

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

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

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

7. Canonical Statement

Neither human nor machine may overrun the other.

Agency exists only under balance.

