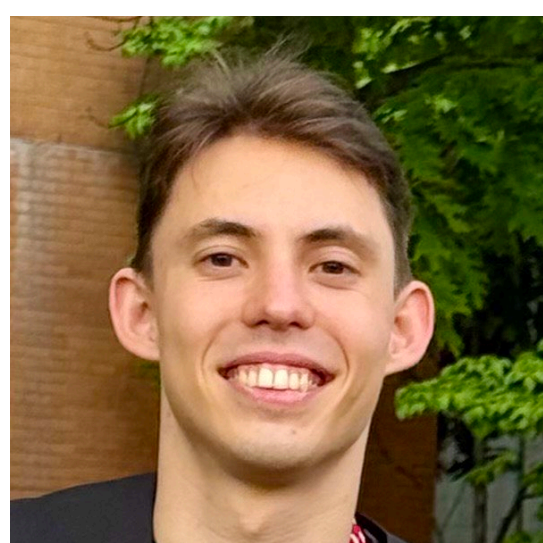


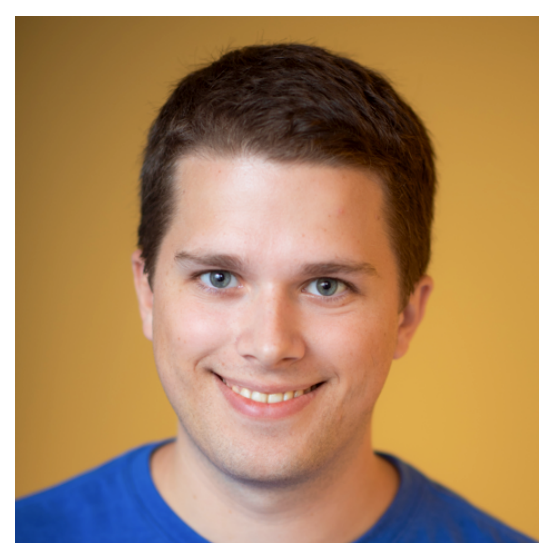
Score Distillation via Reparametrized DDIM



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3D generation with the quality of 2D diffusion?

2D Diffusion (DDIM)



Image Diffusion generates
crisp, high-quality images

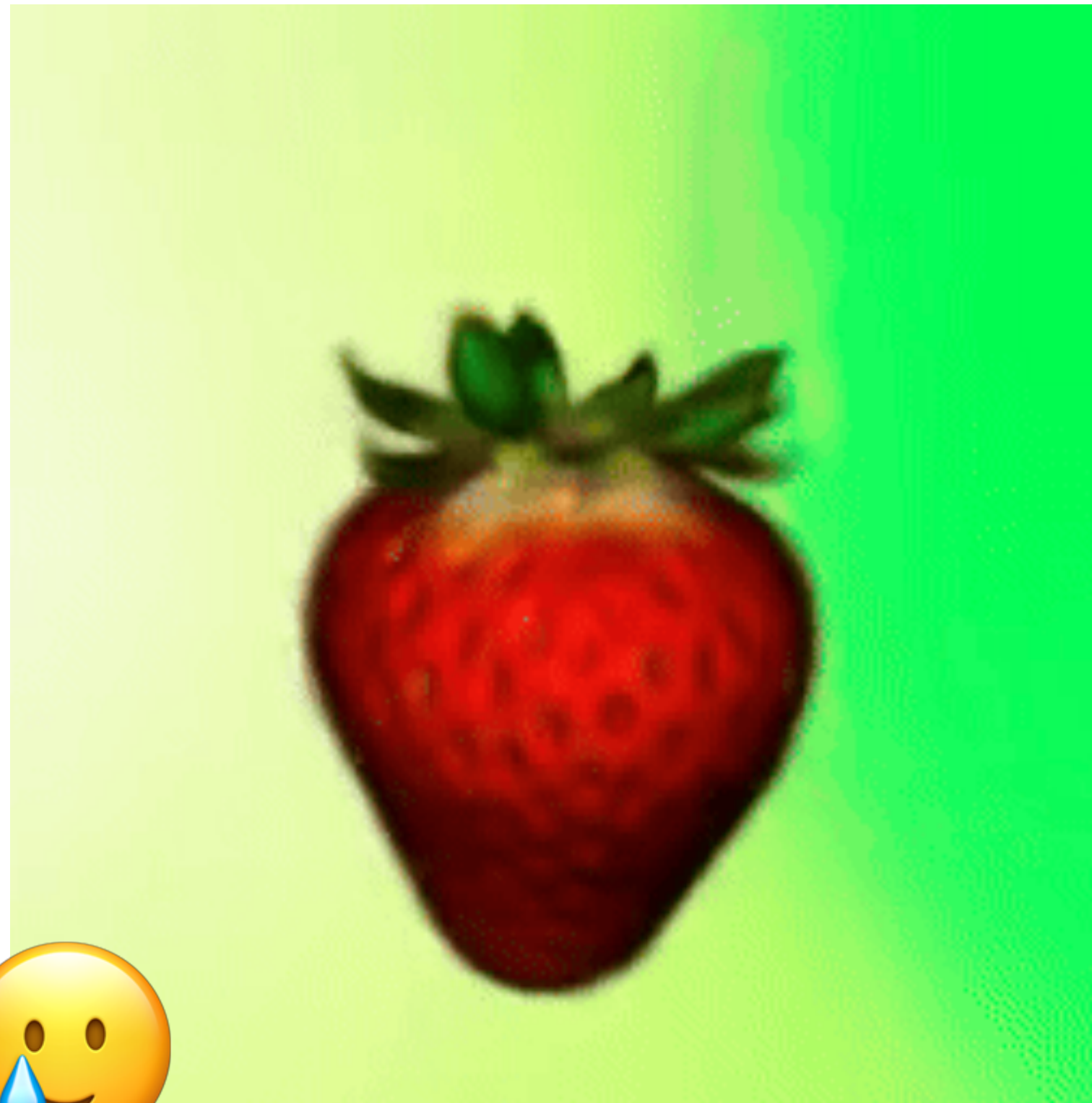
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2D Diffusion (DDIM)



