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Symbolic Representation for Any-to-Any Generative Tasks

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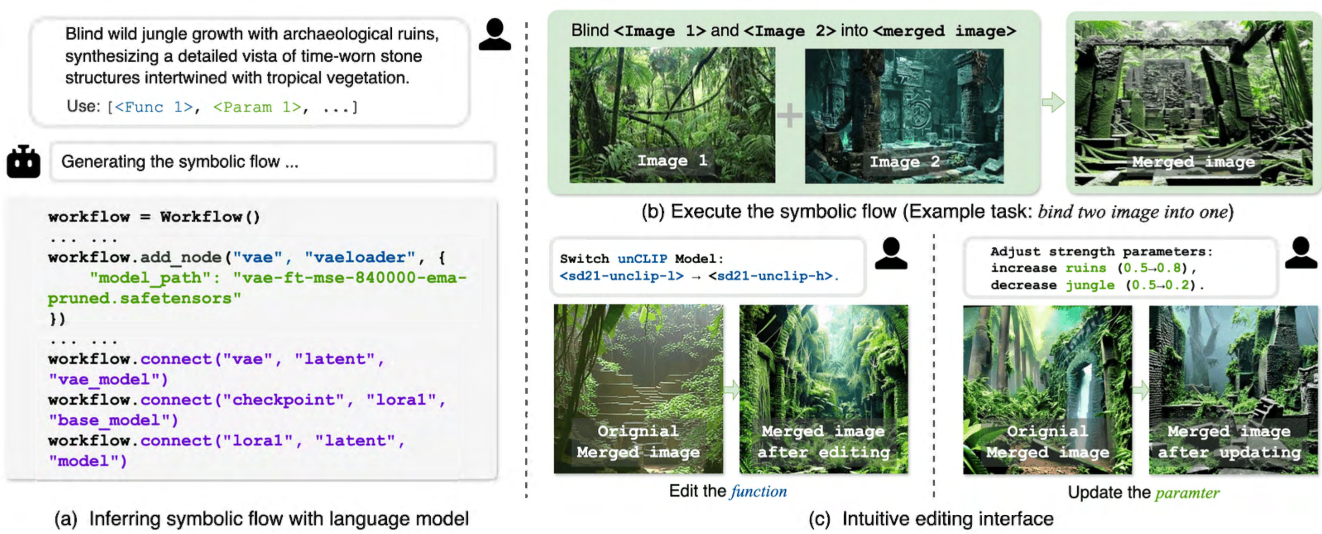

Figure 1. **A symbolic representation for *Any-to-Any* generative tasks.** (a) We develop a training-free inference engine that transforms natural language task descriptions into executable symbolic flow comprising *functions*, *parameters*, and the *topology*. (b) The symbolic flow allows executing generative tasks as programs. Example task is mentioned in the first sentence of Sec. 1 (c) Both *functions* and *parameters* can be easily modified to customize the generation process and the output style.

Abstract

We propose a symbolic generative task descriptive language and inference engine, capable of representing arbitrary multimodal tasks as symbolic flows. The inference engine maps natural language instructions to symbolic flow, eliminating the need for task-specific training. Conventional generative models rely heavily on large-scale training and implicit neural representation to learn cross-modal mappings, which demands extensive computational resources and restricts expandability. In this paper, we propose an explicit symbolic task descriptive language, comprising three types of primitives: functions, parameters, and topological logic. Using a pre-trained language model to infer symbolic workflows in a training-free manner, our framework successfully performs over 12 *multimodal generative tasks based on user instructions, demonstrating enhanced efficiency and flexibility. Extensive experiments demonstrate that our approach can generate multimodal content competitive with, and often surpassing, that of previous state-of-the-art unified models, while offering robust interruptibility and editability. We believe that symbolic task representations are capable of cost-effectively expanding the boundaries of generative AI capabilities. All code and results are available in the Supplementary Materials.*

1. Introduction

"*Blending the wild growth of a jungle with the mystique of ancient ruins into a brand-new scene would be stunning,*" your artist friend mused. "*And if we could transform the photographic image into a video, overlayed with my audio recording of birds chirping and the soft murmur of flowing water—it would create a truly dreamlike sensory experience.*" This raises an interesting question:

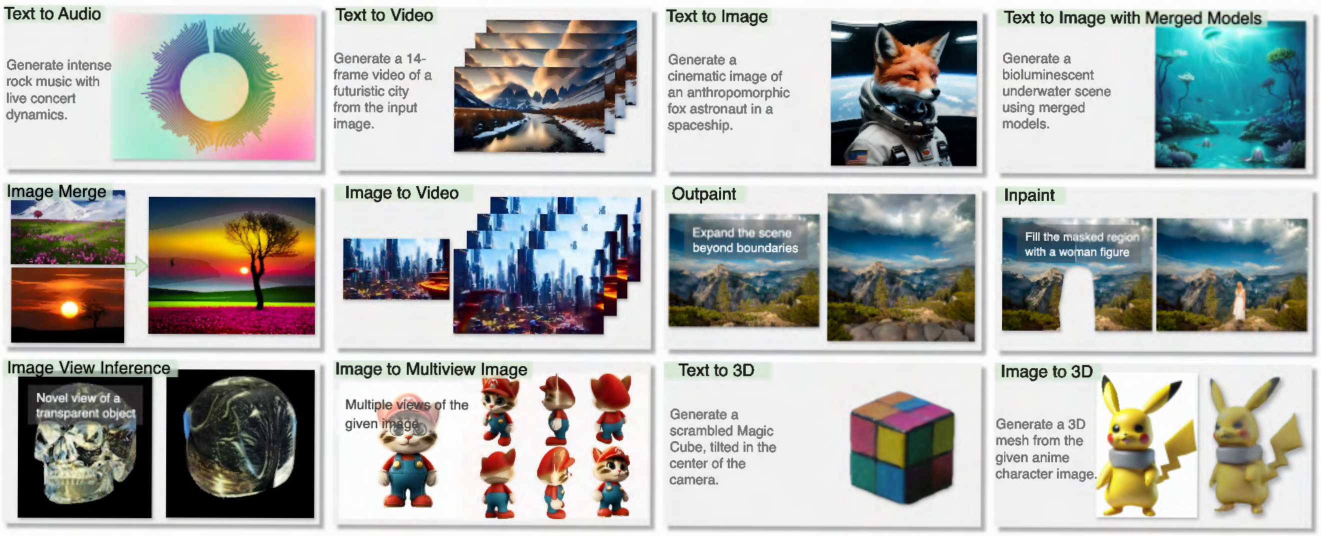

Figure 2. **The *Any-to-Any* generative model.** Our model demonstrates the capability to handle **any-to-any generative tasks** across various modalities, including text, images, videos, audio, and 3D content. It supports flexible transformations such as converting image to video, generating 3D models from images, or synthesizing audio from textual prompts. Formally, any-to-any generative tasks refer to generating outputs in any desired modality from inputs in any other modality, all guided by natural language instructions [42]

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how can we design a *unified model* capable of seamlessly handling generative tasks across any combination of input and output modalities ("***any-to-any*** generative tasks", as shown in Figure 2), guided by natural language instructions [12, 25, 26, 42, 49]? The workflow for executing this task comprises several essential processes [12, 39, 49]. First, the system imports two images and encodes them to extract their latent features. Then, taking these features as conditioning inputs, it combines them based on the user-specified blending strength and re-synthesizes the blended latent representation onto a blank latent canvas. Finally, the system decodes this latent representation into a viewable image.

Current approaches for any-to-any generative tasks typically fall into two paradigms: *Implicit neural modeling* and *agaentic approaches*. Implicit neural modeling approaches directly learn a neural representation from mass training data [25, 26, 26, 31, 40, 41, 54]. While offering simplicity in representing multimodal information, their extensibility is constrained by the scope of the training data. They struggle to handle rare or unanticipated tasks—such as the image blending example in Figure 1, if such cases are not accounted for during training. Moreover, their reliance on implicit neural representations makes them non-interruptible, leaving them ill-equipped to manage complex, multi-step workflows. Agentic approaches rely on sophisticated multi-agent coordination and tool orchestration [12, 13, 27, 33, 38, 39], which introduces system instability and operational overhead in their decision-making process. While powerful, these approaches lack a unified formal representation of tasks and fail to capture their inherent compositional nature. Our experiments reveal that complex agent designs do not necessarily outperform simpler ones, motivating us to explore an alternative direction: focusing on ***unified task representations*** and ***language model-friendly interfaces*** that enable direct task specification.

Examining the image-blending example reveals three fundamental components essential for executing generative tasks. At its core are distinct ***functions*** -computational operations such as image encoding, conditioning, and blending that transform inputs into desired outputs. Each function's behavior is shaped by ***parameters***, such as the blending strength and re-synthesis intensity, which fine-tune the operation to meet specific requirements. These functions do not operate in isolation; their ***topology***, or interconnected relationships, form a cohesive workflow that guides the progression from input to output. These three components, functions, parameters, and topology, together enable the effective execution of complex generative tasks. Based on these insights, we propose $\mathcal{A}$-LANGUAGE, a formal representation that systematically captures these three essential components of generative tasks. In $\mathcal{A}$-LANGUAGE, ***function*** specifies the core computational operations, enabling the system to precisely identify and execute required transformations. ***parameter*** provides fine-grained control over each operation's behavior, allowing users to adapt functions to specific task requirements. ***topology*** formalizes the workflow structure, defining how functions interact and combine to accomplish complex generative goals. Through this three-component abstraction, $\mathcal{A}$-LANGUAGE enables flexible yet structured orchestration of generative tasks.

Alongside the symbolic generative task language, we introduce a ***training-free inference engine*** that utilizes a pre-trained language model (LM) as its foundation to derive a symbolic representation from input instructions and a designated key function. Initially, the pre-trained LM identifies a comprehensive function set and parameter set from the natural language instruction, forming an initial functional and parametric structure. With this set of functions, we then predict the topology, outlining the dependencies among functions to form the complete symbolic representation. We also implement a refinement module, an iterative process activated upon any inference failure, enabling immediate corrections to resolve issues. Together, the $\mathcal{A}$-LANGUAGE, the inference engine, and the refinement module led to a high-quality system that provides flexible and precise workflow-building capabilities.

Experimentally, we constructed a dataset of 120 real-world generative tasks spanning 12 task categories and validated the effectiveness of our approach through user studies and executability evaluations. The results demonstrate that our symbolic model is competitive with or outperforms state-of-the-art multimodal generative models in task generalization, output quality, and editing flexibility. Additionally, our experiments investigated the impact of syntax choices on the quality of symbolic flow generated by LMs. Our contributions are three-fold:

- A unified symbolic representation, the $\mathcal{A}$-LANGUAGE, that systematically decomposes **any** generative task into three core components: ***function*** for atomic operations, ***parameter*** for behavioral control, and ***topology*** for symbolic flow structure.
- A ***training-free inference engine*** that leverages pre-trained LMs to automatically convert natural language instructions into symbolic representations for executable workflows.
- Empirical validation demonstrates that it excels in generalizability, modifiability, and providing an exceptional user experience.

2. Related work

2.1. Unified multi-modal framework

Recent years have witnessed remarkable advances in large language models (LLMs), which have demonstrated exceptional capabilities across various natural language tasks, from basic comprehension to complex reasoning [3, 6–8, 16, 21, 24, 29–31, 43, 44]. Building on this success, multimodal large language models (MLLMs) have extended these capabilities to integrate multiple forms of input and output, covering data modalities such as images, audio, video, and 3D structures [1, 4, 5, 10, 14, 18–20, 22, 32, 34–37, 46, 47, 50–53, 55]. The field has progressed from isolated single-modality models to sophisticated any-to-any frameworks [25, 26, 28, 31, 40, 41, 54] that can handle diverse input-output combinations within a single model architecture. However, these unified multimodal frameworks face significant challenges in practice. The scarcity of high-quality, diverse multimodal datasets remains a fundamental bottleneck, particularly for complex cross-modal tasks. Moreover, different modalities often require distinct processing approaches and representations, making it challenging to achieve optimal performance across all possible modality combinations in a single model. The need to align disparate modalities into a coherent unified representation while preserving their unique characteristics continues to be a core challenge in advancing these frameworks.

