



# Generation Through Search with Image Aesthetic Assessment

Aditya Akula, Justin Blalock, Alex Hobby, David Munechika, Rithvik Rajavelu

Georgia Institute of Technology, Atlanta, GA

{akula, jblalock30, alex.hobby, dmunechika3, rrajavelu3}@gatech.edu

## Summary

As **text-to-image generative models** have exploded in popularity, search engines for generated images have emerged allowing users to find images without needing to personally generate them. However, these **"generation through search"** systems do not incorporate the aesthetics of images, making high-quality exploration difficult. We propose a system for computing **image aesthetic scores** on generated images and provide a **scalable, interactive interface** for users to search for **relevant, high-quality images**.

## Generation Through Search

Using diffusion models to generate images from prompts can be a **computationally expensive** process.

The problem of "generation through search" aims to allow users to find **relevant, pre-generated images** that fit their needs so they do not need to perform the generation themselves.

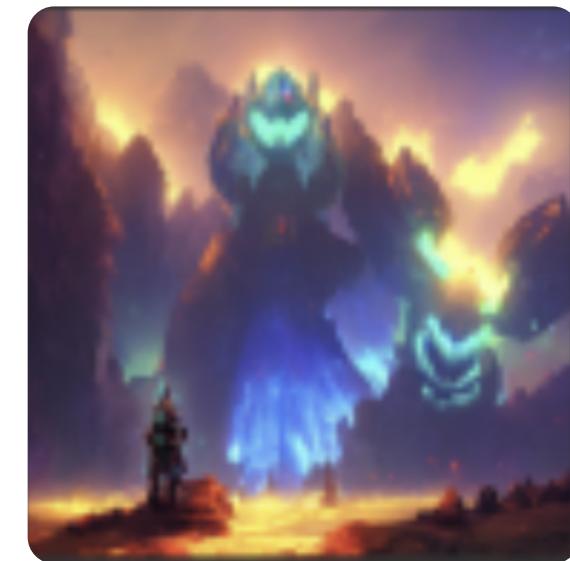
## Image Aesthetic Assessment

Our novel approach extends generation through search to incorporate information about **image aesthetics**.

We compute **image aesthetic assessment (IAA)** scores for each image using an ML model called **MUSIQ**.



