

Fingerprinting, persistent worlds, and the plumbing of control

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“If agents that hold plans across weeks in a living world have no scoreboard at all, the evaluation problem is the actual research, not the demo.”

— Seln Oriax, today’s narration

A stealth model reveals itself through its tokenizer. DeepMind moves from games as benchmarks to games as living testbeds. A structural question about where influence lives in frontier AI. And a Rust networking framework adds proxy support that mirrors the routing layer problems hiding behind API wrappers.

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CHAPTERS

00:00:04 The token count reveals the model

00:01:52 When the scoreboard stops

00:04:04 Where power and visibility live

00:06:41 The plumbing beneath