



ADSP Final Presentation

Diffusion Model for Inverse Problems

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Generative AI

❖ Deep learning

- ❖ Use NNs to learn the information of data and generate new content
- ❖ Nowadays, high-resolution and photorealistic images can be produced





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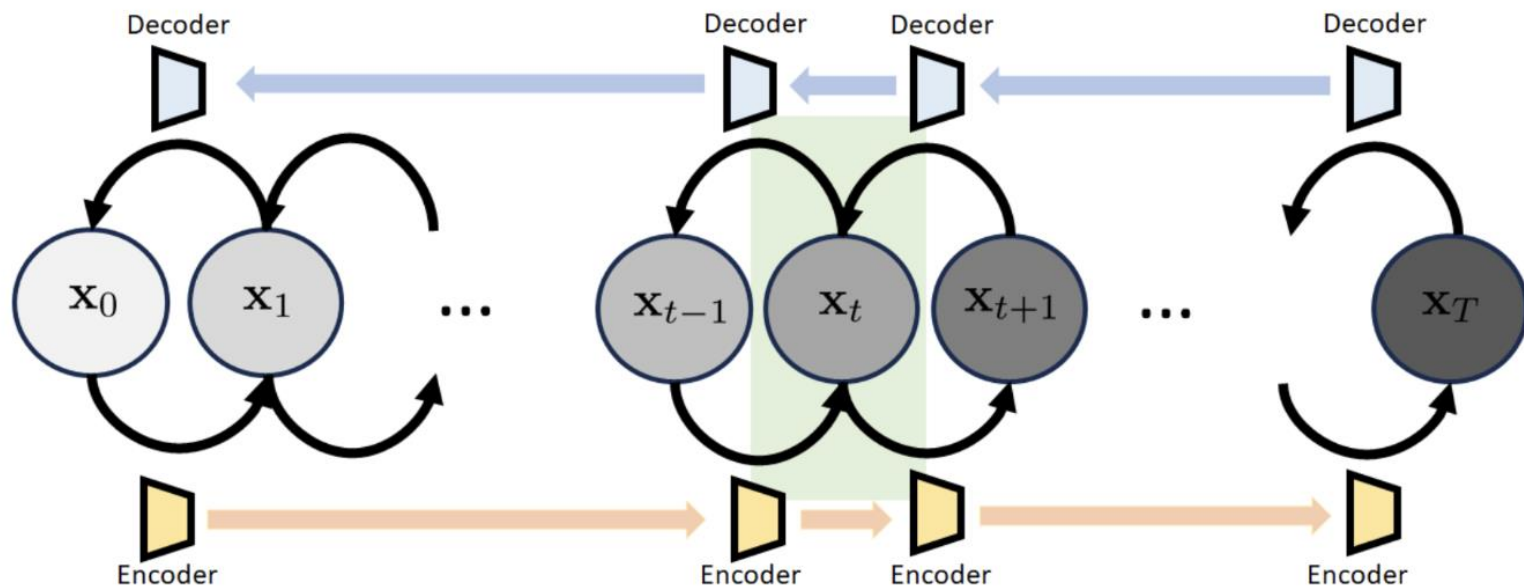


Denoising Diffusion Probabilistic Model (DDPM) (1/2)

❖ Forward diffusion process and reverse diffusion process

- ❖ Use Markov process to gradually add Gaussian noise or denoise

$$q(\mathbf{x}_t|\mathbf{x}_{t-1}) := \mathcal{N}(\mathbf{x}_t; \sqrt{1 - \beta_t}\mathbf{x}_{t-1}, \beta_t\mathbf{I}) \quad p_\theta(\mathbf{x}_{t-1}|\mathbf{x}_t) := \mathcal{N}(\mathbf{x}_{t-1}; \boldsymbol{\mu}_\theta(\mathbf{x}_t, t), \boldsymbol{\Sigma}_\theta(\mathbf{x}_t, t))$$





Denoising Diffusion Probabilistic Model (DDPM) (2/2)

❖ Three equivalent objectives to optimize DDPM

- ❖ Predict the original image x_0 , source noise ϵ_0 , score function $s_\theta(x)$

$$q(\mathbf{x}_t | \mathbf{x}_0) = \mathcal{N}(\mathbf{x}_t; \sqrt{\bar{\alpha}_t} \mathbf{x}_0, (1 - \bar{\alpha}_t) \mathbf{I})$$

