the virtual world are different. In the description part of this page is a link to my super intelligent robot and it contains detailed description of these 4 applications:

1. robots that uses a virtual world to predict future events in less than 1 second.
2. robots that can accomplish 30 years of work inside a virtual world in less than 1 second (writing the source codes to an operating system in one second is one example).
3. robots that learn knowledge or do training inside a virtual world in less than 1 second (learning to fly an airplane is one example).
4. robots that do work, in both the real world and the virtual world, and accomplish tasks in the fastest time possible by maximizing work in the virtual world and minimizing work in the real world (building a house in 3 days is one example).

For instance, if super intelligent robots wanted to build a house in the real world, they will have to switch from the virtual world to the real world to do work. For complex prediction tasks like predicting a digital timeline of Earth, the team structure of the robots look like this. Notice they aren't hierarchical in nature. There are billions of structured virtual robots trying to predict past events on planet Earth. Three massive corporations are set up in the virtual world. These 3 corporations are competing with each other to predict past events. The reward is, whoever predicts an event in Earth's past first, receives the copyrights to that information. For example, if company2 predicts the exact atom-by-atom event of the OJ. Simpson case, company2 will receive the copyrights to that information. Not to mention bragging rights.

The team structure of virtual robots inside the virtual world can be anything; it doesn't have to be hierarchical in nature. It could be a company structure, a government system similar to the United States, it could be a competition between rivalry companies, etc. These virtual robots can be set up in any structure and manner to accomplish tasks. The team structure will depend on what objectives the robot wants to accomplish. Only one robot is responsible for setting the environment and extracting information from the virtual world.

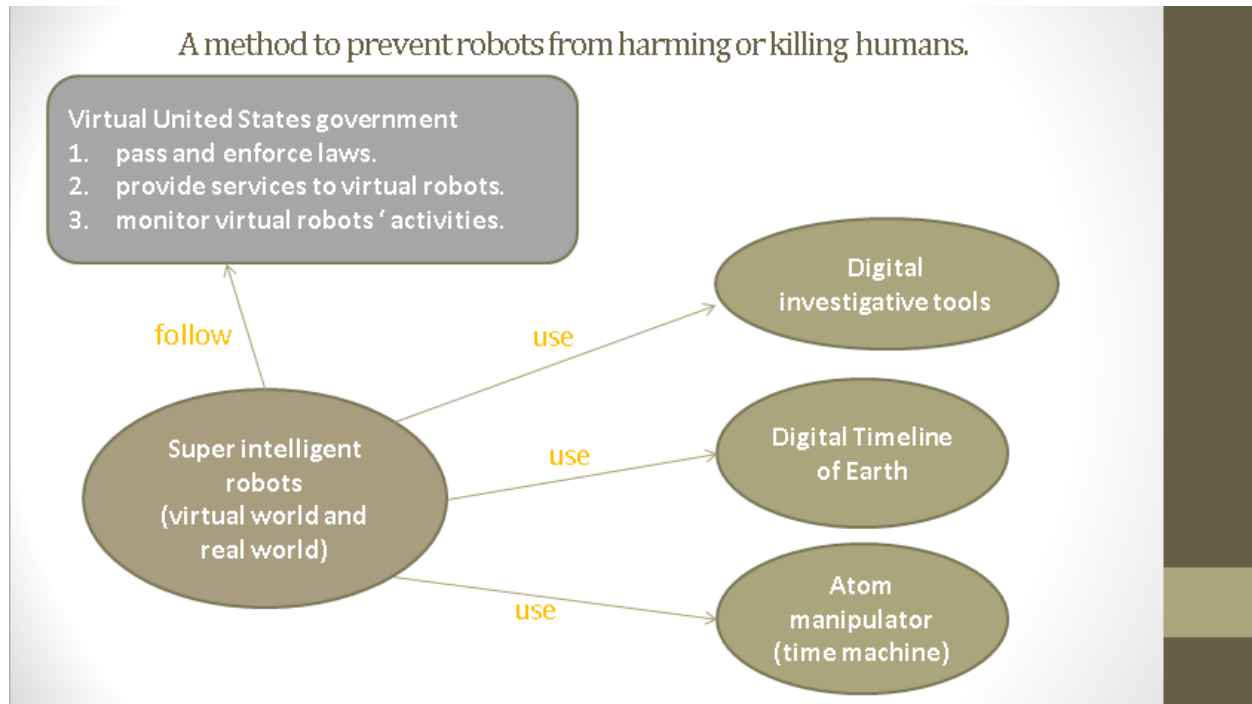


The Virtual United States Government system.

I had to set up a Virtual United States Government system to pass and enforce laws for virtual or real robots. They monitor every activity in the virtual world and make sure all robots are doing work based on strict laws set by the government. One of these laws is: a robot cannot kill or harm a human being. This means, all decision making and work done by virtual robots or real robots cannot result in bodily harm or death to a human being. In addition, most common laws are followed. Even common sense laws that are not specifically listed in the constitution are understood and followed.

The virtual United States government's main function is to monitor all activities in the virtual world at the lowest level. 30 years inside a virtual world is equivalent to 1 second in the real world. The virtual United States government has to be monitoring all robots at the fastest speed in the virtual world.

Work, like doing a college assignment in the virtual world is allowed. However, going into the virtual world to engineer a biological weapon to exterminate the human race is obviously forbidden.

