

NexusAEC - Architecture Documentation

Last Updated: 2026-01-09 Version: 1.0 Architecture Type: Unified LiveKit Voice Stack

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1. System Overview

1.1 Purpose

NexusAEC is a **voice-driven AI executive assistant** that enables professionals to manage email communications through natural voice interactions while on the go. The system:

- Aggregates emails from multiple providers (Outlook + Gmail)
- Identifies critical/urgent messages using AI-powered red flag detection
- Generates personalized voice briefings (podcast-style)
- Executes email actions via voice commands
- Maintains safety through desktop-based draft review

1.2 Core Principles

1. **Voice-First:** All interactions designed for hands-free operation
2. **Safety-First:** High-risk actions require explicit approval
3. **Privacy-First:** Minimal data retention, transparent audit trails
4. **Provider-Agnostic:** Unified interface across Outlook and Gmail
5. **Scalable Intelligence:** Three-tier memory for performance and personalization

1.3 System Boundaries

In Scope:

- Email reading, prioritization, and simple actions (mark read, flag, move)
- Voice-based briefing and command execution
- Draft creation (requires review before sending)
- Calendar and contact integration for context

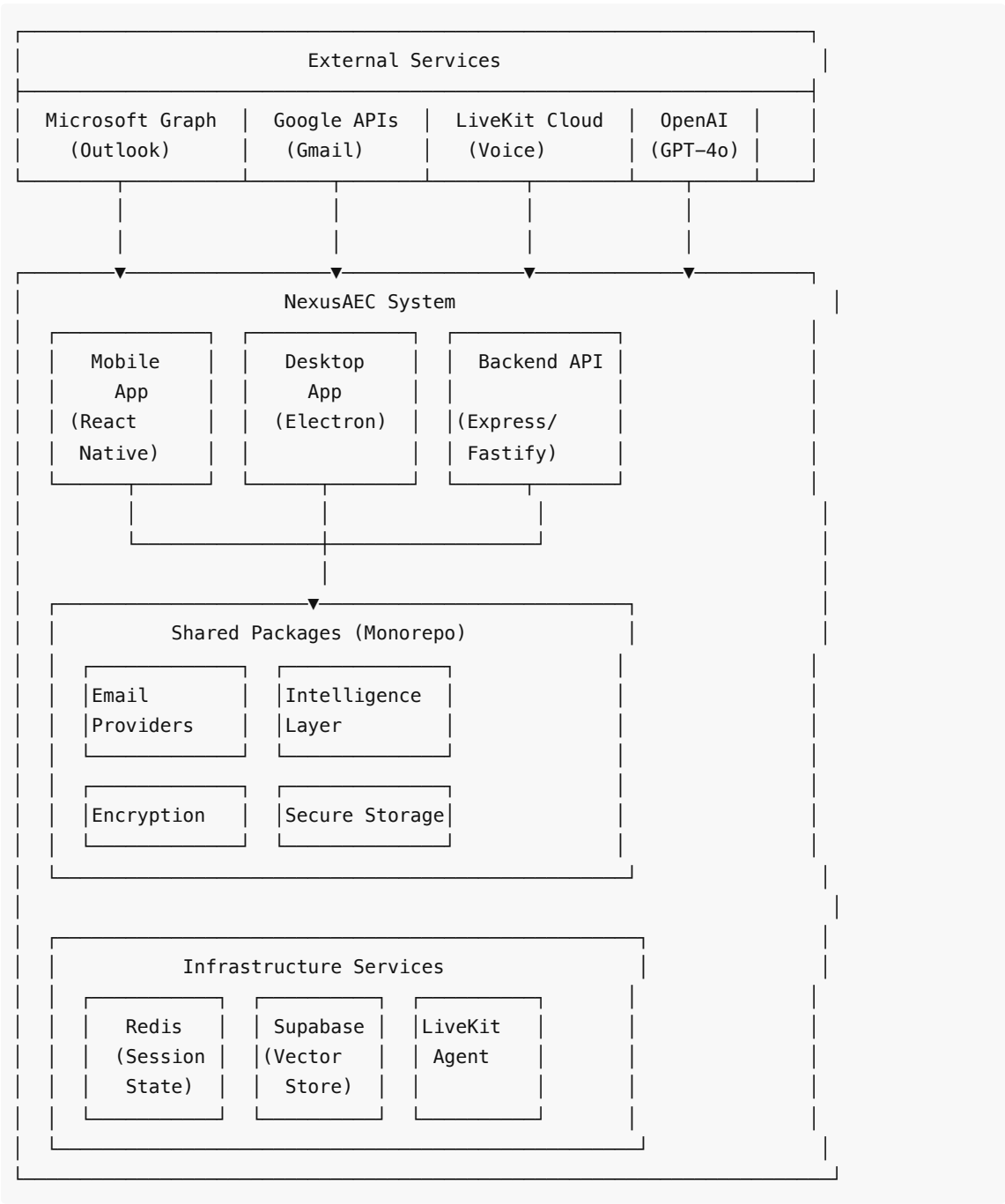
Out of Scope (MVP):

- Sending emails without review
- File attachment handling

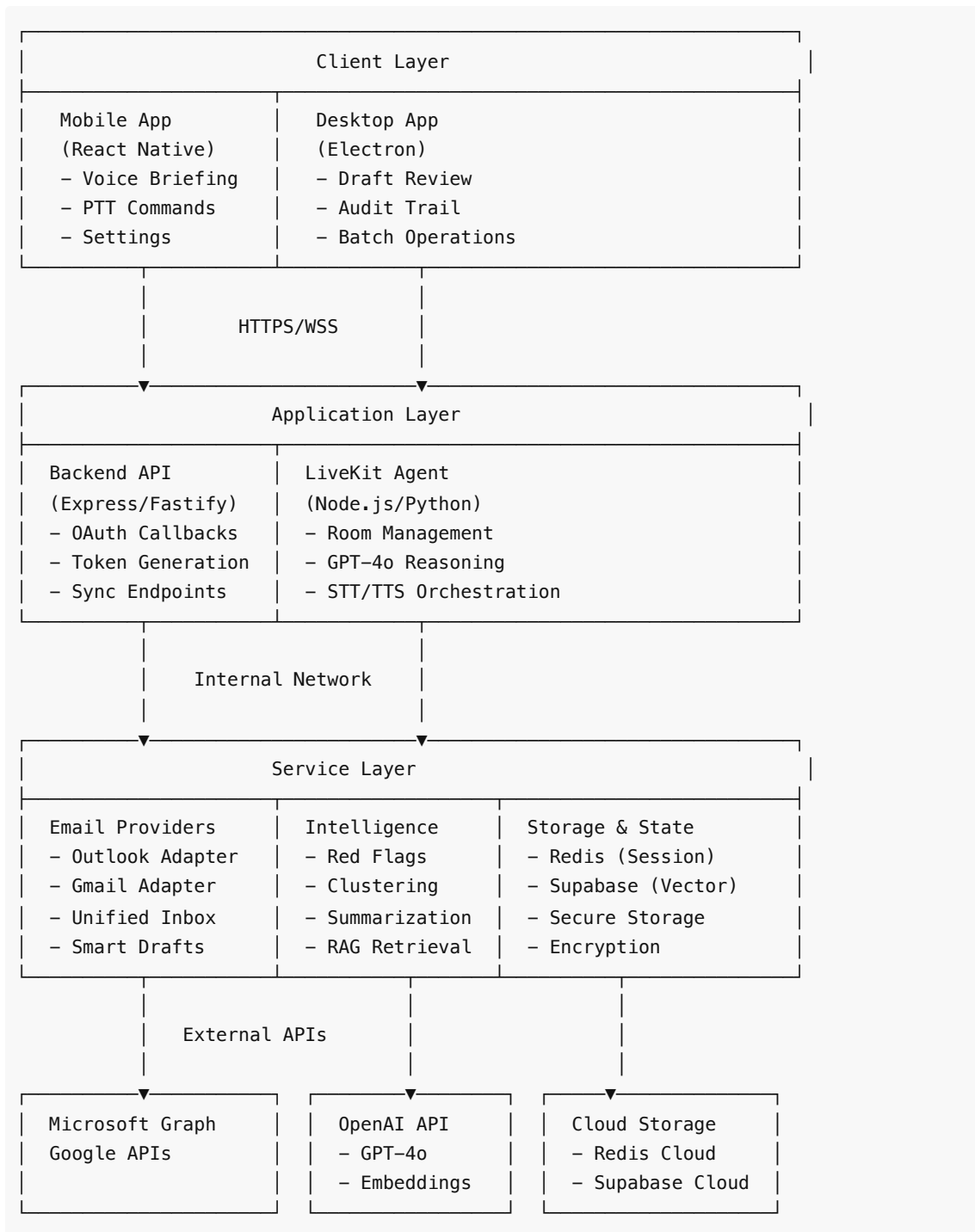
- Complex workflow automation
- Multi-user/team features
- Email composition beyond simple replies

2. High-Level Architecture

2.1 System Context Diagram



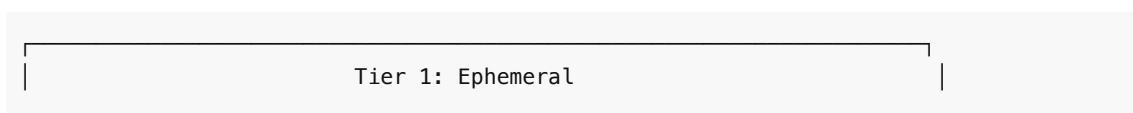
2.2 Container Architecture



3. Three-Tier Memory Model

The system uses a **three-tier memory architecture** to balance performance, personalization, and cost:

3.1 Architecture Overview



(In-Memory Processing)

Purpose: Real-time email analysis and scoring
Lifecycle: Request-scoped (discarded after processing)
Location: Application memory (Node.js/Python process)

Components:

Red Flag
Scorer

Topic
Clusterer

VIP
Detector

Thread
Velocity

Calendar
Proximity

Data: StandardEmail[], RedFlag[], Topic[]

Session State

Tier 2: Session State (Redis Cache)

Purpose: Live "Drive State" for active voice sessions
Lifecycle: Session-scoped (24-hour TTL)
Location: Redis (in-memory key-value store)

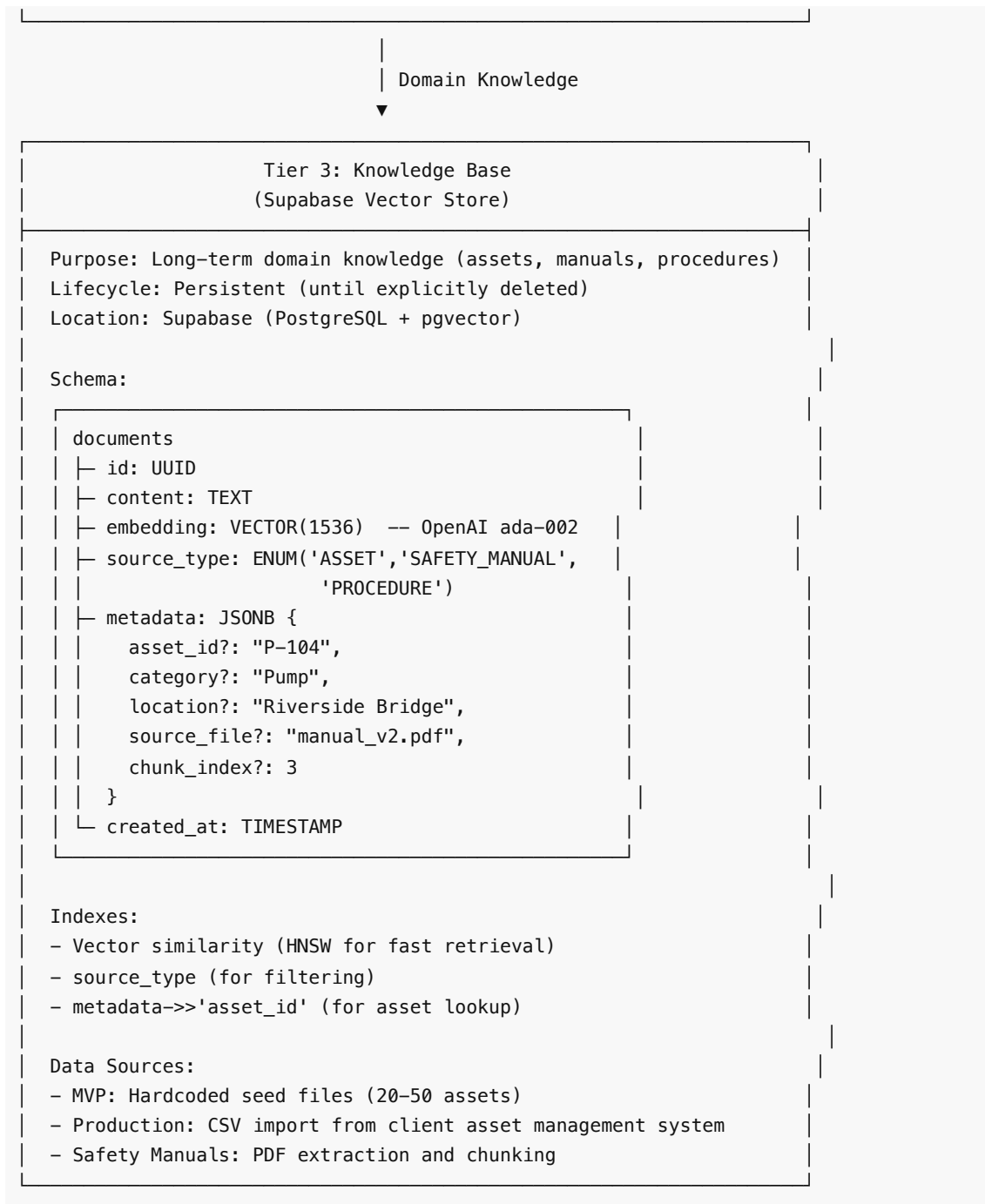
Components:

```
DriveState
{
  sessionId: "uuid",
  currentTopicIndex: 2,
  currentItemIndex: 5,
  itemsRemaining: 12,
  interruptStatus: "none",
  lastPosition: 1234,    // milliseconds
  startedAt: "2026-01-09T10:00:00Z",
  updatedAt: "2026-01-09T10:15:23Z"
}
```

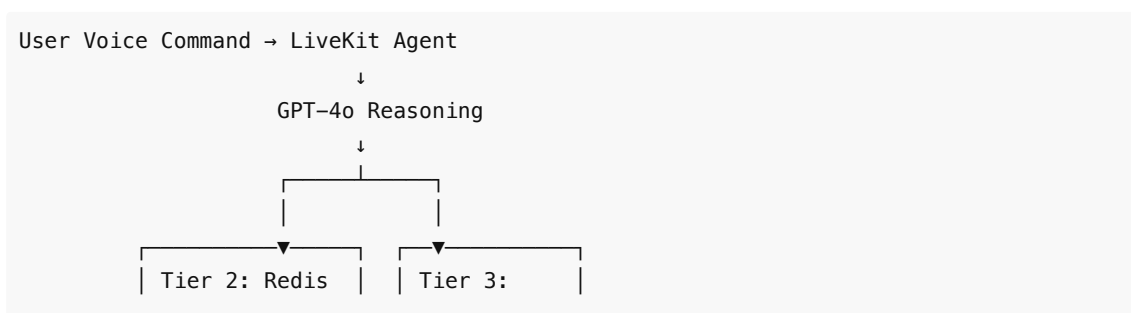
Shadow Processor (Background Service)

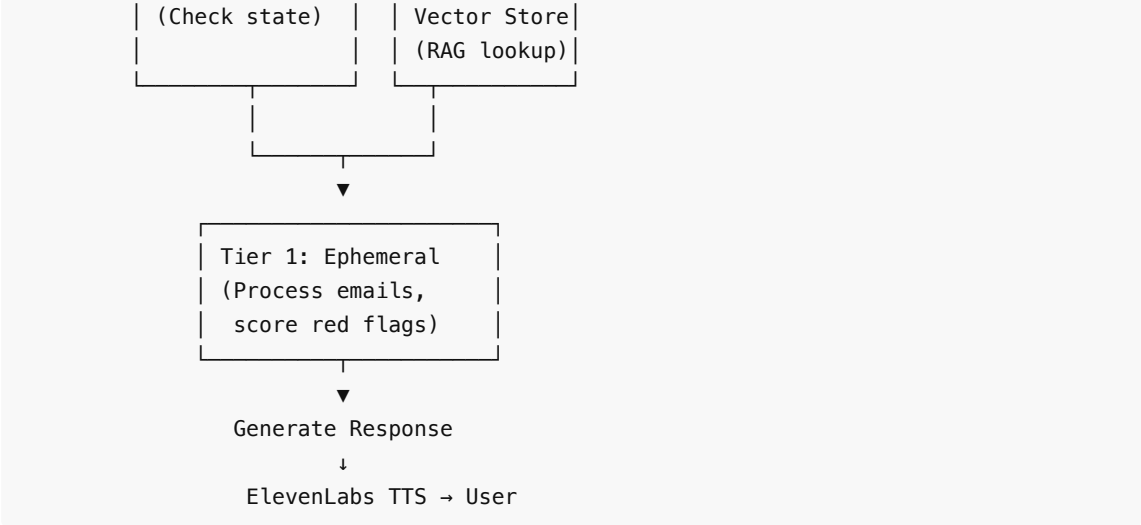
- Listens to LiveKit transcript events
- Updates Redis state in real-time
- "Ack & Act" pattern for responsiveness

TTL: 24 hours (auto-expire stale sessions)



3.2 Data Flow Between Tiers





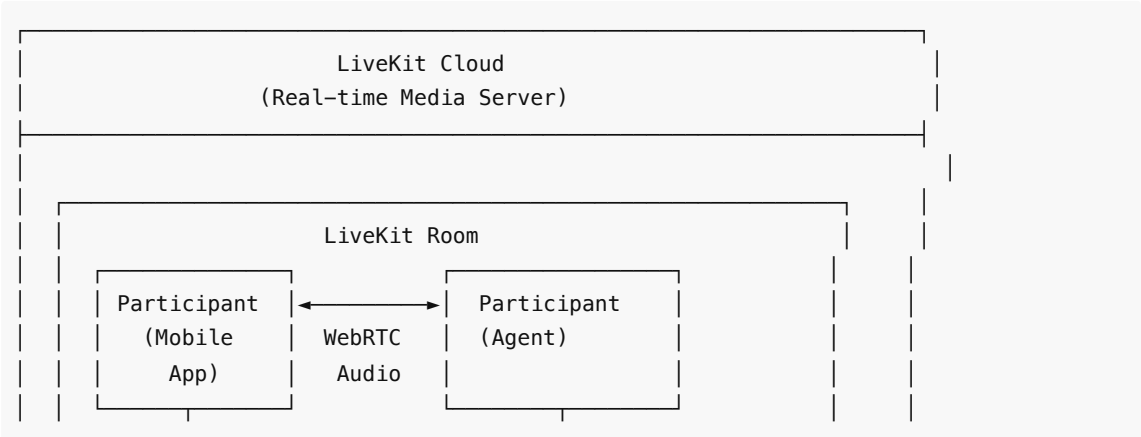
3.3 Memory Tier Selection Guide

Use Case	Tier	Rationale
Email content analysis	Tier 1	Ephemeral, no need to persist email bodies
Red flag scoring	Tier 1	Computed per-request, discarded after
Current briefing position	Tier 2	Session state, needs to survive interruptions
User interrupt handling	Tier 2	Real-time updates from transcript
Asset knowledge (NCE IDs)	Tier 3	Persistent domain knowledge
Safety manual excerpts	Tier 3	Persistent, rarely changes
User preferences (VIPs)	Tier 3	Persistent, sync across devices

4. Voice Processing Stack

4.1 LiveKit Unified Architecture

Key Decision: Use LiveKit Cloud as the central hub for ALL voice processing, eliminating custom WebRTC implementation.



