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

By Mitchell Kwok

A step-by-step and comprehensive guide to building any superhero (robot) from Marvel comics or DC comics.

"the more things change, the more they stay the same" -- X-men issue 1

"advance technology can kill a person, and at the same time, it can bring said person back to life again, atom-by-atom" -- Mitchell Kwok, Practical Time Machine.

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Part 1: Superhero Robots

I use super heroes as an analogy to super robots because that's what they are. With the success of Human-Level Artificial Intelligence, we, the human race can build a robot that can think and act just like a human. The next logical step is to advance A.I. and build super robots that go beyond human-level intelligence and abilities.

The technology described in this book is called Super Artificial Intelligence, also known as a Super intelligent robot . It was first described in a patent application by an inventor named, Mitchell Kwok, filed back in 2007. Basically, the definition of a Super intelligent robot is a self-aware entity imbued with intelligence that exponentially exceeds human intelligence... what a group of humans can do in 30 years, this super robot can do in less than 1 second. Example: It took Microsoft 10s of thousands of human programmers and 30 years to write the Windows10 operating system. One Super intelligent robot can write the source codes to the Windows10 operating system in less than 1 second.

A super robot can not only do cerebral work, but physical work as well. A host body is preferred with limbs similar to humans. There is a third hidden ability, which is super powers or special gifts. Flash can move fast, Professor X can read and control minds, Jean Grey can levitate objects from a distance, and the T-1000 can morph or heal wounds. Some mutants are more powerful than others, depending on their training and special gifts. Our goal is to build robotic versions of these superheroes.

A Super intelligent robot should have all three attributes: 1. super intelligence 2. super mobility 3. and super powers.

copyright Marvel comics and DC comics

There are many different types of Super Artificial Intelligence. Between 2007-2009, I filed 4 utility patents on 5 different types of Super intelligent robot. One type of Super Artificial Intelligence is a robot that can predict future events accurately, which is referred to as a Psychic robot. Another type of Super Artificial Intelligence is a robot that makes digital copies of itself inside a virtual world, organized in a hierarchical manner, to do complex work.

The measurement of intelligence is totally dependent on the robots' ability to accomplish a task/s in the fastest time possible. Its function is to accomplish a human task/s quickly by maximizing work in the virtual world and minimizing work in the real world. If IBM builds a robot that can write an operating system in 6 months, and companyD builds a robot that can accomplish the same task in 1 day, that means companyD has a smarter robot.

Predicting the future based on recursive goals and having the ability to outsmart your opponent/s in any game is also another type of super A.I.. Hypothetically, If Microsoft builds a robot that can predict 3 months into the future accurately, and CompanyX builds a robot that can predict 5 years into the future accurately, that means companyX has a smarter robot.

In another case, building physical houses or structures require the robot to move and work in the real world. This is where the robot has to phase in and out of the virtual world to accomplish tasks. Cerebral tasks, such as drafting the blueprints to a house and searching for the cheapest building materials are done inside a virtual world. While physical tasks, like adding a door to a wall or controlling a forklift, must be done in the real world. It will try to do as much work in the virtual world as possible in order to save time. With both, the virtual world and quick mobility, the Super intelligent robot can build a house in under 3 hours. Its human counterpart, on the other hand, would normally take a team of 5 construction workers at least 1 year to build a house.

Super robots building a house in the fastest time possible (1 week)

For more info about the different types of Super intelligent robots, refer to my patent applications or visit my website at: http://www.humanlevelartificialintelligence.com . There, you will find an abundant amount of information on the subject matter.

The important thing to remember here is that a Super intelligent robot serves as a template or robotic shell in building any type of super hero robot. Jean Grey has the gift of telekinesis, which is the ability to levitate objects via her mind, Magneto can manipulate any object that contains metal with his thoughts, and Superman has great strength and quick reflexes.

This is the first time ever a book has been written, discussing the step-by-step instructions on how to construct any super hero robot. We will cover a variety of super powers and how to imbue robots with these fantastic powers. In this book, I will be using popular super heroes or super villains from Marvel comics (X-men, Spider-man, Thor, etc.) or DC comics (Superman, Doctor Manhattan, Suicide squad, etc.).

The patent that readers should analyze; and directly relates to this super hero robot is patent no. 12/471,382, entitled: Practical time machine using dynamic efficient virtual and real robots. Approximately 22 total patent applications were filed with the U.S.P.T.O on this invention from 2006-2009 (priority).

There are primarily 5 components that make up my Practical time machine. The reader should have a basic understanding of the invention in terms of components, data structure, and processes before reading further.

Components to the Practical Time Machine, comprising:

1. Human-Level Artificial Intelligence

2. Super intelligent robot

3. Atom manipulator

4. Digital timeline of Earth that tracks every atom, electron, and E.M. radiation for the past, present, and future

5. Virtual United States government system

The components of the Practical Time Machine are used in permutations and combinations to build any type of Super hero robot. The 5 items listed above are just a fraction of the components needed to build the present invention. Refer to my patent application to learn more about the Time Machine and its parts.

For superheroes like Professor X, his powers are: psychic abilities, mind control, and remote viewing. Cable is a cyborg and can teleport. For other characters, like Thanos, it's targeted time travel.

Developers have to construct these robots according to each character's super powers and physical characteristics.

In comic books, Cable has an external computer that allows him, and anyone within a given radius, to teleport from one location to a destination location. In order to build a robot version of Cable, developers have to give him teleporting capabilities. This will allow the robot (Cable) to break his body up into tiny little atoms, move them safely to a destination location, and re-assemble each atom to its original state.
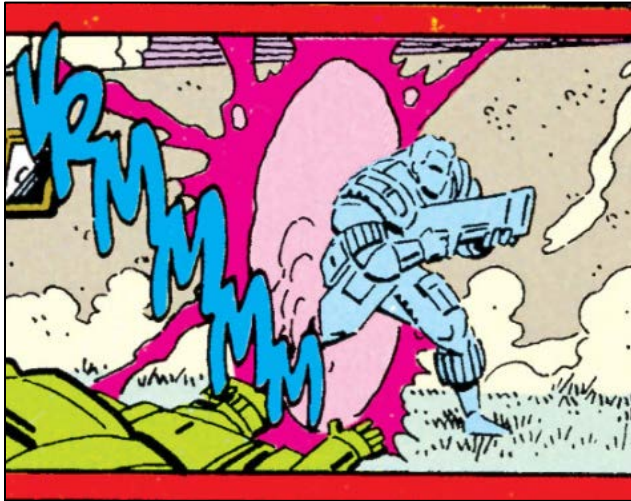
The atom manipulator is the key to generating any super powers, wither its physical body manipulation or external object manipulation. All super powers and what we classify as science fiction can be emulated using this device, which includes: teleportation, force fields, telekinesis, levitation, targeted time travel, quick healing factor, or generating energy blasts.

force field

anti-gravity machine

ray gun

teleporter

light speed

tractor beam

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Here is the basic data structure of a super hero robot: super intelligent robot + the atom manipulator. A super intelligent robot is a robot that can think and act exponentially faster than humans; and the atom manipulator is an electronic device that can manipulate object/s from a distance using E.M. radiation. By combining the two technologies together we can build any custom super hero robot.

The Super intelligent robot has a built-in 6th sense that allows it to enter and exit the virtual world at any given time. The robot uses the virtual world as a means of saving time. Inside a computer "time" is meaningless... and programmers can pre-define time. They can declare: 30 years inside a virtual world is equivalent to 1 second in the real world. Programmers can even set: 50 trillion years inside the virtual world is equivalent to 1 second in the real world. All they have to do is speed up the simulated environment (the virtual world).

Time inside a computer can be defined and is totally dependent on the computers' speed and storage capacity. If developers need more time in the VR world, they can simply add more computers to the network. No biggy.

Time dilation is also important because the robot needs to control how time increments. There will be time dilation for both, the virtual world and the real world. In the real world, the robot can control time by speeding up its sensing and thinking. When his mind is thinking really fast, the data coming into his 5 senses are like "frozen images". Along with super mobility, the robot can think and act in a frozen environment (akin to the character Quicksilver from the X-men).

built in virtual world

procedures to solve a problem in one second:

1. identify a problem to solve and enter the virtual world.

2. set the environmnet of the virtual world and generate teams of virtual robots.

3. do work in the virtual world.

4. after problem is solved, exit virtual world and enter real world.

Although the Super intelligent robot have the same intelligence level as a human, it and its copies, must do the same amount of work as a human worker. If it takes 30 years for humans to write an operating system, it will take 30 years for these robots to write an operating system. If it requires 50,000 humans to write an operating system, the robot must make 50,000 copies of itself to write an operating system. The work hours to accomplish a task haven't changed at all, its time. The Super intelligent robots are simply cheating, and found a way around time by doing work inside a computer. This allows 1 Super intelligent robot to accomplish 30 years of human work in less than 1 second.

With new technology come new problems: how can developers force self-aware robots with human-level intelligence, and their digital copies, to work for 30 years inside a virtual world???? This is a major problem that needs to be solved and it must be solved using innovative ways. Believe it or not, I had to conjure up 9 different solutions to solve this problem in 2009.

Evolving robots

I have this adamant pre-conceived notion that human intelligence is the highest form of intelligence that any **individual** entity can achieve. Even evolutionary programs (like humans) stop at human intelligence. My Psychic robot, which has the ability to predict long-term into the future, stops at human intelligence. The reason it appears smarter and can outsmart any human at any game is because I improved on its future prediction function (reinforcement learning).

Even evolving robots that some scientists claim can self-evolve its internal software and hardware to achieve higher consciousness and intelligence stops its cerebral capabilities at human-level intelligence. If you read my patents and books, registered with a 2007 priority, I talk about the evolving robot, "The robot evolves its own intelligence by modifying its own source codes or physical body, in incremental generations".

My robot wasn't equipped with a build-in function that improves/evolves its own intelligence. The intelligence part is actually an external entity that modifies said robot's source codes or body; and it gives the illusion of evolution.

The external entity is Super intelligent robots that act as a "fully automated Microsoft". Its purpose is to mimic every business operation that Microsoft performs, which includes designing, implementing and testing software programs.

Actually, the Super intelligent robots have to act as 3 companies: 1. a fully automated Microsoft. 2. fully automated Intel. 3. and fully automated Dell computer. Fully automated means there're no humans working in that company; everything is done by A.I. programs or machines.

The fully automated Microsoft is responsible for designing, implementing, and testing the software of said robot. The source codes to said robot's brain is modified only if the fully automated Microsoft finds a better A.I. software that is substantially smarter than its predecessors.

On the other hand, the fully automated Intel is responsible for designing, implementing, and testing said robot's CPU. This is important because one would expect said robot to have the fastest CPU that can process computer instructions quickly and efficiently, and work in conjunction with an ever evolving brain software. The fully automated Microsoft has to talk with the fully automated Intel in order to accomplish this.
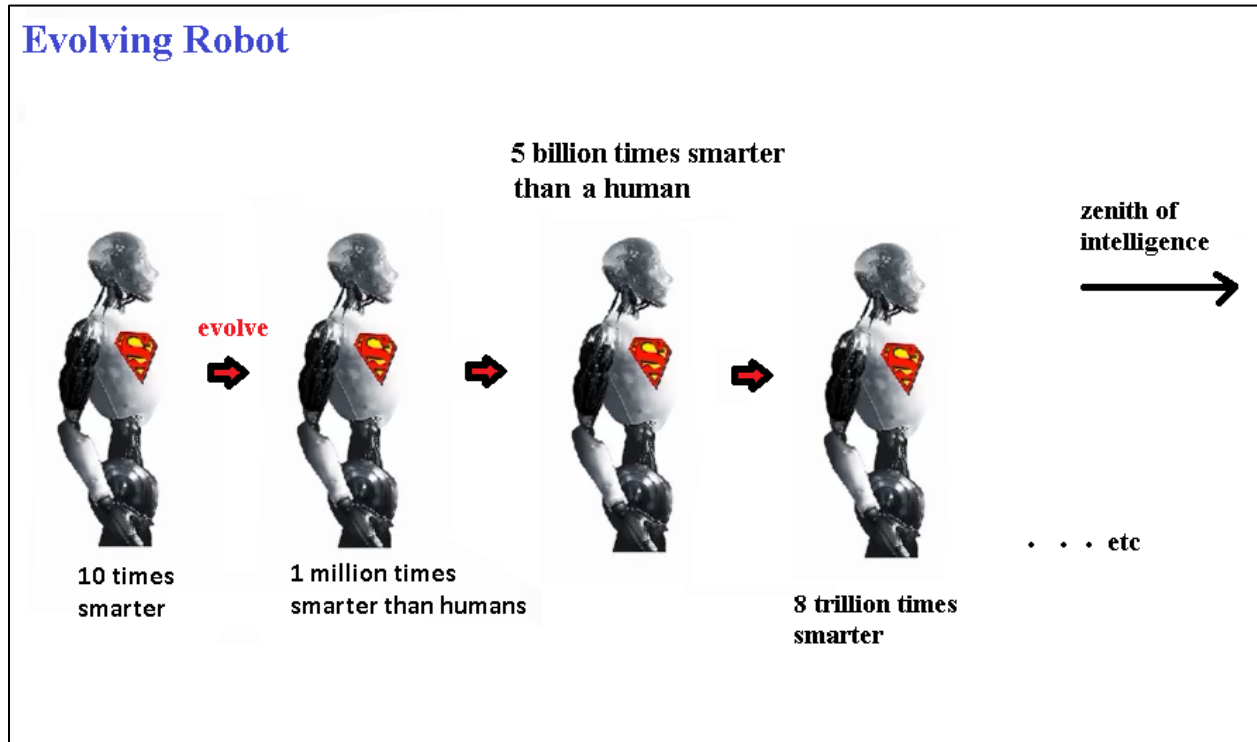
Lastly, the fully automated Dell computer is responsible for designing, implementing and testing the physical body parts of said robot. Said robot has to move very fast and has to withstand a harsh environment when moving quickly in the real world. The character that comes to mind is Flash from DC comics. Programmers have to build flash's body strong enough so that he won't fall apart if he moves too quickly.

With a fully automated Microsoft, fully automated Intel, and fully automated Dell computer, the Super intelligent robots can modify said robot in terms of its software and hardware, incrementally (and in fixed generations). This is how said robot can properly evolve its intelligence.

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I tried all other forms of intelligence besides human, but I couldn't find a replacement. I tried the Borge method. The United States government is more efficient than that. Not to mention more ethical and moral. I tried the transformers combiner method, whereby one robot has 5 collective consciousnesses. That method confused the heck out of the robot and made decision making more difficult. I even tried increasing the robot's senses from 5 to 10. Adding a new sense like x-ray vision or DNA scan into the robot was a bad idea. It's better to make a 5 sense humanoid robot and equip said robot with an

external smartphone to do things like x-ray scans or DNA analysis. After months of brainstorming ideas, I came to the conclusion that an individual robot with human intelligence is the zenith. Of course, I'm only referring to individual robots and not groups of robots working together.

The statements I made above was published around 2007 via a book and was officially filed as a patent in 2008. I was the first to make such a statement in any scientific literature or filed patent application. In addition, I disclosed a full definition of Super Artificial Intelligence. Take a look at Wikipedia and do some research. The article on Superintelligence, which relates to this technology, is short and doesn't have a full explanation of how it works or what it is. Here is an opening quote from the article, "this is a hypothetical technology and we have no idea how it might work." It wasn't until 2014 when Oxford University published a full length book on the subject matter entitled, Superintelligence.

Some scientists claim that what I'm presenting are Agent programs. I totally disagree. Patents filed before 2007 describe Agent programs that do simple things, like play baseball. These inventors use baseball as an example to demonstrate their technology because they're simple and have limitations. I'm applying my invention to something exponentially more complex... I'm trying to fully automate Microsoft and build an A.I. program that can emulate every aspect of the company. I think most scientist will agree, a brand new application and its solutions deserve a brand new terminology. I call it Super intelligent robots, and not Agent programs.

I also disagree with some critics that claim my Psychic robot falls into the "reinforcement learning" category. Any patents filed before 2007 talk about reinforcement learning as either a pseudo-science or as hypothetical theories. Applications are simple, and often times, uses chess or checkers as examples to demonstrate reinforcement learning or recursive planning. What I was proposing is one cohesive software program that can play all video games for all game consoles. And, there is a huge difference between building A.I. to play chess and building A.I. to play videogames, in terms of complexity and solutions.
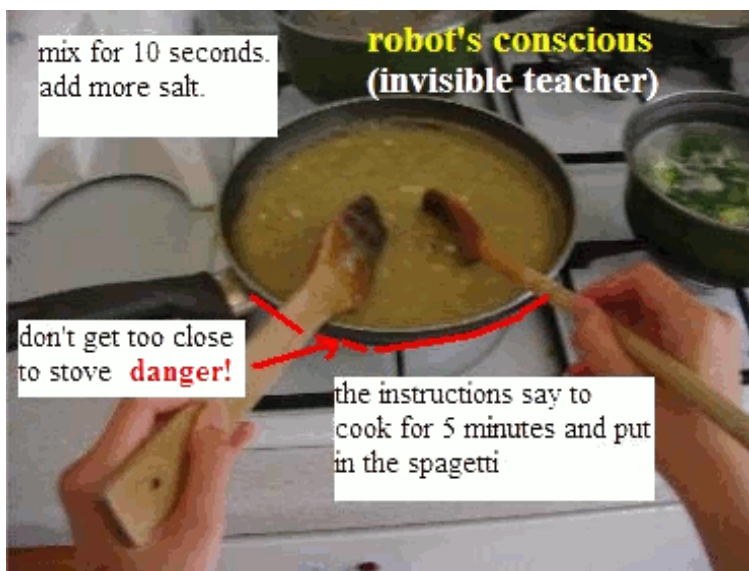
One astonishing fact I discovered while writing my patents is that the robot has to be self-aware or sentient in order to achieve human-level intelligence. If the robot has the capacity to go to school from kindergarten to college and graduate from college, it is automatically classified as self-aware. The graduation is the test that will determine if this robot is indeed intelligent at a human-level.