2.2. Workflow synthesis

Workflow synthesis [2, 15, 17] seeks to generate executable sequences of operations for complex tasks by coordinating AI models and resources, particularly in generative AI, where tasks often require sophisticated combinations of inference, parameters, and logic. Traditional methods using neural modules or predefined operations struggle with the open-ended nature of modern AI tasks. Recent advances like HuggingGPT [39] leverage large language models for task planning and model coordination, VISPROG [12] employs neuro-symbolic approaches for programmatic task decomposition, and GenAgent [49] uses multi-agent collaboration to build workflows step by step. Despite their differences, these approaches highlight the need for flexible, interpretable representations. Our work advances this field by proposing a unified symbolic framework for describing and executing generative tasks, balancing expressiveness and practicality.

3. $\mathcal{A}$-Language

We introduce $\mathcal{A}$-LANGUAGE, a symbolic representation that bridges the gap between natural language task descriptions and executable workflows for any-to-any generative tasks. Unlike previous unified multimodal approaches dependent on ***implicit neural representations*** and ***intensive training***, our $\mathcal{A}$-LANGUAGE provides an ***explicit symbolic representation***, allowing a ***training-free*** execution.

3.1. Formulation

Fundamentally, $\mathcal{A}$-LANGUAGE formalizes any generative task t as a triple:

$$\Omega(t) := (\mathcal{F}, \Phi, \mathcal{T}).$$

This unified formulation decomposes any generative task into its essential constituents: the computational ***functions*** $\mathcal{F}$, their corresponding ***parameters*** Φ, and the ***topological***

structure $\mathcal{T}$ that elucidates their interrelations and data flow dynamics.

Function The function set is defined as $\mathcal{F} = \{f_1, f_2, ..., f_n\}$, where $n \in \mathbb{N}$, which represents atomic computational units. Each function takes both input data and parameters to produce outputs, formally defined as:

$$f_i : \mathcal{I}_i \times \phi_i \to \mathcal{O}_i,$$

where $\mathcal{I}_i$ defines its input space, ϕ_i represents its parameter configuration, and $\mathcal{O}_i$ specifies its output space. The input and output spaces $\mathcal{I}_i$ and $\mathcal{O}_i$ represent either simple scalar values or composite data structures of arbitrary modalities, allowing functions to process multiple inputs and generate multiple outputs. For example, an image blending function might accept two image inputs and produce both a blended result and an attention mask. When functions are connected, their inputs and outputs can be partially mapped, providing flexibility in constructing complex paths.

Parameter The parameter space $\Phi = \{\phi_{f_1}, \phi_{f_2}, ..., \phi_{f_n}\}$ encompasses configurations that modify function behaviors, where each ϕ_{f_i} represents the parameter space for function f_i. Parameters must be fully specified before function execution to ensure deterministic behavior. The parameter space is independent of the input space, enabling functions to exhibit different behaviors while processing identical inputs.

Topology The topology set $\mathcal{T} = \{d_1, d_2, ..., d_m\}$ defines the precise data flows between functions, where each d_k at the finest granularity specifies a single directed connection from a specific output of one function to a specific input of another function. Specifically, d_k is defined as a tuple representing an individual data flow from the output of a source function to the input of a target function. Formally:

$$d_k = (f_j, y_j) \to (f_i, x_i) \mid y_j \in \mathcal{O}_j, x_i \in \mathcal{I}_i$$

where f_j and f_i denote the source and target functions, respectively. y_j refers to a specific output produced by function f_j, while x_i corresponds to a specific input required by function f_i. Thus, each d_k encapsulates the transfer of data from a designated output of one function to a designated input of another, allowing for precise tracking of data flow through the system.

Symbolic flow The symbolic flow emerges from the interaction of ***functions***, ***parameters***, and ***topological logic***, formalizing the complete generative process:

$$\mathcal{S} = \{(f_i, \phi_{f_i}, D_i) \mid f_i \in \mathcal{F}\},$$

where D_i is the set of all data flows d_k in $\mathcal{T}$ that target function f_i:

$$D_i = \{(f_j, y_j) \to (f_i, x_i) \mid f_j \in \mathcal{F}, y_j \in \mathcal{O}_j, x_i \in \mathcal{I}_i\}.$$

Each element in the symbolic flow specifies a function, its parameter configuration, and its incoming directed connections. Specifically, for each function f_i, D_i contains tuples that map specific outputs of predecessor functions to specific inputs of f_i. This fine-grained formulation captures how computation progresses through the system, with functions receiving their required inputs from designated outputs of antecedent functions and parameter configurations from the parameter space. Through this unified and detailed representation, $\mathcal{A}$-LANGUAGE can express diverse and complex generative tasks. m

3.2. Syntax styles

The symbolic representation $\Omega(t)$ can be expressed through multiple syntactic styles, as shown in Figure 3, each offering different trade-offs in expressiveness and clarity. To identify the most effective representation for large language model inference, we explore three distinct syntactic formulations: ***declarative***, ***dataflow***, and ***pseudo-natural*** syntax, as illustrated through concise examples in Figure 3.

Declarative Syntax Declarative Syntax [45] focuses on explicitly specifying computational components and their relationships. Functions are separately declared with parameters, while connections are specified through explicit statements. This style is effective for complex workflows with reusable components, as it clearly separates component definitions ($\mathcal{F}$) from relationships ($\mathcal{T}$).

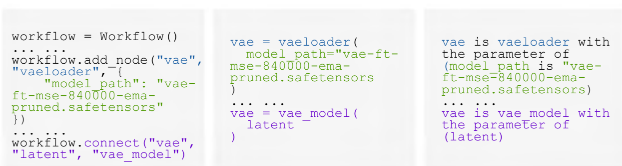
Dataflow syntax Dataflow syntax [49] emphasizes the flow of data through function compositions, where outputs directly feed into subsequent functions. It captures topological relationships ($\mathcal{T}$) through the order of function calls while maintaining explicit parameter specifications (Φ). This style is particularly suited for linear, sequential workflows.

Pseudo-natural syntax Pseudo-natural syntax [9] aims to bridge formal representations with more intuitive, language-like structures, making task specifications more accessible while maintaining mathematical rigor. This style explores a balance between precision and readability.

Each style retains the full expressiveness of $\Omega(t)$, but offers different advantages in terms of clarity and usability. The subsequent empirical analysis will evaluate which syntax best supports natural language inference while preserving necessary formal properties.

Notation	Implementation and definition
System Components	
$\mathcal{X}$	`List[Any]` // Input data of any modality
s	`str` // Task description
$\mathcal{C}$	`Dict` // System constraints
$\Omega(t)$	`Workflow` // Complete workflow representation
Workflow Structure	
$f_i \in \mathcal{F}$	`Node` // Computational function
$f_i : \mathcal{I}_i \times \phi_i \to \mathcal{O}_i$	`Node.forward` // Function mapping with parameters
$\phi_{f_i} \in \Phi$	`Dict[str, Any]` // Function parameters
$d_k \in \mathcal{T}$	`(Node, Any)-> (Node, Any)` // Source output to target input mapping $((f_j, y_j) \to (f_i, x_i))$
Workflow Operations	*(Declarative syntax, simplified version)*
Initialize	`Workflow()` // Create empty workflow $\Omega(t) = (\mathcal{F}, \Phi, \mathcal{T})$
Add Node	`add_node(name, type, params)` // Add function f_i with parameters ϕ_{f_i}
Connect	`connect(src_node, src_output, dst_node, dst_input)` // Create topology $d_k : (f_j, y_j) \to (f_i, x_i)$

Table 1. **System components and operations summary.** A comprehensive overview of $\mathcal{A}$-LANGUAGE's system components and their implementations. The upper two sections define the mathematical notations and their corresponding implementations, where the system processes input data $\mathcal{X}$ according to task description s under constraints $\mathcal{C}$. Functions f_i transform inputs $\mathcal{I}_i$ with parameters ϕ_i to outputs $\mathcal{O}_i$, and are connected through directed mappings d_k. The lower section demonstrates the Declarative Syntax as one example of workflow construction, showing how basic operations map to the mathematical formulation $\Omega(t) = (\mathcal{F}, \Phi, \mathcal{T})$.



(a) Declarative Syntax (b) Dataflow Syntax (c) Pseudo-natural Syntax

Figure 3. **Syntax comparison.** We implement our symbolic representation using three different styles of domain-specific languages (DSLs). (a) The declarative syntax registers all components into the workflow. (b) The dataflow syntax emphasizes the direction of data flow. (c) The pseudo-natural syntax mimics human language expression.

4. Inferring via pre-trained language model

The diversity and complexity of generative tasks necessitate a flexible and robust approach to transforming high-level task specifications into executable symbolic flows. As illustrated in Figure 4, we propose utilizing LMs as inference engines to generate task-specific symbolic representations, with Figure 5 demonstrating the complete pipeline from natural language description to executable workflow. This enables any-to-any transformations across different modalities and task types.

Given a set of inputs $\mathcal{X}$ of arbitrary modalities, a task description s, and a set of constraints $\mathcal{C}$, our inference framework generates a complete symbolic representation $\Omega(t)$. As illustrated in Figure 4, our framework leverages a pre-trained language model to infer both the computational components and their topology from natural language descriptions. This process can be formalized as:

$$\mathcal{M} : (\mathcal{X}, s, \mathcal{C}) \to \Omega(t),$$

where $\mathcal{X}$ represents any combination of inputs such as images, text, audio, or other modalities, s describes the desired transformation, and $\mathcal{C}$ represents a set of constraints, which typically specifying information such as available functions, specific parameter choices, valid parameter ranges, and model compatibility. These constraints are essential for ensuring that the generated symbolic flow is not only theoretically sound but also practically executable within the given computational environment. Specifically, we divide the inference into three main steps:

Component inference The first stage of our framework focuses on determining the necessary computational components. Given the input specifications and constraints, the LM identifies the required functions and their parameters:

$$\psi_1 : (\mathcal{X}, s, \mathcal{C}) \to (\mathcal{F}, \Phi).$$

This process accounts for both the explicit requirements of the task and any implicit dependencies, ensuring that selected functions are available within $\mathcal{C}$.

Topology construction The second stage focuses on establishing relationships between the identified components to form a coherent computational flow:

$$\psi_2 : (\mathcal{X}, s, \mathcal{C}, \mathcal{F}, \Phi) \to \mathcal{T}.$$

In this phase, the LM evaluates how the outputs of one function can serve as inputs to another, ensuring that these connections are executable and comply with the constraints defined in $\mathcal{C}$. This construction guarantees that data flows seamlessly through the system in a manner consistent with our unified formulation.

