

## A APPENDIX

### A.1 HYPERPARAMETERS

#### A.1.1 PLAY PRETRAINING

We train a text-conditioned PLayer model. We remove the guideline condition and replace it with a text condition, which uses text embedding features from a BERT model with 12 layers, 12 attention heads, and hidden size 768. We inject text conditions through element-wise condition on pooled text embeddings and cross attention with the full text embedding.

The rest of the hyperparameters that we used are equivalent to those in [Cheng et al. \(2023\)](#). We train the model on 8 Google Cloud TPU v4 cores for 40,000 steps with batch size 1024.

#### A.1.2 REWARD MODEL TRAINING

We include the hyperparameters for training in [Table 2](#).

Method	Reward Model Pretraining		Finetuning Optim. Steps
	CLAY Pretrain Steps	$\mathcal{D}_{\text{human}}$ Train Steps	
Supervised Finetuning	x	x	70,000
RARE	1,400	600	200
Preference Reward	2,000	200	800
Chamfer Reward	49,000	7,000	400

Table 2: Reward Model Training Hyperparameters.

RARE and the Preference Reward Model have the same architecture as the denoising diffusion model used in PLayer, with the exception that there is no time embedding, and there is an additional MLP layer that reshapes the output features and projects it to a scalar prediction. For the Chamfer Reward Model, we reduce the number of layers to 2, number of heads to 4, and key, query and value dimensions to 256 to prevent overfitting.

### A.2 RLHF HYPERPARAMETERS

We train with sample batches of 256. In accordance with DDPO, we compute losses for a single timestep across denoising timesteps together. We set the PPO clip range to  $1e-2$ . We use a batch size of 64 on 8 Google Cloud TPU v4 cores.

### A.3 PLAY COLOR LEGEND

We use the same color legend as in [Cheng et al. \(2023\)](#) to visualize the layouts. Colors for popular class elements are rendered in [Figure 8](#).

	Text		Text Input
	Pictogram		Checkbox
	Image		Map
	Label		Switch
	Button		Advertisement

Figure 8: Visualization Colors

### A.4 ADDITIONAL SAMPLES

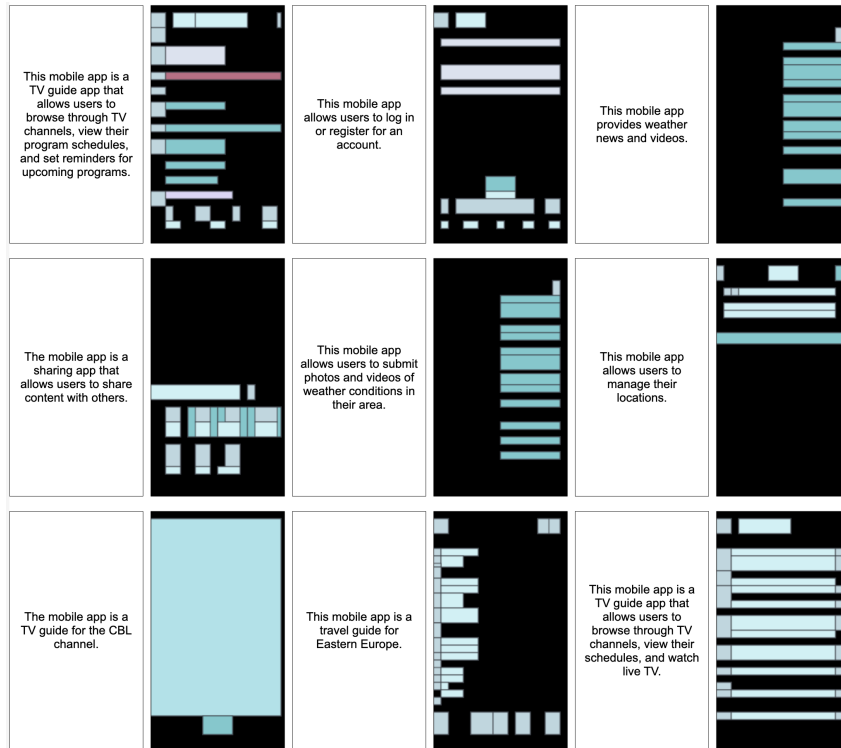


Figure 9: Non-cherry-picked samples from RLHF w/ RARE.



Figure 10: Non-cherry-picked samples from RLHF w/ a preference-based reward model.

