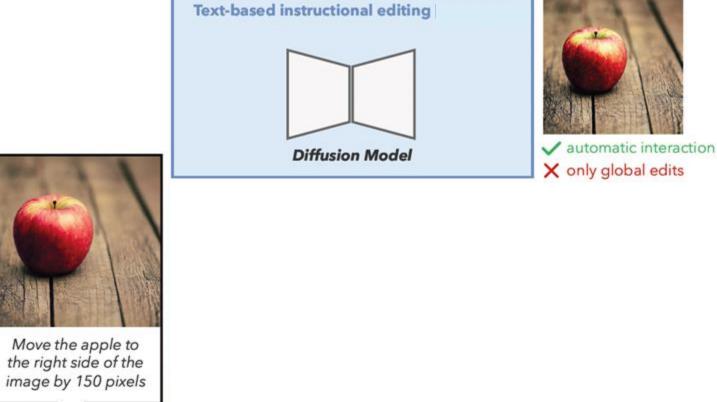
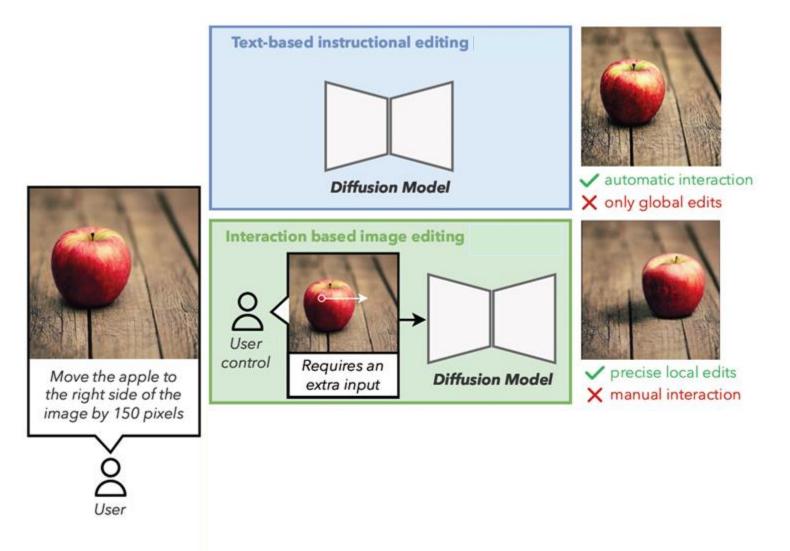
POEM: Motivation

