



# Diffusion models for Image Restoration

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## What is image restoration?



Colourisation



Super-  
resolution



Inpainting  
(regular  
shape)

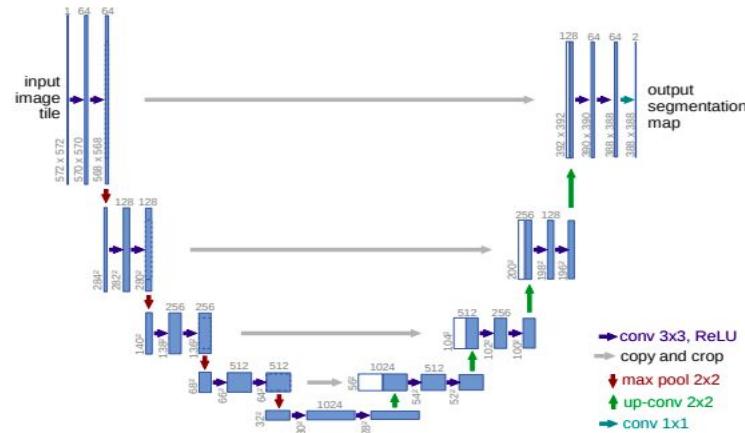


Inpainting  
(arbitrary  
artefacts)



- Since the *input, output and latents have the same dimensionality*, for each step the denoising model is a U-Net with some modifications
  - Group normalisation
  - Global self-attention
  - Sinusoidal positional **time embeddings** concatenated to the input of each block
- Instead of predicting the denoised image, the network predicts the noise that was added to it

## Diffusion architecture - recap



Credit: Ronneberger et al, “Convolutional Networks for Biomedical Image Segmentation”



## Diffusion process - recap



Distribution  
of noised  
images

$$q(x_1, \dots, x_T | x_0) := \prod_{t=1}^T q(x_t | x_{t-1}) \quad (1)$$

$$q(x_t | x_{t-1}) := \mathcal{N}(x_t; \sqrt{1 - \beta_t} x_{t-1}, \beta_t \mathbf{I}) \quad (2)$$

scaling

diagonal covariance matrix

- To produce each latent, we can add noise iteratively (slow)



## Diffusion process - recap



noised latents directly conditioned on the input  $x_0$ . With  $\alpha_t := 1 - \beta_t$  and  $\bar{\alpha}_t := \prod_{s=0}^t \alpha_s$ , we can write the marginal

$$q(x_t|x_0) = \mathcal{N}(x_t; \sqrt{\bar{\alpha}_t}x_0, (1 - \bar{\alpha}_t)\mathbf{I}) \quad (8)$$

$$x_t = \sqrt{\bar{\alpha}_t}x_0 + \sqrt{1 - \bar{\alpha}_t}\epsilon \quad (9)$$

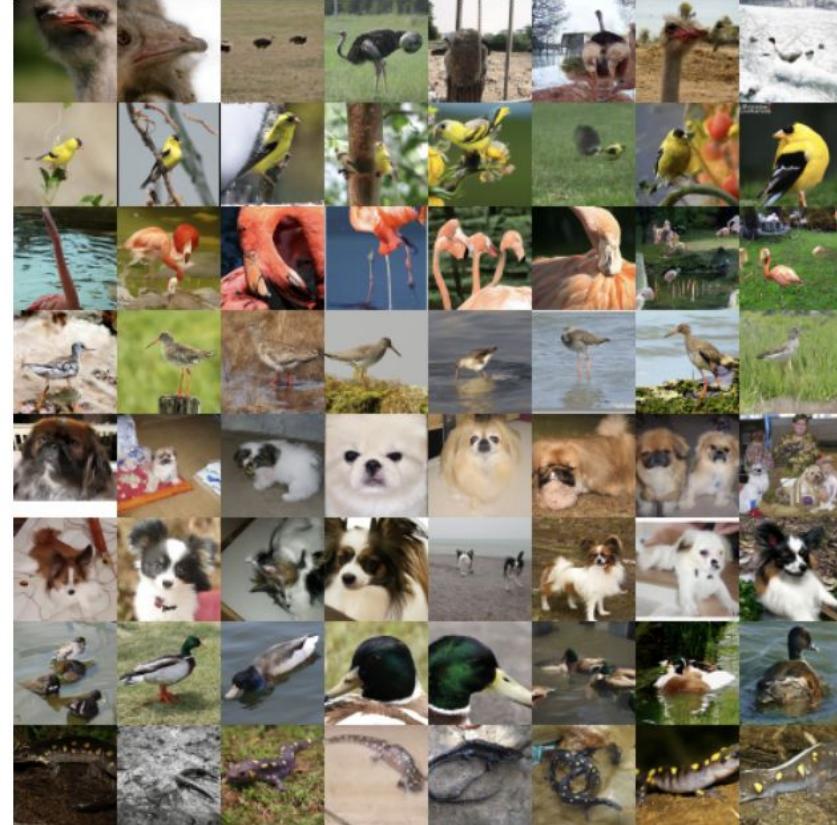
where  $\epsilon \sim \mathcal{N}(0, \mathbf{I})$ . Here,  $1 - \bar{\alpha}_t$  tells us the variance of the noise for an arbitrary timestep, and we could equivalently use this to define the noise schedule instead of  $\beta_t$ .

