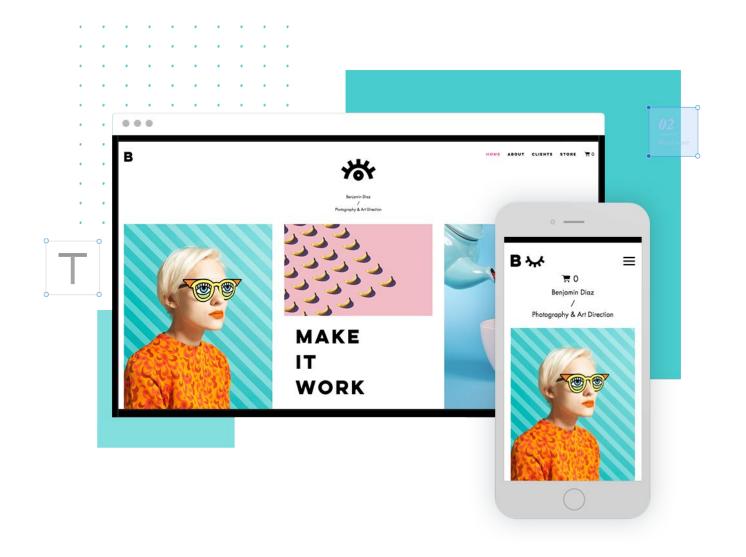


Can Machines Learn Beauty?

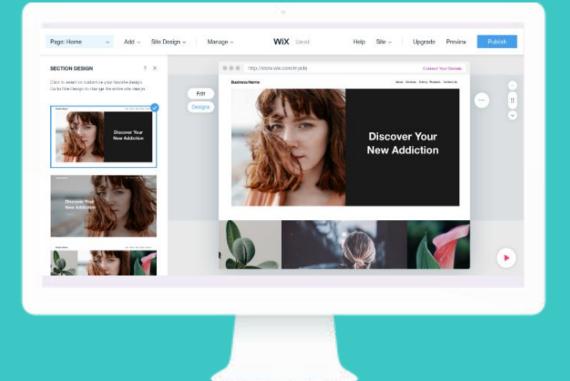
DataTalks 2019



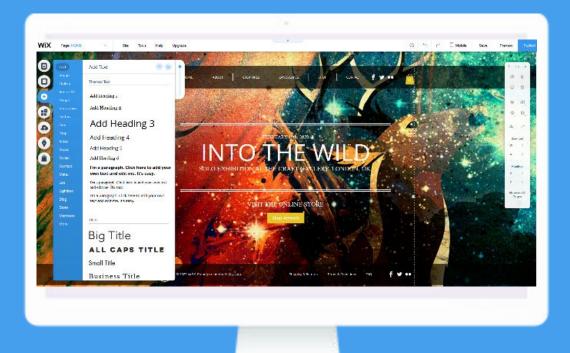
Our technology makes it easy for everyone to get online with a stunning, professional and functional web presence.



