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Review:

Image generation evaluation: a comprehensive survey of human and automatic evaluations

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Abstract: Image generation models have made remarkable progress, and image evaluation is crucial for explaining and driving the development of these models. Previous studies have extensively explored human and automatic evaluations of image generation. Herein, these studies are comprehensively surveyed, specifically for two main parts: evaluation protocols and evaluation methods. First, 10 image generation tasks are summarized by focusing on their differences in evaluation aspects. Based on this, a novel protocol is proposed to cover human and automatic evaluation aspects required for various image generation tasks. Second, the review of automatic evaluation methods in the past five years is highlighted. To our knowledge, this paper presents the first comprehensive summary of human evaluation, encompassing evaluation methods, tools, details, and data analysis methods. Finally, this the challenges and potential directions for image generation evaluation are discussed. We hope that this survey will help researchers to develop a systematic understanding of image generation evaluation, stay updated with the latest advancements in the field, and encourage further research.

Key words: Image generation evaluation; Human evaluation; Automatic evaluation; Evaluation protocols; Evaluation aspects
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1 Introduction

Image generation models have undergone significant advancement; therefore, the methods used for their evaluation must be continuously updated to ensure reliable results. The advancement of deep learning has facilitated aligning images and generating them from various data types such as text, sketches, scene graphs, and layout graphs (Elasri et al., 2022). These images have been used in various fields, including medicine (Elasri et al., 2022), fashion (Elasri et al., 2022), material design (Yang et al., 2023), media (Wu et al., 2023), and e-commerce (Wu et al., 2023). Therefore, their high quality must be ensured as it directly impacts the recipient's visual experience (Zhao et al., 2023). The performance of image generation models must be reliably evaluated for their further development (Jayasumana et al., 2024; Ioannou and Maddock, 2024). However, the evaluation methods have not been further developed in line with the advancement of image generation models, which is not conducive to their iterative improvement. Moreover, high advanced image generation techniques and the use of diverse tasks have saturated the existing metrics, thereby creating new evaluation demands. Therefore, image generation evaluation has been extensively studied (Zhao et al.,

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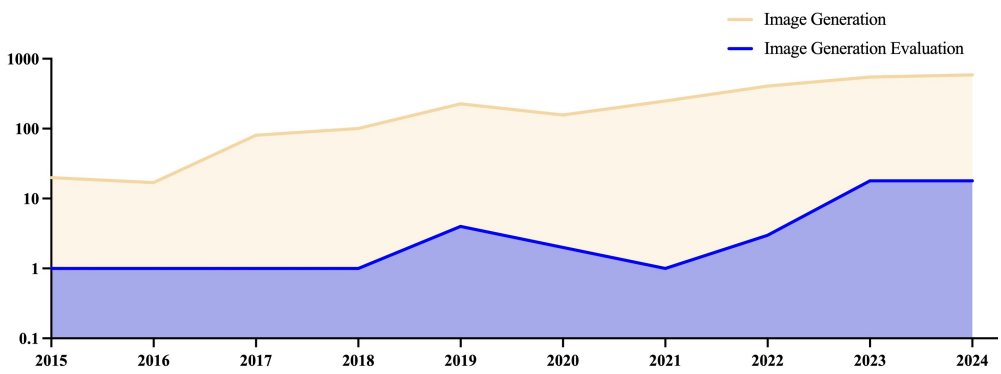

Fig. 1 Comparison of the number of published papers related to image generation and image generation evaluation in the last decade. Results showed that research on image generation evaluation has not kept pace with advancements in image generation itself. By checking the abstracts and keywords, we retained 2,399 papers on image generation and 46 papers on image generation evaluation. All papers were published in top conferences in the field of computer vision such as CVPR, NeurIPS, ICLR, ICCV, and ICML. Updated as of December 25, 2024

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2023). This paper summarizes such studies and presents latest developments in this field. In doing so, we aim to assist researchers to systematically understand the progress in image generation evaluation and identify promising research directions.

Image generation tasks are diverse, with varying evaluation aspects. In text-to-image generation, visual fidelity and semantic alignment are crucial evaluation aspects (Frolov et al.; Otani et al., 2023), because understanding complex text and accurately translating it into visuals is challenging. In contrast, fidelity, recognizability, and diversity are important factors in layout-to-image generation, and generating diverse images featuring multiple complex objects are major challenges (Zhao et al., 2019). Herein, the differences between various image generation tasks are explored and their distinct evaluation aspects are highlighted.

Both human and automatic evaluations are central to image evaluation (Gao et al., 2022; Zhai and Min, 2020; Ma and Fang, 2021; Wang et al., 2020; Zhu et al., 2018); however, most studies have preferred using automatic evaluation over human evaluation owing to its high efficiency, objectivity, and reproducibility and cost-effectiveness (Ioannou and Maddock, 2024; Frolov et al.; Zhou et al., 2019; Ku et al., 2024). Although human evaluation is crucial and equally necessary, human evaluation has not been extensively studied and only a limited number of methods have been reported. Human evaluation is crucial and equally necessary. Automatic evaluation often fails to accurately capture all human perceptions, yielding inconsistent results compared with human evaluation (Wang et al., 2020, 2023b). In contrast, the success of an image generation model is ultimately determined via human evaluation as the generated images are evaluated by humans (Zhai and Min, 2020; Zhu et al., 2018; Ding et al., 2021; Xu et al., 2012). To this end, this paper provides a systematic review of human evaluation in image generation tasks, aiming to promote its advancement in the field.

Although image generation evaluation has been extensively studied (Ioannou and Maddock, 2024; Frolov et al.; Zhai and Min, 2020; Wang et al., 2020), comprehensive and up-to-date reviews covering the evaluation of various image generation tasks are still lacking. Existing studies can be categorized into three types: (1) Zhai and Min (2020) conducted a survey focusing on automatic image quality assessment rather than comprehensive image generation evaluation, offering limited discussion on human evaluation and user studies. (2) Task-specific surveys provide in-depth insights into image evaluation but have limited applicability. For instance, Ioannou and Maddock (2024) discussed methods and metrics for image evaluation, including side-by-side comparisons, user studies, and automatic metrics but focused solely on neural style transfer. (3) Broader surveys often provide brief overviews of image generation evaluation, which are insufficient. For instance, Wang et al. (2020) reported on performance evaluation in image super-resolution while covering benchmark datasets, performance metrics, and oper-

ational channels. Frolov et al. reviewed well-known metrics for quality and text alignment in text-to-image generation along with user studies and challenges faced by these evaluation methods.

This review aims to provide a state-of-the-art survey on image generation evaluation, contributing to a systematic understanding of the field. The main contributions are as follows:

1. Image generation evaluation is comprehensively surveyed, and 10 image generation tasks based on input conditions are summarized (Elasri et al., 2022; Alqahtani et al., 2021; Croitoru et al., 2023; Pang et al., 2021; Wang et al., 2020). Both automatic and human evaluation methods are reviewed, providing the first in-depth analysis of human evaluation in image generation.

2. A new protocol for subjective and objective evaluation aspects is proposed, identifying six common important aspects: fidelity, consistency, recognizability, overall quality, user preference, and diversity. Additionally, automatic and human evaluation criteria are aligned with specific image generation types.

3. A taxonomy is developed, and the metrics and benchmarks for automatic evaluation across various image generation tasks are comparatively analyzed. Alongside classic evaluation metrics , the influential evaluation aspects from the past five years are highlighted.

4. Current challenges and potential research directions for image generation evaluation are discussed, including evaluation protocols and methods.

We focused on papers published in the past decade, with 70% of the reviewed papers published in the last five years. The remainder of this paper is organized as follows. In Section 2, various image generation tasks are introduced and differences in their evaluation. In Section 3, six common and important evaluation aspects are identified and new subjective and objective evaluation aspect protocols for different image generation tasks are proposed. In Section 4, human evaluation methods, tools, details, and data analysis methods are presented. Classical and emerging evaluation metrics, as well as benchmarks for automatic evaluation, are reviewed in Section 5. In Section 6, challenges and future directions for image generation evaluation are explored. Figure 2 shows the main contents of this paper.

2 Various Image Generation Tasks

Image generation tasks (Elasri et al., 2022; Alqahtani et al., 2021; Croitoru et al., 2023) have been subsequently summarized based on input conditions. Content-based classification such as face and medical images has not been discussed because they require specific expertise. Figure 3 summarizes 10 classification tasks.

2.1 Image-to-Image Generation

Image-to-image generation involves translating an image from the source domain to the target domain while preserving the content representation of the original image as much as possible (Pang et al., 2021) by learning a mapping function (Ak et al., 2019).

This process comprises various sub-tasks (Pang et al., 2021), among which 10 important ones have been summarized while focusing on their evaluation aspects: image super-resolution (Wang et al., 2020; Odena et al., 2017), image inpainting (Zhang et al., 2023a; Li et al., 2020; Quan et al., 2022), style transfer (Ioannou and Maddock, 2024; Luan et al., 2017), image-to-cartoon generation (Dong et al., 2021; Zhao et al., 2022a; Liu et al., 2018), image colorization (Nazeri et al., 2018; Zhang et al., 2016), attribute manipulation (Ak et al., 2019; Chen et al., 2019b; Shen and Liu, 2017), semantic manipulation (Hong et al., 2018; Liang et al., 2018; Li et al., 2022), image dehazing (Li et al., 2018; Zhao et al., 2021), image deblurring (Zhang et al., 2022; Cho et al., 2021; Tao et al., 2018; Zhang et al., 2019; Zheng et al., 2024a), and low-light enhancement (Jin et al., 2021; Liu et al., 2022, 2021; Fan et al., 2020).

Existing image-to-image generation tasks use automatic metrics such as Peak Signal-to-Noise Ratio (PSNR) and SSIM and quality evaluation metrics such as Fréchet Inception Distance (FID) and Learned Perceptual Image Patch Similarity (LPIPS) to assess the quality of generated images. User studies and human evaluation have only been covered in fewer studies. However, some automatic evaluation metrics are inconsistent with human perception results in some image processing tasks, which may have limitations. Liu et al. (2021) reported that SSIM and PSNR are insufficient for evaluating image dehazing and low-light enhancement because they are inconsistent with human visual perception. Quality is the

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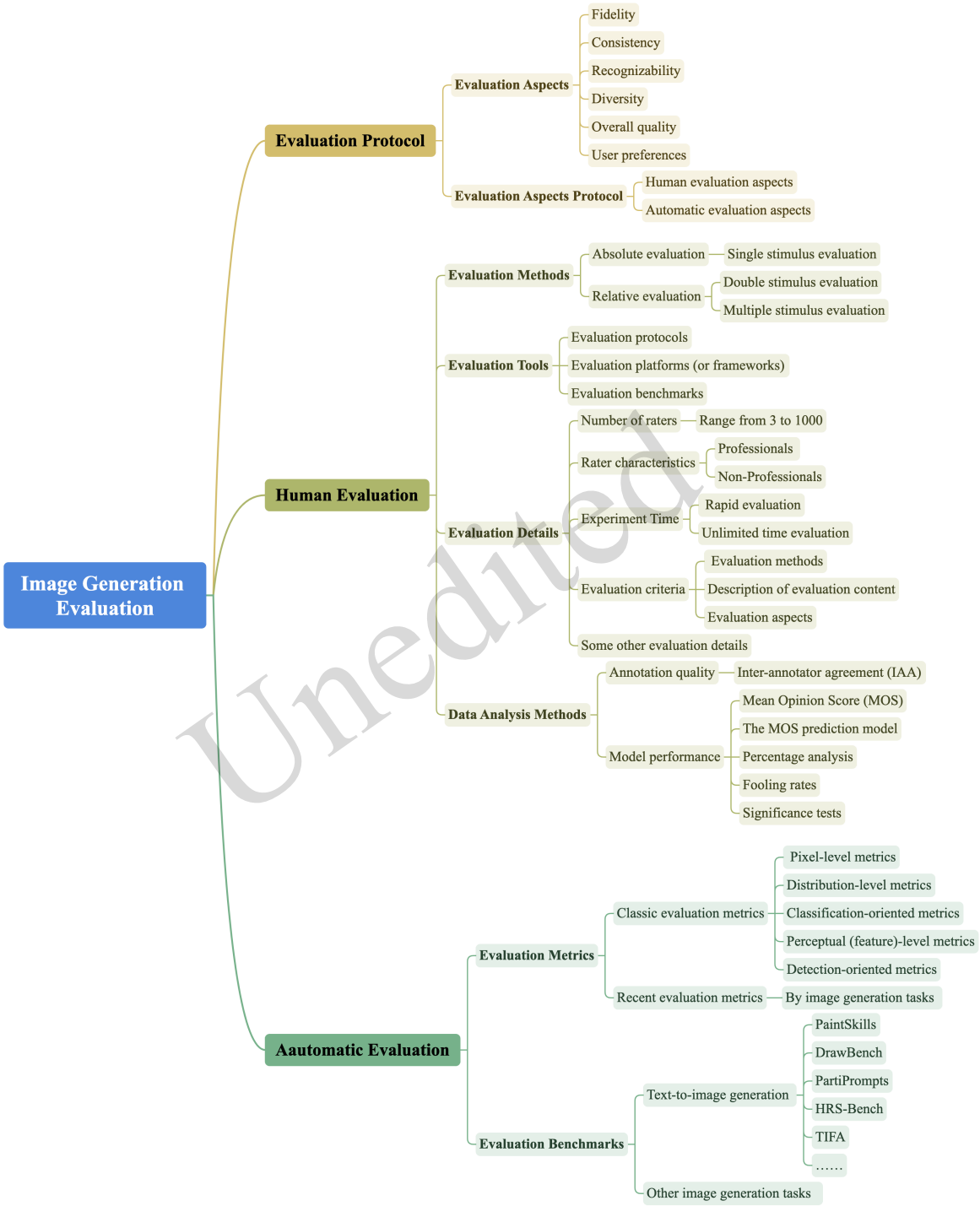

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Fig. 2 Main scope of image generation evaluation in this paper

primary evaluation aspect such as image and perceptual quality measured via automatic and human evaluations, respectively. Fidelity, consistency, recognizability, user preference, and diversity are also important evaluation aspects.

2.2 Sketch-to-Image Generation

Sketch is an abstract visual representation, and sketch-to-image generation involves converting an input hand-drawn sketch into a realistic image. Wu

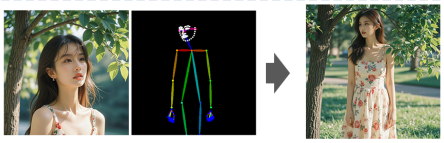
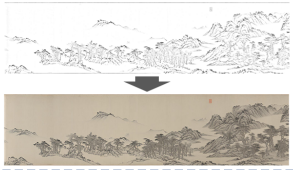
Image Generation Tasks	Descriptions	Input and Output Examples
1. Image-to-Image Generation	Image super-resolution, image inpainting, style transfer, image-to-cartoon etc.	
2. Sketch-to-Image Generation	Generate realistic images from input hand-drawn sketches.	Sketches
3. Text-to-Image Generation	Convert input text description into its matching image.	Captions Happy family outside in a park on an old carousel.
4. Few-shot Image Generation	Generate more data in a given domain from the few available training examples.	
5. Layout-to-Image Generation	Generate an image from a given layout or structure description.	Layout
6. Scene Graph-to-Image Generation	Generate images from objects and their relationships.	Scene graph
7. Semantic Image Generation	Generate images from semantic label masks.	Semantic masks
8. Pose-guided Image Generation	The process of estimating body pose from a single image.	
9. Image-to-Panorama Generation	Generate images from given images captured from one or more angles.	
10. Class-conditional Image Generation	Generate images according to the type of input conditions.	

