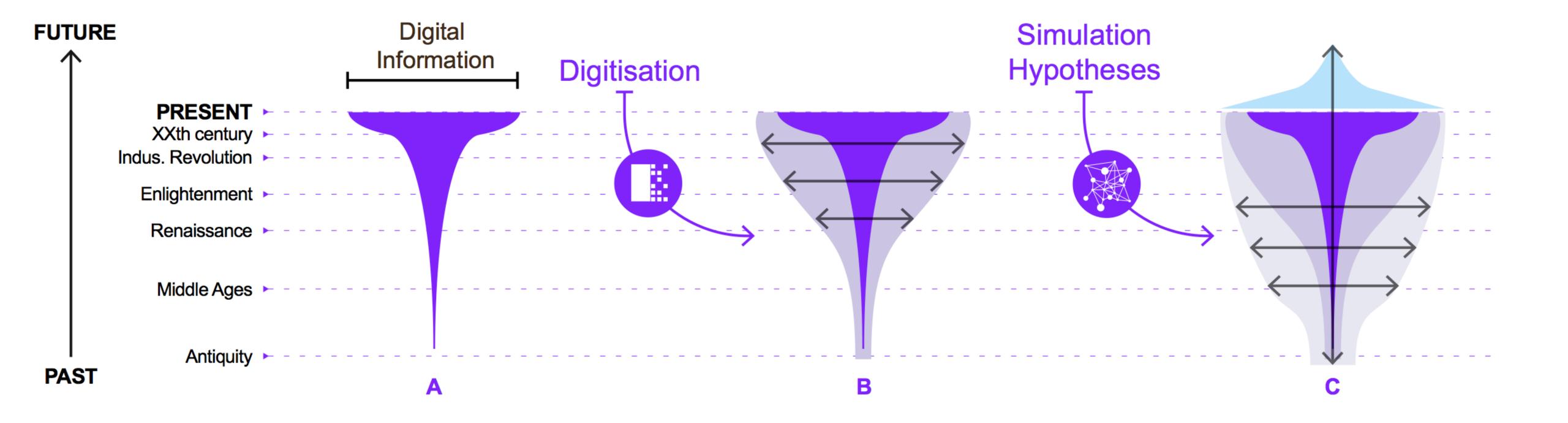


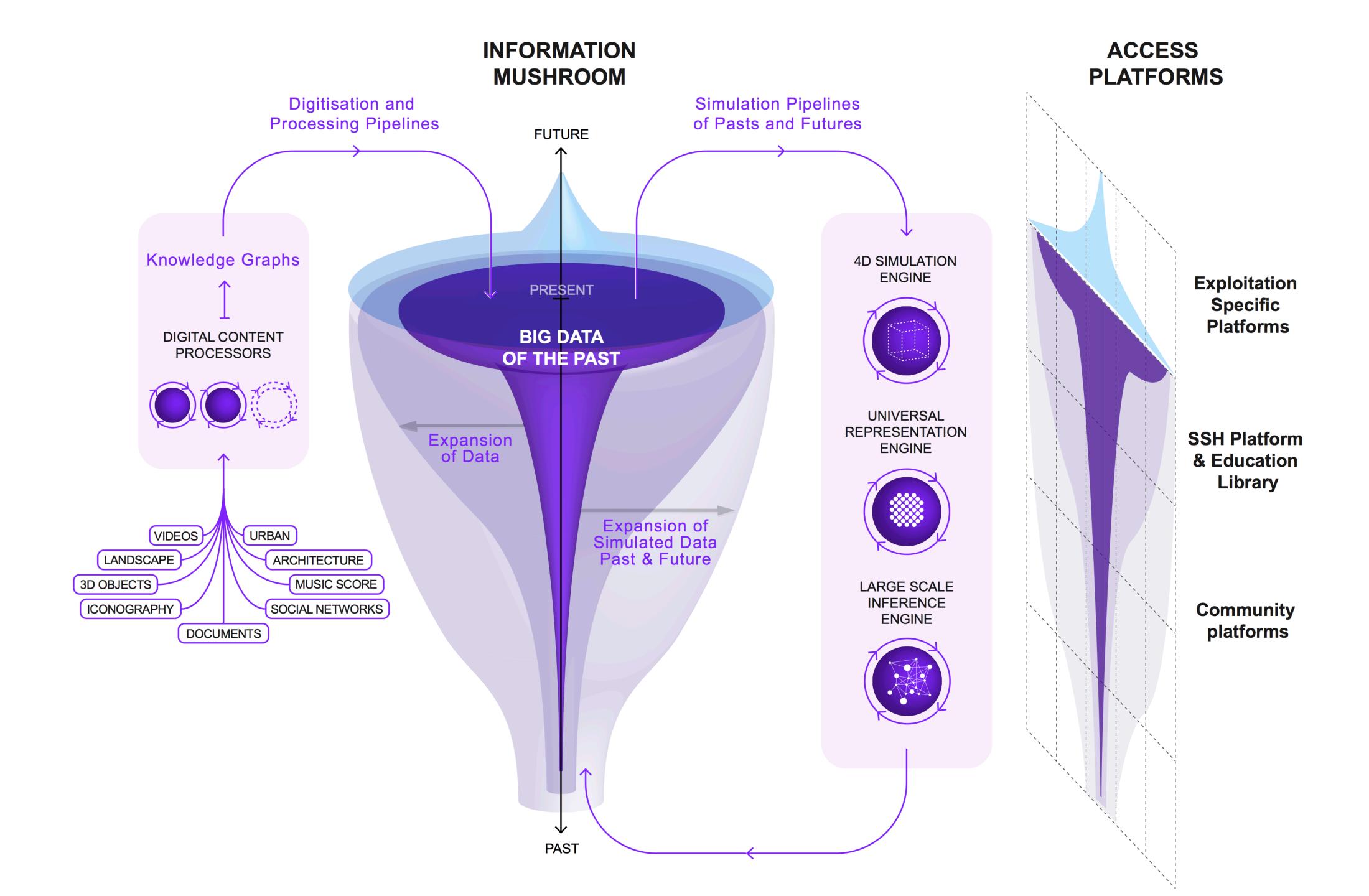
The Dark Matter of History is *latent* information waiting to be discovered, created, visualised and transformed.

