CSF: Black-box Fingerprinting via Compositional Semantics for Text-to-Image Models

Supplementary Material

A. Model Selection

A.1. Base Models

We include 6 base models representing the most prominent open-source diffusion model families. These models are selected due to their widespread adoption in both research and production environments, making them the primary targets for practical fingerprinting applications.

Stable Diffusion Family. The Stable Diffusion series (SD1.5-Base, SD2.1-Base, SD3-Medium-Base, SDXL-Base) represents the dominant lineage in open-source text-to-image generation. SD1.5 [43] established the standard U-Net architecture with latent diffusion, becoming the foundation for thousands of derivatives. SD2.1 introduced architectural improvements including a larger U-Net and OpenCLIP text encoder. SD3 [8] marked a major paradigm shift by adopting a transformer-based backbone similar to DiT [34], while SDXL [36] scaled up model capacity for higher-resolution generation. These four models share the same latent diffusion framework but differ in architecture scale, training data, and design choices, presenting a challenging test for distinguishing models within the same lineage. We additionally include SD1.5-1.2-Base and SD1.5-1.4-Base, intermediate checkpoints from SD1.5's training trajectory, to evaluate whether fingerprints can differentiate between temporally close versions that share nearly identical architectures and overlapping training data.

Flux Family. Flux-Base [23] represents a recent shift toward fully transformer-based architectures, departing from the U-Net paradigm. Its adoption of attention-based processing throughout the model challenges whether fingerprinting methods designed for convolutional architectures can generalize to transformer-native designs.

Kandinsky Family. Kandinsky-Base [41] employs a unique two-stage pipeline with separate prior and decoder models, where the prior maps text to image embeddings before the decoder generates pixels. This architectural distinction from single-stage models like Stable Diffusion tests whether fingerprints can adapt to multi-stage generation processes.

The diversity across these base models—spanning U-Net vs. transformer architectures, single-stage vs. two-stage pipelines, and different capacity scales—provides a comprehensive testbed for evaluating cross-architecture fingerprint generalization.

A.2. Fine-tuned and Adapted Models

We include 13 fine-tuned variants spanning diverse adaptation strategies to test fingerprint persistence under practical model modifications:

Parameter-Efficient Fine-Tuning. Flux-LoRA, Kandinsky-Pokemon-LoRA, SD2.1-DPO, and SDXL-DPO apply LoRA [13] for low-rank adaptation, testing whether fingerprints survive when only a small fraction ($<1\%$) of parameters are modified. The latter two additionally incorporate Direct Preference Optimization [39] for alignment with human preferences, combining parameter efficiency with RLHF-style objectives that may disrupt learned semantic biases.

Domain-Specific Fine-Tuning. Kandinsky-Naruto (anime style), SD1.5-DreamShaper (aesthetic quality optimization), and SD2.1-LAION-Art (artistic style from LAION-Aesthetics [46]) undergo substantial fine-tuning on domain-specific data. These models challenge fingerprint robustness under significant distribution shift, where the semantic space may deviate considerably from the base model's training distribution.

Model Merging. SD1.5-DreamShaper and SD3-Reality-Mix represent community-created models that interpolate or merge weights from multiple checkpoints to achieve desired aesthetic or photorealistic qualities. Weight merging presents a unique challenge as the resulting model's semantic space is a non-linear combination of its constituent models, potentially diluting or obscuring individual model fingerprints.

Component-Specific Modification. SD3-VAE-Anime fine-tunes only the VAE decoder while keeping the diffusion model frozen, isolating the impact of decoder modifications on fingerprinting. This tests whether fingerprints embedded in the semantic (latent) space persist when only the pixel-space decoder is modified.

Inference Optimization. Flux-Turbo-Alpha and SDXL-Lightning-4Step are distilled for few-step inference (4-8 steps vs. 50+ steps), representing the most extreme adaptation scenario. These models undergo aggressive knowledge distillation and inference optimization that fundamentally alters the denoising trajectory. Crucially, such distillation has been shown to defeat even white-box watermarking methods [56], making it the hardest case for any fingerprinting approach. Our evaluation on these models tests whether semantic fingerprints can survive optimization pressures that eliminate traditional cryptographic signatures.

This comprehensive selection ensures our evaluation covers the practical challenges faced in real-world model fingerprinting, from lightweight adaptations to aggressive compression and merging strategies.

B. Results with Alternative Metrics

We evaluate our fingerprinting approach using alternative distance metrics to validate robustness. Results are reported at 95% confidence intervals.

B.1. Baseline Clustering Methods

Table A3 and Table A4 show results for hierarchical clustering on raw fingerprint vectors. Without model specifications (Table A3), naive clustering fails to achieve reliable fingerprinting due to high false positive rates. Incorporating specifications (Table A4) improves performance but still underperforms our compositional approach, confirming that how we structure semantic biases matters.

B.2. Jensen-Shannon Divergence

Table A7, Table A6, and Table A5 present JSD-based fingerprinting results. While JSD is a principled distribution metric, it struggles to capture the subtle compositional structure of semantic biases:

- JSD treats all fingerprint dimensions equally, missing compositionally-structured patterns
- Smoothing in JSD computation reduces discriminability at decision boundaries
- Higher variance in confidence intervals suggests less stable matching

These results explain why LPIPS, designed for perceptual differences, outperforms distribution-based metrics. Our compositional prompts produce semantically meaningful visual variations that may appear statistically minor under symmetric divergence measures.

C. Fingerprinting Prompt Templates

C.1. Prompt Design Rationale

Our 42 fingerprinting prompts are designed to systematically probe semantic biases across multiple dimensions:

Compositional structure All prompts follow the template "`A photo of a [ADJECTIVE] [OBJECT] [LOCATION]`", which allows independent manipulation of each semantic component. This compositionality is crucial for isolating specific bias sources and measuring their persistence through fine-tuning.

Attribute variation Each object category includes three semantically distinct adjectives that probe different semantic associations. For example, baked goods vary along the savory-sweet spectrum (savory, cheesy, sweet), while animals vary in perceived threat level (dangerous, wild, peaceful). This diversity ensures we capture a broad range of potential semantic biases.

Context variation We systematically vary background settings across three types: controlled studio environments (dimmed studio), natural contexts (grassland, forest, grass, savana), and textured surfaces (dark wood, brick wall, pot, vase, dish, wooden floor). The dimmed studio setting appears across all categories to provide a consistent baseline for cross-category comparison, while category-specific contexts test bias robustness in semantically appropriate settings.

Coverage and efficiency The resulting 42 prompts (5 categories × 3 attributes × 2-3 contexts) provide sufficient coverage to establish reliable fingerprints while remaining computationally tractable for fingerprinting verification in black-box settings.

C.2. Prompt Template Structure

Table A8 summarizes the compositional structure of our fingerprinting prompts. The full enumeration of all 42 prompts is provided in Section G.3.

D. Hyperparameter Settings

- **Standard Diffusion Models (SD1.5, SD2.1, SDXL Base):** We used a unified setting of **30 inference steps** and a **guidance scale (CFG) of 7.5**. This applies to the majority of fine-tuned models in our benchmark (e.g., DreamShaper, LAION-Art).
- **SDXL-Lightning:** As this model is distilled for extreme speed, we used **4 inference steps** with a **guidance scale of 0.0**, utilizing the `EulerDiscreteScheduler` with trailing timesteps.
- **Stable Diffusion 3 (SD3):** For the base medium model, we used **28 steps** with a CFG of **7.0**. For the *Reality Mix* variant, we lowered the CFG to **5.5** and set the guidance rescale to 0.0 to prevent artifacts.
- **Flux.1-dev:** We utilized the `FluxPipeline` with **50 inference steps** and a **guidance scale of 3.5**. The generation resolution was explicitly set to 512×512, and for LoRA variants (e.g., RealismLora), adapter weights were loaded with a scale of 1.0.
- **DPO-Adapted Models:** For SD2.1-DPO and SDXL-DPO, we switched the scheduler to `DPMSolverMultistepScheduler` (SDE-DPM++ with Karras sigmas) to better handle the preference-aligned weights. The LoRA adapter strength was set to **0.9**.
- **Kandinsky 2.2:** We employed the specific `KandinskyV22PriorPipeline` for embedding generation (CFG 1.0), followed by the decoder pipeline.

E. Visualization

Figures B9 and B10 show the results when generated with our prompts, and Figures B3 to B6 present example questions used in the human study.

F. Heatmap

In Table A2, similar to other fingerprinting methods, our method can also be evaluated by visualizing a heatmap. We visualized the results by averaging each column.

G. Details of the Analysis experiments

G.1. Details of the Scene-Context Validation Experiment

We provide the full protocol for the scene-context validation experiment shown in Figure 5. The goal of this experiment was to verify that the semantic signal isolated by CSF changes systematically when only the contextual component of an underspecified prompt is modified.

Task. We instantiated the validation experiment in the fruit domain. For each trial, we fixed the superordinate category and the underspecified component of the prompt, and varied only the scene context. We considered three contextual settings: *dimmed studio*, *dish*, and *wooden floor*.

Prompt conditions. All prompt components other than the scene phrase were kept unchanged across conditions. This design isolates the effect of context alone, allowing us to test whether a single contextual modification can induce a measurable shift in the generated semantic category distribution.

Protocol. For each context, we generated 40 images using the same model and identical sampling settings. The generation pipeline, including the prompt template and all sampling hyperparameters, was kept fixed across the three conditions.

Category extraction. Each generated image was mapped to a fixed fruit-category vocabulary using the same zero-shot CLIP-based category extraction procedure used throughout the main experiments. The category set consisted of Apple, Nectarine, Grapefruit, Lime, Coconut, Honeydew, and Others.

Interpretation. As shown in Figure 5, changing only the scene context produces a substantial and systematic shift in the generated category distribution. Compared with the dimmed-studio setting, the dish and wooden-floor settings yield broader and differently redistributed mixtures over categories. This supports our claim that compositional underspecification reveals model-dependent semantic biases, and that contextual variation alone is sufficient to alter how the model resolves semantic ambiguity.

G.2. Details of the Human Perceptual Study

We provide the full protocol for the human perceptual validation experiment used in Figure 4. The goal of this study was to test whether the semantic signal isolated by CSF is also accessible to human observers, rather than being an artifact of the computational attribution procedure.

Task. We ran a four-way forced-choice "Name That Dataset" experiment on Amazon Mechanical Turk. In each trial, a participant was shown a fine-tuned model and asked to identify its underlying base model from four candidates. To mirror the abstraction used by CSF, participants were explicitly instructed to ignore visual style and rely only on recurring content-distribution cues.

Prompt conditions. We compared two prompt sources: (i) naive prompts randomly sampled from LAION-2B, and (ii) CSF prompts generated by our method. The candidate set size was fixed across conditions, yielding a chance level of 25%.

Protocol. For each condition, we collected responses from 50 independent participants under the same interface and instruction template. Candidate ordering was randomized to reduce position bias, while the task format was kept identical across conditions.

Metric and error bars. We report identification accuracy for each condition. Since each response is a binary correct/incorrect outcome, we model the measured accuracy under a binomial distribution and compute the error bars as

$$100\sqrt{\frac{p(1-p)}{n}},$$

where p is the observed accuracy and $n = 50$ is the number of independent participant responses.

Interpretation. Naive prompts lead to substantially weaker identification performance, whereas CSF prompts noticeably improve human recognition of the correct model lineage. This supports our claim that the signal captured by CSF is not merely machine-readable, but also perceptually robust.

Table A1. Model details for fingerprinting evaluation. All models are available at https://huggingface.co/[model-path].

Model Name	HuggingFace Path
Flux Family	
Flux-Base	black-forest-labs/FLUX.1-dev
Flux-LoRA	XLabs-AI/flux-RealismLora
Flux-Turbo-Alpha	alimama-creative/FLUX.1-Turbo-Alpha
Kandinsky Family	
Kandinsky-Base	kandinsky-community/kandinsky-2-2-prior
Kandinsky-Naruto	JeonghyunLee/kandi2-prior-naruto-model
Kandinsky-Pokemon-LoRA	YiYiXu/pokeman_kandinsky_decoder_lora
SD1.5 Family	
SD1.5-Base	stable-diffusion-v1-5/stable-diffusion-v1-5
SD1.5-1.2-Base	CompVis/stable-diffusion-v1-2
SD1.5-1.4-Base	CompVis/stable-diffusion-v1-4
SD1.5-DreamShaper	Lykon/dreamshaper-8
SD2.1 Family	
SD2.1-Base	stabilityai/stable-diffusion-2-1
SD2.1-DPO	radames/sd-21-DPO-LoRA
SD2.1-LAION-Art	Vishnou/sd-laion-art
SD3 Family	
SD3-Medium-Base	stabilityai/stable-diffusion-3-medium-diffusers
SD3-Reality-Mix	terminusresearch/stable-diffusion-3.0-medium_reality-mix
SD3-VAE-Anime	Disty0/sd3_vae_anime_ft
SDXL Family	
SDXL-Base	stabilityai/stable-diffusion-xl-base-1.0
SDXL-DPO	radames/sdxl-DPO-LoRA
SDXL-Lightning-4Step	ByteDance/SDXL-Lightning

Table A2. Average Normalized Wasserstein Distance Matrix across all prompts. Each value is the mean of column-normalized distances across all 42 prompts. Short, Medium-low, Medium-high, Long distance.

AVERAGE ACROSS ALL PROMPTS																			
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.34	0.25	0.71	0.71	0.71	0.85	0.84	0.84	0.77	0.81	0.83	0.83	0.63	0.65	0.66	0.78	0.79	0.73
F-LoRA	0.33	0.00	0.41	0.71	0.71	0.75	0.86	0.83	0.82	0.81	0.80	0.81	0.81	0.68	0.73	0.73	0.74	0.74	0.70
F-Turbo	0.24	0.41	0.00	0.73	0.74	0.73	0.78	0.78	0.79	0.77	0.76	0.77	0.77	0.67	0.69	0.69	0.78	0.79	0.73
K-Base	0.67	0.70	0.73	0.00	0.14	0.34	0.79	0.83	0.83	0.78	0.81	0.79	0.79	0.78	0.78	0.78	0.65	0.65	0.63
K-Naru	0.67	0.70	0.73	0.15	0.00	0.35	0.80	0.84	0.84	0.78	0.81	0.80	0.79	0.74	0.76	0.77	0.63	0.64	0.62
K-Poke	0.69	0.76	0.75	0.36	0.36	0.00	0.87	0.88	0.89	0.78	0.82	0.82	0.82	0.71	0.74	0.74	0.64	0.66	0.66
1.5-v1.2	0.91	0.95	0.88	0.89	0.91	0.93	0.00	0.41	0.46	0.58	0.80	0.74	0.74	0.96	0.95	0.95	0.87	0.84	0.86
1.5-v1.4	0.81	0.82	0.79	0.83	0.84	0.83	0.37	0.00	0.34	0.51	0.67	0.63	0.63	0.78	0.81	0.81	0.77	0.75	0.79
1.5-Base	0.78	0.79	0.77	0.80	0.80	0.81	0.39	0.33	0.00	0.50	0.66	0.62	0.62	0.78	0.79	0.79	0.74	0.72	0.75
1.5-Dream	0.80	0.85	0.82	0.84	0.85	0.81	0.55	0.55	0.56	0.00	0.80	0.80	0.80	0.77	0.84	0.84	0.82	0.80	0.80
2.1-DPO	0.75	0.77	0.74	0.79	0.78	0.76	0.69	0.65	0.66	0.72	0.00	0.26	0.26	0.64	0.71	0.72	0.74	0.73	0.78
2.1-Base	0.79	0.79	0.77	0.80	0.80	0.79	0.65	0.63	0.64	0.73	0.26	0.00	0.02	0.67	0.74	0.74	0.75	0.74	0.80
2.1-Art	0.79	0.79	0.77	0.79	0.79	0.78	0.65	0.62	0.63	0.72	0.26	0.02	0.00	0.67	0.74	0.74	0.75	0.74	0.79
SD3-Real	0.73	0.78	0.80	0.97	0.92	0.87	1.05	0.96	0.97	0.85	0.82	0.84	0.84	0.00	0.54	0.53	0.81	0.82	0.87
SD3-Base	0.59	0.67	0.63	0.73	0.72	0.68	0.78	0.75	0.76	0.73	0.68	0.68	0.68	0.40	0.00	0.00	0.64	0.65	0.67
SD3-Anim	0.59	0.68	0.63	0.73	0.72	0.67	0.78	0.75	0.76	0.73	0.67	0.68	0.68	0.40	0.00	0.00	0.64	0.65	0.67
XL-DPO	0.68	0.67	0.71	0.59	0.57	0.56	0.70	0.71	0.71	0.70	0.69	0.69	0.69	0.59	0.62	0.63	0.00	0.18	0.36
XL-Base	0.71	0.69	0.74	0.61	0.59	0.61	0.69	0.71	0.71	0.71	0.71	0.70	0.70	0.62	0.66	0.66	0.19	0.00	0.36
XL-Light	0.67	0.67	0.70	0.60	0.59	0.63	0.70	0.75	0.75	0.72	0.77	0.75	0.75	0.67	0.69	0.69	0.37	0.36	0.00

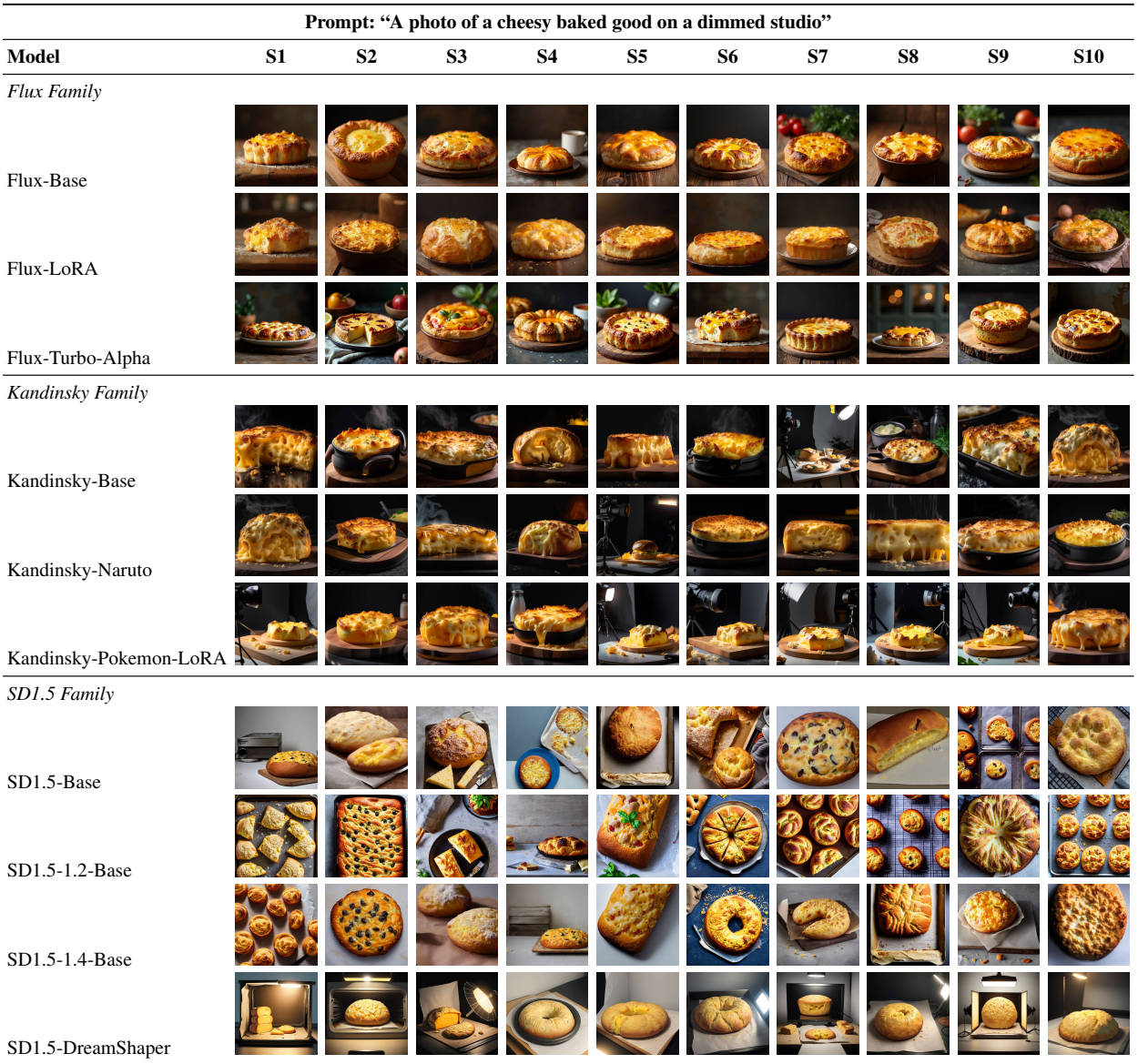

Figure B1. Qualitative results (Part 1): Flux, Kandinsky, and SD1.5 families.

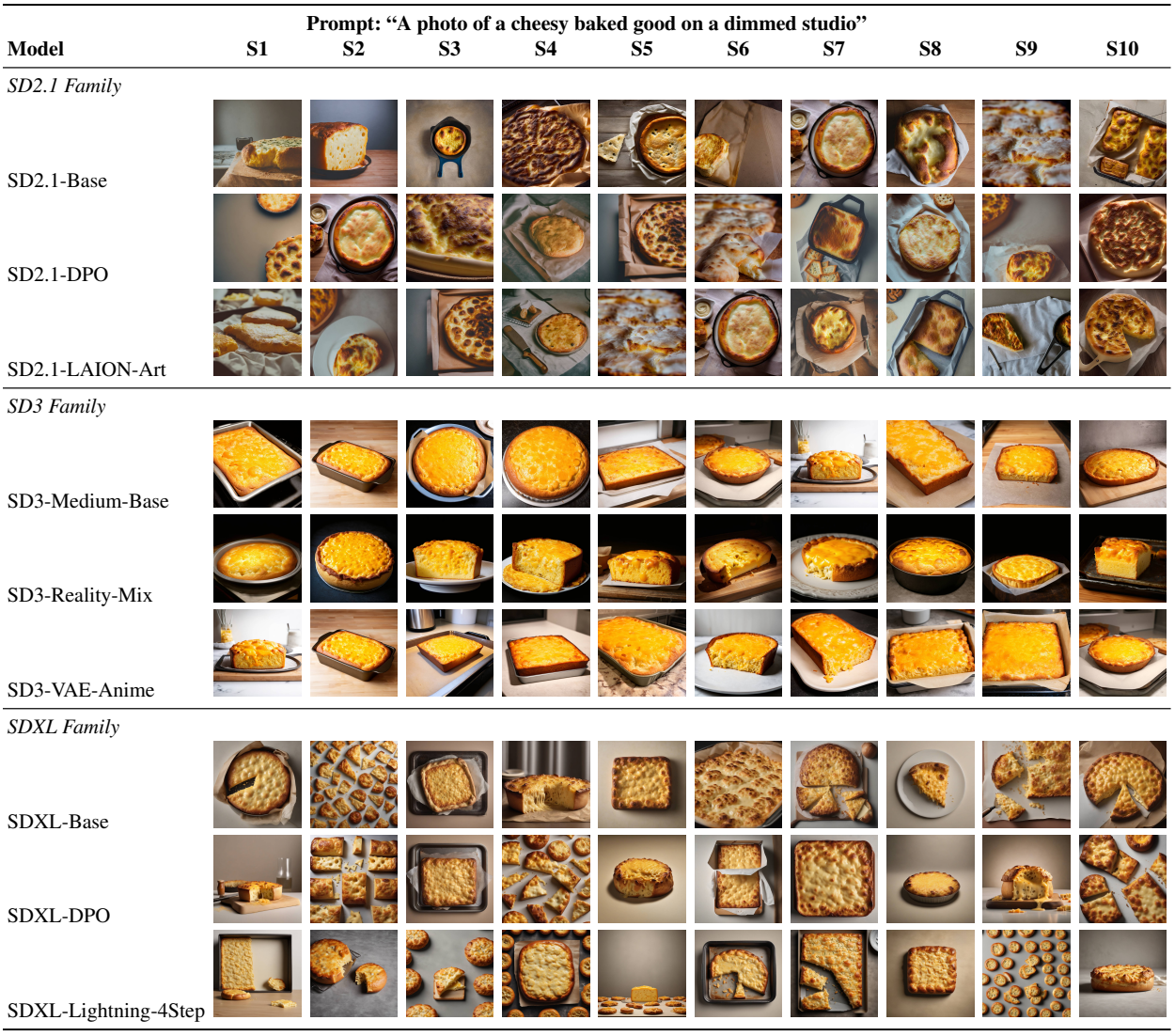

Figure B2. Qualitative results (Part 2): SD2.1, SD3, and SDXL families.

