

A1 — NAP Envelope Form

Canonical key order; no blanks.

v

tick

gid

nid

layer {INGRESS|EGRESS|CTRL|DATA}

mode {I|P}

payload_ref

seq

prev_chain

sig

Canonical text form: one line per key as `key: value` with keys strictly ascending.
No empty values. payload_ref is the manifest_check from the referenced APX bundle.

A2 – UMX Tick Ledger

The diagram illustrates the flow of edge fluxes. It starts with a vertical orange line labeled "Pre-state, ordered edge fluxes". This line branches into two horizontal orange lines: one labeled "Σ pre_u" and another labeled "Σ post_u". The "Σ post_u" line then splits back into a single vertical orange line labeled "Σ check (must match)".

pre_u[1..N]:

Edges (ID order):

A3 – Loom P-Block

Per tick chain update; prev_chain feeds next envelope

Edge flux summary:

A4 – Loom I-Block

tick

w

c_t

Profile version

A large, solid orange rectangle with a thin border, centered on the page.

1

Full checkpoint every W ticks

ANSWER

post_u[1..N]:

Topology & params snapshot (edges i,j,k,cap,SC,c):

A5 – APX Manifest

APX name

profile

manifest_check

Model + Residual selections and manifest check

Stream list:

P_state entries (replay core):

entry	ref
P_cite (external artefacts by check value):	

P cite (external artefacts by check value):

artefact	check

A6 – APX SimA Model

stream_id

scheme

params

L_model (bits)

Choose from {ID, ΔR, GR(p)}

Model parameters & formulae:

A7 — APX Residual Table

stream_id

L_residual (bits)

L_total (bits)

Residuals after model; integer table

index	value

A8 – MDL Tally

Compare candidates, pick argmin L_{total}

A9 – CE PROPOSE

Propose change; show predicted ΔL and proofs

A10 – CE REVIEW/COMMIT

Independent recompute; commit on accept

A11 – Profile Card (CMP-0)

Constants & allowances

A12 – Topology Card

Nodes/Edges with parameters

N	SC	C
Edges (ID order):		

Edges (ID order):

A13 – PFNA Integerization Worksheet

Units → integers using Δ and O; record clamps

A14 – Scene/Frame & Payload Ref

scene_check and cited APX manifest_check