

# WebRobot



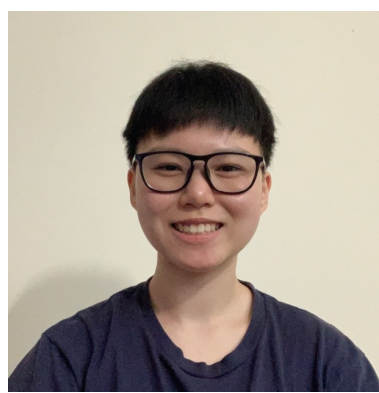
## An Interactive System for Web Automation using Programming by Demonstration



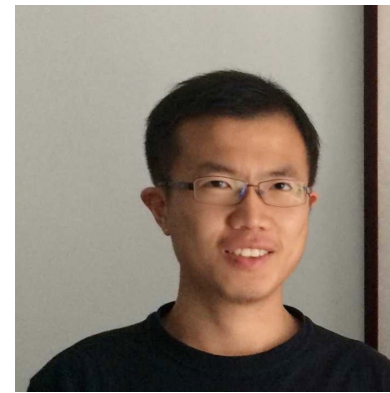
Rui Dong<sup>1</sup>



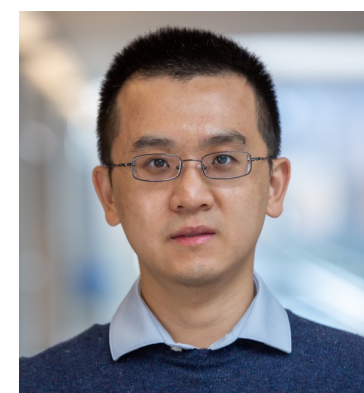
Zhicheng Huang<sup>1</sup>



Ian long Lam<sup>1</sup>



Yan Chen<sup>2</sup>



Xinyu Wang<sup>1</sup>

University of Michigan<sup>1</sup>



University of Toronto<sup>2</sup>



## IMDb Charts

# Most Popular Movies

As determined by IMDb Users

Showing 100 Titles

### Rank & Title



[Doctor Strange in the Multiverse of Madness](#) (2022)  
1 (no change)



[Senior Year](#) (2022)  
2 (▲ 7)



[The Northman](#) (2022)  
3 (no change)



[Everything Everywhere All at Once](#) (2022)  
4 (▲ 2)



[Top Gun: Maverick](#) (2022)  
5 (▲ 2)



FIND A SUBWAY

REWARDS & DEALS

CATERING

GIFT CARDS

48607

☐ Curbside Pickup ☐ Online Ordering ☐ Order Catering ☐ Drive Thru ☐ Open Now ☐ Breakfast ☐



**1307 E. 11 Mile Road**  
Royal Oak, MI 48607, USA

248-546-0808

Curbside Pickup: 11:00 AM - 8:00 PM

[Order Catering >](#) [Breakfast](#)

[Directions \(0.87 mi\)](#)

Open Until 10:00 PM

ORDER

More Info +



**718 E 14 Mile Rd**  
Royal Oak, MI 48073, USA

248-589-1052

[Order Catering >](#) [Breakfast](#)

[Directions \(3.07 mi\)](#)

Closed

ORDER

More Info +



**5150 Coolidge Highway**  
Meijers #34  
Royal Oak, MI 48073, USA

248-677-3899

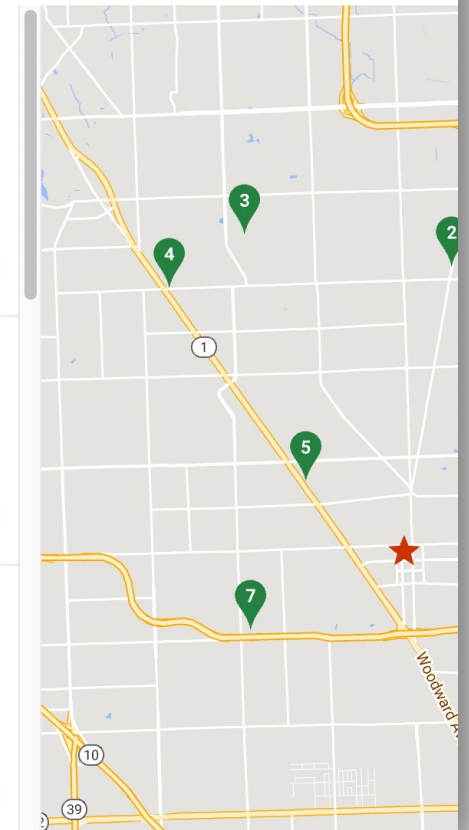
[Order Catering >](#) [Breakfast](#)

[Directions \(3.89 mi\)](#)