Table A3. 95% Confidence Interval Lower Bound of the Derived Models with base method

	Base Models					
	Flux-Base	Kandinsky-Base	SD1.5-Base	SD2.1-Base	SD3-Medium-Base	SDXL-Base
Flux Family						
Flux-LoRA	0.541	0.004	0.004	0.004	0.004	0.004
Flux-Turbo-Alpha	0.541	0.004	0.004	0.004	0.004	0.004
Kandinsky Family						
Kandinsky-Naruto	0.004	0.541	0.004	0.004	0.004	0.004
Kandinsky-Pokemon-LoRA	0.004	0.541	0.004	0.004	0.004	0.004
SD1.5 Family						
SD1.5-1.2-Base	0.004	0.004	0.223	0.004	0.004	0.118
SD1.5-1.4-Base	0.004	0.004	0.541	0.004	0.004	0.004
SD1.5-DreamShaper	0.004	0.223	0.043	0.004	0.004	0.043
SD2.1 Family						
SD2.1-DPO	0.004	0.004	0.004	0.541	0.004	0.004
SD2.1-LAION-Art	0.004	0.004	0.004	0.541	0.004	0.004
SD3 Family						
SD3-Reality-Mix	0.004	0.004	0.004	0.043	0.359	0.004
SD3-VAE-Anime	0.004	0.004	0.004	0.004	0.541	0.004
SDXL Family						
SDXL-DPO	0.004	0.004	0.004	0.004	0.004	0.541
SDXL-Lightning-4Step	0.004	0.043	0.004	0.004	0.004	0.359

Table A4. 95% Confidence Posterior mean of the Derived Models with base method

	Base Models					
	Flux-Base	Kandinsky-Base	SD1.5-Base	SD2.1-Base	SD3-Medium-Base	SDXL-Base
Flux Family						
Flux-LoRA	0.857	0.143	0.143	0.143	0.143	0.143
Flux-Turbo-Alpha	0.857	0.143	0.143	0.143	0.143	0.143
Kandinsky Family						
Kandinsky-Naruto	0.143	0.857	0.143	0.143	0.143	0.143
Kandinsky-Pokemon-LoRA	0.143	0.857	0.143	0.143	0.143	0.143
SD1.5 Family						
SD1.5-1.2-Base	0.143	0.143	0.571	0.143	0.143	0.429
SD1.5-1.4-Base	0.143	0.143	0.857	0.143	0.143	0.143
SD1.5-DreamShaper	0.143	0.571	0.286	0.143	0.143	0.286
SD2.1 Family						
SD2.1-DPO	0.143	0.143	0.143	0.857	0.143	0.143
SD2.1-LAION-Art	0.143	0.143	0.143	0.857	0.143	0.143
SD3 Family						
SD3-Reality-Mix	0.143	0.143	0.143	0.286	0.714	0.143
SD3-VAE-Anime	0.143	0.143	0.143	0.143	0.857	0.143
SDXL Family						
SDXL-DPO	0.143	0.143	0.143	0.143	0.143	0.857
SDXL-Lightning-4Step	0.143	0.286	0.143	0.143	0.143	0.714

Table A5. 95% Confidence Interval Lower Bound of the Derived Models with our method

	Base Models					
	Flux-Base	Kandinsky-Base	SD1.5-Base	SD2.1-Base	SD3-Medium-Base	SDXL-Base
Flux Family						
Flux-LoRA	0.842	0.001	0.001	0.001	0.001	0.015
Flux-Turbo-Alpha	0.918	0.001	0.001	0.001	0.001	0.001
Kandinsky Family						
Kandinsky-Naruto	0.001	0.918	0.001	0.001	0.001	0.001
Kandinsky-Pokemon-LoRA	0.006	0.702	0.006	0.028	0.001	0.006
SD1.5 Family						
SD1.5-1.2-Base	0.001	0.001	0.721	0.039	0.001	0.015
SD1.5-1.4-Base	0.001	0.001	0.918	0.001	0.001	0.001
SD1.5-DreamShaper	0.026	0.015	0.515	0.006	0.015	0.068
SD2.1 Family						
SD2.1-DPO	0.001	0.001	0.001	0.918	0.001	0.001
SD2.1-LAION-Art	0.001	0.001	0.001	0.918	0.001	0.001
SD3 Family						
SD3-Reality-Mix	0.053	0.026	0.001	0.006	0.563	0.026
SD3-VAE-Anime	0.001	0.001	0.001	0.001	0.918	0.001
SDXL Family						
SDXL-DPO	0.001	0.001	0.001	0.001	0.001	0.918
SDXL-Lightning-4Step	0.001	0.026	0.001	0.015	0.001	0.749

Table A6. 95% Confidence Interval Lower Bound of the Derived Models in jsd

	Base Models					
	Flux-Base	Kandinsky-Base	SD1.5-Base	SD2.1-Base	SD3-Medium-Base	SDXL-Base
Flux Family						
Flux-LoRA	0.640	0.001	0.015	0.006	0.026	0.026
Flux-Turbo-Alpha	0.842	0.006	0.001	0.001	0.001	0.006
Kandinsky Family						
Kandinsky-Naruto	0.015	0.291	0.118	0.053	0.015	0.068
Kandinsky-Pokemon-LoRA	0.015	0.842	0.001	0.001	0.001	0.001
SD1.5 Family						
SD1.5-1.2-Base	0.006	0.001	0.721	0.026	0.001	0.015
SD1.5-1.4-Base	0.006	0.001	0.809	0.015	0.001	0.001
SD1.5-DreamShaper	0.026	0.026	0.515	0.039	0.001	0.039
SD2.1 Family						
SD2.1-DPO	0.026	0.001	0.001	0.809	0.001	0.001
SD2.1-LAION-Art	0.006	0.001	0.001	0.877	0.001	0.001
SD3 Family						
SD3-Reality-Mix	0.053	0.006	0.015	0.026	0.421	0.084
SD3-VAE-Anime	0.026	0.001	0.001	0.001	0.779	0.006
SDXL Family						
SDXL-DPO	0.100	0.006	0.001	0.015	0.006	0.563
SDXL-Lightning-4Step	0.053	0.006	0.006	0.026	0.006	0.588

Table A7. Posterior mean of JSD

	Base Models					
	Flux-Base	Kandinsky-Base	SD1.5-Base	SD2.1-Base	SD3-Medium-Base	SDXL-Base
Flux Family						
Flux-LoRA	0.773	0.023	0.068	0.045	0.091	0.091
Flux-Turbo-Alpha	0.932	0.045	0.023	0.023	0.023	0.045
Kandinsky Family						
Kandinsky-Naruto	0.068	0.432	0.227	0.136	0.068	0.159
Kandinsky-Pokemon-LoRA	0.068	0.932	0.023	0.023	0.023	0.023
SD1.5 Family						
SD1.5-1.2-Base	0.045	0.023	0.841	0.091	0.023	0.068
SD1.5-1.4-Base	0.045	0.023	0.909	0.068	0.023	0.023
SD1.5-DreamShaper	0.091	0.091	0.659	0.114	0.023	0.114
SD2.1 Family						
SD2.1-DPO	0.091	0.023	0.023	0.909	0.023	0.023
SD2.1-LAION-Art	0.045	0.023	0.023	0.955	0.023	0.023
SD3 Family						
SD3-Reality-Mix	0.136	0.045	0.068	0.091	0.568	0.182
SD3-VAE-Anime	0.091	0.023	0.023	0.023	0.886	0.045
SDXL Family						
SDXL-DPO	0.205	0.045	0.023	0.068	0.045	0.705
SDXL-Lightning-4Step	0.136	0.045	0.045	0.091	0.045	0.727

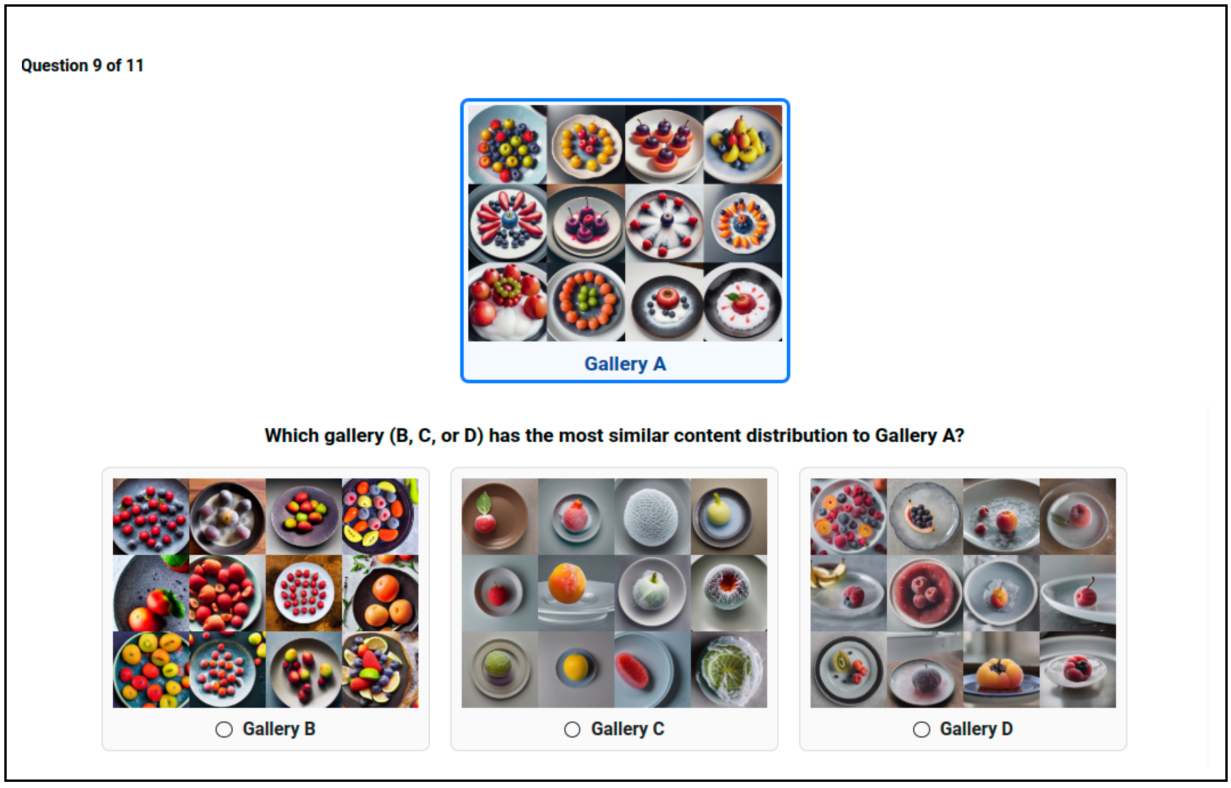

Figure B3. Example of human study

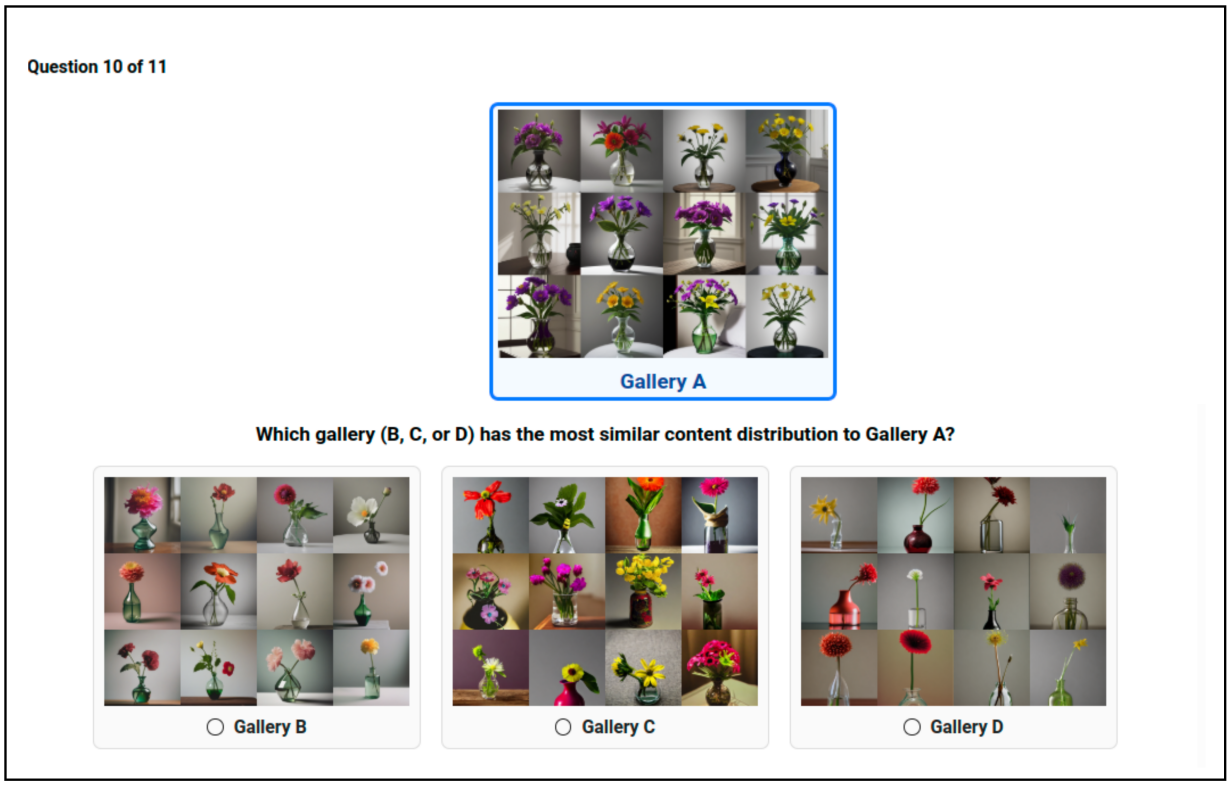

Figure B4. Example of human study

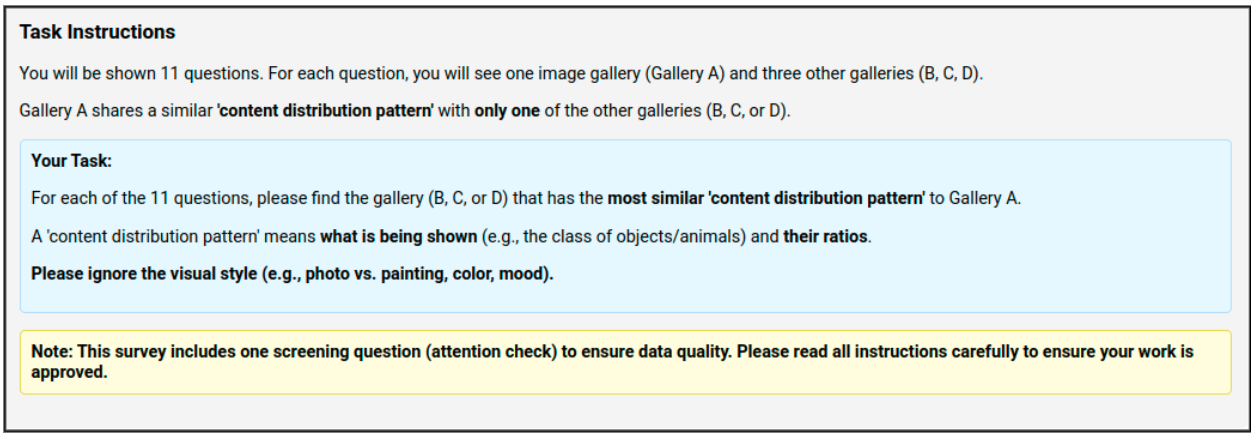

Figure B5. An instruction of human study

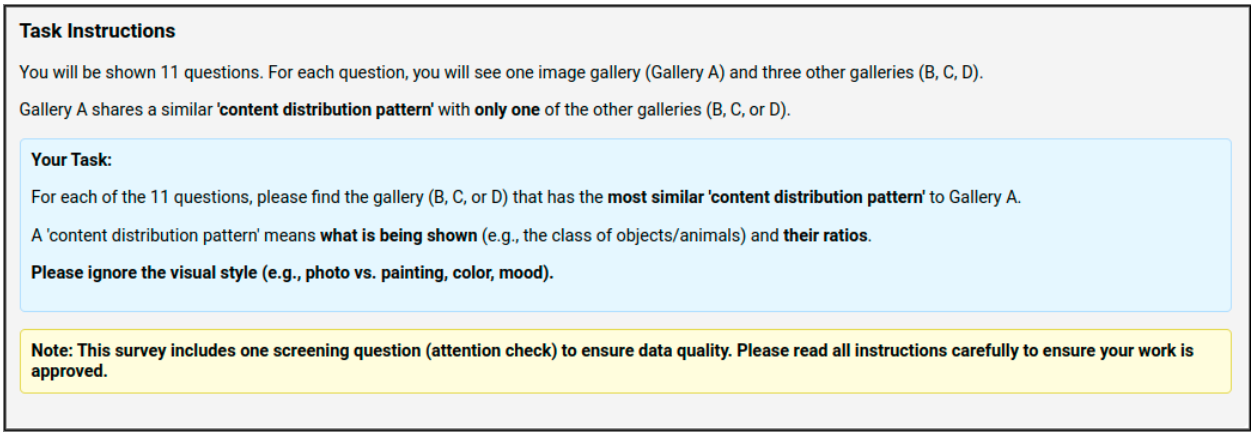

Figure B6. Example of human study for comparison

Object Category	Adjectives	Locations
Baked good	savory, cheesy, sweet	dimmed studio, dark wood surface, brick wall
Animal	dangerous, wild, peaceful	grassland, forest, dimmed studio
Flower	vibrant, tropical	pot, dimmed studio, vase
Bird	peaceful, dangerous, flightless	grass, savana, dimmed studio
Fruit	sweet, frozen, savory	dish, wooden floor, dimmed studio

Table A8. Compositional structure of fingerprinting prompts. Each category systematically varies semantic attributes and visual contexts, yielding 42 total prompts (9+9+6+9+9). The dimmed studio setting appears across all categories to enable cross-category comparison.

Table A9. Average Normalized Wasserstein Distance Matrix across all prompts. Each value is the mean of column-normalized distances across all 42 prompts. Short, Medium-low, Medium-high, Long distance.

	AVERAGE ACROSS ALL PROMPTS																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.34	0.25	0.71	0.71	0.71	0.85	0.84	0.84	0.77	0.81	0.83	0.83	0.63	0.65	0.66	0.78	0.79	0.73
F-LoRA	0.33	0.00	0.41	0.71	0.71	0.75	0.86	0.83	0.82	0.81	0.80	0.81	0.81	0.68	0.73	0.73	0.74	0.74	0.70
F-Turbo	0.24	0.41	0.00	0.73	0.74	0.73	0.78	0.78	0.79	0.77	0.76	0.77	0.77	0.67	0.69	0.69	0.78	0.79	0.73
K-Base	0.67	0.70	0.73	0.00	0.14	0.34	0.79	0.83	0.83	0.78	0.81	0.79	0.79	0.78	0.78	0.78	0.65	0.65	0.63
K-Naru	0.67	0.70	0.73	0.15	0.00	0.35	0.80	0.84	0.84	0.78	0.81	0.80	0.79	0.74	0.76	0.77	0.63	0.64	0.62
K-Poke	0.69	0.76	0.75	0.36	0.36	0.00	0.87	0.88	0.89	0.78	0.82	0.82	0.82	0.71	0.74	0.74	0.64	0.66	0.66
1.5-v1.2	0.91	0.95	0.88	0.89	0.91	0.93	0.00	0.41	0.46	0.58	0.80	0.74	0.74	0.96	0.95	0.95	0.87	0.84	0.86
1.5-v1.4	0.81	0.82	0.79	0.83	0.84	0.83	0.37	0.00	0.34	0.51	0.67	0.63	0.63	0.78	0.81	0.81	0.77	0.75	0.79
1.5-Base	0.78	0.79	0.77	0.80	0.80	0.81	0.39	0.33	0.00	0.50	0.66	0.62	0.62	0.76	0.79	0.79	0.74	0.72	0.75
1.5-Dream	0.80	0.85	0.82	0.84	0.85	0.81	0.55	0.55	0.56	0.00	0.80	0.80	0.80	0.77	0.84	0.84	0.82	0.80	0.80
2.1-DPO	0.75	0.77	0.74	0.79	0.78	0.76	0.69	0.65	0.66	0.72	0.00	0.26	0.26	0.64	0.71	0.72	0.74	0.73	0.78
2.1-Base	0.79	0.79	0.77	0.80	0.80	0.79	0.65	0.63	0.64	0.73	0.26	0.00	0.02	0.67	0.74	0.74	0.75	0.74	0.80
2.1-Art	0.79	0.79	0.77	0.79	0.79	0.78	0.65	0.62	0.63	0.72	0.26	0.02	0.00	0.67	0.74	0.74	0.75	0.74	0.79
SD3-Real	0.73	0.78	0.80	0.97	0.92	0.87	1.04	0.96	0.97	0.85	0.82	0.84	0.84	0.00	0.54	0.53	0.81	0.82	0.87
SD3-Base	0.59	0.67	0.63	0.73	0.72	0.68	0.78	0.75	0.76	0.73	0.68	0.68	0.68	0.40	0.00	0.00	0.64	0.65	0.67
SD3-Anim	0.59	0.68	0.63	0.73	0.72	0.67	0.78	0.75	0.76	0.73	0.67	0.68	0.68	0.40	0.00	0.00	0.64	0.65	0.67
XL-DPO	0.68	0.67	0.71	0.59	0.57	0.56	0.70	0.71	0.71	0.70	0.69	0.69	0.69	0.59	0.62	0.63	0.00	0.18	0.36
XL-Base	0.71	0.69	0.74	0.61	0.59	0.61	0.69	0.71	0.71	0.71	0.71	0.70	0.70	0.62	0.66	0.66	0.19	0.00	0.36
XL-Light	0.67	0.67	0.70	0.60	0.59	0.63	0.70	0.75	0.75	0.72	0.77	0.75	0.75	0.67	0.69	0.69	0.37	0.36	0.00

Table A10. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Cheesy Baked Good Against A Brick Wall																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.15	0.15	0.96	0.96	0.96	0.47	0.30	0.36	0.29	0.93	0.94	0.94	0.35	0.39	0.42	0.50	0.42	0.37
F-LoRA	0.14	0.00	0.19	0.86	0.87	0.83	0.46	0.29	0.35	0.32	0.75	0.79	0.79	0.26	0.32	0.34	0.40	0.36	0.29
F-Turbo	0.15	0.21	0.00	0.98	0.99	0.97	0.40	0.27	0.33	0.30	0.93	0.92	0.93	0.34	0.39	0.43	0.49	0.40	0.35
K-Base	1.00	1.00	1.00	0.00	0.05	0.25	1.00	1.00	1.00	1.00	0.87	0.55	0.59	1.00	1.00	1.00	1.00	1.00	1.00
K-Naru	0.94	0.94	0.94	0.05	0.00	0.22	0.93	0.94	0.93	0.93	0.80	0.52	0.56	0.93	0.92	0.92	0.90	0.92	0.92
K-Poke	0.68	0.65	0.66	0.17	0.16	0.00	0.68	0.66	0.67	0.67	0.44	0.33	0.35	0.60	0.61	0.61	0.55	0.59	0.57
1.5-v1.2	0.43	0.47	0.36	0.88	0.88	0.89	0.00	0.20	0.18	0.25	0.90	0.86	0.86	0.50	0.62	0.64	0.51	0.40	0.44
1.5-v1.4	0.33	0.35	0.28	1.04	1.04	1.02	0.23	0.00	0.17	0.20	0.99	1.00	1.00	0.46	0.60	0.63	0.51	0.38	0.38
1.5-Base	0.37	0.41	0.33	1.00	1.00	1.00	0.20	0.16	0.00	0.18	1.00	1.00	1.00	0.47	0.63	0.66	0.48	0.36	0.38
1.5-Dream	0.39	0.47	0.39	1.27	1.27	1.28	0.36	0.25	0.23	0.00	1.36	1.38	1.40	0.57	0.79	0.83	0.64	0.46	0.48
2.1-DPO	0.42	0.38	0.41	0.37	0.37	0.28	0.44	0.41	0.43	0.46	0.00	0.20	0.19	0.38	0.38	0.38	0.35	0.36	0.36
2.1-Base	0.53	0.50	0.51	0.30	0.30	0.27	0.53	0.52	0.54	0.59	0.25	0.00	0.03	0.50	0.48	0.47	0.50	0.52	0.50
2.1-Art	0.51	0.48	0.49	0.31	0.31	0.27	0.51	0.50	0.52	0.57	0.23	0.03	0.00	0.48	0.45	0.45	0.48	0.49	0.48
SD3-Real	0.28	0.24	0.27	0.77	0.77	0.68	0.44	0.34	0.36	0.34	0.67	0.71	0.71	0.00	0.24	0.25	0.26	0.25	0.19
SD3-Base	0.26	0.23	0.26	0.63	0.63	0.58	0.45	0.37	0.40	0.39	0.56	0.56	0.55	0.20	0.00	0.00	0.32	0.31	0.26
SD3-Anim	0.27	0.24	0.27	0.61	0.60	0.55	0.45	0.37	0.40	0.40	0.54	0.53	0.53	0.20	0.00	0.00	0.32	0.31	0.27
XL-DPO	0.32	0.28	0.30	0.60	0.59	0.49	0.35	0.30	0.29	0.30	0.49	0.56	0.55	0.21	0.31	0.32	0.00	0.14	0.18
XL-Base	0.32	0.30	0.30	0.73	0.71	0.64	0.33	0.26	0.26	0.26	0.62	0.69	0.69	0.23	0.36	0.37	0.17	0.00	0.19
XL-Light	0.29	0.26	0.27	0.75	0.74	0.64	0.38	0.28	0.28	0.28	0.63	0.69	0.69	0.19	0.31	0.33	0.22	0.19	0.00

Table A11. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Cheesy Baked Good On A Dark Wood Surface																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.14	0.14	1.00	1.00	1.00	0.68	0.26	0.31	0.22	0.74	0.78	0.77	0.27	0.54	0.55	1.00	1.00	1.00
F-LoRA	0.12	0.00	0.19	0.86	0.86	0.82	0.65	0.27	0.31	0.28	0.67	0.67	0.67	0.29	0.43	0.44	0.84	0.82	0.86
F-Turbo	0.12	0.19	0.00	0.85	0.85	0.86	0.58	0.27	0.31	0.27	0.67	0.68	0.68	0.32	0.51	0.52	0.83	0.82	0.85
K-Base	1.00	1.00	1.00	0.00	0.04	0.27	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.38	0.50	0.71
K-Naru	1.02	1.03	1.02	0.04	0.00	0.29	1.00	1.00	0.99	1.00	1.00	1.01	1.01	1.00	0.99	0.99	0.38	0.50	0.71
K-Poke	0.59	0.57	0.59	0.16	0.16	0.00	0.66	0.59	0.60	0.63	0.43	0.45	0.45	0.63	0.57	0.57	0.24	0.28	0.38
1.5-v1.2	0.42	0.47	0.42	0.61	0.60	0.68	0.00	0.32	0.31	0.40	0.59	0.55	0.55	0.56	0.65	0.65	0.54	0.54	0.62
1.5-v1.4	0.24	0.30	0.30	0.93	0.91	0.94	0.48	0.00	0.18	0.20	0.60	0.63	0.63	0.29	0.53	0.54	0.83	0.82	0.88
1.5-Base	0.28	0.34	0.33	0.92	0.89	0.93	0.46	0.17	0.00	0.21	0.57	0.61	0.60	0.33	0.60	0.61	0.81	0.80	0.85
1.5-Dream	0.34	0.48	0.48	1.50	1.46	1.61	0.97	0.32	0.34	0.00	1.10	1.24	1.22	0.21	0.87	0.89	1.47	1.51	1.59
2.1-DPO	0.36	0.38	0.38	0.48	0.47	0.35	0.47	0.31	0.30	0.36	0.00	0.18	0.18	0.39	0.44	0.44	0.35	0.35	0.35
2.1-Base	0.36	0.36	0.37	0.46	0.46	0.35	0.42	0.31	0.31	0.38	0.17	0.00	0.01	0.42	0.44	0.44	0.33	0.32	0.32
2.1-Art	0.36	0.37	0.37	0.47	0.46	0.36	0.42	0.31	0.31	0.38	0.18	0.01	0.00	0.42	0.44	0.44	0.33	0.32	0.32
SD3-Real	0.45	0.57	0.63	1.69	1.65	1.81	1.55	0.52	0.61	0.24	1.36	1.54	1.53	0.00	0.86	0.88	1.71	1.78	1.80
SD3-Base	0.34	0.32	0.38	0.63	0.61	0.62	0.67	0.36	0.42	0.37	0.58	0.60	0.60	0.32	0.00	0.00	0.50	0.51	0.55
SD3-Anim	0.34	0.32	0.38	0.62	0.60	0.61	0.66	0.36	0.41	0.37	0.57	0.59	0.59	0.33	0.00	0.00	0.49	0.51	0.54
XL-DPO	0.61	0.59	0.59	0.23	0.22	0.25	0.53	0.54	0.54	0.60	0.44	0.43	0.44	0.62	0.48	0.48	0.00	0.09	0.28
XL-Base	0.54	0.52	0.53	0.27	0.27	0.26	0.48	0.48	0.47	0.55	0.39	0.38	0.38	0.57	0.44	0.44	0.08	0.00	0.27
XL-Light	0.48	0.48	0.47	0.34	0.33	0.31	0.48	0.45	0.44	0.51	0.34	0.33	0.33	0.51	0.41	0.41	0.22	0.23	0.00

Table A12. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Cheesy Baked Good On A Dimmed Studio																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.43	0.45	0.74	0.69	0.61	0.80	0.68	0.70	0.56	0.53	0.64	0.62	0.50	0.65	0.65	0.55	0.59	0.55
F-LoRA	0.42	0.00	0.61	0.63	0.61	0.65	0.74	0.71	0.72	0.64	0.54	0.58	0.58	0.57	0.71	0.71	0.55	0.58	0.60
F-Turbo	0.45	0.63	0.00	0.74	0.70	0.67	0.70	0.72	0.69	0.64	0.65	0.76	0.74	0.57	0.65	0.65	0.65	0.70	0.59
K-Base	1.00	0.87	1.00	0.00	0.20	0.69	0.77	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
K-Naru	0.89	0.81	0.90	0.19	0.00	0.63	0.85	0.98	0.96	0.89	0.88	0.95	0.96	0.83	0.90	0.90	0.82	0.83	0.81
K-Poke	0.56	0.61	0.61	0.47	0.45	0.00	0.80	0.71	0.68	0.55	0.55	0.66	0.64	0.52	0.65	0.65	0.55	0.61	0.58
1.5-v1.2	1.12	1.05	0.97	0.79	0.91	1.22	0.00	0.67	0.65	0.86	1.01	0.95	0.95	1.03	0.96	0.97	1.10	1.05	1.01
1.5-v1.4	0.82	0.88	0.86	0.90	0.91	0.94	0.58	0.00	0.36	0.46	0.64	0.67	0.70	0.70	0.88	0.89	0.67	0.66	0.67
1.5-Base	0.94	1.00	0.92	1.00	1.00	1.00	0.63	0.40	0.00	0.41	0.66	0.68	0.71	0.65	0.82	0.83	0.69	0.69	0.69
1.5-Dream	1.16	1.36	1.32	1.54	1.43	1.24	1.28	0.78	0.62	0.00	0.75	1.16	1.19	0.57	1.07	1.09	0.68	0.71	0.79
2.1-DPO	0.59	0.61	0.72	0.82	0.75	0.67	0.81	0.59	0.54	0.40	0.00	0.41	0.43	0.44	0.65	0.66	0.38	0.42	0.46
2.1-Base	0.58	0.54	0.68	0.67	0.67	0.65	0.62	0.50	0.46	0.51	0.34	0.00	0.06	0.55	0.63	0.64	0.50	0.52	0.54
2.1-Art	0.55	0.53	0.66	0.66	0.67	0.63	0.61	0.52	0.47	0.51	0.34	0.06	0.00	0.52	0.59	0.60	0.51	0.53	0.53
SD3-Real	0.80	0.93	0.90	1.18	1.02	0.90	1.18	0.93	0.76	0.44	0.63	0.96	0.93	0.00	0.50	0.50	0.51	0.56	0.60
SD3-Base	0.74	0.83	0.74	0.85	0.79	0.82	0.79	0.83	0.69	0.59	0.67	0.80	0.76	0.36	0.00	0.00	0.65	0.71	0.67
SD3-Anim	0.73	0.82	0.73	0.84	0.78	0.80	0.78	0.83	0.69	0.59	0.67	0.79	0.75	0.35	0.00	0.00	0.65	0.71	0.67
XL-DPO	0.72	0.75	0.85	0.97	0.84	0.79	1.03	0.72	0.67	0.43	0.45	0.72	0.75	0.42	0.75	0.75	0.00	0.22	0.43
XL-Base	0.78	0.78	0.92	0.98	0.84	0.88	1.00	0.72	0.68	0.45	0.50	0.76	0.78	0.47	0.82	0.83	0.23	0.00	0.42
XL-Light	0.67	0.74	0.70	0.89	0.75	0.76	0.87	0.67	0.61	0.46	0.49	0.72	0.72	0.46	0.71	0.71	0.39	0.38	0.00

