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Machine learning for data acquisition in dynamic real-time

Big Data is inundating educators, students, employers and employees causing a lot of stress, frustration and lack of confidence in data acquisition. More than 3.8 billion people are seeking relief from 3.4 exabytes of daily data bombardment. Genetic Algorithm Neural Networks (GANN) and machine learning provides a bridge and filtration solution between exabytes of data and megabytes of personalized data for knowledge acquisition by using Natural Language Processing (NLP) and automatic gamification in dynamic real-time. AI and ML is transforming humanity's cerebral evolution as a replacement of repetitive habitual motions and thoughts. In its evolutionary process humans developed their primary biological interfaces to interpret the data that they were receiving through their five senses: Seeing, hearing, smelling, touching and tasting. In recent years GANN and NLP have entered to provide, Data into Knowledge (DiK) solutions. Research with GANN and NLP has enabled tools to be developed that selectively filters big data and combine this data into microself-reinforcement learning and personalized gamification of any DiK in dynamic real-time. The combination of GA, NLP, MSRL and dynamic gamification has enabled people to experience relieve in their quest to turn DiK 32% better, faster and easier and with more confidence over traditional learning methods.

Biography

Erwin E Sniedzins has patented the Knowledge Generator™ (KG). He is the President of Mount Knowledge Inc. He has authored and published 12 books and is a Professor at Hebei University and Mount Everest Expedition Leader.

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