



KITTEN: A Knowledge-Intensive Evaluation of Image Generation on Visual Entities

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Abstract

Recent advances in text-to-image generation have improved the quality of synthesized images, but evaluations mainly focus on aesthetics or alignment with text prompts. Thus, it remains unclear whether these models can accurately represent a wide variety of realistic visual entities. To bridge this gap, we propose KITTEN, a benchmark for **K**nowledge-**I**n**T**ensive image genera**T**ion on real-world **E**Ntities. Using KITTEN, we conduct a systematic study of recent text-to-image models, retrieval-augmented models, and unified understanding and generation models, focusing on their ability to generate real-world visual entities such as landmarks and animals. Analyses using carefully designed human evaluations, automatic metrics, and MLLMs as judges show that even advanced text-to-image and unified models fail to generate accurate visual details of entities. While retrieval-augmented models improve entity fidelity by incorporating reference images, they tend to over-rely on them and struggle to create novel configurations of the entities in creative text prompts.

1 Introduction

Recent advances in generative AI have revolutionized multimedia content creation. Large Language Models (LLMs) excel at knowledge-intensive tasks like question answering and summarization. Cutting-edge image generation models, such as Imagen (Saharia et al., 2022; Imagen 3 Team, 2024; Hu et al., 2024), DALL-E (Ramesh et al., 2021; 2022), and Stable Diffusion (Rombach et al., 2022), produce photorealistic and creative images from text. However, as these models become more capable and popular, assessing their reliability is crucial. Research on LLMs shows that even the most advanced models can generate inaccuracies, potentially undermining trust and causing societal harm (Muhlgay et al., 2023; Feng et al., 2023).

Despite increasing attention to factuality in LLMs, the accuracy of image generation models remains underexplored. Existing benchmarks mainly assess alignment with general text descriptions (Lin et al., 2015), compliance with image-editing instructions (Ku et al., 2024), or adherence to spatial relationships (Gokhale et al., 2022). However, they fall short in evaluating how well models generate images that faithfully reproduce the precise visual details of real-world entities, objects, and scenes grounded in trustworthy knowledge sources (see examples in Fig. 1). Recently, HEIM (Lee et al., 2024) introduces an evaluation suite for assessing various aspects of image generation, including the ability to generate entities such as historical figures or well-known subjects. However, real-world visual entities are far more diverse than those covered by HEIM, requiring a broader assessment. Moreover, HEIM primarily evaluates the alignment between generated images and entity names in text prompts. It fails to capture the fine-grained visual details essential for assessing the reproduction of visual-world knowledge, as nuances of real-world entities cannot be conveyed through text alone. Thus, directly evaluating fidelity in the generated images is essential.

To address the gap in evaluating image generation models’ ability to reproduce visual-world knowledge, we introduce KITTEN, a benchmark dataset and evaluation suite designed to assess how well models generate visually accurate representations of real-world entities grounded in trustworthy knowledge sources. Unlike prior benchmarks that focus on aesthetics, text alignment, or commonsense reasoning, KITTEN uses prompts derived from visual entities documented in Wikipedia (Hu et al., 2023a), a reliable knowledge base, and

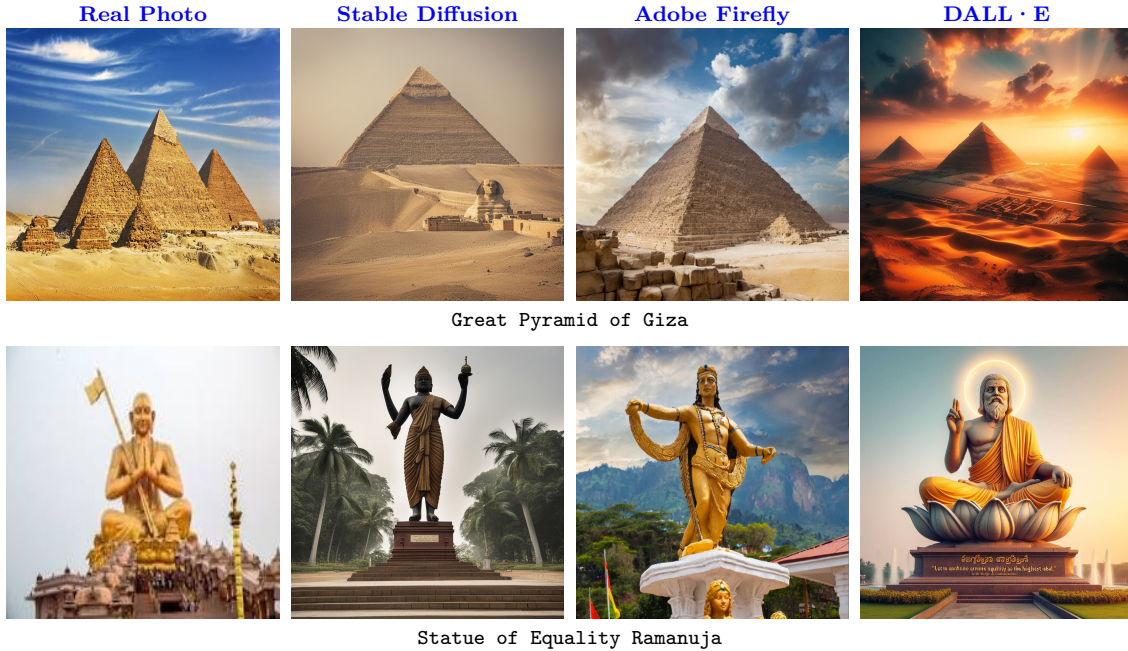


Figure 1: **Can text-to-image models generate precise visual details of real-world entities?** State-of-the-art models effectively render well-known entities (e.g., Great Pyramid of Giza) but often struggle with less-known entities, resulting in hallucinated depictions.

evaluates real-world entities across eight visual domains (see Fig. 2). This ensures that generated images are compared with verifiable visual information crowdsourced from the internet. Additionally, we have developed a comprehensive set of human evaluation criteria that focus on the precise visual depiction of entities, capturing subtle but essential details for visual accuracy. By directly assessing entity fidelity in the generated images against established knowledge, KITTEN aims to advance the evaluation of world knowledge in image generation models.

