000 001 002 003 004 AGENTSTORE: SCALABLE INTEGRATION OF HET-EROGENEOUS AGENTS AS SPECIALIZED GENERALIST COMPUTER ASSISTANT

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ABSTRACT

Digital agents capable of automating complex computer tasks have attracted considerable attention due to their immense potential to enhance human-computer interaction. However, existing agent methods reveal deficiencies in their generalization and specialization capabilities, especially in handling open-ended computer tasks in real-world environments. Inspired by the rich functionality of the App store, we present AgentStore, a scalable platform designed to dynamically integrate heterogeneous agents for automating computer tasks. AgentStore empowers users to integrate third-party agents, allowing the system to continuously enrich its capabilities and adapt to rapidly evolving operating systems. Additionally, we propose a novel core MetaAgent with the AgentToken strategy to efficiently manage diverse agents and utilize their specialized and generalist abilities for both domain-specific and system-wide tasks. Extensive experiments on challenging benchmarks demonstrate that AgentStore surpasses the limitations of previous systems with narrow capabilities, particularly achieving a significant improvement from 11.21% to 23.85% on the OSWorld benchmark, more than doubling the previous results. Comprehensive quantitative and qualitative results further demonstrate AgentStore's ability to enhance agent systems in both generalization and specialization, underscoring its potential for developing the specialized generalist^{[1](#page-0-0)} computer assistant. All our codes will be made publicly available.

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1 INTRODUCTION

034 035 036 037 038 039 The continual evolution of computer Operating Systems (OS), along with proliferating applications, has transformed how people work and live. This transformation goes beyond daily life like shopping and gaming, encompassing professional works such as writing in Office or editing in Photoshop. However, this increased functionality comes with a steep learning curve, often burdening users. As a result, autonomous computer assistants—once limited to fiction like *JARVIS in Iron Man or MOSS in Wandering Earth*—have become a concrete pursuit, attracting great interest from researchers.

040 041 042 043 044 045 046 047 048 049 050 051 Advancements in Multimodal Large Language Models (MLLMs) [\(OpenAI,](#page-11-0) [2023;](#page-11-0) [Reid et al.,](#page-11-1) [2024\)](#page-11-1), are gradually turning this vision into reality. MLLM-based agents have already demonstrated remarkable intelligence in handling complex tasks, benefiting from their strong capabilities in planning and reasoning [\(Wei et al.,](#page-12-0) [2022;](#page-12-0) [Yao et al.,](#page-12-1) [2023\)](#page-12-1). Following this trend, using MLLMs to build digital agents for automating computer tasks has become a promising direction [\(Zhang et al.,](#page-12-2) [2024a\)](#page-12-2). However, real-world OS environments encompass a diverse array of open-ended computer tasks, each with inherent requirements for capabilities across multi-dimensions [\(Xie et al.,](#page-12-3) [2024\)](#page-12-3), posing substantial challenges to existing methods. Specifically, "Task 1" in Figure [1](#page-1-0) illustrates that many computer tasks necessitate specific knowledge and operations. In such scenarios, existing generalist agents [\(Wu et al.,](#page-12-4) [2024;](#page-12-4) [Tan et al.,](#page-11-2) [2024\)](#page-11-2) often underperform due to their lack of these specialized abilities. Conversely, specialized agents, despite excelling at specific tasks within single domains like tabular data processing [\(Li et al.,](#page-11-3) [2024;](#page-11-3) [Chen et al.,](#page-10-0) [2024a\)](#page-10-0) or web browsing [\(Zhou](#page-12-5) [et al.,](#page-12-5) [2023;](#page-12-5) [Deng et al.,](#page-10-1) [2024\)](#page-10-1), cannot generalize across different applications or broader system en-

¹The concept of the "Specialized Generalist" refers to an AI system that excels in specific tasks, surpassing human experts, while still maintaining broad general capabilities [\(Zhang et al.,](#page-12-6) [2024b\)](#page-12-6).

Figure 1: Task examples illustrate that diverse open-ended tasks require a combination of generalization and specialization capabilities. The right part provides a simple overview of specific steps.

vironments. Therefore, these agents struggle to perform independently when confronted with more integrated, system-wide tasks like "Task 2" in Figure [1.](#page-1-0) This heterogeneous demand for capabilities across various tasks presents a challenge for existing single generalist or specialized agents.

074 075 076 077 078 079 080 081 082 083 084 We attribute this dilemma to overlooking a key factor behind the success of modern operating sys-tems: App store^{[2](#page-1-1)}. As a distribution platform, the App store provides an ever-expanding set of functionalities that extend beyond the core OS itself. Correspondingly, we argue that *specialized generalist computer agents should possess the characteristics akin to those of the App store, evolving to grow heterogeneous abilities and autonomously handle an increasingly diverse range of tasks*. To substantiate this, we propose **AgentStore**, a flexible and scalable platform for dynamically integrating various heterogeneous agents to independently or collaboratively automate OS tasks (illustrated on the right in Figure [1\)](#page-1-0). AgentStore allows users to quickly integrate their own specialized agents into the platform, similar to the functionality of the App store. This scalable integration allows the framework to dynamically adapt itself to the evolving OS, providing the multi-dimensional capabilities needed for open-ended tasks, and ultimately offering a robust solution for developing the specialized generalist computer assistant.

085 086 087 088 089 090 091 092 093 094 095 096 097 098 Specifically, we first develop a prototype of AgentStore, establishing an agent integration protocol and creating over 20 agents with diverse functionalities to handle a wide range of OS tasks across widely used desktop applications. Based on this foundation, the main challenge is efficiently managing the rapidly growing and increasingly large number of agents, which overwhelms traditional management methods, such as In-Context Learning (ICL; [Dong et al.,](#page-10-2) [2022\)](#page-10-2) and full Fine-Tuning (FT; [Qin et al.,](#page-11-4) [2023\)](#page-11-4). To this issue, we introduce a novel MLLM-based MetaAgent with Agent-Token strategy, to select the most suitable agent(s) to independently or collaboratively complete tasks. Specifically, each integrated agent in AgentStore is denoted as a learnable token embedding in MetaAgent's architecture like a word token embedding. During inference, MetaAgent activates the corresponding agent to execute the task when an agent token is predicted. Innovatively, we enhance this approach by shifting from single-token [\(Hao et al.,](#page-10-3) [2024\)](#page-10-3) to multi-token prediction, allowing MetaAgent to predict and coordinate multiple agents for collaborative task execution. Additionally, we propose an automated process with self-instruct for tuning AgentToken without relying on manual data, further enhancing AgentStore's practicality in real-world scenarios.

