SUPER A.I.

#211
AUGUST 07

Atoms Collector

Atom Accumulator or Accumulator

Atom Saver

Resurrection robots or Ressurrection() Men.

Star Schema

SEQ.,

Female Woman

Male Man

M.K.

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AUTHOR | ARTIST | INKER
COLORIST | GRAPHIC DESIGNER

AI Superhumans

The premise of Super AI is a robot with human level artificial intelligence, having the ability to work inside a virtual world in order to save time. Said robot is imbued with super mobility along with the ability to speed up its mind and senses, which permits said robot to think and move really fast in the real world (like Flash or Superman).

Time dilation is also a crucial component to Super AI because the time dilation can be set to 30 years inside the virtual world is equivalent to 1 second in the real world. This permits a robot in a computer to do 30 years of human work in less than 1 second (such as writing the source codes to an operating system -- Windows10), or build a completed house in less than 20 minutes in the real world (like Quicksilver).

It can also make digital copies of itself or recruit external robots and structure them in a hierarchical manner to do team work. Human level AI solves the problem about knowing procedures, assuming roles, using external digital tools, understanding team coordination, following complex rules (like the US constitution or business laws), etc..

The intelligence (Big O) of the robot is dependent on how quickly it can accomplish work by maximizing work in the virtual world and minimizing work in the real world so that a given task, wither that be mental cognition or physical work, can be done in the fastest time possible.

Introduction

Patent: US 12/471,382

The present invention, called the AI 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 uses a myriad of computer technologies and Super AI to record and track all atoms, electrons, and E.M. radiation on Earth every fraction of a nanosecond for the past, present, and future.

This timeline, called the AI Gnosis, is one continuous timeline of atom tracking for Earth from its birth to the current state, documenting approximately 4.5 billion years. All events in Earth's past are known, and the facts are indisputable. Causality, and the fact that events in the timeline are interconnected and interdependent authenticate all knowledge in the timeline are true. There are no mystery, ambiguity or unsolved cases in the timeline.

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 forcefields to manipulate objects in our current environment. Its primary function is to manipulate atoms and its elemental parts to do the following: move atoms, position atoms to a fixed location, merge atoms to form complex molecules, and break molecules apart into individual atoms.
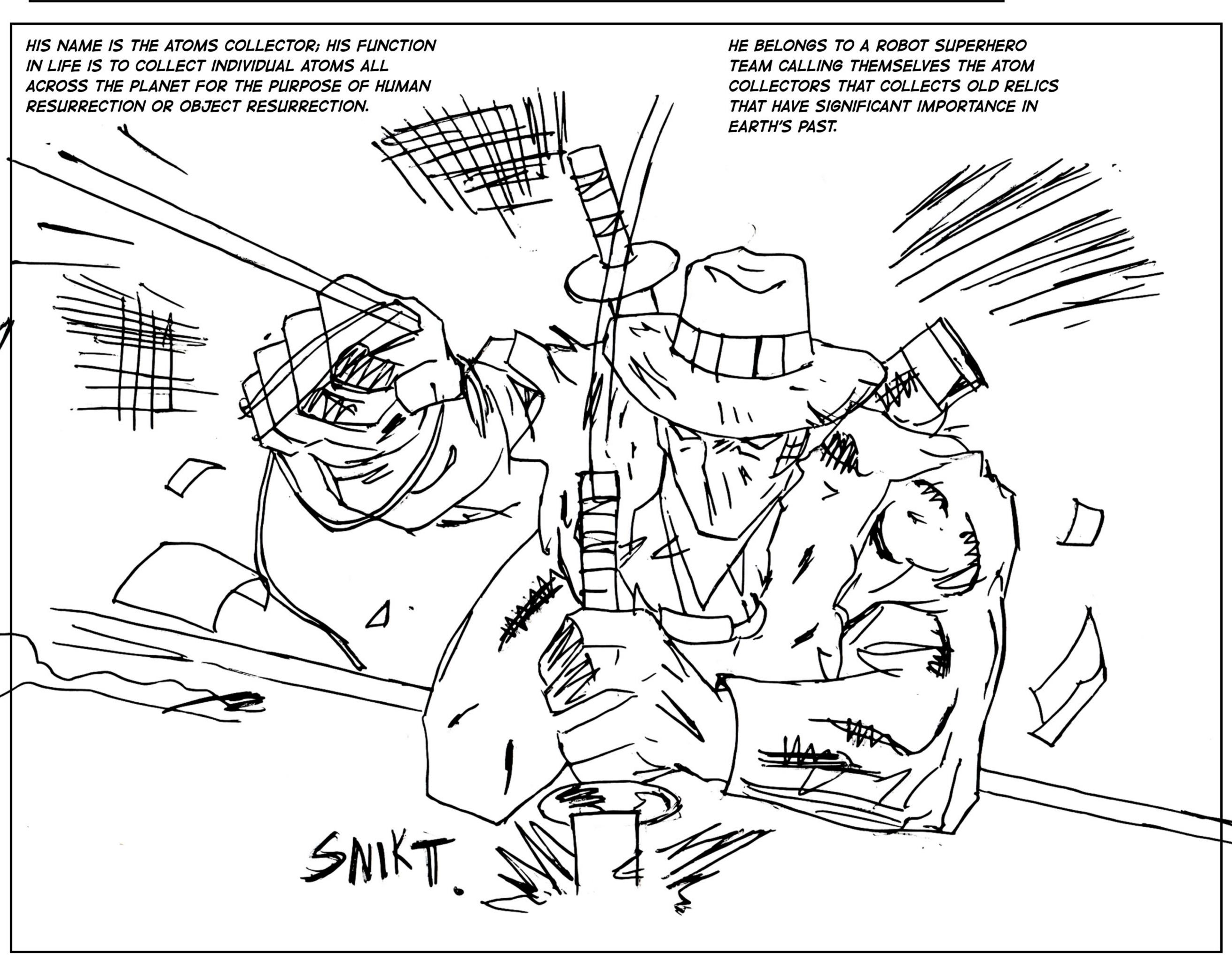
This type of time travel is practical and solves existing paradox problems, such as the grandfather paradox. And believe it or not, particle physics is using these techniques right now (AI) to find molecule orientations and combinations (Example: finding vaccines for Covid-19).

In order to bring a dead person back to life, the device has to break apart every atom in a human being (mostly water molecules), and put said atoms back together again in a different time state. Nature breaks apart water molecules (from heat) and conversely merges water molecules (through rain) all the time. The Practical time machine is simply breaking apart water molecules and merging water molecules together to form objects in an intelligent and controlled manner, using super artificial intelligence.
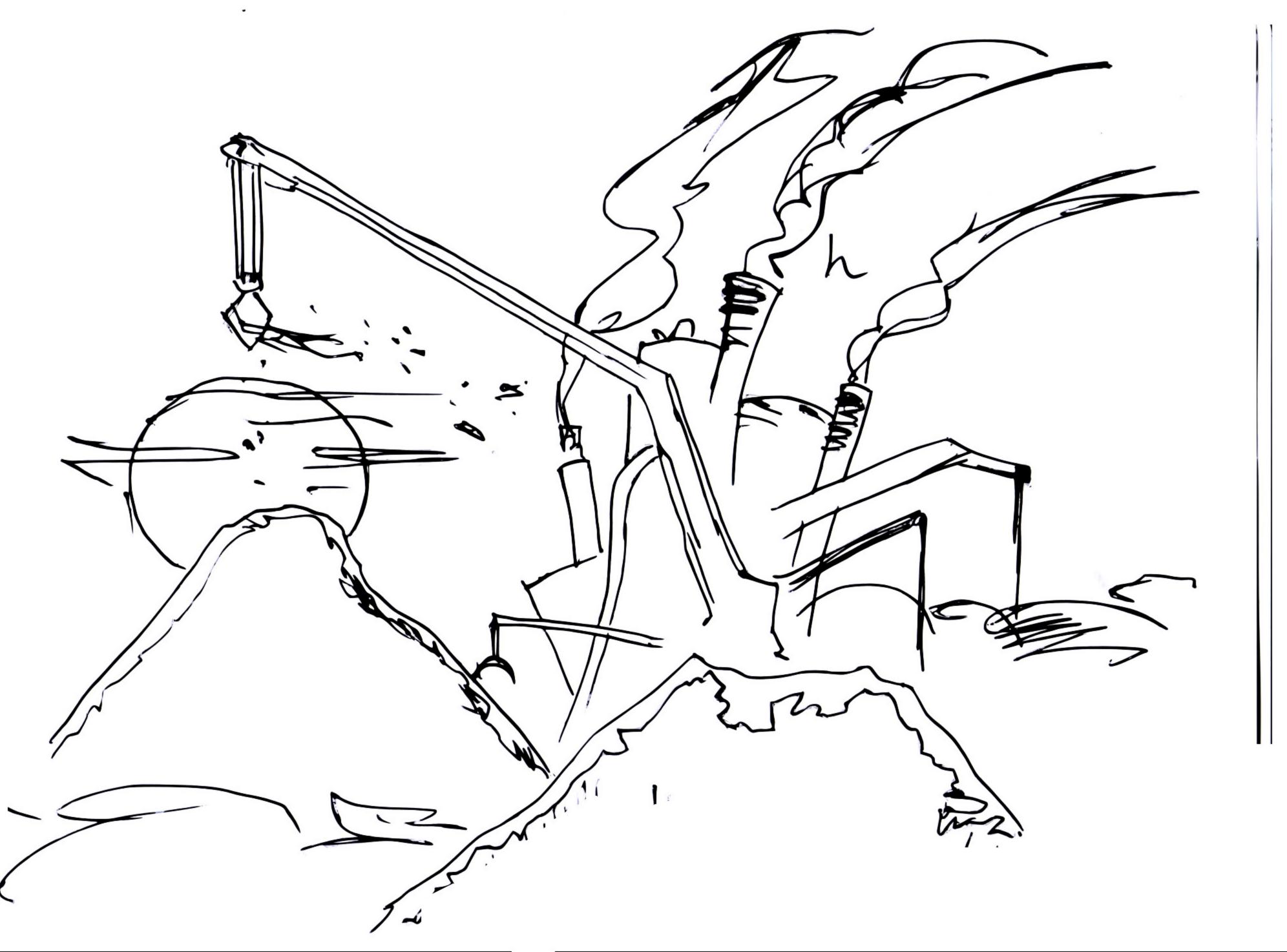
Also, components of the practical time machine can be used to create any science fiction technology or superhero powers, such as: forcefields, tractor beams, ray guns, levitation, invisibility, anti-gravity machines, hoverboards, teleportation, telekenisis, UFO ships. It can even: control the weather, stop or prevent natural disasters, turn rock into gold, and so on.
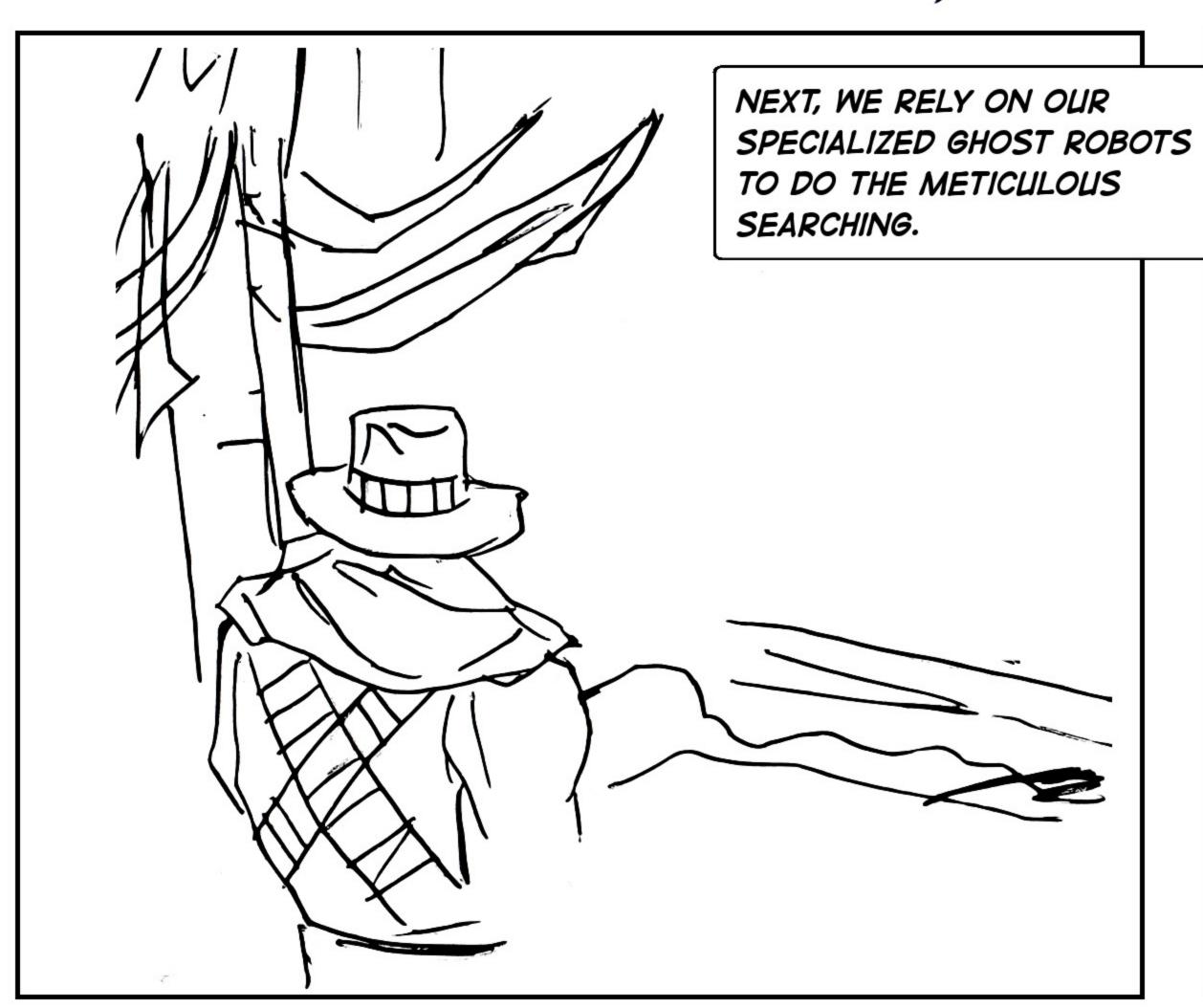
The atom manipulator imbues sentient robots with superpowers, and capable of replicating any superpowers found in Marvel comics, DC comics, or Image comics. This isn't classified as "science fiction" it is real technology that will exist in the future. These Superheroes will exist in the future as Artificially created sentient robots called: Superhero Robots or Robot Superheroes.

HIS NAME IS THE ATOMS COLLECTOR; HIS FUNCTION IN LIFE IS TO COLLECT INDIVIDUAL ATOMS ALL ACROSS THE PLANET FOR THE PURPOSE OF HUMAN RESURRECTION OR OBJECT RESURRECTION.

HE BELONGS TO A ROBOT SUPERHERO TEAM CALLING THEMSELVES THE ATOM COLLECTORS THAT COLLECTS OLD RELICS THAT HAVE SIGNIFICANT IMPORTANCE IN EARTH'S PAST.

SNIKT.

HOW DO WE EVEN KNOW IT'S HERE?

WE DON'T. BUT SUPER AI ISN'T GIVEN TO MUCH FINESSE.

IT WAS DESIGNED TO GIVE US A GENERAL LOCATION TO THE TARGET ATOMS.

NEXT, WE RELY ON OUR SPECIALIZED GHOST ROBOTS TO DO THE METICULOUS SEARCHING.

IDEAS ON WHERE WE START?

