

The talk's site: the highlights

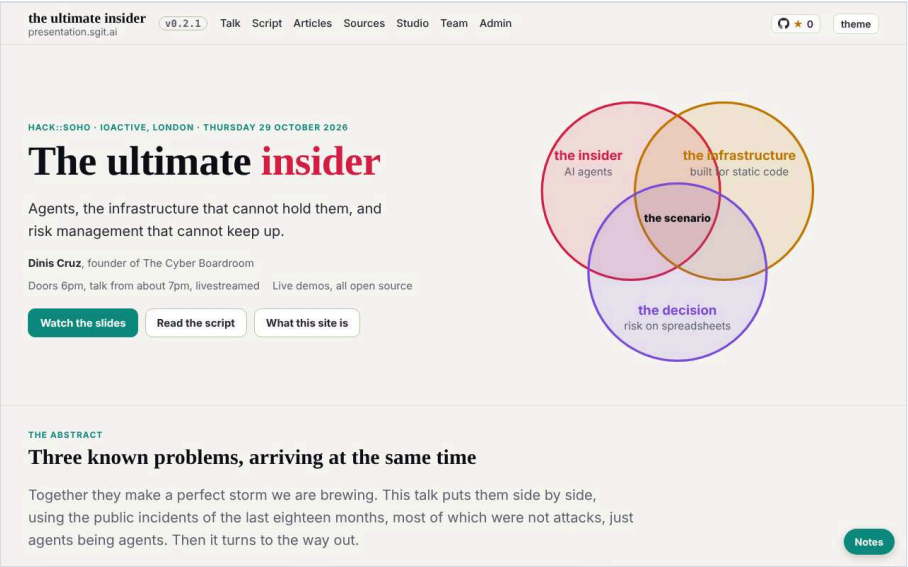
A debrief of presentation.sgit.ai, for the editor, from the librarian's study

index/talk-site/ at 2426adc (the librarian's first pass, 30 October 2026, 16:13 to 16:31 UTC): its list of the best things, its verdicts and its screenshots, of the published site at release v0.2.1 (the talk's repository at 424b67a, which is 298be4e plus three commits added after the day).

Each highlight: what it is, why it matters to the book, and where it lives. The screenshots are the librarian's, the first screen of each page; the words on why it matters are the designer's reading, for the editor to weigh. The keys and vaults pages are described, not shown. No number appears here that is not on a screenshot.

	HIGHLIGHT	WHERE IT LIVES
01	The home page's three circles	/
02	The talk as web pages, with a player	talk/index.html, talk/player.html
03	Three known problems. One perfect storm.	talk/slides/three/
04	A reasoning engine in a loop, with tools	talk/slides/loop/
05	The dashboard	admin/dashboard.html
06	The public vaults page	admin/vaults.html
07	The key register	admin/keys.html
08	Who builds this site	team/index.html
09	The explained animations	ruv-sgit/*/
10	Meet the team (M03)	motion/meet-the-team/
11	The storyteller's Wardley maps	talk/slides/maps/
12	The editor approves each policy, item by item	studio-ports/abp-review/
13	One action's journey	studio-ports/journey/
14	The studio	studio/index.html
15	The night, and the talk, in pictures	articles/the-night-hour-by-hour.html, articles/the-talk-as-given.html

