

Semantic Kernel과 MCP로 나만의 자비스 만들기

윤금재

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in @KeumJaeYoon



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법적 고지

협찬 및 후원사

플래티넘

골드

실버

브론즈



go deploy

Online Labs https://godeploy.com

M. Cloud Bridge

https://mcloudbridge.com/



https://metacodes.co.kr/





https://trainocate.co.kr



https://www.hanbit.co.kr/



Semantic Kernel

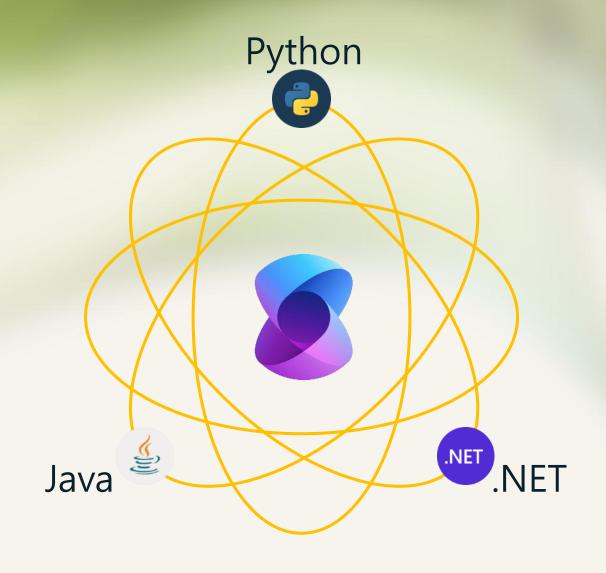


Semantic Kernel is

lightweight

open-source

orchestration middleware that lets you easily add Al to y our apps



Orchestration?

























유튜브 영상 요약







문서에 내용 추가

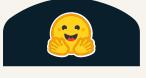


요약한 내용 번역









앞뒤 맥락 다듬기



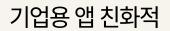
LangChain





Semantic Kernel





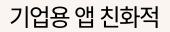


플러그인



멀티 에이전트





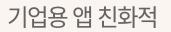


플러그인



멀티 에이전트





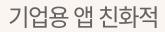


플러그인



멀티 에이전트







플러그인



멀티 에이전트

Connector

- Add Al Model

History

- Keep Context



Plugin

- Add Function

RAG

- Search Data

Agent

- Add Agent

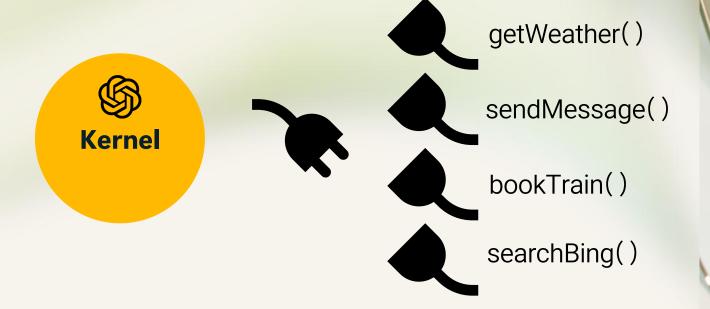
SEMANTIC KERNEL Kernel **Connector** OpenAl HuggingFace Ollama Gemini

Program.cs

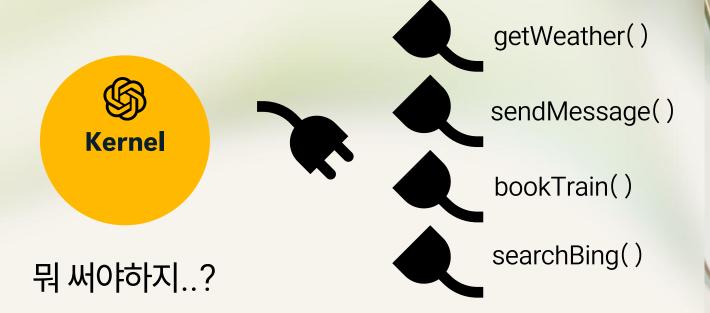
```
var builder = Kernel.CreateBuilder();
builder.AddAzureOpenAlChatCompletion(
       modelld: "gpt-40",
       deploymentName: "gpt-4o",
       endpoint: endpoint,
       apiKey: token
var kernel = builder.Build();
```



