

Introduction to Deep Generative Modeling

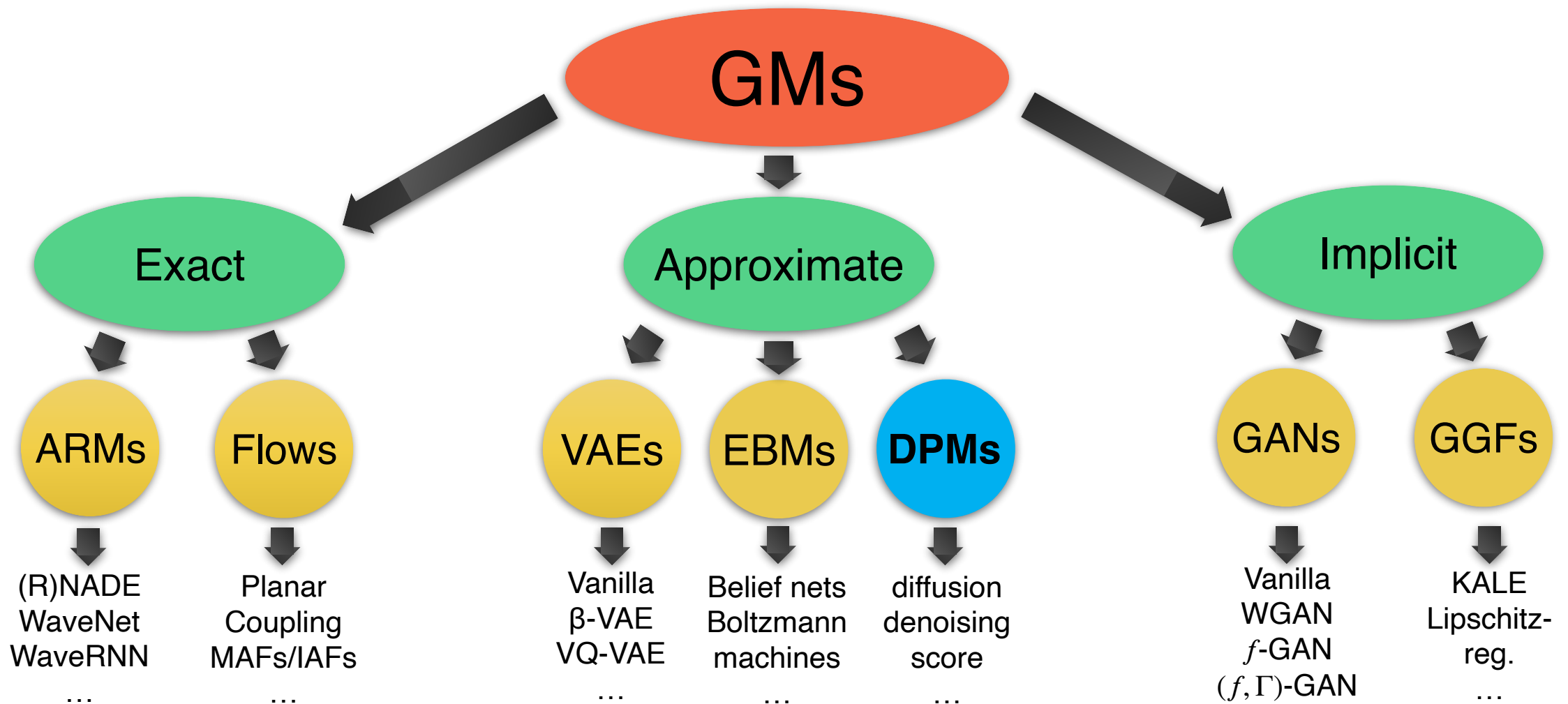
Lecture #14

HY-673 – Computer Science Dep., University of Crete

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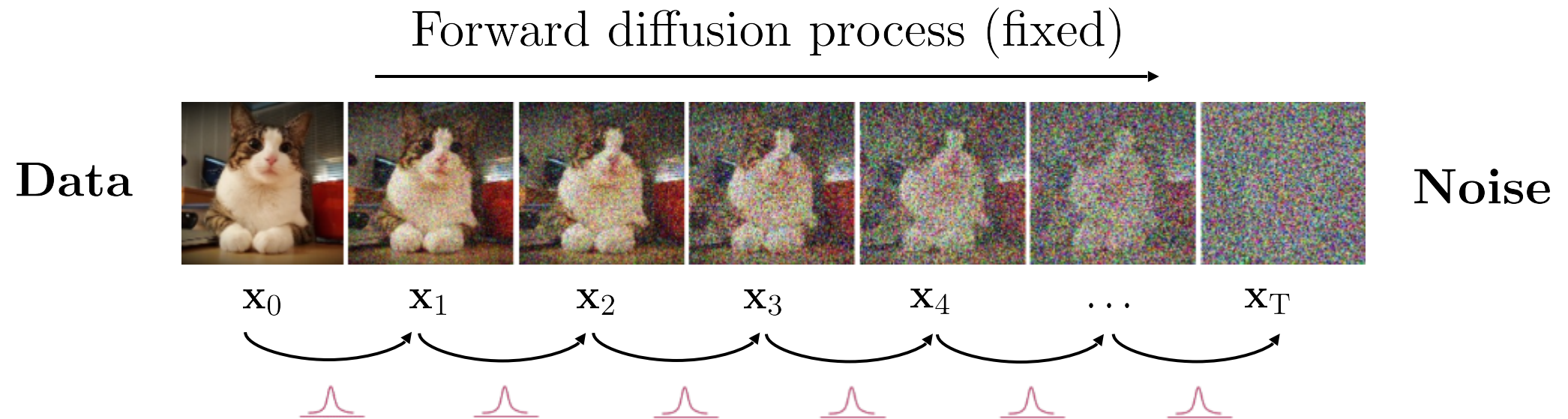
Teaching Assistant: Michail Raptakis

Taxonomy of GMs



Recap: Forward Diffusion Process

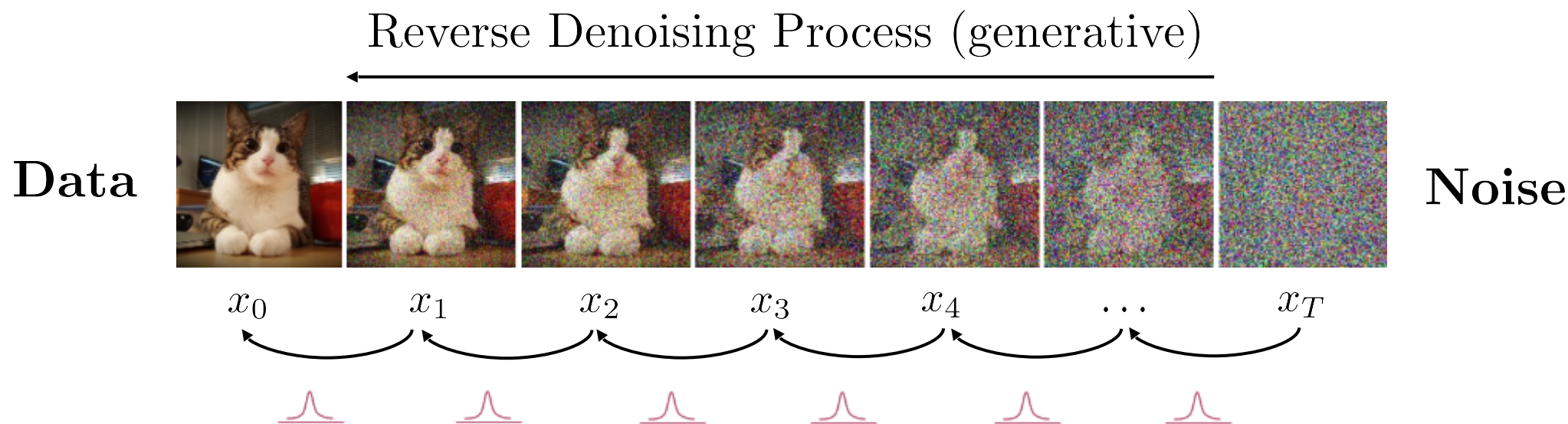
The forward diffusion process:



$$q(x_t|x_{t-1}) = \mathcal{N}(x_t; \sqrt{1 - \beta_t}x_{t-1}, \beta_t I)$$

Recap: Reverse Denoising Process

The formal definition of the reverse process in T steps:



$$p(x_T) = \mathcal{N}(x_T; 0, I_d)$$

$$p_\theta(x_{t-1}|x_t) = \mathcal{N}(x_{t-1}; \underbrace{\mu_\theta(x_t, t)}_{\text{Trainable network (U-net, Denoising Autoencoder)}}, \sigma_t^2 I_d) \quad \Rightarrow \quad p_\theta(x_{0:T}) = p(x_T) \prod_{t=1}^T p_\theta(x_{t-1}|x_t).$$

$\approx q(x_{t-1}|x_t)$ (true posterior; intractable)

Recap: Training and Sampling

Minimize a simplification of negative ELBO:

$$L_{\text{simple}} = \mathbb{E}_{x_0 \sim p_d(x_0), \epsilon \sim \mathcal{N}(0, I_d), t \sim \mathcal{U}(1, T)} \left[\left\| \epsilon - \epsilon_{\theta} \left(\underbrace{\sqrt{\bar{\alpha}_t} x_0 + \sqrt{1 - \bar{\alpha}_t} \epsilon}_{x_t}, t \right) \right\|^2 \right].$$

Algorithm 1 Training

- 1: **repeat**
- 2: $x_0 \sim p_d(x_0)$
- 3: $t \sim \text{Uniform}(1, \dots, T)$
- 4: $\epsilon \sim \mathcal{N}(0, I_d)$
- 5: Take gradient descent step on

$$\nabla_{\theta} \left\| \epsilon - \epsilon_{\theta} \left(\sqrt{\bar{\alpha}_t} x_0 + \sqrt{1 - \bar{\alpha}_t} \epsilon, t \right) \right\|^2$$

- 6: **until** converged
-

Algorithm 2 Sampling

- 1: $x_T \sim \mathcal{N}(0, I_d)$
 - 2: **for** $t = T, \dots, 1$ **do**
 - 3: $z \sim \mathcal{N}(0, I_d)$
 - 4: $x_{t-1} = \frac{1}{\sqrt{1 - \beta_t}} \left(x_t - \frac{\beta_t}{\sqrt{1 - \bar{\alpha}_t}} \epsilon_{\theta}(x_t, t) \right) + \sigma_t z$
 - 5: **end for**
 - 6: **return** x_0
-

- There are many successful applications of diffusion models (in constantly growing numbers):
 - **Image generation, text-to-image generation, controllable generation.**
 - Image editing, image-to-image translation, super-resolution, segmentation, adversarial robustness.
 - Discrete models, 3D generation, medical imaging, video synthesis.
- Key enabler by diffusion models: Perform high-resolution conditional generation!

