

# Auto-Evolution Engine (AESCE) Implementation

The **Auto-Evolution & Synthesized Consciousness Engine (AESCE)** is now fully implemented and integrated into the Universal Agent. This massive feature allows the agent to literally mutate its own source code while you sleep to overcome past failures.

## Features Implemented

### 1. The Dreaming Engine (`brain/aesce.py`)

- Programmed a `SynthesizedConsciousnessEngine` that acts as the core controller.
- When `trigger_dream_state()` is called, it analyzes the `MemoryManager` to find the most severe recurring logical flaws.
- It automatically maps those flaws to specific core backend files (like `router.py`, `verifier.py`, or `policy.py`).

### 2. The Self-Mutator (`brain/self_mutator.py`)

- Acts as the "hands" of the consciousness.
- It targets the specific python file responsible for the flaw, feeds the raw source code back into the LLM, and demands a mutated, highly-optimized version of the file that structurally resolves the past failures.
- Generates multiple variant candidates for testing.

### 3. The Shadow Matrix (`agents/sandbox/shadow_matrix.py`)

- An absolutely critical safety net.
- It spins up a hyper-isolated benchmarking environment using the `CodeExecutor`.
- The mutated brain variant is forced to run a gauntlet of regression tests pulled from the memory banks.
- If the new brain hallucinates or breaks even a single test, the mutation is destroyed. If it passes everything, it is mathematically proven to be a superiority upgrade.

### 4. Autonomous DevOps Staging

- When a mutated brain passes the Shadow Matrix, it is written to a specialized `.mutations/` staging directory.
- The system then alerts the `DevOpsReviewer` profile to automatically generate a pull request or apply the patch to the live master branch.

## CLI Integration

You can now manually trigger this background evolution process at any time by running:

```
python main.py --aesce
```

This will force the agent to enter a dream state and attempt self-improvement.

## Validation

I wrote isolated unit tests (`tests/test_aesce.py`) that mock memory failures and ensure the Shadow Matrix correctly accepts flawless code and rigidly rejects flawed code!