Goal: image editing pipeline, with localized and precise object edit



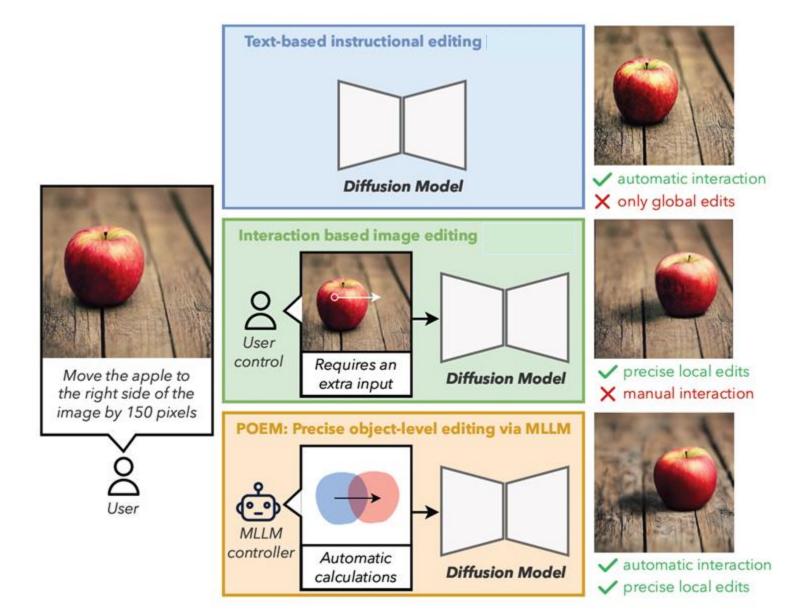
POEM: Motivation

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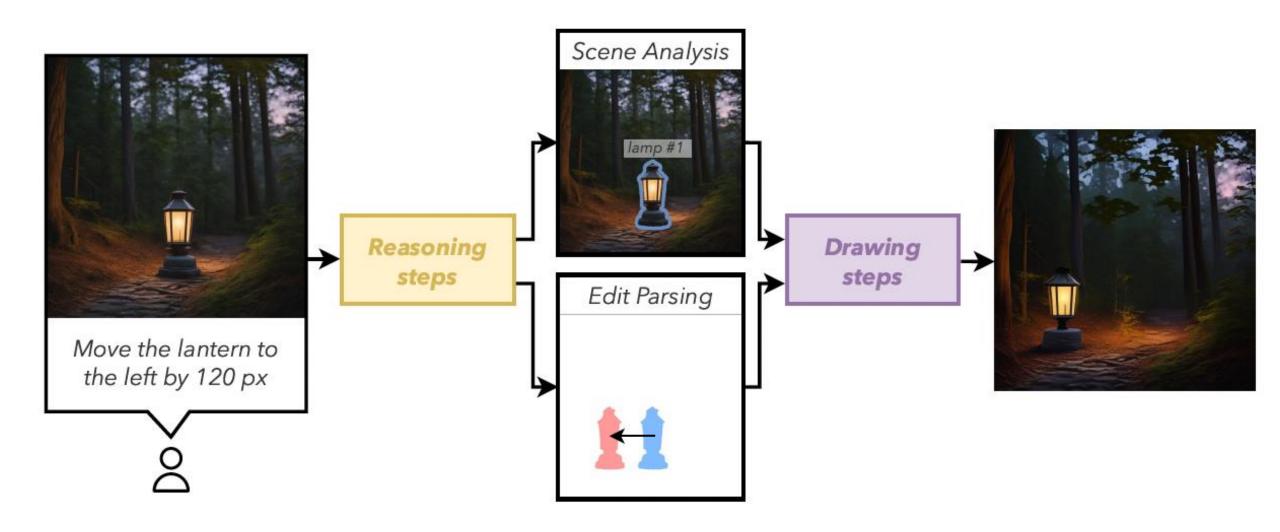


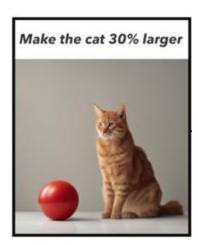
POEM: Motivation

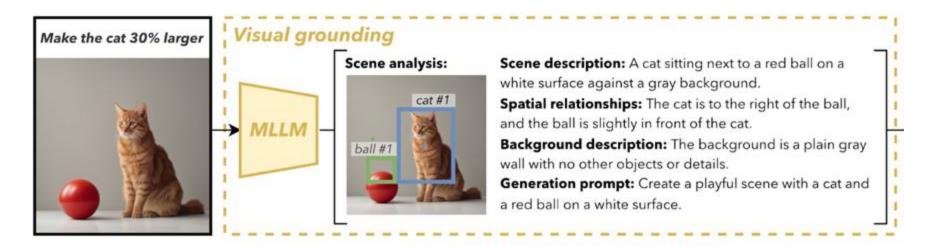
Goal: image editing pipeline, with localized and precise object edit



