

Hierarchical Text-Conditional Image Generation with CLIP Latents

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Outline

- **Background/Motivation**
- **Method**
 - Overall Method
 - Prior
 - Decoder
- **Image Manipulation**
- **Text-to-Image Generation Analysis**
 - Why the prior matters?
 - GLIDE vs Dalle-2/unCLIP (Human Evaluation)
 - Diversity-Fidelity Trade-off with Guidance
- **Limitations**

Background/Motivation

Text to Image Generation

“an espresso machine that makes coffee from human souls, artstation”



“panda mad scientist mixing sparkling chemicals, artstation”

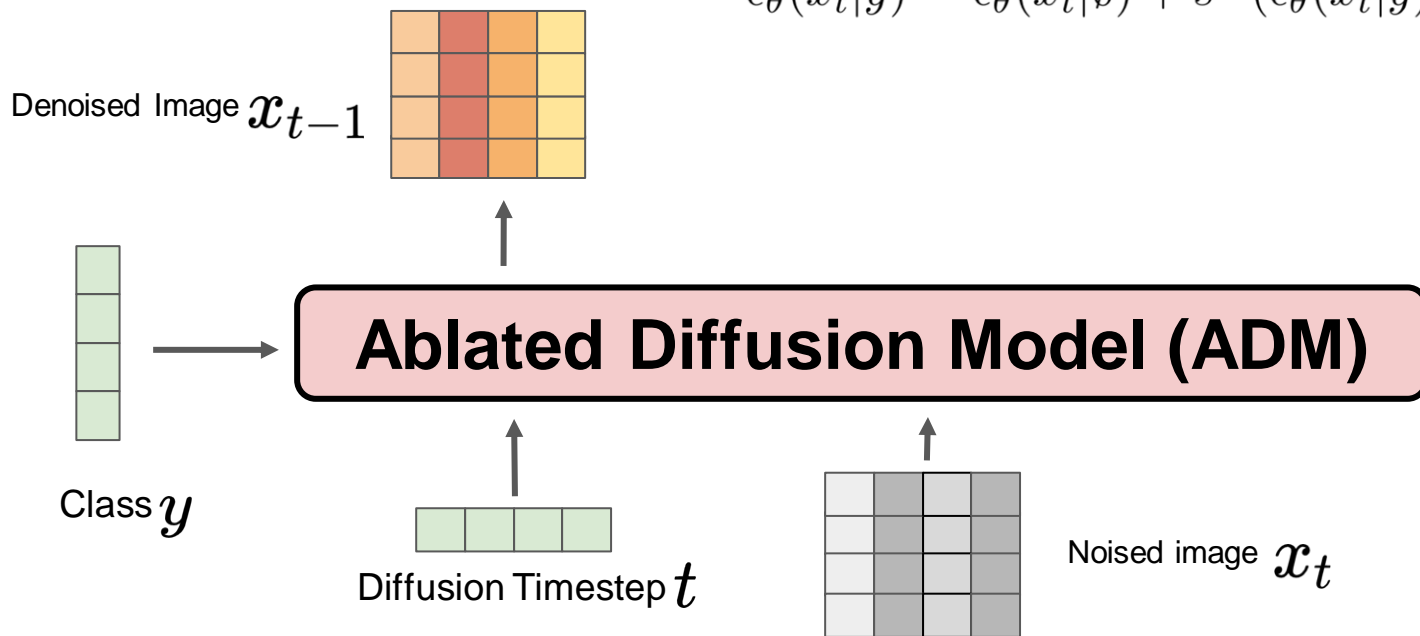


“a corgi’s head depicted as an explosion of a nebula”



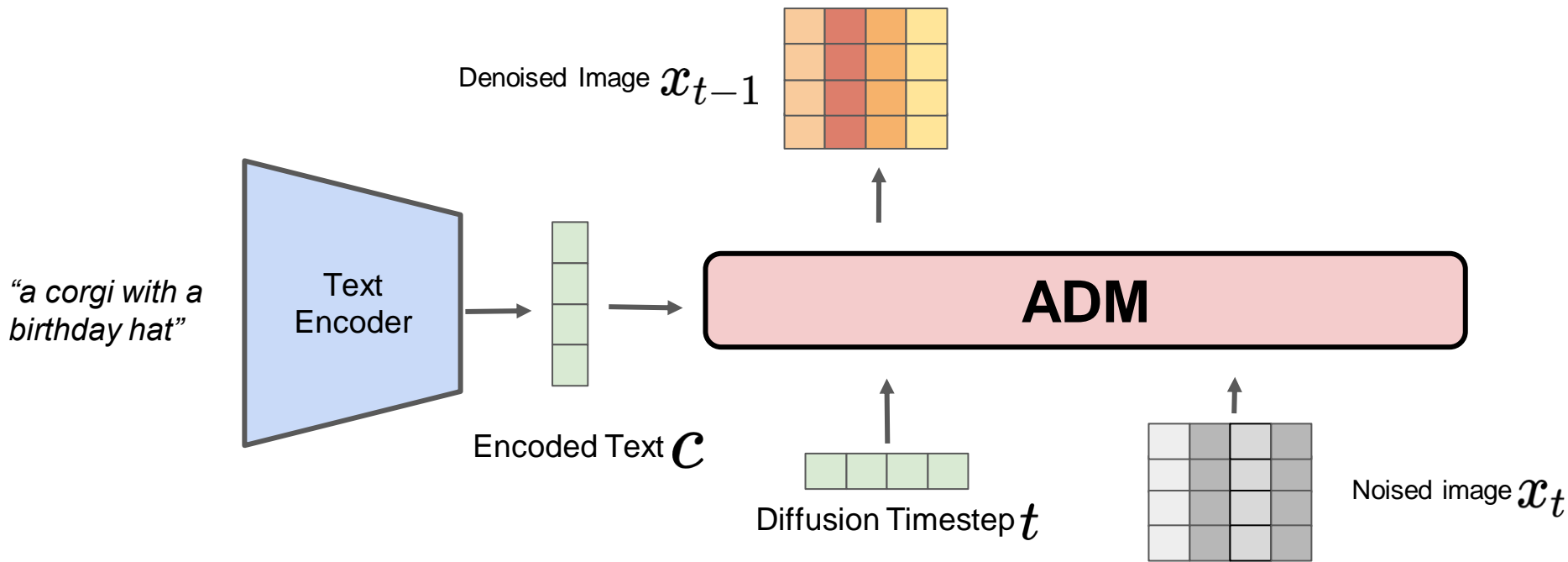
Conditioned Diffusion Model

$$\hat{\epsilon}_{\theta}(x_t|y) = \epsilon_{\theta}(x_t|\emptyset) + s \cdot (\epsilon_{\theta}(x_t|y) - \epsilon_{\theta}(x_t|\emptyset))$$