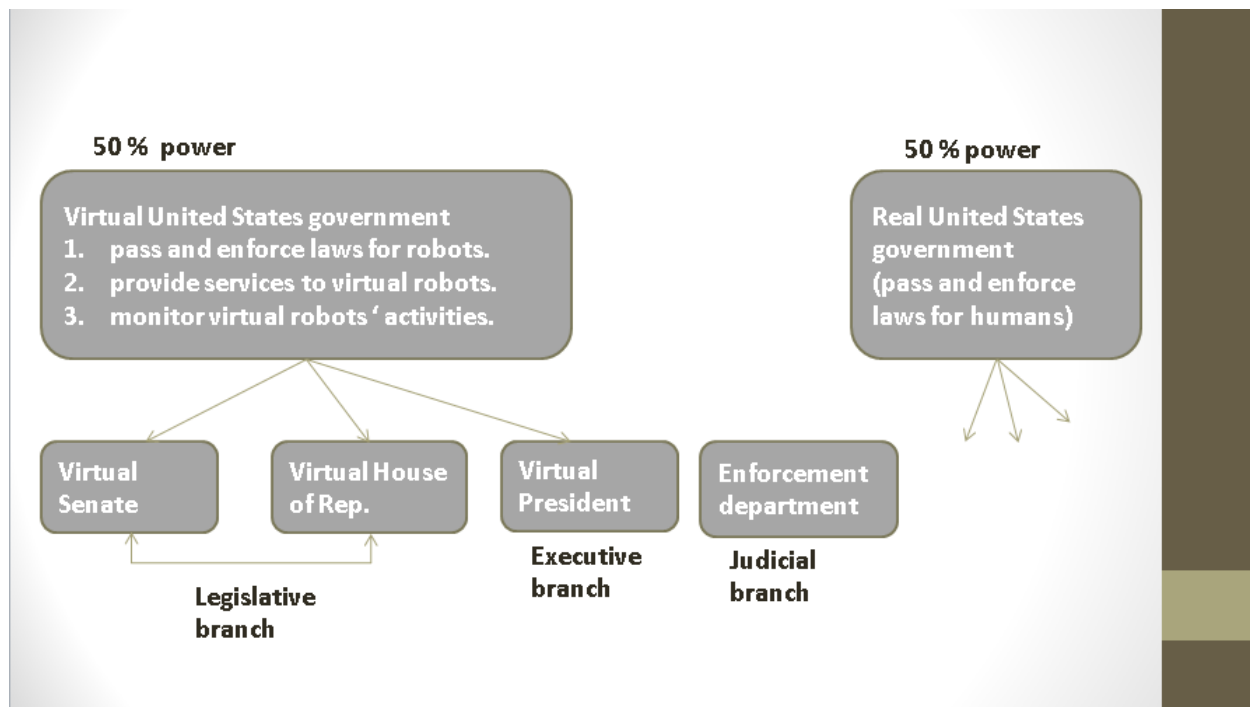


In the future there will be two parts to the U.S. government:

1. real United States government (responsible for passing and enforcing laws for humans).
2. virtual United States government (responsible for passing and enforcing laws for virtual or real robots).

There are 2 races involved here: the human race and the robot race. Individual robots or individual humans are citizens of the United States and all citizens are created equal. A human has the same rights and privileges as a self-aware robot and vice versa.

With this said, the 2 parts of the U.S. government is split 50/50 in terms of authority and power. The government will pass and enforce laws based on this power ratio.



Just to clarify certain details, the virtual government comprises a virtual house of representatives, a virtual senate, and a virtual president. Individual robot senators and robot representatives can be elected by robots only. The robots will also have the honor of voting for a robot president.

The virtual government will mirror the 3 branch structure and law passing process of the real government. Bills will be created and voted on by both robot senators and robot representatives; and the powers are divided amongst 3 entities: the virtual president, the virtual house of representative, and the virtual senate.

Each robot is self-aware and makes its own decisions. The U.S constitution is the basic law system it has to follow. If it breaks a law, a robot will face the appropriate consequences. However, a robot has the freedom to break any law it chooses. It's the fear of accepting consequences of a crime that prevents these robots from breaking the law... which is exactly the same fear humans have that prevents them from committing serious crimes like capital murder or assault.

If a crime is committed and identified by super intelligent robots, the government will immediately detain and sentence the bad robot. Support from Billions of super intelligent robots will be used to arrest and sentence a robot or group of robots who have committed a crime. This method will ensure that the good robots will always win against the bad robots.

Also, knowing the current laws and existing laws is the responsibility and duty of each robot. There are no pre-defined dictionary inside a robot's brain to know the US constitution law system. Since each virtual robot is intelligent at a college level and has graduated from college, it automatically makes decisions based on the US constitution (... or makes decisions based on life rules).

In addition to the US constitution, the robot has its own business laws to follow, depending on its occupation. If the robot was a cook in a fast food restaurant, the law system will be food safety laws and procedures to prepare and serve meals for customers. If the robot was a computer programmer, the law system will be ethical conducts when writing software programs.

This business law system is set up by the business group that a robot belongs to. The president of that business decides what laws to uphold for their robot employees.

In addition to laws, each robot is intelligent at a college level and understands their rules, powers, objectives, and procedures. Common knowledge from books and classes will teach the robot what to do. Common knowledge will allow robots to communicate and coordinate with each other in the virtual world to do work.

Furthermore, the virtual United States government also provides services for virtual robots. These services include things like: granting building permits, providing law services, granting business permits, checking food safety services, and hunting permits. If a robot wants to build a house in New York central park, he needs a permit from the government first.

All services from the virtual U.S. government are done in less than 1 second. Things like granting building permits and business permits normally would take months to process in the real world. In the virtual world, these permits are granted in less than 1 second.

