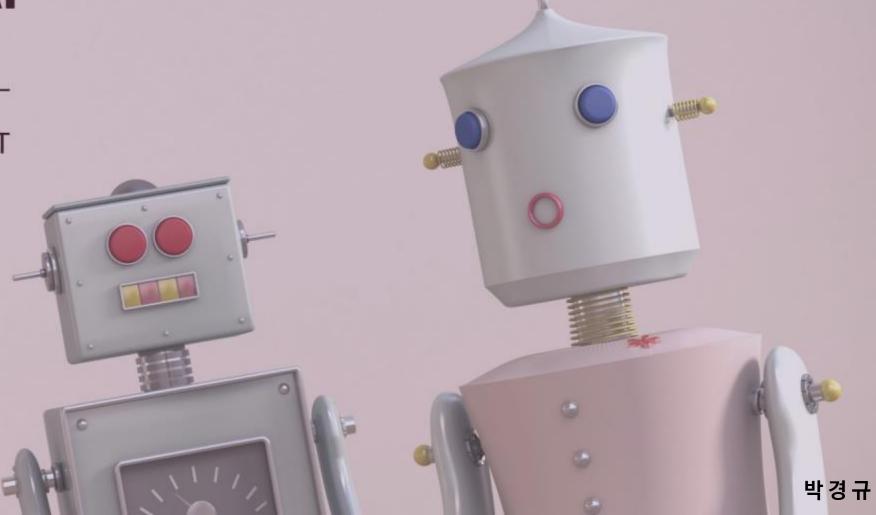
MULTIPLE AI AGENTS

CREATE MULTI-AGENT
WORKFLOWS USING
LANGGRAPH AND
LANGCHAIN





https://github.com/langchain-ai/langgraph

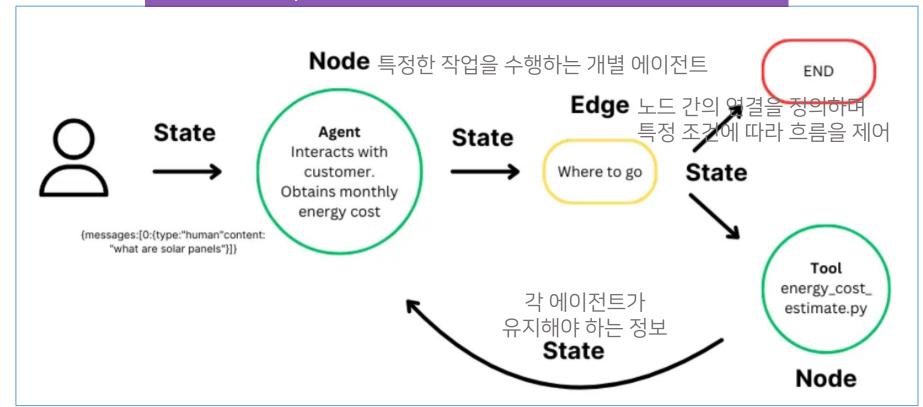
LangGraph는 제어 가능한 에이전트를 구축하기 위한 저수준 오케스트레이션 프레임워크입니다.

Langchain은 LLM 애플리케이션 개발을 간소화하기 위한 통합 및 구성 가능한 구성 요소를 제공하는 반면,

LangGraph 라이브러리는 에이전트 오케스트레이션을 가능하게 합니다.

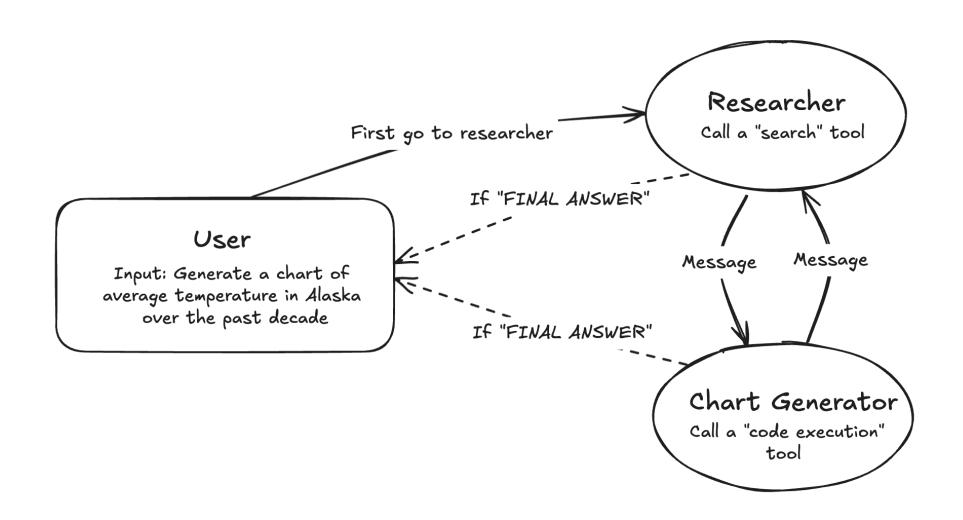
사용자 정의 가능한 아키텍처, 장기 메모리, human-in-the-loop 를 제공하여 복잡한 작업을 안정적으로 처리합니다.

