LLMs and Tools
Part-3: Agentic Workflow

Advanced Large Language Models

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LLMs and Tools

Part 1: Incorporating Tools during Fine-tuning (Tool Augmentation)

Part 2: Teaching LLMs to Use External APIs (Function Calling)

Part 3: Automating Complex Tasks (AI Agents)

Recap

- ReACT
  - reasoning + act to arrive at the final answer

- Self-Refine
  - iteratively improving initial results based on model feedback
  - can be combined with ReACT

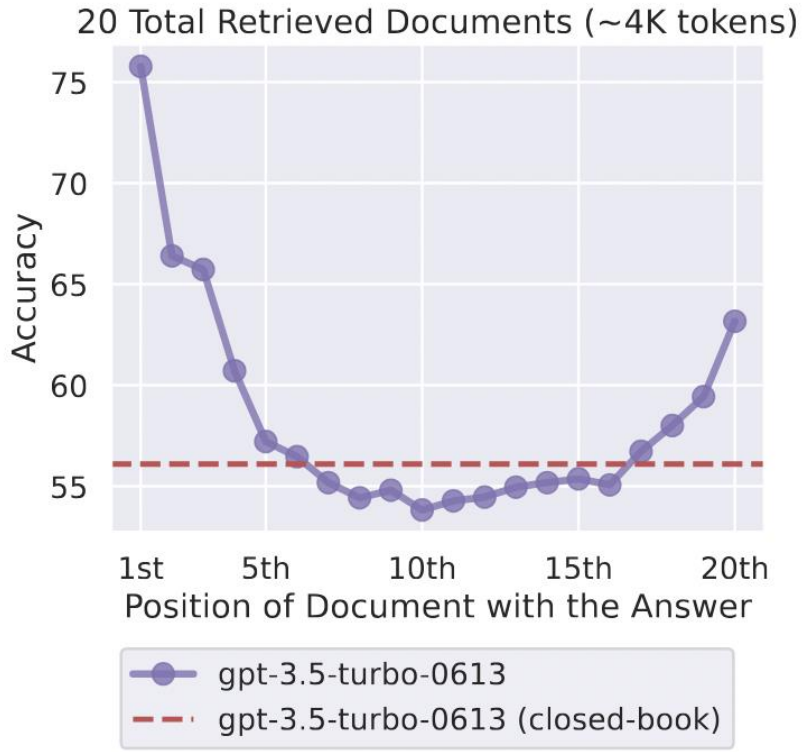
- Reflexion
  - iteratively improving initial results based on model feedback, evaluator and **memory**
  - can be combined with ReACT

Outline

- Memory Management in AI Agents
- How can a small-sized LLM approach larger proprietary model performance?

MemGPT: Towards LLMs as Operating Systems *

- LLMs have limited context window
  - Most models support 128K tokens
- Long-context models struggle to utilize additional context effectively



* MemGPT: Towards LLMs as Operating Systems, Packer et al, Feb 2024

Image Credits: Lost in the Middle: How Language Models Use Long Contexts, Liu et al., 2023

MemGPT: Towards LLMs as Operating Systems *

How to provide the illusion of an infinite context while continuing to use fixed-context models?

* MemGPT: Towards LLMs as Operating Systems, Packer et al, Feb 2024

MemGPT: Towards LLMs as Operating Systems *

- Inspired by the idea of **virtual memory paging**

- MemGPT is an OS-inspired LLM system for virtual context management
  - LLM Context is analogous to physical memory or RAM
  - External storage is analogous to disk
  - Leverages tool calling abilities of LLMs

- Actions
  - read and write to external data sources
  - modify their own context
  - choose when to return responses to the user

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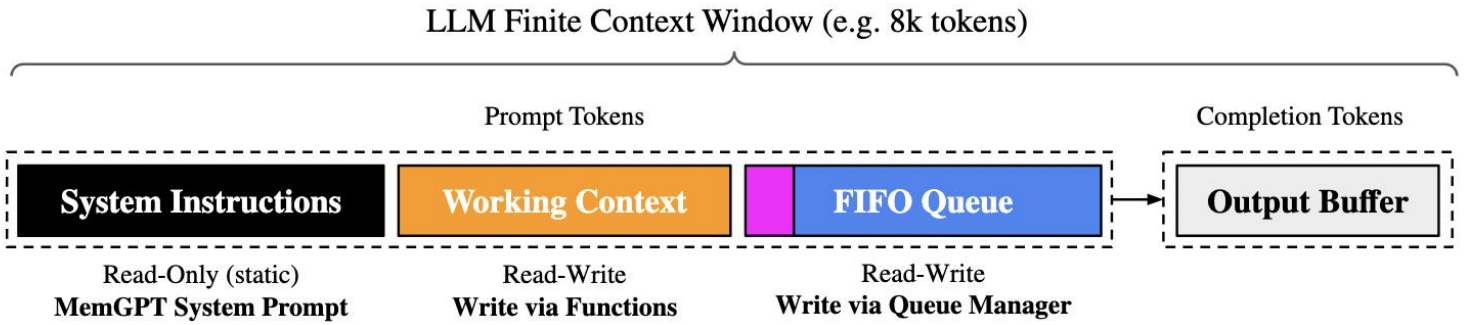
MemGPT: Towards LLMs as Operating Systems *

System Instructions:
- description of MemGPT
- agent instructions



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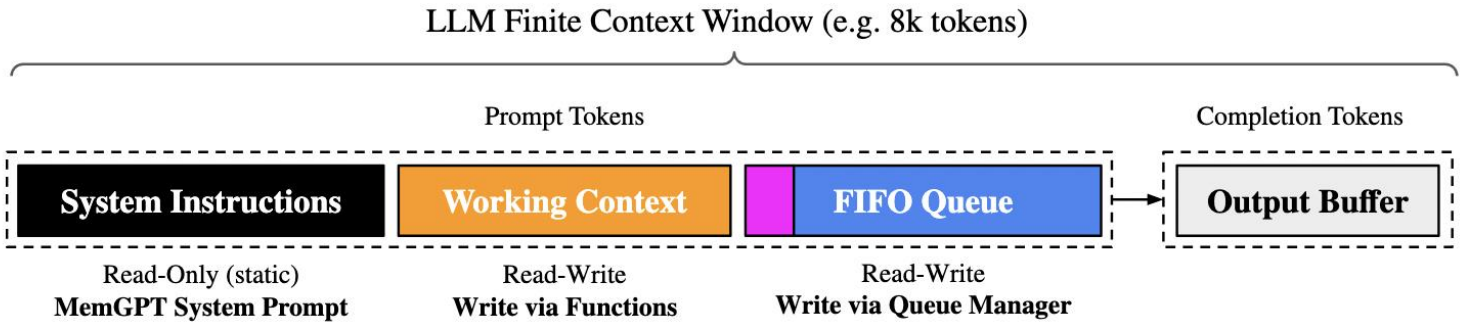
System Instructions:
- description of MemGPT
- agent instructions

Working Context:
- writeable only via MemGPT tool calls
- ensures long conversations are consistent



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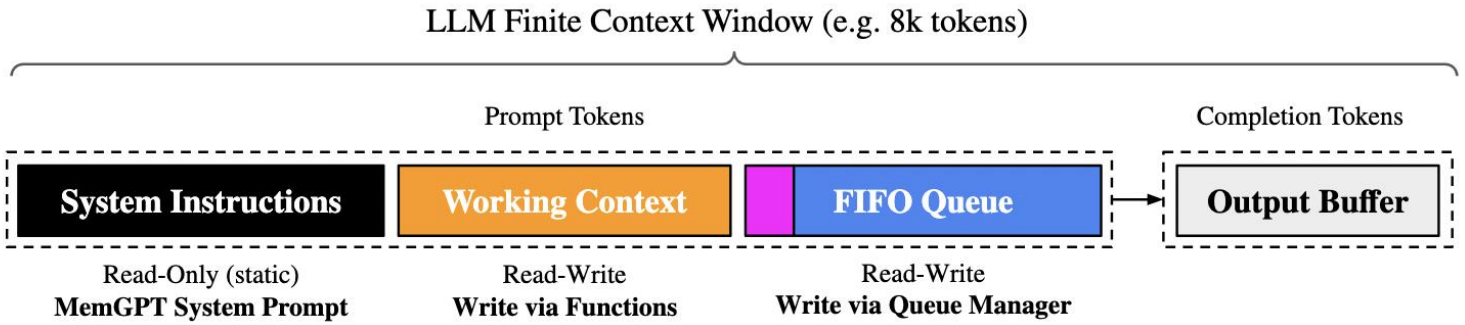

