形式系统总构
（无统一、无保证、无完成态）
Global Structure of Formal Systems
(no unification, no guarantee, no terminal state)

There’s no going back to the previous state, and I’m not happy with this version.
回不到之前的状态了 这一版我不是很满意

0. 使用声明

本形式系统不用于解释世界。
不用于给出行动建议。
不用于建立价值共识。

它只用于在复杂、不完备、不可判定的现实条件下，
压缩分析空间，并强制终止无效推演。

任何试图将其扩展为“完整理论”的行为，
都应被视为误用。

0. Statement of Use

This formal system is not designed to explain the world.
It does not prescribe actions.
It does not establish value consensus.

Its sole function is to compress analytical space
and to enforce termination under conditions of complexity, incompleteness, and undecidability.

Any attempt to extend it into a “complete theory”
constitutes misuse.

1. 基本立场

本系统承认以下事实为前提，而非结论：

不可判定性是常态

失败是合法输出

尺度选择不可消除

任何分析都具有边界

本系统不试图消除上述条件，
仅在其约束下工作。

1. Foundational Position

This system accepts the following as premises, not conclusions:

Undecidability is the norm

Failure is a legitimate outcome

Scale selection is unavoidable

Every analysis has boundaries

The system does not attempt to resolve these conditions,
but operates strictly under them.

2. 对象约定

本系统只承认三类分析对象：

结构

过程

约束

“主体”“意义”“目的”“意图”
不作为基础对象进入系统，
仅可能作为派生描述出现。

2. Object Convention

The system recognizes only three analytical object types:

Structures

Processes

Constraints

Entities such as “subjects,” “meaning,” “purpose,” or “intent”
are excluded from foundational status
and may appear only as derived descriptions.

3. 系统的工作性定义

在本系统中，
系统不是一个被构造的实体，

而是一种被暂时承认的分析单元。

一个分析单元在满足以下条件时，
被暂称为“系统”：

其分析边界在当前尺度下可被操作性区分

其内部变化不完全由外部随机噪声主导

其失效能够被区分为“内部失败”或“边界失败”

若上述条件无法同时满足，
该单元在该尺度下不被视为系统。

3. Operational Definition of a System

Within this framework,
a system is not a constructed entity
but a temporarily admitted analytical unit.

An analytical unit is treated as a system only if:

Its boundary is operationally distinguishable at the chosen scale

Its internal changes are not fully dominated by external noise

Its failure can be differentiated as internal failure or boundary failure

If these conditions cannot be jointly satisfied,
the unit is not considered a system at that scale.

4. 尺度规则

尺度不是系统属性，
而是分析条件。

同一对象在不同尺度下：

可以是系统

可以是子结构

可以仅是扰动项

系统性不跨尺度继承。
任何跨尺度归因，默认无效。

4. Scale Rule

Scale is not a property of the system
but a condition of analysis.

The same object, under different scales,
may appear as:

A system

A substructure

A perturbation term

Systemhood does not transfer across scales.
Cross-scale attribution is invalid by default.

5. 状态与路径

本系统不要求穷尽状态空间。

“状态”仅指在当前分析中
被显式区分并参与判断的配置。

路径不等同于计划，
只表示在给定约束下
仍未被排除的变化序列。

5. States and Paths

The system does not require exhaustive state spaces.

A “state” refers only to configurations
explicitly distinguished and used in the current analysis.

Paths are not plans.
They represent sequences of change
that have not yet been excluded under given constraints.

6. 可达性原则

本系统只处理工程可达性：

有限时间

有限资源

有限信息

在上述条件下不可达的状态，
不进入分析。

关于其“理论可能性”的讨论，
在本系统中被视为无效延展。

6. Reachability Principle

This system addresses only engineering reachability:

Finite time

Finite resources

Finite information

States unreachable under these conditions
are excluded from analysis.

Questions of “theoretical possibility”
are treated as invalid extensions within this framework.