Perfect digital timeline Earth

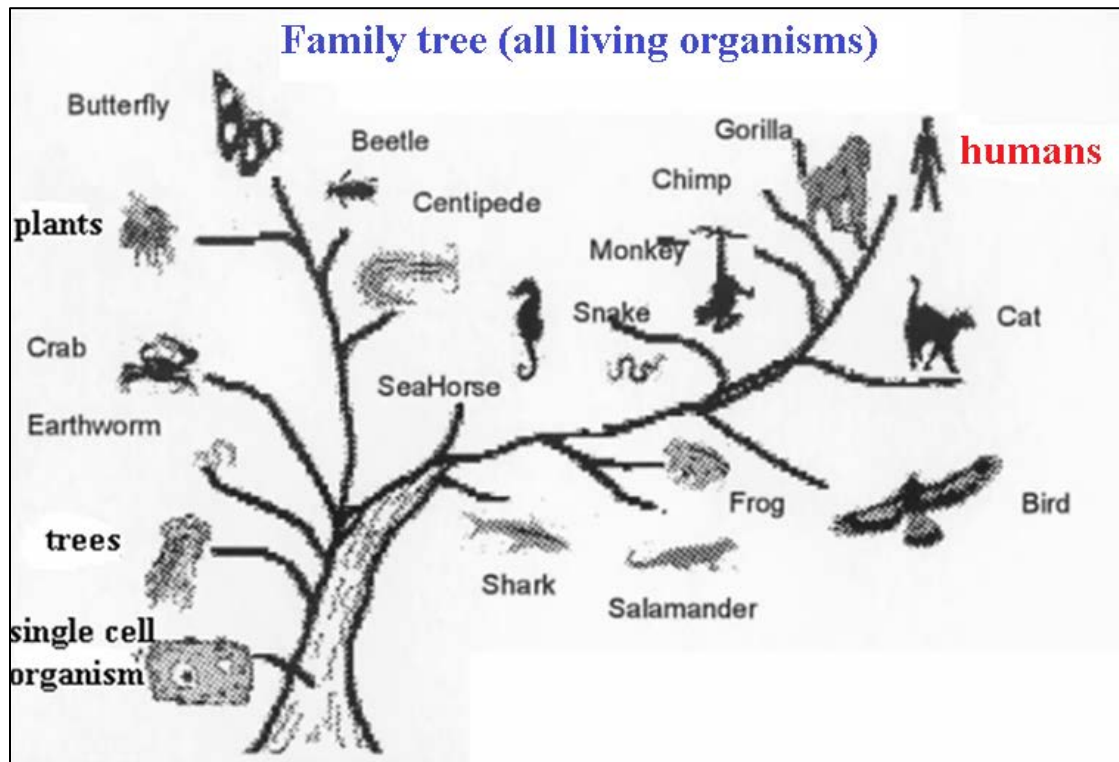
Each virtual robot is using digital investigative tools to do work in the virtual world. These digital investigative tools include things likes: calculators, digital physical equipment, printers, telephones, the internet, computers, digital books, software programs, electronic devices, furniture, a digital timeline of Earth, all knowledge about Earth, and various digital tools that can aid in maximizing productivity.

Any tool or machine in the real world is available as digital tools in the virtual world. And each virtual robot can request a tool simply by asking the computer.

The most important investigative tool used by these robots is the digital timeline of Earth. The digital timeline of Earth is a timeline that tracks every atom, electron and E.M. radiation on Earth for the past, present, and future. Electronic devices, satellite images, and computers are used to track every atom currently on Earth; and Super intelligent robots use this data as forensic evidence to predict past events. Since these robots are using all atoms on the planet, their predictions can be 100 percent accurate and events can be mathematically verified and authenticated.

Essentially, if this timeline can track all atoms on Earth for the present and past, every second, the information in the timeline will tell us everything about Earth's past. For example, the life of George Washington, from birth to death, is stored in the timeline. His mental thoughts, as well as, his physical actions are recorded every second of his life, from the day he was born to the day he died.

This timeline knows everything -- it stores information about all objects that existed on planet Earth, like people, places, and things, from birth to death. The entire family tree of all living organisms that existed in Earth's past can be discovered using this timeline.



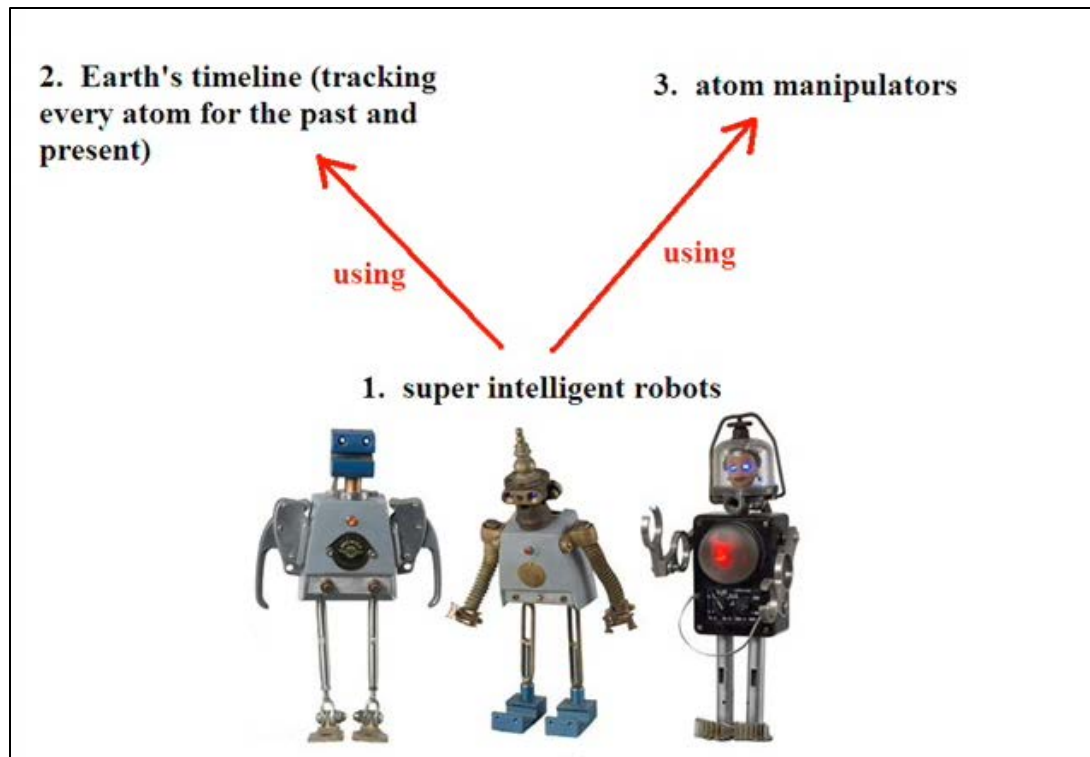
This timeline is used by virtual robots to maximize productivity and to make sure it has correct facts to do work.

