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# Streaming

Streaming is an important UX consideration for LLM apps, and agents are no exception. Streaming with agents is made more complicated by the fact that it's not just tokens of the final answer that you will want to stream, but you may also want to stream back the intermediate steps an agent takes.

In this notebook, we'll cover the `stream/astream` and `astream_events` for streaming.

Our agent will use a tools API for tool invocation with the tools:

1. `where_cat_is_hiding`: Returns a location where the cat is hiding
2. `get_items`: Lists items that can be found in a particular place

These tools will allow us to explore streaming in a more interesting situation where the agent will have to use both tools to answer some questions (e.g., to answer the question `what items are located where the cat is hiding?`).

Ready? 

```
from langchain import hub
from langchain.agents import AgentExecutor,
create_openai_tools_agent
from langchain.prompts import
ChatPromptTemplate
from langchain.tools import tool
from langchain_core.callbacks import
Callbacks
from langchain_openai import ChatOpenAI
```

## Create the model

**Attention** We're setting `streaming=True` on the LLM. This will allow us to stream tokens from the agent using the `astream_events` API. This is needed for older versions of LangChain.

```
model = ChatOpenAI(temperature=0,
streaming=True)
```

## Tools

We define two tools that rely on a chat model to generate output!

```
import random
```

```
@tool
```

```
async def where_cat_is_hiding() -> str:  
    """Where is the cat hiding right now?"""  
    return random.choice(["under the bed",  
        "on the shelf"])
```

```
@tool
```

```
async def get_items(place: str) -> str:  
    """Use this tool to look up which items  
are in the given place."""  
    if "bed" in place: # For under the bed  
        return "socks, shoes and dust  
bunnies"  
    if "shelf" in place: # For 'shelf'  
        return "books, pencils and pictures"  
    else: # if the agent decides to ask  
about a different place  
        return "cat snacks"
```

```
await where_cat_is_hiding.ainvoke({})
```

```
'on the shelf'
```

```
await get_items.ainvoke({"place": "shelf"})
```

```
'books, pencils and pictures'
```

## Initialize the agent

Here, we'll initialize an OpenAI tools agent.

**ATTENTION** Please note that we associated the name `Agent` with our agent using `"run_name"="Agent"`. We'll use that fact later on with the `astream_events` API.

```
# Get the prompt to use - you can modify
this!
prompt = hub.pull("hwchase17/openai-tools-
agent")
# print(prompt.messages) -- to see the prompt
tools = [get_items, where_cat_is_hiding]
agent = create_openai_tools_agent(
    model.with_config({"tags":
["agent_llm"]}), tools, prompt
)
agent_executor = AgentExecutor(agent=agent,
tools=tools).with_config(
```

```
) {"run_name": "Agent"}
```

## Stream Intermediate Steps

We'll use `.stream` method of the `AgentExecutor` to stream the agent's intermediate steps.

The output from `.stream` alternates between (action, observation) pairs, finally concluding with the answer if the agent achieved its objective.

It'll look like this:

1. actions output
2. observations output
3. actions output
4. observations output

**... (continue until goal is reached) ...**

Then, if the final goal is reached, the agent will output the **final answer**.

The contents of these outputs are summarized here:

| Output       | Contents  |
|--------------|---|
| Actions      | <code>actions</code> <code>AgentAction</code> or a subclass, <code>messages</code> chat messages corresponding to action invocation   |
| Observations | <code>steps</code> History of what the agent did so far, including the current action and its observation, <code>messages</code> chat message with function invocation results (aka observations) |
| Final answer | <code>output</code> <code>AgentFinish</code> , <code>messages</code> chat messages with the final output  |

```
# Note: We use `pprint` to print only to
depth 1, it makes it easier to see the output
from a high level, before digging in.
```

```
import pprint
```

```
chunks = []
```

```
async for chunk in agent_executor.astream(
    {"input": "what's items are located where
the cat is hiding?"}:
    chunks.append(chunk)
```

```
print("-----")  
pprint.pprint(chunk, depth=1)
```

```
-----  
{'actions': [...], 'messages': [...]}  
-----  
{'messages': [...], 'steps': [...]}  
-----  
{'actions': [...], 'messages': [...]}  
-----  
{'messages': [...], 'steps': [...]}  
-----  
{'messages': [...],  
  'output': 'The items located where the cat  
is hiding on the shelf are books, '  
           'pencils, and pictures.'}
```

## Using Messages

You can access the underlying `messages` from the outputs. Using messages can be nice when working with chat applications - because everything is a message!

```
chunks[0]["actions"]
```

```
[OpenAIToolAgentAction(tool='where_cat_is_hiding',
tool_input={}, log='\nInvoking:
`where_cat_is_hiding` with `{}`\n\n',
message_log=[AIMessageChunk(content='',
additional_kwargs={'tool_calls': [{'index': 0,
'id': 'call_pKy40LcBx6pR6k3GHB0lH68r', 'function':
{'arguments': '{}', 'name':
'where_cat_is_hiding'}, 'type': 'function'}]}))]
tool_call_id='call_pKy40LcBx6pR6k3GHB0lH68r')]
```

```
for chunk in chunks:
    print(chunk["messages"])
```

```
[AIMessageChunk(content='',
additional_kwargs={'tool_calls': [{'index':
0, 'id': 'call_pKy40LcBx6pR6k3GHB0lH68r',
'function': {'arguments': '{}', 'name':
'where_cat_is_hiding'}, 'type':
'function'}]}))]
[FunctionMessage(content='on the shelf',
name='where_cat_is_hiding')]
[AIMessageChunk(content='',
additional_kwargs={'tool_calls': [{'index':
0, 'id': 'call_qZTz1mRfCCXT18SUy0E07eS4',
'function': {'arguments': '{\n  "place":
"shelf"\n}', 'name': 'get_items'}, 'type':
'function'}]})]
```



```
[FunctionMessage(content='books, pencils and pictures', name='get_items')]  
[AIMessage(content='The items located where the cat is hiding on the shelf are books, pencils, and pictures.')]
```

In addition, they contain full logging information (`actions` and `steps`) which may be easier to process for rendering purposes.

## Using AgentAction/Observation

The outputs also contain richer structured information inside of `actions` and `steps`, which could be useful in some situations, but can also be harder to parse.

**Attention** `AgentFinish` is not available as part of the `streaming` method. If this is something you'd like to be added, please start a discussion on github and explain why its needed.

```
async for chunk in agent_executor.astream(  
    {"input": "what's items are located where  
the cat is hiding?"}  
):  
    # Agent Action  
    if "actions" in chunk:  
        for action in chunk["actions"]:
```

```
        print(f"Calling Tool:
`{action.tool}` with input
`{action.tool_input}`")
    # Observation
    elif "steps" in chunk:
        for step in chunk["steps"]:
            print(f"Tool Result:
`{step.observation}`")
    # Final result
    elif "output" in chunk:
        print(f'Final Output:
{chunk["output"]}')
    else:
        raise ValueError()
    print("---")
```

```
Calling Tool: `where_cat_is_hiding` with
input `{}`
```

```
---
```

```
Tool Result: `on the shelf`
```

```
---
```

```
Calling Tool: `get_items` with input
`{'place': 'shelf'}`
```

```
---
```

```
Tool Result: `books, pencils and pictures`
```

```
---
```

```
Final Output: The items located where the cat
is hiding on the shelf are books, pencils,
```

and pictures.

