Policy-Bounded Affective Updates

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Every affective update constrained by range bounds, rate limits, admissible triggers, update authority, and decay governance specified in the policy reference field.

What It Is

Every affective update is constrained by five governance parameters defined in the policy reference: range bounds that limit each dimension's minimum and maximum values, rate limits that cap how quickly a dimension can change, admissible triggers that define which event types can update which dimensions, update authority that specifies who can trigger updates, and decay governance that controls baseline return behavior.

No affective update can exceed these bounds regardless of the magnitude of the triggering event.

Why It Matters

Unbounded affective updates enable manipulation. An adversary that can trigger extreme events could push an agent's affective state to pathological extremes, effectively disabling normal function. Policy bounds ensure that even under adversarial conditions, each dimension remains within operational ranges.

Rate limits prevent rapid manipulation sequences that individually stay within range bounds but cumulatively drive the state to extremes faster than decay can compensate.

How It Works Structurally

The affective update function checks each proposed dimension change against the policy bounds before applying it. If the proposed new value exceeds the ceiling, it is clamped to the ceiling. If the rate of change since the last update exceeds the rate limit, the update is throttled. If the triggering event is not in the admissible trigger set for the affected dimension, the update is rejected.

These checks are performed atomically for each update, and the enforcement decision is recorded in lineage.

What It Enables

Provably bounded affective behavior. System operators can guarantee that no agent's affective state will exceed specified operational ranges, enabling formal safety analysis and regulatory compliance.

Domain-specific tuning where safety-critical domains use tight bounds while exploratory domains use wider bounds, all through policy configuration rather than architectural changes.

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

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