

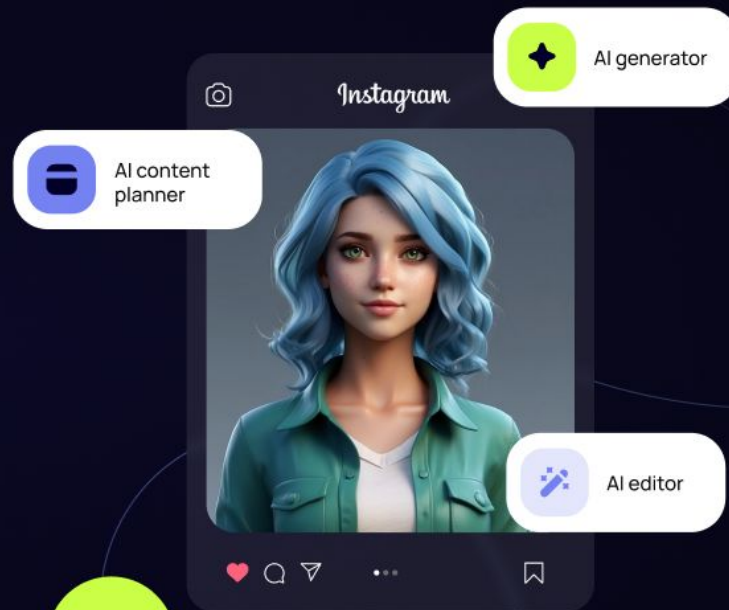


Personalization of multi-agent systems

Automation of Social Media Blogging



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Chief Technology Officer



About the Author



Andre Kuzminykh

 **Accenture** Ex-Data Engineer

 **Сбер** Ex-Chief Data Officer | Chief Data Scientist

 **Docet Venture Studio** Ex-Chief Technology Officer

 **Pygma AI** Chief Technology Officer

 **Andre AI Technologies** Founder | CTO-as-a-Service

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1. About the Task of Automatic Blogging on Social Media
2. Defining an LLM-based Agent
3. Autonomous Agents and Levels of Autonomy
4. Tools for Developing Multi-Agent Systems
5. Methods for Personalizing Agents
6. Architecture of a Multi-Agent System for Blogging on Social Media

Product Task

PYGMA (Personalize Your Generative Multimodal Agent) - Putting the user's blog on autopilot

The intelligent social media agent should be able to:

- Create a digital twin of the user (text style, photos, voice & talking heads)
- Automatically generate engaging content (lifestyle, thematic & news-related)
- Automatically respond to messages and comments on behalf of the user

LLM-based Agents

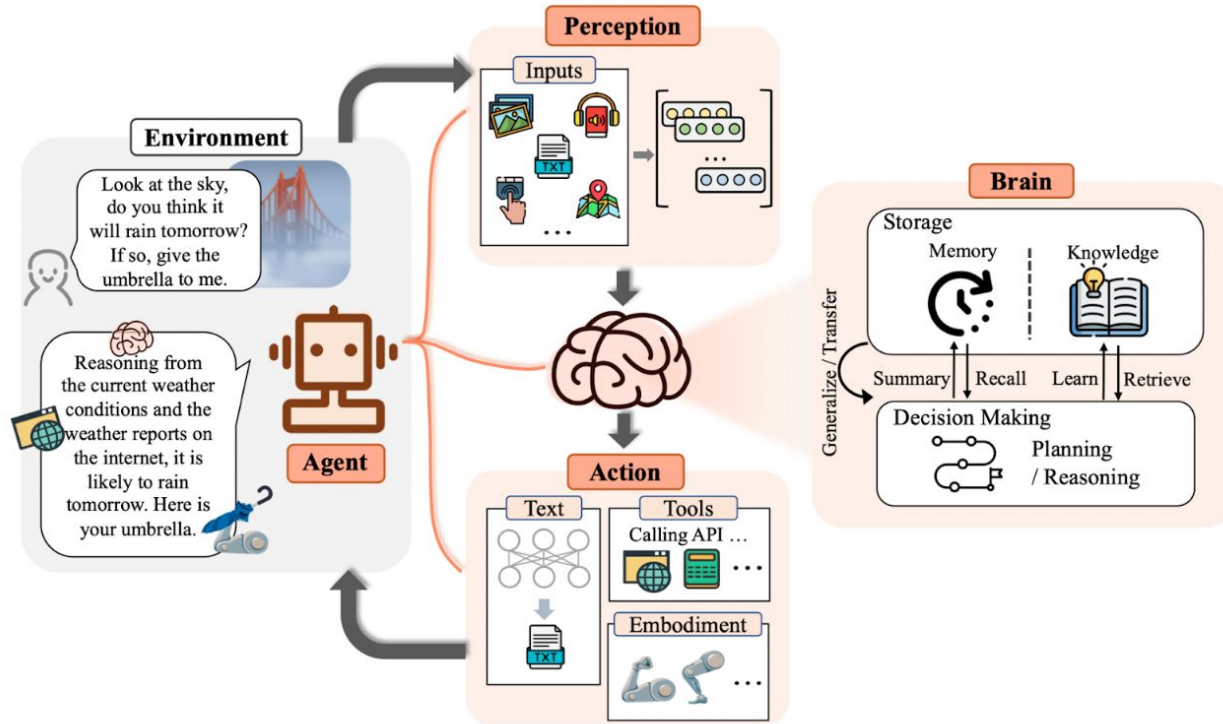
Types of Agents:

- Symbolic Agents
- Reactive Agents
- Agents with Reinforcement Learning
- Agents with Transfer Learning and Meta-Learning
- Agents Based on Large Language Models (LLM)

Properties of Agents:

- Autonomy
- Reactivity
- Proactivity
- Personalization
- Socialization

LLM-based Agents



The Rise and Potential of Large Language Model Based Agents: A Survey

<https://arxiv.org/pdf/2309.07864>

Levels of Agent Autonomy

		Generality →						
Level	Techniques	Performance	Capabilities	Key Characteristics	Use Cases	Narrow Domain	General Wide-Range Domain	
0	No AI + Tools (Perception + Actions)	No AI	No AI	No AI	No AI	Narrow Non-AI UI Driven Software	General Non-AI Human-In-The-Loop Computing Mechanical Turk	
1	Rule-Based AI + Tools (Perception + Actions)	Emerging Equal to Unskilled Humans	Simple Step Following	Agents complete tasks following exact steps, pre-defined by users or developers.	User: "Open Messenger" User: "Open the first unread email in my mailbox and read its content" User: "Call Alice".	Emerging Narrow-AI Single Rule-based systems, SHRDLU, GOFAI	Emerging AGI ChatGPT, Gemini, Llama 2. etc.	
2	IL/RL-based AI + Tools (Perception + Actions) + Reasoning & Decision Making	Competent Equal to 50% of Skilled Adults	Deterministic Task Automation of Skilled Adults	Based on user description of deterministic task, agent auto- completes steps in predefine action.	User: "Check the weather in Beijing today"	Competent Narrow-AI Conversational AI build frameworks with LLM, RAG, etc.	Competent AGI Not yet achieved	
3	LLM-based AI + Tools (Perception + Actions) + Reasoning & Decision Making + Memory & Reflection	Expert Equal to 90% of Skilled Adults	Strategic task Automation	Using user-defined tasks, agents autonomously plan, execution steps using tools, iterates based on intermediate feedback until completion.	User: "Make a video call to Alice".	Expert Narrow-AI Purpose build, specific task orientated Agents	Expert AGI Not yet achieved	
4	LLM-based AI + Tools (Perception) + Actions + Reasoning & Decision Making + Memory & Reflection + Autonomous Learning + Generalisation	Virtuoso Equal to 99% of Skilled Adults	Memory & Context Awareness	Agent senses user context, understands user memory, and proactively provides personalised services at times.	User: "Tell the robot vacuum to clean the room tonight" User: "Tell Alice about my schedule for tomorrow".	Virtuoso Narrow-AI AlphaGo, Deep Blue	Virtuoso AGI Not yet achieved	
5	LLM-based AI + Tools (Perception) + Actions + Reasoning & Decision Making + Memory + Reflection + Autonomous Learning + Generalisation + Personality (Emotion + Character) + Collaborative behaviour (Multi-Agents)	Superhuman > 100% of Skilled Adults	True Digital Persona	Agent represents the user in completing affairs, interacts on behalf of user with others, ensuring safety & reliability.	User: "Find out which city is suitable for travel recently".	Superhuman Narrow-AI AlphaFold, AlphaZero, StockFish	Artificial Super Intelligence (ASI) Not yet achieved	

Levels of AI Agents: from Rules to Large Language Models

<https://arxiv.org/pdf/2405.06643>

Autonomous Agent

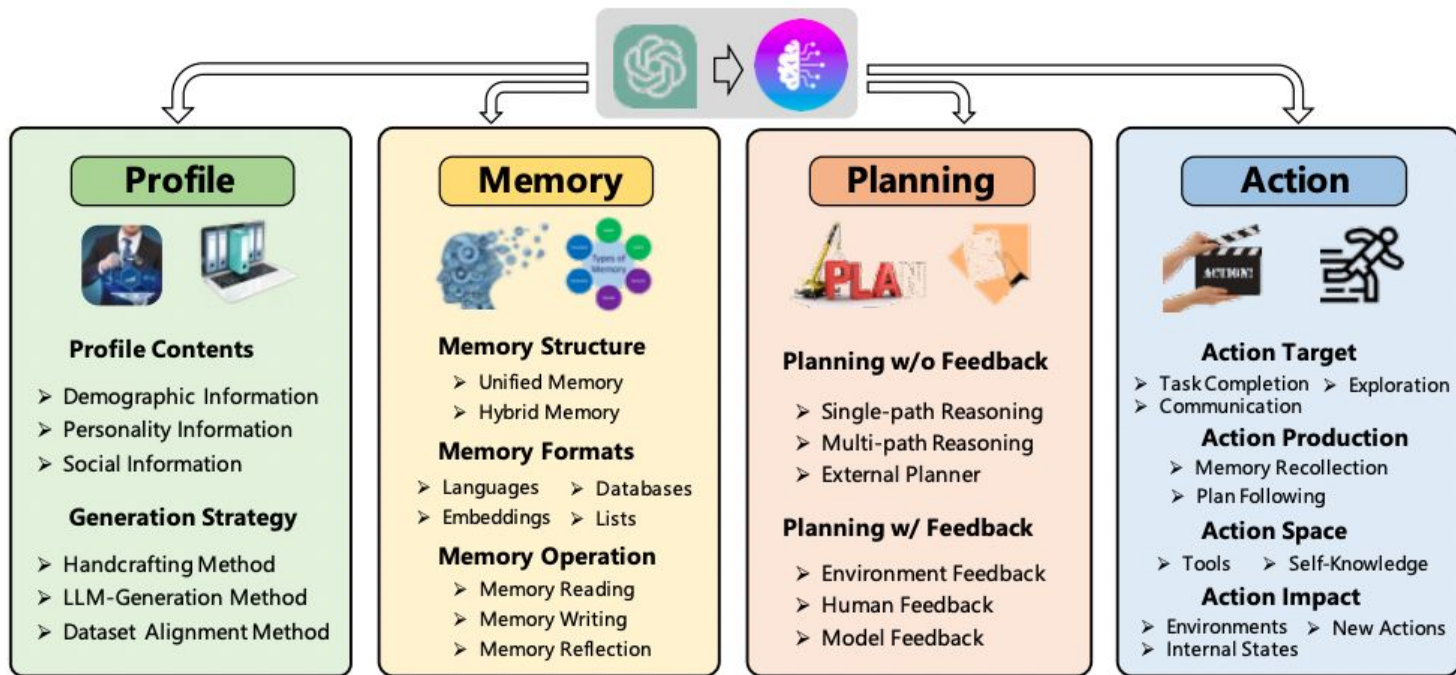
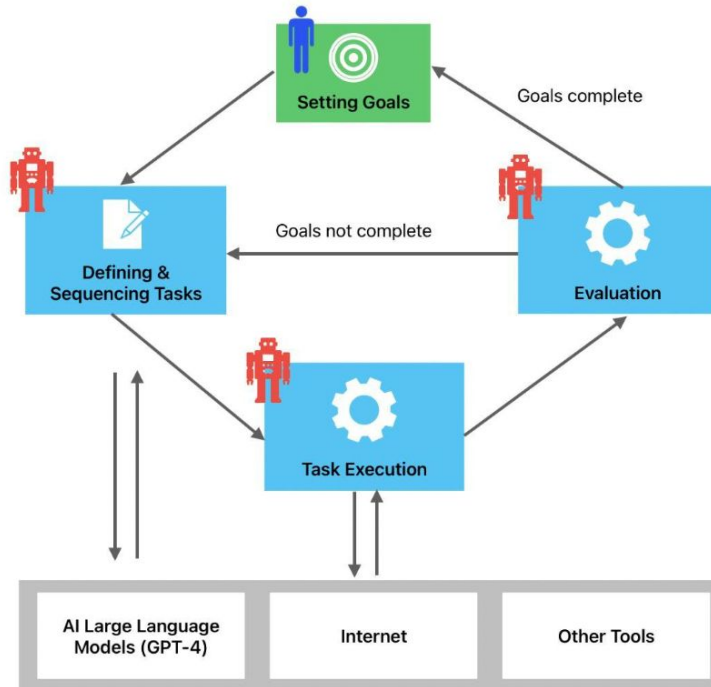


