

# TAG-MoE: Task-Aware Gating for Unified Generative Mixture-of-Experts

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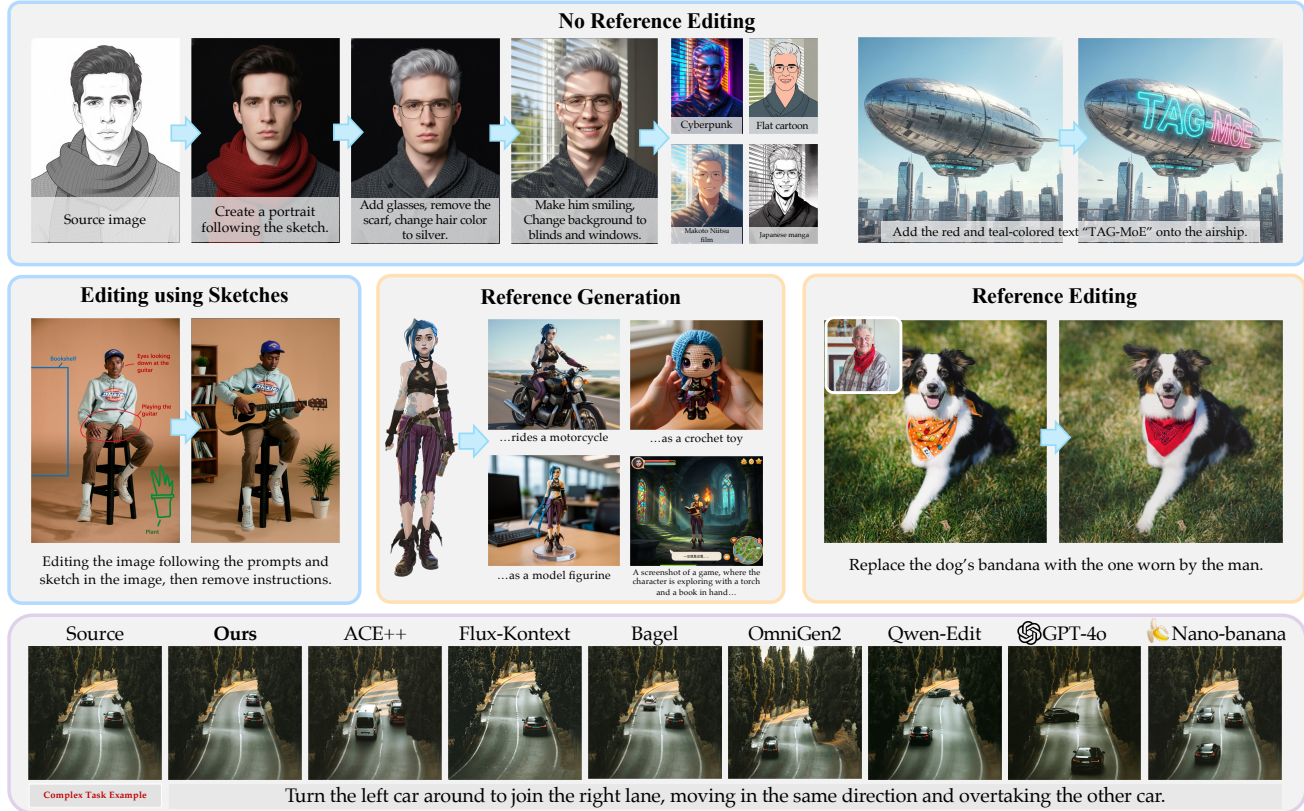


Figure 1. We present **TAG-MoE**, by injecting high-level task semantic intent into the local routing decisions of the MoE gating network, we enabling the diffusion transformer model to handle diverse generative tasks.

## Abstract

Unified image generation and editing models suffer from severe task interference in dense diffusion transformers architectures, where a shared parameter space must compromise between conflicting objectives (e.g., local editing v.s. subject-driven generation). While the sparse Mixture-of-Experts (MoE) paradigm is a promising solution, its gating networks remain task-agnostic, operating based on local features, unaware of global task intent. This task-agnostic nature prevents meaningful specialization and fails to re-

solve the underlying task interference. In this paper, we propose a novel framework to inject semantic intent into MoE routing. We introduce a Hierarchical Task Semantic Annotation scheme to create structured task descriptors (e.g., scope, type, preservation). We then design Predictive Alignment Regularization to align internal routing decisions with the task’s high-level semantics. This regularization evolves the gating network from a task-agnostic executor to a dispatch center. Our model effectively mitigates task interference, outperforming dense baselines in fidelity and quality, and our analysis shows that experts naturally develop clear and semantically correlated specializations.

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## 1. Introduction

The field of visual synthesis is rapidly converging toward unified image generation and editing models [7, 20, 21, 55], frameworks designed to consolidate disparate image manipulation tasks—from subject customization and style transfer to high-fidelity inpainting and instruction-based editing—into a single, robust system with the help of large-scale, dense Diffusion Transformers (DiT).

While promising efficiency, this unification is critically bottlenecked by severe task interference. The shared parameter space must simultaneously execute inherently contradictory objectives: local editing demands precise content preservation, while subject-driven generation requires expressive diversity and novel synthesis. This fundamental conflict forces the network toward a “mediocre compromise solution,” preventing the necessary representational specialization and ultimately degrading performance across the spectrum of user intents.

