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TOP 100 JARGON

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Top 100 Jargon

Introduction to the 100 Key Terms List and Method of Organization

In compiling this comprehensive list of 100 pivotal terms across the realms of AI, blockchain, and Web3, a unique and thoughtful approach to organization was adopted. This list, initially starting as a collection of over 150 terms, was meticulously curated to encapsulate the most significant and relevant vocabulary in these rapidly evolving fields. The goal was not just to create a mere glossary but to provide a structured and insightful journey through the complex landscapes of artificial intelligence, blockchain technology, and the burgeoning world of Web3.

The process involved a careful pruning of the initial list, where terms were evaluated and selected based on their importance and relevance, ensuring the removal of duplicates and overly niche or obscure terms. This refinement was aimed at concentrating on the most essential and impactful vocabulary that spans a wide array of topics within these domains. From the intricacies of machine learning, neural networks, and natural language processing in AI to the nuances of cryptocurrency, decentralized finance (DeFi), and Non-Fungible Tokens (NFTs) in blockchain, the list is comprehensive.

Furthermore, the organization of these terms was intentionally designed to enhance understanding and context. Instead of adhering to a strict alphabetical order, related terms are thoughtfully grouped together. This approach not only aids in contextual learning but also allows for a more intuitive exploration of each topic. Foundational concepts like artificial intelligence, machine learning, and blockchain are positioned prominently, serving as cornerstones for the rest of the content.

The list also intersperses terms across AI, blockchain, and Web3, avoiding long alphabetical blocks and instead presenting a diverse and intermixed array of concepts. This variety is further enriched by the inclusion of well-known acronyms, presented alongside their expanded forms for clarity.

Key buzzwords that have permeated common business parlance, such as 'metaverse', 'digital transformation', and 'automation', are given prominence due to their widespread usage and significance in current discussions.

In summary, this list is crafted not just as a reference but as an educational tool, offering a logical progression of terms that collectively paint a comprehensive picture of these cutting-edge technologies. The organization is designed to facilitate learning, understanding, and the ability to see the interconnectedness of these diverse yet related fields.

Top 100 AI, Blockchain & Web3 Jargon

1. **5G** - The 5th generation of wireless networks enabling faster speeds, lower latency, and better connectivity for technologies like VR/AR and edge computing.

2. Algorithmic Bias - Errors in AI systems causing systematic unfair outcomes, often due to poor data quality or lack of diversity in training data.

3. Artificial Intelligence (AI) - The capability of machines to imitate intelligent human behavior and perform tasks like sensing, comprehending, acting, and learning. Enables technologies like natural language processing, computer vision, robotics, and automation.

4. Augmented Reality (AR) - Technology that overlays digital information and virtual objects on the real-world environment via devices like glasses or a smartphone screen. Useful for training, gaming, navigation, and more.

5. Automated Decision Systems - AI systems that make high-stakes decisions, recommendations, or predictions with minimal human oversight, raising ethical concerns.

6. Automation - Using technology like AI, robotics, and smart software to perform tasks, processes, and workflows traditionally done by humans.

7. Big Data - Extremely large, complex datasets made up of structured, semi-structured, and unstructured data from various sources. Requires advanced techniques and computing power to store, process, and analyze.

8. **Bitcoin** - A decentralized digital currency created in 2009 that runs on blockchain technology. Allows peer-to-peer transactions without intermediaries. The first and most well-known cryptocurrency.

9. Blockchain - An immutable distributed digital ledger of transactions and records spread across a decentralized peer-to-peer network. Enables cryptocurrencies, NFTs, DeFi, supply chain tracking, voting, and more.

10. Central Bank Digital Currencies (CBDCs) - Digital forms of fiat money issued by central banks as legal tender. Arises as governments explore digital alternatives to physical cash.

11. Computer Vision - Technology enabling computers to identify, process, and analyze visual inputs like digital images and videos using machine learning and deep learning techniques.

