

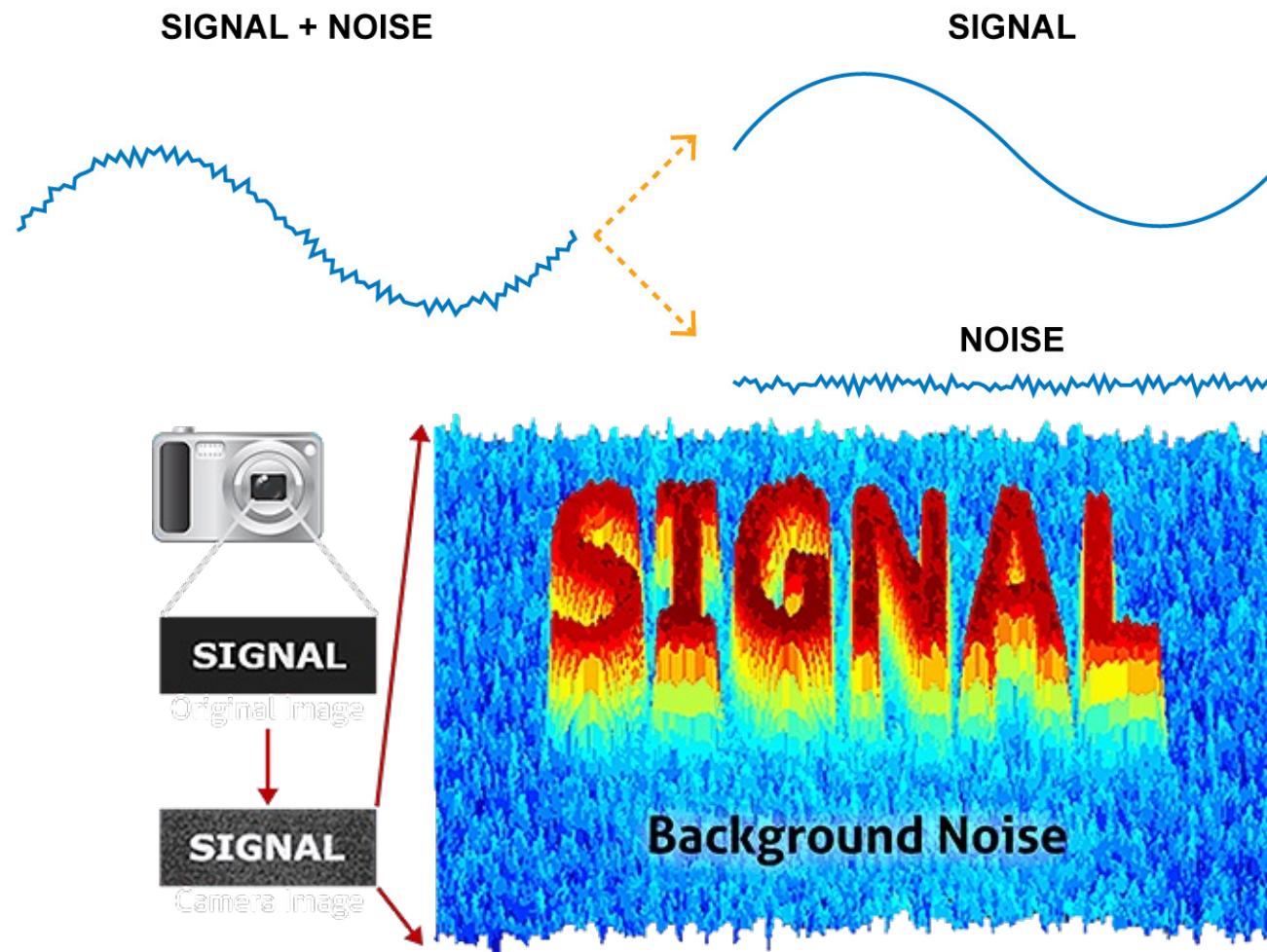
Noise, Pattern, and Image

Noise, Perception, and Learning: Applications in AI Art

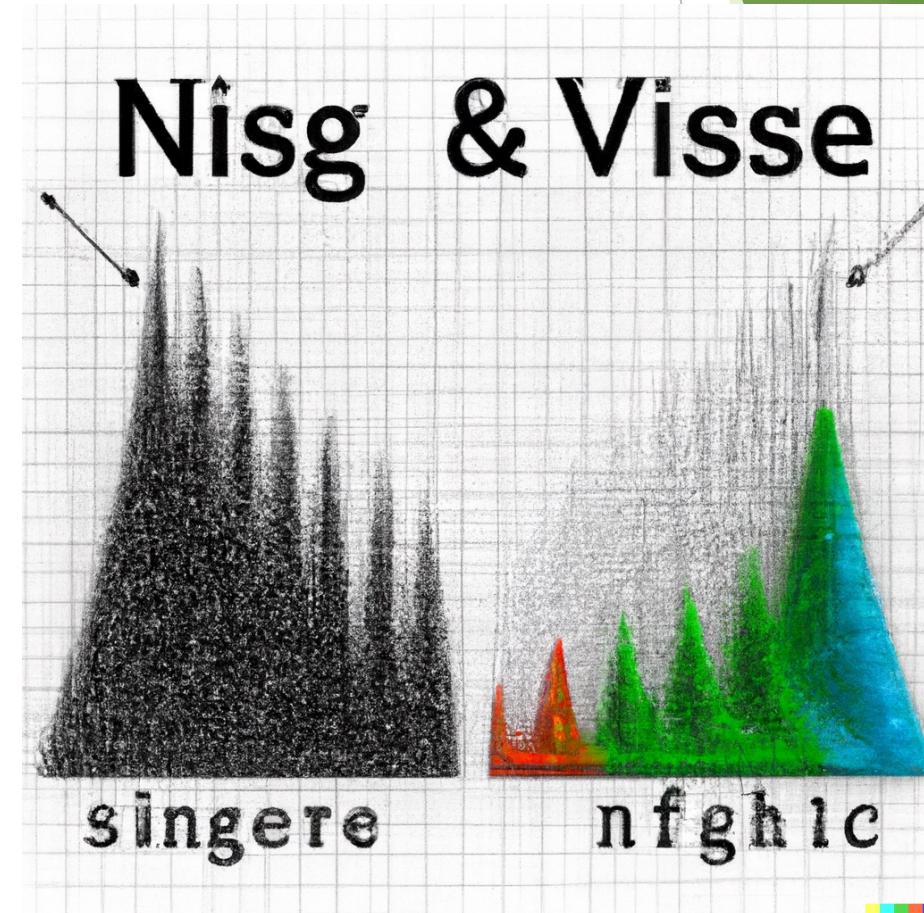
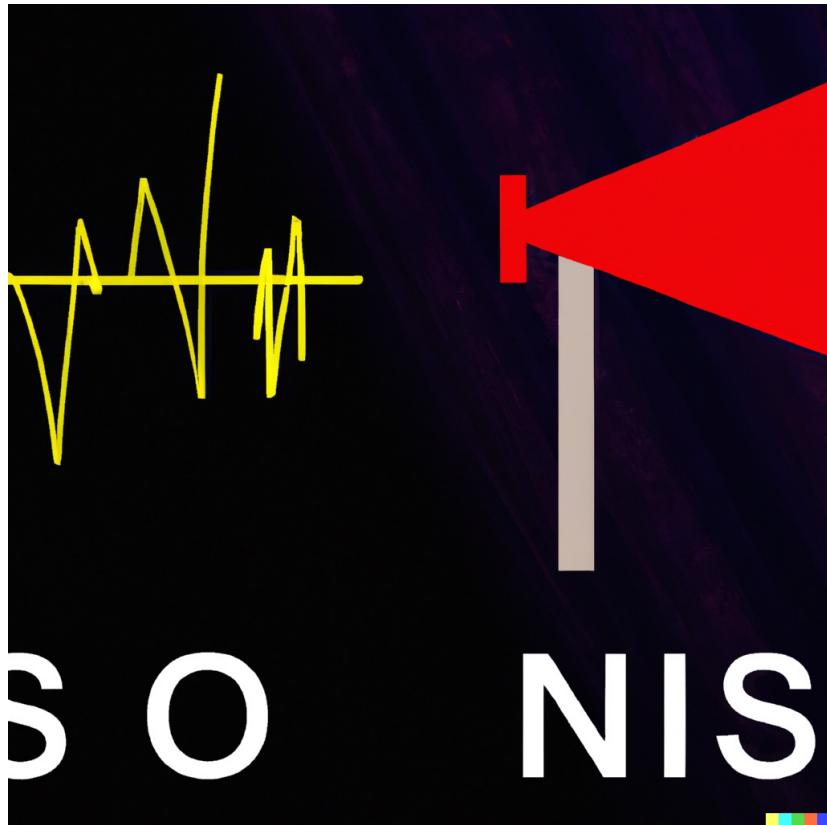
IAP 2023

Sarah Muschinske
01/25/2023

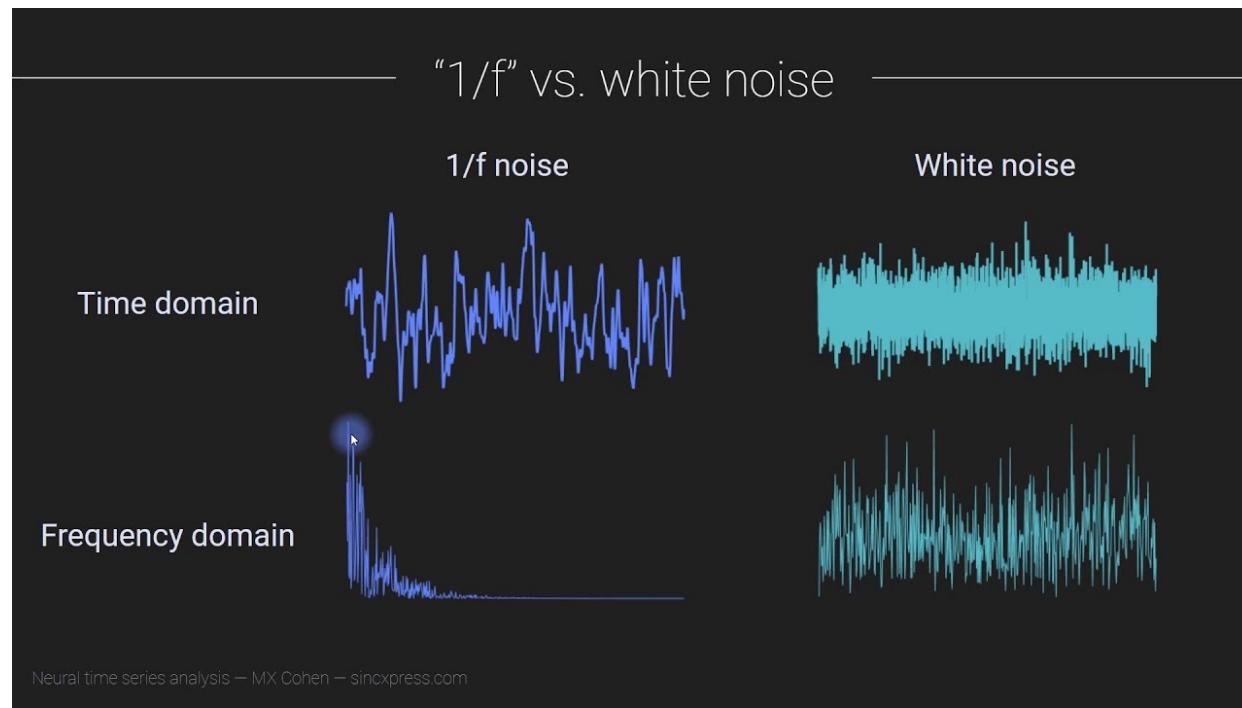
What is Noise?