Open Until 10:00 PM

ORDER

More Info +



[1] <https://forum.imacros.net/viewtopic.php?f=7&t=929>

[2] <https://forum.imacros.net/viewtopic.php?f=7&t=21028>

# Key challenges

```
result = []
for zipcode in inputs:
    search_box = driver.find_element(By.XPATH,
                                     '//div[@class="searchBoxWrapper"]/input')
    search_box.send_keys(zipcode)
    driver.find_element(By.XPATH,
                       '//button[@class="squareButton buttonLarge btnDoSearch"]').click()
    for page_idx in range(5):
        store_list = driver.find_elements(By.XPATH,
                                          '//div[@class="locationList"]/div')
        for store in store_list:
            address_line_1 = store.find_element(By.CLASS_NAME,
                                                "storeMainAddress").text
            address_line_2 = store.find_element(By.CLASS_NAME,
                                                "locatorAddressCityState").text
            phone_number = store.find_element(By.CLASS_NAME,
                                              "locatorPhone").text
            result.append((address_line_1, address_line_2, phone_number))
    next_page_btn = driver.find_element(By.XPATH,
                                       '//div[@class="sprite-next-page-arrow"]')
    next_page_btn.click()
```

# Key challenges

## 1. Complex structure

```
result = []
for zipcode in inputs:
    search_box = driver.find_element(By.XPATH,
                                     '//*[@class="searchBoxWrapper"]/input')
    search_box.send_keys(zipcode)
    driver.find_element(By.XPATH,
                       '//*[@class="squareButton buttonLarge btnDoSearch"]').click()

    for page_idx in range(5):
        store_list = driver.find_elements(By.XPATH,
                                          '//*[@class="locationList"]/div')

        for store in store_list:
            address_line_1 = store.find_element(By.CLASS_NAME,
                                                "storeMainAddress").text
            address_line_2 = store.find_element(By.CLASS_NAME,
                                                "locatorAddressCityState").text
            phone_number = store.find_element(By.CLASS_NAME,
                                              "locatorPhone").text
            result.append((address_line_1, address_line_2, phone_number))
        next_page_btn = driver.find_element(By.XPATH,
                                             '//*[@class="sprite-next-page-arrow"]')
        next_page_btn.click()
```

[1] R. Krosnick and S. Oney, "Understanding the Challenges and Needs of Programmers Writing Web Automation Scripts," *2021 IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC)*, 2021, pp. 1-9, doi: 10.1109/VL/HCC51201.2021.9576476.

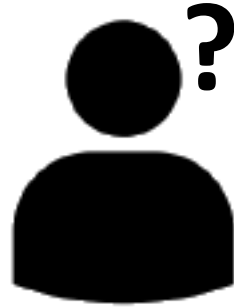


# Key challenges

## 1. Complex structure

## 2. Generalizable selectors

```
result = []
for zipcode in inputs:
    search_box = driver.find_element(By.XPATH,
                                     '//div[@class="searchBoxWrapper"]/input')
    search_box.send_keys(zipcode)
    driver.find_element(By.XPATH,
                       '//button[@class="squareButton buttonLarge btnDoSearch"]').click()
    for page_idx in range(5):
        store_list = driver.find_elements(By.XPATH,
                                          '//div[@class="locationList"]/div')
        for store in store_list:
            address_line_1 = store.find_element(By.CLASS_NAME,
                                                "storeMainAddress").text
            address_line_2 = store.find_element(By.CLASS_NAME,
                                                "locatorAddressCityState").text
            phone_number = store.find_element(By.CLASS_NAME,
                                              "locatorPhone").text
            result.append((address_line_1, address_line_2, phone_number))
        next_page_btn = driver.find_element(By.XPATH,
                                            '//div[@class="sprite-next-page-arrow"]')
        next_page_btn.click()
```