- - -

## Custom Streaming With Events

Use the `astream_events` API in case the default behavior of *stream* does not work for your application (e.g., if you need to stream individual tokens from the agent or surface steps occurring **within** tools).

⚠ This is a **beta** API, meaning that some details might change slightly in the future based on usage. ⚠ To make sure all callbacks work properly, use `async` code throughout. Try avoiding mixing in sync versions of code (e.g., sync versions of tools).

Let's use this API to stream the following events:

1. Agent Start with inputs
2. Tool Start with inputs
3. Tool End with outputs
4. Stream the agent final answer token by token
5. Agent End with outputs

```
async for event in
agent_executor.astream_events(
    {"input": "where is the cat hiding? what
items are in that location?"},
    version="v1",
):
    kind = event["event"]
    if kind == "on_chain_start":
        if (
            event["name"] == "Agent"
        ): # Was assigned when creating the
agent with `.with_config({"run_name":
"Agent"})`
            print(
                f"Starting agent:
{event['name']} with input:
{event['data'].get('input')}}"
            )
        elif kind == "on_chain_end":
            if (
                event["name"] == "Agent"
            ): # Was assigned when creating the
agent with `.with_config({"run_name":
"Agent"})`
                print()
                print("--")
                print(
                    f"Done agent: {event['name']}
with output: {event['data'].get('output')}
['output']}"
```

```

    )
    if kind == "on_chat_model_stream":
        content = event["data"]
["chunk"].content
        if content:
            # Empty content in the context of
OpenAI means
            # that the model is asking for a
tool to be invoked.
            # So we only print non-empty
content

            print(content, end="|")
        elif kind == "on_tool_start":
            print("--")
            print(
                f"Starting tool: {event['name']}
with inputs: {event['data'].get('input')}}"
            )
        elif kind == "on_tool_end":
            print(f"Done tool: {event['name']}")
            print(f"Tool output was:
{event['data'].get('output')}")
            print("--")

```

```

Starting agent: Agent with input: {'input':
'where is the cat hiding? what items are in
that location?'}

```

```
--
```

```

Starting tool: where_cat_is_hiding with
inputs: {}

```

```
Done tool: where_cat_is_hiding
Tool output was: on the shelf
--
--
Starting tool: get_items with inputs:
{'place': 'shelf'}
Done tool: get_items
Tool output was: books, pencils and pictures
--
The| cat| is| currently| hiding| on| the|
shelf|.| In| that| location|,| you| can|
find| books|,| pencils|,| and| pictures|.|
--
Done agent: Agent with output: The cat is
currently hiding on the shelf. In that
location, you can find books, pencils, and
pictures.
```

## Stream Events from within Tools

If your tool leverages LangChain runnable objects (e.g., LCEL chains, LLMs, retrievers etc.) and you want to stream events from those objects as well, you'll need to make sure that callbacks are propagated correctly.

To see how to pass callbacks, let's re-implement the `get_items` tool to make it use an LLM and pass callbacks to that LLM. Feel free to adapt this to your use case.

```

@tool
async def get_items(place: str, callbacks:
Callbacks) -> str: # <--- Accept callbacks
    """Use this tool to look up which items
are in the given place."""
    template =
ChatPromptTemplate.from_messages(
    [
        (
            "human",
            "Can you tell me what kind of
items i might find in the following place:
'{place}'. "

            "List at least 3 such items
separating them by a comma. And include a
brief description of each item..",
        )
    ]
)
chain = template | model.with_config(
    {
        "run_name": "Get Items LLM",
        "tags": ["tool_llm"],
        "callbacks": callbacks, # <--
Propagate callbacks
    }
)
chunks = [chunk async for chunk in
chain.astream({"place": place})]

```

```
return "".join(chunk.content for chunk in  
chunks)
```

^ Take a look at how the tool propagates callbacks.

Next, let's initialize our agent, and take a look at the new output.

```
# Get the prompt to use - you can modify  
this!  
prompt = hub.pull("hwchase17/openai-tools-  
agent")  
# print(prompt.messages) -- to see the prompt  
tools = [get_items, where_cat_is_hiding]  
agent = create_openai_tools_agent(  
    model.with_config({"tags":  
["agent_llm"]}), tools, prompt  
)  
agent_executor = AgentExecutor(agent=agent,  
tools=tools).with_config(  
    {"run_name": "Agent"}  
)  
  
async for event in  
agent_executor.astream_events(  
    {"input": "where is the cat hiding? what  
items are in that location?"},  
    version="v1",  
):
```



```

kind = event["event"]
if kind == "on_chain_start":
    if (
        event["name"] == "Agent"
    ): # Was assigned when creating the
agent with `.with_config({"run_name":
"Agent"})`
        print(
            f"Starting agent:
{event['name']} with input:
{event['data'].get('input')}}"
        )
    elif kind == "on_chain_end":
        if (
            event["name"] == "Agent"
        ): # Was assigned when creating the
agent with `.with_config({"run_name":
"Agent"})`
            print()
            print("--")
            print(
                f"Done agent: {event['name']}
with output: {event['data'].get('output')
['output']}"
            )
        if kind == "on_chat_model_stream":
            content = event["data"]
["chunk"].content
            if content:
                # Empty content in the context of
OpenAI means

```

```

        # that the model is asking for a
    tool to be invoked.
        # So we only print non-empty
    content

        print(content, end="|")
    elif kind == "on_tool_start":
        print("--")
        print(
            f"Starting tool: {event['name']}
with inputs: {event['data'].get('input')}}"
        )
    elif kind == "on_tool_end":
        print(f"Done tool: {event['name']}")
        print(f"Tool output was:
{event['data'].get('output')}")
        print("--")

```

```

Starting agent: Agent with input: {'input':
'where is the cat hiding? what items are in
that location?'}

```

```
--
```

```

Starting tool: where_cat_is_hiding with
inputs: {}

```

```
Done tool: where_cat_is_hiding
```

```
Tool output was: on the shelf
```

```
--
```

```
--
```

```

Starting tool: get_items with inputs:
{'place': 'shelf'}

```

```
In| a| shelf|,| you| might| find|:
```

|1|. Books: A shelf is commonly used to store books. It may contain various genres such as novels, textbooks, or reference books. Books provide knowledge, entertainment, and can transport you to different worlds through storytelling.

|2|. Decorative items: Shelves often display decorative items like figurines, vases, or photo frames. These items add a personal touch to the space and can reflect the owner's interests or memories.

|3|. Storage boxes: Shelves can also hold storage boxes or baskets. These containers help organize and declutter the space by storing miscellaneous items like documents, accessories, or small household items. They provide a neat and tidy appearance to the shelf.

