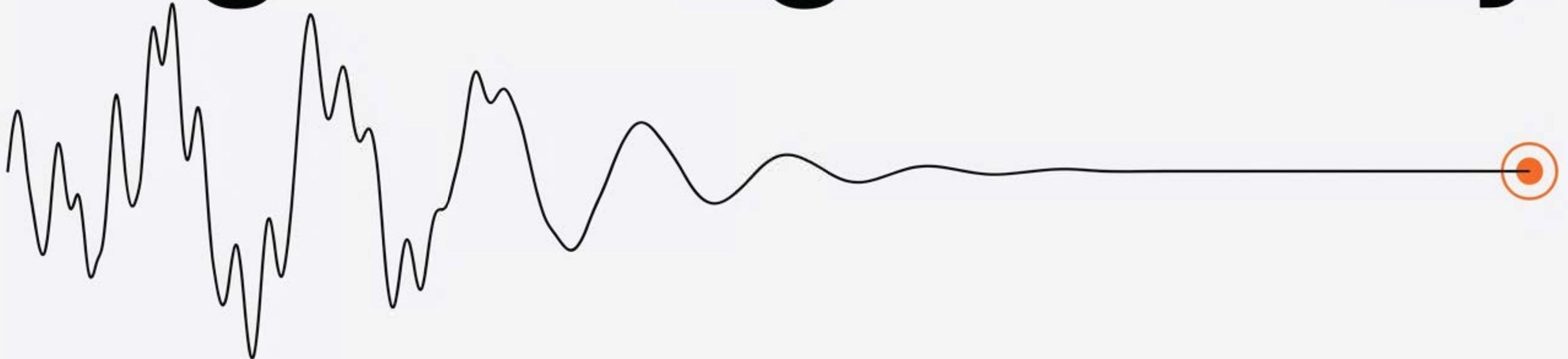


# **Engineering Reliability**



## **A Comprehensive Guide to Evaluating AI Agents**

Moving from intuition to instrumentation in the development of autonomous systems.

# The Death of the “Vibe Check”

## 2024: The Intuition Trap

I need an apartment. No carpet, please.

Here is a lovely unit! It has plush flooring in the bedrooms.

✓ Vibe Check Passed (Polite)



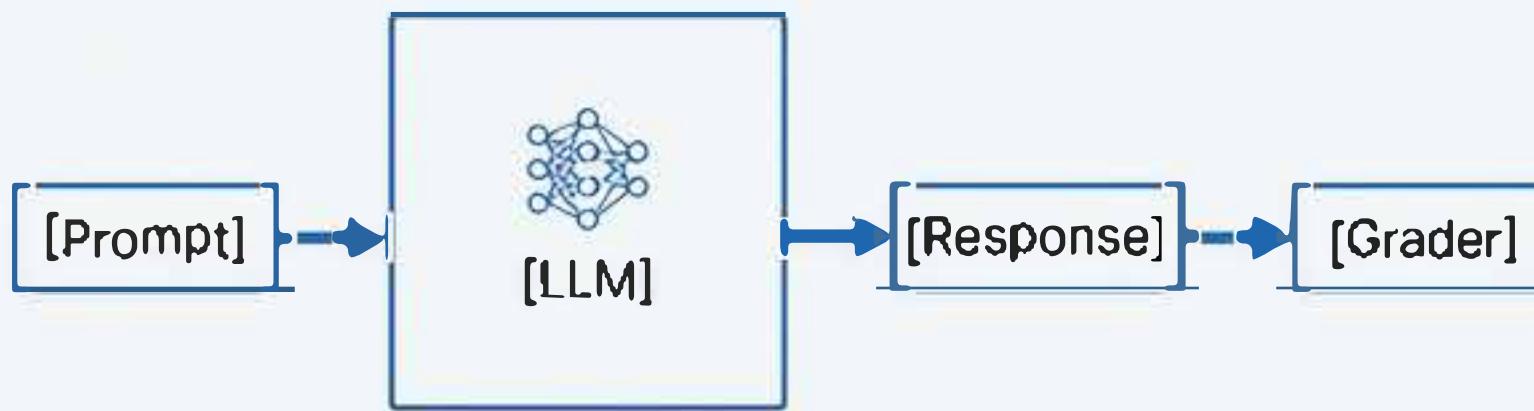
## 2026: The Engineering Reality

```
debug view
{
  "user_intent": "no_carpet",
  "tool_call": "search_apartments",
  "filters": {
    "flooring": "carpet" // LOGIC ERROR
  },
  "outcome": "FAIL"
}
```

