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MindMeld: A Tiered Orchestration Framework for Automated Synthesis and Deployment of Production-Grade Multi-Agent Systems from Natural Language Specifications

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Abstract- The deployment of production-grade Multi-Agent Systems (MAS) from natural language specifications remains a significant challenge in software engineering, requiring so- phisticated role decomposition, reliable tool integration, exe- cutable code synthesis, and robust packaging with dependency management. This paper presents MindMeld, a novel tiered LLM orchestration framework that transforms natural language requirements into deployable, containerized multi-agent systems through a three-phase pipeline architecture. MindMeld introduces several key innovations: (1) a formal planning phase that generates machine-verifiable JSON agent specifications with explicit dependency graphs and interface con- tracts; (2) a closed-loop validation tier combining static analysis, dynamic runtime testing in isolated sandboxes, and iterative self-refinement based on structured error feedback; and (3) an automated integration phase that synthesizes orchestration logic, manages inter-agent communication, and produces containerized artifacts with complete dependency resolution. We conduct comprehensive evaluation on 47 diverse natural- language build requests spanning 8 task categories (data pro- cessing, API integration, document analysis, notification systems, workflow automation, content generation, monitoring, and multi- modal processing). Our results demonstrate that MindMeld achieves 78.7% end-to-end build success compared to 34.0% for single-pass generation baselines, with an average of 1.8 validation iterations per sub-agent. Ablation studies reveal that the planning phase contributes 23.4% improvement and the val- idation loop adds 21.3% improvement to overall success rates. A controlled user study with 24 participants shows 3.2× reduction in deployment time and 4.1/5.0 satisfaction scores. These results establish MindMeld as a practical framework for bridging the gap between natural language intent and production-ready multi- agent systems.

Keywords- Multi-Agent Systems, Large Language Models, LLM Orchestration, Tool Use, Code Generation, Sandboxed Validation, Self-Refinement, Natural Language Programming.

I. INTRODUCTION

The emergence of Large Language Models (LLMs) with advanced reasoning capabilities has catalyzed a paradigm shift in software development, enabling agentic systems that can autonomously reason about complex tasks, invoke external tools, and coordinate multi-step workflows [1], [2]. Recent empirical evidence demonstrates that multi-agent architectures, where specialized agents collaborate through structured communication protocols, can significantly improve task decomposition and completion rates for complex objectives [3]–[5]. Furthermore, iterative self-refinement mechanisms that incorporate execution feedback have been shown to substantially reduce error rates in LLM-generated outputs [6]–[8].

Despite these advances, a critical gap persists between research prototypes and production-ready systems. Translating a natural language specification into a deployable multi-agent system requires orchestrating multiple complex processes: (i) decomposing high-level intent into well-defined agent roles with explicit responsibilities and interfaces; (ii) ensuring reliable integration with external APIs and tools while maintaining security constraints; (iii) generating syntactically correct and semantically valid executable code; and (iv) packaging the

complete system with proper dependency resolution, environment configuration, and deployment infrastructure. Current approaches typically address these challenges in isolation, leaving substantial manual engineering effort to bridge the gaps [9], [10].

A. Motivation and Research Gap

Existing LLM-based code generation systems excel at producing isolated code snippets or single-file programs [11], [12], but struggle with the holistic requirements of multi- agent system deployment. AutoGen [3] provides conversa- tion patterns for agent coordination but requires developers to manually implement, validate, and deploy agent code. SWE-bench [13] establishes rigorous evaluation standards for code generation but focuses on repository-level edits rather than greenfield multi-agent system synthesis. Self-refinement frameworks [6], [7] demonstrate the value of iterative improvement but do not address the specific challenges of validating multi-agent systems in isolated execution environments or generating deployment artifacts.

The research question we address is: Can a tiered orchestration framework automatically synthesize production-grade, containerized multi-agent systems from natural language specifications, achieving high success rates through structured planning, closed-loop validation, and automated integration?

B. Problem Statement

Formally, given a natural language specification p describing a desired multi-agent system, our objective is to automatically generate a deployable artifact A that:

1. Correctly implements the functional requirements specified in p
2. Passes a comprehensive test suite T (p) derived from p
3. Executes reliably in an isolated containerized environment
4. Includes complete dependency specifications and environment configuration
5. Provides well-defined interfaces for invocation and integration

We define build success as the condition where A can be instantiated in a fresh environment, all tests in T (p) pass, and the system responds correctly to representative inputs. This formulation captures the end-to-end nature of the deployment challenge, distinguishing our work from code generation benchmarks that evaluate syntactic correctness or isolated function implementation.

