

1.1 Forward Process

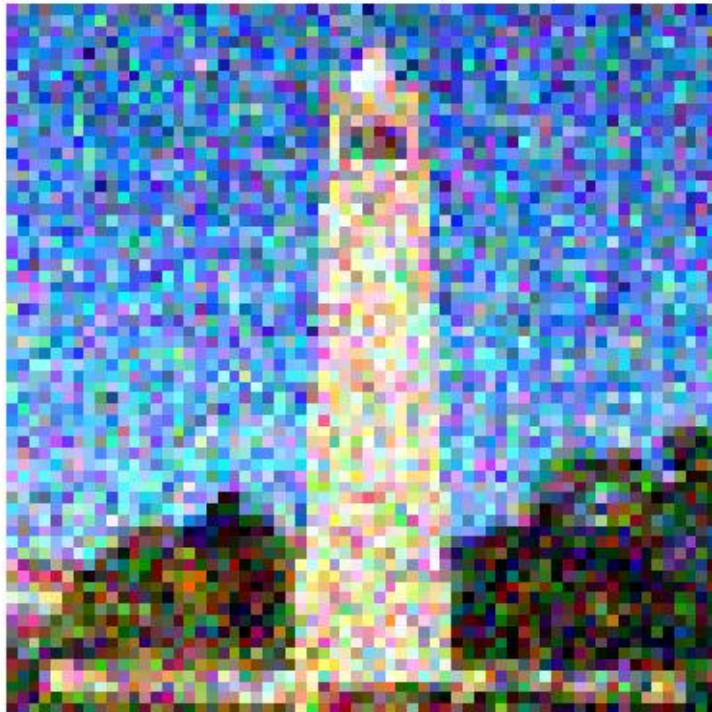
✓ Original 64×64 Campanile image

Original Campanile (64x64)



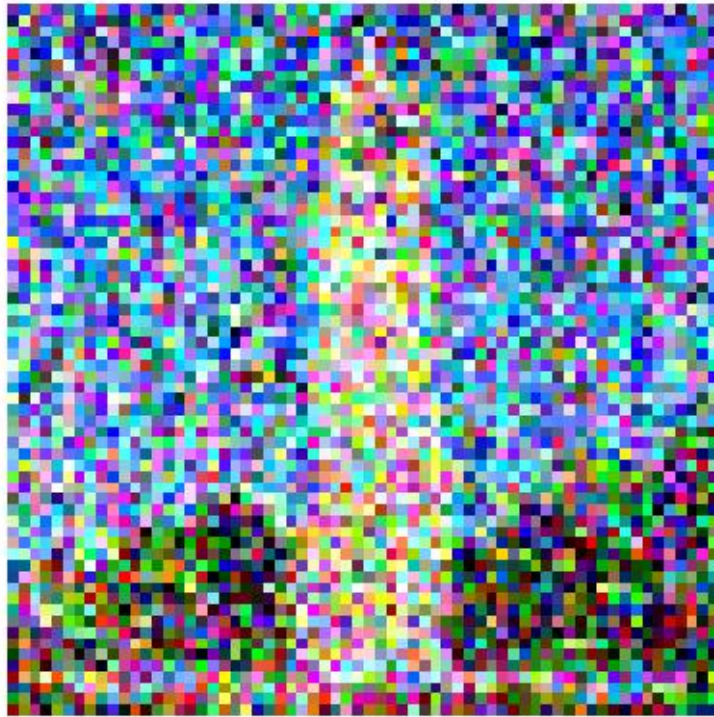
✓ Noisy image at $t = 250$

Noisy Campanile ($t=250$)



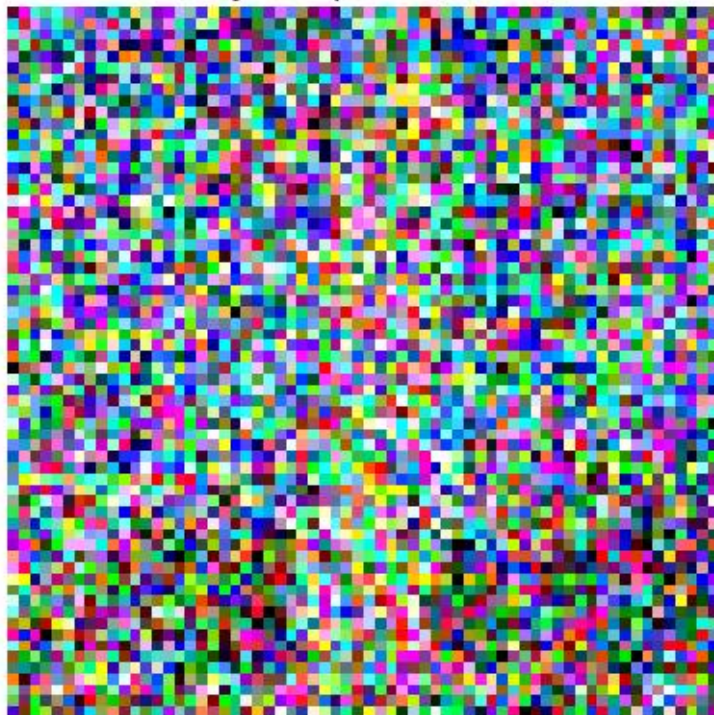
✓ Noisy image at $t = 500$

Noisy Campanile (t=500)



✓ Noisy image at $t = 750$

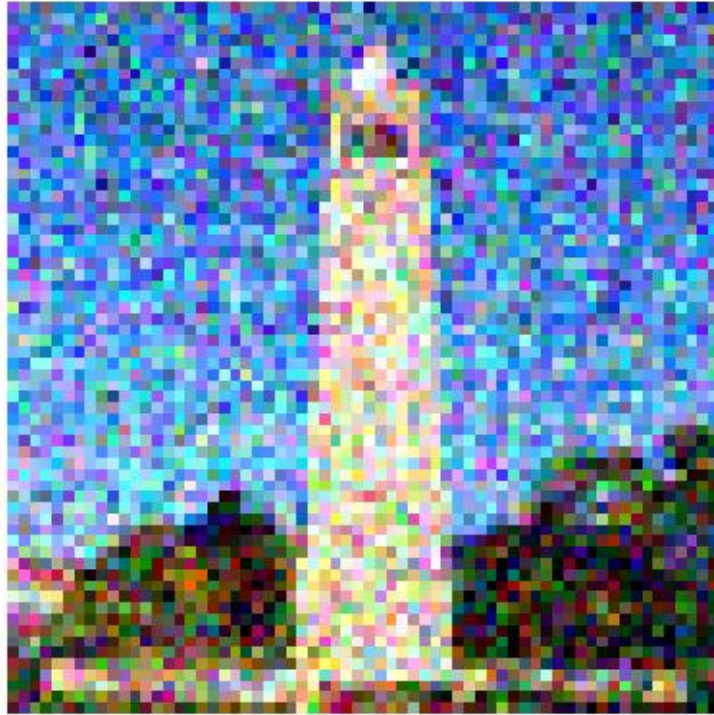
Noisy Campanile (t=750)



1.2 Gaussian Blur Denoising (Traditional Denoising)

✓ Gaussian-denoised image at $t = 250$

Noisy ($t=250$)

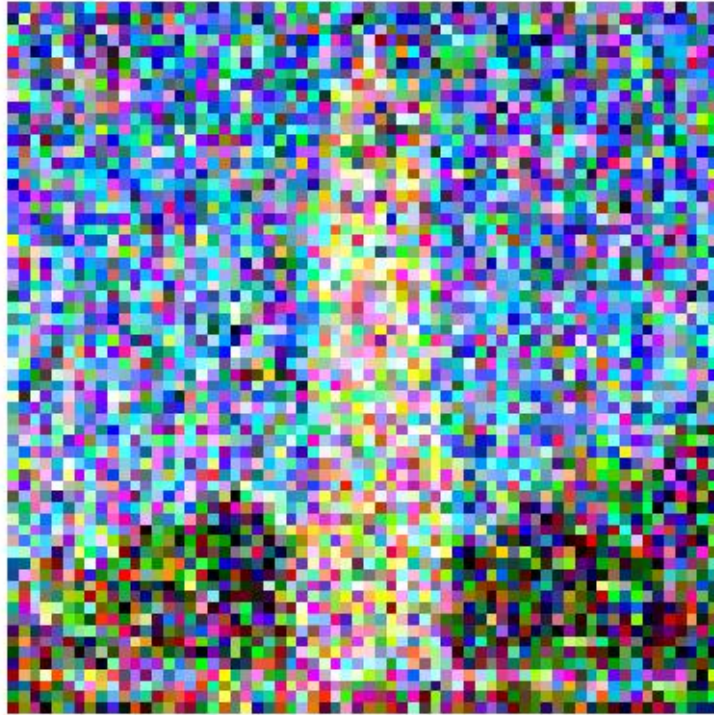


Gaussian Denoised ($t=250$)

