

## WebLINX

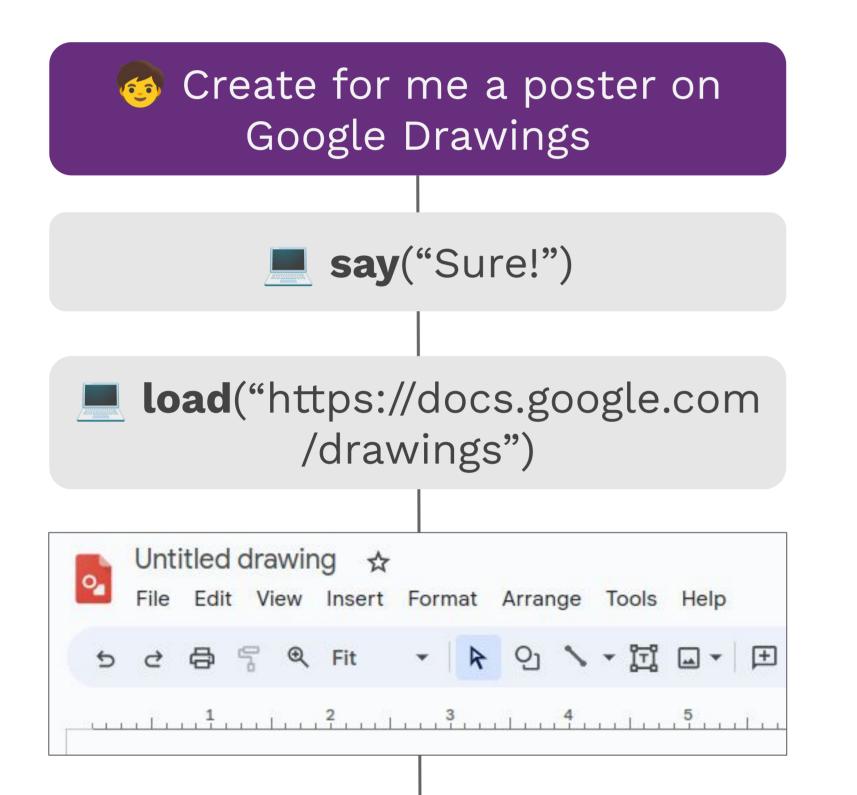
## **Real-World Website Navigation with Multi-Turn Dialogue**

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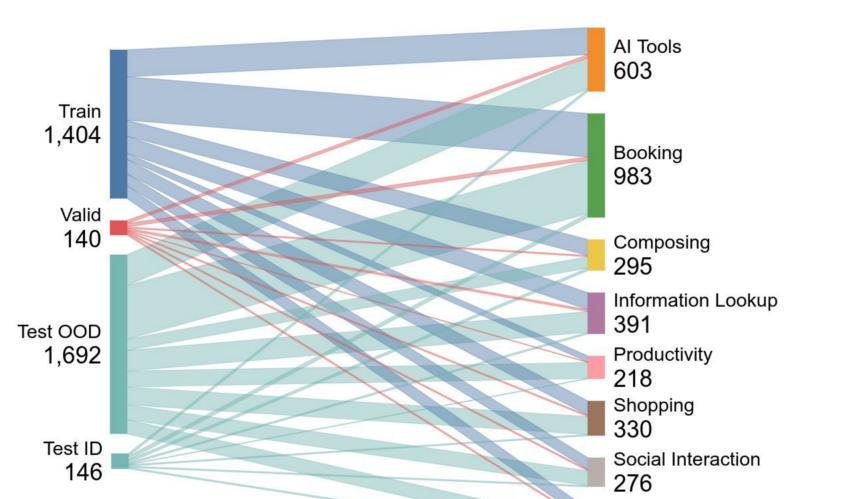
\*These authors contributed equally to this work.

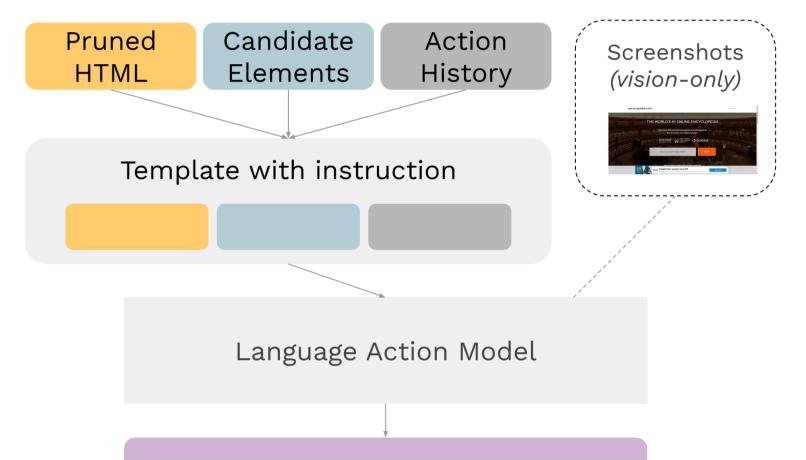
We propose **conversational web navigation:** the task of instruction-based real-world website navigation interleaved with **user-agent interactions**.



→ We recorded 2300 expert
demonstrations across
150 real-world websites.







**say**("What is the paper name?")



**say**("Done. Anything else?")

→ We proposed improvements for handling real-world inputs.

Summarizing

Very long HTML		Too r candi	•	Long history			
Elem. 1	Elem. N	Cand. 1	Cand. N	Chat 1	Chat N		
Truncate							
4							
Elem. 1	Elem. N	Cand. 1	Cand. N	Chat 1	Chat N		
Truncated HTML		Trunc	cated	Trunc	ated		

- Closed-source models in zero-shot surpassed by finetuned models.
- For finetuned models: text-only models

Predicted Action

→ We evaluated SotA action models with turn-based evaluation metrics.

Models	Size	Test	Test
Zero-shot			
Llama-2	13B	5.2	5.6
GPT-3.5T	_	8.5	10.3
GPT-4T	_	10.7	12.2
GPT-4V	_	10.4	12.9
Finetuned			
Pix2Act	1.3B	16.9	23.9
S-LLaMA	2.7B	25.0	37.4
MindAct	3B	20.9	25.7
Flan-T5	3B	23.8	31.1



surpass multimodal models.

◆ All the models make *unjustified* errors.

Fuyu	8B	20.0	30.9
Llama-2	13B	25.2	37.0
GPT-3.5F	_	21.2	30.8

## 😥 Benchmark & models 🕂 💭 Code 🕂 🗹 Data explorer

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