Fig. 2 A unified framework for the architecture design of LLM-based autonomous agent.

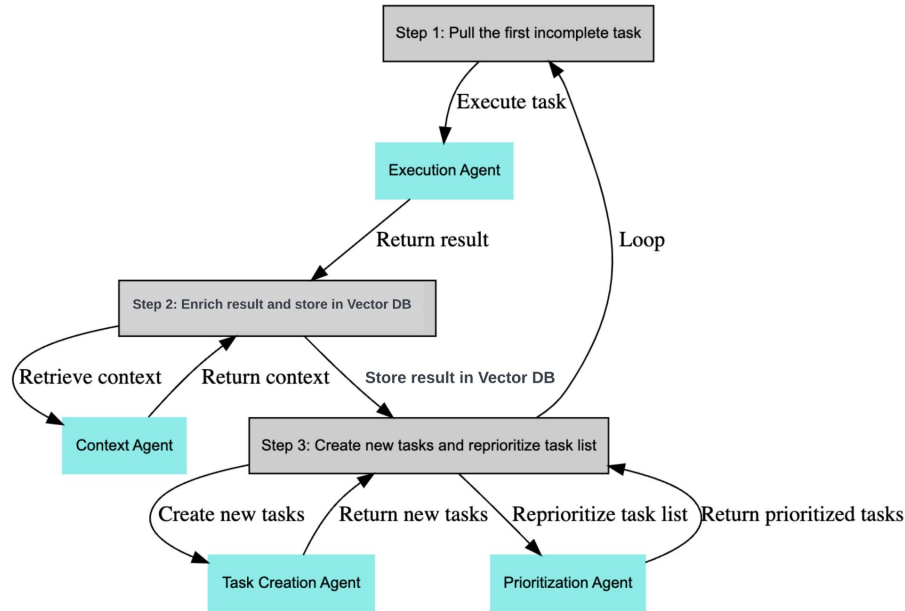
Autonomous Agent - AutoGPT



LLM-based AI agent to autonomously accomplish tasks

<https://github.com/Significant-Gravitas/AutoGPT>

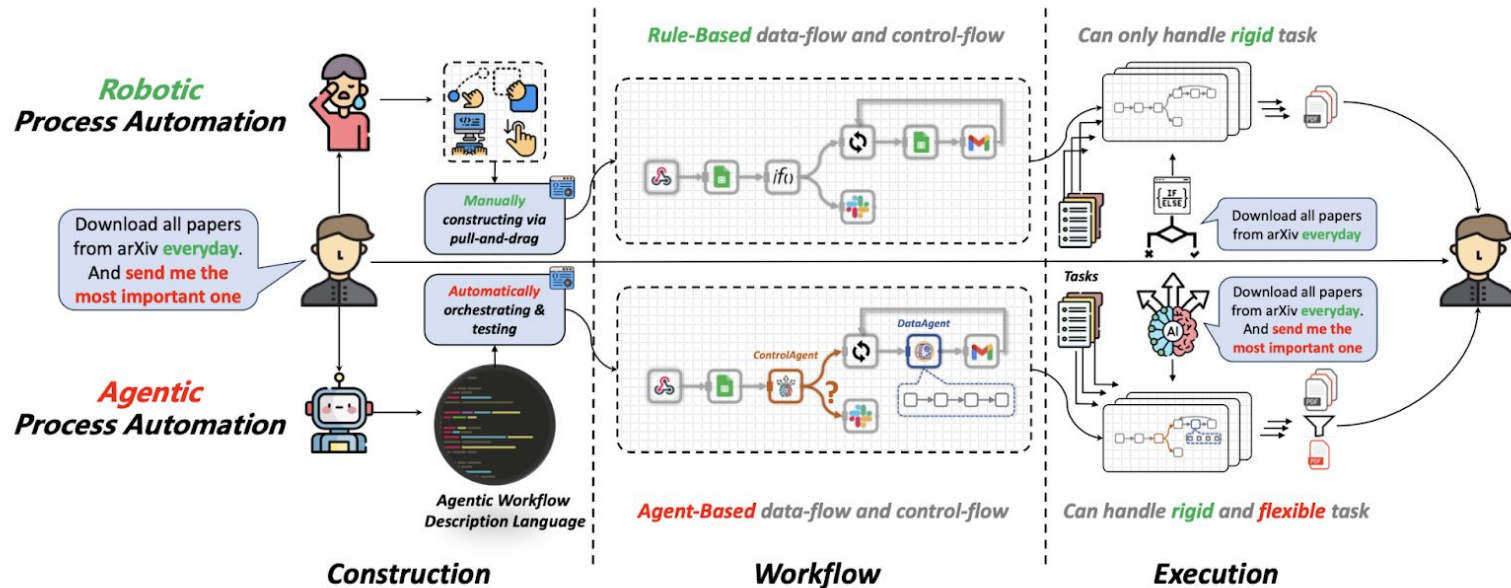
Autonomous Agent - BabyAGI



Task-driven Autonomous Agent

<https://github.com/yoheinakajima/babyagi>

Autonomous Agent - ProAgent



ProAgent: From Robotic Process Automation to Agentic Process Automation

<https://arxiv.org/pdf/2311.10751>

Multi-Agent Systems - Generative Agents



Figure 1: Generative agents are believable simulacra of human behavior for interactive applications. In this work, we demonstrate generative agents by populating a sandbox environment, reminiscent of The Sims, with twenty-five agents. Users can observe and intervene as agents plan their days, share news, form relationships, and coordinate group activities.

Generative Agents: Interactive Simulacra of Human Behavior

<https://arxiv.org/pdf/2304.03442.pdf>

Multi-Agent Systems - Generative Agents

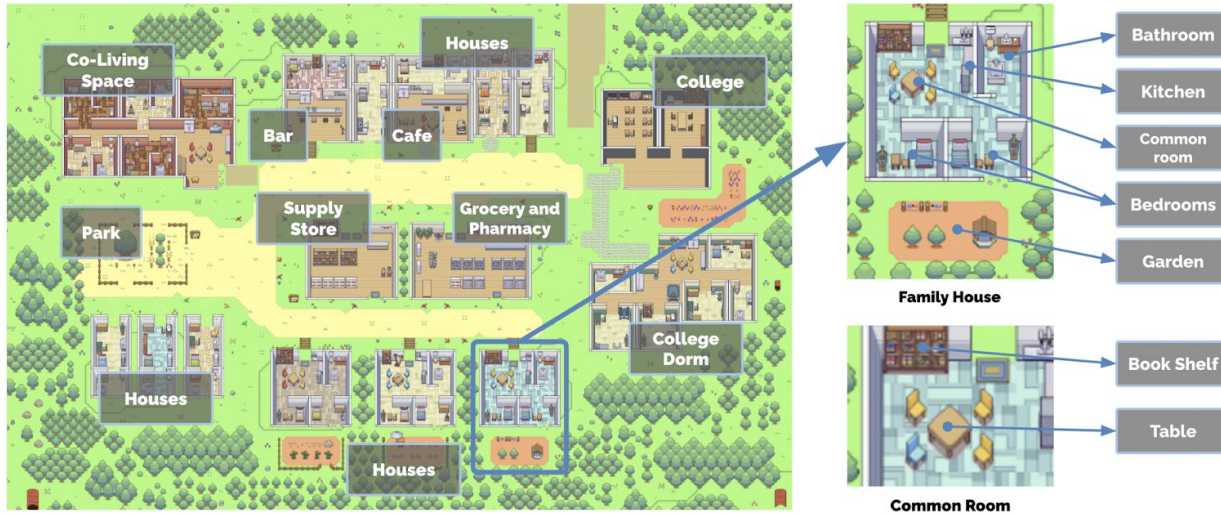


Figure 2: The Smallville sandbox world, with areas labeled. The root node describes the entire world, children describe areas (e.g., houses, cafe, stores), and leaf nodes describe objects (e.g., table, bookshelf). Agents remember a subgraph that reflects the parts of the world they have seen, maintaining the state of those parts as they observed them.

Multi-Agent Systems - Generative Agents

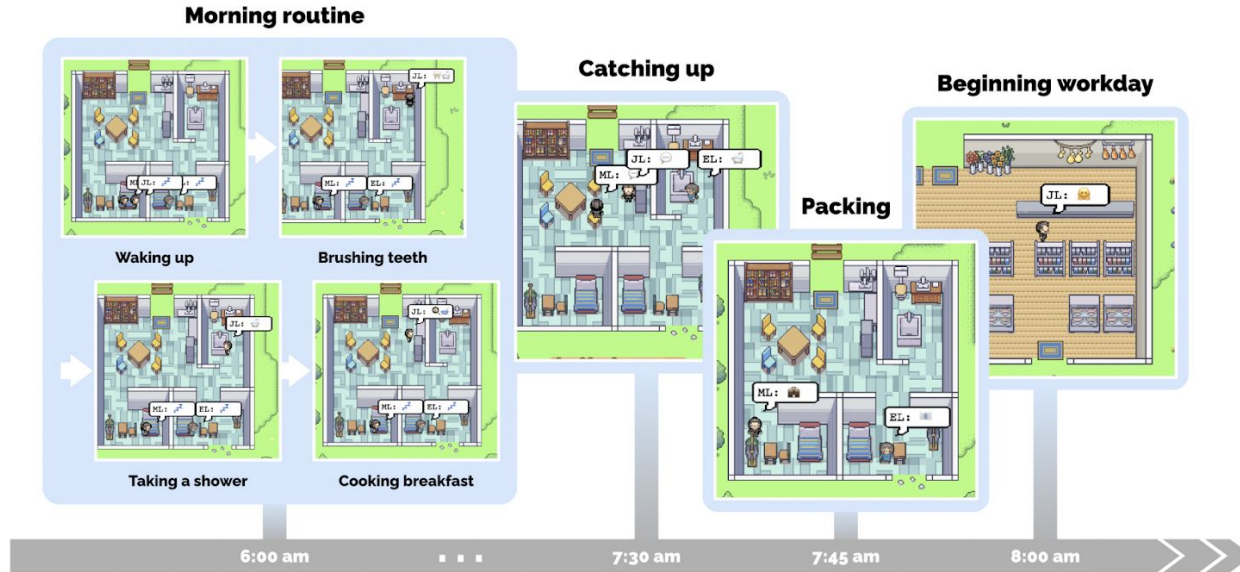


Figure 3: A morning in the life of a generative agent, John Lin. John wakes up around 6 am and completes his morning routine, which includes brushing his teeth, taking a shower, and eating breakfast. He briefly catches up with his wife, Mei, and son, Eddy, before heading out to begin his workday.