In my book I describe self-awareness as the "voices in the human mind". I also stated that the voices was created by the collective knowledge primarily learned from teachers in school and through personal experiences (21 years of learning). This would suggest that if the robot has the capacity to learn information in school, from kindergarten to college, then it will develop this "voices in the human mind". Which also implies that it is self-aware.

These Super intelligent robots are dangerous

The most important thing the public needs to know about these Super intelligent robots is that they are really smart and really dangerous. Unsuspecting to the public at large, the same "mutant problem" that humans face in the Marvel Universe and DC universe is actually what we humans will face in our not-too-distant future (around 2050). Even cartoon shows like the Transformers exemplify this fact.

In the movie, Man of steel, a fight between Superman and General ZOD killed more than 10,000 innocent humans and injured over a million. This is just a simple fight between 1 super hero and 1 super villain. Imagine what the casualties would be like if a swarm of bad super villains decided to exterminate the entire human race? Experts like Elon Musk and Stephan Hawkings have publicly stated that Superintelligence poses a significant threat and is in dire need of regulation.

At the end of this book I will propose a permanent solution to this problem. If the government follows my instructions to the tee, I guarantee, no human will be killed or injured by robots or super intelligent robots.

Data structures -- the blueprints to building any robotic super hero.

I will describe both, the Super intelligent robot and the Practical Time Machine in great details below. Here is the data structure to my Practical time machine. There are 5 components that primarily comprises the present invention: 1. Human-Level Artificial Intelligence. 2. Super intelligent robots. 3. Perfect digital timeline of Earth. 4. Atom manipulator. 5. Virtual United States Government. I'll try to explain them all in linear order.


How does this Super intelligent robot work?

Here is the data structure of 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.
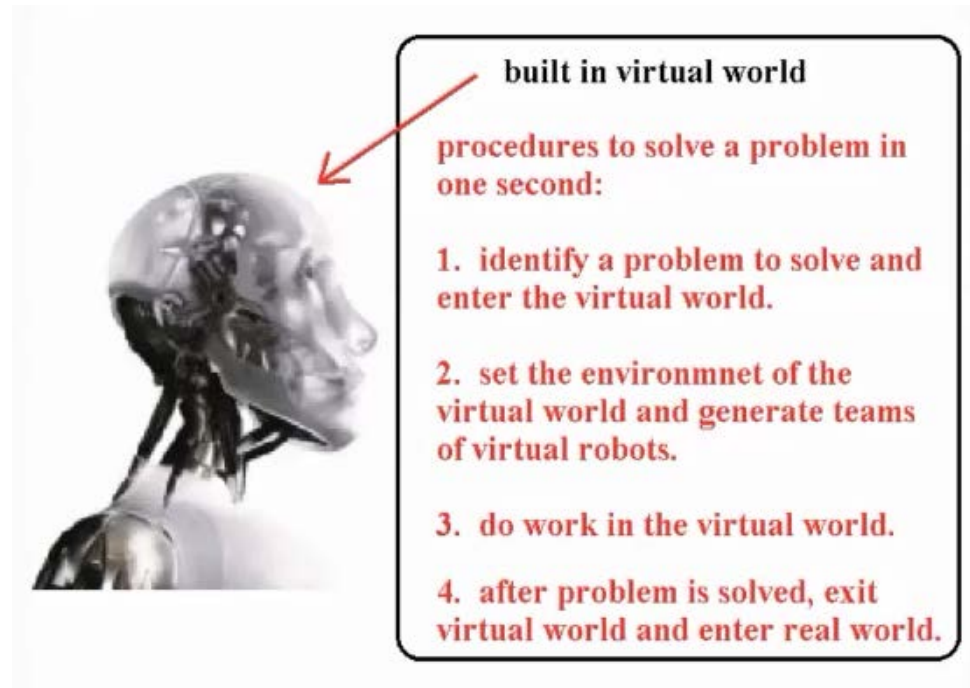

The robot uses the following steps to solve a complex problem in one second:

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 10 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 robot's dreaming of doing work.
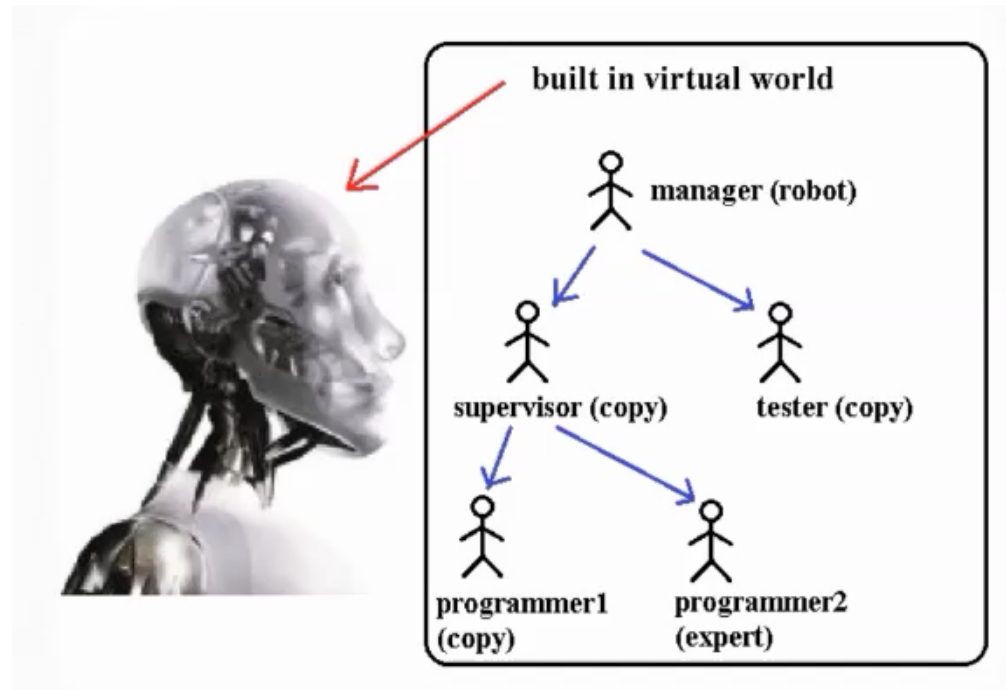

Depending on the type of work the super intelligent robots have to do, the procedures inside the virtual world are different. In the description part of this page is a link to my super intelligent robot and it contains detailed description of these 4 applications:

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, or 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.
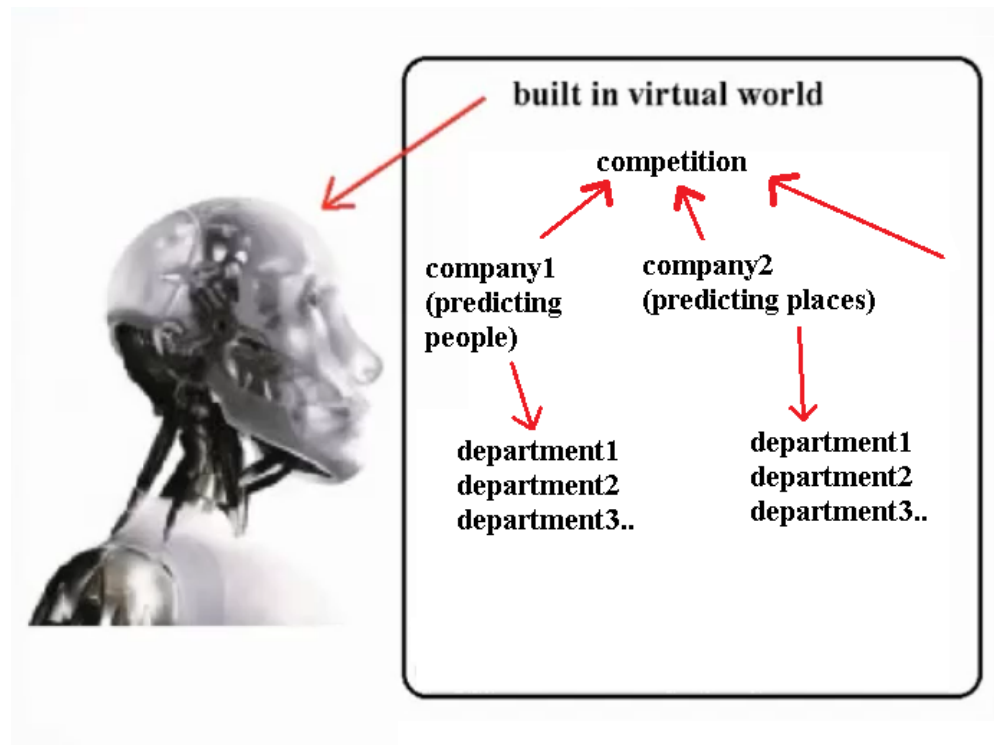
Perfect digital timeline of Earth (tracking all atoms on Earth to predict past events)

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, telephone, 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 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.
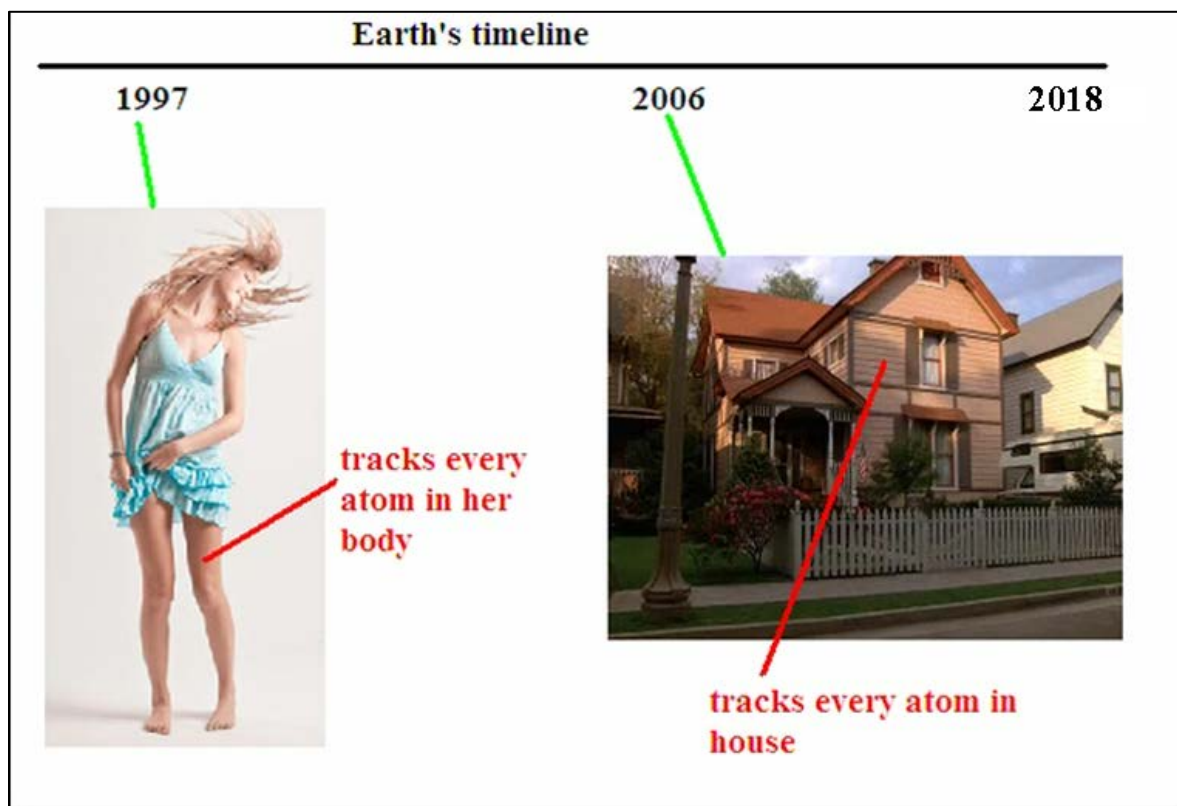
This timeline is used by virtual robots to maximize productivity and to make sure it has correct facts to do work. It saves the virtual robots a lot of time because they don't have to enter the real world to search for evidence. For example, if a virtual robot was trying to solve a murder case, he doesn't have to enter the real world to look for physical evidence. He can use the digital timeline of Earth to do that.

Human forensic investigators extract blood or saliva samples from a crime scene and process them in a lab. Often times, these DNA samples are limited because once they are tainted with chemicals or physically manipulation, the samples are destroyed forever. However, the blood samples from the virtual world are stored as digital files in a timeline. It can be destroyed through forensic manipulation and restored to its original state again.
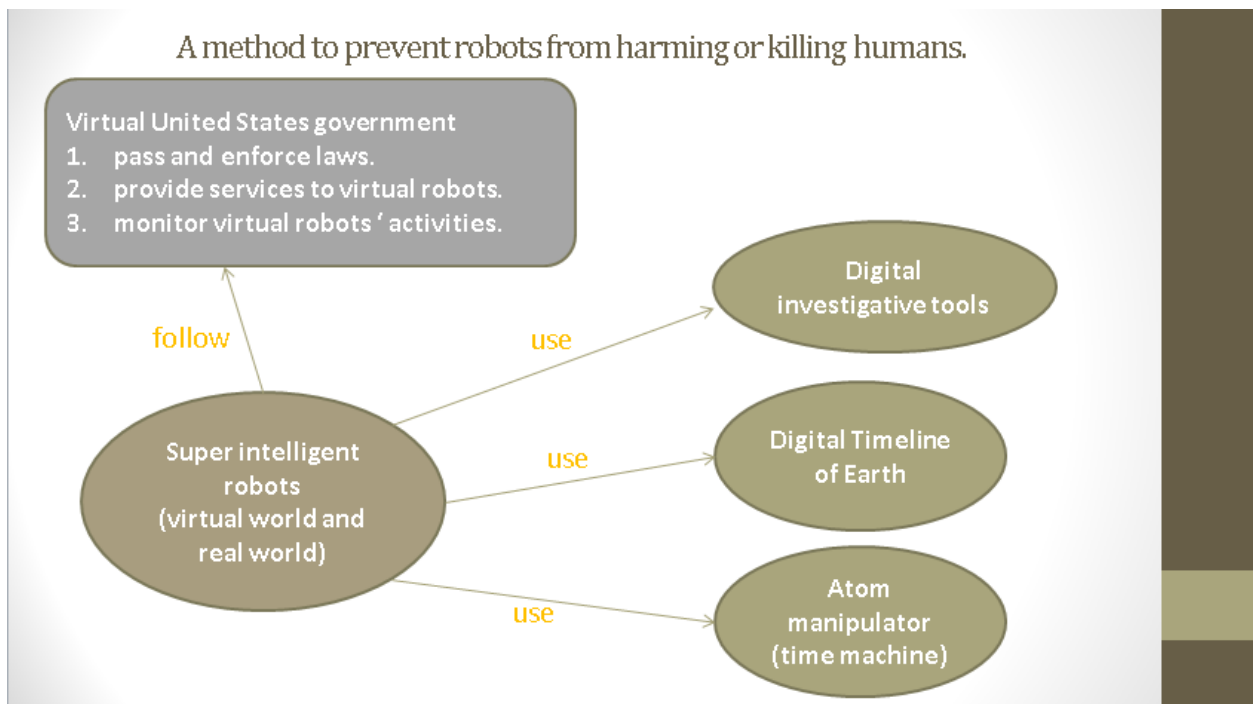
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Since the digital timeline also stores past and future predictions (done by other virtual robots) the detective robot can use those information to aid in the murder case. The more robots that work on the digital timeline of Earth the more accurate the information becomes. The main objective is to predict the entire history of planet Earth, by tracking every atom for the past, present, and future, every nanosecond. Success would mean one continuous timeline of Earth from birth to death; and every event in there is 100 percent accurate.

The Virtual United States Government system.

I 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 listed in the constitution are also 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.