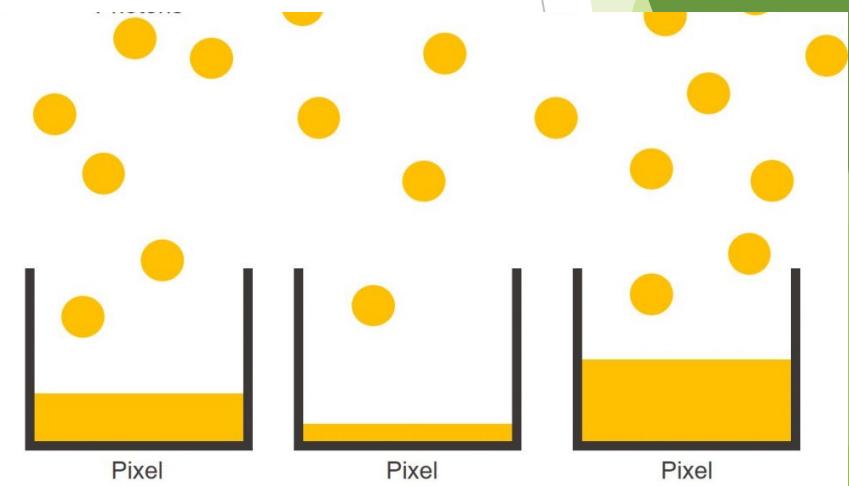
What does DALL-E 2 think signal-to-noise is?



