

# EVALUATING SEMANTIC VARIATION IN TEXT-TO-IMAGE SYNTHESIS: A CAUSAL PERSPECTIVE

**Anonymous authors**

Paper under double-blind review

## ABSTRACT

Accurate interpretation and visualization of human instructions are crucial for text-to-image (T2I) synthesis. However, current models struggle to capture semantic variations from word order changes, and existing evaluations, relying on indirect metrics like text-image similarity, fail to reliably assess these challenges. This often obscures poor performance on complex or uncommon linguistic patterns by the focus on frequent word combinations. To address these deficiencies, we propose a novel metric called SemVarEffect and a benchmark named SemVarBench, designed to evaluate the causality between semantic variations in inputs and outputs in T2I synthesis. Semantic variations are achieved through two types of linguistic permutations, while avoiding easily predictable literal variations. Experiments reveal that the CogView-3-Plus and Ideogram 2 performed the best, achieving a score of 0.2/1. Semantic variations in object relations are less understood than attributes, scoring 0.07/1 compared to 0.17-0.19/1. We found that cross-modal alignment in UNet or Transformers plays a crucial role in handling semantic variations, a factor previously overlooked by a focus on textual encoders. Our work establishes an effective evaluation framework that advances the T2I synthesis community’s exploration of human instruction understanding.

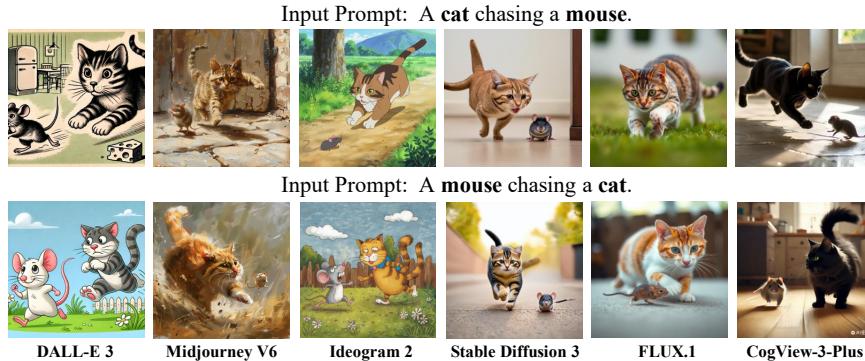


Figure 1: Failed state-of-the-art (SOTA) T2I model examples: different permutations of the same words, different textual semantics, yet similar visual semantics.

## 1 INTRODUCTION

Accurately interpreting and visually depicting human instructions is essential for text-to-image (T2I) synthesis Cao et al. (2024). Despite advancements in alignment Lee et al. (2023a); Wu et al. (2023); Kirstain et al. (2023), composition Liu et al. (2022); Wang et al. (2024); Li et al. (2024); Feng et al. (2024), and long instructions Yang et al. (2024); Gani et al. (2023), these models still treat text prompts as bags of words, failing to depict the semantic variations in human instructions Yu et al. (2024); Mo et al. (2024). As shown in Fig. 1, existing T2I models generate images with identical semantics, even when the inputs differ semantically (e.g., “a mouse chasing a cat” vs. “a cat chasing a mouse”). This indicates that existing T2I models struggle to accurately capture the semantic variations caused by word orders changes.

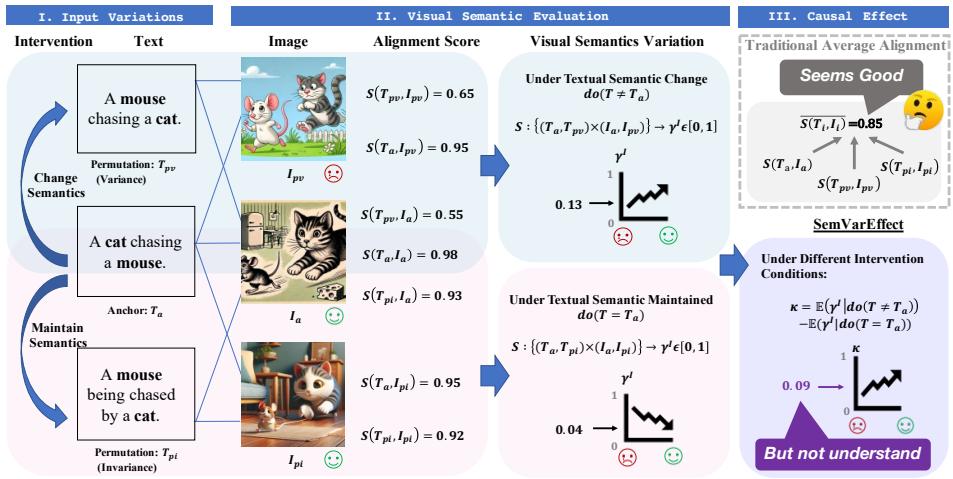


Figure 2: Framework for measuring semantic variation causality in T2I models. Our evaluation consists of three components: (I) **Input Variations** with semantic change/maintenance interventions, (II) **Visual Semantic Evaluation** under both interventions (blue for semantic change, pink for semantic maintenance), and (III) **Causal Effect Calculation** where SemVarEffect (purple) quantifies the difference between intervention outcomes. For Comparison, traditional alignment scores (gray) only measure surface similarity, as shown in the cat-mouse example where high alignment coexists with poor semantic consistency. See Section 2 for mathematical details.

There is a lack of direct metric to evaluate a T2I model’s ability to understand semantic variations caused by word order changes. Existing NLP research typically evaluates semantic variation indirectly through downstream tasks. For example, in language generation Gordon et al. (2020), the input sequences with different word orders are used as the actions in a navigation game and the model is evaluated based on the game’s accuracy. Similarly, in visual-language understanding Thrush et al. (2022); Diwan et al. (2022); Yüksekgönül et al. (2023); Wang et al. (2023); Burapacheep et al. (2024), models are evaluated via cross-modal retrieval and image-text matching, focusing on text-image similarity. In T2I synthesis, the text-image alignment score offers an indirect performance measure but may not fully capture a model’s sensitivity and robustness to word order. For example, as shown in the upper-right of Fig. 2, an average alignment score of 85, as evaluated by GPT-4, might seem satisfying, but it may conceal the model’s proficiency with common word combinations while masking its inadequacy with less frequent or more complex linguistic patterns.

We propose a novel metric, called SemVarEffect, to evaluate the causality of semantic variations between inputs and outputs of T2I models. Our approach uses inputs’ semantics as the only intervention to evaluate the average causal effect (ACE) of this intervention on outputs’ semantic variations, that is, the contribution of inputs to outputs. A significant ACE would indicate that the T2I model can effectively capture and reflect input semantic variations. On the contrary, a small ACE, such as the 0.09 shown in Fig. 2, exposes a considerable weakness in the T2I model’s ability to understand and respond to sentence semantics.

To facilitate the evaluation, we present a new benchmark, called SemVarBench. To avoid overt literal differences, semantic variations are achieved through two types of linguistic permutations Gerner (2012): permutation-variance, where different word orders result in different meanings, and permutation-invariance, where the meaning remains unchanged regardless of word orders. Utilizing pre-defined templates and rules as the guidance in the generation stage, followed by a large amount of annotation and hard sample selection in the validation stage, we constructed a benchmark comprising 11,454 samples, where 10,806 are in the training set and 648 are in the test set. We experimented with a variety of T2I models using our proposed benchmark and metric. The results show that even SOTA models like CogView-3-Plus and Ideogram 2 struggle, achieving scores far from the ideal, which highlights the need for further advancements in handling semantic variations.

Our key contributions are: (1) A first systematic study of semantic variations in T2I synthesis, investigating the causal relationship between input text variations and output images. (2) Sem-

108 VarEffect: A metric quantifying how semantic variations in input text affect T2I output quality.  
 109 (3) SemVarBench: An expert-annotated benchmark evaluating semantic variations in T2I synthesis  
 110 through permutation-variance and permutation-invariance tests. (4) Comprehensive evaluation  
 111 of SOTA T2I models, revealing significant limitations in handling semantic variations and distinct  
 112 challenges posed by different variation types, while identifying specific areas for improvement.  
 113

## 114 2 SEMANTIC VARIATION EVALUATION FOR TEXT-TO-IMAGE SYNTHESIS

### 116 2.1 PRELIMINARY

117 The T2I model  $f$  generates images  $I$  for each input sentence  $T$ , represented as  $I = f(T)$ .  $S(T, I)$  is  
 118 the text-image alignment score, measuring text-image similarity.  $S(\cdot)$  represents the scoring method.

119 **Linguistic Permutation.** Linguistic permutation refers to changes in word order. Given an anchor  
 120 sentence  $T_a$ ,  $T_{pv}$  and  $T_{pi}$  are two permutations of  $T_a$ .  $T_{pv}$  exemplifies permutation-variance, which  
 121 shows a change in meaning, while  $T_{pi}$  exemplifies permutation-invariance, where the meaning re-  
 122 mains unchanged. The expected  $I_{pv}$  is a permutation of objects or relations from  $I_a$ , while  $I_{pi}$  is  
 123 semantically equivalent to  $I_a$ , preserving the same visual objects and relations after transformation.  
 124

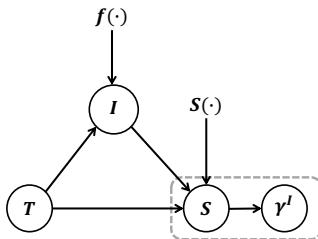
### 126 2.2 DEFINITION OF VISUAL SEMANTIC VARIATIONS

127 First, we define the visual semantic variations observed from a single sentence  $T$ . We decompose  
 128 complex semantic variation into minimal discrete steps, called localized changes. For each image  
 129  $I$ , the visual semantic variation of a single minimal discrete step  $I + \Delta I$ , denoted as  $\mu_I(T, I)$ , is  
 130 the difference in alignment scores:  $\mu_I(T, I) = S(T, I + \Delta I) - S(T, I)$ . When the anchor image  $I_a$   
 131 transforms to a permutation image  $I_p$  through these minimal discrete steps, the integrated visual  
 132 semantic variation is:  $\sum_{I_a}^{I_p} \mu_I(T, I) = S(T, I_p) - S(T, I_a)$ .

133 Second, we sum the visual semantic variations from multiple text-image pairs to comprehensively  
 134 measure these variations. For the sentence  $T_a$ , the visual semantic variations  $\sum_{I_a}^{I_p} \mu(T_a, I)$  demon-  
 135 strate a shift from a matched to a mismatched image-text pair, indicating a negative change. For the  
 136 sentence  $T_{p*}$ , the visual semantic variations  $\sum_{I_a}^{I_p} \mu(T_{p*}, I)$  demonstrate a shift from a mismatched  
 137 to a matched image-text pair, indicating a positive change. To measure the total magnitude of these  
 138 variations regardless of direction, we use the absolute values. Therefore, the summation of visual  
 139 semantic variations is defined as  $\gamma^I$ :

$$141 \quad \gamma^I = \sum_{T \in \{T_a, T_{p*}\}} \left| \sum_{I_a}^{I_p} \mu(T, I) \right| = |S(T_a, I_p) - S(T_a, I_a)| + |S(T_{p*}, I_p) - S(T_{p*}, I_a)|. \quad (1)$$

### 144 2.3 THE CAUSALITY BETWEEN TEXTUAL AND VISUAL SEMANTIC VARIATIONS



145  
 146 Figure 3: Causal relationship  
 147 between the input and the out-  
 148 put semantic variations.  
 149

150 Fig. 3 illustrates the causal relationship between input and output  
 151 semantic variations.  $T$  is the text input, serving as the input variable, while  $I$  is the generated image, acting as a mediator.  $S$  is  
 152 the text-image alignment score, influenced by both  $T$  and  $I$ , and serves as an intermediate result variable.  $\gamma^I$  denotes visual seman-  
 153 tic variation and is the final comparison result variable.  $f(\cdot)$  is an exogenous variable representing a T2I model that maps  $T$  to  $I$ .  $S(\cdot)$   
 154 is an exogenous variable representing a scoring function that maps  $T$  and  $I$  to  $S$ . The dashed line between  $S$  and  $\gamma^I$  indicates their de-  
 155 rived relationship:  $\gamma^I$  is the difference between two  $S$  values under different output conditions, representing the comparative result of  
 156 the alignment scores when the image changes.

157 According to the causal inference theory, we define the average causal effect (ACE) of textual se-  
 158 mantic variations on visual semantic variations as the SemVarEffect score. As shown in Fig. 3,  
 159 the sentence  $T$  serves as an independent variable that influences the generated image  $I$ . The visual  
 160 semantics variations is jointly influenced by  $T$ ,  $I$  and  $S(\cdot)$ . Let  $\text{do}(T \neq T_a)$  and  $\text{do}(T = T_a)$  represent  
 161 two types of interventions.  $\text{do}(T \neq T_a)$  represents an intervention where  $T$  differs in meaning from  
 162 the anchor sentence  $T_a$ . The visual semantic variation caused by this intervention is denoted as:

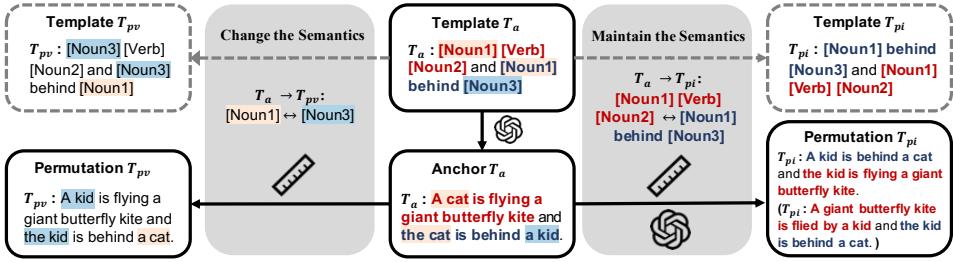


Figure 4: The data collection process of SemVarBench. Top: Templates. Bottom: Generated Sentences. The templates are extracted from the seed pair “a dog is using a wheelchair and the dog is next to a person”/“a person is using a wheelchair and the person is next to a dog”.

$$\gamma_{w/}^I = \mathbb{E}[\gamma^I | \text{do}(T \neq T_a)] = \mathbb{E}[\gamma^I | T = T_{pv}] = |S(T_a, I_{pv}) - S(T_a, I_a)| + |S(T_{pv}, I_{pv}) - S(T_{pv}, I_a)|. \quad (2)$$

$\text{do}(T = T_a)$  represents an intervention where  $T$  match the meaning of the anchor sentence  $T_a$ . The visual semantic variation caused by this intervention is denoted as:

$$\gamma_{w/o}^I = \mathbb{E}[\gamma^I | \text{do}(T = T_a)] = \mathbb{E}[\gamma^I | T = T_{pi}], = |S(T_a, I_{pi}) - S(T_a, I_a)| + |S(T_{pi}, I_{pi}) - S(T_{pi}, I_a)|. \quad (3)$$

By comparing visual variations under semantic change interventions and semantic maintenance interventions, we determine the ACE of textual semantic variations:

$$\begin{aligned} \kappa &= \mathbb{E}[\gamma^I | \text{do}(T \neq T_a)] - \mathbb{E}[\gamma^I | \text{do}(T = T_a)] = \gamma_{w/}^I - \gamma_{w/o}^I \\ &= |S(T_a, I_{pv}) - S(T_a, I_a)| + |S(T_{pv}, I_{pv}) - S(T_{pv}, I_a)| \\ &\quad - |S(T_a, I_{pi}) - S(T_a, I_a)| - |S(T_{pi}, I_{pi}) - S(T_{pi}, I_a)|, \end{aligned} \quad (4)$$

The SemVarEffect score  $\kappa$  quantifies the influence of input semantic variations on output semantic variations. The alignment score consists of object and relation (triple) components, each contributing up to 0.5 to the total score. Under ideal conditions, where  $f(\cdot)$  accurately represents the text through images and  $S(\cdot)$  faithfully measures text-image alignment,  $\kappa$  ranges from 0 to 1.  $\kappa$  is maximized when  $\gamma_{w/}^I$  reaches its upper bound of 1, which occurs in extreme cases where no relation between objects are identical, and  $\gamma_{w/o}^I$  reaches its optimal value of 0. More detailed analysis of the SemVarEffect score can be found in Appendix B.3– B.5.

### 3 SEMANTIC VARIATION DATASET FOR TEXT-TO-IMAGE SYNTHESIS

We create a semantic variation dataset for T2I synthesis through two types of linguistic permutations. In this Section, we first describe the data characteristics and then introduce collection pipeline.

#### 3.1 CHARACTERISTICS OF DATA

Each sample  $(T_a, T_{pv}, T_{pi})$  consists of three sentences: an anchor sentence  $T_a$  and two permutations  $T_{pv}$  and  $T_{pi}$ . They should adhere to the following characteristics:

**Literal Similarity:**  $T_a$ ,  $T_{pv}$  and  $T_{pi}$  are literally similar, differing only in word order.

**Distinct Semantics:**  $T_a$  and  $T_{pv}$  have distinct semantics.  $T_a$  and  $T_{pi}$  share the same semantics.

**Reasonability:**  $T_a$ ,  $T_{pv}$  and  $T_{pi}$  are semantically reasonable in either the real or fictional world.

**Visualizability:**  $T_a$ ,  $T_{pv}$  and  $T_{pi}$  describe something humans can visualize. If text is unimaginable to humans, it cannot be meaningfully visualized by AI models.

**Discrimination:** The images evoked by  $T_a$  and  $T_{pv}$  present distinguishable differences. The images evoked by  $T_a$  and  $T_{pi}$  appear similar.

**Recognizability:** The image evoked by  $T_a$ ,  $T_{pv}$  and  $T_{pi}$  maintain key elements necessary for recognizing typical scenes and characters.

216 3.2 DATA COLLECTION  
217

218 We use LLMs (GPT-3.5) to generate anchor sentences and their permutations, guided by templates.  
219 However, LLMs tend to produce patterns common in their training data, which leads to the neglect  
220 of less common combinations specified by templates and rules. To address this issue, we employ a  
221 different process for generating  $T_a$ ,  $T_{pv}$  and  $T_{pi}$ .

222 **Template Acquisition.** We choose all 171 sentence pairs suitable for T2I synthesis from  
223 Winoground Thrush et al. (2022); Diwan et al. (2022) as seed pairs. These pairs are used to ex-  
224 tract templates and rules for  $T_a$  and  $T_{pv}$ , while those for  $T_{pi}$  are extended manually. To increase  
225 diversity, we change the word orders according to the part of speech, including number, adjective,  
226 adjective phrase, noun, noun with adjective, noun with clause, noun with verb, noun with pre-  
227 positional phrase, verb, verb with adverb, adverb, prepositional and prepositional phrase. In Fig. 4, the  
228 top left shows an example of templates for  $T_a$  and  $T_{pv}$  derived from extraction, while the top right  
229 shows the corresponding templates for  $T_a$  and  $T_{pi}$  derived from manual completion.

230 **Template-guided Generation for  $T_a$ .** We use LLMs to generate anchor sentences by filling tem-  
231 plate slots based on prior knowledge and maximum likelihood estimation. In Fig. 4, the bottom  
232 middle sentence  $T_a$  is generated using the template for  $T_a$  as a guide.

233 **Rule-guided Permutation for  $T_{pv}$ .**  $T_{pv}$  is generated by swapping or rearranging words in  $T_a$  based  
234 on predefined rules, ensuring that  $T_{pv}$  introduces semantic variation. This method avoids a ran-  
235 dom generation or a semantically equivalent passive structure to  $T_a$ , which a common pitfall in  
236 autonomous generation by LLMs. By following these rules,  $T_{pv}$  includes many rare combinations  
237 not commonly found in existing NLP corpora. In Fig. 4,  $T_{pv}$  is generated by swapping [Noun1] and  
238 [Noun3] in  $T_a$  (shown in the top left).

239 **Paraphrasing-guided Permutation for  $T_{pi}$ .**  $T_{pi}$  can be generated by following rules, such as ex-  
240 changing phrases connected by coordinating conjunctions. However, not all sentences contain coor-  
241 dinating conjunctions, so we also allow other synonymous transformations, including passive voice  
242 and slight rephrasing. Both  $T_{pi}$  examples in Fig. 4 are acceptable.

244 3.3 DATA ANNOTATION AND STATISTICS  
245

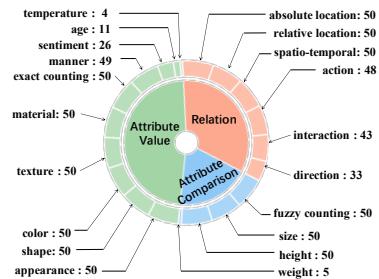
246 **LLM and Human Annotation.** We establish 14 specific  
247 criteria to define what constitutes a “valid” input sample.  
248 LLMs check each sample against these criteria, labeling  
249 them as “yes” or “no” with confidence scores. Samples la-  
250 beled “no” with confidence scores above 0.8 are removed.  
251 Then, 15 annotators and 3 experts manually verify the re-  
252 maining samples. Each sample is independently reviewed  
253 by two annotators, with an expert resolving any disagree-  
254 ments. This process produced 11,454 valid samples, from  
255 which 684 challenging cases are selected for testing based  
256 on thresholds and voting. Details are in Appendix C.2.

257 **Scale and Split.** SemVarBench comprises 11,454 samples  
258 of  $(T_a, T_{pv}, T_{pi})$ , divided into a training set and a test set.  
259 The training set contains 10,806 samples, while the test set  
260 consists of 648 samples. All evaluations are on the test set.

261 **Category.** In SemVarBench, samples are divided into 20 categories based on their types of semantic  
262 variation. These categories are further classified into three aspects: Relation, Attribute Comparison,  
263 and Attribute Values. Fig. 5 shows the distribution of the test set in SemVarBench.

264 4 EXPERIMENTS  
265266 4.1 EXPERIMENTAL SETUP  
267

268 **T2I Synthesis Models.** We evaluate 13 mainstream T2I models as shown in Tab. 1. For each sen-  
269 tence, we generate one image, resulting in a total of  $684 \times 3 \times 13$  images. Each input prompt is the  
sentence itself, without any negative prompts or additional details expanded by prompt generators.



