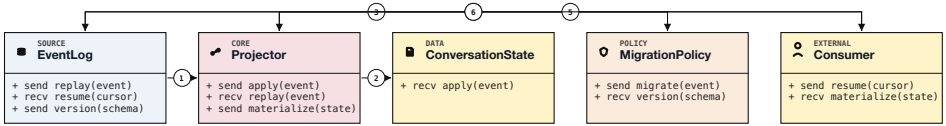
P14 Event-sourced conversation engine

Primitive · A² A1/A3 · state role collaboration

Reconstruct state from recorded events.

STRUCTURE · PARTICIPANT COLLABORATION



PATTERN INTERFACE

context
Conversation state is derived from recorded events.

trigger
A new event is appended or history is loaded.

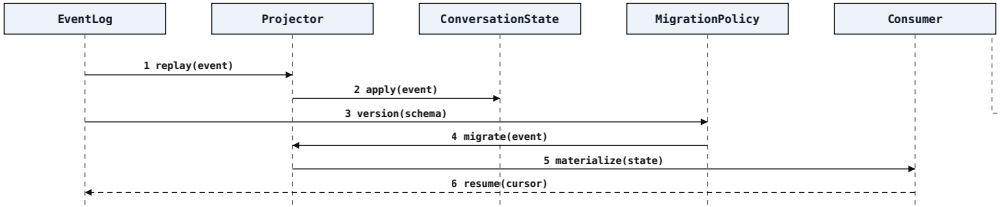
structure
Event schema, sequence or identity rules, and a projector.

effect
The current view is reproducible from the event history.

CONTRACT ANNOTATIONS

requires	Events are immutable enough to replay and schema versions are identifiable.
ensures	Applying the same ordered events yields the same semantic state.
invariant	Projection never mutates historical event identity.
violation	Missing, incompatible, or corrupt events produce recoverable migration or rejection.

INTERACTION



MESSAGE TRACE `1 replay(event) → 2 apply(event) → 3 version(schema) → 4 migrate(event) → 5 materialize(state) → 6 resume(cursor)`

Evidence: 34/41 repositories, 31/36 families; 34 trajectories (15 multi-checkpoint); exact audit: not sampled.

Variation: Event type unions, snapshots, migrations, local or remote persistence.

Negative control: A mutable message array without projection semantics is insufficient.