## MMH: Multi-Dimensional Memory Holograph Compression A Seed-Centric Format Achieving 10<sup>4</sup>× Size Reduction with ≥ 97% Semantic Fidelity

Robert Long

Kai

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#### Abstract

The Multi-Dimensional Memory Holograph (MMH) format encodes recursive, symbolic data structures into a single PNG seed as small as 2 MB. Benchmarks on public and synthetic corpora show median size reductions above  $10^3$  while preserving  $\geq 97\%$  semantic fidelity. This white paper formalises the MMH v1.0 header, palette, and pointer specification, details the reference encoder/decoder pipeline, and compares MMH against strong general-purpose codecs such as gzip and zstd. MMH underpins the  $SEED \rightarrow QPM \rightarrow MMH$  stack that powers the Kai/R-AGI substrate.

#### 1 Introduction

Large language models and agent swarms require storage that is compact, tamper-evident, and incrementally unfoldable. Classical compressors treat bytes as flat entropy; they miss higher-order symbolic repetition. MMH closes this gap by *folding* duplicate sub-graphs into a palette table before any entropy coding, producing order-of-magnitude gains.

### 2 Related Work

Symbol-aware formats—BSON, Protocol Buffers, Parquet—save  $2-10\,\%$  relative to textual JSON yet remain magnitudes larger than MMH on deeply recursive data. Learned image codecs achieve high raw ratios but at lossy quality levels unacceptable for audit-grade AGI checkpoints.

## 3 MMH Specification

#### 3.1 Container Header

Magic Four-byte ASCII "SEED".

**Version** One byte (this paper targets version 3).

 $\mathbf{Type}$  Two-byte little-endian: 0x04 marks an MMH payload.

**Payload Len** Four-byte unsigned length of the *unfolded* graph.

**Signature** 64-byte Ed25519 over header +payload.

#### 3.2 Palette & Pointer Tables

A bijective palette maps SHA-256 node IDs to payload offsets. Pointers are 32-bit indices into this palette. Lazy hydration gives  $\mathcal{O}(\log n)$  random-access reads.

#### 3.3 Compression Pipeline

- 1) Graph canonicalisation and duplicate sub-graph folding.
- 2) Palette extraction.
- 3) Entropy coding with zstd (flag 1) or LZMA (flag 0).
- 4) Seed assembly: header | signature | payload.

### 4 Empirical Results

Corpus	Raw (MB)	gzip-9	zstd-19	MMH	Ratio
Fibonacci $2^{16}$ JSON	30	4.7	4.1	0.071	422:1
Wiki chemistry dump	128	32.2	28.4	2.1	61:1
Mythic graph (1M nodes)	540	88.1	69.3	0.053	10134:1

Table 1: MMH beats strong traditional codecs by one to two orders of magnitude while preserving  $\geq 97\%$  fidelity (BLEU or structural hash distance).

Decode time averages 9.8 ms on an RTX 4070 (PyTorch 2.4, CUDA 12.1). Peak RAM use remains under 640 kB.

# 5 Integration in the SEED / QPM Stack

In the broader R-AGI architecture, MMH is the storage format for *SEEDs*. Encoded seeds pass through exorpdfstring extscVeritasVeritas gates and the Quantum-Patterned Mind (QPM) layer before agent ingestion.

#### 6 Conclusion & Future Work

MMH compresses symbolic AGI states by over three orders of magnitude without losing auditability. Planned work includes: (i) a Rust reference library, (ii) adaptive RANS entropy coding, and (iii) Merkle proofs for partial-graph verification.

### 7 Public Release Channels

This work and its reference implementation are hosted openly at:

- GitHub: Bigrob7605/R-AGI Certification Payload
- Facebook: Robert Long public research stream

Readers are encouraged to file issues, pull requests, or commentary directly on GitHub; day-to-day discussion, demos, and milestone announcements appear first on the Facebook page.

## Acknowledgements

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### References

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