MNEMOSYNE PROTOCOL

STRESS TEST REPORT (Project Alpha)

OBJECTIVE
Validate the "Inverse Context Flow" (ICF) and measure the mitigation of Continuity Hallucinations in a dynamic temporal sequence.

TEST VARIABLE
- Character Base (Core IP): "Female detective, 40s, distinct facial scar on left cheek, wearing a specific olive-green trench coat."
- Environment Shift: Frame 1 (Bright Office) -> Frame 25 (Neon-lit rain street).

BASELINE (STATELESS GENAI)
By Frame 25, due to lighting shifts, the model hallucinates: the scar disappears, and the trench coat lapels change style. (Continuity Failure).

SIMULATED ORCHESTRATION LOG (Mnemosyne Dev-Console)

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[00:01:12] [ORCHESTRATOR] Initiating Frame_25 generation.
[00:01:12] [ORCHESTRATOR] Broadcasting Context Vector (C_t): Location=Neon_Street,
Lighting=Dark_Rain, Mood=Tense.
[00:01:13] [AGENT_1_DIFFUSION] Generating base image for Frame_25 based on C_t...
[00:01:18] [AGENT_1_DIFFUSION] Render complete. Sending to Verifier.
[00:01:18] [AGENT_2_VERIFIER] Analyzing Frame_25 against Local Memory State
(M_t)...
[00:01:19] [AGENT_2_VERIFIER] Extracting CLIP embeddings for 'Facial Scar' and
'Trench Coat'...
[00:01:21] [AGENT_2_VERIFIER] WARNING: Cosine distance for 'Facial Scar' exceeds
threshold (delta > 0.15). Feature missing or blurred by neon lighting.
[00:01:21] [ORCHESTRATOR] Frame_25 REJECTED. Style drift detected.
[00:01:22] [ORCHESTRATOR] Routing feedback to AGENT_1: "Maintain core IP geometry.
Enhance contrast on left cheek scar against neon rim light."
[00:01:23] [AGENT_1_DIFFUSION] Regenerating Frame_25 (Iteration 2)...
[00:01:28] [AGENT_2_VERIFIER] Re-analyzing... CLIP distance within threshold
(delta = 0.04). Trench coat geometry matches M_t.
[00:01:29] [ORCHESTRATOR] Frame_25 APPROVED. Pushing to render pipeline.
[00:01:29] [ORCHESTRATOR] Advancing temporal state to Frame_26...
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TEST RESULT
Mnemosyne Protocol successfully caught and corrected a Continuity Hallucination in real-time. The final output maintained 100% semantic consistency despite extreme environmental shifts, requiring zero human-in-the-loop intervention.