

Abstract

Graphical User Interface (GUI) agents show amazing abilities in assisting human-computer interaction, automating human user's navigation on digital devices. An ideal GUI agent is expected to achieve high accuracy, low latency, and compatibility for different GUI platforms. Recent vision-based approaches have shown promise by leveraging advanced Vision Language Models (VLMs). While they generally meet the requirements of compatibility and low latency, these vision-based GUI agents tend to have low accuracy due to their limitations in element grounding. To address this issue, we propose **SpiritSight**, a vision-based, end-to-end GUI agent that excels in GUI navigation tasks across various GUI platforms. First, we create a multi-level, large-scale, high-quality GUI dataset called **GUI-Lasagne** using scalable methods, empowering SpiritSight with robust GUI understanding and grounding capabilities. Second, we introduce the **Universal Block Parsing (UBP)** method to resolve the ambiguity problem in dynamic high-resolution of visual inputs, further enhancing SpiritSight's ability to ground GUI objects. Through these efforts, SpiritSight agent outperforms other advanced methods on diverse GUI benchmarks, demonstrating its superior capability and compatibility in GUI navigation tasks.

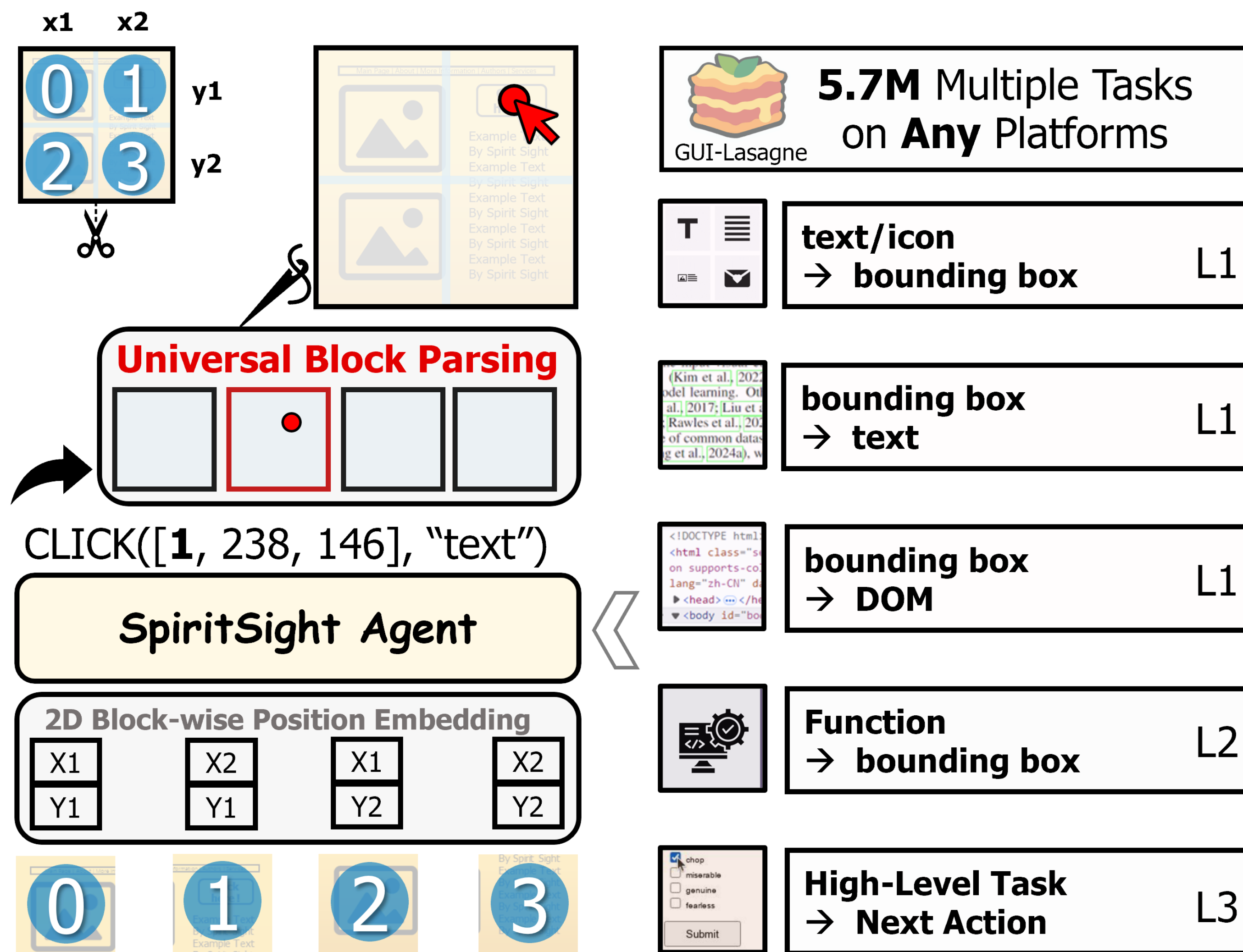


Fig 3. Overview of SpiritSight Agent's Solution

Three level of GUI-Lasagne Dataset Universal Block Parsing enhance Grounding

Level One: Visual-Text Alignment
