Re-design Memory Schema
May 3

UNIT Memory ──────────→ embeddings

Memory ──→ Metadata

Tags/ Categories

Shards
- SEMANTIC CLUSTERING
- auto generated
- not directly editable
- They are innerpretable and inspectable
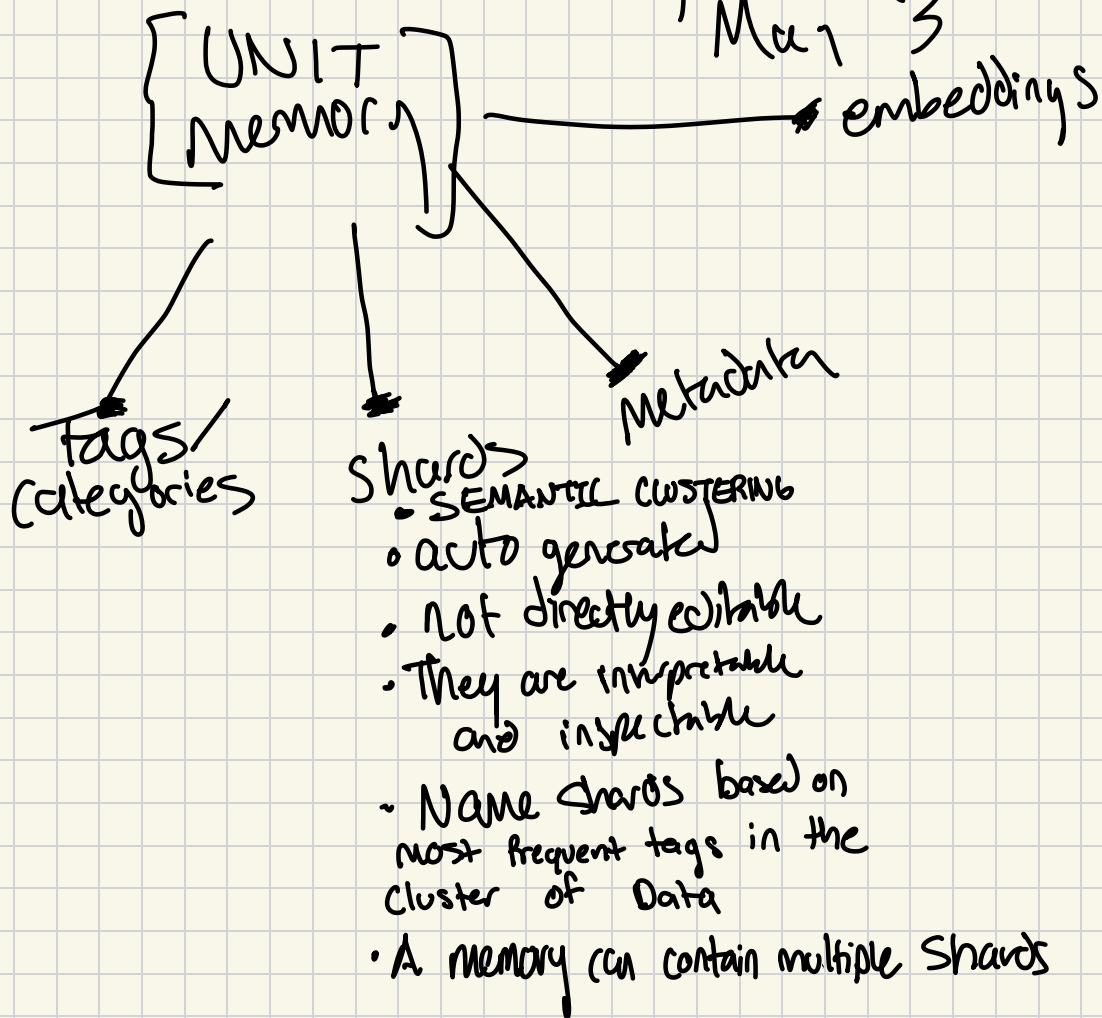- Name shards based on most frequent tags in the cluster of data
- A memory can contain multiple shards

What about chat memory? How would the engine handle that? should probably be a seperate function? but you can create an agent or just automate a way to go over a chat session right before you delete it and extract information from it. The echo forge system would be responsible for this, maybe rename it