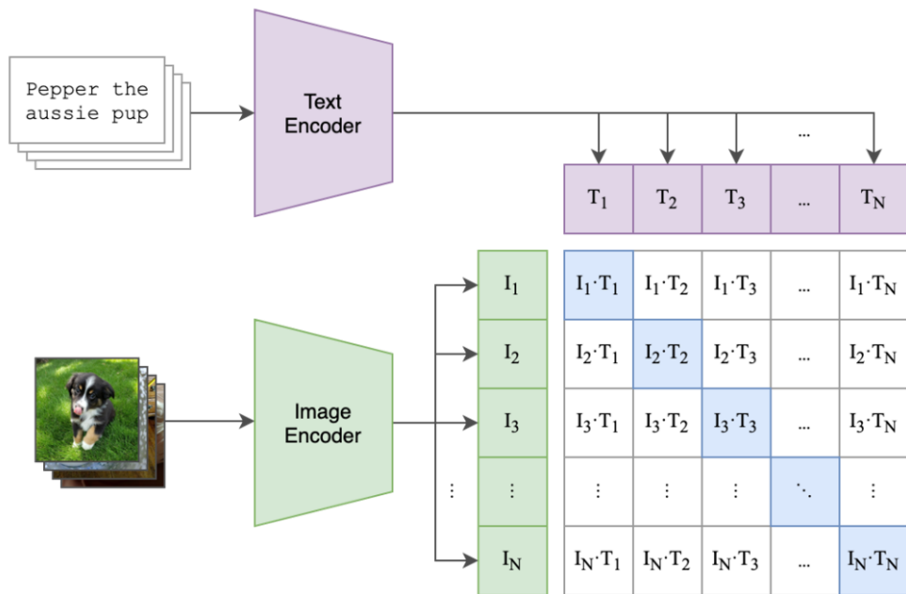
GLIDE

$$\hat{\epsilon}_{\theta}(x_t|c) = \epsilon_{\theta}(x_t|\emptyset) + s \cdot (\epsilon_{\theta}(x_t|c) - \epsilon_{\theta}(x_t|\emptyset))$$

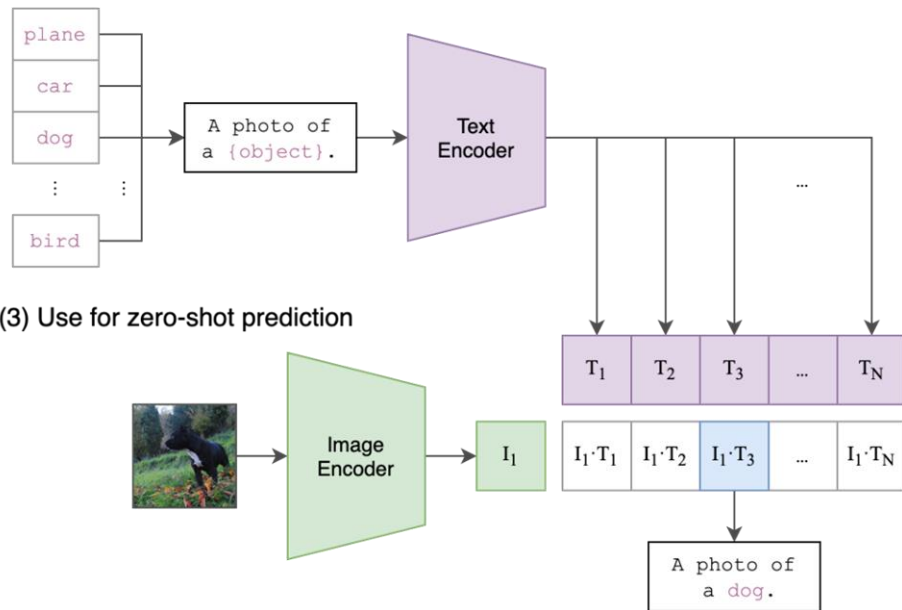


CLIP

(1) Contrastive pre-training



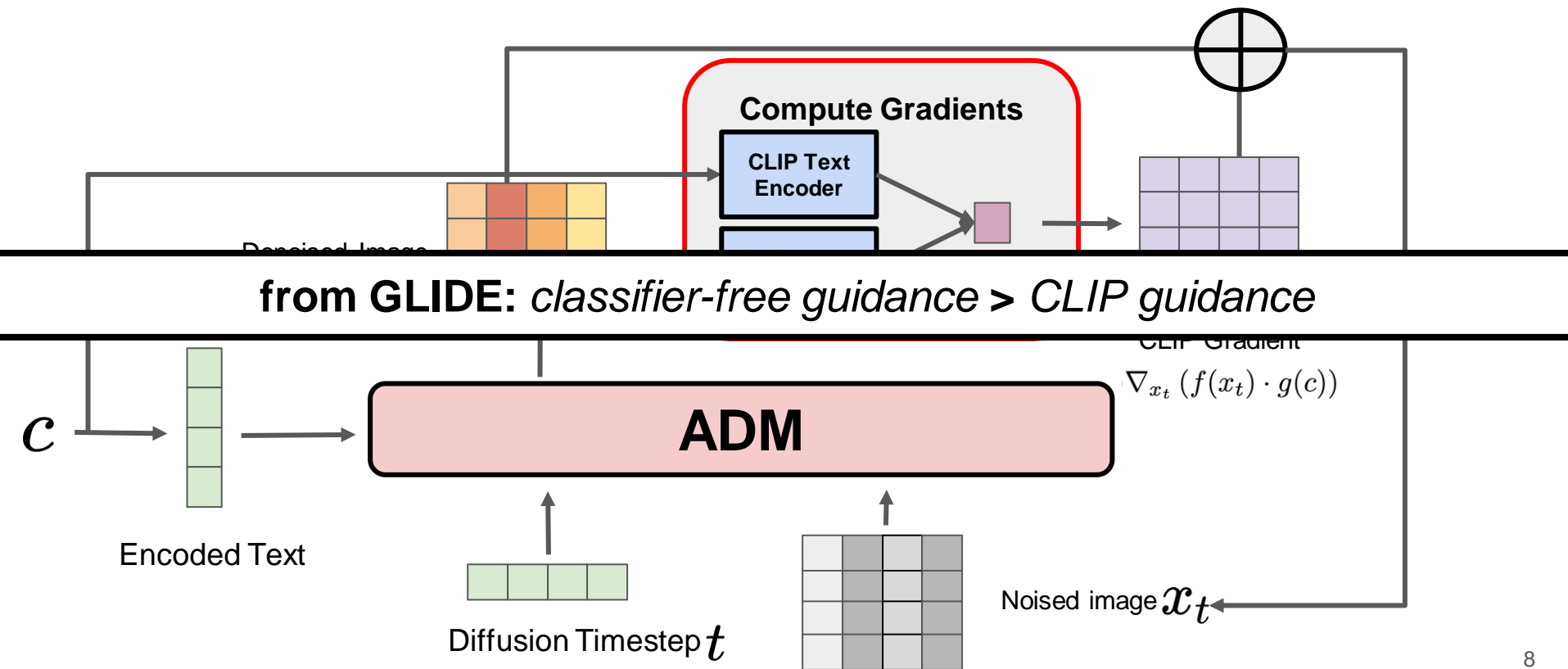
(2) Create dataset classifier from label text



