

# PAIR Diffusion: A Comprehensive Multimodal Object-Level Image Editor

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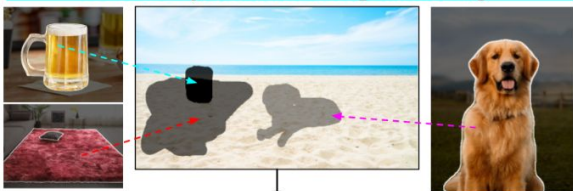
# Contributions

## Appearance Editing



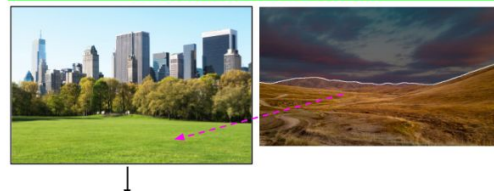
Prompt - *A picture of car on a road*

## Add Objects and Shape Editing



Prompt - *A picture of a beach with carpet, a beer cup, and a dog*

## Multimodal Control



Prompt - *A picture of park with **snow** in it*

- **General** framework to enable precise object-level editing in Diffusion Models.
- **Comprehensive** editing capabilities under a single model trained once.
- **Multimodal Classifier-free Guidance** to control all editing operations using both text and images

# Introduction

- Each image can be seen as a composition of various objects.
- Each object has various properties such as shape, category, appearance, lighting.
- We aim to edit images at object level i.e. independent control over properties of the object. Further, we identify the **appearance** and **structure** to be some of the most intuitive and useful properties for editing
- PAIR Diffusion allows localized free-form shape editing, appearance editing, editing shape and appearance simultaneously, adding objects in a controlled manner, and object-level image variation..



# PAIR Diffusion

We represent images as amalgamation of objects  $\mathbb{O} = \{o_1, o_2, \dots, o_n\}$

Each object is further represented as  $(s_i, f_i)$  where  $s_i$  represents structure and  $f_i$  represents appearance

$$p(x|\mathbb{O}, y) = p(x|\{(s_1, f_1), \dots, (s_n, f_n)\}, y)$$

**Structure:** It is represented by category ( $c_i$ ) and shape ( $m_i$ ). We use panoptic segmentation to extract  $c_i$  and  $m_i$  for each object.

**Appearance:** Appearance is calculated using features in initial layers of a pre-trained image encoder  $E_G$ .

$$\mathbf{g}_i^l = \frac{\sum_{j,k} E_G^l(x) \odot m_i}{\sum_{j,k} m_i}$$

We use a combination of VGG and DINOv2 as  $E_G$ .

Final appearance vectors are represented as  $f_i = (\mathbf{g}_i^{Vl_1}, \mathbf{g}_i^{Dl_2}, \mathbf{g}_i^{Dl_3})$

## Image Editing Formulation

- Appearance Editing**  $(s_i, f_i) \rightarrow (s_i, f'_i) :$  We can simply manipulate  $f_i$  using  $f'_i = a_0 f_i + a_1 f_i^R$
- Shape Editing**  $(s_i, f_i) \rightarrow (s'_i, f_i) :$  User can directly edit  $m_i$
- Object Addition**  $\mathbb{O} \rightarrow \mathbb{O} \cup \{o_{n+1}\} :$  User can define new object using app. from reference image. Structure can come from ref or defined by user
- Object Appearance Variation**  $:$  Owing to pooling operation in calculating  $f_i$  and stochastic nature of generative model we can variations at object level.

Our representations are general can be used with any diffusion model.

