

	To Consider	Don't Consider	paperId	url	title	venue	year	reference	citation	inC	abstract	externalids	PubMed	publicationVenue	subquery	journal	externalids	MAG								
											Text-to-image models offer a new level of creative flexibility by allowing users to guide the image generation process through natural language. However, using these models to consistently portray the same subject across diverse prompts remains challenging. Existing approaches fine-tune the model to teach it new words that describe specific user-provided subjects or add image conditioning to the model. These methods require lengthy per-subject optimization or large-scale pre-training. Moreover, they struggle to align generated images with text prompts and face difficulties in portraying multiple subjects. Here, we present Consistency, a training-free approach that enables consistent subject generation by sharing the internal activations of the pretrained model. We introduce a subject-driven shared attention block and correspondence-based feature injection to promote subject consistency between images. Additionally, we develop strategies to encourage layout diversity while maintaining subject consistency. We compare Consistency to a range of baselines, and demonstrate state-of-the-art performance on subject consistency and text alignment, without requiring a single optimization step. Finally, Consistency can naturally extend to multi-subject scenarios, and even enable training-free common objects.															
0	<input type="checkbox"/>	<input checked="" type="checkbox"/>	39ba6d541b9411	https://www.semanticscholar.org/paper/Training-Free-Consistent-Text-to-Image-Generation/39ba6d541b9411	Training-Free Consistent Text-to-Image Generation	ACM Transactions on Graphics	2024.0	55.0	113.0	27.0	We present a Multi-Instance Generation (MIG) task, a multi-ocularly generating multiple instances with diverse controls in one image. Given a set of predefined coordinates and their corresponding descriptions, the task is to ensure that generated instances are accurately at the designated locations and that all instances' attributes adhere to their corresponding description. This broadens the scope of current research on Single-Instance Generation, elevating it to a more versatile and practical dimension. Inspired by the idea of divide and conquer, we introduce an innovative approach named Multi-Instance Generation Controller (MIGC) to address the challenges of the MIG task. In-ally, we break down the MIG task into several subtasks, each involving the shading of a single instance. To ensure precise shading for each instance, we introduce an instance enhancement attention mechanism. Lastly, we aggregate all the shaded instances to provide the necessary information for accurately generating multiple instances in stable diffusion (SD). To evaluate how well generation models perform on the MIG task, we provide a COCO-MIG benchmark along with an evaluation pipeline. Extensive experiments were conducted on the proposed COCO-MIG benchmark, as well as on various commonly used benchmarks. The evaluation results illustrate the exceptional control capabilities of our model in terms of quantity, position, attribute, and interaction. Code and demos will be released at https://imgproject.github.io/ .	http://www.acm.org		Paraphrase NLP Natural Language Generation Language Model Bias Privacy Controllable Creative Machine Automated Tr												
1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	2078f863a4d473	https://www.semanticscholar.org/paper/MIGC%3A-Multi-Instance-Generation-Controller-for-Text-to-Image-Synthesis/2078f863a4d473	MIGC: Multi-Instance Generation Controller for Text-to-Image Synthesis	Computer Vision and Pattern Recognition	2024.0	69.0	103.0	18.0	Despite recent advances in text-to-3D generative methods, there is a notable absence of reliable evaluation metrics. Existing metrics usually focus on a single criterion each, such as how well the asset aligned with the input text. These metrics lack the flexibility to generalize to different evaluation criteria and might not align well with human preferences. Conducting user preference studies is an alternative that offers both adaptability and human-aligned results. User studies, however, can be very expensive to scale. This paper presents an automatic, verifiable, and human-aligned evaluation metric for text-to-3D generative models. To this end, we first develop a prompt generator using GPT-4V to generate evaluating prompts, which serve as input to compare text-to-3D models. We further design a method instructing GPT-4V to compare two 3D assets according to user-defined criteria. Finally, we use these pairwise comparison results to assign these models Elo ratings. Experimental results suggest our metric strongly aligns with human preference across different evaluation criteria. Our code is available at https://github.com/3DTypes/GPT-4V-3DQD .	https://arxiv.org/abs/2406.10318		Paraphrase NLP Evaluation Metrics Bias Privacy Controllable Creative Machine Automated Task Cost Detection Text Gen												
