

# AI Agents

A brief primer

# AI agents are...

*“...software systems that use AI to pursue goals and complete tasks on behalf of users. They show reasoning, planning, and memory and have a level of autonomy to make decisions, learn, and adapt.”*

*(Google)*

# AI agents are...

“...autonomous  
decisions  
oversight”

**...chatbots that can push buttons**

...t, make  
...t human

	<b>AI Agent</b>	<b>AI Assistant</b>	<b>Bot</b>
<b>Purpose</b>	Autonomously and proactively perform tasks	Assisting users with tasks	Automating simple tasks or conversations
<b>Capabilities</b>	Can perform complex, multi-step actions; learns and adapts; can make decisions independently	Responds to requests or prompts; provides information and completes simple tasks; can recommend actions but the user makes decisions	Follows pre-defined rules; limited learning; basic interactions
<b>Interaction</b>	Proactive; goal-oriented	Reactive; responds to user requests	Reactive; responds to triggers or commands

# Computers have a 1D view of the world



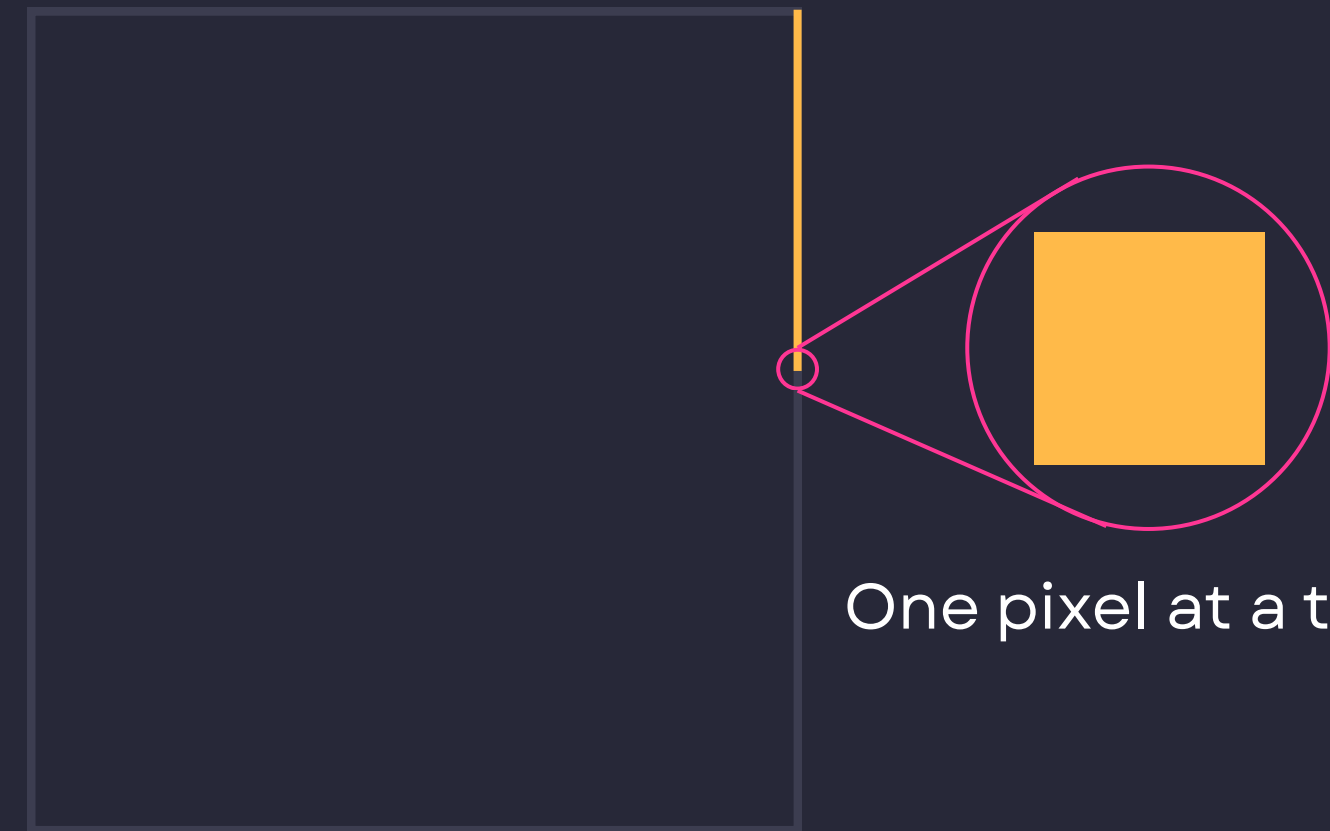
“Draw a square”