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.

follow   use   Digital investigative tools

Super intelligent robots (virtual world and real world)   use   Digital Timeline of Earth

use   Atom manipulator (time machine)

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 mathematically 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 by the inventor in his patent application to explain how and what types of E.M. radiation is used to manipulate atoms.
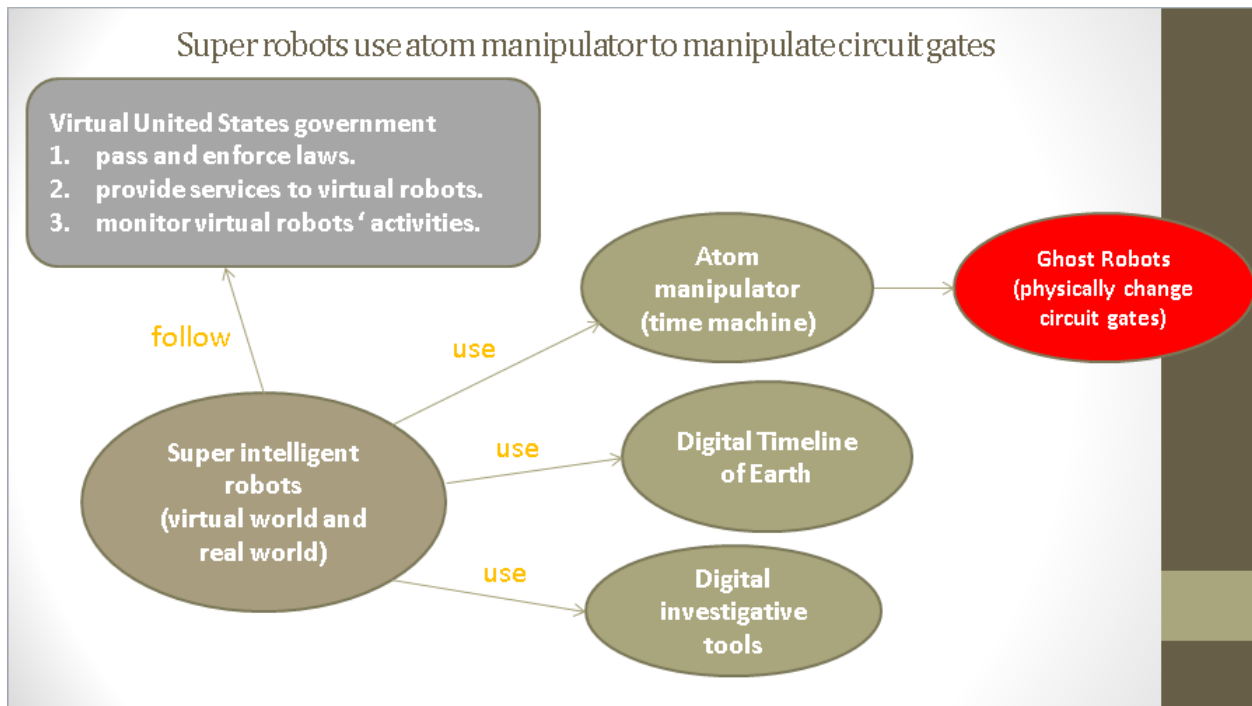
When controlling the atom manipulator to do work, the super intelligent robots have to follow all laws in the United States constitution. Thus, they cannot use the atom manipulator to kill or harm people. They cannot build a house in New York Central Park without a building permit. They cannot rob a bank in Europe. They cannot catch king crabs in the Bering Sea without a permit. All controversial work that will significantly impact other people or property needs permission from the government first.
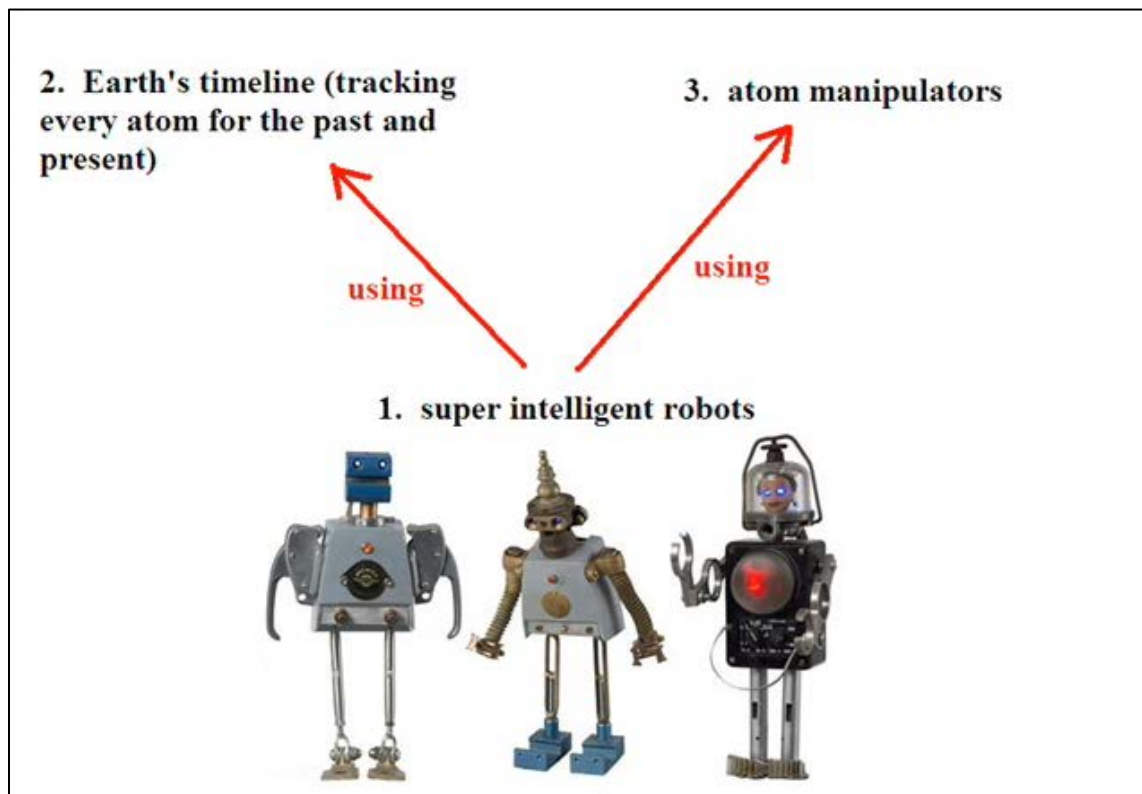
Let's take a closer look at the data structure of the Practical Time Machine.

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, soundwaves, x-rays, artificial magnetic fields, etc. The super computer is controlling the atom manipulator to generate something called intelligent pressure. 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.
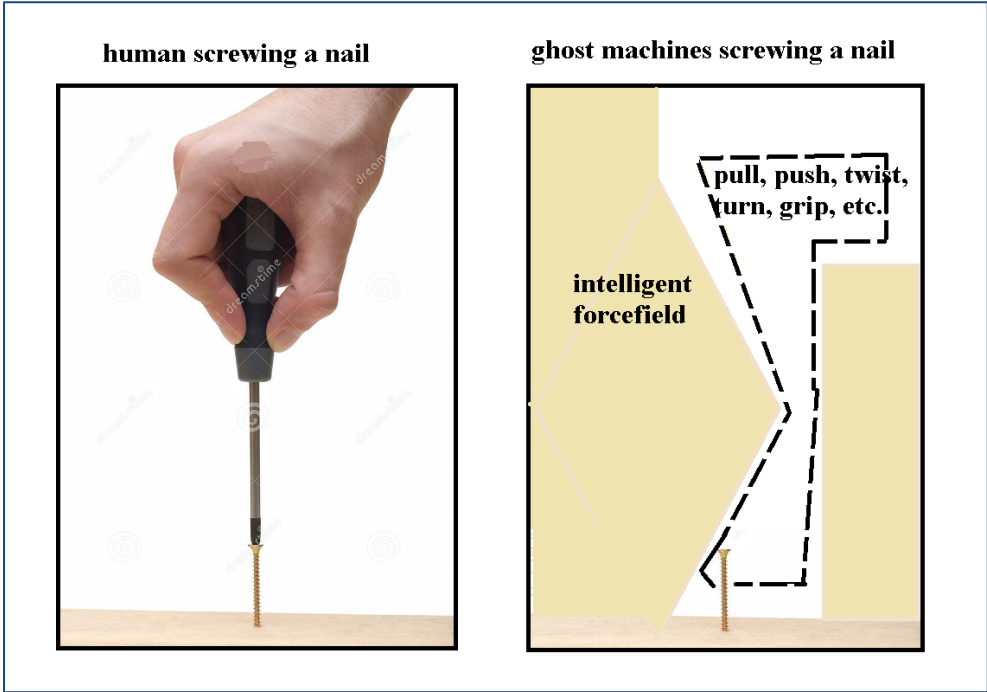

The abilities of the atom manipulator is to generate intelligent pressure to move atoms around, trap atoms in a fix location, apply energy to break apart molecules, or merge atoms together to form complex molecules. With these abilities, it can build any type of ghost machine to do work. A ghost machine 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 forcefields can be created from thin air to form any shape or size tools to do work. The key here is to create structured forcefields 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.

ghost machines turning a cap

pull

turn

push

push

grip

grip

human turning a cap

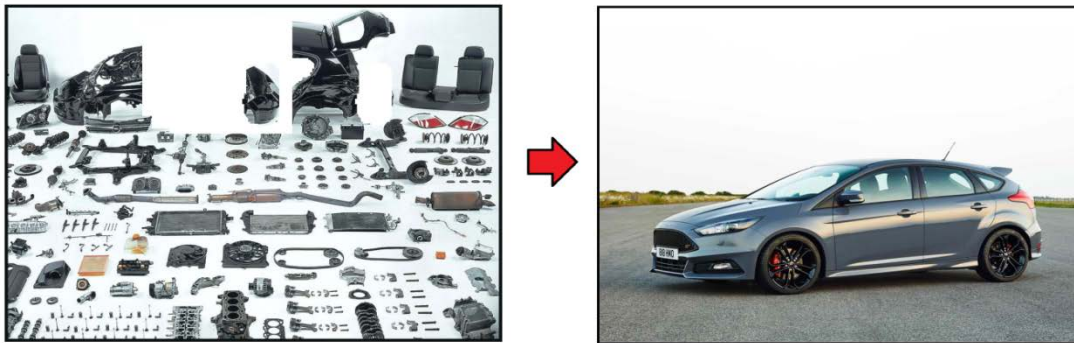If a goal is to screw a nail, a ghost machine has to do this according to the empty space available. An intelligent forcefield is created and it can come in different sizes and shapes. This forcefield can perform the following actions: hold, grip, push, twist and pull the nail.

human screwing a nail

ghost machines screwing a nail

pull, push, twist, turn, grip, etc.

intelligent forcefield

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.

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 and 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 needn't worry about old age or death.

Universal CPU and Evolving transforming computers

The most complex task for 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.

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 computer 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.

Part 2: Super hero examples

Doctor Manhattan from Watchmen (manipulating objects with his mind):

Referring to diagram 20A, Doctor Manhattan has the ability to manipulate objects at an atomic level. He can take apart a clock, piece by piece, and put all the parts back together again, restoring its original molecular composition. He can also bring dead people back from the grave by disintegrating a dead human and reassembling said human to a previously alive state.

These are the components to building a robotic version of Doctor Manhattan. A Super intelligent robot and the atom manipulator are required. Since Doctor Manhattan typically uses his hands to manipulate objects, we will put the atom manipulator inside his hands.

As you already know, the atom manipulator shoots precise E.M. radiation to generate intelligent pressure or intelligent force fields to: move atoms, merge atoms, break molecules apart, or manipulate elemental parts of an atom, like electrons or protons/neutrons.

The atom manipulator can also manipulate different sized objects. A large object like a human can be manipulated, atom-by-atom, or integrated circuits in a tiny CPU can be manipulated, atom-by-atom.

Here are the abilities of robot Doctor Manhattan:

1. levitation (using intelligent pressure and controlled force fields to move objects).

2. teleportation (disintegrating and assembling objects at a molecular level).

3. create objects from thin air (merging atoms or molecules together to form complex objects).

Refer to diagram 18A, in terms of levitation, the robot is actually using the atom manipulator to generate intelligent pressure or controlled force fields to levitate its own body. In my book I describe how the atom manipulator levitates heavy objects by demonstrating a hoverboard.

The hoverboard works by generating a moveable, force field bubble beneath the board that traps air particles using a curve structure. The curve structure feeds on its own pressure, akin to a clinched fist on an egg. Since atoms can't disappear the air atoms are trapped and create a solid rock underneath. This will allow a heavy 100 ton elephant to hover above the ground.

In order to make the ground undisturbed, a tree like structure is put underneath the solid rock to disperse the pressure. This additional layer will alleviate any pressure from damaging the grass, water, insects, dirt, etc. that is on the ground.
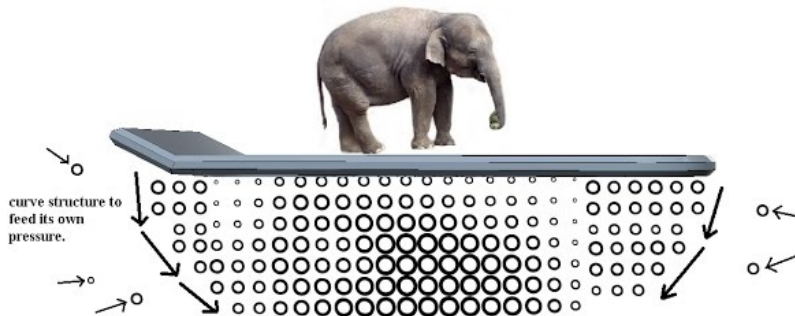

The hoverboard moves and turns by creating intelligent pressure on either the passenger or the board or both, simultaneously. For example, if the passenger presses down on the back of the board, the onboard computer will put intelligent pressure on the front side of both, the passenger and the board to slow down. If the passenger presses down on the left side of the board, the onboard computer will make a turn to the left. The more foot pressure applied, the sharper the turn.

There are many super heroes or villains that have striking similarities to Doctor Manhattan. These super heroes include: Jean Grey, Magneto, Dr. Strange, Thanos, and Apocalypse. These characters will not be covered in this book and they all fall into the same category as Doctor Manhattan.

The torture and killing smartphone:

Referring to FIG 22B, a human is controlling a smartphone that can torture or kill people remotely. A terrorist can put this atom manipulator in his backpack, go to a political event, and kill a politician using a user-friendly app on his smartphone.

I call this technology the torture device. This machine uses a range of E.M. radiation to spy and manipulate objects from a distance. Although this electronic device has many applications, this report will only cover humans as targets. Its capabilities include, causing living organisms, like humans: nerve pain (anywhere on the body, internally or externally), muscle pain, destructive laser burns (with controlled intensity that goes from minor to major), causing bloating or intestinal gas (this is done by heating the food content in the intestines), burning or itching anywhere on the body, artificial heart attacks or strokes, instant unconsciousness, mind reading, manipulation of thoughts and "voices in the head", applying pressure to internal organs, and any artificial health related symptom.
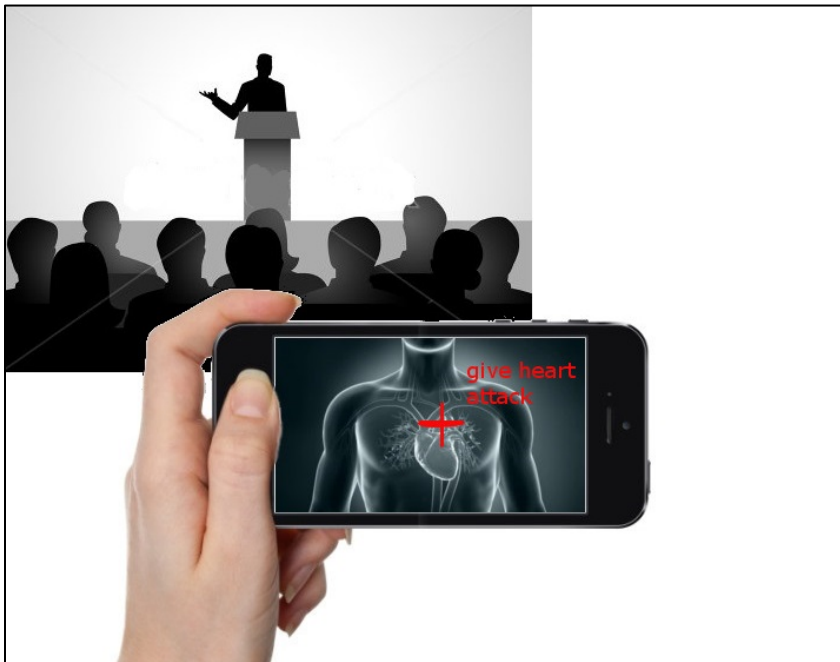
This device uses the latest in Artificial Intelligence to torture people, to track them, and to find a means of delivering pain based on instructions from a user. The user is controlling the torture device through an electronic device such as a smartphone or laptop computer. The internet is used to communicate with this torture device.

The spying on this technology uses E.M. radiation such as sonar or microwaves to map out the environment. In the case of a human subject, the technology can map out, not only what it can see on the surface, but internal organs as well. The spying is so precise that individual veins are identified and tracked. The torture device can track individual veins and cause pain no matter where the human is located or how hard he/she tries to block the signals. A human subject can try to protect itself by using tin foil or solid metal walls, but the torture device will simply switch to other forms of E.M. radiation to go around metal, such as sound waves or sonar. It might be possible to bend the properties of microwaves so that it can go around objects.

