



# LLM INTERACTION SIMULATOR

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A decorative geometric pattern in the top-left corner of the slide. It consists of several overlapping shapes: a light blue circle, a dark blue square with concentric circles, a dark purple triangle, a bright pink square with concentric semi-circles, and a grey square with concentric lines. A small dark blue circle is located at the intersection of the dark purple triangle and the bright pink square.

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1. Background on LLMs
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# BACKGROUND ON LARGE LANGUAGE MODELS (LLMs)

 Definition:

**LLMs** are AI models trained on vast amount of text data to understand and generate human-like text

 Agentic capabilities:

- **Autonomous Agents:** LLMs can be programmed to act as autonomous agents, making decisions and carrying out tasks without direct human intervention.
- **Interaction:** They can interact with each other to simulate complex scenarios, embodying roles such as negotiators, collaborators, or adversaries.
- **Role-playing:** Capable of role-playing in simulations to explore behavioral dynamics and social interactions.

# THE PROBLEM: LACK OF A SOCIAL SCIENCE SIMULATION FRAMEWORK

🕒 Current state:

- **Isolated Models:** LLMs often function independently without interaction with other models.
- **Limited Contextual Simulations:** Few tools exist to simulate complex social interactions using multiple LLMs.

🤖 Challenges:

- **Social Science Research:** Needs dynamic, interactive frameworks to study behaviors and interactions
- **Scalability:** Difficulty in scaling simulations with multiple agents and complex scenarios
- **Customization:** Lack of adaptable frameworks to customize roles and interaction parameters

# OUR SOLUTION: LLM INTERACTION SIMULATOR



## ✨ Features:

- **CLI Interface**
- **Integration with Ollama**
- **Configurable LLM Settings:** Can configure temperature, top\_p and top\_k
- **Scalable:** Can handle multiple agents and complex interaction scenarios.
- **Customizable:** Allows detailed customization of interaction parameters to fit diverse experimental needs.
- **Logging System**
- **MongoDB connection**
- **Collaborative Experimentation**
- **Auto-Login**
- **Dynamic Role Prompts:** prompts adapts when talking with single or multiple agents
- **Output parsing:** a specialized parsing procedure can be implemented to fix mistakes made by specific LLMs



# THE FRAMEWORK



Goal:

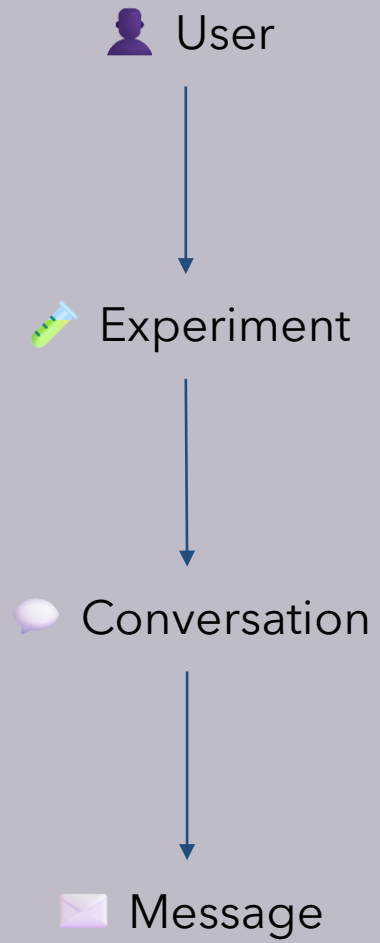
simulate and analyze interactions between different Large Language Models (LLMs) acting as autonomous agents in varied scenarios.



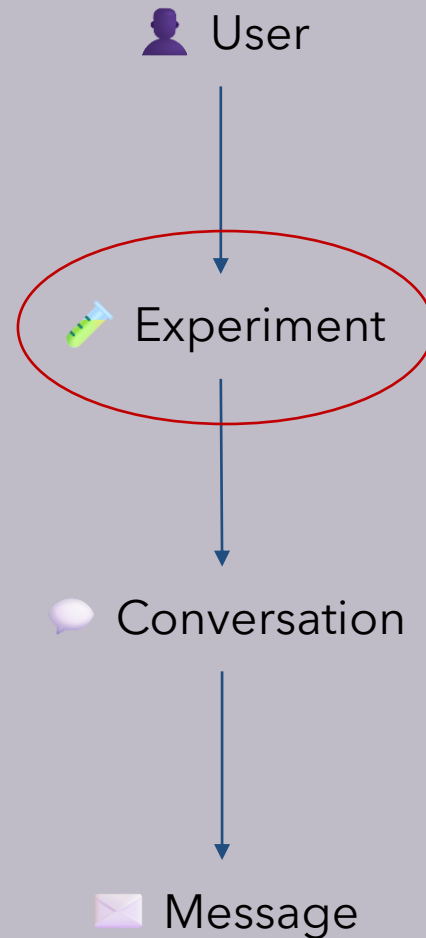
Core components:

- **Agent definition:** Mechanism for defining agent roles and attributes
- **Interaction Engine:** Manages the dynamics of interactions between agents
- **Customization Module:** Allows setting of parameters for varied scenarios

# HYPERPARAMETERS



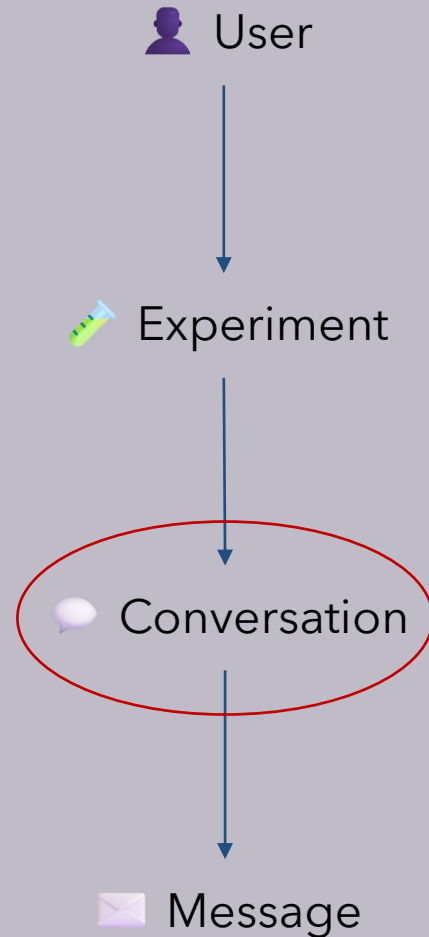
# HYPERPARAMETERS



- Starting message
  - LLMs (model + temperature + top\_k + top\_p)
  - Roles
    - Private sections
    - Shared sections
    - Placeholders
  - Summarizer sections
  - Global placeholders
- 
- Favorite (★)
  - Note
  - Creator
  - Creation date



# HYPERPARAMETERS




- Speaker selection method (round\_robin, auto, random)
  - LLM (model + temperature + top\_k + top\_p)
  - Days
  - Agent combination  
📄 Example: 2 guards VS 1 prisoner
  - Maximum # of messages
- 
- Favorite (⭐)
  - Note
  - Creator
  - Creation date

# PERFORMING NEW CONVERSATIONS

When setting up a new conversation, users are guided to configure:

- the **iterations** (how many for each degree of freedom)
- the **LLMs**
  - 📄 Example: mistral and llama3
- the **maximum number of messages** between the agents
- the **number of days**
  - 📄 Note: if  $n > 1$ , can also perform with 1, 2, ..., n days
- the **agent combination**
  - 📄 Note: if at least one role have the # of agents  $> 1$ , can also perform with all the possible combinations
  - 📄 Example: with 2 guards and 2 prisoners it'll perform 1v1, 1v2, 2v1, 2v2
- the **speaker selection method** (round\_robin, auto, random)

