A Multi-Agent LLM-Based Architecture for Solving Olympiad-Level Programming Tasks

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Abstract

We propose a multi-agent architecture that leverages Large Language Models (LLMs) to solve Olympiad-level programming tasks. Our approach combines Global Workspace Theory, Society of Mind principles, and specialized LLM-agents, emphasizing domain-specific fine-tuning techniques like Parameter-Efficient Fine-Tuning (PEFT). By utilizing smaller, task-focused LLMs over a monolithic model, we enhance accuracy, interpretability, and computational efficiency, providing a scalable strategy for diverse algorithmic challenges.

1 Introduction

The emergence of Large Language Models (LLMs) has revolutionized natural language processing (NLP), enabling significant advancements in reasoning-based tasks such as question answering, code generation(Jiang et al., 2024), and complex problem-solving. However, despite their general reasoning capabilities(Yao et al., 2023), these models face substantial challenges when applied to Olympiad-level programming tasks. Such tasks demand domain-specific expertise, fine-grained interpretability, and efficient problem decomposition(Huang et al., 2024b) — areas where monolithic models often fall short.

To address these limitations, we propose a multi-agent architecture based on specialized LLMs(Ling et al., 2024). Each agent is specilized for a specific class of tasks, collaboratively solving complex problems through a shared workspace. Specialization could be achived by implementing Prompt Tuning techniques(Lester et al., 2021), RAG (Lewis et al., 2021) or training on concerte domain (CT, SFT, PEFT)(Xie et al., 2024; Xu et al., 2023). This approach draws on cognitive frameworks like Global Workspace Theory and the Society of Mind(Zhuge et al., 2023), enabling structured collaboration and enhanced interpretability.

Our architecture focused on open-source LLMs, offering computational efficiency while preserving linguistic versatility. By focusing on NLP-driven applications, we demonstrate how modular, reasoning-capable agents can outperform single large models in tackling diverse algorithmic domains, including Olympiad-level challenges.

2 Related work

The application of LLMs to code generation has gained significant traction, with benchmarks like HumanEval(Chen et al., 2021), CodeContests(Li et al., 2022) and MBPP providing standardized evaluation frameworks (Khan et al., 2023). While these benchmarks reveal the potential of LLMs for producing syntactically correct and semantically meaningful code, they fall short of representing the intricacies of Olympiad-level programming. Current models often struggle with iterative refinement and domain-specific constraints inherent in such tasks.

Techniques like Parameter-Efficient Fine-Tuning (PEFT) (Hu et al., 2021) address these gaps by adapting large, pre-trained LLMs to specialized tasks without incurring excessive computational costs. Adapter-based approaches like LoRA allow selective updates to model parameters, enabling efficient domain adaptation (Lu et al., 2024). In the context of Olympiad programming, this translates to improved domain-specific reasoning while preserving general contextual understanding. However, balancing this specialization with broad applicability remains challenging.

The multi-agent paradigm offers a promising solution by combining the capabilities of specialized models within a shared framework. Inspired by cognitive theories like Society of Mind (Smoliar, 1991) and Global Workspace Theory, this approach enables information exchange, error-correction, and adaptive task allocation among agents. Re-

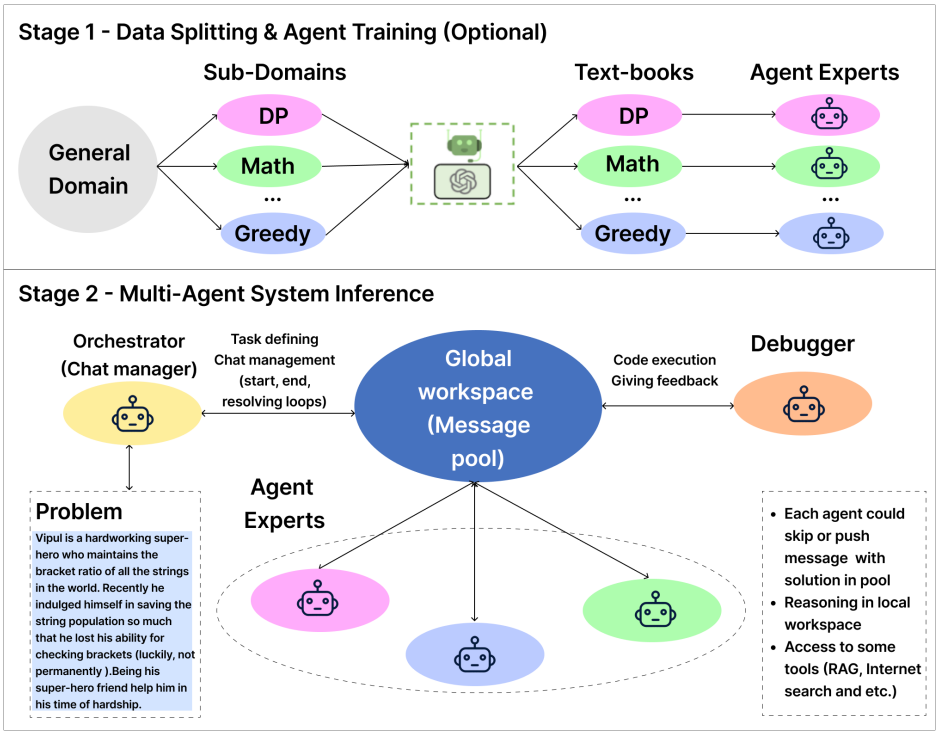

Figure 1: Overview of the proposed multi-agent system architecture. The system operates in two stages: data splitting and agent training, followed by multi-agent system inference.

cent implementations such as AgentCoder(Huang et al., 2024a) and MapCoder(Islam et al., 2024) demonstrate the advantages of modular systems, achieving improved accuracy and interpretability by dividing tasks into sub-problems like parsing, code generation, and testing.

