

# Manipulating Embeddings of Stable Diffusion Prompts

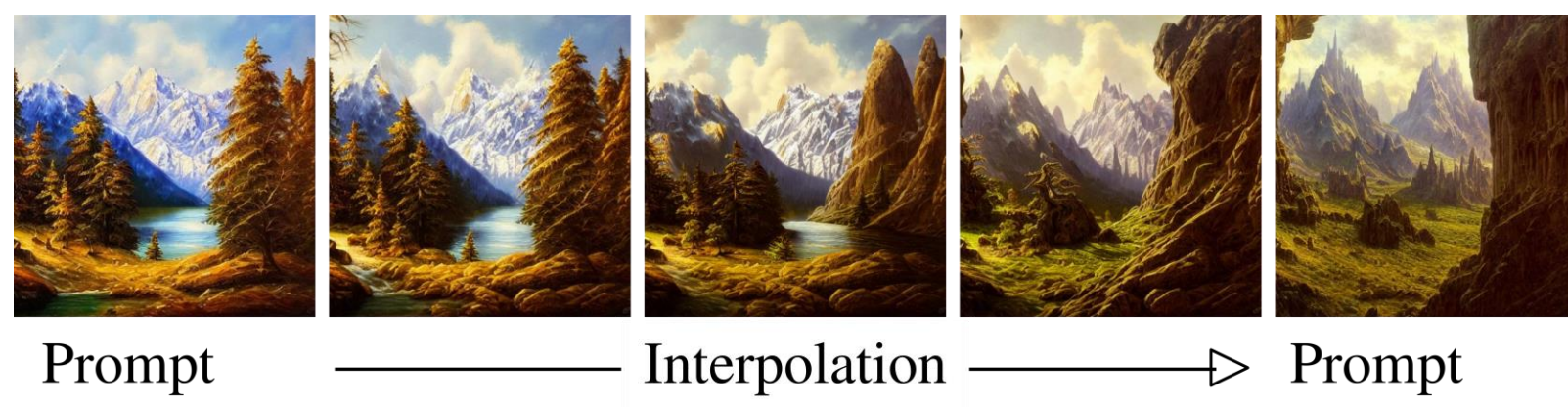
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<https://www.ijcai.org/proceedings/2024/845>

## Abstract

- Prompt engineering is used to manipulate images generated with text-to-image models
- We propose a new method to directly manipulate the embedding of a prompt instead of the prompt text
- Treating the model as a continuous function and passing gradients between the image space and the prompt embedding space
- We derive three practical interaction tools:
  - (1) Optimization of a metric defined in the image space
  - (2) Supporting a user in creative tasks
  - (3) Changing the embedding of the prompt to include information that is seen in a particular seed but difficult to describe.