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Fig. 3 Summary of image generation tasks

et al. (2023) reported that such models must accurately interpret the input sketch to recognize object shapes and categories and generate realistic images. This task involves generating a single object generation (e.g., a cat) and complex scenes from multiple objects.

Fidelity (Gao et al., 2020) , consistency (Gao et al., 2020), diversity (Koley et al., 2023), and overall quality (Ho et al., 2020; Xia et al., 2021b; Wu et al., 2023; Koley et al., 2023) are key aspects of automatic evaluation, whereas fidelity (Gao et al., 2020), consistency (Gao et al., 2020; Koley et al., 2023), and overall quality (Ho et al., 2020; Wu et al., 2023) are key aspects of human evaluation.

2.3 Text-to-Image Generation

Text-to-image generation involves converting an input text into a matching image. Text is more flexible in that it can describe a wide range of concepts and levels of detail compared to other inputs (Zhang et al., 2021), but it is also highly ambiguous, making it difficult to constrain complex generation scenarios (Zhao et al., 2019). Compared with inputs such as layout diagrams, text may not accurately represent the size and positional relationships of objects.

Moreover, text alignment is a major challenge in text-to-image generation, but it is an important evaluation aspect. For text-to-image generation, the model must have deep understanding of the input text and generated images (Otani et al., 2023). The model handles data transformation of two different attributes, namely visual and linguistic, by learning from unstructured descriptions (Zhang et al., 2021).

Fidelity (Yan et al., 2022; He et al., 2023; Otani et al., 2023), consistency (Qiao et al., 2019b,a; Hinz et al., 2020; Yan et al., 2022; Otani et al., 2023; Zheng et al., 2024b), diversity (Qiao et al., 2019b,a; Xia et al., 2021a), recognizability (Hinz et al., 2020; Zhang et al., 2021; Ramesh et al., 2022; Yan et al., 2022; He et al., 2023), overall quality (Hinz et al., 2020; Xia et al., 2021a; Zhang et al., 2021; Kim et al., 2022; Ramesh et al., 2022; Ding et al., 2022; Zhou et al., 2023), and user preference (Zheng et al., 2024b) are important aspects for automatic evaluation. In contrast, fidelity (Qiao et al., 2019b,a; Xia et al., 2021a; Zhang et al., 2021; Ramesh et al., 2022; Yan et al., 2022; Zhou et al., 2023; Otani et al., 2023), consistency (Qiao et al., 2019b,a; Xia et al., 2021a; Zhang et al., 2021; Kim et al., 2022; Ramesh et al., 2022; Yan et al., 2022; Ding et al., 2022; Zhou et al., 2023; Otani et al., 2023; Zheng et al., 2024b), diversity (Ramesh et al., 2022), overall quality (Ding et al., 2022), recognizability (He et al., 2023), and user preference (Ding et al., 2022) are important aspects for human evaluation.

2.4 Few-shot Image Generation

Few-shot image generation is a task that generates new data from limited training examples (Li et al., 2020), and only one sample is used in one-shot generation (Hong et al., 2020). It addresses scenarios with limited data (Li et al., 2020). For instance, it can be applied to replicating an artist's unique style from a few existing works, generating variations of a handcrafted design, or expanding a small set of concept sketches into a diverse collection of artworks. In such cases, artists may not be able to manually create thousands of works. Additionally, generating diverse images while preserving the source domain characteristics is difficult. With limited images, models tend to overfit or produce low-quality results (Ojha et al., 2021).

Gu et al. (2021) introduced three main approaches to few-shot image generation: transformation-based, optimization-based, and fusion-based methods. Transformation-based methods are suitable for simple generation tasks such as intra-category image transformation. Optimization-based method introduces a meta-learning paradigm to learn an initialization policy for an unconditional image generation task that can be quickly adapted to new few-shot tasks. Fusion-based method combine the features of multiple input images to generate more realistic and diverse images.

In the automatic evaluation of these models, diversity (Li et al., 2020; Ojha et al., 2021; Gu et al., 2021; Phaphuangwittayakul et al., 2021; Wang et al., 2022; Xie et al., 2022; Zhao et al., 2023; Li et al., 2023; Zhu et al., 2024), overall quality (Li et al., 2020; Hong et al., 2020; Ojha et al., 2021; Gu et al., 2021; Phaphuangwittayakul et al., 2021; Wang et al., 2022; Zhao et al., 2023; Zhu et al., 2024), and fidelity (Li et al., 2023) are considered key evaluation aspects. In human evaluation, fidelity (Li et al., 2020), overall quality (Xie et al., 2022; Zhu et al., 2024), and diversity (Xie et al., 2022) are considered key evaluation aspects.

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2.5 Layout-to-Image Generation

Layout-to-image generation is a task that generates images from layouts or structural descriptions (Cheng et al., 2023). A layout is a segmentation mask or a collection of labeled object-bounding boxes (Cheng et al., 2023). It offers flexibility and control for generating complex scenes (Cheng et al., 2023; Sylvain et al., 2021) and has a user-friendly input format. It can also be used as an intermediate step for tasks such as text-to-image generation or scene graph image generation (He et al., 2021).

However, layout-to-image generation faces the problem of one-to-many mapping (e.g., the same layout can result in many plausible implementations) and handling consistent multiobject generation and uneven occlusion relationships (e.g., bounding boxes and labels convey limited information and may encounter object interactions and occlusion relationships between objects in overlapping bounding boxes) (Zhao et al., 2019; Sun and Wu, 2021).

Layout-to-image generation should meet three key requirements: fidelity, recognizability, and diversity (Zhao et al., 2019). Its quality and user preference have also been evaluated. In automatic evaluation, fidelity (Zhao et al., 2019; Sylvain et al., 2021), consistency (Sylvain et al., 2021; Li et al., 2021; Cheng et al., 2023), recognizability (Zhao et al., 2019; Sylvain et al., 2021; Li et al., 2021; Wu et al., 2022a; Cheng et al., 2023), overall quality (Zhao et al., 2019; He et al., 2021; Sylvain et al., 2021; Li et al., 2021; Sun and Wu, 2021; Wu et al., 2022a; Cheng et al., 2023) and diversity (Zhao et al., 2019; He et al., 2021; Sylvain et al., 2021; Li et al., 2021; Sun and Wu, 2021; Wu et al., 2022a; Cheng et al., 2023) are key evaluation aspects. In human evaluation, user preference (He et al., 2021; Li et al., 2021), consistency (Sylvain et al., 2021; Wu et al., 2022a), fidelity (Wu et al., 2022a; Cheng et al., 2023), and overall quality (Cheng et al., 2023) are key evaluation aspects.

2.6 Scene Graph-to-Image Generation

Scene graph-to-image generation is a task that generates images from objects and their relationships using various intermediate representations such as layouts (Hassan et al., 2023), masks (Wang et al., 2023; Farshad et al., 2023), bounding boxes (Zhang et al., 2023b; Farshad et al., 2023), and embeddings of points and edges (Liu et al., 2021). Although this task uses different frameworks, its common goal is to decompose the overall task into sub-tasks: abstract semantic understanding, relational consistency, entity location estimation, entity generation, and combined optimization for image generation; these tasks are performed to produce high-quality images. However, effective selection and optimization of intermediate representations remain challenging. Given the complexity of scene graph-to-image generation and the need for multistep composite optimization, the model must integrate scene graph understanding, maintain entity relationships, and accurately generate detailed images.

Contrary to text, scene graphs offer a powerful structured representation that graphically depicts objects, attributes, and their relationships (Zhao et al., 2019; Hua et al., 2021; Tripathi et al., 2019a). Scene graphs are a robust tool for visual scene understanding (Chang et al., 2021; Hassan et al., 2023) and are widely applied in tasks such as image retrieval and image captioning.

In the automatic evaluation of these models, fidelity (Hua et al., 2021; Wang et al., 2023; Zhang et al., 2023b), recognizability (Johnson et al., 2018; Hassan et al., 2023; Zhang et al., 2023b), diversity (Johnson et al., 2018; Luo et al., 2020; Hassan et al., 2023; Zhang et al., 2023b), overall quality (Johnson et al., 2018; Hua et al., 2021; Hassan et al., 2023; Wang et al., 2023; Zhang et al., 2023b), and consistency (Tripathi et al., 2019b,a; Luo et al., 2020) are considered key evaluation aspects. In human evaluation, the key evaluation aspects are consistency (Johnson et al., 2018; Tripathi et al., 2019a), recognizability (Johnson et al., 2018; Zhang et al., 2023b), diversity (Luo et al., 2020), and user preference (Hua et al., 2021; Zhang et al., 2023b).

2.7 Semantic Image Generation

Semantic image generation is a simplified task that generates an image from a semantic label mask (Tan et al., 2021) by rendering realistic images according to user-specified layouts without requiring complex graphics engines (Sushko et al., 2021). Semantic image generation provides a simple and controllable way to improve the consistency of generated results for many other image generation tasks.

In semantic multimodal image generation, diverse natural images are generated based on the se-

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mantic labels of the input. This approach focuses on realizing multimodality at the semantic level, i.e., the controller of a specific semantic area is adjusted when generating images and its diversified images are generated while keeping other semantic areas unchanged (Zhu et al., 2020).

However, preventing the removal of semantic information during propagation remains a key challenge in semantic image generation (Chen et al., 2022a). Semantic consistency is a key evaluation aspect for semantic image generation. Specifically, consistency (Park et al., 2019; Amberbir Habtegebrial et al., 2020; Tang et al., 2020b; Zhu et al., 2020; Sushko et al., 2021; Tan et al., 2021; Chen et al., 2022a; Tang et al., 2022), overall quality (Park et al., 2019; Tang et al., 2020b; Sushko et al., 2021; Tan et al., 2021; Chen et al., 2022a; Tang et al., 2022), diversity (Zhu et al., 2020; Sushko et al., 2021; Tan et al., 2021), and fidelity (Amberbir Habtegebrial et al., 2020; Zhu et al., 2020) are key aspects for automatic evaluation of such models, whereas user preference (Park et al., 2019; Tang et al., 2020b; Chen et al., 2022a; Tang et al., 2022), consistency (Zhu et al., 2020), fidelity (Tan et al., 2021; Tang et al., 2022) and diversity (Tan et al., 2021) are key aspects for human evaluation.

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2.8 Pose-guided Image Generation

Pose-guided image generation is a task that generates images based on the estimated body pose from a single (usually monocular) image. It aims to transform images of people from source poses to target poses while preserving their appearance details (Shi et al., 2022; Chen et al., 2022). The generated images must however be as photo-realistic as possible (Lv et al., 2021). Pose-guided image generation has broad application prospects in areas such as virtual try-on, film production, e-commerce, and virtual reality (Chen et al., 2022; Zhang et al., 2021).

Pose-guided image generation involves spatial processing of source data. The target image can be viewed as a nonrigidly deformed version of the source image, and the image of the human body image must undergo complex geometric deformation before implementation (Lv et al., 2021; Ren et al., 2020). Generating images of people in target poses remains a challenging task due to issues such as complex texture reconstruction, spatial arrangement, geometric deformation, inference of self-occlusion and invisible areas, and the realism and consistency of generated results (Shi et al., 2022; Lv et al., 2021). Human pose transfer also faces challenges in handling deformable humans, complete and partial views, and clothing details (Lu et al., 2022).

Pose-guided image generation also requires that the generated images be similar to the target images. In the automatic evaluation of these models, overall quality (Ma et al., 2017; Siarohin et al., 2018; Zhu et al., 2019; Tang et al., 2020a; Ren et al., 2020; Lv et al., 2021; Zhang et al., 2021; Lu et al., 2022; Shi et al., 2022; Wang et al., 2022), consistency (Zhu et al., 2019; Tang et al., 2020a; Lv et al., 2021; Zhang et al., 2021), diversity (Lv et al., 2021), and fidelity (Ren et al., 2020; Lv et al., 2021) are key evaluation aspects. In human evaluation, fidelity (Ma et al., 2017; Siarohin et al., 2018; Zhu et al., 2019; Tang et al., 2020a; Lv et al., 2021; Zhang et al., 2021; Ren et al., 2020; Lu et al., 2022), and overall quality (Lv et al., 2021) are considered key evaluation aspects.

2.9 Image-to-Panorama Generation

Panorama generation is a task that generates panoramic images from a text prompt, a single image, or given images captured from one or more angles. Panoramic images such as scroll paintings or 360° images comprise spherical images captured from different viewpoints (Duan et al., 2020). Panoramic images and traditional image generation models are considerably different because panoramic images provide users with an immersive and interactive viewing experience; they allow users to freely switch viewing angles within the range of $360° \times 180°$ (Duan et al., 2020). These images can be widely used across fields such surveillance systems, construction, tourism, self-driving cars, and entertainment (Hara et al., 2021).

Multidiffusion (Bar-Tal et al., 2023) uses a pretrained text-to-image diffusion model to generate different regions of a panorama; these are then averaged to create a panorama from a text prompt. CamFreeDiff (Yuan et al., 2024) takes a single camera-free image and text description as the input and estimates the camera position from the image to produce a 360° panorama. PanFusion (Zhang et al., 2024a), a dual-branch diffusion model, generates 360° images from text prompts using a unique cross-attention mechanism. However, long scroll generation poses

challenges such as repeated, missing, or illogical object layouts, and incoherent scene layouts between different perspectives (Shibata et al., 2014; Cai et al., 2024).

Fidelity (Duan et al., 2020), consistency (Zhang et al., 2021), and overall quality (Hara et al., 2021; Cai et al., 2024) are key aspects for automatic evaluation. Overall quality (Shibata et al., 2014), and user preference (Duan et al., 2020; Marrinan and Papka, 2021; Cai et al., 2024) are key aspects for human evaluation.

2.10 Class-conditional Image Generation

Class-conditional image generation is a basic conditional image generation task, wherein images containing a specified class are generated by conditioning a generative model on a class label (such as "dog" or "cat") (Odena et al., 2017; Foo et al., 2023). This task ensures that the generated images have realistic visuals and clear class-specific features, thereby improving their quality and diversity.

In automatic evaluation, fidelity (Sauer et al., 2022), recognizability (Odena et al., 2017; Saseendran et al., 2021), diversity (Odena et al., 2017; Brock et al., 2019; Sauer et al., 2022), and overall quality (Odena et al., 2017; Brock et al., 2019; Huh et al., 2020; Saseendran et al., 2021; Sauer et al., 2022; Ho et al., 2022) are used as the evaluation aspects. Contrarily, fidelity (Huh et al., 2020) is considered an important human evaluation aspect.

3 Protocol of Evaluation Aspects

The evaluation metrics vary across different image generation tasks (Section 2). However, the aspects to be measured, which we refer to as evaluation aspects, remain largely the same. Specifically, we summarize the following two scenarios.