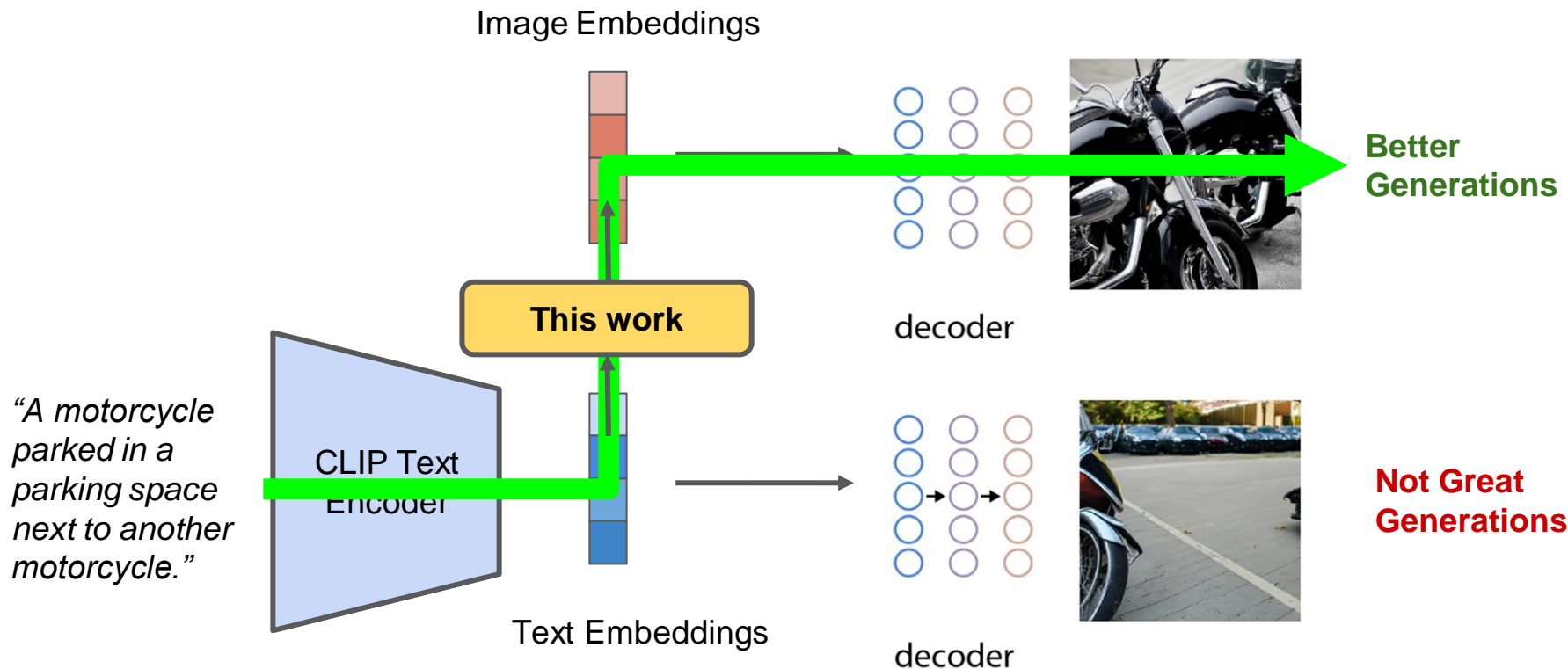
(3) Use for zero-shot prediction

CLIP Guided Diffusion Model

$$\hat{\mu}_{\theta}(x_t|c) = \mu_{\theta}(x_t|c) + s \cdot \Sigma_{\theta}(x_t|c) \nabla_{x_t} (f(x_t) \cdot g(c))$$



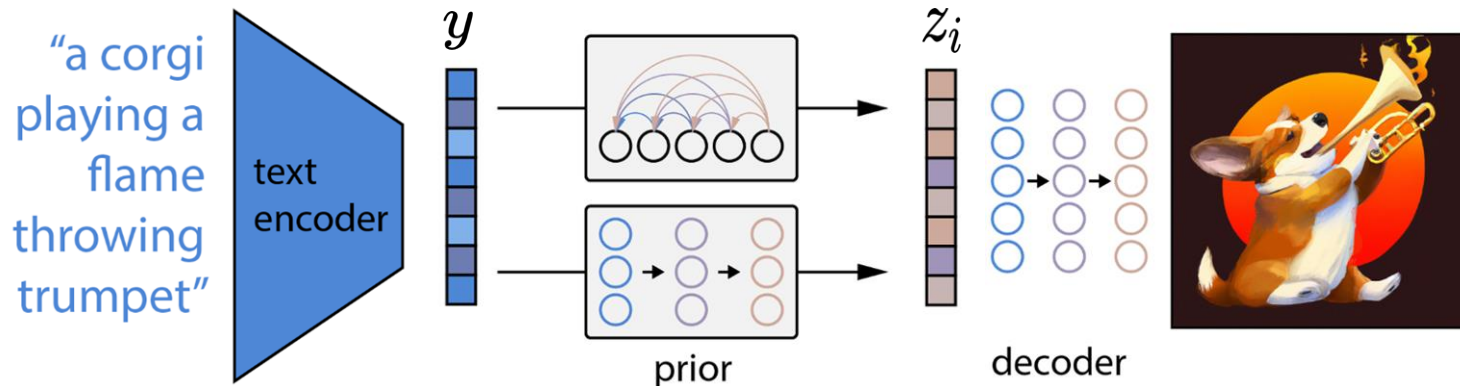
How use CLIP more effectively to improve generations?



Method

unCLIP/DALL-E-2 architecture

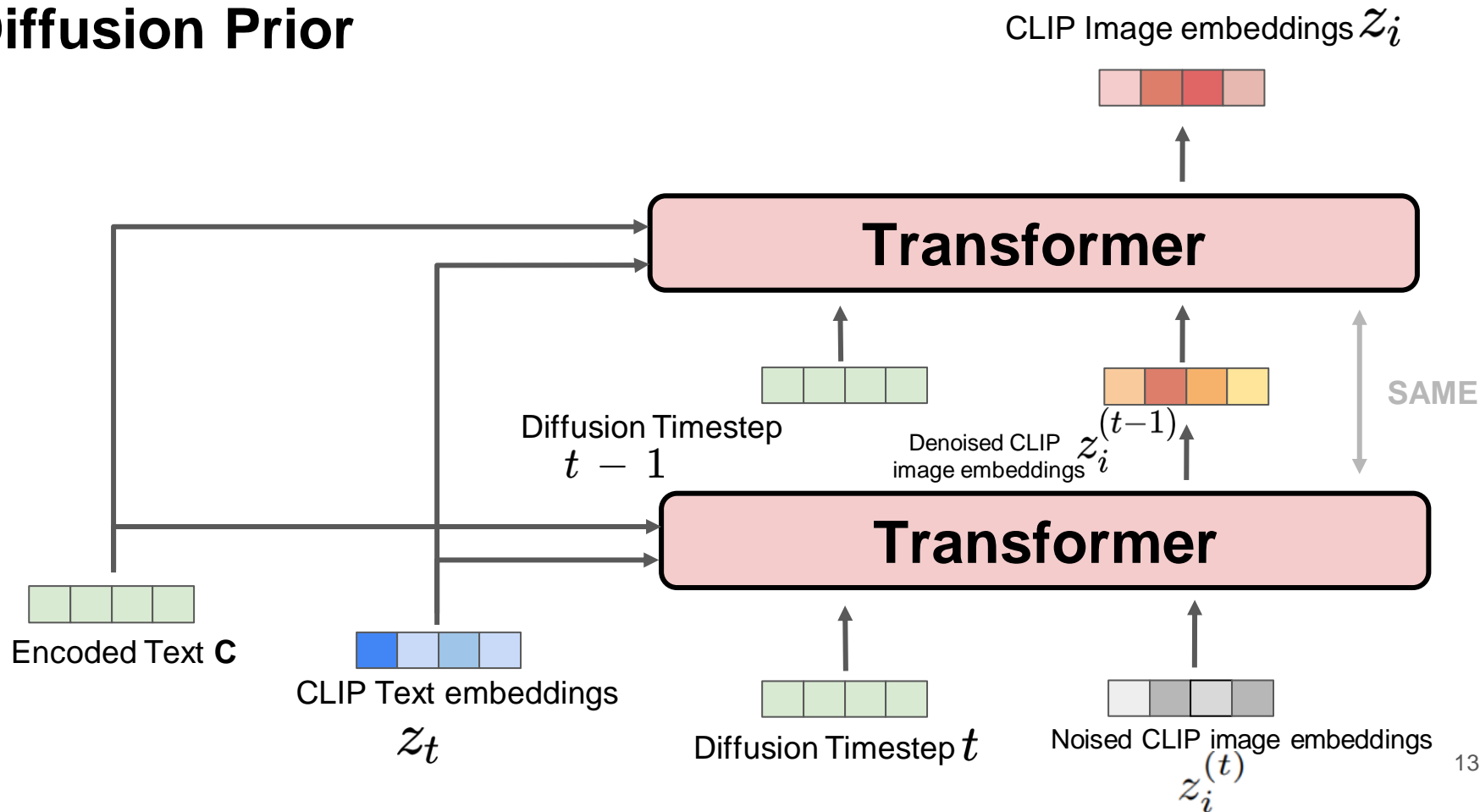
- Prior
 - Given CLIP Text encoder output (text embedding) y , generate corresponding Image Embedding z_i
- Decoder
 - Produces the image from Image embedding z_i