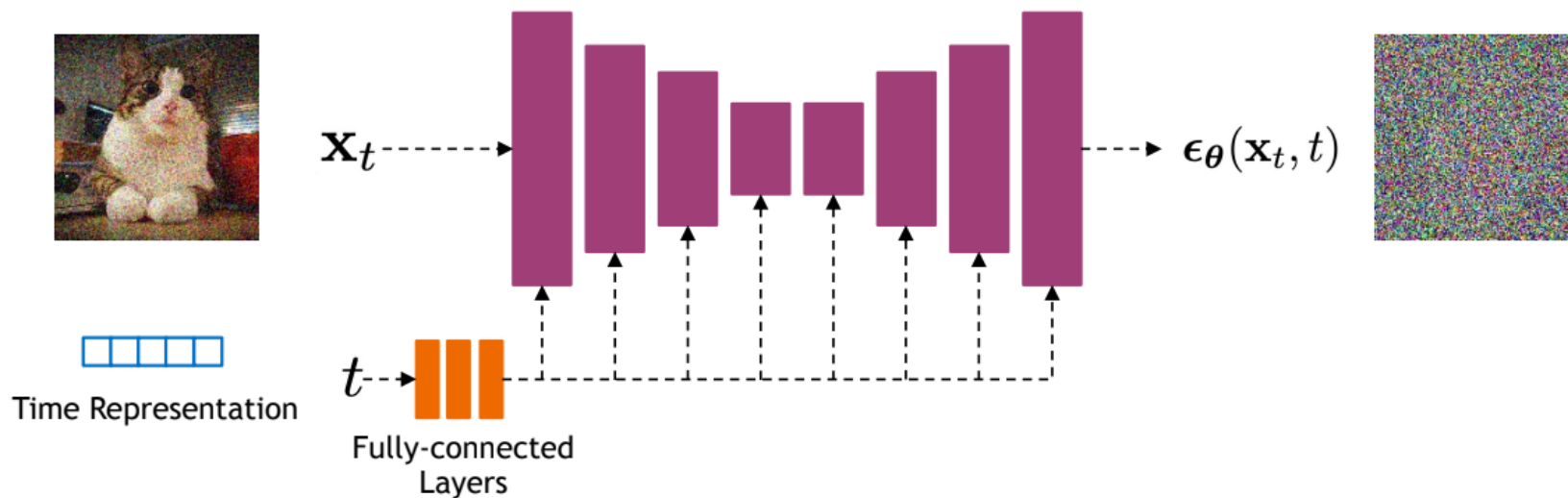




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Papers Overview

Part I: Inverse Problems with DM

- DPS: Diffusion Posterior Sampling for General Noisy Inverse Problems
- DDNM: Denoising Diffusion Null-Space Model

Linear

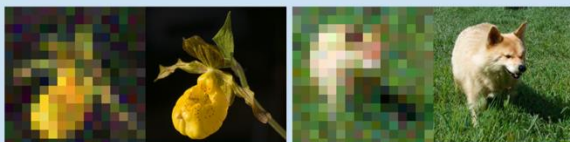
(a) Inpainting



(c) Gaussian deblur



(b) Super-resolution



(d) Motion deblur



Non-linear

(e) Phase retrieval



(f) Non-uniform deblur





Score Matching with Langevin Dynamics (SMLD)

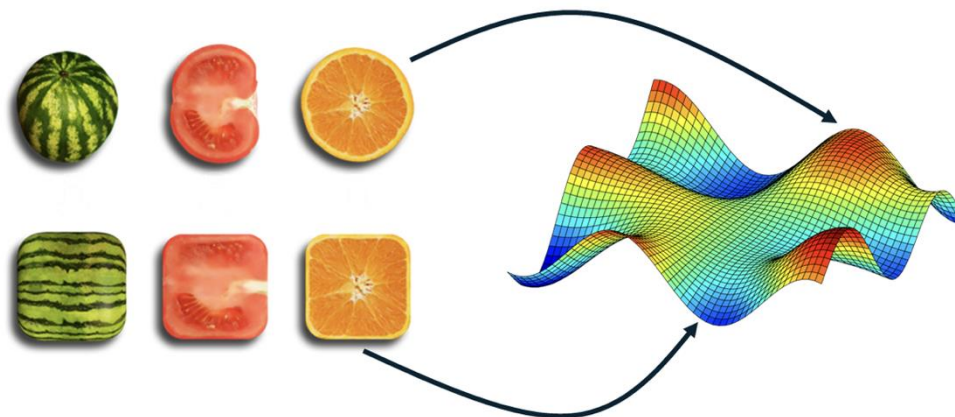
❖ Stein score function and Langevin dynamics in ML

❖ How to draw a sample from a given distribution function $p(x)$?

