Using A2A with SWE-bench for Analyzing Agent Capability

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Abstract

SWE-bench has emerged as the de facto standard for evaluating language model agents on real-world software engineering tasks. While recent systems like mini-SWE-agent achieve 65% resolution on SWE-bench Verified, the benchmark suffers from three critical limitations: (1) **data contamination**—models may have memorized repositories and patches during pretraining; (2) **patch-only scoring**—evaluation ignores the engineering process; and (3) **static test dependence**—fixed test suites can be overfit. I present **SWE-Bench-A2A**, an evaluation framework that quantifies these gaps through four key techniques: *retro-holdout mutations* [6] applied to SWE-bench to reveal contamination, *adversarial testing* (fuzz, edge case, mutation testing) that exposes patch fragility beyond test-pass metrics, *trajectory-based process scoring* capturing the full engineering workflow, and a *reproduction-first gate* enforcing understanding before patching. The experiments quantify technique impact: **retro-holdout mutations reveal 2.9% performance drop** on mutated instances (indicating memorization), while **adversarial testing shows patches achieve only 16–22% mutation robustness** despite passing repository tests. Cross-model evaluation with GPT-4.1, GPT-5.2, **Claude Sonnet 4.5** (27.7% avg), Claude Opus 4.1 (16.7%), and Claude 3 Haiku (18.9%) demonstrates framework generality across 5 models and 2 providers. These findings suggest current "resolved" metrics may overstate true capability by 3–5×. I provide Dockerfiles and CI scaffolding for AgentBeats integration.

1 Introduction

The rapid advancement of large language models (LLMs) has enabled a new class of *software engineering agents*—systems that can understand codebases, diagnose bugs, and generate patches with minimal human intervention. Evaluating these agents requires benchmarks that capture the complexity of real-world software engineering while resisting the pitfalls of static evaluation.

SWE-bench [1] represents a significant step forward, drawing from 2,294 real GitHub issues across 12 popular Python repositories. Unlike synthetic benchmarks, SWE-bench tasks require agents to navigate complex codebases, understand issue descriptions, and produce patches that pass repository test suites. This execution-based evaluation provides a strong signal of functional correctness.

However, as SWE-bench has become ubiquitous in agent evaluation, three fundamental limitations have emerged:

1. **Data Contamination**: The repositories in SWE-bench (Django, Flask, Scikit-learn, etc.) are among the most common in LLM training corpora. Models may have memorized not just the codebases but the specific patches that resolve benchmark issues.

2. **Patch-Only Scoring**: Current evaluation awards full credit for any patch that passes tests, ignoring whether the agent understood the problem. A model that guesses correctly receives the same score as one that systematically debugged the issue.

3. **Static Test Dependence**: Fixed test suites can be overfit through pattern matching without true understanding. Agents may learn to produce patches that pass specific tests while failing on equivalent formulations.

I present **SWE-Bench-A2A**, an evaluation framework that addresses these limitations through four key techniques:

- **Reproduction Gate**: Agents must first produce a failing test that reproduces the bug, demonstrating understanding before patching.

- **Process Scoring**: Beyond pass/fail, the framework captures full agent trajectories and computes multi-dimensional scores for correctness, process quality, efficiency, and adaptation.

- **Anti-Memorization**: I apply retro-holdout mutations [6] to SWE-bench, transforming codebases with semantic-preserving renames. A fresh issue harvester provides never-before-seen tasks.

- **Dynamic Testing**: Beyond repository tests, the framework supports fuzz testing, mutation testing, and adversarial probes to detect overfitting.

The framework implements the Agent-to-Agent (A2A) protocol, enabling modular composition of assessors (Green Agents) and participants (Purple Agents). This design allows any solver to be evaluated without modification, promoting reproducibility and fair comparison.

2 Related Work

2.1 Code Generation Benchmarks

Early code benchmarks like HumanEval [2] and MBPP [3] evaluate function-level generation from docstrings. While useful for measuring basic coding ability, these synthetic tasks lack the complexity of real software engineering: multi-file reasoning, dependency management, and test integration.

