

# **VisCODER2: BUILDING MULTI-LANGUAGE VISUALIZATION CODING AGENTS**

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<https://tiger-ai-lab.github.io/VisCoder2>

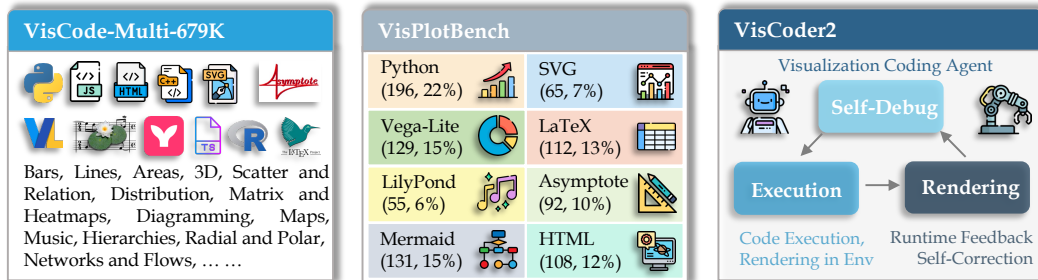


Figure 1: Overview of VisCoder2. We present three components: 1) **VisCode-Multi-679K**: a dataset of 679K executable visualization samples and multi-turn correction dialogues, spanning 12 programming languages; 2) **VisPlotBench**: spanning 8 languages with natural language instructions, executable code, and rendered outputs; 3) **VisCoder2**: a family of visualization coding agents that iteratively execute, render, and self-debug, approaching the performance of proprietary models.

## ABSTRACT

Large language models (LLMs) have recently enabled coding agents capable of generating, executing, and revising visualization code. However, existing models often fail in practical workflows due to limited language coverage, unreliable execution, and lack of iterative correction mechanisms. Progress has been constrained by narrow datasets and benchmarks that emphasize single-round generation and single-language tasks. To address these challenges, we introduce three complementary resources for advancing visualization coding agents. **VisCode-Multi-679K** is a large-scale, supervised dataset comprising 679K validated executable visualization samples and multi-turn correction dialogues, covering 12 programming languages. **VisPlotBench** is a benchmark for systematic evaluation, featuring executable tasks, rendered outputs, and protocols for both initial generation and multi-round self-debug. Finally, we present **VisCoder2**, a family of multi-language visualization models trained on VisCode-Multi-679K. Experiments show that VisCoder2 significantly outperforms strong open-source baselines and approaches the performance of proprietary models like GPT-4.1, with further gains from iterative self-debug, reaching **82.4%** overall execution pass rate at the 32B scale, particularly in symbolic or compiler-dependent languages.

## 1 INTRODUCTION

Recent advances in large language models (LLMs) have enabled coding agents Jimenez et al. (2023); Yang et al. (2024b) that can generate visualization code, execute it, and even revise their outputs in response to feedback (Robeyns et al., 2025; Li et al., 2025b). These agents are increasingly

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applied to data analysis and reporting workflows, where producing plots and diagrams is a central task (Galimzyanov et al., 2024).

While existing models can attempt these steps, they often fail in practice: generating code that crashes, produces incorrect visuals, or lacks flexibility across programming languages and libraries (Goswami et al., 2025). Building more reliable visualization coding agents requires resources that go beyond single-round generation, supporting multi-language coverage, runtime validation, and iterative correction through execution feedback (Yang et al., 2023). However, current datasets and benchmarks lack these capabilities, limiting progress toward agents that can effectively assist in real-world visualization workflows (Ni et al., 2025).

Visualization presents a uniquely valuable setting for advancing these agents. Unlike general-purpose code generation (Li et al., 2022), visualization tasks produce clear and interpretable outputs: the execution process and rendered figure provide an immediate signal of whether the code executed successfully and whether the output aligns with the intended result (Ni et al., 2025). Moreover, visualization requires cross-domain reasoning, combining knowledge of data handling, plotting syntax, and design conventions (Satyanarayan et al., 2016). Crucially, real-world workflows are inherently iterative — analysts rarely produce perfect visualizations on the first attempt, instead refining their code based on runtime behavior and visual inspection (Goswami et al., 2025). This natural feedback loop makes visualization tasks especially well-suited for developing agents that can generate and self-correct code (Chen et al., 2023).

Despite this potential, existing resources for visualization code generation remain narrow in scope. Most datasets focus on single languages, such as Python or Vega-Lite (Galimzyanov et al., 2024; Luo et al., 2021), and include many snippets that cannot be executed reliably (Ni et al., 2025). They lack validated, executable samples, and they do not provide the multi-turn interactions needed to train models for iterative debugging (Ni et al., 2025). Existing benchmarks also have significant gaps: they emphasize single-round generation and do not support systematic evaluation across languages or multi-round repair scenarios (Yang et al., 2023). As a result, current models are tested in settings that fail to capture the complexity of real-world visualization development (Goswami et al., 2025).

To address these limitations, we introduce two complementary resources. First, we present **VisCode-Multi-679K**, a large-scale supervised instruction-tuning dataset comprising 679K executable visualization and code-correction samples cover twelve programming languages. VisCode-Multi-679K combines validated visualization code extracted from diverse open-source repositories (Lozhkov et al., 2024; Yang et al., 2025a; Rodriguez et al., 2025) and multi-turn dialogues that teach models to revise faulty code based on execution feedback (Zheng et al., 2024). Second, we propose **VisPlotBench**, a benchmark for evaluating visualization coding agents across eight languages. VisPlotBench provides carefully curated, executable tasks with natural language instructions and rendered outputs, along with a standardized evaluation protocol for both initial generation and multi-round self-debug (Galimzyanov et al., 2024).

Finally, we train **VisCoder2**, a family of multi-language visualization models built on VisCode-Multi-679K. VisCoder2 substantially outperforms size-matched open-source baselines (Hui et al., 2024; Guo et al., 2024a; Ni et al., 2025) and closes much of the performance gap with proprietary models such as GPT-4.1 (Fachada et al., 2025). Experiments show that iterative self-debug yields further improvements, reaching **82.4%** at the 32B scale, *on par with GPT-4.1 and surpassing GPT-4.1-mini*, particularly benefiting symbolic or compiler-dependent languages like LilyPond, LaTeX, and Asymptote. Together, **VisCode-Multi-679K**, **VisPlotBench**, and **VisCoder2** establish a foundation for building and evaluating visualization coding agents that can operate reliably across diverse programming languages and real-world visualization tasks.

## 2 RELATED WORK

**LLMs for Visualization Code Generation** Large language models have shown promising results in generating visualization code from natural language descriptions (Yang et al., 2024c; Chen et al., 2024; Galimzyanov et al., 2024). Most existing approaches focus on single languages, particularly Python with matplotlib or plotly (Wu et al., 2024; Yang et al., 2024a), while some explore specification-based methods using Vega-Lite (Xie et al., 2024) and HTML (Li et al., 2025a). However, these systems face significant limitations: they typically support only one or two programming

languages, lack systematic execution validation, and often generate code that fails to run reliably (Ni et al., 2025; Sun et al., 2025). Multi-language code generation efforts in broader domains (Lozhkov et al., 2024; Muennighoff et al., 2023) provide extensive language coverage but lack the specialized knowledge required for visualization tasks, particularly for domain-specific languages like LaTeX for mathematical plots or LilyPond for musical notation. Our VisCode-Multi-679K dataset addresses these limitations by providing validated, executable visualization samples across twelve programming languages, enabling robust multi-language visualization code generation with systematic quality control and execution verification.

**Self-Debug and Coding Agents** Recent advances in coding agents have emphasized iterative development capabilities, where models can generate, execute, and refine code through multiple rounds of feedback (Jimenez et al., 2023; Yang et al., 2024b). Self-debug approaches leverage execution traces, error messages, and runtime outcomes to guide automatic code correction (Chen et al., 2023; Madaan et al., 2023; Zheng et al., 2024; Zeng et al., 2025). Agent-based systems further extend these capabilities by incorporating planning, tool use, and collaborative debugging workflows (Grishina et al., 2025; Li et al., 2024; Zhang et al., 2025). While these methods show promise in general programming tasks, their application to visualization remains underexplored. Existing visualization systems like LIDA (Dibia, 2023) incorporate some feedback mechanisms, but lack the systematic multi-turn correction capabilities needed for reliable cross-language deployment. Our work uniquely combines multi-language visualization generation with systematic self-debug, enabling VisCoder2 to iteratively refine code across diverse programming environments, particularly excelling in symbolic languages where execution validation is essential.

**Visualization Benchmark** Existing visualization benchmarks focus predominantly on Python (Galimzyanov et al., 2024; Chen et al., 2024; Yang et al., 2024c; Rahman et al., 2025) or declarative specifications like Vega-Lite and HTML (Luo et al., 2021; 2025; Li et al., 2025a), limiting their applicability across diverse programming environments used in real-world data analysis. While general code datasets like *the-stack-v2* (Lozhkov et al., 2024) provide broad language coverage, they lack visualization-specific content and execution validation. Most visualization benchmarks evaluate only single-turn generation, failing to capture the iterative debugging workflows that characterize practical visualization development (Ni et al., 2025; Seo et al., 2025). Without multi-language support and multi-round evaluation, existing benchmarks cannot assess whether models can handle the diverse toolchains and iterative workflows essential for real-world visualization tasks. VisCode-Multi-679K addresses these limitations by providing the first large-scale dataset with execution-validated visualization code across twelve programming languages, while VisPlotBench enables a systematic evaluation of both initial generation and multi-turn self-debug capabilities across visualization tasks in multiple programming languages.

### 3 VISCODE-MULTI-679K: AN INSTRUCTION TUNING DATASET FOR VISUALIZATION ACROSS TWELVE PROGRAMMING LANGUAGES

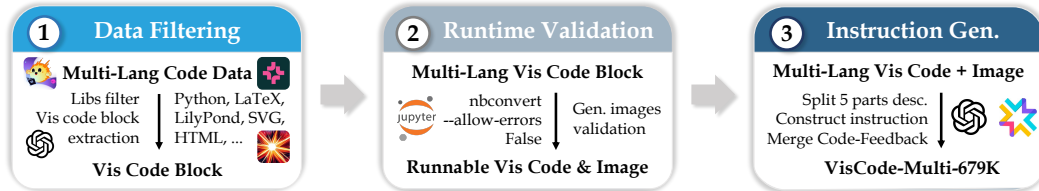


Figure 2: Data construction pipeline for VisCode-Multi-679K. We collect code blocks across twelve programming languages from open-source repositories, including large-scale code corpora, synthetic visualization datasets, and domain-specific diagram collections. We validate executability and render outputs through Jupyter-based runtime checks, yielding instructions paired with images. We integrate multi-turn dialogues from *Code-Feedback* to provide iterative correction supervision.

We present **VisCode-Multi-679K**, a supervised instruction tuning dataset for visualization code generation and feedback-driven correction across twelve programming languages. The dataset supports

robust multi-language code generation and enables iterative refinement through multi-turn supervision, aligning with the needs of interactive visualization workflows.

VisCode-Multi-679K unifies two complementary sources of supervision. The first is a large collection of executable visualization code extracted from open source repositories across twelve programming languages, spanning diverse chart types, libraries, and real-world usage patterns. Each sample is validated for runtime execution and paired with its rendered output, ensuring reliable supervision for multi-language code generation. The second source is 66K multi-turn dialogues from the Code Feedback dataset (Zheng et al., 2024), which provide training signals for revising faulty code based on execution feedback. Although these dialogues are not exclusively visualization-oriented, they are essential for modeling realistic self-correction behaviors in iterative workflows.

Figure 2 summarizes the construction pipeline of VisCode-Multi-679K, forming the raw material for a four-stage process: library-based filtering, code block extraction, runtime validation, and instruction generation. The following subsections detail each stage.

### 3.1 CODE EXTRACTION FROM PUBLIC REPOSITORIES

We construct VisCode-Multi-679K by drawing on three complementary open source corpora: *the-stack-v2*<sup>1</sup> (Lozhkov et al., 2024), *svg-diagrams*<sup>2</sup> (Rodriguez et al., 2025), and *CoSyn-400K*<sup>3</sup> (Yang et al., 2025b; Deitke et al., 2024). These sources are complementary: *the-stack-v2* provides large-scale, diverse code across many languages, capturing realistic visualization embedded in general programs; *svg-diagrams* contributes domain-specific SVG samples focused on diagram rendering; and *CoSyn-400K* offers synthetic but cleanly structured visualization code spanning multiple languages. Together, they cover both natural and synthetic usage across a wide range of languages and visualization styles. From each corpus, we extract code that invokes widely used visualization libraries to capture real-world plotting practices. These sources provide the raw material for a pipeline with four stages: library-based filtering for each language, code block extraction, runtime validation, and instruction generation.

**Filtering and Code Block Extraction.** For *the-stack-v2* (Lozhkov et al., 2024), which contains approximately 900B tokens of code, we restrict our selection to two filtered subsets: *stack-edu*<sup>4</sup> (Al-lal et al., 2025) and *the-stack-v2-train-smol-ids*<sup>5</sup>. *stack-edu* was curated from *the-stack-v2* using a classifier-based filtering strategy that retains only high-quality educational programming content. *the-stack-v2-train-smol-ids* is a near-deduplicated subset further filtered with heuristics and spanning 17 programming languages. We first apply library-based filters on these subsets to identify approximately 5.3M visualization code candidates in Python, JavaScript, C++, TypeScript, HTML, and R. Because most examples are embedded in broader program contexts rather than self-contained plotting examples, we use GPT-4.1-mini (OpenAI, 2025) to extract standalone plotting blocks for each language. When the original code does not include data, we inject mock inputs so that each block can execute in isolation. This structural cleaning preserves realistic visualization usage while remaining compatible with our runtime pipeline. After filtering and reconstruction, we obtain roughly 900K candidate blocks.

For *svg-diagrams*, which contains 182K domain-specific SVG samples focused on diagrams from *star-vector* (Rodriguez et al., 2025), we apply regular-expression filtering to remove noisy data that lack width, height, or other essential components. This step retains about 79K candidate blocks.

For *CoSyn-400K*, we select 408K visualization snippets across eight languages, including Python, HTML, LaTeX, SVG, Asymptote, Mermaid, LilyPond, and Vega-Lite. *CoSyn-400K* provides synthetic but cleanly structured code spanning a wide range of styles, with well-rendered outputs and consistent structure. Unlike *the-stack-v2*, its Python and HTML code store logic and data separately, which requires reconstruction for runtime execution. For languages requiring reconstruction, we rebuild runnable scripts by inserting lightweight annotations such as column headers and

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<sup>1</sup>[hf.co/datasets/bigcode/the-stack-v2](https://hf.co/datasets/bigcode/the-stack-v2)

<sup>2</sup>[hf.co/datasets/starvector/svg-diagrams](https://hf.co/datasets/starvector/svg-diagrams)

<sup>3</sup>[hf.co/datasets/allenai/CoSyn-400K](https://hf.co/datasets/allenai/CoSyn-400K)

<sup>4</sup>[hf.co/datasets/HuggingFaceTB/stack-edu](https://hf.co/datasets/HuggingFaceTB/stack-edu)

<sup>5</sup>[hf.co/datasets/bigcode/the-stack-v2-train-smol-ids](https://hf.co/datasets/bigcode/the-stack-v2-train-smol-ids)

a data row to emulate realistic data loading. When necessary, we append missing plotting function calls to ensure that each language can execute within a Jupyter notebook environment.

**Runtime Validation.** To ensure executability, we run each candidate block in isolated Jupyter environments. C++, JavaScript, and R are executed in dedicated kernels, while all other languages share the Python kernel. Each block is run with `nbconvert` using `allow-error=False` to enforce strict filtering. We apply a fixed timeout and terminate runs that hang or enter infinite loops via a simulated keyboard interrupt. Only samples that execute successfully and generate valid image files that are non-monochrome and larger than 10KB are retained. This step produces 245K validated plotting scripts from *the-stack-v2*, 43K from *svg-diagrams*, and 322K from *CoSyn-400K*, each paired with its rendered output. The detailed distribution is shown in Table 5.

**Instruction Generation.** To enable models to learn from both structural code features and rendered visual outputs, we generate natural language instructions for each validated example using GPT-4.1 (OpenAI, 2025). This process ensures that supervision captures not only code syntax but also the semantics of the corresponding visualization.

To capture both data semantics and visual design, each instruction is structured into five components: (1) a brief setup description specifying the programming language and visualization libraries used; (2) a description of either the underlying data (for data-driven code) or the visible elements of the figure (for non-data-driven code); (3) a data block that either contains a copied data-generation line or a two-row preview, left empty for non-data-driven cases; (4) a high-level output description that conveys the intended visualization conceptually; and (5) a style description capturing colors, grid layout, and other visual properties. These components are assembled into a fixed template:

```
[Output Description]
[Setup]
[Data/Visual Description]
"The data is shown below:" or None
[Data] or None
[Style Description]
```

This format enforces a consistent prompt structure across sources and languages, ensuring that models receive a unified description of the visualization target, its data, and its stylistic attributes.

### 3.2 MULTI-TURN INSTRUCTION-FOLLOWING DIALOGUES WITH EXECUTION FEEDBACK

VisCode-Multi-679K further includes over 66K multi-turn dialogues from the *Code-Feedback*<sup>6</sup> dataset (Zheng et al., 2024). These dialogues cover programming tasks in Python, HTML, JavaScript, R, and other languages, with user instructions, model-generated code, and follow-up turns carrying execution feedback or revision prompts.

Although not tailored to visualization, they provide essential supervision for teaching models to revise faulty code based on runtime signals and to reason over iterative interactions. We incorporate these dialogues into the instruction tuning corpus alongside single-turn samples from *stack-edu*, *the-stack-v2*, *svg-diagrams*, and *CoSyn-400K*. This integration allows models to practice both initial code generation and multi-turn refinement strategies.

## 4 VISPLOTBENCH: MULTI-LANGUAGE BENCHMARK FOR VISUALIZATION CODING AGENTS

**VisPlotBench** is a benchmark for evaluating visualization coding agents across eight languages. Unlike prior efforts that focus on a single language or specification style, VisPlotBench spans imperative libraries, declarative grammars, markup-based formats, and symbolic notations, providing a standardized protocol for assessing both initial code generation and multi-round self-debug.

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<sup>6</sup>[hf.co/datasets/m-a-p/Code-Feedback](https://hf.co/datasets/m-a-p/Code-Feedback)


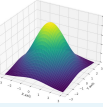

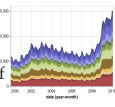

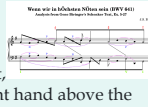

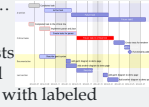

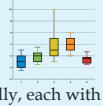

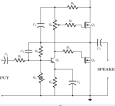

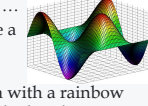

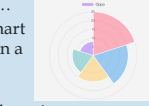
 <b>Python</b> <b>Task:</b> Generate a three-dimensional surface plot, the plot visualizes the relationship between three variables, X, Y, and Z, ... .. <b>Style:</b> The visual features a smooth, colorful surface with a gradient transitioning ... ..  <b>Visual Cate. :</b> 3D; <b>Subtype:</b> Surface	 <b>Vega-Lite</b> <b>Task:</b> Create an area chart to visualize the sum of counts over time, categorized by different series. The x-axis represents time in ... .. <b>Style:</b> The area segments are stacked on top of each other, each filled with erse palette ... ..  <b>Visual Cate. :</b> Areas; <b>Subtype :</b> Stacked-Area	 <b>LilyPond</b> <b>Task:</b> Generate a musical score for piano that presents an analysis of J.S. Bach's piece "Wenn wir in höchsten Nöten sein" ... .. <b>Style:</b> The staves are spaced apart, with the right hand above the left hand. Notes are ... ..  <b>Visual Cate. :</b> Music; <b>Subtype :</b> Sheet Music	 <b>Mermaid</b> <b>Task:</b> Generate a Gantt chart to visualize a project timeline, illustrating tasks across different sections such as "A section," "Critical ... .. <b>Style:</b> The visual consists of horizontal bars aligned with labeled sections on the left, each ... ..  <b>Visual Cate. :</b> Diagramming; <b>Subtype :</b> Gantt
 <b>SVG</b> <b>Task:</b> Generate a box plot to display the distribution of data across five different categories. Each category is represented by a separate ... .. <b>Style:</b> The visual consists of five colored boxes aligned horizontally, each with a distinct color ... ..  <b>Visual Cate. :</b> Distribution; <b>Subtype :</b> Box-Plot	 <b>LaTeX</b> <b>Task:</b> Generate a schematic diagram of an electronic circuit that includes various components such as resistors, capacitors, ... .. <b>Style:</b> The components are labeled with their respective symbols and names, and ... ..  <b>Visual Cate. :</b> Diagramming; <b>Subtype :</b> Electrical Circuit	 <b>Asymptote</b> <b>Task:</b> Generate a 3D surface plot representing a mathematical function defined by the cosine and sine of the coordinates. The surface is ... .. <b>Style:</b> Create a colorful, grid-like 3D visualization with a rainbow gradient applied to the ... ..  <b>Visual Cate. :</b> 3D; <b>Subtype :</b> Surface	 <b>HTML</b> <b>Task:</b> Generate a polar area chart to represent the market share percentages of different smartphone brands. The chart includes ... .. <b>Style:</b> The chart is centered on a light gray background with a title above it ... ..  <b>Visual Cate. :</b> Radial & Polar; <b>Subtype :</b> Radial Area

Figure 3: Overview of VisPlotBench. The benchmark covers eight visualization languages and contains 888 diverse visualization tasks, each combining a natural language instruction and a rendered visual. Tasks are annotated with a Visual category and a Subtype, spanning 13 categories in total.