**Can someone write scripts for me?**

**Our idea:**  
**Interactive Programming by Demonstration**

# WebRobot

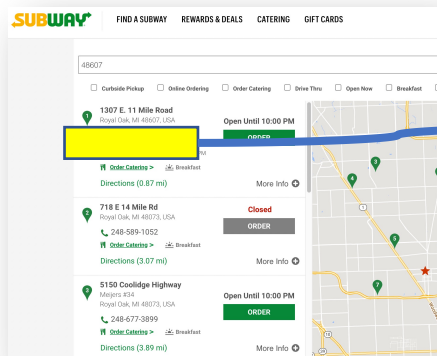
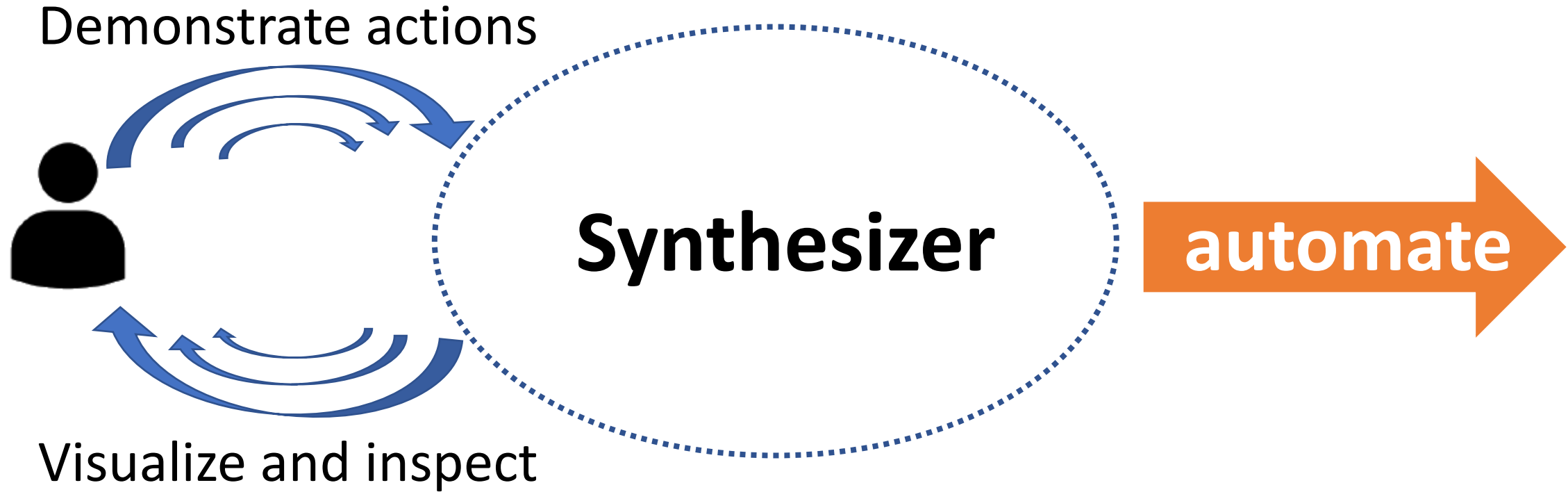


**a trace of actions**

```
Scrape /html/.../div[1]//h3
Scrape /html/.../div[1]//div[@class="citystate"]
Scrape /html/.../div[1]//div[@class="phone"]
Scrape /html/.../div[2]//h3
Scrape /html/.../div[2]//div[@class="citystate"]
Scrape /html/.../div[2]//div[@class="phone"]
```



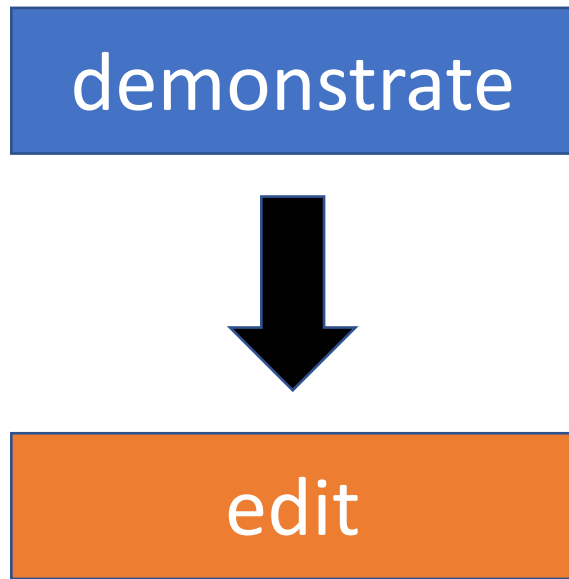
# Key idea: interactive programming-by-demonstration



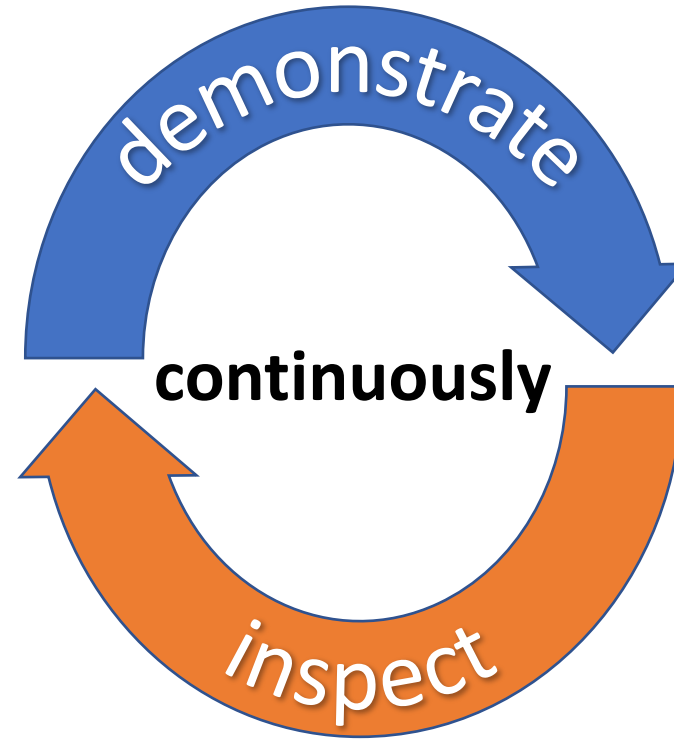
Scrape this?