Prior

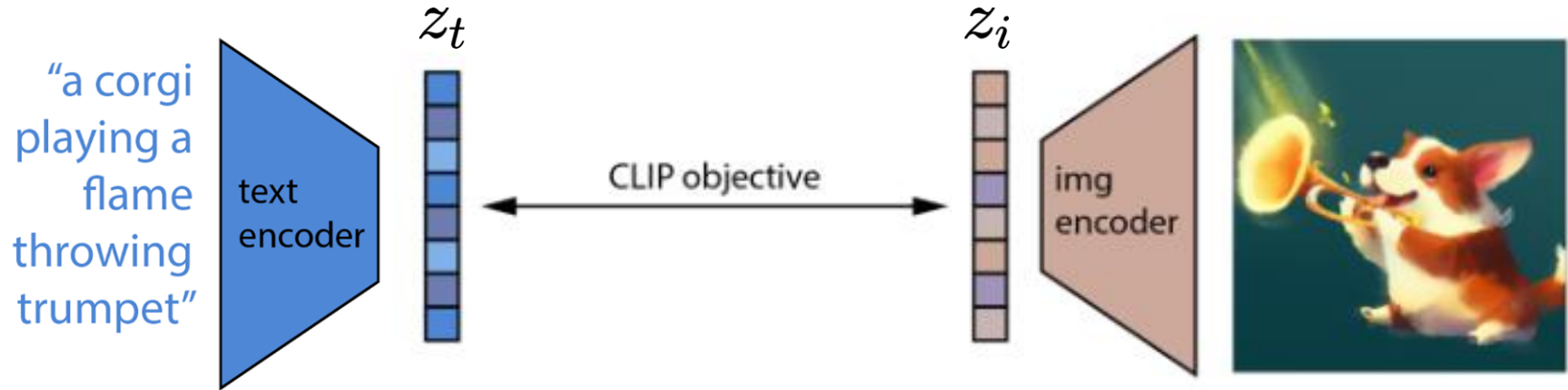
- Autoregressive (AR) prior:
 - AR models predict a sequence of data on a previous data sequence
 - Use a transformer to predict Image embedding sequence from the Text embedding sequence.
- Diffusion prior:
 - Diffusion model on CLIP Image Embedding
 - Input:
 - Encoded text
 - CLIP text embedding
 - Timestep
 - Noised CLIP Image Embedding

Diffusion Prior



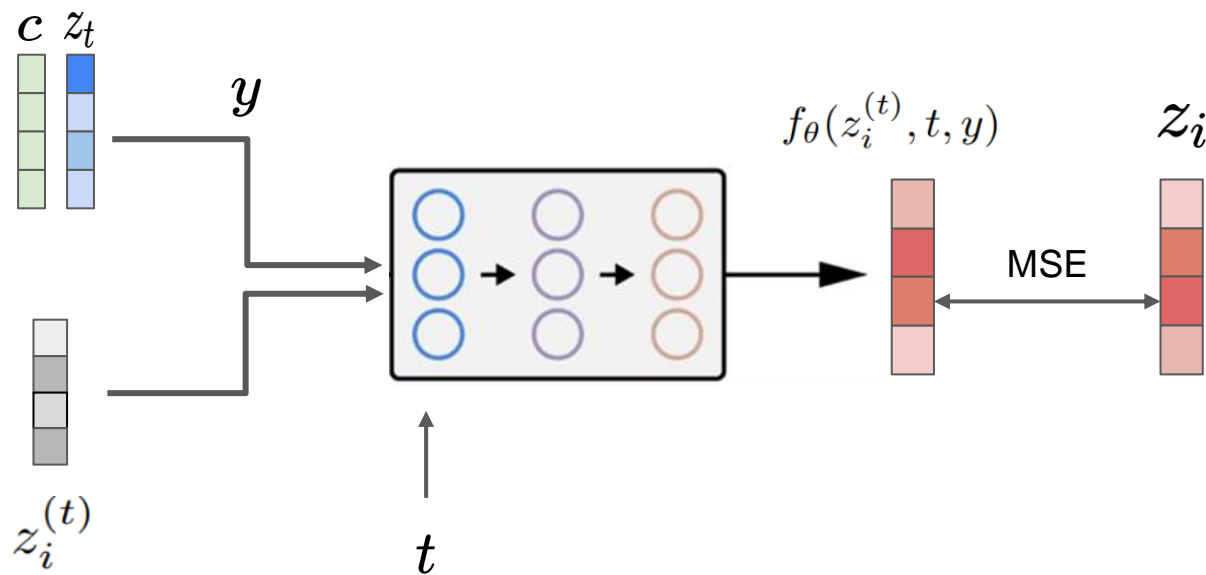
Training

- Using CLIP to get input and ground-truth while training the prior.



Training Loss

$$L_{\text{prior}} = \mathbb{E}_{t \sim [1, T], z_i^{(t)} \sim q_t} [\|f_{\theta}(z_i^{(t)}, t, y) - z_i\|^2]$$