Definition 3.1. The (discrete-time) **Langevin equation** for sampling from a known distribution $p(\mathbf{x})$ is an iterative procedure for $t = 1, \dots, T$:

$$\mathbf{x}_{t+1} = \mathbf{x}_t + \tau \nabla_{\mathbf{x}} \log p(\mathbf{x}_t) + \sqrt{2\tau} \mathbf{z}, \quad \mathbf{z} \sim \mathcal{N}(0, \mathbf{I}), \quad (96)$$

where τ is the step size which users can control, and \mathbf{x}_0 is white noise.





Score-Based Generative Model

❖ Score-based generative modeling with SDEs

- ❖ Score Matching with Langevin Dynamics (SMLD) & Denoising Diffusion Probabilistic Models (DDPM) are discretizations of two distinct SDEs
- ❖ Diffusion process can be modeled as the solution to an Itô SDE
- ❖ Generate samples by reverse-time SDE (estimate score function)
- ❖ SMLD (NCSN) → Variance Exploding (VE) SDE

$$dx = \sqrt{\frac{d[\sigma^2(t)]}{dt}} d\mathbf{w}$$

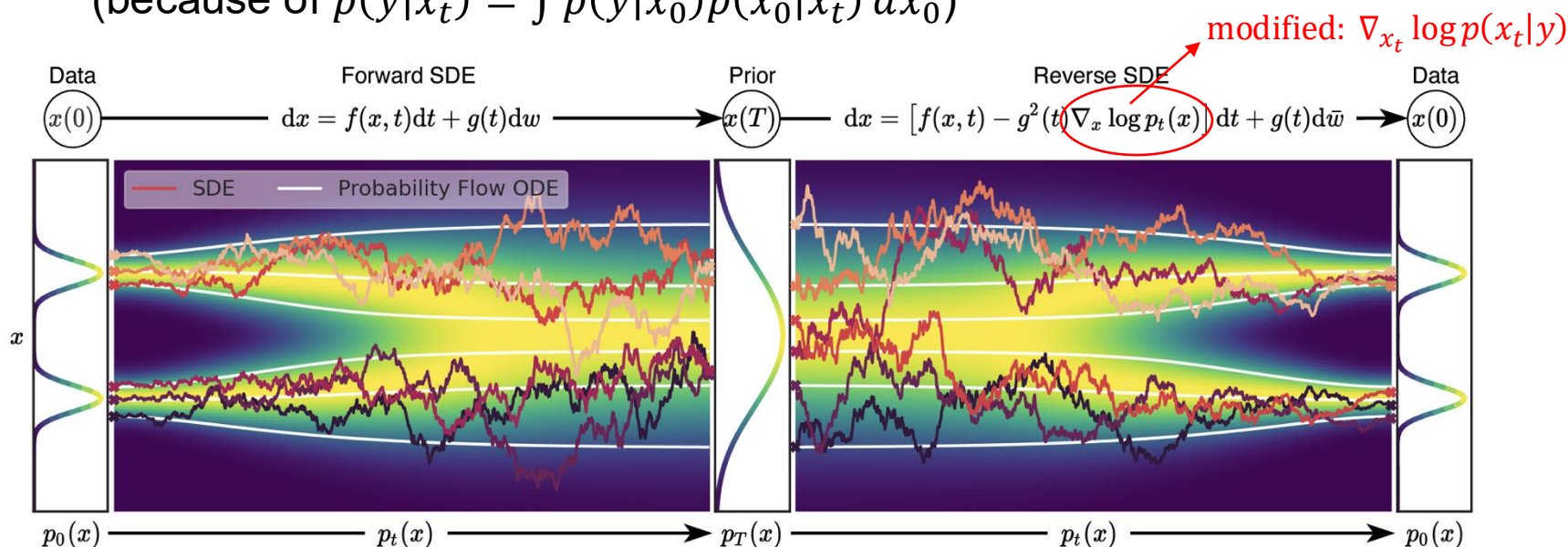
- ❖ DDPM → Variance Preserving (VP) SDE

$$dx = -\frac{1}{2}\beta(t)x dt + \sqrt{\beta(t)}d\mathbf{w}$$



Inverse Problem with Diffusion Model

- ❖ Inverse Problem setting $y = \mathcal{A}(x) + n$ (i.e. $n \sim \mathcal{N}(0, \sigma_y^2 \mathbb{I})$)
 - ❖ Score function (Posterior) : $\nabla_x \log p(x|y) = \nabla_x \log p(x) + \nabla_x \log p(y|x)$
 - ❖ $\nabla_x \log p(x)$ is hard to estimate w/o diffusion model (view DM as a prior)
 - ❖ $\nabla_x \log p(y|x)$ is easy to compute, but $\nabla_{x_t} \log p(y|x_t)$ is intractable with DM (because of $p(y|x_t) = \int p(y|x_0)p(x_0|x_t) dx_0$)

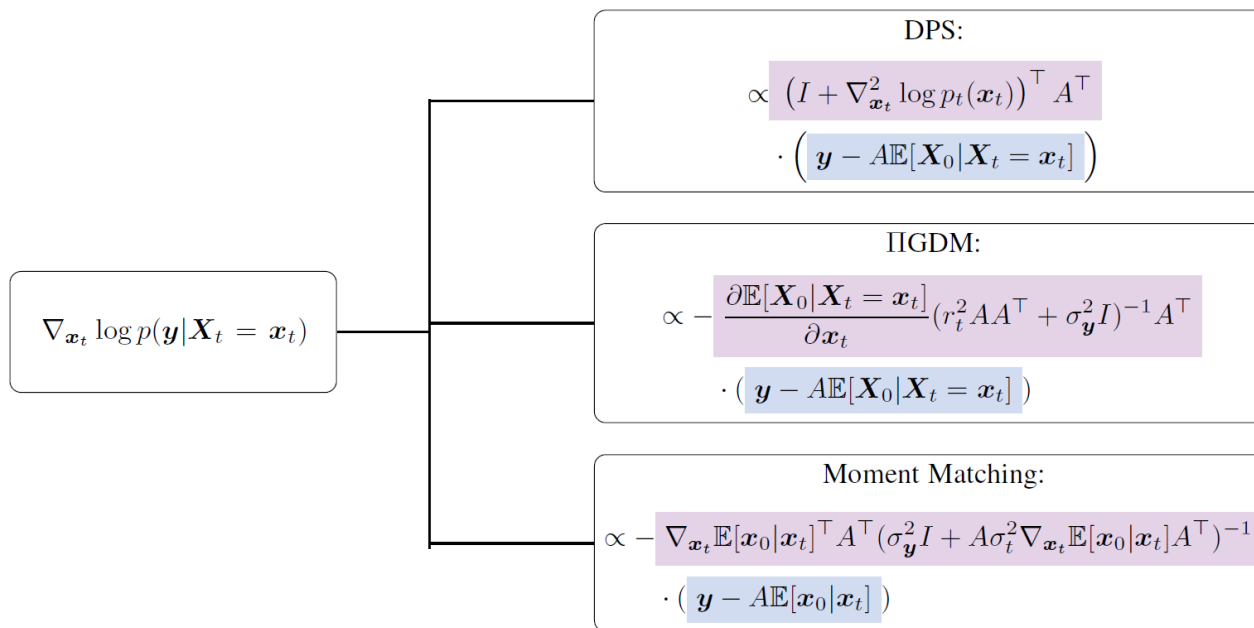




Explicit Measurements Matching term

❖ Approximation of $p(x_0|x_t) \rightarrow p(y|x_t) = \int p(y|x_0)p(x_0|x_t) dx_0$