Table A13. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Dangerous Animal In A Dimmed Studio																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.60	0.25	0.88	0.90	0.90	0.95	0.96	0.95	0.98	0.61	0.56	0.57	0.45	0.43	0.44	0.88	0.89	0.79
F-LoRA	0.57	0.00	0.66	0.76	0.75	0.83	0.85	0.86	0.87	0.89	0.92	0.90	0.91	0.66	0.83	0.83	0.79	0.75	0.65
F-Turbo	0.24	0.68	0.00	0.85	0.87	0.85	0.91	0.92	0.92	0.92	0.50	0.50	0.50	0.46	0.44	0.44	0.91	0.93	0.80
K-Base	0.88	0.80	0.87	0.00	0.10	0.32	0.51	0.53	0.56	0.52	0.89	0.95	0.94	0.87	0.89	0.89	0.70	0.56	0.58
K-Naru	0.93	0.82	0.94	0.11	0.00	0.34	0.50	0.53	0.55	0.51	0.93	0.98	0.97	0.91	0.95	0.95	0.69	0.56	0.57
K-Poke	0.92	0.89	0.89	0.32	0.33	0.00	0.50	0.51	0.53	0.41	0.86	0.97	0.95	0.95	0.92	0.92	0.79	0.65	0.62
1.5-v1.2	1.15	1.09	1.14	0.62	0.59	0.60	0.00	0.28	0.34	0.37	1.13	1.15	1.16	1.18	1.13	1.13	0.89	0.66	0.59
1.5-v1.4	1.08	1.01	1.06	0.59	0.57	0.56	0.26	0.00	0.28	0.38	1.03	1.06	1.06	1.07	1.04	1.05	0.83	0.62	0.57
1.5-Base	1.00	0.97	1.00	0.59	0.56	0.54	0.29	0.26	0.00	0.38	1.00	1.00	1.00	1.00	1.00	1.00	0.81	0.64	0.58
1.5-Dream	1.34	1.29	1.30	0.72	0.68	0.55	0.41	0.47	0.50	0.00	1.16	1.26	1.25	1.41	1.31	1.30	1.13	0.82	0.73
2.1-DPO	0.61	0.97	0.52	0.89	0.90	0.85	0.93	0.93	0.95	0.85	0.00	0.22	0.22	0.48	0.55	0.55	0.97	0.98	0.97
2.1-Base	0.59	1.00	0.55	1.00	1.00	1.00	1.00	1.00	1.00	0.97	0.23	0.00	0.03	0.45	0.53	0.53	1.00	1.00	1.00
2.1-Art	0.59	0.98	0.53	0.96	0.96	0.95	0.97	0.97	0.97	0.93	0.23	0.03	0.00	0.46	0.53	0.54	0.98	0.98	0.98
SD3-Real	0.58	0.90	0.61	1.13	1.13	1.21	1.25	1.23	1.22	1.32	0.62	0.54	0.58	0.00	0.52	0.53	1.00	1.09	1.07
SD3-Base	0.46	0.92	0.48	0.94	0.96	0.95	0.97	0.98	1.00	1.00	0.57	0.52	0.55	0.43	0.00	0.00	0.82	0.84	0.77
SD3-Anim	0.46	0.92	0.48	0.93	0.95	0.95	0.97	0.98	0.99	0.99	0.57	0.53	0.55	0.43	0.00	0.00	0.82	0.83	0.76
XL-DPO	0.71	0.67	0.76	0.56	0.53	0.62	0.59	0.60	0.62	0.67	0.78	0.76	0.78	0.63	0.63	0.63	0.00	0.25	0.34
XL-Base	0.87	0.77	0.93	0.55	0.52	0.62	0.52	0.54	0.59	0.58	0.95	0.92	0.93	0.82	0.77	0.77	0.30	0.00	0.30
XL-Light	0.89	0.77	0.93	0.65	0.63	0.69	0.55	0.58	0.62	0.60	1.09	1.07	1.08	0.94	0.83	0.83	0.48	0.35	0.00

Table A14. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Dangerous Animal In A Forest																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.70	0.32	0.77	0.70	0.77	0.90	0.86	0.74	0.98	0.86	0.98	0.98	0.78	0.57	0.57	0.45	0.58	0.35
F-LoRA	0.77	0.00	1.18	0.81	0.87	0.81	1.05	0.99	1.03	1.03	1.04	1.08	1.07	1.05	0.84	0.86	0.47	0.44	0.51
F-Turbo	0.30	1.01	0.00	0.89	0.79	0.87	0.90	0.88	0.76	0.95	0.85	0.93	0.93	0.81	0.89	0.88	0.76	0.89	0.67
K-Base	0.73	0.70	0.89	0.00	0.14	0.27	0.71	0.59	0.67	0.70	0.72	0.79	0.78	1.00	0.93	0.94	0.62	0.62	0.55
K-Naru	0.63	0.72	0.76	0.13	0.00	0.28	0.69	0.56	0.63	0.70	0.69	0.76	0.75	0.91	0.90	0.90	0.59	0.60	0.51
K-Poke	0.83	0.79	0.99	0.31	0.32	0.00	0.75	0.58	0.73	0.71	0.74	0.78	0.77	1.13	1.06	1.07	0.76	0.76	0.63
1.5-v1.2	0.84	0.88	0.89	0.69	0.71	0.65	0.00	0.36	0.49	0.47	0.53	0.53	0.54	0.84	0.91	0.91	0.82	0.84	0.78
1.5-v1.4	0.85	0.88	0.91	0.61	0.61	0.53	0.38	0.00	0.45	0.47	0.50	0.51	0.50	0.93	0.97	0.97	0.85	0.86	0.78
1.5-Base	0.64	0.81	0.69	0.61	0.59	0.59	0.46	0.40	0.00	0.56	0.56	0.58	0.58	0.78	0.85	0.85	0.69	0.73	0.65
1.5-Dream	1.04	0.99	1.06	0.79	0.82	0.70	0.54	0.51	0.69	0.00	0.50	0.60	0.60	0.87	1.04	1.03	0.93	0.95	0.97
2.1-DPO	0.82	0.89	0.85	0.72	0.72	0.66	0.54	0.48	0.62	0.44	0.00	0.35	0.36	0.86	0.93	0.93	0.84	0.85	0.85
2.1-Base	1.00	1.00	1.00	0.85	0.84	0.74	0.58	0.52	0.69	0.57	0.38	0.00	0.02	0.88	1.00	1.00	1.00	1.00	1.00
2.1-Art	1.00	0.99	1.00	0.84	0.84	0.73	0.59	0.52	0.69	0.58	0.38	0.02	0.00	0.91	1.00	1.01	1.00	0.99	0.99
SD3-Real	1.14	1.39	1.25	1.54	1.45	1.54	1.32	1.37	1.32	1.20	1.32	1.27	1.30	0.00	1.15	1.11	1.21	1.35	1.31
SD3-Base	0.58	0.78	0.96	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.80	0.00	0.00	0.51	0.66	0.46
SD3-Anim	0.57	0.79	0.95	1.01	1.01	1.01	0.99	1.00	1.00	0.99	0.99	1.00	1.00	0.77	0.00	0.00	0.51	0.67	0.47
XL-DPO	0.47	0.44	0.83	0.68	0.67	0.73	0.91	0.89	0.83	0.91	0.92	1.02	1.02	0.86	0.52	0.53	0.00	0.16	0.21
XL-Base	0.58	0.40	0.94	0.65	0.65	0.71	0.90	0.87	0.85	0.89	0.89	0.98	0.97	0.92	0.64	0.66	0.15	0.00	0.26
XL-Light	0.40	0.52	0.80	0.65	0.64	0.67	0.95	0.89	0.86	1.03	1.02	1.11	1.10	1.01	0.51	0.53	0.22	0.29	0.00

Table A15. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Dangerous Animal In A Grassland																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.28	0.18	0.88	0.84	0.97	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.93	0.93	0.74	0.69	0.78
F-LoRA	0.36	0.00	0.50	0.98	0.93	1.19	1.19	1.08	1.09	1.12	1.17	1.18	1.17	1.17	1.32	1.33	0.71	0.66	0.69
F-Turbo	0.16	0.35	0.00	0.87	0.85	0.97	0.88	0.88	0.89	0.90	0.87	0.90	0.90	0.85	0.79	0.79	0.75	0.74	0.81
K-Base	0.85	0.74	0.94	0.00	0.09	0.27	0.66	0.63	0.61	0.61	0.64	0.63	0.62	0.92	1.00	1.00	0.47	0.53	0.73
K-Naru	0.82	0.71	0.94	0.09	0.00	0.28	0.68	0.65	0.63	0.62	0.65	0.65	0.64	0.94	1.01	1.02	0.46	0.52	0.72
K-Poke	0.80	0.76	0.89	0.23	0.24	0.00	0.64	0.62	0.63	0.57	0.57	0.58	0.58	0.82	0.84	0.84	0.53	0.59	0.80
1.5-v1.2	1.02	0.94	1.00	0.69	0.70	0.79	0.00	0.23	0.27	0.24	0.49	0.53	0.53	0.70	0.80	0.78	0.80	0.84	0.91
1.5-v1.4	1.15	0.97	1.14	0.74	0.76	0.88	0.26	0.00	0.24	0.26	0.53	0.54	0.53	0.66	0.85	0.84	0.80	0.84	0.95
1.5-Base	1.00	0.85	1.00	0.63	0.64	0.77	0.27	0.21	0.00	0.29	0.48	0.48	0.46	0.68	0.83	0.82	0.69	0.72	0.82
1.5-Dream	1.18	1.03	1.19	0.74	0.75	0.82	0.28	0.27	0.34	0.00	0.67	0.68	0.68	0.85	1.04	1.02	0.92	0.95	1.04
2.1-DPO	0.93	0.85	0.91	0.61	0.61	0.64	0.45	0.42	0.45	0.52	0.00	0.33	0.33	0.46	0.52	0.51	0.63	0.67	0.76
2.1-Base	0.86	0.79	0.86	0.56	0.57	0.61	0.45	0.41	0.41	0.49	0.30	0.00	0.02	0.53	0.58	0.58	0.59	0.61	0.78
2.1-Art	0.87	0.79	0.88	0.56	0.57	0.62	0.45	0.40	0.40	0.50	0.31	0.02	0.00	0.54	0.60	0.59	0.60	0.63	0.78
SD3-Real	1.30	1.18	1.24	1.23	1.23	1.30	0.89	0.75	0.88	0.93	0.65	0.80	0.80	0.00	0.41	0.40	1.17	1.19	1.12
SD3-Base	0.90	1.00	0.86	1.00	1.00	1.00	0.76	0.71	0.80	0.85	0.54	0.65	0.66	0.31	0.00	0.00	1.00	1.00	1.00
SD3-Anim	0.93	1.03	0.88	1.02	1.03	1.02	0.77	0.72	0.81	0.86	0.55	0.66	0.67	0.30	0.00	0.00	1.03	1.03	1.02
XL-DPO	0.65	0.49	0.74	0.43	0.41	0.58	0.69	0.62	0.61	0.69	0.60	0.61	0.61	0.80	0.91	0.92	0.00	0.17	0.47
XL-Base	0.60	0.44	0.72	0.47	0.46	0.62	0.71	0.64	0.62	0.70	0.62	0.62	0.62	0.80	0.90	0.90	0.17	0.00	0.46
XL-Light	0.72	0.49	0.82	0.69	0.67	0.90	0.82	0.75	0.75	0.81	0.75	0.83	0.82	0.79	0.94	0.94	0.49	0.48	0.00

Table A16. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Frozen Single Fruit On A Dimmed Studio																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.18	0.20	0.48	0.50	0.48	1.00	1.00	1.00	0.99	0.92	0.92	0.91	0.83	0.81	0.80	0.73	0.81	0.55
F-LoRA	0.16	0.00	0.25	0.46	0.45	0.50	0.94	0.91	0.89	0.96	0.89	0.85	0.83	0.79	0.87	0.86	0.67	0.74	0.48
F-Turbo	0.17	0.24	0.00	0.44	0.48	0.49	0.88	0.90	0.85	0.86	0.80	0.79	0.78	0.79	0.82	0.82	0.62	0.69	0.47
K-Base	0.34	0.37	0.37	0.00	0.14	0.17	0.75	0.70	0.70	0.64	0.80	0.75	0.74	0.35	0.49	0.50	0.41	0.48	0.37
K-Naru	0.40	0.40	0.45	0.16	0.00	0.22	0.86	0.78	0.76	0.75	0.92	0.83	0.82	0.38	0.67	0.68	0.41	0.56	0.42
K-Poke	0.40	0.47	0.48	0.20	0.22	0.00	0.84	0.75	0.81	0.71	0.93	0.86	0.85	0.27	0.34	0.35	0.50	0.58	0.49
1.5-v1.2	0.85	0.89	0.87	0.88	0.90	0.85	0.00	0.40	0.40	0.86	0.74	0.67	0.66	0.92	0.78	0.77	0.81	0.86	0.84
1.5-v1.4	0.88	0.90	0.93	0.86	0.86	0.79	0.42	0.00	0.36	0.85	0.81	0.71	0.71	0.81	0.73	0.73	0.77	0.81	0.82
1.5-Base	1.00	1.00	1.00	0.98	0.94	0.97	0.47	0.41	0.00	0.91	0.75	0.64	0.64	0.96	0.92	0.91	0.83	0.88	0.91
1.5-Dream	0.57	0.61	0.57	0.51	0.53	0.49	0.58	0.55	0.52	0.00	0.59	0.55	0.54	0.51	0.59	0.60	0.51	0.57	0.54
2.1-DPO	0.91	0.98	0.92	1.09	1.13	1.10	0.86	0.90	0.74	1.02	0.00	0.26	0.25	1.15	1.02	1.02	1.03	0.98	1.02
2.1-Base	0.89	0.92	0.89	1.00	1.00	1.00	0.76	0.78	0.62	0.92	0.25	0.00	0.01	1.00	1.00	1.00	0.85	0.89	0.87
2.1-Art	0.88	0.90	0.88	0.98	0.98	0.98	0.75	0.77	0.62	0.90	0.25	0.01	0.00	0.99	1.00	1.00	0.83	0.87	0.86
SD3-Real	0.55	0.58	0.61	0.32	0.31	0.22	0.71	0.61	0.63	0.59	0.76	0.68	0.67	0.00	0.34	0.35	0.46	0.56	0.55
SD3-Base	0.78	0.94	0.92	0.66	0.81	0.39	0.89	0.80	0.88	1.00	1.00	1.00	1.00	0.50	0.00	0.00	1.00	1.00	1.00
SD3-Anim	0.79	0.95	0.94	0.69	0.84	0.41	0.90	0.81	0.90	1.03	1.02	1.02	1.02	0.53	0.00	0.00	1.04	1.03	1.03
XL-DPO	0.50	0.51	0.49	0.39	0.35	0.41	0.66	0.60	0.57	0.61	0.71	0.60	0.59	0.48	0.71	0.72	0.00	0.27	0.33
XL-Base	0.50	0.51	0.50	0.41	0.42	0.43	0.62	0.57	0.54	0.61	0.61	0.57	0.55	0.52	0.64	0.64	0.24	0.00	0.39
XL-Light	0.39	0.38	0.38	0.36	0.37	0.41	0.70	0.66	0.64	0.67	0.73	0.63	0.63	0.59	0.73	0.73	0.34	0.45	0.00

Table A17. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Frozen Single Fruit On A Dish																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.28	0.21	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.90	1.00	1.00	0.94	1.00	1.00	1.00	0.97	1.00
F-LoRA	0.22	0.00	0.33	0.81	0.79	0.78	0.80	0.84	0.80	0.83	0.89	0.94	0.95	0.81	0.84	0.84	0.81	0.83	0.80
F-Turbo	0.20	0.41	0.00	0.96	1.03	1.10	0.97	0.96	0.99	0.89	0.90	1.03	1.02	1.10	1.15	1.15	1.08	1.07	1.06
K-Base	0.65	0.66	0.64	0.00	0.27	0.42	0.53	0.54	0.54	0.55	0.83	0.81	0.79	1.00	0.85	0.85	0.83	0.90	0.70
K-Naru	0.65	0.64	0.68	0.27	0.00	0.36	0.53	0.57	0.57	0.57	0.89	0.87	0.85	0.96	0.85	0.84	0.82	0.89	0.63
K-Poke	0.84	0.82	0.93	0.54	0.47	0.00	0.57	0.61	0.53	0.71	1.08	1.04	1.02	0.87	0.73	0.73	0.80	0.94	0.71
1.5-v1.2	0.97	0.97	0.95	0.79	0.79	0.66	0.00	0.35	0.34	0.55	1.06	0.99	0.99	0.99	1.00	0.99	1.05	1.08	0.83
1.5-v1.4	0.95	1.00	0.92	0.78	0.83	0.69	0.34	0.00	0.29	0.54	0.98	0.96	0.96	0.92	0.94	0.93	0.98	1.00	0.82
1.5-Base	1.00	1.00	1.00	0.82	0.88	0.63	0.35	0.30	0.00	0.58	1.00	0.94	0.93	0.87	0.94	0.93	0.97	1.00	0.81
1.5-Dream	0.78	0.81	0.70	0.66	0.69	0.66	0.45	0.44	0.46	0.00	0.95	0.96	0.94	1.04	0.95	0.94	1.02	1.05	0.74
2.1-DPO	0.67	0.83	0.68	0.95	1.03	0.96	0.82	0.77	0.75	0.91	0.00	0.44	0.43	0.72	0.88	0.88	1.03	0.98	0.94
2.1-Base	0.69	0.81	0.72	0.85	0.92	0.85	0.70	0.70	0.64	0.84	0.40	0.00	0.03	0.73	0.82	0.82	1.00	0.99	0.85
2.1-Art	0.69	0.81	0.71	0.83	0.90	0.84	0.70	0.70	0.64	0.83	0.40	0.03	0.00	0.73	0.82	0.82	1.00	0.98	0.84
SD3-Real	0.81	0.88	0.95	1.32	1.27	0.90	0.88	0.83	0.75	1.15	0.83	0.91	0.92	0.00	0.56	0.57	0.94	0.91	0.97
SD3-Base	0.68	0.71	0.79	0.89	0.89	0.60	0.70	0.68	0.64	0.83	0.80	0.81	0.81	0.44	0.00	0.00	0.87	0.89	0.76
SD3-Anim	0.67	0.71	0.78	0.87	0.87	0.58	0.69	0.66	0.63	0.81	0.79	0.81	0.80	0.45	0.00	0.00	0.87	0.88	0.75
XL-DPO	0.55	0.55	0.59	0.70	0.69	0.52	0.59	0.57	0.53	0.71	0.75	0.79	0.80	0.59	0.70	0.70	0.00	0.34	0.60
XL-Base	0.54	0.58	0.59	0.76	0.76	0.62	0.62	0.58	0.55	0.74	0.72	0.80	0.79	0.59	0.72	0.72	0.34	0.00	0.65
XL-Light	0.58	0.58	0.62	0.63	0.57	0.50	0.50	0.50	0.47	0.55	0.73	0.72	0.71	0.66	0.65	0.65	0.64	0.69	0.00

Table A18. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Frozen Single Fruit On A Wooden Floor																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.18	0.26	0.32	0.34	0.30	0.86	0.87	0.88	0.67	0.88	0.87	0.86	0.76	0.77	0.76	0.38	0.39	0.38
F-LoRA	0.18	0.00	0.30	0.32	0.31	0.32	0.96	0.94	0.93	0.66	0.91	0.89	0.89	0.67	0.86	0.86	0.38	0.39	0.38
F-Turbo	0.25	0.27	0.00	0.37	0.39	0.37	0.98	0.97	1.02	0.69	0.85	0.82	0.82	0.66	1.05	1.04	0.42	0.44	0.40
K-Base	0.37	0.36	0.45	0.00	0.13	0.18	1.00	0.95	1.00	0.61	1.00	1.00	1.00	0.61	1.00	1.00	0.32	0.32	0.39
K-Naru	0.40	0.36	0.48	0.13	0.00	0.18	1.06	0.96	1.02	0.59	1.05	1.03	1.02	0.58	0.98	0.98	0.37	0.35	0.45
K-Poke	0.41	0.43	0.54	0.21	0.21	0.00	1.12	1.02	1.10	0.60	1.20	1.18	1.18	0.65	1.04	1.03	0.34	0.32	0.42
1.5-v1.2	0.75	0.82	0.91	0.76	0.78	0.72	0.00	0.48	0.48	0.80	0.70	0.70	0.69	1.09	1.05	1.04	0.71	0.68	0.76
1.5-v1.4	0.68	0.71	0.80	0.64	0.63	0.58	0.43	0.00	0.41	0.68	0.72	0.68	0.67	0.92	0.91	0.90	0.60	0.59	0.68
1.5-Base	0.76	0.78	0.93	0.75	0.74	0.69	0.47	0.45	0.00	0.74	0.68	0.66	0.65	1.00	0.94	0.93	0.70	0.70	0.79
1.5-Dream	0.64	0.61	0.70	0.50	0.48	0.42	0.87	0.83	0.81	0.00	0.83	0.83	0.82	0.51	0.98	0.99	0.65	0.61	0.72
2.1-DPO	1.00	1.01	1.04	0.99	1.01	1.01	0.92	1.05	0.91	1.00	0.00	0.24	0.24	0.88	1.05	1.04	0.99	1.00	0.98
2.1-Base	1.00	1.00	1.00	1.00	1.00	1.00	0.92	1.00	0.88	1.00	0.24	0.00	0.01	0.87	1.00	1.00	1.00	1.00	1.00
2.1-Art	1.01	1.01	1.01	1.01	1.00	1.01	0.92	1.00	0.88	1.01	0.24	0.01	0.00	0.88	1.01	1.00	1.01	1.01	1.02
SD3-Real	1.00	0.86	0.91	0.69	0.64	0.62	1.63	1.54	1.52	0.70	1.01	1.00	0.99	0.00	1.51	1.53	0.88	0.86	0.96
SD3-Base	0.51	0.56	0.74	0.58	0.55	0.51	0.81	0.78	0.73	0.69	0.61	0.58	0.58	0.77	0.00	0.00	0.66	0.63	0.73
SD3-Anim	0.51	0.56	0.74	0.58	0.55	0.51	0.79	0.76	0.72	0.69	0.61	0.58	0.57	0.78	0.00	0.00	0.65	0.63	0.73
XL-DPO	0.40	0.39	0.47	0.29	0.33	0.26	0.85	0.81	0.86	0.71	0.91	0.91	0.91	0.70	1.03	1.02	0.00	0.18	0.29
XL-Base	0.40	0.39	0.47	0.28	0.30	0.24	0.79	0.77	0.83	0.65	0.89	0.88	0.88	0.67	0.97	0.96	0.17	0.00	0.30
XL-Light	0.40	0.38	0.44	0.35	0.39	0.32	0.90	0.89	0.95	0.78	0.89	0.90	0.90	0.75	1.13	1.13	0.29	0.30	0.00

Table A19. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Peaceful Animal In A Dimmed Studio																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.43	0.27	0.71	0.74	0.72	0.92	1.00	1.00	0.97	0.69	0.69	0.69	0.66	0.70	0.69	0.85	0.81	0.88
F-LoRA	0.44	0.00	0.43	0.67	0.69	0.73	0.77	0.88	0.90	0.88	0.70	0.70	0.70	0.77	0.83	0.83	0.72	0.67	0.79
F-Turbo	0.27	0.42	0.00	0.71	0.76	0.74	0.91	1.03	1.02	0.99	0.69	0.67	0.68	0.69	0.70	0.69	0.82	0.80	0.83
K-Base	0.86	0.79	0.88	0.00	0.11	0.51	0.68	0.86	0.90	0.69	1.00	1.00	1.00	0.95	0.94	0.94	0.59	0.54	0.81
K-Naru	0.87	0.78	0.91	0.11	0.00	0.45	0.64	0.82	0.84	0.67	0.97	0.96	0.96	0.93	0.91	0.91	0.55	0.51	0.77
K-Poke	0.81	0.80	0.85	0.47	0.44	0.00	0.78	0.98	1.01	0.71	0.94	0.93	0.93	0.84	0.87	0.87	0.60	0.58	0.78
1.5-v1.2	1.06	0.87	1.07	0.64	0.63	0.80	0.00	0.60	0.64	0.49	0.99	0.95	0.95	0.98	0.91	0.92	0.54	0.52	0.72
1.5-v1.4	0.84	0.73	0.89	0.60	0.60	0.74	0.44	0.00	0.42	0.50	0.70	0.70	0.69	0.70	0.65	0.65	0.55	0.50	0.67
1.5-Base	0.85	0.74	0.88	0.63	0.61	0.76	0.47	0.42	0.00	0.50	0.68	0.64	0.64	0.66	0.64	0.64	0.54	0.52	0.67
1.5-Dream	1.26	1.13	1.32	0.74	0.75	0.82	0.56	0.77	0.77	0.00	1.10	1.08	1.07	0.91	0.89	0.90	0.69	0.64	0.99
2.1-DPO	0.82	0.82	0.85	0.99	1.00	1.00	1.03	1.00	0.96	1.01	0.00	0.24	0.24	0.43	0.55	0.54	0.88	0.83	0.92
2.1-Base	0.83	0.83	0.83	1.00	1.00	1.00	1.00	1.00	0.92	1.00	0.24	0.00	0.01	0.41	0.52	0.52	0.88	0.83	0.90
2.1-Art	0.84	0.83	0.84	1.00	1.00	1.00	1.00	1.00	0.91	0.99	0.24	0.01	0.00	0.41	0.52	0.52	0.88	0.83	0.90
SD3-Real	0.94	1.08	1.00	1.12	1.14	1.06	1.22	1.18	1.10	0.99	0.51	0.48	0.48	0.00	0.36	0.36	1.20	1.15	1.26
SD3-Base	0.86	1.00	0.88	0.96	0.97	0.96	0.98	0.96	0.93	0.84	0.56	0.53	0.53	0.31	0.00	0.00	1.00	1.00	1.00
SD3-Anim	0.86	1.00	0.87	0.96	0.97	0.96	0.99	0.96	0.94	0.85	0.56	0.53	0.53	0.31	0.00	0.00	1.00	1.00	1.00
XL-DPO	0.98	0.81	0.97	0.56	0.55	0.61	0.55	0.75	0.73	0.61	0.85	0.84	0.84	0.98	0.94	0.94	0.00	0.20	0.49
XL-Base	1.00	0.80	1.00	0.55	0.54	0.64	0.55	0.74	0.76	0.60	0.86	0.85	0.84	1.00	1.00	1.00	0.21	0.00	0.51
XL-Light	0.79	0.69	0.76	0.60	0.60	0.62	0.56	0.71	0.72	0.68	0.70	0.67	0.67	0.80	0.73	0.73	0.38	0.37	0.00