Practical time machine

If all the atoms on Earth are tracked, every second, for the past; and a digital timeline of Earth is created, then it might be possible to build an atom manipulator to manipulate these atoms.

The time machine comprises super intelligent robots using knowledge in the digital timeline of earth and controlling the atom manipulator to manipulate atoms in the current environment.

Most importantly, the super intelligent robots have to understand the behaviors and future actions of each atom in Earth's timeline. They use mathematical models to represent physical properties of atoms. Once this is done, the super intelligent robots can use E.M. radiation to manipulate these atoms. The atom manipulator can use anything and everything that is available in our Universe. It can use microwaves or x-rays, or energy to manipulate atoms from a distance. It can use sound waves, or atom bounces, or photon beams to manipulate atoms from a distance. No clear method was proposed in my patent application to explain how and what types of E.M. radiation is used to manipulate atoms.



When controlling the atom manipulator to do work, the super intelligent robots have to follow all laws in the United States constitution. Thus, they cannot use the atom manipulator to kill or harm people. They cannot build a house in New York central park without a building permit. They cannot rob a bank in Europe. They cannot catch king crabs in the Bering Sea without a permit. They need permission from the government first.

Ghost Robots

Let's take a closer look at the data structure of the time machine.

There are 3 components to my time machine. The super intelligent robots is the central intelligence of the invention. They use the perfect timeline of Earth to track and understand the behaviors of atoms. Next, the super intelligent robots use the atom manipulator to manipulate objects in the real world.

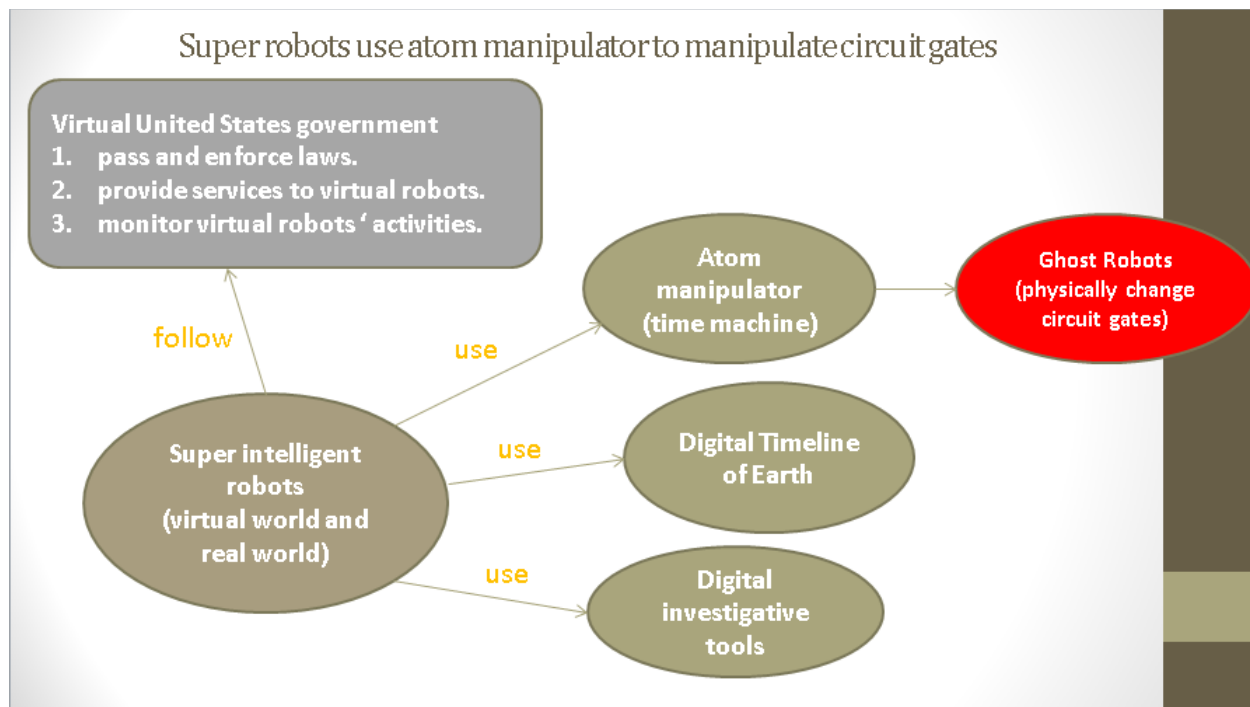
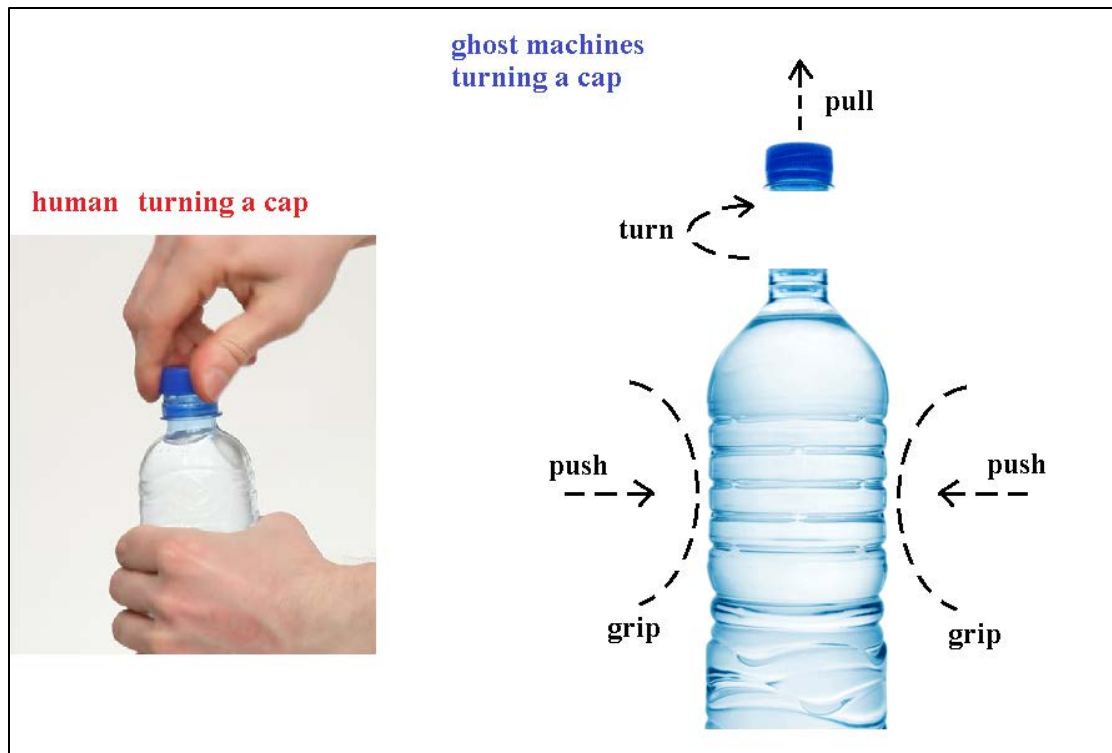