(1) In automatic evaluation, different metrics are used to assess the same aspect. For instance, in few-shot image generation, Zhao et al. (2023) used LPIPS to evaluate image diversity, whereas Xie et al. (2022) used FID; however, both these authors assessed diversity. Moreover, similar scenarios occur in different image generation tasks. For semantic consistency, Chen et al. (2022a) used mean Intersection-over-Union (mIoU) and pixel accuracy (accu) to measure consistency between the input semantic map and generated image. Contrarily, Qiao et al. (2019a) used R-Precision to evaluate the consistency between the input text and the generated image.

(2) In human evaluation, descriptions of evaluated aspects may vary but the underlying criteria are similar. For instance, in sketch-to-image generation, Gao et al. (2020) asked participants to assess faithfulness by selecting the image that was most likely generated from a given sketch, whereas Koley et al. (2023) asked participants to rate the level of matching between sketches and generated images. In text-to-image generation, Xia et al. (2021a) evaluated accuracy by asking participants to choose images that were most coherent with the input text. These studies collectively assessed the consistency between input content (sketch or text) and the generated image.

Inspired by these studies, we extracted six common important evaluation aspects (Section 3.1) to have a more systematic understanding of the evaluation metrics for each image generation task. We then summarized automatic and human evaluation metrics used for each image generation task and proposed a subjective and an objective evaluation aspect protocol (Section 3.2).

3.1 Introduction of Evaluation Aspects

We extracted six evaluation aspects: fidelity, consistency, recognizability, diversity, overall quality, and user preference. Their reference sources are shown in Table 1, which revealed that fewer studies used human evaluation and that evaluation methods are relatively limited.

Human evaluation in existing research has three main types of annotations. (1) Providing a detailed description of the aspect to be assessed via textual description (Zhang et al., 2021; Xia et al., 2021a; Qiao et al., 2019b; Kim et al., 2022; Ramesh et al., 2022). For instance, Xia et al. (2021a) evaluated accuracy and realism via user studies by asking users to judge images that are more realistic and consistent with a given text. (2) Asking participants to rate several other relevant evaluation aspects for the aspect being assessed (He et al., 2021; Cai et al., 2024; Joo et al., 2018; Wu et al., 2021). For example, He et al. (2021) asked users to consider two aspects for obtaining their preference: image quality and layout matching; they then selected their favorite image. (3) Providing no explanation and asking participants

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to rate directly (Yan et al., 2022; Zheng et al., 2024b; Zhou et al., 2023; Xie et al., 2022; Tang et al., 2020b). Zhou et al. (2023) required users to make judgments about alignment and fidelity without providing any other instructions. However, the wording of the questions can affect the outcomes of evaluation (Ioannou and Maddock, 2024). The differences in annotations for these evaluation aspects may lead to inconsistent experimental designs and unfair comparisons, ultimately resulting in inaccurate evaluation results. To this end, we have provided clear and standardized annotations on the evaluation aspects in Table 2.

3.2 The Proposed New Protocol for Evaluation Aspects

Evaluation aspects vary across different image generation tasks; therefore, appropriate evaluation aspects must be chosen. We have summarized 10 image generation tasks and analyzed the automatic metrics and human evaluation content of each task in existing studies. We have also provided subjective and objective evaluation aspect protocols for various image generation tasks (Table 3). Results revealed that some tasks only have automatic evaluation for certain evaluation aspects (e.g., layout-to-image generation measures recognizability and diversity using only automatic evaluation). Moreover, user preferences were mainly obtained via human evaluation.

This protocol is based on the summary of previous studies. We suggest that researchers refer to this protocol and adjust it based on their specific research objectives when determining the evaluation aspects. We hope to continue to update these evaluation aspects as generative models undergo further advancement.

4 Human Evaluation

Human evaluation involves assessing the image quality via human subjective perception and is considered the most direct and reliable method (Ma and Fang, 2021; Xu et al., 2012; Wang et al., 2023a). Automatic evaluation is useful but does not fully reflect human perception (Liu et al., 2021; Cai et al., 2024; Xu et al., 2023). The evaluation of image generation models is challenging and distinct from traditional tasks such as image classification or detection. This is because it involves aspects that are difficult to quantify such as quality, aesthetics and faithfulness to the text prompt (Jayasumana et al., 2024). The evaluation of generated images inherently involves human perception and understanding, making human evaluation essential (Otani et al., 2023; Xu et al., 2012).

Many studies (Ioannou and Maddock, 2024; Frolov et al.; Otani et al., 2023) have introduced human evaluation and highlighted the need for using a standardized protocol. The implementation of standardized human evaluation has numerous advantages, including but not limited to the following points: (i) standardized evaluation allows for the direct comparison of results across different studies, offering good generalizability; (ii) standardized evaluation typically contributes to the reliability and reproducibility of experimental results; and (iii) standardization helps to reduce subjective biases in user experiments, thereby ensuring the objectivity of results. However, varying protocols across studies have not been systematically compared or summarized, thereby hindering the consensus and development of standard practices. We have attempted to conduct a comprehensive summary analysis of human evaluation for the first time, including evaluation methods, evaluation tools, evaluation details, and data analysis methods.

4.1 Evaluation Methods

Human evaluation comprises two main rating methods: absolute evaluation and comparative evaluation (Otani et al., 2023; Xu et al., 2012; Li et al., 2018; Khashabi et al., 2022). Absolute evaluation requires participants to independently assess each stimulus (e.g., image) without comparing with other stimuli based on personal standards, perceptions, or preset scales. Comparative evaluation requires participants to compare two or more stimuli, focusing on the differences, preferences, or rankings between stimuli.

Human evaluation can be categorized into three types based on the number of stimuli (Ma and Fang, 2021): (1) Single stimulus evaluation: Participants are shown only one stimulus (e.g., an image) and are asked to rate the image based on their perception. (2) Double stimulus evaluation. Two stimuli (e.g., two images, usually a reference image and a distorted image) are presented to the participants, who are required to compare these stimuli and provide a rating. (3) Multiple stimulus evaluation. Multi-

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Table 1 Evaluation aspect refinement

Evaluation aspects	Automatic evaluation metrics	Human evaluation content
Fidelity	Fréchet Inception Distance (FID) (Heusel et al., 2017): Otani et al. (2023); Zhao et al. (2019); Gao et al. (2020); Yan et al. (2022); Li et al. (2023); Zhu et al. (2020); Amberbir Habtegebrial et al. (2020); Lv et al. (2021); Ren et al. (2020); Duan et al. (2020) Accuracy (Ashual and Wolf, 2019): (Gao et al., 2020) Structural Similarity Metric (SSIM) (Wang et al., 2004): Gao et al. (2020) Inception Score (IS) (Salimans et al., 2016): Yan et al. (2022); Hua et al. (2021); Wang et al. (2023); Duan et al. (2020) Kernel Inception Distance (KID) (Bińkowski et al., 2021): He et al. (2023) Perceptual Distance (Zhang et al., 2018): Amberbir Habtegebrial et al. (2020) Precision (Kynkäänniemi et al., 2019): Sauer et al. (2022) SceneFID (Sylvain et al., 2021): Zhang et al. (2023b)	Realistic: Gao et al. (2020); Zhang et al. (2021); Xia et al. (2021a); Qiao et al. (2019b); Li et al. (2020); Zhang et al. (2021) Photorealism: Ramesh et al. (2022) Fidelity: Otani et al. (2023); Yan et al. (2022); Zhou et al. (2023); Cheng et al. (2023); Wu et al. (2022a) Real & Fake:Qiao et al. (2019a); Lv et al. (2021); Ren et al. (2020); Lu et al. (2022); Zhu et al. (2019); Siarohin et al. (2018); Tang et al. (2020a); Ma et al. (2017); Huh et al. (2020)
Consistency	Shape Similarity (SS) (Gao et al., 2020) R-precision (Xu et al., 2018): Qiao et al. (2019b,a); Hinz et al. (2020) Spatial Semantic CLIP Score Yan et al. (2022) CLIP Score (Hessel et al., 2022): Otani et al. (2023) Human Preference Score v2 (HPS v2) (Wu et al., 2023a): Zheng et al. (2024b) ImageReward (Xu et al., 2023): Zheng et al. (2024b) YOLO Score (Li et al., 2021): Cheng et al. (2023) SceneFID (Sylvain et al., 2021): Cheng et al. (2023); Li et al. (2021) mean Intersection of Union (mIoU): Cheng et al. (2023); Tan et al. (2021); Sushko et al. (2021); Zhu et al. (2020); Chen et al. (2022a); Park et al. (2019); Tang et al. (2020b); Amberbir Habtegebrial et al. (2020); Tang et al. (2022); Zhang et al. (2021) Relation Score (Tripathi et al., 2019a): Tripathi et al. (2019b) Intersection-over-Union(IoU): Tripathi et al. (2019b) Accuracy: Luo et al. (2020) Pixel Accuracy: Tan et al. (2021); Zhu et al. (2020); Chen et al. (2022a); Park et al. (2019); Tang et al. (2020b, 2022) Class Accuracy: Amberbir Habtegebrial et al. (2020) L1 loss: Luo et al. (2020) PCKh (Andriluka et al., 2014): Lv et al. (2021); Zhang et al. (2021); Zhu et al. (2019); Tang et al. (2020a) Mean Pose Distances (MPD) and Mean Missed Detections: Zhang et al. (2021) Rank-k: Zhang et al. (2021) Mean Average Precision: Zhang et al. (2021)	Faithfulness: Gao et al. (2020) Matching Degree: Koley et al. (2023); Johnson et al. (2018) Alignment: Otani et al. (2023); Zhang et al. (2021); Zheng et al. (2024b); Zhou et al. (2023); Wu et al. (2022a) Accuracy: Xia et al. (2021a); Kim et al. (2022) Semantic Consistency: Qiao et al. (2019b) Caption Similarity: Ramesh et al. (2022) Semantic: Yan et al. (2022) Relevance: Ding et al. (2022) Pairwise Test: Qiao et al. (2019a) Layout-fidelity: Sylvain et al. (2021) Mean Opinion Relation Score: Tripathi et al. (2019a) SMIS Human Evaluation (SHE): Zhu et al. (2020)
Recognizability	Semantic Object Accuracy Hinz et al. (2020): Zhang et al. (2021); Yan et al. (2022) Recall: Ramesh et al. (2022); He et al. (2023) Precision: He et al. (2023) mAP: He et al. (2023); Wu et al. (2022a) mAP50: He et al. (2023); Wu et al. (2022a) mAP75: Wu et al. (2022a) IoU: Wu et al. (2022a) Classification Accuracy: Zhao et al. (2019); Odena et al. (2017); Cheng et al. (2023); Sylvain et al. (2021); Li et al. (2021); Hassan et al. (2023) Object Recall: Johnson et al. (2018) Average Count Accuracy (Acc): Saseendran et al. (2021) Object Occurrence Ratio (Zhang et al., 2023b)	Accuracy:He et al. (2023) Object Recall: Johnson et al. (2018); Zhang et al. (2023b)

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Table 1 (continued) Evaluation aspect refinement

Evaluation aspects	Automatic evaluation metrics	Human evaluation content
Diversity	Learned Perceptual Image Patch Similarity (LPIPS) (Zhang et al., 2018): Zhao et al. (2019); Koley et al. (2023); Xia et al. (2021a); Li et al. (2020); Ojha et al. (2021); Gu et al. (2021); Phaphuangwittayakul et al. (2021); Zhao et al. (2023); Li et al. (2023); Zhu et al. (2024); He et al. (2021); Sun and Wu (2021); Li et al. (2021); Wu et al. (2022a); Zhang et al. (2023b); Tan et al. (2021); Sushko et al. (2021); Zhu et al. (2020); Lv et al. (2021) Inception Score (IS) (Salimans et al., 2016): Zhao et al. (2019); Qiao et al. (2019b,a); Phaphuangwittayakul et al. (2021); Cheng et al. (2023); Sylvain et al. (2021); Hassan et al. (2023); Duan et al. (2020); Cai et al. (2024); Brock et al. (2019) Fréchet Inception Distance (FID) (Heusel et al., 2017): Wang et al. (2022); Xie et al. (2022); Sylvain et al. (2021); Sushko et al. (2021); Brock et al. (2019); Sauer et al. (2022) Variety: Johnson et al. (2018) Diversity Score: Hassan et al. (2023) The Standard Deviation: Luo et al. (2020) Improved Precision and Recall (Kynkäänniemi et al., 2019): Sushko et al. (2021) MS-SSIM (Wang et al., 2003): Odena et al. (2017); Sushko et al. (2021) mCSD, mOCD (Zhu et al., 2020): Tan et al. (2021) mISD, mOID (Tan et al., 2021) Recall (Kynkäänniemi et al., 2019): Sauer et al. (2022)	Diversity: Ramesh et al. (2022); Xie et al. (2022); Luo et al. (2020)
Overall Quality	Fréchet Inception Distance (FID) (Heusel et al., 2017): Wu et al. (2023); Koley et al. (2023); Xia et al. (2021b); Ho et al. (2020); Zhang et al. (2021); Xia et al. (2021a); Kim et al. (2022); Ramesh et al. (2022); Ding et al. (2022); Hinz et al. (2020); Zhou et al. (2023); Li et al. (2020); Hong et al. (2020); Ojha et al. (2021); Gu et al. (2021); Phaphuangwittayakul et al. (2021); Zhao et al. (2023); Wang et al. (2022); Zhu et al. (2024); Xie et al. (2022); Cheng et al. (2023); Sylvain et al. (2021); He et al. (2021); Sun and Wu (2021); Li et al. (2021); Wu et al. (2022a); Hassan et al. (2023); Hua et al. (2021); Wang et al. (2023); Zhang et al. (2023b); Tan et al. (2021); Sushko et al. (2021); Chen et al. (2022a); Park et al. (2019); Tang et al. (2020b, 2022); Zhang et al. (2021); Lu et al. (2022); Wang et al. (2022); Hara et al. (2021); Brock et al. (2019); Ho et al. (2022); Saseendran et al. (2021) Learned Perceptual Image Patch Similarity (LPIPS) (Zhang et al., 2018):Wu et al. (2023); Hong et al. (2020); Zhang et al. (2021); Ren et al. (2020); Lu et al. (2022); Wang et al. (2022); Huh et al. (2020) Mask-LPIPS (MLPIPS) (Ma et al., 2017): Lu et al. (2022) Inception Score (IS) (Salimans et al., 2016): Zhao et al. (2019); Odena et al. (2017); Wu et al. (2023); Zhang et al. (2021); Ding et al. (2022); Hinz et al. (2020); Zhou et al. (2023); Hong et al. (2020); Cheng et al. (2023); Sylvain et al. (2021); He et al. (2021); Sun and Wu (2021); Wu et al. (2022a); Hassan et al. (2023); Johnson et al. (2018); Zhang et al. (2023b); Shi et al. (2022); Zhu et al. (2019); Siarohin et al. (2018); Tang et al. (2020a); Ma et al. (2017); Wang et al. (2022); Cai et al. (2024); Brock et al. (2019); Sauer et al. (2022); Ho et al. (2022) Fine-Grained Metric (FGM) (Koley et al., 2023) Peak Signal-to-Noise Ratio (PSNR): Xia et al. (2021b); Zhang et al. (2021); Hara et al. (2021)	Perceived Quality: Wu et al. (2023); Ho et al. (2020) Overall Quality: Ding et al. (2022); Zhu et al. (2024); Cheng et al. (2023); Lv et al. (2021); Lu et al. (2022) Quality: Xie et al. (2022); Shibata et al. (2014)

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Table 1 (continued) Evaluation aspect refinement

Evaluation aspects	Automatic evaluation metrics	Human evaluation content
Overall Quality	Structural Similarity Metric (SSIM) (Wang et al., 2004): Xia et al. (2021b); Ho et al. (2020); Shi et al. (2022); Lv et al. (2021); Zhang et al. (2021); Zhu et al. (2019); Siarohin et al. (2018); Tang et al. (2020a); Ma et al. (2017); Wang et al. (2022) mask-SSIM (Ma et al., 2017): Shi et al. (2022); Zhu et al. (2019); Siarohin et al. (2018); Tang et al. (2020a) mask-IS (Ma et al., 2017): Shi et al. (2022); Zhu et al. (2019); Siarohin et al. (2018); Tang et al. (2020a) R-precision: Zhang et al. (2021) KID (Li et al., 2018): Zhao et al. (2023) Precision and Recall (Sajjadi et al., 2018): Zhu et al. (2024) Classification Accuracy Score (CAS) (Ravuri and Vinyals, 2019): Sun and Wu (2021) Improved Precision and Recall (Kynkäänniemi et al., 2019): Sushko et al. (2021) Detection Score (Siarohin et al., 2018): Shi et al. (2022); Zhu et al. (2019) Part-based SSIM (PSSIM) (Shi et al., 2022) L1 error: Hara et al. (2021) Per-pixel: Huh et al. (2020)	
User Preference	Human Preference Score v2 (HPS v2) (Wu et al., 2023a): Zheng et al. (2024b) ImageReward (Xu et al., 2023): Zheng et al. (2024b)	User Preference: Ding et al. (2022); He et al. (2021); Hua et al. (2021); Zhang et al. (2023b); Park et al. (2019); Tang et al. (2020b); Duan et al. (2020); Cai et al. (2024); Marrinan and Papka (2021)

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ple stimuli (such as multiple images) are presented to the participants, who are required to sort these stimuli or evaluate them based on certain criteria.

