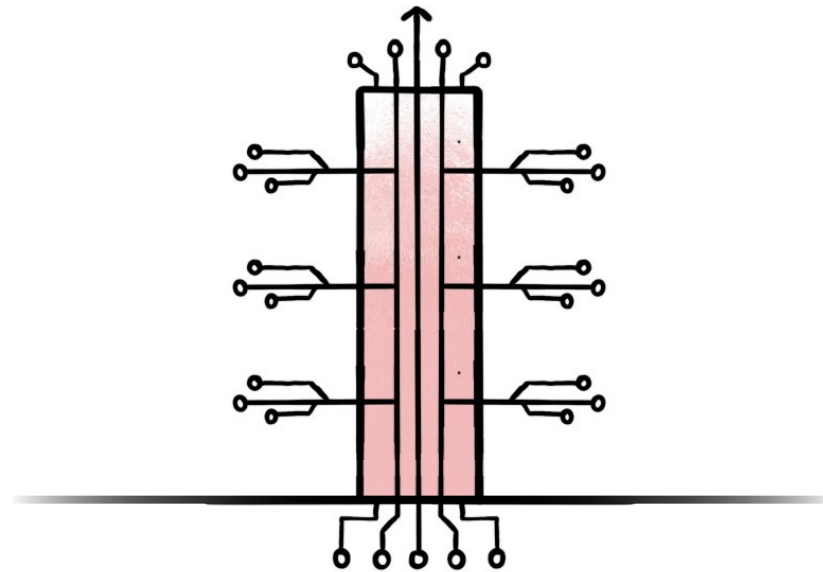


# THE SOVEREIGNTY SPINE

[AN EXPLORATORY SANDBOX FOR EVALUATING ARTIFICIAL INTELLIGENCE]



[NIALL JACOB]

[RADICAL INSTITUTIONS]  
[2025 - 2026]

**TU**Delft | Architecture and  
the Built Environment



 Design Data  
and Society  
Group

# STARTING PROVOCATION

*Where does AI become accountable before it becomes operational?*



# HARMFUL DEPLOYMENT



25 October 2021 Also available in Español, Français

## Dutch childcare benefit scandal an urgent wake-up call to ban racist algorithms

Amnesty International. (2021, October 25). *Dutch childcare benefit scandal an urgent wake-up call to ban racist algorithms*. <https://www.amnesty.org/en/latest/news/2021/10/xenophobic-machines-dutch-child-benefit-scandal/>

# MANAGING AI DEPLOYMENT

THE WALL STREET JOURNAL.

## A ‘Fight About Vibes’ Drove the Pentagon’s Breakup with Anthropic

The AI giant’s CEO Dario Amodei and Defense Secretary Pete Hegseth have contrasting personalities and worldviews. They proved difficult to reconcile in a high-stakes showdown over the future of warfare.

↪ Aa 712 | 🎧 Listen (2 min) ⋮



Defense Secretary Pete Hegseth preaches a warrior ethos that is a contrast to the professorial approach from Anthropic CEO Dario Amodei, who has voiced warnings about AI’s risks as well as its benefits. ASSOCIATED PRESS, REUTERS

By [Amrith Ramkumar](#) **Follow**, [Keach Hagey](#) **Follow** and [Marcus Weisgerber](#) **Follow**

March 2, 2026 9:00 pm ET

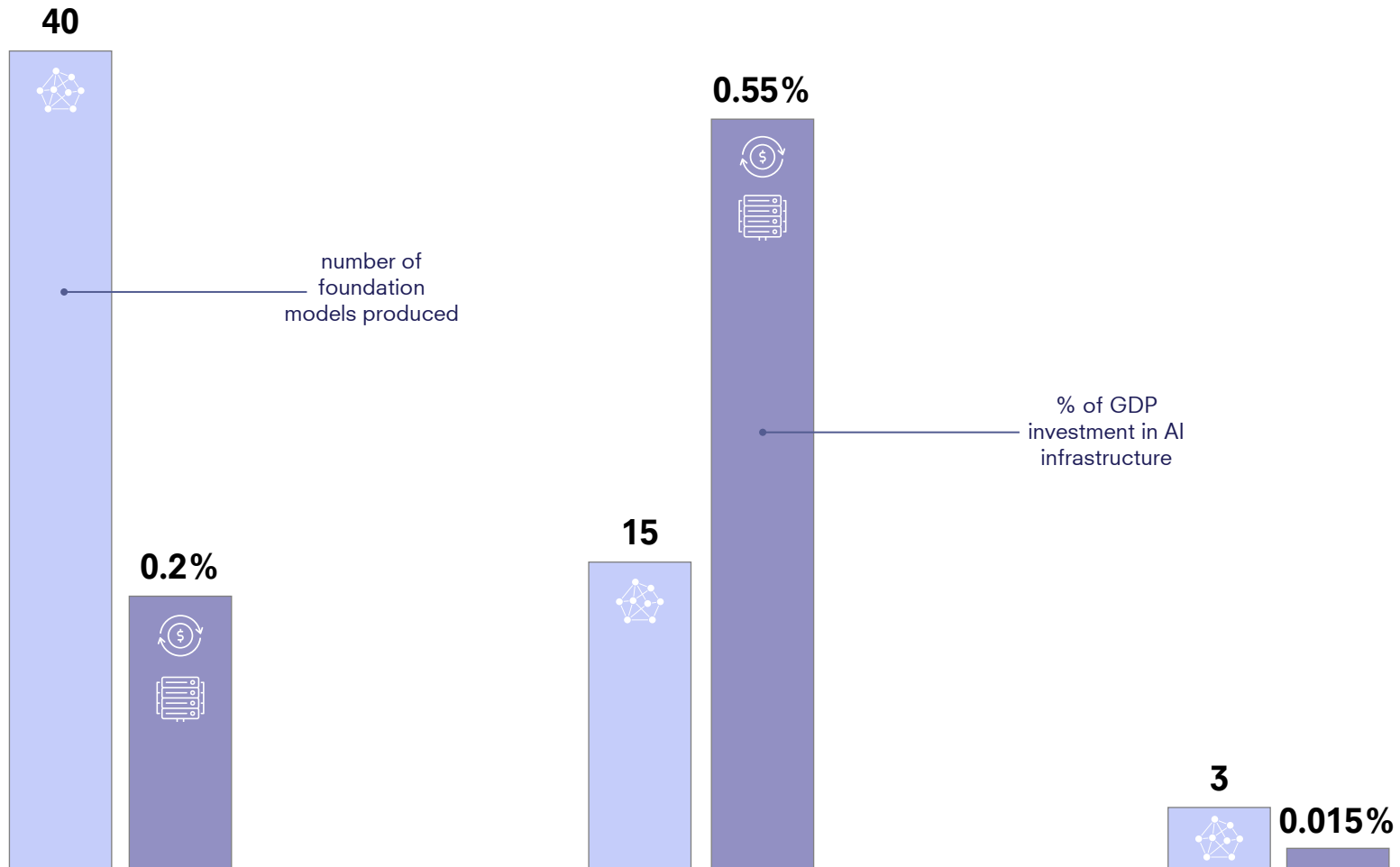
U.S. Department of War



ANTHROPIC

Ramkumar, A., Hagey, K., & Weisgerber, M. (2026, March 2). A “fight about vibes” drove the Pentagon’s breakup with Anthropic. *The Wall Street Journal*. <https://www.wsj.com/tech/ai/anthropic-amodei-hegseth-ai-c12ee0df>

# Context AI RACE



UNITED STATES  
*corporate-driven*  
["brains"]



CHINA  
*state-controlled*  
["bodies"]



EUROPEAN UNION  
*protective*  
["regulatory"]

# EUROPEAN UNION: LEADING AI REGULATION

CORE VALUES

- HUMAN RIGHTS
- TRANSPARENCY
- ACCOUNTABILITY
- RIGHT TO EXPLANATION



General Data Protection Regulation  
[2018]



Digital Markets Act  
[2022]



Data Services Act  
[2022]



EU Data Act  
[2024]



EU AI Act  
[2024]



Cyber Resilience Act  
[2024]

*"...many of these requirements are impractical for frontier AI development. They are less a safety framework than a blueprint for driving innovation out of Europe."*

*(Puzder & Helberg, 2026)*

# BRIDGING

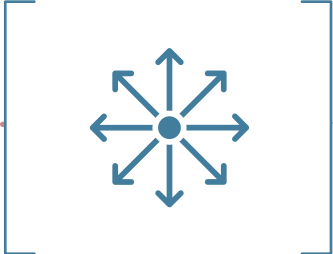
REGULATION



EU AI TESTING AGENCY



DEPLOYMENT



INNOVATION

# EUROPEAN UNION AI TESTING AGENCY



EU AI Testing Agency

*[simulation, negotiation,  
audit & public interface]*

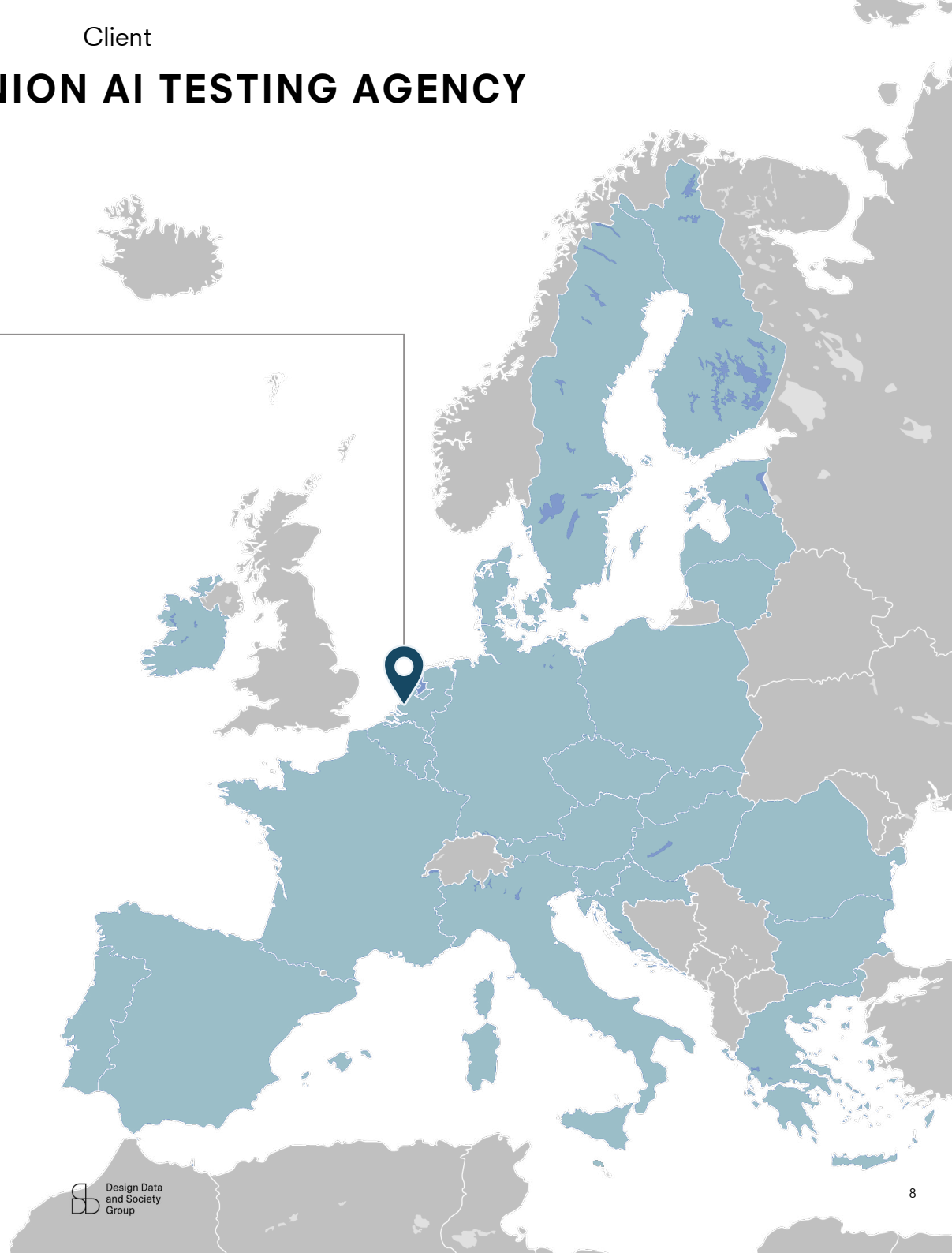


European Artificial  
Intelligence Office



European Commission

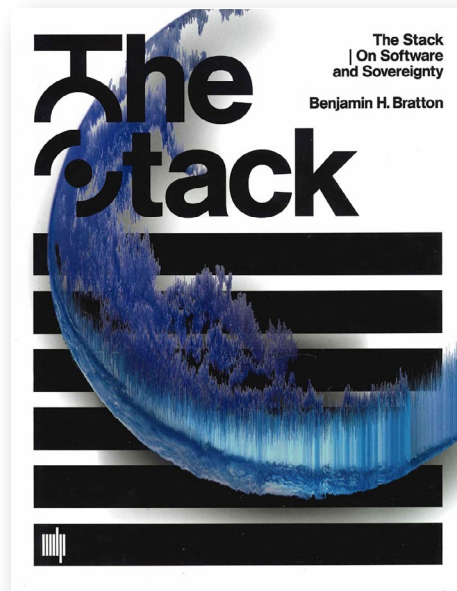
DECISION-MAKING AUTHORITIES



# MAIN RESEARCH QUESTION

*How can architecture enable the testing and evaluation of high-risk AI systems, supporting transparent, participatory, and evidence-based governance?*

# THE STACK



Bratton, B. H. (2016). *The Stack: On Software and Sovereignty*. MIT Press.