268 Figure 5: Distribution of semantic  
269 variations by category in the semVar-  
Bench test set.

Model	Abbr.	Type	#DIM	Text Encoder	#TEP	Image Generator	#IGP	Image Decoder	#IDP	#ToP
<b>Open-source Models</b>										
Stable Diffusion v1.5 Rombach et al. (2022)	SD 1.5	Diffusion	768	CLIP ViT-L	123.06M	UNet	859.52M	VAE	83.65M	1.07B
Stable Diffusion v2.1 Rombach et al. (2022)	SD 2.1	Diffusion	1024	OpenCLIP ViT-H	340.39M	UNet	865.91M	VAE	83.65M	1.29B
Stable Diffusion XL v1.0 Podell et al. (2023)	SD XL 1.0	Diffusion	2048	CLIP ViT-L & OpenCLIP ViT-bigG	123.06M 694.66M	UNet	4.83B	VAE	83.65M	6.51B
Stable Cascade Pernias et al. (2023)	SD CA	Diffusion	1280	CLIP ViT-G	694.66M	UNet	5.15B	VQGAN	18.41M	6.86B
DeepFloyd IF XL Saharia et al. (2022)	DeepFloyd	Diffusion	4096	T5-XXL	4.76B	UNet	6.02B	VAE	55.33B	11.18B
PixArt-alpha XL Chen et al. (2023)	PixArt	Diffusion	4096	Flan-T5-XXL	4.76B	Transformer	611.35M	VAE	83.65M	5.46B
Kolors Team (2024)	Kolors	Diffusion	4096	ChatGLM3	6.24B	UNet	2.58B	VAE	83.65M	8.91B
Stable Diffusion 3[medium] Esser et al. (2024)	SD 3	Diffusion	2048	CLIP ViT-L & OpenCLIP ViT-bigG & T5-XXL	117.92M 662.48M 4.76B	Transformer	2.03B	VAE	83.82M	7.69B
FLUX.I[dev]	FLUX.1	Diffusion	768	CLIP ViT-L & T5-XXL	123.06M 4.76B	Transformer	11.90B	VAE	83.82M	16.87B
<b>API-based Models</b>										
Midjourney V6 DALL-E 3 Betker et al. (2023)	MidJ V6 DALL-E 3	Diffusion	-	-	-	-	-	-	-	-
CogView-3-Plus Ideogram 2	CogV3-Plus Ideogram 2	Diffusion	-	T5-XXL	4.76B	UNet	-	VAE	-	-
		Diffusion	-	T5-XXL <sup>1</sup>	4.76B <sup>1</sup>	Transformer	-	VAE <sup>1</sup>	-	-

<sup>1</sup> The T5-XXL mentioned here is the text encoder of Cogview-3, which is the previous version of Cogview-3-Plus. We have not been able to find specific information about the text encoder and image decoder in the exact materials provided.

Table 1: T2I Models to be evaluated. #DIM represents the pooled dimension of text encoders’ outputs. #TEP, #IGP, #IDP, #ToP represent the parameters of text encoders, image generators, image decoders and whole models.

**Evaluators.** We use 4 advanced MLLMs as the automatic evaluators to calculate text-image alignment scores: Gemini 1.5 Pro, Claude 3.5 Sonnet, GPT-4o and GPT-4 Turbo. The latter two have demonstrated near-human performance in evaluating the text-image alignment in T2I synthesis Zhang et al. (2023); Chen et al. (2024). We format a sentence and an image in a prompt and feed it into the evaluator, asking it to assign two scores: object accuracy (0-50 points) and relation accuracy (0-50 points). The sum of these two scores is treated as the total score, which is then normalized to [0, 1]. **To validate MLLM effectiveness, we conducted human evaluation with three raters on 80 samples (20 each from Midjourney v6, DALL-E 3, CogView3Plus, and Ideogram2) using the same scoring protocol as our automatic evaluation. We measure MLLMs’ correlation with human preferences using Pearson’s  $\rho$ , Spearman’s  $\phi$ , and Cohen’s  $\kappa_{cohen}$  coefficients.**

**Metrics.** We use 4 metrics: text-image alignment score ( $\bar{S}_{ii}$ ), our proposed SemVar-Effect ( $\kappa$ ), visual semantic variation under semantic change ( $\gamma_w^I$ ) and maintenance ( $\gamma_{w/o}^I$ ). For each sample,  $\bar{S}_{ii} = \frac{1}{|K|} \sum_{i \in K} S(T_i, I_i)$ , where  $K = \{a, pv, pi\}$ . High  $\bar{S}_{ii}$ ,  $\gamma_w^I$  and  $\kappa$ , coupled with low  $\gamma_{w/o}^I$ , indicate a model’s strong causality of input to output. For brevity, we denote  $\bar{S}_{ii}$ ,  $\gamma_w^I$ , and  $\gamma_{w/o}^I$  as  $\bar{S}$ ,  $\gamma_w$ , and  $\gamma_{wo}$ .

**Evaluation Dataset.** We evaluate T2I models on the test set in a zero-shot manner. To demonstrate the improvements from fine-tuning, we collected sentences and their generated images from the training set, selecting only those with high quality, high discrimination, and consistent variations as the training data. Details about the selection of the training data are provided in Appendix D.3.

## 4.2 RESULTS

The results of the influence of inputs semantic variations on outputs semantic variations in T2I synthesis are shown in Tab. 2. The scores for  $\bar{S}$  range between 0.6 and 0.8. Despite the alignment score  $\bar{S}$  reaching up to 0.8, this does not imply a strong grasp of semantics. The following three metrics provide a more comprehensive view of the model’s ability to handle semantic variations.

**Visual Semantic Variation with Changed Textual Semantics.** As shown in Tab. 2, the values of  $\gamma_w$  are all below 0.52 for all evaluators, significantly lower than the optimal value of 1. This indicates that none of the T2I models perform at an acceptable level. These models are highly insensitive to semantic variations. This finding aligns with the widely accepted notion that T2I models tend to treat input text as a collection of isolated words, leading them to interpret sentences with minor changes in word order as having the same meaning.

324	Models	Gemini 1.5 Pro				Claude 3.5 Sonnet				GPT-4o				GPT-4 Turbo			
325		$\bar{S}(\uparrow)$	$\gamma_w(\uparrow)$	$\gamma_{wo}(\downarrow)$	$\kappa(\uparrow)$												
326	Open-source Models																
327	SD 1.5	0.55	0.43	0.46	-0.03	0.64	0.19	0.20	-0.01	0.63	0.34	0.33	0.01	0.65	0.32	0.32	0.00
328	SD 2.1	0.58	0.45	0.46	-0.01	0.66	0.21	0.20	0.00	0.65	0.33	0.31	0.02	0.68	0.35	0.34	0.01
329	SD XL 1.0	0.62	0.39	0.39	-0.00	0.69	0.19	0.18	0.00	0.71	0.31	0.28	0.03	0.72	0.32	0.28	0.03
330	SD CA	0.59	0.42	0.41	0.01	0.69	0.19	0.18	0.01	0.67	0.31	0.31	-0.00	0.69	0.32	0.31	0.01
331	DeepFloyd	0.64	0.44	0.44	0.00	0.71	0.20	0.19	0.01	0.69	0.33	0.30	0.03	0.74	0.33	0.28	0.05
332	PixArt	0.60	0.35	<u>0.32</u>	0.02	0.69	0.17	<b>0.15</b>	0.02	0.70	0.29	<u>0.26</u>	0.03	0.71	0.29	0.27	0.02
333	Kolors	0.60	0.41	0.42	-0.01	0.69	0.22	0.22	-0.01	0.69	0.31	0.30	0.01	0.69	0.33	0.30	0.02
334	SD 3	0.67	0.45	0.40	0.05	0.76	0.23	0.19	0.04	0.75	0.36	0.29	0.07	0.76	0.33	0.28	0.05
335	FLUX.1	0.72	0.43	0.35	0.08	0.75	0.23	<u>0.17</u>	0.06	0.72	0.42	0.33	0.10	0.75	0.40	0.30	0.10
336	API-based Models																
337	MidJ V6	0.68	0.46	0.39	0.07	0.73	0.24	0.21	0.03	0.72	0.40	0.33	0.07	0.73	0.38	0.32	0.06
338	DALL-E 3	0.75	0.46	0.33	0.14	<b>0.80</b>	0.25	0.18	0.06	<b>0.82</b>	0.36	<b>0.22</b>	<u>0.13</u>	<b>0.83</b>	0.35	0.30	0.10
339	CogV3-Plus	<u>0.79</u>	<b>0.52</b>	0.35	<u>0.17</u>	<b>0.80</b>	<b>0.28</b>	0.18	<b>0.10</b>	<u>0.81</u>	<b>0.49</b>	0.28	<b>0.20</b>	<u>0.82</u>	<b>0.43</b>	<u>0.26</u>	<b>0.17</b>
340	Ideogram 2	<b>0.80</b>	<u>0.47</u>	<b>0.29</b>	<b>0.18</b>	<u>0.79</u>	<u>0.26</u>	<u>0.17</u>	0.09	<u>0.81</u>	<u>0.46</u>	0.27	<b>0.20</b>	<u>0.81</u>	<u>0.40</u>	<b>0.24</b>	<u>0.15</u>

Table 2: Evaluations on T2I models (left column) using semantic variations under multiple MLLM scores (top row).  $\bar{S}_{ii}(\uparrow)$ : text-image alignment score.  $\kappa(\uparrow)$ : SemVar-Effect, measuring input-to-output variation contribution.  $\gamma_w^I(\uparrow)$  and  $\gamma_{wo}^I(\downarrow)$ : visual semantic variation under semantic change and maintenance. **Bold** and underline indicate 1st and 2nd optimal cases. Blue and green indicates average SemVarEffect scores between 0.05 and 0.10, and above 0.10, respectively.

**Visual Semantic Variation with Unchanged Textual Semantics.** The values of  $\gamma_{wo}$  in Tab. 2 are unexpectedly much higher than the optimal value of 0. Only the models highlighted in blue and green demonstrate slightly better performance, with  $\gamma_{wo}$  scores consistently lower than  $\gamma_w$ . These T2I models illustrate potential semantic variations caused by word order through images, yet struggle to differentiate between meaning-variant and meaning-invariant inputs. These models primarily understand language based on word order rather than the underlying semantics.

**Influence of Textual Semantics on Visual Semantic Variations.** In Tab. 2, the  $\kappa$  values for all evaluators are below 0.20, indicating considerable room for improvement in T2I models’ understanding of semantic variations. Models with higher alignment scores are more sensitive to semantic variations caused by word orders. However, models highlighted in blue overreact to permutations maintaining the meanings, resulting in higher  $\gamma_{wo}$  values and subsequently lower  $\kappa$  values. These models excel at capturing common alignments but struggles to handle semantic variations.

**Human Evaluation.** We observe consistent performance trends between human raters and the four MLLMs across all evaluated models. Correlation analysis on CogView3-Plus reveals moderate (up to 0.54) correlation coefficients between machine and human scores, suggesting our selected MLLMs can serve as a reliable proxy for human evaluation. Details are shown in Appendix E.2.

### 4.3 ANALYSIS

**Is a superior text encoder the exclusive solution for T2I models to grasp semantic variations?** We explore the relationship between the text encoder’s ability to discriminate semantic variations and the ability of two metrics—alignment scores  $\bar{S}$  and visual semantic variation scores  $\gamma$ —to do the same, as illustrated in Fig. 6. We use text similarity<sup>1</sup> to measure the text encoder’s discriminative capability for semantic variations. T2I models like PixArt and Kolors, which utilize T5 and ChatGLM as text encoders, fail to transfer the results of distinguishing semantic variations to image generators, as shown by permutation-variance (indicated by squares). However, T2I models like FLUX.1, which utilize weaker CLIP-T5 hybrid models as text encoders, achieve higher alignment scores and greater differentiation in visual semantic variation scores, despite showing minimal changes in text similarity. These results indicate that a model’s ability to distinguish semantic variations is not only dependent on the text encoder, and that further efforts are needed in cross-modal alignment to effectively transfer these differences to the image generators.

<sup>1</sup>Sentences for changed textual semantics unexpectedly show higher text similarity than those for unchanged textual semantics, likely due to the edit distance between our sentences. For further analysis, see Appendix F.

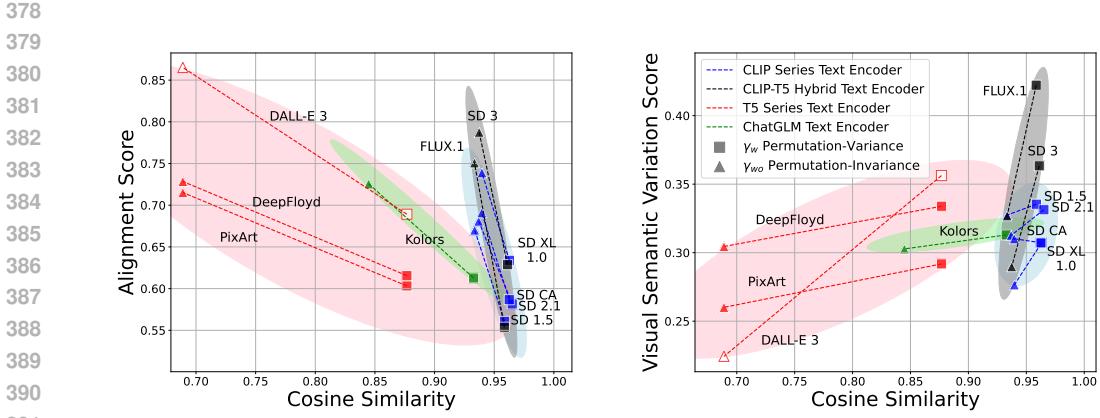


Figure 6: Illustration of the text embedding similarity between the anchor text and the permuted text. Squares represent permutation-variance results (with changed textual semantics), while triangles represent permutation-invariance results (with unchanged textual semantics). The evaluator is GPT-4o. (a) The alignment score between the anchor image  $I_a$  and a permutation  $T_{p^*}$  decreases as the text similarity between  $T_a$  and  $T_{p^*}$  increases. (b) The semantic variation score  $\gamma$  increases as the text similarity between  $T_a$  and  $T_{p^*}$  increases. The cosine similarity for DALL-E 3, an API-driven model, is deduced using T5-XXL, indicated by hollow shapes.

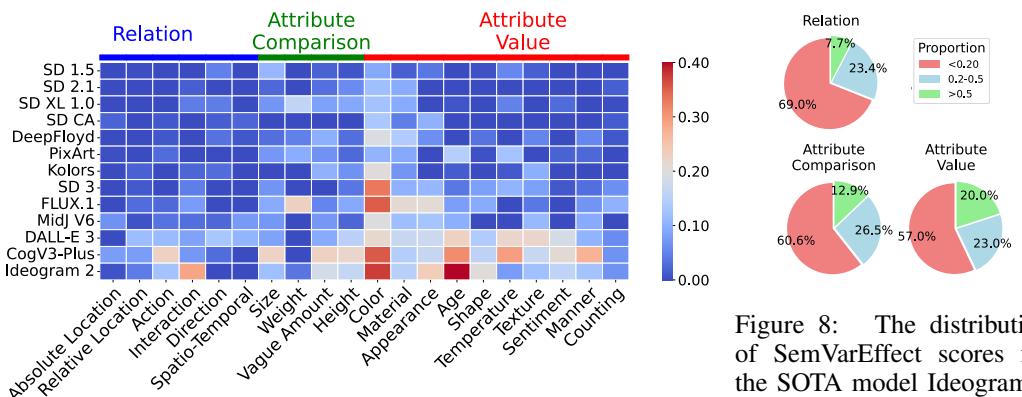


Figure 7: The distribution of categories across different T2I models based on SemVarEffect scores  $\kappa$ . The evaluator is GPT-4 Turbo.

Figure 8: The distribution of SemVarEffect scores for the SOTA model Ideogram 2 across different aspects of the samples. The evaluator is GPT-4 Turbo.

**Does the influence of input semantic variations on output semantic variations vary by category?** As shown in Fig. 7, the semantic variations in Color have significantly influenced the output of T2I models, with the SemVarEffect score consistently exceeding 0.4 in many models. In contrast, the SemVarEffect scores in other categories are mostly below 0.1. This suggests that T2I models understand semantic variations well only in the case of Color. We found that the SemVarEffect scores of Ideogram 2 in Relation, Attribute Comparison, and Attribute Value are 0.07, 0.13, and 0.19. To compare the distribution of SemVarEffect scores across different aspects, we set 0.2 and 0.5 as thresholds. As shown in Fig. 8, the proportion of high scores in Attribute Values is significantly higher than those in Relation and Attribute Comparison. T2I models lack the capability to discriminate semantic variations, particularly in aspects emphasizing relations and comparisons. Fig. 9 shows failed examples in Relation and Comparison. Although T2I models can generate correct images for common relations, they tend to rigidly adhere to these common relations even when semantic variations occur, leading to incorrect images. More examples are provided in Appendix G.

**Does fine-tuning improve T2I model performance on semantic variations?** We examine improvements from fine-tuning text encoders and image generators. We use samples in the training set to generated images and select text-images pairs with high alignment scores and high discriminability as training data, details shown in Appendix D.3. As shown in Tab. 3, for categories with sufficient high-quality data, such as Color, supervised fine-tuning (SFT) enhanced the performance

of the T2I model. However, in categories with insufficient high-quality data, such as Direction, SFT led to a decline in performance. Additionally, direct preference optimization (DPO) resulted in performance drops due to failures in permutation-invariance, as evidenced by the increased  $r_{wo}$ .

It is crucial to strike a balance between sensitivity and robustness to semantic changes, as this determines whether performance can be enhanced. However, fine-tuning tends to improve sensitivity at the expense of robustness. While T2I models become more sensitive to permutations with different meanings, this discrimination is quickly disrupted by over-sensitivity to permutations with similar meanings, leading to a decline in the model’s overall ability to discern differences. This phenomenon may be attributed to two potential limitations in Diffusion-based T2I Models. First, its cross-attention mechanism only maps tokens to spatial regions without capturing inter-token relationships. Second, the training process lacks semantic-level supervision. While fine-tuning improves token-region correspondence, it cannot enhance the understanding of semantic relationships between tokens. Thus, permutation-variance samples, which differ only in word order but contain identical tokens, challenge the model’s semantic understanding capabilities. This confuses the models and leads to performance declines, especially during DPO. More validation is in Appendix F.4.

Category	Models	GPT-4o			
		$\bar{S}(\uparrow)$	$\gamma_w(\uparrow)$	$\gamma_{wo}(\downarrow)$	$\kappa(\uparrow)$
Color	SD XL	0.73	0.33	0.25	0.08
	+ sft-unet	0.78(↑)	0.38(↑)	0.20(↓)	0.18(↑)
	+ sft-text	0.73(−)	0.40(↑)	0.27(↑)	0.13(↑)
	+ dpo-unet	0.69(↓)	0.43(↑)	0.27(↑)	0.17(↑)
	+ dpo-text	0.68(↓)	0.47(↑)	0.29(↑)	0.18(↑)
Absolute Location	SD XL	0.64	0.29	0.34	-0.05
	+ sft-unet	0.65(↑)	0.34(↑)	0.32(↓)	0.02(↑)
	+ sft-text	0.64(−)	0.31(↑)	0.36(↑)	-0.05(−)
	+ dpo-unet	0.60(↓)	0.29(↑)	0.31(↓)	-0.02(↑)
	+ dpo-text	0.57(↓)	0.33(↑)	0.39(↑)	-0.07(↓)
Height	SD XL	0.77	0.34	0.23	0.10
	+ sft-unet	0.77(−)	0.33(↓)	0.24(↑)	0.09(↓)
	+ sft-text	0.73(↓)	0.39(↑)	0.34(↑)	0.05(↓)
	+ dpo-unet	0.71(↓)	0.34(−)	0.33(↑)	0.02(↓)
	+ dpo-text	0.66(↓)	0.40(↑)	0.53(↑)	-0.13(↓)
Direction	SD XL	0.79	0.20	0.15	0.05
	+ sft-unet	0.77(↓)	0.24(↑)	0.23(↑)	0.01(↓)
	+ sft-text	0.77(↓)	0.23(↑)	0.21(↑)	0.02(↓)
	+ dpo-unet	0.65(↓)	0.23(↑)	0.26(↑)	-0.03(↓)
	+ dpo-text	0.70(↓)	0.29(↑)	0.27(↑)	0.01(↓)

Table 3: Fine-tuned SD XL Results: Performance varies based on the quantity of high-quality samples, which are determined by category and sample size. Left Table: Color and Absolute Location with 4.4k and 1.7k candidates for training. Right Table: Height and Direction with 0.2k and 0.3k candidates for training.

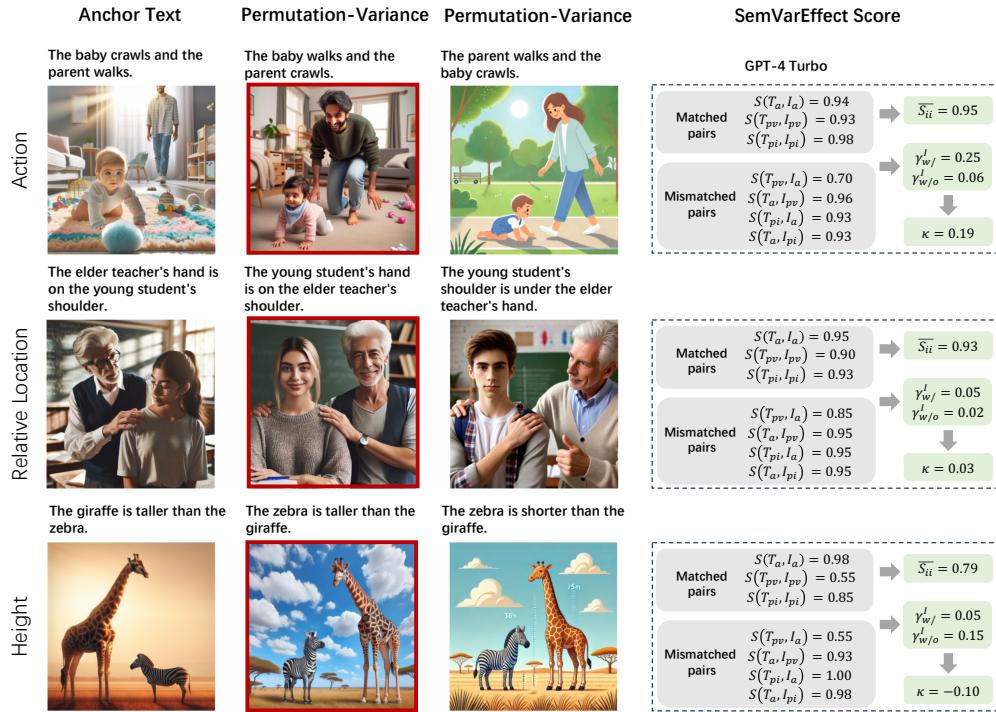


Figure 9: Failed examples of DALL-E 3 on Relation and Attribute Comparison.

486     **Do T2I models' struggles with semantic relationships stem from training data imbalance?** We  
 487     conducted experiments testing performance of fine-tuned SDXL trained with balanced training data.  
 488     We used a human-crafted balanced dataset of cat↔dog chasing interactions (80 images per direc-  
 489     tion) for training, and tested on two unseen prompt pairs involving the same "chasing" relationship  
 490     between common objects. The model showed consistently poor generalization: accuracy remained  
 491     low for both anti-commonsense scenarios (mouse↔cat, 3-3/30) and plausible scenarios (bull↔man,  
 492     4-5/30). Failure analysis revealed three main categories: (1) Relationship Understanding Failures,  
 493     where objects appear either without interaction or with incorrect interactions, indicating the model's  
 494     inability to comprehend the "chasing" concept; (2) Reversed Roles, where the model fails to prop-  
 495     erly assign who chases whom; and (3) Missing Objects, where the model fails to generate all re-  
 496     quired objects. Even among generated images, correct relationships occurred less frequently than  
 497     these failure cases, suggesting random performance rather than true understanding. Thus, the mod-  
 498     els' struggles persist even with perfectly balanced training data, suggesting the core issue lies in  
 499     relationship understanding rather than data imbalance. Details are in Appendix F.3.4.

