Learning System Components

Raw Experiences (Stream of Interactions)

These would normally fade/be deleted after episode formation

1. Walked on living glass, saw blue-green colors appear
2. Stepped quickly, glass flashed orange
3. Glob approached equipment
4. Glob touched metal sensor array
5. Glob turned silver
6. Glob made clicking sounds
7. Other globs touched silver glob
8. Other globs turned silver too
9. Kicked stone into resonator
10. Resonator rang high note
11. Flutter seeds opened revealing sparkles
12. Whisps converged on resonator
13. Whisps created chorus
14. Living glass turned purple under whisp chorus
15. Purple glass became solid
16. Glob rolled onto purple glass
17. Glob turned purple permanently
18. Noticed three moons forming triangle
19. Resonators hummed in harmony during triangle
20. Glob touched resonator during triangle
21. Glob began glowing internally
22. Glowing glob attracted whisps
23. Whisps orbited but didn't touch glowing glob
24. Touched glowing glob, felt electric sensation
25. Handprint lasted on glob surface
26. Dropped journal in shade pool
27. Pulled out journal, liquid held journal shape
28. Glob rolled through shade pool with journal shape
29. Glob emerged with journal pattern embossed
30. Embossed glob touched resonator
31. Resonator tone dropped octave and pulsed
32. Flutter seeds migrated toward pulsing resonator

Episodes (Salient Compressed Summaries)

Marked by novelty or "pain" (surprise/failed predictions)

E1: Metal Contact Contagion

Trigger: High novelty - unexpected spreading behavior
Content: Glob touched metal → turned silver + clicking → other globs touched it → they turned silver + clicking (weaker)
Salience: 8/10 (novel spreading mechanism)

E2: Whisp Chorus Solidification

Trigger: Surprise - unexpected state change
Content: Stone kicked into resonator → high note → whisps converged into chorus → living glass beneath turned purple and solid → glob on purple glass became permanently purple
Salience: 9/10 (permanent change!)

E3: Moon Triangle Activation

Trigger: Environmental pattern recognition
Content: Three moons in triangle → resonators harmonize → glob touches resonator → glob glows internally → whisps orbit but won't touch
Salience: 7/10 (celestial trigger)

E4: Shade Pool Imprinting

Trigger: Novelty - memory/transfer mechanism
Content: Journal in shade pool → liquid holds shape → glob rolls through → glob gets journal pattern → embossed glob touches resonator → resonator becomes rhythmic pulser → flutter seeds migrate toward it
Salience: 8/10 (information transfer chain)

E5: Whisp Cascade Mirror Creation

Trigger: High novelty - spontaneous transformation
Content: Whisp chorus over shade pool (no trigger) → pool bubbles and overflows → rivulets create mirror surfaces → globs avoid mirrors → flutter seeds attach and turn chrome
Salience: 9/10 (environmental transformation)

E6: Moon Line Evaporation Phase

Trigger: Pattern recognition + surprise outcome
Content: Moons align straight → shade pools evaporate → leave crystal residue → globs eat residue → gain phasing ability → phased glob through resonator → resonator inverts to silence sphere
Salience: 10/10 (phase ability!)

E7: Sound Learning Limit

Trigger: "Pain" - permanent loss
Content: Hummed near glob → glob mimicked → touched resonator while mimicking →

resonator learned sound → after 3 sounds, resonator cracked and went permanently silent
Salience: 10/10 (irreversible damage)

E8: Purple Glob Shattering

Trigger: Prediction test with unexpected result
Content: Purple glob + shade pool + moon alignment evaporation → glob shattered → fragments grew into micro-resonators → emit whisp-only sounds → create organized whisp clouds
Salience: 10/10 (transformation + emergence)

Generalizations (Enduring Patterns)

Cross-referenced and weighted by episode salience

G1: Contact Color Transfer

Source Episodes: E1, E2
Pattern: Entities that touch colored globs adopt their color with decreasing intensity through chain
Confidence: High (multiple observations)
Scope: Globs only

G2: Frequency-Triggered Responses

Source Episodes: E2, E4, E6
Pattern: Specific sounds/frequencies cause predictable responses (flutter seeds open, whisps converge)
Confidence: Very High
Scope: Multiple entity types

G3: Celestial Influence on Behavior

Source Episodes: E3, E6
Pattern: Moon positions trigger world-state changes (triangle=harmony, line=evaporation)
Confidence: High
Scope: System-wide

G4: Whisp Chorus Effects

Source Episodes: E2, E5
Pattern: Whisp choruses transform surfaces beneath them (glass→solid purple, pool→overflow→mirror)
Confidence: High
Scope: Environmental transformation

G5: Information Persistence Through Contact

Source Episodes: E4, E7
Pattern: Physical patterns can transfer through intermediary substances (shade pool) and affect other entities
Confidence: Medium-High
Scope: Shade pools, possibly others

G6: Permanent State Changes Possible

Source Episodes: E2, E7, E8
Pattern: Some transformations are irreversible (purple glob, cracked resonator, shattered glob)
Confidence: Very High
Scope: Multiple entities under specific conditions

G7: Learning Has Limits

Source Episodes: E7
Pattern: Resonators can learn up to 3 sounds before breaking
Confidence: High (but n=1)
Scope: Resonators specifically

G8: Phase Ability Through Consumption

Source Episodes: E6
Pattern: Consuming shade pool residue during moon alignment grants temporary phasing
Confidence: Medium (single observation)
Scope: Globs + shade pool residue

G9: Compound Condition Effects

Source Episodes: E6, E8
Pattern: Multiple simultaneous conditions create emergent behaviors different from individual effects
Confidence: High
Scope: System-wide principle

Hold-Back Episodes for Testing

These would not be shown during training, used to validate predictions

T1: Chrome Flutter Seed + Resonator

What happens when a chrome flutter seed (from mirror surface) touches a resonator?

T2: Glowing Glob + Shade Pool

What occurs when a glowing glob (from moon triangle) enters a shade pool?

T3: Silent Resonator + Multiple Whisps

What happens when whisps create a chorus near a silence-sphere resonator?

T4: Phase Glob + Mirror Surface

Can a phasing glob pass through a mirror surface, or does avoidance override phasing?

T5: Micro-Resonator + Flutter Seeds

How do flutter seeds respond to the whisp-only frequencies from micro-resonators?