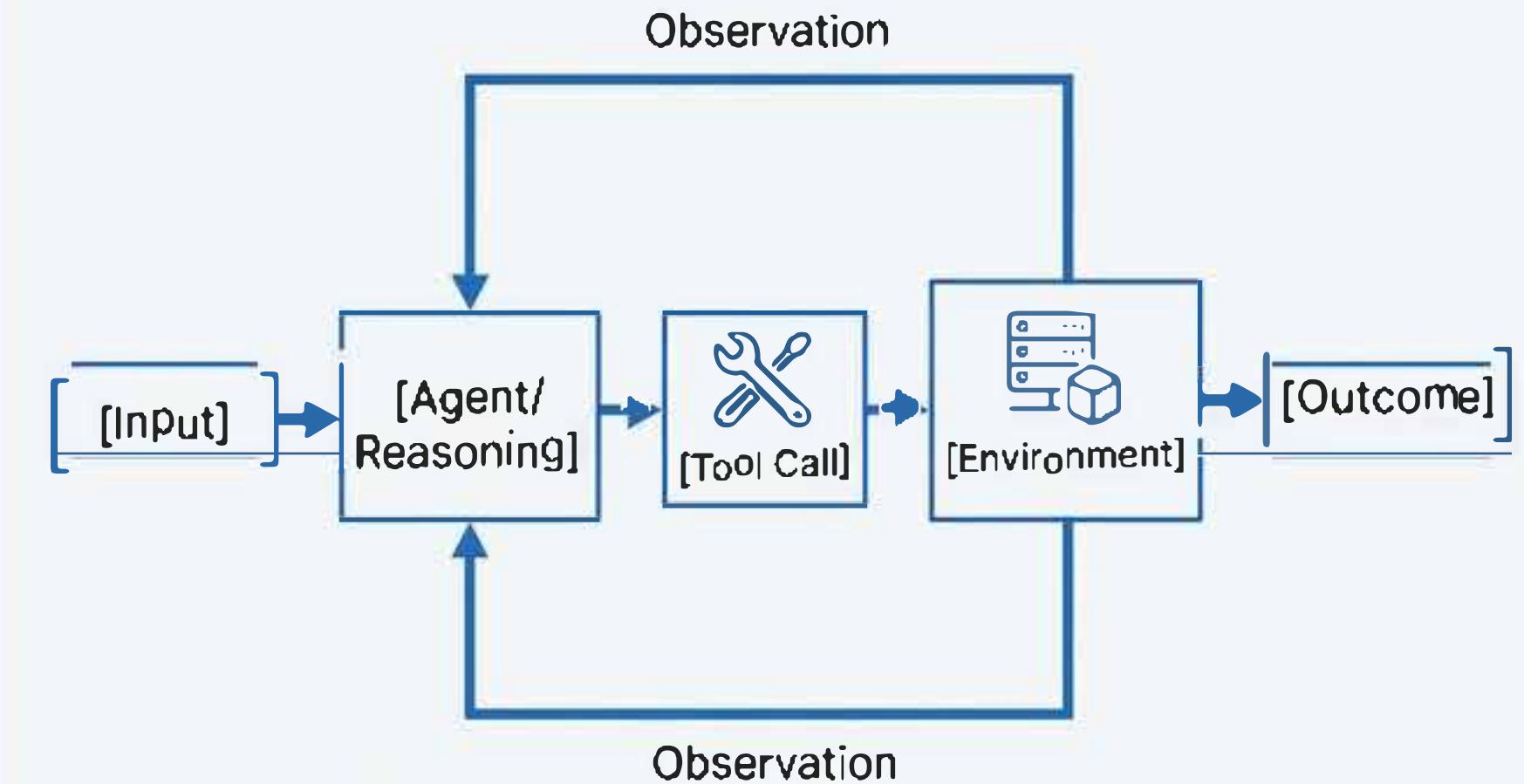
Do not outsource evals to developers alone. Domain experts must verify that the Agent is executing fluent Business Logic, not just fluent English.

# An Agent is Not a Chatbot; It is a State Machine

Single-Turn (LLM)