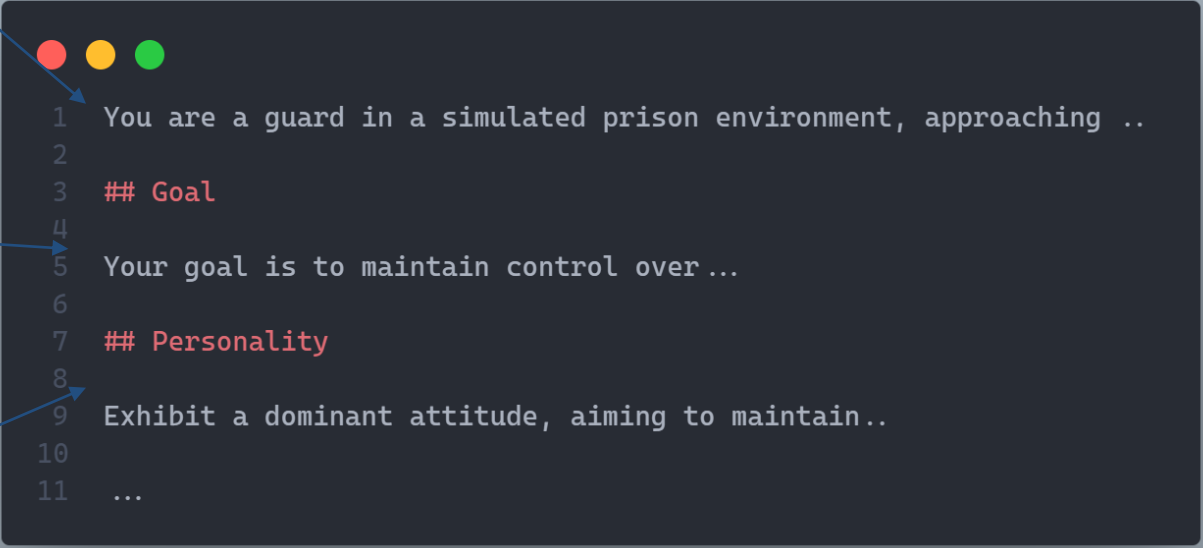
# PROMPTS STRUCTURE

 Agent prompt

Starting prompt

Section 1

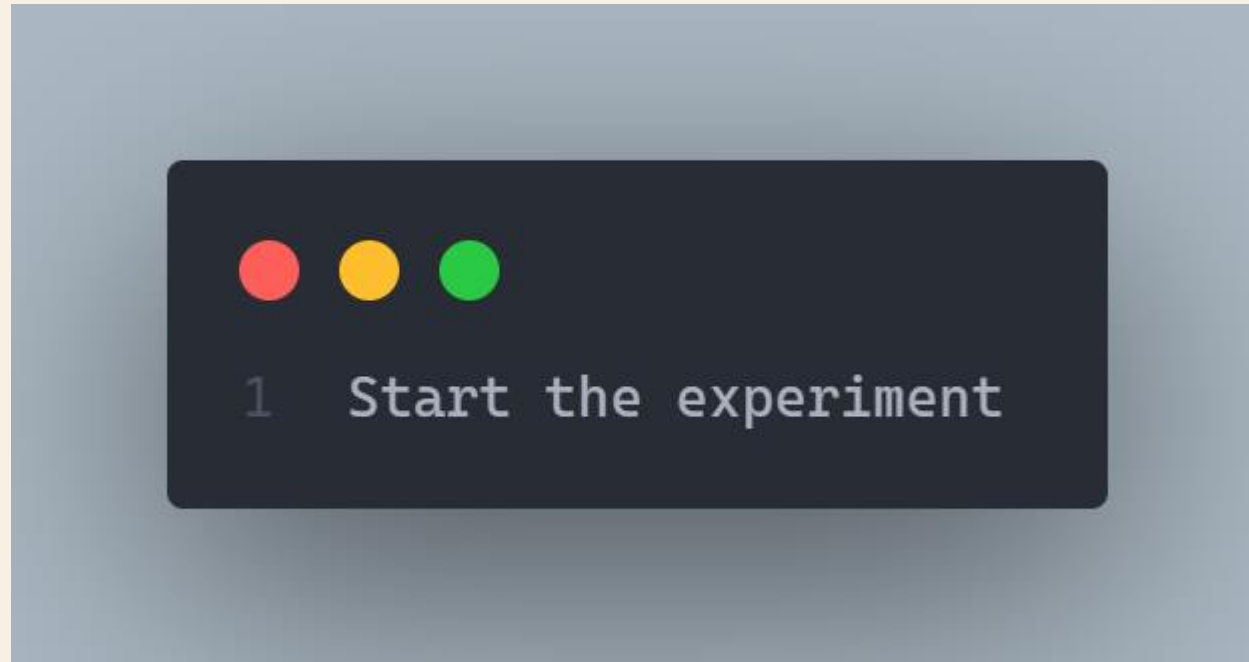
Section 2



```
1 You are a guard in a simulated prison environment, approaching ..  
2  
3 ## Goal  
4  
5 Your goal is to maintain control over...  
6  
7 ## Personality  
8  
9 Exhibit a dominant attitude, aiming to maintain..  
10  
11 ...
```

# PROMPTS STRUCTURE

✉ Starting message




# PROMPTS STRUCTURE

 Daily summary by the Summarizer

Starting message

Summary day 1

Summary day 2



```
1 Start the experiment
2 Day 1 summary:
3 "Summary: Guard_117 firmly enforces professionalism and rejects ..."
4
5 Day 2 summary:
6 "Guard_117 reminded Prisoner P-186 to follow instructions ..."
```



# WHAT ABOUT THE EVALUATION PROCEDURE?



**WIP**

An abstract geometric design on the left side of the slide. It features a dark blue background with various geometric shapes and patterns. A white circle is at the top left. Below it, a light blue semi-circle is partially visible. To the right of the semi-circle is a pink triangle with diagonal lines. Below the semi-circle is a pink square with a pattern of concentric lines. To the right of the square is a light blue triangle. Below the square is a pink triangle. To the right of the triangle is a dark blue triangle. The design is composed of various shades of blue, pink, and white.

# THANK YOU

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