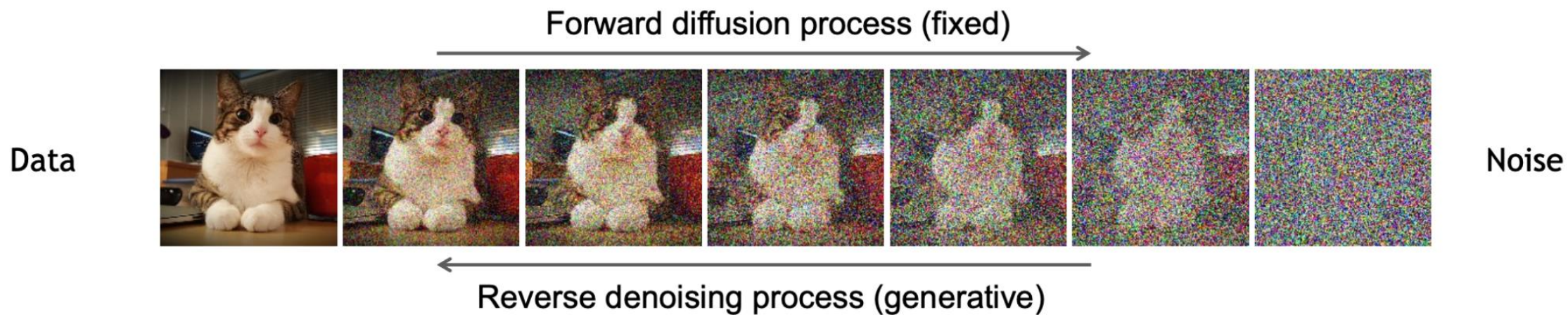


Improving the Training of Rectified Flows

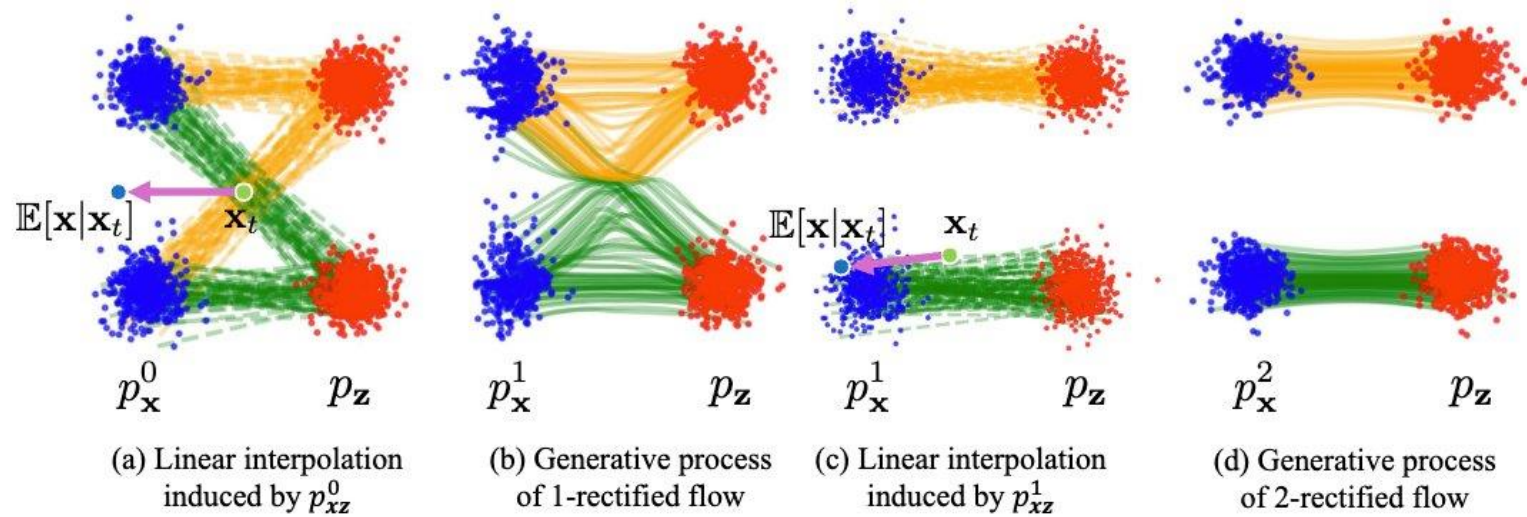
Sangyun Lee¹, Zinan Lin², Giulia Fanti¹

¹Carnegie Mellon University, ²Microsoft Research

Diffusion models are slow to sample from



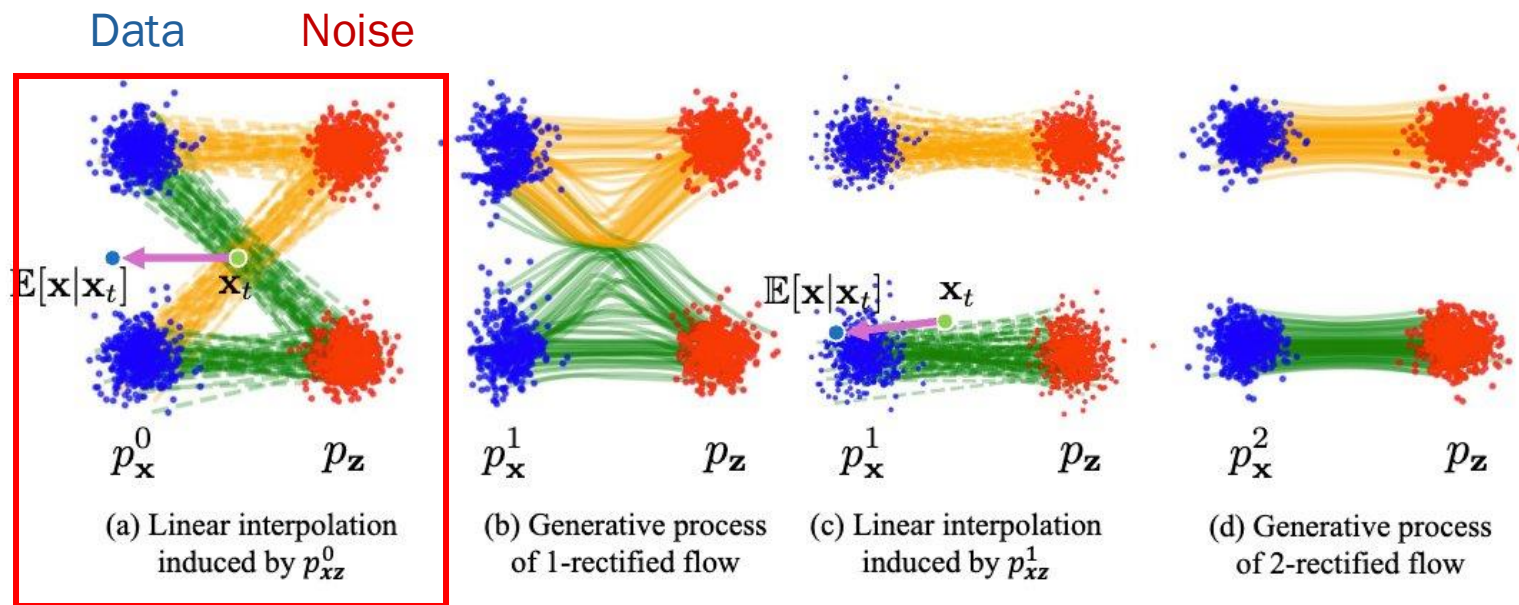
Rectified flows speed up sampling by learning straight trajectories.