Image Diffusion generates crisp, high-quality images

Score Distillation (SDS)



Score Distillation Sampling uses Image Diffusion, **but the results are blurry**

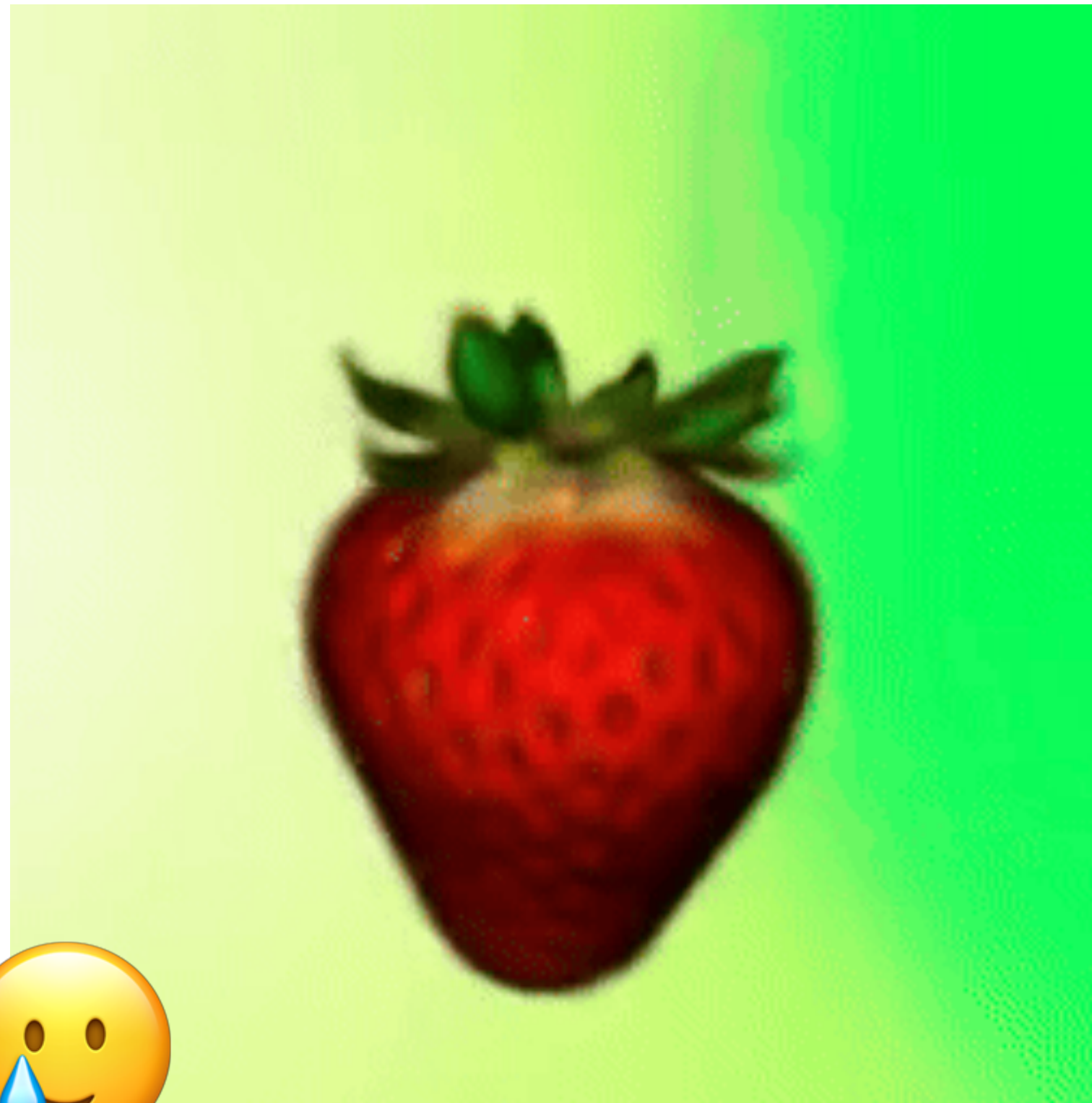
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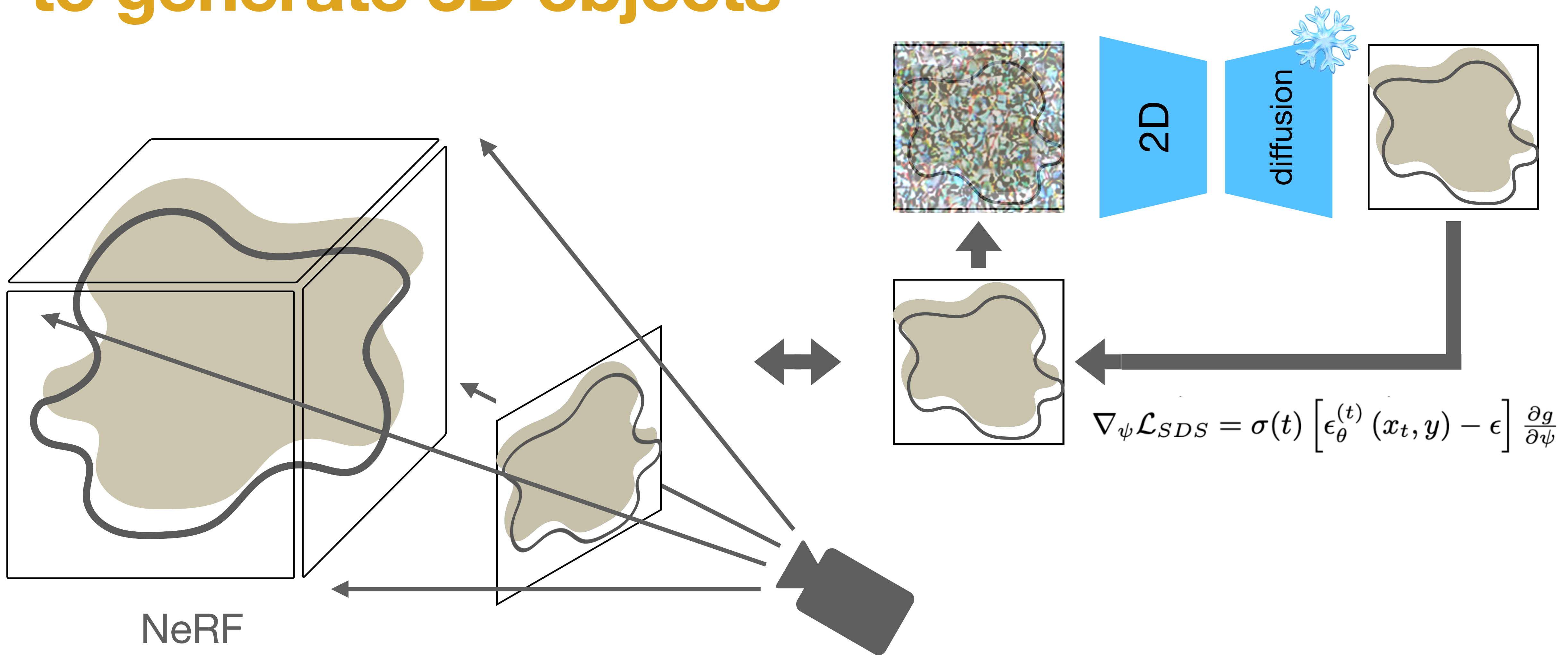
Score Distillation Sampling uses Image Diffusion, **but the results are blurry**