12. Cryptocurrency - Digital or virtual assets serving as a medium of exchange, based on cryptography to secure transactions and control the creation of additional currency units. Decentralized on a blockchain.

13. Cybersecurity - Protecting internet-connected systems including hardware, software, servers, networks, and data from unauthorized access, hacking, phishing, denial-of-service attacks, and other cyber threats.

14. DAOs (Decentralized Autonomous Organizations) - Organizations that operate on a blockchain or peer-to-peer network and are governed by rules encoded into smart contracts rather than centralized management.

15. **DApps (Decentralized Applications)** - Software applications that run on a decentralized computing system or blockchain network instead of a single computer. Provides benefits like fault tolerance and attack resistance.

16. Data Analytics - The processes, tools, and techniques used to extract insights, patterns, and trends from data through analysis and applications of statistics, modeling, machine learning, and data mining.

17. Data Mining - The computational process of discovering patterns, models, correlations, or trends by sifting through large amounts of data. Relies heavily on machine learning and statistical algorithms.

18. Data Science - An interdisciplinary field combining domains like statistics, data analysis, machine learning, domain expertise, and computer science to extract valuable insights from data.

19. Data Visualization - Representing information graphically through charts, plots, infographics, and other visual formats to improve comprehension, analysis, and decision making.

20. Decentralized DNS - Using blockchain and decentralized hosting to replace centralized DNS servers. Aims to make domain name mapping more private, censorship-resistant and less prone to single points of failure.

21. Decentralized Finance (DeFi) - Financial applications like lending, borrowing, trading, and investments built on public blockchains. Aims to provide open access to financial services without central intermediaries.

22. **Decentralized Identity** - Digital identity systems built using blockchain and cryptography where users fully own and control their identities and personal data. Aims to increase privacy.

23. Decentralized Storage - Storing data across globally distributed servers or nodes rather than a single centralized database. Provides benefits like redundancy and immutability.

24. Deep Learning - A subset of machine learning based on artificial neural networks with multiple abstraction layers. Excels at finding complex patterns and relationships in large amounts of unstructured data.

25. Digitization - The process of converting information like text, sound, images, video, and signals into digital bits that can be electronically stored, processed, and transmitted via digital devices and networks.

26. Digital Ethics - Considerations around topics like transparency, bias, accountability, automation, privacy, and sustainability in technologies like AI, big data, social media, and the internet of things.

27. Digital Literacy - The ability to use, create, critique, and understand digital technologies. Includes competencies like using software/apps, finding online information, computational thinking, and understanding risks.

28. Digital Transformation - Organizational change through adopting digital technologies like cloud, mobile, AI, IoT, big data analytics, and social media to solve problems, improve operations, and provide better customer experiences.

29. **Digital Twins** - Virtual representations or models of real-world objects, systems, or processes that are continuously updated with real-time data and simulations to understand and optimize performance. Used across industries from healthcare to smart cities.

30. Edge Computing - Processing data near the source of data generation rather than sending to the cloud. Enables real-time insights for time-sensitive applications and reduces bandwidth requirements.

31. Ethereum - An open-source blockchain platform for building and deploying decentralized applications with smart contracts. Provides a cryptocurrency called ether.

32. Infrastructure as a Service (IaaS) - A cloud computing model where service providers host fundamental computing resources like servers, storage, and networking over the internet on demand.

33. Internet of Things (IoT) - A network of internet-connected physical objects or devices that can sense, communicate, and exchange data with minimal human intervention. Includes technologies like home assistants, health trackers, and autonomous vehicles.

34. Machine Learning (ML) - The study and construction of algorithms that can learn and improve at tasks from data without explicit programming. Underlies many AI and data analytics applications today.

35. Metaverse - A hypothetical iteration of the internet as a persistent, shared 3D virtual space linking augmented and virtual reality hardware. Could incorporate digital assets/currency, avatars, gaming, social media, entertainment, and more.