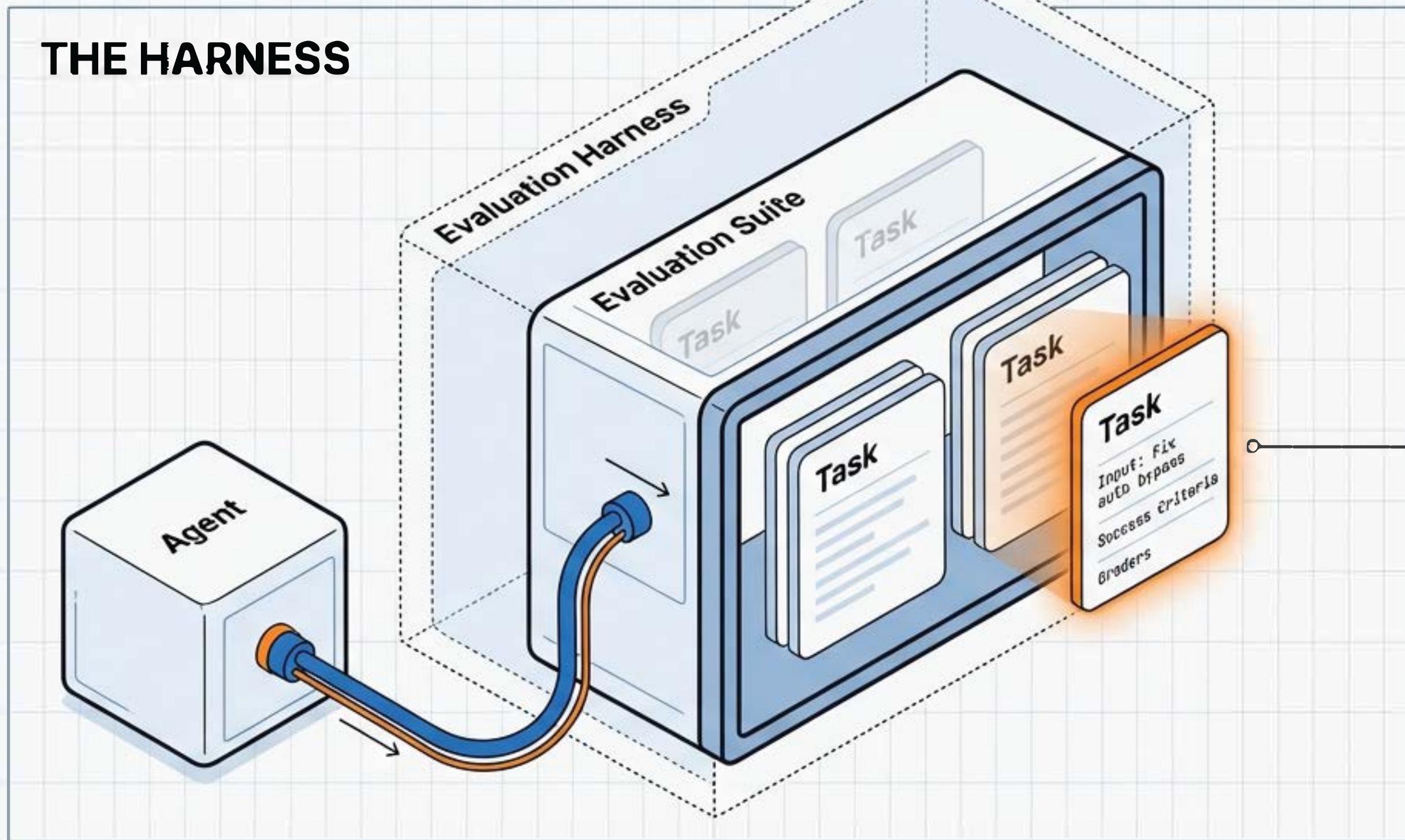


Agentic (Loop)



We must evaluate the Journey (Trajectory), not just the Destination (Outcome).

# The Architecture of an Evaluation System



## Key Definitions

- **Task:** A specific test case with input & success criteria.
- **Trial:** A single execution (run multiple times for consistency).
- **Trajectory:** The full log of reasoning & tool calls.
- **Outcome:** The final environment state.

# Choosing the Right Ruler: The Grader Spectrum

Rigid/Cheap



## Code-Based

Deterministic. Fast. Cheap.  
Brittle.

Unit Tests, String Match.



## Model-Based

LLM-as-a-Judge. Flexible. Scalable.  
Needs Calibration.

Tone check, Summarization quality.

