CLAIMS

What is claimed is:

1. A system for utilizing online advertising technology for increasing an intelligence of an Artificial Intelligence (AI) agent or system, the system comprising:

a computer system comprising: a processor, a computer-readable storage medium, and program instructions stored on the computer-readable storage medium being executable by the processor to cause the computer system to:

provide the online advertisement unit to one or more user computer systems utilizing a network;

receive one or more inputs from the user computer systems participating in the online advertisement unit, the inputs being providing by a human user utilizing the user computer systems respective, and the inputs being associated with any one of or any combination of solving the problem, solving a sub-problem of the problem, and advancing progress on the problem;

communicate the inputs to the AI agent or system;

utilize the inputs by the AI agent or system in a universal problem solving method to generate a solution to the problem or the sub-problem; and

train the AI agent or system with results from the universal problem solving method that are based on successful or unsuccessful solution attempts to solve the problem or the sub-problem, thereby increasing an intelligence of the AI agent or system.

2. A method for online advertising technology utilized with an Artificial Intelligence (AI) agent or system for increasing an intelligence of the AI agent or system, the method comprising the steps of:

receiving problem information of a problem provided by an AI agent or system;

populating an online advertisement unit including the problem information;

providing the online advertisement unit to one or more user computer systems utilizing a network;

receiving one or more inputs from the user computer systems participating in the online advertisement unit, the inputs being providing by a human user utilizing the user computer systems respective, and the inputs being associated with any one of or any combination of solving the problem, solving a sub-problem of the problem, and advancing progress on the problem;

communicating the inputs to the AI agent or system;

utilizing the inputs by the AI agent or system in a universal problem solving method to generate a solution to the problem or the sub-problem; and

training the AI agent or system with results from the universal problem solving method that are based on successful or unsuccessful solution attempts to solve the problem or the sub-problem, thereby increasing an intelligence of the AI agent or system.

3. The method of claim 2 further comprises the step of receiving advertisement specifications from a client to be used in the populating the online advertisement unit in combination with the problem information.

4. The method of claim 3, wherein the advertisement specifications include any one of or any combination of advertisement content, demographic information, location restrictions for the online advertisement unit, advertisement budget, and metrics for determining a successful solving of the problem or the sub-problem.

5. The method of claim 2 further comprises the step of billing the client based on cost per thousand impressions or clickthrough rate metrics.

6. The method of claim 2, wherein the problem information includes any one of or any combination of a current problem state of the problem, a sub-problem of the problem, a goal of the problem, and a sub-goal of the goal.

7. The method of claim 2 further comprises the step of communicating to the AI agent or system one or more additional inputs from intelligent entities in combination with the inputs from the participating user computer systems, the intelligent entities is any one of or any combination of an additional human user utilizing an additional computer system, an additional AI agent or system, an Artificial General Intelligent (AGI) agent or system, and a SuperIntelligent (SI) agent or system.

8. The method of claim 2, wherein the updating of the online advertisement unit includes any one of or any combination of whether the inputs was accepted or rejected, whether a goal or sub-goal of the problem has been achieved, if the input was selected by the AI agent or system to advance problem solving, a description of a new problem state after applying the selected inputs, an amount of credit or payment that the intelligent entities has accumulated based on inputs from the intelligent entities, and an additional request for new user input by way of the online Ad unit or a link that directs the intelligent entities to an interface for participating in the problem solving process on the problem.

9. The method of claim 2 further comprises the step of crediting the intelligent entities if the problem or the sub-problem is solved, based on an amount of contribution by the participating intelligent entities.

10. The method of claim 2 further comprises the step of soliciting, if the problem or the sub-problem is not solved, additional input from the human user of the participating user computer systems respectively.

11. The method of claim 2 further comprises the step of compensating the human user when the human user exits the online Ad advertisement unit and stops participating in the problem solving process.

12. The method of claim 2, wherein the training of the AI agent or system further includes a training method selected from the group consisting of differential privacy, federated learning, homomorphic encryption, synthetic data generation, secure multi-party computation, data anonymization, transfer learning, active learning, self-supervised learning, domain adaptation, reinforcement learning, few-shot learning, explainable AI, privacy-preserving record linkage, data augmentation, generative adversarial networks, crowdsourcing for data labelling, model personalization layers, knowledge distillation, and ensemble learning.

13. The method of claim 2 further comprises the step of creating a database of intelligent entity experts, wherein the intelligent entity experts is any one of or any combination of human user utilizing a computer system, an additional AI agent or system, an Artificial General Intelligent (AGI) agent or system, and a SuperIntelligent (SI) agent or system.