Despite their success, multi-agent systems face obstacles in agent coordination, redundancy, and dynamic task-switching across diverse problem domains. Our work builds on these foundations, employing PEFT-tuned LLM agents within a shared architecture that optimizes resource allocation and ensures robust inter-agent communication. We demonstrate the effectiveness of this approach for Olympiad-level programming tasks, emphasizing its relevance to NLP-driven solutions.

3 Proposed Method

The proposed method consists of two main stages: agent training and inference within a multi-agent framework. This approach is designed to optimize memory efficiency and computational performance while solving Olympiad-level programming tasks.

3.1 Stage 1: Data Splitting and Agent Training

In the first stage, agents are trained for specific sub-domains such as dynamic programming (DP), mathematics, and greedy algorithms. The training process follows these steps:

- **Data Preparation**: A general dataset is divided into sub-domain-specific tasks. These tasks are augmented with textbook-style examples that represent typical problems within each sub-domain.
- **Fine-Tuning**: Agents are fine-tuned using adapter-based techniques like LoRA, which allow for lightweight parameter updates without retraining the base model.

3.2 Stage 2: Multi-Agent System Inference

In the inference stage, a multi-agent system, built on the AutoGen(Wu et al., 2023) framework, collaborates to solve complex tasks. The process is as follows:

- **Orchestrator**: Acts as the central controller, managing task allocation, coordinating agent activities, and resolving iterative loops.
- **Global Workspace**: A shared message pool inspired by Global Workspace Theory, where agents exchange solutions and feedback.
- **Agent Experts**: Specialized agents work iteratively, contributing solutions based on their domain expertise. Each agent specilized by Prompt-Tuning or LoRA adapter attached to the shared base model.
- **Debugger**: Validates proposed solutions, executes code, and provides feedback to refine results.

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4 Experiments

4.1 Training Setup

The training process uses the CodeContests dataset as a foundation, augmented with textbook examples generated by the Qwen-2.5 72B model. These examples align with methodologies similar to Microsoft's Phi model and ensure high-quality task-specific data. Agents are fine-tuned with LoRA adapters on the Phi-3 medium 14B model, enabling efficient domain-specific adaptation.

4.2 Inference Setup

The inference system is implemented using the AutoGen framework, with vLLM providing optimized memory and computational handling. Key aspects include:

- **Dynamic Adapter Loading**: During inference, the system maintains a single shared base model and dynamically loads LoRA adapters corresponding to active agents.
- **Task Orchestration**: The orchestrator ensures efficient task allocation and coordination among agents, minimizing redundant computations.
- **Efficient Execution**: Debugging and validation are performed iteratively, guided by the orchestrator and global workspace.

5 Results

6 Conclusion

7 Limitations

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A Appendix

Instruction

Recently Ivan the Fool decided to become smarter and study the probability theory. He thinks that he understands the subject fairly well, and so he began to behave like he already got PhD in that area.\n\nTo prove his skills, Ivan decided to demonstrate his friends a concept of random picture. A picture is a field of n rows and m columns, where each cell is either black or white. Ivan calls the picture random if for every cell it has at most one adjacent cell of the same color. Two cells are considered adjacent if they share a side.\n\nIvan's brothers spent some time trying to explain that it's not how the randomness usually works. Trying to convince Ivan, they want to count the number of different random (according to Ivan) pictures. Two pictures are considered different if at least one cell on those two picture is colored differently. Since the number of such pictures may be quite large, print it modulo 10^9 + 7.
Input
The only line contains two integers n and m (1 ≤ n, m ≤ 100 000), the number of rows and the number of columns of the field.
Output
Print one integer, the number of random pictures modulo 10^9 + 7.
Example
Input 2 3 Output 8
Note
The picture below shows all possible random pictures of size 2 by 3.

Solution

To solve this problem, we can use dynamic programming to efficiently compute the number of random pictures according to Ivan's definition. The main idea is to calculate the number of valid configurations for a single row and then use this to compute the total number of valid configurations for the entire picture. Here's how we can approach the problem:

1. **Define the DP Array**:
 - Let `a[i]` be the number of valid configurations for a row of length `i`.

2. **Initialize**:
 - Set `a[0] = 0`, `a[1] = 2`, and `a[2] = 4` as base cases for the number of valid configurations for rows of length 0, 1, and 2 respectively.

3. **Compute the DP Array**:
 - For each position `i` from 3 to the maximum of `n` and `m`, calculate `a[i]` as the sum of `a[i-1]` and `a[i-2]` modulo `10^9 + 7`. This is because a valid configuration for a row of length `i` can be formed by appending a valid configuration of length `i-1` or `i-2` with a valid ending.

4. **Calculate the Total Number of Pictures**:
- The total number of random pictures is the sum of the number of valid configurations for a row of length `m` minus 2 (to exclude the configurations that are not valid for the first row) and the number of valid configurations for a row of length `n`.

5. **Modulo Operation**:
- Since the answer can be large, take modulo `10^9 + 7` at each step.

Here the code to solve the problem:
```python
n, m = map(int, input().split())
mod = 10**9+7
a = [0,2,4]
for i in range(3, max(n, m)+1):
  a.append((a[i-1]+a[i-2])%mod)
print((a[m]-2 + a[n])%mod)```

Figure 2: Textbook example
```