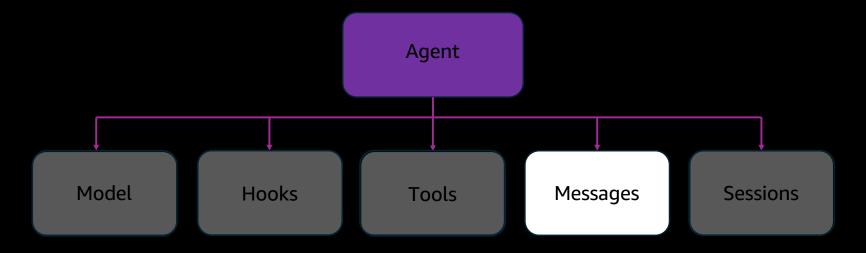
# Conversation and Session Management

### Agenda

- Understand message management in Strands
- Implement conversation management strategies
- Work with sessions for state persistence
- Handle context window limitations

# Strands Agent() Architecture



"Think of an Agent as an orchestrator that coordinates between your model, tools, and custom logic through hooks."

#### Messages in Strands Agents

**Agent Messages** = The Conversation Memory

**User:** "What time is it?"

Assistant: "I'd be happy to help..."

Tool Call: current\_time

Tool Result: "Found time.."

**Assistant:** "The current time is.."

"Messages are your agent's complete memory of the conversation"

## Managing Message Context

As conversations grow:

- X Token limits hit
- X Performance degrades
- X Older context becomes less relevant
- X Maintaining logical flow and preserving information

Three Built-In Management Strategies

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#### SlidingWindowConversationManager

- Drop oldest
- (fixed window)
- Default

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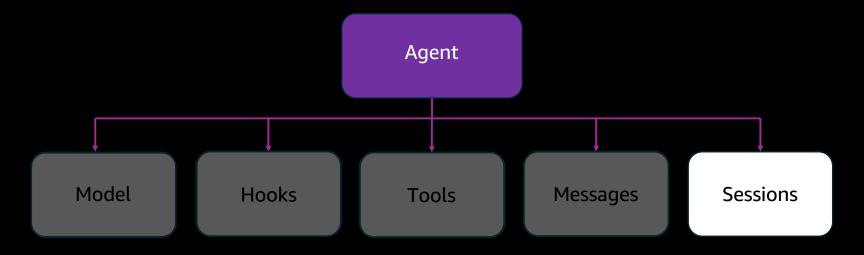
- Summarize old
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#### **NullConversationManager**

- Keep everything
- (short chats)

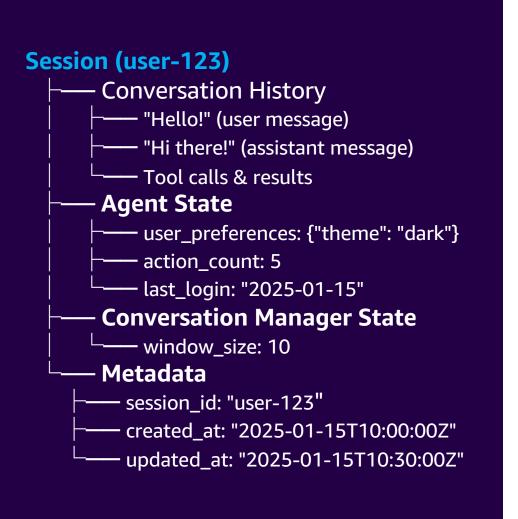
# Session Management

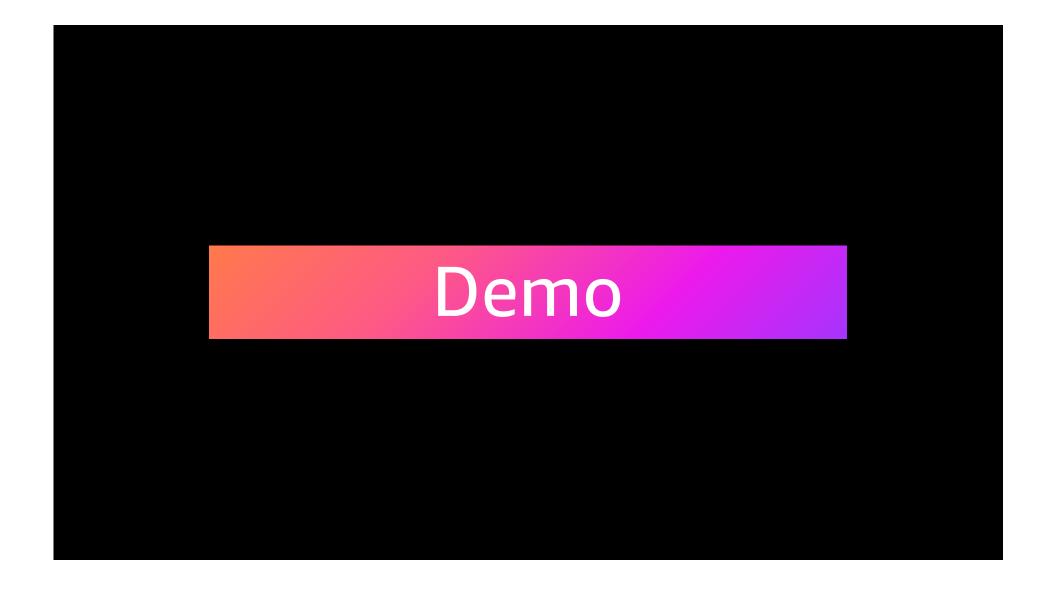
# Strands Agent() Architecture



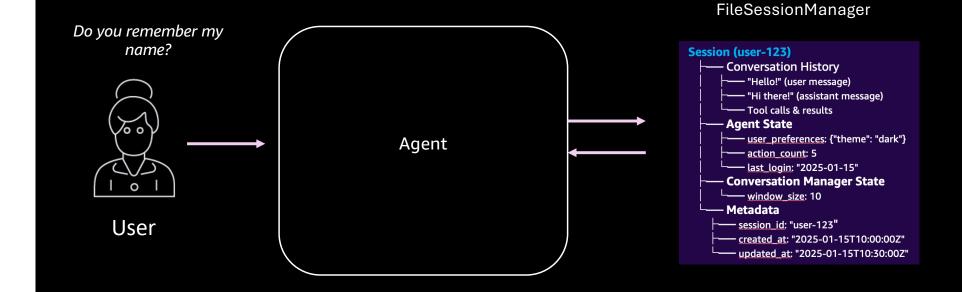
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#### Sessions





#### Example: Sessions, State, Conversations



# Key Takeaways

- Context window management strategies
- Flexible configuration
- Managing Memory and Sessions

# Where's the code?





https://s12d.com/advanced-strands-agents