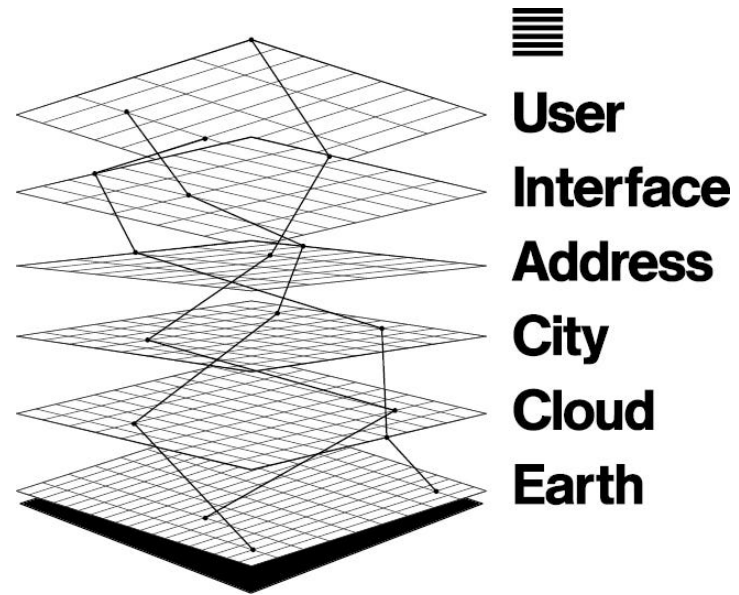
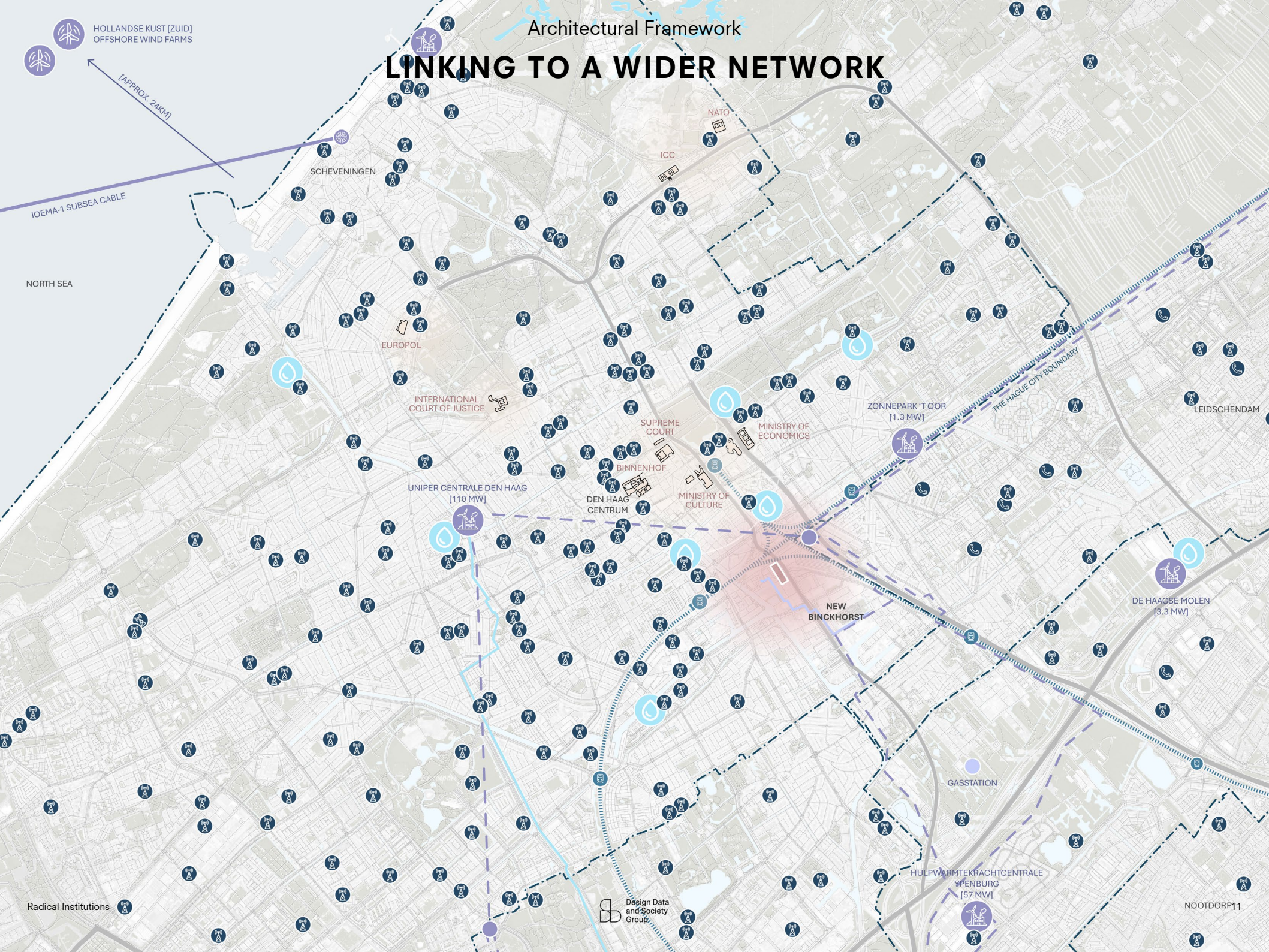
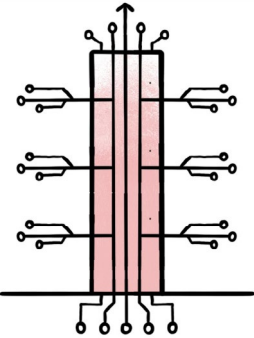


Figure 3.1. The six layers of The Stack. From *The Stack: On Software and Sovereignty*. (p. 66), by Metahaven, 2016, MIT Press. Copyright [2016].

# LINKING TO A WIDER NETWORK



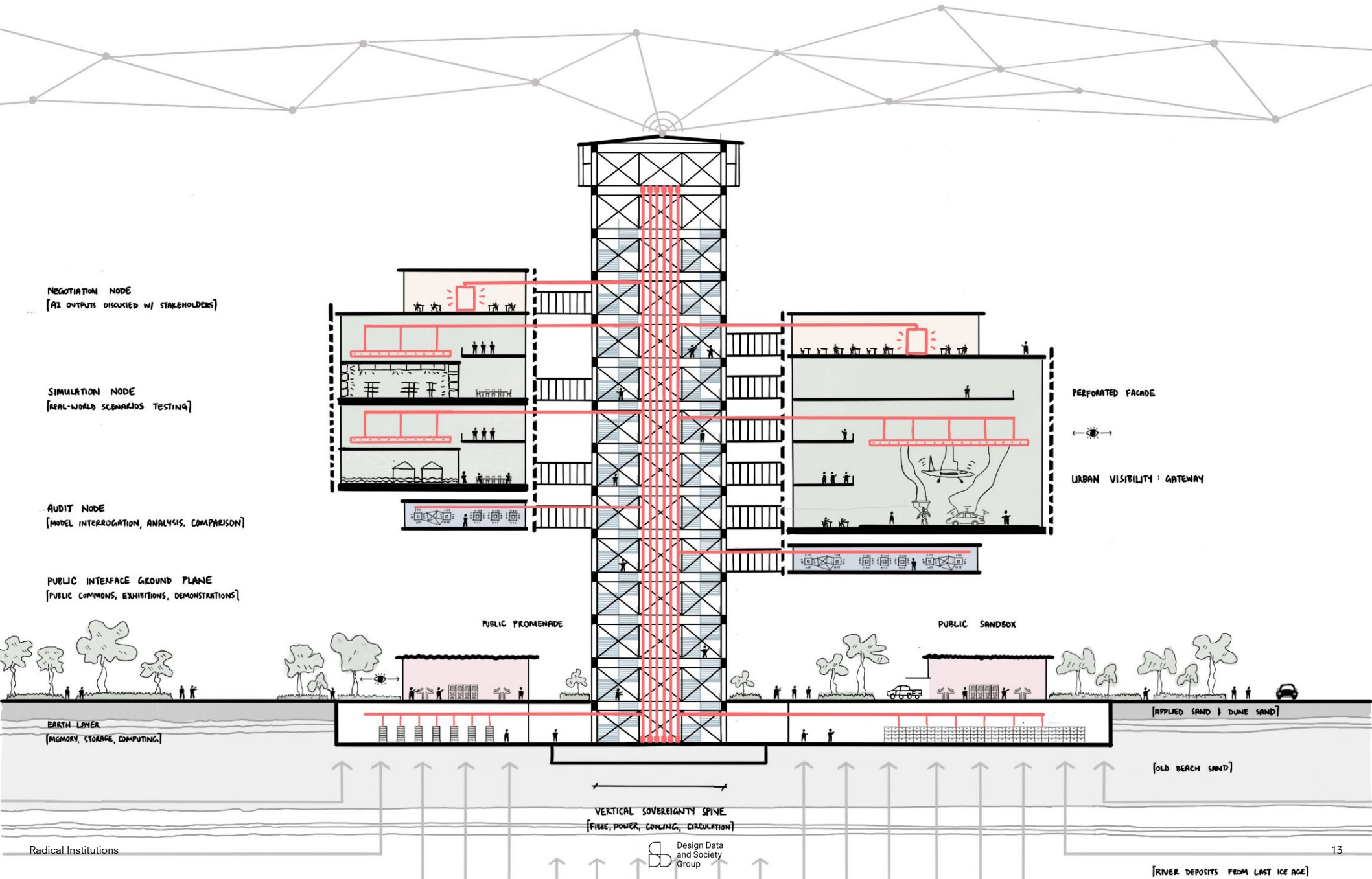
# THE SPINE



SPINE

*infrastructural trunk carrying  
data, power, circulation and  
cooling*

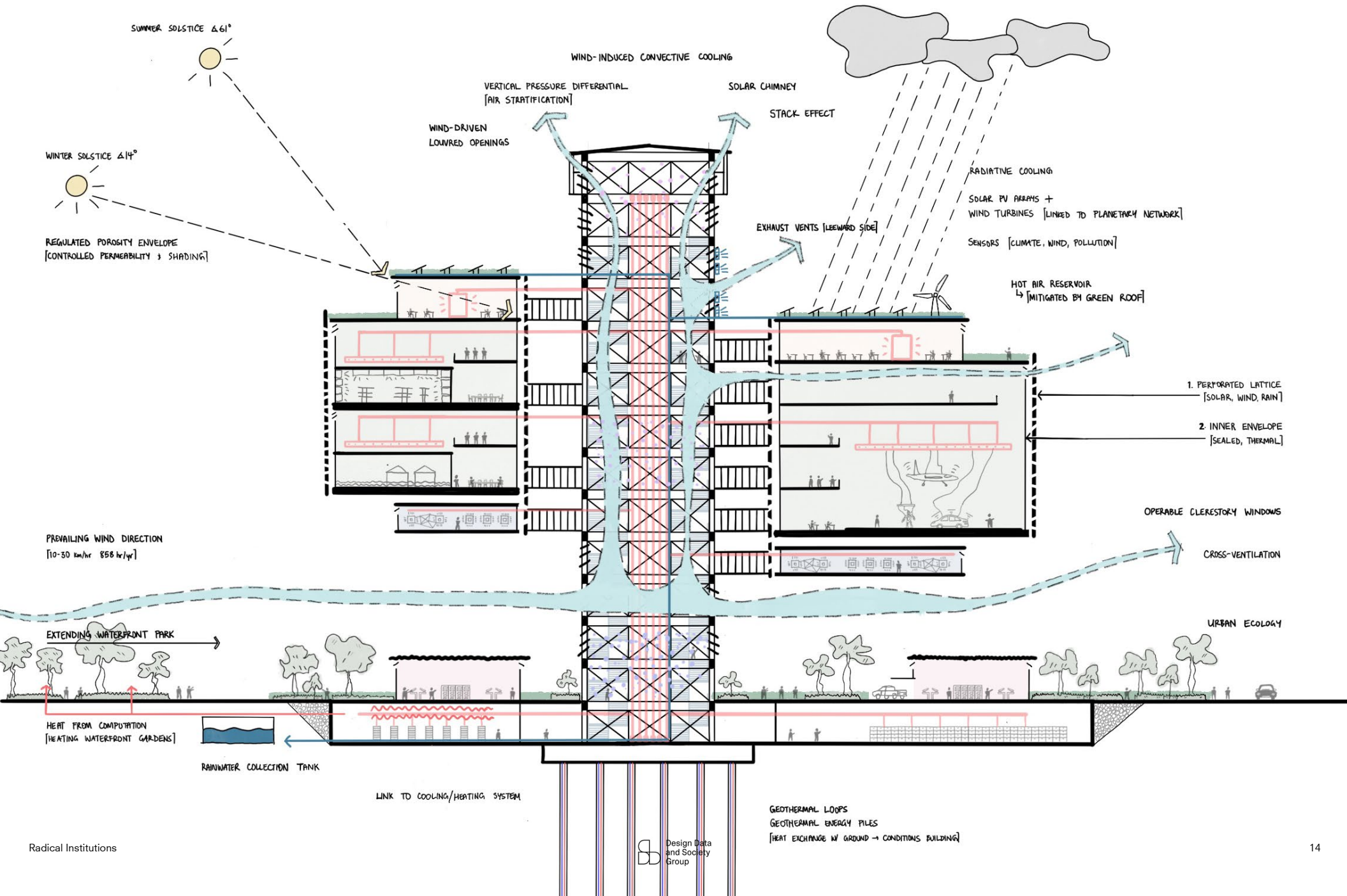
# Key Concept THE SPINE



VERTICAL SOVEREIGNTY SPINE  
[FIBRE, POWER, COOLING, CIRCULATION]

# Key Concept

## CLIMATE AMBITIONS



# STRUCTURAL STRATEGY

PRIMARY STRUCTURE  
[SPINE AS STEEL EXOSKELETON W/ REINFORCED CONCRETE CORES]