36. **Mixed Reality** - Merging real and virtual worlds to produce visual environments and physical objects that interact in real-time. Enabled by head-mounted displays that combine AR and VR.

37. Natural Language Processing (NLP) - AI enabling computers to understand, interpret, manipulate, and potentially generate human language including speech and text. Key for conversational agents like chatbots.

38. Non-fungible Tokens (NFTs) - Unique cryptographic tokens that represent ownership of digital assets like artwork, collectibles, music, videos, tweets, virtual avatars/items, and more. Recorded on a blockchain.

39. Oracles - Sources of external data required by smart contracts executing on public blockchains isolated from the internet. Might provide info on weather, election results, sports scores, etc.

40. Platform as a Service (PaaS) - Cloud computing model providing platforms to develop, run, and manage applications without managing underlying infrastructure. Streamlines app development and deployment.

41. Quantum Computing - Next-generation computing paradigm harnessing quantum mechanical phenomena like superposition, entanglement, and interference to solve problems intractable for classical computers.

42. Regulatory Technology (RegTech) - Use of technology, especially AI and blockchain, to help companies more efficiently comply with regulations and regulatory reporting. Creates transparency.

43. **Reinforcement Learning** - Machine learning technique where agents learn to optimize behaviors in an environment based on maximizing cumulative reward and minimizing risk through trial and error.

44. Robotics - The engineering and programming of machines able to autonomously sense, move, and manipulate objects enabling automation of an expanding range of physical tasks.

45. Smart Contracts - Self-executing programs on a blockchain that automatically implement terms of an agreement between parties. Facilitates exchange on blockchain networks without intermediaries.

46. Software as a Service (SaaS) - A cloud computing model in which users access a vendor's cloud-based software applications over the internet, usually on a subscription basis. Replaces software installed locally.

47. Stablecoins - Cryptocurrencies designed to minimize price volatility and maintain a stable value relative to fiat currencies, commodities, or financial assets. Achieved via reserves or algorithms.

48. Tokenization - Representing real-world assets like company stocks, commodities, real estate, art, and more with digital tokens on a blockchain. Enables fractional ownership and trading.

49. Virtual Reality (VR) - Computer-generated 3D environments simulating physical presence that users can interact with and become immersed in through equipment like goggles and headsets.

50. **Web 3.0** - The hypothesized next phase of the internet where technologies like blockchain, decentralization, and token-based economics promote privacy, openness, and user control of data/assets.

51. 3D Printing - Additive manufacturing techniques building physical objects by depositing materials layer-by-layer based on digital 3D models. Enables on-demand, customized, decentralized manufacturing.

52. 5G - The 5th generation cellular network providing faster speeds, lower latency, and greater bandwidth compared to 4G. Will enable new technologies dependent on connectivity like autonomous vehicles.

53. Adversarial Machine Learning - Systems using AI that can fool other AI systems by manipulating inputs to cause misclassification or failure. Raises security concerns.

54. Affective Computing - Development of systems and devices that can recognize, interpret, process, and simulate human affects like emotions. Enables more natural HCI.

55. Agnostic AI - AI systems capable of learning how to perform a task even when some key information like the device or environment is unknown at design time. Increases flexibility.

56. AI Assistant - Intelligent agents leveraging NLP, ML and dialog systems to understand user intents through natural conversation and take actions like answering questions, making recommendations and controlling smart devices.

57. **Algorithmic Trading** - Automated trading of securities like stocks and futures using complex algorithms and AI to analyze data and make split-second transaction decisions faster than a human could.

58. Ambient Computing - Concept of interactions between humans and technology becoming more seamless, ubiquitous, and less distracting through devices embedded in everyday environments.

59. Anomaly Detection - Machine learning techniques identifying unusual patterns that do not conform to expected behavior. Used for credit card fraud detection, system failure monitoring, and more.

