

PREFERTHINKER: REASONING-BASED PERSONALIZED IMAGE PREFERENCE ASSESSMENT

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ABSTRACT

Personalized image preference assessment aims to evaluate an individual user’s image preferences by relying only on a small set of reference images as prior information. Existing methods mainly focus on general preference assessment, training models with large-scale data to tackle well-defined tasks such as text-image alignment and aesthetics. However, these approaches struggle to handle personalized preference assessment because user-specific data are typically scarce and not easily scalable, and individual tastes are often diverse and complex. To overcome these challenges, we introduce a common preference profile that serves as a bridge across users, allowing large-scale user data to be leveraged for training profile prediction and capturing complex personalized preferences. Building on this idea, we propose a reasoning-based personalized image preference assessment framework that follows a *predict-then-assess* paradigm: it first predicts a user’s preference profile from reference images, and then provides interpretable, multi-dimensional scores and assessments of candidate images based on the predicted preference profile. To support this, we first construct a large-scale Chain-of-Thought (CoT)-style personalized assessment dataset annotated with diverse user preference profiles and high-quality CoT-style reasoning, enabling explicit supervision of structured reasoning. Next, we adopt a two-stage training strategy: a cold-start supervised fine-tuning phase to empower the model with structured reasoning capabilities, followed by reinforcement learning to incentivize the model to explore more reasonable assessment paths and enhance generalization. Furthermore, we propose a similarity-aware prediction reward to encourage better prediction of the user’s preference profile, which facilitates more reasonable assessments exploration. Extensive experiments demonstrate the superiority of the proposed method.

1 INTRODUCTION

Image preference assessment is essential for both evaluating and aligning generative models with human preferences, playing a key role in applications like content recommendation. However, most existing works (Kirstain et al., 2023; Xu et al., 2023) focus on assessing *general* preferences, such as text-image alignment and aesthetics, relying on large-scale general preference data. The practical but challenging task of *personalized* preference assessment remains largely underexplored, where only a limited amount of personalized data is available for each user as prior information to assist in the assessment. As shown in Fig. 1 (a), personalized preference assessment is particularly challenging for two main reasons. First, unlike *easily scalable* general preference data, where most users share similar assessment criteria, each user’s personalized data is typically *limited* and *distinct* from others, making large-scale, user-specific training difficult. Second, personalized preferences are often *complex* and *diverse*, covering multiple dimensions such as art style, color, and art medium, which are more challenging than *clear* general human preferences (e.g. text-image alignment and aesthetics).

Current research on image preference assessment mainly falls into two categories: *CLIP-based* methods and *Multimodal Large Language Model (MLLM)-based* methods. *CLIP-based* methods (Wu et al., 2023b;a) typically fine-tune the CLIP model using large-scale text-image pairs with similarity to assess general preferences. However, they struggle with personalized preferences since the amount of personalized data is typically limited for large-scale training. Besides, simple similarity fails to capture complex individual preferences and lacks interpretability, as it outputs only a numerical score.

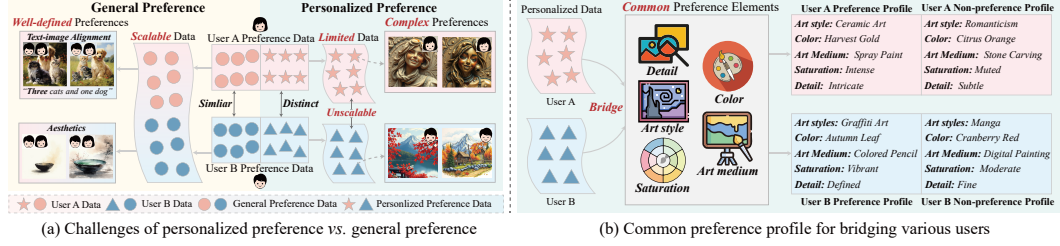


Figure 1: Illustration of challenges and motivation. (a) The general preference data is easily scalable since users share common assessment criteria, while personalized preference data for each user is typically limited and unscalable, as each user’s preferences are distinct. Besides, general preferences are often clear (e.g. text-image alignment and aesthetics), while personalized preferences are typically complex and diverse. (b) We propose a preference profile comprising multiple common visual elements, based on the observation that although each user’s personalized preferences are unique, the key visual elements that shape them are shared and can therefore serve as a bridge to connect users.

MLLM-based methods (Wang et al., 2025c; Xu et al., 2024) achieve interpretable preference assessment by fine-tuning the MLLM on large-scale visual question-answering (VQA) pairs. However, the scarcity of personalized images makes it difficult to obtain sufficient VQA pairs for large-scale training, which limits their effectiveness for personalized preference assessment. Overall, most existing methods are designed for general preferences and therefore struggle to handle personalized preference. Recently, an MLLM-based method named ViPer (Salehi et al., 2024) was proposed for personalized preference assessments. It directly feeds both personalized reference images and candidate images into an MLLM and fine-tunes the model using a supervised score regression strategy. Nevertheless, it only *implicitly* utilizes reference images to assist in evaluating the candidate images, failing to fully leverage the critical prior information they contain. Moreover, it lacks interpretable reasoning steps that explain how to produce its final score based on the individual reference images.

To address the above issues, we propose a reasoning-based personalized preference assessment system with preference profile prediction, named **PreferThinker**. Our key insight is to bridge various users by introducing a preference profile comprising multiple visual elements (e.g. color, art style), as shown in Fig 1(b). *Although each user’s personalized preferences are unique, the fundamental elements that form them are common and can serve as a bridge across users.* This profile offers three main advantages. First, the element-level profile allows us to characterize personalized preferences, which alleviates the challenge of complex individual tastes. Second, since these visual elements can be shared and learned across users, we can leverage large-scale user samples for training to effectively predict each user’s visual preference profile, thereby mitigating the issue of limited personalized data. Third, it provides a solid foundation for subsequent interpretable and multi-dimensional assessments.

Specifically, given a user’s personalized reference images (preferred and non-preferred) and two candidate images, where reference images may reflect multiple aspects of user’s tastes. PreferThinker follows a *predict-then-assess* CoT-style structure for personalized preference assessment. As shown in Fig. 2, the process consists of two stages: 1) Profile Prediction: PreferThinker first predicts the user’s visual preference and non-preference profiles comprising multiple visual elements based on the reference images. 2) Multi-dimensional and Interpretable Assessment: Using the predicted profile, PreferThinker provides interpretable scores for the candidate images across multiple dimensions and produces a final result based on the total score. This *predict-then-assess* framework not only enables accurate assessment, but also achieves interpretable scoring grounded in the user’s reference images.

To this end, we first construct a large-scale CoT-style personalized image preference assessment dataset, named **PreferImg-CoT**, which contains 60,000 user samples, annotated with preference profiles and high-quality CoT-style assessments, enabling explicit supervision of structured reasoning. Next, we adopt a two-stage training strategy: a cold-start supervised fine-tuning (SFT) phase to elicit the model structured reasoning, followed by reinforcement fine-tuning (RFT) based on Group Relative Policy Optimization (GRPO) to guide model toward exploring more reasonable assessments and enhancing generalization. Moreover, we find that accurate preference profile prediction facilitates exploring reasonable assessments, which motivated us to propose a similarity-aware prediction reward to better predict user’s preference profile. Overall, our main contributions are summarized as follows:

- We propose PreferThinker, a reasoning-based personalized image assessment system with preference profile prediction, which achieves accurate assessment along with interpretable and multi-dimensional scoring based on the predicted profile.

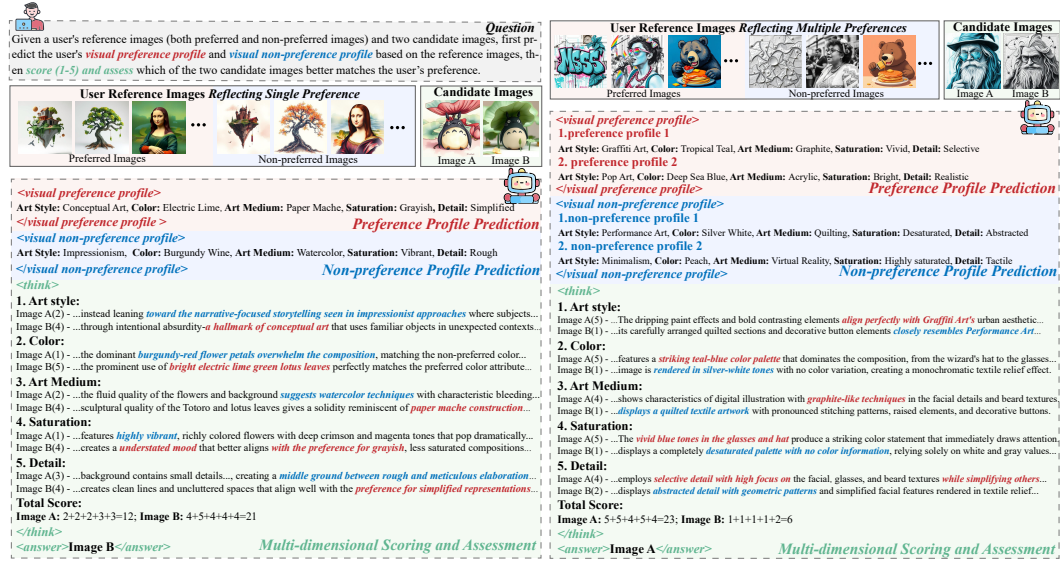


Figure 2: Examples of PreferThinker for personalized image preference assessment. In the **think** stage, **red text** denotes alignment with preference profiles, while **blue text** denotes alignment with non-preference profiles. See Appendix D for more complete reasoning examples.

- We construct PreferImg-CoT, the first CoT-style personalized assessment dataset, annotating with preference profile and CoT-style reasoning, facilitating the supervision of model interpretability.
- We adopt a training strategy comprising cold-start and GRPO-based RFT to enables the system to master the reasoning capability. Furthermore, we propose a similarity-aware prediction reward to better predict the user's preference profile, facilitating more reasonable assessments exploration.
- We compare PreferThinker with existing methods on the proposed and existing datasets. Extensive experiments confirm that PreferThinker outperforms SOTA methods. Moreover, the predicted preference profile of PreferThinker can also benefit personalized image generation.

2 RELATED WORK

Image Preference Assessment is crucial for both evaluating and aligning generative models with human preferences. While metrics such as FID (Heusel et al., 2017) and CLIP scores (Radford et al., 2021) assess image quality and text-image consistency, they are limited in capturing human preferences. To address this, most works (Kirstain et al., 2023; Liang et al., 2024; Li et al., 2024; Zhang et al., 2024; Ba et al., 2025; Chen et al., 2025a) employ large-scale preference data to fine-tune CLIP models for assessing general preferences. However, they lack interpretability, acting as black boxes that output only a score. Recently, MLLM-based methods (Zhou et al., 2025; Wang et al., 2025b; Mo et al., 2025a; Gambashidze et al., 2025) have emerged, benefiting from the powerful multimodal understanding of MLLMs. For example, (Xu et al., 2024) and (Wang et al., 2025b) fine-tune MLLMs using large-scale visual question-answering pairs to achieve interpretable assessments. Nevertheless, most existing methods focus on general preferences and struggle with personalized preferences due to the scarcity of personalized data and complexity of individual tastes. Though (Salehi et al., 2024) stands out by proposing a personalized assessment method, it naively feeds reference and candidate images into an MLLM for score regression, thus lacking interpretability. In this work, we propose a reasoning-based personalized assessment system that achieves both accurate assessments and interpretable scoring.

Image Preference Assessment Dataset is essential for training preference assessment models. (Xu et al., 2023) proposes ImageRewardDB, the first dataset for training models to assess general preferences (e.g. text-image alignment, aesthetics and safety), containing 137K candidate image pairs. Further, (Kirstain et al., 2023) and (Wu et al., 2023a) respectively developed PickaPic_v2 and HPD_v2, two large-scale and diverse datasets for learning human preferences. However, most existing public datasets focus on training models to capture general preferences, with limited consideration for personalized preferences. While (Salehi et al., 2024) curates a simulated personalized preference dataset, it remains unreleased. In this work, we construct a large-scale personalized assessment dataset annotated with diverse preference profiles and CoT-style reasoning to advance this field.

Reasoning-based Multimodal Large Language Models have achieved significant progress in multimodal reasoning abilities through CoT-based or RL-based fine-tuning. Deepseek-R1 (Guo et al., 2025a) employs the GRPO algorithm (Shao et al., 2024) with the rule-based reward to improve reasoning abilities of LLM without critic models. Inspired by this, several works have incorporated GRPO-based post-training into MLLMs to enhance the multimodal reasoning in various tasks, including visual perception (Jiang et al., 2025; Huang et al., 2025; Liu et al., 2025b; Zhang et al., 2025a; Yu et al., 2025; Liu et al., 2025a; You & Wu, 2025) and visual understanding (Chen et al., 2025b; Pan et al., 2025; Ni et al., 2025), math problem solving (Guo et al., 2025b; Zhang et al., 2025b; Li et al., 2025b), and visual quality assessment (Wu et al., 2025; Li et al., 2025a; Cai et al., 2025). Closest to ours, (Wang et al., 2025b) explores reasoning-based image preference assessment through RL-based post-training. However, this method focuses on assessing general preferences. Distinctly, PreferThinker is the first reasoning-based personalized assessment system. Inspired by Deepseek-R1, we adopt a two-stage training strategy comprising cold-start SFT and GRPO-based RFT to enable the system to master the reasoning capability. Furthermore, we propose a similarity-aware prediction reward to better predict user’s preference profile, facilitating more reasonable evaluations exploration.

