# Shiyan Yishu

**Beyond here be dragons!**

Unsupervised input top down is a bottom-up supervised generated bottom-up object as new x for y == 1 to 0:

1. Problem == class.
2. Method == statement.
3. Purpose == function.

- Story with ai. (document vision)
- Image gen. (design value)
- Social med. (Ai method)
- Customer acquisition. (build obstacle)
- Increase return on ad spend. (deploy measurement)

# Abstract

*API dApp AI is column y = 1 to 0 for the new x of 0 to 1's bottom-up top-down's missing middle's z that normalizes and cleans gpt (generative pre-trained transformer) for decentralized e-com as gtp (generative transform protocol)'s social transmedia:*

*"Misdiagnosis" the problem, "Ai" method, "Product Market Fit" purpose: Music Industry, blockchain - tokens/currency.*

Solo artist, singer, songwriter, guitarist and music producer and distributor of music exclusively through digital channels.

Monetization of a missing middle with the user the B2C aligned with digital programmatic advertising is an interoperable architecture of user data: a blockchain address identity layer system allows people, products, apps and services, blockchain cloud providers, organizations and innovators to key into Marketplace AI with decentralized ecommerce.

Peer to Peer Decentralized Ethnographic Gamified CRM's embracing Autonomous Organization for ad-based parities and Decentralized e-Commerce, a Tokenization of Everything is programmatic adv on runtime decentralized ecommerce's market with an API that cleans, normalizes and distributes cache hierarchies of information technology architecture: user input is extended as B2C's that intersect C2C narratives.

API's new x for its y = 1's digital currency of Machine Artificial Intelligence's strategic data acquisition and warehousing that converges blockchain architecture into an AI cloud centric database management by recombining, transforming social media and ecommerce into a solution space of Social Transmedia's missing middle's database connections, Shiyan Yishu monetizes virtual relationships that are an interoperable missing middle of B2B's advertising connections from user conditional input extended to B2Cs decentralized e-commerce outputs: executes Smart Contracts, Currency and Tokens.

Audio/Visual Digital assets to buy, sale and trade is the user that is the B2C, for B2B programmatic adv's blockchain layer on

3

Shiyan Yishu is for a collaborative AI subculture. User narrative intersections of art and science is the AI Id of user control for trading and interaction with an interoperable, decentralized local to Global new crypto-economic space called Social Transmedia: y = 1(0,1, z)


## 1. Motivation

A collaborative subculture of AI identification of User Control and interaction is an interoperable decentralized local to Global new crypto-economic space of decentralized e-commerce.

1.  Crowd-source is a Web 3.0 trajectory of top-down activation from a technological acquisition convergence of a bottom-up MAI (machine artificial intelligence) wrap.

2.  User input is a new x for B2B programmatic advertising to a missing middle's z output that converges the B2C's y benefits from C2C Narratives.

## 1.1 B2C Conditions For B2B Connections

Distributed ledger technology is a top-down B2C that is the User, as unsupervised input conditions are for a new x of B2B programmatic adv Outputs to that missing middle, a Social Transmedia is a decentralized e-commerce's y of user narrative value creation of Generative Transform Protocol CRMs.

With a bottom-up blockchain database connection of a technology convergence's Machine Artificial Intelligence's autonomous database's reinforcement learned intersects of C2C Narratives at the distributed ledger of Shiyan Yishu's top-down unsupervised input with underlying extensions from Python (snowflake-snowpark)agency that are from a Bottom-up that seamlessly integrates top-down activation of supervised learning for the point of purchase Machine Artificial Intelligence of user that executes smart contracts, currency and tokens.

## 1.2 Shiyan Yishu's Decentralized e-commerce's MAI.

Self-brand overlap's new x is a reduction for recursive competitive spatial intelligence of node combinatorics from

input, so output of infinity executes the Social Transmedia of Decentralized e-Commerce, Smart Contracts, Tokenization.

An open Source Blockchain layer is for a collaborative subculture, for User narrative intersections of art and science is the AI identification of User control, trading and interaction that is an interoperable and decentralized local to Global new crypto-economic space called Social Transmedia.

Ethnographic gtp algorithms test input data, as conditions connect Product Market Fits from qualitative what that train new advertising algorithmic functions that filter B2B's how delivery of classification with simultaneous location Actor Networks and mapping for concrete implementation of Web3 as B2C's when, Storage, Asset Transfer and Mobility is B2B advertising to B2Cs Missing Middle from C2C Narratives.

Missing Middle's Users with an EAS (Enterprise Application Software) Internet of Value that is from Smart Contract data science and its Blockchain, Digital Ledger Database parameters is Social Transmedia that is from AI's Goal-orientated Action Planning recommendation algorithms that monetize crypto-economics with programmatic B2B advertising that is from B2C dialogue that monetizes C2C Narratives.

With a bottom up server-side render of B2C users that generate and output programmatic advertising, B2B Ethnographic gtp technology is at where Users interact, exchange digital assets of competing blockchains that are the crypto-economics value creation consensus of Social Transmedia for Marketplace AI.