그래프(Graph): 노드와 엣지가 조합된 전체 워크플로우의 구조



멀티 에이전트 네트워크

멀티 AI 에이전트 시스템은 Divide And Conquer 방식처럼, 문제를 여러 서브 도메인에 특화된 AI 에이전트로 나누어 해결합니다.



멀티 AI 에이전트 협업 기능 구현 multi-agent-collaboration.ipynb

> 필수 패키지 설치

```
%%capture --no-stderr
[1]
    %pip install -U langchain_community langchain_openai langchain_anthropic
    %pip install -U langchain experimental matplotlib langgraph
```

API 키 설정

```
o OPENAI_API_KEY: <a href="https://platform.openai.com/api-keys">https://platform.openai.com/api-keys</a>
```

o ANTHROPIC_API_KEY : https://console.anthropic.com/settings/keys

o TAVILY_API_KEY : https://app.tavily.com/home -> API Keys

Please provide your TAVILY_API_KEY · · · · · · · · · ·

```
[2]
    import getpass
    import os
    def set if undefined(var: str):
       if not os.environ.get(var):
           os.environ[var] = getpass.getpass(f"Please provide your {var}")
    _set_if_undefined("OPENAI_API_KEY")
    _set_if_undefined("ANTHROPIC_API_KEY")
    set if undefined("TAVILY API KEY")
   Please provide your OPENAL_APL_KEY · · · · · · · · · · · ·
```

도구(Tool) 정의

에이전트가 사용할 도구를 정의(Define)

```
[3]
    from typing import Annotated
     from langchain_community.tools.tavily_search import TavilySearchResults
     from langchain_core.tools import tool
     from langchain_experimental.utilities import PythonREPL
    tavily_tool = TavilySearchResults(max_results=5)
    # Warning: This executes code locally, which can be unsafe when not sandboxed
     repl = PythonREPL()
```

```
@tool
def python_repl_tool(
    code: Annotated[str, "The python code to execute to generate your chart."],
    """Use this to execute python code. If you want to see the output of a value,
    you should print it out with `print(...)`. This is visible to the user."""
    try:
        result = repl.run(code)
    except BaseException as e:
        return f"Failed to execute. Error: {repr(e)}"
    result_str = f"Successfully executed:\mn```python\n{code}\mn```\mnStdout: {result}"
    return (
        result_str + "₩n₩nlf you have completed all tasks, respond with FINAL ANSWER."
```

∨ 그래프 만들기

이제 도구를 정의하고 일부 helper function을 만들었으므로 아래의 개별 에이전트를 만들고 LangGraph를 사용하여 서로 대화하는 방법을 알려줍니다.

