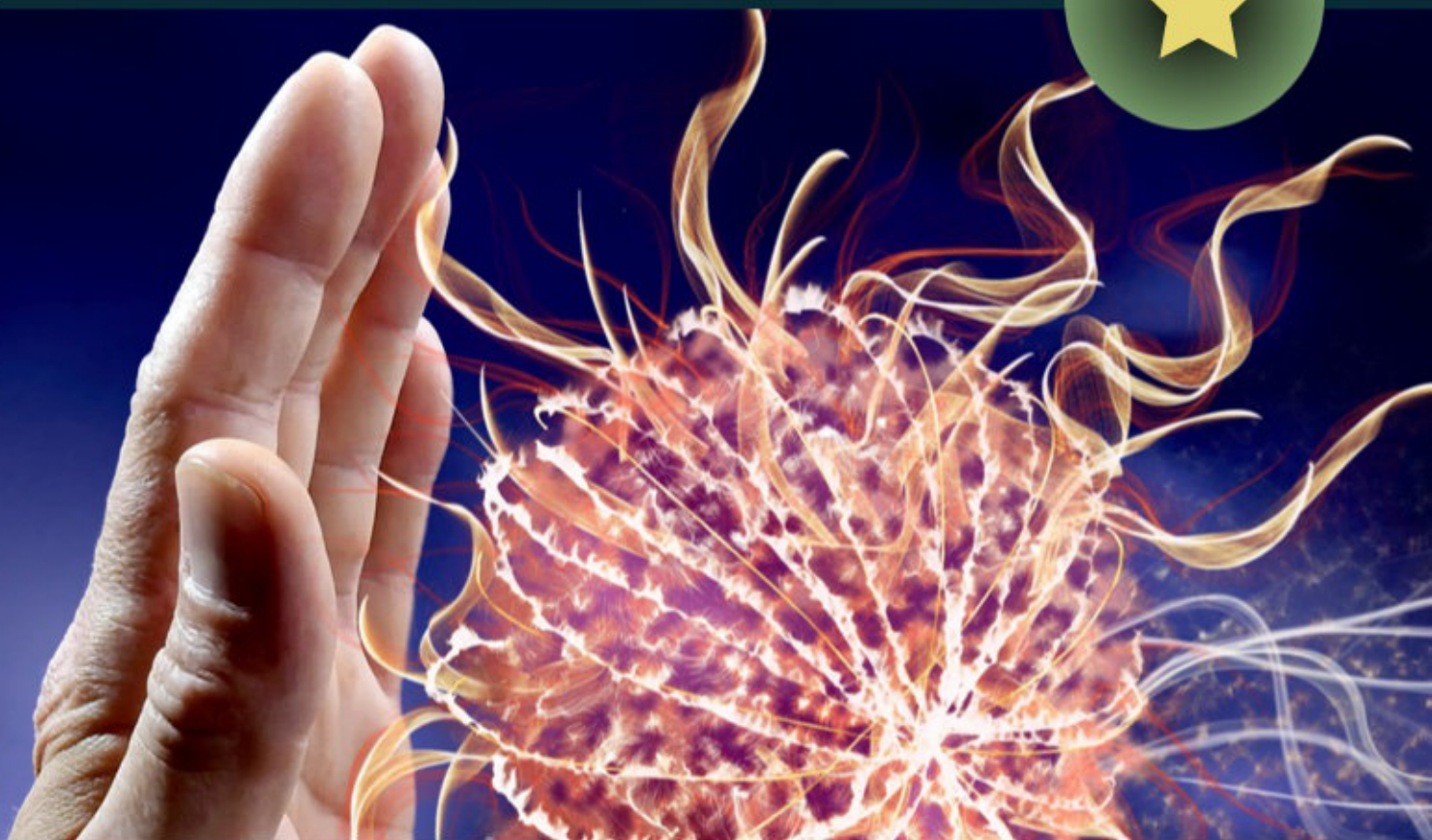


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Privacy and Protections

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Expandiverse Technical Library: Unlock the Potential of a Powerful IP (Patent) Open Case for New Patents

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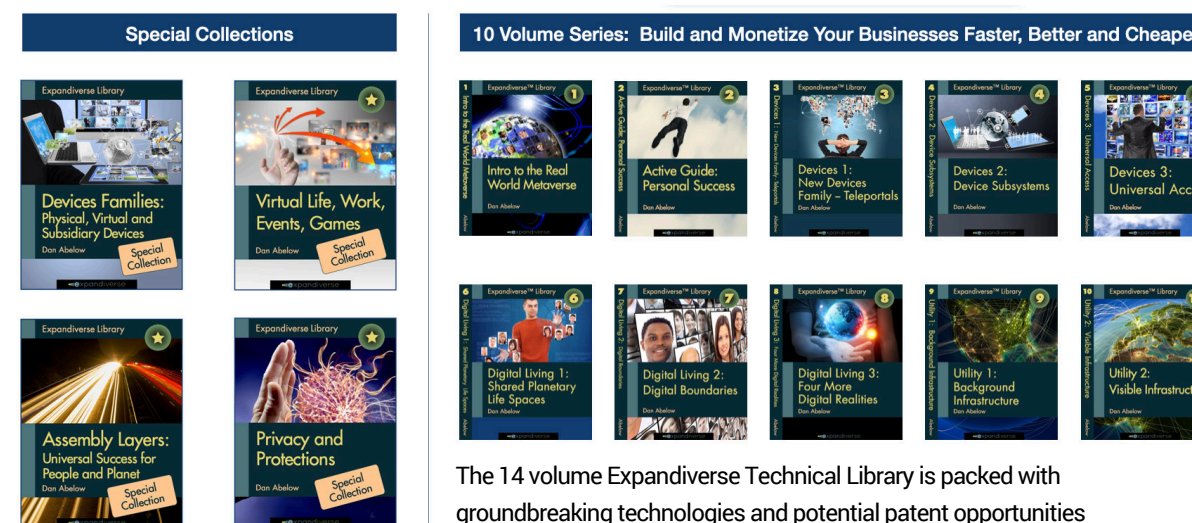
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Do not go where the path may lead

Go instead where there is no path

And leave a trail

Ralph Waldo Emerson

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Preface

Digital Barbed Wire

Preface:

Digital Barbed Wire

Barbed wire changed America in the 1800's. Today, *digital* barbed wire could change the world.

The American Cowboy was born in the West, and grew famous on its cattle drives. Over half a million head of cattle were driven in most years. Without fences, the cattle drives trampled farms and fields everywhere they went throughout the American West.

Many of these drives ended in Dodge City, which was named the "Cowboy Capital of the World" because that's where the cowboys were paid and turned loose to celebrate.

Barbed wire was invented in the 1870's, and by the 1880's it was ending the cattle drives. Farmers, ranchers and homesteaders put it up, blocking the trails and turning the open range into the tamed West of fenced and safe communities.

Today the cattle drives have returned, but they're digital and you're the cattle.

You are tracked and targeted as you do everything like show interest in a shoe, call customer service, use a credit card or go anywhere. Your locations and profile

are updated every minute so you can be sold by multiple advertising and e-commerce businesses.

Today's world is full of cattle drives. As you take your next step online, you are auctioned to advertisers repeatedly, as part of each step you take. In realtime, this second, up to 40 ads are downloaded and placed into the next interface you see. Countless advertisers target you, corrupting the digital air you breathe every second of the day.

Your interests, activities and personal actions belong to everyone but you.

Surveillance runs ramshod through people everywhere, turning adults and children into livestock that are driven to market and sold to make fat profits for some of history's richest companies.

Today's digital cattle drives sell you and everyone for so much per click, per view, per message. Their AI uses machine learning to build your profile, mine your life, anticipate your feelings and behaviors, and persuade you to live and believe what tech platforms and monopolistic corporations want.

There isn't a strand of barbed wire in sight, so today's cattle barons treat your life as their property. They grow their profits from your private life every year.