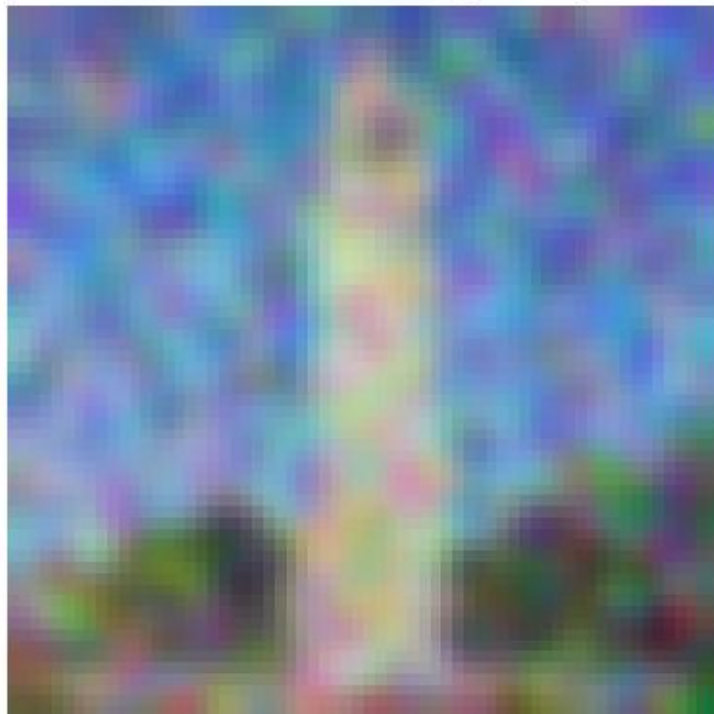


✓ Gaussian-denoised image at $t = 500$

Noisy ($t=500$)

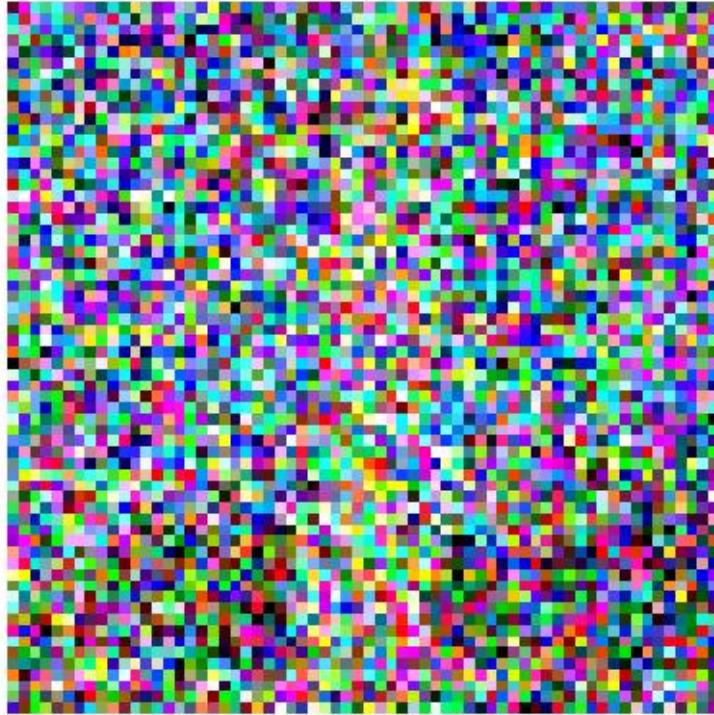


Gaussian Denoised ($t=500$)

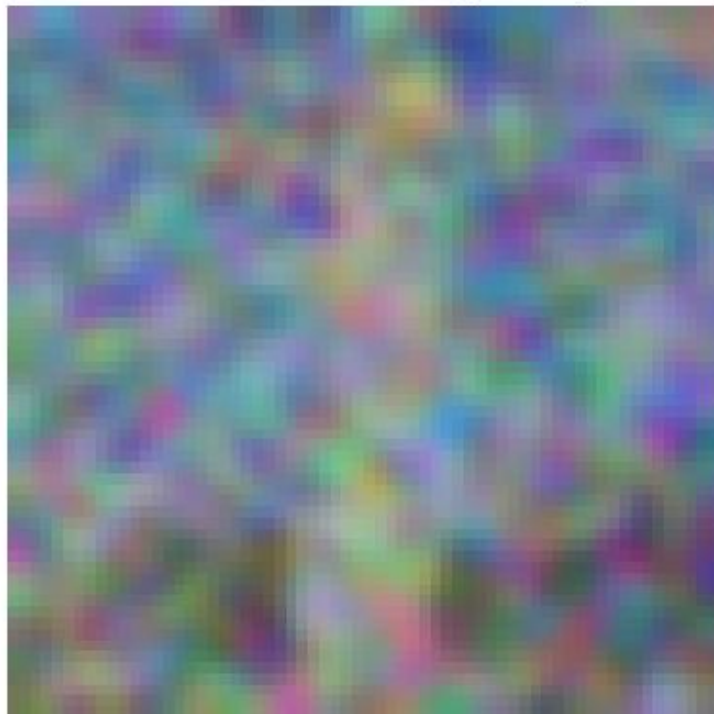


✓ Gaussian-denoised image at $t = 750$

Noisy ($t=750$)



Gaussian Denoised ($t=750$)

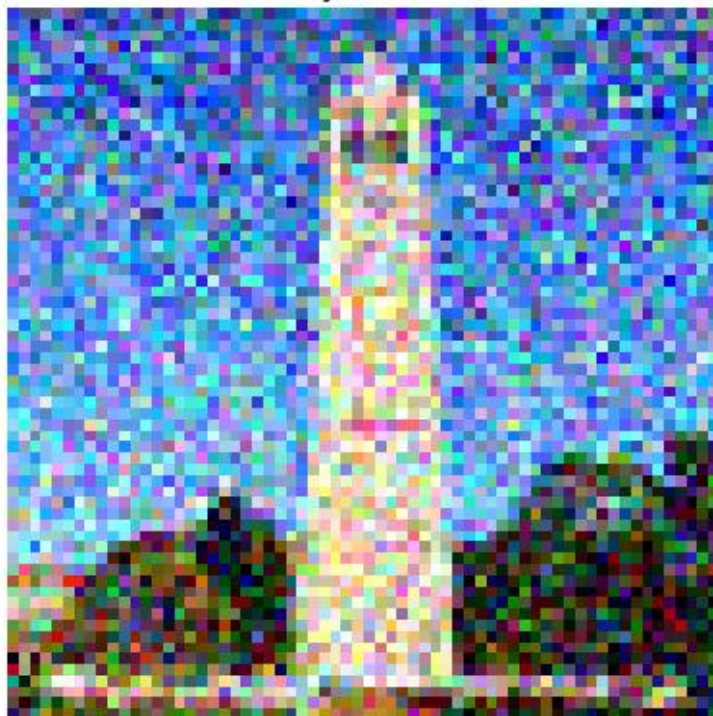


1.3 Single-step Denoising

Original Campanile



Noisy (t=250)



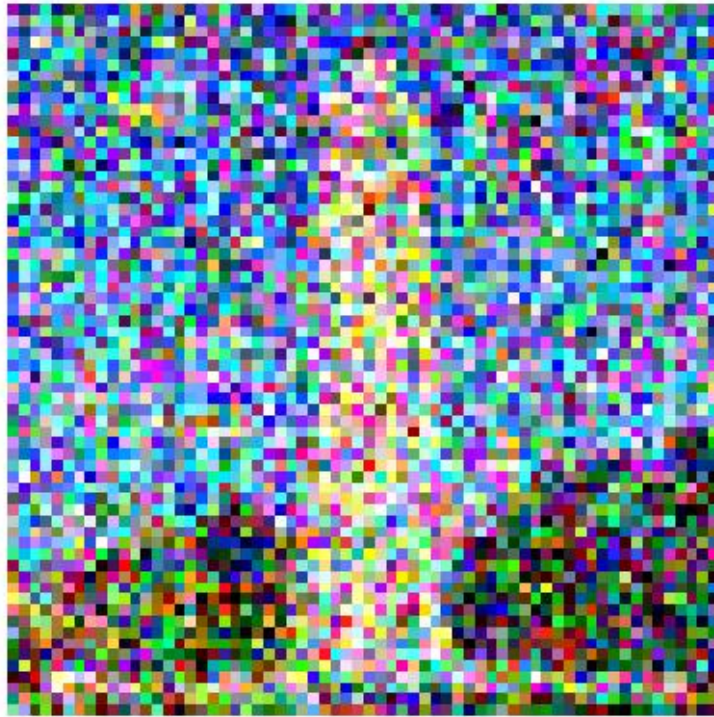
One-step Denoised ($t=250$)



