DAWN — Formula Sheet

Memory / Residue / Mycelium

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Shimmer decay: S(t) = S = e^{-(-t)}

Crystallization prob.: p_a sh = (a(_a sh - S(t)) + b SHI + c Ash_local)

Ash nutrient yield: Y_a sh = _c conv \cdot stability \cdot ||P||

Allocation softmax: a = exp(D) / exp(D)

Autophagy trigger: if E < _p rune for ticks metabolize
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Bloom / Juliet

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Rebloom prob.: p_rebloom = (k \quad n_access + k \quad coherence_path + k \quad Ash_near - k \quad entropy)

Depth update: d = min(d \quad + 1\{p_rebloom \mid high\}, d_max)

Visual intensity: I = min(d \quad d + lentropy, 1)
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Topology

Tracers

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Spawn _crow = _E entropy + _ _ _mean
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Spawn _whale = _D drift + _V(1 - SHI)

Retire prob. = (r - r utility)

Budget: c n tracer_cap
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Forecasting

Cognitive Pressure: P = B ²

Forecast Index: F = P / A, $A = w_N N + w_T S_T + w_S M_SHI$ Confidence calibration: Pr(ok|F) = (aF + b)Horizon variance: Var[F] $Var[P]/A^2 + P^2 Var[1/A]$ Anomaly score: $z = (z_P^2 + z_2^2 + z_3^2 + z_3^2)$

SCUP

Loss prob.: $p_loss = (aF^* + b P_hat + c drift + d - eA - fSHI)$ Controller (PID-lite): $u = k_P e + k_I e + k_D(e - e)$ Lyapunov stability: $V = (S_target - SHI)^2$, enforce V < 0

Voice / Echo

Mutation rate: $\mu = P + (1 - SHI), \ \mu^* = min(\mu, \mu_max)$ Resonance match: $m = , s /(|| \| \| s \|)$ Spectral balance: max(E_band / E) 0.7

Pigments

Retrieval bias:
$$w' = w$$
 (1 + dominant(P))

Balance penalty: $L_pig = (max(P) - min(P))$

Error / Scoring

$$\begin{aligned} \text{MAE} &= (1/N) \quad | \text{F_forecast - F_actual} | \\ \text{RMSE} &= \quad ((1/N) \quad (\text{F_forecast - F_actual})^2) \\ \text{Brier score: BS} &= (1/N) \quad (\text{p_loss - y})^2 \\ \text{Log loss} &= \quad - (1/N) \quad [\text{y log p} + (1 - \text{y}) \log(1 - \text{p})] \\ \text{Actuation efficiency:} &= \quad \text{SHI} \ / \ \text{u} \end{aligned}$$

Safety / Budgets

Motion budget: || x || M_max

Energy floor: E_mycelial required