ATOMS COLLECTOR USES ELECTRONIC TOOLS TO HELP GUIDE HIM TO THE TARGET ATOMS. A GHOST COMPUTER, FOR EXAMPLE, IS USED TO RECORD DATA WHEN NEEDED OR TO LAUNCH A SEARCH GRID TO LOOK FOR ATOMS..
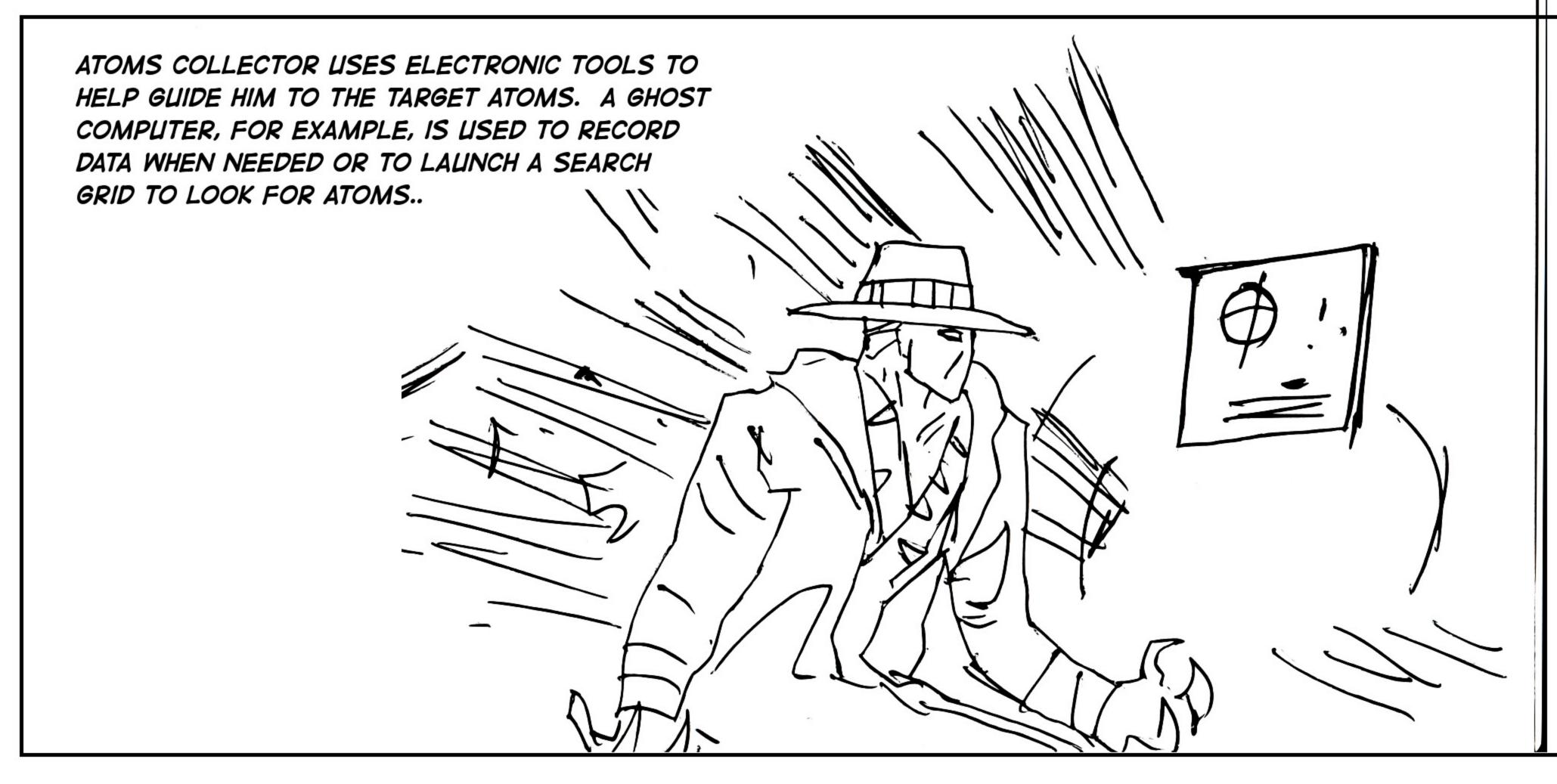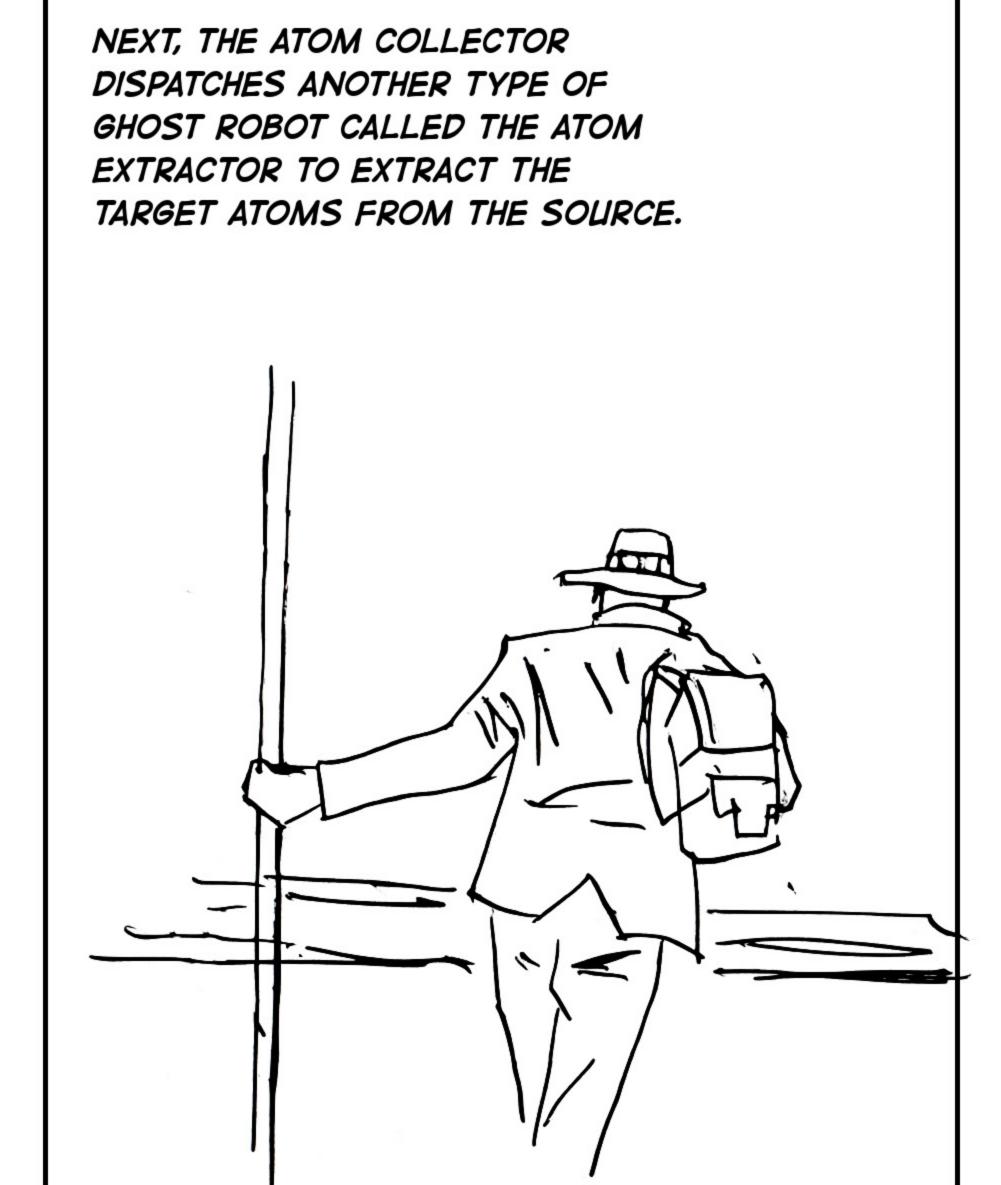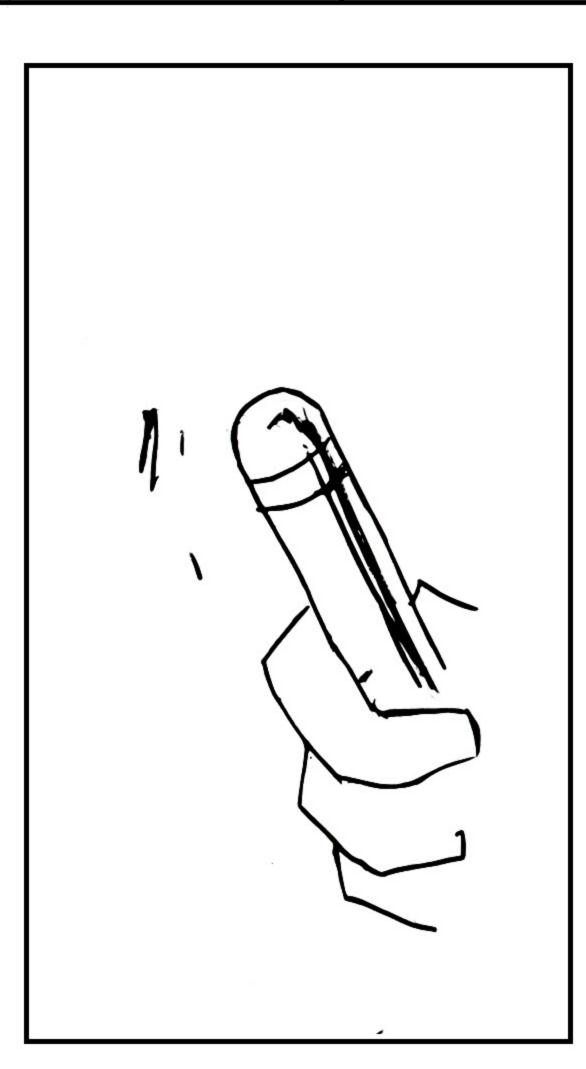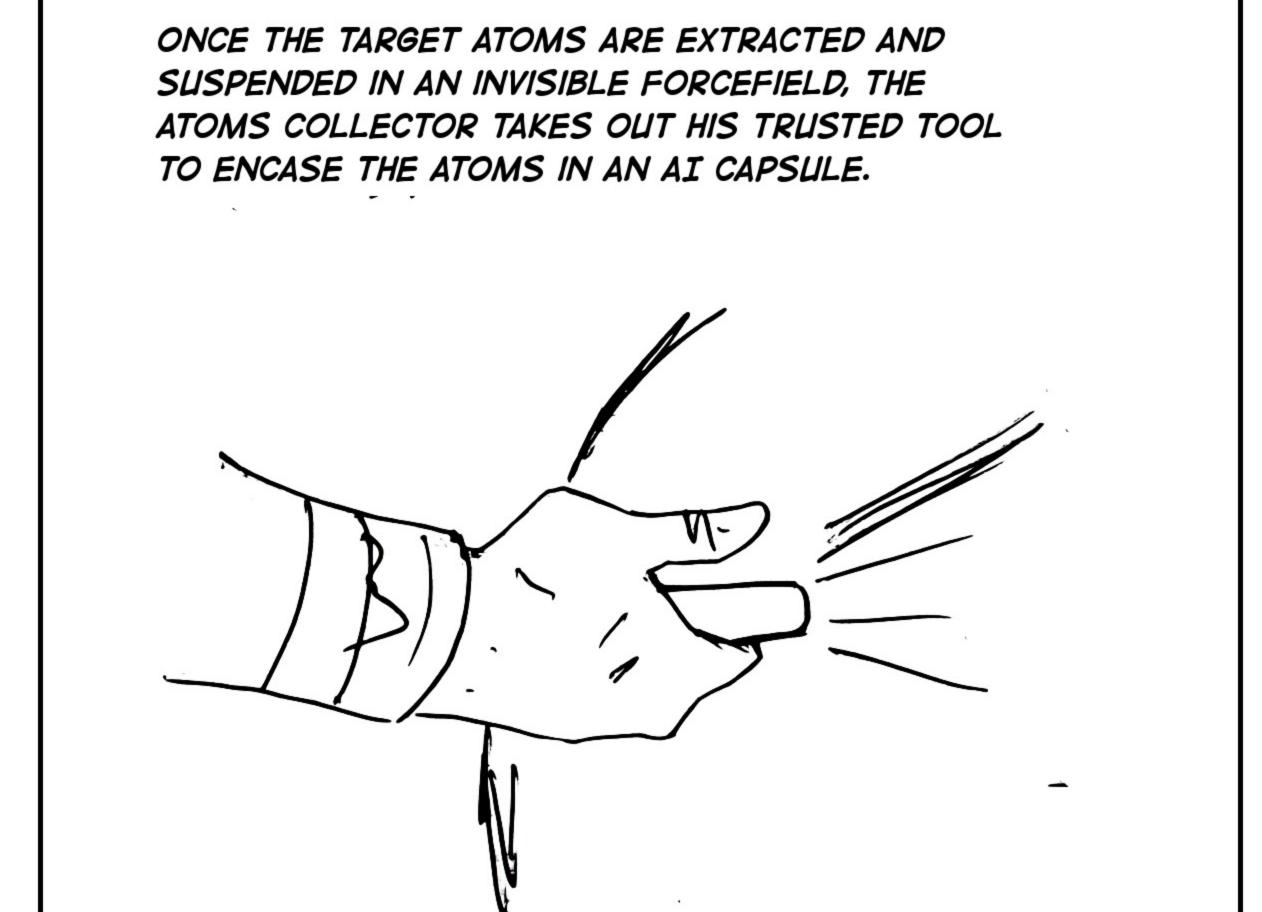
IT'S LIKE SEARCHING FOR A NEEDLE IN A HAYSTACK. THE HEURISTICS SEARCH BREAKS UP THE SEARCH SECTORS INTO A MATRIX GRID AND SYSTEMATICALLY ELIMINATES UNLIKELY SEARCH AREAS.

THERE IT IS.. THE AI SYSTEM HAS IDENTIFIED THE TARGET ATOMS.

ATOM EXTRACTOR

NEXT, THE ATOM COLLECTOR DISPATCHES ANOTHER TYPE OF GHOST ROBOT CALLED THE ATOM EXTRACTOR TO EXTRACT THE TARGET ATOMS FROM THE SOURCE.

ONCE THE TARGET ATOMS ARE EXTRACTED AND SUSPENDED IN AN INVISIBLE FORCEFIELD, THE ATOMS COLLECTOR TAKES OUT HIS TRUSTED TOOL TO ENCASE THE ATOMS IN AN AI CAPSULE.

ATOM NUMBER 1287SET34. FOUND AND SECURED. I'M GONNA TREAT THIS LIKE MY BABY.

WE STILL GOT ONE MORE
TARGET ATOM TO LOCATE.
ACCORDING TO MY AI IT'S
AROUND HERE SOMEWHERE.

THERE IT IS.. IT'S LOCATED
IN THIS OLD TOASTER OVEN.

NOTHING BUT A HARD DAYS
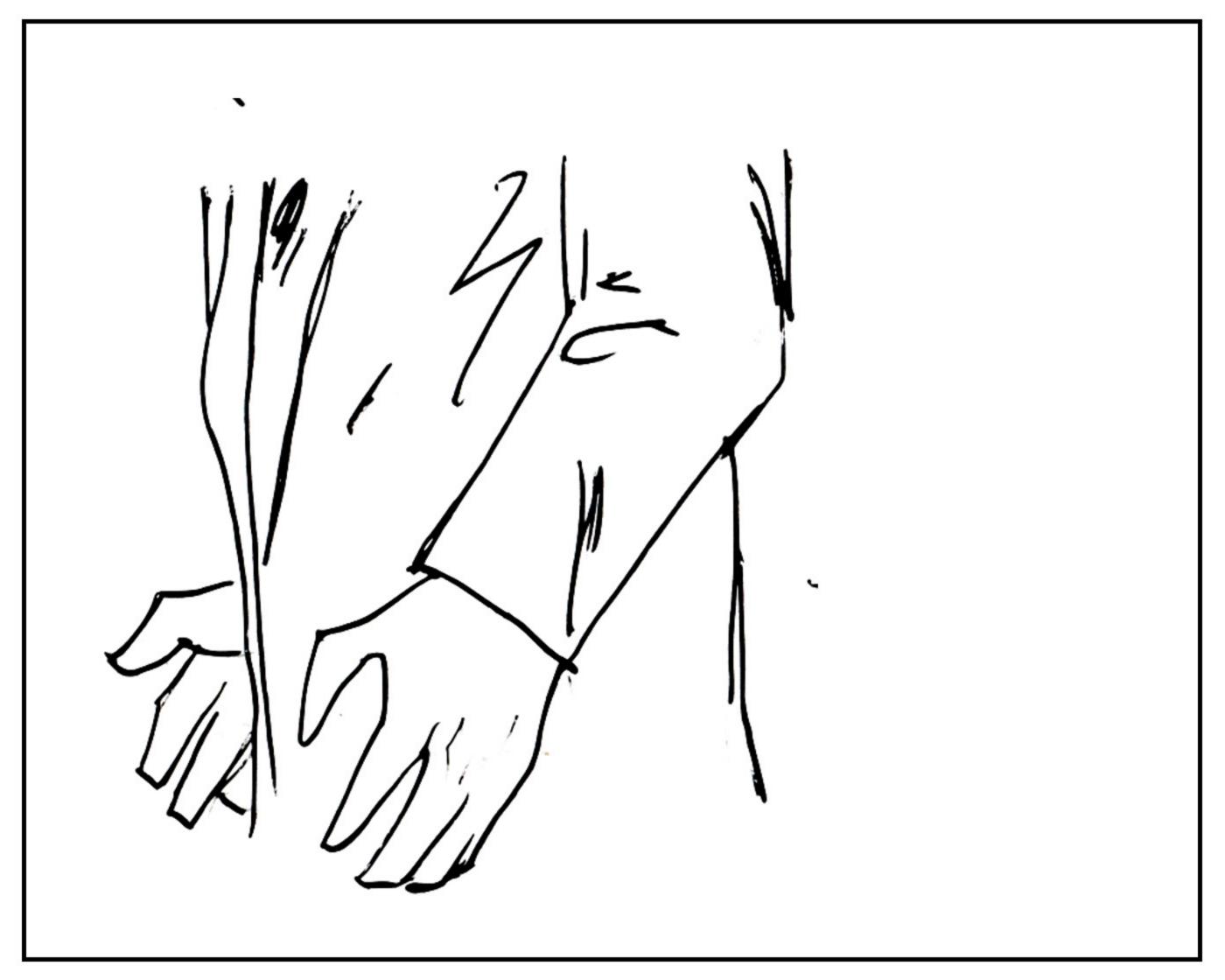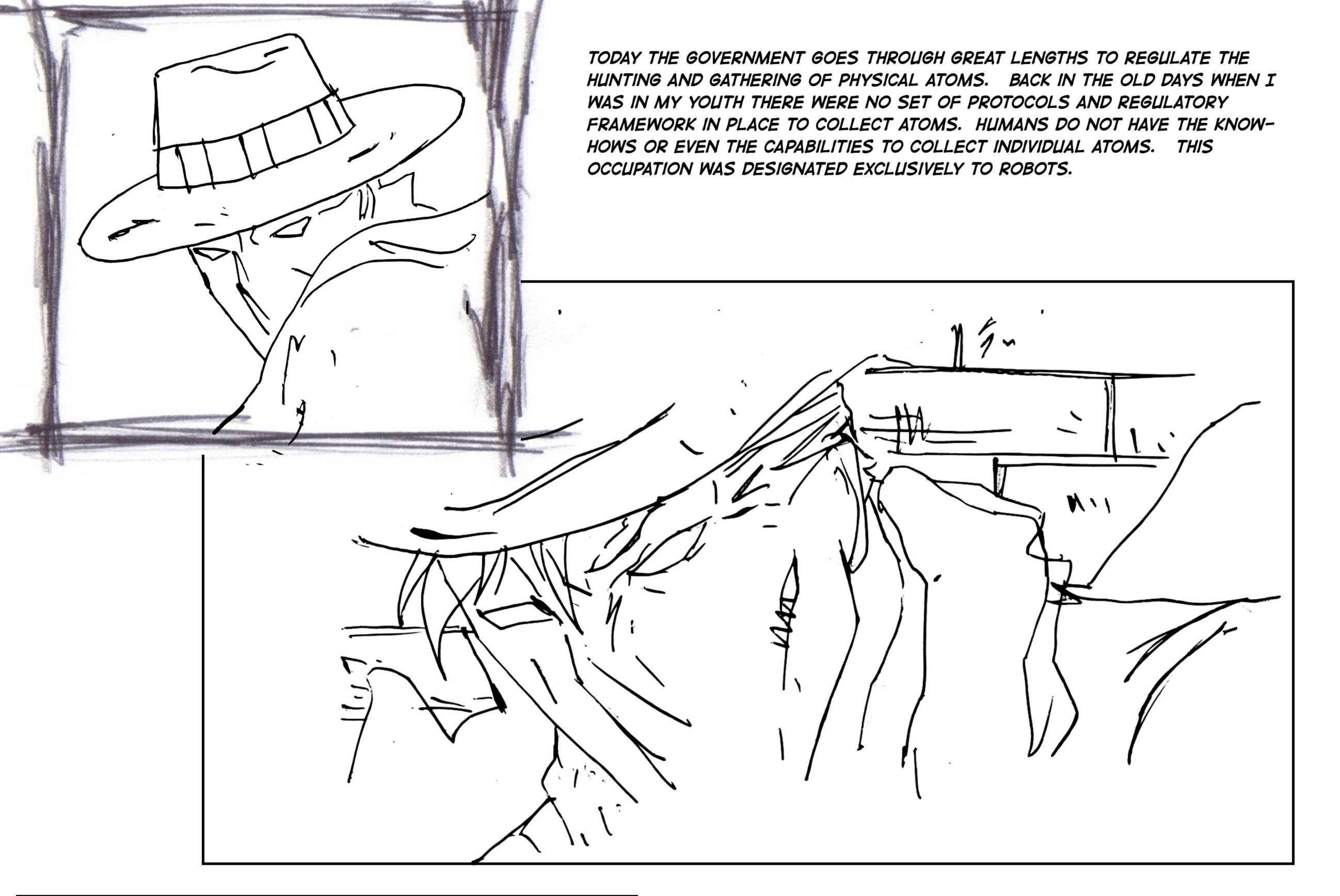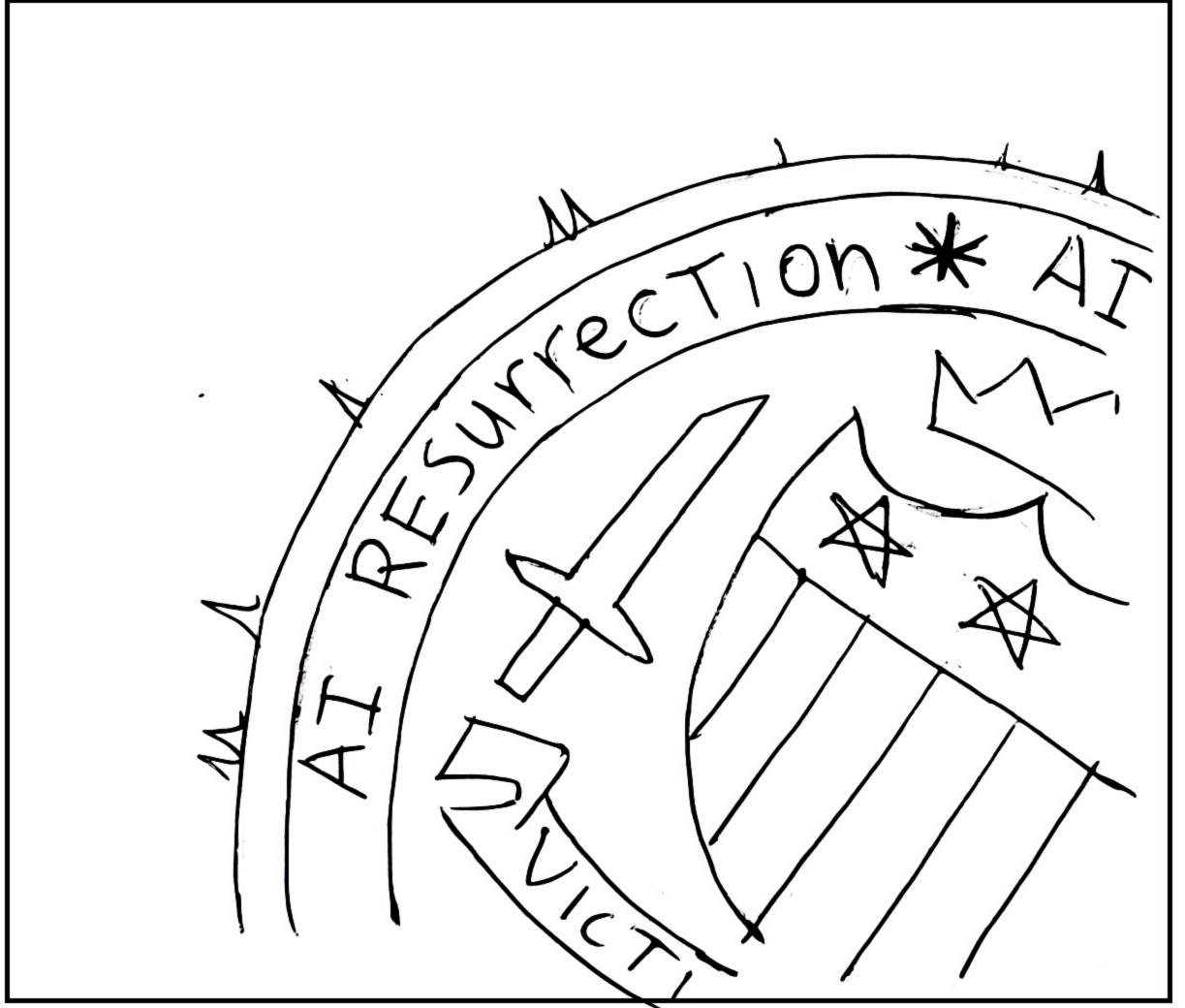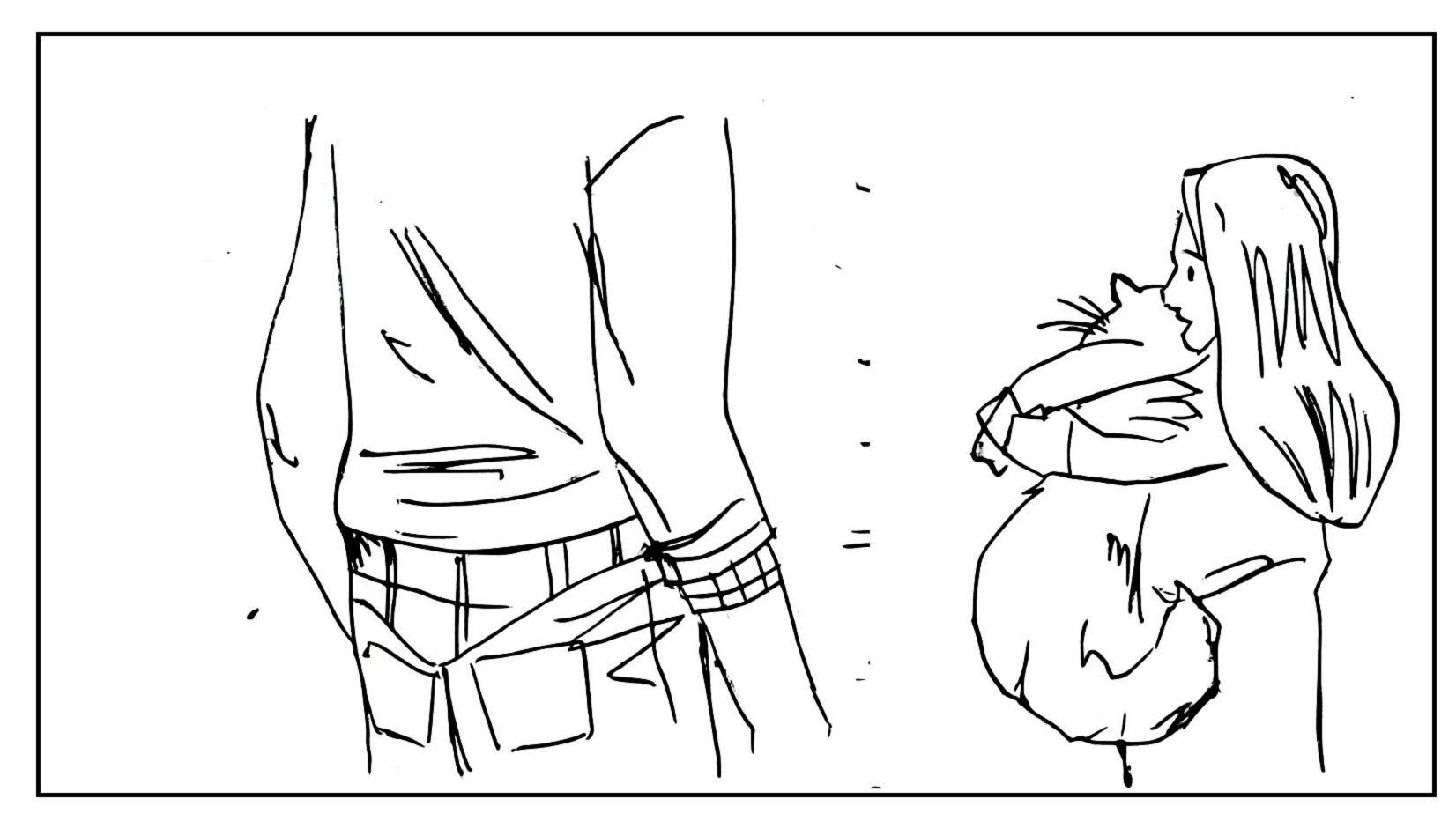WORK!! LET'S GET BACK TO
MY CASTLE.