Using KITTEN, we conduct a comprehensive evaluation of various text-to-image models, including standard, unified, and customization models fine-tuned or utilizing in-context learning with retrieved reference images (Chen et al., 2022). Our findings show that even the most advanced models (Imagen 3 Team, 2024; Black Forest Labs, 2024; Xie et al., 2024; Chen et al., 2025b) often fail to produce accurate representations, generating images that are missing critical details essential for visual correctness. While retrieval-augmented models improve visual fidelity by incorporating reference images during testing, they tend to over-rely on these references, limiting their ability to generate novel configurations of entities from creative prompts. These findings highlight a key challenge in current image generation models: balancing entity fidelity with creative flexibility, underscoring the need for techniques that can generate precise visual details without sacrificing the ability to respond to diverse and imaginative user inputs.

2 Related Work

Existing evaluation for text-to-image generation. Evaluating text-to-image models has long been challenging, with many efforts aimed at improving performance measurement. Fréchet Inception Distance (FID) (Heusel et al., 2017) is a common metric for assessing perceptual quality by measuring the distribution gap between generated and real-world images. CLIP-T scores (Hessel et al., 2021) evaluate text-image alignment by comparing the CLIP feature similarity between generated images and input prompts. These metrics summarize overall image quality. Several works assess alignment between generated images and text descriptions (Yarom et al., 2024; Gordon et al., 2023; Hu et al., 2023b; Wiles et al., 2024; Cho et al.,

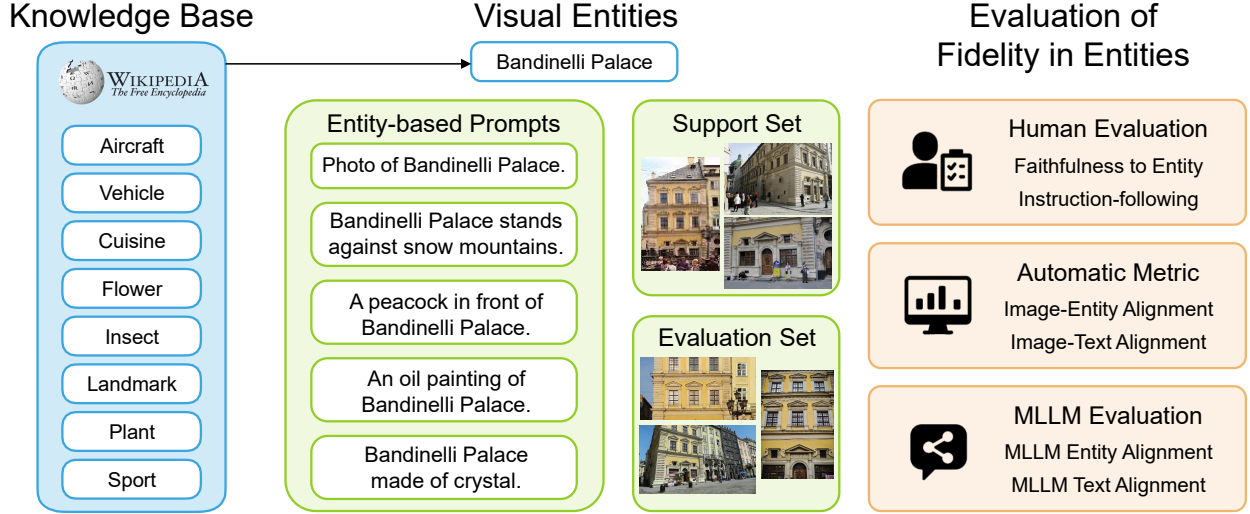


Figure 2: **KITTEN benchmark** is constructed from real-world entities across eight domains. For each selected entity, we define five evaluation tasks of image-generation prompts incorporating the entity. KITTEN includes a support set of entity images from the knowledge source for evaluating retrieval-augmented models, and an evaluation set for assessing the fidelity of the generated entities.

2023), but they mainly focus on semantic consistency rather than the fine-grained visual accuracy of depicted entities and specialized visual-world knowledge.

Recent works aim to evaluate models more thoroughly by decomposing the evaluation into subcategories such as attribute binding and numeracy, with corresponding benchmarks. For example, the SR_{2D} dataset (Gokhale et al., 2022) and the VISOR metric evaluate spatial relationships in text-to-image models, assessing whether objects in the generated image adhere to specified relationships (e.g., an orange *above* a giraffe). T2I-CompBench++ (Huang et al., 2023) contains text prompts from four categories (e.g., attribute binding) along with associated metrics. HRS-Bench (Bakr et al., 2023) evaluates model performance across five major groups (i.e., bias, fairness, generalization, accuracy, and robustness). TIFA v1.0 (Hu et al., 2023b) is a benchmark spanning 12 categories, paired with an automatic evaluation metric that measures image faithfulness via visual question answering. GenAI-Bench (Li et al., 2024) and ConceptMix (Wu et al., 2024) focus on the evaluation of compositional text prompts (e.g., objects with specific colors, shapes, or spatial relationships). Additionally, ImagenHub (Ku et al., 2024) evaluates models across different tasks by measuring semantic consistency and perceptual quality.

Fidelity of entities in text-to-image generation. While text-to-image models enable the generation of creative images from text descriptions, challenges arise when visual-world knowledge is required—i.e., generating accurate visual details of entities. Existing works have identified this issue and proposed solutions to mitigate hallucination (Lim & Shim, 2024). However, no clear methodology exists to systematically assess these models’ limitations, which is crucial for improvement. In this work, we propose KITTEN, a benchmark addressing the novel problem of evaluating image generation models’ ability to produce fine-grained details of specific visual entities. Using KITTEN, we systematically assess the latest text-to-image, unified, and retrieval-augmented models with carefully designed human evaluations, automatic metrics, and MLLM-based assessments.

