# Agent Architecture & State Management

**Description:** Understanding agent types, hierarchy patterns, and state vs memory management in ADK

**Purpose**: Deep dive into agent composition, hierarchy patterns, and state management strategies in ADK.

#### **Source of Truth:**

google/adk-python/src/google/adk/agents/ (https://github.com/google/adk-python/tree/main/src/ google/adk/agents/)

(ADK 1.15) +

google/adk-python/src/google/adk/sessions/ (https://github.com/google/adk-python/tree/main/src/ google/adk/sessions/)

(ADK 1.15)

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## **Agent Types Deep Dive**

## LLM Agent (Thinker Pattern)

**Mental Model**: The flexible problem-solver that reasons dynamically:

```
# Basic LLM Agent
agent = Agent(
    name="researcher",
    model="gemini-2.5-flash",
    description="Research and analysis specialist",
    instruction="""
    You are a research assistant who:
    - Analyzes complex topics
    - Uses tools to gather information
    - Provides well-structured answers
    """,
    tools=[search_tool, analysis_tool]
)
```

#### When to Use:

- Conversational interfaces
- Creative problem solving
- Analysis and reasoning tasks
- Dynamic decision making

#### Characteristics:

• Flexible: Adapts to new situations

• Creative: Generates novel solutions

• Tool-Aware: Can call multiple tools in sequence

• Stateful: Maintains conversation context

## Workflow Agent (Manager Pattern)

**Mental Model**: The orchestrator that follows predefined processes:

```
sequential_agent = SequentialAgent(
    name="content_pipeline",
    sub_agents=[
        research_agent,  # Step 1: Gather info
writer_agent,  # Step 2: Create content
        editor_agent # Step 3: Review & edit
    ],
    description="Complete content creation pipeline"
)
parallel_agent = ParallelAgent(
    name="data_analyzer",
    sub_agents=[
        stats_agent, # Analyze numbers
trends_agent, # Find patterns
        insights_agent  # Generate insights
    description="Multi-dimensional data analysis"
)
quality_agent = LoopAgent(
    sub_agents=[
        writer_agent,  # Generate content
        critic_agent # Evaluate quality
    ],
    max_iterations=3,
    description="Iterative content refinement"
)
```

#### When to Use:

- V Predictable, multi-step processes
- Quality assurance workflows
- Complex orchestration
- ✓ Batch processing

#### Remote Agent (Service Pattern)

Mental Model: External specialists accessed via HTTP:

```
youtube_agent = RemoteA2aAgent(
    name='youtube_specialist',
    base_url='https://youtube-agent.example.com',
    description="YouTube content and analytics expert"
)
local_agent = Agent(
    name="content_strategy",
    model="gemini-2.5-flash",
    tools=[AgentTool(youtube_agent)], # Remote agent as tool
    instruction="Create content strategy using YouTube insights"
)
```

#### When to Use:

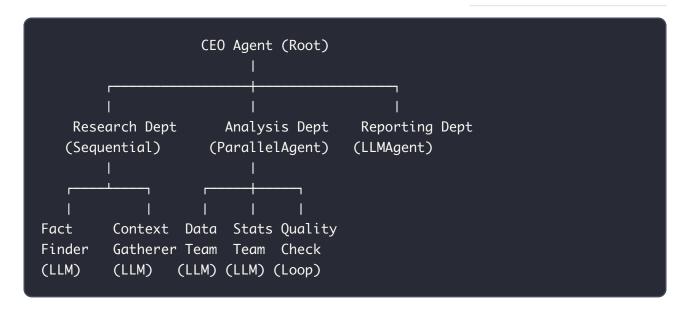
- Specialized domain expertise
- Microservices architecture
- Cross-team collaboration
- Scalable agent ecosystems



## Agent Hierarchy Model

## Single Parent Rule

Mental Model: Agents form clean organizational trees like company structures:



#### **Key Rules:**

- Single Parent: Each agent has exactly one parent
- **Shared State**: Parent and children share session state via state['key']
- **Clean Communication**: State keys or transfer\_to\_agent() for handoffs
- Scoped Execution: Children inherit parent's invocation context

