

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.