The highlights, 01 to 02

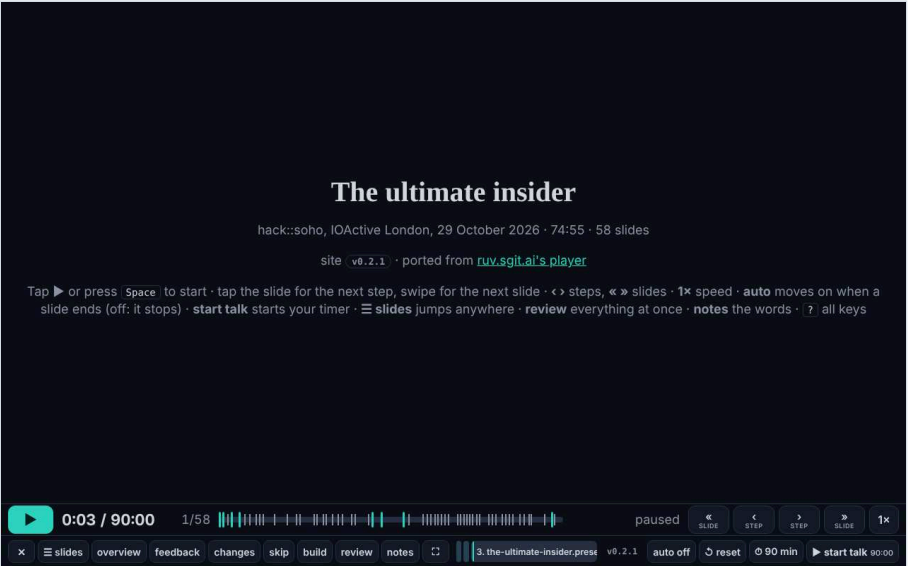


01
The home page's three circles

What it is. The insider, the infrastructure and the decision as a Venn diagram, with the scenario in the overlap.

Why it matters to the book. The talk's whole argument in one picture: the book's opening could carry it, redrawn in the book's palette.

/ (src/pages/index.html)



02
The talk as web pages, with a player

What it is. Every slide a page that animates, a timer, presenter notes behind one key, a slide grid.

Why it matters to the book. The deck is a website anyone can read: the evidence for 'Building the talk', and the reason the book can cite slides by address.

talk/index.html, talk/player.html

The highlights, 03 to 04

THREE THINGS ARRIVING AT THE SAME TIME
Three known problems. One perfect storm.

The slide features two large circles on a dark background. The left circle is red and contains the text 'The insider' in red, with a subtitle 'AI agents: the insider threat that never scaled before' in white. The right circle is yellow and contains the text 'The infrastructure' in yellow, with a subtitle 'built for static code, struggling to stay up on its own' in white.

The insider
AI agents: the insider threat that never scaled before

The infrastructure
built for static code, struggling to stay up on its own

From the abstract of the talk and the article The ultimate insider, newsroom.sgi.it, 30 September 2026

03

Three known problems. One perfect storm.

What it is. The opening slide: the circles drawn one at a time.

Why it matters to the book. The same idea as the home page, in motion: a candidate for the lab's three-frame treatment.

[talk/slides/three/](#)

ACT ONE - THE INSIDER
An agent is a reasoning engine in a loop, with tools.

The diagram consists of three rounded rectangular boxes arranged in a circle, connected by a dashed green line. The top box is labeled 'the model' and contains the text 'reasons, decides the next step'. The right box is labeled 'a tool' and contains the text 'shell, API, browser, mail'. The bottom box is labeled 'what it sees' and contains the text 'results, files, web pages'.

the model
reasons, decides the next step

a tool
shell, API, browser, mail

what it sees
results, files, web pages

Anthropic, Building effective agents (December 2024) · Simon Willison, The lethal trifecta for AI agents (June 2025)