Intro to Rectified Flows

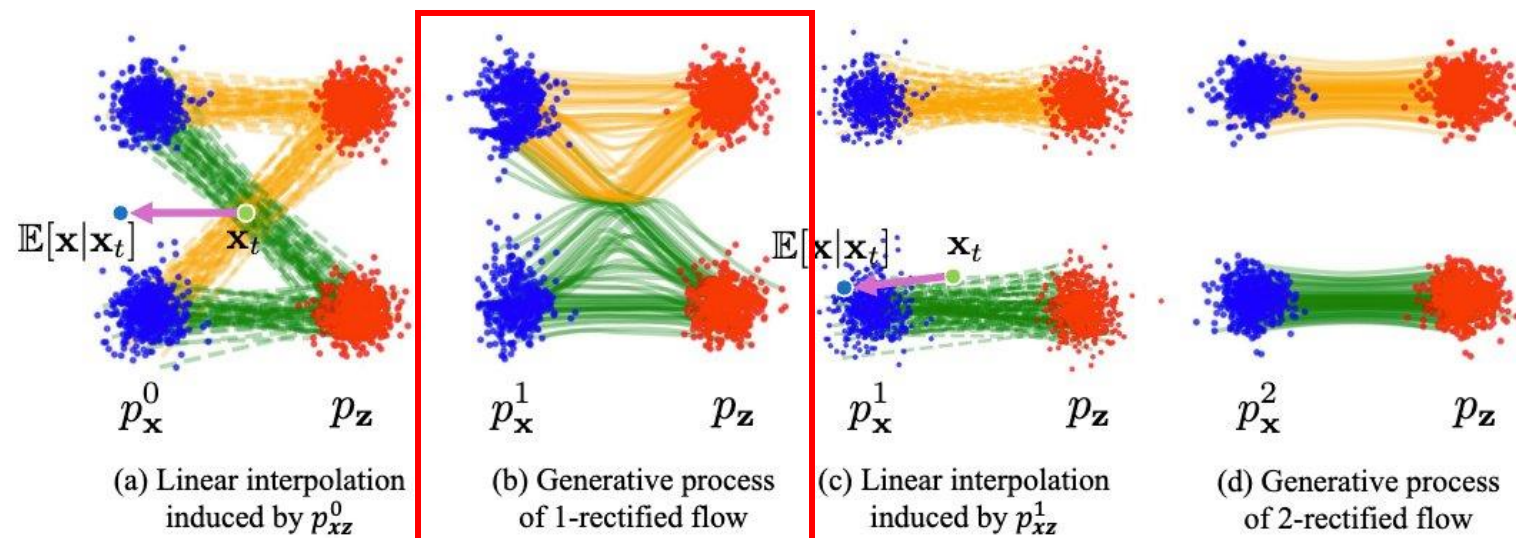
Step 1: Independently sample noise-data pairs