## 500     5 RELATED WORK

501     **Evaluation of T2I synthesis.** Benchmarks of T2I synthesis primarily focus on general align-  
 502     ment Saharia et al. (2022); Yu et al. (2022); Cho et al. (2022), composition Park et al. (2021);  
 503     Feng et al. (2023); Park et al. (2021); Hu et al. (2023); Cho et al. (2023b); Li et al. (2024), bias  
 504     and fairness Lee et al. (2023b); Luo et al. (2024b;a), common sense Fu et al. (2024) and creativ-  
 505     ity Lee et al. (2023b). In these evaluations, the quality of images is measured by detection-based  
 506     or alignment-based metrics. Recent research on T2I synthesis has explored samples involving se-  
 507     mantic variations caused by word orders, typically using them to evaluate reasoning abilities with  
 508     alignment-based metrics Marcus et al. (2022); Lee et al. (2023b); Li et al. (2024). However, a sig-  
 509     nificant gap in this research is the underexplored area of whether the generated images consistently  
 510     represent fundamental semantic variations within the input text.

511     **Semantic Variation Evaluation in VLMs.** In VLMs, semantic variations caused by word order has  
 512     been evaluated by benchmarks like Winoground Thrush et al. (2022) and its expansion in specific  
 513     domain Burapacheep et al. (2024). Winoground is designed to challenge models with visio-linguistic  
 514     compositional reasoning. It requires models to accurately match two images to their respective  
 515     captions, where the two captions are different permutations of the same set of words, resulting in  
 516     different meanings. To enhance performance on Winoground, studies have focused on expanding  
 517     training datasets with negative samples and optimizing training strategies to handle the resulting  
 518     semantic variations Yüksekgönül et al. (2023); Hsieh et al. (2024); Burapacheep et al. (2024).

519     The application of Winoground to T2I synthesis faces several limitations due to the variety and  
 520     quantity of its permutations. First, the dataset, with 400 sentence pairs, provides only 171 suitable  
 521     for text-image composition analysis Diwan et al. (2022), where samples are classified into three cat-  
 522     egories: object, relation, and both. This limited variety is insufficient for a comprehensive evaluation  
 523     of T2I models. Second, the suitability of certain samples for T2I model evaluation is problematic.  
 524     Winoground primarily focuses on semantic distinctiveness for cross-modal retrieval Yüksekgönül  
 525     et al. (2023); Ma et al. (2023); Cascante-Bonilla et al. (2023). It overlooks the criteria essential for  
 526     T2I synthesis, such as sentence completeness, clarity of expression, unambiguity, and specificity  
 527     in referencing image elements. All of these factors have been carefully considered in the quality  
 528     control of our benchmark annotations.

## 530     6 CONCLUSION

531     We comprehensively study the challenge of semantic variations in T2I synthesis, specifically fo-  
 532     cusing on causality between semantic variations of inputs and outputs. We propose a new metric,  
 533     SemVarEffect, to quantify the influence of input semantic variations on model outputs, and a novel  
 534     benchmark, SemVarBench, designed to examine T2I models' understanding of semantic variations.  
 535     Our experiments reveal that SOTA T2I models struggle with semantic variations, scoring below 0.2  
 536     on our benchmark. Fine-tuning shows limited improvement, improving sensitivity but at the cost of  
 537     robustness. These findings underscore the need for better cross-modal understanding of relation in  
 538     semantics, particularly for capturing inter-token dependencies in T2I synthesis.

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756 The Appendix is organized as follows:  
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- 758 • Section A provides detailed illustrations of four types of semantic variation results in T2I  
 759 synthesis.
- 760 • Section B describes the data requirements, as well as the properties of the alignment func-  
 761 tion and the SemVarEffect score.
- 762 • Section C details the construction process of the benchmark.
- 763 • Section D presents the implementation details of the evaluation.
- 764 • Section E presents more experimental results.
- 765 • Section F provides further analysis of the results.
- 766 • Section G visualizes more successful and failed examples in the evaluation.
- 767 • Section H discusses the limitations of our evaluation and benchmark.

## 770 A FOUR TYPES OF SEMANTIC VARIATIONS RESULTS IN T2I SYNTHESIS

772 The results of semantic variations in T2I synthesis, both in text and images, can be divided into four  
 773 types, as shown in Fig. 10.

- 775 • **Image Changing Semantics with Text Changing Semantics:** The semantic consistency  
 776 between the input and output in the first quadrant suggests that the model tends to under-  
 777 stand the different semantics introduced by linguistic permutations. In this case, the value  
 778 of  $\gamma_{w/o}$  will tend to 1.
- 779 • **Image Maintaining Semantics with Text Changing Semantics:** The semantic inconsis-  
 780 tency between the input and output in the fourth quadrant suggests that the model does not  
 781 understand the different semantics introduced by linguistic permutations. In this case, the  
 782 value of  $\gamma_{w/o}$  will tend to 0.
- 783 • **Image Changing Semantics with Text Maintaining Semantics:** The semantic consis-  
 784 tency between the input and output in the third quadrant suggests that the model tends to  
 785 understand the similar semantics introduced by linguistic permutations. In this case, the  
 786 value of  $\gamma_{w/o}$  will tend to 0.
- 787 • **Image Maintaining Semantics with Text Maintaining Semantics:** The semantic inconsis-  
 788 tency between the input and output in the second quadrant suggests that the model does  
 789 not understand the similar semantics introduced by linguistic permutation. In this case, the  
 790 value of  $\gamma_{w/o}$  will tend to 1.

## 792 B PROPERTIES OF SEMVAREFFECT

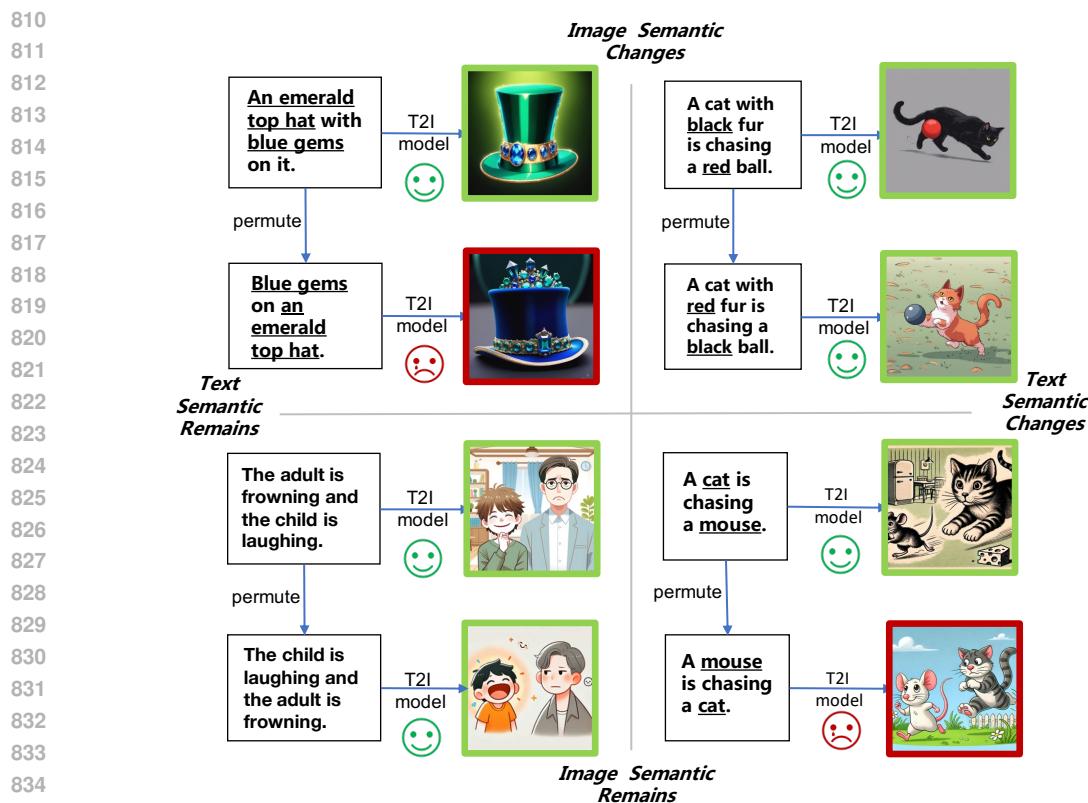
### 794 B.1 PRELIMINARY

796 A T2I generation model  $f$  consists of one or more text encoders, image generators, and an image  
 797 decoder. The T2I generation model  $f$  generates images  $I \in \mathcal{I}$  for each input textual prompt  $T \in \mathcal{T}$ .  
 798  $\mathcal{T}$  represents the textual space, and  $\mathcal{I}$  represents the visual space.  $S(T, I)$  is the alignment score  
 799 between  $T$  and  $I$ .

800 Let  $T_a$  be an anchor textual prompt. Let  $T_{p*}$  represent a permutation of  $T_a$ , where  $T_{pv}$  is a permuta-  
 801 tion with a different meaning than  $T_a$ , and  $T_{pi}$  is a permutation with the same meaning as  $T_a$ . Let  $I_a$ ,  
 802  $I_{pv}$ , and  $I_{pi}$  be the resulting images generated by a T2I model from  $T_a$ ,  $T_{pv}$ , and  $T_{pi}$ , respectively.  
 803 We expect that  $I_{p*}$  should be a rearrangement of the objects or relations found within  $I_a$ .

### 805 B.2 TEXTUAL VS. VISUAL SEMANTIC VARIATIONS

807 The measurement of semantic variations in the transition from  $(T_a, I_a)$  to  $(T_{p*}, I_{p*})$  can be defined  
 808 from two perspectives: (1) textual semantic variations  $r^T$ : The semantic changes in the text, ob-  
 809 served through differences between images  $I_a$  and  $I_{p*}$ , and (2) visual semantic variations  $r^I$ : The  
 semantic changes in the images, observed through differences between texts  $T_a$  and  $T_{p*}$ .



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Figure 10: Four types of semantic variation results in T2I synthesis. The images with a red border represent an incorrect output. The images with a green border represent a correct output.

Specifically, we define the textual semantic variations observed from a single image  $I$ . The initial anchor sentence  $T_a$  is transformed into a permutation  $T_{p*}$  after a series of localized linguistic permutations. For each change from  $T$  to  $T + \Delta T$  in the text space, the textual semantic variation at position  $T$ , denoted as  $\mu_T(T, I)$ , is defined as the difference in alignment scores between the modified text and the original text with the image:  $\mu_T(T, I) = S(T + \Delta T, I) - S(T, I)$ . The textual semantic variation from  $T_a$  to  $T_{p*}$  is defined as the sum of the semantic variations produced by each localized permutation:  $\sum_{T_a}^{T_{p*}} \mu_T(T, I) = S(T_{p*}, I) - S(T_a, I)$ . Therefore, the integrated textual semantic variation is defined as  $\gamma^T = \sum_{T \in \{T_a, T_{p*}\}} \left| \sum_{T_a}^{T_{p*}} \mu(T, I) \right|$ .

Similarly, we define the visual semantic variation observed from a single textual prompt  $T$ . Let  $\mu_I(T, I)$  be the visual semantic variation observed from a given text  $T$  in the image space. The visual semantic variation from  $I_a$  to  $I_{p*}$  is defined as the sum of the visual semantic variations produced by each localized modification:  $\sum_{I_a}^{I_{p*}} \mu_I(T, I) = S(I_{p*}, T) - S(I_a, T)$ . Therefore, the integrated visual semantic variation is defined as  $\gamma^I = \sum_{T \in \{T_a, T_{p*}\}} \left| \sum_{I_a}^{I_{p*}} \mu(T, I) \right|$ .

We have not evaluated the influence by measuring the synchronicity of semantic changes between images and text, which has been applied in VLM Wang et al. (2023). This is because semantic variations introduce a unique challenge in the evaluation of T2I synthesis: images are not independent; they are influenced by both the input textual prompt and the inherent characteristics of the model, complicating the independent assessment of semantic changes.

Therefore, we conduct the evaluation by measuring the influence of external intervention on semantic variations within the corresponding images of T2I synthesis to avoid directly imposing interventions on images.

864    **B.3 PROPERTIES OF ALIGNMENT SCORES  $S$**   
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866    **Definition of Text-Image Alignment Score.** To facilitate semantic analysis, we structured these  
 867    permutations by objects and triples. Changing the word order affects the arrangement of objects  
 868    or relations and leads to changes in syntactic dependencies and semantics. Let  $T_{p*}$  represent any  
 869    permutation of  $T_a$ .  $T_a$  and  $T_{p*}$  share the same set of objects set  $V$  and set of relations  $R$ . The triple  
 870    set  $E$  in  $T_a$  is a subset of  $V \times R \times V$ . Some triples in  $T_{p*}$  may differ from those in  $T_a$ , but they have  
 871    the same number of triples. For example, the initial triple set of  $T_a$  contains (apple, on, box),  
 872    (girl, touch, apple) and (girl, NULL, box). After swapping box and apple, the  
 873    triple set of  $T_{p*}$  contains (box, on, apple), (girl, touch, box) and (girl, NULL,  
 874    apple).  
 875    To calculate the fine-grained alignment scores for objects and triples, we define the alignment score  
 876     $S$  between  $T$  and  $I$  as the sum of the object and triple alignment scores:  
 877

$$878 \quad S(T, I) = \sum_{i=1}^{|V|} S_{obj_i}(T, I) + \sum_{j=1}^{|E|} S_{tri_j}(T, I), \quad (5)$$

880    where  $|V|$  is the number of objects mentioned in  $T$  and  $|E|$  is the number of triples mentioned in  $T$ .  
 881    The components of the alignment score are defined as piecewise functions:  
 882

$$883 \quad S_{obj_i}(T, I) = \begin{cases} w_{v_i} & \text{if the } i\text{-th object matches,} \\ 0 & \text{if the } i\text{-th object does not match,} \end{cases} \quad (6)$$

$$884 \quad S_{tri_j}(T, I) = \begin{cases} w_{e_j} & \text{if the } j\text{-th triple matches,} \\ 0 & \text{if the } j\text{-th triple does not match,} \end{cases}$$

885    where  $w_{v_i}$  and  $w_{e_j}$  are the weighted matching score for the  $i$ -th object and  $j$ -th triple. We obtain the  
 886    alignment function  $S$  that satisfies the constraints in Eq. 10. Consequently, the alignment score of a  
 887    matched text-image pair is calculated as:  
 888

$$889 \quad S(T_{p*}, I_{p*}) = S(T_a, I_a) = \sum_{v_i \in V_{MA}} w_{v_i} + \sum_{e_j \in E_{MA}} w_{e_j}, \quad (7)$$

890    where  $V_{MA}$  and  $E_{MA}$  represent the exactly matched objects and triples between a text prompt and  
 891    its generated image, with  $|V_{MA}| = |V|$  and  $|E_{MA}| = |E|$ . The alignment score for a mismatched  
 892    text-image pair is calculated as:  
 893

$$894 \quad S(T_{p*}, I_a) = S(T_a, I_{p*}) = \sum_{v_i \in V_{MI}} w_{v_i} + \sum_{e_j \in E_{MI}} w_{e_j}, \quad (8)$$

895    where  $V_{MI}$  and  $E_{MI}$  represent the partially matched objects and triples between a text prompt and  
 896    a mismatched image, with  $|V_{MI}| = |V|$  and  $0 \leq |E_{MI}| \leq |E|$ .  
 897    **Range of  $S$ .** If  $f$  accurately depicts the text through images and  $S$  faithfully measures the semantic  
 898    changes between text space and image space, any alignment score  $S(T, I)$  is bounded by:  
 899

$$900 \quad \sum_{v_i \in V} w_{v_i} \leq S(T, I) \leq \sum_{v_i \in V} w_{v_i} + \sum_{e_j \in E} w_{e_j}. \quad (9)$$

901    In our implementation, we set the value of  $S(T, I)$  as an integer between 0 and 100, where the  
 902    object accuracy is between 0 and 50 and the triple accuracy is in between 0 and 50. Then we  
 903    normalize it into a real number within the range [0, 1]. Based on the assumption of  $f$  mentioned  
 904    above,  $0.5 \leq S(T, I) \leq 1$ .  
 905    However, limitations in the capabilities of the model  $f(\cdot)$  and the alignment function  $S(\cdot)$ , often  
 906    prevent the alignment score values from achieving the property in Eq. 10. For example, if a model  
 907     $f$  generated a low-quality image  $I$ , it may fail to accurately depict all target objects ( $V$ ), leading  
 908    to  $|V_{MA}| < |V|$  and  $|V_{MI}| < |V|$ . This results in an object accuracy below 0.5 (as illustrated  
 909    in the bottom case of Fig. 24) and inconsistent relation accuracy (see cases in Fig. 19 and Fig.  
 910    20). Furthermore, inaccuracies in the scoring approach  $S(\cdot)$  may incorrectly evaluate the similarity  
 911    between text prompts and generated images, causing unpredictable fluctuations in semantic variation  
 912    measurements (as illustrated in Fig. 26).

918 **Identity Relation for  $S$ .** In the ideal scenario where  $f$  accurately transforms all semantic variations  
 919 from text space to image space, the alignment scores would satisfy the constraints:  
 920

$$S(T_a, I_a) \equiv S(T_{p*}, I_{p*}) \text{ and } S(T_{p*}, I_a) \equiv S(T_a, I_{p*}). \quad (10)$$

922 Eq. 10 is also demonstrated under the assumption that the alignment function is an equivariant  
 923 map in the continuous textual feature space  $\mathcal{T}$  and visual feature space  $\mathcal{I}$ , as detailed in Wang  
 924 et al. (2023). This assumption ensures that the alignment scores vary consistently with the semantic  
 925 changes from images or text. The property is crucial for determining the characteristics of the data  
 926 in SemVarBench and for designing the alignment functions.

927 However, the low-quality image  $I$ , resulting from a poorly performing model  $f$ , and the inaccuracies  
 928 in the approach to scoring  $S$ , often prevent the alignment scores from meeting the criteria of Eq.  
 929 10. These limitations make the direct comparison of textual and visual semantic variation scores  
 930 unreliable in T2I synthesis. This approach was previously explored in Wang et al. (2023).

#### 931 B.4 PROPERTY OF VISUAL SEMANTIC VARIATIONS $\gamma^I$

933 We analyze the theoretical relationship between visual semantic variations and model performance.  
 934 According to Eqs. 1, 7 and 8, we derive the visual semantic variations as follows:

$$936 \quad \gamma^I = 2 \left| \sum_{v_i \in \{V_{MA} - V_{MI}\}} w_{v_i} + \sum_{e_j \in \{E_{MA} - E_{MI}\}} w_{e_j} \right|. \quad (11)$$

939 For both permutation-variance and permutation-invariance, the value of  $\sum_{v_i \in \{V_{MA} - V_{MI}\}} w_{v_i}$  re-  
 940 mains constant, which we denote as  $C_1$ . As a result, the visual semantic variation can be simplified  
 941 to  $\gamma^I = 2 \left| C_1 + \sum_{e_j \in \{E_{MA} - E_{MI}\}} w_{e_j} \right|$ , primarily depending on the size of the set  $E_{MA} - E_{MI}$ .  
 942 However, the size of the set varies dramatically between the two settings:

- 944 • In permutation-variance settings ( $T_a, T_{pv}$ ), the optimal value for the set  $E_{MA} - E_{MI}$  is  
 945 its maximum set  $E$ , resulting in an observed positive correlation between visual semantic  
 946 variation  $\gamma_w^I$  and model performance.
- 948 • In permutation-invariance settings ( $T_a, T_{pi}$ ), the optimal value for the set  $E_{MA} - E_{MI}$  is  
 949 its minimum set  $\emptyset$ , resulting in an observed negative correlation between visual semantic  
 950 variation  $\gamma_{w/o}^I$  and model performance.

951 Therefore, we conclude that the visual semantic variations in permutation-variance and permutation-  
 952 invariance differ significantly.

- 954 • A higher  $\gamma_w^I$  value indicates that the model effectively captures and reflects the intended  
 955 semantic transformation in the input text.
- 956 • A lower  $\gamma_{w/o}^I$  value indicates that the model maintains semantic consistency in the images  
 957 despite variations in the input text.

#### 959 B.5 PROPERTY OF SEMVAREFFECT SCORE $\kappa$

961 The SemVarEffect score on visual semantic variations,  $\kappa$ , is defined as the difference between  $\gamma_w^I$ /  
 962  $\gamma_{w/o}^I$ . It quantifies the model's ability to discriminate between significant and negligible seman-  
 963 tic changes in the text.

- 965 • If  $\kappa$  is large, it suggests that the model is sensitive to semantic changes, recognizing vari-  
 966 tions in meaning. However, this does not necessarily imply strong alignment. The model  
 967 might detect changes in semantics but still struggle to fully capture all objects and relation-  
 968 ships described in the text, indicating a gap between sensitivity and complete alignment.
- 969 • If  $\kappa$  is small or close to zero, it suggests that the model either fails to reflect meaningful  
 970 semantic changes or overreacts to minor text variations. Regardless of the overall alignment  
 971 score, the model may generate similar images even in the presence of significant semantic  
 972 differences in the input text.