14. The method of claim 13, wherein the online advertisement unit is provided to one or more of the intelligent entity experts from the database.

15. The method of claim 13, wherein the creating of the database utilizes a technology selected from the group consisting of relational database management system, NoSQL databases, data warehousing, data mining, machine learning algorithms, graph databases, vector databases, indexing, full-text search, blockchain, data visualization tools, application programming interfaces, data cleaning and preprocessing, cloud storage, caching, transactional database systems, real-time database systems, content delivery network, data compression, data encryption, and replication.

16. The method of claim 2 further comprises the step of bidding on attention using an attention spot market.

17. The method of claim 16, wherein the attention spot market includes:

a means for the human users with attention to sell to access a marketplace and specify seller information for sale and an ask price for the information;

a means for buyers of human attention to access the marketplace and specify buyer information the buyer is willing to buy and a bid price for buying the buyer information;

a market mechanism for queuing the bid price and the ask price, including categories of the buyer and seller information, wherein each category has a market in the marketplace;

the market mechanism is configured or configurable to make the market in each category by market makers; and

the market mechanism is configured or configurable to match bid prices and ask prices, and a transaction occurs that is binding on the buyer and the seller of the information.

18. The method of claim 16, wherein the attention spot market includes the steps of:

buyers and sellers of human attention and expertise register on a platform, the buyers providing details about buyer interests or expertise, the sellers providing details about sellers interests or expertise;

listing by the sellers available time slots and expertise areas, and listing by the buyers needs and time slots the buyers is interested in;

utilizing, by the platform, an algorithm to dynamically price human attention and expertise based on supply, demand, and user ratings;

matching one or more of the buyers and one or more of the sellers based on requirements, availability, and price;

enabling transactions where the buyers pay for the seller time slots, and wherein the platform takes a commission; and

providing feedback where after each session, the buyers and the sellers rate each other, influencing future pricing and matching.

19. The method of claim 18, wherein the platform utilizes a mechanism selected from the group consisting of Dutch auction, reverse auction, sealed bid auction, open ascending price auction, fixed price with time priority, dynamic pricing based on ratings, supply-demand curve adjustment, time slot segmentation, subscription access, freemium model, group buying, tiered expertise levels, flash sales, loyalty points system, hybrid auction, geographic pricing, behavioral pricing, escrow system, social influence pricing, and tokenized transactions.

20. The method of claim 16, wherein the attention spot market includes the steps of:

buyers and sellers of human attention and expertise register on a platform, the buyers providing details about buyer interests or expertise, the sellers providing details about sellers interests or expertise;

creating an auction by the sellers for seller time slots;

placing one or more buyer bids by a buyer on time slots and expertise the buyer requires;

closing the auction at a predetermined time or when the seller accepts a buyer bid;

paying the seller by the buyer of a winning bid, and the seller provides the attention or expertise based on the time slot, wherein the platform mediates an exchange and secures payment; and

providing feedback where after each auction, the buyers and the sellers rate each other, affecting future auctions and visibility on the platform.

21. The method of claim 20, wherein the platform utilizes a mechanism selected from the group consisting of Dutch auction, reverse auction, sealed bid auction, open ascending price auction, fixed price with time priority, dynamic pricing based on ratings, supply-demand curve adjustment, time slot segmentation, subscription access, freemium model, group buying, tiered expertise levels, flash sales, loyalty points system, hybrid auction, geographic pricing, behavioral pricing, escrow system, social influence pricing, and tokenized transactions.

22. The method of claim 2, wherein the online advertisement unit is configured or configurable to include material relevant to an area of expertise associated with the problem information.

23. The method of claim 2, wherein the online advertisement unit is configured or configurable to, upon interaction by the human users, would expand or redirect the human user to a secure form on a landing page, wherein the form is configured to collect user information and to provide questions to the human user regarding to qualifications of the human user.

24. The method of claim 23 further comprising the step of validating the user information and categorizing the human users in a database based on the qualifications.

25. The method of claim 2, wherein the online advertisement unit is configured or configurable to include an interface allowing the human users to input a solution to the problem or the sub-problem.

26. The method of claim 25, wherein the online advertisement unit is configured or configurable to include any one of or any combination of elements of gamification, a scoring system, and a leaderboard of other human users.

27. The method of claim 25, wherein the online advertisement unit is configured or configurable to include text input fields or other interactive tools enabling the human users to provide a solution to the problem or sub-problem directly within a space of the online advertisement unit.

