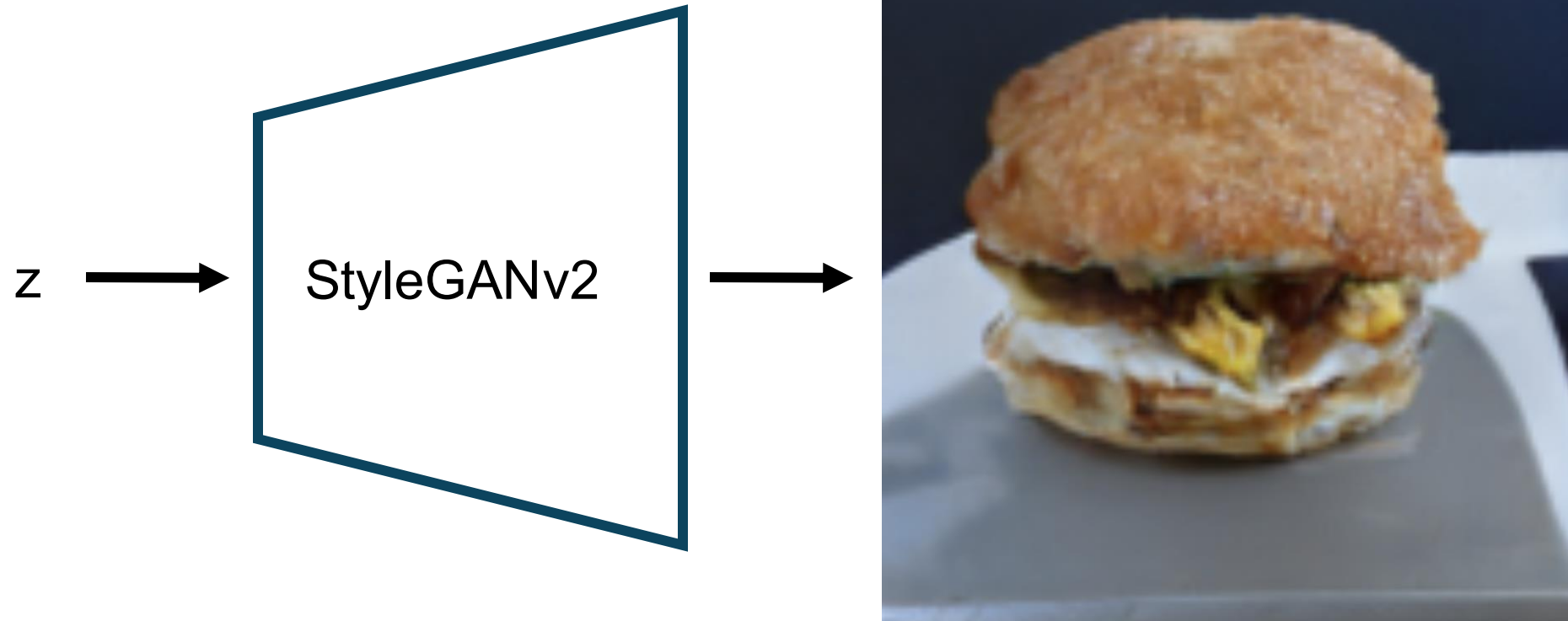


# Multimodal tasks (=Vision and Language Tasks)

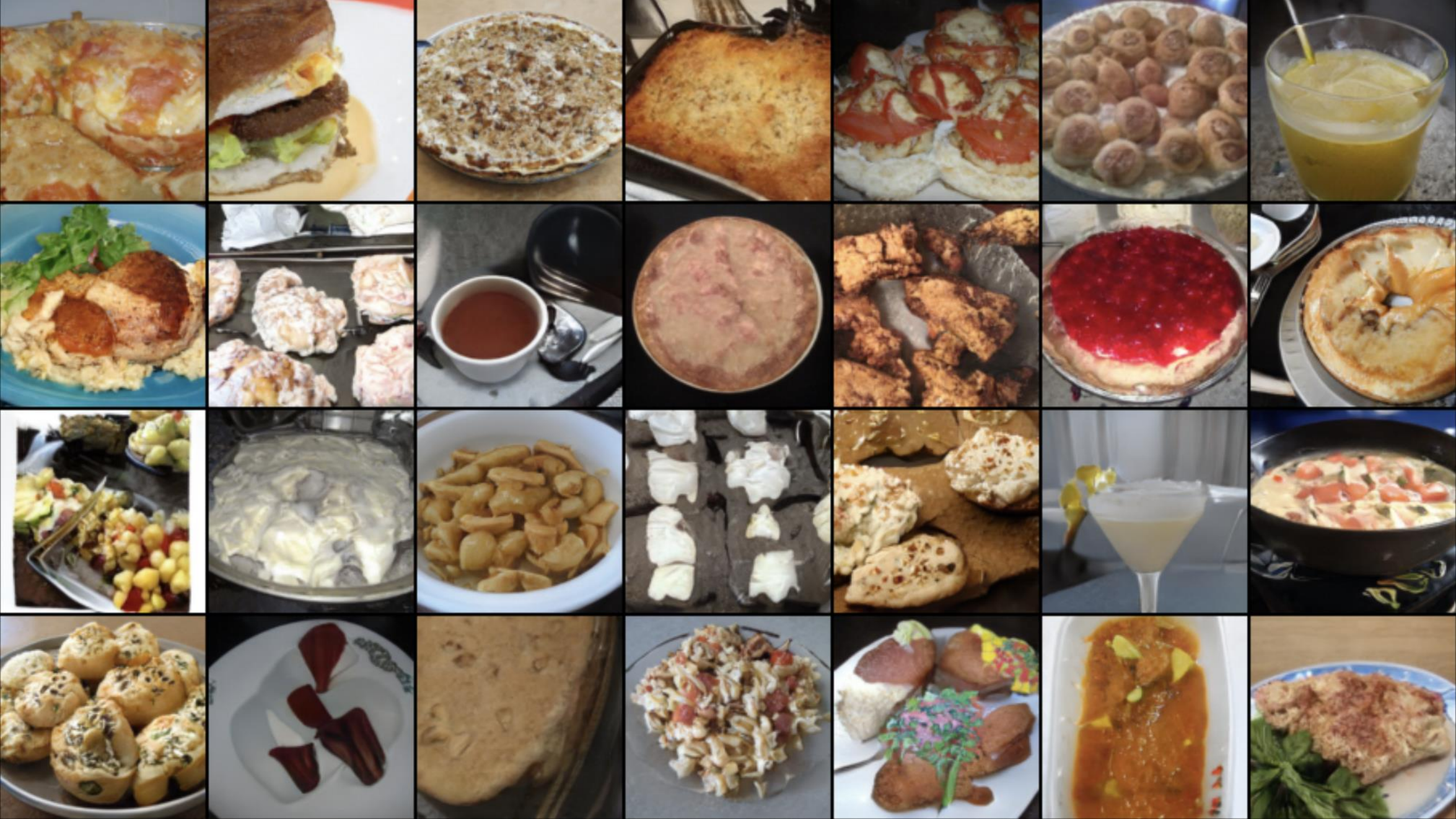
- Multimodal Classification
- Image-Text Retrieval
- Visual Grounding
- Image Captioning
- Visual Question Answering and Visual Reasoning
- **Text-to-image Generation**

# Text-to-Image Generation (GANs)

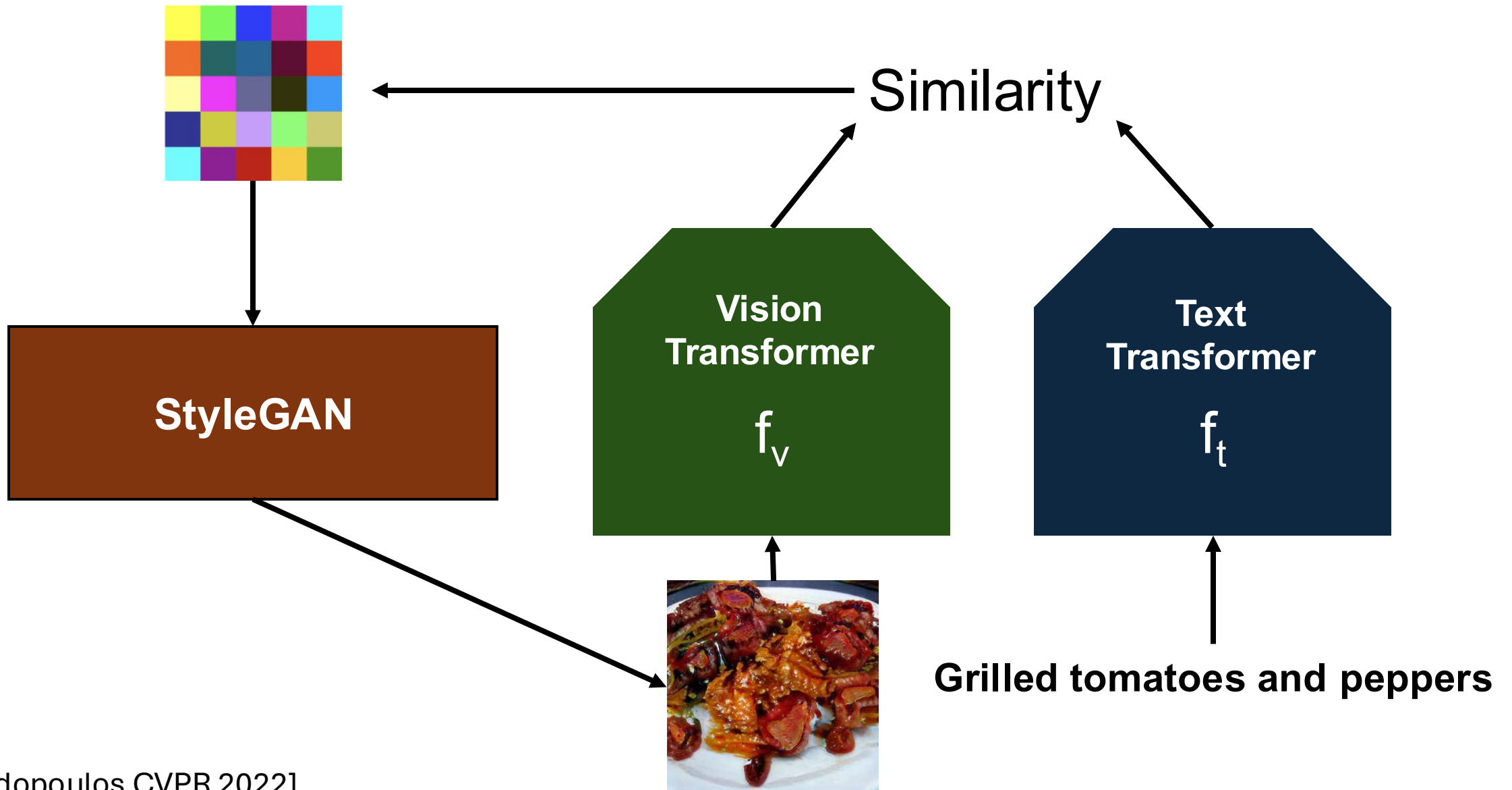
# Text-to-Image Generation (GANs)