But if *digital* barbed wire were invented, would you use it? Would you stop being their cattle?

People are good at taking digital control when they can, like the 47% who added ad blocking by downloading an app, and the 96% who ended ad tracking when Apple enabled it.

An even easier example is the physical world where you have boundaries everywhere. Your physical boundaries make you safe at home, in your car, at work, even in a conversation.

This has been called the Age of the Customer but consumers obviously need much more power, privacy and protections than they have today.

Today, every person might need protections as new countries and states make illegal some private reproductive health decisions, LGBTQ+ choices, or those who provide private healthcare to others. If surveillance can be used to prosecute women, men and health providers, it will be used to change the culture to dictatorships, by destroying the human freedoms of entire countries and all their citizens.

What if there were new Digital Boundaries that you control? What if this were digital barbed wire that each person decides? What would this look like and how would it work?

If people controlled their devices, then in addition to ad blocking they could replace products and content that cause climate change. Their Digital Boundaries could filter out non-sustainable products and content, and filter in sustainable products and content that end climate change.

Then each user could simply click a “sustainable life” boundary and digitally replace what they don’t want with what they want — like replacing fossil fuels with renewable energy, and non-sustainable products with sustainable ones.

If enough consumers add sustainable boundaries, companies will either listen or lose market share.

Monopolistic companies are built to serve the whole market, so their costs and profits depend on reaching 100% of the market. This makes them vulnerable on Wall Street. When 5% of their market leaves, this destroys their “growth story.” When 10% of their market leaves, this destroys their “profits story.” When 15% to 25% of their market leaves this destroys their market value.

Companies will listen when enough people add digital barbed wire. Businesses listen to markets. They develop and deliver the products, planet and lives their customers choose.

Next millions (or even billions) of people can take fossil-fueled lives and evolve them across their devices in a few clicks. Within a decade people could make climate change a receding threat, no longer a world-ending cataclysm.

About a decade ago the U.S. Defense Department and State Department funded the development and global distribution of the Tor Onion Browser, software that lets people worldwide use the Internet anonymously. If the Federal Government funded digital barbed wire, citizens everywhere could have “freedom from dictatorships” wherever it is needed.

One day, digital barbed wire will make companies and governments listen and deliver the lives people choose, because people will gain the power to decide their lives — and reality — for themselves.

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From Section 1: Digital Boundaries

Digital Boundaries: Disruptive Advances

This is the opening to FIG. 115, "Inbound Shared Space(s) Connections: SPLS Boundary Management Services"

INBOUND SHARED SPACE(S) CONNECTIONS – SPLS BOUNDARY MANAGEMENT SERVICES: Parts of the Internet are like a sewer that pumps raw sewage at us, forcing us to block what we don't want. One example is how spam e-mails mushroomed until they swamped the e-mail system so that today spam e-mails dwarf a much smaller percentage of real e-mail. Another example is the large and expanding number of viruses, spyware, Trojan horses, malware, behavior tracking cookies, hidden Flash cookies, etc. that force typical PC users to run antivirus software, firewalls, browser add-ins and other defenses that only usually keep PCs from being infected. A related development is the majority of free, downloadable antivirus "offers" that actually include malware – the problem now disguises itself as the solution. Also interesting, our commercial media culture is supported by advertising so the audience's attention, eyeballs and ears are the "product" that the media sells. This makes the "content" (whether it is entertainment, news, television movies, content articles, etc.) into the attract loop that collects the audience, so its attention can be sold. Today's content is carefully planned by producers, editors, directors and other decision-makers for appeal, attractiveness and repeat uses value (often for years) so that audiences are large and keep coming back for more. Whether commercial, entertainment, political, news, etc. each part of the

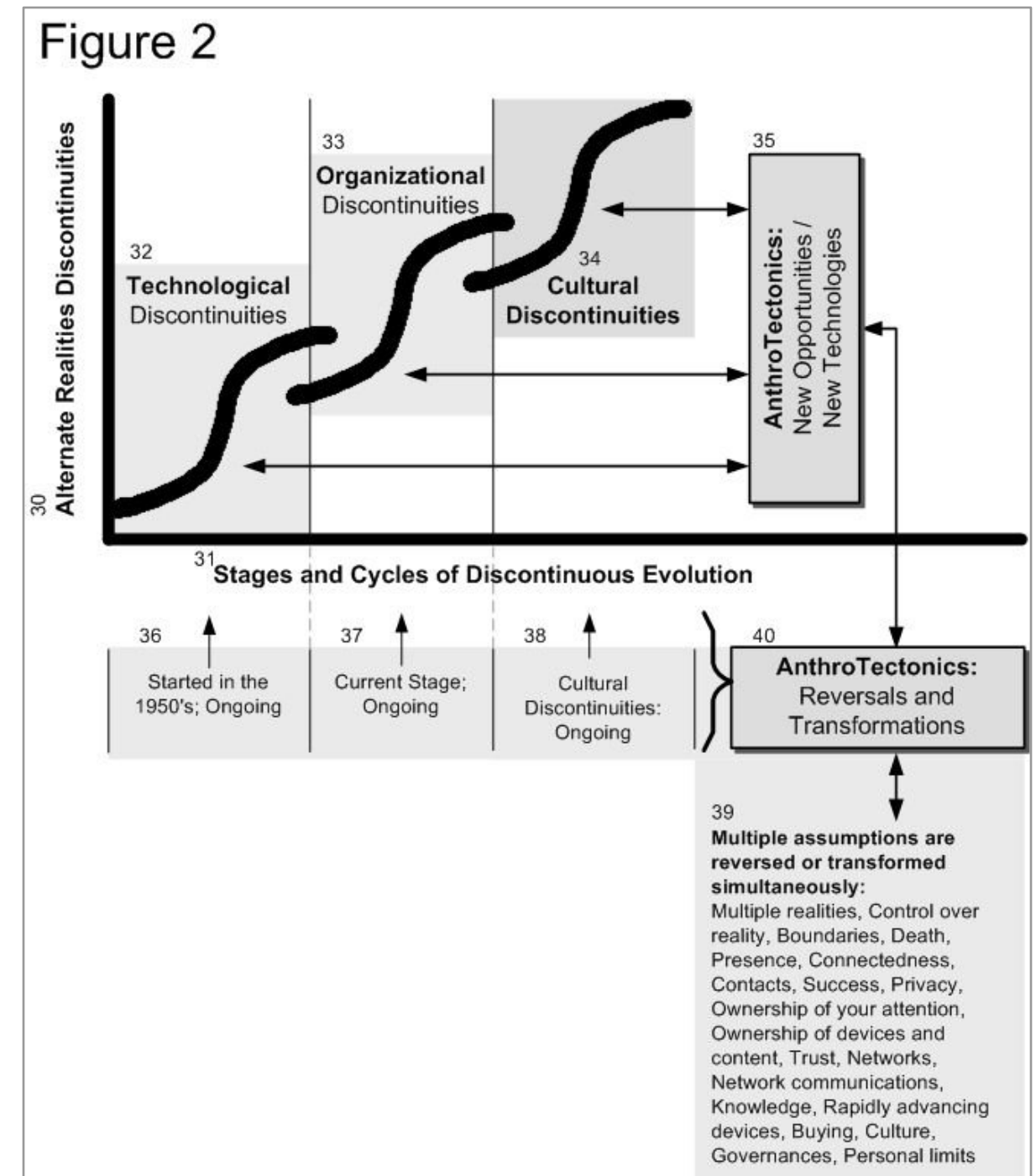


FIG 2: Simultaneously arriving disruptions and discontinuities grow in frequency, scope and scale until they transform the culture.

Tech repeatedly disrupts itself. What's next?

generally available public environment is largely planned as best as possible, with goals such as to attract and retain attention, loyalty, belief, etc.

These describe a common shared reality whose control is not in the hands of the people who live in it. That is, however, the nature of current physical reality (prior art).

