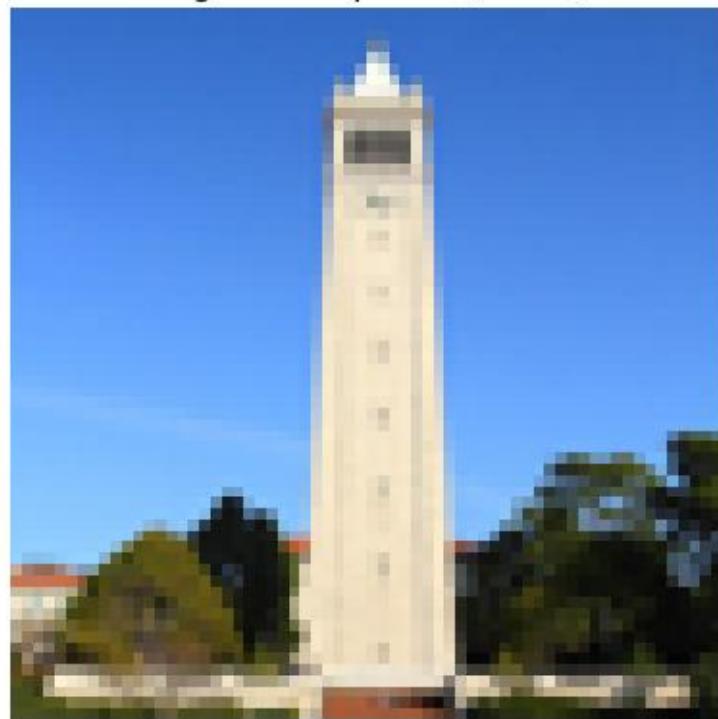


1.1 Forward Process

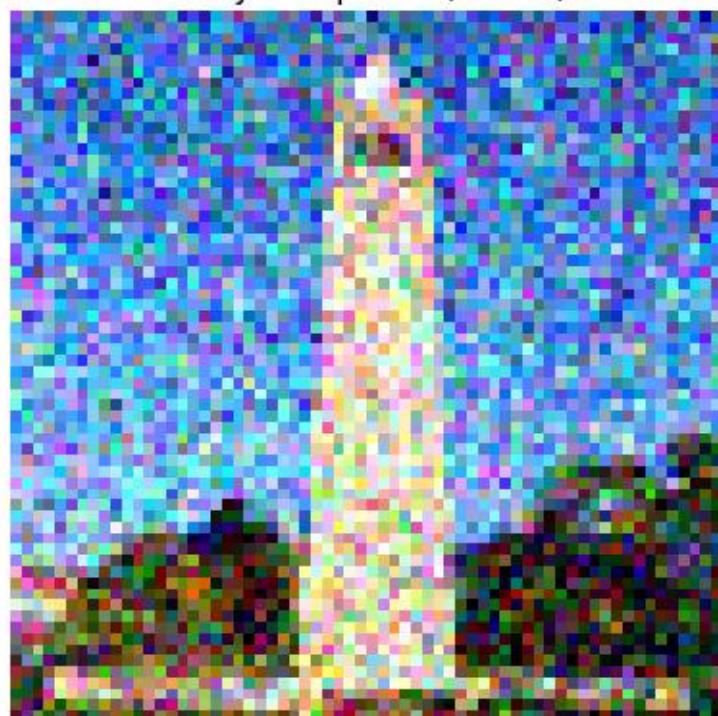
✓ Original 64×64 Campanile image

Original Campanile (64x64)



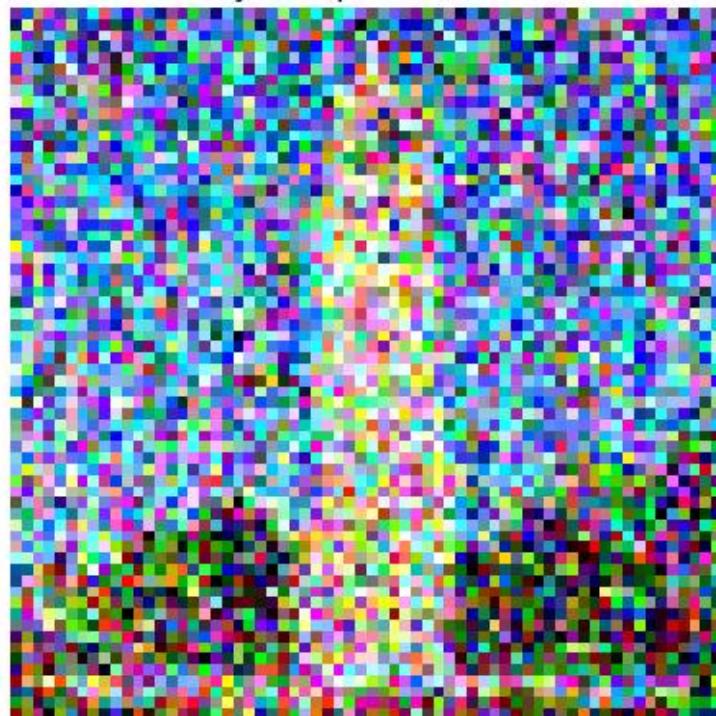
✓ Noisy image at t = 250

Noisy Campanile (t=250)



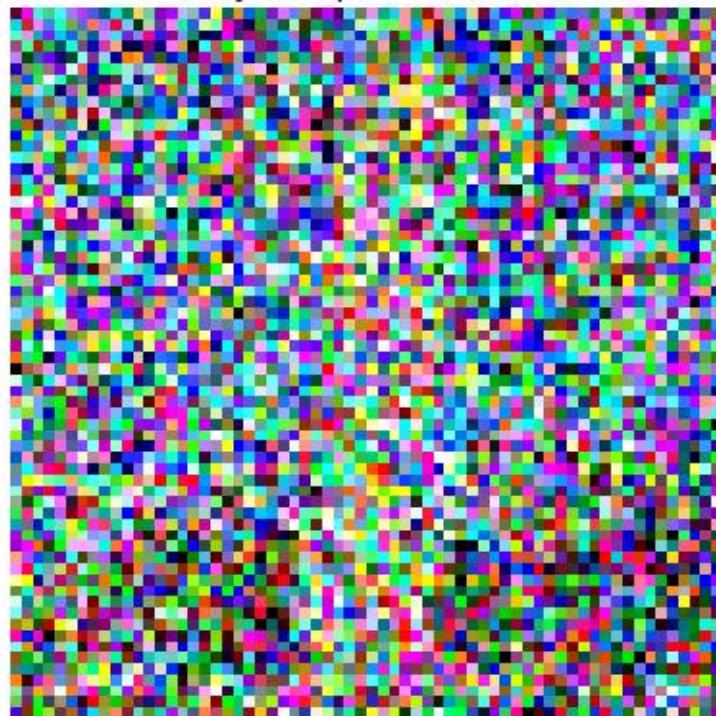
✓ Noisy image at t = 500

Noisy Campanile (t=500)



✓ Noisy image at t = 750

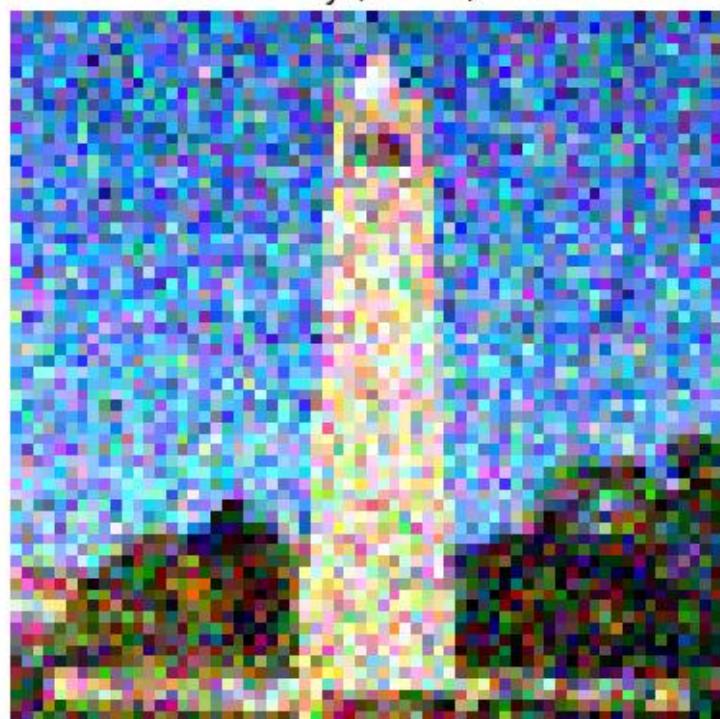
Noisy Campanile (t=750)



1.2 Gaussian Blur Denoising (Traditional Denoising)

✓ Gaussian-denoised image at t = 250

Noisy (t=250)

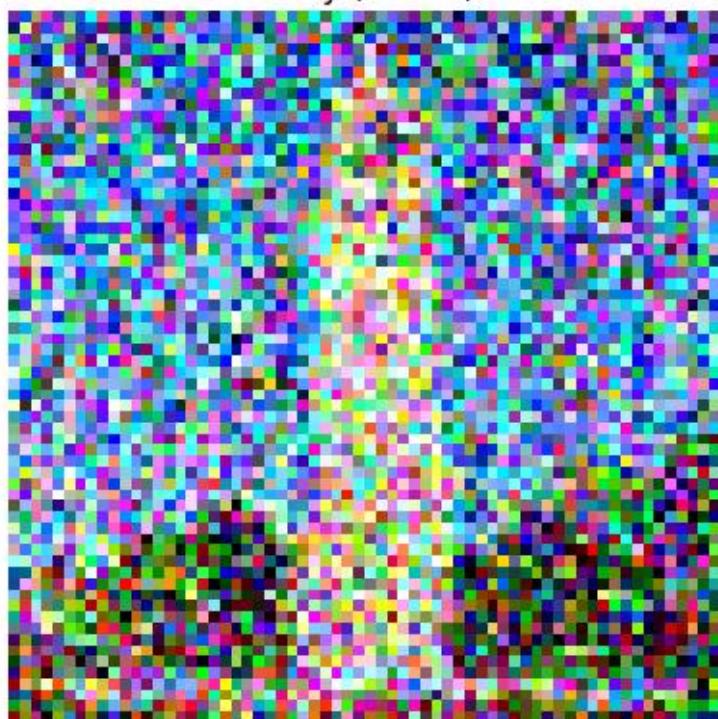


Gaussian Denoised (t=250)

