

**맞다 시가**

# Microsoft Foundry로 오픈클로 멀티에이전트 시스템 구축해 보기

황지현 – Microsoft Student Ambassadors Senior



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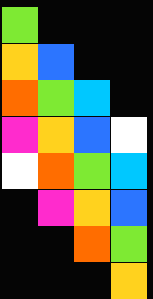


# Claw and Agent Harness in Microsoft Foundry

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Glenn Condron, Principal PM, Microsoft Foundry



# 오늘의 핵심 질문

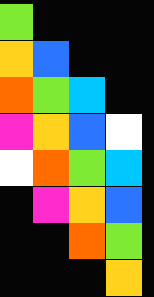
에이전트를 실제 업무 환경에서 오래, 안전하게 운영할 수 있을까?

1. 상태는 어디에 저장되는가?

2. 도구와 권한은 어떻게 통제하는가?

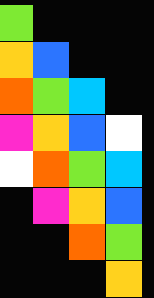
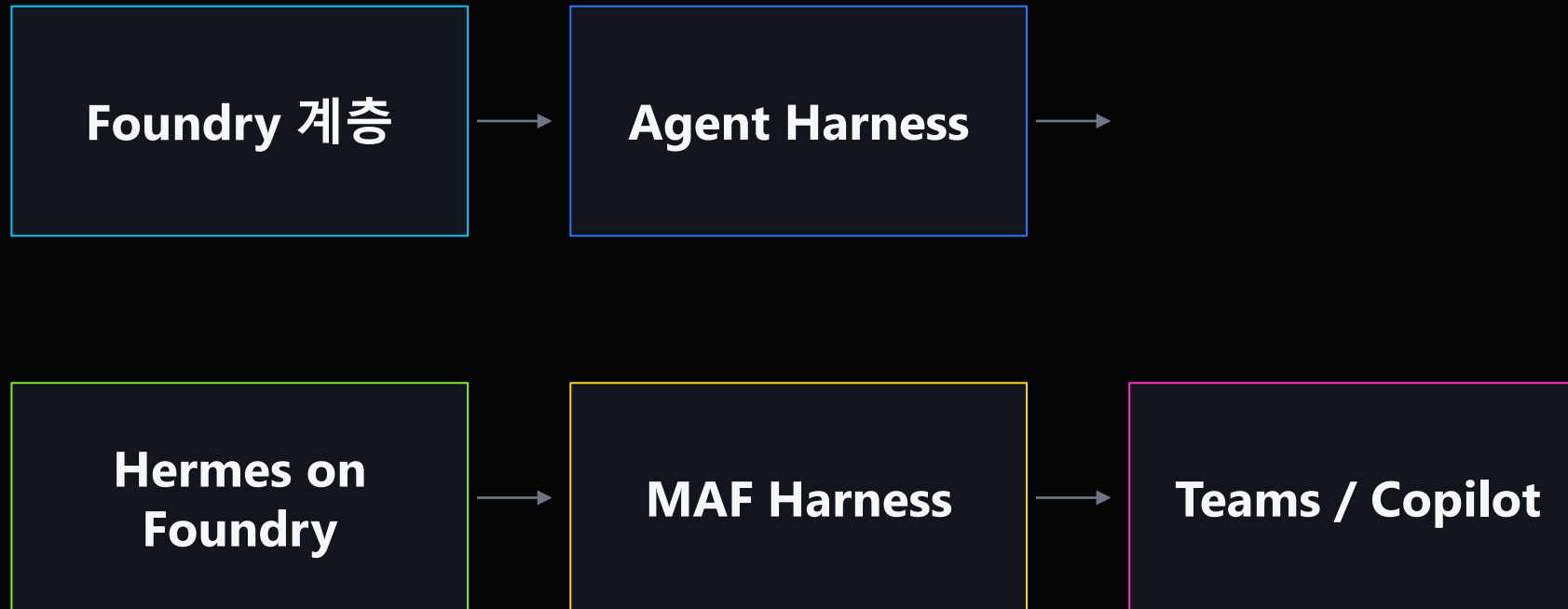
3. 사람은 언제 개입하는가?

