Considerations after the impact of Large Language Models and the arrival of Large Agent Models: towards a revival of multi-agent systems in AI?

Mots/Machines #6, Brest

Christophe Servan, PhD 08th of March 2024

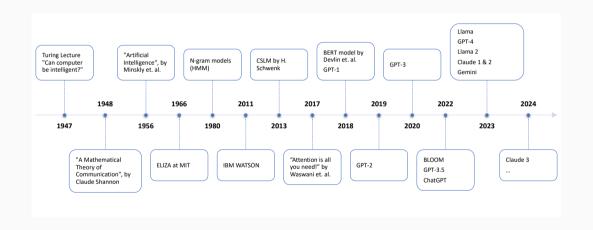
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Plan

- 1. Introduction
- 2. Language Models
- 3. Fine-tuning of Neural Language Models
- 4. Declination of Neural Language Models
- 5. Agent systems
- 6. Link LLM & Agents
- 7. What's next?

Introduction

A bit of Hystory... wait, what?!



Language Models

Language Models

Predictive models

Uses left context to guess the next word

input: [CLS] the man went to

input: [CLS] the man went to the

input: [CLS] the man went to the store

input: [CLS] the man went to the store [SEP]

Masked models

Uses left and right contexts to guess the word

input: [CLS] the man [MASK] to the store [SEP]

input: [CLS] the man went [MASK] the store [SEP]

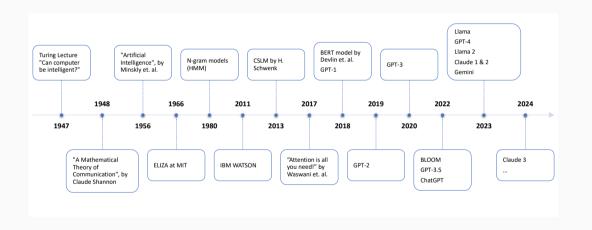
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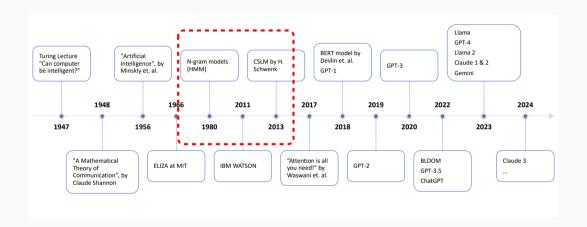
Language Models

- Statistical Language Models since 80's (HMM)
- include in many tasks:
 - Machine Translation [Koehn et al., 2003]
 - Speech Recognition [Povey et al., 2011]
 - Spoken / Natural Language Understanding [Servan et al., 2006]
 - Any log-linear model

Back to the time-line



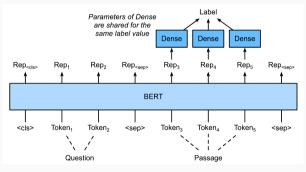
Back to the time-line



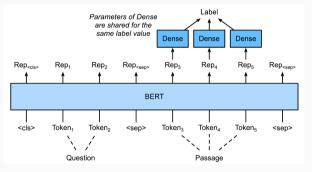
Fine-tuning of Neural Language

Models

- Transformer models [Vaswani et al., 2017]
- Transfert learning with BERT [Devlin et al., 2019]



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Game changer, introducing the nowaday well-known fine-tuning phase

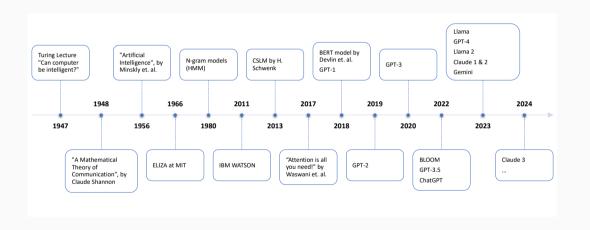
Many tasks:

- token classification: NER, POS-tagging, slot-filling...
- sentence classification: intention detection, sentiment analysis...
- span detection: Question-Answering...
- text generation: summarization, response generation...
- etc

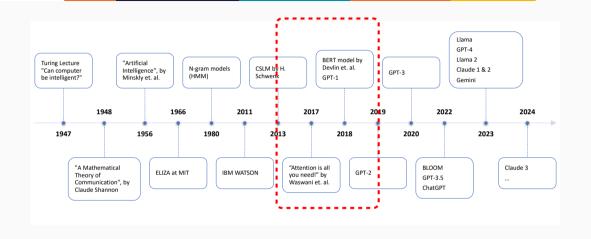
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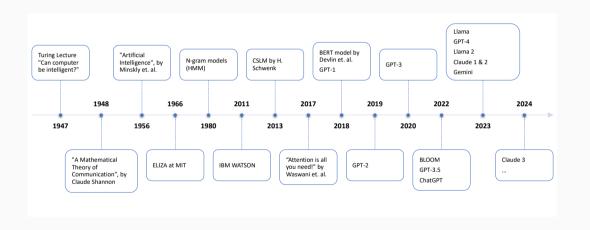


