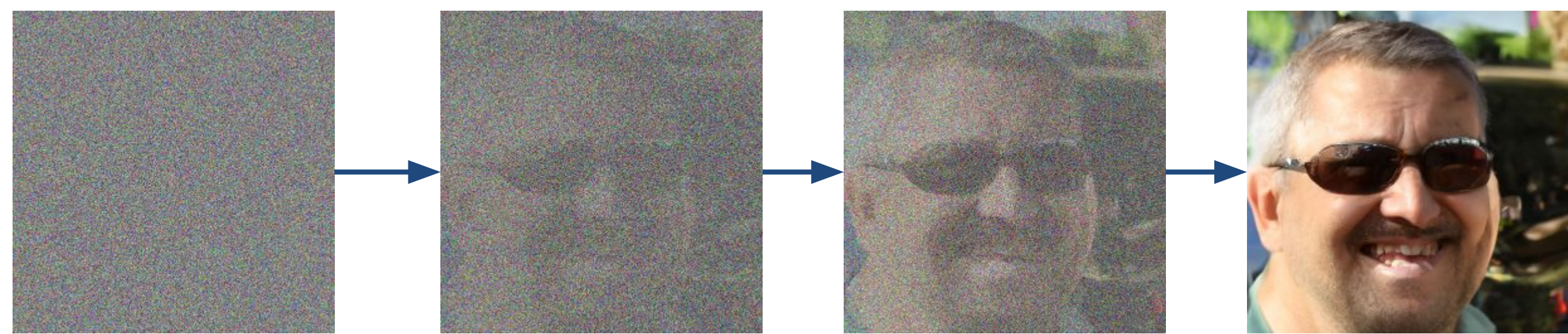


Diffusion Models for Image Priors

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Stanford University

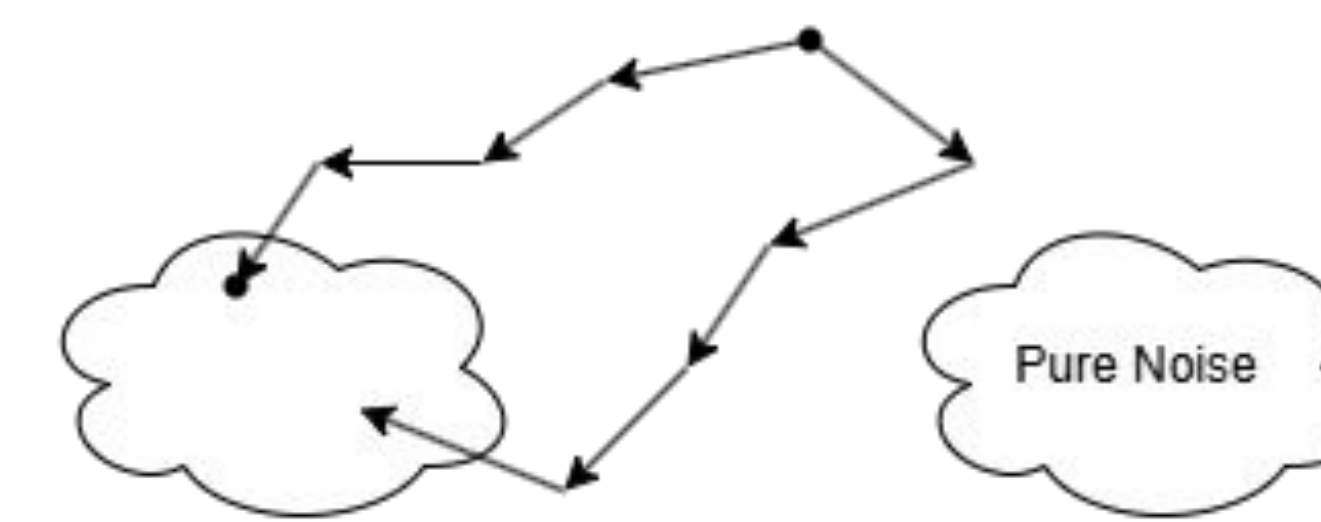
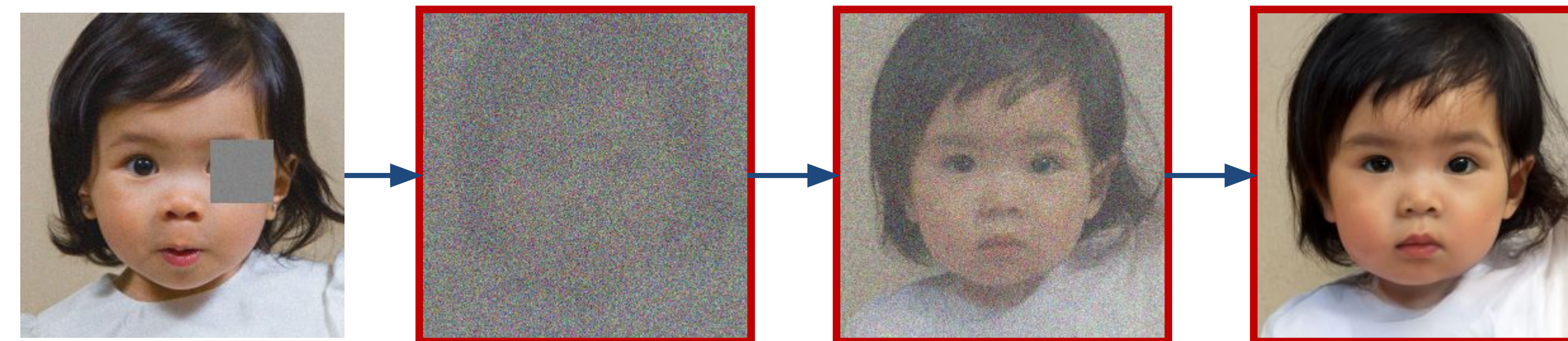
Motivation