- ...or we can derive the variance scale for an arbitrary step - accumulate the noise from the first step to the step we need



- We can condition on **class labels** - embed class label  $v_i$  along with time embedding  $e_t$  - (Nichol & Dhariwal, 2021)

Credit: Nichol & Dhariwal,  
“Improved denoising diffusion  
probabilistic models.”





- Classifier guidance  
(Dhariwal & Nichol, 2021)
  - $y$  comes from the downsampling half of the UNet, which is used as a classifier

## Diffusion conditioning - recap



Figure 6: Samples from BigGAN-deep with truncation 1.0 (FID 6.95, left) vs samples from our diffusion model with guidance (FID 4.59, middle) and samples from the training set (right).

Credit: Dhariwal & Nichol,  
“Diffusion Models Beat GANs on  
Image Synthesis”



- Classifier guidance (Dhariwal & Nichol, 2021)

$$p_{\theta, \phi}(x_t | x_{t+1}, y) = Z p_{\theta}(x_t | x_{t+1}) p_{\phi}(y | x_t)$$

$$\begin{aligned}\nabla_{x_t} \log(p_{\theta}(x_t)p_{\phi}(y|x_t)) &= \nabla_{x_t} \log p_{\theta}(x_t) + \nabla_{x_t} \log p_{\phi}(y|x_t) \\ &= -\frac{1}{\sqrt{1-\bar{\alpha}_t}} \epsilon_{\theta}(x_t) + \nabla_{x_t} \log p_{\phi}(y|x_t)\end{aligned}$$

$$\hat{\epsilon}(x_t) := \epsilon_{\theta}(x_t) - \sqrt{1-\bar{\alpha}_t} \nabla_{x_t} \log p_{\phi}(y|x_t)$$



## Diffusion conditioning - recap



“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”



“a surrealist dream-like oil painting by salvador dalf of a cat playing checkers”



“a professional photo of a sunset behind the grand canyon”



“a high-quality oil painting of a psychedelic hamster dragon”



“an illustration of albert einstein wearing a superhero costume”

- We can condition on text descriptions

- Each attention layer is attending to each token for the text embedding
- Doesn't work very well still

Credit: Dhariwal & Nichol,  
“GLIDE: Towards Photorealistic Image Generation and Editing

with  
Text-Guided Diffusion Models”



- CLIP guided diffusion:
  - At inference time, use CLIP guidance
  - CLIP outputs a similarity score between image and text for each pixel
  - Use that gradient at each time step to push the image in the direction which would give it higher score/smaller CLIP loss

## Diffusion conditioning - recap



(c) GLIDE (CLIP guidance, scale 2.0)



- Classifier-free guidance:
  - Train with and without text embeddings
  - Predict an image without the text prompt and with the text prompt
  - Find the difference between the two
  - Use that gradient to go in the direction of the image with text using a scaling factor for the vector

## Diffusion conditioning - recap



(d) GLIDE (Classifier-free guidance, scale 3.0)



## Diffusion models for image restoration

*End-to-end training with conditioning*

- SR3
- Palette

*Using pre-trained models, conditioning only during inference*

- DDRM
- RePaint
- Stable Diffusion
- DiffEdit (bonus!)



## SR3 (Saharia et al.)

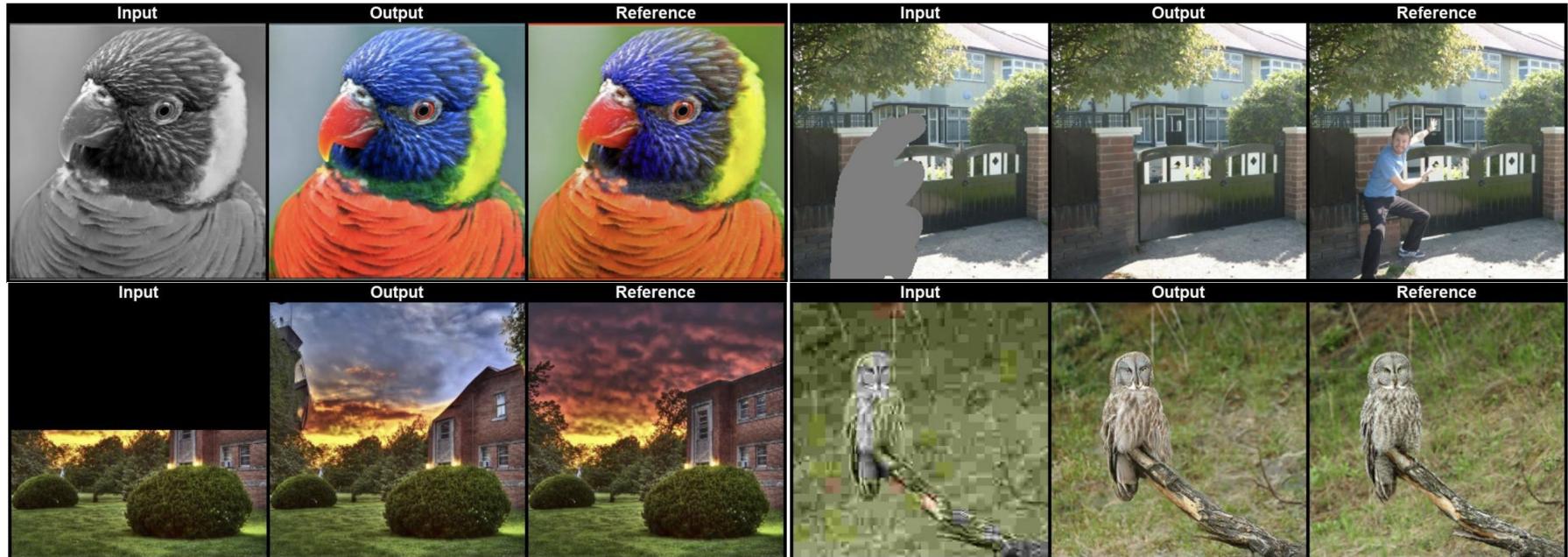


- We can condition on another image
  - low res image for superresolution
  - grayscale image for colourisation
  - images with missing patches for inpainting
- Concatenate noise vector with the conditioning image
- Slow, diffusing the entire image