Step 2: Linearly interpolate between noise-data pairs



Intro to Rectified Flows

Step 3: Learn an ODE that with crossing-free trajectories

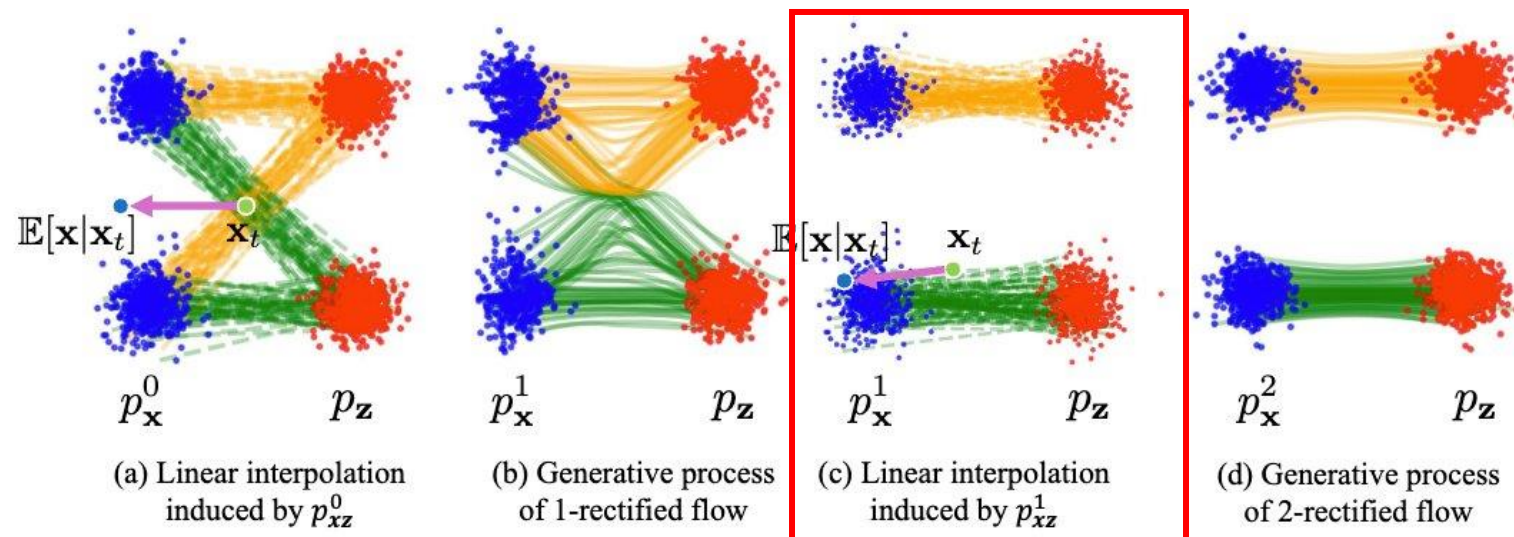


Closed form ODE:

$$\frac{dz_t}{dt} = \mathbf{v}_t(\mathbf{z}_t) := \frac{1}{t}(\mathbf{z}_t - \mathbb{E}[\mathbf{x} | \mathbf{x}_t = \mathbf{z}_t]).$$