Quantum noise

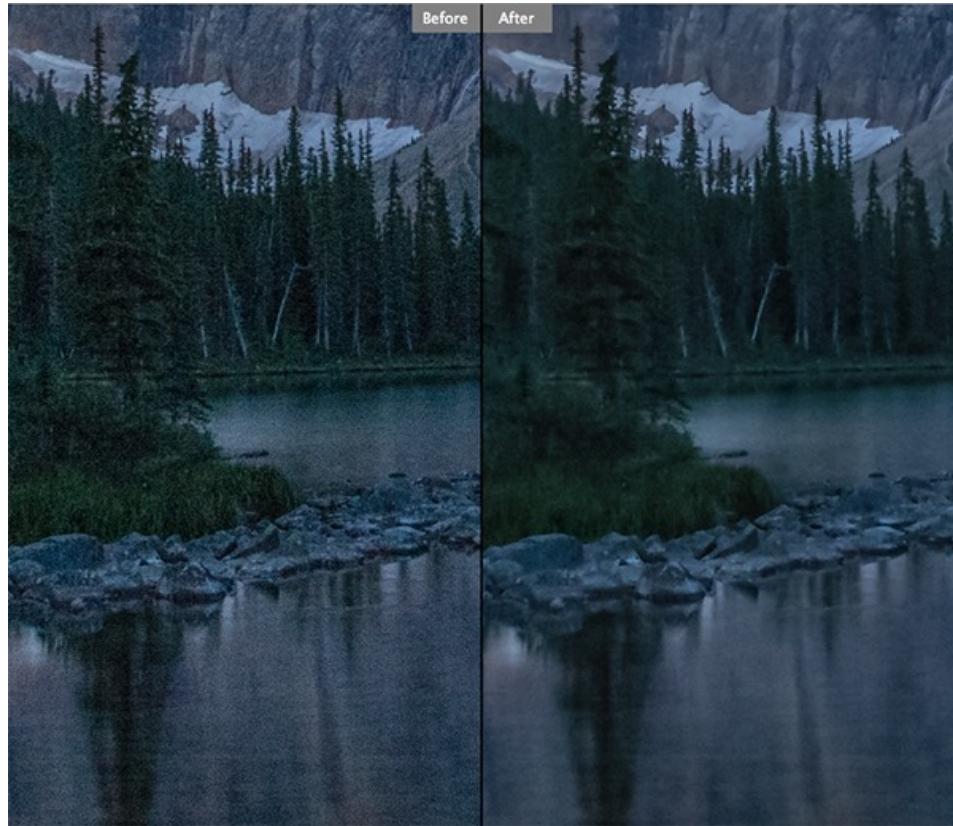


Photon shot noise



Noise in Image

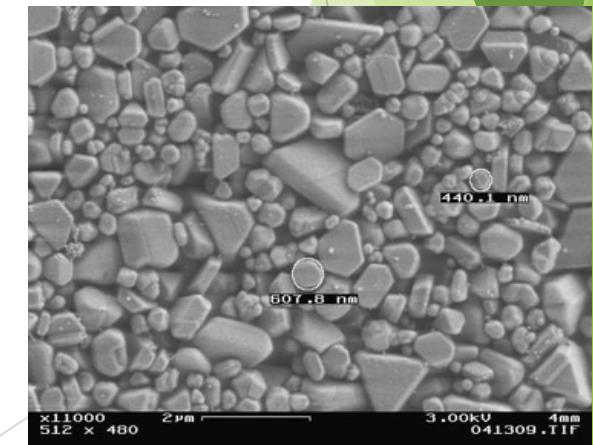
Digital



Film

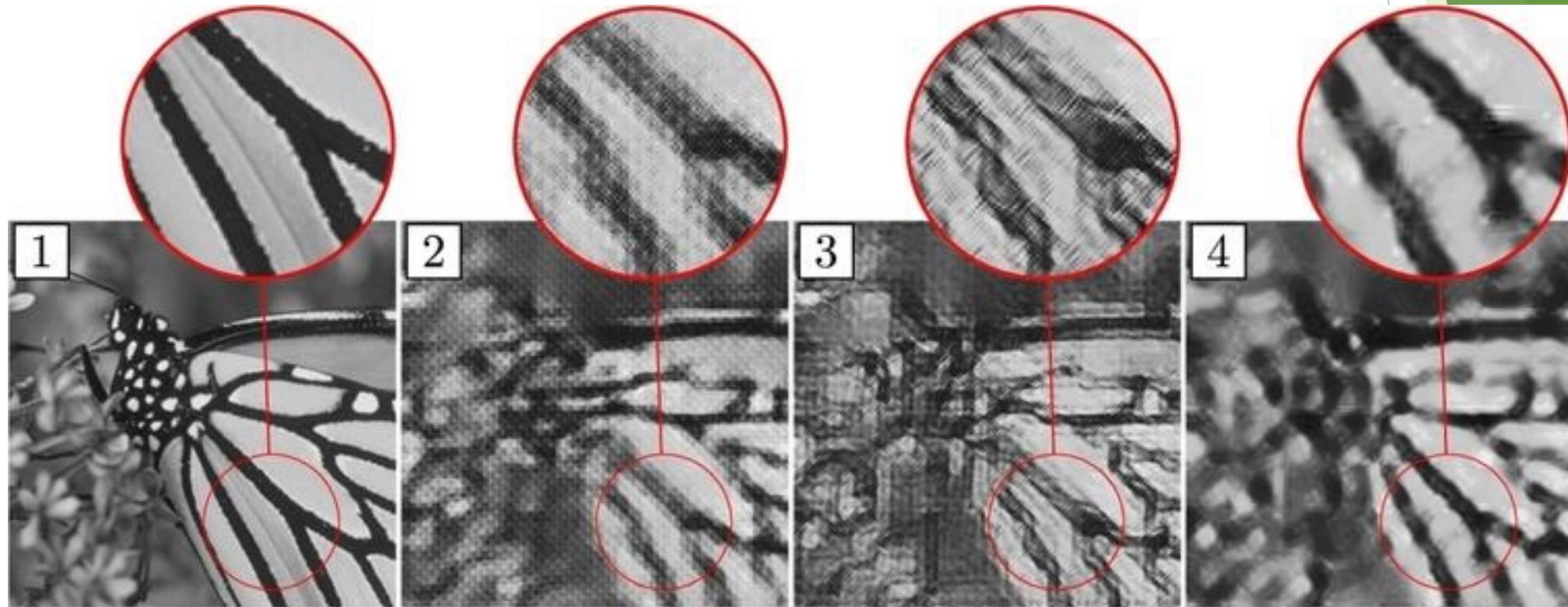


Kodak H1 film grain a.) zoomed out b.) fine grain c.) coarse grain

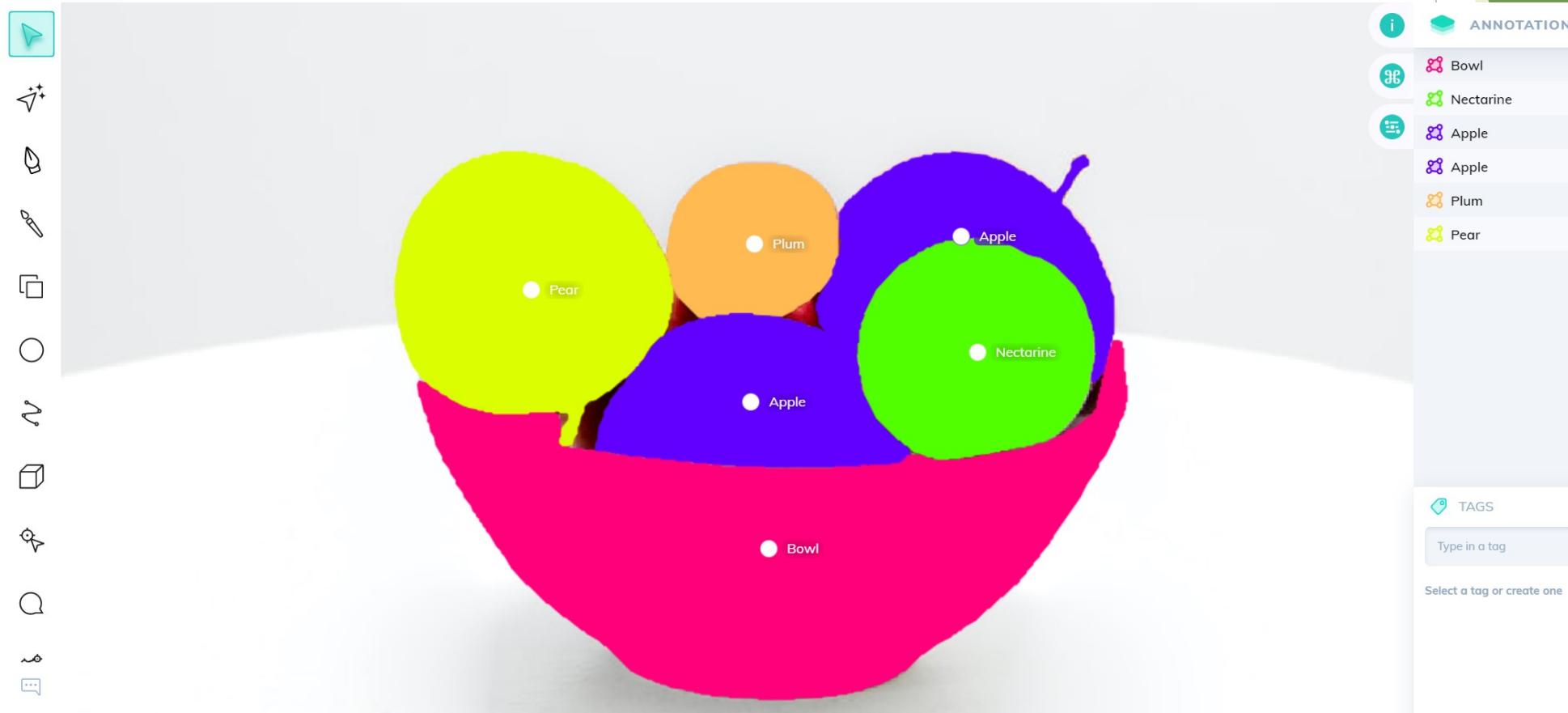


SEM of film grain

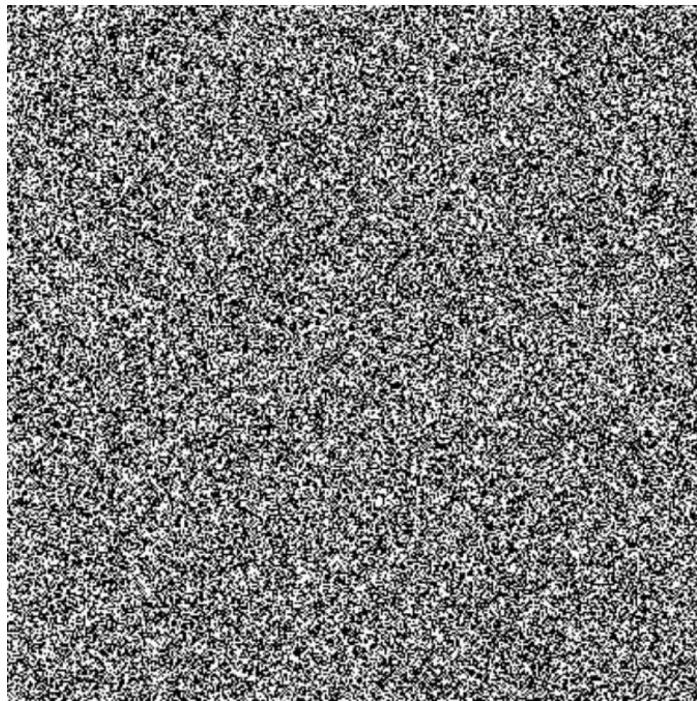
Perceptual Compression



Semantic Segmentation

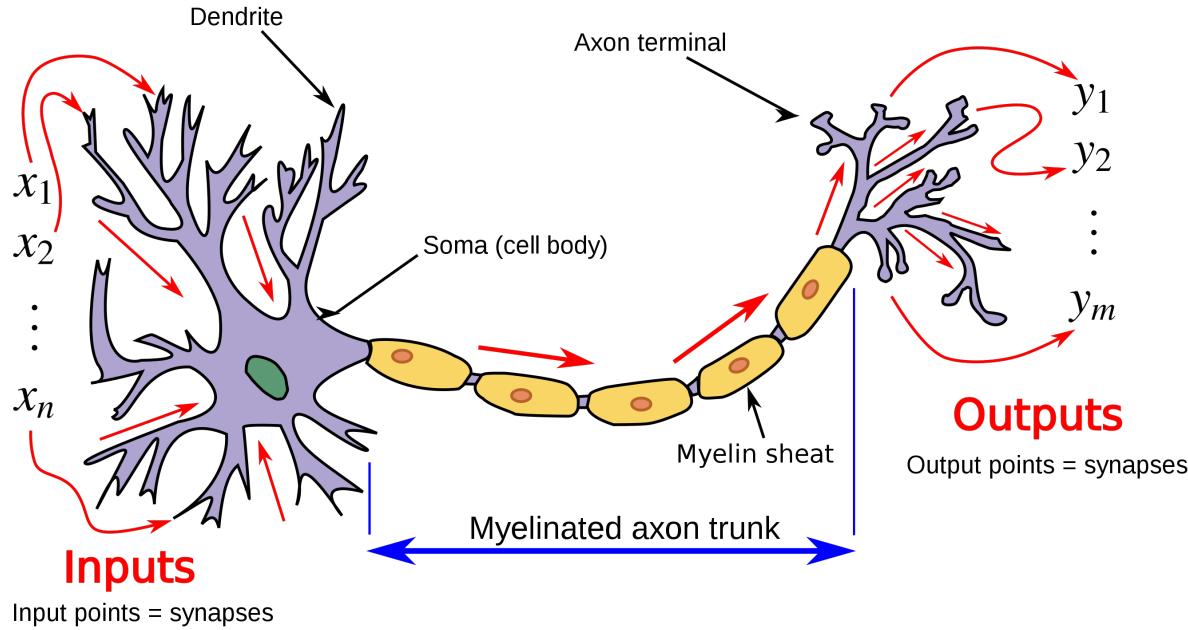


Text-to-Image Generation

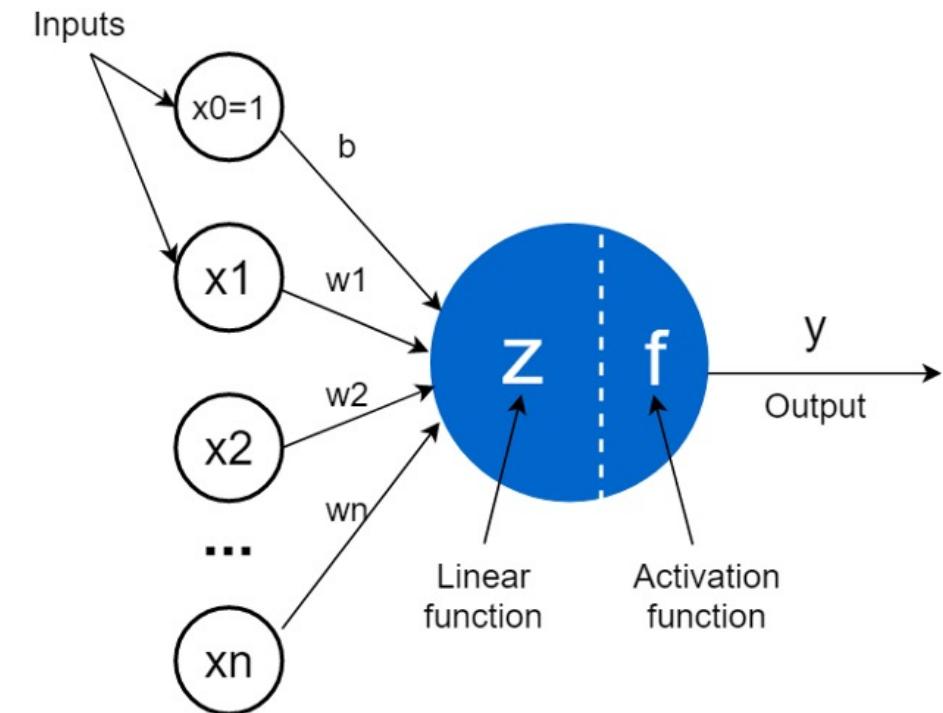


Neural Networks

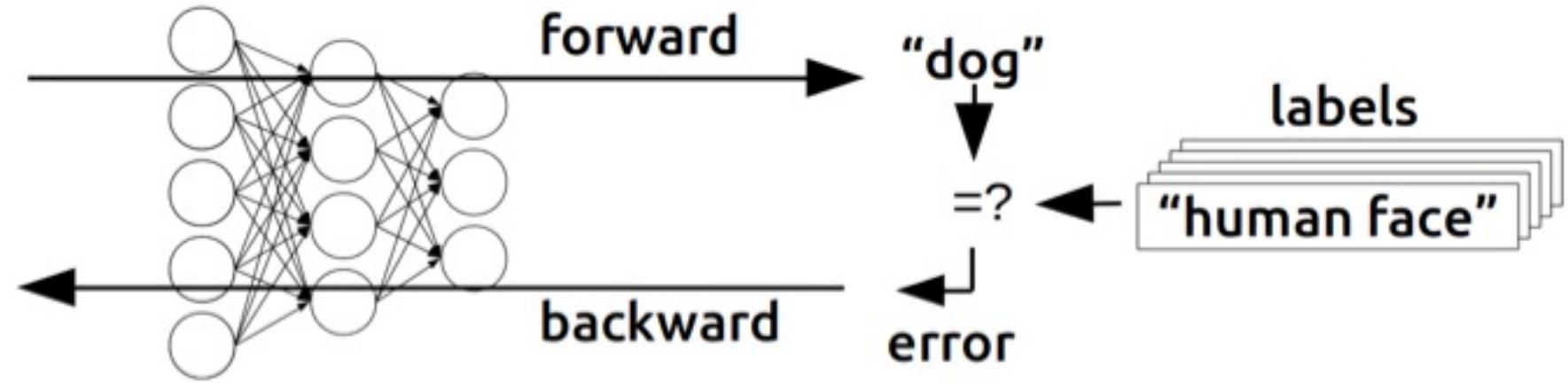
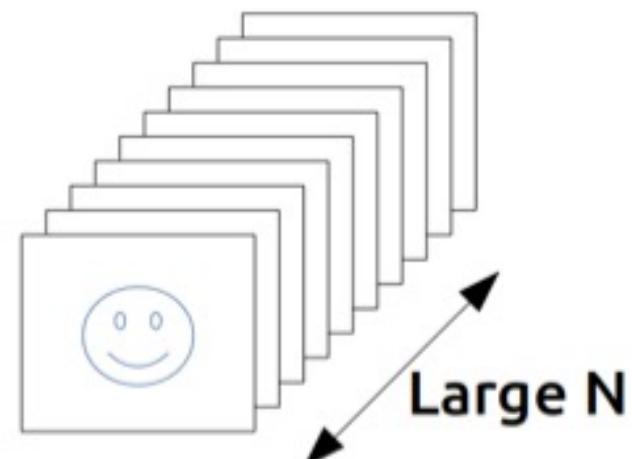
Natural