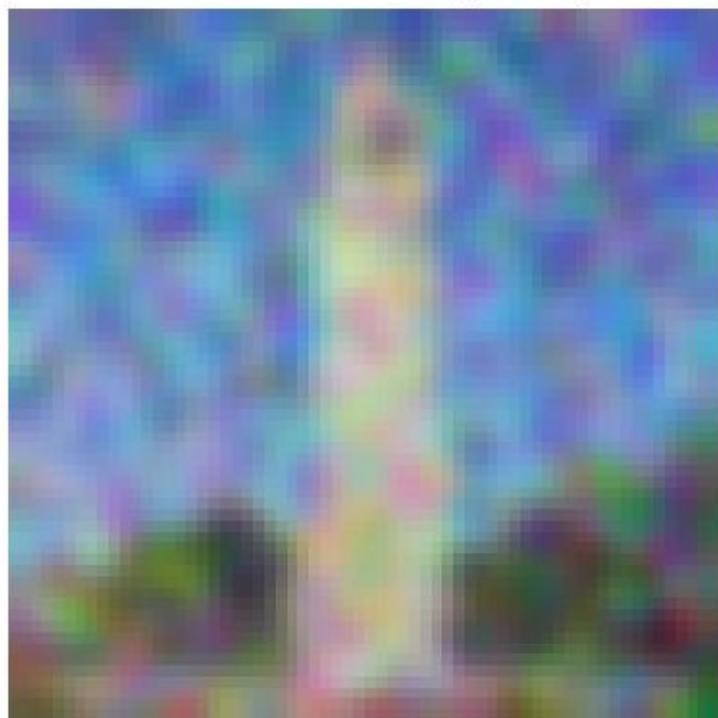


✓ Gaussian-denoised image at t = 500

Noisy (t=500)

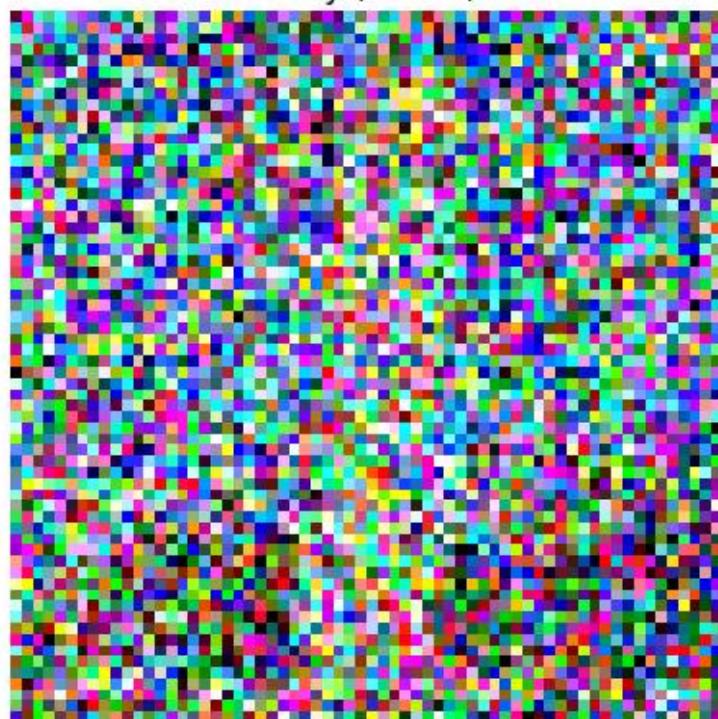


Gaussian Denoised (t=500)

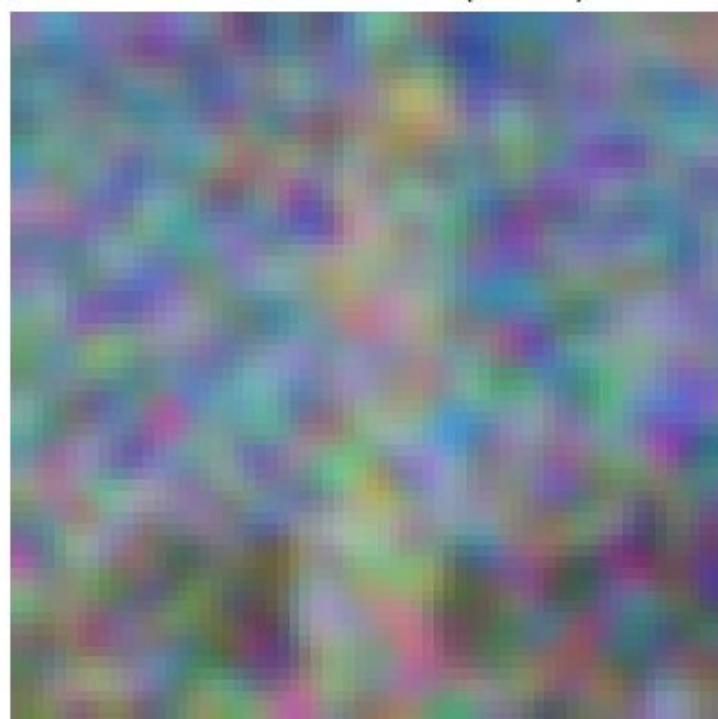


✓ Gaussian-denoised image at t = 750

Noisy (t=750)

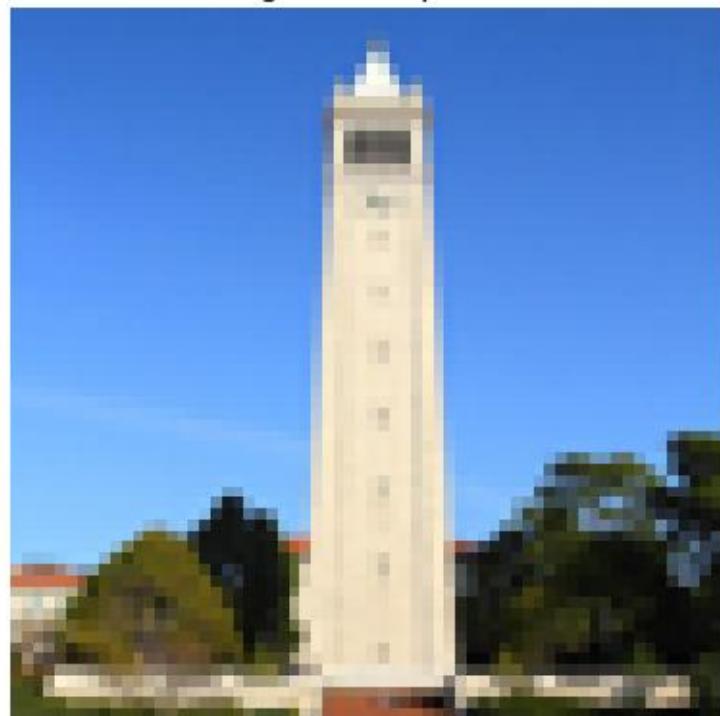


Gaussian Denoised (t=750)

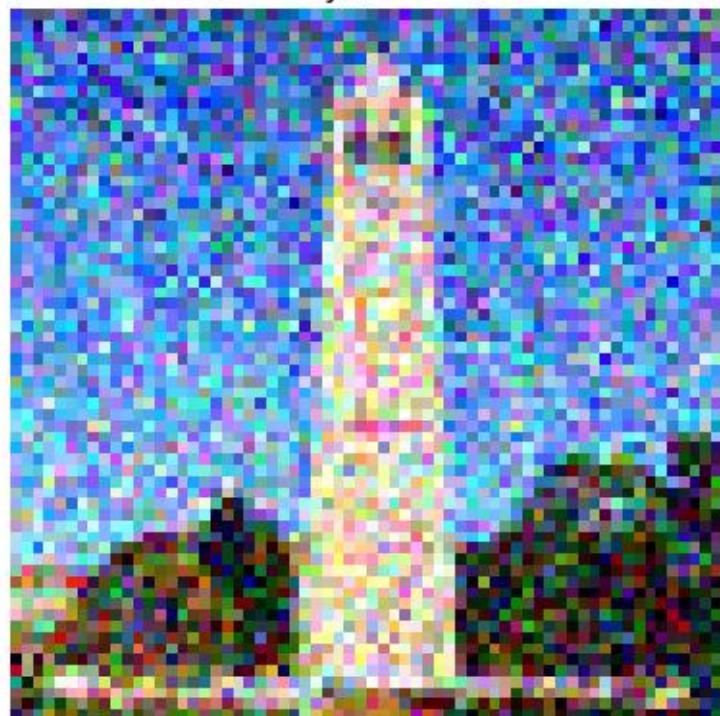


1.3 Single-step Denoising

Original Campanile



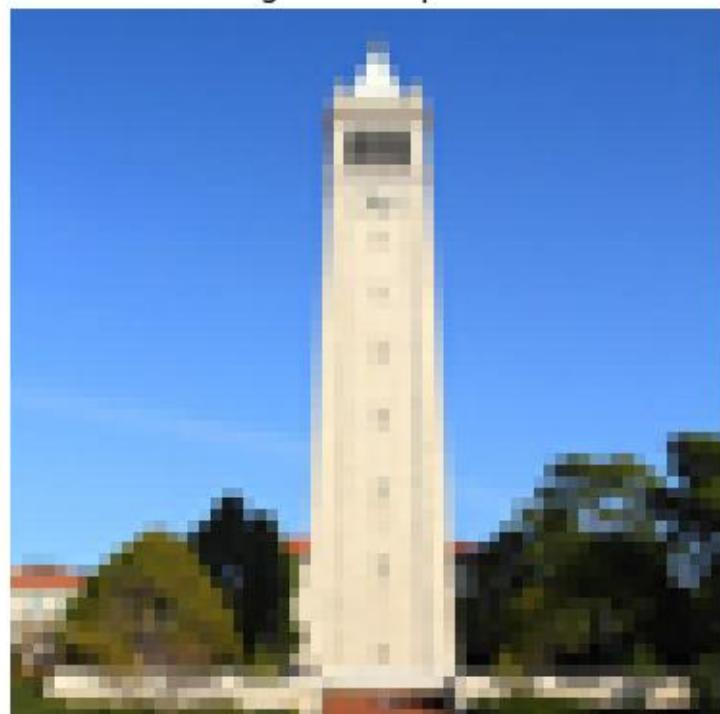
Noisy ($t=250$)