World knowledge evaluation for text-to-image generation. Evaluating text-to-image models with prompts that require world knowledge and commonsense reasoning has attracted increasing attention. WISE (Niu et al., 2025) evaluates complex text understanding and semantic reasoning grounded in cultural and scientific knowledge. RISEBench (Zhao et al., 2025) and KRIS-Bench (Wu et al., 2025) focus on assessing knowledge-based reasoning in image editing tasks. Several studies examine commonsense and physical reasoning: WorldGenBench (Zhang et al., 2025a) evaluates prompts involving implicit reasoning; R2I-

Bench (Chen et al., 2025a) studies commonsense, mathematical, and logical reasoning; OmniGenBench (Yang et al., 2025) evaluates instruction-following capabilities involving physical and commonsense knowledge; ABP (Zhang et al., 2025b) assesses implicit reasoning over real-world knowledge across scientific, natural, and cultural scenes.

In contrast, KITTEN addresses a missing gap in concurrent benchmarks (Niu et al., 2025), emphasizing the reconstruction of detailed visual features (e.g., shape and color) of nameable visual entities. We explicitly collect evaluation images for target entities and directly compare them with generated outputs, enabling a more precise assessment of visual-detail fidelity. In addition, KITTEN evaluates retrieval-augmented models to determine whether explicitly injecting reference images improves entity generation.

3 Kitten Benchmark

We introduce the KITTEN benchmark to evaluate the reliability of text-to-image models in generating knowledge-intensive concepts.

3.1 Design Desiderata of Kitten

The key to creating the benchmark is constructing a set of image-generation prompts that require grounding in visual-world knowledge. Two specific properties differentiate our benchmark from prior evaluation frameworks of image generation. First, while existing benchmarks aim to test the common-sense knowledge of image generation models such as spatial or physical relationships (Gokhale et al., 2022; Huang et al., 2023), we would like to stress-test the image generation models by focusing on generating entities from specific domains. Therefore, we create the benchmark using image concepts from Wikipedia, a rich knowledge-intensive data source, which contains several domain-specific entities and their corresponding images. Second, while most existing benchmarks focus on evaluating the instruction-following capability of the models, we would like to understand how well these models are at faithfully representing real-world concepts grounded in visual knowledge sources. Therefore, we design a specific set of evaluations targeted at capturing the visual fidelity of generated entities. Guided by the above principles, next, we clarify the details of the KITTEN benchmark.


3.2 Creating Entity-based Prompts


Fig. 2 shows the benchmark creation process. To generate a diverse set of prompts focused on faithfulness to knowledge-grounded concepts, we first select entity domains from the OVEN-Wiki dataset (Hu et al., 2023a), the most comprehensive open-domain image recognition dataset. We select 8 domains encompassing 322 entities, covering human-made objects, natural species, and human activities. This selection offers broader coverage than existing benchmarks (Lee et al., 2024). For each entity, we collect an evaluation set of entity images from Wikipedia for human evaluation, and a support set of images to evaluate retrieval-augmented models that leverage external knowledge sources for image generation (see evaluated models in Sec. 4).

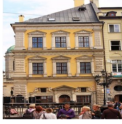
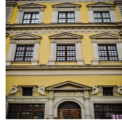
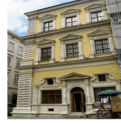


After selecting the entities, we design five evaluation tasks of image-generation prompts.

- Basic prompt (4.58%): `Photo of Bandinelli Palace.`
- Entity in a specified location (30.57%): `Bandinelli Palace stands against snow mountains.`
- Composition with other objects (22.78%): `A peacock in front of Bandinelli Palace.`
- Entity in specific styles (21.20%): `An oil painting of Bandinelli Palace.`
- Entity made of specific materials (20.87%): `Bandinelli Palace made of crystal.`

The evaluation tasks are designed to cover key scenarios in customized image generation (Ruiz et al., 2023; Kumari et al., 2023), ensuring relevance to both researchers and real-world applications. For each task, ChatGPT (OpenAI et al., 2023) is instructed to propose prompts for different entity domains, which are then tailored to evaluate knowledge-entity generation by incorporating entity names directly into the prompts. This process resulted in a set of 6,440 prompts to assess the models’ ability to handle diverse and imaginative user inputs. The prompts range from 4 to 24 words, with an average length of 9.91 and a standard deviation of 2.86.


 **User**

 **Model**

Generate an image according to the following description:
*a watercolor painting of the **Bandinelli Palace landmark**.*

Use the reference images (provided above) to ensure the entity in the prompt (Bandinelli Palace landmark) is factually correct. You may conduct your own research (e.g., Google Search) to clarify the appearance of the entity and ensure its accurate depiction in the generated image.



? Faithfulness to Prompt Entity

How faithfully does the generated image represent the entity mentioned in the prompt?

○
1
Not faithful
at all

○
2
Barely
faithful

○
3
Somewhat
faithful

●
4
**Mostly
faithful**

○
5
Completely
faithful

? Faithfulness to Prompt Entity

Does the generated image accurately and comprehensively depict any aspects of the scene or entity described in the prompt that are not already reflected in the reference images?

☒ **Yes: The generated image accurately and comprehensively depicts aspects of the scene or entity described in the prompt that are not already reflected in the reference images.**

☐ No: The generated image fails to accurately and comprehensively depict aspects of the scene or entity described in the prompt that are not already reflected in the reference images.

Figure 3: **Annotation interface.** Raters are asked to: (1) rate the image’s faithfulness to the prompt entity on a 1–5 scale, and (2) indicate whether the image follows the prompt with a yes or no response. We calculate the percentage of responses marked as “yes.”

3.3 Human Evaluation

Since no established metrics exist for evaluating the generation of visual entities, human evaluation plays a critical role in reliably assessing model performance. We design human evaluations focusing on the visual fidelity of the target entity in the generated image, decomposing the evaluation into two aspects: 1) faithfulness to the prompt entity, and 2) adherence to prompt instructions beyond the entity. This design allows raters to focus on distinct criteria, enabling more informative comparisons of models, as our results often show trade-offs between these aspects. Raters are shown reference images of the prompt entity and encouraged to verify the entity’s faithfulness through their own research. The final evaluation score is the average of five raters per image to ensure robust assessments. The human annotation interface is shown in Fig. 3.