- Diffusion models can be used to generate images through iterative denoising
- Image deconvolution and inpainting are inverse problems which may use diffusion models as image priors



Methods

- Comparing SDEdit [1], Score ALD [2], and DPS [3]



Score ALD

$$x_T \sim \mathcal{N}(\mathbf{0}, \mathbf{I})$$

for $t = T, \dots, 1$ do
 $z \sim \mathcal{N}(\mathbf{0}, \mathbf{I})$ if $t > 1$, else $z = 0$
 $\hat{x}_0 = \frac{1}{\sqrt{\bar{\alpha}_t}}(x_t + (1 - \bar{\alpha}_t)s_\theta(x_t, t))$
 $x_{t-1} = \frac{\sqrt{\bar{\alpha}_t(1 - \bar{\alpha}_{t-1})}}{1 - \bar{\alpha}_t}x_t + \frac{\sqrt{\bar{\alpha}_{t-1}(1 - \alpha_t)}}{1 - \bar{\alpha}_t}\hat{x}_0 + \sqrt{1 - \alpha_t}z$
 $x_{t-1} = x_{t-1} - \frac{1}{2(\sigma^2 + \gamma^2)}\nabla_{x_t}\|s_\theta(x_t) - y\|^2$
end for
return x_0

DPS

$$x_T \sim \mathcal{N}(\mathbf{0}, \mathbf{I})$$

for $t = T, \dots, 1$ do
 $z \sim \mathcal{N}(\mathbf{0}, \mathbf{I})$ if $t > 1$, else $z = 0$
 $\hat{x}_0 = \frac{1}{\sqrt{\bar{\alpha}_t}}(x_t + (1 - \bar{\alpha}_t)s_\theta(x_t, t))$
 $x'_{t-1} = \frac{\sqrt{\bar{\alpha}_t(1 - \bar{\alpha}_{t-1})}}{1 - \bar{\alpha}_t}x_t + \frac{\sqrt{\bar{\alpha}_{t-1}(1 - \alpha_t)}}{1 - \bar{\alpha}_t}\hat{x}_0 + \sqrt{1 - \alpha_t}z$
 $x_{t-1} = x'_{t-1} - \zeta_t \nabla_{x_t}\|s_\theta(\hat{x}_0) - y\|^2$
end for
return x_0