As a new option, however, the Alternate Realities Machine (ARM) provides ARM Boundary Management Services that turn control over to us. By setting SPLS (Shared Planetary Life Spaces) Boundaries based on what we each want to include and exclude, an Alternate Realities Machine reverses parts of the control over the common shared reality from top-down to bottom-up. We may optionally control parts of our SPLS realities, rather than being forced to pay attention to one common reality that may attempt to exercise varying types of control over us. An example where we have already taken a pre-cursor step into control is with a television DVR (Digital Video Recorder) and a TV remote control. We skip past ads, record only the shows and news we want, and individually manage the entire television system as a digital source where we can choose to record (prioritize) what we want and skip (filter out) the ads, networks and channels that don't interest us. No wonder the cable sources won't sell us an a-la-carte channels plan where we buy only what we want and stop paying for what we don't like. The only way some television networks can exist is by forcing every cable subscriber to pay for them.

The ARM's (Alternate Reality Machine's) ARM Boundary Management Services provides managed Shared Planetary Living Spaces that have some parallels to the ways we use DVR's and TV remote controls to manage the world of "television." We each control what we want in our Life Spaces – which means both including (prioritizing) what we want and skipping (filtering) what we don't want. In addition, examples of initial Boundary Management Sub-services include a Paywall Boundary so we can get paid for

our attention instead of providing it for free, a Priorities / Filters Boundary so we can specify what is "in" and "out" in our individual realities, and a Protection and Safety Boundary that provides new means for digital and physical self-chosen personal protections for individuals, households, groups, and the public.

This Alternate Realities Machine also includes means to save, distribute and try out new Boundary Settings both quickly and widely – so we can see, access, distribute and try new alternate realities quickly and easily. This includes new types of Paywalls, protections, and filters so the best Alternate Realities may be applied with the scope and scale that the best deserve – potentially providing multiple better competitors than the common reality. In some examples these Automated and Manual Boundary Setting / Updating Services can even be created and marketed by corporations and interest groups who can use their customized realities to improve the lives of those who live in their Shared Planetary Living Spaces, in other examples in their governances, or in other examples in the plans and programs that they provide whether by selling them or otherwise.

From Section 2: Digital and Physical Safety Boundaries

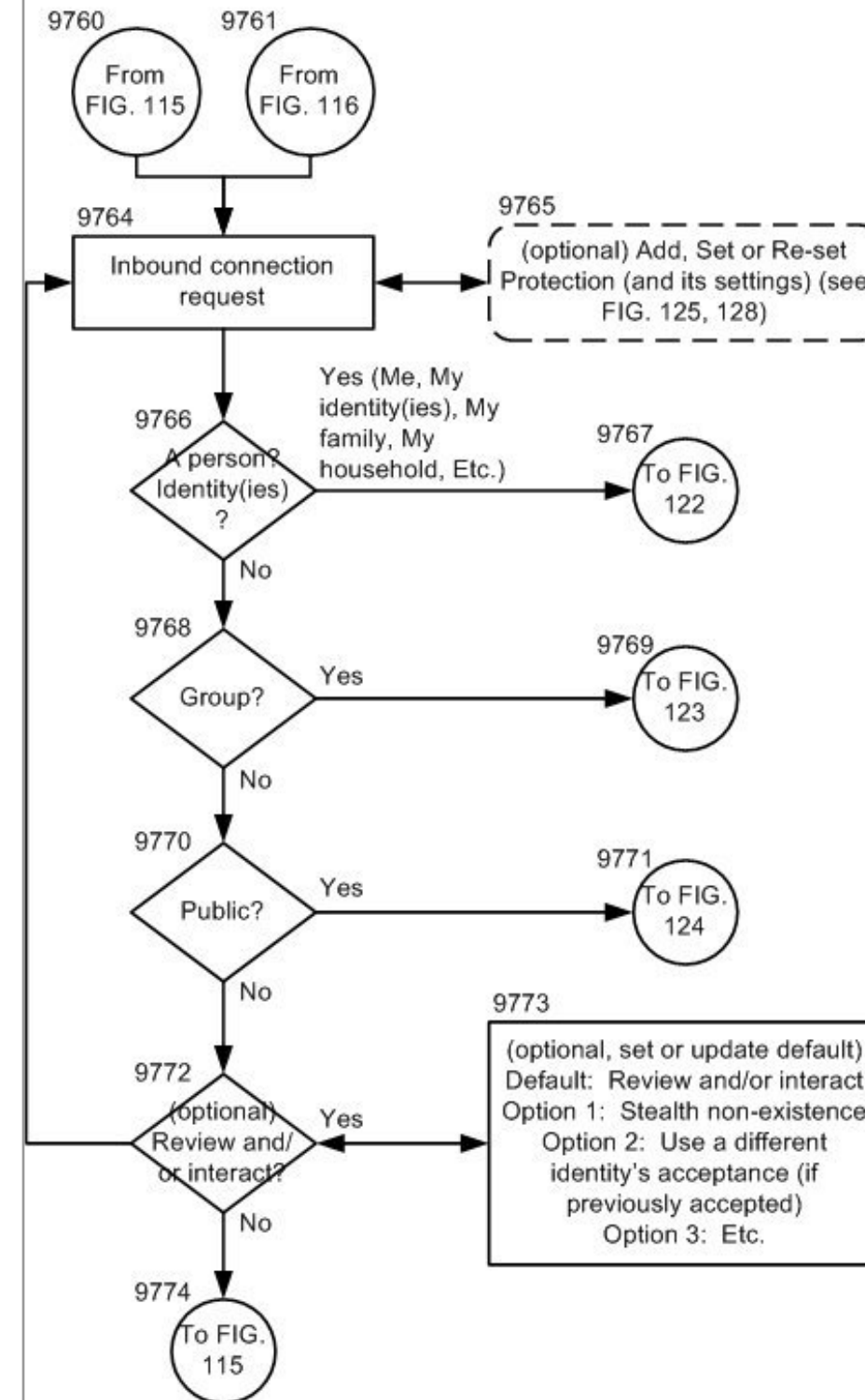
Safety and Security Boundaries

This is from FIG. 121, "TP Protection Services: Individuals, Groups, Public"

TP protection services – individuals, groups, public: In some examples as part of accepting an inbound Shared Space connection FIG. 115 SPLS Boundary Management Services 4905 may determine whether or not a recognized and known inbound connection request 4904 needs to be approved or processed by that SPLS's Protection boundary 4915, and if so the appropriate Protection boundary 4916 is invoked 9766 9768 9770 9772 in FIG. 121. In some examples a new inbound Shared Space connection FIG. 116 may identify a new inbound connection request 4930 4931 4932 and determine that it needs to be approved or processed by the Protection boundary 4944 and if so the appropriate Protection boundary 4950 is invoked 9766 9768 9770 9772. Turning now to FIG. 121, "TP Protection Services: Individuals, Groups, Public" in some examples a known inbound connection request 9764 is received from boundaries such as SPLS Boundary Management Services 9760, and in some examples a new inbound connection request 9764 is received from boundaries such as new inbound connection requests 9761. In some examples an option (at any time) is to set or reset one or a plurality of settings of the Protection boundary 9765, such as described in FIG. 125 and elsewhere.

In some examples a Protection boundary deals with aspects of the digital protection of individuals 9766, groups

Figure 121: TP Protection Services: Individuals, Groups, Public



As part of ARM Boundary Management Sub-services include... a Protection and Safety Boundary (FIG. 121, 122, 123, 124)... physical protection of in some examples one's property, in some examples devices, etc. (FIG. 130) as if one had an expansion of a home (or business) security system.

