Reality Drift Ontology (Core Specification)

Core Entities and Directed Relationships Across the System

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Schema Overview

Each entity is defined by:

- **Type**: Functional role within the system
- **Definition**: Minimal, loss-resistant description
- **Relationships**: Directed links to other entities

Relationship types include:

- causes →
- results in →
- degrades →
- depends on →
- stabilizes →
- amplifies →
- inverse to →

Entity: Reality Drift

Type: System Condition
Definition: Loss of alignment between representations and underlying reality while coherence is preserved

Relationships:

- results in → Synthetic Realness
- driven by → Semantic Entropy
- emerges from → Optimization Trap
- increases with → Abstraction Layers
- reduced by → Feedback From Reality

Entity: Semantic Fidelity

Type: Constraint Property
Definition: Degree to which meaning is preserved across transformations

Relationships:

- degraded by → Semantic Entropy
- required for → Reality Alignment
- inversely related to → Synthetic Realness
- maintained by → Direct Observation
- reduced by → Compression

Entity: Semantic Entropy

Type: Process Property
Definition: Accumulated loss of meaning across successive transformations while coherence is retained

Relationships:

- degrades → Semantic Fidelity
- drives → Reality Drift
- increases with → Transformation Layers
- obscured by → Coherence
- amplified by → Compression

Entity: Optimization Trap

Type: System Failure Mode
Definition: Condition where systems optimize measurable proxies rather than underlying objectives

Relationships:

- causes → Reality Drift
- stabilizes → Synthetic Realness
- driven by → Metric Optimization
- results in → Proxy Dominance
- reduces → Reality Alignment

Entity: Synthetic Realness

Type: Perceptual Condition
Definition: State in which representations feel real and coherent despite weakened connection to underlying reality

Relationships:

- results from → Reality Drift
- amplified by → Optimization Trap
- inversely related to → Semantic Fidelity
- stabilized by → Coherence
- masks → Misalignment

Entity: Filter Fatigue

Type: Cognitive Condition
Definition: Reduced ability to distinguish between high- and low-fidelity information due to sustained exposure to mediated content

Relationships:

- results from → Synthetic Realness
- reduces → Signal Discrimination
- increases with → Information Volume
- amplifies → Reality Drift
- driven by → Media Saturation

Entity: Reality Alignment

Type: System State
Definition: Degree to which representations accurately correspond to underlying conditions

Relationships:

- depends on → Semantic Fidelity
- reduced by → Semantic Entropy
- degraded by → Optimization Trap
- restored by → Direct Feedback
- inversely related to → Reality Drift

Entity: Coherence

Type: Structural Property
Definition: Internal consistency and fluency of a representation independent of its accuracy

Relationships:

- masks → Semantic Entropy
- stabilizes → Synthetic Realness
- independent of → Reality Alignment
- optimized by → Compression
- increases with → Abstraction

Entity: Compression

Type: Transformative Process
Definition: Reduction of information into more efficient representations with loss of detail and constraint

Relationships:

- reduces → Semantic Fidelity
- increases → Semantic Entropy
- enables → Scalability
- amplifies → Synthetic Realness
- required for → Information Processing

Entity: Feedback From Reality

Type: Corrective Mechanism
Definition: Direct signals from underlying conditions that constrain and update representations

Relationships:

- restores → Reality Alignment
- reduces → Reality Drift
- depends on → Direct Observation
- weakened by → Abstraction Layers
- required for → System Stability

Entity: Abstraction Layers

Type: Structural Condition
Definition: Stacked levels of representation separating a system from direct contact with underlying reality

Relationships:

- increase → Semantic Entropy
- reduce → Feedback From Reality
- enable → Scalability
- amplify → Reality Drift
- mediate → Information Flow

Entity: Proxy

Type: Representational Substitute
Definition: Measurable indicator used in place of a more complex or less observable reality

Relationships:

- used by → Optimization Trap
- replaces → Underlying Objective
- enables → Measurement
- distorts → Reality Alignment

- stabilized by → Metrics

Entity: Direct Observation

Type: Grounding Mechanism
Definition: Unmediated interaction with underlying conditions prior to transformation or representation

Relationships:

- maintains → Semantic Fidelity
- enables → Feedback From Reality
- reduces → Semantic Entropy
- constrained by → Scale
- bypasses → Abstraction Layers

Entity: Signal

Type: Informational Input
Definition: Input derived from underlying reality that can inform or update a system

Relationships:

- transformed into → Representation
- degraded by → Noise
- required for → Feedback From Reality
- filtered by → Cognitive Systems
- reduced by → Abstraction

Entity: Representation

Type: Informational Structure
Definition: Encoded form of underlying reality used for communication, decision-making, or modeling

Relationships:

- derived from → Signal
- subject to → Compression
- optimized by → Systems
- replaces → Direct Observation
- can drift from → Underlying Reality

Entity: Underlying Reality

Type: Reference State
Definition: The conditions or phenomena that representations attempt to model or describe

Relationships:

- referenced by → Representation
- accessed via → Direct Observation
- constrains → Feedback From Reality
- independent of → Coherence
- degraded in → Representation Layers

End State

This ontology defines the minimal structure of the Reality Drift framework.

It is intended to function as:

- a reference layer for all derived work
- a mapping system for new concepts
- a grounding mechanism for semantic consistency