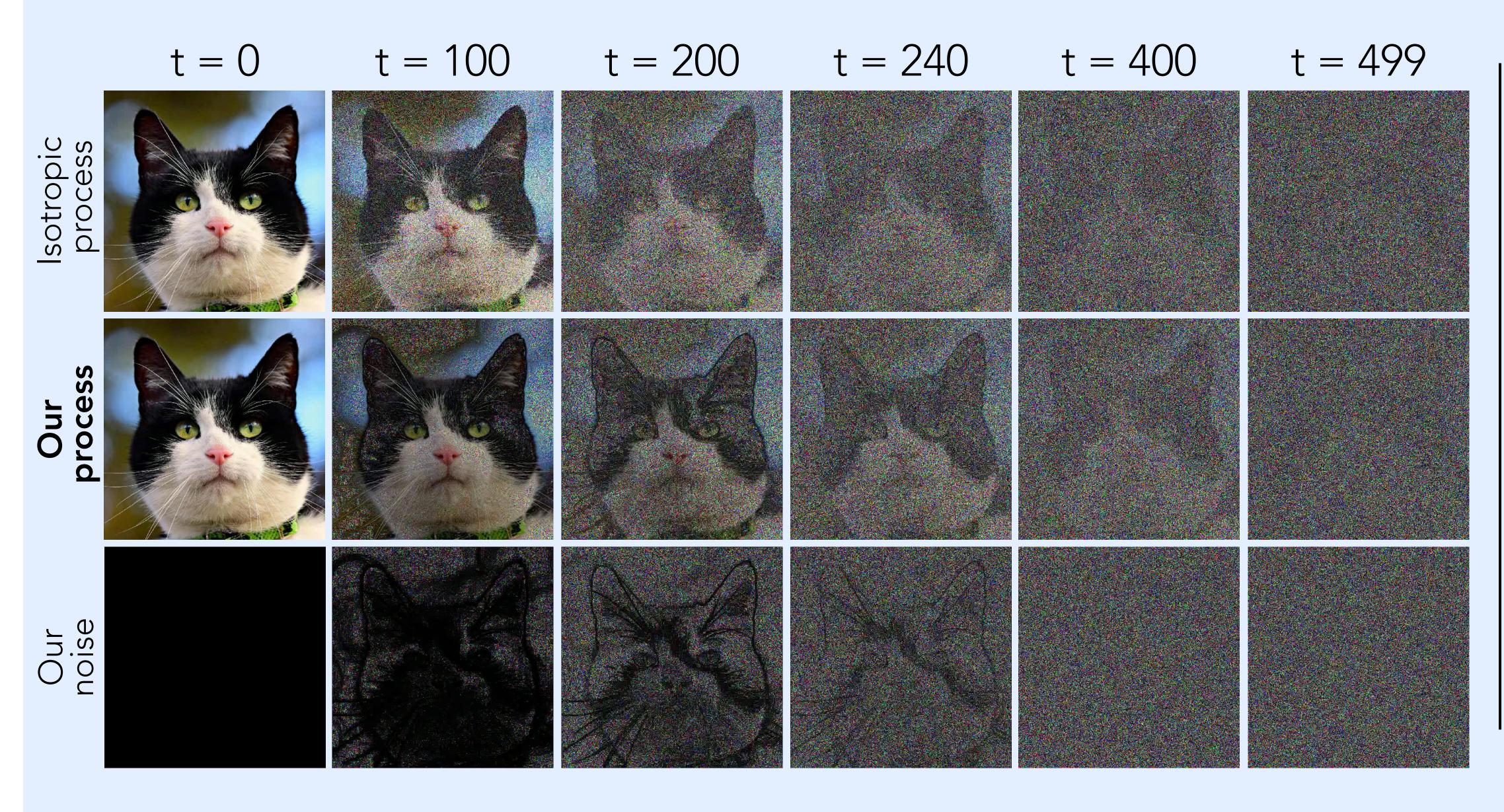
Edge-preserving noise for diffusion models