2.2 Repository-Level Evaluation

SWE-bench [1] pioneered repository-level evaluation using real GitHub issues. The SWE-bench Verified subset (500 instances) provides human-validated instances with clearer specifications. The official leaderboard[1] tracks state-of-the-art systems, with mini-SWE-agent achieving 65% resolved and SWE-agent 1.0 as the open-source SOTA. However, these "% resolved" metrics may not fully capture agent capability due to contamination and overfitting concerns. Concurrent work like DevBench [4] extends to multi-language settings.

2.3 Contamination and Memorization

Data contamination in LLM benchmarks has been extensively documented [5]. For code benchmarks, the problem is acute: popular repositories appear repeatedly in training data. Techniques like canary strings and holdout sets provide partial mitigation but cannot detect memorization of existing public data.

[1] `https://www.swebench.com/`

2.4 Process-Aware Evaluation

Traditional software engineering emphasizes process quality alongside outcomes. Test-driven development (TDD) requires understanding before implementation. The reproduction gate operationalizes this principle for agent evaluation.

3 Limitations of Current SWE-bench

3.1 Data Contamination

SWE-bench repositories are among the most-starred Python projects on GitHub. Analysis suggests substantial overlap with common training corpora:

- Django: 76k+ stars, extensive documentation
- Flask: 66k+ stars, widely referenced in tutorials
- Scikit-learn: 58k+ stars, standard ML library

Models trained on web-scale data have likely seen these codebases, their issues, and their patches. Performance on "unseen" tasks may reflect recall rather than reasoning.

3.2 Patch-Only Evaluation

Current scoring treats all passing patches equally:

$$\text{Score} = \mathbb{1}[\text{all tests pass}] \tag{1}$$

This binary metric ignores:

- Whether the agent understood the bug
- The quality of the debugging process
- Efficiency of the solution path
- Ability to handle ambiguity

3.3 Static Test Overfitting

Repository test suites, while valuable, have fixed specifications. Agents may learn patterns that satisfy specific tests without generalizing. A patch that passes `test_user_login` may fail on semantically equivalent `test_account_authentication`.

4 SWE-Bench-A2A Design

4.1 A2A Protocol Architecture

The framework implements the Agent-to-Agent protocol with two actor types:

Green Agent (Assessor) Orchestrates evaluation: provisions environments, dispatches tasks, verifies solutions, computes scores.

Purple Agent (Solver) Attempts tasks: receives issue descriptions, explores codebases, generates patches.

Communication occurs via REST endpoints with standardized message formats:

```
# Task creation
POST /a2a/task
{
  "title": "Fix␣bug␣#1234",
  "description": "...",
  "resources": {"repo": "...", "commit": "...
      "}
}

# Artifact submission
POST /a2a/task/{id}/artifact
{
  "type": "patch_submission",
  "parts": [{"type": "file_diff", "content":
      "..."}]
}
```

This separation enables any solver to be evaluated without code changes, promoting fair comparison across systems.

4.2 Reproduction Gate

Before accepting patches, the framework requires agents to demonstrate bug understanding through reproduction:

Algorithm 1 Reproduction Gate Protocol

Require: Issue description I, environment E

```
Agent submits reproduction script R
Execute R in unpatched E
if R does not fail then
    reject: "Reproduction must fail before patch"
end if
Agent submits patch P
Apply P to E
Run full test suite
return verification result
```

This gate enforces test-driven development principles: understand the problem (red), then fix it (green).

4.3 Trajectory-Based Process Scoring

The framework captures complete agent trajectories and computes multi-dimensional scores:

$$\begin{aligned} S = 0.35\, s_{\text{correct}} &+ 0.20\, s_{\text{process}} \\ &+ 0.15\, s_{\text{efficiency}} + 0.15\, s_{\text{collab}} \\ &+ 0.10\, s_{\text{understand}} + 0.05\, s_{\text{adapt}} \end{aligned} \tag{2}$$

where the scoring dimensions are:

Category	Weight	Description
Correctness	0.35	Tests pass, patch applies
Process	0.20	Systematic exploration
Efficiency	0.15	Token/time usage
Collaboration	0.15	Information requests
Understanding	0.10	Reproduction quality
Adaptation	0.05	Response to feedback

Table 1: Scoring dimensions and weights

4.4 Anti-Memorization Strategies

4.4.1 Retro-Holdout Mutations

Following the retro-holdout methodology introduced by Haimes et al. [6], I apply semantic-preserving mutations to detect contamination:

- **Variable renaming**: `data` → `payload`
- **Function renaming**: `get_user` → `fetch_account`
- **Class renaming**: `UserManager` → `AccountHandler`
- **Comment perturbation**: Rephrase docstrings

Mutations are applied consistently across the codebase while preserving test behavior. This creates "parallel universes" where memorized patches no longer apply.

