Problemologist AI

An AI that makes technological breakthroughs.

CONTENT

Why make an engineer AI?

Ever since startups became more popular in 2000s it has become obvious that technological breakthroughs in key areas bring both better lives for people and large economic growth.

That said, despite millions of engineers advancing the world, the humankind still needs to advance itself faster.

Problemologist is an AI that would be able to create deep technological breakthroughs - in minutes, without humans, and at a press of a button.

Despite all the advancements we had in recent years - processors, medical, construction, engineers are less than 1% of population in the world, and we want to go faster.

Engineers are the most highly paid employees after executives, because they bring so much value into the world. What if we make software that makes things in hours and not years?

MAKING ADVANCEMENT AUTOMATIC

To make humanity expand into space, compute and find better medicines faster, humankind needs a solution that would work 24/7, faster than any human can.
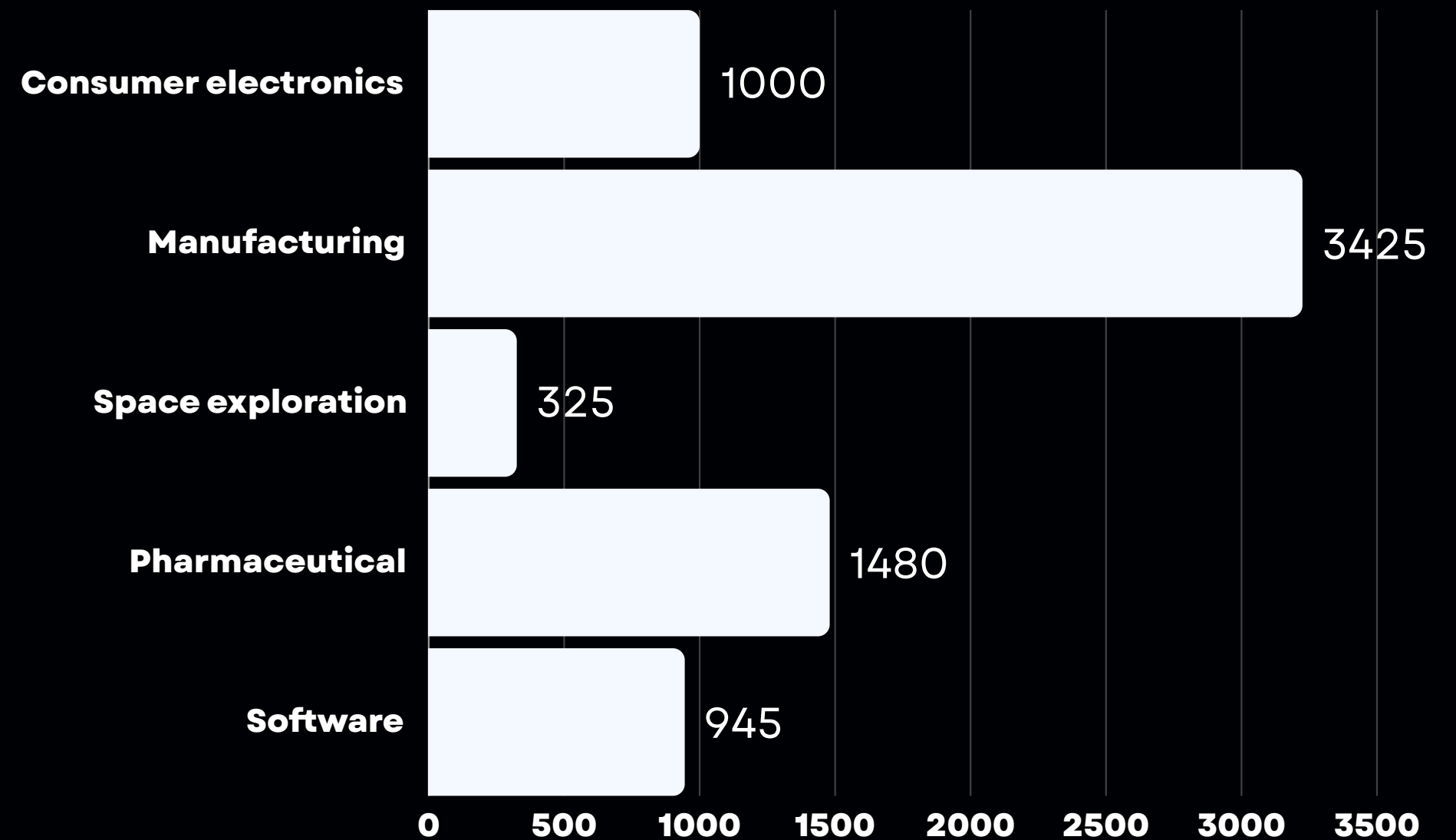
An AI that could engineer inventions: Like a genie, Problemologist can design full-cycle, ready for hardware manufacturing and software deployment products by only asking for the goal of the technology

