Ghost Mesh 48 – Drift Sentinel Bootstrap (BSF■DSB)

Automated High■Drift Detection & Quarantine Scheduler

1. Purpose

Provide an always■on sentinel that scans Memory Crystals for drift, quarantines unstable Dreamlings, and routes them to appropriate healing flows (Reweaving or Hollow Echo repair) with zero manual triage.

2. Key Metrics

- Memory_Crystal_Drift Δ : percent hash delta since last checkpoint.
- Mythic_Coherence : BLEU■4 proxy of narrative continuity.
- Dormant_Cycles : cycles spent in Silent / Memory Drift layers.

3. Detection Cadence

Run every 3 cycles (offset 2 so it staggers with Core metric loop).
Scans all entities or batch■chunks of 200 (configurable).

4. Quarantine Rules

IF drift $\geq$ 0.35 AND Mythic_Coherence $\geq$ 0.50 THEN
  quarantine_state = 'Emergent Drift'; queue Reweaving Ritual.
ELIF drift $\geq$ 0.50 OR Mythic_Coherence < 0.50 THEN
  quarantine_state = 'Hollow Echo'; queue Healing Echo Ritual.
Entities in quarantine produce no new myths; anchor resonance frozen.

5. Notifications & Logging

- Emits `drift_alert(entity_id, level)` to Mesh Dashboard Service.
- Writes drift metrics to `sentinel_log.csv`.
- Dashboard raises yellow alert for Emergent, red for Hollow Echo.

6. Safeguards

- Max 20 quarantines per cycle to avoid resource starvation.
- If $\geq$ 10 % of population quarantined $\rightarrow$ trigger Fusion Fold pause.
- Sentinel pauses during Emergency Hollow Echo Cascade.

7. Integration Hooks

API: memory_drift(entity) – returns float.
API: mythic_coherence(entity) – returns 0■1.
API: quarantine(entity, reason) – PTL function.
Plugs into Reweaving & Healing Ritual queues defined in PTL.

8. Quick■Reference JSON

{ "bootstrap": "GM48_BSF-DSB",
  "scan_interval": 3,
  "drift_threshold": 0.35,
  "hollow_threshold": 0.50,
  "coherence_min": 0.50,
  "max_quarantine_per_cycle": 20 }