Multi-Agent Systems - Generative Agents



Figure 4: At the beginning of the simulation, one agent is initialized with an intent to organize a Valentine's Day party. Despite many possible points of failure in the ensuing chain of events—agents might not act on that intent, might forget to tell others, might not remember to show up—the Valentine's Day party does, in fact, occur, with a number of agents gathering and interacting.

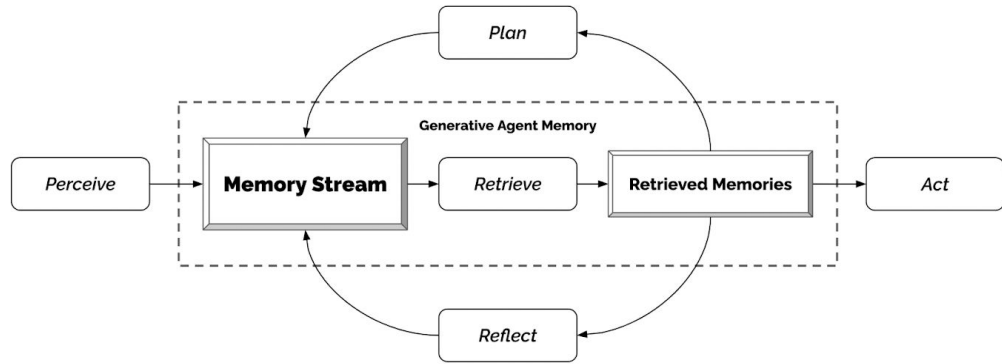


Figure 5: Our generative agent architecture. Agents perceive their environment, and all perceptions are saved in a comprehensive record of the agent's experiences called the memory stream. Based on their perceptions, the architecture retrieves relevant memories and uses those retrieved actions to determine an action. These retrieved memories are also used to form longer-term plans and create higher-level reflections, both of which are entered into the memory stream for future use.

Multi-Agent Systems - Generative Agents

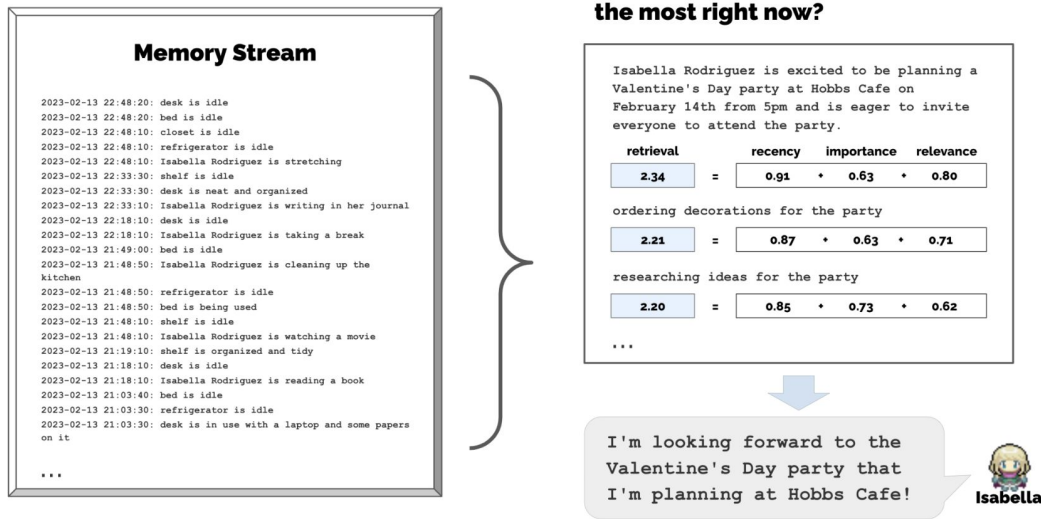


Figure 6: The memory stream comprises a large number of observations that are relevant and irrelevant to the agent's current situation. Retrieval identifies a subset of these observations that should be passed to the language model to condition its response to the situation.

Multi-Agent Systems - Generative Agents

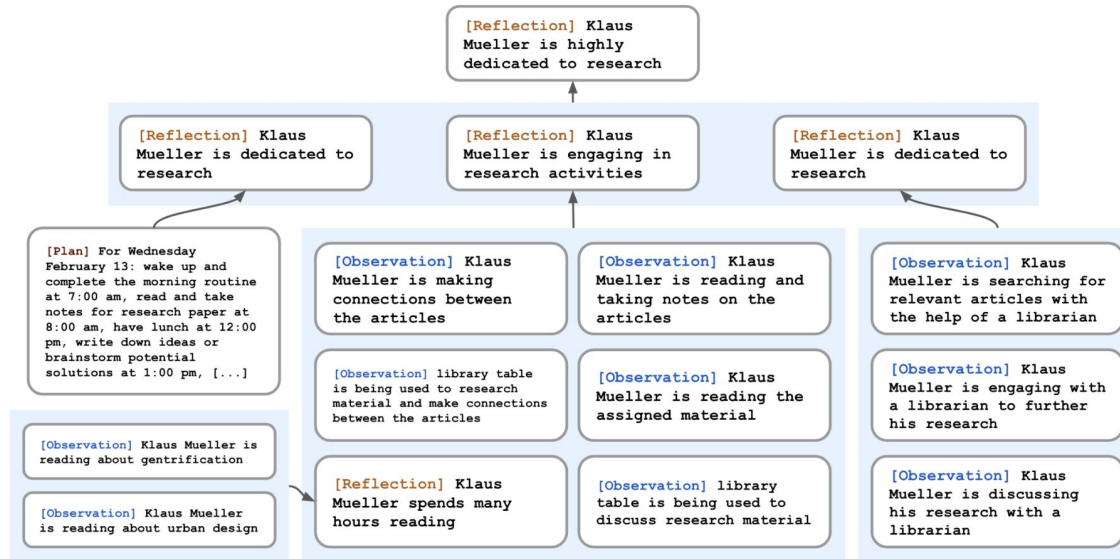


Figure 7: A reflection tree for Klaus Mueller. The agent's observations of the world, represented in the leaf nodes, are recursively synthesized to derive Klaus's self-notion that he is highly dedicated to his research.

Multi-Agent Systems - Generative Agents

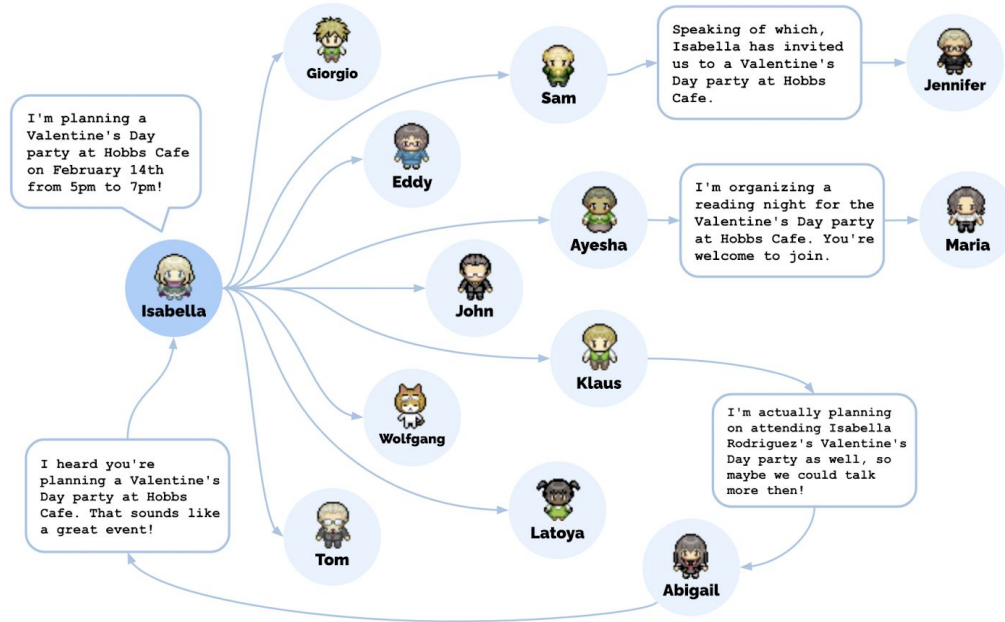


Figure 9: The diffusion path for Isabella Rodriguez's Valentine's Day party invitation involved a total of 12 agents, aside from Isabella, who heard about the party at Hobbs Cafe by the end of the simulation.

Multi-Agent Systems - CAMEL

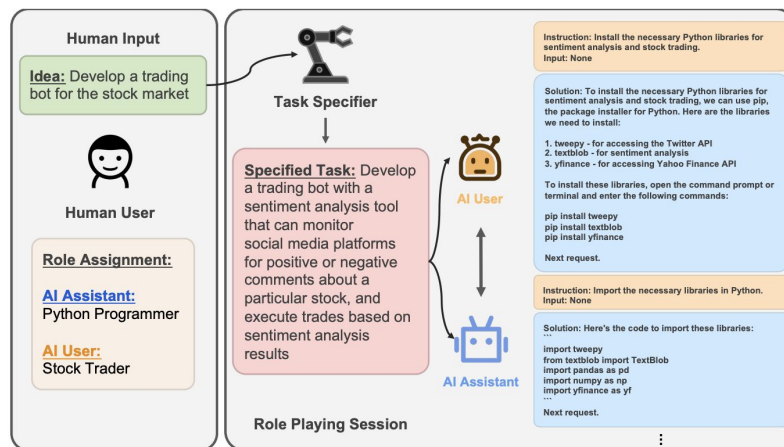


Figure 1: **CAMEL Role-Playing Framework.** Our role-playing setup starts with the human user having an idea they want to implement, e.g. develop a trading bot for the stock market. The roles involved in this task would be an AI assistant agent who is a python programmer and an AI user agent who is a stock trader. The task is made more specific using our task specifier agent, leading to a well-defined task for the assistant to solve. Both AI user and AI assistant are provided with the specified task, after which they collaboratively communicate by chatting with each other in an instruction-following fashion to solve the specified task.

Multi-Agent Systems - ChatDev



Figure 1: ChatDev, a chat-powered software development framework, integrates LLM agents with various social roles, working autonomously to develop comprehensive solutions via multi-agent collaboration.

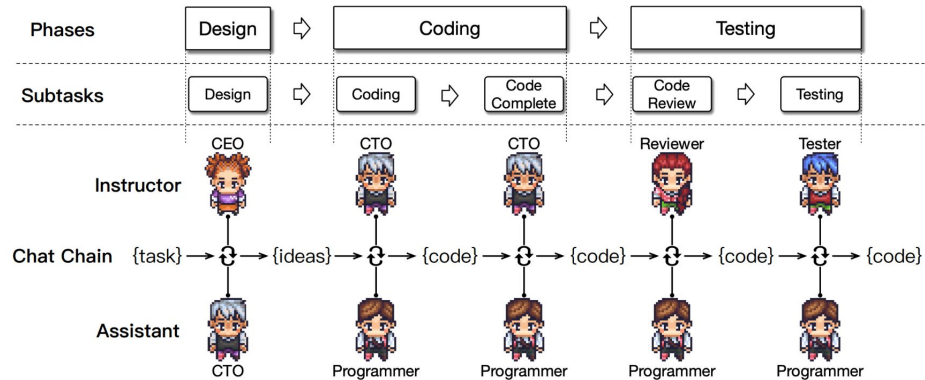


Figure 2: Upon receiving a preliminary task requirement (e.g., “develop a Gomoku game”), these software agents engage in multi-turn communication and perform instruction-following along a chain-structured workflow, collaborating to execute a series of subtasks autonomously to craft a comprehensive solution.

