

Saturation

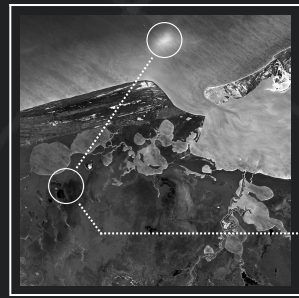
The strength of colour in regard to a single channel, complete desaturation is grey.

Symmetry

The 'mirrored' the image is around some axis.

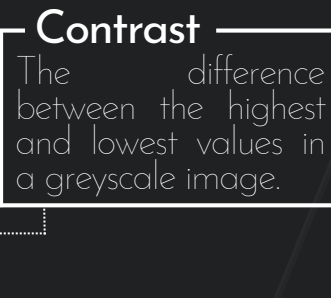
Histogram

A graph depicting the distribution of hues in an image.



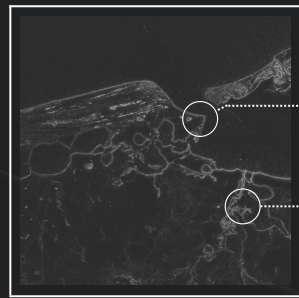
Luminance

Perceived 'brightness', measured by averaging the greyscale values.



Contrast

The difference between the highest and lowest values in a greyscale image.

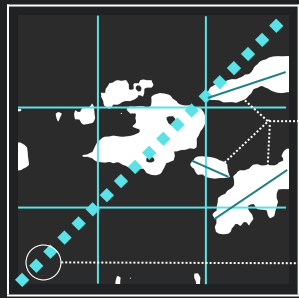


Sharpness

Having defined and distinct edges. A measure of blurriness.

Entropy

Number of bits to encode an image, describing the image's complexity.



