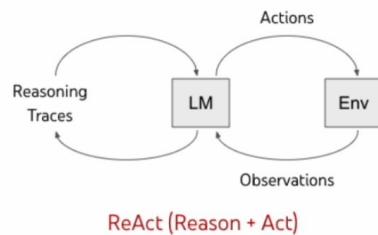




LangChain

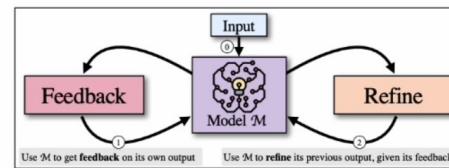
DeepLearning.AI

## LangGraph supports Cyclic Graphs



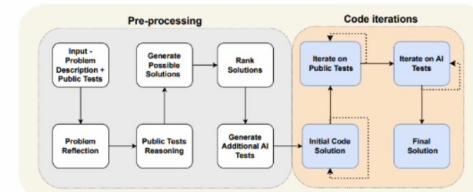
REACT: SYNERGIZING REASONING AND ACTING IN LANGUAGE MODELS

<https://arxiv.org/pdf/2210.03629.pdf>



SELF-REFINE:  
Iterative Refinement with Self-Feedback

<https://arxiv.org/pdf/2303.17651.pdf>

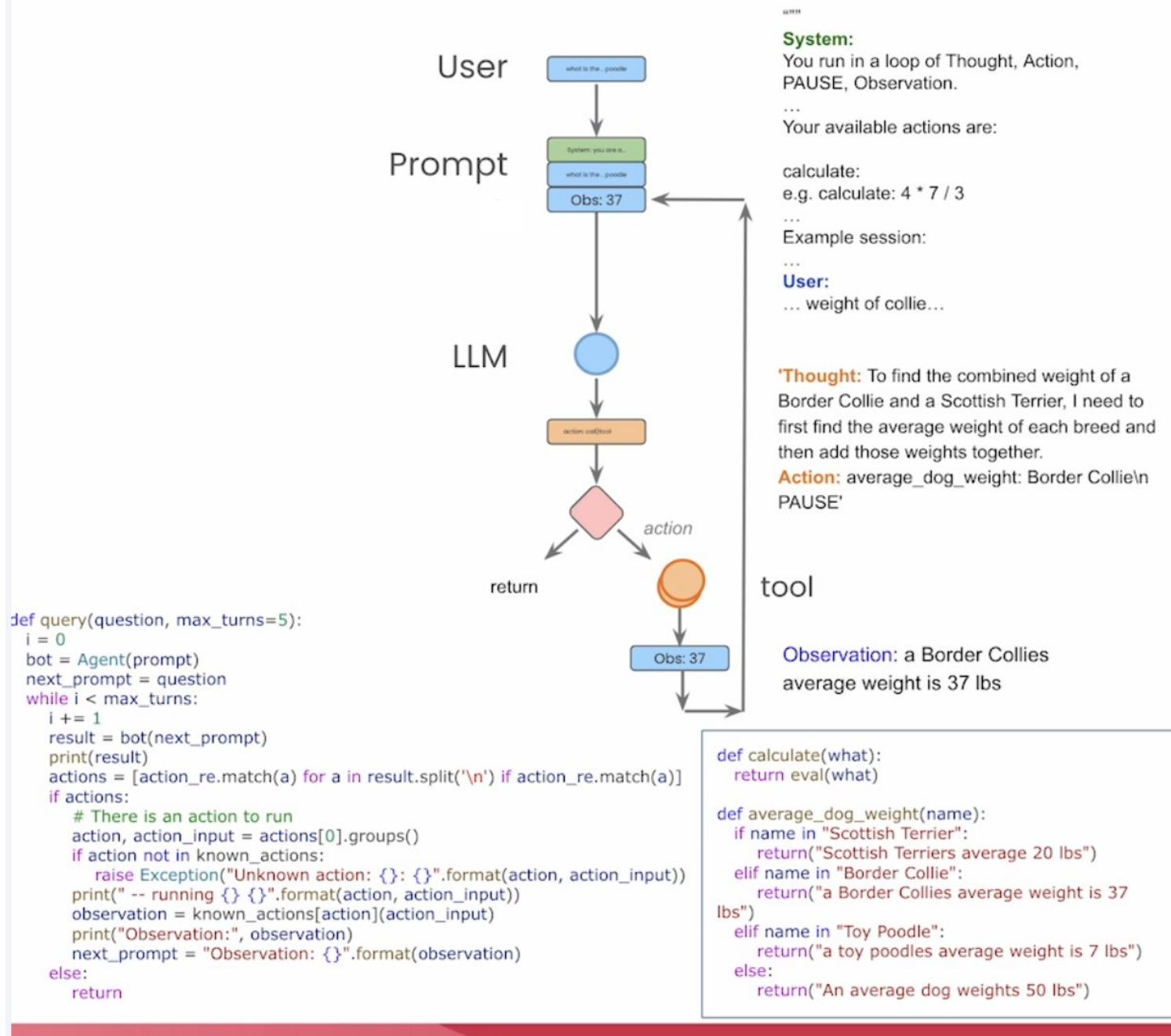


(a) The proposed AlphaCodium flow.

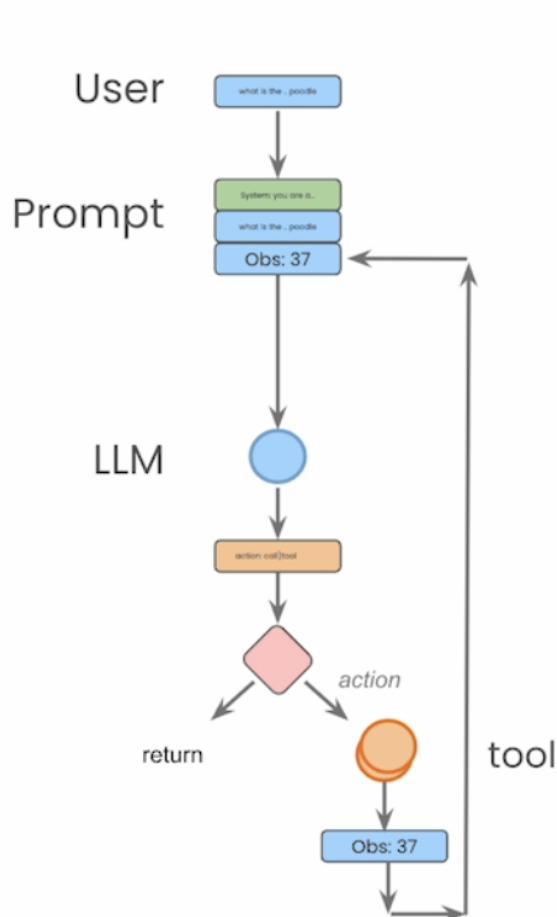
Code Generation with AlphaCodium: From Prompt Engineering to Flow Engineering

<https://arxiv.org/pdf/2401.08500.pdf>

# Break Down



# LangChain: Prompts



Prompt templates allow reusable prompts

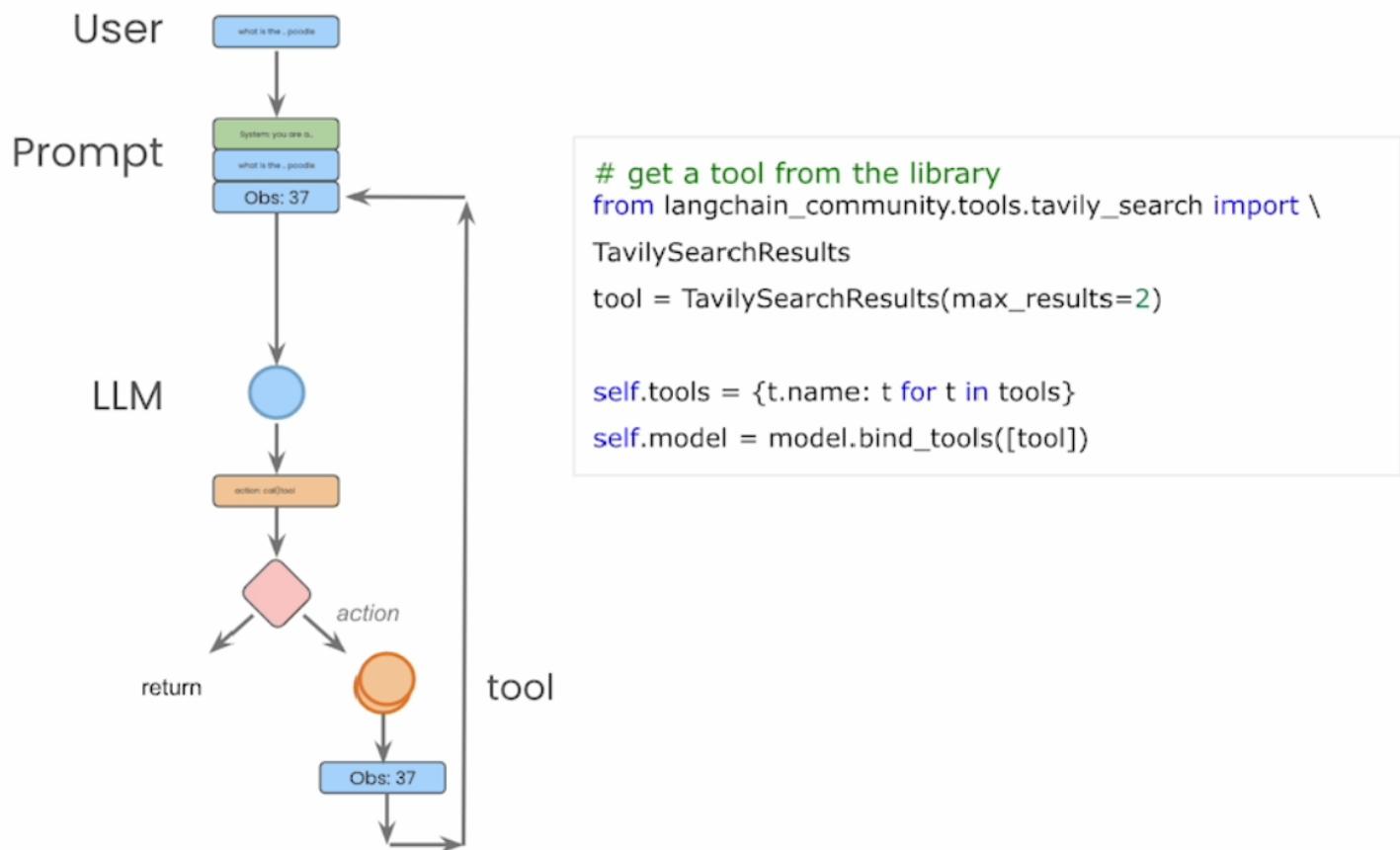
```
from langchain.prompts import PromptTemplate
prompt_template = PromptTemplate.from_template(
    "Tell me a {adjective} joke about {content}.")
```