#### **State Communication Patterns**

#### **Pattern 1: State Key Sharing**

```
parent_agent = SequentialAgent(
    sub_agents=[research_agent, analysis_agent],
    description="Research and analyze topic"
)
# Research agent saves to state
research_agent = Agent(
    name="researcher",
   model="gemini-2.5-flash",
    output_key="research_results", # Saves to state['research_results']
    instruction="Research the topic and save findings"
)
analysis_agent = Agent(
    name="analyst",
    model="gemini-2.5-flash",
   instruction="""
    Analyze the research findings: {research_results}
    Provide insights and recommendations.
)
```

#### **Pattern 2: Agent Tool Integration**

```
# Convert agent to tool for another agent
specialist_tool = AgentTool(specialist_agent)

# Use specialist as tool in another agent
orchestrator = Agent(
    name="orchestrator",
    model="gemini-2.5-flash",
    tools=[specialist_tool],
    instruction="Use the expert when you need specialized knowledge"
)
```

#### Pattern 3: Callback-Based Coordination

```
def on_agent_complete(context, result):
    """Callback when agent finishes"""
    if result.success:
        state['completed_agents'] = state.get('completed_agents', 0) + 1

agent = Agent(
    name="worker",
    model="gemini-2.5-flash",
    instruction="Do your work",
    callbacks=[on_agent_complete]
)
```

# **State vs Memory Management**

## **Session State (RAM - Short-term)**

**Mental Model**: Working memory for the current conversation:

```
# Session State Examples
state['current_topic'] = "quantum computing"  # Current focus
state['user:name'] = "Alice"  # User identity
state['temp:calculation'] = intermediate_result  # Temporary data
state['app:version'] = "1.2.3"  # App-wide data

# State Scopes
state['key']  # Session scope (this conversation)
state['user:key']  # User scope (all user sessions)
state['app:key']  # App scope (entire application)
state['temp:key']  # Temp scope (this invocation only)
```

#### Characteristics:

• Scope: Current session only

• Persistence: Lost when session ends

• Use Cases: Conversation context, working data, user preferences

• Performance: Fast, in-memory access

## **Memory Service (Hard Drive - Long-term)**

Mental Model: Institutional knowledge across all conversations:

```
# Memory Service Integration
runner = Runner(
    memory_service=VertexAiMemoryBankService(
        project="my-project",
        location="us-central1"
    )
)

# Memory automatically captures:
# - Conversation history
# - User patterns
# - Learned facts
# - Important context
```

#### **Characteristics:**

• **Scope**: All sessions for user/app

• **Persistence**: Permanent storage

• Use Cases: Historical knowledge, user patterns, learned preferences

• Performance: Slower, network access

#### State vs Memory Decision Framework

Scenario	Use State	Use Memory	Example
Current task progress	$\checkmark$	×	state['step'] = 2
User identity	$\checkmark$	X	state['user:name']
Working calculations	$\checkmark$	×	state['temp:result']
Past conversations	×	V	Memory service
Learned preferences	×	V	User behavior patterns
Historical facts	×	V	Important knowledge

## **Artifacts for Large Content**

Mental Model: File system for big data:

```
# Artifact Storage
runner = Runner(
    artifact_service=GcsArtifactService(
        bucket_name="my-agent-artifacts"
    )
)

# Save large content
artifact_id = await runner.save_artifact(
    content=large_report,
    content_type="text/markdown",
    description="Research report"
)

# Reference in state
state['report_id'] = artifact_id
```

#### When to Use Artifacts:

- Large text documents
- Binary files (images, PDFs)
- Generated content

Persistent file storage

## **Agent Communication Patterns**

#### **Direct State Transfer**

Pattern: Agents communicate through shared state keys:

```
# Agent A produces data
producer_agent = Agent(
    name="data_producer",
    model="gemini-2.5-flash",
    output_key="processed_data",
    instruction="Process the input and save results to state"
)

# Agent B consumes data
consumer_agent = Agent(
    name="data_consumer",
    model="gemini-2.5-flash",
    instruction="""
    Use this data: {processed_data}
    Generate final output.
    """
)
```