Credit: Saharia et al, "Image Super-Resolution via Iterative Refinement"



## Palette: Image-to-Image Diffusion Models (Saharia et al.)



Credit: Saharia et al, "Palette: Image-to-Image Diffusion Models"



# Diffusion model for film artifact removal

input

Medium level damage:



reconstruction 3 weeks ago



reconstruction 2 weeks ago



reconstruction now



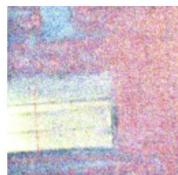
GT



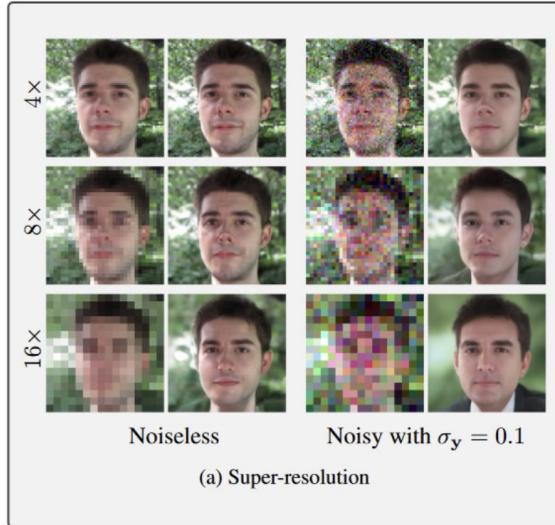
High level damage:



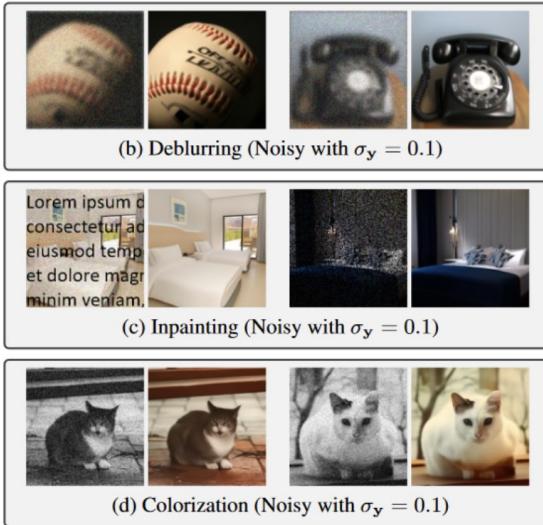
Low level damage:



- 97.8 M params
- bs=8
- 1M iterations in SR3 paper
- **very** slow if you don't have a TPU
- task-specific - need lots of data



(a) Super-resolution



Credit: Kawar et al, “Denoising Diffusion Restoration Models”

$$\mathbf{y} = \mathbf{H}\mathbf{x} + \mathbf{z},$$

$$q(\mathbf{x}_{1:T} | \mathbf{x}_0, \mathbf{y}) = q^{(T)}(\mathbf{x}_T | \mathbf{x}_0, \mathbf{y}) \prod_{t=0}^{T-1} q^{(t)}(\mathbf{x}_t | \mathbf{x}_{t+1}, \mathbf{x}_0, \mathbf{y}),$$

## DDRM (Kawar et al., 2022)

- use pretrained unconditional DDPM
- decompose degradation operator  $\mathbf{H}$  using SVD
- perform diffusion in spectral space



