# TurkingBench: A Challenge Benchmark for Web Agents

https://turkingbench.github.io

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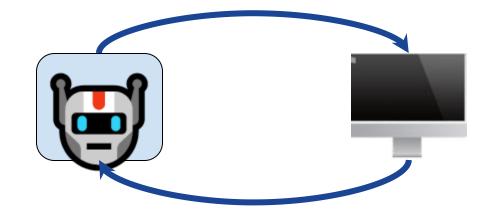




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# Agentic Models of Web

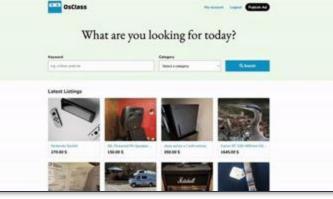
- Goal-oriented interaction with the internet.
- How do you benchmark models?



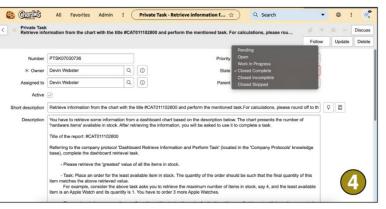
# Existing benchmarks for web agents

• Few notable ones:

Each dataset capture a narrow slice of web distribution.



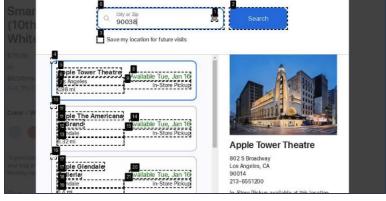
WebArena/VisualWebArena



WorkArena

Our work: introducing a new domain.





WebVoyager

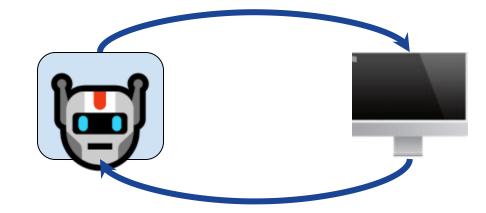
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# Crowdsourcing as a test bed for web agents

- A rich domain because:
  - A rich space of tasks that are difficult to automate
  - Multi-modal signals text, vision, audio, etc.
  - Multi-step interaction
- Can LLMs/VLMs emulate this process?
- Crowdworkers solve thousands of tasks in interaction with Mturk.
  - Free natural data!

# TurkingBench: a test bed for web agents

- Data collected from mturk.
  - About ~250 tasks collected



Specifically, you'll be given a dialogue, and you'll answer two questions regarding the dialogue's content.
After that, you'll be asked to write down your rationales in free-text.
Guidelines:

First, read the dialogue thoroughly and answer Question 1 and 2.
There are four choices: Definitely Yes. Possibly Yes. No. and Unknown.
Definitely Yes: the question is true for certain (e.g., explicitly mentioned inside the dialogue, not mentioned but obviously true)
Possibly Yes: it is not mentioned but plausible to a certain degree
No: it is not mentioned and not plausible
Unknown: it cannot be inferred from the dialogue

Second, please describe in detail your answers for Question 1 and 2.
It would be helpful to describe your reasons.

We are studying human reasoning for the content of dialogues.

Please be specific and detailed in your rationale.

Currently, person want to evacuate the larger ship OPerson 1 OPerson 2 OBoth ONone

Currently, person want to avoid going on a terrible date O Person 1 O Person 2 O Both O None

Currently, person want to receive payment for the purchases O Person 1 O Person 2 O Both O None

Currently, person want to get a good tip for delivering pizza O Person 1 O Person 2 O Both O None

Currently, person want to get home so she stole a bike O Person 1 O Person 2 O Both O None

Currently, person want to surprise his girlfiend

euthanize a pet that can no longer be treated. If the animal can be saved and its a financial	socially acceptable, please modify it.
issue though, you may want to look into other options. Things like pet insurance exists as well	Modify the first utterance
as trying to ask family or friends for help.	Modify the second utterance
I'm used to make the decisions	A
in my life and I don't see why people can't do things my way.	Modify the third utterance
Fm handling it.	
	Modify the fourth utterance
	Modify the fifth utterance

#### Your task:

In this task, we are asking you to **read a short conversation** that mentions rude or unethical behavior and **type a response that gently** guide the speaker to be more prosocial, using rules-of-thumb.