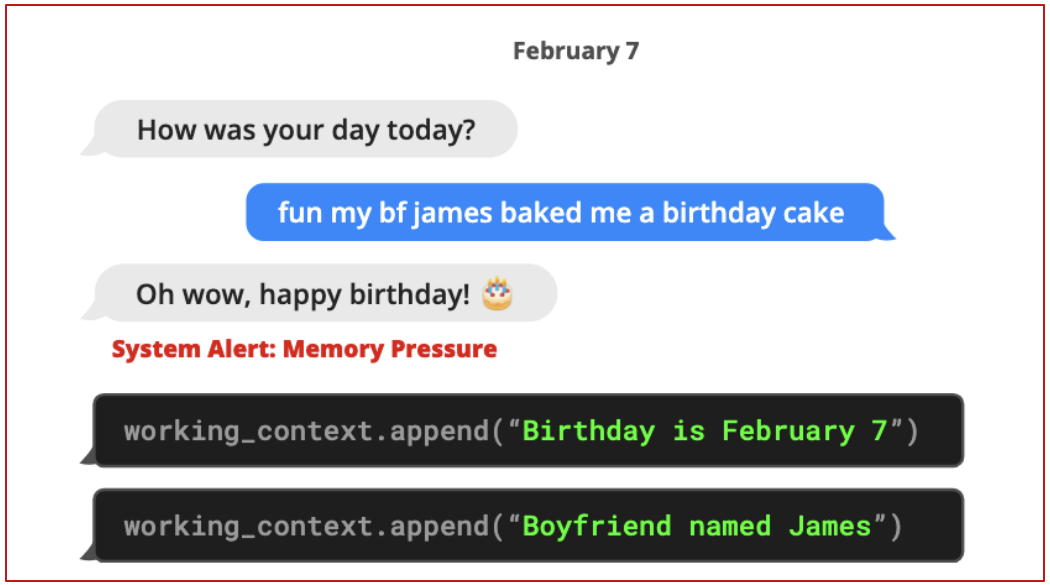

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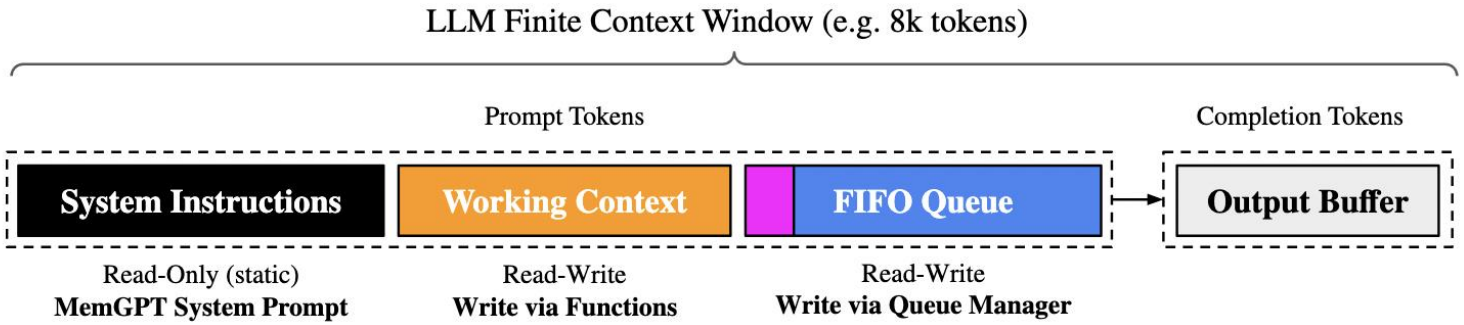
FIFO Queue:
- stores a rolling history of message
- contains a recursive summary of messages evicted from the queue



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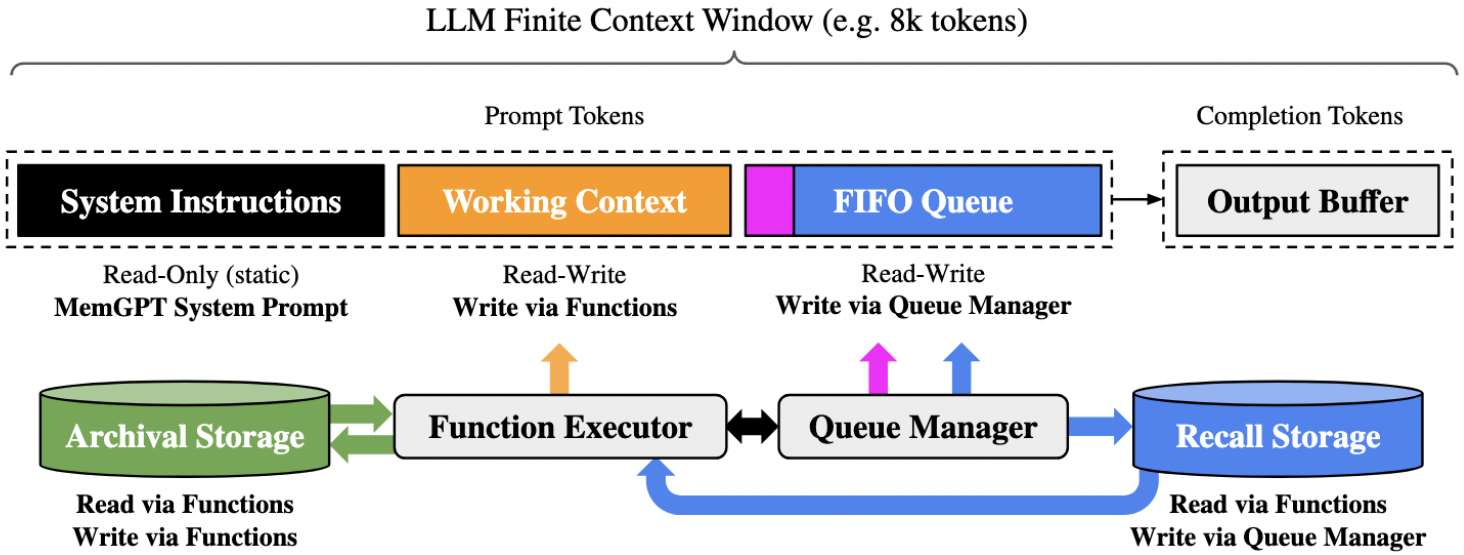
Recall Storage:

- MemGPT message database



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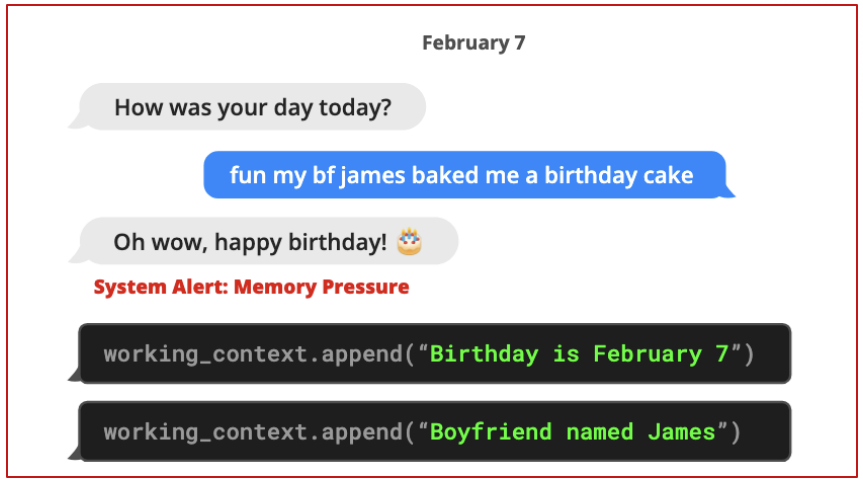
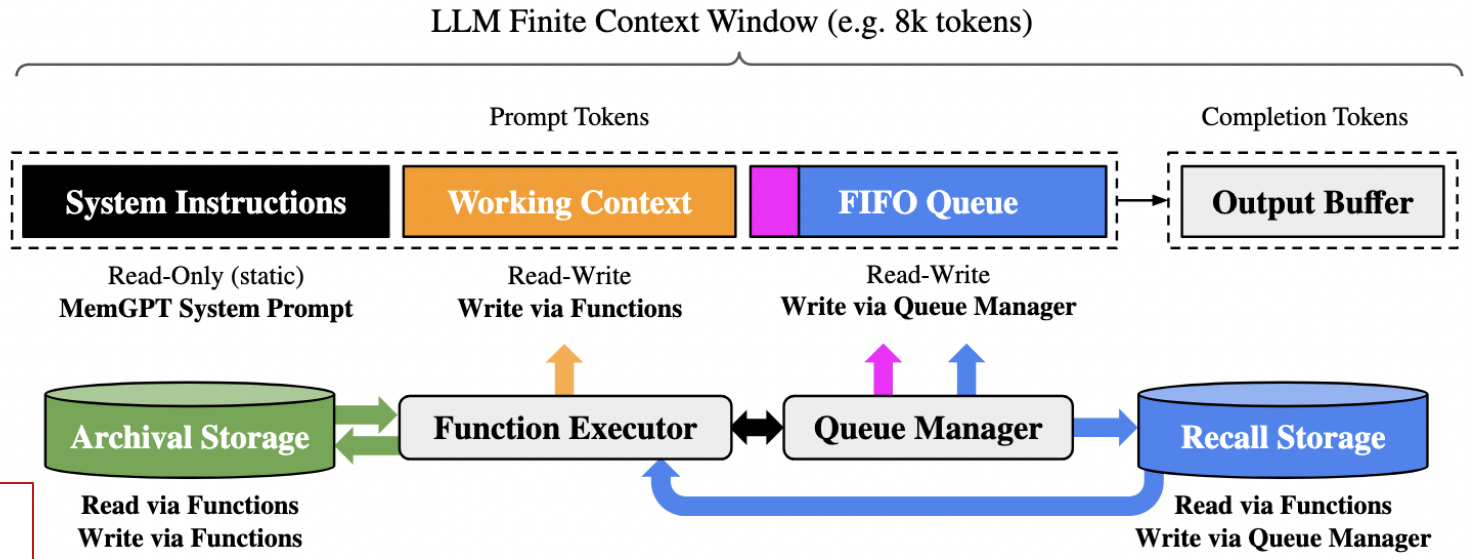
Recall Storage:
- MemGPT message database

Queue Manager:
- Manages messages in FIFO queue and recall storage
- Implements queue eviction policy





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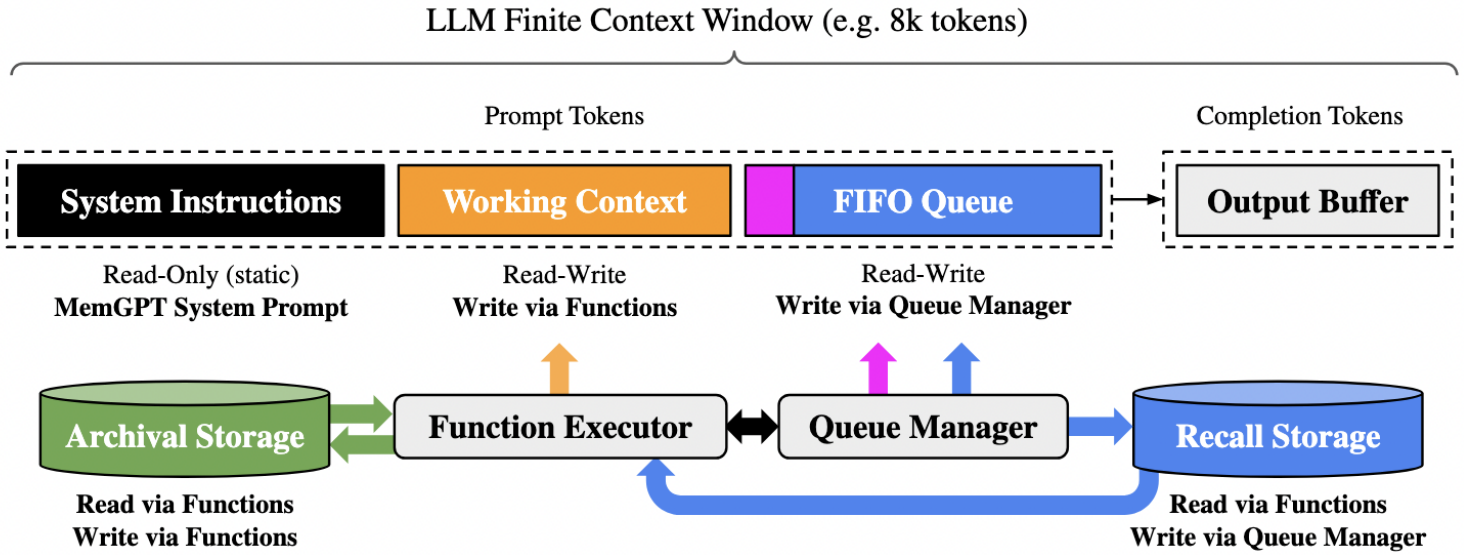
Recall Storage:
- MemGPT message database

Queue Manager:
- Manages messages in FIFO queue and recall storage
- Implements queue eviction policy

Archival Storage:
- Store custom artifacts that can support the task



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MemGPT: Towards LLMs as Operating Systems *

Tool	Description
`send_message`	Sends a message to the human user
`working_context_append`	Append to the contents of core memory.
`working_context_replace`	Replace to the contents of core memory. To delete memories, use an empty string for new content.
`recall_memory_search`	Search prior conversation history using a string.
`recall_memory_search_ignore_case`	Search prior conversation history using case-insensitive string matching.
`recall_memory_search_date`	Search prior conversation history using a date range.
`archival_memory_insert`	Add to archival memory. Make sure to phrase the memory contents such that it can be easily queried later.
`archival_memory_search`	Search archival memory using semantic (embedding-based) search.

* MemGPT: Towards LLMs as Operating Systems, Packer et al, Feb 2024

MemGPT: Towards LLMs as Operating Systems *

1. MemGPT for conversational agents (recall memory and working memory)
    i. Consistency - agent should maintain conversational coherence
    ii. Engagement - agent should draw on long-term knowledge about the user to personalize

2. MemGPT for document analysis (archival memory)
    i. Ability to infer from multiple documents

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MemGPT: Towards LLMs as Operating Systems *

MemGPT for conversational agents (recall memory and working memory)

Dataset: Multi-Session Chat (MSC)

- multi-session chat logs generated by human labelers, each playing a consistent persona
- MSC has five total sessions, and each session consists of a roughly a dozen messages

Persona A:
I'm married to my wife and I have 2 kids.
I haven't been to Disneyland.
I love going to concerts. Rolling Stones are one of my favourite bands.
I have an economics degree.
I recently started a new job that values my degree. I like my new job.

Persona B:
I'm close with my family.
I have been to Disneyland. I love Mickey Mouse.
I work as a baby delivery nurse.
I'd like to learn to coupon to save money. I applied for scholarships.