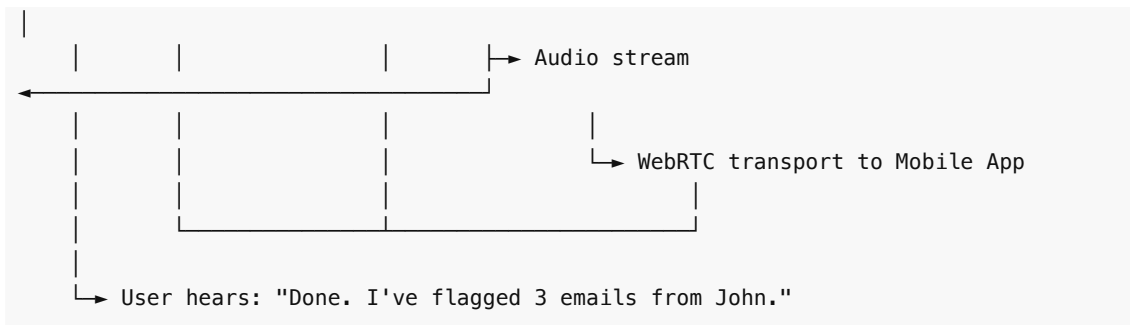


- Shadow Processor (Background)

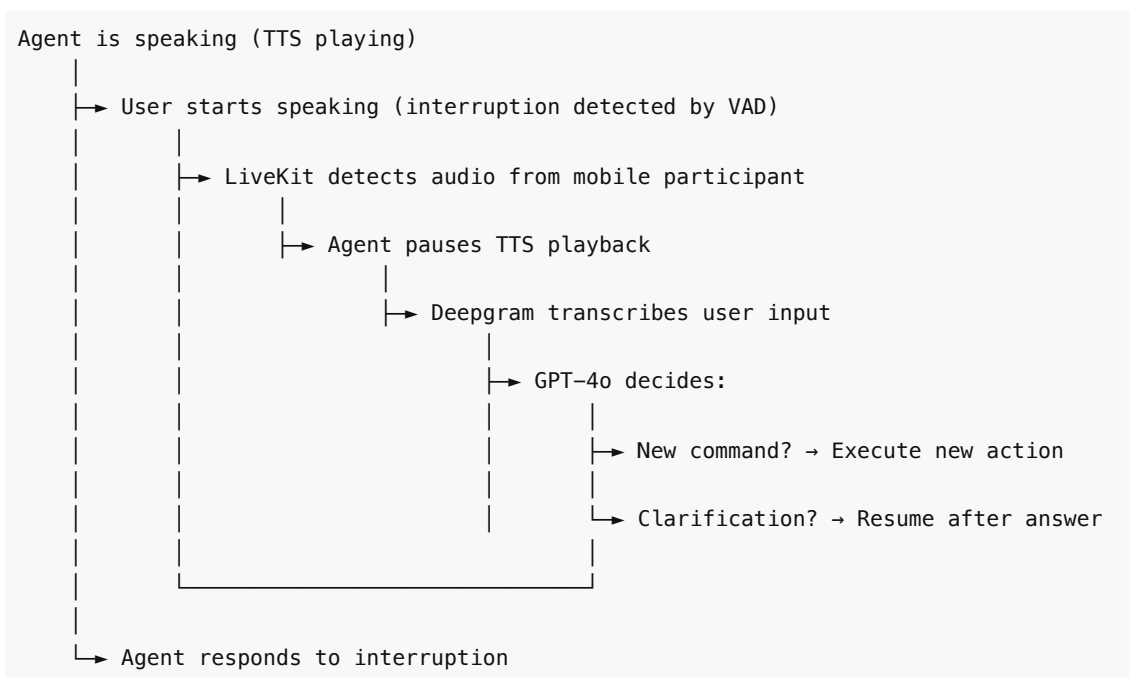
 - Listens to transcript stream
 - Updates Redis DriveState in real-time
 - "Ack & Act" pattern (acknowledge → update state)