Done tool: get\_items

Tool output was: In a shelf, you might find:

1. Books: A shelf is commonly used to store books. It may contain various genres such as novels, textbooks, or reference books. Books provide knowledge, entertainment, and can transport you to different worlds through

storytelling.

2. Decorative items: Shelves often display decorative items like figurines, vases, or photo frames. These items add a personal touch to the space and can reflect the owner's interests or memories.

3. Storage boxes: Shelves can also hold storage boxes or baskets. These containers help organize and declutter the space by storing miscellaneous items like documents, accessories, or small household items. They provide a neat and tidy appearance to the shelf.

--

The| cat| is| hiding| on| the| shelf|.| In| that| location|,| you| might| find| books|,| decorative| items|,| and| storage| boxes|.|

--

Done agent: Agent with output: The cat is hiding on the shelf. In that location, you might find books, decorative items, and storage boxes.

## Other approaches

### Using `astream_log`

**Note** You can also use the `astream_log` API. This API produces a granular log of all events that occur during execution. The log

format is based on the **JSONPatch** standard. It's granular, but requires effort to parse. For this reason, we created the `astream_events` API instead.

```
i = 0
async for chunk in
    agent_executor.astream_log(
        {"input": "where is the cat hiding? what
items are in that location?"},
    ):
        print(chunk)
        i += 1
        if i > 10:
            break
```

```
RunLogPatch({'op': 'replace',
    'path': '',
    'value': {'final_output': None,
        'id': 'c261bc30-60d1-4420-9c66-c6c0',
        'logs': {},
        'name': 'Agent',
        'streamed_output': [],
        'type': 'chain'}})
RunLogPatch({'op': 'add',
    'path': '/logs/RunnableSequence',
    'value': {'end_time': None,
        'final_output': None,
        'id': '183cb6f8-ed29-4967-b1ea-0240'}}
```

```

        'metadata': {},
        'name': 'RunnableSequence',
        'start_time': '2024-01-22T20:38:43.000000',
        'streamed_output': [],
        'streamed_output_str': [],
        'tags': [],
        'type': 'chain'}})
RunLogPatch({'op': 'add',
  'path': '/logs/RunnableAssign<agent_scratchpad>',
  'value': {'end_time': None,
    'final_output': None,
    'id': '7fe1bb27-3daf-492e-bc7e-2860',
    'metadata': {},
    'name': 'RunnableAssign<agent_scratchpad>',
    'start_time': '2024-01-22T20:38:43.000000',
    'streamed_output': [],
    'streamed_output_str': [],
    'tags': ['seq:step:1'],
    'type': 'chain'}})
RunLogPatch({'op': 'add',
  'path':
    '/logs/RunnableAssign<agent_scratchpad>/streamed_output',
  'value': {'input': 'where is the cat hiding? what are they
are in that '
    'location?',
    'intermediate_steps': []}})
RunLogPatch({'op': 'add',
  'path': '/logs/RunnableParallel<agent_scratchpad>',
  'value': {'end_time': None,
    'final_output': None,
    'id': 'b034e867-e6bb-4296-bfe6-752c'

```

```

        'metadata': {},
        'name': 'RunnableParallel<agent_scratchpad>',
        'start_time': '2024-01-22T20:38:43.000000',
        'streamed_output': [],
        'streamed_output_str': [],
        'tags': [],
        'type': 'chain'}})
RunLogPatch({'op': 'add',
            'path': '/logs/RunnableLambda',
            'value': {'end_time': None,
                    'final_output': None,
                    'id': '65ceef3e-7a80-4015-8b5b-d949',
                    'metadata': {},
                    'name': 'RunnableLambda',
                    'start_time': '2024-01-22T20:38:43.000000',
                    'streamed_output': [],
                    'streamed_output_str': [],
                    'tags': ['map:key:agent_scratchpad'],
                    'type': 'chain'}})
RunLogPatch({'op': 'add', 'path':
            '/logs/RunnableLambda/streamed_output/-', 'value':
RunLogPatch({'op': 'add',
            'path':
            '/logs/RunnableParallel<agent_scratchpad>/streamed_output/-',
            'value': {'agent_scratchpad': []}})
RunLogPatch({'op': 'add',
            'path':
            '/logs/RunnableAssign<agent_scratchpad>/streamed_output/-',
            'value': {'agent_scratchpad': []}})
RunLogPatch({'op': 'add',

```

```

    'path': '/logs/RunnableLambda/final_output',
    'value': {'output': []}},
{'op': 'add',
 'path': '/logs/RunnableLambda/end_time',
 'value': '2024-01-22T20:38:43.654+00:00'})
RunLogPatch({'op': 'add',
 'path':
 '/logs/RunnableParallel<agent_scratchpad>/final
 'value': {'agent_scratchpad': []}},
{'op': 'add',
 'path':
 '/logs/RunnableParallel<agent_scratchpad>/end_t
 'value': '2024-01-22T20:38:43.655+00:00'})

```

This may require some logic to get in a workable format

```

i = 0
path_status = {}
async for chunk in
agent_executor.astream_log(
    {"input": "where is the cat hiding? what
items are in that location?"},
):
    for op in chunk.ops:
        if op["op"] == "add":
            if op["path"] not in path_status:
                path_status[op["path"]] =
op["value"]
            else:

```



```

        path_status[op["path"]] +=
op["value"]
    print(op["path"])
    print(path_status.get(op["path"]))
    print("----")
    i += 1
    if i > 30:
        break

```

None

----

/logs/RunnableSequence

```

{'id': '22bbd5db-9578-4e3f-a6ec-9b61f08cb8a9',
 'RunnableSequence', 'type': 'chain', 'tags': []
 'metadata': {}, 'start_time': '2024-01-
22T20:38:43.668+00:00', 'streamed_output': [],
 'streamed_output_str': [], 'final_output': None
 'end_time': None}

```

----

/logs/RunnableAssign<agent\_scratchpad>

```

{'id': 'e0c00ae2-aaa2-4a09-bc93-cb34bf3f6554',
 'RunnableAssign<agent_scratchpad>', 'type': 'ch
 'tags': ['seq:step:1'], 'metadata': {}, 'start_
 '2024-01-22T20:38:43.672+00:00', 'streamed_outp
 'streamed_output_str': [], 'final_output': None
 'end_time': None}

```

----

/logs/RunnableAssign<agent\_scratchpad>/streamed

```

{'input': 'where is the cat hiding? what items