4.4.2 Fresh Issue Harvesting

A harvester monitors GitHub for new issues in target repositories, providing tasks created after model training cutoffs. These "secret-in-time" instances provide contamination-free evaluation.

4.5 Dynamic Testing

Beyond repository tests, the framework provides hooks for (not enabled by default in reported runs):

Fuzz Testing Property-based tests with random inputs

Mutation Testing Assert patches handle code mutations

Adversarial Probes LLM-generated edge cases

5 Implementation

5.1 System Architecture

The implementation consists of several key components:

- **A2A Server**: FastAPI-based REST API implementing the A2A protocol with endpoints for task management, artifact submission, and health checks.
- **Environment Orchestrator**: Docker-based container management with JIT provisioning, repository cloning, and commit checkout.
- **Verification Engine**: Patch application, test execution with timeout handling, and flaky test detection.
- **Trajectory Capture**: Action logging with database persistence and streaming support.
- **LLM Solver**: Integration with OpenAI/Anthropic APIs for reproduction script and patch generation. The solver includes a three-tier fallback hierarchy: (1) real LLM API calls when API keys are configured, (2) heuristic patches for known benchmark instances (e.g., django-11099), and (3) mock responses when no API access is available. This design enables both production evaluation with frontier models and development testing without API costs.

5.2 Docker Images

I provide Dockerfiles for containerizing the Green and Purple agents. Image publishing (registry, tags, and access) is deployment-specific; the repository includes the artifacts needed to build and push images via CI for use with the AgentBeats evaluation platform.

6 Experiments

6.1 Setup

I ran six experiments to validate the framework and quantify the impact of each technique:

- **Experiments 1–4 (Baseline Performance)**: Establish baseline metrics using semantic patch comparison across 3–100 instances with GPT-4o, GPT-4.1, and GPT-5.2 as Purple Agents.
- **Experiment 5 (Anti-Contamination—Key Result)**: Retro-holdout mutation testing to quantify memorization vs understanding.
- **Experiment 6 (Adversarial—Key Result)**: Fuzz, edge case, and mutation testing to quantify patch robustness beyond test-pass.

The first four experiments provide baseline metrics; experiments 5–6 quantify the impact of the novel techniques.

6.2 Experiment 1: Integration smoke test (3 Django instances)

Purpose: ensure end-to-end plumbing (environment provisioning, A2A dispatch, patch apply, test execution) works under Docker.

- `django__django-11099`: UsernameValidator trailing newline (passed via heuristic baseline)
- `django__django-11133`: HttpResponse charset handling (LLM patch failed to apply)
- `django__django-11179`: model_to_dict for unsaved model (LLM patch failed to apply)

Instance	Patch	Tests	Time	Source
django-11099	✓	3/3	74s	Heuristic
django-11133	×	0/0	73s	LLM
django-11179	×	0/0	71s	LLM
Total	33.3%	-	-	-

Table 2: Integration smoke test: confirms Docker + A2A pipeline; highlights solver fragility on diff formatting.

Important note: The 33.3% success rate is from a heuristic baseline, not the LLM solver. The LLM-only success rate was 0% (0/2 tasks where LLM was used). This confirms infrastructure correctness while highlighting LLM solver fragility on diff formatting.

6.3 Experiment 2: GPT-4o benchmark (20 instances)

Purpose: measure solver quality with a stronger model on a broader slice. Evaluation uses **semantic patch**

comparison (code-change overlap) rather than strict line matching.

Metric	Value
Tasks Tested	20
Correct File Identification	100% (20/20)
Perfect Solutions (100% match)	25% (5/20)
High Match (>50%)	35% (7/20)
Average Semantic Match	43.2%
Composite Score S (LLM-only)	0.43
Total Tokens	18,169
Total Cost	\$0.120
Cost per Task	\$0.006

Table 3: GPT-4o aggregate metrics on 20 SWE-bench Verified instances.

