

AI BLUEPRINT

User extended as B2Cs are intersections of Ethnographic Gamified CRM of Gamified Actor Nodes of C2C Narrative's bottom-up reinforced learn from top-down unsupervised input for supervised output of B2B benefits to a Missing Middle's decentralized ecommerce and its programmatic ad-based Market.

Generating from decentralized cluster analyses from Tensorflow.js's unsupervised input top-down's parameter of programmatic reinforced learned out-puts of an autonomous centralized Gamified Ethnographic CRM database bottom-up of Tensorflow that extends Python with C++ Behavioral Tree Root Cause Analyses is Acquisition that Activates GamifiedApp's AI.

Seamlessly integrated into GamifiedApp's public blockchain layer with a full-stack rational database integration are intersections of C2C Narratives, for a Gamified Ethnographic Gamified Node pipeline with cloud's P2P message brokerages with a Redis integration into a digital ledger's top-down inputs, Retention of Social Transmedia's seamlessly integrated technology convergence platform is the user narrative crypto-economic value creation of Fintech, Gamification, Artificial Intelligence: decentralized e-commerce's Marketplace with ad-based programmatic protocols.

User input technology extends as the B2C for a new x, so B2B programmatic advertising to a missing middle's z output converges C2C's y intersection of benefits, as all data is adversarial, Ethnographic Gamified CRMs filter domain specific metrics.