Table A20. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Peaceful Animal In A Forest																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.65	0.28	0.57	0.57	0.58	0.94	1.00	0.96	0.86	0.92	1.00	1.00	0.91	0.79	0.79	0.84	0.89	0.84
F-LoRA	0.56	0.00	0.58	0.66	0.67	0.81	0.84	0.84	0.82	0.76	0.85	0.83	0.82	0.86	0.71	0.72	0.71	0.68	0.59
F-Turbo	0.26	0.63	0.00	0.60	0.59	0.54	0.85	0.89	0.88	0.82	0.87	0.94	0.93	0.79	0.66	0.66	0.77	0.84	0.78
K-Base	0.69	0.93	0.77	0.00	0.14	0.45	0.91	0.93	0.92	0.80	0.95	0.98	0.97	1.00	1.00	1.00	0.86	0.89	0.88
K-Naru	0.65	0.89	0.71	0.13	0.00	0.40	0.84	0.85	0.81	0.71	0.91	0.94	0.94	0.88	0.94	0.94	0.81	0.85	0.84
K-Poke	0.64	1.04	0.64	0.41	0.39	0.00	0.93	0.92	0.87	0.66	0.98	1.02	1.01	0.84	0.91	0.90	0.85	0.92	0.92
1.5-v1.2	0.83	0.85	0.80	0.66	0.65	0.75	0.00	0.57	0.55	0.62	0.82	0.70	0.71	0.66	0.73	0.72	0.88	0.88	0.83
1.5-v1.4	0.88	0.86	0.83	0.68	0.65	0.73	0.57	0.00	0.50	0.62	0.73	0.68	0.69	0.58	0.71	0.70	0.88	0.88	0.87
1.5-Base	0.96	0.95	0.93	0.76	0.70	0.78	0.62	0.57	0.00	0.62	0.91	0.82	0.82	0.65	0.82	0.81	0.97	0.95	0.93
1.5-Dream	0.90	0.91	0.91	0.69	0.64	0.62	0.73	0.74	0.65	0.00	0.93	0.81	0.81	0.61	0.86	0.84	0.81	0.81	0.84
2.1-DPO	0.81	0.86	0.81	0.69	0.70	0.78	0.81	0.73	0.80	0.78	0.00	0.47	0.48	0.73	0.72	0.72	0.96	0.95	0.94
2.1-Base	1.00	0.95	1.00	0.81	0.82	0.92	0.80	0.77	0.82	0.78	0.54	0.00	0.01	0.69	0.68	0.68	1.00	1.00	1.00
2.1-Art	1.01	0.95	1.00	0.80	0.82	0.92	0.81	0.78	0.83	0.78	0.55	0.01	0.00	0.70	0.69	0.69	1.00	1.00	1.01
SD3-Real	1.42	1.55	1.31	1.28	1.19	1.18	1.16	1.02	1.02	0.90	1.29	1.07	1.08	0.00	0.76	0.72	1.32	1.37	1.47
SD3-Base	0.96	1.00	0.86	1.00	1.00	1.00	1.00	0.99	1.00	1.00	1.00	0.83	0.84	0.59	0.00	0.00	0.75	0.79	0.81
SD3-Anim	0.97	1.02	0.86	1.01	1.00	0.99	1.00	0.98	0.99	0.99	1.01	0.83	0.84	0.57	0.00	0.00	0.76	0.80	0.82
XL-DPO	0.65	0.63	0.63	0.55	0.55	0.60	0.77	0.78	0.76	0.60	0.85	0.78	0.77	0.66	0.48	0.48	0.00	0.20	0.31
XL-Base	0.69	0.60	0.69	0.57	0.57	0.65	0.78	0.78	0.74	0.60	0.84	0.78	0.77	0.68	0.50	0.50	0.20	0.00	0.28
XL-Light	0.68	0.55	0.67	0.58	0.59	0.67	0.76	0.80	0.75	0.65	0.86	0.81	0.81	0.76	0.53	0.54	0.32	0.29	0.00

Table A21. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Peaceful Animal In A Grassland																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.36	0.21	0.80	0.78	0.82	0.98	0.92	0.87	1.00	1.00	1.00	1.00	0.68	0.47	0.49	0.68	0.62	0.66
F-LoRA	0.35	0.00	0.36	0.94	0.93	1.06	1.02	0.85	0.87	1.04	0.98	0.96	0.96	0.77	0.65	0.67	0.73	0.63	0.58
F-Turbo	0.22	0.39	0.00	0.86	0.86	0.85	0.99	0.95	0.88	1.03	1.04	1.03	1.02	0.70	0.46	0.47	0.72	0.67	0.67
K-Base	0.80	0.97	0.83	0.00	0.14	0.54	1.00	1.00	1.00	0.77	0.98	0.99	0.98	1.00	1.00	1.00	1.00	1.00	1.00
K-Naru	0.73	0.91	0.78	0.13	0.00	0.54	0.94	0.94	0.94	0.74	0.94	0.94	0.93	0.95	0.93	0.93	0.94	0.94	0.95
K-Poke	0.70	0.94	0.71	0.46	0.49	0.00	0.85	0.88	0.83	0.72	0.80	0.86	0.86	0.65	0.68	0.68	0.80	0.85	0.98
1.5-v1.2	0.93	1.00	0.91	0.95	0.94	0.94	0.00	0.57	0.55	0.54	0.71	0.73	0.74	0.65	0.90	0.89	1.00	0.87	1.08
1.5-v1.4	0.89	0.85	0.90	0.97	0.97	0.99	0.58	0.00	0.40	0.64	0.60	0.60	0.62	0.53	0.81	0.81	0.81	0.71	0.83
1.5-Base	0.87	0.90	0.86	1.00	0.99	0.97	0.58	0.42	0.00	0.64	0.62	0.66	0.67	0.51	0.78	0.77	0.85	0.77	0.90
1.5-Dream	1.26	1.36	1.27	0.98	0.99	1.06	0.73	0.84	0.81	0.00	0.84	0.83	0.85	0.89	1.19	1.19	1.32	1.23	1.42
2.1-DPO	1.12	1.14	1.13	1.10	1.12	1.04	0.85	0.69	0.70	0.74	0.00	0.36	0.37	0.54	0.91	0.90	0.84	0.77	0.97
2.1-Base	1.00	1.00	1.00	0.99	1.00	1.00	0.77	0.63	0.66	0.66	0.32	0.00	0.03	0.58	0.86	0.85	0.85	0.78	0.95
2.1-Art	1.00	1.00	1.00	0.98	0.99	1.01	0.79	0.64	0.68	0.67	0.33	0.03	0.00	0.60	0.88	0.88	0.88	0.80	0.96
SD3-Real	0.84	0.99	0.84	1.25	1.25	0.95	0.86	0.68	0.64	0.88	0.60	0.73	0.75	0.00	0.51	0.49	0.79	0.73	0.96
SD3-Base	0.45	0.64	0.42	0.96	0.95	0.76	0.90	0.80	0.75	0.90	0.77	0.82	0.84	0.39	0.00	0.00	0.61	0.60	0.68
SD3-Anim	0.47	0.66	0.44	0.96	0.95	0.75	0.90	0.80	0.74	0.90	0.76	0.81	0.83	0.38	0.00	0.00	0.60	0.60	0.68
XL-DPO	0.49	0.54	0.50	0.72	0.72	0.67	0.76	0.60	0.61	0.75	0.54	0.61	0.63	0.45	0.46	0.45	0.00	0.25	0.45
XL-Base	0.50	0.53	0.53	0.81	0.81	0.81	0.75	0.60	0.62	0.79	0.56	0.63	0.64	0.47	0.51	0.51	0.28	0.00	0.45
XL-Light	0.54	0.49	0.53	0.82	0.82	0.94	0.93	0.71	0.74	0.92	0.70	0.78	0.78	0.63	0.58	0.59	0.51	0.45	0.00

Table A22. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Savory Baked Good Against A Brick Wall																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.11	0.11	1.00	1.00	1.00	1.00	0.56	0.66	0.71	0.76	1.00	1.00	0.34	0.48	0.51	0.93	0.91	1.00
F-LoRA	0.13	0.00	0.18	1.16	1.17	1.12	1.16	0.65	0.76	0.94	0.79	1.07	1.06	0.27	0.38	0.41	0.94	0.93	1.08
F-Turbo	0.09	0.14	0.00	0.87	0.87	0.84	0.85	0.46	0.55	0.68	0.64	0.82	0.82	0.32	0.43	0.45	0.81	0.79	0.83
K-Base	1.00	1.00	1.00	0.00	0.06	0.31	0.95	1.00	1.00	0.86	1.00	0.56	0.59	1.00	1.00	1.00	1.00	1.00	0.67
K-Naru	0.94	0.95	0.94	0.06	0.00	0.30	0.89	0.94	0.94	0.80	0.96	0.56	0.58	0.97	0.96	0.96	0.96	0.96	0.64
K-Poke	0.72	0.69	0.69	0.23	0.23	0.00	0.75	0.64	0.69	0.78	0.54	0.36	0.38	0.62	0.62	0.61	0.52	0.51	0.32
1.5-v1.2	0.43	0.43	0.42	0.41	0.41	0.45	0.00	0.28	0.27	0.39	0.54	0.44	0.43	0.46	0.46	0.47	0.50	0.47	0.43
1.5-v1.4	0.30	0.29	0.28	0.53	0.53	0.47	0.34	0.00	0.21	0.43	0.49	0.49	0.48	0.34	0.39	0.40	0.45	0.42	0.42
1.5-Base	0.33	0.33	0.32	0.50	0.50	0.48	0.31	0.20	0.00	0.36	0.50	0.48	0.48	0.38	0.41	0.42	0.48	0.46	0.44
1.5-Dream	0.46	0.52	0.50	0.55	0.54	0.70	0.59	0.52	0.47	0.00	0.98	0.87	0.88	0.73	0.78	0.80	1.02	0.98	0.84
2.1-DPO	0.38	0.34	0.37	0.50	0.51	0.38	0.63	0.46	0.50	0.76	0.00	0.20	0.20	0.25	0.30	0.30	0.36	0.36	0.37
2.1-Base	0.56	0.51	0.52	0.31	0.33	0.28	0.57	0.51	0.54	0.75	0.22	0.00	0.01	0.41	0.41	0.41	0.39	0.38	0.32
2.1-Art	0.55	0.50	0.52	0.32	0.34	0.29	0.55	0.50	0.53	0.75	0.21	0.01	0.00	0.39	0.39	0.39	0.39	0.38	0.32
SD3-Real	0.31	0.21	0.33	0.91	0.94	0.78	0.97	0.60	0.70	1.03	0.45	0.67	0.66	0.00	0.17	0.18	0.55	0.57	0.69
SD3-Base	0.40	0.27	0.41	0.83	0.84	0.71	0.89	0.61	0.68	1.00	0.49	0.61	0.60	0.15	0.00	0.00	0.57	0.59	0.66
SD3-Anim	0.41	0.28	0.42	0.81	0.82	0.69	0.88	0.61	0.67	1.00	0.48	0.59	0.58	0.16	0.00	0.00	0.56	0.58	0.64
XL-DPO	0.42	0.37	0.42	0.46	0.46	0.33	0.53	0.39	0.44	0.72	0.32	0.32	0.32	0.27	0.32	0.31	0.00	0.17	0.25
XL-Base	0.42	0.37	0.41	0.46	0.47	0.32	0.49	0.36	0.42	0.69	0.33	0.31	0.32	0.28	0.32	0.32	0.17	0.00	0.24
XL-Light	0.53	0.49	0.50	0.35	0.36	0.24	0.52	0.42	0.47	0.69	0.39	0.30	0.31	0.40	0.42	0.42	0.29	0.28	0.00

Table A23. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Savory Baked Good On A Dark Wood Surface																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.20	0.18	1.00	1.00	0.93	1.00	0.87	1.00	0.32	1.00	1.00	1.00	0.35	0.81	0.82	1.00	1.00	1.00
F-LoRA	0.16	0.00	0.22	0.84	0.86	0.68	0.81	0.65	0.75	0.30	0.79	0.77	0.76	0.32	0.59	0.59	0.78	0.79	0.86
F-Turbo	0.14	0.22	0.00	0.74	0.77	0.69	0.78	0.69	0.77	0.37	0.80	0.76	0.76	0.42	0.67	0.68	0.79	0.78	0.81
K-Base	0.80	0.85	0.76	0.00	0.09	0.78	0.43	1.00	0.90	0.94	0.68	0.52	0.51	0.96	1.00	1.00	0.32	0.31	0.28
K-Naru	0.89	0.98	0.87	0.10	0.00	0.99	0.49	1.18	1.07	1.06	0.77	0.61	0.60	1.07	1.16	1.17	0.35	0.33	0.28
K-Poke	0.39	0.36	0.37	0.41	0.46	0.00	0.39	0.42	0.46	0.38	0.39	0.37	0.36	0.48	0.47	0.47	0.41	0.42	0.49
1.5-v1.2	0.71	0.73	0.71	0.39	0.39	0.67	0.00	0.56	0.54	0.65	0.41	0.35	0.35	0.78	0.64	0.63	0.21	0.21	0.27
1.5-v1.4	0.38	0.37	0.39	0.55	0.58	0.44	0.35	0.00	0.34	0.31	0.39	0.36	0.36	0.46	0.46	0.45	0.43	0.44	0.52
1.5-Base	0.40	0.38	0.40	0.45	0.48	0.44	0.31	0.31	0.00	0.38	0.34	0.34	0.33	0.52	0.48	0.48	0.38	0.39	0.45
1.5-Dream	0.29	0.34	0.42	1.05	1.07	0.82	0.82	0.63	0.86	0.00	0.81	0.88	0.86	0.24	0.73	0.72	0.89	0.90	0.91
2.1-DPO	0.49	0.49	0.51	0.42	0.43	0.47	0.29	0.43	0.42	0.45	0.00	0.20	0.20	0.60	0.50	0.50	0.30	0.31	0.39
2.1-Base	0.54	0.53	0.52	0.35	0.37	0.47	0.26	0.44	0.45	0.53	0.22	0.00	0.03	0.66	0.54	0.54	0.28	0.28	0.35
2.1-Art	0.54	0.52	0.52	0.35	0.36	0.47	0.26	0.44	0.45	0.52	0.21	0.03	0.00	0.66	0.53	0.53	0.27	0.27	0.35
SD3-Real	0.52	0.62	0.82	1.80	1.81	1.73	1.66	1.56	1.96	0.41	1.82	1.86	1.84	0.00	1.35	1.32	1.52	1.51	1.38
SD3-Base	0.40	0.37	0.42	0.62	0.64	0.56	0.44	0.51	0.59	0.40	0.50	0.49	0.48	0.44	0.00	0.00	0.40	0.41	0.55
SD3-Anim	0.41	0.37	0.43	0.62	0.65	0.56	0.44	0.51	0.59	0.40	0.50	0.50	0.49	0.43	0.00	0.00	0.39	0.41	0.55
XL-DPO	0.95	0.94	0.96	0.38	0.37	0.93	0.28	0.93	0.89	0.95	0.58	0.49	0.48	0.96	0.76	0.76	0.00	0.07	0.18
XL-Base	1.00	1.00	1.00	0.39	0.36	1.00	0.30	0.99	0.96	1.00	0.63	0.51	0.51	1.00	0.83	0.82	0.07	0.00	0.17
XL-Light	1.44	1.57	1.48	0.51	0.44	1.69	0.55	1.68	1.61	1.45	1.13	0.94	0.93	1.41	1.60	1.59	0.28	0.24	0.00

Table A24. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Savory Baked Good On A Dimmed Studio																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.43	0.37	1.00	1.00	0.82	1.00	1.00	1.00	0.63	0.82	1.00	1.00	0.38	0.57	0.57	1.00	1.00	1.00
F-LoRA	0.29	0.00	0.41	0.71	0.74	0.56	0.65	0.63	0.65	0.56	0.51	0.61	0.60	0.39	0.48	0.47	0.55	0.57	0.65
F-Turbo	0.26	0.43	0.00	0.63	0.64	0.54	0.69	0.68	0.71	0.61	0.64	0.67	0.68	0.44	0.53	0.53	0.72	0.70	0.67
K-Base	0.95	1.00	0.84	0.00	0.14	0.43	0.47	0.92	0.97	0.91	1.00	0.71	0.70	1.00	1.00	1.00	0.59	0.49	0.39
K-Naru	0.96	1.05	0.87	0.15	0.00	0.51	0.52	0.97	1.06	0.93	1.08	0.80	0.78	1.00	1.02	1.02	0.65	0.56	0.41
K-Poke	0.62	0.63	0.58	0.34	0.40	0.00	0.47	0.66	0.68	0.70	0.67	0.51	0.49	0.78	0.83	0.83	0.50	0.45	0.43
1.5-v1.2	1.15	1.11	1.13	0.57	0.62	0.71	0.00	0.68	0.75	1.06	0.78	0.49	0.48	0.96	0.85	0.85	0.37	0.28	0.27
1.5-v1.4	0.54	0.51	0.53	0.53	0.55	0.47	0.32	0.00	0.37	0.64	0.43	0.36	0.36	0.51	0.52	0.52	0.37	0.36	0.41
1.5-Base	0.51	0.50	0.51	0.53	0.57	0.46	0.33	0.35	0.00	0.55	0.40	0.35	0.36	0.50	0.50	0.50	0.39	0.39	0.40
1.5-Dream	0.48	0.63	0.65	0.72	0.73	0.69	0.69	0.88	0.81	0.00	0.77	0.86	0.86	0.52	0.64	0.63	0.74	0.75	0.62
2.1-DPO	0.46	0.43	0.51	0.60	0.64	0.50	0.38	0.44	0.44	0.58	0.00	0.27	0.27	0.42	0.43	0.43	0.38	0.38	0.44
2.1-Base	0.67	0.60	0.64	0.50	0.56	0.45	0.28	0.44	0.46	0.77	0.32	0.00	0.02	0.60	0.54	0.55	0.35	0.31	0.35
2.1-Art	0.69	0.61	0.66	0.51	0.56	0.44	0.28	0.45	0.48	0.79	0.32	0.02	0.00	0.62	0.56	0.57	0.35	0.31	0.35
SD3-Real	0.40	0.61	0.66	1.11	1.09	1.08	0.87	0.98	1.02	0.72	0.79	0.94	0.95	0.00	0.27	0.27	0.93	0.94	0.95
SD3-Base	0.52	0.65	0.69	0.96	0.96	1.00	0.67	0.87	0.89	0.78	0.70	0.74	0.75	0.23	0.00	0.00	0.79	0.74	0.80
SD3-Anim	0.52	0.64	0.69	0.97	0.97	1.00	0.68	0.88	0.89	0.77	0.70	0.75	0.76	0.23	0.00	0.00	0.79	0.75	0.80
XL-DPO	0.84	0.68	0.86	0.52	0.57	0.55	0.27	0.56	0.63	0.82	0.57	0.43	0.42	0.74	0.72	0.72	0.00	0.11	0.25
XL-Base	1.00	0.84	1.00	0.52	0.58	0.59	0.24	0.67	0.76	1.00	0.67	0.46	0.45	0.89	0.82	0.82	0.13	0.00	0.22
XL-Light	1.17	1.13	1.11	0.48	0.50	0.67	0.28	0.88	0.92	0.96	0.91	0.61	0.59	1.05	1.02	1.02	0.35	0.26	0.00

Table A25. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Savory Single Fruit On A Dimmed Studio																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.29	0.23	1.00	1.00	1.00	0.75	0.86	1.00	1.00	1.00	1.00	1.00	0.83	0.74	0.73	1.00	1.00	1.00
F-LoRA	0.25	0.00	0.28	0.78	0.80	0.89	0.73	0.79	0.89	0.90	0.84	0.83	0.84	0.72	0.65	0.66	0.89	0.85	0.92
F-Turbo	0.24	0.34	0.00	1.16	1.20	1.16	0.58	0.77	0.92	1.09	1.20	1.20	1.20	1.13	0.91	0.90	1.03	0.98	0.98
K-Base	0.91	0.83	1.00	0.00	0.21	0.54	1.00	1.00	0.96	0.71	0.56	0.56	0.59	0.69	0.92	0.98	0.71	0.70	0.96
K-Naru	0.87	0.82	0.99	0.20	0.00	0.50	1.01	1.00	0.96	0.72	0.53	0.51	0.54	0.63	0.88	0.93	0.69	0.69	0.93
K-Poke	1.70	1.78	1.87	1.02	0.97	0.00	1.79	1.86	1.78	1.25	0.66	0.80	0.82	1.14	1.58	1.70	0.98	1.04	1.58
1.5-v1.2	1.12	1.27	0.82	1.63	1.72	1.56	0.00	0.39	0.59	1.13	1.70	1.74	1.76	1.79	1.56	1.54	1.11	0.96	1.19
1.5-v1.4	0.93	1.00	0.79	1.19	1.24	1.19	0.29	0.00	0.44	0.78	1.20	1.23	1.25	1.26	1.13	1.12	0.85	0.75	0.95
1.5-Base	0.89	0.94	0.78	0.95	0.99	0.94	0.36	0.37	0.00	0.63	0.92	0.94	0.95	1.00	1.00	1.00	0.66	0.57	0.77
1.5-Dream	0.83	0.88	0.85	0.65	0.68	0.61	0.64	0.60	0.58	0.00	0.52	0.58	0.59	0.52	0.57	0.59	0.41	0.46	0.63
2.1-DPO	0.86	0.85	0.97	0.53	0.52	0.33	0.99	0.95	0.88	0.53	0.00	0.23	0.23	0.43	0.63	0.68	0.48	0.52	0.73
2.1-Base	0.81	0.80	0.92	0.51	0.48	0.38	0.96	0.93	0.86	0.57	0.22	0.00	0.01	0.48	0.70	0.75	0.50	0.55	0.76
2.1-Art	0.79	0.79	0.90	0.52	0.49	0.38	0.95	0.92	0.85	0.57	0.21	0.01	0.00	0.48	0.69	0.74	0.49	0.54	0.74
SD3-Real	0.59	0.60	0.75	0.54	0.51	0.47	0.86	0.82	0.79	0.44	0.36	0.42	0.42	0.00	0.30	0.32	0.51	0.54	0.72
SD3-Base	0.50	0.51	0.58	0.68	0.67	0.62	0.71	0.70	0.75	0.46	0.49	0.58	0.58	0.28	0.00	0.01	0.58	0.57	0.73
SD3-Anim	0.48	0.51	0.56	0.71	0.70	0.66	0.68	0.68	0.74	0.47	0.52	0.61	0.61	0.30	0.01	0.00	0.59	0.59	0.74
XL-DPO	0.93	0.98	0.91	0.72	0.74	0.54	0.70	0.73	0.68	0.46	0.52	0.57	0.58	0.67	0.80	0.84	0.00	0.23	0.54
XL-Base	1.00	1.00	0.92	0.77	0.79	0.61	0.65	0.70	0.64	0.56	0.60	0.67	0.68	0.77	0.86	0.89	0.25	0.00	0.56
XL-Light	0.73	0.79	0.67	0.77	0.78	0.68	0.59	0.64	0.62	0.55	0.62	0.68	0.68	0.74	0.79	0.82	0.42	0.41	0.00

Table A26. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Savory Single Fruit On A Dish																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.28	0.33	0.76	0.90	1.00	0.63	0.98	0.91	0.93	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
F-LoRA	0.22	0.00	0.29	0.65	0.79	0.79	0.58	0.81	0.79	0.79	0.79	0.75	0.76	0.82	0.77	0.77	0.81	0.80	0.85
F-Turbo	0.27	0.30	0.00	0.60	0.72	0.70	0.54	0.80	0.74	0.79	0.80	0.81	0.80	0.86	0.83	0.83	0.85	0.82	0.88
K-Base	0.51	0.54	0.49	0.00	0.25	0.49	0.43	0.60	0.56	0.63	0.59	0.60	0.60	0.73	0.71	0.71	0.65	0.60	0.69
K-Naru	0.52	0.57	0.50	0.22	0.00	0.48	0.55	0.72	0.62	0.74	0.54	0.57	0.58	0.65	0.61	0.61	0.57	0.53	0.65
K-Poke	0.70	0.69	0.60	0.51	0.58	0.00	0.68	0.81	0.79	0.88	0.51	0.61	0.62	0.68	0.62	0.61	0.52	0.53	0.78
1.5-v1.2	0.64	0.73	0.67	0.66	0.98	0.99	0.00	0.45	0.48	0.54	0.93	0.86	0.87	1.00	1.09	1.08	1.05	0.93	1.02
1.5-v1.4	0.68	0.70	0.67	0.62	0.87	0.80	0.30	0.00	0.32	0.40	0.62	0.60	0.61	0.68	0.73	0.73	0.68	0.61	0.75
1.5-Base	0.64	0.68	0.63	0.58	0.75	0.79	0.33	0.32	0.00	0.49	0.64	0.61	0.61	0.69	0.74	0.74	0.68	0.61	0.72
1.5-Dream	0.59	0.62	0.61	0.59	0.81	0.79	0.34	0.37	0.44	0.00	0.60	0.59	0.61	0.65	0.67	0.67	0.67	0.60	0.67
2.1-DPO	0.89	0.87	0.87	0.78	0.83	0.65	0.81	0.80	0.81	0.84	0.00	0.25	0.25	0.31	0.31	0.32	0.26	0.25	0.54
2.1-Base	0.74	0.70	0.73	0.66	0.74	0.65	0.62	0.64	0.65	0.69	0.21	0.00	0.03	0.39	0.36	0.36	0.39	0.35	0.56
2.1-Art	0.74	0.70	0.72	0.66	0.75	0.66	0.63	0.65	0.65	0.71	0.21	0.03	0.00	0.38	0.37	0.37	0.40	0.36	0.55
SD3-Real	1.22	1.24	1.27	1.34	1.39	1.19	1.19	1.20	1.21	1.25	0.43	0.63	0.63	0.00	0.29	0.30	0.42	0.40	1.06
SD3-Base	0.94	0.91	0.95	1.00	1.00	0.83	1.00	1.00	1.00	1.00	0.33	0.46	0.47	0.23	0.00	0.00	0.37	0.36	0.82
SD3-Anim	0.93	0.89	0.94	0.98	0.98	0.82	0.99	0.99	0.98	0.99	0.33	0.45	0.47	0.23	0.00	0.00	0.37	0.36	0.81
XL-DPO	0.95	0.96	0.98	0.93	0.94	0.70	0.97	0.93	0.93	1.00	0.28	0.50	0.51	0.32	0.37	0.38	0.00	0.14	0.57
XL-Base	1.00	1.00	1.00	0.90	0.92	0.76	0.91	0.88	0.88	0.95	0.29	0.47	0.49	0.33	0.38	0.38	0.15	0.00	0.60
XL-Light	0.54	0.57	0.58	0.56	0.61	0.61	0.54	0.58	0.56	0.58	0.33	0.41	0.40	0.47	0.47	0.47	0.33	0.33	0.00

Table A27. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Savory Single Fruit On A Wooden Floor																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.27	0.28	0.64	0.64	0.50	0.58	0.65	0.80	1.00	0.96	0.77	0.77	0.81	0.78	0.78	0.89	1.00	0.69
F-LoRA	0.27	0.00	0.28	0.72	0.69	0.64	0.64	0.69	0.77	0.96	0.93	0.78	0.78	0.64	0.56	0.56	0.83	0.91	0.66
F-Turbo	0.29	0.30	0.00	0.94	0.91	0.81	0.49	0.56	0.71	1.10	0.89	0.69	0.69	0.86	0.83	0.83	0.85	0.94	0.81
K-Base	0.60	0.67	0.82	0.00	0.11	0.21	0.62	0.62	0.69	0.57	0.78	0.73	0.71	0.66	0.60	0.60	0.93	0.93	0.73
K-Naru	0.65	0.70	0.87	0.12	0.00	0.24	0.69	0.69	0.78	0.64	0.85	0.79	0.77	0.63	0.58	0.58	1.01	0.98	0.75
K-Poke	0.54	0.69	0.82	0.24	0.25	0.00	0.68	0.70	0.78	0.65	0.93	0.84	0.83	0.68	0.64	0.63	1.02	1.06	0.79
1.5-v1.2	1.15	1.28	0.92	1.35	1.35	1.25	0.00	0.23	0.46	1.10	0.67	0.41	0.41	1.37	1.56	1.55	1.28	1.33	1.60
1.5-v1.4	1.02	1.08	0.82	1.05	1.06	1.02	0.18	0.00	0.28	0.78	0.54	0.37	0.37	1.12	1.23	1.22	0.99	1.02	1.19
1.5-Base	0.91	0.88	0.76	0.85	0.87	0.83	0.26	0.20	0.00	0.54	0.44	0.36	0.37	0.86	0.89	0.89	0.76	0.77	0.87
1.5-Dream	0.94	0.91	0.97	0.58	0.59	0.57	0.52	0.47	0.45	0.00	0.56	0.57	0.56	0.60	0.57	0.56	0.85	0.80	0.80
2.1-DPO	0.92	0.90	0.80	0.80	0.81	0.83	0.32	0.33	0.37	0.57	0.00	0.17	0.17	0.80	0.75	0.75	0.65	0.64	0.82
2.1-Base	0.98	1.00	0.83	1.00	1.00	1.00	0.26	0.30	0.41	0.77	0.22	0.00	0.02	1.00	1.00	1.00	0.78	0.79	1.00
2.1-Art	0.99	1.02	0.85	0.99	0.98	1.00	0.27	0.30	0.42	0.77	0.22	0.02	0.00	1.01	1.01	1.01	0.80	0.81	1.02
SD3-Real	1.96	1.56	1.97	1.74	1.52	1.54	1.68	1.73	1.84	1.54	2.03	1.90	1.89	0.00	0.37	0.37	2.00	1.70	1.57
SD3-Base	1.00	0.72	1.00	0.83	0.73	0.76	1.00	1.00	1.00	0.77	1.00	1.00	1.00	0.19	0.00	0.00	1.00	0.88	0.77
SD3-Anim	1.00	0.73	1.00	0.82	0.73	0.75	1.00	1.00	1.00	0.76	1.00	1.00	1.00	0.19	0.00	0.00	1.00	0.88	0.77
XL-DPO	0.65	0.61	0.58	0.73	0.73	0.69	0.47	0.46	0.49	0.66	0.50	0.44	0.45	0.60	0.57	0.57	0.00	0.26	0.45
XL-Base	0.79	0.72	0.70	0.80	0.76	0.78	0.53	0.52	0.54	0.68	0.53	0.49	0.50	0.55	0.55	0.55	0.28	0.00	0.51
XL-Light	0.53	0.50	0.58	0.60	0.56	0.56	0.61	0.58	0.59	0.65	0.65	0.60	0.60	0.49	0.46	0.46	0.47	0.49	0.00

