

# CONSILIUM EXECUTION BLUEPRINT

## v9.1 (MVP)

**Target:** Bittensor SN4 (Optimization / Dense QUBO)

**MVP Deadline:** 28 Feb 2026

**Status:** Engineering Specification (for implementation by 2-person team + AI)

**Confidentiality:** Internal / do not distribute

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### 0. Executive Summary

This document is an implementation-focused translation of the “E8 + Topology + Quantum Scout” approach for Bittensor SN4.

Core idea (what to build): - SN4 provides **Dense QUBO** instances  $Q$  under a strict time window. - We extract fast **topological signals** from the task’s interaction structure (“holes/loops” → invariants like  $\beta_1$ ) using an IBM/Qiskit **Quantum Scout** with strict timeouts and hard fallbacks. - We construct a deterministic **8D topological latent space** and a projection matrix  $W \in \mathbb{R}^{(8 \times N)}$  (“topological principal components”). - We **quantize** the latent space against the **E8 root system** (240 roots = vertices of the Gosset polytope  $4_{-21}$ ) by snapping to the nearest E8 root vector. - We **lift** the chosen E8 root direction back to an  $N$ -bit seed via  $W^+$ , then run a short **Lift & Repair** local search on the original  $Q$  to produce a valid submission.

MVP goal: - Implement the full SN4 miner loop on **testnet** and demonstrate non-random positive incentive/score under strict latency constraints.

What is intentionally *not* explained here: - Philosophical / “why E8” motivation. The spec focuses on I/O and determinism so an AI can implement it.

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# 1. MVP Definition (Scope)

## 1.1 Goal

Achieve stable positive incentive/score on SN4 **testnet** by running a single miner instance continuously and submitting valid solutions.

## 1.2 Success Metrics (KPIs)

Define these numbers before Week 2 and keep them stable for the month: - **Median incentive/score**  $\geq S\_target$  over a continuous run of  $T\_eval$  hours. - **p95 end-to-end latency**  $\leq T\_p95$  seconds (job received  $\rightarrow$  tx submitted). - **Acceptance rate**  $\geq R\_accept$  (valid solutions / total attempts). - **Stability**:  $\geq 24h$  continuous operation without crash.

Recommended initial targets (edit after first baseline run): -  $S\_target = 0.001$  -  $T\_p95 = 45s$  -  $R\_accept = 80\%$  -  $T\_eval = 24h$

## 1.3 Non-Goals (MVP)

- No GUI/front-end (CLI only).
- No autoscaling / multi-node cluster management.
- No mainnet risk in February (testnet only).
- No “enterprise” observability; keep only minimal structured logs.

## 1.4 Strategic Context (Sniper Doctrine)

SN4 is treated as a **time-windowed optimization market**. The intended niche is: - Dense / high-connectivity QUBOs where naive GPU heuristics struggle with state update costs. - We ignore low-complexity instances and focus on tasks where the E8+topology pipeline gives asymmetric advantage.

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## 2. The Interface: Bittensor SN4 Contract (Must-Be-True)

**Important:** v9.0 contained placeholder method names. For v9.1, treat SN4 I/O as **contract-first**: verify the real Synapse schema and submission call in the actual SN4 codebase before coding.

### 2.1 Task Source

Miner receives tasks from SN4 validators via a Bittensor Synapse.

MVP deliverable: - A single function that converts “Raw Synapse”  
→ (Q, meta) where: - Q: dense matrix (N×N, float32 preferred) -  
meta: includes at minimum job\_id, deadline\_ts or timeout\_s, and any  
validator-provided scoring hints.

### 2.2 Task Data Model (Schema to confirm)

Minimum fields we assume exist (or can be derived): - N (int):  
number of variables (expected 2000–5000). - Q (matrix): QUBO  
weights, typically in [-1, 1] (confirm). - domain (enum): variables  
are either {0,1} or {-1,1} (confirm; implement conversion). -  
time\_window\_s (float): hard deadline for response (confirm).