4.2 Audio Processing Flow

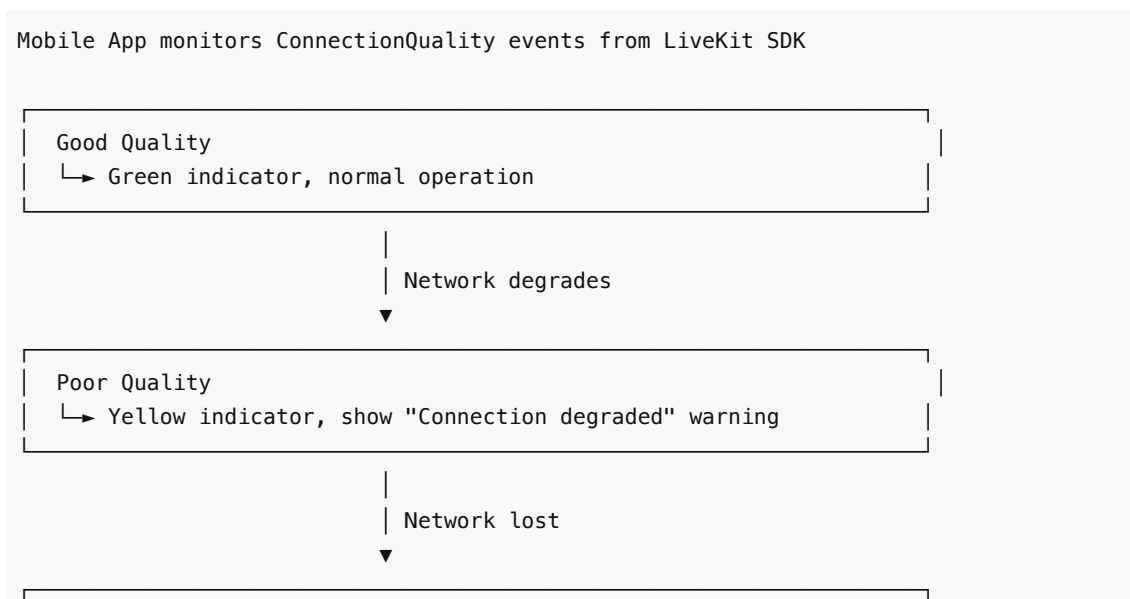


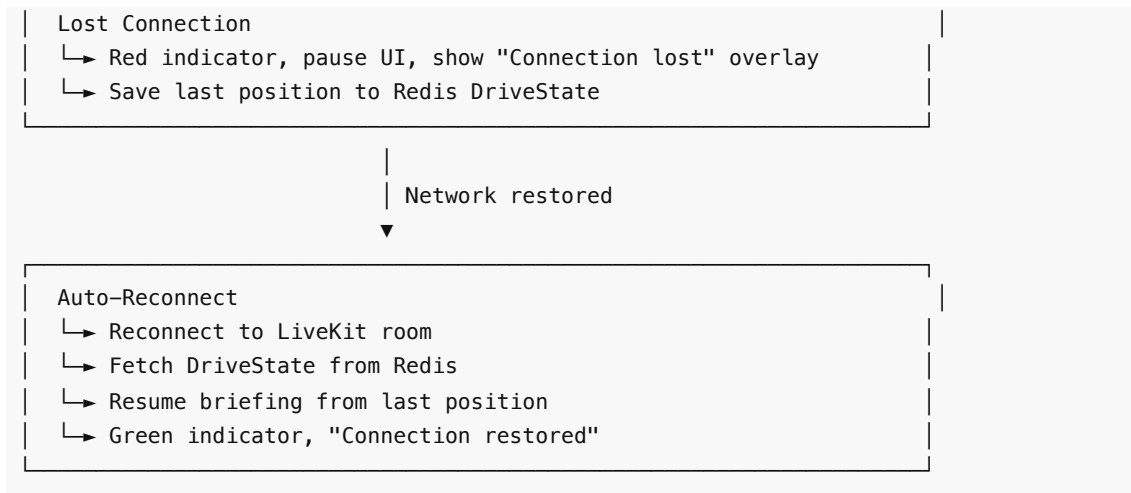


4.3 Barge-in Handling (LiveKit Native)



4.4 Dead Zone Recovery (Network Resilience)

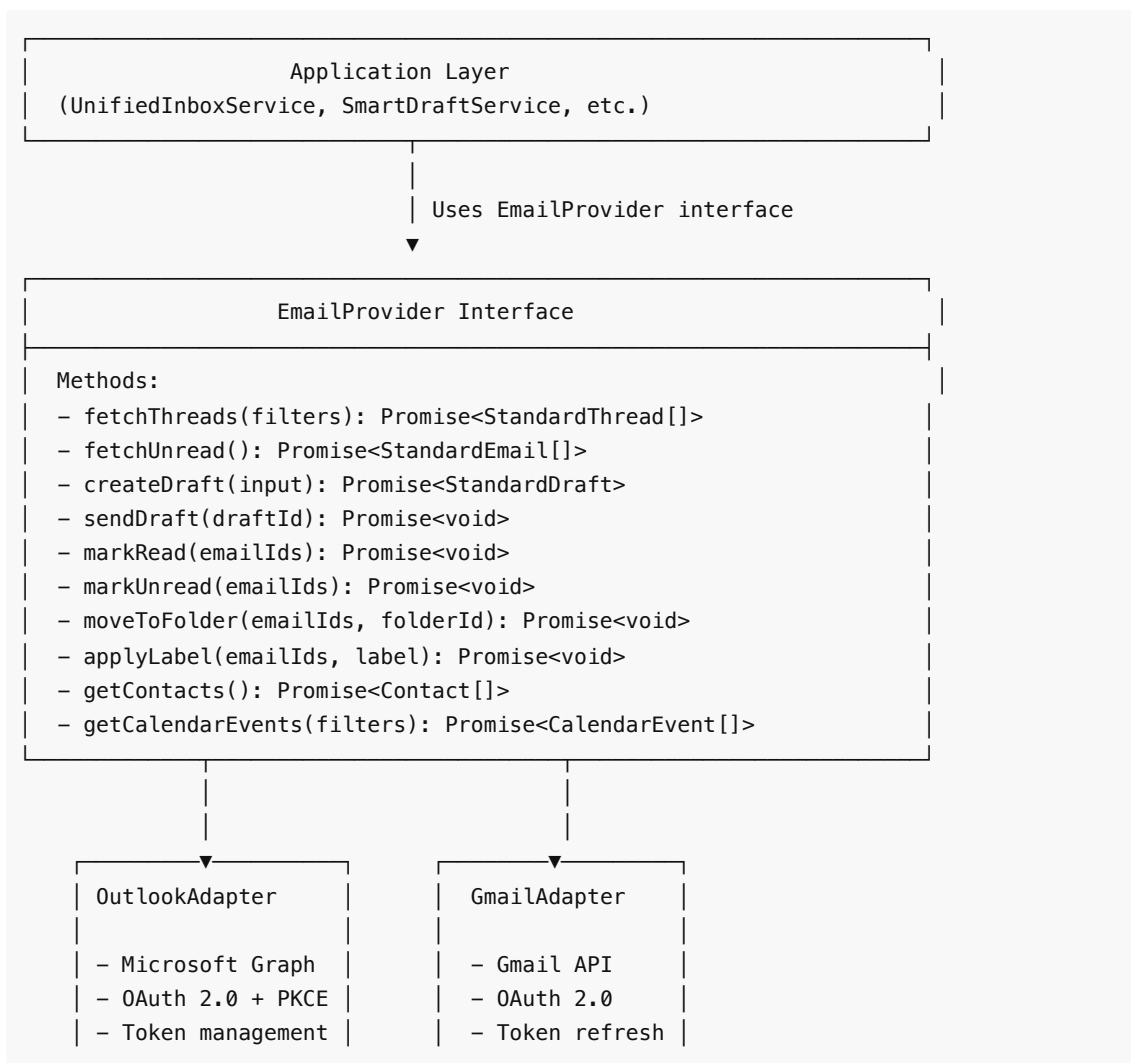


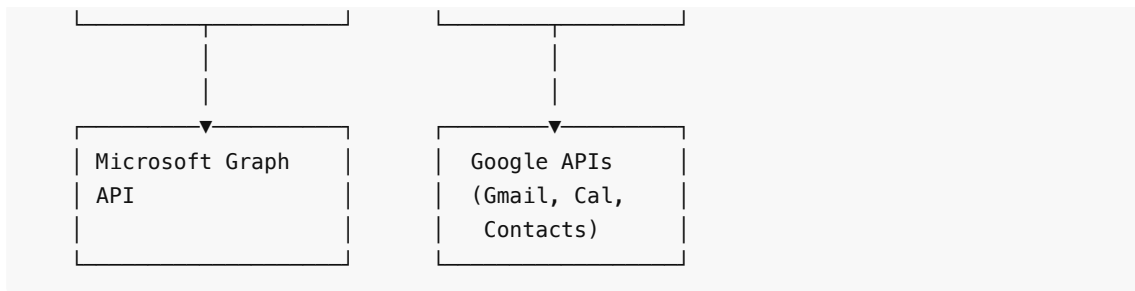


5. Email Integration Layer

5.1 Unified Adapter Pattern

Key Decision: Abstract provider differences behind a common `EmailProvider` interface.





5.2 Data Normalization

All provider-specific data is normalized to standard types:

```
// Provider-Specific (Microsoft Graph)
{
  "@odata.type": "#microsoft.graph.message",
  "id": "AAMkAGI2T...",
  "subject": "Project Update",
  "from": {
    "emailAddress": {
      "name": "John Doe",
      "address": "john@example.com"
    }
  },
  "receivedDateTime": "2026-01-09T10:00:00Z",
  "isRead": false,
  ...
}

// ↓ Normalized to StandardEmail

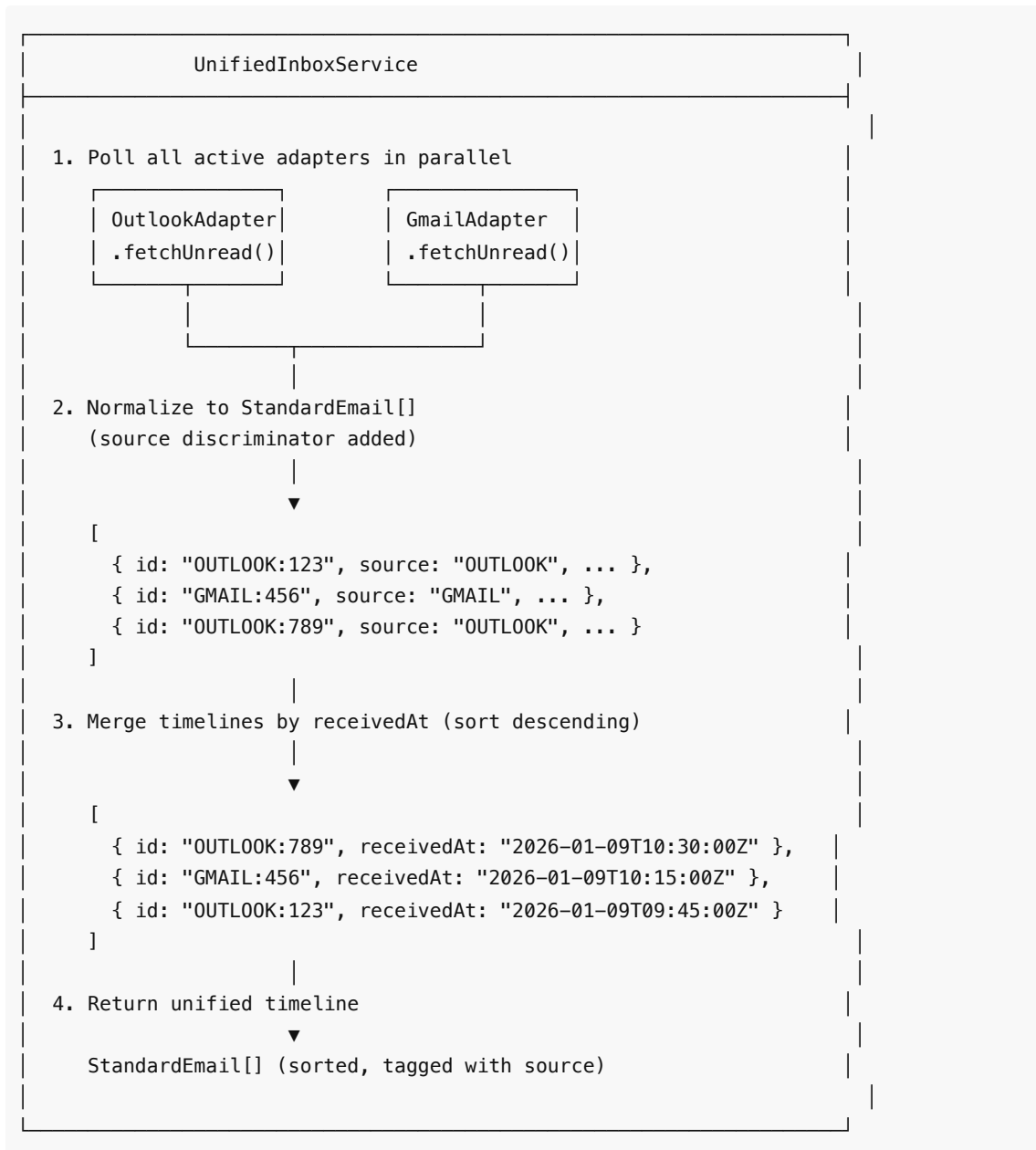
{
  id: "OUTLOOK:AAMkAGI2T...",
  source: "OUTLOOK",
  providerMessageId: "AAMkAGI2T...",
  threadId: "OUTLOOK:AAMkAGI2T...",
  subject: "Project Update",
  from: {
    email: "john@example.com",
    name: "John Doe"
  },
  to: [...],
  receivedAt: "2026-01-09T10:00:00Z",
  isRead: false,
  ...
}
```

Benefits:

- Single interface for all email operations
- Easy to add new providers (Yahoo, ProtonMail, etc.)
- Simplified testing (mock one interface, not multiple APIs)