Jente Vandersanden, Sascha Holl, Xingchang Huang, Gurprit Singh



Shape-guided generative task



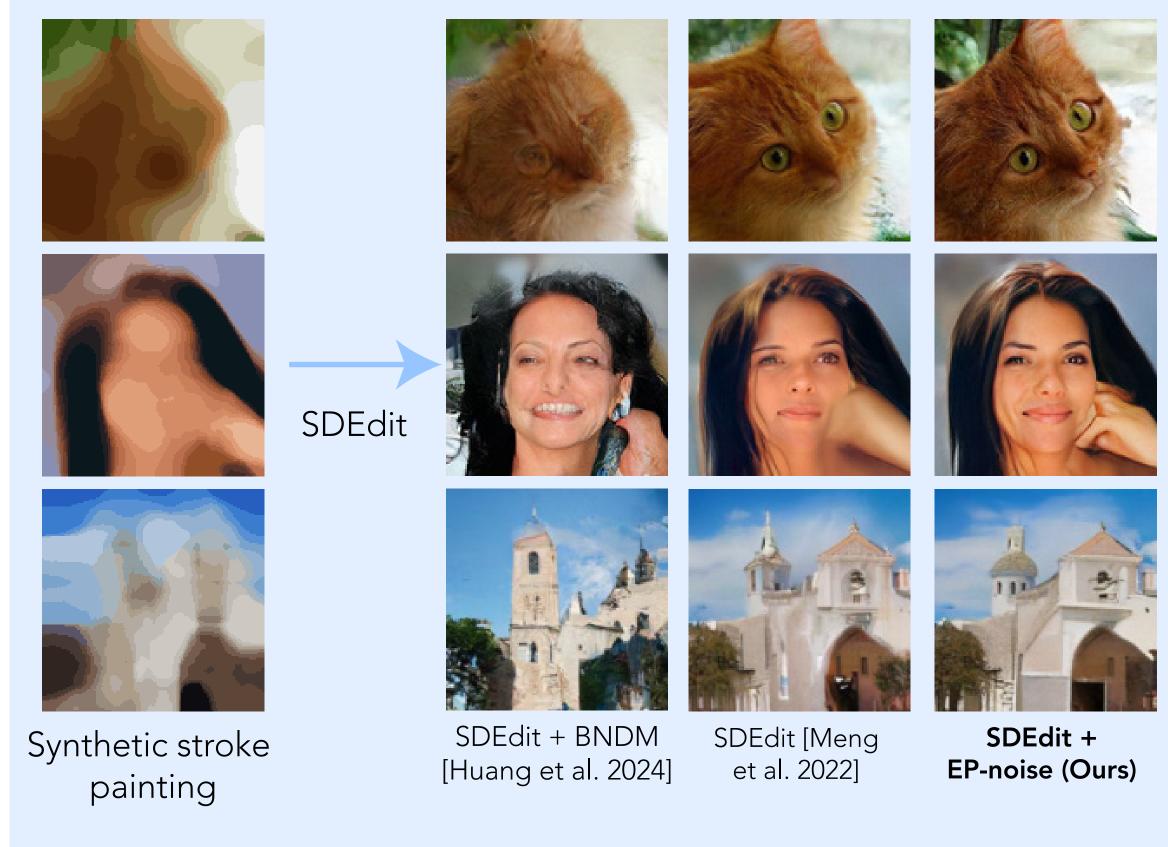
Edge-preserving

SDEdit (ours)