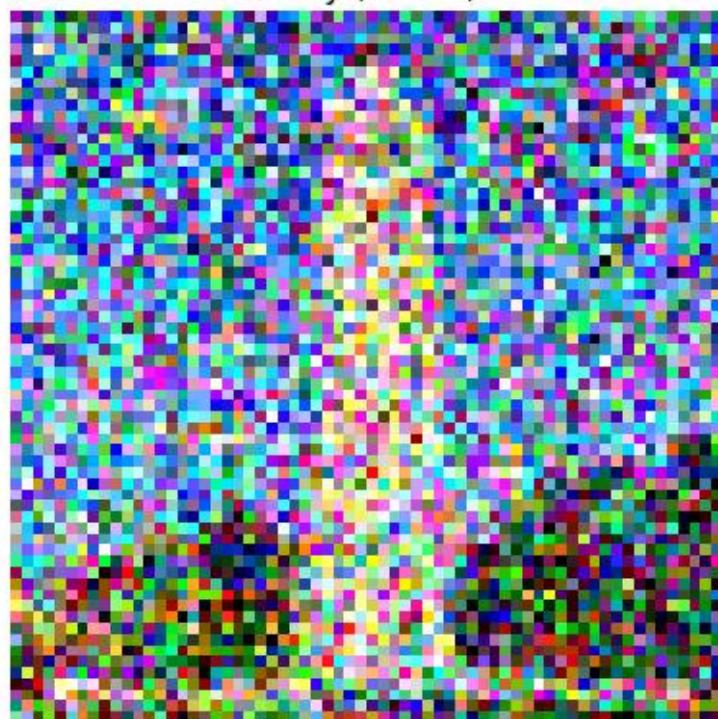
One-step Denoised (t=250)



Original Campanile



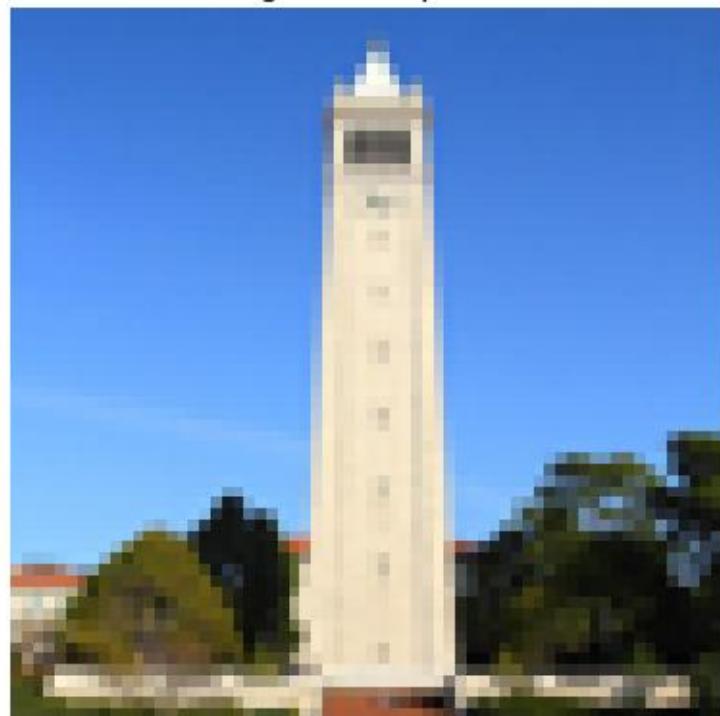
Noisy (t=500)



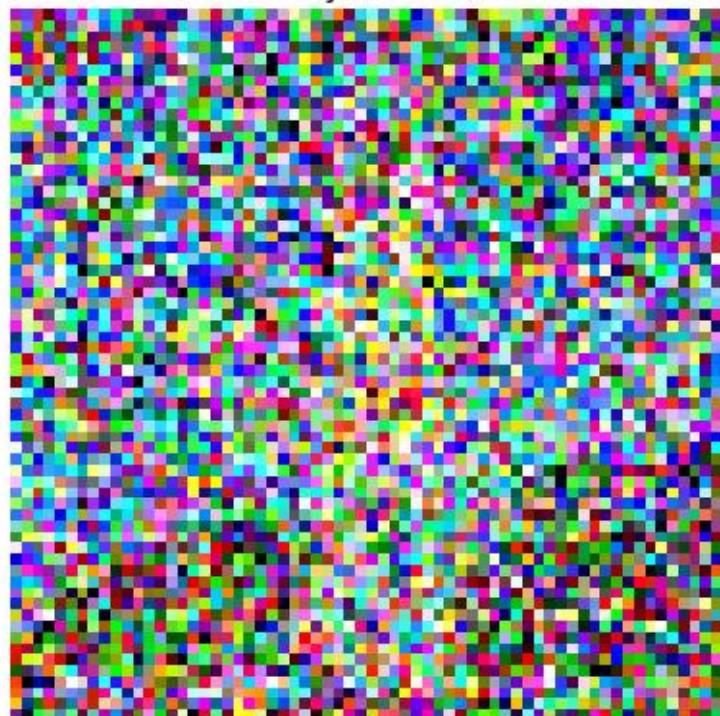
One-step Denoised (t=500)



Original Campanile



Noisy ($t=750$)

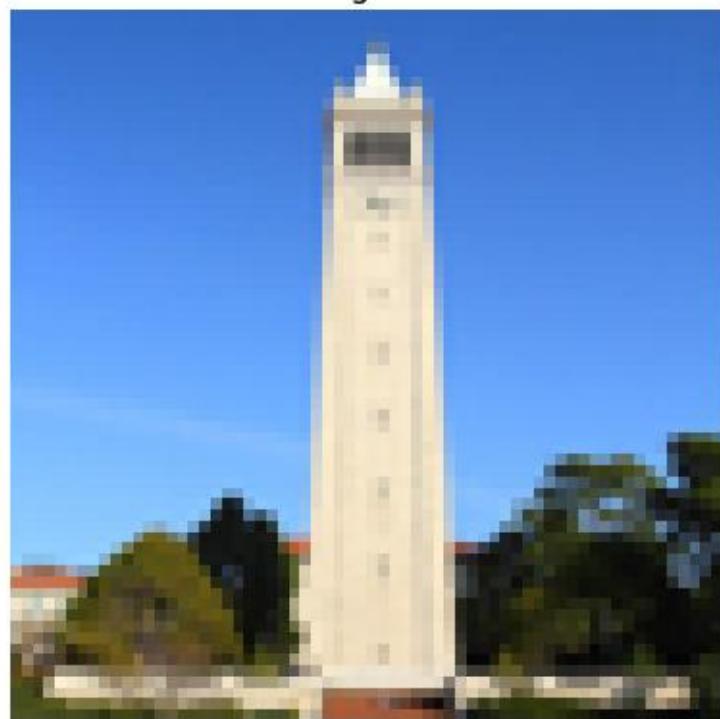


One-step Denoised ($t=750$)

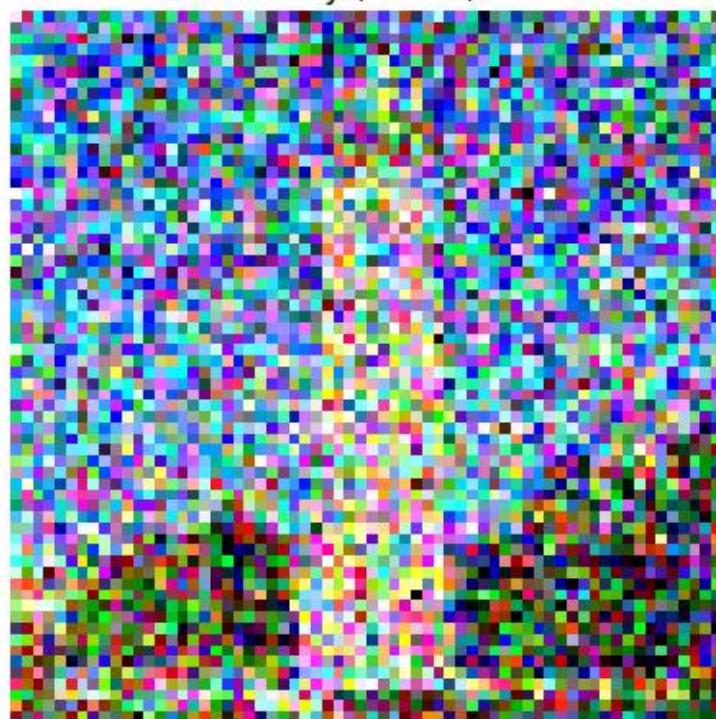


1.4 Iterative Denoising

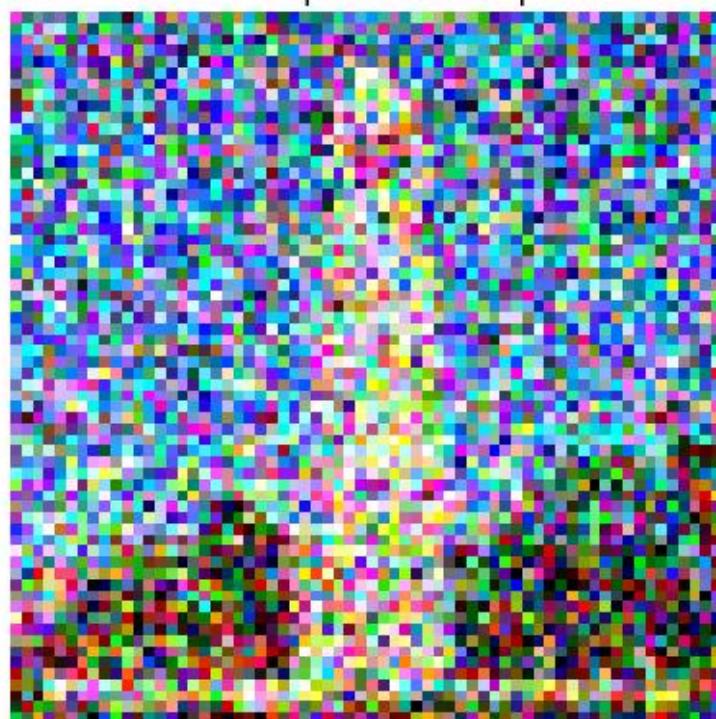
Original



Noisy (t=500)