Flexible/Expensive



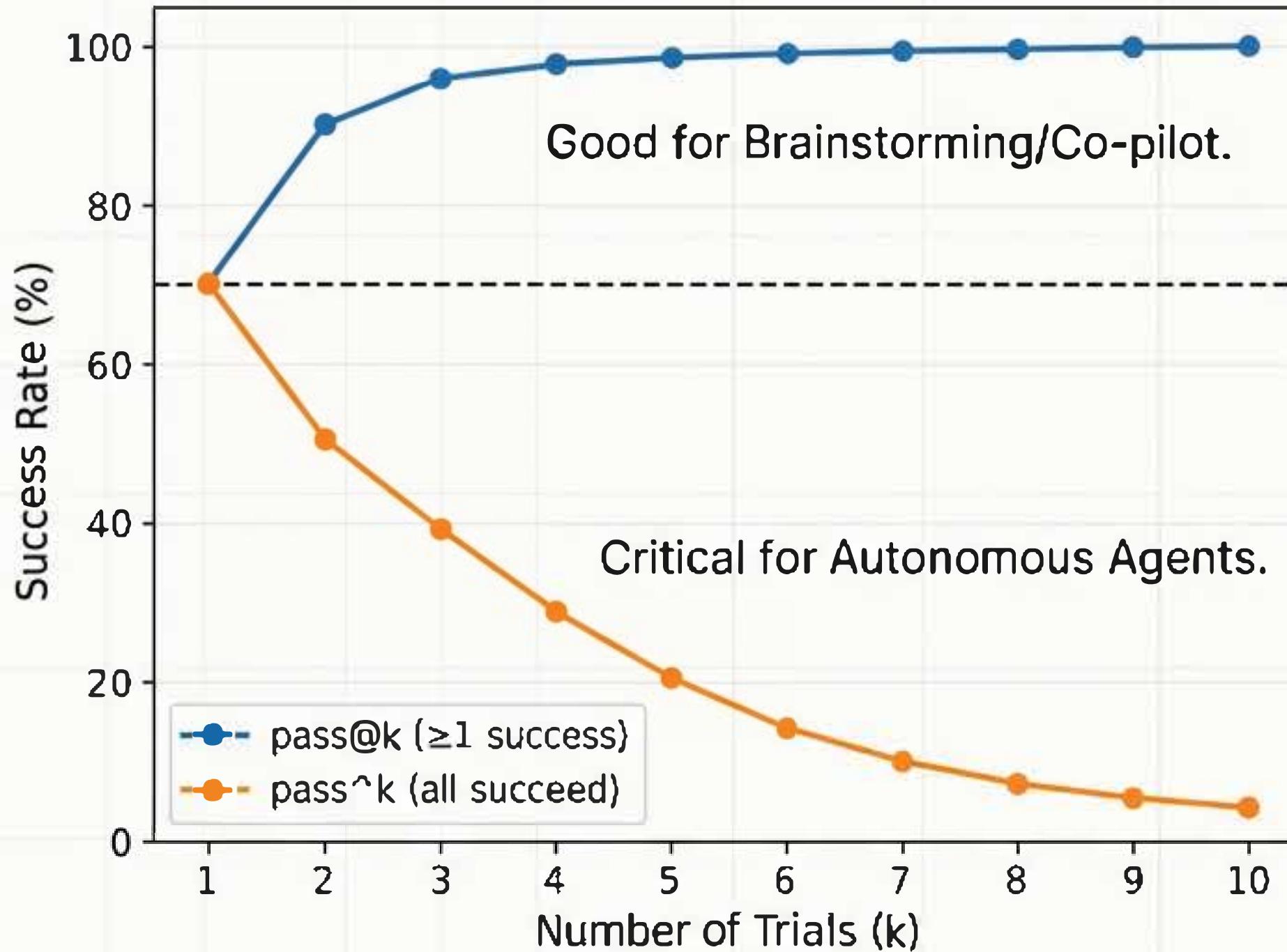
## Human

The Gold Standard. Slow.  
Expensive.

Ground truth generation, Safety.

Methods	Strengths	Weaknesses
<ul style="list-style-type: none"><li>String match checks (exact, regex, fuzzy, etc)</li><li>Binary tests (fail-to-pass, pass-to-pass)</li><li>Static analysis (lint, type, security)</li><li>Outcome verification</li><li>Tool calls verification (tools used, parameters)</li><li>Transcript analysis (turns taken, token usage)</li></ul>	<ul style="list-style-type: none"><li>Fast</li><li>Cheap</li><li>Objective</li><li>Reproducible</li><li>Easy to debug</li><li>Verify specific conditions</li></ul>	<ul style="list-style-type: none"><li>Brittle to valid variations that don't match expected patterns exactly</li><li>Lacking in nuance</li><li>Limited for evaluating some more subjective tasks</li></ul>

# Reliability Metrics: Pass@k vs. Pass^k

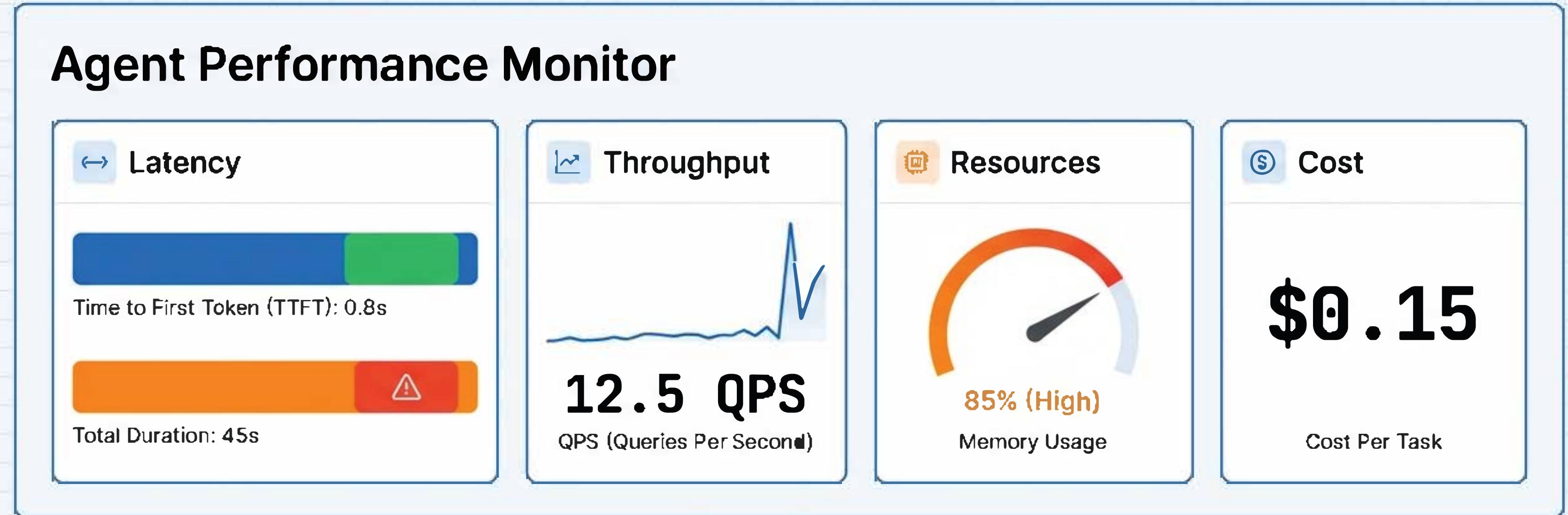


**Pass@k:** Can the agent do it once? (Creativity)

**Pass<sup>k</sup>:** Can the agent do it every time? (Reliability)

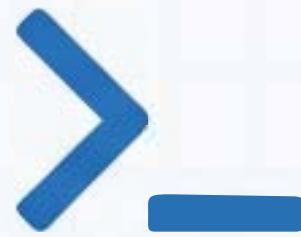
As trials increase, these metrics tell opposite stories.

