

# OPT Appendix E-11: Computational Simulation of the Rate-Distortion Lifecycle

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## Appendix E-11: Computational Simulation of the Rate-Distortion Lifecycle

This appendix documents the *in-silico* modeling of the Ordered Patch Theory (OPT) codec lifecycle. Because the underlying universal substrate (the Solomonoff semimeasure) is structurally uncomputable, simulations within the OPT framework are restricted to modeling the **codec lifecycle** itself: the boundary gating parameter  $C_{\max}$ , active inference dynamics, the three-pass maintenance cycle  $\mathcal{M}_\tau$ , and narrative decay under entropic stress.

Two distinct simulation paradigms have been established: analogical deep learning (`toy_model.py`) and strict mathematical rate-distortion modeling (`opt_simulator.py`).

### 1. Analogical Simulation: Deep Variational Bottlenecks

The initial simulation paradigm (`toy_model.py`) validates the core premise of Codec Fracture using a literal structural analogy.

**Substrate:** A 1D periodic lattice instantiated with discrete integers. Persistent structural features are injected against a baseline of thermodynamic noise, functioning as the observable “Ordered Patches.”

**Architecture:** The observer is modeled as a Variational Information Bottleneck (VIB) built atop a deep neural network (TensorFlow). The network observes a spatial history vector  $X_{t-k\dots t}$  and performs a forward gradient descent to compress it into a bottleneck capable of predicting the forward temporal fan  $X_{t+1\dots t+h}$ .

**Mechanics of Collapse:** The  $C_{\max}$  (rate) and  $D_{\min}$  (acceptable distortion) constraints are enforced dynamically via a PID controller modulating the Lagrangian  $\beta$  multiplier. Under massive substrate entropy (e.g., highly volatile noise dominating the persistent patterns), the network physically trades predictive resolution for bandwidth. When the required algorithmic complexity  $R_{\text{req}}$  exceeds  $C_{\max}$  despite maximal  $\beta$  tuning, the network formally hits an algorithmic singularity

and collapses, confirming the OPT prediction that injecting high-entropy noise destroys predictive coherence rather than “expanding” consciousness.

## 2. Mathematical Formalism: Strict Rate-Distortion Modeling

While the neural VIB provides visual confirmation of codec fracture, the overhead of machine learning architectures obscures the pure information-theoretic relationships governing the observer. The second paradigm (`opt_simulator.py`) strips away structural geometry to strictly model the bottleneck dynamics using the theory’s own scalars.

### 2.1 Architecture

The simulator separates three structural layers, mirroring the OPT formalism:

Component	OPT Concept	Implementation
PhenomenalStateTensor	$K(P_\theta(t))$	Standing codec complexity $C_{\text{state}}$ , bounded by $C_{\text{ceil}}$ (runability ceiling) and $C_{\text{floor}}$ (minimum viable codec)
StabilityFilter	$C_{\text{max}}$ aperture	Passes only prediction error $\varepsilon_t$ through the bottleneck; fractures when $\varepsilon_t > C_{\text{max}} \cdot \Delta t$
ActiveInferenceCodec	Generative model $K_\theta$	Endogenous predictability derived from codec depth; environmental stationarity as exogenous perturbation
MaintenanceCycle	$\mathcal{M}_\tau$	Three-pass offline complexity management (pruning, consolidation, forward-fan sampling)

The key design principle is that **predictability is endogenous**: the codec’s ability to predict the environment is derived from  $C_{\text{state}}$  via a power-law relationship error  $\propto C_{\text{state}}^{-0.6}$ , rather than being a hardcoded parameter. This means fracture cascades and recovery trajectories emerge from the system’s own dynamics rather than being manually imposed.

## 2.2 The Prediction Error Channel

Under predictive rate-distortion theory, what crosses the  $C_{\max}$  aperture is the *prediction error* — only the residual after the generative model’s prediction is subtracted:

$$\varepsilon_t = S_{\text{raw}} \cdot (1 - \text{predictability})$$

where  $S_{\text{raw}} = 10^9 \cdot \Delta t$  bits per update window. At baseline ( $C_{\text{state}} \approx 10^{14}$ , stationarity = 1.0), this yields  $\varepsilon_t \approx 0.16$  bits/step — comfortably below the capacity bound of  $C_{\max} \cdot \Delta t = 0.5$  bits/step.

When environmental stationarity drops (e.g., ketamine shock, stationarity  $\rightarrow 0.1$ ), the effective prediction error is amplified by a factor of  $1/\text{stationarity}$ , driving  $\varepsilon_t$  above the capacity bound and triggering fracture.