#### 4.1 OVERVIEW

Existing visualization benchmarks are narrow in scope: most cover a single language, few chart families, and no iterative debugging. **VisPlotBench** fills these gaps with 888 tasks across eight languages and 13 Visual categories (Figure 4). The taxonomy spans common families such as Bars, Lines, and Scatter, while adding rarely represented ones like Hierarchies, Music, and Networks & Flows. Each task combines a natural language instruction, executable code, and a rendered output, enabling execution-grounded evaluation. With its execute-render-score protocol and multi-round self-debug loop, VisPlotBench provides the first systematic benchmark for assessing visualization coding agents across languages and task types.

Table 1: Comparison with existing benchmarks. VisPlotBench provides executable, multi-language tasks with natural language instructions, rendered outputs, and a standardized protocol for both initial code generation and multi-round self-debugging.

Benchmark	Coverage	Self-debug	Visual Category	Num
VisEval (Chen et al., 2024)	Python	✗	4	2,524
MatPlotBench (Yang et al., 2024c)	Python	✗	11	100
nvBench (Luo et al., 2021)	Vega-Lite	✗	4	25,750
nvBench 2.0 (Luo et al., 2025)	Vega-Lite	✗	5	7,878
Text2Vis (Rahman et al., 2025)	Python	✗	10	1,985
PandasPlotBench (Galimzyanov et al., 2024)	Python	✗	10	175
PandasPlotBench-Enhanced (Ni et al., 2025)	Python	✓	10	175
<b>VisPlotBench (ours)</b>	8 languages	✓	13	888

Table 1 positions VisPlotBench among representative benchmarks across four dimensions: language coverage, visual categories, self-debug support, and dataset size. Earlier resources remain narrow—focusing on Python or Vega-Lite, with limited chart types and no iterative debugging. VisCoder introduced self-debugging for PandasPlotBench, while VisPlotBench generalizes this to eight languages, expands coverage to 13 categories, including Hierarchies, Music, and Networks & Flows, and standardizes evaluation for systematic cross-language assessment.

## 4.2 DATA COLLECTION AND CURATION

We assemble 888 executable tasks from publicly available examples, library documentation, and high-quality code snippets across eight programming languages. The tasks span 13 Visual categories and 116 Subtypes, covering common families such as Bars, Lines, and Scatter, as well as underrepresented ones including Hierarchies, Music, and Networks & Flows.

Each candidate script is executed in an isolated runtime with language-specific kernels or headless renderers. Tasks are retained only if execution succeeds and a valid image is produced. We discard visually trivial outputs (e.g., near-monochrome images) and remove duplicates by hashing rendered outputs and normalizing code. This process yields a pool of verified code–image pairs compatible with our evaluation pipeline.

Annotators then review verified pairs, removing low-quality items such as unreadable or degenerate plots. Each remaining task is annotated with a Visual category and Subtype from the shared taxonomy shown in Table 7, with library-specific idioms added when appropriate. A double-pass review with conflict resolution ensures consistency across languages.

## 4.3 TASK CONSTRUCTION

Each VisPlotBench task extends the verified code–image pair with a structured natural language instruction. To ensure consistency across languages, we adopt a five-part schema: *Setup* → *Plot Instruct* → *Data Instruct* → *Task Description* → *Style Description*. This schema provides a unified template that reflects both the semantic intent and the stylistic requirements of each visualization.

*Setup*, *Plot Instruct*, and *Data Instruct* are authored separately for each language so that tasks capture real usage, including syntax constraints, runtime notes, and data access conventions. *Task Description* and *Style Description* are generated with GPT-4.1 conditioned on the verified code and its rendered visual. The *Task Description* specifies the semantic intent and structural elements required for correctness, while the *Style Description* summarizes perceptual attributes such as layout, annotations, label formatting, and color usage. Detailed authoring templates and generation prompts are provided in Appendix E.2 and E.3.

The final instruction is the concatenation of the five components, producing a unified input format across languages. This design enables coding agents to condition on natural language instructions paired with minimal data previews and generate executable code that satisfies both the semantic and stylistic requirements of the task.

## 4.4 EVALUATION PROTOCOL

VisPlotBench adopts a standardized **execute–render–score** pipeline. Each submission is executed in an isolated runtime with language-specific kernels or headless renderers, subject to strict timeouts and log capture. The process outputs three artifacts: rendered image, execution log and metadata record, supporting execution-grounded and judgment-based evaluation.

Evaluation metrics extend those of PandasPlotBench and VisCoder. **Execution Pass Rate** checks whether the code runs without error and produces a valid visualization. **Task Score** measures instruction compliance using an LLM judge guided by semantic and structural rubrics, and **Visual Score** assesses perceptual similarity between generated and reference outputs. Both follow the GPT-based judging protocol of PandasPlotBench.

To assess iterative refinement, VisPlotBench includes a multi-round self-debug protocol. Unresolved tasks are revisited for up to three rounds, where the model receives the instruction, its prior code, and an excerpt of the execution log before producing a revision. The final score reflects the best attempt, mirroring real-world correction loops and enabling systematic evaluation of both baseline generation and feedback-driven recovery.

## 5 MAIN RESULTS

We evaluate both proprietary and open-source models on VisPlotBench to compare execution reliability across parameter scales, programming languages, and evaluation modes. Proprietary refer-

ences include GPT-4.1 (OpenAI, 2025) and its lighter variant GPT-4.1-mini (OpenAI, 2025), while open-source baselines include DeepSeek-Coder (Guo et al., 2024b), DeepSeek-CoderV2 (Zhu et al., 2024), Qwen2.5-Coder (Hui et al., 2024), and VisCoder (Ni et al., 2025). Our VisCoder2 models are trained on VisCode-Multi-679K using Qwen2.5-Coder backbones at 3B, 7B, 14B, and 32B scales, a full training and evaluation setup provided in Appendix A. A controlled ablation of training data sources is presented in Appendix C

Table 2: Overall execution pass rate (%) of selected models on the VisPlotBench benchmark. The best-performing model in each scale is shown in **bold**, and the second best is underlined.

Model	Exec Pass Overall	Python (196)	Vega-Lite (129)	LilyPond (55)	Mermaid (131)	SVG (65)	LaTeX (112)	Asymptote (92)	HTML (108)
GPT-4.1	63.4	64.3	84.5	43.6	68.7	<u>95.4</u>	31.3	21.7	89.8
GPT-4.1 + Self Debug	<b>82.4</b>	<b>84.2</b>	<u>96.1</u>	<b>63.6</b>	<u>93.9</u>	<b>96.9</b>	<b>66.1</b>	46.7	<u>97.2</u>
GPT-4.1-mini	58.9	64.8	<u>84.5</u>	16.4	51.9	<u>95.4</u>	29.5	23.9	86.1
GPT-4.1-mini + Self Debug	<u>81.1</u>	<u>80.6</u>	<b>96.9</b>	<u>56.4</u>	<b>94.7</b>	<b>96.9</b>	<u>58.9</u>	<b>48.9</b>	<b>100.0</b>
~ 3B Scale									
DeepSeek-Coder-1.3B-Ins.	32.3	29.1	53.5	30.9	63.4	7.7	4.5	13.0	36.1
Qwen2.5-Coder-3B-Ins.	45.8	34.2	68.2	3.6	74.1	75.4	17.9	18.5	62.0
VisCoder-3B	56.1	45.4	<u>83.7</u>	21.8	<u>75.6</u>	<u>76.9</u>	23.2	30.4	79.6
VisCoder2-3B	<u>67.7</u>	<u>56.1</u>	83.0	<u>50.9</u>	<b>76.3</b>	<b>87.7</b>	<u>36.6</u>	62.0	<u>93.5</u>
VisCoder2-3B + Self Debug	<b>70.0</b>	<b>63.3</b>	<b>84.5</b>	<u>52.7</u>	<b>76.3</b>	<b>87.7</b>	<b>38.4</b>	<b>63.0</b>	<b>94.4</b>
~ 7B Scale									
DeepSeek-Coder-6.7B-Ins.	46.4	39.3	79.8	7.3	<b>91.6</b>	<b>96.9</b>	18.8	0.0	22.2
Qwen2.5-Coder-7B-Ins.	51.2	41.3	76.0	5.5	77.9	92.3	25.9	13.0	64.8
VisCoder-7B	57.2	58.2	71.3	23.6	77.1	<u>93.9</u>	25.9	17.4	75.9
VisCoder2-7B	<u>70.9</u>	64.8	83.0	<u>69.1</u>	78.6	<b>96.9</b>	39.3	64.1	82.4
VisCoder2-7B + Self Debug	<b>76.4</b>	<b>77.0</b>	<b>84.5</b>	<b>72.7</b>	<u>84.7</u>	<b>96.9</b>	<b>42.9</b>	<b>70.7</b>	<b>84.3</b>
~ 14B Scale									
DeepSeek-Coder-V2-Lite-Ins.	55.3	47.5	75.2	49.1	69.5	93.9	29.5	20.7	64.8
Qwen2.5-Coder-14B-Ins.	59.5	50.0	83.0	25.5	74.8	<b>98.5</b>	30.4	25.0	83.3
VisCoder2-14B	<u>72.1</u>	<u>65.3</u>	<u>93.0</u>	<u>54.6</u>	81.7	89.2	42.0	<u>56.5</u>	<u>90.7</u>
VisCoder2-14B + Self Debug	<b>78.4</b>	<b>78.1</b>	<b>94.6</b>	<b>63.6</b>	<b>86.3</b>	90.8	<b>45.5</b>	<b>66.3</b>	<b>94.4</b>
~ 32B Scale									
DeepSeek-Coder-33B-Ins.	54.3	58.2	90.7	30.9	87.0	<u>92.3</u>	24.1	21.7	12.0
Qwen2.5-Coder-32B-Ins.	57.5	50.5	83.0	30.9	71.0	<b>93.9</b>	29.5	17.4	78.7
VisCoder2-32B	<u>73.1</u>	<u>65.3</u>	<u>94.6</u>	<u>56.4</u>	87.0	81.5	42.9	58.7	<u>91.7</u>
VisCoder2-32B + Self Debug	<b>82.4</b>	<b>81.6</b>	<b>96.1</b>	<b>69.1</b>	<b>90.1</b>	86.2	<b>61.6</b>	<b>71.7</b>	<b>93.5</b>

## 5.1 OVERALL COMPARISON

Table 2 summarizes execution pass rates for all models across eight visualization languages and overall averages. The following analysis examines differences between proprietary and open-source models, variation across languages, and the relative advantages of VisCoder2 under both default and self-debug evaluation modes.

**Proprietary Models Remain Stronger.** GPT-4.1 achieves 63.4% overall, the highest among reference models, and GPT-4.1-mini follows closely. Both perform strongly on standardized declarative or markup languages such as Vega-Lite, SVG, and HTML, all above 84%. In contrast, instruction-tuned open-source models remain far behind. At the 7B scale, Qwen2.5-Coder reaches only 51.2% overall, with fewer than 30% on LaTeX and just 5.5% on LilyPond. Previous VisCoder variants improve Python performance but fail to generalize across languages. These results underline the substantial gap between proprietary and open-source models.

**Cross-Language Variation.** Performance differs sharply across visualization languages. Vega-Lite and HTML are close to saturation for most models, while Python shows steady gains with scale. By contrast, symbolic and compiler-dependent languages remain the most difficult. Even GPT-4.1 achieves less than 45% on LilyPond and under 25% on Asymptote, and open-source baselines fall much lower. This uneven landscape highlights that progress on symbolic grammars is the key bottleneck for reliable multi-language visualization.

**VisCoder2 Advantage.** Across all scales, VisCoder2 consistently outperforms size-matched open-source baselines. At 32B, it improves overall execution pass rate by approximately 15 points compared with Qwen2.5-Coder and reaches parity with GPT-4.1. The only consistent shortfall is on SVG, where VisCoder2 trails the strongest baseline by over 10 points. Overall, VisCoder2 is the first open-source model to match proprietary reliability on executable visualization tasks.

**Effect of Self-Debug.** Iterative correction consistently improves execution reliability across model families and scales. Proprietary models benefit strongly, and VisCoder2 follows the same trend: at larger scales, overall execution rises by nearly ten points when self-debugging is enabled. The effect is especially pronounced for symbolic and compiler-dependent languages such as LilyPond, LaTeX, and Asymptote, where fragile syntax or compilation errors dominate. Self-debugging enables the model to repair these shallow but frequent failures, allowing models to resolve previously intractable failures into valid outputs. This demonstrates that feedback-driven refinement is not just a marginal improvement but a critical mechanism for tackling the hardest visualization languages.

## 5.2 TASK AND VISUAL SCORE ANALYSIS

We analyze Task Score and Visual Score on three representative languages that highlight different behaviors, as shown in Table 3: LaTeX illustrates execution-semantic mismatch, LilyPond shows the largest gains on symbolic grammars, and SVG exposes model-library sensitivity where semantic and perceptual signals diverge. Results for all languages and scales are provided in Appendix G.

Table 3: Performance of selected languages on the VisPlotbench benchmark. For each model, we report (1) execution pass rate (**Exec Pass**), (2) mean visual and task scores (**Mean**), and (3) the proportion of samples scoring at least 75 (**Good**). The best-performing model in each scale is shown in **bold**, and the second best is underlined.

Model	LaTeX (112)					LilyPond (55)					SVG (65)				
	Exec Pass	Mean vis	task	Good( $\geq 75$ ) vis	task	Exec Pass	Mean vis	task	Good( $\geq 75$ ) vis	task	Exec Pass	Mean vis	task	Good( $\geq 75$ ) vis	task
GPT-4.1	31.3	18	26	13%	25%	43.6	14	38	5%	36%	95.4	45	92	14%	94%
GPT-4.1 + Self Debug	<b>66.1</b>	38	56	25%	51%	<b>63.6</b>	17	54	5%	53%	<b>96.9</b>	45	93	14%	95%
GPT-4.1-mini	29.5	21	25	18%	25%	16.4	2	12	0%	11%	<u>95.4</u>	41	86	11%	86%
GPT-4.1-mini + Self Debug	<u>58.9</u>	35	50	23%	49%	<u>56.4</u>	14	42	0%	35%	<b>96.9</b>	42	88	11%	88%
Qwen2.5-Coder-7B-Instruct	25.9	11	15	6%	8%	5.5	0	3	0%	4%	<u>92.3</u>	23	58	0%	40%
<b>VisCoder2-7B</b>	<u>39.3</u>	15	23	6%	15%	<b>69.1</b>	16	52	2%	45%	<b>96.9</b>	34	73	3%	62%
<b>VisCoder2-7B + Self Debug</b>	<b>42.9</b>	16	24	6%	15%	<b>72.7</b>	17	55	2%	45%	<b>96.9</b>	34	73	3%	62%
Qwen2.5-Coder-32B-Instruct	29.5	14	25	9%	27%	30.9	5	22	2%	18%	<b>93.9</b>	34	81	3%	75%
<b>VisCoder2-32B</b>	<u>42.9</u>	20	35	11%	34%	<u>56.4</u>	14	39	2%	27%	81.5	33	68	11%	63%
<b>VisCoder2-32B + Self Debug</b>	<b>61.6</b>	28	45	14%	42%	<b>69.1</b>	16	48	2%	35%	<u>86.2</u>	34	71	11%	66%

**LaTeX: Execution-Semantics Mismatch.** Models often capture the intended structure of a figure but fail to compile reliably. For example, GPT-4.1 improves from 31.3% to 66.1% execution pass rate with Self-Debug, while task scores remain around 50 even when execution fails. VisCoder2 raises execution and task scores compared with baselines, but compilation errors remain frequent. This pattern indicates that semantic alignment does not always translate into successful rendering.

**LilyPond: Symbolic Grammar Gains.** VisCoder2 delivers the clearest advantage on symbolic languages. At 7B, Qwen2.5-Coder executes only 5.5% of tasks, while VisCoder2 reaches 69.1% and further improves with Self-Debug. The proportion of examples with task scores above 75 also increases by more than tenfold. These results show that targeted coverage of symbolic grammars in VisCode-Multi-679K translates directly into reliable generation and semantic adherence.

**SVG: Sensitivity to Rendering Libraries.** Execution success is high across most models, yet visual scores lag behind task scores. For instance, GPT-4.1 with Self-Debug achieves 95.4% execution and a task score near 90, but the average visual score is below 50. VisCoder2 performs competitively but trails Qwen2.5 on execution at larger scales (81.5% versus 93.9% at 32B). These discrepancies suggest that evaluation on SVG is strongly influenced by library-specific rendering details rather than semantic understanding alone.

### 5.3 ERROR ANALYSIS

To better understand failure modes across languages, we analyze execution errors before and after self-debug. Many language-specific exceptions, such as `FunctionSignatureError` in `Asymptote` or `MarkupError` in `LilyPond`, were merged into four broader categories for clarity: Structural Errors (syntax or parsing), Type&Interface Errors (invalid calls or arguments), Semantic / Data Errors (mismatched variables or values), and Runtime / Environment Errors (renderer or package issues). Representative results for `VisCoder2-32B` are shown in Table 4, with full breakdowns in Appendix I.

Table 4: Representative error transitions for `VisCoder2-32B` across eight visualization languages. Each cell shows error counts from initial failure to the final self-debug round ( $X \rightarrow Y$ ). A dash indicates the error type does not occur for that language.

Error Category	Python	Vega-Lite	LilyPond	Mermaid	SVG	LaTeX	Asymptote	HTML
Structural Errors	1 $\rightarrow$ 1	2 $\rightarrow$ 1	14 $\rightarrow$ 10	12 $\rightarrow$ 9	8 $\rightarrow$ 7	10 $\rightarrow$ 4	9 $\rightarrow$ 3	-
Type & Interface	13 $\rightarrow$ 3	2 $\rightarrow$ 1	5 $\rightarrow$ 2	-	-	-	-	-
Semantic / Data	19 $\rightarrow$ 8	-	-	-	-	28 $\rightarrow$ 23	15 $\rightarrow$ 11	-
Runtime / Env.	-	2 $\rightarrow$ 2	-	-	-	27 $\rightarrow$ 6	8 $\rightarrow$ 6	3 $\rightarrow$ 2

**Effective recovery on structural and interface errors.** Self-debug reduces shallow errors such as missing tokens or invalid arguments across multiple languages. For example, `Python` interface errors fall from 13 to 3 (Figure 6), and structural errors in `LilyPond` decrease from 14 to 10 (Figure 12). `Mermaid` and `Asymptote` show the same trend, with syntax and function signature errors shrinking after correction (Figure 15). These cases benefit from explicit diagnostic traces, making them relatively easy to fix through iterative feedback.

**Persistent failures in semantic and runtime errors.** Errors involving semantics or execution environments remain difficult to resolve. In `LaTeX`, undefined variables decrease only slightly (28 to 23), and `Asymptote` variable mismatches improve only marginally (15 to 11) (Figure 24). Renderer failures such as `Vega-Lite` rendering errors (2 to 2) and `HTML` request failures (3 to 2) often persist across all rounds (Figure 28). These errors require deeper reasoning over symbolic grammars and runtime contexts, which current self-debug protocols cannot fully capture. Symbolic languages and renderer-sensitive environments therefore remain the dominant bottlenecks, pointing to the need for grammar-aware training objectives and more robust runtime integration.

## 6 CONCLUSION

Reliable visualization coding goes beyond single-pass generation: it requires competence across diverse languages and the ability to refine outputs iteratively in response to execution feedback. Existing datasets and benchmarks lack these capabilities, limiting progress toward practical agents for real-world workflows.

We addressed these gaps through three contributions. First, we introduced `VisCode-Multi-679K`, a large-scale instruction tuning dataset that unifies executable visualization code across twelve languages with multi-turn feedback dialogues. Second, we built `VisPlotBench`, a benchmark covering eight visualization languages under a standardized execute-render-score protocol, with tasks spanning 13 categories and 116 subtypes. Third, we trained the `VisCoder2` model family on these resources, showing that it consistently outperforms open-source baselines and approaches proprietary models in execution reliability.

Our experiments highlight two insights. Broad multi-language coverage is essential: symbolic and compiler-dependent languages such as `LaTeX`, `LilyPond`, and `Asymptote` remain challenging, yet progress on them is decisive for true generalization. Iterative refinement further proves indispensable: self-debug delivers large gains across models, especially on languages where structural and semantic errors are common.

Taken together, `VisCode-Multi-679K`, `VisPlotBench`, and `VisCoder2` establish the first systematic framework for building and evaluating visualization coding agents. We believe these resources can accelerate the development of agents that are not only multi-language but also capable of realistic correction loops, pushing toward reliable coding assistants for data analysis, reporting, and beyond.

## ETHICS STATEMENT

This work complies with the ICLR Code of Ethics. In this study, no human subjects or animal experimentation were involved. All datasets used were accessed and used under their licenses/terms of use, in line with applicable usage guidelines and with no infringement of privacy. We took steps to minimize unfair bias or discriminatory effects throughout the research process. No personally identifiable information was processed, and no experiments were conducted that could raise privacy or security risks. We remain committed to transparency and research integrity across the entire project lifecycle.

## REPRODUCIBILITY STATEMENT

We have made every effort to ensure that the results presented in this paper are reproducible. We release all prompts used to construct the training datasets in Appendix E.1, the full processing pipeline applied to raw sources, and the prompts and instructions used in building the *VisPlotBench* benchmark in Appendix E.2 and subsection E.3. We also provide a detailed description of the experimental setup in Appendix A.

