



# *Collaborative Diffusion*

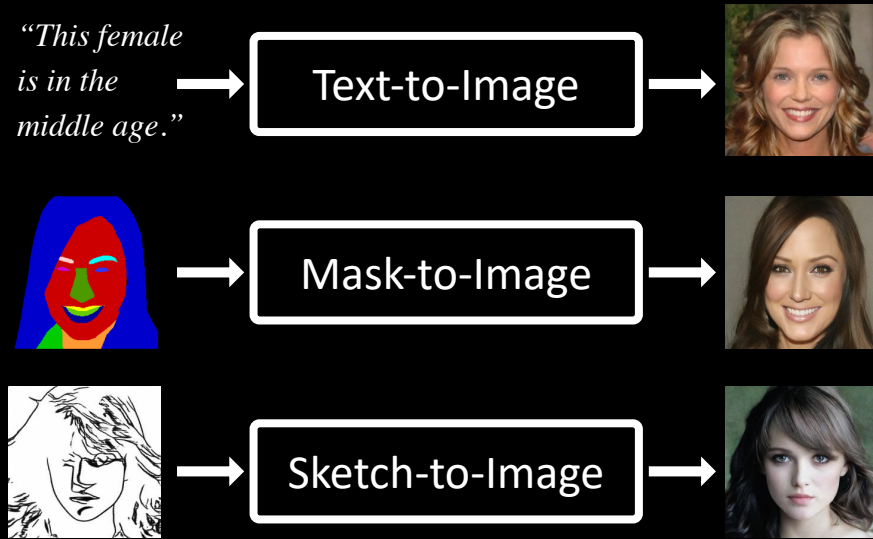
for Multi-Modal Face Generation and Editing

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# Motivation

Existing diffusion models are mainly uni-modal, that is., driven by only one modality of condition.



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However, in real applications, users want multi-modal control. See examples next slide.