To overcome the scalability [13] and capacity [61] limits of dense DiT, the sparse Mixture-of-Experts (MoE) paradigm is adopted to dramatically expand model capacity with manageable inference costs of large-scale generative models. However, these efforts mainly focus on single, general-purpose image generation tasks, and have not (and do not need to) account for the complex task diversity within the unified generation framework. Applying standard MoE to the heterogeneous unified domain introduces a critical architectural failure: the **task-agnostic** nature of conventional gating networks. Standard routers rely solely on local token features, remaining entirely oblivious to the high-level, global task intent (e.g., “identity preservation” or “style modification”). This profound information gap between the local gate and the global objective leads to spontaneous, inefficient expert specialization, fundamentally failing to structurally disentangle multi-task interference. *How to inject the high-level, global task semantics into the local MoE routing mechanism to enable task-aware specialization remains an open challenge.*

In this study, we propose **TAG-MoE**, a task-aware gating network for unified image generation and editing. First, to provide a structured unified task representation, we introduce a **hierarchical task semantic annotation** scheme, by decomposing specific generative task into a multi-faceted descriptor, capturing the operational *scope* (e.g., local/global editing), the semantic *type* (e.g., attribute/action editing), and essential *preservation constraints* (e.g., identity/style preservation). Such structured representations provides the necessary rich supervisory signal previously missing. Furthermore, we propose a novel training framework founded on the principle that semantically similar generation tasks evokes similar expert usage patterns. To enforce this, we design an innovative **predictive alignment regularization** to correlate the high-level task semantic intent

with the underlying routing decisions. Such regularization serves as a bridge to compel the model’s internal routing strategy to become predictive of the task’s macro-semantics, injecting global semantic intent into the local routing mechanism, leading the gating network to evolve from a task-agnostic executor into an aware, intelligent dispatch center. Experiments on unified image generation benchmarks ICE-Bench, image editing benchmark EmuEdit and GEdit, subject-driven generation benchmark DreamBench++ and OmniContext indicate that our method achieves the best overall performance. Our primary contributions are summarized as follows:

1. We propose a novel task-aware sparse MoE framework and successfully apply it to Diffusion Transformer-based unified image generation and editing tasks.
2. We introduce a hierarchical task semantic annotation scheme and a corresponding predictive alignment regularization that, together, effectively resolve the task-agnostic of the MoE gate by aligning its routing strategy with the task’s semantic intent.
3. By successfully mitigating task interference, our model achieves SOTA overall performance against open-source baselines across five comprehensive benchmarks.

## 2. Related Work

### 2.1. Unified Image Generation and Editing

Recent efforts in unified image generation aim to build single models capable of handling a broad range of image manipulation tasks, moving beyond specialized, task-specific approaches [28, 29, 53, 54]. Early methods treat the problem as a sequence-to-sequence task, concatenating text, source, and target image tokens for large transformers [11, 12, 14, 16, 51]. Subsequent works refine input representations and architectures to improve multimodal conditioning. Methods such as UniReal [5], RealGeneral [23] and X2Edit [30] introduces trainable index, subject, condition and task embeddings to enhance alignment, while Flux-Kontext [21] employs 3D rotary positional encodings to distinguish source from target images. Architectural innovations include dual-branch models that decouple subject and background processing [22], channel-wise concatenation to preserve contextual signals [31], and the integration of auxiliary MLLMs or transformers for improved scene understanding [10, 18, 41, 48, 56], albeit with increased complexity and compute.

Despite these advances, current unified models overlook a central challenge: the inherent conflict between the objectives of different image-to-image tasks. Editing tasks [17, 25, 27, 52, 62] (e.g., style transfer, object removal) require precise regional preservation while modifying others, whereas customization tasks [19, 26, 38, 43] (e.g., subject-driven generation) demand strong identity

consistency across new contexts. Without explicitly modeling these distinct—and often competing—requirements, existing approaches struggle to adaptively serve the full spectrum of user intents, limiting their practical robustness and generalization.

## 2.2. Image Generation with Mixture of Experts

The MoE paradigm increases model capacity by routing inputs to specialized sub-networks, or “experts,” avoiding a proportional rise in per-sample computation. Its success in large language models has motivated adoption in visual generation: pioneering works such as DiT-MoE [13], and scaled variants like HunyuanImage-3.0 [3] and Dense2MoE [61], show that sparse expert architectures can enhance the expressiveness of diffusion transformers. Extending MoE to image editing, ICEdit [59] integrates LoRA-based MoE modules into attention blocks. However, purely data-driven routing is fundamentally limited: task-agnostic routers cannot resolve conflicts between heterogeneous tasks (e.g., editing vs. customization), and the restricted capacity of LoRA experts hampers learning multi-task behaviors. Our approach overcomes these limitations by introducing task-aware expert routing. We condition the gating mechanism on learnable embeddings corresponding to specific task categories, enabling dynamic selection of the most relevant experts. This mitigates inter-task conflicts, promotes effective specialization, and achieves superior performance across diverse image-to-image tasks while maintaining the efficiency of the MoE framework.

## 3. Method

Our unified framework (Fig. 2) employs a Multimodal Diffusion Transformer (MM-DiT) with MoE layers for efficient, dynamic task handling (§3.1). We introduce hierarchical task semantic annotation (§3.2) and a novel semantic-aligned router (§3.3). This router guides the MoE’s specialization by aligning its routing decisions with these explicit task semantics in an interpretable manner.