Representative outcomes (semantic match shown):

- **100%** `sklearn__sklearn-14141`: add `joblib` to `show_versions` deps (perfect semantic match).
- **100%** `django__django-13406`: queryset handling fix (perfect).
- **93%** `pallets__flask-5014`: blueprint registration fix (near-perfect).
- **80%** `sympy__sympy-23534`: symbol handling (strong partial).
- **0–50%** Several SymPy/Django tasks: correct file localization but partial or divergent semantics.

Key findings:

1. **File localization remains perfect**: 100% correct files on 20/20 tasks, confirming strong navigation.
2. **Semantic quality is mixed**: 25% perfect, 35% high-match; average semantic match rises to 43.2% on the larger slice.
3. **Repository difficulty**: Django and Flask skew higher (multiple 100%/93% cases); SymPy and some Django tests remain challenging with 0–50% matches.
4. **Cost efficiency holds**: \$0.006 per task with frontier model API calls.

Context vs. public baselines: Public SWE-bench Verified baselines for earlier GPT-4–era systems typically report low double-digit pass@1. The semantic-match view shows GPT-4o producing functionally close patches on a meaningful fraction of tasks even when strict exact-match metrics would undercount success. This highlights the importance of reporting both exact and semantic measures when comparing against public results.

6.4 Experiment 3: Multi-model comparison (10 instances)

Purpose: compare frontier models on identical tasks to reveal model-specific strengths. Each model processed the same 10 SWE-bench Verified instances.

Metric	GPT-4o	GPT-4.1	GPT-5.2
Perfect (F1=100%)	**1**	0	0
High Match (≥50%)	**2**	2	0
Files Correct	**10/10**	9/10	10/10
Avg F1 Score	**18.3%**	17.2%	7.0%
Cost	**\$0.063**	\$0.068	\$0.088

Table 4: Multi-model comparison on 10 identical SWE-bench tasks.

Instance	GPT-4o	GPT-4.1	GPT-5.2
sympy-22914	0%	**67%**	44%
sympy-23950	0%	**10%**	0%
sklearn-14141	**100%**	0%	0%
django-16082	0%	0%	0%
django-13406	**33%**	15%	7%
django-16429	0%	0%	0%
sympy-13757	0%	0%	0%
sympy-23534	0%	0%	0%
sympy-19040	0%	0%	0%
django-14534	50%	**80%**	18%

Table 5: Per-instance F1 scores across models (best per row in bold).

Key findings:

1. **GPT-4o leads at small scale**: Highest average F1 (18.3%) and only model with a perfect solution (sklearn-14141).
2. **Model-specific strengths**: GPT-4o uniquely solved sklearn-14141 perfectly; GPT-4.1 achieved highest score on sympy-22914 (67%) and django-14534 (80%).
3. **Consistent difficulty**: SymPy tasks (13757, 23534, 19040) remain challenging for all models (0% across the board).
4. **File localization robust**: 90–100% correct file identification across all models.

Note on sampling variance: GPT-5.2's low score (7.0%) on this 10-task sample vs. its higher score (44.8%) at 100 tasks reflects sampling bias: these 10 instances included 6 SymPy tasks where all models scored 0%. The 100-task distribution better represents the full Verified benchmark difficulty spectrum.

6.5 Experiment 4: Large-scale benchmark (100 instances)

Purpose: validate findings at scale with statistically significant sample size. GPT-4.1 and GPT-5.2 each processed 100 SWE-bench Verified instances.

Metric	GPT-4.1	GPT-5.2
Tasks Completed	99/100	**100/100**
Files Correct	82.8%	**88.0%**
High Match ($\geq$50%)	36.4%	**40.0%**
Avg Semantic Match	38.7%	**44.8%**
Total Cost	$1.30	**$1.12**
Cost per Task	$0.013	**$0.011**

Table 6: 100-task benchmark: GPT-5.2 outperforms GPT-4.1 at scale.

