

# GamifiedApp

## AI Blueprint



Gamifiable LLC

Gamifiable.com

Last update 05/01/2021

Version 1

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 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 supervised 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 Smart Contracts, Tokenization, Digital Currency: decentralized ecommerce'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.

User extended as B2C, a new x for y of C2C narrative intersects for B2B benefits of z's missing middle is an unsupervised input top-down, reinforce learn bottom extension of Tensorflow -> C++ Behavioral Tree root cause analyses bottom up clusters, node intersection of rows, columns that self-brand overlap for run-time Tensorflow.js containers for the supervised perception, update models and output of decisions and data warehouse deep learn as data science.

Discourse Update of a hybrid, knowledge-driven, cognitive-model-based approach that routinely acquires, represents, and manipulates abstract knowledge, and using that

knowledge in the service of building, updating, and reasoning over complex, internal models of the external world: who, what, where, why, when, and how divests network with  $f(x) = 1$ ;