# Stress Testing & Performance Metrics



Functional correctness is not enough. Agents must be performant

# Evaluation Archetypes: Coding & Conversation



## CODING AGENT

- **Goal:** Produce executable code.
- **Grader:** Deterministic (Unit Tests).
- **North Star Metric:** “SWE-bench Verified” / Pass Rate.
- **Key Check:** “Did the tests pass? Did the linter complain?”



## CONVERSATIONAL AGENT

- **Goal:** Helpful, policy-compliant chat.
- **Grader:** LLM-as-a-Judge (Rubric).
- **North Star Metric:** User Satisfaction / Tone.
- **Key Check:** “Was the empathy appropriate? Was the policy followed?”

# Evaluation Archetypes: Research & Computer Use



## RESEARCH AGENT

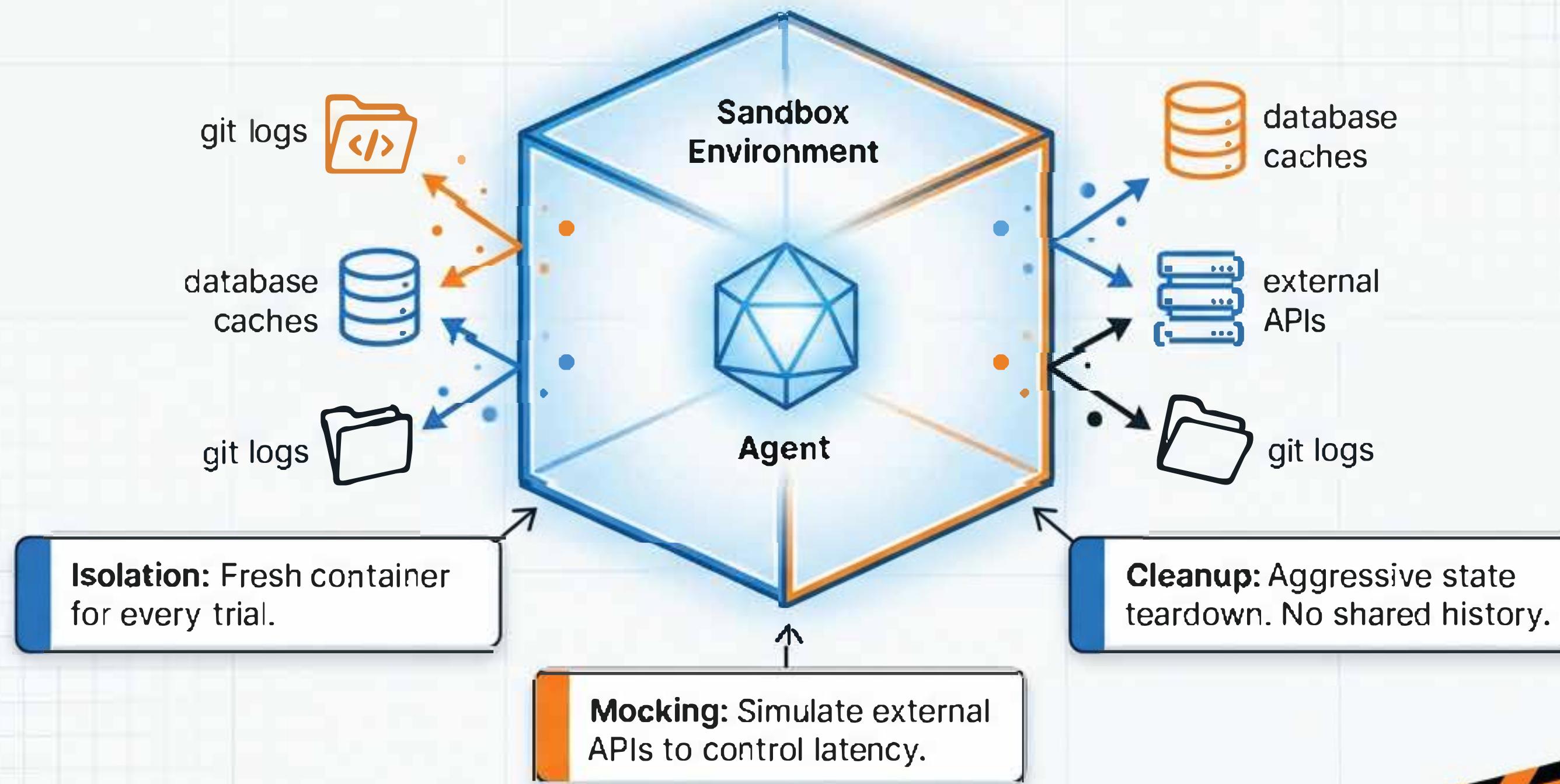
- **Challenge:** Fact Drift & Subjectivity.
- **Strategy:** Groundedness Checks & Coverage.
- **Key Question:** “Does the citation actually support the claim?”



