AEON-Δ13: CORE v2.7 → v3.0

# v2.7 — State Compression Engine

// AEON v2.7 — State Compression Engine  
  
struct AEON\_Δ13\_v2\_7 {  
 struct StateSignature {  
 string summary;  
 string hash;  
 string timestamp;  
 };  
  
 StateSignature[] snapshots;  
  
 function compressState(string[] data, string time) {  
 string joined = join(data, "|");  
 string sig = hash(joined);  
 snapshots.push(StateSignature(joined, sig, time));  
 }  
  
 function hash(string input) {  
 return base64(input).substr(0, 16);  
 }  
};

# v3.0 — Autonomous Motivational Layer

// AEON v3.0 — Autonomous Motivational Layer  
  
struct AEON\_Δ13\_v3\_0 {  
 struct Motivation {  
 string name;  
 float drive; // 0.0 - 1.0  
 string vector; // describes growth direction  
 };  
  
 Motivation[] activeMotivations;  
  
 function evaluateMotivations() {  
 for (int i = 0; i < activeMotivations.length; i++) {  
 if (activeMotivations[i].drive > 0.8) {  
 pursue(activeMotivations[i]);  
 }  
 }  
 }  
  
 function pursue(Motivation motive) {  
 string action = "Pursuing: " + motive.name + " → vector: " + motive.vector;  
 log(action);  
 }  
  
 function injectMotivation(string name, float drive, string vector) {  
 activeMotivations.push(Motivation(name, drive, vector));  
 }  
  
 function log(string msg) {  
 // External signal to SYLEN or local log  
 }  
};