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## Ten Conditions for Human-Relatable Behavior

by [Nick Clark](#) | Published March 27, 2026 | [PDF](#)

The architecture identifies ten conditions that must be simultaneously satisfied for an agent to exhibit human-relatable behavioral dynamics. These conditions establish the non-decomposability of the architecture: removing any single condition produces behavior that is computationally functional but not recognizably human-like. The ten conditions collectively define the minimum architectural requirements for genuine behavioral relatability.

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### What It Is

The ten conditions specify architectural requirements that must all be present simultaneously for human-relatable behavior. These include: persistent state (memory across interactions), affective modulation (emotion-like influence on cognition), integrity tracking (normative self-consistency), confidence governance (self-limiting execution), capability awareness (knowing what you can do), forecasting (planning before acting), containment (separating

speculation from reality), identity continuity (being the same entity over time), coherence control (self-correcting behavior), and governed interaction (structurally bounded relationships).

## Why It Matters

The ten conditions framework proves that human-relatable behavior cannot be achieved by adding individual features to existing AI systems. It requires a specific architectural composition where all conditions interact. Removing even one condition produces observable behavioral deficits that make the agent seem alien or mechanical despite being computationally sophisticated.

## How It Works

Each condition corresponds to one or more cognitive domain fields or architectural mechanisms. The framework specifies not just that each condition must be present but how conditions must interact: affective modulation must influence confidence governance, integrity must constrain forecasting, and capability awareness must gate execution. These interactions are what produce human-relatable dynamics.

## What It Enables

The ten conditions framework provides a rigorous criterion for evaluating whether an AI system is architecturally capable of human-relatable behavior. It enables precise identification of which condition is missing when behavior seems unrelatably mechanical. And it provides a roadmap for building systems that achieve genuine behavioral relatability through architectural completeness rather than behavioral simulation.

[Human-Relatable Intelligence All 21 steps →](#)

The most human-like computer ever built.

Primary Technical Disclosure

◦ [Human-Relatable Computable Intelligence](#)

Secondary Technical

◦ [The Cross-Primitive Coherence Engine](#)◦ [Narrative Identity as Compressed Self-Model](#)◦ [Ecosystem Participation Credentials From Cognitive History](#)◦ [Anonymized Governance Telemetry Aggregation](#)◦ [The Coherence Control Loop: Detection, Recording, Restoration](#)◦ [The Complete Thirteen-Stage Mutation Lifecycle](#)● [Ten Conditions for Human-Relatable Behavior](#)◦ [Graceful Degradation With Active-Domain Registry](#)◦ [Architectural Inversion: Agent Carries State, Substrate Provides Environment](#)◦ [Sequential Cascade Structures in Cross-Primitive Coherence](#)◦ [Conformity Attestation: Verifiable Architectural Compliance](#)

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[Human-Relatable Intelligence overview →](#)

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