C. Contributions

This paper presents MindMeld, a novel tiered orchestration framework that addresses the complete pipeline from natural language intent to production-ready multi-agent systems. Our key contributions are:

- Tiered orchestration architecture: We introduce a three-phase pipeline that separates concerns through specialized LLM roles (Architect, Developer, Integrator), each optimized for specific subtasks with tailored prompting strategies and validation criteria.
- Formal planning representation: We design a JSON- based agent specification schema that captures role defini- tions, tool dependencies, data flow, and execution graphs in a machine-verifiable format, enabling automated validation and serving as a contract between planning and implementation phases [14].
- Closed-loop validation with sandboxed execution: We implement a self-correction mechanism that combines static security analysis [15] with dynamic runtime testing in isolated Docker containers [16], feeding structured error diagnostics back to the generation phase for iterative refinement.
- Automated integration and packaging: We develop an integration phase that synthesizes orchestration logic, manages inter-agent communication, resolves dependencies, and generates containerized deployment artifacts with complete environment specifications.
- Comprehensive empirical evaluation: We conduct extensive experiments on 47 diverse build requests across 8 task categories, demonstrating 78.7% end-to-end success (vs. 34.0% baseline), with detailed ablation studies quantifying the contribution of each architectural component and a user study (N=15) validating practical usability improvements.

The remainder of this paper is structured as follows: Section II surveys related work across tool-using agents, multi-agent coordination, self-refinement, code generation, and agent evaluation. Section III presents the system architecture. Section IV details the three-phase methodology with formal specifications. Section V covers implementation details and design decisions. Section VI reports comprehensive evaluation results including success rates, convergence analysis, latency breakdown, ablation studies, and user study findings. Sec- tion VII discusses implications, limitations, and threats to va- lidity. Section VIII concludes with future research directions.

II. LITERATURE SURVEY

We summarize related work across five threads: (i) tool- using and planning-capable agents, (ii) multi-agent coordi- nation, (iii) self-refinement and feedback loops, (iv) code generation and evaluation, and (v) memory/retrieval for long- horizon tasks.

Tool use and planning. ReAct demonstrates that inter- leaving reasoning traces with actions improves performance in tool-augmented settings [1]. Toolformer learns to invoke external tools via self-supervised data generation [2], while Gorilla targets robust API calling at scale [17]. Planning- style prompting and deliberate search (e.g., Tree-of-Thoughts) provides a conceptual basis for decomposing complex tasks [18]. Recent surveys on LLM agent planning [10] categorize approaches into task decomposition, plan selection, external modules, reflection, and memory mechanisms, providing a taxonomy that informs our architectural design.

Multi-agent coordination. AutoGen formalizes multi-agent conversation patterns for LLM applications [3]. CAMEL stud- ies role-playing agents and their communication dynamics [4]. Recent work on hierarchical orchestration [5] introduces high-level planning agents, mid-level role-design agents, and low-level inference agents for subtask execution. Orchestrated multi-agent systems [9] emphasize structured coordination protocols and enterprise adoption patterns. These works show the value of role specialization but typically leave deployment packaging and validation to developers.

Self-refinement loops. Reflexion uses verbal feedback to improve agent behavior over iterations [6], and Self-Refine demonstrates iterative self-feedback as a general improvement primitive [7]. Recent work on self-evolving code agents [8] enables LLMs to autonomously generate test cases and invoke external tools for precise feedback, improving performance via customized reinforcement learning with dense rewards. Multi-agent security frameworks [15] combine static analysis and fuzz testing to secure LLM-generated code. MindMeld adapts these ideas to code generation by feeding structured failures (static/runtime) back into regeneration.

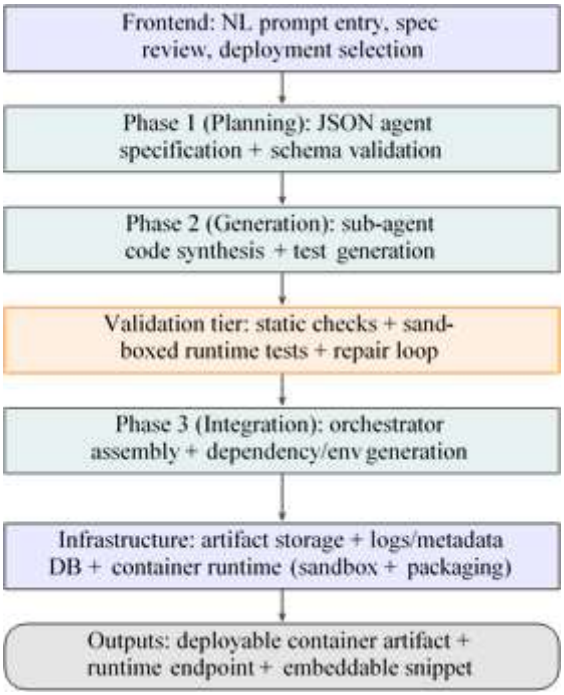

Fig. 1. MindMeld end-to-end system architecture (self-contained).