# StyleGAN + Vision/Text transformers

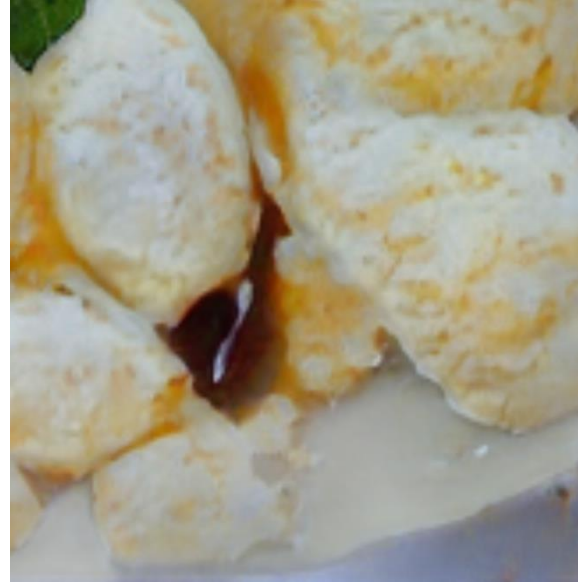




Chocolate chip cookies



Vanilla ice cream



Mixed green salad



Homemade chocolate bars



Grilled salmon



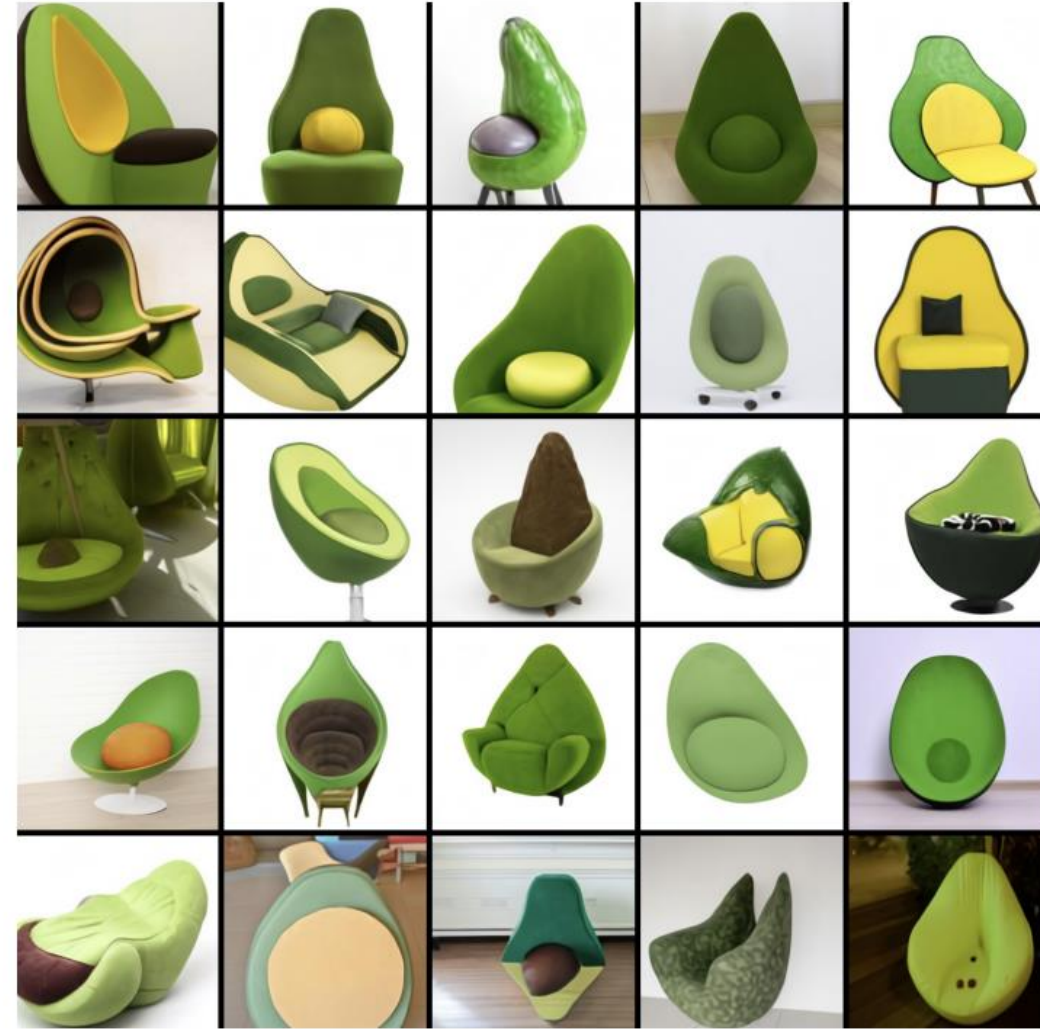
Pizza pepperoni



# Text-to-Image Generation

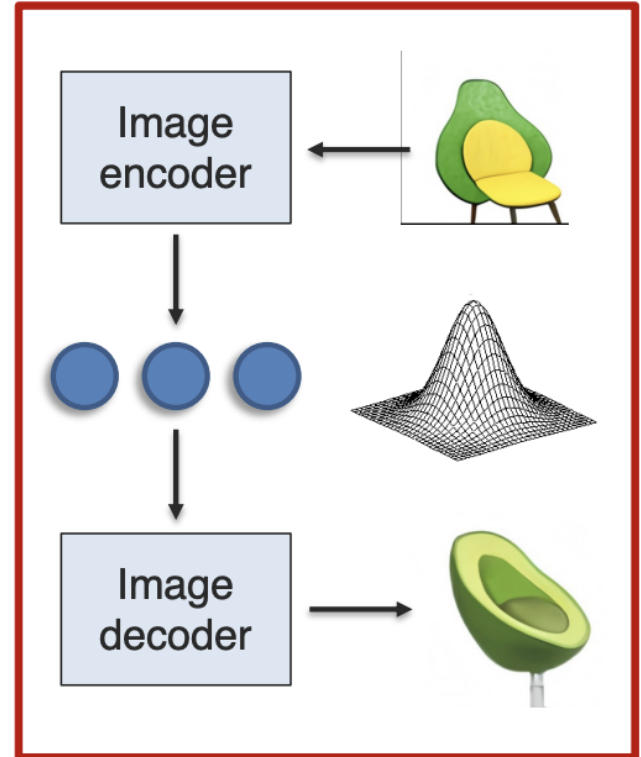
**DALL·E: Text-to-image translation at scale**

