

CircleDetector

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CircleDetector

Kind: Class

Source: [atloria-monorepo/libs/agent-core/src/autonomous/circle-detector.ts](https://github.com/atloria-monorepo/libs/agent-core/src/autonomous/circle-detector.ts)

Methods

Method	Signature	Returns
recordTurn	recordTurn(record: TurnRecord)	void
analyze	analyze()	CircleDetectionResult
getProgressDelta	getProgressDelta()	number
suggestBudgetExtension	suggestBudgetExtension(currentTurn: number, maxTurns: number)	number
reset	reset()	void
getWindow	getWindow()	readonly TurnRecord[]

Where it refuses work

- CircleDetector stops the work with an early return when `this.window.length < this.minTurnsBeforeDetection` .
- CircleDetector stops the work with an early return when `signals.length === 0` .
- CircleDetector stops the work with an early return when `currentTurn < Math.floor(maxTurns * 0.8)` .