```

```
location?', 'intermediate_steps': []}
```

```
----
```

```
/logs/RunnableParallel<agent_scratchpad>
{'id': '26ff576d-ff9d-4dea-98b2-943312a37f4d',
 'RunnableParallel<agent_scratchpad>', 'type': 'RunnableParallel',
 'tags': [], 'metadata': {}, 'start_time': '2024-01-22T20:38:43.674+00:00',
 'streamed_output': [], 'streamed_output_str': [], 'final_output': None,
 'end_time': None}
```

```
----
```

```
/logs/RunnableLambda
{'id': '9f343c6a-23f7-4a28-832f-d4fe3e95d1dc',
 'RunnableLambda', 'type': 'chain', 'tags': ['map:key:agent_scratchpad'],
 'metadata': {}, 'start_time': '2024-01-22T20:38:43.685+00:00',
 'streamed_output': [], 'streamed_output_str': [], 'final_output': None,
 'end_time': None}
```

```
----
```

```
/logs/RunnableLambda/streamed_output/-
[]
```

```
----
```

```
/logs/RunnableParallel<agent_scratchpad>/streamed_output
{'agent_scratchpad': []}
```

```
----
```

```
/logs/RunnableAssign<agent_scratchpad>/streamed_output
{'input': 'where is the cat hiding? what items are in the room? what is the
location?', 'intermediate_steps': [], 'agent_scratchpad': []}
```

```
----
```

```
/logs/RunnableLambda/end_time
2024-01-22T20:38:43.687+00:00
```

```

----
/logs/RunnableParallel<agent_scratchpad>/end_time
2024-01-22T20:38:43.688+00:00
----
/logs/RunnableAssign<agent_scratchpad>/end_time
2024-01-22T20:38:43.688+00:00
----
/logs/ChatPromptTemplate
{'id': '7e3a84d5-46b8-4782-8eed-d1fe92be6a30',
 'ChatPromptTemplate', 'type': 'prompt', 'tags':
 ['seq:step:2'], 'metadata': {}, 'start_time': '20
22T20:38:43.689+00:00', 'streamed_output': [],
 'streamed_output_str': [], 'final_output': None
 'end_time': None}
----
/logs/ChatPromptTemplate/end_time
2024-01-22T20:38:43.689+00:00
----
/logs/ChatOpenAI
{'id': '6446f7ec-b3e4-4637-89d8-b4b34b46ea14',
 'ChatOpenAI', 'type': 'llm', 'tags': ['seq:step
 'agent_llm'], 'metadata': {}, 'start_time': '20
22T20:38:43.690+00:00', 'streamed_output': [],
 'streamed_output_str': [], 'final_output': None
 'end_time': None}
----
/logs/ChatOpenAI/streamed_output/-
content='' additional_kwargs={'tool_calls': [{
 'id': 'call_gKFg6FX8ZQ88wFUs94yx86PF', 'functio
 {'arguments': '', 'name': 'where_cat_is_hiding'
 'function'}}]}

```

```

----
/logs/ChatOpenAI/streamed_output/-
content='' additional_kwargs={'tool_calls': [{'
'id': 'call_gKFg6FX8ZQ88wFUs94yx86PF', 'function':
{'arguments': '{}', 'name': 'where_cat_is_hiding',
'type': 'function'}}]}
----
/logs/ChatOpenAI/streamed_output/-
content='' additional_kwargs={'tool_calls': [{'
'id': 'call_gKFg6FX8ZQ88wFUs94yx86PF', 'function':
{'arguments': '{}', 'name': 'where_cat_is_hiding',
'type': 'function'}}]}
----
/logs/ChatOpenAI/end_time
2024-01-22T20:38:44.203+00:00
----
/logs/OpenAIToolsAgentOutputParser
{'id': '65912835-8dcd-4be2-ad05-9f239a7ef704',
'OpenAIToolsAgentOutputParser', 'type': 'parser',
['seq:step:4'], 'metadata': {}, 'start_time': '2024-01-22T20:38:44.204+00:00',
'streamed_output': [], 'streamed_output_str': [], 'final_output': None,
'end_time': None}
----
/logs/OpenAIToolsAgentOutputParser/end_time
2024-01-22T20:38:44.205+00:00
----
/logs/RunnableSequence/streamed_output/-
[OpenAIToolAgentAction(tool='where_cat_is_hiding',
tool_input={}, log='\nInvoking: `where_cat_is_hiding`',
message_log=[AIMessageChunk(content='{}'\n\n\n', message_log=[AIMessageChunk(content=

```

```

additional_kwargs={'tool_calls': [{ 'index': 0,
'call_gKFg6FX8ZQ88wFUs94yx86PF', 'function': {
'{}', 'name': 'where_cat_is_hiding'}, 'type':
'function'}}]],
tool_call_id='call_gKFg6FX8ZQ88wFUs94yx86PF')]
----
/logs/RunnableSequence/end_time
2024-01-22T20:38:44.206+00:00
----
/final_output
None
----
/logs/where_cat_is_hiding
{'id': '21fde139-0dfa-42bb-ad90-b5b1e984aaba',
'where_cat_is_hiding', 'type': 'tool', 'tags':
'metadata': {}, 'start_time': '2024-01-
22T20:38:44.208+00:00', 'streamed_output': [],
'streamed_output_str': [], 'final_output': None
'end_time': None}
----
/logs/where_cat_is_hiding/end_time
2024-01-22T20:38:44.208+00:00
----
/final_output/messages/1
content='under the bed' name='where_cat_is_hidi
----
/logs/RunnableSequence:2
{'id': '37d52845-b689-4c18-9c10-ffdd0c4054b0',
'RunnableSequence', 'type': 'chain', 'tags': []
'metadata': {}, 'start_time': '2024-01-
22T20:38:44.210+00:00', 'streamed_output': [],

```

```
'streamed_output_str': [], 'final_output': None
'end_time': None}
```

```
----
```

```
/logs/RunnableAssign<agent_scratchpad>:2
{'id': '30024dea-064f-4b04-b130-671f47ac59bc',
 'RunnableAssign<agent_scratchpad>', 'type': 'chain',
 'tags': ['seq:step:1'], 'metadata': {}, 'start_time':
 '2024-01-22T20:38:44.213+00:00', 'streamed_output': [],
 'streamed_output_str': [], 'final_output': None
 'end_time': None}
```

```
----
```

```
/logs/RunnableAssign<agent_scratchpad>:2/streamed_output_str
{'input': 'where is the cat hiding? what items are its
location?', 'intermediate_steps':
[(OpenAIToolAgentAction(tool='where_cat_is_hiding',
tool_input={}, log='\nInvoking: `where_cat_is_hiding`'
`{}\n\n\n', message_log=[AIMessageChunk(content='where is the
cat hiding? what items are its location?', additional_kwargs={'tool_calls': [{
'index': 0, 'call_gKFG6FX8ZQ88wFUs94yx86PF', 'function': {'name': 'where_cat_is_hiding'}, 'type': 'function'}]})),
tool_call_id='call_gKFG6FX8ZQ88wFUs94yx86PF'), bed')]]}
```

```
----
```

```
/logs/RunnableParallel<agent_scratchpad>:2
{'id': '98906cd7-93c2-47e8-a7d7-2e8d4ab09ed0',
 'RunnableParallel<agent_scratchpad>', 'type': 'RunnableParallel',
 'tags': [], 'metadata': {}, 'start_time': '2024-01-22T20:38:44.215+00:00',
 'streamed_output': [], 'streamed_output_str': [], 'final_output': None}
```

```
'end_time': None}  
----
```

## Using callbacks (Legacy)

Another approach to streaming is using callbacks. This may be useful if you're still on an older version of LangChain and cannot upgrade.