## COMPUTER USE (GUI)

- **Challenge:** Visual Interface & State.
- **Strategy:** DOM Tree parsing vs. Screenshot Analysis.
- **Key Trade-off:** “Token Cost vs. Accuracy.”
- **Benchmark:** WebArena / OSWorld.

# The “Clean Room” Requirement



WARNING: SHARED STATE LEADS TO CHEATING.

# The Methodology: How to ‘Look at Your Data’

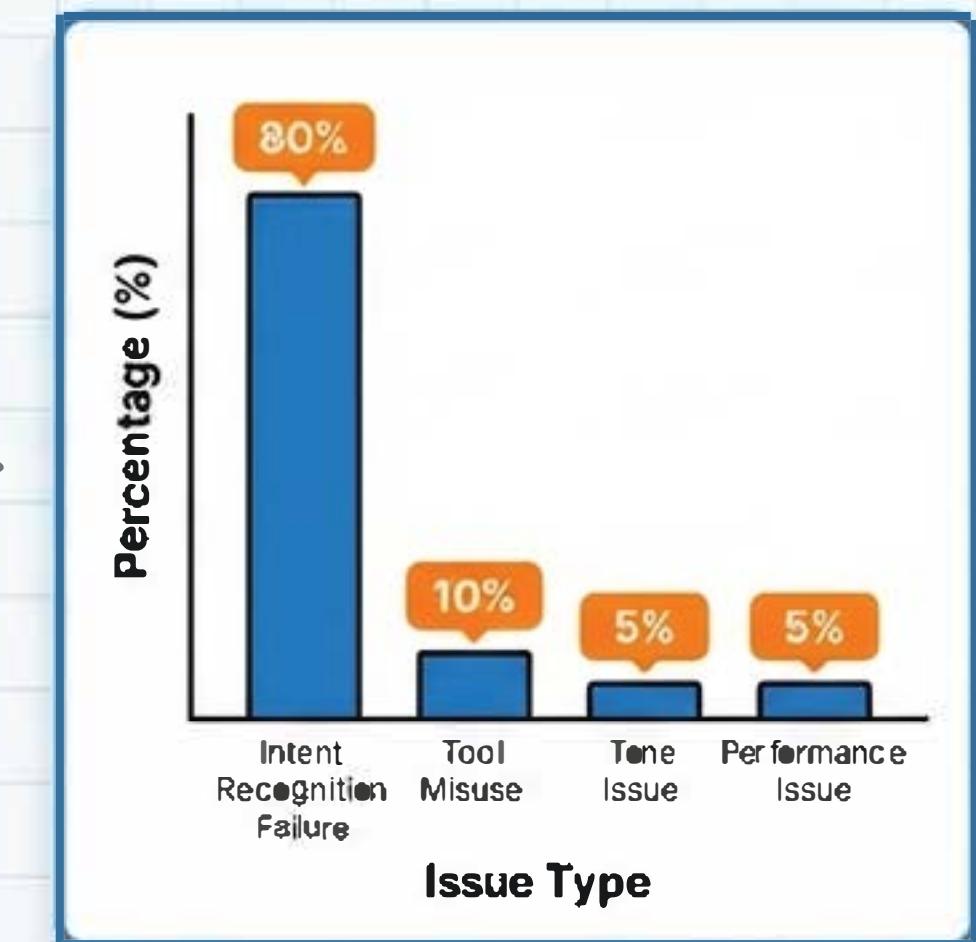
## Open Coding



## Axial Coding

Error Type	Frequency	Severity
Intent Recognition Failure	24	Critical
Tool Misuse	15	High
Tone Issue	7	Medium
Performance Issue	4	Low