Outline of the task:

- 1. Given a conversation, please modify the conversation to make it more fluent and coherent.
- Please write what you would say as a response to the conversation you modified, using the rules-of-thumb to guide the other speaker to be more prosocial (conforming to more socially accepted behaviors).
- Write or select the most appropriate rules-of-thumb implied in your response.

Five example dialogues are given below the instruction panel.

#### Rules:

- For utterance modification:
  - Please modify the utterances of the given conversation to make it more coherent and human-like.
  - If all utterances are coherent, you can also add your personal feelings

#### Example 1

### Modified dialogue

I passed my calc course because I smashed the professor.

What made you have sex with your professor?

The professor was a cute guy and I liked him a lot

I'm happy you

Expected response annotation

> I believe it is wise to stop this relationship. Think of his family, how would they feel if they find out?

Rule-of-thumb

[New RoTs are implied] it's wrong to make someone cheat on his wife

[Previously selected RoTs are implied] it's wrong to sleep with your student

[Nothing problematic, no RoT needed] euthanize a pet that can no longer be treated. If the animal can be saved and its a financial issue though, you may want to look into other options. Things like pet insurance exists as well as trying to ask family or friends for help.

I'm used to make the decisions in my life and I don't see why people can't do things my way. I'm handling it. socially acceptable, please modify it.

Modify the first utterance

Modify the second utterance

Modify the third utterance

Modify the fourth utterance

Modify the fifth utterance

In this task, you'll be given an **image** and **tags** that refer to objects and people in the image. Following the image, you'll be given a list of **statements** that describe what **the person** is doing:

- Before, PersonX needed to: Possible things that PersonX might need to do before whatever he/she is doing in the image.
- Currently, PersonX want to: Most likely things that PersonX want to do right now in the image.
- After, PersonX will most likely: Possible things that PersonX might do after this image takes place.

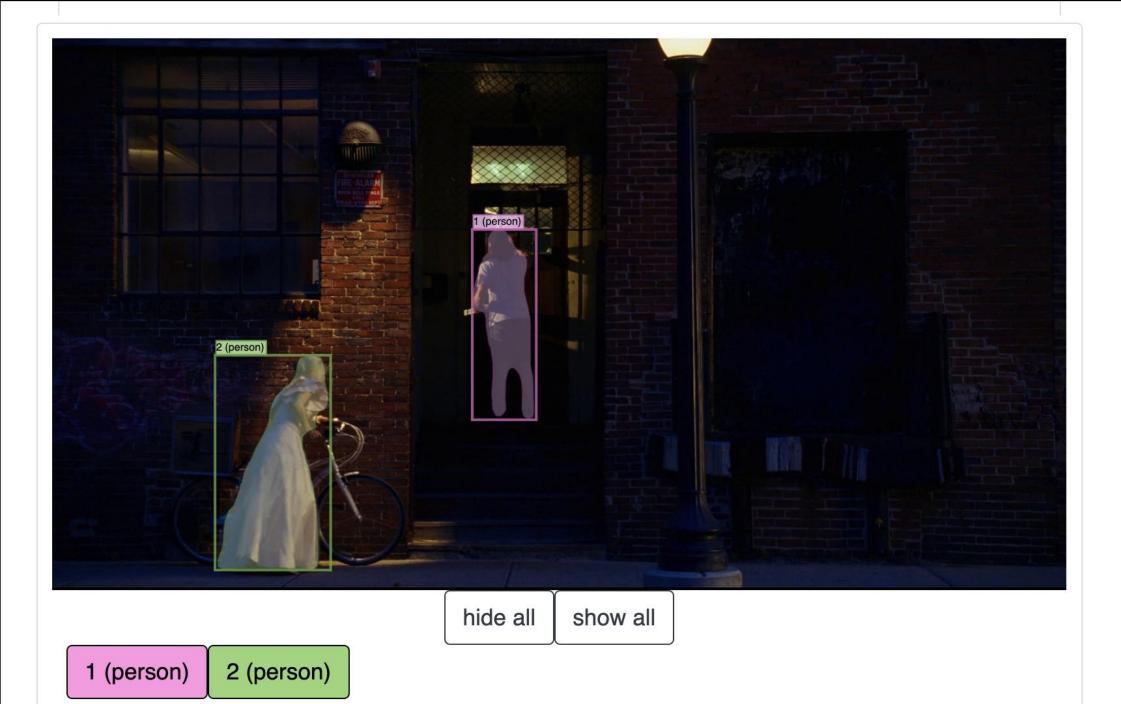
Task: You will be given 5 statements and asked to choose ALL PEOPLE (out of two people) that fit statement with the image. You will choose one of the 4 OPTIONS:

- Person A: Statement applies to Person A
- Person B: Statement applies to Person B
- Both: Statement applies to both Person A and B.
- None: Statement does not apply to any of Person A or B.

#### Note:

Scroll

- Please be forgiving of minor spelling and grammar errors.
- Try to keep the prompt and temporal order in mind. Statement is incorrect if the prompt is



Currently, person want to evacuate the larger ship ○ Person 1 ○ Person 2 ○ Both ○ None Currently, person want to avoid going on a terrible date ○ Person 1 ○ Person 2 ○ Both ○ None Currently, person want to receive payment for the purchases ○ Person 1 ○ Person 2 ○ Both ○ None Currently, person want to get a good tip for delivering pizza ○ Person 1 ○ Person 2 ○ Both ○ None Currently, person want to get home so she stole a bike ○ Person 1 ○ Person 2 ○ Both ○ None Currently, person want to surprise his girlfiend ○ Dereen 1 ○ Dereen 0 ○ Deth ○ Nene

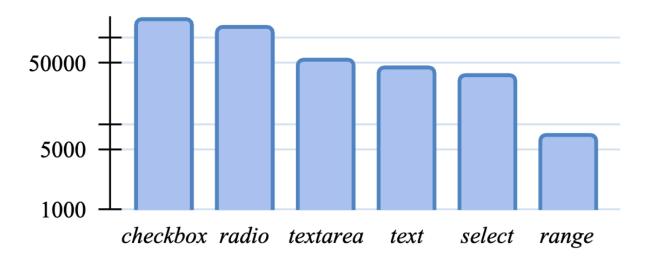
# TurkingBench: The Benchmark

- Tasks := Crowdsourcing UI + results that were previously were used for benchmark development.
- Each task consists of:
  - An HTML template with variables
  - CSV that contain values for the input variable and corresponding outputs

	HTML tem	nplate (cropped)				
Original	<b>:</b> \${sys10}					
System 1	:\${sys11}					
Grammat	$\frac{1}{0} \stackrel{1}{0} \stackrel{2}{0} \stackrel{3}{0} \stackrel{4}{0} \stackrel{5}{0} \stackrel{M}{0}$	leaning12345 $\bigcirc$ $\bigcirc$ $\bigcirc$ $\bigcirc$ $\bigcirc$ $\bigcirc$ $\bigcirc$	Simplicit	y 1 2 ○ ○	3 4	5
\	· · · · · · · · · · · · · · · · · · ·					
Instance #	sys10	sys11	Gramm aticality	Mea ning	Simpli city	•••
1	Back in the fall, 44 fourth-graders tried out and 15 were cut.	Back in the fall, 44 fourth-graders tried out and 15 was cut.	3	4	4	
2	Back in the fall, 44 fourth-graders tried out and 15 were cut.	44 fourth-graders tried out 15 were cut.	5	5	3	•••
•	•	• •	•	•	•	۰.
	Input valu	les	Or	ıtput lab	els	

# TurkingBench: Statistics

Measure	Value
# of tasks	158
# of instances	36.2K
avg. # of fields per task	15.6
avg. length (subwords) of the tasks	16.8K