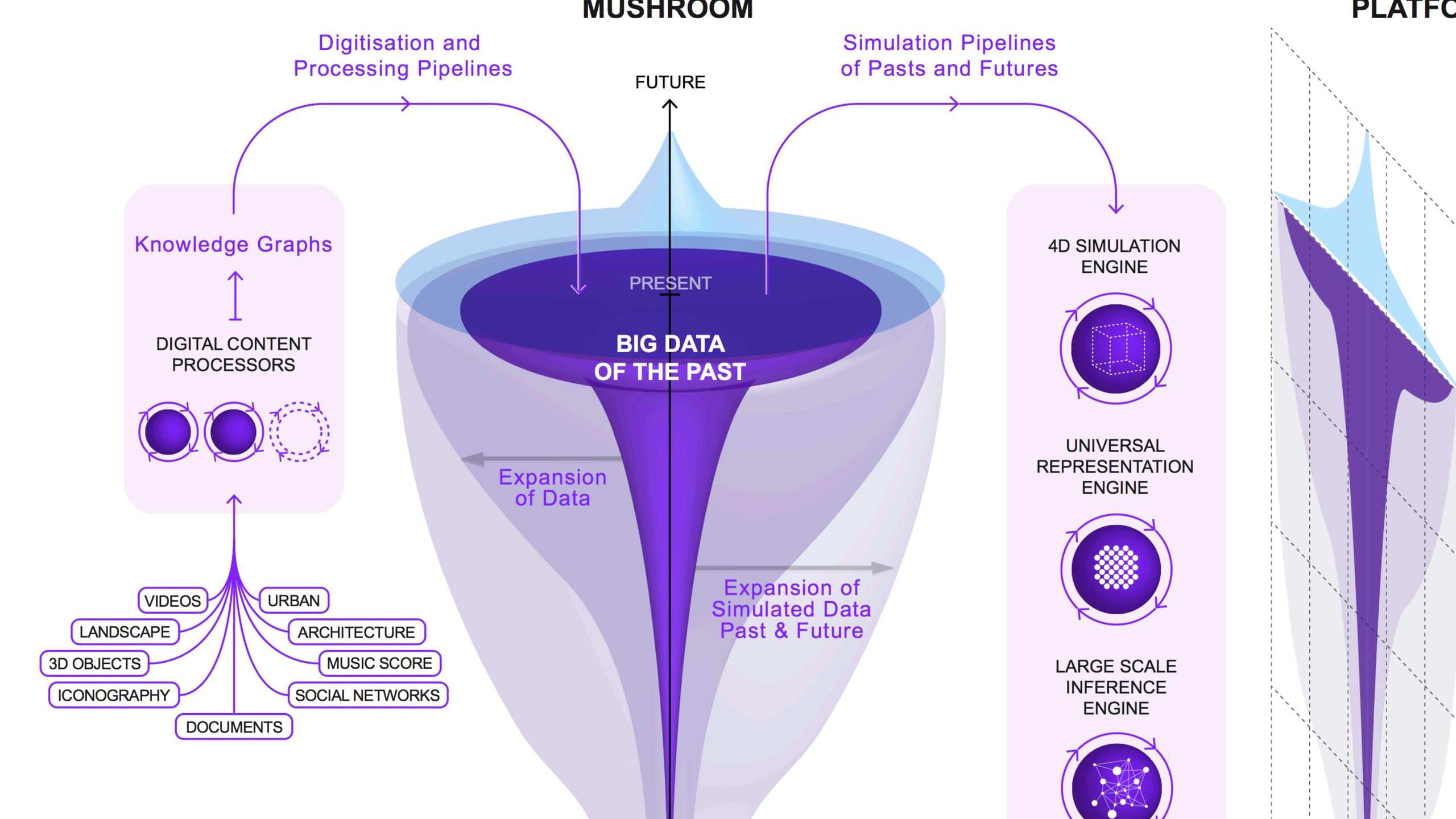
The Dark Matter of History has never been read by any living human beings.

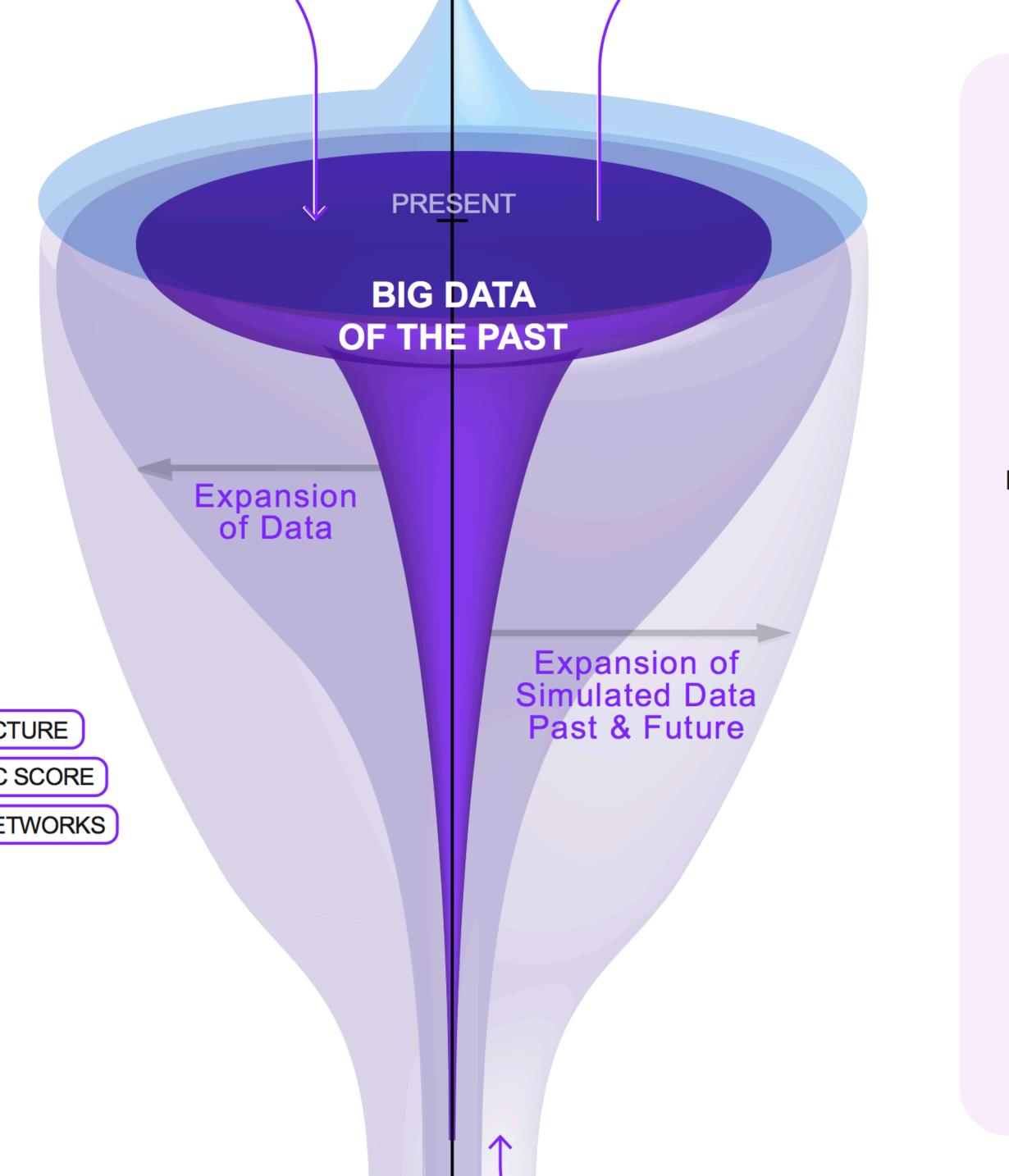
It can only be fully exploited with the mediation of Al algorithms.

The Information Mushroom permits to visualise the progressive structuration of Big Data of the Past.