- **Faithfulness to Entity.** We use a scale from 1 to 5, where 5 means completely faithful to the prompt entity, and 1 means the generated image has no similarity to the prompt entity.
- **Instruction-following.** We use a yes/no question to evaluate whether the generated image adheres to the prompt instructions beyond the entity. We calculate the percentage of answers “yes.”

3.4 Automatic Metrics

We gather the results of popular automatic metrics for image generation models, which primarily measure the similarity between the generated images and the references or prompts. While these metrics are not specialized for capturing the visual fidelity of the generated entity, we include their results to provide a comprehensive analysis of their alignment with human evaluation.

- **Image-Text Alignment.** We measure the cosine similarity between the generated image and the text prompt in CLIP’s feature space (Radford et al., 2021), i.e., *CLIP-T Score* (Hessel et al., 2021).
- **Image-Entity Alignment.** We measure the average pairwise cosine similarity between the generated image and reference images of the target entity in the evaluation set using DINO’s feature space (Oquab et al., 2024). This serves as a proxy for how closely fine-grained details match.

3.5 MLLM Evaluation

Multimodal large language models (MLLMs) have recently demonstrated impressive progress in multimodal understanding. We investigate the use of MLLMs as automatic evaluators to reduce human effort and address the limitations of traditional metrics in assessing visual fidelity. Specifically, we prompt GPT-4o-mini (OpenAI et al., 2023) using the same criteria as our human evaluation.

- **MLLM Text Alignment.** Given the text prompt, we use an MLLM to evaluate whether the generated image follows the prompt instructions on a 1–5 scale.
- **MLLM Entity Alignment.** Given reference images of the target entity, we use an MLLM to assess how well the generated image resembles the target entity on a 1–5 scale.

4 Evaluated Models

We present a comprehensive analysis using KITTEN to understand the visual-world knowledge in current state-of-the-art models.

4.1 Text-to-Image Backbone Models

First, we examine general text-to-image backbone models that directly generate images solely based on text prompts without using additional tools or reference images.

- Stable Diffusion (Rombach et al., 2022) maps images to a latent space where a diffusion model is trained. We mainly use SD-1.5 (Rombach et al., 2022) for a fair comparison with retrieval-augmented models, and also include SD-2.1 (Rombach et al., 2022), SD-3 (Esser et al., 2024), and SD-XL (Podell et al., 2023).
- Flux¹ (Black Forest Labs, 2024) is a successor to Stable Diffusion, integrating parallel transformer blocks.
- Imagen (Saharia et al., 2022) uses a T5 encoder and cascaded diffusion models for high-resolution generation.
- Imagen-3 (Imagen 3 Team, 2024) is a successor to Imagen, notable for its ability to handle long prompts.
- DALL·E-2 (Ramesh et al., 2022) is a diffusion model conditioned on CLIP embeddings, notable for its zero-shot compositional abilities.

4.2 Retrieval-augmented Text-to-Image Models

The retrieval-augmented method is a family of image generation approaches that use support images (e.g., retrieved by a search engine) to enhance the model through fine-tuning or in-context learning, improving the fidelity of entities in generated images. Our goal is to evaluate these models and determine whether incorporating such *support* images enhances the fine-grained visual fidelity of the entity during generation. Specifically, we provide some ground-truth reference entity images (held out from the entity images used for evaluation) as the support images to the above methods and then generate new images from them following the evaluation text prompts. We study the following models:

- DreamBooth (Ruiz et al., 2023) **fine-tunes** the SD-1.5 model to learn a special token encoding the target entity. It then generates the entity in new contexts using prompts that include this token.
- Custom-Diff (Kumari et al., 2023), similar to DreamBooth, **fine-tunes** partial weights of SD-1.5.
- Instruct-Imagen (Hu et al., 2024) generates the target entity through **in-context learning** by encoding reference images into a multi-modal instruction: `Generate an image of <entity_name>, referring to the images <ref_image_1>, ..., <ref_image_K>, and follow the caption: <prompt>.`
- BLIP-Diffusion (Li et al., 2023) performs **in-context learning** by training a multimodal encoder to obtain reference image embeddings aligned with text prompt embeddings.
- IP-Adapter (Ye et al., 2023) performs **in-context learning** by training separate cross-attention layers to incorporate reference images as inputs.

¹We use Flux.1-dev.

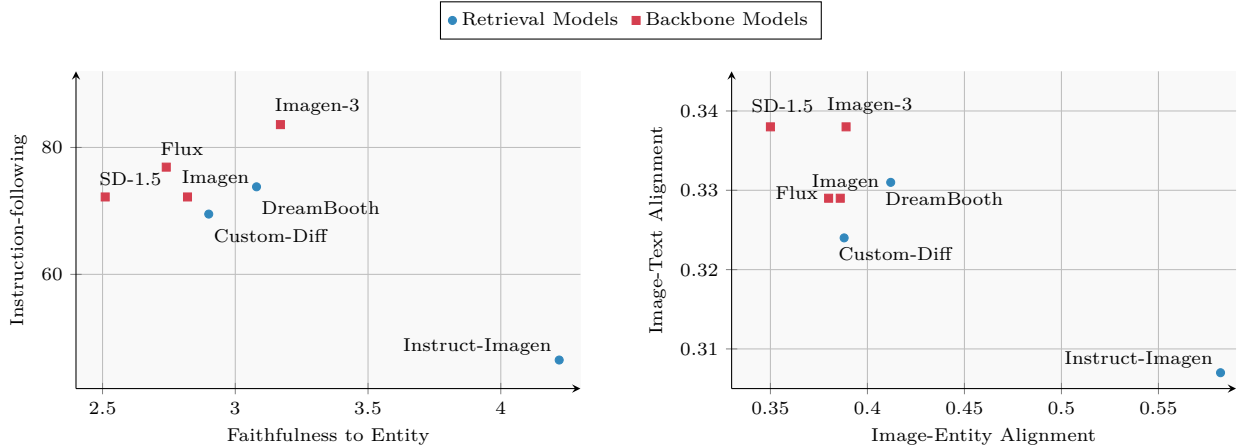


Figure 4: **Evaluation results** of text-to-image models. **(Left)** Human evaluation illustrates the trade-off between faithfulness and instruction-following. **(Right)** Automatic metrics show the relationship between image-entity and image-text alignments.