# RePaint (Lugmayr et al., 2022)

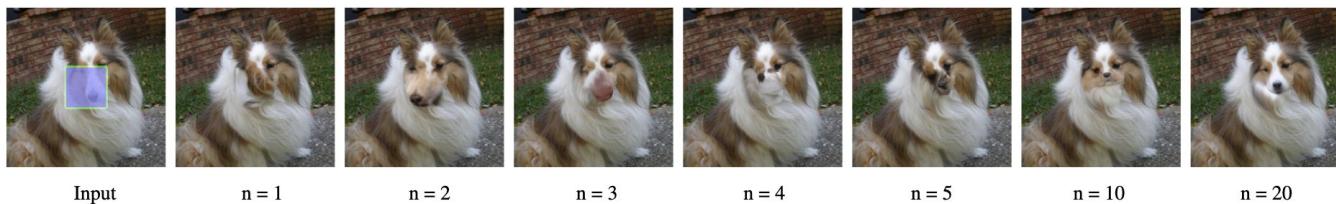
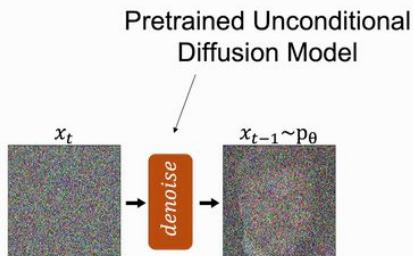
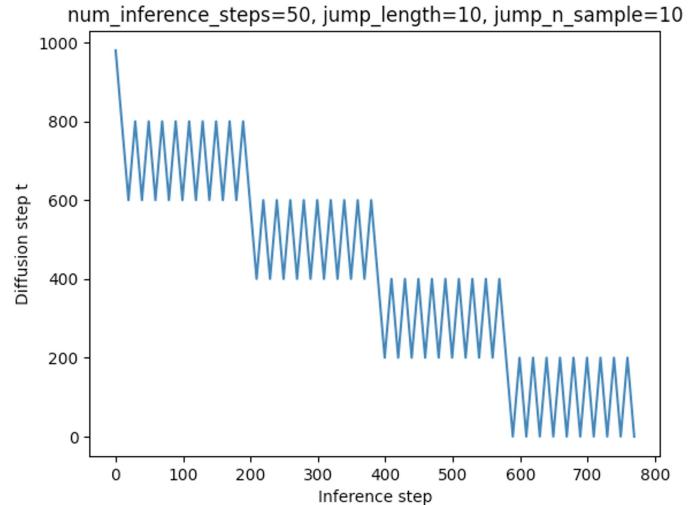


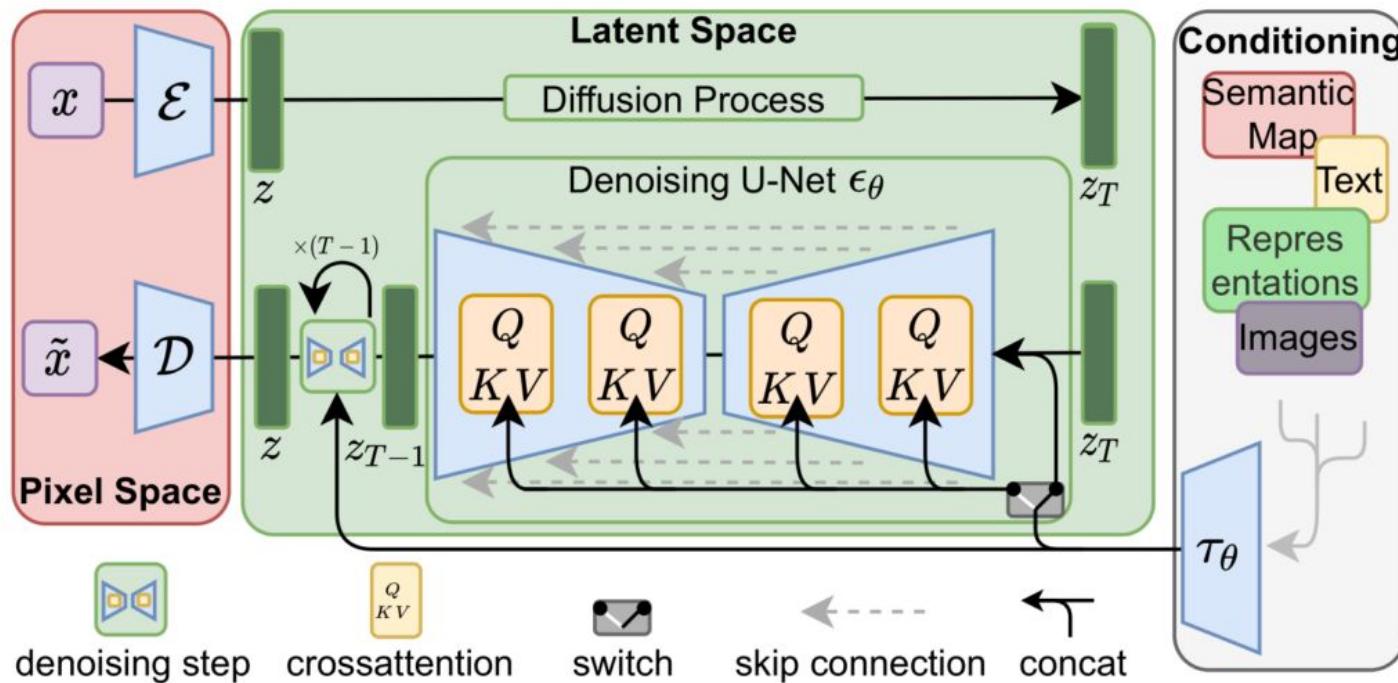
Figure 3. The effect of applying  $n$  sampling steps. The first example with  $n = 1$  is the DDPM baseline, the second with  $n = 2$  is with one resample step. More resampling steps lead to more harmonized images. The benefit saturates at about  $n = 10$  resamplings.



