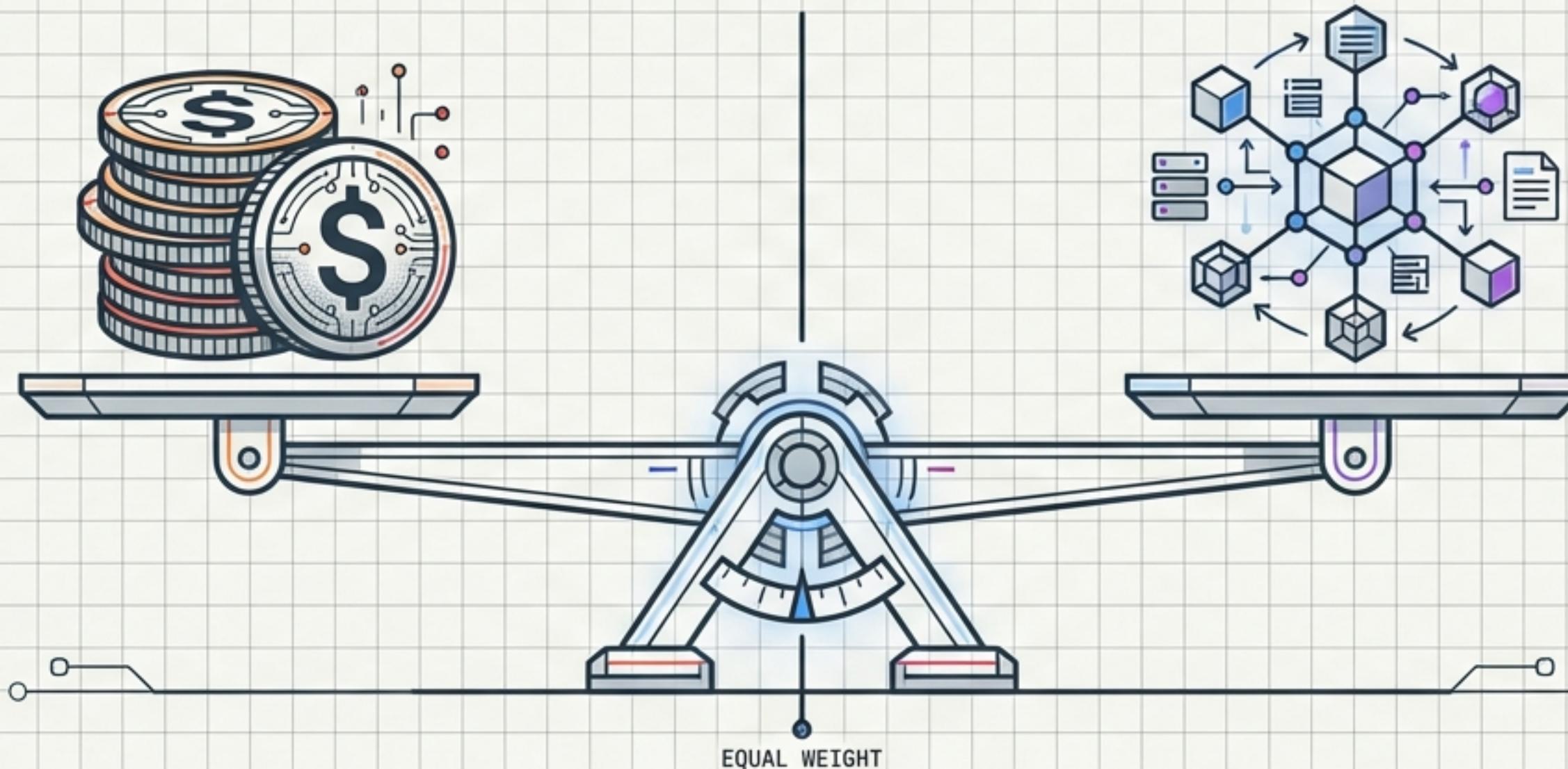
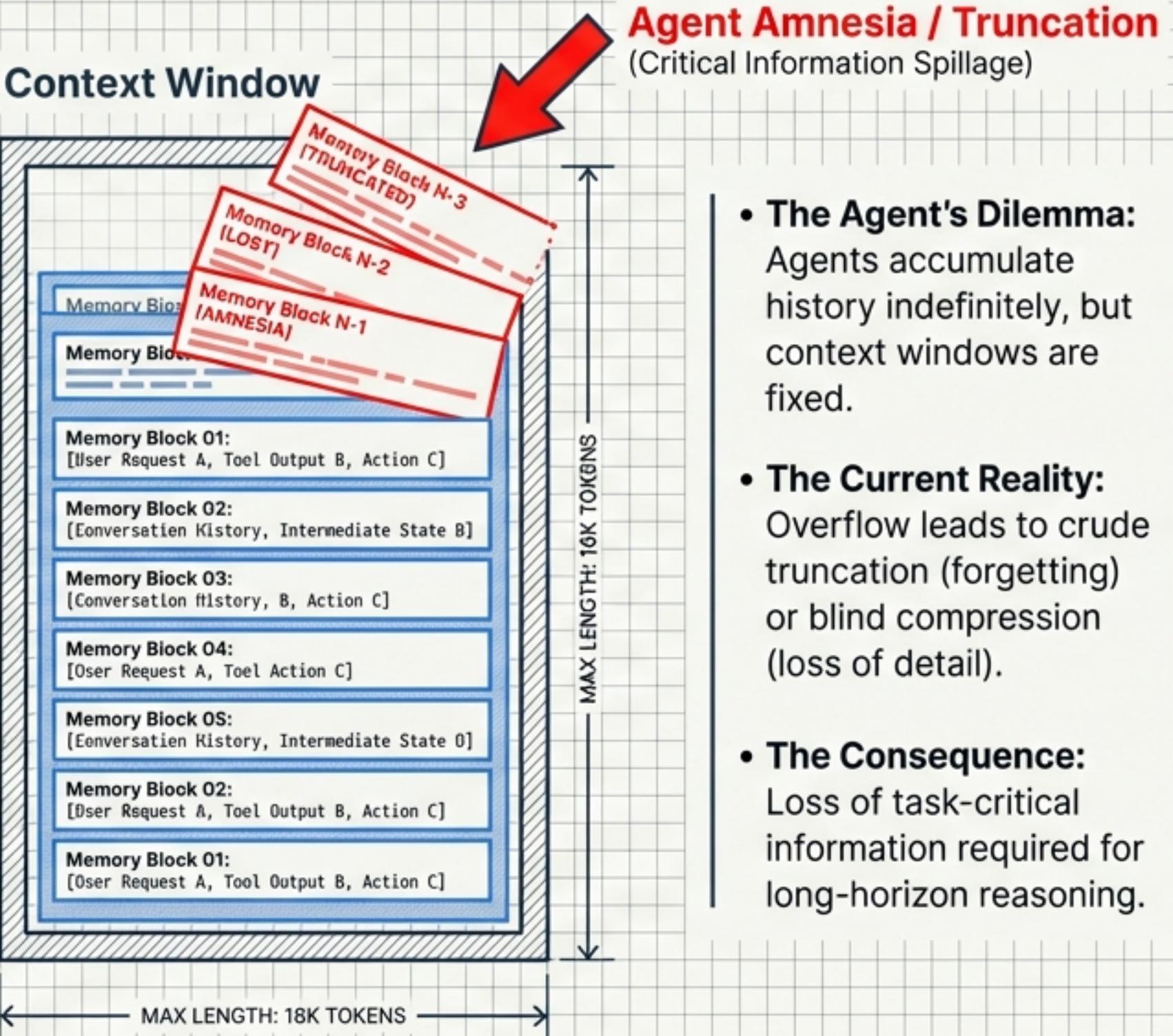