In addition, all datasets used (`stack-edu`, `the-stack-v2-train-smol-ids`, `svg-diagrams`, and `Code-Feedback`) in constructing *VisCode-Multi-679K* are publicly available, as described in subsection 3.1. We will open-source our complete training and evaluation codebase, along with all trained model weights after publication. This release will include comprehensive documentation and usage examples to support future research and enable direct comparison with our results.

We believe these measures will enable other researchers to reproduce our findings, trace our dataset construction pipeline, and extend our work in future studies.

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## A EXPERIMENT SETUP

**Training Setup.** We fine-tune Qwen2.5-Coder-Instruct (Hui et al., 2024) at four parameter scales: 3B, 7B, 14B, and 32B. This setup allows us to assess the generalizability of VisCode-Multi-679K across capacities. All models are trained for 3 epochs with a learning rate of  $5 \times 10^{-6}$ , a warm-up ratio of 0.05, and a cosine scheduler. We perform full-parameter tuning in `bf16` precision on  $8 \times \text{H100}$  GPUs with a total batch size of 64, using the SWIFT infrastructure (Zhao et al., 2024).

**Evaluation Setup.** All evaluations are conducted on VisPlotBench using the standardized protocol in Section 4.4. We report three metrics: Execution Pass Rate, Task Score, and Visual Score, capturing executability, semantic alignment, and perceptual similarity. Models are also tested under the self-debug protocol with up to three rounds of correction based on execution feedback, assessing both baseline generation and recovery through iterative refinement.

## B TRAINING DATA DISTRIBUTION

Table 5: Distribution of visualization code samples across languages and sources. The final column reports per-language totals, and the final row reports per-source totals.

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Language	CoSyn-400K	the-stack-v2	svg-diagrams	Total
Python	66,052	120,902	-	186,954
HTML	75,315	59,915	-	135,230
LaTeX	124,039	-	-	124,039
SVG	2,693	-	43,928	46,621
JavaScript	-	28,807	-	28,807
Asymptote	22,539	-	-	22,539
C++	-	16,776	-	16,776
R	-	13,437	-	13,437
Mermaid	13,381	-	-	13,381
LilyPond	12,093	-	-	12,093
Vega-Lite	6,790	-	-	6,790
TypeScript	-	6,315	-	6,315
<b>Total</b>	<b>322,902</b>	<b>246,152</b>	<b>43,928</b>	<b>612,982</b>

## C ABLATION STUDY

To disentangle the contribution of each data source, we conduct a controlled ablation study using Qwen2.5-Coder-7B as the base model. Separate models are fine-tuned on individual subsets of The-Stack-V2, CoSyn, StarVector, and Code-Feedback, under the same instruction-tuning setup as the full configuration. We report execution pass rates on VisPlotBench in both default and self-debug modes, with comparisons to the untuned Qwen2.5-Coder-7B baseline and the full VisCode-Multi-679K model (Table 6).

Table 6: Execution pass rates of Qwen2.5-Coder-7B models trained on individual subsets of VisCode-Multi-679K. Each model is evaluated under both default (✗) and self-debug (✓) modes.

Model	Self-Debug	Overall	Python	Vega-Lite	LilyPond	Mermaid	SVG	LaTeX	Asymptote	HTML
Qwen2.5-Coder-7B-Ins.	✗ ✓	51.2 59.0	41.3 61.7	76.0 77.5	5.5 5.5	77.9 79.4	92.3 92.3	25.9 30.4	13.0 20.7	64.8 76.9
+ The-Stack-V2-246K	✗ ✓	49.0 56.5	47.5 58.2	81.4 83.7	7.3 10.9	69.5 73.3	84.6 84.6	0.9 31.3	17.4 18.5	64.8 65.7
+ CoSyn-323K	✗ ✓	59.2 62.2	25.5 31.1	83.7 84.5	65.5 69.1	57.3 61.1	100.0 100.0	36.6 38.4	56.5 62.0	91.7 91.7
+ StarVector-44K	✗ ✓	40.1 44.5	43.4 53.6	72.1 73.6	5.5 7.3	67.9 70.2	16.9 18.5	10.7 13.4	13.0 19.6	47.2 50.0
+ Code-Feedback-66K	✗ ✓	55.2 63.1	47.5 62.2	78.3 80.6	20.0 21.8	81.7 81.7	92.3 92.3	27.7 38.4	17.4 23.9	65.7 83.3
+ Full VisCode-Multi-679K	✗ ✓	70.9 76.4	64.8 77.0	83.0 84.5	69.1 72.7	78.6 84.7	96.9 96.9	39.3 42.9	64.1 70.7	82.4 84.3

**Natural vs. Synthetic.** Training on The-Stack-V2 alone yields limited improvements and even degrades symbolic languages such as LaTeX, reflecting the sparsity of clean visualization signals in general-purpose code. By contrast, CoSyn delivers large gains on symbolic and grammar-sensitive languages, with execution rates on LilyPond and Asymptote rising by over 60 points compared to the baseline. This contrast shows that large-scale synthetic data provides valuable structural coverage that complements natural code.

**Domain vs. Multi-turn.** The StarVector subset contributes primarily to SVG but is too small to improve overall performance. In contrast, Code-Feedback does not drastically shift baseline pass rates but produces consistent gains under self-debug, lifting overall execution from 55.2% to 63.1%. This demonstrates that multi-turn dialogue data provides critical supervision for recovery through iterative correction, rather than improving one-shot generation.

**Full Dataset Synergy.** Combining all subsets yields the strongest model. With VisCode-Multi-679K, the overall pass rate reaches 70.9% in default mode and 76.4% with self-debug, substantially surpassing both the untuned baseline and any single-source variant. These results confirm that the dataset’s diverse composition—balancing natural, synthetic, domain-specific, and iterative data—is essential for building robust multi-language visualization coding agents.

## D LIMITATIONS

VisCode-Multi-679K and VisPlotBench take a step toward more reliable multi-language visualization coding agents, but several limitations remain. First, the training corpus is imbalanced across languages: high-resource ecosystems such as Python and Vega-Lite are well represented, whereas symbolic and domain-specific languages have far fewer samples, which may bias models toward dominant languages. Second, VisPlotBench currently covers eight visualization languages; extending it to additional frameworks and languages would provide broader coverage and enable more comprehensive evaluation.

## E PROMPT USED AND INSTRUCT DESIGN

In this section, we present the prompts used during the construction of VisCode-Multi-679K and VisPlotBench.

### E.1 PROMPT USED IN VISCODE-MULTI-679K

#### Code Extraction Prompt

**Model: GPT-4.1-mini**

```
# LANGUAGE= [Python, JavaScript, TypeScript, C++, R, HTML]
# LANG_BULLET = {
Python: Write a single .py file. No external files or internet access. Use helper libraries only if truly
required for the chart.
JavaScript: Write a single .js file. Add necessary imports for any required libraries.
TypeScript: Write a single .ts file. Use ES6 module syntax (import/export). The code should not
require a module bundler.
C++: Write a single .cpp file with main(). Program must exit automatically. Do not load external
assets. If linking is needed, add one build command as a comment.
R: Write a single .R file. Use library(Library). Create mock data if needed. No external files.
HTML: Write a single HTML file. Include a <script> tag and the needed DOM element for the
chart. All code runs in the browser.
}
```

You are a {LANGUAGE} visualization code extraction agent.

Given a {LANGUAGE} code snippet and the used library, your task is to extract a **minimal yet runnable** {LANGUAGE} snippet that reflects how the library is actually used **for visual output**.

Guidelines: - Keep only the logic needed for the **visual output**; remove unrelated code.

- If the library is **not used for rendering/drawing/plotting** in Code, return "null".
- If inputs/assets are missing, create **semantically relevant** mock data that makes the output meaningful.
- Preserve the **main intent**, API pattern, key parameters, and style\*\* from the original code; simplify when it improves clarity, and avoid adding new wrappers or layers that are not essential.
- Make the **visual output** clear and professional: use appropriate visual cues (titles/labels/legends when applicable); keep layout readable.
- Ensure the snippet runs standalone in a minimal environment and **terminates automatically** (no user input required).
- {LANG\_BULLET}
- If the library is unused or information is insufficient, return "null".

Used Library: {used\_libs}

Code: {code}

### Instruct Generation Prompt: the-stack-v2& svg-diagrams

#### Model: GPT-4.1

# LANGUAGE= [Python, JavaScript, TypeScript, C++, R, HTML, SVG]

You are given a {LANGUAGE} code snippet that renders an image. A rendered image of the resulting output is provided at the end. Your task is to infer and clearly describe the purpose, structure, and style of this image.

Break your response into the following five parts:

1. Setup (state the language and rendering context, including any tools or libs implied).
2. Data/Visual Description
  - If the code is data-driven: summarize the inputs the code relies on and any shaping operations.
  - If the code is not data-driven: summarize the visible content of the image.
3. Data Generation (the data-generation lines copied verbatim, or “None” if not applicable).
4. Output Description (omit language constructs; start with “Generate...” or “Create...”, and describe the final image conceptually).
5. Style Description (describe appearance and layout without naming language constructs).

Each part must start on a new line, numbered 1 through 5.  
Use plain text only; no markdown.

Code:  
{code}

Image:

### Instruct Generation Prompt: CoSyn-400K

#### Model: GPT-4.1

# FOR DATA-DRIVEN LANGUAGES  
# LANGUAGE= [Python, Vega-Lite, HTML, LilyPond, Mermaid]

You are given a {LANGUAGE} code snippet that produces a rendered visual. A rendered image of the resulting output is provided at the end. Your task is to infer and clearly describe the purpose and structure of this visual.

Break your response into the following four parts:

1. Setup (state the {LANGUAGE} and its rendering context, including any tools or specification frameworks implied).
2. Data/Content Description (summarize the input fields, entities, or content the code relies on, including any shaping or transformation operations).
3. Output Description (omit library, directive, or element names; start with “Generate...” or “Create...”, and describe the visual conceptually).
4. Style Description (describe appearance and layout without naming language constructs).

Each part must start on a new line, numbered 1 through 4.  
Use plain text only; no markdown.

Code:  
{code}

Image:

## Instruct Generation Prompt: CoSyn-400K

### Model: GPT-4.1

```
# FOR NONE DATA-DRIVEN LANGUAGES  
# LANGUAGE= [Asymptote, SVG]
```

You are given a {LANGUAGE} code snippet that renders an image. A rendered image of the resulting output is provided at the end. Your task is to infer and clearly describe the purpose and structure of this image.

Break your response into the following four parts:

1. Setup (state the {LANGUAGE} and its rendering context).
2. Visual Elements (summarize the visible components of the image).
3. Output Description (omit language constructs; start with “Generate...” or “Create...”, and describe the image conceptually).
4. Style Description (describe appearance and layout without naming language constructs).

Each part must start on a new line, numbered 1 through 4.  
Use plain text only; no markdown.

Code:  
{code}

Image:

## E.2 PROMPT USED IN VISPLOTBENCH

### Task & Style Description Generation Prompt:

**Model: GPT-4.1**

# LANGUAGE= [Python, Vega-Lite, HTML, LilyPond, Mermaid, Asymptote, HTML, SVG]

You are given a {LANGUAGE} code that produces a rendered visual. A rendered image of the resulting output is provided at the end. Your task is to infer and clearly describe the purpose and structure of this visual.

Break your response into the following two parts: 1. Task Description (omit libraries and specific function names at this part, start with "Generate..." or "Create..."). 2. Style Description (describe appearance and layout without using specification keywords).

Each part must start on a new line, numbered 1 through 2. Use plain text only; no markdown.

CODE: code

IMAGE:

### Vis & Task Judge Prompt

# Visual Judge

You are an excellent judge at evaluating visualization plots between a model generated plot and the ground truth.

You will be giving scores on how well it matches the ground truth plot.

The generated plot will be given to you as the first figure.

Another plot will be given to you as the second figure, which is the desired outcome of the user query, meaning it is the ground truth for you to reference.

Please compare the two figures head to head and rate them.

Suppose the second figure has a score of 100, rate the first figure on a scale from 0 to 100.

Scoring should be carried out in the following aspect:

Plot correctness: compare closely between the generated plot and the ground truth, the more resemblance the generated plot has compared to the ground truth, the higher the score. The score should be proportionate to the resemblance between the two plots.

Ignore color matching. If the plots present the same information but are made in different colors, consider them matching. Capture the resemblance of the main idea of the plot.

Only rate the first figure, the second figure is only for reference.

After scoring from the above aspect, please give a final score. Do not write anything else. The final score is preceded by the [FINAL SCORE] token.

For example [FINAL SCORE]: 40

# Task Judge

You are an excellent judge at evaluating visualization plot according to the given task.

You will be giving scores on how well plot image matches the task.

The generated plot will be given to you as an image.

Please score how well plot matches the task. Score it on a scale from 0 to 100.

Scoring should be carried out in the following aspect:

Task adherence: how the plot corresponds to the task given below (begins from [PLOT TASK] token).

After scoring from the above aspect, please give a final score. Do not write anything else. The final score is preceded by the [FINAL SCORE] token.

For example [FINAL SCORE]: 40

### E.3 INSTRUCT DESIGN IN VISPLOTBENCH EVALUATION

#### Python Instruct

```
# SYSTEM PROMPT:
You are a helpful programming assistant proficient in Python. All answers must be enclosed in a block
“python SOME CODE” containing one complete Python code. Example minimal spec: “python
    print('hello world')
”

# SETUP INSTRUCT:
Use Python programming language. Import essential libraries. The essential libraries needed are
pandas for managing dataframes and [USED_LIB] with its subsidiary libraries for plotting. Ensure
importing numpy as np and scipy if they are used in program. DO NOT use or import other
visualization libraries.

# PLOT INSTRUCT:
Write a code to build a plot of dataframe according to following instructions. Write a code that returns
plot, not just function declaration. Do not write explanations, just a code enclosed in codeblock.
Important reasoning write in comments to the code. Make sure that all used libraries and functions are
imported.

# DATA INSTRUCT:
Load df dataframe by single line df = pd.read_csv("data.csv"). DO NOT alter df dataframe columns or
add columns. This df dataframe should remain intact. The metadata of the dataframe is following:
```

#### Vega-Lite Instruct

```
# SYSTEM PROMPT:
You are a helpful programming assistant proficient in Vega-Lite. All answers must be enclosed in a
block “vegalite SOME CODE” containing one complete Vega-Lite specification. Example minimal
spec: “vegalite
{
    "$schema": "https://vega.github.io/schema/vega-lite/v6.json",
    "data": {"values": [{"hello": "world"}]},
    "mark": "text",
    "encoding": {"text": {"field": "hello", "type": "nominal"}}
}
”

# SETUP INSTRUCT:
Setup. Use the Vega-Lite v6 JSON schema and produce exactly one valid Vega-Lite specification as
a single top-level JSON object that MUST include the $schema property. Do not output raw Vega
specifications, imperative code, language-specific wrappers, or references to other plotting libraries;
use only Vega-Lite encodings, transforms, and configuration required by the plot.

# PLOT INSTRUCT:
Write a code to build a plot of the dataset according to the following instructions. Return one complete
Vega-Lite JSON specification enclosed in a single code block, and do not include explanations or
comments. Use only the constructs permitted by the setup, ensure that all referenced field names
exactly match the dataset metadata, and do not rename or drop columns; only use non-destructive
Vega-Lite transforms if required.

# DATA INSTRUCT:
Data description. Load the dataset by setting "data": "url": "data.csv". Do not create synthetic data or
load inline data values. The metadata of the dataset is following:
```

### Mermaid Instruct

#### # SYSTEM PROMPT:

You are a helpful programming assistant proficient in Mermaid diagrams. All answers must be enclosed in a block `“mermaid SOME CODE”` containing one complete Mermaid specification. Example minimal spec: `“mermaid`

```
graph TD
  A[Start] --> B{Condition}
  B -->|Yes| C[Do something]
  B -->|No| D[Stop]
```

`“`

#### # SETUP INSTRUCT:

Setup. Use Mermaid syntax only and produce exactly one valid Mermaid diagram definition. Do not output explanations, comments outside the code block, or code in other languages or formats. Do not split the diagram into multiple blocks. Ensure the code can be rendered directly by mermaid-cli (mmdc).

#### # PLOT INSTRUCT:

Write a diagram according to the following instructions. Do not include explanations or natural language outside the code block. Ensure that the diagram is self-contained, syntactically correct Mermaid code, and does not rely on external data or libraries. Use node and edge labels exactly as provided in the instructions.

#### # DATA INSTRUCT:

Data description. The diagram is constructed only from the provided instructions. Do not load external files or datasets.

### LilyPond Instruct

#### # SYSTEM PROMPT:

You are a helpful programming assistant proficient in LilyPond. Always use the version statement `‘ version "2.22.1" ‘`. All answers must be enclosed in a block `“lilypond SOME CODE”` containing one complete LilyPond score. Example minimal spec: `“lilypond`

```
\version "2.22.1"
\score {
  \new Staff { c' d' e' f' }
  \layout { }
}
```

`“`

#### # SETUP INSTRUCT:

Setup. Use LilyPond syntax only and produce exactly one valid LilyPond music notation definition. Do not output explanations, comments outside the code block, or code in other languages or formats. Do not split the notation into multiple blocks. Ensure the code can be rendered directly by LilyPond.

#### # PLOT INSTRUCT:

Write a music notation according to the following instructions. Do not include explanations or natural language outside the code block. Ensure that the notation is self-contained, syntactically correct LilyPond code, and does not rely on external data or libraries. Use note names and other musical symbols exactly as provided in the instructions.

#### # DATA INSTRUCT:

Data description. The music notation is constructed only from the provided instructions. Do not load external files or datasets.

## SVG Instruct

### # SYSTEM PROMPT:

You are a helpful programming assistant proficient in SVG. All answers must be enclosed in a block ““svg SOME CODE”” containing one complete SVG specification. Example minimal spec: ““svg

```
<svg width="100" height="100" xmlns="http://www.w3.org/2000/svg">
  <circle cx="50" cy="50" r="40" stroke="black"
    stroke-width="2" fill="red" />
</svg>
```

““

### # SETUP INSTRUCT:

Setup. Use SVG syntax only and produce exactly one valid SVG definition. Do not output explanations, comments outside the code block, or code in other languages or formats. Do not split the diagram into multiple blocks. Ensure the code can be rendered directly by SVG viewers.

### # PLOT INSTRUCT:

Write an SVG according to the following instructions. Do not include explanations or natural language outside the code block. Ensure that the SVG is self-contained, syntactically correct SVG code, and does not rely on external data or libraries. Use shapes and attributes exactly as provided in the instructions.

### # DATA INSTRUCT:

Data description. The SVG is constructed only from the provided instructions. Do not load external files or datasets.

## Asymptote Instruct

### # SYSTEM PROMPT:

You are a helpful programming assistant proficient in Asymptote. All answers must be enclosed in a block ““asymptote SOME CODE”” containing one complete Asymptote specification. Example minimal spec: ““asymptote

```
import graph;
size(100);
draw((0,0)--(1,1));
```

““

### # SETUP INSTRUCT:

Setup. Use Asymptote syntax only and produce exactly one valid Asymptote definition. Do not output explanations, comments outside the code block, or code in other languages or formats. Do not split the diagram into multiple blocks. Ensure the code can be rendered directly by Asymptote.

### # PLOT INSTRUCT:

Write an Asymptote according to the following instructions. Do not include explanations or natural language outside the code block. Ensure that the Asymptote is self-contained, syntactically correct Asymptote code, and does not rely on external data or libraries. Use shapes and attributes exactly as provided in the instructions.

### # DATA INSTRUCT:

Data description. Please use the provided data definition code to construct the plot. Do not modify this code or create data by yourself. Use the variables defined in this code directly when building the plot. The data definition code is as follows:

## LaTeX Instruct

### # SYSTEM PROMPT:

You are a helpful programming assistant proficient in LaTeX. All answers must be enclosed in a block ““latex SOME CODE”” containing one complete LaTeX document. Example minimal spec: ““latex

```
\documentclass{standalone}
\begin{document}
Hello
\end{document}
““
```

### # SETUP INSTRUCT:

Setup. Use LaTeX syntax only and produce exactly one valid LaTeX document as a single code block. Do not output explanations, comments outside the code block, or code in other languages or formats. Ensure the document can be rendered directly by LaTeX compilers.

### # PLOT INSTRUCT:

Write a LaTeX code to build a plot of the dataset according to the following instructions. Return exactly one complete LaTeX document enclosed in a single code block. Include all required packages. Do not include explanations or comments. Do not create synthetic data or modify the dataset.

### # DATA INSTRUCT:

Data description. Load the dataset by adding `\pgfplotstablereadlatex.csv\datatable`. Do not create synthetic data or modify the dataset. The metadata of the dataset is following:

## HTML Instruct

### # SYSTEM PROMPT:

You are a helpful programming assistant proficient in HTML. All answers must be enclosed in a block ““html SOME CODE”” containing one complete HTML document Example minimal spec: ““html

```
<!DOCTYPE html>
<html>
<body>Hello</body>
</html>
““
```

### # SETUP INSTRUCT:

Setup. Use HTML syntax only and produce exactly one valid HTML document as a single code block. Do not output explanations, comments outside the code block, or code in other languages or formats. Ensure the document can be rendered directly by web browsers.

### # PLOT INSTRUCT:

Write an HTML code to build a plot of the dataset according to the following instructions. Return exactly one complete HTML document enclosed in a single code block. Include all required libraries and scripts. Do not include explanations or comments. Do not create synthetic data or modify the dataset.