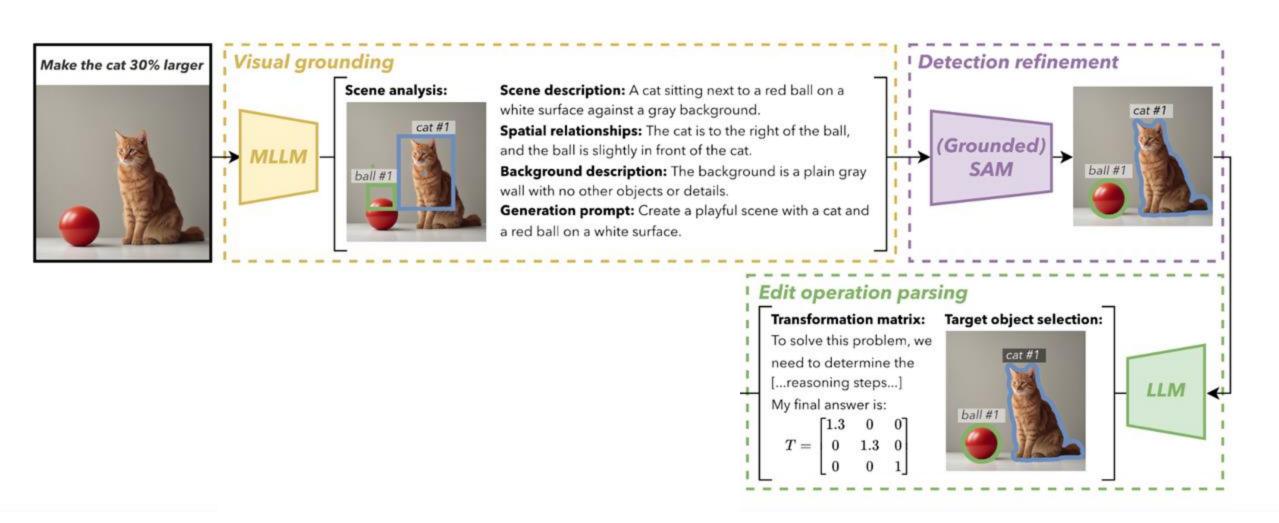
POEM: Pipeline

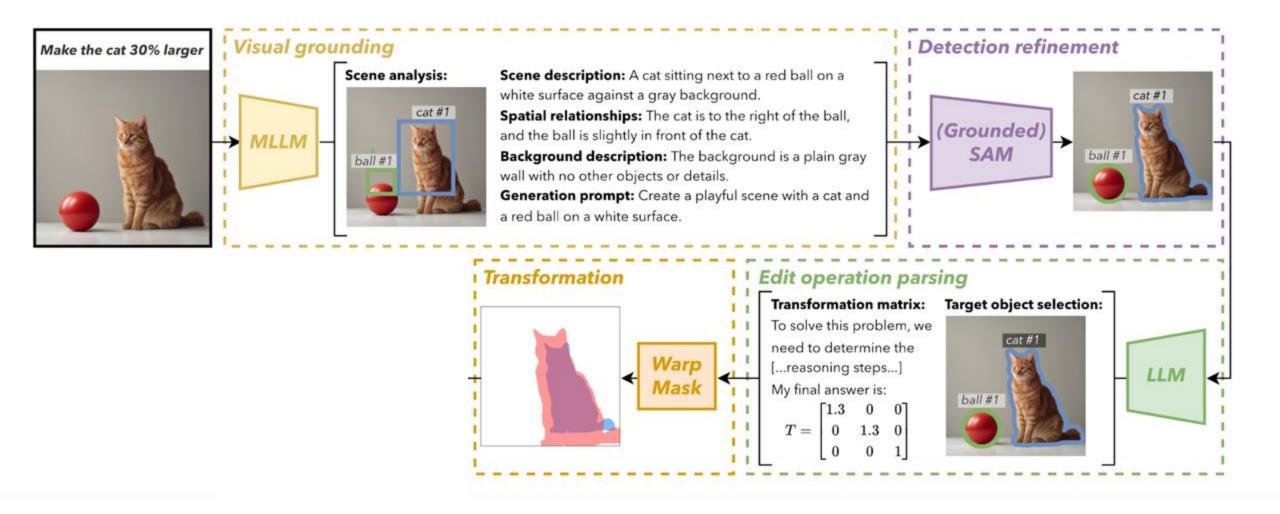


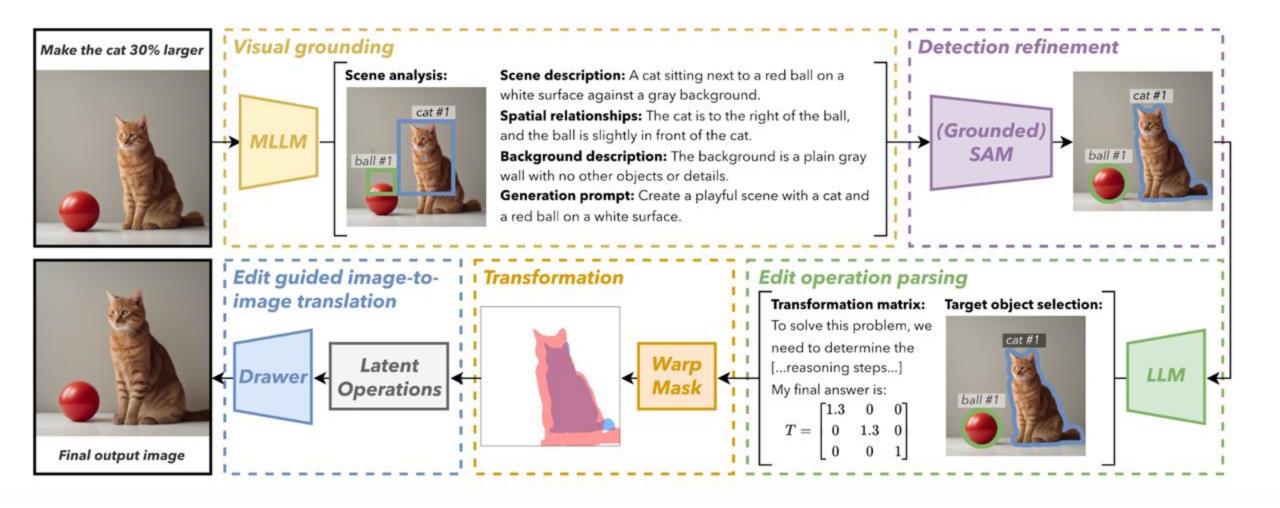












POEM: qualitative results



Scale the bus by 0.56



LEDITS++ [Brack, CVPR 2024]



Ours

POEM: qualitative results



Move the pear left by 150px, and make it red



IP2P [Brooks, CVPR 2023]





Ours

Scaling Test-Time Compute



Test Time Scaling for Image Generation

Erik Wold Riise, Mehmet Onurcan Kaya, Dim P. Papadopoulos

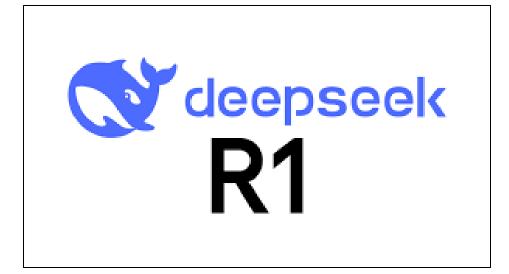
[Work in progress]