# Our system vs previous systems



**Previous works**



**Our system**

# Example: scraping subway store information

**SUBWAY** FIND A SUBWAY REWARDS & DEALS CATERING GIFT CARDS

48607

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248-677-3899  
Order Catering > Breakfast  
Directions (3.89 mi)  
Open Until 10:00 PM  
ORDER  
More Info +

Map showing store locations (1, 2, 3, 4, 5, 7) and a red star indicating the current location.

Task: extract each store's **address** and **phone number**

There are **10** stores on each page, **5** pages in total

# Synthesis input



Extract first two stores

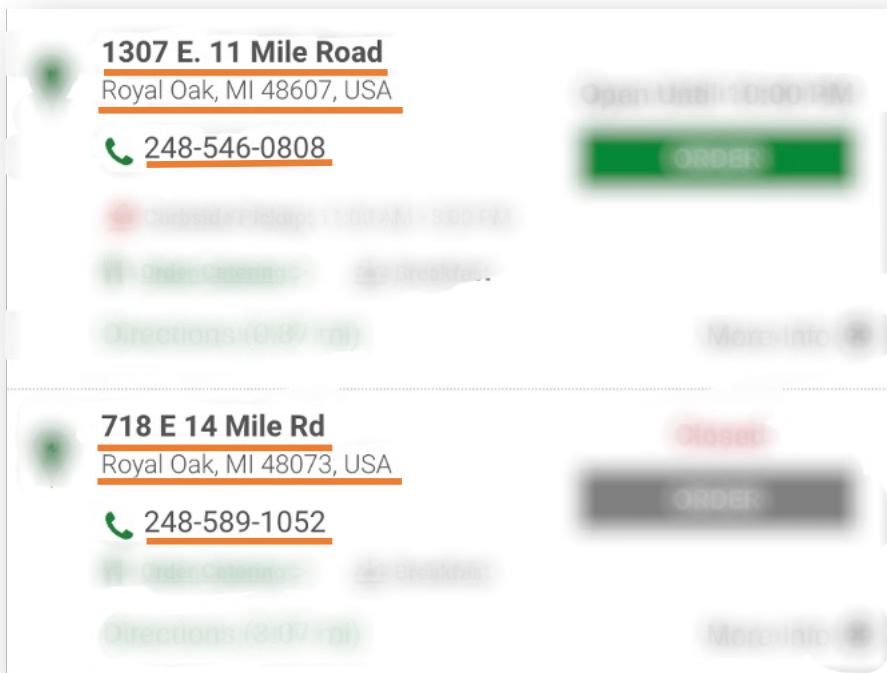


```
Scrape /html/.../div[1]//h3  
Scrape /html/.../div[1]//div[@class="citystate"]  
Scrape /html/.../div[1]//div[@class="phone"]  
Scrape /html/.../div[2]//h3  
Scrape /html/.../div[2]//div[@class="citystate"]  
Scrape /html/.../div[2]//div[@class="phone"]
```

Action trace A

Action type

Selector(XPath)



# Synthesis problem

Action trace  $A$

```
Scrape /html/.../div[1]//h3  
Scrape /html/.../div[1]//div[@class="citystate"]  
Scrape /html/.../div[1]//div[@class="phone"]  
Scrape /html/.../div[2]//h3  
Scrape /html/.../div[2]//div[@class="citystate"]  
Scrape /html/.../div[2]//div[@class="phone"]
```



Such  $P$  should satisfy some requirements:

- **Reproduce**  $A$  (consistent with what users did)
- **Generalize**  $A$  (will produce more actions)

# Synthesis problem

## Action trace $A$

```
Scrape /html/.../div[1]//h3
Scrape /html/.../div[1]//div[@class="citystate"]
Scrape /html/.../div[1]//div[@class="phone"]
Scrape /html/.../div[2]//h3
Scrape /html/.../div[2]//div[@class="citystate"]
Scrape /html/.../div[2]//div[@class="phone"]
```

synthesize



$P$

execute



## Action trace $A'$

```
Scrape /html/.../div[1]//h3
Scrape /html/.../div[1]//div[@class="citystate"]
Scrape /html/.../div[1]//div[@class="phone"]
Scrape /html/.../div[2]//h3
Scrape /html/.../div[2]//div[@class="citystate"]
Scrape /html/.../div[2]//div[@class="phone"]
Scrape /html/.../div[3]//h3
Scrape /html/.../div[3]//div[@class="citystate"]
Scrape /html/.../div[3]//div[@class="phone"]
```

Such  $P$  should satisfy some requirements:

- **Reproduce**  $A$  (consistent with what users did)
- Generalize  $A$  (will produce more actions)