# PAIR Diffusion

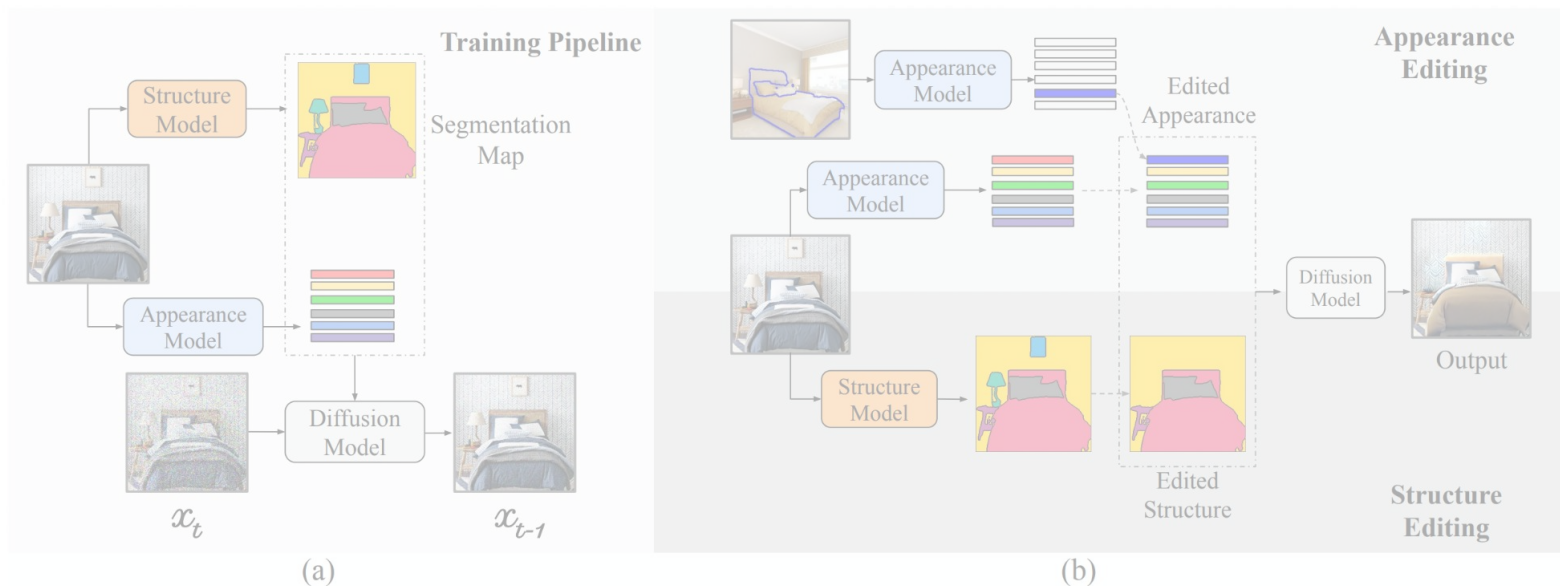


Figure 3: Overview of PAIR diffusion. An image can be seen as a composition of objects each defined by different properties like structure (shape and category), appearance, depth, etc. We focus on controlling structure and appearance. (a) During training, we extract structure and appearance information and train a diffusion model in a conditional manner. (b) At inference, we can perform multiple editing operations, independently controlling the structure and appearance of any real image at the object level.

# PAIR Diffusion

## Multimodal Classifier-free Guidance

Diffusion models learn the score function which in our case is  $\nabla_{z_t} p(z_t | \mathbb{O}, y) = \nabla_{z_t} p(z_t | \mathbf{S}, F, y)$ .

We take the case of Stable Diffusion where  $y$  is text prompt and we want to edit images using both ref images and prompt

$$\nabla_{z_t} \log p(z_t | \mathbf{S}, F, y) = \nabla_{z_t} \log p(z_t | \mathbf{S}, F) + \nabla_{z_t} \log p(z_t | y) - \nabla_{z_t} \log p(z_t)$$