Test-time Scaling

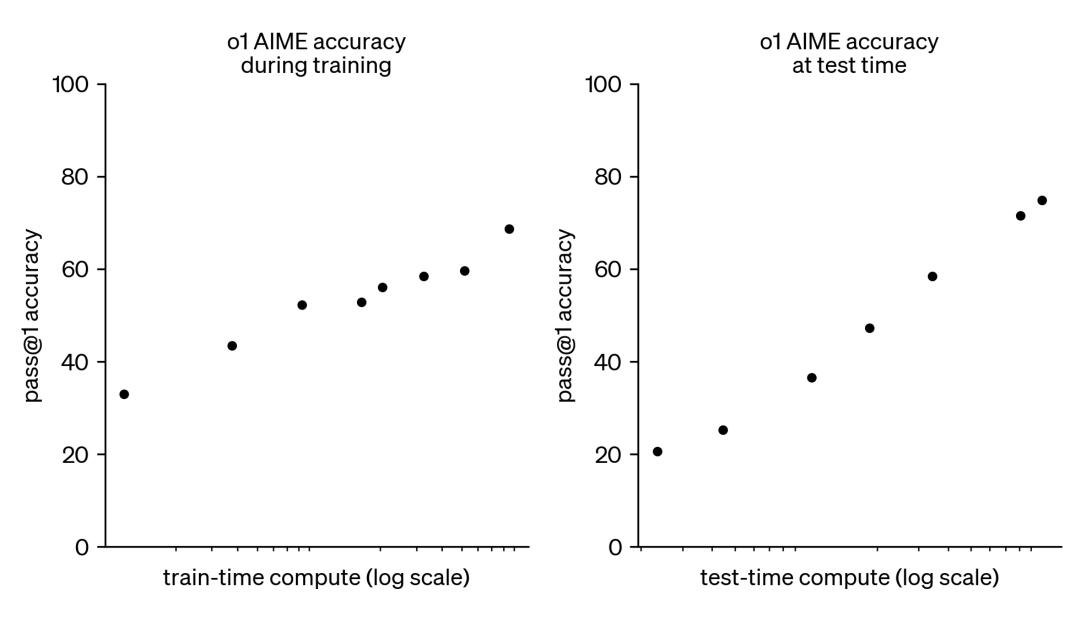
Rather than relying on ever-larger pretraining budgets, test-time methods use dynamic inference strategies that allow models to "think longer" on harder problems

Introducing OpenAl o1

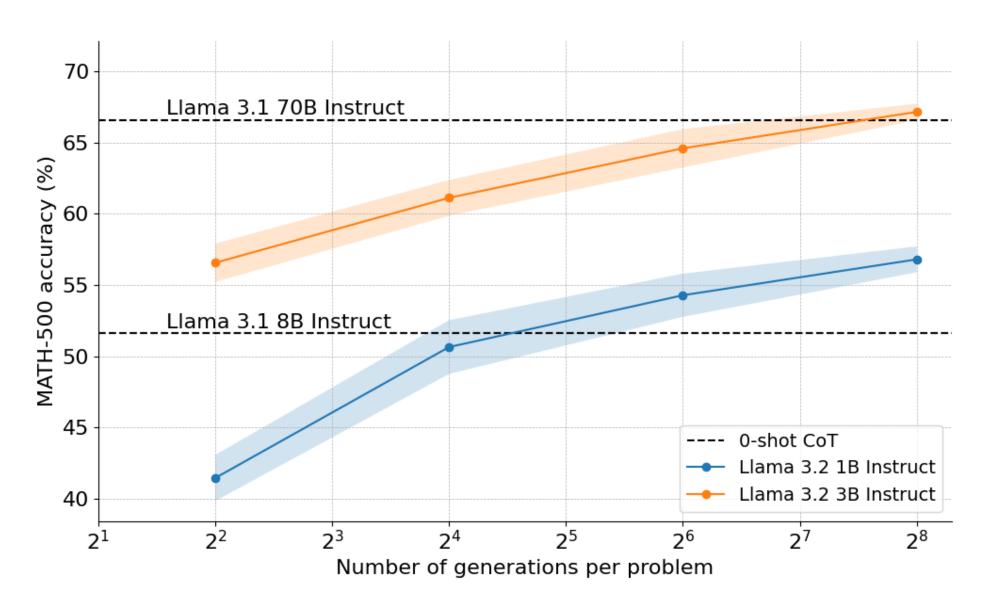
A new series of AI models designed to spend more time thinking before they respond.



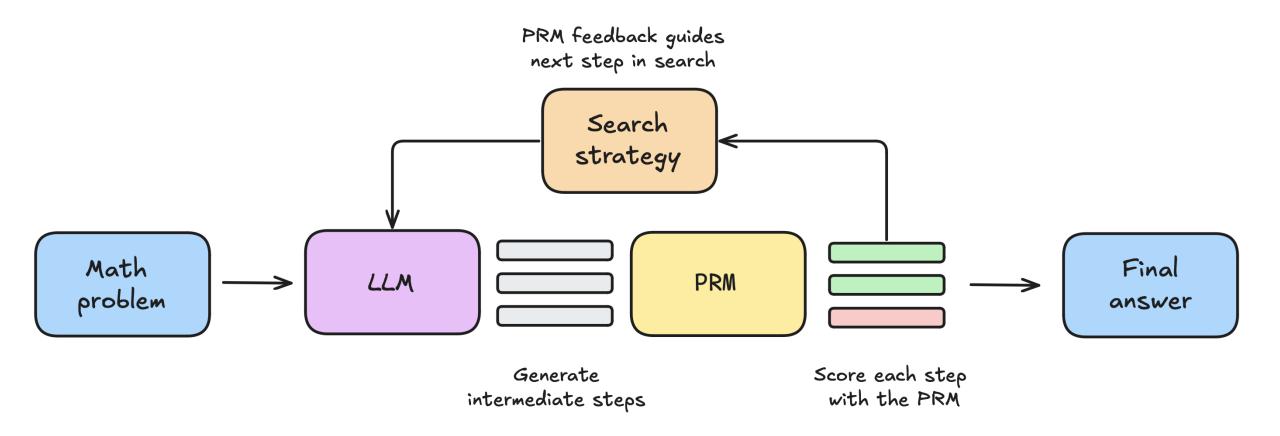
Test-time Scaling (LLMs)