Ours (SDI)



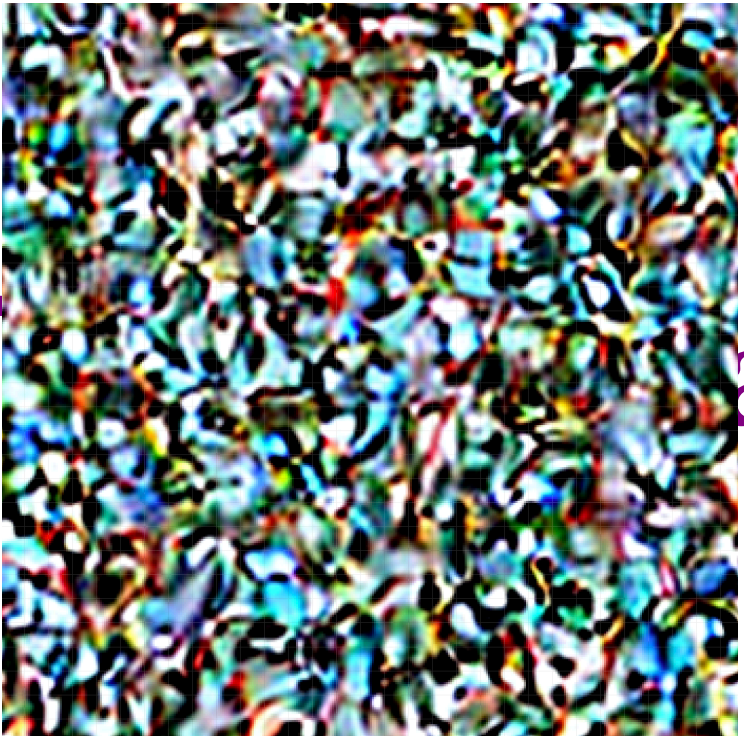
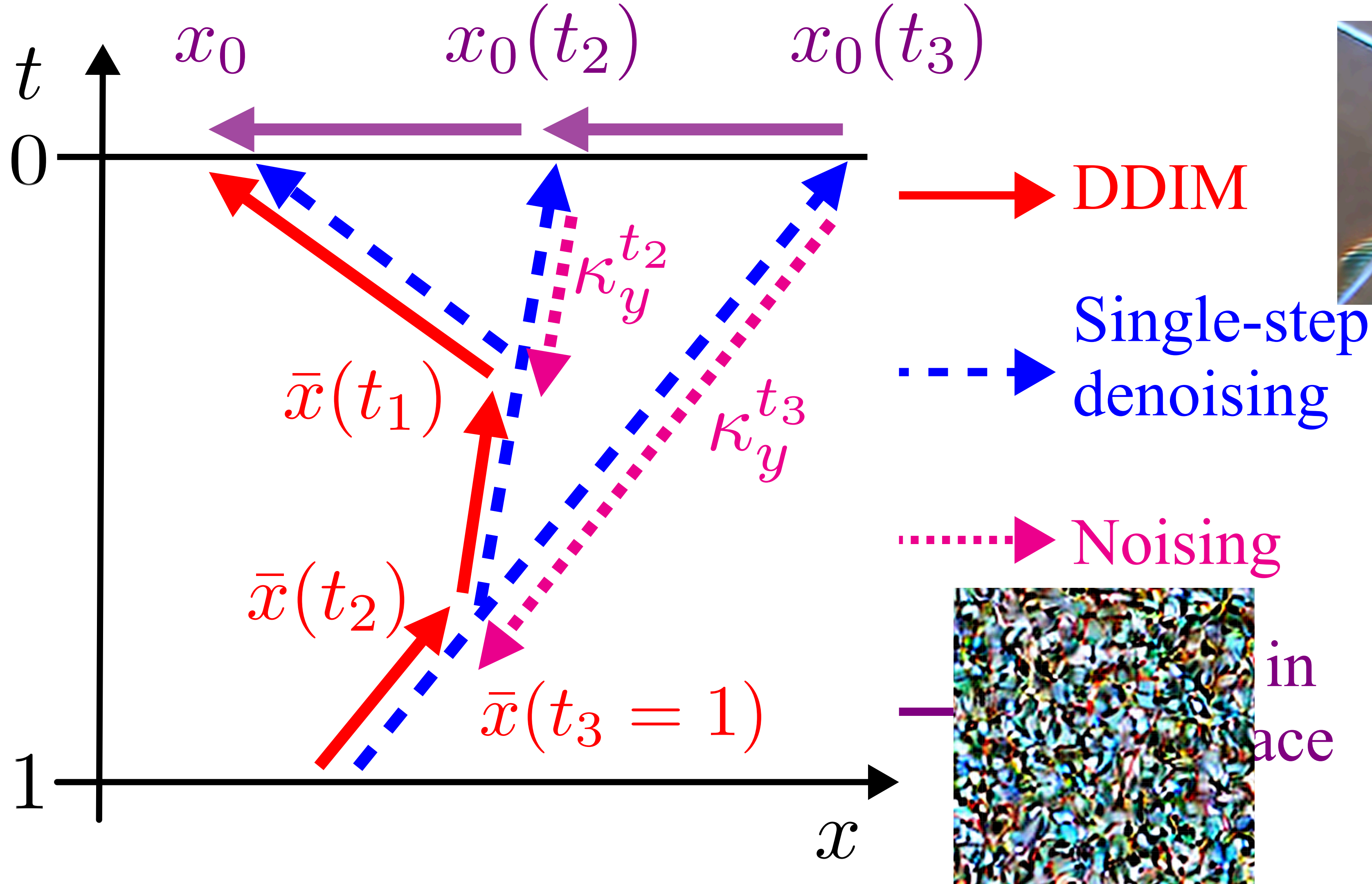
We provide a theoretical analysis and **suggest a fix**