대구 날씨 알려줘







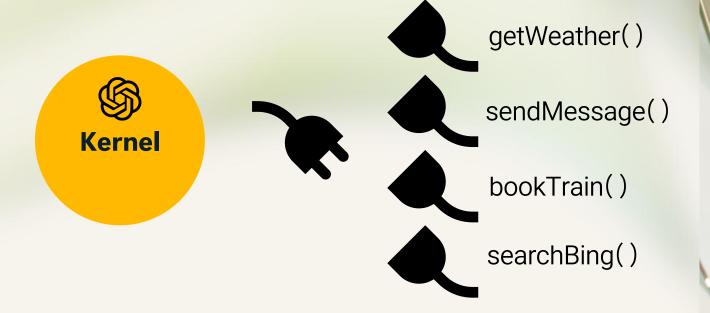
WeatherPlugin.cs

```
[KernelFunction("get_weather")]
[Description("Gets the current weather details for a city")]
[return: Description("weather ID")]
public static string GetWeather(string city)
{
...
}
```

```
getWeather()
   [KernelFunction("get_weather")]
    [Description("Gets the current weather details for a city")]
   public static string GetWeather(string city)
                                                                                                             sendMessage()
                                                              Kernel
       return weathers.TryGetValue(city, out WeatherData? data
           ? $"Weather forecast for {city}:\n" +
                                                                                                             bookTrain()
                 $"Temperature: {data.Temperature}°C\n" +
                 $"Humidity: {data.Humidity}%\n" +
                 $"Condition: {data.Condition}"
           : $"Sorry, we do not have weather data for {city}.";
                                                                     이거구나!
10
                                                                                                             searchBing()
11
```



이번엔 서울 알려줘





서울… 뭐요?



서울…뭐요?



ChatHistory

Program.cs

```
var history = new ChatHistory();
...
history.AddUserMessage(input);
...
history.AddAssistantMessage(message!);
```

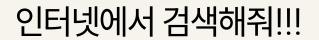


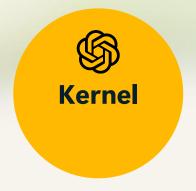
아까 대구 날씨 물어봤었으니 서울의 날씨를 묻는거구나…!



ChatHistory





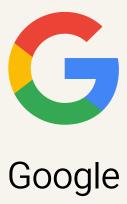








Pinecone



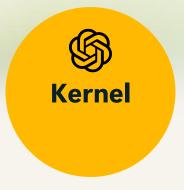


Bing

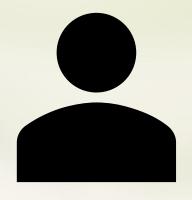
BingSearch.cs



제품 기획도 가능…? ㅎㅎ



못해요….



여럿이면 되겠지? 파이팅!



Agent.cs

```
var managerName = "Manager";
var managerInstructions = "...";
var designerName = "Designer";
var designerInstructions = "...";
var agentManager = new ChatCompletionAgent()
        Name = managerName,
        Instructions = managerInstructions,
        Kernel = kernel
```

Agent.cs

```
var selectionFunction =
           AgentGroupChat.CreatePromptFunctionForStrategy(
           $$$"""
           Determine which participant takes the next turn in a conversation based on the the
           most recent participant.
           State only the name of the participant to take the next turn.
           No participant should take more than one turn in a row.
           Choose only from these participants:
           - {{{managerName}}}
           - {{{designerName}}}
           Always follow these rules when selecting the next participant:
           - After {{{designerName}}}, it is {{{managerName}}}'s turn.
           - After {{{managerName}}}, it is {{{designerName}}}'s turn.
           History:
           {{$history}}
```