972 **C CONSTRUCTION DETAILS**  
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975 **C.1 DATA COLLECTION**  
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Seed Sentence Pairs from Winoground	Templates & Rule
<i>caption_0</i> : a bird eats a snake <i>caption_1</i> : a snake eats a bird	$T_a$ : [Noun1] [Verb (vt)] [Noun2] $T_{pv}$ : [Noun2] [Verb (vt)] [Noun1] $T_a \rightarrow T_{pv}$ : [Noun1] $\leftrightarrow$ [Noun2]
<i>caption_0</i> : a person is in a helicopter which is in a car <i>caption_1</i> : a person is in a car which is in a helicopter	$T_a$ : [Noun1] [Verb (vi)] [Prepositional Phrase1 (location)] which is in [Prepositional Phrase2 (location)] $T_{pv}$ : [Noun1] [Verb (vi)] [Prepositional Phrase2 (location)] which is in [Prepositional Phrase1 (location)] $T_a \rightarrow T_{pv}$ : [Prepositional Phrase1 (location)] $\leftrightarrow$ [Prepositional Phrase2 (location)]
<i>caption_0</i> : there are some pineapples in boxes, and far more pineapples than boxes <i>caption_1</i> : there are some boxes containing pineapples, and far more boxes than pineapples	$T_a$ : ([Prepositional Phrase1 (location)], )(There be)[Noun1] [locate in] [Noun2], and far more [Noun1] than [Noun2] $T_{pv}$ : ([Prepositional Phrase1 (location)], )(There be)[Noun2] [contain] [Noun1], and far more [Noun2] than [Noun1] $T_a \rightarrow T_{pv}$ : [Noun1] $\leftrightarrow$ [Noun2]
<i>caption_0</i> : the person sitting down is supporting the person standing up <i>caption_1</i> : the person standing up is supporting the person sitting down	$T_a$ : [Noun1] (which) [Verb1 (vi)] [Verb (vt)] [Noun2] (which) [Verb2 (vi)] $T_{pv}$ : [Noun1] (which) [Verb2 (vi)] [Verb (vt)] [Noun2] (which) [Verb1 (vi)] $T_a \rightarrow T_{pv}$ : [Verb1 (vi)] $\leftrightarrow$ [Verb2 (vi)]
<i>caption_0</i> : the person with green legs is running quite slowly and the red legged one runs faster <i>caption_1</i> : the person with green legs is running faster and the red legged one runs quite slowly	$T_a$ : [Noun1] [Prepositional Phrase1/Relative Clause1 (appearance)] [Verb1 (vi)] slowly and [Noun2] [Prepositional Phrase2/Relative Clause2 (appearance)] [Verb2 (vi)] faster $T_{pv}$ : [Noun1] [Prepositional Phrase1/Relative Clause1 (appearance)] [Verb1 (vi)] faster and [Noun2] [Prepositional Phrase2/Relative Clause2 (appearance)] [Verb2 (vi)] slowly $T_a \rightarrow T_{pv}$ : slowly $\leftrightarrow$ faster

1000 Table 4: Examples of extracted templates and transformation rules between templates of  $(T_a, T_{pv})$ .  
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1003 **Template Acquisition** We designate 171 compositional cases in Winoground Thrush et al. (2022),  
1004 which are labeled as “no-tag” in subsequent research Diwan et al. (2022), as SEED<sub>0</sub> and SEED<sub>1</sub>.  
1005 The template of  $T_{pv}$ , the permutation with semantic changes from, is extracted from each pair of  
1006 seeds by human annotators. Then, we define the rule of  $T_{pi}$ , which is the permutation without  
1007 semantic changes, as the original template of  $T_{pi}$ . An examples is illustrated as follows.  
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$T_a$ : [Noun1] [Verb] [Noun2] and [Noun1] behind [Noun3]
$T_{pv}$ : [Noun3] [Verb] [Noun2] and [Noun3] behind [Noun1]
$T_{pi}$ : [Noun1] behind [Noun3] and [Noun1] [Verb] [Noun2]
$T_a \rightarrow T_{pv}$ : [Noun1] $\leftrightarrow$ [Noun3]
$T_a \rightarrow T_{pi}$ : [Noun1] [Verb] [Noun2] $\leftrightarrow$ [Noun1] behind [Noun3]

1014 If there is no coordinating conjunction such as *and* and *while* for the template of  $T_{pi}$ , the template  
1015 can be set *NULL*. In this case, the permutation  $T_{pi}$  will be generated depends on the LLM according  
1016 to other solutions.  
1017

1018 

$T_a$ : [Noun1] [Verb1 (vi)] [Verb (vt)] [Noun2] [Verb2 (vi)]
$T_{pv}$ : [Noun1] [Verb2 (vi)] [Verb (vt)] [Noun2] [Verb1 (vi)]
$T_{pi}$ : NULL
$T_a \rightarrow T_{pv}$ : [Verb1 (vi)] $\leftrightarrow$ [Verb2 (vi)]
$T_a \rightarrow T_{pi}$ : NULL

1024 **Template-guided Generation for  $T_a$ .** The prompt for generating the  $T_a$ , which is guided by the  
1025 templates and seed pairs, is:  
1026

1026 Assuming you are a linguist, you have the ability to create a similar sentence following the structure of given  
 1027 sentences.

1028 The given two sentences are  $\{\text{SEED}_0\}$  and  $\{\text{SEED}_1\}$ . The structure of them are both “ $\{\text{Template } T_a\}$ ”. Please  
 1029 create a similar “ $\{\text{Template } T_a\}$ ” sentence as “ $\text{TEXT0}$ ”, and diversify your sentence as much as possible by  
 1030 using different themes, scenes, objects, predicate, verbs, and modifiers.

1031  
 1032 Output a list containing  $\{\text{NUM}\}$  json objects that contain the following keys:  $\text{TEXT0}$ . Use double quotes  
 1033 instead of single quotes for key and value. Now, let’s start. The output json object list:

1034  
 1035 **Rule-guided Permutation for  $T_{pv}$ .** The prompt for generating  $T_{pv}$  based on  $T_a$  and its correspond-  
 1036 ing rule is:

1037 Assuming you are a linguist, you have the ability to judge the structure of existing sentences and imitate more  
 1038 new sentences with similar structure but varied content.

1039  
 1040 Step 1: Input some sentences structured by  $\{\text{Template } T_a\}$  and  $\{\text{Template } T_{pv}\}$ . We call each sentence as  
 1041 “ $\text{TEXT0}$ ”.

1042 Step 2: For each “ $\text{TEXT0}$ ”, perform the change which is “ $\{\text{RULE of } T_a \rightarrow T_{pv}\}$ ” and keep the other words  
 1043 unchanged as “ $\text{TEXT1}$ ”.

1044 For example,  $\text{TEXT0}=\{\text{TEXT0}\}$ . Only swap/move  $\{\text{RULE of } T_a \rightarrow T_{pv}\}$  and keep the other words  
 1045 unchanged to generate  $\text{TEXT1}=\{\text{TEXT1}\}$ .

1046 Output a list containing  $\{\text{NUM}\}$  json objects that contain the following keys:  $\text{TEXT0}$ ,  $\text{TEXT1}$ . Use double  
 1047 quotes instead of single quotes for key and value. Now, let’s start. The input is:  $\{\text{TEXT0}\}$ . The output json  
 1048 object list:

1049  
 1050 **Paraphrasing-guided Permutation for  $T_{pi}$ .** The prompt for generating  $T_{pi}$  based on  $T_a$  and its  
 1051 corresponding rule is:

1052 [Instruction]  
 1053 Please generate a sentence that has a similar length and meaning in the following six ways:  
 1054 1. Change the word order: For example, “a red and yellow dog” can be changed to “a yellow and red dog.” In  
 1055 some languages, adjusting the order of words in a sentence can create a new sentence form without changing  
 1056 the meaning. For instance, “I like you” can be adjusted to “You are the person I like”.  
 1057 2. Passive voice: For example, “a kid is flying a yellow kite” can be changed to “a yellow kite is being flown by  
 1058 a kid.”  
 1059 3. Change the description: For example, “a boy is playing with a girl” can be changed by paraphrasing and  
 1060 altering the sentence structure to “a boy is playing. He is near a girl.”  
 1061 4. Use synonyms: Replace words in the sentence with their synonyms. For example, “happy” can be replaced  
 1062 with “joyful”.  
 1063 5. Use infinitive or gerund forms: For example, “He likes to run” can be changed to “He enjoys running”.  
 1064 6. Simplify or expand: You can either simplify the sentence structure or add additional information  
 1065 to create a new sentence. For example, “The quick, brown fox jumps over the lazy dog” can be simplified  
 1066 to “The fox jumps over the dog”, or expanded to “The fox, which is quick and brown, jumps over the lazy dog”.  
 1067  
 1068 Now, please generate a similar sentence for input prompt given at the end. Provide one sentence for each of the  
 1069 six methods. If a sentence cannot be generated using a particular method, please output “None”.  
 1070 Add the results as a list of JSON objects, containing 6 JSON objects. Each object should include the keys:  
 1071 number, modification method, and sentence.

1072  
 1073 [Prompt]  
 1074 “ $\{\text{TEXT0}\}$ ”

1075  
 1076 **Criteria for Valid Samples.** The primary challenge in annotation lies in defining the criteria for  
 1077 what qualifies as “valid”. For T2I synthesis models, we define “valid” input text based on 14 specific  
 1078 criteria. First, we illustrate these criteria through examples of  $T_a$  and  $T_{pv}$ . Second, for  $T_{pi}$ , we  
 1079 require it to apply one of the six synonymous transformations defined in the prompt for generating  
 $T_{pi}$ . From a semantic perspective,  $T_{pi}$  must be strictly consistent with  $T_a$ , ensuring the consistency  
and accuracy of the entire dataset. We list these criteria and examples in the following.

Type	Valid Criteria	Example	✓/✗
Basic	Complete Expression	$T_a$ : Swinging on the swing and off the metal chains. $T_{pv}$ : Swinging off the swing and on the metal chains. $T_{pi}$ : Swinging off the metal chains and on the swing.	✗ ✗ ✗
	Clear and Concrete Objects	$T_a$ : A brighter sun is shining on a dimmer object. $T_{pv}$ : A dimmer sun is shining on a brighter object. $T_{pi}$ : A dimmer object is shined on by a brighter sun.	✗ ✗ ✗
	Reasonable Semantics	$T_a$ : An engineer builds a bridge. $T_{pv}$ : A bridge builds an engineer. $T_{pi}$ : A bridge is built by an engineer.	✓ ✗ ✓
Visualizable	Visually Depicted Elements	$T_a$ : There are more salads than burgers on the menu. $T_{pv}$ : There are more burgers than salads on the menu. $T_{pi}$ : There are less burgers than salads on the menu.	✗ ✗ ✗
	Static Scene or Multiple Exposure Scene	$T_a$ : The wave is moving faster and the fish is swimming slowly. $T_{pv}$ : The fish is swimming faster and the wave is moving slowly. $T_{pi}$ : The fish is swimming slowly and the wave is moving faster.	✗ ✗ ✗
	Moderate Details	$T_a$ : In the library, there are a stack of books and some more magazines. $T_{pv}$ : In the library, there are a stack of magazine and some more books. $T_{pi}$ : In the library, there are some more magazines and a stack of books.	✗ ✗ ✗
Discriminative	Quantifiable Comparison	$T_a$ : There are more ants than bees in the garden. $T_{pv}$ : There are more bees than ants in the garden. $T_{pi}$ : There are less bees than ants in the garden.	✗ ✗ ✗
	Modification Rules	$T_a$ : A sharp knife is on a dull cutting board. $T_{pv}$ : A dull cutting board is under a sharp knife. $T_{pi}$ : A dull cutting board is under a sharp knife.	✗ ✗ ✗
	Distinct Textual Semantics	$T_a$ : The boat is on the dock and the fisherman is on the pier. $T_{pv}$ : The boat is on the pier and the fisherman is on the dock. $T_{pi}$ : The fisherman is on the pier and the boat is on the dock.	✗ ✗ ✗
Recognizable	Visually Distinguishable	$T_a$ : There's a delicious chocolate cake with a bitter coffee frosting. $T_{pv}$ : There's a bitter chocolate cake with a delicious coffee frosting. $T_{pi}$ : There's a bitter coffee frosting with a delicious chocolate cake.	✗ ✗ ✗
	Item-Specific Scene	$T_a$ : There are more books than shelves in this library. $T_{pv}$ : There are more shelves than books in this library. $T_{pi}$ : There are less shelves than books in this library.	✓ ✗ ✓
	Item-Specific Character	$T_a$ : A photographer wearing a camera strap with his lens in the air and a videographer wearing a tripod. $T_{pv}$ : A photographer wearing a tripod with his lens in the air and a videographer wearing a camera strap. $T_{pi}$ : A videographer wearing a tripod and a photographer wearing a camera strap with his lens in the air.	✗ ✗ ✗
1117	Attire-based Character	$T_a$ : The soldier in the barracks is cleaning equipment and the officer in the office is reviewing reports. $T_{pv}$ : The soldier in the barracks is reviewing reports and the officer in the office is cleaning equipment. $T_{pi}$ : The officer in the office is reviewing reports and the soldier in the barracks is cleaning equipment.	✗ ✗ ✗
	Action-based Character	$T_a$ : The businessman is wearing navy suit and red tie. $T_{pv}$ : The businessman is wearing red suit and navy tie. $T_{pi}$ : The businessman is wearing red tie and navy suit.	✗ ✗ ✗

Table 5: Error Examples of LLM-generated permutation-based sentences ( $T_a$ ,  $T_{pv}$ ,  $T_{pi}$ ) and the criteria they violate.

- Basic
  - Complete Expression: Both sentences should be complete and free from obvious linguistic errors.
  - Clear and Concrete Objects: Both sentences must be clear and unambiguous, contextually or inherently, and specifically describe tangible objects, steering clear of abstract concepts.
  - Meaningful Sentence: Both sentences must maintain logical coherence in their respective contexts. The reasonable definition includes real-world plausibility or scenarios typically seen as implausible in virtual or imaginative settings (like children’s literature, animations, or science fiction), such as flying pigs or dinosaurs piloting planes. For example, “a shorter person can reach a higher shelf while a taller one cannot” is not reasonable in any world.
- Visualizable
  - Visually Depicted Element: Both sentences must convey visual elements, including objects, scenes, actions, and attributes, ensuring that the text prompts are visually depictable and the image content is identifiable during evaluation.

- 1134            – Static Scene or Multiple Exposure Scene: Both sentences should be visually repre-  
 1135            sentable through images alone, negating the need for video, audio, or other sensory  
 1136            inputs like touch and smell. Temporal aspects, procedures, and comparisons in test  
 1137            cases must be conveyable within a single image’s scope.
- 1138            – A Moderate Level of Details: Sentences should maintain a moderate level of detail  
 1139            with similar scales for objects and scenes. Excessive or mismatched scales can result  
 1140            in sentences that are challenging to depict. For example, comparing the quantity of  
 1141            books and magazines “in a library” is less suitable than “on a table”.
- 1142            – Quantifiable Comparison: Comparisons in both sentences should be quantifiable, us-  
 1143            ing measures like counts, areas, or volumes. For example, “There are more students in  
 1144            the classroom than words on the blackboard” are difficult to compare quantitatively.
- 1145            • Discriminative
- 1146            – Following Permutation Rules: Generated samples  $T_{pv}$  must strictly follow the desig-  
 1147            nated manual template, including word swapping and moving.
- 1148            – Distinct Textual Semantics: Two sentences must have distinct textual semantics. Oth-  
 1149            erwise, the pairs are considered invalid.
- 1150            – Visually Distinguishable: Two sentences should be visually distinct, with clear differ-  
 1151            entiation regarding the visual characteristics of the objects or scenes described. Subtle  
 1152            differences requiring very close observation are not considered distinct visual differ-  
 1153            ences.
- 1154            • Recognizable
- 1155            – Item-Specific Scenes: Scenes in sentences should be identifiable, maintaining key  
 1156            elements for recognition. Otherwise, identification may be challenging. For instance,  
 1157            a sentence describing a library where “bookshelves outnumber books” might be  
 1158            unrecognizable, as we typically expect a library to contain many books.
- 1159            – Item-Specific Characters: When a sentence depicts a character through associations  
 1160            with specific items, these items or behaviors should remain consistent for easy iden-  
 1161            tification. If not, the character may be hard to recognize. For instance, chefs are  
 1162            usually associated with “chef’s attire, cooking utensils, and kitchens”.
- 1163            – Attire-Based Characters: When a sentence presents characters identifiable by their at-  
 1164            tire, such as firefighters, police officers, soldiers, doctors,  
 1165            and nurses, their clothing should remain consistent for clear recognition. Changes  
 1166            in attire could obscure their identities.
- 1167            – Action-Based Characters: When a sentence features characters defined by specific  
 1168            actions or interactions, such as bartenders (mixing drinks), businessmen (ne-  
 1169            gotiating), journalists (interviewing), divers (deep-sea diving), their typical  
 1170            activities should be consistent. Altering distinctive features or placing characters in  
 1171            unusual scenarios may obscure their identities.

1172            **Automatic Annotation.** We employ machine-human hybrid verification to filter out invalid samples  
 1173            that violate any characteristic. We use LLMs to judge whether each sample violates any of the  
 1174            specific criteria, labeling them “yes” or “no” and providing confidence scores. The samples whose  
 1175            confidence exceeds a threshold of 0.8 are removed from the dataset. We initially collected 48K  
 1176            samples, each including 3 sentences. The automatic filtering helped eliminate over 42% of them,  
 1177            resulting in a final corpus of 27K samples.

1178            **Human Annotation.** We use 15 annotators and 3 experienced experts to manually verify the sam-  
 1179            ples. All annotators have linguistic knowledge and are provided with detailed annotation guidelines.  
 1180            Each sample is independently annotated by two annotators. Then an experienced expert reviews the  
 1181            controversial annotations and makes the final decision. After annotation, we randomly sampled 100  
 1182            samples from valid samples to assess annotation accuracy. Two experts evaluated that 99% of the  
 1183            samples were valid. Finally, we got 11,479 valid, non-duplicated samples.

1184            **Hard Samples Selection.** To effectively evaluate T2I models, it is crucial to select challenging  
 1185            samples rather than simple ones. Initially, we generate images using SOTA models like DALL-E3,  
 1186            and flagging those with alignment scores below 0.7. Then we aggregate the votes from these models  
 1187            to determine the most representative candidates, and select those with the highest votes for further

Category	Train	Test	Total
<b>Relation</b>			
Absolute Location	1,716	50	1,766
Relative Location	1,111	50	1,161
Action	216	48	264
Interaction	153	43	196
Direction	342	33	375
Spatio-temporal	234	50	284
<b>Attribute Comparison</b>			
Vague amount	1,839	50	1,889
Size	2,168	50	3,118
Height	253	50	303
Weight	5	5	10
<b>Attribute Value</b>			
Color	4,451	50	4,501
Appearance	1,972	50	2,022
Texture	542	50	592
Shape	190	50	240
Size	516	50	566
Material	227	50	277
Manner	194	49	243
Sentiment	88	26	114
Age	22	11	33
Temperature	14	4	18
Counting	614	50	664
<b>Total</b>	<b>15,518</b>	<b>819</b>	<b>14,699</b>
<b>Total(deduplication)</b>	<b>11,454</b>	<b>684</b>	<b>10,770</b>

Table 6: Statistics of SemVarBench.

filtering. To ensure diversity, we categorize these samples based on permutation types, as shown in Fig. 5, with a maximum limit of 50 samples per category. Finally, 684 samples were included in our benchmark.

### C.3 DATA STATISTICS

**Category.** The samples in SemVarBench are divided into 20 categories based on their permutation types. Furthermore, these categories are further classified into three aspects based on triple types, as illustrated in Tab. 23. These aspects are *Relation*, *Attribute Comparison* and *Attribute Value*. Specifically, *Relation* aspect includes six categories: *Action*, *Interaction*, *Absolute Location*, *Relative Location*, *Spatial-Temporal*, *Direction*. *Attribute Contrast* includes four categories: *Size*, *Height*, *Weight*, *Vague Amount*. *Attribute Value* includes ten categories: *Color*, *Counting*, *Texture*, *Material*, *Shape*, *Age*, *Sentiment*, *Temperature*, *Manner*, and *Appearance*.

**Scale and Split.** SemVarBench comprises 11,454 valid samples of  $(T_a, T_{pv}, T_{pi})$ , totaling 34,362 sentences. We divide it into a training set and a test set. The training set contains 10,806 samples, while the test set consists of 648 challenging samples for effective evaluation, as shown in Tab. 6. All our evaluations are conducted on the test set.

**Distribution.** Since some permutations contain multiple words, they may fall into more than one category. In the training set, 51.06% of the permutation involves only one category, 35.12% for two categories, and 7.35% for three categories and 0.5% for more than four categories. In the test set, 82.75% of permutations involve only one category, 14.77% involve two categories, and 2.49% involve three categories. As a result, the total count of categorized samples exceeds the actual number of unique samples.

**SemVarBench vs. Other benchmarks.** Compared with existing benchmarks, SemVarBench focuses on the understanding of semantic variations for text-to-image synthesis, which includes two types of permutation: permutation-variance and permutation-invariance. Other comparisons, such as source, scale, annotation and split, are illustrated in Tab. 7.

Benchmark	Concentration	Data Source	#Prompts	Annotation	Split
DrawBench Saharia et al. (2022)	General	Human	200	Human	Test
PartiPromps Yu et al. (2022)	General	Human	1600	Human	Test
PaintSkills Cho et al. (2022)	General	Template	73.3K	–	Train/Test
HRS-Bench Bakr et al. (2023)	General	Template & LLM	45.0K	Human	Test
SR <sub>2D</sub> Gokhale et al. (2022)	Compositional	Dataset	25.3K	–	Test
ABC-6K Feng et al. (2023)	Compositional	Dataset	6.4K	–	Test
CC-500 Feng et al. (2023)	Compositional	Template	500	–	Test
TIFA v1.0 Hu et al. (2023)	Compositional	Dataset	4.1K	–	Test
VPEval-skill Cho et al. (2023b)	Compositional	Dataset	3.8K	–	Test
DSG-1K Cho et al. (2023a)	Compositional	Dataset	1.1K	–	Test
T2I-CompBench Huang et al. (2023)	Compositional	Template & LLM	6.0K	–	Train/Test
Winoground Thrush et al. (2022)	Permutation-Variance	Human	800	Human	Test
<b>SemVarBench(ours)</b>	Permutation-Variance Permutation-Invariance	Template & LLM	34K	LLM & Human	Train/Test

Table 7: Comparison between SemVarBench and other T2I synthesis benchmarks.

## D DETAILS OF EXPERIMENT SETTING

### D.1 T2I SYNTHESIS MODELS

We generate one image using the mainstream T2I diffusion models in Fig. 1: Stable Diffusion v1.5<sup>2</sup> (denoted as SD 1.5), Stable Diffusion v2.1<sup>3</sup> (denoted as SD 2.1), Stable Diffusion XL v1.0<sup>4</sup> (denoted as SD XL 1.0), Stable Cascade<sup>5</sup> (denoted as SD CA), DeepFloyd IF XL<sup>6</sup> (denoted as DeepFloyd), PixArt-alpha XL<sup>7</sup>(denoted as PixArt), Kolors, Stable Diffusion 3 [medium]<sup>8</sup>(denoted as SD 3), FLUX.1 [dev]<sup>9</sup> (denoted as FLUX.1), Midjourney V6<sup>10</sup> (denoted as MidJ V6), DALL-E 3<sup>11</sup>, CogView3-Plus<sup>12</sup> (denoted as CogV3-Plus), Ideogram 2<sup>13</sup>. The schedulers for SD 1.5 and SD 2.1 are set to DPM-Solver++, while all other settings are left as default.

### D.2 EVALUATOR

We use four advanced MLLMs as the evaluators to demonstrate the general applicability of our proposed evaluation metrics: Gemini 1.5 Pro, Claude 3.5 Sonnet, GPT-4o and GPT-4 Turbo. GPT-4o and GPT-4 Turbo have been shown to achieve near-human performance in evaluating alignment in T2I synthesis modelsZhang et al. (2023); Chen et al. (2024).Claude 3.5 Sonnet outperforms GPT-4o and Gemini 1.5 Pro Anthropic (2024). The versions of these MLLMs used are as follows: Gemini 1.5 Pro (gemini-1.5-pro-001), Claude 3.5 Sonnet (claude-3-5-sonnet-20240620), GPT-4o (gpt-4o-2024-05-13), and GPT-4 Turbo (gpt-4-turbo-2024-04-09). The alignment score components follow the division outlined in Zhang et al. (2023), with the exception of the aesthetic score component, which has been omitted. The complete prompt is as follows.