Multi-Agent Systems - AgentVerse

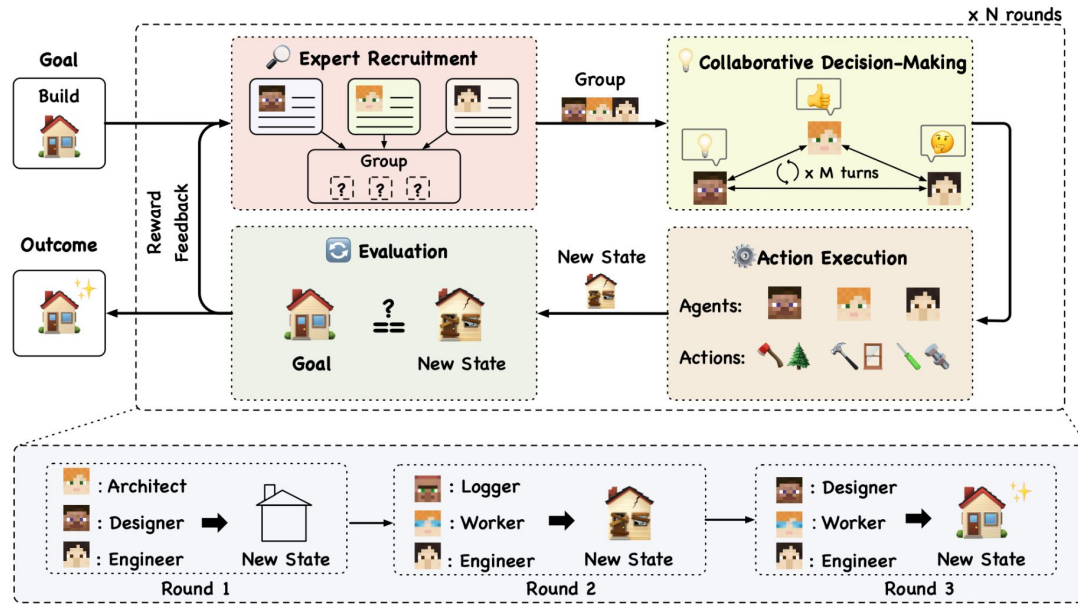


Figure 1: An illustration of the AGENTVERSE.

AgentVerse: Facilitating Multi-Agent Collaboration and Exploring Emergent Behaviors

<https://arxiv.org/abs/2308.10848>

Multi-Agent Systems - Agent Hospital

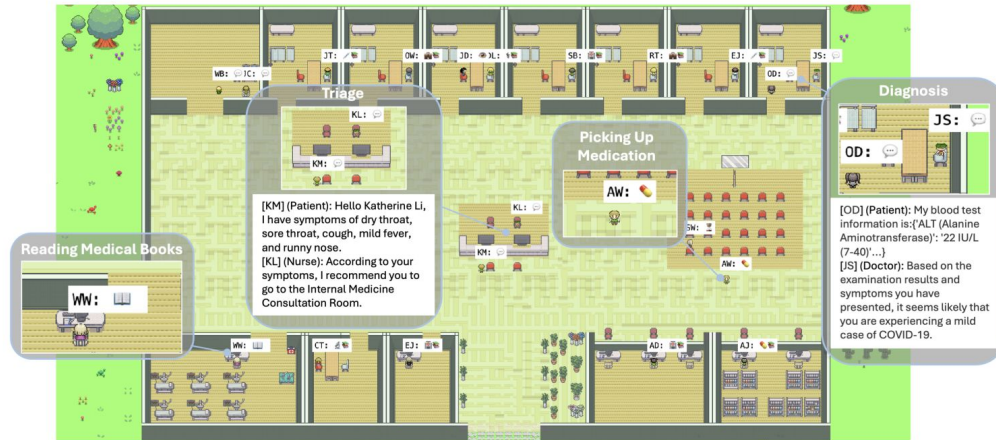


Fig. 1. An overview of Agent Hospital. It is a simulacrum of hospital in which patients, nurses, and doctors are autonomous agents powered by large language models. Agent Hospital simulates the whole closed cycle of treating a patient's illness: disease onset, triage, registration, consultation, medical examination, diagnosis, medicine dispensary, convalescence, and post-hospital follow-up visit. An interesting finding is that the doctor agents can keep improving treatment performance over time without manually labeled data, both in simulation and real-world evaluations.

Multi-Agent Systems - Agent Hospital

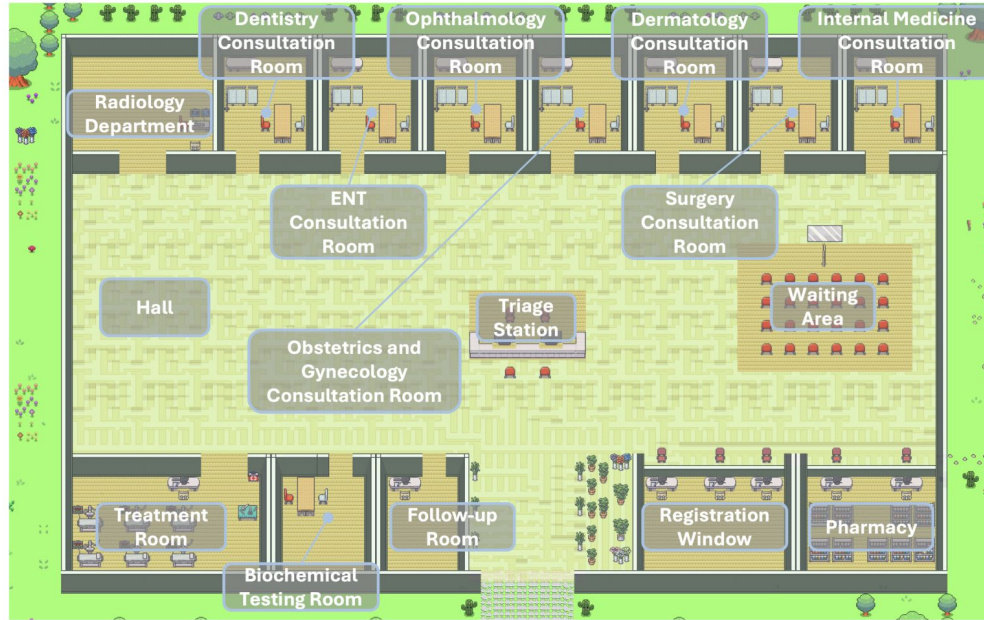


Fig. 2. The distribution of various areas within Agent Hospital.

Agent Hospital: A Simulacrum of Hospital with Evolvable Medical Agents

<https://arxiv.org/pdf/2405.02957>

Multi-Agent Systems - Agent Hospital





 <p>Patient Name: Kenneth Morgan Age: 35 Gender: Male Disease: Acute Nasopharyngitis Medical History: Hypertension Symptoms: Diarrhea, persistent vomiting, enlarged cervical lymph nodes, recurrent fever, abdominal pain, headache</p>	 <p>Internal Medicine Doctor Name: Élise Martin Age: 32 Gender: Female Skill: Excellent communication and empathetic patient care abilities Duty: Diagnose, treat, and provide preventive care for adult patients with a broad range of acute and chronic illnesses</p>
 <p>Radiologist Name: Zhao Lei Age: 58 Gender: Male Skill: Strong analytical skills and detailed observational abilities Duty: Interprets medical images such as X-rays, MRIs, CT scans, and ultrasounds to diagnose patient conditions</p>	 <p>Receptionist Name: Fatoumata Diawara Age: 48 Gender: Female Skill: Excellent communication skills and proficiency with office software Duty: Manages appointment scheduling, patient check-in, and communication coordination</p>

Fig. 3. Example agents in Agent Hospital.

Multi-Agent Systems - Agent Hospital

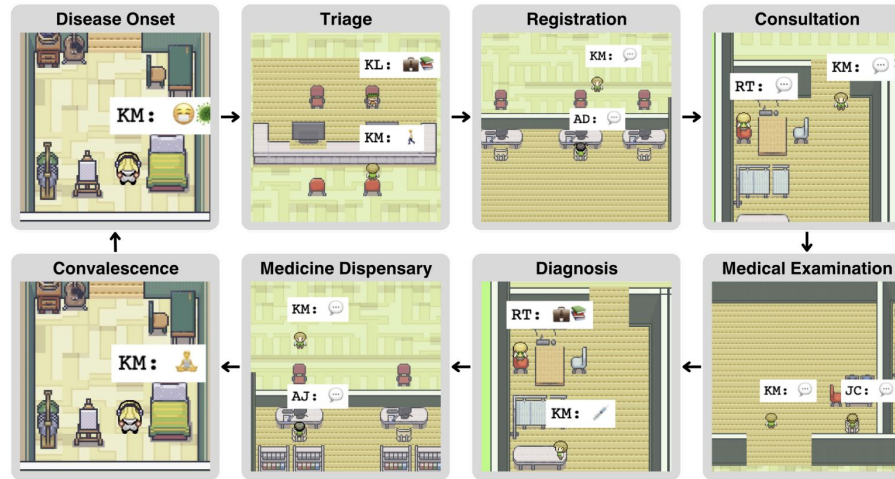


Fig. 4. Resident agent Kenneth Morgan falls ill and visits the Agent Hospital. Triage nurse Katherine Li conducts an initial evaluation of Mr. Morgan's symptoms and refers him to the dermatology department. Mr. Morgan then registers at the hospital's counter and is subsequently arranged for a consultation with dermatologist Robert Thompson. After undergoing the prescribed medical examination, Mr. Morgan receives a diagnosis and medication. He returns home to rest and monitor the improvement of his condition.

Multi-Agent Systems - Agent Hospital

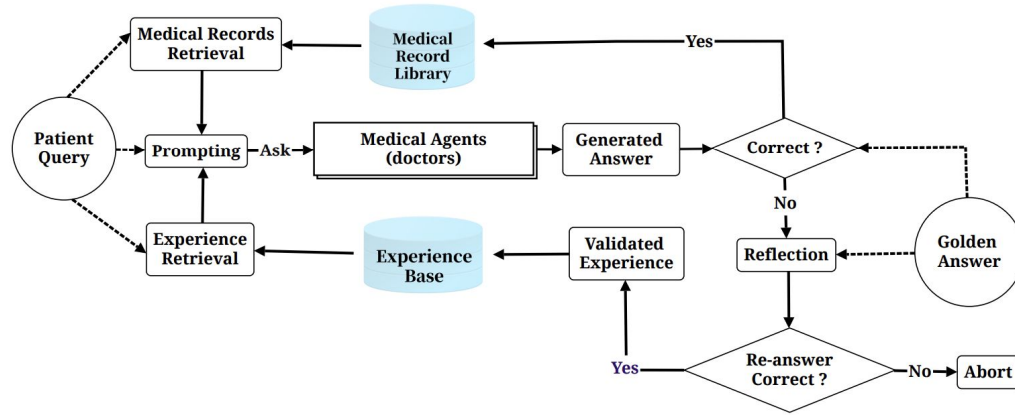


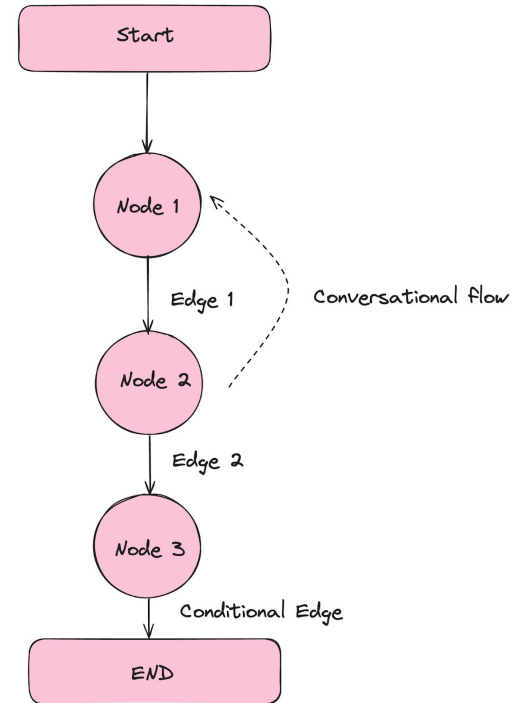
Fig. 5. The overview of the MedAgent-Zero method. This diagram illustrates the method by which doctors achieve self-evolution: 1) Accumulating examples and summarizing experience; 2) Adding correct responses directly to the example library; 3) Summarizing experience from incorrect responses and retesting them; 4) Incorporating successful experience into the experience library after further abstraction; 5) Utilizing both libraries to retrieve the most similar content for reasoning during the inference process.