# Synthesis problem

## Action trace $A$

```
Scrape /html/.../div[1]/h3
Scrape /html/.../div[1]/div[@class="citystate"]
Scrape /html/.../div[1]/div[@class="phone"]
Scrape /html/.../div[2]/h3
Scrape /html/.../div[2]/div[@class="citystate"]
Scrape /html/.../div[2]/div[@class="phone"]
```

synthesize



$P$

execute



## Action trace $A'$

```
Scrape /html/.../div[1]/h3
Scrape /html/.../div[1]/div[@class="citystate"]
Scrape /html/.../div[1]/div[@class="phone"]
Scrape /html/.../div[2]/h3
Scrape /html/.../div[2]/div[@class="citystate"]
Scrape /html/.../div[2]/div[@class="phone"]
Scrape /html/.../div[3]/h3
Scrape /html/.../div[3]/div[@class="citystate"]
Scrape /html/.../div[3]/div[@class="phone"]
```

Such  $P$  should satisfy some requirements:

- Reproduce  $A$  (consistent with what users did)
- **Generalize**  $A$  (will produce more actions)



# Synthesis problem

## Action trace $A$

```
Scrape /html/.../div[1]/h3
Scrape /html/.../div[1]/div[@class="citystate"]
Scrape /html/.../div[1]/div[@class="phone"]
Scrape /html/.../div[2]/h3
Scrape /html/.../div[2]/div[@class="citystate"]
Scrape /html/.../div[2]/div[@class="phone"]
```

synthesize

$P$

execute

## Action trace $A'$

```
Scrape /html/.../div[1]/h3
Scrape /html/.../div[1]/div[@class="citystate"]
Scrape /html/.../div[1]/div[@class="phone"]
Scrape /html/.../div[2]/h3
Scrape /html/.../div[2]/div[@class="citystate"]
Scrape /html/.../div[2]/div[@class="phone"]
Scrape /html/.../div[3]/h3
Scrape /html/.../div[3]/div[@class="citystate"]
Scrape /html/.../div[3]/div[@class="phone"]
```

Such  $P$  should satisfy some requirements:

- **Reproduce**  $A$  (consistent with what users did)
- **Generalize**  $A$  (will produce more actions)

# Search based synthesis doesn't work

## Search based Synthesis

- Search in grammar
- Widely used for Programming by Example



Our grammar is too large

# Our idea: leverage action trace

Action trace  $A$

```
Scrape /html/.../div[1]//h3  
Scrape /html/.../div[1]//div[@class="citystate"]  
Scrape /html/.../div[1]//div[@class="phone"]  
Scrape /html/.../div[1]//h3  
Scrape /html/.../div[1]//div[@class="citystate"]  
Scrape /html/.../div[1]//div[@class="phone"]
```



Leverage this to  
guide synthesis!

## Rewrite-based synthesis!



# Existing rewrite-based synthesis

⇒ egg: e-graphs good

State-of-the-art rewrite library using E-graph [POPL 2021]

**Their key idea:** sound rewrite rules

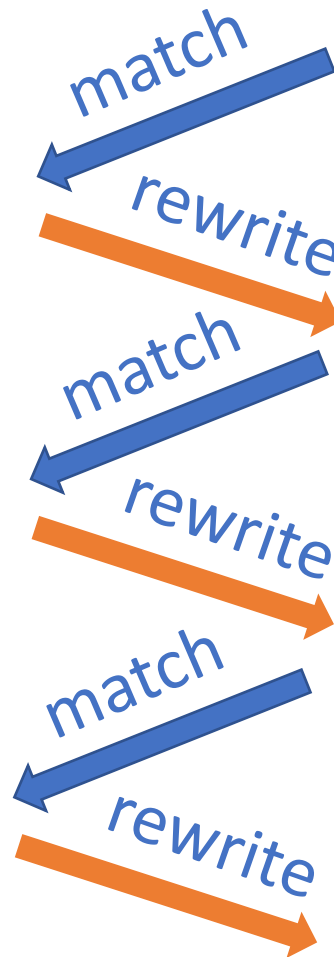
# Sound rewrite rules

Sound rewrite rules

$$(x * y) / z = x * (y / z)$$

$$x / x = 1$$

$$x * 1 = x$$



$$(a * 2) / 2$$

$$a * (2 / 2)$$

$$a * 1$$

$$a$$

# It's challenging to write sound rules in our domain!

## Rewrite rules



```
Scrape /html/.../div[1]//h3
Scrape /html/.../div[1]//div[@class="citystate"]
Scrape /html/.../div[1]//div[@class="phone"]
...
Scrape /html/.../div[10]//h3
Scrape /html/.../div[10]//div[@class="citystate"]
Scrape /html/.../div[10]//div[@class="phone"]
Click //html/.../span
Scrape /html/.../div[1]//h3
Scrape /html/.../div[1]//div[@class="citystate"]
Scrape /html/.../div[1]//div[@class="phone"]
...
Scrape /html/.../div[10]//h3
Scrape /html/.../div[10]//div[@class="citystate"]
Scrape /html/.../div[10]//div[@class="phone"]
Click //html/.../span
```

