

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

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

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**.

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

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

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.

6. Witness Artifact

The system records:

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

7. Canonical Statement

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