Three main evaluation methods were summarized in user studies: scale, comparative, and ranking evaluation. Scale and comparative evaluation methods are more commonly used than the ranking evaluation method.

Scale evaluation is a typical absolute evaluation method that aims to quantitatively evaluate the image quality. It usually relies on a predefined scale that contains a series of quality dimensions or criteria against which the participants score content. Scale evaluation requires participants to score images, typically within a certain range. For example, Koley et al. (2023) asked users to rate images on a scale of 1-5, with one1 representing the worst and five5 representing the best.

Ranking evaluation does not involve direct scoring. Instead, this method compares the relative qual-

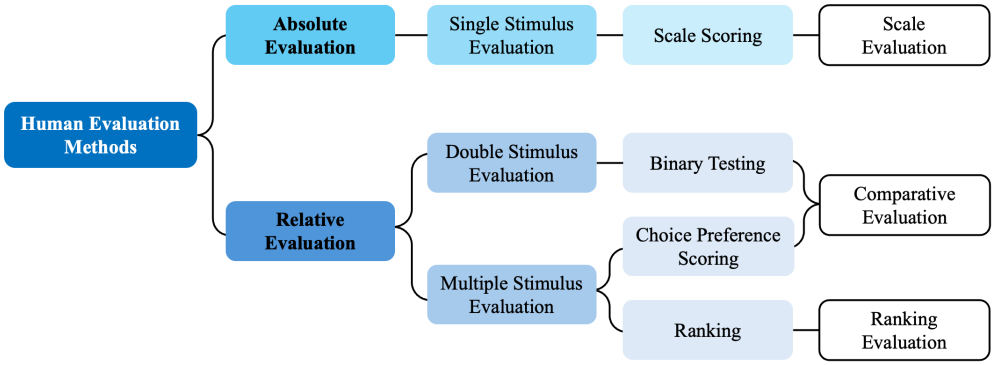

Fig. 4 Summary of human evaluation methods

ity of samples. Participants were asked to rank a set of samples from highest to lowest quality based on their subjective judgment. For example, Zhang et al. (2021) asked participants to rank images from best to worst based on realism and alignment of samples.

Comparative evaluation (choice preference scoring or binary testing) requires participants to select one sample in pairs or sets of samples. For example, Ren et al. (2020); Lu et al. (2022); Zhu et al. (2019); Siarohin et al. (2018); Tang et al. (2020a); Ma et al. (2017) required participants to judge whether an image is real or fake. Similarly, Li et al. (2020); Zhu et al. (2024); Chen et al. (2022a); Tang et al. (2022); Zhang et al. (2021) asked participants to select the best image from multiple images.

4.2 Evaluation Tools

Human evaluation tools were divided into three categories: evaluation protocols, evaluation platforms (or frameworks), and evaluation benchmarks.

An evaluation protocol is a guide that outlines the steps and rules for conducting an evaluation, including task instructions, evaluator training, task presentation methods, data collection methods, and result analysis steps. Otani et al. (2023) proposed a human evaluation protocol for text-to-image generation and developed a template for setup that included details about datasets (captions, ratings/item, unique annotators, tested models, types of rating, and evaluation criteria) and annotators (platform, annotator qualifications, compensation, interface, instructions, and inter annotator agreement). Liang et al. (2024) provided detailed instructions covering multiple aspects such as annotation steps, interactions with the web UI, examples of different types of implausibility, artifacts, and misalignment. Lee et al. (2023) and Hu et al. (2023) provided specific definitions for each human evaluation question and rating choice. Xu et al. (2023), Ku et al. (2024), and Wu et al. (2023a) provided detailed instructions and listed numerous rating examples. In conclusion, the public availability and use of standardized protocols contributed to more convincing results and experimental transparency (Ku et al., 2024).

Table 2 Evaluation aspects and annotations

Evaluation aspects	Annotations
Fidelity	Fidelity refers to the fidelity of an image.
Consistency	Consistency refers to how well the generated image matches the input content (such as text and sketch).
Recognizability	Recognizability refers to the degree to which the objects described in the input content can be accurately identified in the image.
Diversity	Diversity refers to the differences and richness of changes between images.
Overall Quality	Overall quality refers to the comprehensive assessment of an image as a whole.
User Preference	User preference refers to user's preference and inclination towards images.

An evaluation platform (framework) is a tool or a framework for implementing the evaluation process, including evaluation tasks, collection of evaluation data, and conducting preliminary analysis. This platform provides an efficient operating environment that enables researchers to easily perform evaluation tasks. Amazon Mechanical Turk is a crowdsourcing platform that is widely used by researchers (Otani et al., 2023; Li et al., 2020; He et al., 2021; Park et al., 2019; Tang et al., 2020b; Ma et al., 2017; Shocher et al., 2020; Agustsson et al., 2019) to post-tasks, recruit evaluators, and collect feedback. Moreover, many studies have developed their own evaluation frameworks. Xu et al. (2012) proposed a subjective image quality evaluation framework known as HodgeRank on random graphs, which can be used for large-scale online crowdsourcing. This framework can process online crowdsourced data, obtain real-time image scores, and monitor topological changes and inconsistencies in scores in real time. Although most studies have developed their own scoring platforms, the differences between them are not conducive to comparison between studies; these differences also hinder us from reaching generalized conclusions. Although scale evaluations have been used in all reviewed studies, Xu et al. (2023) have used a 7-point score range, whereas some (Otani et al., 2023; Huang et al., 2023; Lee et al., 2023; Liang et al., 2024) have used a 5-point score range. Different scoring ranges can affect the consistency of scoring (Ku et al., 2024).

An evaluation benchmark is a set of standardized testing methods and datasets used to compare the performance of different models. For instance, Zhou et al. (2019) proposed HYPE, a stan-

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Table 3 Protocol for the subjective and objective evaluation aspects of image generation[a)]

	Fidelity	Consistency	Recognizability	Overall Quality	User Preference	Diversity
1.Sketch-to-Image Generation	✓△	✓△		✓△		△
2.Text-to-Image Generation	✓△	✓△	✓△	✓△	✓△	✓△
3.Few-shot Image Generation	✓△			✓△		✓△
4.Layout-to-Image Generation	✓△	✓△	△	✓△	✓	△
5.Scene Graph-to-Image Generation	△	✓△	✓△	△	✓	✓△
6.Semantic Image Generation	✓△	✓△		△	✓	✓△
7.Pose-guided Image Generation	✓△	△		✓△		△
8.Image-to-Panorama Generation	△	△		✓△	✓	△
9.Class-conditional Image Generation	✓△		△	△		△
10.Image-to-Image Generation	✓△	✓△	△	✓△	✓	
Image Super-Resolution			△	✓△		
Image Inpainting				✓△		
Style Transfer	✓	✓△		✓△	✓	
Image-to-Cartoon Generation		△			✓	
Image Colorization	✓△					
Attribute Manipulation	✓	✓△		✓△		
Semantic Manipulation	✓△	△		✓△		
Image Dehazing	✓△		△	✓△		
Image Deblurring				△		
Low-Light Enhancement				△		

[a)] ✓and △ denote the evaluation aspects in human evaluation and automatic evaluation.

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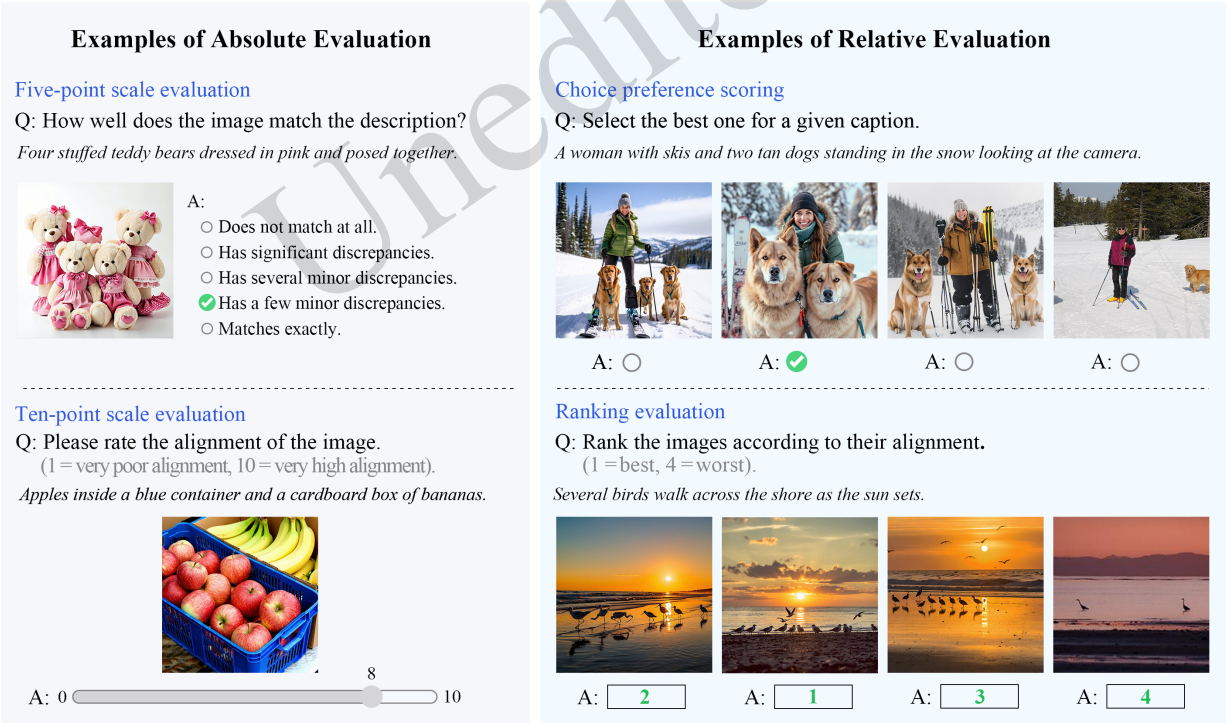

Fig. 5 User interface for human evaluation. This figure shows scale evaluation, comparative evaluation, and ranking evaluation under two evaluation methods: absolute evaluation and relative evaluation.

dardized human evaluation benchmark, which used two methods, HYPEtime and HYPE∞. This benchmark was tested and compared with four datasets: CelebA, FFHQ, CIFAR-10, and ImageNet.

Some studies have combined the aforementioned three tools to explore more comprehensive evaluation tools. Ku et al. (2024) provided a comprehensive evaluation tool, ImagenHub, which contained evaluation benchmarks, evaluation platforms, and standard protocols, ensuring a fair comparison of different models under the same conditions.

However, standard and reproducible evaluation

tools are still lacking. Current evaluations conducted on human-evaluated systems are ad hoc due to a lack of unified standards and processes. Moreover, the evaluation results can considerably vary depending on the details of the task design (Zhou et al., 2019). As a unified evaluation standard does not exist, most researchers follow different protocols (Otani et al., 2023). To alleviate this confusing situation, some studies (Otani et al., 2023; Zhou et al., 2019; Ku et al., 2024) have explored standardized human evaluation tools.

4.3 Evaluation Details

The experimental results are impacted by the evaluation details of a user study. Although image quality is constant, users' focus may be influenced by factors such as the type of image generation, evaluation criteria, and experimental details during subjective evaluation, leading to different results (Xu et al., 2012). We have summarized four evaluation details: the number of participants, participant characteristics, experiment time, and evaluation criteria.

Number of participants. The number of participants can affect the reliability of results. The number of participants recruited in the surveyed papers ranged from 3 (Johnson et al., 2018) to 1,000 (Yu et al., 2022); however, some studies (Ramesh et al., 2022; Yan et al., 2022; Zheng et al., 2024b; He et al., 2023; Park et al., 2019; Huh et al., 2020) did not specify the number of participants. Zhou et al. (2019) suggested that recruiting more participants lead to more consistent results but also increase time and cost.

Participant characteristics. Individual differences among users can affect ratings, making it essential to distinguish between professionals and nonprofessionals (Ioannou and Maddock, 2024; Xu et al., 2012). Studies on participant characteristics are categorized into three types: professionals (Hua et al., 2021; Lv et al., 2021; Siarohin et al., 2018; Wang et al., 2023a; Guo et al., 2021; Yu et al., 2021), nonprofessionals (Xia et al., 2021a; Qiao et al., 2019b; Shibata et al., 2014), and unspecified users (Gao et al., 2020; Koley et al., 2023; Zhang et al., 2021; Xie et al., 2022; Johnson et al., 2018; Zhu et al., 2019; Shocher et al., 2020; Grigorev et al., 2019; Chen et al., 2019a; Volokitin et al., 2020; Yang et al., 2020; Hulzebosch et al., 2020; Yang et al., 2022). Zhu et al. (2018) revealed that a small number of professionals are more suitable for evaluating the perceptual quality of images than a large number of nonprofessionals. Hulzebosch et al. (2020) found that nonprofessionals can achieve higher accuracy in image recognition than random guessing. However, the differential impact of professionals and nonprofessionals remains unclear.