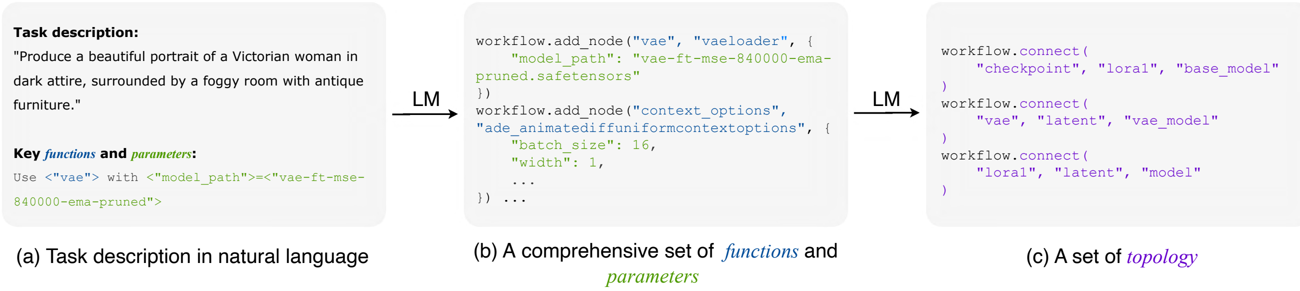


Figure 4. **Inferring symbolic flow with pre-trained language model (LM).** Beginning with (a) a natural language task description and key functions and parameters, we leverage LM to infer (b) a comprehensive set of functions and parameters. We then integrate (a) and (b) to deduce the (c) topology. If compilation or execution fails, all information is aggregated for further refinement (Sec. 4).

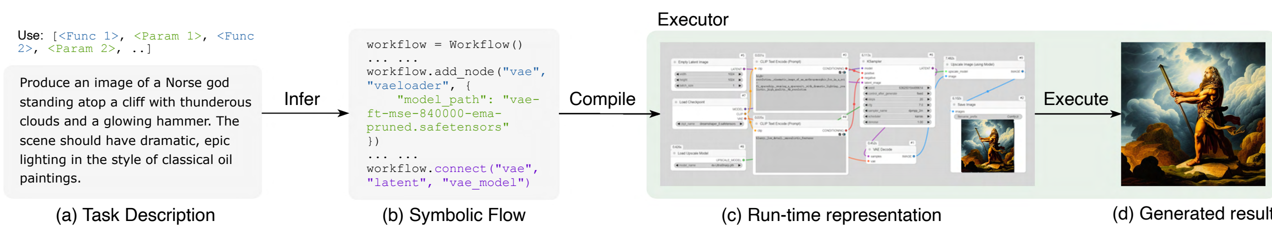


Figure 5. **Demonstration of the inference and execution.** The inference framework translates a natural language task description into an executable symbolic representation. This symbolic representation is then compiled and executed through a workflow executor to perform the desired transformation. See appendix for details.

Iterative refinement The generated symbolic flow undergoes an iterative refinement process to ensure correctness and executability. We define this refinement as:

$$\Omega_{i+1}(t) = R(\Omega_i(t), \epsilon_i),$$

where R represents the refinement operator and ϵ_i captures any detected issues in iteration i. To prevent endless loops, a maximum number of iterations can be set. During each iteration, the LM analyzes error signals and adjusts the symbolic flow accordingly, either by modifying function parameters, adding missing components, or restructuring topological connections. This iterative process continues until a valid symbolic flow is achieved that satisfies all constraints in $\mathcal{C}$ or the maximum iteration count is reached.

The combination of LM-based inference and iterative refinement enables our framework to handle diverse transformation tasks while maintaining robustness and generality. By leveraging the LM's reasoning capabilities and incorporating explicit constraints, we bridge the gap between high-level task descriptions and executable symbolic flows, providing a flexible foundation for any-to-any transformations.

5. Experiments

5.1. Setup

Prompt suite We collected a diverse set of 120 generative tasks from real-world applications to comprehensively evaluate our approach (see Appendix for the complete task list). These tasks are categorized into 12 general groups, each comprising 10 distinct instances. See Appendix for details.

Table 2. **Comparison of the average rankings** between outcome quality and task-outcome alignment rankings (↓). We primarily compared ***neural representing, training-dependent modeling*** [11, 23, 26, 48] and our ***symbolic representing, training-free modeling***. Each method was ranked on a scale starting from 1, with 1 denoting the best-performing approach. "U-IO 2" denotes "Unified-IO", "I-2-3D" denotes "Image to 3D Mesh", "T2M" denotes "Text to Mesh".

Method	Inpaint	Outpaint	Img merge	NVS	Merge model	I-2-3D
Show-o [48]	1.6	**1.4**	✗	✗	✗	✗
SEED-X [11]	✗	✗	**1.2**	✗	✗	✗
LWM [23]	✗	✗	✗	✗	✗	✗
U-IO 2 [26]	-	✗	-	✗	✗	✗
Ours	**1.4**	1.6	1.8	**1.0**	**1.0**	**1.0**
Method	**T2I**	**T2A**	**Multi-view img**	**I2V**	**T2M**	**T2V**
Show-o [48]	2.8	✗	✗	✗	✗	✗
SEED-X [11]	2.0	✗	✗	✗	✗	✗
LWM [23]	4.2	✗	✗	✗	✗	✗
U-IO 2 [26]	4.5	2.0	-	-	✗	✗
Ours	**1.5**	**1.0**	**1.0**	**1.0**	**1.0**	**1.0**

Metric ❶ For execution evaluation, we first evaluated the single-run ***pass rate (Pass@1)*** of compilation and execution, following Xue *et al.* [49]. ❷ For outcome quality and instruction-following, we conducted a systematic user study

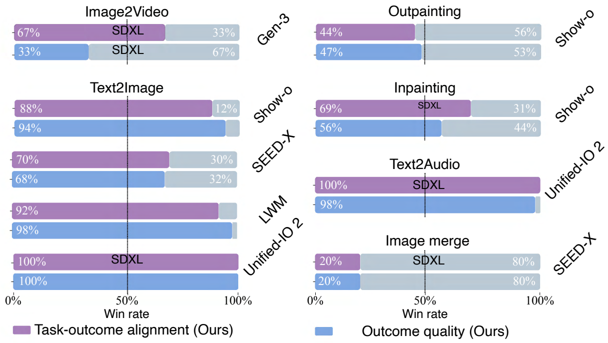


Figure 6. **Comparison of our win rates** with the state-of-the-art unified multimodal models.

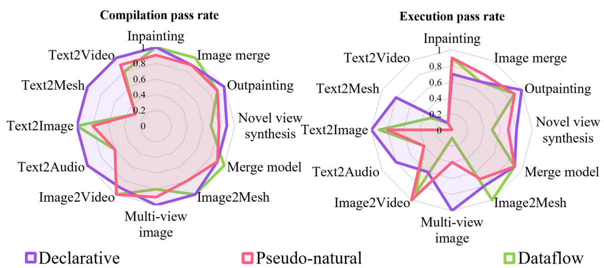


Figure 7. **Comparison of syntax styles.** Metric: Pass@1 (↑). See Appendix for details.

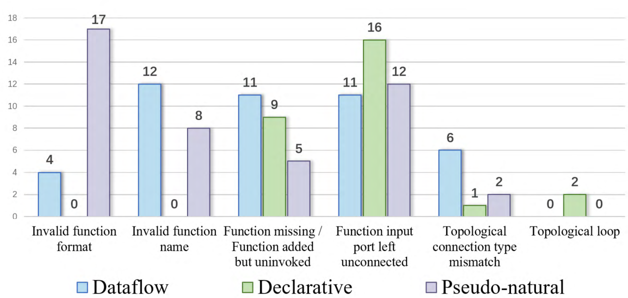


Figure 8. **Comparative error distribution** for dataflow, declarative, and pseudo-natural syntax styles, illustrating six types of errors occur when testing on the 120 generative tasks.

with five annotators who ranked outputs from all frameworks for comparison, the metrics are following:

- ***Text-outcome alignment:*** We measured the degree of correspondence between generated outputs and their intended task specifications. Higher alignment scores indicated closer matches between system outputs and expected results based on input requirements.
- ***Outcome quality:*** We assessed generated outputs based on three criteria: aesthetic appeal, structural coherence, and technical quality. This metric encompassed visual clarity, presentation effectiveness, and adherence to task-specific quality standards.

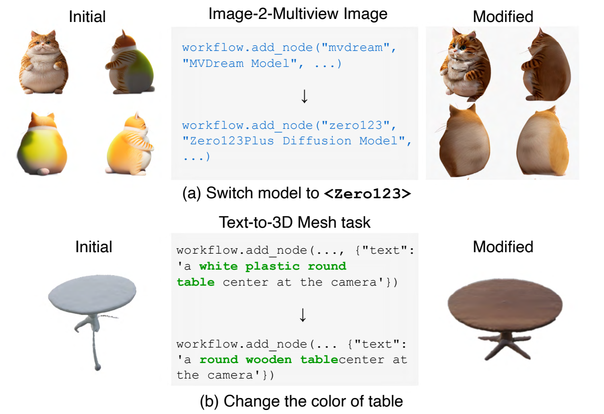


Figure 9. **Symbolic Flow Editing.** We present examples of modifying (a) *functions*, where users can directly change models by editing code to achieve desired effects, and (b) *parameters*, such as adjusting textual prompts (treated as a type of parameter) to alter the color of 3D assets.

- ***Average rank:*** We computed this metric by first ranking each model's performance on text-outcome alignment and outcome quality for individual samples, then calculating the mean rank across all tasks.
- ***Win rate:*** A "win" is recorded when our method ranks higher than a competitor for a given sample. The win rate represented the percentage of successful comparisons, serving as a measure of relative performance advantage.

Table 3. **Agentic design [49] *vs.* symbolic inference (Ours).** We calculate the average pass rate (Pass@1, ↑) on compilation and execution. Results are averaged across 120 generative tasks.

Method	Compilation	Execution
GenAgent [49]	0.84	0.63
Ours	**0.97**	**0.77**

Baselines ❶ **Agentic framework:** We selected GenAgent [49] as our primary baseline method. To ensure fairness, we augmented GenAgent [49] with key functions and parameters as additional input, and increased the maximum refinement iterations to 3. ❷ **Unified multimodal models:** We also compared against the state-of-the-art unified multimodal approaches. In the Text to Image and Inpaint tasks, the Show-o model [48] has a guidance scale of 1.75 and 16 time steps. For Outpaint tasks, we set both left and right expansion degrees to 1. The SEED-x model [11] was configured with a maximum output token count of 1024 and a maximum of 3 history rounds. We enabled three specific options: forced image generation, forced bounding boxes, and forced image optimization. ❸ **Commercial generative model:** The Gen-3 video generation model [37] was configured with 720p resolution (1280 × 768 aspect ratio), using random seed and a video length of 5 seconds.

Implementation details Following Gupta *et al.* [12], we implemented in-context learning to prompt the LM with syntax and logical guidance. Specifically, we performed Retrieval-Augmented Generation (RAG) based on the task description, retrieving three most relevant programs as references. We curated a reference program database containing 16 distinct programs, ensuring no overlap with the target evaluation tasks. All experiments were conducted on a single L4 GPU (24GB), with 1TB external storage, running on a Debian 11 server. ComfyUI served as the back-end for code execution. We used GPT-4o (`gpt-4o-2024-08-06`) as the inference engine and `text-embedding-3-large` as the embedding model.

5.2. Main results

Comparative performance in user study Our symbolic model consistently outperforms state-of-the-art unified models in both text-outcome alignment and result quality across multiple generative tasks. In the user study involving five experienced participants, our model was evaluated against Show-o [48], SEED-X [11], LVM [23], Unified-IO [26], and the commercial Gen-3 [37]. As illustrated in Figure 6, our approach achieved a 94% win rate against Show-o [48] and 98% against LVM [23] in Text to Image tasks. Notably, in Image2Video generation, our model surpassed the commercial Gen-3 with a 67% win rate in text-outcome alignment. Additionally, for Text to Audio, our model attained a 100% win rate in alignment and 98% in quality against Unified-IO [26], underscoring its superior performance across diverse applications. See Appendix for the visualization results.