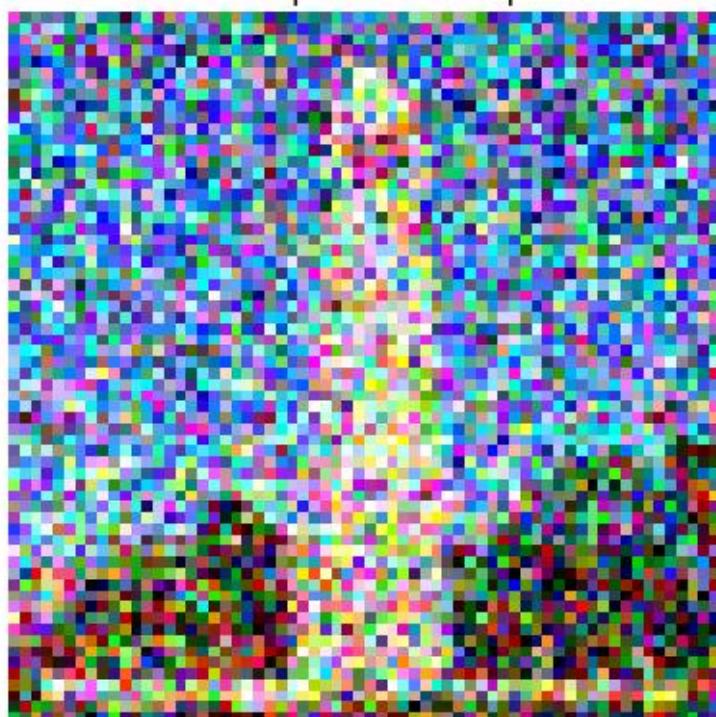
Multi-step denoise step 0



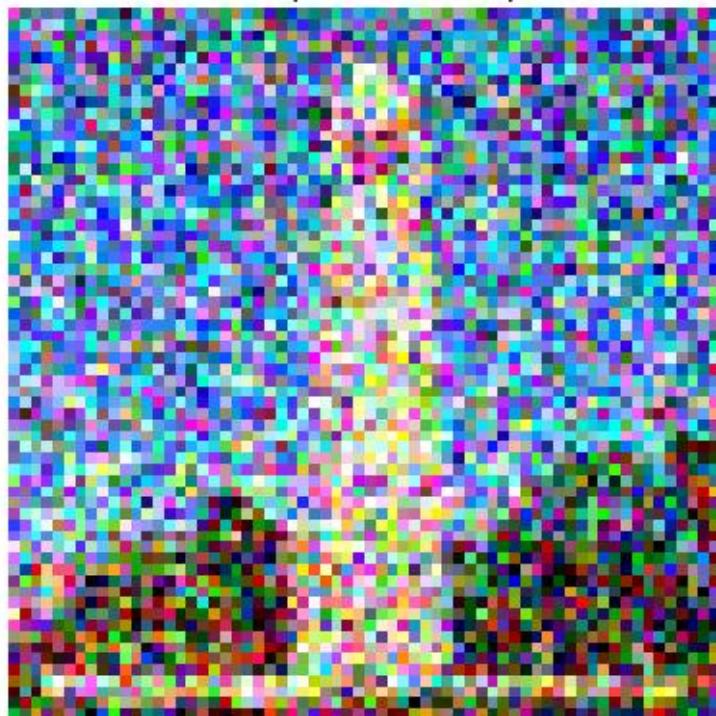
Multi-step denoise step 10



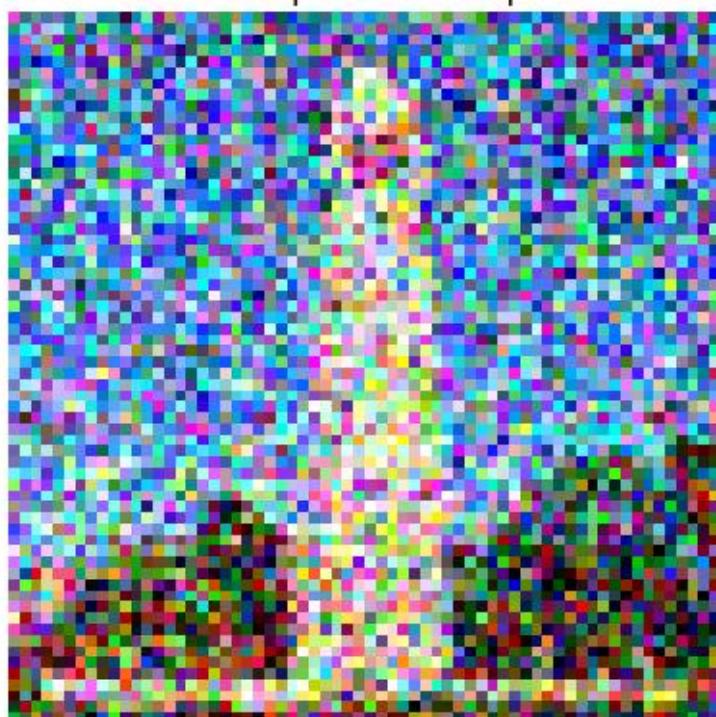
Multi-step denoise step 20



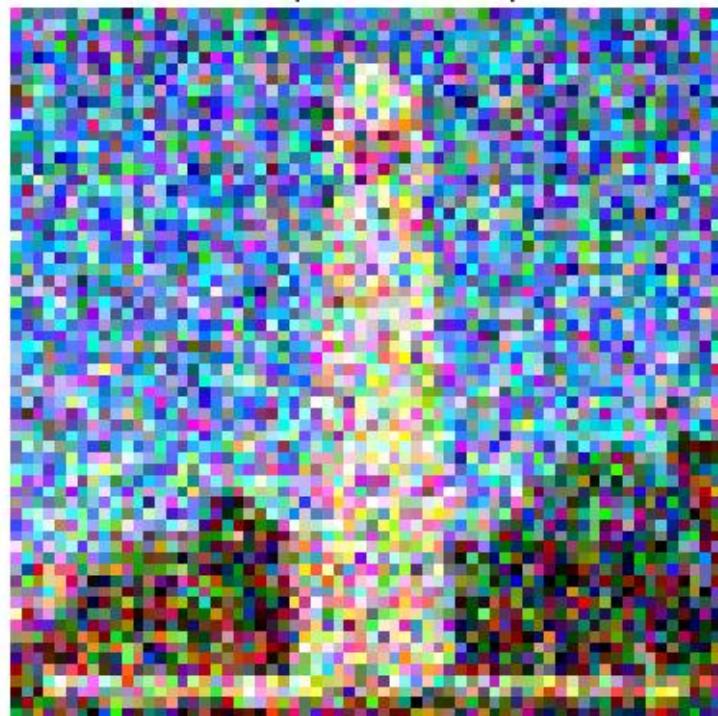
Multi-step denoise step 30



Multi-step denoise step 40



Multi-step denoise step 50

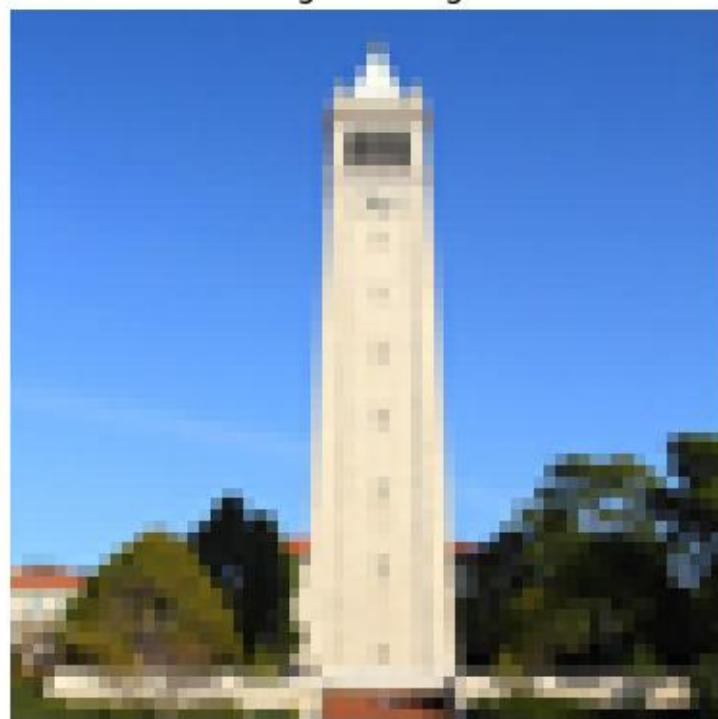


=====

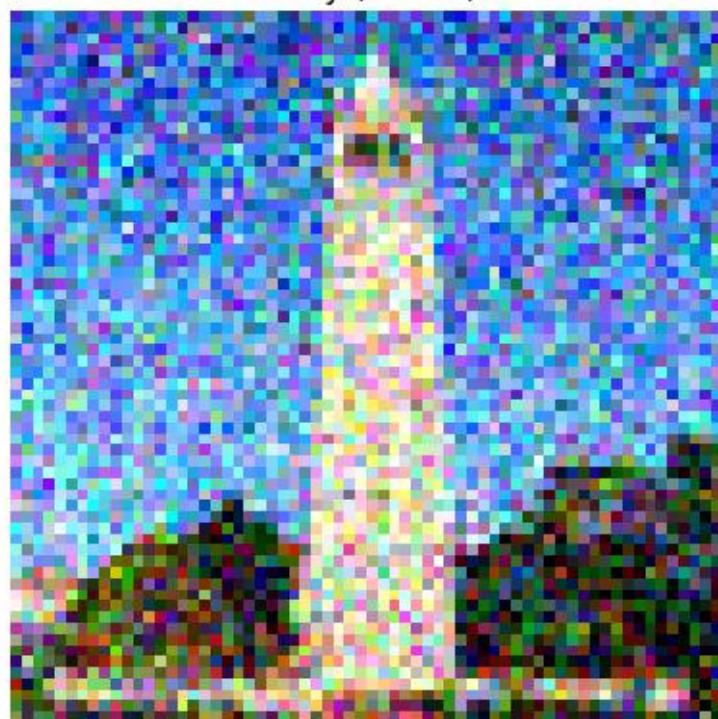
Results for $t = 250$

=====

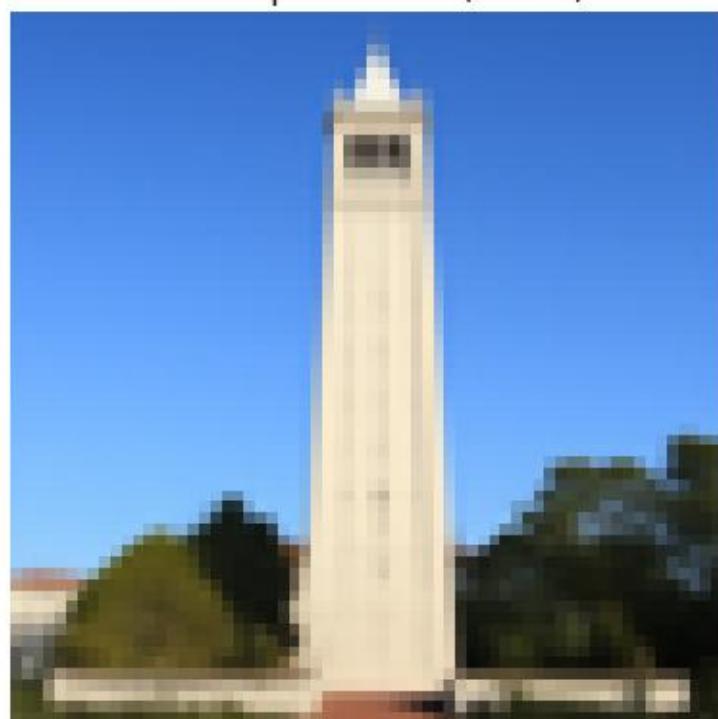
Original Image



Noisy (t=250)