Experiment time. Human evaluations face an inherent trade-off between accuracy and time (Zhou et al., 2019). Studies typically adopt two experimental time settings: rapid assessments within limited time (e.g., one second) (Zhu et al., 2019; Tang et al., 2020a; Ma et al., 2017; Huh et al., 2020; Tang et al., 2021; Frühstück et al., 2022) or allowing unlimited time (Zhou et al., 2019; Qiao et al., 2019b; Park et al., 2019; Yang et al., 2020; Wang et al., 2018). Zhou et al. (2019) evaluated models by analyzing the shortest time required for participants to differentiate real from fake images. A smaller time threshold indicates easier distinction, implying poorer model performance. When evaluating different models, the lower bound on the time required for users to make judgments may vary. It is reasonable to speculate that if an image is displayed for a time lower than its threshold, it may lead to user misjudgment because the quality of generated image is close to that of the real image.

Evaluation criteria. The evaluation criteria can be affected by three key factors. (1) Evaluation methods. As mentioned in Section 4.1, the user evaluation criteria for absolute and comparative evaluations are inconsistent. Absolute evaluation relies on the previous experience of users, leading to varying evaluation criteria among different users. In contrast, the user evaluation criteria for comparative evaluation depend on the shared baseline models. (2) Description of evaluation content. We introduced some inconsistencies in the description of evaluation content in Section 3.1 and recommended to adopt a unified and clear description of evaluation content. (3) Evaluation aspects. Evaluation aspects can directly impact the results. Section 2, describes the evaluation aspects used for each image generation task in detail. Instead of using a single aspect to evaluate the performance of a generative model, we recommend using multiple evaluation aspects to obtain comprehensive results of image generation.

Additionally, some other factors may also affect

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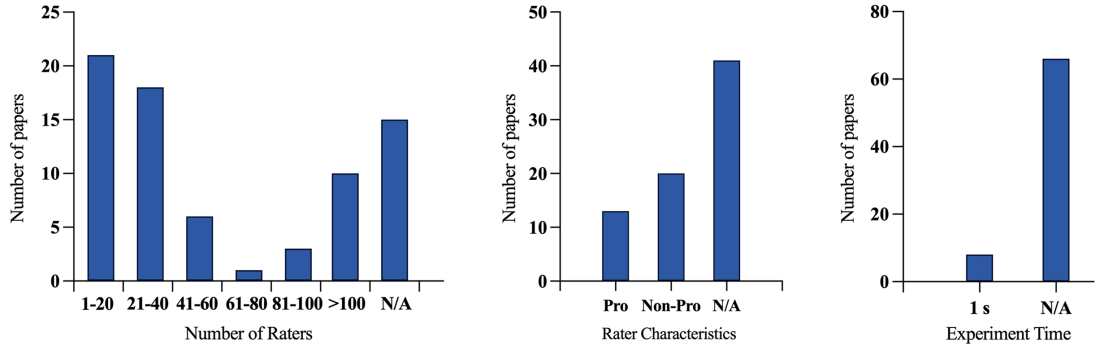

Fig. 6 We reviewed the cited references and identified 74 papers with user studies. We recorded the number of participants, their characteristics, and the experiment time: (a) *N/A* denotes unspecified rater numbers; (b) Pro indicates professionals, Non-Pro denotes nonprofessionals, and *N/A* means user characteristics were not specified; (c) 1s denotes rapid assessment within 1 s, and *N/A* indicates either unlimited time or unspecified details.

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experimental results. These include the workload of a single participant (Otani et al., 2023); evaluation interface or task presentation and problem formulatio (Ioannou and Maddock, 2024; Otani et al., 2023); number of samples (Frolov et al.; Otani et al., 2023); number of models (Ioannou and Maddock, 2024; Frolov et al.); content of the final report (Frolov et al.); image quality (Zhai and Min, 2020) such as image size and image resolution; methods of generating and using images (Ioannou and Maddock, 2024) such as displaying all results, randomly sampling some results, and displaying results in groups; annotation quality (Otani et al., 2023); compensation; and qualifications (Otani et al., 2023). Note that human evaluation involves collecting quantitative data rather than qualitative observations (Ioannou and Maddock, 2024). Similar to quantitative assessments with automated ones, reproducibility and repeatability are key factors in the reliability of human evaluation (Ioannou and Maddock, 2024). Therefore, researchers should consider and control the possible impacts of these factors when designing experiments to obtain reliable conclusions.

4.4 Data Analysis Methods

Data analysis in human evaluation commonly involves the quality of annotations and comparison of model performances.

Annotation quality is an important aspect of image generation evaluation and is usually measured via consistency test, which is also known as interannotator agreement. This test indicates the degree of agreement between the evaluation results of evaluators and is often used to measure the disagreement between different evaluators. The higher the consistency of the evaluators' results, the more credible the results (Otani et al., 2023; Ku et al., 2024). Consistency metrics (Otani et al., 2023; Ku et al., 2024), such as Cronbach's alpha, Cohen's Kappa, Fleiss' Kappa, Krippendorff's alpha, and Percentage Agreement, with their values ranging from 0 to 1, are commonly used.

Mean opinion score (MOS) is a popular score to measure the performance of each model. It represents the average opinion of multiple participants on the image quality, providing a uniform measure. MOS requires participants to rate images, and the scores are usually within a certain range such as 1–5, which correspond to "Bad," "Poor," "Fair," "Good," and "Excellent," respectively (Gao et al., 2022; Zhang et al., 2022; Koley et al., 2023). After each participant scores each sample, the average of all scores is calculated to obtain the MOS of the sample (Wang et al., 2020) as follows:

$$\mathrm{MOS} = \frac{1}{N}\sum_{i=1}^{N} R_i \tag{1}$$

where N is the number of evaluators involved in the scoring and R_i is the score given by the i-th evaluator to the test object (such as an image). A higher MOS indicates better perceived image quality. As MOS values are affected by the overall sample, the statistics of opinion scores are usually considered (Zhang et al., 2022). Statistical processing is necessary to ensure the accuracy and representativeness of MOS, including sample representativeness,

data processing, and outlier handling.

Directly obtaining MOS usually requires organizing a large number of user studies, which may be time- and resource-consuming. The MOS prediction model provides an easy-to-use and efficient way to automatically predict MOS (Gao et al., 2022), which can help save labor costs and time. We summarize some data analysis methods for consistency between the predicted model and true MOS (Zhao et al., 2023; Wang et al., 2023a), Spearman rank correlation coefficient, Pearson linear correlation coefficient, Kendall's rank correlation coefficient, and root mean squared error.

MOS is suitable for the data analysis of scale evaluation. Ranking evaluation mostly counts the percentage of each image generation model ranked at a certain level. For example, Ho et al. (2020) counted the percentage of each model ranked first to fifth. In addition to statistical percentages, comparative evaluations often calculate fooling rates. For example, some studies (Zhu et al., 2019; Ma et al., 2017; Chen et al., 2019a) used two fooling rate metrics: R2G (means #Real images rated as generated / #Real images.) and G2R (means #Generated images rated as Real / #Generated images.).

To further reveal the performance differences between various image generation models, some studies use significance tests. For instance, Zhou et al. (2019) used a one-way ANOVA with Tukey's pairwise post-hoc tests to compare differences between models.

5 Automatic Evaluation

Automatic evaluation plays a crucial role in image generation evaluation. Computational models are used to automatically assess the image quality for developing algorithms and models that align with human perception (Ma and Fang, 2021). Compared with human evaluation, automatic evaluation has the advantages of high efficiency, objectivity, and consistency. These benefits enable the rapid processing of large-scale evaluation datasets and ensure uniform evaluation criteria across different models and experimental conditions. Thus, researchers have a reliable basis for comparison and optimization (Ioannou and Maddock, 2024; Otani et al., 2023; Wang et al., 2023a).

Current automatic evaluation is insufficient to represent human perception (Jayasumana et al., 2024; Liu et al., 2021; Cai et al., 2024; Blau and Michaeli, 2018; Wu et al., 2023b). As the quality of generated images have been eventually improving, the complexity of automatic evaluation has increased. To promote the innovation of automatic evaluation in image generation, the evaluation metrics and evaluation benchmarks are systematically reviewed herein, particularly focusing on the advancements made in the past five years. Specifically, (1) we overview classical evaluation metrics, compare their evolution, and introduce novel metrics specific to different tasks. (2) We focus on innovative evaluation benchmarks and demonstrate their significance in assessing generative models.

5.1 Evaluation Metrics

Classic evaluation metrics. In the field of computer vision, various metrics have been developed to evaluate model performance; these include pixel-level metrics (PSNR and SSIM), distribution-level metrics (IS and FID), classification-oriented metrics (accuracy), perceptual (feature)-level metrics (LPIPS), and detection-oriented metrics (precision, recall, IoU, and R-Precision).

PSNR (Jayant and Noll, 1984) is widely used to measure image quality; however, it has notable limitations, particularly for complex scenes and intricate details (Blau and Michaeli, 2018; Ledig et al., 2017). High PSNR scores do not always correspond to visually satisfactory results.

SSIM, introduced to address the limitations of PSNR, evaluates image similarity by considering luminance, contrast, and structural information (Wang et al., 2004). SSIM aligns better with the perception of image quality of the human visual system by focusing on local structural similarities; this makes it an important evaluation metric in tasks such as sketch-to-image generation and pose-guided image generation (Xia et al., 2021b; Ho et al., 2020; Zhu et al., 2019; Siarohin et al., 2018). Several novel improvements to SSIM have been proposed in subsequent research since SSIM was first proposed. Multiscale structural similarity (MS-SSIM) (Wang et al., 2003) extends the original metric by incorporating multiscale information (Odena et al., 2017; Sushko et al., 2021). Mask-SSIM (Ma et al., 2017) introduces pose masks into synthesized and target images, focusing specifically on the overall quality of human

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appearance (Zhu et al., 2019; Siarohin et al., 2018; Tang et al., 2020a). Similarly, part-based SSIM (Shi et al., 2022) considers human joint structures by dividing images into multiple body part regions for calculation.

SSIM has certain limitations. Blau and Michaeli (2018) highlighted that SSIM struggles to capture high-level semantic information and complex visual features, leading to a perceptual gap with the human visual system. The inception score (Salimans et al., 2016) that uses a pretrained Inception v3 network calculates the KL divergence between the class distribution of generated images and marginal distribution; it thus evaluates realism and diversity simultaneously. IS serves as a key metric for evaluating the generated image quality (Zhao et al., 2019; Zhang et al., 2021; Hinz et al., 2020; Sylvain et al., 2021; Zhu et al., 2019; Sauer et al., 2022). However, KL divergence only captures the diversity and distribution of generated images, neglecting differences in feature space between generated and real images (Hinz et al., 2020). Additionally, it does not adequately address mode collapse (Hinz et al., 2020; Borji, 2019). Ma et al. (2017) introduced mask-IS to calculate the IS similarly to mask-SSIM.

FID (Heusel et al., 2017) is a key metric for assessing the realism, diversity, and overall quality of generated images. It extracts feature vectors from real and generated images using a pretrained Inception v3 model. These vectors are then modeled as multivariate Gaussian distributions and their difference is measured with FID. FID is used to evaluate image quality using mean and covariance matrices, reflecting high-level statistical properties and aligning with human visual perception. Thus, it is suitable for complex scenes with multiple objects (Wu et al., 2023; Xia et al., 2021a; Hinz et al., 2020; Zhao et al., 2023; Cheng et al., 2023; Hua et al., 2021; Chen et al., 2022a; Saseendran et al., 2021). However, FID has limitations such as it relies on pretrained models, which may reduce generalization to new samples and make it vulnerable to manipulation (Hinz et al., 2020; Sajjadi et al., 2018; Kynkäänniemi et al., 2023). It also assumes Gaussian feature distributions (Hinz et al., 2020; Kynkäänniemi et al., 2023) and is sensitive to small sample sizes (Bińkowski et al., 2021); however, it is robust to image corruption (Sajjadi et al., 2018). Kernel inception distance (KID) (Bińkowski et al., 2021) addresses these issues using kernel methods to compute the maximum mean discrepancy (MMD) between feature distributions of generated and real images. It provides an unbiased estimate and stability for small sample sizes, making it suitable for few-shot generation tasks (He et al., 2023; Zhao et al., 2023). SceneFID (Sylvain et al., 2021) computes FID for individual objects, allowing for the finer assessment of semantic consistency in multiobject images, particularly in complex scene generation (Cheng et al., 2023; Li et al., 2021). To better align with human evaluations, CLIP-MMD (Phung et al., 2024) uses a larger CLIP model to extract image embeddings and calculates MMD between their distributions. It thus accurately reflects quality changes in images with complex distortions.

Accuracy is a widely used objective metric; its definition and calculation methods vary across tasks. Several novel accuracy-type metrics have recently emerged for conditional image generation. Zhu et al. (2019) and Siarohin et al. (2018) used a pretrained residual network (ResNet) to classify generated images based on real images, allowing classification accuracy to objectively assess realism. Conversely, Ravuri and Vinyals (2019) introduced a classification accuracy score (CAS) to evaluate the prediction accuracy of real images using a model pretrained on synthetic images, addressing the diversity of generated outputs (Li et al., 2021). These accuracy metrics are commonly applied in conditional image generation tasks (Zhao et al., 2019; Odena et al., 2017; Cheng et al., 2023; Sylvain et al., 2021; Sun and Wu, 2021; Li et al., 2021; Hassan et al., 2023; Luo et al., 2020; Ravuri and Vinyals, 2019). Average count accuracy (Saseendran et al., 2021) was designed for the multiclass multi-instance count conditioned image generation task, wherein it incorporates instance count information. Pixel accuracy measures the proportion of correctly classified pixels between generated images and semantic maps to evaluate semantic consistency (Tan et al., 2021; Zhu et al., 2020; Chen et al., 2022a; Park et al., 2019; Tang et al., 2020b, 2022). Semantic object accuracy (Hinz et al., 2020) is crucial for text-to-image generation (Zhang et al., 2021; Yan et al., 2022) and verifies whether generated images contain the described objects. These accuracy variants considerably enhance the assessments of semantic consistency, recognizability, and fine-grained image quality.

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LPIPS (Zhang et al., 2018) further considers perceptual aspects using pretrained models to extract deep features from images. It calculates the weighted L2 distance between the corresponding feature maps of two images across various network layers using learned weights. A lower LPIPS score indicates higher similarity in the deep features of images. It focuses on the visual similarity of images as perceived by the human eye, providing a more accurate reflection of the perceptual evaluation of image quality (Wu et al., 2023; Zhang et al., 2021; Lu et al., 2022; Huh et al., 2020). Intracluster pairwise LPIPS was proposed by Ojha et al. (2021), which calculates LPIPS after clustering generated images. Thus, it measures whether the model can generate visually diverse images in case of limited training samples (Ojha et al., 2021; Zhao et al., 2022b). Mask-LPIPS was introduced by Ma et al. (2017) to evaluate the overall quality of foreground human image generation (Lu et al., 2022).

Metrics such as precision, recall, IoU, and R-Precision are commonly used in detection and recognition tasks as well as image generation tasks (Ramesh et al., 2022; Qiao et al., 2019a; He et al., 2023; Zhu et al., 2024; Wu et al., 2022a; Johnson et al., 2018; Sauer et al., 2022; Xu et al., 2018; Sajjadi et al., 2018). These metrics are also used to evaluate the recognizability of objects in generated images and semantic consistency between images and specified conditions (Sushko et al., 2021; Kynkäänniemi et al., 2019).

Recent evaluation metrics. We have identified several novel metrics that fully consider the characteristics of specific image generation tasks. These metrics have been discussed below according to the types of image generation tasks.