1.9M Web / 1.1M Mobile bbox

Level two: Visual-Function Alignment
1.5M function2bbox

Level three: Visual GUI Navigation
0.64M CoT-style + Opensource data

Grounding ambiguity because of dynamic high-resolution strategy's **flattening operation**
→ Solution: 2D Block-wise Position Embedding

Block-specific coordinate representation $[x, y] \rightarrow [\text{block_id}, x, y]$

Experiments

Advanced Vision-based GUI Agent

Model	Input	Select	Cross-Task			Cross-Website			Cross-Domain			
			Size	Modality	From Top	Ele.Acc	Op.F1	Step SR	Ele.Acc	Op.F1	Step SR	Ele.Acc
AutoWebGLM [26]	6B	Text	✓	-	-	66.4%	-	-	56.4%	-	-	55.8%
LLaMA2-7B [26]	7B	Text	✓	-	-	52.7%	-	-	47.1%	-	-	50.3%
CogAgent [19]	18B	Image	✓	-	-	62.3%	-	-	54.0%	-	-	59.4%
HTML-T5-XL [17]	3B	Text	✓	76.4%	78.8%	71.5%	68.4%	71.0%	62.2%	73.0%	75.6%	67.1%
SeeAct [74]	-	Text+Image	×	46.4%	73.4%	40.2%	38.0%	67.8%	32.4%	42.4%	69.3%	36.8%
ReadAgent-P [28]	340B	Text	×	33.7%	72.5%	29.2%	37.4%	75.1%	31.1%	37.2%	76.3%	33.4%
MiniCPM-GUI [7]	3B	Image	×	23.8%	86.8%	20.8%	20.3%	81.7%	17.3%	17.9%	74.5%	14.6%
Fuyu-GUI [4]	8B	Image	×	19.1%	86.1%	15.6%	13.9%	80.7%	12.2%	14.2%	83.1%	11.7%
SeeClick [11]	9.6B	Image	×	28.3%	87.0%	25.5%	21.4%	80.6%	16.4%	23.2%	84.8%	20.8%
OmniParser [53]	-	Image	×	42.4%	87.6%	39.4%	41.0%	84.8%	36.5%	45.5%	85.7%	42.0%
SpiritSight-2B	2B	Image	×	51.7%	87.2%	44.9%	44.0%	83.6%	37.8%	42.4%	83.5%	36.9%
SpiritSight-8B	8B	Image	×	59.2%	88.9%	52.7%	52.2%	84.7%	44.0%	50.1%	86.0%	44.4%
SpiritSight-26B	26B	Image	×	60.5%	89.7%	54.7%	57.0%	85.7%	48.1%	54.1%	87.2%	49.2%