Line Ratios

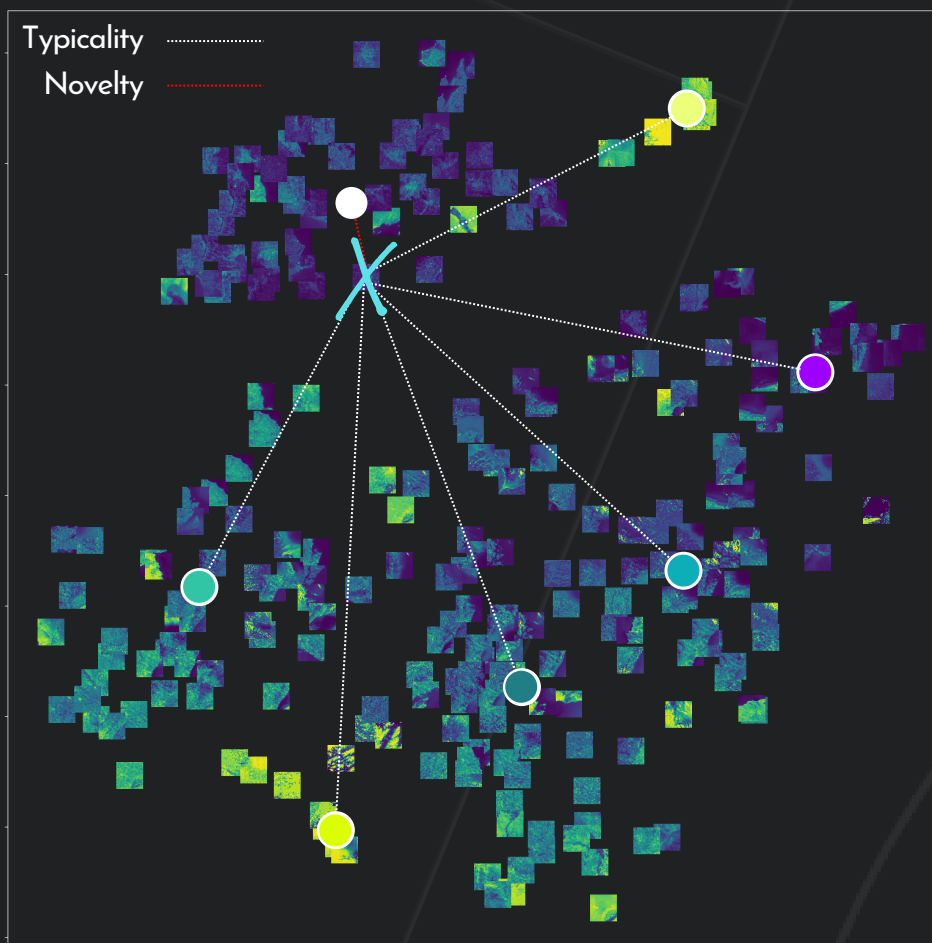
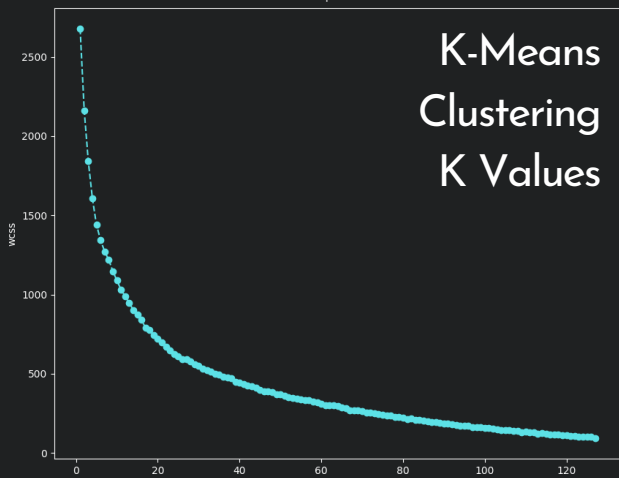
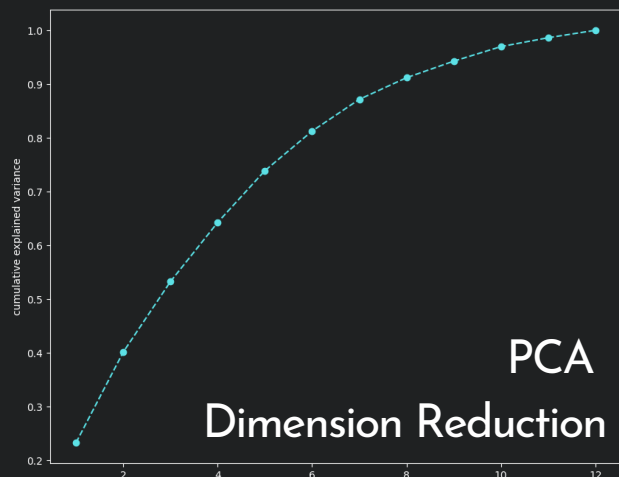
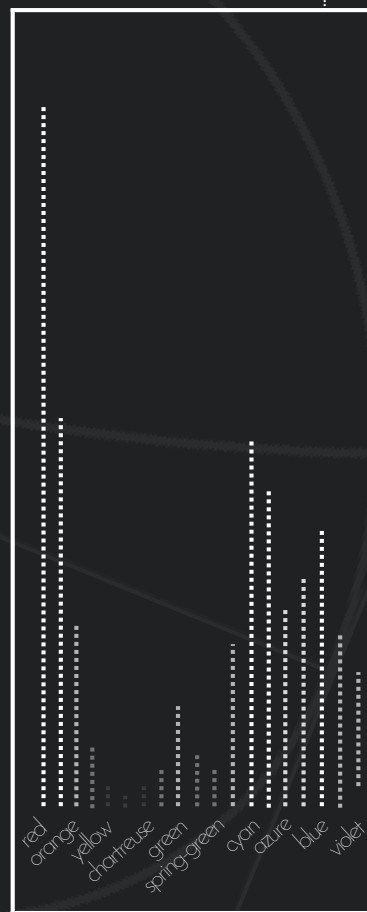
The ratio of horizontal to vertical lines, as well as horizontal and vertical to diagonal.

Rule of Thirds

Compositional practice, placing points/objects of interest along gridlines or at their intersection. Grid divides image into thirds.

Diagonal Dominance

Compositional practice of placing objects of interest along image diagonals.



1. Background

Computational aesthetics: automated methods of measuring how beautiful something is.

Until now most of the metrics used are either superficially visual or basic morphological/spatial, e.g. colour measures [1][6], composition [2][5], morphological component shape and orientation [3][6], entropy and compression complexity [4][6], luminance [1][6], among many more.

Humans consider things in a **context**, through the lens of their own subjective experience, **not simply in isolation** and only considering the visually apparent aspects with no relation to other parts of their life. This is why I propose building a contextual model for images and grading it through the metric of **typicality and novelty** [7].

Typicality and Novelty: Stimuli that are typical allow for faster, easier, and smoother perception, reducing the effort and duress on the observer. Novelty allows for **learning and cognitive stimulation**. [7] From this we can suppose a balance between the two will provide a positive experience for the observer.