28. The method of claim 27, wherein the solution is stored in a database, and an algorithm is utilized to assess a quality and relevance of the solution based on predefined criteria.

29. The method of claim 28, wherein the human users receive instant feedback or rewards points based on the assessed quality and relevance of the solution, redeemable for various incentives.

30. The method of claim 28, wherein contributions by the human users are tracked to identify top contributors from multiple additional human users for potential future engagement.

31. The method of claim 25, wherein the online advertisement unit is configured or configurable to, upon interaction by the human users, would expand or redirect the human user to a secure form on a landing page, wherein the form is configured to collect user information and to provide questions to the human user regarding to qualifications of the human user.

32. The method of claim 31 further comprising the step of validating the user information and categorizing the human users in the database based on the qualifications.

33. The method of claim 2 further comprises the steps of:

analyzing the inputs from the participating human users to determine a quality or relevance of the inputs, respectively; and

compensating the participating human users based on the quality or relevance of the inputs.

34. The method of claim 33 further comprises the step of providing digital wallet information by each of the participating human users into a secure form, wherein the secure form is within the online advertisement unit or is provided by a linked platform.

35. The method of claim 33, wherein the compensation is provided in any one of or any combination of cryptocurrency, electronic gift cards, electronic vouchers, subscriptions, access to online resources or content, recognition on online platforms, merchandise related to an expertise of the human users respectively, and sponsorships for professional conferences or events.

36. The method of claim 33 further comprises the step of incentivizing the participating human users to refer other human users to an online platform, by offering additional compensation for each referral that contributes to the platform, wherein the online platform receives the problem and provides the online advertisement unit.

37. The method of claim 2 further comprising the step of receiving reputational metrics on each of the human users.

38. The method of claim 37, wherein the reputational metrics are multi-dimensional including any one of or any combination of timeliness, budge compliance, quality of work, solution success rate, client satisfaction, peer-rating of competency, external reputation, innovation score, communication skills, adaptability, leadership quality, technical proficiency, learning agility, conflict resolution, project management skills, reliability, efficiency, cultural fit, work ethic, client retention rate, feedback responsiveness, networking ability, mentorship and training, availability and responsiveness, problem-solving speed, and creativity and innovation.

39. The method of claim 37, wherein the reputational metrics for any one of the human users are automatically updated within the online advertisement unit.

40. The method of claim 2 further comprising the step of updating the online advertisement unit based on the results from the universal problem solving method conducted on the problem or the sub-problem.

41. The method of claim 2, wherein the online advertisement unit is configured or configurable to ask the human users to provide a description of how the problem is to be framed, and then the description is then translated into a language of the universal problem solving method using a natural language to problem solving language translator.

42. The method of claim 2, wherein the online advertisement unit is configured or configurable to ask the human users to provide a description of intermediate goals towards a final solution of the problem, and wherein the intermediate goals are communicated to the AI agent or system for processing by the universal problem solving method.

43. The method of claim 2 further comprises the step of requesting, by the AI agent or system, the human users to provide safety or ethical information associated with the problem, the sub-problem or goals associated with the problem.

44. The method of claim 43 further comprises the step of in utilizing the safety or ethical information in the populating or in updating the online advertisement unit.

45. The method of claim 2 further comprises the step of modifying the online advertisement unit to ask the human users to vote, rank or rate one or more potential goals, sub-goals or actions that have been proposed by any one of or any combination of the human users, and intelligent entities.

46. The method of claim 2 further comprises the step of requiring the AI agent or system to be identified as an AI agent so any inputs from the AI agent or system is excluded where only human opinions are sought.

47. The method of claim 2, wherein the online advertisement unit is provided by an online advertisement service provider that uses user information about the human users to target the human users with expertise relevant to the problem.

48. The method of claim 47 further comprises the step of measuring and recording response rates for the participating human users who contribute information within the online advertisement unit or by way of links to websites or interfaces outside the online advertisement unit.

49. The method of claim 47 further comprises the step of recording metrics related to a quality of information or solutions provided by the targeted human users.

50. The method of claim 49 further comprises the step of calculating correlations or statistical relationships on the user information to determine any one of or any combination of which factors have a highest impact on the metrics, which of the metrics is prioritized by the online advertisement service provider, and which of the inputs was most effective at meeting or maximizing problem solving or training of the AI agent or system.