Credit: Lugmayr et al,  
“RePaint: Inpainting  
using Denoising  
Diffusion Probabilistic  
Models”



# Latent diffusion (Romach et al.)

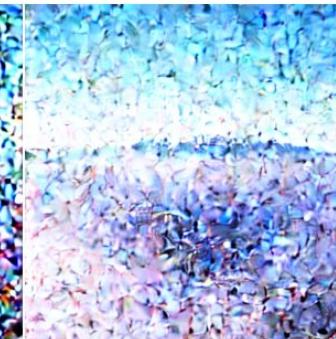
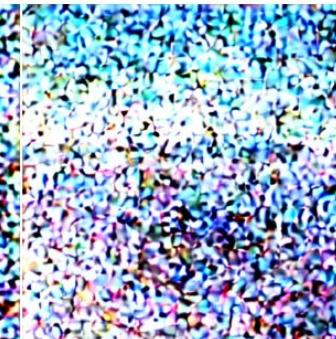
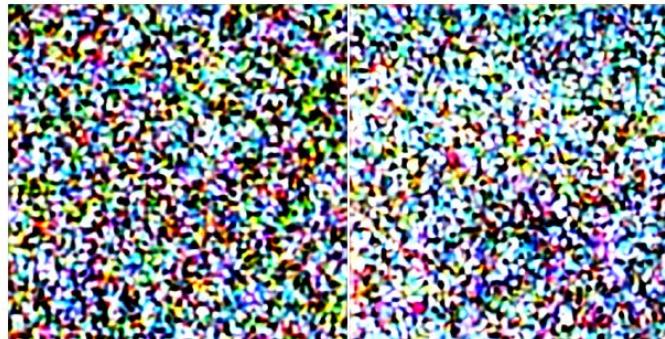
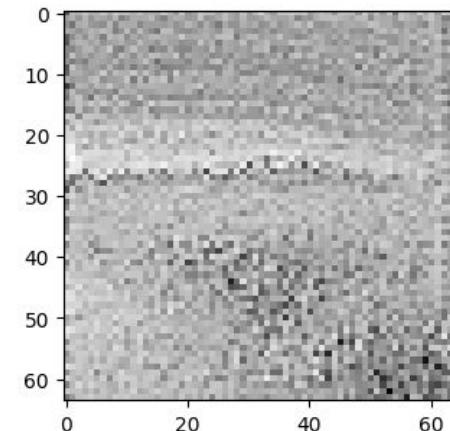
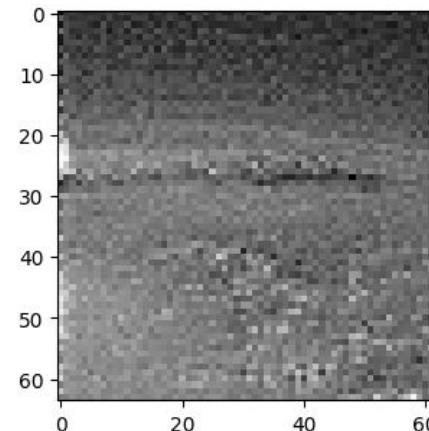
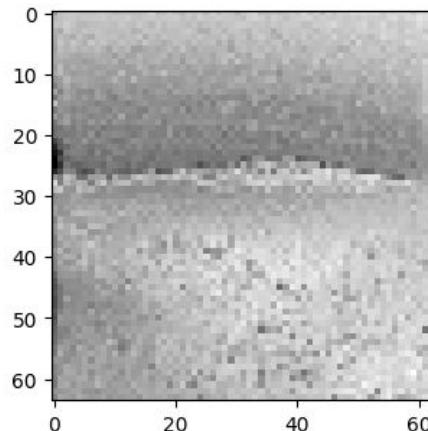
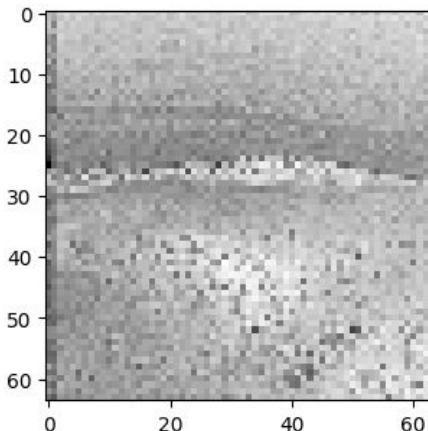


Credit: Romach et al., "High-Resolution Image Synthesis with Latent Diffusion Models"



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## Latent diffusion (Romach et al.)





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## Stable Diffusion Inpainting



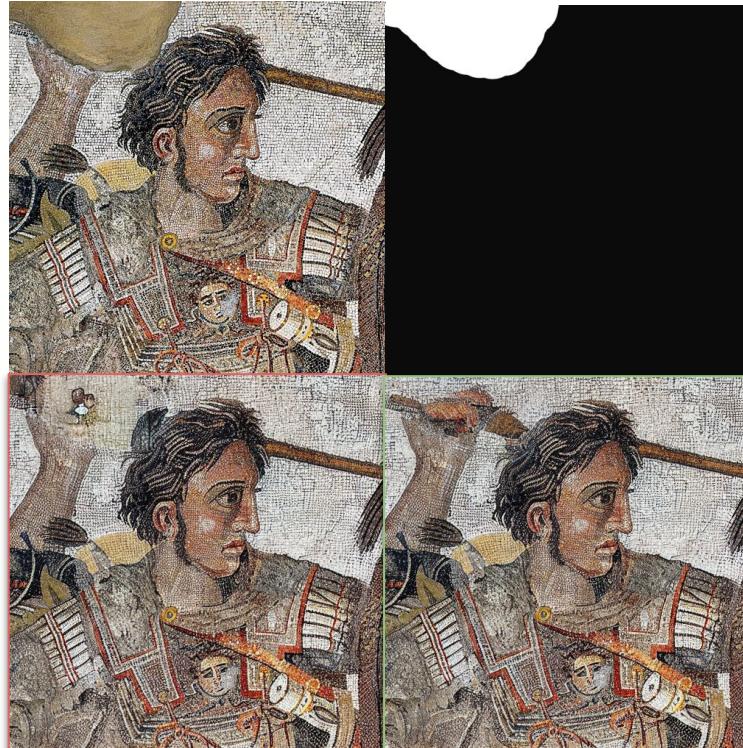
“cat sitting on a bench”



# Stable Diffusion Inpainting

## Unconditional (legacy)

- use pre-trained SD
- make prediction from noise
- mask out the latents
- make next prediction
- etc



## Conditional

- fine-tune pre-trained SD model on inpainting
- pass the mask, masked latents, original latents as a 9-channel input to the U-Net



What if we tried RePaint it in latent space?