# Task Highlight

## (A) Multi-Modal Face Generation

*given multi-modal controls*



*synthesize high-quality image consistent with the controls*



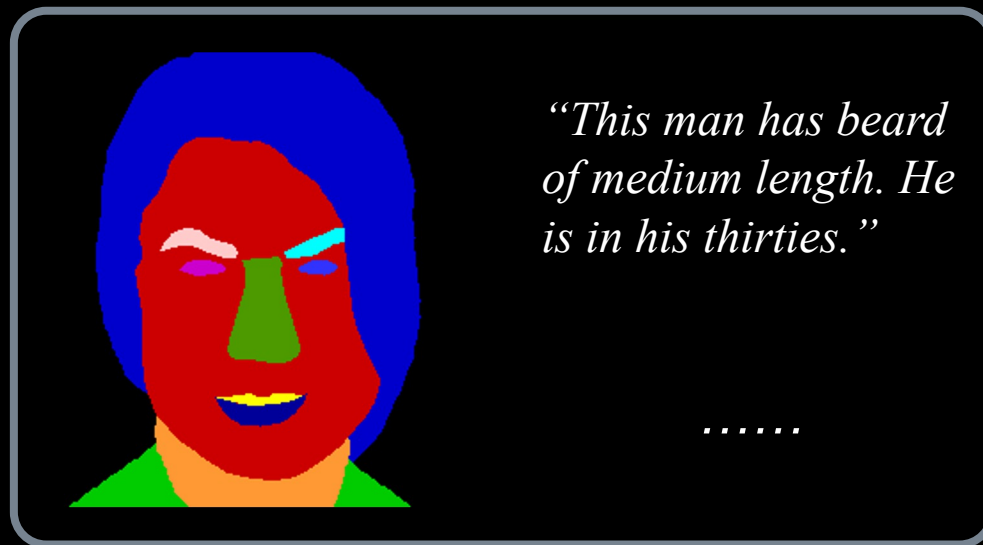
# Task Highlight

## (B) Multi-Modal Face Editing

*given input image*



*and target multi-modal conditions*

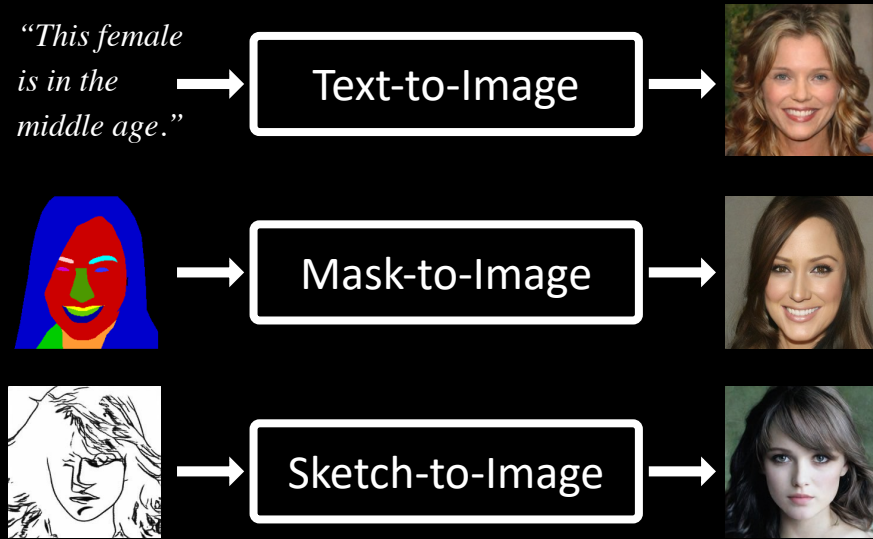


*edit the image  
to 1) satisfy the target conditions  
while 2) preserving the facial identity*