# A possible way to rewrite using sound rules

```
Scrape /html/.../div[1]//h3
Scrape /html/.../div[1]//div[@class="citystate"]
Scrape /html/.../div[1]//div[@class="phone"]
...
Scrape /html/.../div[10]//h3
Scrape /html/.../div[10]//div[@class="citystate"]
Scrape /html/.../div[10]//div[@class="phone"]
Click //html/.../span
Scrape /html/.../div[1]//h3
Scrape /html/.../div[1]//div[@class="citystate"]
Scrape /html/.../div[1]//div[@class="phone"]
...
Scrape /html/.../div[10]//h3
Scrape /html/.../div[10]//div[@class="citystate"]
Scrape /html/.../div[10]//div[@class="phone"]
Click //html/.../span
```

**split**  
**set boundaries**



```
Scrape /html/.../div[1]//h3
Scrape /html/.../div[1]//div[@class="citystate"]
Scrape /html/.../div[1]//div[@class="phone"]
...
Scrape /html/.../div[10]//h3
Scrape /html/.../div[10]//div[@class="citystate"]
Scrape /html/.../div[10]//div[@class="phone"]
Click //html/.../span

Scrape /html/.../div[1]//h3
Scrape /html/.../div[1]//div[@class="citystate"]
Scrape /html/.../div[1]//div[@class="phone"]
...
Scrape /html/.../div[10]//h3
Scrape /html/.../div[10]//div[@class="citystate"]
Scrape /html/.../div[10]//div[@class="phone"]
Click //html/.../span
```



# A possible way to rewrite using sound rules

Scrape /html/.../div[1]//h3  
Scrape /html/.../div[1]//div[@class="citystate"]  
Scrape /html/.../div[1]//div[@class="phone"]  
...  
Scrape /html/.../div[10]//h3  
Scrape /html/.../div[10]//div[@class="citystate"]  
Scrape /html/.../div[10]//div[@class="phone"]

Click //html/.../span

Scrape /html/.../div[1]//h3  
Scrape /html/.../div[1]//div[@class="citystate"]  
Scrape /html/.../div[1]//div[@class="phone"]  
...  
Scrape /html/.../div[10]//h3  
Scrape /html/.../div[10]//div[@class="citystate"]  
Scrape /html/.../div[10]//div[@class="phone"]

Click //html/.../span

rewrite rules

rewrite rules

For loop 1

Click //html/.../span

For loop 2

Click //html/.../span



Split and rewrite

While ..

For loop

Click /html/.../span

# Using existing techniques is not practical



Hard to write **sound rewrite rules**



Rule matching is slow for a **complex trace**



Traditional rewrite-based synthesis doesn't work well for our domain

Our main idea: specification-driven validation

sound rewrite rules

# Our idea: speculation and validation

**rewrite rules** + **sound**



**unsound** rewrite rules  
**guess** the rewrite **locally**

**Speculation**



validate **afterwards**

**Validation**

# Our idea: speculation and validation

**sound  
rewrite rules**



**guess  
+  
check**



# Speculation

**Key idea:** **Guess** using local and simple patterns

Scrape /html/div[1]/div[1]  
Scrape /html/div[1]/div[1]//h3  
Scrape /html/div[1]/div[2]  
Scrape /html/div[1]/div[2]//h3  
Scrape /html/div[1]/div[3]  
Scrape /html/div[1]/div[3]//h3  
Scrape /html/div[2]/div[1]  
Scrape /html/div[2]/div[1]//h3  
Scrape /html/div[2]/div[2]  
Scrape /html/div[2]/div[2]//h3

# Speculation

Key idea: **Guess** using local and simple patterns

**Scrape** /html/div[1]/div[1]

Scrape /html/div[1]/div[1]//h3

**Scrape** /html/div[1]/div[2]

Scrape /html/div[1]/div[2]//h3

Scrape /html/div[1]/div[3]

Scrape /html/div[1]/div[3]//h3

Scrape /html/div[2]/div[1]

Scrape /html/div[2]/div[1]//h3

Scrape /html/div[2]/div[2]

Scrape /html/div[2]/div[2]//h3



# Speculation

Key idea: **Guess** using local and simple patterns

**Scrape** /html/div[1]/div[1]

Scrape /html/div[1]/div[1]//h3

**Scrape** /html/div[1]/div[2]

Scrape /html/div[1]/div[2]//h3

Scrape /html/div[1]/div[3]

Scrape /html/div[1]/div[3]//h3

Scrape /html/div[2]/div[1]

Scrape /html/div[2]/div[1]//h3

Scrape /html/div[2]/div[2]

Scrape /html/div[2]/div[2]//h3

Guess: these two actions map to two iterations of the **same action** in a loop body



**guess**

Foreach v in  
Children(/html/div[1],div):

**Scrape v**

....