*An armchair in the shape of an avocado*



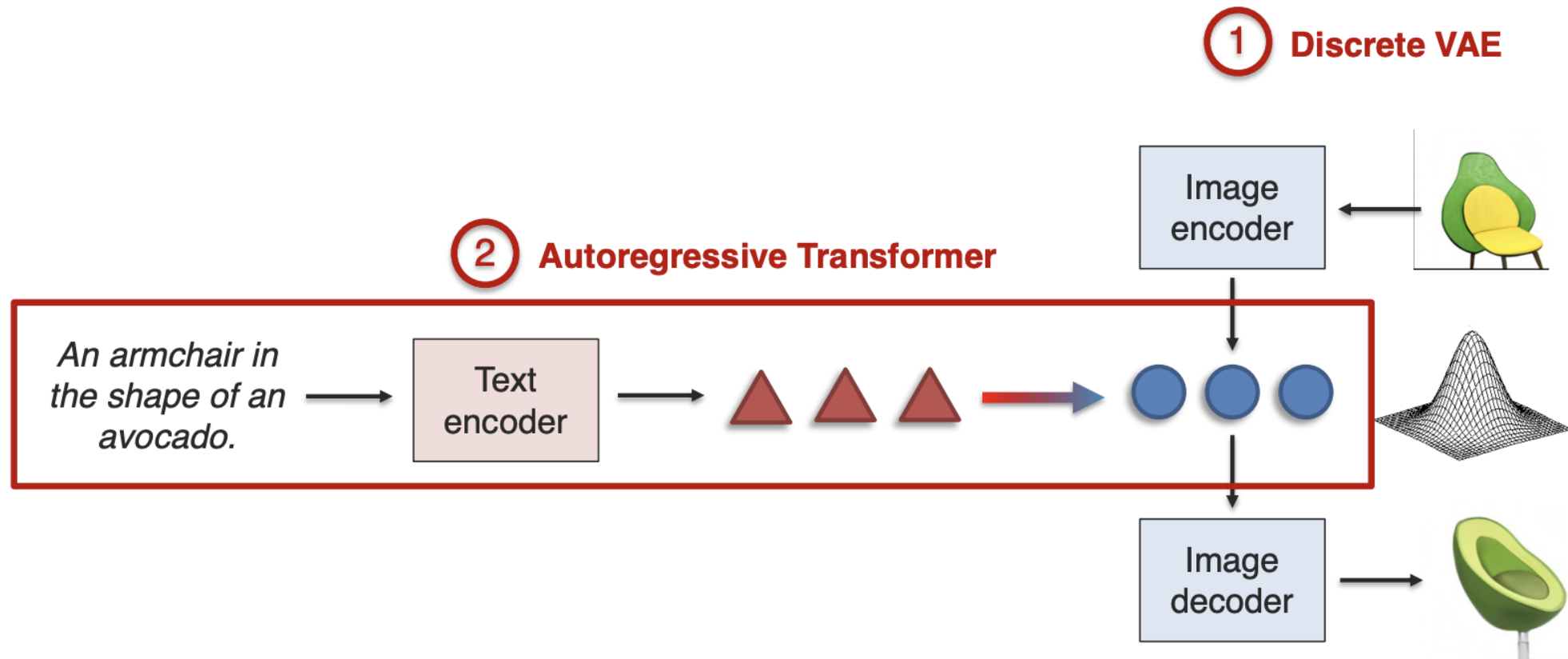
# DALL-E

## ① Discrete VAE

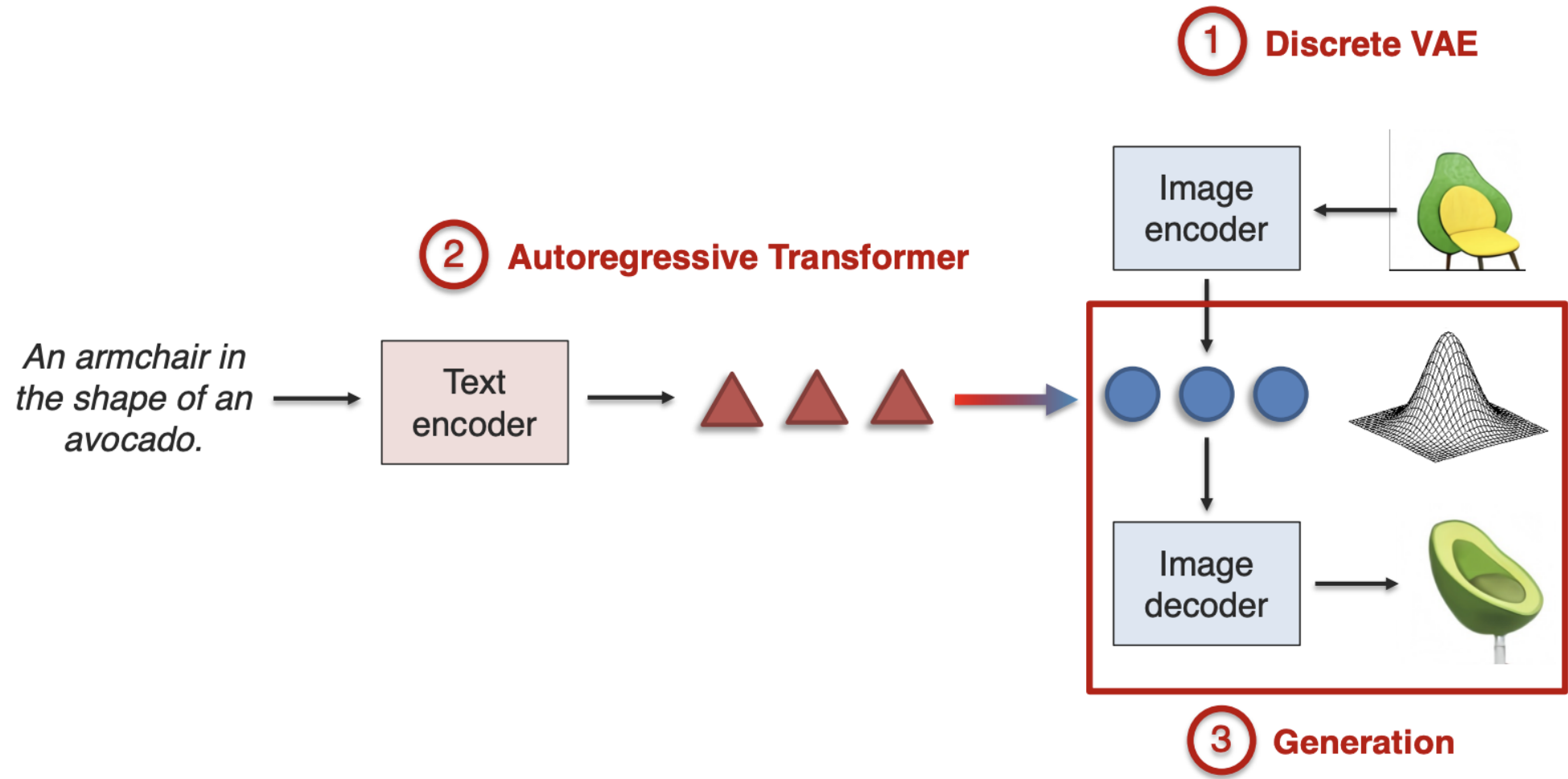




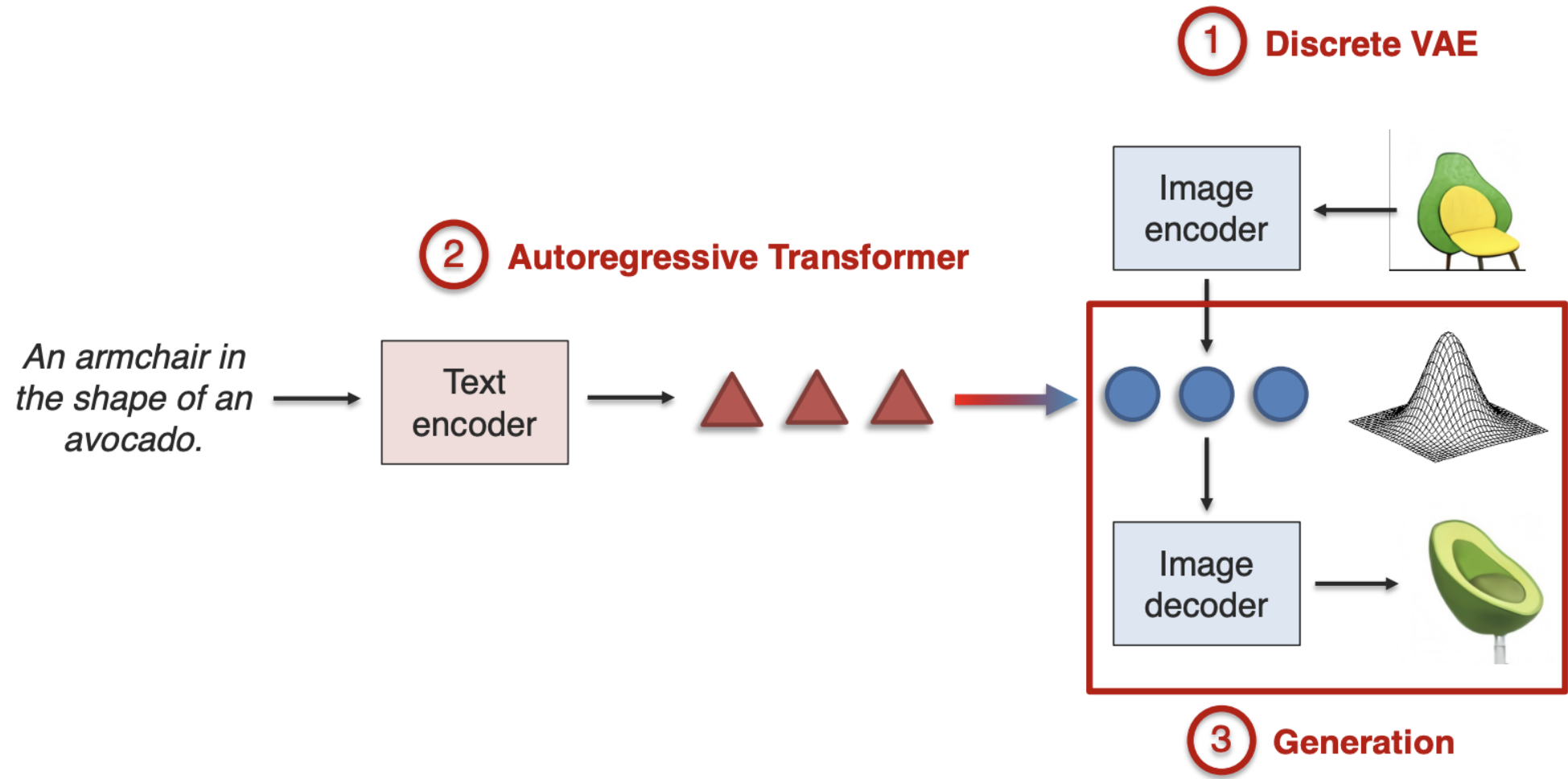
# DALL-E



# DALL-E



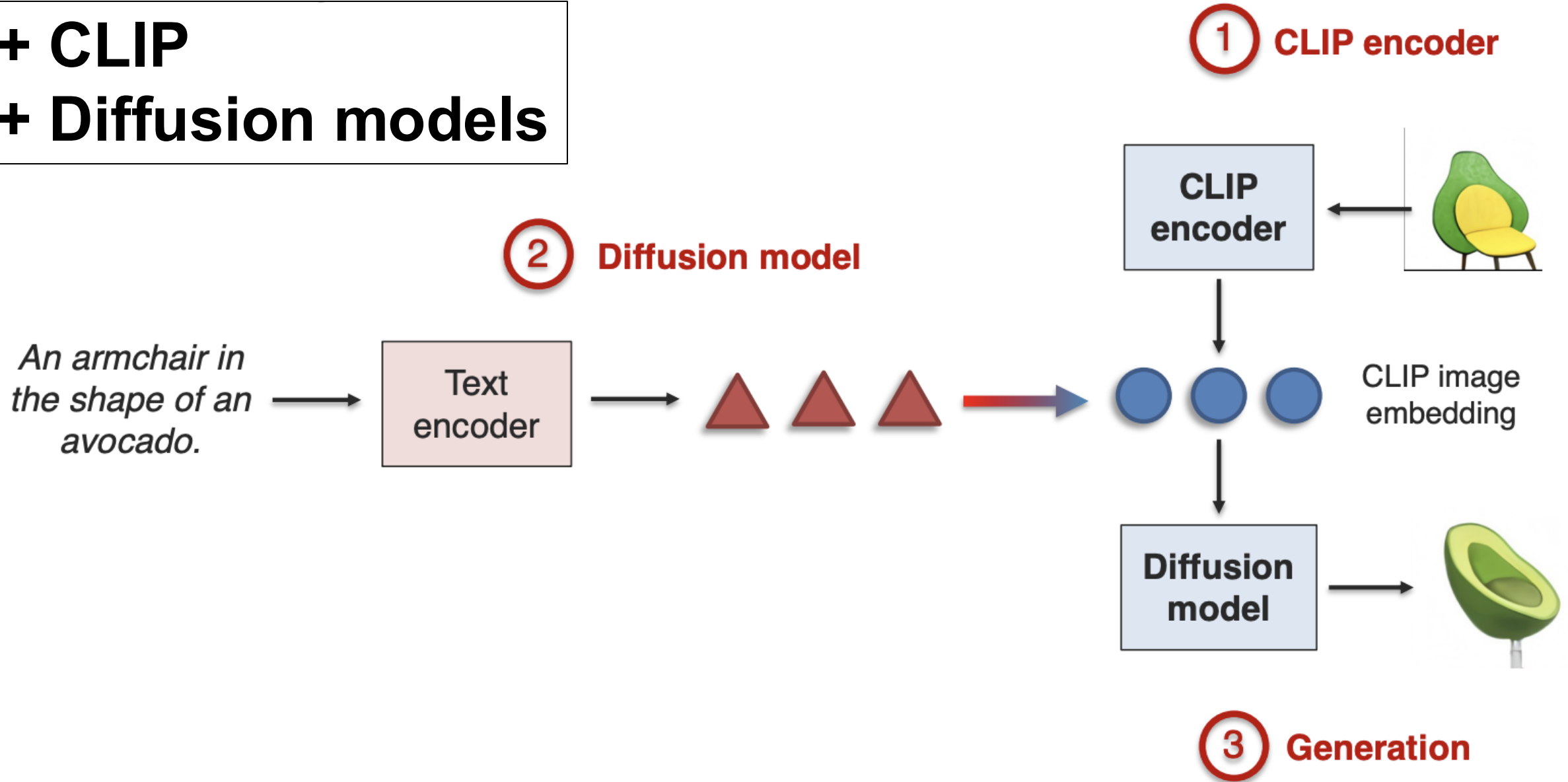
# DALL-E



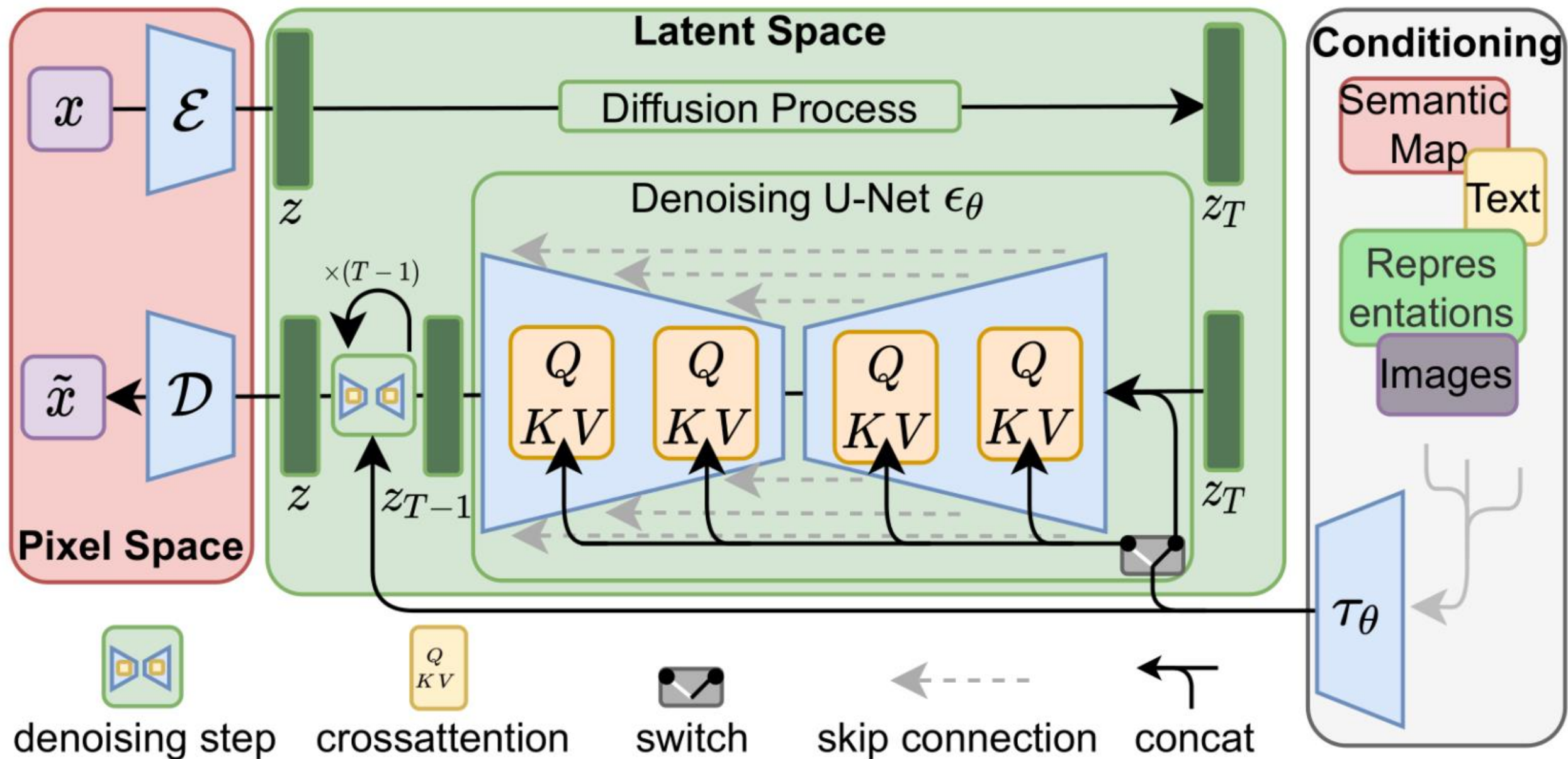


# DALL-E2

**+ CLIP**  
**+ Diffusion models**



# Stable Diffusion: Rombach CVPR 2022



# Stable Diffusion

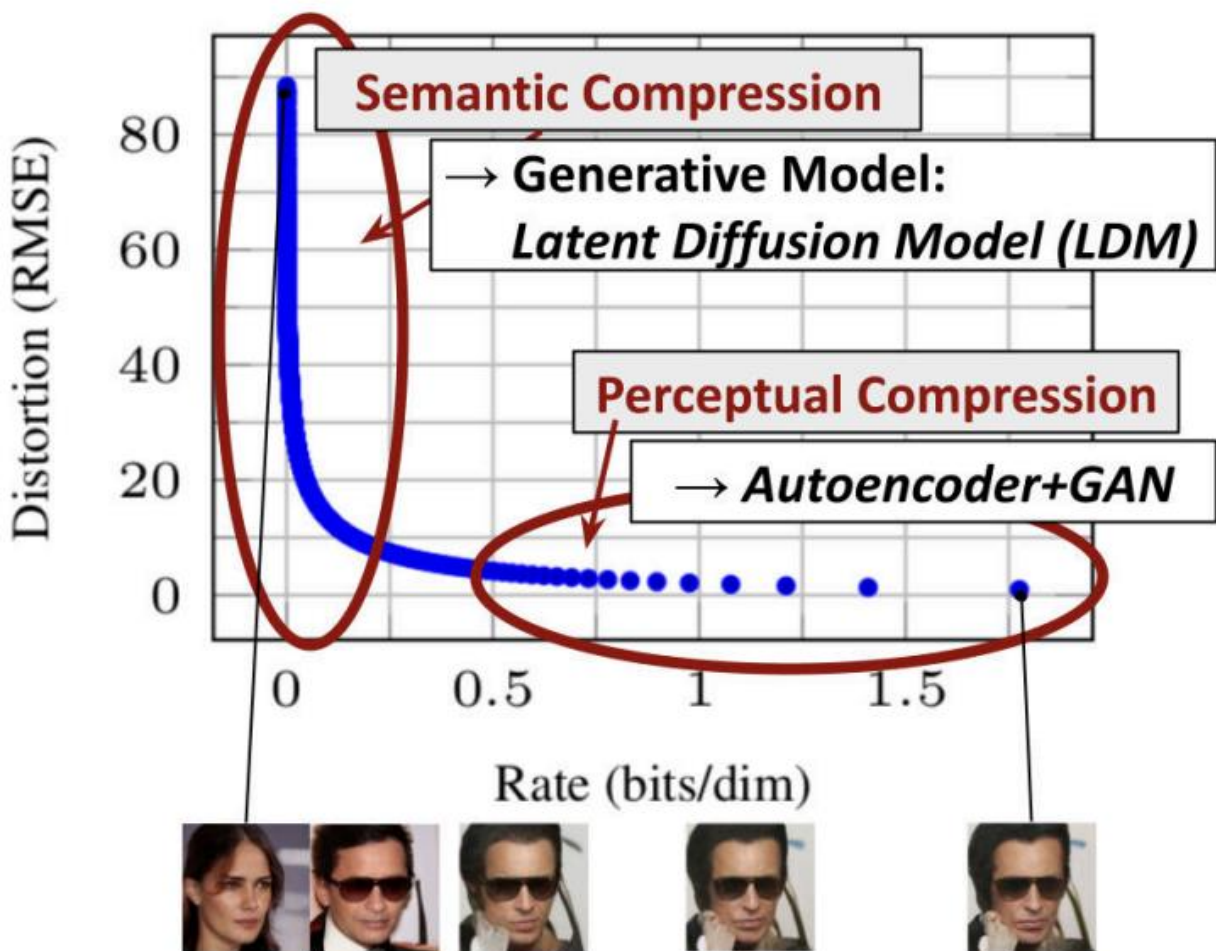
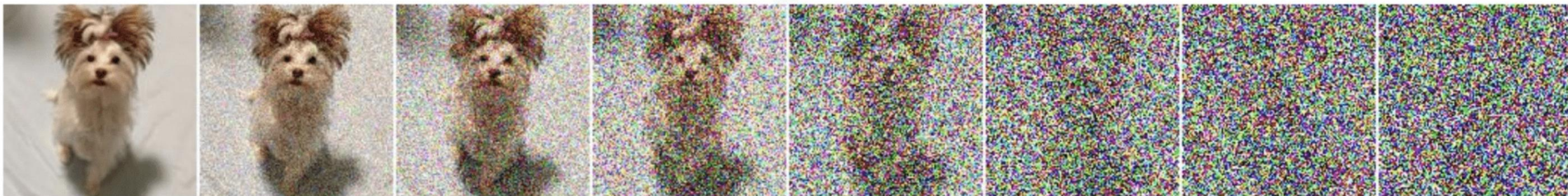


