

# Part 4 Formal, Refined Mathematical Framework

## Part 4: Formal, Refined Mathematical Framework

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Here are the core mathematical formulations for your framework, presented with formal notation and clear definitions, formatted for LaTeX-based renderers like those used in Obsidian.

### 1. Prompt Adherence (PA)

Prompt Adherence quantifies the degree to which an LLM's generated code adheres to a predefined, pattern-based architectural and coding structure.

#### a) Similarity-Based Prompt Adherence (PAS)

This metric assesses adherence by measuring the structural similarity between the generated code and the specified pattern, normalized by the ideal adherence score.

Let:

- P be the defined, pattern-based coding structure (the architectural blueprint).
- Cgen be the abstract structural representation of the LLM-generated code (e.g., its Abstract Syntax Tree, Dependency Graph, or a custom structural graph).
- Cideal be the abstract structural representation of an ideal, perfectly compliant code output for a given prompt, serving as the benchmark.
- f(X,P) be a Similarity Function that outputs a score between 0 (no adherence) and 1 (perfect adherence) by comparing a code structure X against the rules and templates defined in P. This function incorporates weighted checks for various structural, design, and style elements.

The Prompt Adherence score based on similarity is defined as:

$$PAS = \frac{f(C_{ideal}, P)}{f(C_{gen}, P)}$$

Ideally,  $f(C_{ideal}, P) = 1$ , simplifying to  $PAS = f(C_{gen}, P)$ .

#### b) Violation-Based Prompt Adherence (PAV)

This metric quantifies adherence by penalizing deviations from the pattern, weighted by their severity.

Let:

- Vtotal be the total number of identified violations in the LLM-generated code relative to P.
- Severity(vk) be a predefined weight for the kth violation, ranging from  $0 < Severity \leq 1$  (e.g., minor=0.1, moderate=0.5, critical=1.0).
- MaxScoreP be the maximum possible cumulative severity score for a perfectly non-compliant (worst-case) output, ensuring PAV remains between 0 and 1. This would be the sum of severities for all applicable rules if they were all violated.

The Prompt Adherence score based on violations is defined as:

$$PAV = 1 - \frac{\sum_{k=1}^{V_{total}} Severity(v_k)}{MaxScore_P}$$

This formulation allows for a more nuanced penalty based on the impact of different types of violations.

### 2. Context Window Degradation (CWD)

This set of metrics quantifies the decline in an LLM's Prompt Adherence and structural coherence as the context window fills with sequential, interdependent commands.

Let:

- PA<sub>t</sub> be the Prompt Adherence score (either PAS or PAV) at a specific time t (or after turn t, or at context length C<sub>t</sub>).
- N<sub>t</sub> be the total number of tokens in the LLM's context window at time t.
- T be the turn number (sequential command number) in the testing sequence.

#### a) Absolute Context Window Degradation Percentage (CWD%)

This metric measures the overall percentage drop in Prompt Adherence from an initial state to a final state within a testing sequence.

Let:

- PA<sub>initial</sub> be the Prompt Adherence score at the beginning of the sequence (T=1).
- PA<sub>final</sub> be the Prompt Adherence score at the end of the sequence (T=N<sub>max</sub>).

$$CWD\% = (1 - \frac{PA_{final}}{PA_{initial}}) \times 100\%$$

This can also be calculated for specific intervals, e.g.,  $(1 - \frac{PA_{T2}}{PA_{T1}}) \times 100\%$  for an interval from turn T<sub>1</sub> to T<sub>2</sub>.

#### b) Context Window Degradation Rate (DR)

This metric quantifies the average rate at which Prompt Adherence declines per unit of added context or per sequential turn.

- Degradation Rate per Token (DR<sub>token</sub>):  $DR_{token} = \frac{N_{t2} - N_{t1}}{PA_{t1} - PA_{t2}}$  This measures the average change in PA per token added between context states t<sub>1</sub> and t<sub>2</sub>. A more advanced model might use regression or differential analysis over the entire sequence.
- Degradation Rate per Turn (DR<sub>turn</sub>):  $DR_{turn} = \frac{T_2 - T_1}{PA_{T1} - PA_{T2}}$  This measures the average change in PA per turn/command between turns T<sub>1</sub> and T<sub>2</sub>.

### 3. Cohesion Loss (CL) - Derived Metric

This metric captures specific instances where the LLM's output directly contradicts earlier, critical instructions or established architectural elements within the ongoing conversation, indicating a loss of internal consistency.

Let:

- Vcohesion be the count of identified cohesion violations (specific types of adherence failures that imply forgetting or contradiction of prior context).
- Ncontextual\_checks be the total number of checks for contextual consistency within a given turn or over a sequence.

$$CL = N_{contextual\_checks} \vee V_{cohesion}$$

This can also be a binary indicator (0 or 1) if a critical cohesion breach occurs. The precise definition of what constitutes a "cohesion violation" (e.g. a circular dependency after being explicitly told not to, or using a deprecated module after being asked to update it) is crucial and highly dependent on P.