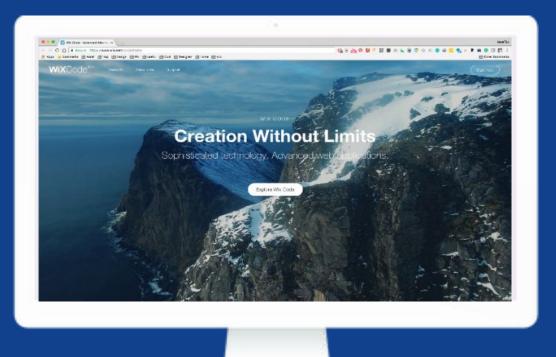
Wix ADI



Wix Editor



Corvid



Novice Expert

Registered Users

Paying Customers

IT'S THAT EASY

START STUNING

IT'S THAT EASY

START STUNING

BUSINESS GOALS



DATA CURATION

DATA SCIENTISTS

ENGINEERING

We work with LOTS OF DATA

Images

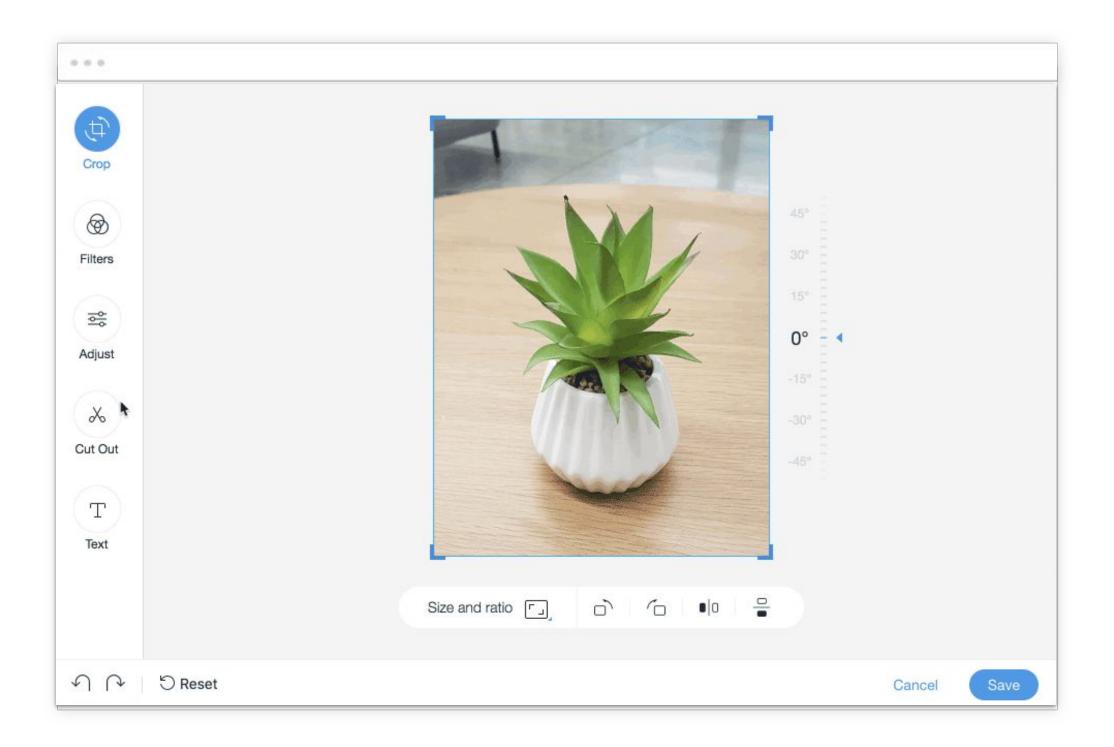
Website Structure

Financial

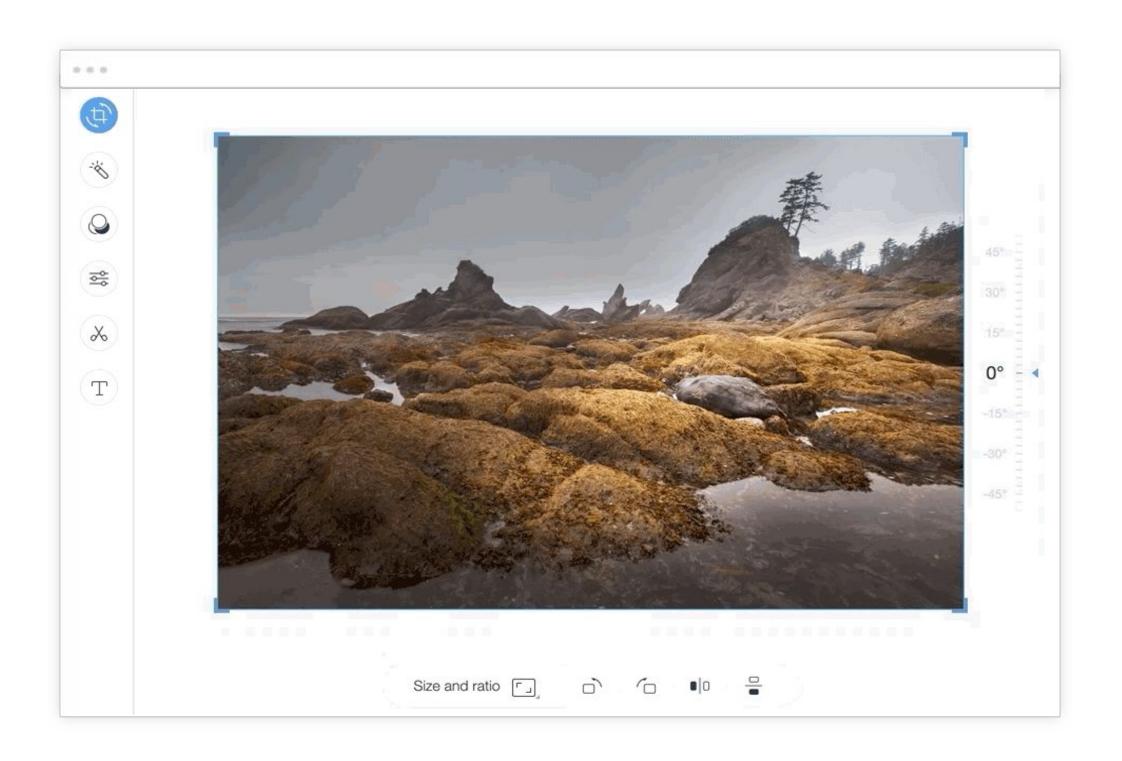
Text

User Actions

Object Cutout



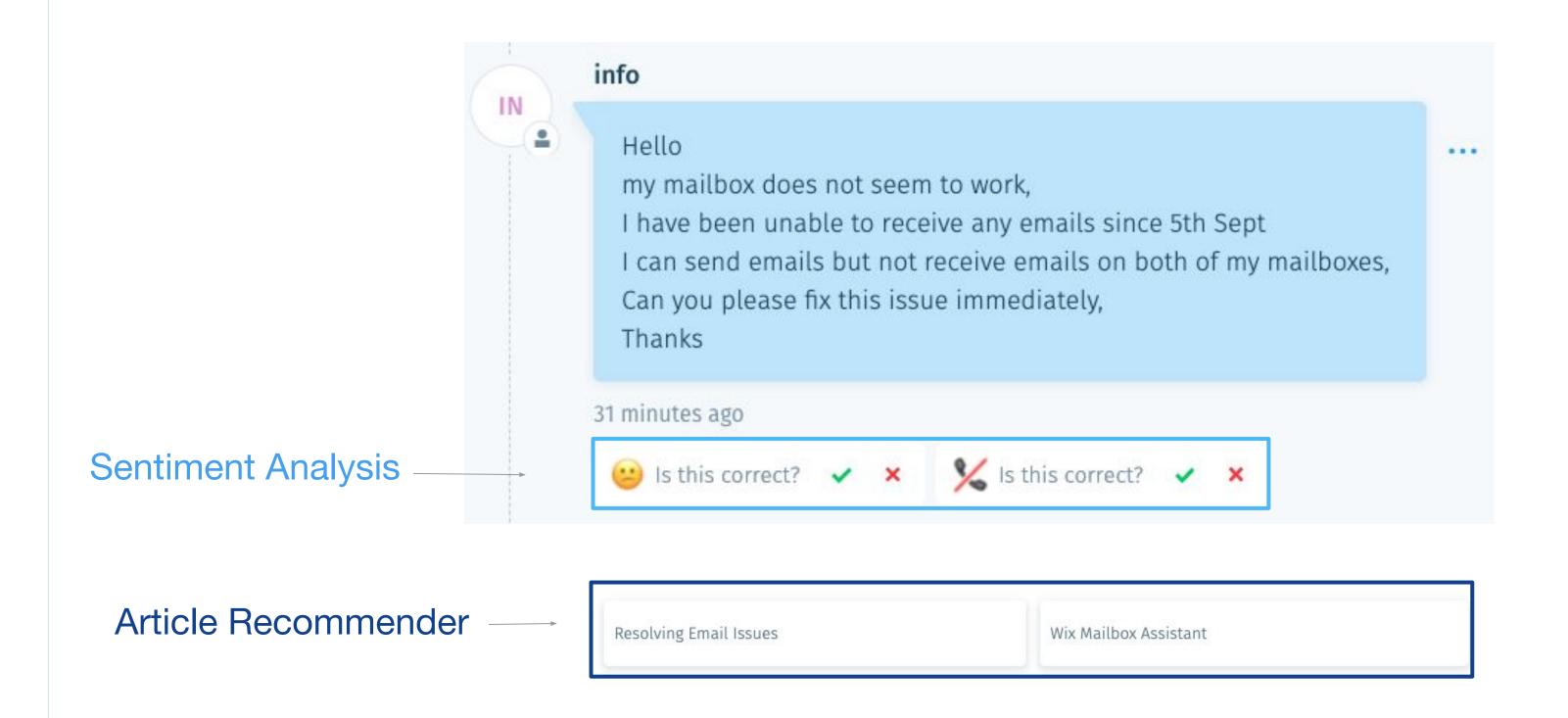
Auto Enhance



Revenue Forecasting

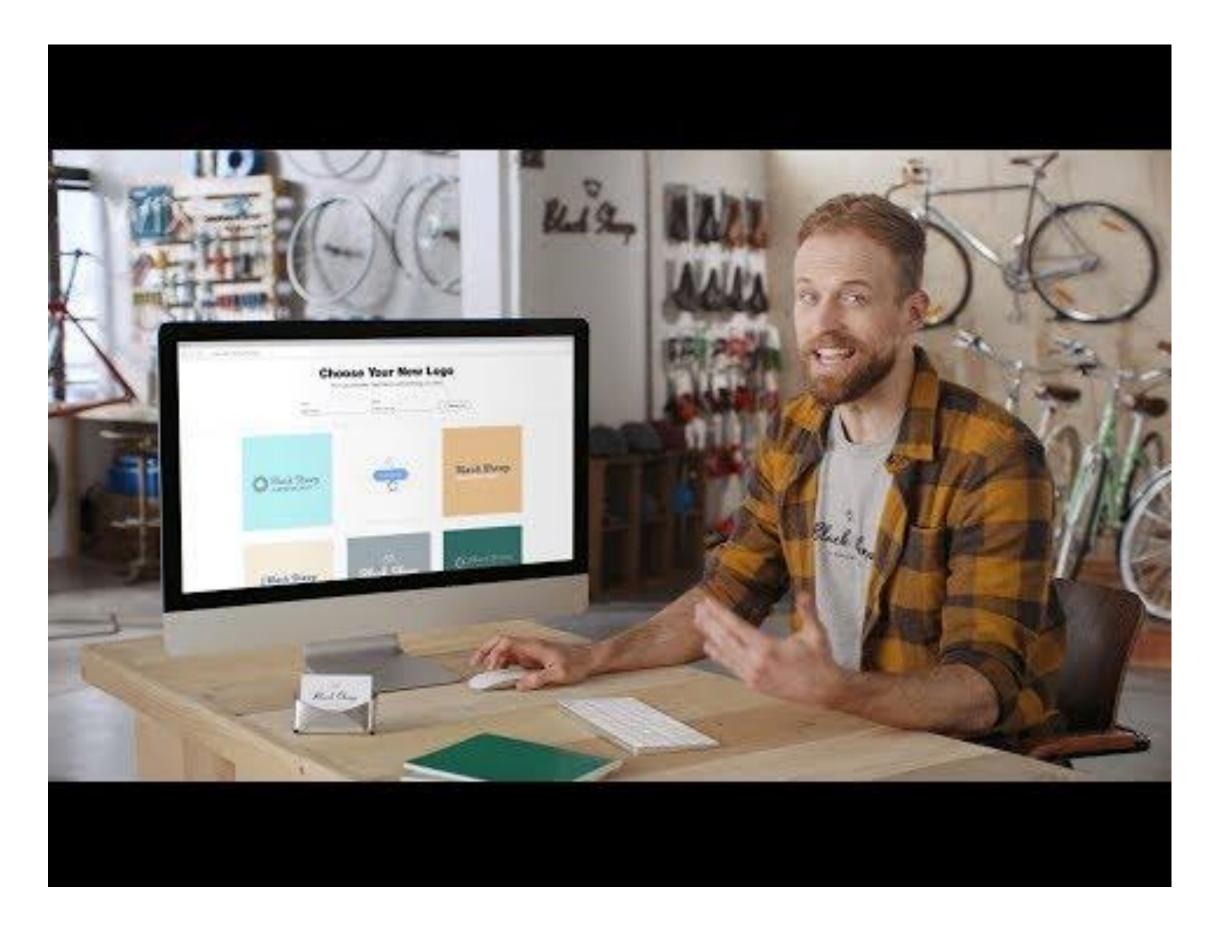


Support ticket analysis



And many many many many more...

Teaching Machine Beauty



https://www.youtube.com/watch?v=YAgVF_6NnEI

THE GOAL:

Help Users Create More Beautiful Logos

THE GOAL:

Help Users Create More Beautiful Logos

Let's build a model which understands Beauty...

Data Labeling

Can Machines Learn Beauty

INPUTS















WHAT?

Likert scale: 1-4

WHO?

Domain experts: Designers

