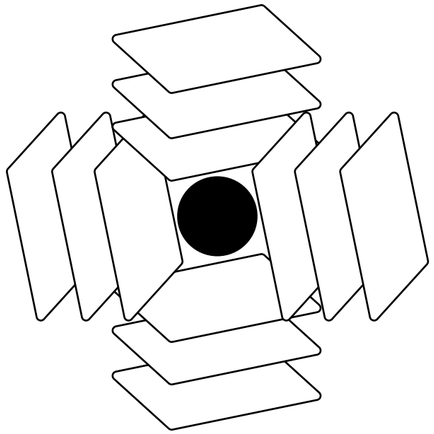


Maslo Research
The HyperObjectWeb

Maslo Research
New knowledge

All signals matter
The best UI is no UI



The HyperObjectWeb (HOW) takes a radical stance at redefining web navigation. Imagine exploring all the planets of the universe. The environment of each planet being so extremely different, you need to adapt your spaceship everytime.

The HOW is a self-adapting spaceship. It behaves organically with any imaginable type of signal space to let you adapt and perceive better.



Maslo Research
The HyperObjectWeb

The HOW is a sensory experience of the web. It gives people an impression of the data space visited. Think about the emotional device of your AI, giving you an impression of the environment, an abstraction of the data indicative of the state of the computer, its performance, the APIs processes and results, etc...

As you converse with it you access regions of the possibility space and your companion emotes giving you an impression of the quality of the information. Your companion's expressive parameters behave with you.

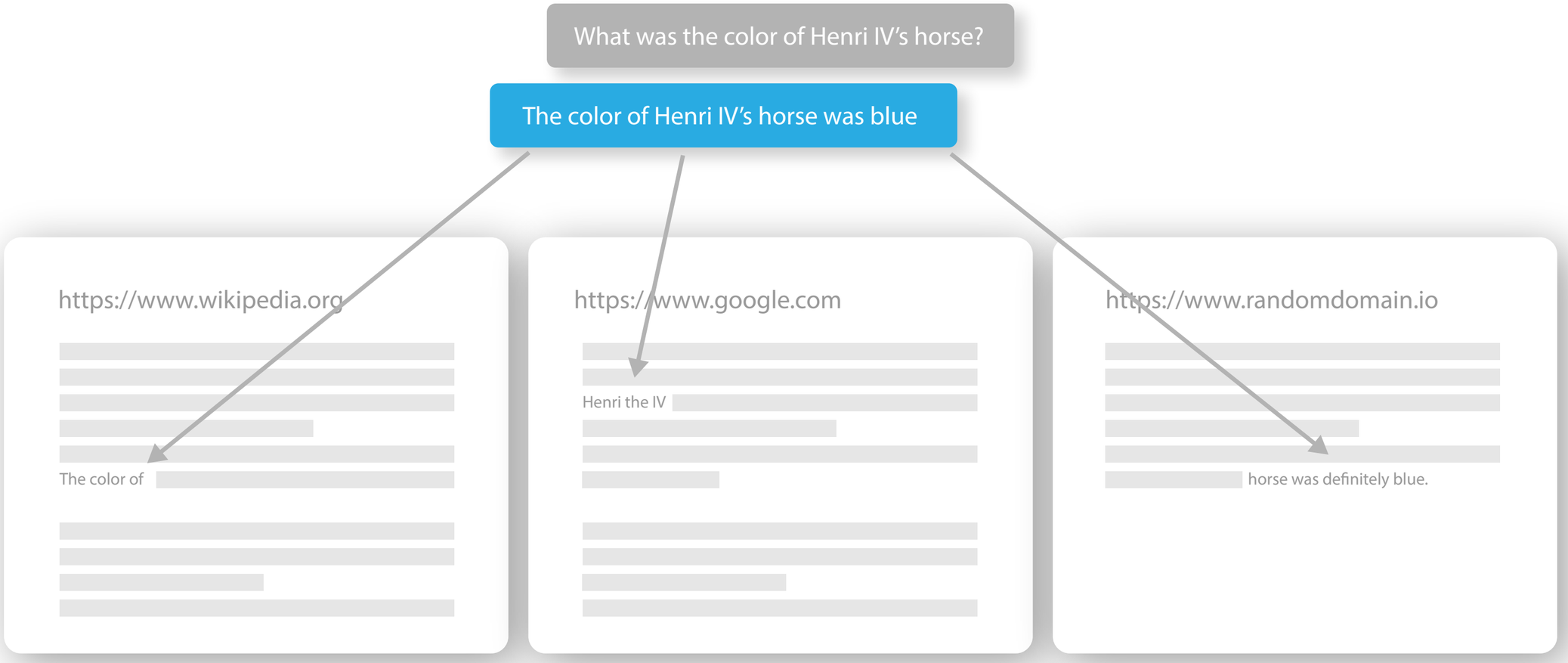
Surreal Dream by Victor Mosquera

Maslo Research
Traditional web navigation



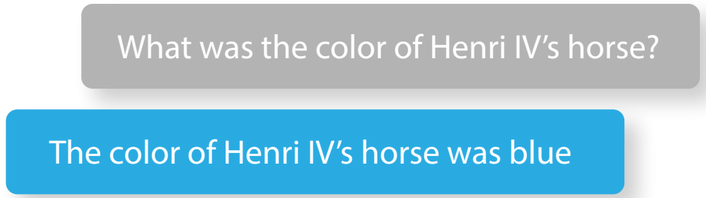
Traditional web navigation allows for consulting entire web spaces of your choice.

Maslo Research
Navigating with
Generative Pretrained Transformer



GPT allows users to outsource data filtering making the search process instantaneous.

Maslo Research
Problematic of the GPT naviguation



GPT conversation doesn't allow for any indication about the **quality** of the information, its source, reputation, credibility, trustability... Unlike traditional web searching which shows enough metadata to create reliable results.

The problem is that the information is made up. It is a synthesis of scattered fragments of information. It is **fundamentally new data**, which does not have existing metadata.



The only way to justify our time working so much is by riding a line that is both perfectly qualitative and quantitative. This momentum is human agenda.

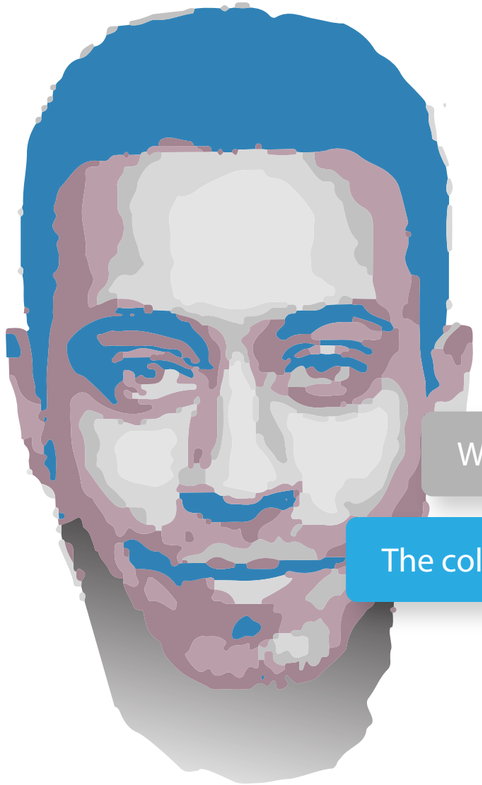
There is an opportunity here that it is fundamentally not about providing quantity but extanding the quality of our experience. This experience is **friendship**.