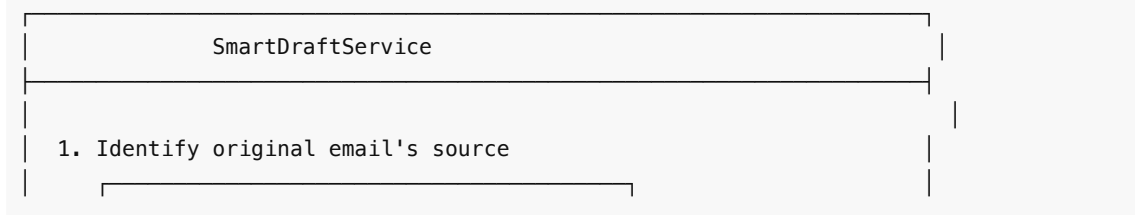
- Consistent data shape throughout the system

5.3 Unified Inbox Service



5.4 Smart Draft Routing

User: "Reply to that email saying I'll join the meeting"



```

    Email: { id: "GMAIL:456",
             source: "GMAIL",
             threadId: "GMAIL:thread123" }

2. Route to appropriate adapter
   source === "GMAIL" → Use GmailAdapter
   ▼
   GmailAdapter.createDraft({
       threadId: "GMAIL:thread123",
       inReplyToMessageId: "GMAIL:456",
       body: "Thanks! I'll join the meeting.",
       isPendingReview: true // Requires desktop approval
   })

3. Return draft with source tag
   ▼
   StandardDraft {
       id: "GMAIL:draft789",
       source: "GMAIL", // Desktop app knows where to send
       ...
   }

Default for new emails (not replies): OUTLOOK
Dev Mode fallback: GMAIL

```

6. Intelligence Layer

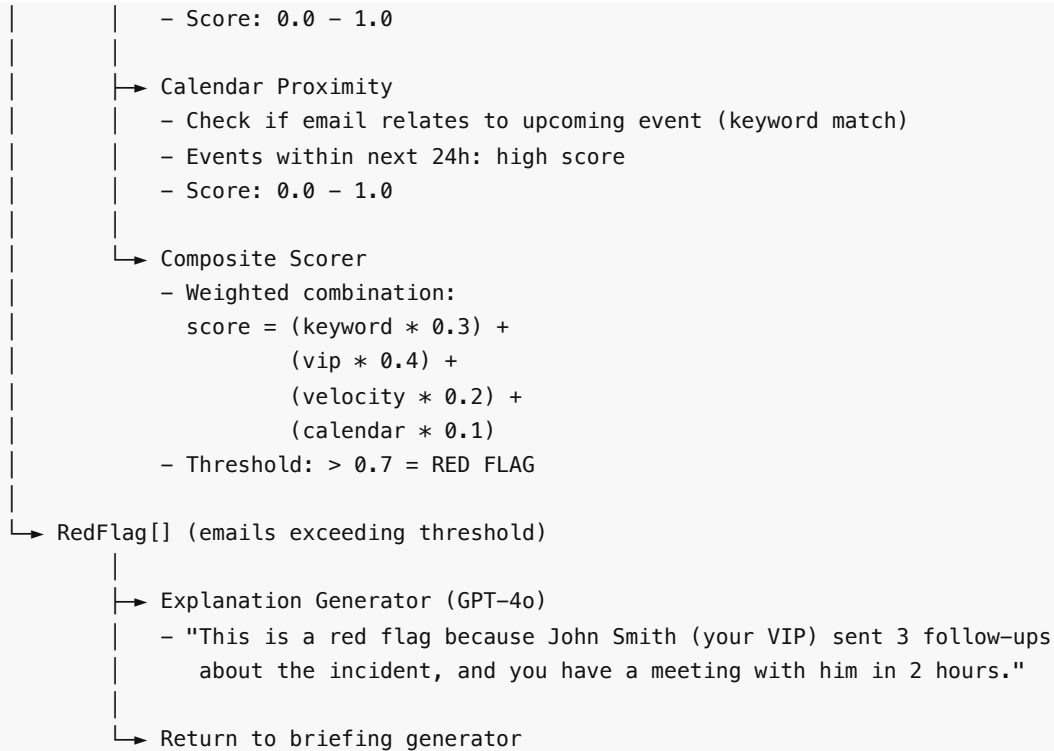
6.1 Red Flag Detection Pipeline

StandardEmail[] (from UnifiedInbox)

```

├─ Parallel Processing
│   ├── Keyword Matcher
│   │   ├── - Regex + fuzzy matching
│   │   ├── - Default patterns: "urgent", "ASAP", "incident", "outage"
│   │   ├── - User-defined keywords
│   │   └── - Score: 0.0 - 1.0
│   ├── VIP Detector
│   │   ├── - Check sender against VIP list
│   │   ├── - Infer importance from interaction frequency
│   │   └── - Score: 0.0 (not VIP) or 0.8 (VIP)
│   └── Thread Velocity
│       ├── - Count replies in last 24 hours
│       └── - Detect escalation language ("following up", "3rd reminder")

```



6.2 Topic Clustering

StandardEmail[] → Topic Clusterer

Topic Clustering Algorithm
1. Extract features per email: <ul style="list-style-type: none">- Thread ID (natural grouping)- Subject (normalized: remove "RE:", "FW:")- Participants (common senders/recipients)- Semantic embedding (optional: OpenAI embeddings)
2. Group by thread ID (same conversation = same topic)
3. Cluster remaining emails by subject similarity <ul style="list-style-type: none">- Levenshtein distance for fuzzy matching- Threshold: 80% similarity → same topic
4. Merge clusters with overlapping participants <ul style="list-style-type: none">- If 50%+ participants overlap → merge
5. Label clusters: <ul style="list-style-type: none">- User-defined topics (match keywords)- Auto-generated from most common subject- Example: "Q1 Budget Review" (12 emails)

Output: Topic[] with grouped emails

Example Output:

```
[
  {
    id: "topic-1",
    name: "Q1 Budget Review",
    emails: [ /* 12 emails */ ],
    redFlagCount: 2,
    lastActivityAt: "2026-01-09T10:30:00Z"
  },
  {
    id: "topic-2",
    name: "P-104 Pump Maintenance",
    emails: [ /* 5 emails */ ],
    redFlagCount: 1,
    lastActivityAt: "2026-01-09T09:15:00Z"
  },
  // ... more topics
]
```

6.3 Briefing Generation

Topics[] + RedFlags[] → Narrative Generator (GPT-4o)

Briefing Script Structure

1. Opening

"Good morning! You have 27 new emails. I've found 3 red flags that need your attention. Let's start with those."

2. Red Flags Section (High Priority)

"First red flag: John Smith sent 3 follow-ups about the pump incident at P-104. You have a meeting with him in 2 hours. The latest email says the issue is escalating. Would you like me to flag this for follow-up?"

[Wait for user response or auto-continue after 3 seconds]

3. Topics Section (Grouped by Importance)

"Next, you have 12 emails about Q1 Budget Review. The latest from Sarah mentions the deadline was moved to Friday. Should I mark these as read?"

4. Closing

"That's everything important. You have 10 other emails I can summarize if you'd like, or we can skip to the end. What would

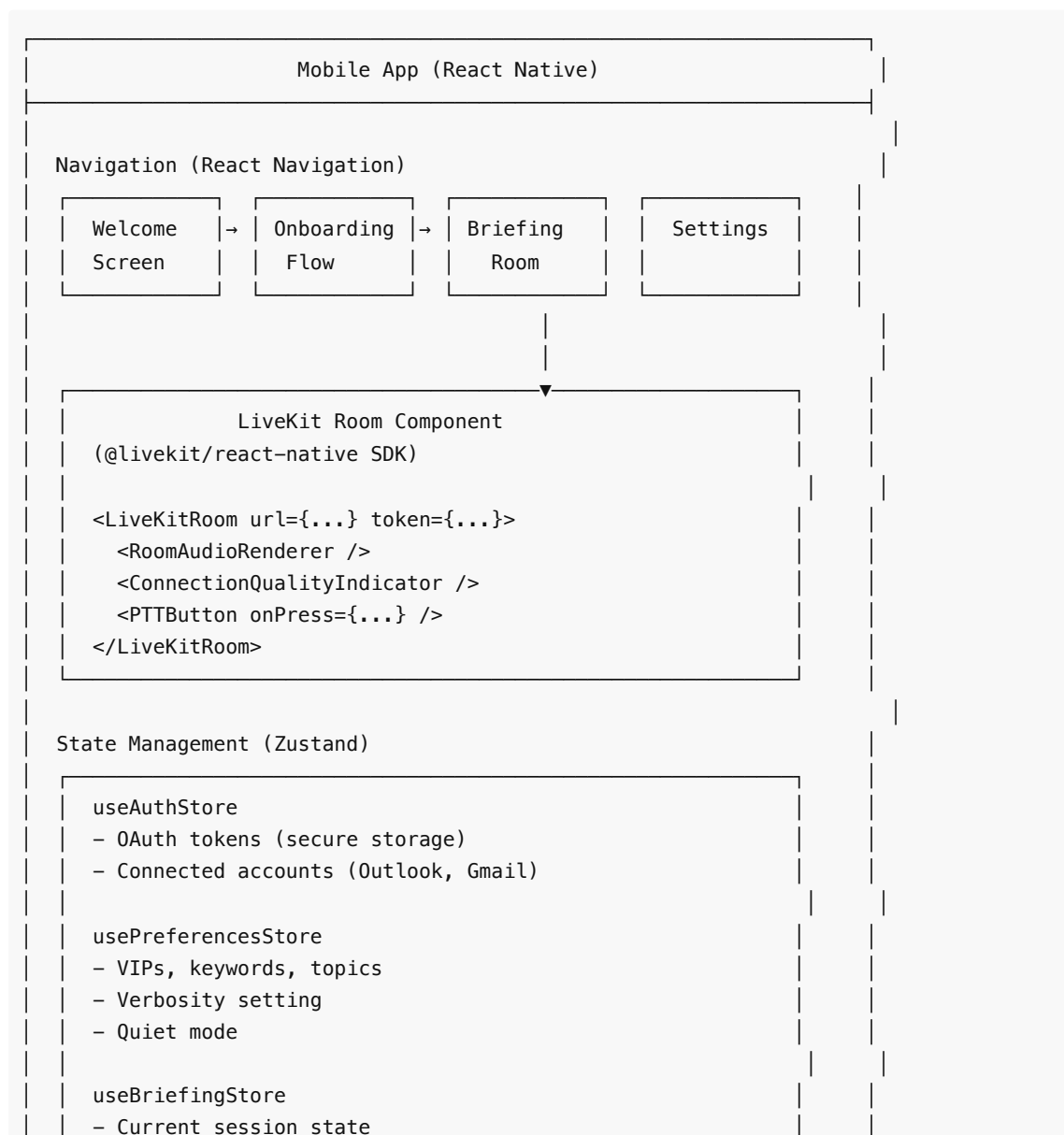
you prefer?"