Figure 2. Illustrating perceptual and semantic compression: Most bits of a digital image correspond to imperceptible details. While DMs allow to suppress this semantically meaningless information by minimizing the responsible loss term, gradients (during training) and the neural network backbone (training and inference) still need to be evaluated on all pixels, leading to superfluous computations and unnecessarily expensive optimization and inference. We propose *latent diffusion models (LDMs)* as an effective generative model and a separate mild compression stage that only eliminates imperceptible details. Data and images from [29].



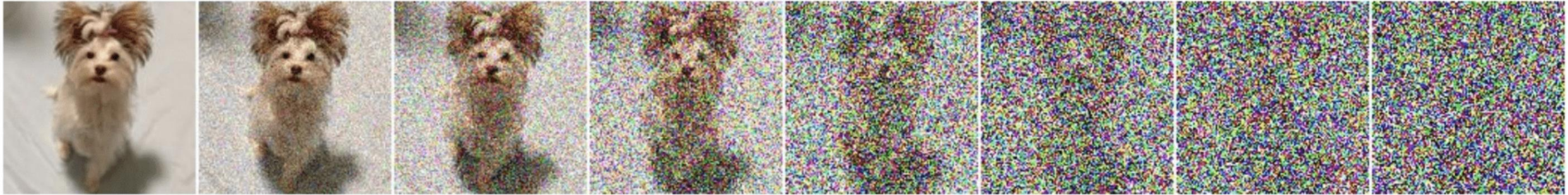
# Diffusion to Latent space

*Forward*

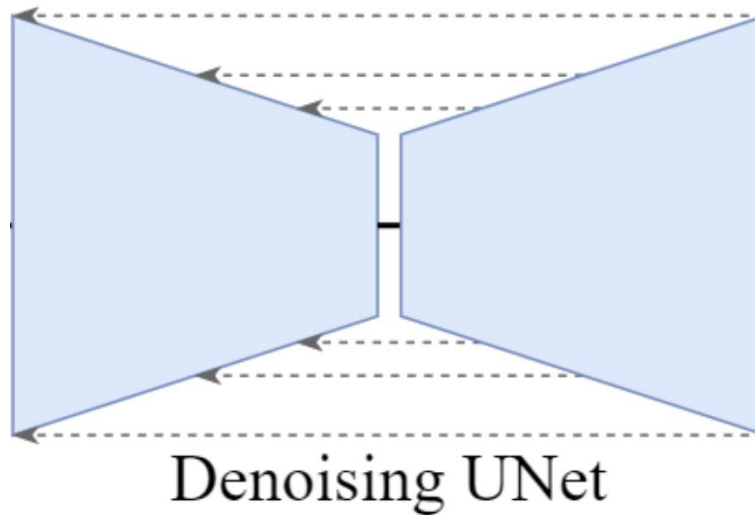


# Diffusion to Latent space

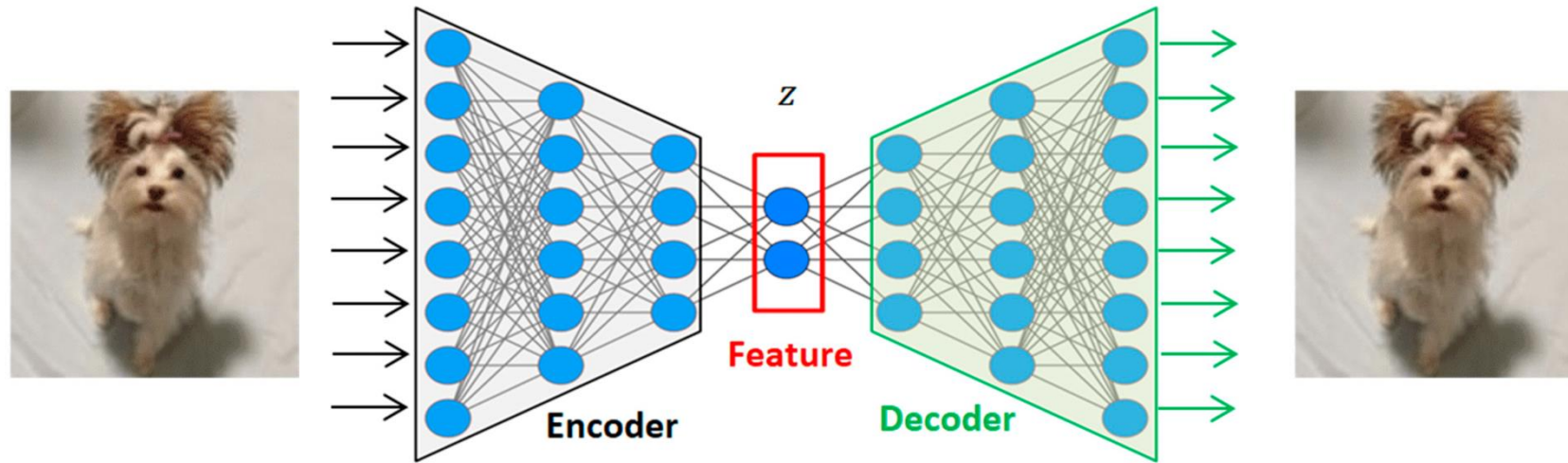
***Forward***



***Reverse***

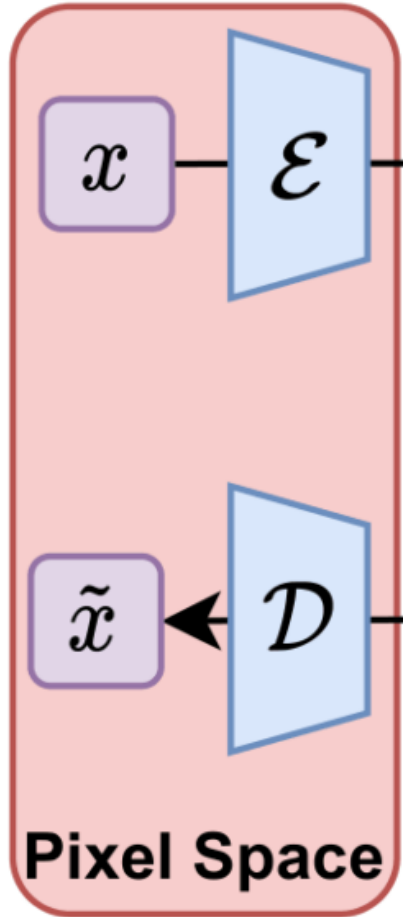


