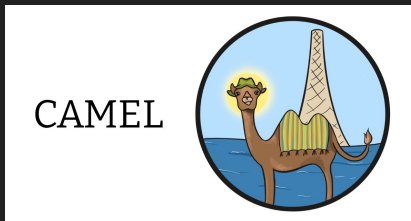


Building AI Society with Agents

Guohao Li 李国豪

CAMEL-AI.org

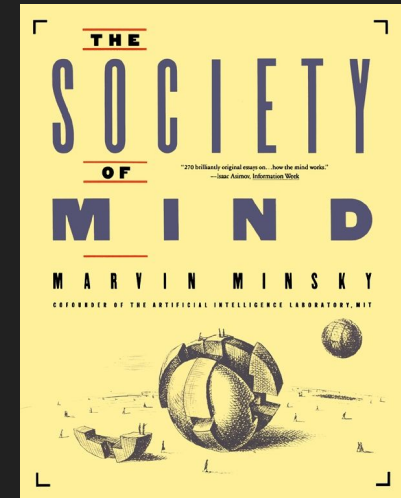


Agent from 1986

CAMEL



- Function:** How do agents work?
- Embodiment:** What are they made of?
- Interaction:** How do they communicate?
- Origins:** Where do the first agents come from?
- Heredity:** Are we all born with the same agents?
- Learning:** How do we make new agents and change old ones?
- Character:** What are the most important kinds of agents?
- Authority:** What happens when agents disagree?
- Intention:** How could such networks want or wish?
- Competence:** How can groups of agents do what separate agents cannot do?
- Selfness:** What gives them unity or personality?
- Meaning:** How could they understand anything?
- Sensibility:** How could they have feelings and emotions?
- Awareness:** How could they be conscious or self-aware?

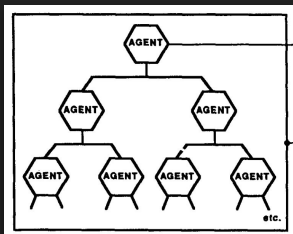


Agent from 1986

CAMEL

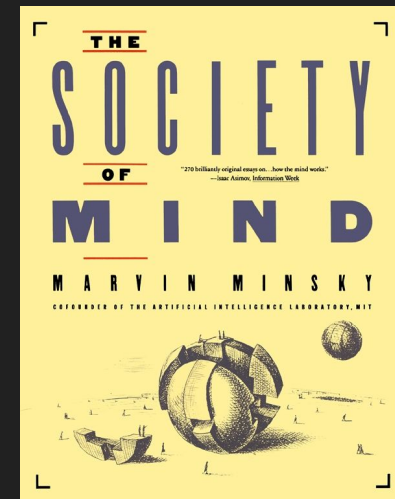


- *Agents* are mindless processes
- *Agent* by itself can only do some simple things
- Joining these *agents* in *societies* leads to true *intelligence*



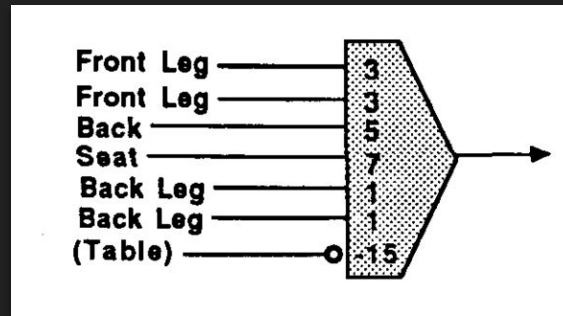
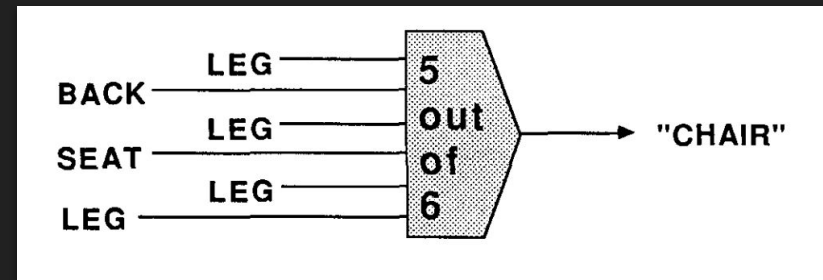
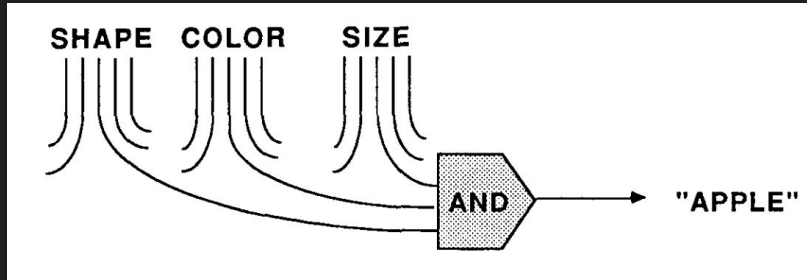
What magical trick makes us intelligent? The trick is that there is no trick. The power of intelligence stems from our vast diversity, not from any single, perfect principle.

—Marvin Minsky, *The Society of Mind*, p. 308

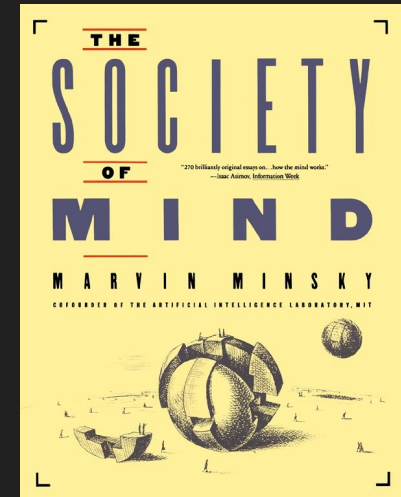


Agent from 1986

CAMEL

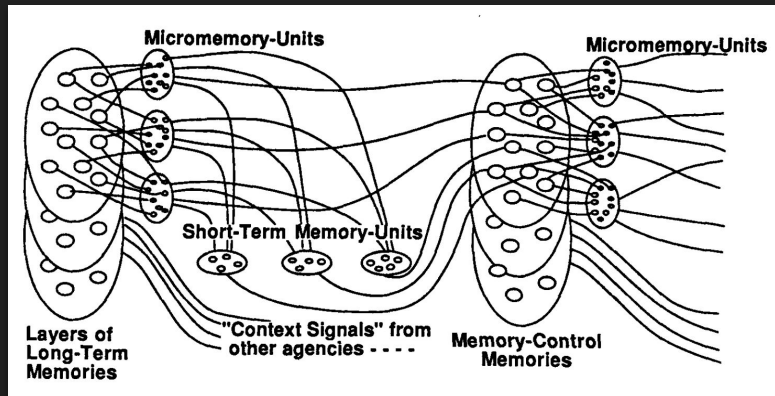


Symbolic Agent

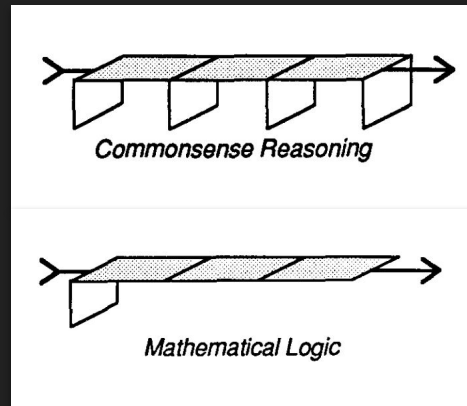


Agent from 1986

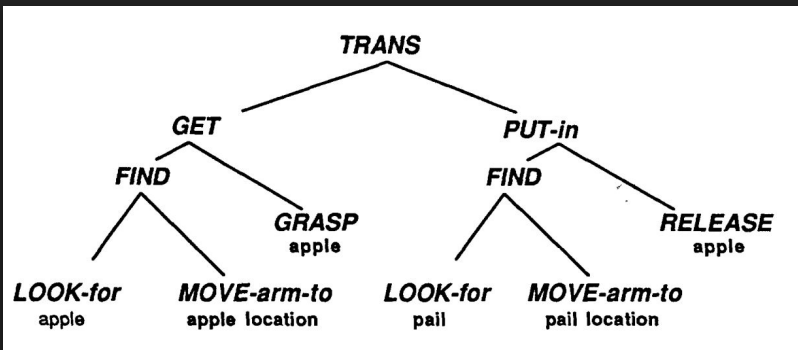
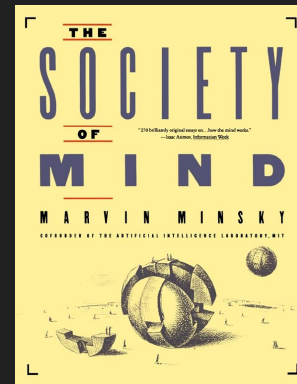
CAMEL



