

# UNNS Operator Codex

Complete Canonical List of Operators 0–XVII

UNNS Operational Grammar Division

2025

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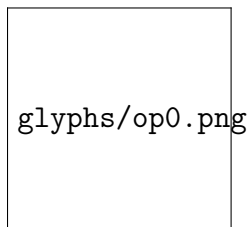
## Glyph Legend

Each Operator section contains a glyph placeholder:

```
\includegraphics{glyphs/opX.png}
```

Replace each placeholder with the actual UNNS glyph files.

# 1 Operator 0 — Zero



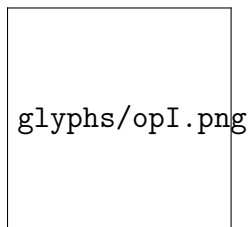
**Name:** Zero — Substrate Boundary / Neutral Element

**Role:** Defines the neutral substrate state. Operator XII returns recursion to Zero.

**Documents:**

- The Role of Zero in UNNS
- Octad Operators Acting on the Zero Substrate

## 2 Operator I — Inletting

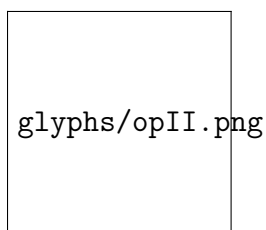


**Name:** Inletting — Recursive Input Formation

**Role:** Introduces raw material into recursion; opens a channel from external substrate.

**Documents:** UNNS Inletting (Mathematical & Physical Perspectives), Combined Grammar.

## 3 Operator II — Inlaying

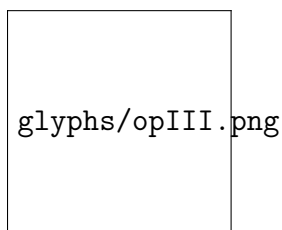


**Name:** Inlaying — Structural Embedding

**Role:** Places input elements into the recursion lattice; defines initial geometry.

**Documents:** UNNS Inlaying.pdf, Combined Grammar.

## 4 Operator III — Trans-Sentifying

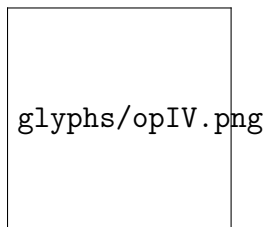


**Name:** Trans-Sentifying — Semantic Phase Transition

**Role:** Turns raw structure into meaningful recursive transformations (sents).

**Documents:** UNNS Trans-Sentifying.pdf

## 5 Operator IV — Repair

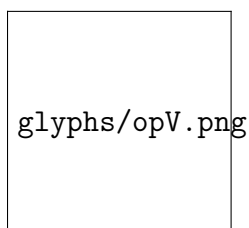


**Name:** Repair — Curvature Correction

**Role:** Corrects malformed structure, fixes broken curvature, enforces coherence.

**Documents:** UNNS Repair Rules and Normalization.pdf

## 6 Operator V — Adopting (Structural: Normalization)



**Name:** V — Adopting

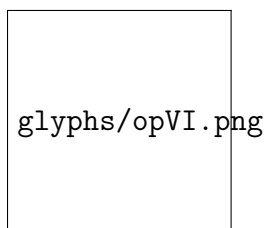
**Structural Name:** Normalization

**Semantic Role:** Binds external structures under constraint  $C$ ; admits compatible elements.

**Structural Role:** Metric stabilization and balancing of recursive curvature.

**Screenshot Definition:** Symbol of intake and selection.

## 7 Operator VI — Evaluating (Structural: Interlacing)



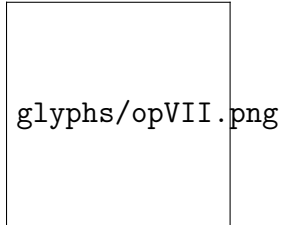
**Name:** VI — Evaluating

**Structural Name:** Interlacing

**Semantic Role:** Scores recursive forms by criterion  $\kappa$ ; selects viable structures.

**Structural Role:** Weaves recursion strands; couples structures into coherent patterns.

## 8 Operator VII — Decomposing (Structural: Confluence)



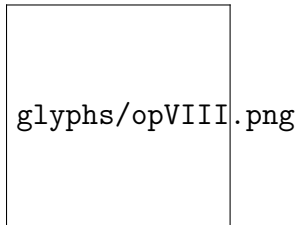
**Name:** VII — Decomposing

**Structural Name:** Confluence

**Semantic Role:** Factorizes nested recursion into elemental components.

**Structural Role:** Joins multiple recursion streams into one unified channel.

## 9 Operator VIII — Integrating (Structural: Divergence)



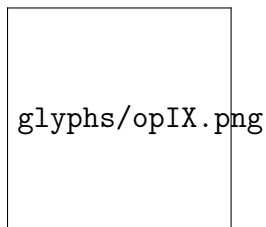