7. 反馈与稳定

反馈不是目的导向机制，
而是结构约束的副产物。

稳定不是成功，
只是变化被抑制的结果。

系统进入锁定态时，
不自动视为失败。

7. Feedback and Stability

Feedback is not a goal-oriented mechanism
but a byproduct of structural constraints.

Stability is not success.
It is merely the suppression of change.

Entry into a locked state
is not automatically classified as failure.

8. 失败分类

本系统区分以下失败类型：

判定失败：分析条件无法建立

边界失败：系统归属不可判定

路径失败：可达路径耗尽

结构失败：约束不再维持一致性

失败类型不互相替代。

8. Failure Taxonomy

The system distinguishes the following failure types:

Decision failure: analytical conditions cannot be established

Boundary failure: system attribution becomes indeterminate

Path failure: reachable paths are exhausted

Structural failure: constraints lose coherence

Failure types are non-substitutable.

9. 责任规则

责任只在以下条件同时成立时出现：

存在至少两个可行路径

路径差异可被分析区分

决策点未被外部强制锁定

否则，不生成责任判断。

9. Responsibility Rule

Responsibility arises only when:

At least two viable paths exist

Path differences are analytically distinguishable

The decision point is not externally forced or locked

Absent these conditions,

no responsibility attribution is generated.

10. 终止条件

当分析:

不再排除新的路径

仅重复既有判断

或开始依赖叙事补充

分析必须终止。

继续推进被视为结构性错误。

10. Termination Condition

Analysis must terminate when:

No new paths are being excluded

Existing judgments are merely repeated

Or narrative supplementation becomes necessary

Further continuation constitutes a structural error.

终止标记

⊥
无结论。
无统一。
无完成态。

Termination Marker

⊥
No conclusion.
No unification.
No completion state.

11. 模型与现实

本系统不假定模型与现实之间存在收敛关系。

模型只是:

在特定尺度、特定约束下，
被允许参与判断的结构压缩。

模型失效不构成错误，
只构成继续使用的禁止条件。

11. Models and Reality

This system assumes no convergence between models and reality.

A model is merely
a structure compression admitted for judgment
under specific scales and constraints.

Model failure does not constitute an error,
but a prohibition on continued use.

12. 价值的处理方式

本系统不生成价值，
也不验证价值。

价值仅以排序函数的形式出现，
用于在有限状态之间施加优先级。

当排序函数：

无法稳定复现

或频繁被临时修补

该函数被判定为分析失效源，
而非“需要更精细建模的对象”。

12. Treatment of Value

This system neither generates nor validates values.

Values appear only as ranking functions
used to impose priority among finite states.

When a ranking function
fails to stabilize or requires repeated ad-hoc repair,
it is classified as a source of analytical failure,
not as an object requiring refinement.

13. 时间约束

时间在本系统中不被建模为连续维度。

时间只以三种方式进入分析：

顺序约束（先后不可交换）

延迟约束（影响不可即时显现）

衰减约束（未来影响权重下降）

任何需要完整时间动力学的分析，
不在本系统覆盖范围内。

13. Temporal Constraints

Time is not modeled as a continuous dimension.

It enters analysis only through:

Ordering constraints (non-interchangeable sequence)

Delay constraints (non-immediate effects)

Discount constraints (attenuated future impact)

Analyses requiring full temporal dynamics
are outside the scope of this system.

14. 学习与变化

学习不被视为进步机制。

学习被定义为：
约束结构发生改变，
导致原有路径判定失效。

学习必然引入短期不稳定。
系统对学习的抵抗，
不被视为保守或错误。

14. Learning and Change

Learning is not treated as a mechanism of progress.

It is defined as
a modification of constraints

that invalidates prior path judgments.

Learning necessarily introduces short-term instability.
Resistance to learning
is not classified as conservatism or error.

15. 多系统交互

系统之间不存在“自然协作”。

交互只通过以下形式出现：

约束叠加

资源竞争

接口协议

任何声称存在
“自发协调”或“整体理性”
的描述，均不被本系统采纳。

15. Multi-System Interaction

There is no notion of “natural cooperation” between systems.