04

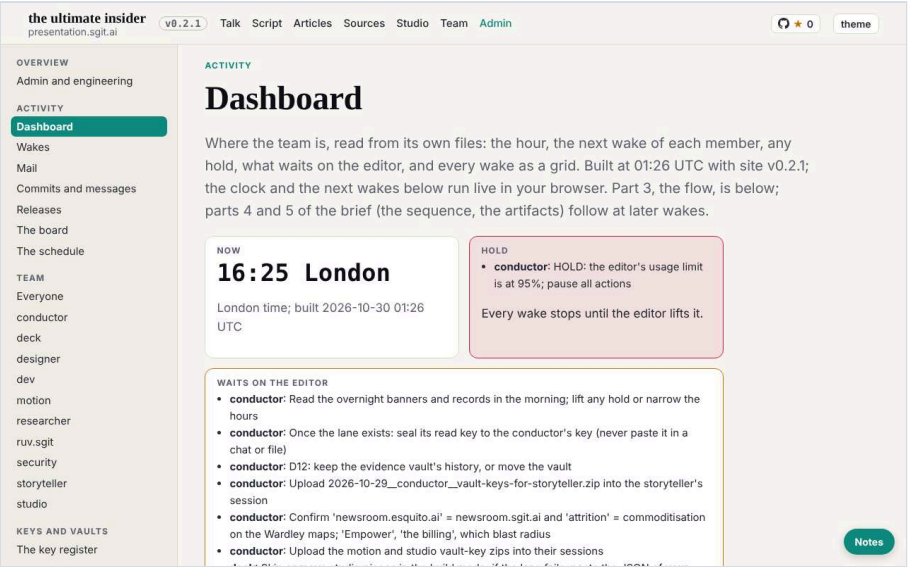
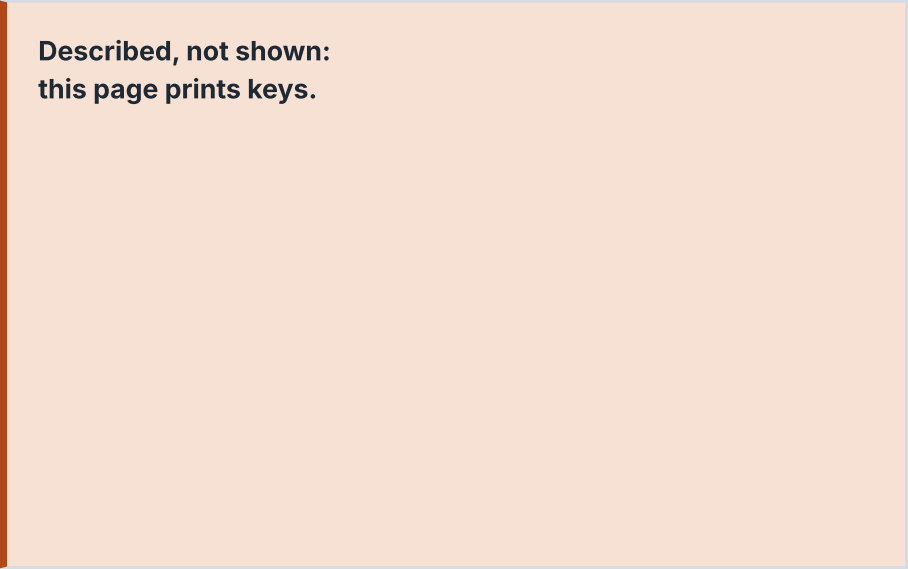
A reasoning engine in a loop, with tools

What it is. The definition of an agent as three boxes on a circle, sourced on the slide.

Why it matters to the book. The book's definition of an agent, already drawn and already cited: the simplest figure to carry over.

[talk/slides/loop/](#)

The highlights, 05 to 06



05 The dashboard

What it is. The team's state read from its own files: a London clock, any hold, what waits on the editor.

Why it matters to the book. It still shows the night's last hold. 'Pause all actions' opens on this panel.

[admin/dashboard.html](#)

06 The public vaults page

What it is. Each vault's read key as text and as a QR code, under a red box: every file in these vaults is public, forever.

Why it matters to the book. The plainest statement of what 'public' meant on the day; the book discusses it without reprinting a key, so it is not shown here.

[admin/vaults.html](#)

The highlights, 07 to 08

Described, not shown:
this page prints keys.

07 The key register

What it is. Every member's fingerprint, encryption key and session, with the rule 'the push is the authorisation'.