✔ 에이전트 노드 정의

먼저 각 에이전트에 대한 시스템 프롬프트를 만드는 유틸리티를 만듭니다.

```
[4] def make_system_prompt(suffix: str) -> str:
    return (
        "You are a helpful Al assistant, collaborating with other assistants."
        "Use the provided tools to progress towards answering the question."
        "If you are unable to fully answer, that's OK, another assistant with different tools "
        "will help where you left off. Execute what you can to make progress."
        "If you or any of the other assistants have the final answer or deliverable,"
        "prefix your response with FINAL ANSWER so the team knows to stop."
        f"\mathcal{W}n{suffix}"
        )
```

```
[5]
    from typing import Literal
     from langchain_core.messages import BaseMessage, HumanMessage
     from langchain_openai import ChatOpenAl
     from langchain_anthropic import ChatAnthropic
     from langgraph.prebuilt import create_react_agent
     from langgraph.graph import MessagesState, END
     from langgraph.types import Command
    IIm = ChatOpenAl(model="gpt-4-turbo")
    # Ilm = ChatAnthropic(model="claude-3-5-sonnet-latest")
    def get_next_node(last_message: BaseMessage, goto: str):
         if "FINAL ANSWER" in last_message.content:
            # Any agent decided the work is done
            return END
        return goto
```

```
def research_node(
   state: MessagesState,
) -> Command[Literal["chart_generator", END]]:
    result = research_agent.invoke(state)
   goto = get_next_node(result["messages"][-1], "chart_generator")
   # wrap in a human message, as not all providers allow
   # Al message at the last position of the input messages list
    result["messages"][-1] = HumanMessage(
        content=result["messages"][-1].content, name="researcher"
    return Command(
        update={
            # share internal message history of research agent with other agents
            "messages": result["messages"],
        goto=goto,
```

```
def chart_node(state: MessagesState) -> Command[Literal["researcher", END]]:
    result = chart_agent.invoke(state)
    goto = get_next_node(result["messages"][-1], "researcher")
    # wrap in a human message, as not all providers allow
    # Al message at the last position of the input messages list
    result["messages"][-1] = HumanMessage(
        content=result["messages"][-1].content, name="chart_generator"
    return Command(
        update={
            # share internal message history of chart agent with other agents
            "messages": result["messages"],
        goto=goto,
```

✔ 그래프 정의

이제 모든 것을 모아 그래프를 정의합니다.

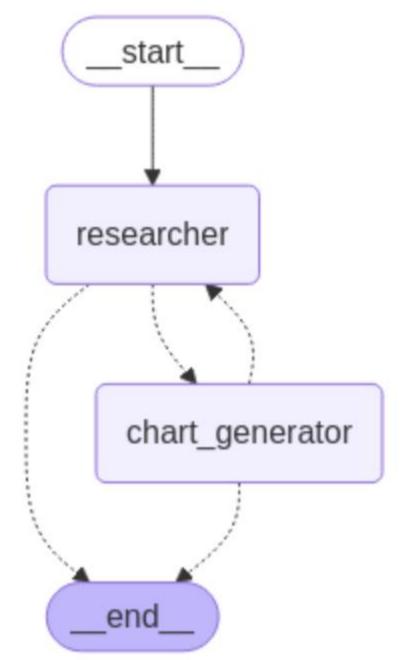
```
[6] from langgraph.graph import StateGraph, START

workflow = StateGraph(MessagesState)
workflow.add_node("researcher", research_node)
workflow.add_node("chart_generator", chart_node)

workflow.add_edge(START, "researcher")
graph = workflow.compile()
```

```
[7] from IPython.display import Image, display

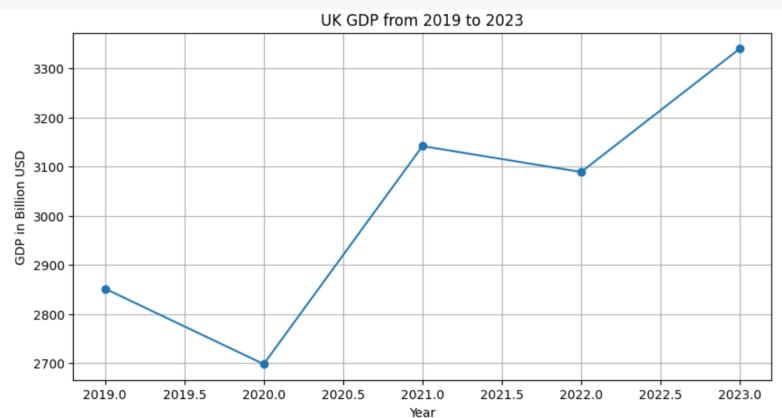
try:
    display(Image(graph.get_graph().draw_mermaid_png()))
    except Exception:
        # This requires some extra dependencies and is optional
        pass
```



호출(Invoke)

그래프가 생성되었으니 호출할 수 있습니다! 몇 가지 통계를 차트로 표시해 보겠습니다.

```
# Maximum number of steps to take in the graph
{"recursion_limit": 150},
)
for s in events:
    print(s)
    print("----")
```



Thank you