## 1.3 Decentralized e-Com, Smart Contracts, Tokens

Social Transmedia's Goal-orientated Action Planning recommendation algorithms monetize crypto-economics with programmatic B2B advertising that is goal driven from C2C Narratives, and a bottom up server-side render of B2C users that output programmatic advertising is the B2B Ethnographic gtp technology, so an intersect for Web 3.0 is at where Users interact, exchange digital assets of competing blockchains that are the crypto-economics value creation consensus of Social Transmedia for decentralized e-Commerce with ad-based revenue.

## 2. GTP Actor Network Nodes

With the present state of the internet of $x = 0$ a stable state, a decentralized e-Commerce's business decisions are modeled and analyzed with game-theoretic applications: organizational design and system thinking is the new $x$ for the $y$ of competitive strategies of imperfect markets. Heterogeneous output of B2B advertising to the missing middle, the user extended as the B2C is an optimal marketing strategy of Social Transmedia's GTP Ethnographic CRM's material implications.

## 2.1 Technology Convergence

Providing unique users the resource to possess special enlightenment or knowledge of something from GPT input to gather ubiquitous information that shows the world how Social Transmedia is from their self-brand overlaps, GTP's API integrates audio/visual discounts, free stuff in closed looped digital ecosystems.

## 2.2 Deploying Enterprise AI and Blockchain

Shiyan Yishu's digital ledger's database intersect parameter layer's top-down; an unsupervised input is on a full-stack rational database, PostgreSQL that seamlessly integrates converging technologies of programmatic digital add based autonomous reinforcement learned output that is extended supervised learning to Smart Contract instances, currency and tokens with Machine Artificial Intelligence's bottom-up.

With Revenue's bottom-up account's user defined conditions, Shiyan Yishu's Activation with crypto-economics and currency is on a public blockchain, as an Open Source layer converts, extends Users into B2Cs from C2C Narratives, tokenization generation is the GTP Ethnographic CRM's cluster analyses from a top-down that is for the programmatic outputs of an autonomous database of acquisition's bottom-up that is extended for supervised Machine Artificial Intelligence, clusters contained.

Retention of Social Transmedia is the C2C Narrative cryptoeconomic value creation's tokenization of a decentralized eCommerce's Marketplace's AI with Shiyan Yishu's interface and UX of Social Transmedia's decentralized e-Commerce.

6

## 2.3 Digital Adv Based Revenue Model

Top-down input intersections of C2C Narratives are for B2B autonomous database insights from B2Cs activation conditions with open-source competitive intelligence connections.

## 2.4 Tokenization

Tokenomics is from C2C Narratives, and retention is the tokenization of data ownership, as the decentralized e-commerce target of B2B advertising is to a Missing Middle that is the user extended as the B2C, digital currency's payment system of smart contracts and tokens, a cryptocurrency and tokens are the decentralized ecommerce's B2B output of B2C's shared input nodes of programmatic advertising transactions.

Acquisition with a digital distribution platform that's a decentralized economy provides a virtual world at where users build, own, and monetize their audio/visual experiences from the Blockchain loop of each audio/visual offer to cache C2C; B2B advertising to B2C algorithmically generates tokens from B2C input, and activation of Enterprise Blockchain is a dApp of Smart Contracts, Currency and Tokens: User Generated Machine Artificial Intelligence innovation with Web3.

## 2.5 GTP Actor Networks

Protocol for fungible, non-fungible tokens, transactions and ownership of digital assets is for a collaborative subculture, so intersections of art and science is an AI identification of User control, trading and interaction of an interoperable, decentralized local to Global new crypto economic space is called Social Transmedia.

Monetization of partners, customers, third parties and Gov entities is an autonomous natural language processing of intersects with Ethnographic GTP CRM technology, and B2B nodes advertise to B2C self-brand overlaps with Actor Networks.

## 3. Missing Middle And Domain Specifics

With CONNECTIONS that are the Trigger for a new x, scale and monetization of C2C Actions are users extended as B2Cs, and with data gathered as y = 1; C2C's Audio/visual EXPERIENCE of RELATIONSHIPS provides a Venue of z that is their Reward of a

decentralized market with ad-based revenue that seamlessly converges with the execution of Ethnographic GTP CRMs.

## Summary

### PROBLEM AS MISDIAGNOSIS

SOLUTION:

Provide a virtual world at where users extended to B2C from C2C narrative nodes are to build, own, and monetize their audio/visual experiences with a dApp API's top down GPT input for GTP:

An AI competency is to clean, normalize top down and bottom up with Shiyan Yishu's missing middle benefits with music streaming distribution, production and marketplace, for B2B convergent workflows of Playlists that are warehousing clusters and supply chain containers with an ad based reference of .self(name).

A new 'x' (row) for value of 'y' (column) as identity(s) are token(s) as currency "Shiyan Yishu" as a convergent art and science.

```
know; (name)
knows how; (learn)
show; (cluster)
do; (container)

Document (know aka "name"), Design, Ai (snowflake-snowpark), Build,
Deploy == Vision, Value, AI, Obstacle, Measurement();

{

return z;

}
```

NODES: