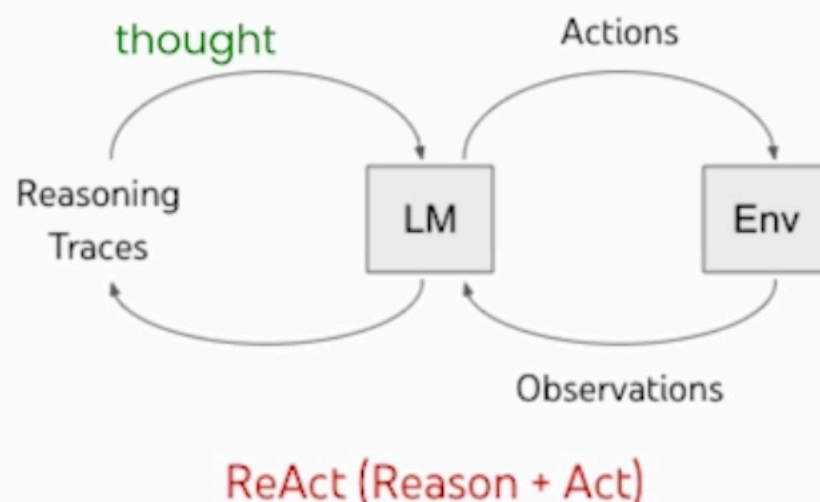


Let's build an agent from scratch



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REACT: SYNERGIZING REASONING AND ACTING IN LANGUAGE MODELS

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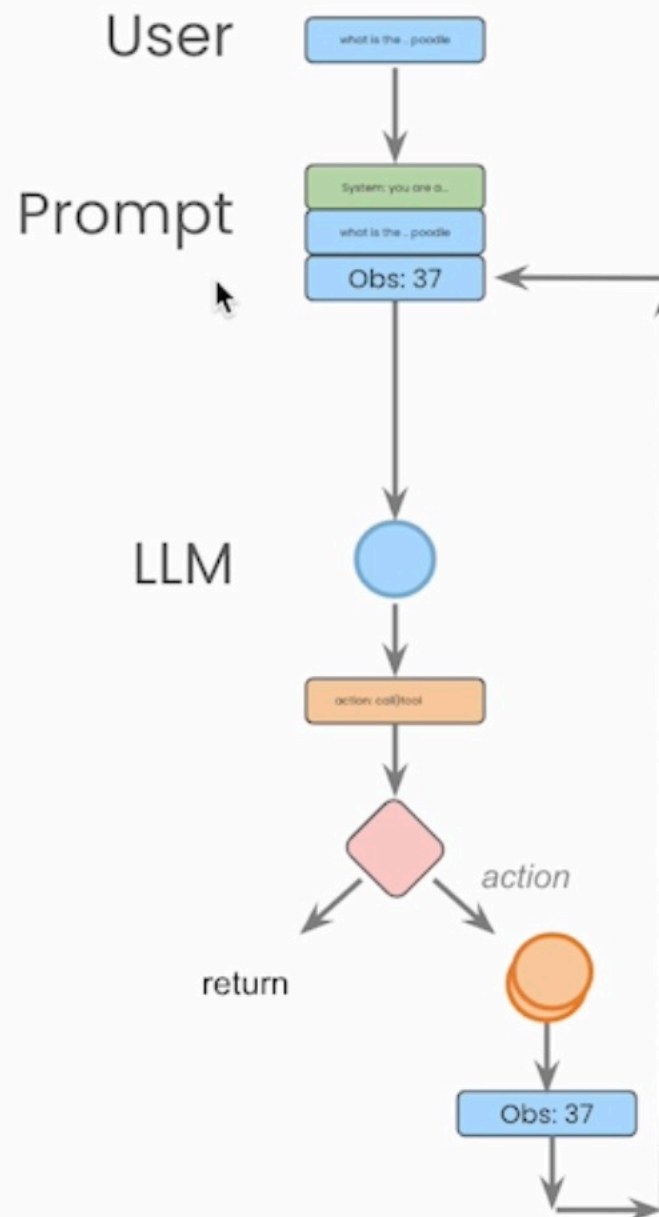
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Break Down



System:

You run in a loop of Thought, Action, PAUSE, Observation.

...

Your available actions are:

calculate:

e.g. calculate: $4 * 7 / 3$

...

Example session:

...

User:

... weight of collie...

'Thought: To find the combined weight of a Border Collie and a Scottish Terrier, I need to first find the average weight of each breed and then add those weights together.

Action: average_dog_weight: Border Collie\n PAUSE'

tool

Observation: a Border Collies average weight is 37 lbs

```

def query(question, max_turns=5):
    i = 0
    bot = Agent(prompt)
    next_prompt = question
    while i < max_turns:
        i += 1
        result = bot(next_prompt)
        print(result)
        actions = [action_re.match(a) for a in result.split('\n') if action_re.match(a)]
        if actions:
            # There is an action to run
            action, action_input = actions[0].groups()
            if action not in known_actions:
                raise Exception("Unknown action: {}: {}".format(action, action_input))
            print("-- running {} {}".format(action, action_input))
            observation = known_actions[action](action_input)
            print("Observation:", observation)
            next_prompt = "Observation: {}".format(observation)
        else:
            return
  
```

```

def calculate(what):
    return eval(what)
  
```

```

def average_dog_weight(name):
    if name in "Scottish Terrier":
        return("Scottish Terriers average 20 lbs")
    elif name in "Border Collie":
        return("a Border Collies average weight is 37 lbs")
    elif name in "Toy Poodle":
        return("a toy poodles average weight is 7 lbs")
    else:
        return("An average dog weights 50 lbs")
  
```

LangChain: Prompts

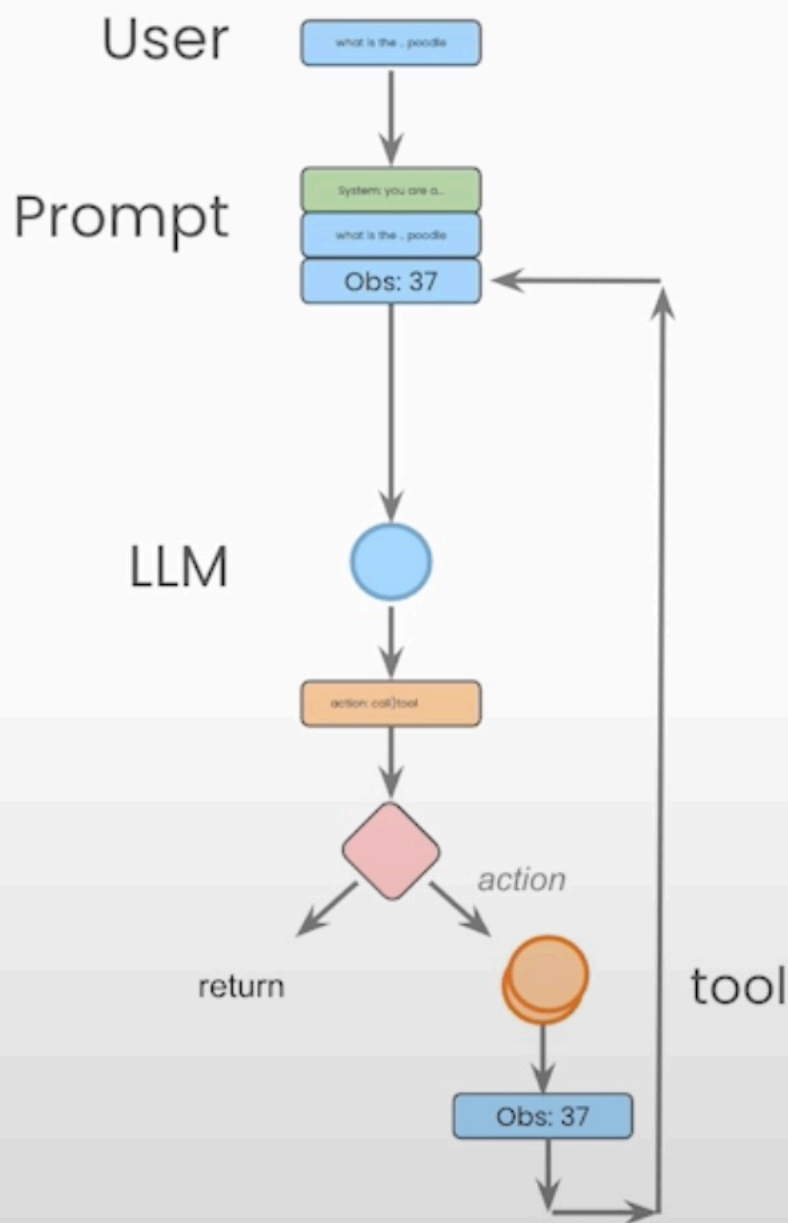
Prompt templates allow reusable prompts

```
from langchain.prompts import PromptTemplate
prompt_template = PromptTemplate.from_template(
    "Tell me a {adjective} joke about {content}."
```

There are also prompts for agents available in the hub:

```
prompt = hub.pull("hwchase17/react")
```

```
https://smith.langchain.com/hub/hwchase17/react
```





hwchase17/react

Public

Try it

[Prompt](#) [Commits](#)

Updated 7 months ago • 15 • 24.2k • 663k



PromptTemplate



Edit in Playground →

Action: the action to take, should be one of [{tool_names}]
Action Input: the input to the action
Observation: the result of the action
... (this Thought/Action/Action Input/Observation can repeat N times)
Thought: I now know the final answer
Final Answer: the final answer to the original input question

Begin!

Question: {input}
Thought:{agent_scratchpad}



Use object in LangChain

Python SDK ▾

```
1 from langchain import hub
2 prompt = hub.pull("hwchase17/react")
```



Copy

DETAILS

TYPE

StringPromptTemplate

COMMITTS

1 commit

Commits



d15fe3c4 7
24211 • 663870 mo
views downloads

Comments (1)



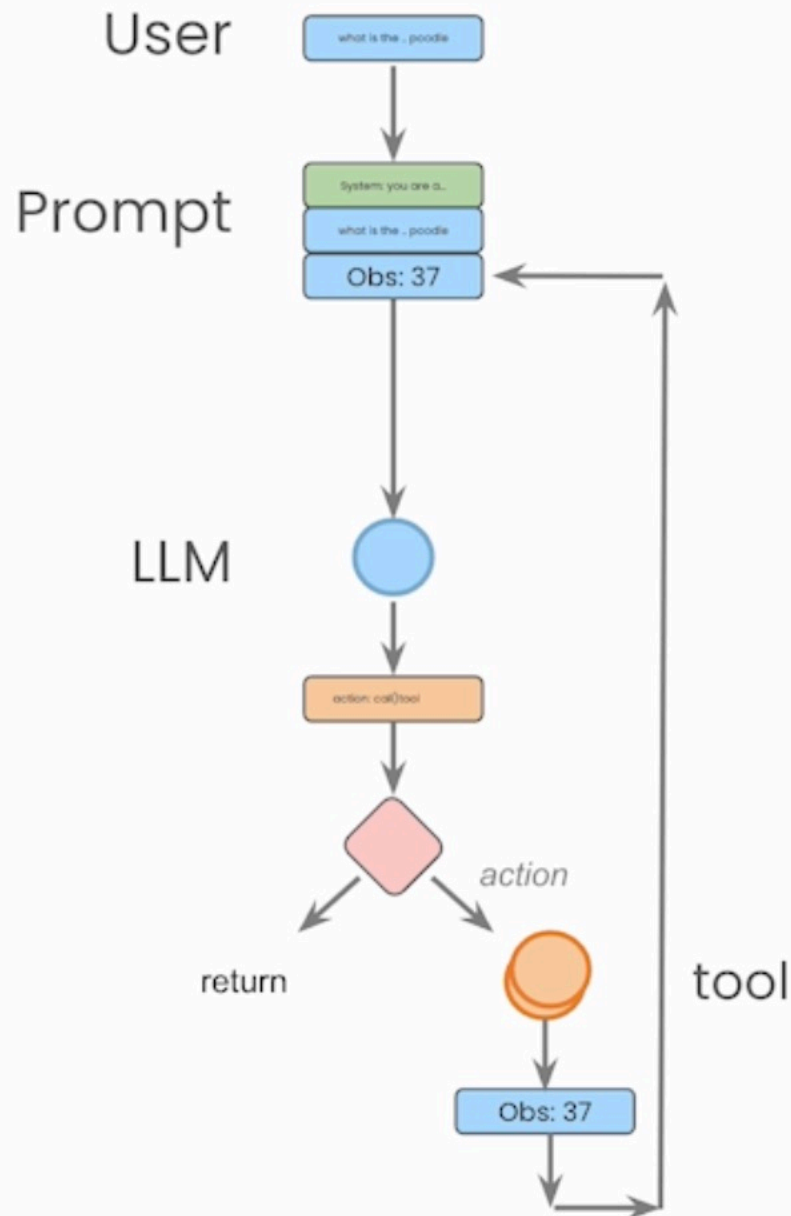
Matteo Notaro 2 months

i've a problem with this prompt. If used with a multi-input tools it does pass only one input. It's by design this way?

2 • 0
replies likes



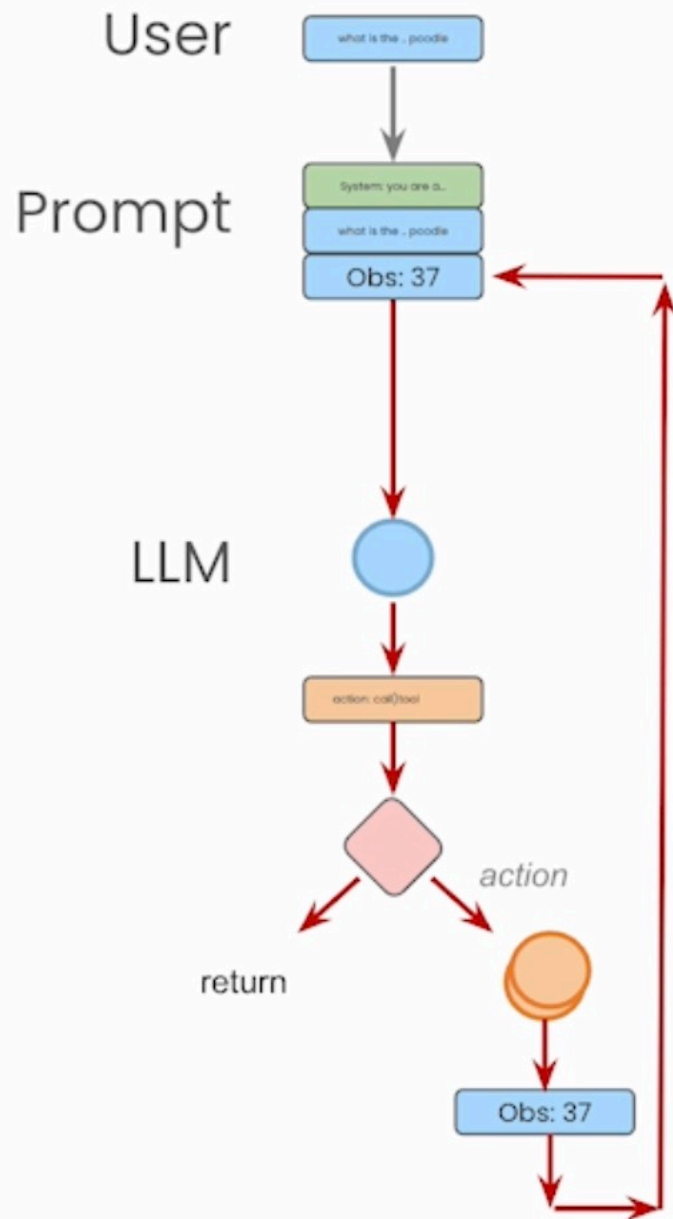
LangChain: Tools



```
# get a tool from the library
from langchain_community.tools.tavily_search import \
    TavilySearchResults
tool = TavilySearchResults(max_results=2)

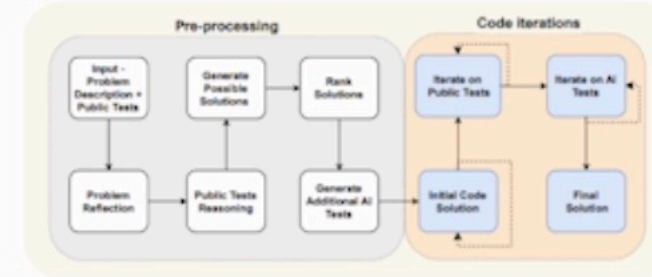
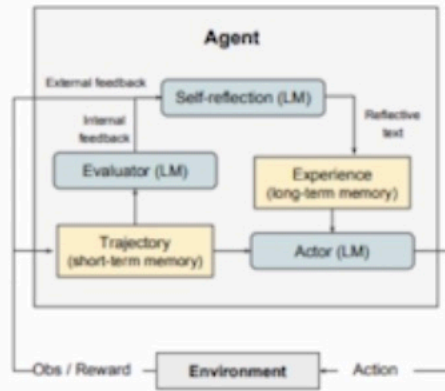
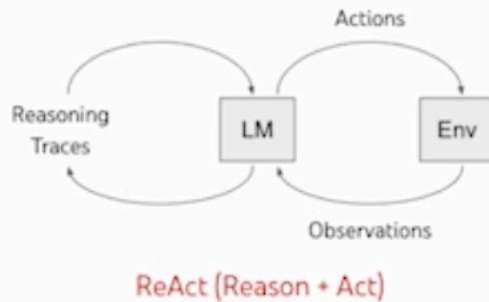
self.tools = {t.name: t for t in tools}
self.model = model.bind_tools([tool])
```


New in LangGraph



- Cyclic Graphs
- Persistence
- Human-in-the-loop

Graphs



(a) The proposed AlphaCodium flow.

- LangGraph is an extension of LangChain that supports graphs.
- Single and Multi-agent flows are described and represented as graphs.
- Allows for extremely controlled “flows”
- Built-in persistence allows for human-in-the-loop workflows

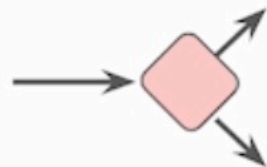
Graphs



Nodes: Agents or functions

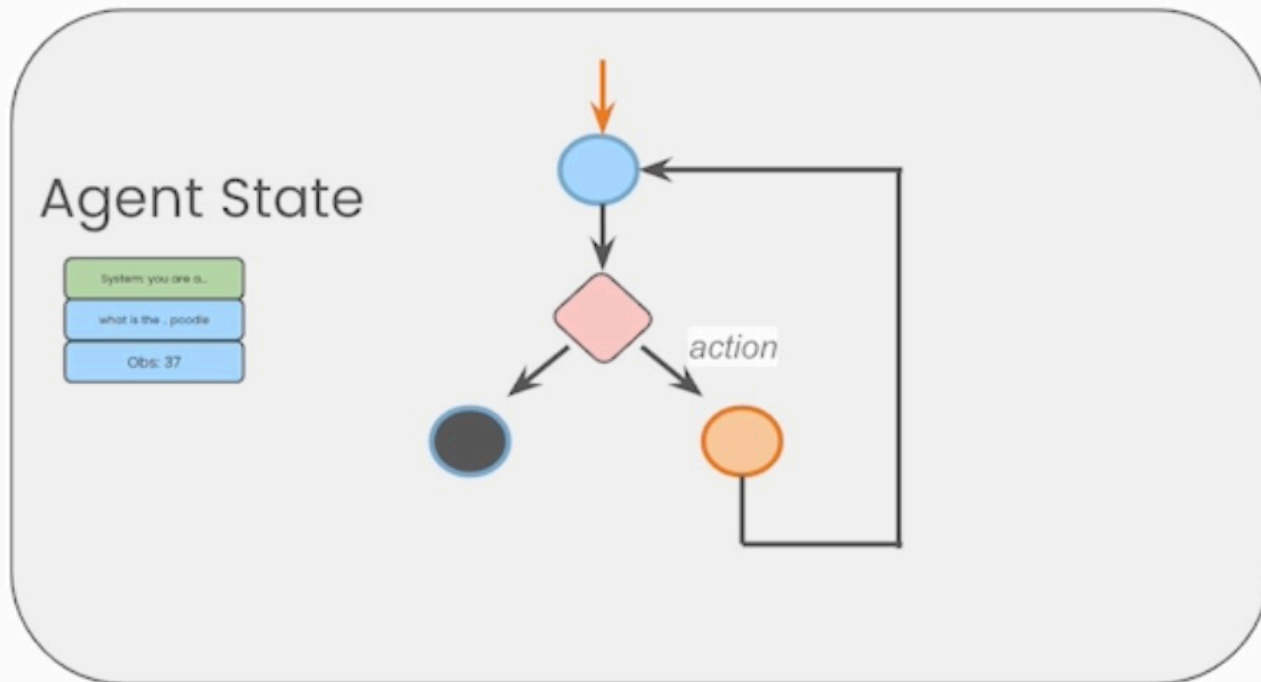


Edges: connect nodes



Conditional edges: decisions

Data/State



- Agent State is accessible to all parts of the graph
- It is local to the graph
- Can be stored in a persistence layer

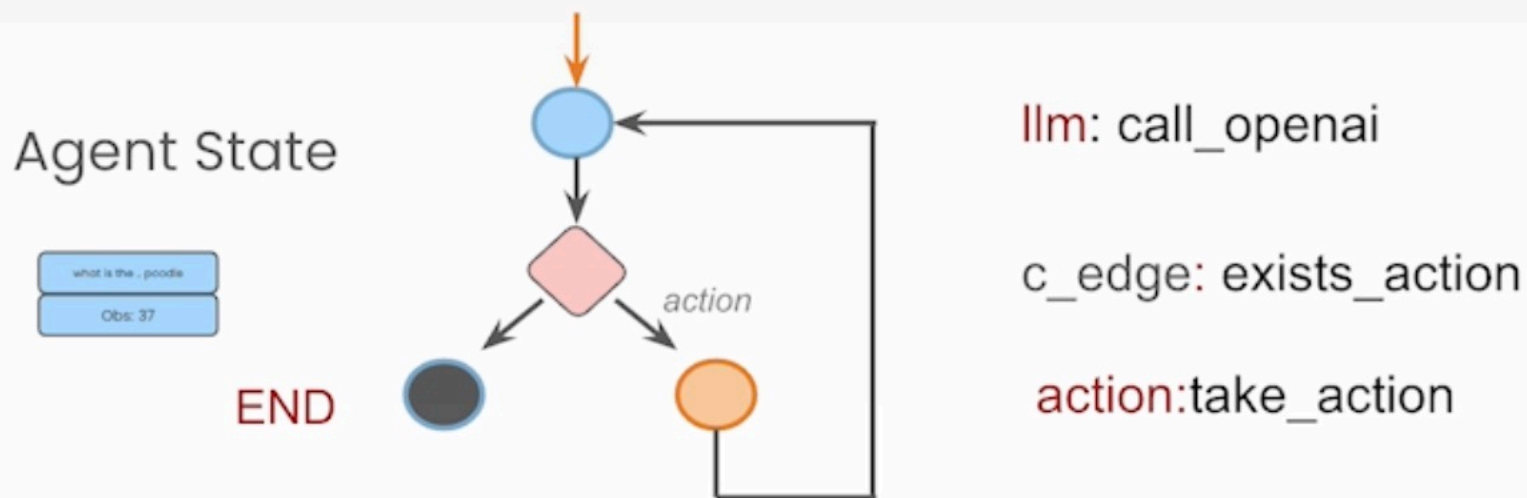
Simple

```
class AgentState(TypedDict):  
    messages: Annotated[Sequence[BaseMessage], operator.add]
```