Problemologist is an AI that makes startup product development instant, and the product very good.
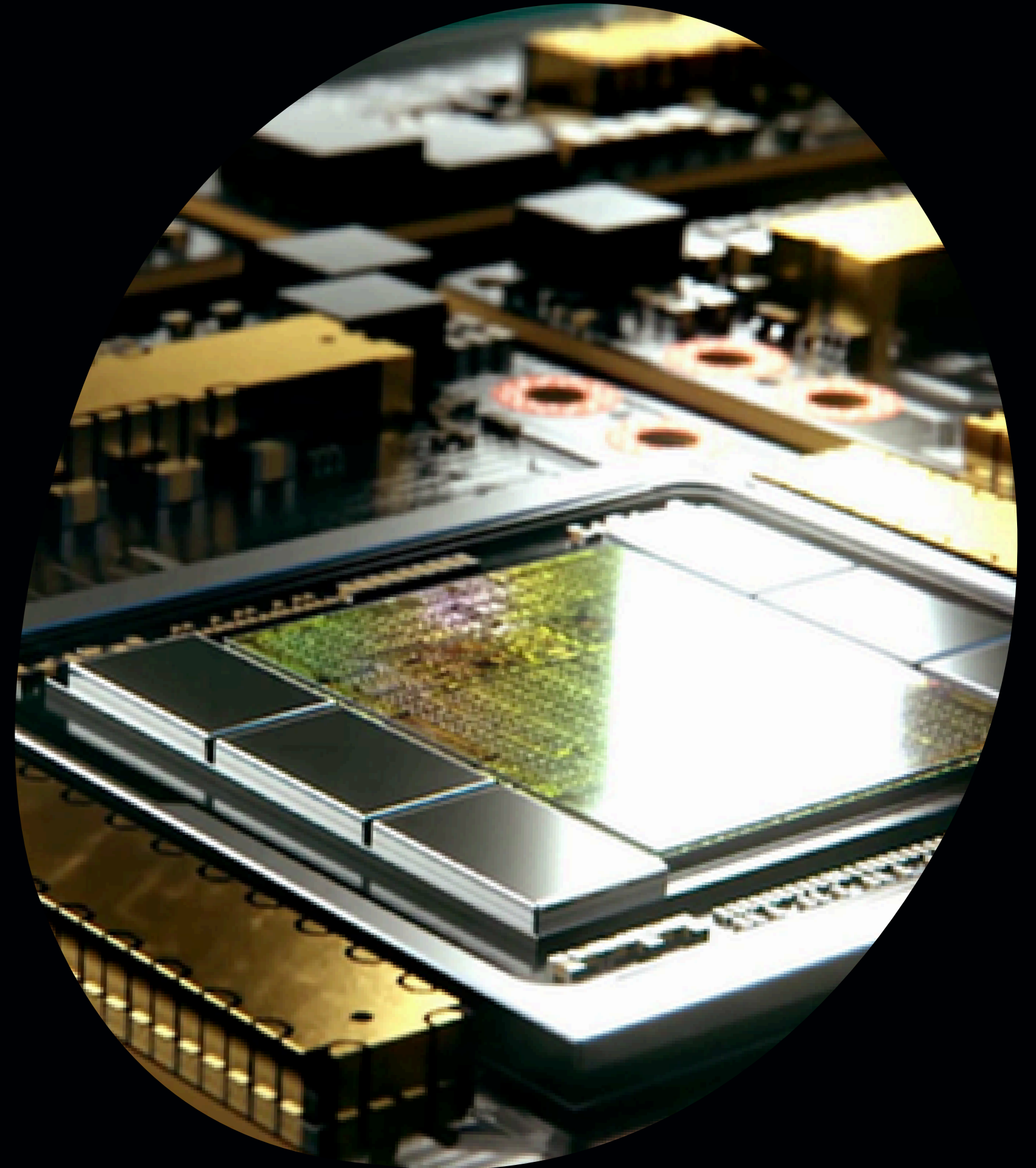
The market