Conditional Diffusion Models: Include Condition as Input to Reverse Process

- Reverse Process:

$$p_{\theta}(x_{0:T}|c) = p(x_T) = \prod_{t=1}^T p_{\theta}(x_{t-1}|x_t, c), \quad p_{\theta}(x_{t-1}|x_t, c) = \mathcal{N}(x_{t-1}; \mu_{\theta}(x_t, t, c), \Sigma(x_t, t, c)).$$

- Variational Upper Bound:

$$L_{\theta}(x_0|c) = \mathbb{E}_q[L_T(x_0) + \sum_{t>1} D_{\text{KL}}(q(x_{t-1}|x_t, x_0) || p(x_{t-1}|x_t, c)) - \log p_{\theta}(x_0|x_1, c)].$$

- Incorporate Conditions into U-Net:

- Scalar conditioning: Encode scalar as a vector embedding, simple spatial addition or adaptive group normalization layers.
- Image conditioning: Channel-wise concatenation of the conditional image.
- Text conditioning: Single vector embedding – spatial addition or adaptive group norm / a sequence of vector embeddings - cross-attention.

Classifier-Guided Conditional Diffusion Models: Using the Gradient of a Trained Classifier as Guidance

Algorithm 1 Classifier guided diffusion sampling, given a diffusion model $(\mu_\theta(x_t), \Sigma_\theta(x_t))$, classifier $p_\phi(y|x_t)$, and gradient scale s .

Input: class label y , gradient scale s

$x_T \leftarrow$ sample from $\mathcal{N}(0, \mathbf{I})$

for all t from T to 1 **do**

$\mu, \Sigma \leftarrow \mu_\theta(x_t), \Sigma_\theta(x_t)$

$x_{t-1} \leftarrow$ sample from $\mathcal{N}(\mu + s\Sigma \nabla_{x_t} \log p_\phi(y|x_t), \Sigma)$

end for

return x_0

Score Model

Classifier Gradient



- For class-conditional modeling of $p(x_t|c)$, train an extra classifier $p(c|x_t)$.
- Mix its gradient with the diffusion/score model during sampling.

Classifier-Guided Conditional Diffusion Models: Using the Gradient of a Trained Classifier as Guidance

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end for

return x_0

Score Model

Classifier Gradient



- Sample with a modified score: $\nabla_{x_t} [\log p(x_t|c) + \omega \log p(c|x_t)]$.

- Approximate samples from the distribution $\tilde{p}(x_t|c) \propto p(x_t|c)p(c|x_t)^\omega$.

Classifier-Free Conditional Diffusion Models: Guidance by Bayes' Rule on Conditional Diffusion Models

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$$p(c|x_t) \propto \frac{p(x_t|c)}{p(x_t)}.$$

← Conditional Diffusion Model
← Unconditional Diffusion Model

- In practice, compute $p(x_t|c)$ and $p(x_t)$ by randomly dropping the condition of the diffusion model at certain chance.
- The modified score with this implicit classifier included is:

$$\begin{aligned}\nabla_{x_t} [\log p(x_t|c) + \omega \log p(c|x_t)] &= \nabla_{x_t} [\log p(x_t|c) + \omega(\log p(x_t|c) - \log p(x_t))] \\ &= \nabla_{x_t} [(1 + \omega) \log p(x_t|c) - \omega \log p(x_t)].\end{aligned}$$

Classifier-Free Conditional Diffusion Models: Trade-Off for Sample Quality and Sample Diversity

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Large guidance weight ω usually leads to better individual sample quality but less sample diversity.

GLIDE, OpenAI

- A 64×64 base model + a $64 \times 64 \rightarrow 256 \times 256$ super-resolution model.
- Tried classifier-free and CLIP guidance. Classifier-free guidance works better than CLIP guidance.



“a hedgehog using a calculator”



“a corgi wearing a red bowtie and a purple party hat”



“robots meditating in a vipassana retreat”



“a fall landscape with a small cottage next to a lake”

Samples generated with classifier-free guidance (256×256).

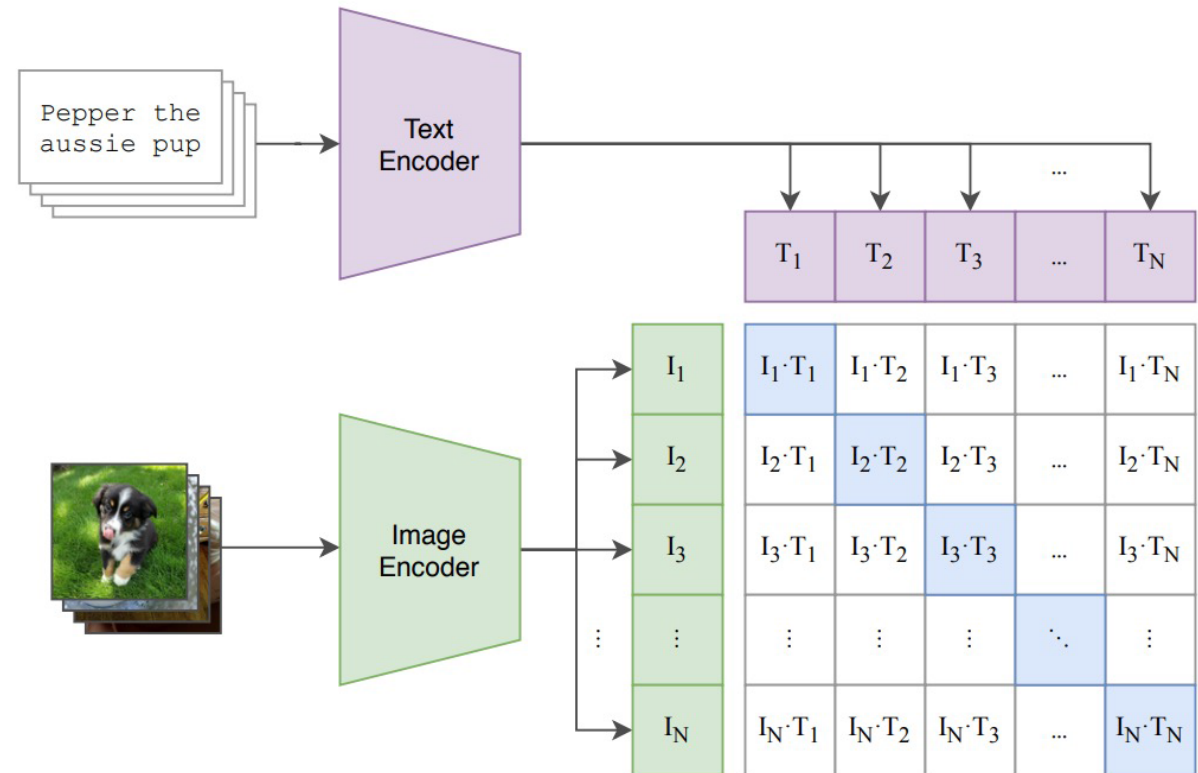
CLIP Guidance: What is a CLIP Model?

- Trained by contrastive cross-entropy loss:

$$-\log \frac{\exp(f(x_i) \cdot g(c_i)/\tau)}{\sum_k \exp(f(x_i) \cdot g(c_k)/\tau)}$$

- The optimal value of $f(x) \cdot g(c)$ is:

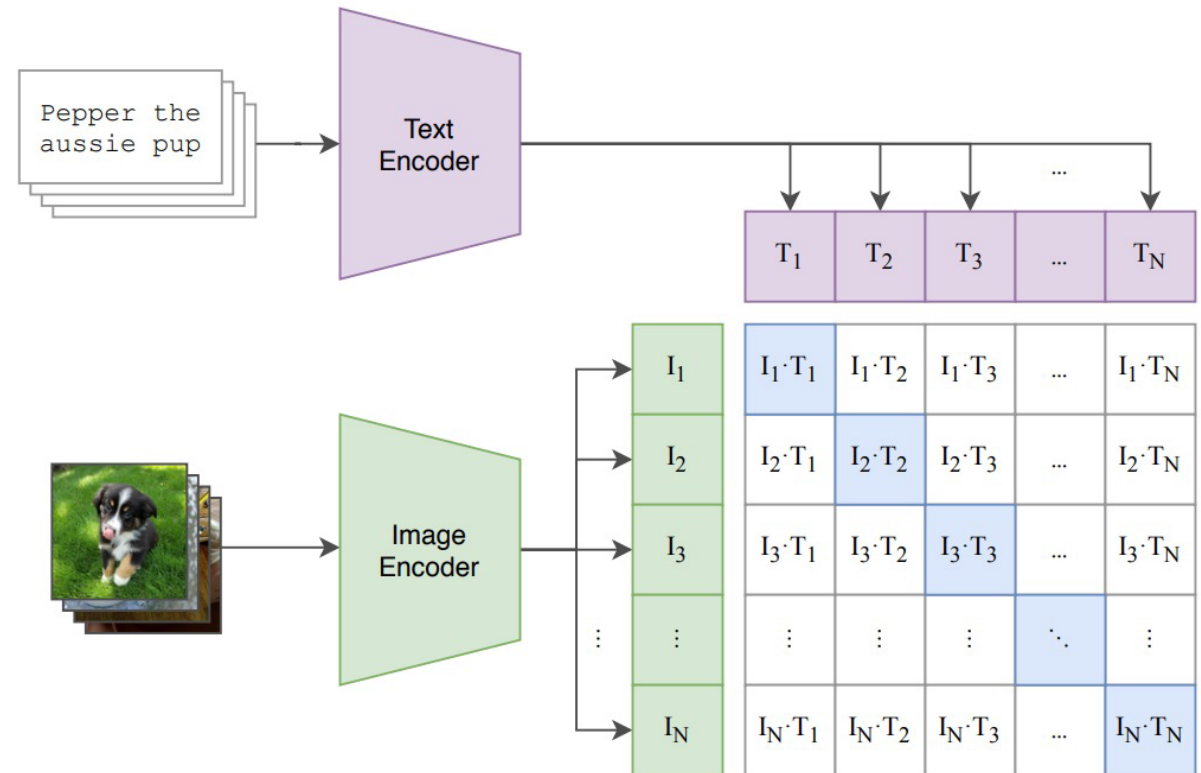
$$\log \frac{p(x, c)}{p(x)p(c)} = \log p(c|x) - \log p(c).$$



CLIP Guidance: What is a CLIP Model?