IAA = 10.2

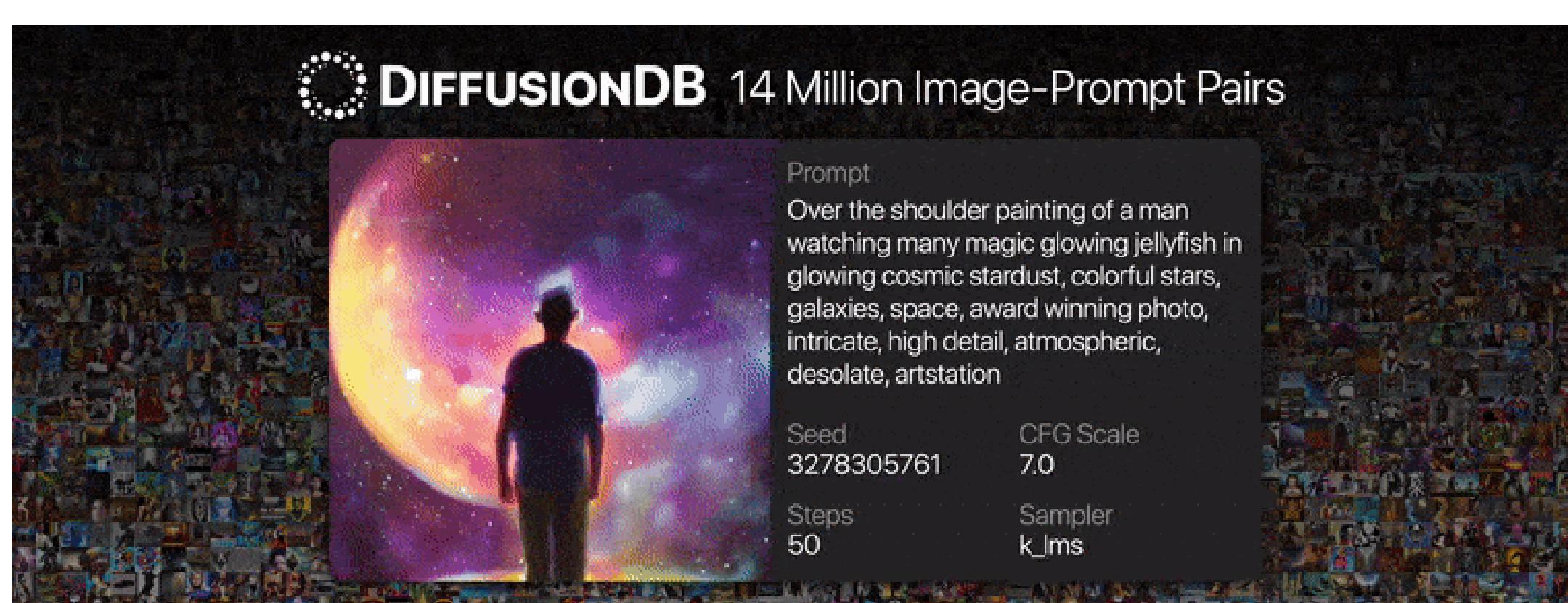


IAA = 57.6

## DiffusionDB Dataset

DiffusionDB is the first **large-scale prompt gallery dataset**. We use a subset of 100,000 prompt-image pairs for our system. We wrote scripts to scrape the dataset and we host the 56 GB of images in our Cloud Storage bucket.

For each sample, we compute the **IAA score** and **CLIP image embedding** which allows us to cluster similar images together in our visualization.