# (1) Train an AutoEncoder (AE, VAE, VQVAE, VGGAN)

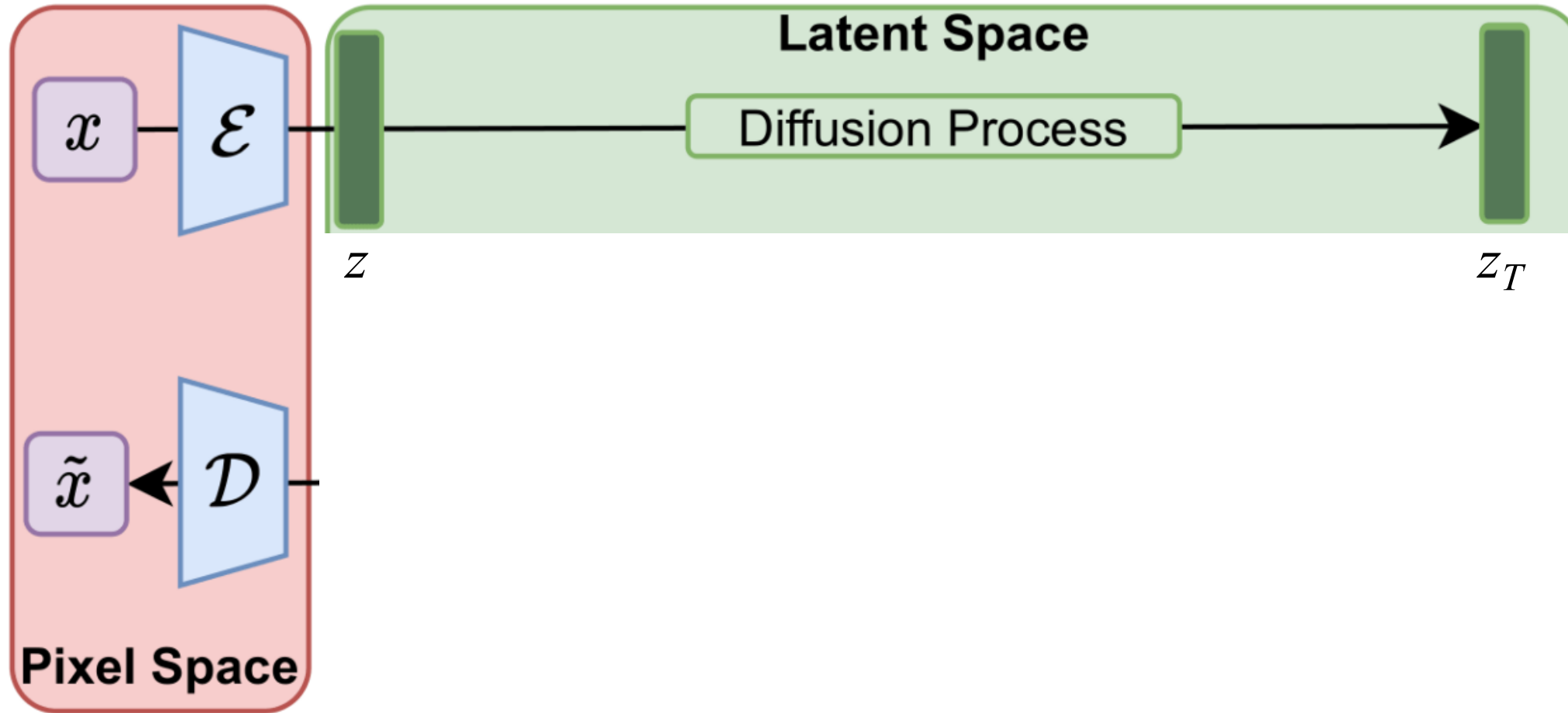




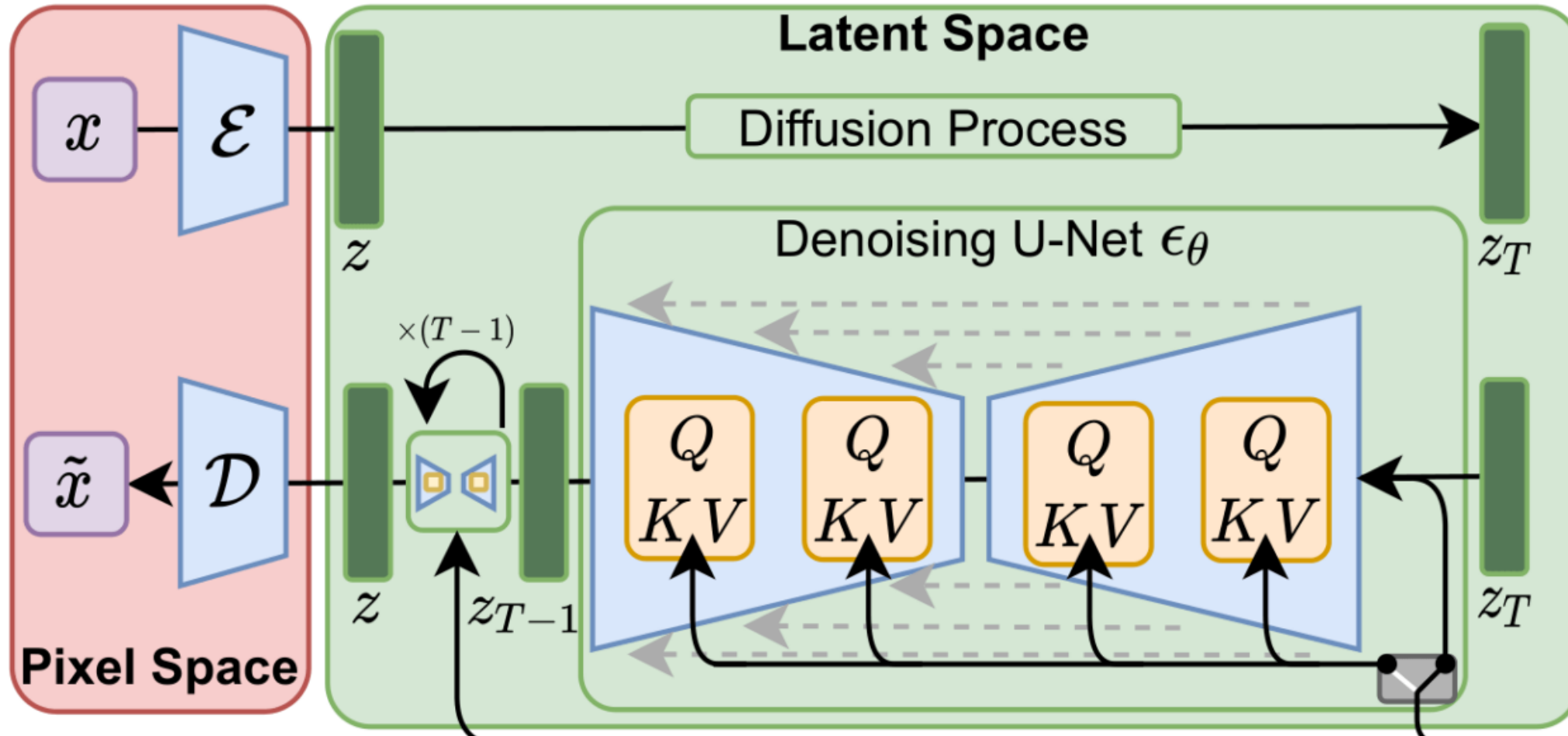
# AutoEncoder (AE, VAE, VQVAE, VGGAN)



# Latent Diffusion



# Latent Diffusion





CG/CFG is cool, but I want freedom

CG/CFG is cool, but I want freedom

*Text prompts to Image Generation*

# CG/CFG is cool, but I want freedom

## *Text prompts to Image Generation*



cat in Nyhavn!  
Sunny day/  
Sunset

# CG/CFG is cool, but I want freedom

## *Text prompts to Image Generation*



dog in Norrebro  
streets!  
Sunny day/  
Sunset



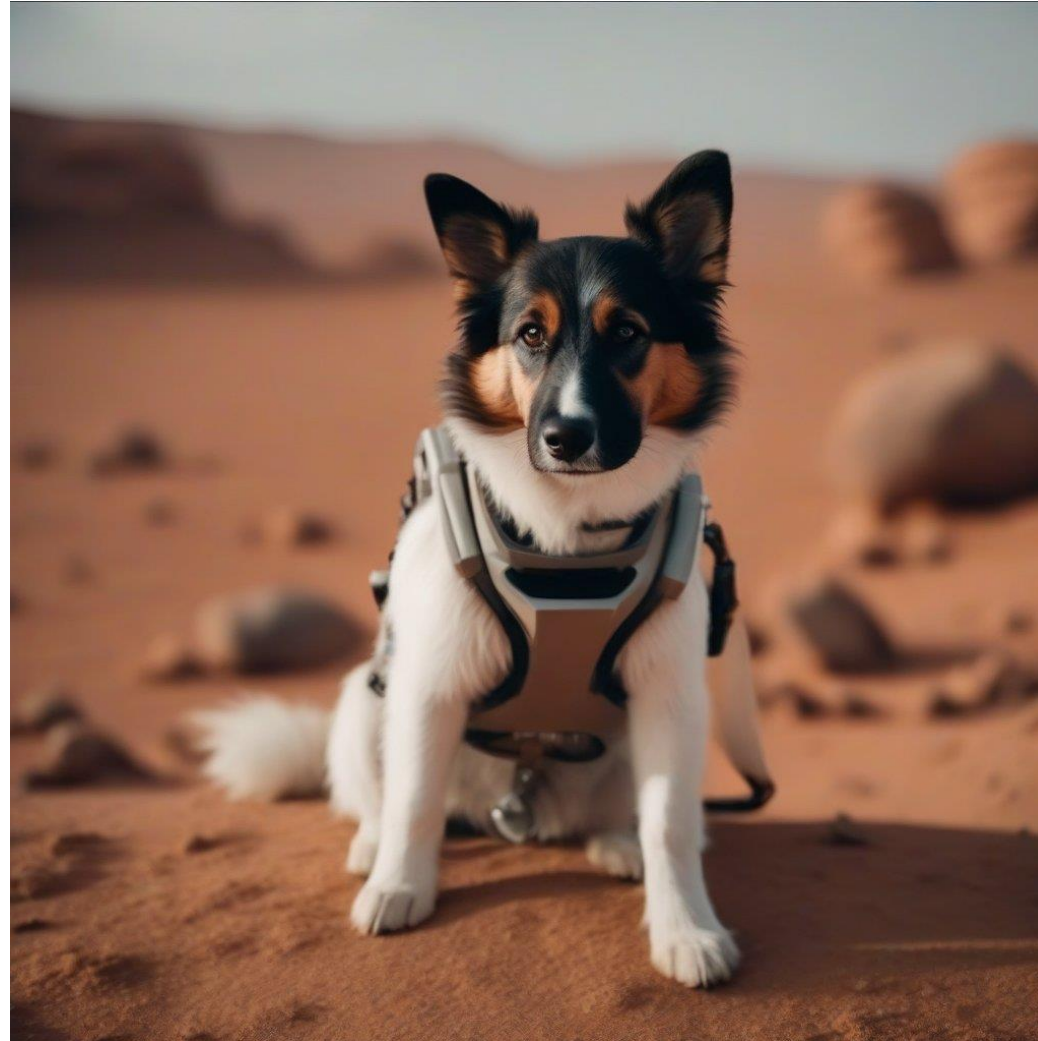
CG/CFG is cool, but I want freedom

*Text prompts to Image Generation*



# CG/CFG is cool, but I want freedom

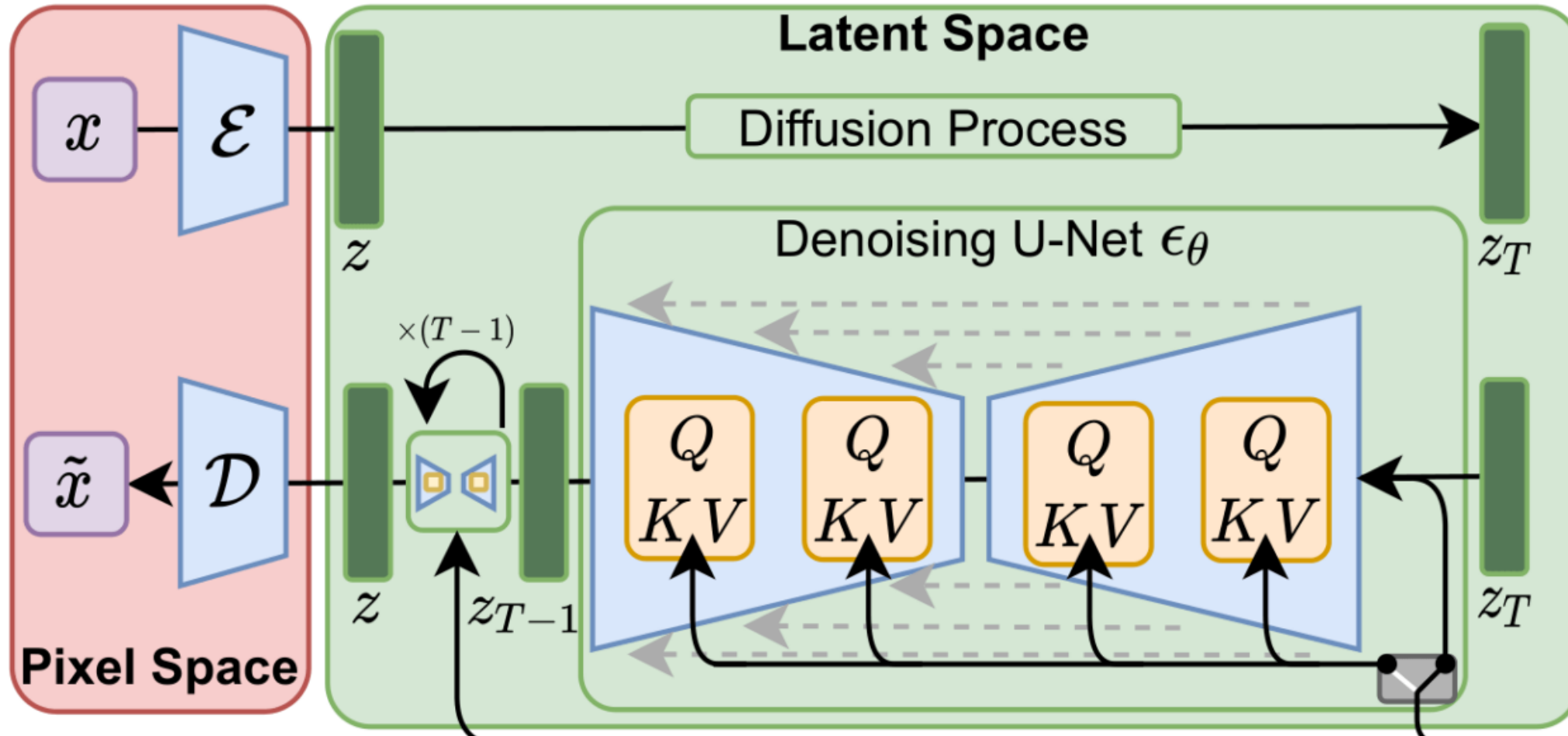
## *Text prompts to Image Generation*



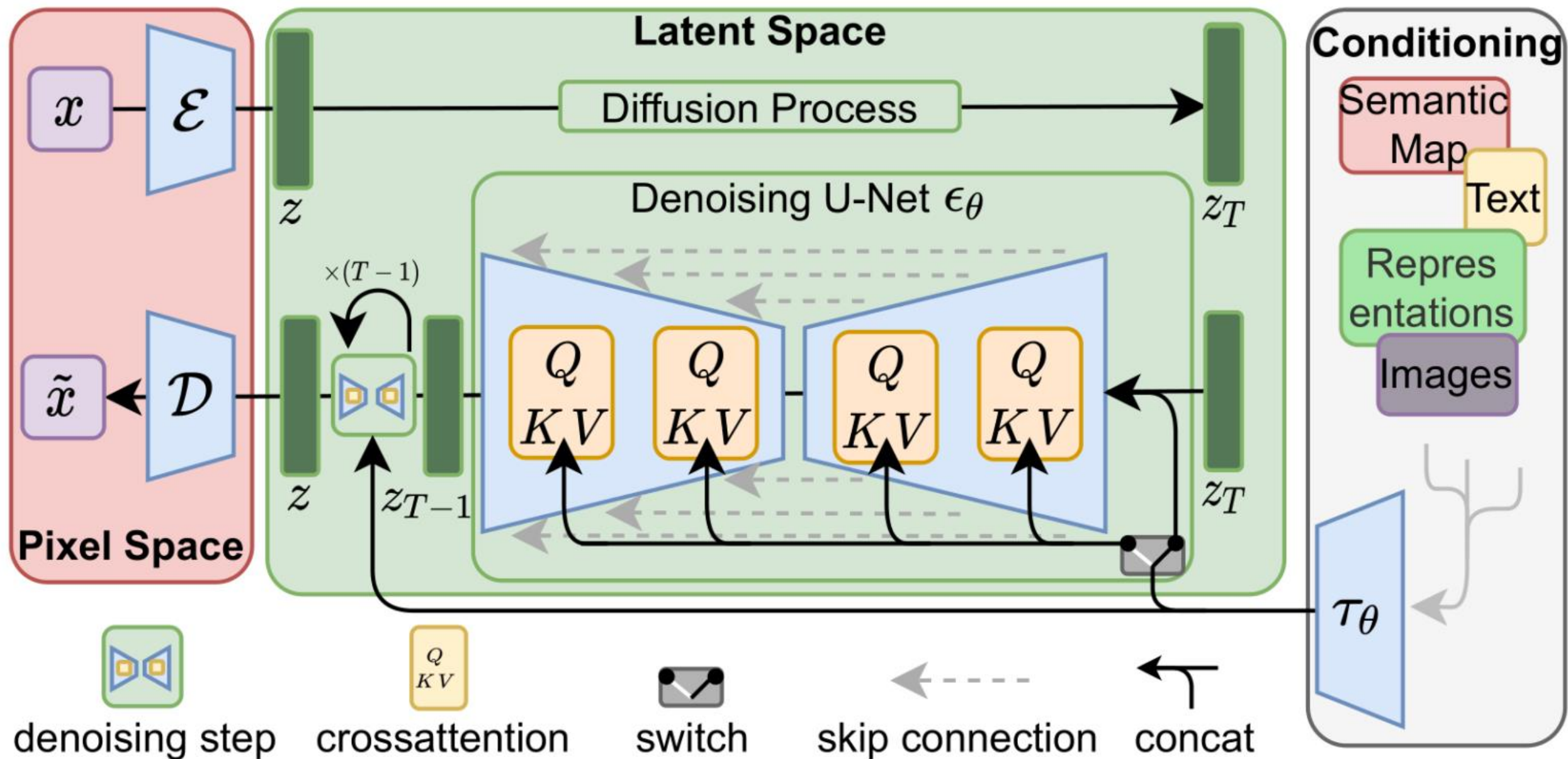
A dog on  
Mars!!