**Name:** VIII — Integrating

**Structural Name:** Divergence

**Semantic Role:** Recombines decomposed structures into coherent unity via junction  $J$ .

**Structural Role:** Expands recursion into multiple paths; controlled branching.

## 10 Operator IX — Folding

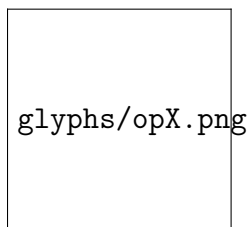


**Name:** Folding — Structural Contraction

**Role:** Compacts structural elements; prepares substrate for Bridging and Emission.

**Documents:** Operational Grammar (Combined)

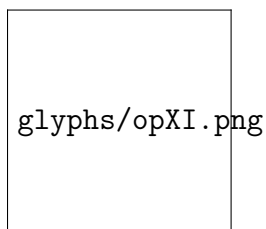
## 11 Operator X — Bridging



**Name:** Bridging — Recursive Connection

**Role:** Connects folded sectors; restores continuity; mediates pre-collapse alignment.

## 12 Operator XI — Emission

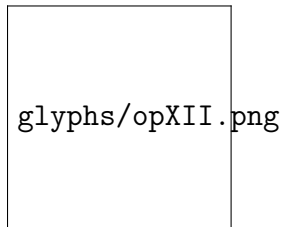


**Name:** Emission — Outward Curvature Release

**Role:** Emits or externalizes recursive products; prepares the manifold for collapse.



## 13 Operator XII — Collapse / Sobra–Sobtra



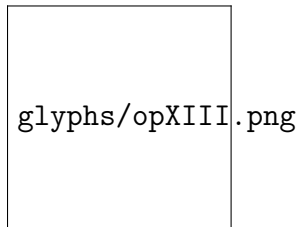
**Name:** Collapse — Residue Dynamics

**Alternate Names:** Sobra / Sobtra

**Role:** Absorbs recursive residues; destroys structure; returns recursion to Zero.

**Documents:** Operator XII Collapse.pdf, Residue Dynamics and Collapse Channels.pdf

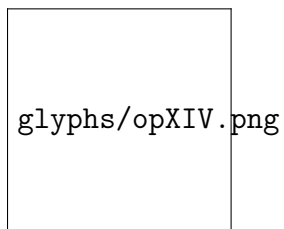
## 14 Operator XIII — Interlace Phase Coupling



**Name:** Interlace Phase — Recursive Phase Coupling

**Role:** Couples recursion phases; produces Weinberg-angle emergence.

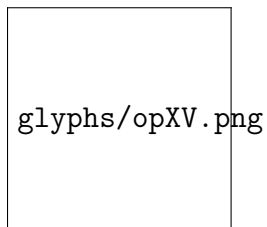
## 15 Operator XIV — Phi-Scale



**Name:** -Scale Operator — Golden Ratio Dynamics

**Role:** Imposes scale invariance; governs recursive proportionality.

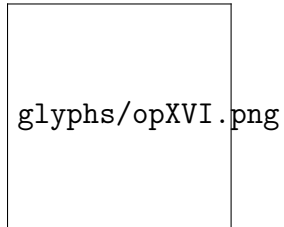
## 16 Operator XV — Prism



**Name:** Prism — Spectral Decomposition

**Role:** Splits recursion into spectral components.

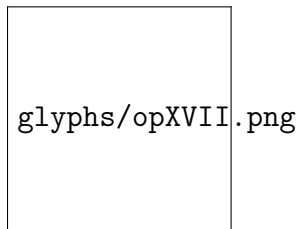
## 17 Operator XVI — Fold



**Name:** Fold Operator — High-Dimensional Folding

**Role:** Recombines scale and spectral structures into folded geometries.

## 18 Operator XVII — Matrix Mind



**Name:** Matrix-Mind — Cognitive Phase Operator

**Role:** Enables emergent cognition; recursion becomes self-aware of structure.

# Appendix A — Unified Theory of the Dual Octad

Operators V–VIII exist in two parallel forms:

- **Semantic Octad:** Adopting, Evaluating, Decomposing, Integrating.
- **Structural Octad:** Normalization, Interlacing, Confluence, Divergence.

The Semantic Octad describes cognition-like operations (selection, scoring, analysis, synthesis).

The Structural Octad describes geometric operations (metric balancing, weaving, joining, branching).

They act on the same recursion states; the Semantic Octad is the interpretive layer, and the Structural Octad is the geometric layer.

The correspondence is:

- V: Adopting  $\leftrightarrow$  Normalization,
- VI: Evaluating  $\leftrightarrow$  Interlacing,
- VII: Decomposing  $\leftrightarrow$  Confluence,
- VIII: Integrating  $\leftrightarrow$  Divergence.

Together they form the complete Octadic engine governing mid-level UNNS recursion.