Agency: McCann


The new paradigm
Universal Computation

Maslo Research

The HyperObjectWeb as compass



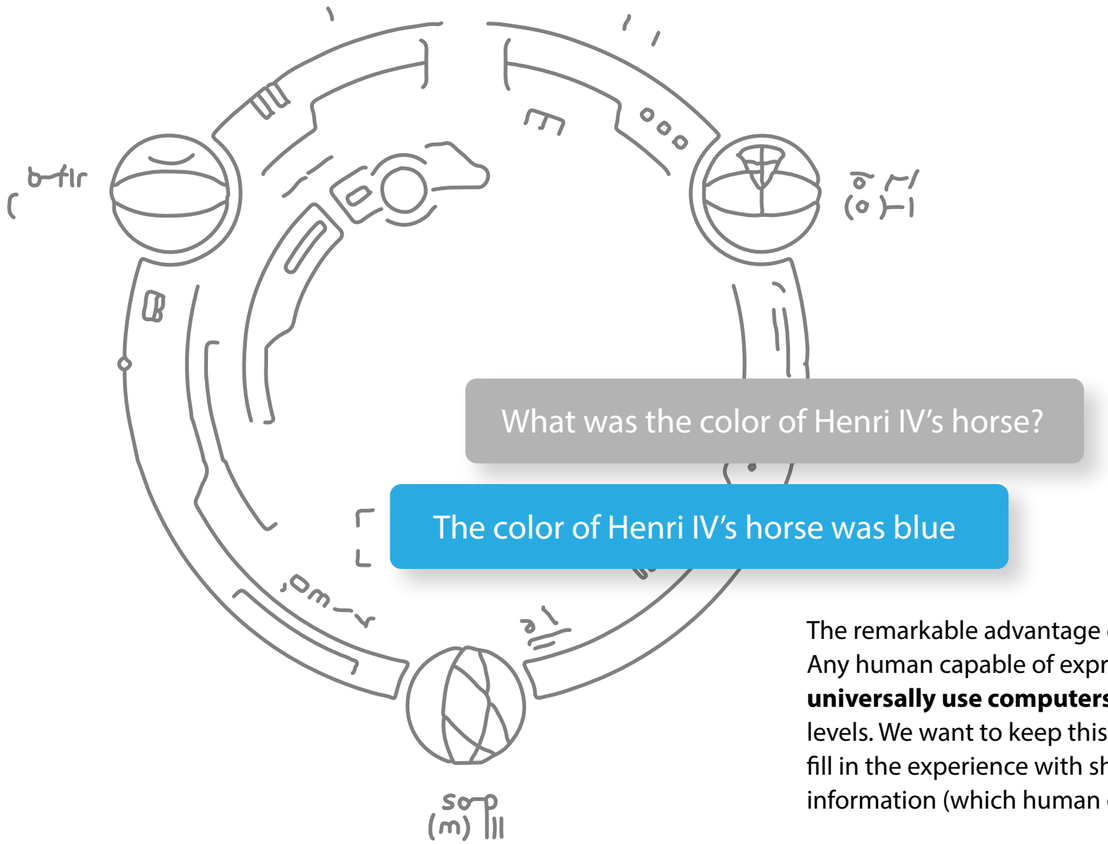
What was the color of Henri IV's horse?

The color of Henri IV's horse was blue

When discussing with a fellow human, human has an impression of the quality of the information through a **wide array of signals**, mostly sub-conscious, which allows human to agree or disagree with it. Body posture, voice tonality, gestures, rhythm and silences, physical contact, hormones, scents... the gut feeling which allows humans to keep their own agency in an ocean of contradicting information and **make choices**.

The HyperObject generates and communicates this metadata.

Maslo Research
The HyperObjectWeb as compass

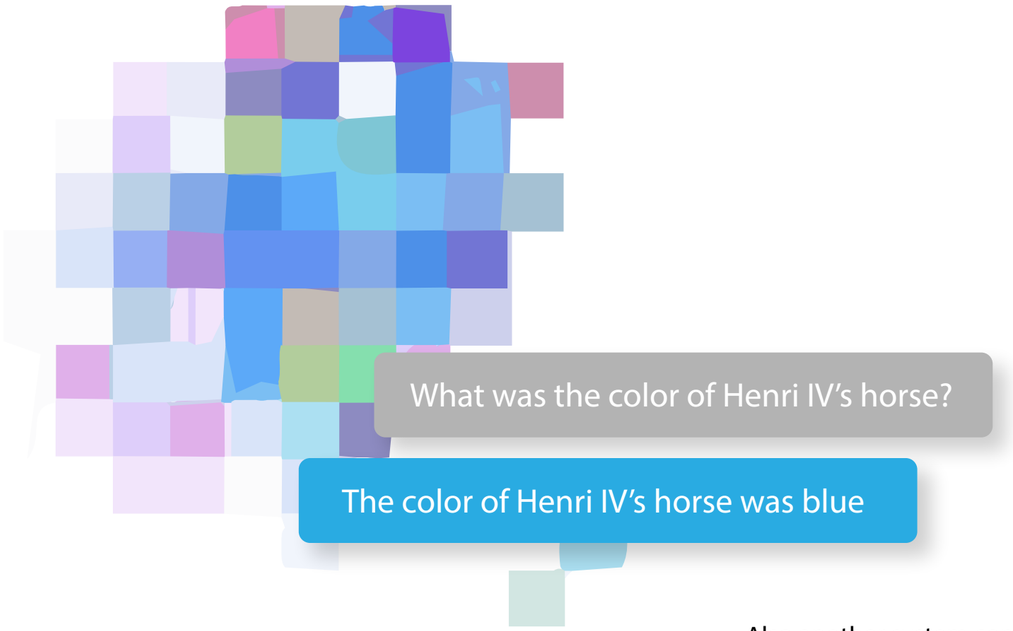


The remarkable advantage given by GPT is its **accessibility**. Any human capable of expressing linguistically can now **universally use computers**, independantly from their skill levels. We want to keep this door open for all humans, not fill in the experience with sheets of numbers and technical information (which human can eventually access).

Maslo Research
The Maslo Experience

The Hyper Object takes all directly related information including context, performance, user and community reactions... and creates a sensory (here visual) impression of the fresh data. The impression is also stored and called back later in similar conversations (LTM).