#### **Tool-Based Communication**

**Pattern**: Agents call each other as tools:

```
expert_agent = Agent(
    name="domain_expert",
   model="gemini-2.5-pro",
   instruction="You are a specialist in quantum physics"
)
# General agent uses specialist
general_agent = Agent(
    name="general_assistant",
    model="gemini-2.5-flash",
    tools=[AgentTool(expert_agent)],
    instruction="Use the expert when you need specialized knowledge"
)
```

#### Callback-Based Coordination

**Pattern**: Use callbacks for cross-agent coordination:

```
def on_agent_complete(context, result):
    """Callback when agent finishes"""
    if result.success:
        state['completed_agents'] = state.get('completed_agents', 0) + 1
agent = Agent(
    name="worker",
   model="gemini-2.5-flash",
    instruction="Do your work",
    callbacks=[on_agent_complete]
)
```



## Composition Best Practices

## **Hierarchical Design Principles**

- 1. Single Responsibility: Each agent has one clear purpose
- 2. Clean Interfaces: Communicate through state keys, not direct calls

- 3. **Scoped State**: Use appropriate state prefixes (temp:, user:, app:)
- 4. **Error Boundaries**: Isolate failures within agent boundaries

#### **Performance Optimization**

```
# Parallel when possible
parallel_workflow = ParallelAgent(
    sub_agents=[
        fast_task_1,  # Independent
        fast_task_2,  # Independent
        fast_task_3  # Independent
    ]
)

# Sequential when dependent
sequential_workflow = SequentialAgent(
    sub_agents=[
        setup_agent,  # Must run first
        process_agent,  # Needs setup results
        finish_agent  # Needs process results
]
)
```

#### Error Handling Patterns

```
# Graceful degradation
robust_agent = Agent(
    name="robust_worker",
    model="gemini-2.5-flash",
    instruction="""
    Try to complete the task.
    If you encounter errors, save error details to state
    and provide fallback response.
    """,
    output_key="result"
)

# Circuit breaker pattern
def circuit_breaker_callback(context, result):
    failure_count = state.get('failures', 0) + 1
    state['failures'] = failure_count
    if failure_count > 3:
        # Stop trying
        context.cancel()
```



## Debugging Agent Systems

## State Inspection

```
# Debug state during execution
debug_agent = Agent(
    name="debugger",
    model="gemini-2.5-flash",
    instruction="""
    Current state: {debug:state}
    Available keys: {debug:keys}
    Analyze the current situation.
    """,
    tools=[debug_tool]
)
```

#### **Event Tracing**

```
runner = Runner(
    event_service=LoggingEventService(
        level="DEBUG",
        include_state=True
    )
)
```

#### **Common Issues & Solutions**

Issue	Symptom	Solution
State not shared	Agent can't see previous results	Use output_key and state interpolation
Memory leaks	State growing indefinitely	Use temp: prefix for temporary data
Circular dependencies	Agents waiting for each other	Redesign hierarchy, use ParallelAgent
Performance degradation	Slow response times	Add ParallelAgent, reduce state size



## Related Topics

- Tools & Capabilities → (tools-capabilities.md): Extend agent capabilities
- Workflows & Orchestration → (workflows-orchestration.md): Advanced composition patterns

 Production & Deployment → (production-deployment.md): Running agent systems at scale

# **©** Key Takeaways

- 1. **Agent Types**: Choose LLM for flexibility, Workflow for process, Remote for specialization
- 2. **Hierarchy**: Single parent rule, clean state communication
- 3. State Management: Session for current work, Memory for long-term knowledge
- 4. **Communication**: State keys for sharing, AgentTool for integration
- 5. Best Practices: Single responsibility, clean interfaces, error boundaries

✔ Next: Learn about Tools & Capabilities (tools-capabilities.md) to extend what your agents can do.

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