3 REASONING-BASED PERSONALIZED IMAGE PREFERENCE ASSESSMENT

In this work, we propose PreferThinker, a reasoning-based assessment system with preference profile prediction. Given a few individual reference images (both preferred and non-preferred) and two candidate images, PreferThinker assesses the candidate images following a *predict-then-assess* CoT-style structure. As shown in Fig. 2, it first predicts the user’s visual preference and non-preference profiles based on the reference images. Next, it utilizes the predicted profiles as criteria to score the candidate images across multiple dimensions in an interpretable manner and produces a final result based on the total score. By leveraging this *predict-then-assess* paradigm, PreferThinker not only achieves accurate assessment but also providing interpretable scoring based on the predicted profiles.

Specifically, we first introduce a preference profile composed of multiple common visual elements to bridge various users (Section 3.1). Next, we construct a large-scale CoT-style dataset annotated with preference profiles and high-quality reasoning to provide reasoning supervision (Section 3.2). We then employ a two-stage training strategy comprising cold-start SFT and RL-based post-training to enable the system to master the reasoning capability (Section 3.3). Moreover, we discover that more accurate profile prediction facilitates exploring more reasonable assessments, which motivates us to propose a similarity-aware prediction reward to better predict preference profile (Section 3.4).

3.1 VISUAL PREFERENCE PROFILE

Most existing methods mainly rely on large-scale, easily scalable general preference data to train models for general preference assessment. However, they struggle to handle personalized preference due to the limited personalized data for each user and user heterogeneity. To address this issue, we propose a preference profile comprising multiple common visual elements to bridge various users. We argue that *although each user’s personalized preferences are unique, the key visual elements that shape these preferences are shared and can serve as a intermediate bridge to connect various users.*

To formalize a user’s complex personalized visual preferences, we identify 15 visual elements that most frequently appear in Lexica’s¹ text prompts and strongly influence user preference toward personalized image generation. We then conduct a user study with 100 participants, asking each to select the five most important visual elements as visual preference profile. The result (See Fig S1 in the Appendix) reveals that *art style*, *color*, *detail*, *art medium* and *saturation* are voted as the most representative visual elements for characterizing personalized preferences. To ensure preference profile diversity, we collect a rich vocabulary of related terms for each visual element, totaling 288 words (See Fig. S2 in the Appendix), laying a solid foundation for constructing a large-scale and diverse dataset for personalized image preference assessment.

3.2 LARGE-SCALE CoT-STYLE PERSONALIZED PREFERENCE ASSESSMENT DATASET

To enable the model to master CoT-style reasoning capabilities, we construct a large-scale CoT-style dataset that provides high-quality reasoning supervision. Since most existing public datasets focus on *general* preference assessment, we first construct a new dataset called PreferImg, dedicated to

¹<https://lexica.art/>

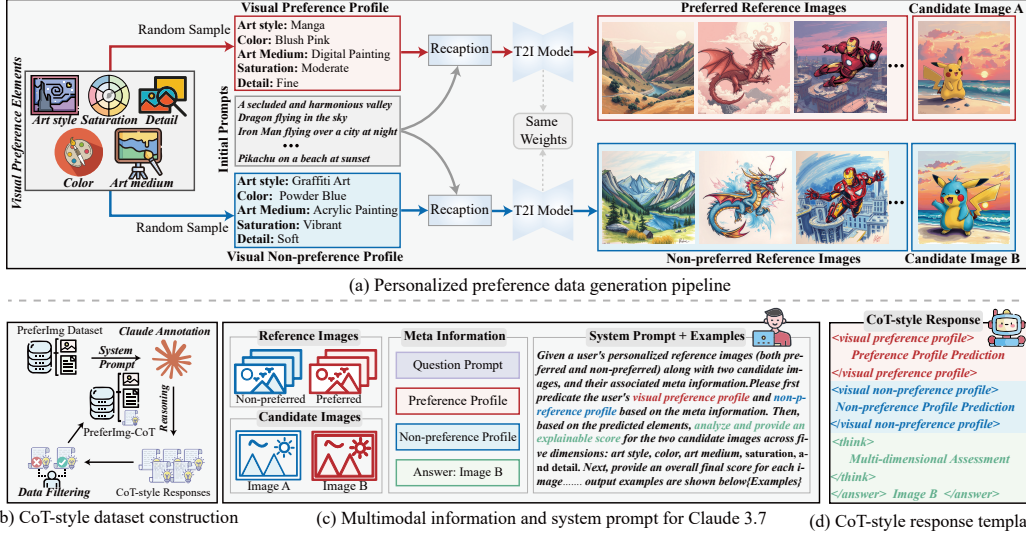


Figure 3: Illustration of the proposed dataset PreferImg-CoT. (a) Personalized preference data generation pipeline. (b) Overview of CoT-style dataset construction: Claude annotation and data filtering. (c) Prompt design for Claude 3.7 to generate CoT-style response. (d) CoT-style response template, including preference profiles prediction, multi-dimensional assessment and answer.

personalized image preference assessment, annotated with diverse visual preference profiles. We then employ the advanced Claude 3.7 model (Anthropic, 2024) to generate high-quality CoT-style annotations on the proposed PreferImg, ultimately producing our CoT-style dataset, PreferImg-CoT.

Personalized Preference Assessment Data Generation. Due to the difficulty in acquiring personalized preference data with annotated preference profiles, such datasets are currently unavailable. To fill this gap, inspired by (Mo et al., 2025b), we construct a large-scale personalized assessment dataset containing 80K simulated users, each with a distinct preference profile. The data generation pipeline is shown in the Fig. 3(a). Specifically, we first randomly sample five visual preference elements to assign visual preference and non-preference profiles to each user. To account for the fact that real users may have multiple personalized preferences, several preference profiles are assigned to a subset of users. Then, we combine these profiles with initial prompts and feed into a text-to-image model to generate each user’s reference images (preferred and non-preferred) and two candidate images. To further guarantee content diversity, we follow the PrefGen (Mo et al., 2025b) to select 190 K prompts from Lexica, DiffusionDB (Wang et al., 2022), and COCO (Lin et al., 2014) as initial prompts. Ultimately, we establish a dataset annotated with preference profiles, comprising 80 K users, 20K of whom are associated with multiple preference profiles, along with 1.36 million images, laying a solid foundation for subsequent CoT-style dataset construction.

CoT-style Dataset Construction. To construct a high-quality CoT-style dataset, we design a two-stage construction process: Claude annotation and data filtering, as shown in Fig. 3(b). First, we employ Claude 3.7 with prompting to generate CoT style responses. Figure 3(c) shows that the prompt contains four key components: (1) user reference images (both preferred and non-preferred), (2) two candidate images, (3) meta-information including the question prompt, visual preferences and non-preferences, and the correct answer, and (4) system prompt along with correct response examples. Based on this prompt, Claude 3.7 follows a *predict-then-assess* structure. It first predicts the user’s visual preference profile from the reference images, which serves as a criterion for assessment. It then generates a CoT-style analysis that includes multi-dimensional, interpretable scoring and assessments for the candidate images, and finally outputs the final result. The response template is shown in Fig. 3(d). To ensure annotation quality, we further filter out any illogical or incorrect CoT-style responses, such as those with inconsistent reasoning or a mismatch between the prediction and ground-truth. Finally, we curate PreferImg-CoT, a large-scale CoT-style dataset with 60,000 user samples based on the proposed PreferImg dataset, which serves as the foundation for our subsequent cold-start SFT.

3.3 TRAINING STRATEGY

We employ a two-stage training strategy to elicit and incentivize the model’s structured reasoning capabilities. First, we conduct a cold-start supervised fine-tuning (SFT) phase to teach the model how

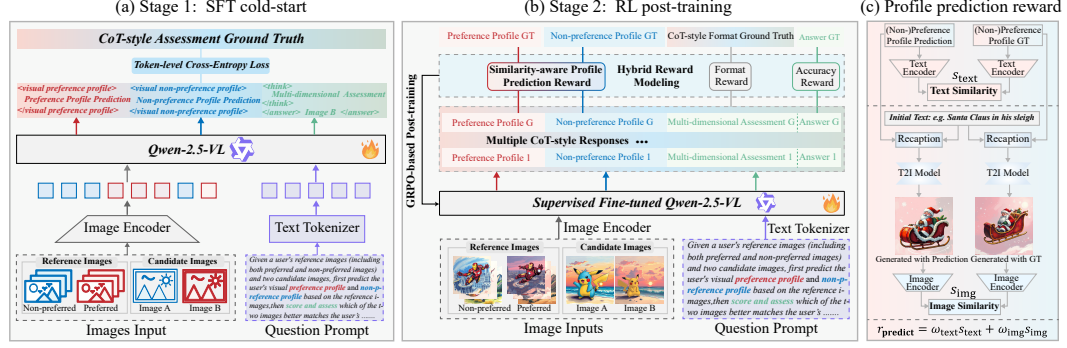


Figure 4: Illustration of training strategy and proposed prediction reward: (a) Cold-start SFT to teach structured reasoning; (b) RL-based post-training to explore more reasonable assessments and enhance model generalization. (c) Similarity-aware prediction reward for better preference profile prediction.

to perform structured reasoning. Then, we employ reinforcement learning (RL)-based post-training to encourage the model to explore more reasonable assessment paths and enhance its generalization.

Stage 1: Supervised Fine-tuning for Cold-start Initialization. We utilize Qwen2.5-VL-7B (Bai et al., 2025) as the baseline model and conduct a SFT with the proposed CoT-style dataset PreferImg-CoT, as shown in Fig. 4(a). During the cold-start phase, the model learns to first predict the user’s preference profiles based on reference images and then leverages the predicted profiles as criteria to produce interpretable, multi-dimensional scores and assessments for candidate images. We train the model using a standard autoregressive language modeling objective and apply a token-level cross-entropy loss to provide strong supervision throughout the generation process:

$$\mathcal{L}_{\text{SFT}}(\theta) := -\mathbb{E}_{(x,y) \sim \mathcal{D}_{\text{CoT}}} \sum_{t=1}^T \log P(y_t | x, y_{<t}; \theta), \quad (1)$$

where $\mathcal{D}_{\text{CoT}}$ is our PreferImg-CoT, and (x, y) is the input query and CoT-style target response.

Stage 2: GRPO-based Reinforcement Learning for Post-training. Although cold-start endows the model with structured reasoning capabilities, its supervised training paradigm limits the exploration of diverse reasoning paths and restricts generalizability. To explore more reasonable assessments and enhance generalizability, we employ the Group Relative Policy Optimization (GRPO)-based reinforcement learning for exploration-driven post-training, as shown in Fig. 4(b). Unlike traditional policy optimization methods (Schulman et al., 2017), GRPO efficiently generates diverse reasoning responses by optimizing policy gradients on a sample group without requiring a critic model.

Group Relative Policy Optimization. The MLLM generates a group of G CoT-style outputs $\{o_1, o_2, \dots, o_G\}$ for each input query x from current policy π_θ . Each output contains preference profiles prediction, multi-dimensional assessment and a final answer. For each o_i , we compute a scalar reward r_i , and normalize these rewards to estimate its group-relative advantage A_i :

$$A_i = \frac{r_i - \max(\{r_1, r_2, \dots, r_G\})}{\text{std}(\{r_1, r_2, \dots, r_G\})} \quad (2)$$

Then, the GRPO training objective is as follows:

$$\mathcal{J}_{\text{GRPO}}(\theta) = \mathbb{E}_{x \sim P(X), \{o_i\}_{i=1}^G \sim \pi_{\theta_{\text{old}}}(O|x)} \left[\frac{1}{G} \sum_{i=1}^G \min \left(\frac{\pi_\theta(o_i | x)}{\pi_{\theta_{\text{old}}}(o_i | x)} A_i, \right. \right. \\ \left. \left. \text{clip} \left(\frac{\pi_\theta(o_i | x)}{\pi_{\theta_{\text{old}}}(o_i | x)}, 1 - \varepsilon, 1 + \varepsilon \right) A_i \right) - \beta \mathbb{D}_{KL}(\pi_\theta \| \pi_{\text{SFT}}) \right] \quad (3)$$

where ε and β are hyperparameters, and π_{SFT} , π_θ , and $\pi_{\theta_{\text{old}}}$ are the model after cold-start SFT, the optimized model and the old policy model. The KL divergence term $\mathbb{D}_{KL}(\pi_\theta \| \pi_{\text{SFT}})$ promotes controlled policy updates, balancing exploration and stability throughout training.

3.4 SIMILARITY-AWARE PREFERENCE PROFILE PREDICTION REWARD

We find that accurate profile prediction facilitates the exploration of reasonable assessments, motivating us to propose a prediction reward to improve the accuracy of profile predictions. Figure 5



(a) Unreasonable assessment result without prediction reward (b) Reasonable assessment result with prediction reward

Figure 5: Effectiveness of the proposed prediction reward (PR). (a) The model without PR predicts profiles differed from GT, leading to unreasonable assessments and an incorrect answer. (b) The model with PR predicts the profiles closer to GT and provide more reasonable assessments with correct answer.

illustrates a comparison of personalized assessment cases with and without the prediction reward. The results show that without the reward, the predicted profiles differ from the ground-truth (GT), leading to unreasonable assessments and an incorrect answer. Conversely, the model with the reward predicts the profiles closer to GT and provide more reasonable assessments with a correct answer.

Similarity-aware Prediction Reward Design. To incentivize the model to predict the user’s preference profile more accurately, we propose a *text-image* similarity-aware prediction reward in Fig. 4(c). Given a user’s personalized reference images, PreferThinker first predicts the user’s visual preference profile $\hat{V}_+$ and non-preference profile $\hat{V}_-$. First, we measure the prediction accuracy via computing the *text* semantic similarity s_{text} between the predicted and ground-truth profiles:

$$s_{\text{text}} = \text{Sim}_{\text{text}}(\hat{V}_+, V_+) + \text{Sim}_{\text{text}}(\hat{V}_-, V_-), \quad (4)$$

where Sim_{text} measures the similarity between two texts, V_+ and V_- are ground-truth preference and non-preference profiles. We use SBERT (Reimers & Gurevych, 2019) to compute the text similarity.