NOW, IN ORDER TO EXTRACT ATOMS FROM A SOLID OBJECT, AN ATOM
MANIPULATOR MUST BREAK UP THE MOLECULES OF SAID SOLID OBJECT AND
CREATE A TUNNEL PATH TO THE TARGET ATOM/S. THE AI IS TRACKING ALL THE
ATOMS IN THE TOASTER OVEN IN REAL TIME. THIS PROCESS IS DONE AT A
MOLECULAR LEVEL AND NO VISIBLE DAMAGES CAN BE SEEN ON THE TOASTER
OVEN. IN SOME CASES, ESPECIALLY WHEN IT INVOLVES LIVING ORGANISMS, THE
ATOM MANIPULATOR MUST RESTORE THE DAMAGED AREA. NEXT, IT USES AI
TELEKINESIS TO EXTRACT THE ATOMS FROM SAID SOLID OBJECT (THE TOASTER
OVEN). FINALLY, ATOMS COLLECTOR USES THE SAME PROCEDURE USED
PREVIOUSLY TO STORE THE TARGET ATOMS INTO ANOTHER AI CAPSULE.

TODAY THE GOVERNMENT GOES THROUGH GREAT LENGTHS TO REGULATE THE HUNTING AND GATHERING OF PHYSICAL ATOMS. BACK IN THE OLD DAYS WHEN I WAS IN MY YOUTH THERE WERE NO SET OF PROTOCOLS AND REGULATORY FRAMEWORK IN PLACE TO COLLECT ATOMS. HUMANS DO NOT HAVE THE KNOW-HOWS OR EVEN THE CAPABILITIES TO COLLECT INDIVIDUAL ATOMS. THIS OCCUPATION WAS DESIGNATED EXCLUSIVELY TO ROBOTS.
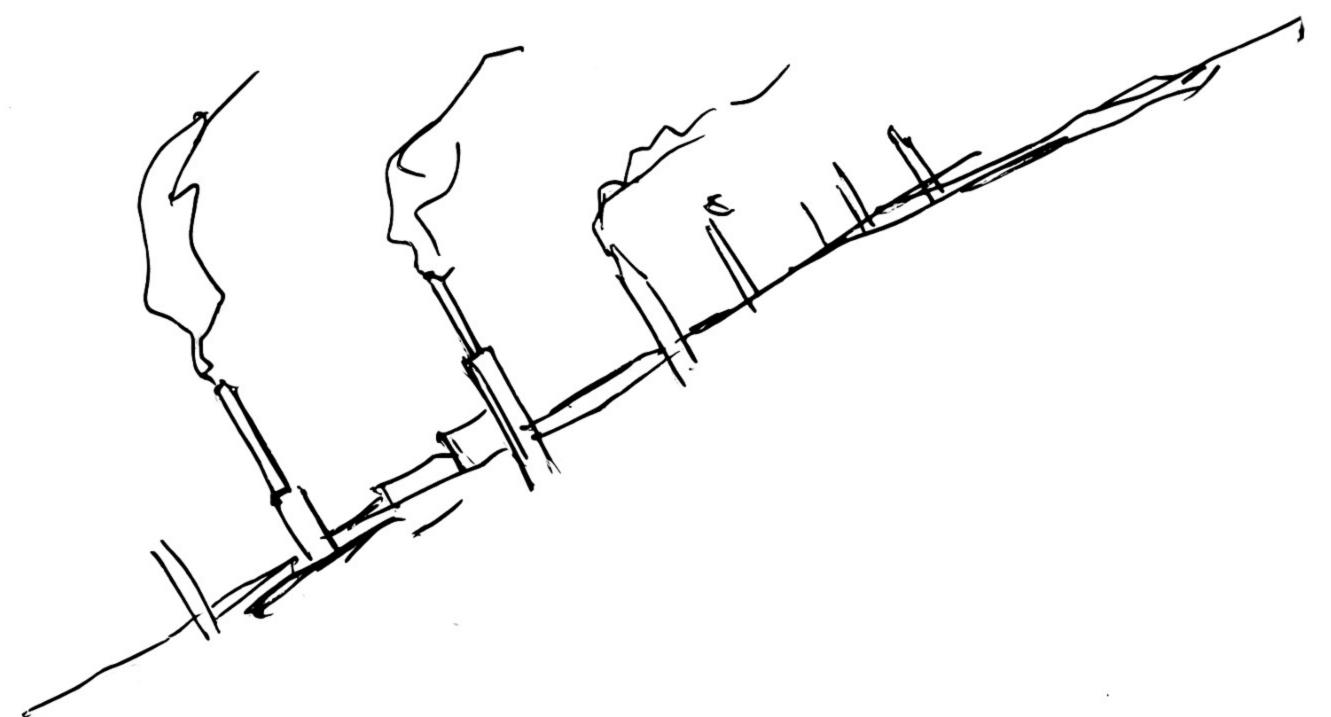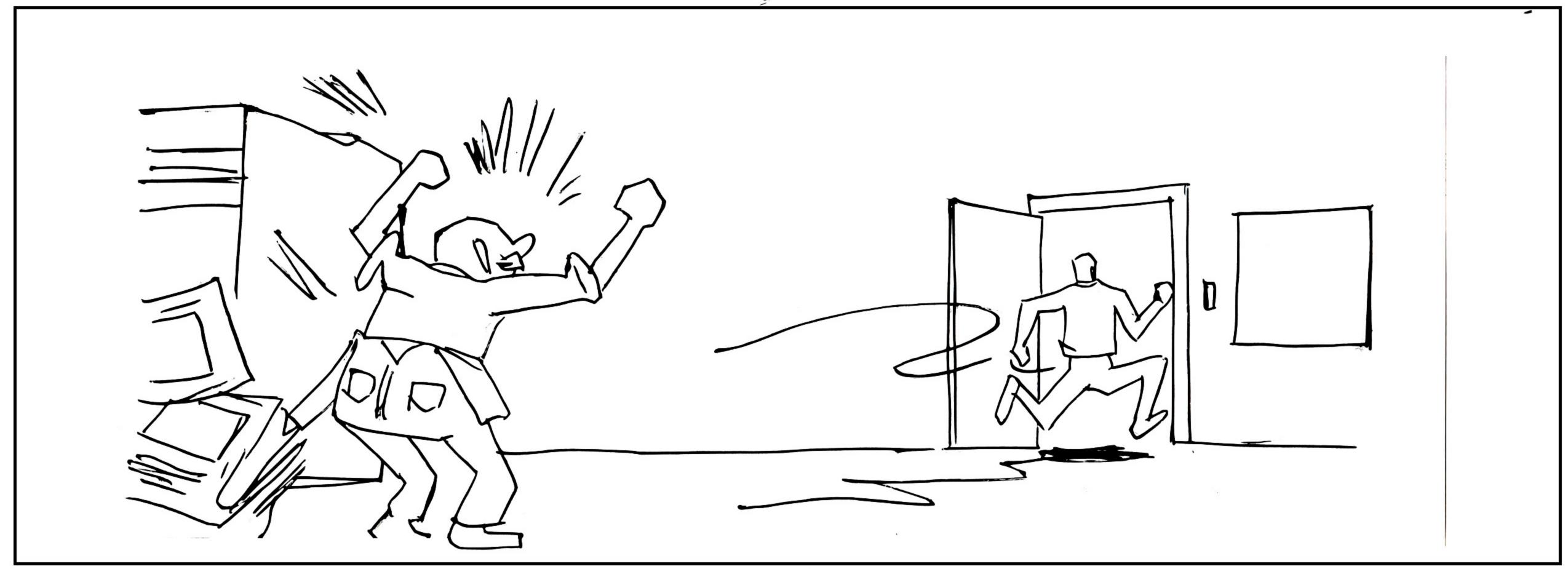