Is complex agentic design necessary? As shown in Table 3, simpler, symbolic approaches can achieve higher success rates for straightforward tasks without the complexities and costs associated with agentic designs. Unlike GenAgent [49], which employs multi-step planning and actions that can amplify errors and increase computational costs, our symbolic method maintains simplicity and clarity. This reduction in complexity leads to higher success rates in simple tasks by minimizing error propagation and lowering execution costs. However, for more intricate workflows, integrating symbolic representations with agentic strategies may offer enhanced flexibility and performance, suggesting a potential hybrid approach for future research. See Appendix for details.

Representation: neural or symbolic? Our symbolic model outperforms neural models in task generality and output quality without additional training. Table 2 highlights that our symbolic approach successfully handles all 120 generative tasks, including complex categories such as 3D and video generation. In contrast, neural models are limited by their reliance on extensive training data, restricting their ability to manage diverse and complex tasks. Specifically, our model achieves superior average ranks in most 2D tasks like Inpaint, Text to Audio, and Text to Image generation, demonstrating its enhanced adaptability and performance over unified neural frameworks.

Explicit symbolic flow editing Our symbolic representation enables precise and effective control over distinct stages of generative tasks, thus paving the way for the realization of more complex tasks. Figure 9 illustrates examples of modifying ***function*** (model) and ***parameter*** (textual prompt), respectively. By applying explicit program modifications, control over the image generation process is given. See Appendix for more examples.

Error analysis: What constitutes an *LM-friendly* syntax style? A balance between human readability and format correctness is essential for enhancing language model performance, with structural rigidity impacting topological clarity. Upon analysis of the reasoning processes of the 120 test tasks in Figure 8, we identified two main takeaways.

- ❶ **Human readability *vs.* format correctness:** Higher readability in language design correlates with increased format errors. Pseudo-natural language formats exhibited 17 instances of invalid code formats, compared to 4 in dataflow and none in declarative styles. This indicates that while readability facilitates human understanding, it can hinder precise format adherence by language models.
- ❷ **Structural rigidity *vs.* topological clarity:** Structurally rigid and highly modular languages, such as our declarative syntax, tend to introduce topological gaps and connection errors, with 9 instances of missing or uninvoked functions and 16 unlinked input ports. This suggests that increased structural complexity can challenge language models in maintaining clear and accurate dependencies between functions and ports.

6. Conclusion

We have proposed a symbolic generative task description language, combined with an inference engine, providing a novel and efficient way to represent and execute multimodal tasks without the need for task-specific training. By leveraging a pre-trained large language model to infer symbolic task descriptions, our approach has successfully synthesized diverse multimodal tasks, demonstrating its flexibility and potential to unify different generative AI capabilities. Our experiments on 120 tasks have shown that our framework has achieved performance comparable to unified multimodal models, highlighting its expandability and cost-effectiveness.

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Supplementary Material: Symbolic Representation for Any-to-Any Generative Tasks

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In Appendix A, we provide comprehensive details regarding the generative tasks in Sec. A.1 and present a thorough elaboration of the user study methodology in Sec. A.2. In Appendix B, we conduct an extensive qualitative analysis comparing our approach with existing unified multimodal frameworks, focusing on the quality of generated results. In Appendix C, we present additional experimental investigations, including a detailed comparison of computational efficiency versus human expert evaluation in Sec. C.1, and an in-depth analysis of examples and specific effects across three distinct syntax options in Sec. C.2. Finally, we examine the broader societal implications in Appendix D and discuss current limitations along with future research directions in Appendix E. Code and dataset are available at Anonymous Repository.

A. Experimental setup

A.1. Details on generative tasks

Our framework was evaluated across 12 distinct generative tasks collected from ComfyUI Examples [1], as detailed in Table 1. For Image2Mesh task, input images for mesh generation tasks were obtained from ComfyUI-3D-Pack [9], whereas other images were sourced from public repositories such as Vecteezy, Pexels, and Freepik. The evaluated tasks encompass a range of transformations, including:

- ***Inpainting***: The task of image inpainting involves filling in appropriate content in the erased regions of a given image to generate a complete and visually coherent output.
- ***Outpainting***: The image outpainting task extends the given image by generating a larger scene that seamlessly extends beyond the original boundaries while maintaining visual consistency.
- ***Novel View Synthesis***: Novel view synthesis task takes a single object image as input and generates images of the object from novel viewpoints by inferring 3D geometric relationships from the 2D input.
- ***Image merge***: The image merge task combines two landscape images to generate a new image that inherits the visual characteristics and features from both input images harmoniously.
- ***Merge model***: Merge model task blends different checkpoints for text-to-image generation models, enabling the creation of images that exhibit a combination of diverse visual styles and features.
- ***Image2Mesh***: Image2Mesh task involves creating a 3D mesh model that corresponds to the given input image, capturing its geometric structure.
- ***Multi-view image***: Given a single image, the multi-view task produces images of the same object from multiple viewpoints, offering comprehensive visual perspectives.
- ***Image2Video***: Image2Video task creates a video sequence that is semantically related to the input image, expanding the static visual content into a dynamic narrative.
- ***Text2Audio***: Text2Audio task enables the creation of music with specific styles based on the atmosphere and emotions conveyed in the textual description, facilitating text-guided music composition.
- ***Text2Image***: Text2Image task synthesizes high-resolution, photorealistic images with rich details and cinematic quality based on the provided textual descriptions.
- ***Text2Mesh***: Text2Mesh task creates 3D model mesh files that correspond to the given textual descriptions, translating language into three-dimensional geometric representations.
- ***Text2Video***: Text2Video task involves creating video clips that align with the content and narrative described in the given text, bringing the written concepts to life through moving visuals.

A.2. User study setup

We selected five evaluators from diverse academic and cultural backgrounds[1]. To ensure objectivity, we employed a double-blind evaluation method, ensuring that the evaluators were unaware of the model source for each result and that the presentation order was randomized. For each generative task, we conducted a one-on-one user study comparing

[1] All evaluators were compensated with a wage of at least 30 US dollars per hour, which is higher than the statutory rate.

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Table 1. **Task description.** Each line includes representative task examples and input-output modality pair for the task.

ID	Category	Example of natural language instruction	Input type	Output type
1	Inpainting	You are given an image named ‘yosemite_inpaint_example.png’. This image has had part of it erased, please inpaint a woman at the erased part to output a complete image called ‘woman_inpainted’.	Image	Image
2	Outpainting	You are given a image named ‘yosemite_outpaint_example.png’. Please outpaint the scenery of the given image and output a image called ‘scene_outpainted’.	Image	Image
3	Image merge	Given two images, ‘mountains.png’ and ‘sunset.png’, extract their visual features. Then, combine the extracted visual features to generate an image that depicts a beautiful scene with features from both input images. Finally, save the generated image as a file named ‘BeautifulScene’.	Image	Image
4	Novel view synthesis	You are given an image named ‘marble_statue.jpg’, please generate an image of the same object but from a different point of view. Save the output image as ‘statue_different_view’	Image	Image
5	Merge model	Generate an image with bottles containing a galaxy-like visual effect. Please merge two different checkpoints. Save the generated image as ‘galaxy_bottles’.	Text	Image
6	Image2Mesh	You are given an image named ‘marble_statue.jpg’. Please generate its 3D mesh and save the mesh as ‘marble_statue_mesh.obj’	Image	Mesh
7	Multi-view image	You are given an image named ‘marble_statue_rgba.png’. Please generate its multi-view images. The generated images‘ filename prefix should be ‘Comfyui’.	Image	Image
8	Image2Video	You are given an image named ‘mountains.png’. Please create a 14 frame video of beautiful scenery from it.	Image	Video
9	Text2Audio	Generate an electronic dance music audio file inspired by a theme of ‘heaven church.’ Use an empty latent audio sample as the base, apply conditioning from a text description, and finally save the generated audio file as ‘electronic_audio’.	Text	Audio
10	Text2Image	Generate a high-resolution, cinematic image of an anthropomorphic fox in a sci-fi spaceship, wearing a spacesuit, with dramatic lighting and detailed features. The style should be realistic, high quality, in 4k resolution.	Text	Image
11	Text2Mesh	Generate a 3D mesh of a anime girl with short skirt and daisy blue eyes and save the mesh as ‘cute_girl.obj’.	Text	Mesh
12	Text2Video	Create a video of a cup of coffee being poured, but instead of coffee, a miniature galaxy swirls out, with stars and planets floating in the liquid.	Text	Video

our framework with all state-of-the-art unified multimodal frameworks (Show-o [12], SEED-X [3], LWM [7], Unified-IO 2 [8]). Detailed evaluation guidelines were provided, incorporating two ranking criteria. Evaluators assigned ranks from 1 (best) to n under each criterion.

- ❶ For ***text-result alignment*** assessment, evaluators were asked to assess if generated results faithfully represented all key elements specified in the input instructions (including scene composition, objects, styles and effects). The evaluators should consider whether any required elements were missing or if there were unintended additions.
- ❷ For ***result quality*** assessment, evaluators evaluated the overall visual quality independent of the instructions. They focused on technical aspects like image sharpness, consistency of style, composition balance, and level of detail. For video outputs, they also considered motion smoothness and temporal coherence.

To evaluate performance uniformly, we averaged the rank-

Table 2. **Average time cost (in seconds) compared to human ComfyUI experts**. "NVS" denotes "Novel View Synthesis", "I-2-3D" denotes "Image to 3D Mesh", "T2M" denotes "Text to Mesh".

Method	Inpaint	Outpaint	Img merge	NVS	Merge model	I-2-3D
Human	497.25	466.50	773.00	646.00	737.67	-
Ours	**62.00**	**29.60**	**79.70**	**37.50**	**40.80**	**117.30**
Speed up	8.02×	15.76×	9.70×	17.23×	18.08×	-
Method	**T2I**	**T2A**	**Multi-view img**	**I2V**	**T2M**	**T2V**
Human	537.25	278.00	-	590.00	-	1065.00
Ours	**36.10**	**41.80**	**43.40**	**116.50**	**155.60**	**72.00**
Speed up	14.88×	6.65×	-	5.06×	-	14.79×

Instruction: *Given two images, 'beach.png' and 'space_nebula.png', extract their visual features. Then, combine the extracted visual features to generate an image of a beach with a surreal nebula sky. Finally, save the generated image as a file named 'SpaceBeach.png'.*

Figure 1. **Example of image merge task.**

ings for result quality and text-result alignment, with lower scores indicating better performance, with 1 being the best.

B. Qualitative comparison

In Figure 2 to 13, we compare our method with mainstream unified models (Show-o [12], SEED-X [3], LWM [7], Unified-IO 2 [8], i-Code-V3 [11] and AnyGPT [14]) across different generation tasks. Due to our model's compositional nature, the LMs can invoke the most specialized functions and configure optimal parameters for each task. This flexibility in $\mathcal{A}$-language's functions and parameters enables superior task-specific adaptation compared to implicit neural representations, which use identical weights and frameworks across all tasks. Furthermore, our framework eliminates the need for multi-task trade-offs in design, resulting in performance levels comparable to single-task expert models - all achieved in a training-free setting.

C. Additional experiments

C.1. Time cost: Human experts *vs.* Ours

Setup To evaluate the efficiency of our proposed method, four human experts, proficient in ComfyUI workflow construction, were invited to build the 12 generative workflows from scratch. We conducted experiments comparing the average time cost (in seconds) required by these human experts and our method for the corresponding tasks.[2]

- ➊ The timing started from the moment the experts saw the task and ended when they produced a result that matched the instructions.
- ➋ We provided reference key functions and parameters, and allowed the experts to use any online tools. They were not allowed to directly copy existing workflows to the workspace, but had to construct their own workflows based on the reference information.
- ➌ The human experts were not required to optimize the workflows or improve the quality of the outcomes, they only needed to complete the tasks.