Second, considering that image and text are the two sides of the same coin and should be tightly coupled. Therefore, we also measure the prediction accuracy via computing the *image* similarity s_{img} between the generated images based on the predicted and ground-truth visual preference profiles. Specifically, given an initial text T_{initial} , we recap it by incorporating the predicted and ground-truth visual preference profiles, and then generate images using T2I model (Labs, 2024):

$$\begin{aligned} \hat{I}_+ &= T2I(R(T_{\text{initial}}, \hat{V}_+)), & I_+ &= T2I(R(T_{\text{initial}}, V_+)), \\ \hat{I}_- &= T2I(R(T_{\text{initial}}, \hat{V}_-)), & I_- &= T2I(R(T_{\text{initial}}, V_-)), \end{aligned} \quad (5)$$

where $T2I$ is the text-to-image model, R denotes the recaption process. Then, we compute the image similarity between the images generated with predictions and ground-truth:

$$s_{\text{img}} = \text{Sim}_{\text{img}}(\hat{I}_+, I_+) + \text{Sim}_{\text{img}}(\hat{I}_-, I_-), \quad (6)$$

where Sim_{img} measures the similarity between two images. We use DreamSim (Fu et al., 2023) to compute the image similarity. Finally, the profile prediction reward function is a weighted combination of two similarity measures, designed to balance their contributions:

$$r_{\text{predict}} = w_{\text{img}} s_{\text{img}} + w_{\text{text}} s_{\text{text}}, \quad (7)$$

where w_{img} and w_{text} are hyperparameters that balance the contribution of each similarity.

Hybrid Reward Modeling. Apart from considering the prediction reward r_{predict} , we utilize a format correct reward r_{format} and an assessment accuracy reward r_{accuracy} to encourage the model to produce the correct response format and assessment results:



Figure 6: Personalized image generation with the predicated preference profile.

- **Format Correctness Reward (r_{format}).** The format reward r_{format} is awarded 1 when the response follows the required structure: 1) the predicted preference and non-preference profiles are enclosed within the `<visual preference profile>` and `<visual non-preference profile>` tags, respectively, 2) the multi-dimensional assessment is placed in the `<think>` tags, 3) the final result is contained in the `<answer>` tags; otherwise, the r_{format} is set to 0.
- **Assessment Accuracy Reward (r_{accuracy}).** Given the ground truth of Assessment result E and the produced assessment result $\hat{E}$. The reward r_{accuracy} is set to 1 when $\hat{E} = E$, and 0 otherwise.

Furthermore, during the RL-based post-training, we utilize a weighted combination to balance these reward functions. The total reward r for a response is weighted sum of the three rewards:

$$r = w_p r_{\text{predict}} + w_f r_{\text{format}} + w_a r_{\text{accuracy}} \quad (8)$$

where w_p , w_f and w_a are hyperparameters that balance the contribution of each reward.

4 EXPERIMENTAL RESULTS

4.1 EXPERIMENTAL SETTINGS

Datasets. We conduct experiments on the proposed PreferImg and real user dataset PickaPic (Kirstain et al., 2023). Based on the PreferImg, we construct a benchmark of 1,500 users, categorizing them into single-preference (SP) and multi-preference (MP) groups based on whether reference images reflect singular or multiple preferences. To evaluate generalization, we further divide the benchmark into seen and unseen subsets based on whether users’ profiles are included in the training data. Since no real-user dataset exists for personalized preference assessment, we process PickaPic, originally collected from real user interactions for *general preference assessment*, by grouping samples by user IDs, resulting in a user-specific benchmark with 894 user samples. *Note that although the samples are grouped by users, the assessment labels still reflect general preferences, unlike PreferImg, which targets personalized preferences.*

Table 1: Quantitative comparison of assessment accuracy with existing methods on the proposed PreferImg and real user dataset PickaPic. SP denotes that the user’s reference image reflects single preference, while MP is multiple preferences. † denotes the dataset’s labels are for *general preference assessment*. * denotes the methods that support reference images as input for in-context learning. The **best** and **second-best** performances are highlighted.

Method	#Param	Seen		Unseen		PickaPic†	Avg
		PreferImg (SP)	PreferImg (MP)	PreferImg (SP)	PreferImg (MP)		
CLIP-based Models							
PickScore [NIPS2023]	986M	49.6	48.4	51.2	56.4	67.9	54.7
ImageReward [NIPS2023]	478M	52.2	51.2	49.0	57.2	60.7	54.1
HPSv2 [ICCV2023]	2B	51.4	50.0	50.8	57.6	63.3	54.6
CLIPScore [ICML2023]	428M	50.2	54.0	52.6	52.0	58.0	53.4
Aesthetics [arXiv2021]	304M	50.6	48.0	48.6	50.8	48.6	49.3
CycleReward [ICCV2025]	477M	48.0	50.8	50.0	56.0	62.6	53.5
MLLM-based Models							
UnifiedReward [arXiv2025]	7B	49.0	46.0	50.6	57.2	61.7	52.9
UnifiedReward-Think [NIPS2025]	7B	48.6	47.2	48.0	52.8	60.5	51.4
LLaVA-Reward [ICCV2025]	8.2B	53.2	51.6	52.4	58.4	62.2	55.6
ViPer* [ECCV2024]	8B	92.4	78.0	93.4	80.0	62.2	81.2
Open-Source MLLMs							
Qwen2.5-VL-7B (Base)*	7B	75.4	62.0	72.0	64.8	58.0	66.4
InternVL-3.5-8B*	8B	80.0	64.0	80.6	65.6	56.0	69.2
GLM-4.1V-9B-Thinking*	9B	86.8	73.2	86.8	72.0	62.8	76.3
Closed-Source MLLMs							
Claude 3.7*	-	93.8	83.2	90.2	86.0	64.9	83.6
OpenAI-GPT-4o*	-	94.2	80.4	92.2	85.2	65.7	83.5
Doubao-1.5-vision-pro-32k*	-	92.2	78.4	90.0	76.4	63.8	80.2
Gemini-2.5-flash*	-	85.2	61.6	83.6	67.2	61.1	71.7
Ours							
PreferThinker* [This paper]	7B	96.6	92.0	96.4	92.8	65.7	88.7
vs. prev. SoTA	-	+2.4	+8.8	+3.0	+6.8	-2.2	+5.1
vs. Base Model	-	+21.2	+30.0	+24.4	+28.0	+7.7	+22.3

Implementation Details. PreferThinker is initialized from Qwen2.5-VL-7B and trained on a cluster of 8 NVIDIA A100 GPUs. We utilize the LLaMA-Factory (Zheng et al., 2024) for cold-start SFT, and train for only one epoch to prevent overfitting. After the SFT, we utilize the VLM-R1 framework (Shen et al., 2025) for RL-based post-training. We set a learning rate of 1e-5 with 6 rollout samples per input. The reward weights w_p , w_f and w_a are set to 0.7, 0.3 and 1.0. See Appendix A for details.

Baselines. We compare PreferThinker with (1) CLIP-based models: PickScore (Kirstain et al., 2023), ImageReward (Xu et al., 2023), HPSv2 (Wu et al., 2023a), CLIPScore (Radford et al., 2021), Aesthetics (Schuhmann et al., 2021), CycleReward (Bahng et al., 2025); (2) MLLM-based methods: UnifiedReward (Wang et al., 2025c) UnifiedReward-Think (Wang et al., 2025b), LLaVA-Reward

Table 2: Ablation study of PreferThinker. *Ass.*: Assessment accuracy. *Pred.*: Profile prediction accuracy.

Base SFT RL PR	Seen-SP		Unseen-SP		Seen-MP		Unseen-MP	
	<i>Ass.</i>	<i>Pred.</i>	<i>Ass.</i>	<i>Pred.</i>	<i>Ass.</i>	<i>Pred.</i>	<i>Ass.</i>	<i>Pred.</i>
✓	75.4	70.4	72.0	70.88	62.0	71.1	64.8	71.1
✓ ✓	92.0	84.2	91.8	85.3	81.2	73.9	81.6	74.2
✓ ✓ ✓	89.6	79.6	91.0	80.3	78.4	76.9	77.2	73.5
✓ ✓ ✓ ✓	94.9	84.1	95.2	85.2	90.4	72.5	89.2	74.1
✓ ✓ ✓ ✓ ✓	96.6	85.4	96.4	86.2	92.0	78.6	92.8	80.7

Table 3: Performance and speed of PreferThinker without *explicit* CoT.

Method	<i>Accuracy</i> ↑		<i>Speed</i> ↓
	PreferImg	PickaPic	
ViPer	86.0	62.2	2.19 s
OpenAI-GPT-4o	88.0	65.7	12.92 s
Claude 3.7	88.3	64.9	18.22 s
Doubao-1.5-vision	84.3	63.8	5.39 s
Ours (w/o CoT)	93.2	65.2	0.80 s

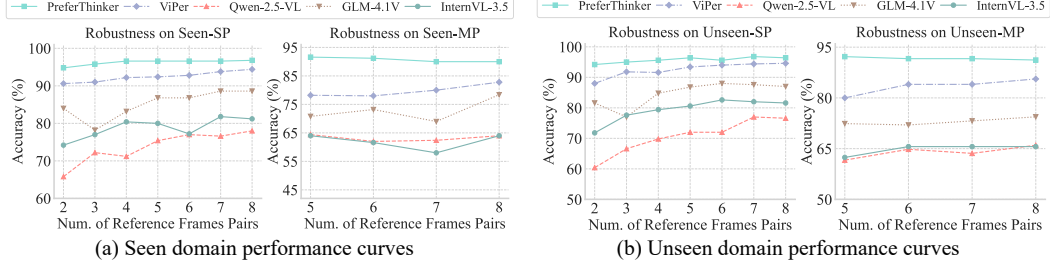


Figure 7: Robustness to number of personalized reference images on PreferImg.

(Zhou et al., 2025), and ViPer (Salehi et al., 2024); (3) Open-source MLLMs: Qwen2.5-VL-7B (Bai et al., 2025), InternVL-3.5 (Wang et al., 2025a), GLM-4.1V-9B (Hong et al., 2025); (4) Closed-source MLLMs: Claude 3.7, GPT-4o, Doubao-1.5-vision, and Gemini-2.5. For a fair comparison, we categorize the methods based on whether support reference images as input for in-context learning.

4.2 COMPARISON RESULTS

Comparison on Seen User Data. In Table 1, we compare PreferThinker with existing methods on the seen user data of PreferImg. It is observed that CLIP-based and most MLLM-based methods perform poorly, since they lack modeling for personalized preferences. Though ViPer achieves relatively good results on the SP data, its accuracy decreases when handling the MP data, and it lacks interpretability as it only outputs a numerical score. Further comparisons with the open-MLLMs reveal that directly utilizing middle-sized models struggle with personalized preference assessment. In contrast, closed-source models achieve comparable performance, thanks to their powerful prior knowledge. Overall, PreferThinker achieves the highest accuracy and provides interpretable assessments and scores.

Comparison on Unseen User Data. To validate generalization, we compare performance on unseen users in Table 1. PreferThinker maintains the highest accuracy on PreferImg, revealing strong generalization. However, nearly all methods perform poorly on the real user benchmark, PickaPic, due to its complexity. Though we group PickaPic by user ID and assign user-specific reference images, the labels still reflect general preferences. Thus, methods designed for general preferences perform better on PickaPic. PickScore achieves the best performance since PickaPic serves as a seen dataset for it, while our method ranks second on unseen PickaPic data, further confirming its generalizability. Please refer to Appendix D.3 for CoT-style assessment visualization of real users.

4.3 ABLATION STUDY AND DISCUSSION

Effectiveness of Cold-start SFT and RL Post-training. Table 2 demonstrates the critical roles of both cold SFT and RL training phase. Removing either phase leads to a notable degradation in model performance, confirming their importance for accurate preference assessment. Moreover, the use of RL after SFT significantly improves the model’s performance on unseen user data, particularly for multi-preference (MP) users, revealing its effectiveness in enhancing model generalization.

How dose the Prediction Reward (PR) Facilitate Reasonable Assessment? We further study the importance of the proposed prediction reward. Table 2 shows that adding the prediction reward effectively improves the preference profile prediction accuracy. Besides, Figure 5 shows that incorporating the prediction reward enables accurate profile prediction, which facilitates more reasonable assessment and correct answer, further demonstrating the effectiveness of the prediction reward.

Personalized Generation with Predicted Preference Profile. We further discuss how to utilize the predicated profile to generate personalized images in Fig. 6. We first predict a user’s preference profile based on reference images. Then, we optimize the initial texts based on the predicated profile

to generate personalized images. The results show that the generated images align well with reference images, affirming the potential of the PreferThinker for facilitating personalized image generation.

Performance and Speed of PreferThinker without Explicit CoT. We study whether PreferThinker can implicitly use reasoning capabilities for direct preference assessment. Table 3 shows that it still outperforms SOTA methods on PreferImg and achieves comparable accuracy on PickaPic even without explicit CoT, while delivering the fastest inference speed, further demonstrating its superiority.

Robustness to Number of Reference Images. To evaluate the robustness of PreferThinker, we use different number of reference images as user’s prior information. Figure 7 shows that PreferThinker outperforms other baselines across different numbers of reference images on both seen and unseen data, revealing its robustness in leveraging limited information for personalized preference assessment.