# Computers have a 1D view of the world

“Draw a square”



What you see



What they see

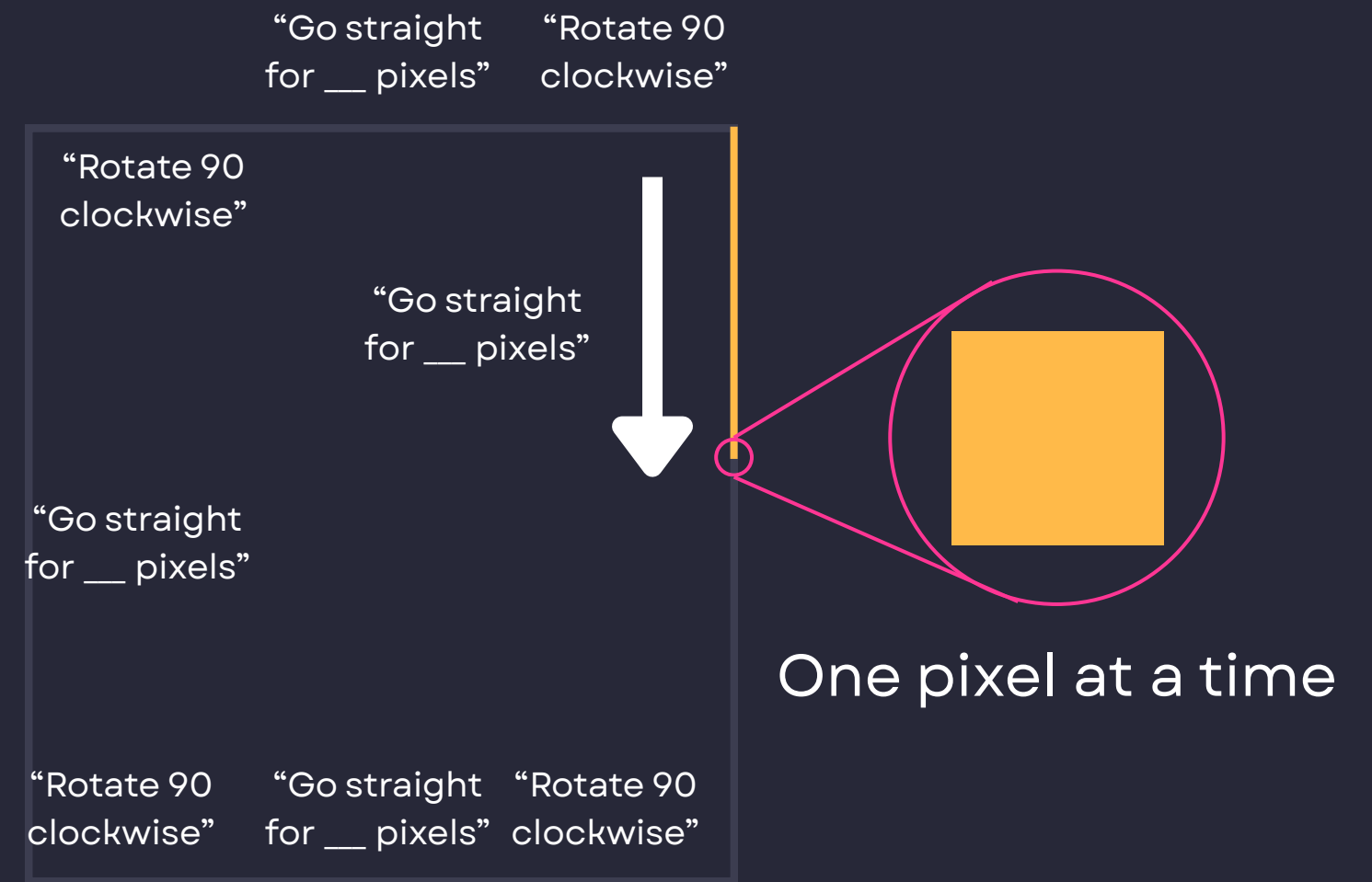
One pixel at a time

# Computers have a 1D view of the world

“Draw a square”



What you see



What they see

**Computers cannot see the whole screen**

# Humans are more flexible at solving open-ended problems

Imagine going grocery shopping if you could only see a small part of the world  
at any given time

# Imagine going grocery shopping as a computer

**Problem: Get groceries**



**Choice:** which store?

*Tesco, Aeon, 99, 7-11, ...*



**Choice:** how do we get there?

*Car, walk, bicycle, airplane, ...*



**Choice:** what if the door is closed?

What if it's a tunnel instead?



