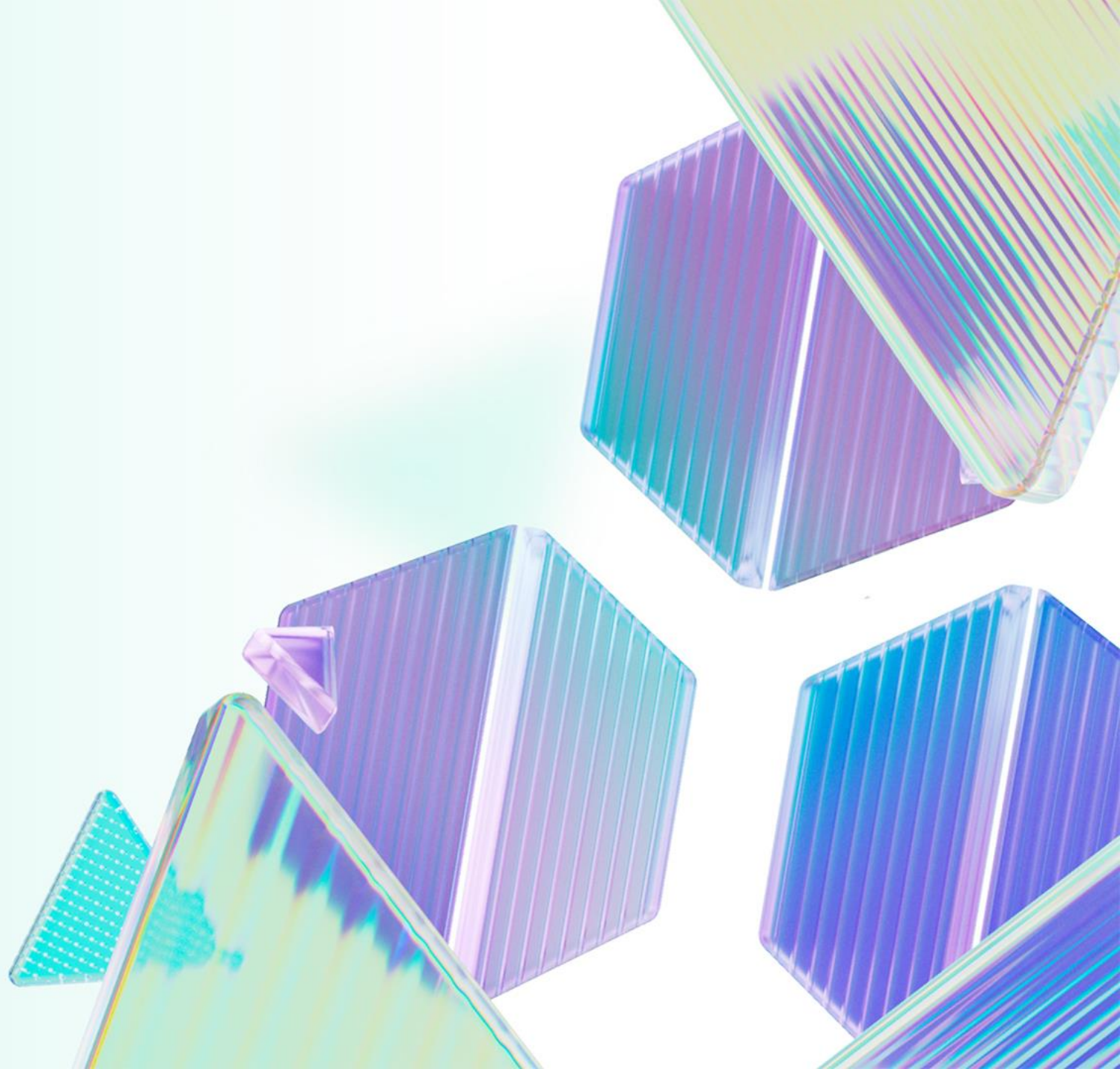




MCAPS Tech Connect





WHT160 - Gen AI Ops for Agents

Presenters

Jorge Garcia – Sr. CSA

Paulo Lacerda – Sr. CSA





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Agenda

-
- What is GenAIOps for Agents (AgentOps)?
 - Key Aspects of AgentOps
 - Evaluation Processes for Single Agents
 - Processes and Evaluation for Multiagent Systems
 - Bonus Topics