PRIMARY STRUCTURE  
[MEGA TRUSS FRAME CANTILEVER]

SECONDARY NODE  
[SUSPENDED EXOSKELETON HANGING]

TAPERED STEEL COLUMNS  
[Ø1200 MM]

MEGA COLUMNS  
[1500 X 1500 MM W/ 1800MM DEEP PILE CAP]

CENTRAL SPINE PILE FOUNDATION  
[3M DEEP PILE CAP, X36 Ø1200 MM PILES]

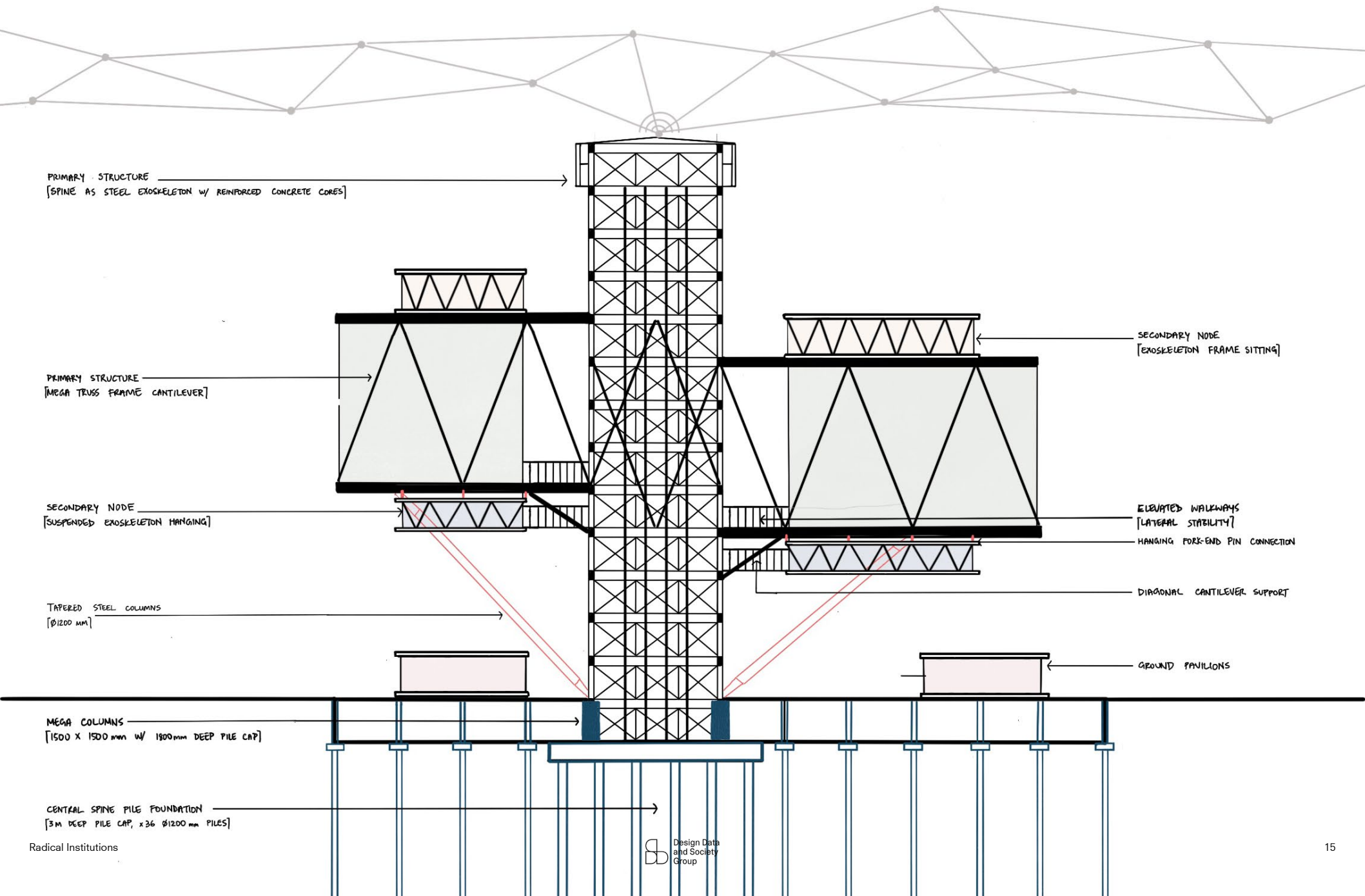
SECONDARY NODE  
[EXOSKELETON FRAME SITTING]

ELEVATED WALKWAYS  
[LATERAL STABILITY]

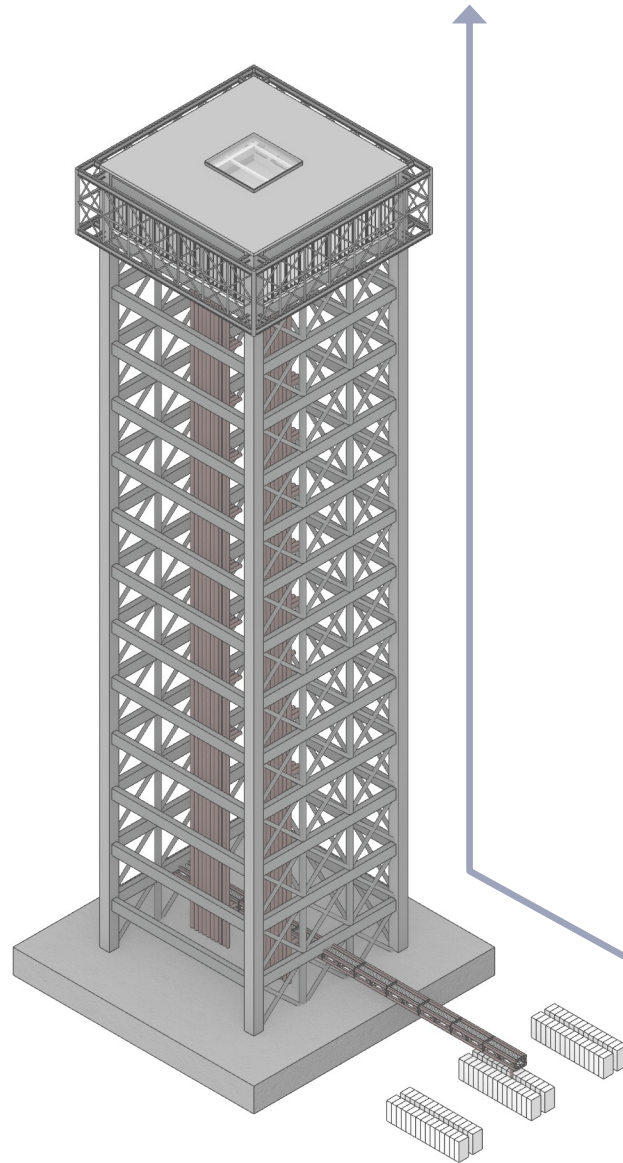
HANGING FORK-END PIN CONNECTION

DIAGONAL CANTILEVER SUPPORT

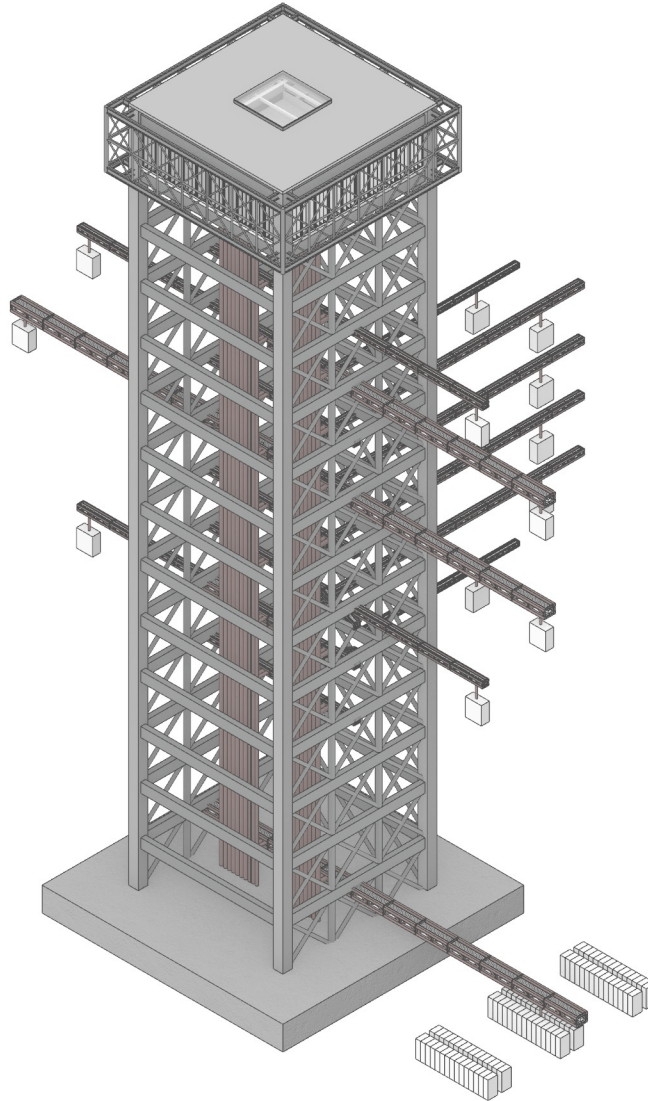
GROUND PAVILIONS



# INFRASTRUCTURAL TRUNK



# KEY BRANCHES



# Concept Development

## MYCELIAL NETWORKS

Design Data & Society Group

Radical Institutions: Human-AI Governance

### MYCELIAL NETWORKS

#### Precedent Studies

**Key Characteristics:**  
distributed sensing, redundancy, feedback-based allocation

Mycelial networks operate as distributed sensing and allocation infrastructures. Through chemical signalling and growth dynamics, they detect resources, reroute nutrients, and form partnerships with plant roots. Decisions emerge through adaptive reinforcement of pathways rather than command. The network's intelligence is spatial: it is embodied in branching topology, redundancy, and continuous feedback.

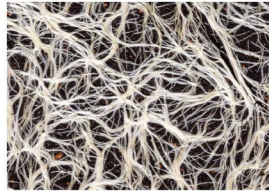
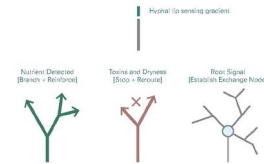


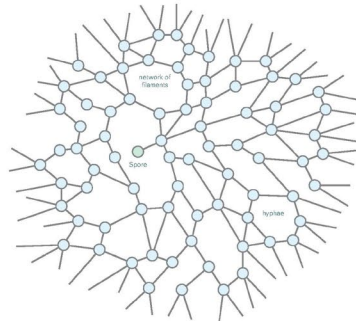
Figure 26 | Mycelial Network. MUDWTR. 2023.

PUBLICLY VISIBLE	UNDERSTANDABLE (TO HUMANS)	RESTRICTED / HARD TO SEE	HIDDEN / BLACK BOX
FRUITING BODIES (MUSHROOMS)	BRANCHING DIVERSITY (GRAPEVINE LOGIC)	CHEMICAL SIGNALS FOR HYPHAL GROWTH	HYPHAL GROWTH DIRECTION (TIME DIRECTION)
LARGE SCALE GROWTH PATTERNS	SYMBIOSIS WITH ROOTS	BACKGROUND TOPOLOGY	"DECISION LOGIC" (NOT WITH SCALAR OF CHOICE)



Visibility / Legibility Gradient Diagram  
[Intelligence becomes infrastructural and largely invisible]

Decision Topology Diagram  
[Local decision unit: hyphae tip sensing and growth choice]

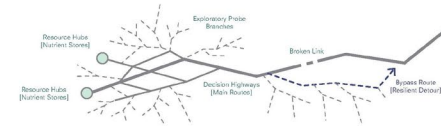


Organizational Diagram  
[Mycelial growth with hyphae growing radially in all directions]

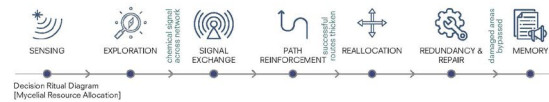


Decision Resource Distribution

35



Collective Organizational Topology Diagram  
[Network-scale: network parliament with resource corridors + dynamic routing]



Decision Ritual Diagram  
[Mycelial Resource Allocation]

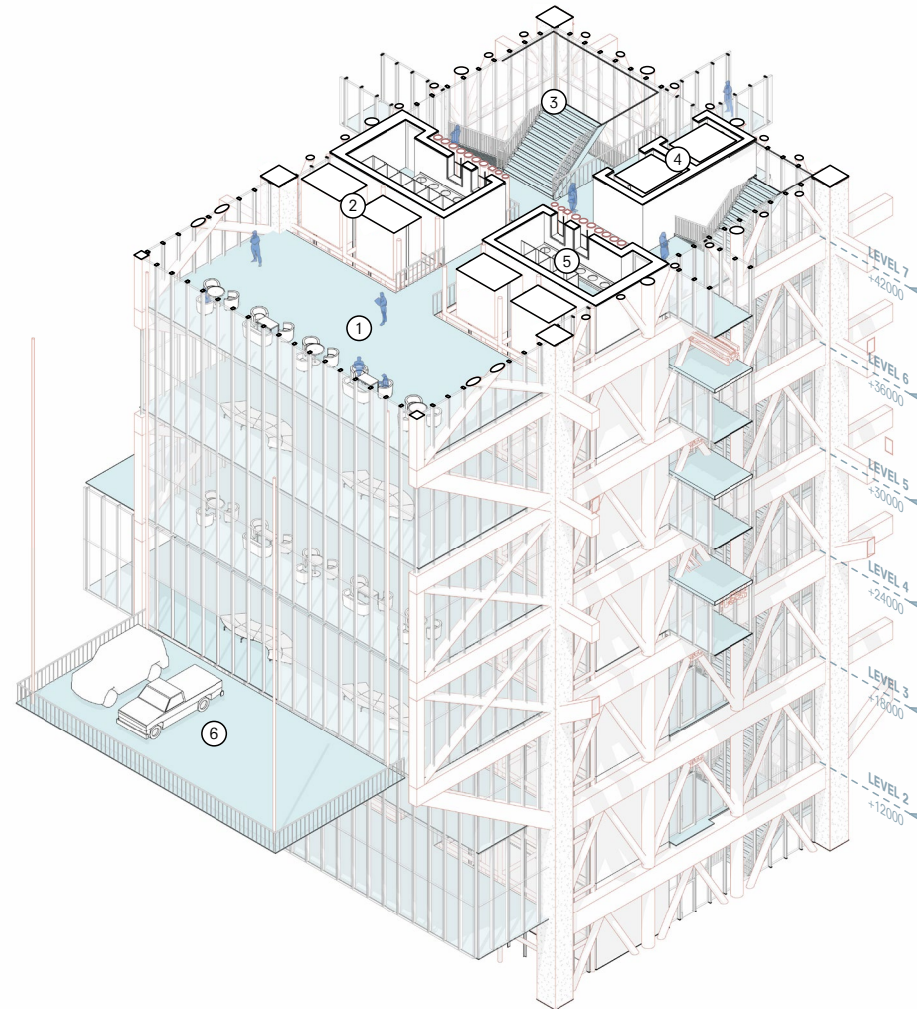
36

### Systematic Precedent Analysis

[Adaptive reinforcement of pathways creating "decision highways"]