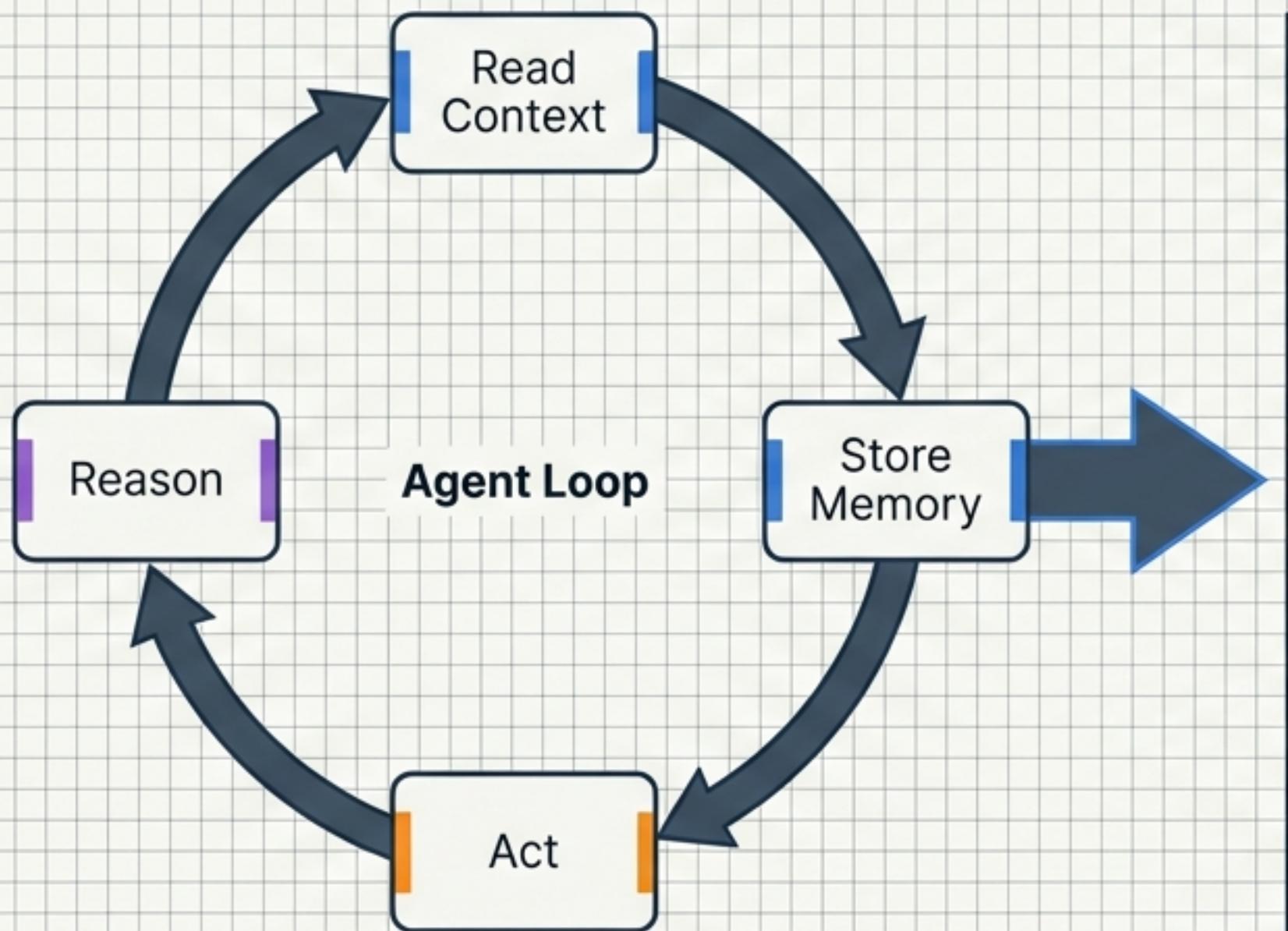