There are also prompts for agents available in the hub:

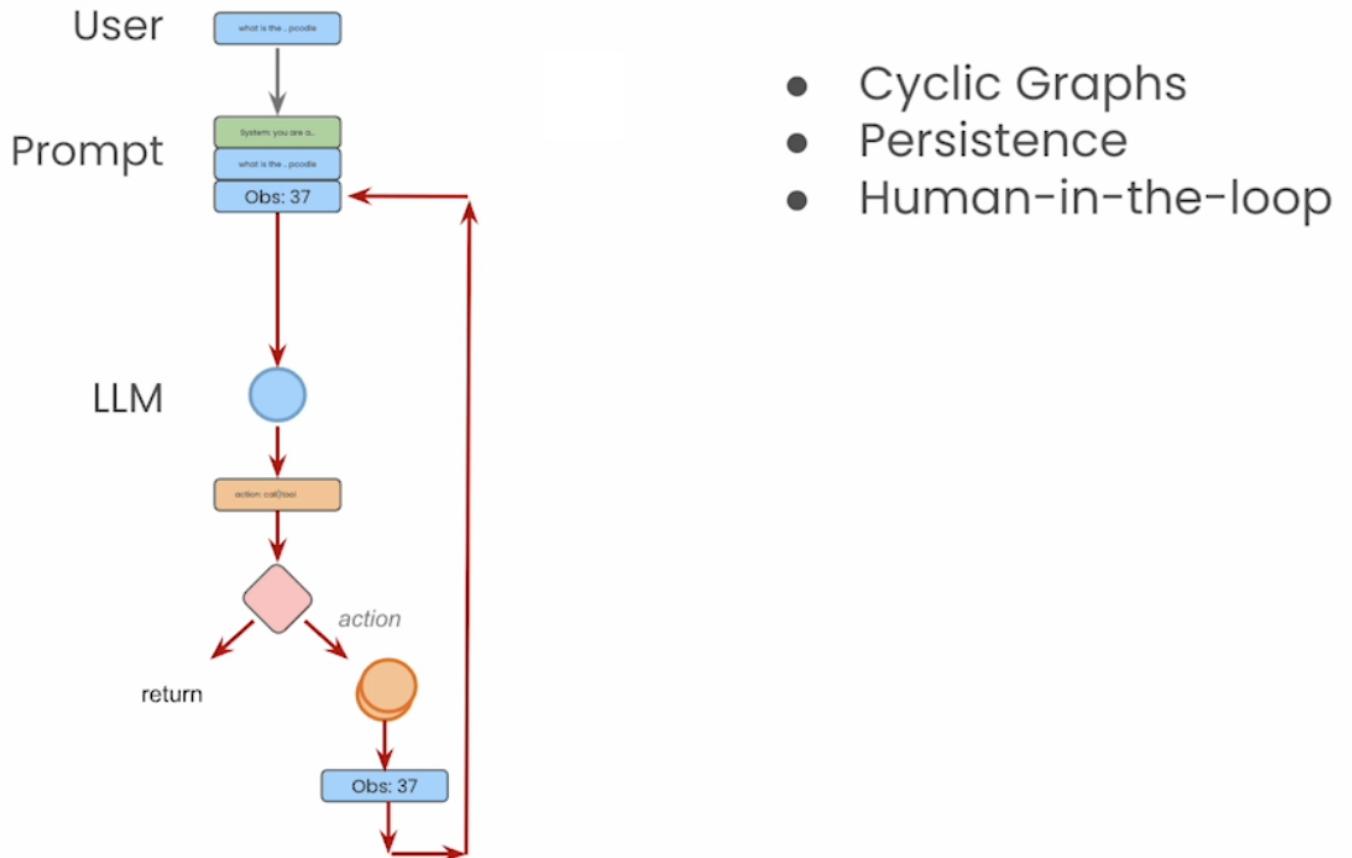
```
prompt = hub.pull("hwchase17/react")
```

<https://smith.langchain.com/hub/hwchase17/react>

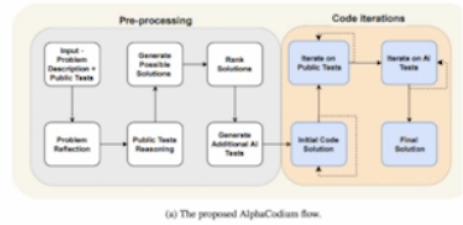
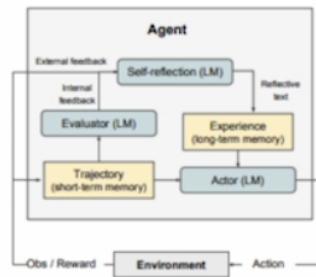
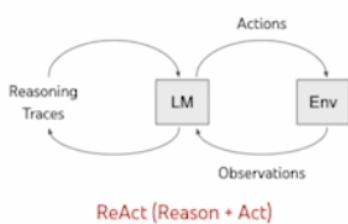
# LangChain: Tools



# New in LangGraph



# Graphs

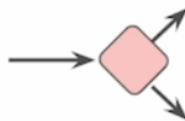


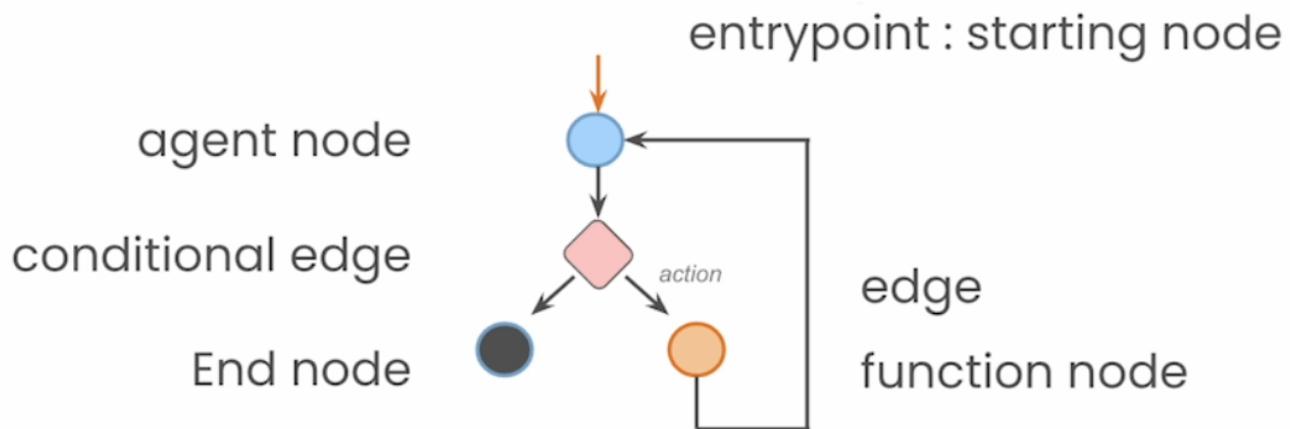
- LangGraph is an extension of LangChain that supports graphs.
- Single and Multi-agent flows are described and represented as graphs.
- Allows for extremely controlled “flows”
- Built-in persistence allows for human-in-the-loop workflows

