

Graph of Thoughts Prompting

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Definition

- **Graph of Thoughts Prompting** is a method to help large language models (LLMs) organize information in a network, with each data point connected, mirroring neural pathways.
- Promotes collaborative data points, enhancing solution generation and iterative problem-solving.

How Graph of Thoughts Prompting Works

1

More dynamic than linear or hierarchical models, allowing for multi-directional thought connections.

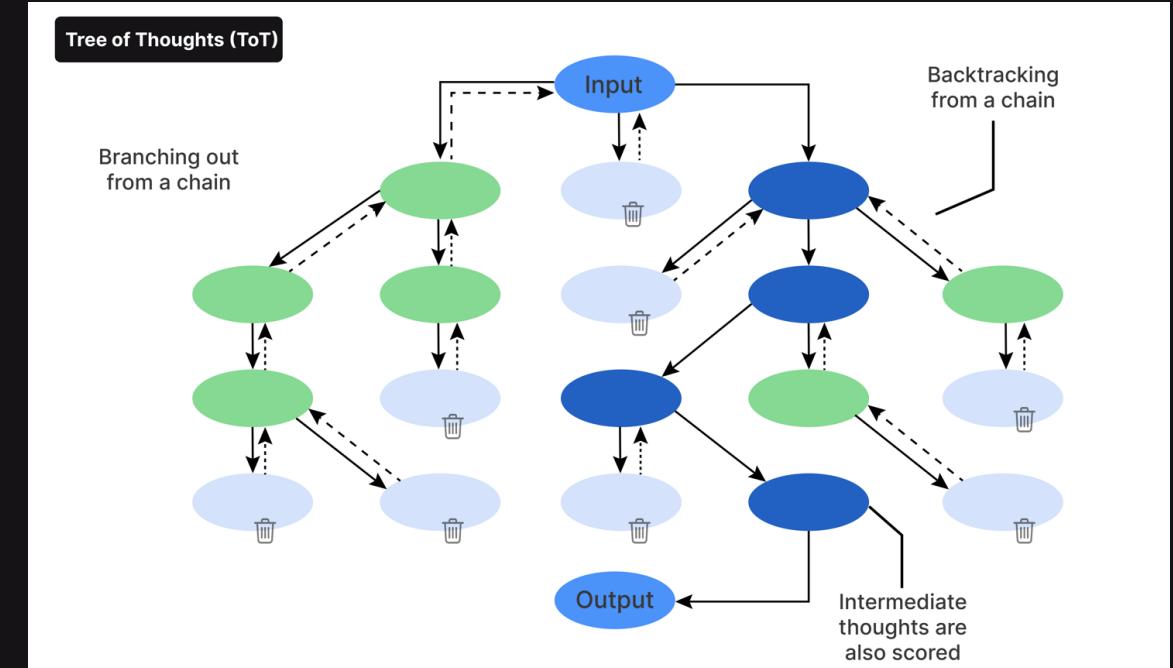
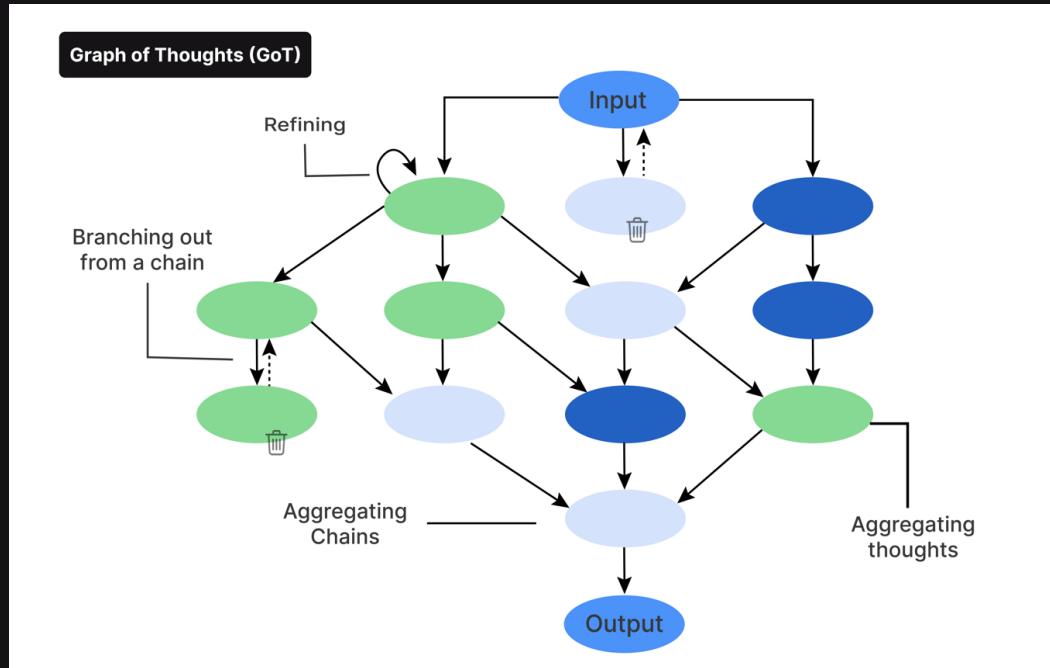
2

Evaluate and prioritize ideas to cultivate the most effective thought network, guiding strategic decision-making.

