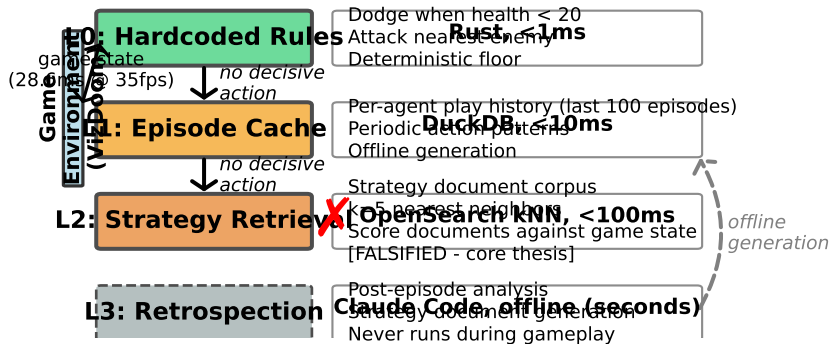# Figure 1: Four-Level Agent Architecture with Latency Profiles



Agent decision system with four levels. L0 (hardcoded rules) provides a deterministic floor with <1ms latency. L1 (episode cache) stores periodic action patterns generated offline. L2 (strategy retrieval) uses kNN search over a corpus of strategy documents. L3 (retrospection) runs offline after episodes to generate new strategies. The core thesis that L2 provides useful guidance was falsified by DOE-001~020 experiments.