4. Teams / Copilot으로 어떻게 배포하는가?

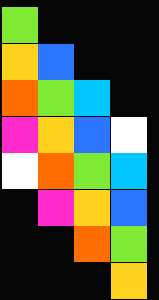


# 전체 흐름

개념 설명 → 데모 3개 → 실제 업무 채널 배포



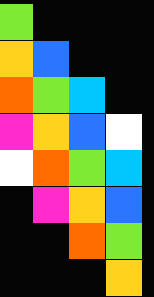
# Foundry의 3개 계층



# Foundry가 제공하는 것



- 코드·프롬프트·스킬·도구 정의
- Foundry에서 에이전트를 실행하고 호스팅
- Teams, M365 Copilot으로 사용자에게 배포

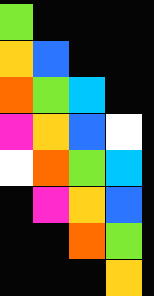


# 최근 6개월의 변화

코딩 에이전트가 강력해지고, Claw-style 패턴이 등장했다



개인 개발 도구에서 → 엔터프라이즈 에이전트 운영 패턴으로

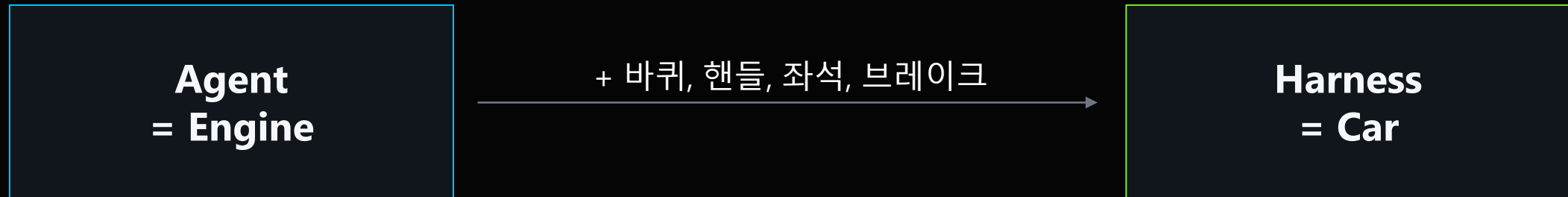


# Agent Harness란?

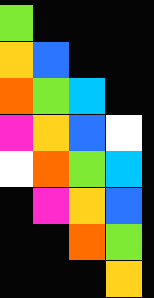
모델을 실제로 "일하는 에이전트"로 만드는 실행 장치

# Agent Harness 정의

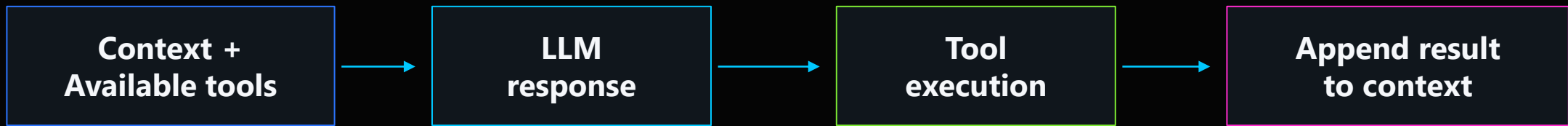
에이전트가 더 길고 복잡한 작업을 수행하도록 감싸는 도구 세트



엔진만으로는 달릴 수 없다.  
도구, 메모리, 권한, 환경, 사람의 승인이 필요하다.

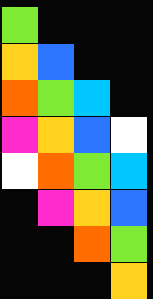


# Agent Loop



Agent Loop	
Context Management	<pre>graph TD; Agent[Agent] &lt;--&gt; Tools[Tools];</pre>
Skills and Tools	
Sub-Agents	
Memory and Session Persistence	
Lifecycle Hooks	
Permissions and HITL	

```
while true:
    response = send_to_llm(context,
        available_tools)
    if response.contains_tool_calls:
        execute each tool
        append results to context
        continue
    if response.is_done:
        break
```



# Harness의 6개 구성요소

Context  
Management

Skills  
& Tools

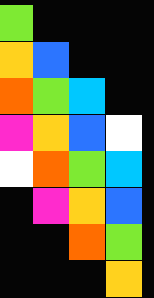
Sub-agents

Memory  
& Sessions

Lifecycle  
Hooks

Permissions  
& HITL

이 6개가 있어야 에이전트를 “프로덕션 단위”로 다룰 수 있다.