In **sketch-to-image generation** tasks, SketchyCOCO (Gao et al., 2020) introduced shape similarity to measure the semantic consistency between the generated image and sketch condition information. Koley et al. (2023) introduced the fine-grained metric (FGM) to calculate the cosine similarity between generated images and conditional sketches using features from a pretrained fine-grained sketch retrieval model.

In **text-to-image generation** tasks, CLIP score (Hessel et al., 2022) uses the cross-modal representation ability of the pretrained CLIP model to extract the embedding vectors of text descriptions and generated images. The cosine similarity is calculated between two modalities, which is highly consistent with human evaluations (Li et al., 2024; Phung et al., 2024; Liang et al., 2024; Chen et al., 2024; Li et al., 2024). Hall et al. (2024) introduced object-CLIP score to assess whether generated images match prompt components and semantic consistency in complex scenes. Yan et al. (2022) proposed spatial semantic CLIP score, which divides the generated image into five patches by focusing on the controllability and combination capability of the generative model. It thus measures the semantic consistency and spatial alignment ability. As human evaluation it is expensive, several metrics have been proposed to simulate human preference evaluations. Xu et al. (2023) proposed ImageReward, the first general human preference reward model for text-to-image generation. It uses the BLIP model as the backbone to train a reward model on a large-scale expert comparison dataset. ImageReward can serve as an evaluation metric Zheng et al. (2024b) and a tool for model optimization using the ReFL method. Wu et al. (2023a) fine-tuned the CLIP model on the HPD v2 dataset to determine the alignment between generated images and given text prompts and assess alignment with human preference scores.

In **few-shot image generation** tasks, Naeem et al. (2020) proposed two metrics for few-shot image generation tasks: density and coverage. Unlike precision, density measures the expected probability that the generated fake samples appear in the dense area of real samples, i.e., how many real sample neighborhoods contain fake samples. Coverage measures the proportion of generated fake samples covering the diversity of real samples. Compared with recall, coverage quantifies this proportion by constructing a neighborhood manifold around the real samples. Density and coverage have certain applications in the study of few-shot image generation tasks (Naeem et al., 2020; Mondal et al., 2023).

In **layout-to-image generation** tasks, YOLO score (Li et al., 2021) employs a pretrained YOLO model to perform object detection on the generated images and calculates AP, AP50, and AP75 scores to evaluate the semantic consistency between generated images and layout maps (Cheng et al., 2023). To address the lack of quality evaluation methods for boundary generation, Quan and Lang (2024) proposed BoundaryFID, which considers the boundary

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regions of overlapping objects and improves the handling of boundary generation issues.

In **scene graph to image generation** tasks, Tripathi et al. (2019a) proposed relation score and mean opinion relation score for scene graph-to-image generation tasks. The former score focuses on geometric or spatial relationships, whereas the latter score addresses semantic and nonspatial relationships. Miyake et al. (2024) proposed the positional relation of three objects (PTO) and area of overlapping (AoO). PTO evaluates the correct proportion of three bounding boxes generated by each edge in the scene graph, and AoO checks whether the introduction of ternary hyperedges can control the degree of object overlap. It thus helps the model to understand and quantify the degree of overlap and positional relationship of the generated image. Based on GPT4V, Shen et al. (2024) proposed SceneGraph-IoU, Entity-IoU, and Relation-IoU to fully capture the relationships in complex images. These metrics are used to measure the consistency of the generated image with the scene graph, fidelity of entity generation, and accuracy of entity relationships, respectively. These metrics are also used to examine the degree of integration between the generated image and scene graph conditional information in a finer manner.

In **semantic image generation** tasks, Chen et al. (2022a) proposed single-image FID (SIFID) to evaluate single image generation models by capturing finer-grained differences in local details. Zhu et al. (2020) proposed mean class-specific diversity and mean other-classes diversity to evaluate the diversity within specific semantic regions and the degree of change in nontarget semantic regions, respectively. These metrics were proposed to ensure that other regions remained stable when modifying specific semantic regions. Tan et al. (2021) extended these metrics to the instance level.

In **pose-guided image generation** tasks, MPD (Chan et al., 2019) measures the difference between predicted and actual key points. It thus effectively assess pose restoration accuracy in the generated images (Zhang et al., 2021). Zhang et al. (2021) used the FastReID platform to conduct pedestrian reidentification experiments. They calculated the rank-k and mean average precision metrics for synthetic image reidentification to verify the semantic consistency. Bau et al. (2019) used FSD to evaluate the difference between generated and real images in terms of object segmentation statistics to measure the perceptual distance from generated images to real ones.

In **image-to-panorama generation** tasks, sharpness difference (Regmi and Borji, 2018) was proposed to measure the loss of sharpness during image generation. It is widely used to evaluate the detail preservation of generated panoramic images (Wu et al., 2022b; Tang et al., 2019). Omnidirectional stitching image quality assessment was proposed by Li et al. (2019) to focus on details such as geometric deformation, chromatic aberration, and blind spots during the synthesis process. OS-IQA utilizes a linear regression classifier to match multiple local and global evaluation metrics with human subjective evaluation. It thus provides a comprehensive evaluation of the quality of stitching regions and improves consistency with human evaluation. FAED was proposed by Oh et al. (2022) to evaluate the perceptual quality for RGB-D panorama synthesis. FAED employs an auto-encoder to reconstruct inputs from latent features in an unlabeled dataset and calculates the FID between synthetic and real RGB-D data using the learned feature distribution. Moreover, multidiffusion (Bar-Tal et al., 2023) uses FID to measure the distance between the distribution of random sampled crops from panoramic images with the distribution of images generated by the reference model.

In **class-conditional image generation** tasks, Benny et al. (2021) extended the two classic unconditional metrics, namely IS and FID, by proposing conditional IS (CIS) and Conditional FID (CFID). Specifically, intra-class CIS and CFID measure the quality and diversity of each conditional class in generated images, whereas interclass CIS and CFID measure the closeness between class representations in the generated data and those in the real data distribution. CIS and CFID more comprehensively reflect the performance of the conditional image generation model and can effectively measure the overall quality and diversity of generated images.

5.2 Evaluation Benchmarks

A comprehensive investigation of recent studies on evaluation benchmarks revealed a gradual shift toward using previously unseen data during training and the development of tailored evaluation metrics,

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as well as growing emphasis on human evaluation. In this section, we discuss benchmarks that focus on evaluation, which differ from traditional benchmarks, by incorporating richer novel data and more comprehensive evaluation metrics. These evaluation benchmarks are not limited to automatic evaluation but are designed for long-term use. As a result, they enable more comprehensive performance comparisons and validations of newly proposed methods over time. We summarize the innovations of evaluation benchmarks into three aspects. (1) A more comprehensive focus on evaluations, including the utilization of automatic and human evaluations (Cho et al., 2023; Bakr et al., 2023; Lee et al., 2023), and improvements in automatic evaluation platforms (Lee et al., 2023). (2) An expanded focus on the aspects or capabilities of methods that have not been evaluated, such as carefully designed prompt categories (Saharia et al., 2022; Yu et al., 2022; Chen et al., 2022b; Petsiuk et al., 2022) and introducing the evaluations of aesthetics, ethics, and other aspects (Cho et al., 2023; Lee et al., 2023). (3) An increased emphasis on exploring new automatic methods for evaluation such as introducing visual question–answering (VQA) systems (Hu et al., 2023).

In text-to-image generation, Cho et al. (2023) proposed PaintSkills to evaluate three types of visual reasoning abilities: object recognition, object counting, and spatial relationship understanding. PaintSkills addresses social bias and provides detailed evaluation designs for issues such as gender and skin tone. Using carefully designed prompt templates about objects, quantities, and spatial relationships, it employs corresponding objective evaluation metrics and subjective human evaluations. Experimental results reveal gaps in object counting and spatial relationship understanding in text-to-image generation models (Cho et al., 2023).

Saharia et al. (2022) proposed the similarly systematic DrawBench to directly evaluate and compare the performance of different text-to-image generation models. DrawBench covers 11 prompt categories and evaluates aspects such as model fidelity, object quantity, and spatial relationships. To assess the performance differences in alignment and fidelity between two generative models, human evaluators are presented with pairs of images generated using these models based on DrawBench prompts. The evaluators are instructed to express their preferences with each pair and provide a comparative analysis of the generative capabilities of models.

PartiPrompts (Yu et al., 2022) emphasizes human evaluation such as DrawBench. It distinguishes itself by associating prompts with categories and challenges as separate labels, providing a more comprehensive assessment framework for image generation models. EntityDrawBench (Chen et al., 2022b) was proposed to cover various detailed entity types. Text-image pairs were constructed for these objects, ranging from frequent to rare, providing valuable insights into the ability of generative models to handle diverse and uncommon entities. Figure.7 presents details of Paintskills.

Petsiuk et al. (2022) further proposed the multitask benchmark, which contains 32 types of tasks. These tasks are subdivided into automatic evaluation or human evaluation and prompt difficulty is divided into three levels from easy to hard. The corresponding images generated for different tasks at varying difficulty levels are scored to judge the performance of generative models. In addition, TISE (Dinh et al., 2022) focuses on metrics for automatic evaluation and introduces a series of new metrics to automatically evaluate aspects such as position alignment, counting, and fidelity; these aspects have been highlighted in the previously mentioned benchmarks.

HRS-Bench (Bakr et al., 2023) addresses the limitations of existing benchmarks by covering 50 diverse application scenarios and evaluating 13 novel skills across five categories: accuracy, robustness, generalization, fairness, and bias. Prompts are divided into three difficulty levels. HRS-Bench is one of the few benchmarks similar to PaintSkills, which integrates both human and automatic evaluations. The high consistency between automatic and human evaluation results demonstrates its comprehensiveness and reliability in assessing image generation tasks. Figure.8 presents details of HRS-Bench.

The TIFA benchmark (Hu et al., 2023) incorporates a VQA system to assess image generation. It uses a pretrained large language model (LLM) to generate multiple question–answer pairs. After parsing and filtering for high-quality pairs via the question–answering system, the latest VQA model is used to assess the alignment of generated images with these pairs. Consequently, the fidelity of generated images is evaluated. Results indicate that the image

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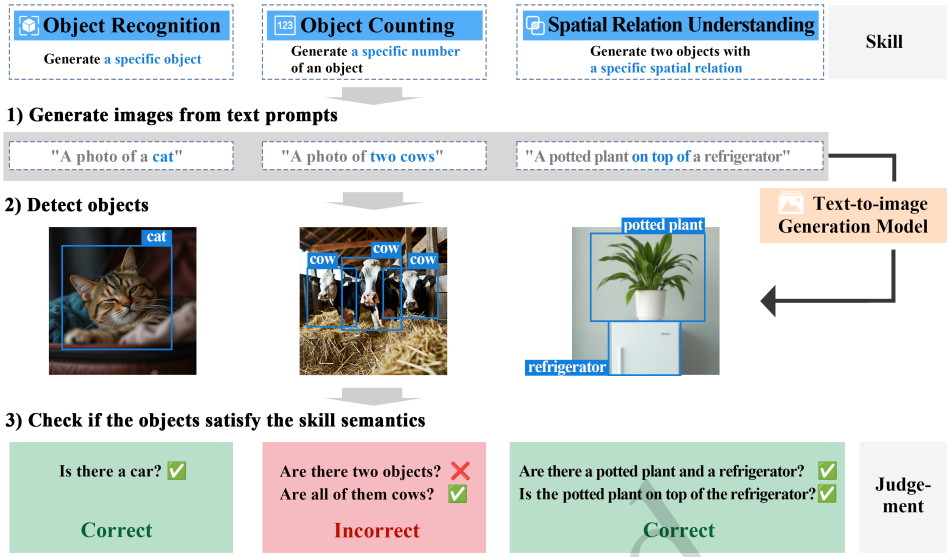

Fig. 7 Demonstration of PaintSkills (adapted from Cho et al. (2023)). This method generates images from text prompts that require the model to possess three different visual reasoning abilities. The visual reasoning ability of the model is evaluated using object detection results and whether the generated images align with the input text prompts is determined.

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quality assessments of TIFA benchmark highly correlate with human evaluations. This also indicates that generative models still struggle with multiobject generation, spatial relationships, and abstract concepts, consistent with findings from other benchmarks such as PaintSkills (Cho et al., 2023). Figure.9 presents details of TIFA.

Davidsonian scene graph (DSG) (Cho et al., 2024) is an improvement over traditional VQA methods such as TIFA. DSG uses a directed acyclic graph for semantic representation, where nodes denote the atomic propositions (the smallest possible semantic units) and edges denote the dependencies between them. Using this structured representation, a series of reliability problems such as duplication, ambiguity, and invalidity in traditional VQA methods can be effectively reduced. DSG covers four fine-grained evaluation aspects: entities, attributes, relationships, and global context. It also collects DSG-1k, a fine-grained human-annotated benchmark with a diverse set of 1,060 prompts, which can further advance the research on alignment in text-to-image generation. Figure.10 presents details of DSG.

Tifa (Hu et al., 2023) and DSG (Cho et al., 2024) are divide-and-conquer methods that break text into simpler question pairs. Lin et al. (2025) proposed GenAI-Bench (Figure.11), an end-to-end method that produces an alignment score by computing the probability of a "Yes" answer to a simple "Does this figure show text?" question. Their results highlight the advantages of end-to-end methods and indicate that divide-and-conquer methods are more complex and struggle with compositional texts. Moreover, GenAI-Bench has made 15,810 human annotations publicly available, which can effectively support the development of metrics related to consistency with human evaluations.

The HEIM benchmark (Lee et al., 2023) emphasizes current ethical considerations in image generation. It addresses fundamental aspects such as alignment and quality, as well as social and ethical issues such as bias, fairness, and toxicity. In the evaluation platform, it introduces new metrics for evaluating diverse skills such as aesthetics, incorporating those specific metrics for various aspects and human evaluations for ethical aspects such as bias, fairness, and toxicity. This benchmark enables a comprehensive assessment of the technical performance and social impacts of generative models.

In image-to-image generation, EditBench (Wang et al., 2023) is a hand-curated benchmark for text-guided image inpainting based on 240 images. It was designed to capture aspects of varying categories and difficulty levels. For each image and mask pair,

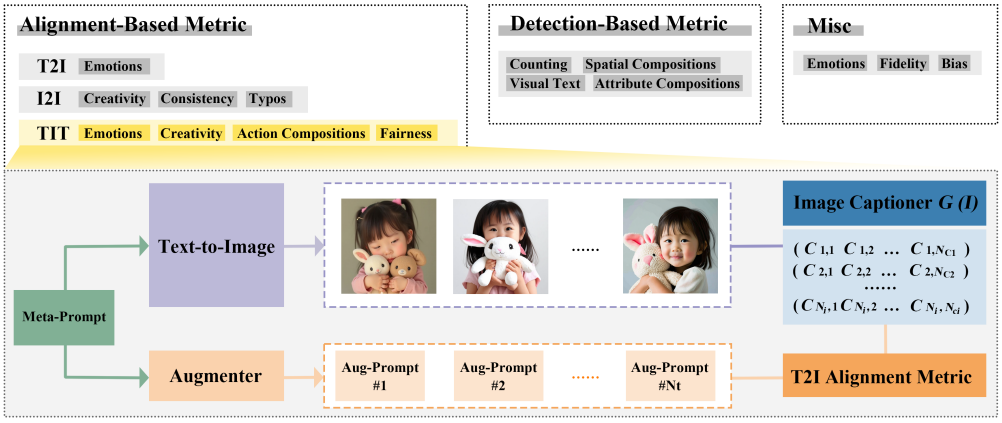

Fig. 8 Demonstration of HRS-Bench (adapted from Bakr et al. (2023)). The image on the left shows the taxonomy of this method, whereas that on the right shows the text-to-image alignment metric based on augmented captioner. This metric analyzes the generated images using augmented captioner to assess the alignment between the images and input text.

