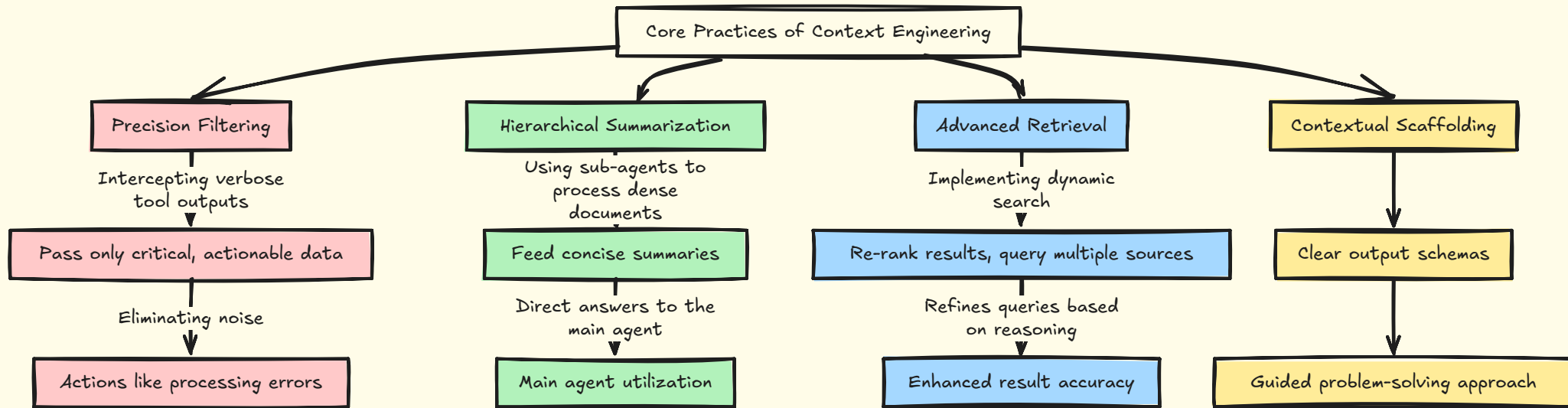


What is Context Engineering?

Context Engineering is the practice of maximizing signal and minimizing noise by deliberately curating a stream of concise, highly relevant information for an agent, rather than allowing the agent to passively consume data on its own.



"We Stand on the Shoulders of Giants"