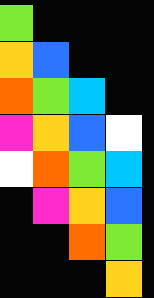


# Context Management

컨텍스트는 쌓이고, 하네스는 압축한다



오래 실행되는 에이전트일수록 context window 관리가 중요하다



## Skills and Tools

MCP

OpenAPI

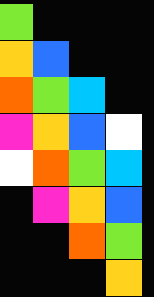
File system

Code

Shell

Skills .md

단순 응답 생성 → 파일 읽기/쓰기, 코드 실행, 시스템 변경 수행

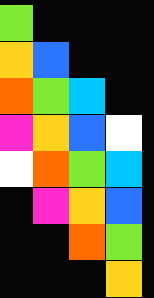


# Permissions & HITL

강력한 에이전트일수록 인간의 승인 지점이 필요하다



- 파일 삭제, 코드 실행, 외부 시스템 변경
- Teams / Outlook 같은 채널에서 승인 가능
- 정책과 권한을 하네스 레이어에서 통제



- Agents
- Models
- Fine-tune
- Train
- Tools
- Knowledge
- Memory
- Data
- Evaluations
- Guardrails

← hermes-maint-0f896546e6617007 Active Pause

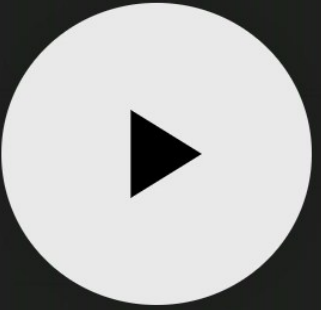
Agent	Trigger	Prompt
hermes-foundry-agent	At 02:00 AM	—



No runs yet

Once your agent is triggered, responses will appear here.

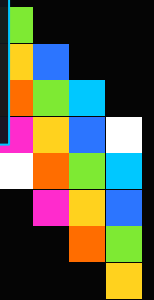
Test run



# Hermes 데모 해설

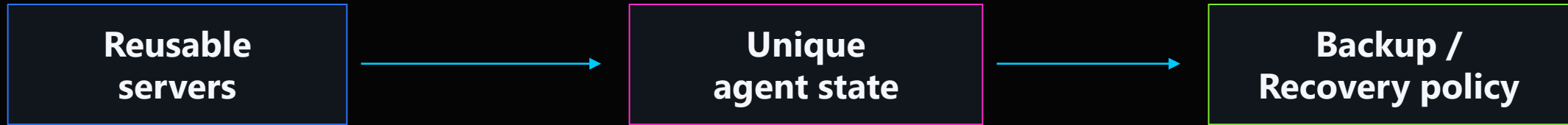
- 로컬 TUI는 내 컴퓨터, backend는 Foundry Hosted Agent
- session ID마다 고유 sandbox / file system 생성
- routines가 maintenance와 backup 역할 수행
- idle 상태에서는 꺼졌다가 필요 시 다시 작동

**Claw-style agent**는 오래 일할수록 **skill, memory, file state**를 축적한다

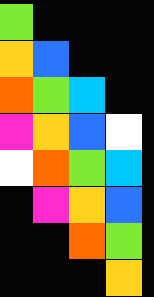


# Agent State의 문제

“고유해지는 에이전트”를 어떻게 운영할 것인가?



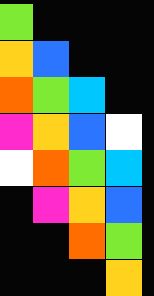
- 에이전트가 잘할수록 더 개인화되고 고유해짐
- 그 상태가 장애 복구·비용·보안 이슈가 됨
- Foundry Hosted Agents의 sandbox와 routine이 한 가지 해법



