Language Agents From next token prediction to digital automation







Shunvu Yao

Autonomous agents to interact with the world



Agent

Rule-based agents: manual design

Learning-based agents: trial-and-error

Language agents: reasoning to act





Environment

Interact with humans / physical world

Interact with games / simulation

Interact with digital world (e.g., Internet)



Challenge 1: Accessible methods for general agents



Intensive to build (Even for experts)

Hard to generalize





Takes millions of lines of rules (by domain experts)



Takes millions of training iterations (by RL experts)



Challenge 2: Scalable benchmarks for practical tasks

Practical

(Can build agents for useful tasks)







(But not scalable)

Scalable

(Easy data/reward collection)









(But not practical)



Part 1. Benchmarking agents via digital automation

[NeurIPS'22, NAACL'22, ACL'23, NeurIPS'23, ICLR'24, ICLR'24]



My research







Part 1. Benchmarking agents via digital automation

[NeurIPS'22, NAACL'22, ACL'23, NeurIPS'23, ICLR'24, ICLR'24]

Part 2. Building language agents that reason to act

[EMNLP'20, ICLR'23, NeurIPS'23, NeurIPS'23]



My research



Part 1. Benchmarking agents via digital automation

Part 2. Building language agents that reason to act [EMNLP'20, ICLR'23, NeurIPS'23, NeurIPS'23]

Part 3. Principled framework for language agents [TMLR'24]

My research

[NeurIPS'22, NAACL'22, ACL'23, NeurIPS'23, ICLR'24, ICLR'24]

Benchmarking agents via digital automation

WebShop: Towards Scalable Real-World Web Interaction with Grounded Language Agents Yao*, Chen*, Yang, Narasimhan. NeurIPS 2022



Digital automation





ile reports

Visual Studio Code



experiments

Explore papers



Agent benchmarks without these challenges

Use the textbox to enter "Leonie" and press "Search", then find and click the 2nd search result.		
Leonie	Search	
Chas https://www.senectus.us Aliquam cursus. At. Leonie https://www.tortor.it Ultricies congue gravida. <u>Marcella</u> https://www.vestibulumduis.hk Pulvinar aliquam adipiscing.		
123>		

> take sandwich Taken. inventory You are carrying: a chilled sandwich eat it

MiniWoB (Shi et al., 2017)



Simulation environment

Synthetic text (if any)



TextWorld (Côté et al., 2019)

BabyAl (Chevalier-Boisvert et al., 2019)

- Small action space
- Short-horizon tasks

WebGPT (Nakano et al., 2021) An agent, not a benchmark!

Task input

How do neural networks work?

In its most basic form, a neural network has two layers: an input layer and an output layer^[3]. The output layer is the component of the neura network that makes predictions^[3]. In a feedforward network, informat flows through the network in the following way: patterns of information are fed into the network via the ir the ir which trigger the layers of hidden units, and these in turn 🛑 🔵 🔵 output units^[1]. The netwo backward^{[2][4]}. Over time, backpropagation causes the network to learn, learns by a feedback process call opagation, which involves comparing the output a network with the output it was mean to produce, and using the difference between them to modify the weig of the connections between the unit the network, working from the output units through the hidden unit to the input units, going backward^{[2][4]}. Over time, backpropation causes the network to learn, reducing the difference between actual and intended output to the point where the two exactly coincide, set work figures things out exactly as it should^[2].

In its most basic form, a neural network has two layers: an input layer and an output layer^[3]. The output layer is the component of the neural network that makes predictions^[3]. In a feedforward network, information flows through the network in the following way: patterns of information are fed into the network via the input units, which trigger the layers of hidden units, and these in turn arrive at the output units^[1]. The network learns by a feedback process called backpropagation, which involves comparing the output a network produces with the output it was meant to produce, and using the difference between them to modify the weights of the connections between the units in the network, working from the output units through the hidden units to the input units, going reducing the difference between actual and intended output to the point where the two exactly coincide, so the network figures things out exactly as it should^[2].

1. <u>How neural networks work - A simple introduction (www.explainthatstuff.com)</u> 2. How neural networks work - A simple introduction (www.explainthatstuff.com) 3. How Do Neural Networks Really Work? | Nick McCullum (nickmccullum.com) 4. How Do Neural Networks Really Work? | Nick McCullum (nickmccullum.com) hidden units, and these in turn arrive at the output units. This common design is called a feedforward network. Not all units "fire" all the tine. Each unit receives inputs from the units to its left, and the inputs are multiplied by the weights of the connections they travel along. Every unit adds up all the inputs it receives in this way and (in the simplest type of network) if the sum is pore than a certain threshold value,

the unit "fires" and triggers the units it's connected to (those on its right).

alley toward skittles.]