- Sample with a modified score:

$$\begin{aligned} & \nabla_{x_t} [\log p(x_t|c) + \omega \log p(c|x_t)] \\ &= \nabla_{x_t} \left[\log p(x_t|c) + \omega \underbrace{\left(\log p(c|x_t) - \log p(c) \right)}_{\text{CLIP Model}} \right] \\ &= \nabla_{x_t} [\log p(x_t|c) + \omega f(x_t) \cdot g(c)] \end{aligned}$$



- Fine-tune the model especially for inpainting: feed randomly occluded images with an additional mask channel as the input.



“an old car in a snowy forest”



“a man wearing a white hat”

Text-conditional image inpainting examples.

DALL·E 2, OpenAI

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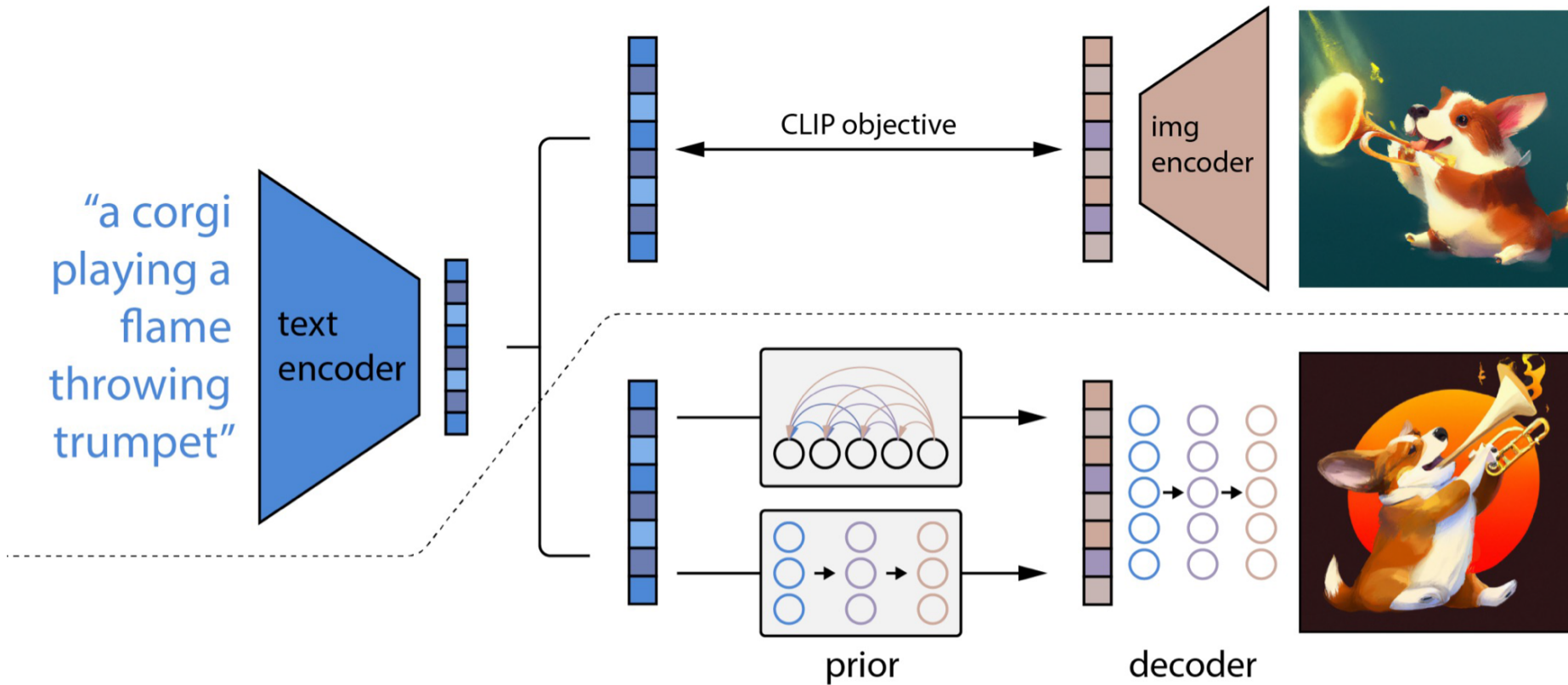
a shiba inu wearing a beret and black turtleneck



a close up of a handpalm with leaves growing from it

$1k \times 1k$ Text-to-Image generation.
Outperforms DALL-E
(autoregressive transformer).

DALL·E 2 Model Components

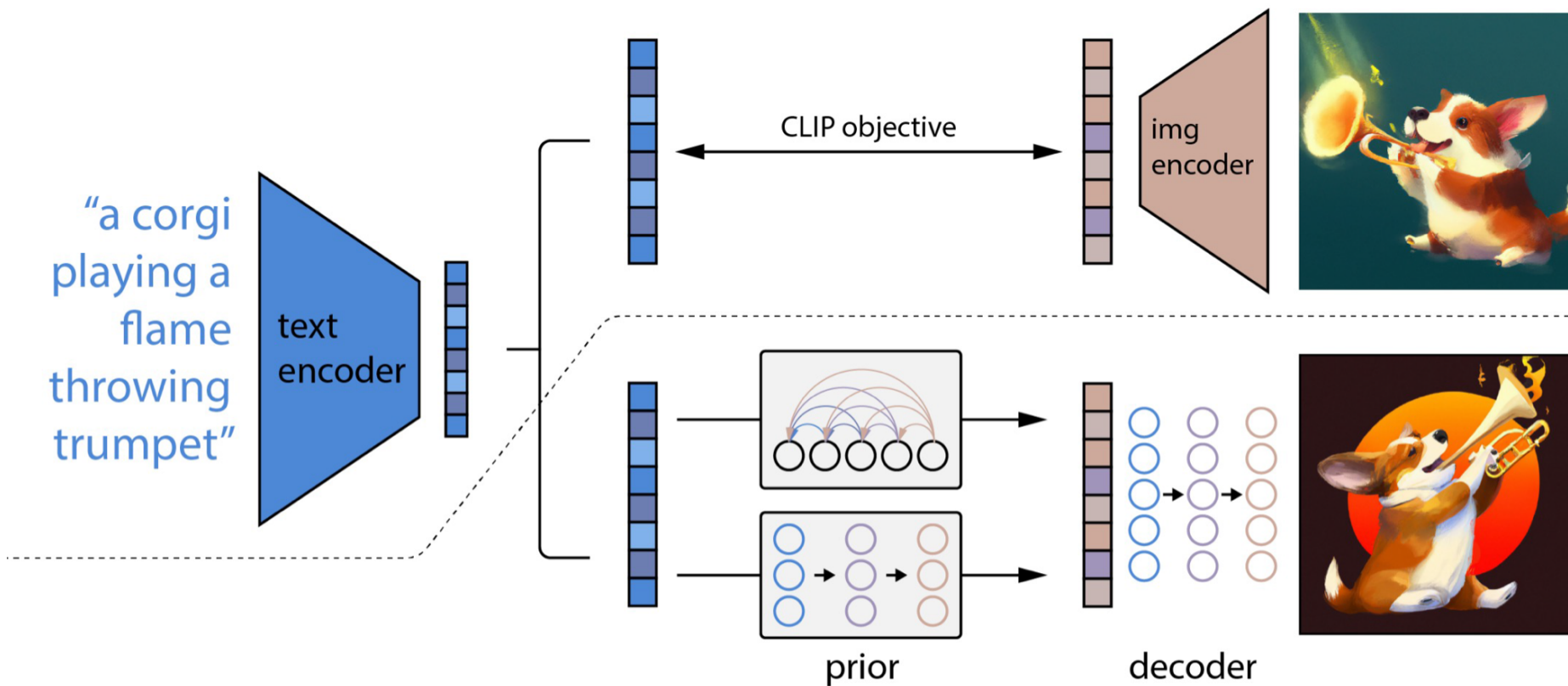


Prior: Produces CLIP image embeddings conditioned on the caption.

Decoder: Produces images conditioned on CLIP image embeddings and text.

DALL·E 2 Model Components: Prior Model

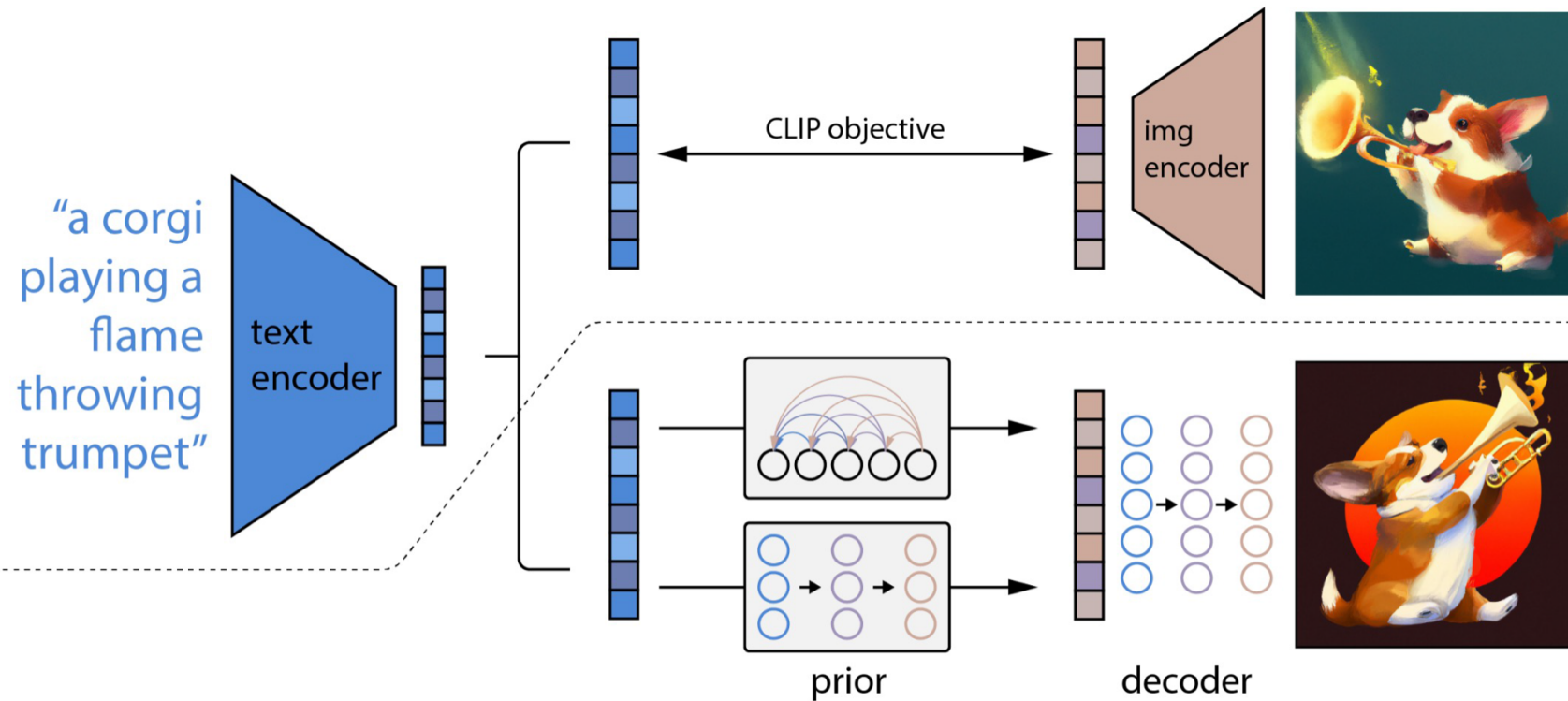
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Why conditional
on CLIP image em-
beddings?

