

# **Presenter Notes — CQE Cards Pitch (Overview)**

Goal: make geometry-first AI tangible with two decks in 5 minutes. Keep it tactile and auditible.

Mindset: FORM (red) is non-negotiable. MEANING (blue) adapts via tiny, monotone fixes.

## **Setup & Opener (0:00-0:30)**

Lay red deck A-K by suit. Say: "This is the invariant geometry – the rules reality doesn't let you ignore."

Deal 8 blue cards into two lanes (odd=FWD, even=INV). Place by suits on four stickies (♦ ♣).

Narrate: "We always split into 8 views before trusting any result."

## **Mirror + Δ-Lift (0:30-1:30)**

Readout INV→FWD in symmetric suit order. If mismatch, pick ONE allowed  $\Delta$ -lift: lane swap or within-suit rotation.

Say: “Repairs are local and monotone – they can’t increase error elsewhere.” Re-mirror. pass, smile; if not, show that the next fix is disallowed by rule (strict ratchet).

## **Commit + Receipt (1:30-2:00)**

Tick four boxes on the index card: Mirror | Suit | Parity | Generalize (pull 2 new cards and pass them once).

Hand them the card: "This 4-bit receipt + readout rule lets anyone replay our decision."

## **Why 8 (Cameo Proof) (2:00-2:30)**

Arrange A-4 in a 4x4 palindrome. Invite them to insert a '5' without breaking mirror parity.

Conclude: "You'll find exactly eight legal gates. That's why we run eight views – the machine forced it."

## **Mapping to AI (2:30-3:30)**

Red=form (symmetries), Blue=meaning (data). Odd/Even=forward/inverse. Suits=independent views. Faces=observers. Jokers=couplers.

Close the loop: "Every large pipeline is this micro-move repeated."

## **Objections & Answers (3:30-4:30)**

“Why geometry?” → Because form doesn’t drift; we bind meaning after symmetry passes.

“Isn’t this unit testing?” → It’s unit tests × symmetries × receipts with inverse checks and monotone repairs.

“Scales?” → Octet scales to E8/Leech shells (tight packing of legal gates), same ritual.

## **Close (4:30-5:00) & Call to Action**

Slide the 4-bit card: "This is your portable proof we didn't cherry-pick."

Offer: a whiteboard workshop: two decks, eight bins, one mirror, tiny fixes, 4-bit commits.