Original Campanile



Noisy ($t=500$)



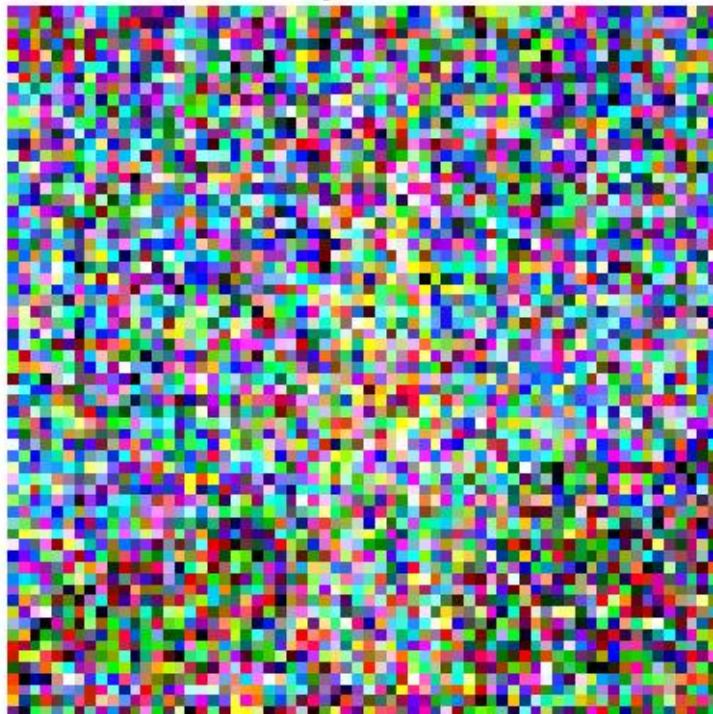
One-step Denoised ($t=500$)



Original Campanile



Noisy (t=750)



One-step Denoised ($t=750$)

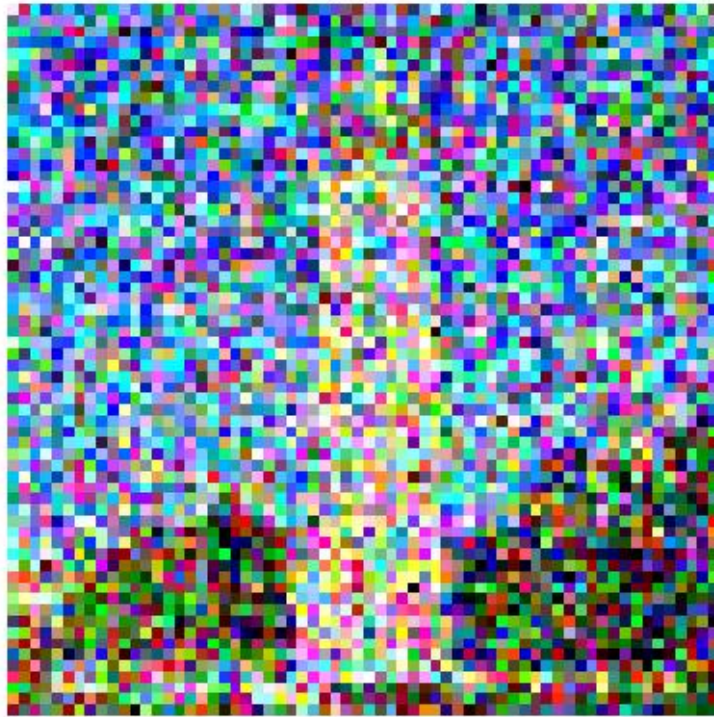


1.4 Iterative Denoising

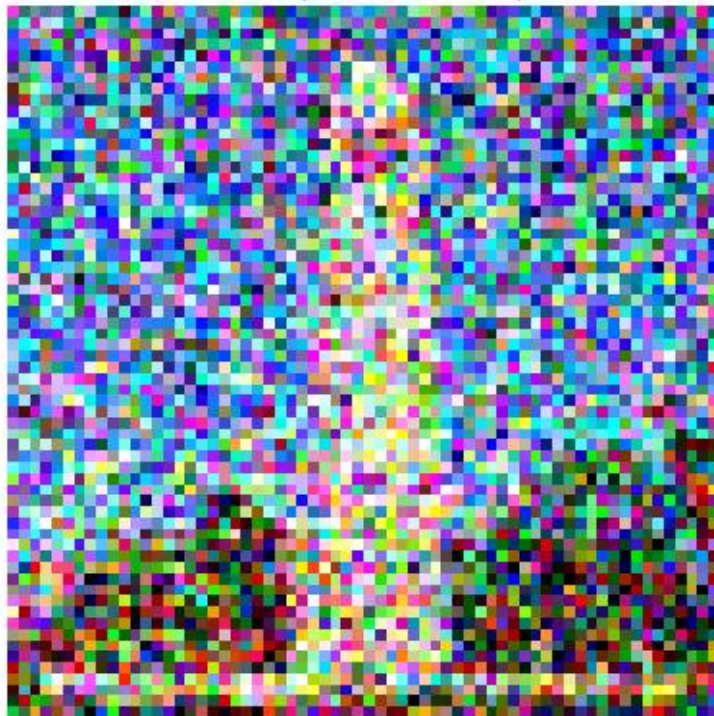
Original



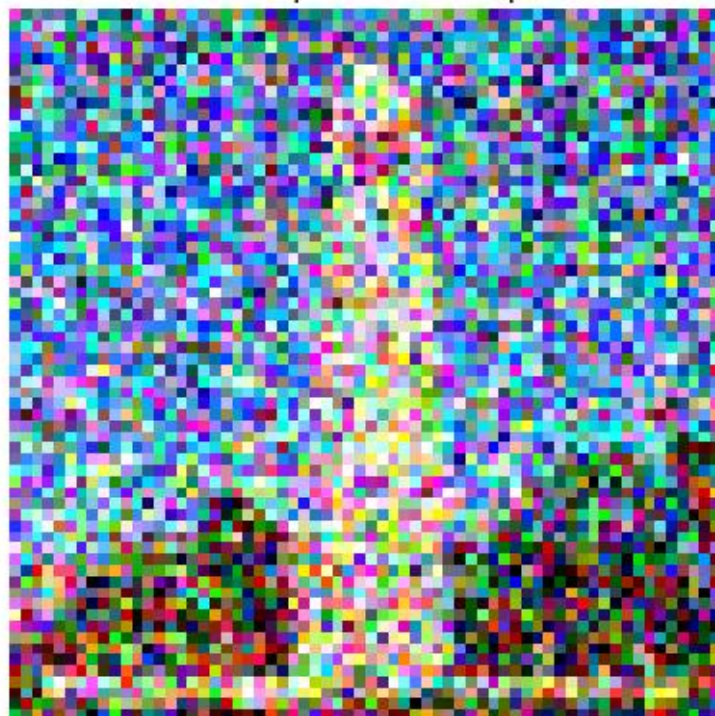
Noisy ($t=500$)