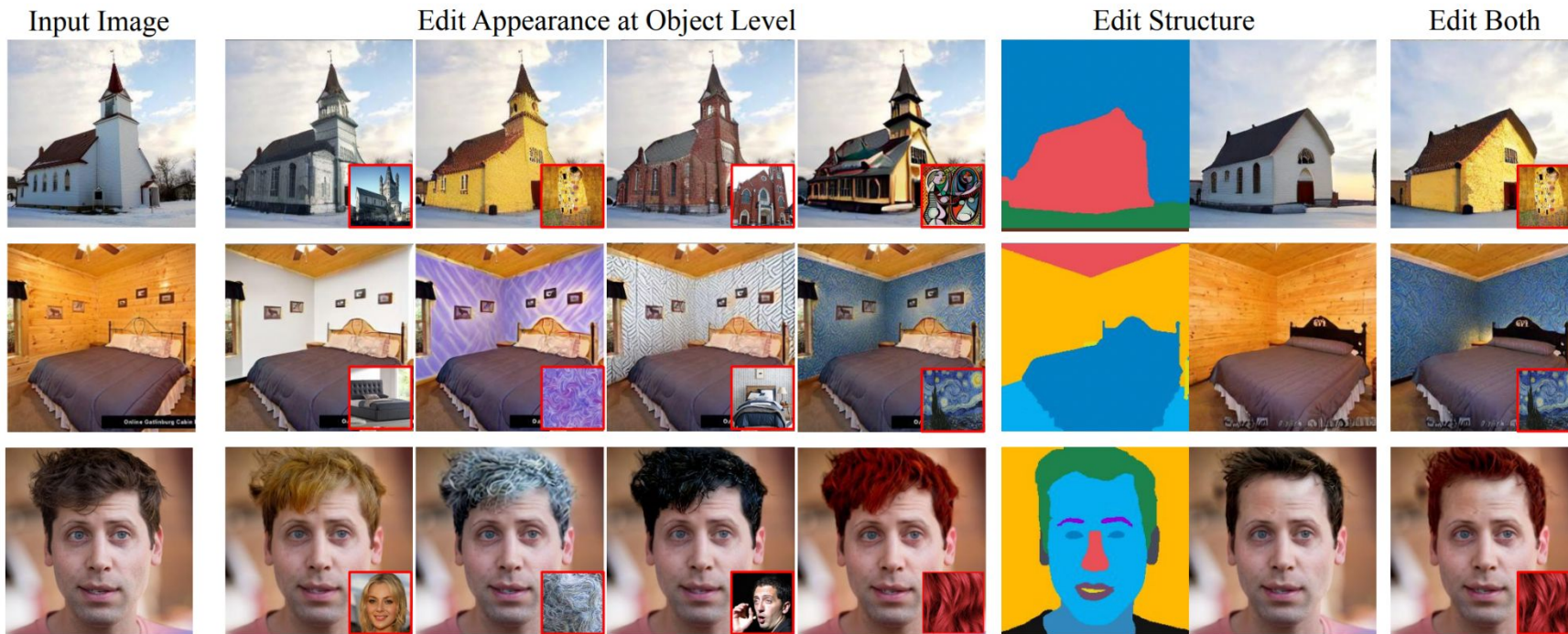
$$\begin{aligned} \tilde{\epsilon}_\theta(z_t, \mathbf{S}, F, y) &= \epsilon_\theta(z_t, \phi, \phi, \phi) + s_S \cdot (\epsilon_\theta(z_t, \mathbf{S}, \phi, \phi) - \epsilon_\theta(z_t, \phi, \phi, \phi)) \\ &+ s_F \cdot (\epsilon_\theta(z_t, \mathbf{S}, F, \phi) - \epsilon_\theta(z_t, \mathbf{S}, \phi, \phi)) + s_y \cdot (\epsilon_\theta(z_t, \phi, \phi, y) - \epsilon_\theta(z_t, \phi, \phi, \phi)) \end{aligned}$$

*reference image control*                      *text control*

# Results: Unconditional Models

We experimented with both unconditional image generation models and foundation text-2-image model i.e. Stable Diffusion.