60. Artificial General Intelligence - Hypothetical AI with general cognitive abilities equal to or exceeding human intelligence and the ability to master multiple domains. Considered the ultimate goal of AI.

61. Augmented Writing - AI techniques enhancing human writing by providing context-aware recommendations for word choice, grammar corrections, and sentence/paragraph organization in real-time.

62. Automated Machine Learning - Algorithms and techniques for automating the machine learning model development process with minimal human intervention. Makes ML more accessible.

63. Autonomous Vehicles - Vehicles combining sensors, ML, computer vision, mapping, and navigation to perceive environments and operate with little or no human input.

64. **Bias Mitigation** - Processes to detect, measure, and mitigate biases in AI systems developed through biased training data or algorithms. Addresses fairness concerns.

65. Bioinformatics - Applying computational techniques to understand and process biological data at large scale. Used to analyze DNA, RNA, and protein sequences.

66. Cognitive Computing - AI systems aimed at simulating human mental capabilities like thinking, reasoning, learning, interacting and problem solving. Takes cues from neuroscience.

67. Context-Aware Computing - Computing paradigm where apps and devices can understand and adapt to their environments and users based on sensed contextual information like location and time.

68. Crowdsourcing - Obtaining data, feedback or input into problem-solving from a large number of people, especially an online community. Used to build datasets, train AI, and more.

69. Data Democratization - Making data more accessible across an organization through technologies like data lakes, self-service analytics, MLOps, and data catalogs. Removes bottlenecks.

70. Explainable AI - AI systems whose decisions and reasoning can be understood and articulated in human terms rather than black boxes. Important for safety and ethics.

71. **Federated Learning** - Approach to machine learning where models are trained by parallel computing on decentralized datasets distributed across devices or servers without exchanging data.

72. Generative Adversarial Networks - Neural networks pitting generators against discriminators in an adversarial learning framework. Used to generate synthetic content like deepfakes.

73. Human-in-the-loop AI - AI systems with iterative human input and oversight built into the learning process rather than fully automated black box systems.

74. Hyperautomation - End-to-end intelligent process automation using technologies like RPA, AI, and analytics to rapidly automate complex tasks and processes.

75. Multi-A**ccess Edge Computing** - Cloud computing infrastructure and services provided at edge locations near the source of data. Enables low latency for critical applications.

76. Nanotechnology - Manipulating matter at the atomic and molecular scale to create microscopic devices for computing, sensing, medicine, manufacturing, and more.

77. Neural Architecture Search - Automating neural network design by using ML algorithms to explore possible architectures and find optimal designs much faster than human experts.

78. Neuromorphic Computing - Non-von Neumann computing architectures inspired by biological neural networks. Aims to achieve brain-like capabilities with extreme energy efficiency.

79. **Explainable AI (XAI) -** AI systems whose decisions and reasoning processes can be clearly understood and articulated in human terms rather than black boxes. Important for ethics.

80. Quantum Sensing - Using quantum physics phenomena to achieve orders-of-magnitude improvements in precision and sensitivity when measuring physical quantities in materials and processes.

81. Recommender Systems - Algorithms analyzing user preferences and other data to predict products/services users may want or like. Used for targeted sales, promotions, content curation and more.

82. Robotaxi - Self-driving vehicles providing automated taxi/ride-sharing services without a human driver or operator. Users order rides via an app. Being developed by companies like Waymo, Cruise, and Zoox.

83. Robotic Process Automation (RPA) - Programmatically automating repetitive digital tasks and processes normally performed by humans. Improves efficiency and reduces errors.

84. Spatial Computing - Computing systems that can process data about the physical world around a user and their presence and motion within it. Key to mixed reality.

85. Swarm Intelligence - Algorithms modeled on collective behavior of decentralized, self-organized systems occurring naturally in populations like bees, ants, and birds.