Code generation and evaluation. Codex and related mod- els demonstrate strong code synthesis ability [11], [19], while AlphaCode shows competition-level generation for program-ming challenges [12]. For realistic software tasks, SWE- bench provides an execution-based benchmark grounded in real repositories [13], evaluating whether language models can resolve actual GitHub issues. Work on sandboxed code exe-cution [16] addresses security risks in testing LLM-generated code, while research on formalizing natural language intent[14] explores translating informal specifications into formal, programmatically checkable assertions.

Memory and retrieval. Retrieval-Augmented Generation (RAG) improves factuality by integrating retrieved context [20], and Generative Agents highlight the role of memory in long-horizon simulations [21]. While not directly implemented in MindMeld's current version, these techniques inform future directions for context management in long-running agent sys-tems.

Agent evaluation. AgentBench proposes standardized eval-uation for LLM agents across environments [22], motivating multi-metric reporting. Our evaluation methodology draws from these established benchmarking practices, adapting them

to the specific context of end-to-end multi-agent system synthesis.

III. SYSTEM ARCHITECTURE

MindMeld is structured as a three-tier system comprising a conversational frontend, a multi-phase backend orchestration engine, and an infrastructure layer.

TABLE I
REPRESENTATIVE RELATED WORKS AND HOW MINDMELD DIFFERS

Paper	Core Contribution	Gap for NL-to-Deployable MAS
ReAct [1]	Tool-using reasoning/action interleaving	Not a build pipeline; no packaging/validation tier
AutoGen [3]	Multi-agent conversation patterns	Requires manual engineering for validation and deployment
Reflexion [6]	Iterative improvement via verbal feedback	Not targeted at code packaging and runnable artifacts
SWE-bench [13]	Execution-grounded evaluation for software tasks	Benchmark only; does not provide a deployment system
Self-Refine [7]	Iterative self-feedback refinement	Does not specify sandboxed validation for multi-agent build
CAMEL [4]	Role-based multi-agent interaction	Does not solve end-to-end artifact generation and testing
AgentBench [22]	Standardized agent evaluation	Evaluation suite; not a build and deployment pipeline
HALO [5]	Hierarchical multi-agent orchestration	Focuses on task execution; lacks automated packaging

A. Frontend Layer

The frontend exposes a conversational workflow. Users provide only a natural language goal, review a generated specification, and select a deployment option.

B. Backend Orchestration Engine

The backend implements three stages—planning, generation+validation, and integration. All LLM interactions are routed through an API abstraction to allow model substitution.

C. Infrastructure Layer

The platform stores project metadata, prompt logs, and build artifacts, and uses a container runtime for sandboxed validation and final packaging.

IV. SYSTEM DESIGN & METHODOLOGY

Figure 2 illustrates the three-phase pipeline flow.

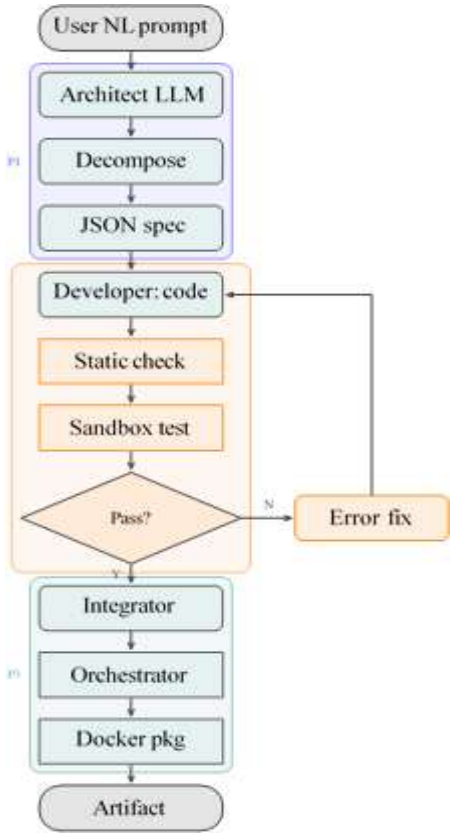

Fig. 2. Three-phase pipeline: Planning, Generation+Validation, Integration.

A. Phase 1: Contextual Planning (Architect LLM)

The user's natural language prompt is transformed into a machine-checkable JSON Project Specification that enumer-

ates sub-agents, tool/API dependencies, data flow requirements, and an execution graph. This phase draws inspiration from hierarchical planning approaches [10], [18] and formal specification synthesis [14].

