

Diffusion models reverse a Gaussian noising process for image generation. Data-consistency is encouraged by additional guidance.

Key idea: tailor diffusion process to the image degradation, such that data-consistency is ensured!

Stochastic Degradation Process (SDP)



Ground truth t = 0

 $oldsymbol{y}_t = \mathcal{A}_t(oldsymbol{x}_0) + oldsymbol{z}_t, \ oldsymbol{z}_t \sim \mathcal{N}(oldsymbol{0}, \sigma_t^2 \mathbf{I})$

DiracDiffusion: Denoising and Incremental Reconstruction with Assured Data-Consistency

Degradation severity

SDP is defined based on a notion of degradation severity:





We learn to iteratively reverse small steps of degradation, which we call incremental reconstruction (IR).





 $\mathcal{A}_t(x_0)$

Incremental Reconstruction Loss (IRL)

$$\mathcal{L}_{IR}(\theta) = \mathbb{E}_{t,(x_0,y_t)} \left[\left\| \mathcal{A}_{t-\Delta t}(\Phi_{\theta}(y_t,t)) - \mathcal{A}_{t-\Delta t}(x_0) \right\|^2 \right]$$

Given a degraded image with severity t, we predict a slightly less severe $(t - \Delta t)$ degradation of the clean image.

Theoretical insights

1) Upper-bound on IR error depends on degradation smoothness (Theorem 3.4).

2) Minimizing IRL enables learning both incremental reconstruction and denoising (Proposition A.6).

3) Running [UPDATE] ensures data-consistency in every reverse diffusion step (Theorem 3.6).







Measurement

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the reverse process.











Perceptual image quality (LPIPS, FID) is fundamentally at odds with distortion (PSNR, SSIM). We control the trade-off via early-stopping

Results

Fast sampling

Excellent reconstruction quality

	Deblurring				Inpainting			
Method	$PSNR(\uparrow)$	$SSIM(\uparrow)$	$LPIPS(\downarrow)$	$FID(\downarrow)$	$PSNR(\uparrow)$	$SSIM(\uparrow)$	$LPIPS(\downarrow)$	$FID(\downarrow)$
Dirac-PO (ours)	26.67	0.7418	0.2716	53.36	25.41	0.7595	0.2611	39.43
Dirac-DO (ours)	28.47	<u>0.8054</u>	0.2972	69.15	26.98	0.8435	0.2234	<u>51.87</u>
DPS (Chung et al., 2022a)	25.56	0.6878	0.3008	65.68	21.06	0.7238	0.2899	57.92
DDRM (Kawar et al., 2022a)	27.21	0.7671	<u>0.2849</u>	65.84	<u>25.62</u>	0.8132	<u>0.2313</u>	54.37
SwinIR (Liang et al., 2021)	28.53	0.8070	0.3048	72.93	24.46	<u>0.8134</u>	0.2660	59.94
PnP-ADMM (Chan et al., 2016)	27.02	0.7596	0.3973	74.17	12.27	0.6205	0.4471	192.36
ADMM-TV	26.03	0.7323	0.4126	89.93	11.73	0.5618	0.5042	264.62
	Deblurring				Inpainting			
Method	$PSNR(\uparrow)$	$SSIM(\uparrow)$	$LPIPS(\downarrow)$	$FID(\downarrow)$	$PSNR(\uparrow)$	$SSIM(\uparrow)$	$LPIPS(\downarrow)$	$FID(\downarrow)$
Dirac-PO (ours)	24.68	0.6582	0.3302	<u>53.91</u>	26.36	0.8087	0.2079	<u>34.33</u>
Dirac-DO (ours)	25.76	0.7085	0.3705	83.23	28.92	0.8958	0.1676	38.25
DPS (Chung et al., 2022a)	21.51	0.5163	0.4235	52.60	22.71	0.8026	0.1986	34.55
DDRM (Kawar et al., 2022a)	24.53	0.6676	<u>0.3917</u>	61.06	25.92	0.8347	0.2138	33.71
SwinIR (Liang et al., 2021)	25.07	<u>0.6801</u>	0.4159	84.80	<u>26.87</u>	<u>0.8490</u>	0.2161	45.69
PnP-ADMM (Chan et al., 2016)	25.02	0.6722	0.4565	98.72	18.14	0.7901	0.2709	101.25
ADMM-TV	24.31	0.6441	0.4578	88.26	17.60	0.7229	0.3157	120.22

Table 1. Experimental results on the FFHQ (top) and ImageNet (bottom) test splits.