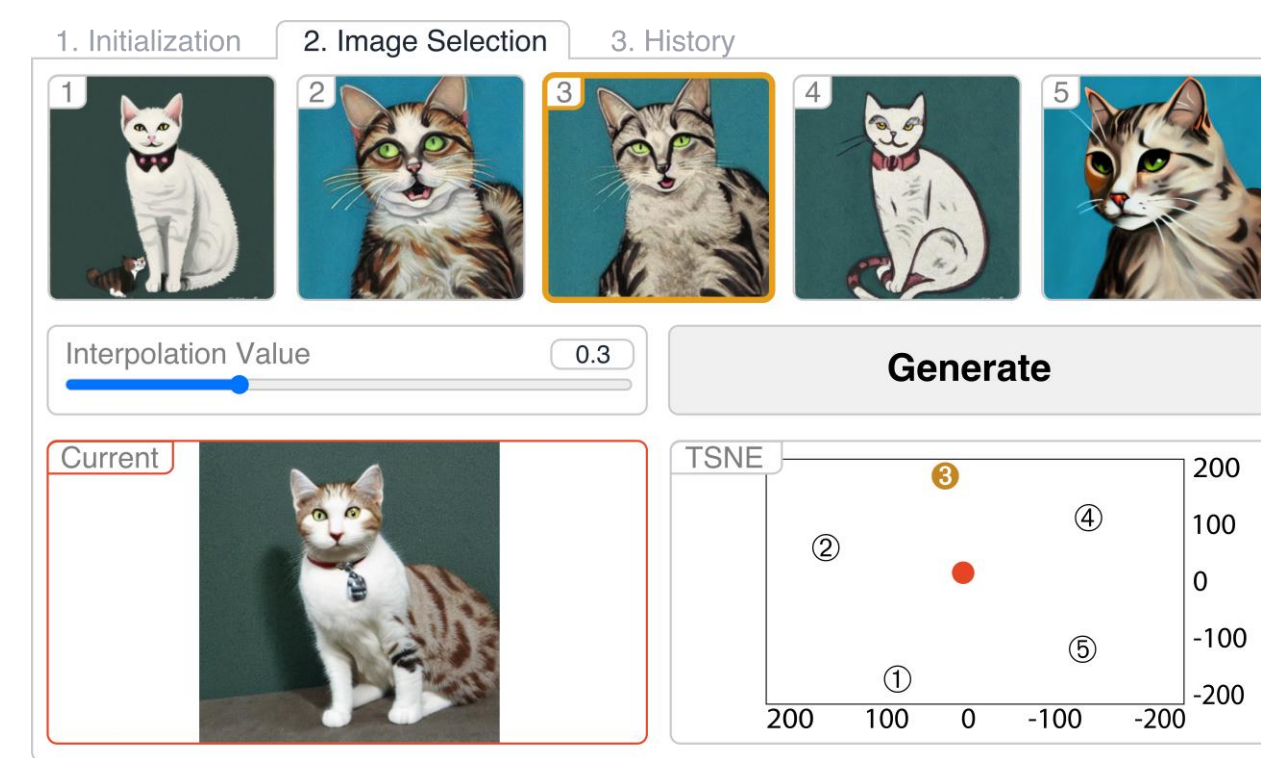


The prompt embedding space is continuous, allowing manipulations like interpolation.

## Proposed Methods

Our three techniques for manipulating prompt embeddings enable a user to

- (1) optimize an image quality metric,
- (2) navigate the prompt embedding space towards nearby variants,