# Graphs

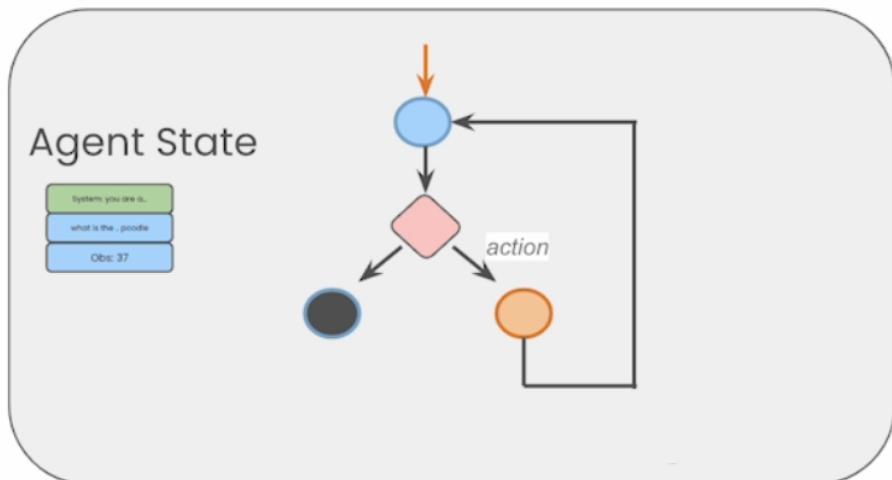
  **Nodes:** Agents or functions

 **Edges:** connect nodes

 **Conditional edges:** decisions



# Data/State



- Agent State is accessible to all parts of the graph
- It is local to the graph
- Can be stored in a persistence layer

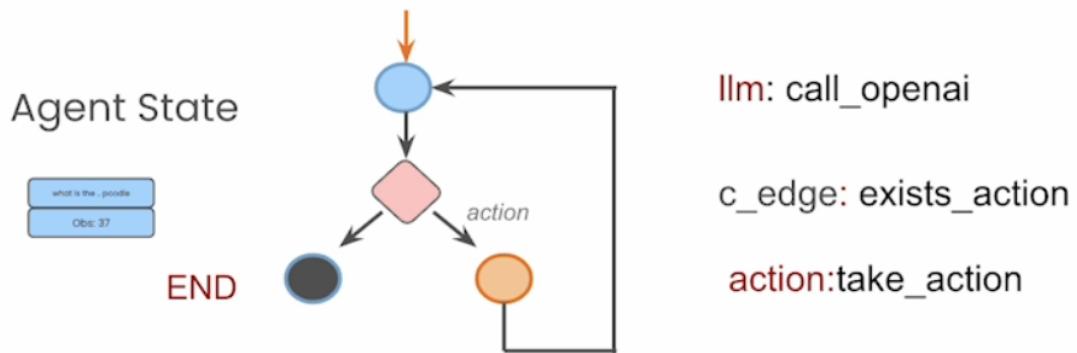
## Simple

```
class AgentState(TypedDict):
    messages: Annotated[Sequence[BaseMessage], operator.add]
```

## Complex

```
class AgentState(TypedDict):
    input: str
    chat_history: list[BaseMessage]
    agent_outcome: Union[AgentAction, AgentFinish, None]
    intermediate_steps: Annotated[list[tuple[AgentAction, str]], operator.add]
```

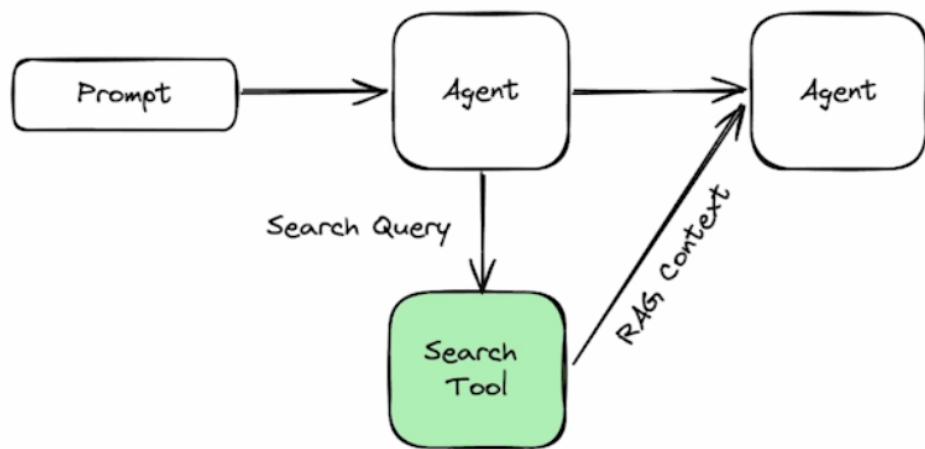
# CODE



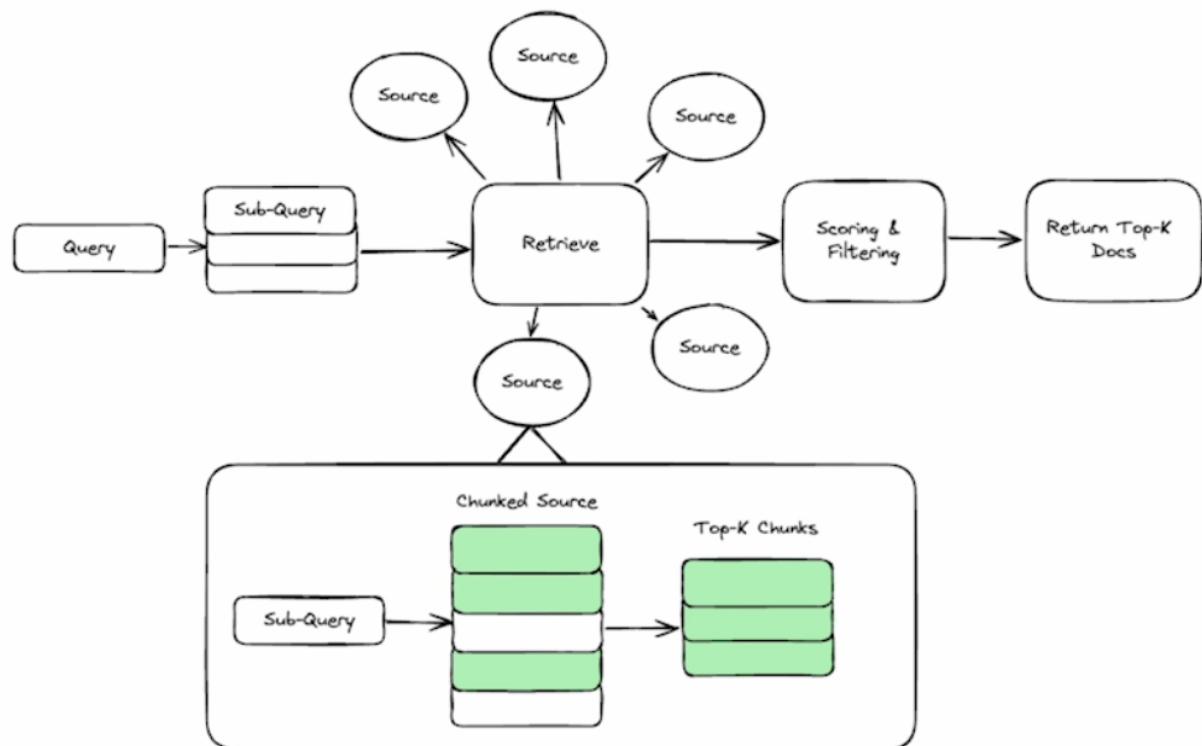
## State

```
class AgentState(TypedDict):
    messages: Annotated[list[AnyMessage], operator.add]
```