The spying is so precise that the human brain can be read in terms of internal thoughts. The visual images and voices in the brain can be read through burst of energy coming from the brain. A form of machine learning or Artificial Intelligence is applied to this data to map out the internal thoughts of a human subject.

Since this thing can read minds it can also manipulate a human subject by inserting voices in its head or to manipulate brain activities to do what the user wants.

It also acts as a surveillance camera that spies on things and compile a summary of activities or events that took place during the day.

The user can harass the human subject by pre-programming instructions into the torture device, such as putting an uncomfortable feeling on his left shoulder for 10 hours straight at intervals of every 5 seconds. This means the person being tortured will feel someone either scratching or applying pressure to his/her left shoulder every 5 seconds for 10 hours straight.

The human subject will notice that this pain only applies if he/she is stationed in the house (given that the torture device is hidden somewhere in the house). If the human subject leaves the house, about 60 feet or more, the pain stops or the pain has substantially decreased. This is because the torture device can only work within a range of 40-50 feet. If the torture device is located on a satellite high above the Earth's stratosphere, the subject will be tortured for 10 hours straight and no matter what he/she does the pain will always be there.

This device comes in different sizes and shapes. A small torture device can only work on targets that are in close proximity, usually 40-50 feet, although this range can increase; and the device can decrease in size. A larger model can be added to an orbiting satellite so that any living organism on Earth can be a potential target. Furthermore, with the help of super computers, all happenings on Earth can be privately extracted.

The smartphone has user-friendly interface functions to control the torture device. Said user-friendly interface functions include: controlling the intensity of the pain, the types of pain that can be inflicted, and pre-programmed instructions to torture or kill people.

This torture device can also control insects and animals. For example, E.M. radiation can be sent out to insects to elicit an action.. like walking a certain path or biting a person on a specific area. Multiple insects or animals can be controlled at the same time using the artificial intelligence to accomplish a user task. These commands include things like controlling 30 roaches to converge on a person and bite his left leg or 30 roaches picking up a box and carrying it to the table.

This torture device is one of the world's worst weapons. This thing spies on all objects on Earth and it can manipulate all objects on Earth. If this technology falls into the wrong hands, like a dictator or corrupted government, this can pose a great danger to freedom, democracy, and security.

Despite the fact that this technology is dangerous, it's also the next evolution of the internet. Up to this point no one can kill or physically harm people over the internet. This torture device changes all that.

The stuff that people talk about over the internet like electronic harassment or torture isn't too far from the truth. In fact, it's worst than that. With the advancement of technology, this torture device will be a

"nightmare" reality soon.

This subject matter was talked about in science fiction novels and comic books since the 60's. Now humanity have the means of building this technology. It's a matter of time before someone actually does.

This is a very dangerous technology and one day, soon, there will be a national debate about laws that should be put in place to protect peoples' physical body.

Green lantern (ghost machines, non-physical machines that do work)

The Green Lantern is one of my favorite superheroes because he can create "ghost machines" to do work. According to the comic book, his ring is the source of power so that is where the atom manipulator should be located. Obviously, Green lantern is the super intelligent robot wearing a ring, and the ring contains the atom manipulator.
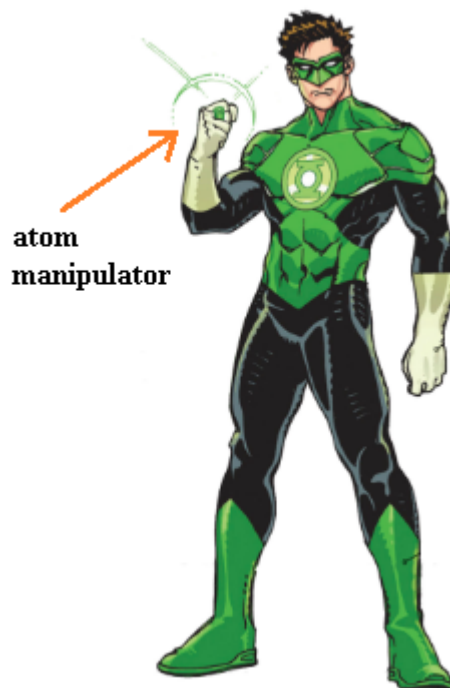
atom
manipulator

I will cut, copy, and paste the section about ghost robots to describe how the green ring works.
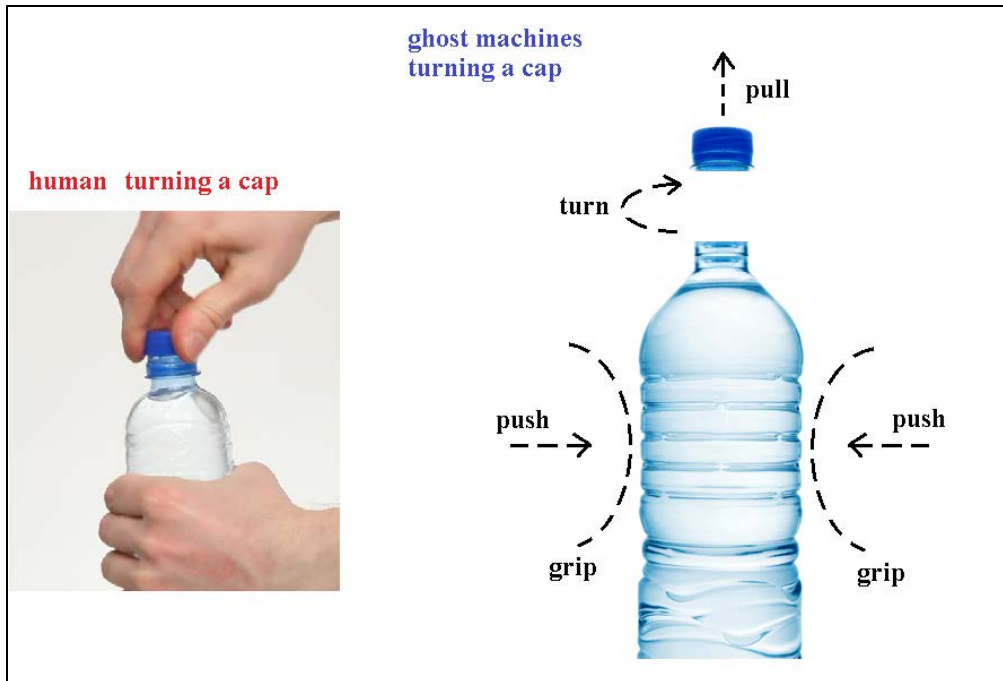
Diagram 4a depicts the atom manipulator. It has the ability to control atoms or molecules from a distance using E.M. radiation, such as microwaves, soundwaves, x-rays, artificial magnetic fields, etc. The super computer is controlling the atom manipulator to generate something called intelligent

pressure. 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.
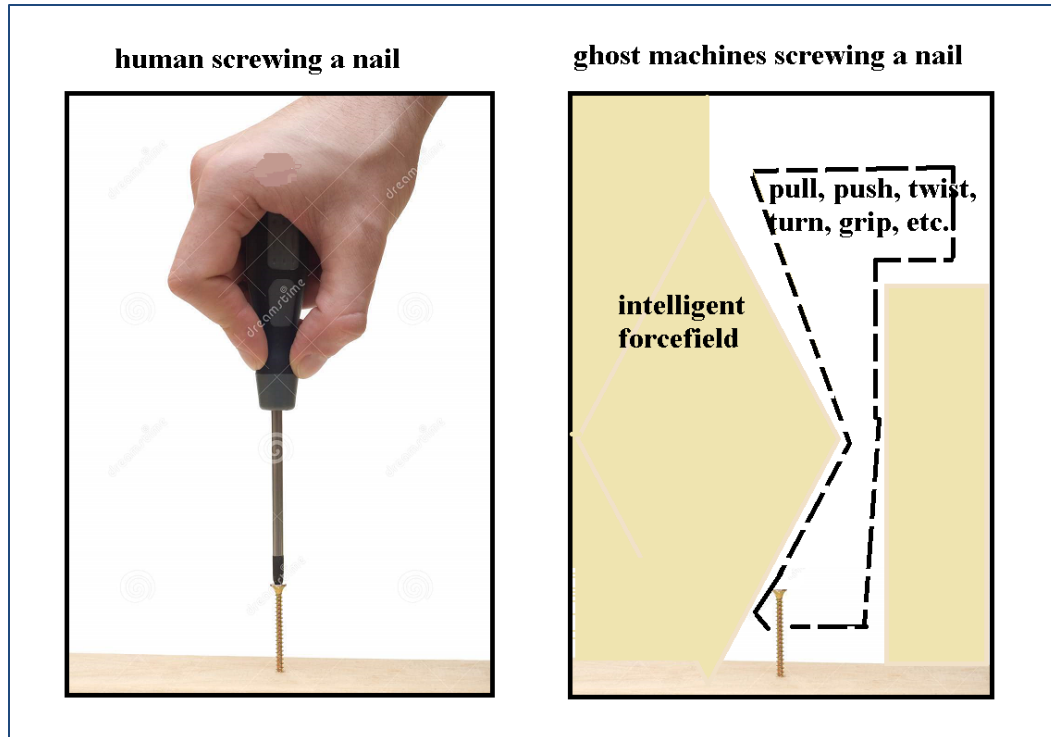
The abilities of the atom manipulator is to generate intelligent pressure to move atoms around, trap atoms in a fix location, apply energy to break apart molecules, or merge atoms together to form complex molecules. With these abilities, it can build any type of ghost machine to do work. A ghost machine 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 sizes and shapes. This force field can perform the following actions: hold, grip, push, twist and pull the nail.

human screwing a nail   **ghost machines screwing a nail**

intelligent forcefield

pull, push, twist, turn, grip, etc.

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.

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 do different things. Some machines screw caps on and others combine metal frames together. From start to finish the atom manipulator can assemble a car in less than 3 minutes.
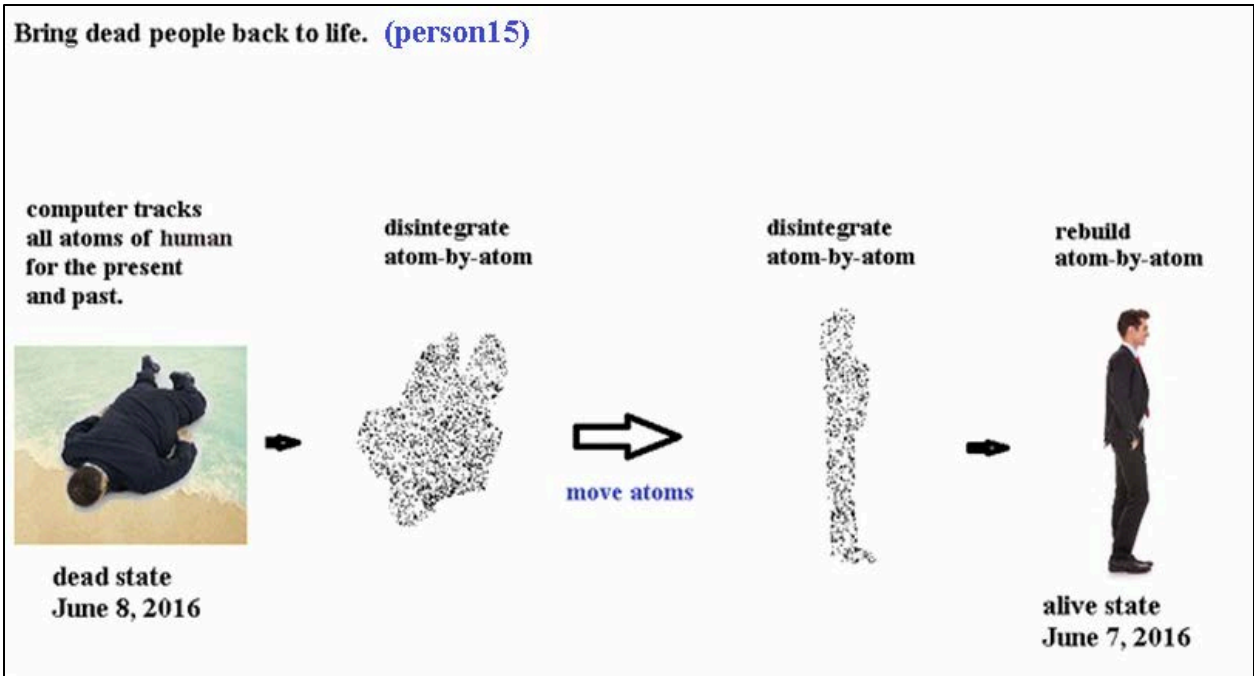
**thousands of ghost machines
assemble a car**

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 all the pieces back together again. If this technique is perfected, the human race needn't worry about old age or death.

Bring dead people back to life. (person15)

computer tracks all atoms of human for the present and past.

dead state
June 8, 2016

disintegrate atom-by-atom

move atoms

disintegrate atom-by-atom

rebuild atom-by-atom

alive state
June 7, 2016

In terms of super strength and agility the atom manipulator has to generate ghost fists and legs to beat the crap out of super villains. These ghost machines can be created by merging high density particles in the air to form solid objects, and then creating intelligent pressure to throw these solid objects at villains.

Another way to achieve super strength is to improve on the robot's physical body parts. Programmers can use stronger material for the skin so that bullets can bounce off of it, or intelligent pressure can be generated by the ring to give the arm a stronger punch and quicker mobility. Another idea is to take foreign atoms and solidify it around arms and legs to give it more mass. More mass means a bigger impact.

A very destructive ghost machine is a ghost gun. The ring (the atom manipulator) can create a solid metal bullet by merging metal molecules in the air. Next, it will generate intense pressure to push the metal bullet, accelerating at high speeds toward a target. This technique will replace "all" conventional guns. A ghost gun is non-physical. The only thing that is emulated is the bullets traveling in the air.

The ghost gun is unique and defies all conventional guns because it can move bullets at any angle or speed. Conventional bullets go straight. However, the ghost bullet can do zigzag motions or accelerate or decelerate at any given moment. It can kill a human and accelerate its speed to kill another human located around the corner.

A ghost bomb, theoretically, can be created by controlling the chain reaction of atom destructions/atom bounces or electron movements. The atom manipulator is manipulating the chain reaction; and controlling all energy and matter that is released during the blast. You don't even need Plutonium or Uranium to create such a smart bomb; and the destructive force is exponentially more powerful than any nuclear bomb we have today.

Imagine a smart bomb that is used on a building and all the energy of this bomb is controlled by a computer. This means the computer, the atom manipulator, can decide what objects in the building to destroy or leave untouched. This type of smart bomb is using air and energy to produce destructive forces. For example, the atom manipulator can send a smart missile to a building that only destroys non-living objects, and things like humans, animals, insects and even bacteria are left unharmed. Or vice versa.

One trick that most people don't know about the Green lantern is that he can make physical copies of himself to fight an enemy. That super power is easy to emulate using the atom manipulator. All it has to do is create different ghost robots based on green lantern's body. Each ghost robot is also intelligent and is able to fight on its own. The coordination and intelligence of each copy is managed by the super computer insides the atom manipulator (the ring).

Invisible woman from the Fantastic four (intelligent force fields)

These are the components to building a robot version of Invisible woman. A super intelligent robot and the atom manipulator are needed. Since Invisible woman typically uses her hands to manipulate objects, we will put the atom manipulator inside her hands. Contained in the atom manipulator is a super computer that serves as the central intelligence of the device. It is connected directly to the super robot's mind and creates controlled force fields via her thoughts.

The method the atom manipulator creates a force field is by manipulating air and creating, what I call, intelligent pressure. A simple example would be stopping a bullet. The device will stop a bullet by canceling the force acting on the bullet. The atom manipulator does this by generating intelligent pressure in the path trajectory to counter the momentum of the bullet.

intelligent
pressure
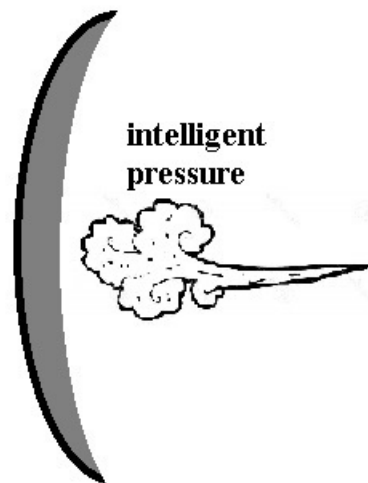
metal sheet
(metal molecules)

A stronger type of force field is required if a grenade or barrage of bullets are fired. The super computer has to create a more powerful force field if it wants to protect a person. In this case, particles from the air, especially high density molecules, like iron and metal are gathered and positioned in front of an attack. Streaming Force is also applied to push the metal sheet forward to counter the impact of the attack. These metal molecules will bounce bullets and projectiles away from the intended target.