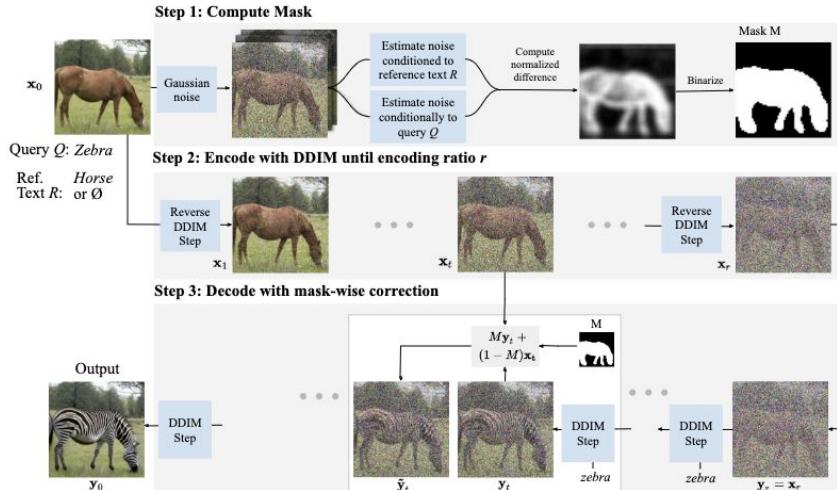


## RePaint (Lugmayr et al., 2022)

What if we tried it in latent space?



- Only works with the sampler used to train SD



Credit: Couairon et al., "DiffEdit:  
Diffusion-based semantic image editing with  
mask guidance"

## DiffEdit (Couairon et al., 2022)

- denoise once using reference text
- denoise again using query text
- the difference in noise estimates => locations that are predicted to change the most between conditioning on the original and new texts



## DiffEdit (Couairon et al., 2022)

reference: “horse”

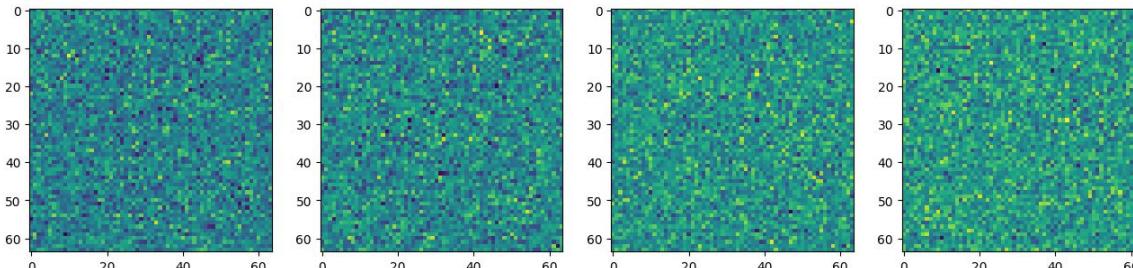
query: “zebra”

- noise-denoise 10 times with each prompt
- accumulate predicted noises
- find difference

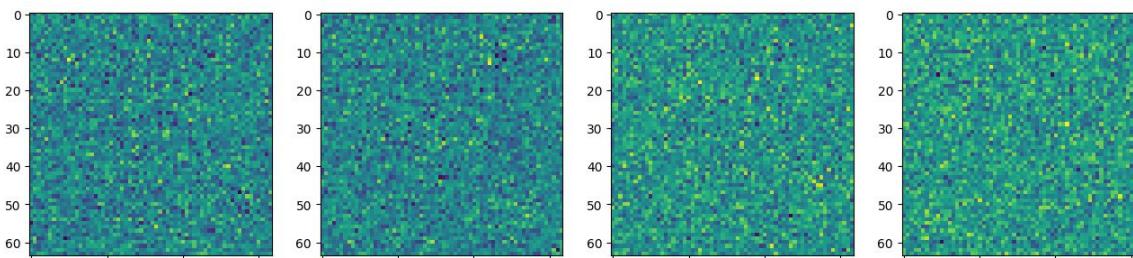
Check out “[DiffEdit paper implementation](#)” by Kevin Bird



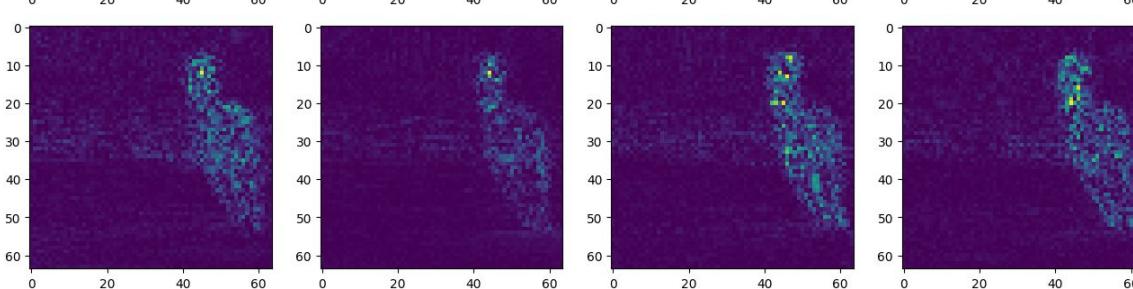
## DiffEdit (Couairon et al., 2022)