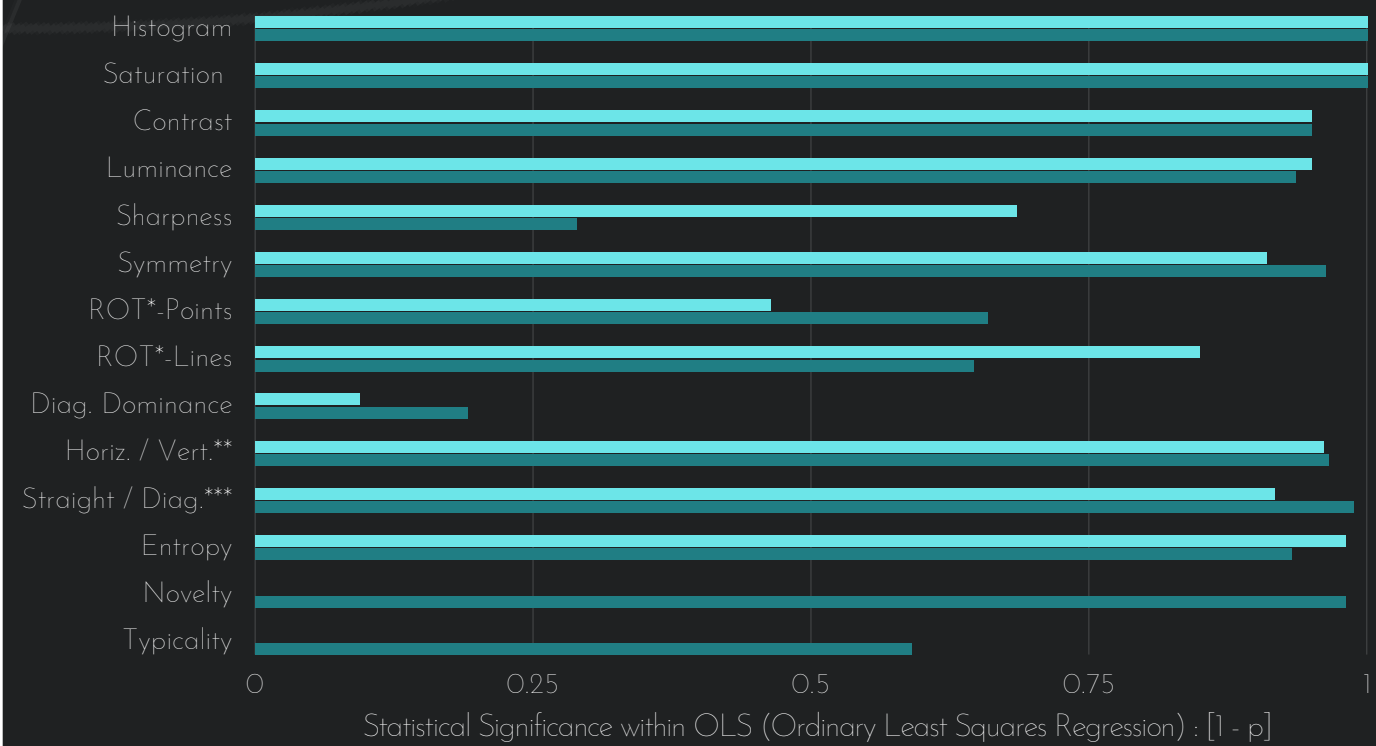
2. Questions

- How can automated measures of aesthetic beauty of an image improve GAN output?
 - What measures of aesthetics are the best predictors for human ratings of aesthetic beauty?
 - Does including the contextual approach of typicality and novelty improve the correlation between automated aesthetic rating and human aesthetic rating?

3. Methodology & Experiment

- Find potentially predictive visual and spatial features
- Create software pipeline to extract features
- Process and aggregate features
- Using feature data, perform **Principal Component Analysis**
- Using dimensionally reduced feature space, perform **K-Means Clustering**
- Using clusters, generate **Typicality and Novelty**
- Have people vote on which images in the dataset are "most pleasing to the eye"
- Perform **Ordinary Least Squares Regression** on feature data with aesthetic votes including and excluding Typicality and Novelty
- Compare the fits of the two models
- Analyse individual statistical significance of each feature

4. Results



OLS I: Adjusted R-Squared = 0.396
 OLS II: Adjusted R-Squared = 0.421 Increase of +6.31%

5. Conclusions

- The most consistently significant features are saturation, histograms, contrast, and horizontal to vertical line ratio.
- Novelty is a significant feature, Typicality is not.
- There is a slight increase in model fit (predictability) when including typicality and novelty, however it both fits are still moderate at best.
- There may be interference since the contextual features were made using the visual and spatial features. Further investigations into how to encode typicality and novelty can produce more independent features and offer a better improvement.

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*Rule of Thirds
 **Horizontal to Vertical Line Ratio
 ***Straight to Diagonal Line Ratio
 [8] United States Geological Survey, 2020.