- Unconditional Models on LSUN churches, bedroom and faces





# Results: Unconditional Models

## Appearance Editing



(a)



(b)



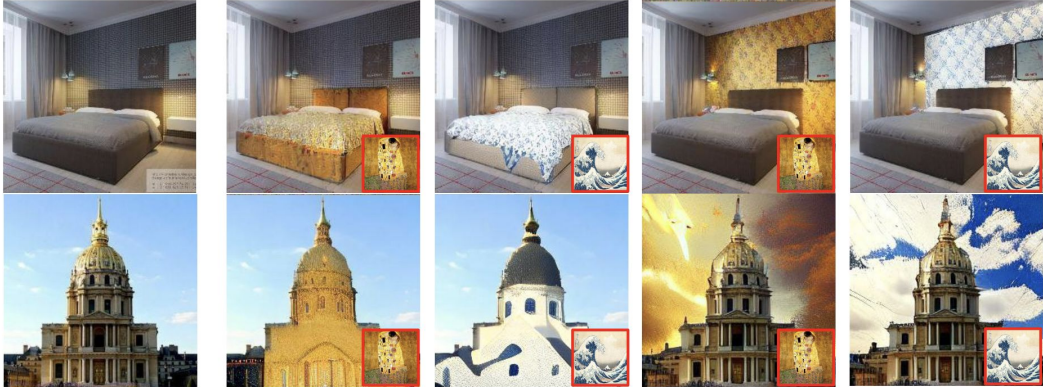
(c)

# Results: Unconditional Models

## Appearance Editing



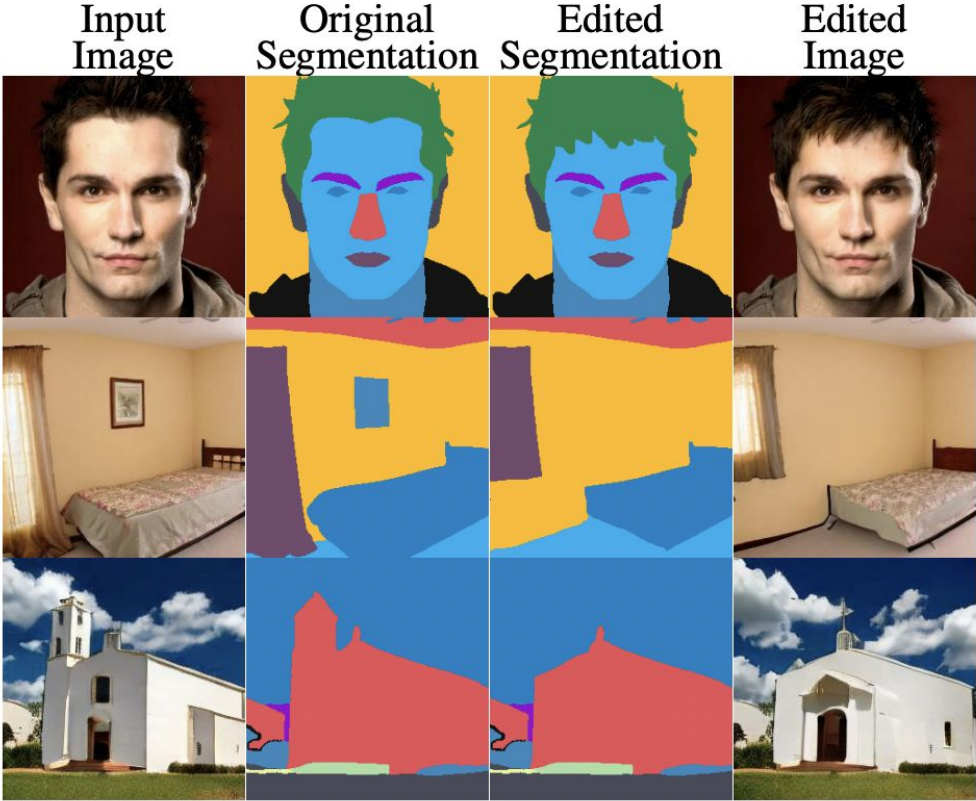
(a)



(b)

