Technical Architecture Synthesis

1. Call-by-Need Module Loading

2. Wildcard Module Reflection

```
# Python module discovery with reflection
<reference path="/modules/*.py">
    def discover_modules():
        for module in glob("*.py"):
            inspect_and_register(module)
            generate_polycall_binding(module)
</reference>
```

3. Actor Model with Memory Locking

```
actor ModuleManager {
    state: isolated;

    // Lock modules in memory for performance
    @memory_locked
    fn load_and_lock(pattern: string) -> Module {
        modules := discover_wildcard(pattern)
        lock_in_memory(modules)
        return modules
    }

    // Bidirectional GOSSIP communication
    GOSSIP execute TO PYTHON {
        import main
        return main.run(args)
    }
}
```

4. AVL-Huffman Module Organization

Based on your knowledge base, this uses the patented optimization:

```
// AVL tree with Huffman weights for module priority
typedef struct avl_module_node {
   char* module_path;
   float huffman_weight; // Usage frequency
   permission_t permissions; // PUBLIC, PRIVATE, PROTECTED
   struct avl_module_node* left;
```

```
struct avl_module_node* right;
} avl module node t;
```

5. Permission Scheme Integration

```
module_permissions:
   public:
     - "lib/*.py"  # Public API modules
     - "api/*.gs"  # Gosilang public interfaces
   private:
     - "core/*.c"  # Internal implementation
   protected:
     - "shared/*.so"  # Shared objects with restrictions
```

Complete System Flow:

- 1. **Discovery**: Wildcard patterns find modules (path/to/*.py)
- 2. **Reflection**: Token model analyzes module structure
- 3. Lazy Loading: Call-by-need defers loading until use
- 4. Actor Execution: Modules run in isolated actors
- 5. **GOSSIP Protocol**: Bidirectional polyglot communication
- 6. AVL Balancing: Optimize module access patterns
- 7. **Memory Locking**: Hot modules stay resident