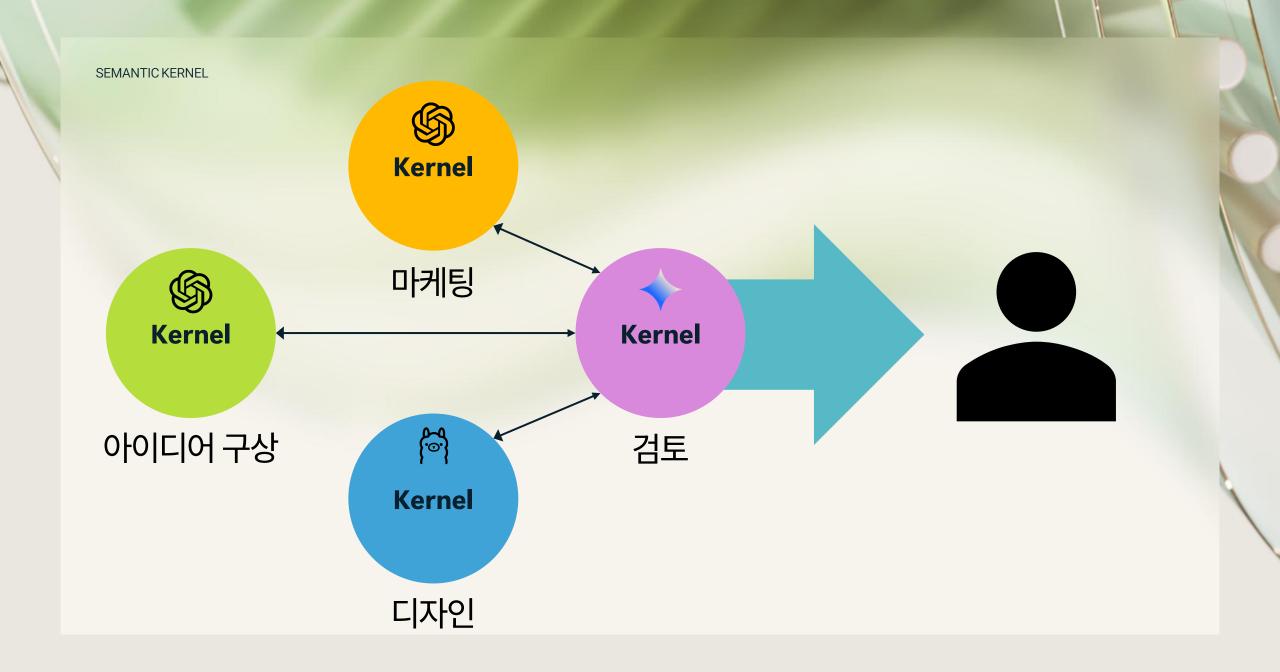
Agent.cs

```
var terminationFunction =
       AgentGroupChat.CreatePromptFunctionForStrategy(
       1111111
       Determine if the design has been approved. If so, respond with a single word: yes
       History:
       {{$history}}
```

Agent.cs

```
var chat = new AgentGroupChat(agentManager, agentDesigner)
        ExecutionSettings = new AgentGroupChatSettings()
                          SelectionStrategy = ...
                                            InitialAgent = agentManager,
                          TerminationStrategy = ...
                                            Agents = [ agentDesigner ],
```

Agent.cs































모든 API를 일일이 연결해야하나?