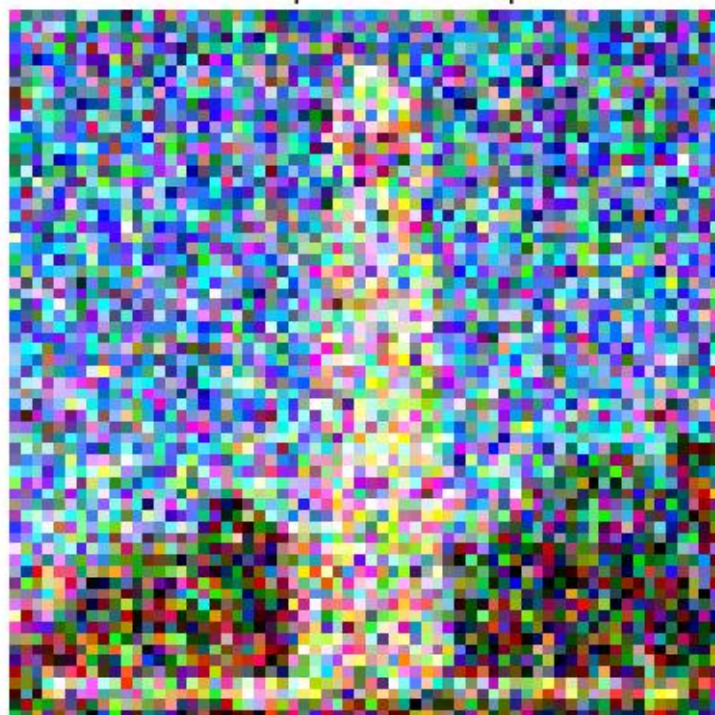
Multi-step denoise step 0



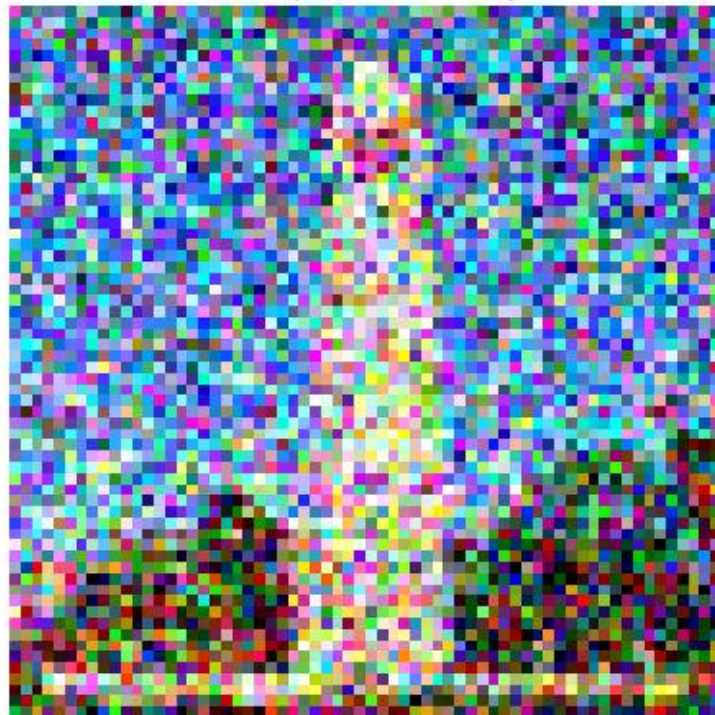
Multi-step denoise step 10



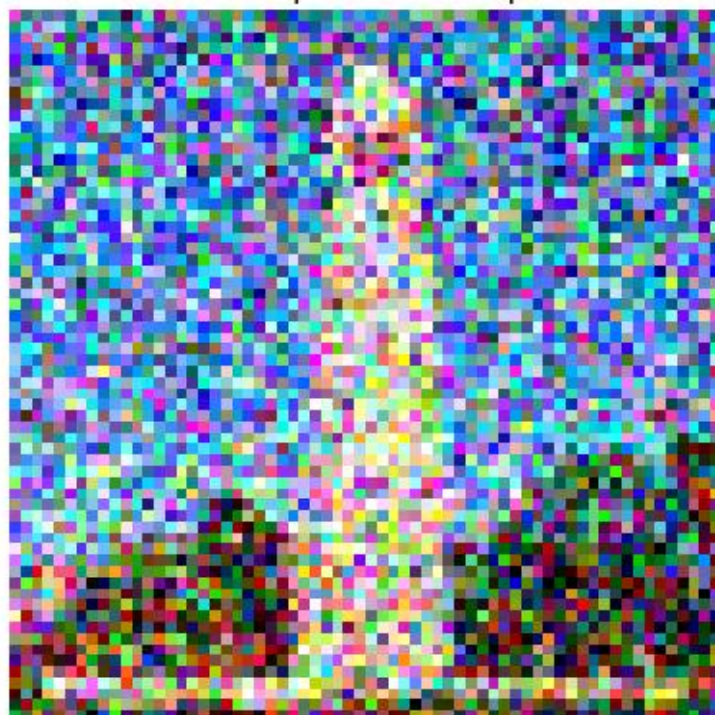
Multi-step denoise step 20



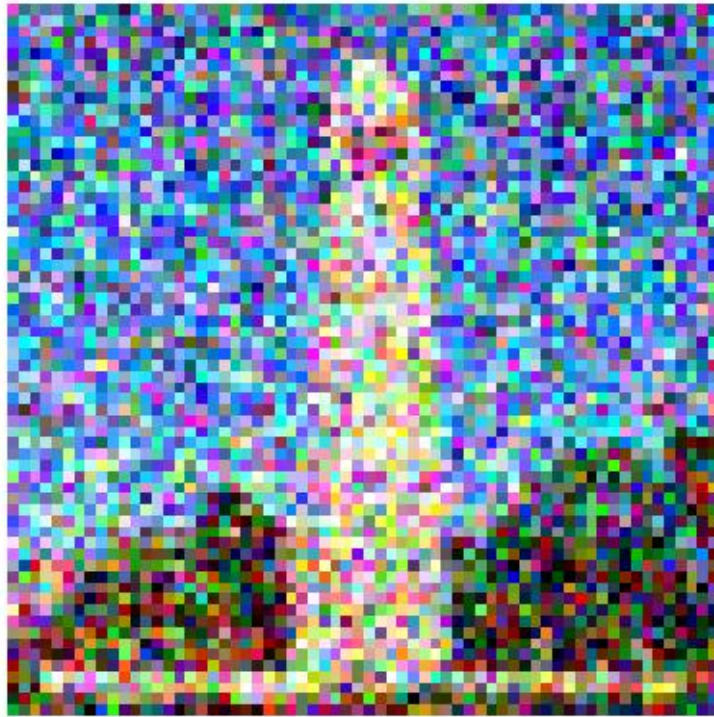
Multi-step denoise step 30



Multi-step denoise step 40



Multi-step denoise step 50



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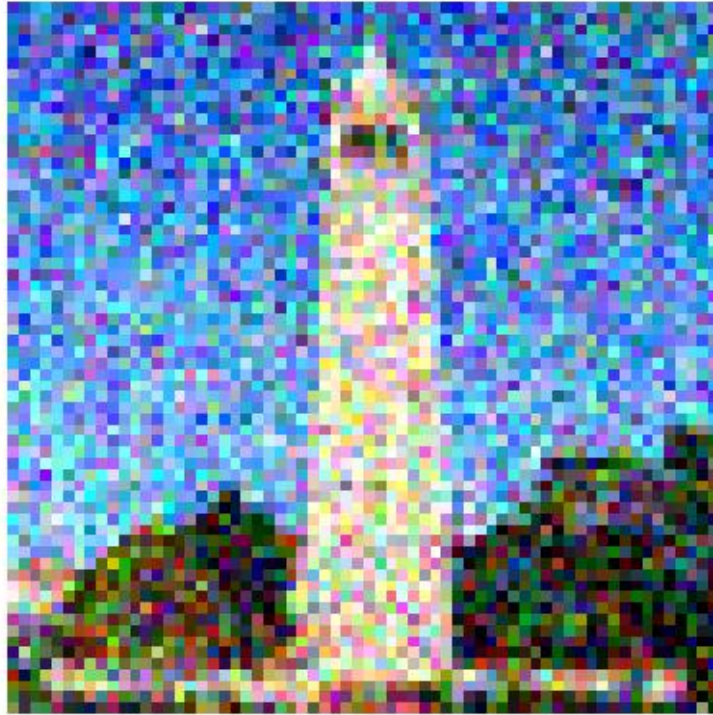
Results for $t = 250$

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Original Image



Noisy (t=250)



One-step Denoised (t=250)