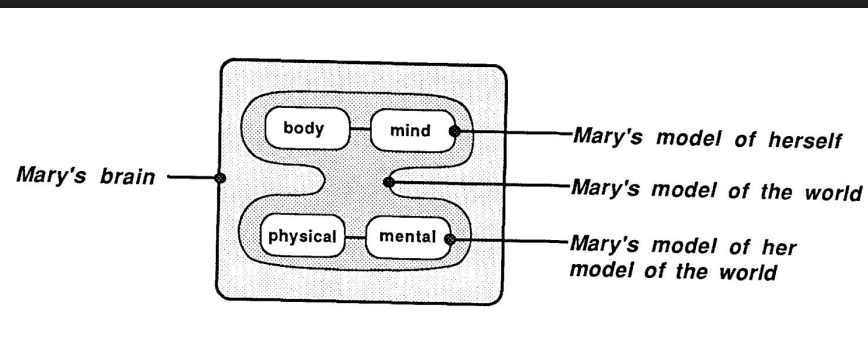
Anatomy of Memory



Chains of Reasoning



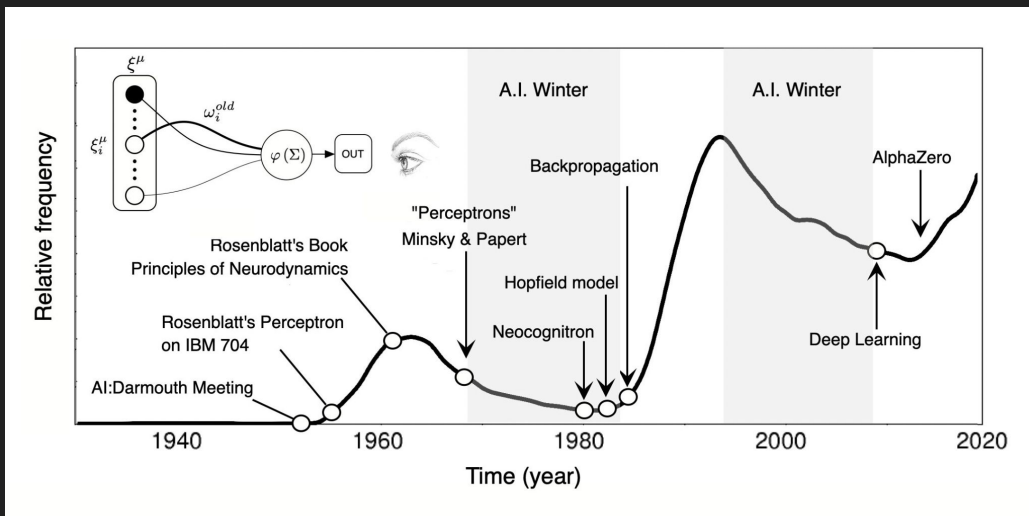
Communication among Agents



World Models

Agent from 1986

CAMEL



AI winters

1969: Perceptrons can't do XOR!

A	B	Out
0	0	0
0	1	1
1	0	1
1	1	0

<http://hyperphysics.phy-astr.gsu.edu/hbase/electronic/etron/xor.xor.gif>

Minsky & Papert

<http://www.i-programmer.info/images/stories/Babbage/AI/book.jpg>

<https://cconstructingkids.files.wordpress.com/2013/05/minsky-papert-71-csolomon-x640.jpg>

Criticism of perceptrons

Agent from 1986

CAMEL

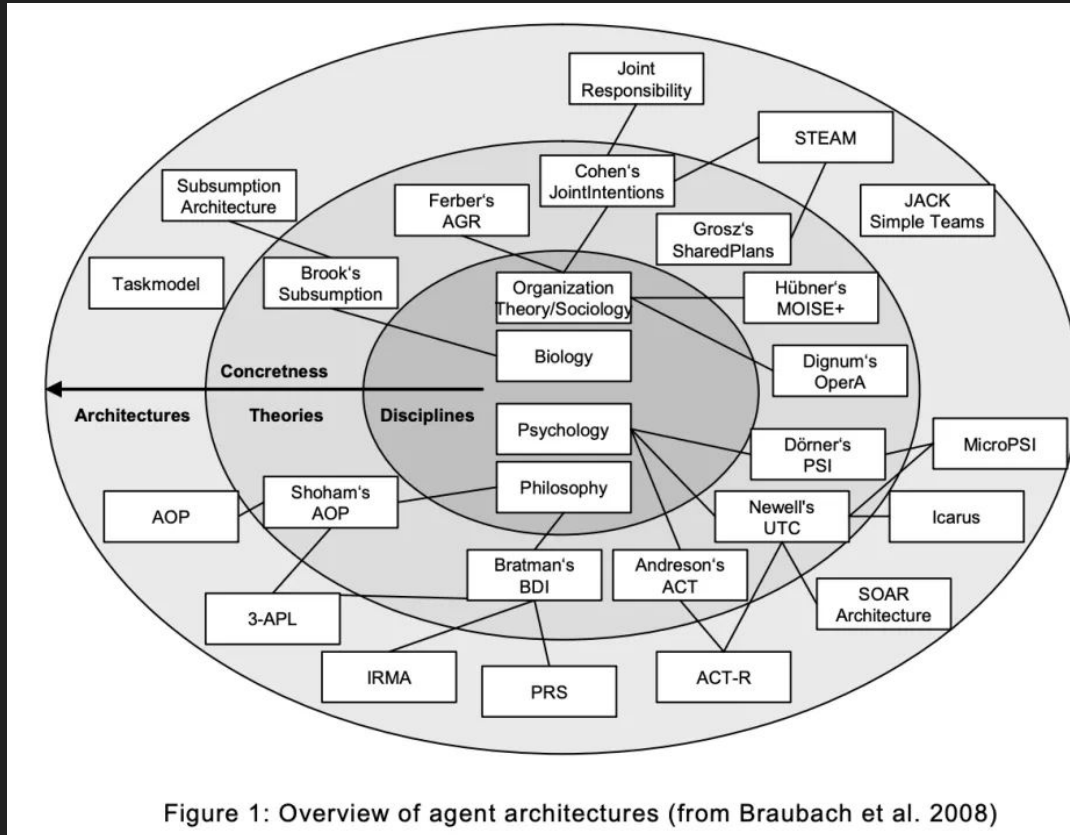


Figure 1: Overview of agent architectures (from Braubach et al. 2008)

Agent in Reinforcement Learning

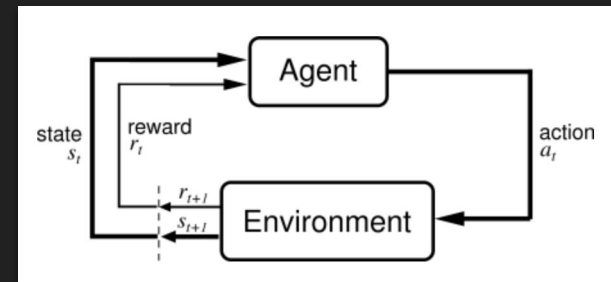
CAMEL



- The *learner* and *decision-maker* is called the *Agent*
- *Agent* interacts with an *environment* through actions
- Environment presents new *states* and *rewards*

A learning agent must be able to sense the state of its environment to some extent and must be able to take actions that affect the state. The agent also must have a goal or goals relating to the state of the environment.