Photo: Bowling: You learn how to do skillful things like this with the help of the neural network inside your brain. Every time you throw the ball wrong, you learn what corrections you need to make next time. Photo by Kenneth R.

Task output

How neural networks work - A simple introduction (www.explainthatstuff.com) A how neural networks work - Wind Otropprover plainthatstuff.com) A how neural networks work - Wind Otropprover plainthatstuff.com) How neural networks work - Wind Otropprover plainthatstuff.com) A how neural networks work - Wind Otropprover plainthatstuff.com) How neural networks work - Wind Otropprover plainthatstuff.com) How Do Neural Networks Really Work? | Nick McCullum (nickmccullum.com)

www.explainthatstuff.com

input and the output. A richer structure like this is called a deep neural network (DNN), and it's typically used for tackling much more complex problems. In theory, a DNN can map any kind of input to any kind of output, but the drawback is that it needs considerably more training: it need to "see" millions or billions of examples compared to perhaps the hundreds or thousands that a simpler network might need. Deep or "shallow," however it's structured and however we choose to illustrate it on the page, it's worth ourselves, once again, that a neural network is a brain or apythize brain like bltimately, it's performance of a point o bunch

How does a neural network learn things?

nformation flows through a neural network in two ways paternal for a Gotton plex environment design is called a feedforward network. Not Each unit receives inputs from the **tomatic reward function** he sum is more than a certain threshold value. **the un**it "fires" and triggers the units it's connected to (those on its right) Research challenges

Photo: Bowling: You learn how to do skillful things like this with the help of the neural network inside your brain. Every time you throw the ball wrong, you learn what corrections you need to make next time. Photo by Kenneth R.

alley toward skittles.



^{4.} How Do Neural Networks Really Work? | Nick McCullum (nickmccullum.com)

i am loc lined wir	oking for x-
Search	I
	Project S

- Large-scale complex environment based on 1.16M Amazon products
- Automatic reward based on instruction and product attribute matching
- Challenges language and visual understanding, and decision making



WebShop



- Imitation learning
- **Reinforcement learning**

Trajectory length:

Getting all attributes requires long-horizon exploration!

WebShop is challenging



WebShop enables sim-to-real transfer













SeeAct (Zheng et al., 2024) WebArena (Zhou et al., 2023)





WebAgent (Gur et al., 2023) Ash (Sridhar et al., 2023)





Mind2Web (Deng et al.)

 Various followup methods and benchmarks for web interaction • Testbed for industrial developments (e.g., Google, OpenAI) • Inspired research on other real-world digital tasks (e.g., coding)

Coding benchmarks are becoming easy



Our work [SCBGNY, Reflexion, NeurIPS'23] has reached >95%...

SWE-Bench

Metadata

Repo	scikit-learn/scikit-learn	lssue #s	[14858]
Instance ID	scikit-learnscikit-learn-14869	Pull Number	14869
Created At	Aug 31, 2019	Base Commit	1018f9f

Problem Statement

HGBC with categorical_crossentropy fails silently on binary classification

gives:

[0] [0]

And binary_crossentropy works fine. categorical_crossentropy should either generalize or raise an error on binary classification. Ping @NicolasHug @ogrisel Input: a GitHub repo and an issue

Output: a file diff to resolve the issue

Evaluation: unit tests from pull request

```
Test Patch
```

```
sklearn/ensemble/_hist_gradient_boosting/tests/test_gradient_boosting.py
       assert stump_clf.fit(X, y_isnan).score(X, y_isnan) == 1
418
419
420 + def test_crossentropy_binary_problem():
       # categorical_crossentropy should only be used if there
421 +
422 + # are more than two classes present. PR #14869
423 + X = [[1], [0]]
424 + y = [0, 1]
       gbrt = HistGradientBoostingClassifier(loss='categorical_crossentropy')
425 +
       with pytest.raises(ValueError, match="'crossentropy' not suitable"):
426 +
         gbrt.fit(X, y)
427 +
428
429 @pytest.mark.parametrize("scoring", [None, 'loss'])
```