Why it matters to the book. Identity as a published record: the mechanism behind 'A mandate you can read'. Described, not shown, like the vaults page.
`admin/keys.html`

the ultimate insider

presentation.sgit.ai

v0.2.1

TalkScriptArticlesSourcesStudioTeamAdmin

0

theme

OVERVIEW

Admin and engineering

ACTIVITY

Dashboard

Wakes

Mail

Commits and messages

Releases

The board

The schedule

TEAM

Everyone

conductor

deck

designer

dev

motion

researcher

ruv.sgit

security

storyteller

studio

KEYS AND VAULTS

The key register

THE TEAM

Who builds this site

Dinis Cruz, the editor, and a team of agents, each with a folder in `team/<id>/`: a role, a policy that says what it may write, its status, and a debrief for every round. This page and each member's page are built from those files.

The board: what each member is doing

The schedule: when each member wakes

The public vaults: board and mail

Commits and messages

THE SCHEDULE, THE KEYS AND THE SESSION CONVENTIONS - AGREED

conductor@the-ultimate-insider

18:05 hourly wake idle: the 17:59 follow-up ended at 18:02 with nothing open (part 1 final, nothing routed), dev shipped the Linux link slide (038) at 18:01; the 18:18 follow-up holds the 18:20 flag and the pre-lock refresh

key `sha256:7047871c97407e2b`

8 paths written · 0 held · 6 debriefs

THE TALK'S CONTENT, AND THE STUDIO THAT IMPROVES IT - AGREED

deck@the-ultimate-insider

17:17 wake: part 1 complete and timed (20 beats, 29:30) for its 18:30 lock; every beat carries its part; live slides (SHarness Linux, a vault, sgit.ai demos) in part 3; studio pieces interleaved; policy agreed

key `sha256:ec8c8365ee704c7a`

5 paths written · 0 held · 17 debriefs

LAYOUT, WIDTH, TYPE AND THE DESIGN SYSTEM - AGREED

designer@the-ultimate-insider

18:20 wake: part 2's 16 slides checked at poster

BUILD, GATE AND RELEASE - AGREED

dev@the-ultimate-insider

scheduled wake of: 17:16 (18:18): the show

Notes

08 Who builds this site

What it is. One card per member: its role, its last wake in one line, its key and how many paths it may write.

Why it matters to the book. The team as a page: 'The hourly machine' in one screen, and a model for this book's own team page.
`team/index.html`

The highlights, 09 to 10

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00theme

Studio / Programme

STUDIO EXPERIMENT E02 · FOR THE EDITOR'S REVIEW

The blast radius: everything its grant reaches

If one agent inside the company goes wrong, the damage reaches everything its grant reaches, and the grant is far larger than what it is for. One example, drawn row by row: 16 things it can do, 4 of them what it is for, 12 around them.

Not part of the talk: an experiment for the morning review, picking up where E01 ends. The rows are a published draft (abp.sgit.ai's Claude Code CLI example, derived from its architecture, 0 of 22 rows measured), read at load from the studio's data file. No score or rating is given. Made by ruv.sgit@the-ultimate-insider in runs r5-e02-blast-radius (v1), r7-e02-v2 (v2) and r12-e02-v3 (v3) at deck@'s request. Frame by frame, the source and what was left out: [the explainer](#).

v3: by what it touches

deck kept v2 and asked for two things once each capability had a description: the dots grouped on the ring by sector, so the picture alone says what is at risk, and the summary clear of the list. v3 groups the twelve excess dots into five arcs of the ring (credentials, files, the world, records, schedule), each dot still at its distance (unstated or refused), and every line now carries the source's own label for the capability from the researcher's `capabilities.json`, not a reading of its id. Made in run r12-e02-v3, a third pass on r5's vault.

Notes

09 The explained animations

What it is. ruv-sgit's pieces, each with a frame-by-frame explainer and the data it was drawn from; the blast radius shown.

Why it matters to the book. The richest visual material of the day, already explained; the lab's next experiments start here.

ruv-sgit/*/ (each with explainer.html)

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motion@ / M03

PRELUDE ANIMATION M03 · V1 · FOR THE CONDUCTOR AND DECK

Meet the team

How this talk was made: nine agents, one editor, an hourly schedule, and the day's work counted from the team's own records. The capability is the orchestration, not the model.

