

From the whole-agent map to one focused loop.

A. Design in two zoom levels

1. Map the graph

Name the overall outcome. Draw one node for each focused loop. Connect outputs to inputs.
2. Check the boundaries

Label each arrow with the information or result being passed. Split a node if it does more than one job.
3. Design the Regular view

Name one bounded job; add Input, Output, Model, Resources, and Control cards.
4. Expand when useful

Switch to Detailed to assign resources to Plan, Execute, or Evaluate.
5. Test and reflect

Test handoffs, controls, challenges, evidence of value, and human responsibility.

B. Terms you will use

- Agent

The whole system that pursues an outcome; it may contain one loop or many.
- Graph

A map of nodes and the directed connections between them.
- Node

One unit on the graph. In AGENTGRAPHS, a node is one bounded agentic loop.
- Edge / arrow

A directed handoff that carries information or a result from one loop to another.
- Loop

A bounded unit of execution that can reason or act repeatedly to complete one job.
- Goal

A plain-language statement of the one bounded job this loop exists to accomplish.
- Regular view

Input, one bounded job, and output, supported by Model, Resource, and Control cards.
- Detailed view

The same loop expanded to show how resources support Plan, Execute, and Evaluate.
- Input information

The information a loop expects before it can begin its job.
- Output format

The agreed structure or format of the result, even when the contents differ.

- Information format

How information is organized - for example, an itinerary with dates and prices.
- Model (MO)

The reasoning or computational engine used by the loop.
- Tool (TO)

A capability that reads, changes, searches, calculates, or acts in another system.
- Memory (M)

Information retained or retrieved for the loop, temporarily or across interactions.
- Orchestration (O)

Rules for starting, ending, waiting, retrying, branching, merging, and handing work onward.
- Plan / Execute / Evaluate

Decide the next step; perform it with tools or memory; inspect the result and continue or finish.
- Control (CO)

An enforceable boundary on what the loop may, must, or must never do.
- Branch / merge

A branch chooses among paths; a merge combines or waits for multiple paths.
- Human handoff

A deliberate transfer of work or authority to a person.

THE BOUNDED-JOB TEST

This loop receives [expected information], performs [one job], and returns [a result in an agreed format].
If any bracket is vague, keep designing before selecting implementation cards.