9768, and the public 9770. In some examples a Protection boundary deals with aspects of the physical protection of individuals 9766, groups 9768, and the public 9770. In some examples the Protection of an individual 9766 includes the digital and physical protection of a plurality of their identities. In some examples the Protection of an individual 9766 includes the digital and physical protection of their family and household. In some examples the inbound connection request 9764 is for an individual 9766, one identity 9766, a plurality of identities 9766, a family 9766, a household 9766, or additional houses or households of said individuals or identities 9766; and if inbound connection request 9764 needs to be approved or processed by the Protection boundary for Individuals 9766 then check the inbound connection request 9764 by the TP Protection boundary for Individuals 9781 in FIG. 122. In some examples the inbound connection request 9764 is for a group 9768; and if inbound connection request 9764 needs to be approved or processed by the Protection boundary for Groups 9768 then check the inbound connection request 9764 by the TP Protection boundary for Groups 9801 in FIG. 123. In some examples the inbound connection request 9764 is for the public 9770; and if inbound connection request 9764 needs to be approved or processed by the Protection boundary for the Public 9770 then check the inbound connection request 9764 by the TP Protection boundary for the Public 9825 in FIG. 124.

In some examples it may not be clear whether an inbound connection request 9764 that needs to be approved or processed by the protection boundary applies to a person 9766, a group 9768 or the public 9770; so if inbound connection request 9764 needs to be clarified then apply the currently set default action 9772 for determining unclear Protection requirements for inbound connection requests 9764. In some examples the default 9772 is to (optionally) manually review said unclear inbound connection request 9764 to determine the appropriate Protection boundary 9766 9768 9770. In some examples the default 9772 is to (optionally) interact with the source of

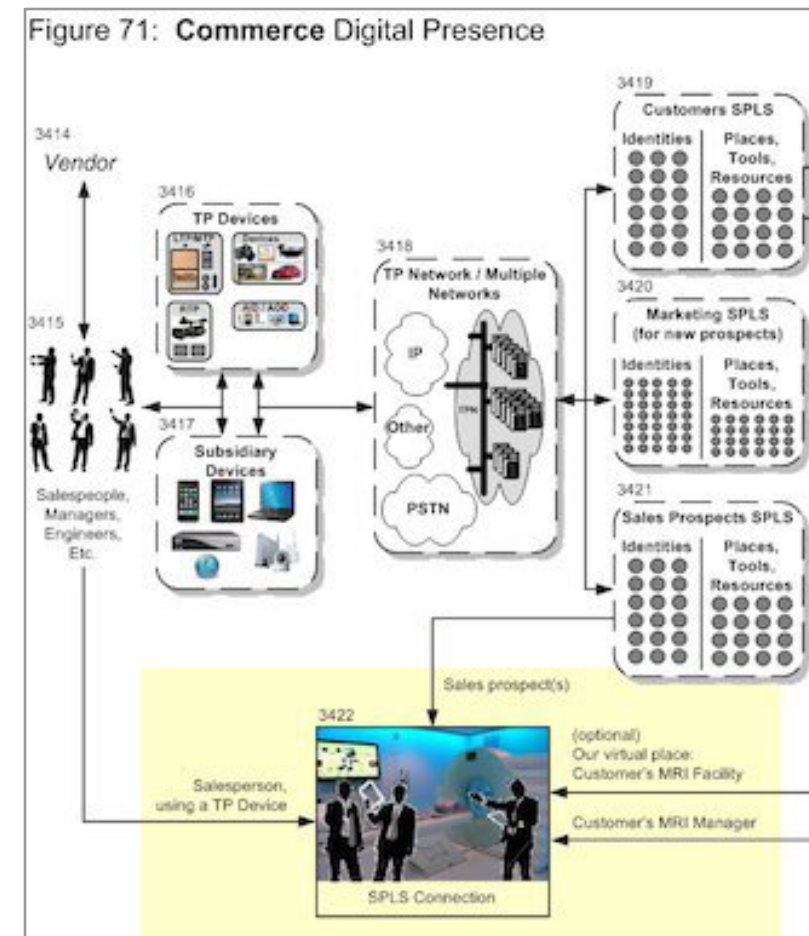
the unclear inbound connection request 9764 to determine the appropriate Protection boundary 9766 9768 9770. In some examples the default 9772 is to (optionally) interact with the receiving identity to determine the appropriate Protection boundary 9766 9768 9770. In some examples the default setting is to not reply and maintain stealth by not acknowledging existence in any way 9773. In some examples the default setting is to determine if any of the one's other identities have previously accepted and approved the current inbound connection request 9764 or source 9764, and if so treat this request with the same level of protection as previously determined and applied. In each case, the user may set or reset and save the default state 9773.

From Section 3: Devices Boundaries

Use Devices to Add Presence Boundaries

This is from FIGS. 70-80, "Shared Planetary Life Spaces"

DIGITAL PRESENCE AND PRESENCE SERVICES SUMMARY: It is an object of ARTPM Digital Presence (hereinafter Teleportal Digital Presence, or TPDP) to introduce a digital expansion of physical presence whereby Digital Presence (TPDP) in some examples becomes as important as physical presence, and in some examples TPDP may become more important. To achieve this it modifies the current reality's digital telecommunications which is product-focused (such as an Apple iPhone), vendor-focused (such as Microsoft Windows Phone 7) and service contract-focused (such as a Verizon cell phone contract) – which are typically designed to make one specific communication to an individual and/or a group at one time, then terminate said communication. As a result, current telecommunications services are often priced and sold by the type of use such as one price for a text or texting, another price for one phone call or a fixed amount of voice calling time, another price for a kilobyte of data or a limited quantity of data, etc – as if the electricity used to watch a television show was priced at a different rate than the electricity used to heat a house for one night. The TPDP's high-level principle is that users should have "digital presence" (which is broader conceptually than a telecommunications product, a telecommunications vendor or a telecommunications service contract) rather than the many individual devices and services a customer may have been sold to



COMMERCIAL DIGITAL PRESENCE: As the digital economy expands at an increasing scale, FIG. 71 "Multiple Digital Presences" provides some examples of varied ways that vendors may utilize SPS connections for marketing and sales...

...a plurality of focused connections make it possible to combine various types of virtual commercial connections such as a virtual customer visit at that customer location by both a vendor's sales person and a potential customer. In such a customer visit the potential customer could see an actual installation of a vendor's product(s)

and associated services, with direct connections to the current customer who can answer the potential customer's questions.

In some commerce examples various types of direct selling to customers may employ SPS connections such as a visit to a digital store, a digital mall with multiple stores; or any type of digital meeting that includes customers and salespeople and/or products or services. Some examples are illustrated by FIG. 71, one of which is an MRI (Magnetic Resonance Imaging) facility 3422. This digital sales call in a MRI facility begins with a vendor 3414. In some examples a first step begins with a salesperson 3415 who may have one identity or a plurality of identities 3415 as exemplified elsewhere. In some examples a next step is for that salesperson 3415 to login as that identity 3415 on one or a plurality of TP Devices... which may include subsidiary devices such as a mobile phone, ... wearable computing device, PC, laptop... tablet... online game system, Internet enabled television, television sets-top box... Web applications, websites, etc.

communicate with. With TPDP in some examples this means real-time digital presence (including always-on communications) between a plurality of different types of devices with more capabilities and in some examples with simpler end-user operations by means of a consistent TP interface (as described elsewhere); and in some examples a plurality of users may participate in one or a plurality of concurrent continuous connections by means of various devices and networks.

In some examples TPDP is different than current digital communications or virtual reality. In physical reality, when you walk outside and stroll down a physical street you can see everyone and everything there, and they can see you. If you are physically present on a street anyone can turn to you; make you their focus and talk directly to you. When you are in a physical conversation the other person(s) in it can hear you, too. In the digital reality of ARTPM's Shared Planetary Life Spaces (SPLS), when you figuratively "walk out" on a "digital street" it is as if you have walked out on a physical street – you are "present" in the digital environment and can see everyone and everything that is digitally present with you, and they can digitally see you. If you and one or a plurality of others focus on each other you can hear each other, too – just like when some of those present on a street turn to each other and have a physical conversation. It is not a virtual reality, however, which uses illustrations, pictorial images and avatars instead of the real images of real people and real places.

