Introduction

In this lab we will play with DDPM. We will choose our model, and our own noise schedule.

Implementation details

```
down_block_types=(
"DownBlock2D", # a
"DownBlock2D",
"DownBlock2D",
"AttnDownBlock2D",
"DownBlock2D",
"DownBlock2D",
"UpBlock2D", # a I
"AttnUpBlock2D", #
"UpBlock2D",
"UpBlock2D",
"UpBlock2D",
"UpBlock2D",
"UpBlock2D",
"UpBlock2D",
```

I chose the hugging face diffuser UNet2DModel [1]. The down blocks I used are like the figure to the left. There are two layers per block and the channels are 128,128,256,256,512,512 from top to bottom.

The noise schedule is cosine_cap_v2 from hugging face's DDPMScheduler and starts from beta 0.0001 to 0.02. The total steps T is set to 1000 for training.

I first resized the image to 64x64 to feed into the hugging face diffuser. Then, if I want to do evaluation, I have to first normalize the image to mean (0.5,0.5,0.5) and std (0.5,0.5,0.5) to feed into the evaluator.

For the class_label I used a linear layer to project the one-hot class encoding to the same dimension as the time embedding. Then I add the resulting vector with the time embedding.

The loss function is the same as the original DDPM paper.

$$L_{\text{simple}}(\theta) := \mathbb{E}_{t,\mathbf{x}_0,\boldsymbol{\epsilon}} \left[\left\| \boldsymbol{\epsilon} - \boldsymbol{\epsilon}_{\theta} (\sqrt{\bar{\alpha}_t} \mathbf{x}_0 + \sqrt{1 - \bar{\alpha}_t} \boldsymbol{\epsilon}, t) \right\|^2 \right]$$

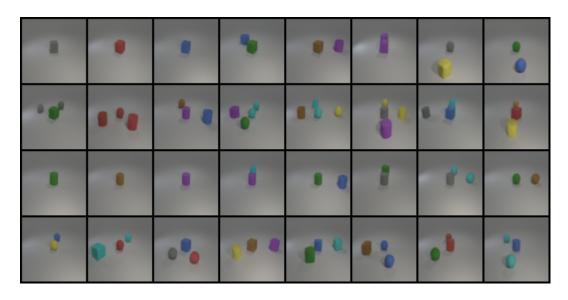
Hyperparameters

I use a learning rate of 1e-5, AdamW as the optimizer. I trained for a total of 50 epochs.

Results and discussion

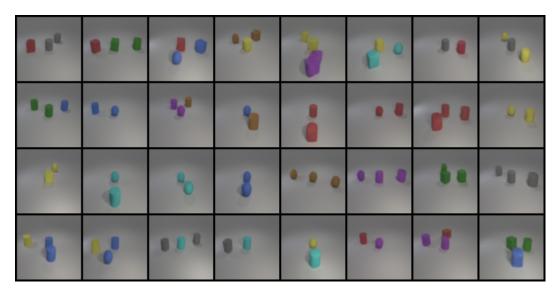


progressive generation



test.json

test.json accuracy



new_test.json

new_test.json accuracy

I originally fed the whole training image without resizing and got either a completely black image or a color-shifted image. Later someone told me I should resize the image first before feeding the image into the diffuser. I spent a lot of time wondering what I did wrong. I tried changing the model size, since the training time is unacceptable, changing to linear schedule, cosine schedule. Removing a couple of layers or reducing a couple of channels still produces a weird colored image. I even tried the DDIMScheduler but that is not a pure version of the original DDPM so I abandoned it.

Reference

[1] https://huggingface.co/docs/diffusers/api/models/unet2d