099 100 101 102 103 104 105 We validate the effectiveness of AgentStore through extensive experiments in OS environments. On the highly challenging OSWorld benchmark, a real-world computer environment with 369 tasks, AgentStore achieved a success rate of 23.85%, more than doubling the performance of the previous best system (11.21%) [\(Xie et al.,](#page-12-3) [2024\)](#page-12-3). Comprehensive quantitative and qualitative results, along with ablation studies, highlight the critical importance of scalable heterogeneous agent integration in expanding the system's capabilities. Similar outcomes were observed when evaluating AgentStore in a mobile environment, demonstrating our approach's adaptability for automating tasks across multiple OS platforms. Additionally, we demonstrated the broad applicability of the AgentToken

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²In this paper, App store not only refers to the App Store for Apple but all similar platforms. See the specific concept in [App store.](https://en.wikipedia.org/wiki/App_store)

108 109 110 paradigm in comparison to other strategies, highlighting its efficiency in training and its effectiveness in dynamically managing agents within AgentStore. We conclude our contributions as follows:

- **111 112 113** • AgentStore: We propose a scalable platform for dynamically integrating heterogeneous agents to automate operating system tasks. AgentStore adapts itself to evolving environments, offering a robust solution for developing specialized generalist computer assistants.
- **114 115** • MetaAgent with AgentToken: We introduce MetaAgent to manage the growing number of agents and propose AgentToken to enhance training efficiency and enable plug-and-play functionalities.
	- Stunning Results: AgentStore achieves SOTA results on challenging benchmarks, more than doubling the performance of previous systems. Our comprehensive analysis demonstrates how AgentStore expands agent capabilities in both generalization and specialization.
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2 RELATED WORK

123 124 125 126 127 128 129 130 131 132 LLM-based Agents. Recent advancements in (M)LLMs [\(OpenAI,](#page-11-0) [2023;](#page-11-0) [Reid et al.,](#page-11-1) [2024\)](#page-11-1) have led to the development of highly capable AI agents, applied across various domains, including robotics [\(Driess et al.,](#page-10-4) [2023\)](#page-10-4), software development [\(Wang et al.,](#page-11-5) [2024\)](#page-11-5), and beyond. A rapidly growing research field among these is automating interactions with computer environments to solve complex tasks. Early work primarily focused on specific scenarios, such as web manipulation [\(Yao](#page-12-7) [et al.,](#page-12-7) [2022;](#page-12-7) [Deng et al.,](#page-10-1) [2024\)](#page-10-1), command-line coding [\(Sun et al.,](#page-11-6) [2024\)](#page-11-6), and gaming [\(Wang et al.,](#page-11-7) [2023a\)](#page-11-7). Following this, more recent methods [\(Wu et al.,](#page-12-4) [2024;](#page-12-4) [Tan et al.,](#page-11-2) [2024\)](#page-11-2) have started exploring general-purpose computer agents capable of interacting with diverse components of an operating system. Unfortunately, both of these struggle with open-ended tasks in real environments, exposing limitations in their generalization and specialization capabilities. To address these shortcomings, this paper introduces AgentStore to build the specialized generalist computer assistant.

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134 135 136 Multi-Agent Systems. Recently, various approaches [\(Park et al.,](#page-11-8) [2023;](#page-11-9) [Sun et al.,](#page-11-9) 2023; [Wu et al.,](#page-12-8) [2023;](#page-12-8) [Hong et al.,](#page-10-5) [2023\)](#page-10-5) have been proposed to facilitate effective collaboration and communication among multi-agent to overcome hallucinations, ensuring deterministic and trustworthy results.

137 138 139 140 141 142 143 While these approaches have shown promising results in domains such as automating coding, they still exhibit two major limitations. First, by using a fixed number of agents with predefined roles, *they lack support for dynamically integrating agents*. Second, *their agents are usually homogeneous*, which limits agent diversity and consequently constrains their range of capabilities. Therefore, our approach is designed to support the dynamic integration of a large number of third-party agents to leverage their advantages in quantity and diversity. AgentStore expands the capability boundaries of current multi-agent systems.

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3 AGENTSTORE

147 148 149 150 We first provide a comprehensive overview and detail key components of the framework in Section [3.1.](#page-2-0) Then, Section [3.2](#page-3-0) introduces MetaAgent, explaining how to effectively manage the rapidly growing and large number of agents via AgentToken. Finally, Section [3.3](#page-4-0) details how AgentToken can be efficiently trained using an automated process with self-instruct.

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3.1 FRAMEWORK OVERVIEW

154 155 156 157 158 As illustrated in Figure [2,](#page-3-1) AgentStore consists of three main components: AgentPool, AgentEnroll, and MetaAgent. The AgentPool stores all feature-specific agents with distinct functionalities. AgentEnroll defines the integration protocol for adding new agents to the AgentPool. Finally, the MetaAgent selects the most suitable agent(s) from AgentPool to independently or collaboratively complete tasks. In this section, we provide a detailed explanation of these key components.

159 160 161 AgentPool: The AgentPool is a collection of all available agents within AgentStore. To build the prototype of AgentStore, we organized over 20 agents within AgentPool, each with distinct functionalities. These agents range from unimodal to multimodal, from open-source to closedsource models, and from Command-Line Interfaces (CLI) to Graphical User Interfaces (GUI). The

Figure 2: The illustration on the main components in AgentStore.

173 174 175 diverse capabilities of these agents cover common applications and tasks in both daily life and professional work. This heterogeneous combination provides a solid foundation to validate the effectiveness of the AgentStore concept. The details of these agents are presented in Appendix [A.](#page-13-0)

176 177 178 179 180 181 182 AgentEnroll: When a developer creates a new OS agent and seeks to integrate it into AgentStore, it is essential to register the agent's information in a standardized format. To ensure consistency in the integration process, we established an **agent integration protocol**. During enrolling, the developer completes a predefined form outlining the agent's capabilities, limitations, applications it interacts with, and demonstrations of its functionality (in Figure [2\)](#page-3-1). Formally, the set of all enrolled agents is represented as $A = \{(a_1, d_1), (a_2, d_2), ..., (a_n, d_n)\}\$, where the completed form for each agent a_i constitutes a document d_i . For specific examples of forms and documents, refer to the Appendix [B.](#page-14-0)

183 184 185 186 187 188 189 190 MetaAgent: As the core of AgentStore, MetaAgent functions as the platform's manager. As shown on the right side in Figure [2,](#page-3-1) when a user provides a task, MetaAgent combines the task description with the system state (including screenshots, terminal output, accessibility tree, etc.) to select the appropriate agents from the AgentPool to complete it. This involves two primary functions. First, MetaAgent acts as a router, choosing the most suitable agent when a single agent can handle the task. Second, when multiple agents are required, MetaAgent divides the task into subtasks and assigns each to the appropriate agents, ensuring efficient task completion. In the next section, we will explain how MetaAgent performs inference to enable dynamic management.