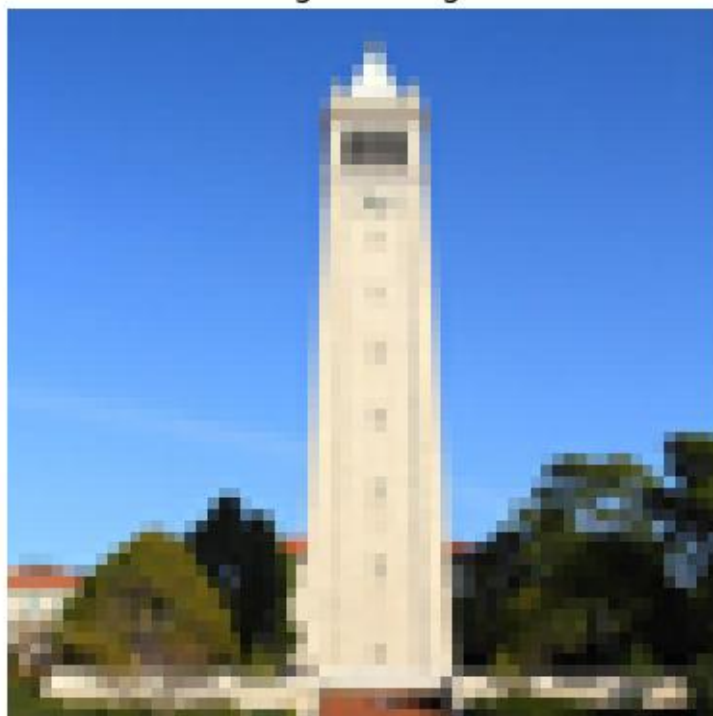


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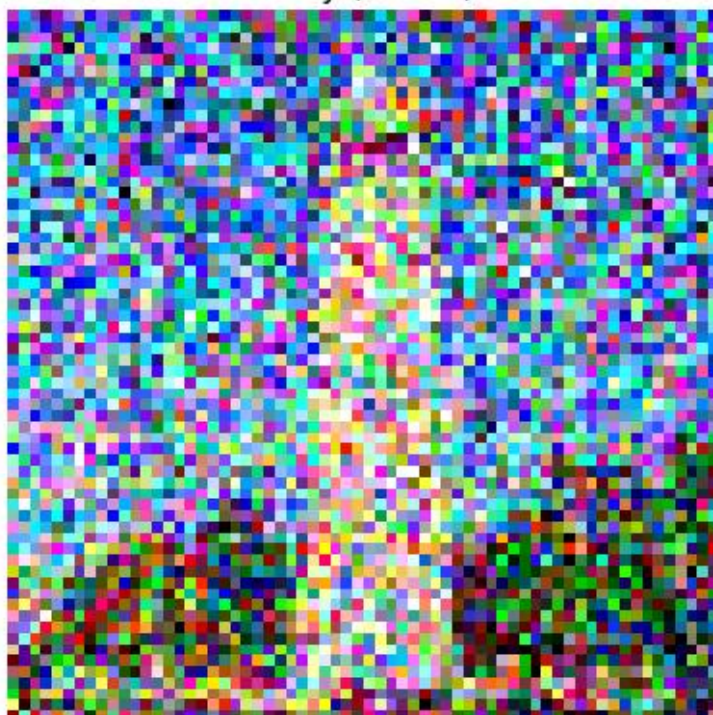
Results for t = 500

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Original Image



Noisy (t=500)



One-step Denoised ($t=500$)

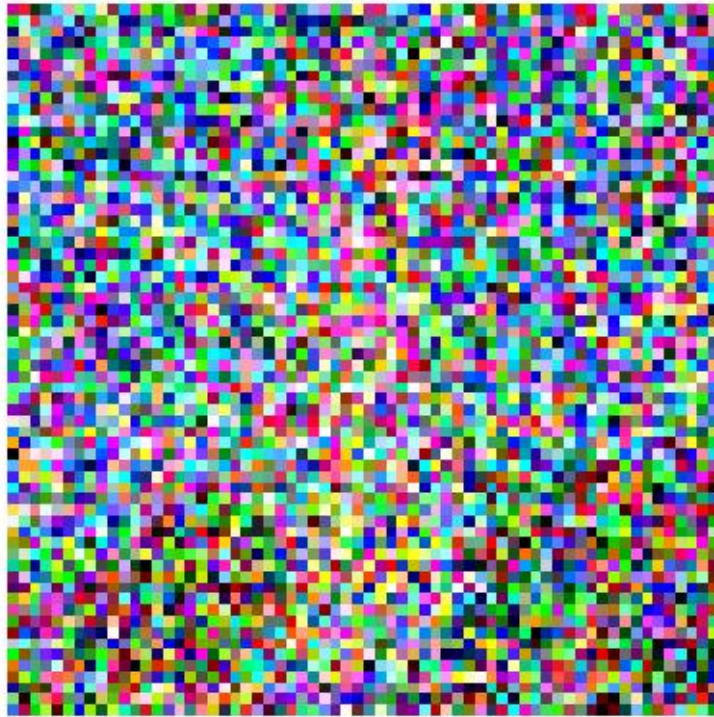


Results for $t = 750$

Original Image



Noisy ($t=750$)



One-step Denoised ($t=750$)