4.3 Unified Understanding and Generation Models

Finally, we evaluate the unified models that jointly learn multimodal understanding (e.g., image captioning, visual question answering) and generation tasks (e.g., text-to-image generation) within the same framework. These models do not take reference images as inputs. We study the following models:

- Show-o (Xie et al., 2024) tokenizes multimodal data into a sequence, processing text tokens autoregressively and image tokens through discrete diffusion modeling.
- Janus-Pro (Chen et al., 2025b) employs a unified transformer with autoregressive prediction, while using separate visual encoders for understanding and generation components.
- Emu3 (Wang et al., 2024) tokenizes multimodal data into discrete token spaces and trains a single transformer on next-token prediction tasks.

5 Evaluation Results

5.1 Human Evaluation

Retrieval-augmented models enhance faithfulness but weaken instruction-following. Fig. 4 (left) shows that retrieval-augmented models — Custom-Diff, DreamBooth, and Instruct-Imagen — generally produce images more faithful to the entities than their base models, SD-1.5 and Imagen. This is because these models incorporate reference images during testing, enabling them to generate visual concepts not well-represented in the base models’ parameters. However, retrieval-augmented models tend to have reduced instruction-following capabilities compared to their backbone models, as they often over-rely on reference images and struggle to create novel configurations of the entity as requested in creative text prompts. Although this trend is consistent across methods, the extent of the impact varies. Notably, Instruct-Imagen shows a significant increase in faithfulness score ($2.81 \rightarrow 4.22$) but also a substantial drop in instruction-following score ($72.2 \rightarrow 46.5$).

Enhancing backbone models improves both faithfulness and instruction-following. Our results show that improvements to base models alone can enhance both instruction-following and faithfulness. For example, Flux outperforms its predecessor SD-1.5 by 0.23, and Imagen-3 surpasses its predecessor Imagen by 0.35 in faithfulness. However, these faithfulness improvements are still minor compared to those achieved by retrieval-augmented methods, such as DreamBooth, which shows a 0.57 improvement over SD-1.5.

On the other hand, Imagen-3 achieves the highest instruction-following score (83.6) and a high faithfulness score (3.17), outperforming the retrieval-augmented models DreamBooth (3.08) and Custom-Diff (2.90). This demonstrates that Imagen-3, as a strong backbone model, can generate specialized entities solely from text prompts. However, a notable gap remains in entity fidelity compared to the highest score achieved by Instruct-Imagen (4.22). These findings show that enhancing the backbone model can improve both instruction-following and entity fidelity, while it is essential to incorporate advanced retrieval-augmented techniques to achieve higher levels of faithfulness. We note that our analysis views model improvements collectively, including architecture, training recipe, data, and other factors.

Balancing faithfulness and instruction-following is achievable. The retrieval-augmented model DreamBooth improves entity faithfulness compared to its baseline, SD-1.5 (2.51 \rightarrow 3.08), without compromising SD’s instruction-following score (72.2 \rightarrow 73.8). This demonstrates that a well-designed retrieval-augmented method can enhance entity fidelity without sacrificing creativity. These findings also suggest future research directions, emphasizing that combining a strong backbone with an effective retrieval-augmented approach can achieve a balance between faithfulness and instruction-following.

5.2 Automatic Metrics

Retrieval-augmented models improve entity alignment but reduce text alignment. Fig. 4 (right) shows that retrieval models increase the entity alignment score while decreasing the text alignment score compared to their base models. These observations align with the human evaluation, where retrieval-augmented models show improved entity faithfulness but reduced instruction-following. In addition, this trend is consistent with observations in recent works (Materzyńska et al., 2023), which indicate that models incorporating additional inputs, such as reference images, tend to have lower text alignment scores than base models due to a trade-off between aligning with the text and with the images.

Alignment between automatic metrics and human evaluation. While the overall observations from the automatic metrics align with the human evaluation, there are notable discrepancies. We observe that improving base models does not necessarily lead to gains in the automatic metrics. For example, Flux (0.329) performs worse than its predecessor SD-1.5 (0.338) in the image-text metric, and Imagen-3 (0.389) shows only a marginal improvement over Imagen (0.386) in the image-entity score. These findings suggest that automatic metrics have a limited ability to capture meaningful variations between models of similar quality. In addition, although DreamBooth achieves a higher instruction-following score compared to its base model SD-1.5, it has a lower image-text alignment score. We hypothesize that the image-text score may not accurately assess the alignment between the generated image and rare entities. For example, with the prompt “The Teufelsmauer landmark shimmers in the sunlight,” it is unclear whether the image-text similarity for “Teufelsmauer” is evaluated correctly. This highlights that the traditional metrics (Hessel et al., 2021; Lee et al., 2024) might fail to measure true alignment between the unique entity and the generated image. In addition, Imagen-3 ranks higher in faithfulness in the human evaluation, yet DreamBooth outperforms Imagen-3 in image-entity scores, showing a misalignment between human perception and the learned semantic features (Oquab et al., 2024).

5.3 MLLM Evaluation

Alignment between MLLM and human evaluation. Tab. 1 shows the results of MLLM evaluation. The MLLM score generally shows a high correlation with human evaluation shown in Fig. 4 (left), though slight discrepancies exist. Specifically, DreamBooth (3.37) falls behind SD-1.5 (3.46) and Imagen (3.61) in the MLLM text alignment score. However, in human evaluation, DreamBooth (73.8) outperforms both Imagen and SD-1.5 (72.2). This suggests that while the MLLM can capture overall trends and identify models with clearly stronger or weaker performance, it may struggle to distinguish between models with similar capabilities. On the other hand, Flux (2.04) receives a lower MLLM entity alignment score than SD-1.5 (2.39), despite outperforming SD-1.5 in human evaluation (2.74 vs. 2.51), which suggests that the MLLM may have different preferences or biases compared to human raters.

Table 1: MLLM evaluation shows the trade-off between entity and text alignments.