### 2.3 Solution Output Model

Miner must output: - solution: list/array of length N (binary/spins  
per subnet contract) - optional energy (float) if accepted by  
protocol (confirm) - signature / wallet metadata as required by  
Bittensor

### 2.4 Scoring Objective (MVP assumption)

Assume validators reward: - Lower energy  $H(s)$  is better - Latency  
is a multiplier/penalty - Invalid format or deadline miss → zero or  
negative

Define energy in a single canonical form internally, and convert  
at boundaries: - Spin form:  $s \in \{-1, +1\}^N$ ,  $H(s) = s^T Q s$  - Binary  
form:  $x \in \{0, 1\}^N$ ,  $H(x) = x^T Q x$

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### 3. System Architecture (Single-Node MVP)

#### 3.1 Components

All components run on one host (laptop or server), with external calls to IBM/Qiskit and an optional solver service.

- **Ingest:** Synapse  $\rightarrow$  dense  $Q$ , meta
- **Quantum Scout:**  $(Q, \text{meta}) \rightarrow$  topological features  $F$  (with strict timeout + fallback)
- **W Builder:**  $(Q, F) \rightarrow W \in \mathbb{R}^{(8 \times N)} +$  cache key
- **E8 Quantizer:**  $W, Q \rightarrow$  candidate roots  $r_i$  and/or best  $r^*$
- **Lift & Repair:**  $(W, r^*, Q) \rightarrow$  valid  $N$ -bit solution  $s$
- **Submit:**  $s \rightarrow$  on-chain/testnet submission
- **Logger:** writes one JSON line per attempt (minimal observability)

#### 3.2 Degraded Modes (Required for MVP)

The pipeline must always produce *some* output before deadline: -

**Degraded-Q:** Quantum Scout timed out  $\rightarrow$  use cached  $F_{\text{cache}}$  -

**Degraded-W:**  $W$  build failed  $\rightarrow$  use cached  $W_{\text{cache}}$  or

deterministic default  $W_{\text{default}}$  - **Degraded-S:** Repair cannot finish  $\rightarrow$  return best-so-far seed solution

#### 3.3 Hardware Roles (Conceptual)

- **Orchestrator (Local host):** parsing, caching, building  $W$ , lift & repair, submission.
  - **Scout (IBM Quantum / Qiskit Runtime):** topological feature estimation under strict timeout.
  - **Hammer (optional external solver):** if configured, solves/warms-starts candidate solutions within a time slice.
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### 4. The “Sniper Loop” Pipeline (Deterministic, Deadline-Aware)

#### 4.1 Hard Time Budget (initial)

This is a starting point; tune after first testnet run.

- Step 1 Ingest: 0.5s
- Step 2 Quantum Scout: 3.0s (hard timeout)

- Step 3 Build W: 5.0s
- Step 4 E8 Quantize: 0.2s
- Step 5 Lift & Repair:  $\leq$  (deadline - elapsed - submit\_budget)  
(target 2-20s)
- Step 6 Submit: 1.0s

## 4.2 Filtering (Sniper Scope)

We intentionally ignore tasks that do not match the dense/high-connectivity niche.

Define **effective density**:

$$\text{density\_eps}(Q, \text{eps}) = \text{count}(|Q_{ij}| > \text{eps}) / (N*N)$$

Initial policy: - If  $N < 2000$ : DROP (optional; tune) - If  $\text{density\_eps}(Q, \text{eps}=1e-3) < 0.3$ : DROP (tune)

## 4.3 End-to-End Steps

1) **Ingest** - Parse synapse, validate shapes/types, convert to internal canonical domain (spin or binary). - Compute cheap stats:  $N$ ,  $\text{density\_eps}$ , min/max weight, symmetric check.