# INTEGRATING CIRCULATION



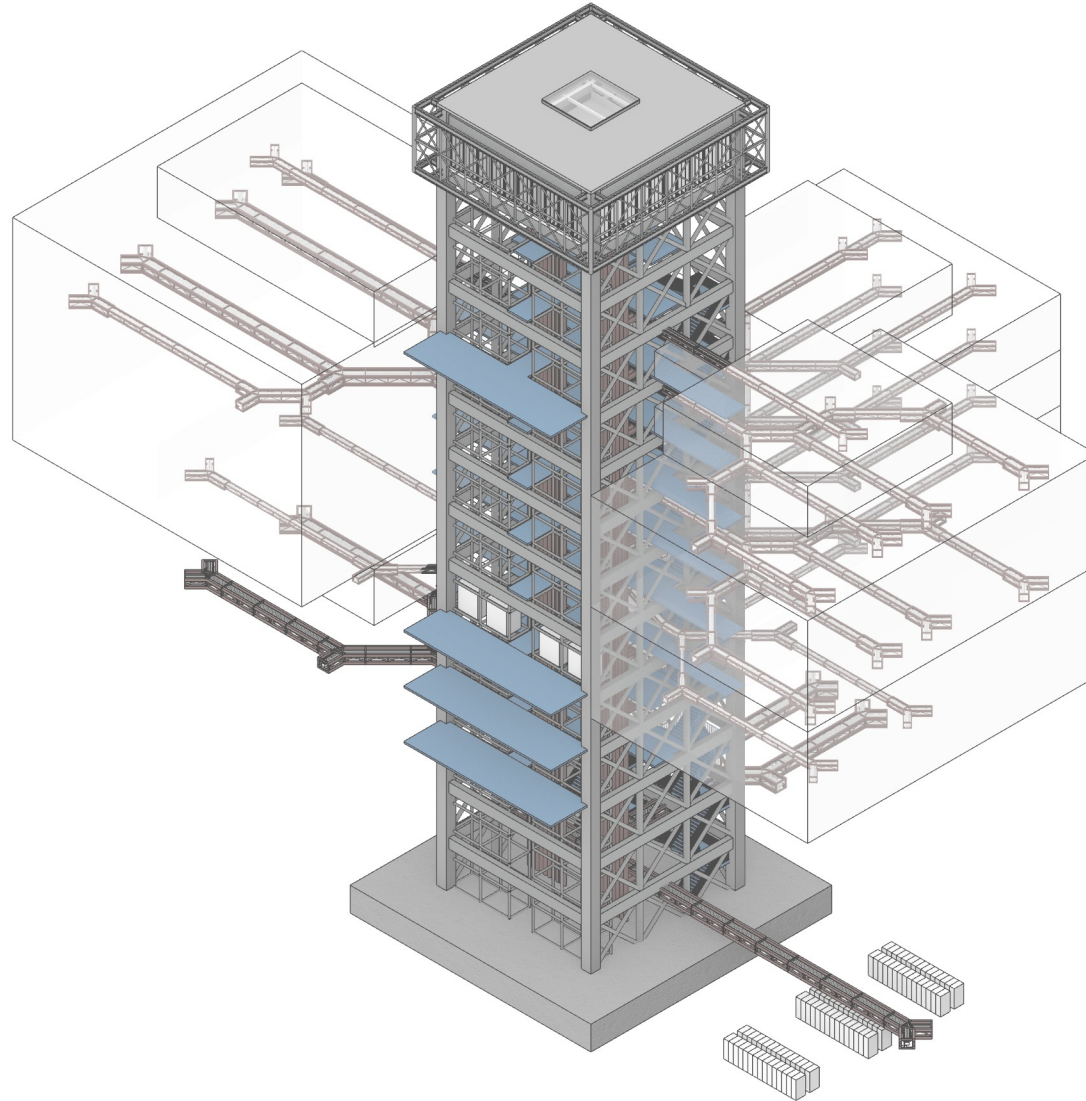
1. WAITING AREA / FLOOR LOBBY
2. PUBLIC LIFT CIRCULATION
3. MAIN STAIRCASE CIRCULATION
4. SERVICE LIFTS
5. BATHROOMS
6. VEHICLE MOVING PLATFORM

Circulation Spine Isometric

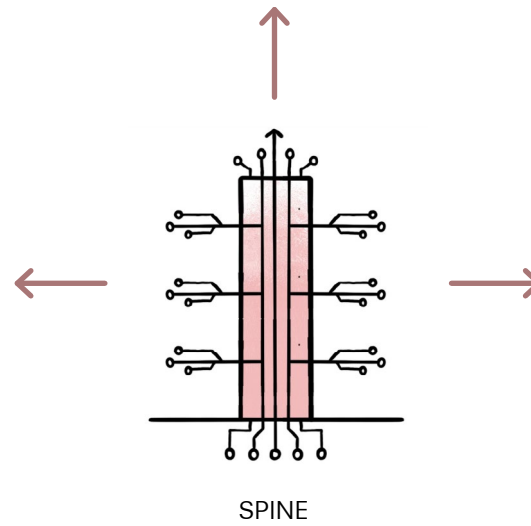
# INTEGRATING CIRCULATION



# DISTRIBUTING KEY NODES



# WHERE IS THE SPINE GOING?



*infrastructural trunk carrying  
data, power and cooling*

# SPATIAL TESTING DOMAINS



## Annex III use cases

<p><b>Non-banned biometrics:</b> Remote biometric identification systems, excluding biometric verification that confirm a person is who they claim to be. Biometric categorisation systems inferring sensitive or protected attributes or characteristics. Emotion recognition systems.</p>
<p><b>Critical infrastructure:</b> Safety components in the management and operation of critical digital infrastructure, road traffic and the supply of water, gas, heating and electricity.</p>
<p><b>Education and vocational training:</b> AI systems determining access, admission or assignment to educational and vocational training institutions at all levels. Evaluating learning outcomes, including those used to steer the student's learning process. Assessing the appropriate level of education for an individual. Monitoring and detecting prohibited student behaviour during tests.</p>
<p><b>Employment, workers management and access to self-employment:</b> AI systems used for recruitment or selection, particularly targeted job ads, analysing and filtering applications, and evaluating candidates. Promotion and termination of contracts, allocating tasks based on personality traits or characteristics and behaviour, and monitoring and evaluating performance.</p>
<p><b>Access to and enjoyment of essential public and private services:</b> AI systems used by public authorities for assessing eligibility to benefits and services, including their allocation, reduction, revocation, or recovery. Evaluating creditworthiness, except when detecting financial fraud. Evaluating and classifying emergency calls, including dispatch prioritising of police, firefighters, medical aid and urgent patient triage services. Risk assessments and pricing in health and life insurance.</p>
<p><b>Law enforcement:</b> AI systems used to assess an individual's risk of becoming a crime victim. Polygraphs. Evaluating evidence reliability during criminal investigations or prosecutions. Assessing an individual's risk of offending or re-offending not solely based on profiling or assessing personality traits or past criminal behaviour. Profiling during criminal detections, investigations or prosecutions.</p>
<p><b>Migration, asylum and border control management:</b> Polygraphs. Assessments of irregular migration or health risks. Examination of applications for asylum, visa and residence permits, and associated complaints related to eligibility. Detecting, recognising or identifying individuals, except verifying travel documents.</p>
<p><b>Administration of justice and democratic processes:</b> AI systems used in researching and interpreting facts and applying the law to concrete facts or used in alternative dispute resolution. Influencing elections and referenda outcomes or voting behaviour, excluding outputs that do not directly interact with people, like tools used to organise, optimise and structure political campaigns.</p>

Artificial Intelligence Act. (2024, February 27). *High-level summary of the AI Act*. <https://artificialintelligenceact.eu/high-level-summary/>

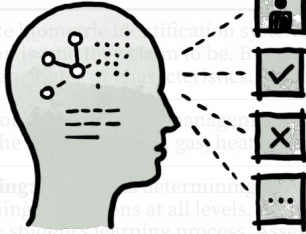
# SPATIAL TESTING DOMAINS

tests AI models that decide and interpret on a human-scale including scoring, profiling

EU Artificial Intelligence Act

Annex III use cases

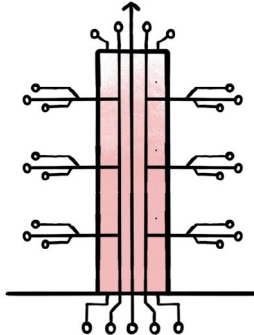
<b>Non-banned biometrics:</b> Remote identification systems for identification purposes, including biometric verification that confirm a person's identity, excluding biometric verification systems used for access control, biometric categorisation systems and biometric identification systems, including facial recognition systems.
<b>Critical infrastructure:</b> Safety-critical systems for the operation of critical digital infrastructure, road traffic and the operation of critical digital infrastructure, including electricity.
<b>Education and vocational training:</b> Systems for determining admission or assignment to educational and vocational training programmes at all levels, including systems for monitoring learning outcomes, including those used to steer the student's learning process, assessing the appropriate level of education for an individual. Monitoring and detecting prohibited student behaviour during tests.
<b>Employment, workers management and employment:</b> AI systems used for recruitment or selection, particularly targeted job ads, analysing and filtering applications, and evaluating candidates. Promotion and termination of contracts, allocating tasks based on personality traits or characteristics and behaviour, and monitoring and evaluating performance.
<b>Access to and enjoyment of essential public and private services:</b> AI systems used by public authorities for assessing eligibility to benefits and services, including their allocation, reduction, revocation, or recovery. Evaluating creditworthiness, except when detecting financial fraud. Monitoring and classifying emergency medical aid and urgent patient triage.
<b>Law enforcement:</b> AI systems used for identifying suspects, analysing evidence, including fingerprints. Evaluating evidence, including assessing an individual's risk of re-offending, assessing personal data for investigations or prosecutions.
<b>Migration, asylum and border control:</b> AI systems used for assessing health risks. Examining and processing complaints related to migration, except verifying travel documents.
<b>Administration of justice and democratic processes:</b> AI systems used in researching and interpreting facts and applying the law to complex facts or used in alternative dispute resolution, including influencing elections and referenda outcomes, including monitoring behaviour, excluding outputs that do not directly interact with people, like tools used to organise, optimise and structure political campaigns.



