Implementation Guide — Architecture

Modules: overlay (EO schema, hashing, invariants), operators (Rθ/WeylReflect/Midpoint/ParityMirror), morsr (shell protocol, staged runs, acceptance logic, handshakes/region/metrics writers), policy (policy surface JSON), schemas (overlay/handshake/region/metrics).

Policy Surface (cqe_policy_v1)

geometry: weight α, kissing δ, sparsity γ; parity weights (lane/global).
acceptance: eps_phi, strict_only ($\Delta\Phi \leq -\varepsilon$), plateau_cap, midpoint_requires_parity_drop.
operators: toggles per-op; sector_balance_lambda (optional soft bias).
shells: mode (radial|graph), base, factors, stop_metric, stop_threshold, ema_alpha.
governance: permutation whitelist id, monster profile id, consent_required.
viz: frame ids and allowed sectors.
logging: reason_codes, signing, overlay_store_mode, metrics, otel.

CLI Patterns

mint-seed → MORSR pulse → artifacts. Integrate adapters (superperm, audio, retrieval) upstream to map to EO overlays and call into MORSR.

Reason Codes

strict_decrease, plateau, plateau_capped, delta_increase, parity_fail, governance_blocked, out_of_shell. These power dashboards and audits.