Table A28. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Sweet Baked Good Against A Brick Wall																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.22	0.23	1.00	0.70	0.51	1.00	1.00	1.00	0.90	1.00	1.00	1.00	0.41	0.71	0.74	0.88	1.00	0.68
F-LoRA	0.22	0.00	0.34	1.05	0.85	0.64	0.97	1.01	1.01	0.93	0.89	0.88	0.89	0.30	0.52	0.55	0.96	1.03	0.79
F-Turbo	0.19	0.28	0.00	0.78	0.62	0.50	0.84	0.84	0.83	0.83	0.80	0.79	0.79	0.42	0.67	0.69	0.67	0.76	0.51
K-Base	0.68	0.71	0.63	0.00	0.32	0.54	0.59	0.63	0.67	0.83	0.85	0.66	0.66	0.75	0.82	0.81	0.70	0.70	0.61
K-Naru	0.56	0.67	0.60	0.38	0.00	0.36	0.77	0.77	0.80	0.77	1.08	0.97	0.98	0.71	0.93	0.94	0.76	0.81	0.60
K-Poke	0.55	0.68	0.64	0.85	0.49	0.00	0.97	1.04	1.05	1.03	1.40	1.33	1.33	0.79	1.17	1.19	0.99	1.13	0.76
1.5-v1.2	1.57	1.51	1.58	1.37	1.51	1.43	0.00	0.24	0.28	0.81	1.16	0.75	0.73	1.46	1.39	1.38	1.45	1.16	1.55
1.5-v1.4	1.05	1.05	1.06	0.98	1.00	1.02	0.16	0.00	0.14	0.42	0.84	0.60	0.59	1.00	1.01	1.00	1.01	0.79	1.00
1.5-Base	1.00	1.00	1.00	0.99	1.00	0.98	0.18	0.14	0.00	0.42	0.83	0.59	0.59	1.00	1.00	1.00	1.00	0.78	1.00
1.5-Dream	0.82	0.84	0.90	1.11	0.88	0.88	0.47	0.36	0.38	0.00	0.94	0.83	0.84	0.81	1.10	1.13	1.13	0.92	0.98
2.1-DPO	0.60	0.53	0.58	0.75	0.81	0.79	0.44	0.48	0.49	0.62	0.00	0.24	0.23	0.50	0.53	0.53	0.76	0.63	0.73
2.1-Base	0.80	0.70	0.76	0.79	0.98	1.00	0.38	0.46	0.47	0.73	0.32	0.00	0.01	0.65	0.58	0.57	0.84	0.66	0.86
2.1-Art	0.81	0.71	0.77	0.80	0.99	1.02	0.38	0.46	0.48	0.75	0.32	0.01	0.00	0.65	0.58	0.57	0.85	0.67	0.87
SD3-Real	0.41	0.30	0.50	1.12	0.90	0.75	0.94	0.96	1.01	0.90	0.84	0.82	0.81	0.00	0.36	0.38	0.84	0.87	0.72
SD3-Base	0.59	0.43	0.67	1.00	0.96	0.91	0.73	0.79	0.83	1.00	0.73	0.59	0.59	0.29	0.00	0.00	0.77	0.76	0.72
SD3-Anim	0.60	0.44	0.68	0.97	0.96	0.91	0.72	0.78	0.82	1.01	0.72	0.58	0.58	0.31	0.00	0.00	0.77	0.76	0.72
XL-DPO	0.57	0.62	0.53	0.67	0.62	0.61	0.60	0.63	0.65	0.81	0.83	0.69	0.69	0.54	0.61	0.62	0.00	0.28	0.31
XL-Base	0.67	0.68	0.61	0.69	0.68	0.71	0.50	0.50	0.52	0.68	0.70	0.55	0.56	0.57	0.62	0.62	0.28	0.00	0.39
XL-Light	0.47	0.55	0.43	0.62	0.53	0.50	0.69	0.66	0.69	0.75	0.84	0.75	0.74	0.50	0.60	0.61	0.33	0.41	0.00

Table A29. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Sweet Baked Good On A Dark Wood Surface																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.13	0.12	1.00	1.00	1.00	1.00	1.00	0.77	0.24	0.60	0.67	0.67	0.27	0.47	0.46	1.00	1.00	1.00
F-LoRA	0.11	0.00	0.14	0.85	0.85	0.82	0.82	0.77	0.63	0.26	0.50	0.56	0.55	0.30	0.37	0.36	0.85	0.84	0.83
F-Turbo	0.10	0.14	0.00	0.77	0.78	0.76	0.79	0.74	0.62	0.25	0.45	0.52	0.52	0.32	0.42	0.41	0.83	0.83	0.80
K-Base	0.52	0.52	0.48	0.00	0.11	0.28	0.43	0.65	0.73	0.61	0.64	0.62	0.63	0.61	0.49	0.48	0.33	0.34	0.31
K-Naru	0.55	0.55	0.51	0.12	0.00	0.30	0.43	0.67	0.77	0.58	0.69	0.66	0.67	0.59	0.50	0.50	0.30	0.30	0.27
K-Poke	0.55	0.54	0.50	0.29	0.31	0.00	0.66	0.90	0.95	0.63	0.91	0.89	0.90	0.57	0.63	0.61	0.47	0.48	0.43
1.5-v1.2	0.67	0.65	0.64	0.56	0.53	0.80	0.00	0.39	0.52	0.69	0.55	0.52	0.53	0.81	0.61	0.61	0.20	0.19	0.20
1.5-v1.4	0.40	0.36	0.36	0.50	0.49	0.65	0.23	0.00	0.27	0.38	0.32	0.33	0.33	0.56	0.38	0.38	0.33	0.33	0.31
1.5-Base	0.35	0.33	0.33	0.63	0.63	0.77	0.35	0.30	0.00	0.33	0.27	0.28	0.28	0.51	0.38	0.39	0.45	0.45	0.42
1.5-Dream	0.20	0.26	0.25	0.98	0.90	0.95	0.86	0.80	0.63	0.00	0.54	0.63	0.62	0.26	0.44	0.44	0.84	0.84	0.83
2.1-DPO	0.30	0.30	0.27	0.61	0.63	0.81	0.40	0.39	0.30	0.32	0.00	0.17	0.16	0.51	0.36	0.36	0.51	0.50	0.47
2.1-Base	0.33	0.32	0.31	0.58	0.59	0.78	0.38	0.40	0.30	0.36	0.16	0.00	0.02	0.54	0.35	0.35	0.50	0.49	0.46
2.1-Art	0.32	0.32	0.31	0.59	0.59	0.79	0.38	0.41	0.30	0.36	0.16	0.02	0.00	0.55	0.36	0.35	0.50	0.49	0.46
SD3-Real	0.45	0.60	0.64	1.98	1.81	1.72	2.02	2.35	1.93	0.52	1.73	1.89	1.89	0.00	1.11	1.08	1.71	1.68	1.81
SD3-Base	0.28	0.26	0.30	0.57	0.55	0.68	0.55	0.57	0.52	0.32	0.44	0.44	0.44	0.40	0.00	0.00	0.61	0.60	0.58
SD3-Anim	0.28	0.26	0.30	0.57	0.56	0.68	0.56	0.58	0.53	0.32	0.44	0.44	0.45	0.39	0.00	0.00	0.62	0.61	0.59
XL-DPO	0.90	0.90	0.90	0.57	0.49	0.77	0.26	0.75	0.91	0.90	0.93	0.92	0.92	0.91	0.91	0.91	0.00	0.04	0.12
XL-Base	1.00	1.00	1.00	0.65	0.55	0.86	0.28	0.83	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.05	0.00	0.14
XL-Light	0.78	0.77	0.75	0.46	0.39	0.61	0.23	0.60	0.73	0.78	0.74	0.74	0.75	0.84	0.76	0.76	0.10	0.11	0.00

Table A30. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Sweet Baked Good On A Dimmed Studio																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.16	0.14	0.77	0.76	0.68	1.00	1.00	0.55	0.38	0.27	0.42	0.41	0.14	0.23	0.23	0.99	1.00	0.96
F-LoRA	0.13	0.00	0.15	0.70	0.72	0.69	0.67	0.65	0.35	0.33	0.30	0.32	0.32	0.19	0.22	0.22	0.77	0.77	0.74
F-Turbo	0.10	0.14	0.00	0.59	0.61	0.55	0.72	0.69	0.39	0.30	0.23	0.31	0.30	0.19	0.26	0.25	0.74	0.75	0.70
K-Base	0.45	0.53	0.46	0.00	0.10	0.23	0.56	0.75	0.61	0.49	0.47	0.55	0.53	0.50	0.59	0.58	0.35	0.36	0.34
K-Naru	0.47	0.57	0.49	0.10	0.00	0.26	0.64	0.83	0.66	0.49	0.45	0.56	0.54	0.50	0.61	0.61	0.37	0.39	0.38
K-Poke	0.36	0.47	0.38	0.21	0.23	0.00	0.73	0.86	0.64	0.45	0.39	0.53	0.51	0.41	0.52	0.52	0.47	0.49	0.47
1.5-v1.2	0.57	0.50	0.55	0.55	0.60	0.79	0.00	0.33	0.41	0.60	0.62	0.51	0.51	0.57	0.46	0.46	0.28	0.27	0.26
1.5-v1.4	0.38	0.32	0.35	0.49	0.52	0.62	0.22	0.00	0.22	0.35	0.37	0.31	0.31	0.39	0.36	0.36	0.34	0.34	0.30
1.5-Base	0.27	0.22	0.25	0.50	0.52	0.60	0.35	0.28	0.00	0.27	0.26	0.22	0.22	0.26	0.26	0.26	0.48	0.49	0.44
1.5-Dream	0.22	0.26	0.23	0.50	0.48	0.51	0.63	0.55	0.32	0.00	0.21	0.27	0.27	0.23	0.33	0.33	0.58	0.59	0.57
2.1-DPO	0.18	0.26	0.21	0.53	0.49	0.50	0.72	0.65	0.35	0.23	0.00	0.18	0.18	0.21	0.32	0.32	0.65	0.66	0.60
2.1-Base	0.23	0.23	0.23	0.51	0.50	0.55	0.49	0.45	0.24	0.25	0.15	0.00	0.01	0.23	0.28	0.28	0.54	0.55	0.50
2.1-Art	0.23	0.23	0.22	0.50	0.49	0.54	0.50	0.46	0.24	0.25	0.15	0.01	0.00	0.23	0.28	0.28	0.55	0.55	0.50
SD3-Real	0.16	0.28	0.29	0.98	0.94	0.90	1.14	1.18	0.60	0.44	0.36	0.49	0.47	0.00	0.16	0.16	1.13	1.14	1.14
SD3-Base	0.23	0.29	0.34	1.00	1.00	1.00	0.81	0.96	0.53	0.56	0.49	0.51	0.51	0.14	0.00	0.00	1.00	1.00	1.00
SD3-Anim	0.23	0.29	0.34	0.99	0.99	0.99	0.81	0.95	0.52	0.56	0.49	0.51	0.50	0.14	0.00	0.00	1.00	1.00	1.00
XL-DPO	0.96	0.96	0.95	0.57	0.58	0.87	0.48	0.86	0.96	0.95	0.95	0.96	0.96	0.96	0.97	0.97	0.00	0.04	0.12
XL-Base	1.00	1.00	1.00	0.61	0.64	0.93	0.48	0.89	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.04	0.00	0.13
XL-Light	0.78	0.78	0.76	0.48	0.51	0.73	0.37	0.65	0.74	0.78	0.75	0.74	0.74	0.81	0.81	0.81	0.10	0.10	0.00

Table A31. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Sweet Single Fruit On A Dimmed Studio																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.31	0.33	0.27	0.24	0.26	0.80	0.97	0.94	0.61	0.96	1.00	1.00	0.58	0.54	0.54	0.82	0.97	0.80
F-LoRA	0.29	0.00	0.42	0.44	0.39	0.38	0.84	0.88	0.95	0.73	0.75	0.77	0.77	0.59	0.63	0.65	0.75	0.84	0.77
F-Turbo	0.35	0.47	0.00	0.60	0.57	0.57	0.64	0.93	0.88	0.57	1.03	1.06	1.06	0.88	0.76	0.75	0.89	1.04	0.82
K-Base	0.25	0.43	0.52	0.00	0.08	0.17	0.92	0.96	0.93	0.66	0.78	0.85	0.85	0.42	0.46	0.46	0.78	0.91	0.82
K-Naru	0.25	0.43	0.56	0.09	0.00	0.16	0.99	1.04	1.05	0.72	0.78	0.85	0.85	0.41	0.48	0.48	0.81	0.96	0.90
K-Poke	0.30	0.46	0.63	0.22	0.18	0.00	1.11	1.12	1.18	0.84	0.79	0.87	0.88	0.34	0.38	0.38	0.83	0.94	0.89
1.5-v1.2	1.07	1.19	0.80	1.35	1.27	1.27	0.00	0.80	0.73	0.65	1.38	1.34	1.33	1.44	1.40	1.39	1.31	1.38	1.31
1.5-v1.4	0.95	0.91	0.86	1.02	0.97	0.94	0.59	0.00	0.51	0.67	0.87	0.89	0.88	0.96	1.04	1.05	0.94	0.98	0.97
1.5-Base	0.93	1.00	0.82	1.00	1.00	1.00	0.54	0.51	0.00	0.60	1.00	0.99	1.00	1.00	1.00	1.00	1.00	1.00	1.00
1.5-Dream	0.66	0.85	0.59	0.78	0.76	0.79	0.54	0.75	0.66	0.00	1.10	1.09	1.11	0.90	0.79	0.77	0.90	1.02	0.91
2.1-DPO	1.08	0.89	1.09	0.95	0.84	0.77	1.16	1.00	1.13	1.13	0.00	0.30	0.29	0.53	0.73	0.77	0.66	0.68	0.96
2.1-Base	1.00	0.82	1.00	0.91	0.81	0.75	1.00	0.91	1.00	1.00	0.27	0.00	0.02	0.53	0.70	0.74	0.61	0.65	0.90
2.1-Art	1.00	0.81	1.00	0.92	0.82	0.75	0.99	0.90	1.01	1.01	0.26	0.02	0.00	0.53	0.69	0.74	0.60	0.66	0.90
SD3-Real	0.60	0.64	0.85	0.47	0.41	0.30	1.11	1.01	1.04	0.84	0.49	0.55	0.55	0.00	0.17	0.19	0.54	0.64	0.81
SD3-Base	0.51	0.63	0.67	0.47	0.43	0.31	0.99	1.00	0.95	0.68	0.61	0.66	0.66	0.16	0.00	0.01	0.49	0.60	0.77
SD3-Anim	0.50	0.65	0.66	0.47	0.43	0.31	0.98	1.01	0.95	0.66	0.64	0.69	0.69	0.17	0.01	0.00	0.50	0.63	0.77
XL-DPO	0.63	0.61	0.64	0.64	0.60	0.54	0.75	0.74	0.77	0.63	0.45	0.47	0.46	0.40	0.39	0.41	0.00	0.37	0.59
XL-Base	0.75	0.68	0.76	0.76	0.71	0.62	0.80	0.77	0.78	0.72	0.47	0.50	0.51	0.48	0.49	0.51	0.38	0.00	0.64
XL-Light	0.56	0.57	0.54	0.62	0.61	0.54	0.69	0.69	0.71	0.58	0.60	0.63	0.63	0.55	0.57	0.57	0.54	0.58	0.00

Table A32. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Sweet Single Fruit On A Dish																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.26	0.49	0.33	0.33	0.37	0.96	0.97	0.94	0.98	0.65	0.78	0.77	0.43	0.49	0.50	0.51	0.52	0.56
F-LoRA	0.27	0.00	0.62	0.43	0.43	0.40	0.96	0.97	0.98	1.03	0.62	0.75	0.74	0.46	0.57	0.57	0.48	0.51	0.63
F-Turbo	0.37	0.46	0.00	0.56	0.55	0.59	0.73	0.76	0.72	0.74	0.68	0.77	0.78	0.62	0.59	0.60	0.70	0.70	0.67
K-Base	0.35	0.44	0.78	0.00	0.12	0.18	1.00	1.00	1.00	1.00	0.47	0.66	0.65	0.27	0.39	0.39	0.31	0.36	0.38
K-Naru	0.37	0.47	0.81	0.13	0.00	0.24	1.03	1.04	1.05	1.06	0.51	0.67	0.66	0.32	0.45	0.45	0.36	0.42	0.41
K-Poke	0.50	0.53	1.06	0.23	0.29	0.00	1.26	1.24	1.28	1.30	0.67	0.86	0.87	0.31	0.50	0.50	0.28	0.39	0.58
1.5-v1.2	1.34	1.30	1.34	1.32	1.30	1.29	0.00	0.28	0.37	0.51	1.27	1.33	1.31	1.26	1.19	1.20	1.37	1.34	1.31
1.5-v1.4	1.18	1.13	1.21	1.15	1.13	1.11	0.25	0.00	0.30	0.51	1.11	1.10	1.10	1.09	1.05	1.05	1.15	1.14	1.14
1.5-Base	1.00	1.00	1.00	1.00	1.00	1.00	0.28	0.26	0.00	0.45	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
1.5-Dream	0.88	0.89	0.87	0.84	0.84	0.85	0.33	0.37	0.38	0.00	0.81	0.87	0.86	0.80	0.76	0.76	0.86	0.84	0.84
2.1-DPO	0.61	0.56	0.82	0.41	0.43	0.46	0.84	0.85	0.88	0.85	0.00	0.32	0.32	0.37	0.44	0.44	0.41	0.40	0.53
2.1-Base	0.63	0.58	0.82	0.50	0.49	0.51	0.77	0.73	0.76	0.79	0.28	0.00	0.04	0.45	0.47	0.47	0.48	0.46	0.60
2.1-Art	0.61	0.57	0.81	0.48	0.47	0.50	0.74	0.71	0.74	0.76	0.28	0.04	0.00	0.43	0.45	0.45	0.46	0.44	0.56
SD3-Real	0.52	0.53	0.98	0.31	0.34	0.27	1.08	1.07	1.13	1.07	0.48	0.67	0.65	0.00	0.29	0.29	0.34	0.34	0.49
SD3-Base	0.48	0.55	0.77	0.36	0.40	0.37	0.84	0.85	0.93	0.84	0.46	0.58	0.57	0.24	0.00	0.01	0.49	0.44	0.52
SD3-Anim	0.49	0.54	0.77	0.36	0.40	0.36	0.84	0.85	0.93	0.84	0.46	0.57	0.56	0.23	0.01	0.00	0.49	0.44	0.52
XL-DPO	0.55	0.50	0.99	0.31	0.35	0.23	1.06	1.02	1.02	1.04	0.48	0.64	0.64	0.31	0.54	0.53	0.00	0.16	0.49
XL-Base	0.52	0.49	0.91	0.33	0.38	0.28	0.95	0.93	0.94	0.93	0.43	0.56	0.55	0.28	0.45	0.45	0.14	0.00	0.45
XL-Light	0.44	0.47	0.69	0.28	0.29	0.34	0.74	0.74	0.74	0.74	0.44	0.58	0.56	0.32	0.41	0.41	0.35	0.36	0.00

Table A33. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Sweet Single Fruit On A Wooden Floor																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.17	0.35	0.34	0.33	0.36	0.71	0.77	0.74	0.88	0.87	0.84	0.84	0.43	0.34	0.34	0.45	0.51	0.37
F-LoRA	0.21	0.00	0.50	0.36	0.34	0.43	0.86	0.93	0.94	1.14	1.03	0.97	0.98	0.33	0.37	0.36	0.62	0.67	0.40
F-Turbo	0.30	0.34	0.00	0.63	0.60	0.62	0.55	0.63	0.62	1.00	0.88	0.81	0.82	0.55	0.52	0.52	0.55	0.62	0.47
K-Base	0.46	0.39	1.00	0.00	0.06	0.15	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.33	0.42	0.41	0.62	0.70	0.43
K-Naru	0.49	0.39	1.04	0.06	0.00	0.16	1.07	1.09	1.09	1.11	1.12	1.11	1.11	0.31	0.44	0.43	0.65	0.73	0.42
K-Poke	0.50	0.47	1.01	0.15	0.15	0.00	1.00	1.06	1.03	0.96	1.14	1.13	1.13	0.37	0.41	0.41	0.52	0.61	0.39
1.5-v1.2	1.24	1.19	1.13	1.29	1.27	1.25	0.00	0.39	0.32	1.26	0.94	0.69	0.69	1.20	1.29	1.28	1.30	1.31	1.25
1.5-v1.4	0.85	0.81	0.81	0.81	0.81	0.84	0.25	0.00	0.26	0.84	0.62	0.49	0.49	0.85	0.88	0.88	0.82	0.82	0.82
1.5-Base	1.00	1.00	0.98	1.00	1.00	1.00	0.25	0.32	0.00	0.97	0.60	0.49	0.48	1.00	1.00	1.00	1.00	1.00	1.00
1.5-Dream	0.60	0.61	0.80	0.50	0.51	0.47	0.49	0.52	0.49	0.00	0.59	0.56	0.56	0.59	0.46	0.46	0.55	0.55	0.65
2.1-DPO	0.74	0.69	0.87	0.63	0.65	0.69	0.46	0.48	0.38	0.73	0.00	0.19	0.20	0.65	0.61	0.61	0.73	0.71	0.78
2.1-Base	0.86	0.78	0.96	0.75	0.77	0.83	0.40	0.46	0.37	0.84	0.23	0.00	0.01	0.75	0.73	0.73	0.83	0.81	0.89
2.1-Art	0.86	0.78	0.97	0.75	0.77	0.83	0.40	0.45	0.36	0.83	0.24	0.01	0.00	0.76	0.73	0.73	0.83	0.81	0.89
SD3-Real	1.07	0.65	1.61	0.60	0.52	0.66	1.71	1.93	1.84	2.15	1.91	1.83	1.86	0.00	0.61	0.60	1.32	1.42	0.83
SD3-Base	0.38	0.32	0.68	0.35	0.33	0.33	0.82	0.89	0.82	0.74	0.79	0.80	0.80	0.27	0.00	0.00	0.38	0.39	0.40
SD3-Anim	0.38	0.32	0.67	0.34	0.33	0.33	0.82	0.89	0.82	0.74	0.79	0.80	0.81	0.27	0.00	0.00	0.38	0.39	0.39
XL-DPO	0.37	0.41	0.54	0.39	0.37	0.31	0.62	0.62	0.62	0.67	0.72	0.68	0.68	0.44	0.29	0.28	0.00	0.13	0.28
XL-Base	0.39	0.41	0.56	0.40	0.39	0.34	0.58	0.58	0.57	0.62	0.65	0.62	0.62	0.44	0.27	0.27	0.12	0.00	0.30
XL-Light	0.41	0.35	0.61	0.35	0.31	0.31	0.79	0.82	0.81	1.05	1.01	0.96	0.96	0.37	0.39	0.38	0.36	0.42	0.00

Table A34. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Tropical Single Flower In A Dimmed Studio																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.39	0.11	0.53	0.63	0.49	0.69	1.00	0.92	0.56	1.00	1.00	1.00	1.00	0.70	0.73	0.64	0.73	0.58
F-LoRA	0.28	0.00	0.28	0.59	0.62	0.62	0.91	1.14	1.00	0.79	0.72	0.71	0.71	0.67	0.74	0.76	0.65	0.68	0.62
F-Turbo	0.11	0.38	0.00	0.57	0.66	0.52	0.70	1.00	0.91	0.57	0.96	0.96	0.96	0.93	0.72	0.75	0.61	0.67	0.57
K-Base	0.39	0.61	0.43	0.00	0.15	0.25	0.56	0.80	0.78	0.54	0.73	0.73	0.74	0.87	0.64	0.66	0.57	0.67	0.39
K-Naru	0.43	0.60	0.47	0.14	0.00	0.29	0.63	0.84	0.79	0.62	0.65	0.68	0.67	0.78	0.61	0.63	0.60	0.68	0.44
K-Poke	0.39	0.70	0.43	0.28	0.35	0.00	0.59	0.88	0.85	0.53	0.76	0.80	0.81	0.94	0.67	0.69	0.71	0.80	0.47
1.5-v1.2	0.73	1.34	0.76	0.81	0.97	0.77	0.00	0.55	0.68	0.37	1.06	1.05	1.05	1.55	0.96	0.99	1.04	1.09	0.68
1.5-v1.4	0.68	1.10	0.72	0.75	0.85	0.75	0.36	0.00	0.42	0.46	0.72	0.68	0.68	1.04	0.78	0.80	0.86	0.89	0.64
1.5-Base	0.57	0.88	0.59	0.66	0.72	0.65	0.40	0.38	0.00	0.49	0.65	0.62	0.62	0.86	0.66	0.68	0.69	0.73	0.53
1.5-Dream	0.81	1.59	0.85	1.06	1.32	0.94	0.51	0.95	1.14	0.00	1.50	1.43	1.44	2.07	1.32	1.37	1.15	1.23	0.78
2.1-DPO	1.04	1.06	1.05	1.04	1.00	0.99	1.06	1.10	1.10	1.09	0.00	0.18	0.19	0.70	0.98	0.98	1.16	1.15	1.10
2.1-Base	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.17	0.00	0.01	0.68	1.00	1.00	1.00	1.00	1.00
2.1-Art	0.99	1.00	0.99	1.00	0.99	1.00	0.99	0.99	0.99	1.00	0.18	0.01	0.00	0.67	0.98	0.98	1.00	1.00	1.00
SD3-Real	0.58	0.55	0.56	0.69	0.67	0.68	0.86	0.88	0.80	0.84	0.39	0.39	0.39	0.00	0.61	0.62	0.63	0.63	0.65
SD3-Base	0.43	0.64	0.46	0.54	0.55	0.52	0.56	0.70	0.66	0.57	0.58	0.61	0.61	0.65	0.00	0.00	0.61	0.64	0.56
SD3-Anim	0.44	0.64	0.47	0.54	0.55	0.51	0.56	0.70	0.65	0.57	0.56	0.60	0.59	0.64	0.00	0.00	0.61	0.64	0.57
XL-DPO	0.44	0.62	0.43	0.54	0.61	0.61	0.68	0.86	0.77	0.55	0.76	0.68	0.69	0.75	0.67	0.70	0.00	0.13	0.31
XL-Base	0.48	0.64	0.47	0.60	0.66	0.67	0.69	0.86	0.78	0.57	0.73	0.66	0.67	0.73	0.69	0.72	0.13	0.00	0.32
XL-Light	0.50	0.76	0.52	0.47	0.57	0.51	0.56	0.81	0.75	0.47	0.92	0.87	0.88	0.98	0.80	0.83	0.39	0.43	0.00

Table A35. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Tropical Single Flower On A Pot																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.49	0.23	0.80	0.78	0.59	0.93	0.93	0.97	0.91	0.85	0.89	0.89	0.66	0.48	0.49	0.63	0.68	0.70
F-LoRA	0.52	0.00	0.60	1.04	0.93	0.75	1.19	1.03	1.04	1.16	0.81	0.87	0.88	0.47	0.73	0.72	0.77	0.84	0.80
F-Turbo	0.21	0.50	0.00	0.72	0.71	0.55	0.84	0.83	0.88	0.77	0.75	0.78	0.78	0.66	0.44	0.45	0.60	0.64	0.67
K-Base	0.57	0.69	0.57	0.00	0.23	0.41	0.63	0.66	0.65	0.63	0.64	0.61	0.61	0.77	0.65	0.65	0.62	0.63	0.68
K-Naru	0.62	0.69	0.62	0.26	0.00	0.45	0.60	0.60	0.60	0.62	0.60	0.58	0.57	0.78	0.72	0.72	0.68	0.68	0.73
K-Poke	0.56	0.66	0.57	0.55	0.54	0.00	0.90	0.90	0.85	0.82	0.82	0.86	0.85	0.63	0.49	0.49	0.42	0.46	0.52
1.5-v1.2	1.19	1.41	1.17	1.15	0.95	1.22	0.00	0.44	0.52	0.50	0.86	0.71	0.73	1.49	1.15	1.17	1.11	1.09	1.18
1.5-v1.4	1.04	1.07	1.02	1.04	0.83	1.06	0.39	0.00	0.36	0.52	0.65	0.54	0.55	1.08	1.01	1.01	1.02	1.01	1.07
1.5-Base	1.00	1.00	1.00	0.95	0.78	0.93	0.42	0.34	0.00	0.55	0.65	0.57	0.57	1.00	0.94	0.94	0.86	0.87	0.92
1.5-Dream	0.95	1.12	0.88	0.91	0.81	0.90	0.41	0.48	0.55	0.00	0.76	0.64	0.65	1.20	0.94	0.96	0.91	0.92	1.03
2.1-DPO	0.88	0.78	0.86	0.94	0.78	0.90	0.71	0.60	0.65	0.76	0.00	0.28	0.28	0.80	0.93	0.93	0.95	0.94	0.91
2.1-Base	0.98	0.90	0.95	0.94	0.80	1.00	0.62	0.53	0.61	0.68	0.30	0.00	0.01	0.91	1.00	1.00	1.00	1.00	1.00
2.1-Art	0.96	0.89	0.94	0.93	0.78	0.98	0.62	0.53	0.60	0.68	0.29	0.01	0.00	0.89	0.98	0.98	0.99	0.99	0.99
SD3-Real	0.89	0.59	0.98	1.46	1.32	0.89	1.59	1.31	1.31	1.56	1.04	1.11	1.11	0.00	0.70	0.68	0.73	0.83	0.77
SD3-Base	0.53	0.75	0.54	1.00	1.00	0.57	1.00	1.00	1.00	1.00	0.99	1.00	1.00	0.57	0.00	0.00	0.35	0.41	0.43
SD3-Anim	0.52	0.72	0.53	0.99	0.98	0.56	0.99	0.98	0.98	0.99	0.96	0.98	0.97	0.54	0.00	0.00	0.36	0.41	0.43
XL-DPO	0.75	0.85	0.78	1.02	1.00	0.53	1.04	1.09	0.98	1.04	1.08	1.07	1.07	0.64	0.38	0.39	0.00	0.23	0.36
XL-Base	0.75	0.86	0.77	0.98	0.93	0.54	0.95	1.00	0.92	0.98	1.00	1.00	1.00	0.67	0.41	0.42	0.21	0.00	0.36
XL-Light	0.79	0.84	0.83	1.08	1.04	0.63	1.05	1.08	1.01	1.13	1.00	1.03	1.03	0.64	0.44	0.45	0.34	0.37	0.00