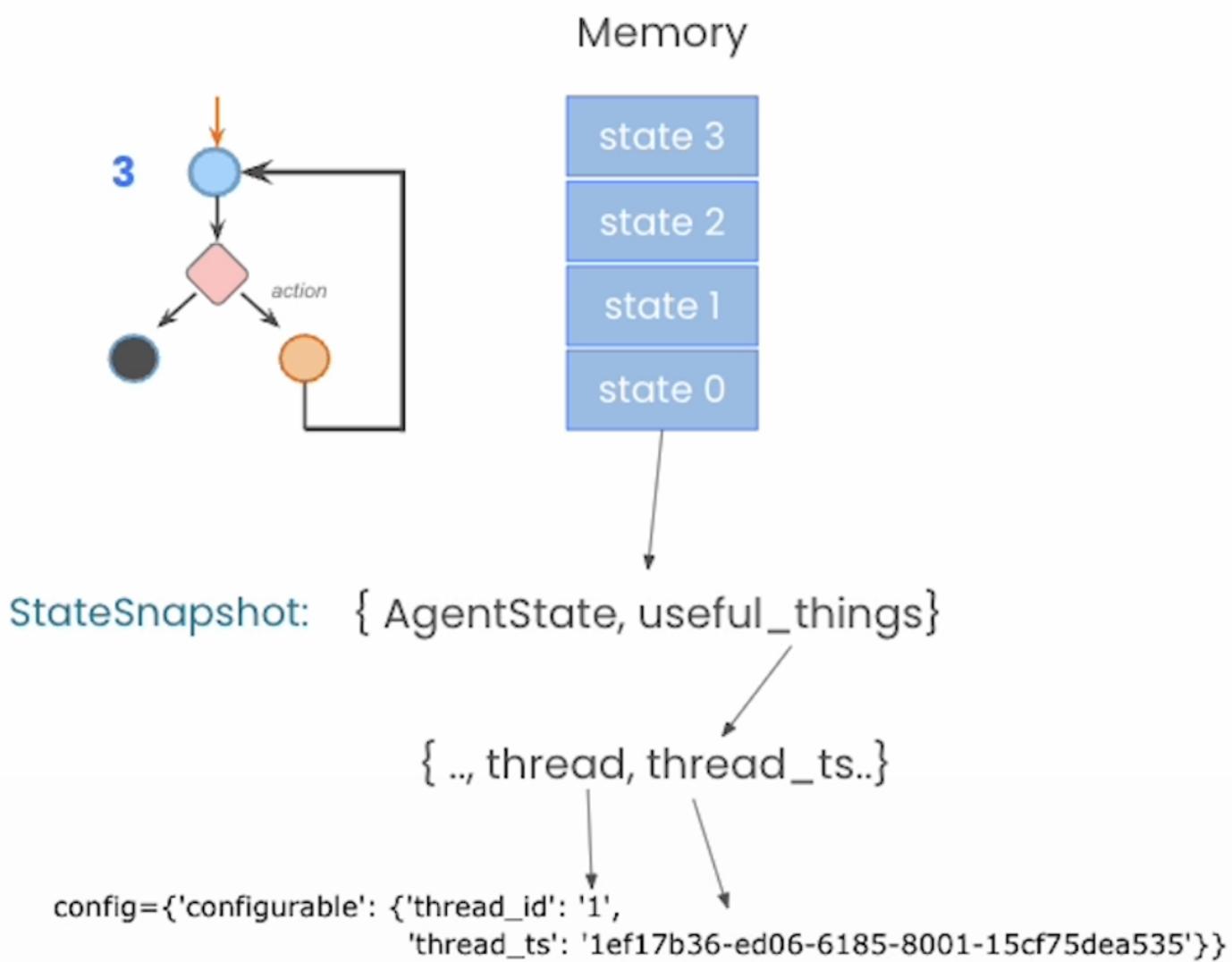
# Why Search Tool



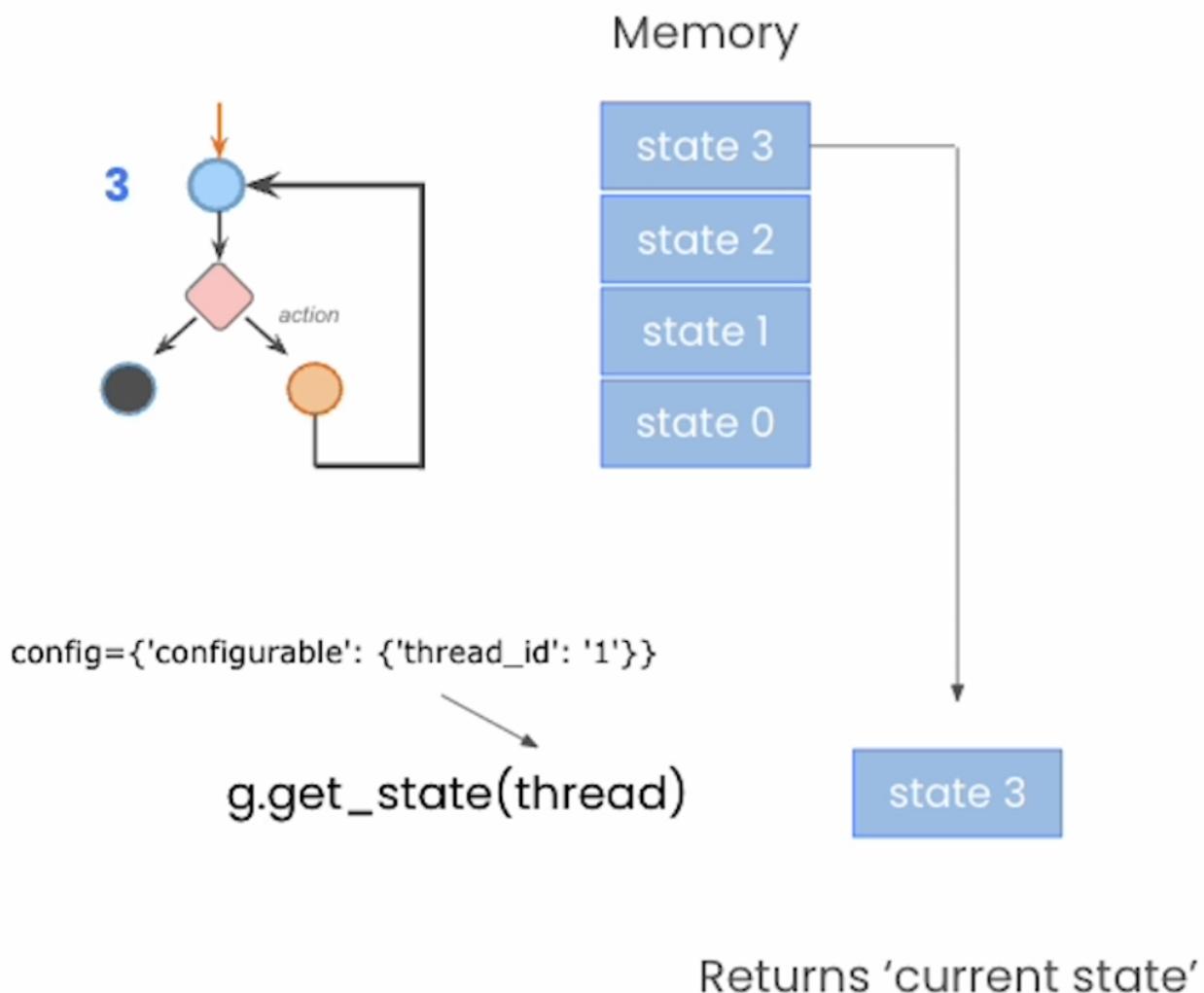
# Inside a Search Tool



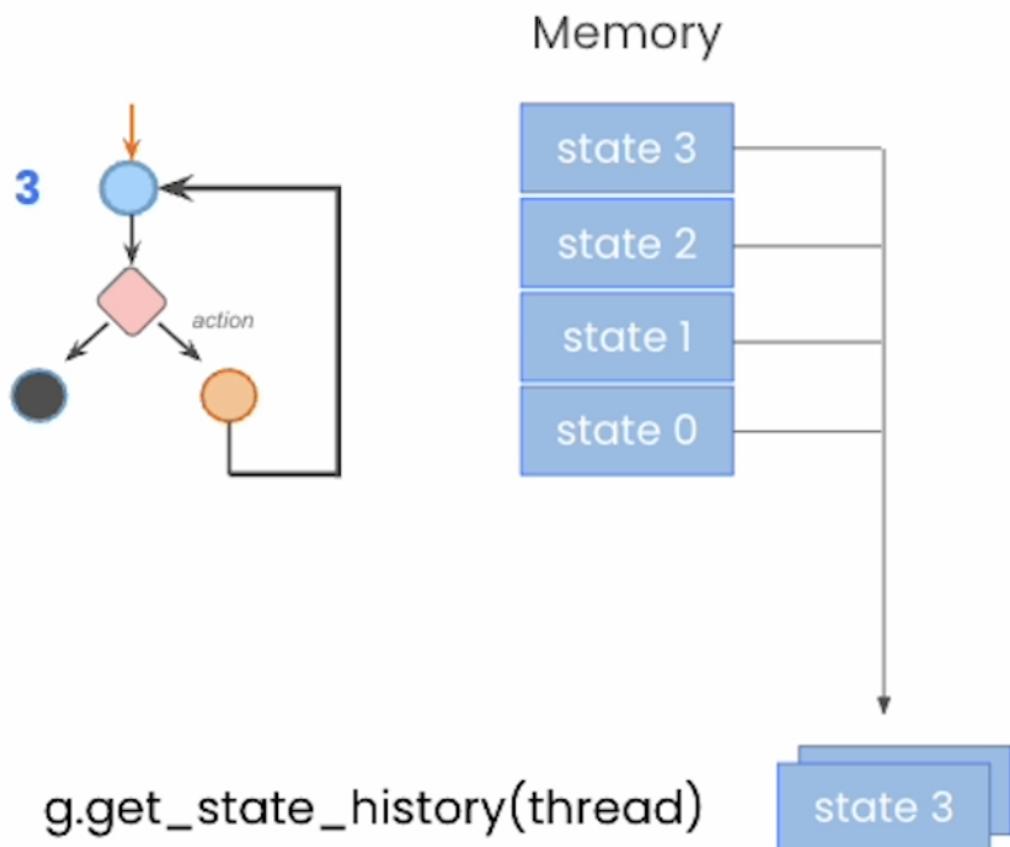
# State Memory



# State Memory

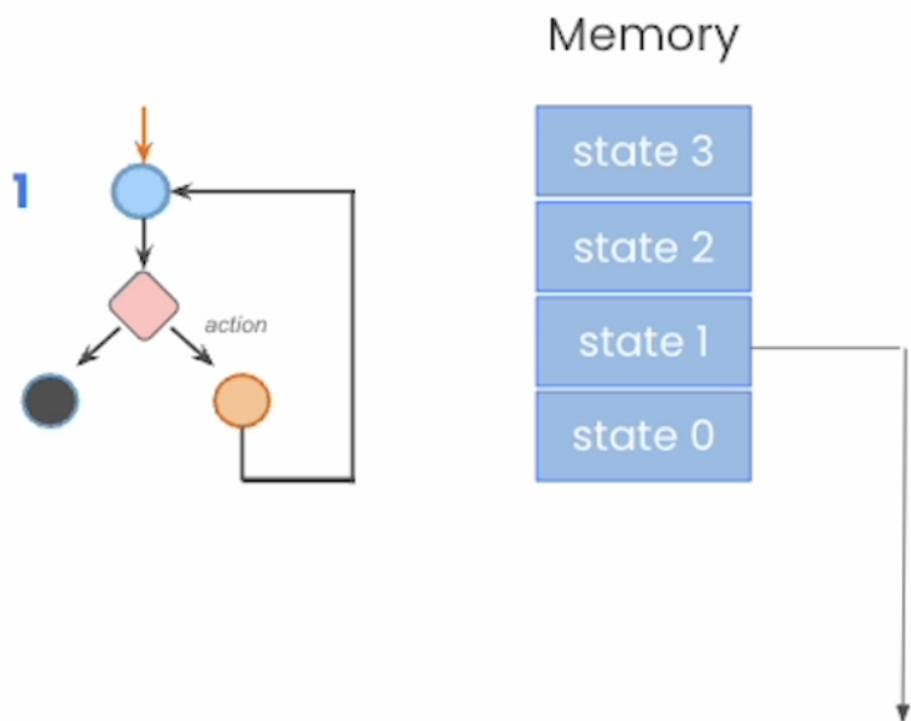


# State Memory



Returns iterator over all  
StateSnapshots

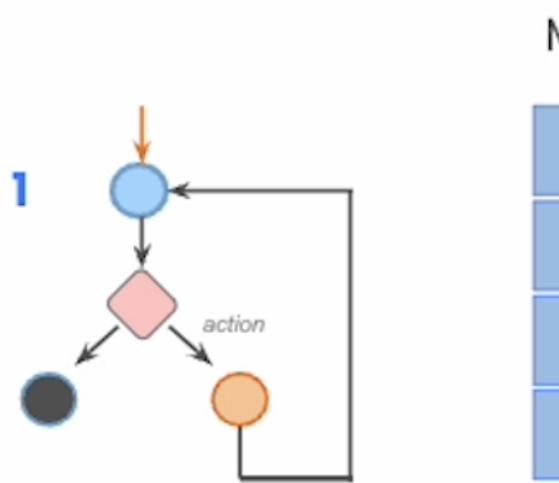
