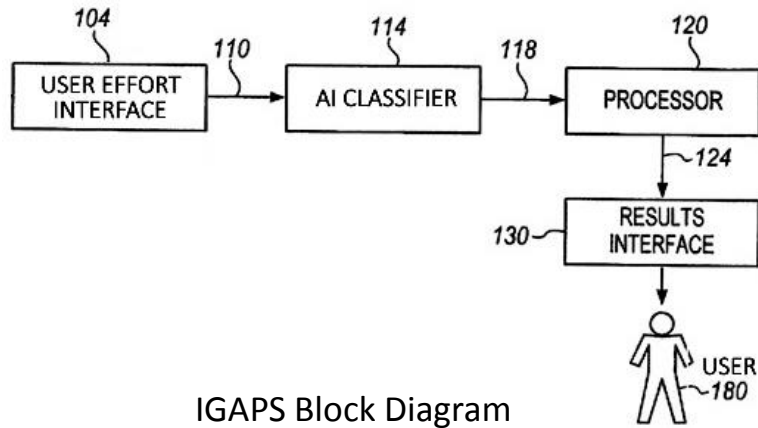




User Effort Interface
6.5THz Array

Intelligence Gathering and Processing System (IGAPS)



IGAPS Block Diagram

Operational Capabilities

User efforts are processed to provide information not available using traditional information sources and computers. Questions are first parsed into sub-questions having two possible answers, represented by “1” or “0”

- Performance is measured by Responsivity: the fraction of a user’s efforts providing a correct result vs that user’s total efforts.
- System works best when operated by one or more trained users.
- System can be made small/light enough to be fully portable.
- Interfacing is with a computer or specialized I/O device.

Technical Approach

- Users’ focused efforts are processed by novel hardware to provide an increment of the desired information.
- User efforts take 1 to a few seconds to contribute to an answer.
- Our system takes too long to produce correct answers. This issue will be overcome by reducing dimensionality of the Interface output, real-time machine learning or other AI classification methods and Bayesian analysis to combine results of efforts.
- Our approach can also analyze and use data from classical sources, such as Internet and Social Media.

Development/Team

- Our team includes principle investigator Scott A. Wilber, serial entrepreneur, 12 issued patents, multiple peer-reviewed papers; and Luis Araujo, Senior Electrical Engineer, programmer.
- Our system has testable User Effort Interface hardware, prototype real-time (rapid) machine learning and simple Bayesian analysis.
- Substantial development of software components is required for practical military (Intelligence Gathering and Group Decision Making) and commercial use.