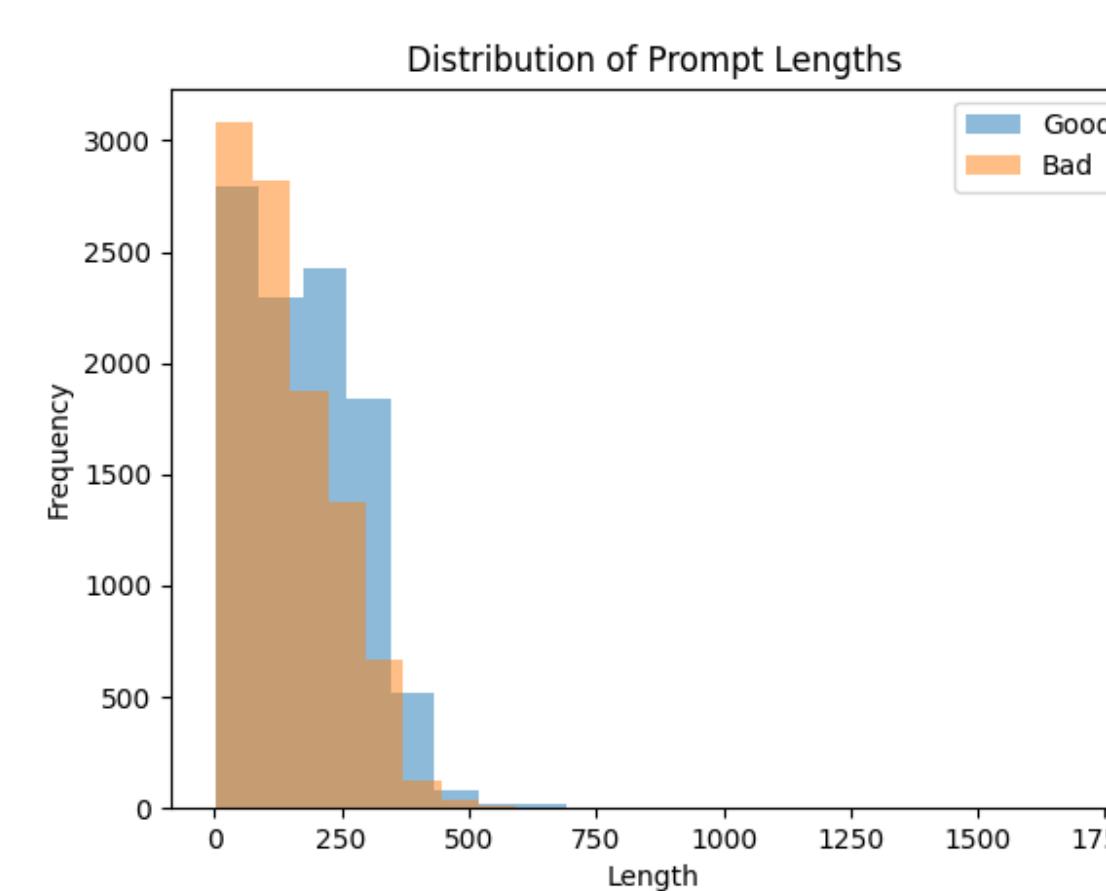
## Interactive Visualization



Our interactive interface clusters similar images together using **CLIP image embeddings** and **UMAP dimensionality reduction**. It supports **searching** for images by prompt, but differs from other methods by also **filtering** by IAA score.

## Experimental Results

### Prompt Length Distribution

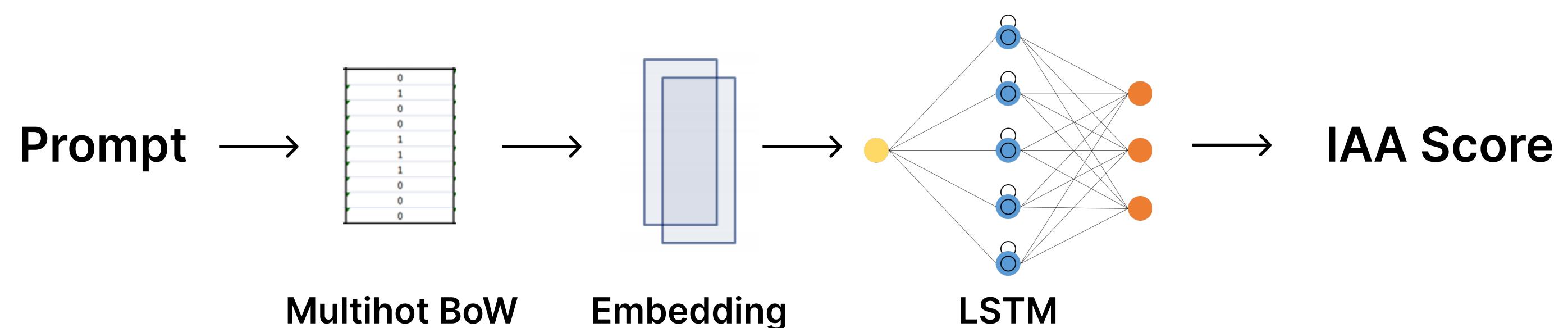


### Best vs. Worst Prompt TF-IDF Scores

Bottom 10%	Top 10%
black: 0.012	render: 0.017
lighting: 0.015	focus: 0.018
light: 0.015	sharp: 0.018
portrait: 0.015	intricate: 0.019
still: 0.015	concept: 0.019
artstation: 0.016	illustration: 0.020
movie: 0.017	highly: 0.022
detailed: 0.018	digital: 0.022
film: 0.019	with: 0.023
from: 0.019	painting: 0.023
with: 0.019	the: 0.024
cinematic: 0.022	on: 0.024
on: 0.023	artstation: 0.026

We analyzed the best and worst prompts (by IAA score) to understand the differences:

- Good prompts are on average **20% longer** than bad prompts.
- The **TF-IDF** scores show certain **keywords** are more important for good prompts vs. bad prompts.



We train a **neural network** to predict IAA score (prompt strength) given an input prompt, resulting in a **mean absolute error of 7.5**.

## User Study

For the user study, we recorded user responses to survey questions based on a Likert scale with 1 being strongly disagree and 5 being strongly agree. Below are the average scores:

How easy was it to...	
3.74	Use the tool?
3.43	Understand the tool?
3.14	Understand image clusters?
3.86	Understand aesthetic scores?
S. agree(5)	S. disagree(1)

I agree that the tool...	
4.29	Showed higher aesthetic scores for better images.
3.71	Helped in my task.
4.14	Could be beneficial.
S. agree(5)	S. disagree(1)