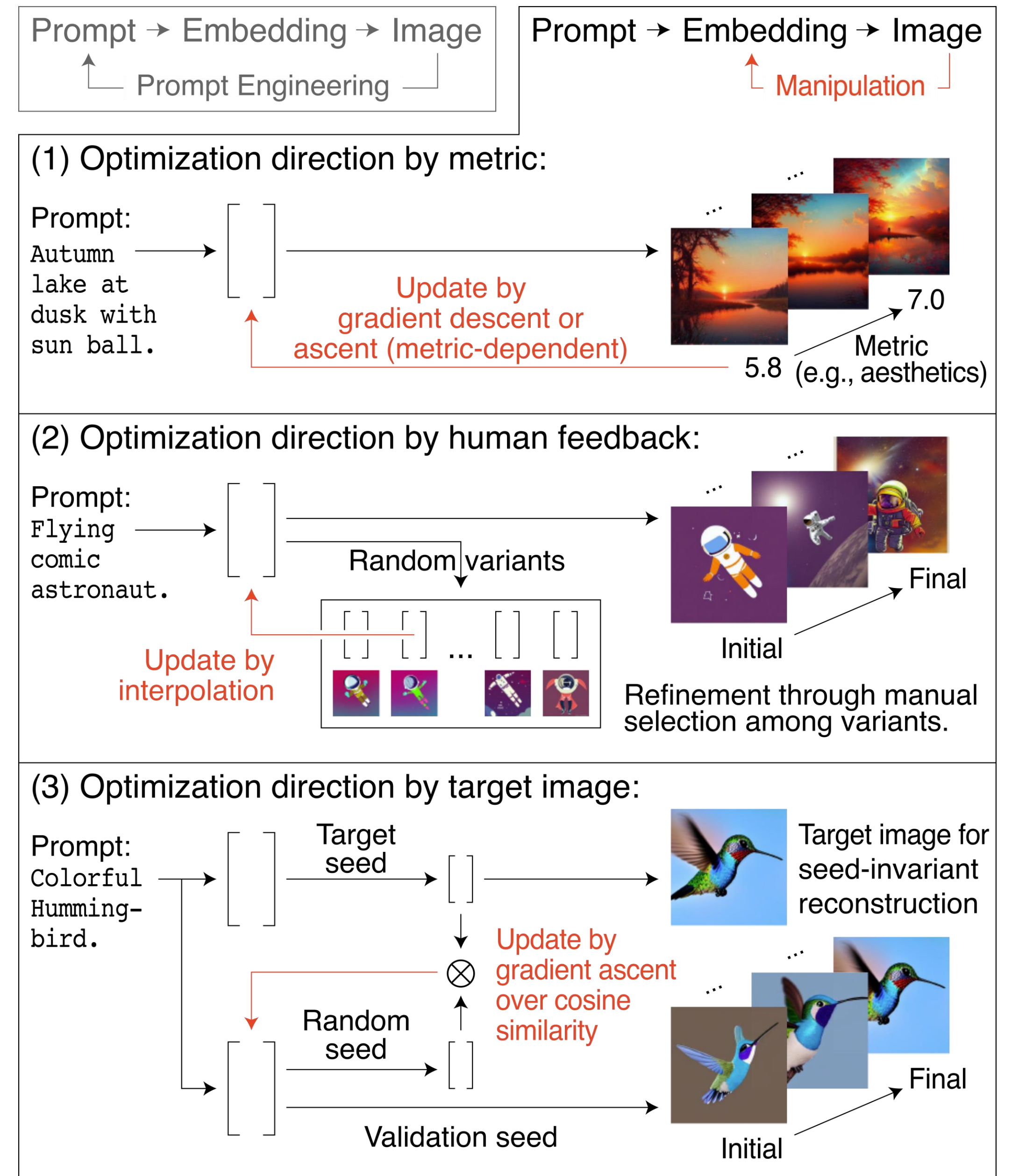


- (3) reconstruct a preferred image by introducing seed invariance.