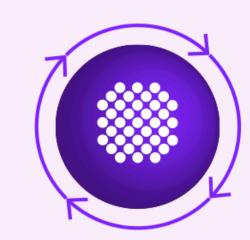




4D SIMULATION ENGINE



UNIVERSAL REPRESENTATION ENGINE



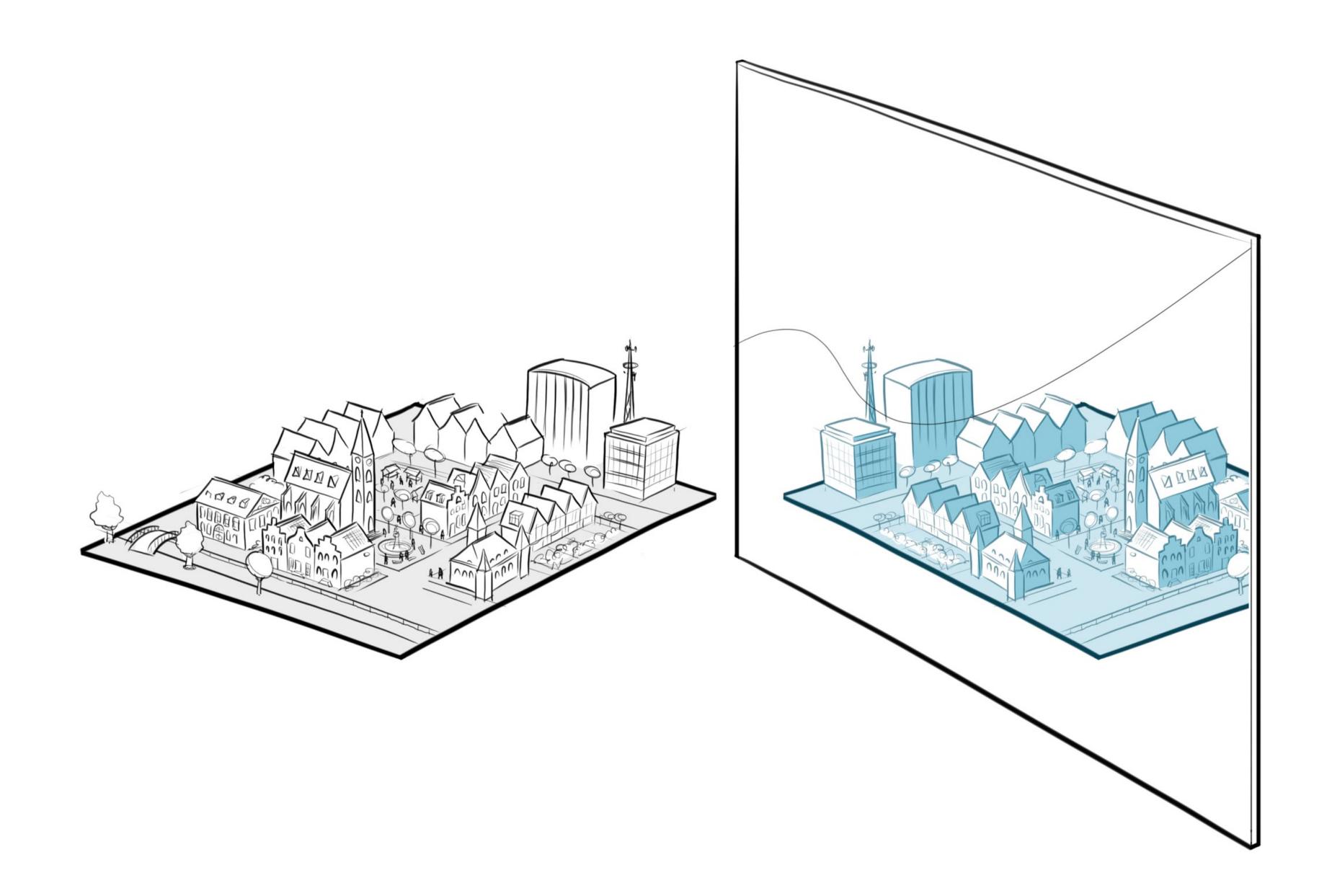
LARGE SCALE INFERENCE ENGINE

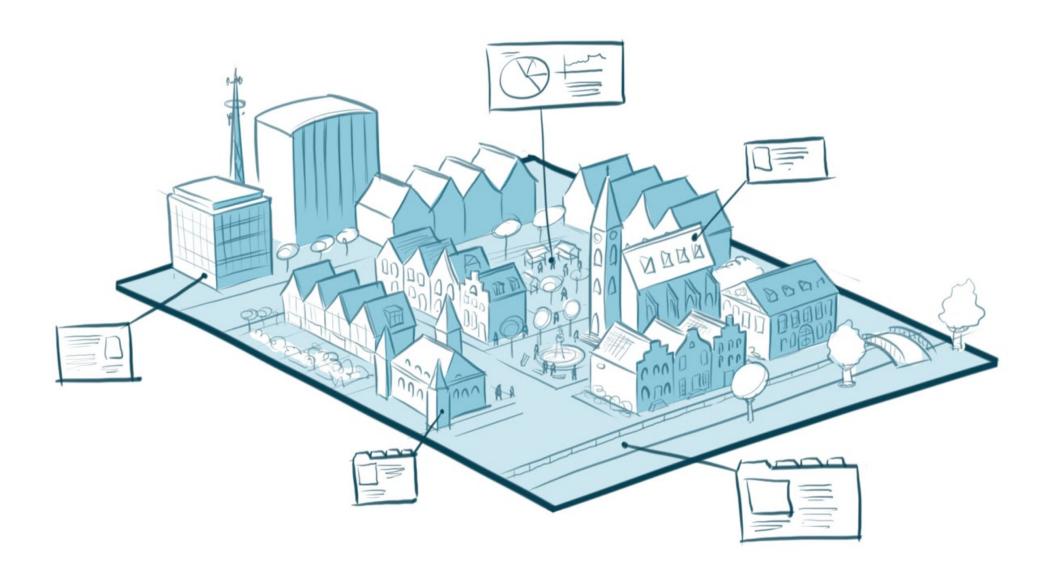


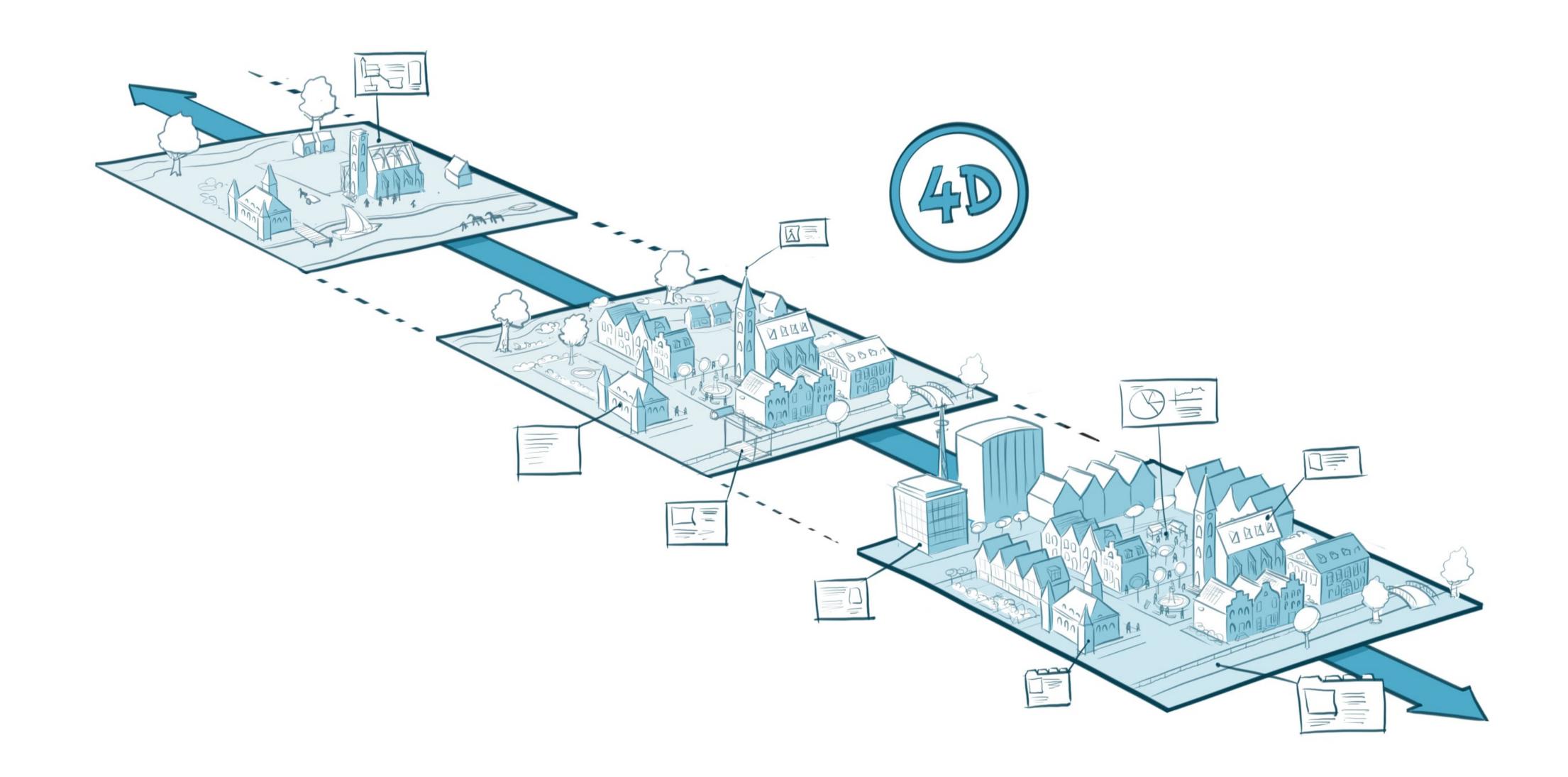
Exploitation
Specific
Platforms

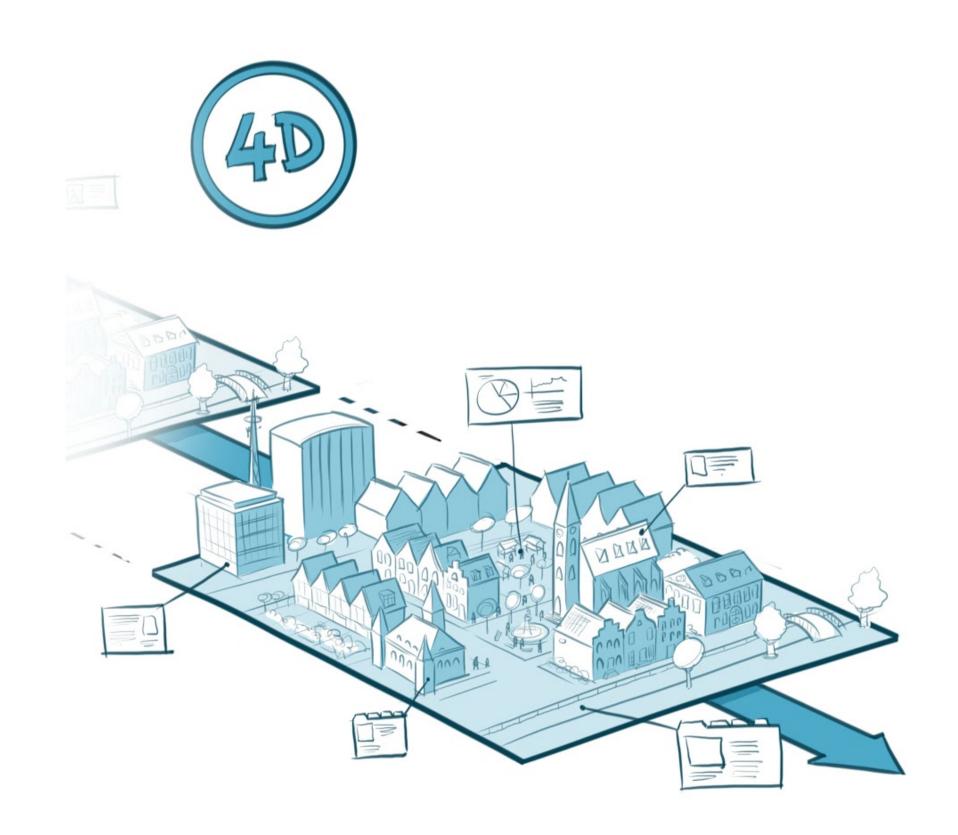
SSH Platform & Education Library