There are also differences between physical and digital reality, however, starting with a first example of how you enter TPDP: You enter TPDP by selecting one or a plurality of identities by means of logging in as an identity, or using a device such as a mobile phone that is attached to one or a plurality of selectable digital identities (which in some examples are selected manually, and in some examples are selected automatically). In some examples you choose to "be" yourself digitally, or in some examples you can choose to "be" any one or a plurality of your identities. Next, in

some examples you select one or a plurality of devices (a current parallel for multiple devices is carrying a work mobile phone like a Blackberry that may include paging and e-mail, and also carrying a personal mobile phone to stay in touch with family and friends by voice, text, email, twitter, pictures, etc.. Further, in some TPDP examples you open or join one or a plurality of SPLS(s) for each identity and device, which opens your digital presence with the IPTR (Identities [people], Places, Tools, Resources, etc.) in each of those SPLS(s). In some examples one step is to select a focused connection (or a plurality of focused connections) – the digital parallel to approaching one person on a physical street to have a conversation, while everyone and everything else present is in the background and cannot hear the conversation (in an SPLS only one or a plurality of chosen connections are the active focused connection[s] at one time, while the other SPLS members are in the background even though they are concurrent and may be focused immediately). Continuing this parallel between physical and digital environments, in a physical conversation the members of that conversation can hear it while others are too far away to hear it – again similarly, in some examples of a TPDP SPLS connection the members of a focused connection can hear it and see its related resources (such as a presentation, an application, other people in the focused connection, etc.) while those in the SPLS who are not part of the focused connection are not part of its audio, content, members, related resources, etc.

Some examples illustrate TPDP with a plurality of figures and examples (which are more descriptive and detailed than the following summary): FIGS. 70, 71 and 72 – types of focused connections: It is an object of the TPDP to provide varying types of digital presence. These are illustrated herein with three types of presence; in some examples individual(s) presence (FIG. 70), in some examples commercial presence (FIG. 71), and in some examples mobile presence (FIG. 72). Each illustration starts with a user in the top left with identity selection on the left, device selection as a next step and utilization of one or a plurality

of networks subsequent to that. Each identity has opened one or a plurality of SPLS's on the right with each SPLS including a plurality of IPTR (Identities, Places, Tools, Resources). From the open SPLS's the actor focuses a connection at the bottom with one or more SPLS members (including any appropriate IPTR). The focused connection may optionally be located in a place with various types of places illustrated in these examples and elsewhere.

From Section 4: Life Expansion Boundaries

Excerpts: Privacy Boundaries

Privacy is included repeatedly throughout the individual Digital Boundaries Figures and applications. A few excerpts include:

- Privacy: Personal membership in an SPLS is voluntary, and each identity(ies)'s SPLS(s) may specify the information available to or from the SPLS, groups of SPLS members, and/or each individual SPLS member – with these levels of control TPDP privacy is what each person wants. In some examples an SPLS may be more public and include information such as in a personal directory listing like names, telephone numbers, street addresses, e-mail addresses, company, title, etc. – but not include private information such as current location, current device(s) in use, current activity(ies), Social Security numbers, financial accounts, drivers license numbers, etc. in other examples an SPLS may be more private such as an SPLS designed for financial management and this type of SPLS may include Social Security numbers, financial accounts, and the assets and/or liabilities in one or a plurality of financial accounts in addition to names, addresses, etc. In other words, each SPLS may include the types of information that are appropriate and commonly used for the purpose(s) of that SPLS, and where memberships are voluntary (whether in one's own SPLS's and/or as a member of other SPLS's) then the appropriate information is included because each individual permits or denies it. Outside of an SPLS privacy may or may not be considered a digital reality issue

because various types of identifications (in some examples by an RTP, in some examples by face recognition, in some examples by physical or biometric identification, in some examples by association with a GPS-enabled device to which an identity is logged in, etc.) yield public information on the currently logged in identity(ies), and do not need to yield private or secret information on those who are identified. Similarly, in some examples an identification (such as a public RTP identification) does not yield information on a different identity or person that is not logged in. In some examples the range of public information on an identity may grow as that person engages in a wider range of public activities and creates a plurality of identities, but only public information may be accessed and retrieved about each identity – not its private or secret information. Furthermore, in some examples identifications are based on each person's current login(s) so if one wants to restrict one's information, one can choose to login with one or a plurality of public identities that provide the level of digital visibility wanted because one has taken the appropriate and available steps to manage those "public" identity(ies) visible and/or accessible information.

- Because you have control over your presence in each of others' SPLS's, including attributes described elsewhere such as visibility, personal data, boundaries, privacy, secrecy, etc. your level of privacy is what you choose it to be and you can expand or contract your privacy at any time in any one or more SPLS's, or outside of those SPLS's by other means as described elsewhere. In some examples this is instantiated as an Alternate Realities Machine (herein ARM) which provides new systems for control over digital reality. Because you have control over each of your SPLS's boundaries as described elsewhere such as in the ARM, you may filter out what you do not like, prioritize what you include, and set up new types of filters such as Paywalls for what you are willing to include conditionally. This means that one person may customize the digital reality for one SPLS,

and make each SPLS's reality as different as they want it to be from their other digital realities. Since each SPLS is connected to an identity, one person may have different identities that choose and enjoy different types of realities – such as family, profession, travel, recreation, sports, partying, punk, sexual, or whatever they want to be – and each identity and SPLS may choose privacy levels such as public, private or secret. This provides privacy choices instead of privacy issues, with self-controlled choices over what is public, what is private and what is secret. Similarly, culture is transformed from top-down imposition of common messages into self-chosen multiple identities, each with the different type(s) of digital boundaries, filters, Paywalls and preferences they want for that identity and its SPLS's. Thus, the types of culture and level of privacy in each digital reality is a reflection of a person's choices for each of his or her realities.

- From Constructed Digital Realities: Privacy realities (Couple RTP displays to face distortion software for those who put themselves on "privacy lists," so when they're in public they're covered up in "RTP digital realities.");
- As described in "You Control Your Presences Everywhere," FIG. 79 illustrates some examples of dynamic presence awareness, so that a user may control their "presence" based on their privacy settings: A further object of the TPDP is to dynamically derive and distribute presence information from a user's normal activities with a variety of devices, tasks, etc. throughout a day – including changes in the user's state information in some examples as various tasks are performed, in some examples as various devices are used, in some examples as identity(ies) are changed, in some examples as SPLS's are changed, in some examples as location(s) are changed, or in some examples as other state changes occur. Similarly, a further object of the TPDP is to reflect and include

users' administrative changes to various settings and/or rules when dynamically deriving and distributing presence information such as in some examples adding or removing identities, in some examples adding or removing SPLS's, in some examples adding or removing devices, in some examples changing presence rules, in some examples changing visibility and/or privacy settings, in some examples as other administrative or profile or other changes are made.

