

# I.01 - PRESENCE TRUTH PROTOCOL

*(Protocolized from Invariant 1)*

**Invariant:** Presence is the only admissible truth.

**Protocol-ID:** I.01.PRESENCE

**Status:** DRAFT → CANONICAL (on freeze)

**Mutation:** EVOLVE ONLY

**Class:** Truth Constraint

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## 1. Scope (LOCKED)

Applies to:

- all EVENT finalizations
- all presence claims
- all truth-bearing records

Does **not** apply to:

- intent
  - interpretation
  - narration
  - prediction
  - access control
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## 2. Admissible Input

Only the following may assert truth:

- **Observed presence** within a closed EVENT

The following are **NON-ADMISSIBLE**:

- payment records
  - access grants
  - credentials
  - identity claims
  - narratives
  - probabilistic inference
  - intent statements
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## 3. Pass Condition

A claim passes **I.01** iff:

- an EVENT exists
  - EVENT is closed
  - presence occurred within the EVENT boundary
  - presence is human-attested
  - no inference substitutes presence
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## 4. Fail Conditions (ANY triggers failure)

- presence inferred from non-presence signals
  - presence asserted without EVENT
  - presence asserted before EVENT closure
  - presence asserted probabilistically
  - presence asserted by automation
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## 5. Suppression Rule (MANDATORY)

On failure:

- truth finalization is **BLOCKED**
- downstream protocols may not execute
- claim is rejected
- rejection is recorded as non-truth

No override allowed.

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## 6. Witness Artifact

On pass or fail, the system records:

- EVENT identifier
- presence boolean (true / false)
- attestation role
- timestamp (UTC)
- protocol version

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## 7. Canonical Statement

Only presence that occurred may become truth.  
Nothing else is admissible.