Navigation Commands:

- "Skip this topic"
- "Go deeper" (read full email)
- "Next item"
- "Repeat that"
- "Pause briefing"
- "Stop"

7. Application Layer

7.1 Mobile App Architecture



- Connection quality

Services

- livekit-token.ts
 - Fetch room token from backend API
- offline-queue.ts
 - Queue failed commands (mark read, flag, etc.)
 - Retry on network restore
 - Persist to AsyncStorage

7.2 Desktop App Architecture

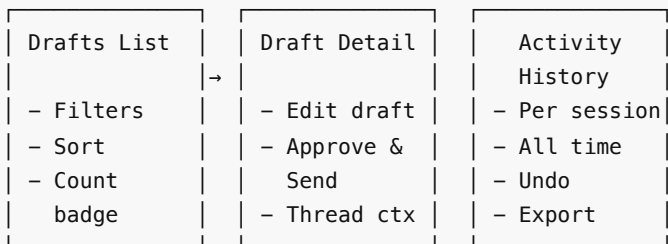
Desktop App (Electron + React)

Main Process (Node.js)

- Window management
- Deep link handling (OAuth callbacks)
- System tray integration
- Auto-updater

Renderer Process (React)

Pages:



Services:

- draft-sync.ts
 - Poll backend for new drafts
 - Real-time updates via WebSocket
- audit-trail.ts
 - Store actions in encrypted local DB
 - 30-day retention (configurable)

- Export to CSV/JSON

preferences-sync.ts

- Sync VIPs, keywords with mobile
- Conflict resolution: last-write-wins

7.3 Backend API Architecture

Backend API (Express/Fastify)

Routes

- POST /auth/microsoft/callback
- POST /auth/google/callback
 - Handle OAuth redirects
 - Exchange code for tokens
 - Store in secure storage
 - Return JWT for API access
- POST /livekit/token
 - Generate room access token
 - Set user identity, permissions
 - TTL: 1 hour
- GET /sync/drafts
- POST /sync/drafts
 - CRUD for draft references
 - Filter by isPendingReview
- GET /sync/preferences
- PUT /sync/preferences
 - Sync VIPs, keywords, topics
 - Merge strategy: last-write-wins
- POST /webhooks/livekit
 - Room events (participant joined/left)
 - Track published/unpublished
 - Analytics logging

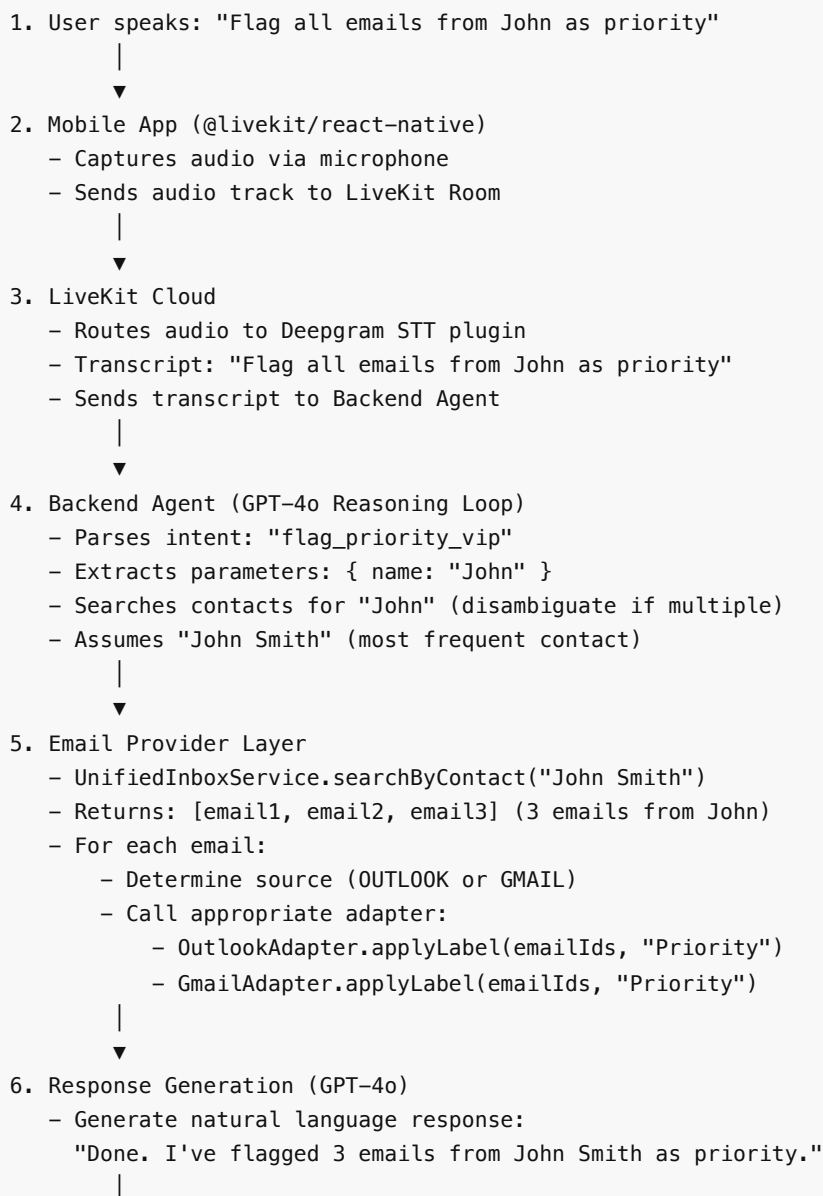
Middleware

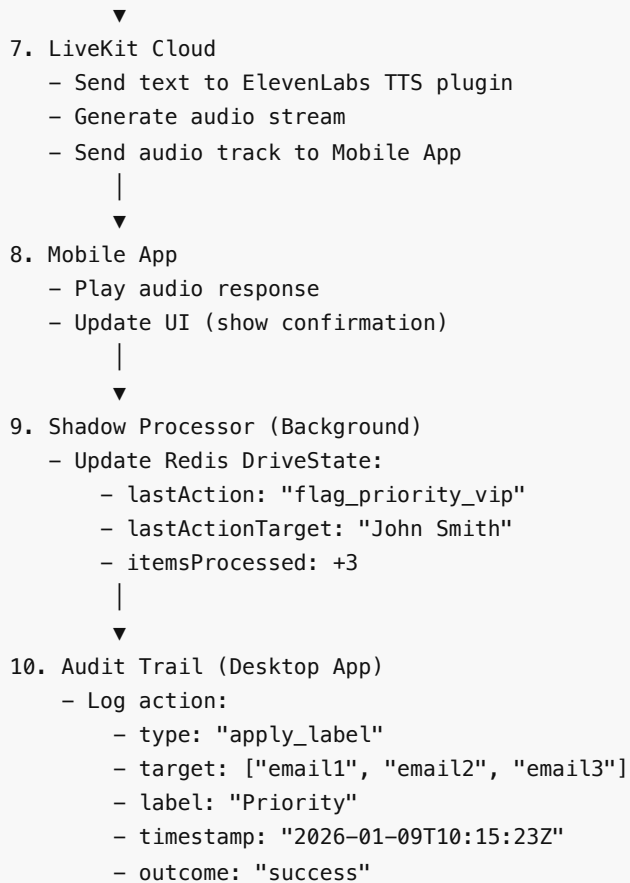
- JWT Authentication
 - Verify JWT on all protected routes
 - Extract userId from token

- Rate Limiting
 - Per-user limits (100 req/min)
 - Global limits (10k req/min)
- Error Handling
 - Structured error responses
 - Logging with @nexus-aec/logger

8. Data Flow & Interactions

8.1 End-to-End: Voice Command Execution





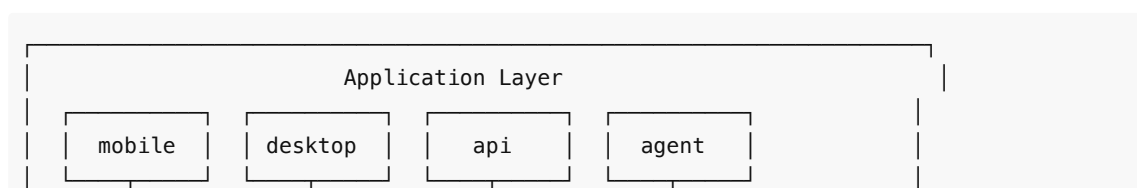
8.2 Typical User Journey: Morning Briefing