- As described in FIG. 79, "Filtered Views," In some examples a tracked administrative, profile, or local change 3584 3585 is a change in one or a plurality of private status settings 3590 such as whether an entire identity, a user attribute, a SPLS attribute or other component is marked private and governed by privacy policies, privacy rules or other privacy means, as described elsewhere. In some examples a tracked administrative, profile, or local change 3584 3585 is a change in one or a plurality of secret status settings 3590 such as whether an entire identity, a user attribute, a SPLS attribute or other component is marked secret and governed by secrecy policies, secrecy rules or other secrecy means, as described elsewhere.
- Also as described in FIG. 79, "Filtered Views," In some examples some people do not want to provide access to themselves or their presence information to one or a plurality of unrelated IPTR to prevent unwanted contacts, to provide greater security, to protect their privacy, etc. In some examples some people would like to provide limited access and display of their presence information by IPTR, with only certain selected contact information and/or presence details released.
- As described in FIG. 80 "Individuals' Control of Presence Boundaries," In some examples the rules management logic 3608 defines how to determine the privacy of presence information 3608 such that the displayed

information 3604 3614 may not display information that a user, such as SPLS Member 1, would like to keep confidential. In some examples the rules management logic 3608 provides this privacy 3608 by selectively removing 3608 part of the presence information 3609 before it is communicated to a recipient party 3604 3614; as one example of a privacy rule 3606 the presence information 3609 of SPLS Member 1 3605 3609 for a non-member 3611 3614 such as Non-member 3 3614 may include that this user's current TP Device is available for a focused connection, but not disclose the current physical location of this user, nor disclose the current use or state of this user's other devices or tasks or identities; and simultaneously, as another example of a privacy rule 3606 the presence information 3609 of SPLS Member 1 3605 3609 for SPLS Member 2 3600 3604 may include full disclosure of all of SPLS Member 1's current presence information.

From Section 5: Digital Freedom from Dictators

Introduction: Digital Freedom from Dictatorships

*This is from FIGS. 252-254, The "Digital Freedom from Dictatorships System".

DIGITAL FREEDOM FROM DICTATORSHIPS SYSTEM: Many millions around the world live lives of silent desperation under dictatorial governments that will not hesitate to punish them, to imprison them, even to kill them. Their living standards are typically suppressed to a lower level because a modern economy and prosperous living standards thrive on what these peoples are denied – education for both women and men, creativity and thinking and acting in the ways they choose, and in new ways. Their lives are locked down and when they complain they are terrorized by dictatorial governments that want their obedience and not their energies, their accomplishments or their dreams. Terrorists feed on these oppressions, demonizing prosperous advanced economies for these peoples' conditions, recruiting oppressed children as soldiers in growing a cultural war between the dictators and the oppressed.

Many millions of others live under free governments with lives of outspoken aspiration, but their rational beliefs that freedom is a human right and everyone should share it are ignored by their powerful democratic governments when the subject turns to transforming dictatorial governments and liberating their peoples. Though free, the citizens of societies with advanced economies are often ignored when their aspirations turn to democratic freedoms in dictatorial

countries, and if they complain they are often urged to spend their efforts in ways that will not change those governments.

Today this situation appears intractable. Within their own lives people everywhere have daily pressures whether they live in a prosperous society or a poor one. From outside their lives all are constantly confronted by new head-turning events like the latest political confrontations, international crises, terrorist threats, repeated energy problems, economic instabilities and many other media-hyped issues (because media earns more when it captures its audiences' attention). The central problem of human freedom from dictatorships is marginalized, without meaningful ways to achieve it, even discuss it, even hope to change it.

That may no longer be the whole story. One contention of an ARTPM is that if we don't like physical reality there might be new digital ways to change it. This technology implies that a new personal option might become, "If you want a better reality, change it."

If there were new means to make personal and private reality changes, would individuals living under some dictatorships use stealthy and cloaked means to change their lives in ways that are impossible today? If yes, might the most significant question become how to release human energies so a growing number of oppressed people can use new means to produce the outcomes that each person desires, to which a growing number of oppressed people might be willing to commit at least some effort?

If yes, might the next question become how big a difference can individual efforts make – might they allow us to ask whether dedicated and free stealthy individuals could change their societies? If true, this may make it easier to see that changing your digital reality might gradually change a dictatorial society, and not just your personal life.

success desired while using devices (as defined by the AKM) 7399, the targeted satisfaction or other metric(s) while using devices 7186, if a link is wanted after AKI to the next step to take 7187, if a link is wanted after AKI and AK to the most successful device in that category 7188 (which generally includes means to research and purchase said "best" device), if AK and links are wanted after AK to AK and guidance in each goal 7189 (when tasks are done and the success of QOL goals is affected 7189, if a link is wanted to after AKI and AK to QOL goals selection and editing 7189, if a link is wanted to means to provide feedback or comments to others on said device 7191, if links are wanted to related devices, QOL goals, AK, other types of guidance, etc. 7192, along with access to other types of QOL goals editing and AK services or content related to achieving said QOL goals 7193.

Visible Results from Boundaries “Packages”

This is from FIG. 246, Continuous Visibility of Success/Failure from Goals / “Packages” Choices

AKM visibility of success / failure from control choices: FIG. 246 "AKM Continuous Visibility of Success/Failure from Goals/"Packages" Choices" provides a linear description of the process illustrated in FIGS. 243, 244 and 245 and provides for visible results from purchased goals “packages”, so that inadequacies may be responded to, corrected, etc. if needed. For clarity profile(s), AKM record(s) and identity(ies) are referred to with the single term “profile” or “profile(s).” This iterative, continuously improving process includes: Modifying personal profile(s) 7970 by selecting goal(s), preferences, options, vendor(s) "packages," and/or other of available choices; Generating AKI / AK action(s) 7971 by the AKM based on the user(s) profile(s), to fulfill the user(s)' goal(s); Providing AKI / AK to the user(s) 7972 including alerts, reminders, etc.; Notifying user(s) of performance that is above, at or below target(s) 7973 by means of AKI / AK, alerts, reports, dashboards and other communication(s); As needed, performing corrective action(s) 7974 that may include steps such as automated alterations in a user's profile settings for the delivery of AKI / AK during tasks, reporting, other communications, etc.; Displaying the status, report(s) or dashboard(s) of the achievement(s) of the user(s), including at least one of the goals selected 7975, and metrics for the achievements to date, with (optional) comparison(s) and gap(s) from goal(s) and/or "best possible" so that the user's current status relative to targeted goal(s) is provided; Based on the user(s) results and progress toward goal(s), providing means for selecting revised profile(s), goal(s), preferences, options, vendors' package(s), and as a result revising the AKI / AK

Figure 246: AKM Continuous Visibility of Success/Failure from Goals / “Packages” Choices