86. **Synthetic Media** - Digital content generated or manipulated by AI, like deepfakes, computer-generated music/art, and synthesized speech. Raises authenticity issues.

87. Transfer Learning - ML technique where models trained on one problem are repurposed and fine-tuned for related applications. Improves performance and reduces training time/data.

88. Transformative AI - AI not just optimizing existing processes but enabling fundamentally new scenarios, applications and opportunities we didn't previously conceive.

89. Trustworthy AI - AI systems designed to be ethical, safe, reliable and fair by incorporating transparency, bias detection, robustness and accountability.

90. Natural Language Generation (NLG) - AI capability to automatically generate coherent, high-quality texts similar to human writing based on data inputs and settings. Used for content creation.

91. TinyML - Machine learning applications with small model sizes optimized to run on resource-constrained devices like microcontrollers, wearables and IoT nodes.

92. Automated Speech Recognition (ASR) - Enables machines to process oral language into text by translating speech to words. Powered by NLP and ML. Key to voice interfaces.

93. Text-to-Speech (TTS) - Converting written text and symbols into natural-sounding human speech using NLP and ML. Allows automated reading of text.

94. Computer Vision - Ability of computers to identify, classify, and process visual inputs like images and video using ML. Enables applications from image search to self-driving vehicles.

95. Predictive Analytics - Using data and ML to make predictions about unknown future events. Valuable for forecasting, estimating risks, and making recommendations.

96. Digital Twin - Virtual representation of a physical object, process or system, paired and updated with real-time data and AI to represent its near real-time status and respond to changes.

97. Reinforcement Learning - An ML technique where agents learn behaviors through trial-and-error interactions with their environment guided by rewards and penalties.

98. Supervised Learning - ML algorithms trained on labeled example data to recognize patterns. Used for classification and prediction when example inputs and desired outputs are available.

99. Unsupervised Learning - ML algorithms drawing inferences from datasets without labeled responses or guidance. Used for tasks like pattern recognition, grouping, and dimensionality reduction.

100. Semi-supervised Learning - ML combining a small set of labeled data with a larger set of unlabeled data during training. Can improve models when labeled data is scarce or expensive.

About the Author - Donna Mitchell

Donna P. Mitchell, the visionary Founder and CEO of Mitchell Universal Network LLC, stands at the forefront of the AI, Blockchain & WEB3 revolution. With a career spanning over four decades, Donna has carved a distinct path through two dynamic industries, beginning with a transformative 24-year tenure in aviation and airline management at US Airways, now American Airlines. Her journey in this sector was marked by her role as an influential change agent and project manager, where she skillfully managed a staggering $7.2 billion client list and a $177 million budget.

Donna's exceptional ability to lead international, cross-functional teams was underpinned by her vibrant personality, sharp sense of humor, and an unwavering commitment to excellence. These qualities propelled her to a successful 16-year stint with the Johnson & Johnson Family of Companies, further solidifying her reputation as a leader who drives significant transformation.

Today, as the driving force behind Mitchell Universal Network LLC, Donna is redefining the boundaries of business development consulting. Her passion lies in bridging the gap between traditional Web2 systems and the transformative potential of Web3 strategic applications and emerging technologies. She believes in reimagining and redesigning the facets of life, health, wealth, and careers through the lens of these advanced technologies.

Donna's unparalleled enthusiasm for AI, Blockchain, and WEB3 is not just about embracing new technologies; it's about envisioning a future where businesses can fully leverage these tools for growth and innovation. Her mission is to empower companies and non-profit organizations to navigate and thrive in the decentralized landscape, unlocking unprecedented opportunities.

As the CEO and Founder of Mitchell Universal Network LLC, Donna offers specialized expertise in AI, Blockchain & WEB3 consulting, digital marketing, business leadership, and Blockchain as a Service (BaaS). Under her guidance, businesses are poised to confidently pivot towards a decentralized future, ensuring they remain competitive and successful in an ever-evolving digital era.

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