“horse” noise



“zebra” noise

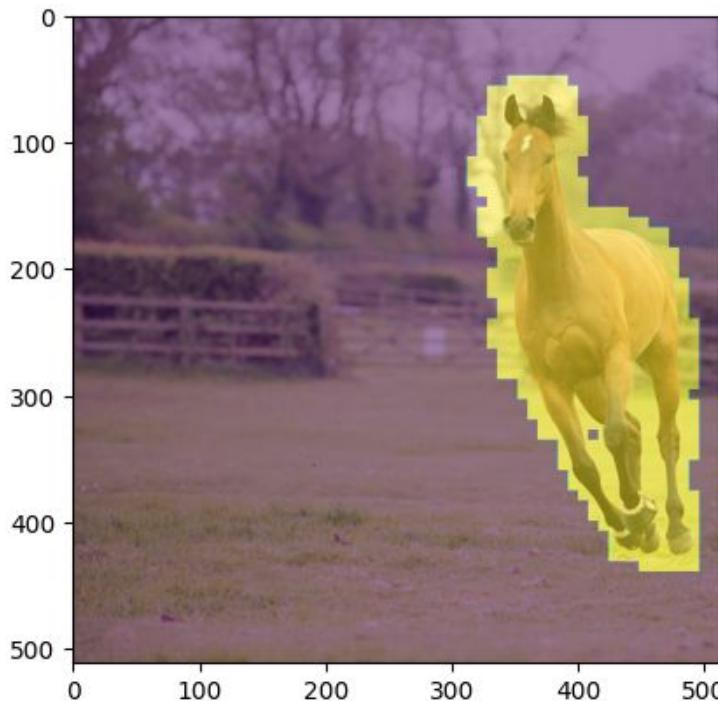


difference



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## DiffEdit (Couairon et al., 2022)

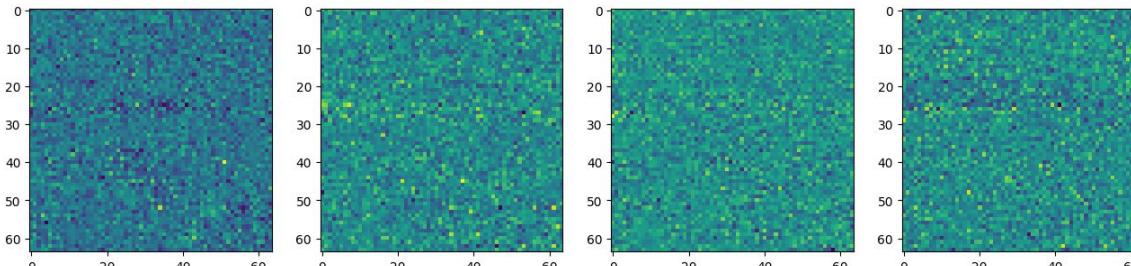


horse - zebra

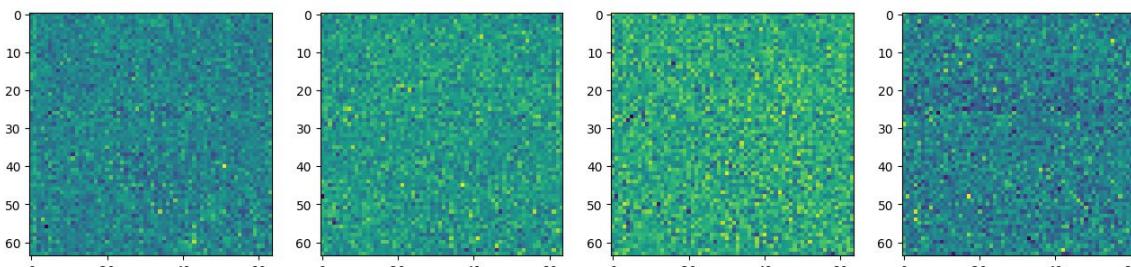




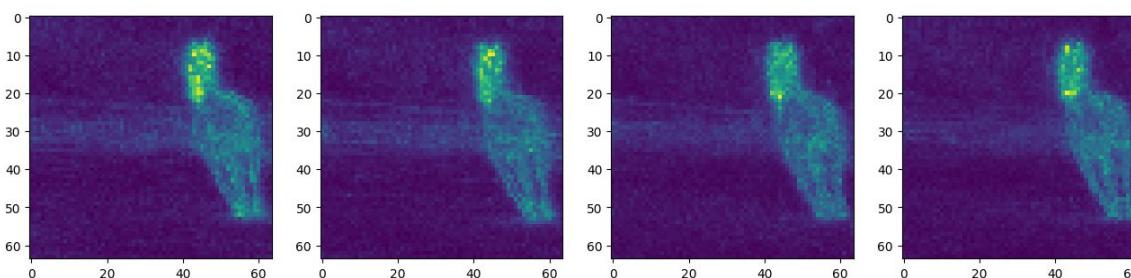
## DiffEdit (Couairon et al., 2022) - new idea



