Fig. 266-1 — DBM-SI Structural Decoding Architecture

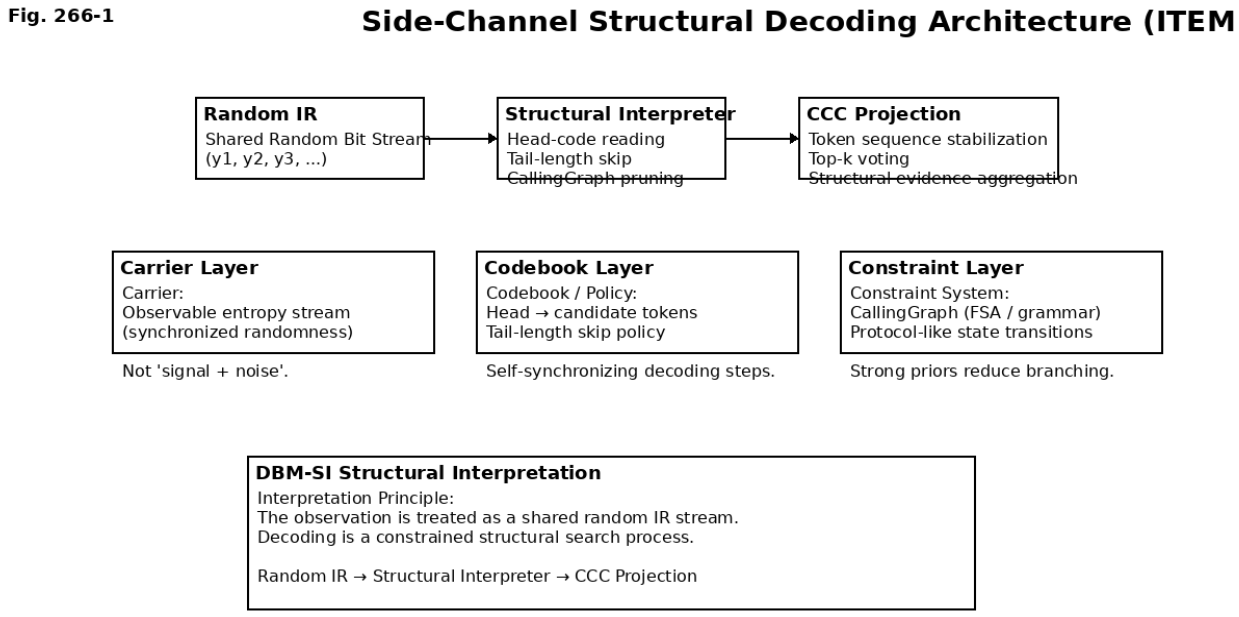

Figure 266-1. Structural decoding architecture of ITEM #266. A shared random bit stream is interpreted through head-code reading, tail-length skipping, and CallingGraph pruning. The permutation-tree decoder uses beam scoring and multi-run voting to stabilize token sequences. Pipeline: Random IR → Structural Interpreter → CCC Projection.

