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Agents

The core idea of agents is to use a language model to choose a sequence of actions to take. In chains, a sequence of actions is hardcoded (in code). In agents, a language model is used as a reasoning engine to determine which actions to take and in which order.

Quickstart

For a quick start to working with agents, please check out [this getting started guide](#). This covers basics like initializing an agent, creating tools, and adding memory.

Concepts

There are several key concepts to understand when building agents: Agents, AgentExecutor, Tools, Toolkits. For an in depth explanation, please check out [this conceptual guide](#)

Agent Types

There are many different types of agents to use. For a overview of the different types and when to use them, please check out [this section](#).

Tools

Agents are only as good as the tools they have. For a comprehensive guide on tools, please see [this section](#).

How To Guides

Agents have a lot of related functionality! Check out comprehensive guides including:

- [Building a custom agent](#)
- [Streaming \(of both intermediate steps and tokens](#)
- [Building an agent that returns structured output](#)
- Lots functionality around using AgentExecutor, including: [using it as an iterator](#), [handle parsing errors](#), [returning intermediate steps](#), [capping the max number of iterations](#), and [timeouts for agents](#)