Score Distillation uses off-the-shelf 2D diffusion to generate 3D objects



We show that SDS is a dual process of DDIM

The two trajectories match when using correct noise



Reparametrizing DDIM

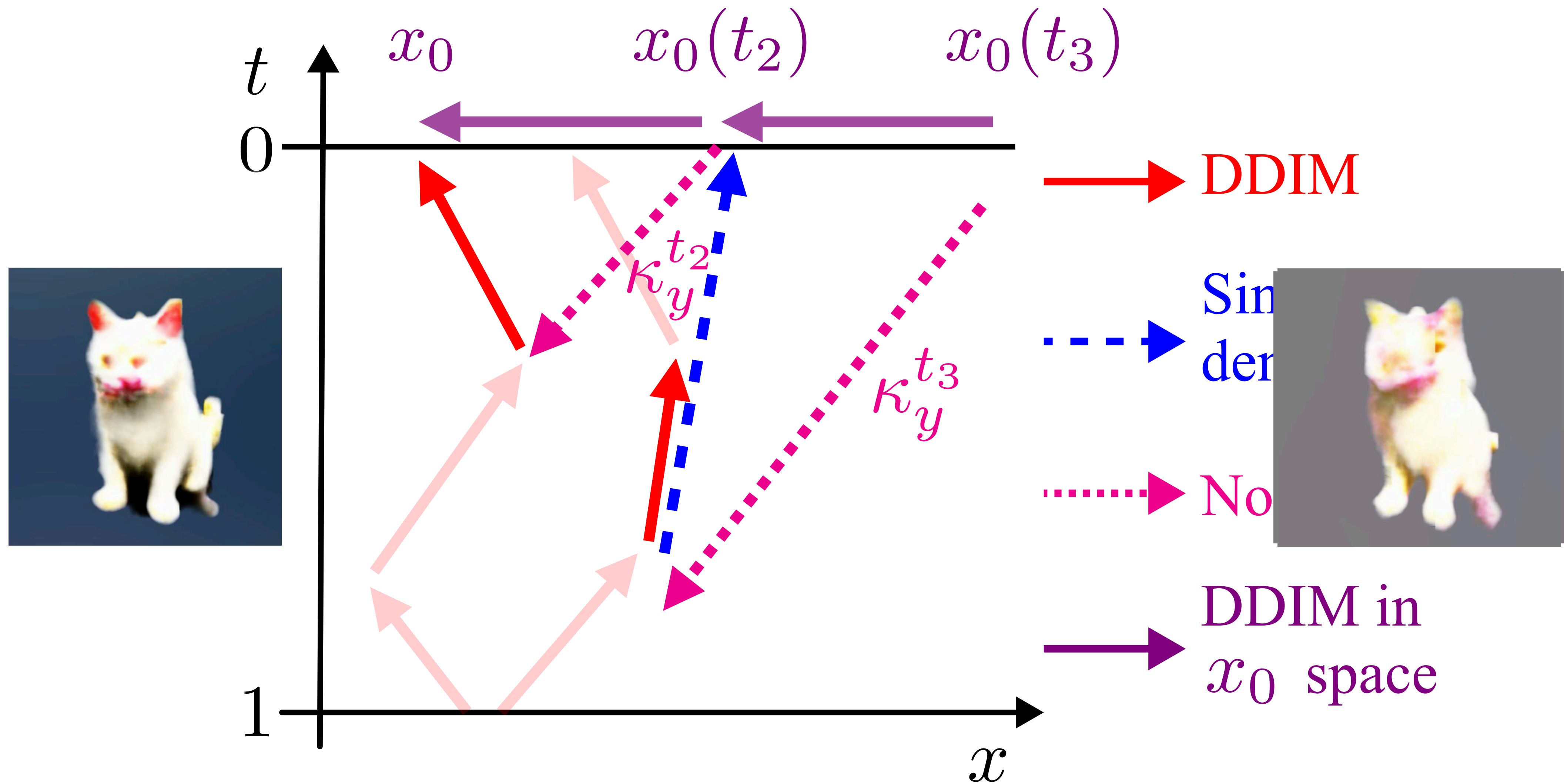
Formal derivation

$$x_0(t-\tau) = x_0(t) - \sigma(t-\tau) \left[\underbrace{\epsilon_\theta^{t-\tau} \left(\overbrace{\left(\sqrt{\alpha(t-\tau)}x_0(t) + \sqrt{1-\alpha(t-\tau)}\kappa_y^t(x_0(t)) \right)}^{x_0 \text{ noised with } \kappa_y^t \text{ to time } t-\tau} \right), y}_{\text{predicted noise}} - \underbrace{\kappa_y^t(x_0(t))}_{\text{noise sample } \kappa_y^t} \right].$$

