

# Initial Idea

## AI Race Engineer Simulator (LLM + Agents + Telemetry Reasoning)

### What it is

An AI agent that behaves like a real F1 race engineer. You feed it live or historical telemetry + race context, and it talks to the driver in plain English.

### What it actually does

- Predicts tire degradation lap-by-lap
- Suggests pit windows and undercut/overcut strategies
- Explains *why* a decision is made, not just the decision

### Why it's rare

Most "F1 AI" projects stop at prediction. This one **reasons**, argues with itself (multi-agent), and explains tradeoffs like a human engineer.

### Spicy Verstappen angle

Simulate how **Max Verstappen**'s aggressive driving style changes optimal strategy compared to a conservative baseline.