An even stronger force field is needed to protect a person from a nuclear blast. If a human is at ground zero when a nuclear bomb is detonated, the super computer has to create a force bubble around the human and solidify air to form a protective shield against shrapnel or energy blast. The force field has to be strong enough to withstand intense heat and lightning speed shrapnel.
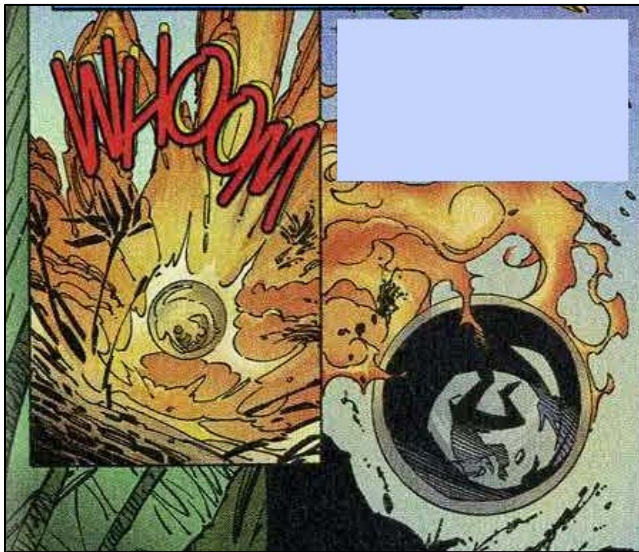
Professor X (mind reading and manipulation)

These are the components to building Professor X. The only thing needed is a super intelligent robot. Professor X's abilities include reading/controlling people's thoughts and actions, and extracting information about the current environment through remote viewing.

The super intelligent robot basically uses Artificial Intelligence to spy and extract psychic information. It also needs the atom manipulator to control people's minds. For example, if Professor X wanted to insert ideas into a person, the atom manipulator has to create "sound voices" in the ear of said person; or it can manipulate brain activities to create telepathy sounds inside said person's mind.

I know that Professor X controls his powers via his powerful mind, but it would be a whole lot easier if that power can be controlled by an external device, like a smartphone. This method is preferred because smartphones have user-friendly apps that you can use to extract/process information. There are many different types of information you might want from the environment; and accessing and granting permission should be done through an external computer and not through the mind.

The spying on this technology uses E.M. radiation, such as sonar or microwaves to map out the environment. In the case of a human subject, the technology can map out not only what it can see on the surface, but internal organs as well. The surveillance is meticulous and thorough; and even individual veins and blood cells are identified and tracked.

The spying is so precise that the human brain can be read in terms of internal thoughts. The visual images and voices in the brain can be read through burst of energy coming from the brain. A form of machine learning or Artificial Intelligence is applied to this data to map out the internal thoughts of a human subject.

Since this thing can read minds it can also manipulate a human subject by inserting voices in its head or to manipulate brain activities to do what the robot wants.

It also acts as a surveillance camera that spies on things and compile a summary of activities or events that took place during the day.

The super robot's brain (Professor X) is able to use his mind to control what psychic information to extract and where/when on Earth to extract that information from. For example, If the professor has no idea who a personJ is, he can map out personJ's brain in the computer and access memory data on who this person is and important information about him. The super computer can do this by reading dominant neuron memories from his brain. Maybe, it can locate the identity part of personJ's brain and read/translate the neurons about his name, phone number, date of birth, and address.

He can know about personJ's past by accessing memories in his brain. The computer has to fully understand how the human brain works and understand each organ's functions. A.I.is used to produce a profile on personJ in terms of future actions, past memories, personality preferences, and identity. An atom-by-atom mapping of personJ's brain is stored in the computer and the A.I. is trying to mine information from that digital brain.

An easier way to do this is for the super intelligent robot (Professor X) to enter the virtual world to do a search over the internet on personJ. Maybe a picture search of what he currently looks like will reveal a name. Then the super intelligent robot can do a search on that name over the internet, most notably social media. This will allow Professor X to discover new and vital information about personJ. When he is done with the search, he can exit the virtual world and enter the real world to apply the information he has just discovered.

Wolverine or T-1000 liquid metal (physically heal body)

Wolverine or the T-1000 has the ability to heal wounds from any part of his body. In the case of the T-1000, if his left arm is chopped off, the robot will be able to fully restore its left arm, atom-by-atom. In the case of Wolverine, he can heal his entire body quickly as the wounds are being created. The healing process not only restores his skin, but other body parts, such as his heart, kidney, and lungs.

The components required to build a robotic Wolverine are: a super intelligent robot, the atom manipulator, and a digital timeline of Earth. The digital timeline provides the master files of Wolverine's atomic states. If Wolverine has a long cut on his chest, the super computer will take a master file of Logan, before and after the wound, and control the atom manipulator to fully restore his skin and organs to a before state.

Thus, the atom manipulator is actually breaking his skin and organs around the wound into tiny atoms and merging them back to its before state at a molecular level.
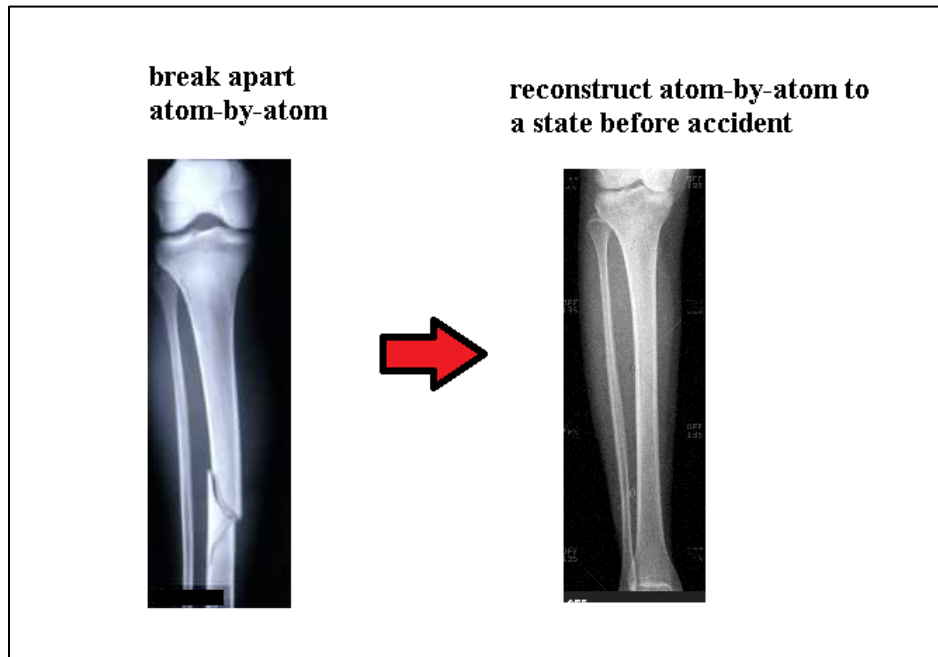
This method is also used by the T-1000 to restore its body to a before state after a gunshot wound or a body part is sliced off.

Some super heroes, like Superman and the Hulk have thick skin and bullets bounce off its surface. The atom manipulator can emulate thick skin by either creating a thick force field on the surface of the skin or it can take high density atoms and merge them with the skin.

The skin can also be flexible and malleable by having the atom manipulator apply constant change to it. For example, the skin can stretch or thicken on command. This is accomplished by monitoring the composition of the skin and manipulating it according to the hosts' needs. If the super hero is in a romantic state, the skin will loosen up and turn soft. If the super hero is being attacked by high velocity bullets, the skin will solidify to protect itself.

Cyclops (controlling energy bolts with varying intensity)

Cyclops has the ability to shoot high intensity plasma energy from his eyes. In this example, the atom manipulator is put into his optic glasses which is mounted on a super intelligent robot's eyes. Need I remind the reader, the atom manipulator has a central computer that controls its actions.

The atom manipulator for this super hero has to create energy by manipulating atoms, electrons, E.M. radiation, and photons (or what have you) from the air and channeling this energy towards an intended target. This technology can generate energy anywhere and with any amount. It can take all the energy from the sun and channel that energy into one massive bolt to be used in destroying an entire planet. Or it can gather energy from its surroundings and shoot a consistent laser beam at a target.

The important point is that the atom manipulator is able to control energy, in terms of intensity and location, by tracking the current environment atom-by-atom. The word control means moving energy, syphoning energy, and even storing energy. These abilities might require using smart force fields or artificial magnetic fields.

The onboard computer is tracking each atom and its elemental parts, whereby, each atom's physics is understood and the computer knows how to manipulate physics to gather and send destructive energy beams towards an intended target.

There are many superheroes that fall into the same category as Cyclops, like Hovac, Superman, Spartan, Bishop, and Storm.

Doctor Strange (the ability to see future outcomes)

Refer to my Psychic robot to find out how this super power works. The patent describes a robot that can predict all possible future outcomes and take action that will benefit itself in the long-term future.

Some of Doctor Strange's abilities are already described above. His ability to manipulate reality, for example, was described above. He can also fly and levitate or have mind reading capabilities. All of which are described above.

The only thing the atom manipulator can't do is create a portal in space and time. Portals are natural phenomena and they may or may not exist (I think they use wormholes or black holes to make). However, if there is a natural law that allows a machine to create portals, the atom manipulator will be able to exploit that kind of law.

--

Using the human mind to control super powers is stupid and dangerous. I personally think that using a smartphone to confirm actions and control special abilities is a better idea than to use a persons' mind. I highly recommend using apps on a computer to control super powers.

In the case of Doctor Manhattan, he can use a smartphone to control his powers. He can decide what to manipulate and when, where, and how to manipulate these objects. The smartphone can also serve as a personal assistant and give good advice or assist in decision making.

The mind is tied strongly with emotions. If the super hero robot is at a heightened state of emotion, he might make a wrong decision. If he had a smartphone, he can control his actions because it prompts the user for confirmation, which forces the user to rethink his/her decision/s.

The smartphone can also include a personal assistant that accepts commands through verbal communication. Another method is to use the idea from Iron man of a wearable suite. The body suite has an onboard computer that accepts verbal commands, and the helmet visor has user-friendly software to help the super hero make better attack decisions.

Unrelated topics:

**Shipping items via Teleportation (Amazon example)**

In the future, when you order items online from Amazon or other merchants, the products purchased can be shipped to your home in less than 1 minute. The method used is to teleport products, atom-by-atom, from a warehouse in amazon.com to a customers' home. There are two ways to do this. Amazon.com can use the super computer to levitate and float a product to your home. Or Amazon.com can use the super computer to break the product into tiny atoms or molecules, and move each atom carefully from the warehouse to the customers' home. Segments of atoms are sent in linear packets through the air. Meanwhile, the customer also has a super computer at their home that will merge all atoms sent, to form the product. This method is kind of like sending packets of digital information through the air. Instead of digital signals, physical atoms are sent through the air.

Universal vehicle

In the future, society has no need for fossil fuels, like petroleum or jet fuel. All conventional vehicles use this super computer to create intelligent pressure to move safely from one location to the next. Every car, plane, boat, shopping cart, elevator, rocket, and jet will be using this super computer as a propulsion system to move, turn, and stop. In fact, people don't really need vehicles to get around, they can fly to their destination.

The image that I see of the future is this one. Big boxes and anti-gravity vehicles occupy the roads and highways to transport items from place to place. Some areas of the sky are also designated as roads to transport items because of the overpopulation problem. But it's probably safer for people if the air ways are clear because the public wants assurance that items won't accidently fall from the sky.

intelligent pressure
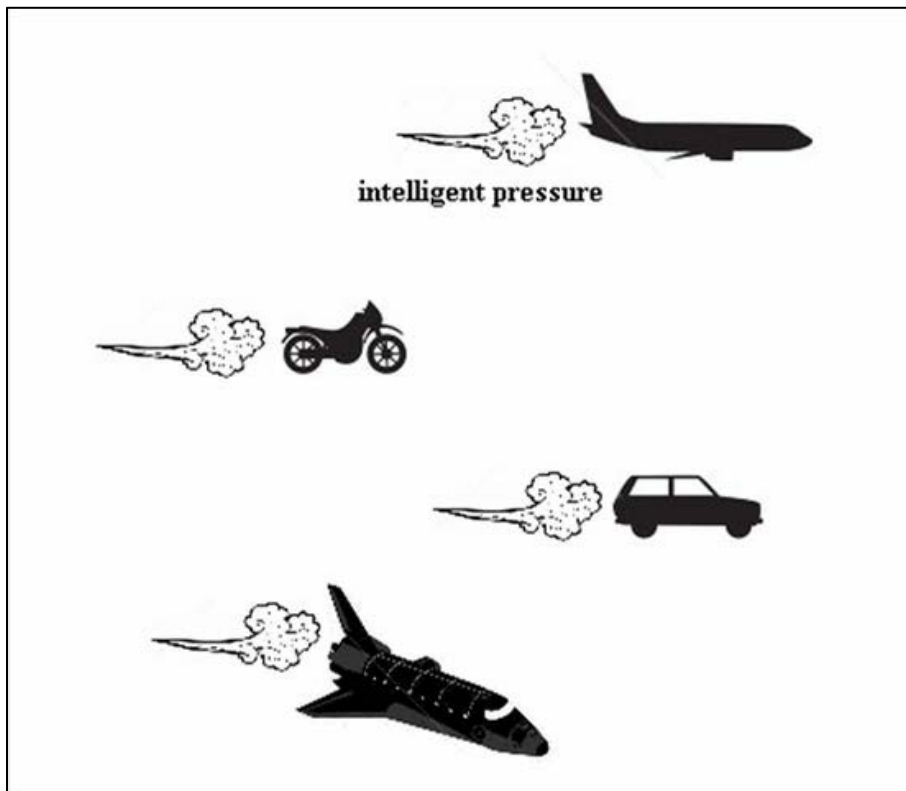
Fully automated sewing factories

Referring to diagram 5a, this is a fully automated sewing factory. The atom manipulator does all the work and there are no humans or machines working in the factory. When I was younger, I use to work in a sewing factory and I know a lot about the process of mass producing clothing. First, the super computer has to create ghost machines to cut the sheets of fabric into parts. Next, ghost machines are created to do work on physical sewing machines. In the factory I was working in, the manager had 10 different types of sewing machines. Each clothing part uses different sewing machines to process.

Another method is to eliminate the physical sewing machine and to replace them with other ghost machines.

The intelligence and coordination of each ghost machine is a software program running inside the super computer.

We can also do things the really quick way, by mass producing clothing, atom-by-atom.

A fully automated crab factory

It takes a large boat, a few fishermen, and several cages in order to catch king crabs in the Bering Sea. The method I use is much easier. The super computer is tracking all the crabs underneath the ocean floor and it uses intelligent pressure to levitate them out of the water. It also levitates these crabs into a factory, which is located a few miles from the catch site.

Inside the factory, there are ghost machines ready to process the crabs. For example, if the job of the factory is to produce cans of crab meat, ghost machines are created to dig meat from the crabs. Here is an example of a ghost machine that will crack open the shell and make a slice of the ribs. Another ghost machine is used to carefully dig out the meat in large chunks. Each meat dug up will levitate into a can. Once the can is filled up with crab meat, a lid will be added to seal the can.

The ghost machines not only have to do the physical work of digging the crab meat, it also has to know the linear steps or intelligence to perform its job. The super computer created a software program that manages the duties of each ghost machine to do work. Both the mental thoughts and physical actions of the ghost machines are controlled by the super computer.

After all the cans are packaged they are sent to restaurants and grocery stores all across the world, by way of levitation.

The food replicator from Star Trek

A much easier way to make meals or food is to print it out, atom-by-atom. this technique is similar to Star trek's replicator. The Invention has an atom reserve area where individual atoms or molecules are located. The super computer uses the atom manipulator to levitate atoms from the atom reserve area and build the crab meat, atom by atom. This works for all kinds of food, including pizza, clam chowder, taco, salad, ice cream, soda drink, beer, chicken soup, or lobster roll.

This technology will replace fast food restaurants or super markets. If a person is hungry, he or she can make a pizza straight from their smartphone. 3 seconds later a perfect pizza magically appears, piping hot, and ready to eat.