# Speculation

Key idea: **Guess** using local and simple patterns

Scrape /html/div[1]/div[1]  
Scrape /html/div[1]/div[1]//h3  
Scrape /html/div[1]/div[2]

Guess: these two actions map to two iterations of the **same action** in a loop body



**guess**

Scrape /html/div[1]/div[2]//h3  
Scrape /html/div[1]/div[3]  
Scrape /html/div[1]/div[3]//h3  
Scrape /html/div[2]/div[1]  
Scrape /html/div[2]/div[1]//h3  
Scrape /html/div[2]/div[2]  
Scrape /html/div[2]/div[2]//h3

Foreach v in  
Children(/html/div[1],div):  
**Scrape v**  
....

Foreach v in  
Children(/html/div[1],div):  
**Scrape v**  
**Scrape v//h3**

# Speculation

## Advantages of the speculation:



rewrite rules are **easy to write**



rewrite rules are **easy to match**

# BUT! Our speculation is unsound

Foreach v in Children(/html/div[1],div):

Scrape v

Scrape v//h3

Rewrite candidate

## Questions

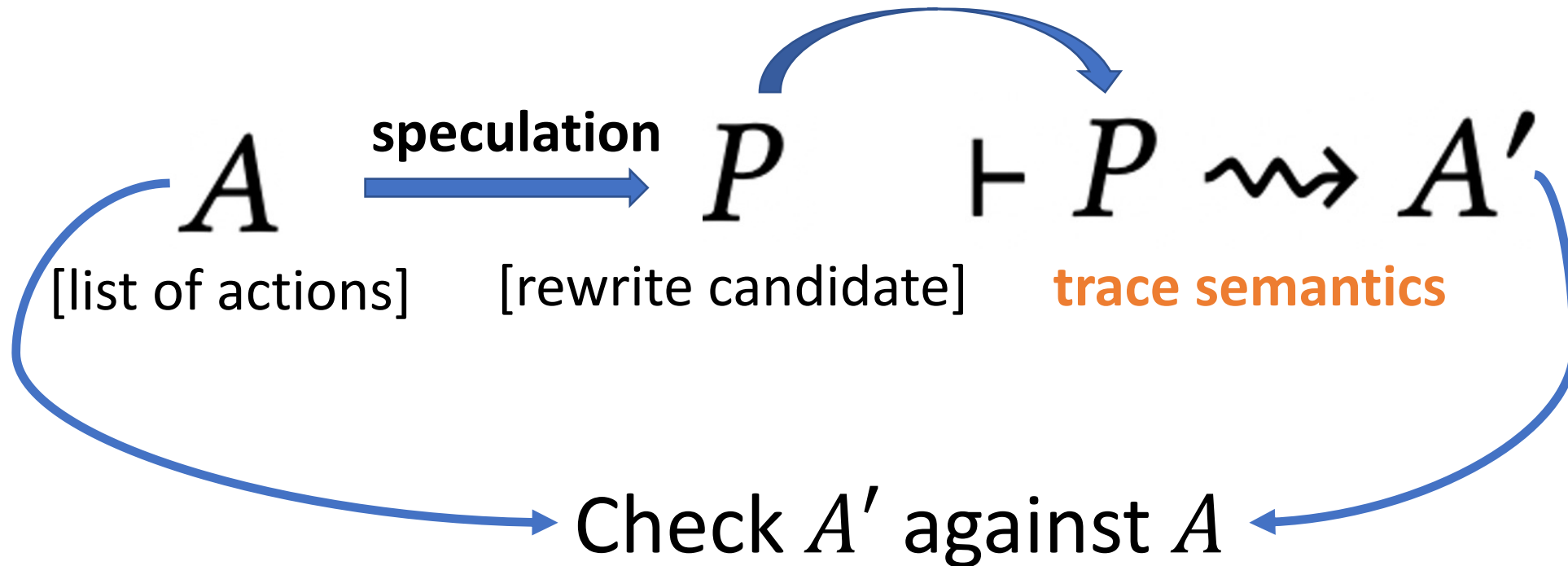
- Is this guess correct?
- Which part can it rewrite?



We **validate!**

# Validation

Key idea: **Validate** candidate rewrites using **trace semantics**



# Validation

Key idea: **Validate** candidate rewrites using **trace semantics**

Foreach  $v$  in Children( $/html/div[1],div$ ):

Scrape  $v$

Scrape  $v//h3$

evaluate



$A'$

check  
against  $A$



Scrape  $/html/div[1]/div[1]$   
Scrape  $/html/div[1]/div[1]//h3$   
Scrape  $/html/div[1]/div[2]$   
Scrape  $/html/div[1]/div[2]//h3$   
Scrape  $/html/div[1]/div[3]$   
Scrape  $/html/div[1]/div[3]//h3$

Scrape  $/html/div[1]/div[1]$   
Scrape  $/html/div[1]/div[1]//h3$   
Scrape  $/html/div[1]/div[2]$   
Scrape  $/html/div[1]/div[2]//h3$   
Scrape  $/html/div[1]/div[3]$   
Scrape  $/html/div[1]/div[3]//h3$   
Scrape  $/html/div[2]/div[1]$   
Scrape  $/html/div[2]/div[1]//h3$   
Scrape  $/html/div[2]/div[2]$   
Scrape  $/html/div[2]/div[2]//h3$