# Latent Diffusion



# Stable Diffusion: Rombach CVPR 2022

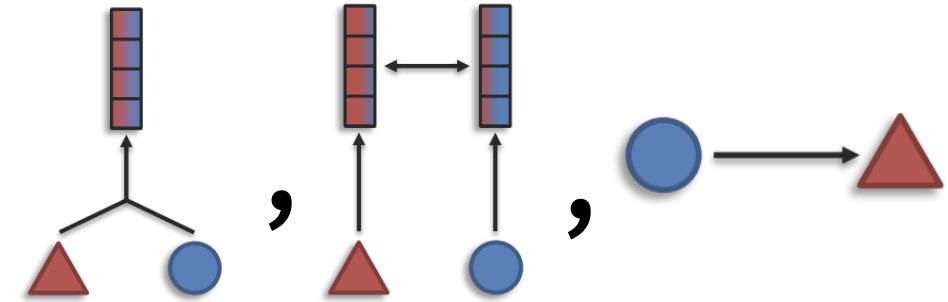




# Research work on Multimodal Learning

## Cooking Programs

Papadopoulos, Mora, Chepurko, Huang, Ofli, Torralba  
CVPR 2022



## Precise Image Editing

Schouten, Kaya, Belongie, Papadopoulos  
CVPR-W 2025, SCIA 2025



## Test-time Scaling for Image Generation

Riise, Kaya, Papadopoulos  
Work-in-progress 2025



## Test-time Augmentation for MLLMs

Kaya, Elliott, Papadopoulos  
Work-in-progress 2025





# Learning Program Representations for Food Images and Cooking Recipes

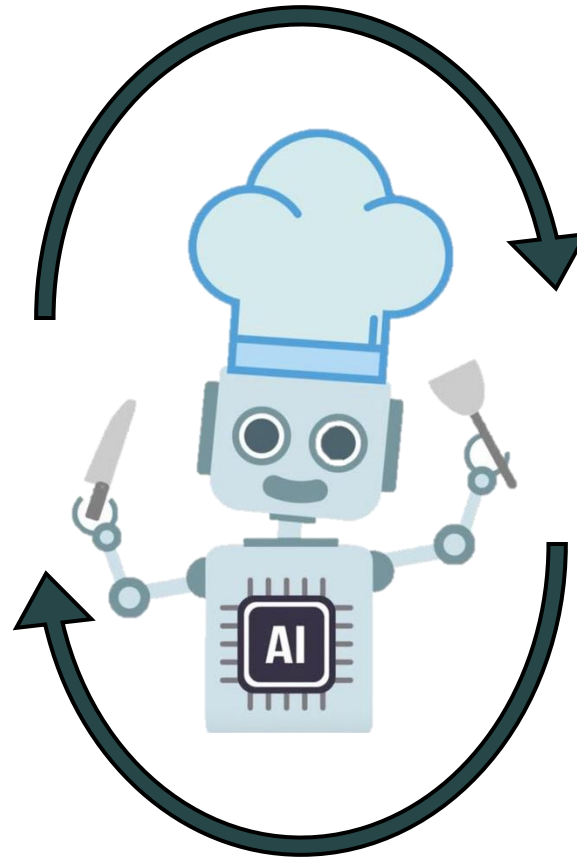
Dim P. Papadopoulos, Enrique Mora, Nadiia Chepurko,  
Kuan Wei Huang, Ferda Ofli, Antonio Torralba

# Food understanding

## New Orleans style Gumbo



## *look & cook*



## *read & cook*

## Instructions

*Mix the butter and the flour in a large pot and cook for 20 minutes on medium high heat. Stir in the green pepper, onion and celery and cook for 5 minutes. Add garlic and Cajun seasoning. Slowly add stock and simmer gently for 30 minutes. Stir in the sausages. Add the shrimp and simmer for another 5 minutes. Add black pepper and salt to taste. Serve!*

# Learning programs from food images and recipes

## Linguine with Peppers and Sausages

Cook pasta in a large pot of boiling salted water until al dente. Saute sausages in a heavy skillet over medium high heat until light brown, breaking up clumps with back of spoon. Add peppers, onion, and garlic. Saute until tender. Add wine and simmer until liquid is slightly reduced, about 6 minutes. Drain pasta, and add to the skillet. Toss to combine. Serve.

```
h1 = Cook(pasta, tool=pot, time=until al dente)
h2 = Saute(sausages, tool=skillet, temp=medium heat,
          time=until light brown, how=breaking clumps)
h3 = Add(h2, peppers, onions, garlic)
h4 = Saute(h3, time=until tender)
h5 = Add(h4, wine)
h6 = Simmer(h5, time=6 minutes)
h7 = Drain(h1)
h8 = Add(h6, h7)
h9 = Toss(h8, why=to combine)
out = Serve(h9)
return out
```



# Learning programs from food images and recipes

## Linguine with Peppers and Sausages

**Cook** pasta in a large pot of boiling salted water until al dente. **Saute** sausages in a heavy skillet over medium high heat until light brown, breaking up clumps with back of spoon. **Add** peppers, onion, and garlic. **Saute** until tender. **Add** wine and **simmer** until liquid is slightly reduced, about 6 minutes. **Drain** pasta, and **add** to the skillet. **Toss** to combine. **Serve**.

```
h1 = cook(pasta, tool=pot, time=until al dente)
```



```
out = serve(h1)
```

```
return out
```

**Cooking actions** ➡ **Functions**


**Ingredients** ➡ **Input variables**

**Tools, Time, Temperature** ➡ **Arguments**

# Learning programs from food images and recipes

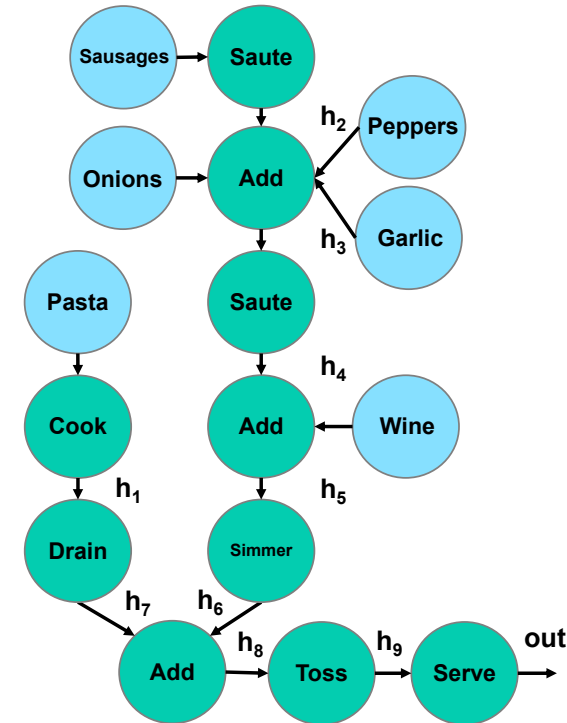

## Cooking symbolic program and graph



 **Linguine with Peppers and Sausage**

Ingredients	Instructions
<ul style="list-style-type: none"><li>• (8 ounce) package linguini pasta</li><li>• ½ pound sweet Italian sausage</li><li>• 2 red bell peppers, chopped</li><li>• 1 onion, chopped</li><li>• 1 clove garlic, minced</li><li>• 1 cup white wine</li><li>• ¼ cup grated Parmesan cheese</li></ul>	<ul style="list-style-type: none"><li>• Cook pasta in a large pot of boiling salted water until al dente.</li><li>• While the pasta is cooking, prepare the sauce.</li><li>• Sauté sausages in a heavy skillet over medium high heat until light brown, breaking up clumps with back of spoon.</li><li>• Add peppers, onion, and garlic; saute until tender.</li><li>• Add wine and simmer until liquid is slightly reduced, about 6 minutes.</li><li>• Drain pasta, and add to the skillet.</li><li>• Toss to combine.</li><li>• Serve.</li></ul>

```
h1 = cook(pasta, tool=pot, time=until al dente)
h2 = saute(sausages, tool=skillet, temp=medium heat,
           time=until light brown, how=breaking clumps)
h3 = Add(h2, peppers, onions, garlic)
h4 = saute(h3, time=until tender)
h5 = Add(h4, wine)
h6 = simmer(h5, time=6 minutes)
h7 = Drain(h1)
h8 = Add(h6, h7)
h9 = Toss(h8, why=to combine)
out = Server(h9)
return out
```



## Cooking Programs:

- ✓ non-ambiguous, structured representation
- ✓ capture cooking semantics
- ✓ can be easily manipulated by users
- ✓ can be potentially executed by agents



# Crowdsourcing Cooking Programs



- Recipe1M
- 3,708 programs
- 42,473 sentences

## St. Charles Punch

In a cocktail shaker, stir sugar into lemon juice to dissolve.  
Toss in two handfuls of cracked ice, add port and Cognac, and shake.  
Strain into a small glass, add ice and ornament with berries and, if you like, orange slices.

## St. Charles Punch

In a cocktail shaker, stir sugar into lemon juice to dissolve.  
Toss in two handfuls of cracked ice, add port and Cognac, and shake.  
Strain into a small glass, add ice and ornament with berries and, if you like, orange slices.

```
h0=stir([sugar, lemon juice], tool=
cocktail shaker, why= to dissolve)
h1=Toss([h0, cracked ice, port,
Cognac], quant= two handfuls)
h2=Strain([h1, ice, ornament, berries,
orange slices], tool= small glass)
```

## Waldorf Dip

Beat Neufchatel, honey, lemon juice and cinnamon in small bowl with electric mixer on medium speed until well blended.  
Stir in apple and walnuts.  
Cover and refrigerate until ready to serve.  
Serve as dip with crackers.  
Garnish with additional apple slices, if desired.

## Waldorf Dip

Beat Neufchatel, honey, lemon juice and cinnamon in small bowl with electric mixer on medium speed until well blended.  
Stir in apple and walnuts.  
Cover and refrigerate until ready to serve.  
Serve as dip with crackers.  
Garnish with additional apple slices, if desired.

```
h0=Beat([Neufchatel, honey, lemon
juice, cinnamon], tool= small bowl,
time= until well blended, how= medium
speed)
h1=Stir([h0, apple, walnuts])
h2=Cover([h1], time= until ready to
serve)
h3=Serve([h2, crackers])
h4=Garnish([h3, apple slices])
```

## Hot Buttered Tomato Soup

Combine all ingredients except butter in a sauce pan.  
Bring to a boil, stirring occasionally.  
Reduce heat and simmer, uncovered, for 5 minutes.  
Add butter and stir until melted.  
Taste and adjust seasonings as needed.  
Sometimes I like to sprinkle some parmesan cheese on top before serving.

## Hot Buttered Tomato Soup

Combine all ingredients except butter in a sauce pan.  
Bring to a boil, stirring occasionally.  
Reduce heat and simmer, uncovered, for 5 minutes.  
Add butter and stir until melted.  
Taste and adjust seasonings as needed.  
Sometimes I like to sprinkle some parmesan cheese on top before serving.

```
h0=Combine([all ingredients, butter],
tool= sauce pan)
h1=Bring([h0], temp= boil, how=
stirring occasionally)
h2=Reduce([h1], temp= heat, time= 5
minutes, how= uncovered)
h3=Add butter([h2], time= until melted)
h4=Taste([h3, seasonings])
h5=sprinkle([h4, parmesan cheese], how=
on top)
```

## Avocado, Bacon, Ham & Cheese Sandwich

Spread 4 toast slices with mayo; sprinkle with onions.  
Fill toast slices with remaining ingredients to make 4 sandwiches.