Community platforms

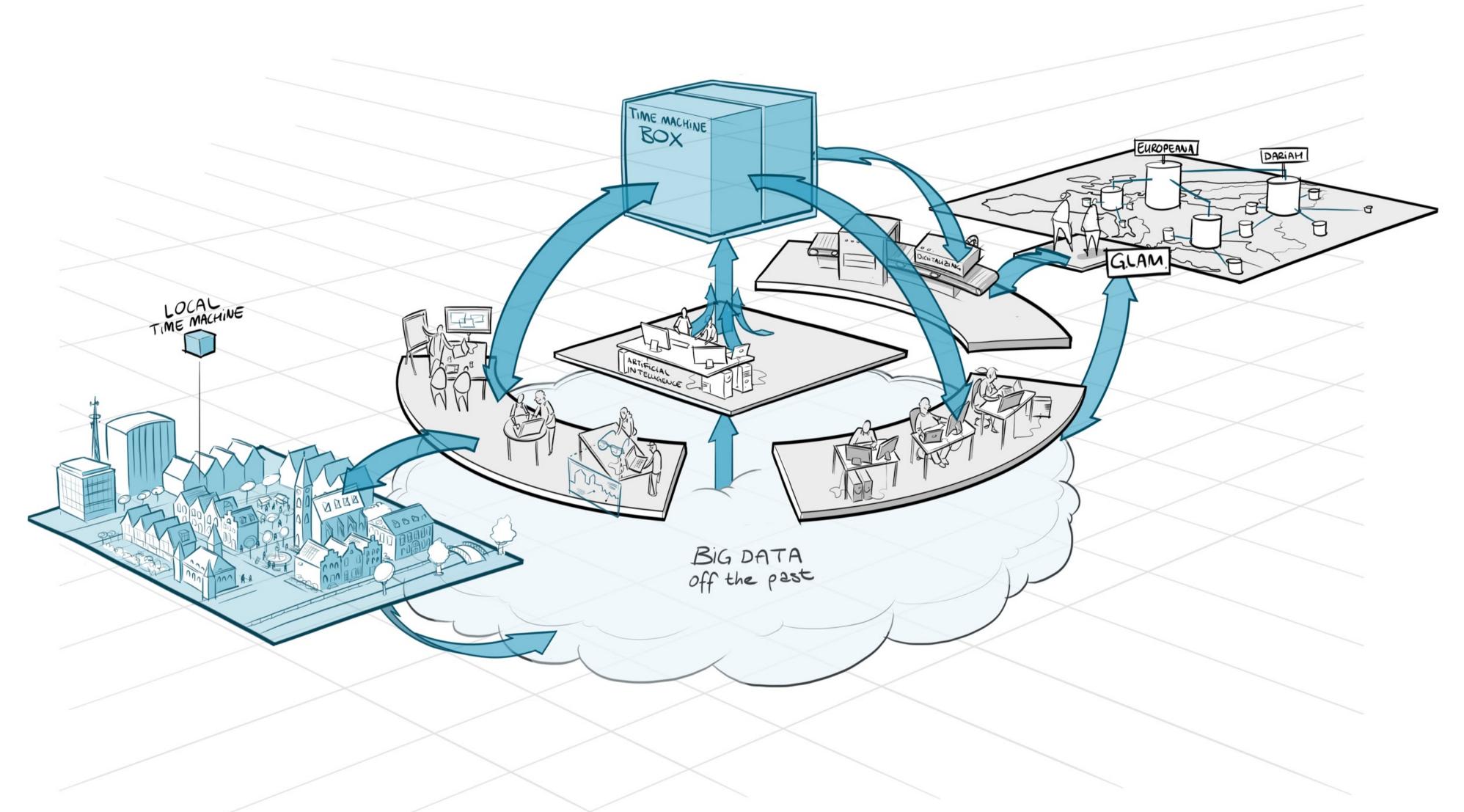




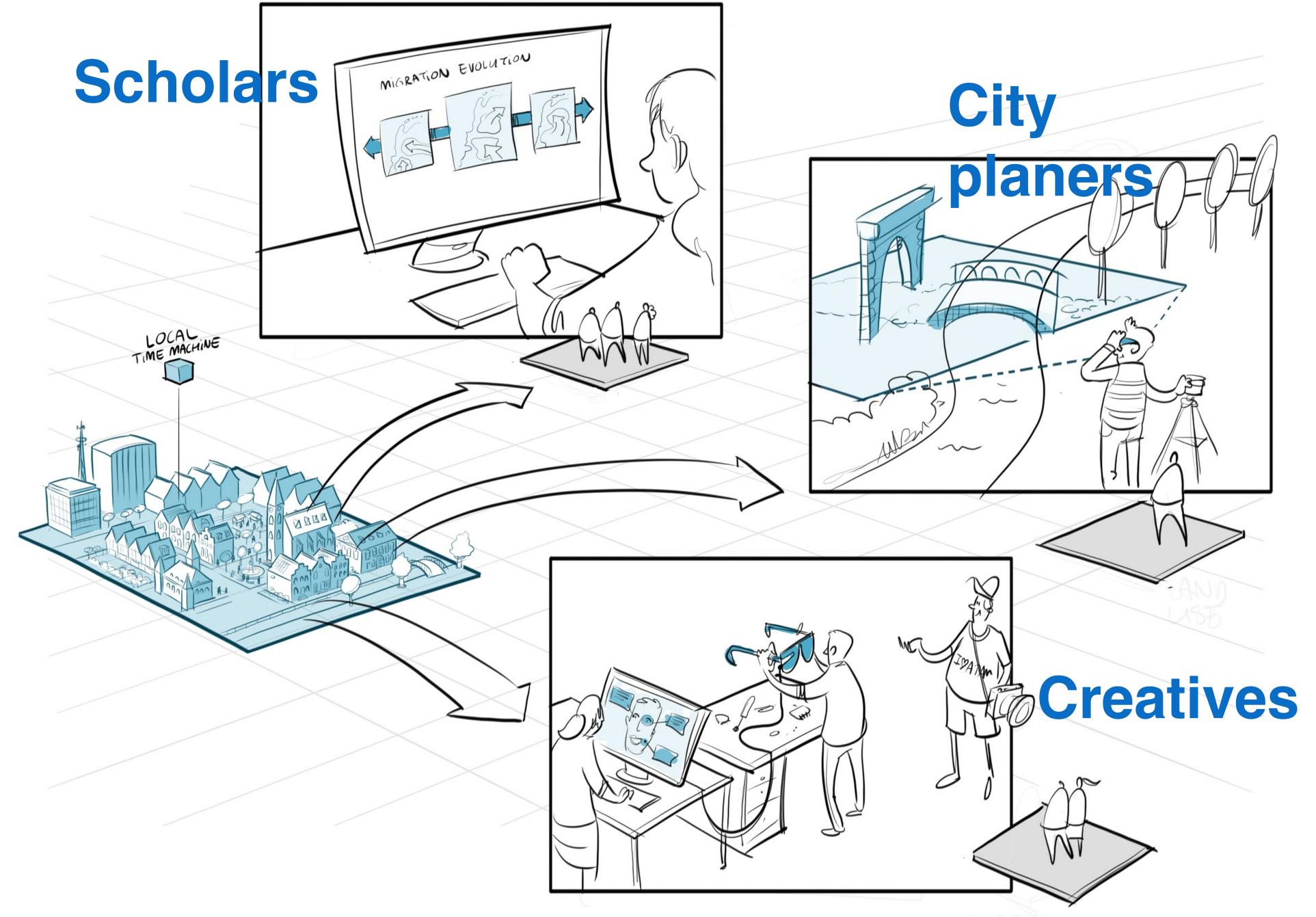


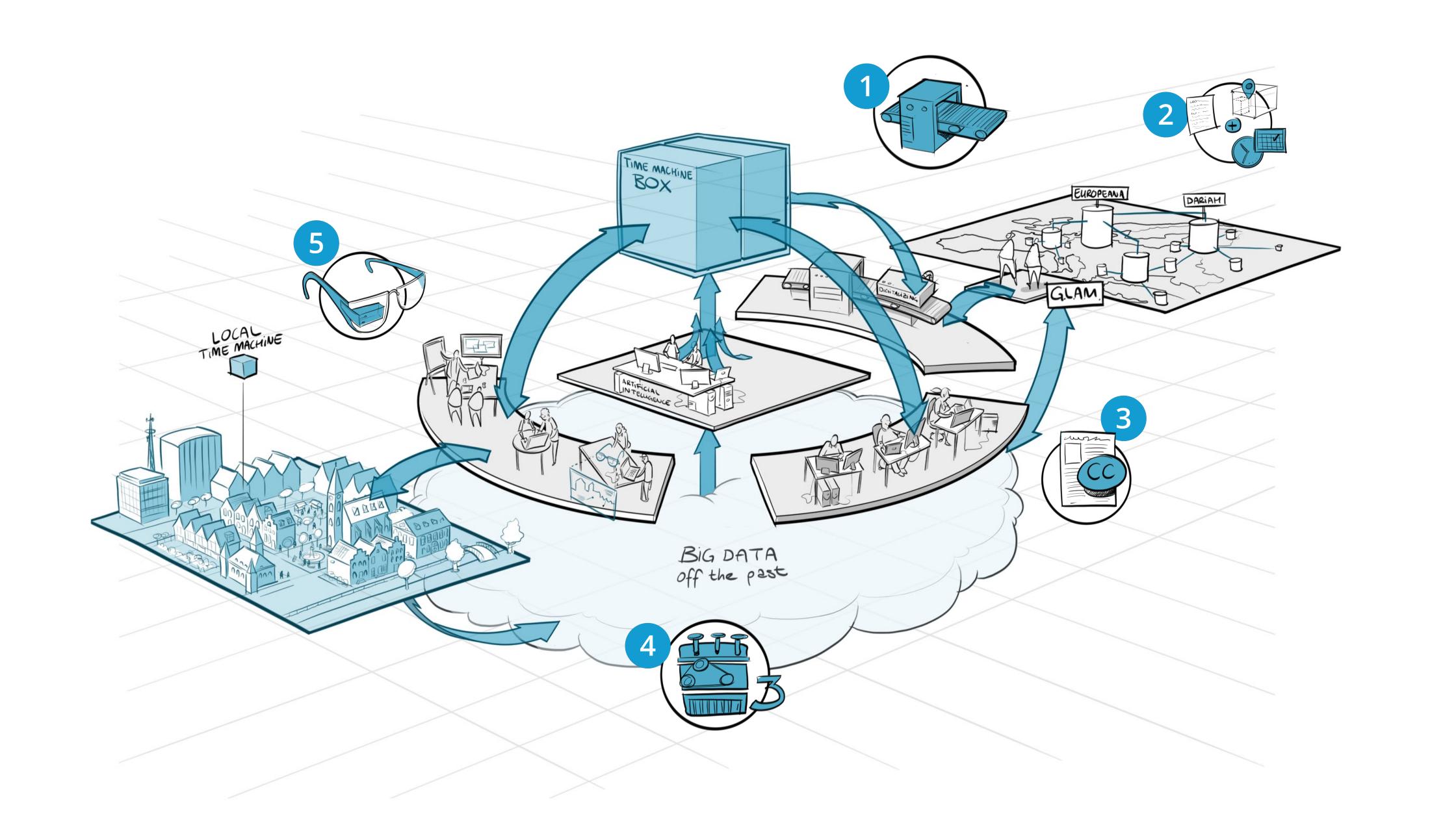


Local Time Machine



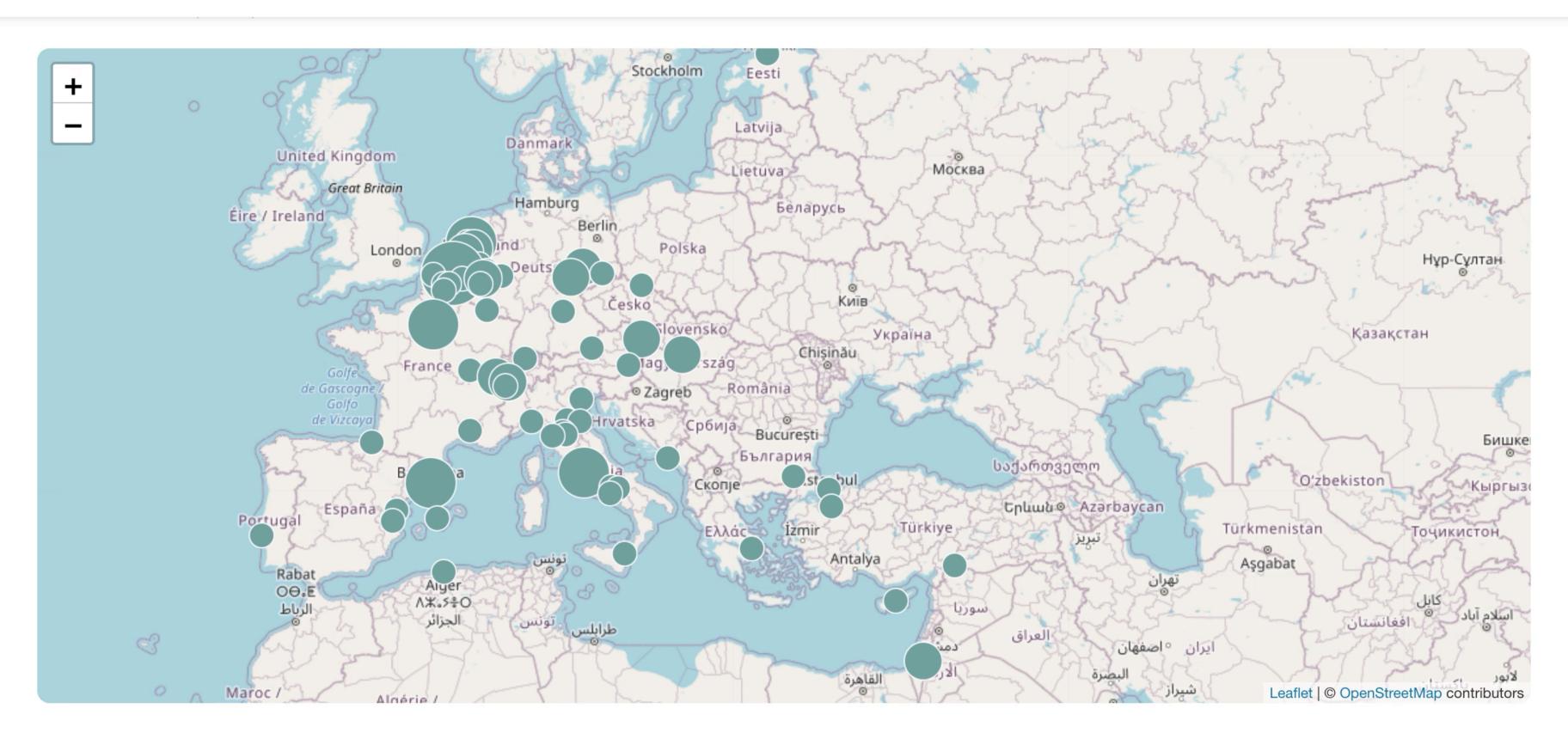
Time Machine Organisation

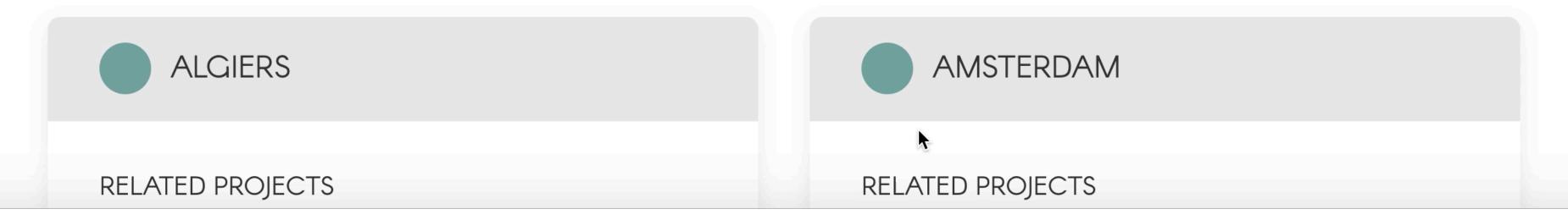












Local Time Machine Projects

DESIGNING TIME MACHINE TOGETHER

REQUESTS FOR COMMENTS

MOTIVATION

Reaching consensus on the technology options to pursue in a programme as large as Time Machine is a complex issue. To ensure the open development and evaluation of work, a process inspired by the Request for Comments (RFC) that was used for the development of the Internet protocol IETF RFC 791 is being adapted to the needs of Time Machine. Time Machine Requests for Comments are freely accessible publications, identified with a unique ID, that constitute the main process for establishing rules, recommendations and core architectural choices for Time Machine components.

APPROACH

1. Accessibility

RFCs are freely accessible, at no cost.