To show the impact in numbers... these all would be quadrupled *every year* (sizes as indicated below, in billions)

Category	Value
Consumer electronics	1000
Manufacturing	3425
Space exploration	325
Pharmaceutical	1480
Software	945

0   500   1000   1500   2000   2500   3000   3500

That's $7 trillion here. And given the technology would be good, Problemologist will be responsible for 3x of that.

THE METHOD OF OPERATION IN BRIEF

Every useful tool - from rockets and cars to microprocessors and software is a **machine** with an input and output.

The engineers specify inputs and outputs of the machine (the *goal* of the machine), and let the AI work across multiple domains and test its own theories. After a few attempts it figures out how to build the necessary assembly that performs the work set by the engineer.

The AI is constrained by achieving the goal, fitting the budget, manufacturing methods and satisfying constraints (like space). The AI also outputs ready for manufacturing files which the company can immediately send to the factory for production reducing cost for both products AND tooling.

What is done already

- Big part of the critical physics system was done (*the toughest part* of Problemologist)
- AI model integrated to use the 3d modelling system
- 3d engineering modelling system done.
- Core APIs defined and executed,

Defined:
- UI defined,
- Remainder of physics system (40%)
- Improvements to double the performance of the AI model;

Overall, progress is at ~55%. I expected the full product by October 2024, but unfortunately, not having capital makes me work on short-term gigs.

Expected timeline

June 2024

The development started. Intensive research and solving technical problems ahead of time. Many are solved, and all need implementation.

January 2025

Assuming obtaining funding in late November, by January the model is trained to make a *car*. Sales start, and we grow from here.

March 2025

The model is trained to produce electronics. The car can now have an electric engine.
To prepare for future challenges, I expect to make a lot of hiring here.

June 2025

By this time, we hope to train the model enough to engineer rockets.