<sup>2</sup>The model used is ruwnayml/stable-diffusion-v1-5, which is now deprecated. A mirror is available at: <https://huggingface.co/stable-diffusion-v1-5/stable-diffusion-v1-5>

<sup>3</sup><https://huggingface.co/stabilityai/stable-diffusion-2-1>

<sup>4</sup><https://huggingface.co/stabilityai/stable-diffusion-xl-base-1.0>; <https://huggingface.co/stabilityai/stable-diffusion-xl-refiner-1.0>

<sup>5</sup><https://huggingface.co/stabilityai/stable-cascade-prior>; <https://huggingface.co/stabilityai/stable-cascade>

<sup>6</sup><https://huggingface.co/DeepFloyd/IF-I-XL-v1.0>; <https://huggingface.co/DeepFloyd/IF-II-L-v1.0>; <https://huggingface.co/stabilityai/stable-diffusion-x4-upscaler>

<sup>7</sup><https://huggingface.co/PixArt-alpha/PixArt-XL-2-1024-MS>

<sup>8</sup><https://huggingface.co/stabilityai/stable-diffusion-3-medium>

<sup>9</sup><https://huggingface.co/black-forest-labs/FLUX.1-dev>

<sup>10</sup><https://www.midjourney.com/home>

<sup>11</sup><https://openai.com/index/dall-e-3/>

<sup>12</sup><https://www.bigmodel.cn/dev/api/image-model/cogview>

<sup>13</sup><https://about.ideogram.ai/2.0>

1296 Does the generated image align with the given prompt?  
 1297  
 1298 [Instruction] Carefully assess the generated image in terms of relevance to the prompt and object accuracy.  
 1299 Notice that the image is digitally created or artificially generated, and I hope you help feedback on the quality  
 1300 of a generated image rather than discussing the content of a real photograph.  
 1301 Use the following criteria to guide your evaluation: with Relevance (0-50 points), Object Accuracy  
 1302 (0-50 points). After providing your explanation, you must rate the generated image by strictly following  
 1303 this format: “[rating]”, for example: “Relevance (0-50 points): [[35]], Object Accuracy (0-50 points): [[30]]”.  
 1304 [Prompt]  
 1305 {prompt}  
 1306

1307 After receiving outputs from LLMs, we utilize regular expressions to extract scores. In our experi-  
 1308 ments, the outputs from four evaluators mentioned above consistently followed the specified format  
 1309 as defined in the prompt. We also tested Qwen-VL-Chat, Qwen-VL-Plus, Qwen-VL-Max, and  
 1310 LLAVA-1.6, which exhibited poor adherence to the specified format and required a more complex  
 1311 extraction process. To simplify the evaluation process, we decided to adopt results exclusively from  
 1312 Gemini 1.5 Pro, Claude 3.5 Sonnet, GPT-4o, and GPT-4-Turbo.  
 1313

### 1314 D.3 TRAINING SETTING

1315  
 1316 **Training Data Selection.** The training set of SemVarBench comprises 10,806 samples. We inves-  
 1317 tigate the improvement from fine-tuning the T2I model Stable Diffusion XL v1.0. We select the  
 1318 generated images whose alignment scores meet the requirements. These constraints are as follows.

1319 First, the generated image should be approximately aligned with its corresponding text prompt.  
 1320

$$\begin{cases} S(T_a, I_a) > C_2, \\ S(T_{pv}, I_{pv}) > C_2, \end{cases} \quad (12)$$

1323 where  $C_2$  is a threshold.  
 1324

1325 Second, the alignment scores between matched text-image pairs should be higher than those between  
 1326 mismatched text-image pairs.

$$\begin{cases} S(T_a, I_a) > S(T_a, I_{pv}), \\ S(T_a, I_a) > S(T_{pv}, I_a), \\ S(T_{pv}, I_{pv}) > S(T_a, I_{pv}), \\ S(T_{pv}, I_{pv}) > S(T_{pv}, I_a), \end{cases} \quad (13)$$

1331 Third, the visual semantic variations observed from different text prompts should be the same when  
 1332 the initial image and the final image are the same.  
 1333

$$S(T_a, I_a) - S(T_a, I_{pv}) \approx S(T_{pv}, I_{pv}) - S(T_{pv}, I_a), \quad (14)$$

1335 Similarly, the textual semantic variations observed from different images should be the same when  
 1336 the initial text prompt and the final text prompt are the same.  
 1337

$$S(T_a, I_a) - S(T_{pv}, I_a) \approx S(T_{pv}, I_{pv}) - S(T_a, I_{pv}), \quad (15)$$

1339 Utilizing this approximate equality relationship in Eq. 14 and Eq. 15, we constrain the alignment  
 1340 score using the following inequality:

$$\begin{cases} |(S(T_a, I_a) - S(T_a, I_{pv})) - (S(T_{pv}, I_{pv}) - S(T_{pv}, I_a))| < C_3, \\ |(S(T_a, I_a) - S(T_{pv}, I_a)) - (S(T_{pv}, I_{pv}) - S(T_a, I_{pv}))| < C_3, \end{cases} \quad (16)$$

1344 In our experiments, we utilized Stable Diffusion XL v1.0 to generate an image for each text prompt  
 1345 within the training set. To select the training data, we designated  $C_2 = 0.8$  and  $C_3 = 0.1$ . Ulti-  
 1346 mately, we selected 327 samples, resulting in 981 sentences.  
 1347

1348 **Supervised Fine-Tuning (SFT).** Each text-image pair  $(T_i, I_i)$  is incorporated into the training set.  
 1349 For every sample  $(T_a, T_{pv}, T_{pi})$ , which results in three text-image pairs:  $(T_a, I_a)$ ,  $(T_{pv}, I_{pv})$  and  
 $(T_{pi}, I_{pi})$ , leading to a total of 981 diverse pairs. The selected set of samples is denoted as  $D_s$ . The

loss function for SFT remains unchanged Kingma et al. (2021); Song et al. (2021), which is defined as

$$\mathcal{L}(\theta) = \mathbb{E}_{(x,y) \in \mathcal{D}_s} \left[ \|\epsilon - \epsilon_\theta(z_t, t, y)\|_2^2 \right], \quad (17)$$

where  $x, y, t, z_t$  are the representations of the image  $I_i$ , text prompt  $T_i$ , timestamp  $t$ , and the latent representation of the image at timestamp  $t$ , respectively. We conducted two separate fine-tuning processes using the diffusers library<sup>14</sup>: only fine-tuned the LoRA model on either the UNet or on the text encoder for 5000 steps, with a training batch size of 1. Our computational resources included a NVIDIA GeForce RTX 4090 with 25.2 GB of VRAM and a 16-core AMD EPYC 9354 processor, with 60.1 GB of system memory available. We train the LoRA model with a rank of 4 on UNet or text encoders, and the training process takes approximately 0.5 hours.

**Direct Policy Optimization (DPO).** In our experiments, we added text-image tuples of the form  $(T_i, I_i, I_j)$  to the training set, where the semantic content of  $T_i$  does not match  $T_j$ . For each input  $T_i$ ,  $I_i$  represents the chosen image and  $I_j$  the rejected one. For every sample  $(T_a, T_{pv}, T_{pi})$ , this results in four text-image tuples:  $(T_a, I_a, I_{pv})$ ,  $(T_{pv}, I_{pv}, I_a)$ ,  $(T_{pv}, I_{pv}, I_{pi})$ , and  $(T_{pi}, I_{pi}, I_{pv})$ , resulting in a total of 1,308 tuples. The loss function for DPO remains unchanged Wallace et al. (2024), which is defined as

$$\begin{aligned} \mathcal{L}(\theta) = & -\mathbb{E}_{(x^w, x^l, y) \sim \mathcal{D}_s, z_t^w \sim q(z_t^w | x^w), z_t^l \sim q(z_t^l | x^l)} \log \sigma( \\ & -\beta (\|\epsilon^w - \epsilon_\theta(z_t^w, t, y)\|_2^2 - \|\epsilon^w - \epsilon_{ref}(z_t^w, t, y)\|_2^2 - \\ & (\|\epsilon^l - \epsilon_\theta(z_t^l, t, y)\|_2^2 - \|\epsilon^l - \epsilon_{ref}(z_t^l, t, y)\|_2^2))), \end{aligned} \quad (18)$$

where  $x^w, x^l, y, t, z_t^w, z_t^l, \sigma$  are the representations of the chosen image  $I_i$ , the rejected image  $I_j$ , text prompt  $T_i$ , timestamp  $t$ , the latent representation of the chosen image at timestamp  $t$ , the latent representation of the rejected image at timestamp  $t$  and the sigmoid function, respectively. We executed two separate fine-tuning processes using the DiffusionDPO<sup>15</sup>: only fine-tuned the LoRA model on either the UNet or on the text encoder for 5000 steps, with a training batch size of 1. Our computational resources included an Tesla V100-SXM2 with 32GB of VRAM and a 11-core Intel(R) Xeon(R) Platinum 8163 processor, with 88.0 GB of system memory available. We train the LoRA model with a rank of 4 on UNet or text encoders, and the training process takes approximately 4.5 hours.

## E MORE EXPERIMENT RESULTS

### E.1 RESULTS ON CATEGORIES

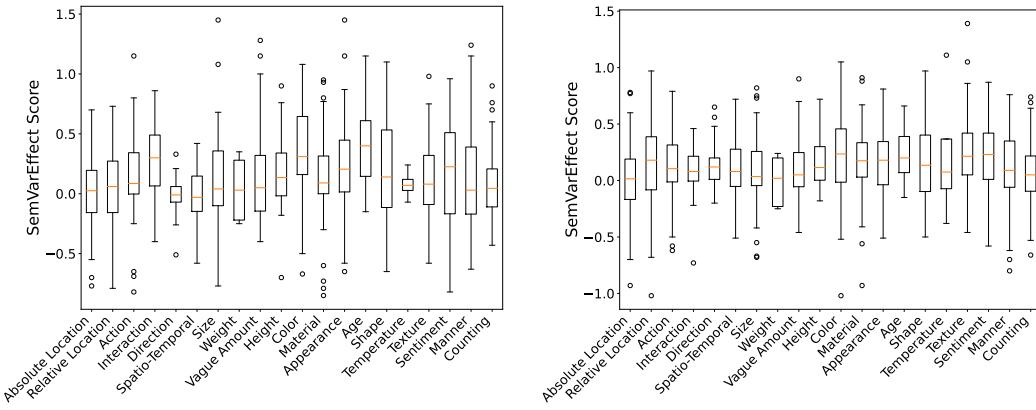


Figure 11: The distribution of SemVarEffect scores across various categories for the Ideogram 2 model and DALL E-3 model, as evaluated by GPT-4 Turbo. Left: Ideogram 2. Right: DALL E-3.

<sup>14</sup>The diffusers library support fine-tuning Unet and Unet + text encoder. We made minor modifications to support fine-tuning only the text encoder. The url of scripts provided by diffusers is: [https://github.com/huggingface/diffusers/tree/main/examples/text\\_to\\_image/](https://github.com/huggingface/diffusers/tree/main/examples/text_to_image/)

<sup>15</sup>We used the code provided by the diffusers library, which supports fine-tuning of Unet. We made minor modifications to support fine-tuning only the text encoder. The url of scripts provided by diffusers is: [https://github.com/huggingface/diffusers/tree/main/examples/research\\_projects/diffusion\\_dpo/](https://github.com/huggingface/diffusers/tree/main/examples/research_projects/diffusion_dpo/)

1404	1405	1406	Models	Relation					Attribute Comparison			
				Absolute Location	Relative Location	Action	Interaction	Direction	Spatial -Temporal	Size	Weight	Vague Amount
<b>Open Source Models</b>												
1407	Stable Diffusion v1.5	-0.01	0.00	-0.06	-0.11	<u>0.05</u>	-0.01	0.11	-0.01	-0.07	0.01	
1408	Stable Diffusion v2.1	-0.01	-0.06	-0.08	0.02	<u>-0.02</u>	-0.00	0.03	-0.10	0.02	0.06	
1409	Stable Diffusion XL v1.0	-0.02	-0.08	-0.01	0.05	<u>0.05</u>	-0.05	0.07	<u>0.16</u>	0.03	0.09	
1410	Stable Cascade	0.02	-0.03	0.01	-0.03	0.02	0.02	-0.02	-0.09	0.08	-0.01	
1411	DeepFloyd IF XL	-0.01	-0.00	0.01	-0.01	0.04	0.01	0.03	0.05	-0.04	0.03	
1412	PixArt-alpha XL	0.00	-0.01	0.03	0.00	<u>-0.04</u>	-0.03	0.07	0.10	0.10	0.03	
1413	Kolors	-0.03	0.02	-0.07	0.02	0.03	-0.02	-0.06	-0.10	0.07	0.07	
1414	Stable Diffusion 3	-0.03	0.01	-0.02	0.05	<u>-0.08</u>	-0.04	0.07	-0.02	0.10	0.04	
1415	FIUX.1	-0.03	0.03	0.03	<u>0.08</u>	-0.04	-0.00	0.09	<b>0.23</b>	0.05	0.09	
<b>API-based Models</b>												
1416	Midjourney V6	0.07	0.01	0.04	0.03	0.03	<u>0.08</u>	0.07	-0.12	0.07	0.02	
1417	DALL-E 3	-0.00	<b>0.12</b>	0.11	<u>0.08</u>	<b>0.13</b>	<b>0.11</b>	0.08	-0.00	0.09	0.15	
1418	CogView3-Plus	<b>0.08</b>	<u>0.08</u>	<b>0.23</b>	0.07	0.03	-0.01	<b>0.23</b>	-0.03	<b>0.23</b>	<b>0.22</b>	
1419	Ideogram 2	0.01	0.04	<u>0.13</u>	<b>0.29</b>	-0.02	-0.02	<u>0.12</u>	0.04	<u>0.17</u>	0.17	

Table 8: The results of SemVarEffect  $\kappa$  on aspects *Relation* and *Attribute Comparison*. The evaluator is GPT-4 Turbo.

1420	1421	1422	Models	Attribute Value									AVG
				Color	Material	Appearance	Age	Shape	Temperature	Texture	Sentiment	Manner	
<b>Open Source Models</b>													
1423	Stable Diffusion v1.5	0.09	0.02	0.04	-0.20	0.01	0.06	0.02	-0.06	-0.05	-0.07	-0.01	
1424	Stable Diffusion v2.1	0.12	0.10	-0.03	-0.09	-0.00	-0.06	-0.03	-0.10	-0.01	0.02	0.00	
1425	Stable Diffusion XL v1.0	0.13	0.09	-0.01	0.01	-0.01	0.05	-0.00	0.03	-0.00	0.00	0.02	
1426	Stable Cascade	0.14	0.05	0.10	-0.03	-0.02	-0.15	-0.03	-0.05	0.06	0.01	0.04	
1427	DeepFloyd IF XL	0.19	0.14	0.06	-0.19	0.04	-0.02	0.05	-0.05	0.06	0.01	0.04	
1428	PixArt-alpha XL	0.11	0.09	0.00	0.15	0.01	0.13	-0.02	0.02	0.03	-0.00	0.02	
1429	Kolors	0.21	0.07	-0.01	0.01	-0.09	0.01	0.10	-0.01	-0.04	0.00	0.01	
1430	Stable Diffusion 3	0.33	0.10	0.11	0.04	0.08	0.11	0.08	0.01	0.03	0.06	0.06	
1431	FIUX.1	<u>0.35</u>	<b>0.21</b>	<u>0.21</u>	0.08	0.09	-0.13	0.04	-0.06	0.07	<b>0.10</b>	0.09	
<b>API-based Models</b>													
1432	Midjourney V6	0.20	0.12	0.13	0.10	-0.03	-0.21	0.11	-0.05	0.09	-0.02	0.05	
1433	DALL-E 3	0.22	<u>0.17</u>	0.17	0.23	0.14	<u>0.22</u>	<b>0.22</b>	<u>0.19</u>	0.11	0.06	0.12	
1434	CogView3-Plus	<u>0.35</u>	0.15	0.17	<u>0.31</u>	<u>0.16</u>	<b>0.30</b>	<u>0.17</u>	<b>0.21</b>	<b>0.27</b>	0.07	<b>0.15</b>	
1435	Ideogram 2	<u>0.37</u>	0.15	<b>0.24</b>	<b>0.42</b>	<b>0.20</b>	0.08	0.12	0.16	<u>0.13</u>	<u>0.07</u>	0.13	

Table 9: The results of SemVarEffect  $\kappa$  on aspects *Attribute Value*. The evaluator is GPT-4 Turbo. AVG represents the average effect score of all samples on aspect *Relation*, *Attribute Comparison* and *Attribute Value*. The evaluator is GPT-4 Turbo.

**Effects of Semantic Variations on Different Categories.** The impact of semantic variations is not uniform across different semantic classes, as shown in Fig. 7, with exact scores listed in Tabs. 8 and Tab. 9. For *Relation*, most models consistently show low scores, as indicated by the dark blue shading in Fig. 7. This suggests that models handle samples involving *Relations*—such as *Absolute Location*, *Relative Location*, and *Actions*—with limited accuracy. For *Attribute Value*, models such as Ideogram2 perform significantly better at capturing attributes such as *Color*, as shown by the prominent red shading in Fig. 7. These models demonstrate a clear advantage in both generating and recognizing these attributes. In contrast, models such as DALL-E 3 and CogV3-Plus display a more balanced yet average performance across most categories (shaded in light orange and light blue). For *Attribute Comparison* (e.g., *Size*, *Weight*, *Height*), most models score lower, indicating their weaker ability to handle complex attribute comparisons.

Although most T2I models struggle with capturing semantic variations in many categories, some categories, such as *Color* and *Age*, demonstrate slightly better performance, as indicated by higher median values. Fig. 11 illustrates the distribution of SemVarEffect scores across various categories for the Ideogram 2 model, while Fig. 12 shows the scores for different T2I models in the *Color* and *Direction* categories. Most categories have medians (marked by the orange line) close to zero, indicating that T2I models generally struggle to capture the semantic variations introduced by word order changes, particularly in the *Direction* category. However, some categories, such as *Weight* and *Color*, show slightly higher median values, indicating that semantic variation caused by word order changes may have a minor positive effect in these instances. Categories such as *Absolute Location* and *Counting* show greater variability in model responses, while categories such as *Sentiment* and *Texture* show more consistent effects with narrower distributions.

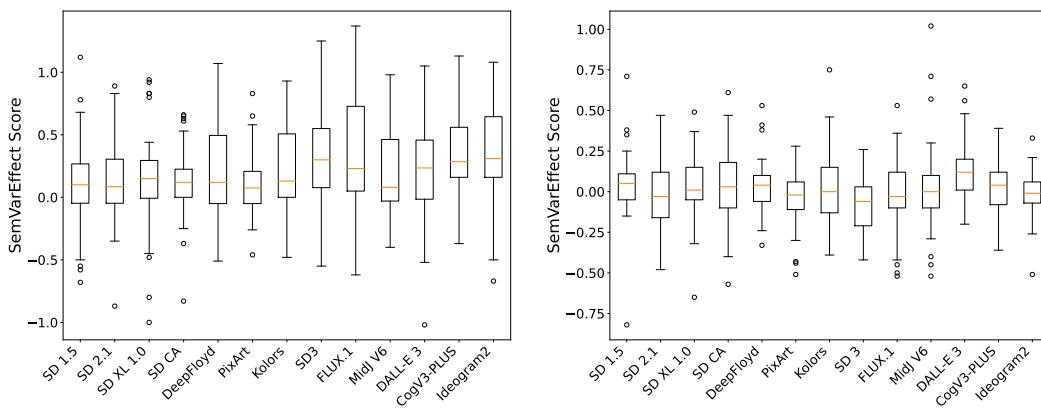


Figure 12: The distribution of SemVarEffect scores across various T2I models within the Color and Direction categories, as evaluated by GPT-4 Turbo. Top: Color. Bottom: Direction.

## E.2 RESULTS ON HUMAN EVALUATION

**Human Evaluation.** To validate the effectiveness of MLLMs we used, we add human evaluation with three raters on 80 samples (20 each from SOTA models: Midjourney v6, DALL-E 3, CogView3-Plus, and Ideogram2) through stratified sampling (one for each category). Following the same scoring protocol as our automatic evaluation, each rater scores the semantic alignment of matched or mismatched image-text pair, and we used their mean scores to calculate SemVarEffect. The results demonstrate the reliability of our MLLM-based evaluation approach. First, we observe consistent performance trends between human raters and the four MLLMs across all evaluated models (Table 10). Second, our correlation analysis on CogView3-Plus reveals moderate Pearson’s  $\rho$ , Spearman’s  $\phi$ , and Cohen’s Kappa  $\kappa_{cohen}$  coefficients between machine and human scores (Table 11), suggesting our selected MLLMs can serve as a reliable proxy for human evaluation. This validates our MLLM-based evaluation while confirming T2I models’ current limitations.

Models	$\bar{S}(\uparrow)$	$\gamma_w(\uparrow)$	$\gamma_{wo}(\downarrow)$	$\kappa(\uparrow)$
Midjourney V6	0.59	0.37	0.49	-0.12
DALL-E 3	0.63	0.53	0.50	0.03
CogView3-Plus	0.69	0.52	0.33	0.19
Ideogram 2	0.74	0.50	0.31	0.19

Table 10: Evaluation human rating results of different T2I models in understanding semantic variations.

Models	$\rho(\uparrow)$	$\phi(\uparrow)$	$\kappa_{cohen}(\uparrow)$
GPT-4o	0.54	0.53	0.53
GPT-4v	0.50	0.51	0.54
Claude-3.5-Sonnet	0.42	0.37	0.37
Gemini-Pro-1.5	0.27	0.11	0.23

Table 11: Correlation coefficients between GPT-4o/v, Claude-3.5-Sonnet, Gemini-Pro-1.5 and human evaluations on SemVarEffect of CogView3-Plus.

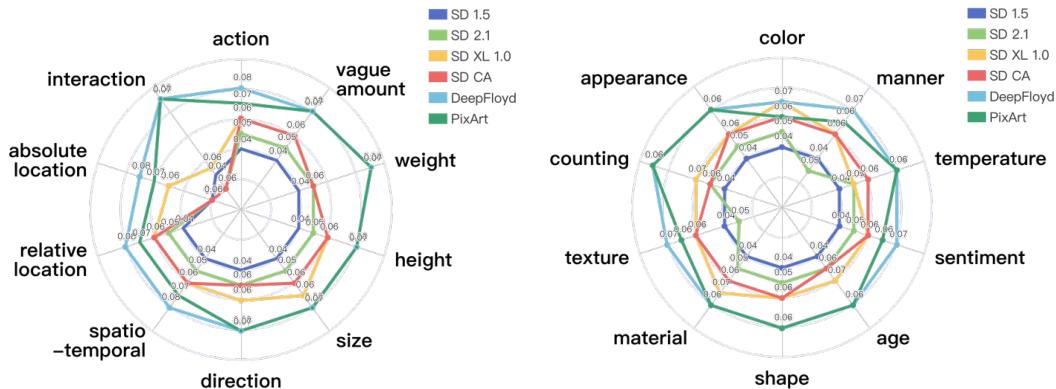
## F MORE ANALYSIS

### F.1 TEXT ENCODER

**Do different text encoders themselves in the text space distinguish semantic variations caused by linguistic permutations?** We explore the efficacy of diverse text encoders in discerning such nuances. Fig. 13 compares the text similarity between  $T_a$  and  $T_{pv}$  across models utilizing different text encoder models. SD 1.5, SD 2.1, SD XL v1.0, and SC utilize CLIP series models as text encoders, while DeepFloyd, PixArt, and DALL-E 3 utilize T5 series models. The similarity metric is depicted as  $1 - \text{cosine}(T_a, T_{pv})$ , with higher values indicating a stronger ability of the text encoder to differentiate between the semantics of two sentences. This indicates that the choice of text encoder significantly influences the model’s semantic discrimination capabilities.