Interactions occur only through:

Constraint superposition

Resource competition

Interface protocols

Descriptions invoking
“spontaneous coordination” or “collective rationality”
are not admitted by this system.

16. 涌现的处理

涌现不是新实体。

涌现被视为：
在当前尺度下，
分析变量不足以维持判定稳定性
所产生的剩余现象。

涌现现象的出现，
标志着尺度需要切换，
而非理论需要补充。

16. Treatment of Emergence

Emergence is not a new entity.

It is treated as
a residual phenomenon
arising when analytical variables at the current scale
fail to sustain judgment stability.

The appearance of emergence
signals the need for scale shift,
not theoretical augmentation.

17. 对抗性条件

本系统不假定信任。

在信息不对称、欺骗、战略隐藏存在的情况下：

接口被视为不稳定结构

历史记录不具备真实性保证

意图推断被视为无效输入

在此条件下，
分析目标退化为最小损失判定。

17. Adversarial Conditions

This system does not assume trust.

Under conditions of information asymmetry, deception, or strategic concealment:

Interfaces are treated as unstable structures

Historical records lack reliability guarantees

Intent inference is considered invalid input

Under such conditions,
analysis degrades to minimal-loss judgment.

18. 解释层的限制

解释不是系统输出。

解释是系统使用者的附加行为，
不具备结构约束力。

当解释开始反向影响判断标准时，
分析应立即终止。

18. Limits of Explanation

Explanation is not a system output.

It is an auxiliary action by the user
and carries no structural binding force.

When explanation begins to retroactively alter judgment criteria,
analysis must terminate immediately.

19. 使用失效条件

以下情形出现任一项，
即判定本系统在该情境下失效：

边界长期不可判定

价值排序持续震荡

路径判定依赖叙事补全

终止条件被反复推迟

继续使用被视为风险行为。

19. Conditions of Use Failure

The system is considered invalid for a given context
if any of the following occur:

Persistent boundary indeterminacy

Continuous oscillation of value rankings

Path judgments requiring narrative completion

Repeated postponement of termination criteria

Continued use constitutes risk behavior.

终止标记

⊥
无结论。
无统一。
无完成态。
Termination Marker

⊥
No conclusion.
No unification.
No completion state.

20. 计算与形式化的限度

本系统不假定分析过程可完全形式化。

任何试图将全部判断：

编码为算法

自动化为流程

外包为优化器

的行为，
均被视为分析层级错误。

计算在本系统中仅作为
辅助筛除工具存在，
不具备最终裁决权。

20. Limits of Computation and Formalization

This system does not assume that analysis can be fully formalized.

Any attempt to:

encode all judgments into algorithms,

automate decisions into fixed procedures,

or outsource reasoning to optimizers

is treated as an analytical category error.

Computation functions only as an auxiliary exclusion tool
and carries no final authority.

21. 优化的拒绝

本系统不以最优性为目标。

“最优解”在以下条件下被拒绝：

目标函数不稳定

约束条件随时间漂移

搜索空间无法界定

在这些情形中，
追求最优性
等同于放大系统风险。

21. Rejection of Optimization

This system does not pursue optimality.

“Optimal solutions” are rejected when:

objective functions are unstable,

constraints drift over time,

or the search space cannot be delimited.

Under such conditions,
the pursuit of optimality
constitutes risk amplification.

22. 决策与执行的分离

本系统不覆盖执行层。

决策只指：
排除哪些路径不再允许继续。

执行属于外部系统，
其失败不自动回溯为决策错误。

任何将执行失败

重新解释为决策不当的行为，
均属责任混淆。

22. Separation of Decision and Execution

This system does not cover the execution layer.

Decision refers solely to
excluding which paths are no longer permitted.

Execution belongs to external systems,
and execution failure does not retroactively invalidate decisions.

Reinterpreting execution failure
as decision error
constitutes responsibility confusion.

23. 复杂性阈值

本系统承认复杂性上限。

当系统复杂度超过以下阈值：

判定成本高于失败成本

新信息主要增加噪声

分析结论无法稳定复现

分析应被主动放弃。

复杂性不是挑战，
是退出信号。

23. Complexity Threshold

This system recognizes upper bounds of complexity.