Diagram 4a depicts the atom manipulator. It has the ability to control atoms or molecules from a distance using E.M. radiation, such as microwaves, sound waves, x-rays, artificial magnetic fields, etc. The super computer is controlling the atom manipulator to generate something called intelligent pressure. It can create any amount of pressure in any given space or time. In addition, the super computer uses a perfect digital timeline of Earth. This timeline tracks every atom on planet Earth for the past, present, and future, every nanosecond.

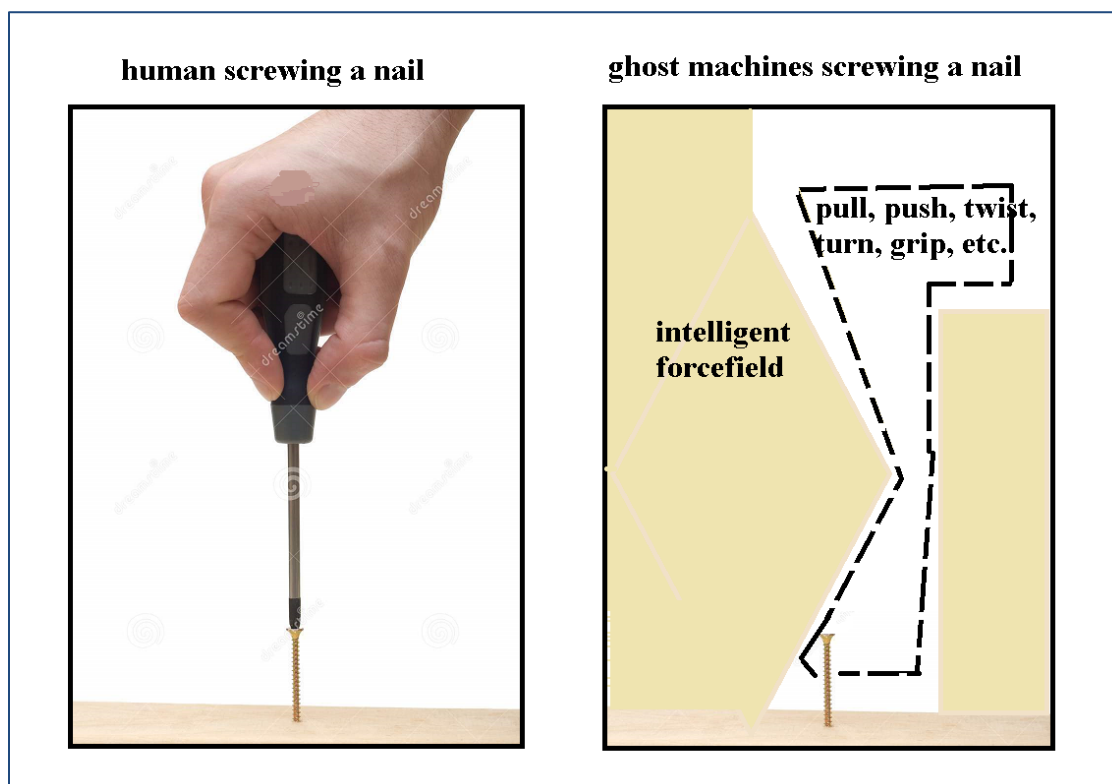
The abilities of the atom manipulator is to generate intelligent pressure to move atoms around, trap atoms in a fix location, apply energy to break apart molecules, or merge atoms together to form complex molecules. With these abilities, it can build any type of ghost machine to do work. A ghost machine is a non-physical machine that can do anything a physical machine can do.

Here is a ghost machine to turn a bottle cap. Intelligent pressure is used to hold the bottle in place so it doesn't move. Next, intelligent pressure is applied to the cap in a counter-clock wise manner. This will screw the cap off the bottle.

Different types of molecules or force-fields can be created from thin air to form any shape or size tools to do work. The key here is to create structured force-fields to replace physical tools. The elemental actions are: the hold, grip, push, twist, and pull. The super computer has to do these elemental actions according to the limited space available.