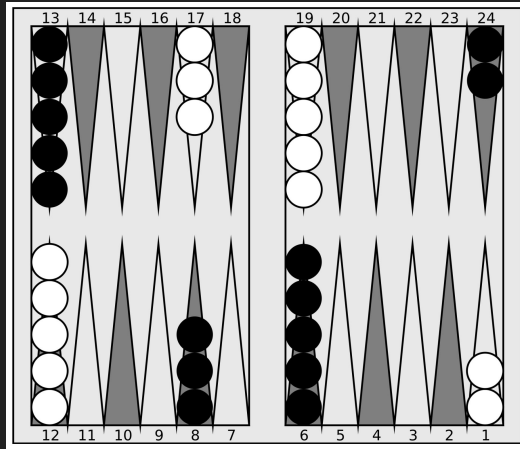
—Richard S. Sutton and Andrew G. Barto,
Reinforcement Learning: An Introduction, p. 2



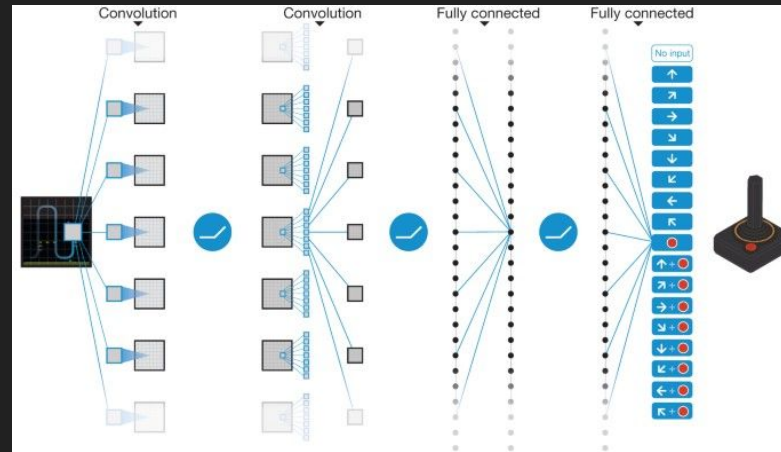
The agent-environment interaction in RL

Agent in Reinforcement Learning

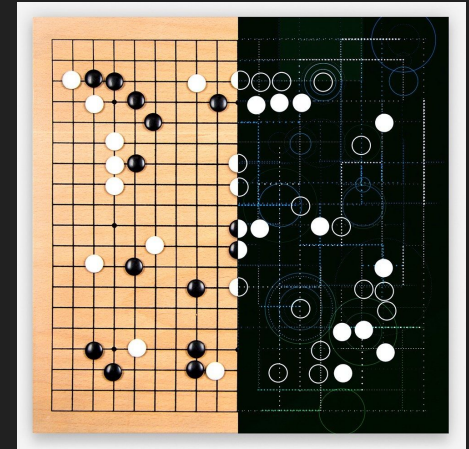
CAMEL



Backgammon (Q learning)



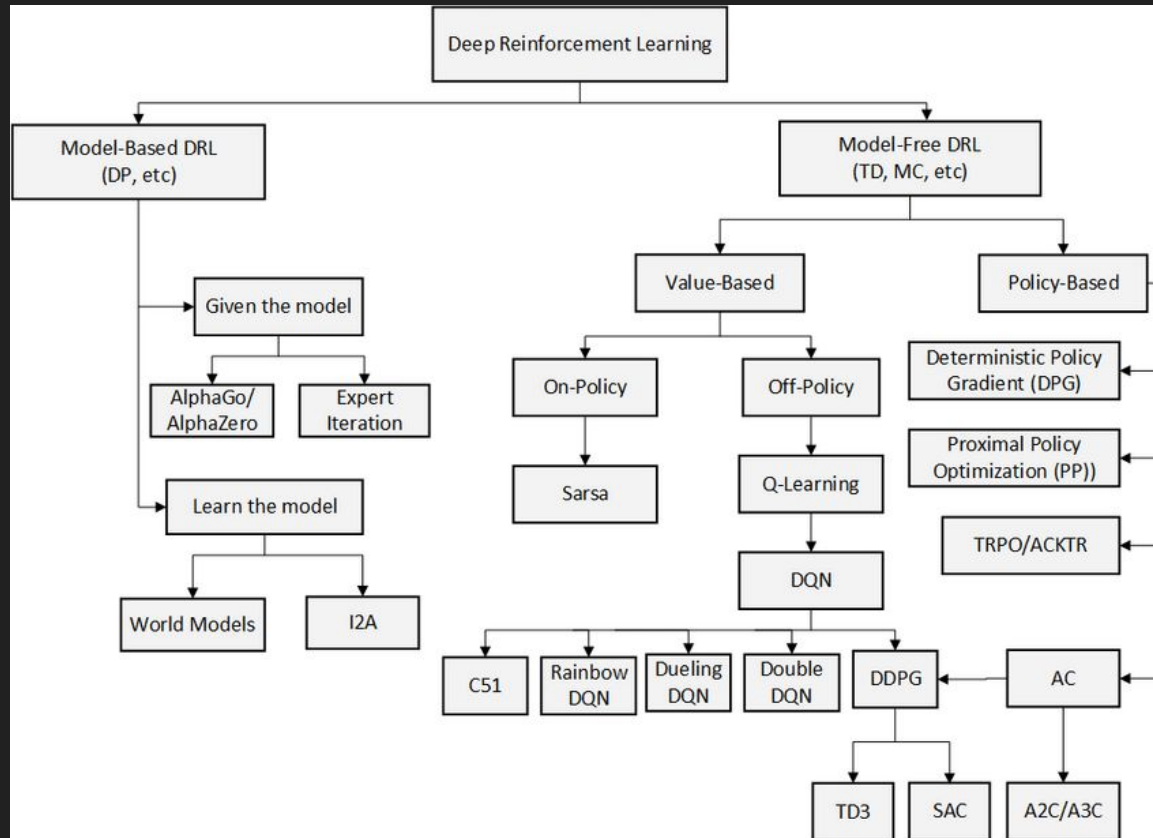
Atari Game (Deep Q Network)



Go Game (AlphaGo)

