MaxProcess – System Summary

System: MaxProcess

Document Type: Strategic Summary

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Responsible: TBYD Architectural Team / Process Capsule Group

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Standards Reference: ISO/IEC 15408, AIM v1.0, TBYD Capsule Protocol v2.1

Applicability: MaxOneOpen v4.1+

# 1. Purpose and Scope

MaxProcess is the sovereign process execution subsystem of MaxOneOpen. It introduces a new form of runtime-validated, capsule-bound workflow execution that is audit-traceable, treaty-aware, and architecturally detached from conventional process engines. MaxProcess does not execute code – it governs the structural, auditable flow of authority and process decisions. Every process step is formalized as a signed, runtime-verifiable capsule with full rollback and refusal logic, governed by role, policy, and treaty contexts.  
  
The system provides a structural alternative to traditional business process management (BPM), workflow suites, or runtime schedulers. It prioritizes procedural auditability, actor accountability, and formal treaty control in digitally sovereign environments. MaxProcess enables OSS, institutions, or cross-party federations to define and enforce process logic that is fully observable, revocable, and policy-conform — without relying on hidden execution paths or commercial orchestration platforms.

# 2. Functional Architecture

MaxProcess defines all executable logic as cryptographically signed ProcessCapsules. Each capsule represents a structured, traceable execution unit that includes:  
- a defined process step or decision point  
- a responsible role (via MaxWorkRoles binding)  
- a trigger or condition (time, input, event, prior capsule state)  
- optional repeat logic (loop, interval, cascade)  
- fallback or refusal path (if rejected or untriggered)  
- linkage to audit and governance channels  
  
The execution of a ProcessCapsule does not imply the execution of code or automation in a classical sense. Instead, it formalizes procedural responsibility and outcome structure. It determines \*who must act\*, \*what must be confirmed or escalated\*, and \*how each step is embedded in an audit-verifiable trail\*.  
  
Capsules form directed capsule chains with forward and backward trace references. State is never mutable but rather inherited by confirmation or rule-based continuation. All process chains are exportable, importable, and signable, including their context (e.g., treaty, environment, execution class). This design ensures fork resistance, external observability, and runtime override through governance-linked actors.

# 3. Role Binding and Runtime Control

MaxProcess operates under strict runtime role enforcement. Every ProcessCapsule defines a required role, which must be resolved through MaxWorkRoles at the time of execution. This ensures that only authorized, currently valid, and treaty-conform actors may initiate or complete any procedural step.  
  
Capsule execution is blocked unless the role is:  
- active and signed (with valid capsule lineage)  
- permitted in the current tenant or treaty scope  
- not shadowed or revoked (by governance or audit action)  
  
Roles may be refused (explicitly) or skipped (if fallback logic exists), triggering alternate flows or capsule freezing. Execution traces are logged in MaxAudit, including:  
- operator identity reference  
- step confirmation or refusal  
- timestamp and scope context  
- associated governance conditions (if overridden or escalated)  
  
Runtime control allows systems to dynamically adapt process behavior based on live role state, audit history, treaty policy, or process priority class. No capsule may execute outside these constraints.

# 4. Delegation and Interruption Logic

MaxProcess supports structured delegation, treaty-aware overrides, and auditable interruption mechanisms. Every ProcessCapsule may define delegation parameters, including:  
- who may be delegated authority  
- how far the delegation chain may extend  
- fallback delegation if primary path is refused or revoked  
- governance restrictions that block or enforce delegation paths  
  
Interruption logic allows for proactive or reactive interference with process flow. This includes:  
- panic revocation (from MaxGovernance)  
- audit-triggered freeze (from MaxAudit trace)  
- treaty override capsule (signed governance override with limited scope)  
- operator refusal (leading to fallback or policy-defined failure path)  
  
All interruptions are themselves represented as capsules, including timestamp, actor, cause, and result. These capsules are embedded in the process lineage for full replay and accountability. No untraceable overrides or backend interventions are permitted within MaxProcess. This ensures integrity, transparency, and external governance capacity even in high-criticality deployments.

# 5. Integration with Max Systems

MaxProcess is not a standalone process tool—it is a core subsystem of MaxOneOpen, operating in direct coordination with other Max architecture components. Its process execution logic is deeply integrated into the following systems:  
  
- MaxWorkRoles: Defines the roles authorized to execute or delegate process steps. Role capsules are runtime-validated before any step is performed.  
- MaxAudit: All process-related actions are logged via trace capsules, supporting full replay, cross-reference, and public trace export when enabled.  
- MaxGovernance: Provides treaty-enforced override logic. Policy violations, treaty breaches, or operational risks may trigger interruption or delegation locks.  
- MaxBridge: Enables process coordination across federated systems. ProcessCapsules can reference external treaty domains, cross-system operators, or remote capsules.  
- MaxSuite (optional): May link to visible task or actor interfaces if desired by the OSS implementation. ProcessCapsules remain structurally independent from UI or frontend logic.