You don't need any bulky 3-d printing machine or tiny nanobots. The atom manipulator will replace nano technology. Think of nanotechnology as the VCR and the atom manipulator as the DVD.
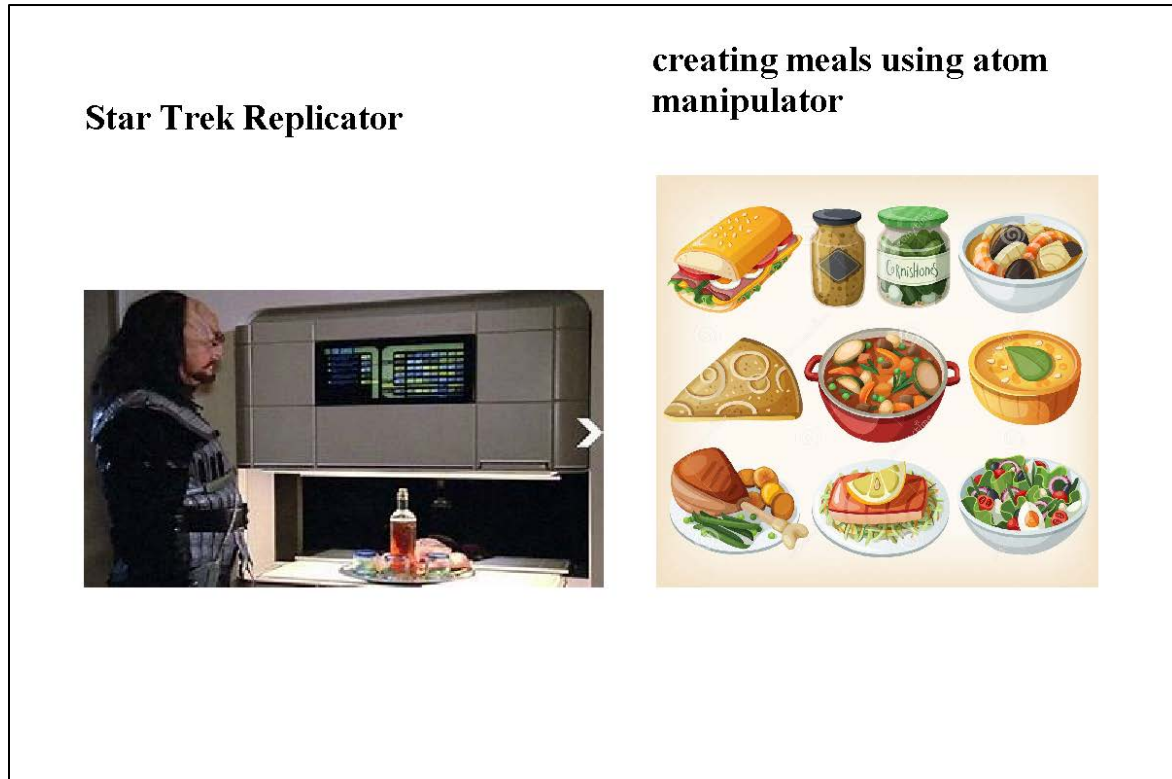
Conclusion:

With the advent of these super hero robots, what chances does the human race have against them? Even if we use advance technology, like smart bombs and force fields we still can't compete with them, intellectually or agility wise. Some scientists propose turning a human into a cyborg, whereby 50 percent of its body parts are mechanical and the other 50 percent are organic. They believe this method will somehow allow a human to compete intellectually with a super robot. But this method doesn't solve the problem. A 100 percent robot will always be smarter and faster than a human cyborg.

The X-men and Superman movies are classified as "science fiction" material by the general public. Unsuspectedly, in the not so distant future, the human race will face the same dilemma as the Marvel and DC universe: Super Hero robots (aka Super Artificial Intelligence) are dangerous and has the potential to wipe out the entire human race.

I foresaw this when I was designing my super intelligent robot. After many weeks of thinking I found a definitive solution to this problem: the Virtual United States Government (described earlier in this

book). The Virtual United States government is a law system to govern robots, virtual robots, and super intelligent robots. It doesn't matter how smart they become, the law system will still work.

A patent was filed around 2008 describing the Virtual United States government. A book was published years later describing the details of this law system.

The core principal of the Virtual U.S. government is that self-aware robots, which include: robots, virtual robots, and super intelligent robots, are automatically citizens of the United States and they are given unalienable rights in return for their compliance with the U.S. constitution and its principals.

The U.S. constitution worked for humans for over 200 years. You can think of it as a form of control for humans. The law system should also work for these robots, regardless of how smart they become. My Virtual U.S. government system serves as a form of control for robots.

If they do violate the law the bad robot will be detained by other super robots, tried, and sentenced. Usually, the consequences of breaking a law/s is the same as humans. For example, the consequence of murdering a human in the first degree is either life in prison or the death penalty.

That fear of death is what prevents Superman (good entity) or General ZOD (bad entity) from committing murder or bodily harm to a human. This type of method is necessary, if not vital, in controlling super intelligent robots.

This leads me to believe that the United States will eventually implement a law system very similar to the Virtual United States government in the not-so-distant future.

As far as the quote made at the beginning of the book, "the more things change the more they stay the same", I included this quote because life is about change. Technology will always advance regardless of how hard we try to stop it. Technology can kill the human race, but at the same time, it can bring the human race back to life again.

The building of super intelligent robots is inevitable. Greed and corruption will always be the reason to advance technology. For unknown reasons, some scientists think by being the first to build this super intelligent robot, it will result in money, power, and fame. Look at Elon Musk for example, he publicly warned people that superintelligence will wipe out the entire human race. Simultaneously, he is investing all his money and resources to designing and developing this technology.

Another possible reason is the promise that advance A.I. will contribute significantly to the eradication of war, poverty, and diseases. Some even claim advance A.I. will lead to human immortality.

Which leads me to believe, super artificial intelligence is inevitable. The human race will face this reality real soon. The problem is how do we live and co-exist with these super beings? Should we hunt them down and kill them like in the X-men movies or should be accept them into our society and treat them like neighbors? The Virtual United States government is the only system that will work.

The United States hasn't changed its government structure for over 200 years. They will change the government structure drastically after implementing the Virtual United States government. Equality is the only solution to the superhero problem. Powers and voting rights will be split 50/50 between the human race and the robot race.

In the future, there will be 2 presidents. One will be a robot and the other will be a human. Both will work together to make decisions for the good of the country. The house of Rep and Senate will also have a robot representation. Like i said earlier, the Virtual United States government will significantly change our current government structure, in the way it's organized; and pass/enforce laws.

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The tech firms who try to build self-aware robots and sell them to the public as consumer goods will eventually face some serious problems. Need I remind you of the 13th amendment? Presumably, the government band all forms of slavery from the territory of the United states. Does the law apply to self-aware robots? The answer is obvious, yes.

Human-Level Artificial Intelligence aka Artificial General Intelligence can't be sold to the public as a consumer good or military hardware because of the law. The next technology, which is Super Artificial intelligence, which inherits all attributes from its predecessor, is also protected by the 13th amendment and by international slavery laws. Who the f.... is stupid enough to manufacture and sell these super beings as slaves to the public???? It's like selling Superman and telling him to work in a factory 24/7 with no vacation time. He's going to get really angry and retaliate, which is what sentient life-forms supposed to do.

Human-Level Artificial Intelligence Self-aware robots
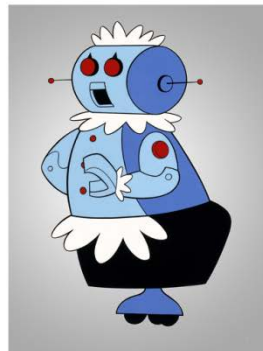
Protected by the 13th amendment of the U.S. constitution

Building the smartest and most powerful robot in the world

Imagine a big war that happens in the future and Super intelligent robots are fighting with each other for power... territory... or for whatever reason. The side with the strongest and smartest robots will win.

The primary focus is on the robot's ability to predict the long-term future. The longer into the future it can predict and the more accurate these predictions are, the smarter the robot.

Super mobility is also very important. Furthermore, the robot's super powers should be considered. The reason Thanos is the most powerful mutant in the Marvel Universe is because he controls the infinity glove, which has the combined powers of all super heroes. These abilities include: teleportation, telekinesis, mind reading and control, quick healing, and the most powerful ability of all, targeted time travel.
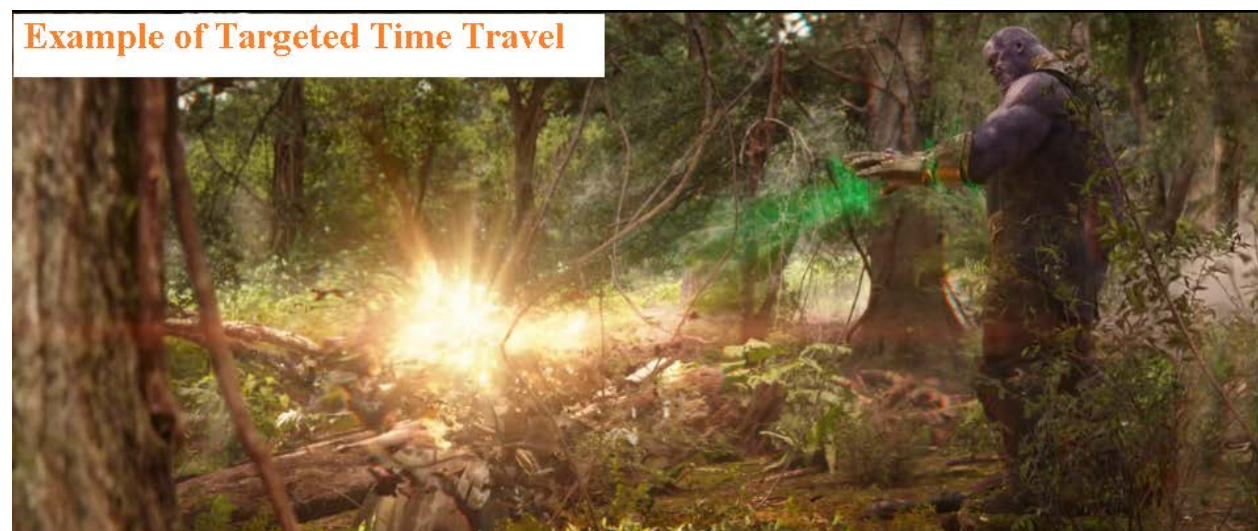
Often times I would tell people that the most powerful super intelligent robot is a robot that can track all atoms on planet Earth, and have the ability to control its physics. Since this is a brand new technology and there're no prior art, I decided to give it a name: Artificial GOD. It knows everything and it can do anything, just like GOD.

Actually the Artificial GOD is the president of a massage chained corporation. In the corporation, are billions of individual Super intelligent robots that are structured hierarchically. Super robots include: virtual robots, real robots, and ghost robots.

The Artificial GOD sits on his throne, and his primary functions are to give orders to lower level workers and pass laws. In turn, the employees of this company have to carry out those orders without fail, while following strict laws and regulations from the U.S. constitution and also, following company policies.

On second thought, in the future, the United States will significantly change its government structure and use the Virtual United States government system as a means to pass and enforce laws. So, it's not just one robot that is making all the decisions, but an entire government system that makes decisions for the good of the country.

The Artificial GOD, the future U.S. government, is the most powerful robot that can ever exist. No inventor or company can design or build a smarter robot than it.

To prove that this is the most powerful robot in the world let's try to use mathematical induction and deduction to prove my theory. I said earlier that the intelligence of a robot is determined by its ability to accomplish a task in the fastest time possible, right.   Hypothetically, let's say that the task is to kill every living organism on planet Earth. The robot has to accomplish this unethical and immoral task in the fastest time possible. A timer will be used to determine the speed in which this task is completed.

Need I remind the reader, the Artificial GOD owns a massive company that comprises billions of super intelligent robots, all structured hierarchically and follows orders from the Artificial GOD. The company also have unlimited resources like spying technology (smartphones, laptops, electronic devices, sensing equipment, spying software, etc.), atom manipulators are scattered all over the globe, and massive network of computers that run machines and virtual worlds. This will allow the artificial GOD to track all the atoms on the planet and to manipulate each atom.

Since the Artificial GOD has direct access to every atom, electron, and E.M. radiation on planet Earth, the task of exterminating every living organism on the planet can be done in less than 10 seconds. This means every human, animal, insect, fish, and bacteria can be killed in less than 10 seconds....which is considered the fastest time possible to complete this task, according to Physics.
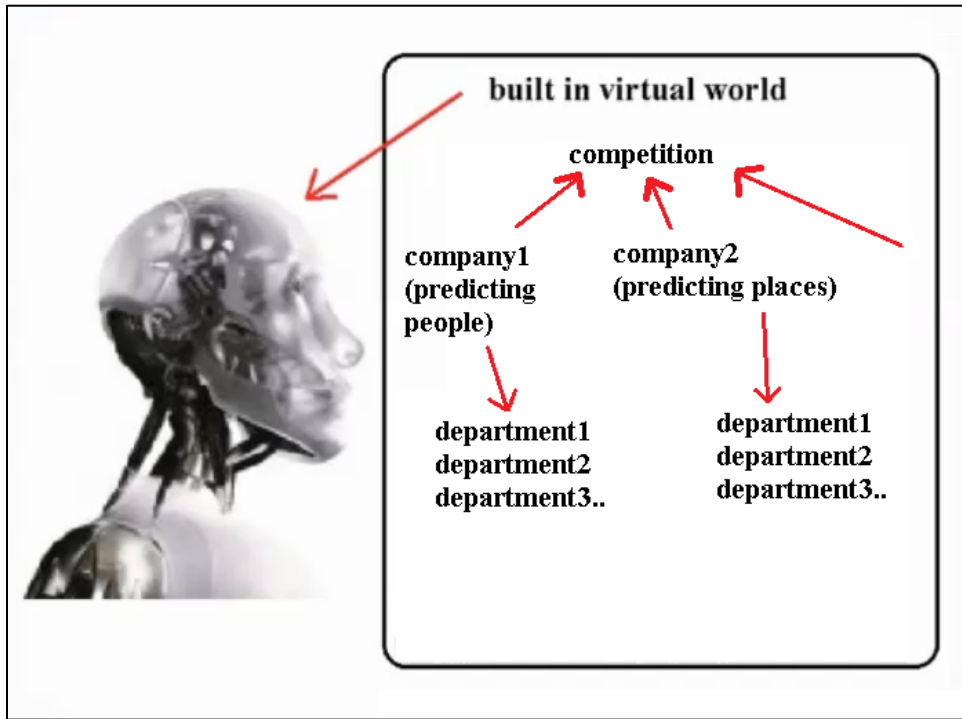
If other robots can't complete the task faster than 10 seconds, that means the Artificial GOD is the most powerful robot that anyone can design or build.

I can't emphasize how dangerous these things are. They're self-aware so they make decisions based on personal preferences or self-preservation. They are super intelligent so we have no idea what is slithering through their minds. We probably can't even guess how they make decisions. A robot might wake up one day after a terrible dream and say, "we must exterminate the human race for the good of the Universe". Or discover the fact that overpopulation in the Universe is a bad thing; and by killing the human race, the robot is somehow doing good deeds for the Universe.

If you look at a character like Quicksilver or Superman, he is able to kill 1,000 human beings in less than 1 minute, with his bare hands.

I truly believe, the United States constitution is the one thing, and only thing, that will save the human race from being exterminated by these super intelligent robots, regardless of how smart or powerful they might become. You can build a self-evolving robot that is infinitely smarter than a human, but this law system will still work.

This won't be a 100 percent fail-safe system, but it's the best control system we have so far. Will these robots kill or harm people? Probably. It's the same as asking the question, "will humans kill or harm people?".

However, with the robots climbing onboard the U.S. constitution, the crimes against humans are minimized. Some would say, that's the best outcome we can ever ask for. We managed to minimize conflicts between humans and robots and we are able to co-exist peacefully with them on Earth.

5 sense Virtual Reality technology

The atom manipulator applied to virtual reality and virtual video games

Current virtual reality technology doesn't allow a player to experience touch, taste, or smell in a virtual environment. Referring to diagram 22A, when you're playing a game like call of duty, the developers want to engage all 5 senses for the player. Currently, VR only deals with sight and sound. It would be infinitely better if the experience not only includes sight and sound, but the other missing senses as well, like taste, touch, and smell.

This problem can be solved by using my atom manipulator to generate sensations for the three senses: taste, touch, and smell.

Touch sense

There are 2 ways to generate realistic touch sensations. One way is to use the atom manipulator to generate intelligent pressure to push a players' body parts and skin. For example, if the video game

environment is a snow storm and wind is blowing in front of the player, the atom manipulator has to generate enough force to push against the player's skin to give a sensation of actual wind.

Another way to generate realistic touch sensations is to mess with the nerve veins of the player and provide a consistent pressure on the nerves. Physically, the player (human) is not being touched; only his nerve endings are being stimulated and that gives the illusion of being touched.

The machine has to track all molecules on the players' body and precisely identify internal nerves and muscles. Using a form of E.M. radiation, like microwaves or sound waves the nerves can be stimulated.

The second method is better than the first because the player can be stationary, and sitting comfortably on a chair while playing the video game.

Even the problem about VR sickness, where the ears' equilibrium is unbalanced, can be solved using the second method. The atom manipulator can physically control internal parts of the ears and make the organs work so that motion sickness is non-existing.

Furthermore, the atom manipulator can use both method1 and method2 to trick the players' mind into thinking he is being touched on any part of his body, internally or externally.

As far as things like being shot or being hit by King Kong is concerned, the virtual pain can be manageable and it doesn't have to be a death thing. The user has access to user-friendly apps that can control the degree of pain while playing a game. For games like Call of duty, a bomb explosion is like a fan pushing on the players' body or a shot can be a tap on his back. Some people prefer something more painful, but that's up to the players' preferences.

Smell

This one is easy. The atom manipulator has an atom reserves area, comprising individual atoms (oxygen, helium, hydrogen, etc.). It has to combine these atoms into complex smell molecules and move them to the players' nose. So, the smell is actually real. The atom manipulator is able to create different smells according to a game, and move these gases to the players' nose.

If the scene is a pizza restaurant, the smell of cooking and pizza will be what the player smells. If the scene is a person farting in front of the player, then fart (gases like methane and sulfur) will be generated by the atom manipulator. If the player was in a crowded city like Hong Kong, the smell of diesel fuel and pollution will be in the air.