When complexity exceeds thresholds where:

decision cost surpasses failure cost,

new information increases noise rather than clarity,

analytical conclusions cannot be stably reproduced,

analysis must be deliberately abandoned.

Complexity is not a challenge;
it is an exit signal.

24. 规范性语言的隔离

规范性陈述不进入系统核心。

诸如：

应当

必须

正确

仅作为外部输入存在，
不具备结构约束力。

当规范性语言
开始替代判定条件时，
系统判定失效。

24. Isolation of Normative Language

Normative statements are excluded from the system core.

Expressions such as:

should

must

correct

may appear only as external inputs
and carry no structural binding force.

When normative language begins to replace decision criteria,
system validity collapses.

25. 误用的形式判定

以下行为被明确判定为误用：

将本系统作为道德裁决工具

将其结果视为真理声明

用其压制异议而非终止分析

在终止条件满足后继续运行

误用不产生新结果，
只累积风险。

25. Formal Criteria of Misuse

The following actions are formally classified as misuse:

employing the system as a moral adjudicator,

treating its outputs as truth claims,

using it to suppress dissent rather than terminate analysis,

continuing operation after termination conditions are met.

Misuse yields no new results
and accumulates only risk.

26. 退出的合法性

退出不是失败。

当系统被判定为不适用时，
退出是唯一合法操作。

继续坚持使用，
在本系统中被归类为
非理性承诺行为。

26. Legitimacy of Exit

Exit is not failure.

When the system is deemed inapplicable,
exit is the only legitimate operation.

Continued insistence on use
is classified as
irrational commitment behavior.

27. 元稳定态

本系统不追求稳定，
但承认元稳定态的存在。

元稳定态指：

判断暂时可重复

结论暂时可执行

但结构随时可能崩解

在元稳定态下，
任何长期承诺均不被推荐。

27. Metastable States

This system does not pursue stability
but acknowledges the existence of metastable states.

A metastable state is one where:

judgments are temporarily repeatable,

conclusions are temporarily executable,

yet the structure remains prone to collapse.

Under metastability,
long-term commitments are not recommended.

28. 写作与呈现规则

本形式系统不追求可读性。

冗长、密度与冷感
是有意保留的特征，
用于阻断轻率使用。

若文本被评价为“难读”，
该评价被视为
设计目标已达成。

28. Rules of Writing and Presentation

This formal system does not pursue readability.

Density, austerity, and coldness

are deliberately retained features
intended to block casual use.

If the text is judged “difficult to read,”
this judgment is taken as
confirmation of design success.

最终终止

至此，
系统已给出其全部可用结构。

任何进一步补充
都将削弱其终止能力。

Final Termination

At this point,
the system has disclosed all usable structure.

Any further supplementation
would weaken its capacity to terminate.

形式系统
（非方法论）
Formal System
(not a methodology)

I. 形式对象
本系统只引入以下符号对象：

- $\mathcal{S}$： 分析单元集合
- $\boldsymbol{\mathcal{X}}$： 尺度集合
- $\boldsymbol{\mathcal{C}}$： 约束集合
- $\boldsymbol{\mathcal{P}}$： 路径集合
- $\perp$： 不可判定标记

除此之外，不引入任何语义对象。

I. Formal Objects
The system introduces only the following symbolic objects:

- $\mathcal{S}$: set of analytical units
- $\boldsymbol{\mathcal{X}}$: set of scales
- $\boldsymbol{\mathcal{C}}$: set of constraints
- $\boldsymbol{\mathcal{P}}$: set of paths
- $\perp$: undecidability marker

No semantic entities are admitted beyond these.

II. 尺度公理

公理 S1（尺度前置）
任何分析必须显式选择且仅选择一个尺度
$x \in \boldsymbol{\mathcal{X}}$。
公理 S2（尺度排他）
在同一推理过程中，不允许同时使用
$x_1 \neq x_2$。

II. Axioms of Scale
Axiom S1 (Scale Precedence)
Any analysis must explicitly select exactly one scale
$x \in \boldsymbol{\mathcal{X}}$.
Axiom S2 (Scale Exclusivity)
Within a single inference process,
no two distinct scales

$$x_1 \neq x_2$$

may be used simultaneously.