Difference Between Graph of Thoughts and Tree of Thoughts

1

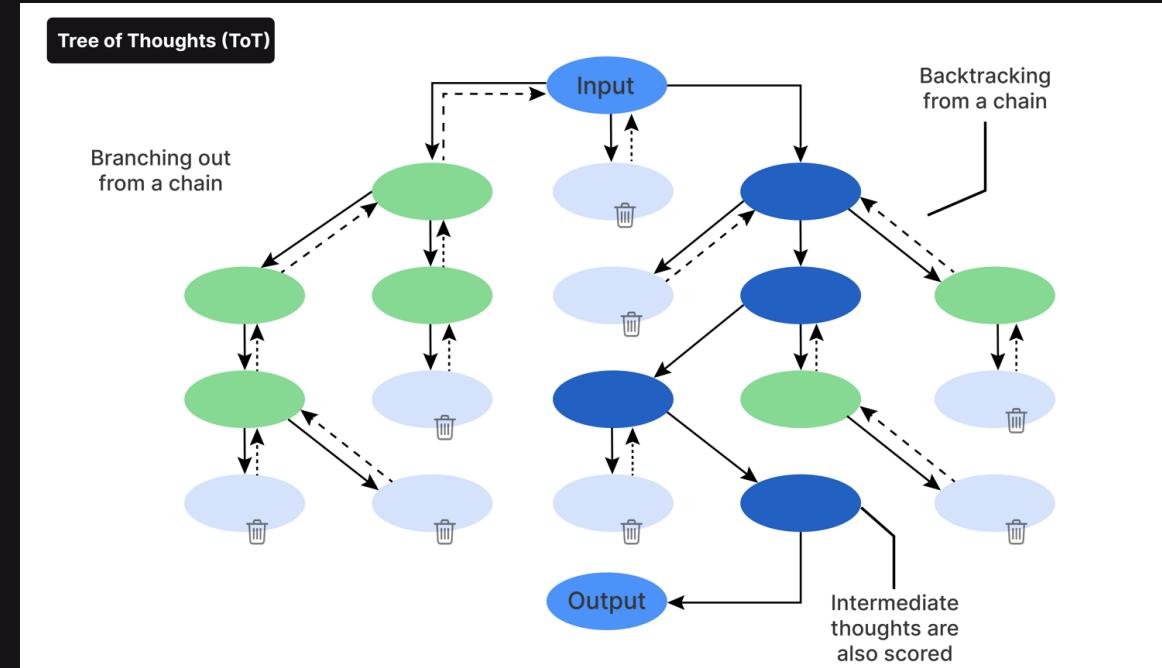
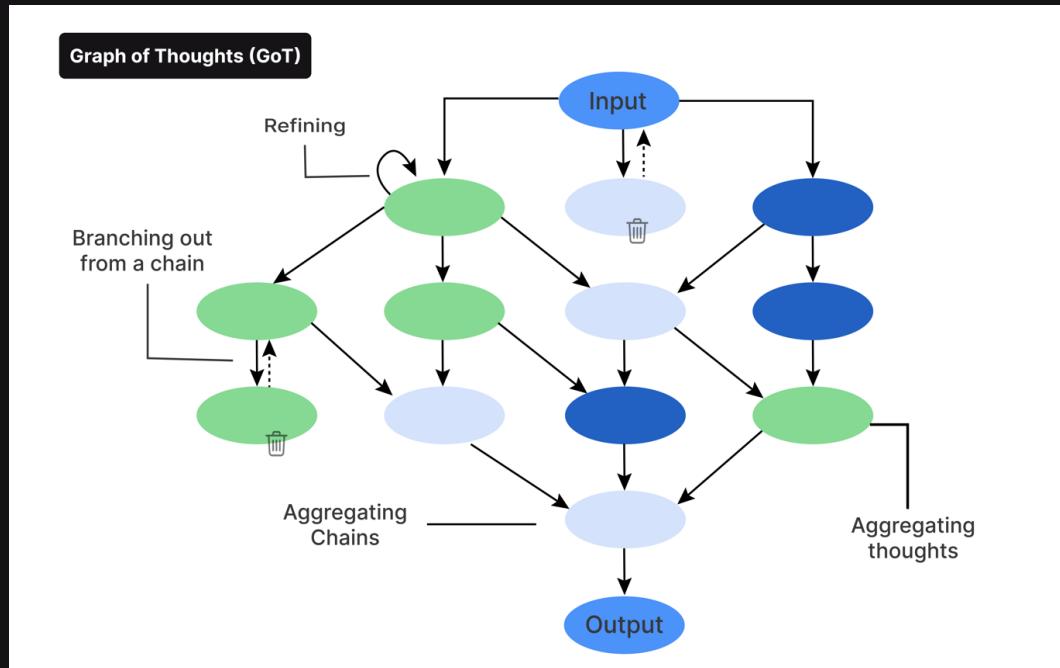
Graph of Thoughts creates a dynamic web of interconnected ideas, while Tree of Thoughts develops a hierarchical structure of ideas.



Difference Between Graph of Thoughts and Tree of Thoughts

2

Graph of Thoughts enables the synthesis of mixed ideas, whereas Tree of Thoughts progresses along distinct, non-converging paths.



Pros: Graph of Thoughts Prompting

Fosters robust solutions by integrating diverse ideas.

Stimulates innovative thinking through idea interconnectivity.

Enhances task quality, improving efficiency and effectiveness.

Offers flexibility and evolves with the addition of new ideas.

Cons: Graph of Thoughts Prompting

Complexity may hinder understanding and usability due to multiple idea connections.

The web of thoughts could make finding the optimal solution challenging.

Processing numerous connections may slow down solution identification.

Beginners may struggle with optimizing the combination and improvement of thoughts.

Thank You