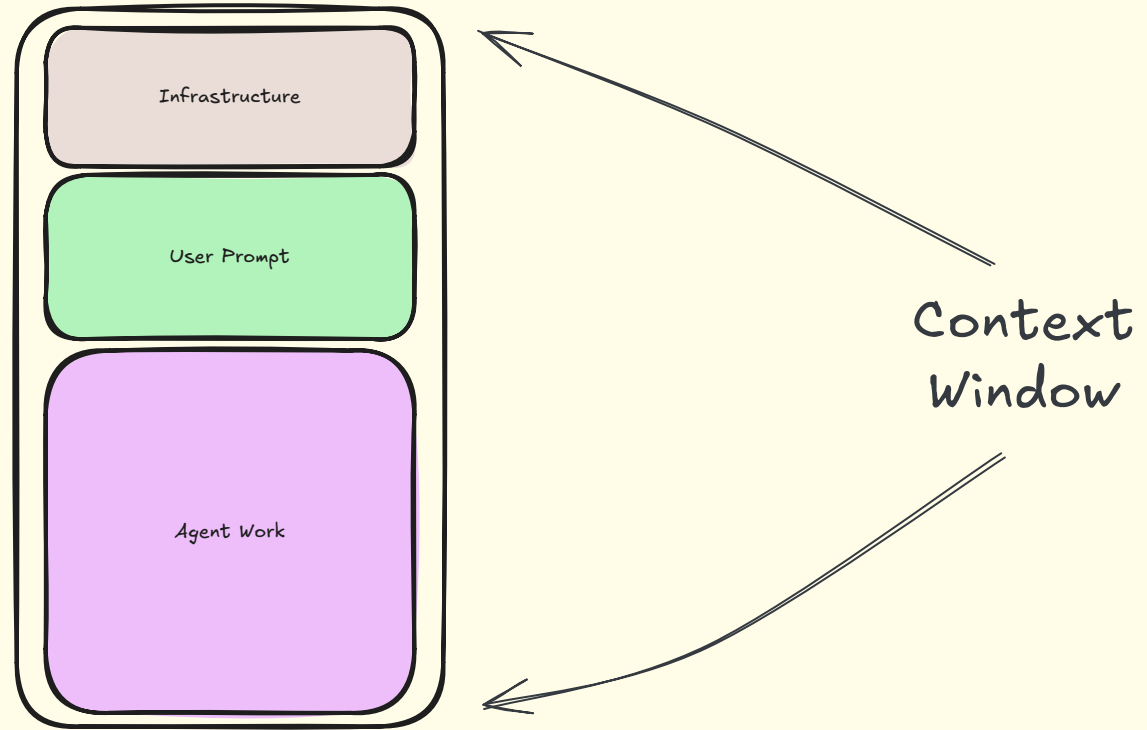
Dex Horthy

- <https://github.com/humanlayer/humanlayer>
- <https://www.youtube.com/watch?v=8kMaTybvDUw>
- https://www.youtube.com/watch?v=IS_y40zY-hc