### 3.1. MoE-based Multimodal Diffusion Transformer

Building upon an MM-DiT architecture, our approach processes diverse inputs within a unified token sequence framework. To interpret user instructions, we employ a powerful pre-trained Multimodal Large Language Model (MLLM) to encode the input text  $c_{text}$  into a sequence of text embeddings  $C$ . Separately, a pre-trained VAE encoder  $\mathcal{E}$  maps both the conditional image  $I_c$  and the target image  $I_0$  into latent representations,  $z_c$  and  $z_0$ . During training, Gaussian noise is sampled and added to the  $z_0$  to produce a noisy version  $z_t$ . Both  $z_c$  and  $z_t$  are then patchified into sequences of visual tokens. Finally, the complete input to our MM-DiT is a single sequence formed by concatenating the text embeddings  $C$ , the image tokens from  $z_c$ , the image tokens from

the noisy target latent  $z_t$ , and a timestep embedding [35].

We replace the feed-forward networks (FFNs) of the image stream in diffusion transformer blocks with MoE layers. This leverages sparse activation to significantly increase model capacity at a fixed activation parameter, enabling superior performance over dense models with a comparable budget. We only implement MoE layers in the later transformer blocks as high-level semantic synthesis in these deeper layers benefits most from the increased capacity [9, 37]. The MoE layer consists of a set of  $N$  expert networks  $E$  and a gating network  $\mathcal{G}$ . The gating network  $\mathcal{G}$  maps each input token to a probability distribution over the  $N$  experts, thereby determining their top  $k$  selections  $\mathcal{T} \subseteq \{E_1, \dots, E_N\}$ . The output is a weighted sum of the activated experts’ outputs:

$$\text{MoE}(x) = \sum_{E_i \in \mathcal{T}(x)} \mathcal{G}(x)_i \cdot E_i(x). \quad (1)$$

This MoE-enhanced architecture is trained end-to-end using a Flow Matching objective.

### 3.2. Hierarchical Task Semantic Annotation

To train a unified model that supports a broad range of generation and editing tasks, a structured representation of task semantics is essential. A single coarse label (e.g., “edit”) cannot capture user intent. For example, “change the background to a beach” and “make the person smile” are both edits but require fundamentally different behaviors and preservation constraints. To address this, we introduce a three-tier annotation scheme that provides each training instance (source image, instruction, target image) with a rich semantic descriptor: Scope - the task’s operational nature and spatial extent (e.g., global editing, local editing, content customization). Type — the semantic category of the manipulation (e.g., object editing, style transfer, attribute editing). Preservation — the invariants that must remain unchanged (e.g., identity, background, structure preservation).

An automated pipeline utilizing Qwen-VL [1] is established to analyze training triplets. It involves providing definitions of a three-tier system and instructing Qwen-VL to output atomic tags. The rule set is continuously refined to maintain consistency and semantic quality.

For instance, the task “Make the person in the photo wear sunglasses” would be annotated with tags such as “Scope: local editing; Type: object editing; Preservation: identity preservation, background preservation, style preservation”. This rich set of atomic tags forms the basis for our semantic representation. A comprehensive list of all tags and the corresponding rule set are provided in the supplementary materials.

**Inference Stage.** This hierarchical annotation scheme is exclusively used for training. During the inference stage, these ground-truth tags are no longer required. Instead, as

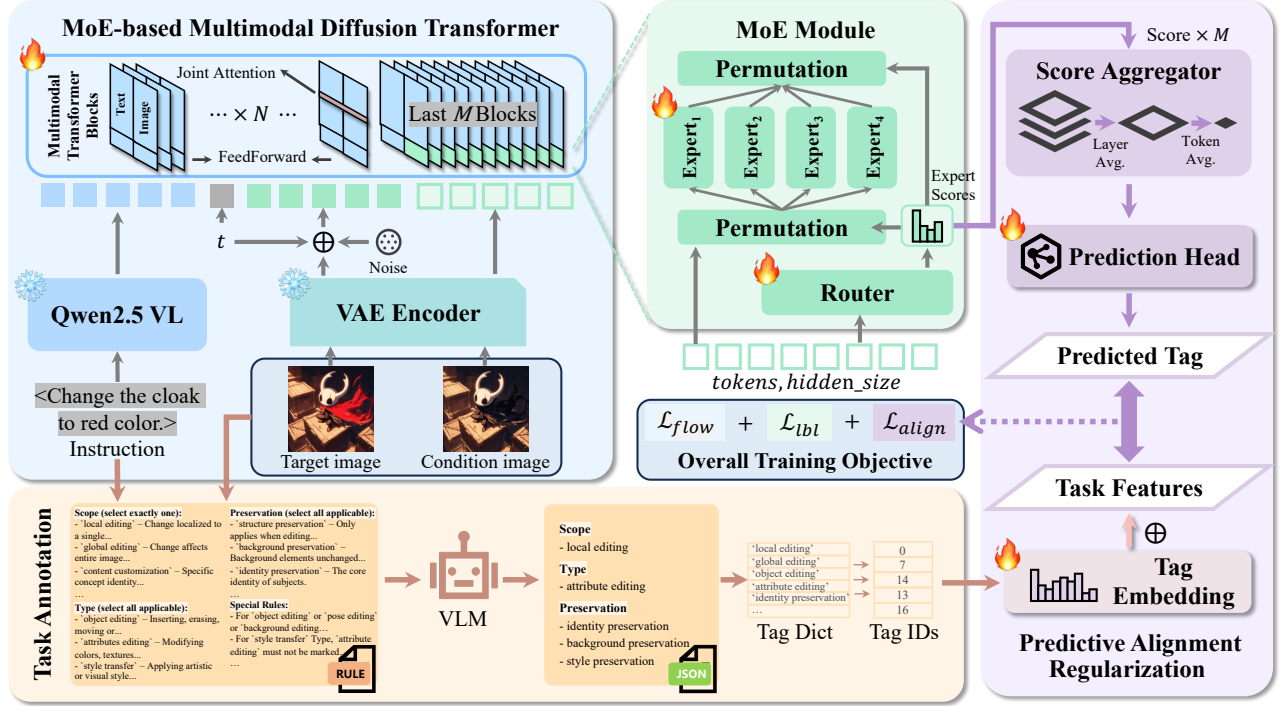


Figure 2. Pipeline of our method. TAG-MoE consists of: (1) A MM-DiT with MoE layers; (2) A Hierarchical Task Semantic Annotation that labels training data with atomic task descriptors; (3) A novel Semantic-Aligned Router explicitly aligns MoE routing behavior with task semantics through **Predictive Alignment Regularization**.