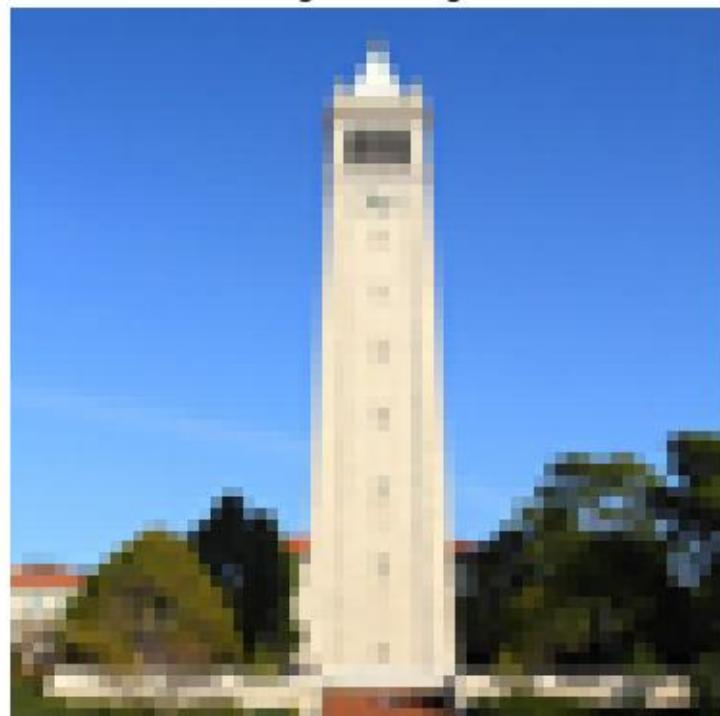


One-step Denoised (t=250)

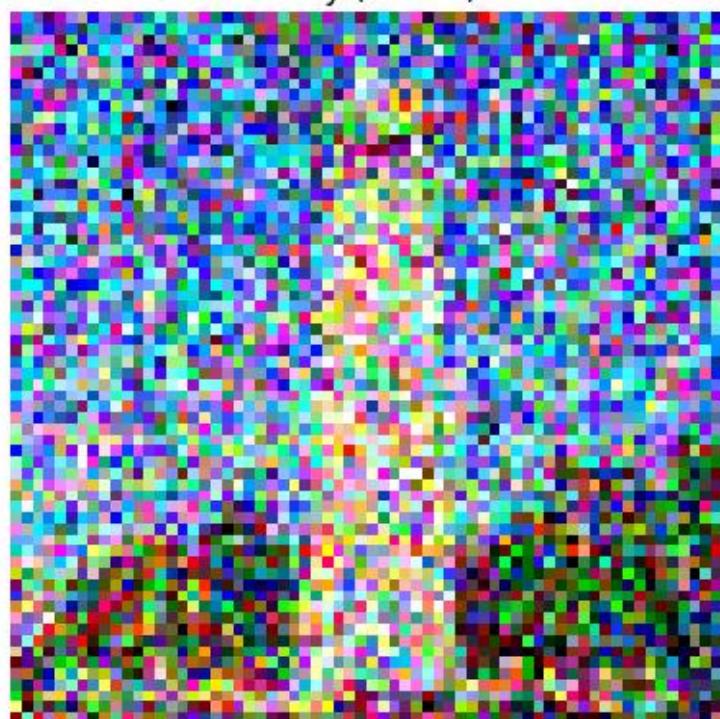


Results for t = 500

Original Image



Noisy ($t=500$)



One-step Denoised (t=500)



=====

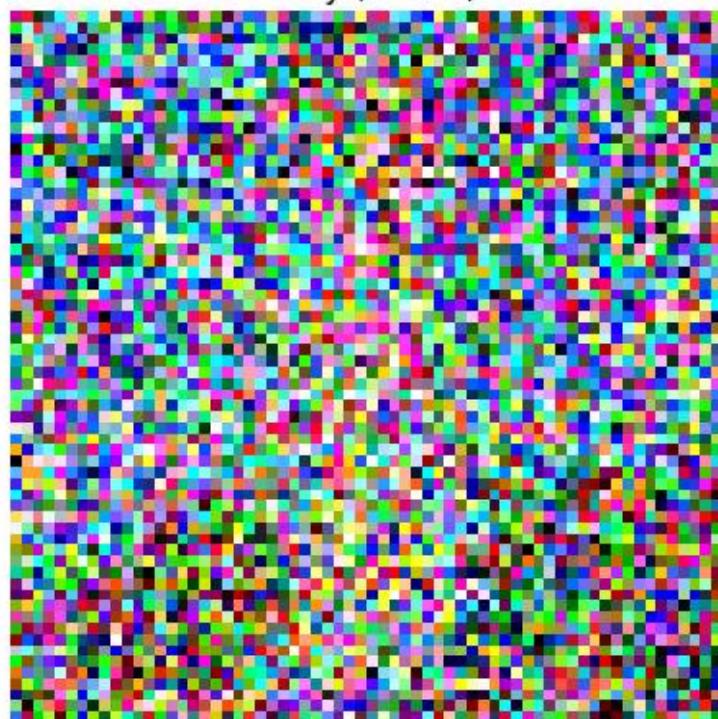
Results for t = 750

=====

Original Image



Noisy (t=750)

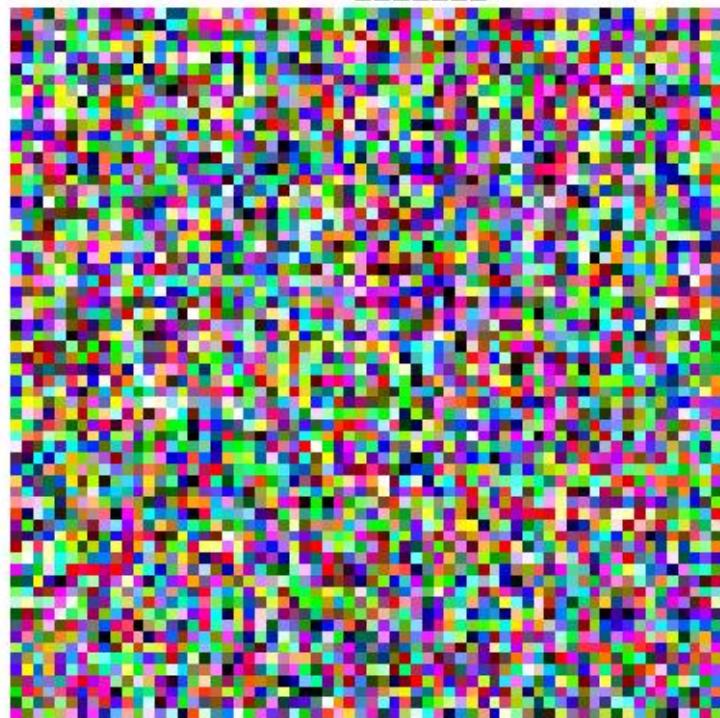


One-step Denoised (t=750)