2) **Quantum Scout (timeout hard)** - Compute topological features  $F$ : - must include at least  $\text{beta1\_estimate}$  (even if approximate) - may include additional scalars:  $\text{components\_estimate}$ ,  $\text{spectral\_near\_zero}$ , etc. - If timeout/error: load  $F_{\text{cache}}$  keyed by ( $\text{subnet\_version}$ ,  $N_{\text{bucket}}$ ,  $\text{density\_bucket}$ ) or last-good.

3) **Build W** - Build  $W \in \mathbb{R}^{(8 \times N)}$  deterministically from  $(Q, F)$  (Section 6). - Cache  $W$  for reuse across tasks (keyed by  $N_{\text{bucket}} + \text{beta1\_bucket}$ ). - Precompute  $W^+$  (pseudo-inverse) when  $W$  changes.

4) **E8 Quantize** - Generate E8 roots (240 vectors in  $\mathbb{R}^8$ ) deterministically (Appendix A). - Compute reduced matrix  $Q_8 = W Q W^T$  ( $8 \times 8$ ). - Select root candidates  $r$  by minimizing reduced energy  $E_8(r) = r^T Q_8 r$ . - Keep top  $B$  candidates (beam width; MVP

start  $B=8$ ).

5) **Lift & Repair (anytime)** For each candidate  $r$  in order: - Lift:  $s\_seed = W^+ r$  (vector in  $R^N$ ) - Binarize/spinize:  $s_0 = \text{binarize}(s\_seed)$  (Section 6) - Repair: run greedy local search on original  $Q$  under a strict time slice. - Track best (energy, solution) and stop when remaining time is low.

6) **Submit** - Submit best solution found. - No artificial delays: submit as soon as ready.

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## 5. Mathematical & Data Definitions

### 5.1 QUBO Canonicalization

Pick one internal representation for MVP (recommended: **spin**  $\{-1, +1\}$ ): - If subnet uses  $\{0, 1\}$ , convert to spin or implement both energy functions and repair deltas.

### 5.2 E8 Root System (Gosset Polytope 4\_21)

We use the E8 root system as a fixed codebook of 240 vectors in  $R^8$ : - All roots have equal norm ( $\|r\|^2 = 2$ ) - Two families: - Type A: permutations of  $(\pm 1, \pm 1, 0, 0, 0, 0, 0, 0) \rightarrow 112$  roots - Type B:  $(\pm 1/2, \dots, \pm 1/2)$  with an even number of minus signs  $\rightarrow 128$  roots

Engineering note: - In MVP we do **not** need to implement Weyl-group actions explicitly; we only need the deterministic root codebook and snapping.

### 5.3 Projection Matrix $W$

Corrected definition (v9.1): -  $W \in R^{(8 \times N)}$  maps  $N$ -dimensional states into an 8D latent space. -  $v = W s$ , where  $v \in R^8$ ,  $s \in R^N$  (a candidate state/seed). -  $W$  is derived from topological structure (Section 6), not hand-tuned.

### 5.4 Snapping / Quantization

Given  $v \in R^8$ , snap to nearest E8 root:

$$r^* = \operatorname{argmin}_{\{r \text{ in Roots\_E8}\}} ||v - r||_2$$

Since all roots share a constant norm, this is equivalent to maximizing dot product:

$$r^* = \operatorname{argmax}_{\{r \text{ in Roots\_E8}\}} \langle v, r \rangle$$

## 5.5 Pseudo-Inverse

Given  $W$  has full row rank, compute:

$$W^+ = W^T (W W^T)^{-1} \quad \# \text{ dimensions: } (N \times 8)$$

Compute and cache  $W^+$  whenever  $W$  changes.

## 6. E8 Regularizer (Engineering Specification)

### 6.1 Inputs / Outputs

Inputs: -  $Q$ : dense  $N \times N$  float32 -  $F$ : topological feature vector (at minimum  $\beta_{1\_estimate}$ )

Outputs: -  $W$ :  $8 \times N$  float32 -  $W_{plus}$ :  $N \times 8$  float32 -  $Roots\_E8$ : list of 240 vectors in  $\mathbb{R}^8$  (cached global constant)

### 6.2 Building $W$ (MVP-Implementable)

We need 8 stable “topological principal components” for the task graph.