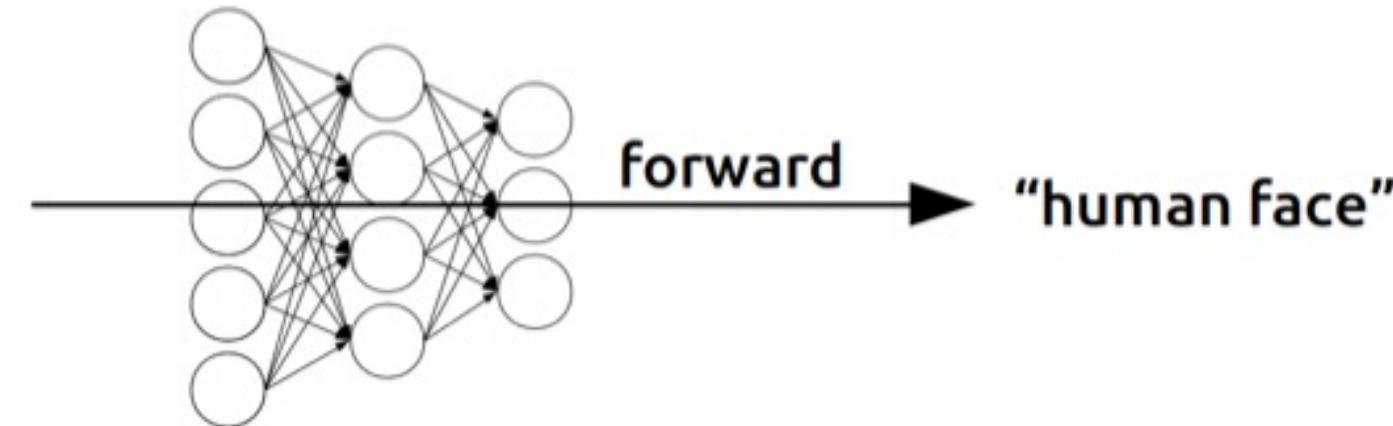
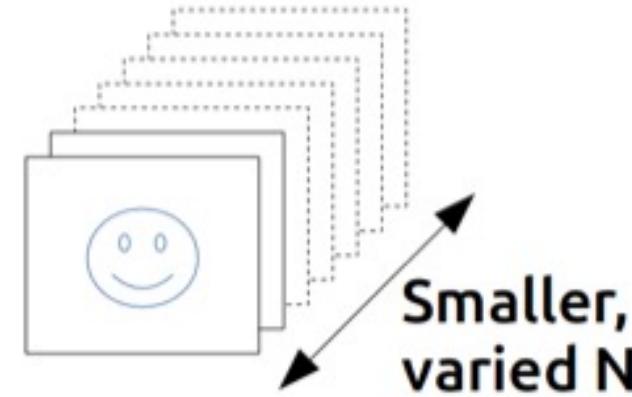
Artificial



Training



Inference

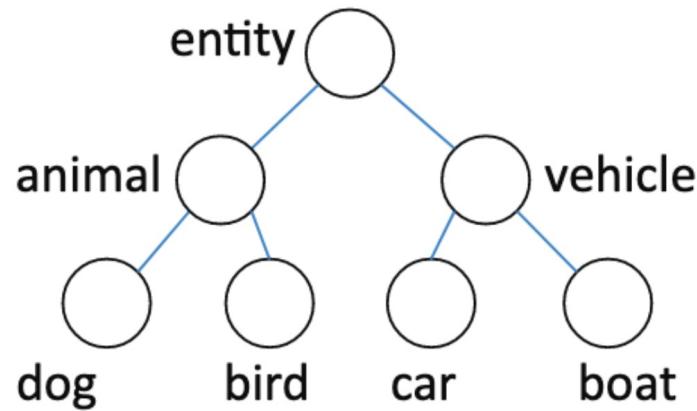


ImageNet

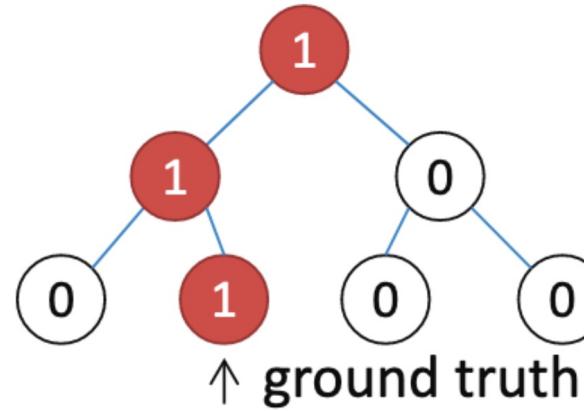


Wordnet

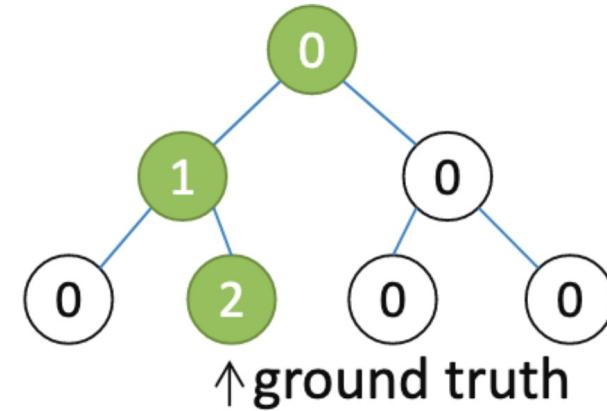
(a) Semantic hierarchy



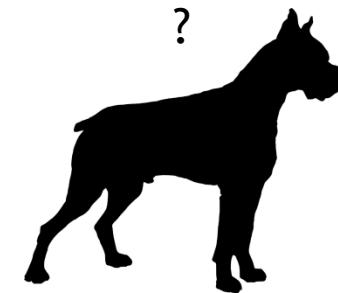
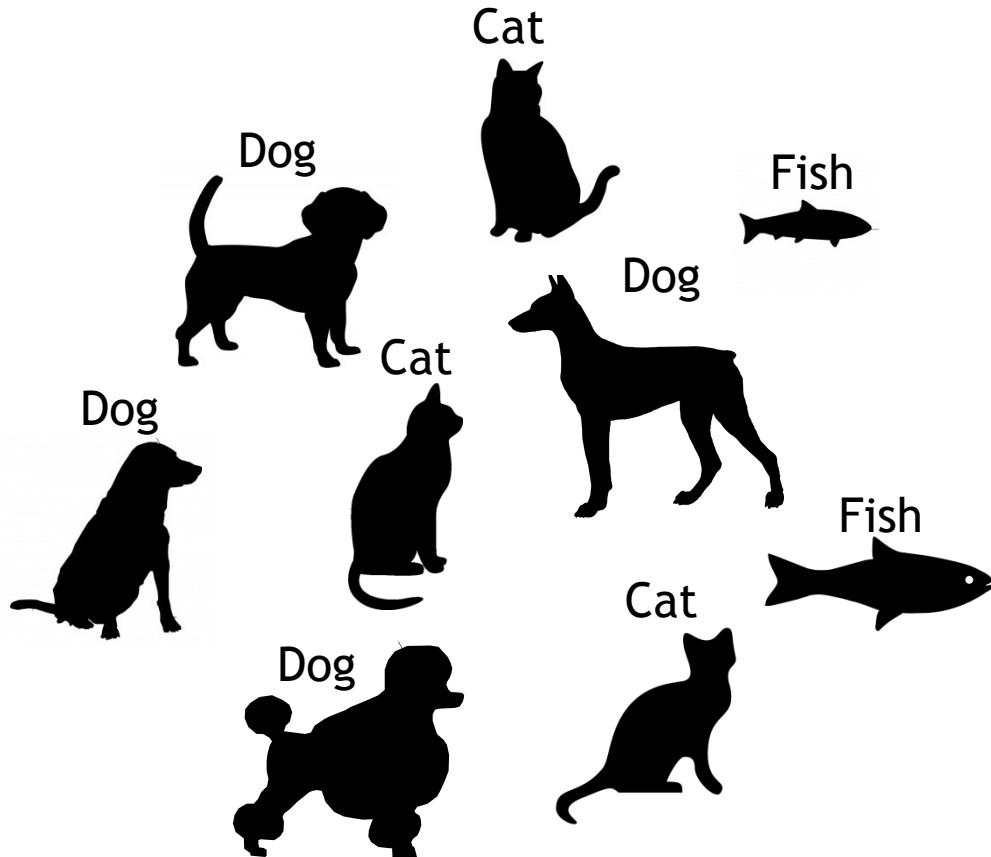
(b) Accuracy of prediction



