

# PixPerfect: Seamless Latent Diffusion Local Editing with Discriminative Pixel-Space Refinement

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## Motivation

- Latent Diffusion Model enables high-quality local image editing and inpainting, but latent compression leaves pixel artifacts (color shifts, texture mismatches, misalignment), causing **visible seams at edit boundaries**.
- Existing fixes (background-conditioned decoding, simple harmonization) reduce but rarely remove artifacts, and do not generalize well across tasks and latent spaces.
- We propose a **model- and task-agnostic pixel-space refiner** that can plug into diverse LDM pipelines and **clean up artifacts for seamless, production-level edits**.

## Diffusion Inpainting



## Object Removal and Insertion



## Quantitative Results

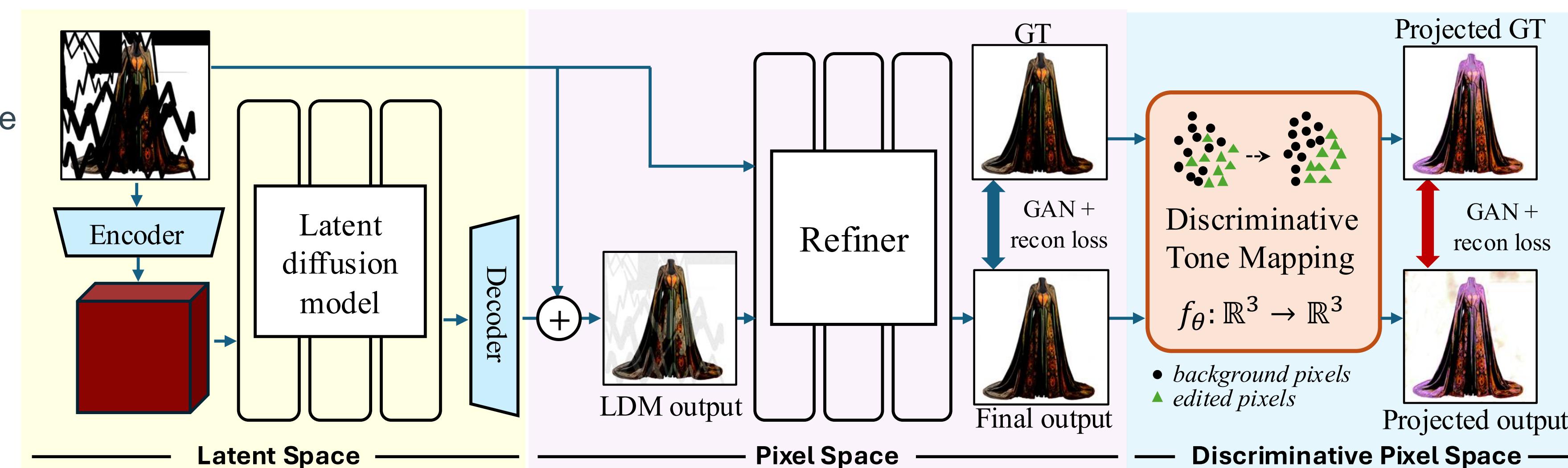
Dataset	Method	MISATO					
		FID $\downarrow$	LPIPS $\downarrow$	L1 $\downarrow$	PSNR $\uparrow$	U-IDS $\uparrow$	P-IDS $\uparrow$
SDv1.5 [38]		18.15	0.229	0.068	19.01	9.55	4.03
<b>SDv1.5-PixPerfect</b>		13.25	0.171	0.044	20.40	17.24	<b>10.89</b>
SDv2 [38]		18.68	0.236	0.067	19.04	8.24	3.83
<b>SDv2-PixPerfect</b>		16.28	0.189	0.048	19.81	13.13	7.71
FLUX-Fill [3]		14.66	0.195	0.062	20.90	8.39	3.18
FLUX-Fill-AsyVQ [65]		15.99	0.202	0.057	20.91	7.46	3.33
FLUX-Fill-DH [63]		14.02	0.190	0.056	20.89	10.38	4.79
<b>FLUX-Fill-PixPerfect</b>		<b>10.87</b>	<b>0.141</b>	<b>0.036</b>	<b>22.18</b>	<b>18.09</b>	9.53