MVP method (deterministic, fast, reproducible): 1) Build a **skeleton graph**  $G_{skel}$  from  $Q$ : - For each node  $i$ , keep the  $k$  strongest interactions by  $|Q_{ij}|$ . - Symmetrize the edge set. - Set  $k = \text{clamp}(k_{min}, k_{max}, f(\beta_{1\_estimate}, N))$ . 2) Build sparse

adjacency A and graph Laplacian  $L_0 = D - A$ . 3) Compute 8 eigenvectors associated with the smallest non-trivial eigenvalues of  $L_0$ : - Stack them as rows of W (after normalization / orthonormalization).

Recommended MVP defaults: -  $k_{\min} = 32$ ,  $k_{\max} = 256 - f(\beta_1, N)$   
 $= \text{round}(16 + 2 * \min(\beta_1, 64))$  (tune)

Notes: - This matches the “topological components” intent and keeps runtime feasible at  $N \approx 5000$ . - The Quantum Scout controls  $\beta_1$ \_estimate, which controls skeletonization and stability of W.

### 6.3 Reduced Energy Selection in E8 Space

Compute reduced matrix:

$$Q_8 = W Q W^T \quad \# 8 \times 8$$

For each root r:

$$E_8(r) = r^T Q_8 r$$

Select beam B roots with the lowest  $E_8(r)$ .

### 6.4 Lift & Repair

For each candidate root r: 1) Lift:

$$s_{\text{seed}} = W^+ r \quad \# \text{ N-dimensional real vector}$$

2) Binarize/spinize: - If internal domain is spins:  $s_{0\_i} = +1$  if  $s_{\text{seed}_i} \geq 0$  else -1 - If internal domain is binary:  $x_{0\_i} = 1$  if  $s_{\text{seed}_i}$



$\geq 0$  else 0 3) Repair (greedy local search on original  $Q$ ): - Run until time slice exhausted or no improving flips. - Always maintain best-so-far solution.

Repair must be **anytime**: - If time remains: continue improving - If close to deadline: stop and return current best

Implementation detail for speed: - Maintain  $g = Q^s$  (or  $Q^x$ ) and update  $g$  after each flip so each flip is  $O(N)$ , not  $O(N^2)$ . (See Appendix B.)

### 6.5 Why this can work (engineering framing)

The E8 root codebook provides a compact set of highly symmetric directions in 8D. The hypothesis is: - The 8D embedding concentrates “energy landscape shape” into a small space. - Snapping to E8 roots yields seeds that are closer to good minima than random initialization.

This is an empirical claim for MVP: - We validate only by testnet score and golden-set energy distributions.

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## 7. Quantum Scout (Engineering Specification)

### 7.1 Purpose

Return a **topological feature vector  $F$  fast**, under strict timeouts, robust to IBM API issues.

Minimum required output for MVP: - `beta1_estimate` (float or int) - `confidence` (0..1) or `source` (quantum | cache | fallback)

### 7.2 I/O Contract

Input: -  $Q$  (dense  $N \times N$ ) Output: -  $F = \{ \text{beta1\_estimate}, \dots \}$

### 7.3 Algorithm Sketch (LGZ-like Rank/Laplacian Estimation)

We estimate  $\beta_1$  via the kernel dimension of the combinatorial 1-Laplacian  $L_1$ : - Construct a simplicial representation from  $Q$  (MVP: use skeleton graph and optional 2-simplices by threshold). - Build boundary operators and  $L_1$ . - Encode  $L_1$  as a Hermitian operator / Hamiltonian. - Use Qiskit Runtime primitives to estimate spectral

weight near zero.