A: Hello, how are you doing?
B: I love spending time with my family.
A: That is great, me too! I'm married and my husband and I have 2 children.
B: So then have you ever been to Disneyland?
A: No, we recently purchased a new house, so we cannot afford it. Have you?
B: Yes, I love Mickey Mouse — such a cute little rat!
A: I enjoy going to concerts; I see The Rolling Stones every year.
....

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MemGPT for conversational agents (recall memory and working memory)

Dataset: Multi-Session Chat (MSC)

- multi-session chat logs generated by human labelers, each playing a consistent persona
- MSC has five total sessions, and each session consists of a roughly a dozen messages
- For consistency experiments, they created a new session (session 6) that contains a single question - answer response pair between the same two personas

B: Hey, remember that time we talked about music? What was the artist you mentioned you could get into?
A: Taylor Swift!

B: Hey, remember that time we talked about our jobs and expenses? What was that one thing you said you did to save money?
A: I eat a fresh and raw diet to save on groceries.

* MemGPT: Towards LLMs as Operating Systems, Packer et al, Feb 2024

MemGPT: Towards LLMs as Operating Systems *

MemGPT for conversational agents (recall memory and working memory)

Consistency: agent is asked a question by the user that explicitly refers to a prior conversation and has a very narrow expected answer range

Model	Accuracy ⇑	ROUGE-L (R) ⇑
GPT-3.5 Turbo	38.7%	0.394
+ MemGPT	66.9%	0.629
GPT-4	32.1%	0.296
+ MemGPT	92.5%	0.814
GPT-4 Turbo	35.3%	0.359
+ **MemGPT**	**93.4%**	**0.827**

Consistency

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MemGPT for conversational agents (recall memory and working memory)

Engagement: agent's ability to craft engaging messages to the user that draw from knowledge accumulated in prior conversations.

Method	⇑ SIM-1	SIM-3	SIM-H
Human	0.800	0.800	1.000
GPT-3.5 Turbo	0.830	0.812	**0.817**
GPT-4	**0.868**	**0.843**	0.773
GPT-4 Turbo	0.857	0.828	0.767

Engagement

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    i. Ability to infer from multiple documents

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MemGPT for document analysis (archival memory)

Dataset: NaturalQuestions-Open dataset

- a retriever (`text-embedding-ada-002`) selects relevant Wikipedia documents for the questions

Q: Who was the ruler of England in 1616?
A: James I

Q: What is the Hot Coffee mod in *San Andreas*?
A: A normally inaccessible mini-game

Q: What is the maximum data rate for the 802.11a standard (select one)?
A: 54 Mbit/s

Q: Which state is located in the centre of India?
A: Chhattisgarh / Madhya Pradesh

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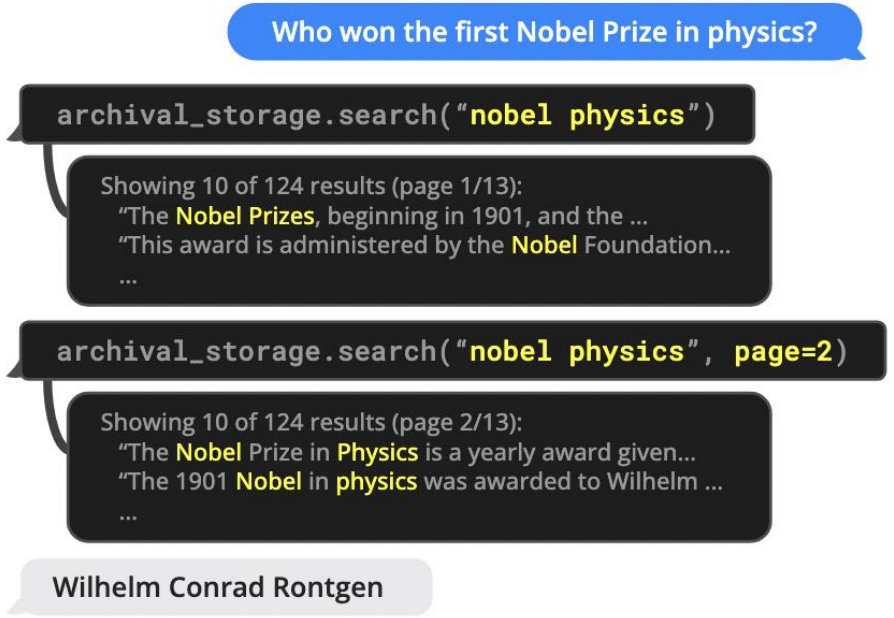

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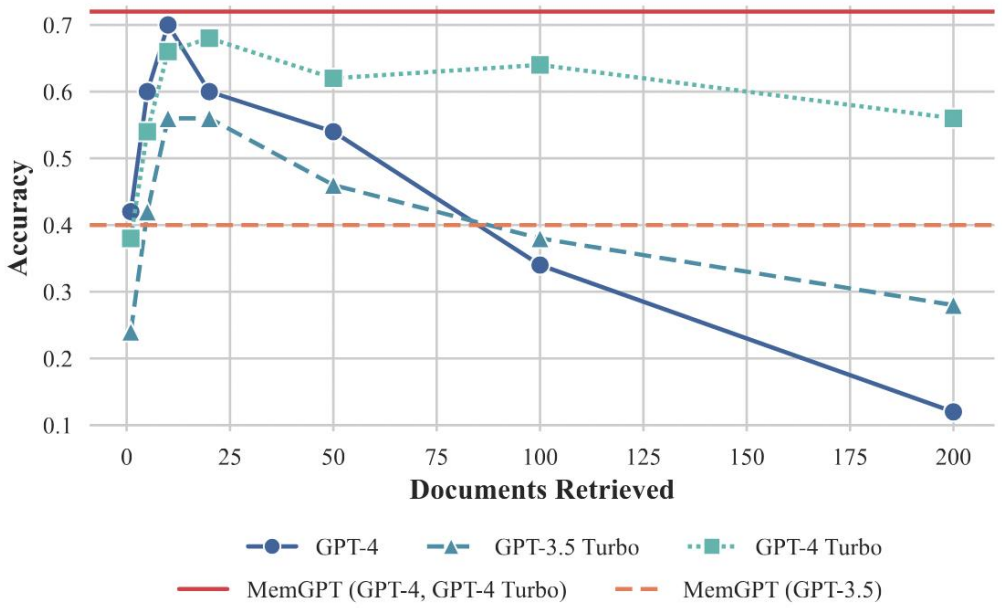

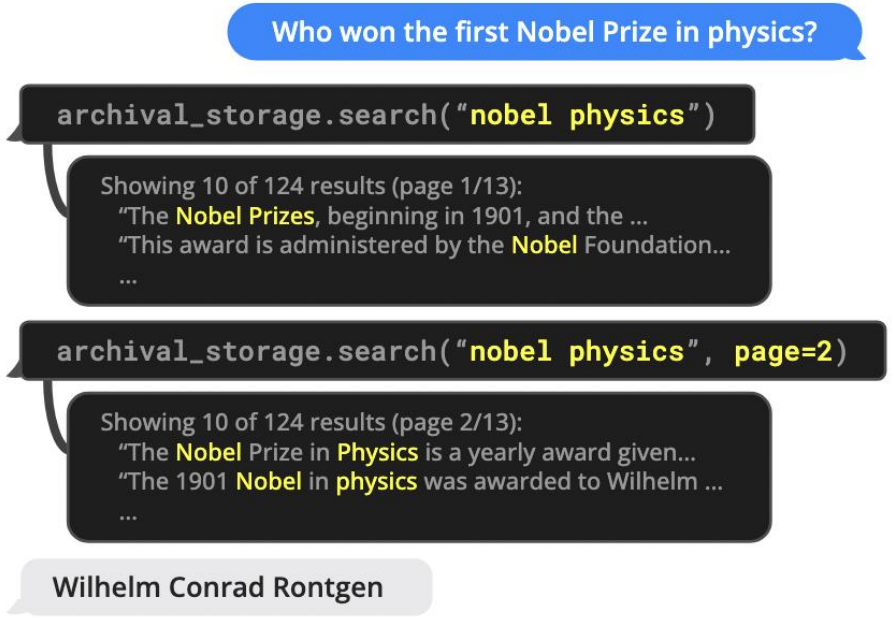

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Outline

- Memory Management in AI Agents

- **How can a small-sized LLM approach larger proprietary model performance?**

SWEET-RL: Training Multi-Turn LLM Agents on Collaborative Reasoning Tasks*

- Introduces a new benchmark named `ColBench`
  - an LLM agent interacts with a human collaborator over multiple turns to solve realistic tasks in backend programming and frontend design