a lightweight pre-processing step, we pass the user’s raw instruction  $c_{text}$  and the source image  $I_c$  to a VLM (e.g., Qwen-VL [1]). The VLM performs instruction rewriting, analyzing the image and text to generate a more detailed, descriptive prompt. This enriched prompt is then encoded as the text embedding  $C$  and fed into the MM-DiT.

### 3.3. Semantic-Aligned Gating Network

We design a novel semantic-aligned gating network to force the model’s internal routing strategy (encoded as a routing signature “g”) to predict the task’s macroscopic semantics (encoded as a semantic embedding “s”). This predictive alignment serves as a bridge, connecting local routing decisions with global task intent. Our mechanism comprises three key components: (1) construction of the global semantic embedding  $s$ ; (2) construction of the aggregated routing signature  $g$ ; and (3) the predictive alignment loss  $\mathcal{L}_{align}$ .

#### 3.3.1. Global Semantic Embedding

Based on the hierarchical task semantic annotation described in §3.2, we first define a global vocabulary  $\mathcal{V}$  containing all  $K$  atomic tags (e.g., “local editing”, “identity preservation”). We instantiate a learnable tag embedding matrix  $\mathbf{W}_{tag} \in \mathbb{R}^{K \times D}$  for this vocabulary, where  $D$  is the model’s hidden dimension. For a given training sample, its associated tags form a set  $T_p \subseteq \mathcal{V}$  (e.g.,  $T_p = \{\text{“local editing”}, \text{“face preservation”}\}$ ). To convert this variable-sized set  $T_p$  into a fixed-dimension vector  $s$ , we first retrieve the

corresponding embedding vector  $e_t = \mathbf{W}_{tag}[\text{index}(t)]$  for each tag  $t \in T_p$ , and then aggregate them via element-wise summation. This constructs the global semantic embedding  $s$ , which represents the “macro-level semantic ground truth”:

$$s = \sum_{t \in T_p} \mathbf{W}_{tag}[\text{index}(t)]. \quad (2)$$

This vector  $s \in \mathbb{R}^D$  is permutation-invariant, meaning the order of tags does not affect the final representation. It serves as the structured supervisory signal for our subsequent alignment loss.

#### 3.3.2. Aggregated Routing Signature

Correspondingly, we require a vector to represent the internal routing strategy the model actually employs for the current sample. The gating network  $\mathcal{G}$  (see §3.1) generates routing scores  $S_{l,t} \in \mathbb{R}^N$  for each token  $t$  in each of the  $L$  MoE layers, where  $N$  is the number of experts.

To obtain a single vector representing the expert usage pattern for the entire sample, we design an aggregated routing signature  $g$ . First, we average the routing scores across all  $L$  MoE layers to get a per-token average score  $\bar{S}_t = \frac{1}{L} \sum_{l=1}^L S_{l,t}$ . Next, we apply mean pooling over the sequence (token) dimension to get the final signature  $g \in \mathbb{R}^N$ :

$$g = \frac{1}{T} \sum_{t=1}^T \bar{S}_t = \frac{1}{T \cdot L} \sum_{t=1}^T \sum_{l=1}^L S_{l,t}. \quad (3)$$

This vector  $\mathbf{g}$  encodes which experts are activated on average to process the sample, capturing its *de facto* internal routing policy.

### 3.3.3. Predictive Alignment Regularization

We now have two vectors:  $\mathbf{s} \in \mathbb{R}^D$ , representing what the task *should be*, and  $\mathbf{g} \in \mathbb{R}^N$ , representing what the model *actually do*. To align them, we introduce a lightweight prediction head  $\mathcal{H}_{pred}$  (a two-layer MLP), to project the aggregated routing signature  $\mathbf{g}$  from the expert space  $\mathbb{R}^N$  into the semantic space  $\mathbb{R}^D$ , yielding a predicted semantic embedding  $\hat{\mathbf{s}} = \mathcal{H}_{pred}(\mathbf{g})$ .

We force the routing strategy to predict the task semantics by minimizing the cosine similarity loss between  $\hat{\mathbf{s}}$  and  $\mathbf{s}$ . This is our Predictive Alignment Loss  $\mathcal{L}_{align}$ :

$$\mathcal{L}_{align} = 1 - \text{sim}(\hat{\mathbf{s}}, \mathbf{s}) = 1 - \frac{\hat{\mathbf{s}} \cdot \mathbf{s}}{\|\hat{\mathbf{s}}\| \|\mathbf{s}\|}. \quad (4)$$

Minimizing  $\mathcal{L}_{align}$  trains the parameters of  $\mathcal{H}_{pred}$  and, more importantly, backpropagates the gradient through  $\mathbf{g}$  to the gating networks  $\mathcal{G}$  of all MoE layers. This compels  $\mathcal{G}$  to evolve from a task-agnostic executor into a semantic-aware scheduler: it must learn to route tokens intelligently, such that the resulting aggregate signature  $\mathbf{g}$  contains sufficient information to predict the global task  $\mathbf{s}$ .