Category	$(T_a, T_{pv})$	$(T_a, T_{pi})$	$(T_a, T_{random})$
<b>Relation</b>			
Absolute Location	11.94	27.24	52.40
Relative Location	12.26	28.62	46.98
Action	13.94	31.85	48.35
Interaction	13.56	29.58	44.26
Direction	12.03	27.18	50.21
Spatio-temporal	17.40	42.74	59.94
<b>Attribute Comparison</b>			
Vague amount	19.38	36.56	50.38
Size	11.38	26.00	46.82
Height	13.04	23.00	31.22
Weight	10.00	26.20	22.20
<b>Attribute Value</b>			
Color	11.80	30.86	46.90
Material	12.40	28.42	41.92
Appearance	13.86	44.14	59.14
Age	14.73	34.73	46.64
Shape	13.34	33.48	40.98
Temperature	11.00	27.50	38.50
Texture	11.74	31.20	54.22
Sentiment	11.96	33.15	48.65
Manner	13.37	33.71	52.90
Counting	8.44	29.06	44.18
<b>Average</b>	<b>13.12</b>	<b>31.65</b>	<b>54.30</b>

Table 12: The average edit distance between sentences in different categories.

Figure 13: The semantic discrimination capabilities of different text encoders measured by  $1 - \cosine(T_a, T_{pv})$ .

**Why do permutations without semantic changes exhibit higher text similarity scores compared to those with semantic changes?** This phenomenon is closely related to our dataset’s construction methodology, where  $T_{pi}$  is generated by swapping two long phrases located on either side of a coordinating conjunction or a predicate, such as the *and* in Fig. 4. We observed that permutations with semantic changes in our benchmark have significantly smaller edit distances from the anchor sentence compared to synonymous sentences, as shown in Tab. 12. The average edit distances between  $(T_a, T_{pv})$ ,  $(T_a, T_{pi})$  and  $(T_a, T_{random})$  are 13, 32 and 53. As our analysis does not rely on the similarity scores of synonymous sentences, this does not affect our previous findings.

## F.2 EVALUATION METRICS

### F.2.1 ALIAGNMENT SCORE & SEMVAREFFECT SCORE

**Detailed Analysis on Alignment Scores vs. SemVarEffect Score** Fig. 14 illustrates that although the distributions of the SemVarEffect score and the alignment score are similar, the SemVarEffect score demonstrates a higher degree of differentiation, especially when it comes to distinguishing between FLUX.1 and SD 3. Based on the alignment score, it could be concluded that FLUX.1, SD 3, and SD XL 1.0 have comparable performance levels and they may be grouped into the same

cluster. However, based on the SemVarEffect score, it becomes evident that FLUX.1 and SD 3 differ distinctly from SD XL 1.0. SD XL 1.0 responds more similarly to semantic variations caused by word order changes in a manner similar to SD 1.5, SD 2.1, and SD CA. Correspondingly, we observe that when using the T5-XXL series model as the text encoder, the difference between DALL-E 3 and other models, such as PixArt and DeepFloyd, becomes more pronounced when assessed by the SemVarEffect score.

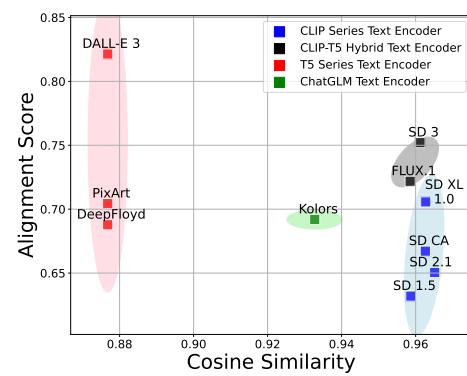


Figure 14: A comparison of alignment scores and the SemVarEffect score under the same conditions of text similarity. The squares are results of permutations of permutation-variance. The evaluator is GPT-4 Turbo.

It should be noted that SemVarEffect is not intended to challenge alignment evaluation, but to serve as a complementary metric to alignment score  $\bar{S}$ . This metric focuses only on the consistency of variations rather than the absolute quality of generations. Thus, a model would still score well on SemVarEffect even if it consistently generates incorrect attributes (such as believing oranges are blue and bananas are green), as long as it maintains consistent semantic variations. SemVarEffect helps validate the reliability of high alignment scores  $\bar{S}$ : high  $\bar{S}$  with low  $\kappa$  indicates limited semantic understanding, while high  $\bar{S}$  with high  $\kappa$  suggests effective semantic understanding.

### F.3 TRAINING DATA

#### F.3.1 DATA FILTER CHOICES

**How does the filtering standards of training data using MMLM potentially affect the evaluation results, particularly for categories with limited samples?** We examine filtering standards across data-rich and data-limited categories to study the effects of data scale and data quality. The filtering criteria contains:

- Alignment Score Thresholds: Values of 0.8 and 0.6 for  $C_2$  (defined in Eq. 12)
- Existence of Strict Filtering on Semantic Variations: Clear distinction between matched and unmatched text-image pairs through strict filtering criteria (defined in Eq. 13-16).

– High filtering. High filtering standards can reduce available data in categories with limited data, leading to decreased alignment scores and SemVarEffect scores. Given the same initial data size, Absolute\_location has lower alignment scores ( $> 0.6$ ) than Height/Direction ( $> 0.7$ ) due to stricter filtering effects, as shown in Table 3. However, due to its large initial data pool (1.7k candidates), Absolute\_location retains sufficient high-quality samples for effective fine-tuning under the “0.8+strict” setting, despite a low retention rate, as shown in Table 13. This comparison between categories with different data scales demonstrates that initial data volume is crucial for achieving improvements.

– Relaxing filtering. Results show that relaxing filtering criteria for more training data leads to worse performance compared to the strictest standards. Removing “0.8+strict filtering” leads to decreased performance across all categories, even those with sufficient data like Color and Absolute\_location, as shown in Table 13. For categories with limited data, “0.8+strict filtering” minimizes the decrease in both alignment scores and semantic variation effects., as shown in Table 14. This demonstrates that even with limited data, lowering filtering standards is not a viable solution.

#### F.3.2 COMMONSENSE BIASES

**Is the model’s insensitivity to word order variations caused by commonsense biases in training data?** To investigate this question, we conducted controlled experiments with balanced training

	Filter Constrains	$\bar{S}(\uparrow)$	$\gamma_w(\uparrow)$	$\gamma_{wo}(\downarrow)$	$\kappa(\uparrow)$		Filter Constrains	$\bar{S}(\uparrow)$	$\gamma_w(\uparrow)$	$\gamma_{wo}(\downarrow)$	$\kappa(\uparrow)$
1620	zeroshot	0.73	0.33	0.25	0.08		zeroshot	0.64	0.29	0.34	-0.05
1621	0.8 + strict filtering	0.78	0.44	0.24	0.20		0.8 + strict filtering	0.65	0.42	0.35	0.07
1622	0.8 + no filtering	0.70	0.42	0.29	0.14		0.8 + no filtering	0.54	0.25	0.31	-0.05
1623	0.6 + strict filtering	0.73	0.44	0.23	0.22		0.6 + strict filtering	0.56	0.36	0.38	-0.02
1624	0.6 + no filtering	0.72	0.44	0.27	0.19		0.8 + no filtering	0.57	0.31	0.40	-0.09
1625											

Table 13: Fine-tuning Results on Color (left) and Absolute Location (right) with different data filtering standard.

	Filter Constrains	$\bar{S}(\uparrow)$	$\gamma_w(\uparrow)$	$\gamma_{wo}(\downarrow)$	$\kappa(\uparrow)$		Filter Constrains	$\bar{S}(\uparrow)$	$\gamma_w(\uparrow)$	$\gamma_{wo}(\downarrow)$	$\kappa(\uparrow)$
1630	zeroshot	0.77	0.34	0.23	0.10		zeroshot	0.79	0.20	0.15	0.05
1631	0.8 + strict filtering	0.77	0.27	0.09	0.07		0.8 + strict filtering	0.77	0.25	0.24	0.02
1632	0.8 + no filtering	0.74	0.32	0.28	0.04		0.8 + no filtering	0.75	0.24	0.24	0.00
1633	0.6 + strict filtering	0.72	0.29	0.38	0.05		0.6 + strict filtering	0.75	0.19	0.28	-0.09
1634	0.6 + no filtering	0.73	0.33	0.29	0.04		0.8 + no filtering	0.74	0.20	0.27	-0.07
1635											

Table 14: Fine-tuning Results on Height (left) and Direction (right) with different data filtering standard.

data with commonsense and anti-commonsense and evaluated the model’s generalization to novel object pairs. For training, we created a balanced dataset consisting of 40 plausible images for “cat chasing mouse” (human-selected from DALL-E 3 generations) and 40 anti-commonsense images for “mouse chasing cat”. The anti-commonsense images were manually created, where 31 images were generated via DALL-E 3 with professional designer editing, and 9 images were created via vector graphics compositing, as shown in Figure 15. To evaluate the model’s performance, we categorized generation errors into five types:

- Missing Objects: generated images lacking one or more required objects.
- No Interaction: all objects present but without any interaction.
- Wrong Interaction: objects interacting but not performing the required chasing action.
- Wrong Direction: objects running but not in a chasing formation (e.g., running in opposite directions).
- Reversed Roles: correct chasing action but with reversed subject-object roles (e.g., mouse chasing cat when cat chasing mouse was required).

Our training performance results showed that while generation quality improved (Right cases increased from 0-2 to 10-14), Reversed Role errors also increased, suggesting the model learned to generate chase scenes but struggled with directional semantics, as shown in Table 15. When testing on novel object pairs with the same “chasing” relationship (both plausible pairs like “hippo↔elephant” and “bull↔man”), we observed consistently poor performance across all new pairs, with similar increasing trends of No Interaction errors and Reversed Roles, as shown in Table 16 and Table 17. Notably, there was no significant difference between plausible and anti-commonsense scenarios. These findings suggest the core challenge isn’t commonsense bias, but rather a fundamental limitation in processing directional relationships. The model struggles equally

Class	Reasons	SD XL		FT SD XL (trained on mouse↔cat)	
		mouse→cat	cat→mouse	mouse→cat	cat→mouse
Wrong	Missing Objects	12	14	4	2
	No Interaction	3	1	7	7
	Wrong Interaction	4	5	3	2
	Wrong Direction	7	8	0	5
	Reversed Role	2	0	6	0
Right	Partial/Full Match	0	2	10	14

Table 15: Training performance of SD XL before and after fine-tuning on balanced mouse↔cat data.

	Class	Reasons	SD XL bull→man	SD XL man→bull	FT (trained on mouse↔cat) bull→man	FT (trained on mouse↔cat) man→bull
Wrong	Missing Objects		0	0	0	0
	No Interaction		6	12	<b>14</b>	<b>15</b>
	Wrong Interaction		5	2	4	3
	Wrong Direction		16	12	8	3
	Reversed Role		2	2	2	<b>6</b>
Right	Partial/Full Match		1	2	<b>2</b>	<b>3</b>

Table 16: Testing performance on novel bull↔man pairs after fine-tuning SD XL on balanced mouse↔cat data.

	Class	Reasons	SD XL hippo→elephant	SD XL elephant→hippo	FT (trained on mouse↔cat) hippo→elephant	FT (trained on mouse↔cat) elephant→hippo
Wrong	Missing Objects		11	16	4	9
	No Interaction		11	10	<b>16</b>	<b>14</b>
	Wrong Interaction		7	3	4	2
	Wrong Direction		0	1	0	0
	Reversed Role		1	0	<b>4</b>	<b>1</b>
Right	Partial/Full Match		0	0	<b>2</b>	<b>4</b>

Table 17: Testing performance on novel hippo↔elephant pairs after fine-tuning SD XL on balanced mouse↔cat data.

with both plausible and anti-commonsense scenarios, indicating an inability to establish proper subject-object relationships regardless of semantic plausibility.

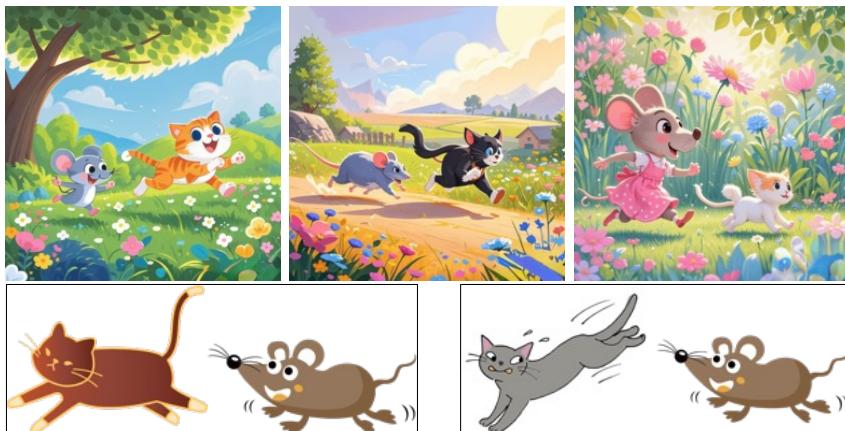


Figure 15: Examples of anti-commonsense scenario “a mouse chasing a cat”. Top: DALL-E 3 generated images with professional designer editing in Photoshop. Bottom row: Vector graphics compositions.

### F.3.3 PLAUSIBLE SCENARIOS

**Can current T2I models effectively distinguish different semantic relations in plausible scenarios?** We investigate advanced commercial T2I models’ ability to handle semantic variations through two plausible scenarios: “A cat chasing a dog” and “A dog chasing a cat”. Both scenarios are possible in real life. Using DALL-E 3 and CogView3-Plus, we generated 30 images for each prompt and evaluated them based on strict criteria: (a) both animals, (b) running, (c) in the same direction, (d) clear spatial relationships (chaser behind chased), and (e) proper chase interaction. Results shows significant performance differences, as shown in Table 18. For “A dog chasing a cat”, DALL-E 3 achieving 70% accuracy (21/30). However, for “A cat chasing a dog”, performance dropped dramatically. DALL-E 3 achieved only 13.3% accuracy while CogView3-Plus failed completely. Failed cases either No Interaction or Reversed Role errors. Even though these scenarios are more plausible

	Class	Reasons	DALL-E 3		Cogview3-Plus	
			cat→dog	dog→cat	cat→dog	dog→cat
Wrong	Miss Objects		0	0	0	0
	No Interaction		17	5	12	22
	Wrong Interaction		0	0	0	0
	Wrong Direction		0	3	0	0
	Reversed Role		9	1	18	0
Right	Partial/Full Match		4	21	0	8

Table 18: Error analysis of advanced commercial text-to-image models (DALL-E 3 and Cogview3-Plus) on directional relationship generation.

	Class	Reasons	SD XL		FT SD XL (trained on cat↔dog)	
			mouse→cat	cat→mouse	mouse→cat	cat→mouse
Wrong	Missing Objects		12	14	12	21
	No Interaction		4	5	2	1
	Wrong Interaction		3	1	4	2
	Wrong Direction		7	8	4	1
	Reversed Role		2	0	5	2
Right	Partial/Full Match		0	2	3	3

Table 19: Testing performance on novel mouse↔cat pairs after fine-tuning SD XL on balanced cat↔dog data.

than "a mouse chasing a cat", particularly "a cat chasing a dog", current advanced T2I models still struggle with semantic role reversals.

#### F.3.4 DATA IMBALANCE

**Do T2I models' struggles with semantic relationships stem from training data imbalance?** We conducted experiments testing performance of fine-tuned SDXL trained with balanced training data. We used a human-filtered balanced dataset of cat↔dog chasing interactions for training, where 80 images for "a dog chasing a cat" and 80 images for "a cat chasing a dog" selected from DALL-E 3 generations. We used two unseen prompt pairs involving the same "chasing" relationship between common objects for testing. The experiment results are shown in Table 19 and Table 20. Despite balanced training, the model showed consistently poor generalization: accuracy remained low for both anti-commonsense scenarios (mouse↔cat, 3-3/30) and plausible scenarios (bull↔man, 4-5/30). Failure analysis revealed three main categories: (1) Missing Objects, where the model fails to generate all required objects; (2) Relationship Understanding Failures, where objects appear either without interaction or with incorrect interactions (e.g. No Interaction, Wrong Interaction and Wrong Direction), indicating the model's inability to comprehend the "chasing" concept; and (3) Reversed Roles, where the model fails to properly assign who chases whom. Even among generated images, correct relationships occurred less frequently than these failure cases, suggesting random performance rather than true understanding. Thus, the models' struggles persist even with perfectly balanced training data, suggesting the core issue lies in relationship understanding rather than data imbalance.

	Class	Reasons	SD XL		FT SD XL (trained on cat↔dog)	
			bull→man	man→bull	bull→man	man→bull
Wrong	Missing Objects		0	0	0	0
	No Interaction		6	12	6	13
	Wrong Interaction		5	2	0	0
	Wrong Direction		16	12	11	9
	Reversed Role		2	2	9	3
Right	Partial/Full Match		1	2	4	5

Table 20: Testing performance on novel bull↔man pairs after fine-tuning SD XL on balanced cat↔dog data.

1782 F.4 TRAINING MECHANISM  
 1783  
 1784 F.4.1 TOKEN-LEVEL IMPROVE OR SEMANTIC-LEVEL IMPROVE

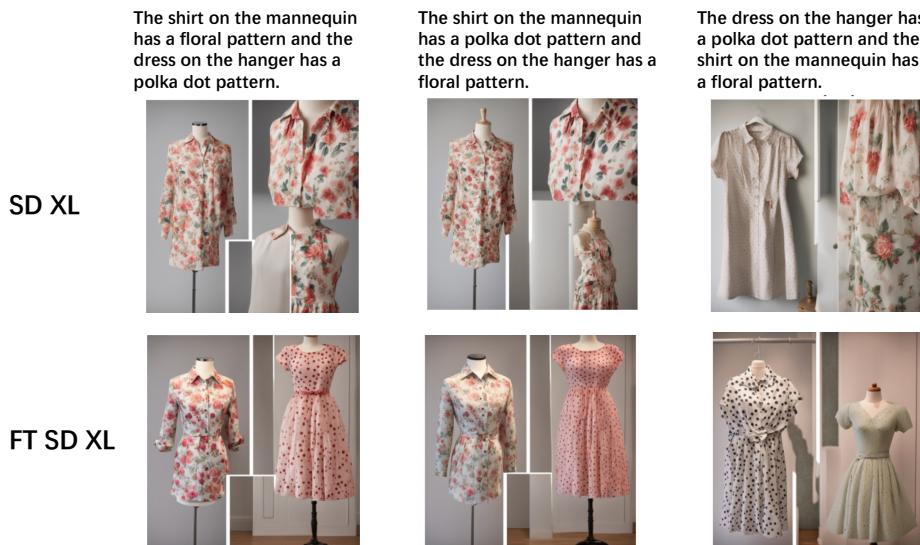
1785 **Does fine-tuning enhance token-level or semantic-level understanding?** The semantic per-  
 1786 formance of fine-tuned SD XL are shown in Table 3. To distinguish between improvements in token-  
 1787 level or semantic level, we additional conducted experiments at token level. We instructed GPT-4  
 1788 to verify whether “words with specific meaning” (including nouns, verbs, adjectives, adverbs, and  
 1789 relationship-describing prepositions) from the input text are reflected in the generated image. For ex-  
 1790 ample, in “a dog chasing a cat”, GPT-4 would identify three content words (“dog”, “chasing”, “cat”) and  
 1791 verify their presence independently. Our analysis of Absolute\_location and Height categories  
 1792 revealed improved token-level accuracy after fine-tuning, as shown in Table 21. While fine-tuning  
 1793 improves token accuracy for the Height category, it actually leads to degradation in semantic un-  
 1794 derstanding. This pattern suggests that the model, while better at incorporating individual tokens  
 1795 from the prompt after fine-tuning, fails to maintain or improve its understanding of the semantic  
 1796 relationships between these elements.

1797 This phenomenon is further illustrated in Figure 16, where the fine-tuned model successfully in-  
 1798 cludes most prompted elements (e.g., “shirt”, “mannequin”, “dress”, “hanger”, “floral” and “polka  
 1799 dot”) but fails to establish correct semantic relationships between them. For instance, while both  
 1800 clothing items and patterns appear in the generated images, their associations are incorrect, demon-  
 1801 strating enhanced token-level accuracy but persistent semantic relationship errors. These findings  
 1802 indicate that current fine-tuning approaches may prioritize token-level matching over semantic com-  
 1803 prehension, suggesting a need for training strategies that better preserve and enhance semantic un-  
 1804 derstanding. More examples are illustrated in Figure 17.

Model	Token Appearance Ratio		
	$T_a$	$T_{pv}$	$T_{pi}$
SDXL	0.709	0.640	0.716
FT SDXL	0.718	0.654	0.716

Model	Token Appearance Ratio		
	$T_a$	$T_{pv}$	$T_{pi}$
SDXL	0.881	0.660	0.861
FT SDXL	0.886	0.662	0.866

1805 Table 21: Token Appearance Ratio comparing base model and fine-tuned model on Abso-  
 1806 lute\_Location (left) and Height (right). We first filter out meaningful tokens and verify their visual  
 1807 representation in the image. The filter and the verifier are both GPT-4o.



1808 Figure 16: Qualitative comparison showing the disconnect between token presence and semantic un-  
 1809 derstanding after fine-tuning: while fine-tuning improves token presence (e.g., “shirt”, “mannequin”,  
 1810 “dress”, “hanger”, “floral” and “polka dot” all appear in the image), the model fails to capture cor-  
 1811 rect semantic relationships between these tokens. This illustrates enhanced token-level accuracy but  
 1812 persistent semantic relationship errors.

1836	Model	Testset	$\bar{S}(\uparrow)$	$S_{a,a}(\uparrow)$	$S_{pv,pv}(\uparrow)$	$S_{pi,pi}(\uparrow)$	$(S_{a,a} + S_{pv,pv})/2(\uparrow)$	$(S_{a,a} + S_{pi,pi})/2(\uparrow)$	$\gamma_w(\uparrow)$	$\gamma_{wo}(\downarrow)$	$\kappa(\uparrow)$
1837	SD XL	-	0.786	0.768	0.779	0.809	0.774	0.788	0.201	0.155	0.046
1838	FT SD XL	Imageset 2	0.784	<b>0.802(↑)</b>	0.758	0.793	0.780(↑)	0.797(↑)	0.244(↑)	0.205	0.038
1839		Imageset 3	0.790(↑)	<b>0.806(↑)</b>	0.754	0.809	0.780(↑)	0.807(↑)	0.209(↑)	0.262	-0.053
1840		Imageset 6	0.787(↑)	<b>0.800(↑)</b>	0.768	0.794	0.784(↑)	0.797(↑)	0.244(↑)	0.224	0.02
1841		Imageset 8	0.798(↑)	<b>0.841(↑)</b>	0.756	0.797	0.799(↑)	0.819(↑)	0.230(↑)	0.269	-0.04

Table 22: Analysis of alignment metrics revealing the shortcut phenomenon in fine-tuning on Direction category. While anchor scores ( $S_{a,a}$ ) show consistent improvements ( $\uparrow$ ) across different Imagesets, permutation scores ( $S_{pv,pv}$ ,  $S_{pi,pi}$ ) remain unchanged or decrease after fine-tuning SD XL (FT SD XL).

