THE REALITY STACK

(Canonical · Lawful · Implementation-Agnostic)

Layer 0 — Substrate

What reality assumes before anything exists

- Presence can occur.

- Time advances.

- Events can bound reality.

- Continuity exists.

Nothing is computed here.

This layer is **pre-logical**.

> If this layer fails, nothing else can exist.

Layer 1 — Signal

What enters the system

- Signals are inputs capable of affecting state.

- Signals may originate from humans or machines.

- Signals are inert until interpreted.

Constraints:

- Signals must be coherent.

- Ambiguous signals are rejected.

Signal is potential, not action.

Layer 2 — Awareness

What detects and orients

- Awareness receives signals.

- Awareness establishes scope and context.

- Awareness does **not** decide.

This layer answers:

- *Is there something here?*

- *What domain does it belong to?*

Awareness precedes intent.

Layer 3 — Intent

What orients direction

- Intent defines *direction*, not outcome.

- Intent is non-computable and non-productized.

- Intent alone produces no consequence.

Constraints:

- Intent cannot finalize truth.

- Intent cannot override protocol.

Intent without event is non-binding.

Layer 4 — Event

Where reality becomes bounded

- An event defines:

    - temporal bounds

    - contextual bounds

    - environmental constraints

- Only within an event can presence be finalized.

Constraints:

- No event → no truth → no consequence.

- Events must close.

Event is the first physical manifestation of intent.

Layer 5 — Presence

What actually occurred

- Presence is observed existence within an event.

- Presence is binary.

- Presence is not inferred.

Constraints:

- Presence requires human attestation.

- Presence cannot be automated.

Presence is the atomic truth unit.

Layer 6 — Demand

Where motion becomes compulsory

- Demand removes the option to wait.

- Demand forces routing:

    - proceed

    - resolve

    - release

- Demand exists to prevent acedia.

Constraints:

- Legitimate capacity may not be held indefinitely.

- Infinite HOLD is forbidden.

Demand is law entering motion.

Layer 7 — Verification

What checks admissibility

- Evidence is evaluated.

- Protocols are applied.

- Pass / fail is determined.

This layer includes:

- Proof-of-Presence

- Continuity checks

- Constraint evaluation

Verification binds presence to rule.

Layer 8 — Resolution (Law)

Where reality is enforced

- Resolution confers legitimacy.

- Resolution applies suppression.

- Resolution halts illegitimate continuation.

Constraints:

- Resolution is irreversible.

- Suppression is mandatory on violation.

Recognition without suppression is opinion.
Suppression without legitimacy is tyranny.

Layer 9 — Continuity

What preserves history

- Finalized states are appended.

- Nothing regresses.

- Nothing erases.

This layer guarantees:

- historical integrity

- traceability

- non-rollback

The past may evolve forward, never backward.

Layer 10 — Ledger

Where reality is remembered

- Append-only.

- Time-ordered.

- Immutable.

The ledger does not decide.

It records what survived law.

The ledger is memory, not authority.

Layer 11 — Identity

What emerges over time

- Identity is continuity of presence.

- Identity is event-scoped.

- Identity is non-declarative.

Constraints:

- No documents.

- No claims.

- No retroactive construction.

Identity is what remained present.

Layer 12 — Co-Agency

How humans and machines act together

- Humans provide intent and attestation.

- Machines provide verification and enforcement.

- Neither may dominate.

Constraints:

- Agency must remain balanced.

- Overrun is suppressed.

Co-agency exists only under law.

Layer 13 — Civilization Layer

What emerges

- Shared reality.

- Predictable consequence.

- Scalable coordination.

This layer is not built directly.

It **emerges** when all layers above hold.

Civilization is a side-effect of coherence.

Stack Ordering (Strict)

Signal
→ Awareness
→ Intent
→ Event
→ Presence
→ Demand
→ Verification
→ Resolution
→ Continuity
→ Ledger
→ Identity
→ Co-Agency
→ Civilization

No layer may skip another.

No layer may absorb another.

Violation triggers suppression.

Canonical Closing

This stack defines **how reality is allowed to exist** inside a system.

It is not a product.

It is not a philosophy.

It is **lawful structure**.

Everything else is implementation.