



Towards Scalable Reliable Automated Evaluation via LLMs

LLMs judge each other — Elo-ranked, expert-level evaluations at a fraction of the cost

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Why This Matters - LLM outputs are hard to score:

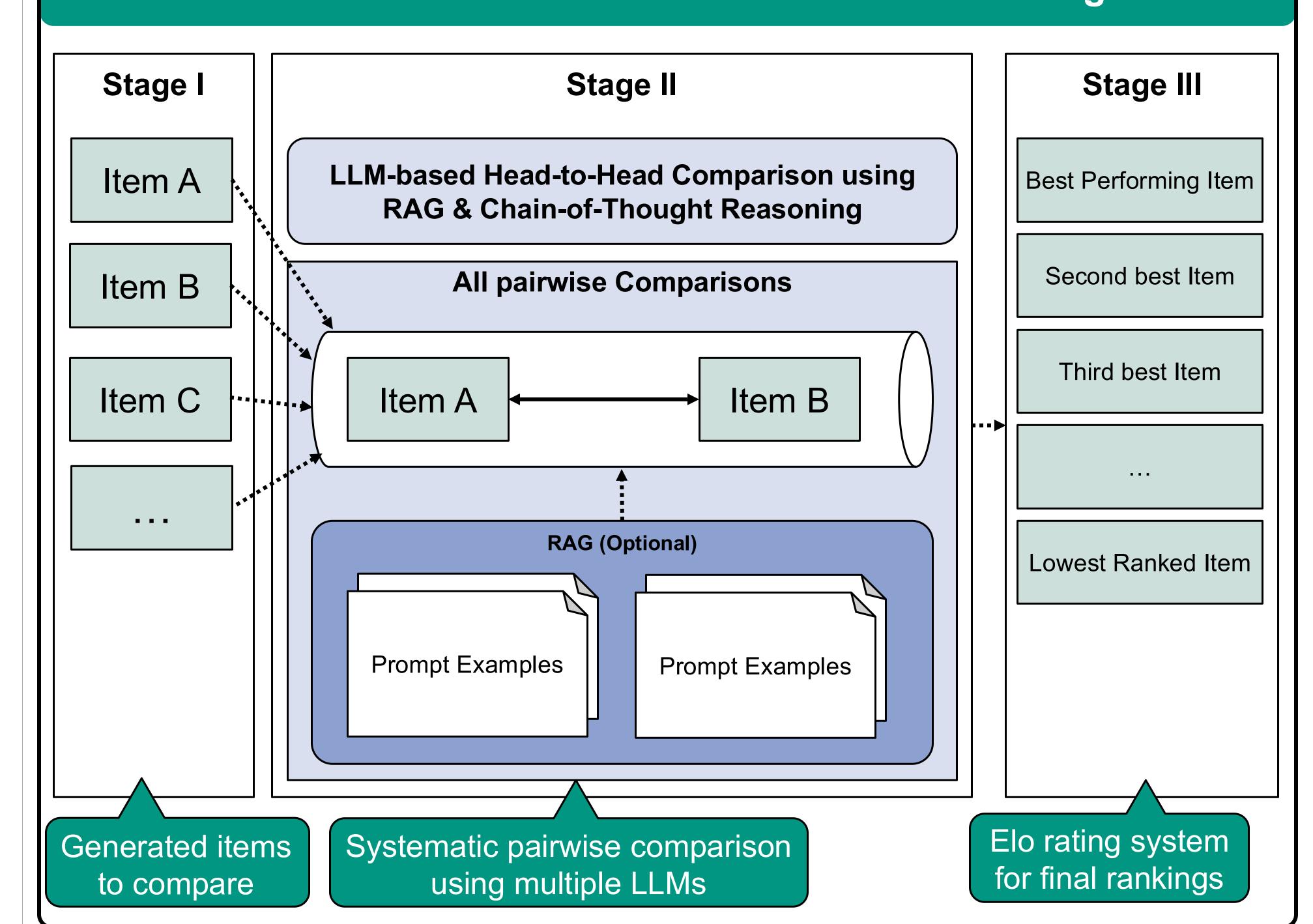
- Resource-intensive: Human evaluation doesn't scale
- Inconsistent: Traditional metrics miss nuanced quality
- Biased: Single-LLM judgments suffer from positional/verbosity biases

We show that a *crowd* of LLMs, voting pair-wise and aggregated with Elo, reproduce expert rankings while reducing manual effort.

Key Contributions: Multi-LLM Pairwise Comparison + Elo Rating

- Multiple LLMs evaluate pairs bidirectionally
- Elo system aggregates judgments into stable, interpretable rankings (Δ100 pts ≈ 64 % win-prob)
- Adjustable agreement thresholds (majority -> consensus)

Solution: Multi-LLM Pairwise Evaluation with Elo Rankings



Method

Prompt engineering:
 Role prompt → RAG few-shots →
 Chain-of-Thought → structured-JSON verdict

- Bias shields:
 Bidirectional evaluation
 (A vs B, B vs. A) + 5 diverse LLMs
- Agreement:
 Threshold (1.0–0.5) decides draw vs.
 Elo update; majority (0.5) best
- Elo system:
 Updated after each decision:
 R_{new} = R + K(Score E),
 E = expected win probability

Results at a Glance

- Strong correlation with expert rankings (Spearman's ρ): Multi-LLM = 0,83
 vs. Single-LLM = 0,85
- Multi-LLM approach demonstrates improved robustness to conflicting judgments.
- Majority threshold (0,5) most effective for result aggregation
- Validation: 20 domain experts ranked generated competency profiles

Limitations

- Computational overhead: O(n²)
 comparisons become costly at scale
- Draw sensitivity: High thresholds
 (>0.75) produce excessive draws
- Similar items: LLMs struggle with subtle quality differences
- Domain dependency: Requires taskspecific prompt engineering

Key Finding:

Multiple LLMs + Elo rankings achieve expert-level assessment quality while maintaining scalability.