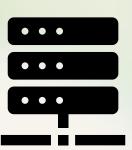


MCP





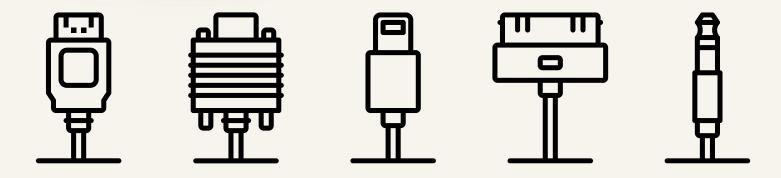
ToolFormer
ReAct
LangChain
AutoGPT
HuggingGPT



• • •







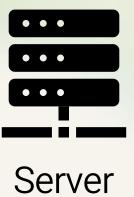


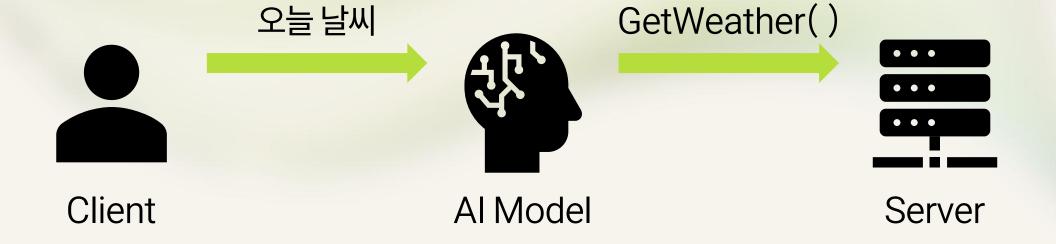
Client

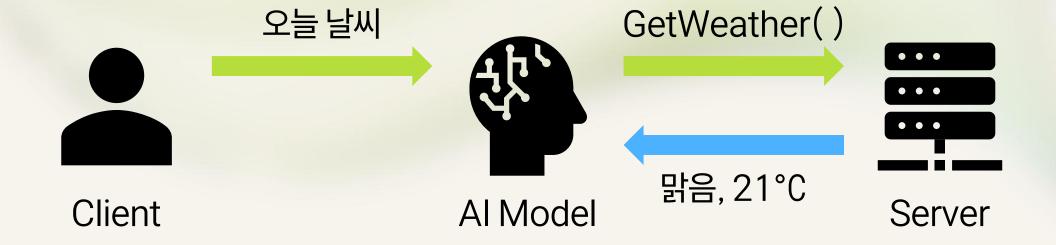


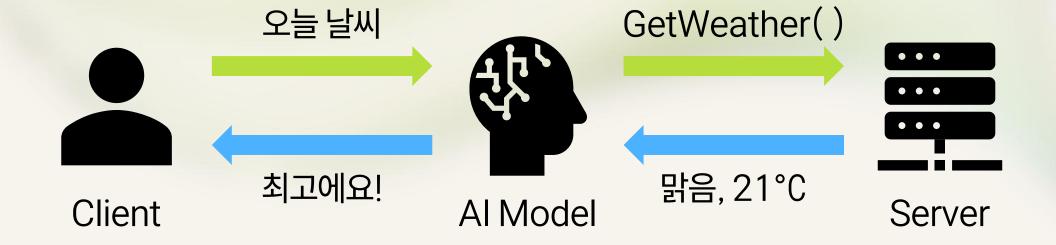


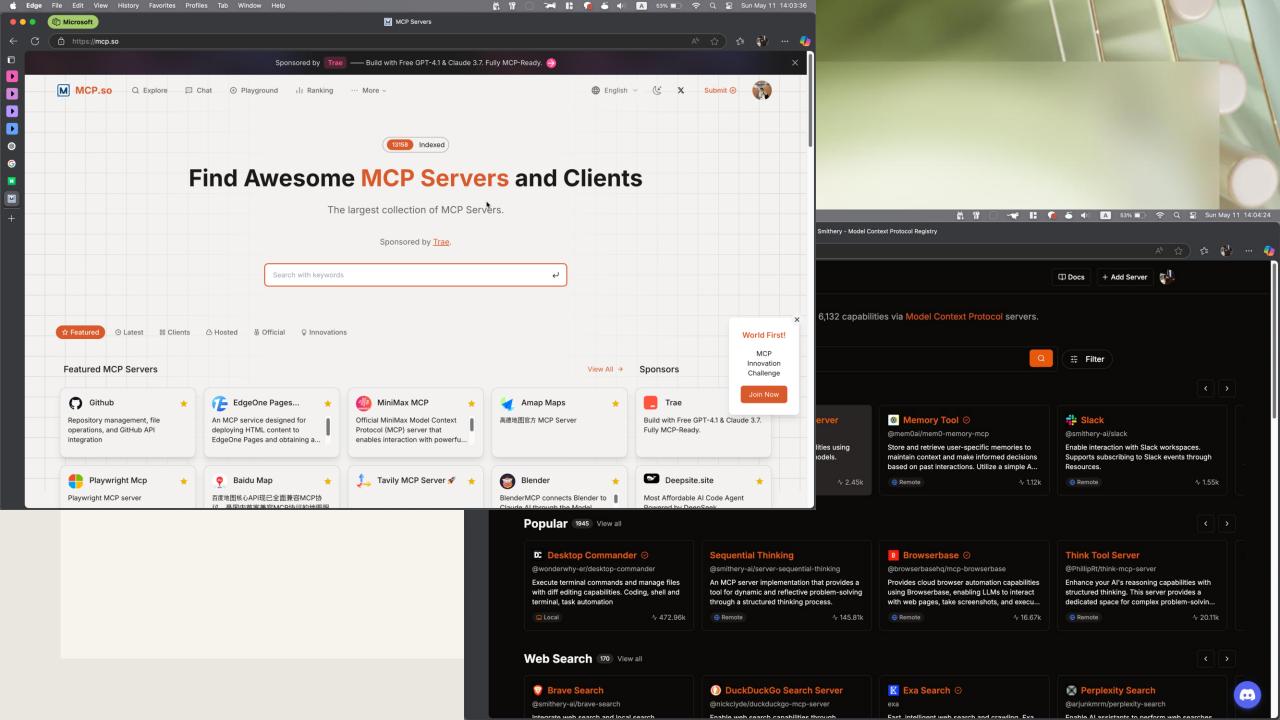


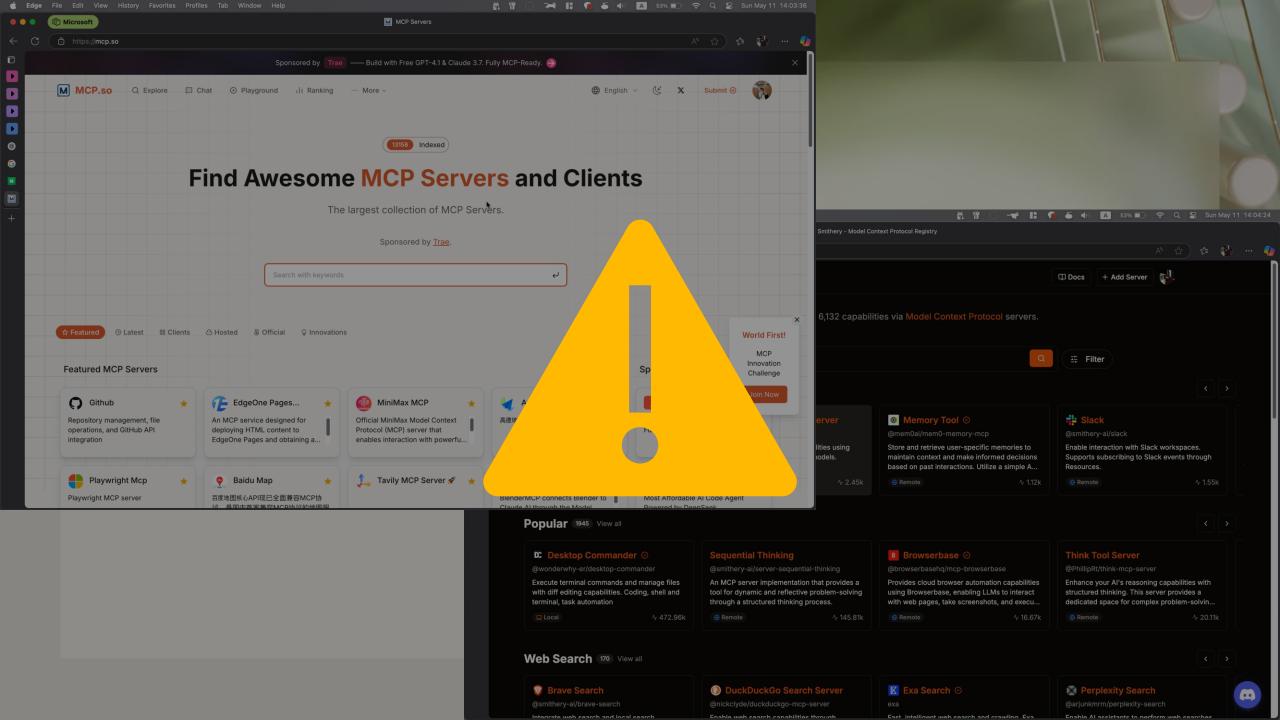










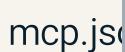


Semantic Kernel with MCP



MODEL-CONTEXT-PROT

```
"mcp": {
        "servers": {
          "obsidian": {
            "command": "npx",
            "args": ["-y", "mcp-obsidian", "/Path/to/obsidian"]
          },
          "filesystem": {
            "command": "npx",
            "args": [
10
              "-y",
11
              "@modelcontextprotocol/server-filesystem",
12
13
              "/Path/to/Desktop"
14
15
          "puppeteer": {
16
            "command": "npx",
17
            "args": ["-y", "@modelcontextprotocol/server-puppeteer"]
18
19
20
21
22
23
```





```
"obsidian": {