IndyDevDan

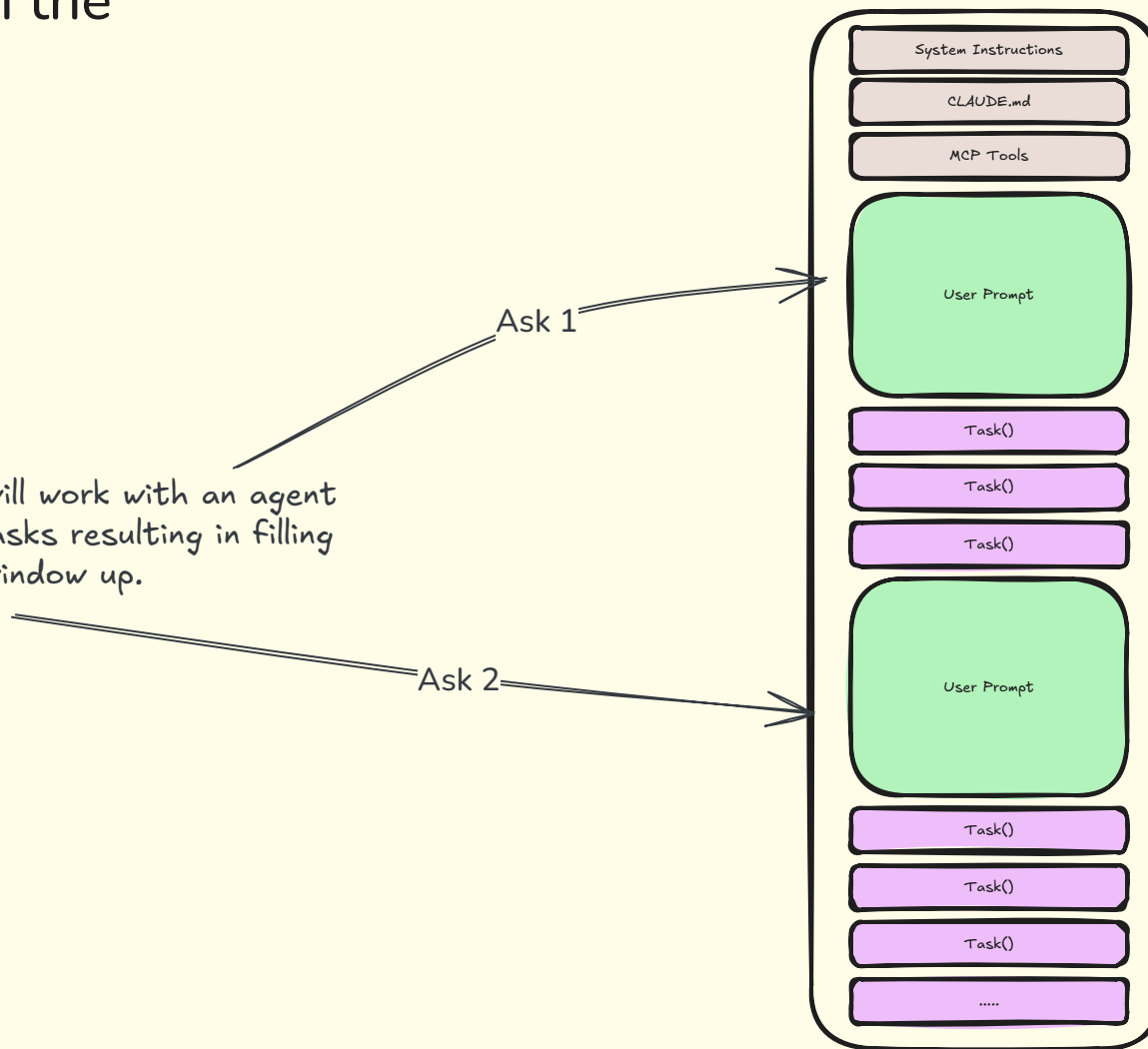
- <https://www.youtube.com/@indydevdan>

What is a Context Window

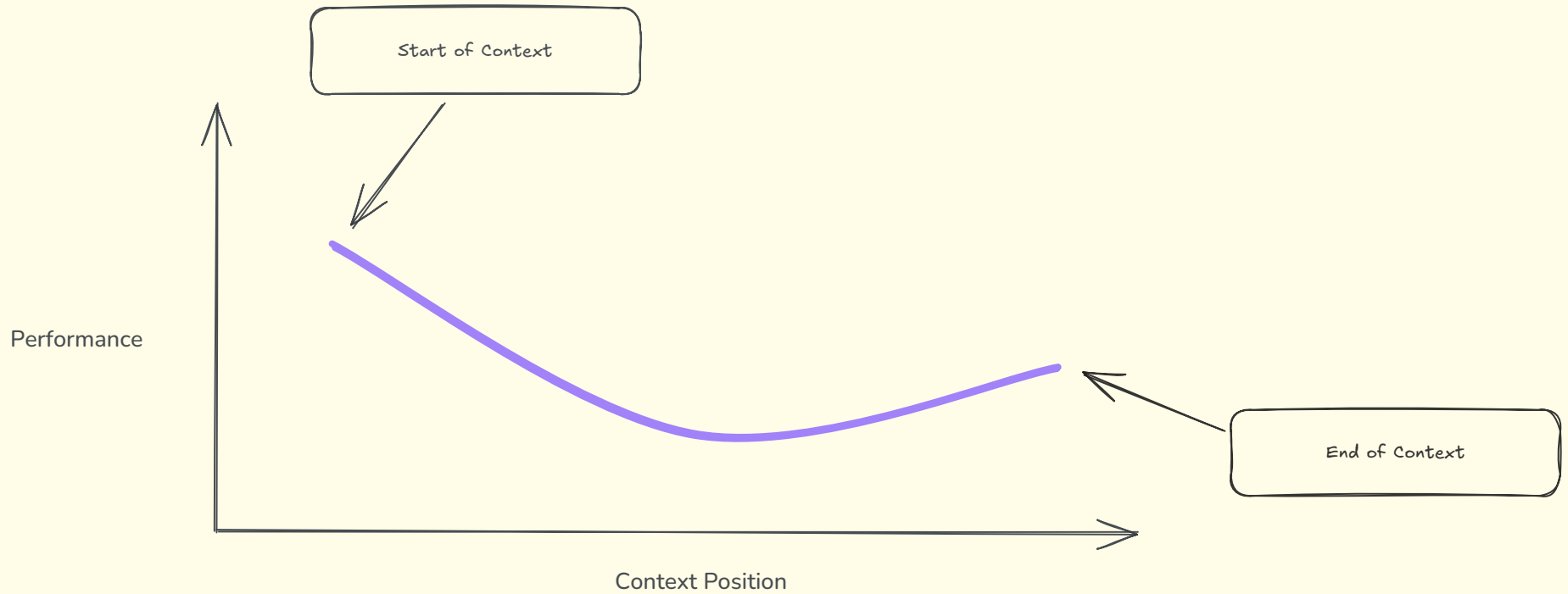


...but really, what's in the Context Window

Realistically, users often will work with an agent iteratively, with multiple tasks resulting in filling the context window up.