Motivation

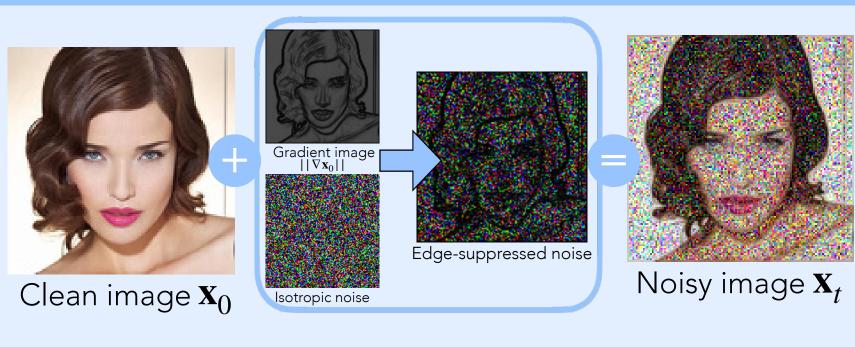
- •For decades, anisotropic diffusion has helped improve image denoising through edge-preserving filtering, a classic technique in image processing.
- •Diffusion models also act as denoisers, using learned convolutional filters. By making them edge-aware, we aim to boost their per formance.

Stroke-guided image generation (SDEdit)



•Our method excels in shape-guided generative tasks, better adhering to the shape guide and producing higher-quality results with less artifacts.

Our method

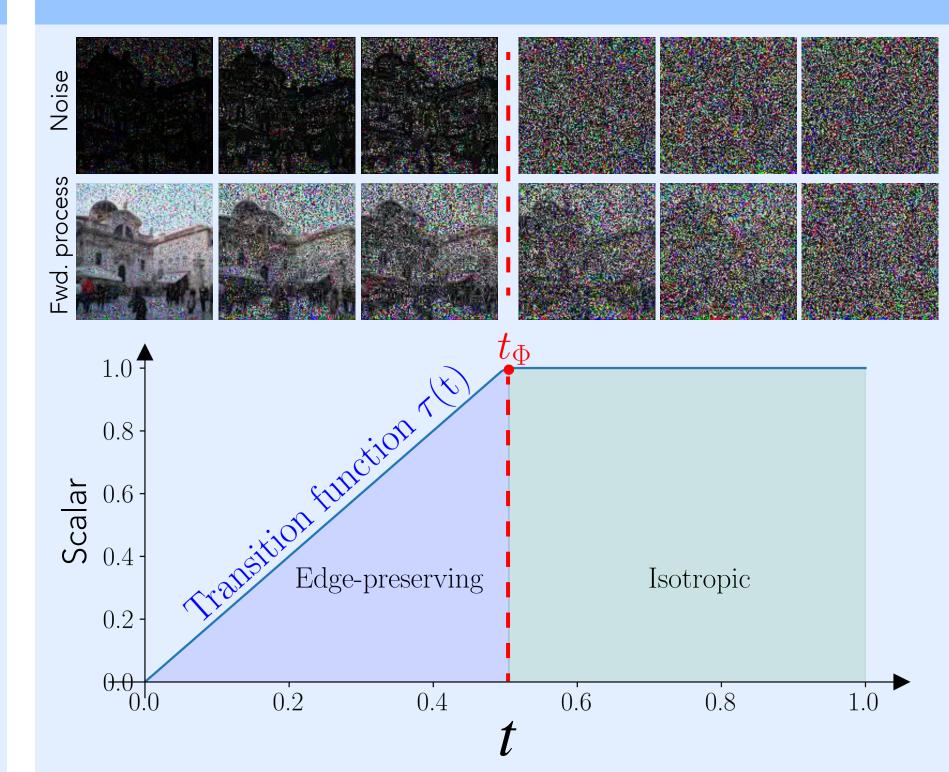


- We enhance the diffusion process by preserving structural details longer and learning the corresponding non-isotropic Gaussian noise.
- We achieve this by suppressing the noise based on the value of the image gradient, according to the formulation of [Perona and Malik, 1990].

A hybrid noise schedule

Isotropic SDEdit

[Meng et al. 2022]



•Hybrid noise schedule ensures convergence to a known noise prior.