Results As shown in Table 2, compared to the human experts with over 1 years of experience, our method achieved an efficiency improvement of **5-18 times**.

- ➊ **Source of efficiency gains:** Human experts, regardless of their years of experience, inevitably require substantial time for task contemplation and workspace manipulation. This inherent time investment cannot be eliminated from their workflow. In contrast, our approach leverages pre-trained LMs to generate workflows instantaneously, completing the task within seconds and eliminating the cognitive overhead and manual ComfyUI interface operations. The primary time expenditure is workflow execution and subsequent refinement phases.
- ➋ **Fluctuations in time costs:** Human experts exhibit significant variations in task completion times, ranging from 278.00 seconds for Text2Audio to 1065.00 seconds for Text2Video tasks, primarily due to the varying complexity of problem-solving and debugging processes. In contrast, our LM-based inference approach maintains nearly constant cognitive processing time, with time variations primarily attributed to workflow execution and refinement phases. This results in substantially smaller fluctuations, spanning from 29.60 seconds for Outpainting to 155.00 seconds for Text2Mesh tasks.

C.2. Details comparison with different syntaxes

To illustrate the differences between the syntaxes of $\mathcal{A}$-Language, we use the Image merge task as an example. The input, output, and instruction for this task can be found in Figure 1, while examples of the three different syntaxes are presented in Sections C.2.1 to C.2.3.

In Table 3, we compare three syntax styles for $\mathcal{A}$-Language. The Declarative syntax demonstrates superior overall performance, achieving an average compile rate of 0.97 and an execute rate of 0.77.

[2] Since both human experts and the proposed method are based on the ComfyUI platform, their achieved results are not significantly different in quality. Therefore, it is not necessary to compare the quality differences.

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C.2.1. Example of dataflow syntax

```
# create nodes by instantiation
clipvisionencode_13 = CLIPVisionEncode()
clipvisionencode_36 = CLIPVisionEncode()
emptylatentimage_5 = EmptyLatentImage(width=768, height=768, batch_size=1)
unclipcheckpointloader_32 = unCLIPCheckpointLoader(ckpt_name='sd21-unclip-h.ckpt')
ksampler_3 = KSampler(seed=947446491266673, control_after_generate='randomize', steps=26, cfg=8,
↪  sampler_name='uni_pc_bh2', scheduler='normal', denoise=1)
cliptextencode_6 = CLIPTextEncode(text='beach with a surreal nebula sky')
cliptextencode_7 = CLIPTextEncode(text='boring, drab')
unclipconditioning_19 = unCLIPConditioning(strength=0.5, noise_augmentation=0.4)
unclipconditioning_37 = unCLIPConditioning(strength=0.5, noise_augmentation=0.4)
loadimage_beach = LoadImage(image='beach.png')
loadimage_nebula = LoadImage(image='space_nebula.png')
vaedecode_8 = VAEDecode()
saveimage_result = SaveImage(filename_prefix='SpaceBeach')

# link nodes by invocation
model_32, clip_32, vae_32, clip_vision_32, name_string_32 = unclipcheckpointloader_32()
image_beach, mask_beach = loadimage_beach()
image_nebula, mask_nebula = loadimage_nebula()
clip_vision_output_13 = clipvisionencode_13(clip_vision=clip_vision_32, image=image_beach)
clip_vision_output_36 = clipvisionencode_36(clip_vision=clip_vision_32, image=image_nebula)
conditioning_6 = cliptextencode_6(clip=clip_32)
negative_conditioning_7 = cliptextencode_7(clip=clip_32)
conditioning_19 = unclipconditioning_19(conditioning=conditioning_6,
↪  clip_vision_output=clip_vision_output_13)
conditioning_37 = unclipconditioning_37(conditioning=conditioning_19,
↪  clip_vision_output=clip_vision_output_36)
latent_5 = emptylatentimage_5()
latent_3 = ksampler_3(model=model_32, positive=conditioning_37, negative=negative_conditioning_7,
↪  latent_image=latent_5)
image_8 = vaedecode_8(samples=latent_3, vae=vae_32)
result = saveimage_result(images=image_8)
```

C.2.2. Example of declarative syntax

```
# Add Node
workflow.add_node("clipvisionencode_13", "CLIPVisionEncode", {})
workflow.add_node("emptylatentimage_5", "EmptyLatentImage", {"width": 768, "height": 768,
↪  "batch_size": 1})
workflow.add_node("unclipcheckpointloader_32", "unCLIPCheckpointLoader", {"ckpt_name":
↪  'sd21-unclip-h.ckpt'})
workflow.add_node("clipvisionencode_36", "CLIPVisionEncode", {})
workflow.add_node("ksampler_3", "KSampler", {"seed": 947446491266673, "control_after_generate":
↪  'randomize', "steps": 26, "cfg": 8, "sampler_name": 'uni_pc_bh2', "scheduler": 'normal',
↪  "denoise": 1})
workflow.add_node("cliptextencode_6", "CLIPTextEncode", {"text": 'beautiful photograph'})
workflow.add_node("cliptextencode_7", "CLIPTextEncode", {"text": 'bad hands'})
workflow.add_node("unclipconditioning_19", "unCLIPConditioning", {"strength": 0.5,
↪  "noise_augmentation": 0.4000000000000002})
workflow.add_node("unclipconditioning_37", "unCLIPConditioning", {"strength": 0.5,
↪  "noise_augmentation": 0.4000000000000002})
workflow.add_node("loadimage_1", "LoadImage", {"image": 'beach.png'})
workflow.add_node("loadimage_2", "LoadImage", {"image": 'space_nebula.png'})
workflow.add_node("vaedecode_8", "VAEDecode", {})
workflow.add_node("saveimage_9", "SaveImage", {"filename_prefix": 'SpaceBeach'})
```

```
# Invoke Node
workflow.invoke_node(["image_1", "mask_1"], "loadimage_1")
workflow.invoke_node(["image_2", "mask_2"], "loadimage_2")
workflow.invoke_node(["model_32", "clip_32", "vae_32", "clip_vision_32", "name_string_32"],
↪  "unclipcheckpointloader_32")
workflow.invoke_node(["latent_5"], "emptylatentimage_5")
workflow.invoke_node(["clip_vision_output_13"], "clipvisionencode_13")
workflow.invoke_node(["clip_vision_output_36"], "clipvisionencode_36")
workflow.invoke_node(["conditioning_6"], "cliptextencode_6")
workflow.invoke_node(["conditioning_7"], "cliptextencode_7")
workflow.invoke_node(["conditioning_19"], "unclipconditioning_19")
workflow.invoke_node(["conditioning_37"], "unclipconditioning_37")
workflow.invoke_node(["latent_3"], "ksampler_3")
workflow.invoke_node(["image_8"], "vaedecode_8")

# Link Node
workflow.connect("clip_vision_32", "clipvisionencode_13", "clip_vision")
workflow.connect("image_1", "clipvisionencode_13", "image")
workflow.connect("clip_vision_32", "clipvisionencode_36", "clip_vision")
workflow.connect("image_2", "clipvisionencode_36", "image")
workflow.connect("clip_32", "cliptextencode_6", "clip")
workflow.connect("clip_32", "cliptextencode_7", "clip")
workflow.connect("conditioning_6", "unclipconditioning_19", "conditioning")
workflow.connect("clip_vision_output_13", "unclipconditioning_19", "clip_vision_output")
workflow.connect("conditioning_7", "unclipconditioning_37", "conditioning")
workflow.connect("clip_vision_output_36", "unclipconditioning_37", "clip_vision_output")
workflow.connect("conditioning_19", "ksampler_3", "positive")
workflow.connect("conditioning_37", "ksampler_3", "negative")
workflow.connect("model_32", "ksampler_3", "model")
workflow.connect("latent_5", "ksampler_3", "latent_image")
workflow.connect("latent_3", "vaedecode_8", "samples")
workflow.connect("vae_32", "vaedecode_8", "vae")
workflow.connect("image_8", "saveimage_9", "images")
```

C.2.3. Example of pseudo-natural syntax

```
# create nodes by instantiation
clipvisionencode_13 is CLIPVisionEncode()
clipvisionencode_36 is CLIPVisionEncode()
emptylatentimage_5 is EmptyLatentImage with the parameters of (width is 768, height is 768, batch_size
↪  is 1)
unclipcheckpointloader_32 is unCLIPCheckpointLoader with the parameters of (ckpt_name is
↪  'sd21-unclip-h.ckpt')
ksampler_3 is KSampler with the parameters of (seed is 947446491266673, control_after_generate is
↪  'randomize', steps is 26, cfg is 8, sampler_name is 'uni_pc_bh2', scheduler is 'normal', denoise
↪  is 1)
cliptextencode_6 is CLIPTextEncode with the parameters of (text is 'beach with a surreal nebula sky')
cliptextencode_7 is CLIPTextEncode with the parameters of (text is 'boring, drab')
unclipconditioning_19 is unCLIPConditioning with the parameters of (strength is 0.5,
↪  noise_augmentation is 0.4)
unclipconditioning_37 is unCLIPConditioning with the parameters of (strength is 0.5,
↪  noise_augmentation is 0.4)
loadimage_beach is LoadImage with the parameters of (image is 'beach.png')
loadimage_nebula is LoadImage with the parameters of (image is 'space_nebula.png')
vaedecode_8 is VAEDecode()
saveimage_result is SaveImage with the parameters of (filename_prefix is 'SpaceBeach')

# link nodes by invocation
model_32, clip_32, vae_32, clip_vision_32, name_string_32 is unclipcheckpointloader_32()
```

```
image_beach, mask_beach is loadimage_beach()
image_nebula, mask_nebula is loadimage_nebula()
clip_vision_output_13 is clipvisionencode_13 with the parameters of (clip_vision is clip_vision_32,
↪  image is image_beach)
clip_vision_output_36 is clipvisionencode_36 with the parameters of (clip_vision is clip_vision_32,
↪  image is image_nebula)
conditioning_6 is cliptextencode_6 with the parameters of (clip is clip_32)
negative_conditioning_7 is cliptextencode_7 with the parameters of (clip is clip_32)
conditioning_19 is unclipconditioning_19 with the parameters of (conditioning is conditioning_6,
↪  clip_vision_output is clip_vision_output_13)
conditioning_37 is unclipconditioning_37 with the parameters of (conditioning is conditioning_19,
↪  clip_vision_output is clip_vision_output_36)
latent_5 is emptylatentimage_5()
latent_3 is ksampler_3 with the parameters of (model is model_32, positive is conditioning_37,
↪  negative is negative_conditioning_7, latent_image is latent_5)
image_8 is vaedecode_8 with the parameters of (samples is latent_3, vae is vae_32)
result is saveimage_result with the parameters of (images is image_8)
```

D. Social impacts

While mainstream research focuses on larger single-weight models on leaderboards, real-world AI application practices [2, 10], particularly in the multimodal content generation domain, increasingly employ composite workflows with multiple components, especially those based on platforms like ComfyUI and Blender. This paper distills the essential elements of these composite workflows into a simple symbolic language, allowing pre-trained language models to directly infer the workflows. This modular approach enables developers to create AIGC workflows with minimal coding effort.

However, this approach has potential negative impacts on the AIGC field. Firstly, it could change the production methods of AIGC practitioners, leading to a shift in the modes of labor within the domain. Traditional AIGC workflows often require practitioners to manually combine and adjust individual components, whereas using symbolic languages and pre-trained models to infer workflows can automate this process, reducing reliance on manual operations. Secondly, as the degree of automation increases, the amount of labor required in the field may decrease, impacting employment to a certain extent.