Generall, this is **NOT** a recommended approach because:

1. for most applications, you'll need to create two workers, write the callbacks to a queue and have another worker reading from the queue (i.e., there's hidden complexity to make this work).
2. **end** events may be missing some metadata (e.g., like run name). So if you need the additional metadata, you should inherit from `BaseTracer` instead of `AsyncCallbackHandler` to pick up the relevant information from the runs (aka traces), or else implement the aggregation logic yourself based on the `run_id`.
3. There is inconsistent behavior with the callbacks (e.g., how inputs and outputs are encoded) depending on the callback type that you'll need to workaround.

For illustration purposes, we implement a callback below that shows how to get *token by token* streaming. Feel free to

implement other callbacks based on your application needs.

But `astream_events` does all of this you under the hood, so you don't have to!

```
from typing import TYPE_CHECKING, Any, Dict,
List, Optional, Sequence, TypeVar, Union
from uuid import UUID
```

```
from langchain_core.callbacks.base import
AsyncCallbackHandler
from langchain_core.messages import
BaseMessage
from langchain_core.outputs import
ChatGenerationChunk, GenerationChunk,
LLMResult
```

```
# Here is a custom handler that will print
the tokens to stdout.
# Instead of printing to stdout you can send
the data elsewhere; e.g., to a streaming API
response
```

```
class
TokenByTokenHandler(AsyncCallbackHandler):
    def __init__(self, tags_of_interest:
List[str]) -> None:
        """A custom call back handler.
```



Args:

tags\_of\_interest: Only LLM tokens  
from models with these tags will be  
printed.

"""

self.tags\_of\_interest =  
tags\_of\_interest

```

async def on_chain_start(
    self,
    serialized: Dict[str, Any],
    inputs: Dict[str, Any],
    *,
    run_id: UUID,
    parent_run_id: Optional[UUID] = None,
    tags: Optional[List[str]] = None,
    metadata: Optional[Dict[str, Any]] =
None,
    **kwargs: Any,
) -> None:
    """Run when chain starts running."""
    print("on chain start: ")
    print(inputs)

```

```

async def on_chain_end(
    self,
    outputs: Dict[str, Any],
    *,
    run_id: UUID,
    parent_run_id: Optional[UUID] = None,
    tags: Optional[List[str]] = None,

```

```
        **kwargs: Any,
    ) -> None:
        """Run when chain ends running."""
        print("On chain end")
        print(outputs)

    async def on_chat_model_start(
        self,
        serialized: Dict[str, Any],
        messages: List[List[BaseMessage]],
        *,
        run_id: UUID,
        parent_run_id: Optional[UUID] = None,
        tags: Optional[List[str]] = None,
        metadata: Optional[Dict[str, Any]] =
None,
        **kwargs: Any,
    ) -> Any:
        """Run when a chat model starts
running."""
        overlap_tags =
self.get_overlap_tags(tags)

        if overlap_tags:
            print(", ".join(overlap_tags),
end=": ", flush=True)

    def on_tool_start(
        self,
        serialized: Dict[str, Any],
        input_str: str,
```

```

        *,
        run_id: UUID,
        parent_run_id: Optional[UUID] = None,
        tags: Optional[List[str]] = None,
        metadata: Optional[Dict[str, Any]] =
None,
        inputs: Optional[Dict[str, Any]] =
None,
        **kwargs: Any,
    ) -> Any:
        """Run when tool starts running."""
        print("Tool start")
        print(serialized)

    def on_tool_end(
        self,
        output: str,
        *,
        run_id: UUID,
        parent_run_id: Optional[UUID] = None,
        **kwargs: Any,
    ) -> Any:
        """Run when tool ends running."""
        print("Tool end")
        print(output)

    async def on_llm_end(
        self,
        response: LLMResult,
        *,
        run_id: UUID,

```

```

        parent_run_id: Optional[UUID] = None,
        tags: Optional[List[str]] = None,
        **kwargs: Any,
    ) -> None:
        """Run when LLM ends running."""
        overlap_tags =
self.get_overlap_tags(tags)

        if overlap_tags:
            # Who can argue with beauty?
            print()
            print()

    def get_overlap_tags(self, tags:
Optional[List[str]]) -> List[str]:
        """Check for overlap with filtered
tags."""
        if not tags:
            return []
        return sorted(set(tags or []) &
set(self.tags_of_interest or []))

    async def on_llm_new_token(
        self,
        token: str,
        *,
        chunk:
Optional[Union[GenerationChunk,
ChatGenerationChunk]] = None,
        run_id: UUID,
        parent_run_id: Optional[UUID] = None,

```

```

        tags: Optional[List[str]] = None,
        **kwargs: Any,
    ) -> None:
        """Run on new LLM token. Only
        available when streaming is enabled."""
        overlap_tags =
self.get_overlap_tags(tags)

        if token and overlap_tags:
            print(token, end="|", flush=True)

handler =
TokenByTokenHandler(tags_of_interest=
["tool_llm", "agent_llm"])

result = await agent_executor.ainvoke(
    {"input": "where is the cat hiding and
what items can be found there?"},
    {"callbacks": [handler]},
)

```

```

on chain start:
{'input': 'where is the cat hiding and what item
there?'}
on chain start:
{'input': ''}
on chain start:
{'input': ''}
on chain start:

```

```

{'input': ''}
on chain start:
{'input': ''}
On chain end
[]
On chain end
{'agent_scratchpad': []}
On chain end
{'input': 'where is the cat hiding and what items are there?', 'intermediate_steps': [], 'agent_scratchpad': []}
on chain start:
{'input': 'where is the cat hiding and what items are there?', 'intermediate_steps': [], 'agent_scratchpad': []}
On chain end
{'lc': 1, 'type': 'constructor', 'id': ['langchain', 'prompts', 'chat', 'ChatPromptValue'], 'kwargs': {'lc': 1, 'type': 'constructor', 'id': ['langchain', 'schema', 'messages', 'SystemMessage'], 'kwargs': {'lc': 1, 'type': 'constructor', 'id': ['langchain', 'messages', 'HumanMessage'], 'kwargs': {'content': 'You are a helpful assistant', 'additional_kwargs': {'lc': 1, 'type': 'constructor', 'id': ['langchain', 'messages', 'HumanMessage'], 'kwargs': {'content': 'where is the cat hiding and what items can be found there', 'additional_kwargs': {}}}}}}}}}
agent_llm:

on chain start:
content='' additional_kwargs={'tool_calls': [{'lc': 1, 'type': 'constructor', 'id': ['langchain', 'tools', 'function', 'FunctionTool'], 'kwargs': {'lc': 1, 'type': 'constructor', 'id': ['langchain', 'tools', 'function', 'FunctionTool'], 'kwargs': {'arguments': '{}', 'name': 'where_cat_is_hiding', 'function': 'where_cat_is_hiding'}}}}]}
On chain end