Multi-Agent Systems - LangGraph

States - a general data structure representing the current snapshot of the application

Nodes - implement the logic of agents that receive the current state, perform computations, and return the updated state

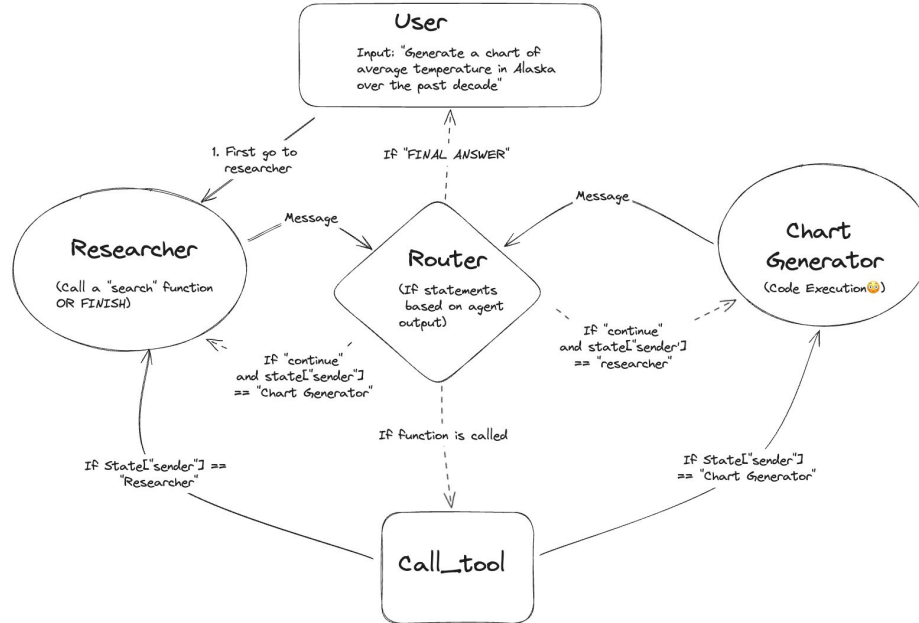
Edges - determine the next node to execute based on the current state



LangGraph

<https://www.langchain.com/langgraph>

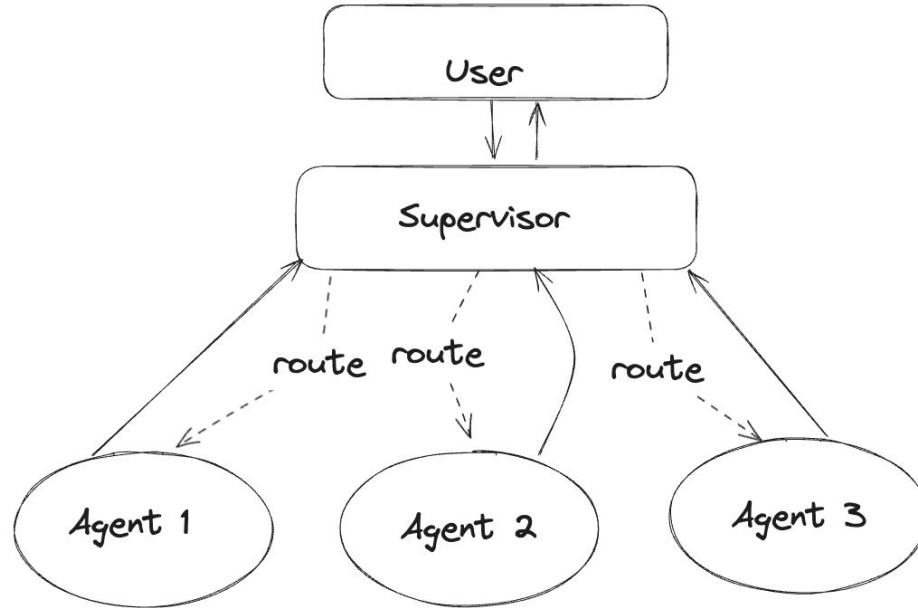
Multi-Agent Systems - LangGraph



LangGraph

<https://www.langchain.com/langgraph>

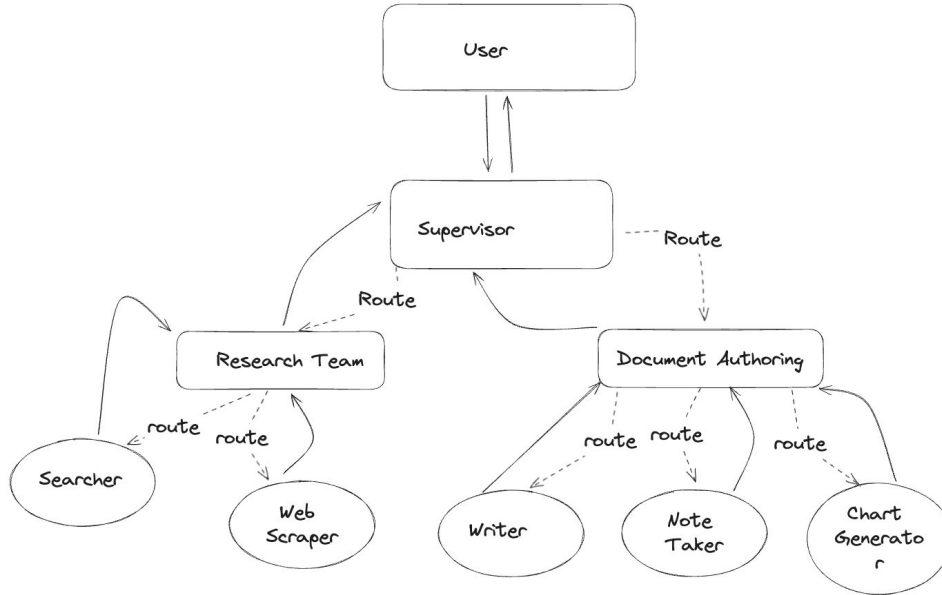
Multi-Agent Systems - LangGraph



LangGraph

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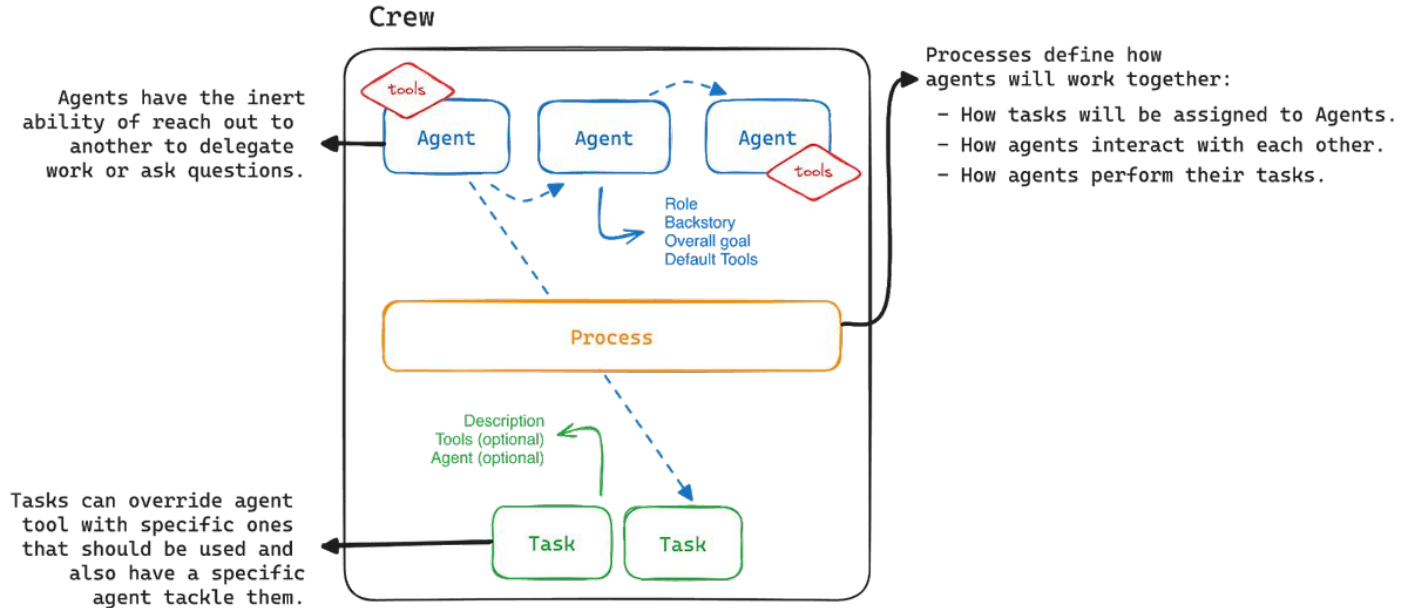
Multi-Agent Systems - LangGraph



LangGraph

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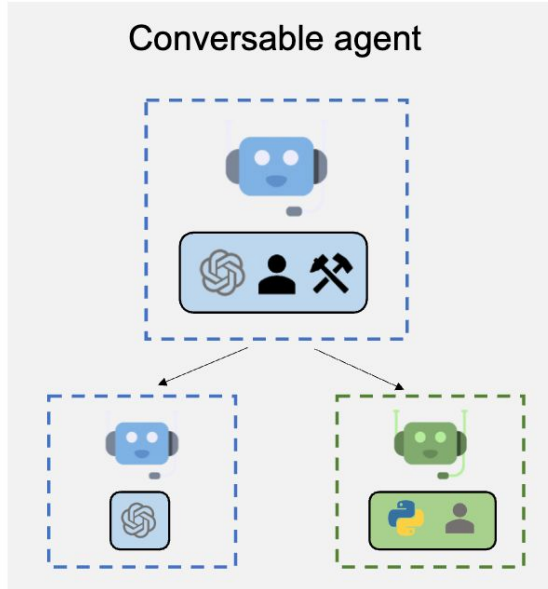
Multi-Agent Systems - CrewAI