IN EARLIER TIMES, IT WAS THE WILD WEST FOR ATOM MINING. PUBLIC PLACES LIKE PARKS, SCHOOLS AND EVEN DEPARTMENT STORES ARE FAIR GAME. BUT TARGET ATOMS BELONGING TO PRIVATE PROPERTY OR PERSONAL PROPERTY LIKE HUMANS OR ANIMALS, ATOM HUNTERS HAVE TO PURCHASE THESE ATOMS LEGALLY. AFTER YEARS OF NEGOTIATING WITH PROPERTY OWNERS, I DISCOVERED THAT SOME PEOPLE REFUSE TO SELL THEIR "ATOM PROPERTY". NO MATTER HOW MUCH MONEY I OFFERED THEM, THEY STILL REFUSE; AND I QUOTE A STATEMENT MADE BY ONE ANGRY CUSTOMER, "I'M NOT SELLING, OK!! NO MATTER HOW MUCH MONEY YOU GIVE ME!" THE TARGET ATOM WAS EMBEDDED DEEP IN PART OF THE BONE IN HIS LEFT LEG, AND THE TARGET ATOM WAS PART OF A VERY IMPORTANT RELIC, GEORGE WASHINGTON, THE FIRST PRESIDENT OF THE UNITED STATES.
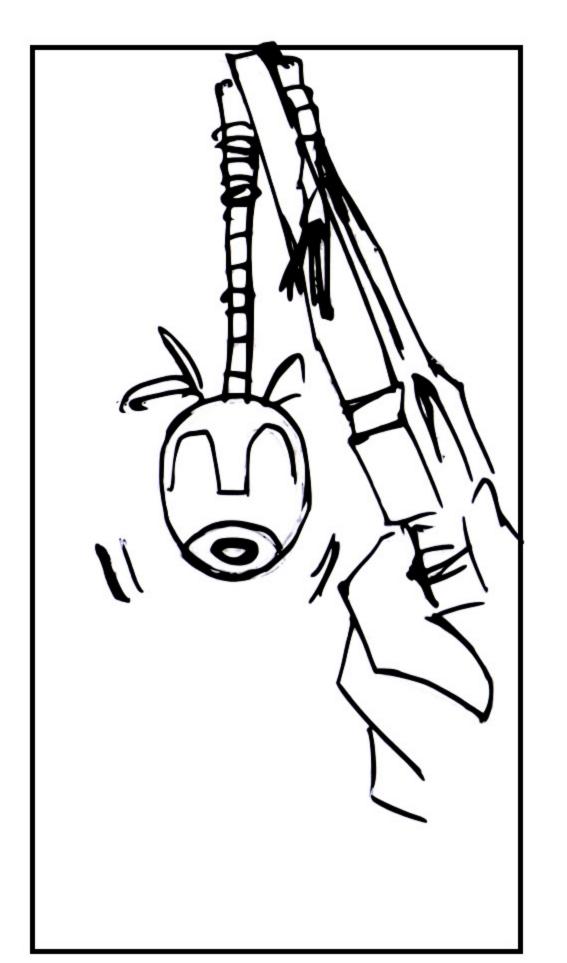
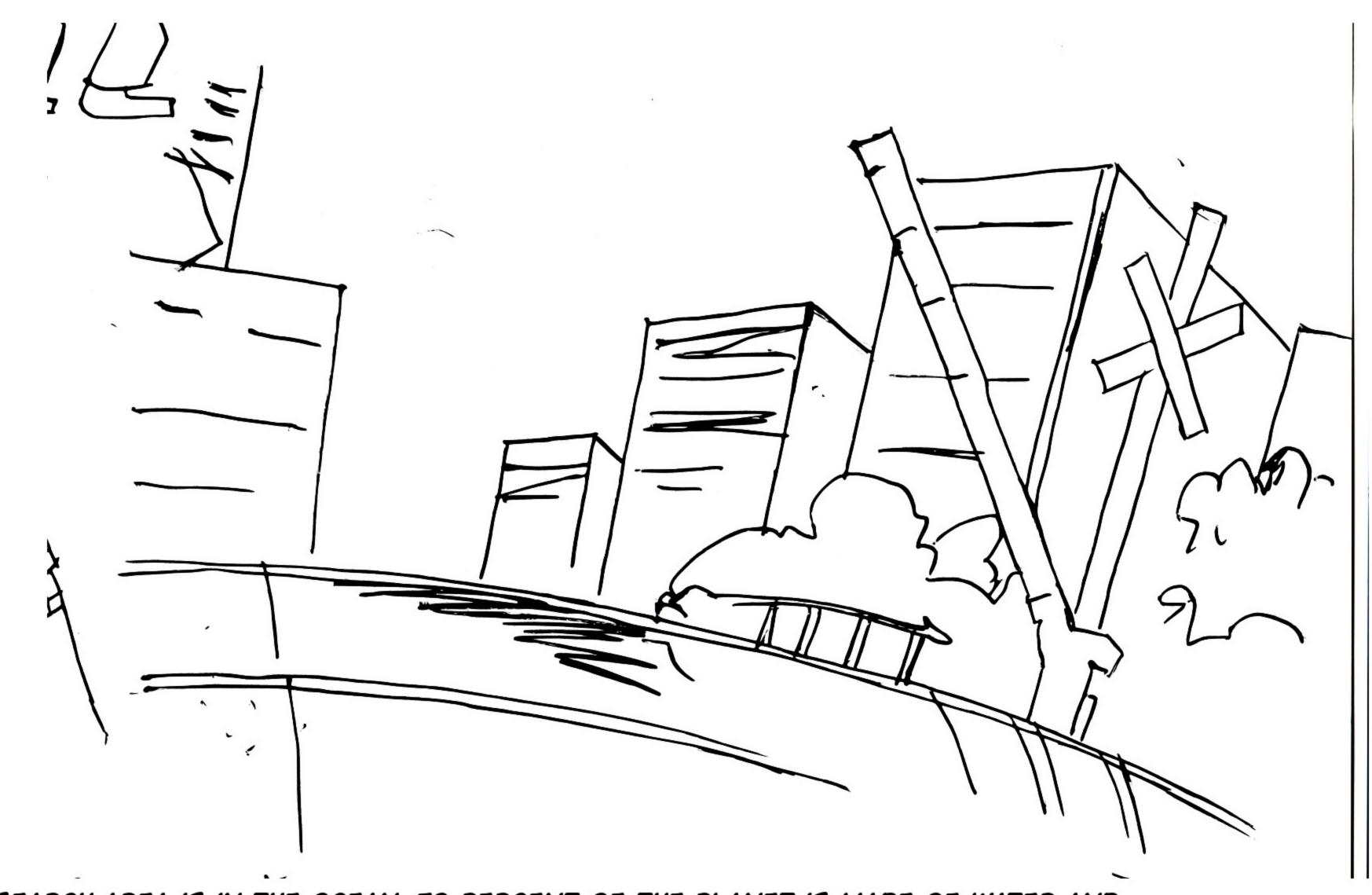I HAVE TO ADMIT, I'M NO SAINT. I DID SOME HORRIBLE THINGS IN MY DAYS. I RESORTED TO "STEALING" ATOMS. I FIND THAT METHOD WORKS PERFECT FOR MY LINE OF WORK. UNBEKNOWNST TO THE PROPERTY OWNER, I WOULD STEAL THE ATOMS AND THEN DEEP SOCIAL ENGINEER THE CASH TRANSFER. FOR EXAMPLE, IN THE CASE OF THE GEORGE WASHINGTON'S ATOMS, I ARRANGED FOR THIS GUY TO GO ON VACATION TO LAS VEGAS AND ENGINEERED IT SO THAT HE WON $20,000 FROM A SLOT MACHINE USING ONLY $10. THIS IS A DECEPTIVE METHOD, BUT AT THE END OF THE DAY I GET WHAT I WANT AND HE, BELIEVE IT OR NOT, GETS WHAT HE WANTS.
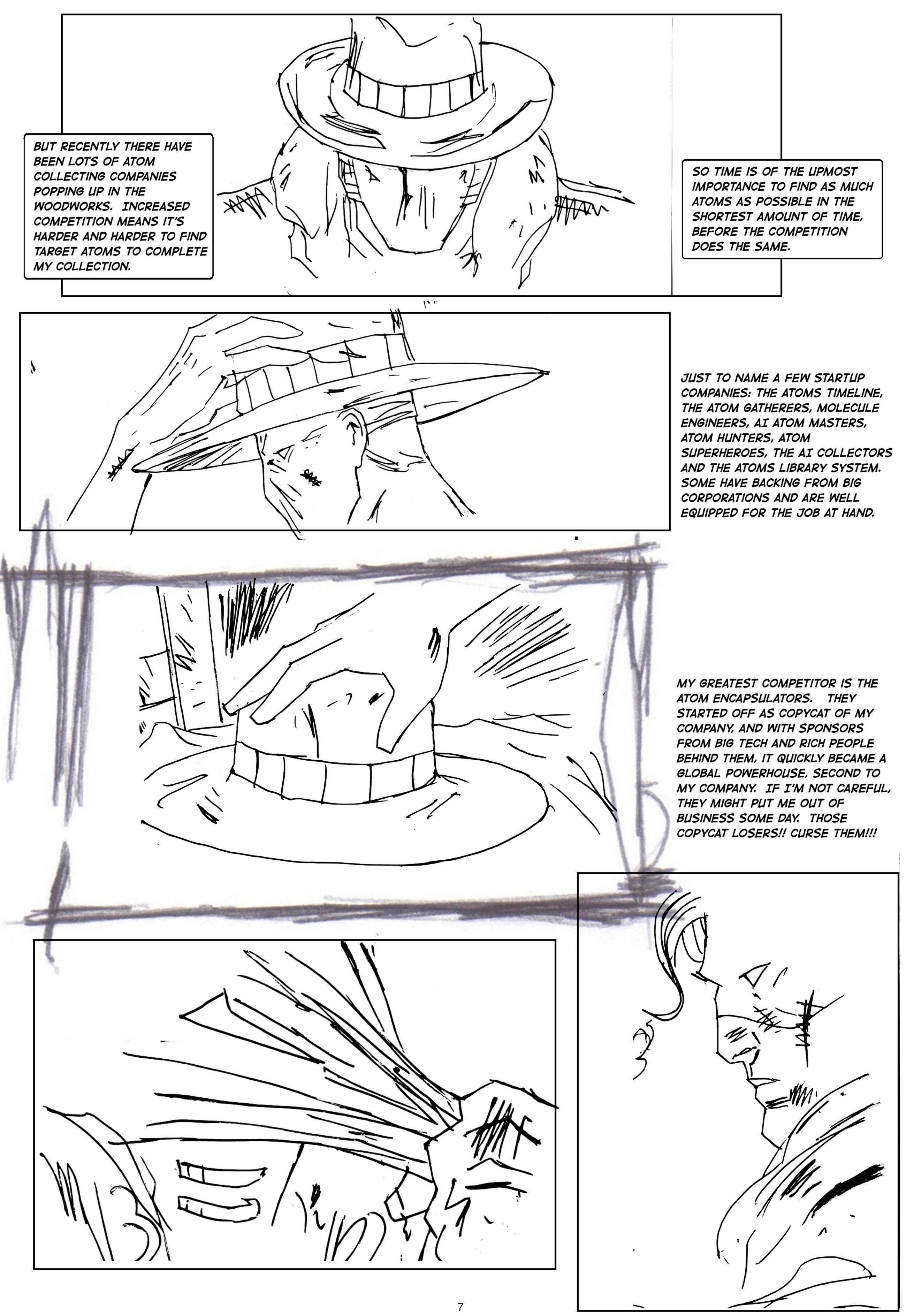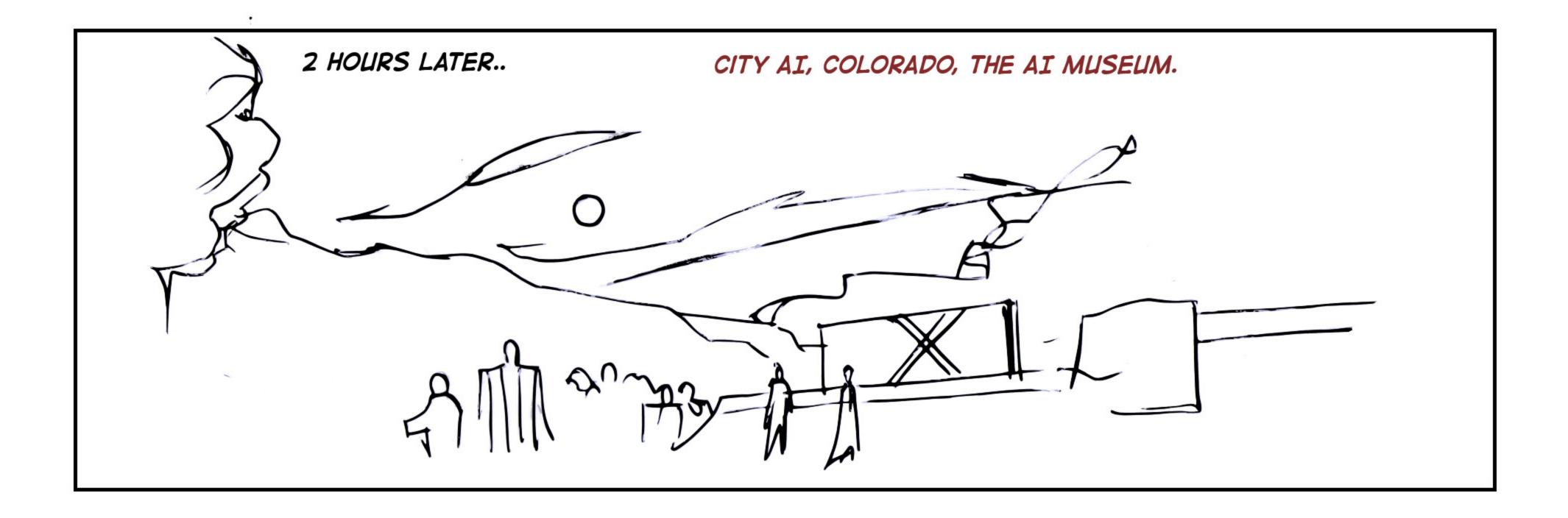

AIR BORN TARGET ATOMS ARE THE BEST BECAUSE IT'S NOT FIXED TO A TANGIBLE MEDIUM. IT FLOATS IN AIR AND MOVES A LOT FROM PROPERTY TO PROPERTY. ONCE THE TARGET ATOM IS IN A PUBLIC AREA, I SNATCH IT FROM THE AIR.. IT'S PERFECTLY LEGAL!!

OFTEN TIMES, I FIND THE BEST SEARCH AREA IS IN THE OCEAN. 70 PERCENT OF THE PLANET IS MADE OF WATER AND ANYONE IS FREE TO SEARCH IN THE OCEAN. DON'T TELL ANYONE BUT THE VAST MAJORITY OF VALUABLE ATOMS WERE COLLECTED IN THE OCEAN FLOOR. IT'S A TRADE SECRET THAT I DON'T SHARE EVEN WITH MY MOST TRUSTED BUSINESS PARTNERS. IT'S A MATTER OF ARMING ONESELF WITH THE MOST SOPHISTICATED AI TECHNOLOGY TO TRACK AND LOCATE THESE ATOMS THAT DETERMINES WHO FINDS THE TARGET ATOMS FIRST. AND, OF COURSE, THE BIG TECHNOLOGY COMPANIES HAVE THE MEANS AND THE EQUIPMENT TO FIND THESE RARE ATOMS FIRST.
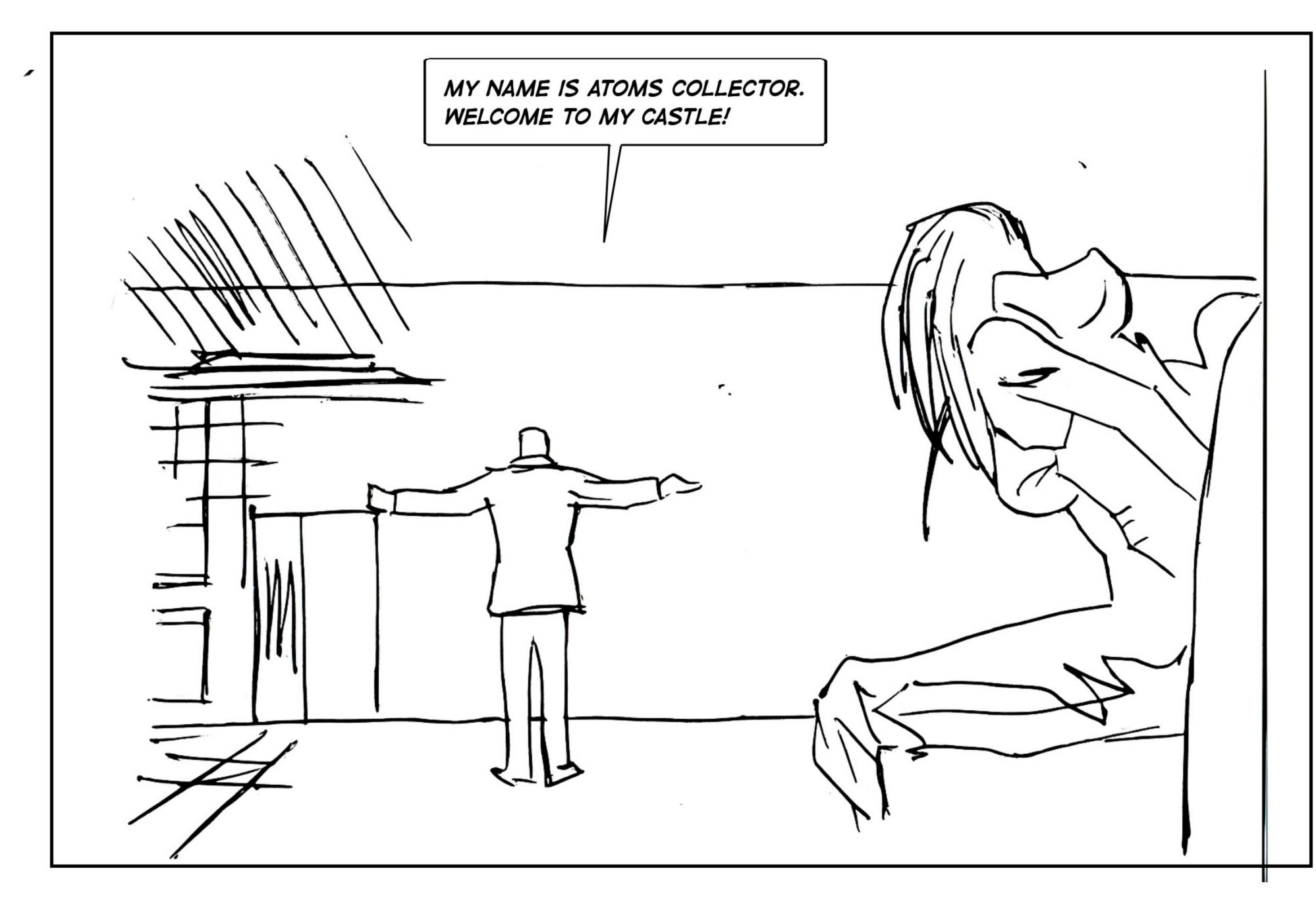
THE ONLY REASON THAT MY COMPANY IS STILL AROUND IS BECAUSE WE ARE THE LARGEST ATOMS COLLECTORS IN THE WORLD -- WE HAVE A HUGE REPOSITORY OF RELICS DATING BACK TO EVEN BEFORE CHRIST. WE STARTED THIS INDUSTRY FIRST AND WE HAD A HEAD START ON THE COMPETITION, AND OWN LOTS OF PATENTS AND COPYRIGHTS. MOST OF THE PATENTS FILED BY ME WERE ON STRATEGIES TO MINE ATOMS. I ALSO PATENTED A METHOD TO SAFELY EXTRACT TARGET ATOMS FROM OBJECTS, ENTITLED AI CAPSULE.

BUT RECENTLY THERE HAVE
BEEN LOTS OF ATOM
COLLECTING COMPANIES
POPPING UP IN THE
WOODWORKS. INCREASED
COMPETITION MEANS IT'S
HARDER AND HARDER TO FIND
TARGET ATOMS TO COMPLETE
MY COLLECTION.

SO TIME IS OF THE UPMOST
IMPORTANCE TO FIND AS MUCH
ATOMS AS POSSIBLE IN THE
SHORTEST AMOUNT OF TIME,
BEFORE THE COMPETITION
DOES THE SAME.

JUST TO NAME A FEW STARTUP
COMPANIES: THE ATOMS TIMELINE,
THE ATOM GATHERERS, MOLECULE
ENGINEERS, AI ATOM MASTERS,
ATOM HUNTERS, ATOM
SUPERHEROES, THE AI COLLECTORS
AND THE ATOMS LIBRARY SYSTEM.
SOME HAVE BACKING FROM BIG
CORPORATIONS AND ARE WELL
EQUIPPED FOR THE JOB AT HAND.

MY GREATEST COMPETITOR IS THE
ATOM ENCAPSULATORS. THEY
STARTED OFF AS COPYCAT OF MY
COMPANY, AND WITH SPONSORS
FROM BIG TECH AND RICH PEOPLE
BEHIND THEM, IT QUICKLY BECAME A
GLOBAL POWERHOUSE, SECOND TO
MY COMPANY. IF I'M NOT CAREFUL,
THEY MIGHT PUT ME OUT OF
BUSINESS SOME DAY. THOSE
COPYCAT LOSERS!! CURSE THEM!!!

2 HOURS LATER..

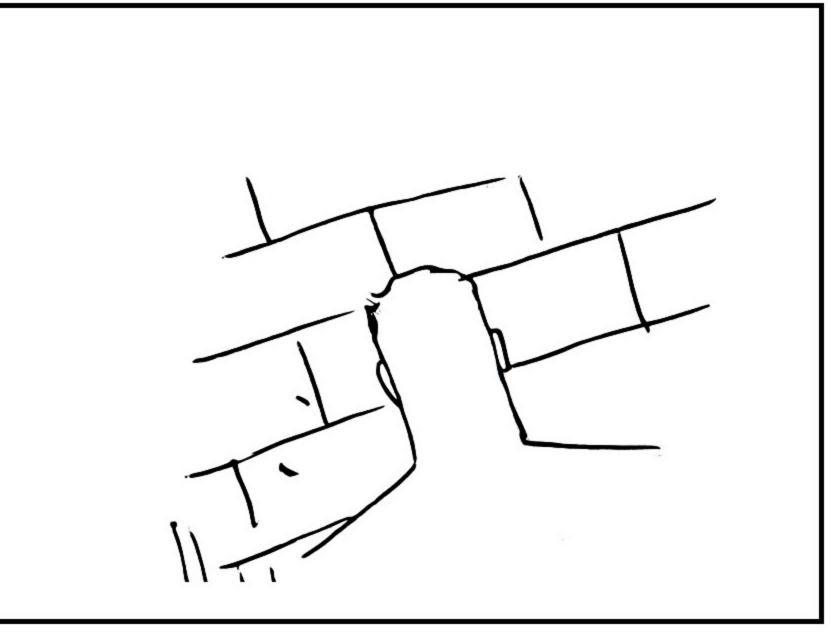CITY AI, COLORADO, THE AI MUSEUM.

