

(a) Data Source



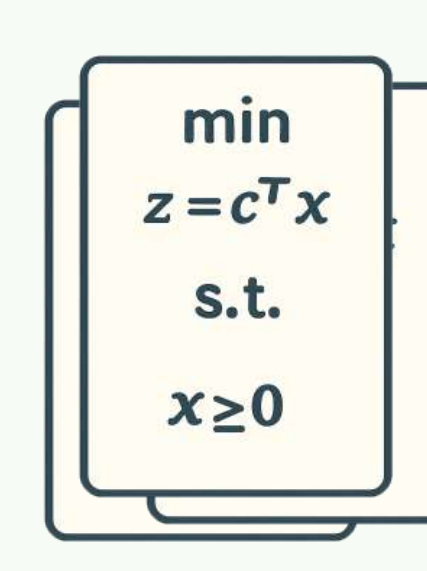
Academic Textbooks Coursework

(b) Forward Step



Origin problem

LLM



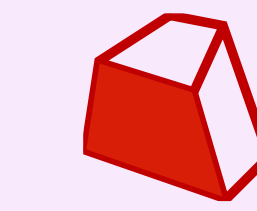
Origin model

LLM

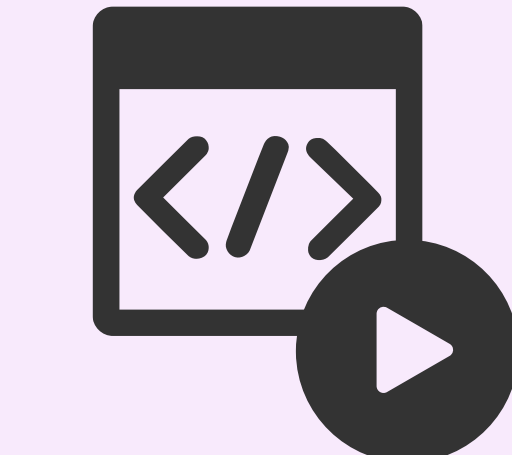


Code

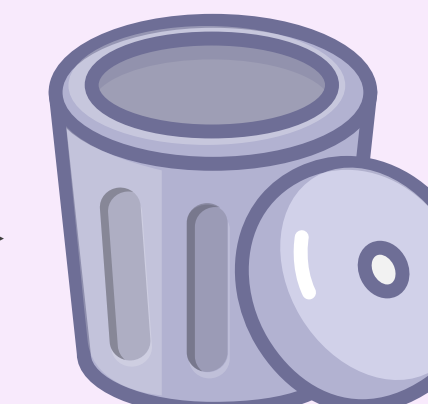
(d) Verification Step



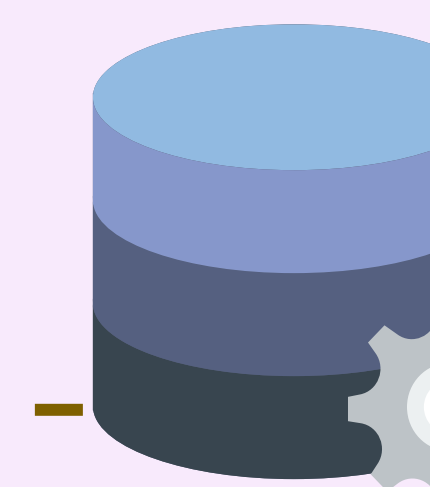
Solver



Solvability Verification



Consistency Verification



NEXT benchmark

(c) NExT Step

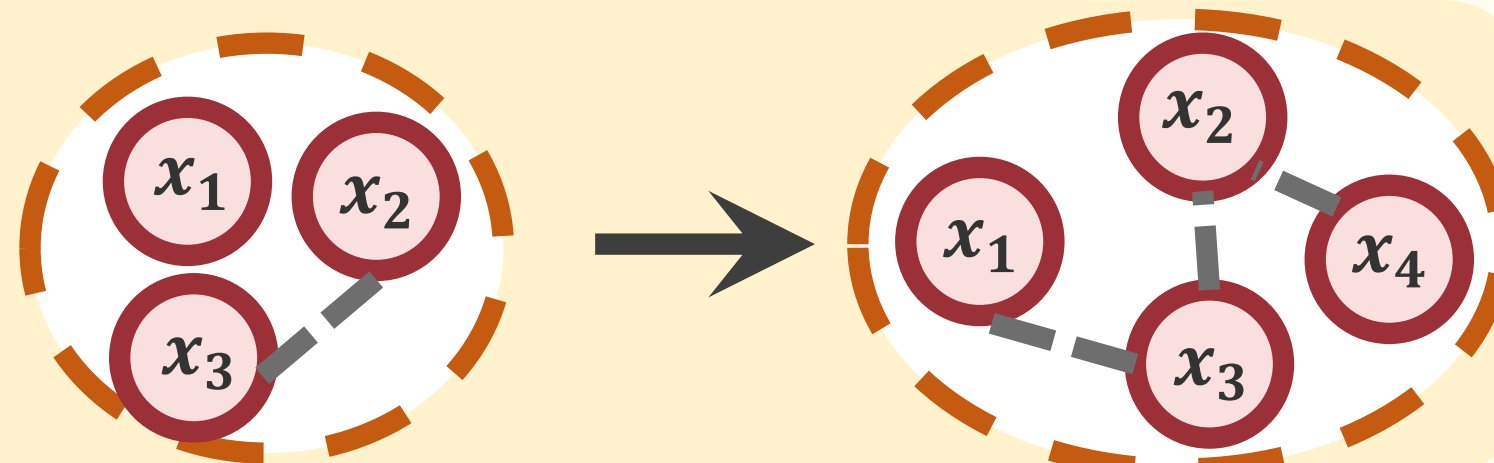
Origin problem

Variables ≤ 5

$$\begin{aligned} \min \quad & z = c^T x \\ \text{s.t.} \quad & x \geq 0 \end{aligned}$$

Origin model