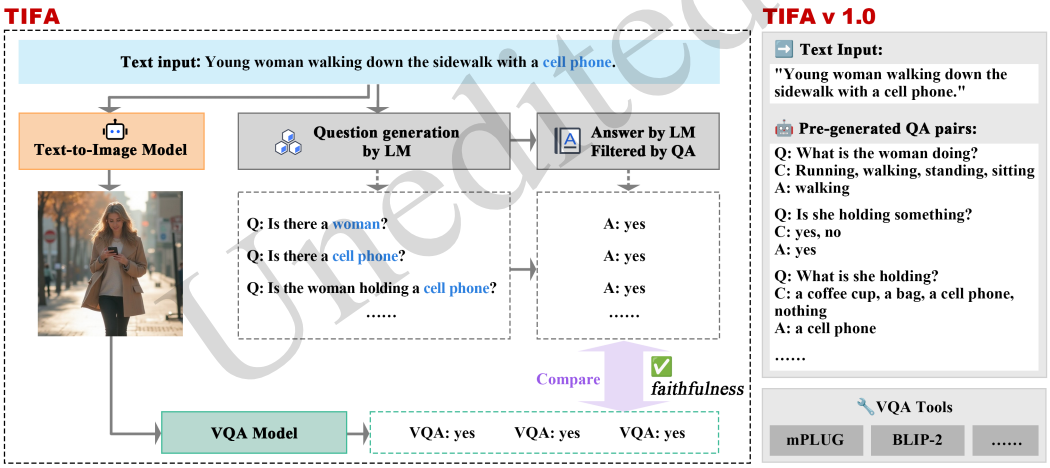

Fig. 9 Demonstration of TIFA (adapted from Hu et al. (2023)). (a) Overview of TIFA for evaluating the fidelity of synthetic images. (b) TIFA v1.0 benchmark.

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three different text prompt types are provided: mask simple, mask rich, and full; these prompts represent different editing specifications. EditBench evaluates models across 11 fine-grained aspects in three dimensions: attributes, objects, and scenes. It also includes two evaluation methods, namely single-image evaluations and side-by-side evaluations, which help assess model performance on fine-grained tasks and enable intuitive comparisons between models.

Emu edit benchmark (Sheynin et al., 2024) is a diverse and challenging image editing benchmark designed to evaluate instruction-driven image editing models. It builds a comprehensive dataset that covers three main categories, namely region editing, free-form editing, and visual tasks, comprising 16 tasks and 10 million samples. The benchmark defines seven types of image editing operations and collects high-quality, challenging editing instructions via crowdsourcing. The evaluation criteria primarily focus on edit text alignment and image faithfulness. Emu edit benchmark places particular emphasis on the diversity of image editing and task complexity. It also effectively evaluates the accuracy and instruction execution effect of the model when performing various editing operations.

Huang et al. (2023) emphasized on the compositional abilities of generative models by proposing T2I-CompBench and introduced generative model finetuning with reward-driven sample selection (GORS) for finetuning. Huang et al. (2024) innovatively presented ActionBench in text-to-image generation with additional action condition informa-

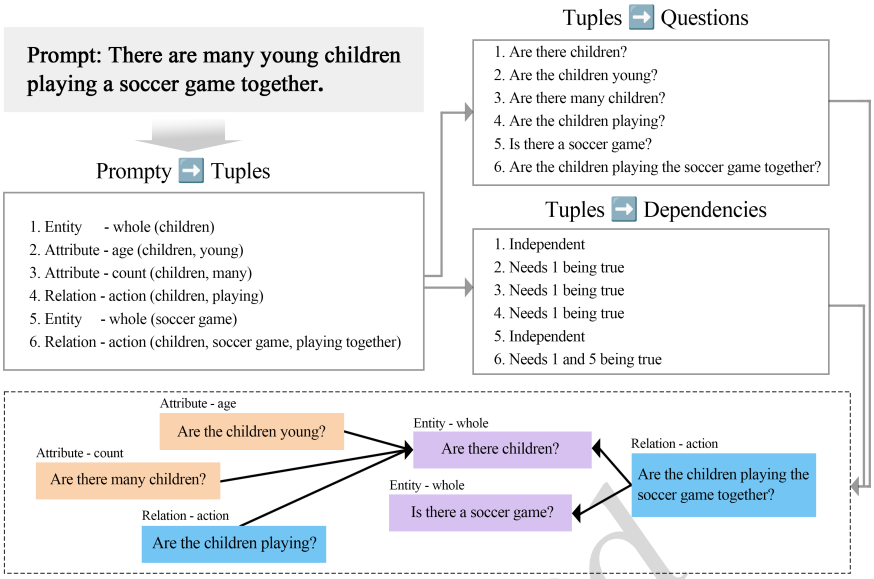

Fig. 10 Demonstration of Davidsonian scene graph (adapted from (Cho et al., 2024)). This method first generates semantic tuples from text prompts and converts them into a structured form.

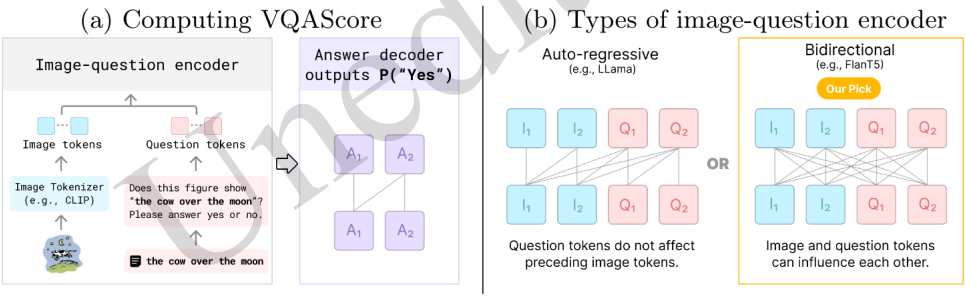

Fig. 11 Demonstration of GenAI-Bench (Lin et al., 2025). (a) VQAScore evaluates the alignment between an image and text by converting the text into the question "Does this image show 'text'? Please answer yes or no." It then inputs the image and the question into an image–question encoder and outputs the probability of "yes." (b) When selecting the image–question encoder architecture, VQAScore uses a bidirectional encoder and allows the image and question to influence each other. It thus improves the alignment between the image and text, surpassing traditional autoregressive architectures.

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tion to evaluate the capabilities of generative models in action customization. Meng et al. (2024) evaluated the physical commonsense of generative models and validated the effectiveness of the benchmark using scores from GPT-4o and human evaluation.

Although comprehensive and detailed evaluation benchmarks have been widely proposed for text-to-image generation and image-to-image generation, similar efforts have been rarely employed in other image generation tasks. Benchmarks for other tasks often lack thorough consideration of datasets, metrics, and implementation details; therefore, they fall short of the defined ideal evaluation benchmarks. For example, Zhou et al. (2019) introduced the HYPE benchmark, which combines psychophysics for human evaluation of generative models. However, its data and metrics still need comprehensive design. In other image generation tasks, most evaluation studies have primarily focused on either datasets or metrics and provided innovations related to specific issues in datasets or metrics (Jayasumana et al., 2024; Hinz et al., 2020; Naeem et al., 2020; Quan and Lang, 2024; Benny et al., 2021).

6 Challenges and Future Directions

Herein, we discuss the challenges in image generation evaluation in two parts. (1) Evaluation pro-

Table 4 Comparison of evaluation benchmarks (focused on text-to-image) [a)]

Benchmark	Year	Tasks	Sub-tasks	Multidomain	Multimodal	Instances	Public	Evaluator
PaintSkills	2022	5	3	Yes	Yes	7,330	No	-
DrawBench	2022	2	0	Yes	No	200	No	11
PartiPrompts	2022	2	0	Yes	No	1,600	Yes	11
EntityDrawBench	2022	2	0	Yes	No	250	No	-
Multitask Benchmark	2022	3	0	Yes	No	90	Yes	32
TISE	2022	3	5	No	Yes	-	No	-
HRS-Bench	2023	13	17	Yes	Yes	45,000	Yes	-
TIFA Benchmark	2023	1	0	Yes	No	4,081	No	12
HEIM	2023	12	25	Yes	Yes	∼500,000	-	-
T2I-CompBench	2023	6	5	Yes	Yes	6,000	Yes	3
GenAI-Bench	2024	8	0	Yes	No	1,600	Yes	-
PhyBench	2024	4	0	Yes	Yes	700	Yes	24

[a)] In this table, specified skill refers to the number of abilities that the benchmark is designed to evaluate the model. For example, PaintSkills evaluates five abilities: object recognition, object counting, spatial relationship understanding, gender bias, and skin tone bias. Although TIFA-Bench identified deficiencies in models' counting and spatial relationship abilities, its design and evaluation only focus on model fidelity. Metric refers only to automatic evaluation indicators and not to quantitative human evaluations. Specified hardness level or challenge indicates whether the prompts are divided into corresponding difficulty levels or specific challenges during the design. Specified task or challenge refers to the number of tasks or challenges that these prompts correspond to, such as tasks generating a specified number of objects or handling absurd requests.

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tocols. Existing studies have not yet reached a unified evaluation protocol. We describe the challenges in determining the evaluation aspects and datasets. (2) Evaluation methods. This includes challenges in both human and automatic evaluation methods, as well as the inconsistencies between them. These challenges have been outlined below, and potential research directions are proposed.

6.1 Evaluation protocols

6.1.1 Evaluation Aspects

Lack of Generally Accepted Guidelines for selecting Evaluation Aspects. Evaluation aspects directly impact the output; however, there is currently no unified guideline for selecting these aspects. The evaluation aspects adopted by existing studies may not be sufficiently comprehensive, and the evaluation content may be limited.

We have identified these two problems. (1) Only automatic evaluation and no human evaluation. As discussed in Section 3.2, some image generation tasks are evaluated only using automatic metrics. However, these metrics do not always align with human evaluations, leading to potentially inaccurate results (Ku et al., 2024; Wang et al., 2003; Shocher et al., 2020; Lin et al., 2014; Petsiuk et al., 2022). (2) Only a few automatic metrics are used. For example, in few-shot image generation, the utility and generalization of generated images are crucial, yet only a few studies (Hong et al., 2020; Gu et al., 2021; Li et al., 2023; Xie et al., 2022) have considered these aspects and used accuracy to evaluate the performance of generated images in classification tasks. To this end, developing widely accepted guidelines for selecting evaluation aspects is a promising research direction. We also recommend referring to the protocols in Section 3 for evaluation aspects.

Lack of Comprehensive and Universal Evaluation Benchmarks. In addition to text-to-image and image-to-image generation, other image generation tasks lack dedicated and continuously updated evaluation benchmarks. They instead rely on ad hoc benchmarks with limited datasets and evaluation metrics. To address this issue, we propose several suggestions for designing new evaluation metrics. First, important aspects that have received limited attention in existing evaluation studies must be considered. Recent evaluation benchmarks for text-to-image generation (Bakr et al., 2023; Lee et al., 2023; Yang et al., 2024) cover new evaluation metrics such as toxicity, bias, fairness, multilinguality, and robustness. These evaluation metrics have been mostly ignored in previous studies but are cru-

cial for practical applications. Second, conducting multidimensional evaluation is beneficial. Humans evaluate images through multidimensional cognition. Multidimensional evaluation is a recent trend in research. Hu et al. (2023), Zhang et al. (2024), Xu et al. (2023), Zhang et al. (2024b), and Betti et al. (2023) showed that multidimensional evaluation helped to improve the consistency between automatic evaluation and human evaluation results. Third, collecting diverse types of information is advisable. Liang et al. (2024) collected extensive human feedback, effectively improving the semantic consistency of text-to-image models. Cho et al. (2024) enhanced the traditional VQA evaluation model with directed acyclic graphs, improving result reliability.

6.1.2 Datasets

Accessibility Threshold. Although most large datasets are open to the public, they cannot be easily used by individual users due to the substantial hardware requirements involved (Alhabeeb and Al-Shargabi, 2024).

Long-Tail Effect. The long-tail effect is a phenomenon, in which the frequency distribution of objects of different categories is uneven in an image dataset and most object categories have a low frequency of occurrence. This distribution presents several challenges.(1) Data sparsity: infrequently occurring object categories in the training dataset hinder the model's ability to learn effective representations (Cao et al., 2019). (2) Generation inconsistency: low-frequency object categories must also produce high-quality and consistent images during generation (Zhang et al., 2023b). (3) Difficulty in processing spatial relationships: complex spatial and semantic relationships between multiple objects must be handled such as occlusion and overlap (Li et al., 2021; Ashual and Wolf, 2019).

Lack of High-Quality, Large-Scale, Open Datasets. This challenge affects nearly all image generation tasks. First, due to differences in human perception, the annotation scores of real datasets usually have high variance. This makes it difficult for evaluation models to capture human scoring rules (Wang et al., 2023b). Second, the evaluation difficulty of existing datasets varies (Zhou et al., 2019) such as digital image MNIST, face datasets, and complex object datasets. Most studies curate their own datasets; therefore, different models cannot be compared (Ku et al., 2024). Additionally, large-scale datasets are usually collected by large companies and are not open to the public, which leads to research limitations and evaluation difficulties (Kirstain et al., 2023).

To address these challenges, we have summarized the methods for constructing image datasets and identified the key areas for future research. These methods can be broadly classified into three categories: manual methods, automatic annotation methods, and direct data generation methods.

(1) Manual based methods, such as ImageNet (Deng et al., 2009) and CIFAR-10 (Krizhevsky et al., 2009) are traditional approaches for dataset construction. The candidate images in datasets are obtained from image search engines and manually annotated and filtered. Although manual annotation is accurate, it is challenging to scale and often limited in scope. Due to individual differences among annotators, datasets may exhibit bias (Torralba and Efros, 2011; Yao et al., 2016).

(2) Automatic annotation methods are categorized into traditional learning-based methods and LLM-based methods. Traditional learning-based methods typically involve classifiers (Li et al., 2007), ranking (Schroff et al., 2011), clustering, and propagation (Hua and Li, 2015) to construct datasets. In contrast, LLM-based methods (Wang et al., 2024) generally use prompt engineering to leverage LLMs for more automated annotation. This process considerably increases the openness of the annotation vocabulary. Compared with manual annotation, automatic annotation reduces costs and somewhat alleviates scalability issues.

(3) Direct data generation using generative models rather than collecting them from real world. It is an emerging dataset construction method (Zhou et al., 2024). Using this approach, an unlimited number of high-quality samples can be generated for various tasks with minimal pre-training of the generative model.

Future research should prioritize leveraging LLMs to enhance automatic dataset annotation methods and refine metrics for evaluating dataset quality. Research in these areas will enhance the efficiency of dataset construction and ensure high quality and reliability in the creation of larger-scale and more open datasets.