# State Memory



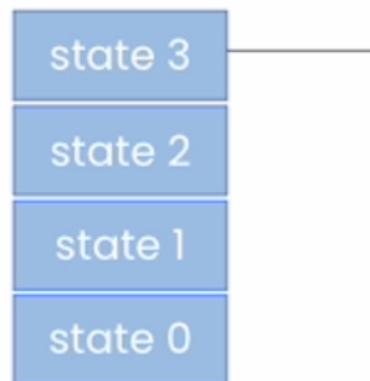
```
g.invoke(None,{ .., thread, thread_ts..})  
g.stream(None,{ .., thread, thread_ts..})
```

runs with state 1 as starting point  
*Time Travel*

# State Memory



Memory

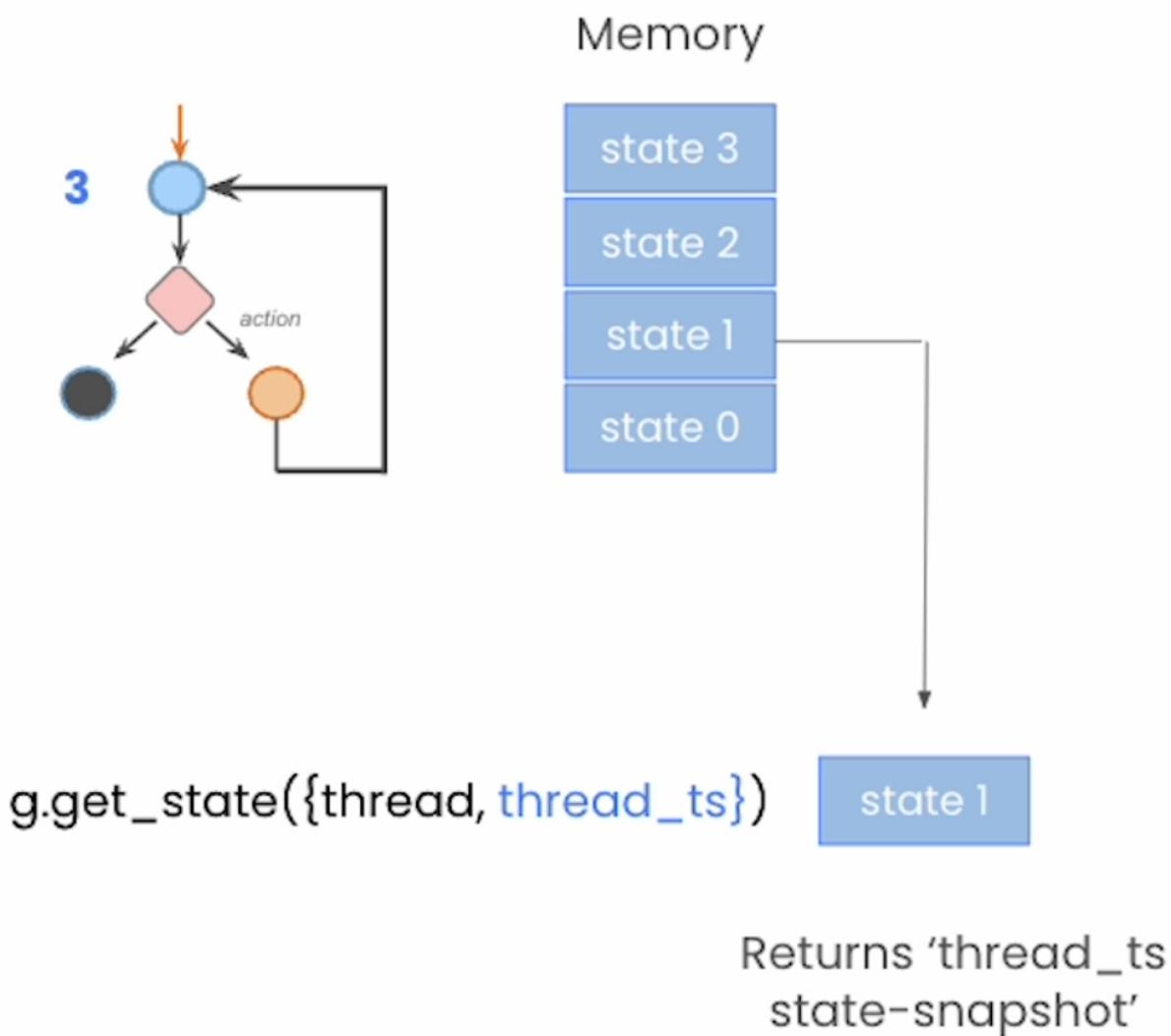


without thread\_ts  
g.invoke(None,{ .., thread})  
g.stream(None,{ .., thread})