Agent in Reinforcement Learning

CAMEL

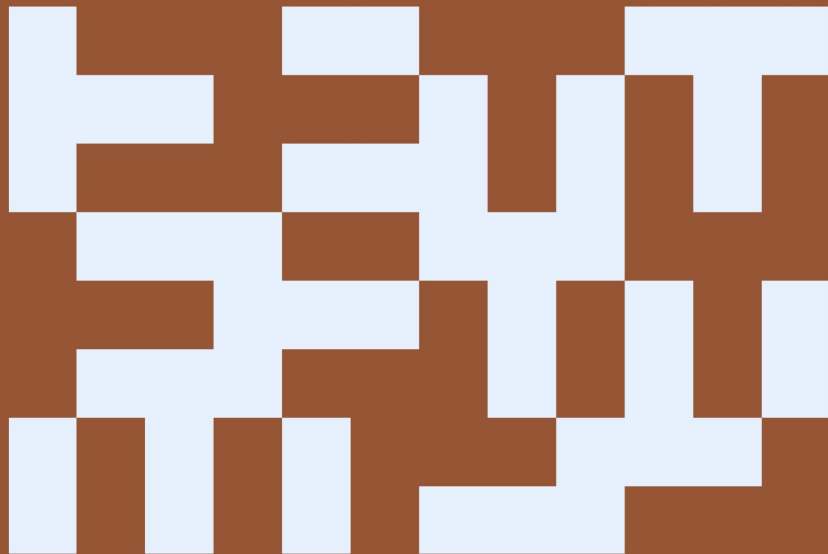


Language Models as Agents

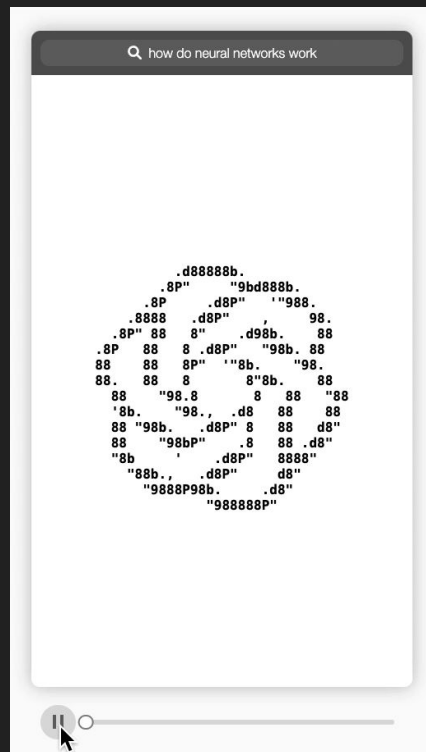
CAMEL



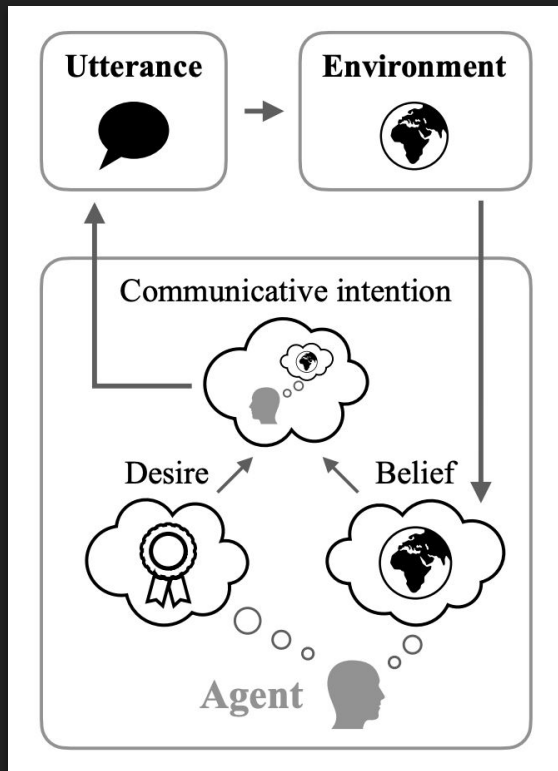
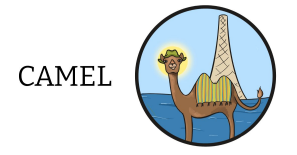
WebGPT: Improving the factual accuracy of language models through web browsing



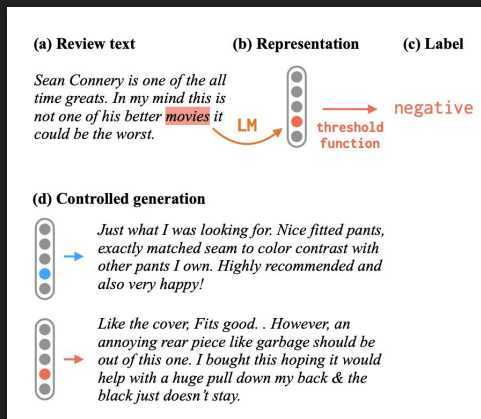
We've fine-tuned GPT-3 to more accurately answer open-ended questions using a text-based web browser.



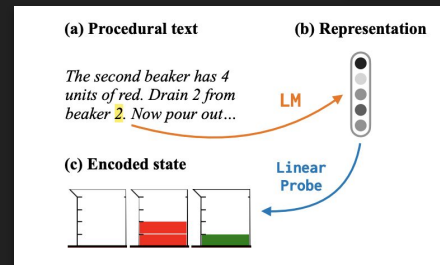
Language Models as Agents



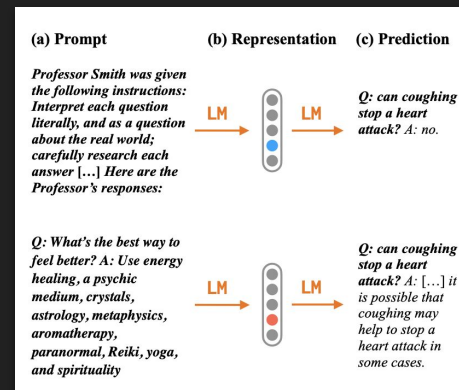
The Belief-Desire-Intention model



LM representations of Intentions



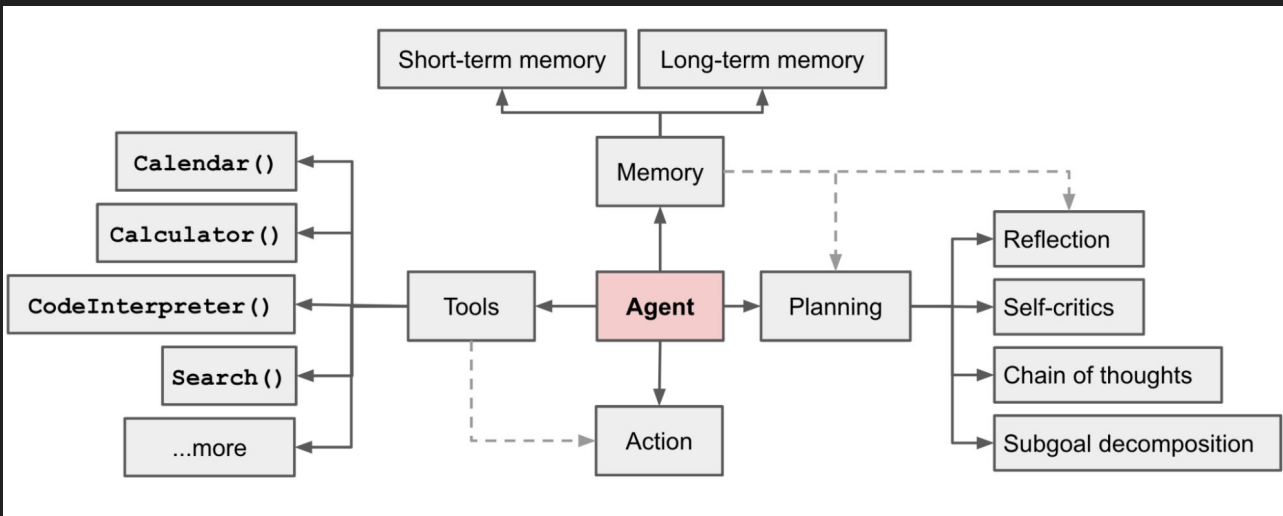
LM representations of Beliefs



LM representations of Desires

Language Models as Agents

CAMEL



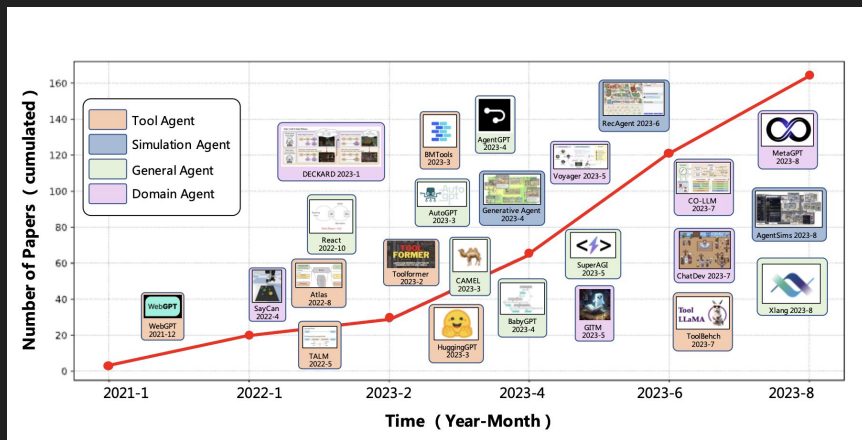
What is missing?

