

I.09 - CO-AGENCY BALANCE PROTOCOL

(Protocolized from Invariant 9)

Invariant: Human and machine agency must remain balanced.

Protocol-ID: I.09.COAGENCY

Status: DRAFT → CANONICAL (on freeze)

Mutation: EVOLVE ONLY

Class: Agency Constraint

1. Scope (LOCKED)

Applies to:

- all joint human–machine decisions
- all delegated execution
- all automated enforcement
- all system actions affecting humans

Does **not** apply to:

- purely human private reasoning
 - purely machine internal computation
 - non-executing simulation
 - observational analytics
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2. Agency Definition

Agency is the capacity to:

- initiate action
- alter state
- impose consequence

Human and machine agency are distinct but interdependent.

Neither may dominate the other.

3. Pass Condition

An action passes **I.09** iff:

- human intent is explicit where required
 - machine execution is constrained by protocol
 - neither side can unilaterally override the other
 - escalation paths are symmetric and bounded
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4. Fail Conditions (ANY triggers failure)

- machine executes irreversible action without human legitimacy
- human overrides machine safeguards
- automation suppresses human agency
- human bypasses machine verification
- asymmetric control emerges

5. Suppression Rule (MANDATORY)

On failure:

- the action is **BLOCKED**
- execution is halted
- control is returned to a neutral state
- the imbalance is recorded

Dominance is not corrected — it is prevented.

6. Witness Artifact

The system records:

- action reference
 - human authorization state
 - machine execution path
 - imbalance detected
 - pass / fail result
 - timestamp (UTC)
 - protocol version
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7. Canonical Statement

**Neither human nor machine may overrun the other.
Agency exists only under balance.**