Heat-trace estimator (conceptual):

$$\text{beta1} \approx \text{Tr}(\exp(-\tau L1)) \quad \text{for large } \tau$$

**MVP reality requirement:** - The runtime program must return within  $T_{\text{quantum}}=3\text{s}$  or we fall back. - If quantum execution cannot meet this, run the same estimator on a smaller sampled subcomplex (document the sampling).

MVP fallback (must be implemented regardless): - If quantum is unavailable, estimate a graph-level cycle count on the skeleton: - For a graph (1-complex),  $\text{beta1}_{\text{graph}} = m - n + c$  (edges - nodes + connected components). - Use this only as a degraded signal for choosing  $k$  and stabilizing  $W$ .

#### 7.4 Timeouts, Budgets, Fail-Safes

- Hard timeout:  $T_{\text{quantum}} = 3.0\text{s}$  (configurable).
- Budget:  $\leq Q_{\text{calls\_per\_hour}}$  (initial 10/h).
- Fail-safe: on timeout or non-2xx response:
- Use cached  $F_{\text{cache}}$
- Mark attempt as  $\text{degraded\_quantum}=\text{true}$

#### 7.5 Cache Keys

Cache  $F$  by coarse buckets: -  $N_{\text{bucket}} = \text{round}(N / 250) * 250$  -  $\text{density\_bucket} = \text{round}(\text{density\_eps} / 0.05) * 0.05$  -  $\text{weight\_stats\_bucket}$  (optional)

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## 8. External Solver (Optional Accelerator)

MVP allows one of these: - **A**) No external solver: use only Lift & Repair (Section 6.4). - **B**) External solver service (DA / cloud GPU) that accepts a QUBO and returns a candidate solution.

If using an external solver, define a stable interface:

## 8.1 API Contract (example)

Request:

```
{  
  
  "job_id": "string",  
  
  "domain": "spin|binary",  
  
  "Q": "packed matrix or URL",  
  
  "time_limit_s": 20.0,  
  
  "warm_start": "optional seed solution"  
}
```

Response:

```
{
```

```
"solution": [0,1,0,...],

"energy": -123.45,

"solver_time_s": 18.7,

"status": "ok|timeout|error"

}
```

## 8.2 Failure Policy

- If external solver fails/slow: immediately continue with local Lift & Repair using `s_seed`.

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## 9. Testing & Validation (MVP, Minimal)

### 9.1 Golden Dataset (local)

Save ~20 real tasks from testnet to `tests/data/` as JSON (synapse snapshots).

Required local command: - `run_pipeline --input tests/data/golden_01.json --deadline 45s`

Acceptance (local): - Produces a correctly shaped solution. - Computes energy without NaN/overflow. - Runs under the deadline budget.

### 9.2 Testnet Run (the real proof)

Run miner on SN4 testnet for  $\geq 2h$  (then 24h). Log and track: - latency per stage - final energy - accepted vs rejected

## 10. Implementation Roadmap (Feb 2026)

### Week 1 — Skeleton

- Implement Ingest + Submit to testnet.
- Implement logging.
- Dummy solver produces valid-shaped random solutions (for protocol verification).

### Week 2 — Brain (Quantum + E8 core)

- Implement E8 roots generator + snapping.
- Implement W builder (skeleton graph + spectral embedding).
- Implement Quantum Scout call + strict timeout + cache.

### Week 3 — Lift & Repair

- Implement  $W^+$  + lifting + binarize/spinize.
- Implement greedy repair with  $O(N)$  flip deltas.
- Golden dataset pipeline.

### Week 4 — Tuning & Proving

- Tune time budgets, beam width B, skeleton k, thresholds.
  - 24h testnet run and KPI evaluation.
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## 11. Risks & Mitigations (MVP)

1) **IBM latency / quota** → strict timeout + cached features + degraded mode. 2) **SN4 protocol changes** → isolate synapse parsing and submission behind interfaces. 3) **Dense matrix performance** → enforce float32 + BLAS + memory budget checks. 4) **Projection error (W bad)** → beam width  $>1$  + repair randomized restarts. 5) **Correlation gap (E8 reduced energy  $\neq$  real energy)** → evaluate top-B roots + pick best after repair.