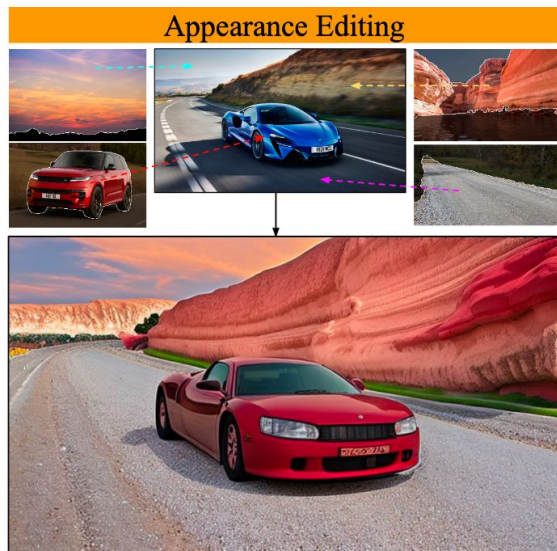
# Results: Unconditional Models

## Structure Editing



# Results: Stable Diffusion

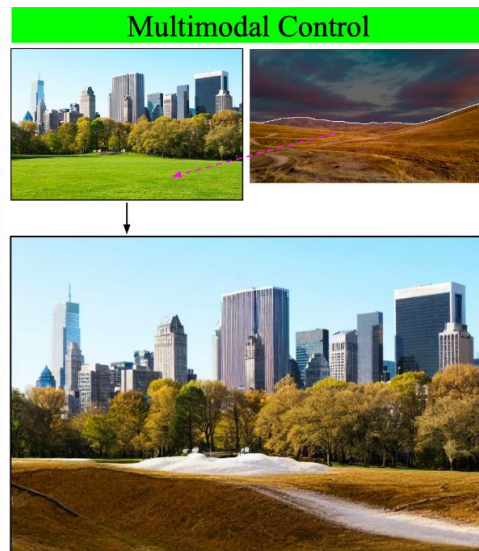
- We used ControlNet to condition the SD because it is data efficient
- We use 118k training images from COCO Stuff dataset to train the model



Prompt - A picture of car on a road



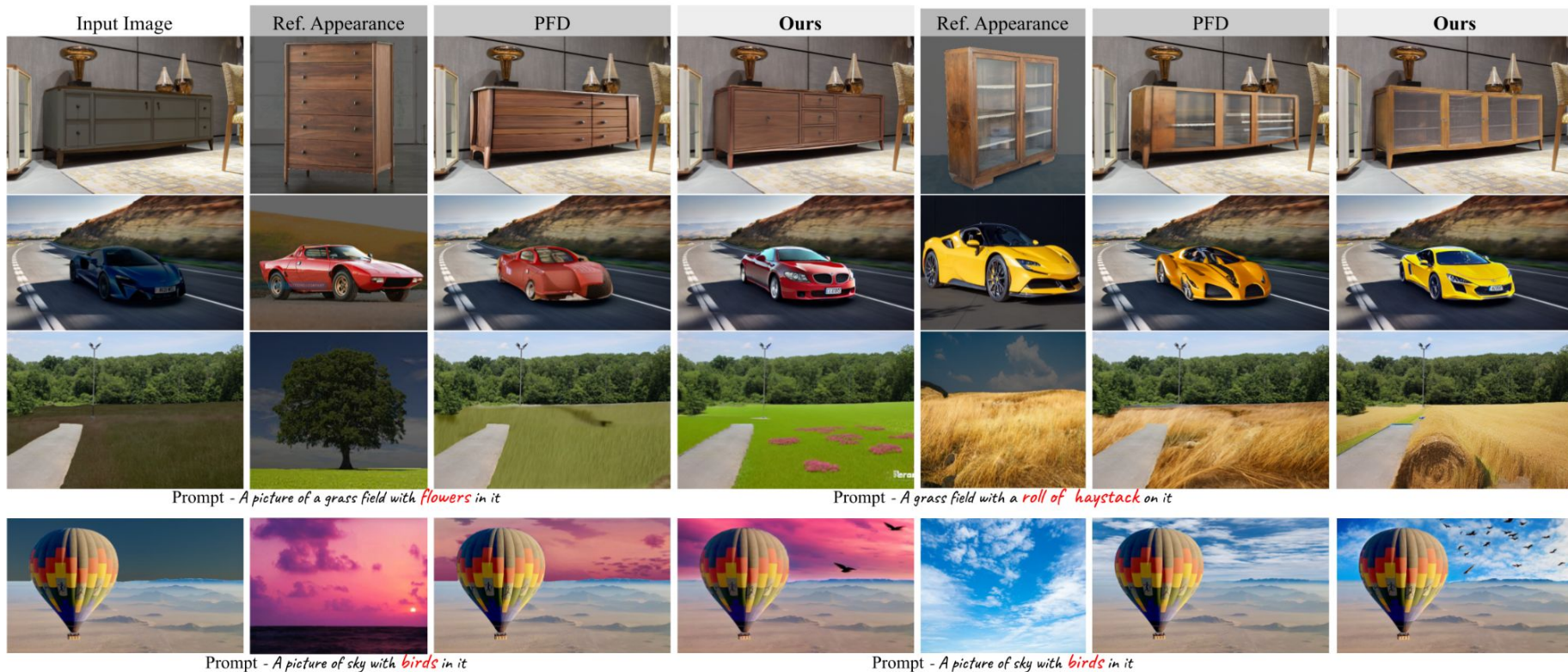
Prompt - A picture of a beach with carpet, a beer cup, and a dog