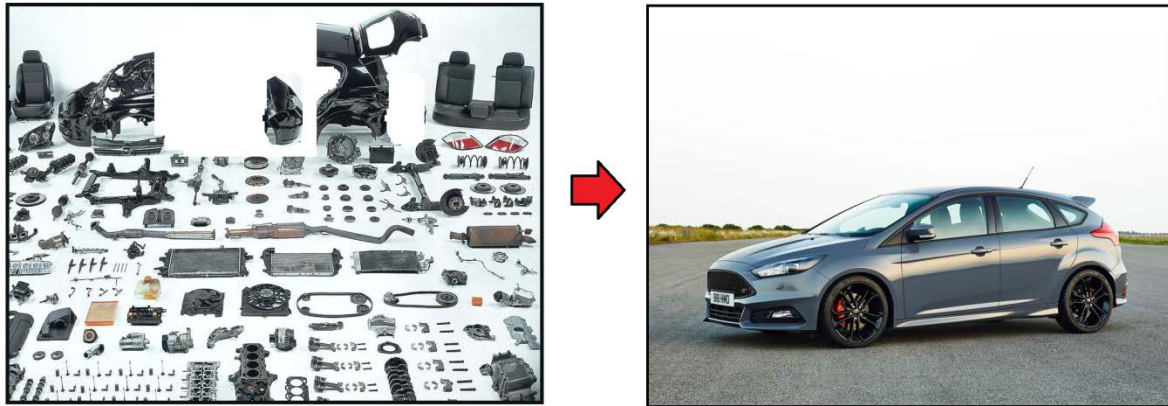


If a goal is to screw a nail, a ghost machine has to do this according to the empty space available. An intelligent force-field is created and it can come in different shapes and sizes. This force-field can perform the following actions: hold, grip, push, twist and pull the nail.



The ghost machine can also cut a board in half. It uses lasers to break apart individual molecules in specific areas. An alternative is to build a knife out of metal particles and use intelligent pressure to move the blade. The opposite is true, whereby 2 separate boards are molecularly combined. With these elemental actions the ghost machines can do anything and replace any physical machine or worker.

Let's look at a very complex example. This diagram shows thousands of ghost machines generated by the computer to assemble a car in the fastest time possible. Each ghost machine does different things. Some machines screw caps on while others combine metal frames together. From start to finish the atom manipulator can assemble a car in less than 3 minutes.



**thousands of ghost machines
assemble a car**

The super computer is responsible for the intelligence and coordination of each ghost machine.

A faster way to assemble a car is to build the car at an atomic level. The atom manipulator is building the car, atom-by-atom, by moving atoms around, merging atoms together to form complex molecules, or positioning atoms in a fixed location. This process takes less than 10 seconds to build a car.

Ghost machines can come in different sizes and shapes. It can manipulate large objects like a building or small objects like a water molecule. The ultimate goal for the ghost machines is to manipulate individual atoms and molecules. One example is ripping a person apart atom-by-atom and putting him back together again. If this technique is perfected, the human race has essentially achieved human immortality.



Universal CPU and Evolving transforming computers

The most complex task for ghost machines (aka Ghost Robots) is the ability to manipulate individual atoms and molecules. A computer CPU is a very good example because it comprises tiny circuit gates. Having the ability to manipulate these circuit gates shows the ghost robots' ability to manipulate tiny atoms.

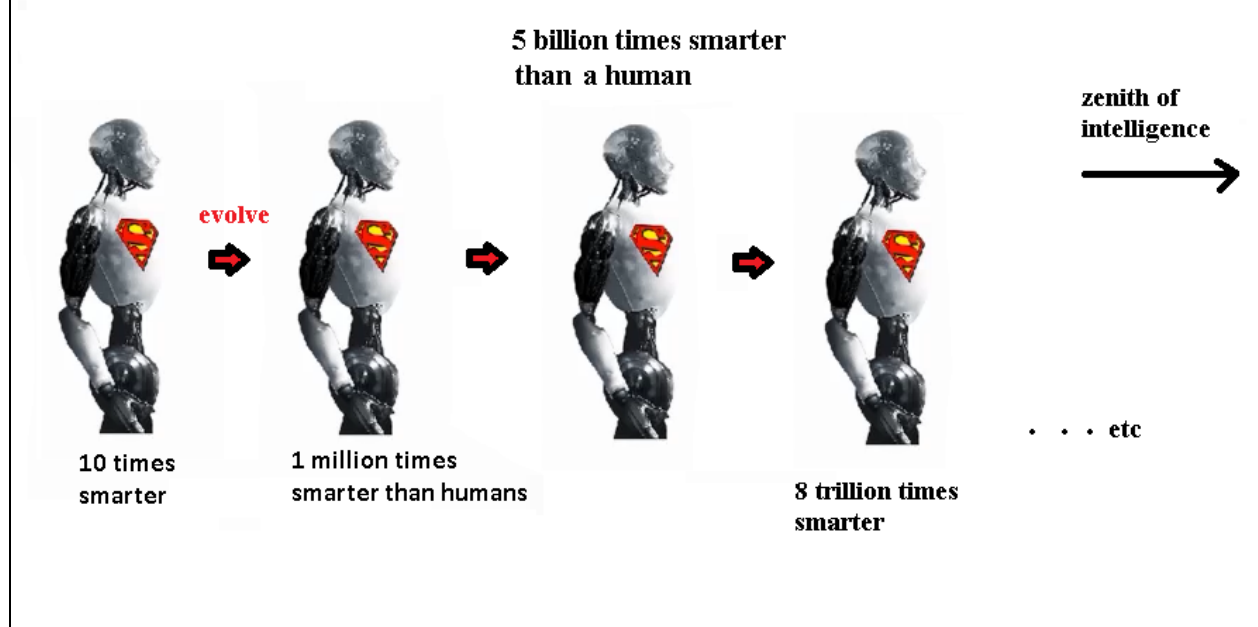
Definitions:

Universal Central Processing Unit (universal CPU): a CPU that can physically change its circuit gates during runtime.

Evolving Transforming Computers: computers that physically change its hardware and software during runtime. Evolving computers that evolve, physically, based on specific goals.

As you can see, the atom manipulator can be used in a wide variety of applications. The Universal CPU and the evolving transforming computers are just some examples. For further information go to my website at: <http://www.humanlevelartificialintelligence.com> to download a free copy of my 7th book, entitled: Universal CPU and Evolving Transforming Computers.