Test-time Scaling (LLMs)



Test-time Scaling (LLMs)



Requires an extrernal verifier!!

Test-time Scaling (image generation)



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the final published version of the proceedings is available on IEEE Xplore.

Scaling Inference Time Compute for Diffusion Models

Nanye Ma^{1,3,*} Shangyuan Tong^{2,3,*} Haolin Jia³ Hexiang Hu³ Yu-Chuan Su³ Mingda Zhang³ Xuan Yang³ Yandong Li³ Tommi Jaakkola² Xuhui Jia³ Saining Xie^{1,3}

¹New York University ²MIT ³Google

Abstract

Generative models have made significant impacts across various domains, largely due to their ability to scale during training by increasing data, computational resources, and model size, a phenomenon characterized by the scaling laws. Recent research has begun to explore inferencetime scaling behavior in Large Language Models (LLMs), revealing how performance can further improve with additional computation during inference. Unlike LLMs, diffusion models inherently possess the flexibility to adjust inference-time computation via the number of denoising steps, although the performance gains typically flatten after a few dozen. In this work, we explore the inferencetime scaling behavior of diffusion models beyond increasing denoising steps and investigate how the generation performance can further improve with increased computation. Specifically, we consider a search problem aimed at identifying better noises for the diffusion sampling process. We structure the design space along two axes: the verifiers used to provide feedback, and the algorithms used to find better

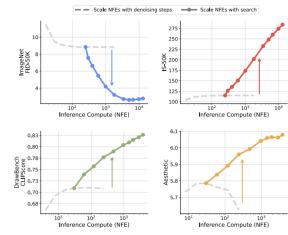


Figure 1. Inference scaling beyond increasing denoising steps. We demonstrate the performance with respect to FID \downarrow , IS \uparrow on ImageNet, and CLIPScore \uparrow , Aesthetic Score \uparrow on DrawBench. Our search framework exhibits substantial improvements in all settings over purely scaling NFEs with increasing denoising steps.



Test-time Scaling (image generation)



³Center for Data Science, Peking University Dynamace Inc.

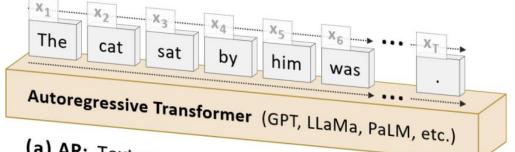
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yuanzehuan@bytedance.com, bingyue.peng@bytedance.com, wanglw@pku.edu.cr

Try and explore our online demo at: https://var.vision Codes and models: https://github.com/FoundationVision/V

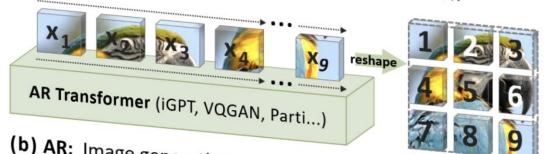


Figure 1: Generated samples from Visual AutoRegressive (VAR) transformers trained on ImageNethous 512×512 samples (tron). 256×256 samples (middle), and zero-shot image editing results (bottom).

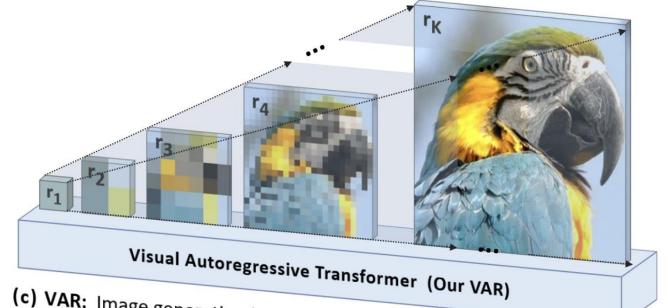




(a) AR: Text generation by next-token prediction



(b) AR: Image generation by next-image-token prediction



(c) VAR: Image generation by next-scale (or next-resolution) prediction

Qualitative Results

"bird next to refrigerator"

"giraffe right of wallet"

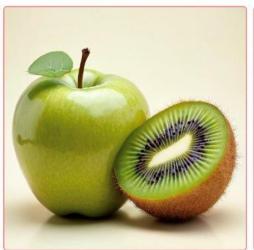
"green apple red kiwi"

"six keys"

"wooden desk leather jacket"











Qualitative Results

"bird next to refrigerator" "giraffe right of wallet" "green apple red kiwi" "six keys" "wooden desk leather jacket"

Quantitative Results (DrawBench)

Method	Params	NFEs	Images	Aesthetic	CLIPScore	ImageReward
FLUX.1-dev Baseline	12B	30	1	5.79	0.71	0.97
FLUX.1-dev + Search (Best)	12B	2880	96	6.38	0.82	1.58
Ours (2B) Baseline	2B	13	1	6.06	0.71	0.94
Ours (2B) + Search (Best)	2B	1365	195	7.38	0.83	1.59

The Infinty-2B model surpasses the 12B model's best result across all metrics, while using less than half the computational search budget (1365 vs 2880 NFEs).

