

Nodes & Edges in LangGraph

Instructor

Lucas Soares

AI Engineer at Otovo

Specialist in LLM Applications & Computer Vision

Instructor at O'Reilly Media

Technical Writer & Content Creator



Nodes

In LangGraph, Nodes are the core functional units:

- **Functionality:**

Each Node is a Python function that processes the current State and outputs an updated State.

- **Execution:**

Nodes can run synchronously or asynchronously and are added to the graph using the `add_node` method.

- **Special Nodes:**

Includes START and END Nodes to manage the flow of execution in the graph.

Edges

Edges define the routing logic in LangGraph:

- **Types of Edges:**
 - **Normal Edges:** Direct transitions from one Node to another.
 - **Conditional Edges:** Determine the next Node(s) to execute based on a function's output.
 - **Entry Points:** Specify which Node to invoke first based on user input.
- **Parallel Execution:**

Multiple outgoing edges from a Node can trigger parallel execution of destination Nodes.

Thank You