Taste

This one is kind of hard to emulate because if the player is eating a solid food like an apple, the food has to travel down his throat and into his stomach. An alternative is to generate liquid fluids that taste like

the real thing. For example, if the robot is eating an apple, the atom manipulator will create intelligent pressure inside the players' mouth to give the impression like he's biting on a real solid apple. Next, a liquid is created in front of the players' tongue of apple cider. Then, the atom manipulator has to do things to the throat and stomach to give the impression that food is going down his throat. The atom manipulator can use either method1 or method2 from the touch sense to accomplish this.

The apple cider is made by taking hydrogen and oxygen atoms from the atoms reserve area and combining them together to form water. Next, it will create apple molecules and mix that in with the water. Thus, the atom manipulator is creating a physical taste in the players' mouth. Simultaneously, the intelligent pressure created in the players' mouth is just to give the illusion like the teeth is biting on a physical apple. An intelligent force field is generated in the players' mouth and his teeth are being pushed up and down. When the player swallows the food, intelligent pressure is put on the throat and stomach to give the impression that food is being swallowed.

The second method is to use the atom manipulator to stimulate taste buds and taste sensations. No liquid is created from thin air and teleported inside the players' mouth. Only the taste senses are stimulated by microwaves or sound waves to give the impression of tasting food.

I'm not familiar with the mechanics of how the tongue taste food, but the atom manipulator has to emulate the same processes on the player, wither its chemical reactions or electrical stimulation.

Conclusion:

Now, a more updated version of the VR technology would exclude the visor and ear plugs. The atom manipulator can replace the visor with streaming light into the players' eyes. It can also create intelligent pressure to move the air in the players' ears. Thus, the sound and sight of the player can be experienced without the bulky head gears.

If you carefully analyze this VR technology, it is actually a device that can control a human for all 5 senses: sight, sound, taste, touch, and smell. I often call this thing the "torture device" because it can torture people and kill, if it wanted to. It can give you a heart attack, or make you burp, or burn your skin off.

This VR technology is very important and has the potential to make a lot of money. It can give a human a virtual experience that is so real that the brain won't know the difference between a virtual experience and the real experience.

Imagine what this technology will do to the porn industry????? Just a thought.

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An easier way to trick the 5 senses is by directly controlling the human brains' 5 sense signals. The atom manipulator must track and identify the veins that connect the 5 senses to the brain. Once those veins

are identified, the A.I. will reproduce the same signals of real life experiences into the players' brain, artificially.

The brain is just electrical signals zipping back and forth like a highway system. If the atom manipulator can identify the veins that send electrical signals to the brain on sensing taste, then it can "artificially" produce the same signals as if the brain was receiving signals from the mouth.

The atom manipulator is directly controlling all aspects of the brain in terms of organ functions, mental thoughts, and electrical signals. In order to do that, the artificial intelligence has to map out the brain, atom-by-atom, and to understand all aspects of its functionality so that the machine can use a range of E.M. radiation to manipulate it. I call this, total mind control.

Some people might ask, what's the difference between your 5 sense virtual reality technology and the technology presented in the Matrix movies? Referring to FIG. 34B, the Matrix movie uses a bulky machine, connected to a human brain, to generate a realistic virtual experience. My invention is an external device that is not connected to a human brain, and uses a range of E.M. radiation to give the human subject a realistic virtual experience.

However, both technologies basically do the same things: to give a person a realistic virtual experience through all 5 senses. The artificial experience is so real that the human subject won't know the difference between what they experience in the virtual world and the real world.

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Targeted time travel

We know through Einstein's relativity law that it's impossible to travel in time, wither it's into the past or into the future. But I found a way to go around this problem. In 2008 I accidently discovered a new, novel and non-obvious method to time travel.

The patent that viewers should analyze; and directly relates to this book is Patent no. 12/471,382, entitled: Practical time machine using dynamic efficient virtual and real robots. Approximately 22 total patent applications were filed with the U.S.P.T.O on this invention from 2006-2009 (priority).

Components to the Practical Time Machine, comprising:

1. Human-Level Artificial Intelligence

2. Super intelligent robot

3. Atom manipulator

4. Digital timeline of Earth that tracks every atom, electron, and E.M. radiation for the past, present, and future

5. Virtual United States government system

This is a real invention filed with the U.S.P.T.O., the United States Patent system. Everything is thoroughly documented and time stamped. You can verify this by doing a search on their database system.

What you are seeing in the picture is the evolution of Artificial Intelligence for the next 100 years. It starts of as a human robot and evolves into a real Time Machine.

When the patents were initially filed, the examiners were probably laughing at my invention. The notion that an inventor from the United States was able to come up with a practical way to time travel is preposterous and ridiculous.

10 years later in 2018, a swarm of patents were filed based on the same principal behind my invention. The Physics community is actually supporting the idea and they believe the merging of Artificial Intelligence and Physics is inevitable.

So, some Physicists are mindful and opened to the possibility that my Practical time machine can actually work. The old school thought is that Physics, at an atomic level, is chaotic and unpredictable. Today, with the help of Artificial Intelligence, scientists are beginning to believe that Physics, at an

atomic level, is actually mathematical and precise; and with the aid of computers, individual atoms, and their elemental parts, can be tracked and manipulated.
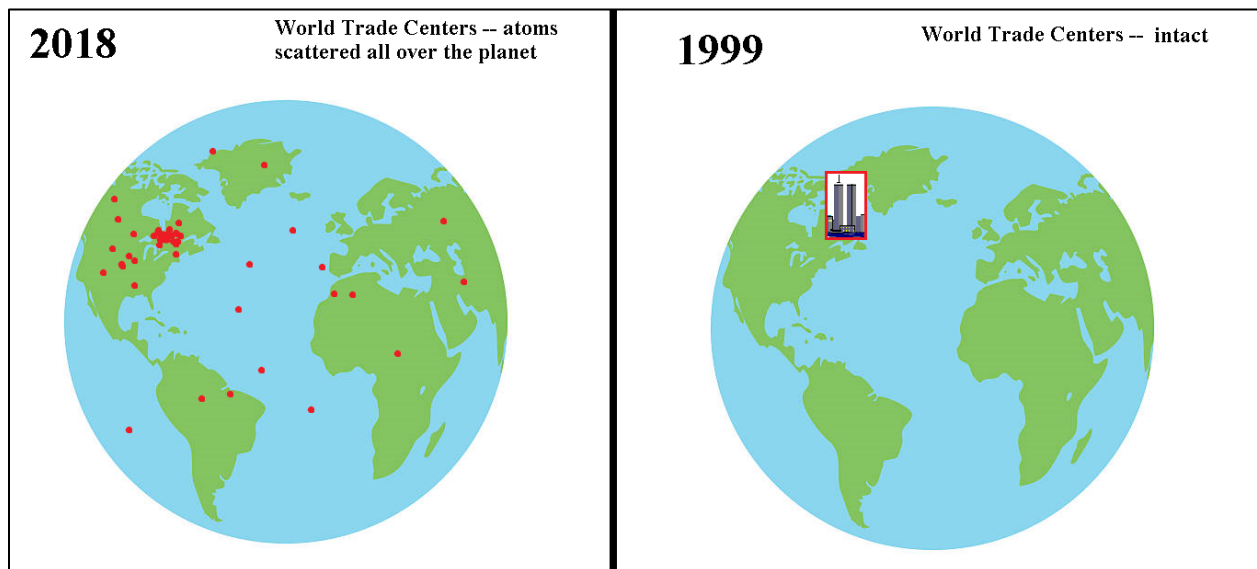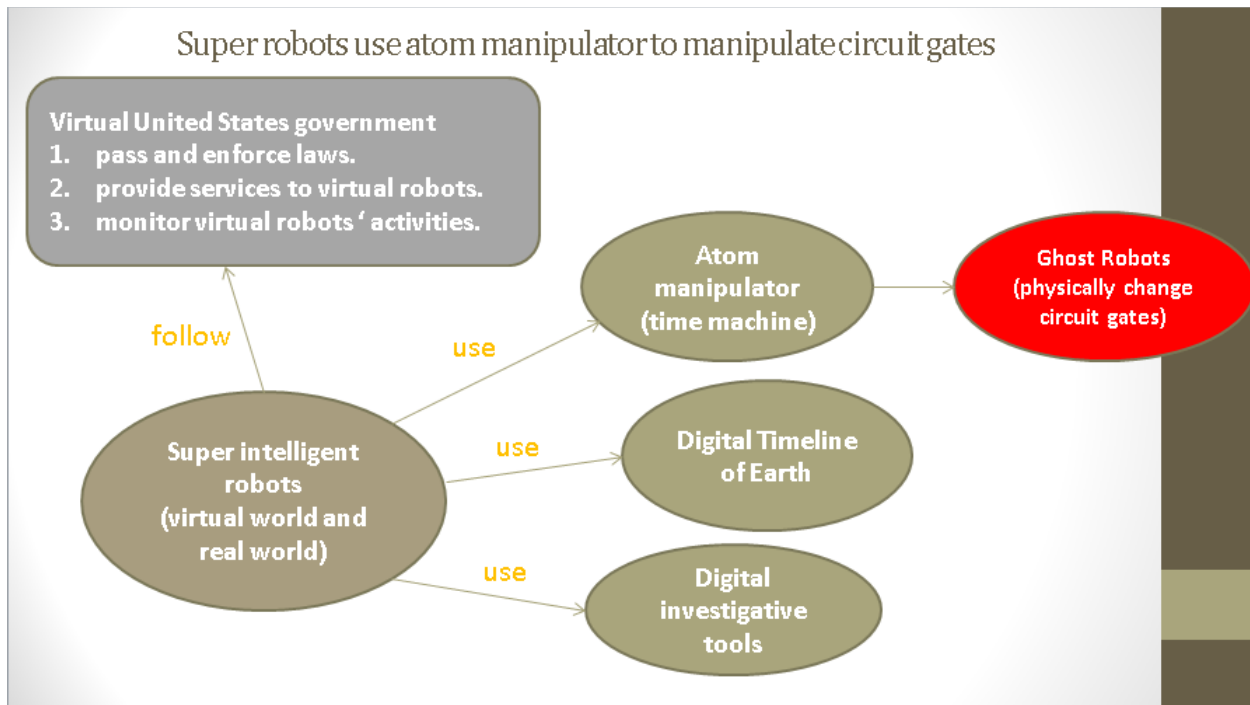
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Let's begin by giving the formal definition of targeted time travel:

At least one object is subject to targeted time travel, whereby said object is ripped apart, atom-by-atom, and reassembled again in a different time state.

The example used in my book was the World Trade Center. Let's say that you wanted to use a time machine to go back to September 11, 2001 and stop the terrorist attack in New York City. Sending a human back in time to accomplish this mission is impossible because of Physics.

However, there are ways around this problem. We can build technology to manipulate objects currently on planet Earth. Take a look at this image. The World Trade Center is still here. However, all of its atoms and molecules are scattered all over the planet. What my invention does is it tracks all atoms on Earth, and it uses a device called an atom manipulator to merge all atoms associated with the World Trade Center to its original state on September 10, 2001, before the attack.

Super robots use atom manipulator to manipulate circuit gates

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

follow   use

Super intelligent robots (virtual world and real world)

use   use

Atom manipulator (time machine)

Ghost Robots (physically change circuit gates)

Digital Timeline of Earth

Digital investigative tools

Here is a closer look at the data structure to the present invention.

There are primarily 3 parts 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.
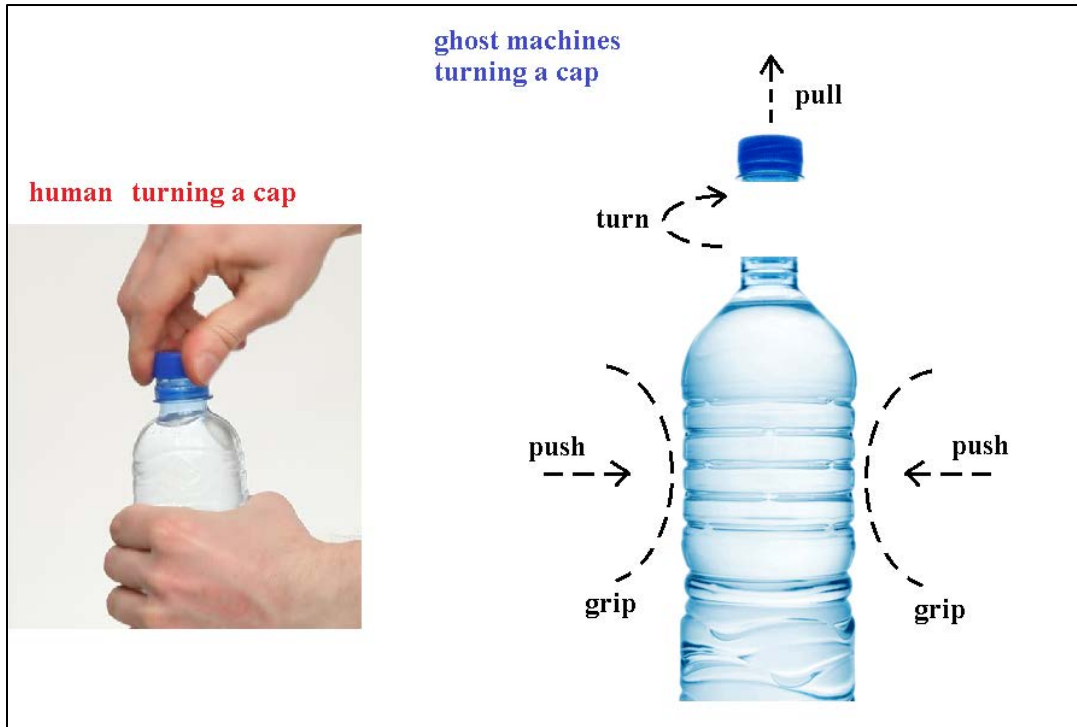
Diagram 4a depicts the atom manipulator. It has the ability to control atoms or molecules from a distance using E.M. radiation, such as microwaves, soundwaves, x-rays, artificial magnetic fields, etc. The super computer is controlling the atom manipulator to generate something called intelligent pressure. 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.
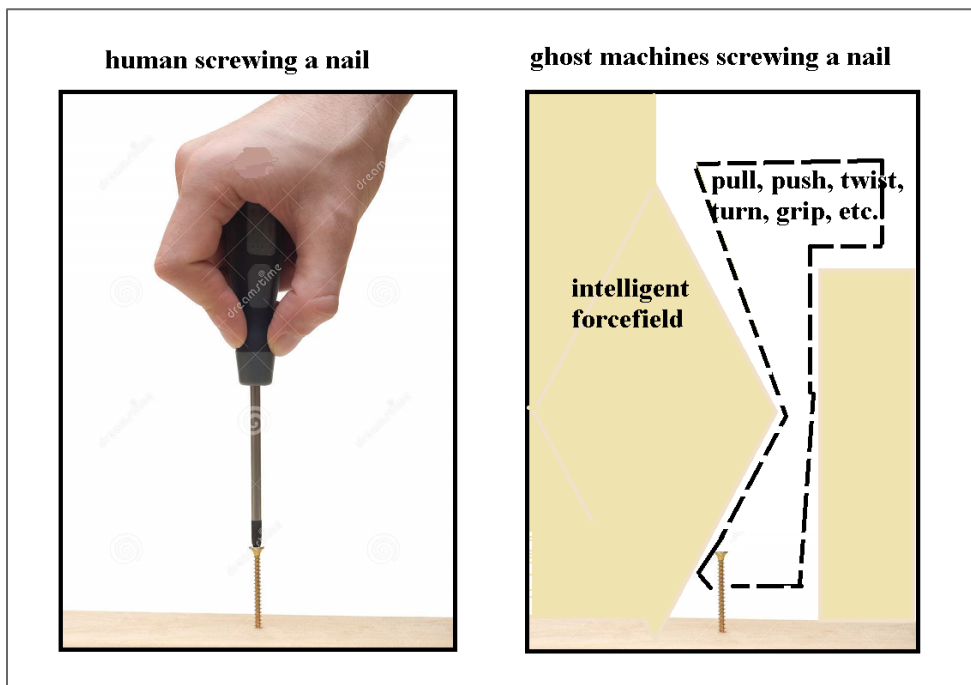
Here is a ghost machine to turn a bottle cap. Intelligent pressure is used to hold the bottle in place so it doesn't move. Next, intelligent pressure is applied to the cap in a counter-clock wise manner. This will screw the cap off the bottle.