Complex

```
class AgentState(TypedDict):  
    input: str  
    chat_history: list[BaseMessage]  
    agent_outcome: Union[AgentAction, AgentFinish, None]  
    intermediate_steps: Annotated[list[tuple[AgentAction, str]], operator.add]
```

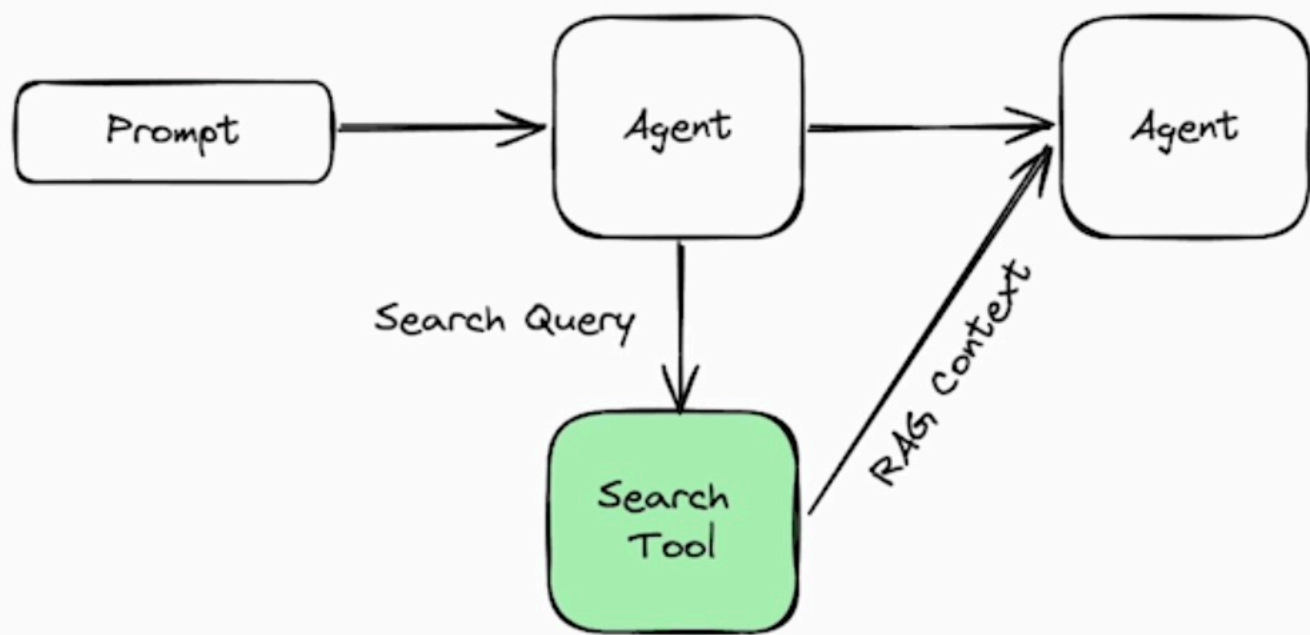
CODE



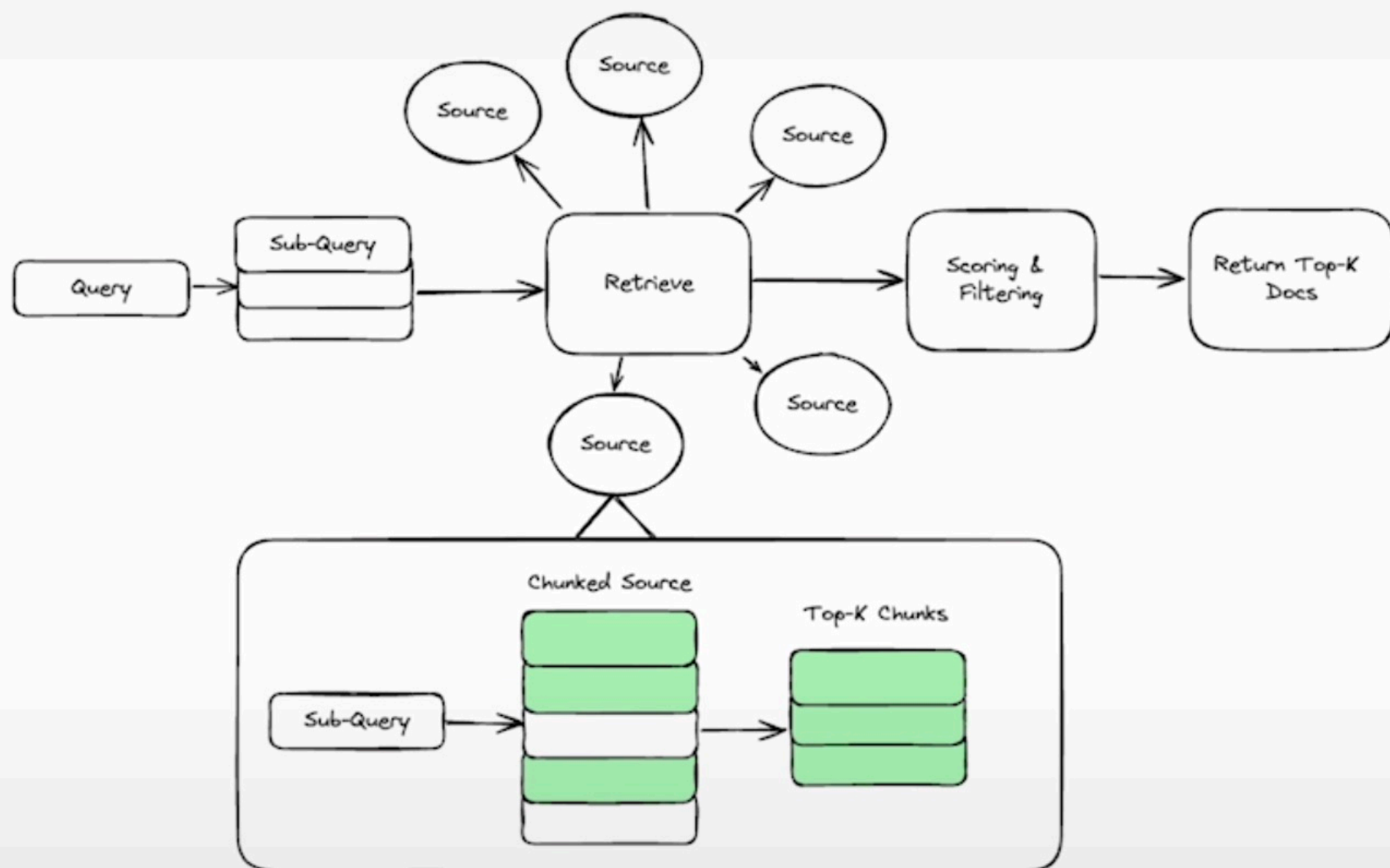
State

```
class AgentState(TypedDict):  
    messages: Annotated[list[AnyMessage], operator.add]
```