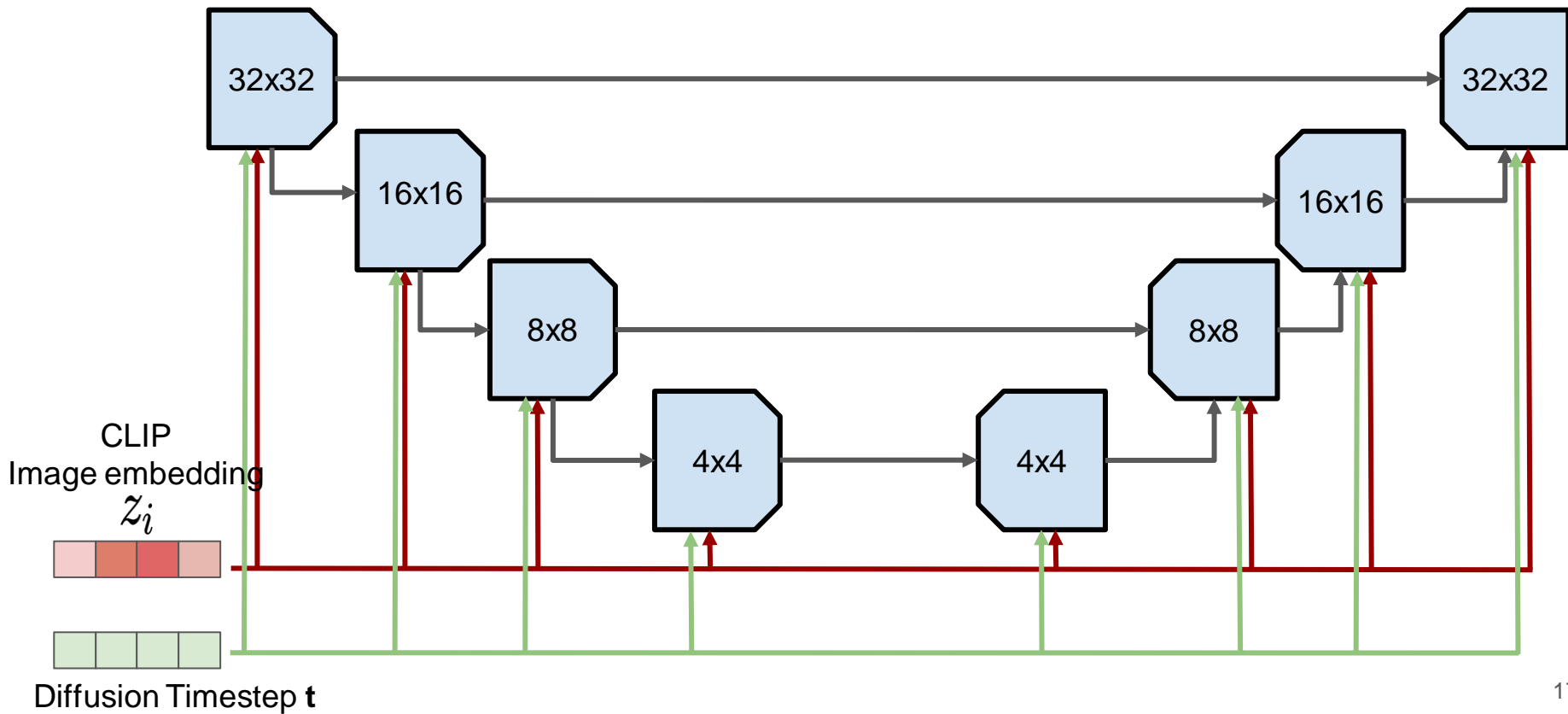


* \mathbf{y} is the combination of encoded text \mathbf{C} and CLIP Text Embedding \mathbf{z}_t

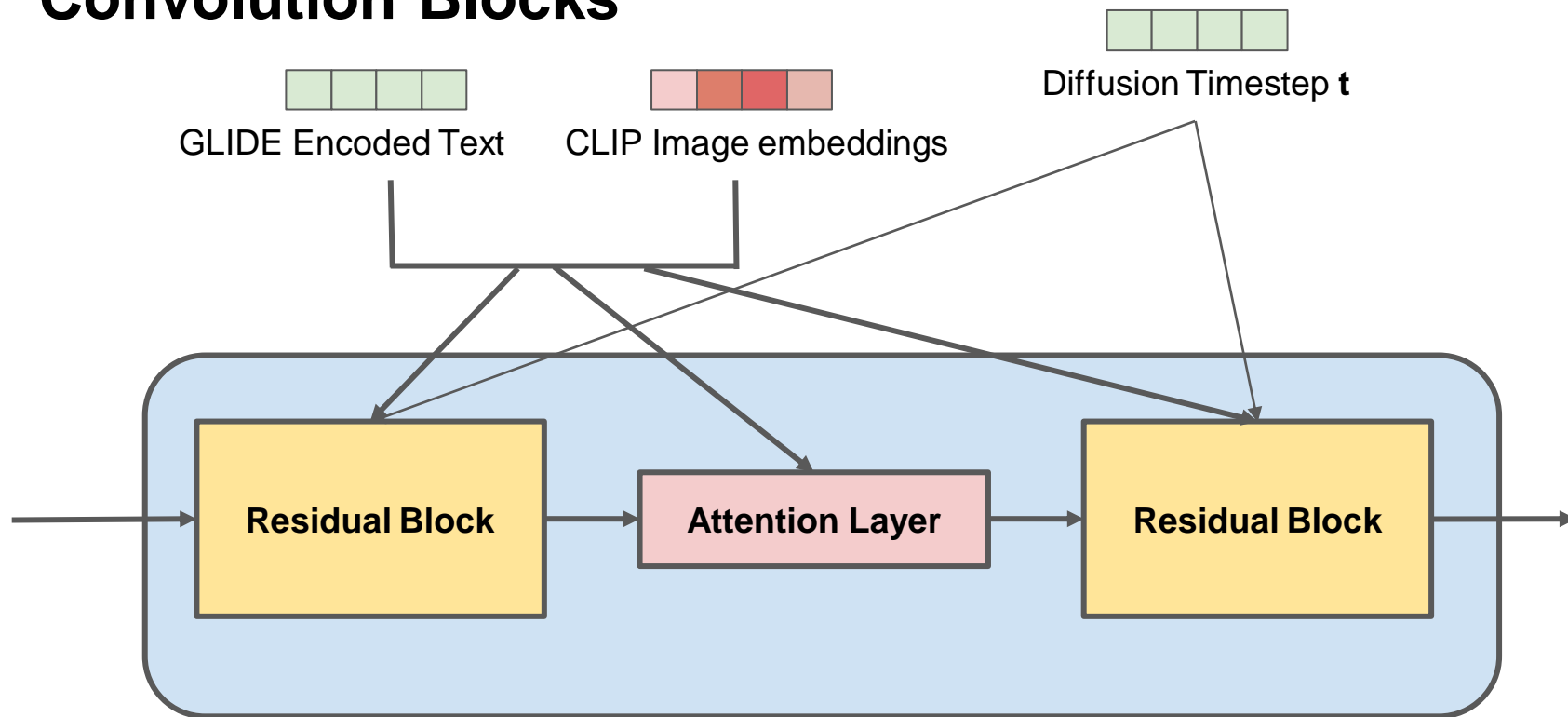
Decoder

- Diffusion model based on GLIDE
 - GLIDE uses a transformer to embedding the input text
 - Dall-E-2 put CLIP embedding into the process
- Upsampler
 - Used to generate higher-resolution Images
 - No conditioning, and no guidance