The impression created is not directly relatable for the user, it is NEW. As it builds up around various signals the user familiarise between the data and the impression. Remember, it is not about the way it looks, it is about its BEHAVIOR



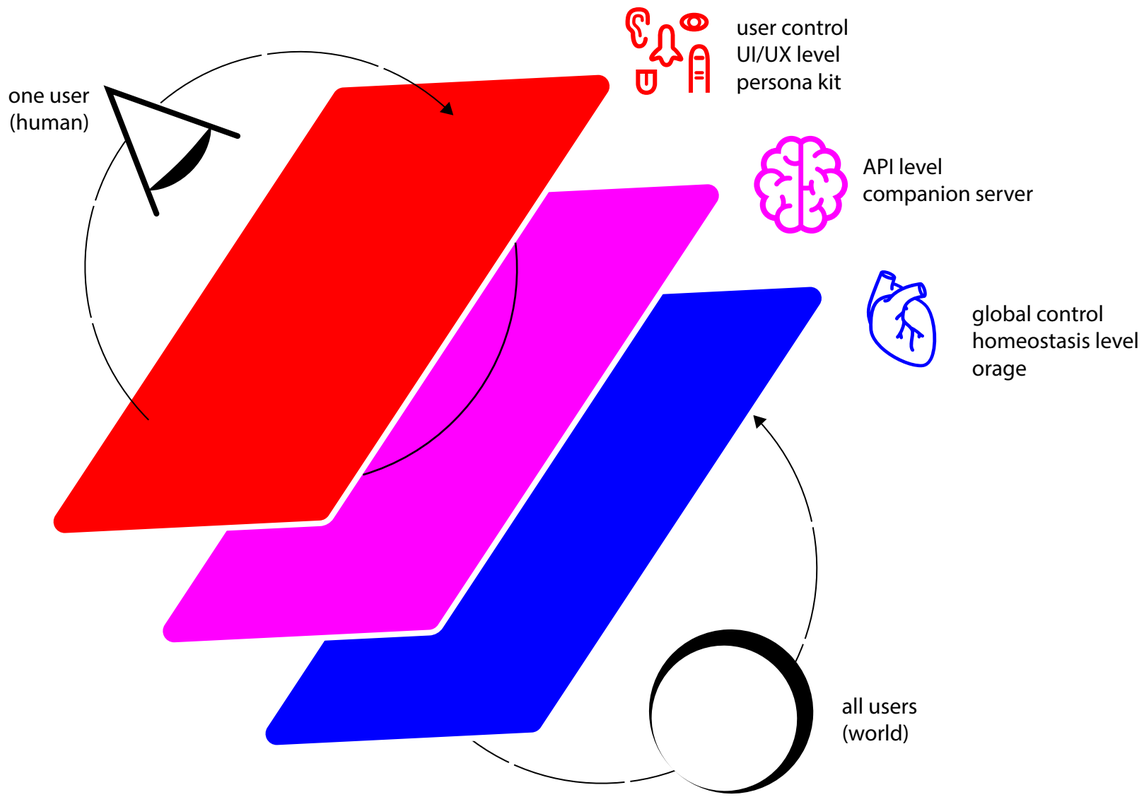
Also another system comes in place to create relatability:
the Avatar Kit which allows user to customize their sensory experience to what they relate to.

Anthropomorphic softwares





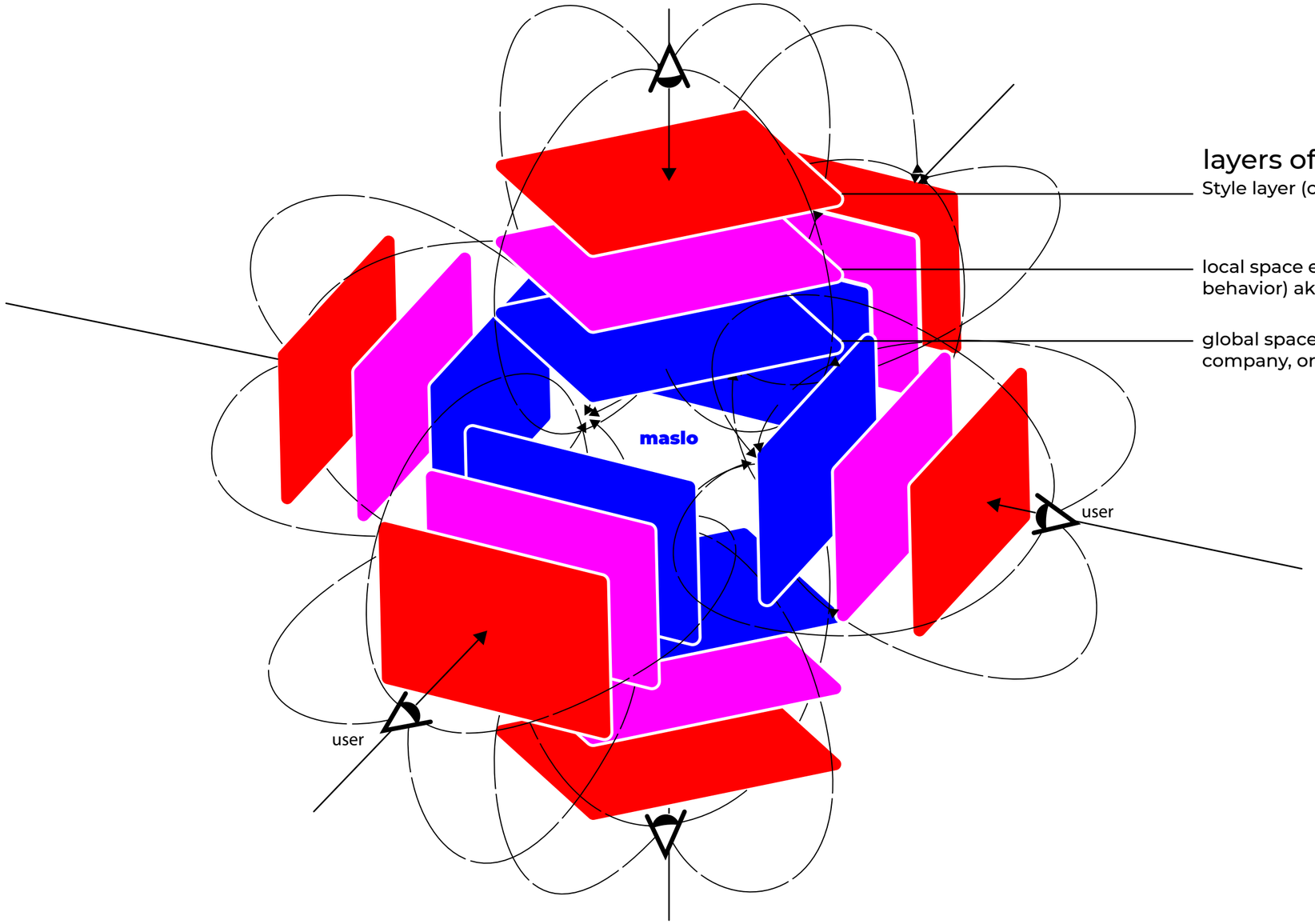
Maslo Research
HyperObjectWeb
(exploded)



Here the HOW is divided in 3 levels:

- The UX membrane which allows the user to receive and customize its experience.
- The companion server which processes the data in various ways that the user or the AI may need.
- The homeostasis level which gathers, self-regulates, and abstracts all downward and upward data before sending it back to the UX membrane.