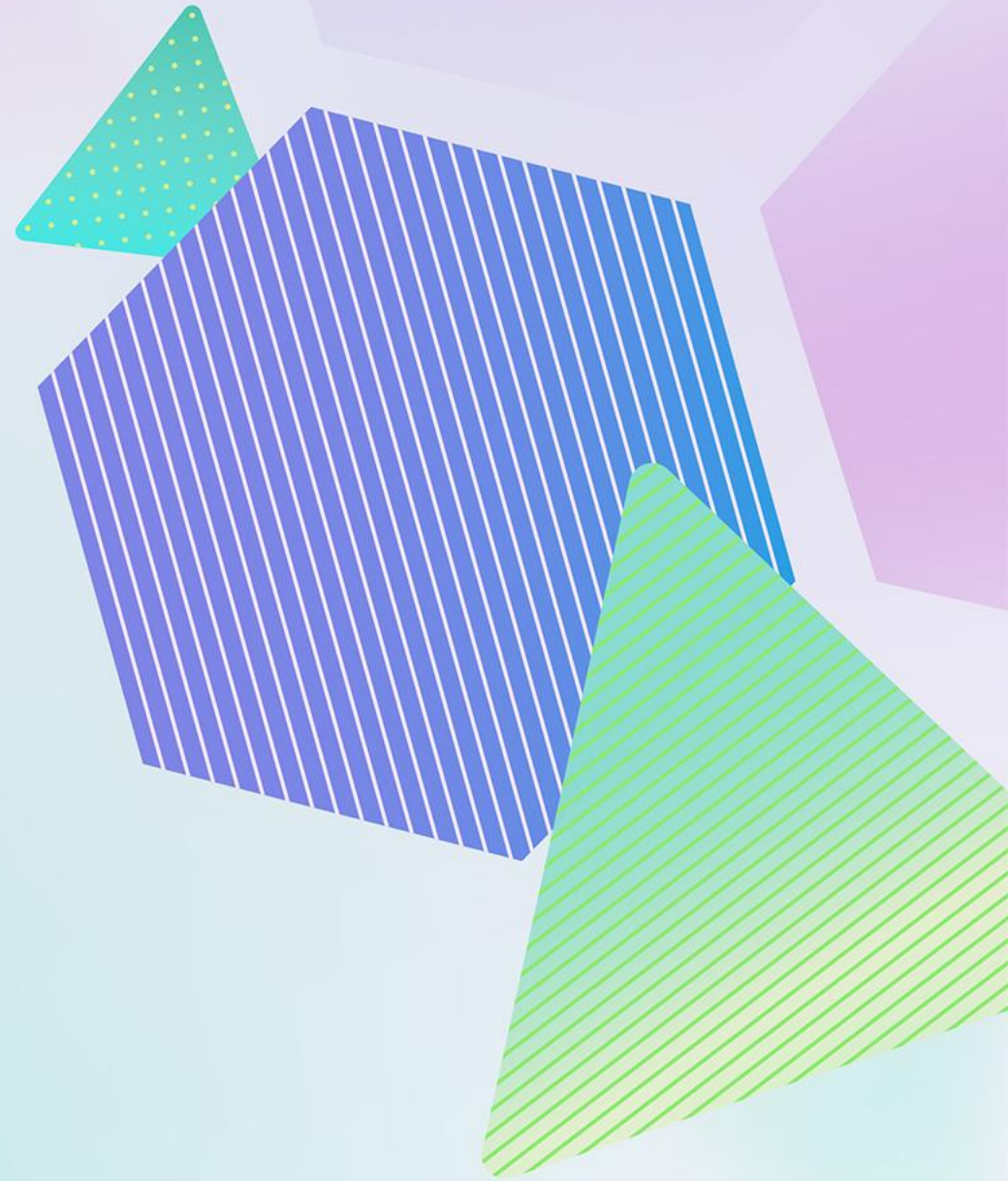
What is GenAIOps for Agents (AgentOps)?



*How would you define GenAIOps for Agents
(AgentOps) in your organization?*

What role does human oversight play in a fully automated AgentOps framework?

Key Aspects of AgentOps



*What key aspects should an effective
AgentOps framework cover?*

*How can we integrate debugging and tracing
into our operational processes?*

How can we ensure reproducibility in agent behavior across different environments?

What strategies can we use for prompt management across various agents?

How should guardrails and compliance be enforced in an AgentOps environment?

Evaluation Processes for Single Agents



*What processes should be in place to evaluate
a single agent?*

*How do we capture and analyze debugging
data for a single agent?*

★ Bonus Question

How can we incorporate user feedback into the evaluation of single agents?

Processes and Evaluation for Multiagent Systems



When scaling to multiagent systems, what additional processes should we consider beyond single-agent evaluation?

*How should we evaluate and monitor
multiagent systems effectively?*

*How can we ensure end-to-end observability
in a multiagent ecosystem?*

★ Bonus Question

What processes should be in place for deployment and versioning in multiagent systems?

★ Bonus Question

How do we handle incident analysis and replayability for complex multiagent interactions?

★ Bonus Question

What role do prompt management and feedback loops play in sustaining multiagent systems?

★ Bonus Topics



Chaos Engineering and Fault Injection in AgentOps



How can we integrate chaos engineering and fault injection into AgentOps to test resilience and self-healing capabilities?

Auto-Healing and Self-Optimization in Multiagent Systems



What strategies can be implemented so that agents in a multiagent system can self-heal and optimize their behavior over time?

Modular Architectures and Standardization in AgentOps



How do modular architectures and interoperability standards improve the management of multiagent systems?

Advanced Incident Root Cause Analysis and Replayability



What methods can we use for in-depth incident analysis and replayability in complex multiagent systems?

Prompt Management, Versioning, and Feedback Loops



*How do prompt management and versioning
contribute to reliable agent behavior, and
what role do feedback loops play in
continuous improvement?*



Remarks and References

