ZERO-SHOT IMAGE RESTORATION USING DENOISING DIFFUSION NULL-SPACE MODEL

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Background

 State-of-the-art diffusion model presented in Denoising Diffusion Probabilistic Model (DDPM)

Range-Null Space Decomposition: any sample x can be decomposed into its range-space and null-space as follows:

$$x \equiv A^{\dagger}Ax + (I - A^{\dagger}A)x$$

Problem and Constraints

$$Ax = y$$

- A: degradation operator
- x: ground-truth image
- y = degraded image

Produce X that satisfies

- Consistency: $A\hat{\mathbf{x}} \equiv y$
- Realness: $\hat{\mathbf{x}} \sim q(x)$

Proposed Solution

Algorithms:

- 1. DDNM
- 2. DDNM+ (noise and time-travel)

« the time-travel trick produces a better 'past', which in turn produces a better 'future' »

Zero Shot: no need for a model explicitly trained for the IR task

Roadmap of our approach

- 1. DDPM sampling algorithm
- 2. DDNM
- 3. DDNM+ with no time travel
- 4. DDNM+ with time travel
- 5. Mask-Shift trick
- 6. Final evaluation

Algorithm Iteration

- Compute estimation using pre-trained model
- Compute rectified estimation using range-space and null-space decomposition
- Sample new value for the next iteration

At each iteration we reduce the disharmony between range-space and null-space resulting in a final output which yields better realness.

Now let's dive into the code!