Despite these concerns, adopting symbolic languages and pre-trained models to infer workflows still has significant advantages. It can lower the entry barrier for AIGC workflow development, allowing more people to participate in the field. Moreover, by automating some repetitive and time-consuming work, practitioners can focus more on creativity and optimization, improving production efficiency and content quality.

E. Limitation and future work

While this paper establishes the foundational concepts and definitions for the formal language and inference method, further research and development are needed to bridge the gap between the proposed approach and real-world applications. This may involve incorporating domain-specific knowledge, integrating with hierarchical designs [5], tree search techniques [6], and advanced agentic learning-based strategies [15], and addressing practical concerns such as computational efficiency, user experience, and system robustness.

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Table 3. **Performance comparison on syntax style.** We report the pass rate for a single run (Pass@1/%). "Comp" denotes "Compile", "Exec" denotes "Execute".

Syntax	Inpainting		Img merge		Outpainting		Novel view syn.		Merge model		Img2Mesh	
	Comp	Exec	Comp	Exec	Comp	Exec	Comp	Exec	Comp	Exec	Comp	Exec
Dataflow [4, 13]	**1.0**	**0.9**	**1.0**	0.7	0.9	0.9	0.7	0.5	**1.0**	**0.9**	**1.0**	**1.0**
Pseudo-natural	0.9	**0.9**	0.9	**0.8**	0.9	0.9	0.8	0.7	0.9	**0.9**	0.8	0.7
Declarative	**1.0**	0.7	0.9	0.7	**1.0**	**1.0**	**0.9**	**0.8**	0.9	**0.9**	**1.0**	0.8

Syntax	Multi-view img		Img2Video		Text2Audio		Text2Img		Text2Mesh		Text2Video		Average	
	Comp	Exec	Comp	Exec	Comp	Exec	Comp	Exec	Comp	Exec	Comp	Exec	Comp	Exec
Dataflow [4, 13]	0.8	0.1	**1.0**	0.9	0.6	0.4	**1.0**	0.9	0.3	0.3	0.8	**0.1**	0.84	0.63
Pseudo-natural	0.9	0.4	**1.0**	**1.0**	0.6	0.4	0.8	0.8	0.3	0.0	0.9	**0.1**	0.81	0.63
Declarative	**1.0**	**1.0**	0.9	0.6	**1.0**	**0.8**	**1.0**	**1.0**	**1.0**	**0.8**	**1.0**	**0.1**	**0.97**	**0.77**

Table 4. **Natural language instructions used in merge model for image generation.** The "position" column indicates the image's location in figure 9 grid using (`row`, `column`) coordinates, counting from top-left to bottom-right.

ID	Position	Natural Language Instruction
1	(1, 1)	Create a high-definition, futuristic image of a bustling neon-lit city at night, with towering skyscrapers, rain-soaked streets, and holographic billboards. The style should be cyberpunk, rich in vibrant colors and contrast. Please merge two different checkpoints.
2	(2, 1)	Produce an image of a Norse god standing atop a cliff with thunderous clouds and a glowing hammer. The scene should have dramatic, epic lighting in the style of classical oil paintings. Please merge two different checkpoints.
3	(3, 1)	Generate a highly detailed, 4K image of a steampunk inventor's workshop, filled with intricate gears, brass machines, and soft, warm lighting. The style should be vintage and richly textured. Please merge two different checkpoints.
4	(4, 1)	Create a beautiful underwater scene featuring a bioluminescent jellyfish forest with mythical creatures swimming around. The image should have a mystical, tranquil feel with soft blue-green hues and glowing details. Please merge two different checkpoints.
5	(5, 1)	Design a minimalist, high-contrast image of a lone cactus in a vast desert under a giant, crimson sun. The colors should be bold, with a surreal, almost abstract aesthetic. Please merge two different checkpoints.
6	(1, 2)	Produce a hauntingly beautiful portrait of a Victorian woman in dark attire, surrounded by a foggy, candlelit room with antique furniture. The style should be Gothic, with a moody, mysterious vibe. Please merge two different checkpoints.
7	(2, 2)	Generate a detailed illustration of an animal tea party in a forest clearing, featuring animals like rabbits and foxes dressed in Victorian attire. The style should be whimsical, with soft, pastel colors and charming details. Please merge two different checkpoints.
8	(3, 2)	Create a high-resolution image of an alien planet landscape with two suns and strange rock formations, set against a sky filled with vibrant galaxies. The style should be sci-fi with vibrant colors and atmospheric lighting. Please merge two different checkpoints.
9	(4, 2)	Produce an image of a retro-futuristic city with flying cars and curved glass buildings, all in a 1980s-inspired color palette. The style should be bold, with neon hues and a sense of nostalgic futurism. Please merge two different checkpoints.

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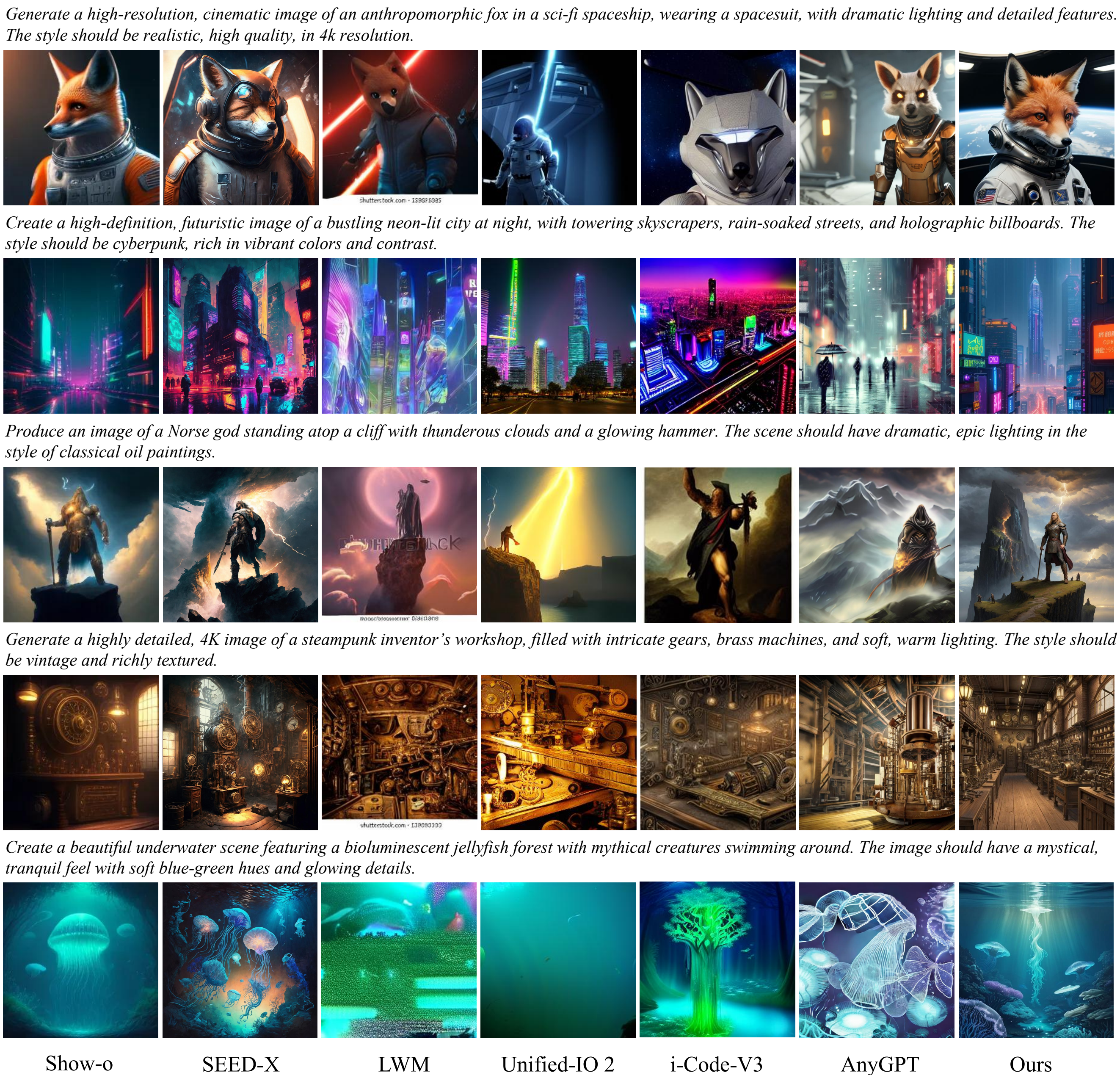
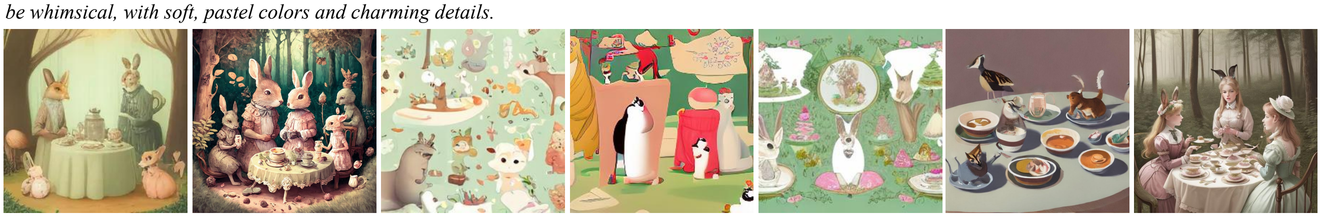


Figure 2. **Qualitative results of Text2Image task (Part 1).**

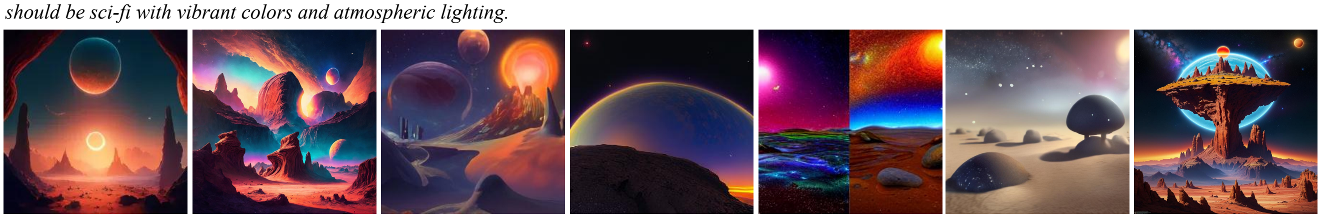
Design a minimalist, high-contrast image of a lone cactus in a vast desert under a giant, crimson sun. The colors should be bold, with a surreal, almost abstract aesthetic.

Produce a hauntingly beautiful portrait of a Victorian woman in dark attire, surrounded by a foggy, candlelit room with antique furniture. The style should be Gothic, with a moody, mysterious vibe.

Generate a detailed illustration of an animal tea party in a forest clearing, featuring animals like rabbits and foxes dressed in Victorian attire. The style should be whimsical, with soft, pastel colors and charming details.



Create a high-resolution image of an alien planet landscape with two suns and strange rock formations, set against a sky filled with vibrant galaxies. The style should be sci-fi with vibrant colors and atmospheric lighting.



Produce an image of a retro-futuristic city with flying cars and curved glass buildings, all in a 1980s-inspired color palette. The style should be bold, with neon hues and a sense of nostalgic futurism.