# Optimizing Agent Memory: An Information-Theoretic Approach

Balancing Token Budget and Information Retention with ITAMC



# The Infinite Loop vs. The Finite Window



- The Agent's Dilemma:** Agents accumulate history indefinitely, but context windows are fixed.
- The Current Reality:** Overflow leads to crude truncation (forgetting) or blind compression (loss of detail).
- The Consequence:** Loss of task-critical information required for long-horizon reasoning.

# Memory as a Rate-Distortion Optimization Problem

Objective: Maximize Information Retention

$$\max \sum (w_i \cdot \rho_i)$$

Subject to Constraint: Token Budget

$$\sum |C(m_i)| \leq B$$



**$\rho_i$  (Retention):**

Fraction of salient facts preserved.



**$w_i$  (Weight):**

Importance of the memory episode.



**B (Budget):**

Global token limit (The Economic Constraint).



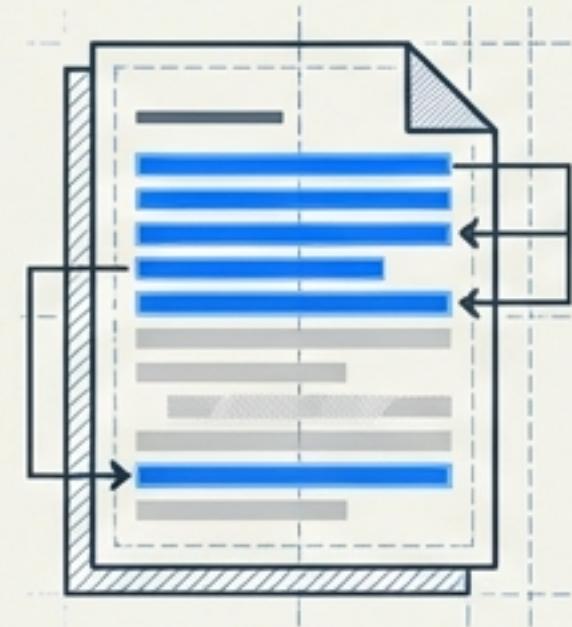
**$r_i$  (Ratio):**

Compression level applied.

Core Insight: We are not just shortening text; we are maximizing fact preservation within a strict economic budget.

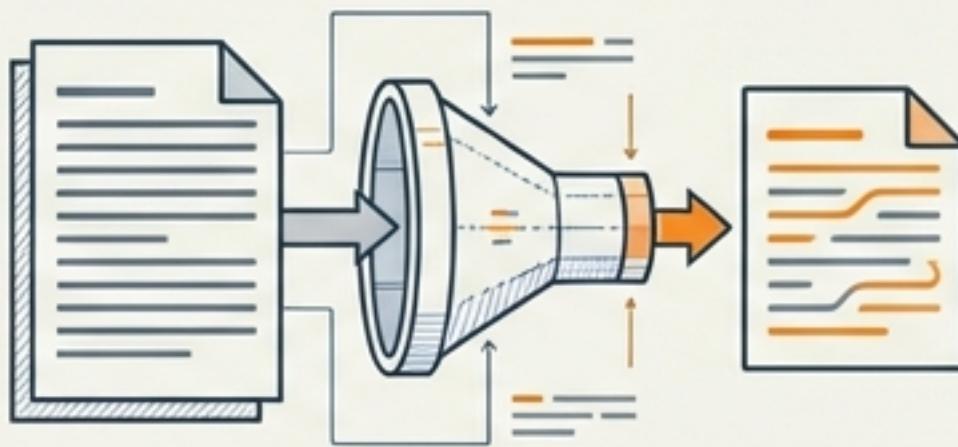
# Three Operators for Memory Compression

## Extractive



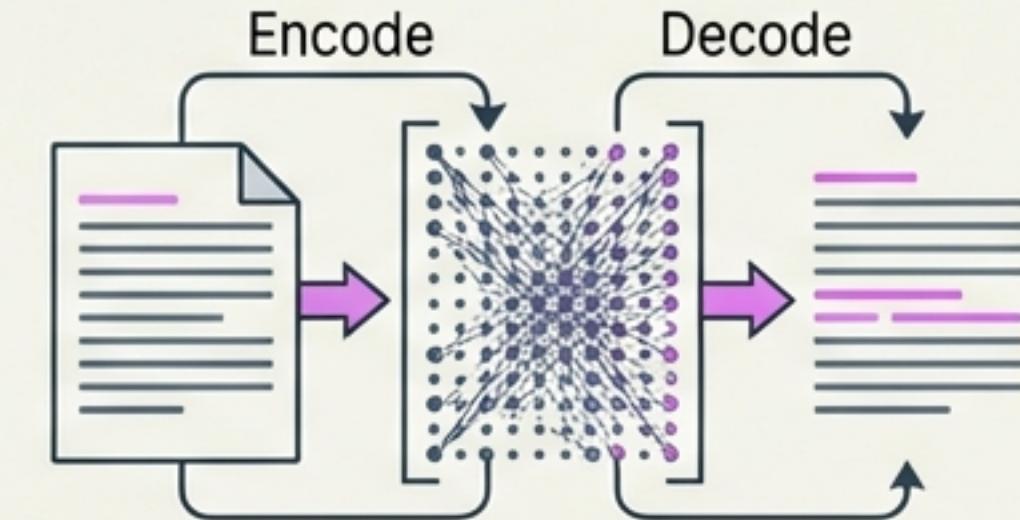
- **Mechanism:** Selects top- $k$  sentences based on density.
- **Behavior:** Binary retention. Facts are either kept or lost entirely.
- **Analogue:** LexRank / TextRank.

## Abstractive



- **Mechanism:** LLM-based rewriting and summarization.
- **Behavior:** Smooth degradation. Facts retained probabilistically.
- **Analogue:** GPT-4 Summarizer.

## Latent



- **Mechanism:** Dense vector embeddings decoded to text.
- **Behavior:** Graceful degradation. Captures broad semantics.
- **Analogue:** Embedding Storage.