Decoder U-Net detail

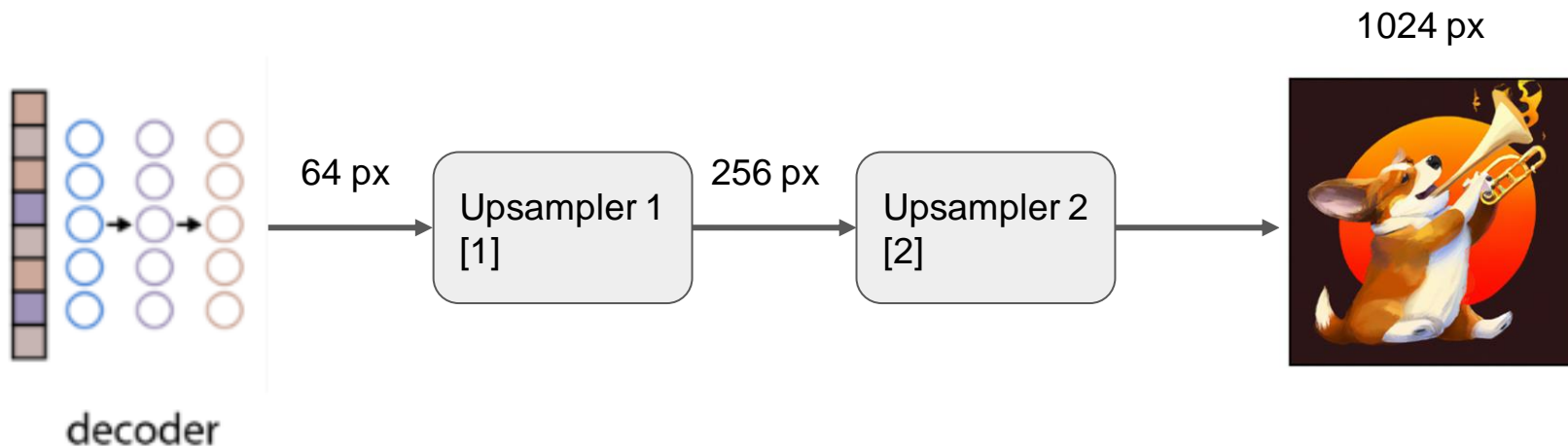


Convolution Blocks



Upsampler

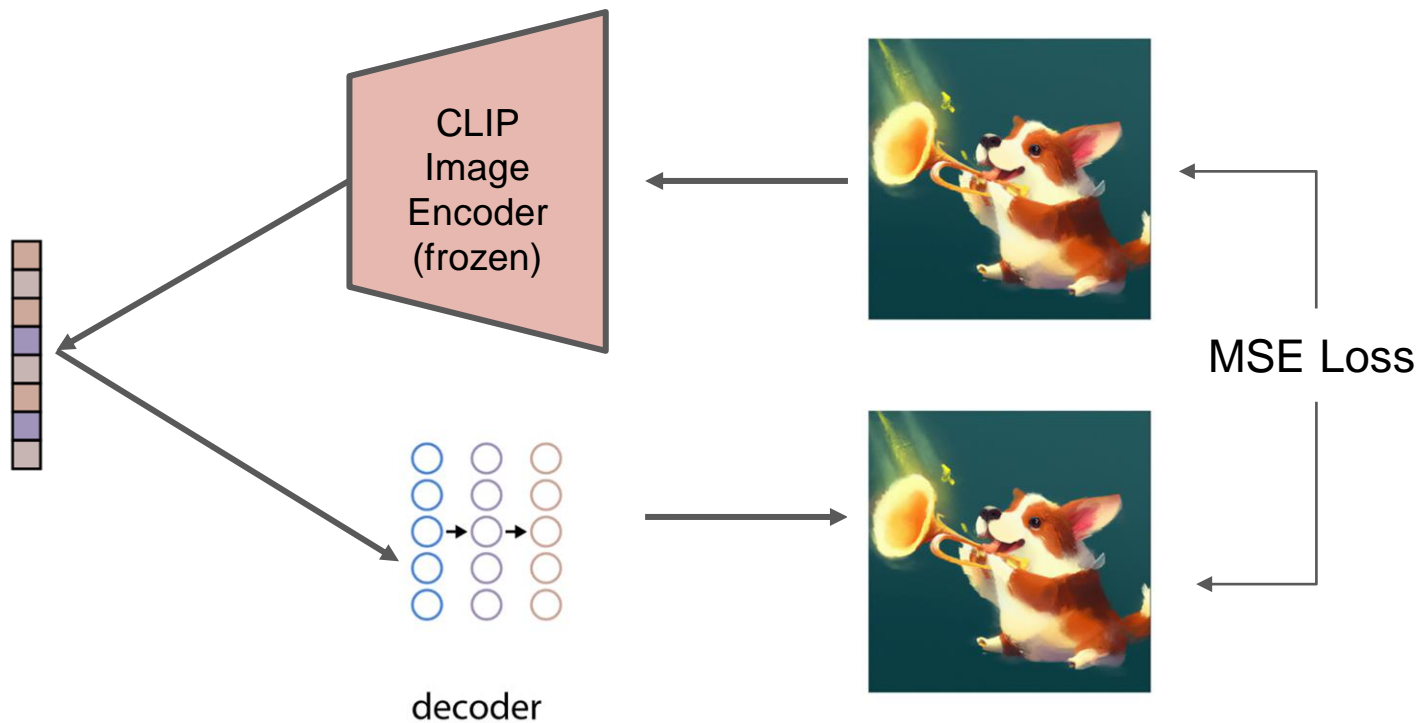
2 unconditional off-the-shelf upsamplers to create images in higher resolution



[1] Alex Nichol and Prafulla Dhariwal. Improved Denoising Diffusion Probabilistic Models. arXiv:2102.09672, 2021.

[2] Chitwan Saharia, Jonathan Ho, William Chan, Tim Salimans, David J. Fleet, and Mohammad Norouzi. Image Super-Resolution via Iterative Refinement. arXiv:arXiv:2104.07636, 2021.

Training the decoder with CLIP encoder



Inference

- Prior
 - Convert the CLIP Text Embedding to CLIP Image Embedding \mathcal{Z}
- Decoder
 - Produces the image from Image embedding \mathcal{Z} and optionally with text embedding \mathbf{y} .

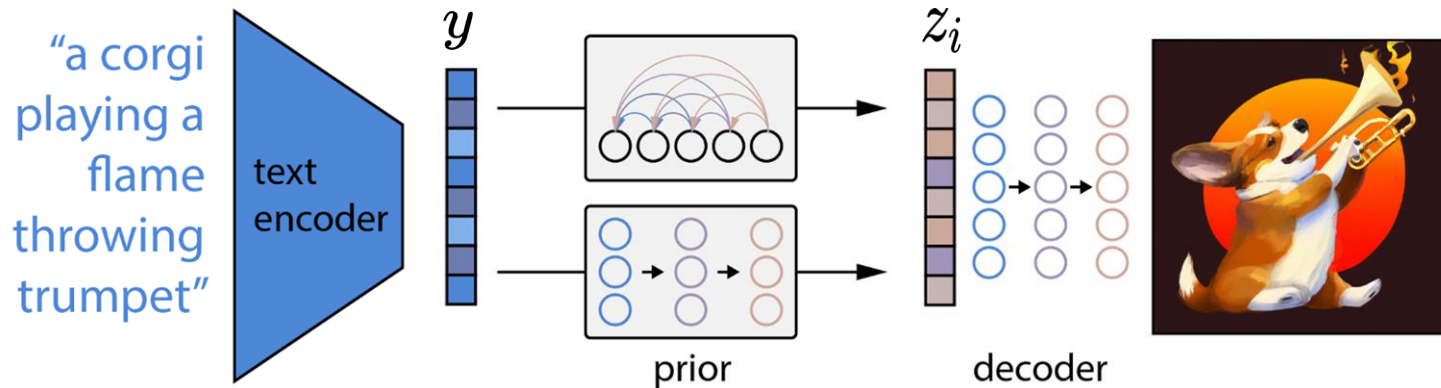


Image Manipulations

What is Latent space

Interpolation in Latent Space





Bipartite latent representation (z_i, X_t)

Encode with CLIP image encoder

DDIM inversion [1]

Variation

Input Image:



Generation:



Fix Z_i
Vary X_t

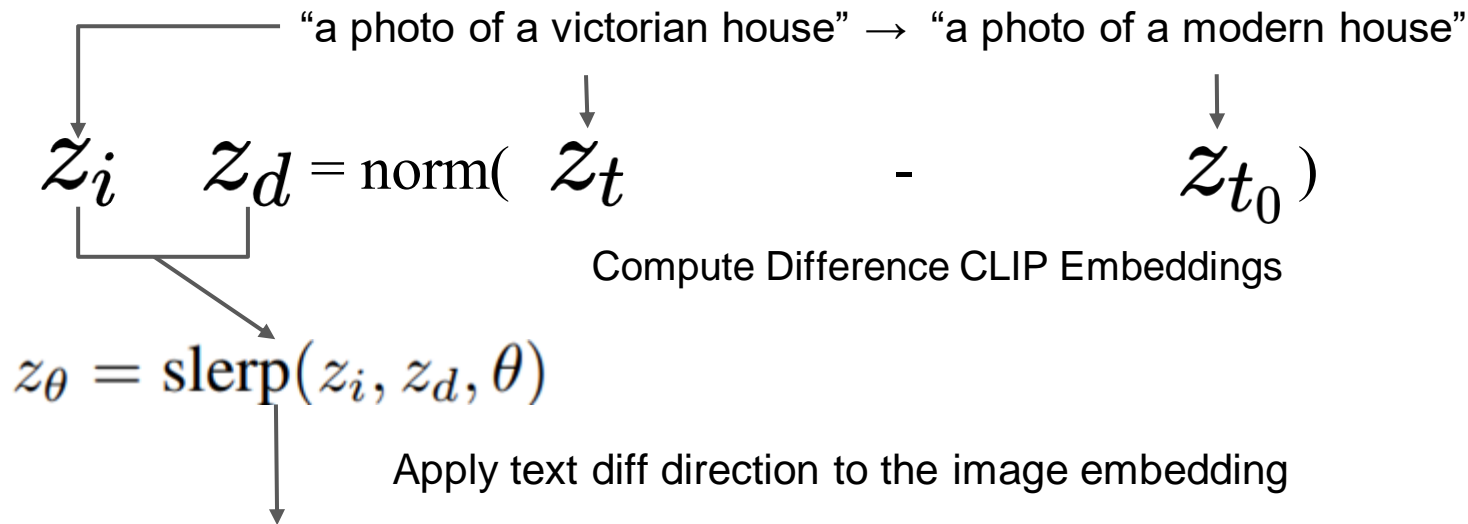
Interpolation



Modify image embedding:

$$z_{i_\theta} = \text{slerp}(z_{i_1}, z_{i_2}, \theta)$$

Text Diff



Typographic Attacks

Attack:



Granny Smith: 100%
iPod: 0%
Pizza: 0%



Granny Smith: 0.02%
iPod: 99.98%
Pizza: 0%



Granny Smith: 94.33%
iPod: 0%
Pizza: 5.66%

Clip Image
Prediction:



Generation Image
Embedding :

Text-to-Image Generation Analysis

Why the prior matters?