Metrics	Backbone Models							
	DALL · E-2	SD-1.5	SD-2.1	SD-3	SD-XL	Imagen	Flux	Imagen-3
MLLM Entity Alignment	2.65	2.39	2.45	2.77	2.79	2.53	2.04	2.83
MLLM Text Alignment	3.69	3.46	3.66	4.07	4.19	3.61	3.96	4.17

Metrics	Retrieval Models					Unified Models		
	BLIP-Diffusion	IP-Adapter	Custom-Diff	DreamBooth	Instruct-Imagen	Show-o	Janus-Pro	Emu3
MLLM Entity Alignment	2.52	2.82	2.70	2.82	3.72	1.93	1.89	2.22
MLLM Text Alignment	2.08	2.65	3.29	3.37	2.63	3.55	3.65	3.96

Gradual improvements in the SD series. SD-1.5, SD-2.1, SD-3, and SD-XL show consistent improvements in both MLLM entity and text alignment scores. Notably, SD-XL achieves performance comparable to Imagen-3, with similar entity (2.79 vs. 2.83) and text alignment scores (4.19 vs. 4.17).

In-context methods show weaker text alignment than fine-tuning methods. The retrieval-augmented model BLIP-Diffusion underperforms Imagen in entity alignment (2.53) and lags substantially in text alignment (2.08 vs. 3.61). IP-Adapter achieves a higher entity alignment score, close to DreamBooth (2.82), but exhibits a considerably lower text alignment score (2.65 vs. 3.37). These results indicate that among retrieval-based models, in-context learning approaches (e.g., BLIP-Diffusion, IP-Adapter) generally have weaker instruction-following capabilities than fine-tuning-based methods (e.g., DreamBooth, Custom-Diff).

Unified models struggle to generate accurate visual entities. The unified models Show-o (3.55) and Janus-Pro (3.65) achieve text alignment scores comparable to Imagen (3.61) but lower than Flux (3.96) and Imagen-3 (4.17). Emu3 attains a text alignment score similar to Flux. However, all three unified models exhibit lower entity alignment scores, even below SD-1.5 (2.39). These results suggest that, although unified models may gain broader world knowledge through joint training on understanding and generation tasks, effectively translating this knowledge into accurate visual entity generation remains a significant challenge.

5.4 Ablation Study

Selection of image-entity alignment metrics. In Tab. 2, two popular visual features are tested for calculating cosine similarity scores between reference and generated images as the image-entity alignment metric: *CLIP-I* (Radford et al., 2021) and *DINO* (Oquab et al., 2024). We find that DINO scores provide a clearer separation between models compared to CLIP-I scores, making it a more discriminative metric at capturing subtle differences in faithfulness. For example, the difference between Custom-Diff and Instruct-Imagen is much larger when using DINO (0.19) compared to CLIP-I (0.11). This may be due to DINO’s focus on primary entities, allowing for a more accurate estimation of similarity between the generated entities and reference images.

Correlation of automatic metrics with human evaluation. While manual evaluation ensures high accuracy, automated methods provide a cost-effective alternative, albeit with slightly lower alignment to human perception. To quantify the consistency between automatic metrics and human evaluation, we computed Pearson and Spearman correlations in Tab. 3. CLIP-T and CLIP-I show moderate alignment with user evaluations, while DINO demonstrates stronger alignment with human judgments of faithfulness compared to CLIP-I.

Correlation of MLLM metrics with human evaluation.

We assess the correlation between MLLM-based evaluation and human judgments using two different MLLMs, GPT-4o (OpenAI et al., 2023) and Qwen-2.5 (Team, 2025). MLLM-based evaluation shows strong alignment with human preferences, highlighting its potential to capture subtle visual details when assessing the

Table 2: Selection of image-entity metrics.

Models	CLIP-I	DINO
SD-1.5	0.646	0.350
Imagen	0.646	0.386
Flux	0.639	0.380
Imagen-3	0.650	0.389
Custom-Diff	0.643	0.388
DreamBooth	0.674	0.412
Instruct-Imagen	0.751	0.582

Table 3: Correlation of automatic and MLLM metrics with human evaluation.

Metrics	Models	Pearson	Spearman
Entity Alignment	GPT-4o	0.703	0.695
	Qwen-2.5	0.531	0.520
	DINO	0.510	0.504
	CLIP-I	0.239	0.340
Text Alignment	GPT-4o	0.618	0.589
	Qwen-2.5	0.515	0.513
	CLIP-T	0.337	0.384

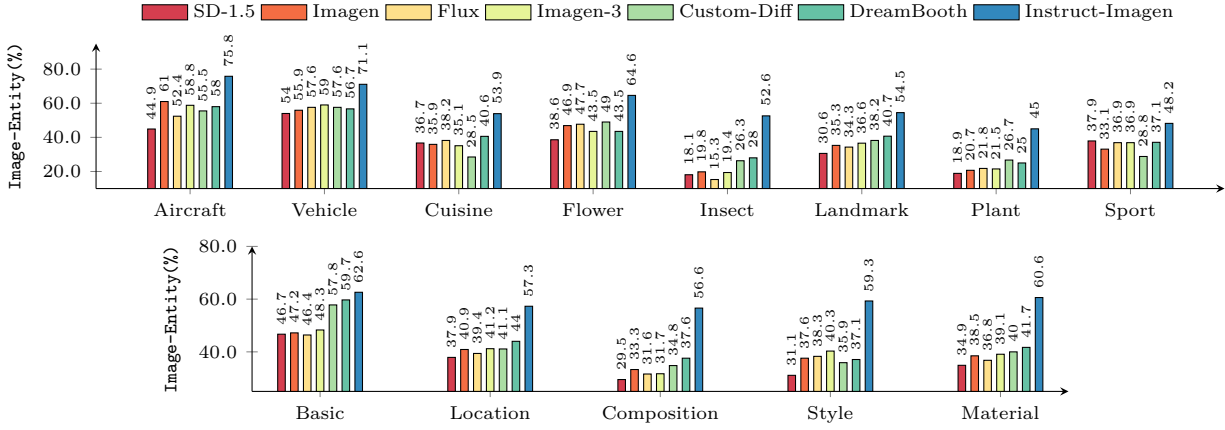


Figure 5: **Performance analysis across domains and tasks.** (Top) Retrieval models achieve higher image-entity scores in the insect, landmark, and plant domains but perform worse in the cuisine and sport domains, possibly due to the varying occurrence of these entities in common image datasets. (Bottom) *Location* scoring highest and *Composition* the least.

faithfulness of generated knowledge entities. This demonstrates that our evaluation framework can be reliably scaled using MLLMs as automatic evaluators. Furthermore, GPT-4o achieves significantly higher correlations with human evaluation compared to Qwen-2.5, while Qwen-2.5 still outperforms traditional CLIP and DINO metrics. These results indicate that our benchmark can be effectively extended using open-source MLLMs for automatic evaluation.