2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	3f19484941209	https://www.semanticscholar.org/paper/EFT-4V(vision)is-a-Human-Aligned-Evaluator-for-Text-to-3D-Generation/3f19484941209	EFT-4V(vision) is a Human-Aligned Evaluator for Text-to-3D Generation	Computer Vision and Pattern Recognition	2024.0	73.0	135.0	16.0	This paper introduces the first text-guided work for generating the sequence of hand-object interaction in 3D. The main challenge arises from the lack of labeled data where existing ground-truth datasets are nowhere near generalizable in interaction type and object category, which inhibits the modeling of diverse 3D hand-object interaction with the correct physical implication (e.g., contacts and semantics) from text prompts. To address this challenge, we propose to decompose the interaction generation task into two subtasks: hand-object contact generation, and hand-object motion generation. For contact generation, we propose a VAE-based network that takes as input a text and an object mesh, and generates the probability of contacts between the surfaces of hands and the object during the interaction. The network learns a variety of local geometry structure of diverse objects that is independent of the objects' category, and thus, it is applicable to general objects. For motion generation, a Transformer-based diffusion model utilizes this 3D contact map as a strong prior for generating physically plausible hand-object motion as a function of text prompts by learning from the augmented labeled dataset, where we annotate text labels from many existing 3D hand and object motion data. Finally, we further introduce a hand refiner module that minimizes the distance between the object surface and hand joints to improve the temporal stability of the object-hand contacts and to suppress the generation artifacts. In the experiments, we demonstrate that our method can generate more realistic and diverse interactions compared to other baseline methods. We also show that our method is applicable to unseen objects. We will release our model and newly labeled data as a strong foundation for future research. Codes and data are available in: https://github.com/JohnnyChia/Text2HOC .	https://arxiv.org/abs/2406.10318		Paraphrase NLP Evaluation Metrics Bias Privacy Controllable Creative Machine Automated Cost Detection Text Generation												
3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	ba06e89127249	https://www.semanticscholar.org/paper/Taming-Stable-Diffusion-for-Text-to-360-Panorama-Image-Generation/ba06e89127249	Taming Stable Diffusion for Text to 360° Panorama Image Generation	Computer Vision and Pattern Recognition	2024.0	66.0	43.0	15.0	This paper introduces the first text-guided work for generating the sequence of hand-object interaction in 3D. The main challenge arises from the lack of labeled data where existing ground-truth datasets are nowhere near generalizable in interaction type and object category, which inhibits the modeling of diverse 3D hand-object interaction with the correct physical implication (e.g., contacts and semantics) from text prompts. To address this challenge, we propose to decompose the interaction generation task into two subtasks: hand-object contact generation, and hand-object motion generation. For contact generation, we propose a VAE-based network that takes as input a text and an object mesh, and generates the probability of contacts between the surfaces of hands and the object during the interaction. The network learns a variety of local geometry structure of diverse objects that is independent of the objects' category, and thus, it is applicable to general objects. For motion generation, a Transformer-based diffusion model utilizes this 3D contact map as a strong prior for generating physically plausible hand-object motion as a function of text prompts by learning from the augmented labeled dataset, where we annotate text labels from many existing 3D hand and object motion data. Finally, we further introduce a hand refiner module that minimizes the distance between the object surface and hand joints to improve the temporal stability of the object-hand contacts and to suppress the generation artifacts. In the experiments, we demonstrate that our method can generate more realistic and diverse interactions compared to other baseline methods. We also show that our method is applicable to unseen objects. We will release our model and newly labeled data as a strong foundation for future research. Codes and data are available in: https://github.com/JohnnyChia/Text2HOC .	https://arxiv.org/abs/2406.10318		Paraphrase NLP Bias Privacy Controllable Creative Automated Cost Detection Text Generation (None)												