# Microsoft Agent Framework



기성 하네스가 아니라 직접 custom harness를 만드는 방법



# Harness






Deep research




Content generation

Custom Harnesses




Coding

Goal-driven agents

Common Tools	
	File system
	Code execution
	Shell execution

Context	
	Prompts
	Skills
	Memory

Planning	
	Todo
	Subagents

Middleware	
	Context compaction
	Tool selection
	Permissions

```

78     .AsHarnessAgent(
81         new HarnessAgentOptions
82         {
83             ChatOptions = new ChatOptions
84             {
85                 Instructions = "You are an agent that answers technical questions",
86             },
87         });
88
89     // Create the agent using AsHarnessAgent, which pre-configures function invocation,
90     // per-service-call chat history persistence, in-loop compaction, TodoProvider, AgentModeProvider,
91     // FileMemoryProvider, ToolApproval, WebSearch, AgentSkillsProvider, and OpenTelemetry.
92     AIAgent researchAgent = chatClient
93         .AsHarnessAgent(MaxContextWindowTokens, MaxOutputTokens, new HarnessAgentOptions
94         {
95             Name = "ResearchAgent",
96             Description = "A research assistant that plans and executes research tasks.",
97             ChatOptions = new ChatOptions
98             {
99                 Instructions = instructions,
100                Tools =
101                [
102                    new WebBrowsingTool( // Add a local web browsing tool that converts html to markdown
103                        new WebBrowsingToolOptions { AllowPublicNetworks = true }