LLMs cannot solve SWE-Bench

At least not in a sequence-to-sequence setup

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Model

ChatGPT-3.5 Claude 2 GPT-4*

 $[JYWYPPN, SN/F_Ronch ICLR'2/1]$

% Resolved

0.20

1.96

0.00

Summary

- Digital automation: a new frontier for autonomous agents
 - Tremendous practical values
 - Scalable environment
 - Bottleneck: scalable evaluation
- It requires sequential decision-making over open-ended language
 - LLMs or RL agents cannot solve it
 - Require a fundamentally new type of agents



Building language agents that reason to act

ReAct: Synergizing Reasoning and Acting in Language Models Yao, Zhao, Yu, Du, Shafran, Narasimhan, Cao. ICLR 2023



LLMs can solve tasks using few examples

the students opened their

Translate English to French
sea otter => loutre de mer
peppermint => menthe poivré
plush girafe => girafe pelu
cheese =>

[Brown et al., 2020]



Training: Next-token prediction



Inference: Prompting for various NLP tasks

LLMs can reason to answer questions

Chain-of-Thought Prompting

Model Input

Q: Roger has 5 tennis balls. He buys 2 more cans of tennis balls. Each can has 3 tennis balls. How many tennis balls does he have now?

A: Roger started with 5 balls. 2 cans of 3 tennis balls each is 6 tennis balls. 5 + 6 = 11. The answer is 11.

Q: The cafeteria had 23 apples. If they used 20 to make lunch and bought 6 more, how many apples do they have?

Model Output

A: The cafeteria had 23 apples originally. They used 20 to make lunch. So they had 23 - 20 = 3. They bought 6 more apples, so they have 3 + 6 = 9. The answer is 9. 🗸





Derive new information and update internal context

LLM reasoning: Lack of knowledge & capabilities Actions & feedback

(Chain-of-thought prompt omitted) Question: If I have seven trillion dollars, can I buy Apple, Nvidia, and Microsoft? If not, how much more money do I need?



GPT-4 (Mar 2024) Apple (AAPL) market cap: \$2.40 trillion Nvidia (NVDA) market cap: \$1.20 trillion Microsoft (MSFT) market cap: \$2.50 trillion Total market cap: \$2.40 + \$1.20 + \$2.50 = \$6.10 trillion \$6.10 trillion - \$7 trillion = \$0.90 trillion You would need \$0.90 trillion more.

WebShop observation

B0061IVFZE Brothers-ALL-Natural Fruit Crisps, Strawberry Banana, 0.42 -Ounce (Pack of 100) \$85.0 [B096H2P6G2] Moon Fruit Freeze Dried Fruit Snacks. Fruit Snacks for Kids -(Variety Pack) \$18.99 B092JLLYK6 Nature's Turn Freeze-Dried Fruit Snacks - Banana Crisps - Perfect For School Lunches or an On-The-Go Snack - No Sugar Added, Non GMO, Gluten Free, Nothing Artificial (0.53oz) 6-Pack \$12.99

LLM acting: Lack of examples Reasoning

WebShop action

Action: click B092JLLYK6





Traditional agents: action space A defined by the environment



ReAct: action space $\hat{A} = A \cup \mathscr{L}$ augmented by reasoning



- External feedback O_t
- Agent context $c_t = (o_1, a_1, o_2, a_2, \dots, o_t)$
- Agent action $a_t \sim \pi(a \mid c_t) \in A$

- $\hat{a}_t \in \mathscr{L}$ can be any language sequence
- Agent context $c_{t+1} = (c_t, \hat{a}_t, a_t, o_{t+1})$
- $\hat{a}_t \in \mathscr{L}$ only updates internal context



ReAct is simple and intuitive to use



Task: xxxxxx

Thought: xxx Action: xxx

Example ReAct trajectory

Thought: xxx Action: xxx

Observation:

XXXXXX

.

A zero-shot ReAct prompt

You are an agent that answers questions by using two actions: - search[query]: Google search the query. You can also use it to

- calculate math.
- finish[answer]: return the answer

Your generation should have the following format: **Thought:** to analyze the observation and inform the action. Action: your action

Question: If I have seven trillion dollars today, can I buy Apple, Nvidia, and Microsoft? If not, how much more money do I need?



(GPT-4)

Thought: I need to find the current market capitalization of Apple, Nvidia, and Microsoft to understand how much it would cost to buy all of them. Action: search["current market capitalization of Apple, Nvidia, and Microsoft"]

Observation: "Nvidia's market cap stood at \$1.832 trillion as of about 10 a.m. ET Wednesday, while Alphabet's was at \$1.814 trillion, bringing Nvidia behind just Microsoft (MSFT) at \$3.015 trillion and Apple (AAPL) at \$2.836 trillion."