51. The method of claim 47 further comprises performing arbitrage including the steps of:

estimating, by the online advertisement service provider, a value of a particular type of human attention and knowledge with regard to the problem or sub-problem;

estimating, by the online advertisement service provider, a cost of obtaining an amount of the human attention required to complete the problem or sub-problem from the human users or intelligent entities by way of the online advertisement unit; and

determining if the estimated value exceeds the estimated cost by a predetermined or dynamic variable representing a profit margin, then purchase the human attention at cost approximating that of the estimated value and sell the human attention to clients, or use the human attention to perform tasks that create value approximating that of the estimated cost.

52. The method of claim 51 further comprises the step of performing arbitrage in priority order of a largest arbitrage opportunities first, until a minimal acceptable arbitrage opportunity is reached.

53. The method of claim 2, wherein the online advertisement unit includes one or more interfaces selected from the group consisting of Large Language Model, natural language text, audio-based interfaces, text boxes, dropdown lists, templates, dynamically sizing input and output areas, visual input or output devices, virtual reality devices, and augmented reality devices.

54. The method of claim 2, wherein the online advertisement unit is multiple online advertisement units with a first online advertisement unit being provided to a first set of the human users for receipt of the inputs, and a second online advertisement unit being provided to the first set or a second set of the human users and asking to vote on the inputs.

55. The method of claim 2, wherein the inputs is provided to the AI agent or system in real-time for real-time utilization by the universal problem solving method.

56. A method of increasing monetization of online advertising revenue for an online advertisement service provider by delivering to a client information based on human attention, the method comprising the steps of:

building, by an online advertisement service provider, one or more databases containing information about human users, the information is related to targeting specific types of online advertisements to specific human users;

communicating to the online advertisement service provider by a client a request to purchase human attention, the request including requirements and desired categories of the human attention;

performing checks on the request by the online advertisement service provider at a time that the requirements are communicated, the checks are configured or configurable to ensure that the request does not violate regulations or ethical requirements;

creating content for an interactive online advertisement unit that is configured or configurable to capture human attention and work from human users;

deploying, by the online advertisement service provider, the interactive online advertisement unit to a computer system of the human users by way of a network;

allowing the interactive online advertisement unit to collaborate with multiple of the human users and integrate with real-time or asynchronous data capabilities;

performing ethics and safety checks during a problem solving process on a problem provided by the client, the ethics and safety checks are configured or configurable to ensure that unethical or unsafe expertise is not part of the problem; and

improving the interactive online advertisement unit based on a feedback loop including on any one of or any combination of reputational metrics, and metrics related to the problem solving process or knowledge captured.

57. The method of claim 56, wherein the client is any one of or any combination of an Artificial Intelligent (AI) agent or system, a system that trains or customizes AI agents, and a system that provides solutions to problems.

58. The method of claim 56 further comprises the step of determining if the database does not include a predetermined number of the human users, or if additional human users are required, then configuring the interactive online advertisement unit to acquire additional human users.

59. The method of claim 56, wherein the requirements are communicated by way of interaction with a human attention spot market.

60. The method of claim 59, wherein the attention spot market includes any one of or any combination of:

a means for the human users with attention to sell to access a marketplace and specify seller information for sale and an ask price for the information;

a means for buyers of human attention to access the marketplace and specify buyer information the buyer is willing to buy and a bid price for buying the buyer information;

a market mechanism for queuing the bid price and the ask price, including categories of the buyer and seller information, wherein each category has a market in the marketplace;

the market mechanism is configured or configurable to make the market in each category by market makers; and

the market mechanism is configured or configurable to match bid prices and ask prices, and a transaction occurs that is binding on the buyer and the seller of the information.

61. The method of claim 59, wherein the attention spot market includes the steps of:

buyers and sellers of human attention and expertise register on a platform, the buyers providing details about buyer interests or expertise, the sellers providing details about sellers interests or expertise;

listing by the sellers available time slots and expertise areas, and listing by the buyers needs and time slots the buyers is interested in;

utilizing, by the platform, an algorithm to dynamically price human attention and expertise based on supply, demand, and user ratings;

matching one or more of the buyers and one or more of the sellers based on requirements, availability, and price;

enabling transactions where the buyers pay for the seller time slots, and wherein the platform takes a commission; and

providing feedback where after each session, the buyers and the sellers rate each other, influencing future pricing and matching.