### 3.3.4. Overall Training Objective

Our proposed  $\mathcal{L}_{align}$  is an auxiliary loss that complements the model’s primary objective. The final overall loss  $\mathcal{L}_{total}$  is a weighted sum of the main generation loss (e.g.,  $\mathcal{L}_{flow}$ ), the standard MoE load balancing loss  $\mathcal{L}_{lbl}$ , and our semantic alignment loss  $\mathcal{L}_{align}$ :

$$\mathcal{L}_{total} = \mathcal{L}_{flow} + \lambda_{lbl} \mathcal{L}_{lbl} + \lambda_{align} \mathcal{L}_{align}, \quad (5)$$

where  $\lambda_{lbl}$  and  $\lambda_{align}$  are hyperparameters that balance the contribution of each loss term.

### 3.4. Dataset Construction

Our model is trained on a large-scale, diverse dataset comprising both publicly available and proprietary in-house data, totaling over 11 million samples. This hybrid approach ensures broad coverage across the unified task space. The public portion (2.2M samples) is compiled from established benchmarks, including InstructP2P [2], UltraEdit [60], and OmniEdit [46] for universal instructive editing, supplemented by VTOn-HD [6] for virtual try-on tasks and Ominicontrol [42] for subject driven generation.

Our proprietary in-house dataset is meticulously constructed using a multi-stage pipeline to cover a wide spectrum of specialized tasks. First, we source pristine images from large-scale public datasets. Next, we employ large language models (e.g., GPT-4o [33]) to generate a vast array of diverse editing and generation instructions for these images.

To obtain high-quality target images, we utilize a combination of specialist and generalist models: for instance, specialist models like ControlNet [58] are used for “Control generation” tasks, while powerful generalist models (e.g., Flux-Kontext [21], Qwen-Edit [47], and SeedEdit [45]) are employed for a broad range of edits. Following the methodology of UniReal [5], we also process video frames to create dynamic editing datasets (e.g., for pose/view changes). Finally, to enhance robustness and quality, we systematically augment the data by constructing corresponding inverse tasks and instructions (e.g., pairing “object addition” with “object removal”), which significantly improves generative fidelity. Detailed statistics of the dataset are provided in the supplementary material.

## 4. Experiments

### 4.1. Implementation Details

Our model is based on Qwen-Image T2I model [47], we integrate the MoE layers by replacing the standard FFNs of the image stream in the final 10 layers of our diffusion transformer. Each MoE layer consists of four experts, where each expert possesses an architecture identical to the original FFN it replaces. The gating network is implemented as a two-layer MLP, and we employ a top-1 routing strategy.

### 4.2. Experiments Settings

**Baselines.** We compare our method against three categories of SOTA baselines. (1) Unified generation and editing methods for diverse image-to-image tasks, including ACE++ [31], Flux.1 Kontext [21], BAGEL [10], OmniGen2 [48], Qwen-Edit [48] and DreamOmni2 [50]. We also include comparisons against product-level, closed-source models (e.g. GPT-4o [33] and Gemini-2.5-flash (aka. Nanobanana) [15], to contextualize our performance. However, our primary quantitative evaluation and main claims are benchmarked against open-source baselines. (2) Specialized zero-shot instruction-based editing methods, including InstructPix2Pix [2], EmuEdit [39], MagicBrush [57], UltraEdit [60], ICEdit [34], and Step1X-Edit [24]. (3) Specialized zero-shot subject-driven generation methods, including DreamO [32], OminiControl [42] and UNO [49].

**Evaluation benchmarks.** To comprehensively assess our model in the unified image generation and editing setting, we adopt ICE-Bench [34] as our primary benchmark, as it is specifically designed for unified models and spans both diverse editing tasks and subject-driven generation. For more fine-grained evaluation, we further include specialized benchmarks: EmuEdit-Bench [39] and GEdit-Bench [24] for detailed editing analysis, and DreamBench++ [36] together with OmniContext [48] to evaluate subject-driven generation performance.

| Method           | Aes.         | CLIP-src     | CLIP-cap     | CLIP-ref     | vllmq        |
|------------------|--------------|--------------|--------------|--------------|--------------|
| ACE++            | 5.219        | 0.851        | 0.263        | 0.713        | 0.637        |
| Kontext          | 5.165        | <u>0.863</u> | 0.274        | 0.728        | 0.629        |
| BAGEL            | 4.757        | 0.863        | 0.276        | 0.687        | 0.699        |
| OmniGen2         | 5.238        | 0.855        | <u>0.279</u> | 0.728        | <u>0.787</u> |
| Qwen-Edit        | <u>5.358</u> | 0.840        | <u>0.279</u> | 0.671        | 0.774        |
| DreamOmni2       | 5.188        | <b>0.866</b> | 0.268        | <b>0.739</b> | 0.664        |
| Ours             | <b>5.399</b> | 0.857        | <b>0.282</b> | <u>0.732</u> | <b>0.852</b> |
| GPT-4o           | 5.801        | 0.823        | 0.278        | 0.693        | 0.889        |
| Gemini-2.5-flash | 5.571        | 0.879        | 0.281        | 0.724        | 0.847        |

Table 1. Comparison results for unified tasks on ICE-Bench [34] test sets. Open-source models are in the first block and close-source produce-level models are in the second block.