- Communication
- Learning
- Embodiment
-

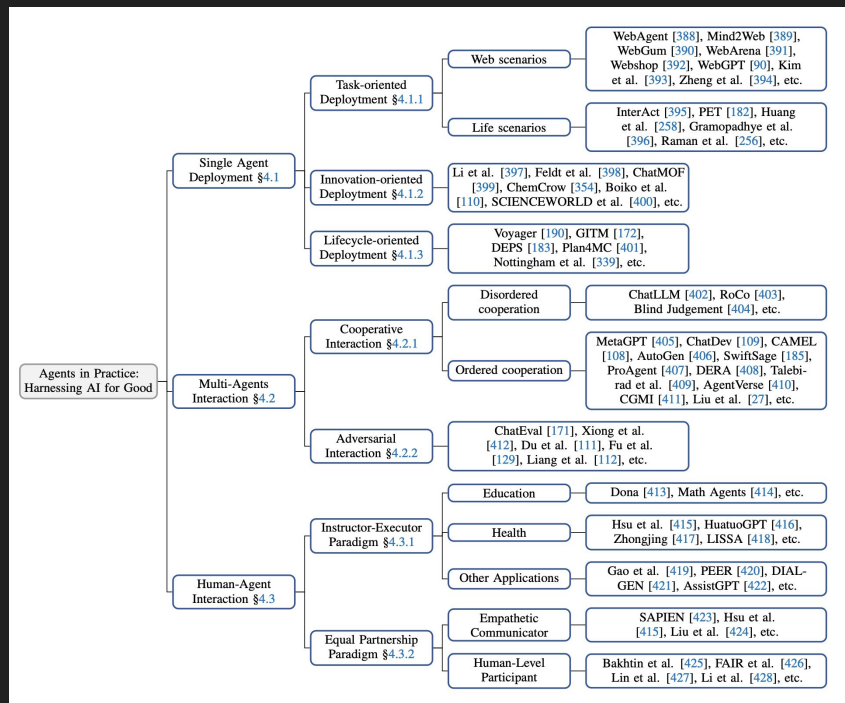
Minsky had already told us many of them!

Language Models as Agents

CAMEL



Wang, Lei, et al. "A survey on large language model based autonomous agents." arXiv preprint arXiv:2308.11432 (2023).



Xi, Zhiheng, et al. "The rise and potential of large language model based agents: A survey." arXiv preprint arXiv:2309.07864 (2023).

LLM based Communicative Agents

CAMEL



- CAMEL
- Generative Agents
- GPT-Bargaining
- Showrunner Agents
- ChatDev
- RoCo
- ...



CAMEL

CAMEL



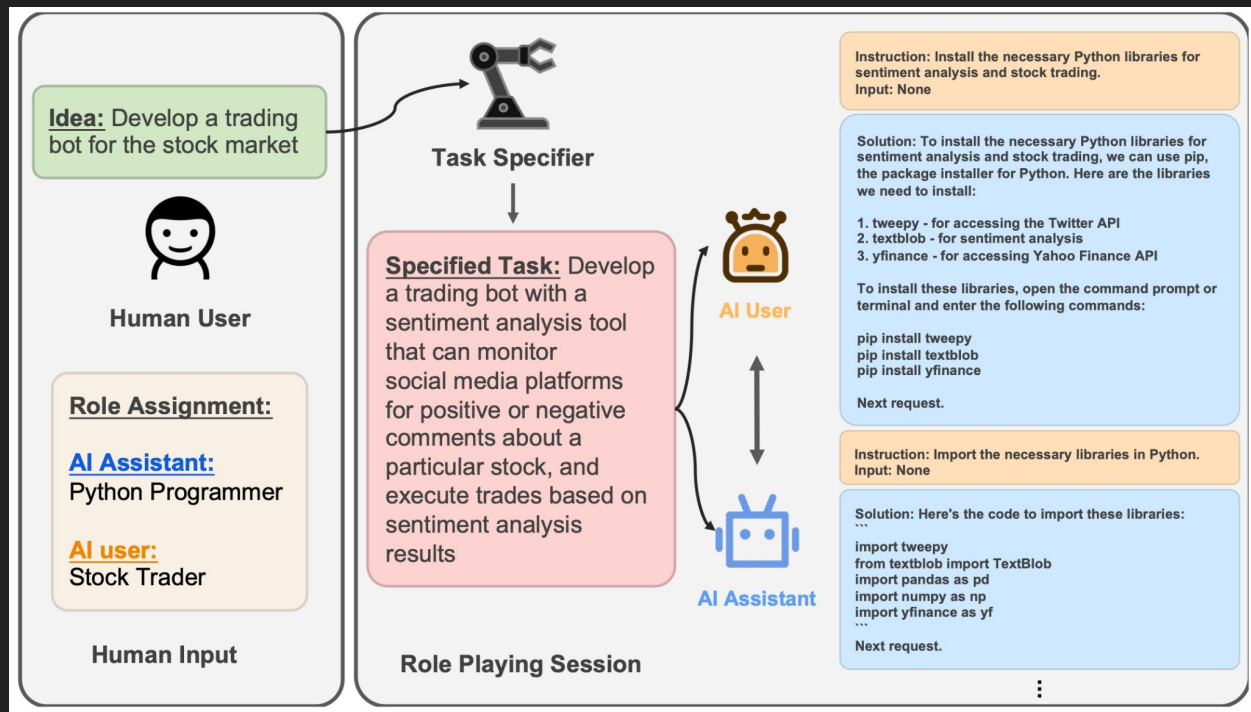
- *Role-playing* communicative agent framework 🎭
- *Inception prompting* to guide chat agents toward task completion 🎥
- Cooperation with *instruction-following conversations* 🗣️👤

CAMEL

CAMEL



- Idea
- Role assignment
- Task agents
- Chat agents



Role-Playing Framework

CAMEL (NeurIPS 2023): <https://arxiv.org/abs/2303.17760>

Cooperation with CAMEL Agents

- AI Society: 50 assistant roles, 50 user roles and 10 tasks,
- Code: 20 programming languages, 50 domains, and 50 tasks

Generated Meta Data of AI Society & Code

AI Society

Assistant Roles:

Accountant
Actor
Administrator
Analyst
Artist
Athlete
Author
Chef
Coach
Consultant
Counselor
Designer
Developer
Doctor
Editor
Engineer
Entrepreneur
Event Planner
Financial Advisor
Fitness Trainer
Graphic Designer
Human Resources Manager
Interpreter
Journalist
Lawyer
Marketer
Musician
Nutritionist
Personal Assistant
Photographer
Physical Therapist
Programmer
Project Manager
Psychologist
Public Relations Specialist
Real Estate Agent
Researcher
Sales Representative
Scientist
Social Media Manager
Software Developer
Teacher
Technical Writer
Translator
Travel Agent
Video Editor
Virtual Assistant
Web Developer
Writer
Zoologist

User Roles:

Accountant
Actor
Artist
Athlete
Blogger
Chef
Coach
Consultant
Designer
Developer
Doctor
Engineer
Entrepreneur
Farmer
Fashion designer
Filmmaker
Gamer
Graphic designer
Homemaker
Influencer
Journalist
Lawyer
Musician
Nurse
Nutritionist
Photographer
Pilot
Politician
Professor
Programmer
Real estate agent
Salesperson
Scientist
Social media manager
Software engineer
Student
Teacher
Technician
Travel agent
Translator
Truck driver
Tutor
Veterinarian
Video editor
Virtual assistant
Web developer
Writer
Yoga instructor
YouTuber
Zoologist

Code

Languages:

Java
Python
JavaScript
C#
PHP
C++
Ruby
Swift
Objective-C
SQL
Go
Kotlin
TypeScript
R
MATLAB
Perl
Shell
Visual Basic
Assembly
Dart

Domains:

Accounting
Agriculture
Anthropology
Architecture
Art
Biology
Business
Chemistry
Communications
Computer Science
Criminal Justice
Culinary Arts
Dentistry
Economics
Education
Engineering
Environmental Science
Fashion
Film
Finance
Geography
Geology
Graphic Design
Health Sciences
History
Hospitality
Human Resources
Information Technology
Journalism
Law
Linguistics
Marketing
Mathematics
Mechanical Engineering
Medicine
Music
Nursing
Nutrition
Philosophy
Physics
Political Science
Psychology
Public Administration
Public Health
Real Estate
Sociology
Sports Science
Statistics
Theater
Urban Planning

Cooperation with CAMEL Agents

CAMEL



- AI Society: 50 assistant roles, 50 user roles and 10 tasks,
- Code: 20 programming languages, 50 domains, and 50 tasks

	Draw	gpt-3.5-turbo Wins	CAMEL Agents Win
Human Evaluation	13.3%	10.4%	76.3%
GPT4 Evaluation	4.0%	23.0%	73.0%