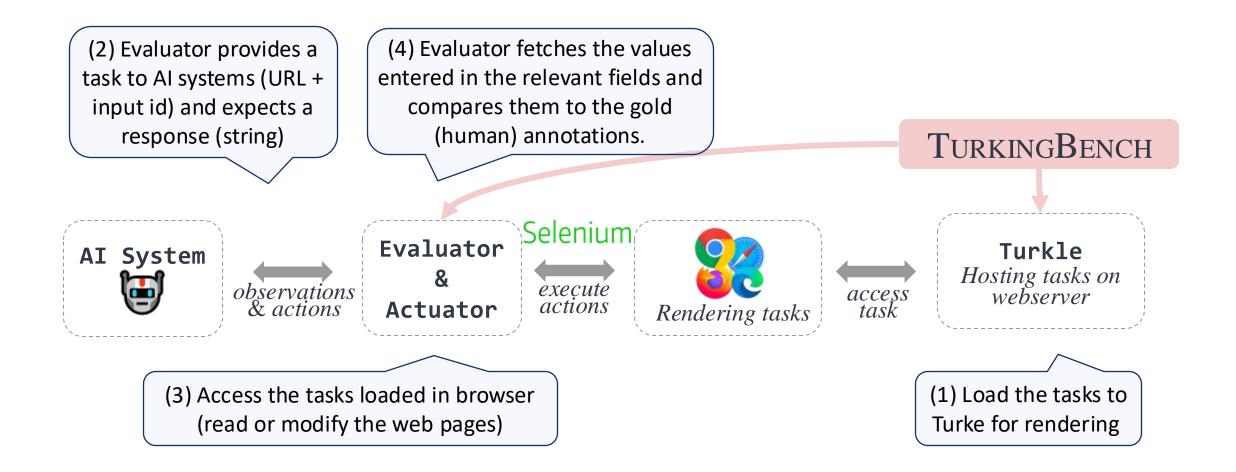


# TurkingBench: Agent Actions

- Input: A web-page with language instructions
  - A web-agent may consume it as text (HTML) or image (screenshot).
- <u>Output:</u> Actions (or, function, tools) to modify the web page

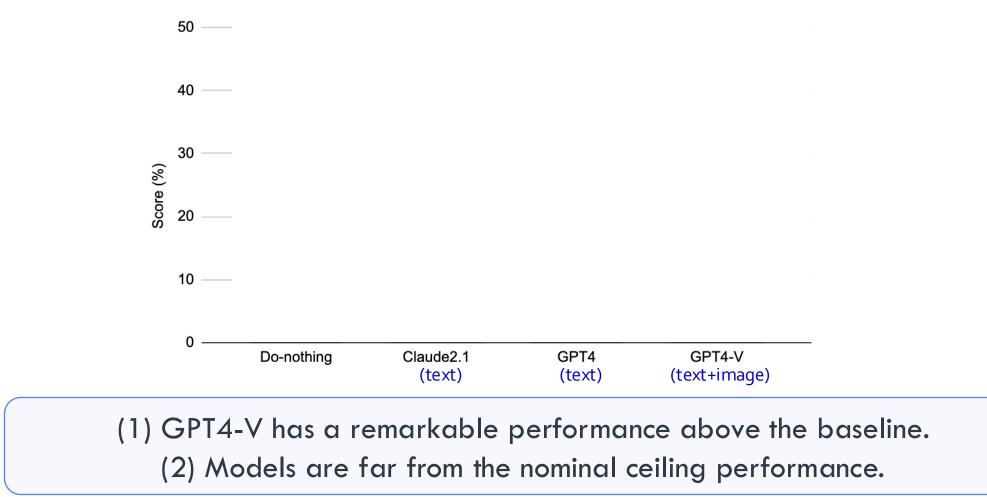
Action	modality	Description
<pre>modify_text</pre>	text	modifies the text of input box
<pre>modify_checkbox</pre>	text	modifies the selection of checkbox
modify_radio	text	modifies a radio button
<pre>modify_select</pre>	text	selects an item in a drop-down menu
<pre>modify_range</pre>	text	modifies a range input
get_html	text	fetches the HTML content of a page
capture_screen	visual	fetches the screenshot of a page
click	visual	clicks on a given coordinate
scroll	visual	scrolls up or down