CLIP image embeddings capture high-level semantic meaning; latents in the decoder model take care of the rest. The bipartite latent representation enables several text-guided image manipulation tasks.

DALL·E 2 Model Components: Decoder Model



Decoder: produces images conditioned on CLIP image embeddings (and text).

Cascaded diffusion models: 1 base model (64×64), 2 super-resolution models ($64 \times 64 \rightarrow 256 \times 256$, $256 \times 256 \rightarrow 1024 \times 1024$). Largest super-resolution model is trained on patches and takes full-res inputs at inference time. Classifier-free guidance & noise conditioning augmentation are important.

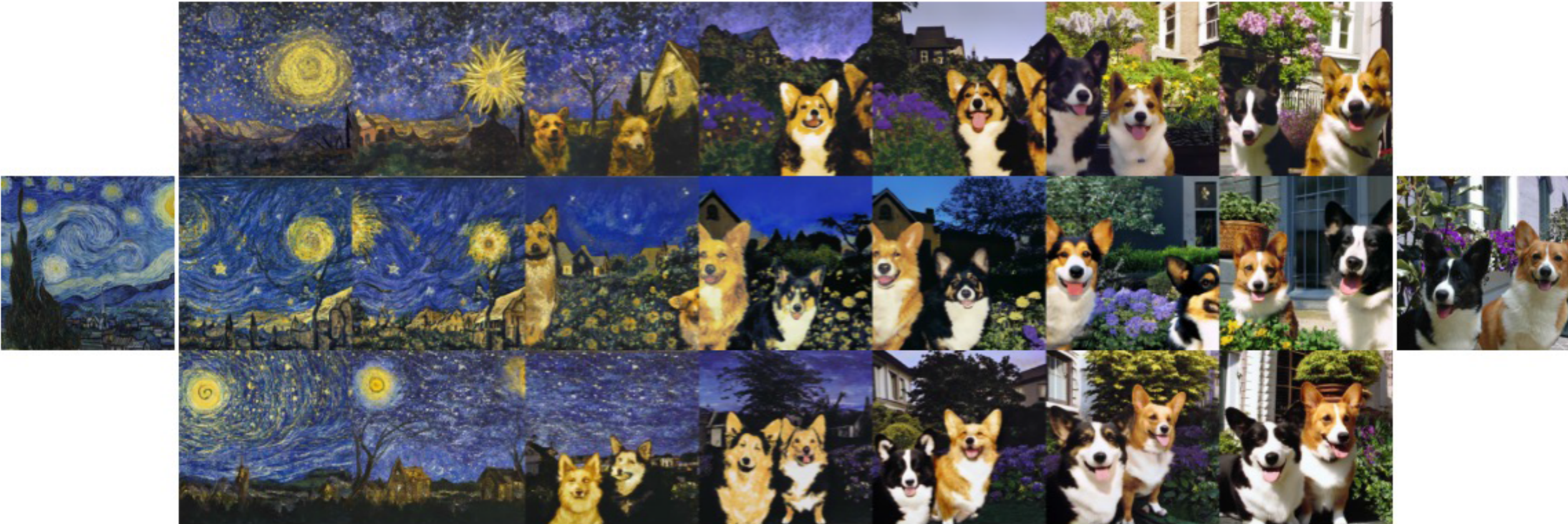
DALL·E 2: Image Variations

- Fix the CLIP embedding z .
- Decode using different decoder latents x_T .



DALL·E 2: Image Interpolation

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- Interpolate image CLIP embeddings z .
- Use different x_T to get different interpolations trajectories.

DALL·E 2: Text Diffs



a photo of a cat → an anime drawing of a super saiyan cat, artstation



a photo of a victorian house → a photo of a modern house



a photo of an adult lion → a photo of lion cub

- Change the image CLIP embedding towards the difference of the text CLIP embeddings of two prompts.
- Decoder latent is kept constant.

- Input: text, Output: $1k \times 1k$ images.
- An unprecedented degree of photorealism.
 - SOTA automatic scores & human ratings.
- A deep level of language understanding.
- Extremely simple.
 - No latent space, no quantization.



A photo of a Shiba Inu dog with a backpack riding a bike. It is wearing sunglasses and a beach hat.



A dragon fruit wearing karate belt in the snow.



A relaxed garlic with a blindfold reading a newspaper while floating in a pool of tomato soup.



“A cute hand-knitted koala wearing a sweater with “CVPR.” written on it.”

Imagen Key Components

- Key modeling components:
 - Cascaded diffusion models.
 - Classifier-free guidance and dynamic thresholding.
 - Frozen large pretrained language models as text encoders (T5-XXL).

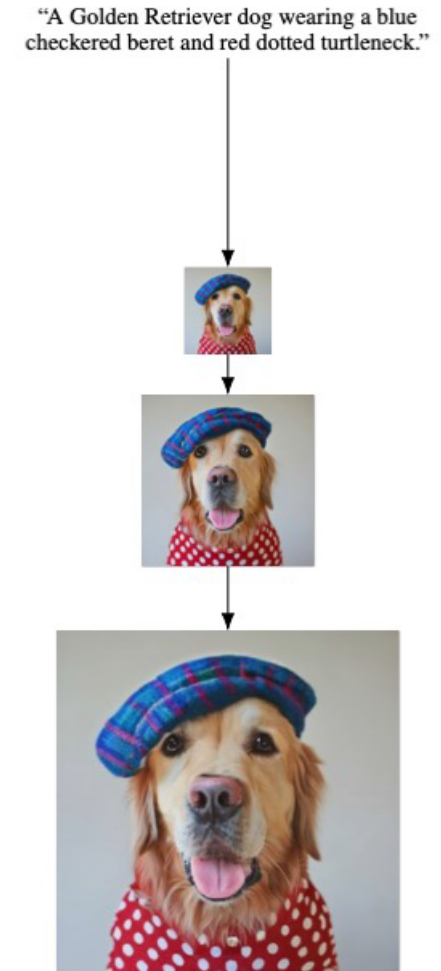
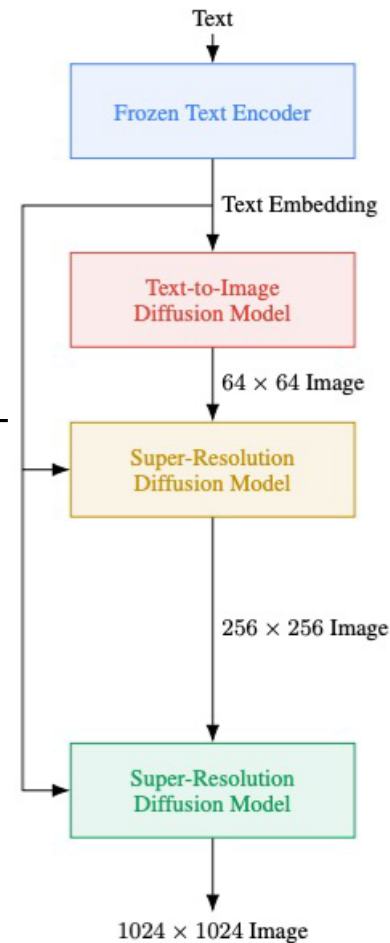


Figure A.4: Visualization of Imagen. Imagen uses a frozen text encoder to encode the input text into text embeddings. A conditional diffusion model maps the text embedding into a 64×64 image. Imagen further utilizes text-conditional super-resolution diffusion models to upsample the image, first $64 \times 64 \rightarrow 256 \times 256$, and then $256 \times 256 \rightarrow 1024 \times 1024$.

Imagen Key Observations

- Key Observations:
 - Beneficial to use text conditioning for all super-res models.
 - Noise conditioning augmentation weakens information from low-res models, thus needs text conditioning as extra information input.
 - Scaling text encoder is extremely efficient.
 - More important than scaling diffusion model size.
 - Human raters prefer T5-XXL as the text encoder over CLIP encoder on DrawBench.