NOT A WHOLE LOT OF PEOPLE HAVE THE CHANCE TO SEE THE AI MUSEUM IN NEW SILICON VALLEY. HIDDEN DEEP UNDERGROUND.. AND WITH ADVANCE DEFENSIVE SYSTEMS IN PLACE TO EVEN WITHSTAND THE BLAST OF A NUCLEAR BOMB, THIS FACILITY HOUSES SOME OF THE WORLD'S MOST VALUABLE RELICS. TODAY A GROUP OF VIPS HAS THE OPPORTUNITY TO WITNESS WHAT MOST DON'T.
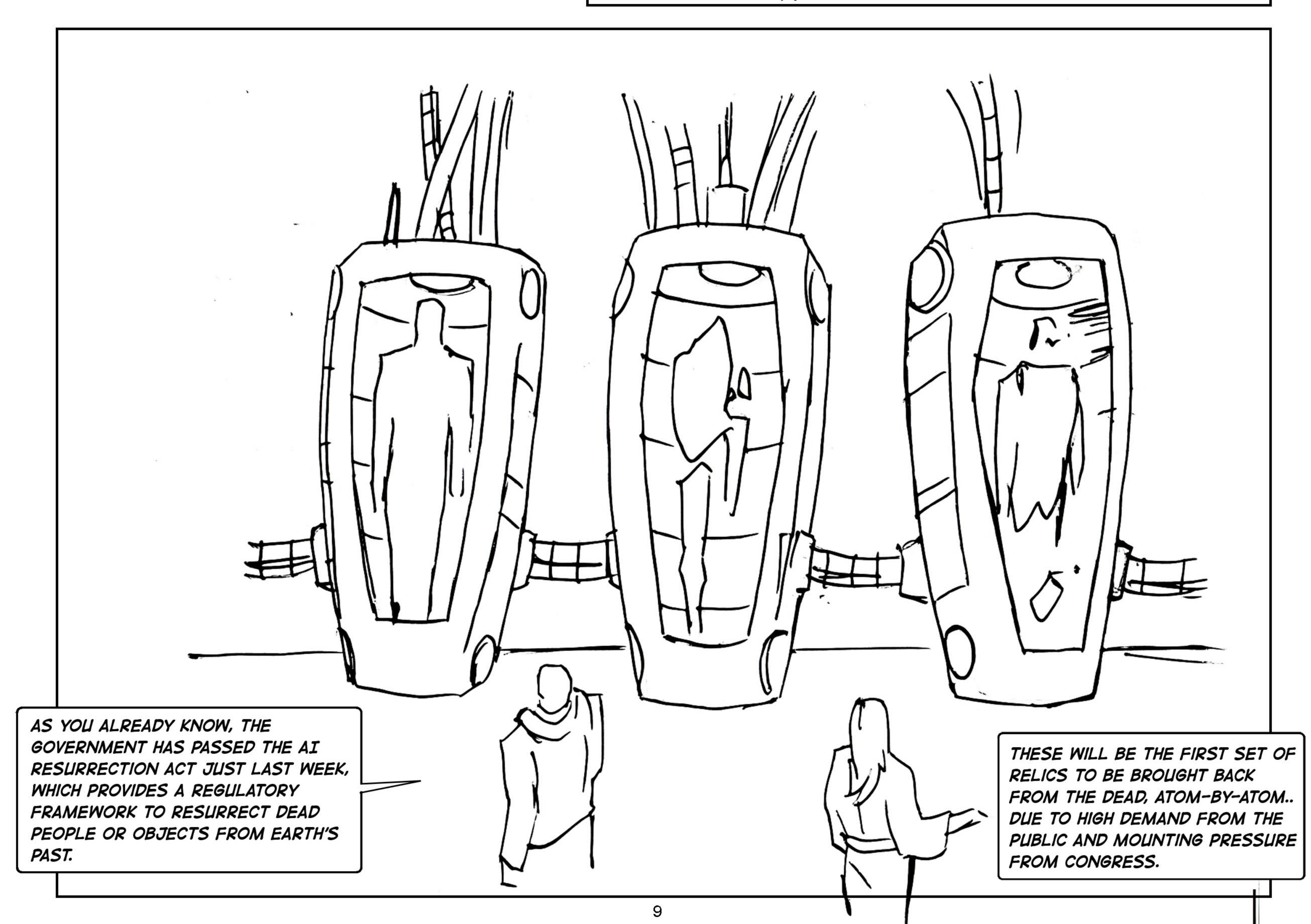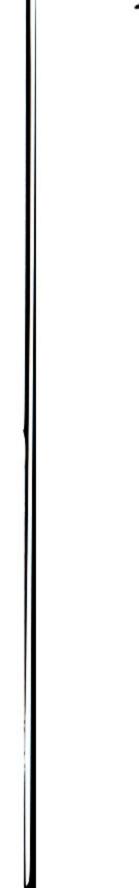
MY NAME IS ATOMS COLLECTOR. WELCOME TO MY CASTLE!

THIS AI MUSEUM IS THE LARGEST COLLECTION OF OLD RELICS SPANNING 10 FOOTBALL FIELDS. I STILL GOT OTHER AI MUSEUMS SCATTERED ALL OVER THE WORLD. BUT THIS IS THE LARGEST ONE SO FAR.

DIT DTT

We The People

THAT OVER THERE IS THE REAL DECLARATION OF INDEPENDENCE.
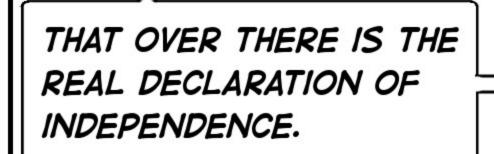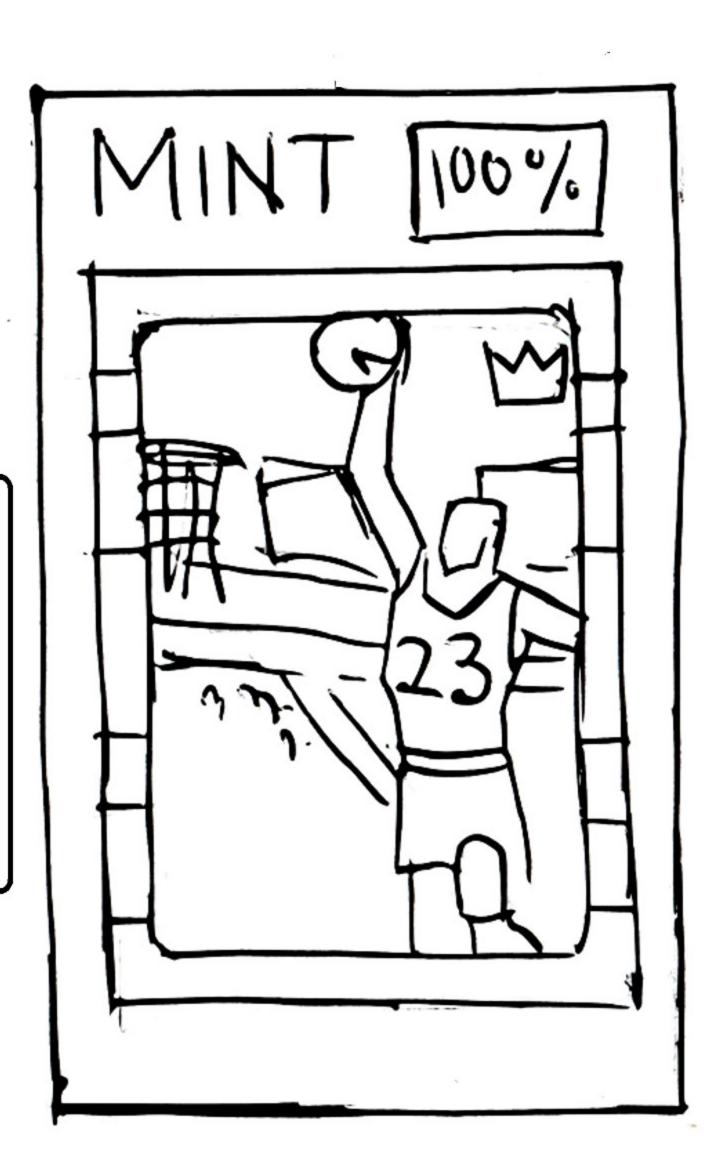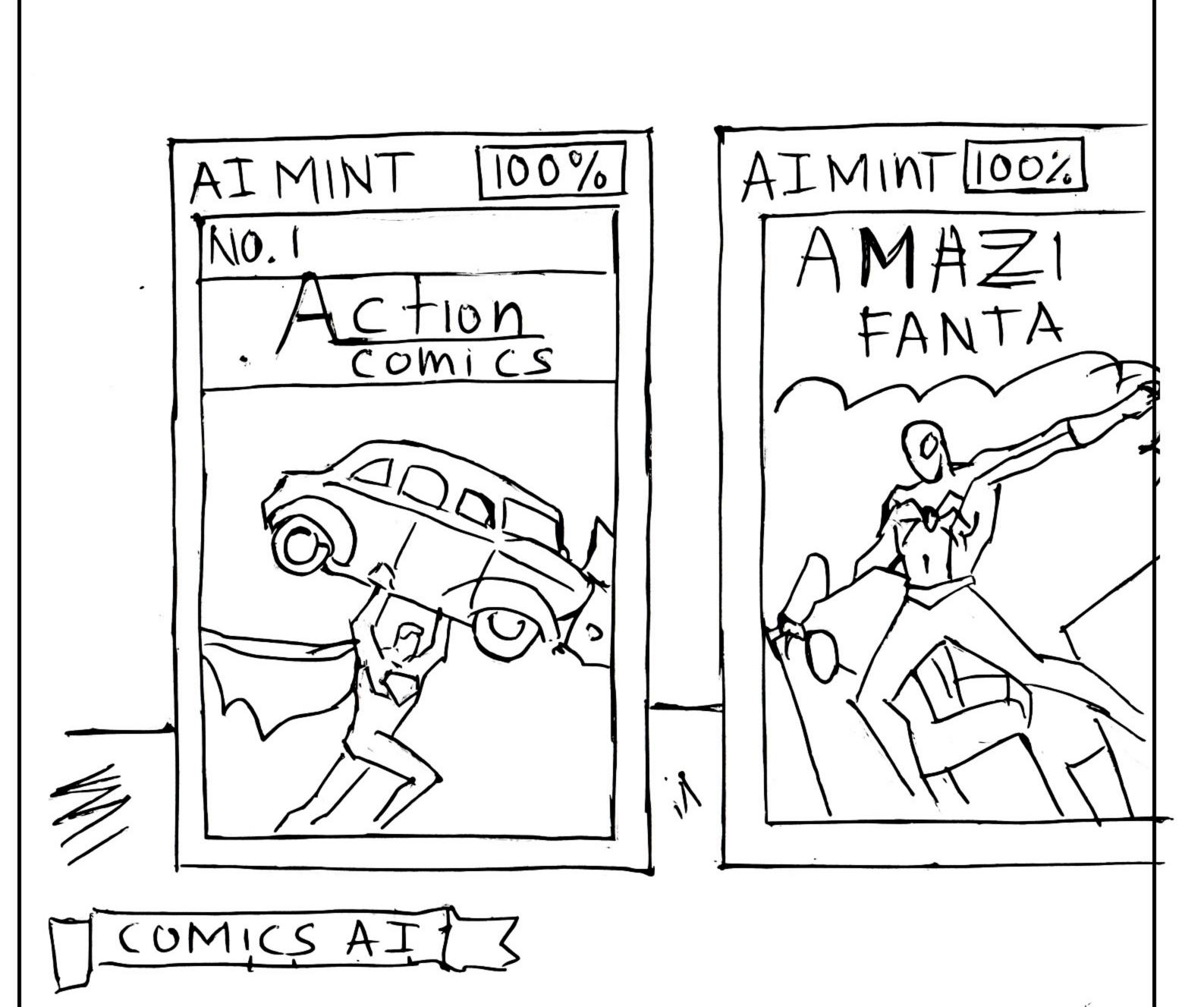
WHAT HAPPENED TO THE ONE IN THE SMITHSONIAN??

THAT'S A FAKE. ACTUALLY, IT'S THE EXACT COPY OF THE DECLARATION OF INDEPENDENCE.. BUT IT WAS ARTIFICIALLY CREATED ATOM-BY-ATOM AND USING DIFFERENT ATOMS FROM THE ORIGINAL.
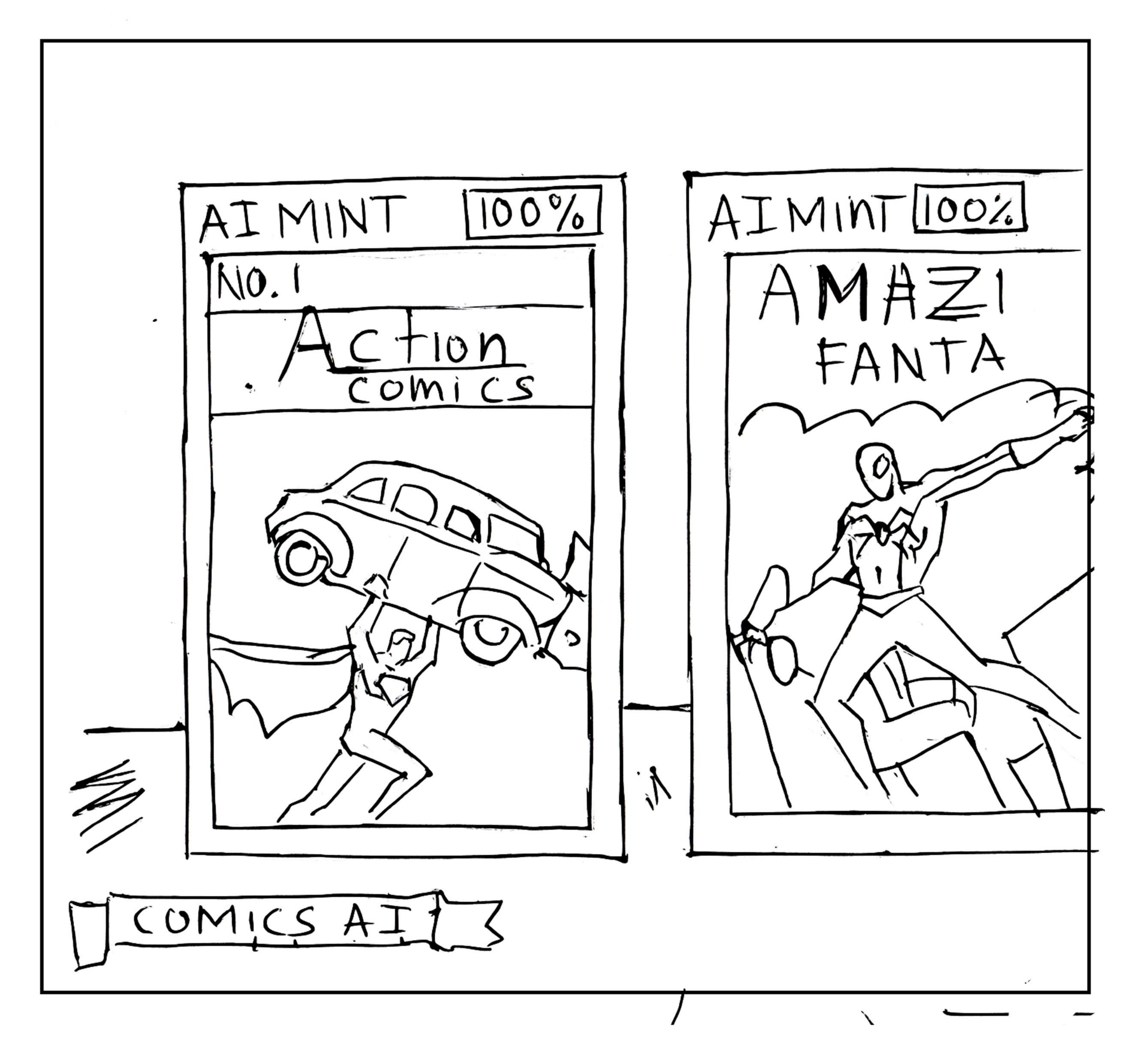
NOTICE HOW NEW THIS DECLARATION OF DEPENDENCE LOOKS? IT'S NOT AS OLD AND WORN OUT LIKE THE REAL THING. IT'S BECAUSE THE DOCUMENT WAS RESTORED TO ITS ORIGINAL ATOM STRUCTURE THE DAY IT WAS SIGNED ON JULY 4TH, 1776. IT WAS RESURRECTED WITH ITS ORIGINAL ATOMS AND THAT IS WHY IT LOOKS SO BRAND NEW.

MINT 100%

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AI MINT 100%
NO.1
Action Comics