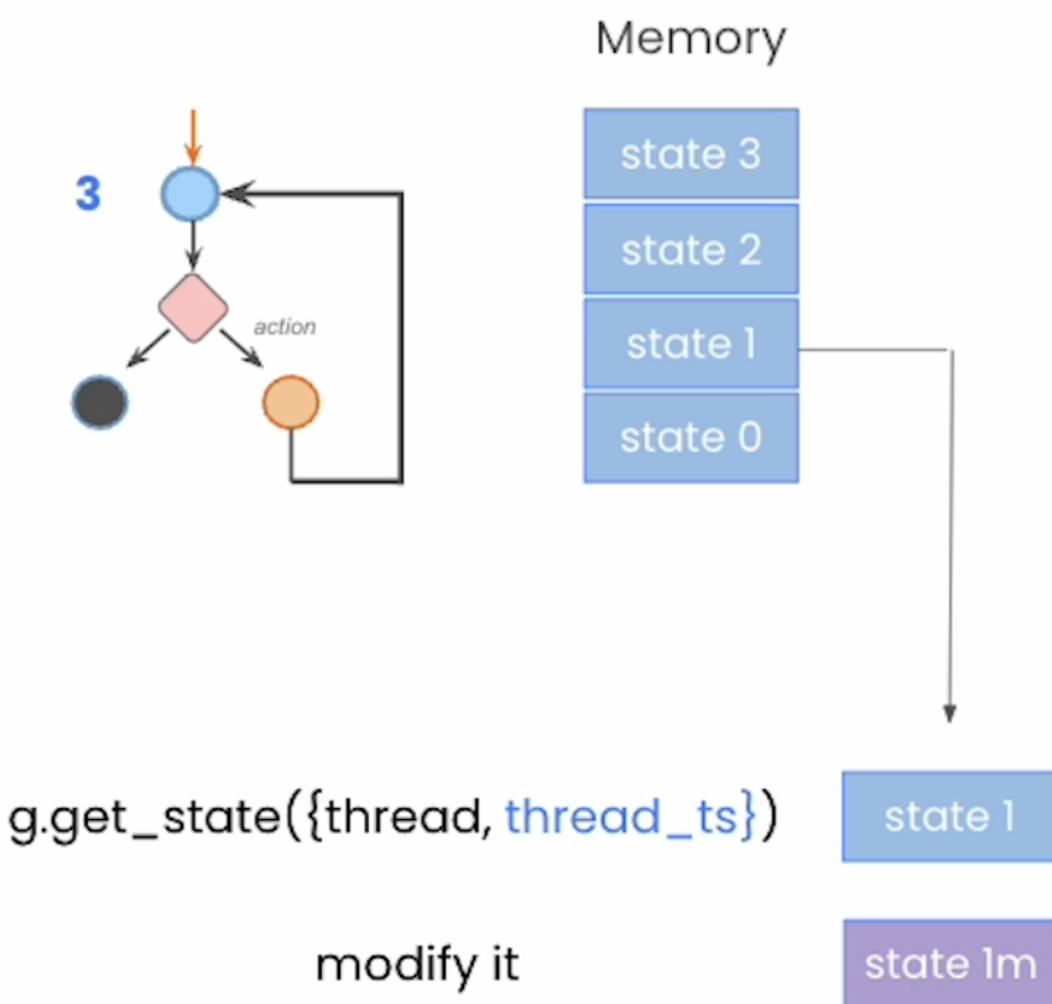
state 3

Uses current state as starting point

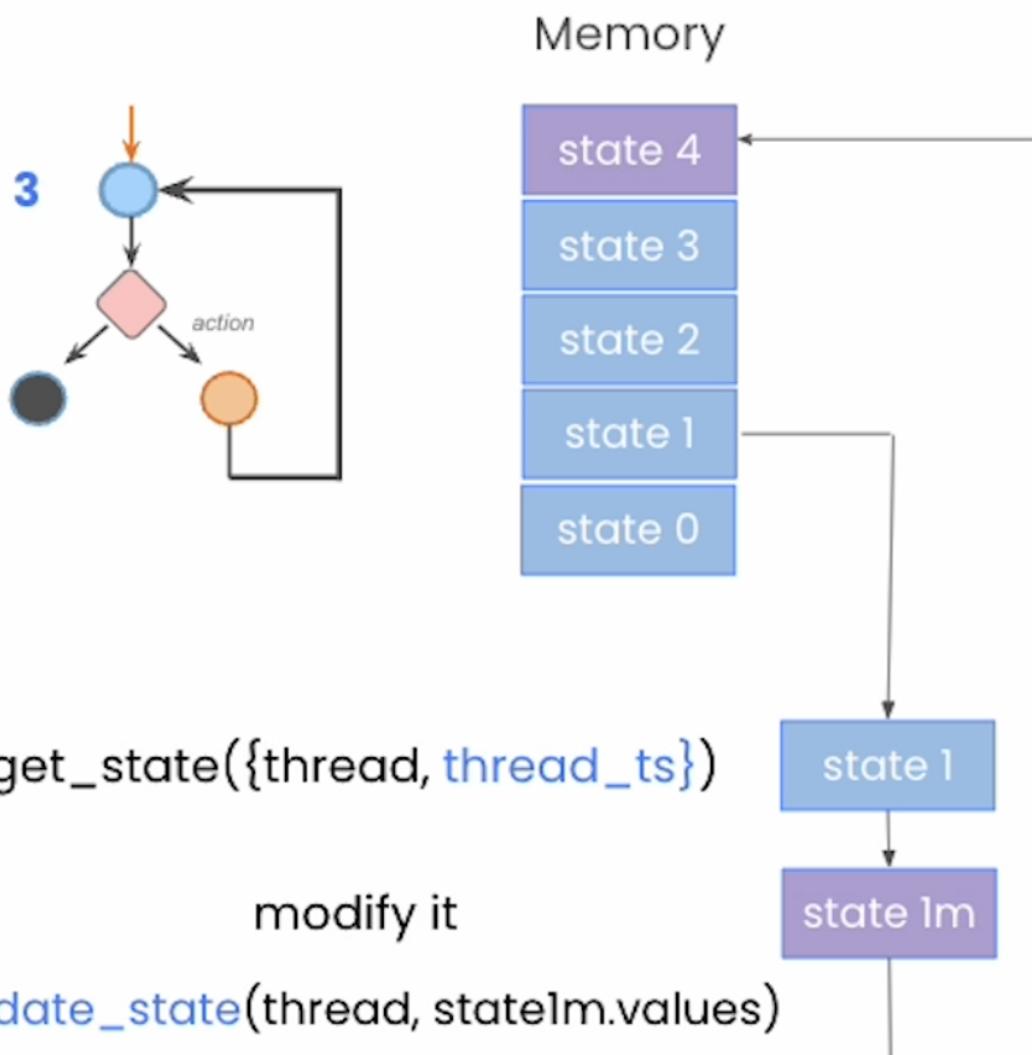
# State Memory



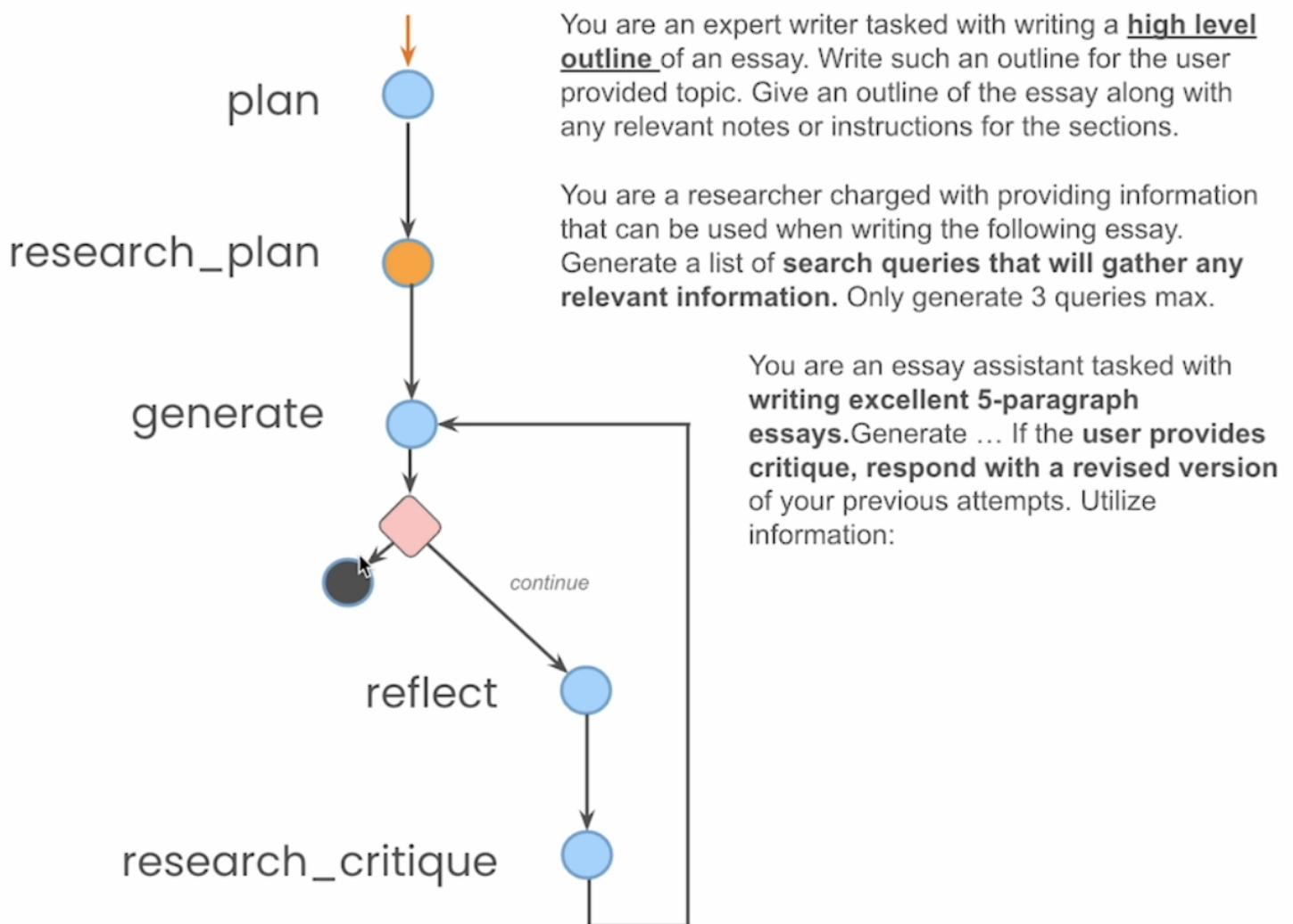
# State Memory



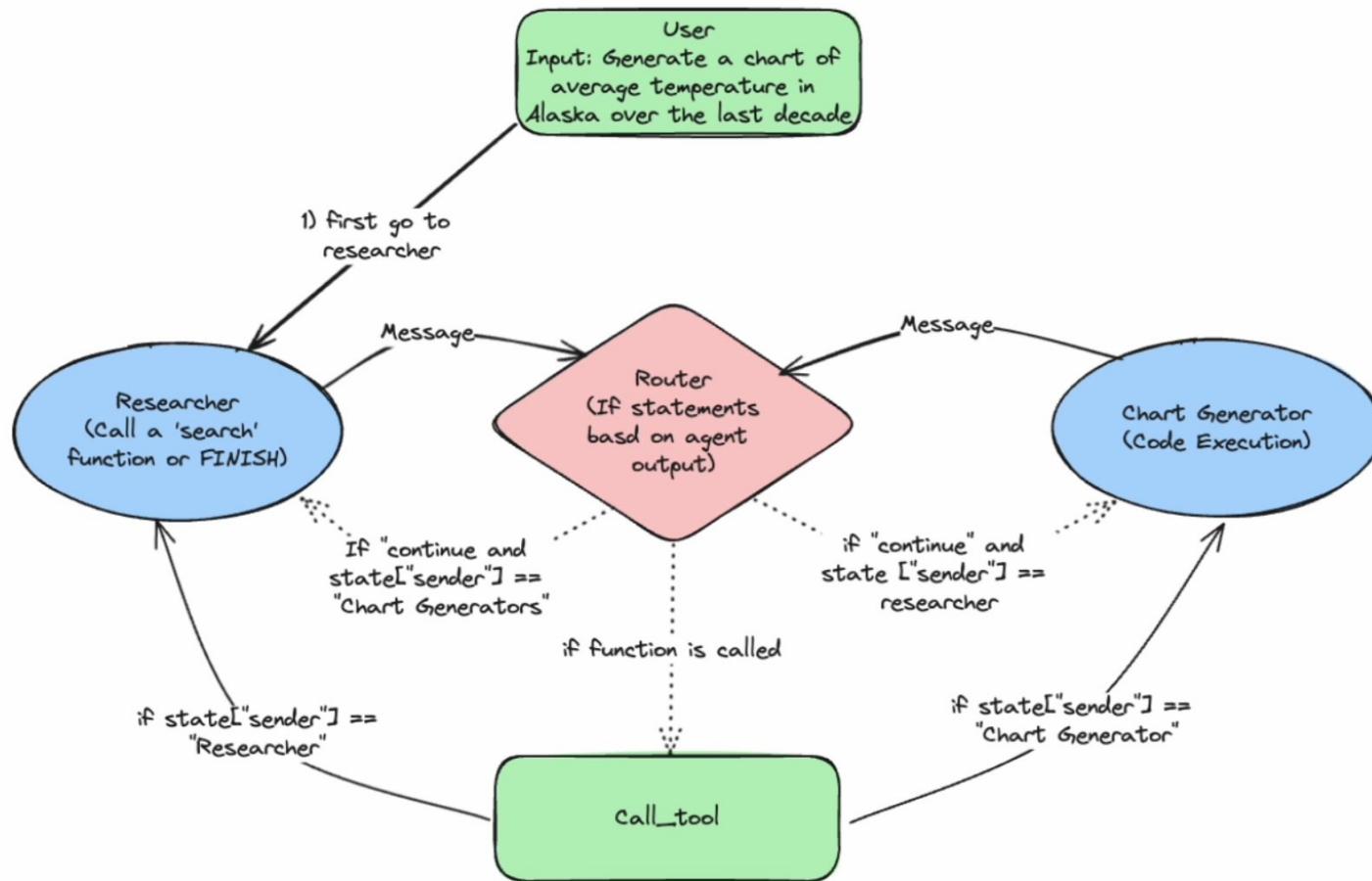