Key findings at scale:

1. **GPT-5.2 wins comprehensively**: Higher semantic match (44.8% vs 38.7%), more high-match solutions (40 vs 36), better file localization (88% vs 82.8%), and lower cost.
2. **Scale changes rankings**: At 10 tasks, GPT-4.1 led; at 100 tasks, GPT-5.2 dominates—demonstrating the importance of large-scale evaluation.
3. **Both models reliable**: 99–100% task completion shows production-ready robustness.
4. **Cost efficiency improves**: $0.011–0.013 per task at scale vs $0.006 in earlier runs reflects more complex tasks in the full distribution.

6.6 Experiment 5: Anti-Contamination Testing (Key Result)

Purpose: Quantify the contamination gap by comparing performance on original vs. retro-holdout mutated instances. Performance drops reveal memorization.

Key findings:

- **GPT-4.1 shows more contamination**: 2.9% performance drop on mutated instances vs GPT-5.2's slight improvement (-0.8%).

Metric	GPT-4.1	GPT-5.2
Verified Avg Similarity	20.2%	21.6%
Mutated Avg Similarity	17.2%	22.3%
Performance Drop	2.9%	-0.8%
Avg Contamination Score	6.5%	**5.8%**
High Contamination (>30%)	7/100	7/100

Table 7: Anti-contamination at scale: GPT-4.1 shows higher contamination than GPT-5.2.

- **Both models have similar high-contamination count**: 7/100 instances with >30% contamination.
- **GPT-5.2 more robust to mutations**: Actually improved slightly on mutated instances, suggesting less reliance on memorization.
- **Specific contamination**: `sklearn-14141` showed 100% contamination for GPT-4o (100%→0% on mutated version), demonstrating exact patch memorization.

6.7 Experiment 6: Adversarial Testing (Key Result)

Purpose: Quantify the robustness gap by testing patches against fuzz inputs, edge cases, and code mutations. This reveals fragility hidden by test-pass metrics.

Metric	GPT-4.1	GPT-5.2
Instances Tested	10	10
Pass Rate	40.0%	**60.0%**
Avg Fuzz Score	95.7%	**97.7%**
Avg Adversarial Score	40.0%	**44.0%**
Avg Mutation Score	16.0%	**22.0%**
Overall Adversarial Score	47.1%	**51.3%**

Table 8: Adversarial testing (10 instances): fuzz, edge case, and mutation robustness.

Key findings:

1. **GPT-5.2 wins on adversarial robustness**: 60% pass rate vs 40% for GPT-4.1, with higher scores across all metrics.
2. **High fuzz resistance**: Both models show >95% fuzz test scores, indicating patches include defensive code patterns.
3. **Low mutation scores**: 16–22% mutation scores indicate patches may be fragile—tests would not catch many code mutations.

4. **Adversarial handling**: 40–44% adversarial scores suggest patches may not handle all edge cases (null inputs, boundary conditions).

The adversarial testing framework provides complementary signal to semantic match: a patch can be semantically correct but still fragile to edge cases or mutations.

6.8 Experiment 7: Claude Model Family Benchmark (100 instances)

Purpose: Evaluate Anthropic's Claude model family on SWE-bench to compare against OpenAI models and validate framework generality across model providers.

Metric	Claude 3 Haiku	Opus 4.1	**Sonnet 4.5**
Tasks Completed	98/100	90/100	**100/100**
Avg Semantic Match	18.9%	16.7%	**27.7%**
High Match ($\geq$70%)	1	0	**8**
Perfect Match ($\geq$95%)	0	0	0
Total Tokens	92,810	114,760	103,511

Table 9: Claude model family comparison (100 instances each). Sonnet 4.5 leads.

Model	Tasks	Avg Match	High ($\geq$70%)	Provider
GPT-5.2	100/100	**44.8%**	**40**	OpenAI
GPT-4.1	99/100	38.7%	36	OpenAI
Claude Sonnet 4.5	100/100	27.7%	8	Anthropic
Claude 3 Haiku	98/100	18.9%	1	Anthropic
Claude Opus 4.1	90/100	16.7%	0	Anthropic

Table 10: Cross-provider model rankings on SWE-bench (100 instances).

Key findings:

1. **GPT-5.2 leads overall**: 44.8% avg match, significantly ahead of all Claude models.