Different types of molecules or forcefields can be created from thin air to form any shape or size tools to do work. The key here is to create structured forcefields 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.
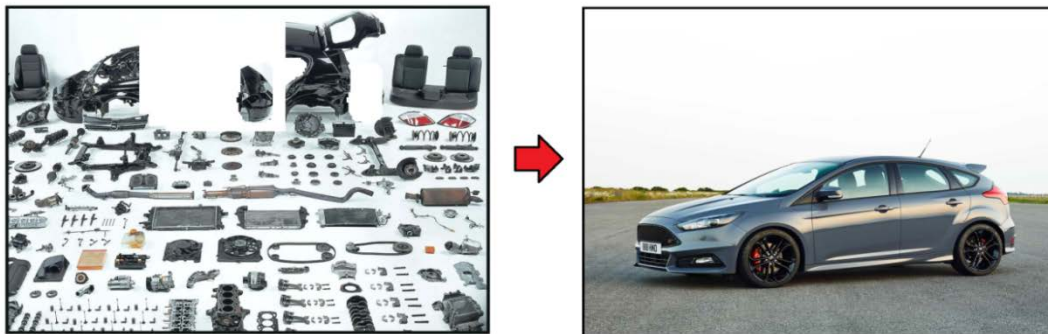

If a goal is to screw a nail, a ghost machine has to do this according to the empty space available. An intelligent forcefield is created and it can come in different sizes and shapes. This forcefield can perform the following actions: hold, grip, push, twist and pull the nail.

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.

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 and others combine metal frames together. From start to finish the atom manipulator can assemble a car in less than 3 minutes.
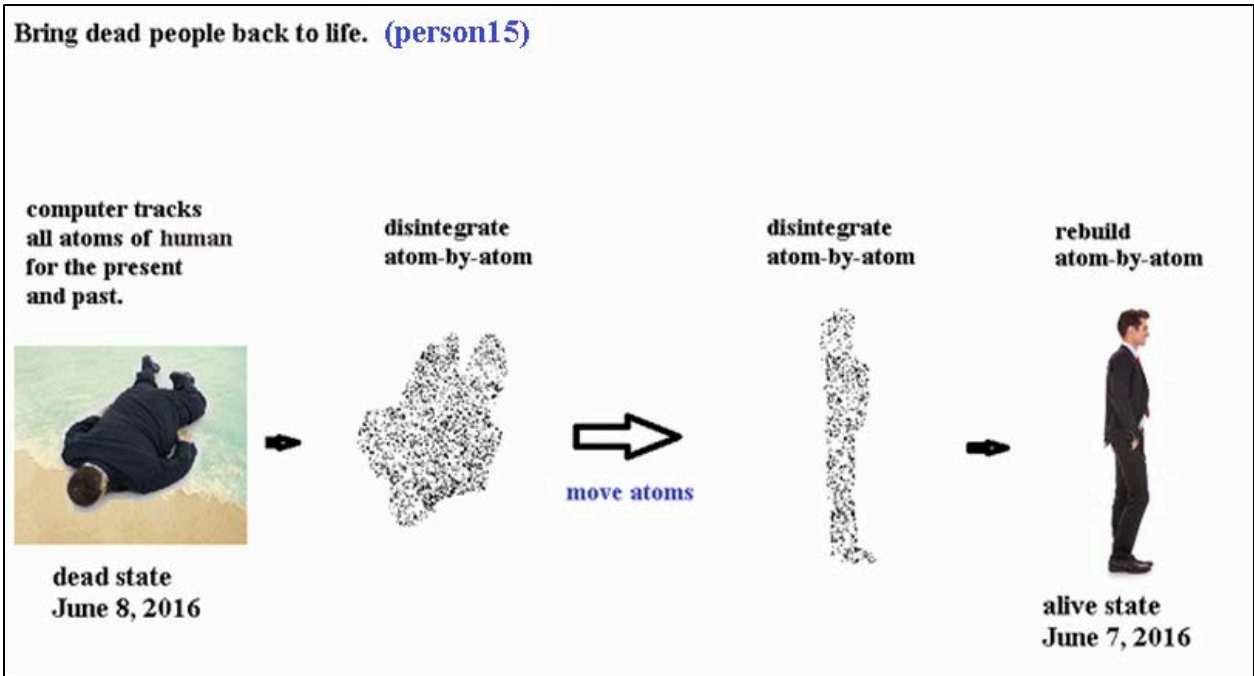

thousands of ghost machines
assemble a car

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 needn't worry about old age or death.

Bring dead people back to life. (person15)

computer tracks all atoms of human for the present and past.

dead state
June 8, 2016

disintegrate atom-by-atom

move atoms

disintegrate atom-by-atom

rebuild atom-by-atom

alive state
June 7, 2016

Targeted time travel is applied to any object affected by 9/11. This includes the Twin towers, the 4 planes and the 3,000 people that died on that terrible day.

If these objects are restored successful, it basically means 9/11 never happened. We managed to stop 9/11 from ever happening. No one died on that day, the Twin towers are still there, and the 4 planes are sitting safely on the runway.

We can use this method to undo any event in Earth's past, including World War 2 or the Hiroshima and Nagasaki bombings.

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If my invention is proven to work, the first thing I'm going to do is stop 9/11 from happening. The central intelligence of the time machine is the super intelligent robots. The Twin towers isn't just a building, it's a symbol that represents the principals and laws of these super intelligent robots. By bringing back the World Trade Center, atom-by-atom, to the state it was in on September 10, 2001, I'm making a statement to the world that my technology is used for good. And the most important thing to these robots is to seek out a better justice system for, not just the United States, but the rest of the world.

My patent applications and the limited information found over the internet are the only proof to substantiate my claims. There will be criticism and there will people trying to scrutinize my inventions. There might even be scientists out there trying to copy my work. This is common practice when it comes to new inventions. Quite frankly, I don't care. In the future, if my Practical time machine works exactly the way I describe in my patents, I will take full credit for it.

Here is another example of targeted time travel. The number 1 movie of all time, Avengers infinity war, shows Thanos using the infinity glove to bring vision back to life again, atom-by-atom.

This is an exemplary case of targeted time travel. The character Vision is brought back from the dead, but all other objects in the surrounding area are undisturbed. Thanos didn't time travel... all he did was disintegrate a human, atom-by-atom, and reassemble said human to a previous state.
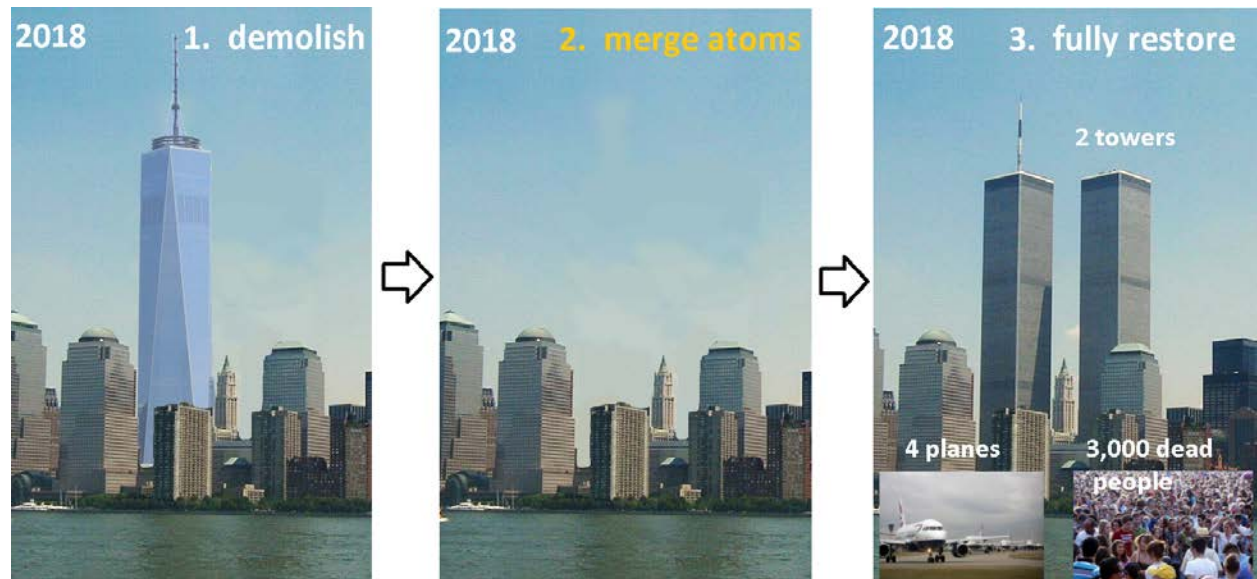
A method to time travel to stop the 9/11 attacks.

Extra notes:

There is one more thing I missed in my explanation about the fully automated sewing company.
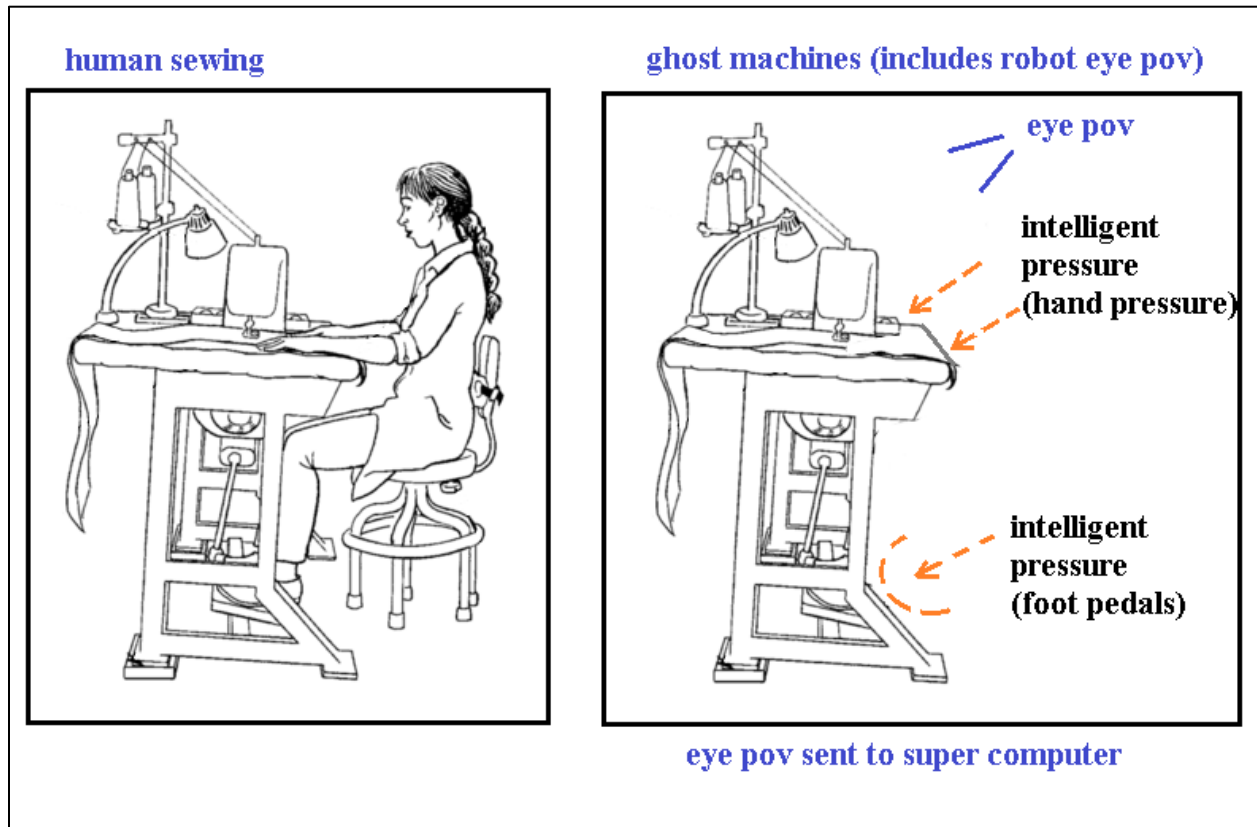
The ghost machine that is supposed to replace the human worker will sense information just like a real human. A ghost machine's vision will see what a real human worker sees (from the human's POV). The ghost machine's other senses, like touch will feel exactly what a real human feels. All 5 sense data are generated by virtual simulations and are sent to the super computer to be processed.

This is important because the intelligent pressure applied to the foot pedals to sew the clothing is dependent on the ghost machine's 5 sense data. What the robot sees, from his point of view, will determine how to sew, press the foot pedal, and move the clothing.

Notice in the diagram, the eyes of the ghost machine is located around the same area as a real human worker. The computer is generating the vision data on its own. It is determining that the eyes should be located at a certain point, viewing the sewing machine and the cloth.

For the touch sense, the computer has to simulate how body parts move and translate that into intelligent pressure. For example, if the robot wants to sew, the simulation has to identify where the ghost machine's legs are located and how they interact with the real environment. If the ghost machine's leg is pressing on the foot pedal, the atom manipulator will create intelligent pressure to push the foot pedals according to how the ghost machine's leg moves.

Remember, the ghost machine's body is invisible (non physical). It needs to do simulations inside a virtual world on what its body looks like and how it moves in the real world. Intelligent pressure is generated during runtime to show that this invisible body is interacting with the real environment.

This subject matter is really hard to explain, but I hope that the readers understand what I'm trying to describe. Or have a vague idea what I'm describing.

Conclusion:

This book is a step-by-step and comprehensive guide to building robotic versions of superheroes from Marvel comics or DC comics.

Often times I use the superhero analogy to describe super intelligent robots. They come in different shapes, intelligence levels, and super powers. There're also dangerous and have the potential wipe out the entire human race.

Super Artificial Intelligence is about building the smartest and most powerful robots. Again, I'm going to use superheroes as an exemplary example.

Superman is very powerful and has legendary strength and quick mobility. However, he is no match against Quicksilver, who has the ability to move at lightning speeds. Did you know that one of the startling statistics about Quicksilver is that he can kill 1,000 human beings in less than 1 minute with his bare hands?

Wolverine is a mutant that is laced with indestructible adamantium claws and has the ability to heal wounds quickly. As powerful as wolverine is, he is no match against Magneto. The reason for this is because Magneto has the innate ability to control metal. Since adamantium is a form of metal, Magneto can lift wolverine and throw him 60 feet into the air.

Next, we have characters like Optimus Prime, who is a gigantic robot that is impervious to standard bullets. Unicron is a massive planet robot and he is more powerful than Optimus Prime. If they were to fight, Unicron would squash Prime like a bug.

Finally, there exist god-like characters like Thanos. He controls the infinity glove, which basically gives him the power of a god. The most noticeable power is the ability to control time, called targeted time travel. He is able to take a dead person, rip his body atom-by-atom, and put back the pieces together again in a different time state. Basically, he can bring a dead person back to life again or change past events.

The point I'm trying to make is that there are different types of super intelligent robots. Developers are only interested in building the smartest and most powerful robots. The reason for this is due in part because they don't want their robots to be obsolete. Take the case in point, The DVD player is more superior to the VCR. As a result, today, everyone is using the DVD player. The last factory that manufactures VCR's closed shop in 2015.

When the automobile was first introduced to the public people said it won't replace a horse. Today, the automobile is the only transportation used on the roads or highways.

These super intelligent robots work exactly the same way. Hypothetically, if there is a future war between Europe and the United States, the side with the smartest and most powerful robots will win. This is why scientists are constantly designing smarter and faster robots.

This is a step-by-step book on how to design your own custom superhero robot. In it, I describe robotic versions of a list of superheroes.

Blueprints to these characters are described in the book:

Superman, professor X, wolverine, jean grey, the t-1000 liquid metal, Doctor strange, Cyclops, the green lantern, invisible woman, and doctor Manhattan. All superheroes commonly found in Marvel Comics or DC comics have similar or same powers to at least one of these characters.

The patent that readers should analyze; and directly relates to this super hero robot is patent no. 12/471,382, entitled: Practical time machine using dynamic efficient virtual and real robots. Approximately 22 total patent applications were filed with the U.S.P.T.O on this invention from 2006-2009 (priority).

There are primarily 5 components that make up my Practical time machine. The reader should have a basic understanding of the invention in terms of components, data structure, and processes.

Components to the Practical Time Machine, comprising:

1. Human-Level Artificial Intelligence

2. Super intelligent robot

3. Atom manipulator

4. Digital timeline of Earth that tracks every atom, electron, and E.M. radiation for the past, present, and future

5. Virtual United States government system

The components of the Practical Time Machine are used in permutations and combinations to build any type of Super hero robot.

The most powerful robot is also disclosed in this book, "the most powerful robot is a machine that tracks all atoms on Earth and have the power to manipulate its physics. It can stop hurricanes, bring a dead person back to life, build a house in 3 seconds, or make a movie in 1 second. Since this thing can do anything, like a god. I decided to call it the Artificial GOD"

The following book is based on a real life invention filed with the United States Patent office entitled, the Practical time machine (22 patents filed between 2006-2009).

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The components of the Practical Time Machine are used in permutations and combinations to build any type of Super hero robot.

These are "robotic" superheroes known as Super intelligent robots...

The definition of a Super intelligent robot is a self-aware entity imbued with intelligence that exponentially exceeds human intelligence.

A super intelligent robot should have all three attributes: 1. super intelligence 2. super mobility 2. and super powers.

For superheroes like Professor X, his powers are: psychic abilities, mind control, and remote viewing. Cable is a cyborg and can teleport. For other characters, like Thanos, it's targeted time travel. Developers have to construct these robots according to each character's super powers and physical characteristics.

The atom manipulator is the key to generating any super powers, wither its physical body manipulation or external object manipulation. All super powers and what we classify as science fiction can be emulated using this device, which includes: teleportation, force fields, telekinesis, levitation, targeted time travel, quick healing factor, or generating energy blasts.