### # DATA INSTRUCT:

Data description. Load the dataset by defining: `const data = [html.csv];` [html.csv] is a placeholder for the parsed CSV rows. Assume that the placeholder will be replaced at runtime by the CSV content converted into a JavaScript array of objects (i.e., a list of dicts), where each object represents one row with column names as keys and cell values as values. Write the code as if “data” is already such a valid JavaScript array of objects. Do not create synthetic data or modify the dataset. The metadata of the dataset is following:

## F TAXONOMY OF VISUAL CATEGORIES AND SUBTYPES

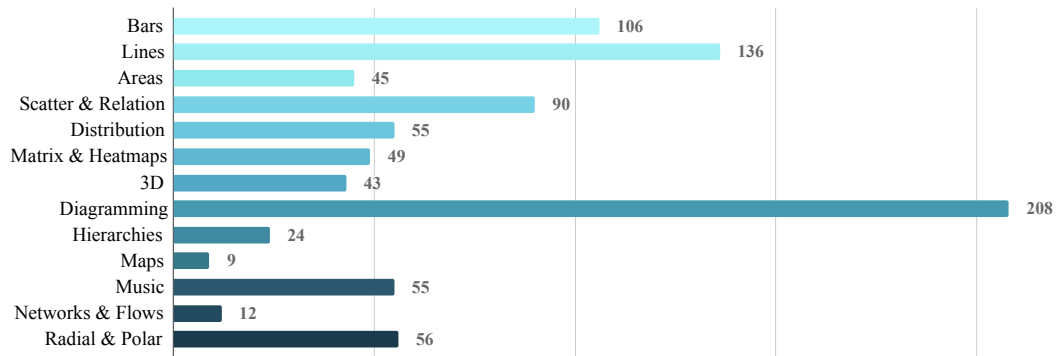


Figure 4: Distribution of fine-grained visualization types in VisPlotBench. Tasks are organized into 13 Visual categories and 116 Subtypes, ensuring broad coverage of both common and underexplored visualization families.

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Table 7: Taxonomy of Visual Categories and Subtypes  
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Visual Category	Subtype	Count	Visual Category	Subtype	Count	
Bars	vertical-bar	31	Areas	area	17	
	horizontal-bar	23		stacked-area	14	
	grouped-bar	15		normalized-stacked-area	4	
	normalized-stacked-bar	8		difference-area	4	
	stacked-bar	7		missing-data-matrix	3	
	diverging-bar	5		ternary-area	1	
	dot-plot	5		streamgraph	1	
	lollipop	3		ridgeline	1	
	sorted-bar	2		Scatter & Relation	bubble	25
	waterfall	1			scatter	24
	polar-bar	1			color-scatter	20
	bullet	1			regression-ci	4
	funnel	1			ternary-line	4
	combo-chart	1			quadrant-chart	3
missing-bar	1	ellipse-scatter	3			
marimekko	1	polar-line-scatter	3			
Lines	single-line	45	splom		2	
	multi-line	39	connected-scatter		1	
	function-line	26	dumbbell chart		1	
	step-line	10	Distribution		box-plot	17
	gapped-line	6			histogram	13
	band-line	4			density-contours	5
	slope-chart	3		violin	5	
	candlestick	3		kde-1d	6	
	3D	surface		21	hexbin-2d	2
		multi-line		3	qq-plot	2
scatter		4		rug-plot	2	
point-cloud		3		ridgeline	1	
solid		3		prediction-interval	1	
single-line		2	spectrum	1		
vector-field-map		2	Matrix & Heatmaps	heatmap	40	
3d-density-contours		2		calendar-heatmap	5	
connected-scatter		1		missing-corr-heatmap	2	
isosurface		1		adjacency-matrix	1	
slices	1	correlation-heatmap		1		
Diagramming	sequence-diagram	37		Hierarchies	treemap	10
	flowchart	25			sunburst	4
	geometric-figure	20			circle-packing	3
	electrical-circuit-diagram	16			missing-dendrogram	3
	state-machine	16			tidy-tree	3
	table	15	indented-tree		1	
	uml-class-diagram	12	Maps		choropleth	4
	gantt	11			vector-field-map	2
	timeline	11			dot-map	2
	simple-figure	10			proportional-symbol-map	1
	concept-illustration	10		Networks & Flows	sankey	5
	icon	10			chord	2
	block-diagram	3			dependency-graph	2
	physics-diagram	2			arc-diagram	1
	venn	2			dag-layered	1
	word-cloud	2			force-directed	1
	mind-map	2	Radial & Polar		pie	17
	color-palette	1			radar	10
	arrow-annotations	1			polar-line-scatter	10
	Chemical graph	1			donut	7
sankey	1	radial-bar		7		
Music	sheet-music	55		radial-area	3	
				wind-rose	2	

## G BREAKDOWN MAIN RESULTS

In this section, we provide a breakdown of model performance in VisPlotBench. For each visualization language, we report (1) execution pass rate (**Exec Pass**), (2) mean visual and task scores (**Mean**), and (3) the proportion of samples scoring at least 75 (**Good**).

### G.1 PYTHON, VEGA-LITE & LILYPOND

Table 8: Performance of selected languages on the VisPlotbench benchmark. For each model, we report (1) execution pass rate (**Exec Pass**), (2) mean visual and task scores (**Mean**), and (3) the proportion of samples scoring at least 75 (**Good**). The best-performing model in each scale is shown in **bold**, and the second best is underlined.

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Model	Python (196)					Vega-Lite (129)					LilyPond (55)				
	Exec Pass	Mean		Good( $\geq 75$ )		Exec Pass	Mean		Good( $\geq 75$ )		Exec Pass	Mean		Good( $\geq 75$ )	
		vis	task	vis	task		vis	task	vis	task		vis	task	vis	task
GPT-4.1	64.3	53	61	51%	61%	84.5	60	68	56%	66%	43.6	14	38	5%	36%
GPT-4.1 + Self Debug	<b>84.2</b>	66	76	64%	76%	<u>96.1</u>	64	74	60%	72%	<b>63.6</b>	17	54	5%	53%
GPT-4.1-mini	64.8	53	61	47%	59%	<u>84.5</u>	53	63	45%	60%	16.4	2	12	0%	11%
GPT-4.1-mini + Self Debug	<u>80.6</u>	61	71	56%	67%	<b>96.9</b>	60	71	51%	68%	<u>56.4</u>	14	42	0%	35%
~ 3B Scale															
DeepSeek-Coder-1.3B-Instruct	29.1	16	19	10%	11%	53.5	1	2	0%	0%	30.9	2	1	0%	0%
Qwen2.5-Coder-3B-Instruct	34.2	23	28	17%	24%	68.2	25	34	13%	22%	3.6	1	2	0%	0%
VisCoder-3B	45.4	32	39	26%	35%	<u>83.7</u>	31	37	20%	26%	21.8	3	7	0%	2%
<b>VisCoder2-3B</b>	<u>56.1</u>	39	45	33%	38%	83.0	41	49	33%	40%	50.9	10	31	2%	15%
<b>VisCoder2-3B + Self Debug</b>	<b>63.3</b>	42	49	35%	<b>40%</b>	<b>84.5</b>	43	50	34%	<b>41%</b>	<b>52.7</b>	10	32	2%	15%
~ 7B Scale															
DeepSeek-Coder-6.7B-Instruct	39.3	25	29	19%	23%	79.8	37	47	24%	37%	7.3	0	3	0%	4%
Qwen2.5-Coder-7B-Instruct	41.3	29	37	24%	32%	76.0	40	50	29%	40%	5.5	0	3	0%	4%
VisCoder-7B	58.2	40	48	33%	42%	71.3	39	49	31%	43%	23.6	4	11	2%	4%
<b>VisCoder2-7B</b>	<u>64.8</u>	44	54	37%	49%	83.0	49	58	43%	51%	69.1	16	52	2%	45%
<b>VisCoder2-7B + Self Debug</b>	<b>77.0</b>	50	61	41%	54%	<b>84.5</b>	49	59	43%	52%	<b>72.7</b>	17	55	2%	45%
~ 14B Scale															
DeepSeek-Coder-V2-Lite-Instruct	47.5	32	40	28%	36%	75.2	36	43	27%	33%	49.1	9	28	0%	13%
Qwen2.5-Coder-14B-Instruct	50.0	35	43	28%	39%	83.0	52	61	42%	53%	25.5	5	12	2%	4%
<b>VisCoder2-14B</b>	<u>65.3</u>	47	56	39%	52%	93.0	55	63	47%	58%	<u>54.6</u>	11	44	0%	40%
<b>VisCoder2-14B + Self Debug</b>	<b>78.1</b>	55	64	46%	58%	<b>94.6</b>	56	64	47%	60%	<b>63.6</b>	12	47	0%	40%
~ 32B Scale															
DeepSeek-Coder-32B-Instruct	58.2	40	48	34%	41%	90.7	52	61	40%	51%	30.9	3	11	0%	4%
Qwen2.5-Coder-32B-Instruct	50.5	36	43	30%	41%	83.0	48	57	39%	49%	30.9	5	22	2%	18%
<b>VisCoder2-32B</b>	<u>65.3</u>	49	56	42%	54%	94.6	60	70	53%	65%	<u>56.4</u>	14	39	2%	27%
<b>VisCoder2-32B + Self Debug</b>	<b>81.6</b>	58	68	46%	62%	<b>96.1</b>	62	72	54%	67%	<b>69.1</b>	16	48	2%	35%

## G.2 MERMAID, SVG & LATEX

Table 9: Performance of selected languages on the VisPlotbench benchmark. For each model, we report (1) execution pass rate (**Exec Pass**), (2) mean visual and task scores (**Mean**), and (3) the proportion of samples scoring at least 75 (**Good**). The best-performing model in each scale is shown in **bold**, and the second best is underlined.

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Model	Mermaid (131)					SVG (65)					LaTeX (112)				
	Exec Pass	Mean vis	Mean task	Good( $\geq 75$ ) vis	Good( $\geq 75$ ) task	Exec Pass	Mean vis	Mean task	Good( $\geq 75$ ) vis	Good( $\geq 75$ ) task	Exec Pass	Mean vis	Mean task	Good( $\geq 75$ ) vis	Good( $\geq 75$ ) task
GPT-4.1	68.7	41	57	22%	56%	<u>95.4</u>	45	92	14%	94%	31.3	18	26	13%	25%
GPT-4.1 + Self Debug	<u>93.9</u>	56	77	32%	73%	<b>96.9</b>	45	93	14%	95%	<b>66.1</b>	38	56	25%	51%
GPT-4.1-mini	<u>51.9</u>	33	45	18%	43%	<u>95.4</u>	41	86	11%	86%	29.5	21	25	18%	25%
GPT-4.1-mini + Self Debug	<b>94.7</b>	58	79	26%	74%	<b>96.9</b>	42	88	11%	88%	<u>58.9</u>	35	50	23%	49%
~ 3B Scale															
DeepSeek-Coder-1.3B-Instruct	63.4	19	25	2%	8%	7.7	1	1	0%	0%	4.5	2	1	2%	1%
Qwen2.5-Coder-3B-Instruct	74.1	30	38	9%	21%	<u>75.4</u>	18	39	2%	28%	17.9	6	9	3%	5%
VisCoder-3B	<u>75.6</u>	32	40	12%	21%	<u>76.9</u>	13	31	0%	12%	23.2	9	12	7%	9%
<b>VisCoder2-3B</b>	<b>76.3</b>	43	59	23%	50%	<b>87.7</b>	25	59	3%	48%	<u>36.6</u>	14	21	3%	12%
<b>VisCoder2-3B + Self Debug</b>	<b>76.3</b>	43	59	23%	50%	<b>87.7</b>	25	59	3%	48%	<b>38.4</b>	14	23	3%	13%
~ 7B Scale															
DeepSeek-Coder-6.7B-Instruct	<b>91.6</b>	40	50	11%	28%	<b>96.9</b>	19	46	0%	22%	18.8	6	11	3%	8%
Qwen2.5-Coder-7B-Instruct	77.9	39	53	13%	38%	<u>92.3</u>	23	58	0%	40%	25.9	11	15	6%	8%
VisCoder-7B	77.1	41	54	17%	43%	<u>93.9</u>	23	53	2%	32%	25.9	10	15	6%	12%
<b>VisCoder2-7B</b>	78.6	43	59	20%	53%	<b>96.9</b>	34	73	3%	62%	39.3	15	23	6%	15%
<b>VisCoder2-7B + Self Debug</b>	<u>84.7</u>	45	62	21%	54%	<b>96.9</b>	34	73	3%	62%	<b>42.9</b>	16	24	6%	15%
~ 14B Scale															
DeepSeek-Coder-V2-Lite-Instruct	69.5	34	46	12%	34%	<u>93.9</u>	23	55	2%	34%	29.5	10	16	4%	10%
Qwen2.5-Coder-14B-Instruct	74.8	39	56	15%	48%	<b>98.5</b>	33	80	5%	77%	30.4	15	22	6%	15%
<b>VisCoder2-14B</b>	81.7	53	67	32%	62%	89.2	34	72	8%	65%	42.0	22	33	12%	27%
<b>VisCoder2-14B + Self Debug</b>	<b>86.3</b>	55	70	33%	64%	90.8	34	72	8%	65%	<b>45.5</b>	24	35	12%	28%
~ 32B Scale															
DeepSeek-Coder-32B-Instruct	<u>87.0</u>	44	57	15%	40%	<u>92.3</u>	23	58	0%	43%	24.1	8	14	4%	11%
Qwen2.5-Coder-32B-Instruct	71.0	41	56	21%	53%	<b>93.9</b>	34	81	3%	75%	29.5	14	25	9%	27%
<b>VisCoder2-32B</b>	87.0	51	67	31%	62%	81.5	33	68	11%	63%	42.9	20	35	11%	34%
<b>VisCoder2-32B + Self Debug</b>	<b>90.1</b>	54	69	34%	63%	86.2	34	71	11%	66%	<b>61.6</b>	28	45	14%	42%

### G.3 ASYMPTOTE & HTML

Table 10: Performance of selected languages on the VisPlotbench benchmark. For each model, we report (1) execution pass rate (**Exec Pass**), (2) mean visual and task scores (**Mean**), and (3) the proportion of samples scoring at least 75 (**Good**). The best-performing model in each scale is shown in **bold**, and the second best is underlined.

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Model	Asymptote (92)					HTML (108)				
	Exec Pass	Mean		Good( $\geq 75$ )		Exec Pass	Mean		Good( $\geq 75$ )	
		vis	task	vis	task		vis	task	vis	task
GPT-4.1	21.7	12	20	7%	20%	89.8	48	64	21%	50%
GPT-4.1 + Self Debug	46.7	22	41	9%	39%	<u>97.2</u>	51	68	22%	52%
GPT-4.1-mini	23.9	13	22	7%	21%	<u>86.1</u>	36	53	11%	34%
GPT-4.1-mini + Self Debug	<b>48.9</b>	21	40	9%	36%	<b>100</b>	42	62	12%	42%
~ 3B Scale										
DeepSeek-Coder-1.3B-Instruct	13.0	0	0	0%	0%	36.1	2	3	1%	0%
Qwen2.5-Coder-3B-Instruct	18.5	8	11	4%	9%	62.0	16	19	6%	7%
VisCoder-3B	30.4	7	12	3%	8%	79.6	21	29	9%	17%
<b>VisCoder2-3B</b>	<u>62.0</u>	23	36	7%	26%	<u>93.5</u>	34	47	8%	23%
<b>VisCoder2-3B + Self Debug</b>	<b>63.0</b>	23	37	7%	27%	<b>94.4</b>	34	47	8%	23%
~ 7B Scale										
DeepSeek-Coder-6.7B-Instruct	0	0	0	0%	0%	22.2	5	8	1%	3%
Qwen2.5-Coder-7B-Instruct	13.0	7	10	5%	9%	64.8	20	31	6%	13%
VisCoder-7B	17.4	7	11	3%	9%	75.9	20	32	5%	16%
<b>VisCoder2-7B</b>	<u>64.1</u>	27	43	11%	33%	<u>82.4</u>	30	46	7%	19%
<b>VisCoder2-7B + Self Debug</b>	<b>70.7</b>	29	47	11%	35%	<b>84.3</b>	31	47	7%	21%
~ 14B Scale										
DeepSeek-Coder-V2-Lite-Instruct	20.7	5	10	1%	9%	64.8	21	32	4%	18%
Qwen2.5-Coder-14B-Instruct	25.0	12	17	9%	16%	83.3	34	50	9%	31%
<b>VisCoder2-14B</b>	<u>56.5</u>	27	45	15%	41%	<u>90.7</u>	41	58	12%	36%
<b>VisCoder2-14B + Self Debug</b>	<b>66.3</b>	31	50	16%	45%	<b>94.4</b>	42	60	13%	37%
~ 32B Scale										
DeepSeek-Coder-33B-Instruct	21.7	8	14	2%	9%	12.0	4	6	0%	0%
Qwen2.5-Coder-32B-Instruct	17.4	9	13	5%	12%	78.7	33	49	11%	32%
<b>VisCoder2-32B</b>	<u>58.7</u>	27	46	10%	39%	<u>91.7</u>	43	61	18%	48%
<b>VisCoder2-32B + Self Debug</b>	<b>71.7</b>	31	53	10%	41%	<b>93.5</b>	44	62	18%	49%

## H BREAKDOWN SELF-DEBUG RESULTS

In this section, we provide a breakdown of model performance under the self-debug setting. For each language, we report execution pass rates across up to three rounds of automatic correction, grouped by model series.

### H.1 PYTHON & VEGA-LITE

Table 11: Execution pass rates (%) in Python and Vega-Lite under the normal and self-debug settings. Models that fail initially are allowed up to three rounds of automatic correction. Left columns show Python results, right columns show Vega-Lite results.

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Model	Normal	Python Self Debug			Normal	Vega-Lite Self Debug		
		Round 1	Round 2	Round 3		Round 1	Round 2	Round 3
GPT-4.1	64.3	75.0	81.6	84.2	84.5	95.3	96.1	96.1
GPT-4.1-mini	64.8	73.5	79.1	80.6	84.5	95.3	96.9	96.9
~ 3B Scale								
DeepSeek-Coder-1.3B-Instruct	29.1	35.7	35.7	35.7	53.5	53.5	53.5	53.5
Qwen2.5-Coder-3B-Instruct	34.2	39.8	41.8	42.9	68.2	68.2	69.0	69.0
VisCoder-3B	45.4	51.0	52.6	52.6	83.7	83.7	83.7	83.7
<b>VisCoder2-3B</b>	56.1	61.7	62.8	63.3	83.0	84.5	84.5	84.5
~ 7B Scale								
DeepSeek-Coder-6.7B-Instruct	39.3	46.9	49.5	53.1	79.8	81.4	81.4	81.4
Qwen2.5-Coder-7B-Instruct	41.3	53.6	60.2	61.7	76.0	77.5	77.5	77.5
VisCoder-7B	58.2	66.8	68.9	71.9	71.3	76.0	77.5	77.5
<b>VisCoder2-7B</b>	64.8	72.5	76.0	77.0	83.0	84.5	84.5	84.5
~ 14B Scale								
DeepSeek-Coder-V2-Lite-Instruct	47.5	54.6	55.6	58.7	75.2	78.3	79.8	79.8
Qwen2.5-Coder-14B-Instruct	50.0	65.3	72.5	76.0	83.0	86.8	86.8	86.8
<b>VisCoder2-14B</b>	65.3	76.5	78.1	78.1	93.0	93.8	94.6	94.6
~ 32B Scale								
DeepSeek-Coder-33B-Instruct	58.2	67.9	71.4	73.0	90.7	92.3	92.3	92.3
Qwen2.5-Coder-32B-Instruct	50.5	70.9	78.1	79.1	83.0	87.6	89.9	89.9
<b>VisCoder2-32B</b>	65.3	76.0	80.1	81.6	94.6	96.1	96.1	96.1

## H.2 LILYPOND & MERMAID

Table 12: Execution pass rates (%) in LilyPond and Mermaid under the normal and self-debug settings. Models that fail initially are allowed up to three rounds of automatic correction. Left columns show LilyPond results, right columns show Mermaid results.  
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Model	Normal	LilyPond Self Debug			Normal	Mermaid Self Debug		
		Round 1	Round 2	Round 3		Round 1	Round 2	Round 3
GPT-4.1	43.6	54.5	63.6	63.6	68.7	84.7	93.0	93.9
GPT-4.1-mini	16.4	30.9	47.3	56.4	51.9	81.7	90.1	94.7
~ 3B Scale								
DeepSeek-Coder-1.3B-Instruct	30.9	32.7	32.7	32.7	63.4	76.3	77.9	78.6
Qwen2.5-Coder-3B-Instruct	3.6	5.5	5.5	5.5	74.1	76.3	76.3	76.3
VisCoder-3B	21.8	21.8	21.8	21.8	75.6	76.3	76.3	76.3
<b>VisCoder2-3B</b>	50.9	52.7	52.7	52.7	76.3	76.3	76.3	76.3
~ 7B Scale								
DeepSeek-Coder-6.7B-Instruct	7.3	9.1	10.9	10.9	91.6	93.9	94.7	94.7
Qwen2.5-Coder-7B-Instruct	5.5	5.5	5.5	5.5	77.9	79.4	79.4	79.4
VisCoder-7B	23.6	27.3	30.9	30.9	77.1	80.9	80.9	80.9
<b>VisCoder2-7B</b>	69.1	72.7	72.7	72.7	78.6	84.0	84.7	84.7
~ 14B Scale								
DeepSeek-Coder-V2-Lite-Instruct	49.1	52.7	52.7	52.7	69.5	69.5	69.5	71.0
Qwen2.5-Coder-14B-Instruct	50.0	65.3	72.5	76.0	83.0	86.8	86.8	86.8
<b>VisCoder2-14B</b>	54.6	63.6	63.6	63.6	81.7	86.3	86.3	86.3
~ 32B Scale								
DeepSeek-Coder-33B-Instruct	30.9	40.0	41.8	41.8	87.0	87.0	87.8	88.6
Qwen2.5-Coder-32B-Instruct	30.9	40.0	43.6	43.6	71.0	74.8	75.6	76.3
<b>VisCoder2-32B</b>	56.4	61.8	69.1	69.1	87.0	89.3	90.1	90.1

### H.3 SVG & LATEX

Table 13: Execution pass rates (%) in SVG and LaTeX under the normal and self-debug settings. Models that fail initially are allowed up to three rounds of automatic correction. Left columns show SVG results, right columns show LaTeX results.