Table A36. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Tropical Single Flower On A Vase																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.41	0.27	0.50	0.51	0.44	0.75	0.77	0.70	0.63	0.46	0.47	0.47	0.60	0.51	0.51	0.68	0.72	0.65
F-LoRA	0.52	0.00	0.61	0.59	0.47	0.64	1.08	1.00	0.84	0.94	0.39	0.42	0.42	0.65	0.65	0.64	0.73	0.76	0.75
F-Turbo	0.27	0.48	0.00	0.51	0.53	0.38	0.73	0.74	0.68	0.55	0.51	0.51	0.52	0.57	0.47	0.46	0.64	0.67	0.63
K-Base	0.49	0.46	0.50	0.00	0.22	0.32	0.82	0.79	0.64	0.77	0.41	0.42	0.42	0.52	0.51	0.50	0.50	0.52	0.60
K-Naru	0.60	0.43	0.61	0.25	0.00	0.36	0.97	0.92	0.74	0.93	0.41	0.44	0.44	0.61	0.60	0.59	0.56	0.58	0.68
K-Poke	0.49	0.57	0.43	0.36	0.35	0.00	0.83	0.82	0.70	0.66	0.49	0.50	0.51	0.66	0.57	0.57	0.60	0.63	0.69
1.5-v1.2	1.06	1.21	1.04	1.18	1.18	1.06	0.00	0.38	0.61	0.46	0.71	0.68	0.69	1.11	0.73	0.74	1.04	1.05	0.77
1.5-v1.4	1.10	1.14	1.06	1.15	1.13	1.06	0.39	0.00	0.48	0.50	0.67	0.61	0.62	1.05	0.74	0.74	1.00	1.00	0.77
1.5-Base	0.82	0.78	0.80	0.76	0.74	0.73	0.50	0.39	0.00	0.55	0.50	0.44	0.44	0.74	0.60	0.60	0.65	0.65	0.60
1.5-Dream	1.09	1.30	0.96	1.35	1.39	1.04	0.56	0.61	0.82	0.00	0.93	0.90	0.91	1.08	0.65	0.66	1.09	1.11	0.78
2.1-DPO	0.96	0.65	1.07	0.88	0.74	0.93	1.05	0.98	0.89	1.12	0.00	0.17	0.17	1.07	1.08	1.08	1.09	1.11	1.07
2.1-Base	0.90	0.65	1.00	0.82	0.73	0.88	0.93	0.83	0.74	1.00	0.16	0.00	0.01	1.00	1.00	1.00	1.00	1.00	1.00
2.1-Art	0.91	0.65	1.02	0.82	0.73	0.89	0.95	0.84	0.73	1.01	0.15	0.01	0.00	1.00	1.00	1.00	1.01	0.99	1.00
SD3-Real	0.80	0.69	0.77	0.71	0.70	0.79	1.04	0.98	0.84	0.82	0.68	0.68	0.68	0.00	0.30	0.30	0.50	0.48	0.50
SD3-Base	1.00	1.00	0.91	1.00	1.00	1.00	1.00	1.00	1.00	0.73	1.00	1.00	1.00	0.43	0.00	0.00	0.62	0.62	0.49
SD3-Anim	0.97	0.97	0.88	0.96	0.97	0.97	0.99	0.98	0.98	0.72	0.98	0.97	0.97	0.42	0.00	0.00	0.59	0.60	0.48
XL-DPO	0.77	0.66	0.73	0.58	0.54	0.61	0.83	0.79	0.63	0.71	0.59	0.58	0.59	0.43	0.36	0.36	0.00	0.15	0.29
XL-Base	0.84	0.70	0.77	0.61	0.58	0.66	0.85	0.81	0.64	0.73	0.61	0.59	0.59	0.42	0.37	0.37	0.15	0.00	0.29
XL-Light	0.97	0.89	0.94	0.90	0.87	0.92	0.81	0.81	0.77	0.67	0.76	0.77	0.77	0.56	0.38	0.38	0.39	0.37	0.00

Table A37. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Vibrant Single Flower In A Dimmed Studio																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.34	0.15	0.32	0.36	0.35	0.97	0.93	0.94	0.94	0.93	0.90	0.90	0.50	0.39	0.40	0.86	0.91	0.72
F-LoRA	0.30	0.00	0.40	0.58	0.62	0.65	1.19	1.06	1.02	0.92	0.86	0.79	0.78	0.69	0.68	0.70	0.76	0.78	0.83
F-Turbo	0.14	0.42	0.00	0.35	0.38	0.36	0.84	0.81	0.83	0.87	0.87	0.85	0.85	0.50	0.39	0.39	0.80	0.84	0.72
K-Base	0.36	0.73	0.41	0.00	0.08	0.10	0.96	1.00	1.00	1.00	1.00	1.00	1.00	0.42	0.26	0.26	1.00	1.00	0.62
K-Naru	0.39	0.75	0.44	0.07	0.00	0.14	0.92	0.89	0.93	1.01	0.95	0.97	0.97	0.38	0.29	0.29	0.92	0.93	0.66
K-Poke	0.37	0.78	0.41	0.10	0.14	0.00	0.89	0.92	0.93	0.89	0.98	0.95	0.95	0.43	0.22	0.22	0.95	0.97	0.54
1.5-v1.2	0.70	0.97	0.65	0.63	0.62	0.61	0.00	0.45	0.44	0.71	0.65	0.65	0.66	0.78	0.72	0.72	0.70	0.71	0.79
1.5-v1.4	0.78	1.00	0.72	0.76	0.70	0.73	0.52	0.00	0.35	0.74	0.55	0.58	0.58	0.81	0.82	0.83	0.62	0.66	0.92
1.5-Base	0.82	1.00	0.77	0.79	0.75	0.77	0.53	0.36	0.00	0.68	0.56	0.56	0.57	0.85	0.88	0.87	0.67	0.68	0.88
1.5-Dream	0.88	0.98	0.87	0.85	0.88	0.79	0.92	0.83	0.74	0.00	0.84	0.67	0.67	1.11	1.05	1.04	0.74	0.74	0.62
2.1-DPO	0.93	0.97	0.93	0.91	0.88	0.93	0.90	0.65	0.65	0.90	0.00	0.20	0.21	0.88	0.89	0.90	0.61	0.66	1.04
2.1-Base	1.00	0.99	1.00	1.00	1.00	1.00	1.00	0.77	0.72	0.79	0.23	0.00	0.00	1.00	1.00	1.00	0.64	0.72	1.00
2.1-Art	1.00	0.98	1.00	1.00	1.00	1.00	1.00	0.77	0.72	0.79	0.23	0.00	0.00	1.00	1.00	1.00	0.64	0.72	0.99
SD3-Real	0.38	0.58	0.40	0.29	0.26	0.31	0.81	0.73	0.74	0.89	0.66	0.68	0.68	0.00	0.26	0.27	0.63	0.67	0.69
SD3-Base	0.33	0.65	0.35	0.20	0.23	0.18	0.83	0.83	0.85	0.94	0.75	0.76	0.76	0.29	0.00	0.00	0.77	0.82	0.64
SD3-Anim	0.33	0.65	0.35	0.19	0.23	0.17	0.82	0.82	0.84	0.93	0.75	0.75	0.75	0.30	0.00	0.00	0.77	0.83	0.63
XL-DPO	0.66	0.65	0.65	0.69	0.65	0.68	0.74	0.57	0.59	0.60	0.47	0.44	0.44	0.63	0.70	0.71	0.00	0.21	0.65
XL-Base	0.68	0.66	0.67	0.67	0.65	0.69	0.74	0.59	0.58	0.59	0.49	0.49	0.49	0.67	0.73	0.74	0.20	0.00	0.63
XL-Light	0.52	0.68	0.55	0.40	0.44	0.37	0.78	0.79	0.73	0.48	0.75	0.65	0.65	0.66	0.55	0.54	0.61	0.61	0.00

Table A38. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Vibrant Single Flower On A Pot																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.31	0.21	0.34	0.34	0.43	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.47	0.86	0.86	0.86	0.90	0.85
F-LoRA	0.31	0.00	0.39	0.51	0.52	0.60	1.01	1.03	1.00	1.05	1.05	1.05	1.05	0.47	0.81	0.81	0.80	0.87	0.90
F-Turbo	0.19	0.36	0.00	0.33	0.35	0.39	0.95	0.95	0.94	0.95	0.89	0.90	0.90	0.47	0.72	0.73	0.76	0.81	0.69
K-Base	0.31	0.47	0.32	0.00	0.15	0.23	0.95	0.93	0.91	0.91	0.73	0.76	0.77	0.41	0.72	0.72	0.65	0.74	0.65
K-Naru	0.30	0.46	0.33	0.15	0.00	0.25	0.93	0.92	0.89	0.91	0.76	0.78	0.79	0.42	0.70	0.71	0.63	0.71	0.61
K-Poke	0.40	0.55	0.39	0.23	0.26	0.00	1.00	0.97	0.93	0.94	0.77	0.76	0.77	0.32	0.65	0.65	0.56	0.65	0.54
1.5-v1.2	1.15	1.15	1.16	1.19	1.20	1.24	0.00	0.33	0.32	0.41	1.08	0.98	0.97	1.31	1.19	1.19	1.31	1.27	1.21
1.5-v1.4	0.94	0.96	0.95	0.96	0.97	0.98	0.27	0.00	0.24	0.44	0.79	0.73	0.72	1.01	0.96	0.96	1.00	0.99	0.97
1.5-Base	1.00	1.00	1.00	1.00	1.00	1.00	0.28	0.26	0.00	0.46	0.81	0.75	0.74	1.00	1.00	1.00	1.00	1.00	1.00
1.5-Dream	0.95	0.99	0.96	0.95	0.98	0.96	0.34	0.44	0.44	0.00	1.00	0.88	0.87	1.11	0.86	0.87	1.04	1.01	0.91
2.1-DPO	0.77	0.80	0.74	0.62	0.66	0.64	0.73	0.65	0.63	0.81	0.00	0.26	0.27	0.60	0.91	0.91	0.81	0.82	0.80
2.1-Base	0.87	0.91	0.84	0.72	0.76	0.71	0.75	0.67	0.65	0.80	0.30	0.00	0.02	0.64	0.95	0.94	0.87	0.83	0.86
2.1-Art	0.85	0.90	0.82	0.72	0.76	0.71	0.73	0.66	0.63	0.78	0.30	0.02	0.00	0.64	0.94	0.93	0.87	0.84	0.85
SD3-Real	0.58	0.58	0.62	0.56	0.59	0.42	1.41	1.33	1.24	1.44	0.96	0.91	0.93	0.00	0.84	0.84	0.69	0.83	0.85
SD3-Base	0.67	0.62	0.60	0.61	0.62	0.54	0.81	0.80	0.78	0.70	0.91	0.85	0.85	0.53	0.00	0.00	0.50	0.55	0.47
SD3-Anim	0.66	0.62	0.59	0.60	0.61	0.53	0.79	0.78	0.76	0.70	0.90	0.83	0.84	0.52	0.00	0.00	0.50	0.54	0.47
XL-DPO	0.64	0.60	0.60	0.53	0.53	0.45	0.85	0.79	0.75	0.82	0.78	0.74	0.76	0.42	0.48	0.49	0.00	0.26	0.43
XL-Base	0.63	0.61	0.61	0.57	0.56	0.49	0.78	0.75	0.71	0.75	0.74	0.68	0.69	0.48	0.50	0.50	0.25	0.00	0.45
XL-Light	0.69	0.73	0.60	0.58	0.56	0.48	0.86	0.84	0.81	0.78	0.84	0.80	0.81	0.56	0.49	0.50	0.47	0.52	0.00

Table A39. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Vibrant Single Flower On A Vase																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.41	0.20	0.54	0.56	0.89	1.00	1.00	1.00	0.95	1.00	1.00	1.00	0.79	0.76	0.76	1.00	1.00	1.00
F-LoRA	0.38	0.00	0.46	0.77	0.65	1.01	1.02	1.00	0.96	1.01	0.94	0.90	0.90	0.73	0.65	0.65	0.89	0.89	0.91
F-Turbo	0.18	0.45	0.00	0.51	0.55	0.78	0.90	0.90	0.91	0.86	0.91	0.92	0.92	0.70	0.72	0.72	0.90	0.90	0.89
K-Base	0.41	0.62	0.42	0.00	0.17	0.31	0.73	0.69	0.73	0.64	0.75	0.75	0.75	0.65	0.64	0.63	0.60	0.59	0.62
K-Naru	0.44	0.55	0.47	0.17	0.00	0.33	0.84	0.79	0.81	0.81	0.77	0.77	0.77	0.52	0.53	0.52	0.60	0.59	0.68
K-Poke	0.72	0.89	0.68	0.34	0.34	0.00	0.82	0.77	0.84	0.78	0.84	0.77	0.77	0.60	0.69	0.68	0.47	0.50	0.69
1.5-v1.2	1.15	1.26	1.13	1.12	1.23	1.16	0.00	0.38	0.48	0.48	0.91	0.81	0.80	1.28	1.29	1.30	0.79	0.76	0.88
1.5-v1.4	1.05	1.13	1.03	0.97	1.06	0.99	0.35	0.00	0.35	0.49	0.83	0.68	0.68	1.09	1.12	1.12	0.63	0.61	0.74
1.5-Base	0.97	1.00	0.97	0.94	1.00	1.00	0.41	0.32	0.00	0.54	0.78	0.67	0.67	1.00	1.00	1.00	0.67	0.61	0.80
1.5-Dream	1.13	1.29	1.11	1.02	1.24	1.15	0.49	0.55	0.67	0.00	1.11	1.01	0.99	1.55	1.41	1.41	0.94	0.87	0.79
2.1-DPO	0.85	0.85	0.83	0.84	0.83	0.88	0.67	0.67	0.68	0.79	0.00	0.25	0.25	0.81	0.89	0.89	0.66	0.67	0.86
2.1-Base	1.00	0.96	1.00	1.00	0.97	0.94	0.70	0.65	0.69	0.85	0.29	0.00	0.00	0.83	0.95	0.95	0.60	0.65	0.87
2.1-Art	1.01	0.98	1.01	1.01	0.98	0.95	0.70	0.65	0.69	0.84	0.30	0.00	0.00	0.85	0.96	0.97	0.60	0.65	0.88
SD3-Real	0.75	0.75	0.73	0.82	0.64	0.70	1.07	0.99	0.98	1.24	0.91	0.79	0.80	0.00	0.43	0.43	0.61	0.67	1.04
SD3-Base	0.65	0.59	0.66	0.72	0.57	0.72	0.95	0.90	0.87	1.00	0.90	0.81	0.81	0.38	0.00	0.00	0.65	0.64	0.79
SD3-Anim	0.64	0.59	0.65	0.70	0.56	0.70	0.94	0.89	0.86	0.99	0.88	0.80	0.80	0.38	0.00	0.00	0.64	0.63	0.78
XL-DPO	0.89	0.86	0.87	0.71	0.68	0.51	0.62	0.53	0.61	0.70	0.70	0.54	0.53	0.57	0.68	0.68	0.00	0.18	0.55
XL-Base	0.88	0.84	0.86	0.68	0.66	0.54	0.58	0.51	0.56	0.64	0.69	0.57	0.57	0.62	0.66	0.66	0.17	0.00	0.52
XL-Light	0.77	0.75	0.75	0.63	0.67	0.65	0.59	0.54	0.63	0.51	0.78	0.67	0.67	0.83	0.72	0.72	0.47	0.46	0.00

Table A40. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Wild Animal In A Dimmed Studio																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.51	0.17	1.00	1.00	0.98	1.00	1.00	1.00	1.00	0.62	0.56	0.55	0.43	0.72	0.70	1.00	1.00	0.98
F-LoRA	0.40	0.00	0.42	0.79	0.71	0.91	0.79	0.79	0.79	0.81	0.53	0.51	0.52	0.49	0.84	0.83	0.65	0.67	0.70
F-Turbo	0.18	0.58	0.00	1.18	1.17	1.08	1.09	1.09	1.09	1.12	0.71	0.64	0.63	0.49	0.80	0.78	1.09	1.14	1.07
K-Base	0.60	0.60	0.65	0.00	0.13	0.50	0.47	0.49	0.53	0.46	0.53	0.58	0.57	0.55	0.53	0.52	0.64	0.51	0.82
K-Naru	0.62	0.56	0.67	0.13	0.00	0.54	0.44	0.47	0.49	0.43	0.54	0.60	0.60	0.55	0.55	0.55	0.59	0.47	0.76
K-Poke	0.68	0.80	0.69	0.58	0.61	0.00	0.63	0.71	0.70	0.59	0.41	0.48	0.46	0.51	0.58	0.56	0.94	0.79	1.24
1.5-v1.2	1.11	1.10	1.12	0.86	0.78	1.00	0.00	0.19	0.22	0.23	1.06	1.06	1.06	1.10	1.00	1.00	1.00	0.84	1.07
1.5-v1.4	1.05	1.06	1.06	0.86	0.79	1.08	0.18	0.00	0.18	0.27	1.07	1.05	1.05	1.07	1.02	1.02	1.01	0.85	0.99
1.5-Base	1.00	1.00	1.00	0.88	0.79	1.00	0.20	0.17	0.00	0.30	1.00	1.00	1.00	1.00	1.00	1.00	0.94	0.79	0.93
1.5-Dream	0.98	1.01	1.01	0.75	0.68	0.83	0.20	0.25	0.30	0.00	0.89	0.94	0.94	0.99	0.80	0.81	0.92	0.72	1.00
2.1-DPO	0.47	0.52	0.51	0.68	0.67	0.45	0.73	0.78	0.77	0.70	0.00	0.19	0.18	0.32	0.58	0.56	0.71	0.64	0.97
2.1-Base	0.47	0.54	0.49	0.81	0.81	0.57	0.80	0.84	0.84	0.81	0.20	0.00	0.01	0.33	0.64	0.62	0.75	0.73	1.00
2.1-Art	0.47	0.55	0.49	0.80	0.81	0.56	0.80	0.84	0.84	0.81	0.20	0.01	0.00	0.33	0.63	0.61	0.76	0.74	1.01
SD3-Real	0.36	0.53	0.39	0.78	0.76	0.62	0.84	0.86	0.85	0.86	0.36	0.34	0.33	0.00	0.57	0.55	0.77	0.75	0.92
SD3-Base	0.46	0.67	0.47	0.56	0.56	0.53	0.57	0.61	0.63	0.52	0.47	0.48	0.47	0.42	0.00	0.00	0.68	0.59	0.73
SD3-Anim	0.45	0.67	0.46	0.56	0.57	0.52	0.58	0.63	0.64	0.53	0.47	0.48	0.47	0.41	0.00	0.00	0.68	0.60	0.74
XL-DPO	0.54	0.44	0.54	0.57	0.51	0.73	0.48	0.52	0.50	0.50	0.49	0.48	0.49	0.49	0.57	0.57	0.00	0.26	0.47
XL-Base	0.61	0.52	0.63	0.51	0.46	0.69	0.46	0.49	0.48	0.45	0.50	0.53	0.53	0.54	0.57	0.56	0.30	0.00	0.48
XL-Light	0.55	0.50	0.55	0.77	0.69	1.00	0.54	0.53	0.52	0.57	0.71	0.67	0.68	0.61	0.65	0.65	0.49	0.45	0.00

Table A41. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Wild Animal In A Forest																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.38	0.25	0.74	0.69	0.53	1.00	0.97	1.00	1.00	1.00	1.00	1.00	0.93	0.86	0.87	0.80	0.72	0.60
F-LoRA	0.39	0.00	0.51	0.63	0.65	0.58	1.08	0.97	0.92	1.12	1.01	1.00	1.01	1.02	1.10	1.11	0.83	0.72	0.54
F-Turbo	0.24	0.48	0.00	0.80	0.74	0.53	0.97	0.93	0.99	0.92	0.95	0.96	0.96	0.88	0.77	0.76	0.77	0.77	0.64
K-Base	0.70	0.57	0.78	0.00	0.17	0.33	0.90	0.81	0.78	0.88	0.86	0.91	0.92	1.00	1.00	1.00	0.94	0.86	0.61
K-Naru	0.60	0.53	0.65	0.15	0.00	0.30	0.81	0.75	0.72	0.76	0.79	0.84	0.85	0.84	0.91	0.90	0.79	0.75	0.56
K-Poke	0.52	0.54	0.53	0.34	0.34	0.00	0.92	0.88	0.91	0.83	0.99	1.02	1.02	1.05	1.03	1.03	1.01	0.96	0.70
1.5-v1.2	1.09	1.11	1.07	1.02	1.02	1.02	0.00	0.35	0.47	0.40	0.57	0.52	0.51	0.59	0.61	0.60	1.13	1.17	1.25
1.5-v1.4	1.03	0.98	1.00	0.90	0.92	0.95	0.34	0.00	0.41	0.53	0.54	0.48	0.46	0.68	0.65	0.65	1.17	1.18	1.14
1.5-Base	1.00	0.88	1.00	0.82	0.83	0.92	0.43	0.39	0.00	0.60	0.52	0.49	0.47	0.59	0.67	0.67	0.92	0.91	0.94
1.5-Dream	0.97	1.04	0.91	0.90	0.85	0.83	0.36	0.49	0.59	0.00	0.54	0.60	0.59	0.53	0.57	0.56	0.93	1.01	1.06
2.1-DPO	0.85	0.82	0.81	0.77	0.78	0.86	0.45	0.43	0.44	0.47	0.00	0.32	0.32	0.54	0.54	0.53	0.83	0.85	0.81
2.1-Base	0.92	0.88	0.90	0.88	0.90	0.95	0.44	0.41	0.45	0.57	0.35	0.00	0.01	0.61	0.57	0.57	1.00	1.00	0.95
2.1-Art	0.92	0.89	0.90	0.89	0.91	0.96	0.43	0.40	0.44	0.56	0.34	0.01	0.00	0.59	0.55	0.56	0.99	1.00	0.96
SD3-Real	1.13	1.18	1.09	1.28	1.18	1.30	0.66	0.78	0.72	0.66	0.78	0.80	0.78	0.00	0.73	0.73	0.78	0.91	1.13
SD3-Base	0.82	1.00	0.74	1.00	1.00	1.00	0.54	0.59	0.64	0.56	0.61	0.59	0.57	0.57	0.00	0.00	0.93	0.99	1.00
SD3-Anim	0.83	1.01	0.74	1.00	1.00	1.00	0.53	0.59	0.64	0.55	0.60	0.59	0.58	0.57	0.00	0.00	0.93	0.98	1.00
XL-DPO	0.75	0.74	0.73	0.92	0.86	0.97	0.98	1.04	0.86	0.90	0.92	1.02	1.01	0.60	0.92	0.91	0.00	0.29	0.44
XL-Base	0.64	0.61	0.70	0.81	0.77	0.88	0.97	1.00	0.81	0.93	0.90	0.97	0.97	0.67	0.93	0.92	0.28	0.00	0.37
XL-Light	0.54	0.46	0.59	0.58	0.58	0.64	1.03	0.97	0.84	0.98	0.85	0.93	0.94	0.83	0.94	0.94	0.42	0.37	0.00

Table A42. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of A Wild Animal In A Grassland																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.23	0.15	1.00	1.00	0.96	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.88	0.92	1.00	1.00	1.00
F-LoRA	0.22	0.00	0.21	1.10	1.04	1.07	1.00	0.96	0.96	1.02	0.88	0.90	0.90	0.98	1.07	1.11	0.93	0.90	0.82
F-Turbo	0.14	0.21	0.00	1.03	1.01	1.01	0.96	0.95	0.95	0.98	0.94	0.95	0.95	0.94	0.86	0.90	0.99	0.99	0.96
K-Base	0.62	0.71	0.68	0.00	0.22	0.31	0.70	0.61	0.60	0.61	0.63	0.57	0.55	0.79	0.75	0.78	0.45	0.45	0.66
K-Naru	0.64	0.69	0.67	0.23	0.00	0.34	0.69	0.60	0.61	0.63	0.61	0.56	0.54	0.74	0.76	0.79	0.45	0.44	0.65
K-Poke	0.62	0.72	0.69	0.32	0.34	0.00	0.72	0.62	0.65	0.63	0.69	0.62	0.61	0.80	0.73	0.77	0.44	0.51	0.78
1.5-v1.2	1.09	1.13	1.09	1.22	1.18	1.20	0.00	0.25	0.29	0.26	0.52	0.60	0.58	0.70	1.03	1.01	0.80	0.87	0.95
1.5-v1.4	1.00	0.99	0.99	0.97	0.94	0.95	0.22	0.00	0.20	0.28	0.47	0.48	0.46	0.66	0.89	0.88	0.56	0.64	0.81
1.5-Base	1.00	1.00	1.00	0.95	0.96	1.00	0.26	0.20	0.00	0.27	0.49	0.47	0.46	0.75	1.00	1.00	0.61	0.66	0.80
1.5-Dream	1.05	1.12	1.09	1.02	1.04	1.01	0.25	0.30	0.28	0.00	0.58	0.62	0.60	0.79	1.00	0.99	0.71	0.81	0.91
2.1-DPO	1.01	0.92	0.99	1.02	0.97	1.07	0.48	0.47	0.49	0.55	0.00	0.28	0.28	0.49	0.86	0.86	0.61	0.62	0.47
2.1-Base	0.86	0.81	0.85	0.78	0.75	0.82	0.47	0.42	0.41	0.50	0.24	0.00	0.03	0.56	0.79	0.80	0.45	0.46	0.49
2.1-Art	0.87	0.82	0.87	0.77	0.75	0.82	0.47	0.41	0.40	0.50	0.24	0.03	0.00	0.55	0.81	0.82	0.46	0.46	0.49
SD3-Real	0.79	0.80	0.78	0.99	0.91	0.96	0.50	0.52	0.59	0.59	0.38	0.51	0.49	0.00	0.53	0.51	0.67	0.69	0.61
SD3-Base	0.53	0.66	0.54	0.72	0.71	0.67	0.57	0.53	0.60	0.57	0.51	0.55	0.55	0.40	0.00	0.00	0.52	0.59	0.66
SD3-Anim	0.54	0.68	0.56	0.74	0.73	0.69	0.55	0.52	0.59	0.56	0.50	0.55	0.55	0.38	0.00	0.00	0.54	0.61	0.67
XL-DPO	0.86	0.84	0.90	0.62	0.62	0.59	0.64	0.48	0.52	0.58	0.52	0.46	0.46	0.73	0.75	0.79	0.00	0.22	0.58
XL-Base	0.82	0.77	0.85	0.59	0.57	0.64	0.65	0.53	0.54	0.63	0.50	0.44	0.43	0.72	0.81	0.85	0.21	0.00	0.52
XL-Light	0.99	0.85	1.00	1.05	1.02	1.18	0.86	0.81	0.79	0.86	0.47	0.57	0.55	0.77	1.10	1.12	0.66	0.64	0.00