# State Memory



# Essay Writer

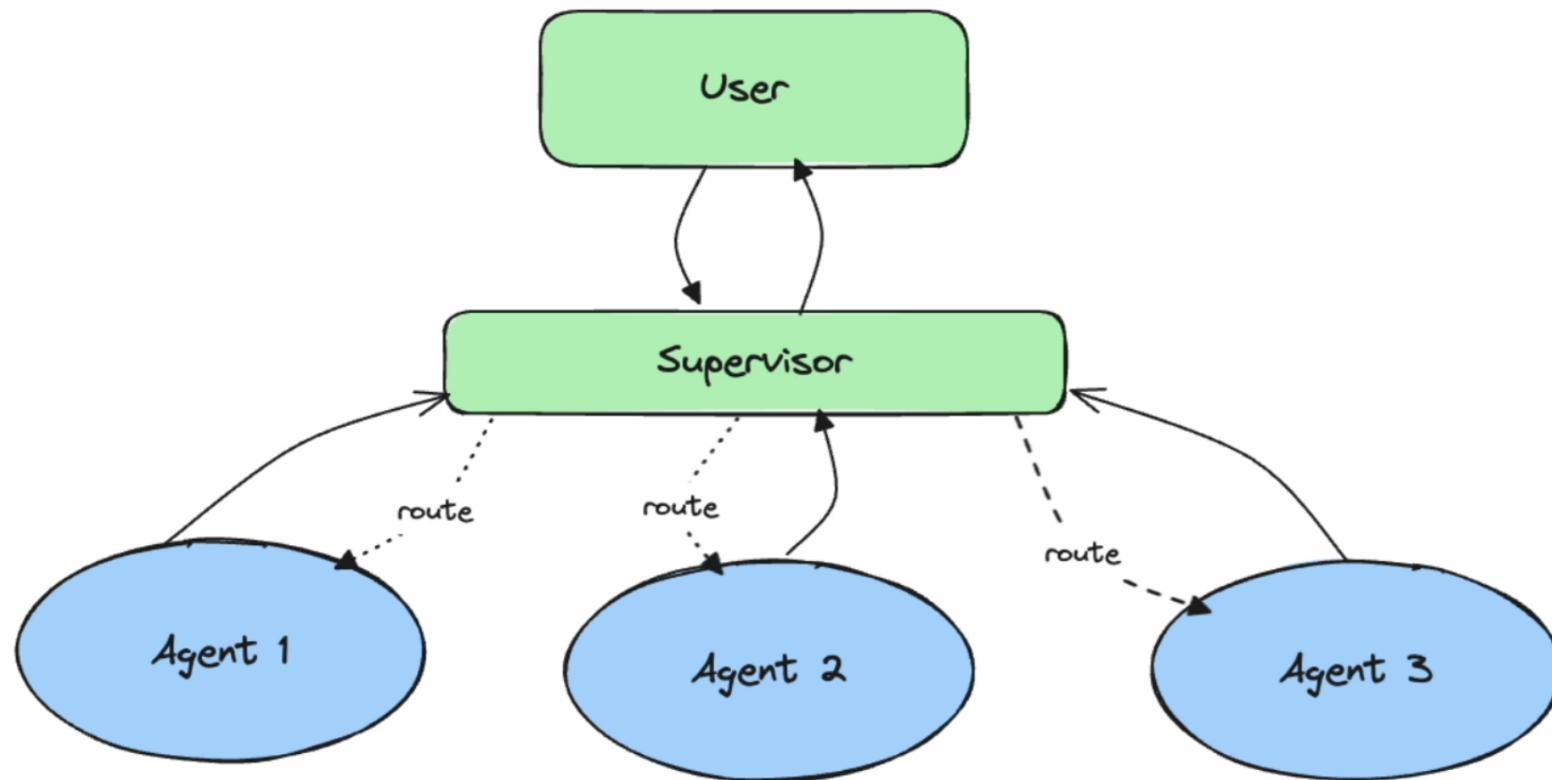


## Multi-Agent



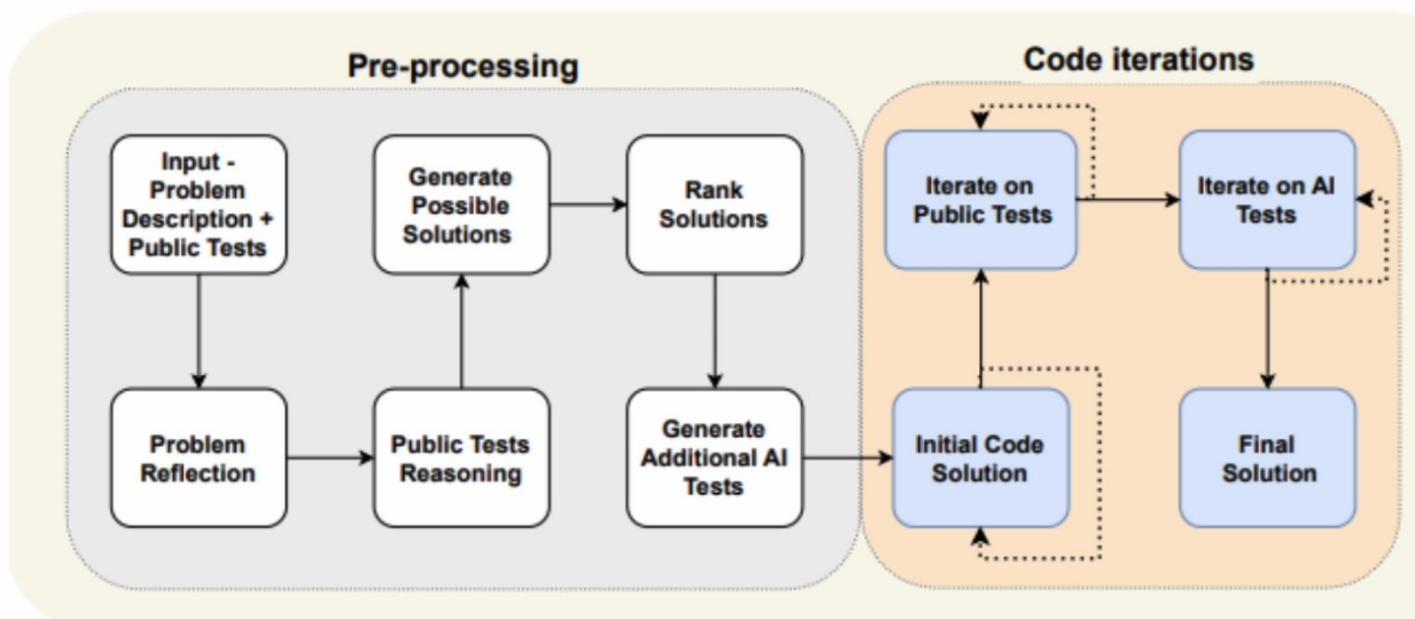
[https://github.com/langchain-ai/langgraph/tree/main/examples/multi\\_agent](https://github.com/langchain-ai/langgraph/tree/main/examples/multi_agent)