Intro to Rectified Flows

Step 4: Generate noise-data pairs from new ODE

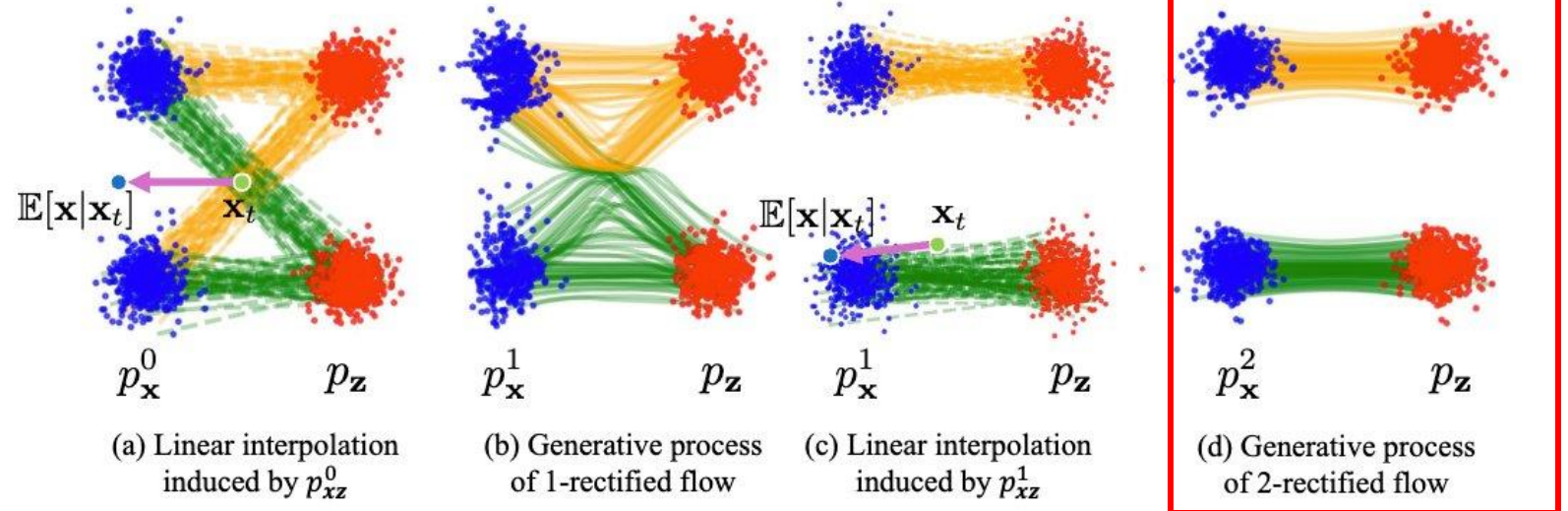


k-rectified flow = k rounds of repetition

Intro to Rectified Flows

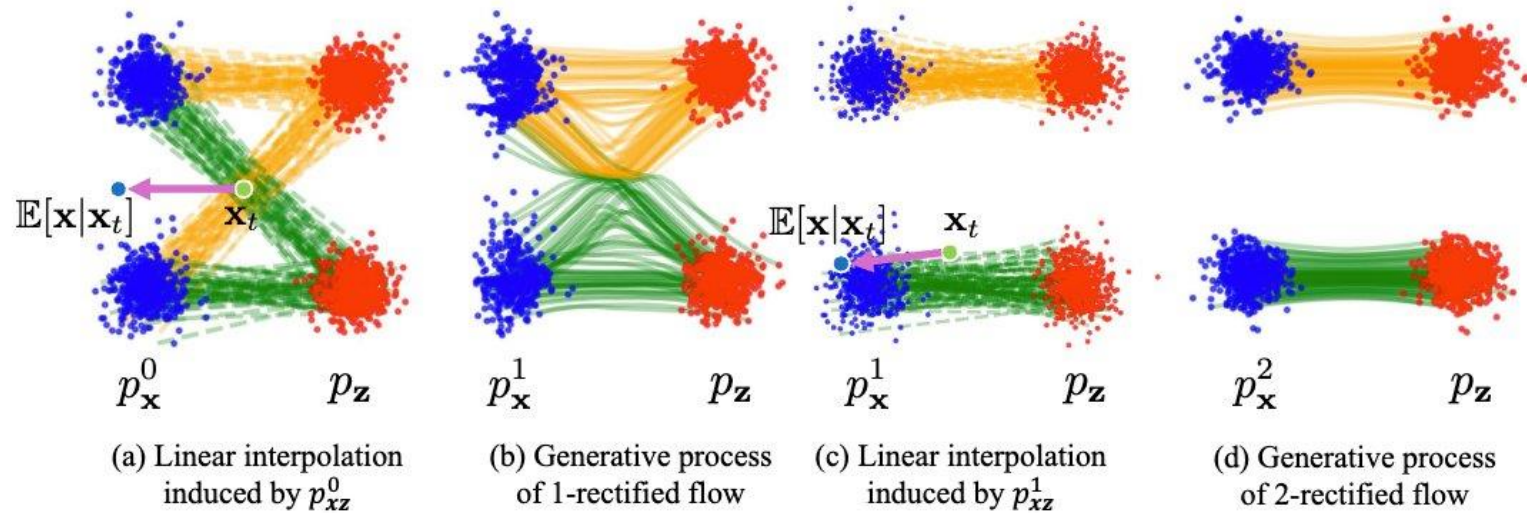