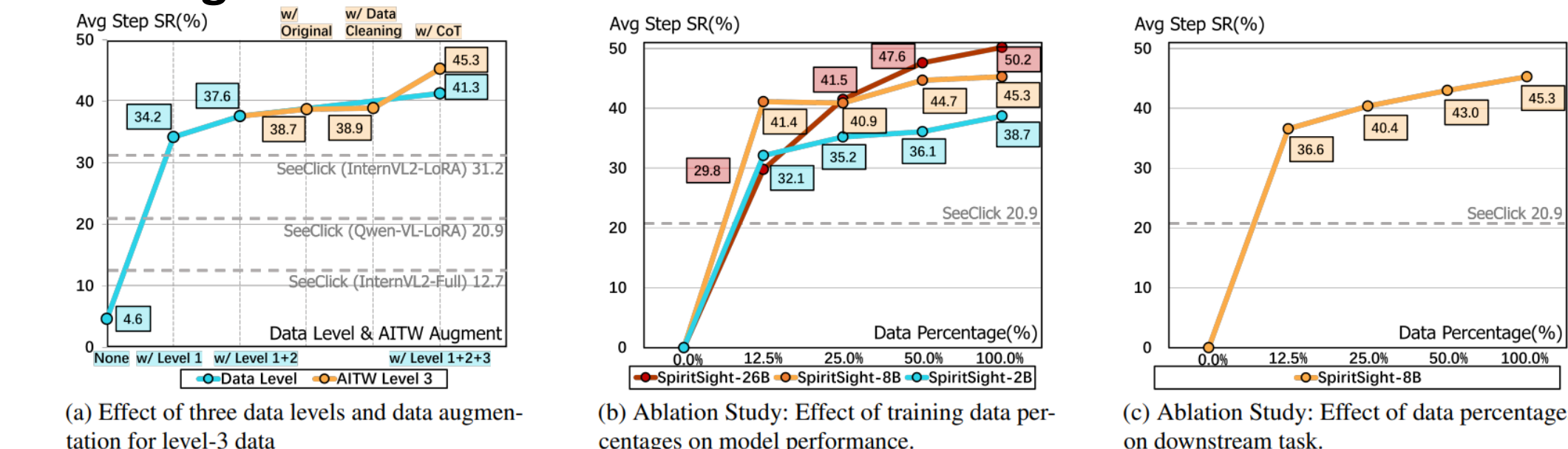
Strong Cross-Platform Compatibility

Agent	Odyssey		AMEX		AndroidCtrl		GUIAct	
	High	High	High	Low	Multi	Single	High	Low
GPT-4o[42]	20.4%	-	21.2%	28.4%	-	41.8%	-	-
Previous SOTA	74.3%	70.7%	64.8%	80.0%	45.4%	74.9%	-	-
SpiritSight-2B	72.3%	74.5%	64.9%	86.3%	45.5%	76.0%	-	-
SpiritSight-8B	75.8%	80.7%	68.1%	87.6%	49.3%	78.2%	-	-

Strong Grounding Compatibility

Agent	Model Size	ScreenSpot		
		Web	Mobile	Desktop
GPT4V[1]	-	5.0%	7.5%	4.6%
Qwen-VL[3]	9.6B	3.0%	7.2%	5.4%
Fuyu[4]	8B	19.2%	21.2%	18.3%
CogAgent[19]	18B	49.5%	45.5%	47.1%
SeeClick[11]	9.6B	44.1%	65.0%	51.1%
SpiritSight-2B	2B	63.6%	62.5%	61.8%
SpiritSight-8B	8B	68.3%	68.4%	62.9%

Scaling Effects on Dataset and Model Size



(a) Effect of three data levels and data augmentation on level-3 data (b) Ablation Study: Effect of training data percentages on model performance. (c) Ablation Study: Effect of data percentages on downstream task.