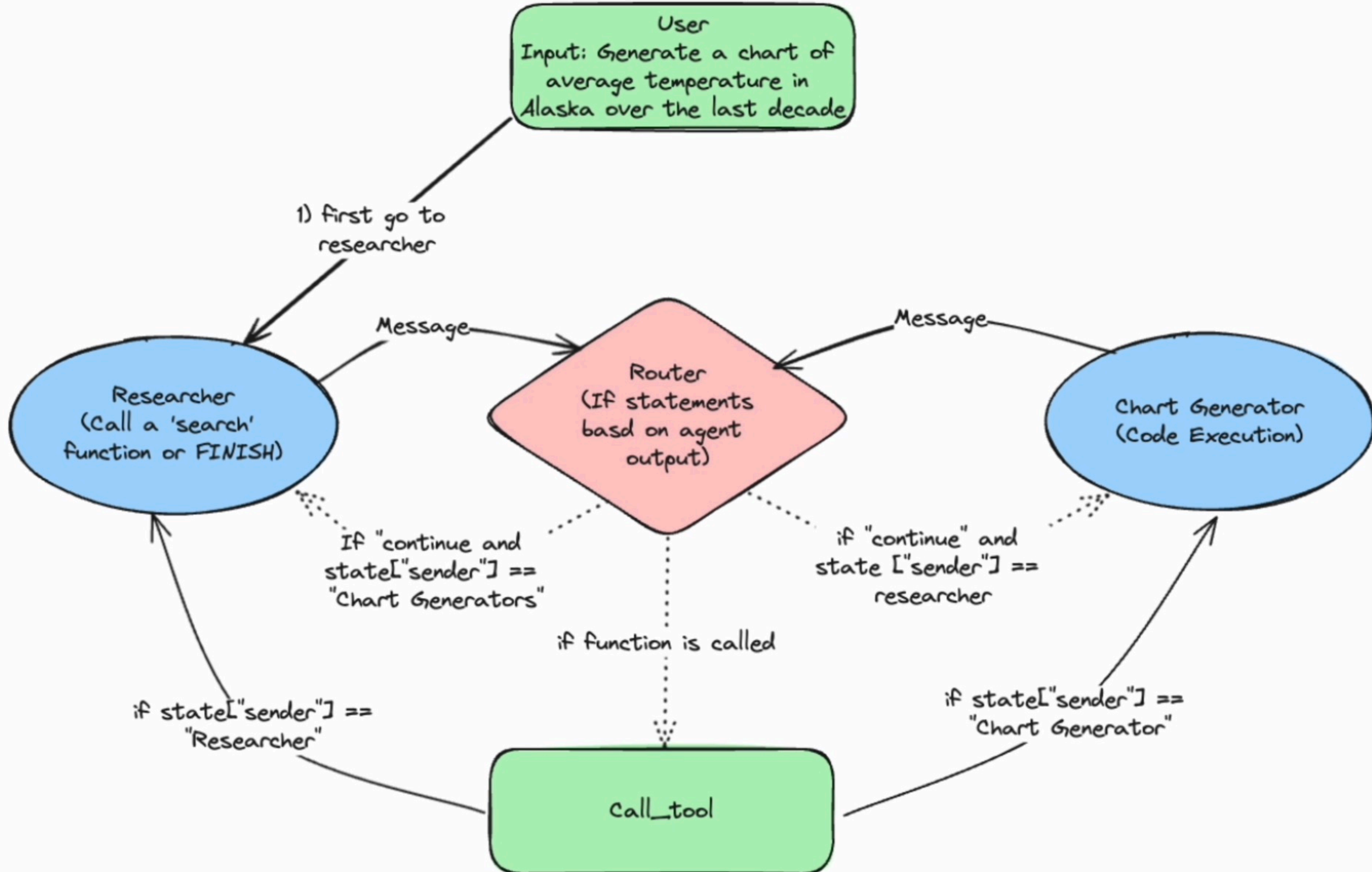
Why Search Tool



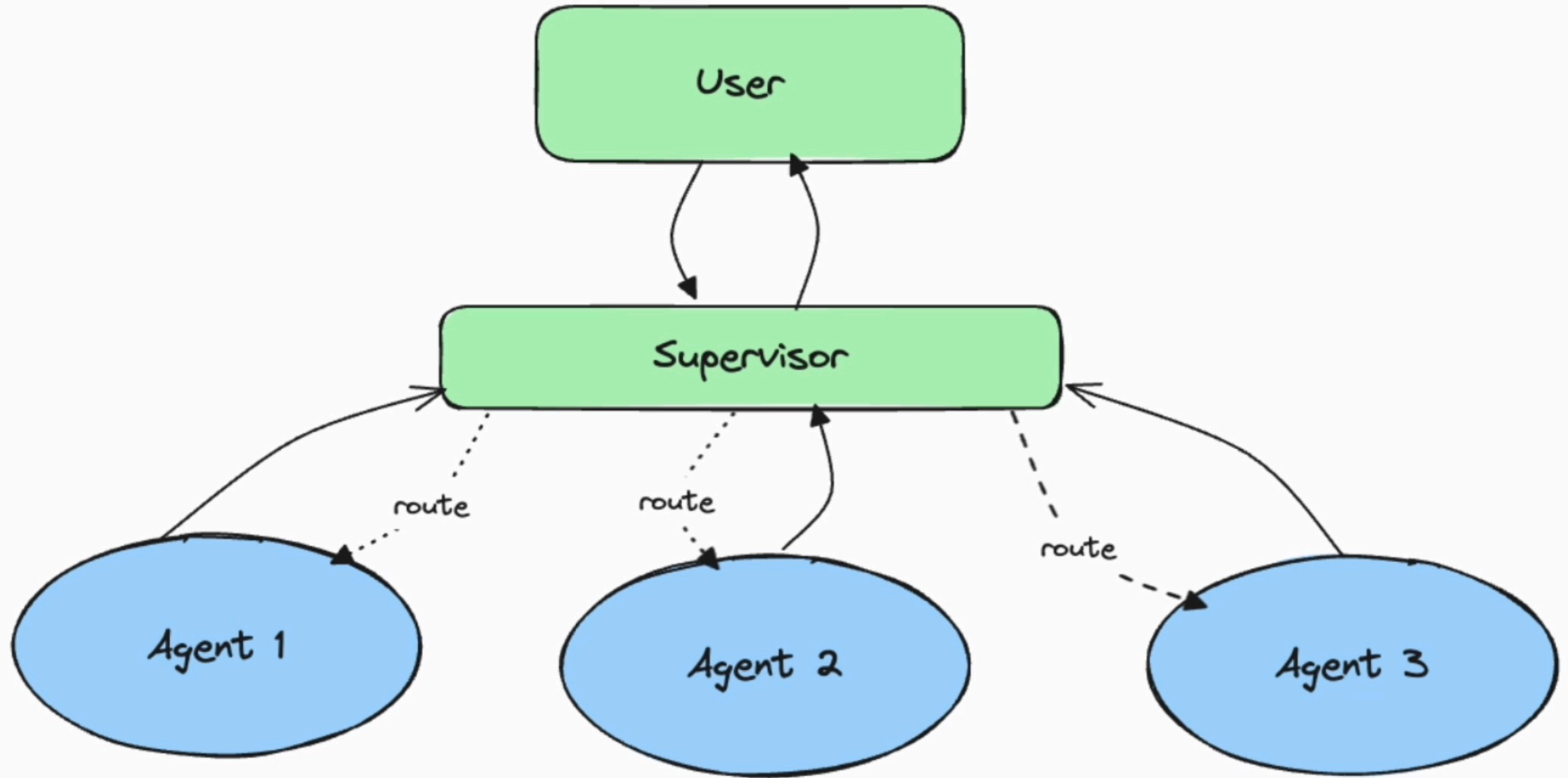
Inside a Search Tool



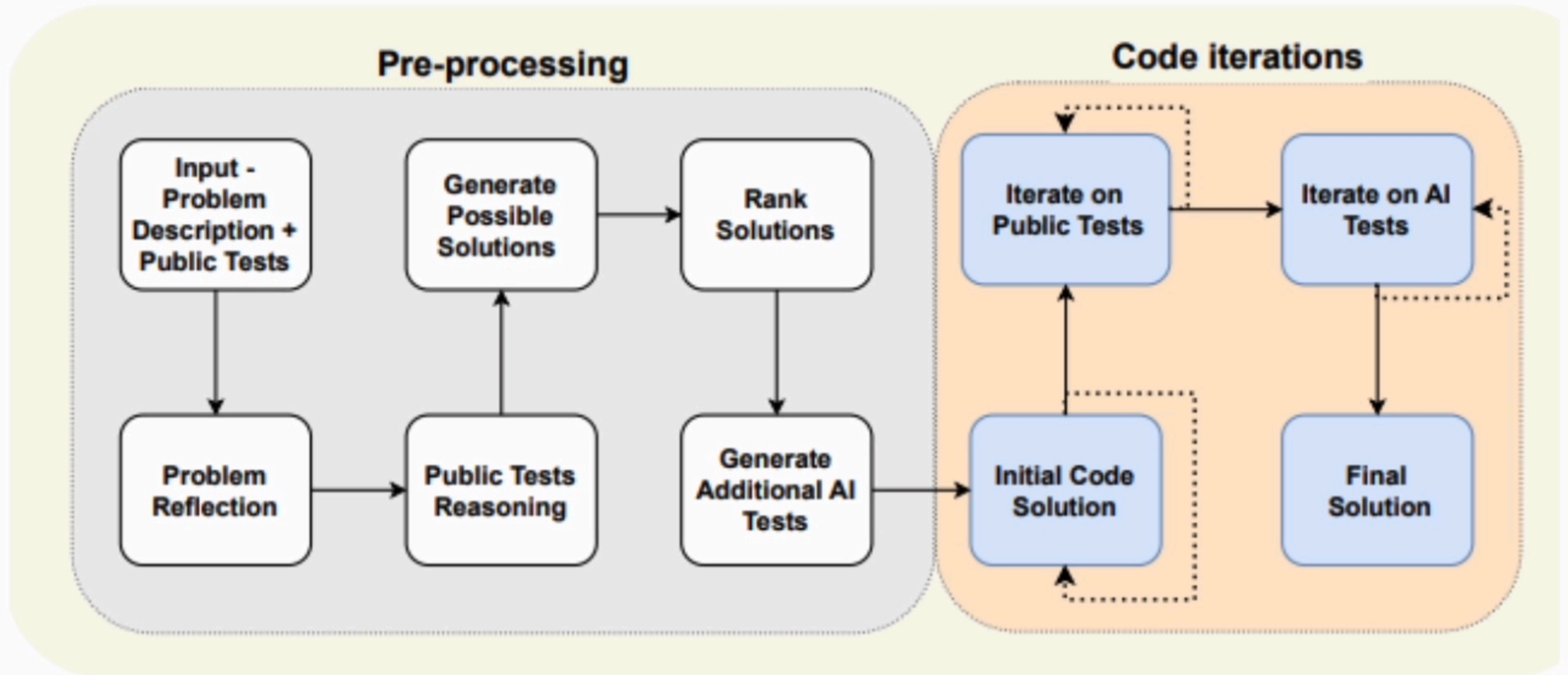
Multi-Agent



Supervisor



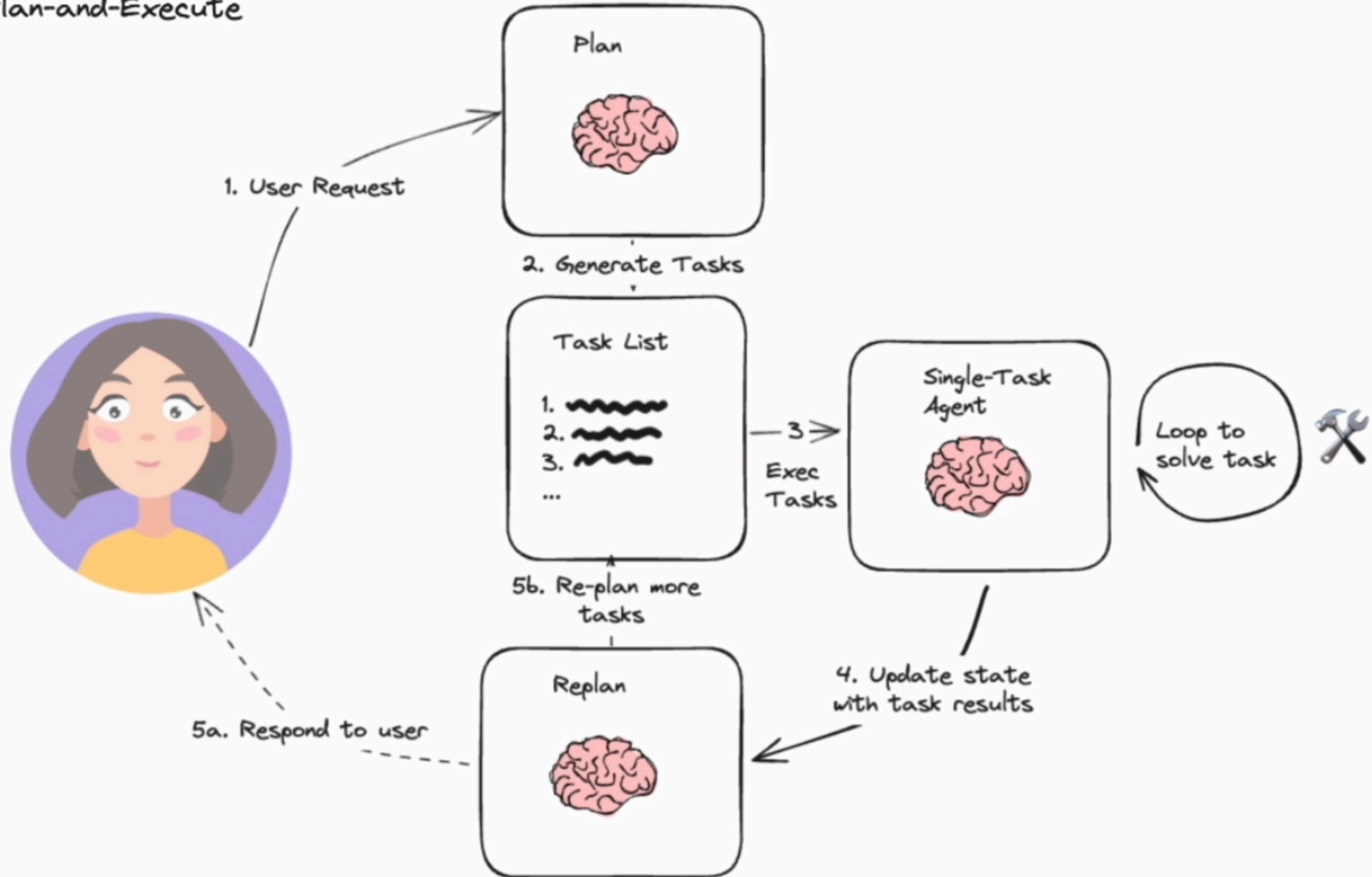
Flow Engineering



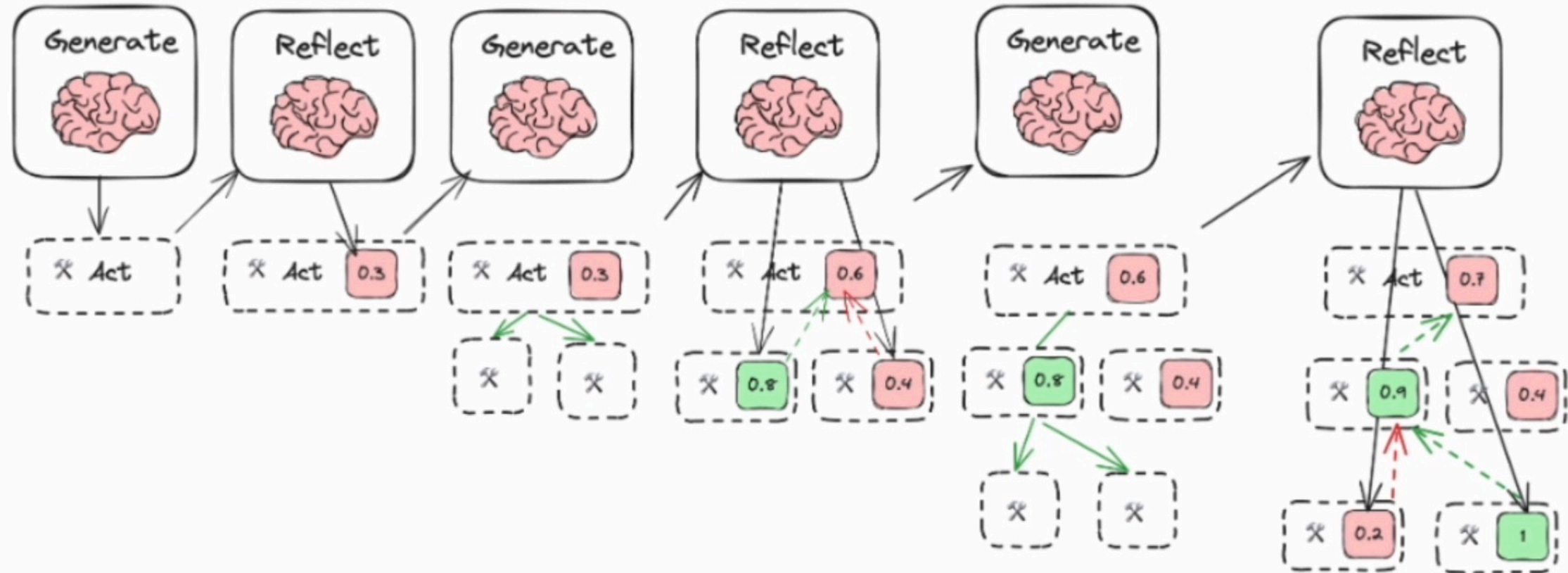
