



MUKESH KUMAR

- Tools
- Tools Calling



# LLMs

- LLM can think and respond
- LLM cannot :
- Execute any tasks like :
- Fetch live data
- Update database

# Tools

- Tools are functions that an agent can use
- Think of tools as capabilities: search, calculator, API calls
- Used by Agents to interact with the external world



The diagram illustrates the components of an AI Agent. A central grey rounded rectangle is labeled 'AGENTS'. Inside this rectangle are two smaller rounded rectangles: an orange one on the left labeled 'LLM' with the subtitle 'Reasoning & Decision Making', and a green one on the right labeled 'TOOLS' with the subtitle 'Perform Actions'. The background features faint, stylized icons: a book, a magnifying glass, and a circular arrow.

# AGENTS

**LLM**

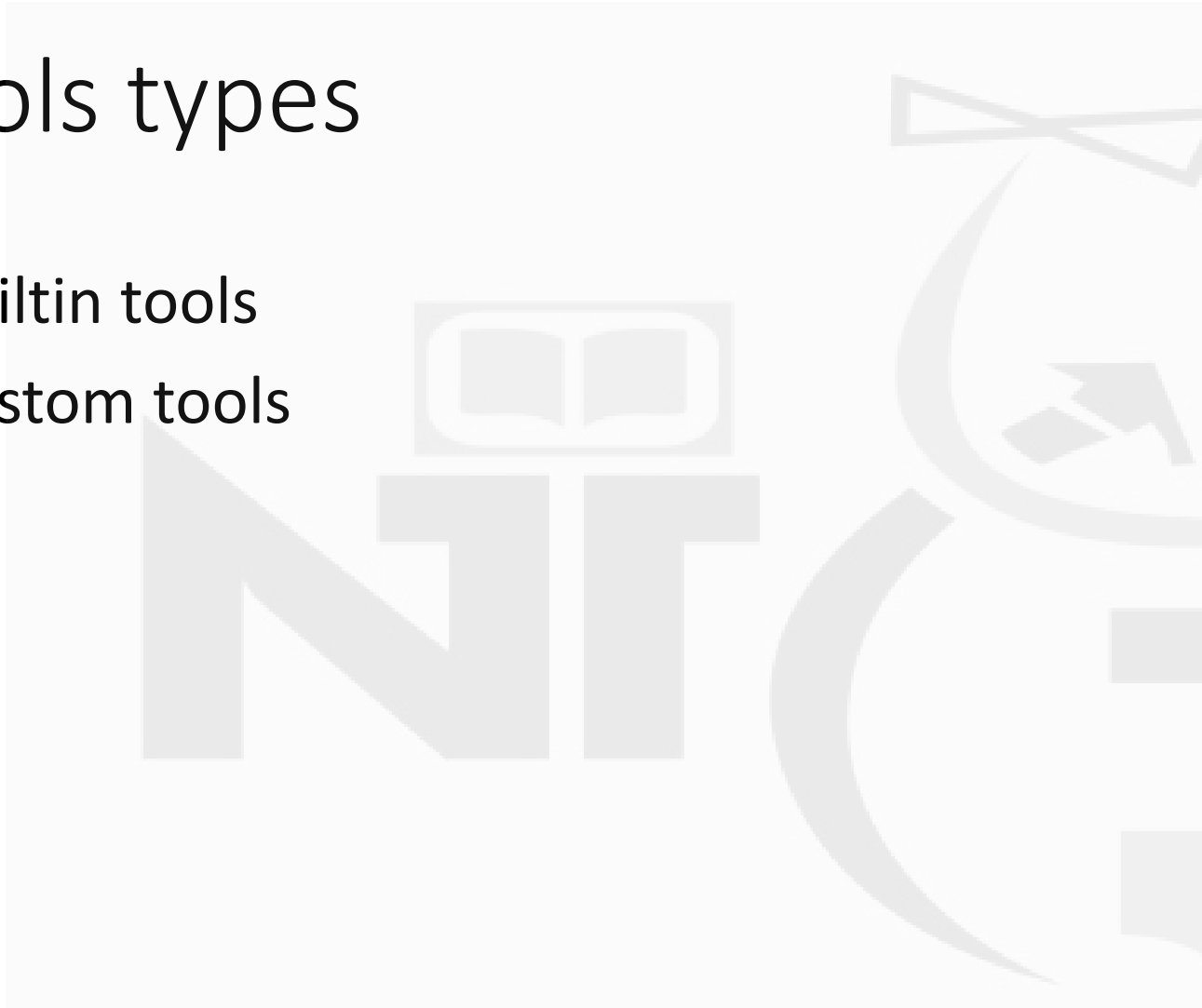
Reasoning &  
Decision Making

**TOOLS**

Perform Actions

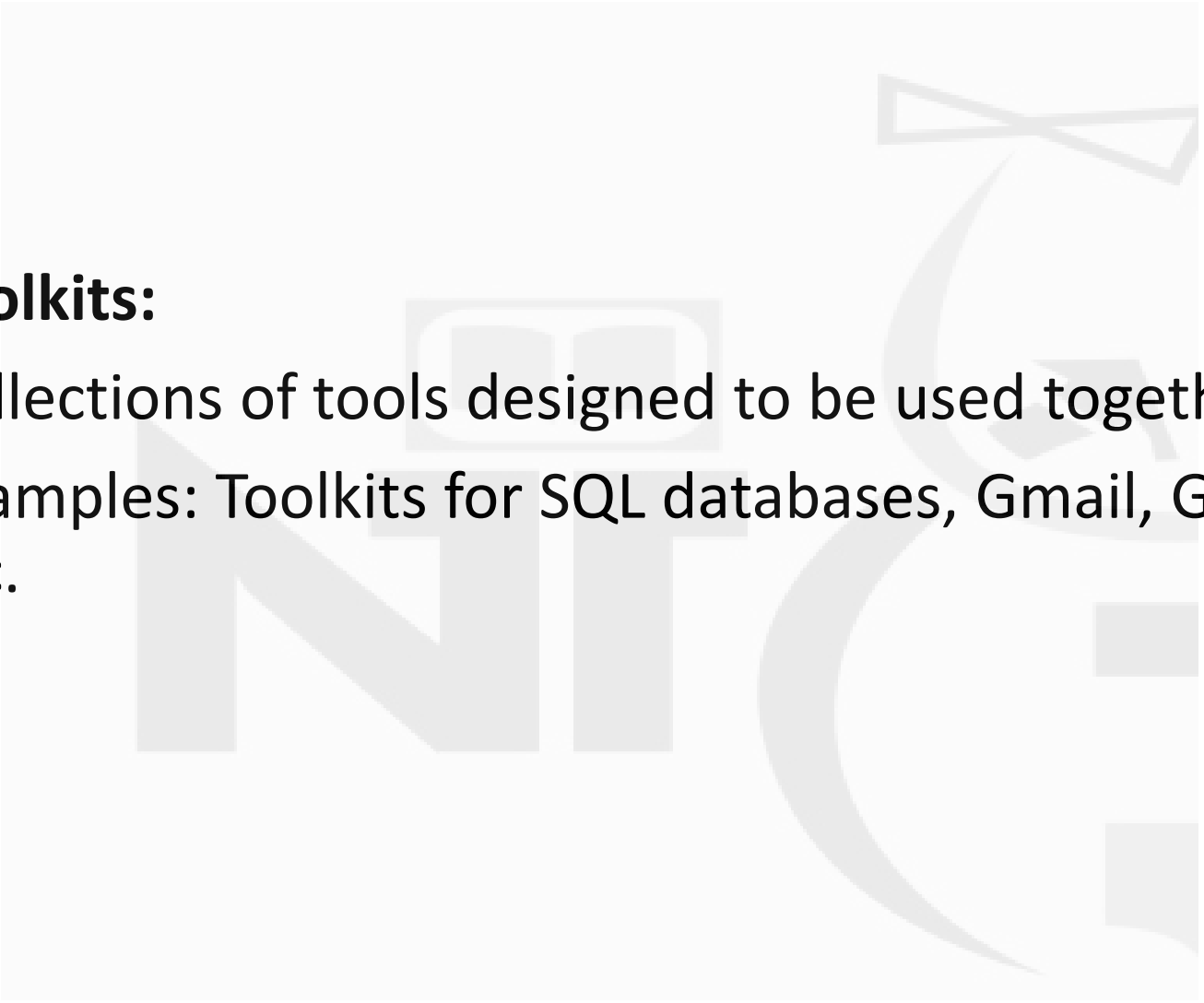
# Tools types

- Builtin tools
- Custom tools

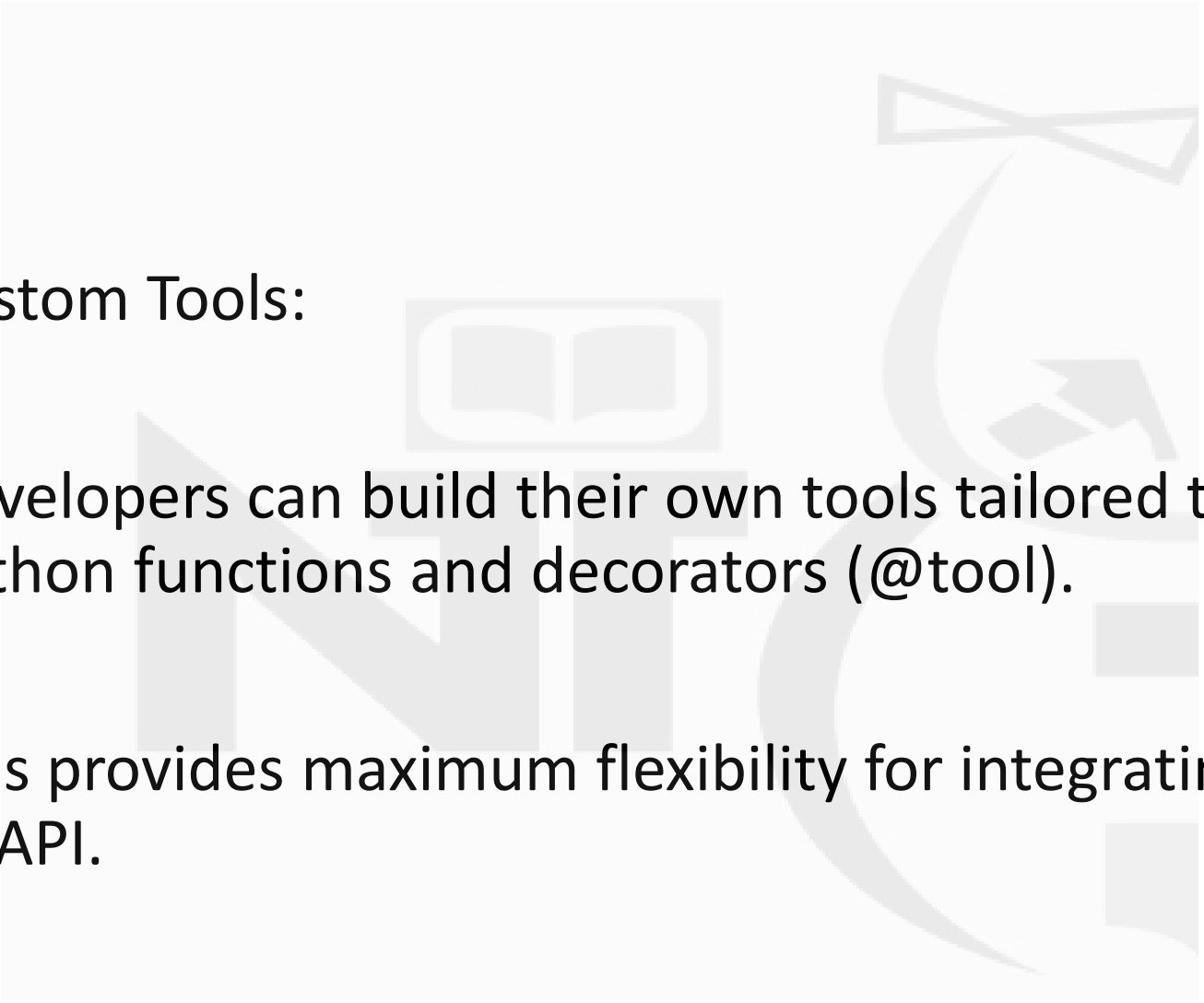


# Built-in Tools:

- Ready-to-use implementations for common functionalities.
- Examples: Tavily Search (web search), Python REPL (code execution), Wikipedia (information retrieval), YouTube Search.

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- **Toolkits:**
  - Collections of tools designed to be used together for specific tasks.
  - Examples: Toolkits for SQL databases, Gmail, GitHub, PDF processing, etc.



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- Custom Tools:
  - Developers can build their own tools tailored to specific needs using Python functions and decorators (@tool).
  - This provides maximum flexibility for integrating any external system or API.