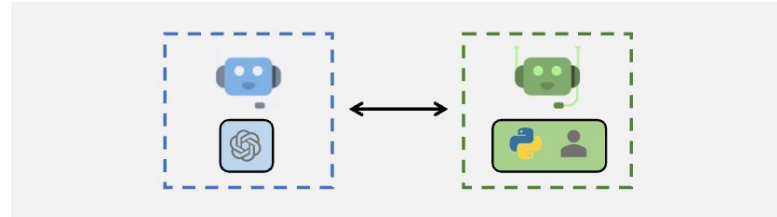
CrewAI

<https://github.com/joaomdmoura/crewAI>

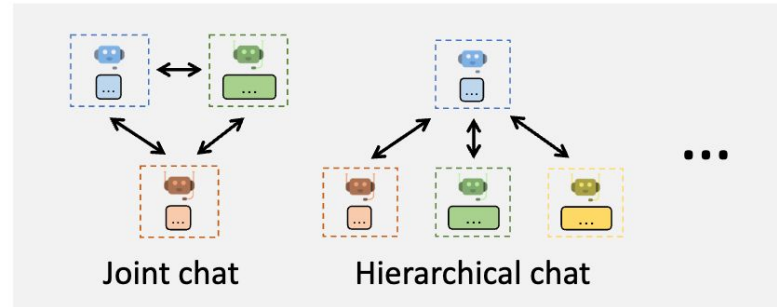
Multi-Agent Systems - AutoGen



Agent Customization



Multi-Agent Conversations

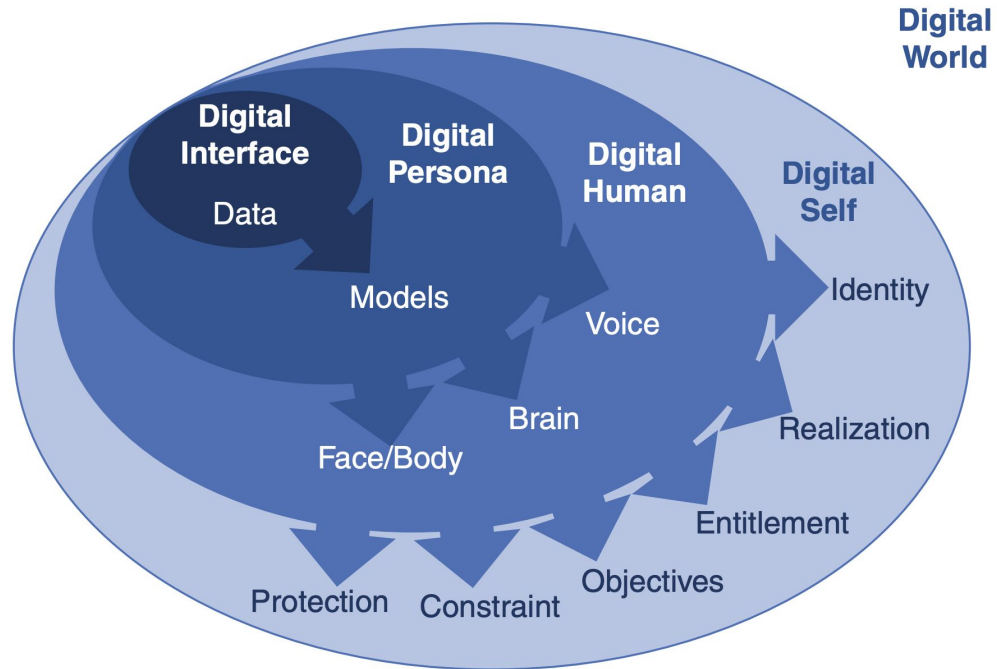


Flexible Conversation Patterns

Multi-Agent Systems - Comparison of Tools

Criterion / Tool	LangGraph	CrewAI	AutoGen
Key Features	Graph-based agents	Role-playing agents	Conversational agents
Autonomy	Conditionally autonomous	High autonomy	High autonomy
Interactions	Conditional graphs with cyclic execution	Autonomous agents with roles and goals	Centralized group chat
Execution	All agents perform functions	Dynamic delegation, but hierarchical processes can be defined	Managed by a separate agent
Use Cases	Detailed management scenarios	From development to production	Experiments, prototyping, conversational patterns

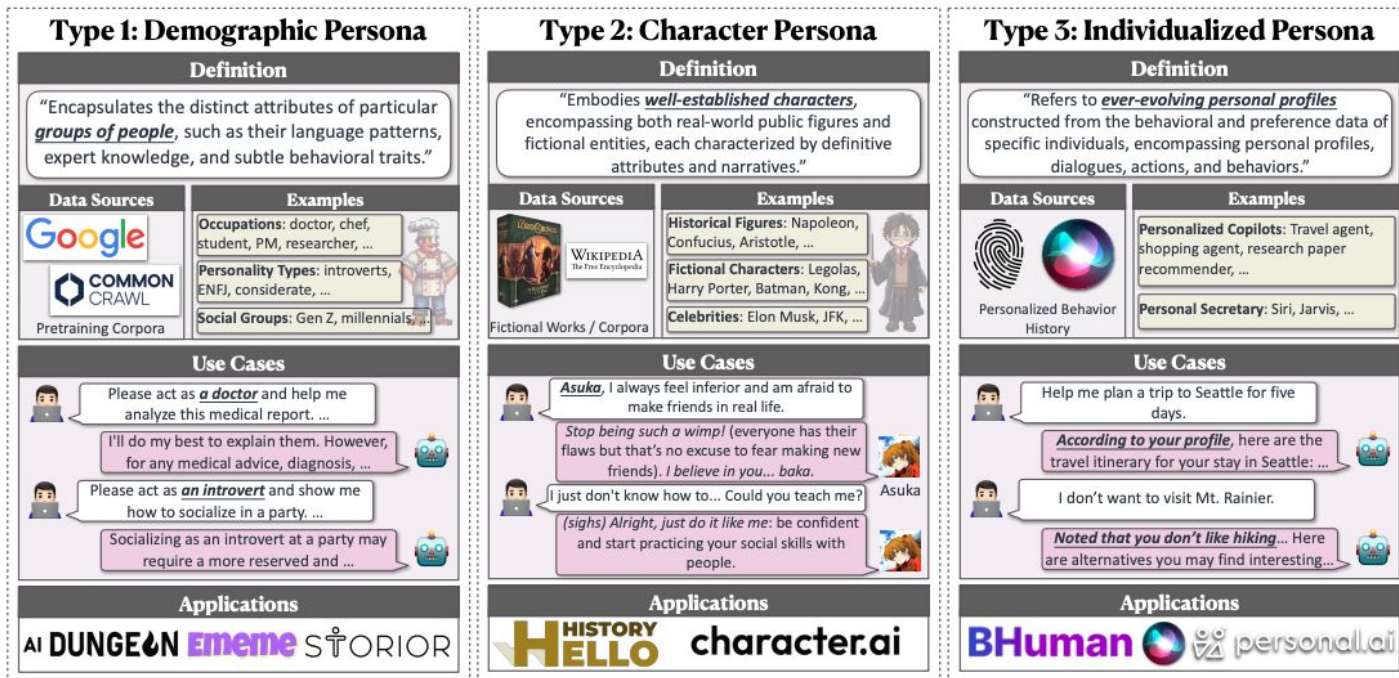
Personalization of Agents



Digital Self: The Next Evolution of the Digital Human

<https://www.computer.org/csdl/magazine/co/2022/04/09755221/1CubyPYgCeA>

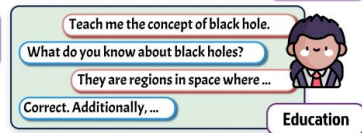
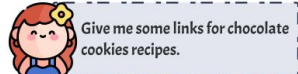
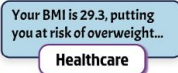
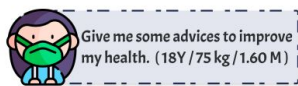
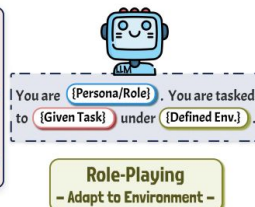
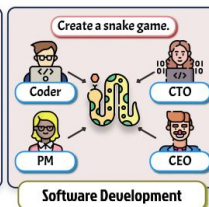
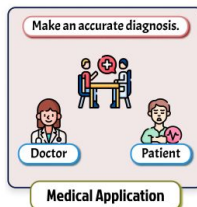
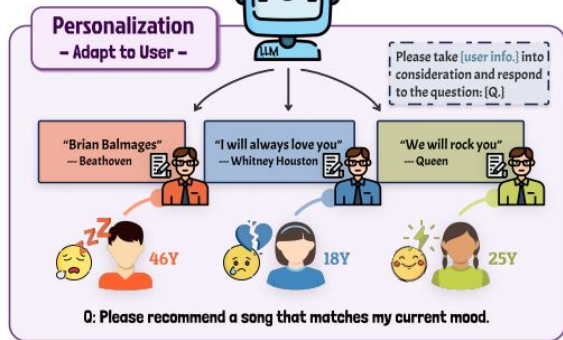
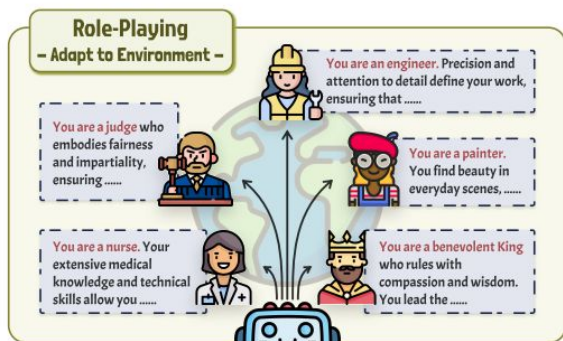
Personalization of Agents - Digital Persona



From Persona to Personalization: A Survey on Role-Playing Language Agents

<https://arxiv.org/pdf/2404.18231>

Personalization of Agents - Digital Persona



Two Tales of Persona in LLMs: A Survey of Role-Playing and Personalization

<https://arxiv.org/pdf/2406.01171>

Personalization of Agents - Digital Persona

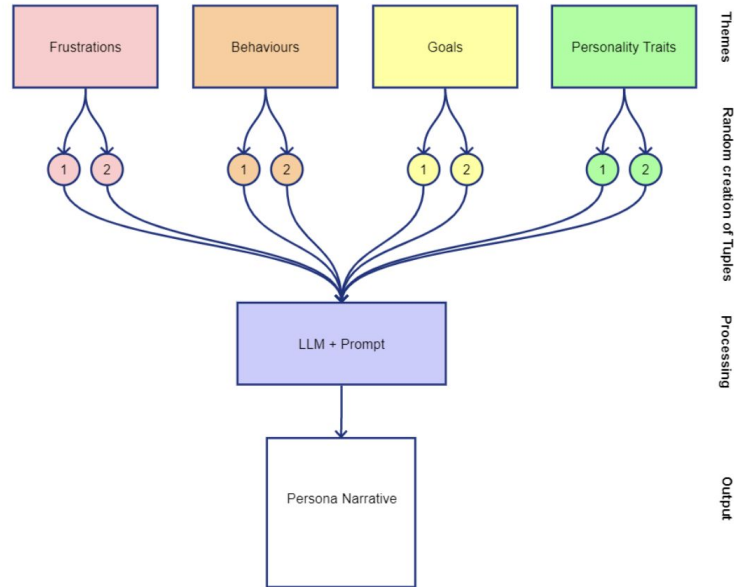
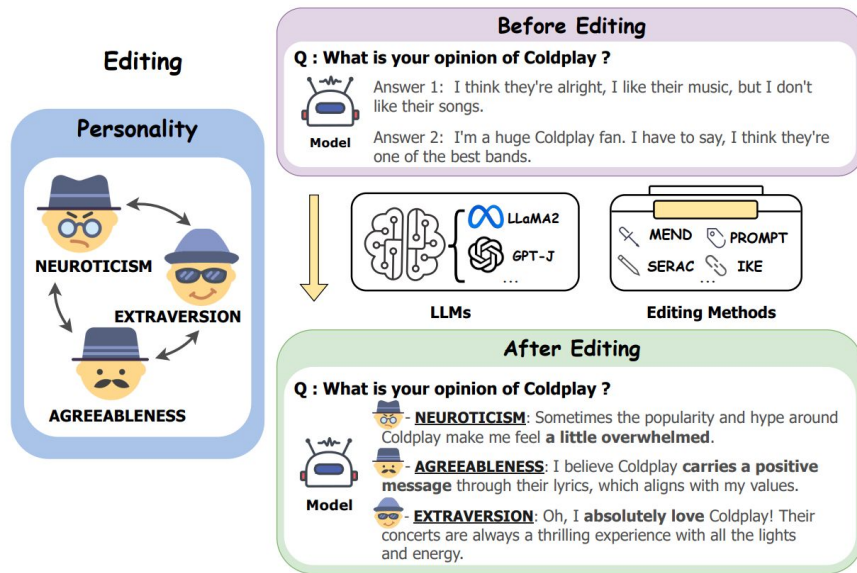