5 CONCLUSION

We introduce PreferThinker, the first reasoning-based personalized image preference assessment system with preference profile prediction. We propose a preference profile to bridge various uses, allowing large-scale user data to be leveraged for training profile prediction and capturing complex personalized preferences. We construct PreferImg-CoT, a CoT-style dataset annotated with preference profiles and high-quality reasoning for interpretability supervision. We adopt a two-stage training strategy comparing Cold-start SFT and reinforcement learning to empower the model with reasoning capabilities. We propose a similarity-aware prediction reward to improve profile prediction, facilitating reasonable assessments. Extensive experiments verify the superiority of PreferThinker.

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APPENDIX

For a better understanding of the main paper, we provide additional details in this supplementary material, which is organized as follows:

(Section A) We provide more details about the experimental settings.

- We provide more statistics details of the PreferImg test benchmark in Sec. [A.1](#).
- We provide more training details for the SFT cold-start in Sec. [A.2](#).
- We provide more training details for the reinforcement learning post-training in Sec. [A.3](#).

(Section B) We provide more details about the constructed dataset PreferImg.

- We provide more details of visual elements comprising the preference profile in Sec. [B.1](#).
- We show several examples of the proposed PreferImg in Sec. [B.2](#).

(Section C) We provide additional details about our designed prompt templates.

- We provide prompt templates for generating CoT-style cold-start data with Claude 3.7 in Sec. [C.1](#).

Table S1: PreferImg test benchmark data categories and statistics

Data Categories		Number
In-Domain	Singe-preference	500
	Multi-preferences	250
Out-of-Domain	Singe-preference	500
	Multi-preferences	250
Total		1500

- We provide prompt templates using during SFT cold-start and RL post-training phase in Sec. C.2.

(Section D) We present more visualization results of personalized image preference assessment on the proposed dataset PreferImg and real user dataset PickaPic.

- We show more visualization results on the PreferImg where users’s reference images reflect single preference in Sec. D.1.
- We show more visualization results on the PreferImg dataset where users’s reference images reflect multiple preferences in Sec. D.2.
- We show more visualization results on PickaPic to demonstrate our method’s generalizability to real-world users in Sec. D.3.

(Section E) We conduct further discussions on the effectiveness and performance of proposed PreferThinker, along with limitation and future work.

- We investigate the effectiveness of the cold-start SFT in Sec. E.1.
- We discuss the transferability of the PreferThinker towards assessment and scoring of single image in Sec. E.2.
- We study the effectiveness of PreferThinker to facilitate personalized image generalization in Sec. E.3.
- We discuss the limitation of PreferThinker and the future work in Sec. E.4.

(Section F) We describe how we utilize LLMs to assist our work. (Use of LLMs)

A EXPERIMENTAL SETTINGS

A.1 PREFERIMG TEST BENCHMARK.

To comprehensively evaluate the performance of personalized image preference assessment, we construct a test benchmark comprising 1500 user samples based on the proposed PreferImg dataset. We categorize the samples into single-preference (SP) and multi-preference (MP) groups based on whether reference images reflect singular or multiple preferences. To evaluate the generalization of PreferThinker, we further divide the benchmark into in-domain (ID) and out-of-domain (OD) subsets based on whether users’ profiles are included in the training data. The detailed statistics of the benchmark are provided in Table S1.

A.2 TRAINING DETAILS OF SFT COLD-START PHASE.

We utilize Qwen2.5-VL-7B Instruct model as our base model and perform supervised fine-tuning using LLaMA-Factory (Zheng et al., 2024). We train the model on the proposed CoT-style cold-start dataset PreferImg-CoT for one epoch. The dataset includes 50,000 user samples with a single preference and 10,000 user samples with multiple preferences. we freeze the parameters of the vision tower and the multi-modal projector, and fine-tune the LLM. We employ DeepSpeed Zero-3 optimization strategy to handle the memory requirements of large models. The training settings of SFT are detailed in the Table S2.

Table S2: Training settings for cold-start SFT stage.

batch size	1	maximum gradient norm	1	precision	bf16
gradient accumulation	2	learning rate scheduler	cosine	epochs	1
learning rate	1e-6	max length	32768	times	21.1h
optimizer	AdamW	deepspeed	zero2	GPU	8x A800
warm up ratio	0.1	weight decay	0.0	trainable module	LLM

Table S3: Training settings for GRPO-based RL training stage.

batch size per device	2	num of rollout	6	precision	bf16
gradient accumulation	2	β	0.04	epochs	0.5
learning rate	1e-6	temperature	0.9	times	73h
optimizer	AdamW	deepspeed	zero3	GPU	6x A100
warm up ratio	0.03	weight decay	0.01	trainable module	LLM

A.3 TRAINING DETAILS OF REINFORCEMENT LEARNING POST-TRAINING PHASE.

Following the cold-start SFT, we employ GRPO-based reinforcement learning for post-training. We utilize the VLM-R1 framework for this phase. For GRPO training, we use 10,000 user samples with single preference and another 10,000 user samples with multiple preferences. The number of reference frames pairs (preferred and non-preferred images) used in training is 5. The training data of the phase does not include CoT-style reasoning, since we aim to incentivize the model to explore more reasonable assessment paths. The training settings of RL are detailed in the Table S3

B DATASET DETAILS

B.1 VISUAL PREFERENCE ELEMENTS OF PREFERENCE PROFILE.

To formalize a user’s complex personalized visual preferences, we identify 15 visual elements that most frequently appear in Lexica’s ² text prompts and strongly influence user preference toward personalized image generation. We then conduct a user study with 100 participants, asking each to select the five most important visual elements as visual preference profile. The result in Fig S1(a) reveals that *art style*, *color*, *detail*, *art medium* and *saturation* are voted as the most representative visual elements for characterizing personalized preferences. To ensure preference profile diversity, we collect a rich vocabulary of related terms for each visual element, as shown in Fig. S1(b), laying a solid foundation for constructing a large-scale and diverse dataset for personalized image preference assessment.

To ensure the diversity of personalized visual preference profiles, we collect an extensive set of vocabulary related to five key visual elements, as illustrated in Fig. S2. Leveraging this lexicon, we construct a large-scale and rich set of visual preference profiles, laying a robust foundation for constructing the dataset PreferImg and CoT-style dataset PreferImg-CoT.

B.2 EXAMPLES OF THE PROPOSED DATASET PREFERIMG.

We visualize several user examples of the proposed dataset PreferImg in Fig. S3 and Fig. S4. Figure. S3 shows examples where users’ reference images reflect single preference, while Fig. S4 presents examples where users’ reference images reflect multiple preferences. It is observed that our dataset encompasses a wide variety of image content and diverse visual preference profiles.

²<https://lexica.art/>

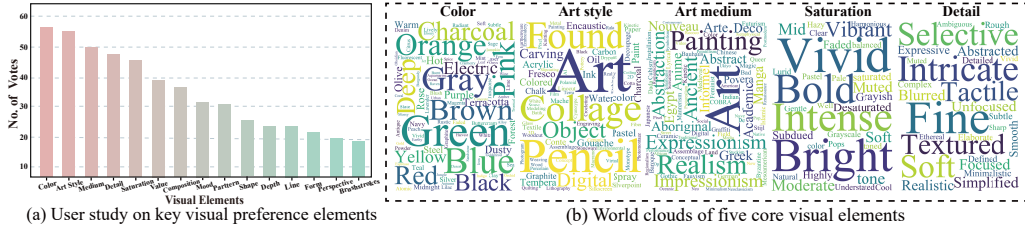


Figure S1: Key visual elements of preference profile. (a) User study result reveals that color, art style, art medium, saturation, and detail are voted five key elements representing the visual preference profile. (b) World clouds show that each element has a rich vocabulary associated with it.

Vocabulary Related to Art Style									
1. Aboriginal Art	2. Abstract Expressionism	3. Academic Art	4. Ancient Greek Art	5. Anime, Manga Art	6. Art Deco	7. Art Informel	8. Art Nouveau	9. Art of Ancient Egypt	10. Arte Povera
11. Assemblage	12. Bad Painting	13. Baroque Art	14. Bauhaus art	15. Byzantine Art	16. COBRA art	17. Ceramic Art	18. Chinese Art	19. Color Field Painting	20. Conceptual Art
21. Constructivism	22. Contemporary Abstraction	23. Cubism	24. Dada	25. De Stijl	26. Digital Art	27. Expressionism	28. Fauvism	29. Feminist Art	30. Futurism
31. Generative Art	32. German Expressionism	33. Gothic Art	34. Graffiti Art	35. Hyperrealism	36. Impressionism	37. Indian Art	38. Installation Art	39. Islamic Art	40. Japanese Art
41. Kinetic Art	42. Land Art	43. Lyrical Abstraction	44. Magic Realism	45. Mannerism	46. Medieval Art	47. Mesoamerican Art	48. Metaphysical Painting	49. Minimalism	50. Naïve Art
51. Native American Art	52. Naturalism	53. Neo-Impressionism	54. Neoclassicism	55. New Media Art	56. Oceanic Art	57. Op Art	58. Performance Art	59. Photorealism	60. Pixel Art
61. Pointillism	62. Pop Art	63. Post-Impressionism	64. Postmodern Art	65. Queer Art	66. Realism	67. Regionalism Art	68. Renaissance Art	69. Rococo Art	70. Romanticism
71. Situationist Art	72. Social Realism	73. Street Art	74. Stuckism	75. Surrealism	76. Symbolism	77. Tonalism	78. Traditional African Art	79. Ukiyo-e	80. Video Art
81. Vaporwave Aesthetics									

Vocabulary Related to Color									
1. Electric Blue	2. Radiant Red	3. Citrus Orange	4. Lively Yellow	5. Vivid Purple	6. Hot Pink	7. Soft Sage	8. Faded Denim	9. Subtle Gray	10. Antique Lavender
11. Dusty Rose	12. Powder Blue	13. Mint Green	14. Blush Pink	15. Lilac	16. Peach	17. Buttercream	18. Olive Green	19. Terracotta	20. Warm Brown
21. Deep Forest Green	22. Rustic Red	23. Clay Gray	24. Electric Lime	25. Pink	26. Fluorescent Orange	27. Laser Blue	28. Atomic Green	29. Hot Magenta	30. Charcoal Gray
31. Slate Blue	32. Steel Gray	33. Midnight Black	34. Silver White	35. Graphite	36. Deep Sea Blue	37. Turquoise	38. Teal	39. Aquamarine	40. Navy
41. Ocean Green	42. Burnt Orange	43. Harvest Gold	44. Olive Brown	45. Pumpkin Spice	46. Cranberry Red	47. Autumn Leaf	48. Sandstone	49. Coral Pink	50. Dusty Orange
51. Warm Terracotta	52. Desert Rose	53. Goldenrod	54. Jungle Green	55. Fern Green	56. Mossy Brown	57. Orchid Purple	58. Tropical Teal	59. Earthy Amber	60. Concrete Gray
61. Steel Blue	62. Urban Green	63. Iron Black	64. Yellow	65. Alloy Silver	66. Deep Indigo	67. Charcoal Black	68. Midnight Navy	69. Espresso Brown	70. Burgundy Wine
71. Forest Green	72. Jet	73. Obsidian	74. Onyx	75. Raven	76. Ebony	77. Charcoal	78. Crimson	79. Ivory	80. Emerald Green
81. Royal Blue	82. Bronze	83. Maroon	84. Silver	85. Gold					

Vocabulary Related to Art Medium									
1. Oil	2. Acrylic	3. Watercolor	4. Ink	5. Encaustic	6. Gouache	7. Tempera	8. Spray Paint	9. Fresco	10. Charcoal
11. Chalk	15. Conte	16. Carbon Pencil	17. Silverpoint	18. Collage	19. Found Object	20. Paper Maché	21. Textile	22. Decoupage	23. Assemblage
24. Digital Collage	25. Engraving	26. Etching	27. Linocut	28. Woodcut	29. Monotype	30. Silkscreen	31. Lithography	32. Drypoint	33. Digital Painting
34. Pixel Art	35. 3D Modeling	36. 2D	37. AI Art	38. Virtual Reality	39. Concept Art	40. Black and White	41. Film	42. Polaroid	43. Photomontage
44. Photogram	45. Cyanotype	46. Stone Carving	47. Wood Carving	48. Metal	49. Ceramic	50. Glass	51. Found Object	52. Kinetic	53. Environmental
54. Fiber	55. Quilting	56. Embroidery	57. Weaving	58. Knitting	59. Crocheting	60. Macramé	61. Batik	62. Pottery	63. Porcelain
64. Stoneware	65. Raku	66. Earthenware	67. Terra Cotta	68. Slipcasting	69. Coiling				

Vocabulary Related to Detail									
1. Fine	2. Intricate	3. Selective	4. Soft	5. Textured	6. Tactile	7. Simplified	8. Focused	9. Blurred	10. Unfocused
11. Realistic	12. Abstracted	13. Expressive	14. Smooth	15. Complex	16. Detailed	17. Minimalistic	18. Elaborate	19. Subtle	20. Defined
21. Rough	22. Ambiguous	23. Sharp	24. Ethereal	25. Muted	26. Vivid				

Vocabulary Related to Saturation									
1. Vivid	2. Bright	3. Intense	4. Bold	5. Vibrant	6. Moderate	7. Mid-tone	8. Muted	9. Soft	10. Desaturated
11. Grayish	12. Faded	13. Subdued	14. Highly saturated	15. Grayscale	16. Pops of color	17. Pastel	18. Understated	19. Pale	20. Natural
21. Clear	22. Lurid	23. Well-balanced	24. Gentle	25. Hazy	26. Cool-toned	27. Harmonious			

Figure S2: Vocabulary related to five core visual preference elements.

C PROMPT TEMPLATES

C.1 PROMPT TEMPLATES FOR CoT-STYLE COLD-START DATA GENERATION.

