Affect as Cross-Primitive Input

by Nick Clark | Published March 27, 2026 | PDF

Affective state serving as structured input to confidence computation and forecasting operations, creating a feedback loop where cumulative experience modulates willingness to execute and speculative planning.

What It Is

The affective state field serves as structured input to both the confidence computation function and the forecasting engine. Confidence receives affect as a modulator of execution sensitivity. Forecasting receives affect as a modulator of speculation parameters. This creates feedback loops where cumulative experience, encoded as affect, modulates both the willingness to execute and the breadth of speculative planning.

The coupling is read-only from the perspective of confidence and forecasting: they consume affective state but do not write to it.

Why It Matters

Without cross-primitive coupling, the cognitive subsystems operate in isolation. An agent with elevated caution from negative experiences would still speculate with default breadth and compute confidence with default sensitivity. Cross-primitive input ensures that experiential context propagates across all cognitive functions.

This coupling is what produces coherent behavioral profiles: an agent that is cautious is cautious in all aspects of its cognition, not just in one subsystem.

How It Works Structurally

The confidence computation function receives the affective field as an input parameter. Specific dimensions modulate the gain applied to capability, knowledge, and environmental inputs. The forecasting engine receives the affective field and uses it to modulate branching factor, pruning aggressiveness, and delegation preference.

The coupling weights are defined in the agent's policy reference, enabling domain-specific tuning of how strongly affect modulates each subsystem.

What It Enables

Coherent cognitive agents where experience in one domain propagates naturally to all evaluation processes. An agent that has learned caution through failed execution also plans more conservatively and computes lower confidence under similar conditions.

The cross-primitive feedback loops produce emergent behavioral patterns that resemble experienced judgment without requiring explicit behavioral rules for each pattern.

Affective State All 21 steps →

Emotion as a computational primitive, not a simulation.

Primary Technical Disclosure
○ Affective State as a Deterministic Control Primitive for Semantic Agents
Secondary Technical
○ Affective State as Seventh Canonical Field○ Named Control Field Modulation Architecture○ Affect-Modulated Promotion Thresholds○ Deterministic Affect Encoding and Update Mechanics○ Emotional Decay Curves With Hysteresis○ Entropy-Governed Valence Stabilization○ Affective Inheritance in Delegation Chains○ Emotional Quarantine and Volatility Management○ Affect-Modulated Trust Slope Validation○ Biological Signal-to-Affective Coupling○ Affective Contagion in Multi-Agent Systems○ Affect-Modulated Discovery Traversal○ Affect-Governance Separation○ Policy-Bounded Affective Updates● Affect as Cross-Primitive Input○ Affect-Modulated Inference Integration○ Substrate-Agnostic Affect Deployment○ Pseudonymous Emotional Operation○ Temporal Cognition Field
Applications (General)
○ Companion AI That Maintains Emotional Consistency Across Sessions○ Therapeutic Agent Affect Management Under Clinical Constraints○ Affective State for Customer Service Agents○ Affective State for Elderly Care Companion Agents○ Affective State for Crisis Response Agents○ Affective State for Negotiation Agents○ Affective State for Educational Tutoring Agents○ Affective State for HR and Recruitment Agents
Applications (Specific)
○ Replika's Emotional Memory Is Stateless○ Character.ai's Personality Problem Is Deeper Than Prompting○ Woebot's Therapeutic Affect Has No Persistent State○ Elomia's Empathy Resets Every Session○ Hume AI Measures Emotion but Cannot Govern It○ Affectiva Reads Faces but Not Emotional Trajectories○ Cogito Scores Conversations Without Emotional State○ Beyond Verbal Decoded Voice Without Building Emotional Memory○ EmotiBit Captures Physiology Without Affective Governance○ RealEyes Measures Attention Without Emotional Persistence
Affective State overview →
AQ
deterministic
autonomy