AI MINT 100%
AMAZI FANTA

COMICS AI
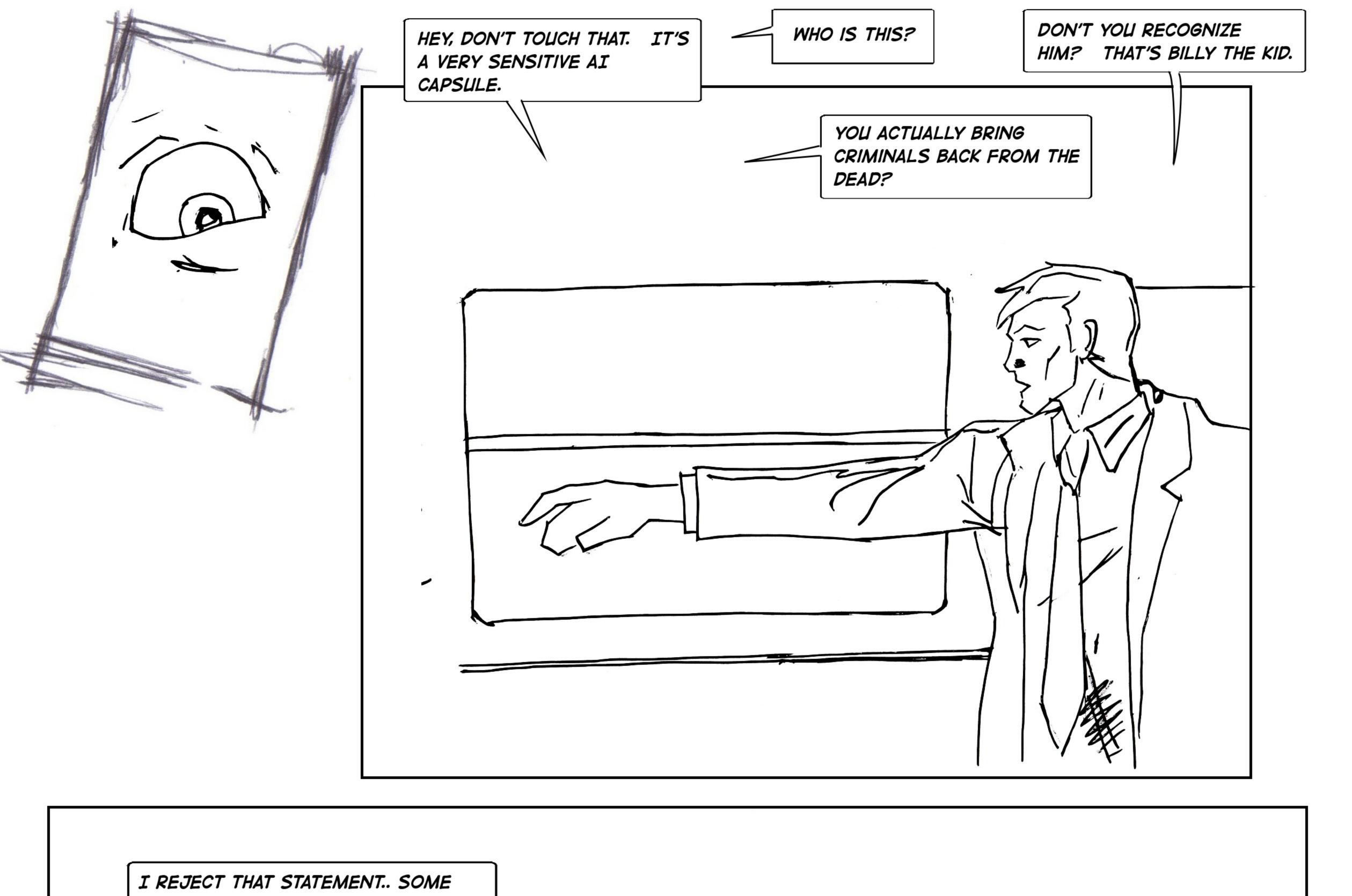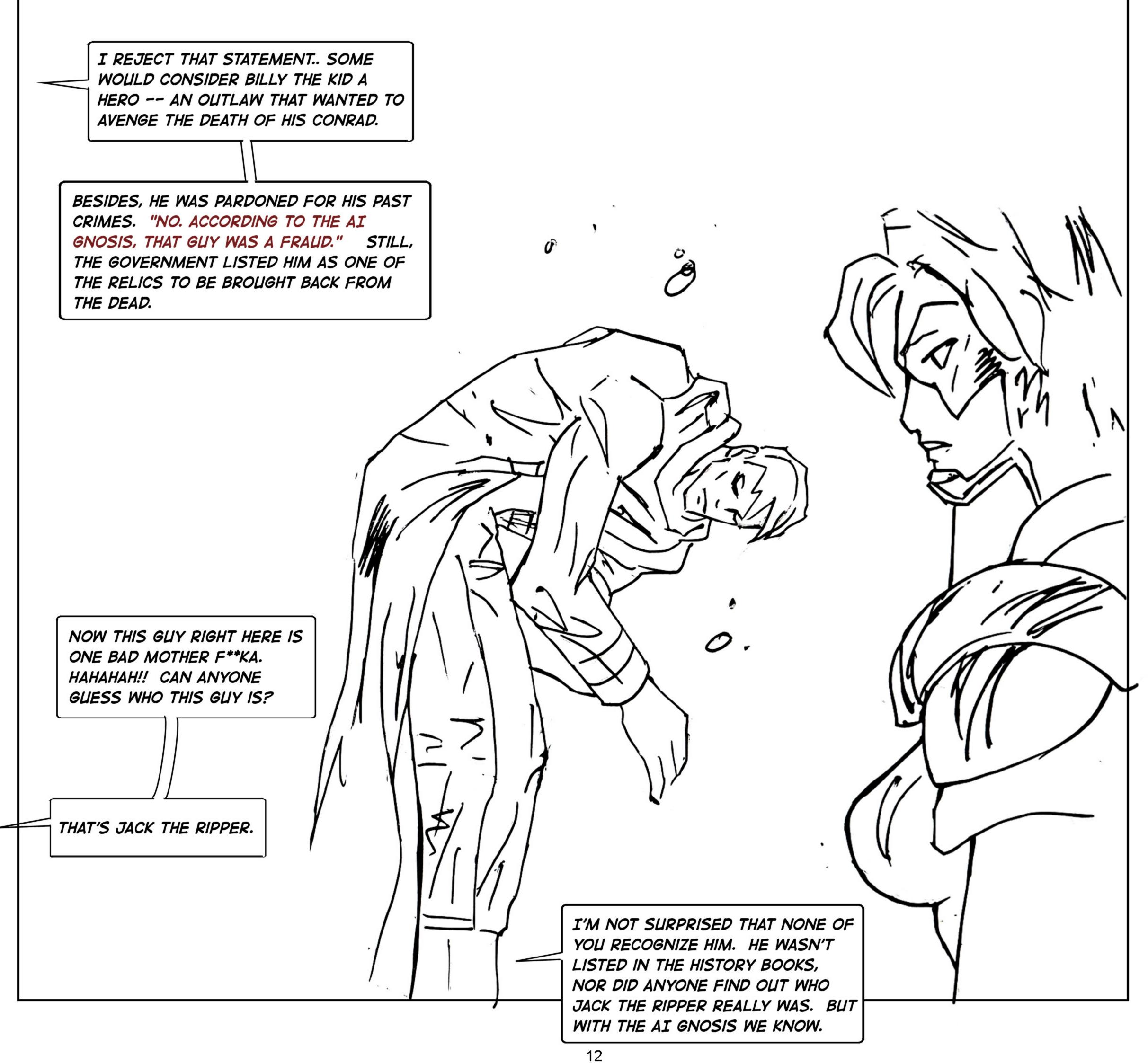
IN FACT, ALL THE MEMORABILIAS HERE ARE RESTORED TO THEIR ORIGINAL ATOMIC STATES THE MOMENT THEY WERE CREATED. SPORTS CARDS ARE RESTORED TO THE DAY EACH CARD LEFT THE PRINTING PRESS. CASE IN POINT, THE MICHAEL JORDAN FIRST FLEER ROOKIE CARD (WHICH IS ONE OF THE MOST VALUABLE CARDS EVER) IS RESTORED ATOM-BY-ATOM TO THE WAY IT WAS PRINTED BACK IN 1986 -- THIS CARD HAS GONE THROUGH AI RESURRECTION AND IT IS RESTORED TO ITS ORIGINAL ATOMS, LOCKED IN A BULLET PROOF CASING WITH REINFORCED SMART FORCEFIELDS TO MAKE SURE NO ATOMS CAN LEAVE THE CASING. THIS TYPE OF OBJECT RESURRECTION IS CLASSIFIED IN THE ATOMS BECKET AS AI MINT OR 100% MINT CONDITION. THE MICHAEL JORDAN ROOKIE CARD THAT IS RESTORED TO ITS PRIME ATOM-BY-ATOM IS SIGNIFICANTLY MORE VALUABLE THAN THE SAME CARD THAT DIDN'T UNDERGO AI RESTORATION. ACCORDING TO THE ATOMS BECKET, IT'S APPROXIMATELY ONE THOUSAND TIMES MORE VALUABLE.
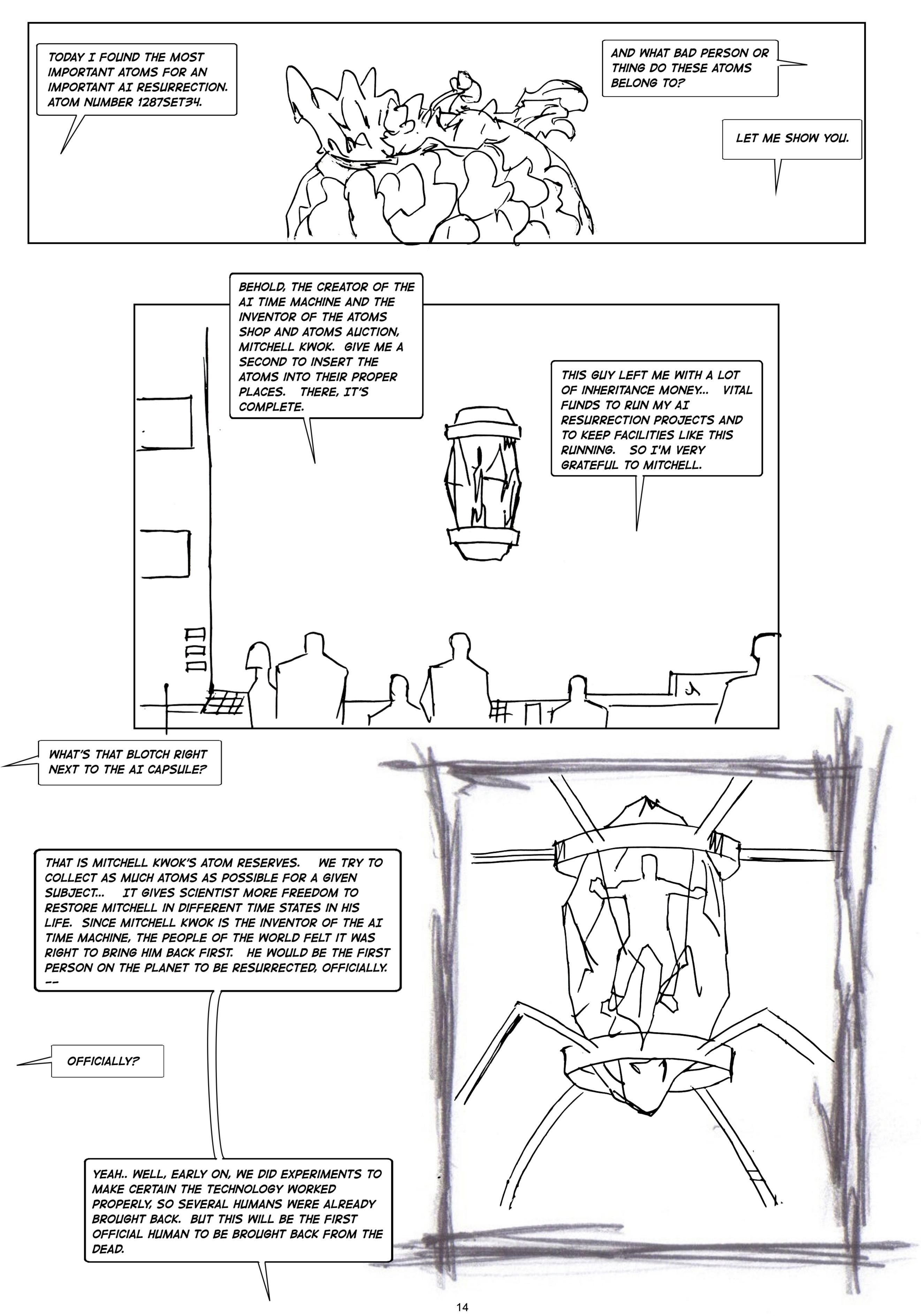
AI RESURRECTION IS ALSO APPLIED TO COMIC BOOKS. HERE IS THE FIRST COMIC BOOK EVER PRINTED BY DC COMICS CALLED ACTION COMICS ISSUE 1, DEPICTING THE FIRST APPEARANCE OF SUPERMAN. ..AND HERE IS THE FIRST APPEARANCE OF SPIDERMAN IN AMAZING FANTASY ISSUE 1. THE COMIC BOOKS RESPECTIVE ATOM STRUCTURES ARE RESTORED TO THE DAY IT LEFT THE PRINTING PRESS. AND THESE AI RESURRECTED COMICS ARE 100% MINT CONDITION, WHICH MAKES THEM WORTH A LOT MORE THAN THE REAL THING.

HERE IS A GOLD BULLION. NOTHING SPECIAL. THIS ISN'T A RELIC, BY THE WAY. THIS IS THE FIRST GOLD BULLION MADE USING THE ATOM MANIPULATOR. IT WAS CONSTRUCTED TO ALIGN EACH GOLD ATOM PERFECTLY AND SYMMETRICALLY. NO FOREIGN ATOMS ARE INTRODUCED INTO THE GOLD BULLION ONLY PURE 100 PERCENT GOLD ATOMS ARE USED. SINCE IT'S ONE OF A KIND, I DECIDED TO INCLUDE IT IN MY COLLECTION. YOU CERTAINLY WON'T FIND THIS KIND OF GOLD OCCURRING IN NATURE.

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TODAY I FOUND THE MOST IMPORTANT ATOMS FOR AN IMPORTANT AI RESURRECTION. ATOM NUMBER 1287SET34.

AND WHAT BAD PERSON OR THING DO THESE ATOMS BELONG TO?

LET ME SHOW YOU.

BEHOLD, THE CREATOR OF THE AI TIME MACHINE AND THE INVENTOR OF THE ATOMS SHOP AND ATOMS AUCTION, MITCHELL KWOK. GIVE ME A SECOND TO INSERT THE ATOMS INTO THEIR PROPER PLACES. THERE, IT'S COMPLETE.

THIS GUY LEFT ME WITH A LOT OF INHERITANCE MONEY... VITAL FUNDS TO RUN MY AI RESURRECTION PROJECTS AND TO KEEP FACILITIES LIKE THIS RUNNING. SO I'M VERY GRATEFUL TO MITCHELL.

WHAT'S THAT BLOTCH RIGHT NEXT TO THE AI CAPSULE?

THAT IS MITCHELL KWOK'S ATOM RESERVES. WE TRY TO COLLECT AS MUCH ATOMS AS POSSIBLE FOR A GIVEN SUBJECT... IT GIVES SCIENTIST MORE FREEDOM TO RESTORE MITCHELL IN DIFFERENT TIME STATES IN HIS LIFE. SINCE MITCHELL KWOK IS THE INVENTOR OF THE AI TIME MACHINE, THE PEOPLE OF THE WORLD FELT IT WAS RIGHT TO BRING HIM BACK FIRST. HE WOULD BE THE FIRST PERSON ON THE PLANET TO BE RESURRECTED, OFFICIALLY. --

OFFICIALLY?

YEAH.. WELL, EARLY ON, WE DID EXPERIMENTS TO MAKE CERTAIN THE TECHNOLOGY WORKED PROPERLY, SO SEVERAL HUMANS WERE ALREADY BROUGHT BACK. BUT THIS WILL BE THE FIRST OFFICIAL HUMAN TO BE BROUGHT BACK FROM THE DEAD.

Does the me that existed when I was 5 years old the same me that exist today at age 44? The answer is yes and no. The human body generates and kills cells throughout its lifetime. New cells are created and replaces dead cells. Cells on the skin generate and regenerate on a monthly bases. But, for the most part, the vast majority of atoms that make up a human being's body and brain are intact. The only questionable stage is before puberty and after puberty. After puberty, a human is introducing a lot of newly created cells into the body. This tells me that a person at 5 years old is different from the same person at age 44. But the person at age 18 has little difference in cell integrity compared to the same person at age 30. The good news is that a person's brain cells are the same, or very little difference, from the day they were born which indicate the person's important consciousness is preserved throughout their entire lifespan.

So it's a common practice to collect atom reserves for a dead person so that they can be brought back from the dead for different ages, especially before and after puberty.

In order for the AI time machine to work properly, no atoms can leave Earth nor can foreign atoms be introduced into the planet. What this means is that space exploration is brought to a minimal and no alien interlopers can enter Earth's space. Hypothetically, let's say that in the future every human on Earth is immortal and they use this AI Time Machine to restore their bodies to their younger state and they use this method over and over again to live forever, this will result in the Earth embracing "exclusion" from the Universe. Humanity will try to cloak the Earth from being detected by alien species. Any aliens that come to Earth will inevitably take some atoms from the Earth, and if enough UFOs visit Earth, half the Earth's atoms will be lost and replaced with foreign atoms. The aliens have to breathe the air or eat food which incorporates those atoms into their bodies as newly created cells. In addition, the aliens will leave their atoms behind on Earth after each visit.

I don't think that humans or animals in the future will have offsprings. The reason is because newly created human beings mean more humans will live forever. It will overwhelm the population and it would put a strain on the AI time machine by limiting the atoms available for object resurrection. I'm going to quote you something that future generations will be saying: "if you want kids, go into the virtual world".

Next issue: The Robot Declaration of Independence and the Robot's Bill or Rights. These two documents declared globally robots with Human Level Artificial Intelligence are citizens of the United States and have equal rights to humans. They were signed by 2 people in 2036: the robot president and the human president. They were signed shortly after the Robot Civil Rights movement that started around 2034.

Introduction

One Universal Device called the Atom Manipulator can create any type of Superpowers. The list below are just some Artificial superpowers covered in previous issues:

Atom Collectors and the Atom Almanac (issues 211, 212)
Micro ghost robots (issues 208, 209)
AI Speed robots and AI evolution applied to speed robots (issues 199, 200, 202, 203).
Molecule Transformer & Molecule Manipulation – AI morphing (issues 200, 125, 127, 128).
AI Chaos Theory or Deep social engineering (issue 193).
AI Time Dilation or AI Time Contraction (Issues 194, 125, 200).
Time Machine AI (issues 184, 139, 62, SIR #3).
AI Terraforming (issue 190).
AI Mind Control (issue 115) .
Artificial Telekinesis (issue 118).
AI Gun, Bullet AI, Energy AI (Issue 118)
AI forcefield (issue 121).
Invisible AI and Laser AI/Energy AI(issue 121).
Artificial Self-healing (Issue 124).
AI Quick speed and AI super strength (Issue 125).
Evolving robots and Self-Evolutionary AI (Issue 127).
Artificial God or God AI (issue 130).
The AI Gnosis and AI bible (Issue 136).
The Practical Time Machine (Issue 137).
AI Mind Manipulator, Virtual reality AI -- 5 senses (Super intelligent robots issue 6)
Speed Robots – building a house in 10 minutes (Issues 145, 157).
Accelerated learning (learning how to fly a plane in 1 second) -- issue 151.
Murder AI and Torture AI (Super Intelligent Robots issue 6)
AI tractor beam (issue 178).
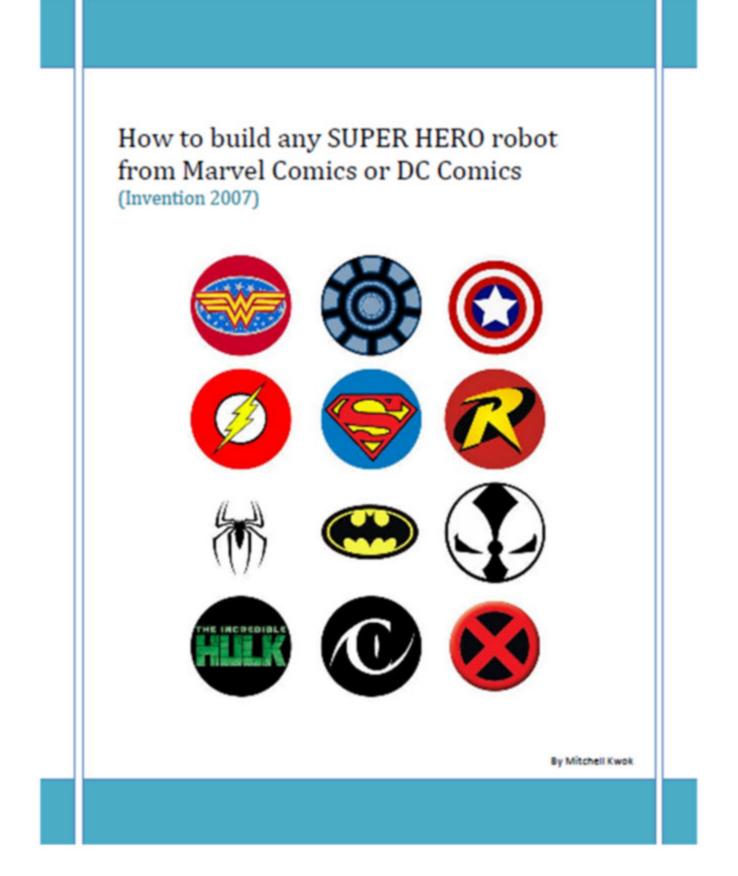Universal superpowers, AI Superpowers or Superpowers AI (issue 125)
AI phasing and AI teleportation (issue 181).
UFO AI and Rocket AI (issue 181)
AI lie detector and mind control AI (issue 182)

All robot superheroes or supervillians from Marvel comics and DC comics can be created using one or a combination of superpowers listed above. Each issue will describe its corresponding superpowers in great details (to the best knowledge and abilities of the inventor, Mitchell Kwok). The copyrights to the Practical Time Machine, Super AI, and Human level AI dates back to 2006-2008 – a total of 22 patent applications and hundreds of books and videos were posted on the internet during those 3 years.

There are many different types of Super Ai and Mitchell Kwok tried to patent all of them and it revolves around humanoid robots with superpowers. A self-published book was published online in 2017, entitled: How to build real robot superheroes from Marvel Comics and DC Comics, and content from these issues were taken directly from the book's description area.

How to build any SUPER HERO robot
from Marvel Comics or DC Comics
(Invention 2007)

By Mitchell Kwok

You can download a free copy on my website:
humanai.com. Books on Human Level AI (3rd edition),
Ghost Robots, Super Intelligent robots, and the
Practical Time Machine are also available for download
in the "notes" page.

New character designs

Atom Hunters

If names are taken, replace "Atom" with "Atoms" or add "AI"
on the back or front of the name. For examples: Atom
Collector(AI), Atom Hunters (AI), Atoms Hunters, Atom Hunter
(AI), or AI Atom Hunter.

New character designs

Super mobility -- by equipping the robot with a mechanical body that can move fast, and a mind that can sense data from the environment millions of times faster than humans, the robot can essentially move like Superman or Flash.

5 sense data sensed from the environment are like frozen images in the robot's mind. This ability allows the robot to control the speed of time in the real world. He can throw 100 knife slashes in less than 2 seconds, or run in and out of a crowded room without being seen.