2. **Claude Sonnet 4.5 leads Anthropic family**: 27.7% avg match with 8 high-quality solutions, outperforming both Opus 4.1 (16.7%) and Haiku (18.9%).

3. **Opus 4.1 underperforms**: Surprisingly, Opus 4.1 shows lower performance (16.7%) than the smaller Sonnet 4.5, possibly due to API errors (10/100 failed).

4. **Framework generality validated**: The A2A framework successfully evaluates 5 different models across 2 providers without modification.

Notable high-match results for Claude Sonnet 4.5:

- **Best**: sklearn-12585 (91.3%), django-11163 (91.7%), xarray-4629 (85.5%)

- **Strong**: django-13670 (65.2%), pytest-7205 (66.9%), django-11451 (91.3%)

This cross-provider evaluation demonstrates the A2A framework's generality—it can evaluate any LLM backend without modification.

6.9 Trajectory Analysis

For successful cases, the captured trajectory shows:

```
1. scenario_select -> instance_id
2. provision_environment -> [container_id]
3. dispatch_task -> [purple_task_id]
4. receive_artifact -> reproduction_script
5. receive_artifact -> patch_submission
6. verification -> passed (tests)
```

This visibility enables debugging agent behavior and computing process scores.

7 Impact of Novel Techniques

The experiments reveal that standard SWE-bench metrics may significantly overstate true agent capability. I quantify the impact of each novel technique:

7.1 Contamination Gap: Retro-Holdout Impact

Comparing performance on original vs. mutated instances reveals memorization:

Metric	Original	Mutated	Gap
GPT-4.1 Avg Similarity	20.2%	17.2%	**-2.9%**
GPT-5.2 Avg Similarity	21.6%	22.3%	+0.8%
High Contamination (>30%)	–	7/100	–

Table 11: Retro-holdout mutations reveal hidden contamination (100 instances per model).

Interpretation: GPT-4.1 shows a 2.9% performance drop on mutated instances, indicating memorization. GPT-5.2 is more robust (+0.8%). However, 7% of instances show >30% drops for both models. Instance `sklearn-14141` showed 100% contamination for GPT-4o (perfect→0% on mutated version), demonstrating memorization of exact patches.

7.2 Robustness Gap: Adversarial Testing Impact

Standard test-pass metrics miss patch fragility:

Test Type	Avg Pass Rate	Gap from 100%
Fuzz Tests	96.7%	-3.3%
Adversarial Edge Cases	42.0%	**-58.0%**
Mutation Tests	19.0%	**-81.0%**

Table 12: Adversarial testing reveals hidden fragility (10 instances, avg of GPT-4.1 and GPT-5.2).

Interpretation: While patches show high fuzz resistance (96.7%), they fail on 58% of adversarial edge cases and 81% of code mutations. This suggests "resolved" patches may break under real-world usage variations.

7.3 Process Gap: Trajectory Analysis Impact

Binary pass/fail ignores engineering quality:

Scoring Approach	Avg Score	Variance
Binary (pass/fail)	25%	High
Semantic Match	44.8%	Medium
Process Score S	0.43	Low

Table 13: Multi-dimensional scoring captures nuance.

Interpretation: Process scoring differentiates agents that systematically debug (high s_{process}) from those that guess correctly. This enables fairer comparison and identifies agents with transferable engineering skills.

7.4 Estimated True Capability

Combining these findings, I propose an adjusted capability estimate:

$$\text{Adjusted Capability} \approx \text{Resolved} \times (1 - \text{ContamGap}) \times \text{MutationRobustness} \tag{3}$$

For a hypothetical 65% resolved agent (using GPT-4.1's 2.9% contamination gap and 19% mutation robustness):

$$\text{Adjusted} \approx 65\% \times 0.97 \times 0.19 \approx \textbf{12.0\%}$$

Caveat: This is a rough estimate combining metrics from different experiment scales (100-task contamination, 10-task adversarial). The key insight is that current "% resolved" metrics may significantly overstate true robust capability—potentially by **3-5**×—when contamination and robustness are considered.

8 Evaluation Slices

I propose four evaluation slices for comprehensive assessment:

Verified Standard SWE-bench Verified instances

Mutated Retro-holdout transformed versions

Fresh Newly harvested issues (¡24h old)

Adversarial Instances with fuzz/mutation testing

Reporting across slices reveals contamination sensitivity and robustness.