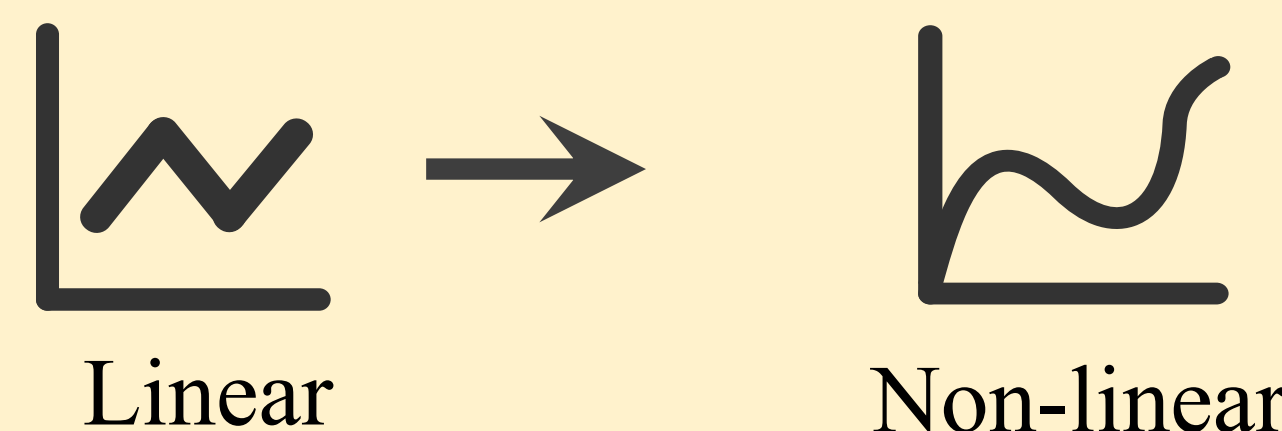
(a) Variables & Constraints



(b) Objective

$$\begin{aligned} \min \quad & F(x) \\ \rightarrow \quad & \min F(x) + G(y) \end{aligned}$$

(c) Problem type

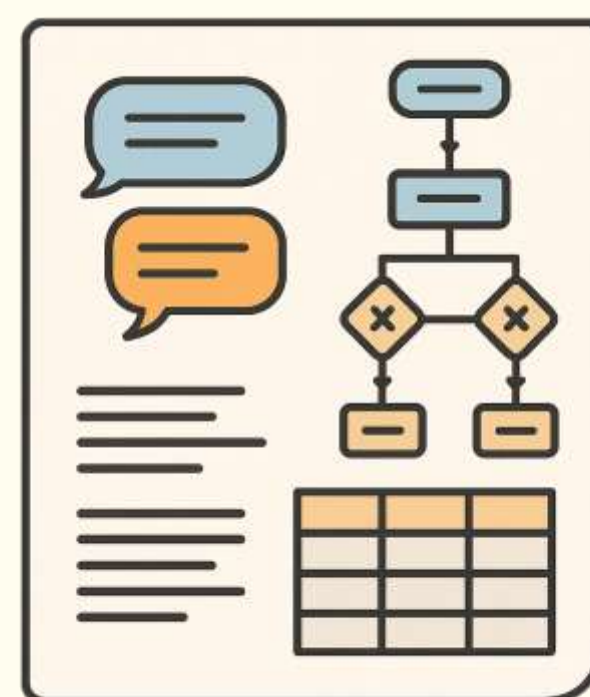


Linear

Non-linear

$$\begin{aligned} \max \quad & z = c^T x + d \\ \text{s.t.} \quad & sA_1 x \leq b_1 \\ & A_2 x = b_2 \\ & x \geq 0 \end{aligned}$$

Augmentation model



Realistic redundant
Mermaid Drawings
Markdown tables
...



Augmentation problem

Principles 4

Verifiability
Guarantee

Principles 3

Realism
Augmentation

Principles 2

Complexity
Elevation

Principles 1

Coverage
Extension