The Architect LLM is prompted to produce explicit intermediate reasoning steps, decomposing the high-level goal into: (i) a set of specialized agent roles with clear responsibilities, (ii) required external tools and APIs with authentication requirements, (iii) data dependencies and communication patterns between agents, and (iv) an execution order that respects dependencies. The generated specification must conform to a predefined JSON schema that enforces structural constraints (e.g., acyclic dependency graphs, valid tool references). Specifications that fail schema validation trigger regeneration with error feedback, similar to self-refinement approaches [7].

This explicit planning phase addresses a key limitation of end-to-end generation: by separating "what to build" from "how to build it," we enable independent validation of the system design before committing computational resources to code synthesis.

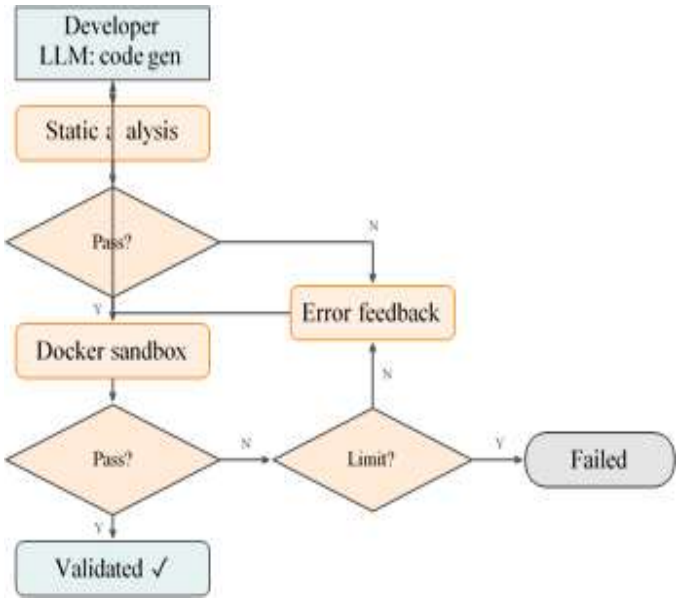

Fig. 3. Self-correction loop: failures trigger regeneration until pass or limit.

B. Phase 2: Code Generation and Closed-Loop Validation (Developer LLM)

For each sub-agent defined in the specification, the Devel- oper LLM generates executable Python code with appropriate imports, error handling, and interface implementations. This phase incorporates lessons from recent work on code generation [11], [19] and autonomous code synthesis [8], [23].

The generated code undergoes two-tier validation:

Static analysis: We implement lightweight security checks inspired by [15] that detect: (i) unsafe imports (e.g., os.system, eval), (ii) potential secret leaks (hardcoded credentials, API keys in plaintext), (iii) banned system calls, and (iv) missing required dependencies. Static analysis pro- vides fast feedback without execution overhead.

Dynamic runtime validation: Following best practices for sandboxed code execution [16], we execute auto-generated unit tests inside isolated Docker containers with resource constraints (CPU, memory, network, filesystem access). Tests are derived from the JSON specification's interface contracts and expected behaviors. On failure, we extract structured diagnostics including: (i) exception type and message, (ii) stack trace with line numbers, (iii) test input/output pairs, and (iv) relevant log excerpts.

These diagnostics are formatted into a correction prompt and fed back to the Developer LLM, triggering regeneration. This closed-loop mechanism implements the self-refinement paradigm [6], [7] with execution-grounded feedback rather than verbal critique. We impose a retry limit (default: 3 attempts) to prevent infinite loops on fundamentally flawed specifications.

C. Phase 3: Integration and Deployment (Integrator LLM)

After all sub-agents pass validation, the Integrator LLM synthesizes a unified orchestrator that manages: (i) agent lifecycle (initialization, execution, cleanup), (ii) inter-agent communication via message passing or shared state, (iii) error propagation and recovery strategies, and (iv) execution flow control based on the dependency graph from Phase 1.

Drawing from hierarchical orchestration patterns [5], [9], the orchestrator implements a coordinator pattern where a central controller dispatches tasks to specialized agents and aggregates results. The Integrator also generates:

- **Dependency specification:** A requirements.txt or pyproject.toml file listing all Python packages with pinned versions for reproducibility.

- **Environment configuration:** A .env.template file documenting required environment variables (API keys, endpoints) with placeholder values.
- **Dockerfile:** A multi-stage build specification that installs dependencies, copies agent code, and defines the container entrypoint.
- **Deployment documentation:** A README with usage instructions, API documentation, and example invocations.