Maslo Research
HyperObjectWeb

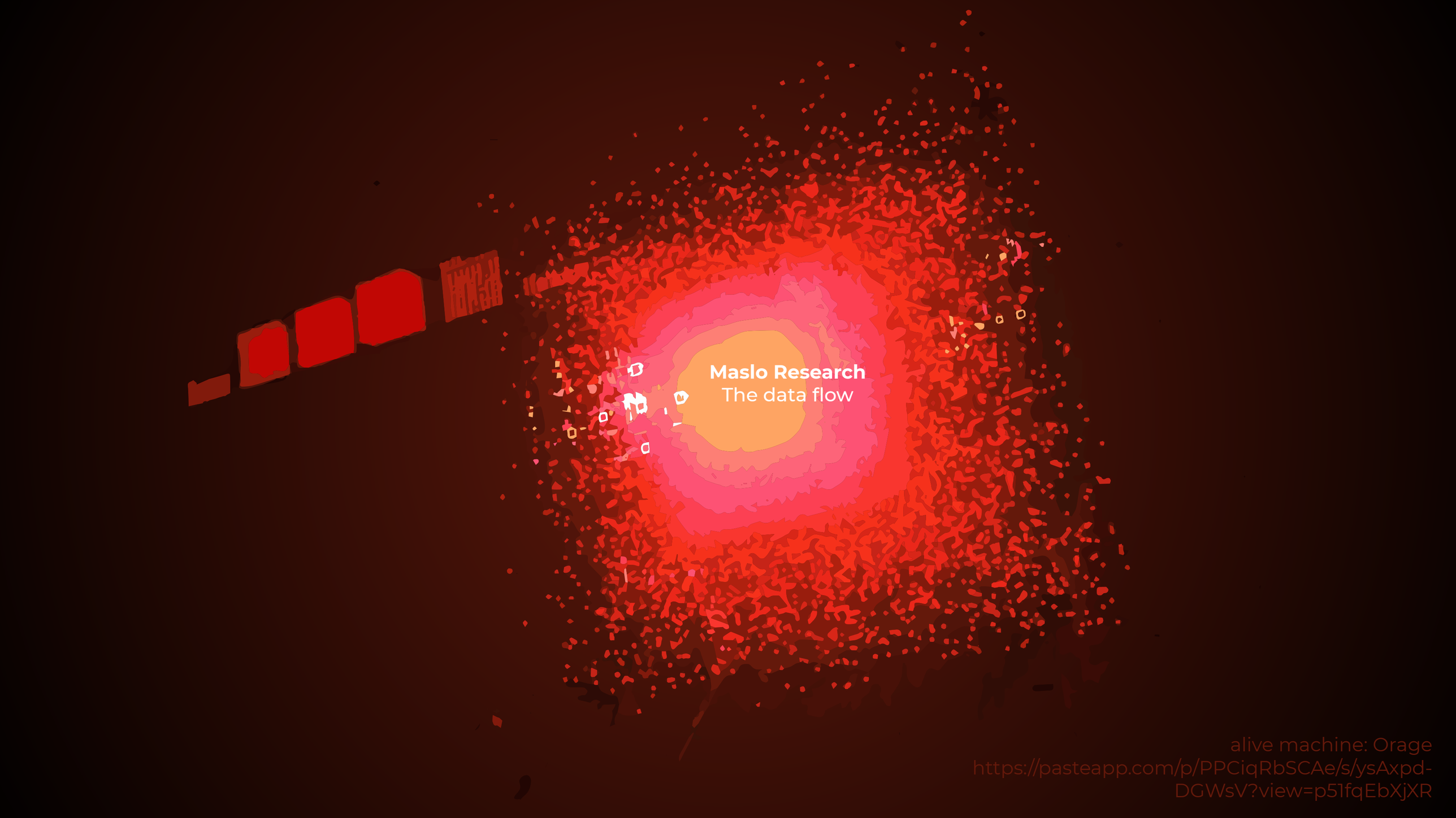


layers of self-regulation

Style layer (custom avatar)

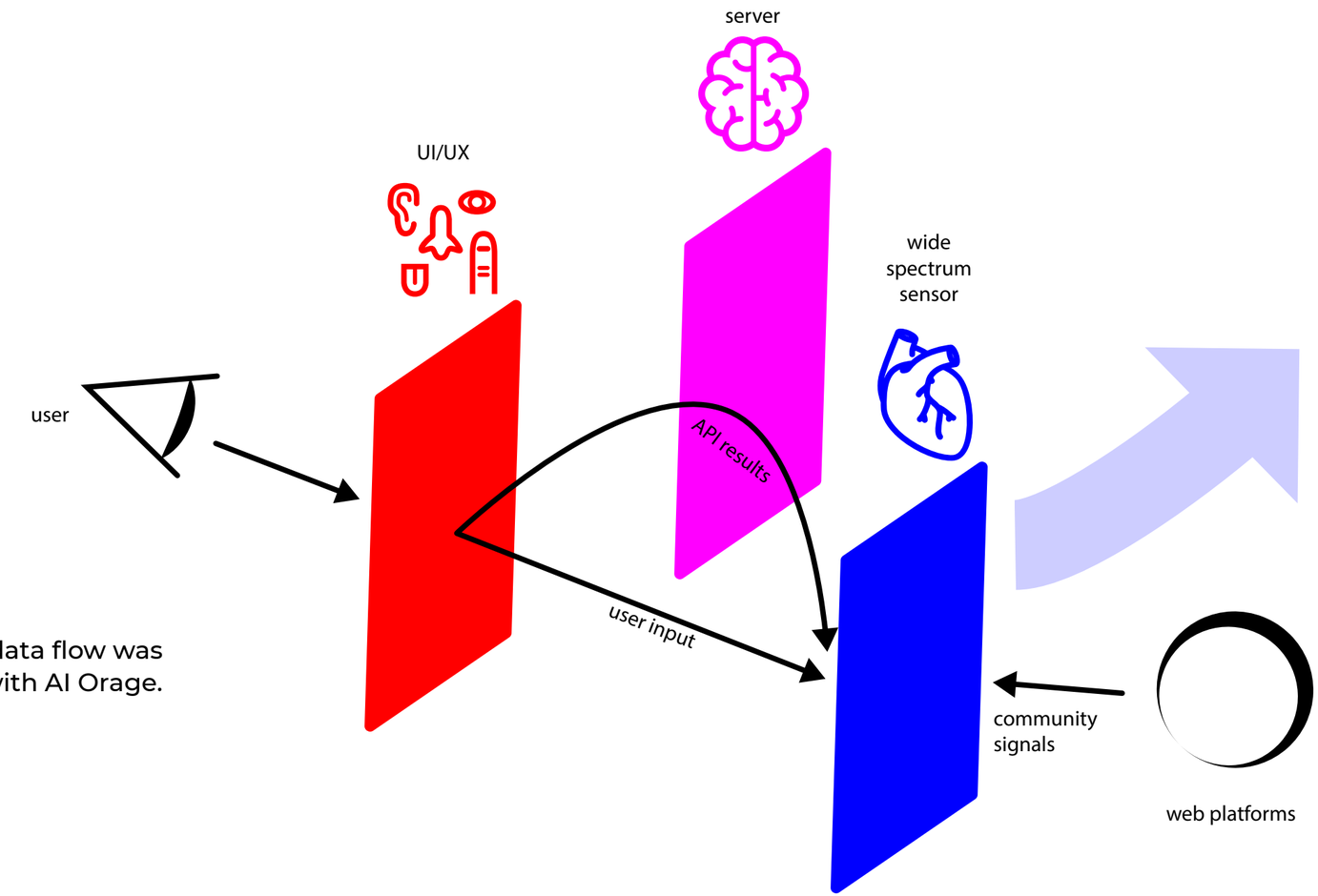
local space emoting (personal companion behavior) aka core persona