62. The method of claim 61, wherein the platform utilizes a mechanism selected from the group consisting of Dutch auction, reverse auction, sealed bid auction, open ascending price auction, fixed price with time priority, dynamic pricing based on ratings, supply-demand curve adjustment, time slot segmentation, subscription access, freemium model, group buying, tiered expertise levels, flash sales, loyalty points system, hybrid auction, geographic pricing, behavioral pricing, escrow system, social influence pricing, and tokenized transactions.

63. The method of claim 59, wherein the attention spot market includes the steps of:

buyers and sellers of human attention and expertise register on a platform, the buyers providing details about buyer interests or expertise, the sellers providing details about sellers interests or expertise;

creating an auction by the sellers for seller time slots;

placing one or more buyer bids by a buyer on time slots and expertise the buyer requires;

closing the auction at a predetermined time or when the seller accepts a buyer bid;

paying the seller by the buyer of a winning bid, and the seller provides the attention or expertise based on the time slot, wherein the platform mediates an exchange and secures payment; and

providing feedback where after each auction, the buyers and the sellers rate each other, affecting future auctions and visibility on the platform.

64. The method of claim 63, wherein the platform utilizes a mechanism selected from the group consisting of Dutch auction, reverse auction, sealed bid auction, open ascending price auction, fixed price with time priority, dynamic pricing based on ratings, supply-demand curve adjustment, time slot segmentation, subscription access, freemium model, group buying, tiered expertise levels, flash sales, loyalty points system, hybrid auction, geographic pricing, behavioral pricing, escrow system, social influence pricing, and tokenized transactions.

65. The method of claim 59 further comprises the step of providing a feedback mechanism associated the human attention spot market, the feedback mechanism is configured or configurable to record each and every step in the problem solving process, and to create a vector track record of a performance of all the human users on every task and sub-task.

66. The method of claim 65, wherein the vector track record is implemented by way of blockchain technology to allow for precise reputations that are analyzed by an AI agent or system and converted into estimates of a value for each of the human users for any of the tasks.

67. The method of claim 56, wherein the interactive online advertisement unit is configured or configurable to capture the human attention and work from within the interactive online advertisement unit or by providing link to one or more webpages or interfaces that are optimized for the capture outside of the interactive online advertisement unit.

68. The method of claim 56, wherein the building of the databases includes the step of purchasing, by the online advertisement service provider, user data and information from remote sources.

69. A method for online advertising technology utilized with an Artificial Intelligence (AI) agent or system, the method comprising the steps of:

populating, by an AI agent or system, an online advertisement unit including problem information provided to the AI agent or system;

providing the online advertisement unit to one or more user computer systems utilizing a network;

receiving one or more inputs from the user computer systems participating in the online advertisement unit, the inputs being providing by a human user utilizing the user computer systems respective, and the inputs being associated with any one of or any combination of solving the problem, solving a sub-problem of the problem, and advancing progress on the problem;

communicating the inputs to the AI agent or system;

utilizing the inputs by the AI agent or system or an additional AI agent or system in a universal problem solving method to generate a solution to the problem or the sub-problem; and

utilizing a feedback mechanism that provides metrics to the AI agent or system to train the AI agent or system, the metrics assign credit or blame to the participating human users and targeting mechanisms that directs the online advertisement unit to particular human users.

70. The method of claim 69 further comprises the step of measuring and recording response rates for the participating human users who contribute information within the online advertisement unit or by way of links to websites or interfaces outside the online advertisement unit.

71. The method of claim 69 further comprises the step of recording the metrics related to a quality of information or solutions provided by the targeted human users.

72. The method of claim 71 further comprises the step of calculating correlations or statistical relationships on the user information to determine any one of or any combination of which factors have a highest impact on the metrics, which of the metrics is prioritized by the online advertisement

service provider, and which of the inputs was most effective at meeting or maximizing problem solving or training of the AI agent or system.

73. The method of claim 69 further comprises performing arbitrage including the steps of:

estimating, by the online advertisement service provider, a value of a particular type of human attention and knowledge with regard to the problem or sub-problem;

estimating, by the online advertisement service provider, a cost of obtaining an amount of the human attention required to complete the problem or sub-problem from the human users or intelligent entities by way of the online advertisement unit; and

determining if the estimated value exceeds the estimated cost by a predetermined or dynamic variable representing a profit margin, then purchase the human attention at cost approximating that of the estimated value and sell the human attention to clients, or use the human attention to perform tasks that create value approximating that of the estimated cost.

74. The method of claim 73 further comprises the step of performing arbitrage in priority order of a largest arbitrage opportunities first, until a minimal acceptable arbitrage opportunity is reached.