Quantitative Results (Compositional tasks)

Model & Method	Color	Shape	Texture	Spatial	Numeracy	Complex
FLUX.1-dev (12B) + Search	0.8204 (+5.12)	0.5959 (+7.72)	0.7197 (+9.10)	0.3043 (+6.14)	0.6623 (+4.56)	0.3754 (+1.54)
Ours (2B) + Search	0.8327 (+8.21)	0.6389 (+17.38)	0.7603 (+14.57)	0.3601 (+10.45)	0.6727 (+13.41)	0.4245 (+3.85)

Despite its 6x smaller size, my autoregressive approach achieves **2x larger improvements** on average and a **higher absolute score in every single category**.



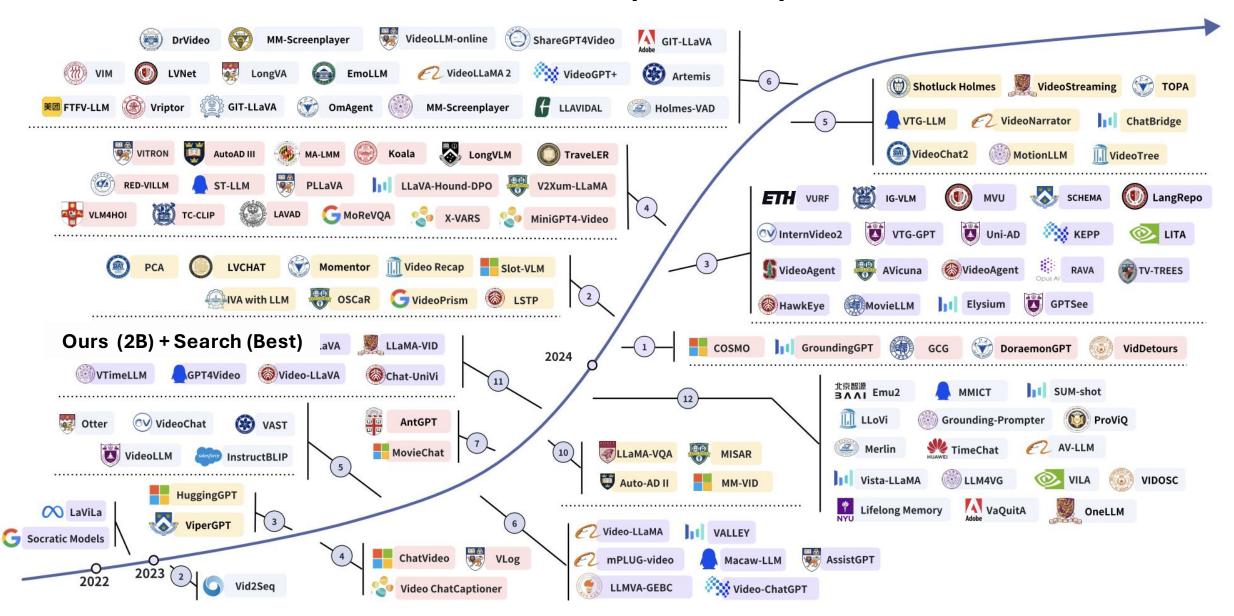


Test Time Augmentation for MLLMs

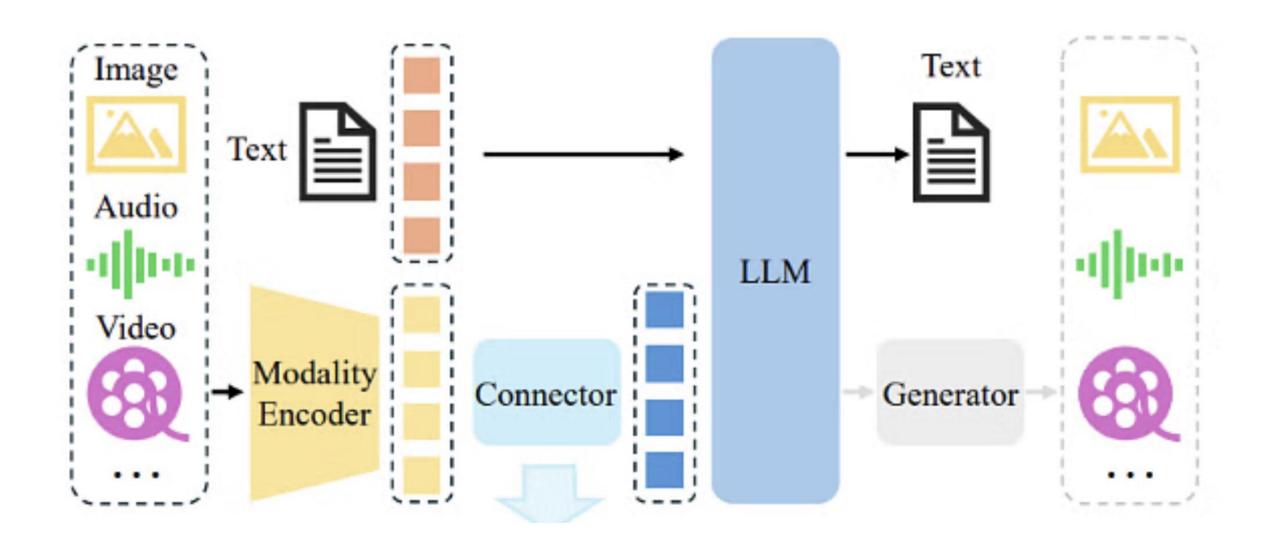
Mehmet Onurcan Kaya, Desmond Elliott, **Dim P. Papadopoulos**