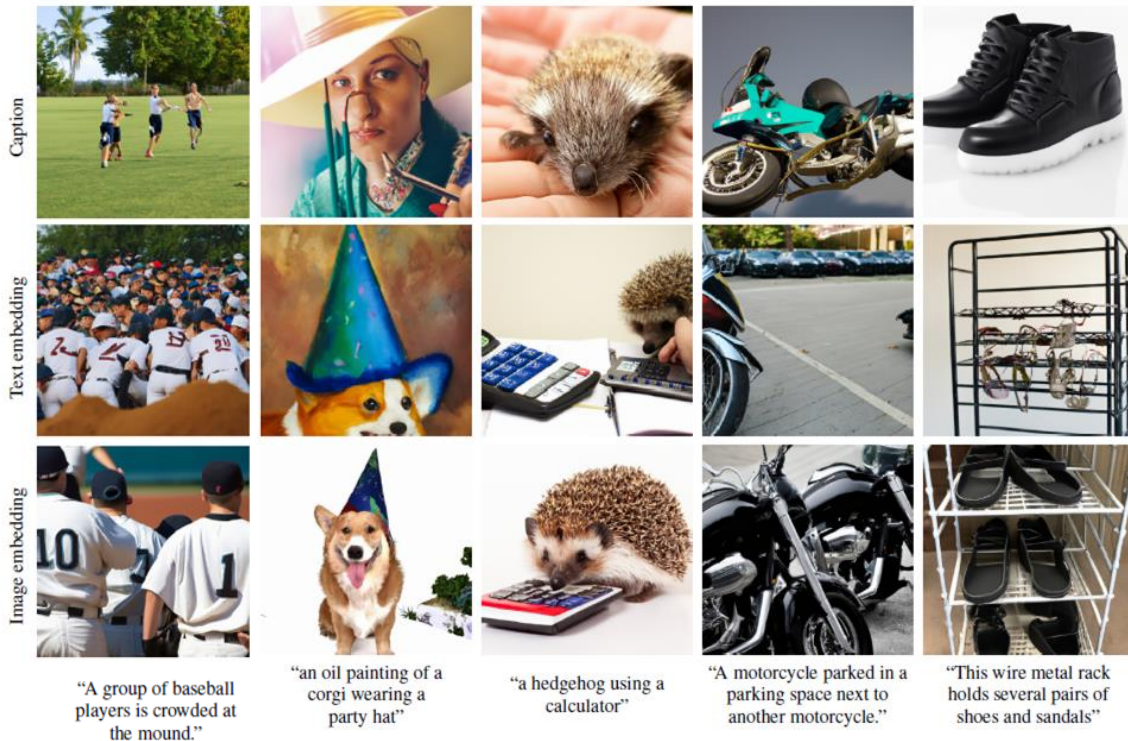
Condition decoder on
captions alone



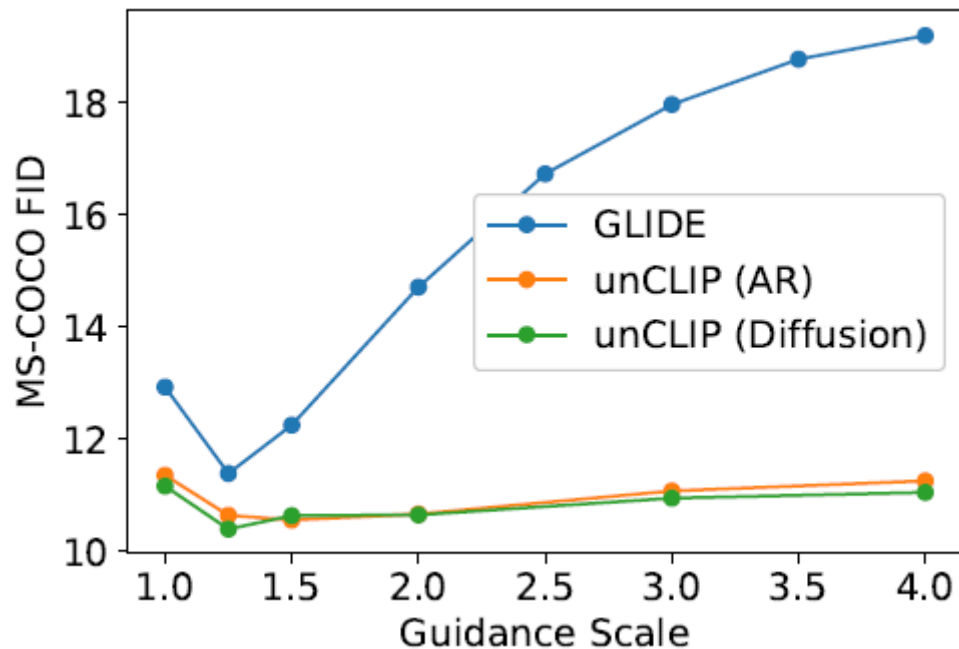
Condition decoder on
Caption + text embedding
impersonating image
embeddings



Prior + CLIP image
embedding



MS COCO FID SCORE



GLIDE vs unCLIP (MS-COCO)

MS-COCO - standard evaluation:

- Zero-shot FID score 10.39 - beats GLIDE & DALL-E in MS-COCO

Model	FID	Zero-shot FID	Zero-shot FID (filt)
AttnGAN (Xu et al., 2017)	35.49		
DM-GAN (Zhu et al., 2019)	32.64		
DF-GAN (Tao et al., 2020)	21.42		
DM-GAN + CL (Ye et al., 2021)	20.79		
XMC-GAN (Zhang et al., 2021)	9.33		
LAFITE (Zhou et al., 2021)	8.12		
Make-A-Scene (Gafni et al., 2022)	7.55		
DALL-E (Ramesh et al., 2021)		~ 28	
LAFITE (Zhou et al., 2021)		26.94	
GLIDE (Nichol et al., 2021)		12.24	12.89
Make-A-Scene (Gafni et al., 2022)			11.84
unCLIP (AR prior)		10.63	11.08
unCLIP (Diffusion prior)		10.39	10.87

GLIDE vs unCLIP

(Human Evaluations)

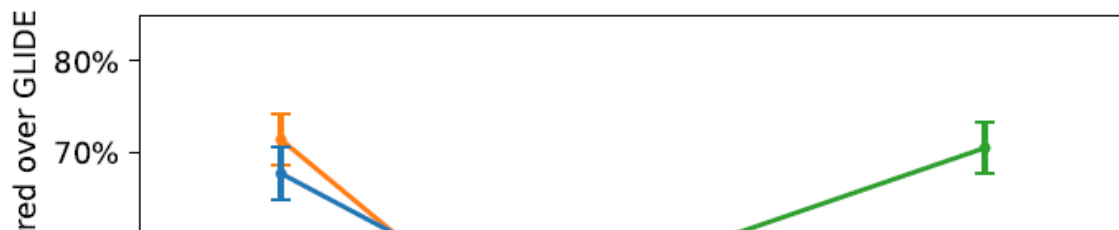
FID not always in agreement with human evaluation

