### High-Resolution Image Synthesis with Latent Diffusion Models

San Zhang<sup>1,2</sup>, Si Li<sup>2</sup>, and Wu Wang<sup>3</sup>

Email: zhangsan@ia.ac.cn

 $^1$ School of Artificial Intelligence, University of Chinese Academy of Sciences  $^{2,3}$ Institute of Automation, Chinese Academy of Sciences

Nov 20, 2024



#### Contents

- Introduction
- System Model
  - Network Model
  - Task Processing Model
- Problem Formulation
- 4 Algorithm Design
- 5 Simulation Results
- 6 Conclusion



- 1 Introduction
- 2 System Model
  - Network Model
  - Task Processing Model
- Problem Formulation
- 4 Algorithm Design
- 5 Simulation Results
- 6 Conclusion

# The Development of AI-Generated Content (AIGC)

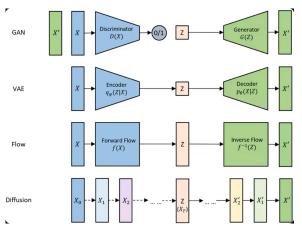


Figure 1: The development of AIGC and mobile edge computing network [1].

<sup>[1]</sup> M. Xu, et al., "Unleashing the power of edge-cloud generative AI in mobile networks: A survey of AIGC services," IEEE Commun. Surv. Tutor., Early Access, 2024.

#### Diffusion Model

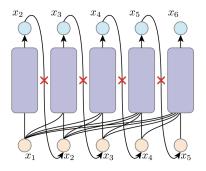


Figure 2: An illustration of diffusion model [2].

- With Gaussian noise as input
- The quality of generated images gets progressively better.

<sup>[2]</sup> H. Du, et al., "Enhancing deep reinforcement learning: A tutorial on generative diffusion models in network optimization," arXiv preprint arXiv:2308.05384, 2023.

# AIGC in Mobile Edge Computing (MEC)

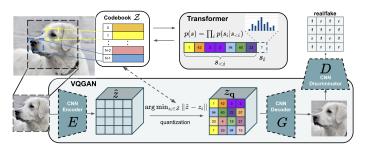


Figure 3: An overview of a mobile AIGC network [1].

• AIGC models can be deployed at edge servers.

<sup>[1]</sup> M. Xu, et al., "Unleashing the power of edge-cloud generative AI in mobile networks: A survey of AIGC services," IEEE Commun. Surv. Tutor., Early Access, 2024.

- Introduction
- 2 System Model
  - Network Model
  - Task Processing Model
- 3 Problem Formulation
- 4 Algorithm Design
- 6 Simulation Results
- 6 Conclusion

#### MEC Network

# Local Processing Model

## Home BS Processing Model



# Neighbor BS Processing Model

Yingjian Zhu (UCAS)

- Introduction
- 2 System Model
  - Network Model
  - Task Processing Model
- 3 Problem Formulation
- 4 Algorithm Design
- 5 Simulation Results
- 6 Conclusion

# Weighted Cost

### Offloading Problem

- Introduction
- 2 System Model
  - Network Model
  - Task Processing Model
- 3 Problem Formulation
- 4 Algorithm Design
- 6 Simulation Results
- 6 Conclusion

# Deep Reinforcement Learning based OSI Algorithm

• State:

$$s_n^{(l)} = \left(B_n^{(l)}, q_n^{(l)}, f_n^{U,(l)}, g^{B,(l)}, h_n^{(l)}\right)$$

• Action:

$$a_n^{(l)} = \left(x_n^{(l)}, y_n^{(l)}, c_n^{(l)}\right)$$

• Reward:

$$r_n^{(l)} = -\sum_{n \in \mathcal{N}} \left(\omega_1 T_n^{(l)} + \omega_2 E_n^{(l)} + \omega_3 \epsilon_n^{(l)}\right) - r_n^{P,(l)}$$

- Introduction
- System Model
  - Network Model
  - Task Processing Model
- Problem Formulation
- 4 Algorithm Design
- **6** Simulation Results
- 6 Conclusion

- Introduction
- 2 System Model
  - Network Model
  - Task Processing Model
- 3 Problem Formulation
- 4 Algorithm Design
- 6 Simulation Results
- 6 Conclusion

- Conclusion 1.
- Conclusion 2.
- Conclusion 3.
- Conclusion 4.

### Acknowledgements

# Thanks for your listening!

Please feel free to contact us:

zhangsan@ia.ac.cn