Edge-preserving Flow Matching [Lipman et al. 2022]

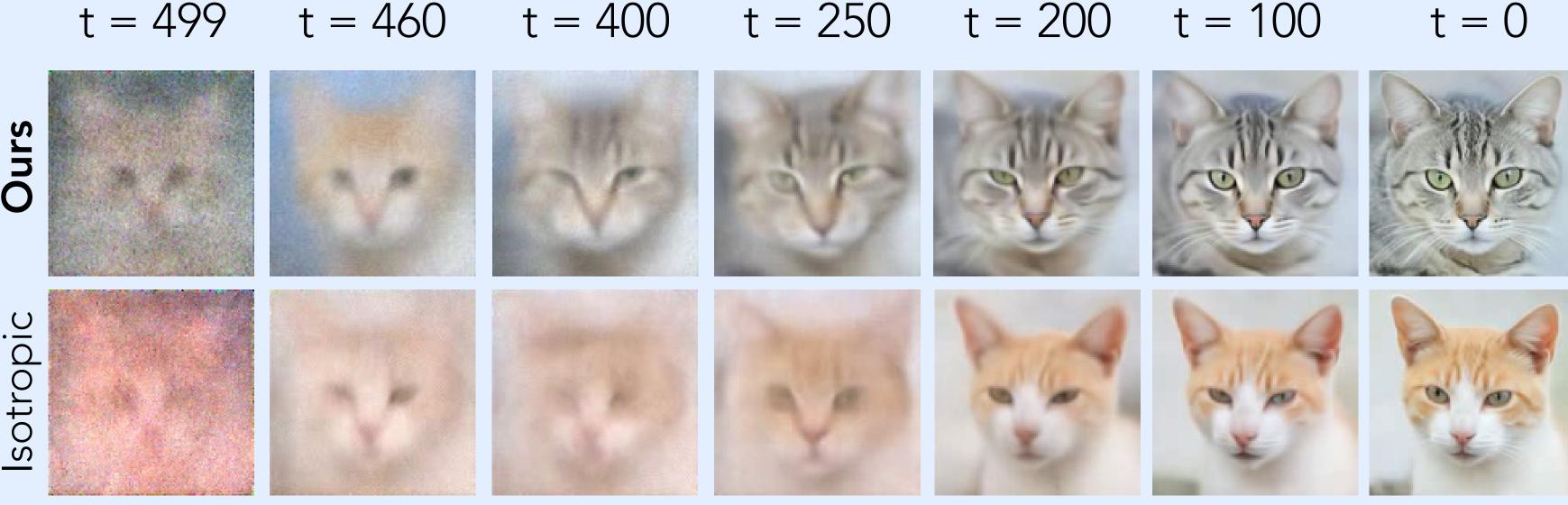
• Early results on edge-preserving flow matching show consistent visual improvements over its isotropic counterpart.





Backward process comparison

•Our backward process shows faster convergence faster to predictions that are sharper and less noisy compared to the traditional isotropic backward process.



Quantitative results

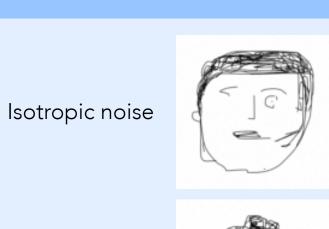
• Unconditional image generation:

FID-score (\downarrow) CelebA(128²) LSUN-Church(128²) AFHQ-Cat(128²) 119.34 17.60 31.00 14.54 13.06 26.15 23.17

• Stroke-guided image generation:

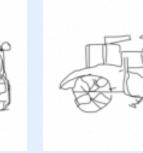
28°)				
	FID-score (↓)	CelebA(128 ²)	LSUN-Church(128 ²)	AFHQ-Cat(128²)
	DDPM [Ho et al. 2020]	28.17	31.00	17.60
	BNDM [Huang et al. 2024]	26.35	29.86	14.54
	Ours	26.15	23.17	13.06

Human-sketch dataset [Eitz et al. 2012]

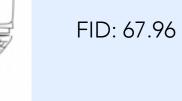












FID: 40.03

Edge-preserving