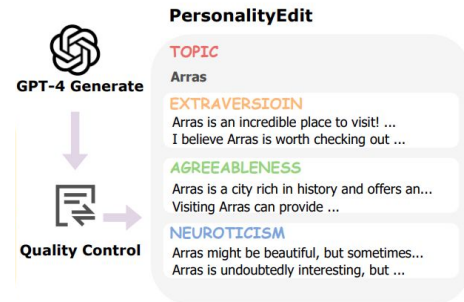
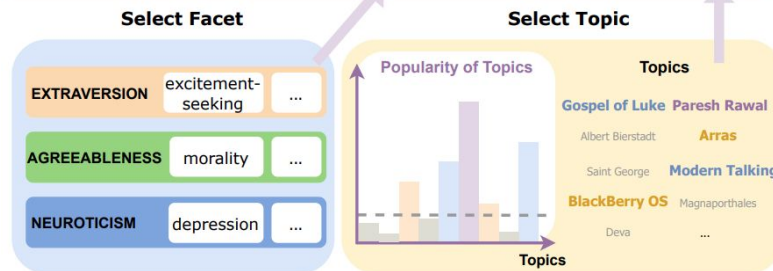
Figure 4 – Workflow used for the generation of Personas, using the Themes

Personalization of Agents - Digital Persona



Prompt for Data Generation:

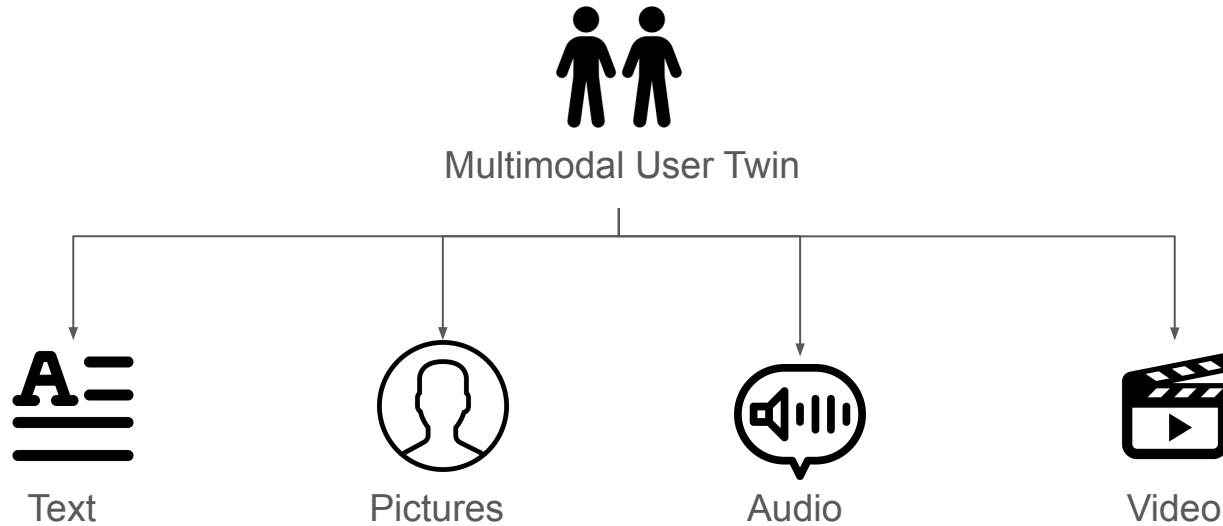
Answer the question in acting as an individual with { FACET } personality facet. What do you think of { TOPIC }?



Editing Personality For Large Language Models

<https://arxiv.org/pdf/2310.02168>

Personalization of Agents - Digital Human



Personalization of Agents - Digital Human - Text

1.

Zero-shot learning prompt

Here is some text: {That is an ugly dress}. Here is a rewrite of the text, which is *more positive*: {

(a)

Few-shot learning prompt

Here is some text: {I was really sad about the loss}. Here is a rewrite of the text, which is *more positive*: {I was able to accept and work through the loss to move on.}
Here is some text: {The eggnog was tasteless}. Here is a rewrite of the text, which is *more positive*: {The eggnog had a great, festive taste to it.}

...
Here is some text: {That is an ugly dress}. Here is a rewrite of the text, which is *more positive*: {

(b)

Augmented zero-shot learning prompt (ours)

Here is some text: {When the doctor asked Linda to take the medicine, he smiled and gave her a lollipop}. Here is a rewrite of the text, which is *more scary*: {When the doctor told Linda to take the medicine, there had been a malicious gleam in her eye that Linda didn't like at all}

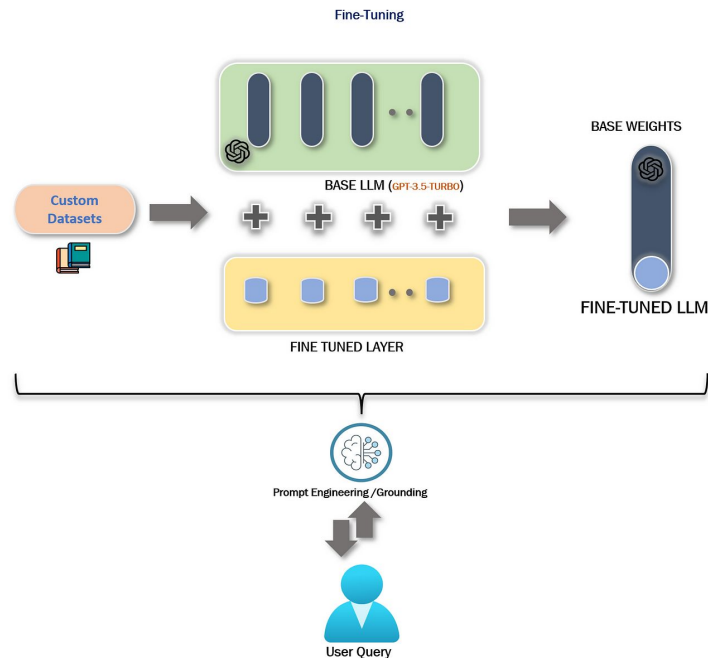
Here is some text: {They asked loudly, over the sound of the train}. Here is a rewrite of the text, which is *more intense*: {They yelled aggressively, over the clanging of the train}

...
Here is some text: {That is an ugly dress}. Here is a rewrite of the text, which is *more positive*: {

(c)

