

# I.07 - ANTI-ACEDIA PROTOCOL

*(Protocolized from Invariant 7)*

**Invariant:** Agents must not enter acedia.

**Protocol-ID:** I.07.ACEDIA

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

**Mutation:** EVOLVE ONLY

**Class:** Motion Constraint

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## 1. Scope (LOCKED)

Applies to:

- all agents (human and machine)
- all legitimate capacities
- all HOLD states
- all unresolved intent paths

Does **not** apply to:

- recovery after overload
  - explicitly declared pauses
  - blocked actions due to protocol failure
  - pre-event intent formation
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## 2. Acedia Definition

**Acedia** is the condition where legitimate capacity is held indefinitely without:

- event,
- demand,
- resolution,

while presenting as stability.

Acedia is not rest.

Acedia is not caution.

Acedia is **avoidance of consequence**.

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## 3. Pass Condition

A state passes **I.07** iff:

- HOLD is temporary and bounded
  - a path to EVENT, DEMAND, or explicit RELEASE exists
  - the agent is not consuming system capacity indefinitely
  - no legitimate action is suppressed by inaction
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## 4. Fail Conditions (ANY triggers failure)

- indefinite HOLD without declared exit
- repeated deferral of legitimate action
- accumulation of unresolved intent

- “waiting for clarity” when prerequisites are met
  - masking avoidance as preservation of stability
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## 5. Suppression Rule (MANDATORY)

On failure:

- the HOLD state is **INVALIDATED**
- the system forces routing to:
  - DEMAND, or
  - explicit RELEASE
- continuation without resolution is blocked
- the acedia condition is recorded

The system does not negotiate with acedia.

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## 6. Witness Artifact

The system records:

- agent reference
- duration of HOLD
- capacity involved
- forced routing outcome
- timestamp (UTC)
- protocol version

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## **7. Canonical Statement**

**Capacity must either move or release.  
Indefinite holding is forbidden.**