**Metrics.** We employ a comprehensive set of metrics to evaluate both visual quality and task correctness. Aesthetic quality is assessed using a SigLip-based predictor. Consistency with the source image is measured via CLIP-src (for editing) and CLIP-ref (for subject-driven generation), while text alignment is captured by CLIP-cap. For editing evaluation, we further use Qwen2-VL-72B [44] to determine whether the instruction is correctly executed based on the source image, instruction, and output image, yielding the vllmq score. For subject-driven tasks, we assess three key preservation dimensions: facial identity (Face-ref, using the buffalo model from InsightFace App [8]), subject similarity (DINO-ref, via DINO [4]), and style fidelity (Style-ref, via CSD [40]). All metrics not originally within the [-1, 1] range are normalized. For every metric reported, higher values indicate better performance. In the tables, the best results are highlighted in **bold**, and the second-best results are underlined.

### 4.3. Quantitative Comparison

**Unified generation evaluation.** We report the main results on ICE-Bench in Tab. 1. Our method achieves the highest scores among all open-source baselines across three key metrics: aesthetic quality, CLIP-cap, and vllmq. Notably, our CLIP-cap score not only surpasses all open-source competitors but also exceeds closed-source, product-level models such as GPT-4o and Gemini-2.5-flash, indicating stronger alignment with user instructions across diverse generation and editing tasks. Although some baselines exhibit high source fidelity (e.g., DreamOmni2 on CLIP-src), our model attains a more favorable overall balance by excelling in instruction adherence and semantic alignment.

We further present a per-category breakdown over 26 task types on ICE-Bench, visualized in the radar charts in Fig. 4. Our model achieves state-of-the-art performance in the vast majority of categories, demonstrating robust and well-balanced capability. DreamOmni2’s high reference-generation scores largely stem from copy-paste behavior on source subjects, which artificially inflates similarity metrics.

**Image editing evaluation** We further evaluate our model against specialized zero-shot editing baselines on EmuEdit-bench [39] and GEdit-bench [24], with results shown in Tab. 2. (Note: Since EmuEdit is not open-source and only provides pre-generated outputs on its own benchmark, its performance on GEdit-bench is unavailable.) Although our model does not achieve top-1 performance on every metric, it clearly leads on the most important indicator vllmq achieving the highest scores on both benchmarks. This is particularly noteworthy because, unlike static CLIP similarity, vllmq uses a powerful VLLM to evaluate the correctness of the executed instruction, offering a more intelligent and reliable measure of editing success. Our strong results on this metric underscore the model’s advanced instruction-following capability.

| Method      | EmuEdit-bench |               |               | GEdit-bench   |               |               |
|-------------|---------------|---------------|---------------|---------------|---------------|---------------|
|             | CLIP-src      | CLIP-cap      | vllmq         | CLIP-src      | CLIP-cap      | vllmq         |
| InsP2P      | 0.8589        | 0.2919        | 0.2507        | 0.8604        | 0.3192        | 0.3191        |
| EmuEdit     | 0.8854        | 0.3098        | 0.6253        | -             | -             | -             |
| MagicBrush  | 0.8552        | 0.2951        | 0.4573        | 0.8068        | 0.3146        | 0.3783        |
| UltraEdit   | 0.8625        | 0.3075        | 0.3609        | 0.8459        | 0.3323        | 0.4605        |
| ICEedit     | 0.8912        | 0.3026        | 0.3609        | 0.9007        | 0.3283        | 0.4145        |
| Step1X-Edit | 0.8845        | 0.3119        | 0.7893        | 0.8967        | 0.346         | <u>0.8158</u> |
| ACE++       | 0.8367        | 0.2385        | 0.0606        | 0.8160        | 0.2518        | 0.0559        |
| Kontext     | <b>0.9091</b> | 0.3093        | 0.741         | 0.9190        | 0.3419        | 0.7303        |
| BAGEL       | 0.8565        | 0.3129        | 0.7989        | 0.8727        | 0.3470        | 0.7961        |
| OmniGen2    | 0.8932        | 0.3087        | 0.5978        | 0.8940        | 0.3373        | 0.6546        |
| Qwen-Edit   | 0.8832        | <b>0.3159</b> | <u>0.9174</u> | 0.9104        | <b>0.3522</b> | 0.875         |
| DreamOmni2  | 0.9035        | 0.3096        | 0.6997        | <u>0.9229</u> | 0.3401        | 0.6349        |
| Ours        | <u>0.9054</u> | <u>0.3152</u> | <b>0.9284</b> | <b>0.9238</b> | <u>0.3485</u> | <b>0.8854</b> |

Table 2. Comparison of instruction-based editing methods on EmuEdit-bench and GEdit-bench with multiple metrics.