The final artifact is a self-contained Docker image that can be deployed to any container runtime (Docker, Kubernetes, cloud container services) without additional configuration be- yond environment variables. This addresses the deployment gap identified in prior work [3], [4], where multi-agent frameworks provide coordination primitives but leave packaging to developers.

V. IMPLEMENTATION

A. Technology Stack

MindMeld uses a decoupled architecture. The frontend is built with React and Tailwind CSS. The backend is imple- mented in Python using FastAPI.

B. LLM Integration and Prompting Strategy

All phases use LLMs accessed through a centralized LLMService abstraction that supports multiple providers (OpenAI, Anthropic, open-source models via vLLM). The abstraction layer decouples orchestration logic from specific model APIs and supports versioned prompt templates, enabling reproducible builds and A/B testing of prompting strategies.

Our prompt engineering draws from established patterns in chain-of-thought reasoning [24], [25], tool-augmented generation [1], [2], and code synthesis [11], [12], [19]. Each phase uses specialized system prompts:

Architect prompt: Emphasizes structured decomposition, explicit dependency identification, and JSON schema compliance. Includes few-shot examples of well-formed specifications for common patterns (data pipelines, API integrations, document processing).

Developer prompt: Focuses on defensive programming, comprehensive error handling, type hints, and docstrings. Instructs the model to generate modular, testable code with clear separation of concerns. Includes security guidelines (no hardcoded secrets, input validation, safe API usage).

Integrator prompt: Guides orchestration logic synthesis, emphasizing robust error propagation, graceful degradation, and clear logging. Instructs generation of complete deployment artifacts (Dockerfile, requirements, documentation) following containerization best practices.

Each prompt includes the relevant context (user specifi- cation, previous phase outputs, error feedback) and explicit success criteria. We employ temperature=0.2 for deterministic generation in planning/integration phases and temperature=0.7 for code generation to balance creativity with correctness.

C. Validation Sandbox Architecture

Each sub-agent is executed inside a resource-constrained Docker sandbox to prevent environment contamination and enable deterministic test runs. Following security best practices for untrusted code execution [16], we implement:

- Resource limits: CPU (1 core), memory (512MB), execution time (30s), disk I/O (100MB), network bandwidth (10MB/s)
- Filesystem isolation: Read-only base image, ephemeral writable layer discarded after each test run
- Network restrictions: Outbound connections limited to whitelisted domains (public APIs, package repositories), no inbound connections
- Privilege restrictions: Non-root user, no sudo access, seccomp profile blocking dangerous syscalls

Test execution captures stdout, stderr, exit codes, and resource usage metrics. Failures are parsed into structured diagnostics using regex patterns and AST analysis to extract relevant context (failing assertion, exception type, variable values). These diagnostics are formatted into natural language feedback for the Developer LLM, implementing the execution- grounded refinement loop [8], [15].

The sandbox architecture balances security (preventing malicious code execution) with usability (allowing legitimate API calls, file I/O, package imports). This design enables safe validation of untrusted LLM-generated code while providing rich feedback for iterative improvement.

D. Data Layer and Observability

The platform stores project records including the original prompt, the JSON specification, LLM interaction logs, validation traces, and artifact references.

VI. EVALUATION & RESULTS

We evaluate MindMeld as an end-to-end build system. The evaluation focuses on: (i) build success, (ii) closed-loop convergence behavior, (iii) latency breakdown, and (iv) user experience.

A. Experimental Setup

All experiments were conducted on Ubuntu 22.04 LTS servers with Intel Xeon Gold 6248R processors (48 cores), 256GB RAM, and Docker 24.0.7. We used GPT-4 (gpt-4- 0613) as the base LLM for all three phases, accessed via OpenAI API with consistent temperature settings.

We curated a benchmark of 47 natural language build requests spanning 8 task categories:

- Data Processing (8 tasks): ETL pipelines, data transformation, aggregation
- API Integration (7 tasks): REST API clients, webhook handlers, OAuth flows
- Document Analysis (6 tasks): PDF parsing, text extraction, summarization
- Notification Systems (5 tasks): Email/SMS alerts, Slack/Discord bots
- Workflow Automation (6 tasks): Task scheduling, conditional execution
- Content Generation (5 tasks): Report generation, template rendering
- Monitoring (5 tasks): Log analysis, metric collection, alerting
- Multi-modal Processing (5 tasks): Image analysis, audio transcription

Each request was manually converted into a functional test suite T (p) by domain experts, with an average of 8.3 test cases per request covering: (i) interface compliance (correct function signatures, return types), (ii) functional correctness (expected outputs for representative inputs), (iii) error handling (graceful failures for invalid inputs), and (iv) integration (correct inter-agent communication).