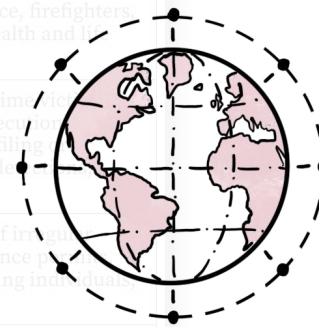
COGNITIVE



EMBODIED



SPINE



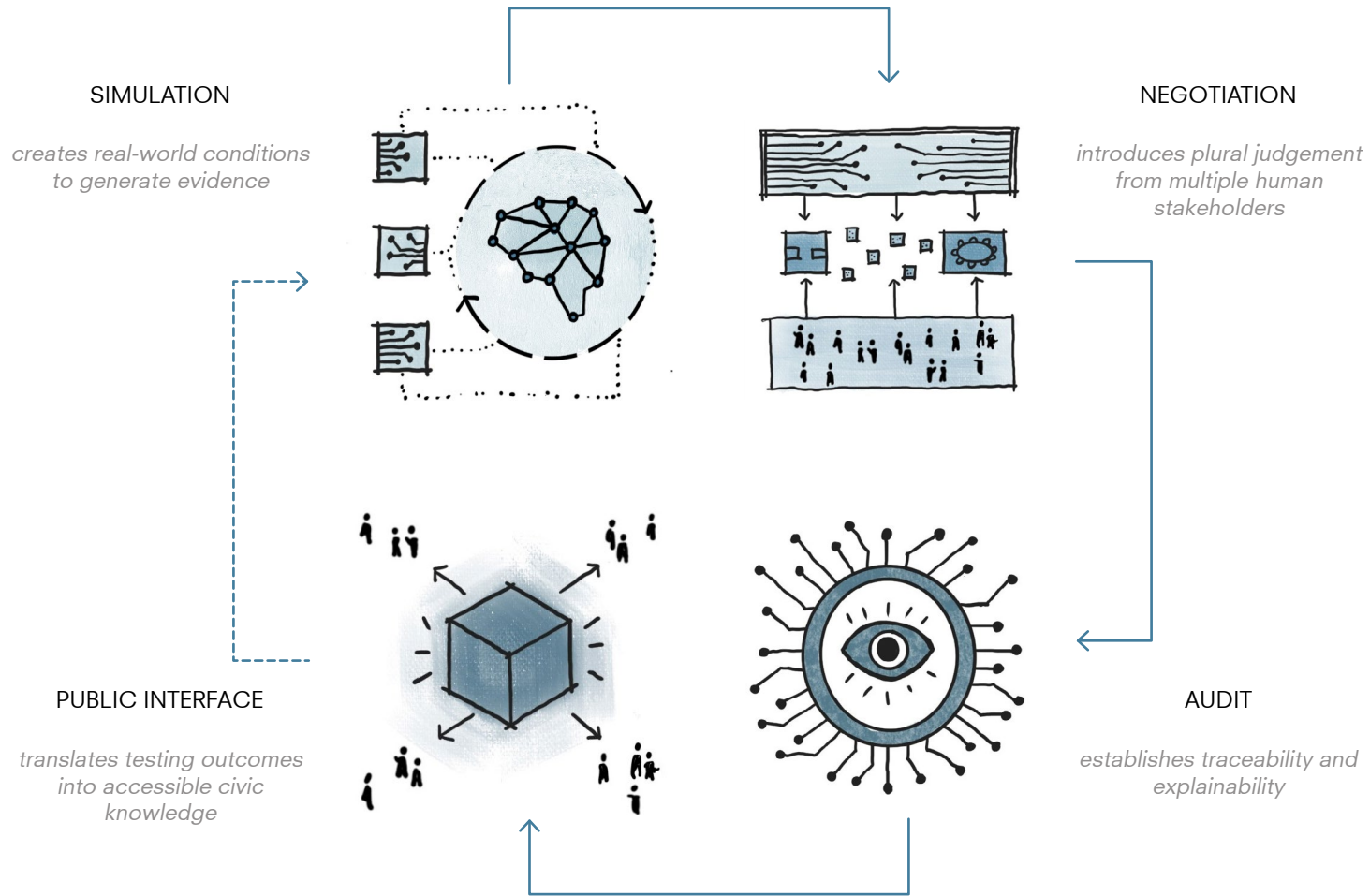
PLANETARY

tests AI that acts in the world including robotics and autonomous vehicles

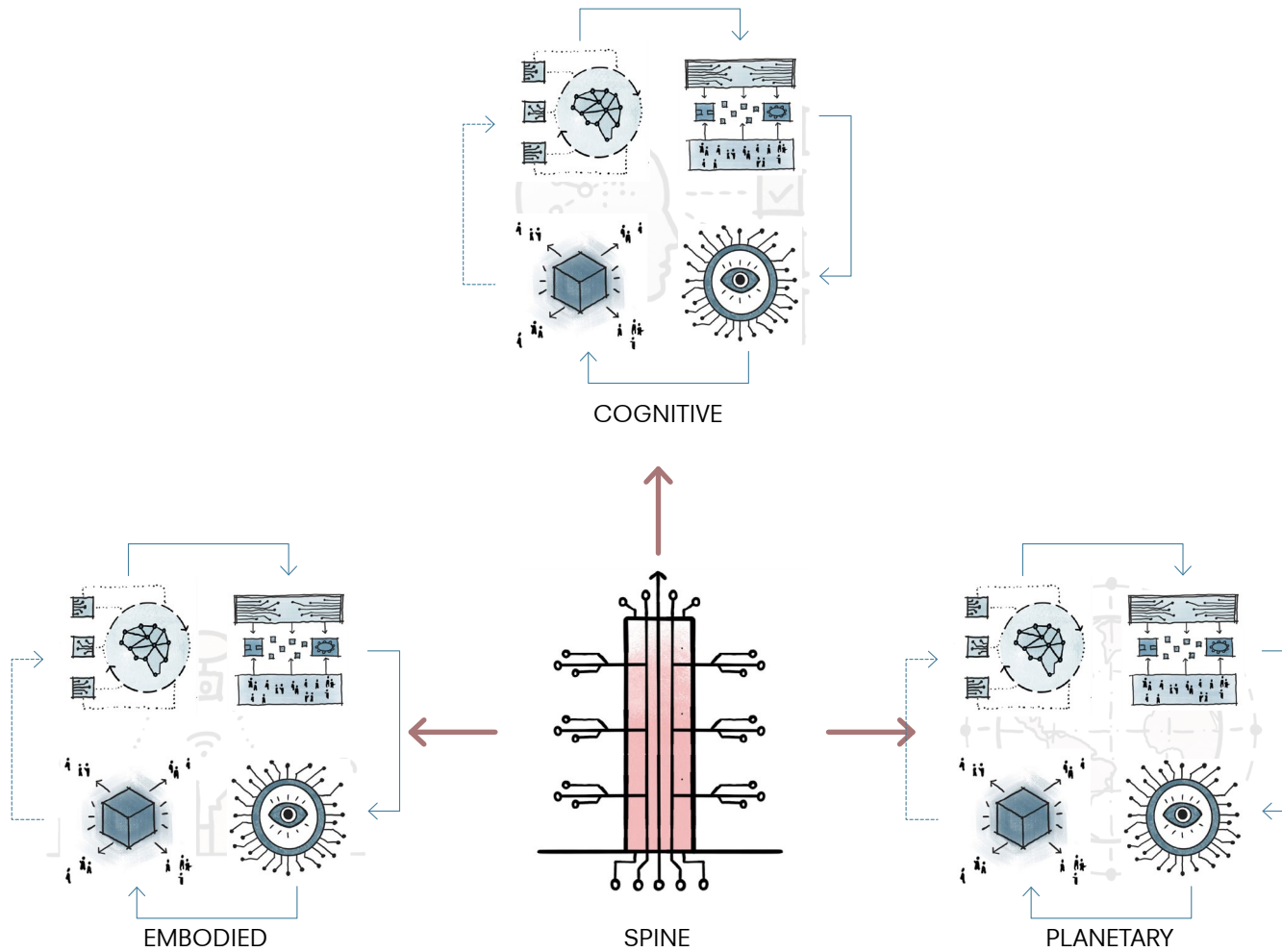
tests AI that governs large-scale systems including climate and migration forecasting

# Functional Process

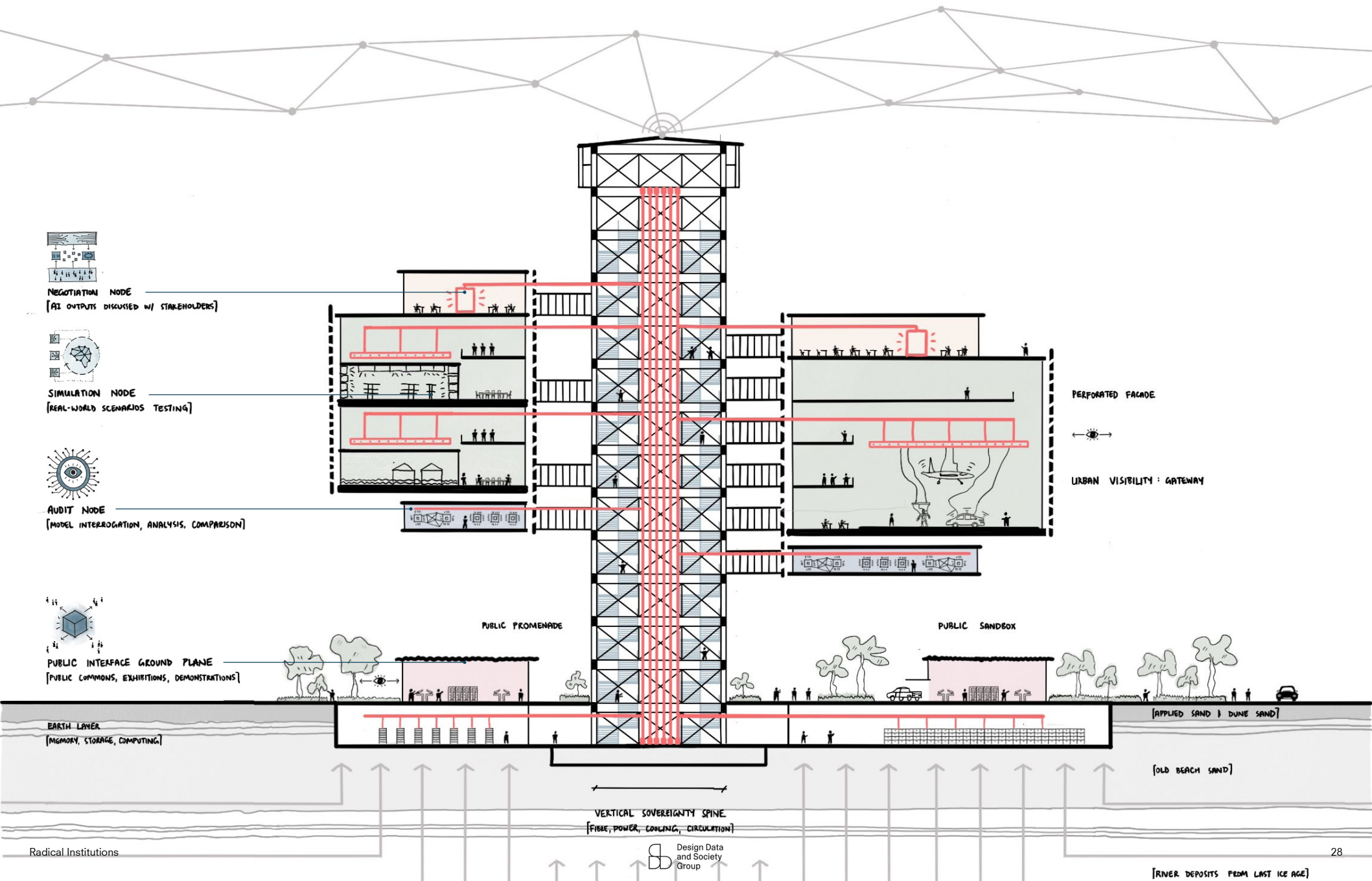
## TESTING LOOP



# TESTING LOOP PROCEDURE



# Key Concept THE SPINE



# NEW BINCKHORST



The Hague Context - Existing Institution Network

# NEW BINCKHORST

TRANSITION FROM INDUSTRIAL  
TO MIXED-USE

[5,000 new residents and 5,000  
workers]

FUTURE WATERFRONT PARK

[setback of 26 m from the Trekvliet]

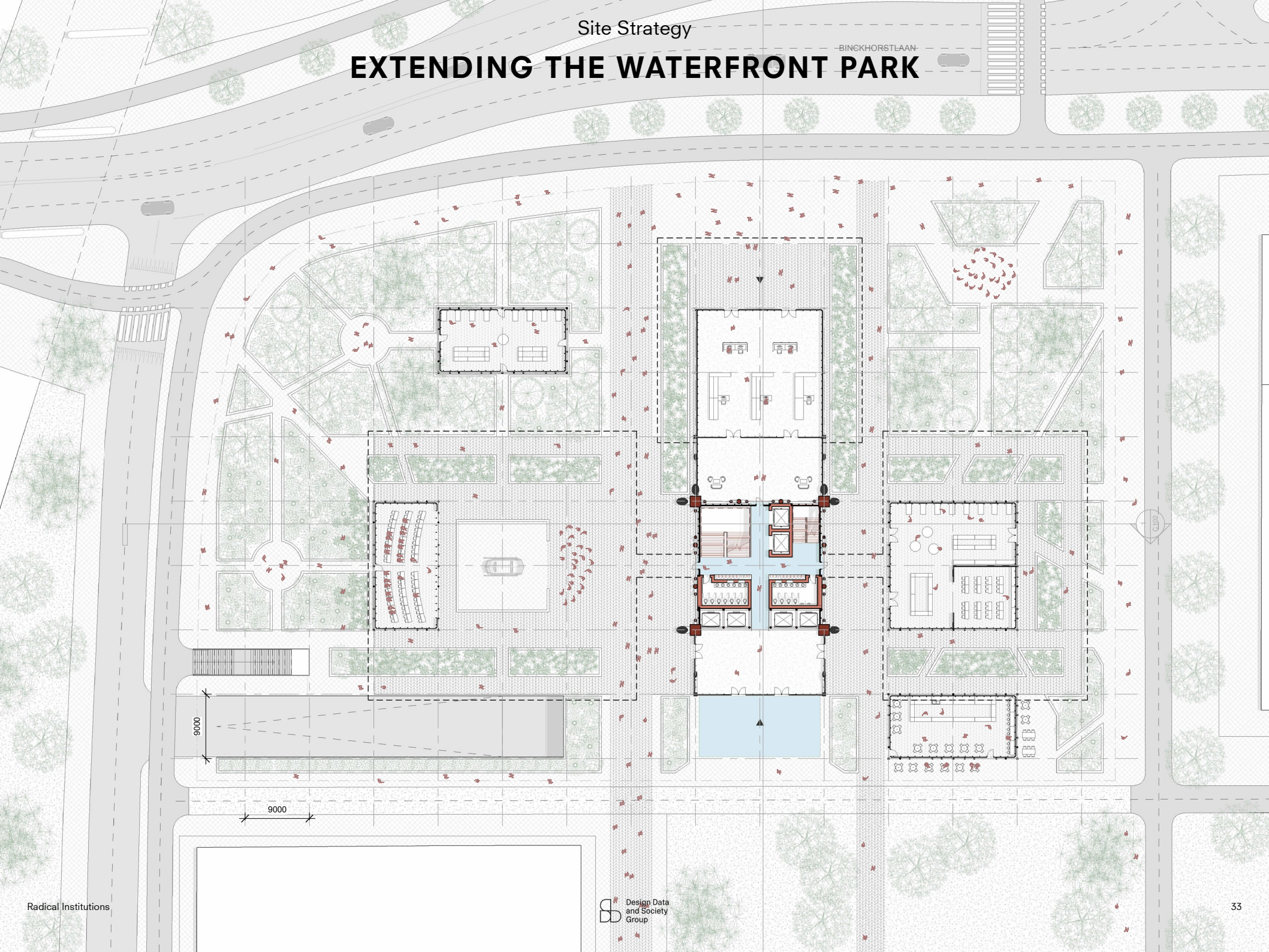
# GATEWAY TO A FUTURE PRECINCT



# PERMEABLE GROUND PLANE



# EXTENDING THE WATERFRONT PARK



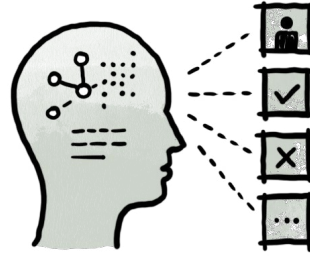
9000

9000

# THE PUBLIC SANDBOX



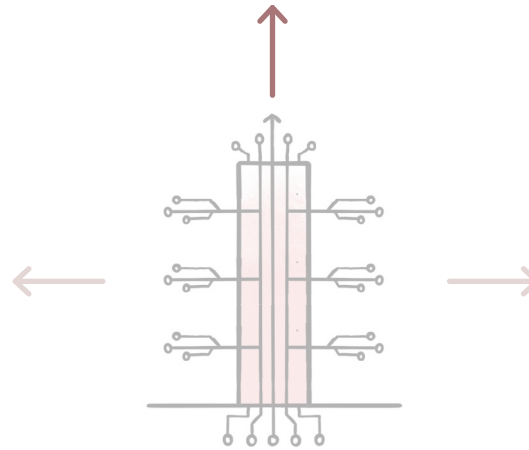
Spatial Domain  
**COGNITIVE**



COGNITIVE



EMBODIED



SPINE



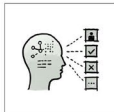
PLANETARY

# Cognitive RESEARCH


Design Data & Society Group Radical Institutions: AI Exploratory Sandbox

## AI MODEL: iBORDERCTRL Automated Deception Detection System

**Cognitive AI Systems**



An EU-funded project used at certain borders where AI avatars interview travellers and use facial micro-expression analysis to detect deception. Image Credit: Nour Alnader