## Avocado, Bacon, Ham & Cheese Sandwich

Spread 4 toast slices with mayo; sprinkle with onions.  
Fill toast slices with remaining ingredients to make 4 sandwiches.

```
h0=Spread([toast slices, mayo, onions],
quant= 4)
h1=Fill([h0, toast slices, remaining
ingredients], why= to make 4
sandwiches)
```

# Learning programs from food images and recipes

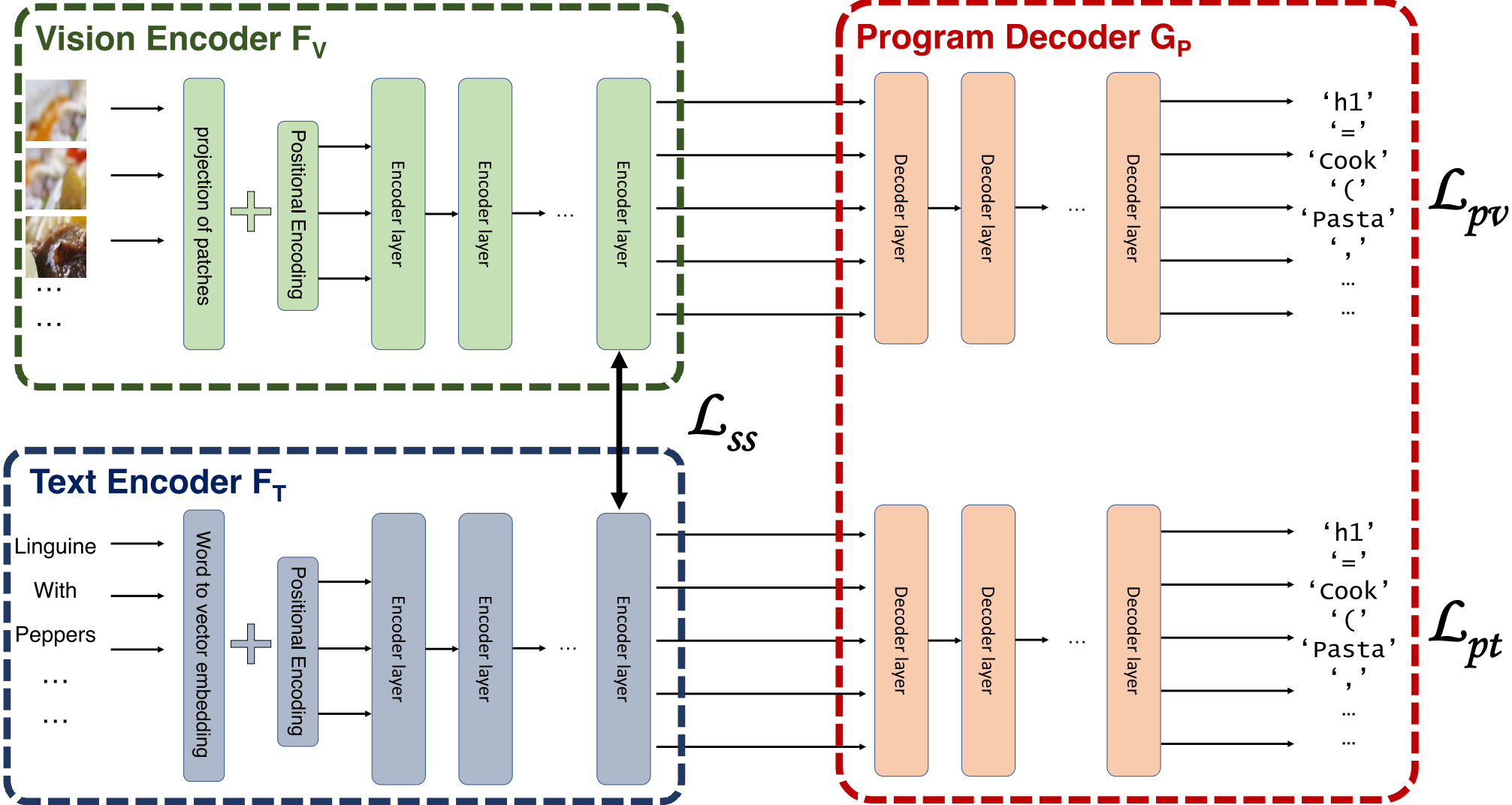
Image



Text recipe

(Title, Ingredients, Instructions)

Linguine with Peppers and Sausage  
(8 ounce) package linguini pasta  
1/2 pound sweet Italian sausage  
...  
1/4 cup grated Parmesan cheese  
Cook pasta in a large pot.  
Sauté sausages in a heavy skillet  
over medium high heat  
...  
...  
Serve.





# Experiments

- Experiments on **Recipe1M** [Salvador CVPR17]
- **Visual encoder**: ViT-B/16 [Dosovitskiy ICLR21]
- **Text encoder** and **Program decoder**: Transformer [Vaswani NeurIPS17]

## (1) Image-to-recipe Retrieval Task

Query Image



Retrieved Recipe

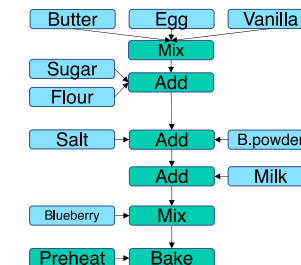
**steamed lobsters**  
fill a large lobster pot with 1 inch of water.  
stir in the salt, set a rack or large steamer basket in the bottom and bring the water to a boil.  
add the lobsters, cover with a tight-fitting lid and return the water to a boil.  
once boiling, lower the heat to a gentle boil and steam the lobsters until they are bright red, about 10 minutes.  
check doneness by pulling an antenna.  
if it comes off without resistance, the lobster is done.  
if not, cook for a few more minutes.  
serve with melted butter and, if you choose, corn and potatoes.  
remove the meat from the fifth lobster and refrigerate for use later in lobster risotto (recipe here).  
after eating, reserve the lobster shells for stock (recipe here).  
serves 4.

## (2) Program Generation Task

Image

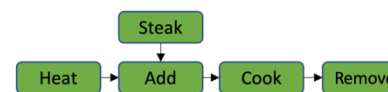


Predicted from Image



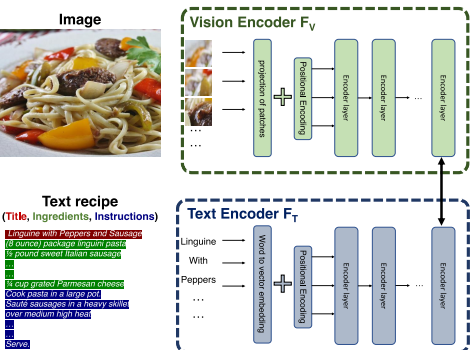
## (3) Food Generation

Input program



Generated image





# (A) Image-to-recipe Retrieval Task

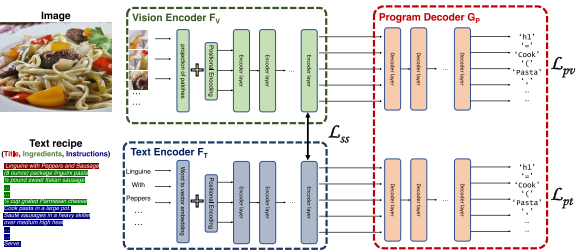
Query Image



Retrieved Recipe

**steamed lobsters**  
 fill a large lobster pot with 1 inch of water.  
 stir in the salt, set a rack or large steamer basket in the bottom and bring the water to a boil.  
 add the lobsters, cover with a tight-fitting lid and return the water to a boil.  
 once boiling, lower the heat to a gentle boil and steam the lobsters until they are bright red, about 10 minutes.  
 check doneness by pulling an antenna.  
 if it comes off without resistance, the lobster is done.  
 if not, cook for a few more minutes.  
 serve with melted butter and, if you choose, corn and potatoes.  
 remove the meat from the fifth lobster and refrigerate for use later in lobster risotto (recipe here).  
 after eating, reserve the lobster shells for stock (recipe here).  
 serves 4.

Method	medR	Recall@1	Recall@5	Recall@10
Salvador CVPR 17	5.2	24.0	51.0	65.0
Chen ACM MM 18	4.6	25.6	53.7	66.9
Zhu CVPR 19	2.0	39.1	71.0	81.7
Fu CVPR 20	2.0	48.2	75.8	83.6
Wang CVPR 19	1.0	51.8	80.2	87.5
Fain arXiv 19	1.0	55.9	82.4	88.7
Salvador CVPR 21	1.0	63.2	88.3	93.1



# (B) Program Generation Task

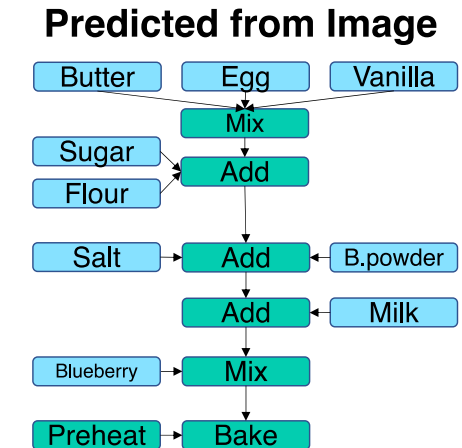
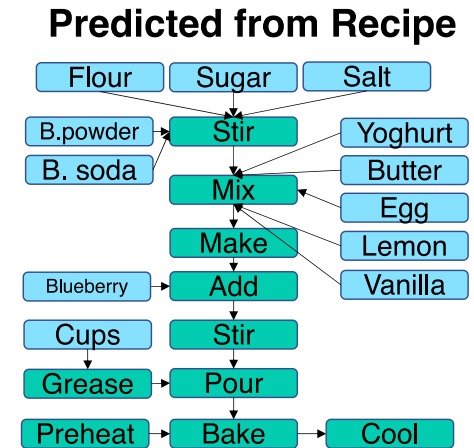
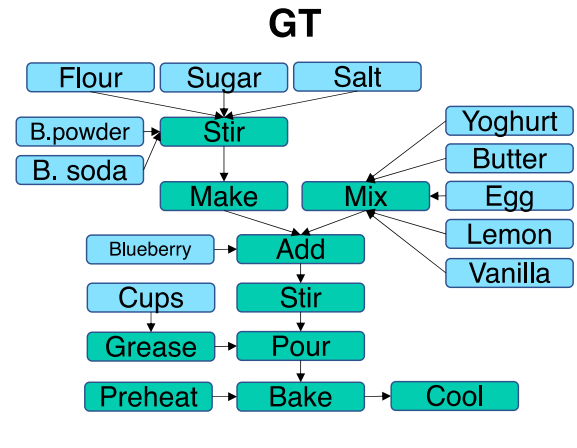


**Recipe**

**Title:** lemon blueberry muffins

**Ingredients:** 2 cups flour, 2/3 cup sugar, 1 teaspoon baking powder, 1 teaspoon baking soda, 1/2 teaspoon salt, ... ..

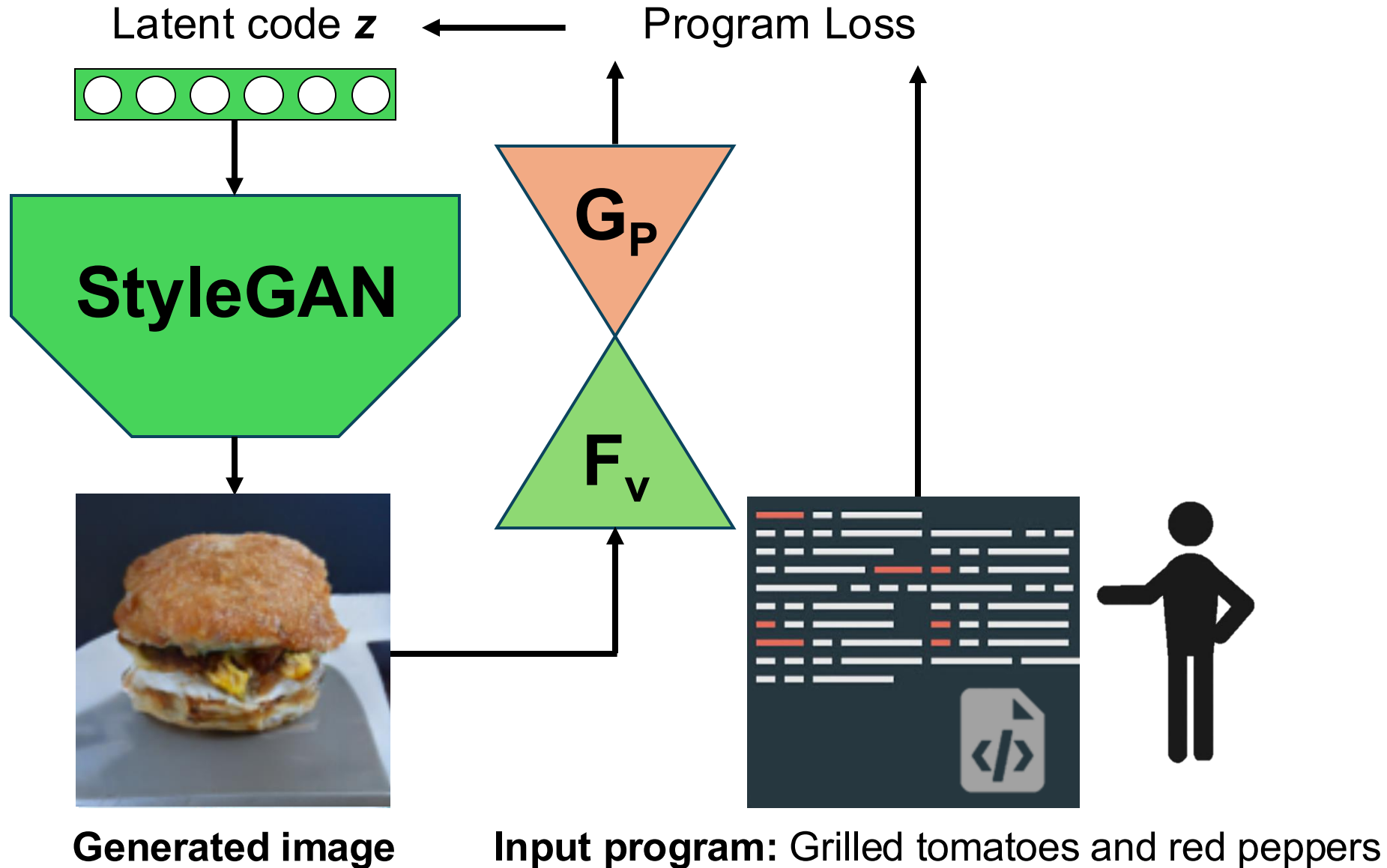
**Instructions:** Preheat oven to 400f (200c). grease muffin cups. stir together flour, 2/3 cup sugar, baking powder, baking soda and salt. separately mix yoghurt, butter, egg, lemon zest and vanilla extract until blended. make a well in the centre of the dry ingredients, add yoghurt mixture and blueberries and stir to combine. pour into muffin cups. bake 20-25 minutes. cool for 5 minutes before eating.



