LangChain LLM/ChatModel Parameters Cheat Sheet

Key parameters for controlling model behavior and output

Overview

- When calling LLMs or ChatModels in LangChain, parameters allow fine control over output.
- Common parameters include: temperature, max_completion_tokens, top_p, stop, presence_penalty, and frequency_penalty.
- Proper tuning improves output quality, creativity, and cost-efficiency.

1. Temperature

- Controls randomness of model output.
- Range: 0.0 (deterministic) to 1.0+ (creative/diverse).
- Use cases:
 - 0-0.3: Factual answers, code generation
 - 0.4-0.7: Balanced creativity and reliability
 - 0.8-1.0: Storytelling, brainstorming, poetry

2. Max Completion Tokens (max_completion_tokens)

- Limits the number of tokens the model generates in a single call.
- Helps manage cost and prevent overly long outputs.
- Recommendations:
 - Short responses: 50-100 tokens
 - Medium responses: 200-400 tokens
 - Long-form generation: 500+ tokens (depending on model context length)

3. Top-p (Nucleus Sampling)

- Controls diversity via probability mass.
- Only considers tokens whose cumulative probability mass is less than top_p.
- Range: 0.0 to 1.0
- Lower values = safer output; higher values = more creative/diverse.

4. Stop Sequences (stop)

- Defines token(s) at which the model should stop generating text.
- Useful to end responses at a specific point or avoid unwanted text.
- Can be a string or a list of strings.

5. Presence Penalty (presence_penalty)

- Encourages the model to introduce new topics or ideas.
- Positive value: discourages repetition of previously mentioned concepts.
- Range typically: 0.0 to 2.0

6. Frequency Penalty (frequency_penalty)

- Reduces likelihood of repeating the same tokens/words.
- Positive value: penalizes repeated token usage.
- Range typically: 0.0 to 2.0

7. LangChain Example

Python Code Example from langchain_google_genai import ChatGoogleGenerativeAI model = ChatGoogleGenerativeAI(model="gemini-2.5-flash", temperature=0.7, # randomness max_completion_tokens=150, # output length