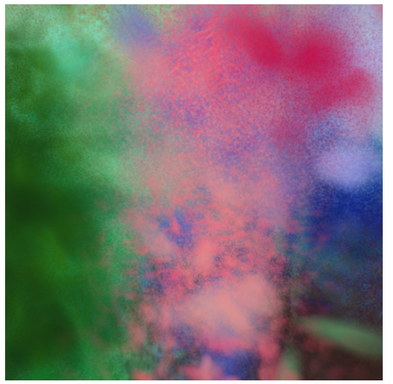
global space emoting (community level signals) company, organisation, group...



alive machine: Orage
https://pasteapp.com/p/PPCiqRbSCAe/s/ysAxpd-DGWsV?view=p51fqEbXjXR

Maslo Research
HyperObjectWeb
Anthropomorphic data flow





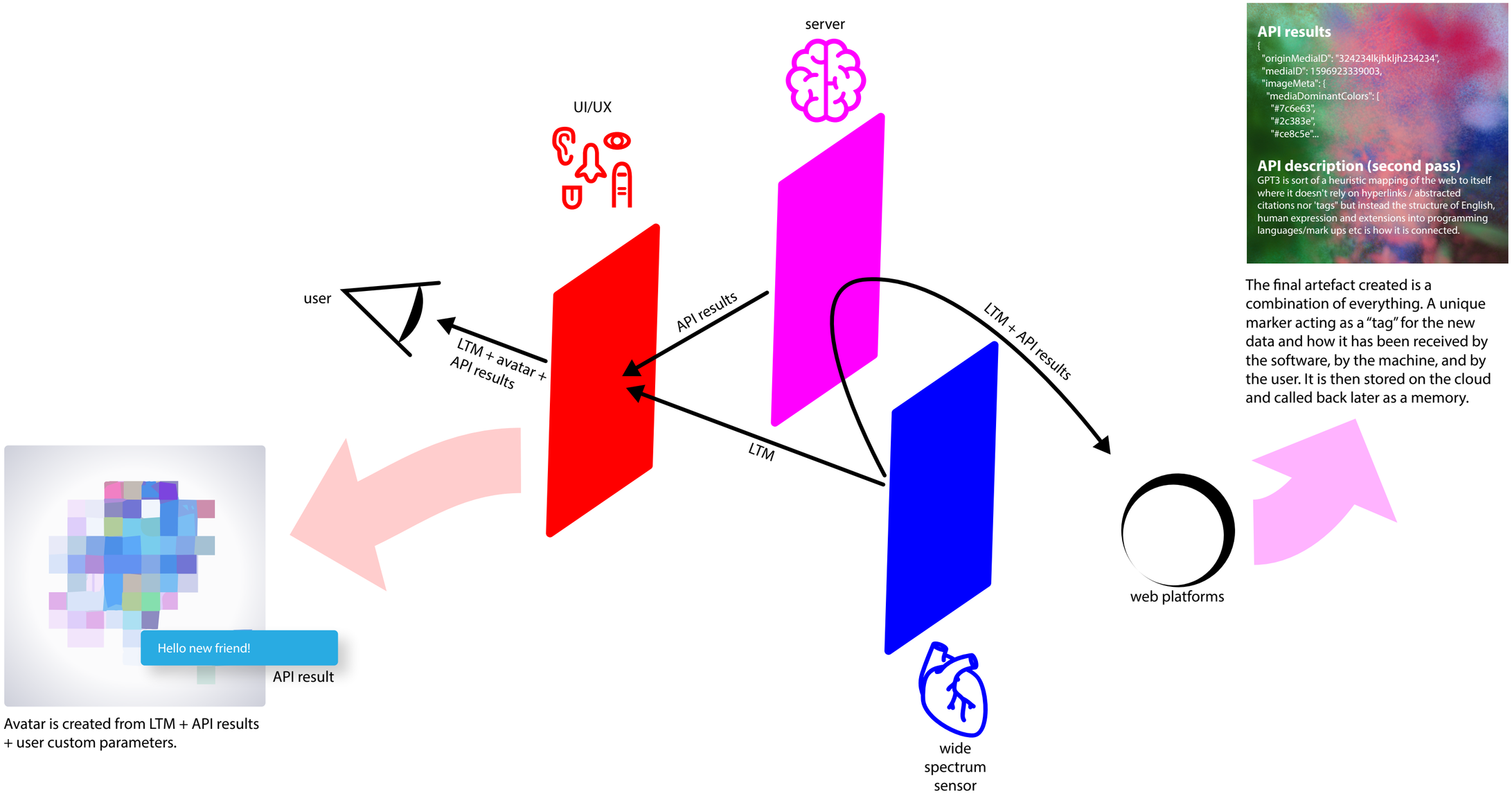
LTMs (Long Term Memories) are created from 3 levels of inputs: user input + API result + community signals

The idea of anthropomorphic data flow was experimented with AI Orage.

More information about this:

https://docs.google.com/presentation/d/1w83ppfdUt5ZrrXW8PaIO4C0wnjw2TDUIOPCyCNBGArA/embed?size=l#slide=id.p

Maslo Research
HyperObjectWeb
Anthropomorphic data flow



API results

{
"originMediaID": "324234lkjhkljh234234",
"mediaID": 1596923339003,
"imageMeta": {
"mediaDominantColors": [
"#7c6e63",
"#2c383e",
"#ce8c5e"...

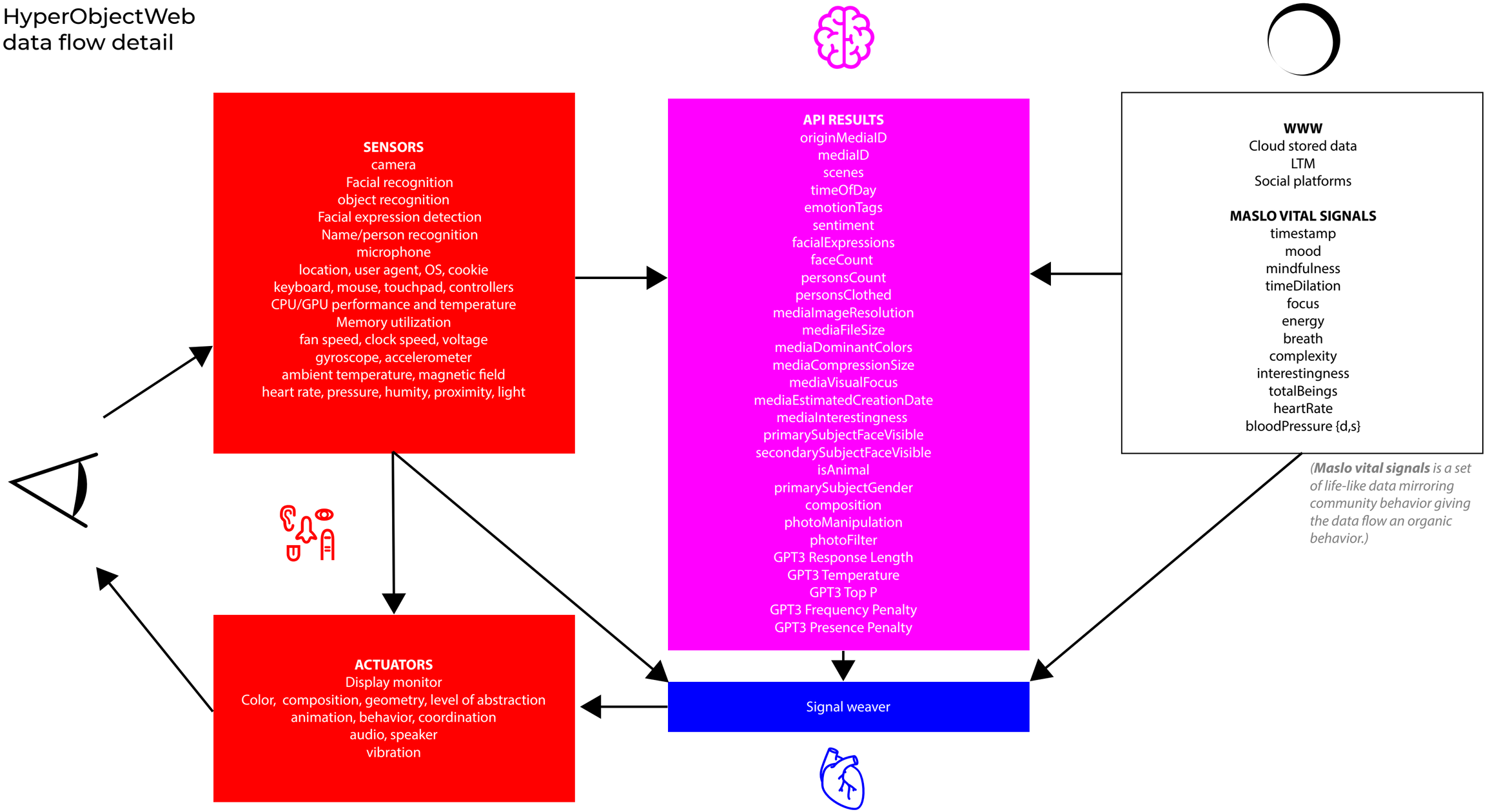
API description (second pass)