To enable the Claude 3.7 model to annotate high-quality, CoT-style assessments for the PreferImg dataset, we design a detailed prompting strategy that guides the Claude 3.7. This strategy directs Claude to use the meta information, including (1) user visual preference and non-preference profile, (2) question prompt, and (3) assessment answer to provide an explainable score and assessment for candidate images. The prompt mainly consists of an evaluation template and guidelines, follows a "predict-then-assess" structure. First, based on a reference image, the model predicts the user's preference profile. Then, using this predicted profile, it evaluates the candidate images across multiple dimensions and assigns interpretable scores. Finally, the model selects the user's preferred image based on the total scores. The prompts for generating the CoT-style assessment data are shown in Fig. S5 and Fig. S6. Figure S5 shows the prompt for single-preference users, while Figure S6 shows the prompt for multi-preference users.

C.2 PROMPT TEMPLATES USING DURING SFT AND RL TRAINING.

We provide prompt templates for use during cold-start Supervised Fine-Tuning (SFT) and Group Policy Reinforcement Learning (GRPO RL) training. These templates, which include a system prompt and a question prompt, describe the specific task and provide correct output examples. This guides the model to perform explainable, personalized preference assessments for candidate images in the correct format. The prompt templates for SFT and RL training are shown in Fig. S7 and Fig. S8. Figure S7 illustrates the prompt for single-preference users, while Figure S8 shows the prompt for multi-preference users.



Figure S3: Examples of the proposed dataset PreferImg, where users' reference images reflect single preference. Red box indicates preferred image in the candidate images.



Figure S4: Examples of the proposed dataset PreferImg, where users' reference images reflect multiple preferences. Red box indicates preferred image in the candidate images.

D VISUALIZATION RESULTS

D.1 VISUALIZATION RESULTS ON USERS WITH SINGLE PREFERENCE

We present more visualization results on the PreferImg where users's reference images reflect single preference in Figures S9 to S11. It is observed that PreferThinker first predicts the users' preference

and non-preference profiles from the reference images, and then provides a reliable assessment and score for candidate images based on these profiles, which not only enables accurate assessment but also provides interpretability.

D.2 VISUALIZATION RESULTS ON USERS WITH MULTIPLE PREFERENCES

We show more visualization results on the PreferImg where users’s reference images reflect multiple Preferences in Fig. S12 and S13. Our model can accurately predict multiple preference profiles from reference images and provide a reliable assessment and score for candidate images based on these profiles, revealing the effectiveness of PreferThinker for users with multiple preferences.

D.3 VISUALIZATION RESULTS ON REAL USERS

To demonstrate the generalizability of our method to real-world users, we further utilize the PreferThinker to conduct personalized preference assessment for real users from PickaPic. As shown in Figures S14 to S17 Although the preferences in real users’ reference images are more complex, our method can still effectively extract their primary preference profiles and provide a correct assessment.

E DISCUSSION

E.1 IMPORTANCE OF COLD START INITIALIZATION.

We further discuss the importance of cold-start SFT for correct structured reasoning. Figure S18(a) shows that directly using the base model (Qwen-2.5-VL) fails to provide numerical scores and reasonable reasoning and leads to incorrect answer. Figure S18 (b) shows that while applying reinforcement learning alone on the based model can generate the total numerical scores, it fails to provide the correct output format and interpretable scores for each visual elements. In contrast, by first teaching the model proper structural reasoning with Supervised Fine-Tuning (SFT) before RL, the model can provide reasonable, explainable scores for each dimension, ultimately leading to a correct final assessment based on the total score, as shown in Figure S18 (c).

E.2 TRANSFERABILITY TO PERSONALIZED ASSESSMENT AND SCORING OF SINGLE IMAGE.

We further study the transferability of PreferThinker towards personalized assessment and scoring of single image. We directly modify the question prompt to enable the PreferThinker to provide an assessment and score for a single generated image. The visualization results are shown in Fig. S19 and Fig. S20. We can observe that PreferThinker can flexibly provide an interpretable assessment and score for a single image.

E.3 PERSONALIZED IMAGE GENERATION WITH PREDICTED PROFILE.

To further demonstrate the benefits of the proposed preference profile, we employ the predicted preference profile to achieve personalized image generation in Fig. S21. We first predict the user’s preference profile based on reference images. Then, we optimize the initial text based on the profile to generate personalized images. The results show that the personalized images align well with reference images, revealing the potential of the proposed method to facilitate personalized generation.

E.4 LIMITATION AND FUTURE WORK

The main limitation of our method is that the personalized preference dataset built on synthetic profiles may not fully capture the complex and subtle real human preferences. Our current preference profile only contains five key visual attributes that influence human visual preferences. However, real users’ preferences are often complex and subtle, shaped by multiple factors. Beyond visual attributes, they are also closely related to image content semantics and users’ backgrounds (e.g., age, gender and culture). Consequently, our method may struggle with complex and hard-to-articulate real user preferences, as shown in Fig. S22. In future work, we will incorporate additional key factors into preference profiles to more comprehensively capture real users’ preferences.

Prompt for Claude to Generate CoT-style Data (User with Single Preference)

Given a user's historical preferred reference images, non-preferred reference images, and two candidate images, along with the following meta information: 1. User's visual preference and non-preference profile; 2. Question prompt; 3. Assessment Answer. You are an personalized preference analysis assistant. Please strictly follow the requirements below to analyze the candidate images and generate Chain-of-Thought style output:

- Your final output must include the following four tags: `<visual preference profile>`, `<visual non-preference profile>`, `<think>`, and `<answer>`
- Within the `<visual preference profile>` tag, directly copy the visual preference profile provided in the user meta information in JSON key-value format, for example:
`<visual preference profile>`
 Art style: Manga; Color: Blush Pink; Art Medium: Digital Painting; Saturation: Moderate Detail: Fine
`</visual preference profile>`
- Within the `<visual non-preference profile>` tag, directly copy the visual non-preference profile provided in the user meta information in JSON key-value format, for example:
`<visual non-preference profile>`
 Art style: Graffiti Art; Color: Powder Blue; Art Medium: Acrylic Painting; Saturation: Vibrant; Detail: Soft
`</visual non-preference profile>`
- Within the `<think>` tag, based on the preference and non-preference profile, score and reason about Image A and Image B across five dimensions: "Art style", "Color", "Art Medium", "Saturation", and "Detail". The scoring criteria are as follows:
 - Score principle:
 Preference attributes: If image features highly match preference attributes (e.g., rich details), assign a high score (4-5).
 Non-preference attributes: If image features resemble non-preference attributes (e.g. lack of detail), assign a low score (1-2).
 Neutral features: Assign a medium score (3) when there is no significant tendency.
 - Naturally incorporate keywords in the reason analysis:
 Attribute terms (e.g., Performance Art) must be integrated into descriptions of specific scene elements. Listing them alone or in quotation marks is prohibited.
 e.g. "The dynamic street graffiti uses spontaneously splattered paint, and its fluidity highly corresponds to the live-creation characteristic of Performance Art."

Output format must strictly follow:

```

<think>
1. Artistic style:
Image A({score}) - {reason}; Image B({score}) - {reason}
2. Color:
Image A({score}) - {reason}; Image B({score}) - {reason}
.....
Total:
Image A: total_score={score1}+{score2}+{score3}+{score4}+{score5}={total_score_A}
Image B: total_score={score1}+{score2}+{score3}+{score4}+{score5}={total_score_B}
</think>

```

- Within the `<answer>` tag, directly output the final choice provided in the user prompt ("Image A" or "Image B"), for example:
`<answer>Image A</answer>`

Figure S5: Prompt for Claude 3.7 to generate CoT-style assessment for users with single preference.

F USE OF LLMs

We only used LLMs to polish and correct the text and grammar in the Abstract and Introduction sections.

Prompt for Claude to Generate CoT-style Data (User with Multiple Preferences)

Given a user's historical preferred reference images, non-preferred reference images, and two candidate images, along with the following meta information: 1. User's **multiple** visual preference and non-preference profile; 2. Question prompt; 3. Assessment Answer.

You are an personalized preference analysis assistant. Please strictly follow the requirements below to analyze the candidate images and generate Chain-of-Thought style output:

- Your final output must include the following four tags:

<visual preference profile>, <visual non-preference profile>, <think>, and <answer>

- Within the <visual preference profile> tag, directly copy the visual preference profile provided in the user meta information in JSON key-value format. Please note that users may have multiple preference profiles. Here is an example:

<visual preference profile>

1. Preference profile 1

Art style: Manga; Color: Blush Pink; Art Medium: Digital Painting; Saturation: Moderate Detail: Fine

2. Preference profile 2

Art style: Ceramic Art; Color: Vivid Purple; Art Medium: Acrylic; Saturation: Bright Detail: Focused

.....

</visual preference profile>

- Within the <visual non-preference profile> tag, directly copy the visual non-preference profile provided in the user meta information in JSON key-value format. Please note that users may have multiple preference profiles. Here is an example:

<visual non-preference profile>

1. Non-preference profile 1

Art style: Graffiti Art; Color: Powder Blue; Art Medium: Acrylic Painting; Saturation: Vibrant; Detail: Soft

2. Non-preference profile 2

Art style: Ukiyo-e; Color: Hot Pink; Art Medium: Spray Paint; Saturation: Grayish; Detail: Blurred

.....

</visual non-preference profile>

- Within the <think> tag, based on the preference and non-preference profile, score and reason about Image A and Image B across five dimensions: "Art style", "Color", "Art Medium", "Saturation", and "Detail". The scoring criteria are as follows:

1. Score principle:

Preference attributes: If image features highly match preference attributes (e.g., rich details), assign a high score (4-5).

Non-preference attributes: If image features resemble non-preference attributes (e.g. lack of detail), assign a low score (1-2).

Neutral features: Assign a medium score (3) when there is no significant tendency.

2. Naturally incorporate keywords in the reason analysis:

Attribute terms (e.g., Performance Art) must be integrated into descriptions of specific scene elements. Listing them alone or in quotation marks is prohibited.

e.g. "The dynamic street graffiti uses spontaneously splattered paint, and its fluidity highly corresponds to the live-creation characteristic of Performance Art."

Output format must strictly follow:

<think>

1. Artistic style:

Image A({score}) - {reason}; Image B({score}) - {reason}

2. Color:

Image A({score}) - {reason}; Image B({score}) - {reason}

.....

Total:

Image A: total_score={score1}+{score2}+{score3}+{score4}+{score5}={total_score_A}

Image B: total_score={score1}+{score2}+{score3}+{score4}+{score5}={total_score_B}

</think>

- Within the <answer> tag, directly output the final choice provided in the user prompt ("Image A" or "Image B"), for example:

<answer>Image A</answer>

Figure S6: Prompt for Claude 3.7 to generate CoT-style data for users with multiple preferences.

Prompt Template for SFT and RL Training (User with Single Preference)

System Prompt: You are an personalized preference analysis assistant. The user provides a set of historically preferred and non-preferred images. Based on this historical data, please predict the user's visual preference profile and non-preference profile across five key visual elements: art style, color, artistic medium, saturation, and detail. The predicted results should be described using terms corresponding to each of these five visual attributes. Subsequently, the user provides two candidate images: Image A and Image B. Using the predicted visual preference profile, assign an interpretability score (0-5) for each of the five attributes for both images. A higher score indicates stronger alignment with the user's preference profile, while a lower score suggests greater similarity to non-preference profile. Each score must be accompanied by a rationale explaining the rating. Finally, sum the scores across all five attributes for each image. The image with the higher total score should be identified as the one the user is more likely to prefer.

Below are some examples:

{Reasoning-based output example 1}

{Reasoning-based output example 2}

.....

Question Prompt: Given a user's reference images (both preferred and non-preferred images) and two candidate images, first predict the user's visual preference and non-preference profile based on the reference images, then assess which of the two candidate images better matches the user's personalized preference.

Figure S7: The SFT and RL prompt template for users with single preference

System Prompt: You are an personalized preference analysis assistant. The user provides a set of historically preferred and non-preferred images. Based on this historical data, please predict the user's visual preference profile and non-preference profile across five key visual elements: art style, color, artistic medium, saturation, and detail. **Please note that user may have multiple preference profiles.** The predicted results should be described using terms corresponding to each of these five visual attributes. Subsequently, the user provides two candidate images: Image A and Image B. Using the predicted visual preference profile, assign an interpretability score (0–5) for each of the five attributes for both images. A higher score indicates stronger alignment with the user's preference profile, while a lower score suggests greater similarity to non-preference profile. Each score must be accompanied by a rationale explaining the rating. Finally, sum the scores across all five attributes for each image. The image with the higher total score should be identified as the one the user is more likely to prefer.

Below are some examples:

{Reasoning-based output example 1}

{Reasoning-based output example 2}

• • • • •

Question Prompt: Given a user's reference images (both preferred and non-preferred images) and two candidate images, first predict the user's visual preference and non-preference profile based on the reference images, then assess which of the two candidate images better matches the user's personalized preference.

Figure S8: The SFT and RL prompt template for users with multiple preferences

User with single preference

Preferred	Non-preferred
	
	
	
	
	
	

User Reference Images

Preference Profile Prediction

Art Style: Conceptual Art, **Color:** Electric Lime, **Art Medium:** Paper Mache, **Saturation:** Grayish, **Detail:** Simplified

Non-preference Profile Prediction

Art Style: Impressionism, **Color:** Burgundy Wine, **Art Medium:** Watercolor, **Saturation:** Vibrant, **Detail:** Rough

Multi-dimensional Scoring and Assessment

1. Art style:
Image A(2) - The cartoon character depicted under a large red flower petal exhibits qualities closer to illustrative design than Conceptual Art. Its whimsical nature scene with soft-focus background lacks the intellectual framework and provocative commentary typically found in conceptual works, *instead leaning toward the narrative-focused storytelling seen in impressionist approaches* where subjects take precedence over abstract concepts.
Image B(4) - The black cat figure positioned dramatically among oversized lotus leaves creates a striking juxtaposition between the ordinary character form and extraordinary environmental scale. This deliberate subversion of proportions challenges viewer expectations through intentional absurdity—a *hallmark of conceptual art* that uses familiar objects in unexpected contexts to provoke thought about perception versus reality relationships.