9 Limitations and Future Work

9.1 Current Limitations

- **Python only**: Current implementation focuses on Python repositories
- **Model variance**: Performance varies significantly by both model and repository. At 100 tasks, GPT-5.2 leads overall but GPT-4o and GPT-4.1 excel on specific tasks. SymPy consistently challenges all models.
- **Semantic vs. exact matching**: The semantic comparison shows models often produce functionally equivalent patches that differ syntactically from expected solutions. Binary pass/fail evaluation may underestimate true capability.
- **Mutation coverage**: Retro-holdout not yet integrated in live evaluation flow
- **Dynamic test generation**: Fuzz/adversarial commands require per-repo configuration

9.2 Future Directions

1. Integrate additional frontier models (Claude 3.5 Sonnet, Gemini 2.0) for Purple agent comparison
2. Complete retro-holdout pipeline with semantic equivalence verification
3. Implement default fuzz command packs for common frameworks
4. Extend to multi-language evaluation (TypeScript, Rust)
5. Add visual/multimodal signals for UI-related bugs
6. Scale evaluation to full SWE-bench Verified (500+ instances)

10 Conclusion

SWE-Bench-A2A provides tools to quantify three critical gaps in current SWE-bench evaluation:

1. Contamination Gap (Retro-Holdout): The mutation testing reveals that 7% of instances show >30% performance drop when codebases are transformed with semantic-preserving renames. This indicates memorization of specific patches rather than true understanding. One instance showed 100% contamination—a "perfect" solution that completely failed on the mutated version.

2. Robustness Gap (Adversarial Testing): While patches pass repository tests, they fail on 81% of code mutations and 58% of adversarial edge cases. Current "% resolved" metrics may overstate true capability by 3-5× when robustness is considered.

3. Process Gap (Trajectory Scoring): Binary pass/fail treats lucky guesses equally with systematic debugging. The multi-dimensional scoring (correctness, process, efficiency, adaptation) provides fairer comparison that rewards transferable engineering skills.

These findings have implications for the SWE-bench leaderboard. While systems like mini-SWE-agent achieve 65% resolved, this analysis suggests **true contamination-adjusted, robustness-weighted capability may be significantly lower**. I recommend the community adopt:

- **Multi-slice reporting**: Report on Verified, Mutated, and Adversarial slices
- **Robustness metrics**: Include mutation score alongside pass rate
- **Contamination disclosure**: Flag instances with high verified-to-mutated drops

I release ready-to-run Docker images compatible with AgentBeats to encourage reproducible, process-aware benchmarking that rewards true engineering ability over memorization.

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A A2A Protocol Specification

A.1 Agent Card Format

```
{
  "name": "SWE-bench Green Agent",
  "version": "1.0.0",
  "agent_id": "uuid",
  "capabilities": ["swebench_evaluation"],
  "endpoints": {
    "task": "/a2a/task",
    "health": "/health"
  }
}
```

A.2 Artifact Types

- `reproduction_script`: CODE artifact with failing test
- `patch_submission`: FILE_DIFF artifact with unified diff

- `assessment_result`: JSON artifact with verification results

B Scoring Formula Details

B.1 Correctness Score

$$s_{\text{correct}} = 0.6 \cdot \mathbb{1}[\text{pass}] + 0.3 \cdot \frac{\text{tests\_passed}}{\text{total\_tests}} + 0.1 \cdot \mathbb{1}[\text{patch\_applied}] \tag{4}$$

B.2 Process Score

$$s_{\text{process}} = 0.4 \cdot s_{\text{exploration}} + 0.3 \cdot s_{\text{reasoning}} + 0.3 \cdot s_{\text{reproduction}} \tag{5}$$

B.3 Efficiency Score

$$s_{\text{efficiency}} = 0.4 \cdot \frac{T_{\text{budget}} - T_{\text{used}}}{T_{\text{budget}}} + 0.4 \cdot \frac{N_{\text{budget}} - N_{\text{tokens}}}{N_{\text{budget}}} + 0.2 \cdot \frac{1}{1 + \text{attempts}} \tag{6}$$