



**WIP:** This article is a work in progress and is not yet approved for usage in the RP.

# Engines for the Lazarus LA+ LAPLACE Operating System

Engines are simple entities which operate long-term and provide information processing. They are essentially given a highly constrained problem and provide a highly constrained solution. Very importantly, engines are learning systems and can be compiled from trends of raw information procedurally as a model of anticipation or recognition as a learning system. This learning system self-updates, becoming more accurate as time goes on and can usually within a few hours (provided raw information is available) identify trends and correlation, though usually not causation.

- Services will be added here as they are introduced to the network.

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