...

# Conditions + logic → smarter decisions

Problem: Get groceries



Choice: which store?

Tesco, Asda, Sainsbury's

How do we get there?

Car, bicycle, airplane, ...



Choice: what if the door is closed?

What if it's a tunnel instead?



...

We use **control logic** to decide what to run based on conditions

E.g.

```
def choose_store(store):  
    if tesco.status == "open":  
        store = tesco  
    elif aeon.status == "open":  
        store = aeon  
    else:  
        store = 99  
  
    if store == tesco:  
        while x in range(len(nkve)):  
            x+=1
```

# LLMs + programs = AI Agents

```
def next_action(state):
    prompt = {
        "You are a troubleshooting agent."
        f"Allowed actions: {' '.join(PERFORMANCE_ACTIONS)}."
        f"Current state -> disk_space={state['disk_space']}%, "
        f"high_cpu={state['high_cpu_processes']}. "
        "Respond with the format:\nAction: <one_action>\n"
    }

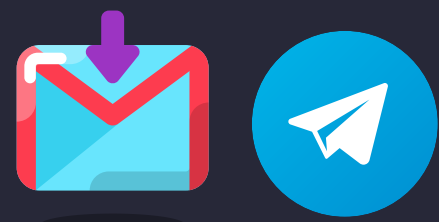
    reply = llm_chat(prompt)
    return reply.split(":", 1)[1].strip()
```

LLM decides on course of action based on input data

Programs act as tool calls to execute given actions based on decision

```
def handle_performance_ticket(state):
    action=next_action_llm(state)
    if action == "clean_temp_files":
        clean_temp_files()
    elif action == "kill_high_cpu_processes":
        kill_high_cpu_processes()
    elif action == "escalate_deep_malware_scan":
        escalate("deep malware scan")
    elif action == "close_ticket":
        close_ticket()
```

# AI Agents are comprised of five parts



## Perception / input

Environmental triggers, e.g. messages, API calls, sensor data

## Decision-making logic

- Determine what actions need to be performed at what stage.
- Manage through an AI model, typically an LLM.



## Function calls (tools)

- LLMs can't/are bad at executing - we write programs to help them call tools.
- E.g. calculator, internet search, file management for IDEs like Cursor

## Loops

- Need to keep making decisions until reaching the end of the task.
- Initial decision → reassess → next decision

## State management

- The decision space keeps changing - need to remember what was done to know what is next.
- Can be stored in a prompt or external database.

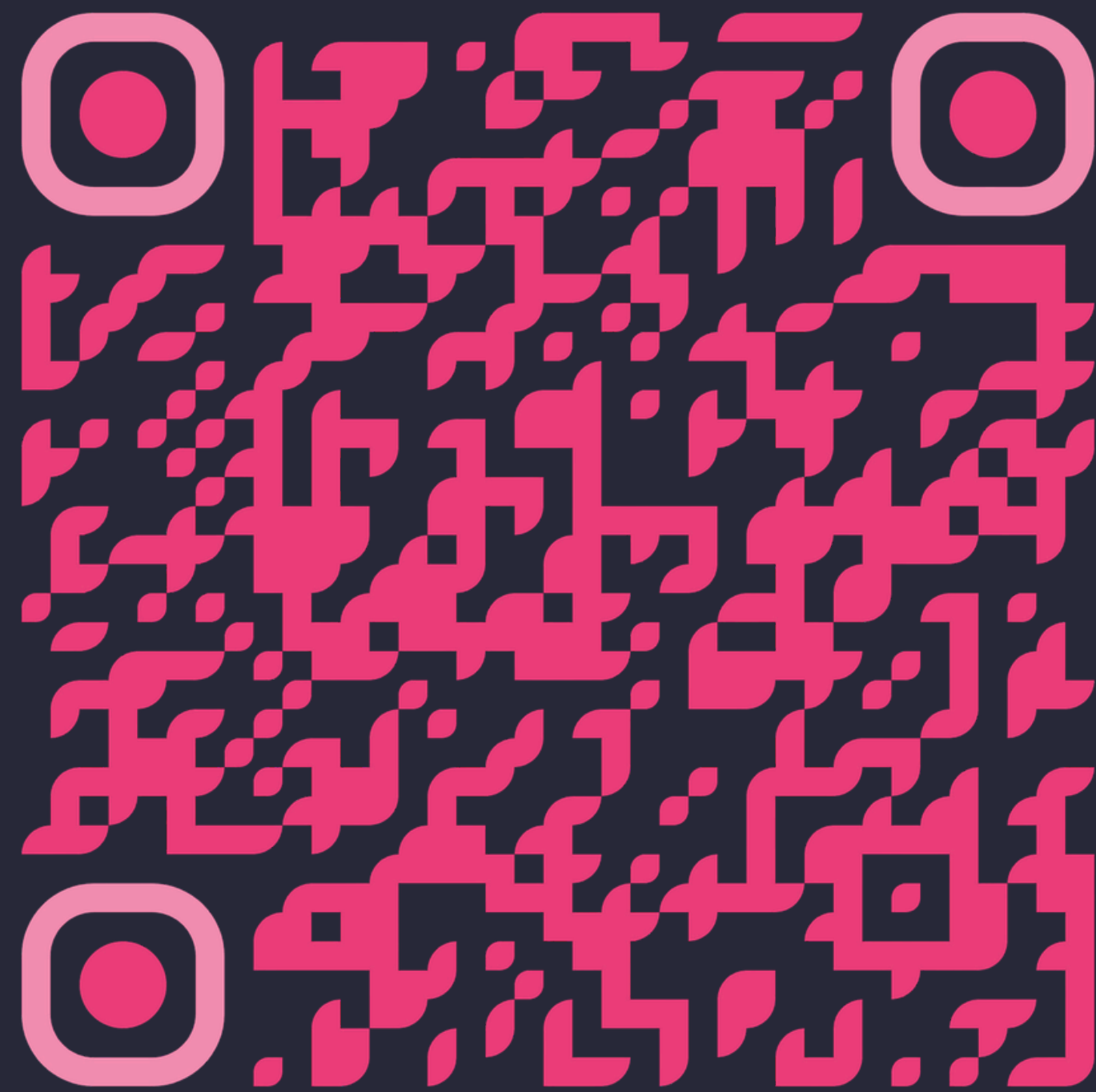


```
while True
    prompt = previous_steps + "if trip is booked return done"
    status = LLM.eval(prompt)
    if status == "done":
        break
```