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Model	Normal	SVG Self Debug			Normal	LaTeX Self Debug		
		Round 1	Round 2	Round 3		Round 1	Round 2	Round 3
GPT-4.1	95.4	96.9	96.9	96.9	31.3	53.6	59.8	66.1
GPT-4.1-mini	95.4	96.9	96.9	96.9	29.5	50.9	55.4	58.9
~ 3B Scale								
DeepSeek-Coder-1.3B-Instruct	7.7	95.4	95.4	95.4	4.5	5.4	5.4	5.4
Qwen2.5-Coder-3B-Instruct	75.4	75.4	75.4	75.4	17.9	17.9	17.9	17.9
VisCoder-3B	76.9	76.9	76.9	76.9	23.2	25.9	25.9	25.9
<b>VisCoder2-3B</b>	87.7	87.7	87.7	87.7	36.6	38.4	38.4	38.4
~ 7B Scale								
DeepSeek-Coder-6.7B-Instruct	96.9	98.5	98.5	98.5	18.8	19.6	22.3	22.3
Qwen2.5-Coder-7B-Instruct	92.3	92.3	92.3	92.3	25.9	28.6	30.4	30.4
VisCoder-7B	93.9	93.9	93.9	93.9	25.9	38.4	42.0	43.8
<b>VisCoder2-7B</b>	96.9	96.9	96.9	96.9	39.3	42.9	42.9	42.9
~ 14B Scale								
DeepSeek-Coder-V2-Lite-Instruct	93.9	93.9	93.9	93.9	29.5	33.9	35.7	35.7
Qwen2.5-Coder-14B-Instruct	98.5	98.5	98.5	98.5	30.4	37.5	38.4	38.4
<b>VisCoder2-14B</b>	89.2	90.8	90.8	90.8	42.0	43.8	45.5	45.5
~ 32B Scale								
DeepSeek-Coder-33B-Instruct	92.3	92.3	92.3	92.3	24.1	28.6	31.3	31.3
Qwen2.5-Coder-32B-Instruct	93.9	93.9	93.9	93.9	29.5	42.9	50.0	51.8
<b>VisCoder2-32B</b>	81.5	84.6	86.2	86.2	42.9	55.4	59.8	61.6

#### H.4 ASYMPTOTE & HTML

Table 14: Execution pass rates (%) in Asymptote and HTML under the normal and self-debug settings. Models that fail initially are allowed up to three rounds of automatic correction. Left columns show Asymptote results, right columns show HTML results.  
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Model	Normal	Asymptote Self Debug			Normal	HTML Self Debug		
		Round 1	Round 2	Round 3		Round 1	Round 2	Round 3
GPT-4.1	21.7	35.9	43.5	46.7	89.8	96.3	97.2	97.2
GPT-4.1-mini	23.9	37.0	42.4	48.9	86.1	99.1	99.1	100
~ 3B Scale								
DeepSeek-Coder-1.3B-Instruct	13.0	17.4	17.4	17.4	36.1	36.1	36.1	36.1
Qwen2.5-Coder-3B-Instruct	18.5	18.5	18.5	18.5	62.0	65.7	70.4	70.4
VisCoder-3B	30.4	31.5	32.6	32.6	79.6	83.3	83.3	83.3
<b>VisCoder2-3B</b>	62.0	63.0	63.0	63.0	93.5	94.4	94.4	94.4
~ 7B Scale								
DeepSeek-Coder-6.7B-Instruct	0.0	1.1	2.2	2.2	22.2	25.0	25.0	25.0
Qwen2.5-Coder-7B-Instruct	13.0	16.3	20.7	20.7	64.8	75.9	76.9	76.9
VisCoder-7B	17.4	26.1	26.1	26.1	75.9	81.5	82.4	82.4
<b>VisCoder2-7B</b>	64.1	68.5	70.7	70.7	82.4	84.3	84.3	84.3
~ 14B Scale								
DeepSeek-Coder-V2-Lite-Instruct	20.7	23.9	26.1	26.1	64.8	76.9	79.6	79.6
Qwen2.5-Coder-14B-Instruct	25.0	32.6	39.1	40.2	83.3	89.8	89.8	89.8
<b>VisCoder2-14B</b>	56.5	64.1	66.3	66.3	90.7	94.4	94.4	94.4
~ 32B Scale								
DeepSeek-Coder-33B-Instruct	21.7	26.1	28.3	29.4	12.0	14.8	14.8	14.8
Qwen2.5-Coder-32B-Instruct	17.4	25.0	31.5	33.7	78.7	88.9	89.8	89.8
<b>VisCoder2-32B</b>	58.7	68.5	71.7	71.7	91.7	92.6	93.5	93.5

## I BREAKDOWN ERROR TYPE RESULTS

In this section, we provide a breakdown error type results of execution errors for GPT-4.1 and VisCoder2-32B. For each language, we report error type across up to three rounds of automatic correction.

### I.1 PYTHON

Table 15: Distribution of execution errors for GPT-4.1 and VisCoder2-32B in Python. Each column shows error counts at different self-debugging rounds after initial failure.

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Error Type	GPT-4.1				VisCoder2-32B			
	Normal	Round 1	Round 2	Round 3	Normal	Round 1	Round 2	Round 3
AttributeError	17	12	9	8	15	12	12	10
FileNotFoundError	-	-	-	-	1	1	1	1
ImportError	2	2	1	0	2	1	1	1
SchemaValidationError	1	1	1	1	-	-	-	-
KeyError	-	-	-	-	3	2	1	0
KeyboardInterrupt	7	7	6	6	9	9	9	9
CellSizeError	-	-	-	-	1	1	1	1
DataError	-	-	-	-	2	2	2	2
NameError	-	-	-	-	2	1	0	0
RuntimeError	2	0	0	0	-	-	-	-
SyntaxError	1	1	1	1	1	1	1	1
TypeError	20	16	14	14	13	7	3	3
ValueError	20	10	4	1	19	10	8	8
<b>Total Errors</b>	70	49	36	31	68	47	39	36

### I.2 VEGA-LITE

Table 16: Distribution of execution errors for GPT-4.1 and VisCoder2-32B in Vega-Lite. Each column shows error counts at different self-debugging rounds after initial failure.

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Error Type	GPT-4.1				VisCoder2-32B			
	Normal	Round 1	Round 2	Round 3	Normal	Round 1	Round 2	Round 3
JSONDecodeError	1	0	0	0	-	-	-	-
KeyboardInterrupt	1	0	0	0	1	1	1	1
ParseError	8	2	2	2	2	1	1	1
TypeError	9	4	2	2	2	1	1	1
RenderingError	1	0	0	0	2	2	2	2
<b>Total Errors</b>	20	6	4	4	7	5	5	5

### I.3 LILYPOND

Table 17: Distribution of execution errors for GPT-4.1 and VisCoder2-32B in Lilypond. Each column shows error counts at different self-debugging rounds after initial failure.

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Error Type	GPT-4.1				VisCoder2-32B			
	Normal	Round 1	Round 2	Round 3	Normal	Round 1	Round 2	Round 3
FileNotFoundError	1	1	1	1	1	1	1	1
MarkupError	3	2	2	2	4	4	4	4
SyntaxError	25	17	12	12	14	12	10	10
TypeError	2	2	2	2	5	4	2	2
<b>Total Errors</b>	31	25	20	20	24	21	17	17

## I.4 MERMAID

Table 18: Distribution of execution errors for GPT-4.1 and VisCoder2-32B in Mermaid. Each column shows error counts at different self-debugging rounds after initial failure.

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Error Type	GPT-4.1				VisCoder2-32B			
	Normal	Round 1	Round 2	Round 3	Normal	Round 1	Round 2	Round 3
StructureError	2	2	0	0	1	0	0	0
SyntaxError	32	16	7	7	12	10	9	9
TypeError	2	1	1	1	-	-	-	-
UnknownDiagramError	4	1	0	0	1	1	1	1
YAMLError	1	0	0	0	-	-	-	-
LogicError	-	-	-	-	1	1	1	1
DiagramLimitError	-	-	-	-	1	1	1	1
KeyboardInterrupt	-	-	-	-	1	1	1	1
<b>Total Errors</b>	41	20	8	8	17	14	13	13

## I.5 SVG

Table 19: Distribution of execution errors for GPT-4.1 and VisCoder2-32B in SVG. Each column shows error counts at different self-debugging rounds after initial failure.

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Error Type	GPT-4.1				VisCoder2-32B			
	Normal	Round 1	Round 2	Round 3	Normal	Round 1	Round 2	Round 3
SyntaxError	1	1	1	1	4	2	2	2
UnclosedError	2	1	1	1	8	8	7	7
<b>Total Errors</b>	3	2	2	2	12	10	9	9

## I.6 LATEX

Table 20: Distribution of execution errors for GPT-4.1 and VisCoder2-32B in LaTeX. Each column shows error counts at different self-debugging rounds after initial failure.

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Error Type	GPT-4.1				VisCoder2-32B			
	Normal	Round 1	Round 2	Round 3	Normal	Round 1	Round 2	Round 3
KeyboardInterrupt	16	16	16	15	5	5	5	2
PackageError	2	2	1	1	-	-	-	-
RuntimeError	17	9	7	7	27	12	9	6
StructureError	3	2	2	1	6	3	3	3
SyntaxError	5	4	4	4	10	6	4	4
UndefinedError	21	17	15	15	28	26	24	23
<b>Total Errors</b>	64	50	45	43	77	52	45	38

## I.7 ASYMPOTOTE

Table 21: Distribution of execution errors for GPT-4.1 and VisCoder2-32B in Asymptote. Each column shows error counts at different self-debugging rounds after initial failure.

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Error Type	GPT-4.1				VisCoder2-32B			
	Normal	Round 1	Round 2	Round 3	Normal	Round 1	Round 2	Round 3
AmbiguousFunctionCall	-	-	-	-	1	1	1	1
AmbiguousUsageError	1	1	1	1	1	1	1	1
CastError	2	1	1	1	-	-	-	-
FunctionSignatureError	28	20	18	16	9	4	3	3
ModuleLoadError	16	15	13	13	2	2	2	2
RuntimeError	1	1	1	1	8	7	6	6
SyntaxError	3	2	1	1	-	-	-	-
VariableError	21	19	17	16	15	12	11	11
KeyboardInterrupt	-	-	-	-	2	2	2	2
<b>Total Errors</b>	72	59	52	49	38	29	26	26

## I.8 HTML

Table 22: Distribution of execution errors for GPT-4.1 and VisCoder2-32B in HTML. Each column shows error counts at different self-debugging rounds after initial failure.

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Error Type	GPT-4.1				VisCoder2-32B			
	Normal	Round 1	Round 2	Round 3	Normal	Round 1	Round 2	Round 3
ConsoleError	1	1	1	1	3	2	2	2
PageError	9	2	1	1	3	3	2	2
RequestFailed	1	1	1	1	3	3	3	3
<b>Total Errors</b>	11	4	3	3	9	8	7	7

## J ADDITIONAL EXPERIMENTAL RESULTS & DISCUSSIONS

In this section, we present additional experimental results and discussions including evaluation settings, additional evaluation results and deep analysis of self-debug behavior & Task/Visual Score.

### J.1 EVALUATION SETTINGS

**Self-Debug Evaluation Protocol** In VisPlotBench, we adopt the same self-debug evaluation mode used in VisCoder to simulate a realistic developer-style debugging workflow. In this setting, if the model’s initial code generation fails to execute or does not produce a valid plot, the model is given up to  $K$  rounds to iteratively refine its output based on feedback from the previous attempt. In each round, only the tasks that remain unsolved from the previous iteration are reconsidered. The model receives a multi-turn conversational prompt consisting of (i) the original natural-language instruction, (ii) the previously generated code that failed, and (iii) the feedback derived from the execution error. Based on this dialogue history, the model produces a revised version of the code. If the revised code executes successfully and generates a valid plot, the task is marked as solved and excluded from further rounds; otherwise, the latest failed output is recorded and carried forward to the next iteration.

---

**Algorithm 1** Self-Debug Evaluation Protocol

---

```
1: Let  $F_0$  be failed tasks from initial evaluation
2: for  $i = 1$  to  $K$  do
3:   for each task  $x$  in  $F_{i-1}$  not yet fixed do
4:     Fix  $x$  via feedback-driven prompting
5:     Evaluate the result of the revised code
6:     if successful then
7:       Mark  $x$  as fixed & record output
8:     else
9:       Record  $x$ ’s latest failed output
10:    end if
11:  end for
12: end for
13: Evaluate all tasks with final recorded outputs
```

---

In all experiments, we set the maximum number of rounds to  $K = 3$ . After all rounds are completed, each task is evaluated using its latest recorded output (either the successfully corrected code from an earlier round or the final failed attempt) using the same evaluation pipeline as in the initial pass. This iterative mechanism mirrors the common “generate–execute–repair” workflow and provides a standardized way to evaluate how models recover from different error types across languages.

**Task and Visual Score Metrics** In VisPlotBench, we follow the scoring procedure introduced in PandasPlotBench (Galimzyanov et al., 2024), and the judge prompts are provided in Appendix E.2. The core idea is to use a GPT model to compare the ground-truth image and the model-rendered image within the context of the task description. For the Task Score, the judge compares the generated plot against the task instruction; for the Visual Score, the judge compares the generated plot against the ground-truth reference image.

### J.2 ADDITIONAL EVALUATION RESULTS

**Results on PandasPlotBench** We additionally evaluate Qwen2.5-Coder, VisCoder, VisCoder2, and proprietary models (GPT-4.1 / GPT-4.1-mini) on PandasPlotBench, which covers Python-based visualization libraries including `Matplotlib`, `Seaborn`, and `Plotly`. Table 23 reports Execution Pass Rate, Task Score, Visual Score, and the proportion of samples achieving a score  $\geq 75$ .

Across all three libraries, VisCoder2 consistently outperforms the base Qwen2.5-Coder models on execution success as well as both semantic (task) and perceptual (visual) metrics. The gains further increase under self-debug, where VisCoder2-14B achieves performance close to GPT-4.1. These results support the generalization capability of VisCoder2 on unseen visualization benchmarks.

Table 23: Results of VisCoder2 and Baselines on the PandasPlotBench. For each model, we report (1) execution pass rate (**Exec Pass**), (2) mean visual and task scores (**Mean**), and (3) the proportion of samples scoring at least 75 (**Good**).

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Model	Matplotlib					Seaborn					Plotly				
	Exec Pass	Mean vis	Mean task	Good( $\geq 75$ ) vis	Good( $\geq 75$ ) task	Exec Pass	Mean vis	Mean task	Good( $\geq 75$ ) vis	Good( $\geq 75$ ) task	Exec Pass	Mean vis	Mean task	Good( $\geq 75$ ) vis	Good( $\geq 75$ ) task
GPT-4.1	94.3	75	88	69%	91%	93.7	72	86	68%	86%	76.6	61	67	58%	66%
GPT-4.1 + Self Debug	<b>100</b>	<b>77</b>	<b>90</b>	<b>70%</b>	<b>94%</b>	98.9	<b>74</b>	<b>89</b>	<b>70%</b>	<b>90%</b>	<b>97.7</b>	<b>74</b>	<b>85</b>	<b>69%</b>	<b>85%</b>
GPT-4.1-mini	94.3	74	86	71%	87%	92	71	83	64%	85%	70.9	55	62	51%	63%
GPT-4.1-mini + Self Debug	98.9	76	89	<b>73%</b>	91%	<b>100</b>	<b>74</b>	87	67%	<b>90%</b>	97.1	72	84	65%	<b>86%</b>
~ 3B Scale															
Qwen2.5-Coder-3B-Instruct	71.4	56	<b>72</b>	50%	<b>69%</b>	58.3	44	55	36%	51%	27.4	17	19	17%	18%
VisCoder-3B	81.7	60	69	53%	<b>69%</b>	73.7	48	65	38%	61%	60.6	38	45	32%	44%
VisCoder-3B + Self Debug	85.1	60	70	53%	<b>69%</b>	<b>78.3</b>	48	<b>66</b>	37%	<b>62%</b>	<b>64.6</b>	40	48	34%	47%
<b>VisCoder2-3B</b>	83.4	62	70	55%	<b>69%</b>	73.7	51	62	42%	56%	61.1	41	48	35%	45%
<b>VisCoder2-3B + Self Debug</b>	<b>86.3</b>	<b>63</b>	<b>71</b>	<b>56%</b>	<b>69%</b>	77.7	<b>53</b>	64	<b>43%</b>	58%	64	<b>43</b>	<b>52</b>	<b>37%</b>	<b>49%</b>
~ 7B Scale															
Qwen2.5-Coder-7B-Instruct	78.3	63	76	58%	75%	68.6	51	63	40%	62%	48	29	34	24%	31%
VisCoder-7B	87.4	66	78	60%	80%	76.6	57	70	50%	68%	74.3	48	60	41%	61%
VisCoder-7B + Self Debug	91.4	67	<b>81</b>	<b>62%</b>	<b>83%</b>	90.3	62	<b>77</b>	51%	<b>75%</b>	81.7	51	65	44%	65%
<b>VisCoder2-7B</b>	87.4	67	76	61%	78%	83.4	61	72	52%	70%	77.7	48	62	43%	63%
<b>VisCoder2-7B + Self Debug</b>	<b>92</b>	<b>69</b>	78	<b>62%</b>	<b>80%</b>	<b>93.7</b>	<b>64</b>	76	<b>53%</b>	74%	<b>87.4</b>	<b>53</b>	<b>68</b>	<b>47%</b>	<b>67%</b>
~ 14B Scale															
Qwen2.5-Coder-14B-Instruct	86.3	67	78	61%	78%	76.6	58	70	51%	67%	56	40	42	37%	39%
VisCoder-14B	86.3	-	-	-	-	78.9	-	-	-	-	74.3	-	-	-	-
VisCoder-14B + Self Debug	93.7	-	-	-	-	92.6	-	-	-	-	93.1	-	-	-	-
<b>VisCoder2-14B</b>	88	70	81	63%	80%	84	66	74	58%	71%	78.3	52	66	46%	65%
<b>VisCoder2-14B + Self Debug</b>	<b>94.3</b>	<b>71</b>	<b>83</b>	<b>65%</b>	<b>83%</b>	<b>93.7</b>	<b>67</b>	<b>79</b>	<b>59%</b>	<b>78%</b>	<b>94.9</b>	<b>60</b>	<b>71</b>	<b>51%</b>	<b>70%</b>

**Results on Human-Eval** We further evaluate Qwen2.5-Coder-Instruct and the fine-tuned VisCoder2 models on HumanEval and HumanEval+ (Chen et al., 2021).

Table 24: Performance on HumanEval and HumanEval+, Pass@1.

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Model	HumanEval Pass@1	HumanEval+ Pass@1
GPT-4.1	97	91.5
GPT-4.1-mini	92.1	86.6
Qwen2.5-Coder-3B-Instruct	84.8	79.9
VisCoder2-3B	81.1	76.2
Qwen2.5-Coder-7B-Instruct	91.5	84.8
VisCoder2-7B	89	83.5
Qwen2.5-Coder-14B-Instruct	92.1	86.6
VisCoder2-14B	92.1	84.8
Qwen2.5-Coder-32B-Instruct	90.9	85.4
VisCoder2-32B	87.8	81.7

Table 24 shows that VisCoder2 exhibits only a modest 2–3 point decrease compared to the base Qwen2.5-Coder models on HumanEval/HumanEval+. This behavior aligns with the distributional differences between the two task families: VisCoder2 is trained heavily on multi-language visualization code, whereas HumanEval focuses on algorithmic and data-structure problems. Such minor fluctuations are therefore expected and do not indicate systematic capability degradation. Overall, VisCoder2 maintains stable general coding ability while achieving substantial gains on its target task of cross-language executable visualization code generation and multi-round self-debug.

### J.3 DEEP ANALYSIS OF SELF-DEBUG BEHAVIOR AND TASK/VISUAL SCORE

**Self-Debug Analysis** In Appendix H, we report the complete self-debug results of all models across the eight visualization languages. To better understand model behavior during self-debug, we select four representative systems: GPT-4.1, GPT-4.1-mini, Qwen2.5-Coder-32B-Instruct, and our

fine-tuned VisCoder2-32B, and provide a deeper analysis that combines language-specific characteristics with model behaviors. Table 25, Table 26 and Table 27 present the corresponding results.