Prompt - A picture of park with **snow** in it

# Results: Stable Diffusion

## Appearance Editing



# Results: Stable Diffusion

## Add Objects and Shape Editing



# Results: Stable Diffusion

## Variations

Input Image

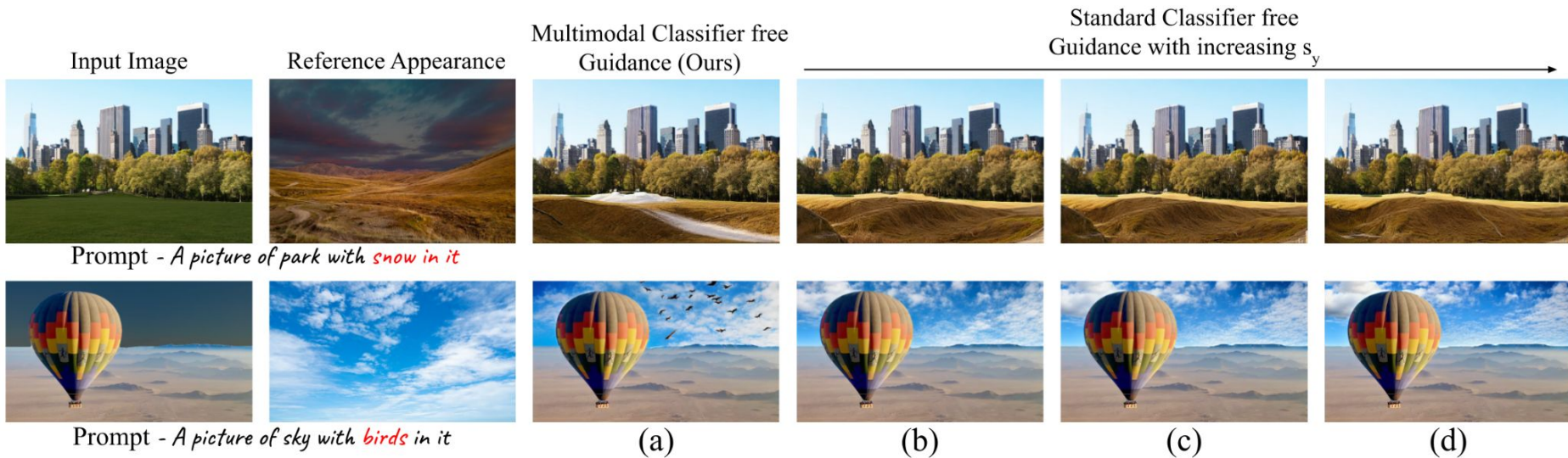


Variations



Prompt - A picture of a *purple* door

# Ablation



Standard CFG

$$\begin{aligned} \tilde{\epsilon}_{\theta}(z_t, \mathbf{S}, F, y) = & \epsilon_{\theta}(z_t, \phi, \phi, \phi) + s_S \cdot (\epsilon_{\theta}(z_t, \mathbf{S}, \phi, \phi) - \epsilon_{\theta}(z_t, \phi, \phi, \phi)) \\ & + s_F \cdot (\epsilon_{\theta}(z_t, \mathbf{S}, F, \phi) - \epsilon_{\theta}(z_t, \mathbf{S}, \phi, \phi)) + s_y \cdot (\epsilon_{\theta}(z_t, \mathbf{S}, F, y) - \epsilon_{\theta}(z_t, \mathbf{S}, F, \phi)) \end{aligned}$$



*Thank you*

Paper: <https://arxiv.org/pdf/2303.17546>

Code: <https://github.com/Picsart-AI-Research/PAIR-Diffusion>

Project Page: [https://vidit98.github.io/publication/conference-paper/pair\\_diff.html](https://vidit98.github.io/publication/conference-paper/pair_diff.html)

# Related Works

- A line of work uses text to edit images such as Prompt2Prompt[1], InstructPix2Pix [2], DiffEdit [3].
  - Using text we cannot have control over shape
  - Describing appearance using text can be ambiguous
  - No control over each object in the image
- Many works use extra conditioning such binary masks[4], sketches[5], bounding box[6]
  - They do have control over structure
  - However, good appearance control and object level understanding is still missing
- Recently, works such as Composer[7] and T2I[8] adapter can give multiple conditioning at once
  - They do can control structure and appearance of overall image
  - However, object level understanding is missing

[1] Hertz, Amir, et al. "Prompt-to-prompt image editing with cross attention control." *arXiv preprint arXiv:2208.01626* (2022).