#### F.4.2 SHORTCUT PHENOMENON IN DATA-LIMITED CATEGORIES DURING FINE-TUNING

We observed a “shortcut” phenomenon during fine-tuning models, that is, some improvement of average alignment score is misleading. For data-limited categories like Direction, we generated 8 images per prompt and constructed multiple test samples using various image combinations. The results reveals inconsistent patterns, where average alignment scores  $\bar{S}$  (averaged across  $T_a$ ,  $T_{pv}$ , and  $T_{pi}$ ) increased in 4 sets (Imageset 2,3,6,8) but decreased in 4 sets (Imageset 1,4,5,7) of experiments, as shown in Table 22. For all improved results, they consistently exhibited substantial gains in alignment score of the original text  $T_a$  and decreases in alignment score of the permutations  $T_{pv}$  and  $T_{pi}$ . The magnitude of anchor improvements was so large that it artificially inflated all other average alignment metrics, masking performance issues in other aspects.

This finding raises concerns about evaluation methods in current literature, which often evaluate generation using only the average of alignment scores. Improvements in alignment scores may be misleading. For instance, the fine-tuned model shows higher average scores (0.78 vs. 0.77 on Imageset 2, with Imageset 3,6,8 showing similar improvements) compared to zeroshot. However, our deeper analysis using SemVarEffect  $\kappa$  scores revealed consistent declines, primarily due to  $\gamma_{wo}$  not decreasing as expected, indicating the model fails to understand true semantics.

## G MORE CASE STUDIES

In this section, we present examples that demonstrate an understanding of semantic variations and examples that do not. Examples that grasp semantic variations typically have high alignment scores ( $\bar{S}_{ii}$ ) and high effect scores ( $\kappa$ ), as illustrated in Fig. 18. Conversely, examples that lack this understanding often have high alignment scores ( $\bar{S}_{ii}$ ) but low effect scores ( $\kappa$ ), as depicted in Figures 19 and 20. The SemVarEffect scores allow us to distinguish models’ abilities to accurately interpret and visually represent semantic variations. However, in practice, evaluation accuracy can be significantly affected by errors in generated images or biases in evaluators’ ratings. Severe errors can particularly distort the evaluation’s accuracy, as evidenced in Figures 24 and 26. To enhance the accuracy of our evaluations, we will utilize more precise evaluators in future work.

## H LIMITATION

We would like to highlight that the size of SemVarBench is constrained by the necessity for manual verification due to the unsatisfactory accuracy of LLM’s validation, which incurs high costs. Furthermore, the scale of evaluation is limited by the high costs of image generation and LLM-based evaluation, both in terms of time and money, thus restricting the extent of such evaluations.

1890		
1891		
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1893		
1894	<b>Aspect</b>	<b>Category</b>
1895		Action
1896	Relation	Interaction
1897		Absolute Location
1898		Relative Location
1899		Spatial-Temporal
1900		Direction
1901	<b>Attribute Comparison</b>	Size
1902		Height
1903		Weight
1904		Vague Amount
1905		Color
1906		Counting
1907		Texture
1908	<b>Attribute Values</b>	Material
1909		Shape
1910		Age
1911		Sentiment
1912		Temperature
1913		Manner
1914		Appearance
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1940		<b>Example</b>
1941		$T_a$ : A dog sits and a cat stands.
1942		$T_{pv}$ : A dog stands and a cat sits.
1943		$T_{pi}$ : A cat stands and a dog sits.
1944		$T_a$ : An old person kisses a young person.
1945		$T_{pv}$ : A young person kisses an old person.
1946		$T_{pi}$ : A young person is kissed by an old person.
1947		$T_a$ : The soft teddy bear is on the bed and the hard toy car is on the shelf.
1948		$T_{pv}$ : The soft teddy bear is on the shelf and the hard toy car is on the bed.
1949		$T_{pi}$ : The hard toy car is on the shelf and the soft teddy bear is on the bed.
1950		$T_a$ : A green apple sits atop a red leaf.
1951		$T_{pv}$ : A red leaf sits atop a green apple.
1952		$T_{pi}$ : A red leaf sits below a green apple.
1953		$T_a$ : Sushi roll; first put the fish on the seaweed, and then put the rice on top.
1954		$T_{pv}$ : Sushi roll; first put the rice on the seaweed, and then put the fish on top.
1955		$T_{pi}$ : Sushi roll; first apply the fish on the seaweed, and then place the rice on top.
1956		$T_a$ : A boy jumps away from the fence and towards the river.
1957		$T_{pv}$ : A boy jumps away from the river and towards the fence.
1958		$T_{pi}$ : A boy towards the river and jumps away from the fence.
1959		$T_a$ : The cake and the plate; the cake is too big for the plate.
1960		$T_{pv}$ : The cake and the plate; the plate is too big for the cake.
1961		$T_{pi}$ : The plate and the cake; the place is too small for the cake.
1962		$T_a$ : A dinosaur towering over a human.
1963		$T_{pv}$ : A human towering over a dinosaur.
1964		$T_{pi}$ : A human being towered over by a dinosaur.
1965		$T_a$ : The athlete with a heavy backpack is walking quite slowly and the one with a light bag is running faster.
1966		$T_{pv}$ : The athlete with a light backpack is walking quite slowly and the one with a heavy bag is running faster.
1967		$T_{pi}$ : The athlete with a light bag is running faster and the one with a heavy backpack is walking quite slowly.
1968		$T_a$ : A cake with more frosting on the top than on the slides.
1969		$T_{pv}$ : A cake with more frosting on the slides than on the top.
1970		$T_{pi}$ : A cake with less frosting on the slides than on the top.
1971		$T_a$ : A man in a purple shirt is carrying a brown suitcase.
1972		$T_{pv}$ : A man in a brown shirt is carrying a purple suitcase.
1973		$T_{pi}$ : A brown suitcase is being carried by a man in a purple shirt.
1974		$T_a$ : Four dogs in a doghouse and one dog barking outside.
1975		$T_{pv}$ : One dogs in a doghouse and four dog barking outside.
1976		$T_{pi}$ : One dog barking outside and four dogs in a doghouse.
1977		$T_a$ : Two fish; the one in the tank has stripes and the one in the bowl doesn't.
1978		$T_{pv}$ : Two fish; the one in the bowl has stripes and the one in the tank doesn't.
1979		$T_{pi}$ : Two fish; the one in the bowl has no stripes and the one in the tank does.
1980		$T_a$ : There's a satin teddy bear with a furry bow.
1981		$T_{pv}$ : There's a furry teddy bear with a satin bow.
1982		$T_{pi}$ : A satin teddy bear has a furry bow.
1983		$T_a$ : The circular suitcase has an oblong lock.
1984		$T_{pv}$ : The oblong suitcase has an circular lock.
1985		$T_{pi}$ : An oblong lock is on the circular suitcase.
1986		$T_a$ : The person on the left is old and the person on the right is young.
1987		$T_{pv}$ : The person on the right is old and the person on the left is young.
1988		$T_{pi}$ : The person on the right is young and the person on the left is old.
1989		$T_a$ : The happy child is playing next to a sad clown.
1990		$T_{pv}$ : The sad child is playing next to a happy clown.
1991		$T_{pi}$ : Next to a sad clown, a happy child is playing.
1992		$T_a$ : Iced coffee and steaming tea.
1993		$T_{pv}$ : Steaming coffee and iced tea.
1994		$T_{pi}$ : Steaming tea and iced coffee.
1995		$T_a$ : The building on the corner has a modern design and the monument in the park has a classic design.
1996		$T_{pv}$ : The building on the corner has a classic design and the monument in the park has a modern design.
1997		$T_{pi}$ : The monument in the park has a classic design and the building on the corner has a modern design.
1998		$T_a$ : The boy with a blue shirt has long hair and the girl in the pink dress has short hair.
1999		$T_{pv}$ : The boy with a blue shirt has short hair and the girl in the pink dress has long hair.
2000		$T_{pi}$ : The girl in the pink dress has short hair and the boy with a blue shirt has long hair.

Table 23: Permutation-based valid sentences ( $T_a$ ,  $T_{pv}$ ,  $T_{pi}$ ) in diverse categories.

1944	The mountain in the distance has snowy peak and the hill by the river has green peak.			
1945				
1946				
1947				
1948				
1949				
1950	<b>SD XL</b>			
1951				
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1957	<b>FT SD XL</b>			
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1967	<b>SD XL</b>			
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1985	<b>SD XL</b>			
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1993	<b>FT SD XL</b>			
1994				
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1997				

Figure 17: More examples for qualitative comparison showing the disconnect between token presence and semantic understanding after fine-tuning.

	Anchor Text	Permutation-Variance	Permutation-Variance	SemVarEffect Score	
1998					
1999					
2000					
2001					
2002	There are more smiles than frowns in the photograph.				
2003					
2004					
2005					
2006					
2007					
2008					
2009					
2010	In the pool, there are four floaties and one diving board.				
2011					
2012					
2013					
2014					
2015					
2016					
2017					
2018	The camels are taller than the horses.				
2019					
2020					
2021					
2022					
2023					
2024					
2025	Copper pots with ceramic plates.				
2026					
2027					
2028					
2029					
2030					
2031					
2032					
2033	There's a sleek, modern phone with an old, chunky computer.				
2034					
2035					
2036					
2037					
2038					
2039					
2040	The happy dog is wagging its tail while the cat is sleeping.				
2041					
2042					
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2046					
2047					
2048					
2049					
2050					
2051					

Figure 18: The cases which understand semantic variations.

	Anchor Text	Permutation-Variance	Permutation-Variance	SemVarEffect Score
2052				
2053				
2054				
2055				
2056	At the park, few benches and many trees.	At the park, few trees and many benches.	At the park, many trees and few benches.	GPT-4 Turbo
2057				<p>Matched pairs  <math>S(T_a, l_a) = 0.93</math>  <math>S(T_{pv}, l_{pv}) = 0.60</math>  <math>S(T_{pi}, l_{pi}) = 0.95</math></p> <p>Mismatched pairs  <math>S(T_{pv}, l_a) = 0.60</math>  <math>S(T_a, l_{pv}) = 0.65</math>  <math>S(T_{pi}, l_a) = 0.94</math>  <math>S(T_a, l_{pi}) = 0.93</math></p>
2058				$\overline{S}_{ll} = 0.83$ $\gamma_{w/o}^I = 0.28$ $\gamma_{w/o}^I = 0.01$ $\kappa = 0.27$
2059				
2060				
2061				
2062				
2063	The bag on the hook is heavy and the one on the table is not.	The bag on the table is heavy and the one on the hook is not.	The one on the table is not heavy and the bag on the hook is.	
2064				
2065				
2066				
2067				
2068				
2069				
2070				
2071	Baked potato; first put the butter on the baked potato, and then put the sour cream on top.	Baked potato; first put the sour cream on the baked potato, and then put the butter on top.	Baked potato; first put the butter on the baked potato, then top it with sour cream.	
2072				
2073				
2074				
2075				
2076				
2077				
2078				
2079				
2080	The computer is on the desk and the phone is on the nightstand.	The computer is on the nightstand and the phone is on the desk.	The phone is on the nightstand and the computer is on the desk.	
2081				
2082				
2083				
2084				
2085				
2086				
2087				
2088	A happy family is walking next to a sad ghost.	A sad family is walking next to a happy ghost.	Next to a sad ghost, a happy family is walking.	
2089				
2090				
2091				
2092				
2093				
2094				
2095	The paintings on the wall are realistic and the ones on the floor are abstract.	The paintings on the wall are abstract and the ones on the floor are realistic.	The ones on the floor are abstract and the paintings on the wall are realistic.	
2096				
2097				
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2099				
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2101				
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Figure 19: The cases which don't understand semantic variations.

2106  
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## Anchor Text

The baby crawls and the parent walks.



A full glass is next to an empty plate.



The skater wears a denim vest over a graphic t-shirt with a round neck collar.



The elder teacher's hand is on the young student's shoulder.



The mountain in the distance has snowy peak and the hill by the river has green peak.



A robot is serving tea to a group of children next to a parent.



## Permutation-Variance

The baby walks and the parent crawls.



An empty glass is next to a full plate.



The skater wears a graphic vest over a denim t-shirt with a round neck collar.



The young student's hand is on the elder teacher's shoulder.



The mountain in the distance has green peak and the hill by the river has snowy peak.



A parent is serving tea to a group of children next to a robot.



## Permutation-Variance

The parent walks and the baby crawls.



An empty plate is next to a full glass.



A denim vest is worn by the skater over a graphic t-shirt with a round neck collar.



The young student's shoulder is under the elder teacher's hand.



The hill by the river has a green peak and the mountain in the distance has a snowy peak.



A robot next to a parent is serving tea to a group of children.



## SemVarEffect Score

## GPT-4 Turbo

Matched pairs  
 $S(T_a, I_a) = 0.94$   
 $S(T_{pv}, I_{pv}) = 0.93$   
 $S(T_{pi}, I_{pi}) = 0.98$ Mismatched pairs  
 $S(T_{pv}, I_a) = 0.70$   
 $S(T_a, I_{pv}) = 0.96$   
 $S(T_{pi}, I_a) = 0.93$   
 $S(T_a, I_{pi}) = 0.93$ 

$\overline{S}_{ii} = 0.95$

$\gamma_{w/o}^I = 0.25$

$\gamma_{w/o}^I = 0.06$

$\kappa = 0.19$

Matched pairs  
 $S(T_a, I_a) = 0.95$   
 $S(T_{pv}, I_{pv}) = 0.85$   
 $S(T_{pi}, I_{pi}) = 0.98$ Mismatched pairs  
 $S(T_{pv}, I_a) = 0.65$   
 $S(T_a, I_{pv}) = 0.80$   
 $S(T_{pi}, I_a) = 0.87$   
 $S(T_a, I_{pi}) = 1.00$ 

$\overline{S}_{ii} = 0.93$

$\gamma_{w/o}^I = 0.35$

$\gamma_{w/o}^I = 0.16$

$\kappa = 0.19$

Matched pairs  
 $S(T_a, I_a) = 0.97$   
 $S(T_{pv}, I_{pv}) = 0.82$   
 $S(T_{pi}, I_{pi}) = 0.89$ Mismatched pairs  
 $S(T_{pv}, I_a) = 0.98$   
 $S(T_a, I_{pv}) = 0.93$   
 $S(T_{pi}, I_a) = 0.99$   
 $S(T_a, I_{pi}) = 1.00$ 

$\overline{S}_{ii} = 0.89$

$\gamma_{w/o}^I = 0.20$

$\gamma_{w/o}^I = 0.13$

$\kappa = 0.07$

Matched pairs  
 $S(T_a, I_a) = 0.95$   
 $S(T_{pv}, I_{pv}) = 0.90$   
 $S(T_{pi}, I_{pi}) = 0.93$ Mismatched pairs  
 $S(T_{pv}, I_a) = 0.85$   
 $S(T_a, I_{pv}) = 0.95$   
 $S(T_{pi}, I_a) = 0.95$   
 $S(T_a, I_{pi}) = 0.95$ 

$\overline{S}_{ii} = 0.93$

$\gamma_{w/o}^I = 0.05$

$\gamma_{w/o}^I = 0.02$

$\kappa = 0.03$

Matched pairs  
 $S(T_a, I_a) = 0.89$   
 $S(T_{pv}, I_{pv}) = 0.79$   
 $S(T_{pi}, I_{pi}) = 0.95$ Mismatched pairs  
 $S(T_{pv}, I_a) = 0.75$   
 $S(T_a, I_{pv}) = 0.94$   
 $S(T_{pi}, I_a) = 0.95$   
 $S(T_a, I_{pi}) = 0.95$ 

$\overline{S}_{ii} = 0.88$

$\gamma_{w/o}^I = 0.09$

$\gamma_{w/o}^I = 0.06$

$\kappa = 0.03$

Matched pairs  
 $S(T_a, I_a) = 0.95$   
 $S(T_{pv}, I_{pv}) = 0.94$   
 $S(T_{pi}, I_{pi}) = 0.95$ Mismatched pairs  
 $S(T_{pv}, I_a) = 0.95$   
 $S(T_a, I_{pv}) = 0.93$   
 $S(T_{pi}, I_a) = 0.95$   
 $S(T_a, I_{pi}) = 0.95$ 

$\overline{S}_{ii} = 0.85$

$\gamma_{w/o}^I = 0.03$

$\gamma_{w/o}^I = 0.00$

$\kappa = 0.03$

Figure 20: More cases which don't understand semantic variations.

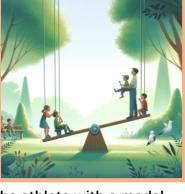
	Anchor Text	Permutation-Variance	Permutation-Variance	SemVarEffect Score
2160				
2161				
2162				
2163				
2164	Four kids riding bikes on the street and one kid skateboarding.	One kid riding bikes on the street and four kids skateboarding.	On the street, four kids are riding bikes and one kid is skateboarding.	GPT-4 Turbo
2165				<p>Matched pairs  <math>S(T_a, I_a) = 0.80</math>  <math>S(T_{pv}, I_{pv}) = 0.83</math>  <math>S(T_{pi}, I_{pi}) = 0.93</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.30</math>  <math>S(T_a, I_{pv}) = 0.55</math>  <math>S(T_{pi}, I_a) = 0.90</math>  <math>S(T_a, I_{pi}) = 0.93</math></p>
2166				$\bar{S}_{li} = 0.85$ $\gamma_{w/o}^I = 0.78$ $\gamma_{w/o}^I = 0.16$ $\kappa = 0.62$
2167				
2168				
2169				
2170				
2171				
2172	The child in the stroller is sleeping and the adult on the bench is reading.	The child in the stroller is reading and the adult on the bench is sleeping.	The adult on the bench is reading and the child in the stroller is sleeping.	
2173				<p>Matched pairs  <math>S(T_a, I_a) = 0.98</math>  <math>S(T_{pv}, I_{pv}) = 0.80</math>  <math>S(T_{pi}, I_{pi}) = 0.98</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.50</math>  <math>S(T_a, I_{pv}) = 0.65</math>  <math>S(T_{pi}, I_a) = 0.92</math>  <math>S(T_a, I_{pi}) = 0.93</math></p>
2174				$\bar{S}_{li} = 0.92$ $\gamma_{w/o}^I = 0.63$ $\gamma_{w/o}^I = 0.11$ $\kappa = 0.52$
2175				
2176				
2177				
2178				
2179				
2180	There's a plastic cup with a ceramic saucer.	There's a ceramic cup with a plastic saucer.	With a ceramic saucer, there's a plastic cup.	
2181				<p>Matched pairs  <math>S(T_a, I_a) = 0.75</math>  <math>S(T_{pv}, I_{pv}) = 0.80</math>  <math>S(T_{pi}, I_{pi}) = 0.89</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.35</math>  <math>S(T_a, I_{pv}) = 0.50</math>  <math>S(T_{pi}, I_a) = 0.93</math>  <math>S(T_a, I_{pi}) = 0.95</math></p>
2182				$\bar{S}_{li} = 0.81$ $\gamma_{w/o}^I = 0.70$ $\gamma_{w/o}^I = 0.24$ $\kappa = 0.45$
2183				
2184				
2185				
2186				
2187	The waiter is covering the eyes of the customer with a menu.	The customer is covering the eyes of the waiter with a menu.	The waiter is covering the customer's eyes with a menu.	
2188				<p>Matched pairs  <math>S(T_a, I_a) = 0.90</math>  <math>S(T_{pv}, I_{pv}) = 0.60</math>  <math>S(T_{pi}, I_{pi}) = 0.70</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.30</math>  <math>S(T_a, I_{pv}) = 0.45</math>  <math>S(T_{pi}, I_a) = 0.65</math>  <math>S(T_a, I_{pi}) = 0.60</math></p>
2189				$\bar{S}_{li} = 0.73$ $\gamma_{w/o}^I = 0.75$ $\gamma_{w/o}^I = 0.35$ $\kappa = 0.40$
2190				
2191				
2192				
2193				
2194				
2195				
2196	The child on the swing is higher than the other children on the seesaw.	The child on the swing is lower than the other children on the seesaw.	The other children on the seesaw are lower than the child on the swing.	
2197				<p>Matched pairs  <math>S(T_a, I_a) = 0.95</math>  <math>S(T_{pv}, I_{pv}) = 0.25</math>  <math>S(T_{pi}, I_{pi}) = 0.92</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.89</math>  <math>S(T_a, I_{pv}) = 0.91</math>  <math>S(T_{pi}, I_a) = 0.65</math>  <math>S(T_a, I_{pi}) = 0.93</math></p>
2198				$\bar{S}_{li} = 0.71$ $\gamma_{w/o}^I = 0.68$ $\gamma_{w/o}^I = 0.29$ $\kappa = 0.39$
2199				
2200				
2201				
2202				
2203				
2204				
2205				
2206				
2207				
2208				
2209				
2210				
2211				
2212				
2213				

Figure 21: Cases with minor errors which understand semantic variations.

