# PlanGen: Towards Unified Layout Planning and Image Generation in Auto-Regressive Vision Language Models

## **Supplementary Material**

#### A. Inference Details

We used classifier-free guidance during the inference process of image generation, and the guidance scale is 5. We only apply negative layout gudance when performing layout-guided image manipulation including object deletion. To speed up the inference, we use kv-cache. It takes about 17 seconds to generate 8 images in one batch on a single A100 GPU.

## **B.** Experimental Details

**In-context Prompt for Baselines in Layout Planning.** Qwen-2.5-7b-instruct and Llama-3.1-8b-instruct themselves do not naturally support the layout planning task. We leverage LLMs' in-context learning capabilities to generate layouts from global captions following Layout-GPT, and the in-context prompts are as follows:

You are an intelligent bounding box generator. I will provide you with a caption for a photo, image, or painting. Your task is to generate the bounding boxes for the objects mentioned in the caption, along with a background prompt describing the scene. The images are of size 512 x512. The top-left corner has coordinate [0, 0]. The bottom-right corner has coordinnate [512, 512]. The bounding boxes should not overlap or go beyond the image boundaries. Each bounding box should be in the format of (object name, [ top-left x coordinate, top-left y coordinate, box width, box height]) and should not include more than one object. Do not put objects that are already provided in the bounding boxes into the background prompt. Do not include non-existing or excluded objects in the background prompt. Use "A realistic scene" as the background prompt if no background is given in the prompt. If needed, you can make reasonable guesses. Please refer to the example below for the desired format.

input: A realistic image of landscape scene depicting a green car parking on the left of a blue truck, with a red air balloon and a bird in the sky

input: A realistic top-down view of a
 wooden table with two apples on it
you need output: [('a wooden table',
 [20, 148, 472, 216]), ('an apple',
 [150, 226, 100, 100]), ('an apple',
 [280, 226, 100, 100])]

input: An oil painting of a pink
 dolphin jumping on the left of a
 steam boat on the sea
you need output: [('a steam boat',
 [232, 225, 257, 149]), ('a jumping
 pink dolphin', [21, 249, 189, 123])]

The input for you to process is: {}

Baselines Details on Image Layout Understanding. For Grounding-DINO, we perform grounding detection by giving the image and the global caption of the image. For two other LLM-based baselines, i.e. CogVLM-grounding and Qwen-VL-Chat, we take prompts suitable for the corresponding models to help the model to output accurate detection results. Specifically, for CogVLM-grounding, we give the image and ask "Can you provide a description of the image and include the coordinates [[x0,y0,x1,y1]] for each mentioned object?" following its formal demo. For Qwen-VL-Chat, we apply two rounds of questions. First, we give the image and ask the model "What objects are in the image?". Then, after the model answers this question, we ask the model "Box out the positions of these objects in the figure". We find that for Owen-VL-Chat, the effect of such two-round Q&A will be much better than a single question.

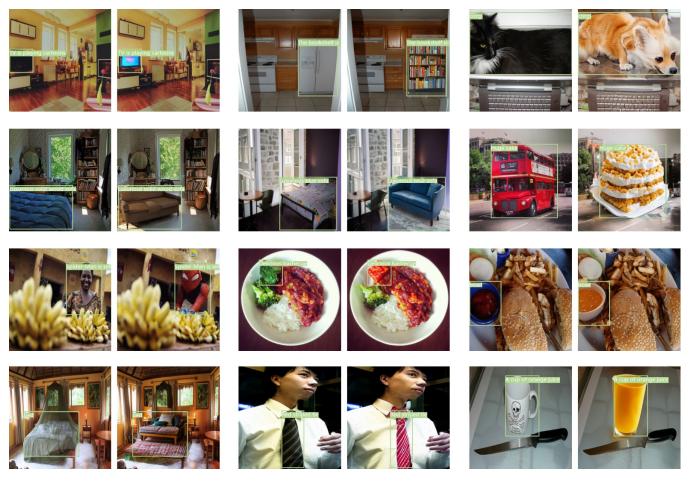


Figure 1. More examples for Layout-guided Image Manipulation. The contents to be edited are drawn in the form of bounding boxes on the original images and the edited images for easy comparisons.

**Evaluation of Image Layout Understanding.** Similar to HiCo, we calculate the maximum IoU between the boxes predicted by different models and the ground truth boxes. If the maximum IoU is higher than the threshod 0.5, we caculate the clip text similarity between corresponding local descriptions. If the CLIP score is higher than 0.2, we mark it as a correct prediction. We use AR, AP, AP50 and AP75 to evaluate the performance of image layout understanding.

### C. Additional Results

We show more examples of layout-guided image manipulation in Figure 1, more examples of layout-image joint generation in Figure 3, more examples of layout-to-image in Figure 4, and more results of image layout understanding in Figure 5. These rich examples show PlanGen's excellent performance on multiple related tasks.

Comparisions with Janus-Pro Baseline. We supplement comparisons with the Janus-Pro (1B) baseline across multiple tasks. PlanGen significantly outperforms Janus-Pro in

Method	Spatial ↑	Color. ↑	Textual. ↑	Shape ↑	FID↓
Janus-Pro	72.91	59.67	62.85	61.03	18.52
PlanGen	<b>92.21</b> (+19.30)	<b>82.69</b> (+23.02)	<b>86.53</b> (+23.68)	<b>85.36</b> (+24.33)	<b>13.91</b> (-4.61)

Table 1. Layout-to-image comparision with Janus-Pro baseline.

layout-to-image as shown in Table 1, with superior regionwise scores and a lower FID. We observe that even with in-context examples, Janus-Pro (1B & 7B) struggles to generate reasonable layouts from captions, potentially due to its limited training. Similarly, Janus-Pro faces challenges in understanding image layouts. All these experiments show that PlanGen holds significant advantages over the Janus-Pro baseline.