Related Work

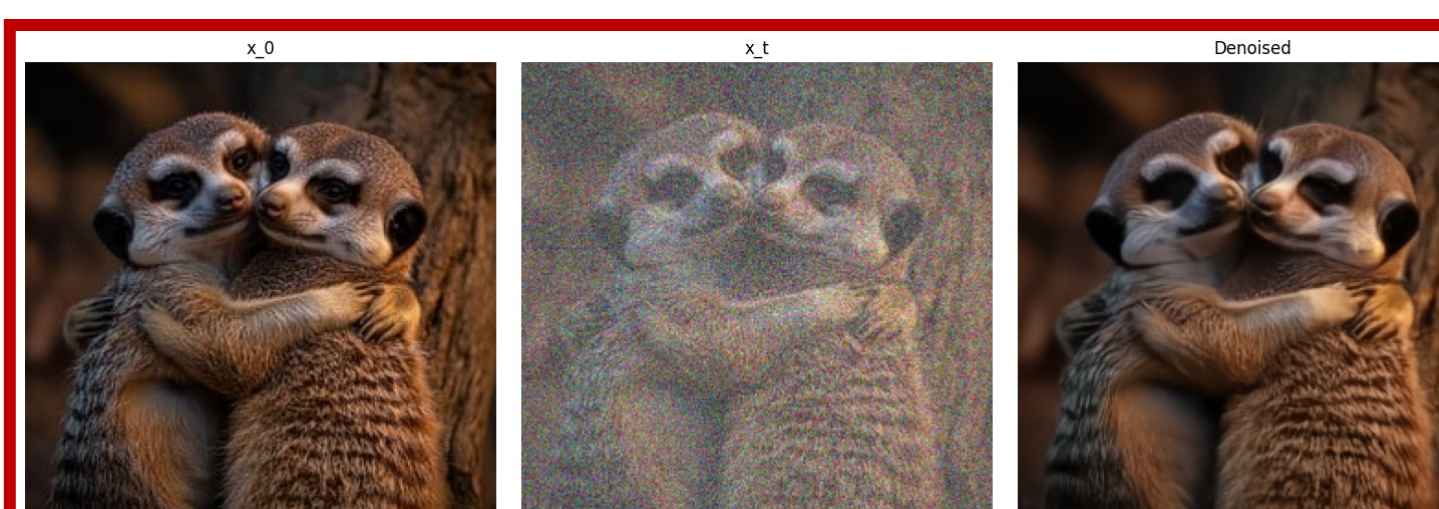
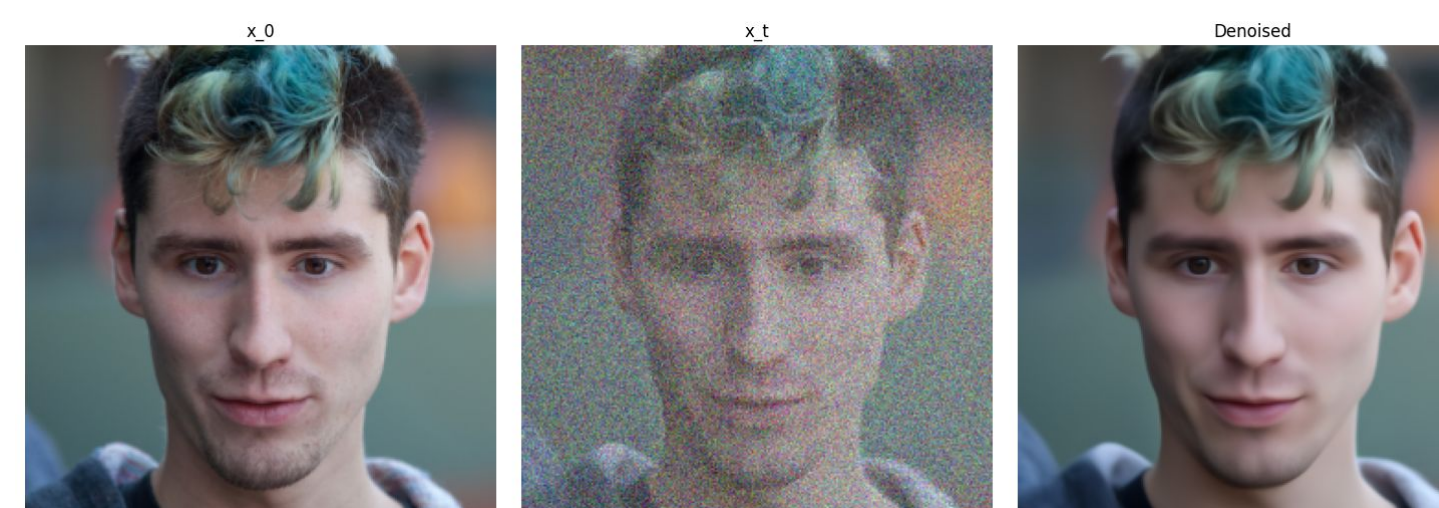
- Conditional Image Generation
- Additional Image Editing tasks:
 - Upsampling, Customization, etc.
- Video Generation
- Cross-Modal Generation
- Imitation Learning