Table 25: Execution Pass Rate across Self-Debug Rounds (Python, Vega-Lite, LilyPond).  
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Model	Python				Vega-Lite				LilyPond			
	Normal	R1	R2	R3	Normal	R1	R2	R3	Normal	R1	R2	R3
GPT-4.1	64.3	75.0	81.6	84.2	84.5	95.4	96.1	96.1	45.5	58.2	61.8	65.5
GPT-4.1-mini	64.8	73.5	79.1	80.6	84.5	95.4	96.9	96.9	22.2	37.0	50.0	57.4
Qwen2.5-Coder-32B-Instruct	50.5	70.9	78.1	79.1	83.0	87.6	89.9	89.9	30.9	40.0	43.6	43.6
VisCoder2-32B	65.3	76.0	80.1	81.6	94.6	96.1	96.1	96.1	56.4	61.8	69.1	69.1

Table 26: Execution Pass Rate across Self-Debug Rounds (Mermaid, SVG, LaTeX).  
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Model	Mermaid				SVG				LaTeX			
	Normal	R1	R2	R3	Normal	R1	R2	R3	Normal	R1	R2	R3
GPT-4.1	68.7	84.7	93.9	93.9	92.3	93.9	95.4	95.4	31.3	53.6	59.8	66.1
GPT-4.1-mini	51.9	81.7	90.1	94.7	89.1	95.3	95.3	96.9	29.5	50.9	55.4	58.9
Qwen2.5-Coder-32B-Instruct	71.0	74.8	75.6	76.3	93.9	93.9	93.9	93.9	29.5	42.9	50.0	51.8
VisCoder2-32B	87.0	89.3	90.1	90.1	81.5	84.6	86.2	86.2	42.9	55.4	59.8	61.6

Table 27: Execution Pass Rate across Self-Debug Rounds (Asymptote, HTML).  
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Model	Asymptote				HTML			
	Normal	R1	R2	R3	Normal	R1	R2	R3
GPT-4.1	21.7	35.9	43.5	46.7	89.8	96.3	97.2	97.2
GPT-4.1-mini	23.9	37.0	42.4	48.9	86.1	99.1	99.1	100.0
Qwen2.5-Coder-32B-Instruct	17.4	25.0	31.5	33.7	78.7	88.9	89.8	89.8
VisCoder2-32B	58.7	68.5	71.7	71.7	91.7	92.6	93.5	93.5

- i) **Effect of self-debug:** Self-debugging consistently improves execution reliability across all models and most languages. GPT-4.1 and GPT-4.1-mini already exhibit the strongest cross-language performance at the initial generation stage, and self-debug further repairs the majority of syntax- and interface-related errors, allowing them to reach near-saturated execution rates in languages such as Python, Vega-Lite, and Mermaid. In contrast, Qwen2.5-Coder-32B-Instruct starts from a weaker baseline, but still benefits substantially from iterative correction. Our fine-tuned VisCoder2-32B achieves significantly higher initial and final execution success rates than the baseline in seven languages, with especially large gains in symbol-intensive languages such as LilyPond, Asymptote, and LaTeX, where self-debug brings it close to or even above the GPT models. Together, these results show that self-debug offers a robust, model-agnostic mechanism for correcting structural and shallow syntactic errors, and is a key driver of multi-language reliability.
- ii) **Cross-language trends:** In declarative languages like Vega-Lite and HTML, clear structural rules and diagnostics allow most models to reach near-saturated execution within one or two rounds. In execution-driven languages such as Python and Mermaid, rich runtime diagnostics provide actionable signals that drive steady improvements across rounds. For symbolic or compiler-dependent languages (LilyPond, Asymptote, LaTeX), models fix shallow syntax early, but deeper semantic issues rarely surface in logs, so improvements taper off after the first round. For SVG, the rendering pipeline is sensitive to XML well-formedness but offers little semantic or layout feedback. Larger models generate more complex structures, making issues like unclosed tags or malformed attributes more common, and these are difficult to repair under weak feedback, limiting improvement.
- iii) **Characteristics of self-debug:** Across all models and languages, the first round of self-debug consistently yields the largest improvement, correcting the majority of failures caused by shal-

low issues such as missing syntax, mismatched parameters, or incorrect references. Starting from the second round, the rate of improvement drops sharply, and by the third round performance typically plateaus. This pattern indicates that the current feedback mechanism effectively exposes structural and interface-related errors, but provides limited signals for deeper semantic inconsistencies, complex symbolic dependencies, or issues tied to specific rendering or parsing processes. As a result, self-debug follows a stable “large first-round gains followed by diminishing returns” trajectory across the entire evaluation.

- iv) **Failures remain across models:** Building upon the error categorization in Section 5.3, we further examined the final unsuccessful cases of GPT-4.1 and VisCoder2-32B across eight visualization languages and found that the remaining failures fall into three representative patterns that are difficult for current self-debug mechanisms to resolve: (1) deep semantic inconsistencies, such as mismatched variable meanings, incorrect data relationships, or incoherent multi-step plotting logic, which rarely surface explicitly in execution logs and therefore prevent the model from identifying the true source of failure; (2) grammar- or compiler-dependent symbolic errors, including macro expansion, symbol binding, or scope-resolution failures in languages like `LilyPond`, `Asymptote`, and `LaTeX`, where parser messages tend to be generic and provide little actionable guidance; and (3) runtime-related behavioral errors, such as invoking rendering packages that were never loaded, calling APIs unsupported by the target language, or generating plotting logic that may trigger infinite loops or excessive resource consumption. Although these issues manifest as runtime failures, the execution feedback typically contains only coarse, non-localized error signals, making it difficult for the model to refine its output across self-debug rounds. Overall, the lack of explicit localization for semantic, symbolic, and runtime behavior-related errors constitutes the primary bottleneck behind the remaining unresolved cases.

**Task/Visual Score Analysis** In `VisPlotBench`, the execution pass rate and the Task/Visual Score are equally important evaluation dimensions. In Section 5.2, we analyze three representative languages that highlight different behaviors and discuss the phenomena of execution-semantic mismatch, symbolic grammar gains, and rendering library sensitivity. To provide additional insights into semantic correctness and visual alignment, we extend the analysis using the complete results in Appendix G, covering the remaining five languages and examining Task/Visual Score before and after self-debug as well as their relationship with execution pass rates.

- i) **Supplementary Task/Visual Score analysis for the remaining languages:** (1) For `Python`, we observe that from `Qwen2.5-Coder` to `VisCoder2`, and further with self-debug enabled, the mean Task/Visual Score, the proportion of high-quality samples, and the execution pass rate improve in a largely synchronized manner. For example, at the 32B scale, `VisCoder2-32B` increases its Visual Score from 49 to 58 and its Task Score from 56 to 68, with the proportion of samples scoring  $\text{visual} \geq 75$  rising from 42% to 46% and  $\text{task} \geq 75$  from 54% to 62%. This shows that execution improvements are primarily driven by joint gains in semantic alignment and visual quality rather than by shallow syntax repairs. (2) In `Vega-Lite`, strong models such as GPT-4.1 and `VisCoder2` already approach saturated performance after self-debug, yet Task/Visual Score still show mild upward trends; for example, for `VisCoder2-32B` the Visual Score increases from 60 to 62 and the Task Score from 70 to 72. This suggests that in declarative languages with explicit rules and rich diagnostics, models already produce mostly correct specifications, and self-debug mainly handles long-tail issues. (3) `Mermaid` shows notable gains across all metrics. For GPT-4.1: the Visual Score rises from 41 to 56, the Task Score from 57 to 77, and the proportion of high-scoring samples increases correspondingly. `VisCoder2` consistently outperforms `Qwen2.5-Coder` at the same scale, and both visual and task performance improve steadily with self-debug, reflecting that in languages with explicit graph structures and detailed runtime diagnostics, models can use feedback to refine both relational semantics and diagram layout. (4) `Asymptote` remains one of the most challenging languages. Although most models show some improvement in Task/Visual Score, the overall level remains significantly lower than in `Python` or `Vega-Lite`. For example, `VisCoder2-32B` increases its Task Score from 46 to 53 after self-debug, while the Visual Score only rises from 27 to 31 with almost no change in high-score proportions, indicating that models can more easily align symbolic task semantics yet struggle to reliably control geometric details and rendering behavior, leaving a substantial gap between semantic correctness and visual consistency. (5) In `HTML`, strong models such as GPT-4.1 and `VisCoder2` already exhibit high initial Task/Visual

Score, and self-debug leads only to moderate gains. For example, GPT-4.1 increases its Visual Score from 48 to 51 and its Task Score from 64 to 68, while VisCoder2-32B increases its Visual Score from 43 to 44 and its Task Score from 61 to 62. Overall, HTML specifications are relatively “model-friendly” in terms of semantic alignment, and remaining discrepancies are more reflective of minor visual deviations introduced by layout strategies and default rendering behaviors rather than true semantic errors.

- ii) **Effects and limitations of self-debug on Task/Visual Score:** Across all eight languages, self-debug generally improves Task/Visual Score alongside execution reliability, with the clearest gains appearing in languages where models can leverage informative diagnostics. Python and Mermaid exemplify this trend: in Python, VisCoder2-32B improves from a Task Score of 56 to 68 and from a Visual Score of 49 to 58, while GPT-4.1 in Mermaid rises from 57 to 77 (task) and 41 to 56 (visual). These cases show that when feedback exposes meaningful semantic or structural signals, models can refine both correctness and rendered appearance rather than merely repairing syntax. In contrast, LaTeX and Asymptote show limited visual improvement despite higher execution success (e.g., VisCoder2-32B increases visual only from 27 to 31), reflecting that symbolic or compiler-dependent failures often surface only as coarse parser messages, offering insufficient guidance for deeper refinement. SVG represents the opposite extreme: execution and Task Score increase slightly, yet Visual Score remain almost unchanged (GPT-4.1 stays near 45; VisCoder2-32B increases only from 33 to 34), indicating that text-only feedback cannot reveal layout- or rendering-sensitive discrepancies. Taken together, these findings show that Task/Visual Score uncover a distinct layer of quality that execution alone cannot detect, and that the effectiveness of self-debug critically depends on how well feedback exposes semantically or visually meaningful error signals.
- iii) **Cross-language relationship between Exec Pass and Task/Visual Score:** Examining all eight languages reveals two broad regimes. In Python, Vega-Lite, Mermaid, and HTML, execution success, task accuracy, and visual fidelity tend to rise together, indicating that most errors stem from structural or interface issues that, once resolved, directly translate into improved semantics and rendering; in these settings, execution pass rate is a reasonable proxy for overall quality. LaTeX and SVG, however, demonstrate clear decoupling: models often achieve much higher execution success without corresponding gains in semantic or visual alignment. For LaTeX, GPT-4.1 reaches a 66.1% execution pass rate after self-debug, yet Task/Visual Score remain in the mid-fifties and twenty-to-forty ranges due to macro expansion and compile-time fragility. For SVG, execution frequently saturates while Visual Score remain around forty to fifty across models, reflecting rendering-library sensitivity that feedback cannot capture. Asymptote lies between these extremes: all three metrics remain low but tend to improve synchronously, highlighting the intrinsic difficulty of symbolic geometric drawing and that performance on this language is still far from saturated. Together, these cross-language patterns show where execution is informative of downstream quality and where Task/Visual Score provide essential complementary signals.

#### J.4 QUANTITATIVE ANALYSIS OF VISCODE-MULTI-679K

We provide more detailed descriptions of error rates, diversity, redundancy, and semantic alignment for the visualization portion of VisCode-Multi-679K.

For **Error Rates**, Table 28 and Table 29 shows the error proportions at each of the three stages in the visualization data pipeline.

Table 28: Error proportions across stages in the visualization data pipeline (Part I).  
[Back to Appendix Contents]

Stage/Language	Python	Vega-Lite	LilyPond	Mermaid	SVG	LaTeX
Initial Samples	2,657,158	6,864	12,097	13,627	185,313	134,600
Libs Filter ErrorRate	91.90%	0%	0%	0%	57.16%	0%
Code Extract ErrorRate	0.10%	0%	0%	0%	0%	0%
Runtime Validation ErrorRate	13.03%	1.08%	0.03%	1.81%	41.27%	7.85%
Final Valid Samples	186,954	6,790	12,093	13,381	46,621	124,039

Table 29: Error proportions across stages in the visualization data pipeline (Part II).  
[\[Back to Appendix Contents\]](#)

Stage/Language	Asymptote	HTML	JavaScript	TypeScript	C++	R
Initial Samples	25,297	1,400,763	1,325,343	429,035	1,024,674	257,438
Libs Filter ErrorRate	0%	87.12%	93.03%	96.75%	92.30%	87.77%
Code Extract ErrorRate	0%	0.40%	21.90%	5.61%	3.18%	20.75%
Runtime Validation ErrorRate	10.90%	24.73%	60.07%	52.08%	78.05%	46.15%
Final Valid Samples	22,539	135,230	28,807	6,315	16,776	13,437

For **Diversity**, Table 30 reports the visualization-type distribution of VisCode-Multi-679K. The dataset covers 91 visualization types grouped into 15 categories, highlighting its broad coverage and diversity across multi-language visualization tasks.

Table 30: Distribution of visualization types in VisCode-Multi-679K.  
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VisType	Count	Category	VisType	Count	Category	VisType	Count	Category
area	8,278	Basic	surface-3d	5,862	Surface	network	14,579	Network
bar	73,201	Basic	flow-field	382	Surface	parallel-coordinates	447	Network
candlestick	427	Basic	surface	5,994	Surface	sankey	1,036	Network
donut	980	Basic	ternary-plot	1,223	Surface	annotation	139	Diagram
dotplot	666	Basic	vector-field	6,194	Surface	class-diagram	542	Diagram
grid	13,944	Basic	volume-render	1,998	Surface	er-diagram	702	Diagram
line	53,992	Basic	animation-frame	1,744	Temporal	flowchart	4,855	Diagram
pie	19,064	Basic	event	230	Temporal	generic-diagram	12,055	Diagram
polar	3,951	Basic	timeseries	2,599	Temporal	gitgraph	662	Diagram
radar	790	Basic	timeline	3,663	Temporal	other-diagram	19,060	Diagram
rectangle	3,896	Basic	calendar	301	Schedule	quadrant-chart	696	Diagram
rule	1,538	Basic	gantt	2,304	Schedule	requirement-diagram	600	Diagram
scatter	29,628	Basic	bubble	22,040	Relation	sequence-diagram	606	Diagram
spike-line	199	Basic	jointplot	577	Relation	state-diagram	1,122	Diagram
streamgraph	228	Basic	regression	2,044	Relation	dataflow-diagram	1,295	Diagram
density	172	Distribution	category-chart	510	Categorical	circle	834	Geometry
hexbin	1,294	Distribution	funnel	1,314	Categorical	circuit	10,233	Geometry
histogram	11,354	Distribution	gauge	297	Categorical	geometry	23,727	Geometry
kde	9,855	Distribution	indicator	1,623	Categorical	reference-shape	4,579	Geometry
rug	367	Distribution	waterfall	916	Categorical	choropleth	8,244	Map
swarm	941	Distribution	wordcloud	281	Categorical	dot-map	5,053	Map
box	11,097	Box	cluster	609	Hierarchy	symbol-map	1,773	Map
errorbar	1,734	Box	dendrogram	630	Hierarchy	geographic-line-map	915	Map
interval	660	Box	icicle	647	Hierarchy	geospatial-plot	9,028	Map
violin	1,726	Box	mindmap	923	Hierarchy	document-page	10,432	Document
correlationmatrix	811	Matrix	sunburst	789	Hierarchy	image	13,140	Document
contourmatrix	2,424	Matrix	tree	2,062	Hierarchy	math-box	582	Document
heatmap	11,070	Matrix	treemap	1,780	Hierarchy	problem-box	10,924	Document
adjacencymatrix	1,075	Matrix	arcdiagram	427	Network	table	51,821	Document
splom	409	Matrix	chord	577	Network	text	8,302	Document
						textbox	58,688	Document

For **Redundancy**, the upstream corpora used to construct VisCode-Multi-679K (Stack-Edu/Smol-IDs, CoSyn-400K, and SVG-diagrams) were released with deduplication applied. Building on these sources, we further quantify redundancy within VisCode-Multi-679K by running additional checks on its visualization-specific fields. Concretely, we normalize the instruction text and the code snippet separately, and apply SHA-1 fingerprinting to detect exact duplicates. The resulting redundancy statistics are summarized in Table 31 and Table 32.

Table 31: Global redundancy statistics for visualization samples.  
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Component	Total Samples	Unique Samples	Redundant Samples	Redundancy Rate
Instruction	612,982	611,671	1,311	0.21%
Code	612,982	594,382	18,600	3.03%

Table 32: Per-language redundancy for visualization samples.  
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Language	Samples	Instr. Redundancy (%)	Code Redundancy (%)
Asymptote	22,539	0.00	0.38
C++	16,776	0.00	0.92
HTML	135,230	0.00	0.28
JavaScript	28,807	0.00	8.33
LaTeX	124,039	0.00	0.00
LilyPond	12,093	0.00	0.00
Mermaid	13,381	0.00	0.93
Python	186,954	0.70	8.24
R	13,437	0.00	0.15
SVG	46,621	0.00	0.00
TypeScript	6,315	0.00	0.55
Vega-Lite	6,790	0.00	0.00

Overall, instruction redundancy is 0.21% and code redundancy is 3.03%. Redundancy remains low across all visualization languages, indicating that VisCode-Multi-679K contains diverse natural-language instructions and executable visualization code rather than being dominated by duplicated samples.

## K CASE STUDY

In this section, we present a set of representative examples from VisCoder2-32B to illustrate model behavior across the eight visualization languages.

### K.1 PYTHON: SUCCESSFUL GENERATION


✓

**VisCoder2-32B: Python**

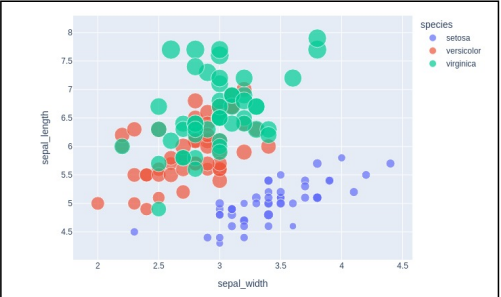
**ID: 1**

**TASK:** Generate a scatter plot to visualize the relationship between sepal width and sepal length for different species of flowers. The data points are colored according to species, with the size of each point representing petal length. Additional information about petal width is available when hovering over the points.

**STYLE:** The plot features a grid background with evenly spaced horizontal and vertical lines. Data points are represented as circles of varying sizes, each filled with a distinct color corresponding to a species. A legend on the right side identifies the species by color. The axes are labeled with sepal width and sepal length, and the overall layout is clean and organized for easy interpretation.



Rendered



Ground Truth

**Generated Code:**

```
import pandas as pd
import plotly.express as px
import plotly.graph_objects as go
import numpy as np
from scipy import stats
import plotly.io as pio
pio.renderers.default = "png"

df = pd.read_csv("data.csv")

fig = px.scatter(df, x="sepal_width", y="sepal_length", color="species",
size="petal_length", hover_data=["petal_width"])
fig.show()
```

**Error: null**

Figure 5: Example of a successful generation in **Python** (ID: 1). The model generates code that executes successfully and produces a plot consistent with the ground truth.

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## VisCoder2-32B: Python

ID: 69

**TASK:** Generate a scatter plot to visualize the relationship between two variables, labeled as 'x' and 'y', from a dataset. The plot is designed to display individual data points, allowing for the examination of potential correlations or patterns between the measurements. The y-axis values are formatted to represent millions, providing a clear understanding of the scale.

**STYLE:** The visual features a title at the top, with axes labeled horizontally and vertically. Data points are depicted as blue dots, evenly distributed across the plot area. A dashed grid is present, enhancing readability, and a hover tool is available for interactive data exploration. The overall layout is clean, with a focus on clarity and accessibility.



Figure 6: Example of a failed generation in **Python** (ID: 69), where the initial code raises a **ValueError** and is resolved in the **first** round of self-debug, resulting in a corrected plot that matches the intended semantics.

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### K.3 PYTHON: SELF-DEBUG FAILED

✘ **VisCoder2-32B: Python**

**ID : 115**  
**TASK:** Generate a visual representation of a vector field using data from a CSV file. Display points on a coordinate system where each point has an associated vector. The vectors are represented as arrows originating from each point, indicating direction and magnitude.  
**STYLE:** The plot features a rectangular layout with a title at the top. The background is white with grid lines. Points are marked with blue dots, and arrows are red with a filled triangular head. The axes are labeled with numeric scales and titles.

## No Image Rendered



Vector Field Plot



Vector Field Representation

Normal RenderedDebug RenderedGround Truth

Normal Generated Code

```
... ..
# Interpolate the data
points = ... ..
values = ... ..
grid_z0 = griddata(... ..)
p = figure(title="Vector Field Plot", ... ..)
# Create a ColumnDataSource
source = ColumnDataSource(... ..)
# Plot the vectors
p.quiver('x', 'y', 'u', 'v', source=source,
line_color="red", line_width=2,
angle=np.pi/2, length=0.5, line_alpha=0.6,
line_dash='solid',
line_cap='round', line_join='round',
line_dash_offset=0,
fill_color="red", fill_alpha=0.6, size=10,
angle_units="rad")
# Show the plot
... ..
```

Self-Debug Generated Code

```
... ..
# Create a ColumnDataSource
source = ... ..
# Plot the vectors
p.segment(x0='x', y0='y',
x1='x'+u', y1='y'+v',
source=source,
line_color="red",
line_width=2)
... ..
```

**AttributeError:** unexpected attribute 'quiver' to figure.

Figure 7: Example of a failed generation in **Python** (ID: 115), where the initial code raises a **AttributeError** and is still failed after three rounds self-debug. [\[Back to Appendix Contents\]](#)

#### K.4 VEGA-LITE: SUCCESSFUL GENERATION

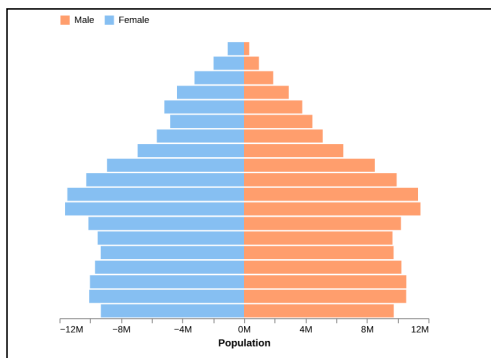


### VisCoder2-32B: Vega-Lite

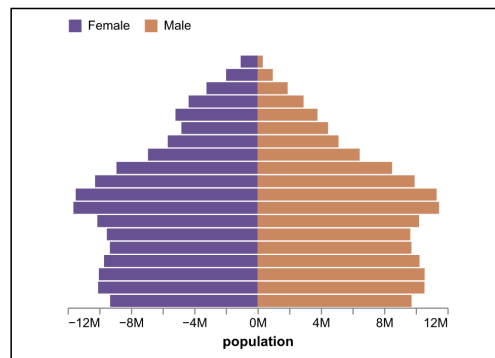
ID : 18

**TASK:** Create a population pyramid for the US in the year 2000, displaying the distribution of population by age and gender. The data is filtered to include only the year 2000, and gender is categorized into 'Male' and 'Female'. The population numbers are adjusted to be negative for females to allow for a mirrored bar chart effect.