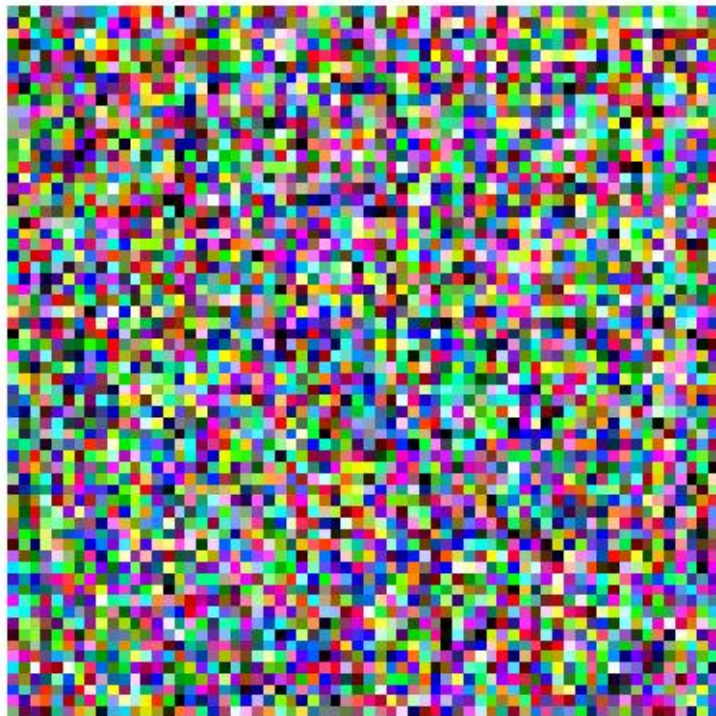


1.5 Sampling from Noise (Diffusion Model Sampling)

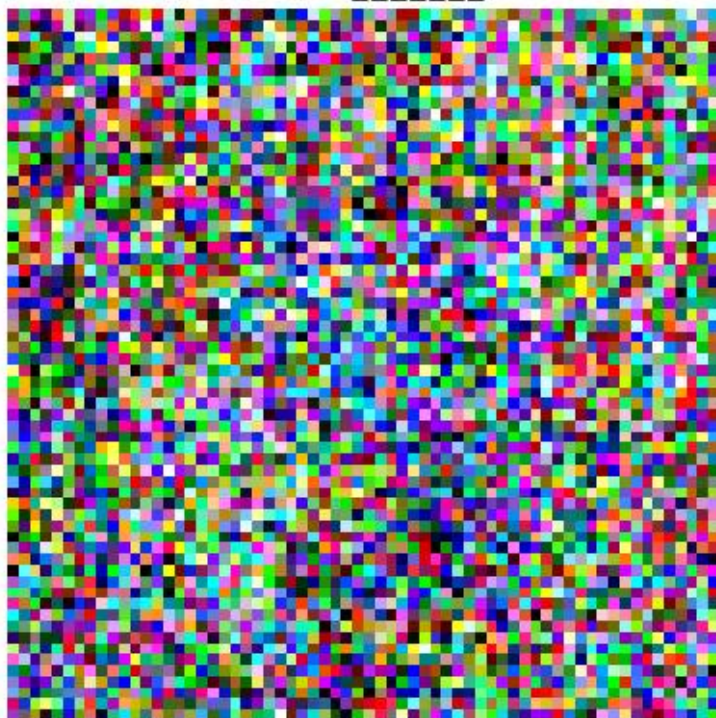
t=999 □□□□□□



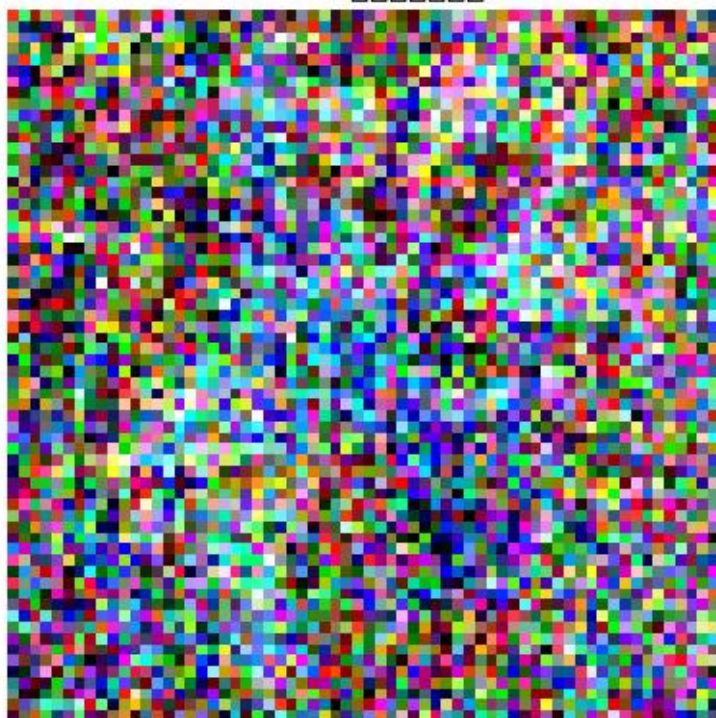
t=856 □□□□□□



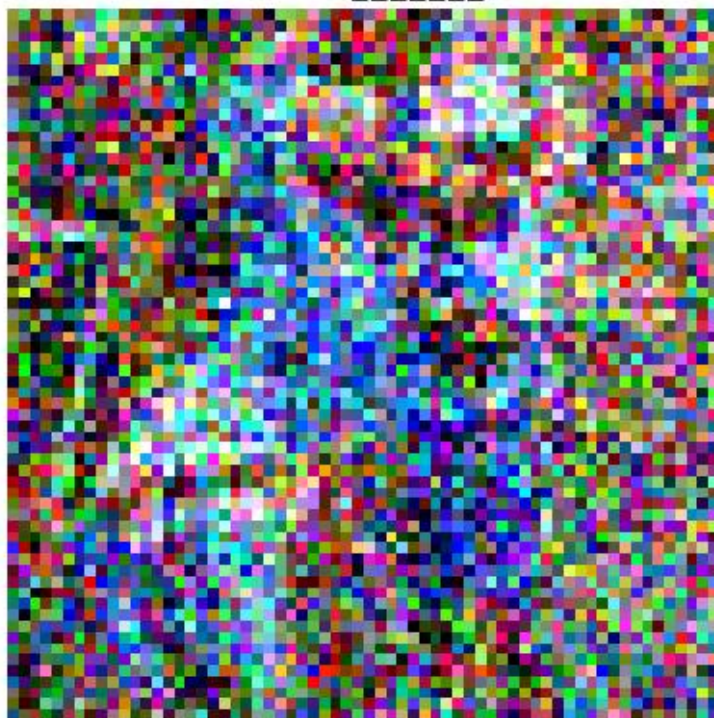
t=713 □□□□□□



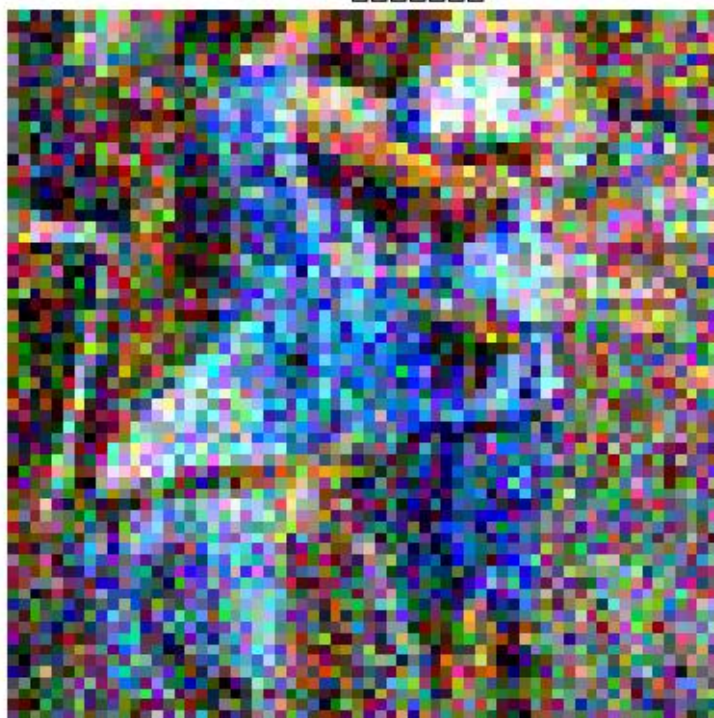
t=570 □□□□□□



t=428 □□□□□□



t=285 □□□□□□



t=142 □□□□□□



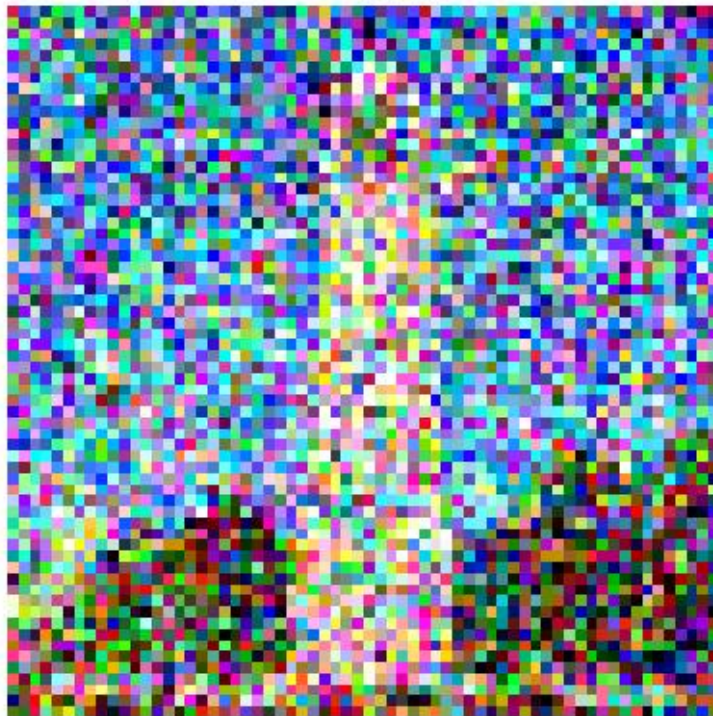
t=0 □□□□□□



原图



t=500 噪声



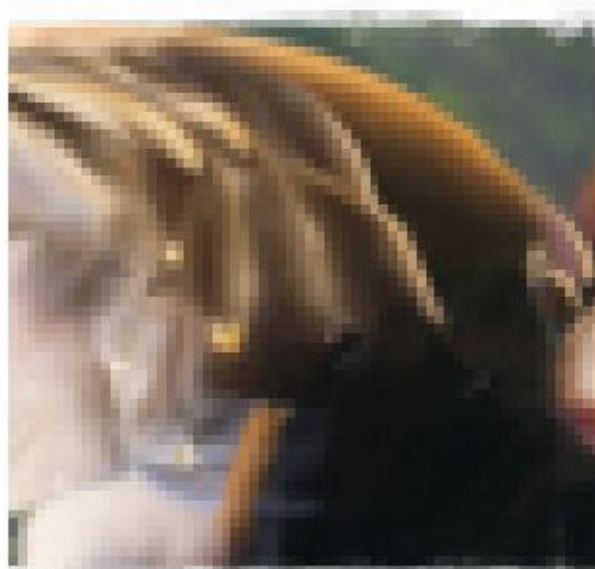
t=500 □□□□□□□□



□□□□□□□□□□ (t=0)