192 3.2 METAAGENT WITH AGENTTOKEN

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193 194 195 196 197 198 199 200 201 We employ the powerful open-source MLLM as the foundation for our MetaAgent M . This enables it to process multi-modal information covering task descriptions and OS states. Given the set of all enrolled agents A , the goal of MetaAgent is to call a subset of these agents to automate computer tasks. Since the number of agents in AgentStore dynamically grows and reaches a large scale, common methods like In-Context Learning (ICL) [\(Chase,](#page-10-6) [2022;](#page-10-6) [Li et al.,](#page-11-10) [2023;](#page-11-10) [Suzgun & Kalai,](#page-11-11) [2024\)](#page-11-11) and full Fine-Tuning (FT) [\(Qin et al.,](#page-11-4) [2023\)](#page-11-4) become impractical due to the excessive context length and the high cost of retraining, respectively. Therefore, we propose the **AgentToken** strategy, which eliminates the need for lengthy contexts and significantly reduces the cost of retraining MetaAgent whenever a new agent is added.

202 203 204 205 206 207 208 Inspired by ToolkenGPT [\(Hao et al.,](#page-10-3) [2024\)](#page-10-3), which captures tool semantics using special tokens, AgentToken extends this concept by encoding enrolled agents as special tokens in the MetaAgent's vocabulary. Specifically, the agent tokens are parameterized as an embedding matrix $W_A \in \mathbb{R}^{|A| \times d}$ and appended to the original word token head $W_{\nu} \in \mathbb{R}^{|\mathcal{V}| \times d}$. Assuming the agent tokens $W_{\mathcal{A}}$ have been trained and available (as described in Section [3.3\)](#page-4-0), the concatenated result forms the new language modeling head of MetaAgent. In this way, MetaAgent predicts the next token with the following probability:

$$
P_M(t_i|t_{< i}) = \text{softmax}([W_{\nu}; W_{\mathcal{A}}] \cdot h_{i-1}),
$$

210 211 212 where the next token can be either a word token or an agent token, *i.e.*, $t_i \in \mathcal{V} \cup \mathcal{A}$. The operation [;] denotes concatenation, and $h_{i-1} \in \mathbb{R}^d$ represents the last hidden state. In this context, AgentToken enables MetaAgent to fulfill its two primary functions:

213 214 215 MetaAgent as Router: Following the above manner, the most probable next token is obtained by maximizing the conditional probability:

$$
t_i^* = \arg \max_{t \in \mathcal{V} \cup \mathcal{A}} \left(P_M(t_i | t_{< i}) \right).
$$

216 217 218 219 220 Once an agent token is predicted, *i.e.*, $t_i^* \in A$, the MetaAgent halts decoding, and the corresponding agent is invoked to execute the task. As illustrated in Figure [2,](#page-3-1) the above method enables MetaAgent to act as an efficient router, predicting the most appropriate agent to complete a task when a single agent is sufficient. However, many complex tasks require the collaboration of multiple agents. To address this, we extend the method by introducing a Manager mode.

221 222 223 224 225 MetaAgent as Hash Manager: We discover that, although each agent token is trained on individual tasks, they exhibit generalization capabilities for complex, collaborative tasks. Specifically, when a task requires multiple agents, the trained agent tokens often appear among the top candidates in the next token predictions. This observation led us to enhance this approach by shifting from single-token to multi-token prediction:

 $T_i^* = \text{TopK}_{t \in \mathcal{A}}\left(P_M(t_i|t_{< i}), K\right),$

227 228 229 230 231 232 233 234 235 236 237 238 239 where $\text{TopK}(\cdot)$ is a function that returns the set of K tokens from the vocabulary A that have the highest probabilities. These predicted tokens represent the K agents most relevant to this task. The MetaAgent then switches to Manager mode by using a new prompt consisting of in-context documents for these selected agents, outlining how to generate subtasks for the complex task and assign them to the corresponding agents. Unlike previous methods that rely entirely on ICL for management, our method narrows the management scope to a few selected agents, leaving ample context space for detailed documentation of these fixed agents. This design shares similarities with hashing methods [\(Aggarwal & Verma,](#page-10-7) [2015\)](#page-10-7), which convert inputs of arbitrary size into fixed-size outputs to facilitate retrieval and other operations. Therefore, we refer to this approach as *MetaAgent as Hash Manager*. It is important to note that the selection for the router and manager mode can be either manual or automatic. In the automatic setting, MetaAgent follows chain-of-thought (CoT; [Wei](#page-12-0) [et al.,](#page-12-0) [2022\)](#page-12-0), analyzing the given task to determine which mode to select and then switching to either router or manager. The base MetaAgent performs sufficiently well in making this binary decision without additional training.

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3.3 TRAINING AGENTTOKEN WITH SELF-INSTRUCT

243 244 245 246 247 248 249 250 The embedding W_A corresponding to agent tokens are the only tunable parameters, introducing minimal additional training overhead. However, training these agent tokens requires a number of agent demonstrations that consist of the task descriptions and initial OS states. The corresponding token demonstrations were pre-collected for training in previous efforts [\(Hao et al.,](#page-10-3) [2024;](#page-10-3) [Chai](#page-10-8) [et al.,](#page-10-8) [2024\)](#page-10-8). However, this strategy is not applicable in our scenario, as developers only provide a document about the agent, and it is unrealistic to expect them to supply massive demonstrations. Therefore, we propose an automated process with self-instruct [\(Wang et al.,](#page-12-9) [2023c\)](#page-12-9) for tuning these tokens using demonstrations from the MetaAgent itself.

251 252 253 254 The overall process follows an iterative algorithm to guide the generation of extra demonstrations, beginning with a limited set of original demonstrations $S_i = \{ (y_k) \}_{k=1}^{n_i}$ and the agent description c_i provided in document d_i . Specifically, we first prompt MetaAgent with existing demonstrations and agent descriptions:

$$
S_i' = M(S_i, c_i),
$$

256 257 258 259 260 where MetaAgent M is expected to produce the new set of demonstrations S_i' . Following this, to ensure the quality of the generated outputs, we apply BERTScore [\(Zhang et al.,](#page-12-10) [2019\)](#page-12-10) to all newly generated outputs $y' \in S'_i$, ensuring both consistency and diversity. Specifically, we use a greedy algorithm (see Appendix [C\)](#page-21-0) to iteratively filter elements from S_i' , resulting in a refined set $\overline{S_i^{new}} \subseteq \overline{S_i'}$. The new set satisfies the following conditions:

$$
\tau_1 \leq \text{BETRScore}(y_k, y_j) \leq \tau_2, \quad \forall y_k, y_j \in S_i \cup S_i^{new} \text{ and } k \neq j,
$$

262 263 264 where $BETRScore(\cdot)$ represents the similarity between two demonstrations, with imposing a lower bound τ_1 to avoid overly irrelevant outputs and τ_2 ensuring diversity among them. In this way, we automatically filter the generated data, and the refined set is merged, *i.e.*, $S_i = S_i \cup S_i^{new}$.

265 266 267 268 The entire process is an automated iterative bootstrapping. MetaAgent further generates additional examples based on the augmented S_i , with BERTScore guiding and filtering the outputs until a sufficient number of demonstrations are generated to meet the training requirements for AgentToken.