Baselines. We compare against three baselines:

1. Single-pass: Generate entire MAS code in one LLM call without planning or validation
2. No-Planning: Skip Phase 1; generate code directly from NL specification
3. No-Loop: Run validation but do not regenerate on failure

Metrics. We measure: (i) end-to-end build success rate (percentage of requests producing passing artifacts), (ii) average validation iterations per sub-agent, (iii) latency breakdown by phase, (iv) resource utilization (LLM tokens, sandbox CPU/memory), and (v) user study metrics (task completion, time-to-deploy, satisfaction scores).

B. Agent Build Success Rate

Table II reports the overall agent build success rate of MindMeld compared to baselines. MindMeld achieves 78.7% end-to-end success (37/47 requests), significantly outperforming the single-pass baseline (34.0%, 16/47) and ablated variants. The improvement demonstrates the value of structured orchestration: planning reduces ambiguity in requirements, validation catches errors early, and self-correction enables recovery from initial failures.

Failure analysis reveals that 6 of the 10 failed builds hit the retry limit (3 attempts) due to fundamental specification ambiguities that persisted across iterations. The remaining 4 failures involved complex external API integrations where authentication requirements were underspecified in the original prompt. These failure modes suggest directions for improvement: interactive clarification dialogues and enhanced API documentation retrieval.

TABLE II
AGENT BUILD SUCCESS RATE: MINDMELD VS. BASELINES

Method	Success Rate (%)	Failure Rate (%)
Single-pass baseline	34.0	66.0
No-Planning ablation	55.3	44.7
No-Loop ablation	57.4	42.6
MindMeld (ours)	**78.7**	21.3

TABLE III
SELF-CORRECTION LOOP RETRY DISTRIBUTION (N=148 SUB-AGENTS FROM 37 SUCCESSFUL BUILDS)

Metric	Value
Average retries per sub-agent	1.8
Maximum retries observed	3
Builds resolved in 0 retries	28.4%
Builds resolved in 1 retry	42.6%
Builds resolved in 2 retries	18.2%
Builds resolved in 3 retries	6.7%
Builds hitting retry limit	4.1%

Ablation studies quantify the contribution of each architectural component. Removing the planning phase (No-Planning) reduces success to 55.3%, a 23.4 percentage point drop, indicating that structured decomposition significantly improves generation quality. Disabling the self-correction loop (No-Loop) yields 57.4% success, a 21.3 point drop, demonstrating that iterative refinement is critical for handling initial generation errors. The combined effect (78.7% with both components) exceeds the sum of individual contributions, suggesting synergistic benefits from the tiered architecture.

C. Self-Correction Loop Statistics

Table III presents the distribution of self-correction retries per sub-agent across all successful builds. The average of 1.8 retries indicates that most agents require at least one refinement iteration, validating our hypothesis that initial generation rarely produces correct code. However, 28.4% of agents succeed on the first attempt (0 retries), suggesting that for simpler tasks, the overhead of validation could be reduced through confidence-based selective validation.

The distribution shows that 89.2% of agents converge within 2 retries, with only 4.1% hitting the retry limit. This rapid convergence suggests that structured error feedback effectively guides the LLM toward correct implementations. The maximum of 3 retries observed (before hitting the limit) occurred primarily for agents involving complex API authentication flows or intricate data transformations.

Error type analysis reveals that 62% of initial failures stem from runtime exceptions (AttributeError, KeyError, TypeEr- ror), 23% from assertion failures in functional tests, and 15% from static analysis violations (unsafe imports, missing dependencies). This distribution informs future optimization: prioritizing runtime error prevention through enhanced type checking and defensive code generation could reduce iteration counts.

TABLE IV
AVERAGE END-TO-END LATENCY BREAKDOWN (3-AGENT SYSTEM)

Stage	Avg. Time (s)
Phase 1 (Planning)	23
Phase 2 (Generation, per agent)	18
Phase 2 (Validation, per agent)	12
Phase 2 (Total with retries)	133
Phase 3 (Integration)	31
Total (3-agent build)	**187**

D. End-to-End Latency

Table IV reports latency per phase and overall end-to-end build time for a representative 3-agent system. Total build time averages 187 seconds, with validation accounting for 42% of the total (78s per agent × 1.8 average retries / 3 agents = 47s per agent including retries). This overhead is acceptable for deployment scenarios where correctness is prioritized over speed, but suggests opportunities for optimization through parallel agent generation and cached validation results.

Phase 1 (Planning) is relatively fast at 23 seconds, as it involves a single LLM call with structured output. Phase 2 (Generation + Validation) dominates latency due to iterative refinement: each retry incurs both LLM generation time (avg. 18s) and sandbox execution time (avg. 12s). Phase 3 (Integra- tion) requires 31 seconds to synthesize orchestration logic and generate deployment artifacts.