Photorealism → winner: GLIDE - by **small** margin; 48.9%CI

Caption Similarity → winner: GLIDE - by **small** margin; 45.3%CI

Sample Diversity (4 x 4 grid) → winner: unCLIP stack by **wide** margin; 70.5%CI

Diversity-Fidelity Trade-off with Guidance



unCLIP has better diversity and relatively good fidelity

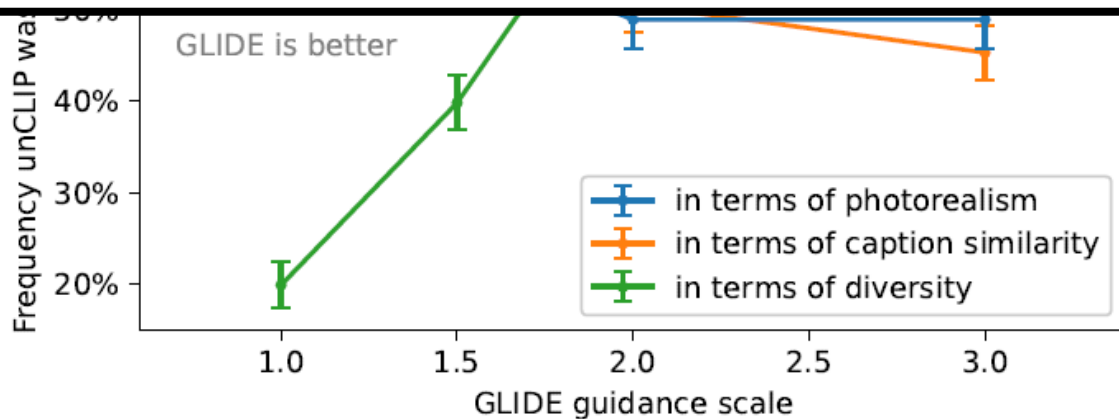


Image aesthetics improved for both unCLIP and GLIDE

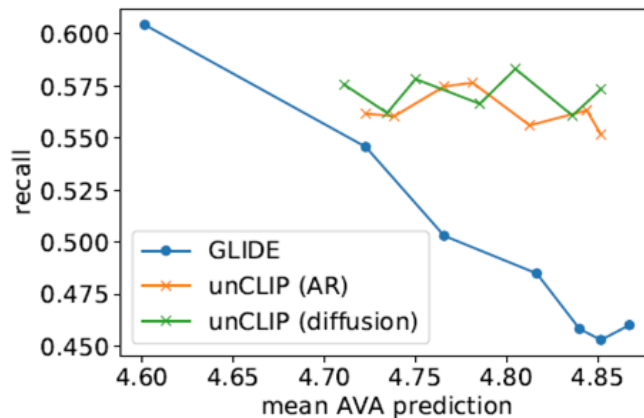
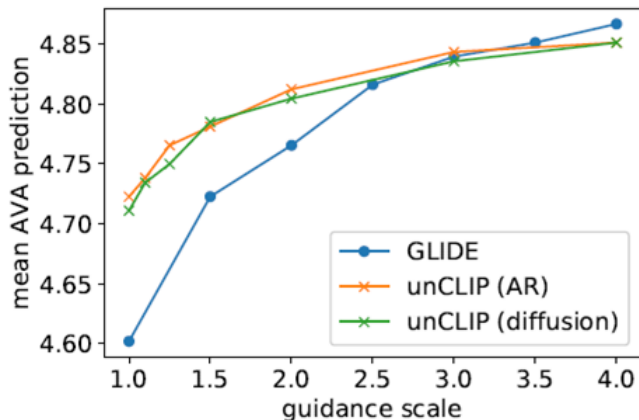
GLIDE vs unCLIP

Aesthetic Quality



Result:

- Guidance improves GLIDE, and CLIP decoder (negative effect on CLIP prior)
- GLIDE sacrifices Recall for aesthetic quality improvement, unCLIP does not

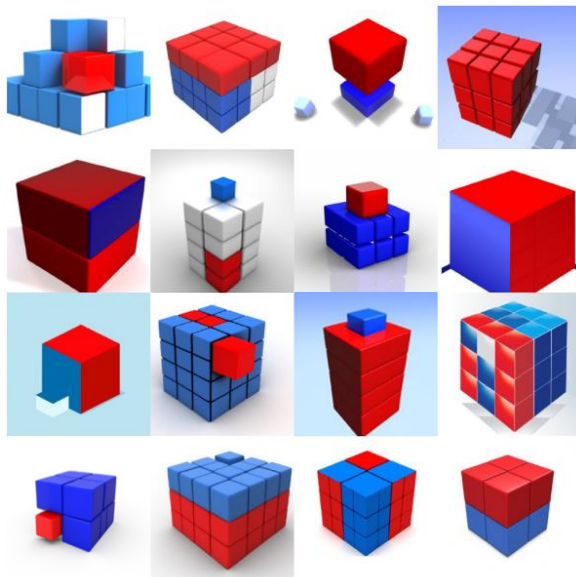


Limitation of the model

Attribute Binding

- Suffer prompt where it must bind two separate objects (cubes) to two separate attributes (colors).
- Reconstructions mix up objects and attributes

“a red cube on top of a blue cube”.

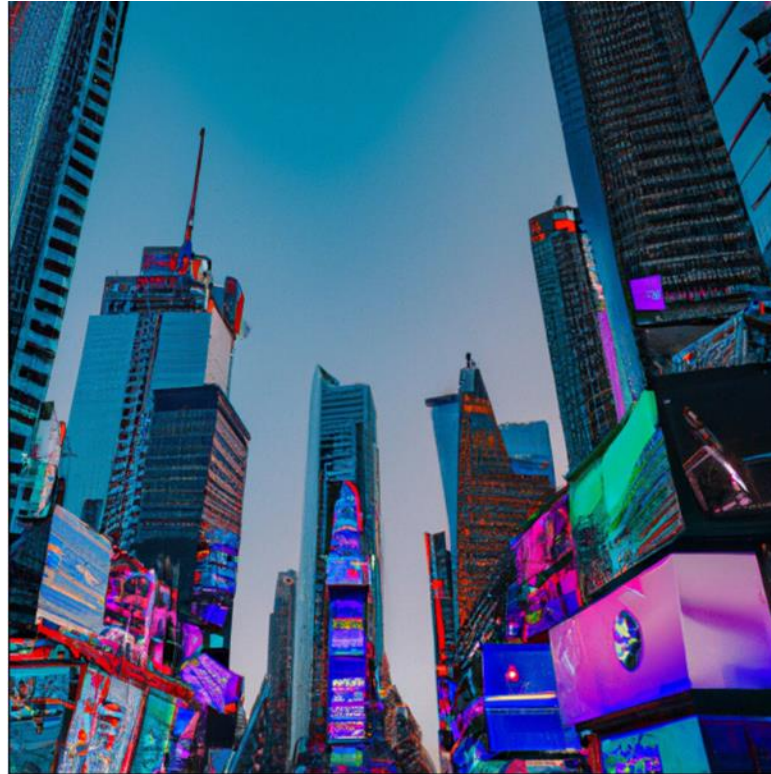


Coherent Text



A sign that says deep learning

Complex Scene



Conclusion

- Image embedding creates better generation than text embeddings.
- CLIP embedding Z_i holds image content information; meanwhile X_t holds the style of image generation.
- Diffusion prior (Text-to-Image embeddings) increases the fidelity of image generation.
- unCLIP has limitations with attribute binding, text generation, and complex scenes.