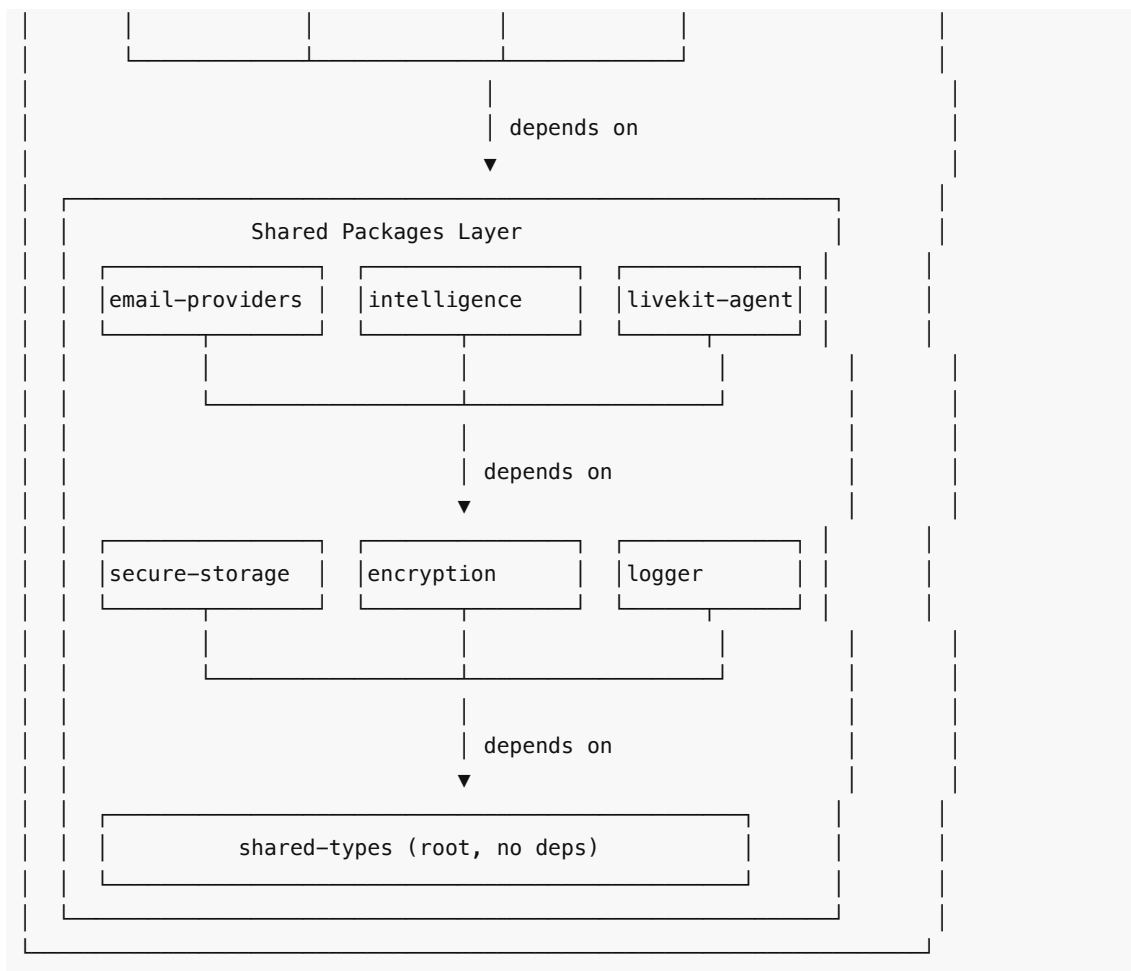
1. User opens mobile app
 - ↳ Tap "Start Briefing"
2. Mobile app requests LiveKit room token from Backend API
 - ↳ POST /livekit/token → Returns token
3. Mobile app connects to LiveKit room
 - ↳ Joins as participant "user-123"
4. Backend Agent auto-joins same room
 - ↳ Joins as participant "agent"
5. Agent starts briefing generation:
 - a. Fetch emails from UnifiedInboxService
 - ↳ Polls OutlookAdapter + GmailAdapter in parallel
 - ↳ Returns 27 new emails (merged timeline)
 - b. Run red flag detection (Tier 1: Ephemeral)
 - ↳ Keyword matcher, VIP detector, velocity, calendar proximity
 - ↳ Returns 3 red flags
 - c. Cluster emails by topic

- ↳ Returns 5 topics
- d. Generate briefing script (GPT-4o)
 - ↳ "Good morning! You have 27 new emails. I've found 3 red flags..."
- e. Send script to ElevenLabs TTS
 - ↳ Stream audio to room
- 6. User hears briefing
 - ↳ Listens to first red flag
- 7. User interrupts (barge-in): "Flag that for follow-up"
 - ↳ LiveKit detects user speech
 - ↳ Agent pauses TTS
 - ↳ Deepgram transcribes command
 - ↳ GPT-4o executes: `flag_followup(emailId: "current")`
 - ↳ Agent responds: "Done"
 - ↳ Resumes briefing
- 8. User says: "Skip to next topic"
 - ↳ GPT-4o function call: `skip_topic()`
 - ↳ Shadow Processor updates Redis:
 - `currentTopicIndex: 1 → 2`
 - ↳ Agent continues with topic 2
- 9. User loses connection (enters tunnel)
 - ↳ Mobile app detects `ConnectionQuality.Lost`
 - ↳ Shows "Connection lost" overlay
 - ↳ Shadow Processor saves last position to Redis:
 - `lastPosition: 145000` (145 seconds into briefing)
- 10. User regains connection
 - ↳ Mobile app auto-reconnects to room
 - ↳ Fetches `DriveState` from Redis
 - ↳ Agent resumes from position 145000
 - ↳ "Welcome back. You were at topic 2, item 3..."
- 11. Briefing completes
 - ↳ Agent: "That's everything. Have a great day!"
 - ↳ User ends session
 - ↳ Redis `DriveState` expires after 24 hours

9. Package Dependencies

9.1 Dependency Graph





9.2 Build Order (Managed by Turborepo)

Turborepo automatically determines build order based on `package.json` dependencies:

1. shared-types (no dependencies)
2. encryption (depends on: shared-types)
3. logger (depends on: shared-types)
4. secure-storage (depends on: shared-types, encryption)
5. email-providers (depends on: shared-types, encryption, logger, secure-storage)
6. intelligence (depends on: shared-types, logger, email-providers)
7. livekit-agent (depends on: shared-types, logger, intelligence)
8. api (depends on: shared-types, logger, email-providers, intelligence)
9. mobile (depends on: shared-types, email-providers, intelligence)
10. desktop (depends on: shared-types, email-providers, intelligence)

Command: `pnpm turbo run build` handles this automatically.

10. Security Architecture

10.1 Security Layers

Layer 1: Transport Security

- HTTPS/WSS for all network communication
- TLS 1.3 minimum
- Certificate pinning (mobile apps)
- LiveKit Cloud: End-to-end encrypted WebRTC (SRTP)



Layer 2: Authentication

OAuth 2.0 with PKCE

Microsoft Graph (Outlook)

- Authorization Code Flow + PKCE
- Scopes: Mail.Read, Mail.ReadWrite, Calendars.Read
- Refresh tokens stored in secure storage

Google APIs (Gmail)

- Authorization Code Flow + PKCE
- Scopes: gmail.readonly, gmail.modify, calendar.readonly
- Refresh tokens stored in secure storage

JWT for Backend API Access

- Signed with HS256 (secret key)
- Payload: { userId, exp, iat }
- TTL: 1 hour (refresh via refresh token)



Layer 3: Data Encryption

At Rest

AES-256-GCM (via @nexus-aec/encryption)

- Master key from ENCRYPTION_MASTER_KEY env var
- Encrypted data:
 - OAuth tokens
 - User preferences (VIPs, keywords)
 - Audit trail entries
- Platform-specific secure storage:
 - iOS/macOS: Keychain
 - Android: EncryptedSharedPreferences
 - Windows: Credential Manager
 - Linux: Secret Service API

In Transit

- LiveKit WebRTC: SRTP (end-to-end encrypted audio)
- HTTPS for all API calls
- No email content stored (Tier 1: ephemeral only)



Layer 4: Privacy & PII Protection

Data Minimization

- Email content: Never stored persistently (ephemeral only)
- Session state: 24-hour TTL in Redis
- Audit trail: 30-day default retention (configurable)
- Knowledge base: Only asset metadata, no user data

PII Filtering in Logs

- @nexus-aec/logger filters:
 - Email addresses
 - Names
 - Message content
- Logs only: hashed user IDs, counts, durations

User Controls

- Privacy Dashboard: Show all stored data
- "Clear My Data" button: Delete all user data
- OAuth revocation: Link to provider settings
- Export audit trail: CSV/JSON for transparency



Layer 5: Authorization & Access Control

Draft Approval Workflow (Safety-First)

Voice command: "Send a reply"



Agent creates draft with isPendingReview: true



Desktop app shows draft for review



User approves → Send via appropriate adapter

User rejects → Delete draft

Confirmation Verbosity (Risk-Based)

- Low risk (mark read): "Done" (no confirmation)
- Medium risk (flag, move): "Flagged 3 emails" (count)
- High risk (draft, delete): Require desktop approval

Undo Window (24 hours)

- All actions stored in audit trail
- Desktop app: Undo individual or batch actions
- After 24 hours: Undo disabled (action finalized)