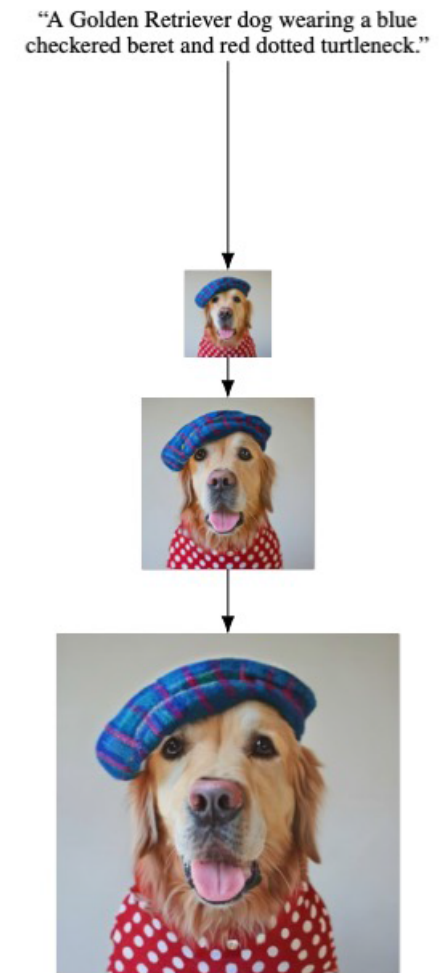
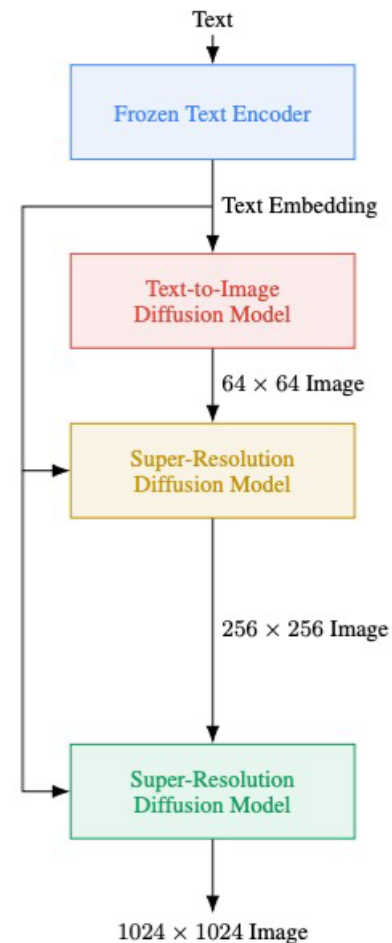


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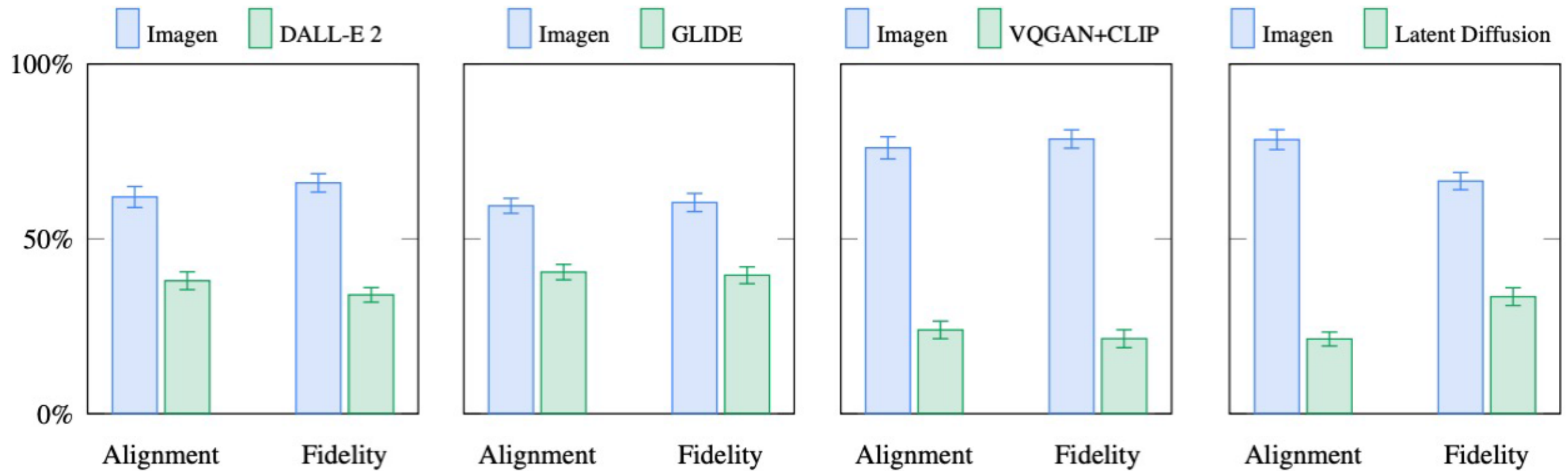
Imagen Evaluations

- Imagen got SOTA automatic evaluation scores on COCO dataset:

Model	FID-30K	Zero-shot FID-30K
AttnGAN [76]	35.49	
DM-GAN [83]	32.64	
DF-GAN [69]	21.42	
DM-GAN + CL [78]	20.79	
XMC-GAN [81]	9.33	
LAFITE [82]	8.12	
Make-A-Scene [22]	7.55	
DALL-E [53]		17.89
LAFITE [82]		26.94
GLIDE [41]		12.24
DALL-E 2 [54]		10.39
Imagen (Our Work)		7.27

Imagen Evaluations

- Imagen is preferred over recent work by human raters in sample quality & image-text alignment on DrawBench:



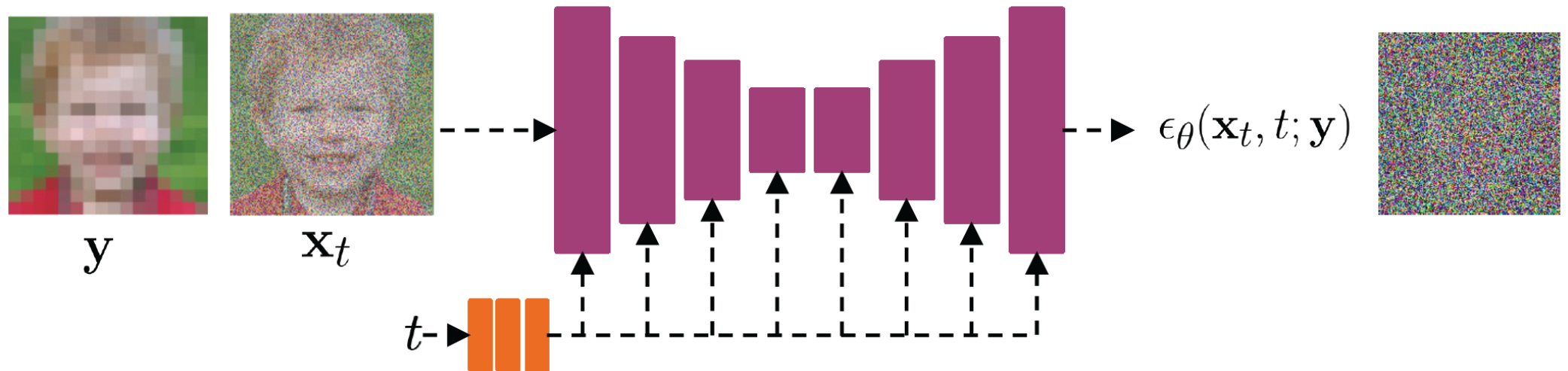
- There are many successful applications of diffusion models (in constantly growing numbers):
 - Image generation, text-to-image generation, controllable generation.
 - Image editing, **image-to-image translation, super-resolution, segmentation, adversarial robustness.**
 - Discrete models, 3D generation, medical imaging, video synthesis.
- Key enabler by diffusion models: Perform high-resolution conditional generation!

Super-Resolution via Repeated Refinement

- Image super-resolution can be considered as training $p(x|y)$ where y is a low-resolution image and x is the corresponding high-resolution image.
- Train a score model for x conditioned on y using:

$$\mathbb{E}_{x,y} \mathbb{E}_{\epsilon \sim \mathcal{N}(0,I)} \mathbb{E}_t \|\epsilon_{\theta}(x_t, t; y) - \epsilon\|_p^p.$$

- The conditional score is simply a U-Net with x_t and y (resolution image) concatenated:



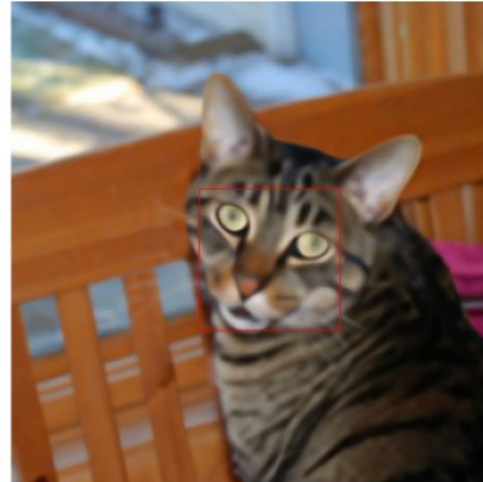
Super-Resolution via Repeated Refinement