Algorithm 1: Seed-Invariant Prompt Embeddings

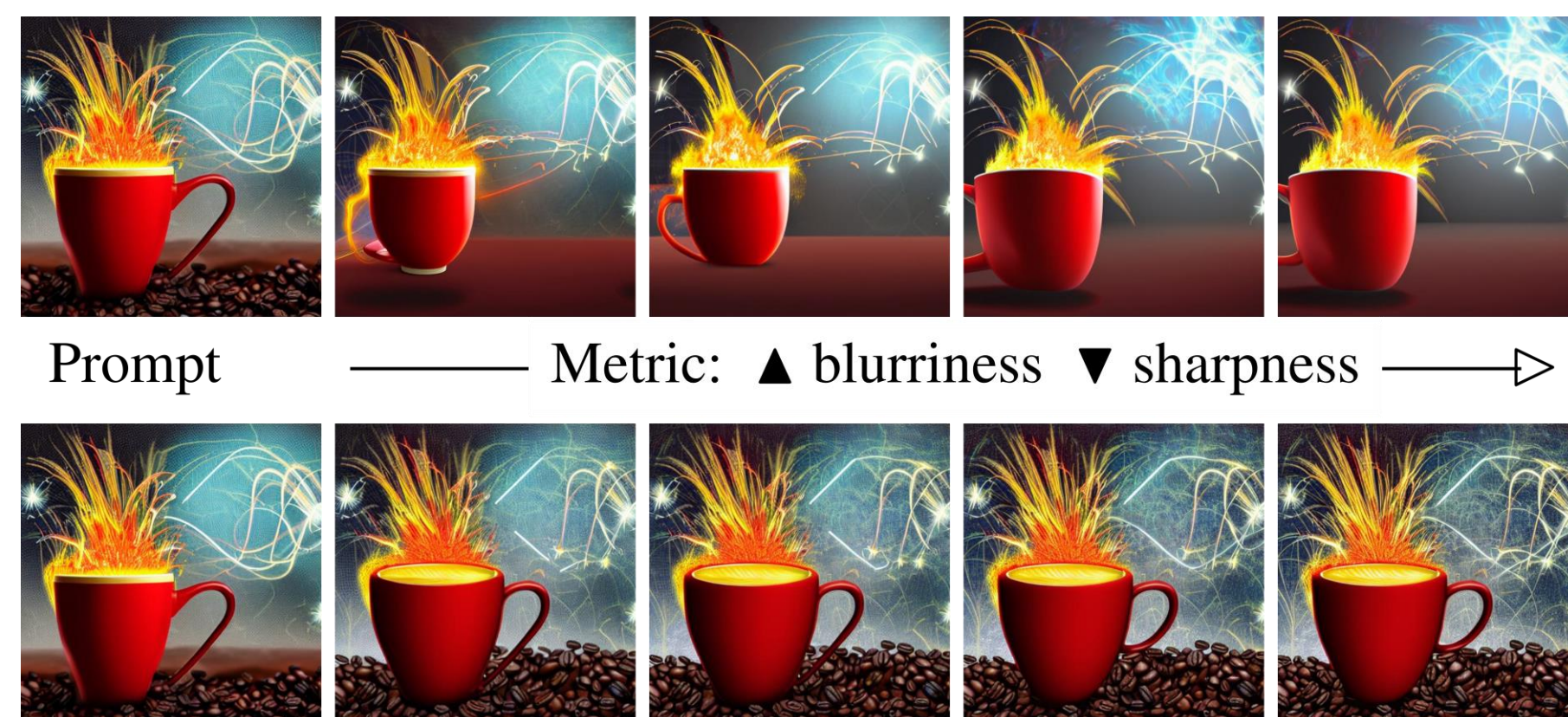
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1:  $\mathcal{I} \leftarrow \text{LDM}(\psi(\mathcal{P}), z)$ 
2:  $\mathcal{C} \leftarrow \psi(\mathcal{P})$ 
3: for  $\alpha \leftarrow \frac{1}{n}, \dots, \frac{n}{n}$  do
4:   Sample  $\tilde{z}$  as a batch of random initial latents
5:    $L \leftarrow \|\mathcal{I} - \text{LDM}(\mathcal{C}, \text{SLERP}(z, \tilde{z}, \alpha))\|_2^2$ 
6:    $\mathcal{C} \leftarrow \mathcal{C} - \eta \nabla_{\mathcal{C}} L$ 
7: end for
8: return  $\mathcal{C}$ 
    