$$\kappa_y^t = \epsilon_\theta^t \left(\sqrt{\alpha(t)}x_0(t) + \sqrt{1-\alpha(t)}\kappa_y^t, y \right)$$

$$\kappa_y^t \sim \mathcal{N}(0, I)$$

SDS as reparametrized DDIM



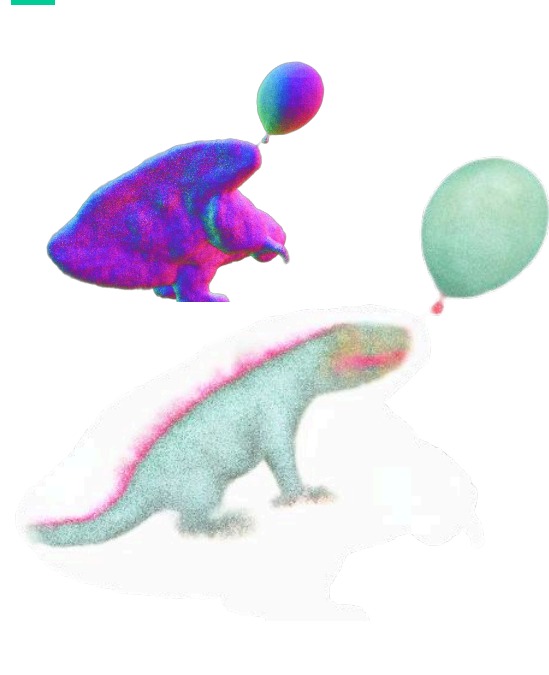
Noise is the problem!

$$\kappa_y^t = \epsilon_\theta^t (\sqrt{\alpha(t)}x_0(t) + \sqrt{1 - \alpha(t)}\kappa_y^t, y)$$

