Hello. I suggest using what is written on my website (which is here http://www.55255.ru) to improve GPT-4 because I believe that in order for GPT-4 to create by itself many inventions through two month, necessary that programmers (who are now engaged in improving GPT-4) use what is written on my website (which is here http://www.55255.ru) for improve GPT-4. For confirm this I will provide the following:

Computer by itself created 40000 inventions

Hello. I believe that with the help my work (which is outlined here http://www.55255.ru/) four companies (independently of each other) created programs, with the help each of these programs, the computer by itself can invent many inventions. As a result of this, the computer by itself created 40000 inventions. The addresses of the sites of these companies such http://www.method.ru/, https://www.truemachina.com/, https://www.tris-europe.com/software/innovationssoftware.htm, https://imagination-engines.com

But the creators of these programs apparently has not published information that they have used (I suppose) my abovementioned work for create these programs. Thanks to this our company striving for creation for the fifth time with the help of this my work of the program using which a computer could independently invent many inventions. I offer you cooperation in this.

The computer with the help of the program "True Machina" created 40000 (forty thousand) inventions, this is Tsurikov said at the end of the film which is located at https://www.youtube.com/watch?v=0by8g0G0HRI and at the end of this film **Tsurikov said that he (and his company) for to create the program "True Machina" used published invention methods which he and his company, did not create.** It was only at the end of 2018 that the computer began to create inventions by itself through the program created by Tsurikov and his assistants. I published this my work in 1981 year. My e-mail 275527@gmail.com

Yours faithfully, Shmonov Aleksandr

My copyrights for the work entitled "How a computer can invent by itself" (or "Methods of invention, by which three programmers can easily write a program using which a computer can invent many inventions by itself") are protected on the grounds that:

I have documents confirming that: 1) I submitted this work as an application for an invention in 1981; 2) I received a positive review for my work in 1981; and 3) the expert committee reviewed my work twice in 1983.

Please find attached these documents. I published this work on April 5, 2007 in the internet at http://www.55255.ru. On June 10, 2007, I published a book where I presented my work.

The fourth part of Article 1259 of the Civil Code of the Russian Federation states: "Registration of a work or compliance with any other formalities is not required for copyright to arise, be exercised and protected. With respect to computer programs and data bases registration is possible, which is performed at the discretion of a copyright holder according to the rules of Article 1262 of this Code."

Article 1261 of the Civil Code of the Russian Federation states: "Copyright to all types of computer programs… are protected the same way as copyright to works of literature. A computer program is an aggregate of data and commands represented in an objective form intended for functioning of PC and other computer devices with the aim of achieving a specific result, including preparatory materials obtained during the development of a program for PC, as well as audio-visual images generated by it."

Article 1256 of the Civil Code of the Russian Federation states: "The exclusive right to scientific, literary and artistic works extends to:
1) works, which have been published in the territory of the Russian Federation or have not been published, but exist in any objective form in the territory of the Russian Federation, and is recognized for authors (their legal successors) regardless of their citizenship."

Article 1281 of the Civil Code of the Russian Federation states: "The exclusive right to a work is valid for the entire author's life and seventy years, counting from January 1 of the year following the year of the author's death."

My work is preparatory materials obtained during the development of a computer program (and my work is a scientific work). From the

aforementioned articles of the Civil Code of the Russian Federation, it follows that preparatory materials obtained during the development of a computer program form a part of a computer program and that the author of preparatory materials obtained during the development of a computer program shall be included in the co-authors of a computer program if he/she only created materials obtained during the development of a computer program. Furthermore, it follows from these articles that registration of preparatory materials obtained during the development of a computer program (and a scientific work) is not required for copyright to arise.

Please find attached scanned copies of several pages from the book entitled "Methods of invention, by which..." The book title contains "two thousand programmers", because first I wanted programmers to write all scientific information in the world (or most of all scientific information in the world) to the computer memory. However, afterwards, based on literature analysis, I concluded that an average inventor knew 150 physical and other effects and therefore I decided that three programmers were enough.

On the last page of the book, it is written that it was signed to print on June 10, 2007. Please find attached a copy of this last page. Some libraries have this book.

In 1989, Valery Mikhailovich Tsurikov founded a company (or a corporation) called Invention Machine. This company created a program called TechOptimizer. Using this program, a computer could not invent by itself, but could only help a human to invent.

On Tsurikov's web-site https://www.truemachina.com/ it is written that the True Machina program [which was created (I suppose, using my work published at http://www.55255.ru) by Tsurikov and his company] creates inventions using the method of combinatorics. In my work, I mainly propose to use the methods of combinatorics and semantics to create inventions.

At a lecture that took place on November 8, 2017, Tsurikov said that "The main directions for the automation of creative works are … semantics and cause-and-effect chains", and it is stated at https://www.kv.by/event/1052700-iskusstvennyy-intellekt-dlya-generacii-novyh-idey, i.e., the True Machina program for creating inventions uses cause-and-effect chains and semantics. In my work, I mainly propose to use cause-and-effect chains, semantics and combinatorics to create inventions.

Only at the end of 2018, Tsurikov and his company managed to create (I suppose, using my work, which is published at http://www.55255.ru) a program, using which a computer can invent by itself, and this program is called True Machina.