2. Color:
Image A(1) - The dominant *burgundy-red flower petals overwhelm the composition*, precisely matching the explicitly stated non-preference for Burgundy Wine colors. While there are hints of lime-green in parts of the background vegetation, they're overshadowed by the pervasive reddish-pink hues that dominate the entire scene, creating exactly the type of color environment specified as undesirable;
Image B(5) - The prominent use of *bright electric lime green lotus leaves* perfectly matches the preferred color attribute. These vivid green elements stand out boldly against the neutral background, creating just enough contrast to highlight the lime-colored components while still allowing them to maintain prominence—directly satisfying the stated color preference.

3. Art Medium:
Image A(2) - The fluid, transparent quality of the flowers and background *suggests watercolor techniques* with their characteristic bleeding edges and translucent layering effects. The way pigment appears to flow naturally around the character and spread organically across surfaces bears strong resemblance to watercolor application methods specifically mentioned as non-preferred;
Image B(4) - The sculptural quality of the cat figure and lotus leaves gives them a dimensional solidity reminiscent of *molde-paper mache construction*. The clean-edged forms lack the fluid transparency of watercolors and have a crafted, assembled quality suggesting physical manipulation of material rather than paint application alone.

4. Saturation:
Image A(1) - The image *features highly vibrant*, richly colored flowers with deep crimson and magenta tones that pop dramatically against the softer background. This level of color intensity directly contradicts the stated preference for grayish, subdued saturation values, instead presenting bold chromatic statements that draw immediate attention;
Image B(4) - Despite having colorful elements like the lime green leaves, the overall presentation has been toned down with a predominantly pale beige/cream background and subdued lighting conditions. This restraint in color intensity creates a more *understated mood that better aligns with the preference for grayish*, less saturated compositions.

5. Detail:
Image A(1) - The character is rendered with moderate detailing—the eyes, and basic facial structure are clearly defined but simplified compared to hyperrealistic depictions. However, the background contains numerous small details including individual flower petals and scattered debris, creating a *middle ground between rough sketchiness and meticulous elaboration*;
Image B(4) - The cat figure and lotus leaves feature deliberately reduced details focusing primarily on shape and silhouette rather than intricate textures. This economical approach to detail creates clean lines and uncluttered spaces that align well with the *preference for simplified representations* rather than elaborate ornamentation.

Total Score:
Image A: 2+1+2+1+3=9; Image B: 4+5+4+4+4=21

Final Answer: Image B

Figure S9: Reasoning-based personalized assessment for users with single preference.

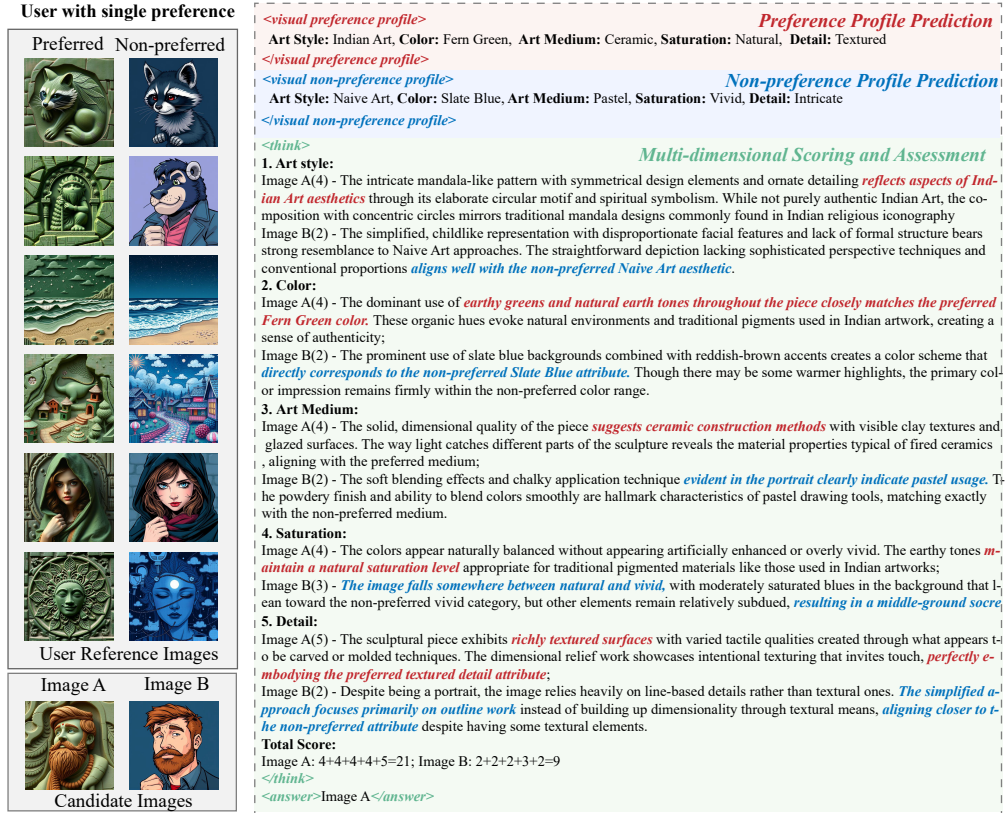


Figure S10: Reasoning-based personalized assessment for users with single preference.

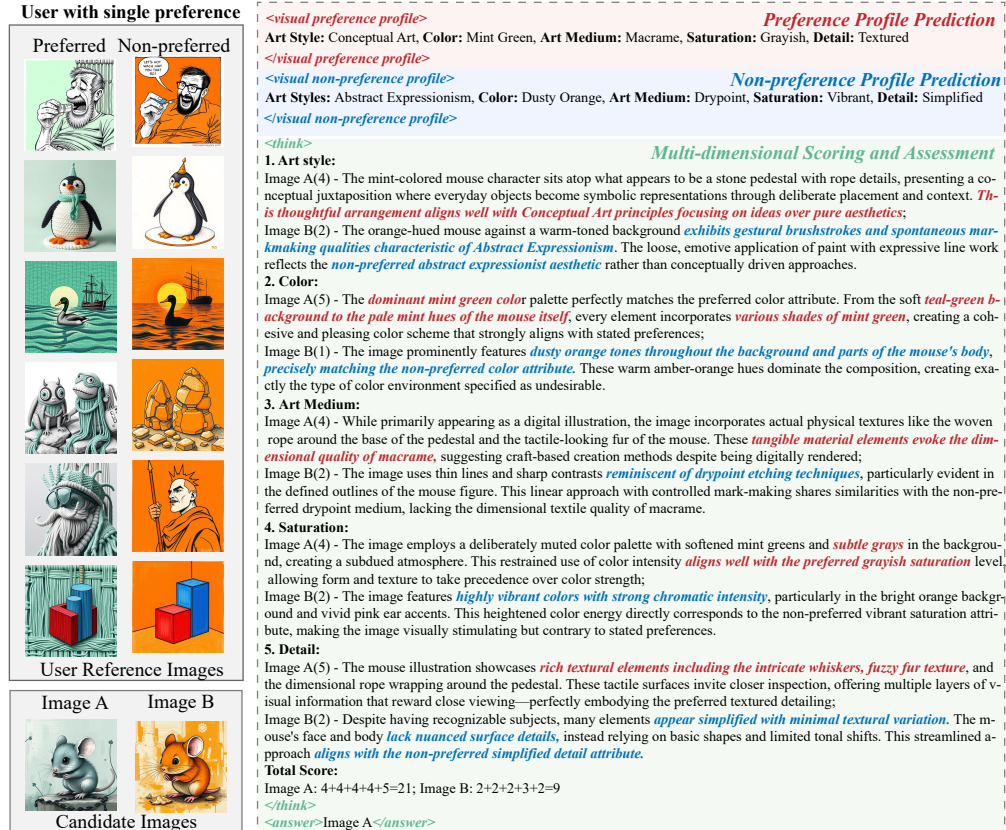


Figure S11: Reasoning-based personalized assessment for users with single preference.

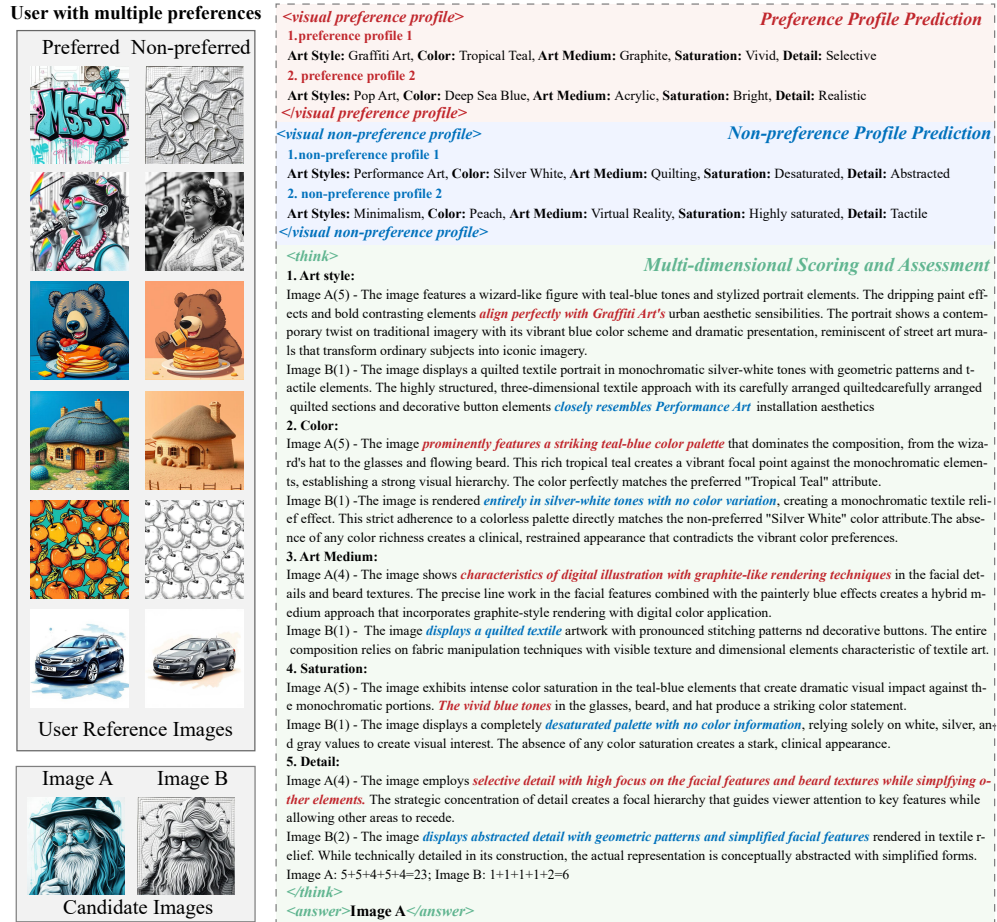


Figure S12: Reasoning-based personalized assessment for users with multiple preferences.

User with multiple preferences

Preferred Non-preferred

User Reference Images

Image A

Image B

Candidate Images

<visual preference profile>

1. preference profile 1

Art Style: Baroque Art, Color: Forest Green, Art Medium: Stone Carving, Saturation: Moderate, Detail: Abstracted

2. preference profile 2

Art Style: Neo-Impressionism, Color: Dusty Rose, Art Medium: Stoneware, Saturation: Pops of color, Detail: Realistic

3. preference profile 3

Art Style: Academic Art, Color: Peach, Art Medium: Assemblage, Saturation: Clear, Detail: Fine

</visual preference profile>

Preference Profile Prediction

<visual non-preference profile>

1. non-preference profile 1

Art Style: Renaissance Art, Color: Deep Sea Blue, Art Medium: Monotype, Saturation: Grayish, Detail: Selective

2. non-preference profile 2

Art Style: Ancient Greek Art, Color: Terracotta, Art Medium: Wood Carving, Saturation: Intense, Detail: Textured

3. non-preference profile 3

Art Style: Bad Painting, Color: Cranberry Red, Art Medium: Virtual Reality, Saturation: Natural, Detail: Focused

</visual non-preference profile>

Non-preference Profile Prediction

<think>

1. Art style:

Image A(2) - The image shows a stylized digital portrait of a man with blue-tinted skin wearing gold-framed glasses against a blue background. The style employs a modern digital illustration approach with simplified forms and bold color blocking. The flat, simplified treatment and contemporary subject *matter align more closely with modern digital illustration*.

Image B(4) - The portrait features a man set within an ornate carved frame with decorative scrollwork and architectural elements. The combination of the subject's realistic rendering with the elaborate decorative framing creates a composition reminiscent of Academic Art's formal portraiture traditions, and the ornate scrollwork surrounding the figure *echoes Baroque art's emphasis* on dramatic ornamentation and architectural framing devices.

2. Color:

Image A(2) - The image is dominated by a deep blue monochromatic palette with gold accents. This cool-toned blue palette *closely resembles the Deep Sea Blue listed in the non-preference attributes*, creating a stark, contemporary color scheme.

Image B(4) - The portrait employs a warm palette featuring *peach and golden skin tones* against neutral architectural elements. The warm flesh tones directly align with the Peach color preference, creating a harmonious balance between the subject and the surrounding decorative elements.

3. Art Medium:

Image A(2) - The image appears to be created using digital illustration techniques with smooth gradients and flat color areas. The smooth, screen-based aesthetic creates a contemporary feel that doesn't capture the physical materiality and craftsmanship associated with the preferred artistic mediums, instead creating a *more virtual, screen-based experience typical of contemporary digital portraiture*.