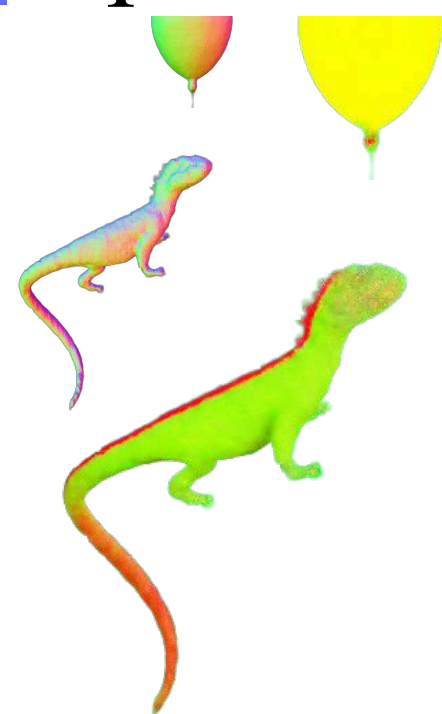
Random,
resampled



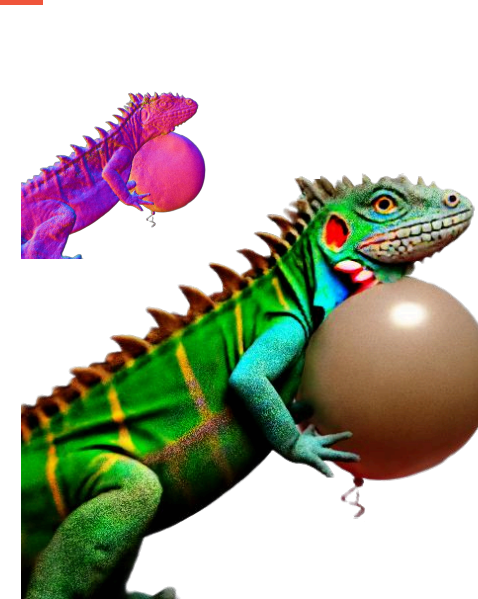
Random,
fixed



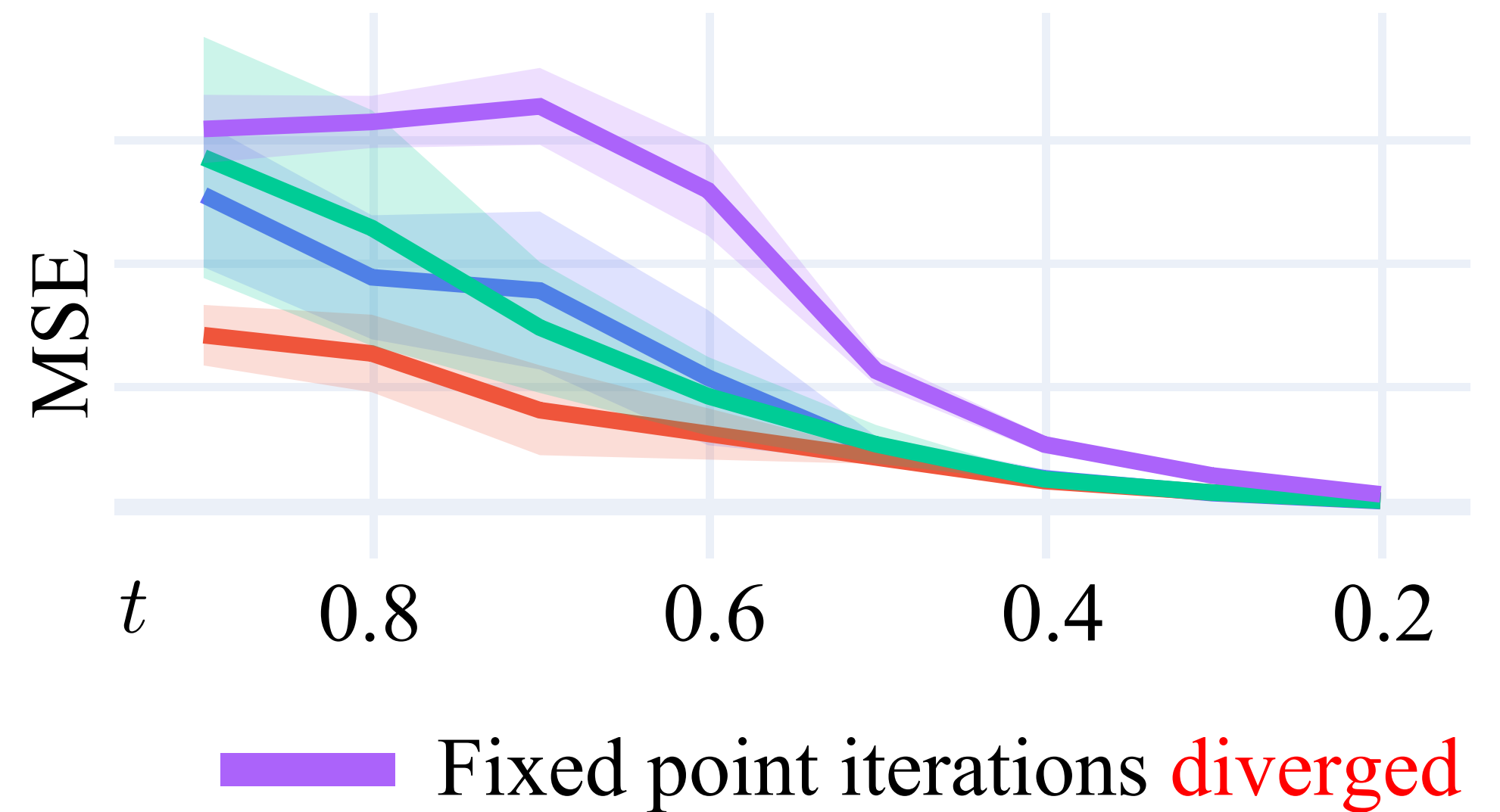
SGD
Optim.