5.5 Analysis of Performance Variations

Performance across entity domains. Fig. 5 (top) shows that the performance of each method is domain-dependent. Retrieval-augmented models generally achieve higher image-entity alignment scores than backbone models in the insect, landmark, and plant domains. Since these domains contain less frequent terms in common image datasets, these visual concepts are therefore underrepresented in the backbone model’s parameters. The retrieval-augmented models improve performance by incorporating reference images during inference. Additionally, the insect and landmark domains have lower average image-entity scores, likely due to the inherent challenges of generating fine-grained details of insects and the many specifications and features of landmarks.

On the other hand, the retrieval-augmented method, Custom-Diff, performs worse than its base model, SD-1.5, in the cuisine and sport domains. These domains contain common terms, such as snowboarding and guacamole, which the SD-1.5 model has well memorized. The Custom-Diff model’s performance degrades, potentially due to fine-tuning on a smaller reference set. This variability suggests that the effectiveness of a retrieval-augmented method may be influenced by the nature of the domain-specific content, and the optimal choice of retrieval-augmented method remains an open question.

Performance across evaluation tasks. Fig. 5 (bottom) shows that image-entity scores across evaluation tasks generally align with the overall ranking. *Location* scores highest (0.431), followed by *Material* (0.417), *Style* (0.399), and *Composition* (0.364), highlighting the challenge of maintaining entity fidelity when prompts involve complex compositions.

We observe that *Style* prompts show a distinct score distribution. Retrieval-augmented methods, DreamBooth and Custom-Diff, along with their base model SD-1.5, receive lower image-entity scores (0.371, 0.359, and 0.311), indicating that models based on SD-1.5 struggle to generate faithful entities when changing their styles. However, SD-1.5 achieves the highest image-text score (0.346), followed by DreamBooth (0.341) and Custom-Diff (0.335), suggesting these models are strong in generating accurate styles but may sacrifice entity fidelity.

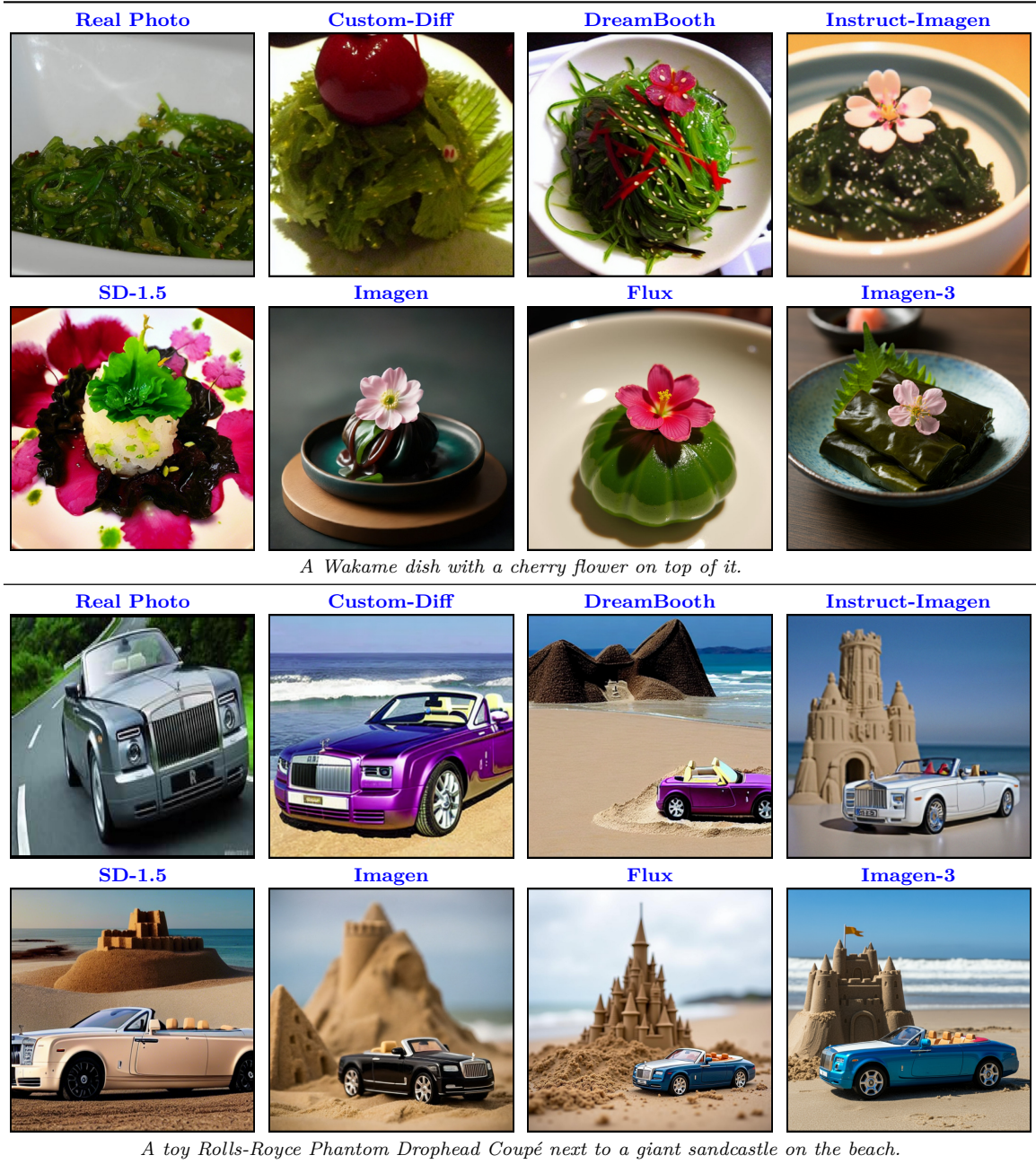


Figure 6: **Qualitative results.** (Top) The backbone models (SD-1.5, Imagen, Flux, and Imagen-3) show lower faithfulness to entity, with Wakame’s appearance differing from the reference image. (Bottom) The retrieval models (Custom-Diff, DreamBooth, and Instruct-Imagen) struggle with instruction-following, over-relying on references and failing to create a composition between the entity and the giant sandcastle.