1.5 Sampling from Noise (Diffusion Model Sampling)

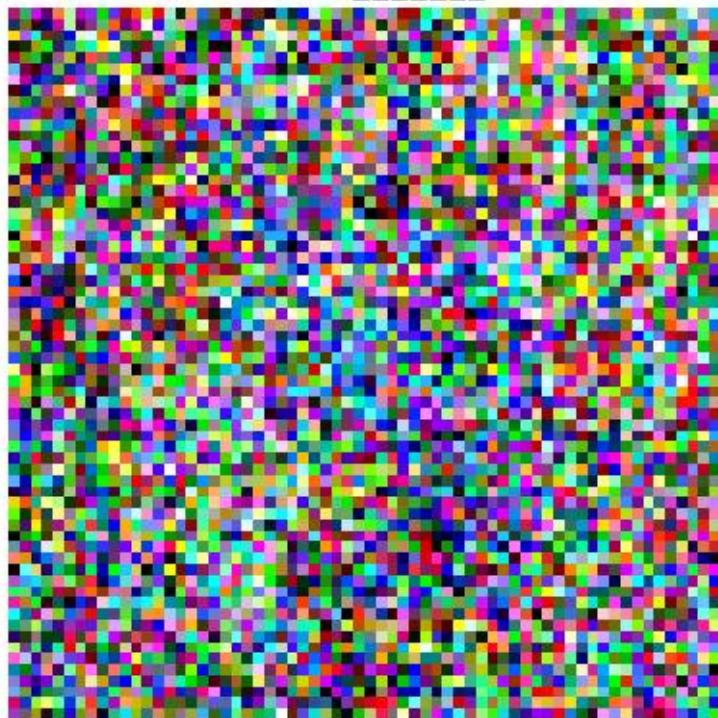
t=999 0000000



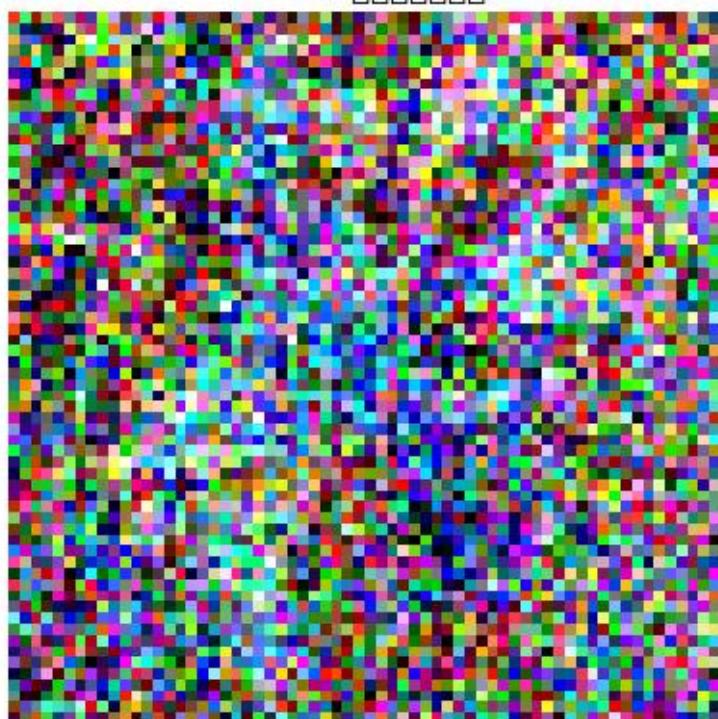
t=856 0000000



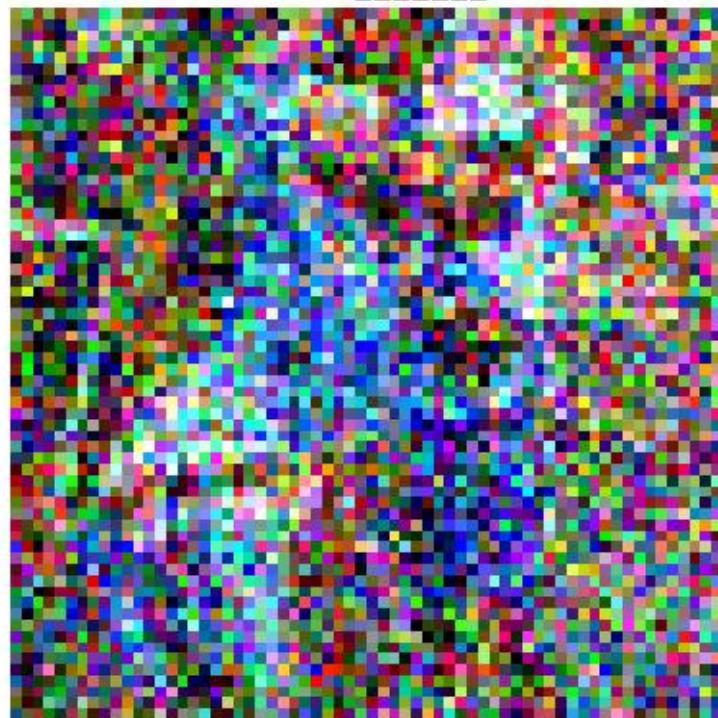
t=713 0000000



t=570 0000000



t=428 0000000



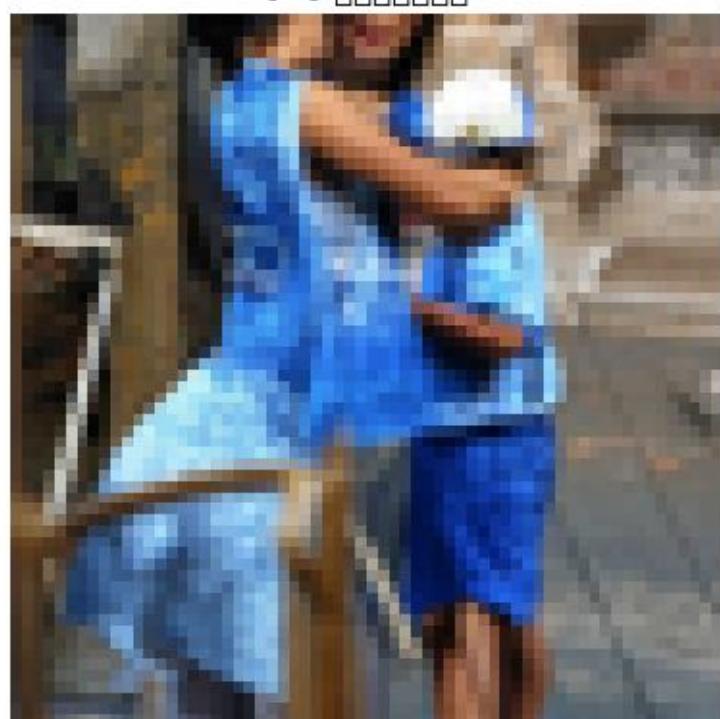
t=285 0000000



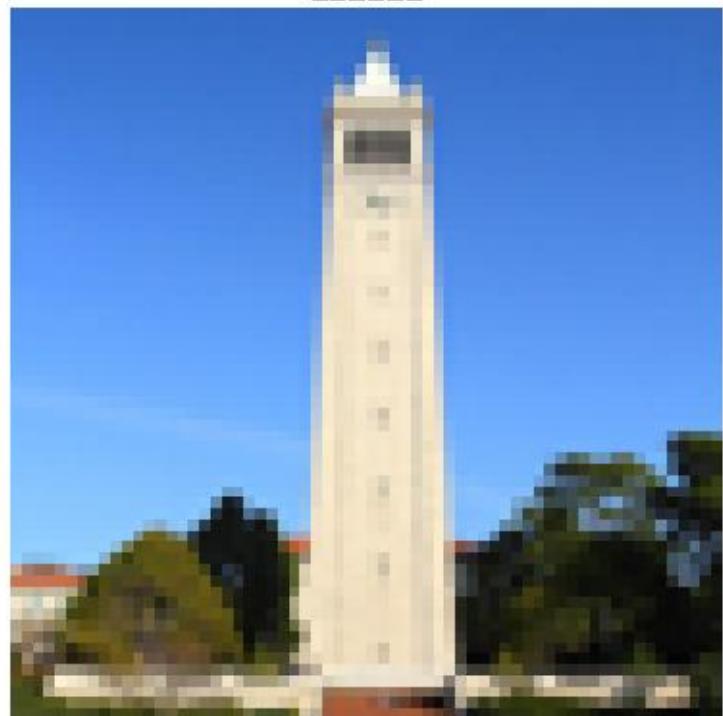
t=142 亂世



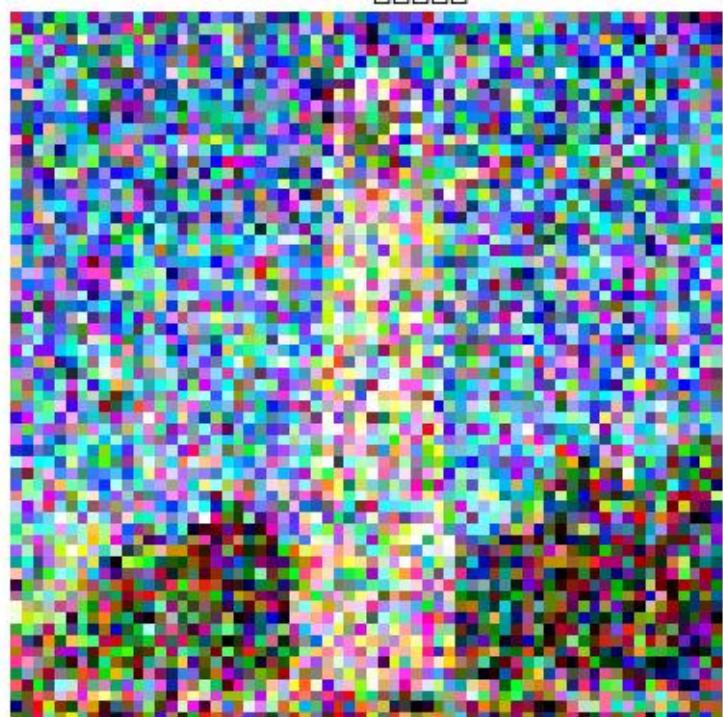
t=0 亂世



□□□□□



t=500 □□□□



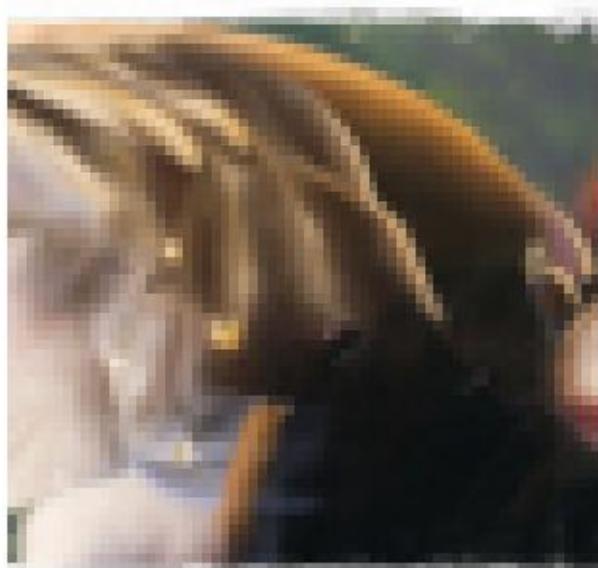
t=500 ၂၁၂၂၂၂၂၂၂၂



၂၁၂၂၂၂၂၂၂၂၂၂၂၂ (t=0)



□□ 1



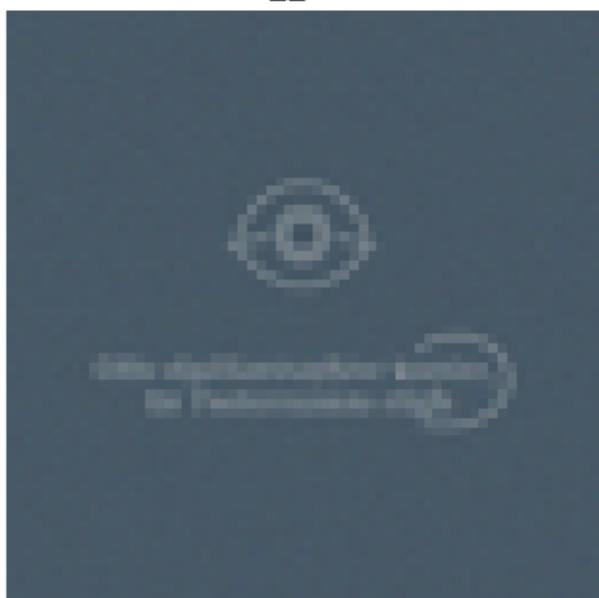
□□ 2

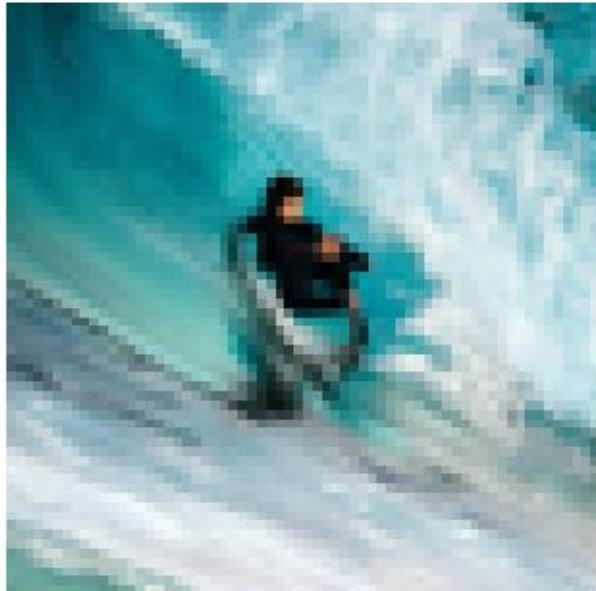


□□ 3



□□ 4





1.6 Classifier-Free Guidance (CFG)

Sample 1 with CFG ($\gamma=7$)