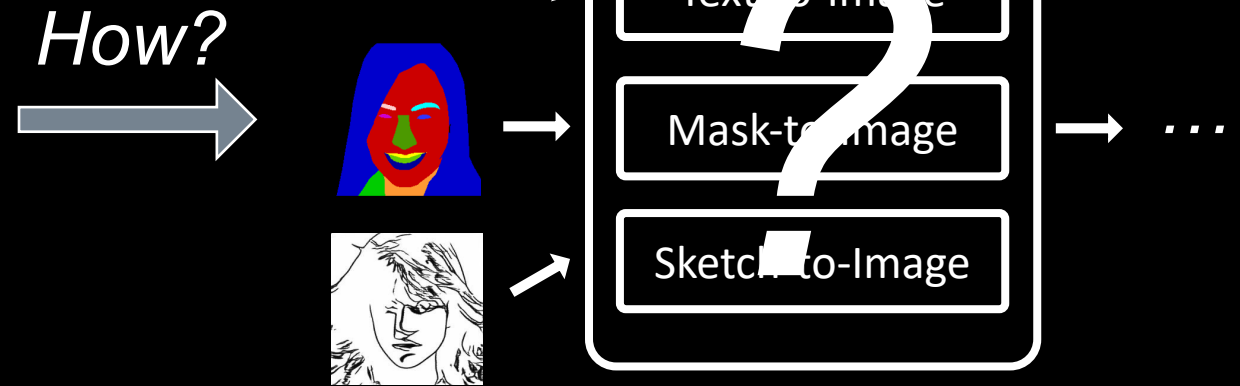


# Motivation

## Uni-Modal Diffusion Models

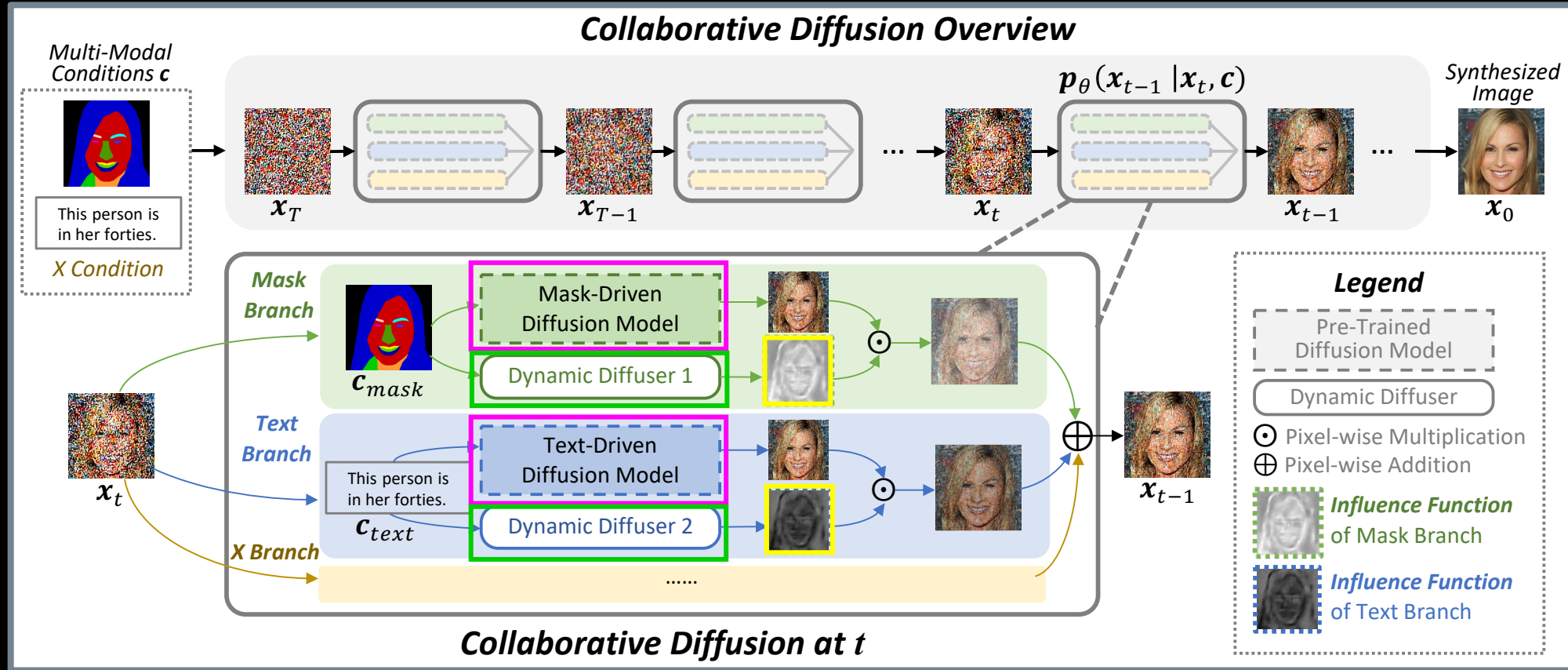


## Multi-Modal Control





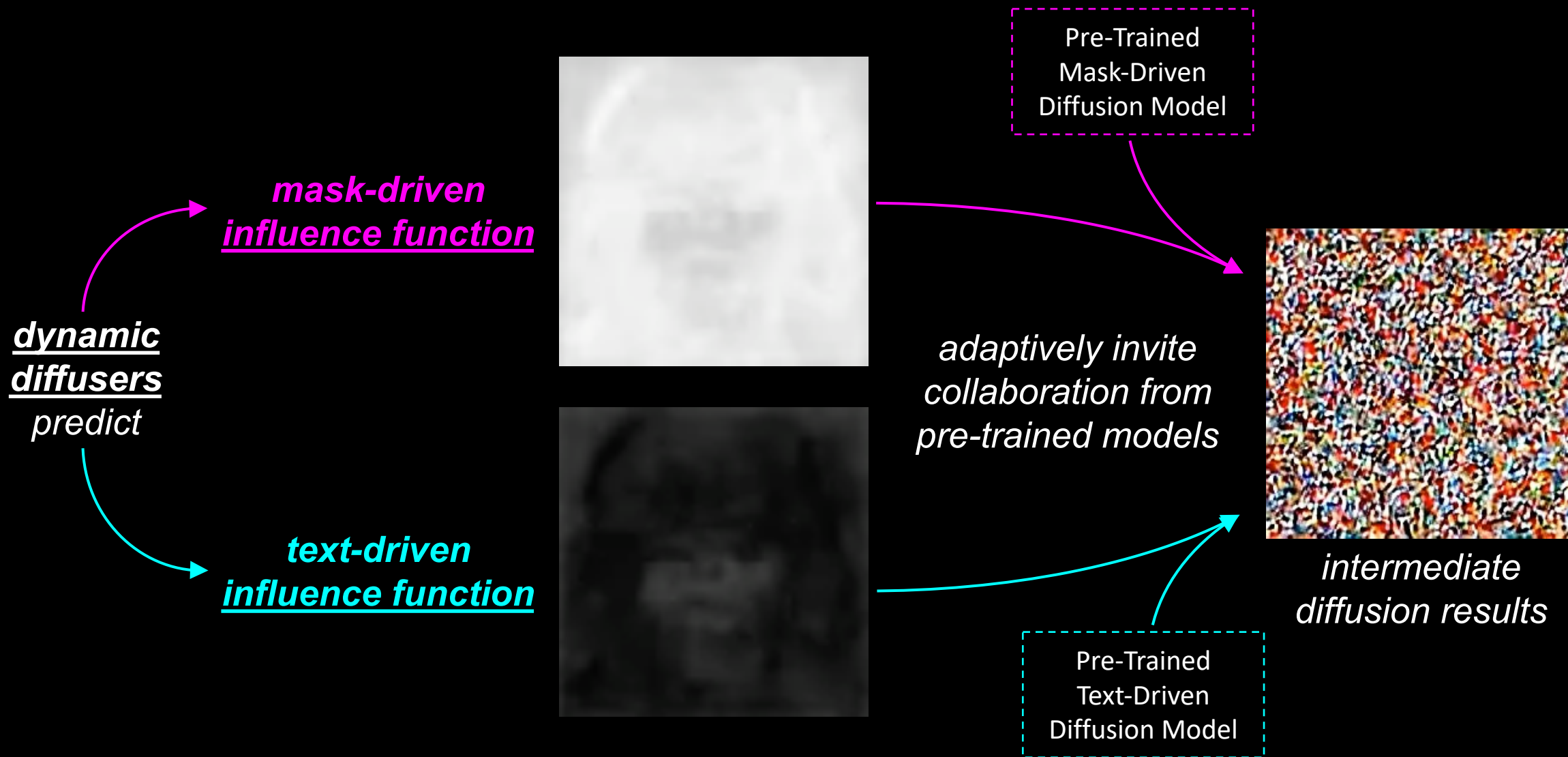
# Collaborative Diffusion Framework



During the reverse process of diffusion models:

- **Pre-trained uni-modal diffusion models** collaborate to achieve multi-modal control without being re-trained
- **Dynamic diffusers** predict spatial-temporal **influence functions** to enhance or suppress contributions from each pre-trained model

# Dynamic Diffusers predict Influence Functions





# Visual Results: Generation

Mask  
Condition

Generated  
Images

Text  
Condition



*This man has  
beard of medium  
length. He is in his  
thirties.*



*This woman looks  
very old.*



*She is a teenager.*



*This female is in  
the middle age.*





# Visual Results: *Editing*

*Input Image*



*Target Mask*



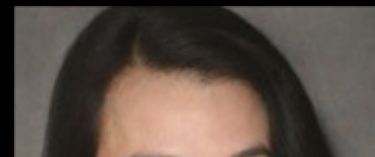
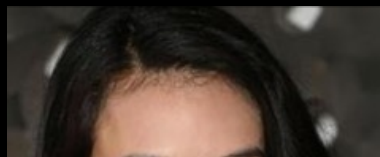
*Target Text*

*This woman looks like an elderly.*

*Edited Image*



*He is a young adult. He doesn't have any beard at all.*



# Summary

- We exploit pre-trained uni-modal diffusion models. They can collaborate to achieve multi-modal control without being re-trained.
- Collaborative Diffusion can be used to *extend arbitrary uni-modal approach* (e.g. face generation, face editing, motion generation, 3D generation) *to the multi-modal paradigm*.



*Project Page*



*Code*