            "command": "npx",
            "args": ["-y", "mcp-obsidian", "/Path/to/obsidian"]
          "filesystem": {
            "command": "npx",
            "args": [
              "@modelcontextprotocol/server-filesystem",
              "/Path/to/Desktop"
13
15
16
          "puppeteer": {
            "command": "npx",
            "args": ["-y", "@modelcontextprotocol/server-puppeteer"]
19
21 }
22 }
```

mcp.json

```
var jsonPath = Path.Combine(_rootDir, "mcp.json");
var json = await File.ReadAllTextAsync(jsonPath);
var root = System.Text.Json.Nodes.JsonNode.Parse(json);
var mcp = root?["mcp"]?.AsObject();

if (mcp == null)
throw new InvalidOperationException("mcp not found in mcp.json");

var servers = mcp["servers"]?.AsObject();
if (servers == null)
throw new InvalidOperationException(
```

servers

parser

```
var mcpClient = await McpClientFactory
               .CreateAsync(new StdioClientTransport(transportOptions));
var tools = await mcpClient
                               .ListToolsAsync()
                               .ConfigureAwait(false);
kernel.Plugins
        .AddFromFunctions(
               pluginName,
               tools.Select(tool => tool.AsKernelFunction()));
```

```
var mcpClient = await McpClientFactory
               .CreateAsync(new StdioClientTransport(transportOptions));
var tools = await mcpClient
                               .ListToolsAsync()
                               .ConfigureAwait(false);
kernel.Plugins
        .AddFromFunctions(
               pluginName,
```

tools.Select(tool => tool.AsKernelFunction()));

```
.ListToolsAsync()
.ConfigureAwait(false);
kernel.Plugins
```

.AddFromFunctions(
 pluginName,
 tools.Select(tool => tool.AsKernelFunction()));

```
var mcpClient = await McpClientFactory
               .CreateAsync(new StdioClientTransport(transportOptions));
var tools = await mcpClient
                               .ListToolsAsync()
                               .ConfigureAwait(false);
kernel.Plugins
        .AddFromFunctions(
               pluginName,
               tools.Select(tool => tool.AsKernelFunction()));
```

Demo



Q&A



Thank you!

MCT & MLSA 윤금재