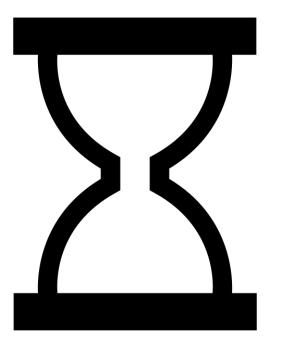
WHERE?

In-house: Wix Studio









Velocity

Crowdsourcing Services

- Crowd Intelligence
- Custom Job Creation
- Ability to blacklist "bad" labelers
- Instant Feedback
- Price
- FAIL FAST



How would you rate this logo? (required)

- Beautiful
- ─ Good
- Bad
- Ugly



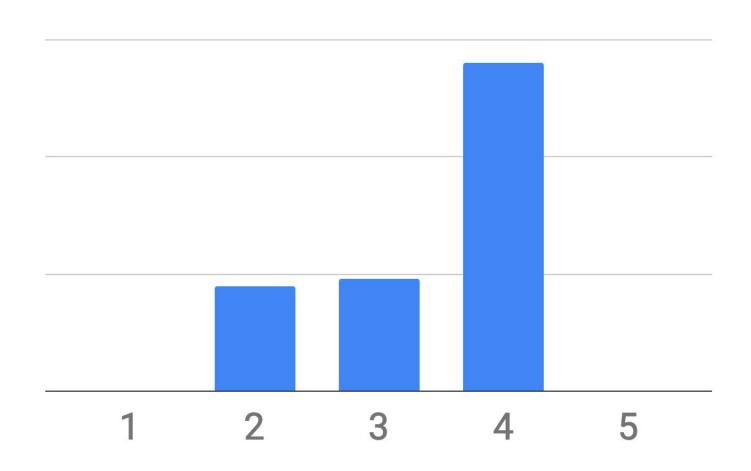
Is the logo beautiful? (required)

- Yes
- No



How would you rate the design of this logo from 1-5? (1=poor, 5=excellent)

- \bigcirc 5
- \bigcirc 4
- 3
- **2**
- \bigcirc 1



Pairwise Comparison

A



В



Which logo is more beautiful? (required)

 \bigcirc A

 \bigcirc B

New Labeling Experiment Results

	Rank 1-5	Pairwise Comparison
Feedback Score (1-5)	2.4	4.2
% of Success	26%	87%
Time	11h	6h
Price	0.15\$/logo	0.11\$/logo

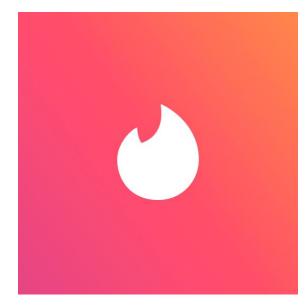
From Pairwise Comparison To Label

ELO Rating System - 1960

The difference in the ratings between two players serves as a predictor of the outcome of a match.