□□ 1



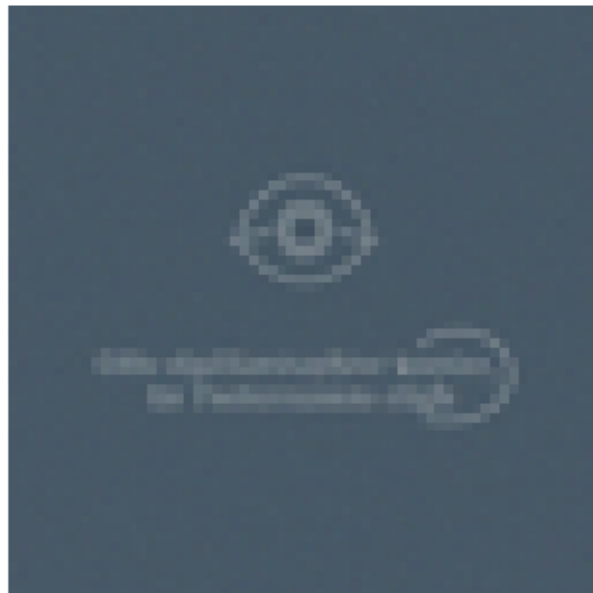
□□ 2



□□ 3



□□ 4

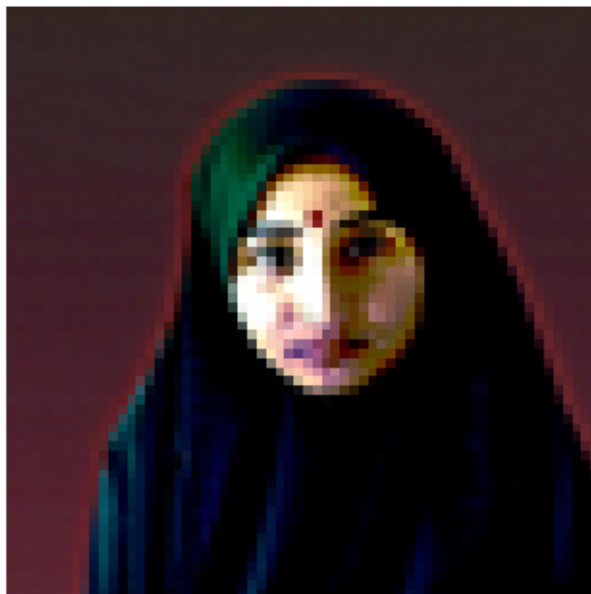


□□ 5



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 ($\gamma=7$)