Using the True Machina program, a computer created 40000 (forty thousand) inventions, as Tsurikov mentioned at the end of a film available at https://www.youtube.com/watch?v=0by8g0G0HRl. At the end of this film, **Tsurikov said that to create the True Machina program he and his company used published methods for invention which were not created by him and his company.**

On Tsurikov's web-site (which is here https://www.truemachina.com/), it is said that physical, chemical and other effects need to be written to the True Machina program (i.e., to a computer). Using these effects and this program, computer will create random inventions, and the more effects are written to the program True Machina, the more random inventions will be created by this computer using the program True Machina. The first method of invention, which is outlined in my work, states that the more physical and other effects are written to a program (and therefore to a computer), using which a computer can create random inventions by itself, the more random inventions can be created by the computer using this program.

The film is here https://www.youtube.com/watch?v=7dvsf44QZ0c Tsurikov in this film gave such an example that if a new physical effect appears, then a computer using the program "True Machina" and with the help of this effect and the well-known scientific information usually can invent several or a large number of random inventions. The analogous to this follows from the first method of invention, outlined in this work of mine.

Only at the end of 2009, the Method company and its head managed to create (I suppose, using my work, which is published at http://www.55255.ru) a program using which a computer can invent many inventions by itself. The web-site of the Method company is http://www.method.ru/.

On web-page http://www.method.ru/production/novator/novator/ of the web-site of the Method company it is stated that: "Original and alternate goals of the 1st order with cause-and-effect relations between them form a direct graph, which is a target model of a situation. The achievement of any of the goals in this model allows for achieving the original goal or resolving the target or problematic situation concerned... graph. In this graph, each node is a goal or a problem, and edge areas are cause-and-effect relations… Effect base currently, this base consists of physical, physical-and-chemical and biophysical effects. Effect refers to a cause-and-effect relation between two phenomena, which is implemented under specific conditions. The former of these conditions is called a cause of an effect, and the latter – its consequence."

Alternate task refers to a task, which, once solved, will allow for solving a task, from which this alternate task was generated. A graph and a tree are the same things.

In my works (available at http://www.55255.ru), there are three figures showing three trees for reducing a task to subtasks. In my work, it is stated that if a tree only consists of OR-subtasks, then the original task will be solved by solving any of these OR-subtasks. In my work, it is stated that physical effects (and other scientific information) need to be written to the computer memory as conditional propositions and that any conditional proposition consists of a basis (i.e., a cause) and an effect and trees consist of conditional propositions.

On this web-site https://dev.by/news/true-machina-1, the developer of the True Machina program (using which a computer can invent many inventions by itself) says (i.e., states) that he did not use the Theory of Inventive Problem Solving to create this program. Valeriy Tsurikov is a developer of this program.

On the page of Tsurikov's web-site https://www.truemachina.com/overview, on the fourth subpage of this web-page, it is said that: "It needs to find the match. At each match, the engine generates a novel idea." And in my work, which is available at http://www.55255.ru, it is also said that a computer needs to search for matches, i.e., for a computer to generate the third conditional proposition from two conditional propositions, it needs to do the following: to find in its own memory two conditional propositions, in which the consequence of the first conditional proposition and the basis of the second conditional proposition have the same meanings or consist of the same words in the same sequence. This third conditional proposition may be new or non-new information. And in accordance with some foreign laws, new information is an invention.

<u>**Аннотация данного (то есть нижеизложенного)
произведения**</u>: в этом произведении изложены методы
изобретательства с помощью которых две тысячи программистов
легко могут составить такие программы для компьютера
посредством которых компьютер может изобрести много
изобретений без помощи человека. В этом произведении изложено
ещё следующее: 1) что головной мозг любого человека видимо
является только памятью и устройствами (то есть органами)
обслуживающими память, 2) гипотеза о том как возникла жизнь на
Земле то есть на планете заселённой людьми.
    Это произведение предназначено для создания с помощью его
(то есть с помощью этого произведения) программ посредством
которых компьютер может изобрести много изобретений без
помощи человека.

Содержание

А. А. Шмонов

МЕТОДЫ ИЗОБРЕТАТЕЛЬСТВА, С ПОМОЩЬЮ КОТОРЫХ ДВЕ ТЫСЯЧИ ПРОГРАММИСТОВ ЛЕГКО МОГУТ СОСТАВИТЬ ТАКИЕ ПРОГРАММЫ ДЛЯ КОМПЬЮТЕРА, ПОСРЕДСТВОМ КОТОРЫХ КОМПЬЮТЕР МОЖЕТ ИЗОБРЕСТИ МНОГО ИЗОБРЕТЕНИЙ БЕЗ ПОМОЩИ ЧЕЛОВЕКА

ОТЗЫВ

на статью А.А.Шмонова под названием "Машина которая может изобрести почти любые изобретения которые человек захочет"

Статья А.А.Шмонова посвящена сложной и важной проблеме, которая решается им новым , оригинальным методом.

В этой работе я не обнаружил логических ошибок и рекомендую её для публикации.

мл. научн. сотрудник,
кандидат физико-математических наук   /В.Г.Дубро/

Чирчикское

ОПЫТНО-КОНСТРУКТОРСКОЕ
БЮРО АВТОМАТИКИ
НПО „ХИМАВТОМАТИКА"

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Телеграфный адрес: Чирчик, Ташкентскои, Зенит
Расчетный счет № 24403 в Чирчикском отд. Госбанка

20. 07. 83.   № 03/1799

на № _____ от _____

Главному инженеру
завода "Чирчиксельмаш"
тов. Генриху Э.А.
―――――――――――
г. Чирчик

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