Sample 2 with CFG ($\gamma=7$)



Sample 3 with CFG ($\gamma=7$)



Sample 4 with CFG ($\gamma=7$)



Sample 5 with CFG ($\gamma=7$)

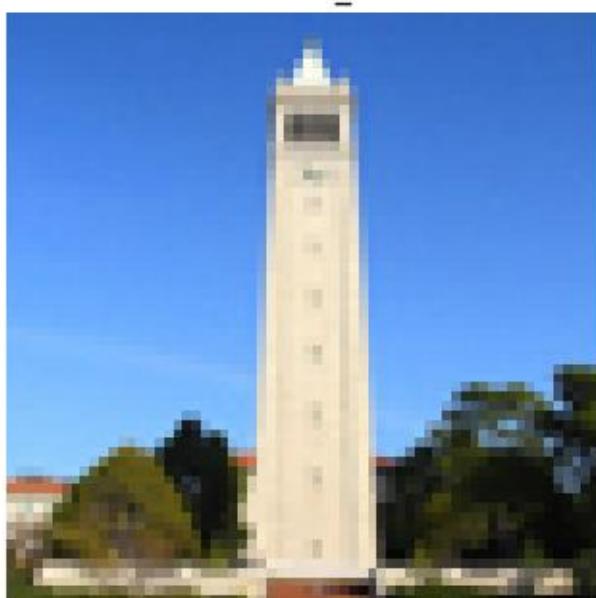


1.7 Image-to-Image Translation (SDEdit)

SDEdit with i_start=1



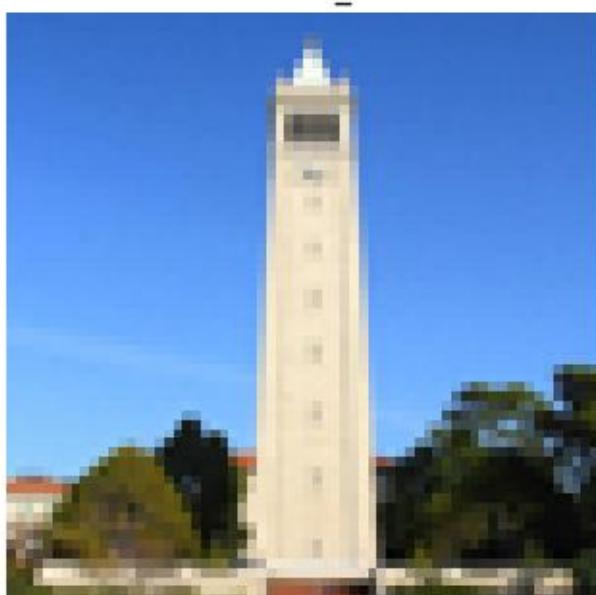
SDEdit with i_start=3



SDEdit with i_start=5



SDEdit with i_start=7



SDEdit with i_start=10



SDEdit with i_start=20



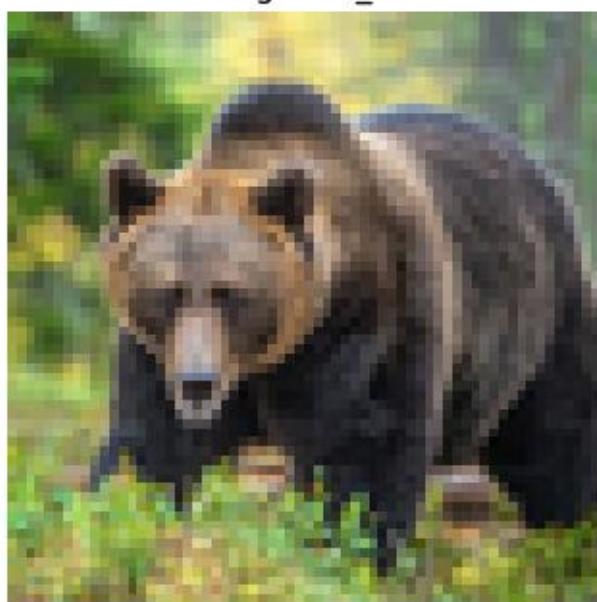
Original Campanile



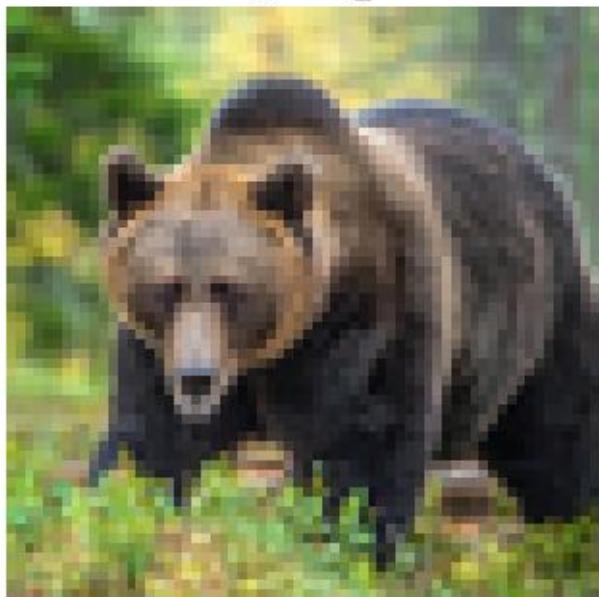
★ 1.7.1 Editing Hand-Drawn + Web Image

(A) One image selected from the internet

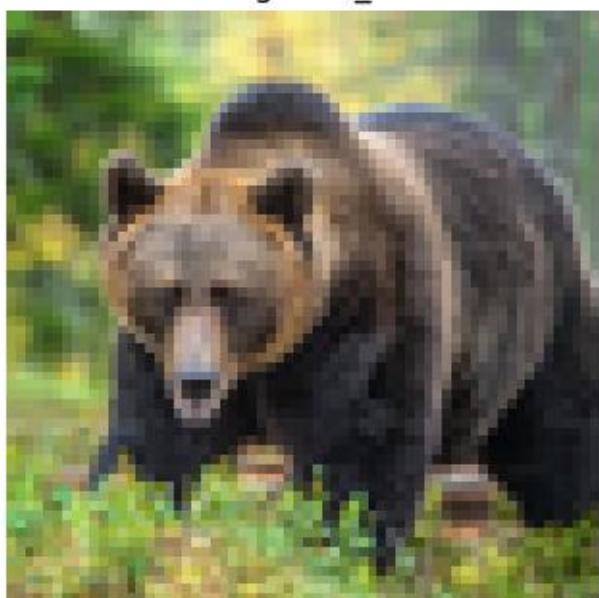
Web image at i_start=1



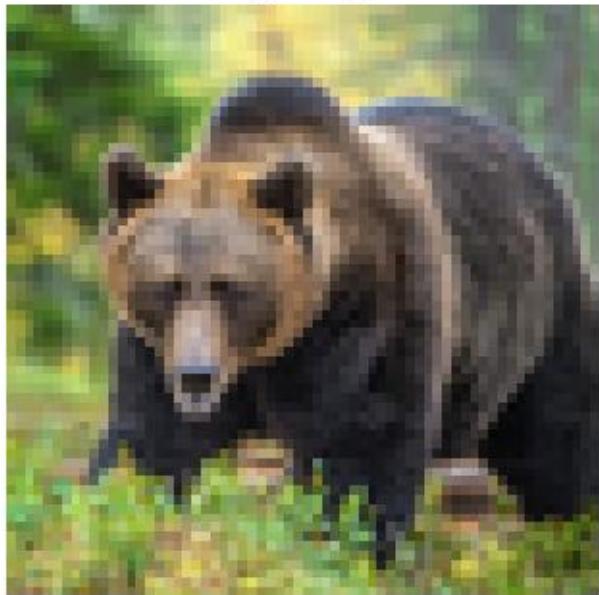
Web image at i_start=3



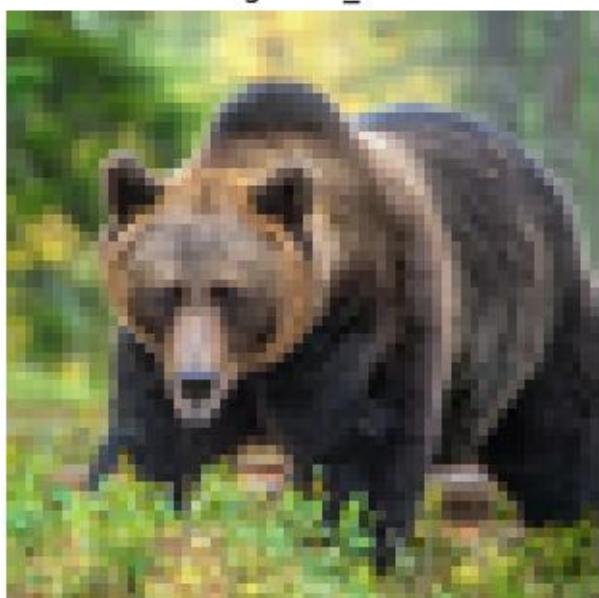
Web image at i_start=5



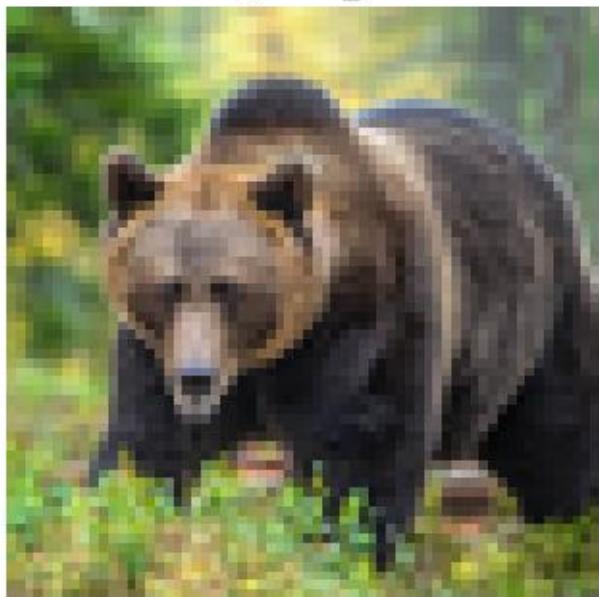
Web image at i_start=7



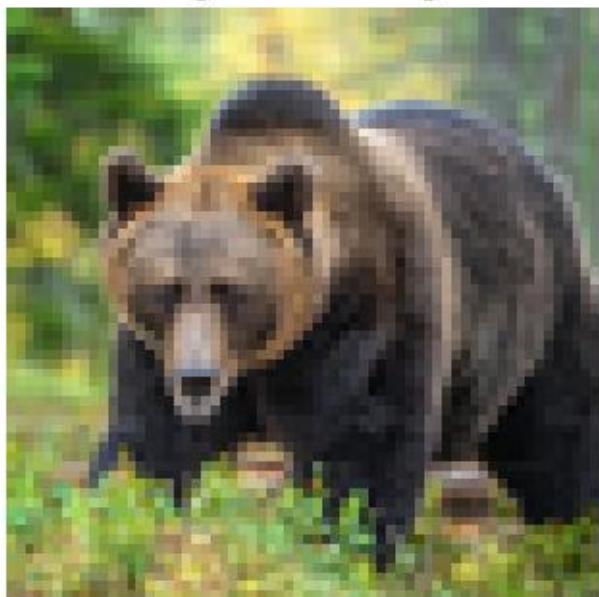
Web image at i_start=10



Web image at i_start=20



Original Web Image



(B) Your own hand-drawn sketch

Sketch at i_start=1



Sketch at i_start=3



Sketch at i_start=5



Sketch at i_start=7



Sketch at i_start=10



Sketch at i_start=20



Original Sketch



Sketch at i_start=1