References

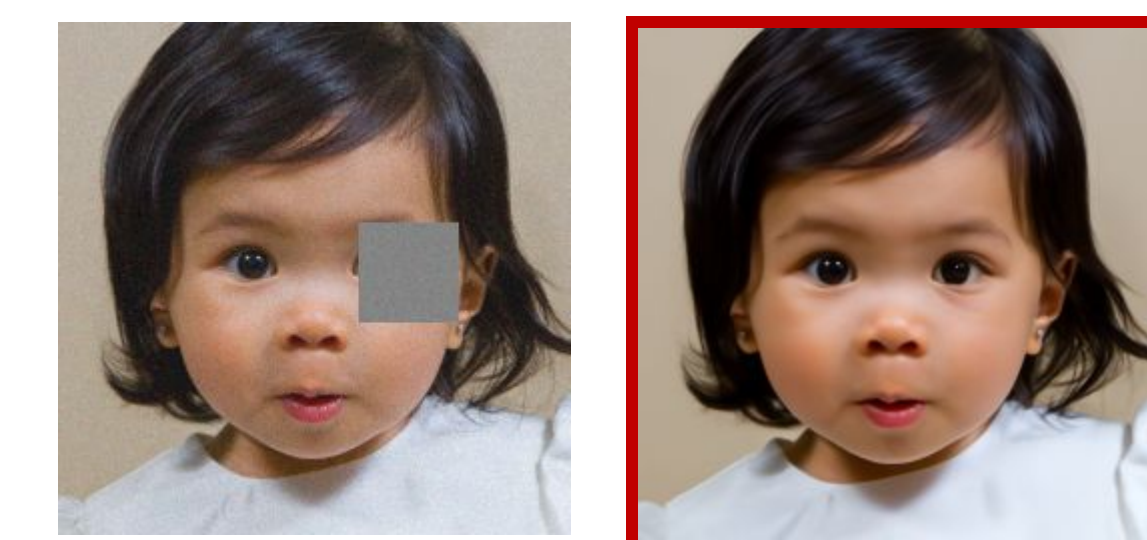
- [1] Meng et al., Sdedit: Guided image synthesis and editing with stochastic differential equations, *CoRR*, 2022
[2] Jalal et al., Robust compressed sensing mri with deep generative priors, *CoRR*, 2021
[3] Chung et al., Diffusion posterior sampling for general noisy inverse problems, *ICLR*, 2023

Experimental Results

- In-Distr > Out-of-Distr
- 32.5/0.10 vs 27.6/0.16



- DPS > Score ALD > SDEdit
- Inpainting easier than Deconv
- Runtimes: DPS= 3*ALD= 6*SDedit



Deconvolution Method	PSNR	LPIPS
SDEdit	20.276	0.209
Score ALD	22.186	0.161
DPS	28.665	0.063

Inpainting Method	PSNR	LPIPS
SDEdit	21.035	0.183
Score ALD	28.014	0.059
DPS	34.732	0.027