Results on inpainting + refinement

Results on editing + refinement

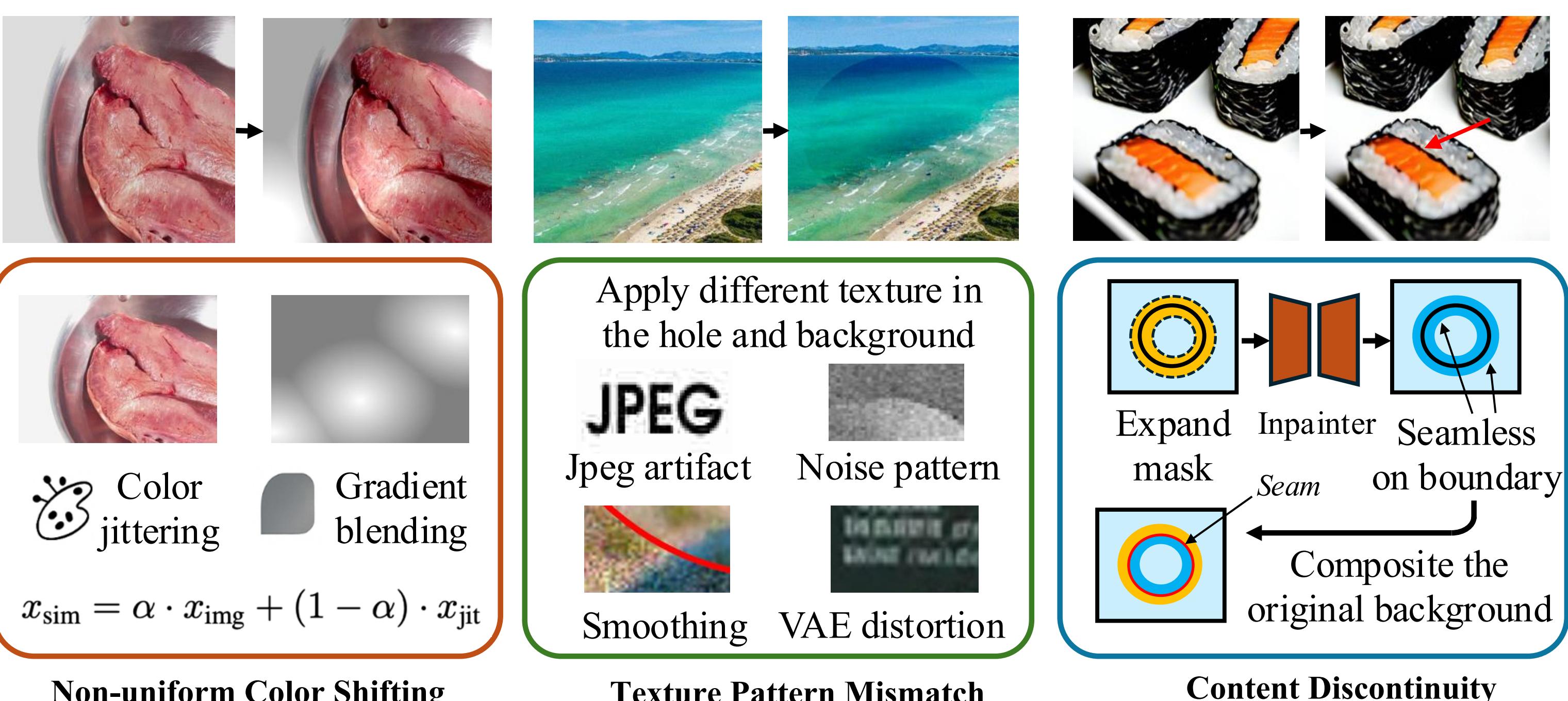
## Method

### Training A Refiner with Discriminative Pixel Space Objective



### Simulating the Artifacts of Local Editing and Inpainting

We propose a comprehensive artifact simulation pipeline for local editing and inpainting.



## Conclusion

- PixPerfect is a **model- and task-agnostic, plug-and-play refinement module** that cleans up seam artifacts in image inpainting and local editing.
- It introduces (1) pixel-space refinement, (2) an editing artifact simulation pipeline, and (3) a discriminative pixel-space loss, enabling production-level seamless local edits.

