

# Planning and Reasoning

Week 4: Enabling Agents to Think Before Acting

PhD Course in Agentic Artificial Intelligence

## Bloom's Taxonomy Levels

- **Remember:** Define planning, reasoning, reflection in agent context
- **Understand:** Explain hierarchical task decomposition
- **Apply:** Implement Reflexion-style self-improvement
- **Analyze:** Compare planning strategies (LATS = tree search, Plan-and-Solve)
- **Evaluate:** Assess when planning helps vs. hinders performance
- **Create:** Design planning systems for complex tasks

Planr

---

transforms reactive agents into deliberative problem solvers.

## Reactive Agent Limitations

- Single-step responses miss complex dependencies
- No lookahead leads to suboptimal paths
- Hard to recover from early mistakes

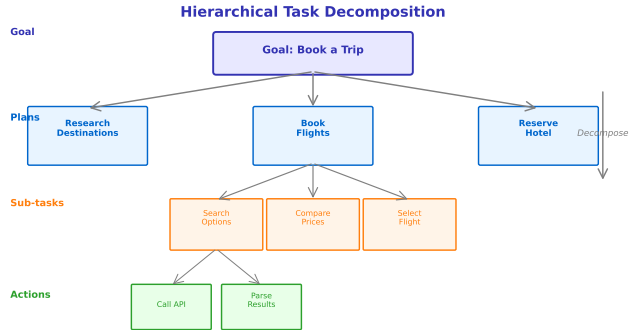
## Planning Enables

- Multi-step goal decomposition
- Anticipation of obstacles
- Backtracking and alternative paths
- Resource-aware execution

---

= thinking before acting. Essential for complex tasks.

# Hierarchical Task Decomposition



complex goals into manageable sub-tasks and executable actions.

## Key Idea (Wang et al., 2023)

- Explicit planning step before execution
- “Devise a plan to solve the problem”
- Extract relevant variables first

## Template Structure

- ① Understand the problem
- ② Extract relevant information
- ③ Devise step-by-step plan
- ④ Execute plan with verification

---

and-Solve improves over zero-shot CoT on math and reasoning.

## Key Idea (Zhou et al., 2024)

- Combines LLM reasoning with MCTS (Monte Carlo Tree Search)
- Explores multiple reasoning paths in parallel
- Uses value function to guide search

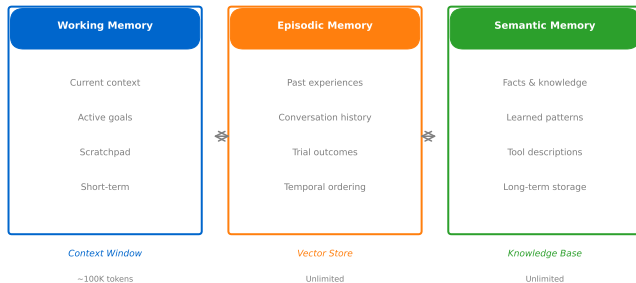
## Components

- **Selection:** Choose promising nodes
- **Expansion:** Generate child actions
- **Simulation:** Evaluate outcomes
- **Backpropagation:** Update value estimates

---

achieves state-of-the-art on HotpotQA (QA) and WebShop benchmarks.

## Agent Memory Types



enables learning from past experiences and maintaining context.

## Key Idea (Shinn et al., 2023)

- Verbal reinforcement learning
- Agent reflects on failures and generates insights
- Insights stored in memory for future attempts

## Reflexion Loop

- ① Attempt task
- ② Evaluate outcome
- ③ Generate verbal reflection
- ④ Store in episodic memory
- ⑤ Retry with reflection context

---

improves pass@1 (first-try success) on HumanEval code benchmark: 80% to 91%.

Refle



## Key Idea (Madaan et al., 2023)

- Iterative self-improvement without external feedback
- Generate, critique, refine cycle
- Single LLM plays multiple roles

## Process

- ① **Generate:** Initial output
- ② **Feedback:** Self-critique the output
- ③ **Refine:** Improve based on critique
- ④ Repeat until satisfactory

---

Refine works for code, math, summarization, and more.

Self-

## **RAP: Reasoning via Planning** (Hao et al., 2023)

- LLM as both world model and reasoning agent
- Simulates future states before acting
- Uses MCTS for strategic exploration

## **Key Components**

- **World Model:** Predicts next state given action
- **Reward Model:** Evaluates state quality
- **Search Algorithm:** Explores action space

---

models enable lookahead reasoning and counterfactual analysis.

World

# When Planning Helps (and Hurts)

## Planning Beneficial

- Multi-step reasoning tasks
- Tasks with irreversible actions
- Resource-constrained execution
- Novel problem domains

## Planning Overhead

- Simple, well-defined tasks
- Time-critical responses
- Highly dynamic environments
- When exploration cost exceeds benefit

---

planning depth to task complexity and time constraints.

Match

## Plan-First Architecture

- Generate complete plan before execution
- Good for stable, predictable tasks
- Risk: Plan may be invalid by execution time

## Interleaved Planning

- Plan a few steps, execute, replan
- Adapts to changing conditions
- Higher overhead but more robust

## Hierarchical Execution

- High-level planner + low-level executor
- Separates strategic and tactical decisions

---

architecture based on task dynamics and failure costs.

## This Week

- Shinn et al. (2023). “Reflexion.” arXiv:2303.11366

## Supplementary

- Wang et al. (2023). “Plan-and-Solve.” arXiv:2305.04091
- Zhou et al. (2024). “LATS.” arXiv:2310.04406
- Hao et al. (2023). “RAP.” arXiv:2305.14992
- Madaan et al. (2023). “Self-Refine.” arXiv:2303.17651

---

is required; others provide alternative planning approaches.

Refle

# Summary and Key Takeaways

## Key Concepts

- **Hierarchical Planning:** Decompose goals into sub-tasks
- **Reflexion:** Learn from verbal self-reflection
- **Tree Search:** Explore multiple reasoning paths (LATS)
- **Memory:** Working, episodic, semantic for context

## Design Decisions

- Plan-first vs. interleaved planning
- Depth of planning vs. execution speed
- When to reflect and when to retry

## Next Week: Multi-Agent Architectures

Planr

transforms reactive LLMs into deliberative agents.