"Lost in the Middle"



What does this look like on
the Context Window?

"Lost in the Middle" →

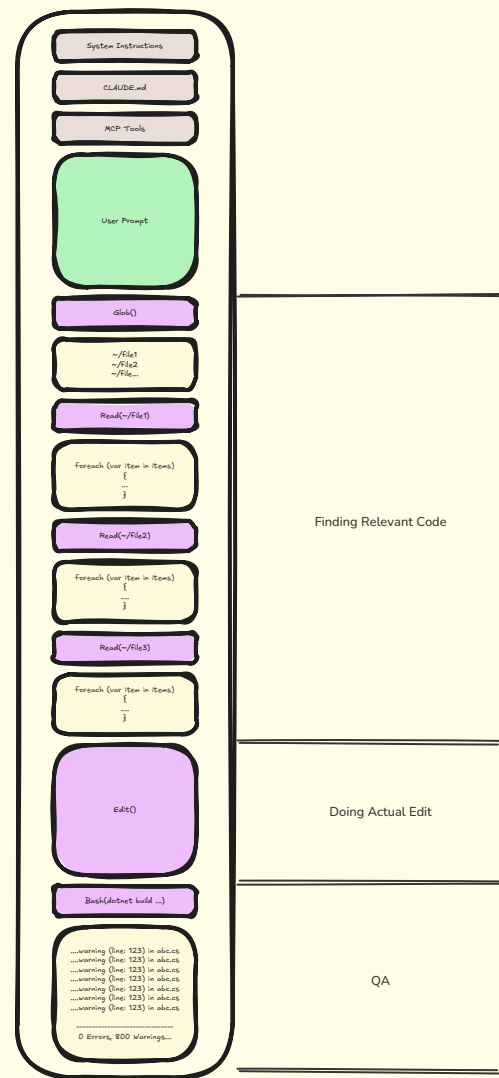


A Real World Example: Development

What if code is non relevant?
We just read the entire file!

Non-Relevant Info, i.e. Build
succeeds, but returning all
warnings, etc.

Single Agent



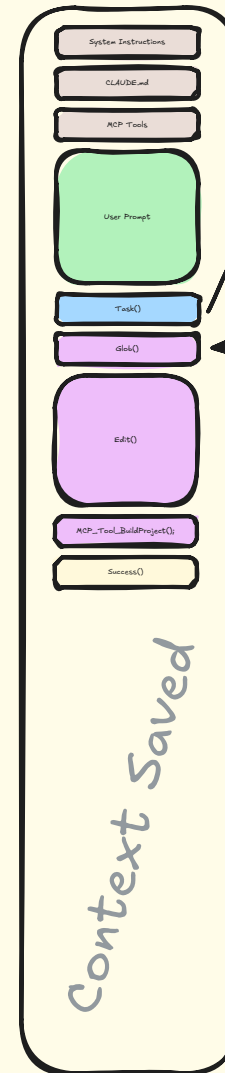
Sub-Agents

Complexity Decomposition

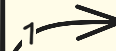
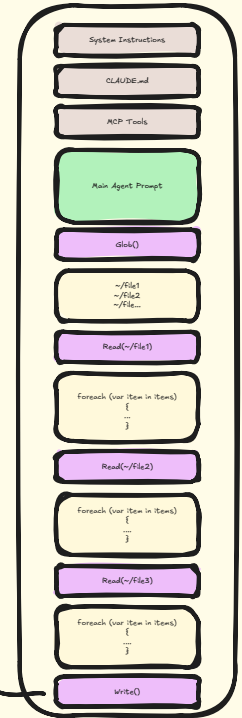
Single Agent