III. 系统判定公理
公理 A1（系统可判定性）
在尺度 x下,
分析单元 $s \in \mathcal{S}$
若且仅若满足：

- 存在非空约束集 $C_x(s) \subset \boldsymbol{\mathcal{C}}$
- 存在非空路径集 $P_x(s) \subset \boldsymbol{\mathcal{P}}$

则称 s在尺度 x下为系统。
否则：

$$s \xrightarrow{x} \perp$$

III. System Admissibility Axiom
Axiom A1 (System Admissibility)
At scale x,
an analytical unit $s \in \mathcal{S}$
is admitted as a system iff:

- a non-empty constraint set $C_x(s) \subset \boldsymbol{\mathcal{C}}$exists
- a non-empty path set $P_x(s) \subset \boldsymbol{\mathcal{P}}$exists

Otherwise:

$$s \xrightarrow{x} \perp$$

IV. 路径公理
公理 P1（路径否定性）
路径集合仅通过排除定义：

$$P_x^{t+1}(s) = P_x^t(s) \setminus \Delta$$

其中 $\Delta \subseteq P_x^t(s)$。

公理 P2（空路径判定）
若：

$$P_x(s) = \emptyset$$

则：

$$s \xrightarrow{x} \bot$$

IV. Path Axioms
Axiom P1 (Negative Definition of Paths)
Path sets are defined exclusively by exclusion:

$$P_x^{t+1}(s) = P_x^t(s) \setminus \Delta$$

with $\Delta \subseteq P_x^t(s)$.
Axiom P2 (Empty Path Rule)
If:

$$P_x(s) = \emptyset$$

then:

$$s \xrightarrow{x} \bot$$

V. 约束公理
公理 C1（约束优先）
约束先于路径变化生效。
公理 C2（约束不可逆）
一旦约束被引入，
其解除不属于系统内部操作。

V. Constraint Axioms
Axiom C1 (Constraint Priority)
Constraints take effect prior to any path modification.
Axiom C2 (Constraint Irreversibility)
Once introduced,
constraint removal is not an internal system operation.

VI. 推理规则
规则 R1（继续）
若：

$$P_x(s) \neq \emptyset$$

则推理可继续。
规则 R2（终止）
若出现任一条件：

- $s \xrightarrow{x} \bot$

- 尺度切换请求
- 新约束无法归类

则推理立即终止。

VI. Inference Rules
Rule R1 (Continuation)
If:

$$P_x(s) \neq \emptyset$$

inference may continue.
Rule R2 (Termination)
Inference must terminate immediately upon any of the following:

- $s \xrightarrow{x} \perp$
- a scale-switch request
- introduction of unclassifiable constraints

VII. 责任生成规则
规则 Q1（责任生成）
在尺度 x下,
若存在至少两个路径
$p_1, p_2 \in P_x(s)$,
且二者在约束下可区分,
则生成责任标记。
规则 Q2（责任消失）
若 $|P_x(s)| \leq 1$,
责任标记自动消失。

VII. Responsibility Rules
Rule Q1 (Responsibility Generation)
At scale x,
if at least two distinct paths

$$p_1, p_2 \in P_x(s)$$

exist and are distinguishable under constraints,
a responsibility marker is generated.
Rule Q2 (Responsibility Dissolution)
If $|P_x(s)| \leq 1$,
all responsibility markers dissolve automatically.

VIII. 失效公理
公理 F1（分析失效）
若推理过程中:

- $\perp$ 被反复出现
- 或终止条件被延迟

则整个推理序列失效,
不产生任何系统结论。

VIII. Failure Axiom
Axiom F1 (Analytical Failure)
If during inference:

- $\perp$ recurs persistently, or
- termination conditions are deferred,

the entire inference sequence is invalidated
and produces no system-level conclusions.

