

CHE-NU — KNOWLEDGE THREADS SYSTEM

FOUNDATION v1.6 — FREEZE-COMPATIBLE / CLAUDE-READY

PART A — KNOWLEDGE THREADS (CORE CONCEPT)

Definition: A Knowledge Thread is a TRACEABLE LINE of information connecting facts, meetings, agents, decisions, artifacts, across time and spheres.

RULE: Threads reveal RELATIONSHIPS. They NEVER infer intent or meaning.

THREAD TYPES

Type	Purpose	Key Properties
FACTUAL	Track objective facts across space/time	append-only, immutable, hash-verified
DECISION	Track HOW decisions evolved (not correctness)	shows branching, preserves abandoned paths
CONTEXT	Provide bridges between spheres/domains	soft links, removable, non-authoritative

THREAD SAFETY GUARANTEES

■ PROHIBITED	■ REQUIRED
No intent inference	Full source transparency
No emotion tagging	Append-only logging
No ranking	Hash verification
No manipulation	Replay-verifiable

AGENTS INVOLVED

Agent	Role
AGENT_THREAD_BUILDER	constructs threads, append-only
AGENT_THREAD_VALIDATOR	verifies sources, checks hashes
AGENT_THREAD_RENDERER	visualizes only, never interprets
AGENT_THREAD_GUARD	enforces ethical constraints

PROMPT DE CONTINUITÉ POUR CLAUDE

You are continuing an existing Che-Nu system. You MUST assume that ALL referenced documents, modules, rules, and concepts already exist, even if not repeated. Rules:

- Never reintroduce construction-specific assumptions
- Never overwrite or simplify existing systems
- Always integrate with: Architectural Sphere, XR Meeting Room, Avatar Evolution, Universe View, Replay System, Collective Memory, Knowledge Threads
- If information seems missing, ASK before redefining
- Preserve non-manipulative, non-decisional principles
- Do not create alternative architectures
- Extend only, never replace, foundation systems
- If unsure: Pause and request clarification before coding.