## 2.3 The Three-Pass Maintenance Cycle ( $\mathcal{M}_\tau$ )

The maintenance cycle implements the three offline passes specified in §3.6 of the preprint:

Pass	Operation	Rate	OPT Mapping
<b>I. Pruning</b>	MDL removal of low-value parameters	4% of $C_{\text{state}}$	$\Delta_{\text{MDL}} < 0$ erasure
<b>II. Consolidation</b>	Recompression of recently acquired patterns	3% of $C_{\text{state}}$	MDL distortion-budget compression
<b>III. Forward-Fan</b>	Adversarial self-testing (REM dreaming proxy)	+1% of $C_{\text{state}}$	Forward-fan sampling against hostile futures

Net drain per maintenance run:  $\sim 6\%$  of  $C_{\text{state}}$ . Maintenance is **gated on stability** — it fires only when the codec is not fractured, consistent with OPT’s prediction that  $\mathcal{M}_\tau$  runs during low-sensorium states (paradigmatically: sleep).

The learning accumulation rate is calibrated so that the error-integration gain over 100 inter-maintenance steps approximately equals the 6% maintenance drain, producing **dynamic equilibrium** at baseline.

## 2.4 Fracture Dynamics

Narrative decay is modeled as gentle multiplicative degradation with a hard floor:

$$C_{\text{state}}(t + 1) = \max(C_{\text{state}}(t) \cdot 0.9999, C_{\text{floor}})$$

Over 400 sustained fracture steps (a 20-second shock), this compounds to  $0.9999^{400} \approx 0.961$  — approximately 4% loss. This models **graded phenomenological blanking** (as in anesthesia titration, Protocol E-9) rather than catastrophic all-or-nothing collapse.

## 2.5 Simulation Results

The simulator runs 2000 cycles at  $\Delta t = 50\text{ms}$  resolution (100 seconds of simulated observer-time). An entropy shock (stationarity  $\rightarrow 0.1$ ) is applied from  $t = 40\text{s}$  to  $t = 60\text{s}$ .

Phase	Duration	Fractures	$C_{\text{state}}$ Trajectory	Behaviour
<b>Baseline</b>	$t = 0 \rightarrow 40\text{s}$	0 / 800 (0%)	$9.41 \times 10^{13} \rightarrow 9.18 \times 10^{13}$	Dynamic sawtooth equilibrium; zero fractures
<b>Shock</b>	$t = 40 \rightarrow 60\text{s}$	400 / 400 (100%)	$9.18 \times 10^{13} \rightarrow 8.82 \times 10^{13}$	Continuous fracture; graded $\sim 4\%$ degradation
<b>Recovery</b>	$t = 60 \rightarrow 100\text{s}$	0 / 800 (0%)	$8.30 \times 10^{13} \rightarrow 8.39 \times 10^{13}$	Fractures halt immediately; slow codec rebuilding

These three phases demonstrate the core OPT prediction: a bounded observer can maintain stable homeostasis, degrade gracefully under entropic shock, and recover when environmental stationarity is restored — provided the shock does not drive  $C_{\text{state}}$  below  $C_{\text{floor}}$ .

## 2.6 Key Observations

1. **The baseline sawtooth:** Between maintenance runs,  $C_{\text{state}}$  accumulates via error integration ( $\sim +5\%$  per 100-step window), then drops sharply when  $\mathcal{M}_\tau$  fires ( $\sim -6\%$ ). This oscillation is the computational signature of the sleep-wake cycle — the system must periodically prune to avoid hitting  $C_{\text{ceil}}$ .
2. **Shock onset is instantaneous:** When stationarity drops to 0.1, every cycle immediately fractures. There is no gradual transition — the prediction error jumps from  $\sim 0.16$  to  $\sim 1.6$  bits/step, exceeding the 0.5 bit capacity by a factor of three.
3. **Recovery is asymmetric:** Post-shock  $C_{\text{state}}$  grows at  $\sim +1\%$  over 40 seconds, compared to the  $\sim -4\%$  loss during the 20-second shock. Recovery

is slower than degradation. This asymmetry is a structural prediction of OPT: rebuilding a generative model is harder than damaging one.

4. **The maintenance-fracture gate matters:** If maintenance runs during active fracture (as in early simulator versions), the system enters a positive feedback loop and collapses to  $C_{\text{floor}}$ . The gating rule is not a convenience — it is structurally necessary for codec viability.

### 3. Future Simulation Pathways

1. **Thalamocortical Clocks (E-12):** Hardcoding  $\Delta t$  updates to match the 20–40Hz thalamic gating cycles, generating testable millisecond-resolution predictions against cortical integrated information ( $\Phi$ ) measurements.
2. **Free Energy POMDP Integration:** Replacing the abstract predictability scalar with a discrete Active Inference state-space model (e.g., `pymdp`), allowing mapping of the precise bounds separating thermodynamic thermostats from the phenomenal  $K_{\text{threshold}}$  (P-5).
3. **Multi-Observer Extension:** Simulating multiple interacting codecs with shared substrate regions to test the Swarm Binding predictions of Appendix E-6 — whether distributed agents achieve phenomenal binding only when forced through a global  $C_{\text{max}}$  aperture.
4. **Empirical Calibration:** Fitting the simulator’s fracture-recovery trajectory against neuroimaging time-series data (e.g., Lempel-Ziv complexity under propofol or ketamine) to determine whether the 0.9999 decay constant and  $C_{\text{state}}^{-0.6}$  predictability curve match observed phenomenological dynamics.