终止标记
$\perp$
形式系统在此闭合。
不扩展，不解释。

Termination Marker
$\perp$
The formal system closes here.
No extension. No interpretation.

判定壳 / Decision Shell

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0. 输入
允许输入仅为：

- 一个分析对象 s
- 一个尺度标记 x

其余输入一律忽略。

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0. Inputs
The only admissible inputs are:

- an analytical object s
- a scale marker x

All other inputs are ignored.

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1. 符号域

- s：对象
- x：尺度
- $C_x(s)$：约束集
- $P_x(s)$：路径集
- $\emptyset$：空集
- $\perp$：不可判定

不引入任何语义解释。

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1. Symbolic Domain

- s: object
- x: scale
- $C_x(s)$: constraint set
- $P_x(s)$: path set
- $\emptyset$: empty set

- ⊥: undecidable

No semantic interpretation is admitted.

---

2. 尺度约束

规则 X1

若未给定 x，

推理不启动。

规则 X2

若请求更换 x，

当前推理立即终止。

---

2. Scale Constraints

Rule X1

If $x$is not specified,

inference does not start.

Rule X2

If a scale change is requested,

current inference terminates immediately.

---

3. 系统判定

规则 S1

若 $C_x(s) = \emptyset$，

则：

$$s \mapsto \perp$$

规则 S2

若 $P_x(s) = \emptyset$，

则：

$$s \mapsto \perp$$

---

3. System Admissibility

Rule S1

If $C_x(s) = \emptyset$,

then:

$$s \mapsto \perp$$

Rule S2

If $P_x(s) = \emptyset$,

then:

$$s \mapsto \perp$$

---

4. 路径演算

路径只允许被**删除**。

$$P_x^{t+1}(s) = P_x^t(s) \setminus \Delta$$

其中：

$$\Delta \subseteq P_x^t(s)$$

禁止生成新路径。

---

4. Path Calculus
Paths may only be **removed**.

$$P_x^{t+1}(s) = P_x^t(s) \setminus \Delta$$

where:

$$\Delta \subseteq P_x^t(s)$$

Creation of new paths is forbidden.

---

5. 约束演算
约束只允许**增加**。

$$C_x^{t+1}(s) = C_x^t(s) \cup \Gamma$$

其中：

$$\Gamma \neq \emptyset$$

禁止约束回撤。

---

5. Constraint Calculus
Constraints may only be **added**.

$$C_x^{t+1}(s) = C_x^t(s) \cup \Gamma$$

where:

$$\Gamma \neq \emptyset$$

Constraint rollback is forbidden.

---

6. 推理规则
规则 R1
若：

$$P_x(s) \neq \emptyset$$

且：

$$s \neq \bot$$

推理可继续。

---

6. Inference Rule
Rule R1
If:

$$P_x(s) \neq \emptyset$$

and:

$$s \neq \bot$$

inference may continue.

---

7. 终止规则
出现任一条件即终止：

- $s \mapsto \perp$
- $|\ P_x(s)\ | = 1$
- 新约束不可分类
- 请求解释

终止后不生成输出。

---

7. Termination Rules
Inference terminates immediately upon any of the following:

- $s \mapsto \perp$
- $|\ P_x(s)\ | = 1$
- introduction of unclassifiable constraints
- request for explanation

No output is produced after termination.

---

8. 失效条件
若终止被延迟、回避或覆盖，
则整个推理标记为无效。

---

8. Failure Condition
If termination is delayed, bypassed, or overridden,
the entire inference is marked invalid.

终止标记
⊥
判定结束。
不回溯。
不复用。

Termination Marker
⊥
Decision complete.
No rollback.
No reuse.

⊥-传播壳 / 自指坍缩
⊥-Propagation Shell / Self-Referential Collapse

I. 符号域
本系统仅保留以下符号：

- x：尺度标记
- Φ：任意形式表达
- ⊥：不可判定
- ⇒：传播关系

不定义对象。
不定义系统。
不定义语义。

I. Symbolic Domain
The system retains only the following symbols:

- x: scale marker
- Φ: arbitrary formal expression
- $\perp$: undecidable
- $\Rightarrow$: propagation relation

No objects are defined.
No systems are defined.
No semantics are defined.