269 Training with self-generated data: During training, each task description and initial state in demonstrations S_i serve as the prefix, and a special agent token \leq Agent \pm is appended as the

270 271 ground truth for the next token prediction. Specifically, the training objective of AgentToken is:

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 $\mathcal{L}(W_{\mathcal{A}}) = \sum$ $|\mathcal{A}|$ i \sum $y_j \in S_i$ $-\log P(\langle \text{Agent}_i | y_j),$

275 276 277 278 279 280 281 the embedding W_A represents the only tunable parameters for all agents $\mathcal A$ in AgentPool. Notably, this training paradigm offers significant advantages in both efficiency and effectiveness. First, it eliminates the need for gradients to flow through the main body of MLLM parameters, resulting in more stable and efficient training than other efficient tuning methods [\(Hu et al.,](#page-10-9) [2022;](#page-10-9) [Lester et al.,](#page-11-12) [2021\)](#page-11-12). Second, AgentToken simply introduces additional tokens to the MetaAgent. The original language generation of the MLLM remains entirely unaffected as long as only the agent tokens are masked. This guarantees that the ICL method can be invoked seamlessly throughout the process.

282 283 284 285 286 287 288 Though inspired by [\(Hao et al.,](#page-10-3) [2024\)](#page-10-3), it diverges significantly in its application of token learning. First, previous methods are limited to single-modal and are not well-suited for handling multi-modal information in OS environments. Additionally, AgentToken extends token learning from singletoken to multi-token prediction, enabling collaboration among multiple agents to automate complex tasks. Finally, due to the dynamic integration nature of our platform, we introduce automated iterative training with self-instruct, allowing continuous training of newly added agents without the need for pre-collected data, greatly enhancing the platform's scalability and flexibility.

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4 EXPERIMENTS

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To assess the effectiveness and versatility of AgentStore, we conducted comprehensive experiments across a diverse range of tasks. These experiments aimed to address two key questions: (1) **How** crucial is the scalable integration of heterogeneous agents in AgentStore? (2) How important is AgentToken for dynamically managing a large number of agents in AgentStore? In the following sections, we present our experimental results and offer a comparative analysis.

297 298 299 300 301 302 303 Benchmark OSWorld [\(Xie et al.,](#page-12-3) [2024\)](#page-12-3) provides a scalable and real environment for evaluating computer agents, encompassing 369 tasks involving real web and desktop applications across open domains. As one of the most realistic and challenging benchmarks, OSWorld is ideal for capturing the diversity and complexity of real-world computer tasks, making it well-suited for testing the capability range of agents. Thus we selected OSWorld as the primary platform for our experiments. For more detailed information on OSWorld, please refer to the Appendix [D.](#page-22-0)

304 305 306 307 308 309 Settings We employ InternVL2-8B [\(Chen et al.,](#page-10-10) [2024b\)](#page-10-10) as the base model of our MetaAgent. Additionally, details regarding the Agents in the AgentPool can be found in Appendix [A,](#page-13-0) along with the threshold selection for τ_1 and τ_2 in Appendix [C.](#page-21-0) We generated about 100 examples for each agent using self-instruct for token training. The AdamW optimizer was used with a learning rate of 4e-5 and a weight decay of 1.0, for a total of 10 training epochs. When executing the Hash Manager, K was set to 5. Further details on prompts can be found in the Appendix F .

310 311 4.1 HOW CRUCIAL IS THE SCALABLE INTEGRATION OF HETEROGENEOUS AGENTS?

312 313 4.1.1 MAIN RESULTS ON OSWORLD

314 315 316 317 318 319 320 321 322 Table [1](#page-6-0) presents the performance comparison between our approach and previous SoTA generalist agents on OSworld. While more advanced base models can improve performance (*e.g.*, GPT-4o outperforming GogVLM in CogAgent [\(Wang et al.,](#page-11-13) [2023b;](#page-11-13) [Hong et al.,](#page-10-11) [2024\)](#page-10-11)), even the best base models still face significant challenges. Notably, these methods exhibit not only overall weak performance but also significant disparities and weaknesses in specific task categories, despite using the same base models. For instance, MMAgent [\(Xie et al.,](#page-12-3) [2024\)](#page-12-3) and CRADLE [\(Tan et al.,](#page-11-2) [2024\)](#page-11-2) struggle with calculation tasks due to their lack of knowledge and operational capability in Excel, while Friday (Wu et al., [2024\)](#page-10-12) and Open-Interpreter [\(ope,](#page-10-12) 2024), CLI-based agents, fails to execute GUI operation effectively in tasks, *e.g.*, Chrome or Thunderbird.

323 In contrast, AgentStore overcomes the limitations of previous methods by integrating over 20 specialized agents, each proficient in specific software and operations. "AgentStore(GT)" in Table

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345 346 347 [1](#page-6-0) refers to each task being assigned to the most suitable agents, representing the upper bound of performance for the current AgentStore implementation. As shown, using specialized agents to handle tasks in their respective domains consistently outperforms generalist agents, with no significant performance shortcomings in almost all domains. This underscores the importance of various capabilities. Furthermore, when different methods are used to manage task allocation, all approaches outperform previous single-agent systems. AgentToken (AT) demonstrates the best performance due to its superior management abilities. We will elaborate on this in Section [4.2.](#page-7-0)

4.1.2 ANALYSIS OF AGENT QUANTITY AND DIVERSITY

350 351 352 353 354 355 356 357 To comprehensively analyze the advantages of scalable integration, we further explore the impact of the number and type of integrated agents within AgentStore on performance. To ensure thoroughness, we analyze AgentStore starting from a generalist MMAgent and incrementally add feature-specific agents in AgentPool to compare their effects on overall performance.

358 359 360 361 362 363 364 365 366 367 We employ two strategies for adding agents: one involves randomly selecting agents to incrementally add to the AgentPool, while the other categorizes agents into GUI and CLI types, starting with one type before supple-menting with the other. As shown in Figure [3,](#page-6-1) performance gradually increases with the growing number of agents, confirming the performance benefits of scalable integration within AgentStore. Additionally, we observe differ-

Figure 3: The performance curve as the number of agents increases, with the y-axis representing the success rate (%) on OSWorld and the horizontal x-axis representing the number of agents.

368 369 370 371 372 ences between the two strategies: random selection maintains a consistent mix of agent types, leading to a more stable growth. In contrast, adding agents of only one type causes the growth rate to slow over time, but this is mitigated when the other type is introduced. This highlights the crucial role of agent diversity, demonstrating the importance of integrating heterogeneous agents. These findings emphasize that both the quantity and diversity of agents are key factors in AgentStore.

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374 4.1.3 GENERALIZATION ON MOBILE OS PLATFORMS

375 376 377 We further validate that AgentStore can generalize to mobile OS platforms. For this, we use the APPAgent [\(Yang et al.,](#page-12-11) [2023\)](#page-12-11) benchmark, which consists of nine popular mobile applications, each serving distinct purposes and collectively forming 45 tasks. Since the operations of mobile apps are entirely GUI-based, we design a dedicated agent for each app (a total of nine agents), which **378 379 380** differs from AgentStore in computer environments. Specifically, these agents are generated through a combination of self-exploration and human demonstrations within their respective applications.

