

# Agentic AI & Context Management Architecture

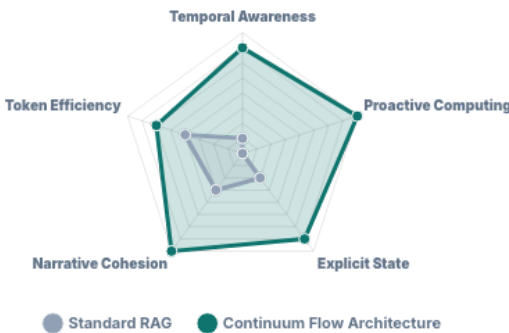
This section details the core innovation of the project: the **Continuum Flow** architecture. This system manages the trade-off between the infinite depth of a novel and the finite constraints of the LLM context window.

## The Problem: Why Standard RAG Fails for Narrative

Retrieval-Augmented Generation (RAG) is designed for fact retrieval, not causal narrative logic. A novel is a chain of events where "State" (who has what, who is where) matters more than semantic similarity.

### CONTEXT ARCHITECTURE

Standard RAG Approaches vs. The Continuum Flow Methodology



#### Architecture Profile

While standard Context Management treats data spatially (finding "nearby" vectors), **Continuum Flow** treats data chronologically and structurally. This results in a massive shift towards explicit state management and temporal awareness.

● **STANDARD CODE RAG**

● **CONTINUUM FLOW**

## PRIMARY MECHANISM

### RAG & Sliding Window

Indexes vectors; retrieves based on similarity match.

### Continuum Flow

Maintains a recursive tree of narrative summaries (Level 1-3).

## TEMPORAL AWARENESS

### Low (Spatial)

Treats code/text as a dependency graph or proximity vector.

### Continuum Flow

Treats text as a causal sequence (Cause → Effect → Outcome).

## CONTEXT RETENTION

### Reactive

Retrieves data only after a user query is made.

### Continuum Flow

Pre-computes context ("Backbone") before processing chunks.

## STATE MANAGEMENT

### Implicit

Relies on raw file content and git history diffs.

### Continuum Flow

Uses JSON "Character Sheets" & "Inventory" as state databases.

SUMMARIZATION STRATEGY

Compaction

Compresses history primarily to fit token limits.

Continuum Flow

Rewrites beats into higher-level abstractions preserving meaning.

HANDLING OVERFLOWS

Truncation

Drops oldest turns or summarizes purely by count.

Continuum Flow

Drops non-essentials while "Locking" critical plot points.




GENERATED FOR CONTINUUM FLOW ARCHITECTURAL DOCUMENTATION V1.0

The "Continuum Flow" Hierarchical Strategy

To solve the narrative decay problem, we implement a recursive, tree-structured memory system that ensures the agent never loses the "thread" of the story.

THE CONVEYOR BELT

Continuum Flow Context Management Metaphor

CONTEXT BACKBONE (SHARED MEMORY)	
	assets/profiles/characters.json
	assets/profiles/locations.json
	Current_Story_State.index

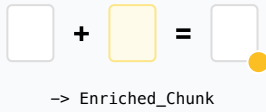
A

CONTEXT INJECTOR

## The "Stapler"

Receives raw text chunk. Reaches into the cabinet to find matching **Character Profiles**.

**ACTION:**



**B**

**THE DIRECTOR**

## Translation Bot

Reads the enriched chunk. Ignores narrative fluff. Writes technical **Camera Directives**.

**OUTPUT:**

```
{
  "shot": "Medium",
  "move": "Pan Right",
  "focus": "Scar"
}
```

**C**

**THE ARCHIVIST**

## Memory Keeper

Summarizes the chunk. Creates a new **Index Card** and files it back in the Cabinet.

**UPDATE:**

Context Window Optimized

● **CONTEXT RETRIEVAL**    ● **VIDEO GENERATION**    ● **CONTEXT UPDATE**

## Memory Tier Breakdown

### Level 0: The Working Window

The raw text of the current scene (approx. 2000 tokens). This is where the high-resolution action takes place.

### Level 1: Scene Summaries

As a scene completes, it is compressed into a dense factual summary (50-100 words), capturing state changes rather than prose.

### Level 2: Chapter Synthesis

Once a chapter is complete, Level 1 summaries are synthesized into a mid-term memory layer that removes transient details.

### Level 3: The Narrative Backbone

The "Long-Term Memory" layer. A continuously updated document tracking global arcs across the entire 100,000+ word novel.

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## Proactive Context Management

Unlike systems that simply slide a window (dropping tokens by age), Continuum Flow utilizes **Semantic Retention**. The agent explicitly decides *what* to keep. If a vital plot point occurs on Page 1, it is "locked" into the Level 3 backbone for the duration of the project.