

Status Report: Autonomous Web Agents

31.1.2025



Overview

Code summary:

- What does the code do?
- Where did the previous group stop?

This week's progress.

What is the next step?



What does the code do?

The code written programs a web agent that is able to interact with a given web page (i.e, through scrolling, clicking, typing, and so on) and processes the information in there to build a state based execution graph with nodes to format inputs and navigate the pages.

It uses AI models to decide what its next step should be and acts based on the information it has.



Where did the previous group stop?

The previous group has designed and made a functioning web agent that is able to scrap and come back with data as to what the best interest rate would be as used in there example.

The web agent follows a structured flow which means it can handle navigation, execution, and evaluation.



This Week's Progress

This week was mostly dedicated to research and making sure everyone thoroughly understood the code.

Some modifications were made to the code but none of it is to be relied on or used as a final project, the changes were mostly about integrating either Deepseek paired with TiMM to get hands-on experience with the code. However, since it is not to be depended on as a final project it will most likely be switched to a different model.

Next Step

While the web agent is working and functioning for the most part, improvements are still needed for it to be fully functional and ready for use.

Errors that we encountered while trying the agent out:

- Crashing: The web agent would crash sometimes a few steps in before giving us the final result. The error message would say either “Total Failure” or “Action”.
- Error handling: Most of the error handling in the agent seems to be hardcoded rather than dynamic. Instead of simply failing, it should specify what went wrong and return a detailed error message



What should be done by next week

1. Get started on the code and figure where changes can be made