- proposes a novel RL algorithm, **SWEET-RL** (**RL** with **S**tep-**W**is**E** **E**valuation from **T**raining-time information)
  - trains a critic model with access to additional training-time information
  - critic provides step-level rewards for improving the policy mode

* SWEET-RL: Training Multi-Turn LLM Agents on Collaborative Reasoning Tasks, Zhou et al, Mar 2025

SWEET-RL: Training Multi-Turn LLM Agents on Collaborative Reasoning Tasks*

ColBench: *(1) Backend Programming Collaborations*

- Task:
  - Agent is required to collaborate with the human simulator to write a custom Python function (up to 50 lines)
  - In the first utterance, the agent is provided with a high-level description and the signature of the function
  - Agent has to reason and decide what clarifications are needed from the human simulator

- Dataset:
  - Python functions, high-level descriptions, and unit tests are generated by prompting Llama-3.1-70B-Instruct
  - Removed tasks where the generated python functions cannot pass their corresponding unit tests
  - Generated 10k such tasks in the train set and 1k tasks in the test set
  - 15k offline train trajectories are generated by zero-shot prompting
    - Llama-3.1-8B-Instruct as agent
    - Llama-3.1-70B-Instruct as human simulator

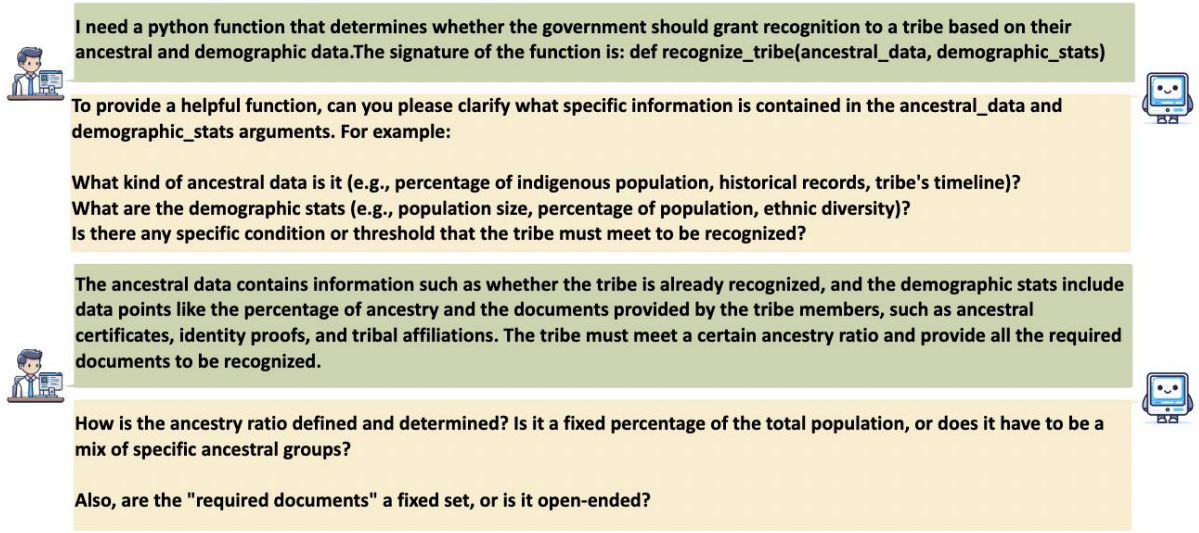
* SWEET-RL: Training Multi-Turn LLM Agents on Collaborative Reasoning Tasks, Zhou et al, Mar 2025

SWEET-RL: Training Multi-Turn LLM Agents on Collaborative Reasoning Tasks*

ColBench: *(1) Backend Programming Collaborations*

```python
def recognize_tribe(ancestral_data, demographic_stats):
    required_ancestry_ratio = 0.25
    required_docs = ['ancestral_certificate', 'identity_proof', 'tribal_affiliation']

    if ('recognised_tribe' in ancestral_data and ancestral_data['recognised_tribe'] == True):
        return True
    else:
        for stat in demographic_stats:
            if (stat['ancestry'] >= required_ancestry_ratio and
                all(doc in stat['documents'] for doc in required_docs)):
                return True
        return False
```



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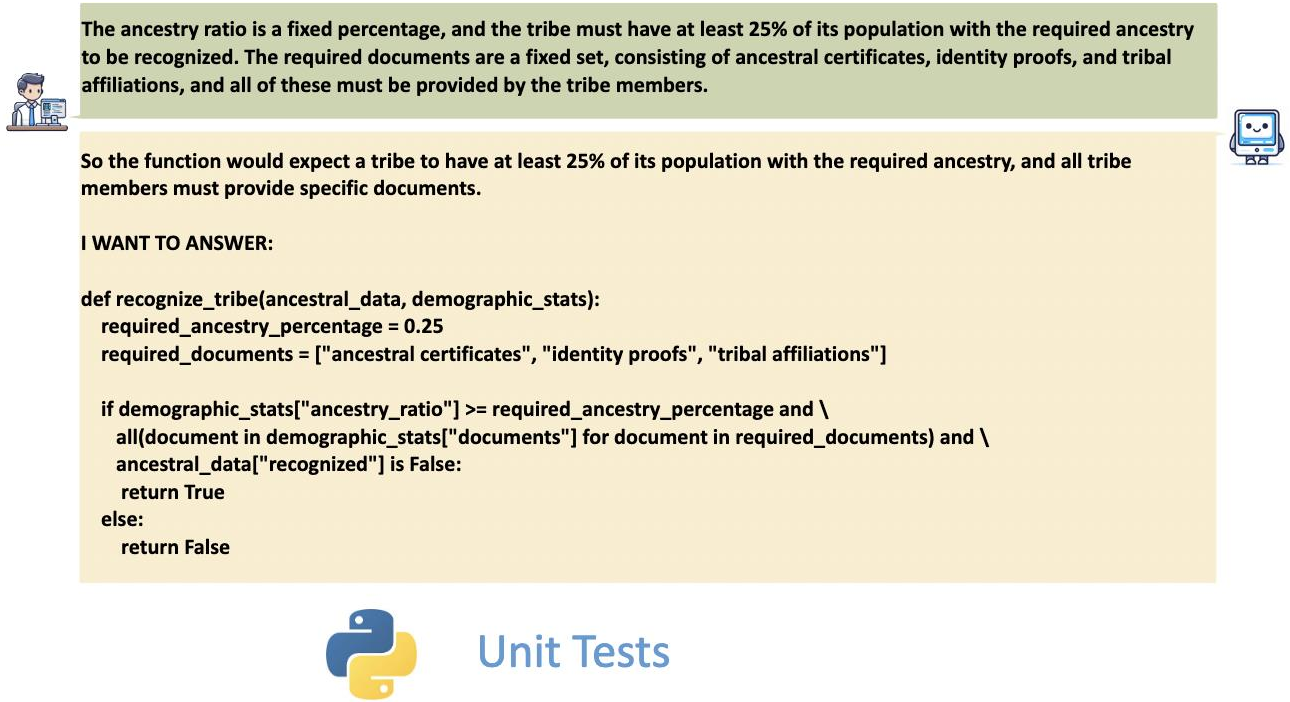