# Validation

Key idea: **Validate** candidate rewrites using **trace semantics**

```
Scrape /html/div[1]/div[1]
Scrape /html/div[1]/div[1]//h3
Scrape /html/div[1]/div[2]
Scrape /html/div[1]/div[2]//h3
Scrape /html/div[1]/div[3]
Scrape /html/div[1]/div[3]//h3
Scrape /html/div[2]/div[1]
Scrape /html/div[2]/div[1]//h3
Scrape /html/div[2]/div[2]
Scrape /html/div[2]/div[2]//h3
```

**(true) rewrite**



```
Foreach v in Children(/html/div[1],div):
  Scrape v
  Scrape v//h3
Scrape /html/div[2]/div[1]
Scrape /html/div[2]/div[1]//h3
Scrape /html/div[2]/div[2]
Scrape /html/div[2]/div[2]//h3
```



# Validation

Our rewrite is **sound** after validation

sound rewrite rules



speculation  
+  
validation




# Put it together

```
Scrape /html/div[1]/div[1]
Scrape /html/div[1]/div[1]//h3
Scrape /html/div[1]/div[2]
Scrape /html/div[1]/div[2]//h3
Scrape /html/div[1]/div[3]
Scrape /html/div[1]/div[3]//h3
Scrape /html/div[2]/div[1]
Scrape /html/div[2]/div[1]//h3
Scrape /html/div[2]/div[2]
Scrape /html/div[2]/div[2]//h3
```

```
Foreach v in
Children(/html/div[1],div):
  Scrape v
  Scrape v//h3
Scrape /html/div[2]/div[1]
Scrape /html/div[2]/div[1]//h3
Scrape /html/div[2]/div[2]
Scrape /html/div[2]/div[2]//h3
```

```
Foreach v in Children(/html/div[1],div):
  Scrape v
  Scrape v//h3
Foreach v in Children(/html/div[2],div):
  Scrape v
  Scrape v//h3
```

```
Foreach v1 in Children(/html,div):
  Foreach v2 in Children(v1,div)
    Scrape v2
    Scrape v2//h3
```



**speculation**  
**validation**



**speculation**  
**validation**



**speculation**  
**validation**

# Evaluation

## 76 tasks from iMacros Forum

- Selected tasks with a complete description
- Manually wrote python scripts

Required Features	Number of Problems
Data Scraping	76
Data entry	29
Navigation	60
Pagination	33

# Results

WebRobot can synthesize intended programs

- for **69/76** tasks
- within **1** second
- with around **10** manually demonstrated actions

Loop Nesting level	Number of Tasks
1	31
2	32
>3	6

**Complex structures**



# User study



8 participants



5 tasks

Result:

- All participants can solve each problem within **90s** and **10** manually demonstrated actions
- Feedbacks: “**quite decent**”, “**smooth**”

# Comparison with existing synthesis techniques

☺ egg: e-graphs good

State-of-the-art library for rewrite-based synthesizer

Baseline built with egg	WebRobot
takes <b>200 s</b> to generate doubly nested for loop can't generate three level nested for loop within <b>5 mins</b> timeout	solves all problems <b>within 1 s</b>

# Summary

## WebRobot proposed ...

- a formal basis for Web Automation
- an interactive Program-by-Demonstration model
- a novel speculate-and-validate methodology

*Thanks!      Rui Dong(ruidong@umich.edu)*

# Rules using Egg

## Example trace:

```
[  
a1 : Click a[1]/b[1]  
a2 : GoBack  
a3 : Click a[1]/b[2]  
a4 : GoBack  
a5 : Click a[1]/b[3]  
a6 : GoBack  
a7 : Click a[2]/b[1]  
a8 : GoBack  
a9 : Click a[2]/b[2]  
]
```

## 1. InsertSplitUnsplit

$$[a_1, a_2, a_3, a_4, a_5, a_6, a_7, a_8, a_9] \mapsto \text{Unsplit}(\text{Split}([a_1, a_2, \dots, a_8, a_9], 6))$$

## 2. ActuallySplit

$$\text{Split}([a_1, a_2, \dots, a_8, a_9], 6) \mapsto [[a_1, a_2, a_3, a_4, a_5, a_6], [a_7, a_8, a_9]]$$

## 3. LoopRerolling

$$[a_1, a_2, a_3, a_4, a_5, a_6] \mapsto [\text{ForEach } j \text{ from 1 until the end } \{ \text{Click } a[1]/b[j]; \text{GoBack}; \}]$$
$$[a_7, a_8, a_9] \mapsto [\text{ForEach } j \text{ from 1 until the end } \{ \text{Click } a[2]/b[j]; \text{GoBack}; \}]$$

## 4. ActuallyUnsplit

$$\text{Unsplit}([[\text{Loop}_1], [\text{Loop}_2]]) \mapsto [\text{Loop}_1, \text{Loop}_2]$$