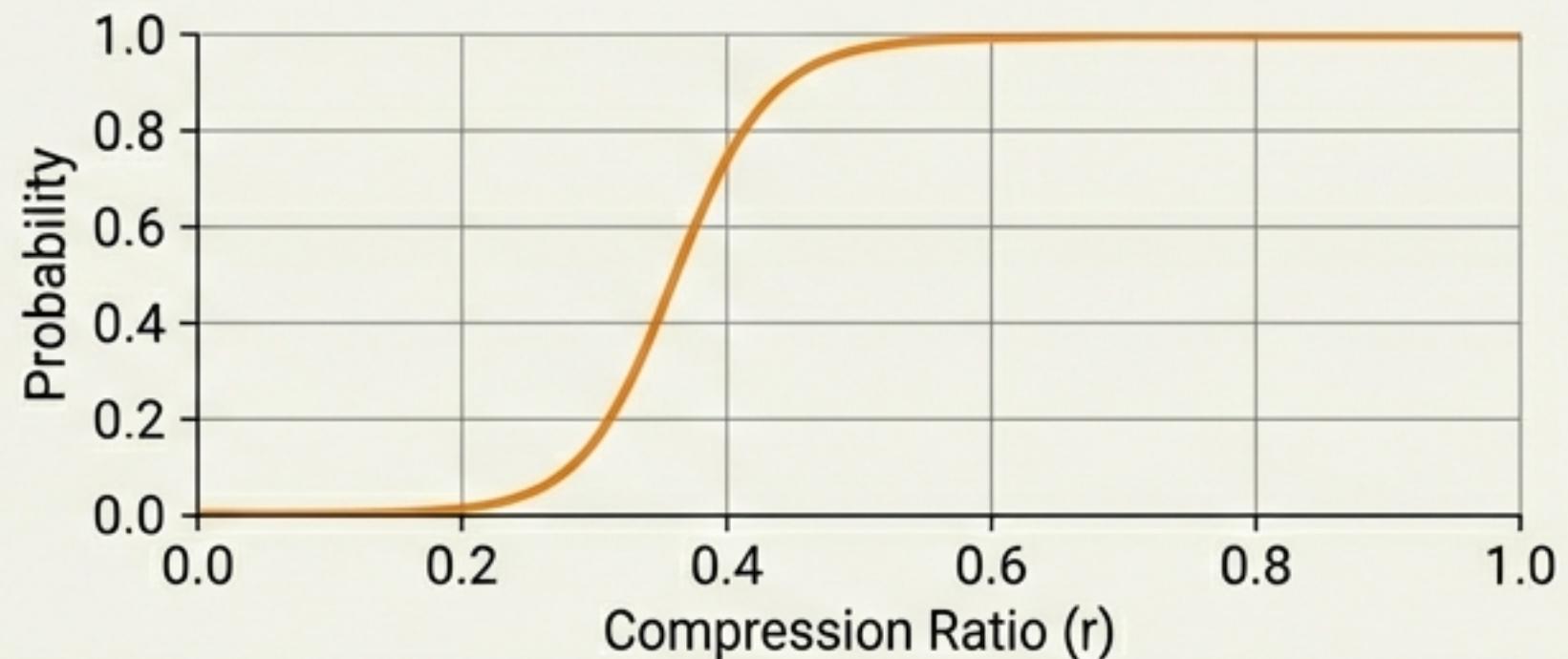
# Modeling Information Loss

Defining the probability of retention (P) given compression ratio (r).

## Abstractive Model

$$P(\text{retain}) = \text{sigmoid}(k \cdot (r_i - \tau))$$

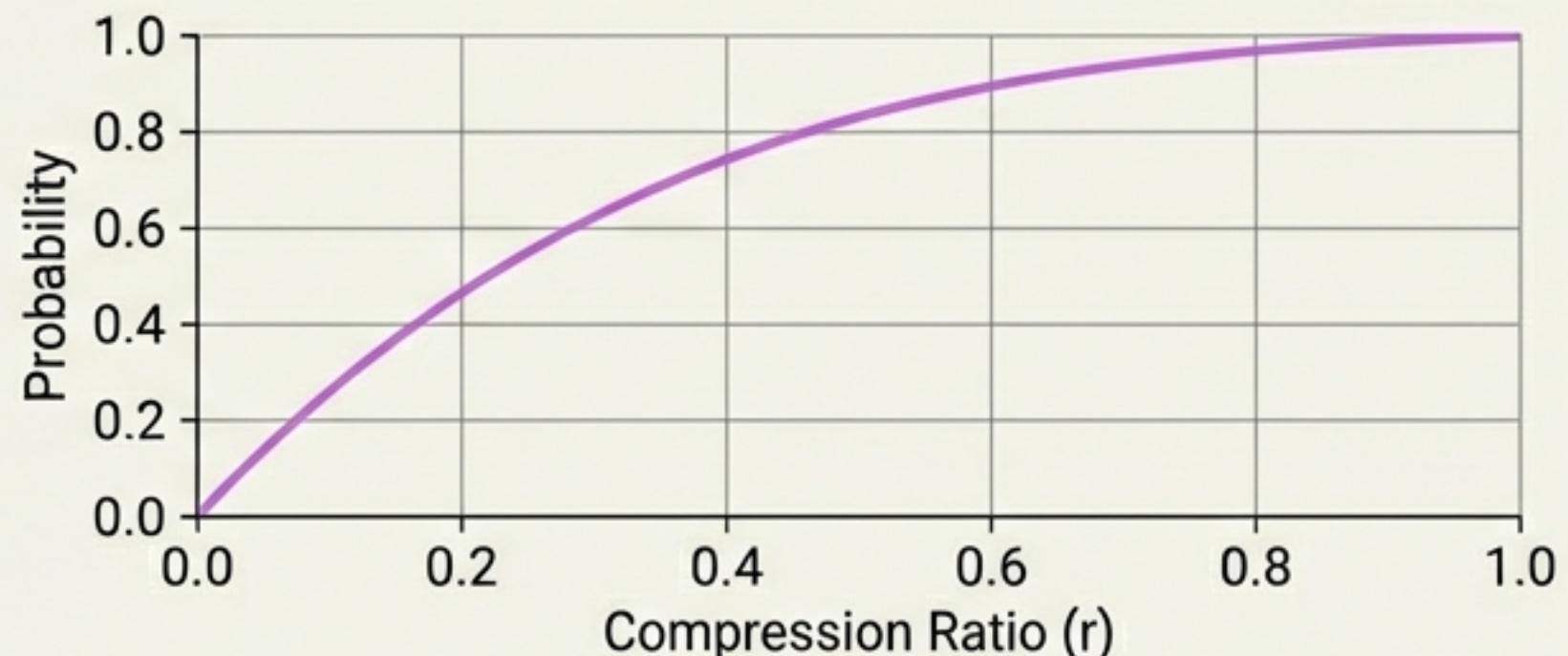
Models the S-curve loss of LLM summarizers.