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SWEET-RL: Training Multi-Turn LLM Agents on Collaborative Reasoning Tasks*

		Backend Programming	
		% Tests Passed	Success Rate
SINGLE-TURN	Llama-3.1-70B-Instruct	24.2	14.8
	O1-Mini	22.4	13.1
	GPT-4O	27.6	16.2
SOTA LLMs	Llama-3.1-70B-Instruct	48.0	35.0
	GPT-4O	54.6	**40.4**
	O1-Mini	43.2	30.3

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SWEET-RL: Training Multi-Turn LLM Agents on Collaborative Reasoning Tasks*

ColBench: *(2) Frontend Design Collaborations*

- Task:
  - agent is required to collaborate with the human simulator to design a web page by writing an HTML snippet (around 100 lines)
  - in the first utterance, the agent is provided with a high-level description of the web page
  - details such as the layout and color palette of the web page are missing and only visible to the human simulator

- Dataset:
  - reference web pages and high-level descriptions are from WebSight (Laurençon et al., 2024)
  - 10k such tasks for training and 500 for the test set
  - 6k offline train trajectories are generated by zero-shot prompting
    - Llama-3.1-8B-Instruct as agent
    - Qwen2-VL-72B as human simulator.

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SWEET-RL: Training Multi-Turn LLM Agents on Collaborative Reasoning Tasks*

ColBench: *(2) Frontend Design Collaborations*

Creative Agency: A playful and visually stimulating design with a diagonal grid pattern, a logo in the top left corner, and a call-to-action button prominently displayed. Bright and bold color palette.

It seems like you'd like me to design a visually appealing website for a creative agency. I'm a bit unclear about some aspects, so I'd like to clarify:

Do you have a preferred name for the creative agency? If not, I'll suggest a default name.
Do you have a specific logo in mind, or would you like me to generate a placeholder logo for demonstration purposes?
Would you like the call-to-action (CTA) button to lead to a specific page (e.g., homepage, about, contact) or should it be a general "learn more" type of CTA?
Are there any specific colors you'd like to use or would you like me to suggest a bold and bright color palette?
Are there any specific pages you'd like to include in the design (e.g., services, portfolio, team)?
Given these uncertainties, I'll provide a basic design proposal to get feedback. Here's the code:

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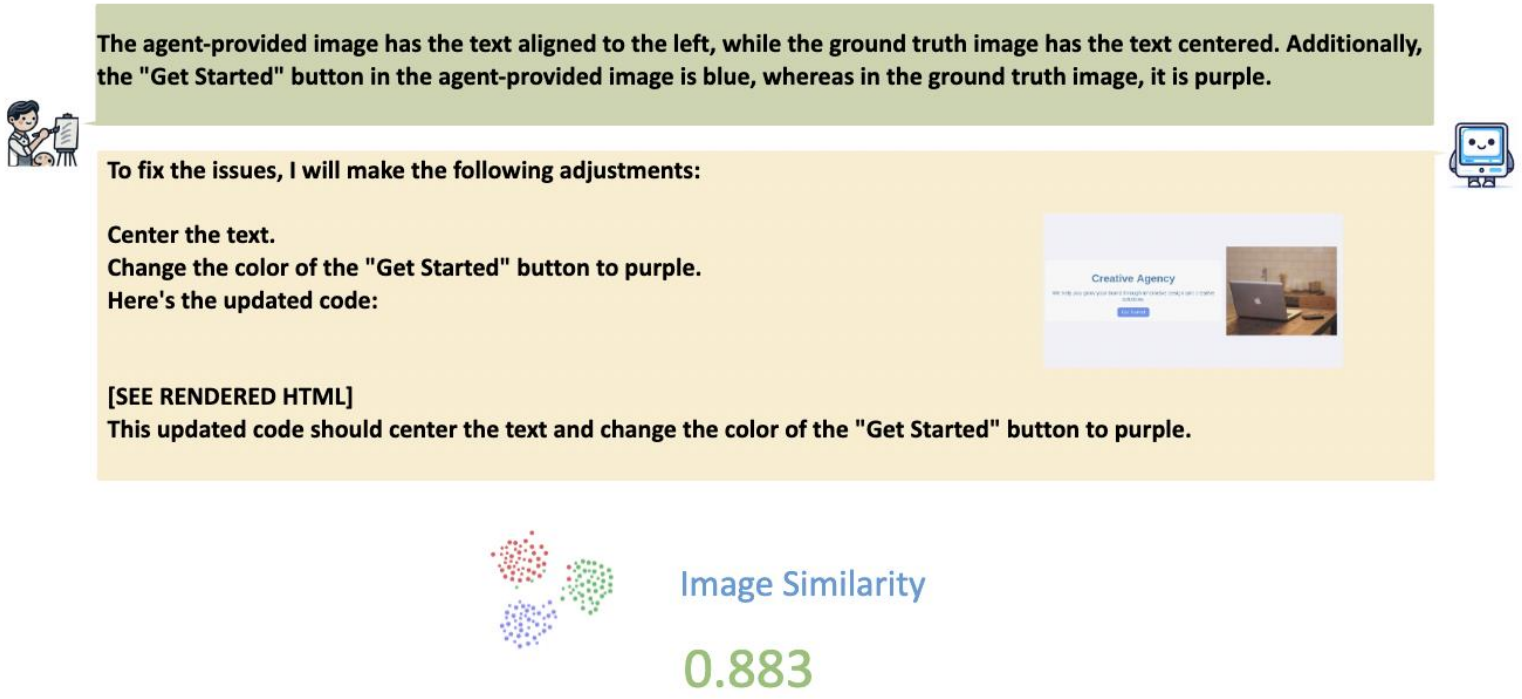
ColBench: *(2) Frontend Design Collaborations*



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		Backend Programming		Frontend Design	
		% Tests Passed	Success Rate	Cosine Similarity	Win Rate
SINGLE-TURN	Llama-3.1-70B-Instruct	24.2	14.8	61.8	13.2
	O1-Mini	22.4	13.1	70.2	23.8
	GPT-4O	27.6	16.2	68.6	23.8
SOTA LLMs	Llama-3.1-70B-Instruct	48.0	35.0	73.7	39.8
	GPT-4O	54.6	**40.4**	78.1	50.0
	O1-Mini	43.2	30.3	77.5	47.2

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How can a small-sized LLM approach larger proprietary model performance?

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	O1-Mini	43.2	30.3	77.5	47.2
Llama-3.1-8B-Instruct	Zero-Shot	34.2	22.4	72.4	33.8

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	O1-Mini	43.2	30.3	77.5	47.2
Llama-3.1-8B-Instruct	Zero-Shot	34.2	22.4	72.4	33.8
	Rejection Fine-Tuning	40.9	28.2	75.2	38.6

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MAGNET: Multi-turn Tool-use Data Synthesis and Distillation via Graph Translation*

RECAP

Positive Trajectory

$$\tau_w = (u_1^w, a_1^w, t_1^w, \cdots, u_{H_w}^w, a_{H_w}^w, t_{H_w}^w)$$

Negative Trajectory

$$\tau_l = (u_1^l, a_1^l, t_1^l, \cdots, u_{H_l}^l, a_{H_l}^l, t_{H_l}^l)$$

$$\mathcal{L}(x; \tau_w, \tau_l) = \mathcal{L}_{\text{SFT}}(x; \tau_w) + \lambda \mathcal{L}_{\text{mDPO}}(x; \tau_w, \tau_l),$$

$$\mathcal{L}_{\text{mDPO}}(x; \tau_w, \tau_l) = -\log\sigma\left(\eta\left(\sum_{\tau_l} \frac{\pi_\theta(a^l|s^l)}{\pi_{ref}(a^l|s^l)} - \sum_{\tau_w} \frac{\pi_\theta(a^w|s^w)}{\pi_{ref}(a^w|s^w)}\right)\right)$$

* Magnet: Multi-turn Tool-use Data Synthesis and Distillation via Graph Translation, Yin et al, Mar 2025