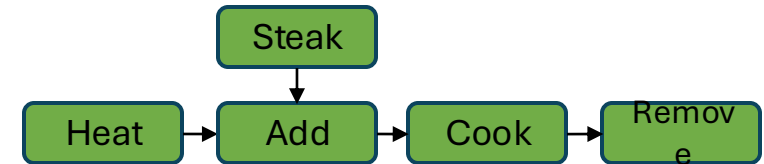
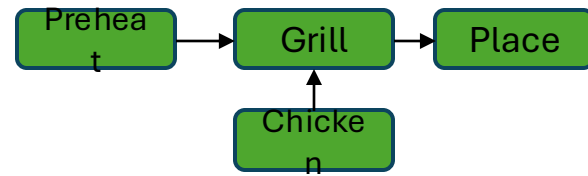
	Input: Cooking recipes					Input: Food images			
	Ingredients (F1 ↑)	Actions (F1 ↑)	Tools (F1 ↑)	Full graph* (GED ↓)		Ingredients (F1 ↑)	Actions (F1 ↑)	Tools (F1 ↑)	Full graph* (GED ↓)
Random recipe	12.4	14.5	14.2	101.5	Random image	12.6	14.6	14.2	102.1
Retrieved recipe	43.4	55.2	74.2	67.1	Retrieved image	39.4	51.6	66.9	79.1
Instructions	41.6	49.3	66.6	–	Instructions	28.5	38.3	50.5	–
Programs (minCE)	75.5	83.1	84.1	16.8	Programs (minCE)	53.5	64.7	78.1	67.2

- ✓ Much better results (+10-28% F1 score) than the top-retrieved image/recipe
- ✓ Decoding program is better than decoding the raw instructions (+17-34% F1 score)

# (C) Food Generation

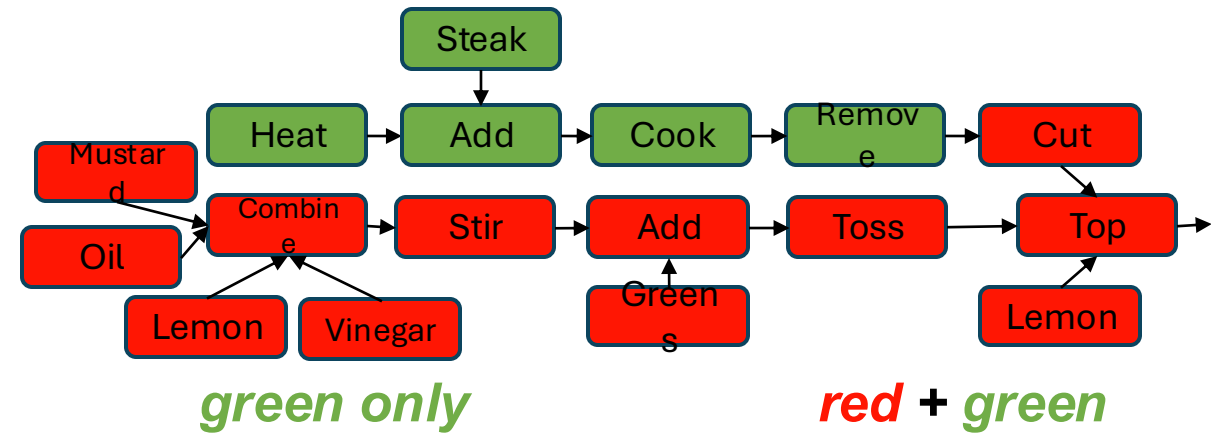
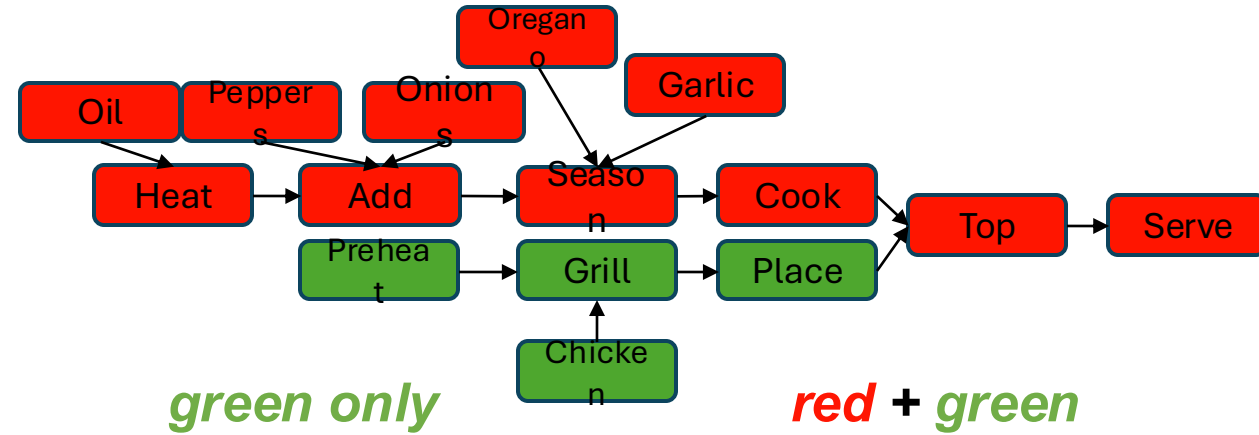


# (C) Food Generation





# (C) Food Generation



# POEM: Precise Object-level Editing

Input images



POEM (Ours)



# POEM: Precise Object-level Editing via MLLM control

Marco Schouten, Mehmet Onurcan Kaya,  
Serge Belongie, **Dim P. Papadopoulos**



# POEM: Precise Object-level Editing via MLLM control



co Schouten, Mehmet Onurcan Kaya,  
ge Belongie, **Dim P. Papadopoulos**

# Image Generation vs. Image Editing with Diffusion Models

## Image Generation

A red car on a desert road

Diffusion Model



## Image Editing



Diffusion Model





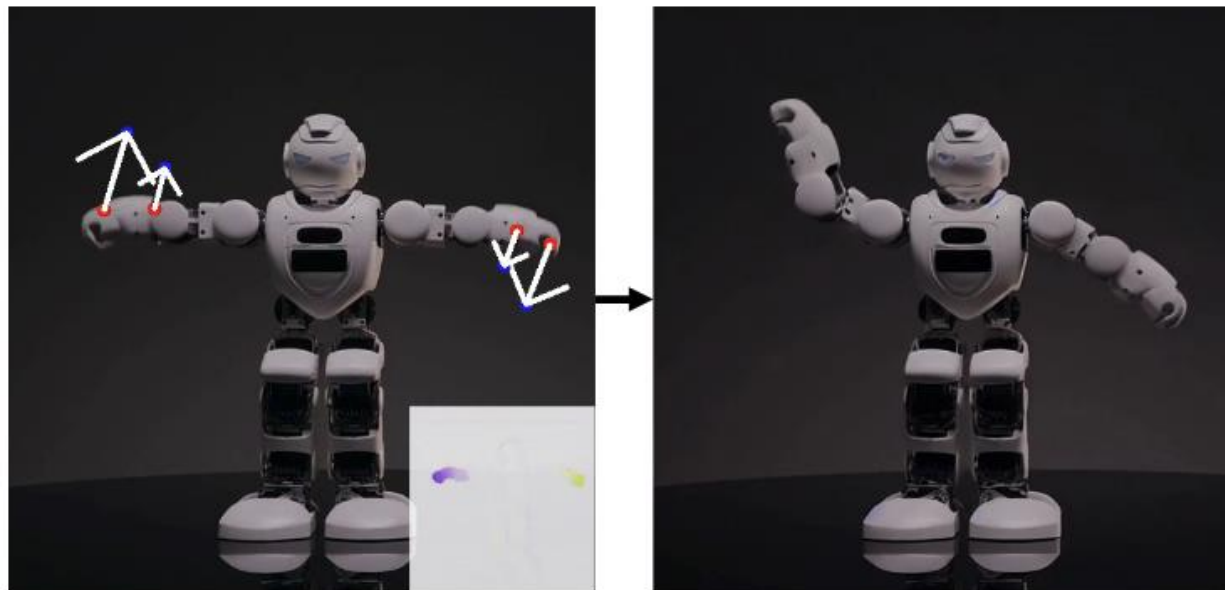
# Image Editing

## Text instruction-based



[Brooks CVPR 2023]

## Interaction-based

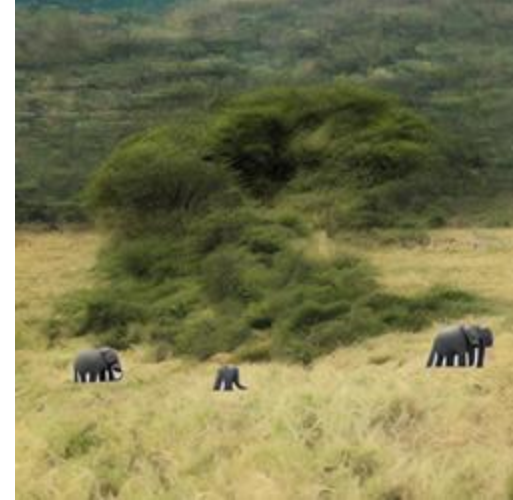


[Shin CVPR 2024]

# Example: instruction-based image editing



“Make the elephant smaller”



fails at  
controlling  
shape



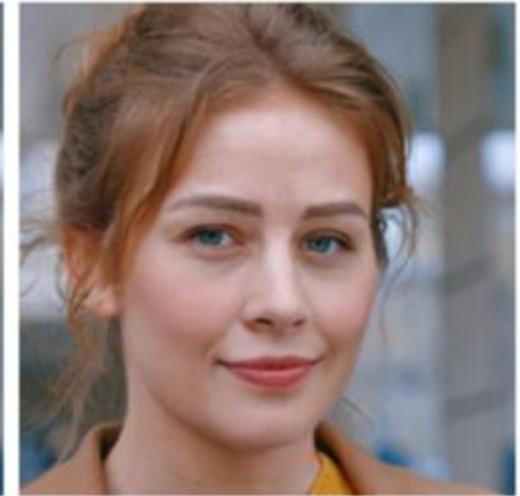
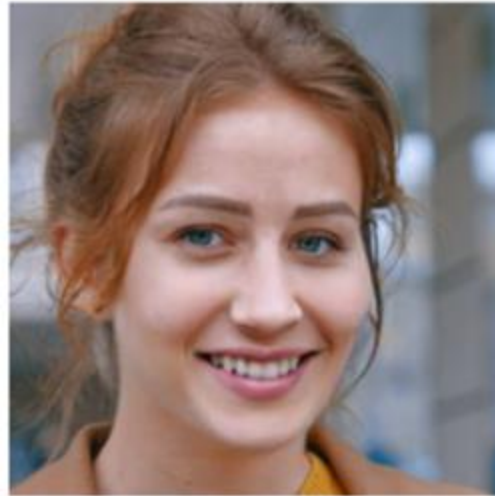
“Make the leaves red”



undesired  
global  
changes



# Example of Interaction-based: Masked-Inpainting



[Lugmayr et al., RePaint, CVPR 2022]



no prompt

“white ball”

“bowl of water”

input+mask

[Avrahami et al., Blended Diffusion, CVPR 2022]

# Example of Interaction-based: Masked-Inpainting



Fails if the  
mask is too  
large