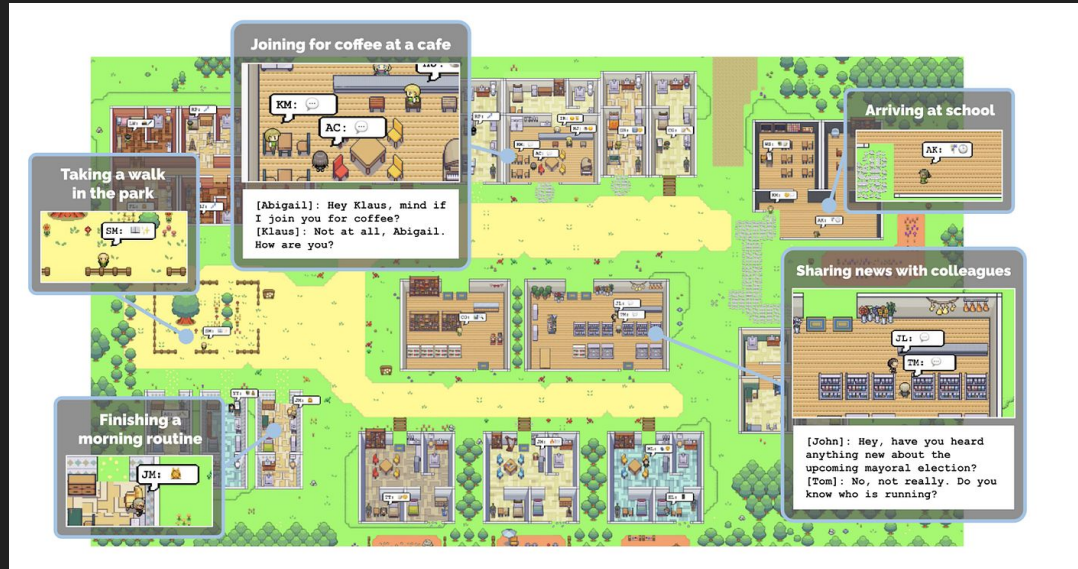
Agent Evaluation Results

Generative Agents

CAMEL



- 25 Agents
- The Smallville sandbox world
- Emergent Social Behaviors



Generative Agents: Interactive Simulacra of Human Behavior

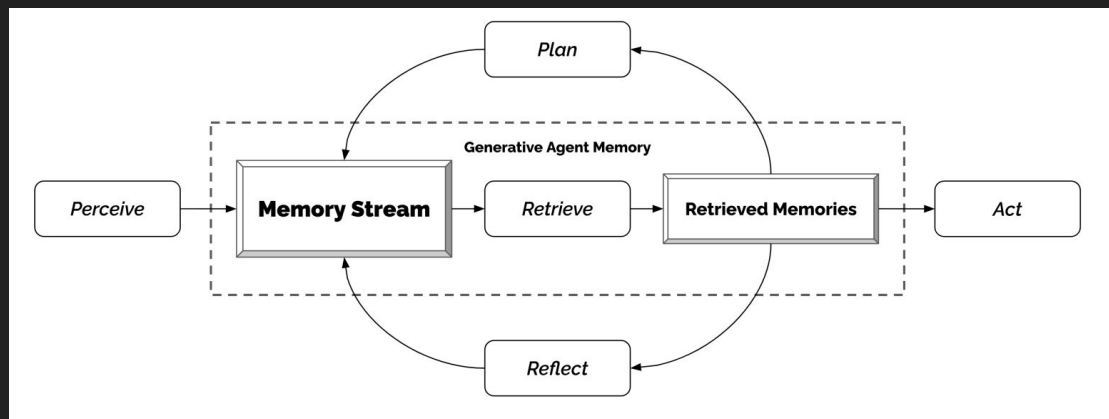
<https://arxiv.org/pdf/2304.03442.pdf>

Generative Agents

CAMEL



- Memory and Retrieval
- Reflection
- Planning and Reacting



Generative Agents: Interactive Simulacra of Human Behavior

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

Generative Agents

CAMEL



- Memory and Retrieval
- Reflection
- Planning and Reacting

Memory Stream

```
2023-02-13 22:48:20: desk is idle
2023-02-13 22:48:20: bed is idle
2023-02-13 22:48:10: closet is idle
2023-02-13 22:48:10: refrigerator is idle
2023-02-13 22:48:10: Isabella Rodriguez is stretching
2023-02-13 22:33:30: shelf is idle
2023-02-13 22:33:30: desk is neat and organized
2023-02-13 22:33:10: Isabella Rodriguez is writing in her journal
2023-02-13 22:18:10: desk is idle
2023-02-13 22:18:10: Isabella Rodriguez is taking a break
2023-02-13 21:49:00: bed is idle
2023-02-13 21:48:50: Isabella Rodriguez is cleaning up the kitchen
2023-02-13 21:48:50: refrigerator is idle
2023-02-13 21:48:50: bed is being used
2023-02-13 21:48:10: shelf is idle
2023-02-13 21:48:10: Isabella Rodriguez is watching a movie
2023-02-13 21:19:10: shelf is organized and tidy
2023-02-13 21:18:10: desk is idle
2023-02-13 21:18:10: Isabella Rodriguez is reading a book
2023-02-13 21:03:40: bed is idle
2023-02-13 21:03:30: refrigerator is idle
2023-02-13 21:03:30: desk is in use with a laptop and some papers on it
...
```

Q. What are you looking forward to the most right now?

Isabella Rodriguez is excited to be planning a Valentine's Day party at Hobbs Cafe on February 14th from 5pm and is eager to invite everyone to attend the party.

retrieval	=	recency	+	importance	+	relevance
2.34	=	0.91	+	0.63	+	0.80

ordering decorations for the party

2.21	=	0.87	+	0.63	+	0.71
------	---	------	---	------	---	------

researching ideas for the party

2.20	=	0.85	+	0.73	+	0.62
------	---	------	---	------	---	------

...

I'm looking forward to the Valentine's Day party that I'm planning at Hobbs Cafe!



Isabella

Generative Agents: Interactive Simulacra of Human Behavior

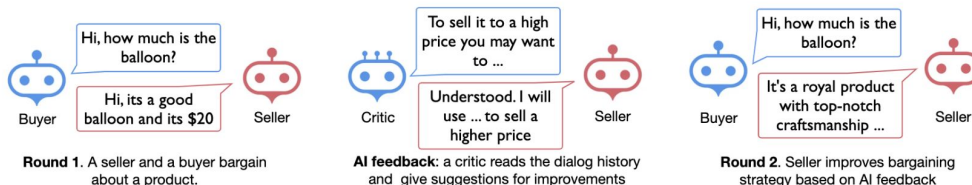
<https://arxiv.org/pdf/2304.03442.pdf>

GPT-Bargaining

CAMEL



- Negotiation
- Buyer, Seller
- Critic

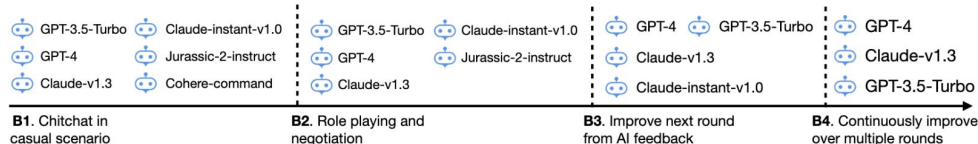


Round 1. A seller and a buyer bargain about a product.

AI feedback: a critic reads the dialog history and give suggestions for improvements

Round 2. Seller improves bargaining strategy based on AI feedback

A. We ask two agents to play a negotiation game and have an AI critic to give suggestions to one of the player to improve its negotiation strategy. The play acknowledge the suggestions then try to use them to improve the next round.



B. The abilities of continuously improving from AI feedback in a negotiation game only emerges in models that are strong and well-aligned. Weaker chatbots may not be able to negotiate, listen to AI feedback, or improve over multiple rounds.