```

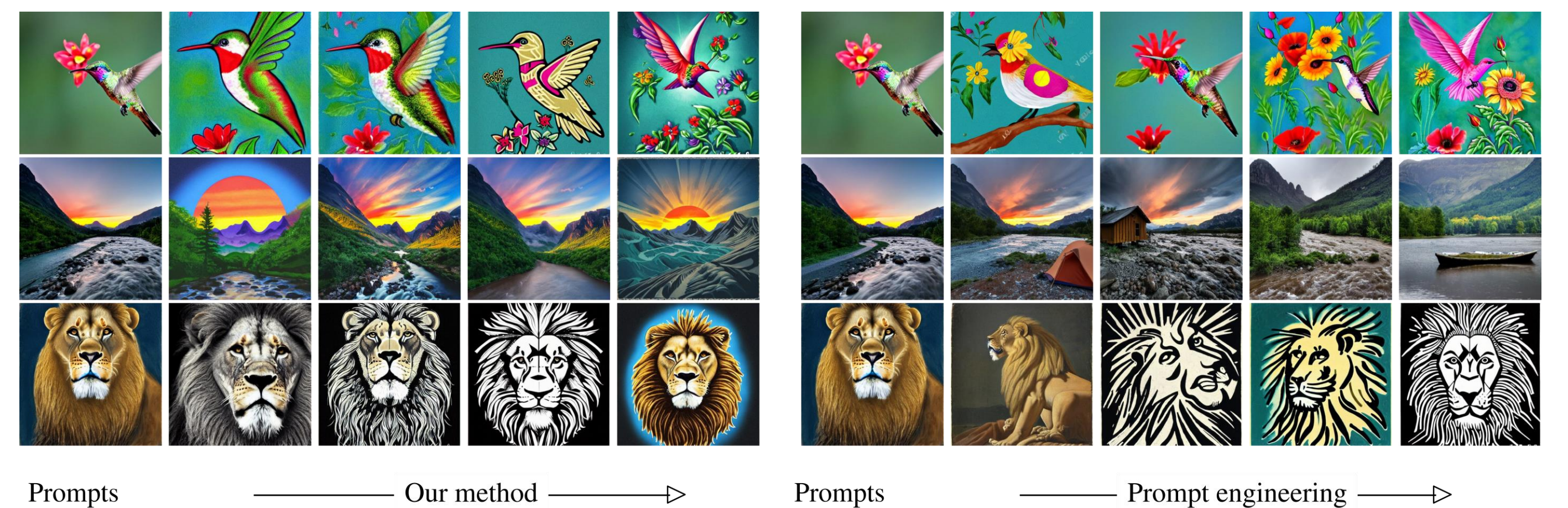
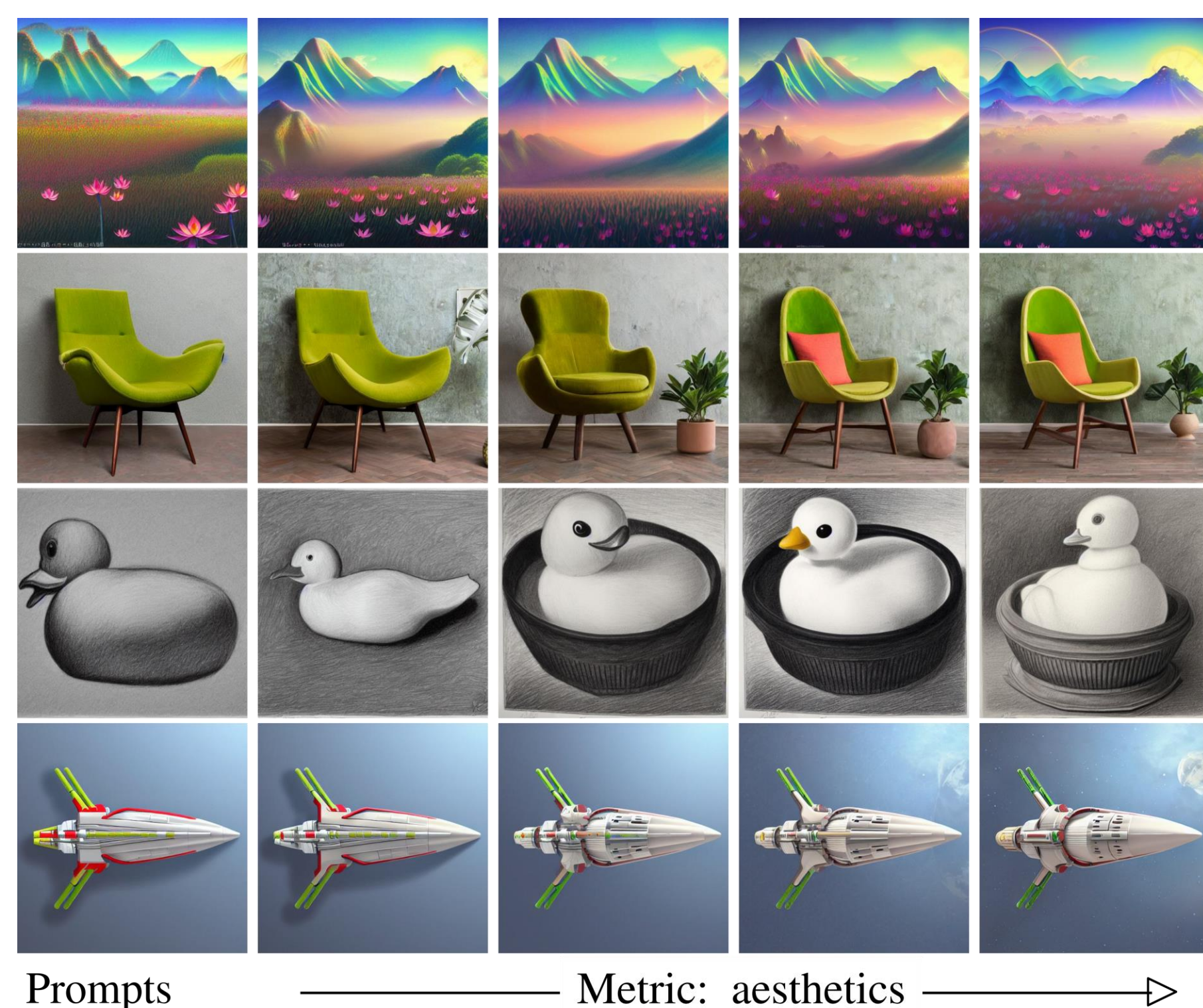


## Results

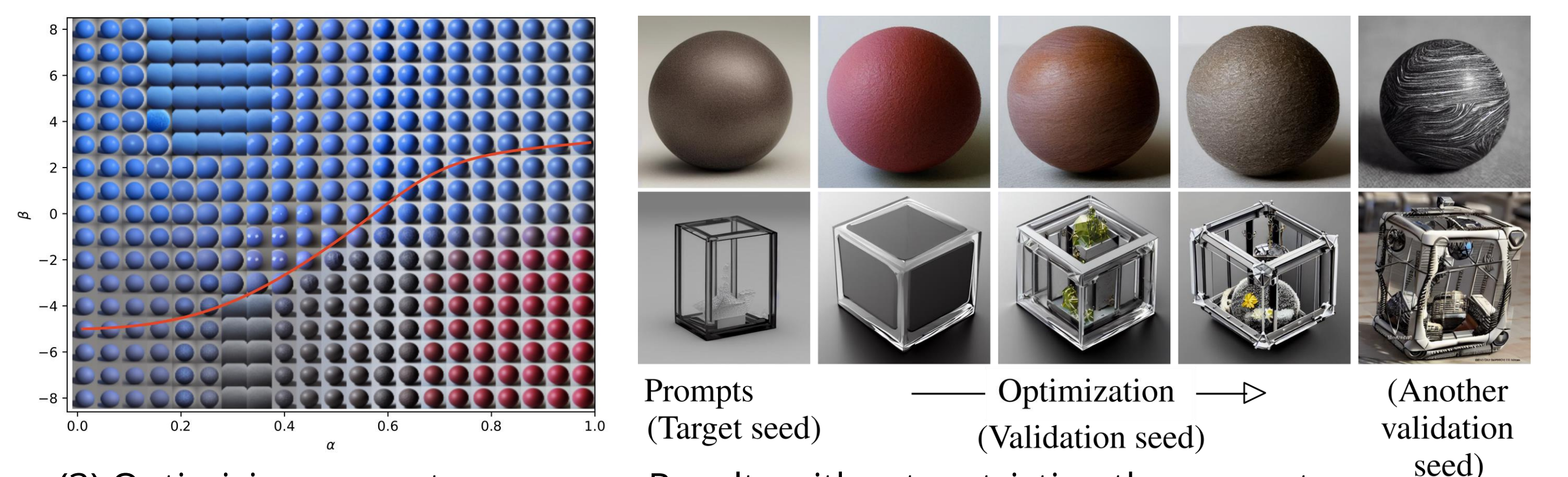
- (1) Images for prompt embeddings optimized w.r.t. a blurriness and sharpness metric,



- and optimized w.r.t. an aesthetics metric based on human feedback.



- (2) Images created in our user study using iterative human feedback vs. prompt engineering.



- (3) Optimizing prompt embeddings ( $\beta$ -axis) starting from a given image (bottom left) to resemble the original image when using a different seed (right).

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