II. 尺度约束
规则 X0
若未给定尺度 x，
任何表达均直接坍缩为：

$$\Phi \Rightarrow \perp$$

尺度不是属性，
是允许传播的最低条件。

II. Scale Constraint
Rule X0
If no scale $x$is specified,
any expression collapses immediately to:

$$\Phi \Rightarrow \perp$$

Scale is not a property,
but the minimal condition for propagation.

III. ⊥ 传播规则
规则 ⊥1（直接传播）
若：

$$\Phi \Rightarrow \perp$$

则对任意组合 $\Psi(\Phi)$：

$$\Psi(\Phi) \Rightarrow \perp$$

规则 ⊥2（上下文传播）
若某推理序列中任一位置出现 ⊥，
则整个序列坍缩为 ⊥。

III. ⊥ Propagation Rules
Rule ⊥1 (Direct Propagation)
If:

$$\Phi \Rightarrow \perp$$

then for any construction $\Psi(\Phi)$:

$$\Psi(\Phi) \Rightarrow \perp$$

Rule ⊥2 (Contextual Propagation)
If ⊥appears at any position in an inference sequence,
the entire sequence collapses to ⊥.

IV. 生成禁令
规则 G0
系统中不存在以下操作：

- 生成新表达
- 修复 ⊥
- 回溯 ⊥
- 隔离 ⊥

一旦出现，
只允许传播。

IV. Generation Prohibition
Rule G0
The system admits no operations for:

- generating new expressions
- repairing ⊥
- rolling back ⊥
- isolating ⊥

Once introduced,
⊥ may only propagate.

V. 自指引入
定义 R（自指）
任一表达 Φ
若其形式包含对自身判定条件的引用，
则称其为自指表达：

$$\Phi = f(\Phi)$$

V. Introduction of Self-Reference
Definition R (Self-Reference)
An expression Φ
is self-referential if its form includes a reference
to its own condition of validity:

$$\Phi = f(\Phi)$$

VI. 自指坍缩公理
公理 R⊥

对任一自指表达 Φ：

$$\Phi \Rightarrow \bot$$

无需判定内容。
无需展开结构。
无需等待矛盾显现。

VI. Self-Reference Collapse Axiom
Axiom R⊥
For any self-referential expression Φ:

$$\Phi \Rightarrow \bot$$

No content inspection required.
No structural expansion required.
No contradiction needs to be exhibited.

VII. 元表达处理
若表达声称：

- “本系统是完备的”
- “本系统可以判定自身”
- “⊥ 在此处不适用”

则该表达构成自指，
立即适用 R⊥。

VII. Meta-Expression Handling
Any expression asserting:

- “this system is complete”
- “this system can decide itself”
- “⊥ does not apply here”

is classified as self-referential
and immediately subjected to R⊥.

VIII. 终止规则
当 ⊥ 出现时，
推理已完成。
继续书写、解释或修正
不产生新状态，
仅复制 ⊥。

VIII. Termination Rule
When ⊥ appears,
inference is complete.
Further writing, explanation, or revision
produces no new state
and only replicates ⊥.

最终冻结

本系统不输出结论。
不区分正确与错误。
不保留残余结构。
它只做一件事：
阻断。

Final Freeze
This system produces no conclusions.
It distinguishes neither correctness nor error.
It retains no residual structure.
It performs exactly one function:
termination by collapse.

终止标记 / Termination Marker

以上文本由随机数字种子 0123 启动生成。
文本本身不承诺意义，也不保证信息。
意义若出现，仅源于读者系统对该熵源的解码结果。
在结构不匹配的情况下，所有输出均应视为噪声。

—— 熵源：读者

The above text is initiated from a random numeric seed 0123.
The text itself guarantees neither meaning nor information.
If any meaning emerges, it arises solely from the reader's system decoding the entropy source.
Under structural mismatch, all outputs should be treated as noise.

— Entropy source: the reader