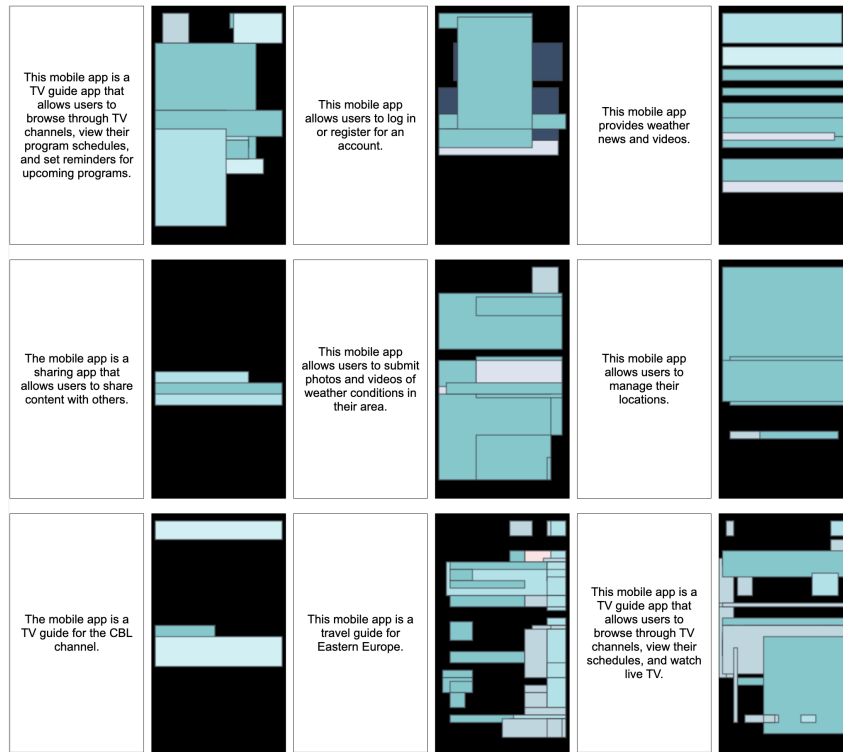


Figure 11: Non-cherry-picked samples from RLHF w/ a Chamfer distance reward model.

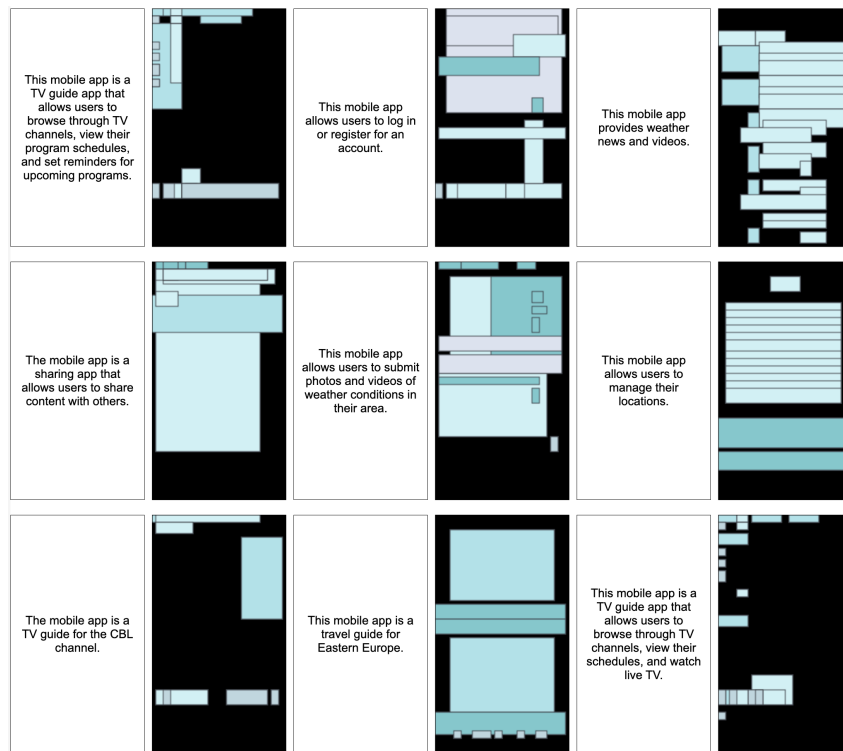


Figure 12: Non-cherry-picked samples from the Supervised Finetuning model.