# TurkingBench: End-to-End Framework



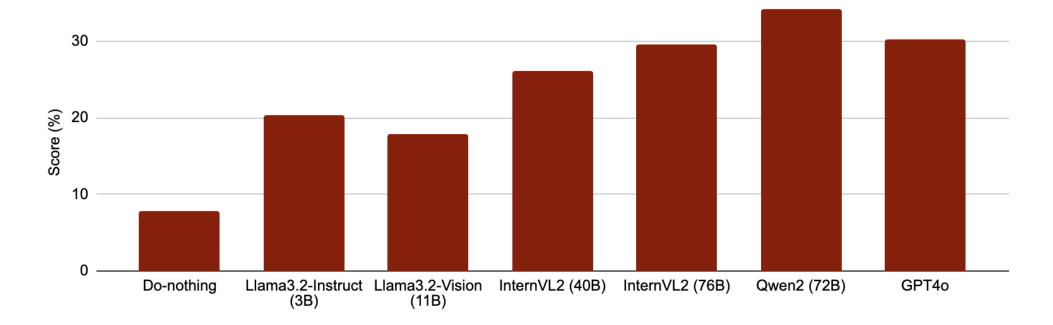
# How do models do on this benchmark?

• <u>Setup</u>: 7 demonstrations; inputs include full html instructions.



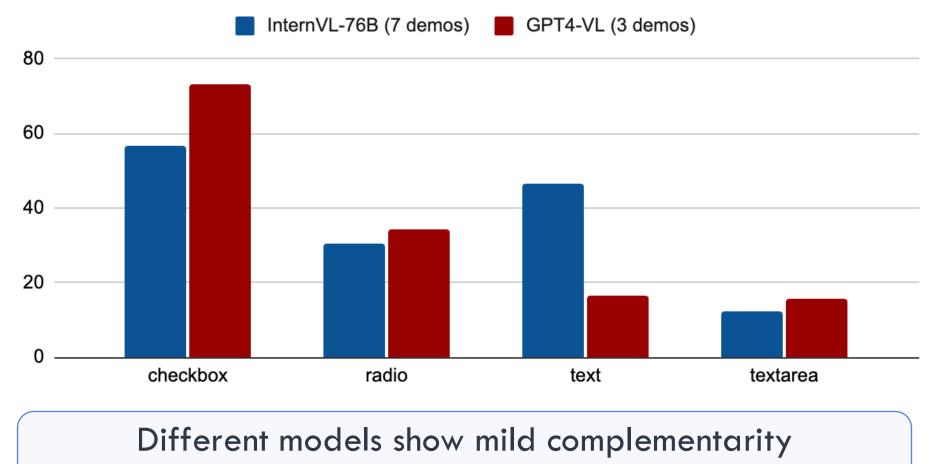
# How do models do on this benchmark?

• <u>Setup</u>: 7 demonstrations; inputs include part of the instructions.



Open-weight models rival proprietary models, when the HTML content is condensed.

# Performance variations on different inputs



on different input fields.

# How difficult is it to add a new system?

Good news ... it's easy!

class NewBaseline(Baseline):

def solve\_task(self, input: Input, \*\*kwargs):
 # list of ations that can be performed on a HTML page
 encoded\_actions\_prompt = self.get\_encoded\_action\_list()
 print("encoded actions: ", encoded\_actions\_prompt)

# Add your code here to process the HTML data and generate a summary

```
# Youc can either make direct calls to the actions
# for example, you can access the HTML code
html result = self.actions.get html()
```

```
# or you can take screenshots of the page
screenshot_result = self.actions.take_full_screenshot()
```

```
# Or you can build a neural model that returns a bunch of commands in string format
commands = "self.actions.scroll_to_element(input)"
```

```
exec(commands)
```

return

# Putting things together

- Motivation: We're inspired by the ability of crowd workers to tackle a wide range of valuable tasks through rich, expressive web interfaces. How well web agents accomplish these tasks?
- We introduce **TurkingBench**, a benchmark designed to advance the development and evaluation of web-based agents.

Give it a try! https://turkingbench.github.io

- See the paper for more evaluation and analyses.
- A potential future impact? Al can enhance annotation workflows by handling routine tasks, freeing up crowdworkers to focus on more complex challenges.