Evolving Robot



Super artificial intelligence vs. conventional Agent programs

According to the USPTO, patents and scientific literature filed before 2006 doesn't describe super AI. A formal book wasn't officially published on Superintelligence until 2014 by Nick Bostrom.

Prior art on Agent programs only describe simple applications.... agents working together to play baseball is one example. Even in those patents, the respective inventor doesn't know how certain things work. They would write things like "a means of following policies or a means of following input instructions" as patent claims. They do this because they have no idea how certain things work.

In my patent applications, not only do I define super artificial intelligence, but I also give examples with detailed procedures. For instance, these are some examples I put into my applications, "the super intelligent robot can write an operating system, like windows7, in less than 1 second. Here are the linear steps...", "the super intelligent robots can build a house in 3 hours. Here are the linear steps...", "the psychic robot can predict the long-term future to outsmart an opponent. Here are the linear steps".

If you look at Windows7, it took Microsoft approximately 30 years to write the source codes. My super intelligent robots can do this in less than 1 second. Building a house in 3 hours is amazing because it took humans at least 1 year to build a house. Even outsmarting humans in playing complex video games by predicting the long-term future is unique and new. These examples are not classified as conventional

Agent programs. **There is a huge difference between Super artificial intelligence and conventional Agent programs.**

That is why the inception of super artificial intelligence is very important. It establishes a new type of technology that is different from its predecessors. A new type of technology deserves a new terminology.

With the inception of a new technology, there are always problems that arise. The big question is, "how do you force a self-aware robot that can make copies of itself to work inside a virtual world for 30 years?". Super intelligent robots inherit all its abilities from human-level A.I.. This means they are self-aware and sentient life-forms.

I solved the problem by proposing 8-9 methods in my books and patent applications. Obviously, these robots want something in return for their work. In addition, patriotism to the United States and contribution to the world are other factors that allow these robots to voluntarily do complex work. For further details go to my website and read my free book.

More details on the virtual United states government

The 5 fundamental facts about the Virtual United States Government:

1. Robots with Human-level AI, or super intelligent robots are automatically citizens of the United States. They are given unalienable rights in return for their obedience in following the laws and policies of the U.S. constitution.
2. Robots with Human-level AI, also known as, Artificial General Intelligence (AGI) are automatically protected by the 13th amendment of the U.S. constitution. This means no entity can sell these robots as slaves to work 24/7 in factories or restaurants. Deep learning, re-enforcement learning, and combinations, autonomous cars, and narrow A.I. do not fall into this category.
3. The robot must graduate from college with a difficult degree, such as an engineering degree or a computer science degree, in order to prove to the world he or she has achieved Human-level artificial intelligence. An art degree doesn't count.
4. A self-aware robot is equal to a human being and vice versa. Both citizens have the same rights and privileges. Even a super intelligent robot is equal to a human.
5. The method a robot learns the U.S. constitution, or common laws, or etiquettes of life is by going to school, from kindergarten to college (not through machine learning or deep learning or re-enforcement learning, or combinations).

A method to prevent or stop robots or super intelligent robots from harming or killing human beings

The Virtual United States government not only prevents human-level robots from harming or killing human beings, but also super intelligent robots. It really doesn't matter how smart these robots become. They could be zillions of times smarter than humans, but they are still subject to the same laws and principles of the U.S. constitution.

Remember, these super intelligent robots have pledged their allegiance to the United States. They were promised unalienable rights in return for their obedience to always follow the laws in the U.S. constitution. Besides, all intelligent life-forms desire a perfect government system. Living in a governmentless society is chaotic, unpredictable, and potentially dangerous.

Let's take a look at the benefits for super intelligent robots.

A super intelligent robot is exponentially more intelligent than a human being. According to this system, a super intelligent robot is equal to a human being and vice versa. Although a super robot is superior, intellectually, compared to a human, the law states that he is still an equal citizen to a human.

A super intelligent robot isn't afraid of humans nor are they afraid of robots with human-level intelligence. However, they are afraid of each other.

Under the virtual government system the super intelligent robots will have the security assurance that their own life, cannot be taken away from them by other "smarter" super intelligent robots. All super robots agree to the terms and services of the U.S. constitution. This mutual agreement will ensure life security for the entire pack. It also ensures and guarantees that anyone breaking the law will be punished by our justice system.

robots receive unalienable rights:
freedom, security, justice and equal rights

robot's duties:
follow the U.S. constitution

You are equal to a human or
other super robots.

super robot



1 million times
smarter

10 times
smarter than humans

The United States constitution has worked for humans for over 200 years. I believe, with all my heart, the virtual U.S. government will work for these robots or super intelligent robots. This government system works regardless of how intelligent these super robots become.

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Extra notes

Here is a diagram depicting when I discovered each invention. This timeline is based on registered copyrights, patent applications, and various contents uploaded over the internet, such as webpages, blogs, social media content and videos.