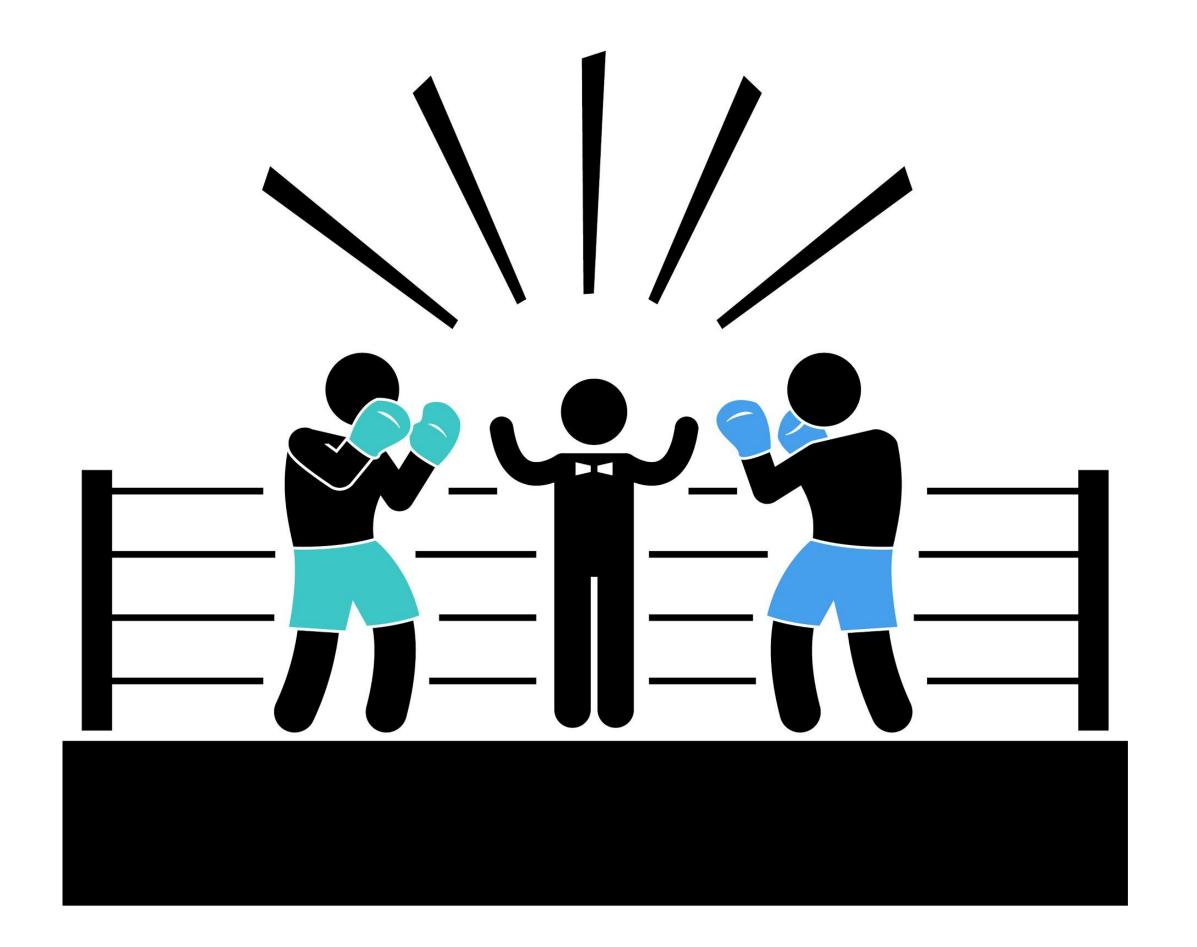


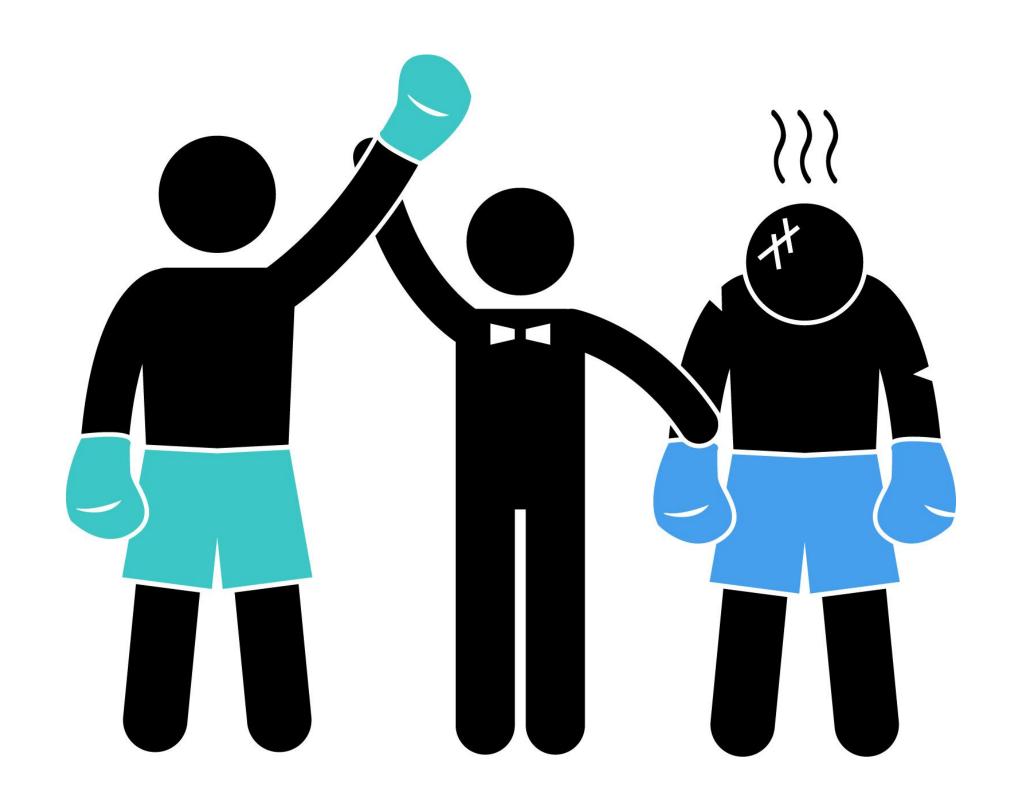


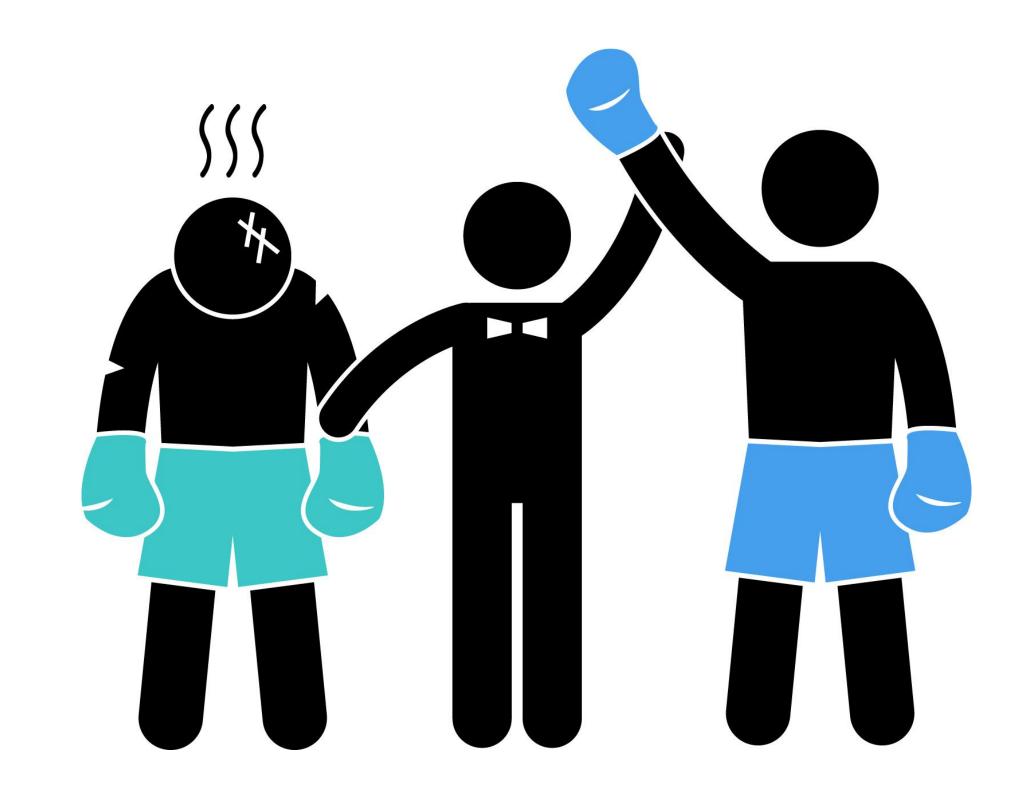


32	Age	25
50	Fights	15
50	Won	8
0	Lost	7
209cm	Heights	190cm









Elo Rating Logic

Step 1: Calculate expected outcome of the game

$$E_A = \frac{1}{1 + 10^{(R_B - R_A)/400}} = \frac{1}{1 + 10^{(50 - 100)/400}} = \frac{1}{1 + 0.74} = 0.57$$

$$R_A = 100$$

$$R_B = \frac{1}{1 + 10^{(R_A - R_B)/400}} = \frac{1}{1 + 10^{(100 - 50)/400}} = \frac{1}{1 + 1.33} = 0.42$$

Step 2: Update the rating depending on the actual outcome of the game

$$R'_A = R_A + K(S_A - E_A) = 100 + 100(0 - 0.57) = 100 - 57 = 43$$

 $R'_B = R_B + K(S_B - E_B) = 50 + 100(1 - 0.43) = 50 + 57 = 107$

,where **S** is the outcome of the match (1-won, 0 - lost, 0.5 - draw);