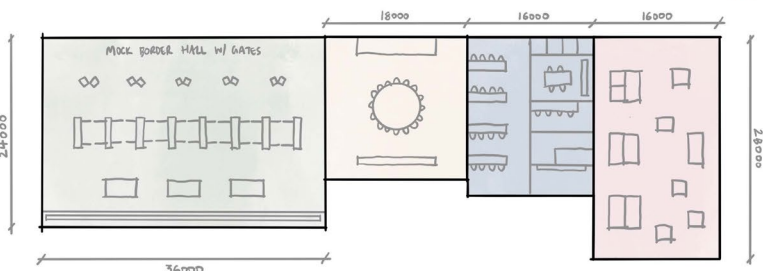


**Simulation**  
Full-scale mock border hall with e-gates, biometric cameras and AI avatar booths

**Negotiation**  
Neutral space for cross-sector dialogue and scenario review

**Audit**  
Secure lab for technical/ethical audit, bias, robustness, adversarial, logging review testing

**Public Interface**  
Public-facing space translating complex system information into digestible narratives



**PUBLIC INTERFACE**

- INTERACTIVE INTERFACES, GLASS, PERFORATED METAL PANELS → OPEN
- BRANCH BECOMES EXHIBITION INFRASTRUCTURE
- ADJUSTABLE LIGHTING TRACES
- VISIBLE CONNECTION TO SPINE

**AUDIT**

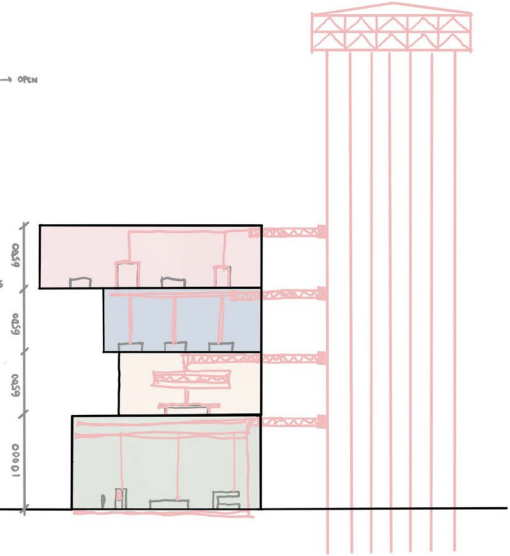
- EPOXY RESIN FLOOR, EXPOSED CONDUITS, GLASS PARTITIONS
- SERVER RACKS, TEST BENCHES, BLACK STEEL
- BRANCH EXPRESSED AS EXPOSED INFRASTRUCTURE
- TRANSPARENT PANELS SHOW SYSTEMS LOSS & FLAWS
- PHYSICAL TRACEABILITY OF DATA & DECISIONS

**NEGOTIATION**

- TIMBER ACOUSTIC PANELS, WARM LIGHTING, SOFT FINISHES
- WRITABLE SURFACES, MEDIA WALLS
- BRANCH TRANSFORMS INTO MEDIA WALLS
- INTERACTIVE DISPLAYS FOR SCENARIOS
- SOFT LIGHTING & ACOUSTIC CEILING CLOUD

**SIMULATION**

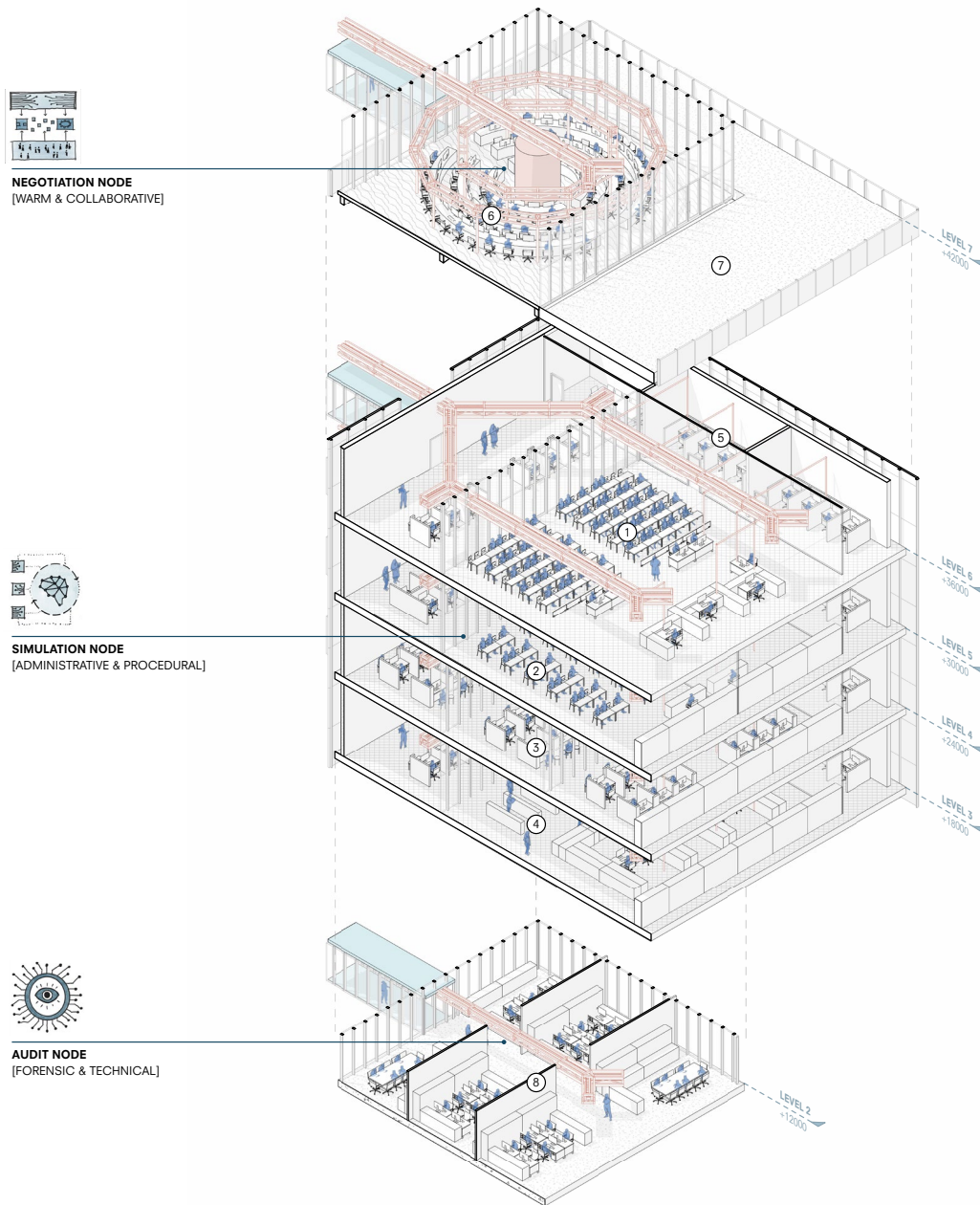
- POLISHED CONCRETE FLOOR W/ EMBEDDED SENSORS
- ACOUSTIC WALL PANELS, MODULAR BOOTH SYSTEMS
- EXPOSED BLACK STEEL, TECHNICAL EQUIPMENT
- BRANCH BECOMES OVERHEAD DATA CANOPY
- GLOWING DATA FLOW LINES INDICATE SYSTEM STATUS
- CEILING MOUNTED CAMERAS + SENSOR BALLS
- FLOOR SENSORS INTEGRATED INTO TESTING LANS



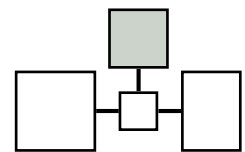
iBorderCtrl

[AI avatars interview travellers using facial micro-expression analysis]

# Cognitive SPATIAL CONFIGURATION



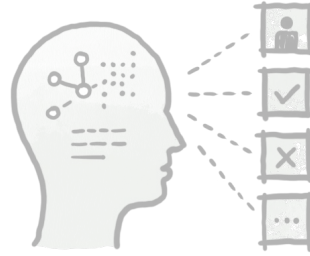
1. COURTROOM SIMULATION
2. CLASSROOM SIMULATION
3. ADMINISTRATION SIMULATION
4. BORDER SIMULATION
5. AI INTERFACE BOOTHS
6. NEGOTIATION CHAMBER
7. GREEN ROOF TERRACE
8. AUDIT OFFICES



Cognitive  
**BORDER HALL SIMULATION**



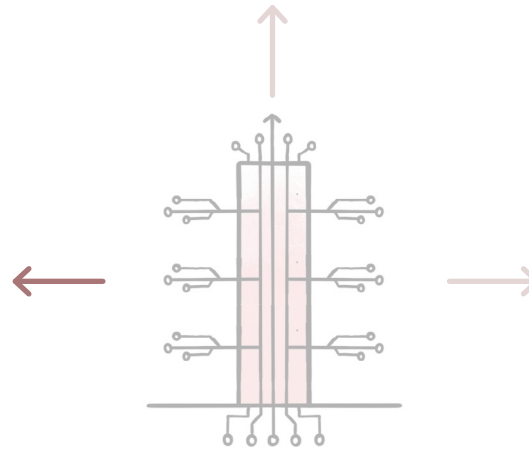
Spatial Domain  
**EMBODIED**



COGNITIVE



EMBODIED



SPINE



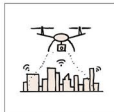
PLANETARY

# Embodied RESEARCH


Design Data & Society Group Radical Institutions: AI Exploratory Sandbox

## AI MODEL: ANDURIL YFQ-44A FURY


Automated Combat Aerial Vehicle




Embodied AI Systems




Anduril's autonomous air vehicle, Fury, which recently began production at the company's new factory outside Columbus, Ohio. Credit Kristian Thacker for The New York Times




**Simulation**  
Immersive, large-scale testing of system in synthetic and hybrid environments



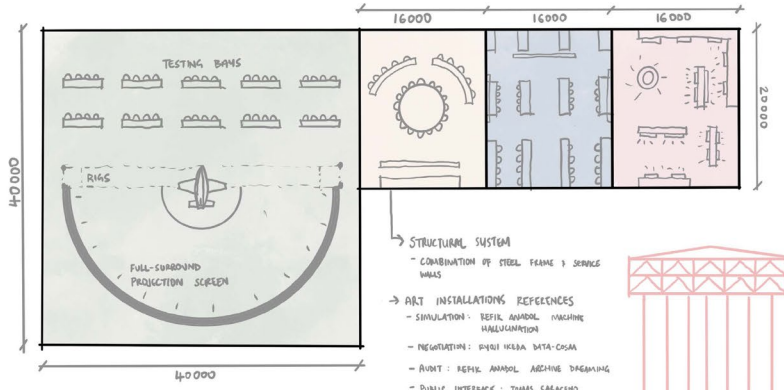
**Negotiation**  
Stakeholder deliberation and scenario discussions



**Audit**  
Technical and ethical audit, adversarial testing, safety review



**Public Interface**  
Public communication, transparency dashboards



**STRUCTURAL SYSTEM**  
- COMBINATION OF STEEL FRAME & SERVICE BAYS

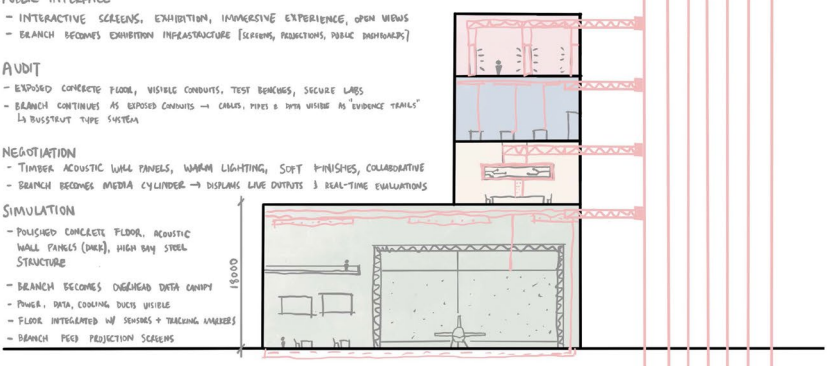
**ART INSTALLATIONS REFERENCES**  
- SIMULATION: REFIL AMMUNITION MACHINERY MANIPULATION  
- NEGOTIATION: BUREAU MEDIA DATA-COMM  
- AUDIT: REFIL AMMUNITION ARCHIVE DRAWING  
- PUBLIC INTERFACE: TAMAS SARACAKO ALI-ADJUSTIVENS FOREIGN ARCHITECTURE EXHIBIT ENOCH BEDIA CRITICAL PATHS