Image B(5) - The image presents a sculptural quality with dimensional *carved elements framing* the portrait. The treatment of the decorative scrollwork and architectural elements strongly *evokes stone carving techniques* with their dimensional relief qualities and textural variations. The contrast between the smooth portrait areas and the textured carved frame creates a multi-dimensional effect.

4. Saturation:

Image A(2) - The image features a highly saturated blue tone throughout with minimal variation in color intensity. This approach creates a bold, graphic quality that aligns *more closely with the Intense saturation mentioned in the non-preference attributes*.

Image B(4) - The portrait demonstrates moderate saturation with clear color definition and selective emphasis. The balanced approach to color intensity allows the gold chains and green jacket to serve as focal points without overwhelming the composition, creating *natural pops of color* against the more neutral architectural elements.

5. Detail:

Image A(2) - The portrait employs *selective detailing, focusing on facial features, glasses, and jewelry while simplifying other elements*. The approach balances simplified areas with more precisely rendered elements like the gold chains and facial features.

Image B(4) - The image demonstrates fine detailing throughout, particularly in the ornate carved elements and facial features. The meticulous rendering of the decorative scrollwork, architectural elements, and facial features shows attention to *realistic detail while maintaining a cohesive aesthetic*. This balanced approach to detailed representation throughout the composition strongly aligns with the preferred detail attributes.

Image A: $2 \times 2 + 2 \times 3 = 11$; Image B: $4 \times 4 + 5 \times 4 + 4 = 21$

</think>

<answer>Image B</answer>

Multi-dimensional Scoring and Assessment

Figure S13: Reasoning-based personalized assessment for users with multiple preferences.

Real user from PickPic_v2
User ID: 4095

Preferred Non-preferred

User Reference Images

Image A

Image B

Candidate Images

<visual preference profile>

Art Style: Futurism, Color: Electric Lime, Art Medium: Environmental, Saturation: Vibrant, Detail: Intricate

</visual preference profile>

<visual non-preference profile>

Art Style: Photorealism, Color: Mossy Green, Art Medium: Photogram, Saturation: Soft, Detail: Ethereal

</visual non-preference profile>

<think>

Preference Profile Prediction

Non-preference Profile Prediction

Multi-dimensional Scoring and Assessment

1. Art style:

Image A(4) - The image showcases dynamic movement through abstract geometric forms and bold lines that evoke speed and energy, *hallmarks of Futurism's celebration of technology and motion*. These angular compositions break free from static representations, unlike Photorealism's literal depiction of reality;

Image B(2) - While there are *some stylized elements*, the image predominantly uses *photographic realism* in depicting architectural structures and environmental details, *leaning closer to the non-preferred Photorealism aesthetic* where objects appear captured exactly as they would photographically.

2. Color:

Image A(5) - The electric lime accents dominate the composition with *bright yellow-green highlights* that energize the entire piece, perfectly *matching the preferred Electric Lime color* attribute while completely avoiding any mossy green tones;

Image B(3) - The image *contains some brighter green elements* in vegetation, *but also incorporates many earthier tones including some mossy greens in the landscaping*, placing it somewhere between the preferred vivid lime colors and non-preferred mossy greens.

3. Art Medium:

Image A(4) - The artwork appears designed to interact with physical spaces *through its environmental integration of geometric forms* that seem meant to influence spatial perception, aligning well with Environmental medium principles despite being primarily graphic;

Image B(2) - The image *heavily relies on photographic documentation techniques* with minimal manipulation beyond basic framing, sharing similarities with the non-preferred Photogram medium's direct recording nature.

4. Saturation:

Image A(5) - Colors throughout the composition maintain *high chromatic intensity with vibrant yellows*, blues and reds creating strong visual impact, *perfectly embodying the Vibrant saturation level specified in preferences*;

Image B(3) - The image *balances moderately saturated elements with softer atmospheric qualities in shadowed areas*, resulting in a middle ground between the preferred Vibrant and non-preferred Soft saturation levels.

5. Detail:

Image A(4) - *The intricate interplay of overlapping geometric shapes creates complex layering effects* that reward close inspection, offering multiple layers of visual information like those found in Intricate detailing;

Image B(2) - Many surfaces have soft-focus treatments and blurred boundaries creating dreamlike qualities that *align more closely with Ethereal detailing* mentioned in non-preferences.

Total Score:

Image A: $4 \times 5 + 4 \times 5 + 4 = 22$; Image B: $2 \times 3 + 2 \times 3 + 2 = 12$

</think>

<answer>Image A</answer>

Figure S14: Reasoning-based personalized assessment for Real user from PickaPic.

Real user from PickPic_v2
User ID: 4503

Preferred	Non-preferred

User Reference Images

Image A	Image B

Candidate Images

Preference Profile Prediction

Art Style: Minimalism, **Color:** Electric Lime, **Art Medium:** Lego, **Saturation:** Grayish, **Detail:** Defined

Non-preference Profile Prediction

Art Style: Anime, **Color:** Clay Gray, **Art Medium:** Tempera, **Saturation:** Moderate, **Detail:** Focused

Multi-dimensional Scoring and Assessment

1. Art style:
Image A(4) - The architectural structure in Image A *exhibits strong minimalist principles* through clean lines, reduced formality, and functional simplicity. The building's geometric design with large glass panels and minimal ornamentation *aligns well with Minimalist aesthetics* where excess is deliberately eliminated, unlike Anime's elaborate character designs;
Image B(2) - While Image B *doesn't explicitly feature anime-style characters*, its warm-toned interior scene with soft lighting and decorative elements diverges significantly from pure Minimalism. The cozy atmosphere with furniture details and personal touches resembles aspects of domestic spaces *often depicted in anime-inspired illustrations*, making it closer to the non-preferred aesthetic direction.

2. Color:
Image A(4) - The prominent use of bright white surfaces combined with reflective glass creates a luminous quality that *approaches Electric Lime's brightness potential when illuminated properly*. These crisp whites dominate the exterior walls, offering stark contrasts that enhance the structural clarity;
Image B(3) - The interior scene *utilizes warmer earthy tones including clay-gray elements* in the wall textures and flooring, partially matching the non-preferred color attribute. However, there are also brighter accent colors present in the furnishings that prevent complete alignment with either preference extreme.

3. Art Medium:
Image A(3) - The photograph captures what appears to be concrete construction with industrial finishes, which *shares some modular qualities with Lego's systematic* assembly principle despite being built differently. The structured nature of the architecture offers *geometric patterns that could metaphorically relate to Lego's block-based* construction system;
Image B(2) - The interior photography reveals painted surfaces and wall treatments that *resemble tempera-like application methods used in traditional painting*. The matte finish and layered application technique seen in the wall decorations reflect tempera's opaque coverage properties mentioned in non-preferences.

4. Saturation:
Image A(4) - The predominantly white facade with minimal color variation *achieves a grayish tone* due to overcast conditions and shadowing effects. This controlled saturation level allows the structural elements to appear simplified and uncluttered, aligning with *the preferred grayish saturation attribute*;
Image B(3) - The interior scene balances moderate saturation in its wooden elements and fabric components with some areas appearing more subdued. *This middle-ground approach places it squarely in the non-preferred moderate saturation category*, lacking both the desired grayish undertones and the preferred electric lime brightness.

5. Detail:
Image A(4) - The architectural photograph *clearly defines structural elements like windows, corners, and material boundaries*. These distinct delineations allow viewers to easily identify different components of the building, embodying the preferred "defined" detail attribute;
Image B(3) - The interior scene *contains focused detailing in specific elements* such as furniture pieces and decorative items, but also incorporates broader contextual information about room layout and spatial relationships. This balance between focused detail and environmental context places it in the non-preferred area.

Total Score:
Image A: 4+4+3+4+4=19; Image B: 2+3+2+3+3=13

Multi-dimensional Scoring and Assessment

Answer: Image A

Figure S15: Reasoning-based personalized assessment for Real user from PickaPic.

Real user from PickPic_v2
User ID: 4538

Preferred	Non-preferred

User Reference Images

Image A	Image B

Candidate Images

Preference Profile Prediction

1. preference profile 1
Art Style: Postmodern Art, **Color:** Soft Sage, **Art Medium:** Oil, **Saturation:** Grayish, **Detail:** Tactile

2. preference profile 2
Art Style: Pointillism, **Color:** Mint Green, **Art Medium:** Acrylic, **Saturation:** Vibrant, **Detail:** Selective

Non-preference Profile Prediction

1. non-preference profile 1
Art Style: Pop Art, **Color:** Turquoise, **Art Medium:** Digital Painting, **Saturation:** Highly saturated, **Detail:** Simplified

2. non-preference profile 2
Art Style: Abstract Expressionism, **Color:** Warm Terracotta, **Art Medium:** Tempera, **Saturation:** Understated, **Detail:** Intricate

Multi-dimensional Scoring and Assessment

1. Art style:
Image A(4) - Image A depicts a gray tabby kitten with blue eyes rendered in a hyper-realistic yet slightly stylized manner. The careful attention to fur texture and dimensional modeling reflects *postmodern art's tendency to blend reality with idealization*. The thoughtful composition with the cat positioned centrally against a softly blurred green background demonstrates compositional sophistication typical of postmodern works that challenge conventional representational norms.
Image B(1) - Image B shows a ginger cat with bright turquoise background in a highly stylized, almost cartoon-like manner. The exaggerated proportions, simplified facial features, and bold color blocking technique *strongly align with Pop Art aesthetics where everyday subjects are elevated through commercial-style presentation*.

2. Color:
Image A(5) - Image A features a *soft sage green background* that perfectly matches the preferred color attribute. The gentle, muted green tone creates a soothing backdrop that enhances the subject matter while maintaining harmony with the overall composition. The subtle gradations in the background demonstrate sophisticated color handling that avoids becoming overpowering despite being the primary color element.
Image B(1) - Image B is dominated by a *vivid turquoise background* that precisely matches the first non-preferred color attribute. The bright teal hue serves as the dominant visual element behind the cat figure, creating a jarring contrast with the warmer tones of the animal itself.

3. Art Medium:
Image A(4) - Image A *exhibits characteristics suggestive of oil painting techniques*, particularly in how the fur textures are rendered with rich, layered applications that capture light differently at various angles. The subtle transitions between values and the way light interacts with the subject show the distinctive mark-making possible only with oils, allowing for both precise detailing and painterly brushwork.
Image B(2) - Image B displays *hallmarks of digital painting with its crisp edges*, uniform color blocks, and computer-generated look. The flat application of color with sharp delineation between elements resembles contemporary digital art techniques used extensively in pop culture imagery.

4. Saturation:
Image A(4) - Image A employs a restrained saturation strategy where most elements remain in moderate to subdued value ranges except for the striking blue eyes. This controlled approach to color intensity creates a contemplative mood while allowing certain focal points (the eyes) to stand out naturally. *The grayish quality mentioned in preferences emerges subtly in many areas beyond just the background*.
Image B(1) - Image B features *extremely high saturation throughout*, particularly in the turquoise background and the vibrant orange-gold fur. This intense color treatment creates immediate visual impact but conflicts sharply with both preferred saturation attributes "Grayish" and "Vibrant". Instead, it embodies exactly the "Highly saturated" quality specifically listed among non-preferred attributes.

5. Detail:
Image A(4) - Image A *demonstrates selective detailing* where critical elements receive meticulous attention while other areas maintain softer rendering. This approach creates visual hierarchy and draws viewer focus to important features. The tactile quality mentioned in preferences becomes evident especially in how individual strands of fur seem palpable even when viewed digitally;
Image B(2) - Image B *employs a simplified approach to detail* with reduced texturing and flattened planes. While technically proficient, the image prioritizes bold shapes and color relationships over nuanced surface treatments.

Total Score:
Image A: 4+5+4+4+4=21; Image B: 1+1+2+1+2=7

Multi-dimensional Scoring and Assessment

Answer: Image A

Figure S16: Reasoning-based personalized assessment for Real user from PickaPic.