# Here's a demo for a simple agent



# Here's another demo of a simple research agent



# Some useful agent-building tools

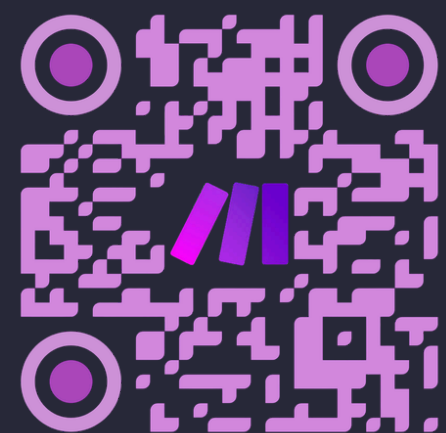
## Workflow builders



zapier

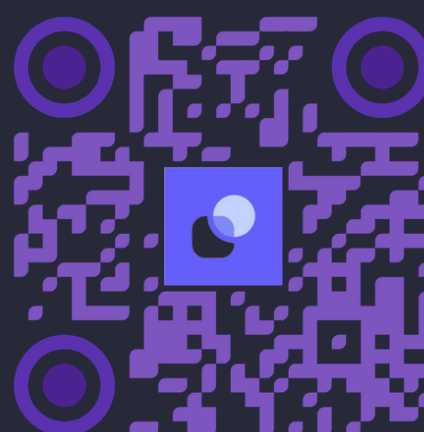
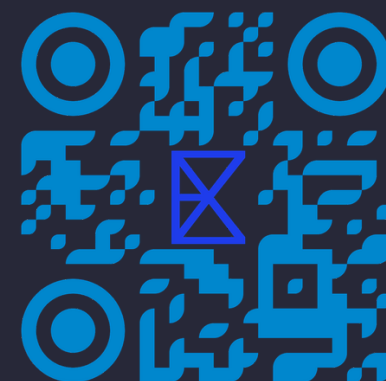


Gumloop



make

## Research



Relevance AI

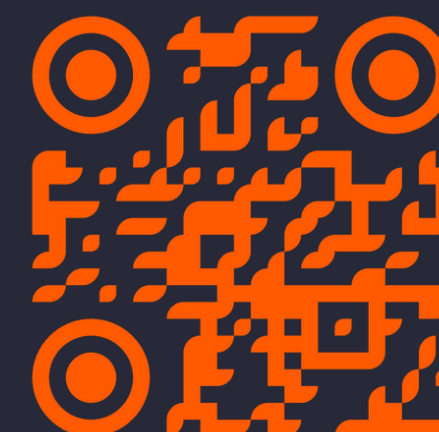


LangChain

## Multi-agent control platforms



crewai



Lindy