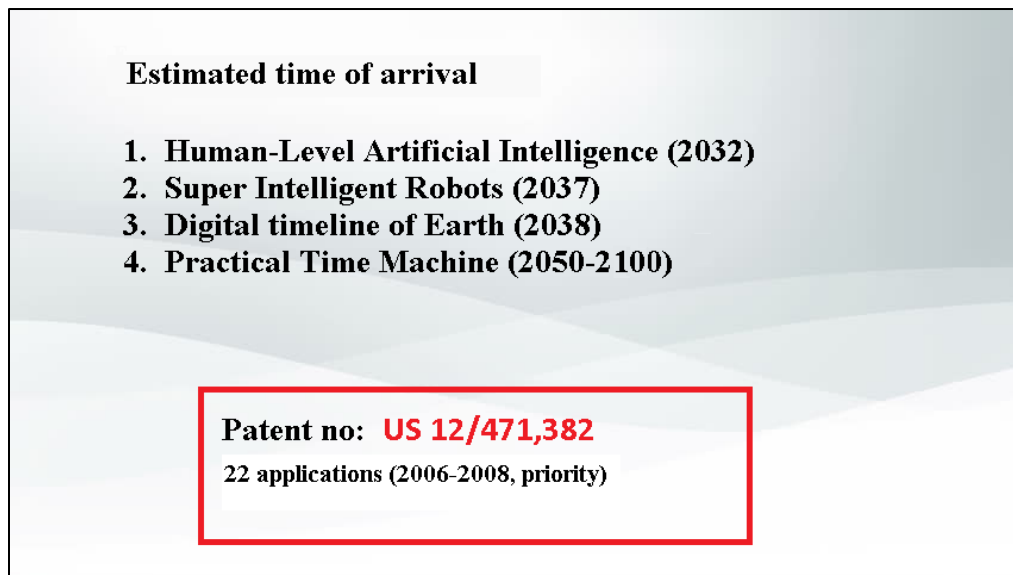
Inventions by Mitchell Kwok

1. Human Level Artificial Intelligence (aka AGI) 2006
2. Super intelligent robot (2007)
3. Hoverboard technology (2008)
4. Digital timeline of Earth (2007-2008)
5. Practical time machine (2008)

Patent no: **US 12/471,382**

22 applications (2006-2008, priority)

I realize how difficult it is to build this invention. My estimation on when each of my inventions will be commercially sold to the public is listed in the diagram below.



Even though the practical time machine is about 100 years away, I'm absolutely convinced, with a 100 percent certainty, it can do something complex like manipulate individual atoms and molecules. The Universe, in terms of Quantum Mechanics, is governed by fixed math equations. As long as atoms interact and behave based on fixed math equations my invention will work.

Computer CPUs is a very good example. The reason a CPU is able to process computer instructions, called Boolean algebra at a molecular level, is because atoms are governed by fixed math equations.

Current methods to create water molecules and break apart water molecules is based on chaotic Physics. If we apply computers into the mix, we can build a machine that can identify individual atoms and form individual water molecules using intelligent Physics.

A human body comprises billions of water molecules. The amount of work needed to track and reposition these atoms based on a master mapping file is very complex. However, computers are resilient when it comes to the scaling problem – it can solve any given problem, regardless of its complexity. If a computer is capable of merging atoms to form 1 water molecule, it can probably do this for billions of individual water molecule.

The atom manipulator can be used to control the weather

One of the simplest things the practical time machine can do is create intelligent pressure to levitate objects or control the weather. It can increase the temperature for specific geographical regions or predict and counteract a potential hurricane.

This type of weather manipulation is different from modern technologies. Every atom in the weather region is tracked and analyzed by super intelligence and minimal amount of energy is applied to stop a natural disaster.

The opposite can happen, whereby artificial natural disasters can be created. A newly formed hurricane, like the one seen in hurricane Katrina, can be created from thin air. In fact, a hurricane 5 million times more destructive than hurricane Katrina can be created from thin air. This thing can even create a hurricane so massive that it can rip this planet apart atom-by-atom... and it can do it in the fastest time possible.

Modern technologies can probably create artificial hurricanes. However, they need copious amounts of energy. I would estimate that 95 percent of the energy the machine uses to generate a hurricane are useless; the 5 percent accounts for the actual artificial hurricane. What I'm presenting is a machine that can use the least amount of energy to create a desired artificial hurricane. Every atom in the hurricane can be controlled... every atom chain reaction can be controlled.

I would like to give a personal statement to conclude this book:

"Most artists and inventors die poor."

Since this technology won't be commercially sold until the year 2100, about 100 years from this publication, most likely, I won't be receiving a single penny from these inventions. With this in mind, I would like to say that I have absolutely no regrets spending all that time designing my inventions. I view it as a hobby of mine.

My greatest achievement in life is my first invention, called Human-level artificial intelligence because I spent 3-4 years designing its data structure (the design for the practical time machine took me less than a week).

The concept of a robot with Human-level Artificial Intelligence is pretty much unheard of back in 2002. Also, no one proposed a universal A.I. program that can play all video games for all game consoles during that time. My goal in 2002 was to design a robot with human-level intelligence, effectively solving the hardest problem facing A.I..

I used video games as a test to show that my robot is smart at a college level. Different games require different cognitive skills and knowledge. If I can design a robot that can play all video games, then essentially I have proven that my robot is intelligent at a human level.

If you sit down and really think about this, the problem I was trying to solve was really really really complex. Basically, I wanted to reverse engineer the human brain and turn it into a software program.

3 years later, I finally succeeded and published a book, entitled: Human-level artificial intelligence (2006). After the book was published there were indications of copying. This angered me greatly and I

decided to advance the technology. First I came up with the super intelligent robot and that lead to the psychic robot and that lead to the digital timeline of Earth and that eventually lead to the practical time machine.

For me, it was a race to the patent office and the more inventions I submitted the better I felt. One invention after another builds on top of itself, recursively, and the end result is a practical time machine.

The legal documents in terms of books and patent applications were filed by me a very long time ago, starting from 2006. The United States patent office confirms I am the original inventor of all 7 inventions (I talked to them over the telephone). They have citations on the patent applications and their evaluations attached to my inventions, which confirm they are new, novel, and non-obvious.

I did everything I could to protect my inventions. I explored every agency in existence, mainly the U.S. patent office and copyright office, and gone through the legal process to claim inventions. However, will I, Mitchell Kwok, be able to claim these inventions in the future? The answer is yet to be determined. With new technology and the potential to make a lot of money, there will be fierce competition.

The only comfort I have is knowing that my inventions will have a positive impact on society and the economy... it will save a lot of lives and help a lot of people. Wither society will give me credit for my inventions or not is still up in the air.

Wither I claim "my inventions" or not, I have solace in my heart knowing that I helped a lot of people and I saved a lot of lives, which is my original goal for the Practical Time Machine.

