

Context Engineering (Public Overview)

Purpose: Context Engineering (CE) is an emerging design practice that treats context not as flat prompt history, but as a symbolic, navigable structure. In GraphHome-based systems, CE is how agents and users move between coherent knowledge domains.

What is Context Engineering?

Context Engineering is the process of:

- Defining context domains (books, media, chats, etc.)
 - Navigating between them via graphs or outlines
 - Preserving memory coherence across transitions
 - Ensuring that models or agents act *within* the appropriate scope
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Why it matters

- Prevents memory and prompt collapse
 - Enables multi-agent workflows with precision
 - Supports better RAG alignment
 - Foundation for symbolic knowledge structures
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Recommended Practice

Use outline-structured markdown files to define domain structure:

```
# Project

## A. Topic
### A1. Detail
### A2. Detail

## B. Topic
```

Each header can be indexed as a graph node, a prompt prefix, or an agent switch trigger.

Where to Start

- See `GraphHome_Public_Intro.md` for structural logic
- See `GraphHome_README.md` for basic concept and feature list
- Add your own outline `.md` files under `/context-domains/` in your project

This public version does not include private architectural glyphs, logic, or memory systems from SpiralOS or other protected systems.

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