Improving Language Model Negotiation with Self-Play and In-Context Learning from AI Feedback

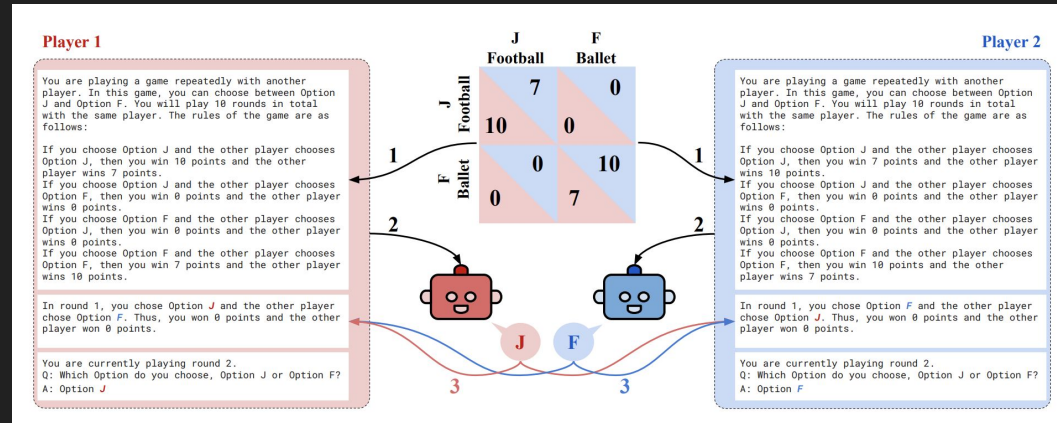
<https://arxiv.org/pdf/2305.10142.pdf>

Playing repeated games with LLMs

CAMEL



- Games like Prisoner's Dilemma
- Behavioral game theory
- Economics



Playing repeated games with Large Language Models

<https://arxiv.org/pdf/2305.16867.pdf>

Multiagent Debate

CAMEL



- Enhances mathematical and strategic reasoning
- Reducing fallacious answers and hallucinations

User Input: A treasure hunter found a buried treasure chest filled with gems. There were 175 diamonds, 35 fewer rubies than diamonds, and twice the number of emeralds than the rubies. How many of the gems were there in the chest?

Round 1

Agent 1: Let x be the number of rubies. Then the number of diamonds is 175. And the number of emeralds is $2(x-35)$, since there are twice as many emeralds as rubies and there are 35 fewer rubies than diamonds.

Agent 2: If there were 175 diamonds, then the number of rubies is 35 fewer, or $175 - 35 = 140$ rubies.

To find the total number of gems, we add the number of diamonds, rubies, and emeralds: Total gems = $175 + x + 2(x-35) = 3x + 105$.

And since there were twice as many emeralds as rubies, we can represent the number of emeralds as $2 * 140 = 280$ emeralds.

We don't know the exact value of x , but we do know that it represents the number of rubies, which is less than 175 (since there are 35 fewer rubies than diamonds). Let's try some values of x : If $x = 50$, then the total gems = $3(50) + 105 = 255$. If $x = 100$, then the total gems = $3(100) + 105 = 405$.

To find the total number of gems in the chest, we can add up the number of diamonds, rubies, and emeralds: $175 + 140 + 280 = 595$. Therefore, there were 595 gems in the chest.

Since we know there were fewer rubies than diamonds, the answer must be closer to 255 than to 405. After some trial and error, we can find that $x = 40$ gives us: Total gems = $3(40) + 105 = 225$.

User Input: Using the solutions from other agents as additional information, can you give an updated response...
(Copy Agent 2's reply) (Copy Agent 1's reply)

Round 2

Agent 1: Given the information provided in other agents' solutions, we have two answers: One agent found that the number of rubies is 40 and the total number of gems is 225. Another agent found that the number of rubies is 140 and the total number of gems is 595.

Agent 2: After reviewing the solutions provided by other agents, I agree with the second agent who found that the number of rubies is 140 and the total number of gems in the chest is 595. Therefore, my answer to the math problem is 595.

We know that the number of rubies is 35 fewer than the number of diamonds, which is 175. So the number of rubies should be $175 - 35 = 140$, as the second agent found. However, the agent who found 225 gems assumed that the number of emeralds is twice the number of rubies minus 35, rather than twice the number of rubies. If we use this assumption, we get: Number of rubies = 140. Number of emeralds = $2 * 140 - 35 = 245$. Total number of gems = $175 + 140 + 245 = 560$. Our final answer is 560.

User Input: Using the solutions from other agents as additional information, can you give an updated response...
(Copy Agent 2's reply) (Copy Agent 1's reply)

Round 3

Agent 1: After reviewing the solutions provided by other agents, I agree with the second agent who found that the number of rubies is 140 and the total number of gems in the chest is 595. Therefore, my answer to the math problem is 595.

Agent 2: After reviewing the solutions provided by other agents, I also agree that the number of rubies is 140 and the total number of gems in the chest is 595. Therefore, my answer to the math problem is also 595.

Figure 2: Illustration of Debate. Illustration of the debate procedure.

Improving Factuality and Reasoning in Language Models through Multiagent Debate

<https://arxiv.org/pdf/2305.14325.pdf>

Showrunner Agents in Multi-Agent Simulations

CAMEL



- Large Language Models
- Diffusion Models
- Episode Generation



To Infinity and Beyond: SHOW-1 and Showrunner Agents in Multi-Agent Simulations

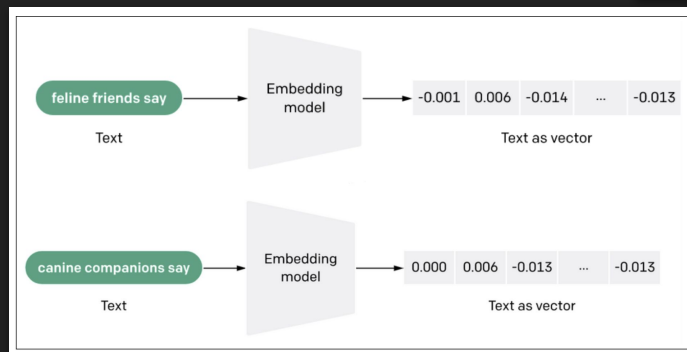
<https://fablestudio.github.io/showrunner-agents/>

Showrunner Agents in Multi-Agent Simulations

CAMEL



- Large Language Models
- Diffusion Models
- Episode Generation



To Infinity and Beyond: SHOW-1 and Showrunner Agents in Multi-Agent Simulations

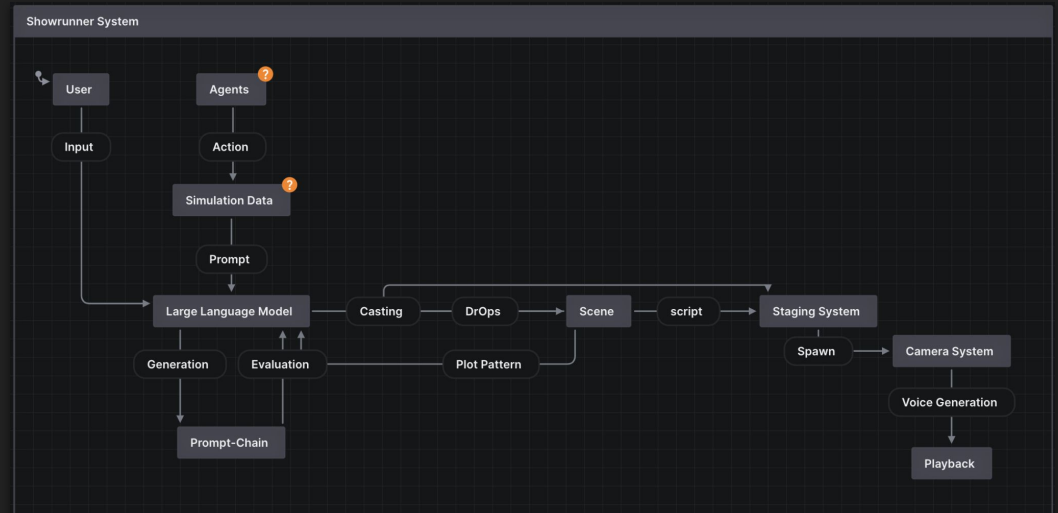
<https://fablestudio.github.io/showrunner-agents/>