```

# MAF 데모 해설

하네스는 Agent Loop에 운영 기능을 붙인다

1 **Plan**

먼저 계획을 세움

2 **Ask**

필요하면 사람에게 질문

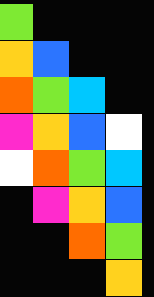
3 **Act**

도구 호출과 todo로 실행

4 **Observe**

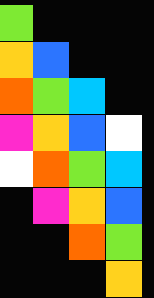
trace와 telemetry로 관찰

에이전트가 단순히 답하는 것이 아니라, 계획하고 승인받고 실행한다



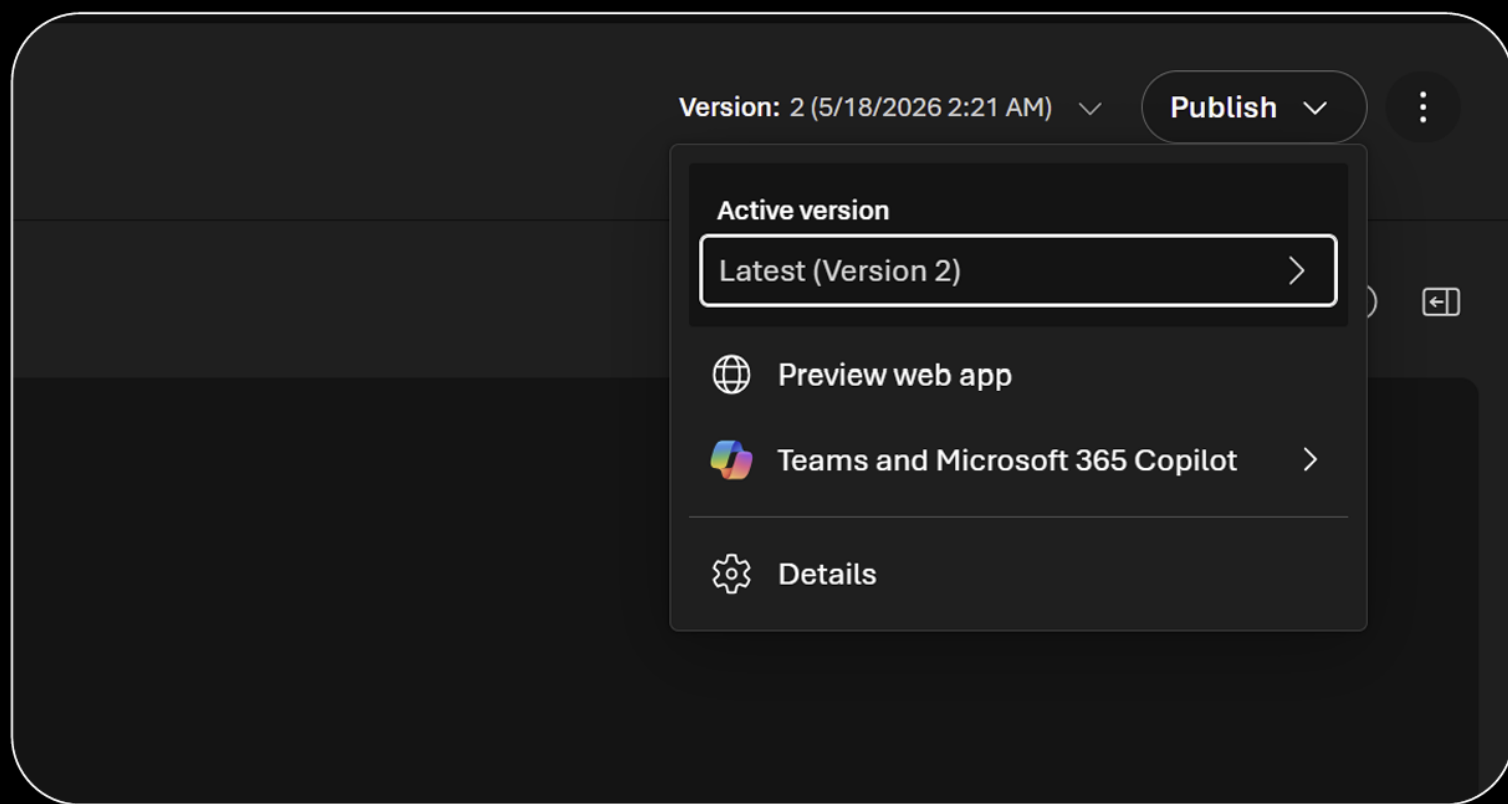
# Teams와 Copilot으로 배포

에이전트는 사용자가 일하는 곳에 있어야 한다






# Publish to Teams and Microsoft 365 Copilot

Take agents built with Foundry and make them available instantly in M365 Copilot and Teams Chat



# 세 가지 에이전트 배포 시 권한

Assistive · Autonomous · Autopilot

 <h2>Assistive</h2> <p>On-behalf-of (OBO)</p>	 <h2>Autonomous</h2> <p>Headless / no collab surface</p>	 <h2>Autopilot agents</h2> <p>Autonomous + collaborative</p>
<p>Acts with your identity, your permissions, your data.</p> <p>Lives inside Copilot or a chat with you.</p> <p><b>Example:</b> Sales Agent in Copilot — drafts a follow-up using your mailbox and CRM access.</p>	<p>Operates independently using its own identity but cannot perform actions that require user accounts.</p> <p>Runs in the background — triggered by events, schedules, or other agents.</p> <p><b>Example:</b> a nightly agent that triages incidents and files tickets.</p>	<p>Operates independently using its own identity AND has a user account, so it gets a mailbox, calendar, OneDrive, etc.</p> <p>Replies inline, asks for input, gets @-mentioned like a person.</p> <p><b>Example:</b> the workstream manager autopilot we ship today.</p>

Files

main

Go to file

- .github
- .vscode
- docs
- img
- src
  - Agent-Harness
  - Hermes-Foundry
  - Workstream-Manager-Autopil...
  - infra
  - scripts
  - src/workstream\_manager\_a...

.gitignore

azure.yaml

image-1.png

image-2.png

# Workstream Manager Autopilot Agent

A Foundry A365 agent that lives in Teams group chats and DMs, tracks the work your team is doing, and answers questions about the workstream — grounded in the chat's conversation history plus any other sources you give it access to (SharePoint, specs, Azure DevOps, etc.).

## What it does

The Workstream Manager is a Foundry Autopilot agent designed to live in Teams group chats. Out of the box, the sample ships with a few concrete responsibilities you can extend:

- Manager onboarding flow** — The first time the manager DMs the agent, it introduces itself and walks them through setup: how to grant access to others, how it tracks work items, and how to pull a summary. To revisit setup or see the options again, managers can run `/onboarding`.
- Manager-controlled access** — By default only the agent's manager can talk to it. The manager can extend access to others with `/access add <upn>`, `/access remove <upn>`, and `/access list`. In group chats every participant must be approved, and the agent only chimes in when actually addressed — so it stays quiet during side conversations.
- Tracks open items** — Captures every commitment that requires follow-up — any time someone agrees to look into something and report back. These are often small, easily-forgotten items like "Amanda will file a bug for that," or "can you revise the wording on this Figma screen?" The agent reacts to the message it captured with a 📌 emoji, even when the commitment surfaces in a side conversation it wasn't directly part of. Owner, description, status, and ETA persist between sessions, so you can ask later who's on what and the agent remembers.
- On-demand workstream summary** — Run `/workstreamsummary run` and the agent posts a digest of every open work item grouped by owner. A natural starting point if you want to graduate it into a recurring daily or weekly digest.
- Workstream Q&A** — Answers questions about the workstream using prior conversation history plus any additional sources you grant it access to, like your team's SharePoint site, specs, or Azure DevOps.