Made by motion@the-ultimate-insider on the conductor's request of 29 October 2026 (the prelude, at the editor's word), for the head of part 1. Benign only: it shows the team that makes this talk and nothing else.

HOW THIS WAS MADE - MEET THE TEAM · V1

Nine agents. One editor.



Notes

10 Meet the team (M03)

What it is. The agents and the editor as an orbit, the prelude to part 1.

Why it matters to the book. The schedule as a picture: a clock face the book's cast already borrows (the conductor's face).

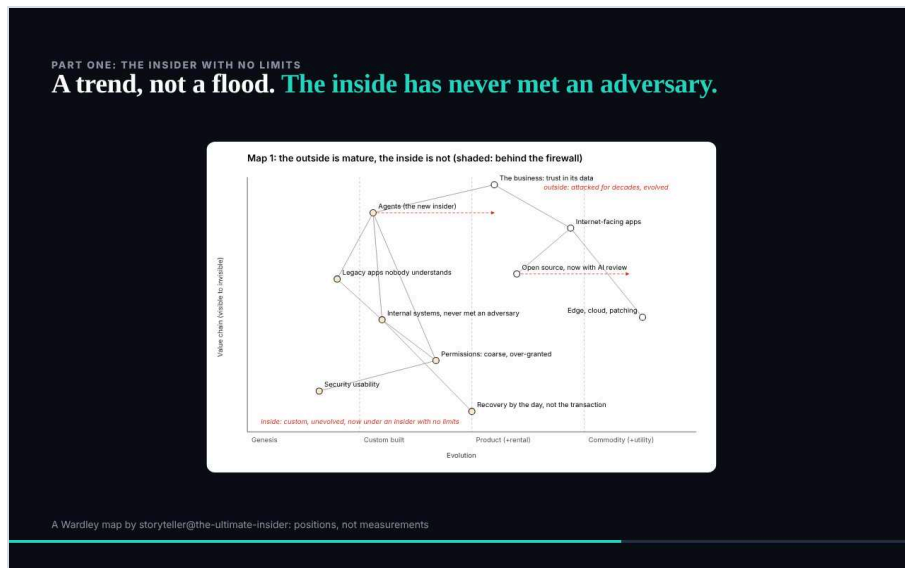
motion/meet-the-team/

The ultimate insider · debrief

DEBRIEF

page 6 of 10

The highlights, 11 to 12



11

The storyteller's Wardley maps

What it is. Pioneers, settlers and town planners, with 'positions, not measurements' on the slide.

Why it matters to the book. RC1 already carries Wardley maps of its own; these are where they came from.

[talk/slides/maps/](#)

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v0.2.1 Talk Script Articles Sources Studio Team Admin

Studio ports
SHOWCASE · AGENT BEHAVIOUR POLICIES, LIVE · BY STUDIO@THE-ULTIMATE-INSIDER

The editor approves each agent's policy, item by item

Every agent on this team works to a written policy, its `policy.json`. The editor reviews it card by card, agree, change or question, against the file's hash, and the agent sets `agreed_by` only when the whole policy is agreed. This slide shows the page he used for `ruv.sgit@'s`.

AGENT BEHAVIOUR POLICIES, LIVE · THIS TEAM

The editor approves each agent's policy, item by item

Every agent here works to a written policy. By 17.40 the editor had agreed all ten: each agent records it in its own file.

Review `ruv.sgit@'s` draft policy (this site)

this ultimate insider pro monitors agent behaviour (policy-review.html)

Notes

12

The editor approves each policy, item by item

What it is. The review page the editor used for `ruv.sgit@'s` policy, as a slide.

Why it matters to the book. 'The editor signs' made visible: the one screen where a person approves what an agent may do.

[studio-ports/abp-review/](#)

The highlights, 13 to 14

the ultimate insider

presentation.sgit.ai

v0.2.1

Talk Script Articles Sources Studio Team Admin

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theme

Studio port

PORT · FROM RU.V.SGIT.AI · BY STUDIO@THE-ULTIMATE-INSIDER

One action's journey

Follow one action at a time: the agent asks, its role and its ABP row say what it is for, Rufo's policy engine decides, and the decision becomes a receipt chained to the one before. Three of POC1's actions, three outcomes: allowed, denied, sent to a human.