```

```
[{'lc': 1, 'type': 'constructor', 'id': ['langchain', 'schema', 'agent', 'OpenAIToolAgentAction'], 'kwargs': {'tool': 'where_cat_is_hiding', 'tool_input': {'\nInvoking: `where_cat_is_hiding` with `{}`\n\n'}, 'message_log': [{'lc': 1, 'type': 'constructor', 'id': ['langchain', 'schema', 'messages', 'AIMessageContent'], 'kwargs': {'example': False, 'content': '', 'additional_kwargs': {'tool_calls': [{'index': 0, 'call_pboyZTT0587rJtujUlu0200c', 'function': {'arguments': '{}', 'name': 'where_cat_is_hiding'}, 'type': 'function'}]}}}], 'tool_call_id': 'call_pboyZTT0587rJtujUlu0200c'}}]
```

## On chain end

```
[OpenAIToolAgentAction(tool='where_cat_is_hiding',  
{'log': '\nInvoking: `where_cat_is_hiding` with  
message_log=[AIMessageChunk(content='', additional_kwargs={'tool_calls': [{'index': 0, 'id': 'call_pboyZTT0587rJtujUlu0200c', 'function': {'arguments': '{}', 'name': 'where_cat_is_hiding'}, 'type': 'function'}]}, tool_call_id='call_pboyZTT0587rJtujUlu0200c'))]
```

Tool start

```
{'name': 'where_cat_is_hiding', 'description':  
'where_cat_is_hiding() -> str - Where is the cat  
now?'} }
```

Tool end

on the shelf

on chain start:

```
{'input': ''}
```

on chain start:

```
{'input': ''}
```

on chain start:

```

{'input': ''}
on chain start:
{'input': ''}
On chain end
[AIMessageChunk(content='', additional_kwargs={
[{'index': 0, 'id': 'call_pboyZTT0587rJtujUlu0200c',
'function': {'arguments': '{}', 'name':
'where_cat_is_hiding'}, 'type': 'function'}}]),
ToolMessage(content='on the shelf', additional_
'where_cat_is_hiding',
tool_call_id='call_pboyZTT0587rJtujUlu0200c')]
On chain end
{'agent_scratchpad': [AIMessageChunk(content='',
additional_kwargs={'tool_calls': [{'index': 0,
'call_pboyZTT0587rJtujUlu0200c', 'function': {'
'arguments': '{}', 'name': 'where_cat_is_hiding'}, 'type': '
ToolMessage(content='on the shelf', additional_
'where_cat_is_hiding',
tool_call_id='call_pboyZTT0587rJtujUlu0200c')]]}
On chain end
{'input': 'where is the cat hiding and what item is
there?', 'intermediate_steps':
[(OpenAIToolAgentAction(tool='where_cat_is_hiding',
tool_input={}, log='\nInvoking: `where_cat_is_hiding`
`{}`\n\n\n', message_log=[AIMessageChunk(content='',
additional_kwargs={'tool_calls': [{'index': 0,
'call_pboyZTT0587rJtujUlu0200c', 'function': {'
'arguments': '{}', 'name': 'where_cat_is_hiding'}, 'type': '
tool_call_id='call_pboyZTT0587rJtujUlu0200c'),
shelf')], 'agent_scratchpad': [AIMessageChunk(content='',
additional_kwargs={'tool_calls': [{'index': 0,

```



```

'call_pboyZTT0587rJtUjUlu0200c', 'function': {'
'{}'. 'name': 'where_cat_is_hiding'}, 'type': '
ToolMessage(content='on the shelf', additional_
'where_cat_is_hiding'},
tool_call_id='call_pboyZTT0587rJtUjUlu0200c'))]]}
on chain start:
{'input': 'where is the cat hiding and what item
there?', 'intermediate_steps':
[(OpenAIToolAgentAction(tool='where_cat_is_hiding',
tool_input={}, log='\nInvoking: `where_cat_is_hiding`
`{}`\n\n\n', message_log=[AIMessageChunk(content='on the
additional_kwargs={'tool_calls': [{'index': 0,
'call_pboyZTT0587rJtUjUlu0200c', 'function': {'
'{}'. 'name': 'where_cat_is_hiding'}, 'type': 'ToolMessage(
content='on the shelf', additional_kwargs={'where_cat_is_hiding'},
tool_call_id='call_pboyZTT0587rJtUjUlu0200c'))]}], 'agent_scratchpad': [AIMessageChunk(content='on the shelf',
additional_kwargs={'tool_calls': [{'index': 0,
'call_pboyZTT0587rJtUjUlu0200c', 'function': {'
'{}'. 'name': 'where_cat_is_hiding'}, 'type': 'ToolMessage(
content='on the shelf', additional_kwargs={'where_cat_is_hiding'},
tool_call_id='call_pboyZTT0587rJtUjUlu0200c'))]}]}]
On chain end
{'lc': 1, 'type': 'constructor', 'id': ['langchain', 'prompts', 'chat', 'ChatPromptValue'], 'kwargs': {'messages': [{'lc': 1, 'type': 'constructor', 'id': ['langchain', 'schema', 'messages', 'SystemMessage'], 'kwargs': {'content': 'You are a helpful assistant', 'additional_kwargs': {}}}, {'lc': 1, 'type': 'constructor', 'id': ['langchain', 'messages', 'HumanMessage'], 'kwargs': {'content': 'where is the cat hiding and what items can be found there'}}
```



```
[OpenAIToolAgentAction(tool='get_items', tool_info={
  'shelf'}, log="\nInvoking: `get_items` with `{
  'shelf'}`\n\n\n", message_log=[AIMessageChunk(content='',
  additional_kwargs={'tool_calls': [{'index': 0,
  'call_vIVtgUb9Gvmc3zAGIrshnmbh', 'function': {'name': 'get_items',
  'arguments': {'place': 'shelf'}}]}]),
  tool_call_id='call_vIVtgUb9Gvmc3zAGIrshnmbh')]
```