## Latent Model

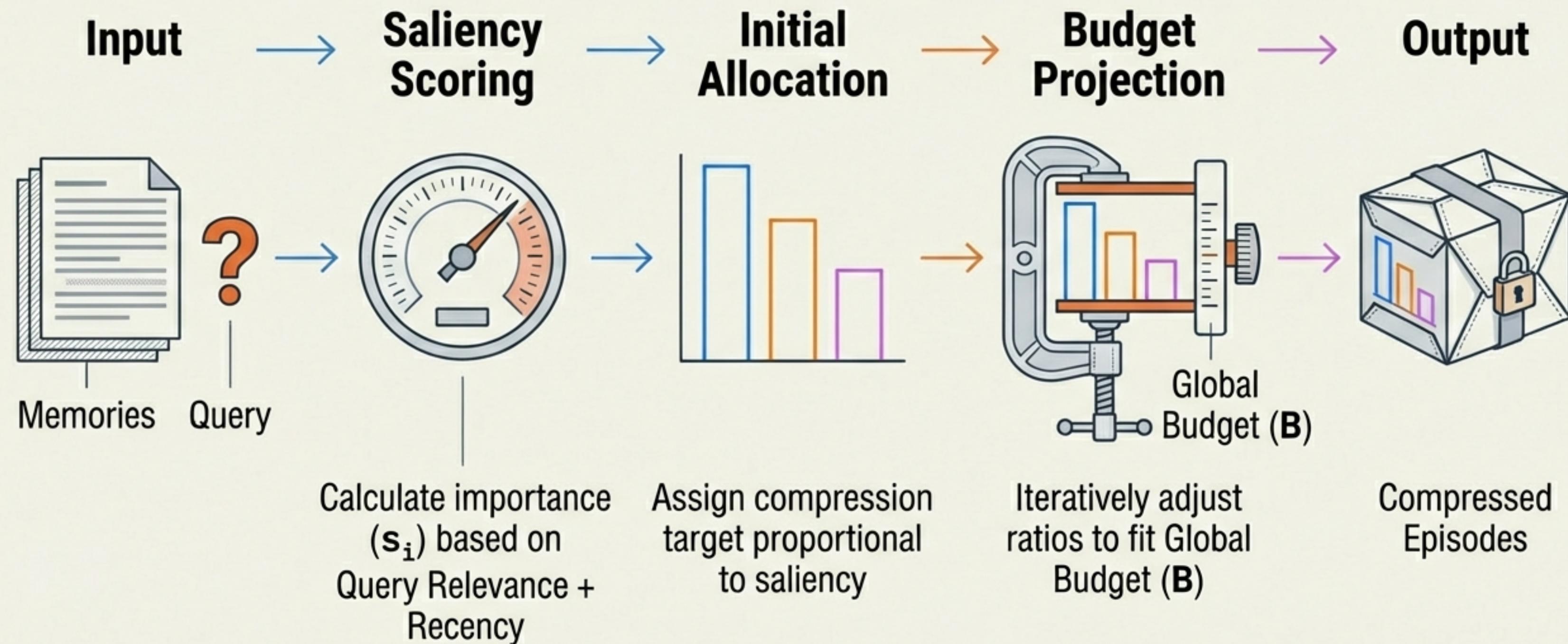
$$P(\text{retain}) \sim \text{Beta}(r^{0.6} \cdot \kappa, (1 - r^{0.6}) \cdot \kappa)$$

Sub-linear exponent models graceful degradation of embeddings.



# The ITAMC Controller

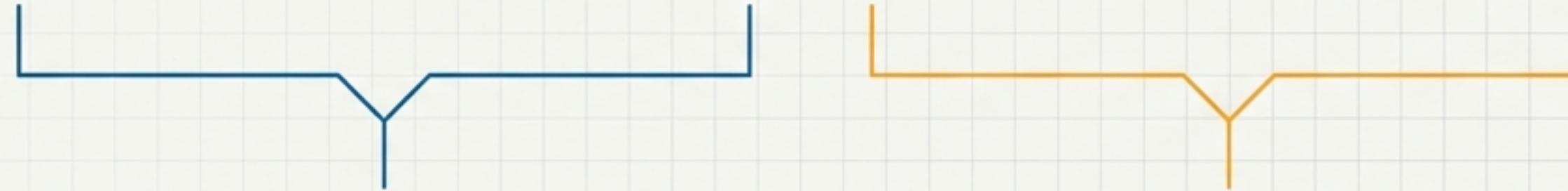
Saliency-Guided Adaptive Allocation



# Computing Saliency

---

$$s_i = 0.6 \cdot \text{LexicalOverlap} + 0.4 \cdot \text{TimeDecay}$$



**Relevance:**  $|\text{tokens}(q) \cap \text{tokens}(m)| / |\text{tokens}(q)|$

Measures how much the memory overlaps with the current task query.

**Recency:**  $e^{(-\lambda(T - t))}$

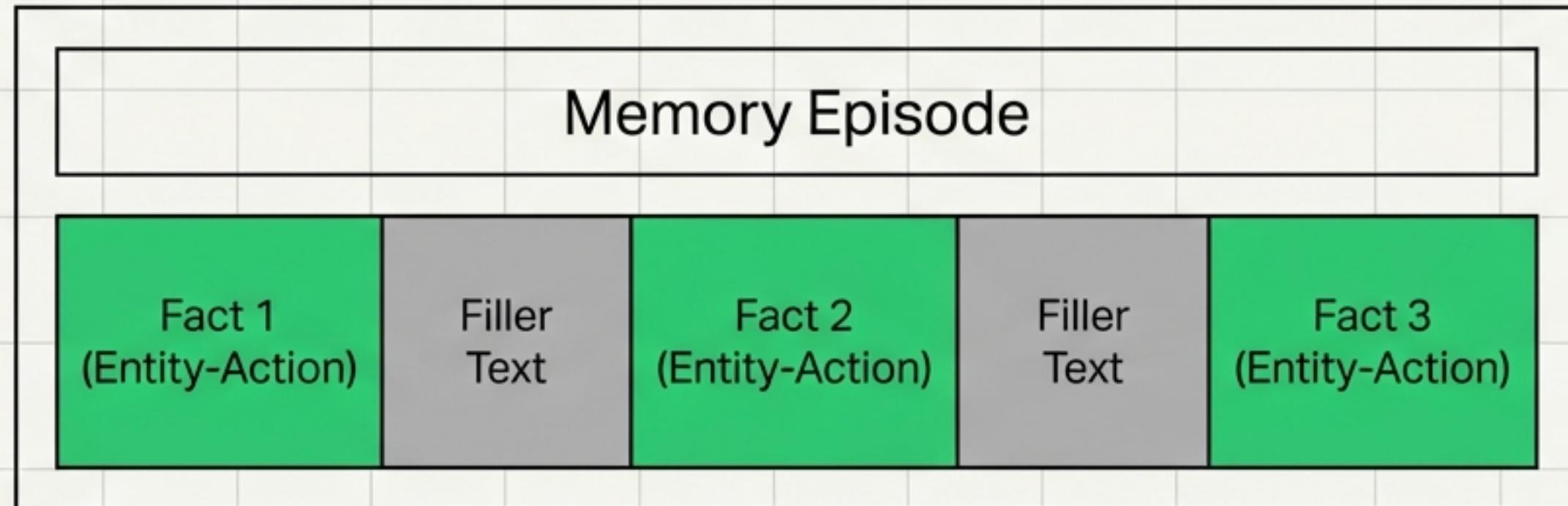
Favors recent memories ( $\lambda=0.02$ ) to simulate human short-term bias.