[Work in progress]

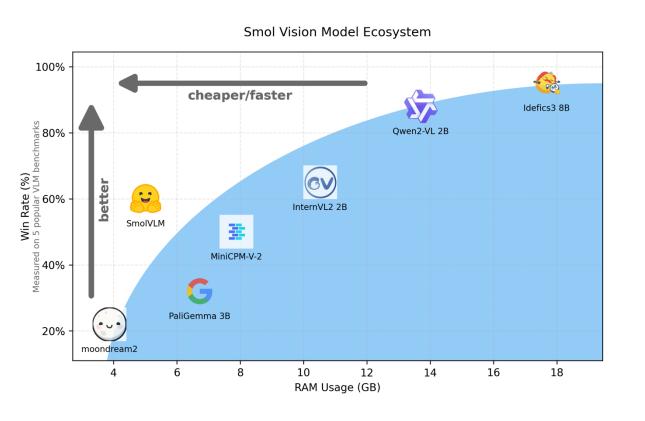
MLLMs (VLMs)



Leveraging LLMs



MSLMs (Multimodal Small Language Models)



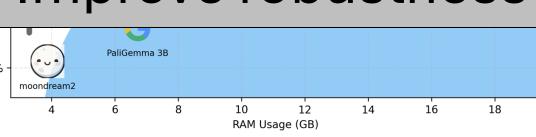
 Efficient but performance drops under domain shift

- Existing test-time compute require extra models
- Test-Time Augmentation is underexplored in multimodal settings!!

MSLMs (Multimodal Small Language Models)

 Efficient but performance drops under domain shift

Our Goal:



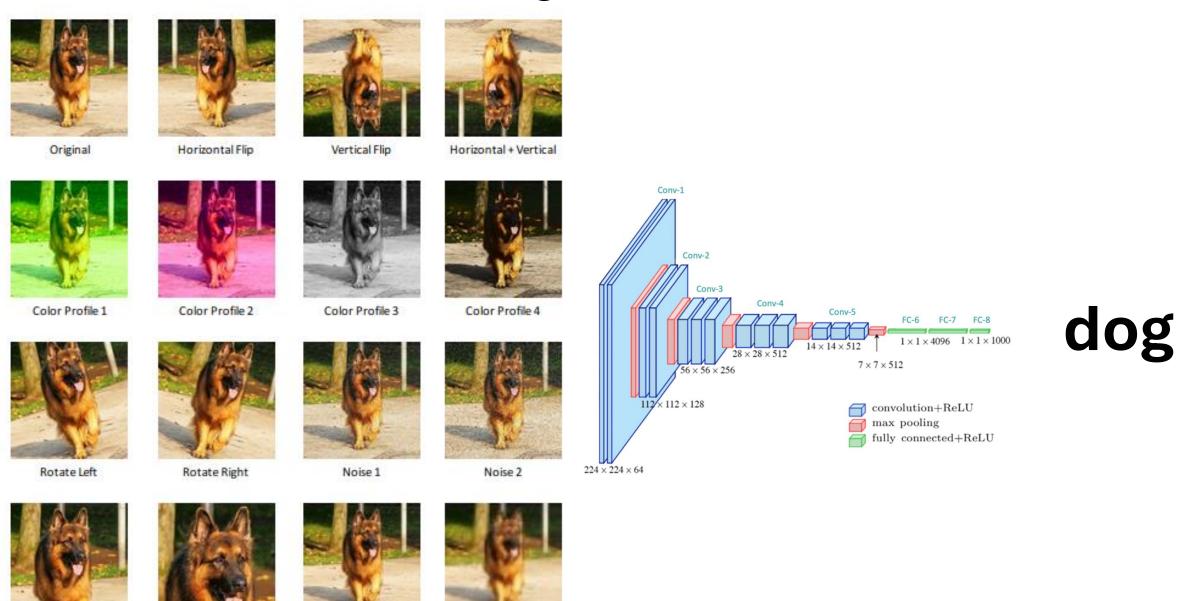
Smol Vision Model Ecosystem

1009

80 ak

Test-Time Augmentation
is underexplored in
multimodal settings!!