Predictive Language Models: Generative Pre-trained Transformer

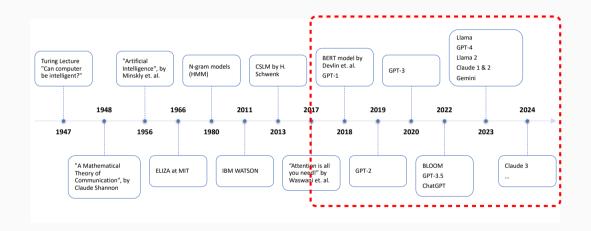
Many tasks:

- introduced by OpenAl in 2018
- enable to generate sequence of token according a query (called *prompt*)
- transfert learning to specify the generation (intructGPT)
- etc

Back to the time-line



Back to the time-line



Rebranding Pre-trained Transformer models as Large Language Models

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- are "classical" BERT models with 110M parameters are small?
 - \Rightarrow actually... No.
- maybe we should consider the definition according to the amount of computationnal resources...

Declination of Neural Language

Models

Fine-tuning of LLM to generate sequence of tokens from sequence of tokens:

- instruct-GPT
- ChatGPT
- BloomZ
- etc.

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- instruct-GPT
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- etc.
- User's game changer \Rightarrow non-expert people can use and exploit LLM
- User's behavior drift...

Definition of new practices and methods:

- prompt-engineering
- prompt-tuning
- prompt-generation (by LLM)
- etc.

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- etc.
- begining of the idea of human-computer interaction optimization

Agent systems

What is an "Agent?"

- persistence (code is not executed on demand but runs continuously and decides for itself when it should perform some activity)
- autonomy (agents have capabilities of task selection, prioritization, goal-directed behavior, decision-making without human intervention)
- social ability (agents are able to engage other components through some sort of communication and coordination, they may collaborate on a task)
- reactivity (agents perceive the context in which they operate and react to it appropriately).

What is an "Agent?"

- all agent are program but all programs are not agent [Franklin and Graesser, 1996]
- agents are not objects [Wooldridge, 2009]
- agents are not expert systems [Wooldridge, 2009]
- agents may be machines, human beings, communities of human beings or anything that is capable of goal-directed behavior [Russell and Norvig, 2003]



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within an environment, with other agents: a multi-agent system

Multi-Agent Systems [Ferber, 1999]

- an eco-system of several agents which interact with one-another
- agents collaborate to complete a task
- act on behalf of users with different goals and motivations
- they must cooperate, coordinate and negociate to successfully interact



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specialized LLMs which communicate with one-another to achieve a goal...

Interaction in close environments: video games

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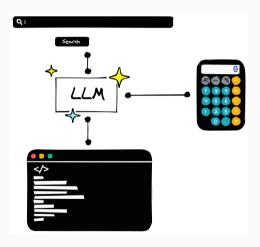
Generative Agents: Interactive Simulacra of Human Behavior [Park et al., 2023]



Link LLM & Agents

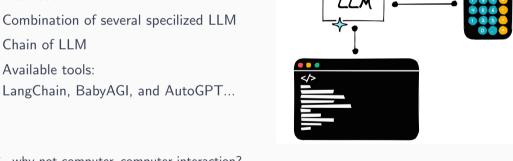
LLM as agents

- Aim to create a high level of interaction
- Combination of several specilized LLM
- Chain of LLM
- Available tools:
 LangChain, BabyAGI, and AutoGPT...



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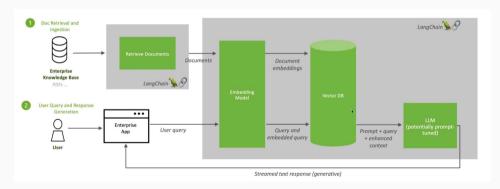


why not computer-computer interaction?

LLM as agents

Retrieval Augmented Generation

- Question-Answering
- Augmented search engine



What's next?

Imagine future

- In 2045, let's imagine a future where coding is obsolete and replaced by a combination of agents...
 [Ferber, 1999]
- The future is now:
 - computer scientist behaviors has changed
 - no need to be an expert to use LLMs
 - one can assemble LLM as child assemble lego bricks



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- Design of specialized models
- Models adapted to environment
- Mix of Small (Language) Models and LLMs in Multi-Agent System

The end

Many thanks for your attention!

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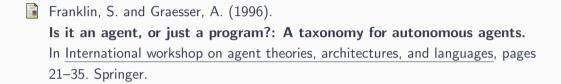
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