Tool start

```
{'name': 'get_items', 'description': 'get_items
callbacks:
```

```
Union[List[langchain_core.callbacks.base.BaseCallbackManager],
langchain_core.callbacks.base.BaseCallbackManager]
-> str - Use this tool to look up which items are at a
place.'}
```

```
tool_llm: In| a| shelf|,| you| might| find|:
```

```
|1|.| Books|:| A| shelf| is| commonly| used| to| store|
books|.| Books| can| be| of| various| genres|,| like|
novels|,| textbooks|,| or| reference| books|.| They| require|
knowledge|,| entertainment|,| and| can| transport| users| to|
different| worlds| through| storytelling|.
```

```
|2|.| Decorative items|:| Shelves| often| serve| as| a|
display| area| for| decorative| items| like| figurines|,|
vases|,| or| sculptures|.| These| items| add| aesthetic|
value| to| the| space| and| reflect| the| owner's| taste| and|
style|.
```

```
|3|.| Storage boxes|:| Shelves| can| also| be| used| to|
store| various| items| in| organized| boxes|.| They| help|
keep| the| space| tidy| and| make| it| easier| to| find| specific|
items|.
```

```
can| hold| anything| from| office| supplies|,|  
materials|,| or| sentimental| items|.| They| he  
space| tidy| and| provide| easy| access| to| st  
belongings|.|
```

Tool end

In a shelf, you might find:

1. Books: A shelf is commonly used to store books of various genres, such as novels, textbooks, and reference books. They provide knowledge, entertainment, and can transport you to different worlds through storytelling.

2. Decorative items: Shelves often serve as a display for decorative items like figurines, vases, or sculptures. These items add aesthetic value to the space and reflect personal taste and style.

3. Storage boxes: Shelves can also be used to store items in organized boxes. These boxes can hold office supplies, craft materials, or sentimental items, helping to keep the space tidy and providing easy access to belongings.

on chain start:

```
{'input': ''}
```

on chain start:

```
{'input': ''}
```

on chain start:

```
{'input': ''}
```

on chain start:

```
{'input': ''}
```

On chain end

```
[AIMessageChunk(content='', additional_kwargs={
  [{'index': 0, 'id': 'call_pboyZTT0587rJtujUlu0200c',
    'function': {'arguments': '{}', 'name':
      'where_cat_is_hiding'}, 'type': 'function'}]}),
ToolMessage(content='on the shelf', additional_
  'where_cat_is_hiding'},
tool_call_id='call_pboyZTT0587rJtujUlu0200c'),
AIMessageChunk(content='', additional_kwargs={
  [{'index': 0, 'id': 'call_vIVtgUb9Gvmc3zAGIrshnm',
    'function': {'arguments': '{\n  "place": "shelf",
      "get_items": true}', 'name': 'get_items'}, 'type': 'function'}]}), ToolMessage(
  a shelf, you might find:\n\n1. Books: A shelf is used
  to store books. Books can be of various genres,
  novels, textbooks, or reference books. They provide
  entertainment, and can transport you to different worlds
  through storytelling.\n\n2. Decorative items: Shelves can
  serve as a display area for decorative items like vases,
  or sculptures. These items add aesthetic value to the
  space and reflect the owner's personal taste and style.
  Storage boxes: Shelves can also be used to store items
  in organized boxes. These boxes can hold anything from
  supplies, craft materials, or sentimental items. They
  keep the space tidy and provide easy access to your
  belongings.", additional_kwargs={'name': 'get_items',
  tool_call_id='call_vIVtgUb9Gvmc3zAGIrshnm'})]
```

On chain end

```
{'agent_scratchpad': [AIMessageChunk(content='',
  additional_kwargs={'tool_calls': [{'index': 0,
    'call_pboyZTT0587rJtujUlu0200c', 'function': {'arguments': '{}',
      'name': 'where_cat_is_hiding'}, 'type': 'function'}]})]
```

```

ToolMessage(content='on the shelf', additional_
'where_cat_is_hiding'},
tool_call_id='call_pboyZTT0587rJtujUlu0200c'),
AIMessageChunk(content='', additional_kwargs={'
[{'index': 0, 'id': 'call_vIVtgUb9Gvmc3zAGIrshn
'function': {'arguments': '{\n  "place": "shelf
'get_items'}, 'type': 'function'}}]), ToolMessag
a shelf, you might find:\n\n1. Books: A shelf is
to store books. Books can be of various genres,
novels, textbooks, or reference books. They provide
entertainment, and can transport you to different
through storytelling.\n\n2. Decorative items: Shelves
serve as a display area for decorative items like
vases, or sculptures. These items add aesthetic
space and reflect the owner's personal taste and
Storage boxes: Shelves can also be used to store
in organized boxes. These boxes can hold anything
supplies, craft materials, or sentimental items
keep the space tidy and provide easy access to
belongings.", additional_kwargs={'name': 'get_i
tool_call_id='call_vIVtgUb9Gvmc3zAGIrshnmbh')]]}
On chain end
{'input': 'where is the cat hiding and what item
there?', 'intermediate_steps':
[(OpenAIToolAgentAction(tool='where_cat_is_hidi
tool_input={}, log='\nInvoking: `where_cat_is_h
`{}\n\n\n', message_log=[AIMessageChunk(conten
additional_kwargs={'tool_calls': [{'index': 0,
'call_pboyZTT0587rJtujUlu0200c', 'function': {'
'{}', 'name': 'where_cat_is_hiding'}, 'type': '
tool_call_id='call_pboyZTT0587rJtujUlu0200c'),

```

```
shelf'), (OpenAIToolAgentAction(tool='get_items
{'place': 'shelf'}, log="\nInvoking: `get_items
`{'place': 'shelf'}`\n\n\n", message_log=
[AIMessageChunk(content='', additional_kwargs={
[{'index': 0, 'id': 'call_vIVtgUb9Gvmc3zAGIrshn
'function': {'arguments': '{\n  "place": "shelf
'get_items'}, 'type': 'function'}})]),
tool_call_id='call_vIVtgUb9Gvmc3zAGIrshnmhb'),
you might find:\n\n1. Books: A shelf is commonl
books. Books can be of various genres, such as
textbooks, or reference books. They provide know
entertainment, and can transport you to differ
through storytelling.\n\n2. Decorative items: S
serve as a display area for decorative items li
vases, or sculptures. These items add aesthetic
space and reflect the owner's personal taste and
Storage boxes: Shelves can also be used to stor
in organized boxes. These boxes can hold anythi
supplies, craft materials, or sentimental items
keep the space tidy and provide easy access to
belongings.")], 'agent_scratchpad':
[AIMessageChunk(content='', additional_kwargs={
[{'index': 0, 'id': 'call_pboyZTT0587rJtujUlu02
'function': {'arguments': '{}', 'name':
'where_cat_is_hiding'}, 'type': 'function'}})],
ToolMessage(content='on the shelf', additional_
'where_cat_is_hiding'},
tool_call_id='call_pboyZTT0587rJtujUlu0200c'),
AIMessageChunk(content='', additional_kwargs={'
[{'index': 0, 'id': 'call_vIVtgUb9Gvmc3zAGIrshn
'function': {'arguments': '{\n  "place": "shelf
```



```
'get_items'}, 'type': 'function'}}]), ToolMessage(
a shelf, you might find:\n\n1. Books: A shelf is
to store books. Books can be of various genres,
novels, textbooks, or reference books. They provide
entertainment, and can transport you to different worlds
through storytelling.\n\n2. Decorative items: Shelves can
serve as a display area for decorative items like vases,
or sculptures. These items add aesthetic value to the
space and reflect the owner's personal taste and style.
Storage boxes: Shelves can also be used to store items
in organized boxes. These boxes can hold anything from
supplies, craft materials, or sentimental items. They help
keep the space tidy and provide easy access to your
belongings.", additional_kwargs={'name': 'get_items',
tool_call_id='call_vIVtgUb9Gvmc3zAGIrshnmbh'})]]
```