4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	c4b83ac361d417f	https://www.semanticscholar.org/paper/Text2HOC%3A-Text-Guided-3D-Motion-Generation-for-Hand-Object-Interaction/c4b83ac361d417f	Text2HOC: Text-Guided 3D Motion Generation for Hand-Object Interaction	Computer Vision and Pattern Recognition	2024.0	36.0	57.0	10.0	Large Language Models (LLMs) recently demonstrated extraordinary capability in various natural language processing (NLP) tasks including language translation, text generation, question answering, etc. Moreover, LLMs are new and essential part of computerized language processing, having the ability to understand complex verbal patterns and generate coherent and appropriate replies in a given context. Though this success of LLMs has prompted a substantial increase in research contributions, rapid growth has made it difficult to understand the overall impact of these improvements. Since a plethora of research on LLMs have been appeared within a short time, it is quite impossible to track all of these and get an overview of the current state of research in this area. Consequently, the research community would benefit from a short but thorough review of the recent changes in this area. This article thoroughly overviews LLMs, including their history, architectures, transformers, resources, training methods, applications, impacts, challenges, etc. This paper begins by discussing the fundamental concepts of LLMs with its traditional pipeline of the LLMs training phase. Then the paper provides an overview of the existing works, the history of LLMs, their evolution over time, the architecture of transformers in LLMs, the different resources of LLMs, and the different training methods that have been used to train them. The paper also demonstrates the datasets utilized in the studies. After that, the paper discusses the wide range of applications of LLMs, including biomedical and healthcare, education, social, business, and agriculture. The study also illustrates how LLMs create an impact on society and shape the future of AI and how they can be used to solve real-world problems. Finally, the paper also explores open issues and challenges to deploy LLMs in real-world scenarios. Our review paper aims to help practitioners, researchers, and experts thoroughly understand the evolution of LLMs, pre-trained architectures, applications, challenges, and future goals.	https://arxiv.org/abs/2406.10318		Paraphrase NLP Bias Privacy Controllable Creative Automated Task Cost Detection Text Generation (None)												
5	<input checked="" type="checkbox"/>	<input type="checkbox"/>	5d4a6ce39c67b	https://www.semanticscholar.org/paper/A-Review-on-Large-Language-Models-Architectures-Applications-Taxonomies-Open-Issues-and-Challenges/5d4a6ce39c67b	A Review on Large Language Models: Architectures, Applications, Taxonomies, Open Issues and Challenges	IEEE Access	2024.0	181.0	476.0	20.0	Language models have shown promising performance on the task of translating natural language questions into SQL queries (Text-to-SQL). However, most of the state-of-the-art (SOTA) approaches rely on powerful yet closed-source large language models (LLMs), such as ChatGPT and GPT-4, which may have the limitations of unclear model architectures, data privacy risks, and expensive inference overheads. To address the limitations, we introduce CodeS, a series of pre-trained language models with parameters ranging from 1B to 15B, specifically designed for the text-to-SQL task. CodeS is a fully open-source language model, which achieves superior accuracy with much smaller parameter sizes. This paper studies the research challenges in building CodeS. To enhance the SQL generation abilities of CodeS, we adopt an incremental pre-training approach using a specifically curated SQL-centric corpus. Based on this, we address the challenges of schema linking and rapid domain adaptation through strategic prompt construction and a bi-directional data augmentation technique. We conduct comprehensive evaluations on multiple datasets, including the widely used Spider benchmark, the newly released BIRD benchmark, robustness-diagnostic benchmarks such as Spider-DK, Spider-Syn, Spider-Realistic, and Dr Spider, as well as two real-world datasets created for financial and academic applications. The experimental results show that our CodeS achieves new SOTA accuracy and robustness on nearly all challenging text-to-SQL benchmarks.	http://www.ieee.org		NLP Natural Language Generation Training												
6	<input type="checkbox"/>	<input checked="" type="checkbox"/>	678040c5f90904	https://www.semanticscholar.org/paper/CodeS%3A-Towards-Building-Open-source-Language-Models-for-Text-to-SQL/678040c5f90904	CodeS: Towards Building Open-source Language Models for Text-to-SQL	Proc. ACM Manag.	2024.0	87.0	210.0	43.0	We introduce Cell2Sentence (C2S), a novel method to directly adapt large language models to a biological context, specifically single-cell transcriptomics. By transforming gene expression data into "cell sentences", C2S bridges the gap between natural language processing and biology. We demonstrate cell sentences enable the fine-tuning of language models for diverse tasks in biology, including cell generation, complex cell-type annotation, and direct data-driven text generation. Our experiments reveal that CPT2, when fine-tuned with C2S, can generate biologically valid cells based on cell type inputs, and accurately predict cell types from cell sentences. This illustrates that language models, through C2S fine-tuning, can acquire a significant understanding of single-cell biology while maintaining robust text generation capabilities. C2S offers a flexible, accessible framework to integrate natural language processing with transcriptomics, utilizing existing models and libraries for a wide range of biological applications.			Natural Language Generation Language Model Evaluation Metrics Privacy Task Training												