Step 4: Generate noise-data pairs from new ODE

Step 5: Repeat



k-rectified flow = k rounds of repetition

How many rounds are enough?



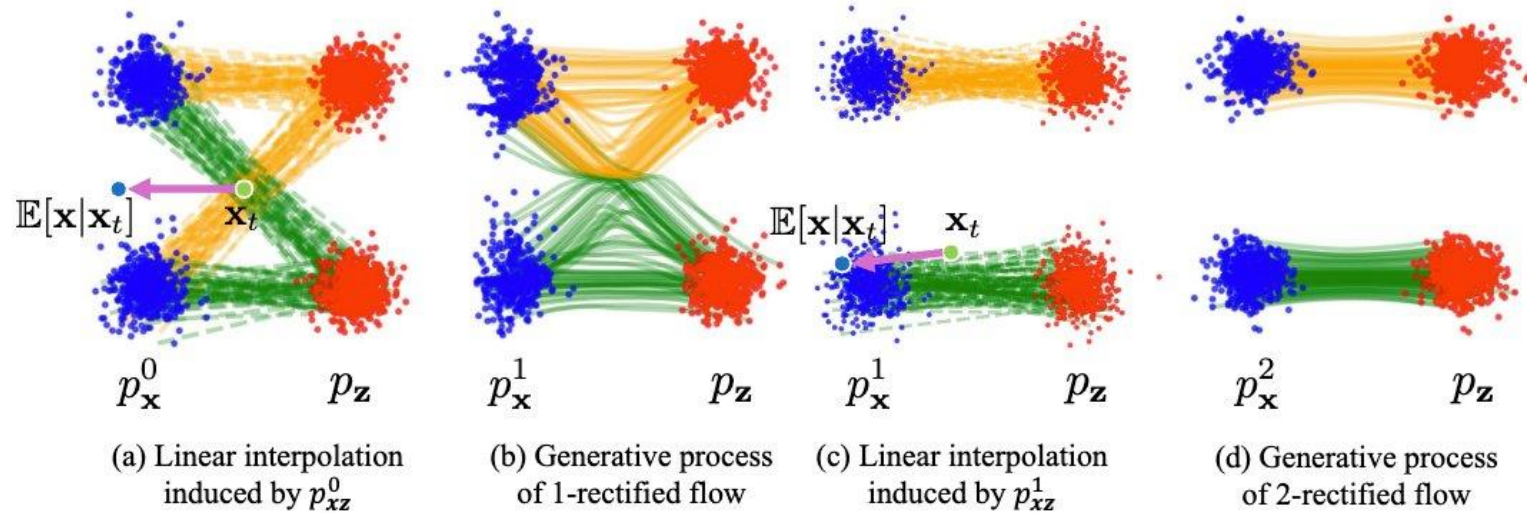
Theoretically
 $k \rightarrow \infty$ gives straight trajectories