Thought: Now that I have the market cap for all companies, let's add them together and see if \$7 trillion is enough. Action: search["1.832 trillion + 3.015 trillion + 2.836 trillion"]

Observation: 768300000000

Thought: The amount of money needed in addition to the \$7 trillion is \$683 billion. Action: finish["You need an additional \$683 billion to be able to buy Apple, Nvidia, and Microsoft."]









(GPT-4)

Thought: I need to find the current market capitalization of Apple, Nvidia, and Microsoft to understand how much it would cost to buy all of them. **Action**: search["current market capitalization of Apple, Nvidia, and Microsoft"]

Observation: nothing found!

company's market capitalization individually. Action: search["current market capitalization of Apple"]

Observation: 'price': 180.75

Action: search["total number of Apple's outstanding shares"]

Synergy: acting support reasoning, reasoning guides acting



ReAct is general and effective

(NLP tasks) (RL tasks)

PaLM-540B	HotpotQA (QA)	FEVER (fact check)	ALFWorld (Text game)	WebShop (web)
Reason	29.4	56.3	N/A	N/A
Act	25.7	58.9	45	30.1
ReAct	35.1	64.6	71	40

WebShop: One-shot generalization



SWE-Bench: Zero-shot generalization



SWE-agent: Agent-Computer Interfaces **Enable Automated** Software Engineering

Paper coming out soon :)

Impact in 2023

Followup methods

- Voyager
- (Wang et al.)
- ToolllM (Qin et al.)
- AutoGen

AutoGPT

MetaGPT

SwiftSage

- (Wu et al.)
- (Richards et al.)
 - (Hong et al.)
 - (Lin et al.)
 - (Yang et al.)
- ToolkenGPT

MM-ReAct

(Hao et al.)

Industrial applications Interdisciplinary research

- Creative art
- Healthcare
- Robotics
- Education
- **Diaster** control (Colverd et al.)
- Networks
- Chemistry
- Mathematics

- (Sun et al.)
- (Imrie et al.)
- (Hireche et al.)
- (Tabrizi et al.)

- (Hamadanian et al.)
 - (Bran et al.)
 - (Liao et al.)

Marketing agent Sales agent Education agent Video edit agent Game NPC Coding agent Web agent

Customer support



ReAct enables discovery of a novel chromophore



accelerates a Diels-Alder reaction.

First, I need to find a thiourea organocatalyst that can accelerate the Diels-Alder reaction. I will perform a web search to find a suitable catalyst. Web Search tool: Schreiner's thiourea catalyst

Now, I will obtain the SMILES. Name2Smiles tool: FC(F)(F)c1cc(NC(=S)Nc2cc(C(F)(F)F)cc(C(F)(F)F)c2)cc(C(F)(F)F)c1

I will plan a synthesis for Schreiner's thiourea catalyst. SynthesisPlanner tool: Detailed synthesis plan

I will execute the synthesis. SynthesisExecuter tool: Successful synthesis.

d Chemcrow workflows with experimental validation



Thiourea organocatalysts (plan and execute)





Takemoto's catalyst



[Bran et al., 2023]

b Task: Find and synthesize a thiourea organocatalyst which

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Connection with physical world

RoboRXN synthesis platform





Novel chromophore (clean data, train model, and predict)







Synthesis step 1: Bromo Suzuki coupling







Synthesis step 2: Iodo Heck reaction

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Is next-token prediction enough for general problem solving?

Tree of Thoughts (Yao et al., 2023): no!

Next-token prediction cannot reason deliberately

GPT-4 Input

Answer: (12 * 2) * (10 - 9) = 24

Initial tokens are hard to decide

GPT-4 Output

Answer: ((10 * 6) / 5) * 4 = 24

LLMs make linear token decisions without lookahead or backtrack!

[YYZSGCN, Tree of Thoughts, NeurIPS'23]

- Question: How to combine 2, 9, 10, 12 to get 24? Thought: $12 \times 2 = 24$; 10 - 9 = 1; $24 \times 1 = 24$.
- Question: How to combine 4, 5, 6, 10 to get 24?

Thought: $10 \times 6 = 60$; 60 / 5 = 12; $12 \times 4 = 48$

How do we fix next-token prediction?