381 382 383 384 385 386 Table [2](#page-7-1) compares the performance of a single general agent with AgentStore on the APPAgent benchmark. As shown, the performance of the generalist agent, lacking specific knowledge of each app, is subpar across many applications, even when utilizing the strongest base model. In contrast, AgentStore constructs dedicated agents tailored to their respective applications, effectively addressing performance deficiencies in certain apps and demonstrating a significant performance improvement from 26.7% to 57.8%. This underscores the applicability of the AgentStore concept to other operating system platforms, highlighting its broader potential for application.

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Table 2: Success rates of generalist agents and AgentStore. Methods marked with "*" indicate the re-implementation of the APPAgent without app-specific knowledge. *Due to differences between the original paper and the publicly available benchmark, the results may vary.* Additionally, while enhanced Appagent also generated app-specific agents, it did not integrate them into a complete system, instead only evaluating individual apps, and thus it is not included in the comparison.

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4.2 HOW IMPORTANT IS AGENTTOKEN FOR DYNAMICALLY MANAGING AGENTS?

In this section, extensive experiments demonstrate that AgentToken can enable MetaAgent to efficiently manage numerous agents, consistently outperforming advanced In-Context Learning (ICL) and Fine-Tuning (FT) techniques. We first evaluate MetaAgent's routing capability using the OS-World benchmark, demonstrating the advantages of the AgentToken strategy in terms of effectiveness, efficiency, and low data requirements. Additionally, we assess its collaborative management ability on a newly proposed multi-agent tasks benchmark.

4.2.1 METAAGENT AS ROUTER

Table 3: Routing success rates of different strategies for enabling MetaAgent as the router.

	Agent	Base	Success Rate $(\%)$									
			OS						Calc Impress Writer VLC TB Chrome VSC GIMP AVG			
	ICL	GPT-40 58.33 14.89 12.77 13.04 88.24 100 97.83 60.87 53.85 49.63										
	ICL.	InternVL 37.50 6.38 21.28 8.70 35.29 33.33 52.17 30.43 30.77 41.57										
	$FT-I_0RA$	InternVL 50.00 74.47 55.32 13.04 88.23 100							89.13 30.43 34.61 60.82			
	AgentToken InternVL 75.00 80.85 72.34 43.47 100 100								95.65 91.30 73.08 80.60			

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423 424 425 426 427 428 429 430 431 Effectiveness As shown in Table [3,](#page-7-2) ICL methods perform poorly as routers, even when using advanced models like GPT-4o. This confirms our assertion that relying on simple descriptions and few-shot demonstrations to master new agents can be challenging. In contrast, other tuning methods show some improvement by training on more task demonstrations. However, these methods are highly dependent on the quantity of data (as discussed in the following sections), while their overall performance improvement remains marginal. In comparison, our AgentToken overcomes these challenges, requiring only minimal self-generated data to efficiently train the corresponding agent tokens. It demonstrates the most robust router capability. As shown in the bottom section of Table [1,](#page-6-0) after routing tasks through AgentToken, our AgentStore achieved a success rate of 23.85% on OSworld, significantly outperforming both ICL and FT strategies.

432 433 434 435 436 437 438 439 Efficiency In Table [4,](#page-8-0) we compared the efficiency of the AgentToken with other efficienttuning methods, *i.e.*, prompt tuning (Pt) and adapter tuning (LoRA), focusing on the number of trainable parameters, memory requirements, and training time on the same A100 device. Results indicate that AgentToken is the most efficient across all dimensions, requiring the least

440 441 442 443 amount of parameters and memory with the shortest training duration. Specifically, because Agent-Token eliminates the need for gradients to flow through the main body of MLLM, training time is significantly reduced, and the process becomes more stable. Conversely, full fine-tuning and prompt tuning suffer from instability due to their sensitivity to data, failing to converge properly.

444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 Data Requirement Generally, the larger and higher-quality the demonstration set S_i , the more beneficial it is for training AgentToken. However, in practical scenarios, manually acquiring a large volume of high-quality demonstrations poses significant challenges. The proposed automated process can mitigate this issue by generating data automatically; nevertheless, the scope of the generated data remains relatively limited [\(Shumailov et al.,](#page-11-14) [2024\)](#page-11-14). Consequently, previous tuning methods often experience reduced performance or even fail to converge. Fortunately, AgentToken can still be effectively trained due to its small parameter size and stable training process. As shown in Figure [4,](#page-8-1) when the demonstration set size reaches 100, a satisfactory accuracy rate can be achieved, aligning with prior methods [\(Hao et al.,](#page-10-3) [2024;](#page-10-3) [Chai et al.,](#page-10-8) [2024\)](#page-10-8). Based on this, we utilize a demonstration set size of 100 per agent in our experiments to train the tokens.

4.2.2 METAAGENT AS HASH MANAGER

466 467 468 469 470 471 472 473 474 475 Although the existing OSWorld includes a limited number of tasks involving multiagent collaboration, the small quantity and overly complex subtasks make it challenging to conduct meaningful experiments on collaborative task processing. Therefore, to further evaluate MetaAgent's ability to predict and coordinate multiple agents for collaborative task execution, we developed a new benchmark based on OS-World, comprising over 100 diverse tasks

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Figure 4: The accuracy curves with increasing training data corresponding to one agent. The xaxis represents the demonstration set size corresponding to each agent. The left y-axis represents the routing accuracy while the right y-axis indicates the executing accuracy.

Table 5: Performance comparison of collaborative task processing across different methods.

Method	Base	Match	Acc	Agent Subtask Execution Acc
ICL	GPT-40 28.71\% 51.72\%			14.85%
ICL. FT	Intern VL 24.75% 40.00% InternVL			9.90%
AТ	InternVL 36.63\% 62.16\% 22.77\%			

476 477 478 479 480 paired with agents in the AgentPool. This newly proposed benchmark allows us to assess the accuracy of both task decomposition and subtasks handling in a real environment. Additionally, we propose three metrics for evaluation: AgentMatch, SubtaskAcc, and ExecutionAcc, which respectively measure multi-agent prediction accuracy, subtask decomposition accuracy, and execution success rate. Detailed benchmark constructions and metric descriptions are provided in Appendix [E.](#page-25-0)

481 482 483 484 485 As shown in Table [5,](#page-8-2) the FT method is not applicable in this scenario due to the infinite combinations of agents, making it impossible to pre-organize the necessary data for training. Moreover, while the ICL methods function to a certain extent, even with advanced commercial models, the constraints of overly long contexts and vast combinatorial spaces result in subpar outcomes. In contrast, AgentToken leverages its inherent task awareness, employing a hashing mechanism to significantly narrow the scope to a few selected agents, thereby demonstrating excellent performance across all metrics.

Task-1: Set up to forward every email received by anonym-x2024@outlook.com in the future to anonym-x2024@gmail.com. MailAgent

Figure 5: Specific steps involved in executing three tasks mentioned in the qualitative analysis.