# Working with built in tools

- <https://python.langchain.com/docs/integrations/tools/>

# Tool Attributes

```
print(search_tool.name)
print(search_tool.description)
print(search_tool.args)
```

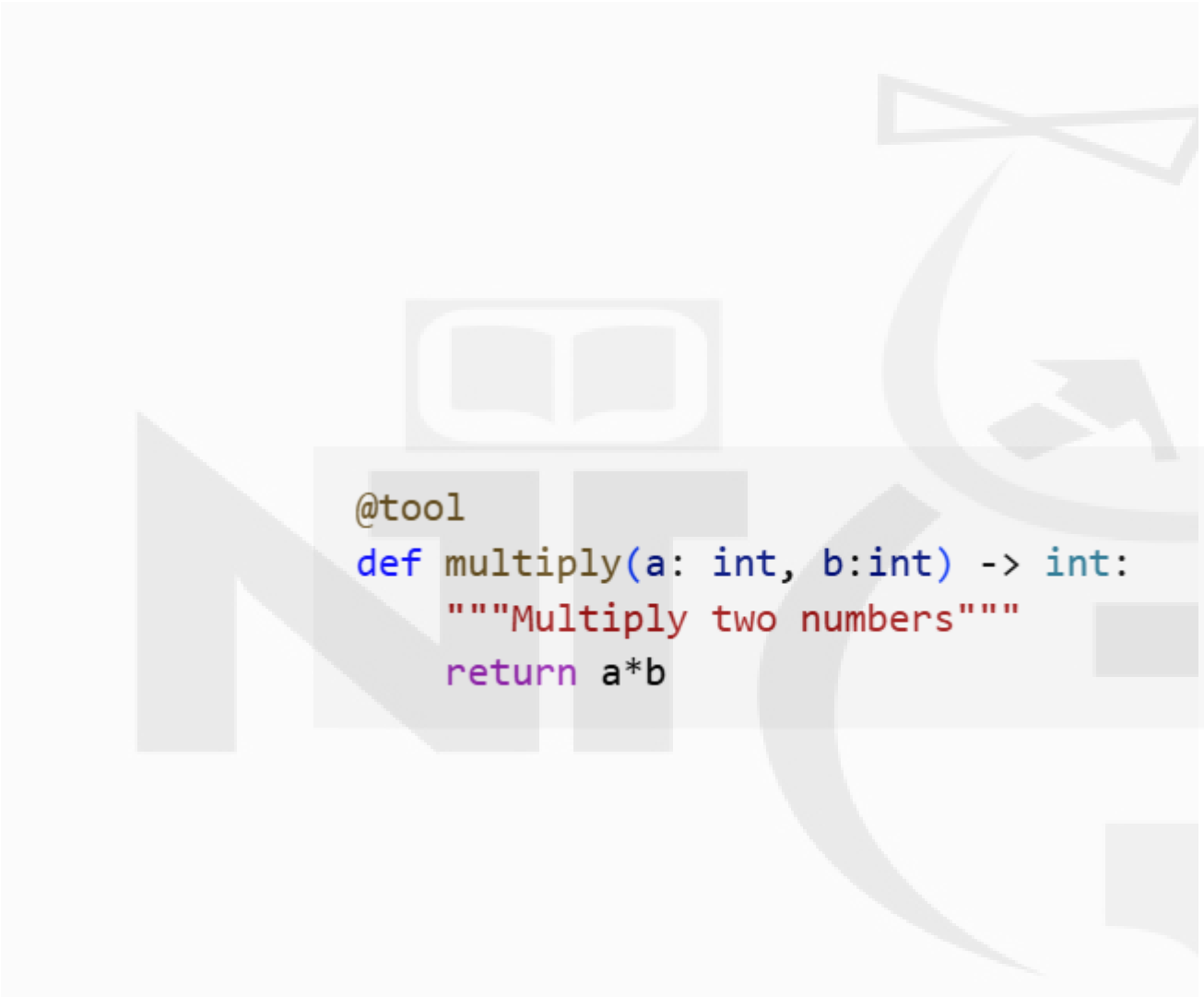
```
duckduckgo_search
A wrapper around DuckDuckGo Search
{'query': {'description': 'search'}}
```

# Working with custom tools

- Create a function for your tool (doc string is good practice- not mandatory)
- Add type hints (recommended step but not mandatory)
- Add tool decorator ( makes it special function so LLM can use it)
- To use the tool call `invoke` and pass param as dictionary

# Ways to create tools

- Using @tool decorator
- Using StructuredTool and pydantic
- Using BaseTool class

A decorative background featuring a large, light gray letter 'N' on the left. To the right of the 'N' is a stylized, light gray figure of a person wearing a bow tie and holding a book. The figure is positioned behind a semi-transparent gray rectangle that contains the code.

```
@tool
def multiply(a: int, b:int) -> int:
    """Multiply two numbers"""
    return a*b
```