2. Openness:

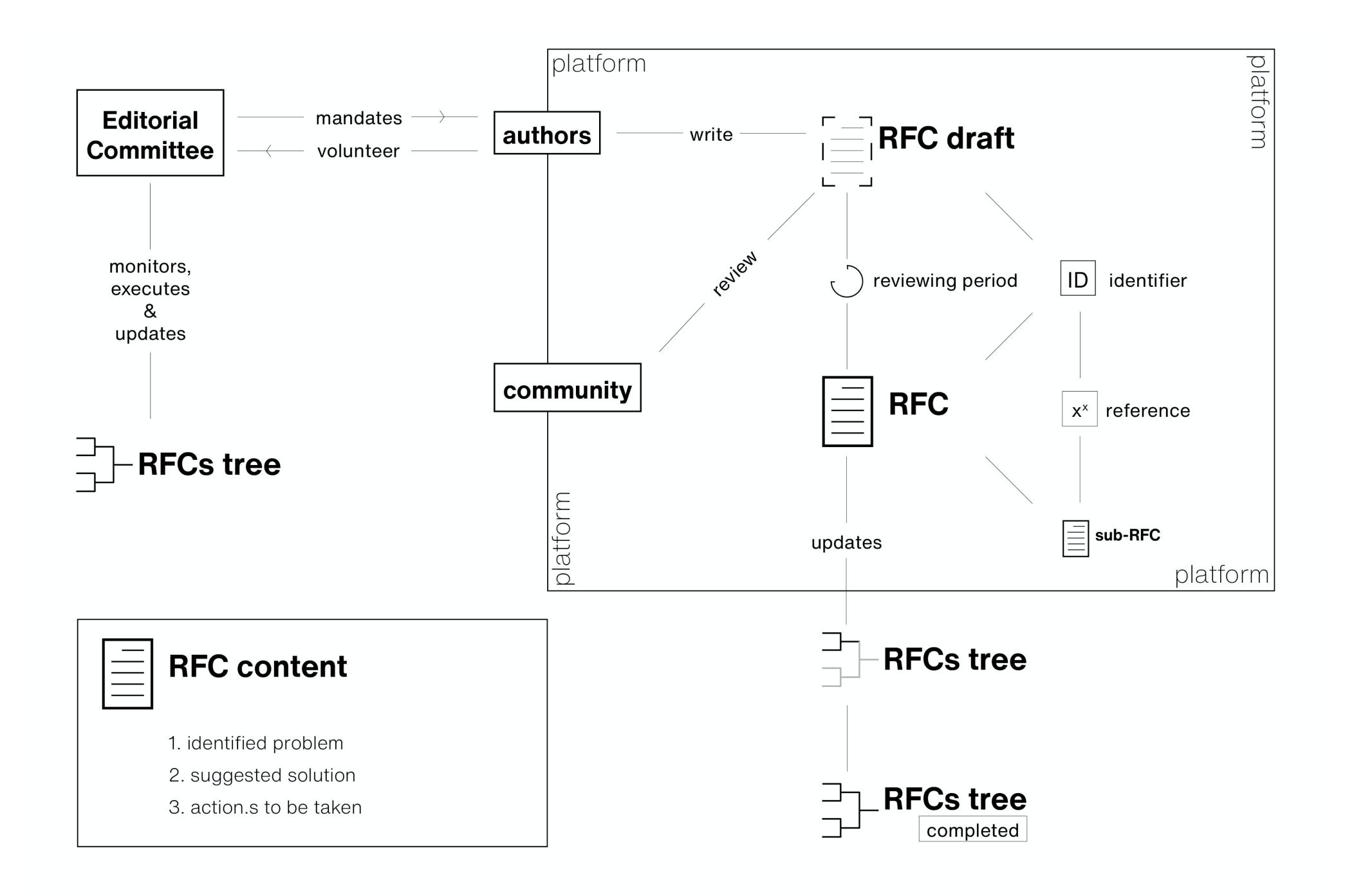
Anybody can write an RFC.

3. *Identification*

Each RFC, once published, has a unique ID and version number. It can nevertheless be revised over time as a living document, being republished with the same ID and a different version number.

4. Incrementalism

Each RFC should be useful in its own right and act as a building block for others. Each RFC must be intended as a contribution, extension or revision of the Time Machine Infrastructure.





