Component Architecture:

Coach Crew Service - Component Architecture (with confidence bypass + falllwak)

API Layer
FastAFI

GAE

Endponts:
* /ask
* /evaluate
* /batch-evatuxte,
   agentid

Agent output is parsed:
- Attenpt: find (...) and jioads
- Fallbak: use rext, confidends,
  confidence=0.5, reasioning"
  "Could Cout parse...."

generate_and_evaluate

returns text generation task (attemped JSN (Crew.kickoff)

Agent A (primary generator)

Agents & Tasks
Orchetorator

evaluate_with crew

Agent A (pe_enerator)

L_COACH

evaluate_with_crew(output, confidence, agent id, context)

Heavy Coach (deep evaluator + voting)

Evaluation flow (code)
1) If confidence =>
   CONFIDENCE_TRESHOLL
   (mn(pd'ate_store & return)

2) Lightweight coach
3) If pass'fiesi/fail, score)
3) If needed ⇒ Heavy coach
4) If heavy fails tre create
   fails ⇒ optional revision)

escalate H_COACH needed (detaid eval detailed eval)

Feedback Task (tasks/feedback_task.py)

Feedback Task (instruct revision)

Local / Dev Tools
run-local.py

uses if REDIS_URL is set

else fallwalk

Redis MB

Redis if REDIEL set; else use if REDIS_URL is set

Redis if REDIEL set;
eite in-rmeiry dicts_'memory-store
dicts._history_store)

agent.py (LLM init)

In-Menry Fallbak