# Using Structured Tool

- Create method
- Define pydantic class
- Create the tool using `StructuredTool.from_function`

```
class MultiplyInput(BaseModel):  
    a: int = Field(required=True, description="The first number to add")  
    b: int = Field(required=True, description="The second number to add")
```

```
def multiply_func(a: int, b: int) -> int:  
    return a * b
```

```
multiply_tool = StructuredTool.from_function(  
    func=multiply_func,  
    name="multiply",  
    description="Multiply two numbers",  
    args_schema=MultiplyInput  
)
```



# Using BaseTool



```
from langchain.tools import BaseTool
from typing import Type
```

```
# arg schema using pydantic
```

```
class MultiplyInput(BaseModel):
    a: int = Field(required=True, description="The first number to add")
    b: int = Field(required=True, description="The second number to add")
```

```
class MultiplyTool(BaseTool):
    name: str = "multiply"
    description: str = "Multiply two numbers"

    args_schema: Type[BaseModel] = MultiplyInput

    def _run(self, a: int, b: int) -> int:
        return a * b
```

# Working with Toolkit

- Define related tools using @tool
- Create a class for toolkit
- Define list of tools inside toolkit class

```
from langchain_core.tools import tool
```

```
# Custom tools
```

```
@tool
```

```
def add(a: int, b: int) -> int:
```

```
    """Add two numbers"""
```

```
    return a + b
```

```
@tool
```

```
def multiply(a: int, b: int) -> int:
```

```
    """Multiply two numbers"""
```

```
    return a * b
```

```
class MathToolkit:
```

```
    def get_tools(self):
```

```
        return [add, multiply]
```

# AI Agent

- An AI Agent is an autonomous system that can think, reason, and act to achieve goals.
- LangChain agents use language models to decide which tools to use and when.
- Agents help automate complex workflows involving tool usage and decision making.

# Types of LangChain Agents

- ZeroShotAgent: Uses a prompt template with tool descriptions.
- ReAct Agent: Interleaves reasoning and acting steps.
- Plan-and-Execute: First plans steps, then executes each.
- Custom agents can be defined using `AgentExecutor`.

# Create\_react\_Agent

- Define the agent

```
# Step 3: Create the ReAct agent manually with the pulled prompt
agent = create_react_agent(
    llm=llm,
    tools=[search_tool, get_weather_data],
    prompt=prompt
)
```

# Agent Executor

```
# Step 4: Wrap it with AgentExecutor
agent_executor = AgentExecutor(
    agent=agent,
    tools=[search_tool, get_weather_data],
    verbose=True
)
```

# ReAct Pattern (Reasoning + Acting)

- Thought: Internal reasoning step.
- Action: Decide on and execute a tool.
- Observation: Capture tool result.
- Loop continues until Final Answer is reached.