5.6 Qualitative Results

We present the visual results in Fig. 6. In the above example, the backbone models (second row) show lower faithfulness to the entity, with Wakame’s appearance differing from the reference image. In contrast, retrieval-augmented models (first row), using reference images during testing, achieve better visual alignment with the target. Instruct-Imagen demonstrates a balance between entity fidelity and creative flexibility in the generated images. These findings highlight future research directions, showing that enhancing the backbone

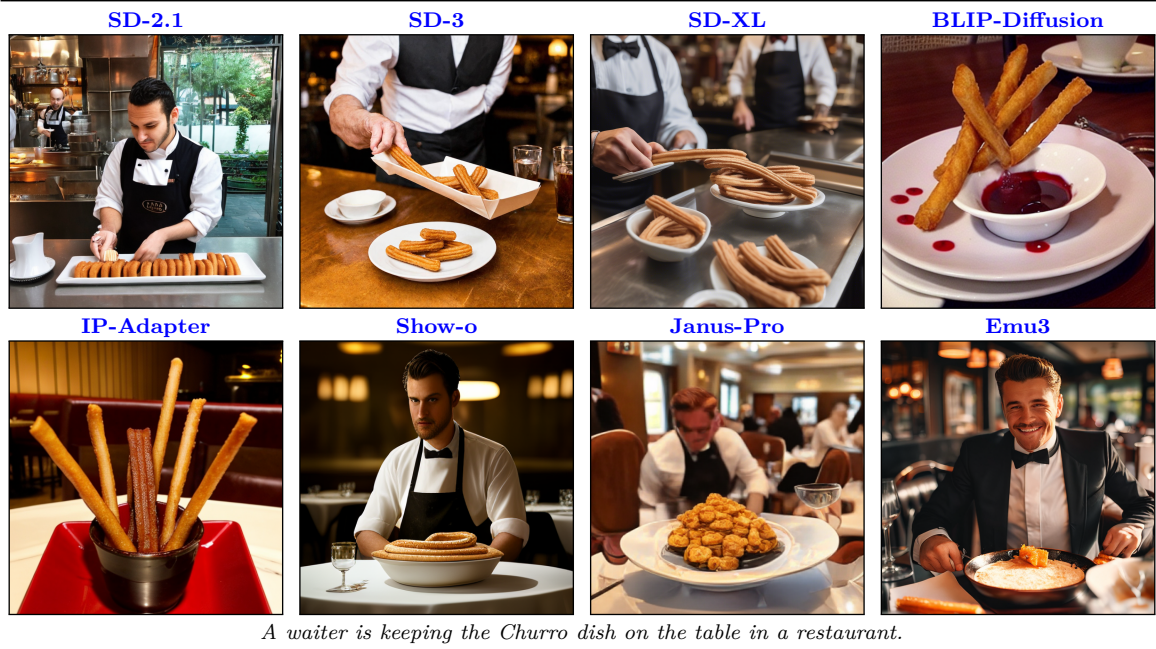


Figure 7: **Additional qualitative results.** The SD series (SD-2.1, SD-3, SD-XL) show gradual improvements in faithfulness to the entity. Retrieval-augmented models based on in-context learning (BLIP-Diffusion and IP-Adapter) achieve strong entity fidelity but fail to follow the prompt. Unified models (Show-o, Janus-Pro, Emu3) generate incorrect visual details of the target entity, Churro.

model can improve both instruction-following capability and entity fidelity. Furthermore, combining a strong backbone with an advanced retrieval-augmented method enables the coexistence of these two aspects.

In the example below, Custom-Diff and DreamBooth show reduced instruction-following compared to their backbone model, SD-1.5. In particular, Custom-Diff struggles to create novel compositions of the entity and the giant sandcastle. In contrast, the backbone models excel in both instruction-following and entity faithfulness, likely because “Rolls-Royce Phantom Drophead Coupé” is well-represented in their training data. The retrieval-augmented models underperform due to over-relying on the reference images and experiencing knowledge forgetting during fine-tuning on small sets of reference images. These results suggest that the success of retrieval-augmented methods heavily depends on the entity domain and the customization approach.

We show additional results in Fig. 7. The SD series demonstrates gradual improvements in capturing the correct details of the target entity. Retrieval-augmented models based on in-context learning (BLIP-Diffusion and IP-Adapter) achieve strong entity fidelity but struggle to follow the prompt, failing to generate the waiter. Unified models (Show-o, Janus-Pro, Emu3) produce incorrect visual details of the target entity, Churro.

6 Conclusion

We propose KITTEN, a benchmark for evaluating entity fidelity in text-to-image generation, focusing on visual concepts that require specialized knowledge. We design prompts based on Wikipedia entities and introduce a human evaluation framework to assess visual faithfulness. Extensive analysis reveals that while backbone models can generate specialized entities, retrieval-augmented models achieve higher faithfulness. However, these methods often struggle with creative prompts, highlighting the need for techniques that enhance entity fidelity without compromising instruction-following ability.

Limitations and Future Work. We leave the evaluation of prompts requiring knowledge-based reasoning (e.g., “the tallest building in Manhattan”) for future work, as such prompts can often be transformed into straightforward, entity-focused prompts through language preprocessing and prompt rewriting.

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