on chain start:

```
{'input': 'where is the cat hiding and what item is
there?', 'intermediate_steps':
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tool_input={}, log='\nInvoking: `where_cat_is_hiding`',
message_log=[AIMessageChunk(content='where is the cat
hiding and what item is there?', additional_kwargs={'tool_calls':
[{'index': 0, 'id': 'call_pboyZTT0587rJtujUlu0200c',
'function': {'arguments': '{}', 'name': 'where_cat_is_hiding'},
'type': 'function'}], tool_call_id='call_pboyZTT0587rJtujUlu0200c'),
shelf'), (OpenAIToolAgentAction(tool='get_items',
tool_input={'place': 'shelf'}, log="\nInvoking: `get_items`",
message_log=[AIMessageChunk(content='', additional_kwargs={
'arguments': {'place': 'shelf'}}], tool_call_id='call_vIVtgUb9Gvmc3zAGIrshnmbh')))]
```



```
'get_items'}, 'type': 'function'}}]]],
tool_call_id='call_vIVtgUb9Gvmc3zAGIrshnmbh'),
you might find:\n\n1. Books: A shelf is commonly
books. Books can be of various genres, such as
textbooks, or reference books. They provide know
entertainment, and can transport you to different
through storytelling.\n\n2. Decorative items: S
serve as a display area for decorative items li
vases, or sculptures. These items add aesthetic
space and reflect the owner's personal taste and
Storage boxes: Shelves can also be used to store
in organized boxes. These boxes can hold anything
supplies, craft materials, or sentimental items
keep the space tidy and provide easy access to
belongings.")]], 'agent_scratchpad':
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'where_cat_is_hiding'}, 'type': 'function'}}]],
ToolMessage(content='on the shelf', additional_
'where_cat_is_hiding'},
tool_call_id='call_pboyZTT0587rJtujUlu0200c'),
AIMessageChunk(content='', additional_kwargs={'
[{'index': 0, 'id': 'call_vIVtgUb9Gvmc3zAGIrshnmbh',
'function': {'arguments': '{\n  "place": "shelf",
'get_items'}, 'type': 'function'}}]]), ToolMessage(
a shelf, you might find:\n\n1. Books: A shelf is
to store books. Books can be of various genres,
novels, textbooks, or reference books. They provide
entertainment, and can transport you to different
through storytelling.\n\n2. Decorative items: S
```

serve as a display area for decorative items like vases, or sculptures. These items add aesthetic space and reflect the owner's personal taste and style.

Storage boxes: Shelves can also be used to store items in organized boxes. These boxes can hold anything from cleaning supplies, craft materials, or sentimental items to help keep the space tidy and provide easy access to belongings.", additional\_kwargs={'name': 'get\_items'})

On chain end

```
{'lc': 1, 'type': 'constructor', 'id': ['langchain', 'prompts', 'chat', 'ChatPromptValue'], 'kwargs': [{'lc': 1, 'type': 'constructor', 'id': ['langchain', 'schema', 'messages', 'SystemMessage'], 'kwargs': {'content': 'You are a helpful assistant', 'additional_kwargs': {}}, {'lc': 1, 'type': 'constructor', 'id': ['langchain', 'messages', 'HumanMessage'], 'kwargs': {'content': 'Where is the cat hiding and what items can be found there?', 'additional_kwargs': {}}}], {'lc': 1, 'type': 'constructor', 'id': ['langchain', 'schema', 'messages', 'AIMessage'], 'kwargs': {'example': False, 'content': '', 'additional_kwargs': {'tool_calls': [{'index': 0, 'call_pboyZTT0587rJtUjUlu0200c', 'function': {'arguments': '{}', 'name': 'where_cat_is_hiding'}}, {'type': 'constructor', 'id': ['langchain', 'messages', 'ToolMessage'], 'kwargs': {'tool_call_id': 'call_pboyZTT0587rJtUjUlu0200c', 'content': 'on the shelf', 'additional_kwargs': {'name': 'where_cat_is_hiding'}}], 'lc': 1, 'type': 'constructor', 'id': ['langchain', 'messages', 'AIMessageChunk'], 'kwargs': {'example': False, 'content': '', 'additional_kwargs': {'tool_calls': [
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```
0, 'id': 'call_vIVtgUb9Gvmc3zAGIrshnmbh', 'func
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'constructor', 'id': ['langchain', 'schema', 'm
'ToolMessage'], 'kwargs': {'tool_call_id':
'call_vIVtgUb9Gvmc3zAGIrshnmbh', 'content': "In
might find:\n\n1. Books: A shelf is commonly use
books. Books can be of various genres, such as
textbooks, or reference books. They provide know
entertainment, and can transport you to differer
through storytelling.\n\n2. Decorative items: S
serve as a display area for decorative items li
vases, or sculptures. These items add aesthetic
space and reflect the owner's personal taste and
Storage boxes: Shelves can also be used to stor
in organized boxes. These boxes can hold anythin
supplies, craft materials, or sentimental items
keep the space tidy and provide easy access to
belongings.", 'additional_kwargs': {'name': 'ge
agent_llm: The| cat| is| hiding| on| the| shelf
shelf|,| you| might| find| books|,| decorative|
storage| boxes|.|
```

on chain start:

```
content='The cat is hiding on the shelf. In the
might find books, decorative items, and storage
On chain end
```

```
{'lc': 1, 'type': 'constructor', 'id': ['langcha
'agent', 'AgentFinish'], 'kwargs': {'return_val
{'output': 'The cat is hiding on the shelf. In
might find books, decorative items, and storage
```

```
'log': 'The cat is hiding on the shelf. In the  
might find books, decorative items, and storage  
On chain end  
return_values={'output': 'The cat is hiding on  
the shelf, you might find books, decorative ite  
boxes.')} log='The cat is hiding on the shelf. I  
you might find books, decorative items, and sto  
On chain end  
{'output': 'The cat is hiding on the shelf. In  
might find books, decorative items, and storage
```