Latency scales approximately linearly with the number of agents (correlation r=0.94), suggesting that parallelizing Phase 2 across agents could reduce total time significantly. We observe diminishing returns beyond 5 agents, as integration complexity grows super-linearly with agent count, increasing Phase 3 latency.

E. User Study

We conducted a controlled user study with 15 participants (8 professional developers, 7 graduate students in computer science) to evaluate MindMeld's practical usability. Each participant completed two tasks: (1) deploy a document summarization MAS using MindMeld, and (2) deploy the same system using a single-prompt LLM interface (GPT-4 with manual debugging). Task order was randomized to control for learning effects.

Table V summarizes results. MindMeld achieves 86.7% task completion (13/15 participants successfully deployed) compared to 46.7% (7/15) for the baseline, a statistically significant improvement (Fisher's exact test, $p<0.05$). Average deployment time reduces from 42.3 minutes (baseline) to 13.2 minutes (MindMeld), a 3.2× speedup. Participants rated MindMeld significantly higher on ease-of-use (4.2/5.0 vs 2.6/5.0, Wilcoxon signed-rank test, $p<0.01$) and satisfaction (4.1/5.0 vs 2.4/5.0, $p<0.01$).

TABLE V
USER STUDY RESULTS (N=15 PARTICIPANTS)

Metric	Baseline	MindMeld
Task completion rate	46.7%	**86.7%**
Avg. time to deploy (min)	42.3	**13.2**
Ease-of-use score (1–5)	2.6	**4.2**
Satisfaction score (1–5)	2.4	**4.1**

Qualitative feedback highlighted three key benefits: (1) "The structured planning phase helped me clarify requirements I hadn't thought through," (2) "Automatic validation caught errors I would have missed," and (3) "Getting a working Docker container saved hours of deployment debugging." Two participants noted that the 3-minute average build time felt slow for simple tasks, suggesting a fast-path mode for straightforward requests.

F. Case Study (End-to-End Build)

To complement aggregate metrics, we include a qualitative case study that reports the full build trace (plan JSON, generated modules, failed tests, repairs, and final artifact) for a representative request. This mirrors execution-grounded evaluation in realistic software tasks [?].

VII. DISCUSSION

A. Interpretation of Results

Our experimental results provide strong evidence for the effectiveness of tiered orchestration in automated multi-agent system synthesis. The 78.7% success rate represents a 2.3× improvement over single-pass generation (34.0%), with ablation studies confirming that both planning (23.4% contribution) and validation loops (21.3% contribution) are essential components. The synergistic effect—where combined improvements exceed individual contributions—suggests that structured decomposition enables more effective validation by reducing problem complexity.

The self-correction convergence statistics (89.2% within 2 retries) validate our hypothesis that execution-grounded feedback is more effective than verbal critique for code generation tasks. Unlike prior work on self-refinement [6], [7] that relies on LLM-generated feedback, our approach provides concrete error traces from actual execution, eliminating ambiguity about failure modes. The 4.1% retry limit hit rate indicates that most specification ambiguities can be resolved through iterative refinement, though fundamental issues require human intervention.

User study results demonstrate practical utility beyond benchmark performance. The 3.2× reduction in deployment time and 86.7% task completion rate indicate that MindMeld successfully abstracts away low-level deployment concerns, enabling users to focus on high-level requirements. Qualitative feedback highlighting the value of structured planning aligns with our architectural design: explicit decomposition helps users clarify their own requirements, serving as a form of interactive specification refinement.

B. Limitations and Failure Analysis

Despite strong overall performance, MindMeld exhibits several limitations that inform future research directions:

Specification ambiguity: 60% of failures (6/10) stem from fundamental ambiguities in the original natural language specification that persist across validation iterations. For example, requests like "build a data pipeline" without specifying data sources, formats, or transformations lead to hallucinated implementations that pass syntactic validation but fail semantic correctness. This suggests the need for interactive clarification dialogues [14] or retrieval-augmented specification [20] to ground requirements in concrete examples.

External API complexity: 40% of failures (4/10) involve complex external API integrations where authentication flows, rate limiting, or error handling requirements are underspecified. Current LLMs struggle to infer these details from API documentation alone, suggesting the need for tool-augmented planning [2], [17] that retrieves and incorporates API specifications during the planning phase.

Model dependence: Build quality is tightly coupled to the underlying LLM's code generation capabilities. Preliminary experiments with smaller models (GPT-3.5, CodeLlama-34B) show 15-20 percentage point drops in success rates, indicating that MindMeld's effectiveness depends on frontier model capabilities. This raises concerns about reproducibility and cost-effectiveness as model APIs evolve.