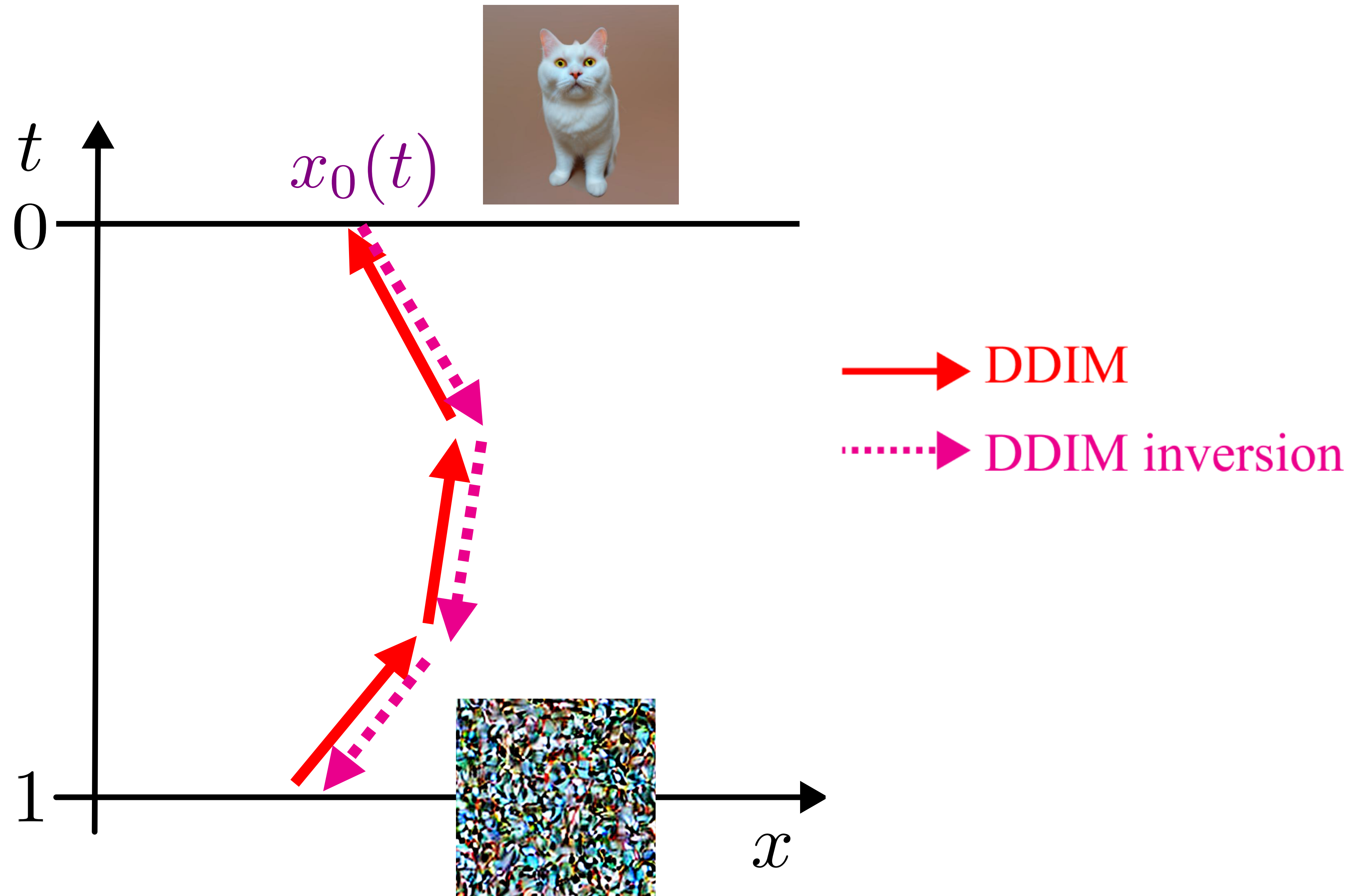
DDIM
Inversion



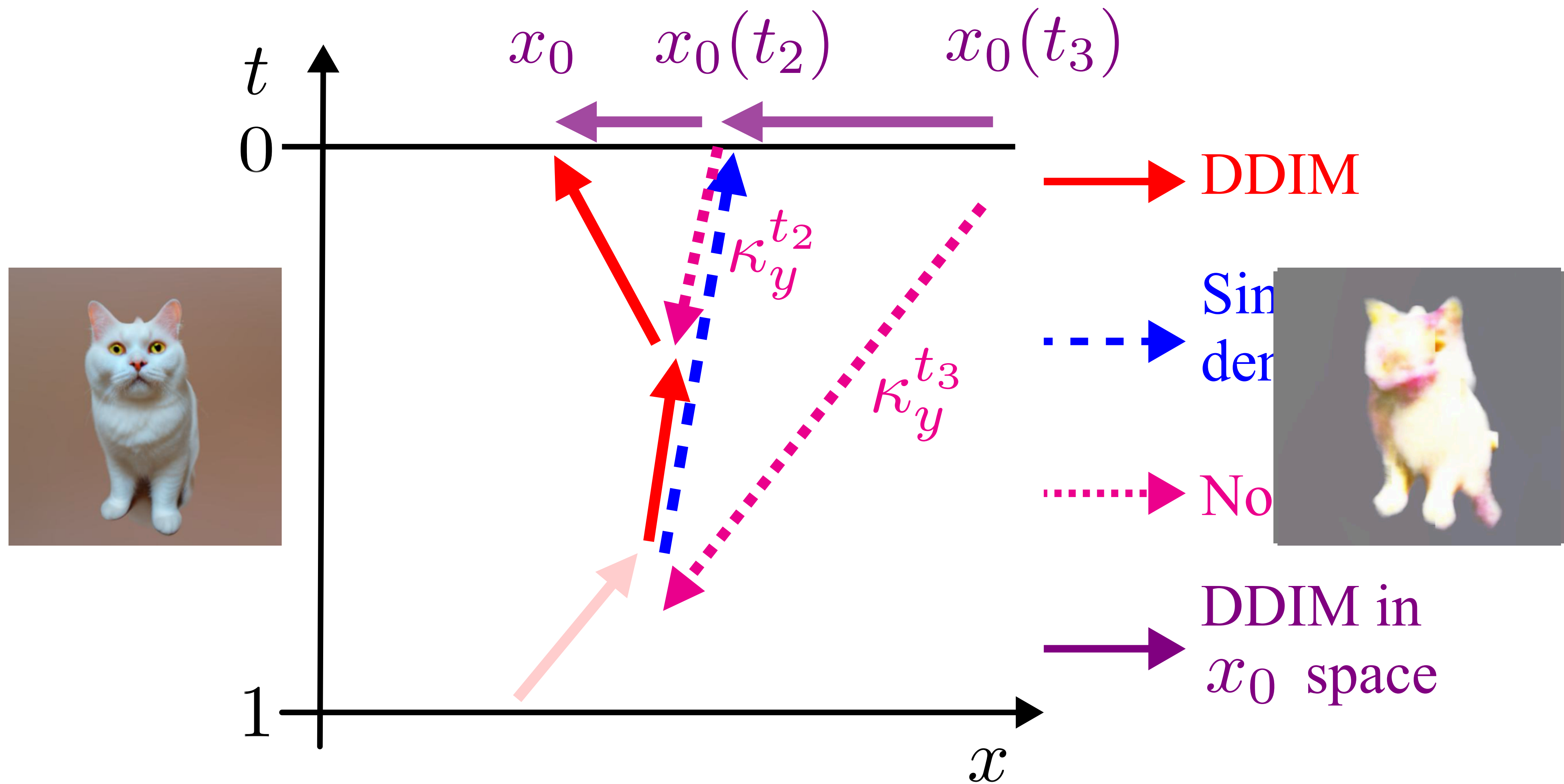
Prompt – “an iguana holding a balloon”