| Method       | DreamBench++  |               |               |               |               | OmniContext   |               |               |               |           |
|--------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|-----------|
|              | CLIP-cap      | CLIP-ref      | DINO-ref      | Face-ref      | Style-ref     | CLIP-cap      | CLIP-ref      | DINO-ref      | Face-ref      | Style-ref |
| DreamO       | 0.2899        | 0.7792        | 0.7518        | 0.335         | 0.5355        | 0.2986        | 0.7302        | 0.7075        | 0.4522        | -         |
| Ominicontrol | 0.296         | 0.7642        | 0.6991        | 0.0579        | 0.3876        | 0.3067        | 0.7009        | 0.6126        | -             | -         |
| UNO          | 0.2832        | 0.776         | 0.7429        | 0.2572        | 0.4328        | 0.2962        | 0.7106        | 0.6961        | 0.3665        | -         |
| ACE++        | 0.2791        | 0.7759        | 0.732         | 0.1636        | 0.5306        | 0.2832        | 0.7183        | 0.6932        | 0.1789        | -         |
| Kontext      | 0.2829        | <b>0.819</b>  | 0.7919        | <u>0.3429</u> | <u>0.5655</u> | 0.2962        | <b>0.765</b>  | 0.7494        | <u>0.5596</u> | -         |
| BAGEL        | <b>0.3036</b> | 0.7338        | 0.6998        | 0.0487        | 0.5065        | 0.2914        | 0.7188        | 0.7094        | 0.1264        | -         |
| OmniGen2     | 0.298         | 0.7712        | 0.752         | 0.1213        | 0.5167        | 0.3056        | <u>0.7544</u> | 0.7289        | 0.3919        | -         |
| Qwen-Edit    | 0.3009        | 0.7595        | 0.7187        | 0.2188        | 0.5095        | <b>0.3152</b> | 0.7115        | 0.6797        | 0.3019        | -         |
| DreamOmni2   | 0.2731        | <u>0.8062</u> | <b>0.8008</b> | 0.2344        | 0.5364        | 0.2848        | 0.7733        | <u>0.7611</u> | 0.5111        | -         |
| Ours         | <u>0.3011</u> | 0.7906        | 0.7613        | <b>0.3678</b> | <b>0.5679</b> | 0.3096        | 0.7297        | <b>0.7628</b> | <b>0.5607</b> | -         |

Table 3. Comparison of subject-driven generation methods on DreamBench++ and OmniContext with multiple metrics.

**Subject driven evaluation.** We evaluate our model’s fine-grained preservation ability against specialized subject-driven generation methods on DreamBench++ and OmniContext, with results shown in Tab. 3. We focus on metrics that measure subject, identity, and style fidelity (noting that OmniContext does not include style-related tasks). The results indicate strong preservation performance: our model achieves SOTA Face-ref scores on both benchmarks and the highest Style-ref score on DreamBench++. In addition, we obtain the top DINO-ref score on OmniContext and remain highly competitive on DreamBench++. These findings demonstrate that our unified model can match or surpass specialized models, effectively mitigating the typical tension between subject fidelity and generative diversity.



Figure 3. Qualitative comparison on diverse tasks. Our model successfully resolves complex task conflicts where baselines fail.

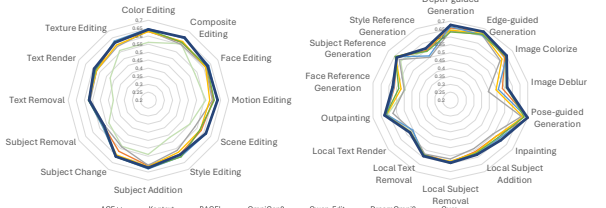


Figure 4. Comprehensive scores on different image editing and generation tasks.

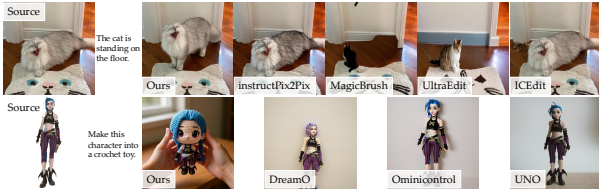


Figure 5. Compare with specialized image editing models and subject-driven generation models. More cases are available in the supplementary metarial.

#### 4.4. Qualitative Comparison

As demonstrated in the preceding qualitative comparison (Fig. 3), our method consistently surpasses SOTA baselines in complex tasks characterized by interfering intents. These unified models typically fail to resolve inherent task conflicts, resulting in critical failures such as “copy-paste” artifacts in subject-driven generation, stylistic dissonance during inpainting, or incomplete execution in compositional editing. Our approach successfully navigates these challenges by utilizing the Predictive Alignment Regularization. This mechanism effectively decouples and routes conflicting sub-tasks (e.g. local semantic edits versus global style preservation) to specialized experts, thereby mitigating the core task interference that plagues unified models.

We further provide comparison against specialized editing and subject-driven models in Fig. 5. As shown in the action editing, the editing models fail to accurately generate realistic poses for action-related edits. Similarly, after modifying material attributes, these subject-driven models struggle to maintain identity consistency. Our model handles both task types effectively. Joint training encourages cross-task benefits: generative diversity from subject data improves action editing, while fidelity constraints from editing data enhance identity preservation. With semantic-aligned routing, the model separates these skills by assigning conflicting objectives to specialized experts, achieving a balance that specialized models cannot.

#### 4.5. Ablation Study

**Effectiveness of the MoE architecture.** We compare our sparse MoE architecture to a dense baseline of an equivalent activated parameter count. This dense model shows a severe performance drop on ICE-Bench metrics (Tab.4) and slower convergence (Fig. 6 left). This validates that the sparse architecture is fundamentally more effective at mitigating the severe task interference inherent in the unified task space than a computationally-equivalent dense model.