Main Agent



Sub Agent

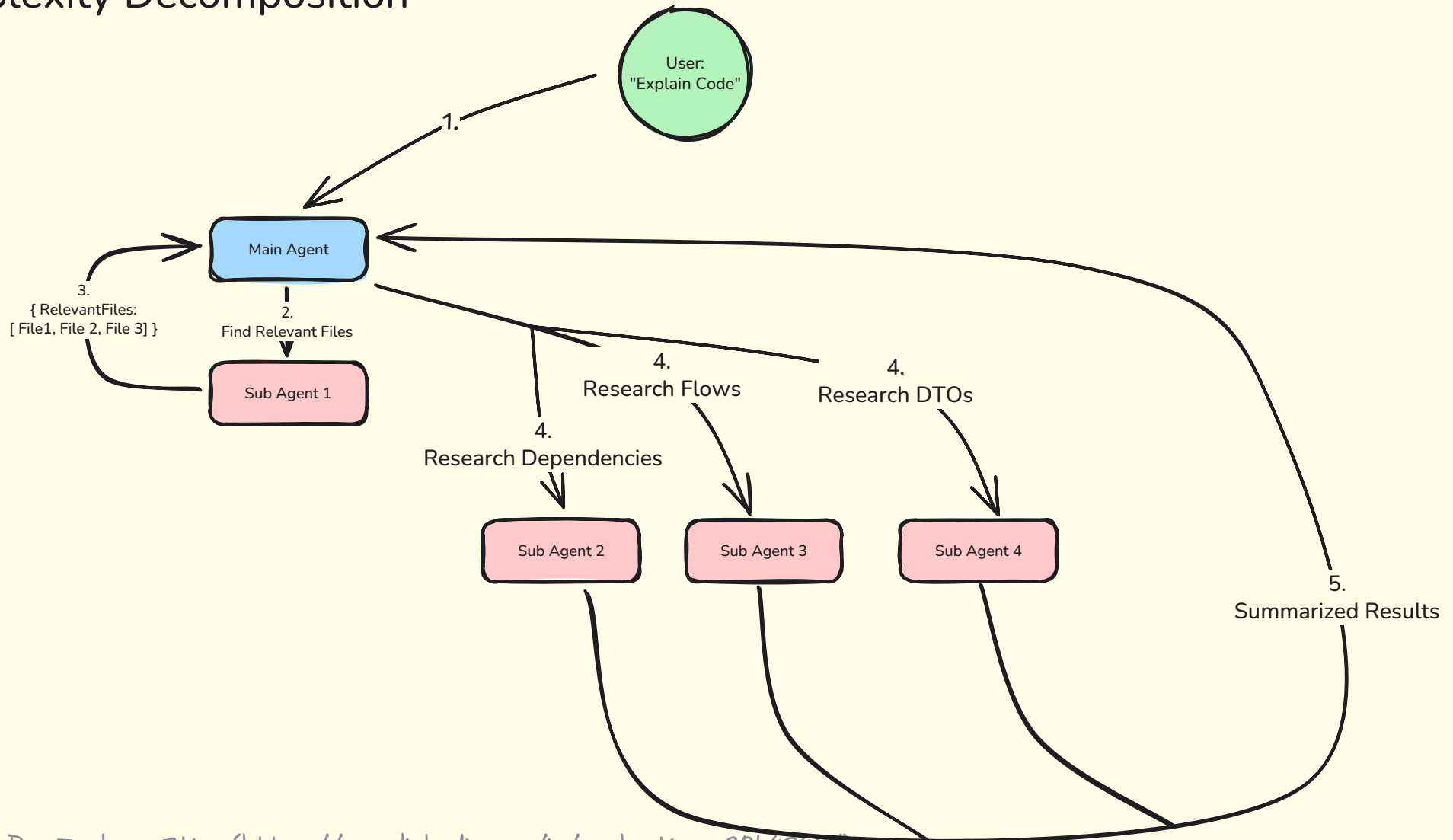


1

2

2

Multi-Agent Complexity Decomposition



Zach Etier's - Free Examples on Github for Multi-Agent in Claude Code (Subagents, Commands, Hooks)