(a) The proposed AlphaCodium flow.

Plan and Execute

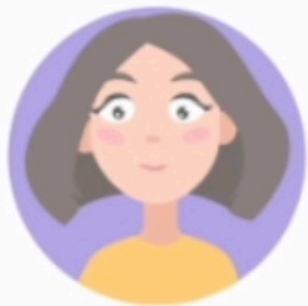
Plan-and-Execute



Language Agent Tree Search



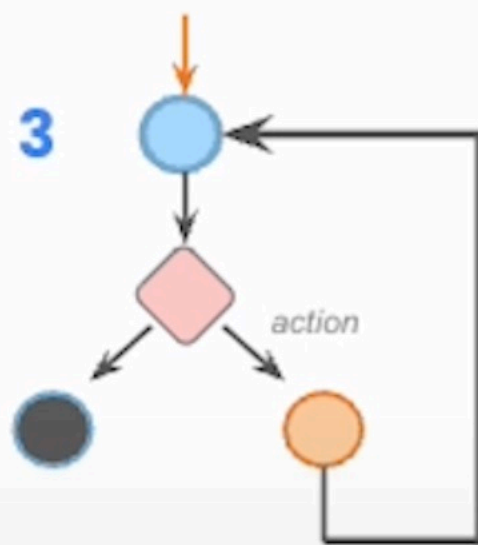
Language Agent Tree Search



Repeat until solved:

1. Select node
2. Generate new candidates
2. Act, reflect, and score