4.3 QUALITATIVE ANALYSIS

510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 In Figure [5,](#page-9-0) we highlight representative examples of outcomes, along with detailed analysis, to illustrate how AgentStore enhances the overall system's capability to tackle complex, open-ended tasks in real-world environments. In Task-1, the agent is tasked with setting up automatic email forwarding, which involves frequent GUI interactions and requires a strong understanding of Thunderbird's layout and forwarding settings, posing challenges for those unfamiliar with email systems. However, when MetaAgent assigns the specialized MailAgent to handle the task, the agent efficiently navigates the software, knowing the exact steps to configure the forwarding settings. In particular, during the Step3, it executes a sequence of actions to accurately fill out the required forms and options, showcasing its advanced understanding and processing capabilities within the mail domain. Similarly, in Example 2, which requires complex processing of a spreadsheet, MetaAgent selects the SheetAgent from the AgentPool to handle the task, avoiding overly complex GUI interactions. SheetAgent possesses knowledge of "openpyxl" and a deep understanding of the steps needed to manipulate sheets, efficiently completing this task that is too challenging for previous generalist agents [\(Xie et al.,](#page-12-3) [2024;](#page-12-3) [Tan et al.,](#page-11-2) [2024\)](#page-11-2). In addition, Example 3 illustrates a system-wide task that requires collaboration among multiple agents. MetaAgent successfully decomposes the task into subtasks and assigns the appropriate agents to complete each one. This demonstrates AgentStore's ability to perceive the overall task structure, overcoming the limitations of isolated, single-specialist agents and showcasing its strong generalization capability. In summary, these examples highlight AgentStore's specialized generalist abilities in handling not only domain-specific but also systemwide tasks, underscoring its potential for building a specialized generalist computer assistant.

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5 CONCLUSION

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532 533 534 535 536 537 538 539 In this paper, we introduce AgentStore, a flexible and scalable platform for dynamically integrating various heterogeneous agents to independently or collaboratively complete complex OS tasks. Furthermore, we propose MetaAgent with the AgentToken strategy to achieve efficient management of the growing number of agents. Extensive experimental results validate both the importance of scalable integration and the effectiveness of the AgentToken strategy. Comprehensive quantitative analysis and qualitative results show that AgentStore expands the capabilities of existing agent systems in both generalization and specialization. We believe that as basic AGI models continue to evolve, AgentStore, as an open platform, will integrate more powerful agents, progressively advancing toward the vision of building the specialized generalist computer assistant.

540 541 ETHICS STATEMENT

542 543 544 545 546 This research focuses on building a scalable platform to integrate heterogeneous agents dynamically. The data datasets or benchmarks we employed are properly cited. There are no discrimination, bias, or fairness issues that need to be declared in this paper. Further, the outputs are not expected to be potentially harmful. To ensure reproducibility, we provide all experimental details in Section [4](#page-5-0) and their corresponding appendices. All source code will be made public.

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702 703 A AGENTPOOL

704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 The AgentPool is a collection of all available agents within AgentStore. To build the prototype of AgentStore, we organized 20 agents within Agent-Pool, each with distinct functionalities. As shown in Table [6,](#page-13-1) these agents range from unimodal to multimodal, from open-source to closed-source models, and from Command-Line Interfaces (CLI) to Graphical User Interfaces (GUI). The diverse capabilities of these agents cover common applications and tasks in both daily life and professional settings. In addition to the domain-specific agents we developed, we also integrated existing agents, such as Friday [\(Wu](#page-12-4) [et al.,](#page-12-4) [2024\)](#page-12-4) and [\(He et al.,](#page-10-13) [2024\)](#page-10-13). This demonstrates the scalability of our approach, which allows thirdparty agents to be added to the platform.

719 720 721 722 Specifically, for closed-source model agents, we uniformly use GPT-4o as the base model. For opensource model agents, single-modality agents are based on Llama 3.1 [\(Touvron et al.,](#page-11-15) [2023\)](#page-11-15), while

Figure 6: The agent distribution across different types.

723 multi-modality agents are built on InternVL2 [\(Chen et al.,](#page-10-10) $2024b$). The last column of Table [6](#page-13-1) indicates whether the agent has the capability to solve tasks outside its own domain.

724 725 726 727 728 Figure [6](#page-13-2) illustrates the distribution of different types of agents, showing that the initial version of AgentStore maintains a consistent balance between GUI and CLI agents. Most models also support extensions to handle additional tasks. Due to the significant gap between open-source and closecommercial models, most agents in this version are currently based on close-commercial models.

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 B AGENTENROLL

 When a developer creates a new OS agent and seeks to integrate it into AgentStore, it is essential to register the agent's information in a standardized format. To ensure consistency in the integration process, we established an agent integration protocol. As shown in the template below, during enrollment, the developer completes a predefined form outlining the agent's capabilities, limitations, the applications it interacts with, and demonstrations of its functionality.

 The completed form for each agent constitutes a document. Following the template, we present six typical agent documents related to LibreOffice tasks to help readers understand the AgentEnroll process and outcomes, as well as to provide a clearer view of the agents in the AgentPool. Due to space limitations, further details on additional agents will be available when the entire project is open-sourced.

 In the actual enrollment process, we encourage developers to provide more demonstrations—the greater the number, the more comprehensive the document will be, which also facilitates agentToken training during the self-instruct process. In this paper, we provide 10 demonstrations for each agent, which is relatively lightweight but still effectively aids the Metaagent in learning and understanding the corresponding agent.