Natural Image Super-Resolution $64 \times 64 \rightarrow 256 \times 256$

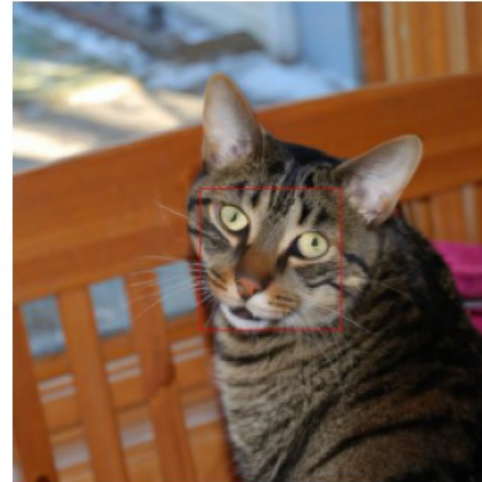
Bicubic



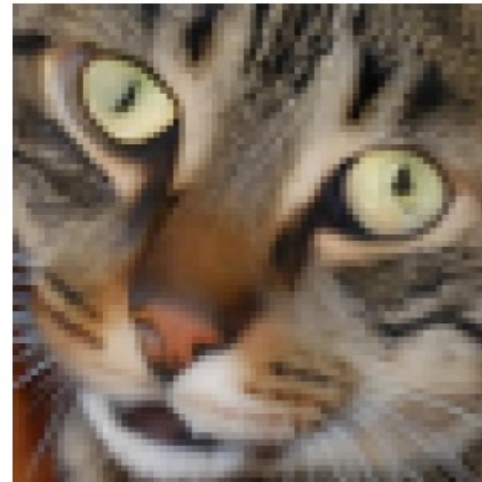
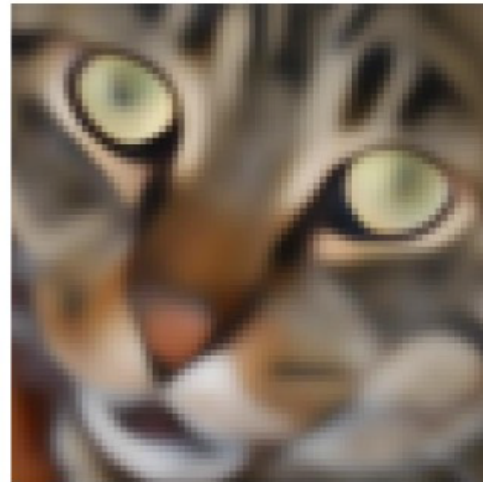
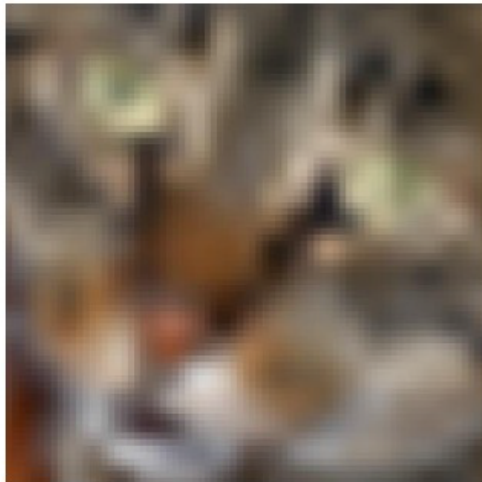
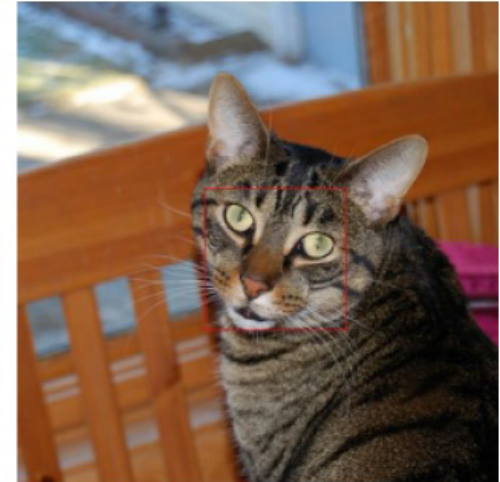
Regression



SR3 (ours)

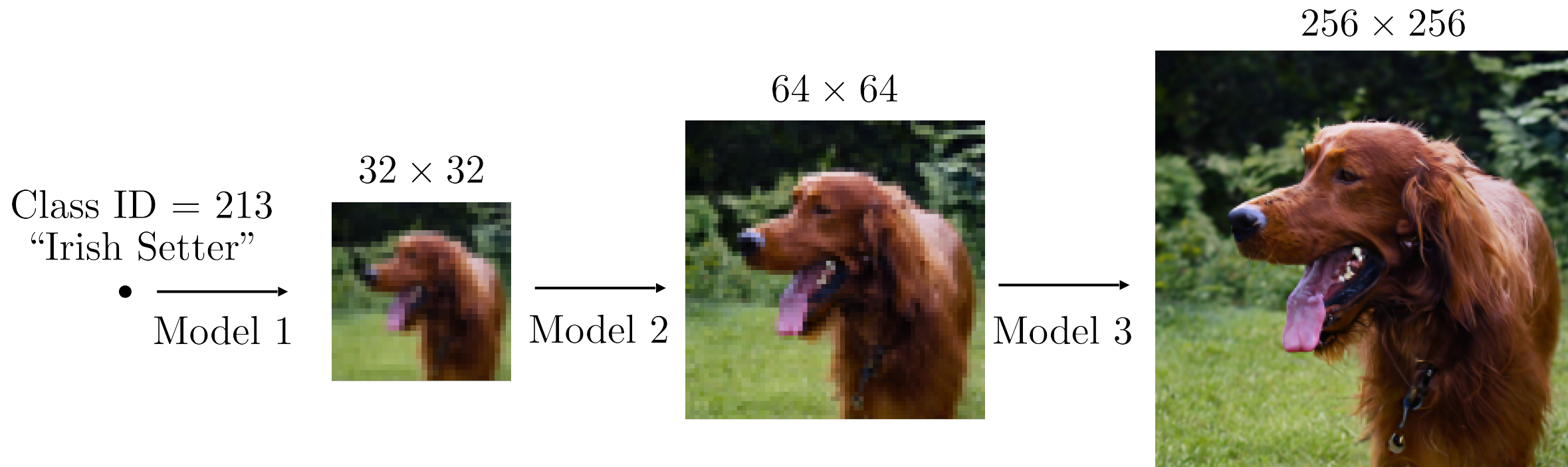


Reference



High Fidelity Image Generation: Cascaded Diffusion Models

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- Cascaded Diffusion Models outperform BigGAN in FID and IS and VQ-VAE2 in Classification Accuracy Score.
- Reduce compounding error via Noise Conditioning Augmentation.

Image-to-Image Translation: Palette: Image-to-Image Diffusion Models

- Many image-to-image translation applications can be considered as training $p(x|y)$ where y is the input image.
- For example, for colorization, x is a colored image and y is a gray-level image.
- Train a score model for x conditioned on y using: $\mathbb{E}_{x,y} \mathbb{E}_{\epsilon \sim \mathcal{N}(0,I)} \mathbb{E}_t ||\epsilon_{\theta}(x_t, t; y) - \epsilon||_p^p$.
- The conditional score is simply a U-Net with x_t and y concatenated:

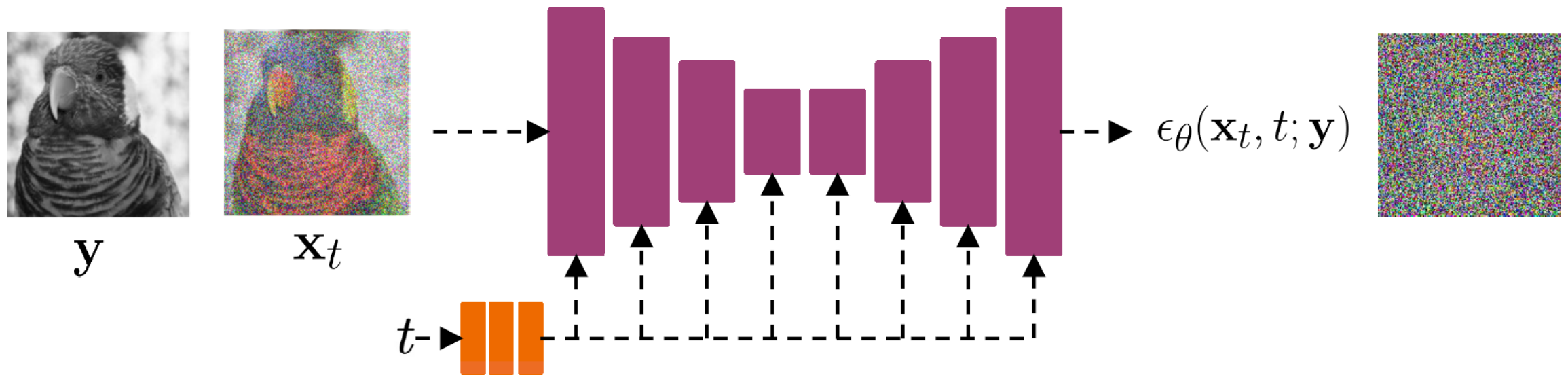
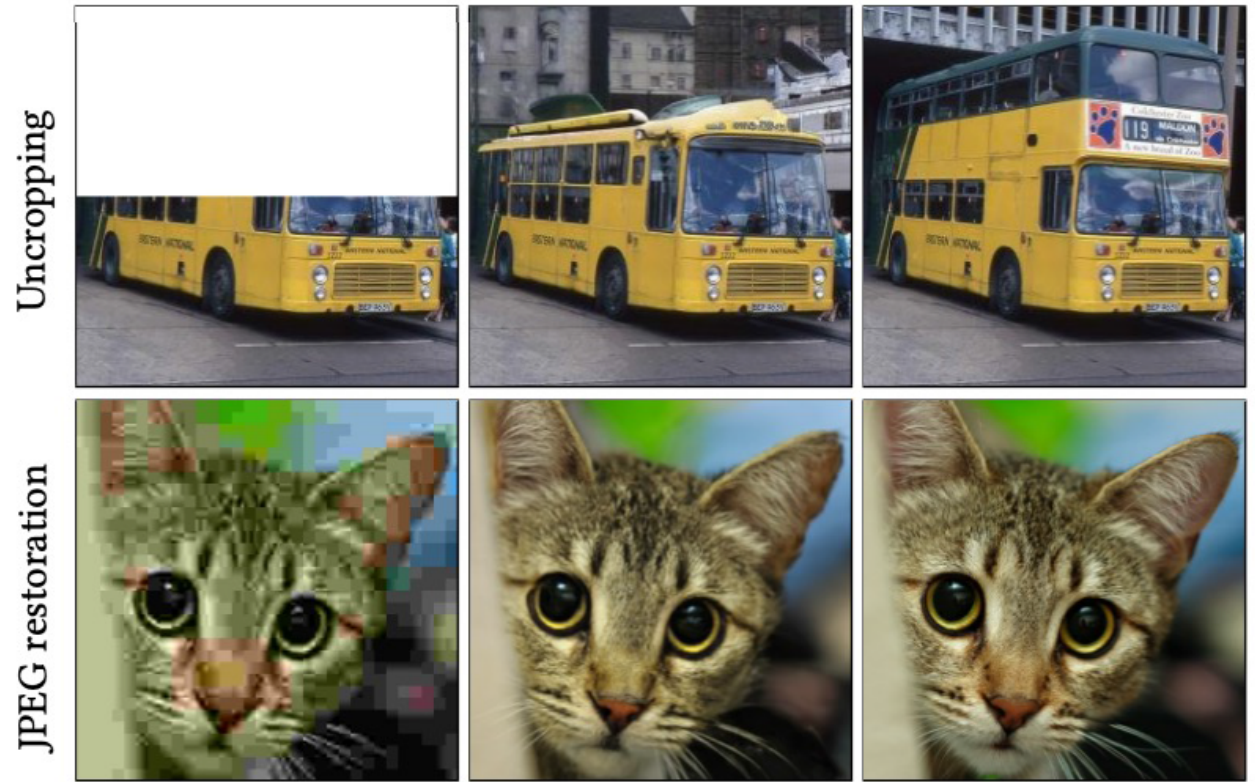
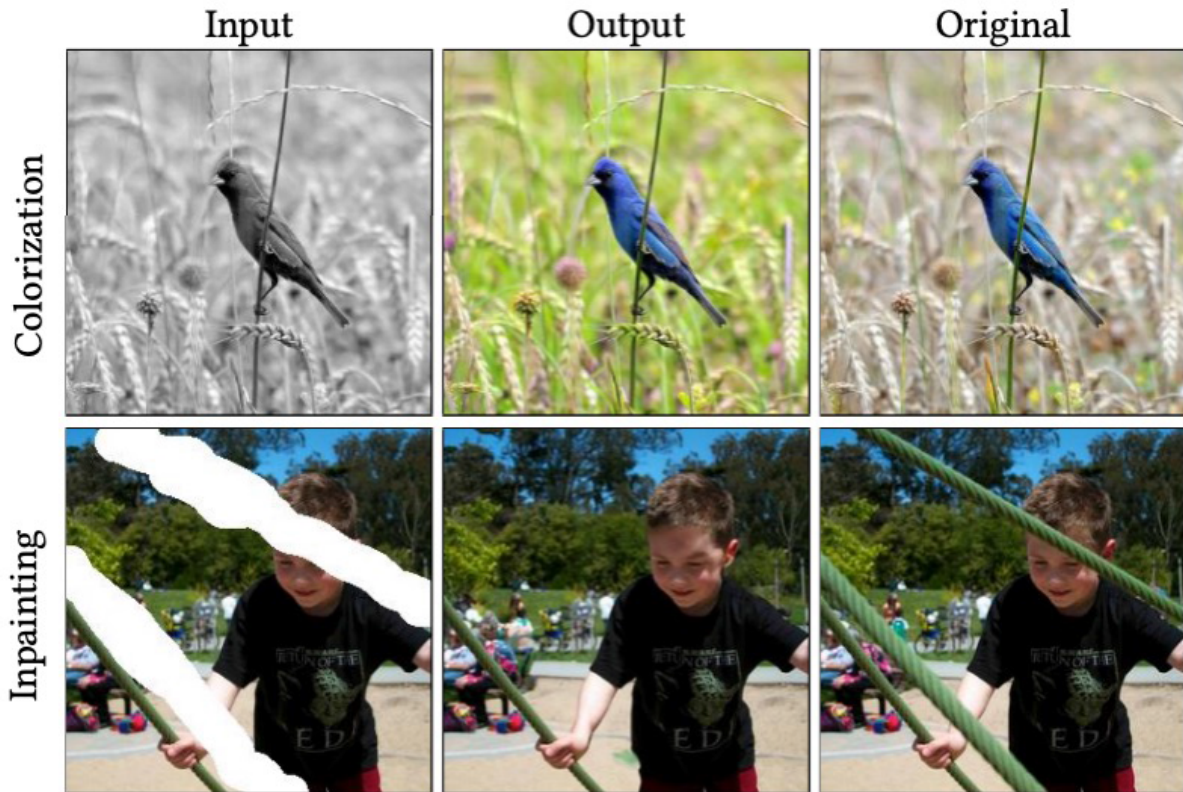
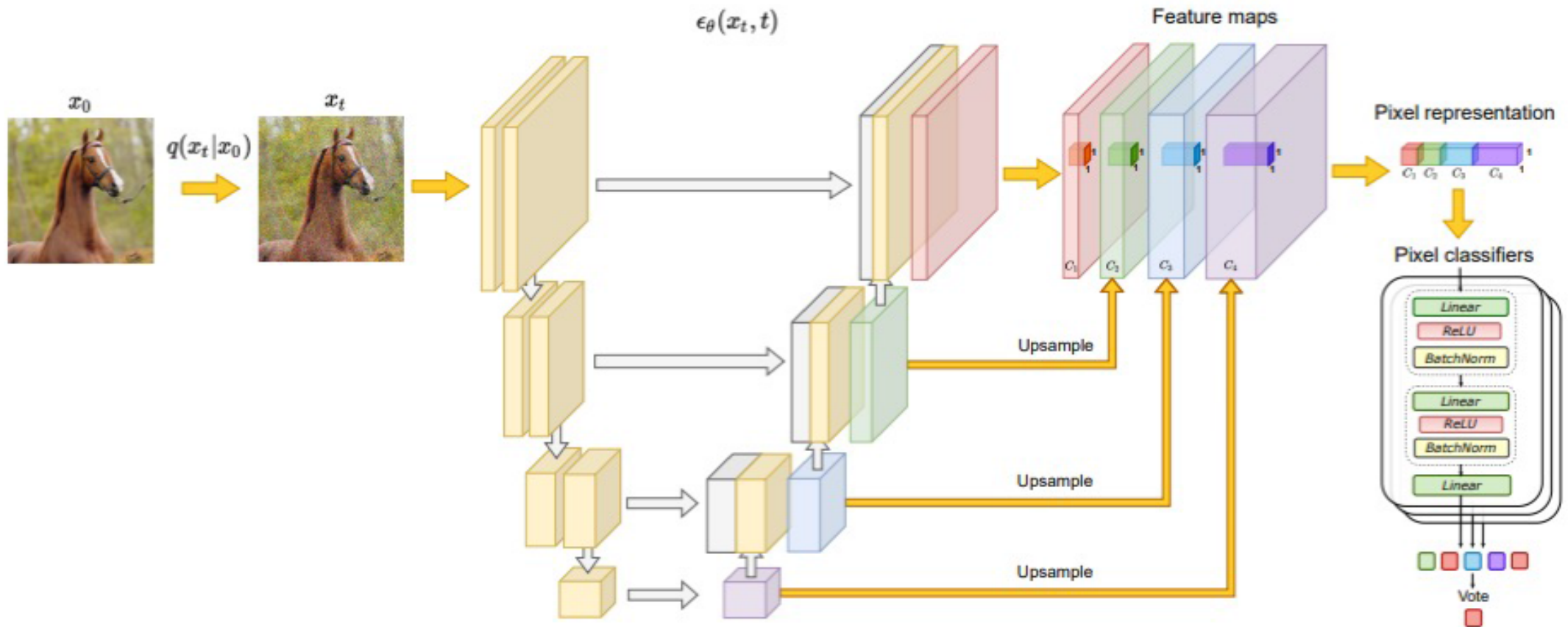


Image-to-Image Translation: Palette: Image-to-Image Diffusion Models



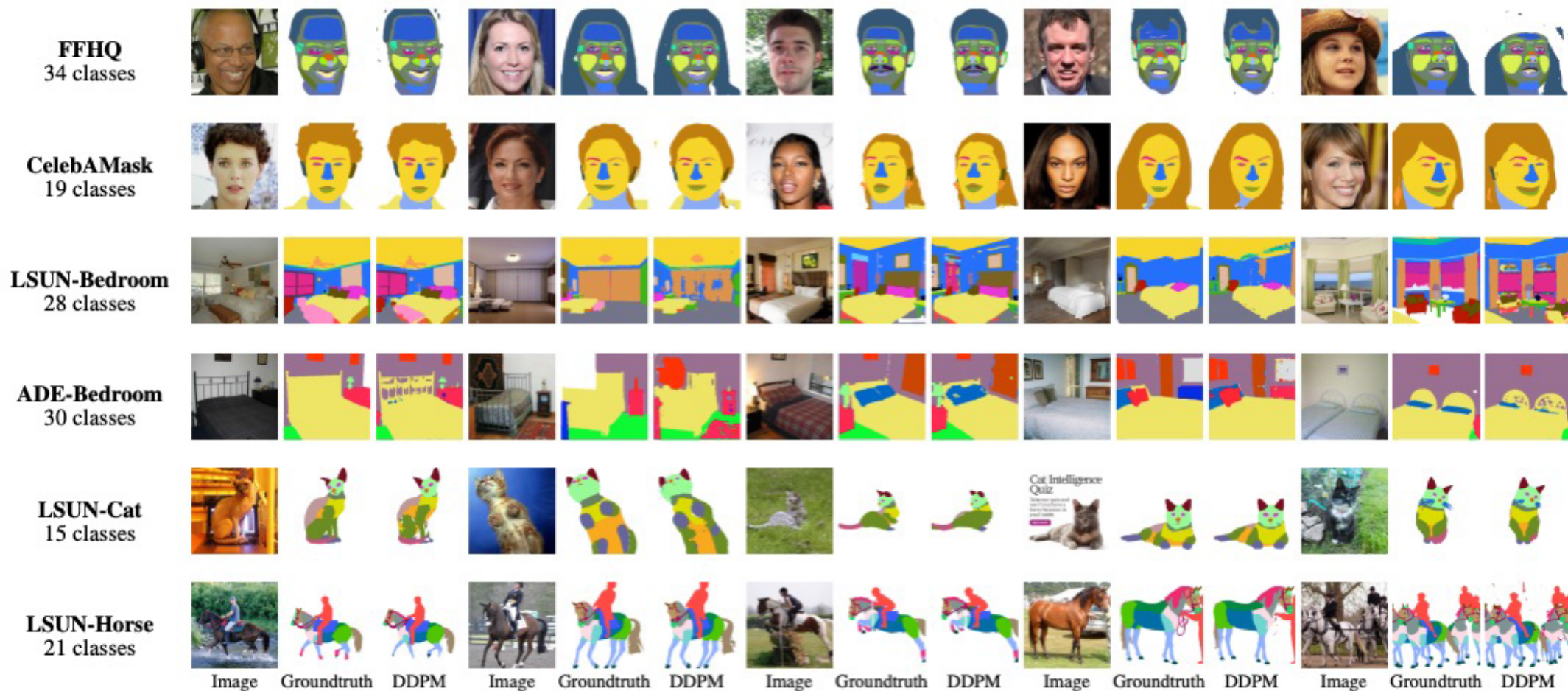
Semantic Segmentation: Label-Efficient Semantic Segmentation with Diffusion Models

- Can we use representation learned from diffusion models for downstream applications such as semantic segmentation?