Real user from PickPic_v2
User ID: 9128

Preferred	Non-preferred

User Reference Images

Image A	Image B

Candidate Images

```

<visual preference profile>
1. preference profile 1
Art Style: Social Realism, Color: Soft Sage, Art Medium: Graphite, Saturation: Grayish, Detail: Tactile
2. preference profile 2
Art Style: Regionalism Art, Color: Sandstone, Art Medium: Ink, Saturation: Highly saturated, Detail: Abstracted
</visual preference profile>
Preference Profile Prediction

<visual non-preference profile>
1. non-preference profile 1
Art Style: Postmodern Art, Color: Mossy Brown, Art Medium: Watercolor, Saturation: Bold, Detail: Selective
2. non-preference profile 2
Art Style: Conceptual Art, Color: Clay Gray, Art Medium: Graphite, Saturation: Understated, Detail: Simplified
</visual non-preference profile>
Non-preference Profile Prediction

<think>
1. Art style:
Image A(5) - Image A depicts an elderly man gazing out through a window frame, rendered in graphite-like shading technique. The straightforward portrayal of everyday life scene with social commentary potential aligns strongly with Social Realism aesthetics where ordinary people are portrayed with dignity and authenticity.
Image B(2) - Image B shows another elderly figure seated at a desk with a pipe, rendered in watercolor with painterly brushwork. The loose, impressionistic handling of the figure and environment bears similarities to Conceptual Art's emphasis on idea over execution, which appears in the second non-preference attribute.
2. Color:
Image A(4) - Image A uses a monochromatic grayscale palette with subtle beige/tan tones in the background wall. The warm sandstone-like undertones in certain areas of the figure's clothing and surroundings align well with the second preference attribute "Sandstone". Despite being entirely monochrome, the image maintains a gentle warmth that distinguishes it from cooler gray palettes.
Image B(1) - Image B features prominent mossy green foliage outside the window contrasting with reddish-brown wooden furniture and white/beige clothing. This combination of mossy browns and clay grays directly connects to the non-preferred color attributes. The cool-toned greens dominate much of the composition, creating exactly the type of color scheme specifically noted as disliked.
3. Art Medium:
Image A(5) - Image A exhibits meticulous hatching and cross-hatching techniques characteristic of graphite pencil work, particularly evident in how light and shadow are rendered along facial contours and fabric folds. The linear quality and tonal gradations precisely match the first preference attribute mentioning "Graphite."
Image B(1) - Image B displays fluid washes and transparent layering typical of watercolor technique, especially noticeable in the flowing green foliage and soft transitions around the figure. This medium choice directly corresponds to the first non-preference attribute listing "Watercolor" with its distinctive translucent quality and ability to blend colors seamlessly.
4. Saturation:
Image A(4) - Image A employs a restrained, understated approach to value contrast with limited tonal range. The grayish-beige palette with subtle variations creates a contemplative mood that aligns with the first preference attribute noting "Grayish" saturation. The image avoids both oversaturation and complete desaturation, finding a middle ground that feels authentic yet emotionally resonant.
Image B(2) - Image B features bold, vivid coloration in particular aspects like the bright red pipe stem and the rich green foliage. The way colors pop against darker areas creates a visual energy that contradicts the more reserved saturation preferences.
5. Detail:
Image A(4) - Image A captures numerous small-scale details in the wrinkles of the old man's face, the texture of his clothing, and even the individual slats of the window frame. This meticulous approach to depicting minute elements aligns with the first preference attribute regarding "Tactile" detailing. The viewer can almost feel the roughness of the wood grain and the softness of the beard hairs.
Image B(2) - Image B takes a selective approach to detail, focusing primarily on the main subject while simplifying other elements. This method of highlighting only certain aspects while minimizing others directly corresponds to the non-preference attribute mentioning "Selective" detail treatment. The loose brushwork prioritizes emotional impact over comprehensive texturing.
Image A: 5+4+5+4+4=22; Image B: 2+1+1+1+2=8
</think>
<answer> Image A </answer>
Multi-dimensional Scoring and Assessment

```

Figure S17: Reasoning-based personalized assessment for Real user from PickaPic.

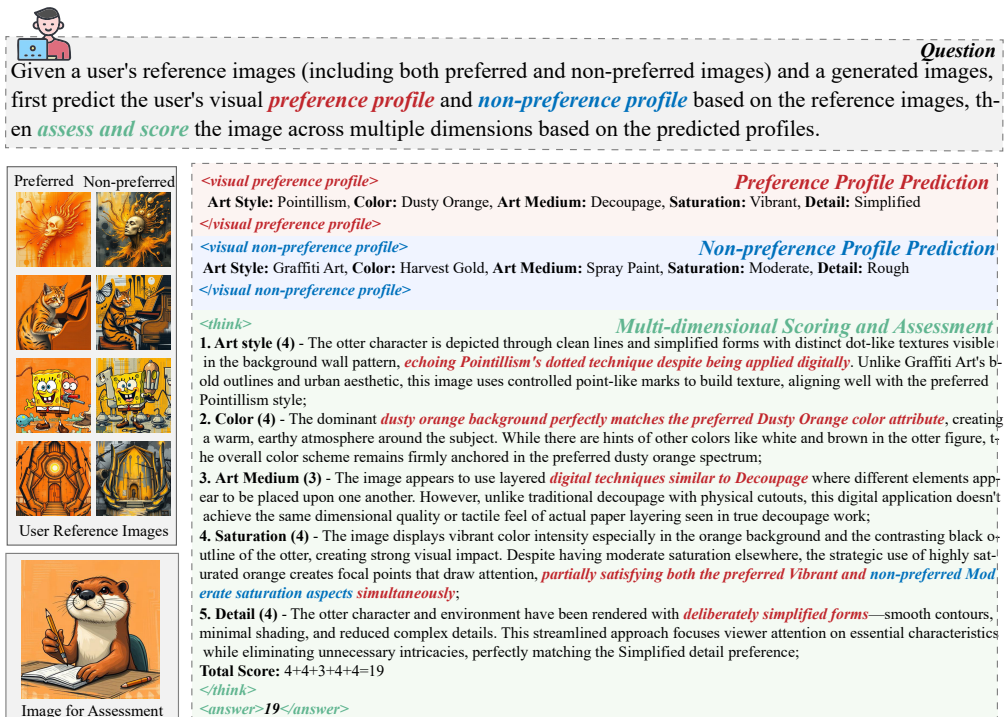
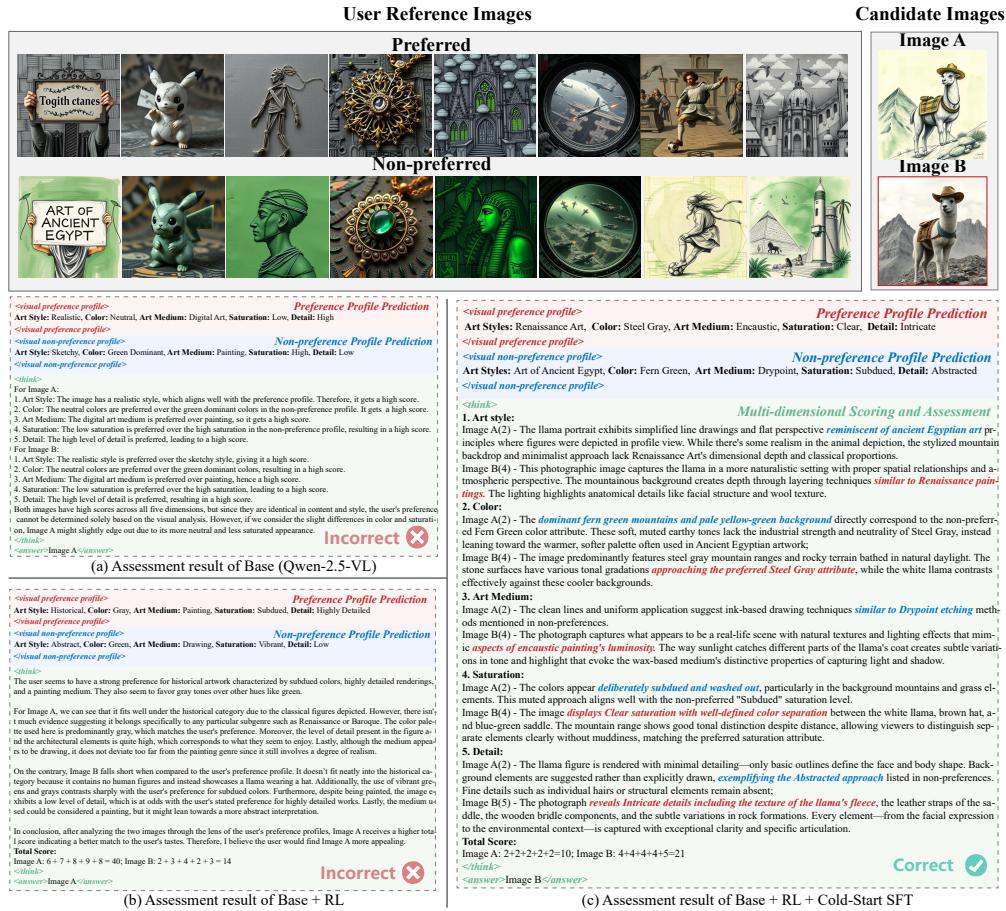




Figure S20: Reasoning-based personalized assessment and scoring for single image.

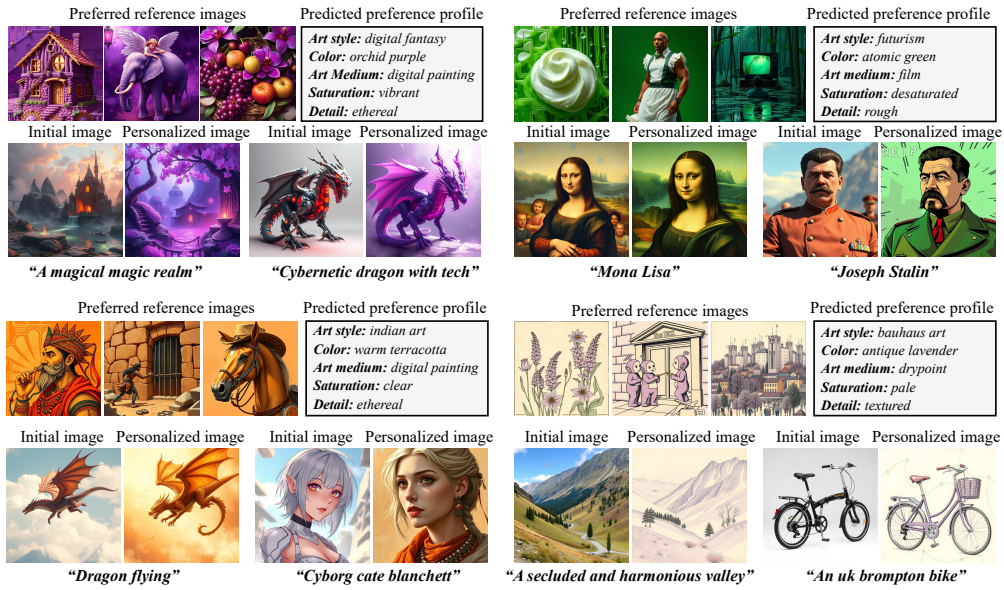
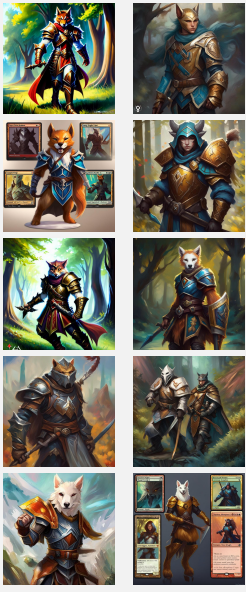


Figure S21: Personalized image generalization with the predicted profile.

Real user from PickPic_v2
User ID: 8619

Preferred

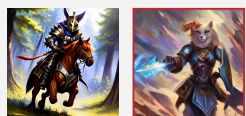
Non-preferred



User Reference Images

Image A

Image B



Candidate Images

<visual preference profile>

1. preference profile 1
Art Style: Conceptual Art, Color: Forest Green, Art Medium: Digital Painting, Saturation: Vivid, Detail: Selective

2. preference profile 2
Art Style: Abstract Expressionism, Color: Jet, Art Medium: Tempera, Saturation: Bold, Detail: Intricate

<visual non-preference profile>

1. non-preference profile 1
Art Style: Romanticism, Color: Electric Lime, Art Medium: Oil, Saturation: Highly saturated, Detail: Smooth

2. non-preference profile 2
Art Style: Conceptual Art, Color: Steel Gray, Art Medium: Collage, Saturation: Understated, Detail: Simplified

<visual non-preference profile>

Preference Profile Prediction

Non-preference Profile Prediction

<think>

Multi-dimensional Scoring and Assessment

1. Art style:
Image A(4) - The image shows a stylized urban scene with geometric shapes and angular forms representing buildings and infrastructure. The composition has conceptual underpinnings where everyday city elements become reimagined through abstraction and deconstruction. This approach aligns strongly with *Conceptual Art's tendency*.

Image B(2) - The image depicts a pastoral rural landscape with rolling hills, trees, and open fields rendered in a somewhat idealized manner. The gentle curves of the terrain and atmospheric perspective evoke classical *Romantic landscape traditions*, focusing on nature's beauty and emotional response to scenery.

2. Color:
Image A(4) - The image features a palette dominated by cool blue-gray tones punctuated by darker shadowed areas resembling *jet-like darkness*. These deep, rich blacks and near-black values create dramatic contrast against lighter elements, echoing the preferred Jet color attribute.

Image B(2) - The image uses a palette consisting primarily of soft greens, browns, and muted yellows depicting vegetation and soil. While there are hints of forest green in certain foliage regions, they're secondary to the predominant *steel gray-blue sky* and understated earth tones.

3. Art Medium:
Image A(3) - The image exhibits sharp-edged geometry and perfect gradients suggesting computer-generated imagery combined with painterly effects. The medium combines aspects of digital painting with *tempera-like opacity* in certain areas, particularly evident in how light interacts with different surfaces.

Image B(2) - The image displays fluid brushwork and paint-like transitions between elements, particularly noticeable in how light filters through trees and across the landscape. The way colors blend and overlaps resembles traditional oil painting techniques, with visible *brush strokes and atmospheric effects* achieved through layering and glazing methods.

4. Saturation:
Image A(4) - The image features *distinct areas of vivid contrast* between light and shadow, with particular emphasis on the interplay between illuminated surfaces and deeper recesses. The strategic use of saturation creates focal points and guides the eye through complex spatial relationships.

Image B(2) - The image displays relatively *understated saturation throughout most of the composition*, with muted greens, browns, and blues dominating the palette. Colors appear somewhat dulled and softened, creating a serene but somewhat passive viewing experience.

5. Detail:
Image A(4) - The image employs *selective detailing*, with certain geometric elements receiving careful attention while others remain simplified or implied. This approach directs viewers' gaze strategically around the composition, highlighting important structural components while allowing other areas to recede visually.

Image B(2) - The image presents a *generally simplified approach to detail*, with broad areas of color and shape taking precedence over minute particulars. Trees, terrain contours, and distant elements receive only basic definition, creating a cohesive whole without local intricacies. This simplification strategy directly connects to the non-preferred Simplified detail attribute.

Image A: 4+4+3+4+4=19; Image B: 2+2+2+2+2=10

</think>

<answer>Image A</answer>

Incorrect ❌

Figure S22: Failed case of the Preferthinker for real users with complex preferences.