Showrunner Agents in Multi-Agent Simulations

CAMEL



- Large Language Models
- Diffusion Models
- Episode Generation



To Infinity and Beyond: SHOW-1 and Showrunner Agents in Multi-Agent Simulations

<https://fablestudio.github.io/showrunner-agents/>

Communicative Agents for Software Development

CAMEL



- Chat Chain
- Role Playing
- Self-Reflection



Communicative Agents for Software Development

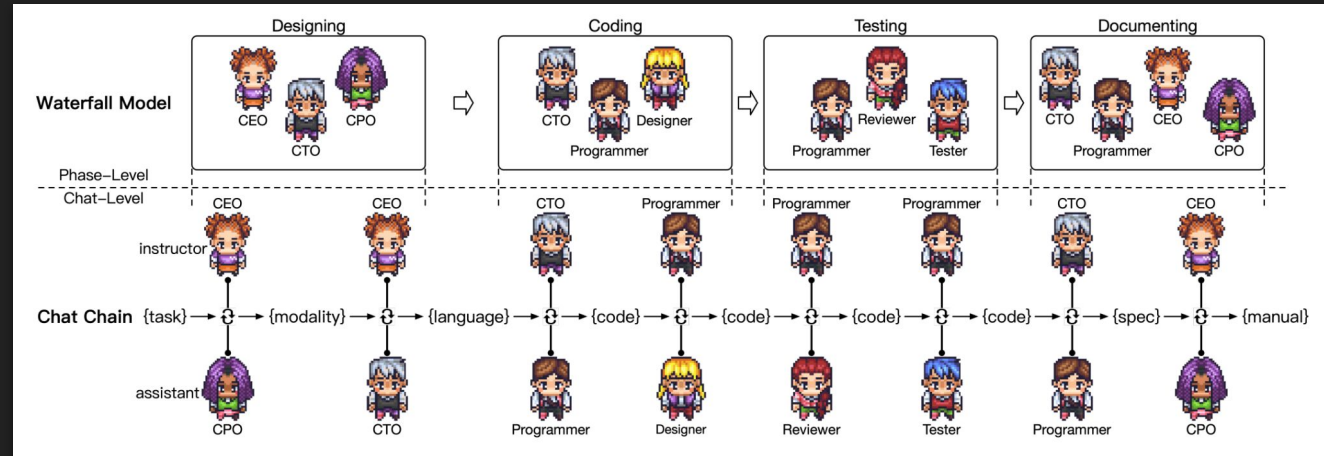
<https://arxiv.org/pdf/2307.07924.pdf>

Communicative Agents for Software Development

CAMEL



- Chat Chain
- Role Playing
- Self-Reflection



Communicative Agents for Software Development

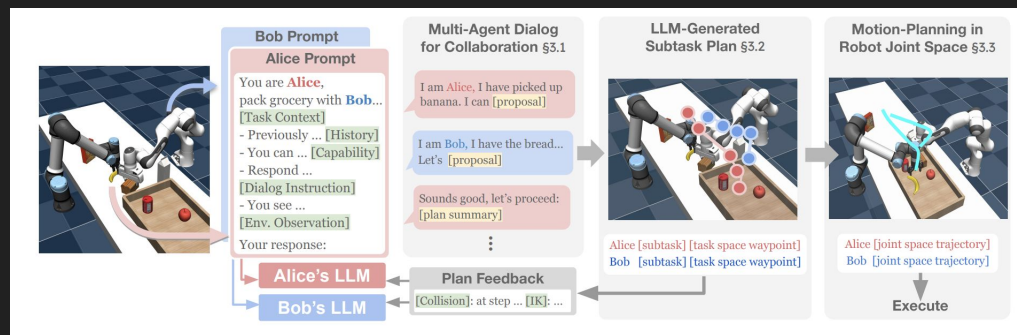
<https://arxiv.org/pdf/2307.07924.pdf>

RoCo: Dialectic Multi-Robot Collaboration with Large Language Models

CAMEL



- Multi-robot collaboration
- High-level communication
- Low-level path planning

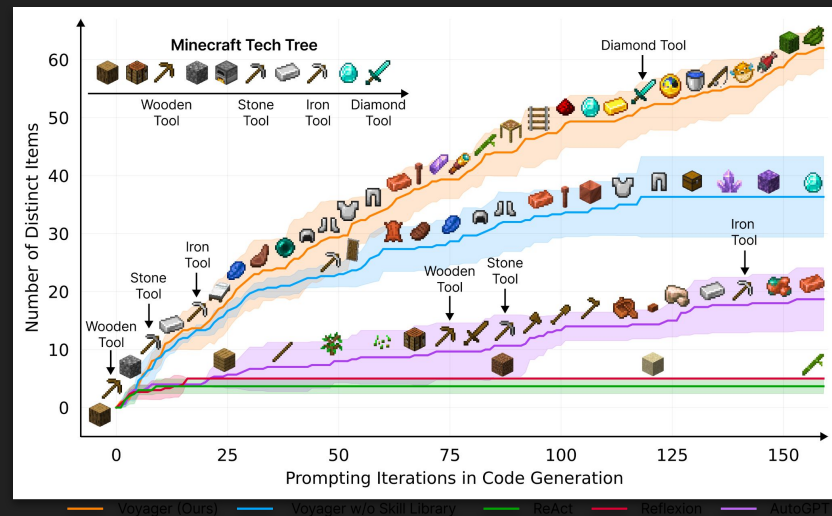
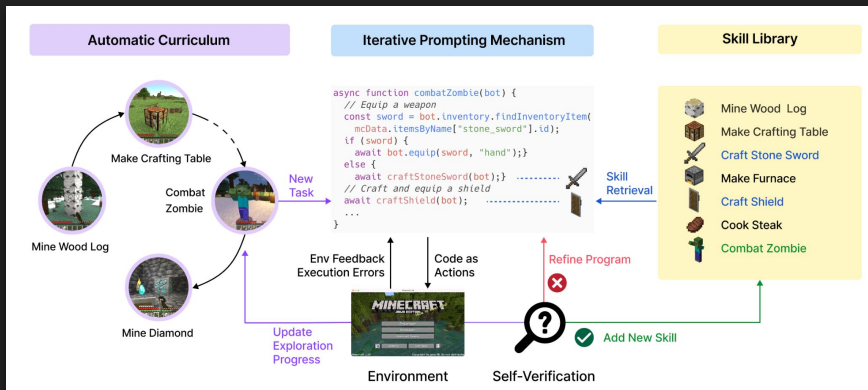


RoCo: Dialectic Multi-Robot Collaboration with Large Language Models

<https://arxiv.org/pdf/2307.04738.pdf>

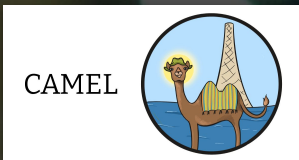
Voyager Agent

CAMEL



Voyager: An Open-Ended Embodied Agent with Large Language Models

<https://voyager.minedojo.org/>



Agents in Society



Tech



Entertainment



Law



Economy

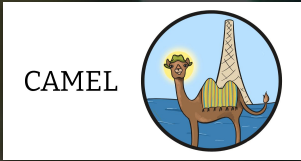


Education

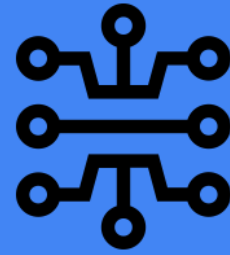


Politics

.....



Irrational Agents?



Tech



Entertainment



Law



Economy



Education



Politics

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CAMEL-AI.org

An open-source research organization

A screenshot of the GitHub repository page for camel-ai/camel, showing a grid of contributor avatars and their commit counts. The repository has 3440 stars and 415 forks. The contributors listed are:

Contributor	Commits
camel	
lightaime	80
Obs0lete	33
hammadhasan	18
dandansamax	11
zchengz	8
HalberdOfPineapple	7
Benjamin-eccs	5
Haniltani	3
zhiyu-01	3
hychen-naza	2
Wendong-Fan	2
Appointat	1
zestor	1
fbaldassarri	1
eltoclear	1
tzhangzhi	1
ijyaono	1

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