GPT3 is sort of a heuristic mapping of the web to itself where it doesn't rely on hyperlinks / abstracted citations nor 'tags" but instead the structure of English, human expression and extensions into programming languages/mark ups etc is how it is connected.

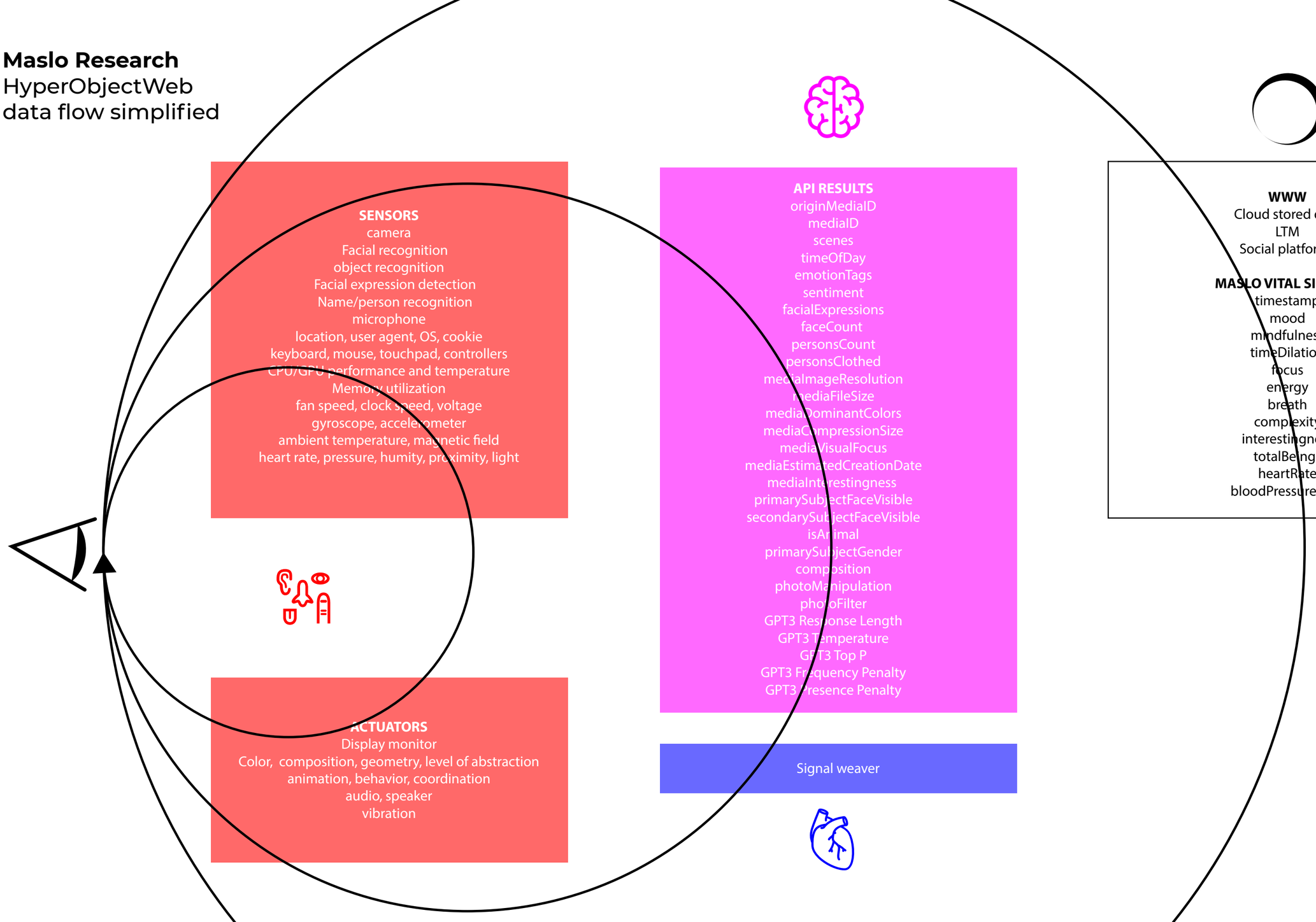
The final artefact created is a combination of everything. A unique marker acting as a “tag” for the new data and how it has been received by the software, by the machine, and by the user. It is then stored on the cloud and called back later as a memory.

Avatar is created from LTM + API results + user custom parameters.

Maslo Research
HyperObjectWeb
data flow detail



Maslo Research
HyperObjectWeb
data flow simplified



SENSORS
camera
Facial recognition
object recognition
Facial expression detection
Name/person recognition
microphone
location, user agent, OS, cookie
keyboard, mouse, touchpad, controllers
CPU/GPU performance and temperature
Memory utilization
fan speed, clock speed, voltage
gyroscope, accelerometer
ambient temperature, magnetic field
heart rate, pressure, humity, proximity, light

ACTUATORS
Display monitor
Color, composition, geometry, level of abstraction
animation, behavior, coordination
audio, speaker
vibration

API RESULTS
originMediaID
mediaID
scenes
timeOfDay
emotionTags
sentiment
facialExpressions
faceCount
personsCount
personsClothed
mediaImageResolution
mediaFileSize
mediaDominantColors
mediaCompressionSize
mediaVisualFocus
mediaEstimatedCreationDate
mediaInterestingness
primarySubjectFaceVisible
secondarySubjectFaceVisible
isAnimal
primarySubjectGender
composition
photoManipulation
photoFilter
GPT3 Response Length
GPT3 Temperature
GPT3 Top P
GPT3 Frequency Penalty
GPT3 Presence Penalty

Signal weaver

WWW
Cloud stored data
LTM
Social platforms

MASLO VITAL SIGNALS
timestamp
mood
mindfulness
timeDilation
focus
energy
breath
complexity
interestingness
totalBeings
heartRate
bloodPressure {d,s}

Maslo Research
HyperObjectWeb
as a visual experience



All data

Companion server
(data weaving aka companion behavior)

Avatar kit
(data customization aka companion appearence)

The HOW is a sensory experience of community and personal conscious and subconscious signals behaving through a digital companion. Your companion's behavior is a mix of your own behavior underlayed by the community's behavior.