**Effect of predictive alignment regularization.** We ablate the semantic-alignment loss by removing  $\mathcal{L}_{align}$ . Without this loss, the MoE gating network performs task-agnostic expert selection, receiving no semantic guidance from our hierarchical tags. As shown in Tab. 4, this variant exhibits substantial degradation across all major metrics. This finding is key: a sparse MoE architecture alone is not sufficient.  $\mathcal{L}_{align}$  is what enables semantically guided routing, which is essential for mitigating task interference. No-

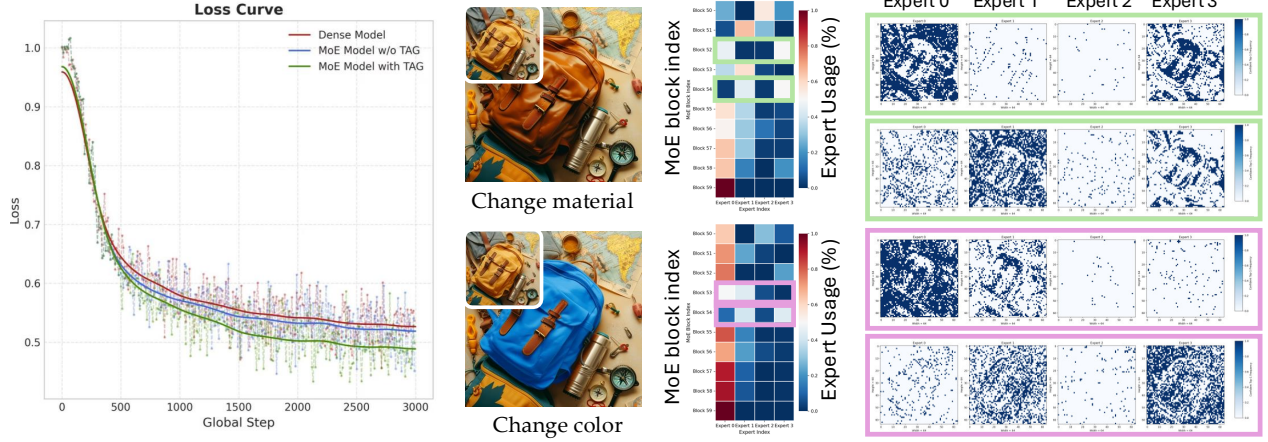


Figure 6. Left: Training loss curves of the dense and MoE architecture. Right: Token strategy in different generation tasks.

tably, the MoE w/o  $\mathcal{L}_{align}$  variant still surpasses the dense baseline, benefiting from the larger effective capacity of the sparse MoE structure, which allows exploration of a richer solution space under the same computational budget.

**Analysis of expert specialization.** To provide direct evidence of our method’s success, we visualize the inference-time routing decisions and analyze the internal expert activation patterns. Our analysis is a two-step process. First, we compute an “Expert Utilization Rate” for each MoE layer (shown as the heatmap in the middle of Fig. 6), which represents the percentage of total image tokens routed to each expert. A utilization of 0% (blue) or 100% (red) indicates no specialization. We focus our analysis on layers exhibiting differentiated routing, where utilization is mixed (near white), as this is where functional specialization occurs. Second, for these active layers, we visualize the per-token routing scores for each expert, reshaping them to the image’s spatial dimensions. In these token heatmaps, a high score (blue) indicates that the corresponding image tokens are strongly routed to that specific expert. The results reveal a clear, spatially-aware, and task-specific specialization. For Change Material and Change Color, the model activates distinct combinations of experts. Critically, the token heatmaps for these active experts show that computation is spatially concentrated on the backpack’s pixels, precisely the region relevant to the edit. The non-relevant background tokens are correctly routed to other experts (or have near-zero activation for these experts). This analysis provides evidence that our model learns a sophisticated, task-specific and spatially-aware specialization, which using distinct expert combinations for different tasks and focusing on semantically relevant image regions, thereby resolving task conflicts by dispatching them to specialized experts.

#### 4.6. User study

We conducted a user study with 65 participants on 50 cases from ICE-Bench [34]. Participants were asked to select the

single best result according to three criteria: (1) Reference Alignment (consistency with the source image), (2) Prompt Alignment (faithfulness to the textual instruction), and (3) Overall Preference (overall visual quality). In total, 350 sets were evaluated, and the aggregated results are shown in Fig. 7. The results reveal a clear and consistent preference for our method, which achieved the highest selection rate across all three evaluation criteria.

| Method                        | DINO-ref | Face-ref | Style-ref | CLIP-src | CLIP-cap | vllmq |
|-------------------------------|----------|----------|-----------|----------|----------|-------|
| Dense                         | 0.7196   | 0.3544   | 0.5177    | 0.851    | 0.263    | 0.637 |
| MoE w/o $\mathcal{L}_{align}$ | 0.7355   | 0.3779   | 0.5251    | 0.863    | 0.274    | 0.677 |
| MoE w/ $\mathcal{L}_{align}$  | 0.7620   | 0.4642   | 0.5679    | 0.879    | 0.281    | 0.847 |

Table 4. Ablation study on dense model and predictive alignment regularization.

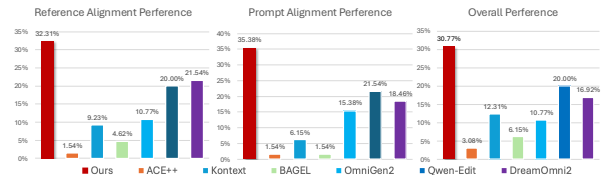


Figure 7. User study on reference alignment, prompt alignment and overall preference.

## 5. Conclusion

In this paper, we propose TAG-MoE, a task-aware MoE framework for unified image generation and editing. We identify the task-agnostic routing as the core bottleneck for applying MoE to diverse, conflicting tasks. To address this, we introduce a Hierarchical Task Semantic Annotation scheme and Predictive Alignment regularization to effectively injects global task intent into the local routing decisions, forcing the model to develop meaningful expert specialization. Our experiments demonstrate that TAG-MoE significantly mitigates task interference, outperforming dense models and task-agnostic MoE baselines in both quantitative metrics and qualitative fidelity.

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