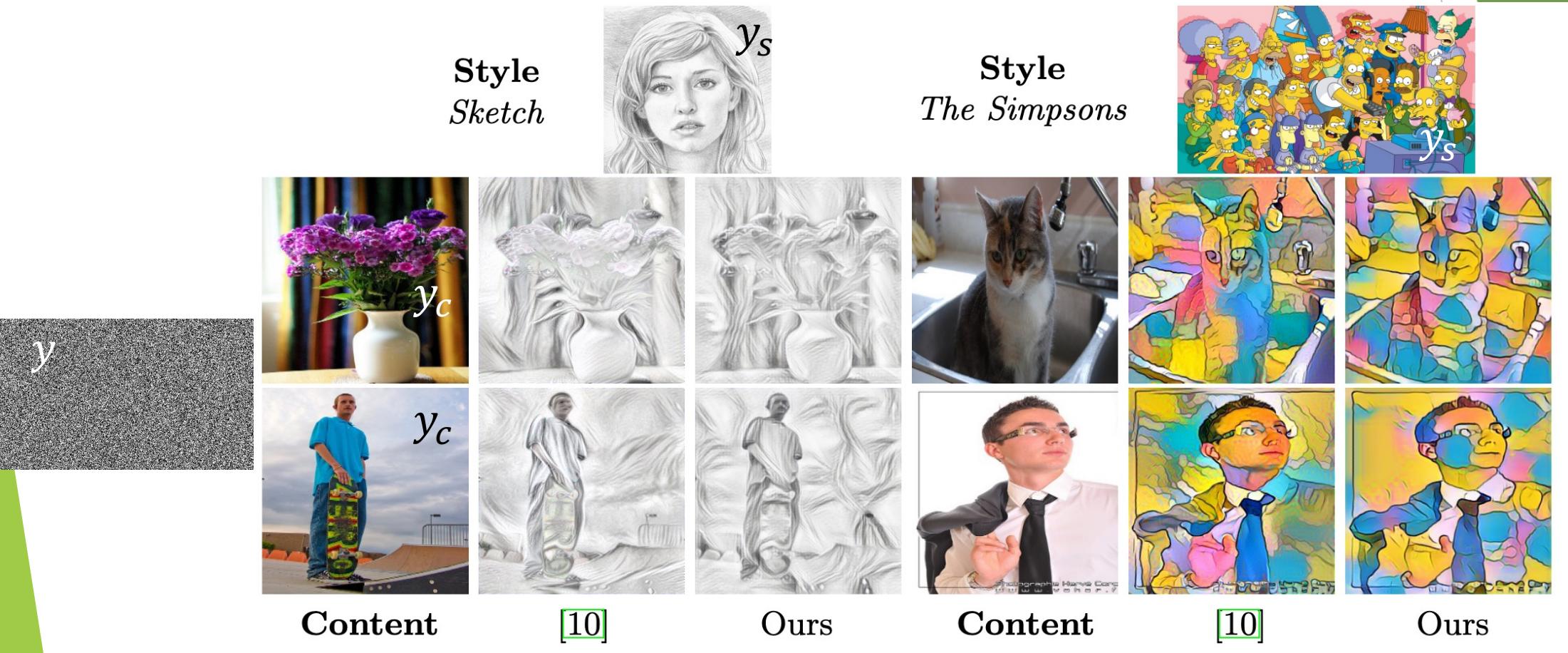
(c) Reward of prediction



Classifiers



Style Transfer



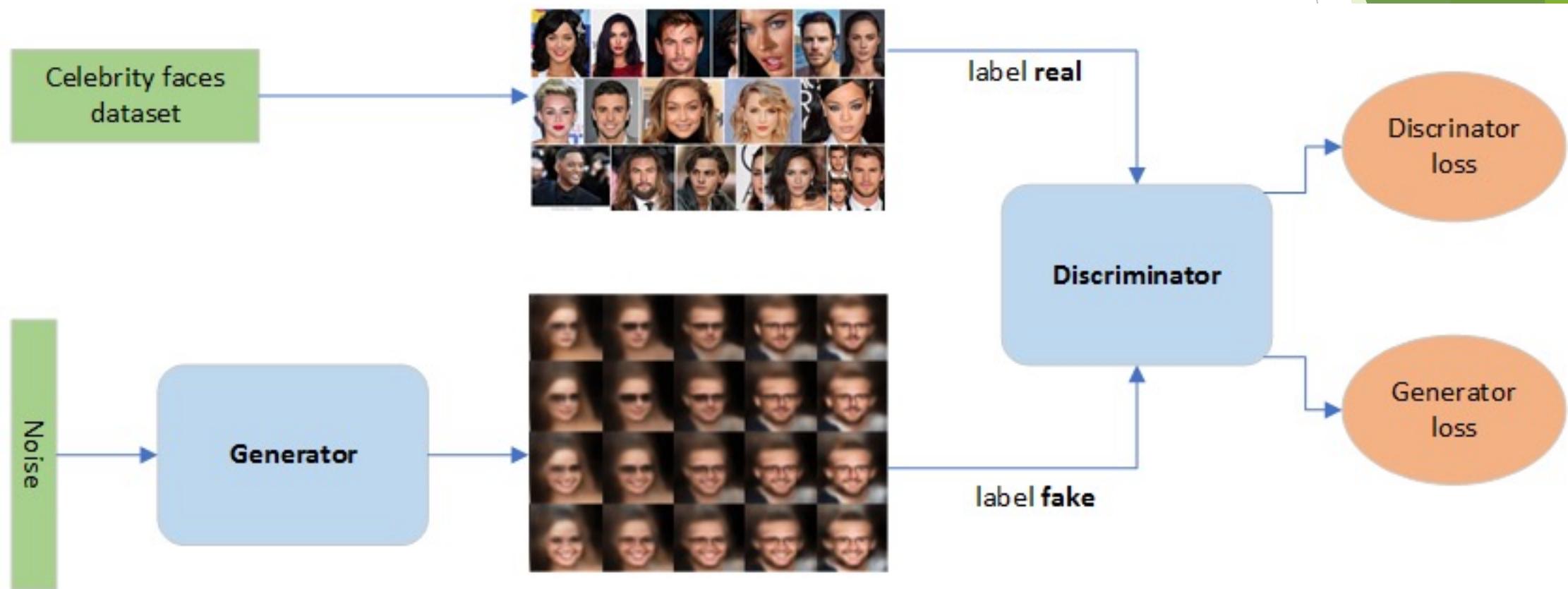
$$\hat{y} = \arg \min_y \lambda_c \ell_{feat}^{\phi,j}(y, y_c) + \lambda_s \ell_{style}^{\phi,J}(y, y_s) + \lambda_{TV} \ell_{TV}(y)$$

Super-resolution



Ground Truth	Bicubic	Ours (ℓ_{pixel})	SRCNN [11]	Ours (ℓ_{feat})
This image	31.78 / 0.8577	31.47 / 0.8573	32.99 / 0.8784	29.24 / 0.7841
Set5 mean	28.43 / 0.8114	28.40 / 0.8205	30.48 / 0.8628	27.09 / 0.7680