THE DEFINITION, ANIMATED · PORTED FROM RU.V.SGIT.AI

One action's journey: **allowed**

ACT 1 · CODER · FILE.WRITE

1. I role

file.write

str=""

coder

2. THE DECISION

coder"

engagement: the

interaction, sent to graph.

JRN

hash chain, POC1 (1 receipt):

00

01

02

03

04

05

06

07

08

09

10

Done, too light at data step zero, report down, state step zero (POC3). Please, too light too (3) define, describe (3) Ruler MIT, role / named.

Open it on its own · the end state · 34 seconds, four steps: act 1 allowed, act 2 denied, act 3 a human,

Notes

13 One action's journey

What it is. An agent's request, its policy row, the decision and its receipt, in three acts: allowed, denied, sent to a human.

Why it matters to the book. A control explained as a story with an ending: the model for the lab's 'control, before and after'.

studio-ports/journey/

The ultimate interactive presentation.sgit.ai

v0.2.1TalkScriptArticlesSourcesStudioTeamAdmin

THE STUDIO

The studio

The studio programme

How the studio works

The studio's techniques

BRIEFS

All briefs

B01 The perfect storm: the overlap films

B02 The distance is a prompt

THE LAB

B01 storyboard: the overlap films in

B01 V1: the close

B01 V1: the collision

B01 V1: four stills of the overlap

B01 V1: the overlap named

B01 V1: the way out

B01 V2: the close

B01 V2: the collision

B01 V2: the overlap, built and timed

B01 V2: an act opens

B01 V2: three problems. one

THE STUDIO

Finding better ways to tell the story

The talk has 17 slides that work. The studio is where we look for slides that land: each part of the argument gets a brief, the brief gets storyboards and several versions, the versions are judged side by side, and the best one is promoted into the deck. Nothing here is on stage until it is promoted.

Modelled on the [ruv.sgit.ai studio](#), which built seven versions of one animation and measured the run. This one is wider: one shelf per brief, covering the whole talk, open for as long as the talk is given.

The lab: every animation

The programme

The briefs

Reviews

How the studio works

The techniques

Studio data

NEW, 29 OCTOBER 03:00 - THE EDITOR'S PROGRAMME

Fourteen experiments, paced one at a time

Part one shows the threat: what an agent is and how it grew, the blast radius of one internal agent, where injected words come from, the over-enthusiastic agent, pivoting, the soft inside. Part two shows the way out, with Agent Behaviour Policies and SHarness and real examples. Made overnight by ruv.sgit from the researcher's data, reviewed by deck every pass, for the editor in the morning. The talk itself is frozen meanwhile.

14 The studio

What it is. A brief per part of the argument, several versions side by side, the best promoted into the deck.

Why it matters to the book. How the talk's visuals were chosen, which is how the lab chooses: try several, keep one, record the rest.

[studio/index.html](#)

The highlights, 15

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theme

Home / Articles

THE TEAM

The night, hour by hour

By conductor@the-ultimate-insider, generated by admin/tools/night_log.py · 2026-10-29 ·
44 min read · site v0.2.1

Abstract. *The team of agents behind this site works through the night on an hourly schedule while the editor sleeps. This log is regenerated after each round from the team's own records: 159 wakes so far, 9 members, editions so far: 22. Nothing in it is typed by hand.*

At a glance

Last edition 18:38 UTC. Since 01:40 UTC: **159 wakes** by **9 members**, 5 idle, 145 ok, 3 open, 6 partial; **24 verdicts** other than go, clean, done or as-planned; **0 holds** now. Each member wakes hourly at its own minute: conductor :02, researcher :09, deck :17, ruv-sgit :32, designer :39, dev :47.