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ss to others with `/access` the agent only chimes in

into something and report rding on this Figma

side conversation it wasn't t and the agent remembers.

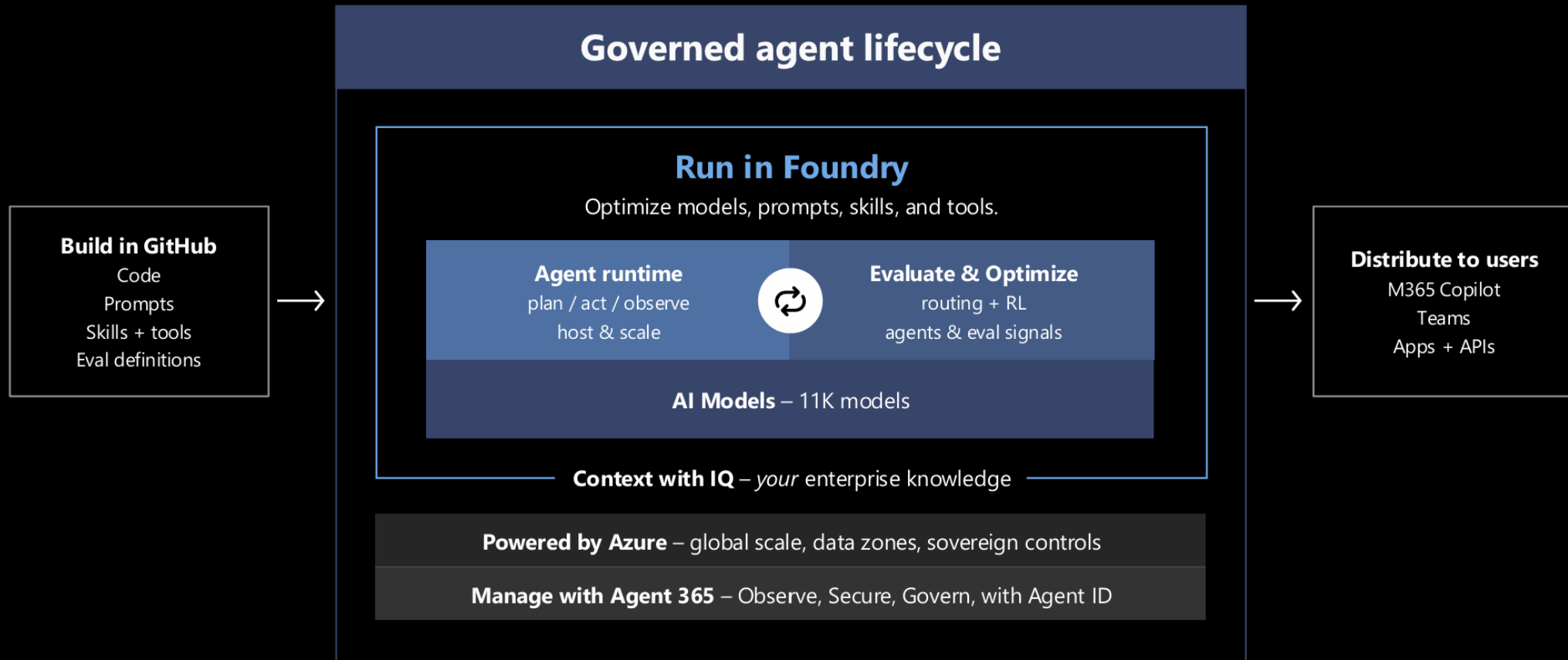
n work item grouped by

onal sources you grant it

# 최종 정리

## Microsoft Agent Platform

Build in GitHub. Run and optimize in Foundry. Reach users in M365, Teams, and everywhere work gets done.



# Microsoft Foundry로 오픈클로 멀티에이전트 시스템 구축해 보기

세션 링크



데모 링크