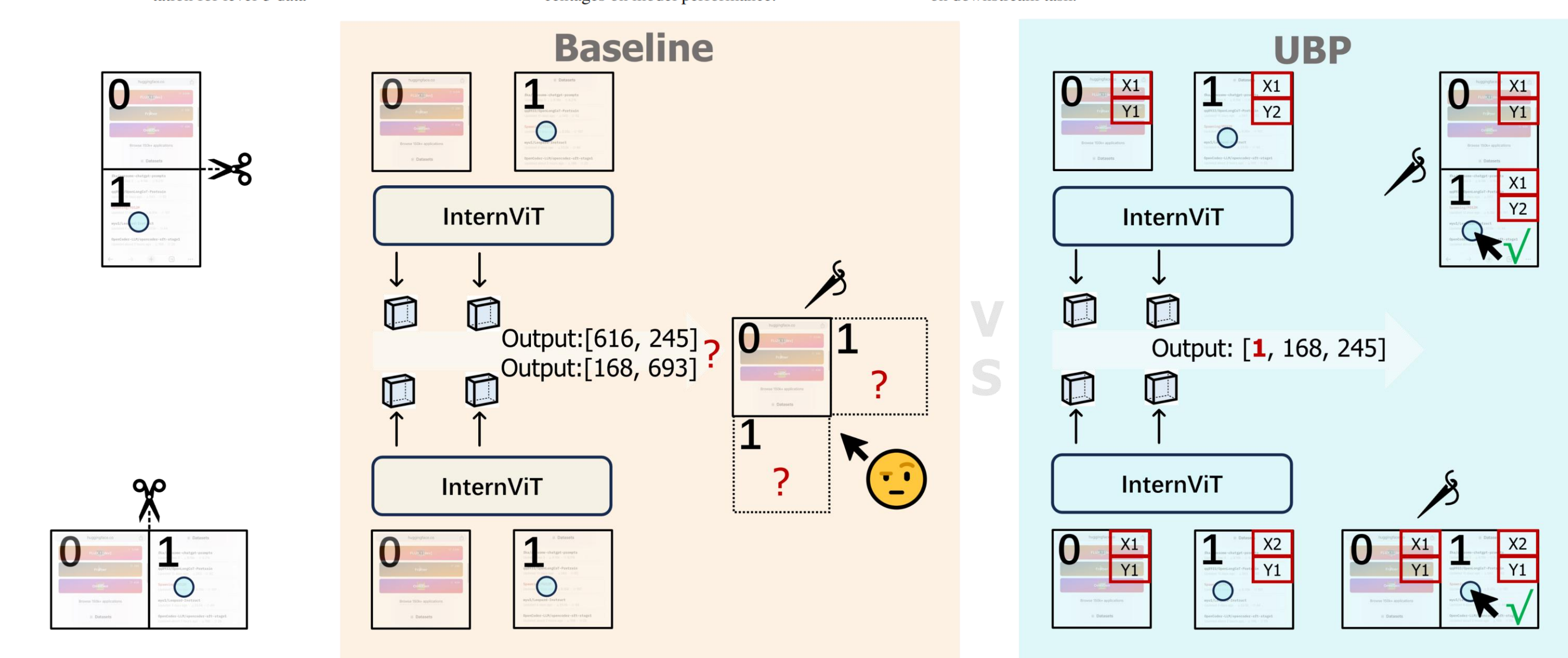


Fig 4. Demonstration of Universal Block Parsing

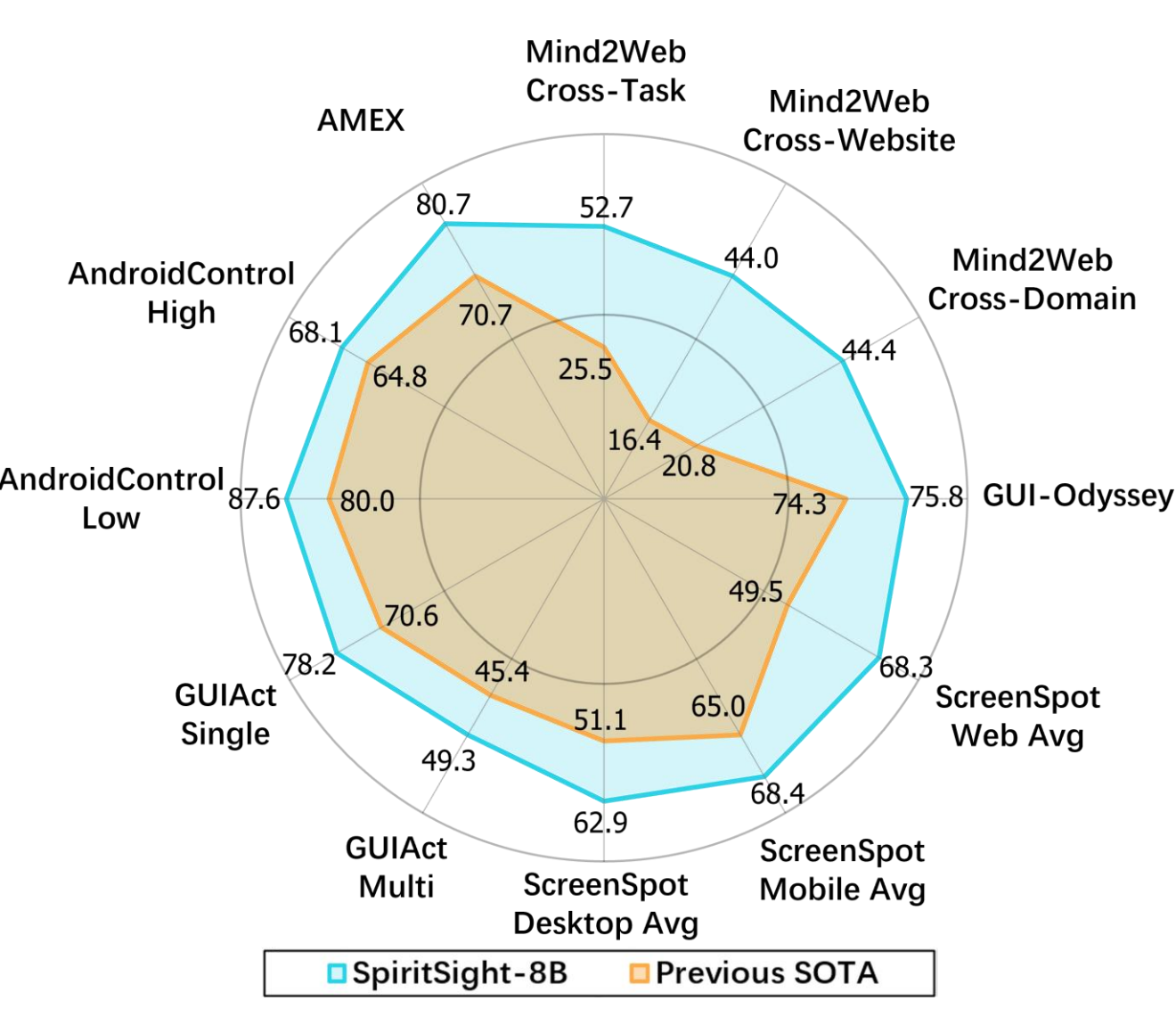