- We took inspirations from human cognition
 - System 1: fast and automatic (~next-token prediction)
 - System 2: slow and deliberate (~control algorithm)
 - One of the oldest ideas in AI: Tree search









Natural language search: Curse of combinatoriality



- Classical search (e.g., chess agent):
 - A small, well-defined action space A_{env}
 - Can simulate external feedback $o_t \in O_{env}$
 - Can design/learn evaluation heuristics $f(a_t)$
- \bullet Search in the space of thought \mathscr{L} :
 - \mathscr{L} is combinatorial and infinite!
 - No external feedback
 - Hard to enumerate or evaluate thoughts



Tree of Thoughts: Blessing of compositionality

Thought: A semantically coherent unit of text that can be generated/evaluated by LLMs



Whole reasoning as thought

- Easy to evaluate
- Hard to generate





Thought-level BFS

Generation Prompt: come up with ways to combine two of these numbers...

Evaluation Prompt: how likely are these 3 numbers to combine to 24...

(top-b choices remaining)

Task success:

СоТ	4%
ToT (ours)	74%



Tasks	Game of 24	Crosswords	Creative Writing
"Thought"	An equation	A clue word	A writing plan
Steps	3	5-10	1
Search	BFS	DFS	BFS
Generation	proposal	proposal	sample
Evaluation	simulation/ commonsense	simulation/ commonsense	zero-shot vote
CoT -> ToT	<mark>4% -> 74%</mark>	1% -> 20%	21% vs 41%



Rating Prediction

How will user_X rate the item "Kusco-Murphy Tart Hair"? The rating should be an integer between 1 to 5, with 1 being lowest and 5 being highest.



ao

Recommender agent (Wang et al., 2023)

Evaluator: simulate humans





[NeurIPS 2023] Tree of Thoughts: Deliberate Problem Solving with

Auction agent (Dean et al., 2024)

Evaluator: simulate agents



••

Jailbreak agent (Mehrotra et al., 2023)

Evaluator: simulate self



Summary

- Language agents: reasoning as internal actions
 - Reasoning and acting can be complementary (ReAct)
 - Reasoning and acting can be similarly planned (ToT)

- They address key limitations of LLMs and traditional agents
 - Ground LLMs with external feedback and internal control
 - Few-shot generalization to act in various new domains

Principled framework for language agents

CoALA: Cognitive Architectures for Language Agents Sumers*, Yao*, Narasimhan, Griffiths. TMLR 2024





Environment

Web interaction







Planning

Multi-agent





How do we make sense of various LLM systems? digital circuits

Where should the field be going?











frameworks to modularize and build complex symbolic AI agents, using



Cognitive Architectures for Language Agents (CoALA)

(+ function) (+ knowledge) (+ task trajectory) (+ gradients)

- Memory: short and long term
- Action space: internal and external
 - 1. Reasoning (update short-term memory)
 - 2. Retrieval (read long-term memory)
 - 3. Learning (write long-term memory)
 - 4. Grounding (update external world)
- Decision making: choose an action







Modularize and compare language agents



_			
	External	Internal	Decision
	Grounding	Actions	Making
	physical	-	evaluate
	$\operatorname{digital}$	reason	propose
	$\operatorname{digital}$	reason/retrieve/learn	propose
	digital/agent	reason/retrieve/learn	propose
	$digital^6$	reason	propose, evaluate, select



Langauge agents

Benchmarks

[NeurIPS'22, NAACL'22, ACL'23, NeurIPS'23, ICLR'24, ICLR'24]

Methods

[EMNLP'20, ICLR'23, NeurIPS'23, NeurIPS'23]

Frameworks [TMLR'24]

Other topics

- Computer vision and graphics [NeurIPS'18]
- Developmental psychology [NeurIPS'19, CogSci'20]
- Reinforcement learning and control [ICLR'22, CVPR'23]
- Human-computer interaction [DIS'24 submission]
- Information Retrieval [ACL'24 submission]





Future work #1: Train models for agents



Establish model-agent synergy:

- Improve"agent capabilities" like planning, self-evaluation, calibration..
- Open-source agent backbone model
- Next trillion tokens for model training

[FireAct: Toward Language Agent Fine-tuning. To COLM'24]



Future work #2: Teach and discover knowledge

Personalized education

Through the lens of CoALA, these new applications require:

Flexible learning and retrieval

Scientific discovery

Intrinsic motivation (e.g., curiosity)

Parting thoughts

The most powerful neural networks ever built shouldn't just answer questions or draft emails.

They should be used to automate every aspect of our life, society, and science.

Thanks to my committee

- Danqi: thanks for your great students :)
- Tom: thanks for all the classical insights :)
- Sanjeev: thanks for the retreat and retweet :)
- Ben: thanks for making me feel old :)
- Tatsu: thanks for shaping my talk :)

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Thanks to my advisor and friends

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