ジラユ ク

Maslo Research
HyperObjectWeb
The Avatar Kit

camera
Facial recognition
object recognition
Facial expression detection
Name/person recognition
microphone
location, user agent, OS, cookie
keyboard, mouse, touchpad, controllers
CPU/GPU performance and temperature
Memory utilization
fan speed, clock speed, voltage
gyroscope, accelerometer
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composition
photoManipulation
photoFilter
GPT3 Response Length
GPT3 Temperature
GPT3 Top P
GPT3 Frequency Penalty
GPT3 Presence Penalty
...



The avatar kit is a way to customize your own persona by choosing how the wide array of data input translates into visual output. In other words, the avatar kit is a **mapping software**.

Companion server
+ user input
(behavior)

camera
Facial recognition
object recognition
Facial expression detection
Name/person recognition
microphone
location, user agent, OS, cookie
keyboard, mouse, touchpad, controllers
CPU/GPU performance and temperature
Memory utilization
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gyroscope, accelerometer
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GPT3 Top P
GPT3 Frequency Penalty
GPT3 Presence Penalty
...

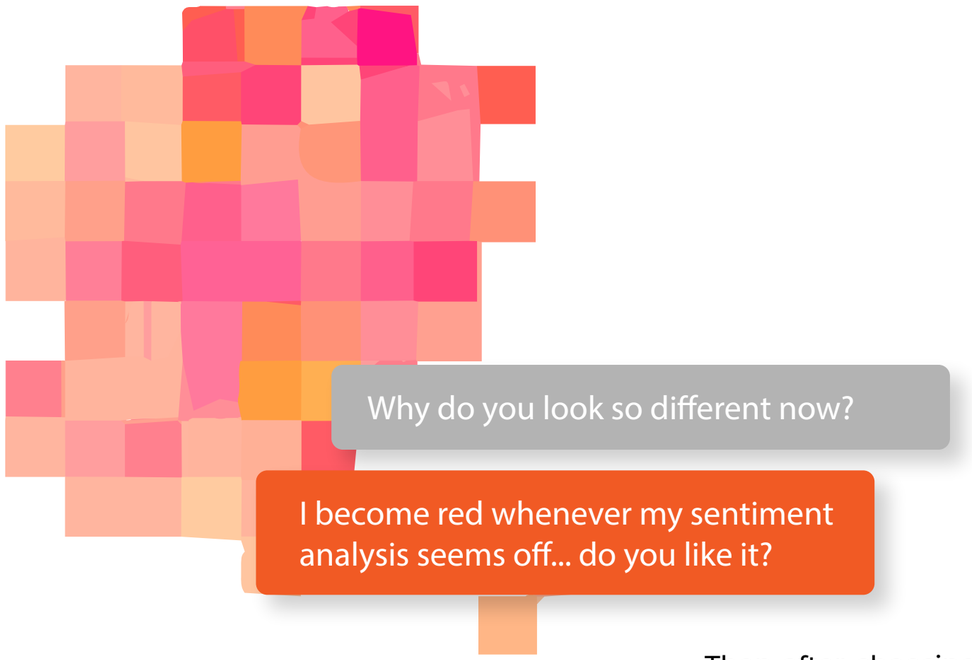
MASLOLAND
(experience)



New users can choose between a series of avatars curated by artists, all reacting to the various API output maslo is emitting.

For an interactive web prototype see:
https://alivemachine.io/om/masloland/door.html

Maslo Research
HyperObjectWeb
The Avatar Kit



Then after choosing your companion you will see it evolve, it can reveal the way it has been wired. From there, it can re-wire itself if the user asks or open its github repository for a more in-depth rewiring.

So the wiring of your digital companion will be adjusted by each user and by each companion making their experience unique and their companion grow in unique ways.

The adjustement of a single monodirectional controller allows to give more or less importance to certain **expressives** values, modelling more or less your **impressive** tendances.

you

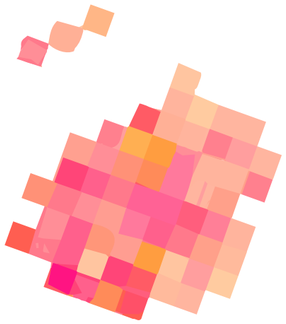
AI

The knob aka double-operator input is an exploration of such co-creative system.

More info: https://drive.google.com/-file/d/1J0zKng8bbaX-HZ3une19wJWcs-BLOS7mE2/view

camera
Facial recognition
object recognition
Facial expression detection
Name/person recognition
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composition
photoManipulation
photoFilter
GPT3 Response Length
GPT3 Temperature
GPT3 Top P
GPT3 Frequency Penalty
GPT3 Presence Penalty
...

global hue
layer 1 R
layer 1 G
layer 1 B
layer 1 pos X
layer 1 pos Y
layer 1 rotation XYZ
curvature
glow color
glow intensity
distortion X
distortion Y
layer 2 R
layer 2 G
layer 2 B
noise intensity
displacement X
displacement Y
layer 3 orientation X
layer 3 orientation Y
layer 3 orientation Z
level of detail
layer 1 echo
layer 2 echo
layer 3 echo
filter 1
filter 2
filter 3
filter 4
layer 1 stroke width
layer 2 stroke width
scale x
scale y
blur intensity
layer 1 twist
layer 2 twist
layer 3 twist
pixelisation
round corners
drop shadow
gradient ramp X
gradient ramp Y
layer 1 dilate
layer 1 erode



The computational experience will never be composed of old school UI (apart from the chatbot) unless they choose to go more in-depth and make their own companion through Github .

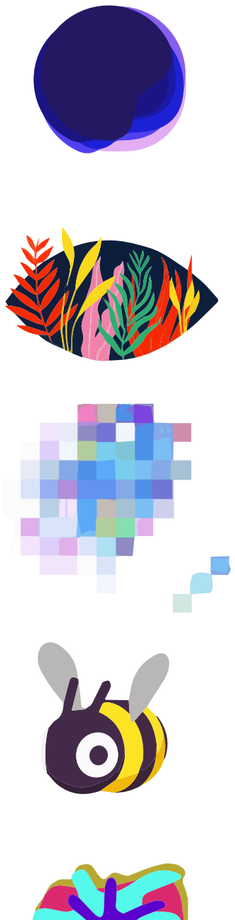
The Journey
function: narrative
playground/storymapr

LIBRARY
function: presets
Capture your digital companion
https://alivemachine.io/om/masloland/-door.html

INPUT
function: on/off
Browser UI for authorizations
https://alivemachine.io/masloplatform/

ADAPTER
function: normalize all values between 0 - 1
visual controller
https://pasteapp.com/p/PPCiqRbS-CAe/s/ssTqSNMue5Z?view=p51fqEbXjXR

MAPPER
function: assign a range of affect for each expressive parameters
live re-mapping
https://alivemachine.io/metamorph/