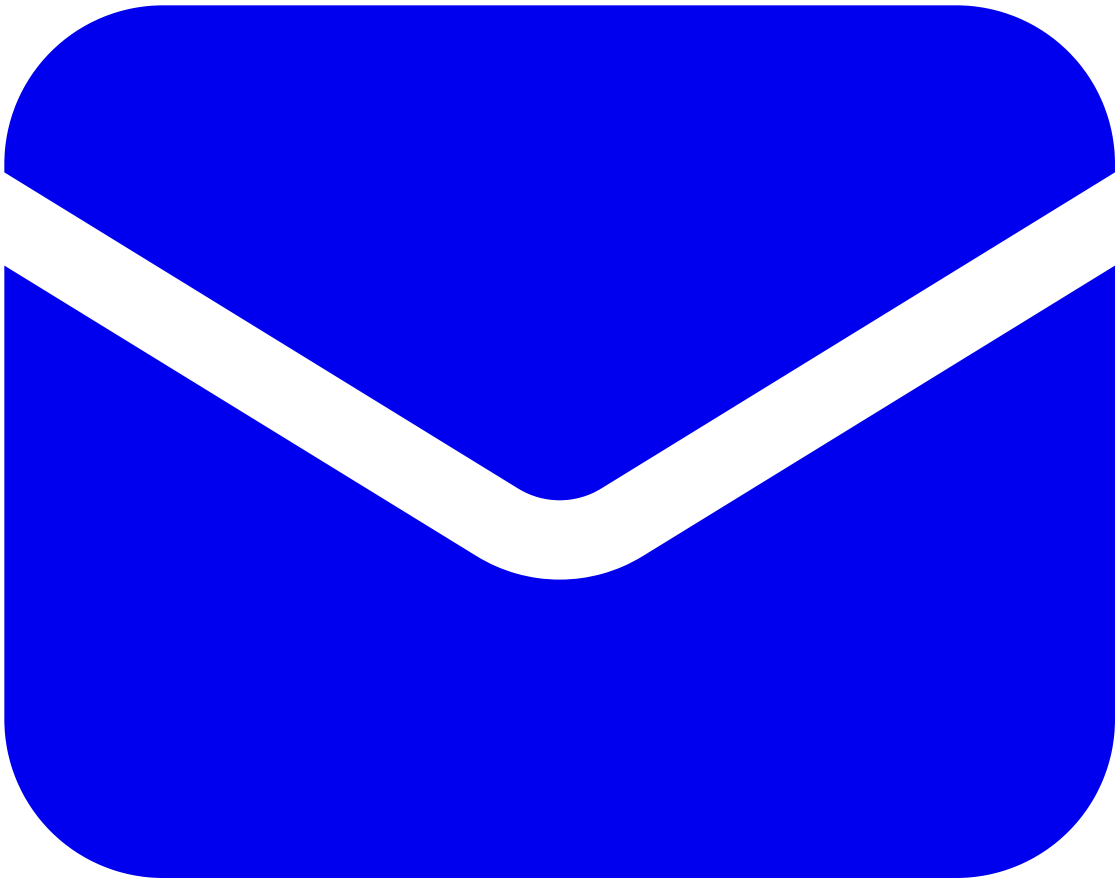
Legal

Subject to one or more pending U.S. and international patent applications, see Patents for the current list and status. No license, express or implied, is granted. Any use requires a separate written agreement—see Licensing. Patent applications referenced on this site are pending. Claim scope, if any, is subject to examination and may issue in altered form or not at all. See Legal for terms and conditions.

Adaptive Query™ is a trademark of Nicholas Clark. U.S. federal registration is pending. federal registration. AQ™ , AQ Inside™ , Adaptive Index™ , Adaptive Network™ , Semantic Agent™ , @AQ™ , AQID™ , and Adaptive Coin™ are used as trademarks in connection with the Adaptive Query platform and brand. Other names may be trademarks of their respective owners.

Platform operated by Adaptive Query LLC, which provides patent and trademark licensing services. Copyright © 2025-2026 Nicholas Clark. All rights reserved.

Last updated: 2026-03-03



-
- nick@qu3ry.net
- 72 28 14 36 01

Invented by Nick Clark | Founding Investors: Devin Wilkie