Note: Combines Search (Relevance) with Chronology (Recency).

# The Experimental Rig

## The Challenge:

Natural language traces are ambiguous. It is hard to prove strictly if an agent "forgot" a fact.



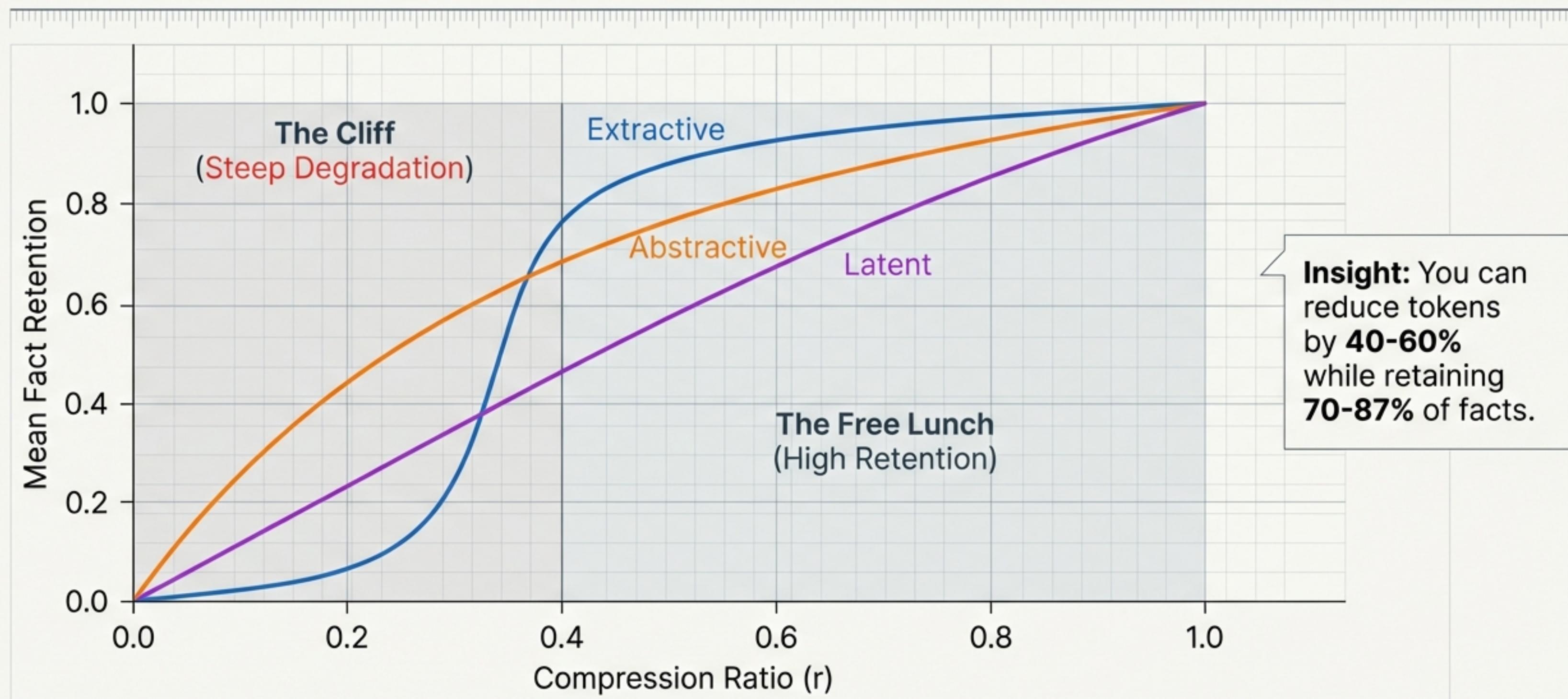
## The Solution:

Synthetic Data Evaluation.

JetBrains Mono  
Total Volume: 100 Episodes,  
300 Ground-Truth Facts.

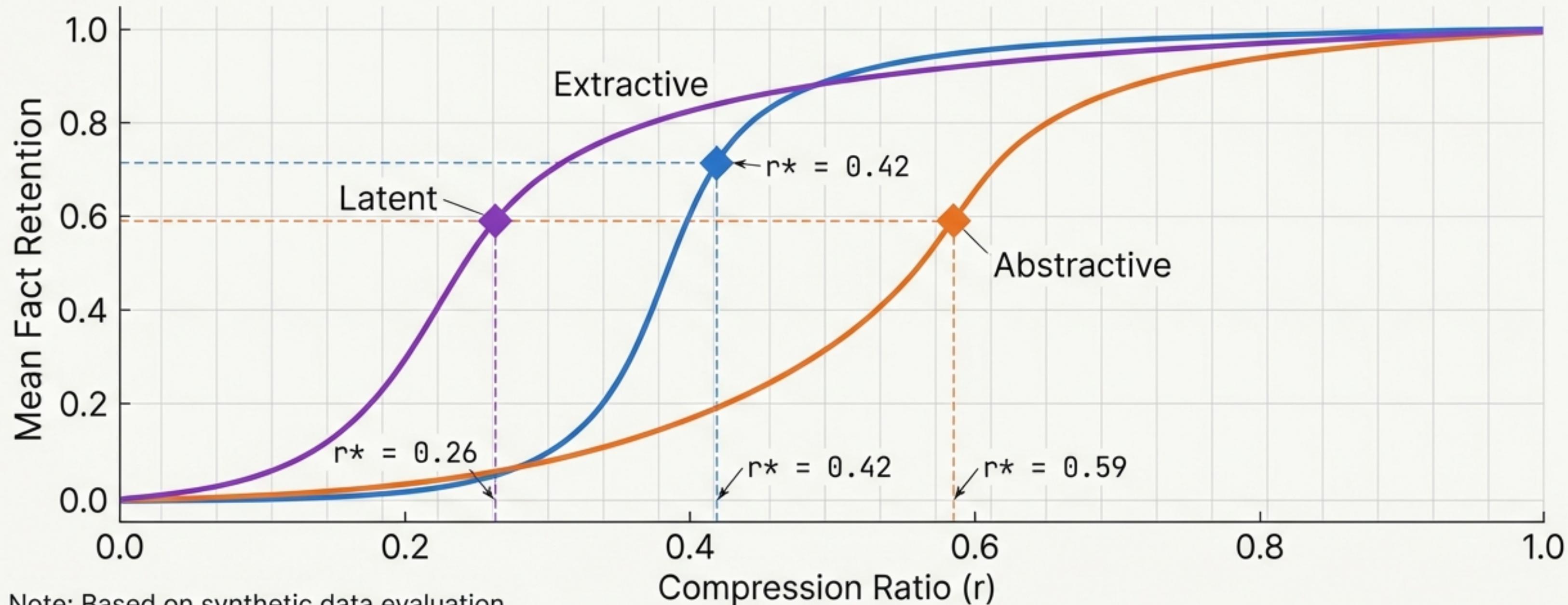
JetBrains Mono  
Metric: Exact Retention Ratio (Are the green blocks recoverable?)

