

MaxTune-SD_TSD_Kapitel-1.4_v2.1 – Technical System Documentation

System Logic: Learning Organ vs. Static Training

Version: 2.1 Effective from: 25.04.2025 Status: 100/100 – Approved Note:
Compatibility with Max systems is based on documented interfaces, not fixed version bindings.

1.4 System Logic: Learning Organ vs. Static Training

MaxTune does not function as a conventional training pipeline, where inputs are ingested, processed, and output as static model weights. It is a continuously operational subsystem that enables iterative, governed, and segmented learning without requiring system restarts or reinitialization cycles.

The learning logic of MaxTune is built around circularity and modularity. Learning is broken into narrow, policy-bounded segments that are each tied to audit checkpoints and rule-verified learning intervals. MaxTune's logic enables these segments to operate in parallel or cascaded form, allowing scalability in learning complexity while maintaining system integrity.

Unlike traditional training processes that are opaque and centralized, MaxTune implements fully observable state transitions. Each learning process is inherently auditable, forkable, and reversible. This guarantees that no systemic drift can occur unnoticed or without permission.

In essence, MaxTune is not just a mechanism to update model weights, but a structure to operationalize controlled intelligence evolution. It is the first architecture to treat learning as a programmable, policy-verified, and externally certifiable event stream.

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