Fig. 266-2 — Permutation Tree Decoding Flow

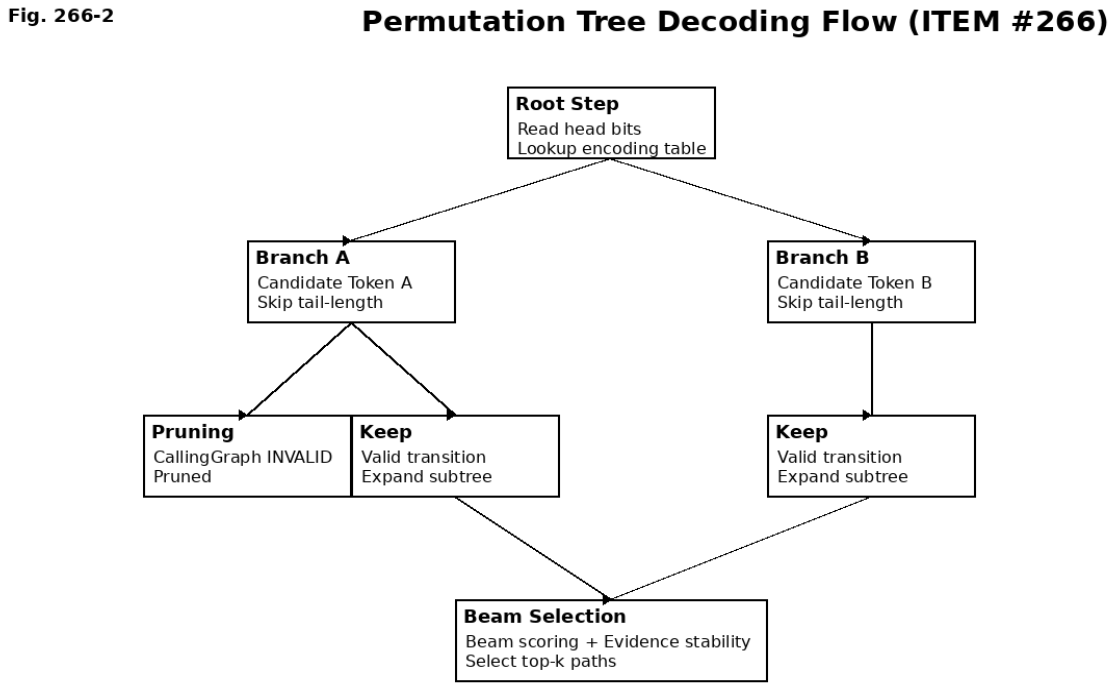

Figure 266-2. Permutation-tree decoding flow. Head bits produce candidate tokens via the encoding table. CallingGraph constraints prune invalid transitions. Beam scoring and structural evidence stability select top-k paths for expansion, preventing combinatorial explosion.

Fig. 266-3 — Encoding Table Training Objective Landscape

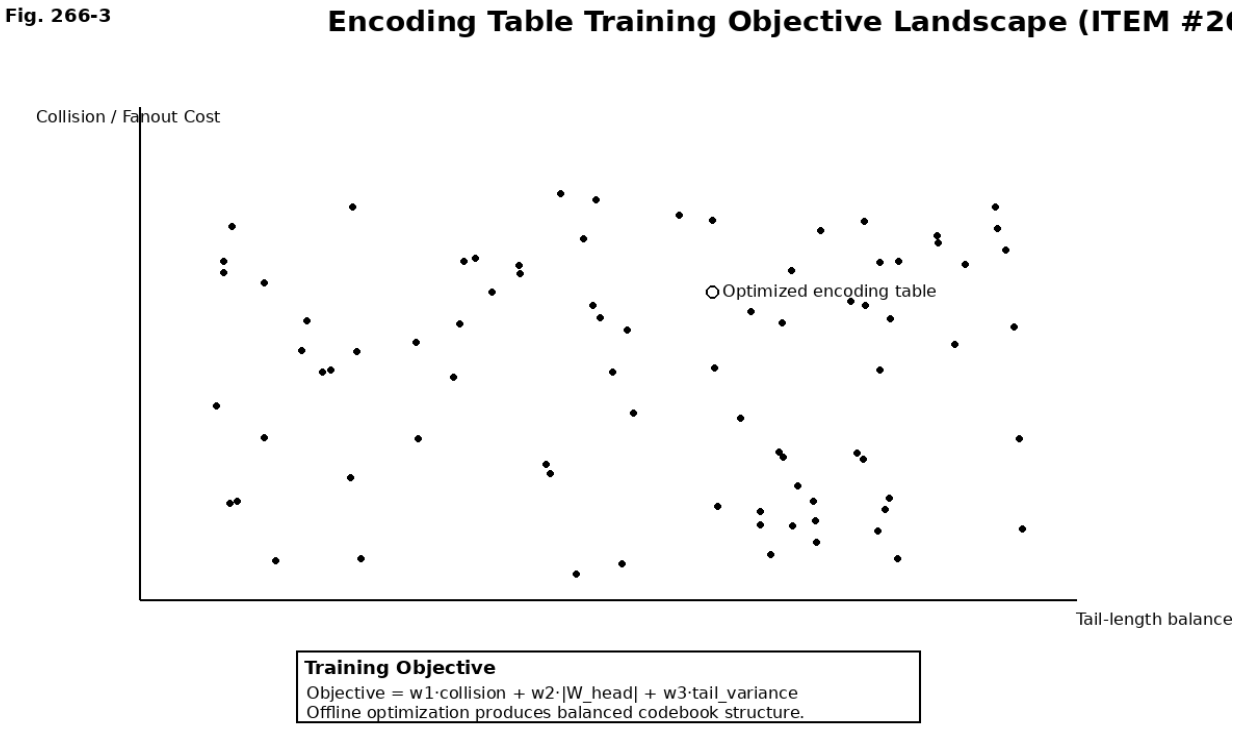

Figure 266-3. Encoding-table training objective landscape. Offline optimization balances collision minimization, head-bucket fanout (|W_head|), and tail-length distribution. The optimized codebook produces stable decoding behavior and reduced branching during structural search.