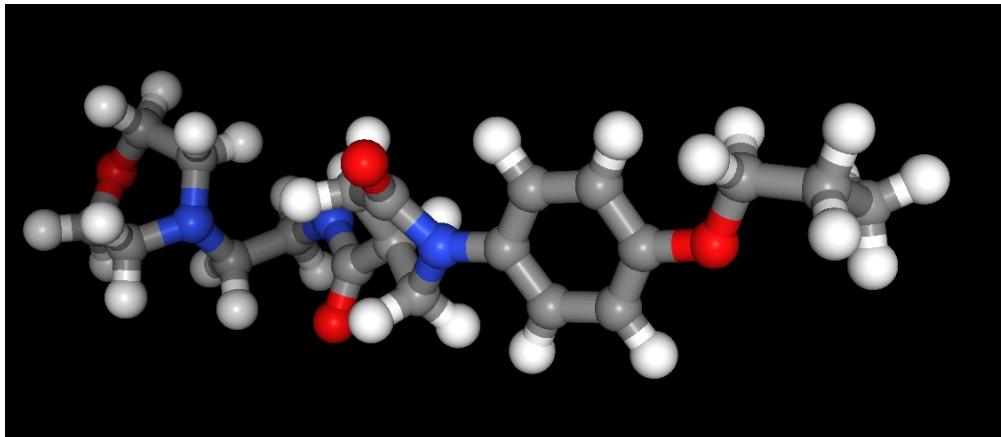
GANs



thispersongoesnotexist.com

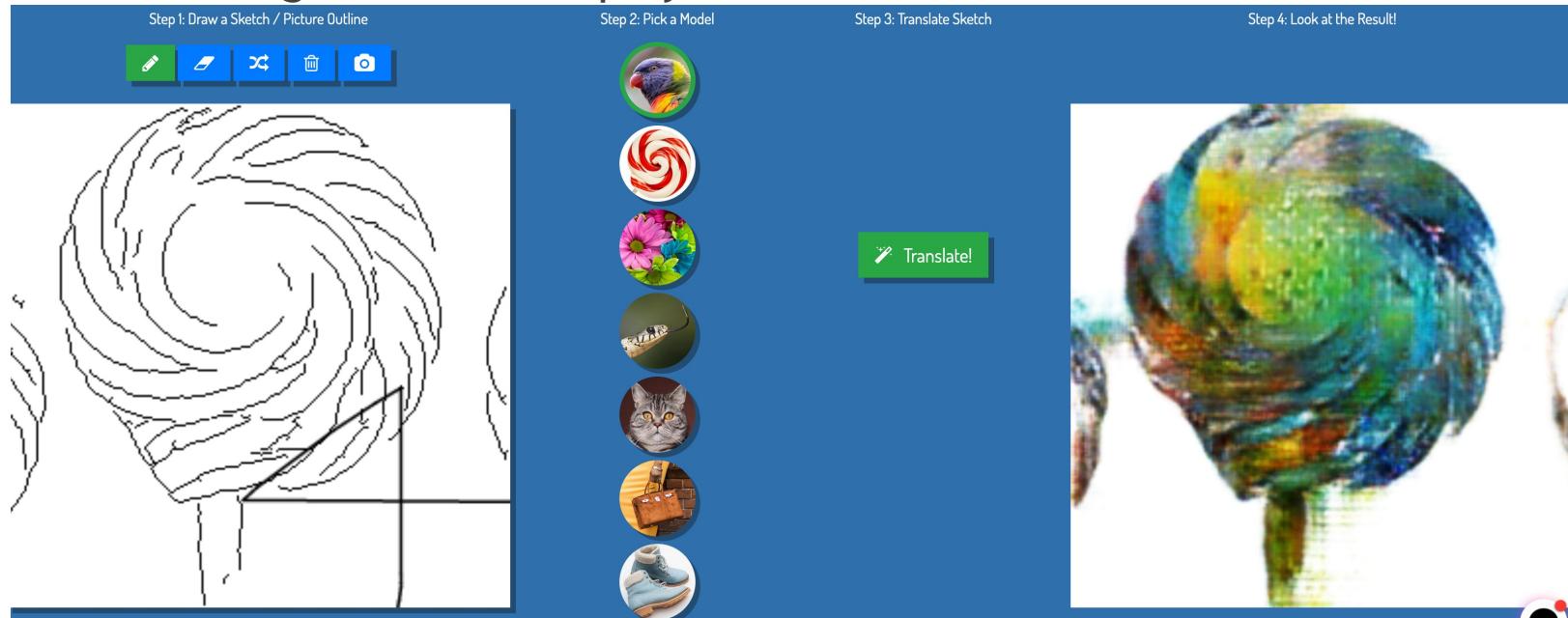


This x does not exist



GAN Play

► <https://mitmedialab.github.io/GAN-play/>



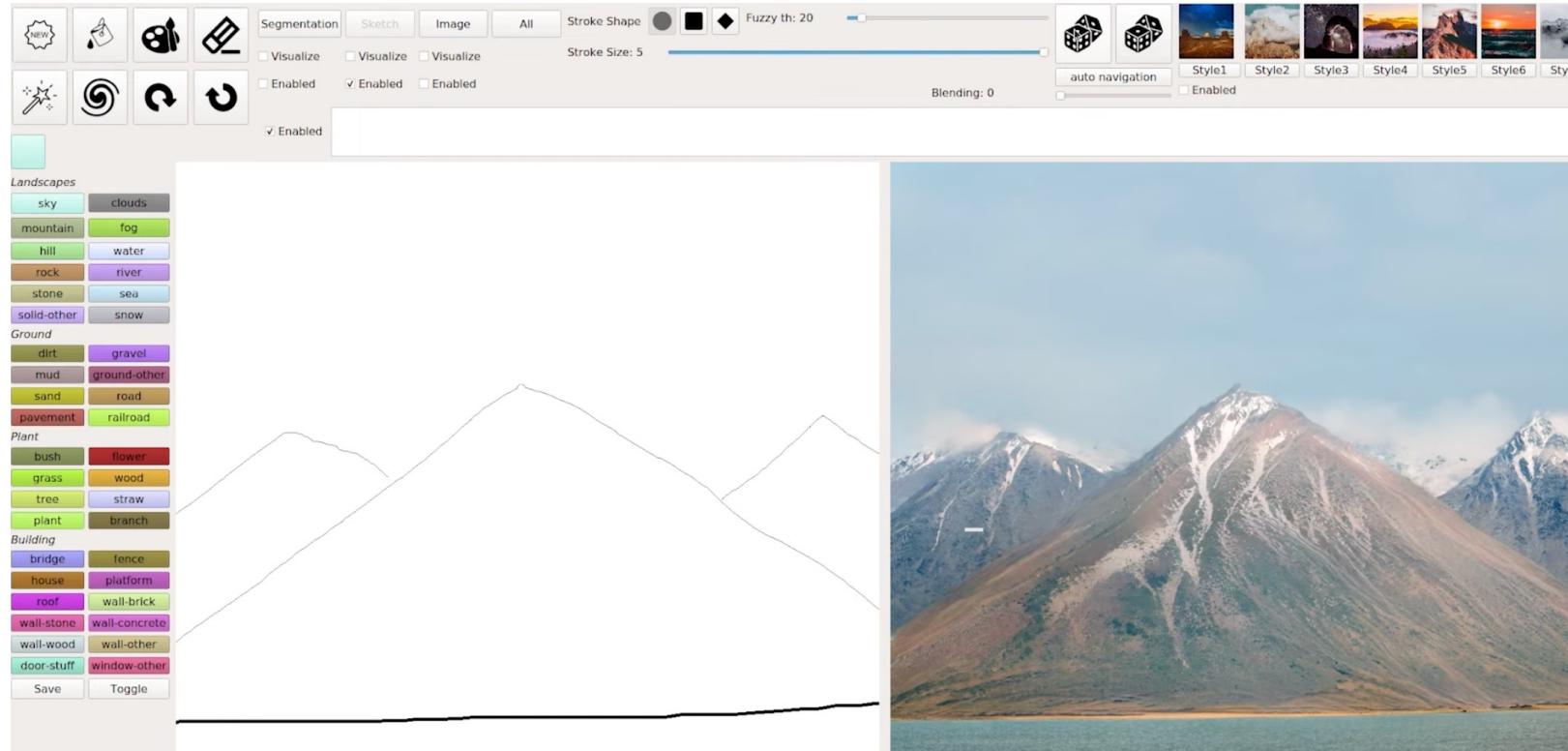
<https://phillipi.github.io/pix2pix/> -- the relevant paper 2017.

<https://affinelayer.com/pixsrv/>

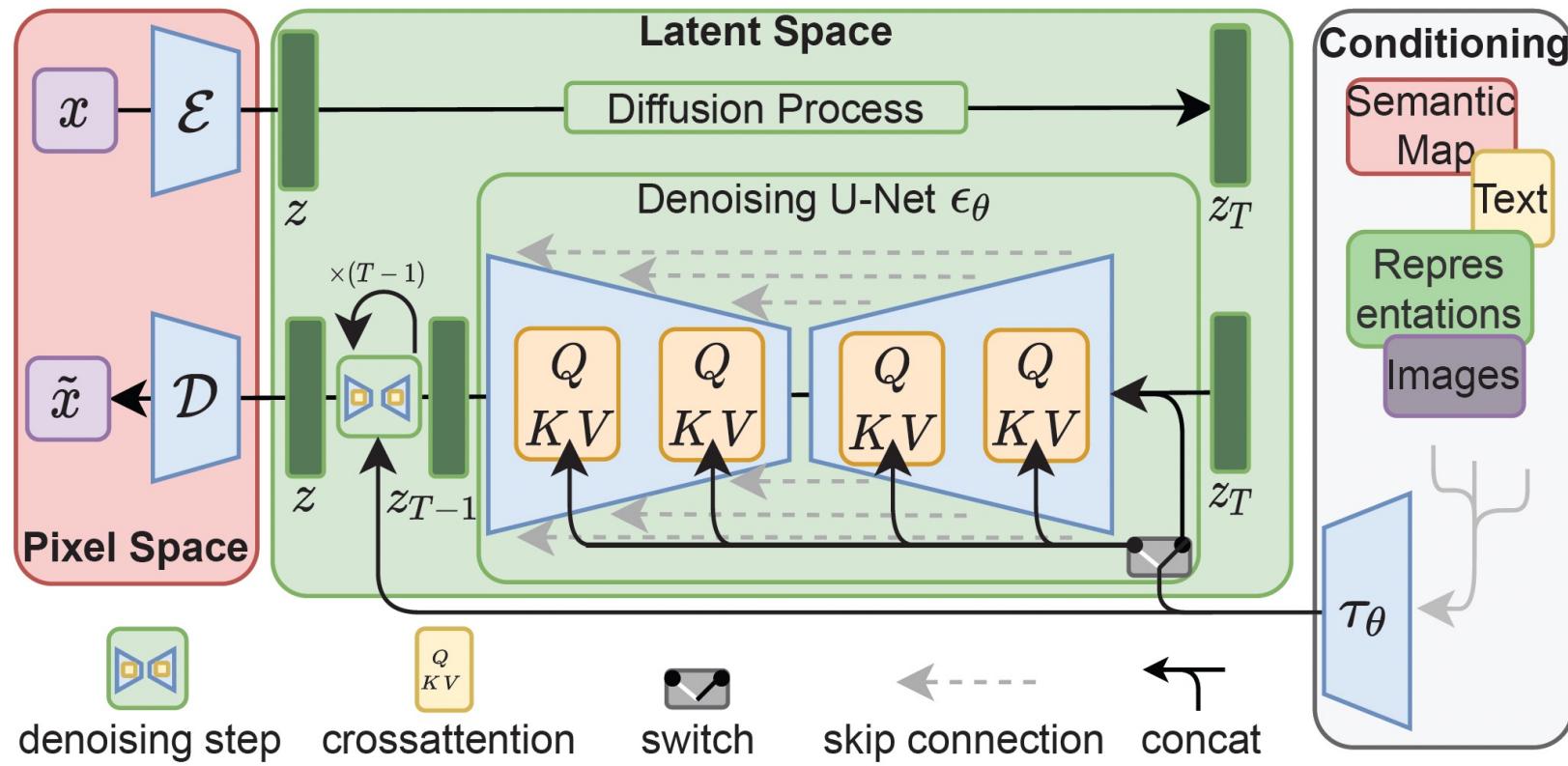
Dix to pix

GAUGAN

► <http://gaugan.org/gaugan2/>



Stable Diffusion



Diffusion

- ▶ Predicts the score function $\nabla_x \log p(x)$ for an unconditional model

- ▶ Adding conditioning:

$$\nabla_x \log p(x|y) = \nabla_x \log p(y|x) + \nabla_x \log p(x)$$

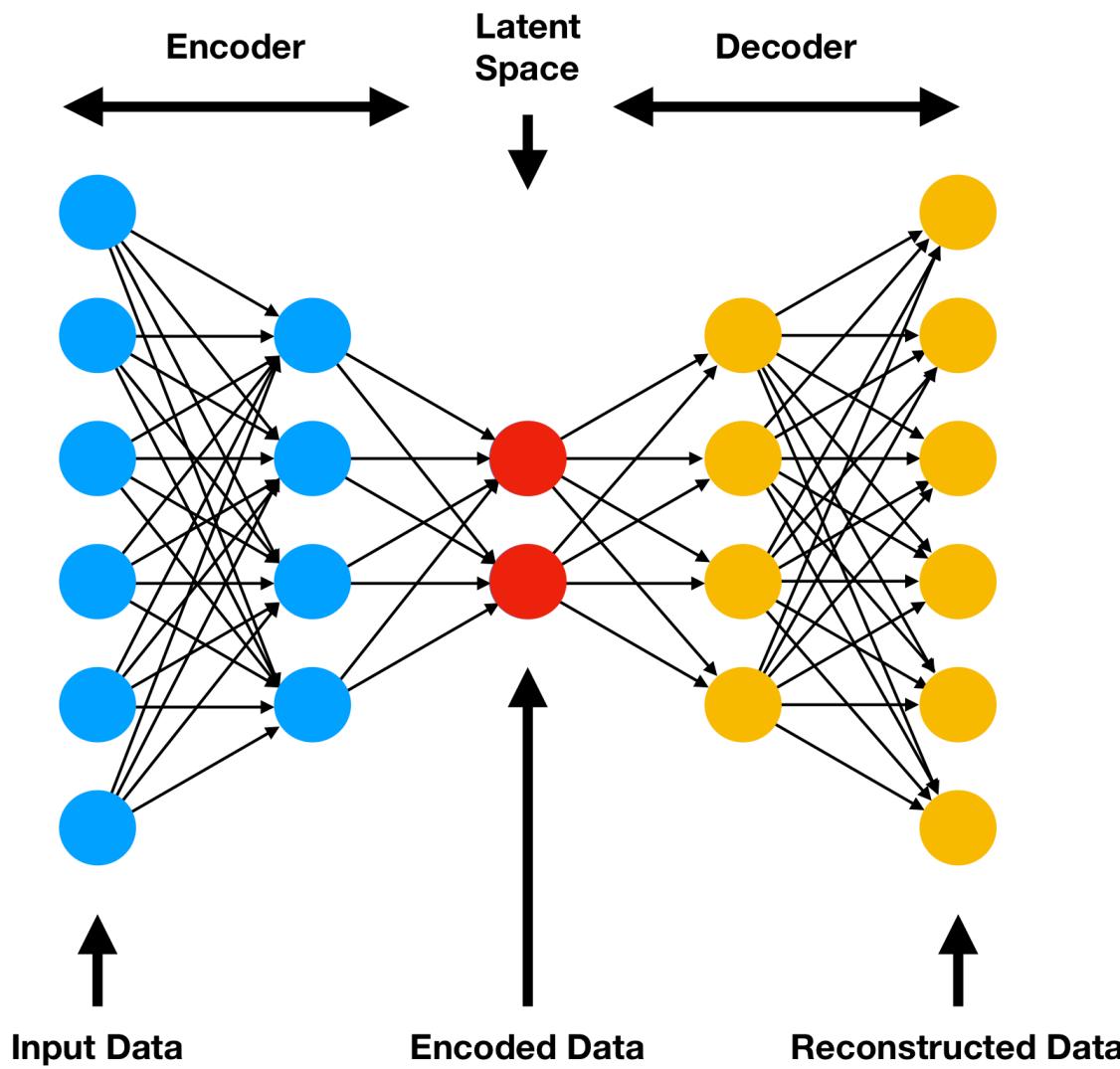
Where y is your conditioning i.e
your text input

$$\nabla_x \log p_\gamma(x|y) = \gamma \nabla_x \log p(y|x) + \nabla_x \log p(x)$$

