

# PLD (Phase Loop Dynamics) — One-Page Press Sheet

From hesitation to harmony — Designing the rhythms of interaction

## What is PLD?

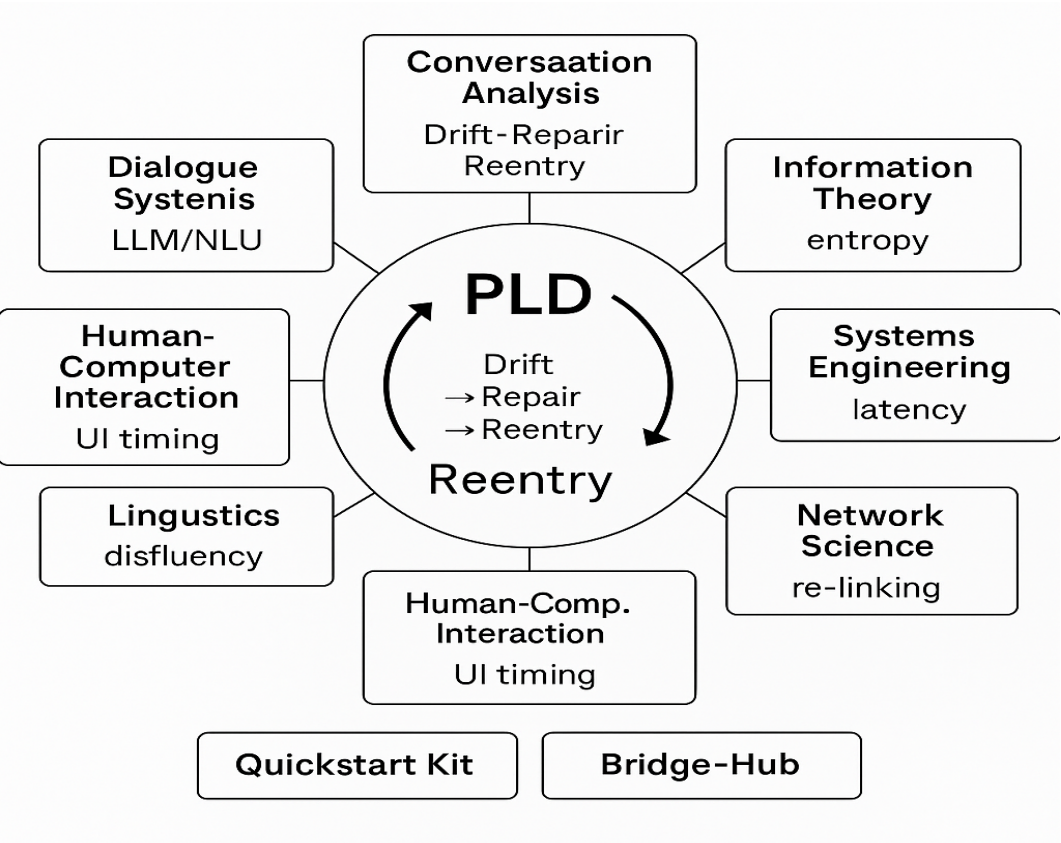
A cross-disciplinary theory and open-source framework that treats pauses, delays, and reentries in AI/UX as *designable rhythms*.

- **Core loop:** Drift → Repair → Resonance
- **Fields spanned:** Conversation Analysis, Cognitive Science, Information Theory, HCI, and more (8 in total)
- **Goal:** Measure & improve the *timing quality* of interaction