**PUBLIC INTERFACE**  
- INTERACTIVE SCREENS, EXHIBITION, IMMERSIVE EXPERIENCE, OPEN VIEWS  
- BRANCH BECOMES EXHIBITION INFRASTRUCTURE [SCREENS, PROJECTIONS, PUBLIC DASHBOARD]

**AUDIT**  
- EXPOSED CONCRETE FLOOR, VISIBLE CONDUITS, TEST BENCHES, SECURE LABS  
- BRANCH CONTINUES AS EXPOSED CONDUITS → CABLES, PIPES & WIRING AS "EVIDENCE TRAILS" IN BUSY TRAFFIC "PIPE" SYSTEM

**NEGOTIATION**  
- TIMBER ACOUSTIC WALL PANELS, WARM LIGHTING, SOFT FINISHES, COLLABORATIVE  
- BRANCH BECOMES MEDIA CYLINDER → DISPLAYS LIVE OUTPUTS & REAL-TIME EVALUATIONS

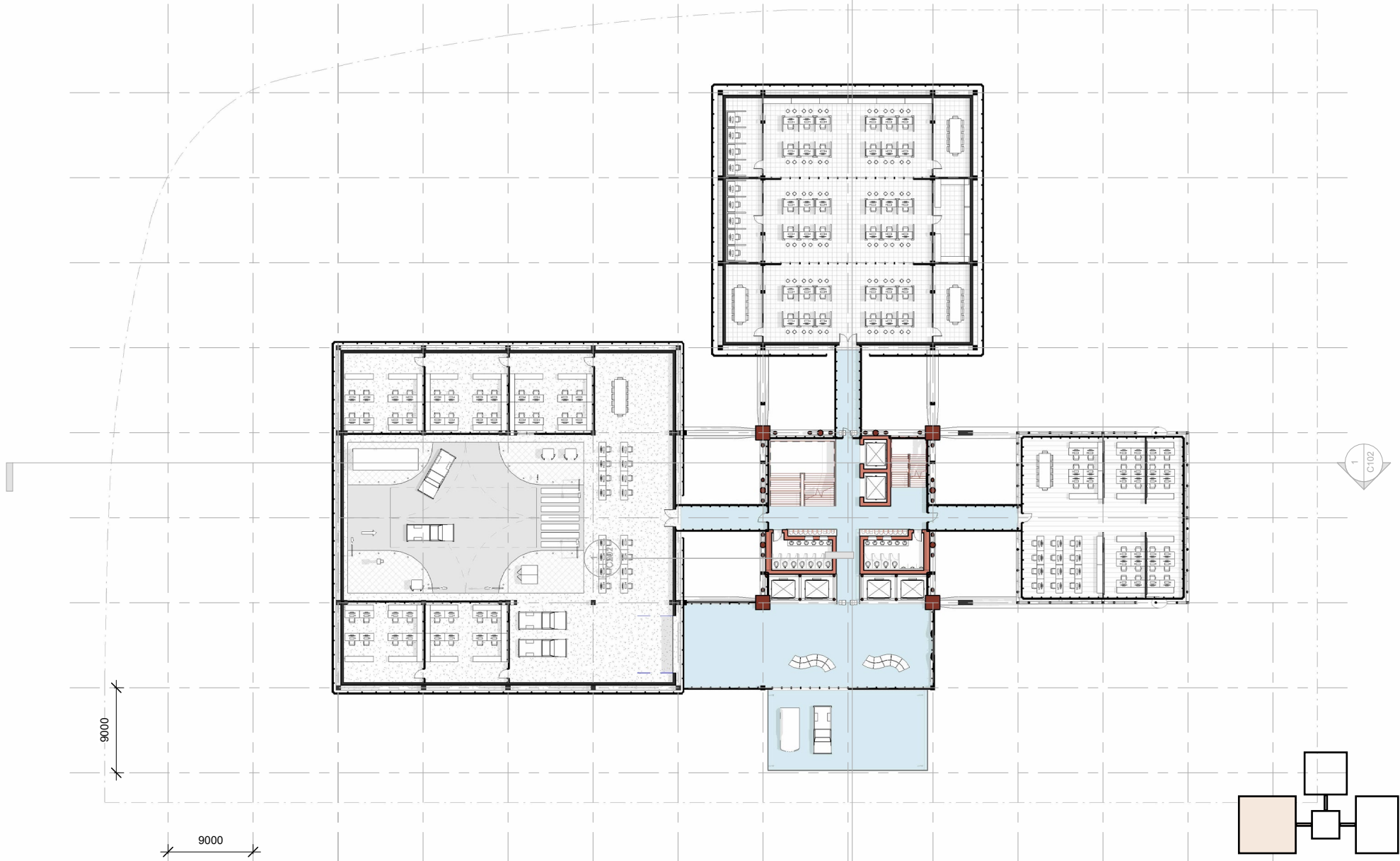
**SIMULATION**  
- POLISHED CONCRETE FLOOR, ACOUSTIC WALL PANELS (DUAL), HIGH BAY STEEL STRUCTURE  
- BRANCH BECOMES OVERHEAD DATA CANOPY  
- POWER, DATA, COOLING DUCTS VISIBLE  
- FLOOR INTEGRATED W/ SEWERS & TRUCKING AMBERES  
- BRANCH FEED PROJECTION SCREENS



Anduril Fury

[Autonomous Air Vehicle]

# Embodied FLOOR PLAN



# SPATIAL CONFIGURATION



**NEGOTIATION NODE**  
[WARM & COLLABORATIVE]

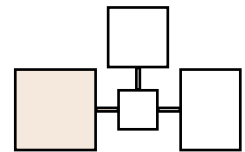
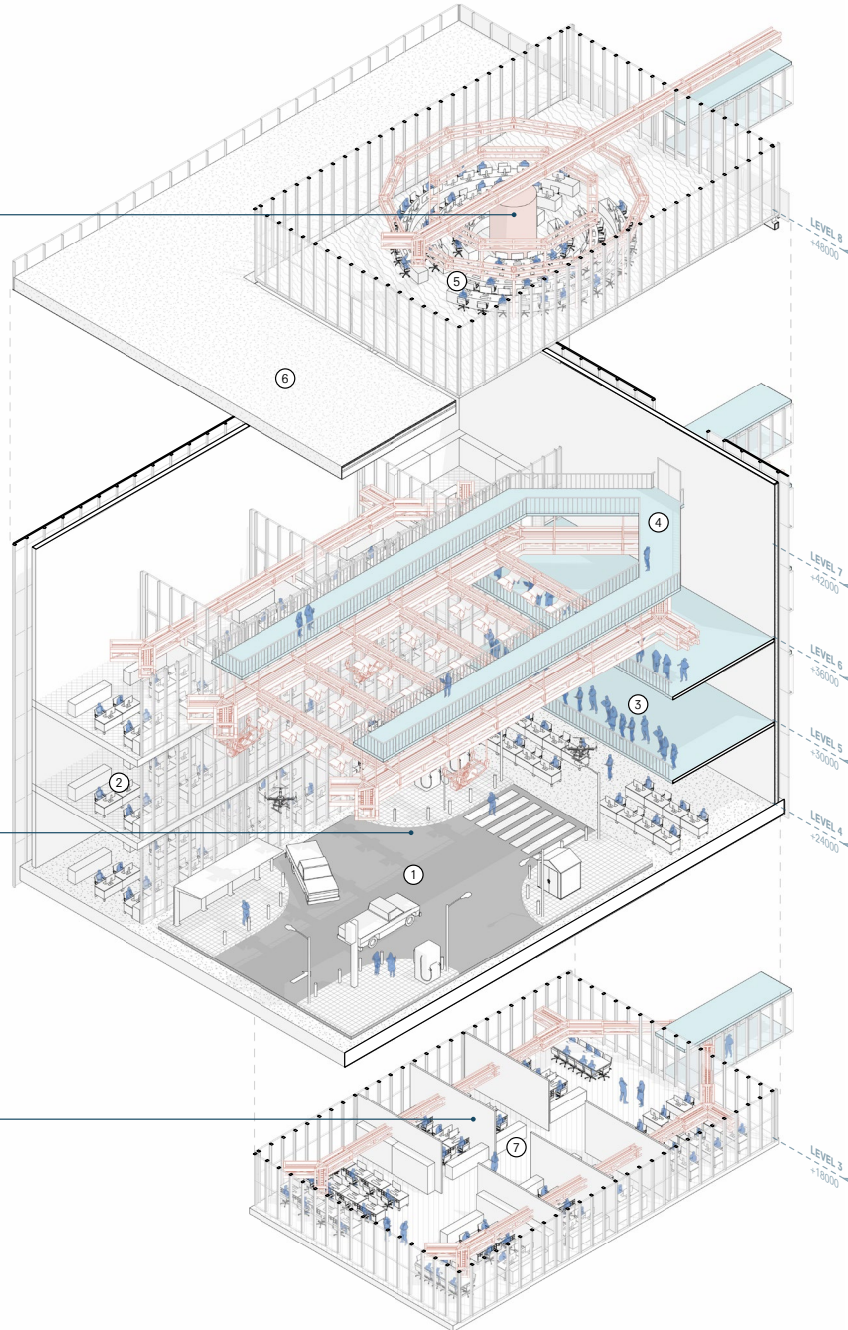


**SIMULATION NODE**  
[INFRASTRUCTURAL & KINETIC]



**AUDIT NODE**  
[FORENSIC & TECHNICAL]

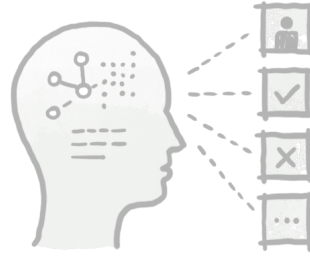
1. REAL-WORLD SIMULATION STAGE
2. MONITORING BAYS
3. PUBLIC GALLERY
4. MAINTENANCE WALKWAY
5. NEGOTIATION CHAMBER
6. GREEN ROOF TERRACE
7. AUDIT OFFICES



Embodied  
**TESTING THEATRE**



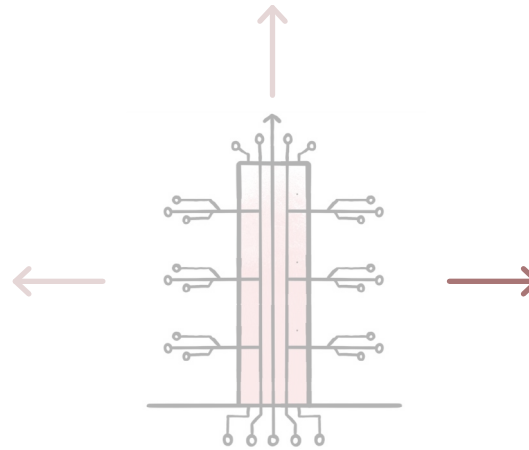
Spatial Domain  
**PLANETARY**



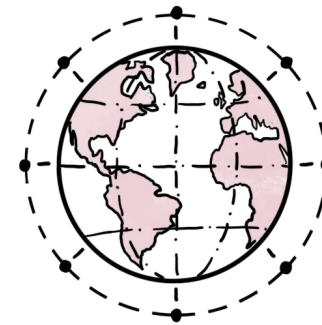
COGNITIVE



EMBODIED



SPINE




PLANETARY

# Planetary RESEARCH

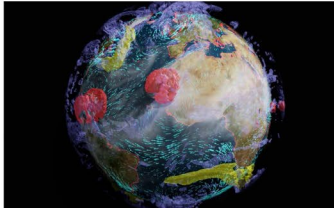
Design Data & Society Group

Radical Institutions: AI Exploratory Sandbox


### AI MODEL: NVIDIA EARTH-2 AI Digital Twin of the Planet




Planetary AI Systems




AI-powered planetary simulation platform designed to simulate weather, climate, and infrastructure systems and used for policy, disaster prediction, and urban planning




**Simulation**  
Immersive environment running large-scale simulations of climate, environment and urban systems



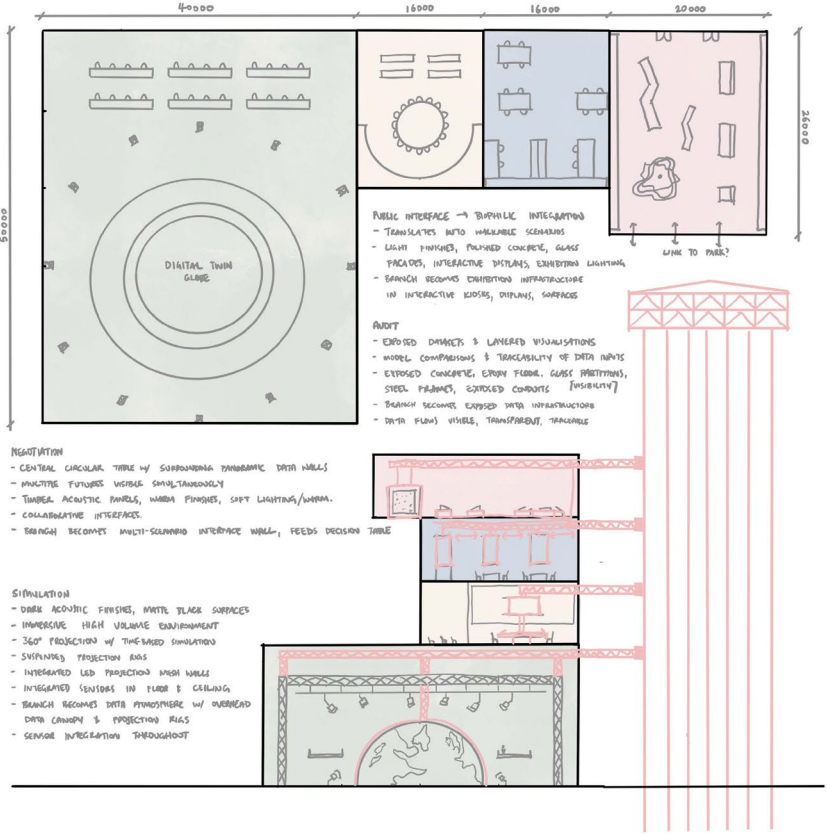
**Negotiation**  
Collaborative space for stakeholders to deliberate possible futures based on simulations