Sketch at i_start=3



Sketch at i_start=5



Sketch at i_start=7



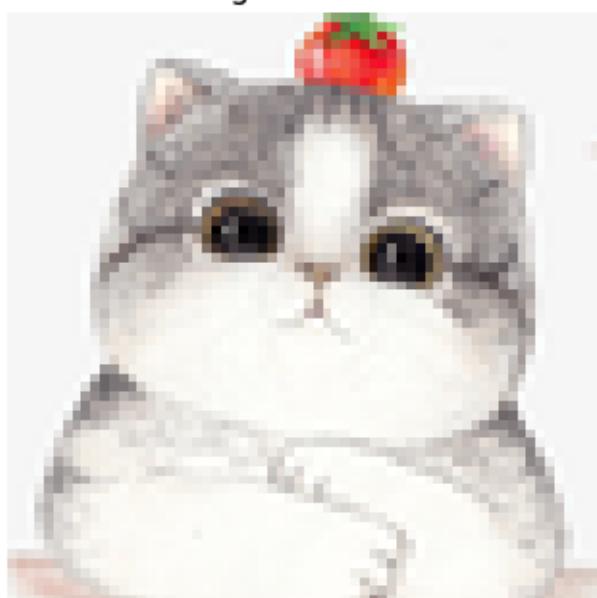
Sketch at i_start=10



Sketch at i_start=20

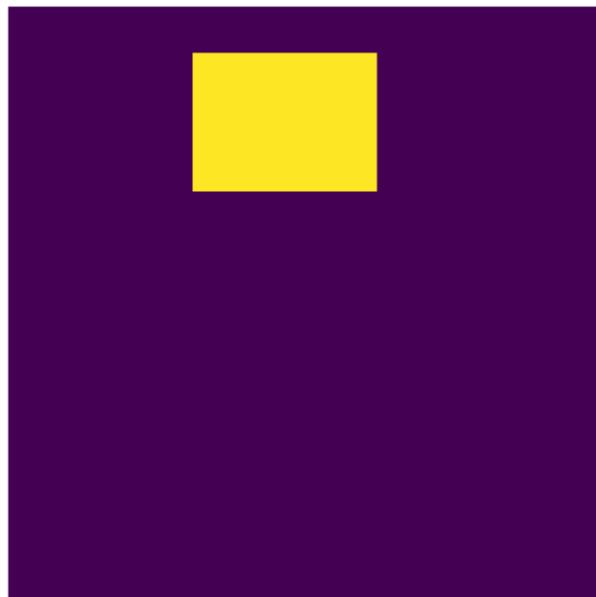


Original Sketch

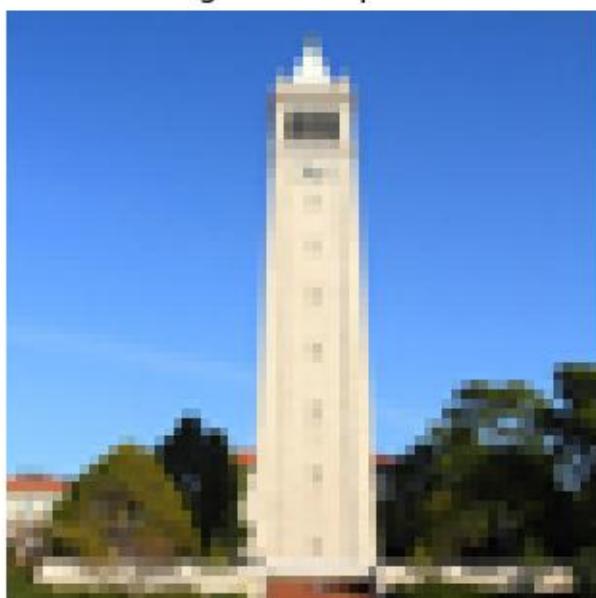


★ 1.7.2 Inpainting

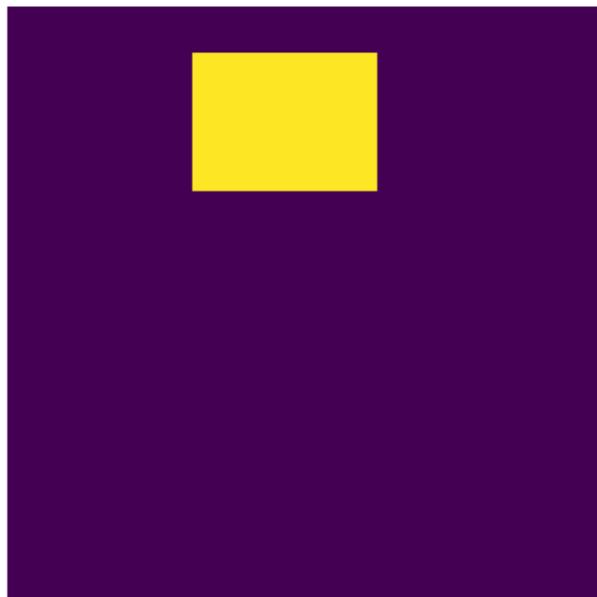
Inpainting Mask



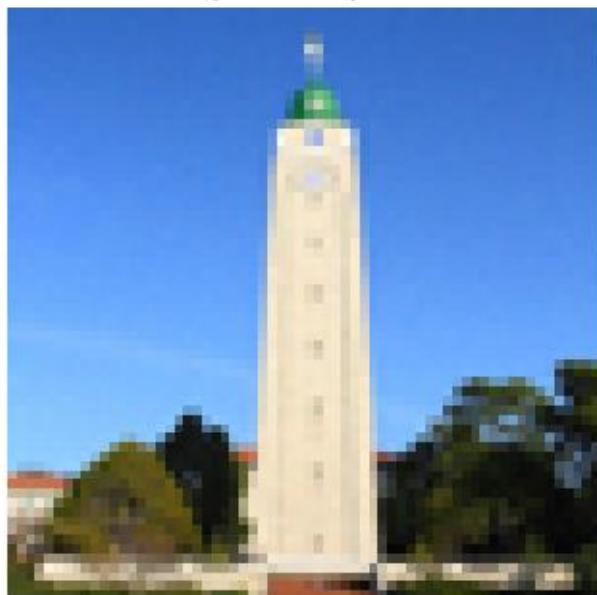
Original Campanile



Mask (white = fill)



Campanile Inpainted



Do inpainting on two additional images of your own.

Original: /content/drive/MyDrive/1805A/sketch1.png



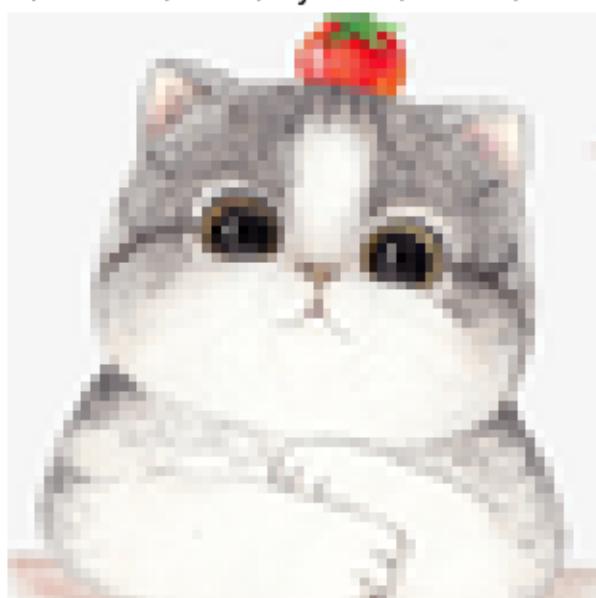
Mask



Inpainted Result



Original: /content/drive/MyDrive/1805A/sketch2.png



Mask



Inpainted Result



1.7.3 Text-guided Image-to-Image Transformation

(A) Campanile + Text condition



(B) Two test images of your choice

==== Editing: /content/drive/MyDrive/1805A/sketch1.png



==== Editing: /content/drive/MyDrive/1805A/sketch2.png

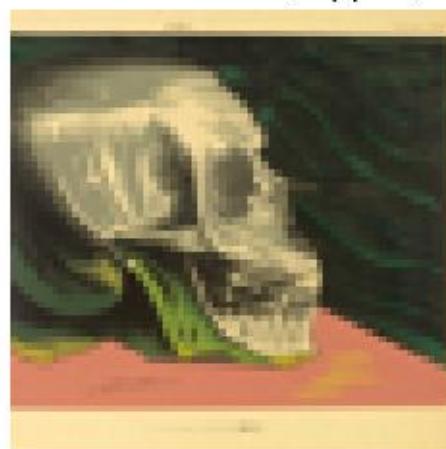


1.8 Visual Anagrams

Illusion 2: waterfalls (upright)



Illusion 2: skull (flipped)



1.9 Hybrid Images

Waterfalls (low) + Skull (high)



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