

High-Resolution Image Synthesis with Latent Diffusion Models

San Zhang^{1,2}, Si Li², and Wu Wang³

Email: zhangsan@ia.ac.cn

¹School of Artificial Intelligence, University of Chinese Academy of Sciences

^{2,3}Institute of Automation, Chinese Academy of Sciences

Nov 20, 2024



Contents

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



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

The Development of AI-Generated Content (AIGC)

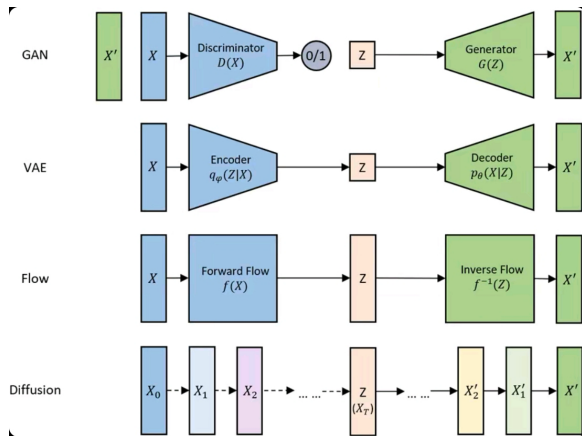


Figure 1: The development of AIGC and mobile edge computing network [1].

[1] 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

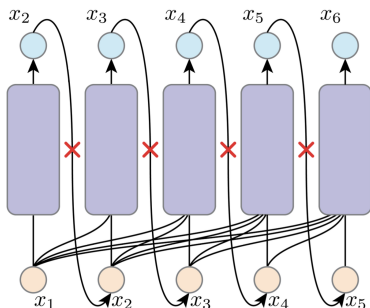


Figure 2: An illustration of diffusion model [2].

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

[2] 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)

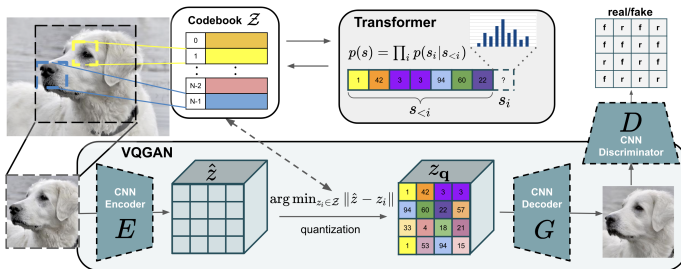


Figure 3: An overview of a mobile AIGC network [1].

- AIGC models can be deployed at edge servers.

[1] 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.

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

MEC Network

Local Processing Model

Home BS Processing Model

Neighbor BS Processing Model

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

Weighted Cost

Offloading Problem

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

Deep Reinforcement Learning based OSI Algorithm

- State:

$$\mathbf{s}_n^{(l)} = \left(\mathbf{B}_n^{(l)}, \mathbf{q}_n^{(l)}, \mathbf{f}_n^{\mathbf{U},(l)}, \mathbf{g}^{\mathbf{B},(l)}, \mathbf{h}_n^{(l)} \right)$$

- Action:

$$\mathbf{a}_n^{(l)} = \left(\mathbf{x}_n^{(l)}, \mathbf{y}_n^{(l)}, \mathbf{c}_n^{(l)} \right)$$

- Reward:

$$\mathbf{r}_n^{(l)} = - \sum_{n \in \mathcal{N}} \left(\omega_1 \mathbf{T}_n^{(l)} + \omega_2 \mathbf{E}_n^{(l)} + \omega_3 \epsilon_n^{(l)} \right) - \mathbf{r}_n^{\mathbf{P},(l)}$$

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

- 1 Introduction
- 2 System Model
 - Network Model
 - Task Processing Model
- 3 Problem Formulation
- 4 Algorithm Design
- 5 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