Assignment 2: Reflection + Multi-Agent

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1. (20%) Multi-Agent System Design for Task Collaboration

In a web-based environment (e.g. filling forms, submitting, data search), you can decompose r esponsibilities into several specialized agents that communicate via a unified "Thought/Actio n" protocol:

Executor Agent

Perceives the page (via get_web_element_rect or get_webarena_accessibility_tree), sends the current context to the model (call_gpt4v_api), parses its "Thought" and "Action" with extract_information, then invokes the corresponding browser oper ations (exec action click, exec action type, exec action scroll, etc.).

• Error Grounding Agent (EGA)

After each operation, captures a screenshot and, using ERROR_GROUNDING_AG ENT_PROMPT, determines if the intended action actually occurred. It returns "Er rors: Yes/No" plus an explanation, which is appended to the next user prompt to g uide corrective action and logged in error history.

• Orchestration Agent ("Future expectations; currently not yet in use.")

■ Receives multiple candidate "Thoughts" (from different executors or reflection a gents) and, via SYSTEM_ORCHESTRATION_PROMPT, picks the best Thought I ndex to ensure alignment with the overall task goal.

Reflection Agent

Once candidate results (e.g. product data) are gathered, uses SYSTEM_REFLECTI ON_PROMPT to compare them on brand reputation, discount, shipping, etc., and p roduces a detailed chain-of-thought culminating in a final recommendation.

Debater Agent

Critically reviews the Reflection Agent's answer with DEBATER_AGENT_PRO MPT, outputting "Accept: Yes/No" and suggestions. If "No", it triggers a rereflection cycle.

This division of labor keeps each agent focused on a single responsibility while a commo n message format and coordination logic ensure robust collaboration.

2. (20%) Error Analysis and Strategy Adjustment in AI Agents

The system combines structured error logging with automated feedback loops:

1. Structured Error History

Every failure (e.g. get_element_error, format_missing_thought_action, invalid_click_index) is appended to the global error_history list with fields error_type, i teration, and message.

2. Error Grounding Agent

- On each iteration (when it > 1), EGA evaluates "Thought + Screenshot" aga inst expectations. If it reports Errors: Yes, its explanation is injected into the ne xt prompt (prev_step_action + add_info), steering the executor to adjust its app roach.
- Example Output:
 - INFO [EGA] : API call complete.
 - INFO Error: Yes, Explanation: The screenshot does not display a captcha prompt, which indicates that the operation did not proceed as i ntended. Instead, it shows a generic landing page without any verificat ion requirement or captcha input field visible. This may suggest a few possibilities:
 - 1. The captcha verification might not be triggered correctly, possibly d ue to a session issue.
 - 2. There could be a problem with browser cookies or cache, preventing the captcha from appearing.
 - 3. The webpage may have already bypassed the captcha due to prior in teractions.
 - To resolve this, consider refreshing the page or clearing the browser ca che and cookies. If the issue persists, try accessing the site from a different browser or device to see if the captcha appears.

3. Format Verification & Retry

• extract_information checks for valid "Thought:" and "Action:". On form at errors or missing sections, it sets fail_obs and forces a retry, logging a format missing thought action.

4. Stale Element & Invalid Index Handling

o If a click hits a stale element, the executor refetches elements and retries. If a n umerical label is out of range, it logs invalid_click_index and prompts the mod el to pick a valid index.

By coupling precise error categorization with in-prompt corrective feedback, the agent progressively refines its strategy and reduces repeated failures.

3. (20%) Reflection Strategies in Agentic Systems

The system implements a multi-stage reflection loop to improve decision-making:

Self-Reflection

- The Reflection Agent aggregates all candidate results and, via SYSTEM_REFL ECTION_PROMPT, performs an in-depth comparison (brand, discount, shipping), documenting a full chain-of-thought for transparency.
- Example Output:
 - INFO [Reflection Agent] 在這個比較中,我們有兩個產品可供選擇: 一個是黑色的Bluetooth speaker,另一個是JBL Go4 Bluet ooth Wireless Speaker。以下是對兩者的詳細分析:
 - ### 產品比較
 - 1. **產品一: Bluetooth speaker**
 - **產品名稱**: Bluetooth speaker (黑色)
 - **網站**: Amazon
 - **價格**: \$659.7
 - **品牌**: Bluetooth
 - 2. **產品二: JBL Go4 Bluetooth Wireless Speaker**
 - **產品名稱**: JBL Go4 Bluetooth Wireless Speaker
 - **網站**: Target
 - **價格**: \$1199.7
 - - **品牌**: JBL
 - ### 分析
 - 1.**品牌影響**:
 - **Bluetooth speaker** 資訊不明確,其品牌名稱為「Bluetoot h」,相對較為普通,消費者對產品的信賴度可能較低。
 - -**JBL** 作為一個知名音響品牌,擁有良好的聲譽和較高的品質保證,因此對消費者來說是一個優勢。
 - 2.**價格考量**:
 - Bluetooth speaker 的價格為 \$659.7,相對較為經濟實惠。
 - - 而JBL Go4則定價為 \$1199.7,價格高出約 \$540,這對於預 算有限的消費者來說可能不太理想。

- 3.**產品性能與品質**:
- - 雖然沒有具體的性能數據,但通常來說,JBL的產品在音質、續航和耐用性方面表現出色,通常會比一般品牌的藍牙音箱更具優勢。
- ### 結論
- 在進行全面分析後,我會選擇**JBL Go4 Bluetooth Wireless Spea ker**,儘管其價格較高,但其品牌價值和產品品質應該能夠保證給消費者較好的使用體驗。選擇一個知名度高且品質可靠的品牌,可以減少未來可能出現的產品問題和更換成本。另外,若考慮到使用頻率及需求,支付更高的價格以獲得更好的產品性能和音質可能是值得的投資。虽然Bluetooth speaker便宜,但在長期使用中,JBL的耐用性和音質將可能提供更高的價值。

Peer-Review

- The Debater Agent evaluates the Reflection's conclusion using DEBATER_AGENT_PROMPT. If the response is "No", the system re-invokes the Reflecti on Agent with the debater's feedback included. If the response is "Yes", the Reflection's answer is accepted as the final decision without further modification.
- Example Output:
 - INFO [Debater Agent] Debate:
 - Accept: Yes
 - Explanation: 你的分析很清晰,成功地比較了兩款產品的品牌、價格、性能及其對消費者的影響。你提出的選擇理由也很合理,特別是提到JBL的品牌價值和品質保障,相信消費者會更傾向於選擇這種可靠品牌的產品。此外,考慮到長期使用的價值,是一個很明智的投資觀念。這樣的分析能幫助潛在買家做出明智的選擇。
 - INFO [Main] Debater Agent responsed
 - INFO [Main] Debater says **Accept: Yes** => Final answer accepted.

Planning Revision

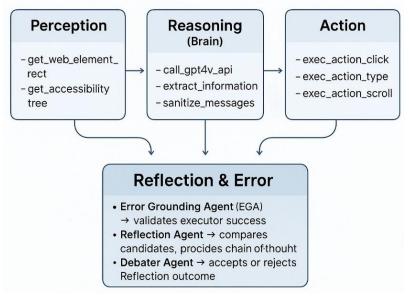
o If EGA or Debater feedback indicates a problem, the next prompt includes hint s like "Try a different approach" or the debater's critique, guiding the mod el to revise its plan.

History-Aware Prompting

 current_history maintains the log of all previous Thoughts, Actions, Errors, and Explanations, ensuring that subsequent reasoning is informed by the complete e xecution trace.

Together, these strategies form a closed feedback loop—self-reflection \rightarrow peer-review \rightarrow pla n revision—that continually elevates performance.

4. (10%) Agentic AI System Architecture



- Perception: Converts the webpage (DOM or accessibility tree) into structured data via ge
 t_web_element_rect / get_webarena_accessibility_tree.
- Reasoning: Uses GPT-4o-mini (call_gpt4v_api) to generate Thoughts and Actions, parse them (extract_information), and manage dialogue context.
- Action: Maps parsed Actions to Selenium commands (exec_action_click, exec_action_ty pe, exec_action_scroll, etc.).
- Reflection & Error:
 - 1. **EGA** validates execution and logs errors.
 - 2. **Reflection Agent** synthesizes and evaluates final outcomes.
 - 3. **Debater Agent** quality-checks Reflection results, potentially triggering re-reflection.