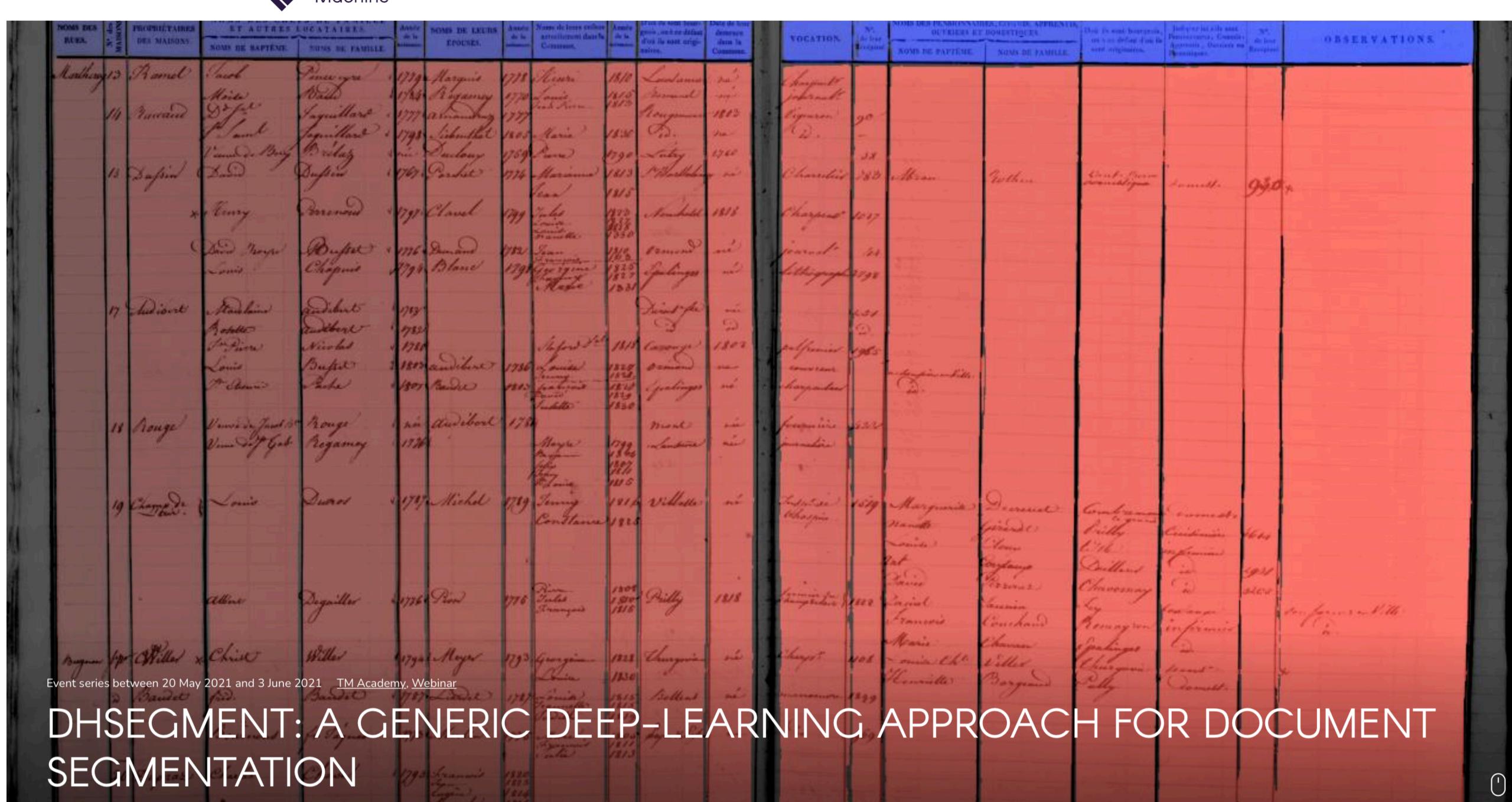


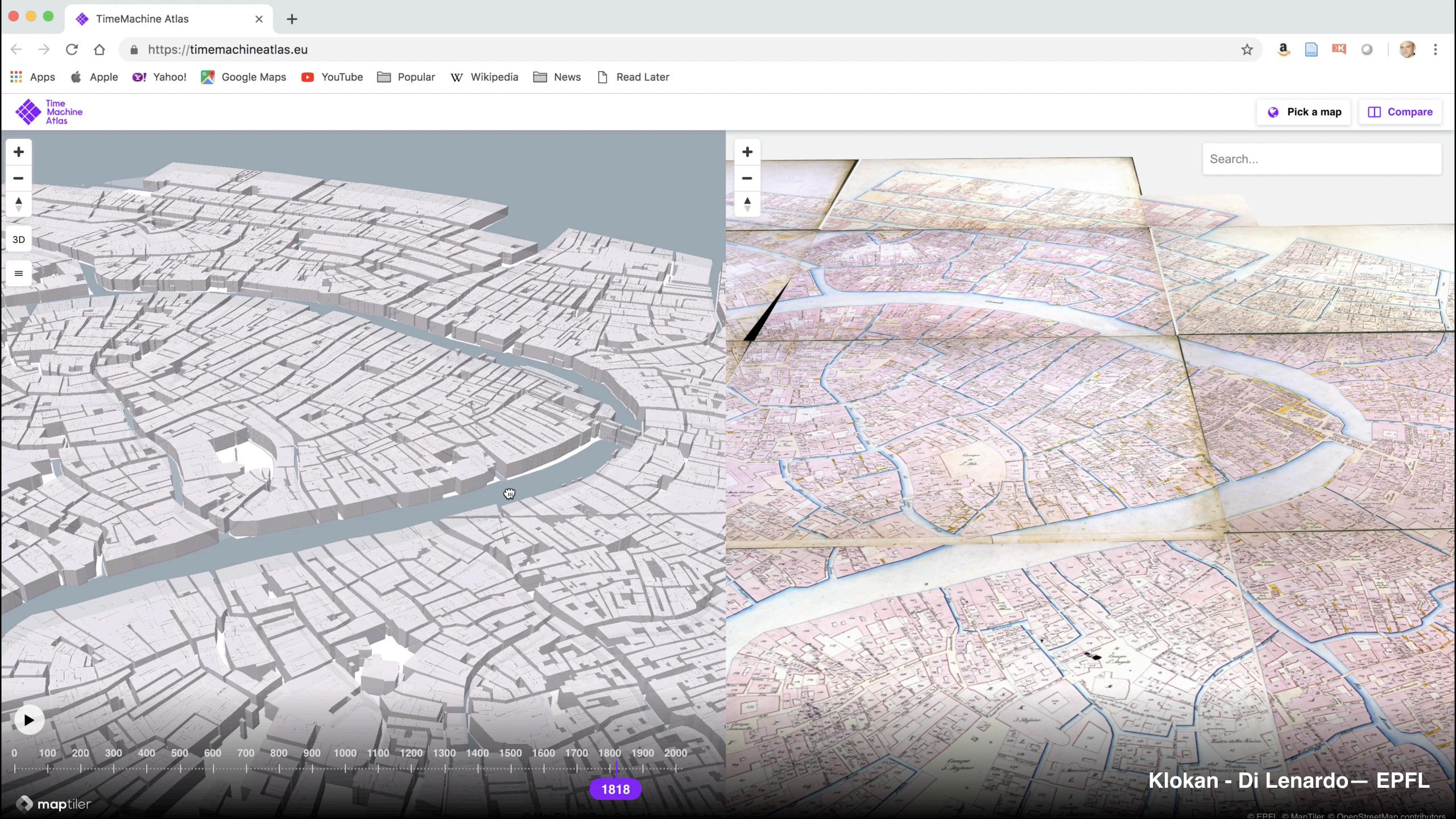














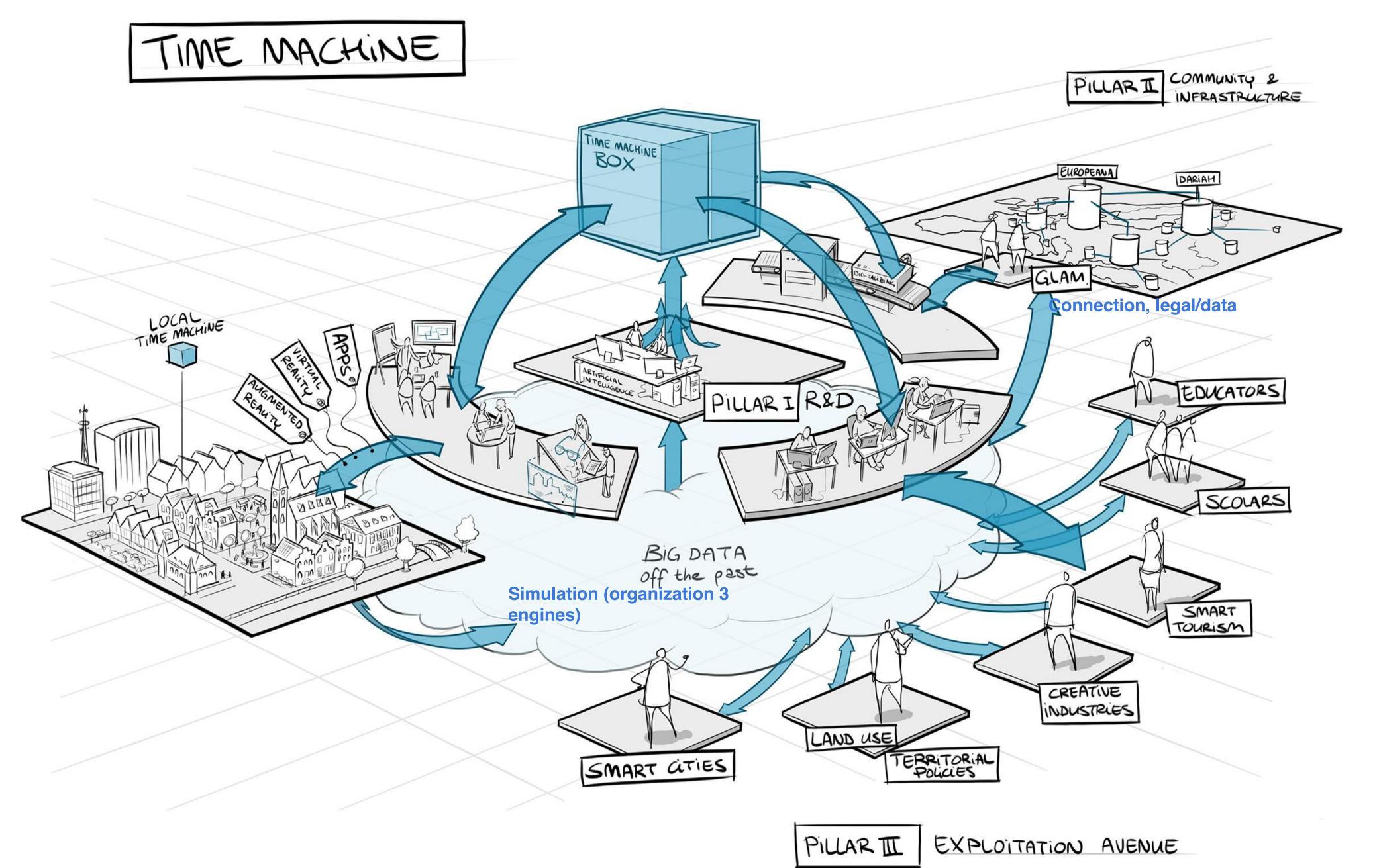


The 4D World will be the third information platform, after the web and the social networks.

An information layer superimposed on reality, like a digital "epidermis", mediated by Al.

It will be our privileged interface to access the future and the past...

... and a territotory of economic and political struggle.





timemachine.eu