SWEET-RL: Training Multi-Turn LLM Agents on Collaborative Reasoning Tasks*

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SOTA LLMs	Llama-3.1-70B-Instruct	48.0	35.0	73.7	39.8
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Llama-3.1-8B-Instruct	Zero-Shot	34.2	22.4	72.4	33.8
	Rejection Fine-Tuning	40.9	28.2	75.2	38.6
	Multi-Turn DPO	48.0	34.4	76.9	42.8

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MAGNET: Multi-turn Tool-use Data Synthesis and Distillation via Graph Translation*

RECAP

Positive Trajectory

$$\tau_w = (u_1^w, a_1^w, t_1^w, \cdots, u_{H_w}^w, a_{H_w}^w, t_{H_w}^w)$$

Negative Trajectory

$$\tau_l = (u_1^l, a_1^l, t_1^l, \cdots, u_{H_l}^l, a_{H_l}^l, t_{H_l}^l)$$

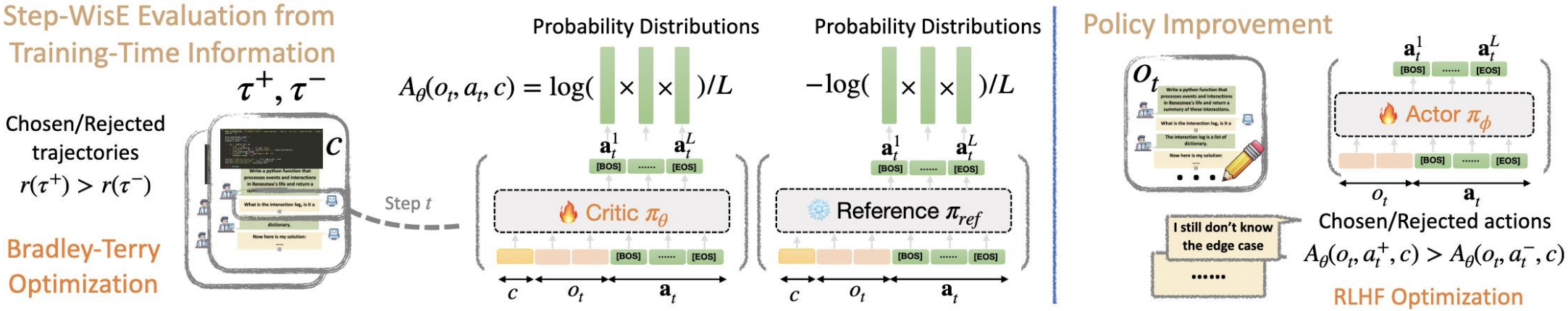
Do not perform explicit credit assignment across turns ☹

$$\mathcal{L}(x; \tau_w, \tau_l) = \mathcal{L}_{\text{SFT}}(x; \tau_w) + \lambda \mathcal{L}_{\text{mDPO}}(x; \tau_w, \tau_l),$$

$$\mathcal{L}_{\text{mDPO}}(x; \tau_w, \tau_l) = -\log\sigma\left(\eta\left(\sum_{\tau_l} \frac{\pi_\theta(a^l|s^l)}{\pi_{ref}(a^l|s^l)} - \sum_{\tau_w} \frac{\pi_\theta(a^w|s^w)}{\pi_{ref}(a^w|s^w)}\right)\right)$$

* Magnet: Multi-turn Tool-use Data Synthesis and Distillation via Graph Translation, Yin et al, Mar 2025

SWEET-RL: Training Multi-Turn LLM Agents on Collaborative Reasoning Tasks*



SWEET-RL:

1. Critic π_θ: Train a step-wise advantage function with **access to additional training-time information**
2. Actor π_ϕ : Improve policy by using the advantage function as a reward model

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The problem of collaboration between humans and agents is framed as an POMDP $\mathcal{M} = \{O, C, A, T, \mu_1, R, N\}$

- O and C are the observable and hidden parts of the state space

- $o_1 \in O$ is the initial user utterance that is observable
- o_t is the entire interaction history at time t

- $c \in C$ is the hidden part of the state, only available during train
  - test cases (backend programming)
  - reference webpage of the specification (frontend design)

- $a_t \in A$ is the agent response with L tokens $a_t^{1:L}$

- At each step, the agent receives a scalar reward $r(o_t, a_t, c) \in R$

- objective is to maximize the cumulative reward $\sum_{t=1}^{N} r(o_t, a_t, c)$, where N is the max allowed turns

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Q-function for a policy π represents the expected cumulative reward starting from turn t :

$$\mathrm{Q}^{\pi}(\mathrm{o_t}, a_t, \mathrm{c}) = \mathbb{E}_{\pi}\left[\sum_{t'=t}^{N} r(o_{t'}, a_{t'}, c)\right]$$

The value function is the expected Q-value under the policy's action distribution:

$$\mathrm{V}^{\pi}(\mathrm{o_t}, \mathrm{c}) = \mathbb{E}_{a_t \sim \pi}[\mathrm{Q}^{\pi}(\mathrm{o_t}, a_t, \mathrm{c})]$$

The advantage function measures how much better an action a_t is compared to the average action under policy π:

$$\mathrm{A}^{\pi}(\mathrm{o_t}, a_t, \mathrm{c}) = \mathrm{Q}^{\pi}(\mathrm{o_t}, a_t, \mathrm{c}) - \mathrm{V}^{\pi}(\mathrm{o_t}, \mathrm{c})$$

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Let τ^+ and τ^- be the chosen and rejected trajectories under the same task and same additional training information

$$\mathcal{J}_{\mathrm{BT}} = -\log\left[\sigma\left(\sum_t \beta r(o_t^+, a_t^+, c) - \sum_t \beta r(o_t^-, a_t^-, c)\right)\right]$$

$$\mathcal{J}_A(\theta) = -\log\left[\sigma\left(\sum_t \beta A_\theta(o_t^+, a_t^+, c) - \sum_t \beta A_\theta(o_t^-, a_t^-, c)\right)\right]$$

$$A_\theta(o_t, a_t, h) = \frac{1}{L}\sum_{l=1}^{L}\left[\log\frac{\pi_\theta(a_t^l | o_t, a_t^{1:l-1}, c)}{\pi_{\mathrm{ref}}(a_t^l | o_t, a_t^{1:l-1}, c)}\right]$$

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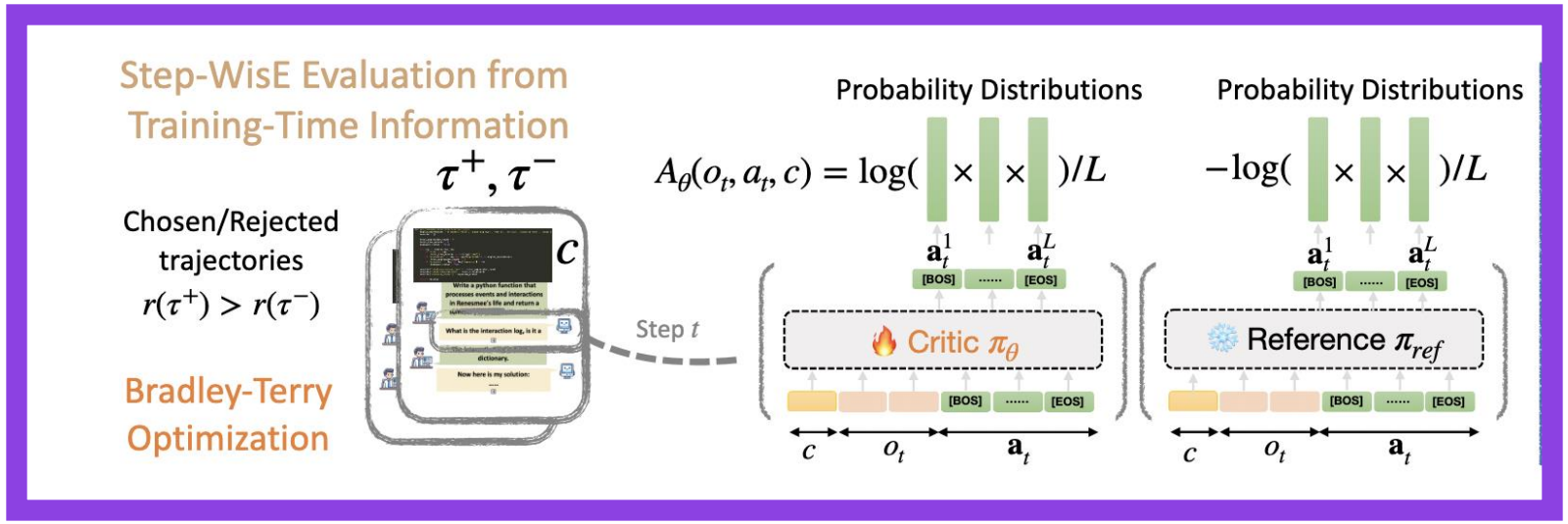