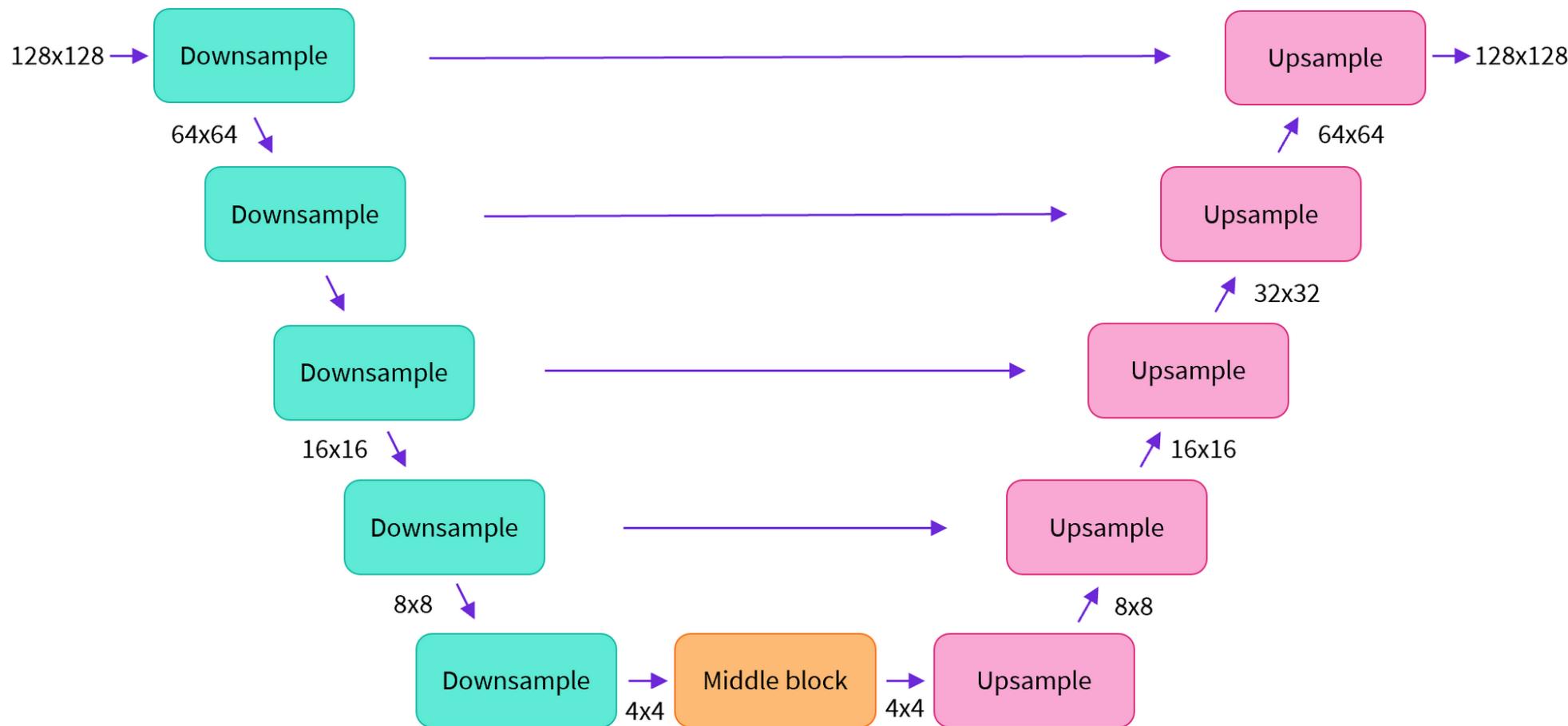
Where γ is the guidance scale

$$\nabla_x \log p_\gamma(x|y) = (1 - \gamma) \nabla_x \log p(x) + \gamma \nabla_x \log p(x|y)$$

VAE (Variational Autoencoder)



U-Net



Denoising

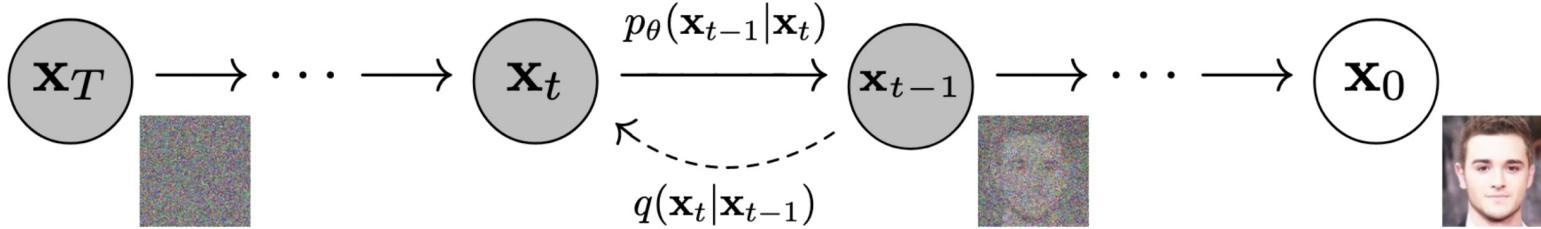
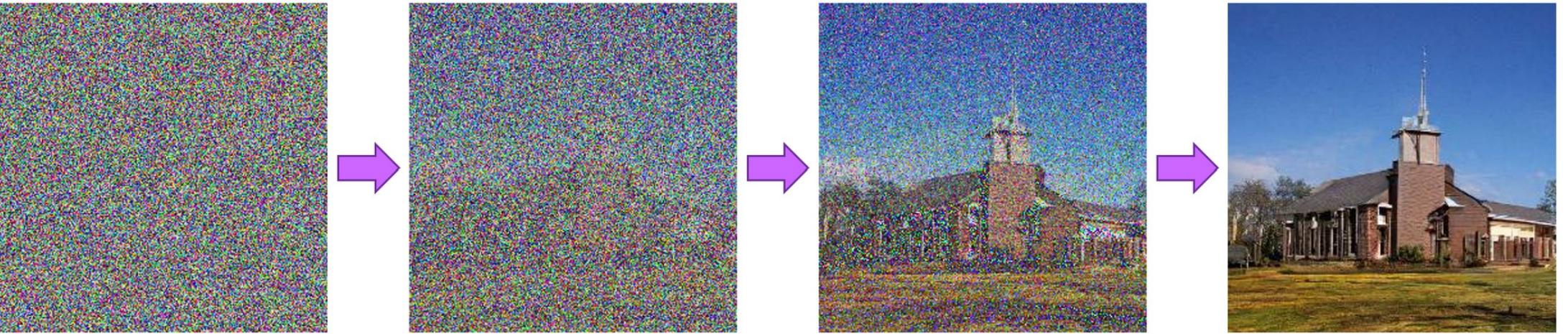
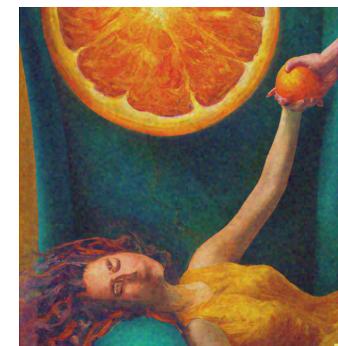
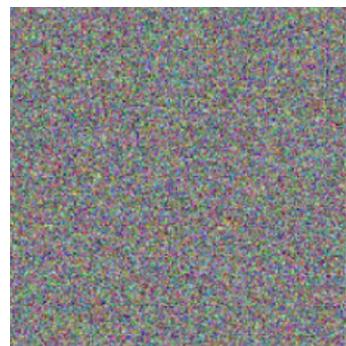
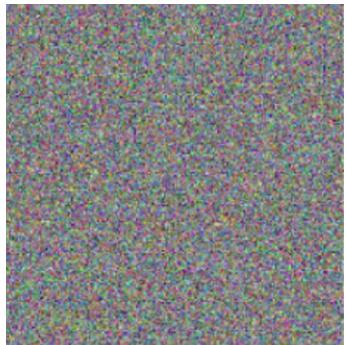


Figure 2: The directed graphical model considered in this work.