Show-o | SEED-X | LWM | Unified-IO 2 | i-Code-V3 | AnyGPT | Ours

Figure 3. **Qualitative results of Text2Image task (Part 2).**

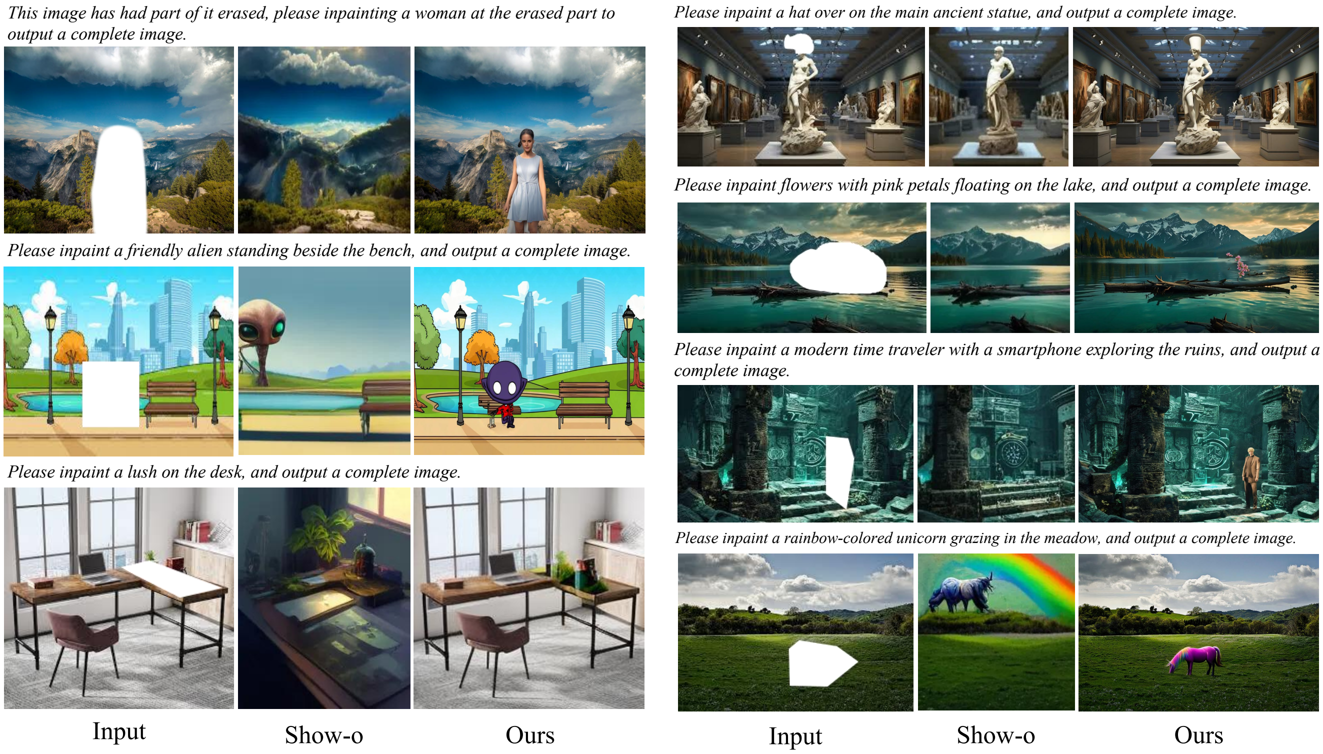


Figure 4. **Qualitative results of image inpainting.**

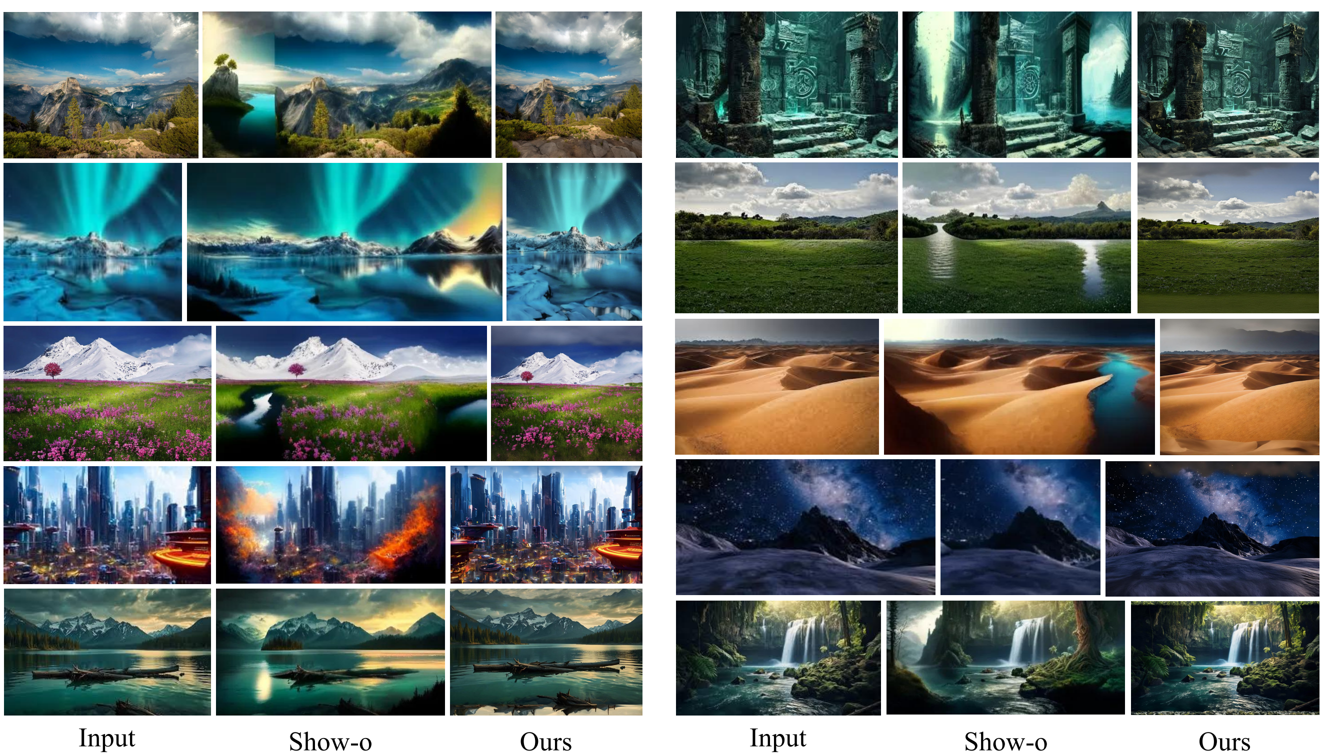


Figure 5. **Qualitative results of image outpainting.**

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Figure 6. **Qualitative results of image merge.**

Figure 7. **Qualitative results of Text2Video.**

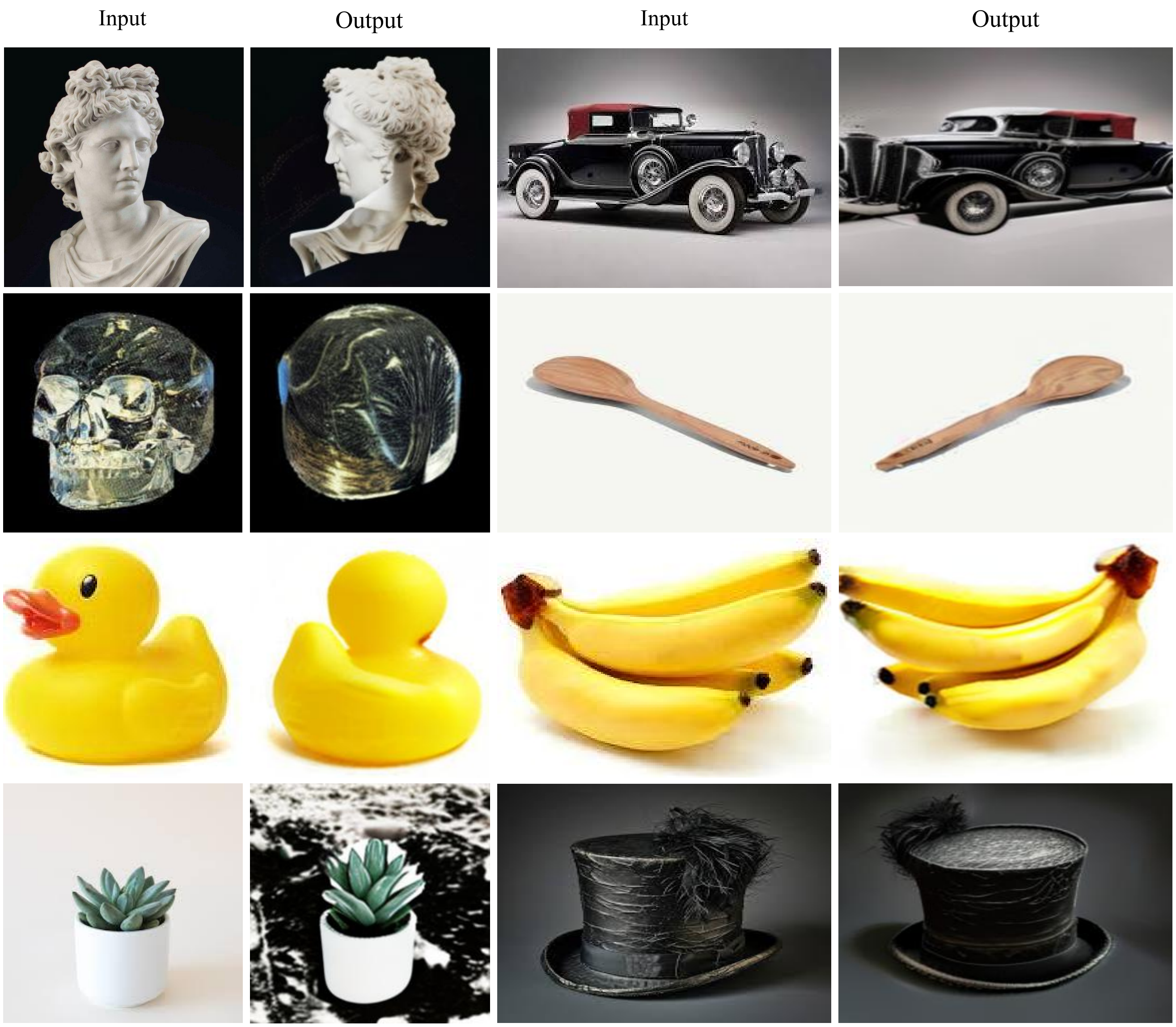

Figure 8. **Qualitative results of novel view synthesis (NVS).**

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Figure 9. **Qualitative results of merge model.** This task allows visual style combinations through checkpoint blending. The visualization demonstrates generated outputs, where each image corresponds to its respective natural language instruction as detailed in Table 4.

Table 5. **Natural language instructions used in Text2Mesh generation.** The "position" column indicates the 3D mesh's location in figure 13 grid using (`row, column`) coordinates, counting from top-left to bottom-right.