**Audit**  
Technical lab to interrogate model robustness, data biases, uncertainty and scenario validity



**Public Interface**  
Public-facing gallery communicating futures, risks and decisions to wider audience.



**PUBLIC INTERFACE → BIOPHILIC INTEGRATION**

- TRANSLATES INTO HARKABLE SCENARIOS
- LIGHT PARKING, POLISHED CONCRETE, GLASS
- FACADES, INTERACTIVE DISPLAYS, EXHIBITION LIGHTING
- BRANCH BECOMES CURATORIAL INFRASTRUCTURE IN INTERACTIVE KIOSKS, DISPLAYS, SURFACES

**AUDIT**

- EXPOSED DIMENTS & LAYERED VISUALISATIONS
- MODEL COMPARISONS & TRACEABILITY OF DATA INPUTS
- EXPOSED CONCRETE, EXPOSED FLOOR, GLASS PARTITIONS, STEEL FRAMES, EXPOSED CONDUITS [VISIBILITY]
- BRANCH BECOMES EXPOSED DATA INFRASTRUCTURE
- DATA FLOW VISIBLE, TRANSPARENT, TRACEABLE

**NEGOTIATION**

- CENTRAL CIRCULAR TABLE W/ SURROUNDING DYNAMIC DATA WALLS
- MULTIPLE FUTURES VISIBLE SIMULTANEOUSLY
- TUNABLE ACOUSTIC PANELS, WOOD FINISHES, SOFT LIGHTING/LUMINA.
- COLLABORATIVE INTERFACES
- BRANCH BECOMES MULTI-SCENARIO INTERFACE WALL, FEEDS DECISION TABLE

**SIMULATION**

- DARK ACOUSTIC FINISHES, WHITE TRACE SURFACES
- IMMERSIVE HIGH VOLUME EQUIPMENTMENT
- 360° PROJECTION W/ TIME-BASED SIMULATION
- SPHERICAL PROJECTION BARS
- INTEGRATED LED PROJECTION HIGH WALL
- BRANCH BECOMES DATA ATMOSPHERE W/ OVERHEAD DATA CANOPY & PROJECTION RIGS
- SENSOR INTEGRATION THROUGHOUT

LINK TO PARK?

NVIDIA Earth-2

[Planetary simulation platform conducting disaster prediction]

# Planetary SPATIAL CONFIGURATION



**NEGOTIATION NODE**  
[WARM & COLLABORATIVE]

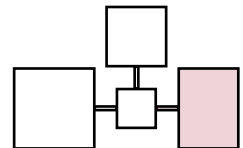
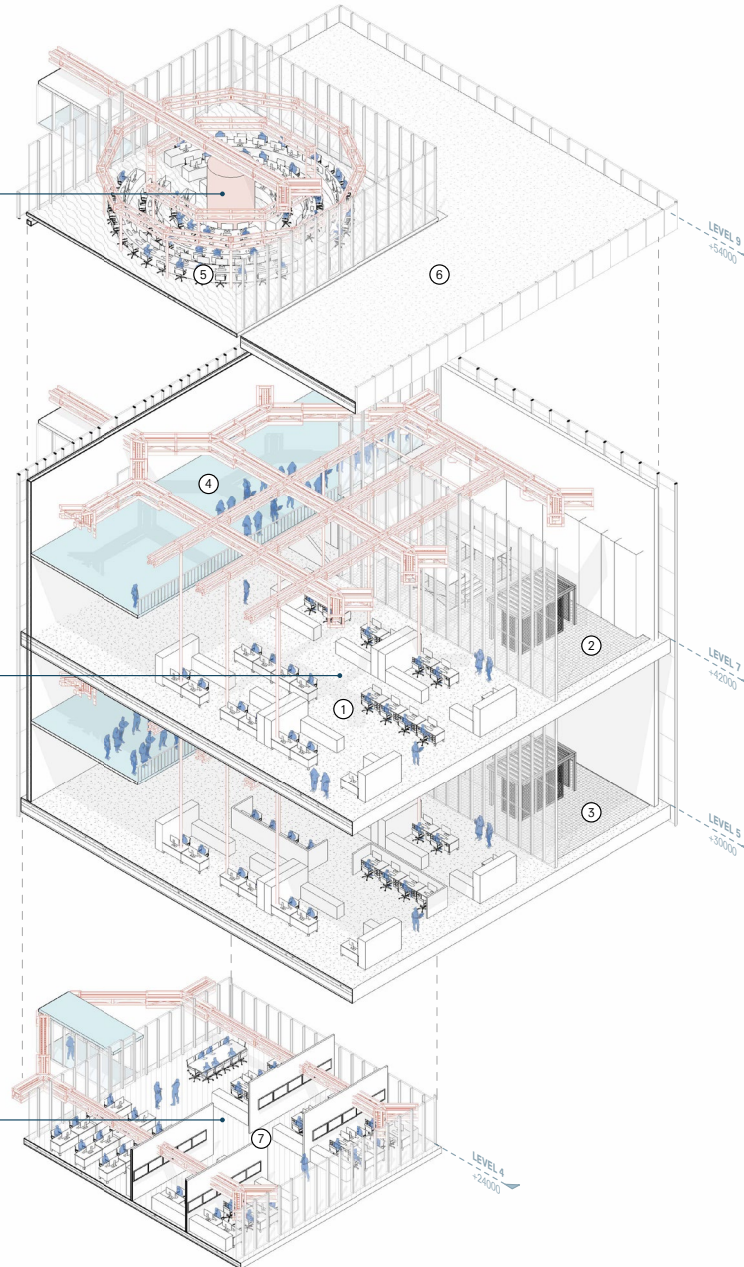


**SIMULATION NODE**  
[ATMOSPHERIC & IMMERSIVE]



**AUDIT NODE**  
[FORENSIC & TECHNICAL]

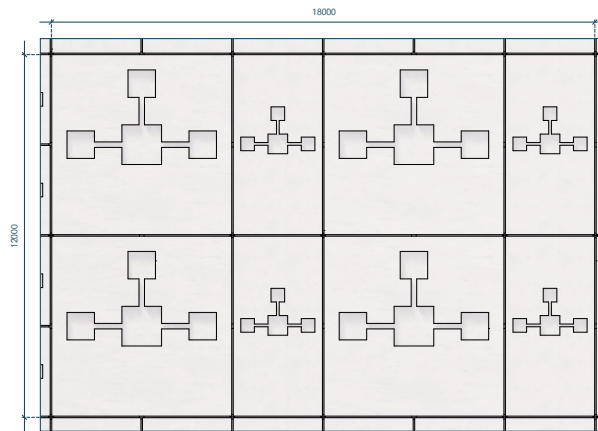
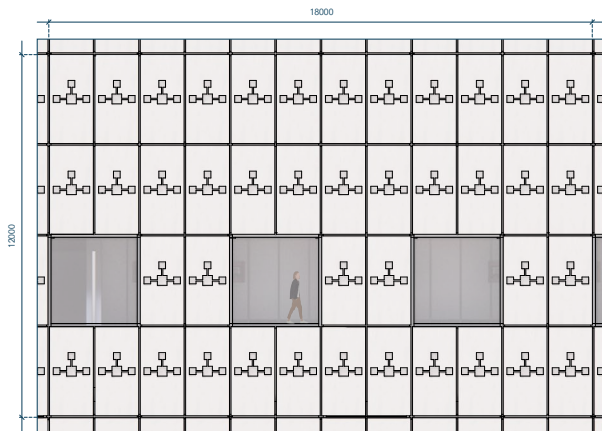
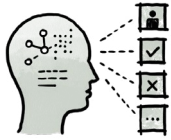
1. TESTING BAYS
2. FLOOD CHAMBER
3. HEAT CHAMBER
4. PUBLIC GALLERY
5. NEGOTIATION CHAMBER
6. GREEN ROOF TERRACE
7. AUDIT OFFICES



Planetary  
**FLOOD CHAMBER**

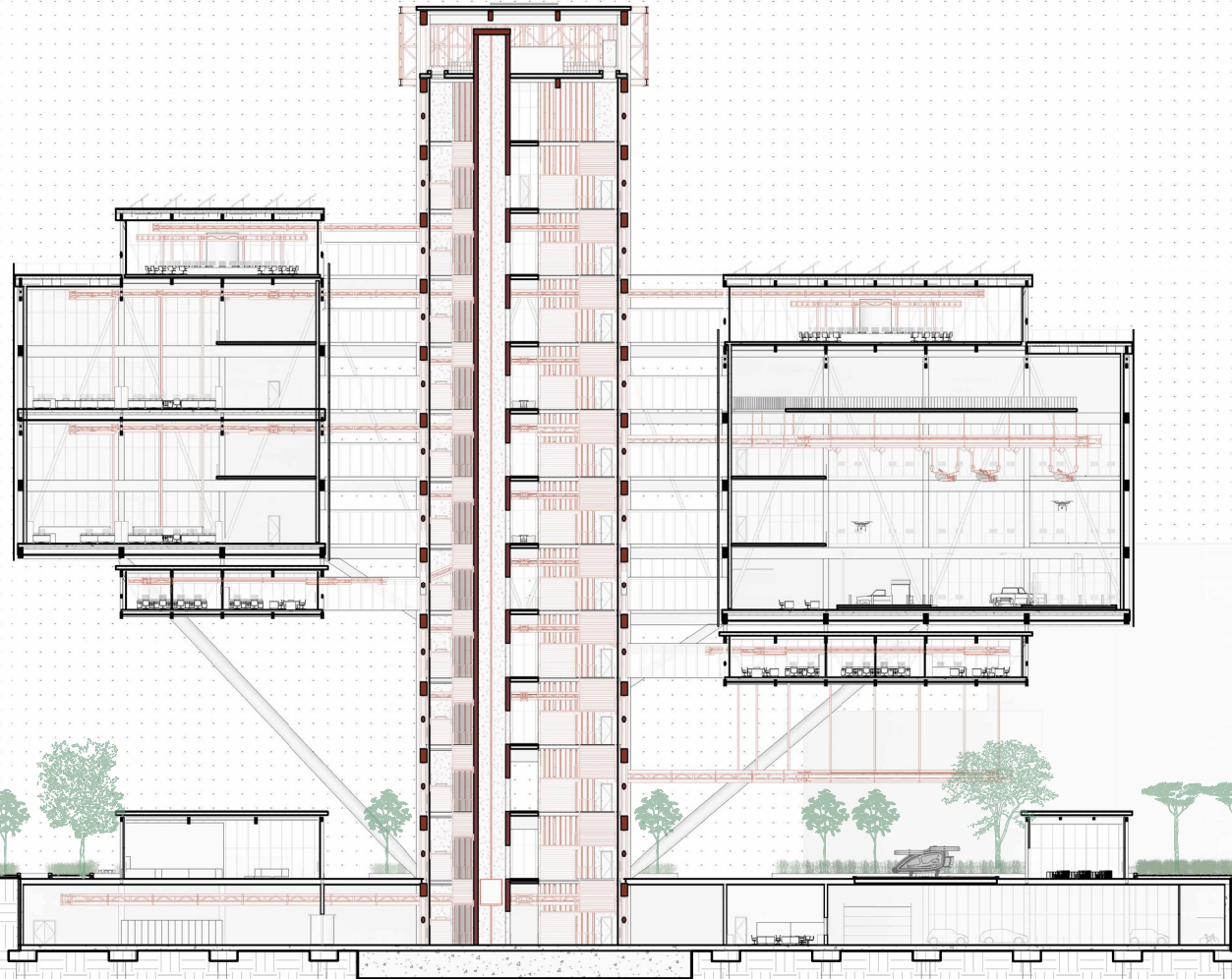


# FACADE




# ONE CONNECTED SYSTEM

- LEVEL 13  
+78000
- LEVEL 12  
+72000
- LEVEL 11  
+66000
- LEVEL 10  
+60000
- LEVEL 9  
+54000
- LEVEL 8  
+48000
- LEVEL 7  
+42000
- LEVEL 6  
+36000
- LEVEL 5  
+30000
- LEVEL 4  
+24000
- LEVEL 3  
+18000
- LEVEL 2  
+12000
- LEVEL 1  
+6000
- GROUND  
0
- BASEMENT  
-6000



# SPATIAL TESTING INFRASTRUCTURE

An architectural rendering of a modern city street scene. In the foreground, a blue and yellow tram travels on an elevated track. The street is lined with trees and modern buildings. A large, multi-story building with a prominent, illuminated, geometric tower structure is the central focus. The sky is overcast with soft, diffused light. A semi-transparent white box with a blue border contains text centered over the building.

THE SPINE MAKES AI INFRASTRUCTURE VISIBLE.  
THE DOMAINS MAKE AI CONSEQUENCES TESTABLE.  
THE TESTING LOOP MAKES AI OUTPUTS INTERPRETABLE AND LEGIBLE.