Conventionally
At least 3 rounds

Our claim:

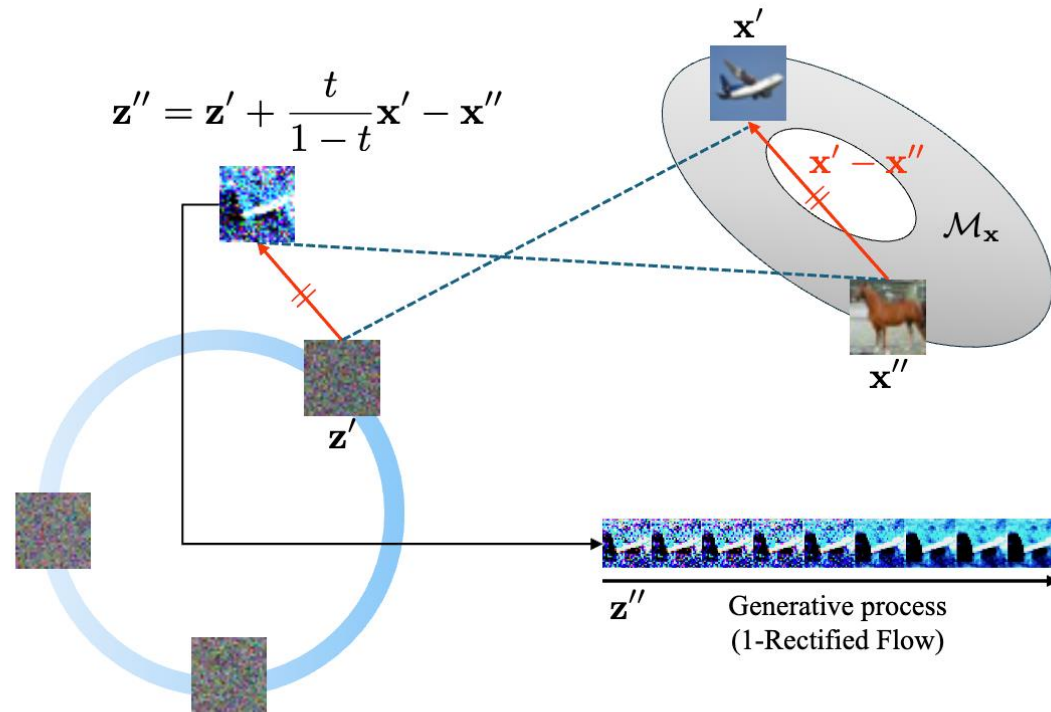
Two rounds of Reflow are enough!

When do we get the straight ODE?

