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L_k: Source Stream$_i$ L_k: Source Stream$_{i+1}$ L_k: Source Stream$_{i+2}$

Shared Context C_t (signals/state)

L_{k+1}: Actor Stream$_i$ L_{k+1}: Actor Stream$_{i+1}$ L_{k+1}: Actor Stream$_{i+2}$

Shared Context C_t (updated actions/states)

Evolution API
schema $\rightarrow \theta$
simulate(θ) $\rightarrow$ metrics
fitness & variation
hall-of-fame / checkpoints

L_{k+2}: Aggregator

Tournament API
scenarios × participants
simulate $\rightarrow$ scores
voting rule $\rightarrow$ standings

Shared Context C_t (with metrics M_t)

Tick + 1
advance to C_{t+1}