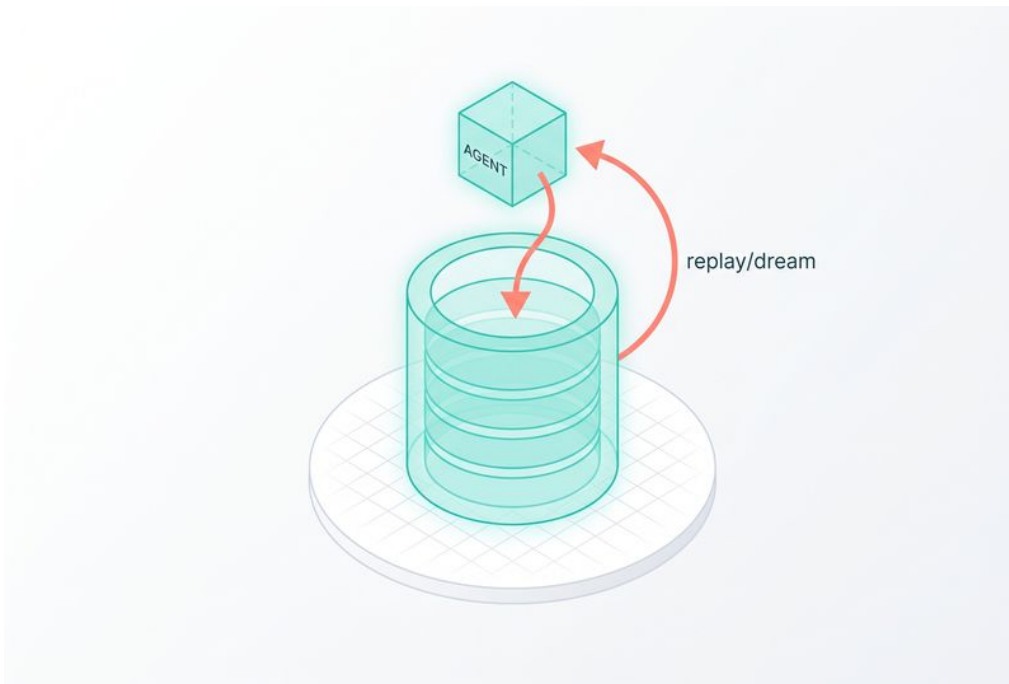


# Memory and Dreaming for Agents

How to give agents persistent state and continuous learning without losing your mind.



## Three memory tiers

- **Per-session** — in-context working memory, lives as long as the conversation
- **Per-agent** — persistent store for that agent type, useful for accumulated patterns
- **Shared** — team-wide knowledge that any agent can read

## The dreaming pattern

- Replay recent sessions during idle time to extract patterns
- Update memory or skill content based on what worked
- Treat dreams as proposals, not commits — a human or a hook approves them

## Common pitfalls

- Storing too much detail per session: keep summaries, not transcripts
- No expiry: memory bloats and skews recent reasoning
- No write-protection: any agent overwriting any memory is a recipe for drift

From "Claude Code, Definitive Guide for 2026" — Chapter 5. Source: Memory and dreaming talk, Code with Claude London 2026.