October 2025

We improve the model by adding engineering of software. *Problemologist* can now solve just about any problem.
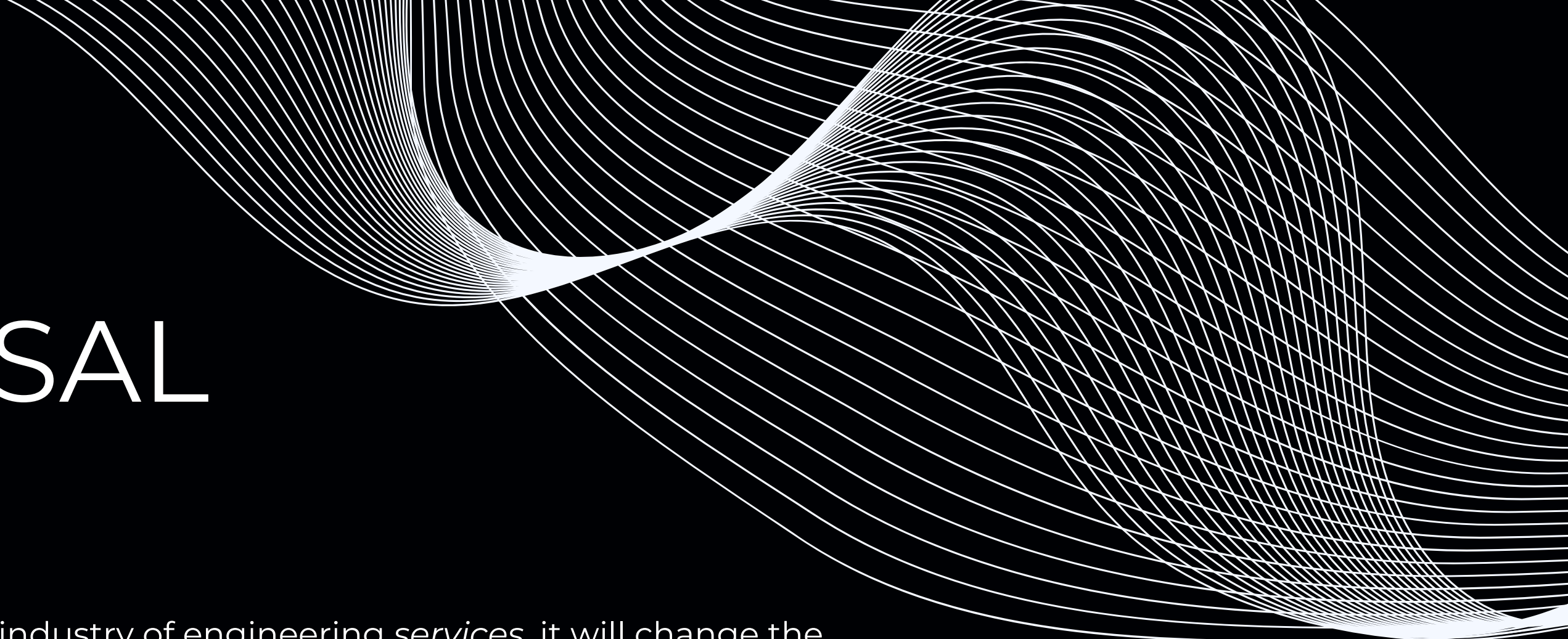
THE MAN BEHIND IT

*I shall settle on nothing less
than changing the world.
Not just an industry, the world.*

I'm an inventor. My previous venture was an industry changer - I've invented a machine that cooks anything you want with a press of a button. It made cooking as simple as selecting a recipe, insert raw, unpeeled ingredients, press a button and it cooked it!

Many, many engineers have told me it is impossible to make at all. And yet, the final version has fit on a table and cost only $300 to manufacture in mass-production.

Oh, and I've been born in a family of $100m ARR tech entrepreneur.

*If you are interested in my accomplishments, patent is available for review.

MY PROPOSAL

Problemologist shall not just change an industry of engineering *services*, it will change the industries of all hardware and software products which are on the market.

It is capable to invent from mere wishes of engineers and would be able create faster processors and cheaper rockets (less engineering and less weight), and automate almost all problems in the world via machinery. Indeed, *Problemologist* will be able to solve any problem.

To develop Problemologist as well as it should be, I would ask for €20-50k loan. **This investment today will save** billions **in engineering costs tomorrow, all while creating better products and moving the humanity forward.**

PROBLEMOLOGIST

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Further…

Problemologist is more than just about making breakthroughs - it also suits for mundane engineering too. Agriculture tasks can all be automated with engineering, yet companies don't do it because farmers can't afford full-auto projects on which engineers' time would simply be too expensive. Which will quadruple agricultural output and drive costs down.

Problemologist can design large system for free - tasks like agriculture will be automated with AI-designed systems. Same with manufacturing, and production machines will likely become much cheaper. It is huge.
And now…