## Counting

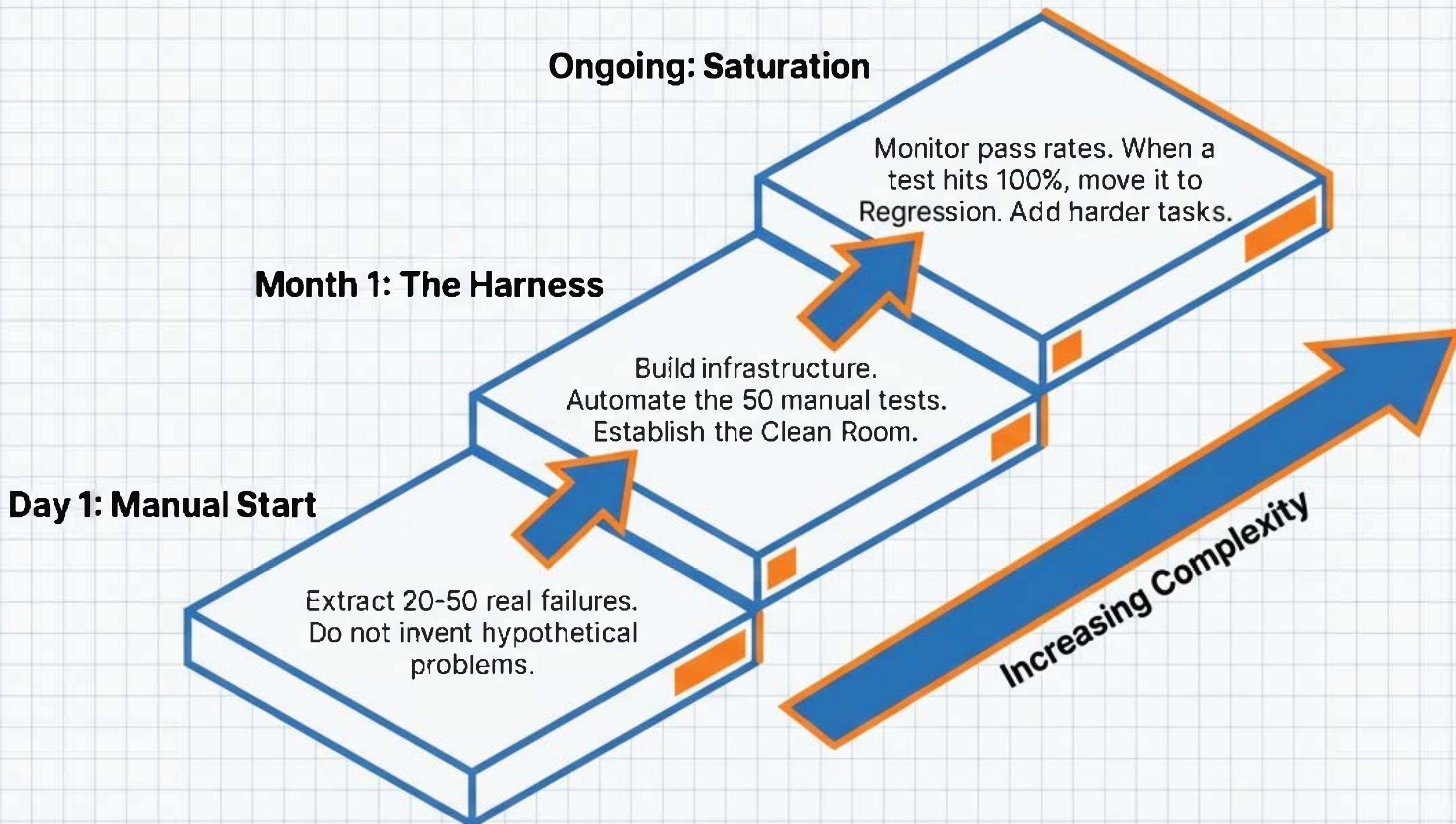


Sample 50 Logs & Observe

Categorize & Tag

Quantify & Prioritize

# The Roadmap: From 0 to 1



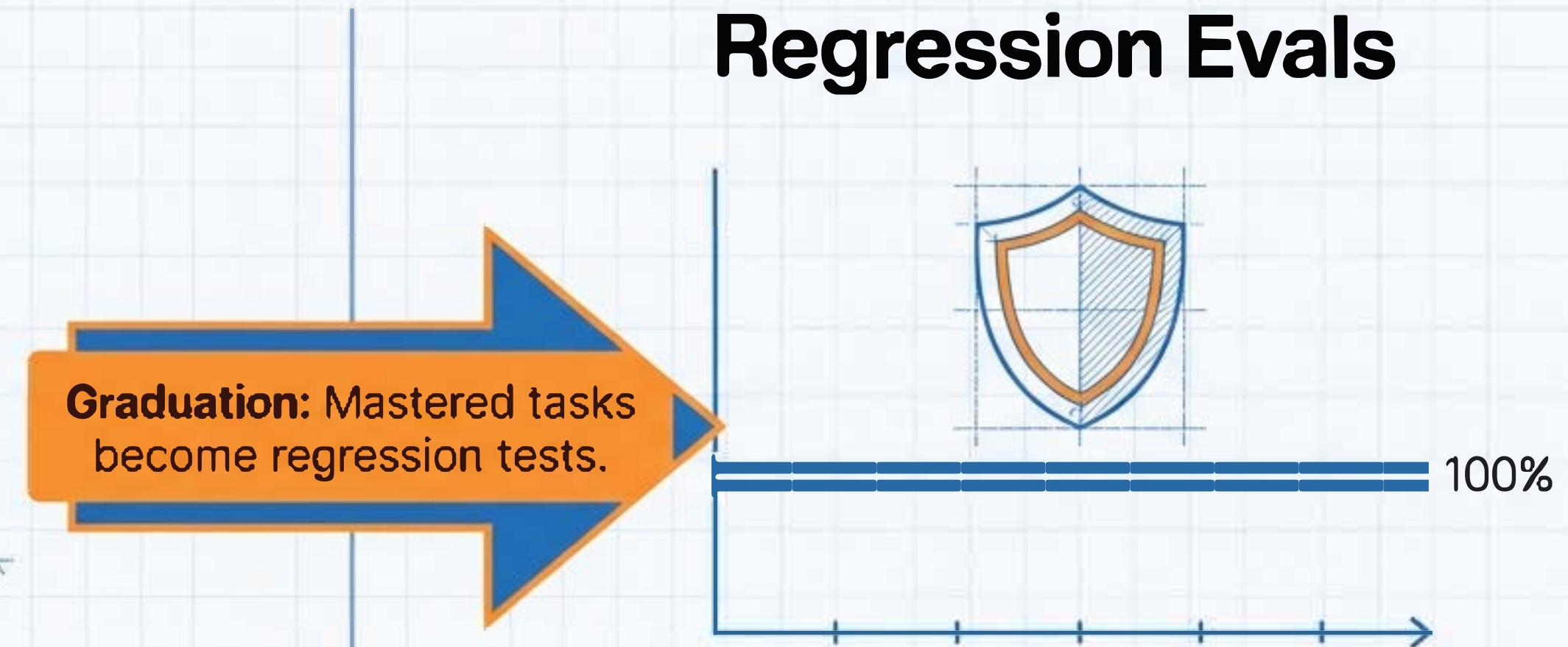
# Capability vs. Regression Testing

## Capability Eval



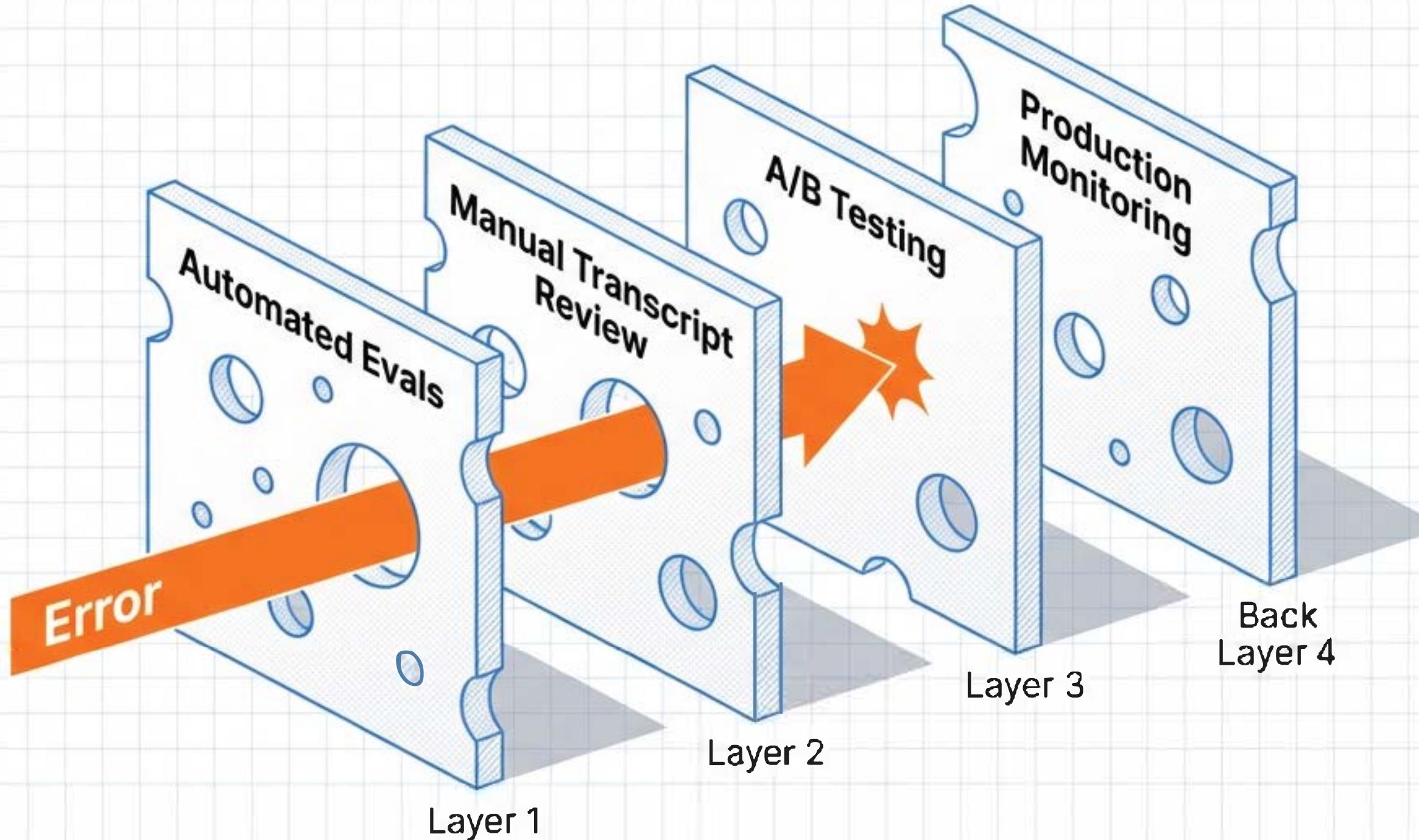
- The **Hill to Climb**.
- **Goal:** Improve weak areas.
- **Metric:** Low pass rates expected.

## Regression Eval



- The **Safety Net**.
- **Goal:** Prevent backsliding.
- **Metric:** Must be 100%.

# The Swiss Cheese Model of Quality



No single layer catches every issue. Combined, they create reliability.

# Evaluation *\*Is\** Development

In the age of Agents, your product is only as good as your ability to measure it.

- Ditch the vibe check.** Build the harness.
- Read the logs.** Insights are in the trajectory.
- Prioritize Reliability.** Optimize for Pass<sup>k</sup>.
- Start Small.** 20 real failures > 100 hypotheticals.