# Stage-11 → Text LLM Integration Roadmap (10 Steps)

#### 1. Confirm the Doctrine

Warp  $\rightarrow$  Detect  $\rightarrow$  Denoise (Stage-11) is the core doctrine. Always-on warp ( $\alpha$ \_min > 0) with soft gating is required for convergence. This principle holds across embeddings and must carry into text models.

# 2. Reproduce Stock Baseline

Implement a text\_arc\_stock\_baseline.py using GPT-2 small. Run ARC-style prompts in greedy decode (rudimentary) to get baseline performance. This mirrors embedding ARC tests, giving an apples-to-apples baseline.

# 3. Apply ARC Testbed Equivalence

Ensure same ARC framework is applied to text as was to embeddings. This controls for test conditions so gains are attributable to warp/denoise, not benchmark mismatch.

# 4. Introduce Warp Layer Hook

Insert forward hook at layer -9. Perform PCA-2 slice to define radius + inward vector. Apply small inward curvature per token ( $\alpha$ \_min).

#### 5. Add Soft Trend Gate

Replace hard thresholds with sigmoids on trend ( $k_tr$ ,  $\tau$ ). Latch + linger logic to stabilize bursts.

### 6. Integrate Detect (Gain Only)

Matched filter (window, sigma) + null calibration. Multiply trend gain; detect never acts as permission. Detect refines warp amplification but warp always remains active.

#### 7. Incorporate Denoiser

Implement soft denoiser from stage11\_ab\_eval\_base\_denoise.py: EMA + median smoothing, phantom guard, jitter averaging. Ensure denoiser only scales/smooths, never flips sign.

#### 8. Telemetry & Metrics

Track  $\alpha$  sequence, radius shrink, burst length, applied rate. Compare against embedding metrics for convergence.

#### 9. CPU/GPU Profiles

Provide CPU-friendly runs for quick checks. GPU configs for budget T4/L4 (v4b) and richer A100 runs.

# 10. Consolidate into Unified Script

Merge stock + geo decode modes (--gen\_mode stock|geo) as in A/B eval base. One script runs both, using a config JSON or CLI args. Ensures all R&D; (embeddings  $\rightarrow$  text) is properly carried forward.