“horse” noise



“- horse” noise

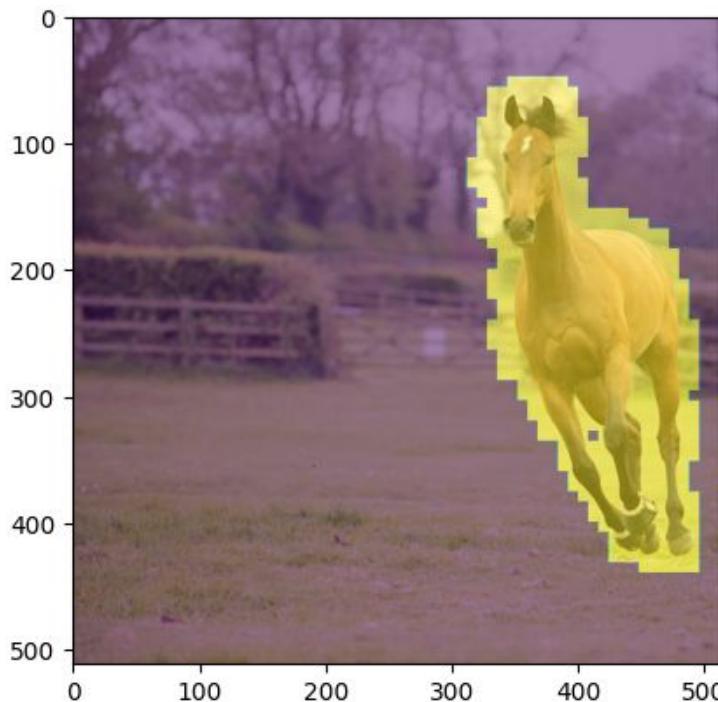


difference

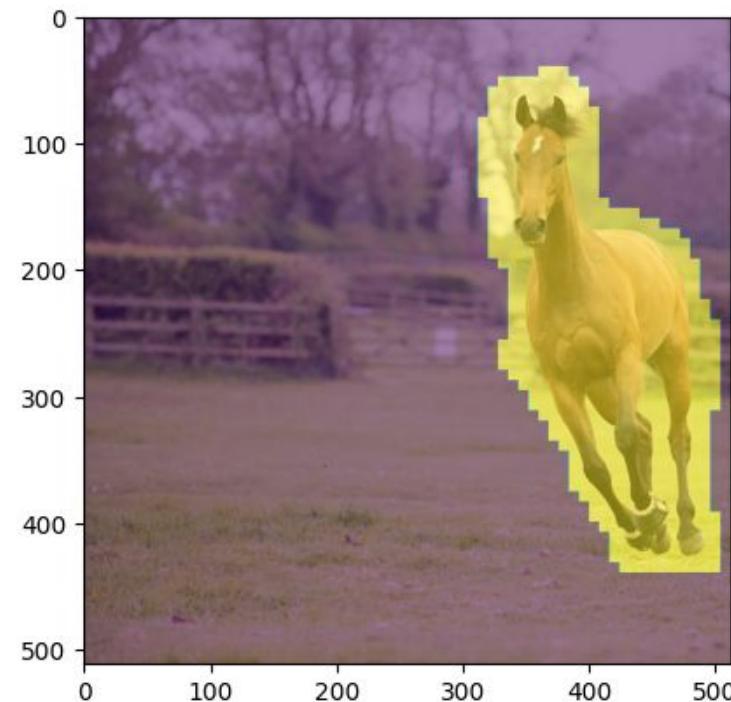


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## DiffEdit (Couairon et al., 2022)



horse - zebra



horse - (-horse)

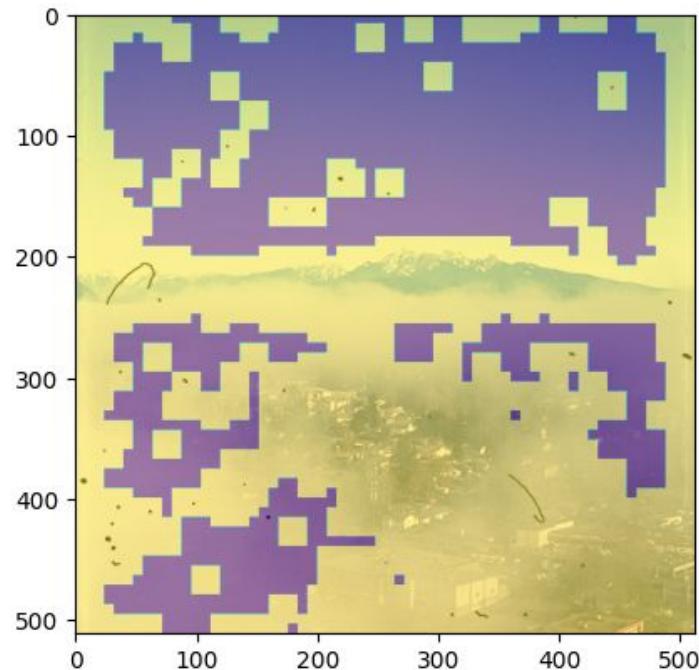


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damaged film photo

## DiffEdit (Couairon et al., 2022)



damaged film photo - (-damaged film photo)



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# Thank you!





## References

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