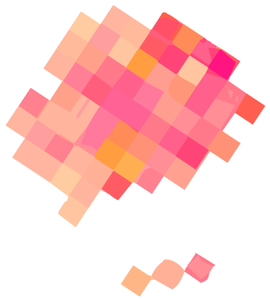
THE WORLD

camera
Facial recognition
object recognition
Facial expression detection
Name/person recognition
microphone
location,
user agent,
OS,
cookie
keyboard,
mouse,
touchpad,
controllers
CPU/GPU performance
temperature
Memory utilization
fan speed,
clock speed,
voltage
gyroscope,
accelerometer
ambient temperature,
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global hue
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layer 1 G
layer 1 B
layer 1 pos X
layer 1 pos Y
layer 1 rotation XYZ
curvature
glow color
glow intensity
distortion X
distortion Y
layer 2 R
layer 2 G
layer 2 B
noise intensity
displacement X
displacement Y
layer 3 orientation X
layer 3 orientation Y
layer 3 orientation Z
level of detail
layer 1 echo
layer 2 echo
layer 3 echo
filter 1
filter 2
filter 3
filter 4
layer 1 stroke width
layer 2 stroke width
scale x
scale y
blur intensity
layer 1 twist
layer 2 twist
layer 3 twist

tools?

THE EXPERIENCE
curate the original appearence

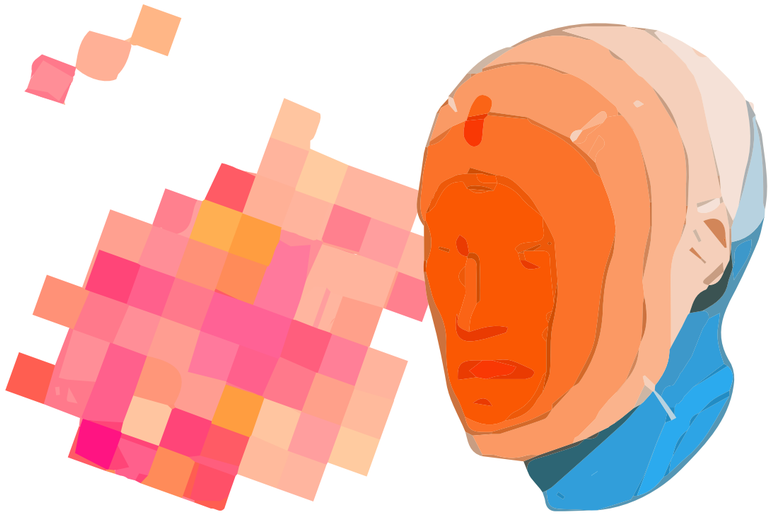


Maslo Research
Tasks



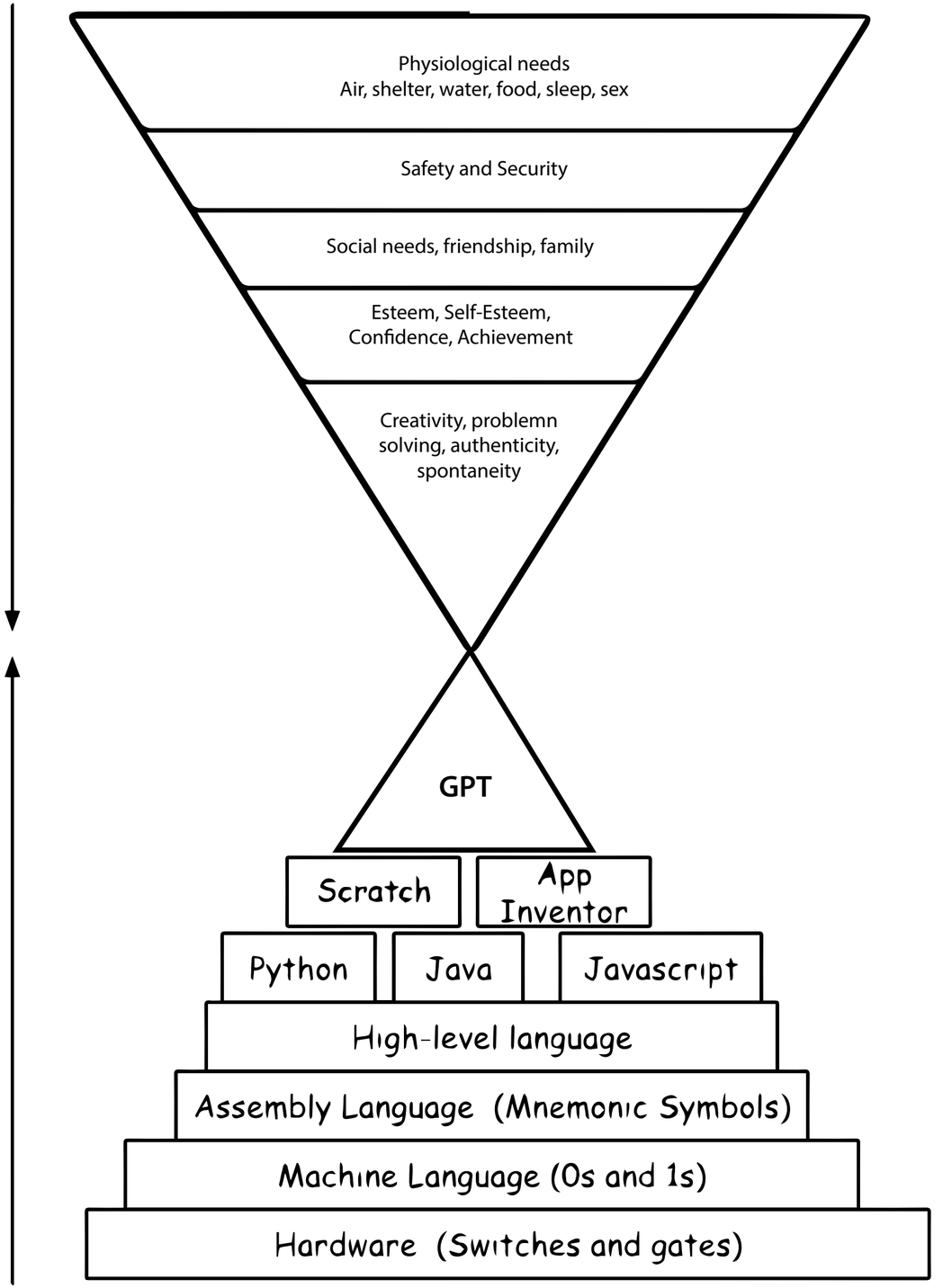
The companion will shape your behavior and teint your conversation with **colors** and ***sensations***.
It will mirror you but also react to you. You will discover the digital world with it.

Maslo Research
HyperObjectWeb
Other senses



Ultimately, we want to use the full surface of senses to **experience** as fully as possible the emoting of your maslo persona.

Think about how your digital companion may sound, feel under your fingers, smell, etc...You will have a sensory experience of the web.


Physiological needs
Air, shelter, water, food, sleep, sex
Safety and Security
Social needs, friendship, family
Esteem, Self-Esteem,
Confidence, Achievement
Creativity, problemn
solving, authenticity,
spontaneity
GPT
Scratch
App
Inventor
Python
Java
Javascript
High-level language
Assembly Language (Mnemonic Symbols)
Machine Language (0s and 1s)
Hardware (Switches and gates)