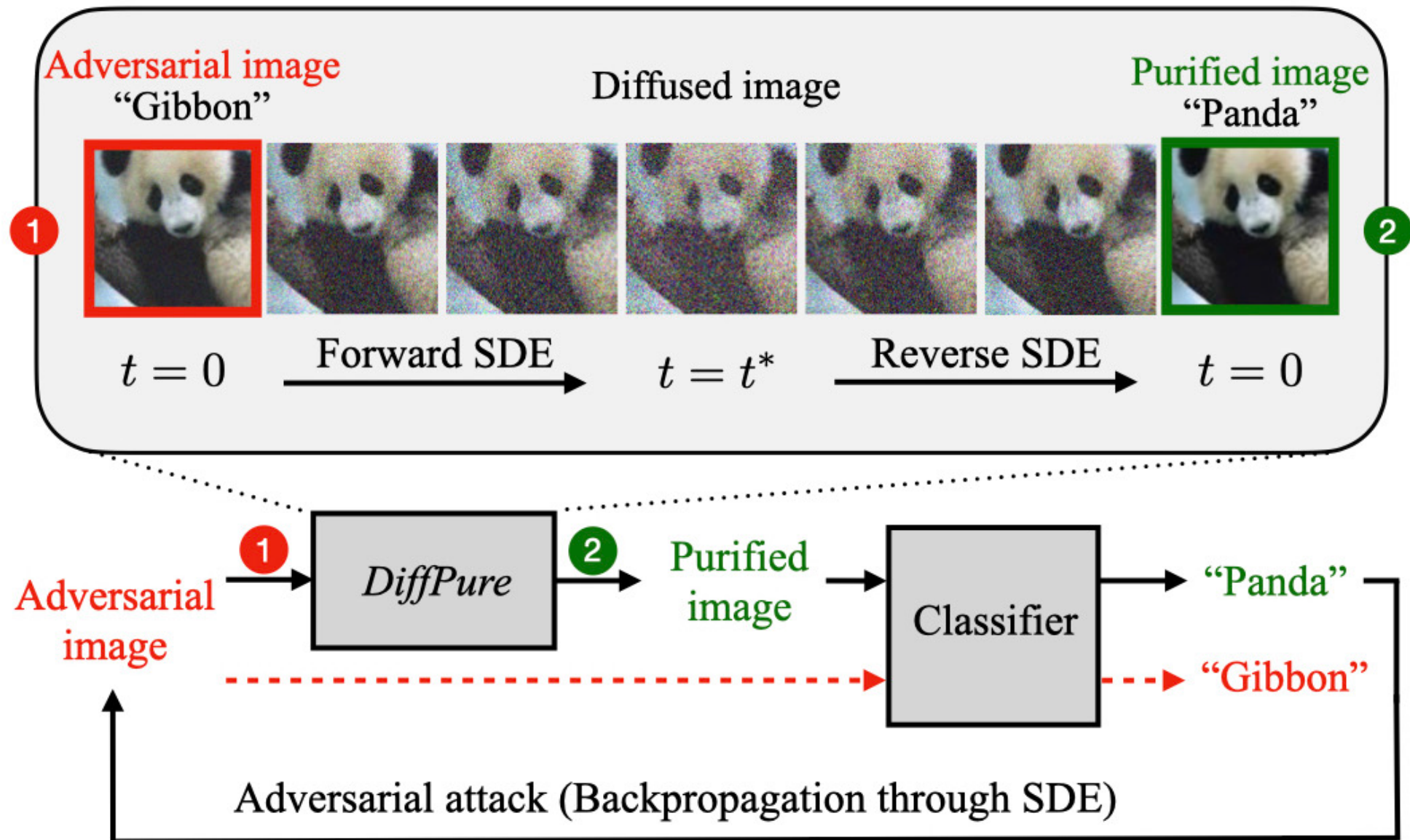


Semantic Segmentation: Label-Efficient Semantic Segmentation with Diffusion Models

- The experimental results show that the proposed method outperforms Masked Autoencoders, GAN and VAE-based models.



Adversarial Robustness: Diffusion Models for Adversarial Purification

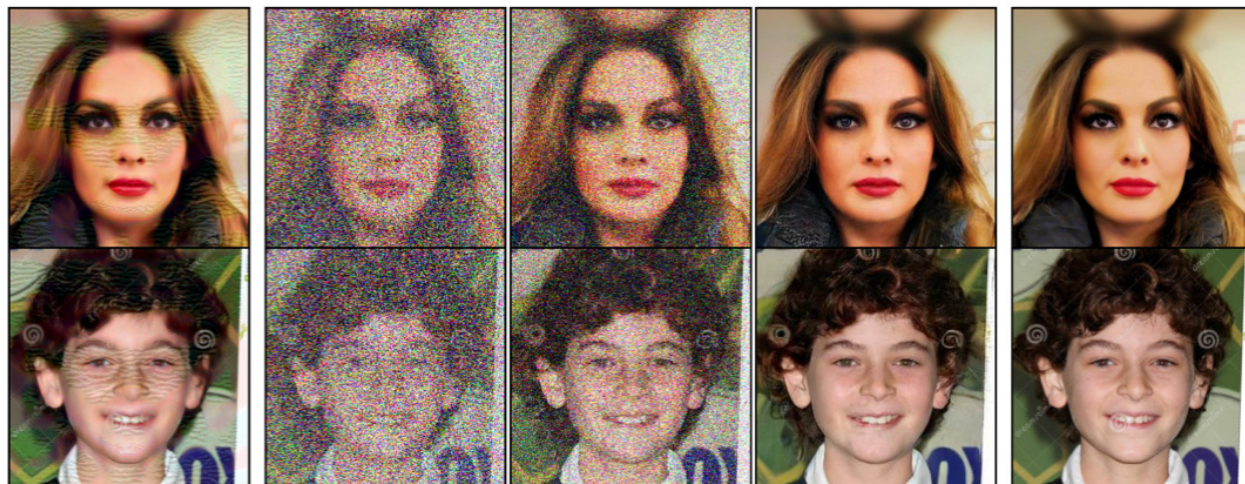


Adversarial Robustness: Diffusion Models for Adversarial Purification



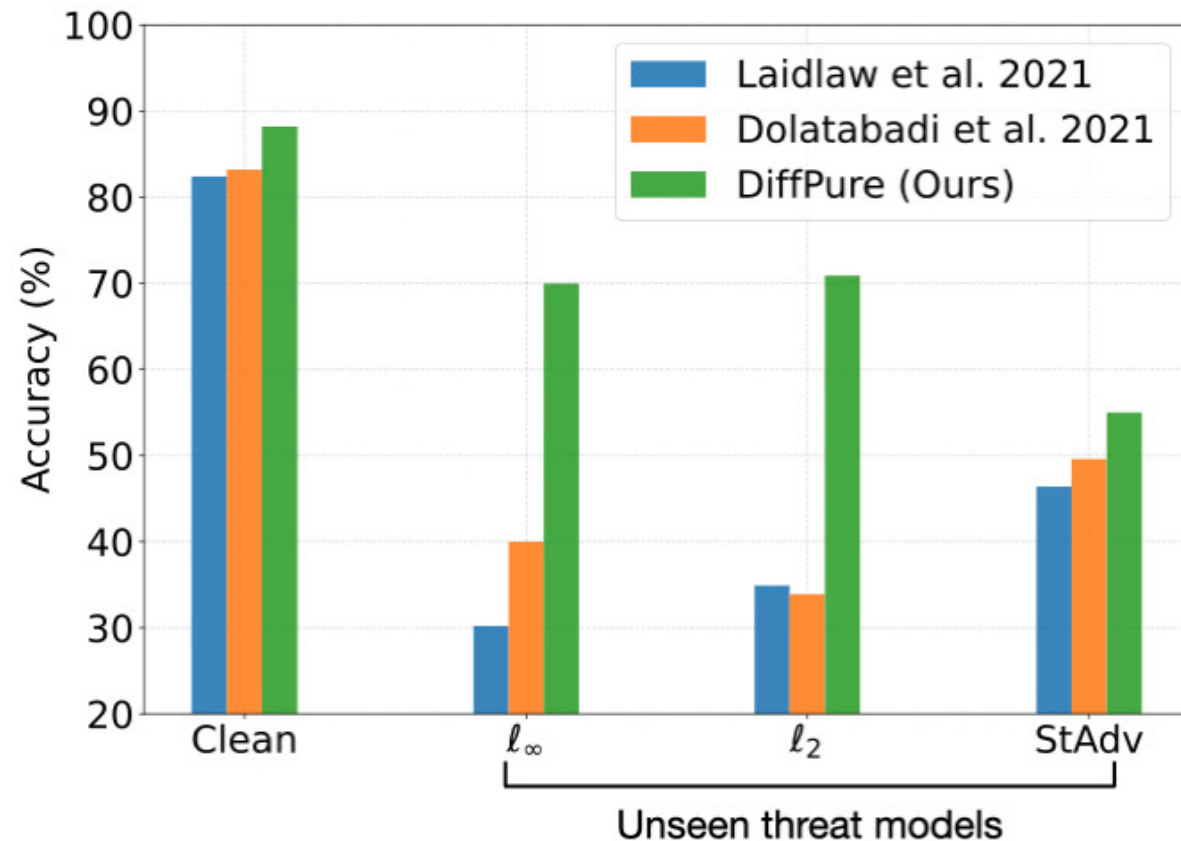
Adversarial t=0.3 t=0.15 t=0 Clean

(a) Smiling



Adversarial t=0.3 t=0.15 t=0 Clean

(b) Eyeglasses



Comparison with state-of-the-art defense methods against unseen threat models (including AutoAttack l_∞ , AutoAttack l_2 , and StdAdv) on ResNet-50 for CIFAR-10.

- Diffusion models are a special form of VAEs and continuous normalizing flows:
 - Why do diffusion models perform so much better than these models?
 - How can we improve VAEs and normalizing flows with lessons learned from diffusion models?
- Sampling from diffusion models is still slow especially for interactive applications:
 - The best we could reach is 4-10 steps. How can we have one step samplers?
 - Do we need new diffusion processes?

- Diffusion models can be considered as latent variable models, but their latent space lacks semantics:
 - How can we do latent-space semantic manipulations in diffusion models?
- How can diffusion models help with discriminative applications?
 - Representation learning (high-level vs low-level).
 - Uncertainty estimation.
 - Joint discriminator-generator training.

- What are the best network architectures for diffusion models?
 - Can we go beyond existing U-Nets?
 - How can we feed the time input and other conditioning?
 - How can we improve the sampling efficiency using better network designs?
- How can we apply diffusion models to other data types?
 - 3D data (e.g., distance functions, meshes, voxels, volumetric representations), video, text, graphs, etc.
 - How should we change diffusion models for these modalities?

- Compositional and controllable generation:
 - How can we go beyond images and generate scenes?
 - How can we have more fine-grained control in generation?
- Diffusion models for X :
 - Can we better solve applications that were previously addressed by GANs and other generative models?
 - Which applications will benefit most from diffusion models?

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Introduction to Deep Generative Modeling

Lecture #14

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