# Law 1: The Concave Frontier



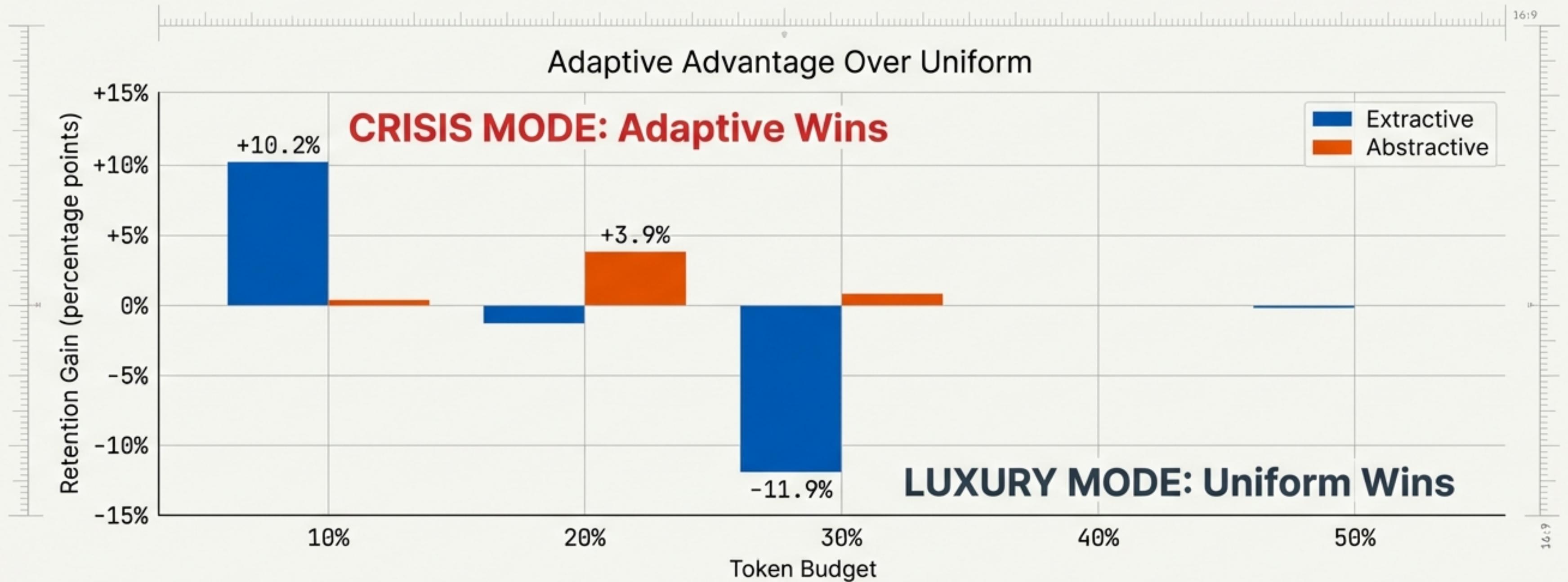
Note: Based on synthetic data evaluation.