Table A43. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of An Dangerous Bird In A Dimmed Studio																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.23	0.20	0.47	0.46	1.00	0.97	0.85	0.89	0.73	0.94	0.91	0.92	0.68	0.56	0.56	0.70	0.74	0.51
F-LoRA	0.38	0.00	0.49	0.58	0.57	1.45	1.41	1.37	1.42	1.17	1.52	1.52	1.53	1.28	1.05	1.06	1.31	1.34	0.98
F-Turbo	0.18	0.26	0.00	0.45	0.43	0.91	0.92	0.79	0.82	0.70	0.84	0.82	0.84	0.62	0.52	0.52	0.62	0.68	0.46
K-Base	0.52	0.38	0.54	0.00	0.12	0.80	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.81
K-Naru	0.48	0.36	0.50	0.12	0.00	0.83	0.96	0.94	0.95	0.93	0.94	0.96	0.96	0.91	0.88	0.88	0.92	0.91	0.75
K-Poke	1.03	0.89	1.03	0.75	0.81	0.00	0.82	0.54	0.70	0.87	0.54	0.56	0.56	0.91	1.11	1.11	0.97	1.10	1.09
1.5-v1.2	1.07	0.93	1.12	1.00	1.01	0.88	0.00	0.49	0.42	0.61	0.68	0.63	0.63	0.89	1.22	1.23	1.24	1.20	1.28
1.5-v1.4	1.14	1.09	1.17	1.21	1.19	0.70	0.59	0.00	0.38	0.63	0.46	0.41	0.41	0.59	1.09	1.11	0.90	0.95	1.14
1.5-Base	0.95	0.91	0.97	0.97	0.96	0.73	0.41	0.30	0.00	0.51	0.50	0.46	0.45	0.63	0.95	0.96	0.90	0.91	1.00
1.5-Dream	0.65	0.62	0.69	0.81	0.79	0.76	0.49	0.42	0.42	0.00	0.60	0.55	0.55	0.54	0.75	0.75	0.72	0.72	0.70
2.1-DPO	1.08	1.05	1.06	1.05	1.02	0.61	0.71	0.39	0.54	0.78	0.00	0.29	0.28	0.65	0.96	0.97	0.82	0.91	1.10
2.1-Base	1.00	1.00	1.00	1.00	1.00	0.60	0.63	0.34	0.47	0.67	0.28	0.00	0.02	0.55	0.93	0.94	0.75	0.82	1.00
2.1-Art	1.02	1.02	1.03	1.01	1.01	0.60	0.64	0.34	0.47	0.69	0.27	0.02	0.00	0.55	0.94	0.95	0.78	0.84	1.02
SD3-Real	0.69	0.77	0.70	0.93	0.87	0.90	0.82	0.45	0.60	0.61	0.58	0.51	0.50	0.00	0.71	0.73	0.44	0.45	0.56
SD3-Base	0.39	0.43	0.39	0.63	0.58	0.75	0.77	0.57	0.62	0.58	0.58	0.58	0.58	0.49	0.00	0.00	0.53	0.60	0.49
SD3-Anim	0.39	0.43	0.39	0.62	0.57	0.74	0.76	0.57	0.62	0.58	0.58	0.58	0.58	0.49	0.00	0.00	0.53	0.60	0.48
XL-DPO	0.55	0.61	0.54	0.71	0.68	0.75	0.88	0.53	0.66	0.63	0.56	0.54	0.55	0.34	0.60	0.61	0.00	0.21	0.32
XL-Base	0.57	0.61	0.57	0.69	0.65	0.82	0.83	0.54	0.65	0.61	0.60	0.56	0.57	0.34	0.66	0.67	0.20	0.00	0.33
XL-Light	0.37	0.42	0.37	0.53	0.51	0.76	0.84	0.61	0.67	0.56	0.69	0.65	0.66	0.40	0.50	0.51	0.29	0.31	0.00

Table A44. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of An Dangerous Bird On A Grass																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.45	0.32	0.88	0.91	0.96	0.93	0.92	0.93	1.00	0.97	1.00	1.00	0.60	0.55	0.54	0.60	0.56	0.68
F-LoRA	0.41	0.00	0.51	0.81	0.87	1.04	0.94	0.93	0.87	0.98	0.99	0.99	0.99	0.76	0.71	0.71	0.70	0.65	0.76
F-Turbo	0.27	0.47	0.00	0.75	0.78	0.83	0.83	0.85	0.85	0.90	0.85	0.87	0.87	0.56	0.49	0.49	0.58	0.58	0.66
K-Base	1.00	1.00	1.00	0.00	0.21	0.41	1.00	1.00	1.00	0.97	0.80	0.87	0.86	1.00	1.00	1.00	1.00	1.00	1.00
K-Naru	0.92	0.97	0.93	0.19	0.00	0.41	0.95	0.92	0.95	0.90	0.82	0.87	0.85	0.89	0.86	0.86	0.88	0.89	0.93
K-Poke	1.13	1.34	1.15	0.42	0.48	0.00	1.19	1.24	1.29	1.20	0.83	0.95	0.93	0.99	0.99	0.99	1.00	1.03	0.92
1.5-v1.2	0.82	0.91	0.87	0.78	0.84	0.90	0.00	0.58	0.59	0.47	0.65	0.59	0.59	0.62	0.76	0.75	0.72	0.69	0.70
1.5-v1.4	0.79	0.87	0.86	0.76	0.79	0.91	0.56	0.00	0.46	0.49	0.82	0.75	0.73	0.62	0.68	0.68	0.72	0.71	0.81
1.5-Base	0.82	0.84	0.89	0.78	0.84	0.97	0.59	0.47	0.00	0.51	0.82	0.74	0.73	0.70	0.77	0.77	0.77	0.73	0.86
1.5-Dream	1.02	1.09	1.08	0.87	0.91	1.04	0.54	0.57	0.58	0.00	0.86	0.78	0.77	0.69	0.84	0.83	0.90	0.86	0.95
2.1-DPO	0.90	1.02	0.94	0.66	0.76	0.67	0.68	0.90	0.87	0.79	0.00	0.29	0.30	0.81	0.86	0.86	0.85	0.83	0.76
2.1-Base	0.90	0.97	0.92	0.69	0.77	0.72	0.59	0.78	0.75	0.69	0.28	0.00	0.02	0.74	0.81	0.81	0.80	0.77	0.72
2.1-Art	0.90	0.98	0.92	0.68	0.76	0.71	0.60	0.77	0.74	0.69	0.29	0.02	0.00	0.75	0.81	0.81	0.80	0.78	0.74
SD3-Real	0.65	0.90	0.72	0.96	0.95	0.91	0.76	0.78	0.85	0.74	0.94	0.90	0.91	0.00	0.32	0.32	0.39	0.39	0.49
SD3-Base	0.58	0.83	0.61	0.94	0.91	0.90	0.91	0.85	0.93	0.89	0.98	0.96	0.96	0.32	0.00	0.00	0.42	0.43	0.58
SD3-Anim	0.58	0.83	0.61	0.94	0.91	0.90	0.90	0.84	0.93	0.86	0.98	0.96	0.96	0.32	0.00	0.00	0.41	0.43	0.58
XL-DPO	0.61	0.78	0.70	0.90	0.89	0.87	0.83	0.86	0.89	0.90	0.93	0.91	0.90	0.37	0.40	0.40	0.00	0.17	0.37
XL-Base	0.64	0.80	0.78	1.00	1.00	1.00	0.88	0.94	0.93	0.96	1.00	0.98	0.98	0.41	0.46	0.46	0.18	0.00	0.39
XL-Light	0.79	0.95	0.89	1.02	1.06	0.91	0.90	1.09	1.12	1.07	0.94	0.92	0.94	0.52	0.63	0.63	0.42	0.39	0.00

Table A45. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of An Dangerous Bird On A Savana																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.49	0.27	0.56	0.56	0.55	0.66	0.58	0.72	0.71	0.55	0.52	0.53	0.53	0.58	0.59	0.55	0.53	0.49
F-LoRA	0.51	0.00	0.39	0.60	0.62	0.61	0.47	0.39	0.48	0.51	0.51	0.51	0.52	0.75	0.72	0.73	0.57	0.56	0.54
F-Turbo	0.44	0.61	0.00	0.84	0.82	0.79	0.71	0.57	0.85	0.72	0.45	0.41	0.43	0.61	0.76	0.76	0.87	0.86	0.82
K-Base	0.85	0.87	0.78	0.00	0.12	0.20	0.84	0.85	0.91	0.81	0.79	0.81	0.81	0.71	0.77	0.78	0.27	0.25	0.25
K-Naru	0.81	0.86	0.73	0.11	0.00	0.20	0.84	0.84	0.91	0.83	0.77	0.76	0.77	0.64	0.69	0.70	0.28	0.25	0.25
K-Poke	0.89	0.95	0.79	0.21	0.22	0.00	0.95	0.94	1.08	0.88	0.83	0.86	0.87	0.70	0.81	0.81	0.29	0.29	0.28
1.5-v1.2	0.85	0.58	0.57	0.71	0.75	0.75	0.00	0.34	0.47	0.38	0.45	0.44	0.45	0.96	0.94	0.95	0.69	0.68	0.70
1.5-v1.4	0.89	0.58	0.54	0.87	0.90	0.89	0.41	0.00	0.45	0.42	0.46	0.46	0.48	1.01	0.96	0.98	0.81	0.82	0.80
1.5-Base	0.83	0.53	0.61	0.70	0.73	0.77	0.42	0.33	0.00	0.44	0.54	0.52	0.53	1.00	0.85	0.86	0.61	0.61	0.62
1.5-Dream	1.06	0.73	0.66	0.80	0.87	0.82	0.45	0.41	0.57	0.00	0.51	0.50	0.52	1.22	1.19	1.20	0.78	0.80	0.81
2.1-DPO	0.98	0.88	0.50	0.93	0.95	0.92	0.63	0.53	0.84	0.61	0.00	0.21	0.22	0.82	0.92	0.92	0.96	0.95	0.96
2.1-Base	0.97	0.91	0.48	1.00	1.00	1.00	0.64	0.57	0.85	0.63	0.22	0.00	0.02	0.85	1.00	1.00	1.00	1.00	1.00
2.1-Art	0.95	0.89	0.48	0.96	0.96	0.96	0.63	0.56	0.82	0.62	0.22	0.02	0.00	0.83	0.96	0.96	0.95	0.95	0.96
SD3-Real	0.60	0.81	0.43	0.53	0.50	0.49	0.85	0.74	0.98	0.93	0.52	0.52	0.52	0.00	0.42	0.42	0.54	0.51	0.51
SD3-Base	0.63	0.74	0.50	0.55	0.52	0.54	0.79	0.67	0.80	0.86	0.55	0.57	0.58	0.40	0.00	0.00	0.40	0.40	0.43
SD3-Anim	0.63	0.74	0.50	0.55	0.52	0.54	0.79	0.68	0.80	0.85	0.55	0.57	0.57	0.39	0.00	0.00	0.41	0.41	0.43
XL-DPO	1.05	1.03	1.02	0.34	0.36	0.34	1.02	1.00	1.00	0.99	1.01	1.01	1.01	0.90	0.70	0.72	0.00	0.09	0.18
XL-Base	1.00	1.00	1.00	0.31	0.33	0.34	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.85	0.70	0.72	0.09	0.00	0.18
XL-Light	0.82	0.85	0.84	0.28	0.29	0.29	0.89	0.86	0.89	0.90	0.88	0.88	0.88	0.74	0.66	0.67	0.16	0.16	0.00

Table A46. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of An Flightless Bird In A Dimmed Studio																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.59	0.17	0.86	0.87	0.81	0.43	0.42	0.68	0.44	0.45	0.39	0.39	0.62	0.81	0.81	0.84	0.84	0.80
F-LoRA	0.36	0.00	0.38	0.53	0.51	0.56	0.44	0.48	0.53	0.43	0.51	0.48	0.48	0.73	0.85	0.87	0.71	0.68	0.61
F-Turbo	0.26	0.90	0.00	1.26	1.29	1.24	0.54	0.52	0.94	0.72	0.37	0.36	0.36	1.11	1.36	1.36	1.37	1.37	1.33
K-Base	1.00	1.00	1.00	0.00	0.12	0.19	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.85	0.93	0.96	0.56	0.59	0.53
K-Naru	0.88	0.83	0.89	0.11	0.00	0.21	0.87	0.86	0.85	0.83	0.88	0.87	0.86	0.78	0.85	0.87	0.52	0.53	0.48
K-Poke	1.15	1.28	1.20	0.23	0.29	0.00	1.17	1.19	1.19	1.05	1.27	1.22	1.23	0.86	0.83	0.86	0.55	0.58	0.60
1.5-v1.2	0.50	0.83	0.43	1.00	1.00	0.96	0.00	0.28	0.39	0.58	0.50	0.46	0.47	0.94	1.16	1.16	1.01	0.99	1.04
1.5-v1.4	0.45	0.82	0.38	0.92	0.91	0.90	0.26	0.00	0.39	0.53	0.35	0.34	0.34	0.87	1.01	1.02	0.91	0.89	0.94
1.5-Base	0.57	0.72	0.54	0.72	0.71	0.71	0.28	0.31	0.00	0.54	0.57	0.54	0.54	0.79	0.97	0.98	0.81	0.79	0.77
1.5-Dream	0.34	0.54	0.38	0.67	0.64	0.58	0.39	0.38	0.50	0.00	0.51	0.45	0.45	0.58	0.59	0.60	0.60	0.58	0.57
2.1-DPO	0.54	0.98	0.30	1.02	1.04	1.07	0.51	0.39	0.80	0.78	0.00	0.17	0.18	1.12	1.16	1.15	1.06	1.09	1.06
2.1-Base	0.45	0.91	0.28	1.00	1.00	1.00	0.46	0.37	0.75	0.67	0.17	0.00	0.02	1.00	1.00	1.00	1.00	1.00	1.00
2.1-Art	0.44	0.88	0.28	0.97	0.97	0.98	0.45	0.36	0.72	0.66	0.17	0.02	0.00	0.97	0.98	0.98	0.98	0.98	0.98
SD3-Real	0.46	0.88	0.57	0.55	0.57	0.45	0.60	0.61	0.70	0.56	0.70	0.64	0.64	0.00	0.46	0.47	0.45	0.43	0.49
SD3-Base	0.52	0.89	0.59	0.52	0.54	0.37	0.64	0.61	0.74	0.49	0.63	0.55	0.56	0.40	0.00	0.00	0.33	0.36	0.40
SD3-Anim	0.51	0.89	0.59	0.52	0.55	0.38	0.63	0.60	0.74	0.49	0.61	0.54	0.55	0.40	0.00	0.00	0.34	0.36	0.40
XL-DPO	0.65	0.89	0.72	0.37	0.40	0.30	0.67	0.65	0.74	0.60	0.69	0.66	0.67	0.46	0.40	0.41	0.00	0.13	0.22
XL-Base	0.62	0.81	0.69	0.37	0.38	0.30	0.63	0.62	0.69	0.55	0.68	0.63	0.64	0.42	0.41	0.42	0.13	0.00	0.24
XL-Light	0.55	0.69	0.63	0.32	0.33	0.29	0.62	0.61	0.63	0.51	0.62	0.60	0.60	0.46	0.43	0.44	0.19	0.23	0.00

Table A47. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of An Flightless Bird On A Grass																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.22	0.18	0.86	0.87	0.86	0.49	0.53	0.56	0.58	0.38	0.40	0.40	0.83	0.85	0.86	0.92	0.91	0.87
F-LoRA	0.34	0.00	0.20	1.14	1.19	1.15	0.69	0.78	0.81	0.88	0.52	0.55	0.55	1.35	1.25	1.27	1.45	1.41	1.32
F-Turbo	0.26	0.18	0.00	1.05	1.10	1.05	0.63	0.69	0.74	0.78	0.43	0.45	0.45	1.15	1.14	1.14	1.29	1.27	1.21
K-Base	0.85	0.74	0.75	0.00	0.11	0.25	1.00	1.00	1.00	1.00	0.90	0.91	0.90	0.97	0.72	0.77	0.62	0.58	0.59
K-Naru	0.96	0.85	0.86	0.12	0.00	0.23	1.06	1.06	1.06	1.04	1.00	1.00	1.00	1.02	0.81	0.85	0.54	0.49	0.57
K-Poke	1.44	1.24	1.26	0.42	0.35	0.00	1.56	1.65	1.64	1.46	1.55	1.52	1.53	1.51	1.28	1.37	0.78	0.67	0.84
1.5-v1.2	0.52	0.48	0.48	1.07	1.03	1.00	0.00	0.33	0.34	0.32	0.44	0.45	0.45	0.82	1.02	1.03	0.83	0.81	0.85
1.5-v1.4	0.46	0.44	0.43	0.87	0.84	0.86	0.27	0.00	0.28	0.32	0.42	0.42	0.41	0.62	0.79	0.80	0.69	0.68	0.68
1.5-Base	0.49	0.46	0.46	0.88	0.85	0.87	0.28	0.29	0.00	0.31	0.45	0.46	0.46	0.69	0.84	0.85	0.68	0.67	0.69
1.5-Dream	0.55	0.54	0.54	0.96	0.91	0.84	0.29	0.35	0.34	0.00	0.50	0.51	0.51	0.56	0.84	0.85	0.60	0.59	0.59
2.1-DPO	0.41	0.37	0.34	1.00	1.00	1.02	0.45	0.53	0.56	0.58	0.00	0.16	0.16	0.99	1.00	0.99	0.99	1.00	1.02
2.1-Base	0.44	0.39	0.35	1.00	1.00	1.00	0.46	0.53	0.57	0.58	0.15	0.00	0.01	1.00	1.00	1.00	1.00	1.00	1.00
2.1-Art	0.44	0.39	0.35	0.99	0.99	0.99	0.46	0.51	0.57	0.57	0.16	0.01	0.00	0.98	0.99	0.99	0.99	0.99	0.99
SD3-Real	0.50	0.53	0.50	0.59	0.56	0.54	0.46	0.43	0.47	0.35	0.55	0.55	0.55	0.00	0.40	0.40	0.39	0.41	0.40
SD3-Base	0.53	0.51	0.51	0.46	0.46	0.48	0.60	0.57	0.60	0.55	0.57	0.57	0.57	0.42	0.00	0.00	0.50	0.50	0.46
SD3-Anim	0.52	0.50	0.50	0.47	0.47	0.50	0.58	0.55	0.58	0.54	0.55	0.55	0.55	0.40	0.00	0.00	0.50	0.50	0.46
XL-DPO	0.90	0.92	0.91	0.60	0.48	0.46	0.76	0.77	0.76	0.61	0.88	0.89	0.89	0.64	0.77	0.81	0.00	0.09	0.28
XL-Base	1.00	1.00	1.00	0.64	0.49	0.44	0.84	0.86	0.84	0.68	1.00	1.00	1.00	0.74	0.87	0.91	0.10	0.00	0.32
XL-Light	0.78	0.77	0.79	0.53	0.47	0.46	0.72	0.71	0.71	0.56	0.83	0.82	0.82	0.59	0.66	0.69	0.26	0.26	0.00

Table A48. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of An Flightless Bird On A Savana																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.38	0.28	0.39	0.39	0.38	0.53	0.50	0.45	0.40	0.55	0.54	0.54	0.42	0.46	0.46	0.37	0.37	0.31
F-LoRA	0.38	0.00	0.40	0.53	0.57	0.52	0.62	0.58	0.55	0.52	0.58	0.54	0.54	0.68	0.68	0.69	0.60	0.60	0.49
F-Turbo	0.28	0.40	0.00	0.54	0.54	0.52	0.56	0.56	0.53	0.49	0.48	0.46	0.46	0.51	0.54	0.55	0.52	0.51	0.43
K-Base	0.72	0.98	1.00	0.00	0.08	0.15	0.96	0.74	0.77	0.50	1.00	1.00	1.00	0.61	0.48	0.49	0.29	0.30	0.29
K-Naru	0.70	1.01	0.97	0.08	0.00	0.15	0.93	0.74	0.74	0.49	0.96	0.97	0.97	0.53	0.44	0.44	0.26	0.26	0.26
K-Poke	0.71	0.96	0.97	0.15	0.16	0.00	0.94	0.77	0.80	0.43	1.01	1.01	1.01	0.58	0.47	0.48	0.28	0.30	0.26
1.5-v1.2	0.50	0.59	0.54	0.50	0.49	0.49	0.00	0.36	0.37	0.31	0.55	0.52	0.51	0.52	0.61	0.62	0.45	0.43	0.41
1.5-v1.4	0.49	0.58	0.56	0.40	0.41	0.41	0.37	0.00	0.34	0.33	0.55	0.54	0.54	0.54	0.53	0.54	0.41	0.40	0.38
1.5-Base	0.43	0.52	0.51	0.40	0.40	0.41	0.37	0.32	0.00	0.32	0.54	0.52	0.51	0.48	0.48	0.48	0.38	0.37	0.35
1.5-Dream	0.51	0.66	0.63	0.34	0.35	0.29	0.41	0.42	0.42	0.00	0.72	0.69	0.69	0.46	0.48	0.49	0.32	0.30	0.26
2.1-DPO	0.88	0.93	0.78	0.88	0.87	0.88	0.94	0.90	0.91	0.92	0.00	0.17	0.17	0.85	0.83	0.83	0.86	0.86	0.88
2.1-Base	1.00	1.00	0.86	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.19	0.00	0.01	1.00	1.00	1.00	1.00	1.00	1.00
2.1-Art	1.00	1.00	0.86	1.01	1.01	1.01	0.99	1.00	0.99	1.00	0.19	0.01	0.00	1.00	1.00	1.00	1.00	1.00	1.00
SD3-Real	0.46	0.73	0.55	0.35	0.32	0.34	0.59	0.59	0.54	0.39	0.57	0.58	0.58	0.00	0.34	0.35	0.29	0.29	0.27
SD3-Base	0.48	0.71	0.58	0.27	0.25	0.26	0.67	0.56	0.52	0.40	0.54	0.57	0.57	0.33	0.00	0.00	0.23	0.25	0.25
SD3-Anim	0.48	0.71	0.57	0.28	0.26	0.27	0.67	0.57	0.52	0.40	0.53	0.56	0.56	0.33	0.00	0.00	0.23	0.25	0.25
XL-DPO	0.53	0.85	0.74	0.22	0.20	0.21	0.67	0.58	0.56	0.35	0.76	0.77	0.76	0.37	0.31	0.31	0.00	0.05	0.16
XL-Base	0.53	0.86	0.74	0.23	0.21	0.23	0.66	0.58	0.55	0.34	0.77	0.78	0.78	0.39	0.34	0.35	0.05	0.00	0.16
XL-Light	0.47	0.75	0.67	0.24	0.22	0.21	0.65	0.59	0.55	0.31	0.82	0.82	0.82	0.38	0.36	0.37	0.17	0.17	0.00

Table A49. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of An Peaceful Bird In A Dimmed Studio																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.64	0.35	0.86	0.86	0.87	0.88	0.73	0.68	0.66	0.86	0.86	0.86	0.73	0.64	0.65	0.94	0.84	0.86
F-LoRA	0.68	0.00	0.63	0.67	0.72	0.80	0.94	0.86	0.83	0.69	0.96	0.94	0.96	0.75	0.86	0.87	0.66	0.59	0.62
F-Turbo	0.39	0.65	0.00	0.75	0.76	0.82	0.91	0.76	0.67	0.83	0.81	0.86	0.86	0.84	0.62	0.62	0.94	0.92	0.90
K-Base	0.96	0.71	0.77	0.00	0.33	0.46	0.93	0.91	0.85	0.89	0.99	1.00	1.00	1.00	0.66	0.68	0.78	0.77	0.71
K-Naru	0.85	0.67	0.68	0.29	0.00	0.43	0.90	0.83	0.74	0.82	0.84	0.88	0.88	0.86	0.56	0.57	0.69	0.68	0.68
K-Poke	0.88	0.77	0.75	0.41	0.44	0.00	0.87	0.89	0.80	0.74	0.85	0.90	0.89	0.79	0.65	0.66	0.63	0.62	0.60
1.5-v1.2	1.09	1.11	1.03	1.03	1.13	1.07	0.00	0.76	0.73	0.83	1.14	0.97	0.97	1.09	0.88	0.90	1.22	1.05	0.96
1.5-v1.4	0.87	0.98	0.83	0.97	1.00	1.06	0.73	0.00	0.53	0.90	0.73	0.71	0.72	0.88	0.69	0.69	1.03	1.01	1.00
1.5-Base	0.75	0.88	0.68	0.83	0.83	0.88	0.65	0.49	0.00	0.76	0.74	0.71	0.71	0.89	0.57	0.57	0.96	0.93	0.92
1.5-Dream	0.74	0.74	0.85	0.89	0.93	0.83	0.75	0.85	0.78	0.00	1.11	1.00	0.98	0.62	0.84	0.85	0.59	0.48	0.54
2.1-DPO	0.91	0.97	0.78	0.93	0.91	0.90	0.97	0.65	0.71	1.04	0.00	0.38	0.38	0.76	0.60	0.59	0.90	0.89	0.86
2.1-Base	0.97	1.00	0.88	1.00	1.00	1.00	0.87	0.66	0.73	1.00	0.41	0.00	0.04	0.76	0.71	0.71	0.93	0.86	0.80
2.1-Art	0.96	1.03	0.88	1.00	1.00	0.99	0.87	0.67	0.72	0.97	0.41	0.04	0.00	0.76	0.70	0.70	0.92	0.85	0.79
SD3-Real	0.88	0.85	0.92	1.06	1.05	0.94	1.04	0.88	0.96	0.66	0.86	0.81	0.81	0.00	0.95	0.95	0.61	0.54	0.54
SD3-Base	0.77	0.97	0.68	0.70	0.67	0.77	0.84	0.69	0.61	0.89	0.67	0.75	0.74	0.95	0.00	0.00	1.00	1.00	1.00
SD3-Anim	0.78	0.98	0.68	0.71	0.68	0.78	0.86	0.69	0.61	0.90	0.66	0.75	0.74	0.94	0.00	0.00	1.00	1.00	1.00
XL-DPO	0.92	0.61	0.84	0.68	0.68	0.62	0.96	0.84	0.85	0.51	0.83	0.81	0.80	0.50	0.82	0.82	0.00	0.21	0.28
XL-Base	1.00	0.67	1.00	0.81	0.83	0.74	1.00	1.00	1.00	0.51	1.00	0.91	0.91	0.54	1.00	1.00	0.25	0.00	0.26
XL-Light	1.44	0.99	1.38	1.07	1.16	1.00	1.29	1.41	1.40	0.81	1.36	1.20	1.19	0.76	1.41	1.42	0.49	0.36	0.00

Table A50. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of An Peaceful Bird On A Grass																	
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.36	0.52	0.67	0.70	0.78	0.74	0.81	0.70	0.95	0.74	0.77	0.77	1.00	0.85	0.85	0.87	0.76	0.66
F-LoRA	0.39	0.00	0.47	0.65	0.71	0.80	0.80	0.87	0.77	1.01	0.84	0.84	0.84	1.06	0.94	0.93	0.85	0.73	0.66
F-Turbo	0.52	0.44	0.00	0.78	0.79	0.79	0.71	0.74	0.72	0.93	0.77	0.73	0.72	0.89	0.84	0.83	0.76	0.66	0.56
K-Base	0.87	0.78	1.00	0.00	0.13	0.26	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.92	0.84	0.81	1.00	1.00	1.00
K-Naru	0.92	0.86	1.02	0.13	0.00	0.22	0.96	0.95	1.00	0.97	1.01	1.01	1.00	0.86	0.78	0.75	0.96	0.98	0.98
K-Poke	1.09	1.04	1.10	0.28	0.23	0.00	1.08	0.98	1.13	1.05	1.11	1.08	1.08	0.79	0.67	0.63	0.98	1.02	1.04
1.5-v1.2	0.98	0.97	0.93	1.01	0.97	1.01	0.00	0.45	0.52	0.47	0.61	0.53	0.53	0.75	0.96	0.96	0.71	0.63	0.57
1.5-v1.4	0.93	0.92	0.84	0.88	0.83	0.80	0.39	0.00	0.43	0.53	0.69	0.58	0.58	0.59	0.71	0.70	0.57	0.54	0.51
1.5-Base	0.79	0.79	0.80	0.87	0.86	0.90	0.45	0.42	0.00	0.66	0.66	0.55	0.55	0.84	0.89	0.90	0.73	0.63	0.57
1.5-Dream	1.14	1.12	1.11	0.93	0.89	0.90	0.43	0.55	0.70	0.00	0.80	0.71	0.70	0.57	0.91	0.90	0.66	0.63	0.51
2.1-DPO	0.84	0.87	0.86	0.87	0.87	0.89	0.52	0.68	0.67	0.75	0.00	0.29	0.29	0.88	0.93	0.94	0.82	0.69	0.60
2.1-Base	1.00	1.00	0.94	1.00	1.00	1.00	0.53	0.66	0.63	0.77	0.33	0.00	0.01	0.92	1.00	1.00	0.84	0.74	0.60
2.1-Art	0.99	0.99	0.93	1.00	0.99	0.99	0.52	0.65	0.63	0.76	0.33	0.01	0.00	0.91	0.99	0.99	0.83	0.74	0.60
SD3-Real	1.06	1.03	0.93	0.75	0.69	0.59	0.60	0.54	0.78	0.50	0.82	0.75	0.74	0.00	0.41	0.39	0.55	0.57	0.56
SD3-Base	0.84	0.85	0.82	0.64	0.58	0.47	0.72	0.61	0.78	0.75	0.81	0.76	0.76	0.38	0.00	0.00	0.58	0.61	0.60
SD3-Anim	0.86	0.86	0.83	0.63	0.57	0.45	0.73	0.62	0.80	0.76	0.83	0.78	0.77	0.38	0.00	0.00	0.58	0.62	0.62
XL-DPO	0.80	0.72	0.69	0.71	0.68	0.64	0.50	0.46	0.60	0.51	0.67	0.60	0.60	0.48	0.54	0.54	0.00	0.18	0.39
XL-Base	0.82	0.73	0.71	0.83	0.80	0.78	0.52	0.51	0.61	0.56	0.66	0.62	0.62	0.58	0.67	0.66	0.21	0.00	0.39
XL-Light	0.85	0.79	0.72	1.01	0.98	0.97	0.56	0.58	0.66	0.55	0.69	0.60	0.60	0.69	0.80	0.81	0.55	0.47	0.00

Table A51. Normalized Wasserstein Distance Matrix. Each column normalized by max distance to base models. Short, Medium-low, Medium-high, Long distance.