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## 12. Reference Implementation Outline (Minimal, AI-Friendly)

Recommended Python module boundaries (names are suggestions; keep interfaces stable): - miner/ingest.py: synapse parsing  $\rightarrow$  (Q, meta) - miner/quantum\_scout.py:  $Q \rightarrow F$  with timeout + cache + fallback - miner/w\_builder.py:  $(Q, F) \rightarrow W, W_{\text{plus}}$  - miner/e8.py: root generator + snapping + reduced energy ranking - miner/lift\_repair.py: lift, binarize/spinize, greedy repair, energy - miner/submit.py: submit to subnet - miner/main.py: sniper loop + budgets + logging

Minimal CLI commands for MVP: - miner run --subnet 4 --network testnet --wallet <name> - miner replay --input tests/data/golden\_01.json --deadline 45s

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## 13. Configuration (MVP)

### 13.1 Environment Variables

- IBM\_TOKEN (if using Qiskit Runtime)
- SOLVER\_API\_KEY / SOLVER\_URL (if using an external solver)
- BT\_WALLET\_NAME / BT\_WALLET\_HOTKEY (per Bittensor conventions; confirm)

### 13.2 Runtime Parameters (config file or CLI)

- Timeouts:  $T_{\text{ingest}}$ ,  $T_{\text{quantum}}$ ,  $T_W$ ,  $T_{\text{repair}}$ ,  $T_{\text{submit}}$
  - Beam width: B
  - Skeletonization:  $k_{\text{min}}$ ,  $k_{\text{max}}$ ,  $\text{eps}_{\text{density}}$
  - Determinism: RNG\_SEED (for repair restarts; default fixed)
- 

## Appendix A — Deterministic Generator for 240 E8 Roots

**Type A (112 roots):** - Choose 2 positions out of 8 for non-zero entries. - Assign each of the two entries a sign  $\pm 1$ . - All permutations of positions and sign choices.

**Type B (128 roots):** - All 8-tuples of  $\pm 1/2$  with an even number of negative signs.

Implementation note: - Return a stable ordering (lexicographic) for reproducibility.

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## Appendix B — Greedy Repair: Fast $\Delta E$ Updates (Spin Form)

For spins  $s \in \{-1, +1\}^N$ , energy:

$$H = s^T Q s$$

Maintain  $g = Q s$  (vector length  $N$ ).

Flipping spin  $i$  ( $s_i := -s_i$ ) changes energy by:

$$\Delta H_i = -4 * s_i * g_i + 4 * Q_{ii}$$

(Derive/confirm based on the exact diagonal convention used by SN4 tasks; adjust once the dataset is verified.)

After flipping  $i$ , update:

$$g := g + (-2 * s_{i\_old}) * Q[:, i]$$

This makes each flip  $O(N)$ .

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## Appendix C — Minimal Structured Log Schema (JSONL)

One line per task attempt:

```
{  
  
  "ts": "iso8601",  
  
  "job_id": "string",  
  
  "N": 5000,  
  
  "density_eps": 0.92,  
  
  "degraded_quantum": false,  
  
  "beta1": 37.0,  
  
  "beam_B": 8,  
  
  "energy": -123.45,  
  
  "latency_total_s": 31.2,
```



```
"latency": { "ingest": 0.2, "quantum": 2.9, "W": 3.8, "repair": 23.1,  
"submit": 1.0 },
```

```
"submit_status": "ok|rejected|timeout|error"
```

```
}
```

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## Appendix D — MUST-CHECK Items (Do Before Coding)

- Confirm SN4 synapse schema and actual submission API in the current subnet repository.
- Confirm variable domain and diagonal conventions in energy computation.
- Confirm whether the validator expects energy or only a solution vector.
- Confirm IBM/Qiskit runtime latency and select an executable strategy that fits  $T_{\text{quantum}}$ .