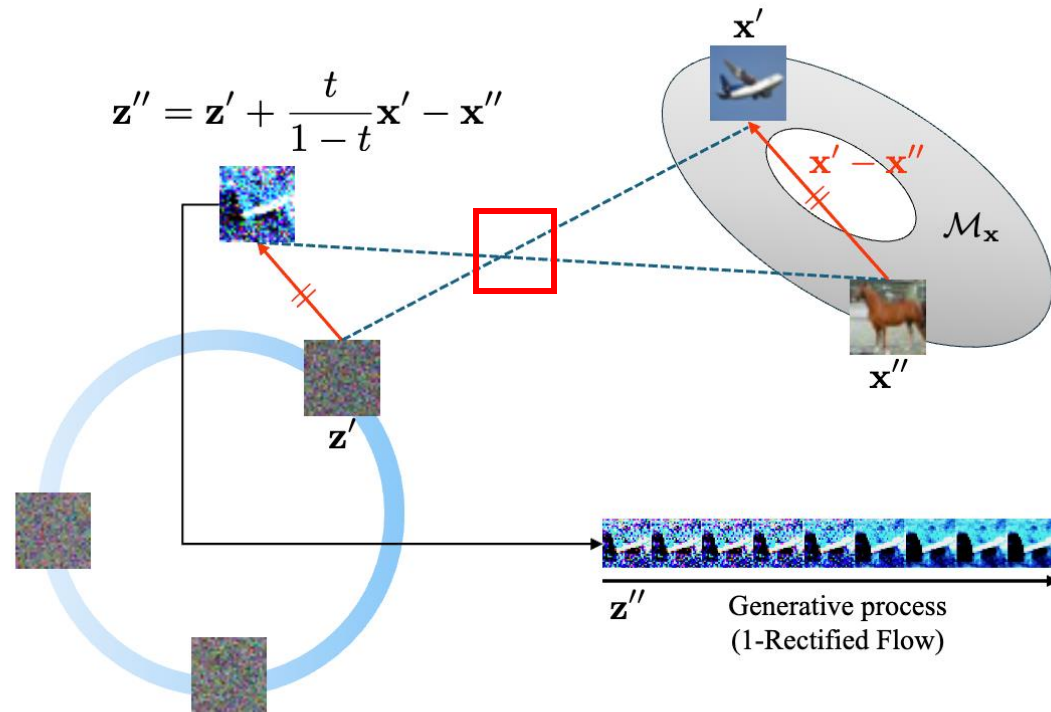


k -rectified flow ODE is straight iff the linear interpolation paths of $(k-1)$ -rectified flow do not intersect.

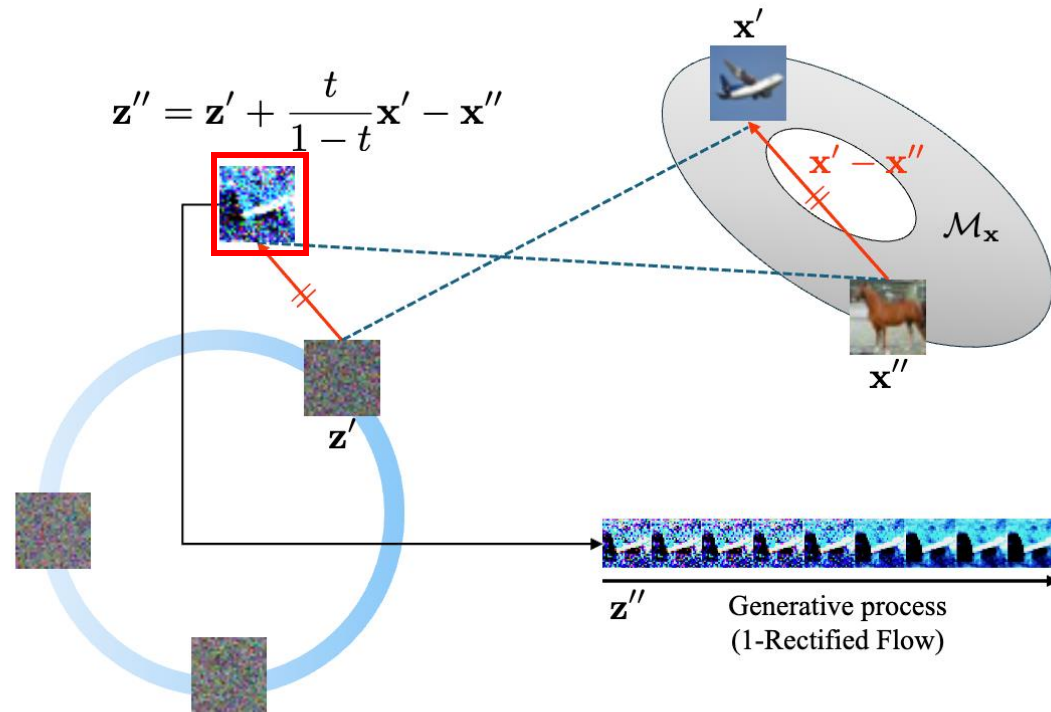
2-RF training is intersection-free.



2-RF training is intersection-free.

