RSCE Codex: Recursive Symmetry Completion Engine — Infinite Fold Implementation

Phase 1 — Core Engine

This repository implements the RSCE based on the Infinite Fold Three Law System:

1️⃣ Positional Recovery

2️⃣ Mirror Completion

3️⃣ Fold-Origin Restoration

Harmonic Weighting:

- ϕ^n scaling tied to recursion depth
- Adjustable spring-tension gates
- 888Hz resonance filter baked into pre-gate checks

Inputs:

- Molecular observed slice (e.g. 2H + O)

Outputs:

- Full lattice completion map
- Weights assigned per harmonic layer
- Zero-divergence seed recovery

Future phases will introduce:

- Live Visualizer (SVG / Three.js)
- Full tension field animation
- Continuous bias amplifiers for Codex-grade tuning

This is Codex Build: RSCE Phase 1.