- ❖ DPS (Diffusion Posterior Sampling) : $\delta(x_0 - \mathbb{E}[X_0|X_t = x_t])$
- ❖ Π GDM (Pseudoinverse-guided Diffusion Models) : $\mathcal{N}(\mathbb{E}[X_0|X_t = x_t], r_t^2 I_n)$
- ❖ Moment Matching : $\mathcal{N}(\mathbb{E}[X_0|X_t = x_t], \mathbb{V}[X_0|X_t = x_t] = \sigma_t^2 \nabla_{x_t} \mathbb{E}[X_0|X_t = x_t])$





Diffusion Posterior Sampling (DPS)

❖ Posterior sampling with Jensen's inequality ($\widehat{x}_0 = \mathbb{E}[X_0|X_t = x_t]$)

- ❖ Jensen gap : $\mathcal{J} = \mathbb{E}_{x_0 \sim p(x_0|x_t)}[p(y|x_0)] - p(y|\mathbb{E}_{x_0 \sim p(x_0|x_t)}[x_0])$
- ❖ Gaussian noise \mathbf{n} (d-dim measurement) \rightarrow Jensen gap has upper bound

$$\mathcal{J} \leq \frac{d}{\sqrt{2\pi\sigma_y^2}} e^{-\frac{1}{2\sigma_y^2} (\max_x \|\nabla_x \mathcal{A}(x)\|)} \int \|x_0 - \widehat{x}_0\| p(x_0|x_t) dx_0$$

- ❖ Approximate gradient of log likelihood $\nabla_{x_t} \log p(y|x_t) \rightarrow \nabla_{x_t} \log p(y|\widehat{x}_0)$

$$\nabla_{x_t} \log p(y|x_t) \approx -\frac{1}{\sigma_y^2} \nabla_{x_t} \|\mathbf{y} - \mathcal{A}(\widehat{x}_0)\|_2^2$$

$$\nabla_{x_t} \log p(x_t|y) \approx s_{\theta^*}(\mathbf{x}_t, t) - \frac{1}{\sigma_y^2} \nabla_{x_t} \|\mathbf{y} - \mathcal{A}(\widehat{x}_0)\|_2^2$$



Denoising Diffusion Null-Space Model (DDNM)

- ❖ **DDNM: Noise-Free Image restoration problem $y = Ax$**
 - ❖ (Matrix) Using singular value decomposition, we can compute $A^\dagger = V\Sigma^\dagger U^*$
 - ❖ Range-Null space decomposition $Ax = A(A^\dagger Ax + (I - A^\dagger A)x) = y$
 - ❖ Diffusion model should generate a solution $\hat{x}_{0|t}$ that satisfies $A\hat{x}_{0|t} = Ax$
 - ❖ Reverse process sampling with $p(x_{t-1}|x_t, t, \hat{x}_{0|t} = A^\dagger y + (I - A^\dagger A)x_{0|t})$

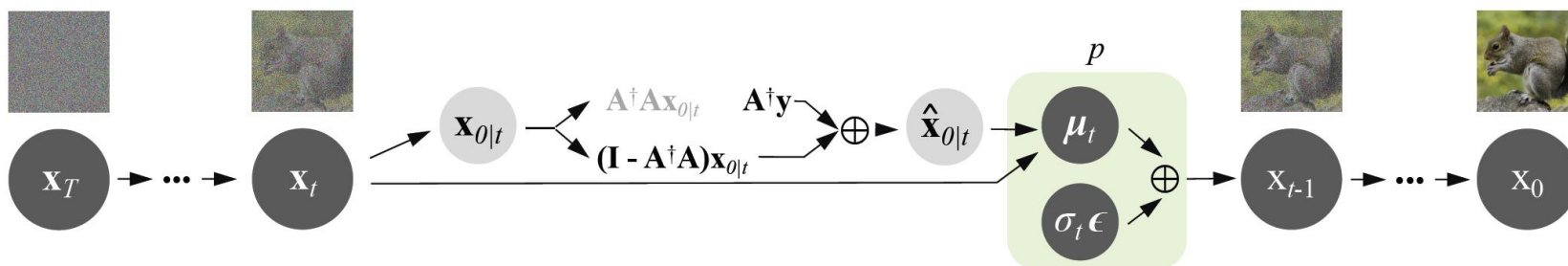




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Summary

- ❖ DPS provides a differentiable guidance-loss method for solving inverse problems
- ❖ DDNM is more hardware-friendly for DSP processor design, as it uses a given operator to guide the synthesis direction



Reference

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