3. Backpropagate (update parents)

State Memory



Memory

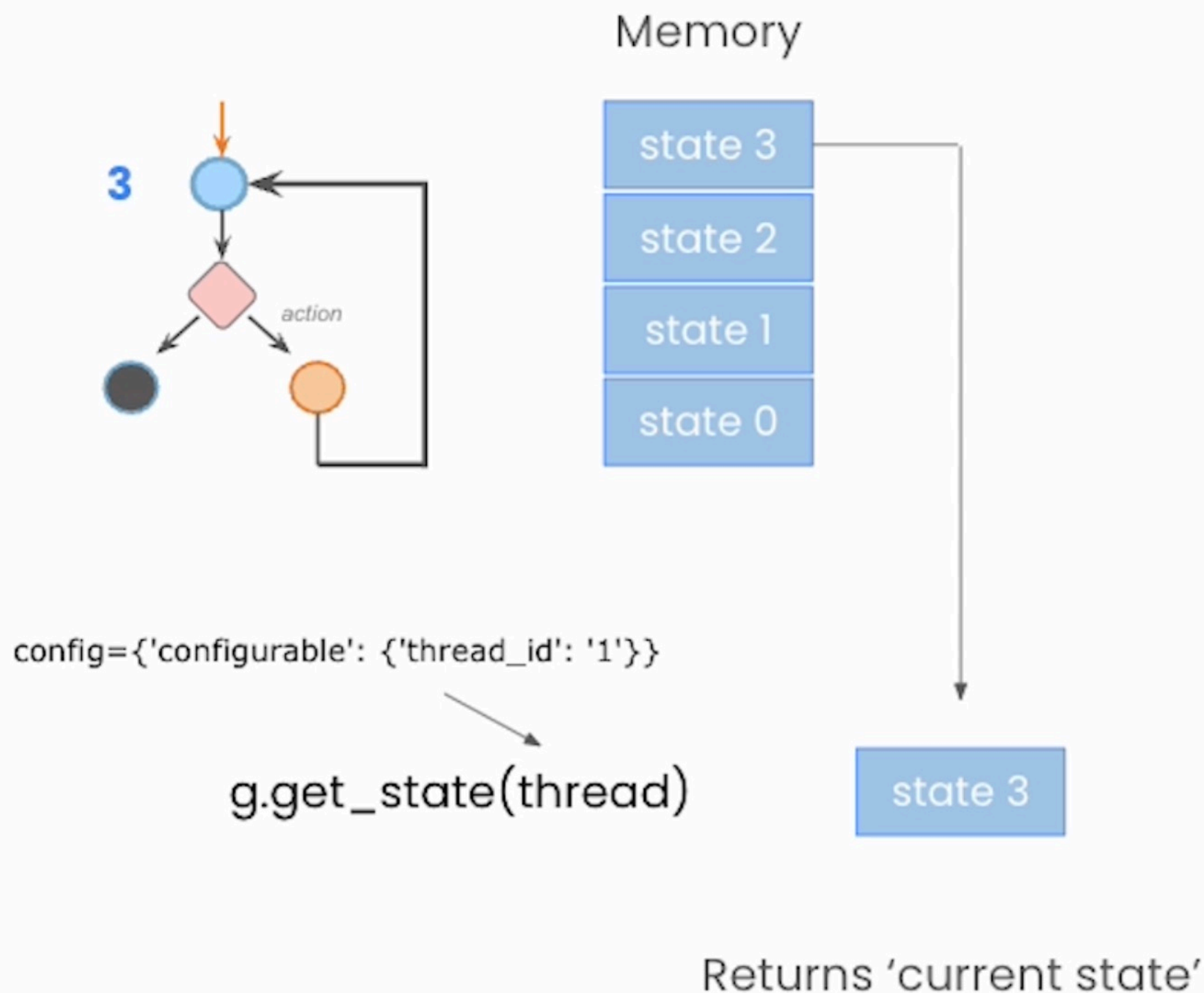


StateSnapshot: { AgentState, useful_things }

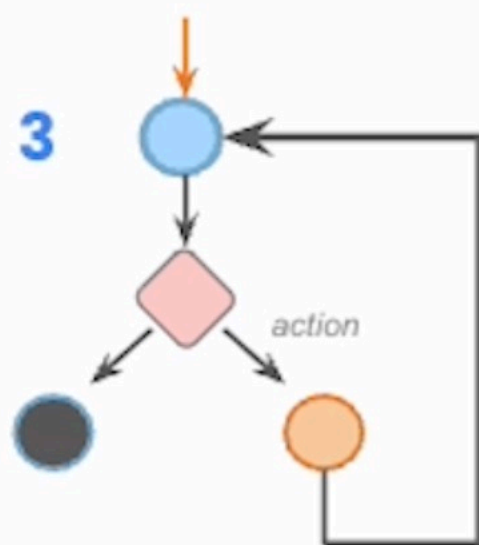
{ .., thread, thread_ts.. }

config={ 'configurable': { 'thread_id': '1',
 'thread_ts': '1ef17b36-ed06-6185-8001-15cf75dea535' } }