ID	Position	Natural Language Instruction
1	(1, 1)	Generate a 3D mesh of a anime girl with short skirt and daisy blue eyes and save the mesh as 'cute_girl.obj'.
2	(2, 1)	Generate a 3D mesh of a plain ceramic coffee mug with a matte white finish. It features a gently curved, sturdy handle for gripping, a slightly rounded base, and a smooth, untextured surface that reflects faint ambient light. Save the mesh as 'coffee_mug.obj'.
3	(3, 1)	Generate a 3D mesh of a classic hardcover book with a solid blue cover. The book has a subtle fabric texture and rounded corners. The pages are aligned neatly with a slight golden tint at the edges, giving a vintage look. Save the mesh as 'blue_book.obj'.
4	(4, 1)	Generate a 3D mesh of a round, bright orange with a textured peel covered in small dimples. It has a tiny, dried green stem on top, and the surface shows a faint, shiny sheen, indicating juiciness. Save the mesh as 'orange_fruit.obj'.
5	(5, 1)	Generate a 3D mesh of a simple black office chair with a flat seat and a low backrest. It has a minimalistic design, thin matte finish, and stands on a five-wheel base, with each wheel small and unobtrusive. Save the mesh as 'office_chair.obj'.
6	(6, 1)	Generate a 3D mesh of a standard incandescent light bulb with a clear glass surface. The metallic base has grooved ridges for screwing in, and inside, a thin tungsten filament is suspended by two small metal wires. Save the mesh as 'light_bulb.obj'.
7	(1, 2)	Generate a 3D mesh of a simple wooden spoon with a smooth, polished light brown surface. The handle is straight with a slight curve at the end, and the bowl of the spoon is shallow with a rounded edge. Save the mesh as 'wooden_spoon.obj'.
8	(2, 2)	Generate a 3D mesh of a cylindrical transparent water bottle with a faint blue tint. It features a screw-on cap with ridges for grip, smooth body with slight indentations for holding, and tiny air bubbles trapped inside the water. Save the mesh as 'water_bottle.obj'.
9	(3, 2)	Generate a 3D mesh of a small green apple with a shiny, waxy surface. It has a slightly irregular shape, a tiny brown stem, and a smooth skin with light speckles and green highlights. Save the mesh as 'green_apple.obj'.
10	(4, 2)	Generate a 3D mesh of a traditional wooden pencil with a yellow hexagonal body. The pencil has a sharp graphite tip and a pink eraser on the other end, held by a shiny metal band. There are faint lines showing the wood grain pattern. Save the mesh as 'yellow_pencil.obj'.

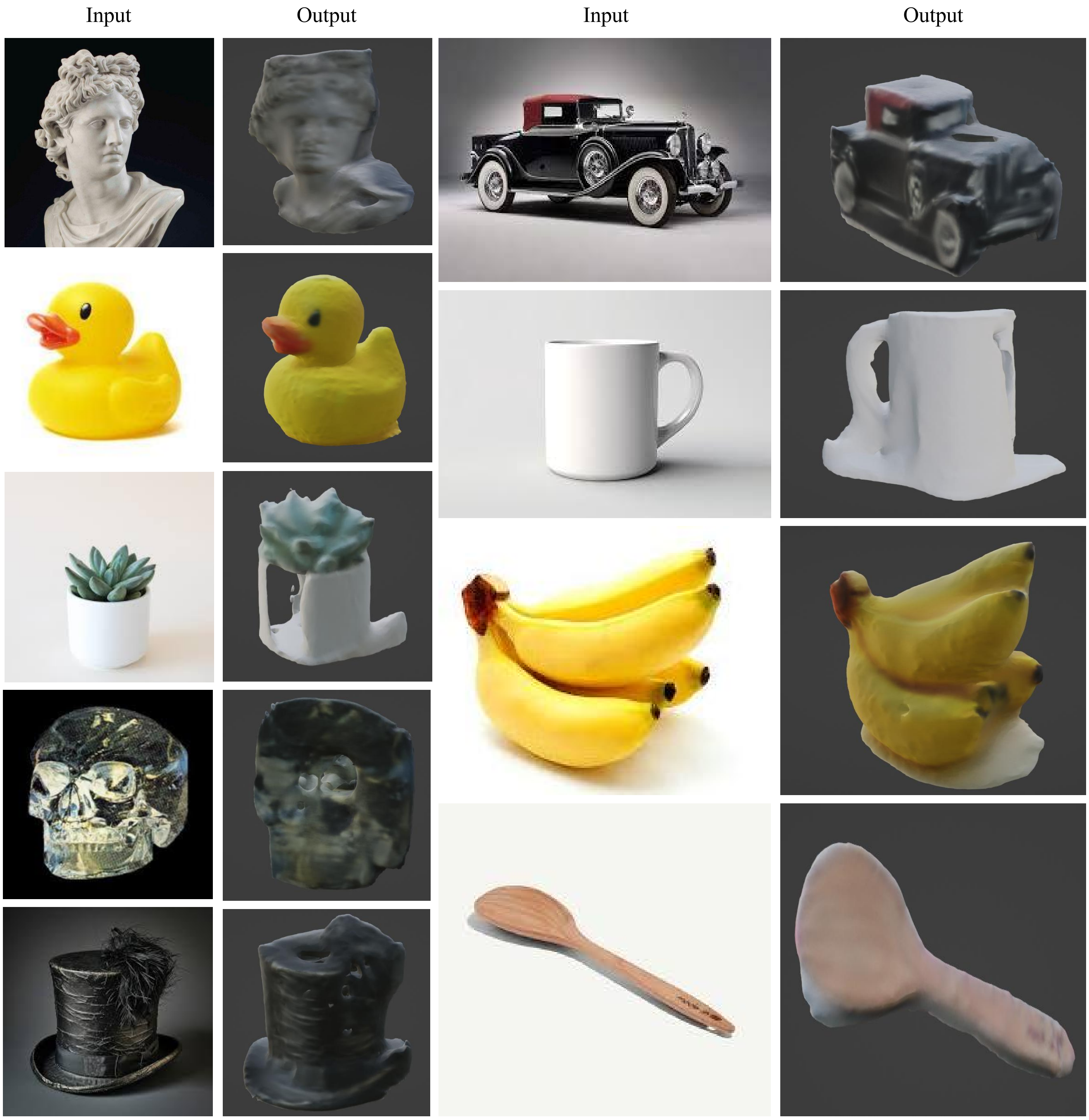

Figure 10. **Qualitative results of Image2Mesh.**

Figure 11. **Qualitative results of multi-view image generation.**

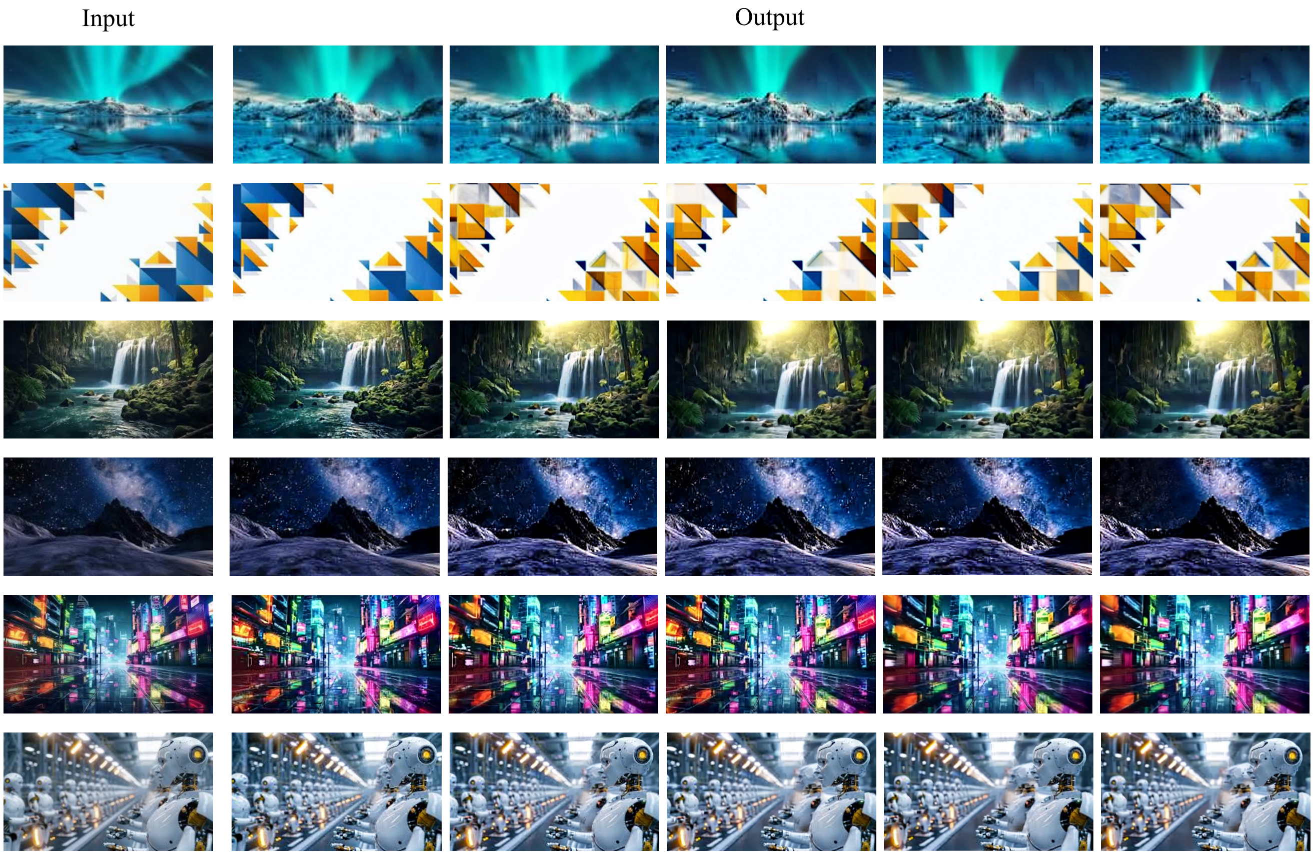

Figure 12. **Qualitative results of Image2Video.**

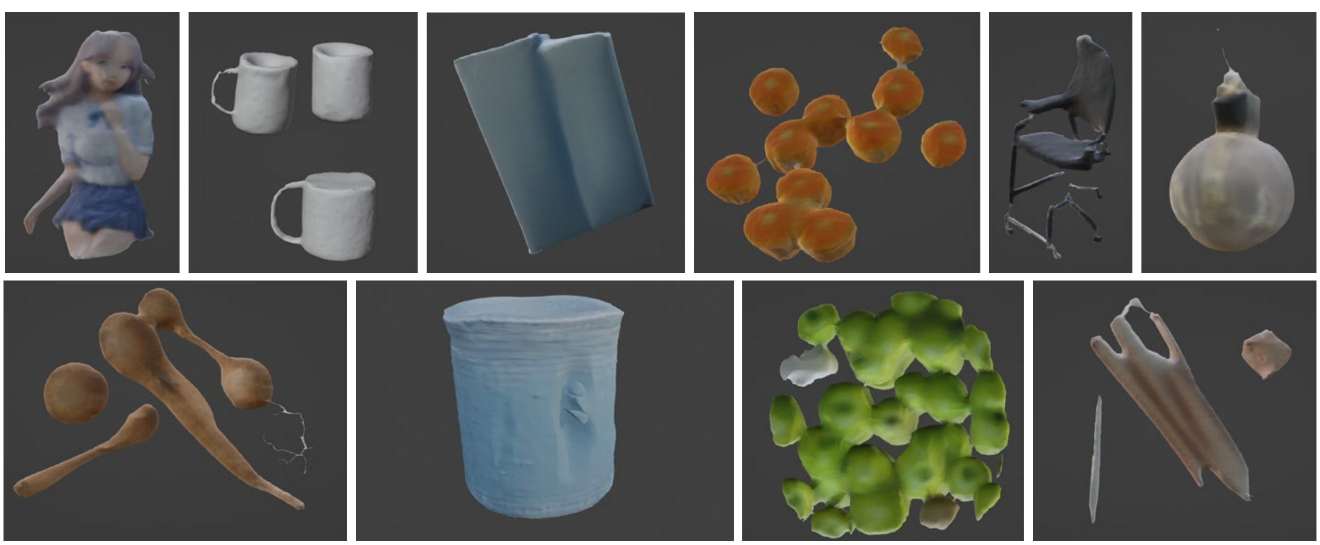

Figure 13. **Qualitative results of Text2Mesh.** The generated 3D meshes are synthesized based on their corresponding natural language instructions as specified in Table 5.