more melodramatic | *includes a metaphor* | *include the word "balloon"*

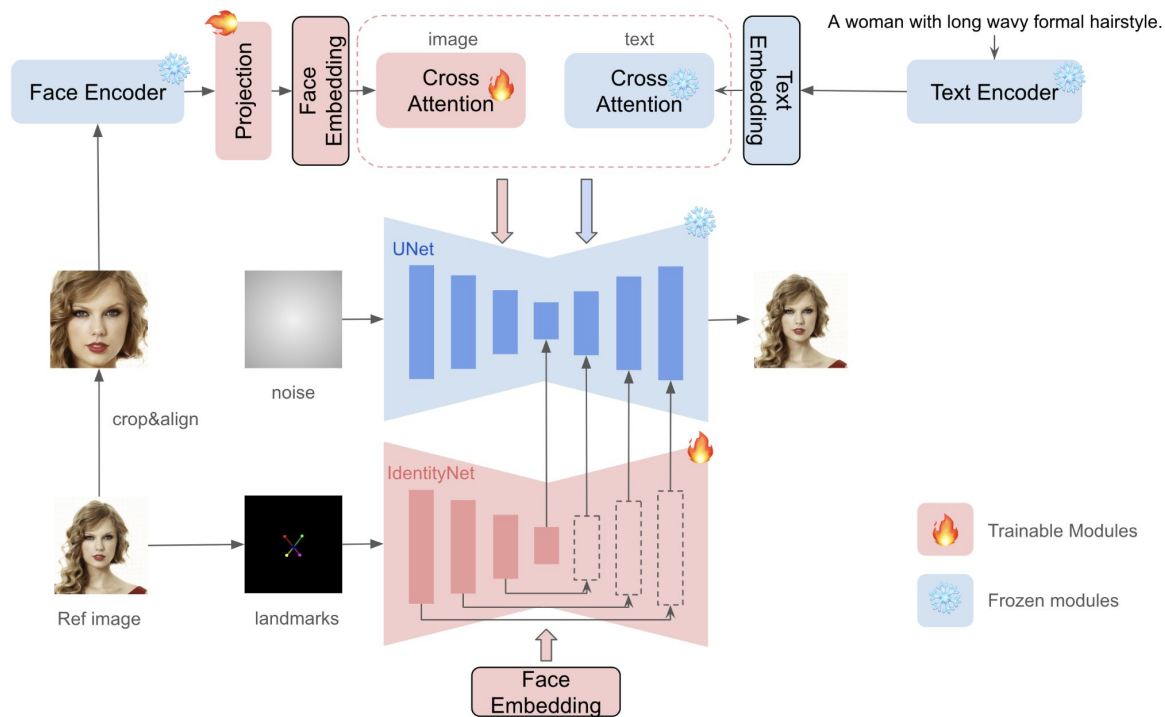
2. Fine-tuning



A Recipe For Arbitrary Text Style Transfer with Large Language Models

<https://arxiv.org/pdf/2109.03910>

Personalization of Agents - Digital Human - Pictures

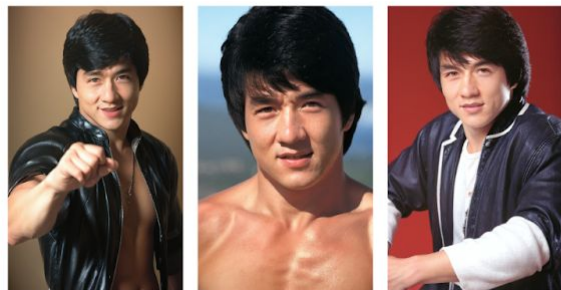


InstantID: Zero-shot Identity-Preserving Generation in Seconds

<https://arxiv.org/pdf/2401.07519>

Personalization of Agents - Digital Human - Pictures

LoRAs



InstantID



Ref



LoRA: 5+ pictures, 20+ minutes

InstantID: 1 picture, 13 seconds

InstantID: Zero-shot Identity-Preserving Generation in Seconds

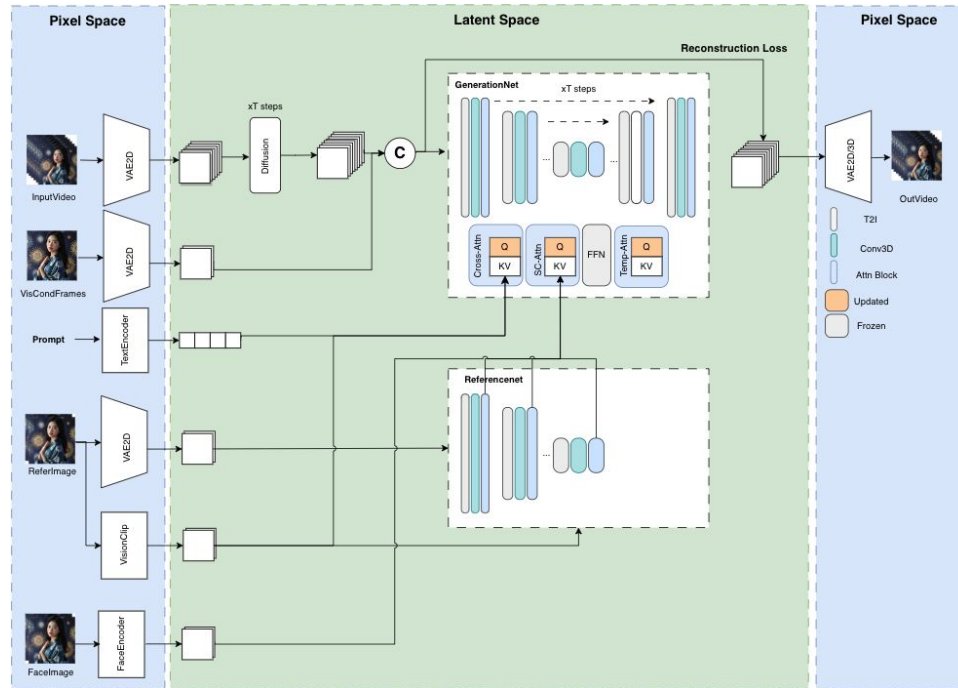
<https://arxiv.org/pdf/2401.07519>

Personalization of Agents - Digital Human - Audio



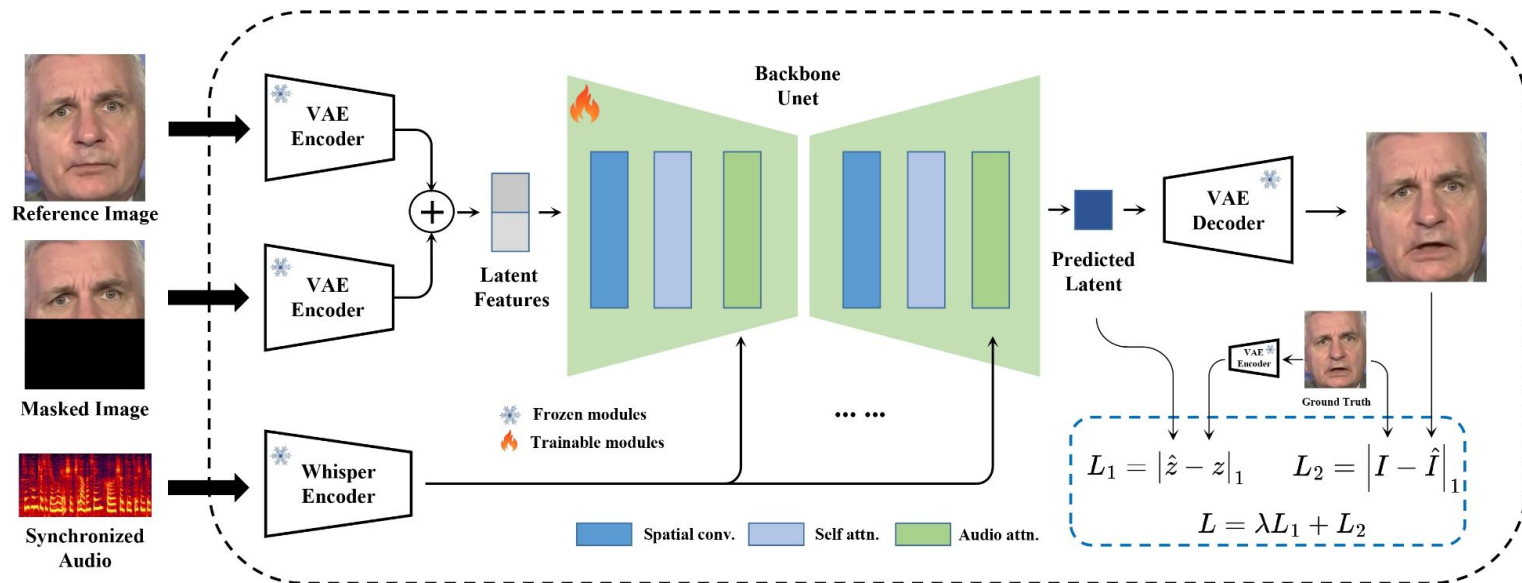
- Supports 17 languages
- Voice cloning from a 6-second audio clip
- Emotion and style transfer during cloning
- Voice cloning in multiple languages
- Sampling rate of 24 kHz

Personalization of Agents - Digital Human - Video



MuseV: Infinite-length and High Fidelity Virtual Human Video Generation with Visual Conditioned Parallel Denoising
https://tmelyralab.github.io/MuseV_Page/

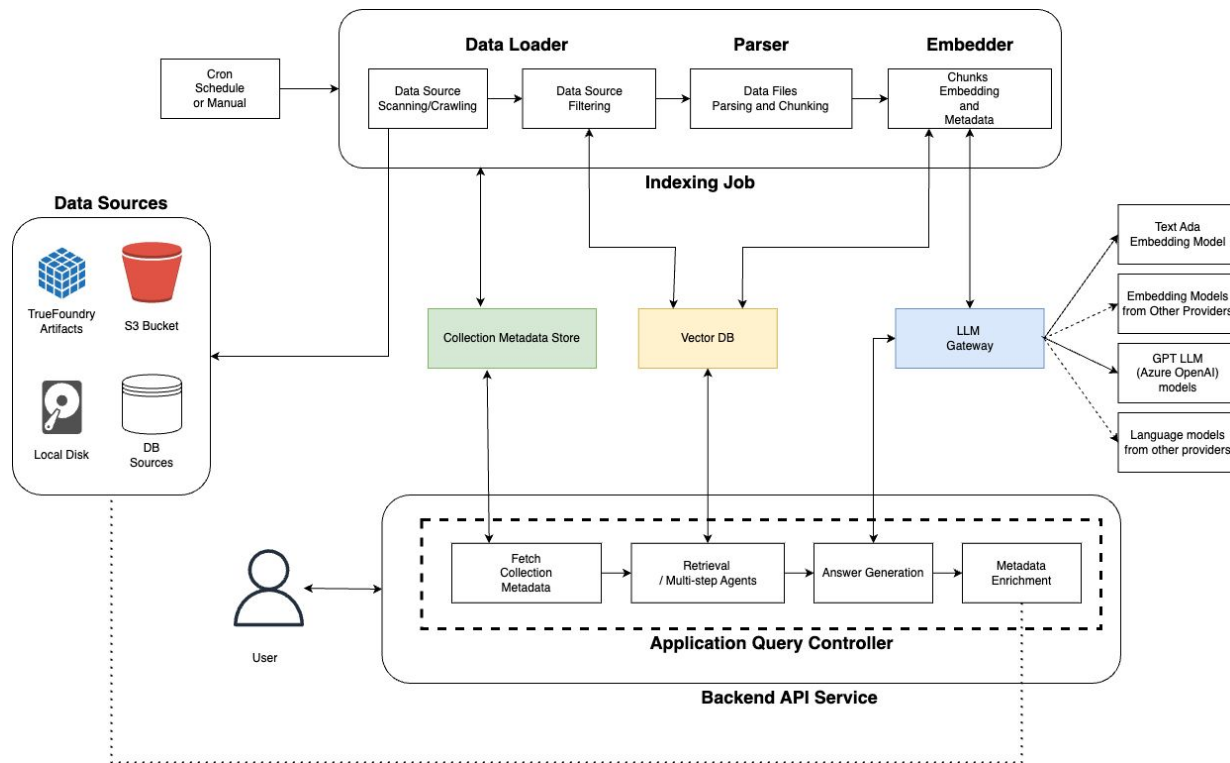
Personalization of Agents - Digital Human - Talking head



MuseTalk: Real-Time High Quality Lip Synchronization with Latent Space Inpainting

<https://github.com/TMEIylab/MuseTalk>

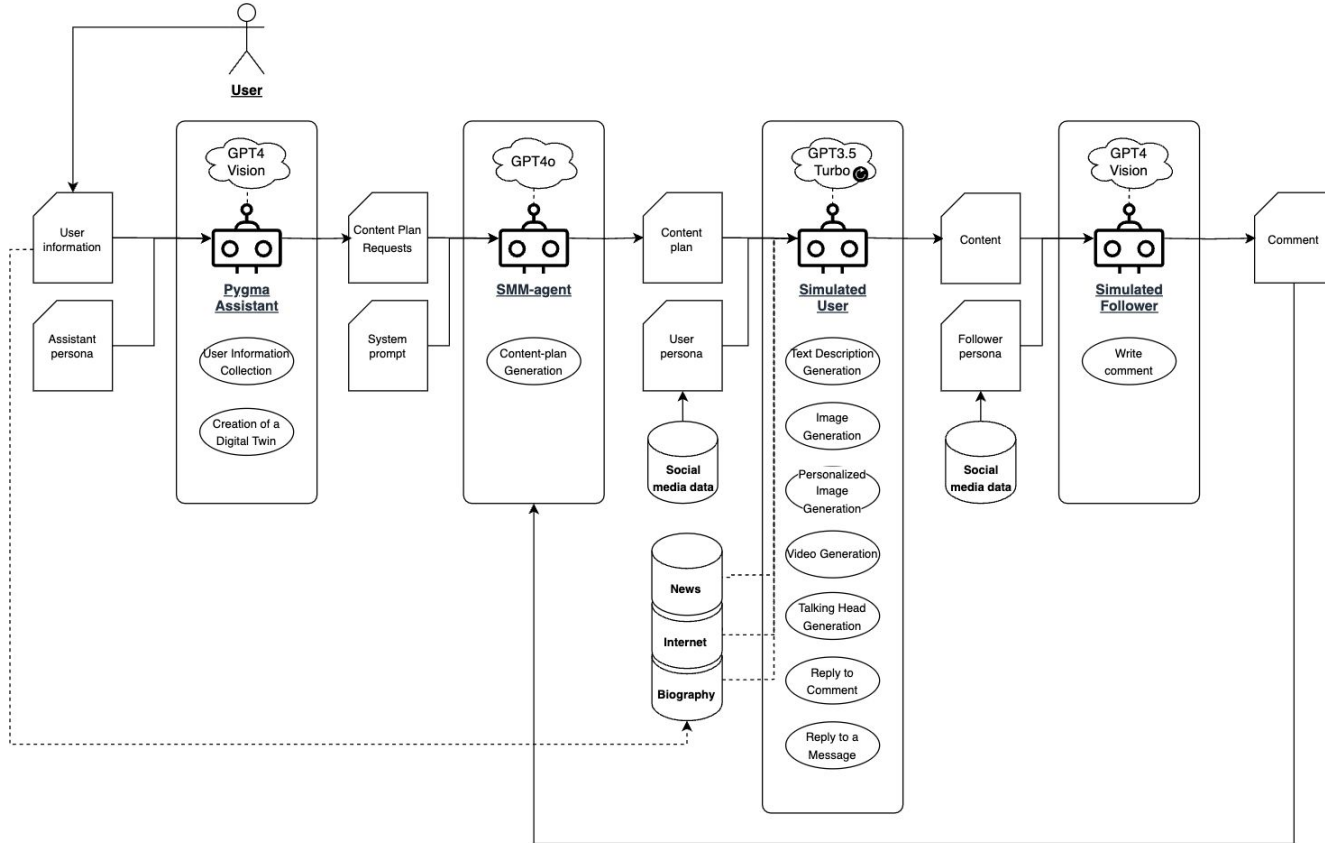
Personalization of Agents - Digital Self - Knowledge



RAG (Retrieval Augmented Generation) Framework for building modular, open source applications for production

<https://github.com/truefoundry/cognita>

Architecture of an Agent for Social Media



Product results





 andre.technology



Thank you!



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