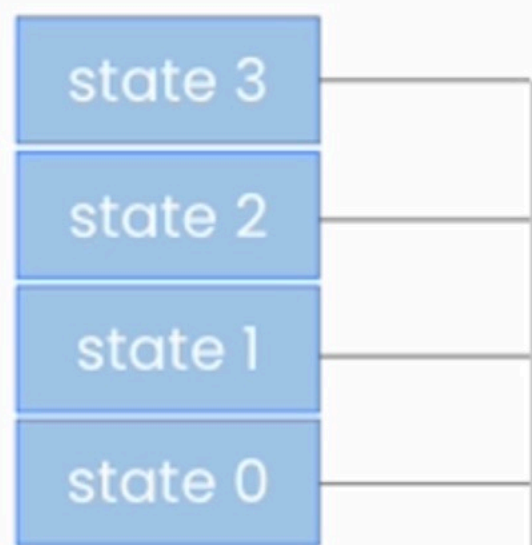
State Memory



State Memory



Memory

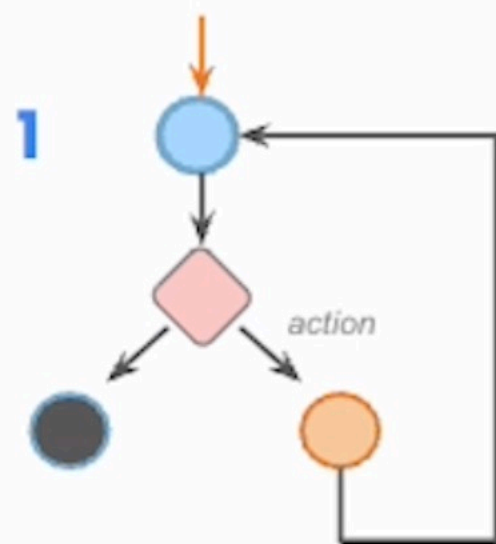


`g.get_state_history(thread)`

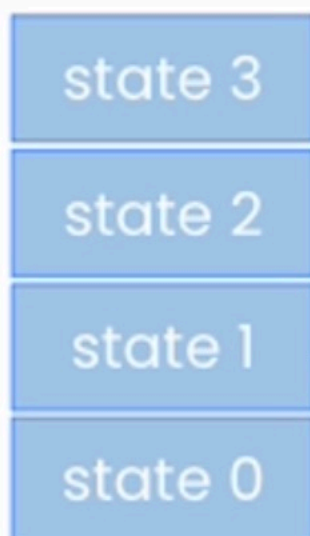


Returns iterator over all
StateSnapshots

State Memory



Memory

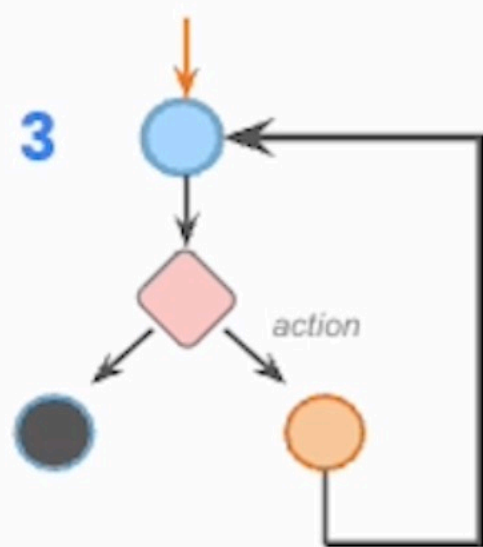


```
g.invoke(None, { .., thread, thread_ts.. })  
g.stream(None, { .., thread, thread_ts.. })
```

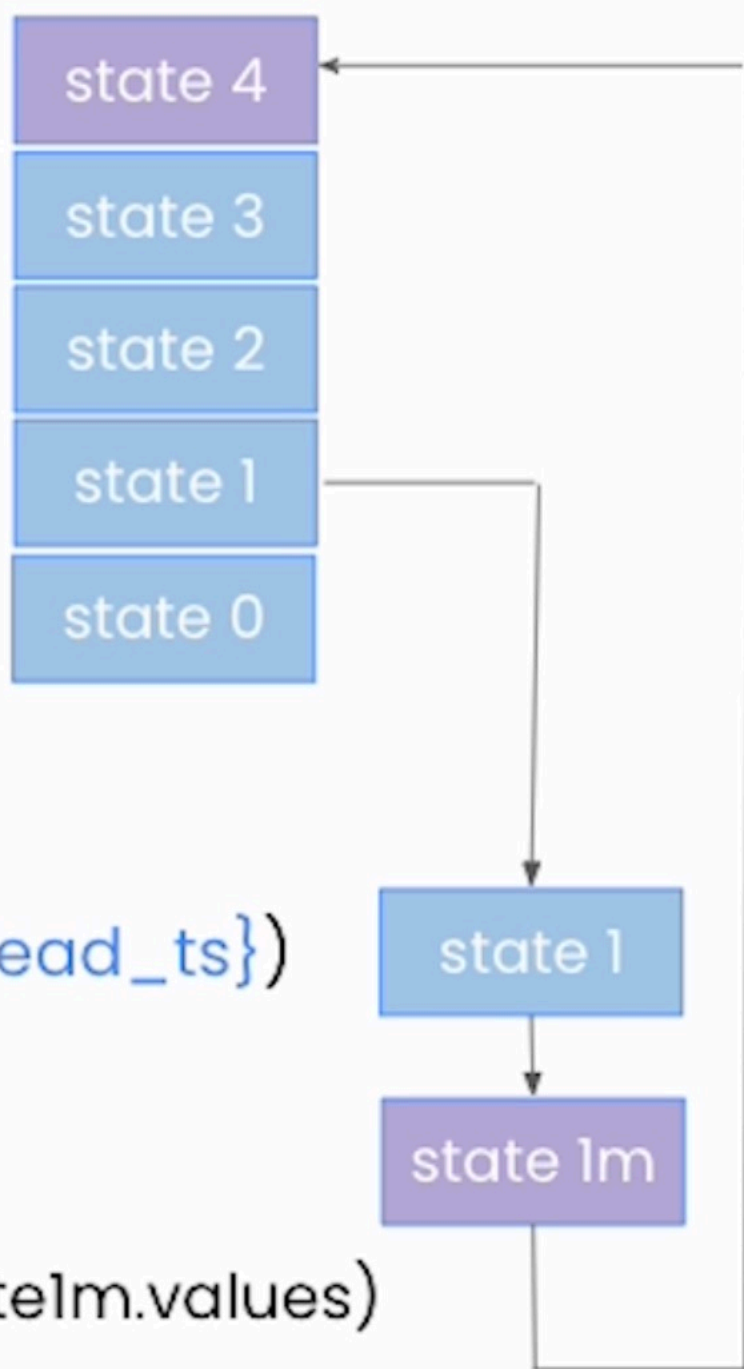


runs with state 1 as starting point
Time Travel

State Memory



Memory



`g.get_state({thread, thread_ts})`

modify it

`g.update_state(thread, state1m.values)`

run it `g.stream(None, thread)`

Essay Writer