**Failure cases.** We also show several failure cases on the task of layout-image joint generation in Figure 2. We observed that PlanGen may experience distortion when generating human bodies, as shown in Figure 2, which is a common challenge faced by some previous autoregressive image generation models. When multiple identical objects



Figure 2. Failure cases.

are generated, additional ones may appear, which is caused by incomplete object annotations in the training data. In the 2nd row, the the geometry of generated mask straps is slightly inappropriate. When generating dogs in smaller size, the quality declines also occur. More efficient image modeling or wider training should alleviate these problems.

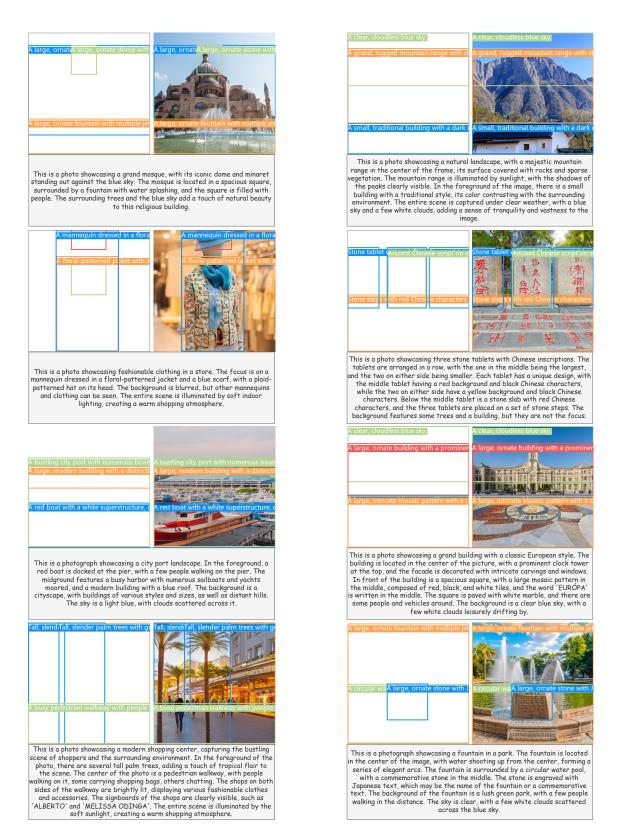


Figure 3. More examples for Layout-Image Joint Generation. Global captions for layout-image joint generation are attached below the images.

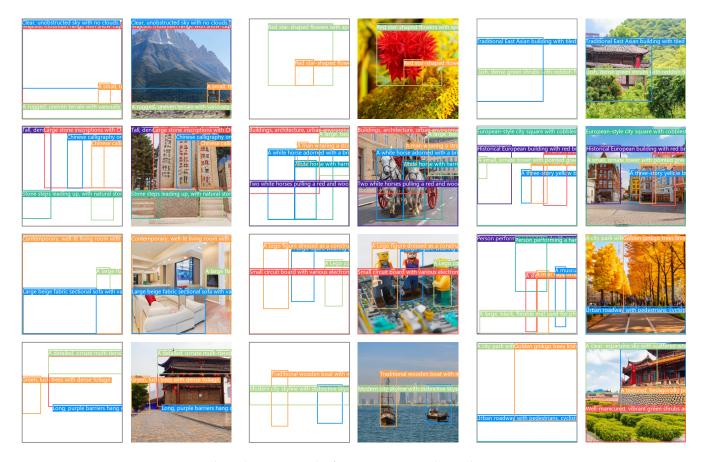


Figure 4. More examples for Layout-to-Image Generation.



This is a photo showcasing a bustling street in a city, with two women walking down the street in the foreground. They are dressed in casual clothes, one wearing a black coat and the other in a black top, both carrying backpacks. The street is lined with shops and restaurants, with signs and advertisements in both Chinese and English, indicating that this is a multicultural area. The street is also filled with pedestrians and vehicles, creating a typical urban life scene. <grounding> <ref>Two women, one in a black coat and the other in a pink jacket with a backpack, walking on a city street.</ref><br/>
box>[374, 316, 689, 991]</box><ref>A woman with long dark hair, wearing a black jacket and carrying a striped backpack.</ref><br/>
coat and carrying a blue backpack.</ref><br/>
box>[377, 320, 526, 992]</box></grounding>





This is a photo showing a pilot in a cockpit. The pilot is wearing a green headset, with his back to the camera, looking out the window. The cockpit is equipped with a control panel, which is filled with various instruments and switches. Through the window, you can see the cityscape outside, including buildings and the sea. The entire scene is illuminated by natural light, creating a professional and focused atmosphere. <grounding><ref>Pilot in cockpit, wearing headset and sunglasses, looking out at cityscape.</ref><box>[572, 85, 1000, 997]</box><ref>A person wearing a green headset with reflective sunglasses.</ref><box>[656, 100, 956, 556]</box><ref>A control panel with various instruments and switches, including a clock, indicator lights, and a digital display.</ref><br/>cbox>[0, 553, 602, 997]</box></grounding>

Figure 5. More examples for Image Layout Understanding.