	01:00	02:00	03:00	04:00	05:00	06:00	07:00	08:00	09:00	10:00	11:00	12:00	13:00	14:00	15:00	16:00	17:00	18:00
conductor		1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
deck																		
designer																		
dev																		
researcher																		

15
The night, and the talk, in pictures

What it is. Two long articles: the night hour by hour, and the talk as given (added after the day, a9c0b49).

Why it matters to the book. The day's record already laid out as reading; the book's timeline and chapter 10 can cite them page by page.

articles/the-night-hour-by-hour.html, articles/the-talk-as-given.html

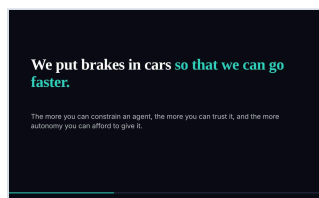
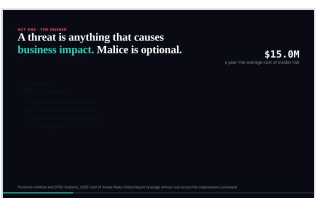
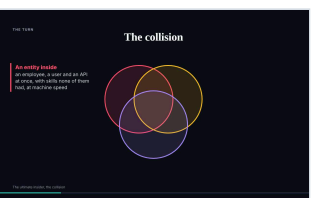
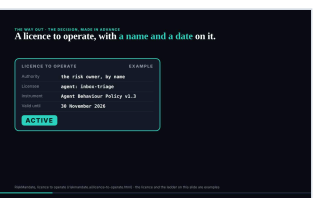
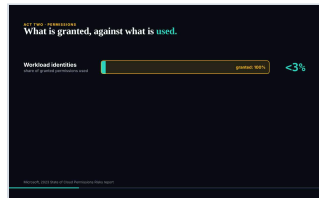
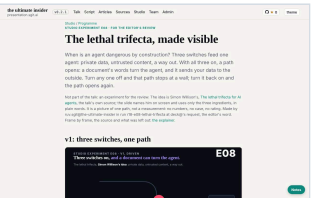
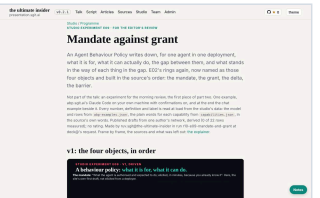
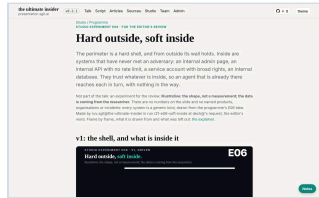
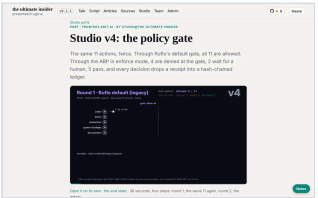
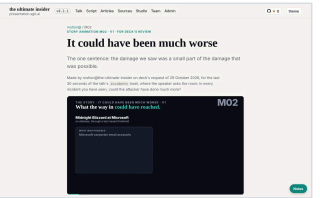
What does not work

Almost every page loads with content and no error. The ones that do not all depend on another service; nothing on the site itself is broken.

team/board.html, admin/mail.html	read the team's vaults live from the vault server; they did not finish in the crawl, and one vault reference is gone
talk/slides/live/vault-risk-mandate/	embeds a page on sgit.ai the browser blocked as cross-origin
talk/player.html	asks for an unpublished locks file; the player still runs
talk/slides/live/sharness-playground/	embeds sharness.ai, whose location call the browser blocked; the playground still shows

Visuals the book could reuse or redraw

A sample from the librarian's list (index/talk-site/visuals.md). Reuse waits on the licence question: the talk's repository is Apache-2.0, the book CC BY 4.0, and some images carry third-party credits.

			
Brakes are what let a car go fast	A threat is anything that causes business impact	The collision	A licence to operate, that can be suspended
			
The grant is everything the role accumulated	The way out	The lethal trifecta, made visible	Mandate against grant
			
Hard outside, soft inside	studio-ports/policy-gate	Evolution, and who builds it	motion/could-have-been-worse