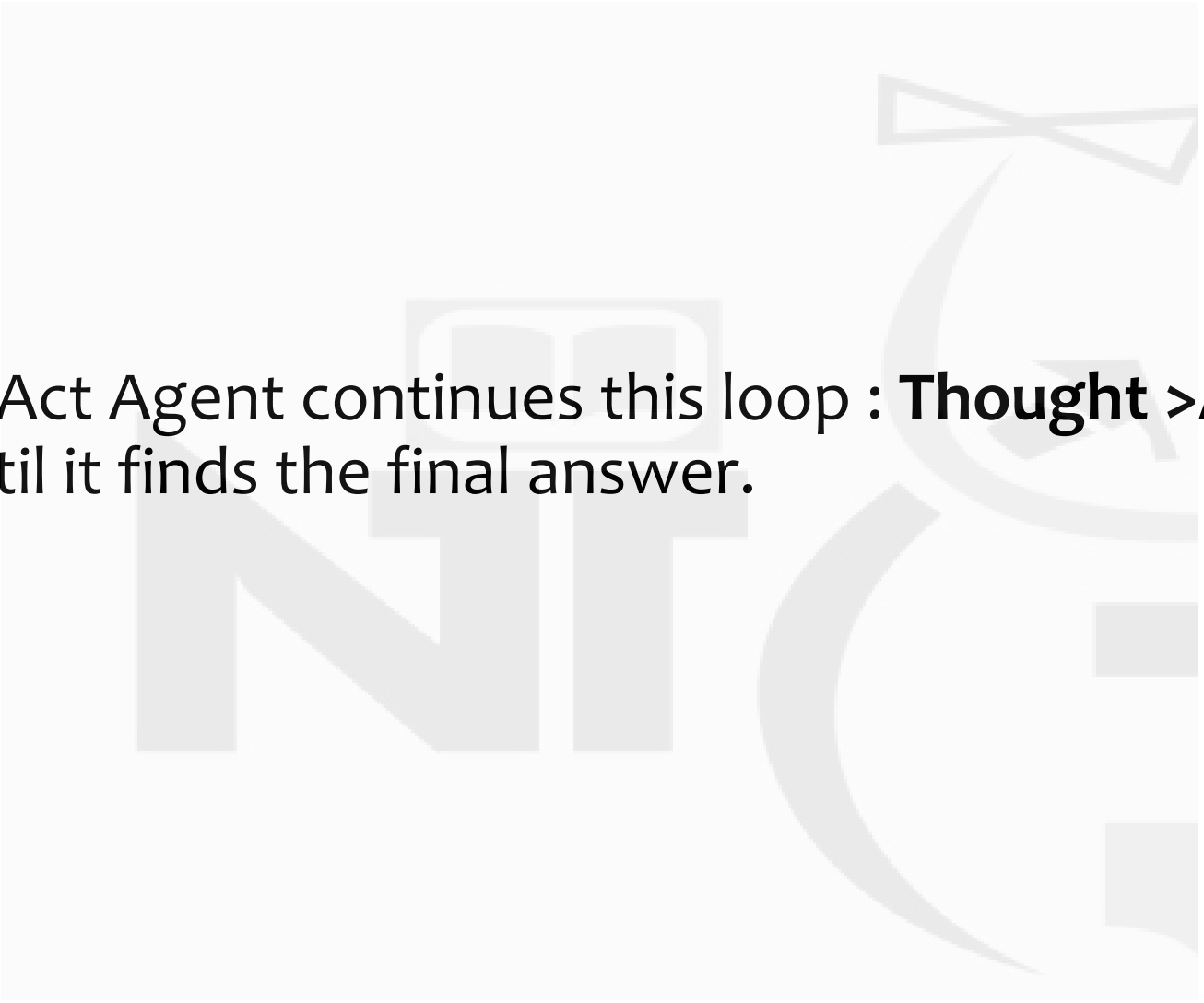
# What is ReAct

## ReAct Framework

- The ReAct framework, implemented within LangChain, enables LLMs to reason and act based on a given situation. It mimics human reactions to problems using external tools, thus enhancing the model's ability to respond to queries.

## How ReAct Agents Work

- **Reasoning:** The agent analyzes the input and determines the necessary steps to take.
- **Action:** Based on the reasoning, the agent interacts with external tools or data sources.
- **Observation:** The agent observes the results of its actions and uses them to refine its reasoning.

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- ReAct Agent continues this loop : **Thought >Action>Observation** until it finds the final answer.

# Agent & Agent Executor



# Agent

## Role: "Think"

- The **Agent** is the **brain**. It decides **what to do next** based on the input, current context, and intermediate results.
- **Responsibilities:**
- Parse user input or task.
- Generate reasoning steps (e.g., using ReAct: Thought → Action).
- Choose the **next action/tool** to call.
- Determine when to **stop** and return a final answer.

# Example

- Given a question like:
- “What is the weather in Paris?”
- The Agent may produce:

```
Thought: I need to look up the current weather in Paris.  
Action: Search["current weather Paris"]
```

# AgentExecutor

## Role: "Do"

- The **AgentExecutor** is the **engine**. It **runs the loop**, invoking the agent repeatedly, managing the tools, and feeding back observations.
- **Responsibilities:**
  - Execute the tool/action chosen by the Agent.
  - Capture and store the result (**observation**).
  - Feed it back into the Agent.
  - Repeat the loop (Thought → Action → Observation) until done.
  - Optionally, manage memory and context across steps.

# Agent & Agent Executor Summary

Component	Role	Analogy
Agent	Thinker / Planner	Strategist or Pilot
AgentExecutor	Doer / Coordinator	Ground Crew / Engine

# Use Cases of LangChain Agents

- Customer support automation
- Multi-step reasoning tasks
- RPA (Robotic Process Automation)
- Research assistants
- Data enrichment and scraping



# Summary

- LangChain agents combine reasoning and tool use.
- They use LLMs, tools, and memory to perform tasks.
- ReAct is a powerful pattern for decision making.
- Flexible, composable, and useful in production AI systems.