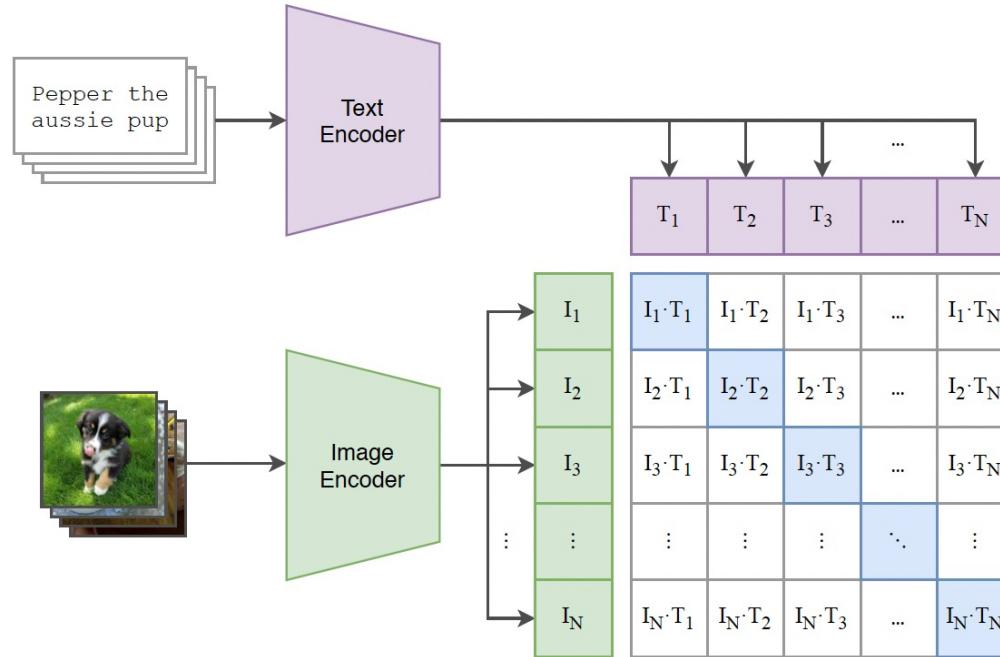
Schedulers

- ▶ Sets how much noise the decoder tries to remove with each step

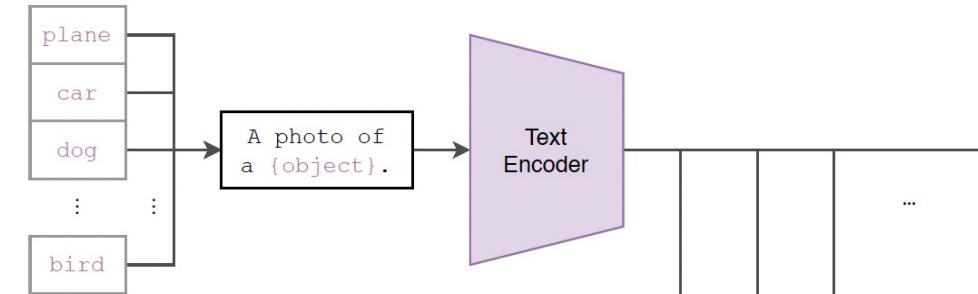


CLIP

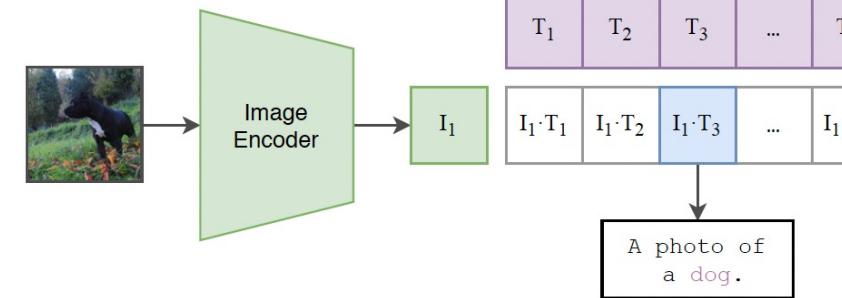
(1) Contrastive pre-training



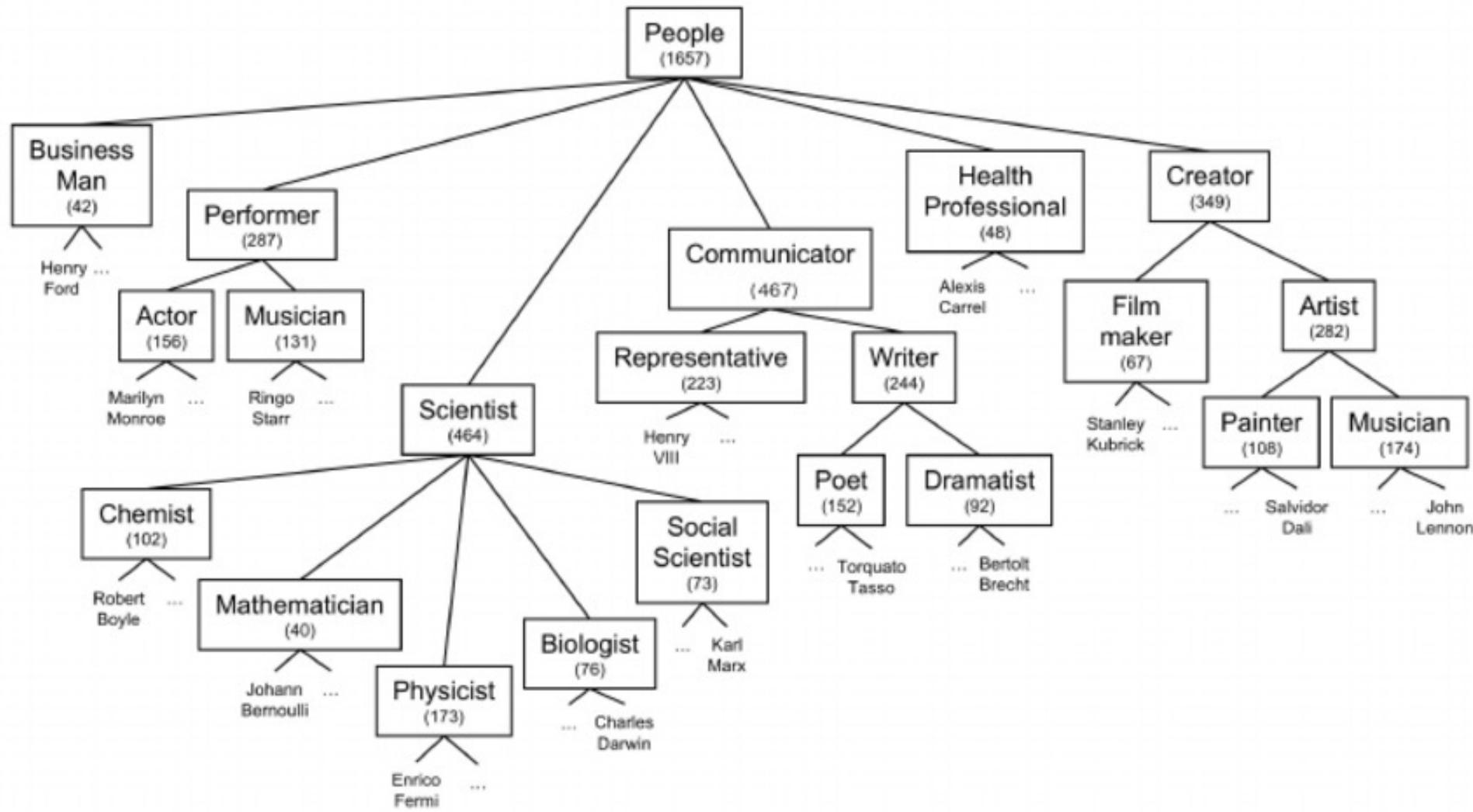
(2) Create dataset classifier from label text



(3) Use for zero-shot prediction



Ontological Model



Tokenizer

“Friends, Romans and Countrymen”



friends

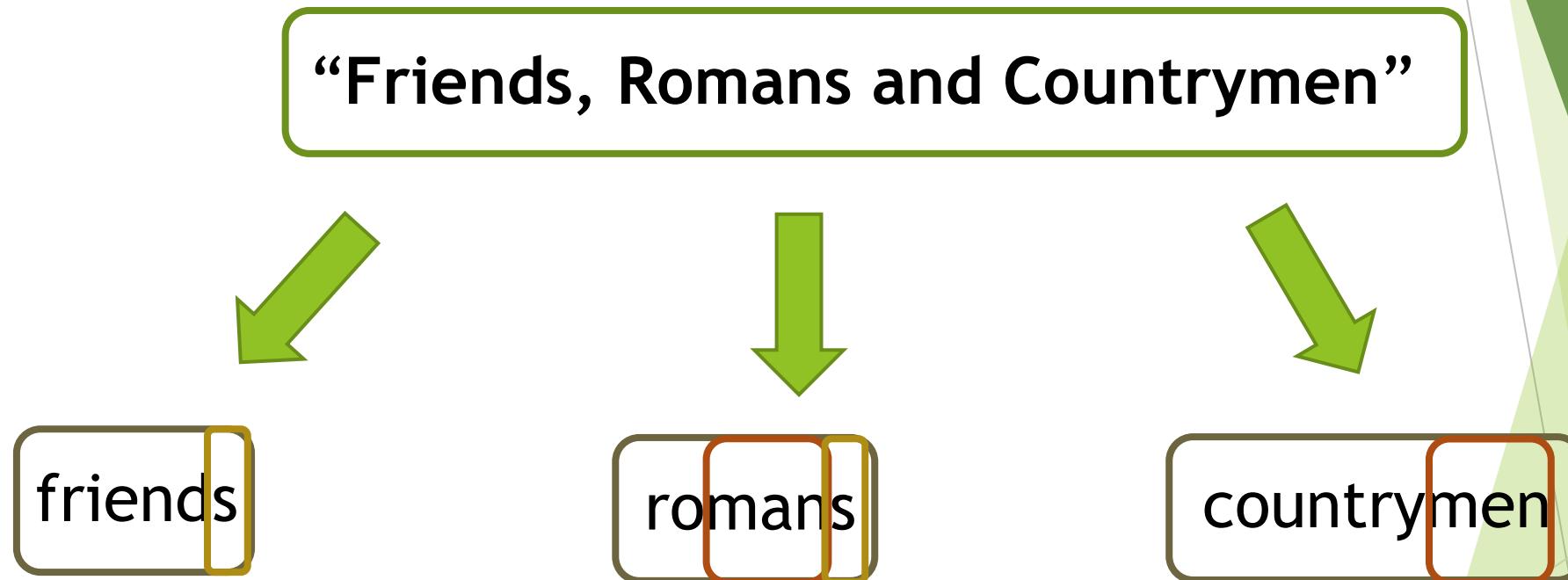


romans



countrymen

Tokenizer



Text Embedding

family

friends

romans

Italy

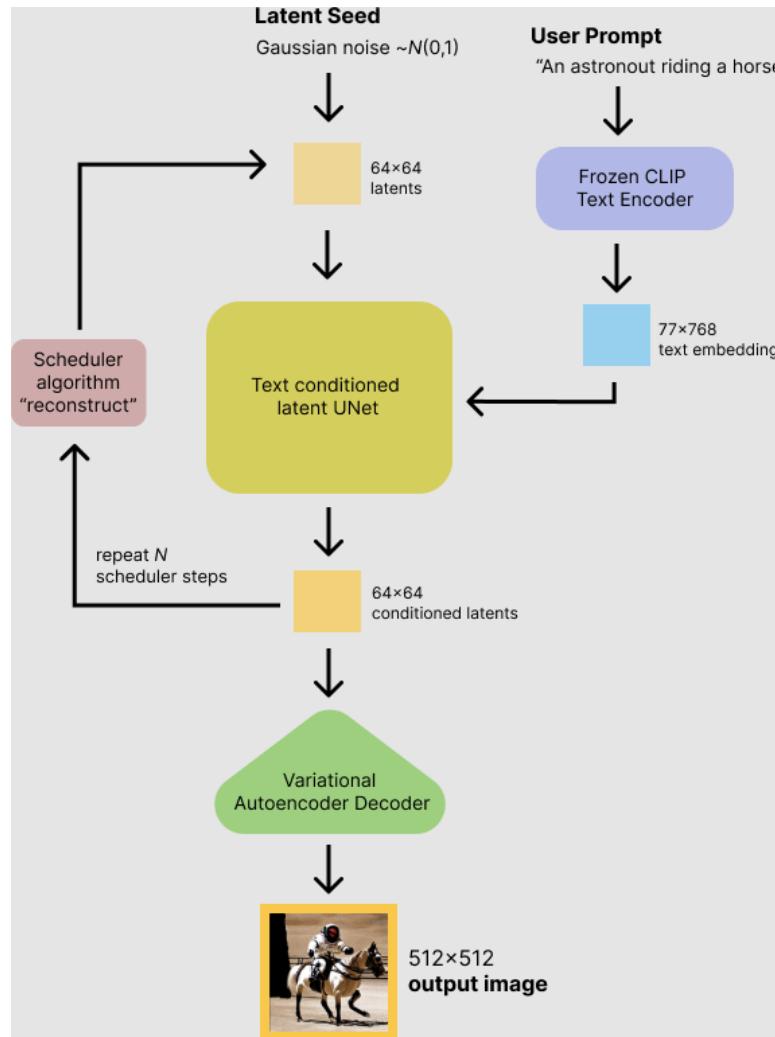
Hugging Face



The AI community building the future.

Build, train and deploy state of the art models powered by
the reference open source in natural language processing.

Stable Diffusion API with HuggingFace





Let's try it out

Imagen

- ▶ Discovered language model trained only on text data are good text encoders for text-to-image
- ▶ Increasing the size of a text-only language model improves output quality more efficiently than increasing the size of an image diffusion model
- ▶ Dynamic thresholding

Latent Space (mathematically)

- ▶ items resembling each other are positioned closer to one another in the latent space
- ▶ Embedding $f:X \rightarrow Y$
 - ▶ Def: An instance of a mathematical structure that is contained within another instance such as the rational numbers within integers
 - ▶ Must be injective (i.e. 1:1)

$$f(x_1) = f(x_2) \text{ implies } x_1 = x_2$$

Latent Space (intuitively)

