Core Concepts

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10:22 PM

60% Flow Engineering, 35% Fine Tuning, 5% Prompt Engineering

Non-Deterministic Control Flows and in this you can execute LLM Calls

**Nodes** - Python Functions (You can do anything you want) but always receives current graph state as input and provides output by updating the state (i.e., dictionary) with the keys that you want to update.

**Edges** - Edges connects those Nodes within the graph execution

**Conditional Edges** - Helps making Decisions. Return value is a string (the string(key) says that to which node it needs to go to)

**Start Node (No Operation - NOP)** - Entry point for our Graph executions

**End Node (NOP)** - Last node that is going to execute

**State Management**

**State / Agent State**: State/Agent State is simply a dictionary that is going to have a important informataion for us to keep tracking the Graph. May be some node execution results, may be some temporary results or even our chat history or it can be very complex or we can customize to anything we want. It is local to the Graph i.e., it is available for every node within the Graph execution and also it is available on each edge and we can also make it persistent / storage. The advantage of persistent is you can stop the graph and start running it after some time.

State Object is going to change overtime. Conditional Edges and Edges are going to rely on it (State) to make decisions.