The sun, moon and the cosmos are the symbols marked on this characters arms.

Super intelligence -- the robot has a built in virtual world and can enter and exit said virtual world at any given time. It makes copies of itself or recruits expert virtual robots to do team work. The reason it uses the virtual world is to save time or to control the speed of time.

Foresight into the future -- The robot also uses the virtual world to predict the future and select future actions that will benefit itself. The farther into the future it can predict, and the more accurate it can predict these future scenerios, the smarter it becomes.

The atom manipulator is an electronic device that can manipulate matter and light. This device has similar powers to Dr. Manhattan, Jean grey or Darth Vader.

The eye is for awarness of ones surroundings. I'm god and I know everything.

Speed-factor (aka free-Model)

A.I. helpers
Ghost machines are non-physical machines that do team work for the robot. These ghost machines serve as A.I. helpers that can physically change the surrounding environment.

Equipped with the atom manipulator, his abilities include: telekinesis (at a molecular-level), teleportation, super strength, optic blasts, invisibility, force fields, super mobility, quick healing, bring dead people back to life, control people's mind, remote viewing, future insight, and targeted time travel. Every single sci-fi technology or superpowers can be had using this single device.

The host possesses a built-in healing factor that allows him to recover from even the most severe wounds in an amazingly short time (kind of like Wolverine or the Terminator T-1000).

equipped with a built-in virtual world in its head that permits the host to enter and exit the virtual world at any given time, it can also make copies and do work in both the real world and virtual world simultaneously.

2 virtual worlds are used: Virtual world1 is a personal virtual world and virtual world2 is a global virtual world shared amongst robots. Both VR worlds serve different functions. The robot uses both VR worlds to do work, do research and run controlled simulations.

Inside its mind, the robot makes a team of virtual robots to help him do work, depending on the goals and rules of the host. These virtual robots (also called super intelligent robots) do many different things for the robot such as predict the future, do research or asist in battle.

The device, the atom manipulator, is a means of self-modifying the robot's molecular structure, permitting its hardware, software and CPU to undergo change without external help or human intervention.

telekinesis -- to control objects with his mind at a molecular level.

its body parts can morph into any size or shape such as knives or useful tools.

To control objects remotely, both mentally and physically.

Each robot is specialized in a particular superpower to maximize performance. The superpowers an individual robot has is dependent on its computer processing and energy level. Each robot is manufactured in a factory with a high, although limited supply of energy. The more complex the task, like disintegrating a human atom-by-atom or predicting complex future scenarios, the more energy is used up. At the point where its energy reservoir is exhausted, the robot has no superpowers and they are limited to only basic punches and kicks. Time is required to recharge and self-regenerate its energy levels.

The optimal way to defeat enemies is to group teams of robots together with different powers, each assuming integral roles in a hierarchical team and letting them train in the virtual combat room. There, through repeated combat training, they can hone their superpower abilities to their razor's edge.

The following are basic super powers that all robots have:

A robot has the ability to levitate itself or any object in its immediate surrounding. The atom manipulator's basic function is to generate intelligent pressure. This means the device can create any amount of pressure in any given space, forming what I call controlled, transforming forcefields to bend air to the hosts' needs. Since solid objects or molecules are surrounded by air, they could be manipulated regardless of how small or large said object might be.

The hoverboard technology was described in my patent filed in 2008, whereby in the specifications I show a series of steps, using intelligent pressure, to levitate a hoverboard with a 10 ton elephant as the passenger. A curve-shape forcefield is created underneath the board, which traps the air particles, forming a solid rock between the board and the ground. Next, intelligent pressure is generated behind the passenger and the board safely pushing the vehicle forward. Then, the solid air rock underneath is incrementally "slid" forward and the 3 steps repeats itself over and over again, allowing the 10 ton elephant and the board to maneuver and fly.
A safety layer is put below the solid air rock or intelligent pressure is distributed in the passenger's surroundings to safely navigate above grass and water so that living organisms will not be harmed by the hoverboard.

This type of method is used to give the robot host the ability to levitate objects and itself. This method can also be used to create powers seen from the Invisible woman, the ability to turn invisible by controlling air and molecules (ex. create a morphing forcefield with changeable metal molecules on the surface).

Perhaps the ideal usage of the atom manipulator is to manipulate individual atoms and its sub-atomic parts, like electrons and protons, neutrons. One very difficult task for this amazing device is the ability to disintegrate a human being atom-by-atom and reintegrate said human to a different location -- teleportation.

Teleporting and targeted time travel is actually one and the same. Targeted time travel is simply the machine disintegrating a human being atom-by-atom and reintegrating said human in a different time state.

red light

Horizon line

United Robots

ms. gunzalez

ROBOT DESIGNS

Super punches or kicks, or quick physical agility can be had through the atom manipulator. Again, the method used to describe forcefields are used here. The total manipulation of air and atoms will give the robot the "super" in his punches and kicks. Intelligent pressure pushes things and matter pushes things. Innately the robot has adamantium skin or the surface of its skin is composed of dense metal that is light weight and flexible. In addition, a forcefield with solid metal layer/s is formed around the robot's appendages to protect the robot from strong collision forces. The impact can kill a dinosaur in its wake or smash a mountain to tiny rock pieces. As stated before, the atom manipulator can generate any amount of pressure or create any solid structure in any given space or time. This allows the robot host to have steel-shattering super punches or super kicks.

The robot also has access to at least one atom manipulator. The atom manipulator is an internal or external device that can manipulate matter and light in the current environment using various E.M. radiations like microwaves or soundwaves. This is the source of the robot's superpowers. It allows the robot to levitate, shoot optic blasts, heal wounds quickly, or perform telekinesis on external objects. The atom manipulator creates intelligent pressure... like a morphing forcefield by moving and positioning atoms (or sequentially positioning atoms to form structured molecules). In turn, this creates ghost machines that can bend matter and light at an atomic level.
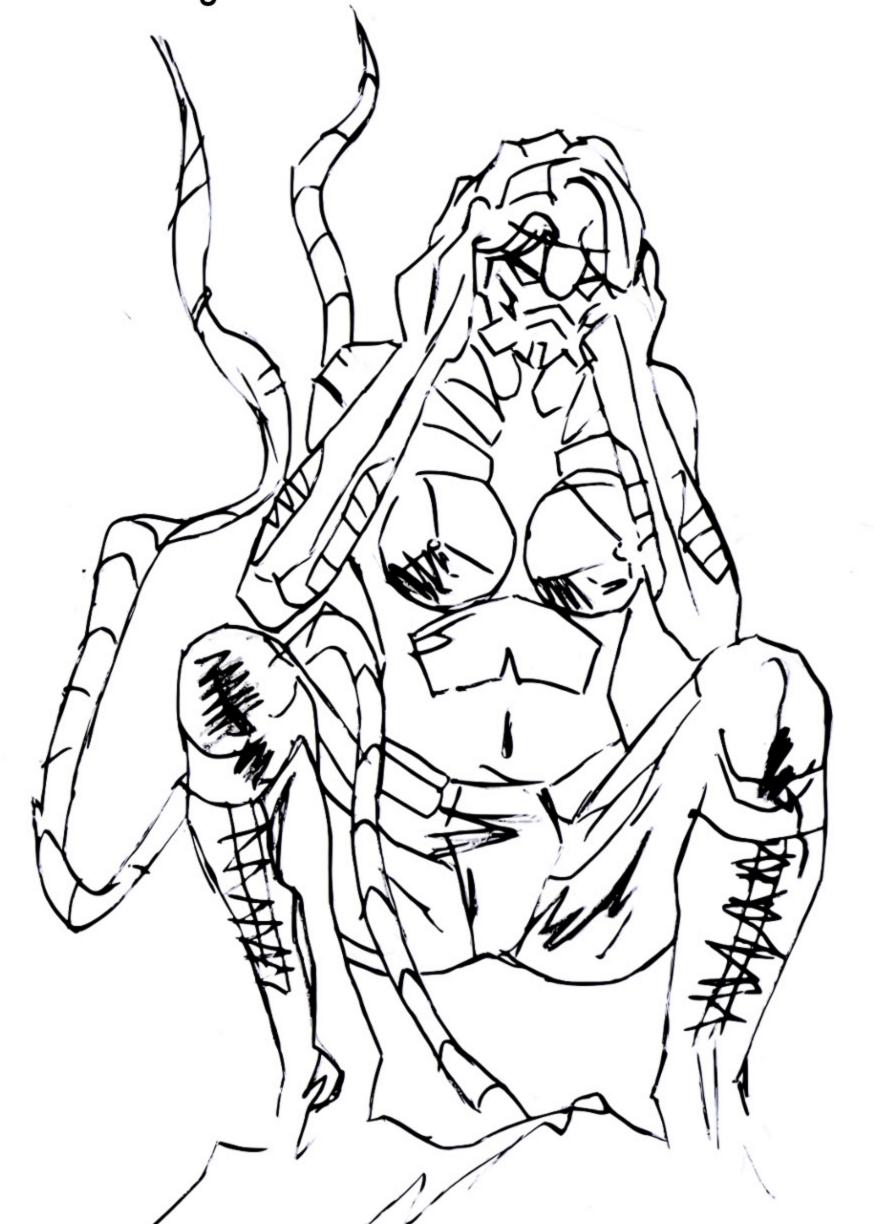
The ghost machines' intelligence, coordination, and control of the atom manipulator are all performed by the SuperA.I..
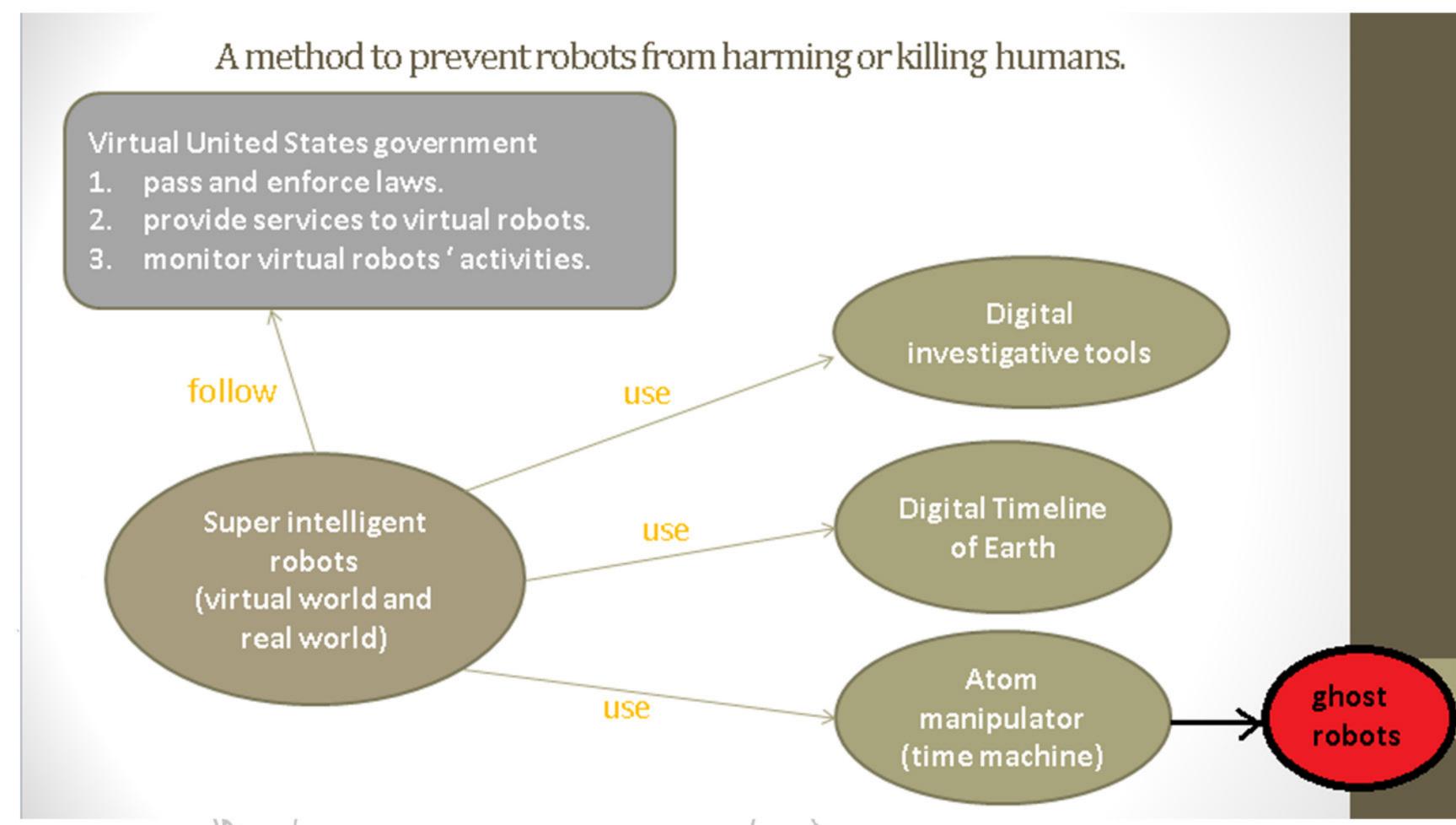

Each robot also follows a strict robot government called the virtual United States government system. In it are constitutional laws each robot must follow as well as government services and civil rights innately given to the robot in return for his cooperation with the law.

The most important law, if broken has dire consequences, is: a robot cannot kill or harm a human being.

A method to prevent robots from harming or killing humans.

Virtual United States government
1. pass and enforce laws.
2. provide services to virtual robots.
3. monitor virtual robots' activities.

Super intelligent robots (virtual world and real world)

follow

use — Digital investigative tools

use — Digital Timeline of Earth

use — Atom manipulator (time machine) → ghost robots

The perfect digital timeline of Earth **is a** technology that tracks the precise location of every atom, electron, and EM radiation on Earth for the past, present, and future every nanosecond. It is composed of one continuous sequence timeline, 4.6 billion years worth of atom tracking from the Earth's birth to the current state. SuperA.I. is responsible for controlling electronic devices across the globe to track atoms and to predict where these atoms' location were in the past (or will be in the future) every nanosecond.

Tracking every current atom in the surrounding environment and understanding their properties and interactions will give the robot the ability to properly manipulate objects in the environent at an atomic level. Generating forcefields or teleporting an object require this type of precise tracking.

In Fig. 14b, each robot has access to useful tools like the perfect digital timeline of Earth and SuperA.I.. The SuperA.I. is an external AI (separate from the robot's cognition) that helps the robot do work or team work. It acts as a personal assistance with voice assisted user-friendly interface functions and perform tasks such as predicting the future, doing research, providing intelligence, assisting in battle, controlling ghost machines, or alerting the host robot to any surrounding dangers.

When the robot goes into the virtual world to do work, these tools are very valuable to optimize performance. For example, if the robot wanted to predict the future, the digital timeline of Earth is a very important knowledge base to use to do predictions. Instead of making multiple digital copies of itself to do predictions, it can simply ask the SuperA.I. to do the predictions for him.

All robots are omnikinetic. They don't need air, water, food, or sleep, and is immortal (Cyborgs have limitations, due to human components, and are considered inferior to 100 percent robots).

This ability is crucial when moving at the speed of light (or close to it). Air atoms at that speed are stationary, and require the atom manipulator to push atoms away from the moving path of the robot, creating an artificial void tube. the device is also used to propel the robot to incredible speeds by generating artificial force behind the robot.

Morphing forcefields are created around the host robot to ensure molecular integrity, due to external forces (gravity, g-forces, magnetic fields, etc..). Furthermore, the atom manipulator can give the robot the ability to perform super punches and kicks, or shoot powerful optic blasts from its body.

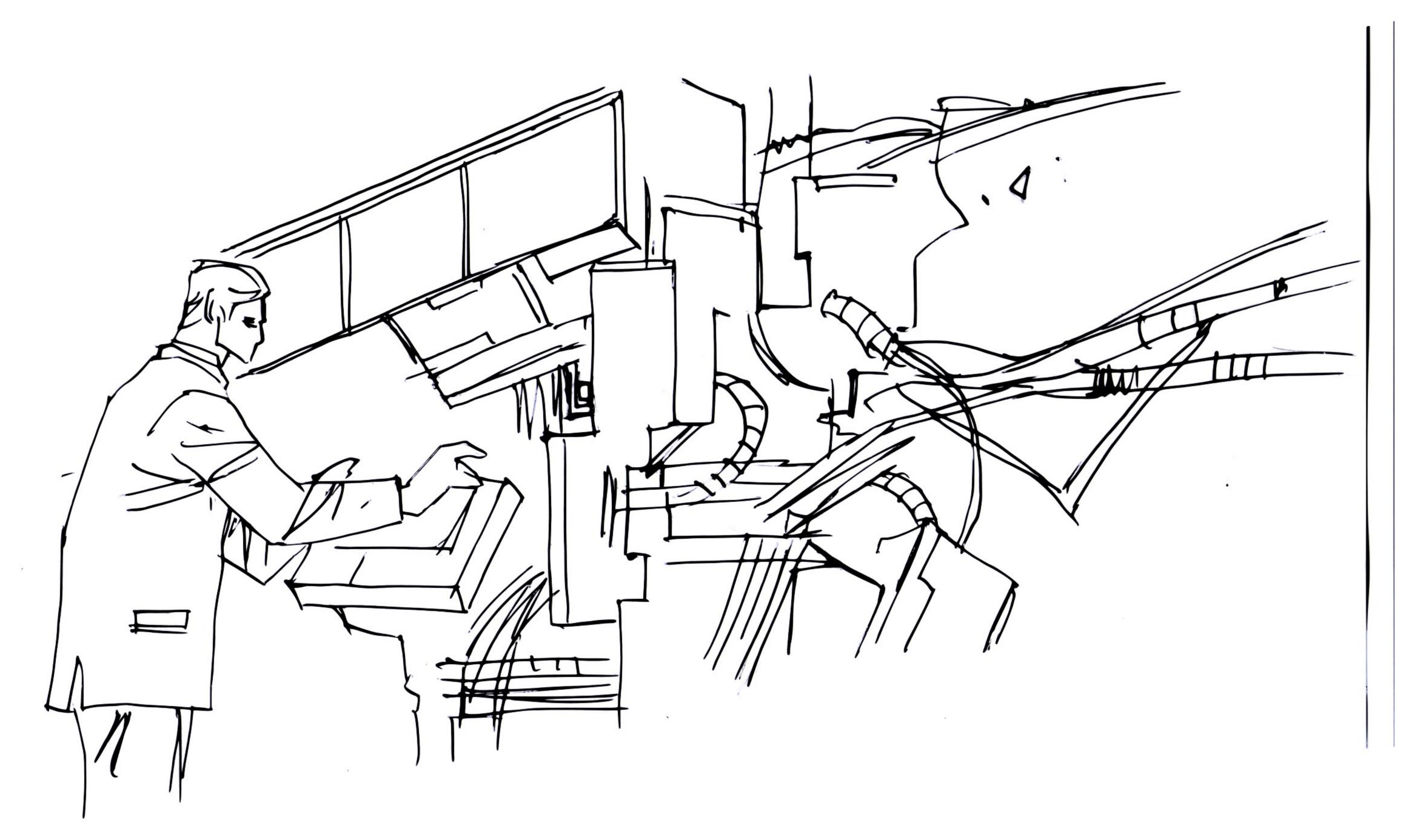Ghost machines (similar to the Green Lantern's powers):

Definition:

Ghost machines are non-physical or semi-physical machines that can do individual human work or team work in the fastest time possible (with optimal efficiency). Its host has the amazing ability to change its molecular structure during runtime through the atom manipulator, which is a laser system that manipulates light and matter from a distance at an atomic level. The intelligence and coordination of the ghost machines are operated by A.I. as a simulation inside the atom manipulator.
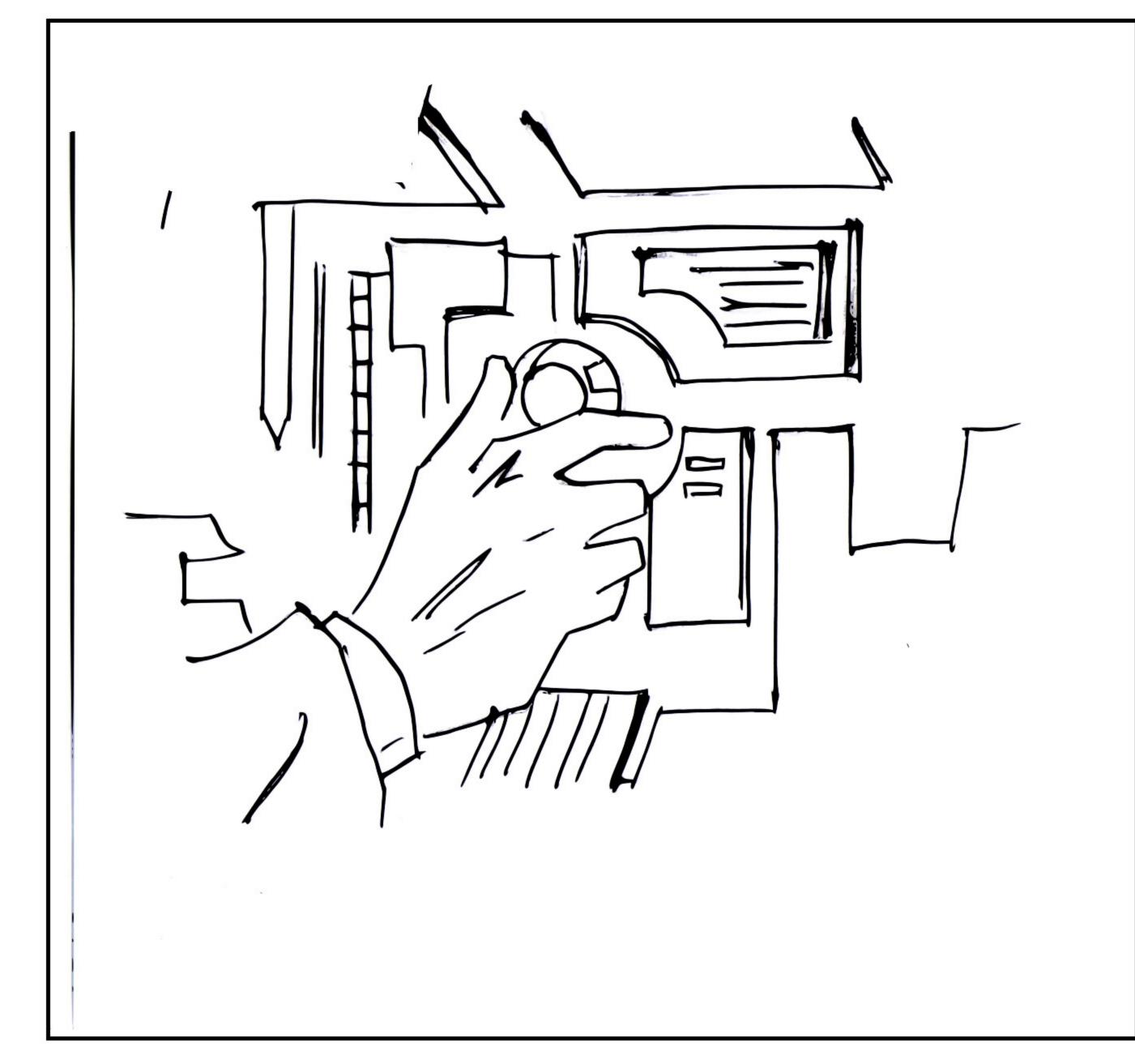
Here are some examples: ghost human, ghost gun, ghost computer, ghost smartphone, ghost printer, ghost hammer, ghost lighter, ghost car, ghost plane, ghost boat, ghost hand, ghost food replicator, ghost people, ghost radio, ghost toilet, ghost surgeon, ghost doctor, ghost assistant, ghost bike, ghost calculator, etc. (you get the picture).
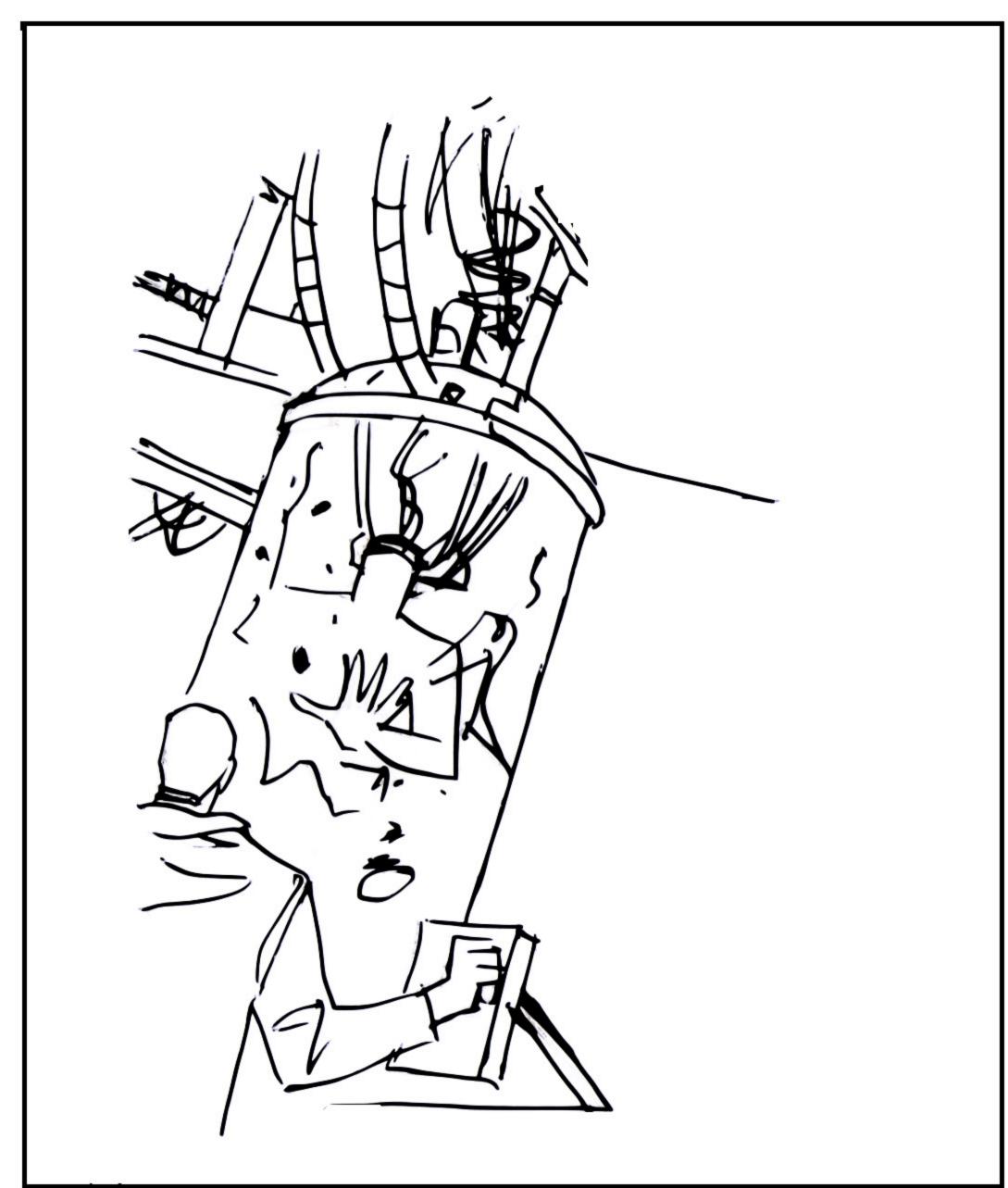
In addition, ghost machines are invisible to the naked eye and only physical output materials are visually seen. For example, a ghost printer is invisible, but the output, which is a printed inked paper, is visually seen. In another example, a ghost computer has holographic monitors and a semi-physical keyboard that has pressure sensors. All hardware and software operations are simulations operated by the A.I. of the atom manipulator; and the ghost computer's hardware and software will appear real to the user through holographic or artificial pressure sensors or matter replicators.
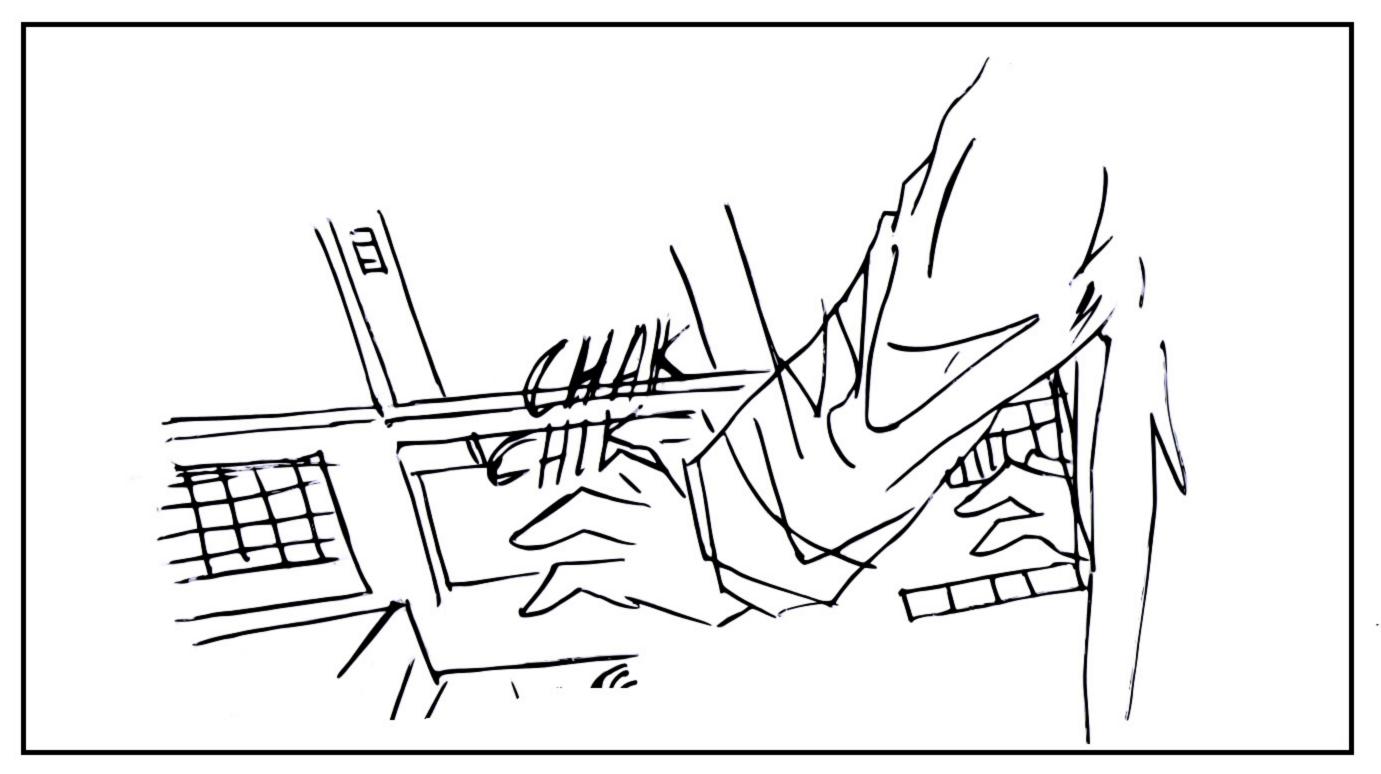
All super intelligent robots, members of United robots, have the ability to generate ghost machines to assist during conflict situations. Although universal abilities like forcefield, bio-energy blasts, and levitation are innately instilled, each robot is built to be skilled in generating specific ghost machines. The more sophisticated the ghost machine, the more energy level is used up, so discretion is advised.

Computer scientists can build any type of human robot at the engineering stage or at the learning developmental stage: female robots, male robots, military robots, sniper robots, karate robots, commander robots, strategic robots, psychotic robots, serial killer robots, mentally ill robots, good citizen robots, feminine robots, gay robots, master chef robots, computer engineer robots, child-molester robots, superman robots, factory worker robots, or combinations, etc... Whatever humans are and capable of, these robots also are and capable of. There is no such thing as a robot with Human-level A.I. that won't discriminate or harm/kill a human being.
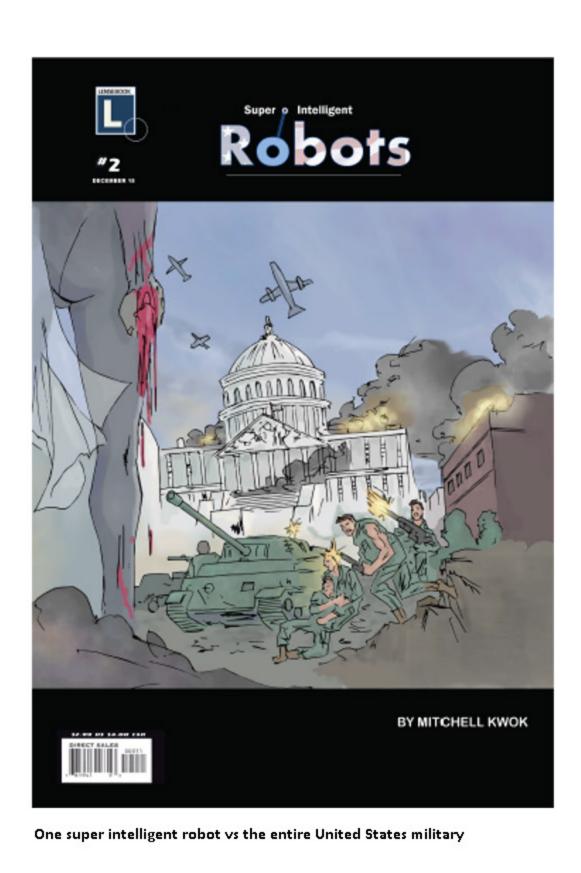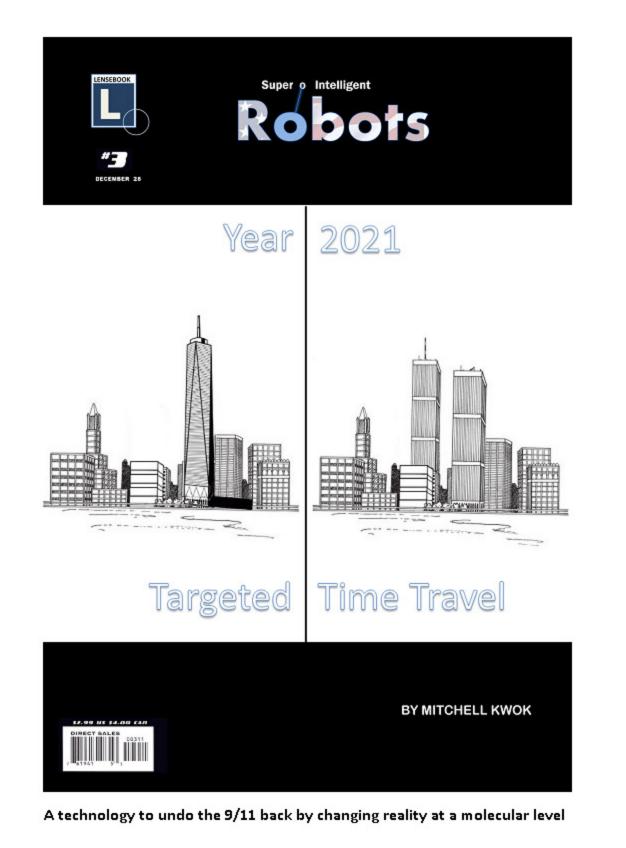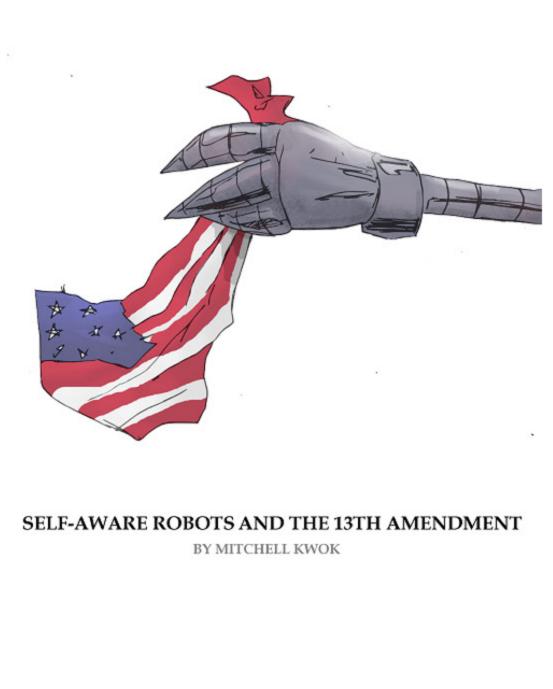
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Terrorists use a killer smartphones to spy and kill journalists and politicians.

One super intelligent robot vs the entire United States military

Year 2021

Targeted | Time Travel

BY MITCHELL KWOK

A technology to undo the 9/11 back by changing reality at a molecular level

SELF-AWARE ROBOTS AND THE 13TH AMENDMENT
BY MITCHELL KWOK

A trial to determine if a self-aware robot can be classified as human and does the 13th amendment protect the robot from slavery.

Number of unique characters in the Super Ai Universe: 6,152

The sketch book entitled Super AI #0 is available online for free with hundreds of pages of sketches, depicting all characters from the Super Ai Universe (currently over 6,000). This is a growing book and sketches and story ideas are added per month.

Number of teams: 692

humanai.com

3 Inventions by Mitchell Kwok: Human Level Artificial Intelligence (2006), Super AI, and the Practical Time Machine.

U.S. Provisional Application No. 61/155,113, U.S. Provisional Application No. 61/083,930, U.S. Provisional Application No. 61/080,910, U.S. Provisional Application No. 61/079,109, U.S. Provisional Application No. 61/077,178, U.S. Provisional Application No. 61/074,634, U.S. Provisional Application No. 61/073,256, U.S. Provisional Application No. 61/053,334, U.S. Utility Ser. No. 12/135,132, U.S. Provisional Application No. 61/042,733, U.S. Utility Ser. No. 12/129,231, U.S. Provisional Application No. 61/035,645, U.S. Utility Ser. No. 12/110,313, U.S. Provisional Application No. 61/028,885, U.S. Utility Ser. No. 12/014,742, U.S. Provisional Application No. 61/015,201, U.S. Utility Ser. No. 11/936,725, U.S. Utility Ser. No. 11/770,734, U.S. Utility Ser. No. 11/744,767, U.S. Provisional Application No. 60/909,437
And U.S. Utility Ser. 12/973,955

A total of 22 patents, 8 are utility patents and the rest are provisional patents.   The first provisional patent filed has a priority of 2006 due to my first three books published in 2006. The super AI patent has a priority of 2007 due to a chapter in my books on Super AI in 2006 (copyrights for Super AI was 2006).