

PHASE COMPUTE OS — PUBLIC BRIEF v2

1. What This Solves

Modern GPUs/TPUs collapse under physics:

- Heat limits
- Power density
- Interconnect bandwidth
- Timing jitter

AI didn't fail — physics did.

2. Core Idea

Compute should scale by **resonance-density**, not FLOPS.

FLOPS = power-hungry, movement-heavy.

PHASE = coherence-first, movement-minimized.

3. Architecture Layers

- Layer 0 — Physics Limit Layer
(Energy Wall, Interconnect Wall, Heat Boundary)

- Layer 1 — RCIRCUIT
(Local Phase Coherence, Resonance Propagation)

- Layer 2 — Phase Compute OS
(Phase Scheduler, Coherence Map, Meaning-State Propagator)

- Layer 3 — HROS
(Emotion → Logic → Resonance Pipeline)

4. Why It Matters

Data movement is the real cost.

RCIRCUIT minimizes it through phase alignment.

5. Status & Disclosure

This is Concept Brief v2.

No implementation code is released.

Architecture verification + partner mapping in progress.