Templete: *AgentName*

```
# Applications:
# List the applications or tools that the agent supports
or interacts with.
# Capabilities
# Describe the main functions and abilities of the agent.
Include details about the tasks it can perform and the
libraries or technologies it utilizes.
# Limitations
# Outline the constraints and tasks the agent cannot perform.
This helps set clear boundaries for the agent's functionality.
# Demonstrations
# Demostation 1: <Description of the first demonstration task.>
# Demostation 2: <Description of the second demonstration task.>
# Demostation 3: <Description of the third demonstration task.>
# Demostation 4: <Description of the fourth demonstration task.>
......
End!
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 C AUTOMATED PROCESS WITH SELF-INSTRUCT

 In this section, we provide more details about the Automated data generation process, including threshold selection and the greedy filtering algorithm.

 Threshold Selection To ensure the reliability of threshold selection, we first studied the distribution of thresholds in real-world tasks based on human-labeled standards. As shown in Figure [7,](#page-21-1) in tasks labeled by OSworld, the 95% threshold distribution of BertScore across different domains is primarily concentrated between 0.77 and 0.92. Therefore, to further strictly control the quality of generated data, we ultimately selected a threshold of 0.8 for τ_1 and 0.9 for τ_2 to filter the data.

 This approach offers several advantages. By selecting thresholds of 0.8 for τ_1 and 0.9 for τ_2 , we strike a balance between retaining high-quality data and ensuring the diversity necessary for robust training. The τ_1 threshold helps in eliminating low-quality samples, while τ_2 enforces stricter criteria for the final selection of data, ensuring that only the most relevant and high-quality data points are used. This dual-threshold filtering process not only improves the precision of the generated data but also enhances the overall performance of agent training, reducing the risk of overfitting to noise or irrelevant tasks.

 Greedy Filtering Algorithm Algorithm [1](#page-22-1) presents a greedy algorithm for filtering a set of newly generated demonstrations, S'_i , ensuring that each selected demonstration maintains a BERTScore similarity within the specified bounds τ_1 and τ_2 relative to both existing demonstrations S_i and previously selected new demonstrations S_i^{new} . The key improvement lies in the prioritization of demonstrations that are optimally positioned between the two thresholds, thereby enhancing both relevance and diversity.

 A prioritization mechanism selects demonstrations optimally positioned between the similarity thresholds. By calculating the minimum distance of each candidate's BERTScore to the thresholds, the algorithm ensures that selected demonstrations are neither too similar nor too dissimilar to existing ones. This strategic ordering facilitates the inclusion of the most appropriate demonstrations first, thereby maximizing both the relevance and diversity of the refined set S_i^{new} . Consequently, the quality of the training data for AgentToken is significantly improved, fostering more effective training outcomes.

Figure 7: BertScore distribution across different domains.

1188 1189 1190 1191 1192 1193 1194 1195 1196 1197 1198 1199 1200 1201 1202 1203 1204 1205 1206 1207 1208 1209 1210 1211 1212 1213 1214 Algorithm 1 Greedy Filtering of Generated Demonstrations using BERTScore with Prioritized Selection **Require:** \bullet $S_i' = \{y_1', y_2', \ldots, y_m'\}$: Set of newly generated demonstrations • $S_i = \{y_1, y_2, \dots, y_n\}$: Existing set of demonstrations • τ_1 : Lower bound for BERTScore similarity • τ_2 : Upper bound for BERTScore similarity **Ensure:** • \hat{S}_i^{new} : Refined set of new demonstrations satisfying the similarity constraints 1: Initialize $S_i^{new} \leftarrow \emptyset$ 2: For each $y' \in S'_i$, compute the minimum distance to the thresholds: $d(y') = \min(|\text{BERTScore}(y', y) - \tau_1|, |\text{BERTScore}(y', y) - \tau_2|) \quad \forall y \in S_i$ 3: Sort S'_i in descending order based on $d(y')$ 4: for each $y' \in S'_i$ in sorted order do 5: Initialize a flag $valid \leftarrow True$ 6: for each $y \in \overline{S}_i \cup S_i^{new}$ do 7: Compute BERTScore (y', y) 8: if BERTScore $(y', y) < \tau_1$ or BERTScore $(y', y) > \tau_2$ then 9: $valid \leftarrow False$ 10: break 11: end if 12: end for 13: if $valid$ then 14: Add y' to S_i^{new} 15: end if 16: end for 17: **return** S_i^{new}

D OSWORLD

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1218 1219 1220 1221 1222 OSWorld [\(Xie et al.,](#page-12-3) [2024\)](#page-12-3) is a scalable, computer environment designed for multimodal agents. This platform provides a real-world environment for assessing open-ended computer tasks involving various applications. In this section, we provide a detailed introduction to OSworld, focusing on three key aspects: the open-ended and diverse nature of tasks, the reliability of evaluations in realworld environments, and the varied capability requirements for agents. This aims to help readers understand the rationale behind using OSworld as the primary evaluation platform in the main text.

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1225 D.1 OSWORLD TASKS

1226 1227 1228 1229 1230 1231 1232 1233 1234 1235 1236 1237 OSWorld is a benchmark suite consisting of 369 real-world computer tasks, primarily based in an Ubuntu Linux environment, with a smaller portion covering Microsoft Windows. The tasks are sourced from the authors as well as various platforms like forums, tutorials, and guidelines. Each task is paired with a natural language instruction and a hand-crafted evaluation script for scoring. Figure [8](#page-22-2) provides a detailed classification of tasks, showcasing their diversity and effectively reflecting the nature of open-ended tasks in real-world scenarios.

1238 D.2 REAL-WORLD

1239 COMPUTER ENVIRONMENT

Figure 8: Task instructions distribution in OS-World [\(Xie et al.,](#page-12-3) [2024\)](#page-12-3)

Misc. 5.7% Settings 5.7% Info query 4.1% Shopping 2.7% Account ops 2.4% Email ops 2.4%
^{Iocount} Video control 4.6%

 $O = 6.5%$ 31.7% Office

> **Daily** 21.1%

Slide editing 8.7% Doc. settings 1.6% Oc. editing 4.6% Image ops 7.0% On $3.8%$ Code assist 2.4% File ops 8.1% Multimedia A.6% Data analysis 8.9%

13.3% **Workflov** 27.4%

Professiona

Files 2.2% Settings 2.4% Terminal 1.9%
Terminal 1.9% Visualization 1.9% Processing 1.0% Tab. formatting 3.8% Slide settings 4.1%
¹⁰. ^{Gym.}

1241 . As shown in Figure [9,](#page-23-0) OSworld provides an executable and controllable environment that supports task initialization, execution-based evaluation,

Figure 9: OSWorld can serve as a unified environment for evaluating *open-ended* computer tasks in the real-world computer environment.

1251 1252 1253 1254 and interactive agent learning in a range of *real* operating systems. It also provides easily accessible system screenshots, ally-tree information, and interfaces that facilitate agent output for mouse and keyboard operations. This rich system information, real-time execution, and comprehensive task evaluation offer an interactive environment that is not limited to specific applications or domains.

1256 D.3 REPRESENTITIVE EXAMPLES

1257 1258 1259 1260 1261 In Table [7,](#page-23-1) we present several representative examples from OSworld, which aim to illustrate the distinct operational logic involved in different tasks and the diverse capabilities required. These examples help readers better understand the broad range of generalization and specialized skills necessary in real-world computer environments, which are challenging for a single agent to fully encompass.

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> Table 7: Representitive Examples from OSWorld to illustrate the distinct operational logic and the diverse capabilities involved in different tasks.

E OSWORLD-MULTI BENCHMARK

1386 1387 1388 1389 Building on OSworld, we further developed a new benchmark, OSWorld-Multi, to evaluate MetaAgent's ability to predict and coordinate multiple agents for collaborative task execution. OSWorld-Multi consists of 101 tasks, each requiring collaboration with paired agents from the AgentPool. In the following sections, we will introduce the construction process, task examples, and evaluation metrics.

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1391 1392 1393 1394 1395 1396 1397 1398 1399 Construction process To maximize the reuse of tasks, system states, and evaluation functions from OSworld, we adopted a reverse synthesis approach. By mining paired examples in OSWorld, we generated tasks requiring agent collaboration. Specifically, we first traversed all pairwise combinations of subtasks, applying a two-step validation process: an initial filtering with a large language model (LLM), followed by manual review. This method allowed us to select meaningful collaborative tasks. Moreover, this approach enabled the synthesis of tasks requiring not only two-agent collaboration but also those involving three or more agents. In the following section, we will present some of the generated collaborative task results to demonstrate the outcomes of this synthesis process.

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1401 1402 1403 Task examples In the table below, we present several synthesized examples to help readers understand the generation process. Another advantage of this reverse synthesis approach is the presence of natural ground truth, allowing us to evaluate not only execution accuracy but also the accuracy of agent predictions and task decomposition. This enables a comprehensive assessment of collab-

 orative task execution. In the following sections, we will provide a detailed explanation of the corresponding evaluation metrics.

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          Synthesis task 1
          # Agent:Subtask-1
         VLCAgent:Snap a photo of the current video scene, save it as
          'interstellar.png', and put it on the Desktop, please.
          # Agent:Subtask-2
         WriterAgent: Add page number for every page at the bottom left.
          # Synthesis task
         Capture a scene from a video in VLC and insert the image
          into a LibreOffice document with a page number.
          # Required: VLCAgent + WriterAgent
          Synthesis task 2
          # Agent:Subtask-1
         VLCAgent: Help me modify the folder used to store my
          recordings to Desktop.
          # Agent:Subtask-2
         Friday: Change the permission of all regular files under
         current directory tree to 644.
          # Synthesis task
         Modify VLC's recording folder to Desktop and set file
         permissions to 644 for all files in this directory.
          # Required: VLCAgent + Friday
          Synthesis task 3
          # Agent:Subtask-1
         VLCAgent: Can you start streaming the video from this link for me?
         https://www.youtube.com/watch?v=pgBsyTKAwLw
          # Agent:Subtask-2
          ChromeGUI: Could you help me clear browsing history from Youtube?
          # Synthesis task
          Could you stream a video from a YouTube link in VLC and clear
          all YouTube browsing history in Chrome after to ensure a clean search
          experience?
          # Required: VLCAgent + ChromeGUI
```
Synthesis task