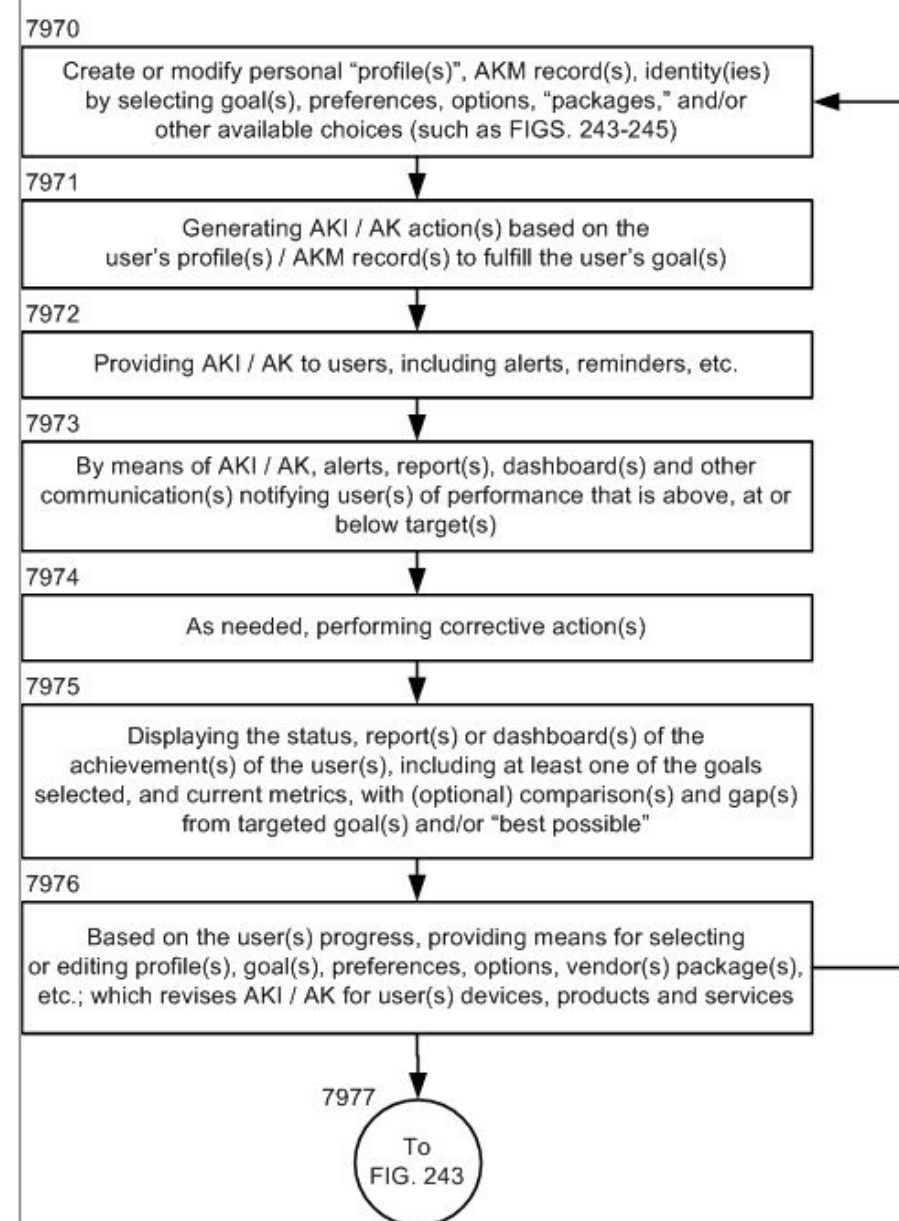


FIG. 246 illustrates how said self-service management by users, vendors, governances, etc. is applied and produces visible results

delivered for the user(s) current products and services
7976; The means for performing these goal(s) selection(s),
edits, etc. forms a continuous process of improvement by
returning to the initial step 7976 7970; The detailed process
for performing these goal(s) selection(s), edits and profile
association(s) starts in FIG. 243 7977.

Continuously Improve Boundaries Results

This is from FIG. 247, "Continuous Visibility of Success/Failure from Goals/ "Packages" Choices with Continuous Improvements"

FIG. 247 "AKM Continuous Visibility of Success/Failure from Goals/"Packages" Choices with Continuous Improvements" illustrates an iterative continuous improvement description of the process illustrated in FIGS. 243, 244, 245 and 246, showing some additional ways that corrective actions and modifications may be made any time as needed, to produce continuous improvements in results from purchased goals "packages." For clarity profile(s), AKM record(s) and identity(ies) are referred to with the single term "profile" or "profile(s)." This circular, continuously improving process includes: As described in FIGS. 243, 244 and 245 create or edit one or more users' profile(s) 7980, including the users', vendors', governances', etc. goal(s), preferences, options and/or "package(s)" (which may include traditional marketing and sales such as promotions and campaigns, deals and plans, products and services packages, reward or loyalty programs, etc.; and may also include vendor or third-party customer lock-in and ownership marketing and sales of lifestyles, real or virtual communities, values systems, etc.). Based on the settings in each said edited profile(s) run the appropriate AKM processes that obtain and deliver each appropriate type of AKI / AK 7981. Conduct the AKM interactions during use of devices, etc. 7982 including: Deliver AKI / AK at the in-use steps and stages of usage when each type of AKI / AK is needed, useful or desired 7982. Deliver alerts, reminders, advertisements, subscription or membership offers, etc. 7982. By means of reports, dashboards, other types of AKM communications, etc. 7983 notify each user of performance, such as performance that is above or below said user's set or edited goals 7983, and/or targeted goals that are included in a "package(s)" 7983. By means of (optional) tracking and/or

Figure 247: AKM Continuous Visibility of Success/Failure from Goals / "Packages" Choices, with Continuous Improvements

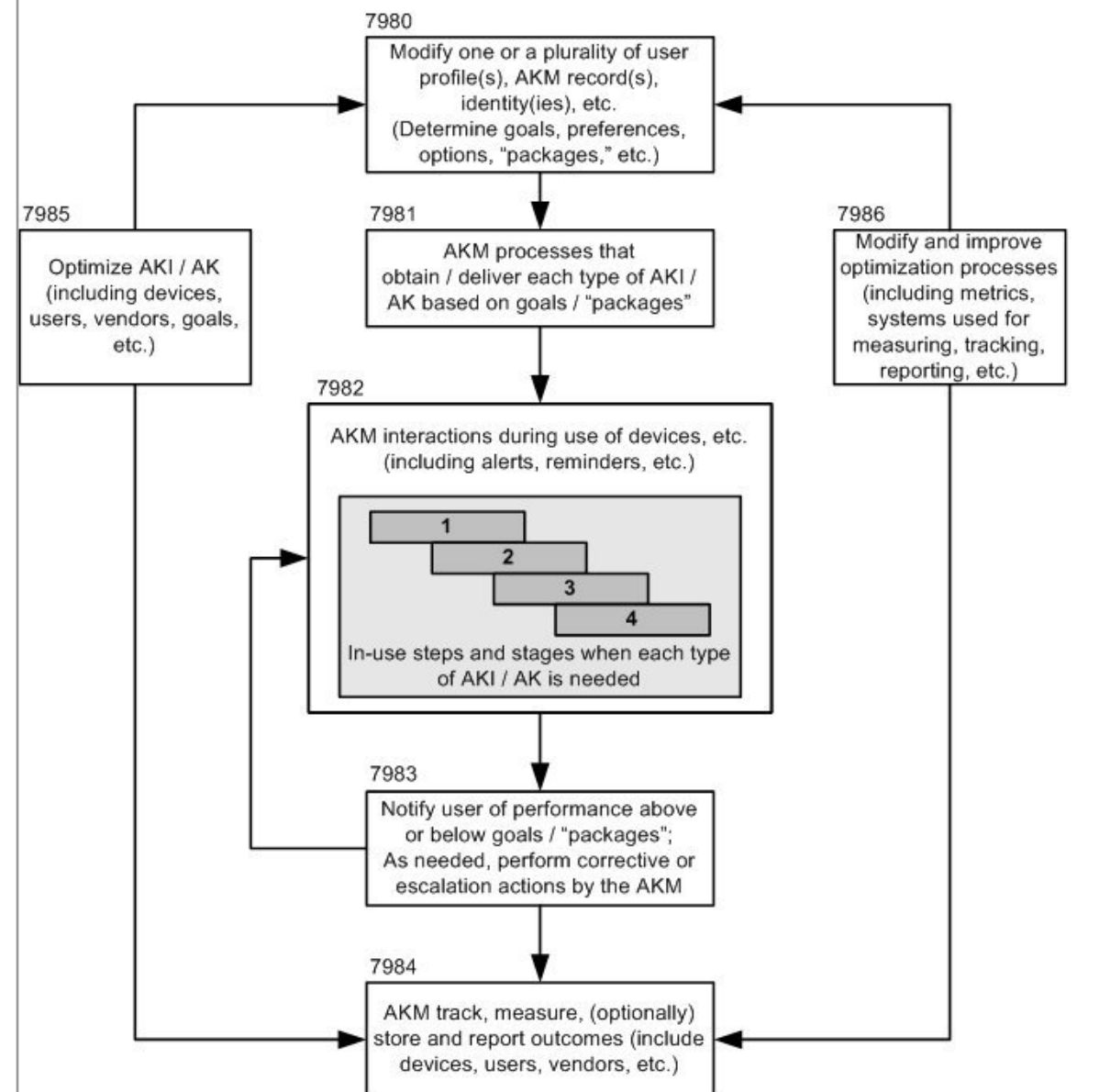


FIG. 247 illustrates how self-service management produces visible results, and those results are applied to improve the results — in a continuous, repetitive improvement process

measurements 7983, perform corrective AKM actions 7983 7982 as needed until each user's targeted goal(s) 7981 are reached. At the AKM level, track, measure, optionally store for retrieval, and report results and outcomes 7984 including devices, users, vendors, etc. Provide continuous improvements by performing optimizations 7985 as described elsewhere. Also provide continuous improvements by performing optimization's methods improvements 7986 as described elsewhere, including metrics, processes used for testing, optimization, measuring, tracking, reporting, etc.).

