Paper Digest Meeting

Score Distillation via Reparametrized DDIM

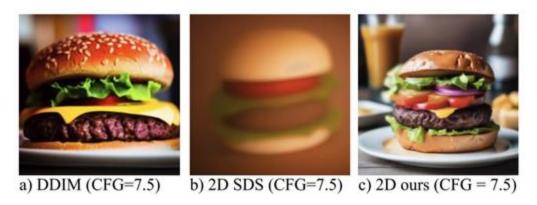
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Problem Definition

Goal: Generate high-detail 3D objects from input text prompts.

Insight: 2D diffusion models generate realistic, high-detail images whereas SDS produces cartoon-like, over-smoothed images.

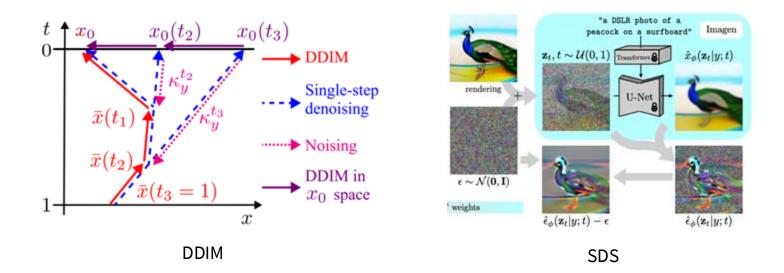


Reparametrization of SDS shows a resemblance to high-variance version of DDIM.

→ A better noise prediction to reduce the variance and improve the output quality.

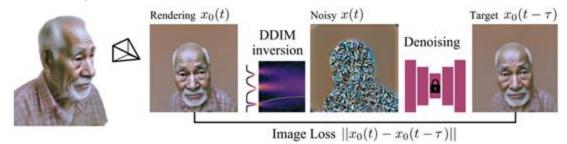
Key Ideas

DDIM uses the **same predicted noise** for both single-step denoising and noising. SDS samples random noise at every iteration which unnecessarily increases the variance.



Method

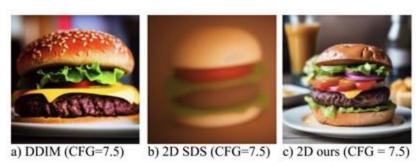
Use DDIM inverted noise to guide SDS as DDIM.



Algorithm 1 Dreamfusion (SDS) Algorithm 2 Ours (SDI) Input: $\psi \in \mathbb{R}^N$ - parametrized 3D shape Input: $\psi \in \mathbb{R}^N$ - parametrized 3D shape C - set of cameras around the 3D shape C - set of cameras around the 3D shape y - text prompt $g:\mathbb{R}^N\times\mathbb{C}\to\mathbb{R}^{n\times n}$ - differentiable renderer y - text prompt $g: \mathbb{R}^N \times \mathbb{C} \to \mathbb{R}^{n \times n}$ - differentiable renderer $\epsilon_q^{(t)}: \mathbb{R}^{n \times n} \to \mathbb{R}^{n \times n}$ - trained diffusion model $\epsilon_{\theta}^{(t)}: \mathbb{R}^{n \times n} \to \mathbb{R}^{n \times n}$ - trained diffusion model Output: 3D shape ψ of y**Output:** 3D shape ψ of yprocedure DREAMFUSION(y)procedure OURS(y)for i in range(n_iters) do for i in range (n_iters) do $t \leftarrow \text{Uniform}(0, 1)$ $t \leftarrow 1 - i/n_iters$ $c \leftarrow \text{Uniform}(\mathcal{C})$ $c \leftarrow \text{Uniform}(\mathcal{C})$ $\epsilon \leftarrow \text{Normal}(0, I)$ $\epsilon \leftarrow \kappa_y^{t+\tau}(g(\psi,c))$ $x_t \leftarrow \sqrt{\alpha(t)}g(\psi, c) + \sqrt{1 - \alpha(t)}\epsilon$ $x_t \leftarrow \sqrt{\alpha(t)}g(\psi, c) + \sqrt{1 - \alpha(t)}\epsilon$ $\nabla_{\psi} \mathcal{L}_{SDS} = \sigma(t) \left[\epsilon_{\theta}^{(t)} \left(x_t, y \right) - \epsilon \right] \frac{\partial g}{\partial \psi}$ $\nabla_{\psi} \mathcal{L}_{SDS} = \sigma(t) \left[\epsilon_{\theta}^{(t)} \left(x_t, y \right) - \epsilon \right] \frac{\partial g}{\partial \psi}$ Backpropagate $\nabla_{\psi} \mathcal{L}_{SDS}$ Backpropagate $\nabla_{\psi} \mathcal{L}_{SDS}$ SGD update on ψ SGD update on ψ

Experiments

2D Generation - Almost the same as DDIM



3D Generation - Outperform, comparable results to previous methods