10.2 Threat Model

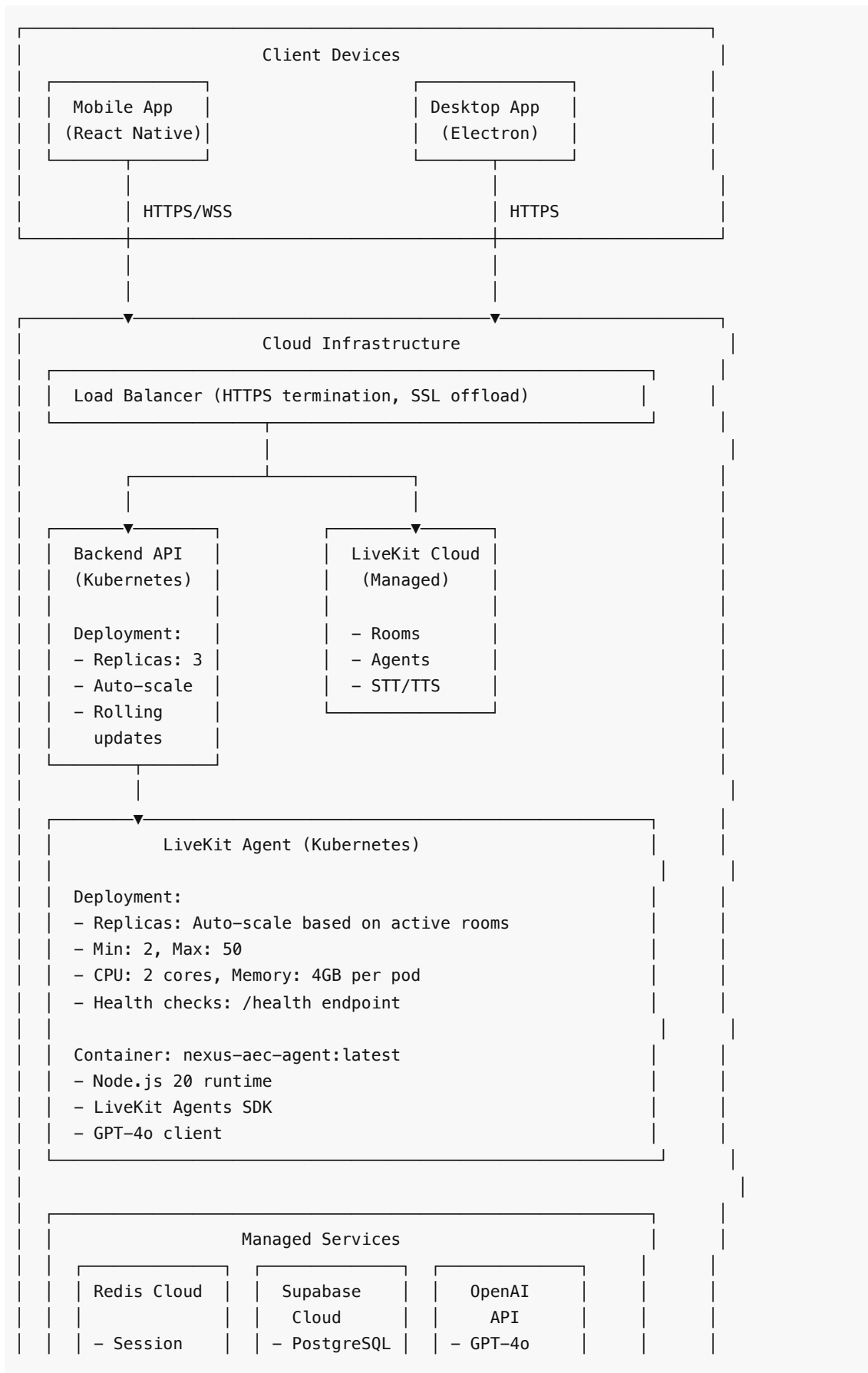
Threat	Mitigation
OAuth token theft	Secure storage (Keychain, etc.), never log tokens
Man-in-the-middle	TLS 1.3, certificate pinning, HTTPS everywhere
PII leak in logs	PII filtering via @nexus-aec/logger
Unauthorized email access	OAuth scopes limited to read + draft only, no send without approval
Session hijacking	JWT with short TTL (1h), rotate on refresh
Email content exposure	Tier 1 ephemeral only, never persist email bodies
Unintended actions	Confirmation verbosity, desktop draft approval, undo window
Credential stuffing	Rate limiting (100 req/min per user)

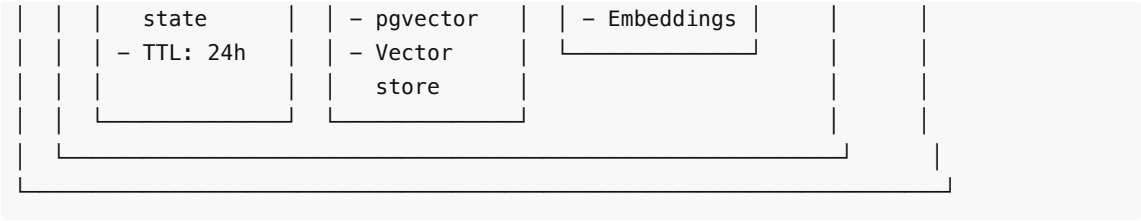
11. Deployment Architecture

11.1 Local Development

```
Developer Machine
├─ Docker Compose (infra/docker-compose.yml)
│  └─ Redis (port 6379)
│  └─ PostgreSQL + pgvector (port 5432)
│  └─ Redis Commander (port 8081) [optional, profile: tools]
│  └─ pgAdmin (port 5050) [optional, profile: tools]
├─ pnpm dev (all packages in watch mode)
│  └─ packages/shared-types
│  └─ packages/encryption
│  └─ packages/logger
│  └─ packages/secure-storage
│  └─ packages/email-providers
└─ External Services (cloud)
   └─ LiveKit Cloud (wss://your-app.livekit.cloud)
   └─ Deepgram API (STT)
   └─ ElevenLabs API (TTS)
   └─ OpenAI API (GPT-4o + embeddings)
   └─ Microsoft Graph (Outlook)
   └─ Google APIs (Gmail)
```

11.2 Production Deployment





11.3 Scaling Strategy

Component	Scaling Strategy	Rationale
Backend API	Horizontal (3-10 replicas)	Stateless, scale based on HTTP requests/sec
LiveKit Agent	Horizontal (auto-scale 2-50)	Scale based on active rooms, CPU-intensive
Redis	Vertical (managed service)	Session state is small, latency critical
Supabase	Managed (auto-scaling)	Vector queries scale with data size
LiveKit Cloud	Managed (auto-scaling)	Handles WebRTC media routing automatically

12. Design Decisions & Rationale

12.1 Why LiveKit (Not Custom WebRTC)?

Decision: Use LiveKit Cloud for all voice processing.

Rationale:

- WebRTC is complex (signaling, STUN/TURN, codec negotiation, network resilience)
- LiveKit provides production-ready infrastructure:
 - Auto-scaling media servers
 - Built-in STT/TTS plugins (Deepgram, ElevenLabs)
 - Network resilience (packet loss recovery, adaptive bitrate)
 - Connection quality monitoring
 - Barge-in support via VAD
- Reduces development time from months to weeks
- Eliminates need for custom audio pipeline maintenance

Trade-offs:

- Vendor lock-in to LiveKit (mitigated: open-source, self-hostable)
- Monthly cost based on usage (acceptable for MVP)

12.2 Why Unified Adapter Pattern (Not Direct API Calls)?

Decision: Abstract Outlook and Gmail behind `EmailProvider` interface.

Rationale:

- Provider APIs are different (Graph vs REST)
- Normalization simplifies application logic
- Easy to add new providers (Yahoo, ProtonMail, etc.)
- Single interface to test and mock

- Source tagging enables smart draft routing

Trade-offs:

- Abstraction overhead (mitigated: thin adapter layer)
- Potential loss of provider-specific features (acceptable for MVP)

12.3 Why Three-Tier Memory (Not Single Database)?

Decision: Ephemeral (in-memory) → Redis (session) → Supabase (knowledge).

Rationale:

- **Tier 1 (Ephemeral):** Email content is sensitive, discard after processing
- **Tier 2 (Redis):** Session state needs fast access (<10ms latency)
- **Tier 3 (Supabase):** Knowledge base requires vector search (pgvector)
- Performance: Hot path (briefing) uses in-memory only
- Privacy: Minimal data retention

Trade-offs:

- Complexity of managing three stores (mitigated: clear boundaries)
- Redis cost for session state (acceptable: TTL-based auto-expiry)

12.4 Why Desktop App for Draft Review (Not Mobile)?

Decision: Draft approval via desktop Electron app only.

Rationale:

- Safety: Large screen for reviewing draft content + thread context
- Deliberate action: Requires user to stop and focus (not in-motion)
- Audit trail: Desktop UI better suited for activity history
- Ergonomics: Easier to edit drafts on desktop

Trade-offs:

- Requires desktop installation (acceptable: enterprise use case)
- Cannot send emails purely from mobile (intentional safety feature)

12.5 Why Monorepo (Not Separate Repos)?

Decision: Single monorepo with Turborepo + pnpm workspaces.

Rationale:

- Shared types across all packages (single source of truth)
- Atomic commits (change shared types + consumers in one PR)
- Faster CI (Turborepo caching and parallel builds)
- Easier refactoring (grep across entire codebase)

Trade-offs:

- Larger repo size (mitigated: pnpm saves disk space)
- Learning curve for monorepo tools (acceptable: well-documented)

End of Architecture Documentation

For implementation details, see `.claude/RULES.md` For code conventions, see
`.claude/CONVENTIONS.md` For workflows, see `.claude/WORKFLOWS.md`