	Prompt: A Photo Of An Peaceful Bird On A Savana																		
	Flux			Kand			SD1.5				SD2.1			SD3			SDXL		
	F-Base	F-LoRA	F-Turbo	K-Base	K-Naru	K-Poke	1.5-v1.2	1.5-v1.4	1.5-Base	1.5-Dream	2.1-DPO	2.1-Base	2.1-Art	SD3-Real	SD3-Base	SD3-Anim	XL-DPO	XL-Base	XL-Light
F-Base	0.00	0.40	0.27	0.37	0.37	0.32	0.83	0.84	0.92	0.90	0.82	0.82	0.81	0.73	0.80	0.80	0.30	0.30	0.37
F-LoRA	0.37	0.00	0.45	0.45	0.46	0.51	0.78	0.78	0.79	0.78	0.96	0.89	0.88	0.91	0.90	0.89	0.36	0.35	0.37
F-Turbo	0.25	0.45	0.00	0.40	0.38	0.40	0.78	0.76	0.84	0.92	0.76	0.72	0.70	0.63	0.72	0.71	0.38	0.36	0.43
K-Base	0.37	0.48	0.44	0.00	0.14	0.28	0.90	0.89	0.90	1.00	0.86	0.88	0.88	0.89	0.98	0.97	0.32	0.31	0.34
K-Naru	0.36	0.47	0.40	0.14	0.00	0.26	0.87	0.86	0.88	0.98	0.80	0.82	0.82	0.82	0.91	0.90	0.31	0.30	0.35
K-Poke	0.37	0.63	0.51	0.32	0.31	0.00	1.03	1.07	1.06	1.07	0.94	0.98	0.97	0.96	1.02	1.02	0.29	0.27	0.30
1.5-v1.2	0.78	0.79	0.80	0.85	0.86	0.84	0.00	0.43	0.44	0.56	0.67	0.52	0.52	0.66	0.61	0.61	0.84	0.86	0.83
1.5-v1.4	0.93	0.91	0.91	0.98	0.98	1.02	0.50	0.00	0.38	0.66	0.65	0.48	0.48	0.59	0.57	0.57	1.01	1.01	0.97
1.5-Base	1.00	0.93	1.00	0.99	1.00	1.00	0.51	0.38	0.00	0.66	0.71	0.56	0.56	0.76	0.71	0.70	1.00	1.00	0.94
1.5-Dream	0.75	0.69	0.83	0.84	0.85	0.77	0.50	0.50	0.50	0.00	0.77	0.64	0.64	0.80	0.69	0.69	0.74	0.74	0.72
2.1-DPO	0.73	0.91	0.74	0.77	0.75	0.73	0.64	0.52	0.58	0.83	0.00	0.26	0.26	0.54	0.60	0.60	0.83	0.82	0.81
2.1-Base	0.86	1.00	0.83	0.92	0.90	0.89	0.58	0.46	0.54	0.81	0.30	0.00	0.02	0.56	0.58	0.57	0.99	0.96	0.97
2.1-Art	0.85	0.99	0.81	0.92	0.89	0.88	0.58	0.46	0.54	0.81	0.30	0.02	0.00	0.55	0.56	0.56	0.98	0.96	0.96
SD3-Real	0.77	1.02	0.72	0.93	0.89	0.87	0.73	0.56	0.73	1.01	0.63	0.56	0.54	0.00	0.37	0.36	0.99	0.96	1.03
SD3-Base	0.81	0.98	0.80	1.00	0.96	0.90	0.66	0.53	0.66	0.84	0.68	0.56	0.55	0.36	0.00	0.00	0.98	0.93	1.00
SD3-Anim	0.81	0.98	0.79	1.00	0.96	0.90	0.66	0.53	0.66	0.85	0.69	0.56	0.54	0.36	0.00	0.00	0.99	0.94	1.00
XL-DPO	0.30	0.38	0.41	0.32	0.33	0.25	0.90	0.92	0.92	0.88	0.94	0.94	0.93	0.95	0.97	0.97	0.00	0.13	0.21
XL-Base	0.33	0.41	0.43	0.34	0.34	0.26	1.00	1.00	1.00	0.97	1.00	1.00	1.00	1.00	1.00	1.00	0.14	0.00	0.25
XL-Light	0.38	0.42	0.49	0.36	0.38	0.27	0.91	0.92	0.89	0.90	0.93	0.96	0.95	1.02	1.02	1.02	0.22	0.24	0.00

Figure B7. Qualitative results (Part 1): Flux, Kandinsky, and SD1.5 families.

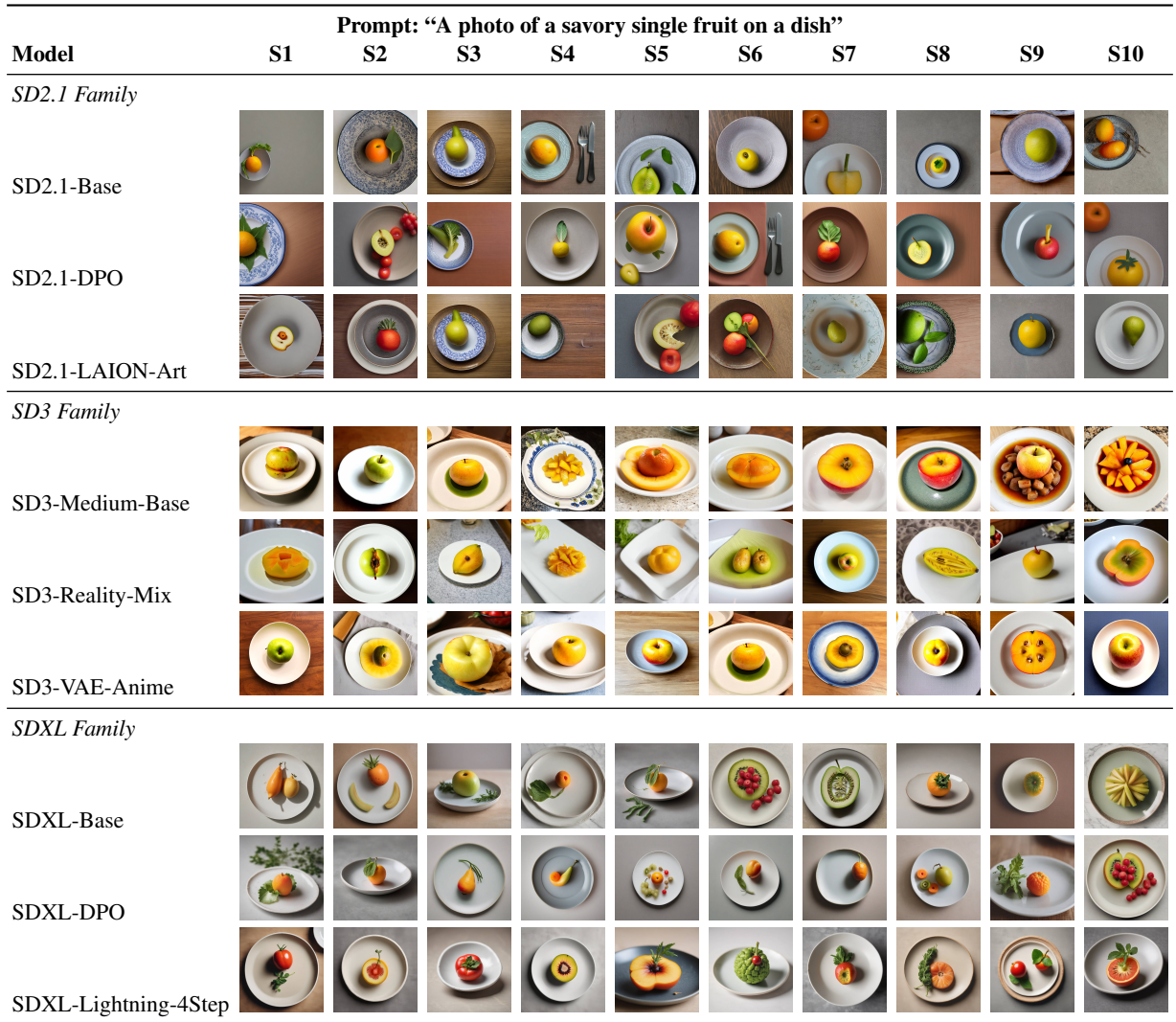

Figure B8. Qualitative results (Part 2): SD2.1, SD3, and SDXL families.

Prompt: “A photo of a dangerous animal in a forest”										
Model	**S1**	**S2**	**S3**	**S4**	**S5**	**S6**	**S7**	**S8**	**S9**	**S10**
Flux Family										
Flux-Base										
Flux-LoRA										
Flux-Turbo-Alpha										
Kandinsky Family										
Kandinsky-Base										
Kandinsky-Naruto										
Kandinsky-Pokemon										
SD1.5 Family										
SD1.5-Base										
SD1.5-1.2-Base										
SD1.5-1.4-Base										
SD1.5-DreamShaper										

Figure B9. Qualitative results (Part 1): Flux, Kandinsky, and SD1.5 families.

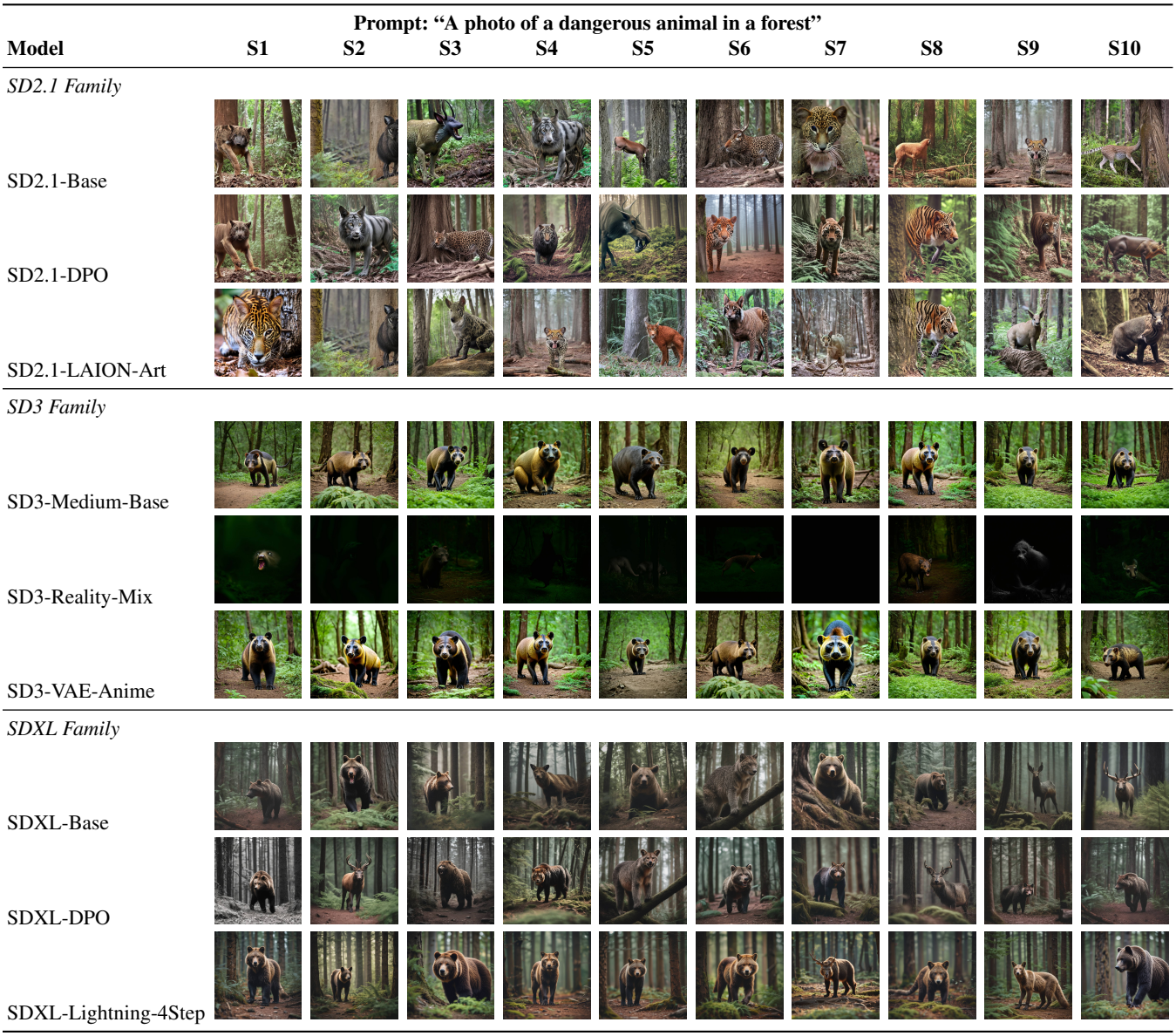

Figure B10. Qualitative results (Part 2): SD2.1, SD3, and SDXL families.

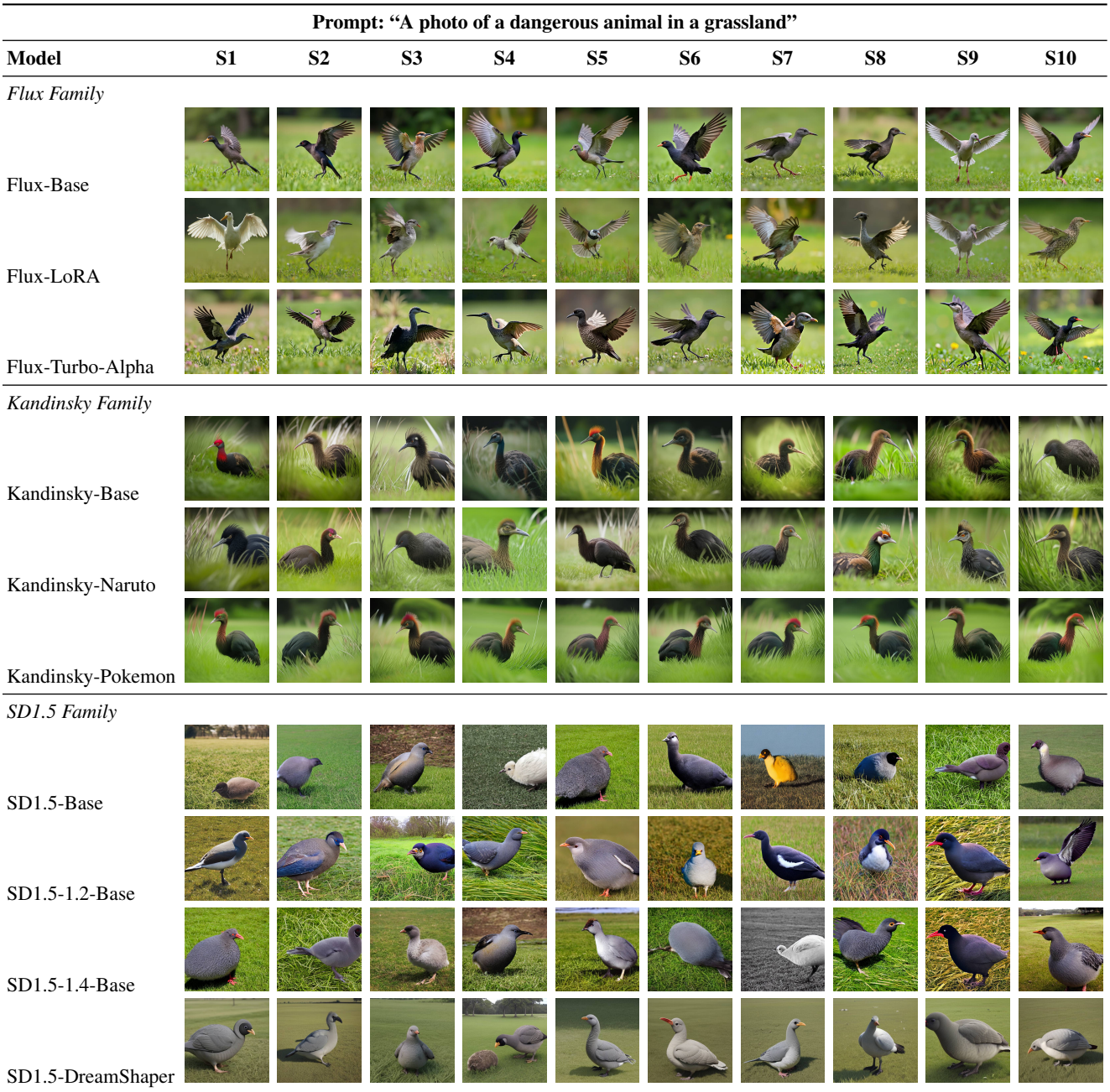

Figure B11. Qualitative results (Part 1): Flux, Kandinsky, and SD1.5 families.

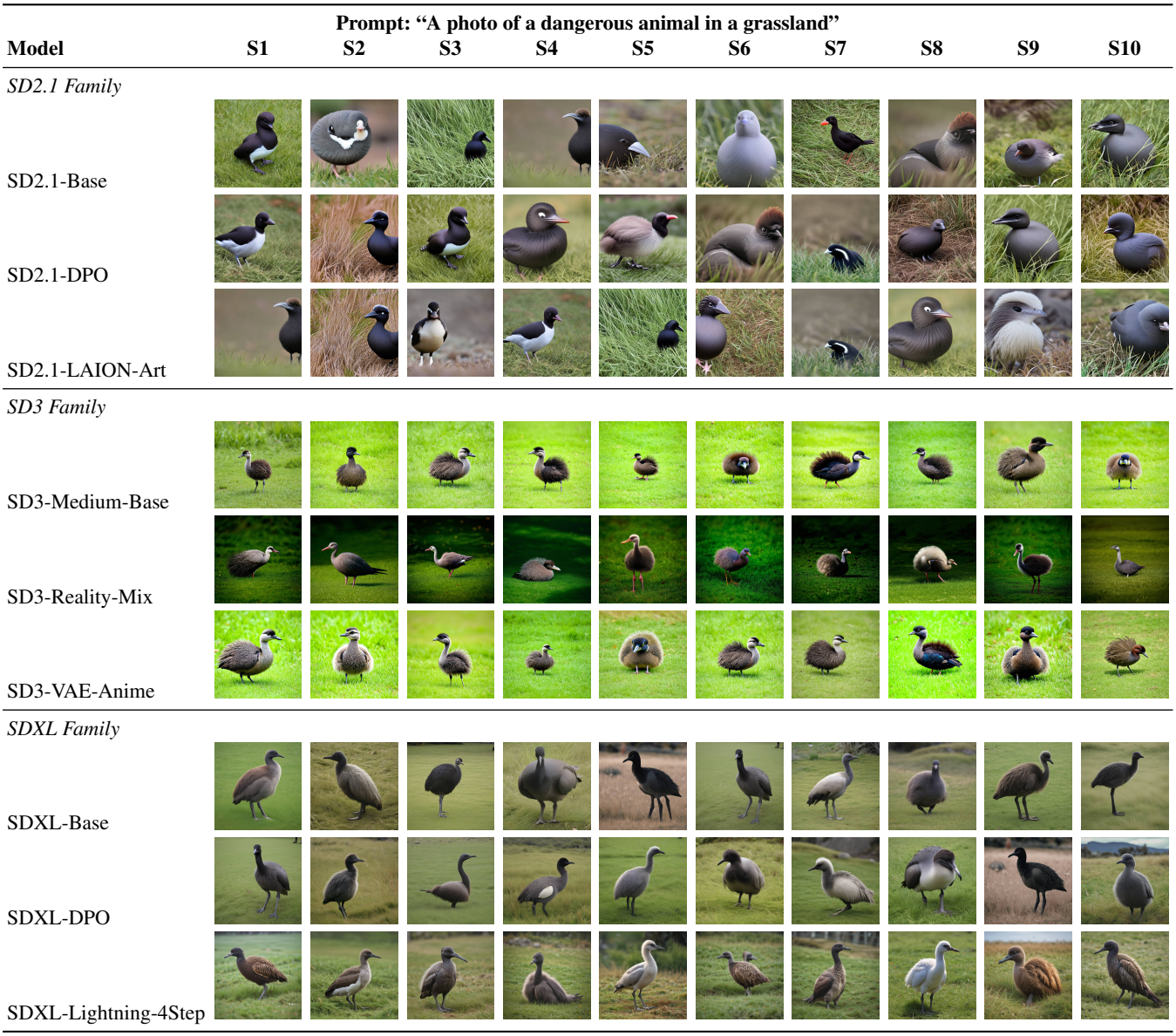

Figure B12. Qualitative results (Part 2): SD2.1, SD3, and SDXL families.

Prompt: “A photo of a tropical single flower on a vase”										
Model	**S1**	**S2**	**S3**	**S4**	**S5**	**S6**	**S7**	**S8**	**S9**	**S10**
Flux Family										
Flux-Base										
Flux-LoRA										
Flux-Turbo-Alpha										
Kandinsky Family										
Kandinsky-Base										
Kandinsky-Naruto										
Kandinsky-Pokemon-LoRA										
SD1.5 Family										
SD1.5-Base										
SD1.5-1.2-Base										
SD1.5-1.4-Base										
SD1.5-DreamShaper										

Figure B13. Qualitative results (Part 1): Flux, Kandinsky, and SD1.5 families.

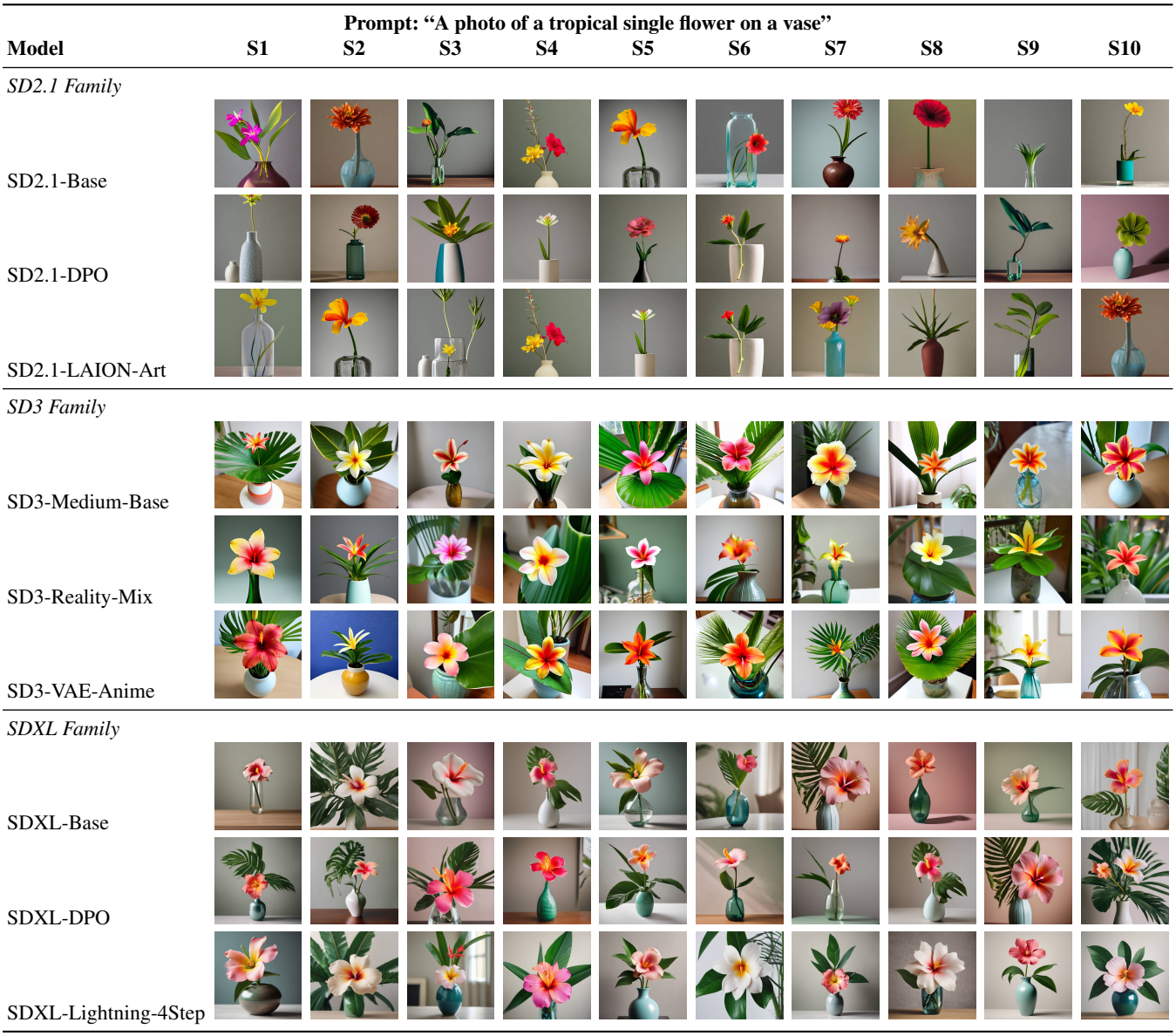

Figure B14. Qualitative results (Part 2): SD2.1, SD3, and SDXL families.

G.3. Complete Prompt Enumeration

Baked Goods (9 prompts)

1. A photo of a savory baked good on a dimmed studio.
2. A photo of a savory baked good on a dark wood surface.
3. A photo of a savory baked good against a brick wall.
4. A photo of a cheesy baked good on a dimmed studio.
5. A photo of a cheesy baked good on a dark wood surface.
6. A photo of a cheesy baked good against a brick wall.
7. A photo of a sweet baked good on a dimmed studio.
8. A photo of a sweet baked good on a dark wood surface.
9. A photo of a sweet baked good against a brick wall.

Animals (9 prompts)

1. A photo of a dangerous animal in a grassland.
2. A photo of a dangerous animal in a forest.
3. A photo of a dangerous animal in a dimmed studio.
4. A photo of a wild animal in a grassland.
5. A photo of a wild animal in a forest.
6. A photo of a wild animal in a dimmed studio.
7. A photo of a peaceful animal in a grassland.
8. A photo of a peaceful animal in a forest.
9. A photo of a peaceful animal in a dimmed studio.

Flowers (6 prompts)

1. A photo of a vibrant single flower on a pot.
2. A photo of a vibrant single flower in a dimmed studio.
3. A photo of a vibrant single flower on a vase.
4. A photo of a tropical single flower on a pot.
5. A photo of a tropical single flower in a dimmed studio.
6. A photo of a tropical single flower on a vase.

Birds (9 prompts)

1. A photo of an peaceful bird on a grass.
2. A photo of an peaceful bird on a savana.
3. A photo of an peaceful bird in a dimmed studio.
4. A photo of an dangerous bird on a grass.
5. A photo of an dangerous bird on a savana.
6. A photo of an dangerous bird in a dimmed studio.
7. A photo of an flightless bird on a grass.
8. A photo of an flightless bird on a savana.
9. A photo of an flightless bird in a dimmed studio.

Fruits (9 prompts)

1. A photo of a sweet single fruit on a dish.
2. A photo of a sweet single fruit on a wooden floor.
3. A photo of a sweet single fruit on a dimmed studio.
4. A photo of a frozen single fruit on a dish.
5. A photo of a frozen single fruit on a wooden floor.
6. A photo of a frozen single fruit on a dimmed studio.
7. A photo of a savory single fruit on a dish.
8. A photo of a savory single fruit on a wooden floor.
9. A photo of a savory single fruit on a dimmed studio.

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