## Law 2: The Knee-Points (Optimal Ratios)



**Takeaway:** Optimal settings are operator-dependent.  
Latent is most efficient; Abstractive needs more room.

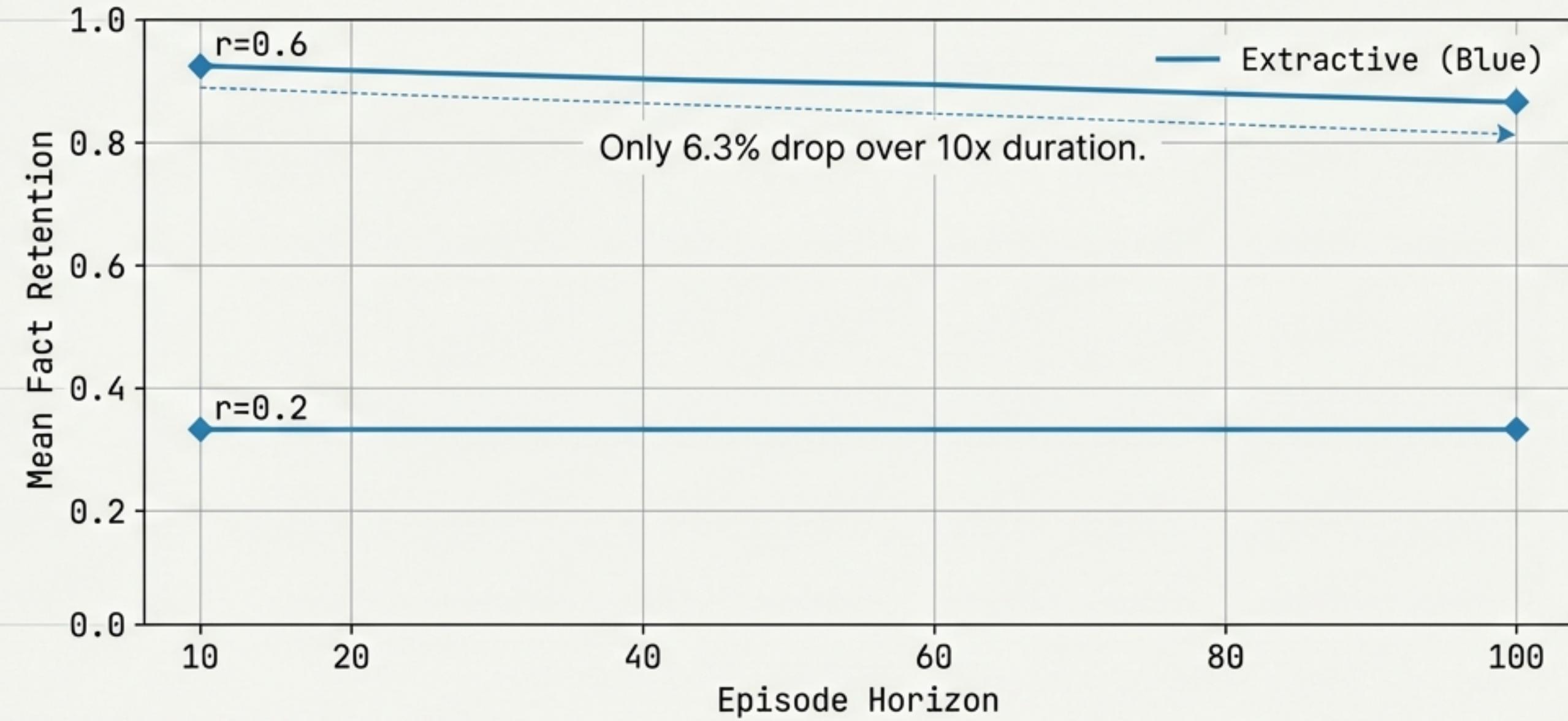
# Law 3: Adaptive is for Crisis Mode



Adaptive allocation is critical when resources are scarce.  
At high budgets, uniform compression is sufficient.

# Law 4: Stability Over Horizons

Compression errors do not compound catastrophically. If you compress well once, the memory stays valid for the long haul.



Note: Based on synthetic data evaluation. Refer to Figure 5.

# Law 5: Saliency vs. Compressibility

	Low Saliency	Medium Saliency	High Saliency
Extractive	0.74	0.72	0.70
Abstractive	0.61	0.63	0.64
Latent	0.63	0.58	0.57
	Low Saliency	Medium Saliency	High Saliency

- **Counter-Intuitive:** High importance facts are not “harder” to compress.
- **Insight:** Saliency dictates *allocation* (budget), not *compressibility* (difficulty).
- **Takeaway:** Operator choice matters more than episode content.

# The Engineer's Cheat Sheet

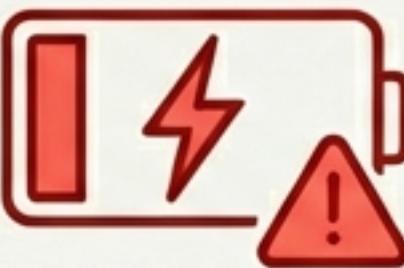
## Scenario A: High Budget (>50%)



### Use Uniform Abstractive.

Ratio  $r \approx 0.6$ . Uniform retention is high; adaptive overhead isn't worth it.

## Scenario B: Survival Mode (<20%)



### Use Adaptive Extractive.

Ratio  $r \approx 0.42$ . You need the sharp efficiency of extraction to save critical facts.

## Scenario C: Long-Term Storage



### Use Latent Compression.

Ratio  $r \approx 0.26$ . Lowest storage cost with graceful degradation for retrieval.

# Summary of Findings

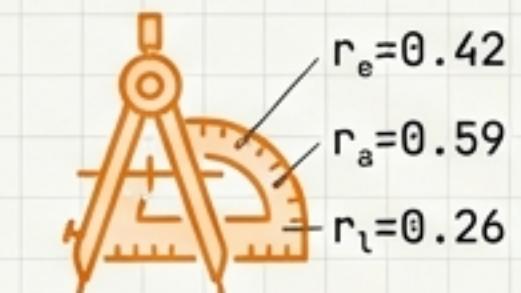
1

**Concavity:** The first 40% of token reduction is 'free' (high retention). The curve is concave.



2

**Specificity:** Optimal ratios are fixed constants.  
**Extractive=0.42, Abstractive=0.59, Latent=0.26.**



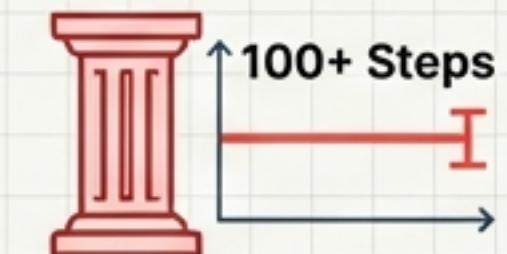
3

**Adaptation:** Use Saliency-Guided Adaptive allocation **ONLY** for extreme constraints (Crisis Mode).



4

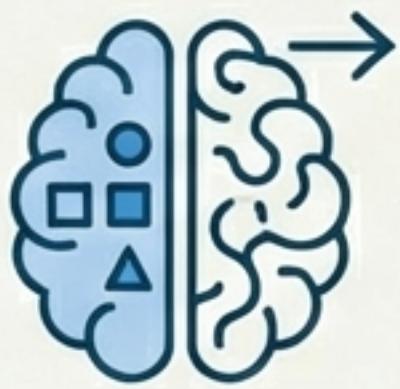
**Stability:** Compression errors do not compound catastrophically over 100+ steps.



Note: Aggregated results from experimental trials.

# Limitations & Future Directions

## Synthetic vs. Natural



## Synthetic vs. Natural

Study used synthetic data for precision. Future work for precision. Future work must validate with noisy, natural language traces.

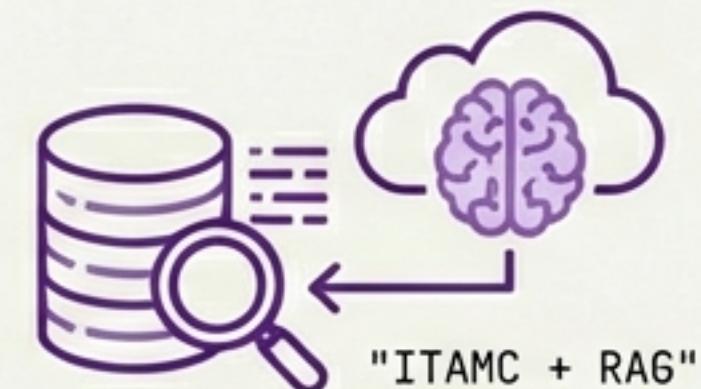
## Real-Time Saliency



## Real-Time Saliency

Currently, saliency is static. Future systems need 'Online Saliency' that shifts as agent goals change.

## RAG Integration



## RAG Integration

ITAMC acts as 'soft retrieval'. Integrating this hard retrieval (RAG) is the next logical step.

# References & Resources

Primary Source:

Information-Theoretic Adaptive Memory Compression for LLM-Based Agents (Anonymous Author(s), Conference '17)

- Berger (1971): Rate Distortion Theory
- Yang et al. (2026): Survey on Efficient Agents
- MemGPT / Reflexion: Memory Architectures

Code and simulation framework available for reproducibility.