Fig 1. Overall Results

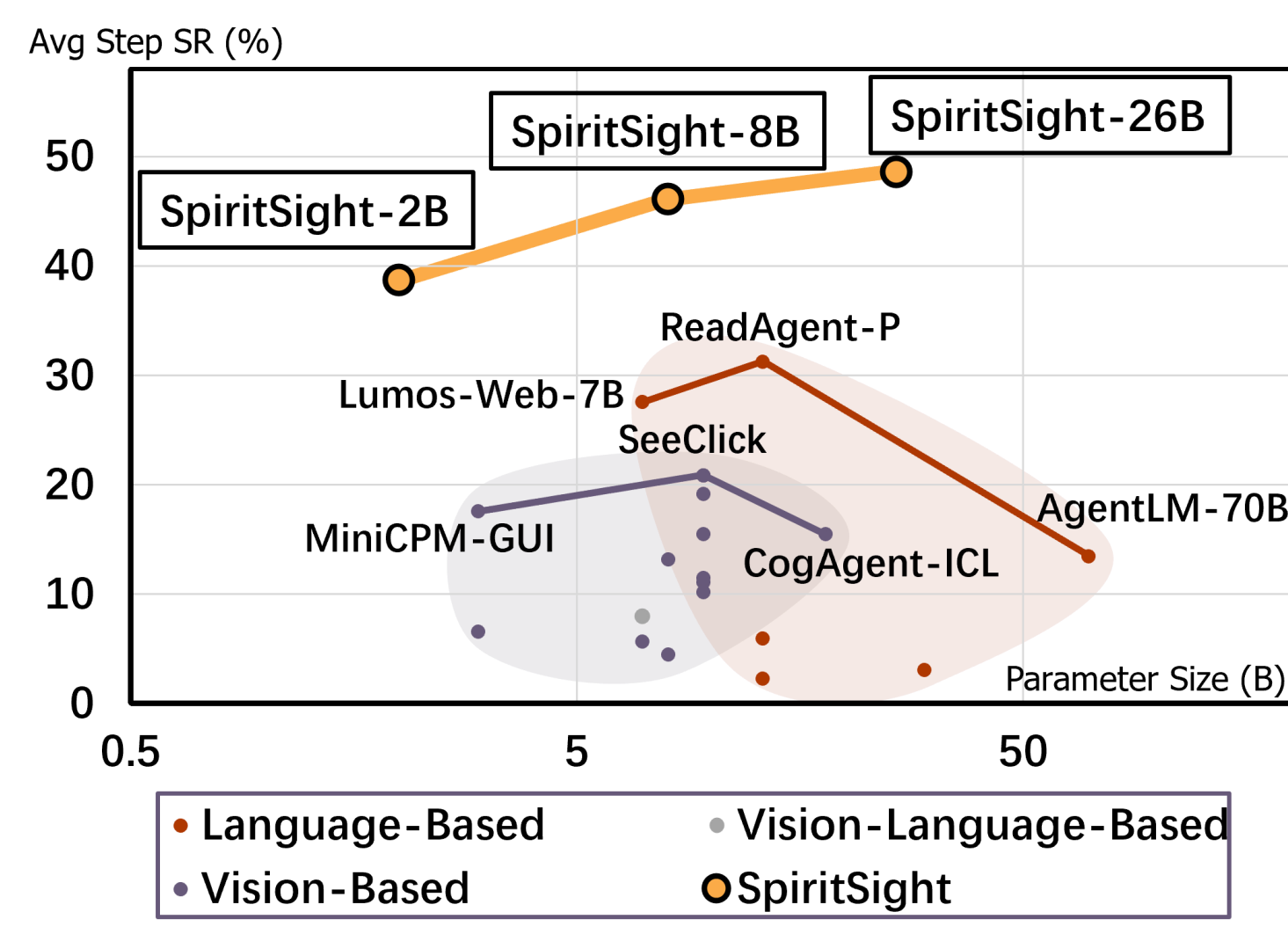


Fig 2. Comparing on Mind2Web