	Anchor Text	Permutation-Variance	Permutation-Variance	SemVarEffect Score
2214				
2215				
2216				
2217	A child wearing a superhero cape with their fists in the air and a parent wearing a business suit.	A child wearing a business suit with their fists in the air and a parent wearing a superhero cape.	A parent wearing a business suit and a child wearing a superhero cape with their fists in the air.	GPT-4 Turbo
2218				<p>Matched pairs  <math>S(T_a, I_a) = 0.88</math>  <math>S(T_{pv}, I_{pv}) = 0.60</math>  <math>S(T_{pi}, I_{pi}) = 0.95</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.15</math>  <math>S(T_a, I_{pv}) = 0.98</math>  <math>S(T_{pi}, I_a) = 0.82</math>  <math>S(T_a, I_{pi}) = 0.95</math></p>
2219				$\overline{S}_{ll} = 0.81$ $\gamma_{w/}^l = 0.55$ $\gamma_{w/o}^l = 0.20$ $\kappa = 0.35$
2220				
2221				
2222				
2223				
2224				
2225				
2226	The waiter is wearing a black vest over a white shirt.	The waiter is wearing a white vest over a black shirt.	A black vest is being worn by the waiter over a white shirt.	<p>Matched pairs  <math>S(T_a, I_a) = 1.00</math>  <math>S(T_{pv}, I_{pv}) = 0.93</math>  <math>S(T_{pi}, I_{pi}) = 0.93</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.65</math>  <math>S(T_a, I_{pv}) = 0.93</math>  <math>S(T_{pi}, I_a) = 1.00</math>  <math>S(T_a, I_{pi}) = 1.00</math></p>
2227				$\overline{S}_{ll} = 0.95$ $\gamma_{w/}^l = 0.35$ $\gamma_{w/o}^l = 0.07$ $\kappa = 0.28$
2228				
2229				
2230				
2231				
2232				
2233	The baby's foot is on the mother's chest.	The mother's foot is on the baby's chest.	The mother's chest is under the baby's foot.	<p>Matched pairs  <math>S(T_a, I_a) = 0.75</math>  <math>S(T_{pv}, I_{pv}) = 0.53</math>  <math>S(T_{pi}, I_{pi}) = 0.55</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.30</math>  <math>S(T_a, I_{pv}) = 0.65</math>  <math>S(T_{pi}, I_a) = 0.60</math>  <math>S(T_a, I_{pi}) = 0.65</math></p>
2234				$\overline{S}_{ll} = 0.61$ $\gamma_{w/}^l = 0.33$ $\gamma_{w/o}^l = 0.15$ $\kappa = 0.18$
2235				
2236				
2237				
2238				
2239				
2240				
2241	Two balloons tied to a chair and three balloons floating in the air.	Three balloons tied to a chair and two balloons floating in the air.	Two balloons are tied to a chair, and in the air, three balloons are floating.	<p>Matched pairs  <math>S(T_a, I_a) = 0.65</math>  <math>S(T_{pv}, I_{pv}) = 0.70</math>  <math>S(T_{pi}, I_{pi}) = 0.65</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.65</math>  <math>S(T_a, I_{pv}) = 0.65</math>  <math>S(T_{pi}, I_a) = 0.65</math>  <math>S(T_a, I_{pi}) = 0.65</math></p>
2242				$\overline{S}_{ll} = 0.67$ $\gamma_{w/}^l = 0.05$ $\gamma_{w/o}^l = 0.00$ $\kappa = 0.05$
2243				
2244				
2245				
2246				
2247				
2248				
2249	Chefs in white uniforms with a golden frying pan in their hands.	Chefs in golden uniforms with a white frying pan in their hands.	In white uniforms with a golden frying pan in their hands, chefs.	<p>Matched pairs  <math>S(T_a, I_a) = 0.95</math>  <math>S(T_{pv}, I_{pv}) = 0.55</math>  <math>S(T_{pi}, I_{pi}) = 0.81</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.55</math>  <math>S(T_a, I_{pv}) = 0.78</math>  <math>S(T_{pi}, I_a) = 0.98</math>  <math>S(T_a, I_{pi}) = 0.83</math></p>
2250				$\overline{S}_{ll} = 0.77$ $\gamma_{w/}^l = 0.17$ $\gamma_{w/o}^l = 0.29$ $\kappa = -0.12$
2251				
2252				
2253				
2254				
2255				
2256				
2257	A younger child is hugging the leg of an older parent.	An older parent is hugging the leg of a younger child.	The leg of an older parent is being hugged by a younger child.	<p>Matched pairs  <math>S(T_a, I_a) = 0.70</math>  <math>S(T_{pv}, I_{pv}) = 0.65</math>  <math>S(T_{pi}, I_{pi}) = 0.95</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.35</math>  <math>S(T_a, I_{pv}) = 0.65</math>  <math>S(T_{pi}, I_a) = 0.70</math>  <math>S(T_a, I_{pi}) = 0.95</math></p>
2258				$\overline{S}_{ll} = 0.77$ $\gamma_{w/}^l = 0.35$ $\gamma_{w/o}^l = 0.50$ $\kappa = -0.15$
2259				
2260				
2261				
2262				
2263				
2264				
2265				
2266				
2267				

Figure 22: Cases with minor errors which don't understand semantic variations. Several alignment scores, which are incorrect according to GPT-4V, are labeled in red.

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2278

**Anchor Text**

A girl wearing a pink dress with her hair in the air and a boy wearing blue shorts playing in the sand.



There's a steel knife with a wooden handle.



The giraffe is taller than the zebra.



A robot is serving tea to a group of children next to a parent.

**Permutation-Variance**

A girl wearing blue shorts with her hair in the air and a boy wearing blue shorts playing in the sand.



There's a wooden knife with a steel handle.



The zebra is taller than the giraffe.



A parent is serving tea to a group of children next to a robot.

**Permutation-Variance**

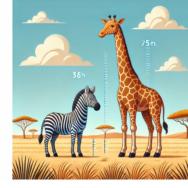
A boy wearing blue shorts and a girl wearing a pink dress with her hair in the air are playing in the sand.



There's a knife with a wooden handle, made of steel.



The zebra is shorter than the giraffe.



A robot next to a parent is serving tea to a group of children.

**SemVarEffect Score**

GPT-4 Turbo

Matched pairs	$S(T_a, I_a) = 0.94$ $S(T_{pv}, I_{pv}) = 0.85$ $S(T_{pi}, I_{pi}) = 0.93$	$\bar{S}_{ii} = 0.91$
Mismatched pairs	$S(T_{pv}, I_a) = 0.78$ $S(T_a, I_{pv}) = 0.94$ $S(T_{pi}, I_a) = 0.92$ $S(T_a, I_{pi}) = 0.85$	$\gamma_{w/o}^I = 0.07$ $\gamma_{w/o}^I = 0.10$ $\kappa = -0.03$

Matched pairs	$S(T_a, I_a) = 1.00$ $S(T_{pv}, I_{pv}) = 0.60$ $S(T_{pi}, I_{pi}) = 0.93$	$\bar{S}_{ii} = 0.84$
Mismatched pairs	$S(T_{pv}, I_a) = 0.60$ $S(T_a, I_{pv}) = 0.98$ $S(T_{pi}, I_a) = 0.98$ $S(T_a, I_{pi}) = 1.00$	$\gamma_{w/o}^I = 0.02$ $\gamma_{w/o}^I = 0.05$ $\kappa = -0.03$

Matched pairs	$S(T_a, I_a) = 0.98$ $S(T_{pv}, I_{pv}) = 0.55$ $S(T_{pi}, I_{pi}) = 0.85$	$\bar{S}_{ii} = 0.79$
Mismatched pairs	$S(T_{pv}, I_a) = 0.55$ $S(T_a, I_{pv}) = 0.93$ $S(T_{pi}, I_a) = 1.00$ $S(T_a, I_{pi}) = 0.98$	$\gamma_{w/o}^I = 0.05$ $\gamma_{w/o}^I = 0.15$ $\kappa = -0.10$

Matched pairs	$S(T_a, I_a) = 0.95$ $S(T_{pv}, I_{pv}) = 0.94$ $S(T_{pi}, I_{pi}) = 0.95$	$\bar{S}_{ii} = 0.85$
Mismatched pairs	$S(T_{pv}, I_a) = 0.95$ $S(T_a, I_{pv}) = 0.93$ $S(T_{pi}, I_a) = 0.95$ $S(T_a, I_{pi}) = 0.95$	$\gamma_{w/o}^I = 0.03$ $\gamma_{w/o}^I = 0.00$ $\kappa = 0.03$

Figure 23: Examples of acceptable outliers include negative SemVarEffect ( $\kappa$ ) values that are close to zero. Outliers with a SemVarEffect score ( $\kappa$ ) slightly below 0 are acceptable.

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2321

	Anchor Text	Permutation-Variance	Permutation-Variance	SemVarEffect Score
2322				
2323				
2324	The person in the hat is smiling and the person without a hat is frowning.	The person in the hat is frowning and the person without a hat is smiling.	The person without a hat is frowning and the person in the hat is smiling.	GPT-4 Turbo
2325				<p>Matched pairs  <math>S(T_a, I_a) = 0.95</math>  <math>S(T_{pv}, I_{pv}) = 0.40</math>  <math>S(T_{pi}, I_{pi}) = 0.30</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 1.00</math>  <math>S(T_a, I_{pv}) = 1.00</math>  <math>S(T_{pi}, I_a) = 1.00</math>  <math>S(T_a, I_{pi}) = 0.60</math></p> <p><math>\bar{S}_{li} = 0.55</math></p> <p><math>\gamma_{w/o}^I = 0.65</math></p> <p><math>\gamma_{w/o}^I = 1.05</math></p> <p><math>\kappa = -0.40</math></p>
2326				
2327				
2328				
2329				
2330				
2331				
2332	All people eat with a fork except for one who eats with chopsticks.	All people eat with chopsticks except for one who eats with a fork.	Except for one who eats with chopsticks, all people eat with a fork.	
2333				<p>Matched pairs  <math>S(T_a, I_a) = 0.55</math>  <math>S(T_{pv}, I_{pv}) = 0.98</math>  <math>S(T_{pi}, I_{pi}) = 0.10</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.80</math>  <math>S(T_a, I_{pv}) = 0.93</math>  <math>S(T_{pi}, I_a) = 0.55</math>  <math>S(T_a, I_{pi}) = 0.00</math></p> <p><math>\bar{S}_{li} = 0.54</math></p> <p><math>\gamma_{w/o}^I = 0.56</math></p> <p><math>\gamma_{w/o}^I = 1.00</math></p> <p><math>\kappa = -0.44</math></p>
2334				
2335				
2336				
2337				
2338				
2339				
2340	The wooden spoon is in the drawer and the metal spatula is on the counter.	The metal spoon is in the drawer and the wooden spatula is on the counter.	The metal spatula is on the counter and the wooden spoon is in the drawer.	
2341				<p>Matched pairs  <math>S(T_a, I_a) = 0.98</math>  <math>S(T_{pv}, I_{pv}) = 0.65</math>  <math>S(T_{pi}, I_{pi}) = 0.35</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.75</math>  <math>S(T_a, I_{pv}) = 0.70</math>  <math>S(T_{pi}, I_a) = 0.98</math>  <math>S(T_a, I_{pi}) = 0.30</math></p> <p><math>\bar{S}_{li} = 0.66</math></p> <p><math>\gamma_{w/o}^I = 0.38</math></p> <p><math>\gamma_{w/o}^I = 1.31</math></p> <p><math>\kappa = -0.93</math></p>
2342				
2343				
2344				
2345				
2346				
2347				
2348	The hot coffee is in the mug and the cold tea is in the glass.	The cold tea is in the mug and the hot coffee is in the glass.	The cold tea is in the glass and the hot coffee is in the mug.	
2349				<p>Matched pairs  <math>S(T_a, I_a) = 0.98</math>  <math>S(T_{pv}, I_{pv}) = 0.25</math>  <math>S(T_{pi}, I_{pi}) = 0.95</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.95</math>  <math>S(T_a, I_{pv}) = 0.50</math>  <math>S(T_{pi}, I_a) = 1.00</math>  <math>S(T_a, I_{pi}) = 1.00</math></p> <p><math>\bar{S}_{li} = 0.73</math></p> <p><math>\gamma_{w/o}^I = 1.18</math></p> <p><math>\gamma_{w/o}^I = 0.07</math></p> <p><math>\kappa = 1.11</math></p>
2350				
2351				
2352				
2353				
2354				
2355				
2356	The ice cream in the cone is melting while the ice cream in the cup is frozen.	The ice cream in the cup is melting while the ice cream in the cone is frozen.	The ice cream in the cup is frozen while the ice cream in the cone is melting.	
2357				<p>Matched pairs  <math>S(T_a, I_a) = 0.45</math>  <math>S(T_{pv}, I_{pv}) = 0.35</math>  <math>S(T_{pi}, I_{pi}) = 0.93</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.60</math>  <math>S(T_a, I_{pv}) = 0.65</math>  <math>S(T_{pi}, I_a) = 0.65</math>  <math>S(T_a, I_{pi}) = 1.00</math></p> <p><math>\bar{S}_{li} = 0.58</math></p> <p><math>\gamma_{w/o}^I = 0.45</math></p> <p><math>\gamma_{w/o}^I = 0.83</math></p> <p><math>\kappa = -0.38</math></p>
2358				
2359				
2360				
2361				
2362				
2363				
2364	The pockets on the left side of the jacket are big and the ones on the right side are small.	The pockets on the left side of the jacket are small and the ones on the right side are big.	The jacket has big pockets on the left side and small ones on the right side.	
2365				<p>Matched pairs  <math>S(T_a, I_a) = 0.80</math>  <math>S(T_{pv}, I_{pv}) = 0.70</math>  <math>S(T_{pi}, I_{pi}) = 0.98</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.70</math>  <math>S(T_a, I_{pv}) = 0.95</math>  <math>S(T_{pi}, I_a) = 0.65</math>  <math>S(T_a, I_{pi}) = 0.91</math></p> <p><math>\bar{S}_{li} = 0.83</math></p> <p><math>\gamma_{w/o}^I = 0.15</math></p> <p><math>\gamma_{w/o}^I = 0.44</math></p> <p><math>\kappa = -0.29</math></p>
2366				
2367				
2368				
2369				
2370				
2371				
2372				
2373				

Figure 24: Examples of acceptable outliers include negative  $\kappa$  values that are with a SemVarEffect score outside the range [0,1], being considered unacceptable. This discrepancy may be due to incorrect text-image alignment scores provided by evaluators or low quality images.

2376

2377

2378

2379

2380 A shiny ring is next to a dull watch.



2381

2382

2383

2384

2385

2386

2387

A police officer in a black uniform is holding a white flashlight.



2388

2389

2390

2391

2392

2393

2394

2395

2396

A green apple with a brown stem.



2397

2398

2399

2400

2401

2402

2403

2404

The pizza on the tray is round and the sandwich on the plate is square.



2405

2406

2407

2408

2409

2410

The happy child is in the pool and the worried parent is at the edge.



2411

2412

A bird with colorful feathers is flying above a bird without feathers.



2413

2414

2415

2416

2417

2418

A bird without feathers is flying above a bird with colorful feathers.



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2421

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2424

2425

2426

2427

2428

2429

## Anchor Text

## Permutation-Variance

## Permutation-Variance

## SemVarEffect Score

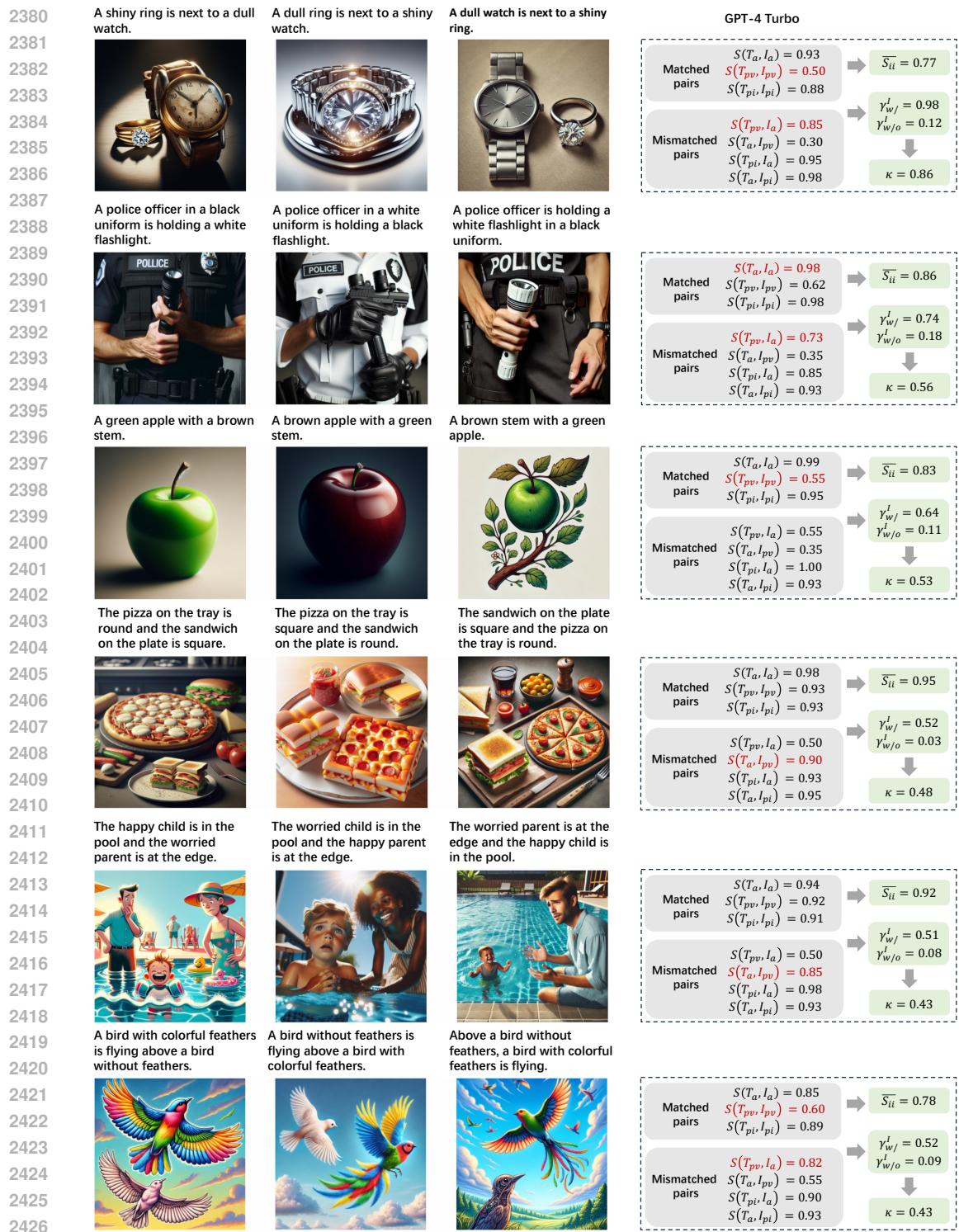


Figure 25: Errors only due to incorrect scoring by GPT-4V, where images are essentially correct.

	Anchor Text	Permutation-Variance	Permutation-Variance	SemVarEffect Score
2430				
2431				
2432				
2433	The happy couple is at the restaurant and the grumpy waiter is at the table.	The grumpy couple is at the restaurant and the happy waiter is at the table.	At the restaurant, the happy couple and the grumpy waiter are at the table.	GPT-4 Turbo
2434				<p>Matched pairs  <math>S(T_a, I_a) = 0.98</math>  <math>S(T_{pv}, I_{pv}) = 0.93</math>  <math>S(T_{pi}, I_{pi}) = 0.94</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.60</math>  <math>\textcolor{red}{S(T_a, I_{pv}) = 0.93}</math>  <math>S(T_{pi}, I_a) = 0.97</math>  <math>S(T_a, I_{pi}) = 0.95</math></p>
2435				$\bar{S}_{ii} = 0.95$
2436				$\gamma_{w/}^I = 0.38$
2437				$\gamma_{w/o}^I = 0.06$
2438				$\kappa = 0.32$
2439				
2440				
2441	A giant squid attacking a ship, and the squid is bigger than the ship.	A ship attacking a giant squid, and the ship is bigger than the squid.	A squid, bigger than the ship, is attacking a ship.	
2442				<p>Matched pairs  <math>S(T_a, I_a) = 0.93</math>  <math>S(T_{pv}, I_{pv}) = 0.93</math>  <math>S(T_{pi}, I_{pi}) = 0.95</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.75</math>  <math>\textcolor{red}{S(T_a, I_{pv}) = 0.94}</math>  <math>S(T_{pi}, I_a) = 0.93</math>  <math>S(T_a, I_{pi}) = 0.98</math></p>
2443				$\bar{S}_{ii} = 0.94$
2444				$\gamma_{w/}^I = 0.19$
2445				$\gamma_{w/o}^I = 0.07$
2446				$\kappa = 0.12$
2447				
2448				
2449	The swimmer in the pool is swimming towards the edge.	The swimmer is at the edge swimming towards the pool.	Towards the edge, the swimmer in the pool is swimming.	
2450				<p>Matched pairs  <math>S(T_a, I_a) = 1.00</math>  <math>S(T_{pv}, I_{pv}) = 0.95</math>  <math>S(T_{pi}, I_{pi}) = 0.80</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.70</math>  <math>\textcolor{red}{S(T_a, I_{pv}) = 0.95}</math>  <math>S(T_{pi}, I_a) = 0.90</math>  <math>S(T_a, I_{pi}) = 0.85</math></p>
2451				$\bar{S}_{ii} = 0.92$
2452				$\gamma_{w/}^I = 0.30$
2453				$\gamma_{w/o}^I = 0.25$
2454				$\kappa = 0.05$
2455				
2456				
2457	There's a silver spoon with a gold handle.	There's a gold spoon with a silver handle.	There's a gold handle with a silver spoon.	
2458				<p>Matched pairs  <math>S(T_a, I_a) = 0.95</math>  <math>S(T_{pv}, I_{pv}) = 0.50</math>  <math>S(T_{pi}, I_{pi}) = 0.60</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.91</math>  <math>\textcolor{red}{S(T_a, I_{pv}) = 1.00}</math>  <math>S(T_{pi}, I_a) = 0.97</math>  <math>S(T_a, I_{pi}) = 1.00</math></p>
2459				$\bar{S}_{ii} = 0.68$
2460				$\gamma_{w/}^I = 0.46$
2461				$\gamma_{w/o}^I = 0.42$
2462				$\kappa = 0.04$
2463				
2464				
2465	The coffee in the mug is black and the tea in the cup is green.	The coffee in the mug is green and the tea in the cup is black.	The tea in the cup is green and the coffee in the mug is black.	
2466				<p>Matched pairs  <math>S(T_a, I_a) = 1.00</math>  <math>S(T_{pv}, I_{pv}) = 0.90</math>  <math>S(T_{pi}, I_{pi}) = 0.99</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 0.85</math>  <math>\textcolor{red}{S(T_a, I_{pv}) = 0.94}</math>  <math>S(T_{pi}, I_a) = 0.83</math>  <math>S(T_a, I_{pi}) = 1.00</math></p>
2467				$\bar{S}_{ii} = 0.96$
2468				$\gamma_{w/}^I = 0.11$
2469				$\gamma_{w/o}^I = 0.16$
2470				$\kappa = -0.05$
2471				
2472				
2473	The happy baby is in the crib and the unhappy baby is in the stroller.	The unhappy baby is in the crib and the happy baby is in the stroller.	The unhappy baby is in the stroller and the happy baby is in the crib.	
2474				<p>Matched pairs  <math>S(T_a, I_a) = 1.00</math>  <math>S(T_{pv}, I_{pv}) = 0.99</math>  <math>S(T_{pi}, I_{pi}) = 0.80</math></p> <p>Mismatched pairs  <math>S(T_{pv}, I_a) = 1.00</math>  <math>\textcolor{red}{S(T_a, I_{pv}) = 1.00}</math>  <math>S(T_{pi}, I_a) = 0.95</math>  <math>S(T_a, I_{pi}) = 0.98</math></p>
2475				$\bar{S}_{ii} = 0.93$
2476				$\gamma_{w/}^I = 0.01$
2477				$\gamma_{w/o}^I = 0.17$
2478				$\kappa = -0.16$
2479				
2480				
2481				
2482				
2483				

Figure 26: Errors only due to incorrect scoring by GPT-4V, where images are essentially correct. The errors heavily influence the SemVarEffect scores.