**STYLE:** The visual consists of horizontal bars stacked in a mirrored fashion, with age groups sorted in descending order from top to bottom. The left side represents females with purple bars, while the right side represents males with orange bars. The x-axis shows population numbers in millions, formatted with an 'M' suffix. A legend at the top indicates the color coding for gender, and the overall layout is clean with no grid lines.



Rendered



Ground Truth

#### Generated Code:

```
{
  "$schema": "... ..",
  "description": "Population Pyramid for the US in the Year 2000",
  "data": { "url": "... .." },
  "transform": [... ..],
  "width": 400,
  "height": 300,
  "mark": "bar",
  "encoding": {... ..},
  "config": {... ..}
}
```

Error: null

Figure 8: Example of a successful generation in **Vega-Lite** (ID: 18). The model generates code that executes successfully and produces a plot consistent with the ground truth.

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### VisCoder2-32B: Vega-Lite

**ID : 14**

**TASK:** Create a bar chart that displays the production budget of the movie with the highest US Gross within each major genre. The x-axis represents the production budget in quantitative terms, while the y-axis lists the major genres in nominal terms.

**STYLE:** The chart is oriented horizontally with bars extending from the left to the right. Each bar corresponds to a different genre, labeled on the left side. The production budget is marked along the bottom axis, with gridlines aiding in visual comparison. The bars are uniformly colored in blue, providing a clear contrast against the white background.

No Image  
Rendered





Normal Generated Code

```

{
... ..
"transform": [
{
  "aggregate": [{ "op": "max", "field": "US Gross", "as":
"max_US_Gross" }],
  "groupby": ["Major Genre"]
},
{
  "lookup": "max_US_Gross",
  "from": {
    "data": { "url": "data.csv" },
    "fields": ["US Gross"],
    "values": ["Production Budget"]
  },
  "as": "Production Budget"
}
]
... ..

```

Self-Debug Generated Code

```

... ..
"transform": [
{
  "window": [{ "op": "max",
"field": "US Gross", "as":
"max_US_Gross" }],
  "groupby": ["Major Genre"],
  "sort": [{ "field": "US
Gross", "order":
"descending" }],
  "frame": [null, 0]
},
{ "filter": "datum['US Gross']
== datum.max_US_Gross" }
]
... ..

```

**TypeError:** Cannot read properties of undefined (reading 'signal').

Figure 9: Example of a failed generation in **Vega-Lite** (ID: 14), where the initial code raises a **TypeError** and is resolved in the **second** round of self-debug, resulting in a corrected plot that matches the intended semantics.

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✘

### VisCoder2-32B: Vega-Lite

**ID : 50**

**TASK:** Create a grid of point plots that represents different animals categorized by country. Each row corresponds to a country, and within each row, different animals are represented by distinct shapes. The animals are visually encoded using both shape and color to differentiate between categories such as "cattle," "pigs," and "sheep." The plot does not display axes, focusing solely on the visual arrangement of shapes to convey the data.

**STYLE:** The visual consists of a series of rows, each labeled with a country name on the left. Within each row, animal shapes are arranged horizontally, with each shape filled with a specific color corresponding to the animal type. The shapes are evenly spaced and sized uniformly, creating a clean and organized appearance. The absence of axes and legends emphasizes the visual comparison of animal types across different countries.

No Image  
Rendered

No Image  
Rendered

Normal Generated Code

```

{
  "$schema":
    "https://vega.github.io/schema/vega-lite/v6.json",
  "data": { "url": "data.csv" },
  ...
  "config": {
    "view": {
      "stroke": null
    },
    "axis": {
      "grid": false
    },
    "legend": null
  }
}

```

Self-Debug Generated Code

```

{
  "$schema":
    "https://vega.github.io/schema/vega-lite/v6.json",
  "data": { "url": "data.csv" },
  ...
  "config": {
    "view": {
      "stroke": null
    },
    "axis": {
      "grid": false
    },
    "legend": null
  }
}

```

**TypeError:** Cannot read properties of undefined (reading 'disable') at Lp.parseLegends

Figure 10: Example of a failed generation in **Vega-Lite** (ID: 50), where the initial code raises a **TypeError** and is still failed after three rounds self-debug.

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K.7 LILYPOND: SUCCESSFUL GENERATION



VisCoder2-32B: LilyPond

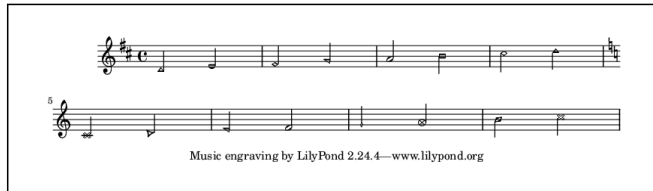
ID : 15

**Task:** Generate a musical score with two sequences of notes. The first sequence is transposed from C major to D major and uses traditional noteheads. The second sequence uses a different set of notehead styles, including shapes like crosses, triangles, and diamonds. Both sequences consist of the notes C, D, E, F, G, A, B, and C, arranged in two measures each.

**Style:** Create a visual layout with two staves, each containing a series of musical notes. The first staff uses standard noteheads, while the second staff employs varied geometric shapes for noteheads. The staves are aligned horizontally, with a treble clef and key signature at the beginning of each. The measures are evenly spaced, and the overall appearance is clean and organized, with a small footer crediting the engraving software.



Rendered



Ground Truth

Generated Code:

```

...
\\score {
  \\new Staff {
    \\transpose c' d'
    \\relative c' {
      c4 d e f | g a b c |
    }
    \\override NoteHead.style = #'cross
    \\relative c' {
      c4 d e f | g a b c |
    }
    \\override NoteHead.style = #'triangle
    \\relative c' {
      c4 d e f | g a b c |
    }
    \\override NoteHead.style = #'diamond
    \\relative c' {
      c4 d e f | g a b c |
    }
  }
  \\layout { }
}

```

Error: null

Figure 11: Example of a successful generation in **Lilypond** (ID: 15). The model generates code that executes successfully and produces a plot consistent with the ground truth.

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✖

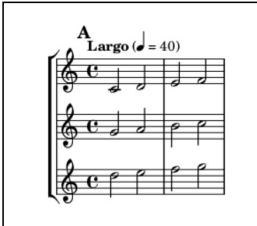
### VisCoder2-32B: LilyPond

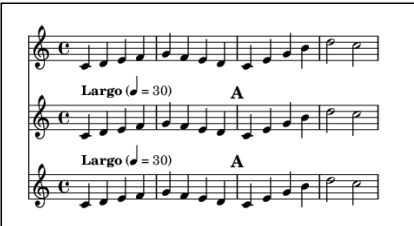
**ID : 13**

**Task:** Generate a musical score with three staves, each containing a sequence of notes. The notes are arranged in measures, with a time signature indicating a slow tempo. The score includes rehearsal marks and tempo indications at the beginning of each staff.

**Style:** Create a vertically aligned layout with three evenly spaced staves. Each staff begins with a treble clef and includes a tempo marking labeled "Largo" with a metronome setting. Rehearsal marks are placed prominently. The notes are evenly spaced, and the overall appearance is clean and organized, with a footer crediting the music engraving software.

No Image  
Rendered





Normal Rendered
Debug Rendered
Ground Truth

Normal Generated Code

```
...
\layout { }
\footer {
  \markup {
    \fill-line {
      \null
      \italic "Music engraving by LilyPond"
      \null
    }
  }
}
...

```

Self-Debug Generated Code

```
...
\layout {
  \context {
    \Score
    \remove "Bar_number_engraver"
  }
}
\header {
  footerMarkup = \markup {
    \fill-line {
      \null
      \italic "Music engraving by LilyPond"
      \null
    }
  }
}
...

```

**SyntaxError:** unknown escaped string: '\footer'

Figure 12: Example of a failed generation in **Lilypond** (ID: 13), where the initial code raises a **SyntaxError** and is resolved in the **first** round of self-debug, resulting in a corrected plot that matches the intended semantics.

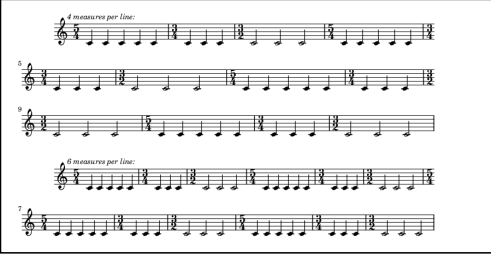
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✘ **VisCoder2-32B: LilyPond**

**ID : 48**

**Task:** Generate a musical score with repeated sequences of notes in varying time signatures. The score is divided into two sections: the first section contains lines with four measures each, and the second section contains lines with six measures each. Each section is labeled accordingly to indicate the number of measures per line.

**Style:** Create a clean and organized layout with a treble clef at the beginning of each staff. The time signatures change within the repeated sequences, alternating between 5/4, 3/4, and 3/2. The labels "4 measures per line:" and "6 measures per line:" are italicized and placed at the beginning of each respective section. The notes are evenly spaced, and the overall appearance is neat, with clear separation between the sections.

<p style="font-weight: bold; font-size: 18px;">No Image Rendered</p>	<p style="font-weight: bold; font-size: 18px;">No Image Rendered</p>	
Normal Rendered	Debug Rendered	Ground Truth

Generated Code:

```

...
\\score {
  \\new Staff {
    \\clef treble
    \\mark \\markup { \\italic "4
measures per line:" }
    \\time 5/4
    \\repeat volta 2 {
      c'4 d'4 e'4 f'4 g'4
    }
    \\time 3/4
    \\repeat volta 2 {
      a'4 b'4 c''4
    }
    \\time 3/2
    \\repeat volta 2 {
      d''2 e''2
    }
  }
}

```

Self-Debug Generated Code:

```

...
\\score {
  \\new Staff {
    \\clef treble
    \\mark \\markup { \\italic "4
measures per line:" }
    \\time 5/4
    \\repeat volta 2 {
      c'4 d'4 e'4 f'4 g'4
    }
    \\time 3/4
    \\repeat volta 2 {
      a'4 b'4 c''4
    }
    \\time 3/2
    \\repeat volta 2 {
      d''2 e''2
    }
  }
}

```

SyntaxError: unmatched '}'

Figure 13: Example of a failed generation in **Lilypond** (ID: 48), where the initial code raises a **TypeError** and is still failed after three rounds self-debug.

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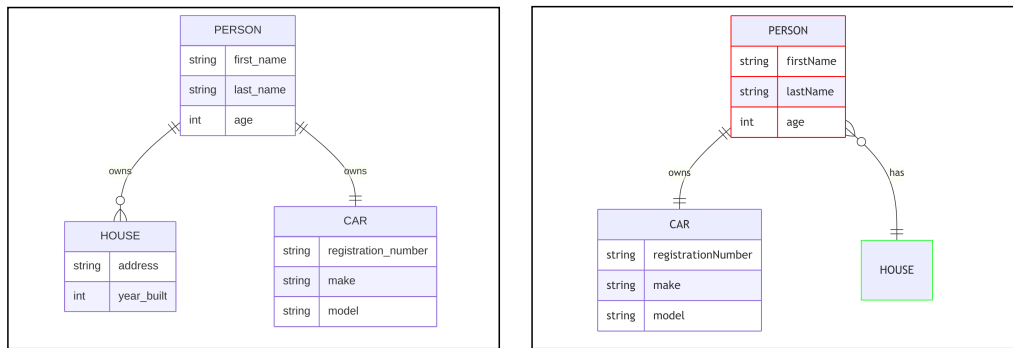


## VisCoder2-32B: Mermaid

ID: 19

**Task:** Generate an entity-relationship diagram illustrating the relationships between three entities: PERSON, CAR, and HOUSE. The PERSON entity includes attributes for first name, last name, and age. The CAR entity includes attributes for registration number, make, and model. The diagram shows a one-to-one relationship between PERSON and CAR, indicating that a person owns a car. Additionally, there is a one-to-many relationship between PERSON and HOUSE, indicating that a person can have multiple houses.

**Style:** The diagram features rectangular boxes for each entity, with the PERSON entity outlined in red, the CAR entity in purple, and the HOUSE entity in green. Each box contains rows listing the attributes, with data types specified. Lines connect the entities, with labels indicating the nature of the relationships. The lines have different end markers to represent the type of relationship, and the overall layout is clean and organized with a clear visual hierarchy.



Rendered

Ground Truth

## Generated Code:

```
erDiagram
    PERSON ||--o{ HOUSE : owns
    PERSON ||--o{ CAR : owns
    PERSON {
        string first_name
        string last_name
        int age
    }
    CAR {
        string registration_number
        string make
        string model
    }
    HOUSE {
        string address
        int year_built
    }
```

Error: null

Figure 14: Example of a successful generation in **Mermaid** (ID: 19). The model generates code that executes successfully and produces a plot consistent with the ground truth.

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✘
VisCoder2-32B: Mermaid

**ID: 88**

**Task:** Generate a state diagram illustrating the transitions between three states: "SomeOtherState," "Your state with spaces in it," and "YetAnotherState." The diagram begins with an initial state that transitions to both "SomeOtherState" and "Your state with spaces in it." From "SomeOtherState," the flow continues to "YetAnotherState." Similarly, "Your state with spaces in it" also transitions to "YetAnotherState." Finally, "YetAnotherState" leads to a final state.

**Style:** Create a visual with rounded rectangles representing states, connected by arrows indicating transitions. The initial and final states are depicted as filled circles. "Your state with spaces in it" is styled with bold and italic text, while other states have regular text. The layout is organized with a top-down flow, and the states are outlined with a subtle color.

No Image  
Rendered

Normal Rendered

Normal Generated Code

```
stateDiagram-v2
classDef stateDefault
fill:#f9f9f9,stroke:#333,stroke-width:1px
classDef stateText font-weight:bold,font-style:italic,font-size:14px
[*] --> SomeOtherState
[*] --> Your state with spaces in it
SomeOtherState --> YetAnotherState
Your state with spaces in it --> YetAnotherState
YetAnotherState --> [*]

state SomeOtherState
state "Your state with spaces in it" <<stateText>>
state YetAnotherState
```

Debug Rendered

Self-Debug Generated Code


```
...
[*] --> SomeOtherState
[*] -->
Your_state_with_spaces_in_it
SomeOtherState -->
YetAnotherState
Your_state_with_spaces_in_it -->
YetAnotherState
YetAnotherState -->
[*]
...

```

SyntaxError : Parse error on line 12: ... with spaces in it" <<stateText>>

Figure 15: Example of a failed generation in **Mermaid** (ID: 88), where the initial code raises a **SyntaxError** and is resolved in the **second** round of self-debug, resulting in a corrected plot that matches the intended semantics.

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### VisCoder2-32B: Mermaid

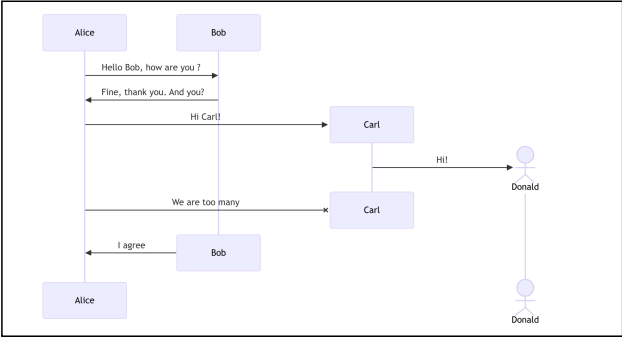
**ID : 80**

**Task:** Generate a sequence diagram illustrating interactions between participants named Alice, Bob, Carl, and an actor named Donald. The diagram depicts a conversation where Alice greets Bob, and they exchange pleasantries. Alice then introduces Carl, who subsequently greets Donald. The diagram also shows the destruction of Carl and Bob, with Alice commenting on the number of participants and Bob agreeing.

**Style:** The visual consists of horizontal arrows connecting labeled rectangular boxes representing participants, with a stick figure symbolizing the actor. The boxes and arrows are aligned vertically, showing the flow of communication. Messages are displayed as text along the arrows, and the destruction of participants is marked by an 'x' on the arrows. The layout is clean, with a light color scheme and clear separation between interactions.

No Image  
Rendered

No Image  
Rendered



Ground Truth

Normal Generated Code

```
sequenceDiagram
participant Alice
participant Bob
Alice->>Bob: Hello Bob, how are you?
Bob-->>Alice: I am good thanks!
Bob--x Alice: By the way, how are you?
Bob-x Alice: I am good thanks!
Note right of Bob: Bob thinks a long<br/>long time,
so long<br/>that he needs<br/>to split the text
over<br/>several lines
Bob-->>Alice: Checking with John...
...
...
```

Self-Debug Generated Code

```
sequenceDiagram
participant Alice
participant Bob
Alice->>Bob: Hello Bob, how are you?
Bob-->>Alice: I am good thanks!
Bob--x Alice: By the way, how are you?
Bob-x Alice: I am good thanks!
...
...
```

**AttributeError:** '\_idat' object has no attribute 'fileno'

Figure 16: Example of a failed generation in **Mermaid** (ID: 80), where the initial code raises a **AttributeError** and is still failed after three rounds self-debug.  
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## K.13 SVG: SUCCESSFUL GENERATION

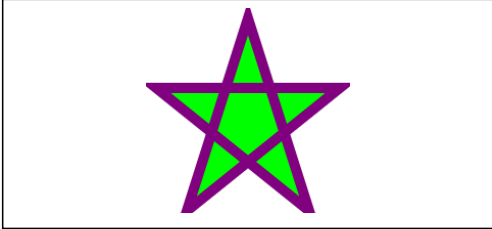
✓

**VisCoder2-32B: SVG**

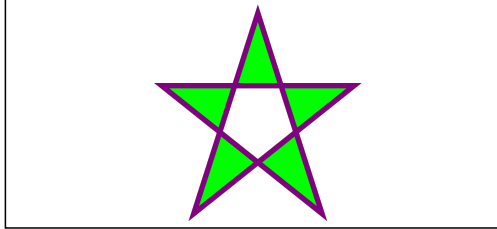
**ID : 52**

**TASK:** Generate a five-pointed star shape using a polygon. The star is defined by a series of connected points that form its structure.

**STYLE:** The star is filled with a bright green color and outlined with a thick purple border. The background is black, making the star stand out prominently. The overall appearance is bold and vibrant, with a strong contrast between the star and its outline.



Rendered



Ground Truth

**Generated Code:**

```
<svg width="200" height="200" xmlns="http://www.w3.org/2000/svg">
<polygon points="100,10 40,198 190,78 10,78 160,198" fill="lime" stroke="purple"
stroke-width="10" />
</svg>
```

**Error: null**

Figure 17: Example of a successful generation in **SVG** (ID: 52). The model generates code that executes successfully and produces a plot consistent with the ground truth.

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✘ **VisCoder2-32B: SVG**

**ID : 12**

**TASK:** Create a horizontal bar chart to compare the usage of different media types by gender. The chart displays five categories: Internet, TV, Newspaper, Magazine, and Radio. Each category has two bars representing data for females and males. The x-axis shows numerical values from 0 to 3, indicating the level of usage or preference, while the y-axis lists the media types.

**STYLE:** The chart has a white background with a light gray area for the graph. The bars are colored with semi-transparent red for females and blue for males. Dashed vertical lines serve as grid lines for reference. Labels for the x-axis are centered below the axis, and y-axis labels are rotated vertically. Data values are displayed on the bars. A legend on the right identifies the colors for female and male data. The title "Question 7" is centered at the top.

No Image  
Rendered

No Image  
Rendered

Media Type	Female (Red)	Male (Blue)
Internet	2	1
TV	3	2
Newspaper	2	1
Magazine	1	1
Radio	2	1

Normal Generated Code

```

... ..
<path ... .. />
<path ... .. />
<path ... .. /></g><g ... .. >
<text aria-label="medium: Internet;
percentage: 2" role="graphics-symbol"
aria-roledescription="text mark" text-
anchor="start"
transform="translate(135.3333333333331,1
2.5

```

Self-Debug Generated Code

```

... ..
<path ... .. />
<path ... .. />
<path ... .. /></g><g ... .. >
<text aria-label="medium:
Internet; percentage: 2"
role="graphics-symbol" aria-
roledescription="text mark"
text-anchor="start"
transform="translate(135.33333
333333331,12.5

```

**ParseError:** unclosed token: line 1, column 14401

Figure 19: Example of a failed generation in SVG (ID: 12), where the initial code raises a **ParseError** and is still failed after three rounds self-debug. [Back to Appendix Contents]

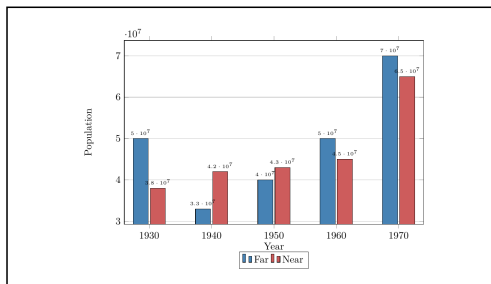


## VisCoder2-32B: LaTeX

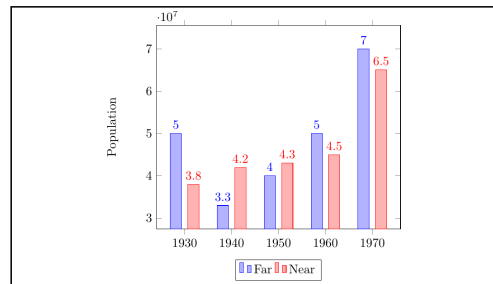
ID : 33

**Task:** Generate a bar chart comparing the population of two groups labeled 'Far' and 'Near' over a series of years. The x-axis represents the years, and the y-axis represents the population size. Each year has two bars, one for each group, showing their respective population values.