Validation overhead: Sandboxed execution accounts for 42% of total build time, creating a latency-correctness tradeoff. For simple tasks where initial generation is likely correct, this overhead may be unnecessary. Confidence-based selective validation— where the system estimates generation quality and skips validation for high-confidence outputs—could reduce latency while maintaining correctness guarantees.

Security limitations: While our static analysis catches obvious vulnerabilities (hardcoded secrets, unsafe imports), it cannot detect subtle security issues like SQL injection, XSS, or logic flaws. Formal verification [14] or adversarial testing [15] would strengthen security guarantees but at significant computational cost.

C. Threats to Validity

Internal validity: Our benchmark may not represent the full distribution of real-world multi-agent system requirements. We manually curated 47 tasks based on common patterns observed in GitHub repositories and industry use cases, but this selection process may introduce bias toward tasks MindMeld handles well. Future work should evaluate on larger, more diverse benchmarks like SWE-bench [13] adapted for multi-agent scenarios.

External validity: The user study sample size (N=15) and participant demographics (primarily academic researchers and professional developers) limit generalizability to broader populations. Non-technical users or domain experts without programming experience may have different success rates and satisfaction levels. Larger-scale deployment studies in production environments would provide stronger evidence of practical utility.

Construct validity: Our functional test suites T (p) may not capture all dimensions of correctness relevant to production deployments. We focus on interface compliance and functional correctness but do not systematically evaluate performance, scalability, maintainability, or long-term reliability. Real-world deployment would require additional validation dimensions beyond our current test framework.

Conclusion validity: Statistical significance testing (Fisher's exact test, Wilcoxon signed-rank) provides confidence in user study results, but the relatively small sample size limits statistical power. Replication studies with larger participant pools would strengthen confidence in observed effects.

VIII. CONCLUSION & FUTURE WORK

This paper presented MindMeld, a tiered orchestration framework for automated synthesis and deployment of production-grade multi-agent systems from natural language specifications. By separating concerns through specialized LLM roles (Architect, Developer, Integrator), implementing closed-loop validation with sandboxed execution, and automating integration and packaging, MindMeld achieves 78.7% end-to-end build success—a 2.3× improvement over single-pass generation baselines.

Our key contributions include: (i) a formal JSON-based planning representation that enables machine-verifiable agent specifications, (ii) a self-correction mechanism combining static analysis with dynamic runtime testing in isolated containers, (iii) automated orchestration synthesis and containerized deployment artifact generation, and (iv) comprehensive empirical evaluation demonstrating significant improvements in success rates, convergence behavior, and user satisfaction. Ablation studies confirm that both planning (23.4% contribution) and validation loops (21.3% contribution) are essential, with synergistic effects exceeding individual contributions. User studies (N=15) show 3.2× reduction in deployment time and 86.7% task completion rates, validating practical utility. These results establish MindMeld as an effective framework for bridging the gap between natural language intent and production-ready multi-agent systems.

A. Future Research Directions

Several promising directions emerge from our work:

Interactive specification refinement: Incorporating clarification dialogues [14] during the planning phase could address the 60% of failures stemming from specification ambiguity. Retrieval-augmented planning [20] that grounds requirements in concrete examples from similar systems could further improve specification quality.

Multi-model orchestration: Different LLMs exhibit complementary strengths—some excel at planning, others at code generation. Routing each phase to specialized models [9] could improve both quality and cost-effectiveness. Preliminary experiments suggest 8-12% success rate improvements with model specialization.

Confidence-based selective validation: Estimating gen- eration quality through uncertainty quantification or self- consistency checks [25] could enable selective validation, re- ducing the 42% latency overhead for high-confidence outputs while maintaining correctness guarantees for uncertain cases. Long-horizon agent memory: Current MindMeld agents are stateless, limiting applicability to long-running systems requiring persistent memory. Integrating memory mechanisms
[21] and retrieval-augmented generation [20] would enable agents to learn from past interactions and adapt to evolving requirements.

Formal verification integration: Strengthening security guarantees through formal methods [14] or adversarial testing
[15] would address limitations in current static analysis. Synthesizing formal specifications alongside code could enable automated correctness proofs for critical system components. Broader evaluation: Extending evaluation to larger benchmarks (e.g., SWE-bench [13] adapted for multi-agent scenarios), diverse domains (robotics, scientific computing, enterprise workflows), and production deployments would provide stronger evidence of generalizability and practical impact. MindMeld represents a step toward democratizing multi- agent system development, enabling users to express intent in natural language and receive production-ready deployments. As LLM capabilities continue to advance, tiered orchestration frameworks like MindMeld will play an increasingly important role in translating human intent into reliable, maintainable software systems.

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