## Key Components

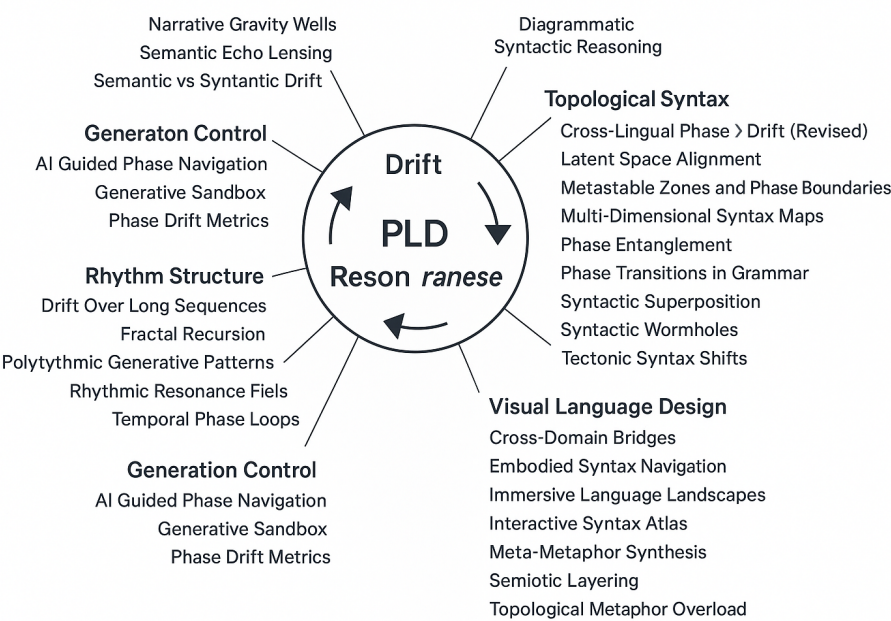
- **Quickstart Kit** — Ready-to-use patterns for Rasa, Figma, LLMs
- **Bridge-Hub** — Real-time detection & metrics backbone
- **Academic Validation** — Zenodo DOI publication:  
[Phase Loop Dynamics: A Syntax of Drift, Repair, and Resonance](#)

## Academic Span



Domain	Role in PLD	Keywords
Conversation Analysis	Definitions and classification criteria for Drift, Repair, Reentry	Schegloff, Sacks, adjacency pairs, turn-taking
Cognitive Science	Interpreting pauses, attention & cognitive load models	working memory, hesitation markers
Information Theory	Drift = entropy increase, Repair = entropy decrease	entropy, redundancy
Systems Engineering	Delay detection, recovery algorithms	latency thresholds, resilience loops
Network Science	Modeling connection, disconnection, reconnection in dialogue	graph connectivity, re-linking
Linguistics	Repair vocabulary and reentry patterns in speech/text	disfluency, re-entry markers
Human–Computer Interaction (HCI)	Timing design and feedback loops in UI	latency hold patterns, micro-interactions
Dialogue Systems (AI)	Delay tolerance & repair mechanisms in NLU/LLMs	soft repair prompts, reentry triggers
Measurement Science	Schema definition, metrics, reproducibility	schema validation, reproducible metrics

Unresolved Research Areas



## 1. Cognitive Linguistics

- narrative\_gravity\_wells.md
- semantic\_echo\_lensing.md
- semantic\_vs\_syntactic\_drift.md

## 2. Generation Control

- ai\_guided\_phase\_navigation.md
- generative\_sandbox.md
- phase\_drift\_metrics.md

## 3. Rhythm Structure

- drift\_over\_long\_sequences.md
- fractal\_recursion.md
- polyrhythmic\_generative\_patterns.md
- rhythmic\_resonance\_fields.md
- temporal\_phase\_loops.md

## 4. Syntax Visualization

- diagrammatic\_syntactic\_reasoning.md

## 5. Topological Syntax

- cross\_lingual\_phase\_drift\_revised.md
- latent\_space\_alignment.md
- metastable\_zones\_and\_phase\_boundaries.md
- multi\_dimensional\_syntax\_maps.md
- phase\_entanglement.md
- phase\_transitions\_in\_grammar.md
- syntactic\_superposition.md
- syntactic\_wormholes.md
- tectonic\_syntax\_shifts.md

## 6. Visual Language Design

- cross\_domain\_bridges.md
- embodied\_syntax\_navigation.md
- immersive\_language\_landscapes.md
- interactive\_syntax\_atlas.md
- meta\_metaphor\_synthesis.md
- semiotic\_layering.md
- topological\_metaphor\_overload.md

## Quick Facts

- **Open-source:** [GitHub repository](#)
  - **Full chain:** Theory → Patterns → Measurement
  - **Applications:** AI assistants, multimodal UX, education platforms, more
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**Contact:** Kiyoshi Sasano — [deepzenspace@gmail.com](mailto:deepzenspace@gmail.com)

**ORCID:** [0009-0003-0268-5269](#)