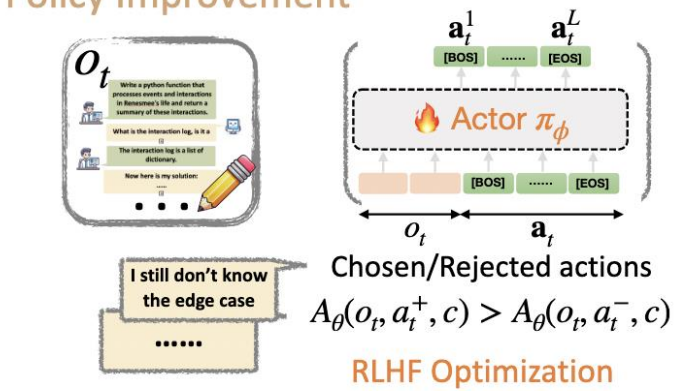

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For each turn, sample 16 candidate actions, compute their turn wise advantage A_θ

- take random action from top-50% quantile as chosen
- take random action from bottom-50% quantile as rejected

$$\mathcal{J}_\pi(\phi) = -\log\sigma\left(\beta'\frac{\log\pi_\phi(a^+|o_t)}{\log\pi_{\text{ref}}(a^+|o_t)} - \beta'\frac{\log\pi_\phi(a^-|o_t)}{\log\pi_{\text{ref}}(a^-|o_t)}\right)$$

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mDPO vs SWEET-RL

Positive Trajectory

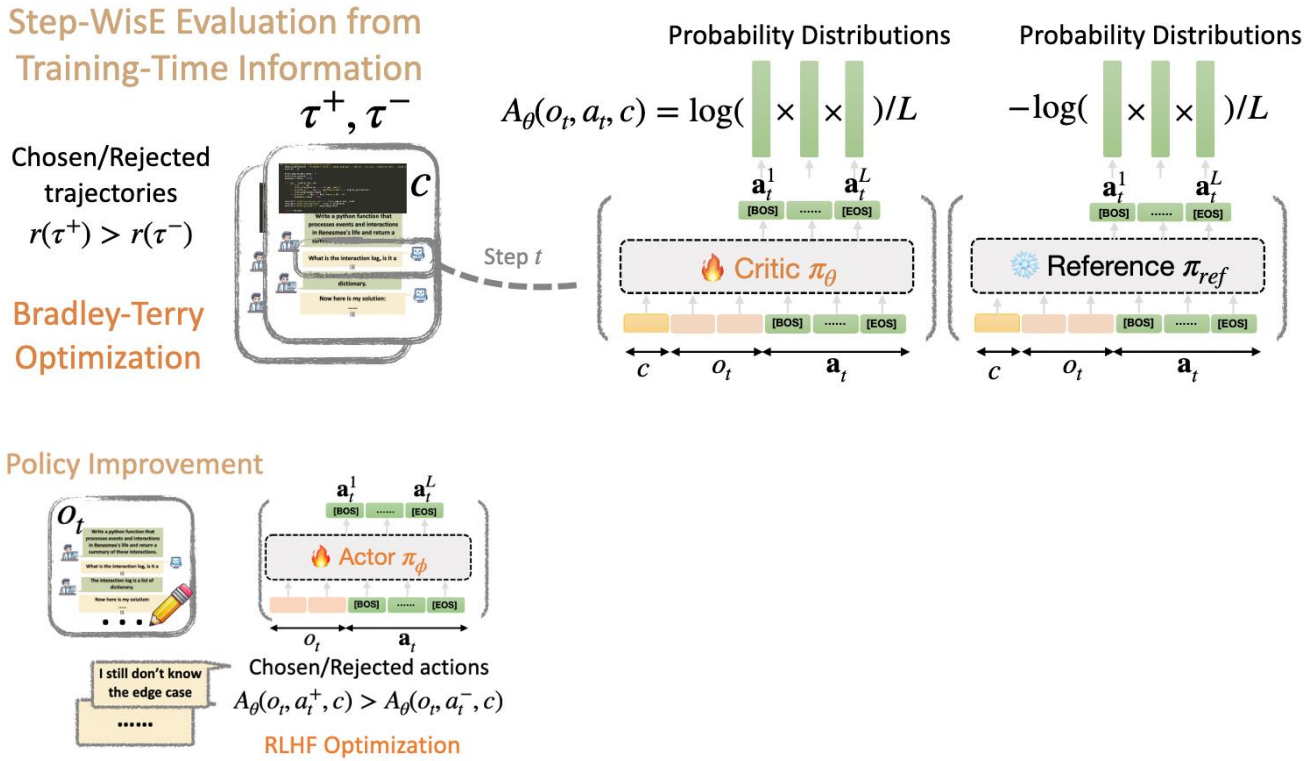
$$\tau_w = (u_1^w, a_1^w, t_1^w, \cdots, u_{H_w}^w, a_{H_w}^w, t_{H_w}^w)$$

Negative Trajectory

$$\tau_l = (u_1^l, a_1^l, t_1^l, \cdots, u_{H_l}^l, a_{H_l}^l, t_{H_l}^l)$$

$$\mathcal{L}(x; \tau_w, \tau_l) = \mathcal{L}_{\text{SFT}}(x; \tau_w) + \lambda \mathcal{L}_{\text{mDPO}}(x; \tau_w, \tau_l),$$

$$\mathcal{L}_{\text{mDPO}}(x; \tau_w, \tau_l) = -\log\sigma\left(\eta\left(\sum_{\tau_l} \frac{\pi_\theta(a^l|s^l)}{\pi_{ref}(a^l|s^l)} - \sum_{\tau_w} \frac{\pi_\theta(a^w|s^w)}{\pi_{ref}(a^w|s^w)}\right)\right)$$



mDPO vs SWEET-RL

mDPO	SWEET-RL
No access to additional training time information	Has access to additional training time information
do not perform explicit credit assignment across turns	Uses a critic to improve turn-level credit assignment

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		Backend Programming		Frontend Design	
		% Tests Passed	Success Rate	Cosine Similarity	Win Rate
SOTA LLMs	Llama-3.1-70B-Instruct	48.0	35.0	73.7	39.8
	GPT-4O	54.6	**40.4**	78.1	50.0
	O1-Mini	43.2	30.3	77.5	47.2
Llama-3.1-8B-Instruct	Zero-Shot	34.2	22.4	72.4	33.8
	Rejection Fine-Tuning	40.9	28.2	75.2	38.6
	Multi-Turn DPO	48.0	34.4	76.9	42.8
	SWEET-RL	**56.8**	**40.4**	**77.7**	**48.2**

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Summary

- Memory Management in AI Agents
  - MemGPT - an OS-inspired LLM system for virtual context management

- Small-sized LLM can approach larger proprietary model performance
  - Llama-3.1-8b trained with SWEET-RL approaches GPT4-O on ColBench