## Supervisor



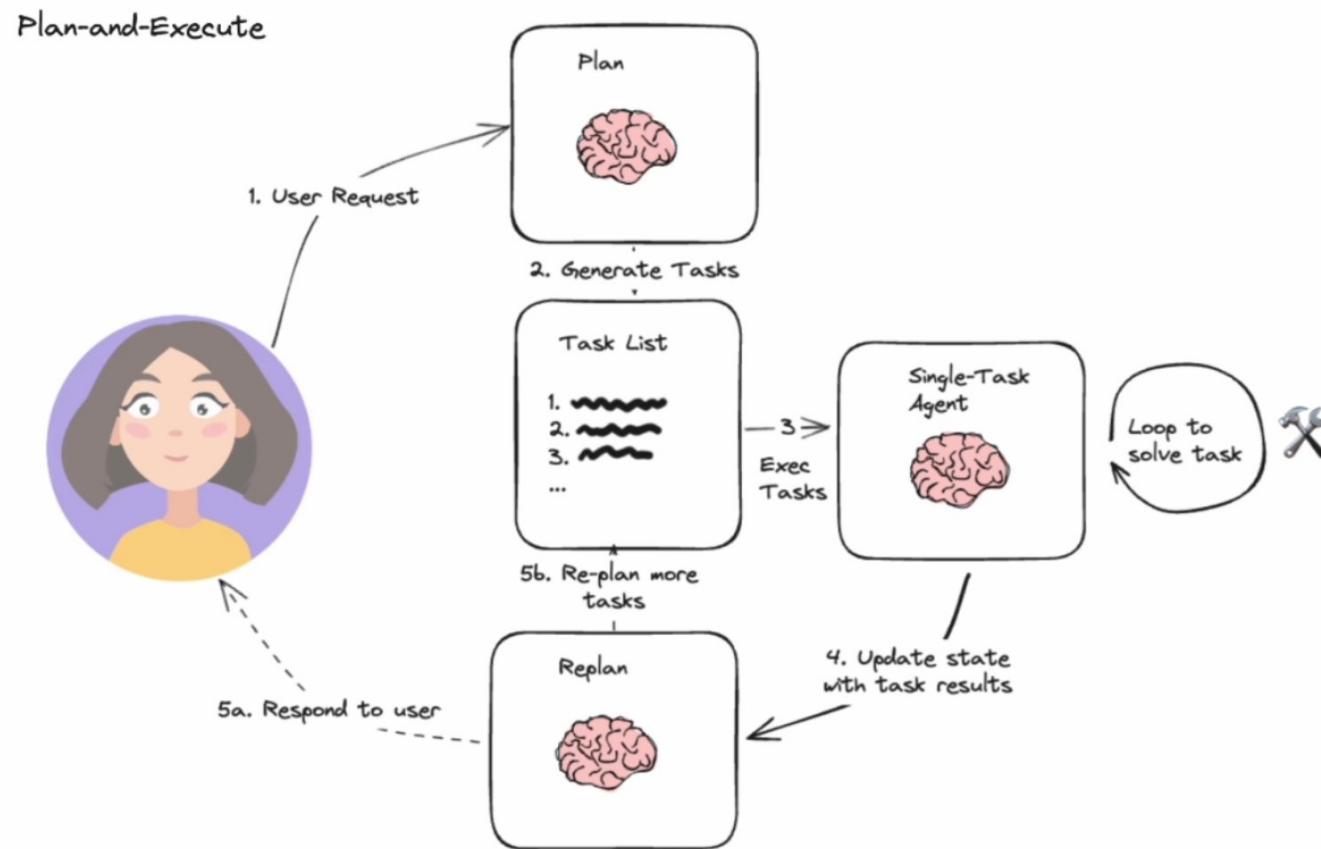
[https://github.com/langchain-ai/langgraph/tree/main/examples/multi\\_agent](https://github.com/langchain-ai/langgraph/tree/main/examples/multi_agent)

# Flow Engineering



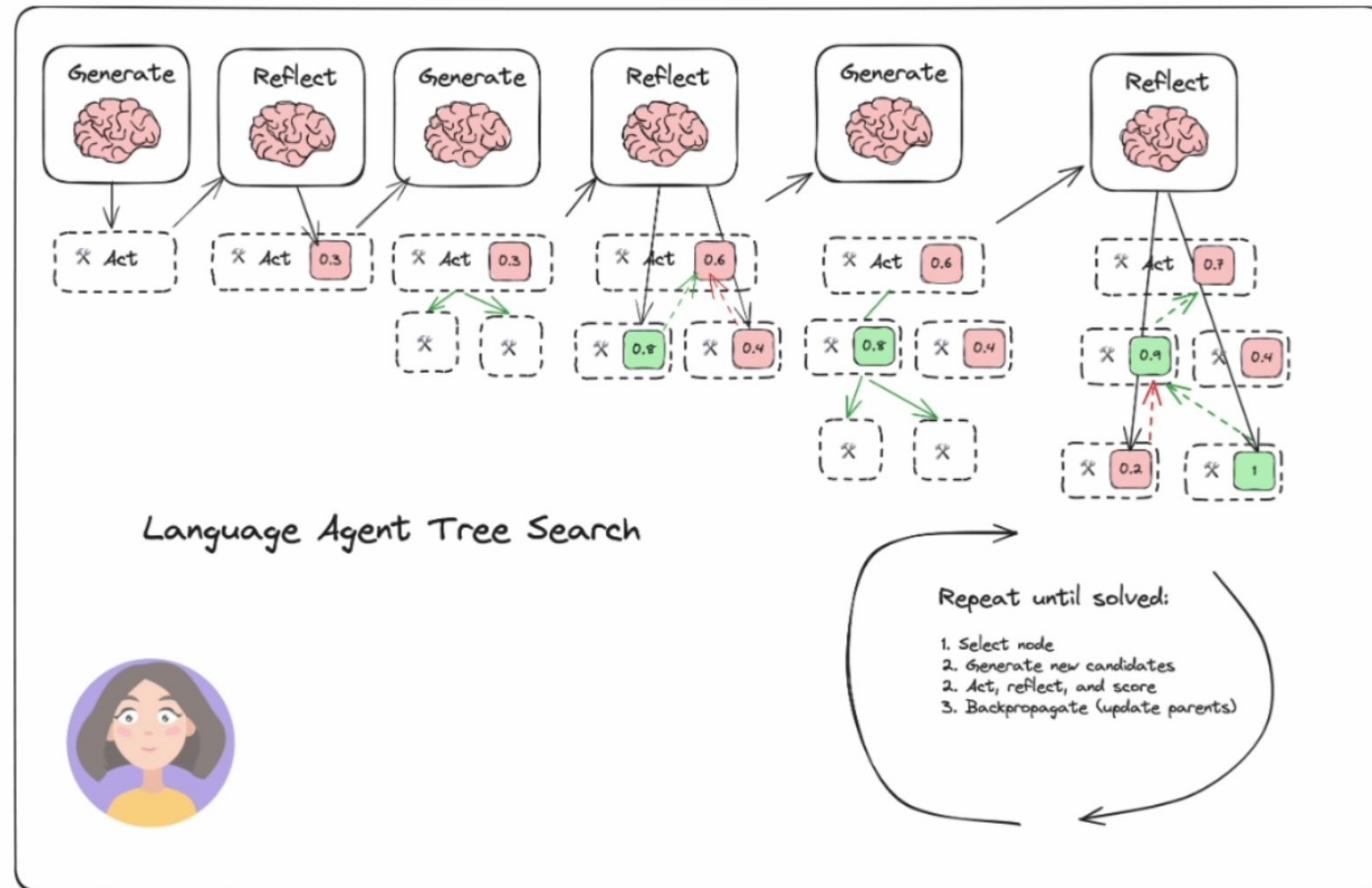
(a) The proposed AlphaCodium flow.

## Plan and Execute



<https://github.com/langchain-ai/langgraph/blob/main/examples/plan-and-execute/plan-and-execute.ipynb?ref=blog.langchain.dev>

## Language Agent Tree Search



<https://github.com/langchain-ai/langgraph/blob/main/examples/lats/lats.ipynb>