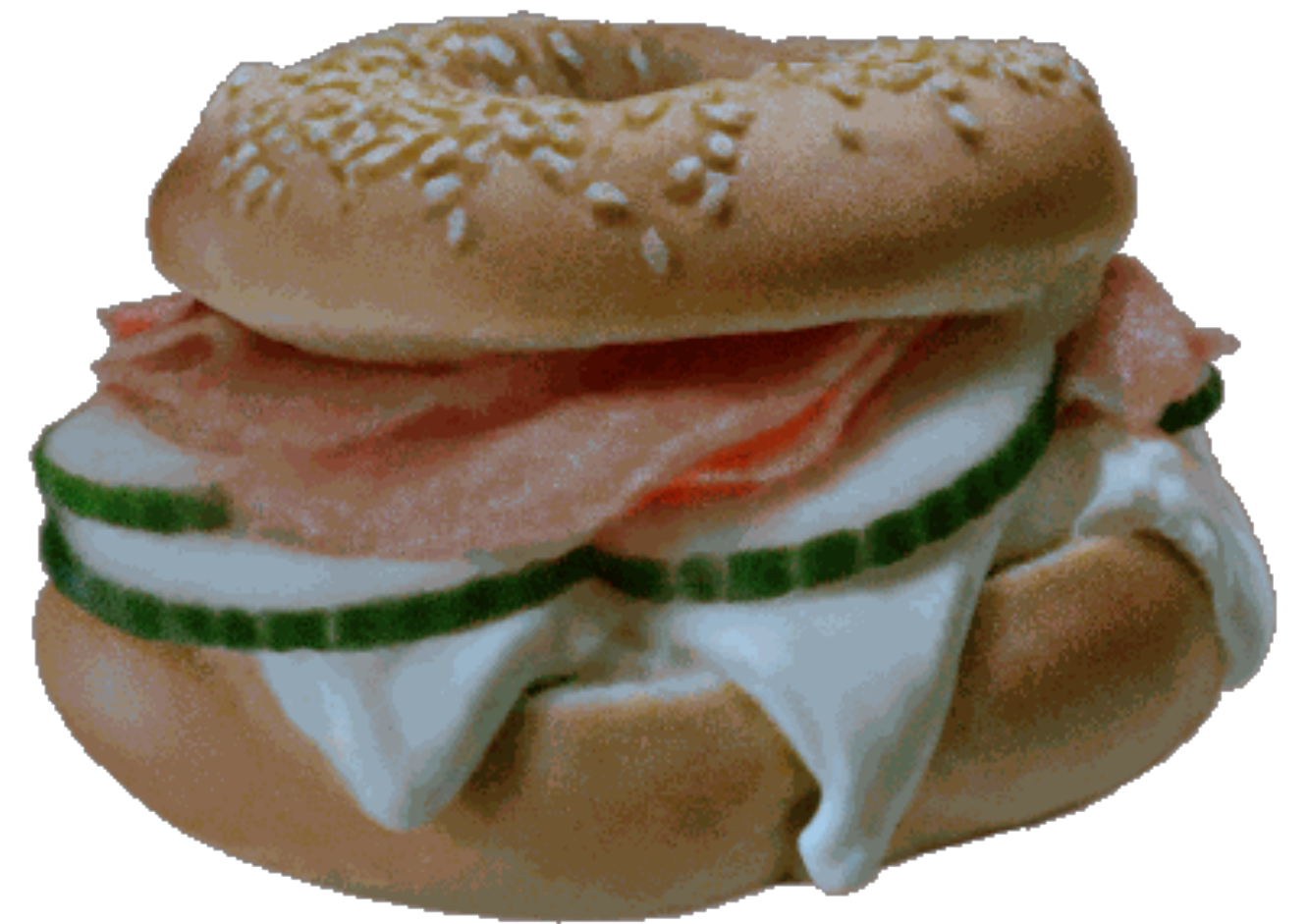
DDIM inversion



SDI as reparametrized DDIM

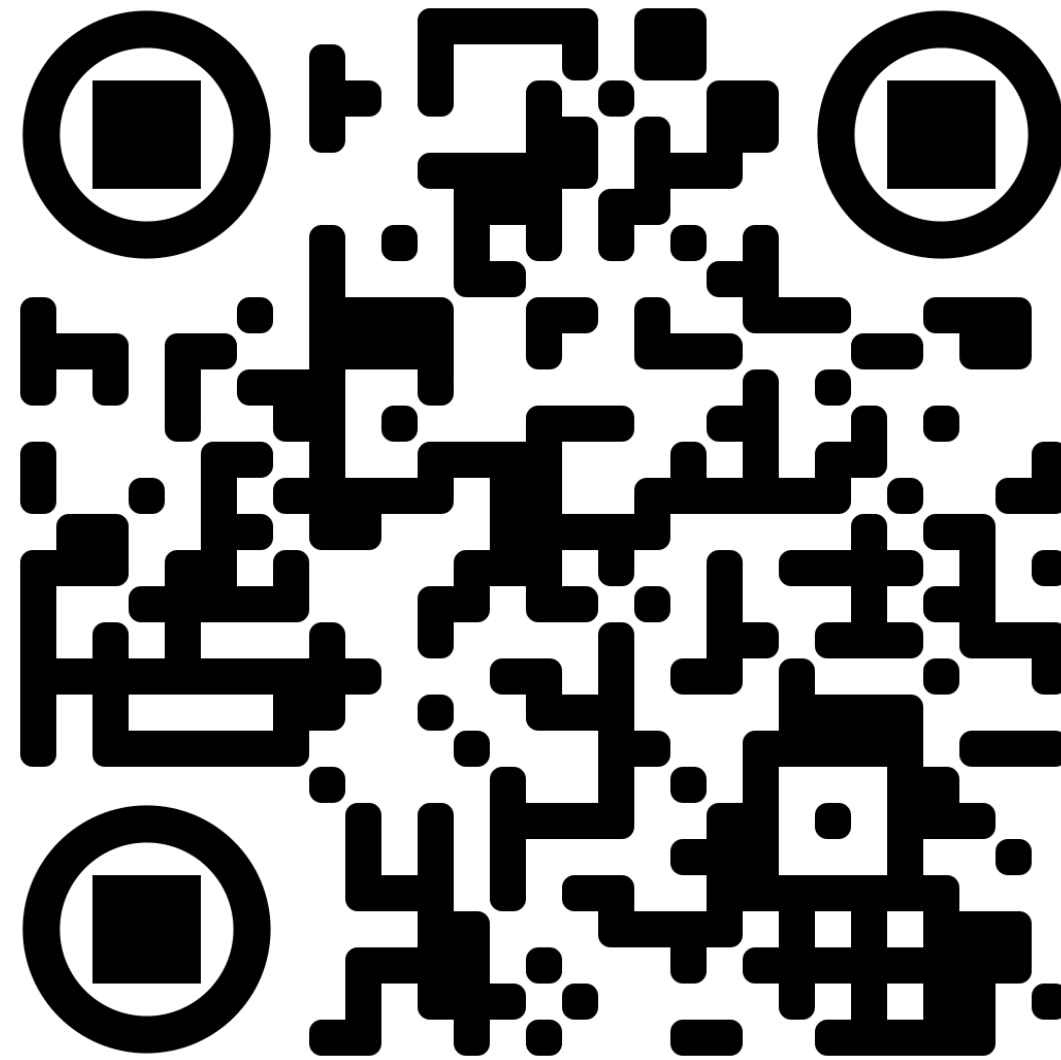


By fixing the noise term we are bringing the **generation quality in 3D much closer to the 2D models**



MORE ABOUT THE WORK

CODE AND THE FULL PAPER ARE AVAILABLE



lukoianov.com/sdi