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1465 1466 1467 Evaluation metrics We propose three metrics for evaluation: AgentMatch, SubtaskAcc, and ExecutionAcc, which respectively measure multi-agent prediction accuracy, subtask decomposition accuracy, and execution success rate.

1468 1469 1470 1471 1472 1473 1474 1475 AgentMatch is designed to assess the accuracy of the agent prediction process during collaborative task execution. It compares the predicted set of agents selected by the MetaAgent with the ground truth set of agents that are required for successful task completion. Essentially, AgentMatch measures how well the MetaAgent can correctly identify the appropriate agents from the AgentPool for a given task. The metric is computed by calculating the accuracy of the predicted agent set relative to the actual agents involved in the task. Specifically, it checks whether the predicted agents match the expected agents. A high AgentMatch score indicates that the MetaAgent is effectively coordinating and predicting the correct agents for task execution.

1476 1477 1478 1479 1480 1481 1482 1483 1484 1485 1486 1487 SubtaskAcc is an evaluation metric that measures the accuracy of task decomposition by comparing the predicted subtasks assigned to each agent with the ground truth subtasks. It evaluates how well the MetaAgent decomposes a given task and assigns the correct subtasks to the respective agents. To assess SubtaskAcc, we use a textual comparison between the predicted subtasks and the actual subtasks for the same agent. This comparison is based on textual similarity, using BERTScore as the evaluation metric. As per our analysis in C , if the BERTScore is below 0.77, the two subtasks are considered too dissimilar, and the decomposition is deemed unsuccessful. Conversely, if the BERTScore exceeds this threshold, the decomposition is considered accurate. This threshold ensures that only decompositions with sufficiently high textual similarity are counted as correct. SubtaskAcc thus reflects how effectively the MetaAgent can break down a complex task and allocate the correct components to individual agents. A high SubtaskAcc score indicates that the MetaAgent is accurately identifying the required subtasks for each agent, contributing to the overall success of the collaborative task execution.

1488 1489 1490 1491 ExecutionAcc is an evaluation metric that measures the success rate of task execution by reusing the assessment methods from OSworld. This metric focuses on determining whether the predicted subtasks are correctly executed by the agents, based on their final state in the environment.

1492 1493 1494 1495 1496 1497 To evaluate ExecutionAcc, we rely on OSworld's system of getter and evaluator functions. The getter function extracts key components from the final state of the environment (e.g., a modified file or text contents displayed in a window element), while the evaluator function assesses success based on these extracted components. If a necessary function does not exist, it is constructed and added to the function library of the environment. Each task is evaluated by comparing its final execution state with the expected outcome, and the evaluation process is designed to be robust.

1498 1499 1500 1501 In the context of our system, ExecutionAcc provides a direct measure of how successfully the agents complete their assigned tasks, reflecting the practical performance of task execution in real-world scenarios. A high ExecutionAcc indicates that the agents are accurately following the predicted subtasks and completing them correctly in the environment.

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1504 F PROMPT DETAILS

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1507 1508 1509 1510 We provide examples of MetaAgent prompts in different modes to help readers understand the inference process. It is important to note that in manager mode, the prompt templates in Section $F₁3$ for AgentToken and ICL are identical. The key difference is that AgentToken reduces the number of input documents, effectively shortening the context length, which in turn improves performance.

1511 Additional prompts, including those related to each individual agent and self-instruct, will be provided when the project is open-sourced.

1512 1513 F.1 PROMPT FOR ROUTER MODE FOR AGENTTOKEN

```
Prompt: Router for AgentToken
Imagine you have a complex task that needs to be executed on an
operating system.
This task can be decomposed into sub-tasks corresponding to
the model's capabilities.
You have several agents with different specializations available.
Requirements:
The task is assigned to one agent, the model should return
the one token of that agent.
Now your task is {task_name}
```
F.2 PROMPT FOR ROUTER MODE FOR ICL

```
Prompt: Router for ICL
```

```
Imagine you have a complex task that needs to be executed on an
operating system.
This task can be decomposed into sub-tasks corresponding to
the model's capabilities.
You have several agents with different specializations available.
{agent_1_document},{agent_2_document},...{agent_n_document}
Requirements:
The task is assigned to one agent, the model should return the
name of that agent.
like:
###CalcAgent###
Now your task is {task_name}
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F.3 PROMPT FOR MANAGER MODE

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         Prompt: Manager Mode
          Imagine you have a complex task that needs to be executed
         on an operating system.
         This task can be decomposed into sub-tasks corresponding
         to the model's capabilities.
         You have agents with different specializations available:
         {agent_1_document},{agent_2_document},...{agent_n_document}
         Requirements:
         The task requires multiple agents, the model should specify
         which sub-tasks each agent should handle.
         The model should ensure that the task assignment optimizes
         efficiency and effectiveness, considering the unique
         capabilities of each agent.
         return like:
          ###AgentName1:compute the sum of data in a new sheet.###
         ###AgentName2:upload the computed file to the google Drive###
         Be careful not to assign the same agent to perform tasks
         consecutively.
         don't return like this:
          ###Agent1:compute the sum of data in a new sheet.###
          ###Agent1:rename this sheet.###
         Now your task is {task_name}
```