

# Correction Layers

The referee of your platform

- Correction layers catch errors after other layers have done their work. They're your quality control layers. They spot continuity breaks, logical inconsistencies, or constraint violations that slipped through
- In Emstrata, the Chron-Con layer runs after the narrative is written. It checks for things like: Did a character who was in the tavern suddenly appear in the forest without traveling? Did someone use an item they don't have? Are the spatial coordinates consistent with the described action?
- **When you need one:** If there are complex requirements and expectations that your platform needs to meet. Correcting before revealing the final answer can lower the chance of bad responses

# Reasoning/Strategy Layers

The decision-maker of your platform

- Reasoning layers make decisions before content gets generated. They evaluate the current state, consider available options, assess consequences, and choose a direction. Think of them as the "planning brain" of your system
- In Emstrata, Discovery handles this - it looks at what the participant wants to do, considers the simulation state, evaluates what outcomes make narrative sense, and determines how the action should resolve. It's not writing the story yet; it's deciding what should happen.
- **When you need one:** If you find yourself asking an LLM to both "figure out what should happen AND write it beautifully," you're overloading a single prompt. Split it. Reason first, write second.