K - scaling value helps to control the amount of change that can occur per game

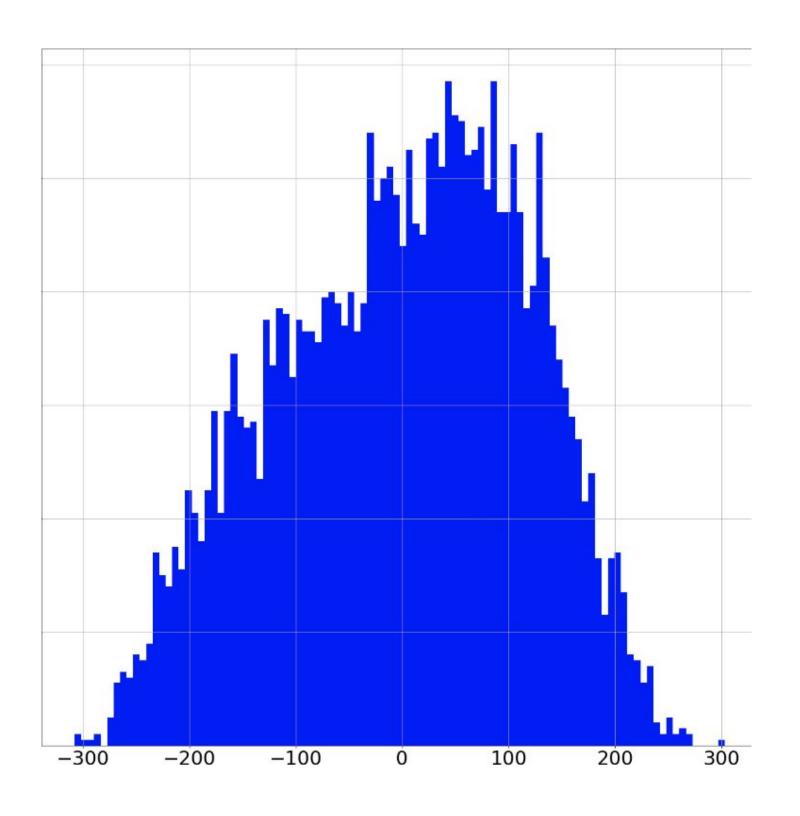
Pairwise Comparison - How to?

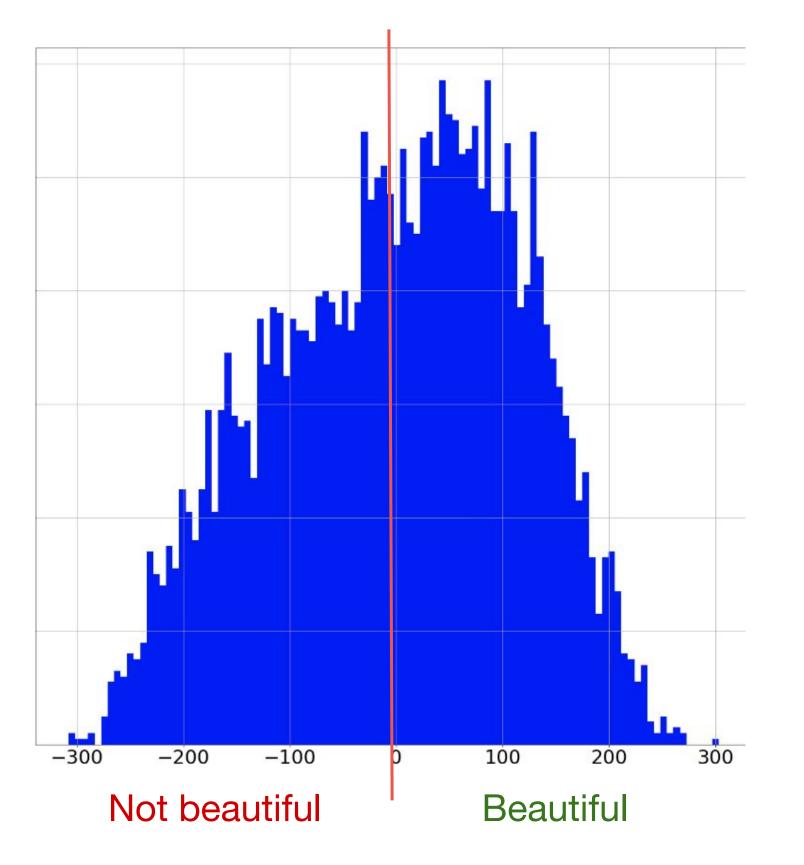
Number of pairwise comparisons with N candidates: O(N^2)

$$\frac{N(N-1)}{2} = \frac{1000(1000-1)}{2} = 499,500$$

When using sorting algorithms, in our case Elo score, we are able to reduce the complexity to O(NlogN)

$$N\log_2 N = 1000\log_2 1000 = 9,956$$

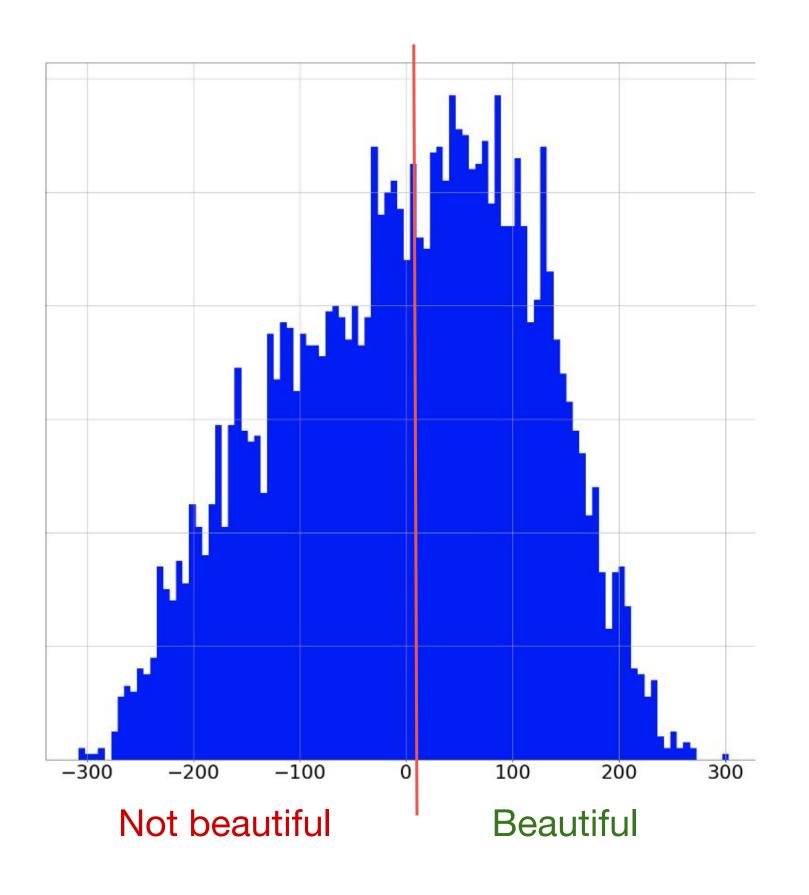




Threshold:

0

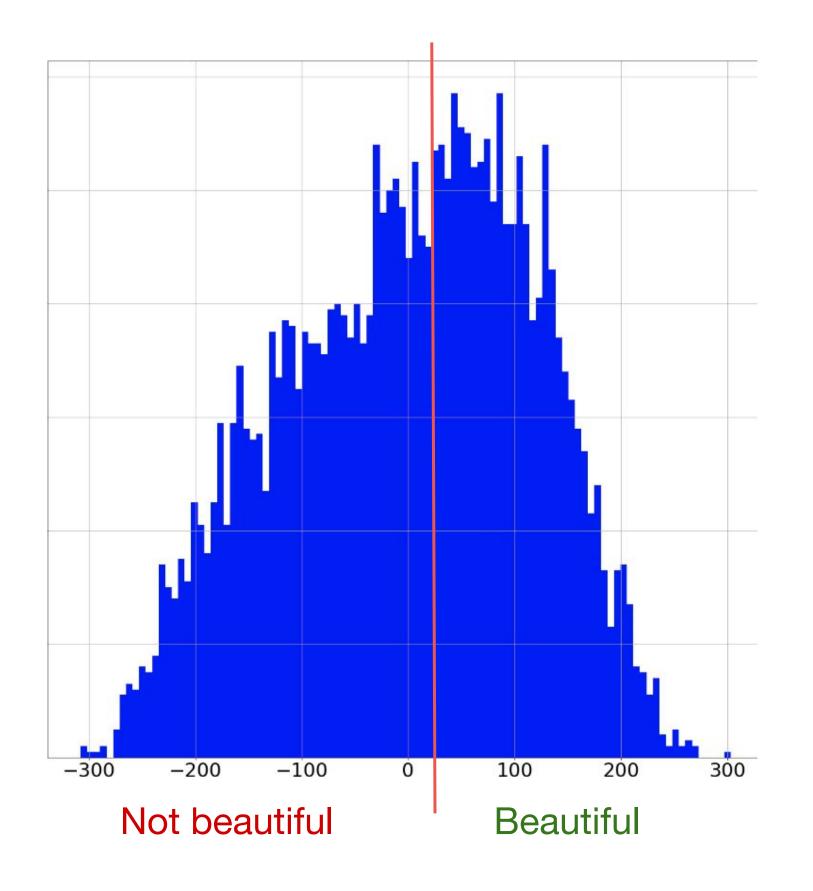
F1 Score:



Threshold:

10

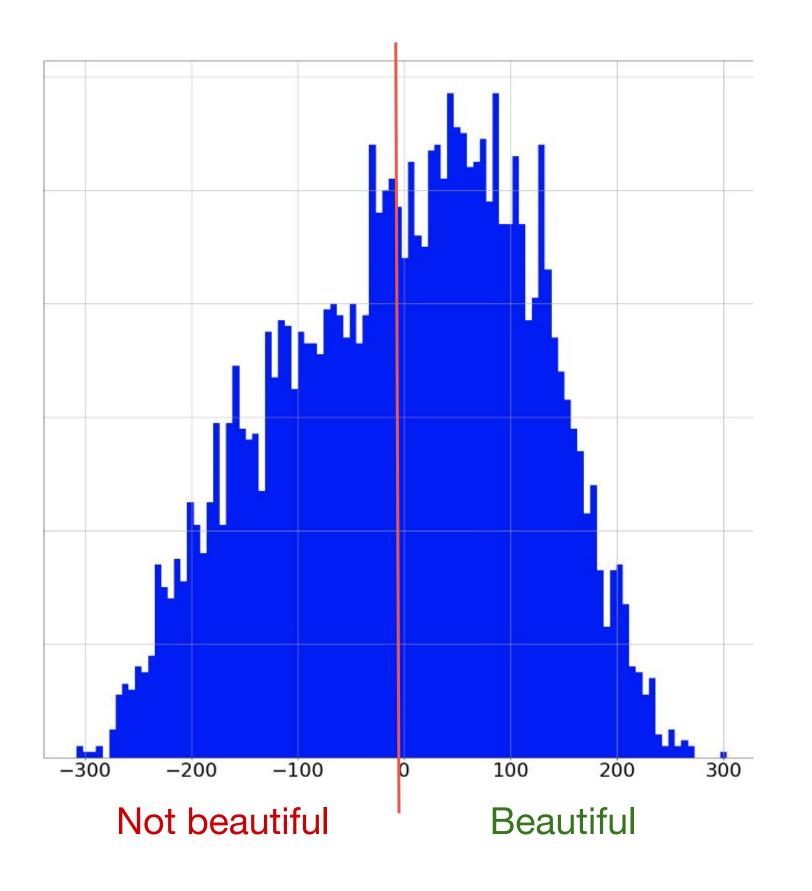
F1 Score:



Threshold:

20

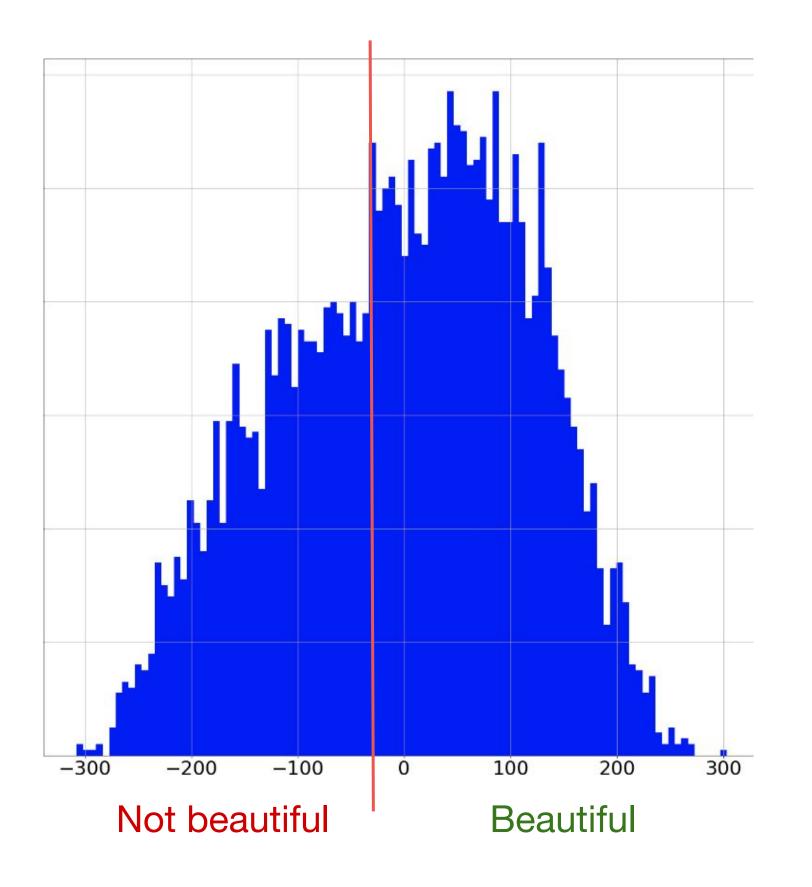
F1 Score:



Threshold:

-10

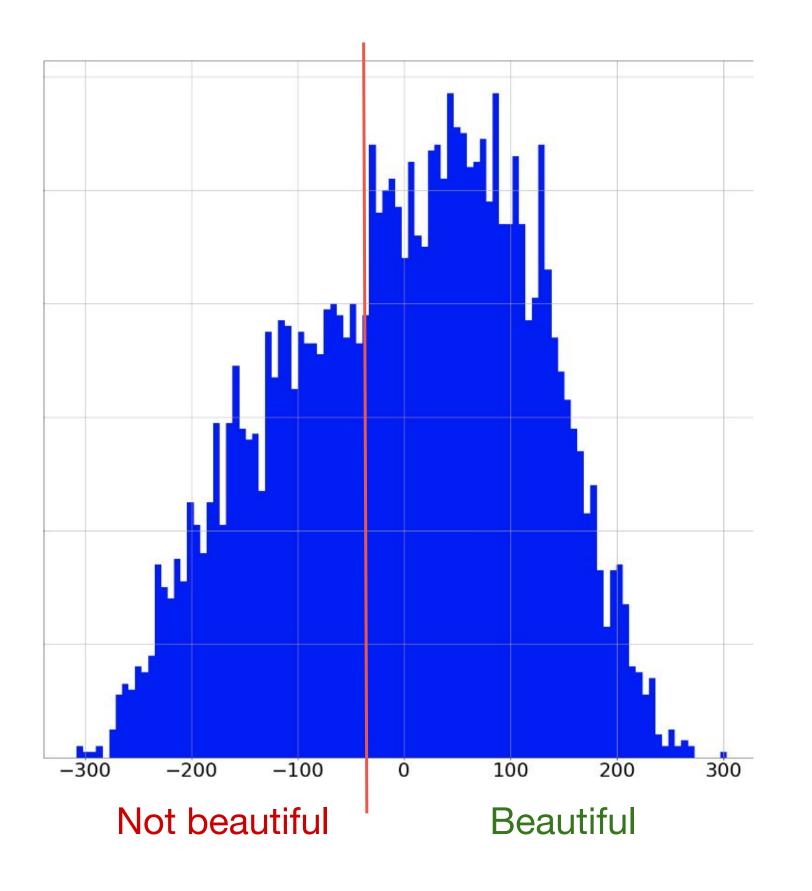
F1 Score:



Threshold:

-20

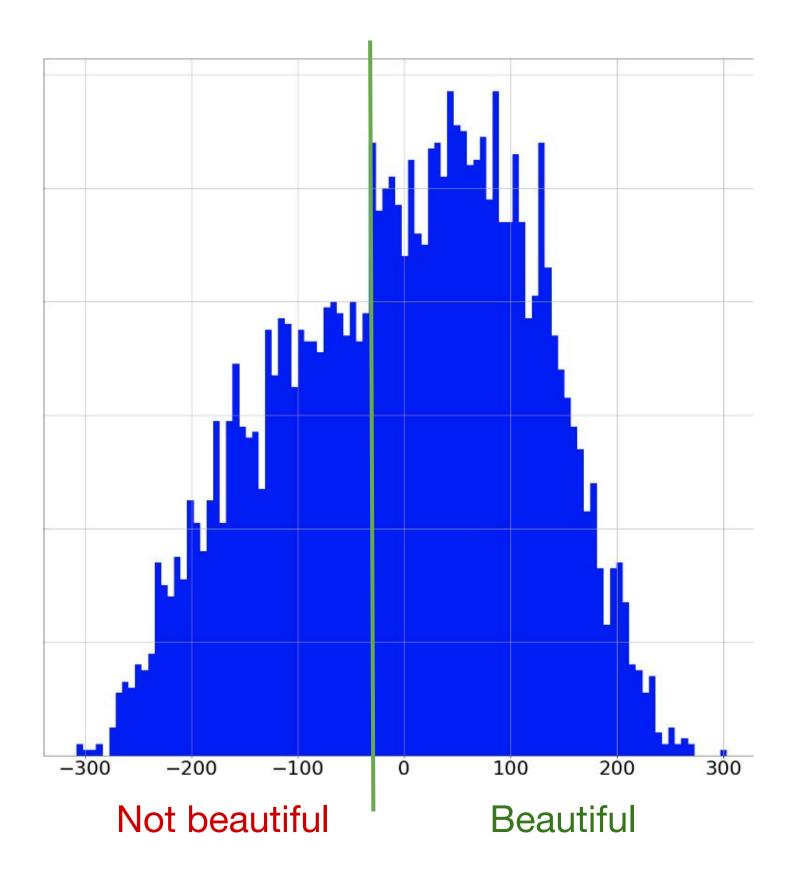
F1 Score:



Threshold:

-30

F1 Score:



Threshold:

-20

F1 Score:

Can Machines Learn Beauty

Training Dataset

Not Beautiful









Beautiful

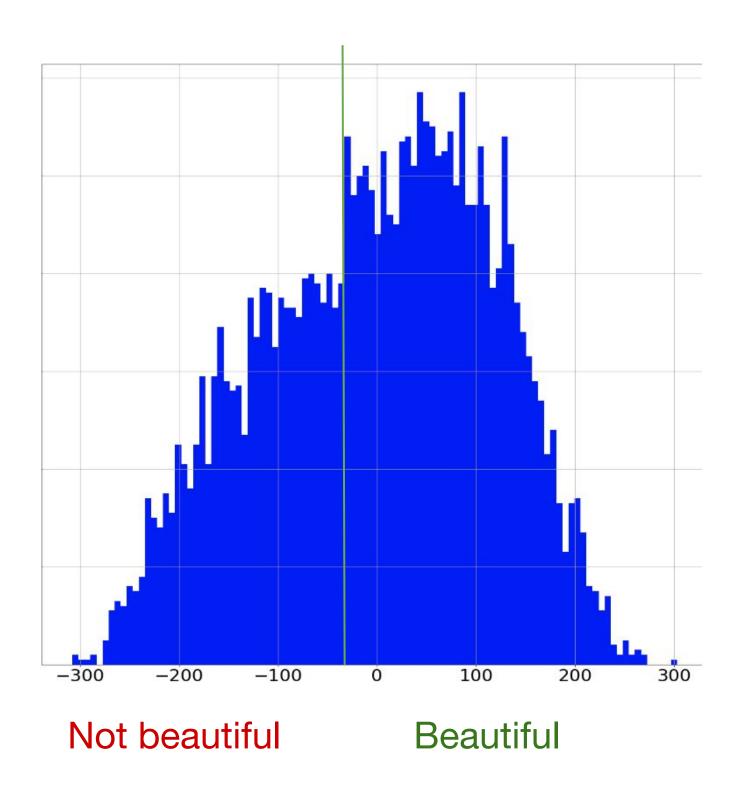




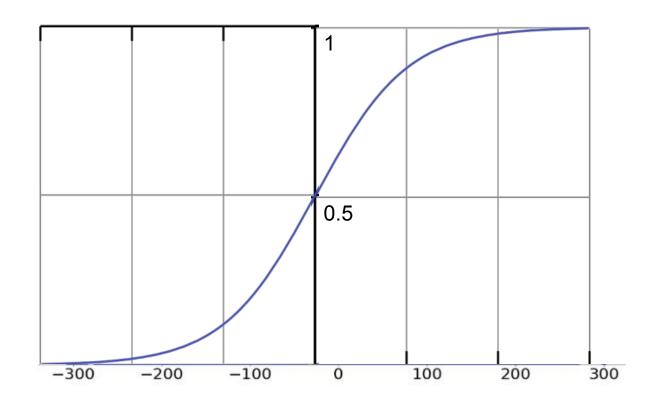




Sample Weight

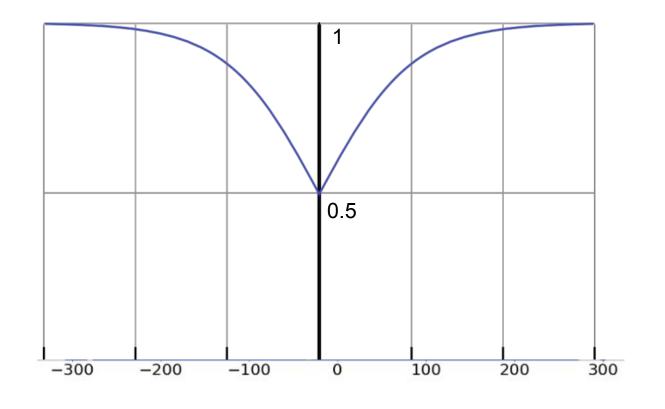


Sample Weight



Not beautiful

Beautiful



Not beautiful

Beautiful

Feature Generation & Modeling



▼ object {2}

logoId: 007fcec4-8487-4eec-91de-999de9aa09bd

▼ cords {3}

▶ icon {4}

▶ companyName {4}

▼ tagline {4}

width: 192.90625

height: 14.171875

x : 94

y : 34.375

Onboarding Information Elements Properties

Generated Features

- Symmetry
- Alignment
- Proportions
- Aspect Ratio



has_icon	1	has_tagline	has_frame	icon_area	tagline_area	company_name_area	frame_area	icon_horizontal_symmetry_score
- //	0	1	1	0	0.112993752	0.121884511	0.056152565	
	1	1	0	0.34877725	0.049326412	0.174252467	0	3.86E-08
	1	0	0	0.27035488	0	0.19482105	0	01

Model: XGBoost classifier

Result: F1 Score 86.2











Going to Production (POC)

Presets Page

Choose a logo to customize

Edit your font, icon, colors and more. S Replace Icon DataHack DataHack DataHack DATAHACK DataHack DataHack DataHack DATAHACK DataHack

Presets Page determines the first impression of a customer with the Logo Maker

Presets Recommendation

Candidates 200 generated logos

Relevance probability score of Beauty Prediction Model

Model sorted list of logos based on the relevance score















Presets Recommendation

Candidates 200 generated logos

Relevance probability score of Beauty Prediction Model

Model sorted list of logos based on the relevance score

Flaw similar logos will be positioned next to each other

Presets Recommendation

Candidates 200 generated logos

Relevance probability score of Beauty Prediction Model

Diversity calculate Maximal Marginal Relevance (MMR)

Model sorted list of logos based on the MMR score

MMR - Combining Relevance & Diversity

$$\begin{aligned} \text{MMR} &= \underset{D_i \in R\backslash S}{\text{max}} \left[\lambda \underbrace{\text{Sim}_{I}(D_i, Q)}_{D_i \in S} - (I - \lambda) \underbrace{\text{max Sim}_{2}(D_i, D_j)}_{D_j \in S} \right] \\ &= \underset{(Prediction\ Probability)}{\text{Relevance}} \\ &= \underset{(Cosine\ Similarity\ between\ presets)}{\text{Endiction}} \end{aligned}$$

- High λ = Higher Relevance
- Low λ = Higher Diversity

Can Machines Learn Beauty

SORTING







Wix.com

Start Stunning











SORTING













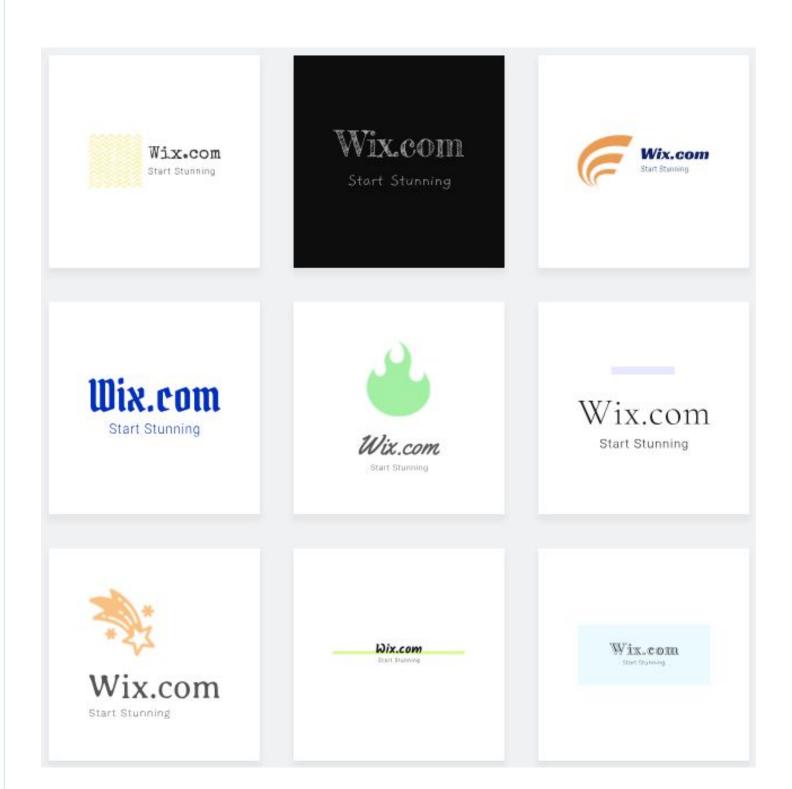




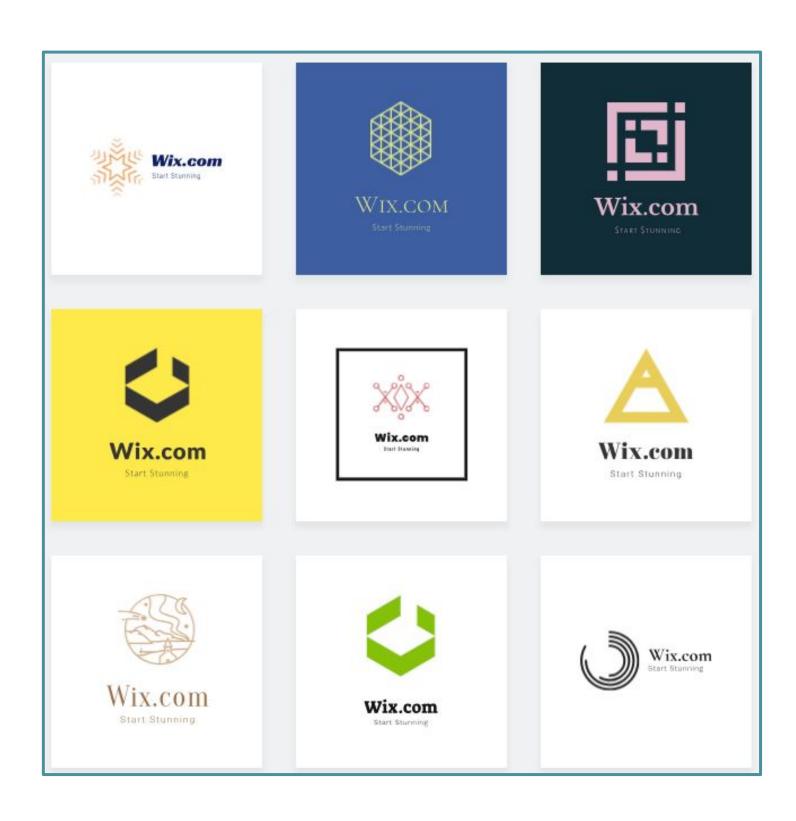


Can Machines Learn Beauty

OLD SORTING



NEW SORTING



But Does It Really Work?

YES!!!

And it's just the beginning...

Lessons Learned







Machines can learn anything, but we people aren't always good teachers

Test your assumptions

Fail, fail again and fail better...

Questions?

Thank You!

DataTalks 2019