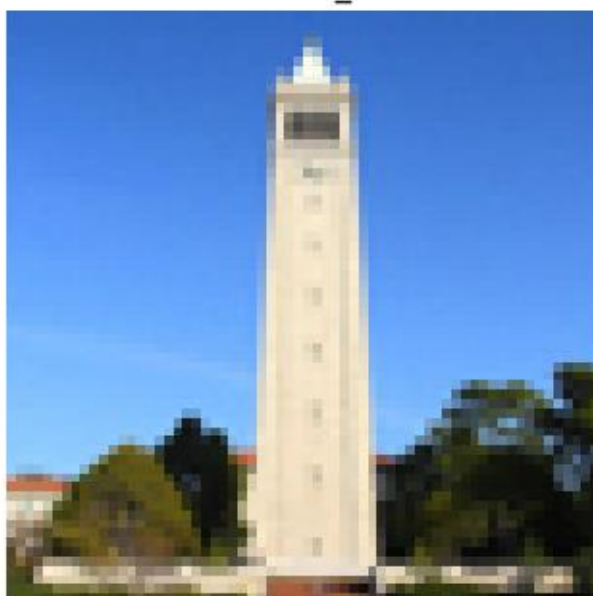


1.7 Image-to-Image Translation (SDEdit)

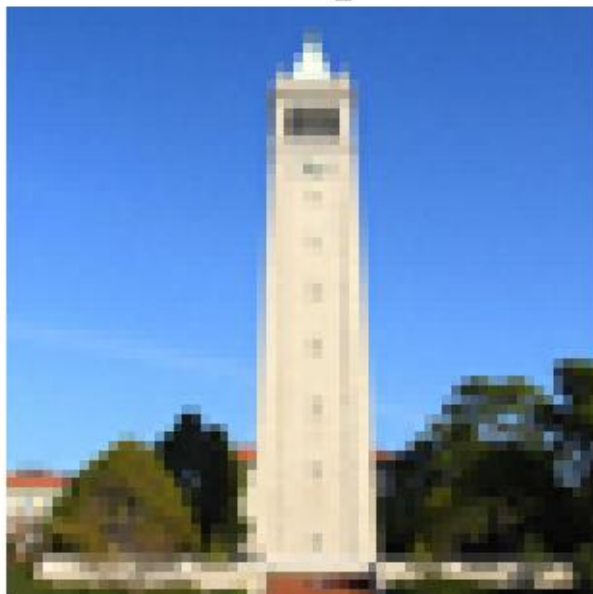
SDEdit with $i_start=1$



SDEdit with $i_start=3$



SDEdit with $i_start=5$



SDEdit with $i_start=7$



SDEdit with $i_start=10$



SDEdit with $i_start=20$



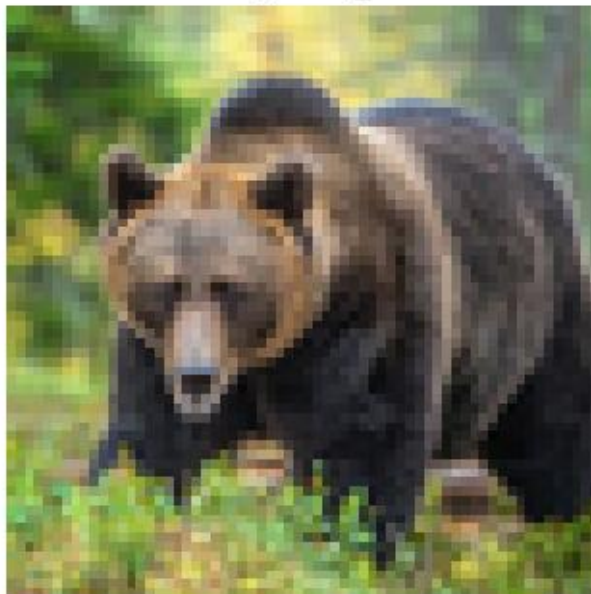
Original Campanile



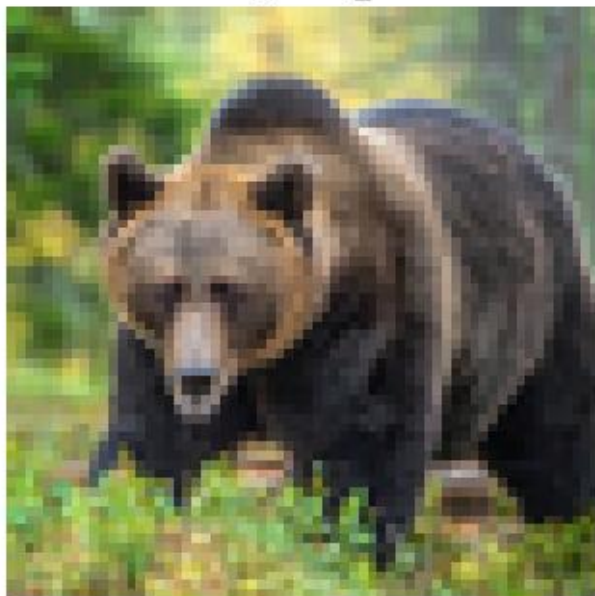
★ 1.7.1 Editing Hand-Drawn + Web Image

(A) One image selected from the internet

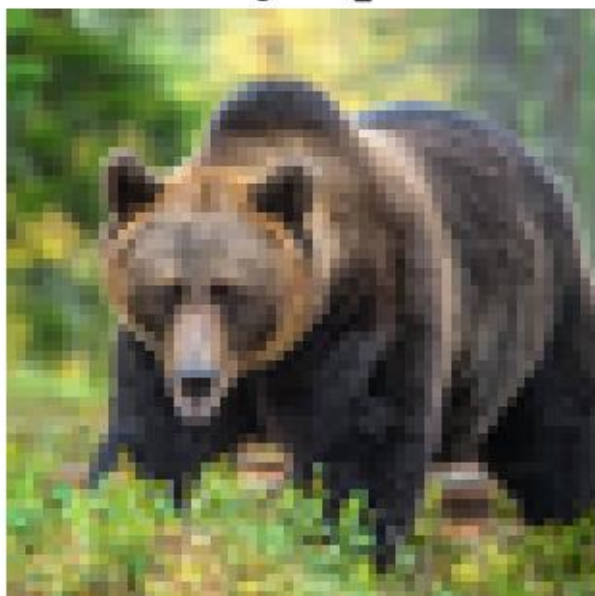
Web image at $i_{\text{start}}=1$



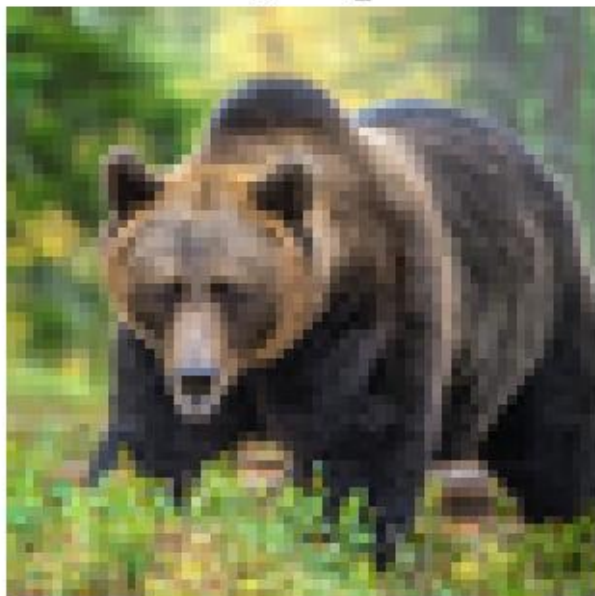
Web image at $i_{\text{start}}=3$



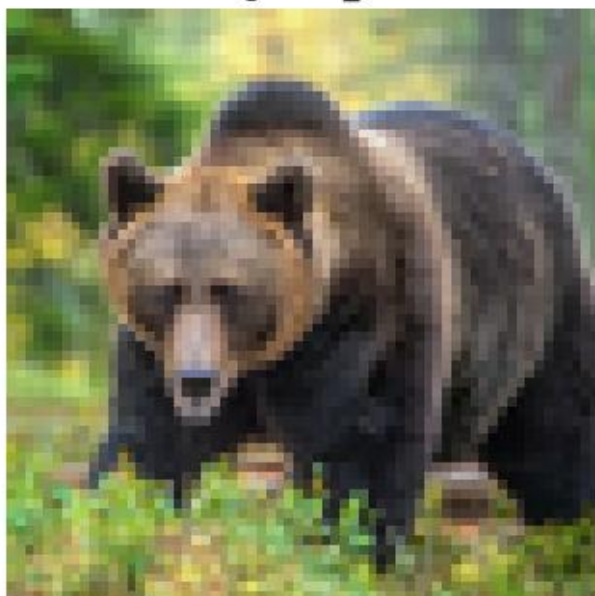
Web image at $i_{\text{start}}=5$



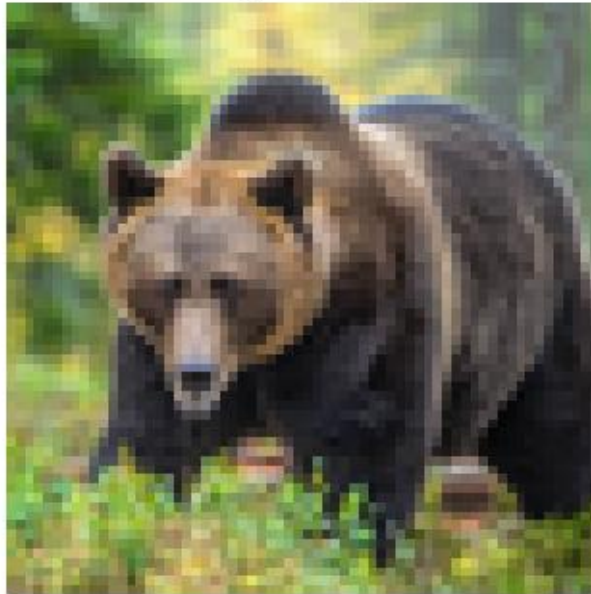
Web image at i_start=7



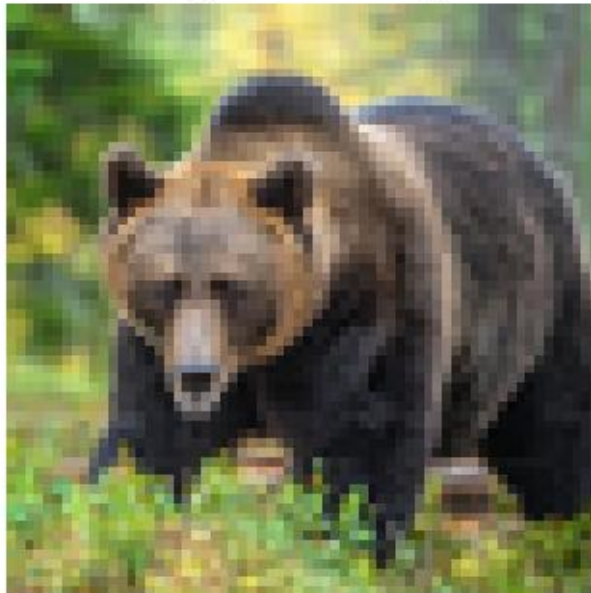
Web image at i_start=10



Web image at $i_start=20$



Original Web Image



(B) Your own hand-drawn sketch

Sketch at $i_{\text{start}}=1$



Sketch at $i_{\text{start}}=3$



Sketch at $i_start=5$



Sketch at $i_start=7$



Sketch at $i_start=10$



Sketch at $i_start=20$



Original Sketch



Sketch at $i_{\text{start}}=1$



Sketch at $i_start=3$



Sketch at $i_start=5$



Sketch at $i_start=7$



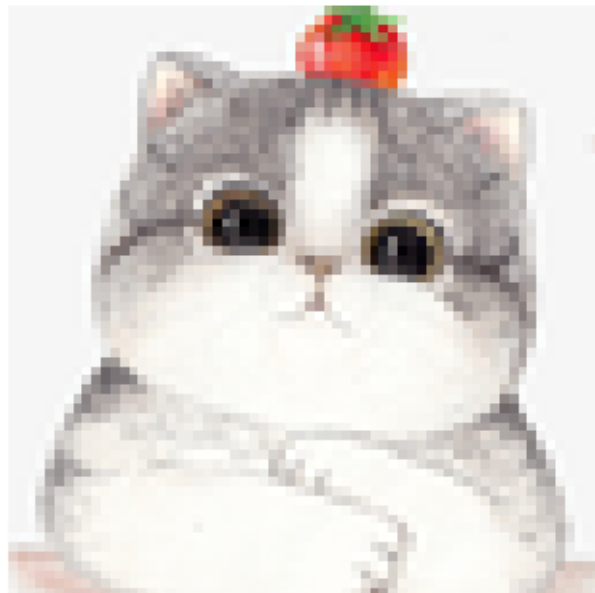
Sketch at $i_start=10$



Sketch at $i_start=20$

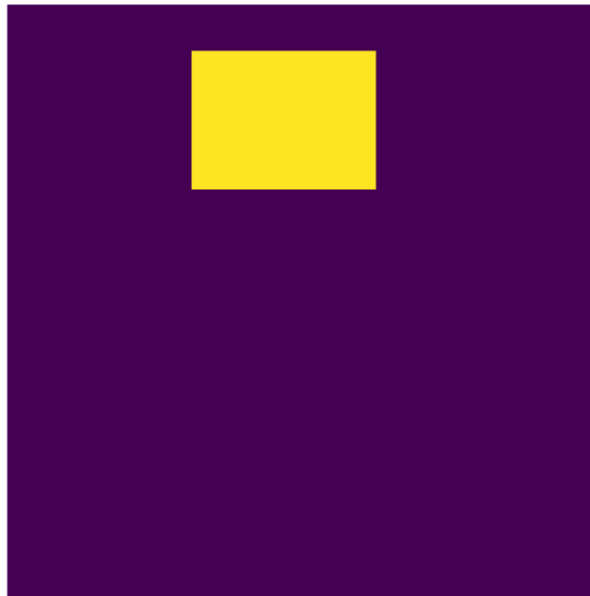


Original Sketch



★ 1.7.2 Inpainting

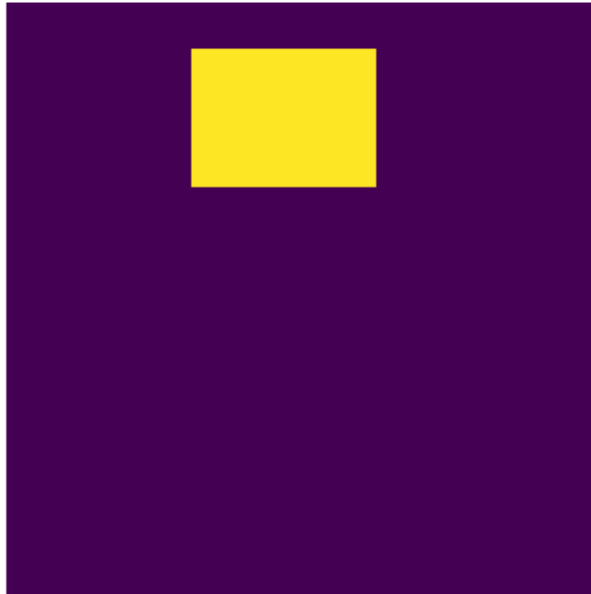
Inpainting Mask



Original Campanile



Mask (white = fill)



Campanile Inpainted



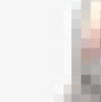
Do inpainting on two additional images of your own.

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



Mask





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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