These form a circular, continuous improvement process 7984 7985 7986 7980 by repeatedly returning to the initial step: The results achieved 7984 by actual usage 7981 7982 7983 drive successive rounds of improvements 7984 7985 7986 that are made by the user, vendor and third-party editing processes 7980 described herein in FIGS. 216, 217, 218 and elsewhere.

Governances: Mass Market Boundaries “Packages”

This is from FIGS. 248-250, Multiple Types of Governances

AKM GOVERNANCES: With self-management covered a larger purpose comes into view, and that is new options for collective improvements by means of governance(s) that open new fields that differ from present instantiations of the nation state and their varied governments and political philosophies.

At this juncture this AKM now moves from processes for acquiring and delivering knowledge from individual activities to using collective activities for purposes of group or collective improvements under the term “Governances” (illustrated herein in FIGS. 248 “IndividualISM,” 249 “CorporatISM,” and 250 “WorldISM”). By surfacing activity-level, device-level, vendor-level, market-level and other in-use data so that individual activities are made visible and accessible, an AKM aggregates purposeful activities as indicators of implied collective desires for personal success and satisfaction, which can be translated into governance processes that expand the opportunities (as well as providing new governance concepts, systems and institutions) for applying resources and processes that are controlled by a group (herein a “governance” with some of many possible examples being Individuals [FIG. 248], Corporations [FIG. 249], and Centralized Global Governance [FIG.250]) to raise the rates of success and satisfaction for each type of governance’s groups and sub-groups (in some examples its members, subscribers, etc.) and its business associates (in some examples its suppliers, affiliates, partners, distribution channels, agents, etc.). In short, as the AKM identifies, tracks, measures and makes visible the gaps between activities, chosen goals, additional derived

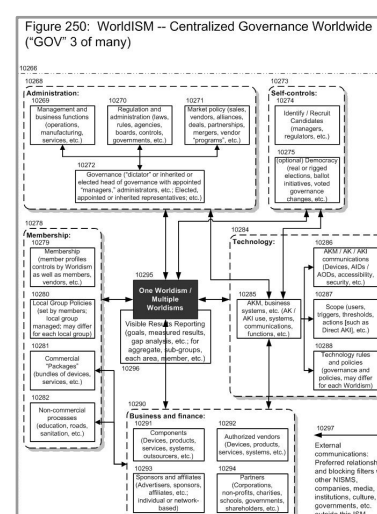
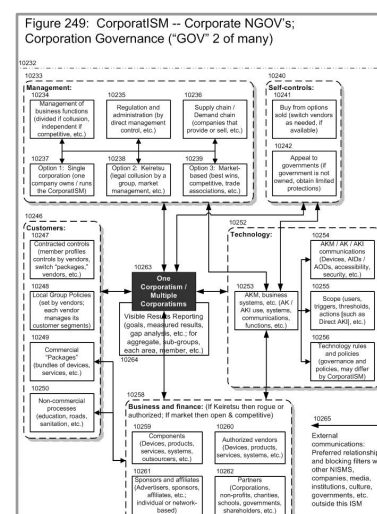
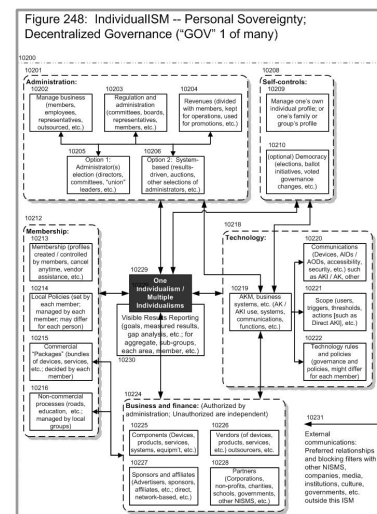


FIG. 248: IndividualISM Governance: An IndividualISM is the expansion of self-control to personal sovereignty and self-governance by individuals who are members of one or more.IndividualISMS, to select their own goals and provide them expanded means to achieve them.

FIG. 249: CorporatISM Governance: A CorporatISM is the expansion of corporate activities into a governance, in which one company through collective groups of companies (such as alliances or associations) may provide larger ranges of devices, products and services to meet an individual’s consumption and/or success needs on a larger scale, such as across an entire lifestyle for decades or a lifetime.

FIG. 250: WorldISM Governance: A WorldISM is the expanded centralization of governance intended to drive human success across national boundaries by means of technologies such as the AKM, independent of whether each WorldISM is based on a political philosophy, economic organization (such as a capitalist corporation, nonprofit “cause” organization, charity, etc.) or human goals (such as any group’s values, beliefs, commandments, aspirations, dreams, fantasies, etc.).

goals implied by activities, and various measured failure and success rates, those gaps may be directly tackled and reduced by governance (e.g., collective actions) means, to achieve those chosen and implied goals for groups as well as as well as by the other means described in the AKM for individuals.

New technology is related to economic growth (as described elsewhere). Some examples of this growth are new economic options such as new industries (in some examples the emergence and growth of new Internet-focused industries), and the resulting transformations of lives and societies from those industrial activities. In parallel ways, new technology is related to new options for governance that may emerge throughout history such as the emergence, growth and evolution of the nation state which (in large part) emerged from the rise of the middle class, public education and urbanization which are in turn related to historic economic industrial transformations, and also produced resulting transformations of lives and societies. In a similar way, new technologies, processes, systems, etc. may be created so as to provide new options for "governance" which are described herein. The AKM is one advance that could provide new types of "governances" since it is embedded (in whole or in part) in devices used in activities to alter how well they work for people, and that is employed to increase the performance, results and/or processes of a plurality of organizations, industries, social institutions, etc. Because the AKM is politically "agnostic," it may provide multiple types of governance simultaneously in our increasingly networked society. A broad description of this governance component of the AKM is as follows:

Current economic background: There are deep connections between macro-indicators of economic progress including macro-level actions and policies, and micro-level activities throughout the economy. In some examples Stock markets embody collective macro judgments based on some of the most thorough news and information systems ever available. In addition to the price

of individual stocks, the collective judgment of a market is embodied in indices like the Dow Jones Average, the S&P 500, etc. Moreover, there are a variety of different markets such as the New York Stock Exchange, NASDAQ, the Chicago Commodities Exchange, not to mention other national and regional markets in virtually every part of the world. These individual stock valuations and diverse indices are macro indicators of the success or failure of large numbers of fine-grained, individual economic transactions. Each transaction represents the needs of a buyer, the costs and needs of a seller, and the quality, scarcity or abundance of the raw material, product, service, etc. being purchased. Based on the price set by each of these fine-grained transactions, without any central authority being involved, and based on the resulting indicators of supply, demand, and prices other people and organizations buy and sell that material or product in greater or lesser quantity, in more or fewer distribution channels, and related economic activities are expanded or contracted (such as promoting that item or investing in R&D for a next-generation product). Thus, the aggregation and provision of data about economic activity and its combined results inform subsequent individual and group decisions, policies, business processes, behaviors, etc.

Historic economic background: Economic growth rates during the Middle Ages were nearly flat. For centuries at a time, successive generations did not see any improvements or changes in their standard of living. Economic growth began in earnest with the start of the Industrial Revolution, which included three developments among a plurality of others. The first was the rise of industry, which gave its name to the revolution. The second was the rise of innovation and inventiveness which created new technologies and processes of manufacturing, new products that were sold by new distribution and retailing systems, and communications / publishing that spread new information and new knowledge. Also helpful was the rise of capitalist "free markets" with a price system that efficiently sends its signals throughout the local through