

Press Release

GENISAMA Announced Consumer Products toward Strong AI



GENISAMA LLC is a startup based in East Lansing, Michigan, USA. It is a spin-off from AI research at Michigan State University. Nov. 3, 2017, It announced several consumer products that attract those who like to keep on top of current technology toward mobile 3D video recording and mobile viewing. The products are scheduled to arrive for the upcoming holiday shopping season. "They are also our first products toward strong AI", the company founder Dr. Juyang Weng said.

3DCam

3D Camera and Machine learner, 3DCam for short, is a set of custom made gadgets that work together to expand the recording and reviewing power of smart phones. You can use the set to record 3D video and take 3D photos using its binocular cameras. The synchronization of the two binocular cameras makes the resulting 3D video more stable to watch, unlike some unsynchronized 3D cameras for mobile phones that do not take 3D photos. The provided 3D goggle is used to view 3D contents from smart phones, tablets, laptop computers, and 3D game consoles, hopefully more comfortable than anaglyph and methods that mask off about a half numbers of pixels for each eye. Its another function is machine learning, based on MSU patented technology Developmental Networks (DN). This represents a newly developed avenue for consumer enjoyment: You can train the product for your own personal wishes and likings.

3DTube

3DTube is a video based Internet platform emphasizing 3D contents. You can share with your friends 3D movies that you take at your wedding, during your vacation, or when your child makes the first walking. The growing computing power of mobile phones will continue to make 3D video and 3D photos increasingly common in human lives. For example, 3D facial features in 3D photos do not get changed or lost as in 2D photos.

AOS

AOS is a new kind of operating system. It has the Developmental Network as the core to auto-program for general purposes. Companies and individuals do not need to understand DN for using the AOS to train their own AI systems. AOS is different from traditional AI that requires a human to hand-craft programs for each given specific task plus task-specific machine learning. AOS auto-programs: The machine learners in a way similar to how parents and teacher physically interact with children: from simple to complex. "This relieved humans from handcrafting AI rules, as such rules are too many and too muddy for any human to program," Weng predicts. For more detail: www.genisama.com.