Data Augmentation



Resize 2

Resize 1

Crop 2

Crop 1

VQA



What is the color of the car of the left?

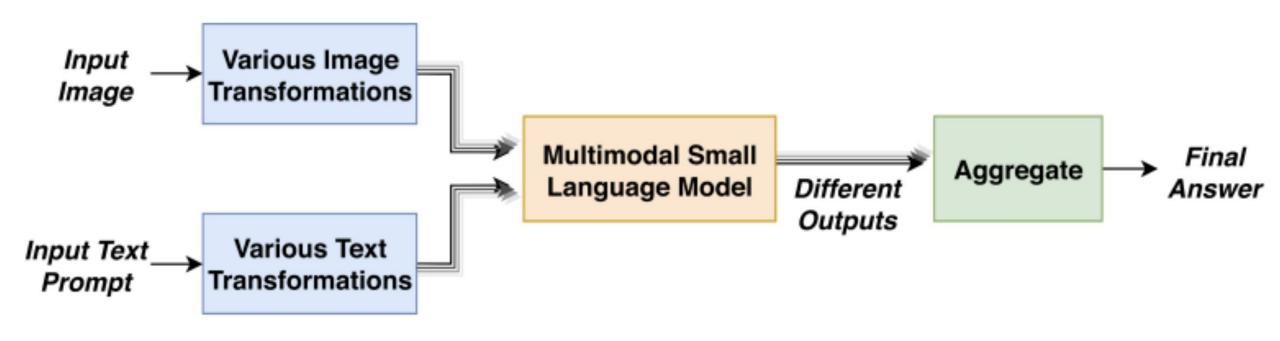


How many cars appear in the image?



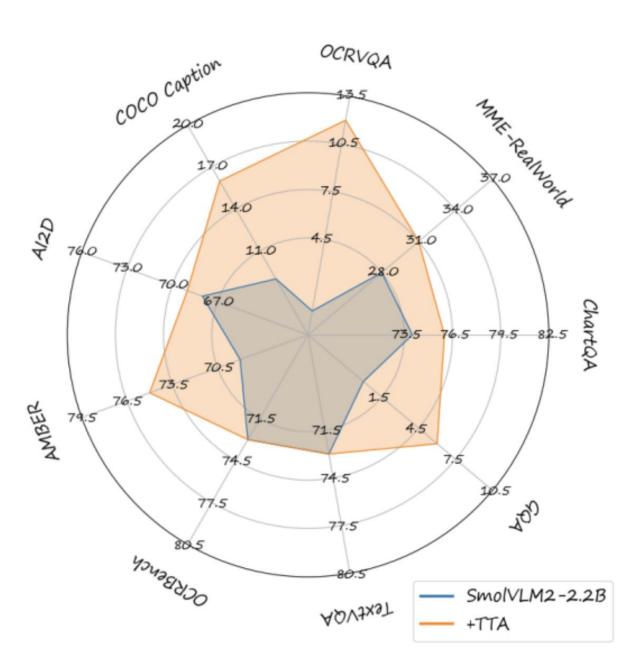
What color is the car in the middle?

Test time Augmentation

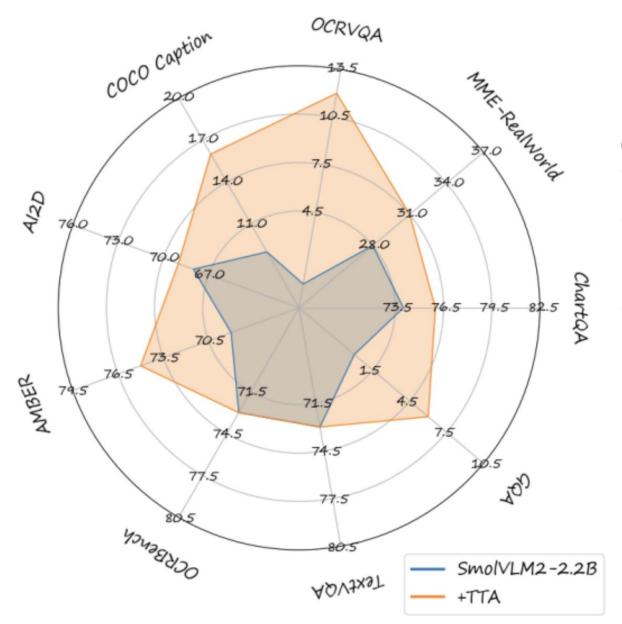


- how to augment?
- how to aggregate?
- where to aggregate?

Test time Augmentation



Test time Augmentation



Computational Overhead

Number of	Peak GPU Memory Overhead (GB)		Runtime Overhead (s)		
Augmentations	Parallel	Sequential	Parallel	Sequential	
2	+0.31	+0.04	+0.71	+1.41	
4	+0.83	+0.16	+1.02	+4.23	
8	+1.86	+0.27	+1.56	+9.81	
16	+4.15	+0.38	+3.34	+21.17	
32	+8.29	+0.67	+7.16	+43.72	

Our approach yields improvement with minimal compute and memory overhead, making it practical even on consumer GPUs.



Thank you!!!