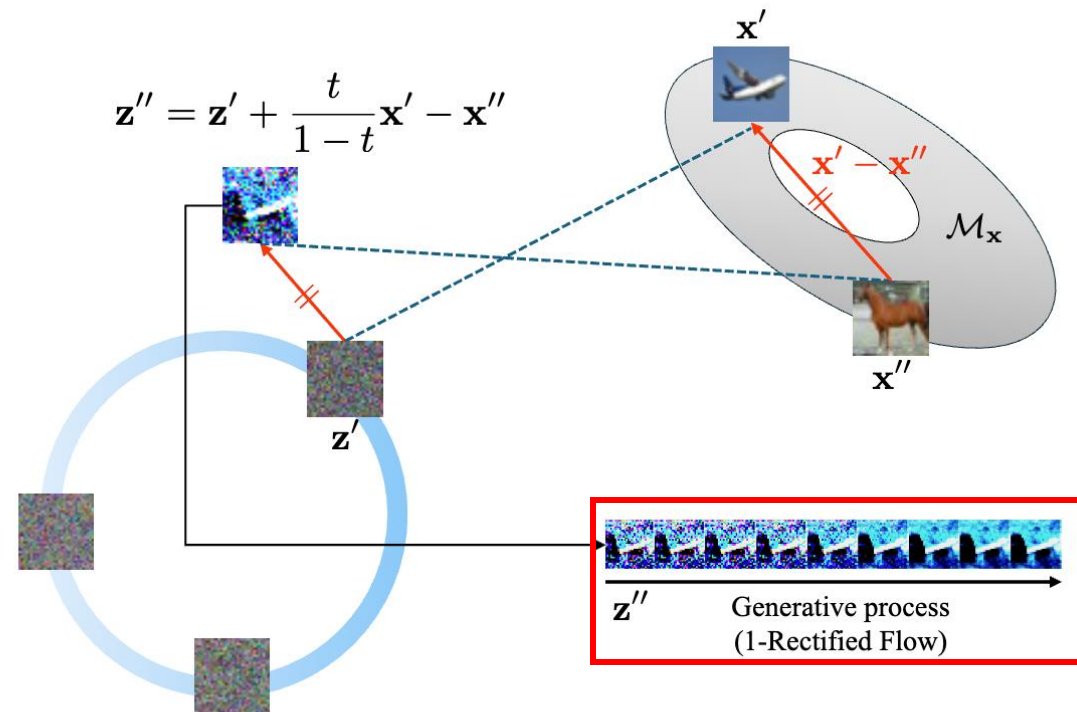


2-RF training is intersection-free.



Not a realistic Gaussian noise!

2-RF training is intersection-free.



Cannot be mapped to a realistic horse image.

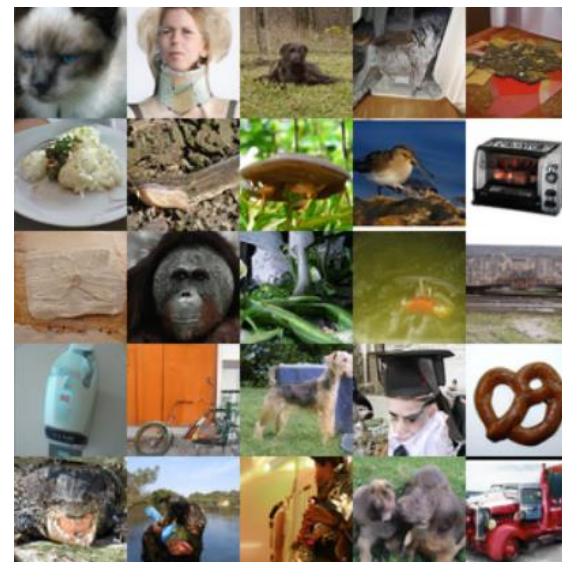
2-rectified flow++ is competitive with SOTA



FFHQ 64x64



AFHQ 64x64



ImageNet 64x64

One-step generated samples from our 2-rectified flow++.

In summary,

- The optimal 2-rectified flow is nearly straight.
 - This motivates new training techniques
- **Our improved techniques make 2-rectified flow competitive to SOTA methods.**
- It still retains and enhances the useful features of the neural ODE, such as multi-step iterative refinement and inversion from data to noise.

github.com/sangyun884/rfpp