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6.2 Evaluation Methods

6.2.1 Human Evaluation

Individual Differences Among Participants. Individual differences among participants can affect the reliability and reproducibility of human evaluation results (Gao et al., 2022; Wang et al., 2020; Ku et al., 2024). Due to varying standards and preferences, participants may provide different assessments for the same image; this can yield inconsistent results and difficulty in distinguishing performance differences between models (Zhou et al., 2019). Moreover, accurately quantifying human evaluation remains a critical challenge. To address this, we propose three promising directions.

(1) Developing Detailed Evaluation Instructions. Inconsistencies in annotation detail across studies may lead to user misinterpretations, ultimately affecting the accuracy and interpretability of results (Ioannou and Maddock, 2024). Specifically, when evaluating "the best image," users may base their judgments on personal understanding and prior experience; this makes it difficult to explain the exact reasons behind their evaluation scores. In contrast, when evaluating "shape consistency," the scope is clearly defined, enabling a precise correlation of scores with shape consistency rather than other factors. Therefore, clear and standardized user evaluation instructions is a feasible research direction. Recent studies (Xu et al., 2023; Otani et al., 2023; Lee et al., 2023; Liang et al., 2024; Ku et al., 2024; Hu et al., 2023; Wu et al., 2023a; He et al., 2023) have already adopted this approach.

(2) Formulating Standardized Evaluation Protocols. Standardized protocols help to structure user studies and mitigate the impact of inconsistent evaluation details (Frolov et al.). For instance, Otani et al. (2023) proposed a human evaluation protocol for text-to-image generation, including detailed information such as datasets and annotators. Extending standardized evaluation protocols to cover various image generation tasks is a promising research direction because the evaluation requirements vary across tasks. In Section 4.3, we discussed the inconsistencies in human evaluation details and highlighted the need for further research into their specific impact on results.

(3) Developing Reliable Quantitative Tools for Human Perception. Introducing psychometrics to design standardized evaluation scales is a potential research direction. On the one hand, psychometric tools have demonstrated reliability and validity. Psychometrics, as a discipline that combines psychology and statistics, is used to develop scales and other tools that allow for accurate and reliable quantitative measurements of complex human psychology and perception (DeVon et al., 2007; Graziotin et al., 2021). Psychometric tools have been widely and successfully used in user studies in psychological research, educational evaluation, organizational behavior, and other fields (Machajdik and Hanbury, 2010). However, employing standardized scales for the human evaluation of generated images is a feasible approach. First, scale evaluation is a typical absolute method in image generation evaluation. Second, existing studies have often used inconsistent evaluation questions and scoring systems (e.g., 4-point or 5-point scales), which may undermine scoring consistency among participants and complicate comparisons between models. Thus, the introduction of psychometrics to develop reliable human evaluation tools is worth exploring in future research.

(4) Exploiting existing standardized evaluation resources and develop new resources. Existing studies (Lin et al., 2025; Lee et al., 2023; Ku et al., 2024; Zhang et al., 2024; Liang et al., 2024) have made their datasets, benchmarks, and human annotations publicly available, contributing to the design of standardized evaluation experiments. We therefore recommend leveraging these resources and encourage researchers to develop new standardized resources to cover a broader range of evaluation tasks.

(5) Annotation Quality Management. We recommend implementing proper quality management throughout the human evaluation process. This includes selecting and training annotators, creating and improving annotation protocols and guidelines, providing detailed annotator agreements, ensuring correct data selection, validating data, and estimating error rates (Klie et al., 2024). When disagreements occur in annotation results, simply excluding the minority noise is not enough and the reasons for discrepancies should be carefully analyzed (Fleisig et al., 2024). Human evaluation process is iterative, e.g., removing participants who fail qualification tests and recruiting replacements or updating annotation protocols. We also encourage researchers to publicly share all annotation details; this trans-

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parency improves the credibility of results and enhances comparability across different studies.

Lack of Empirical Research on Evaluation Methods. Human evaluation methods are generally divided into absolute and comparative approaches, with differing opinions among researchers. Otani et al. (2023) supports absolute evaluation, arguing that comparative methods are problematic due to issues such as outdated shared baseline models and limited interpretability. Similarly, Khashabi et al. (2022) suggested using absolute evaluation to enable comparisons across all previous models. In contrast, Xu et al. (2012) highlighted that absolute evaluation can suffer from vague scale definitions and varied user interpretations, favoring comparative evaluation instead. Li et al. (2018) argued that comparative evaluation was more robust and consistent in subjective experiments. However, the specific effects of these methods on evaluation outcomes remain unclear. Thus, empirical research into evaluation methods is essential to determine the most suitable approach.

Temporal and financial cost. Human evaluation is time-consuming and costly (Frolov et al.; Zhou et al., 2019; Xu et al., 2023). Researchers need to dedicate considerable effort into recruiting, screening, and training evaluators, although the process of individually assessing images is laborious. Additionally, accuracy and time of human evaluation share an inherent trade-off (Zhou et al., 2019). In general, increasing the number of evaluators can enhance accuracy, but it also leads to higher time and financial costs. Achieving a delicate but generalizable balance between accuracy, time, and cost remains a research direction to be explored.

6.2.2 Automatic Evaluation

Scope of Applicability for Automatic Evaluation. The challenges faced by automatic evaluation in terms of its scope of applicability have been categorized into the following three types:

(1) Limited Evaluation Scope. Hu et al. (2023) reported that DALL-Eval was only applicable to synthetic text and not naturally generated text. Moreover, its evaluation criteria overlook many important image features such as activities, geographic locations, weather, time, materials, shapes, and sizes. The range that a single metric can evaluate is limited and cannot cover all aspects of evaluation. For instance, FID and IS are widely used to assess image quality, realism, and diversity, but neither of these metrics can be used to evaluate the alignment between the input text and generated image (Frolov et al.). Therefore, we emphasize the advantage of using multiple metrics to obtain comprehensive and accurate results.

(2) Lack of Metrics that Meet Evaluation Requirements. Sylvain et al. (2021) noted that IS was limited by training dataset issues, whereas FID struggled with layout-to-image generation. They proposed SceneFID for multiobject evaluation to address these issues. Wu et al. (2023b) highlighted that mainstream metrics (e.g., IS, FID, and CLIP) failed to capture human preferences, which is a crucial factor in image quality. As mentioned in Section 3, a few automatic metrics address user preferences, with most relying on human evaluation. Therefore, improving existing metrics and developing new metrics remain promising research directions. Additionally, assessing whether pretrained models are suitable for evaluating the generated data in the current task before use is worth emphasizing.

(3) Insufficient Integration of Domain-Specific Expertise in Existing Metrics. Specialized fields such as architectural planning, interior design, product design, medical imaging, and interactive interface design have specialized domain knowledge. However, most current metrics are based on statistical learning and not specifically designed to reflect the professional knowledge requirements for evaluating the quality of generated images. Therefore, developing evaluation metrics tailored to these specialized fields represents a promising research direction.

Reliability of evaluation results. The challenges that affect the reliability of evaluation results are categorized into two aspects including evaluating models and generative models.

(1) Issues with Evaluation Models Impact Result Reliability. The reliability of metrics depends on pretrained models used for evaluation, and the inductive biases and errors of these models can influence the results. For example, IS and FID have been discredited for their application to non-ImageNet datasets (Zhou et al., 2019; Hinz et al., 2020). FID may have different values for images in JPG or PNG format (Parmar et al., 2022). However, it is currently unclear whether CLIP can effectively measure the quality of generated images (Wu et al., 2023b).

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We propose three promising research directions. First, the pretraineds model used by relevant metrics must be updated in a timely manner as they undergo developments. Second, general and format-insensitive evaluation methods should be developed. Third, multidimensional comprehensive evaluation platforms could be developed.

(2) Issues with Generative Models Impact Result Reliability. We have categorized three types of issues and highlighted that developing evaluation models that specifically address the problems inherent in generative models is a promising research direction.

First, issues may occur in the model during image generation. If the evaluation model fails to promptly detect issues using the generative model, false positives may be obtained. For instance, many studies on few-shot image generation use FID. However, the results obtained using FID alone may lack accuracy. Due to limited data available for few-shot image generation, FID may not effectively identify model overfitting. Some studies (Ojha et al., 2021; Zhu et al., 2024) have alleviated this challenge by employing a richer dataset for reliable results. Zhu et al. (2024) calculated the standard deviation of their FID results over five runs, whereas Ojha et al. (2021) supplemented FID with user studies.

Second, we have identified several issues with generative models that existing metrics may fail to detect. (i) Generative Infidelity: This includes entity missing, entity leakage, attribute leakage (Bińkowski et al., 2021; Kynkäänniemi et al., 2019; Borji, 2019; Kynkäänniemi et al., 2023; Lucic et al., 2018). (ii) Generated scenes may not conform to physical laws such as lighting, shadows, and multiobject interactions (Zhou et al., 2024; Baraheem et al., 2023). (iii) The complex nature of semantic information complicates the evaluation of whether generation is controllable and consistent with input (Yan et al., 2022; Park et al., 2019). (iv) The generation of complex scenes, including those using multiple objects and intricate details such as new traditional Chinese style paintings or large-format generation (Haoran et al., 2023), is challenging to evaluate.

Finally, from the perspective of ethical and social risks, generative models inherently possess the potential for negative societal impacts (Wu et al., 2023a). Advances in generative models make it increasingly difficult to distinguish between true and false content. This shortcoming can be misused to disseminate misinformation or harmful content, such as not-safe-for-work material (Li et al., 2022; Wu et al., 2023a; Yang et al., 2024). Furthermore, there is a risk of amplifying existing biases and stereotypes in training data (Wu et al., 2023a). The evaluation of indicators such as safety, fairness, and bias used to monitor these potential issues is crucial for future application; however, detecting and aligning values in image generation model are challenging. Further research is needed to address these issues (Lee et al., 2023). In summary, we suggest that subsequent evaluation models need to pay attention to a series of problems that may arise in the generative model.

Interpretability of Evaluation Results. Current metrics lack interpretability and often provide a limited view by focusing primarily on the distribution overlap and neglect more intuitive, visually comprehensible assessments. For instance, FID fails to capture gradual improvements in iterative text-to-image generation models. Moreover, a clear correlation is lacking between FID score changes and human perception of image quality. The numerical shifts in FID do not directly indicate improvements in quality or explain specific flaws in low-FID failure cases (Jayasumana et al., 2024; Sajjadi et al., 2018). Thus, improving the interpretability of evaluation metrics is a promising research direction.

Collecting large amounts of fine-grained data and diverse data types enhances the interpretability of evaluation results. Compared with a single total score, multidimensional data have higher interpretability. Hu et al. (2023) proposed TIFA, which was the first to achieve fine-grained evaluation of semantic consistency for text-to-image generation via the VQA system. TIFA comprehensively evaluated the model, covering 12 aspects: objects, animals/humans, attributes, activities, spatial relationships, locations, colors, counting, food, materials, shapes, and others. Furthermore, compared to previous automatic metrics, TIFA showed a higher correlation with human evaluations. Zhang et al. (2024) proposed the multidimensional preference score by learning and leveraging multidimensional human preferences. This metric captures the performance of text-to-image models across four dimensions: aesthetics, semantic alignment, detail quality, and overall assessment. In addition, collecting information related to scores facilitates more intuitive interpretation of results and improved models.

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Liang et al. (2024) introduced rich automatic human feedback, which gathers extensive human feedback, including (i) marking implausible or misaligned image regions, (ii) annotating misrepresented or missing words in the text prompt, and (iii) providing four fine-grained scores for image plausibility, text-image alignment, aesthetics, and overall rating. It constructs an interpretable and attributable evaluation model, thereby contributing to better alignment between generated models and text.

6.2.3 Inconsistency Between Automatic Evaluation and Human Evaluation

Many automatic evaluation metrics have weak correlations with human evaluation metrics (Ku et al., 2024; Xu et al., 2023; Wang et al., 2023a; Wu et al., 2023b; Lee et al., 2023). These include classic metrics such as SSIM and PSNR (Zhang et al., 2023a; Liu et al., 2021; Zhu et al., 2019), as well as popular metrics such as IS, FID and CLIP (Otani et al., 2023; Zhou et al., 2019; Zhang et al., 2021; Ramesh et al., 2022; Yan et al., 2022; Wu et al., 2023b). In addition to the limitations of automatic evaluations discussed in 6.1.2, the inherent differences between automatic and human evaluations, as well as their interconnections, can lead to inconsistent results.

(1) Inherent Differences Between Human and Automatic Evaluation. Humans accumulate extensive visual knowledge from birth; this allows them to intuitively assess image quality without reference information by solely relying on visual perception (Wang et al., 2023b). In contrast, automatic evaluation relies on pretrained models, and the results depend on the quality of those models. However, current automatic metrics cannot fully capture human perception (Cai et al., 2024). Human evaluation is considered the gold standard for image assessment, particularly in areas involving subjective perception and judgment such as language understanding and realism (Zhai and Min, 2020; Ma and Fang, 2021; Zhu et al., 2018; Ding et al., 2021; Lee et al., 2023). Therefore, combining automatic evaluation with user studies is the current and future trend.

(2) Close Relationship Between Human and Automatic Evaluation. Data from human evaluations are essential for training and validating automatic evaluations (Zhai and Min, 2020; Xu et al., 2012). However, training automatic evaluations that closely align with human ratings is challenging (Wang et al., 2023b; Xu et al., 2012). Moreover, human evaluations are influenced by individual differences and evaluation details, resulting in high variance in outcomes. This makes it difficult for automatic evaluations to accurately capture the patterns of human ratings. Human evaluations are also generally more time-consuming and costlier than automatic evaluations (Wang et al., 2020; Zhou et al., 2019; Ku et al., 2024; Wang et al., 2023b). Undoubtedly, developing generalized automatic models that approximate human evaluations remains a key research focus.

7 Conclusions

This paper presents a state-of-the-art review of image generation evaluation, summarizing a decade of research. Image generation was categorized into ten types based on input conditions to cover general tasks. After understanding various image generation tasks, we found that their evaluation aspects were different. To distinguish this difference, six common important evaluation aspects corresponding to the requirements of each image generation task were identified, and a new evaluation protocol was developed. Moreover, compared with automatic evaluation, only fewer studies have used human evaluation and the content of human evaluation is relatively single. To this end, human and automatic evaluations were discussed in detail. To the best of our knowledge, this is the first systematic and comprehensive introduction to human evaluation. We suggest that more related works on human evaluation can be invested in the future. Based on the reviewed studies, new content on automatic evaluation in the past five years were summarized and supplemented, including evaluation metrics and benchmarks. Finally, the challenges and potential directions of image generation evaluation in terms of evaluation protocols and evaluation methods were summarized. In summary, this paper provides strong support for systematically understanding image generation evaluation and promoting the development of this field.

Contributors

Qi LIU and Zejian LI initialized the idea and designed the research framework. Qi LIU, Shuanglin YANG, and Zejian LI collected all relevant literature for review and created all figures and tables. Qi LIU and Shuanglin YANG drafted

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the paper. Zejian LI, Lefan HOU, and Chenye MENG helped organize the paper. Ying ZHANG and Lingyun SUN helped review the paper and check technical details. All authors revised and finalized the paper.

Conflict of interest

All the authors declare that they have no conflict of interest.

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