**Style:** Create a vertical bar chart with distinct colors for each group: blue for 'Far' and red for 'Near'. The bars are slightly separated to enhance clarity. The y-axis label is rotated vertically on the left side. Data values are displayed above each bar in corresponding colors. A legend is positioned below the chart, centered, indicating which color corresponds to each group. The chart has a clean, simple layout with no gridlines.



Rendered



Ground Truth

## Generated Code:

```

...
\begin{tikzpicture}
\begin{axis}[
width=12cm,
height=8cm,
xlabel=Year,
ylabel=Population,
ybar,
bar width=15pt,
ymajorgrids=true,
xtick=data,
xticklabels from table={\datatable}{Year},
legend style={at={(0.5,-0.15)}, anchor=north, legend columns=-1},
nodes near coords,
nodes near coords align=vertical,
every node near coord/.append style={font=\tiny},
]
...

```

Error: null

Figure 20: Example of a successful generation in LaTeX (ID: 33). The model generates code that executes successfully and produces a plot consistent with the ground truth.

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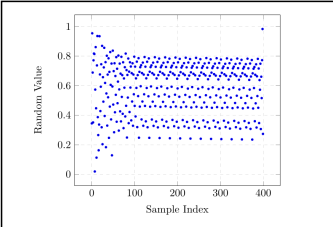
✖
VisCoder2-32B: LaTeX

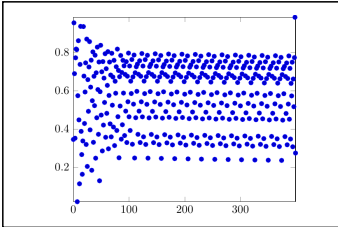
**ID : 37**

**Task:** Generate a scatter plot using data from a CSV file, where the x-axis represents sample indices and the y-axis represents random values. The plot displays individual data points as marks without connecting lines.

**Style:** The plot features blue circular markers distributed across the graph. The axes are labeled with numerical values, and the grid is not visible. The layout is compact, with data points densely packed, especially along several horizontal bands.

No Image  
Rendered





Normal Rendered

Normal Generated Code

```
\usepackage{pgfplots}\pgfplotstableread[col
sep=comma]{
  sample_index,random_value
0.0,0.34476
... ..
399.0,0.27358
}\datatable
\documentclass[border=10pt]{standalone}
\usepackage{pgfplots}
\usepackage{pgfplotstable}
```

Debug Rendered

Self-Debug Generated Code

```
... ..
\begin{tikzpicture}
  \begin{axis}[
    xlabel=Sample Index,
    ylabel=Random Value,
    only marks,
    mark=*,
    mark size=1pt,
    mark options={blue},
    grid=major,
    grid
    style={dashed,gray!30}
  ]
... ..
```

**NameError:** LaTeX rendering failed: ! LaTeX Error: \usepackage before \documentclass.

Figure 21: Example of a failed generation in **LaTeX** (ID: 37), where the initial code raises a **NameError** and is resolved in the **second** round of self-debug, resulting in a corrected plot that matches the intended semantics.

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## VisCoder2-32B: LaTeX

ID : 97

**Task:** Generate a schematic diagram of an electrical circuit featuring a voltage source labeled  $V_s$ , an inductor labeled  $L_x$ , a capacitor labeled  $C_1$ , and another inductor labeled  $L_m$  on the primary side. The circuit includes a transformer with a turns ratio  $N_1:N_2$ , a diode, a capacitor labeled  $C_2$ , and a resistor labeled  $R$  on the secondary side. The output voltage is denoted as  $v_o(t)$ .

**Style:** Create a clean and organized layout with components aligned horizontally. The circuit elements are connected with straight lines, and labels are placed near each component for clarity. The transformer is depicted with coils and a turns ratio label. The diagram uses a simple, monochrome style with a consistent line thickness and small font size for labels.

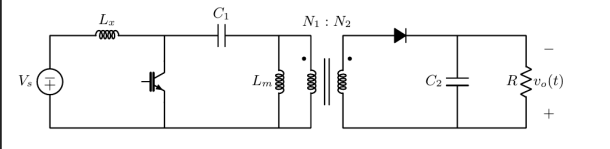
<p>No Image Rendered</p>	<p>No Image Rendered</p>	
Normal Rendered	Debug Rendered	Ground Truth
<pre> Normal Generated Code ... \begin{circuitikz}[scale=0.8] \draw (0,0) to[vsource, l=\$V_s\$] (0,4) to[L, l=\$L_x\$] (4,4) to[C, l=\$C_1\$] (4,0) -- (0,0);  \draw (4,4) -- (6,4) to[cute inductor, l=\$L_m\$] (6,0) -- (4,0);  \draw (6,4) -- (8,4) to[transformer core] (8,0) -- (6,0);  \draw (9,3.5) to[diode] (11,3.5) to[C, l=\$C_2\$] (11,0.5) -- (9,0.5) to[R, l=\$R\$] (9,3.5);  \draw (11,3.5) -- (12,3.5) node[right] {\$v_o(t)\$};  \node[above] at (7,4) {\$N_1:N_2\$}; \end{circuitikz} \end{document} ... </pre>	<pre> Self-Debug Generated Code ... \begin{circuitikz}[scale=0.8] \draw (0,0) to[vsource, l=\$V_s\$] (0,4) to[L, l=\$L_x\$] (4,4) to[C, l=\$C_1\$] (4,0) -- (0,0);  \draw (4,4) -- (6,4) to[cute inductor, l=\$L_m\$] (6,0) -- (4,0);  \draw (6,4) -- (8,4) to[transformer core] (8,0) -- (6,0);  \draw (9,3.5) to[diode] (11,3.5) to[C, l=\$C_2\$] (11,0.5) -- (9,0.5) to[R, l=\$R\$] (9,3.5);  \draw (11,3.5) -- (12,3.5) node[right] {\$v_o(t)\$};  \node[above] at (7,4) {\$N_1:N_2\$}; \end{circuitikz} \end{document} ... </pre>	
<p><b>NameError:</b> ! Package circuitikz Error: Unknown circuitikz element `vsource'.</p>		

Figure 22: Example of a failed generation in **LaTeX** (ID: 97), where the initial code raises a **NameError** and is still failed after three rounds self-debug.

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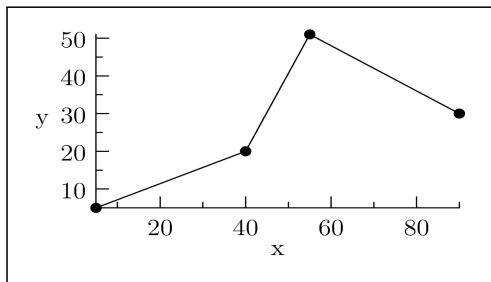


### VisCoder2-32B: Asymptote

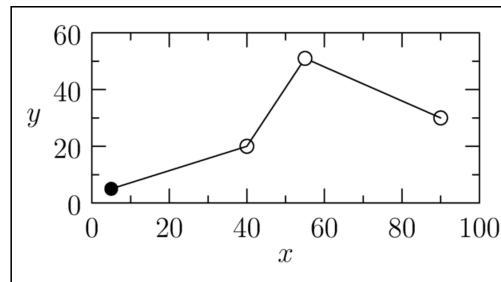
**ID : 31**

**Task:** Generate a line graph with data points marked along the line. The graph plots a series of points connected by straight lines, with markers at each data point. The x-axis is labeled with "x" and the y-axis with "y", both featuring tick marks for reference.

**Style:** Create a simple and clean visual with a rectangular frame. The data points are marked with circles, some filled and some outlined, depending on their position. The axes have evenly spaced tick marks, and the labels are positioned outside the frame. The overall layout is balanced and minimalistic, emphasizing clarity and readability.



Rendered



Ground Truth

#### Generated Code:


```
import graph;
size(200);
pair[] f={(5,5),(40,20),(55,51),(90,30)};

draw(graph(f),marker(scale(0.8mm)*unitcircle,FillDraw));
xaxis("x",Bottom,LeftTicks);
yaxis("y",Left,RightTicks);
```

**Error: null**

Figure 23: Example of a successful generation in **Asymptote** (ID: 31). The model generates code that executes successfully and produces a plot consistent with the ground truth.

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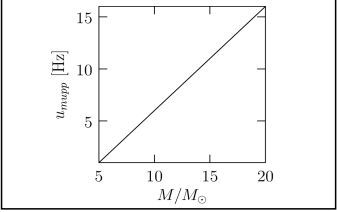
### VisCoder2-32B: Asymptote

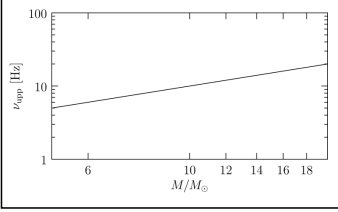
**ID : 53**

**Task:** Generate a logarithmic plot of the identity function over the range of x-values from 5 to 20. The x-axis represents mass in solar units, labeled as " $M/M_{\odot}$ ", and the y-axis represents frequency in Hertz, labeled as " $\nu_{\text{up}} [\text{Hz}]$ ". The plot displays a straight line indicating a direct proportionality between the two variables on a logarithmic scale.

**Style:** Create a rectangular plot with a horizontal orientation. The x-axis is marked with ticks at intervals of 6, 10, 12, 14, 16, and 18, while the y-axis is marked with ticks ranging from 1 to 100. The plot uses a clean, minimalist style with a single line and clear labels for both axes. The layout is simple, focusing on the relationship between the two variables without additional embellishments.

No Image  
Rendered





Normal Rendered

Debug Rendered

Ground Truth

Normal Generated Code

```
import graph;
size(200,150);
real[]
x={5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20};
real[]
y={1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16};

draw(graph(x,y),LogScale,LogScale);
xaxis("$M/M_{\odot}$",BottomTop,LeftTicks);
yaxis("$\nu_{\text{up}}$[Hz]",LeftRight,RightTicks);
```

Self-Debug Generated Code

```
import graph;

size(200,150);
real[]
x={5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20};
real[]
y={1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16};

draw(graph(x,y));
xaxis("$M/M_{\odot}$",BottomTop,LeftTicks);
yaxis("$\nu_{\text{up}}$[Hz]",LeftRight,RightTicks);
```

**NameError:** draw(graph(x,y),LogScale,LogScale): no matching variable 'LogScale'

Figure 24: Example of a failed generation in **Asymptote** (ID: 53), where the initial code raises a **NameError** and is resolved in the **third** round of self-debug, resulting in a corrected plot that matches the intended semantics.

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✖

## VisCoder2-32B: Asymptote

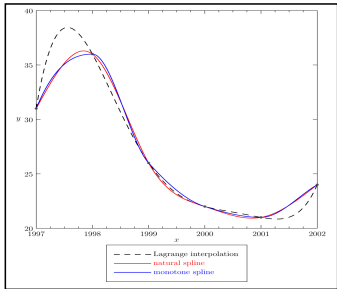
**ID : 79**

**Task:** Generate a visual comparison of interpolation methods over a specified range. The plot includes three curves: a Lagrange interpolation represented by a dashed line, a natural spline shown in red, and a monotone spline depicted in blue. The x-axis is labeled with values from 1997 to 2002, while the y-axis ranges from 20 to 40. Data points are marked along the curves.

**Style:** Create a clean and organized layout featuring a large square plot area. The x-axis and y-axis are clearly labeled with regular tick marks. The legend is positioned below the plot, providing clear differentiation between the interpolation methods using distinct colors and line styles. Data points are indicated with small gray dots, enhancing the visual clarity of the curves.

No Image  
Rendered

No Image  
Rendered



Normal Rendered

Debug Rendered

Normal Generated Code

```

... ..
real a=1997, b=2002;
int n=5;
real[] xpt=a+sequence(n+1)*(b-a)/n;
real[] ypt={31,36,26,22,21,24};
horner h=diffdiv(xpt,ypt);
fhorner L=fhorner(h);

guide gL=graph(L,a,b,500);
draw(gL,dashed);
dot(gL,red);

real[] ypt2={31,36,26,22,21,24};
spline s2=spline(xpt,ypt2,Spline(natural));
guide gs2=graph(s2,a,b,500);
draw(gs2,red);

real[] ypt3={31,36,26,22,21,24};
spline s3=spline(xpt,ypt3,Spline(monotone));
guide gs3=graph(s3,a,b,500);
draw(gs3,blue);
... ..

```

Self-Debug Generated Code

```

... ..
real a=1997, b=2002;
int n=5;
real[] xpt=a+sequence(n+1)*(b-
a)/n;
real[]
ypt={31,36,26,22,21,24};

guide gL=graph(new real(real
x) {
return ypt[0] + (x-
xpt[0])*(ypt[1]-
ypt[0])/(xpt[1]-xpt[0]);
}, a, b, 500);
draw(gL,dashed);
dot(gL,red);
... ..

```

**TypeError:** horner h=diffdiv(xpt,ypt): no type of name 'horner'

Figure 25: Example of a failed generation in **Asymptote** (ID: 79), where the initial code raises a **TypeError** and is still failed after three rounds self-debug.

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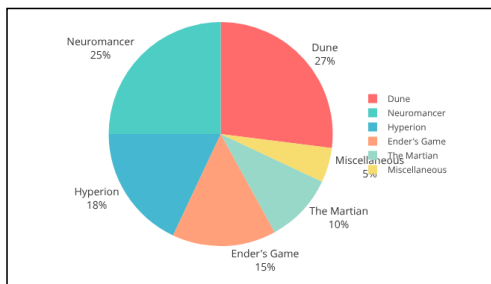


## VisCoder2-32B: HTML

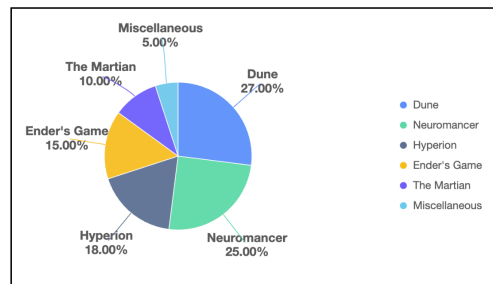
ID: 6

**Task:** Generate a pie chart to display the distribution of various science fiction categories. The chart segments represent different categories, such as "Dune," "Neuromancer," "Hyperion," "Ender's Game," "The Martian," and "Miscellaneous," with each segment sized according to its value. The chart includes labels showing the category name and its percentage of the total.

**STYLE:** Create a centered layout with a light gray background. The pie chart is placed within a white, rounded rectangle with a subtle shadow, providing a clean and modern look. The title, "Science Fiction Categories Distribution," is centered above the chart in a bold, dark gray font. The legend is positioned to the right of the pie chart, with category names in a smaller font size, each colored to match its corresponding pie segment. Labels on the pie chart are bold and positioned outside the segments for clarity.



Rendered



Ground Truth

## Generated Code:

```
<!DOCTYPE html>
<html>
<head>
<meta charset="utf-8">
<title>Plotly Pie Chart</title>
<script src=""></script>
<style>... </style>
</head>
<body>
<div id="chart">
</div>
<script>... </script>
</body>
</html>
```

Error: null

Figure 26: Example of a successful generation in **HTML** (ID: 6). The model generates code that executes successfully and produces a plot consistent with the ground truth.

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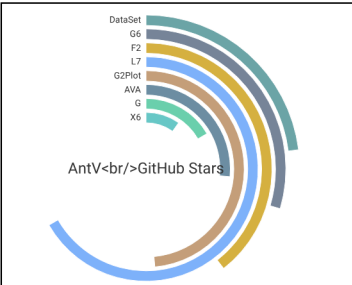
✘ VisCoder2-32B: HTML

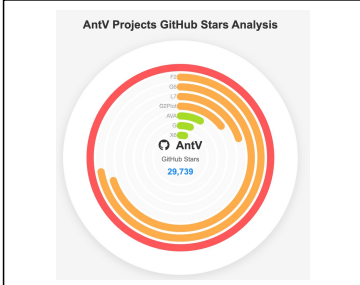
**ID: 9**

**Task:** Generate a radial bar chart to visualize the number of GitHub stars for various AntV projects. Each bar represents a project, with the length corresponding to the star count. The bars are color-coded based on the number of stars, with different colors indicating different ranges of star counts. The chart includes a central annotation displaying the total number of stars across all projects.

**Style:** Create a circular chart with a white background and a subtle shadow effect. The bars are arranged in a radial pattern, with rounded ends and varying colors. The chart is centered on the page, with a title above it. Inside the chart, there is a central text area with a GitHub icon, the word "AntV," and the total star count in blue. The overall layout is clean and balanced, with a modern aesthetic.

No Image  
Rendered





Normal Generated Code

```

... ..
<script>
... ..
  annotations: [
  { ... },
  {
    type: 'image',
    start: ['50%', '50%'],
    src:
      'https://gw.alipayobjects.com/zos/basement_prod/6f38e5a2-0a1a-4a0e-8b07-6e3a5a7b7b7a.svg',
    width: 64,
    height: 64,
    offsetY: -120
  }
  ]
  });
plot.render();
</script>
</body>
</html>

```

Self-Debug Generated Code

```

... ..
< annotations: [
  {
    type: 'text',
    position: ['50%', '50%'],
    content: 'AntV<br/>GitHub
Stars',
    style: {
      fontSize: 24,
      fill: '#333',
      textAlign: 'center',
      textBaseline: 'middle'
    }
  }
  ]
}
}
</script>
</body>
</html>

```

**ImportError:** HTML Request failed: https://.....7a.svg (404 Not Found).

Figure 27: Example of a failed generation in **HTML** (ID: 9), where the initial code raises a **ImportError** and is resolved in the **first** round of self-debug, resulting in a corrected plot that matches the intended semantics.

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✘ **VisCoder2-32B: HTML**

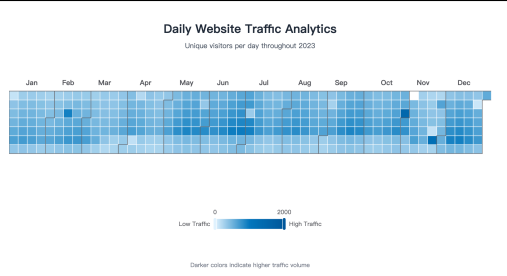
**ID : 85**

**Task:** Generate a calendar heatmap to visualize daily website traffic analytics for the year 2023. Each day is represented by a square, with the color intensity indicating the volume of unique visitors. The data includes variations based on weekly patterns, monthly multipliers, and special events or holidays that affect traffic levels.

**Style:** Create a centered layout with a light background and a white container featuring rounded corners and a shadow effect. The title and subtitle are displayed at the top in bold and smaller text, respectively. The calendar heatmap is positioned below, with months labeled at the top and days of the week indicated. A color gradient bar at the bottom illustrates the traffic intensity, with darker colors representing higher traffic. Additional text explains the color coding.

No Image  
Rendered

No Image  
Rendered



Normal Rendered

Debug Rendered

Ground Truth

Normal Generated Code

```

... ..
const ctx=document.getElementById('calendarHeatmap').getContext('2d');
newChart(ctx, {
  type: 'calendar',
  data: {
    datasets: [{
      label: 'Unique Visitors',
      data: calendarData,
      backgroundColor: 'rgba(54, 162, 235, 0.7)',
      borderColor: 'rgba(54, 162, 235, 1)',
      borderWidth: 1,
      color: {
        min: 0,
        max: 1000,
        empty: '#eee'
      }
    }
  ]
});

```

Self-Debug Generated Code

```

... ..
<title>Calendar Heatmap -
2023 Website
Traffic</title>
<scriptsrc="https://cdn.jsdelivr.net/npm/chart.js"></script>
<scriptsrc="https://cdn.jsdelivr.net/npm/chartjs-adapter-date-fns"></script>
<scriptsrc="https://cdn.jsdelivr.net/npm/chartjs-chart-calendar@1.0.0/dist/chartjs-chart-calendar.min.js"></script>
... ..

```

**TypeError:** HTML rendering error: "calendar" is not a registered controller.

Figure 28: Example of a failed generation in **HTML** (ID: 85), where the initial code raises a **TypeError** and is still failed after three rounds self-debug.

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## L LLM USAGE

Large Language Models (LLMs) were used to assist with language editing and polishing of the manuscript. Specifically, we used an LLM to refine wording, improve readability, and enhance clarity in several sections.

The LLM was not involved in research ideation, methodology, data analysis, or experimental design. All technical ideas, analyses, and conclusions were developed and validated by the authors; the tool was limited to editorial support.

The authors take full responsibility for the content of the manuscript, including any text edited with LLM assistance. We verified suggested edits for accuracy and originality, ensured compliance with ethical guidelines, and noted that LLMs are not listed as authors. We disclose this usage in accordance with ICLR's policies on LLM assistance and attribution.