[2] Brooks, Tim, Aleksander Holynski, and Alexei A. Efros. "Instructpix2pix: Learning to follow image editing instructions." *arXiv preprint arXiv:2211.09800* (2022).

[3] Couairon, Guillaume, et al. "DiffEdit: Diffusion-based semantic image editing with mask guidance." *arXiv preprint arXiv:2210.11427* (2022).

[4] Park, Dong Huk, et al. "Shape-Guided Diffusion with Inside-Outside Attention." *arXiv preprint arXiv:2212.00210* (2022).

[5] Voynov, Andrey, Kfir Aberman, and Daniel Cohen-Or. "Sketch-Guided Text-to-Image Diffusion Models." *arXiv preprint arXiv:2211.13752* (2022).

[6] Yang, Zhengyuan, et al. "ReCo: Region-Controlled Text-to-Image Generation." *arXiv preprint arXiv:2211.15518* (2022).

[7] Huang, Lianghua, et al. "Composer: Creative and controllable image synthesis with composable conditions." *arXiv preprint arXiv:2302.09778* (2023).

[8] Mou, Chong, et al. "T2i-adapter: Learning adapters to dig out more controllable ability for text-to-image diffusion models." *arXiv preprint arXiv:2302.08453* (2023).

# Conclusion and Future Work

## Conclusion

- In this work we propose PAIR diffusion an object level image editing method.
- We show that object level design can lead to comprehensive editing capabilities.
- We propose spatial classifier free guidance to further improve the independent control over structure and appearance.

## Future Work

- The level of details that we want from reference image can be improved.
- Having control over appearance can be applied to 3D or videos where we need to have consistent appearance across different views or time.
- We can have control over more variables such lighting in future.
- Different ways of extracting the appearance information needs to be explored.
- Current framework support precise structure editing, adding a coarse structure editing will lead to more comprehensive and complete image editor

Q/A