7	<input type="checkbox"/>	<input checked="" type="checkbox"/>	58754a394bdc5f	https://www.semanticscholar.org/paper/Cell2Sentence%3A-Teaching-Large-Language-Models-the-Language-of-Biology/58754a394bdc5f	Cell2Sentence: Teaching Large Language Models the Language of Biology	bioRxiv	2024.0	79.0	48.0	10.0	Recent advancements in diffusion models and large language models (LLMs) have significantly propelled the field of generation tasks. Text-to-Audio (TTA), a burgeoning generation application designed to generate audio from natural language prompts, is attracting increasing attention. However, existing TTA studies often struggle with generation quality and text-audio alignment, especially for complex textual inputs. Drawing inspiration from state-of-the-art Text-to-Image (T2I) diffusion models, we introduce AuDiffusion, a TTA system adapting T2I model frameworks to TTA task, by effectively leveraging their inherent generative strengths and precise cross-modal alignment. Our objective and subjective evaluations demonstrate that AuDiffusion surpasses previous TTA approaches using limited data and computational resources. Furthermore, the text encoder serves as a critical bridge between text and audio, since it acts as an instruction for the diffusion model to generate coherent content. Previous studies in T2I recognize the significant impact of encoder choice on cross-modal alignment, like fine-grained details and object bindings, while similar evaluation is lacking in prior TTA works. Through comprehensive ablation studies and innovative cross-attention map visualizations, we provide insightful assessments, being the first to reveal the internal mechanisms in the TTA field and intuitively explain how different text encoders influence the diffusion process. Our findings reveal AuDiffusion's superior capability in generating audios that accurately match textual descriptions, which is further demonstrated in several related tasks, such as audio style transfer, inpainting, and other manipulations.	39554079.0	http://bioRxiv.org/	Natural Language Generation												
8	<input type="checkbox"/>	<input checked="" type="checkbox"/>	969e53def68714	https://www.semanticscholar.org/paper/AuDiffusion%3A-Leveraging-the-Power-of-Diffusion-and-Large-Language-Models-for-Text-to-Audio-Generation/969e53def68714	AuDiffusion: Leveraging the Power of Diffusion and Large Language Models for Text-to-Audio Generation	IEEE/ACM Transact	2024.0	62.0	61.0	9.0	Misinformation is a prevalent societal issue due to its potential high risks. Out-of-Context (OOC) misinformation, where authentic images are repurposed with false text, is one of the easiest and most effective ways to mislead audiences. Current methods focus on assessing image-text consistency but lack convincing explanations for their judgments, which are essential for debunking misinformation. While Multimodal Large Language Models (MLLMs) have rich knowledge and innate capability for visual rea- soning and explanation generation, they still lack sophis- ticated in understanding and discovering the subtle cross- modal differences. In this paper, we introduce Sniffer, a novel multimodal large language model specifically engi- neered for OOC misinformation detection and explanation. Sniffer employs two-stage instruction tuning on Instruct-BLIP. The first stage refines the model's concept alignment of generic objects with news-domain entities and the sec- ond stage leverages OOC-specific instruction data generated by language-only GPT-4 to fine-tune the model's discriminatory powers. Enhanced by external tools and re-trieval, Snifferm1 only detects inconsistencies between text and image but also utilizes external knowledge for con- textual verification. Our experiments show that Sniffer surpasses the original MLLM by over 40% and outperforms state-of-the-art methods in detection accuracy. Sniffer provides accurate and persuasive explanations as val- idated by quantitative and human evaluations.	https://arxiv.org/abs/2406.10318		Paraphrase NLP Natural Language Generation Language Model Evaluation Metrics Bias Privacy Controllable Creative Auton												
9	<input type="checkbox"/>	<input checked="" type="checkbox"/>	75d6119286c298	https://www.semanticscholar.org/paper/Sniffer%3A-Multimodal-Large-Language-Model-for-Explainable-Out-of-Context-Misinformation-Detection/75d6119286c298	Sniffer: Multimodal Large Language Model for Explainable Out-of-Context Misinformation Detection	Computer Vision and Pattern Recognition	2024.0	59.0	84.0	16.0																

