

# Solving Linear Inverse Problems Provably via Posterior Sampling using Latent Diffusion Model

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# Posterior Sampling

## Problem Setup

Given measurements  $\mathbf{y}$  and a measurement operator  $\mathbf{A}$ , find a sample  $\mathbf{x}$  that satisfies

$$\mathbf{y} = \mathbf{Ax} + \mathbf{n},$$

where  $\mathbf{x} \in R^d$ ,  $\mathbf{A} \in R^{k \times d}$ ,  $\mathbf{y} \in R^k$ ,  $\mathbf{n} \in N(0, \sigma_y^2 I_k)$ .

## Posterior Sampling & Optimization

For any  $x \sim P$ , let us denote by  $P(y|x) := N(y; Ax, \sigma_y^2 I)$  the probability density of the measurement  $y$  given  $x$ . Given  $y \sim P(y|x)$ , the goal is to sample from  $P(x|y)$ .

$$x^* = \arg \max_x \log P(x|y) \propto \log(P(y|x)P(x)) = \log P(y|x) + \log P(x)$$

Posterior

Bayes' theorem

Likelihood

Prior

Stable Diffusion model has emerged as a powerful new prior for sampling  $P(x|y)$ .

# Challenges for Posterior Sampling

Posterior sampling present **two** unique challenges:

i. **Challenge 1:** Inexact score function

$$dx = \left( f(x, t) - g^2(t) \nabla_{x_t} \log P_t(x_t | y) \right) dt + g(t) dw$$

- Require  $\nabla_{x_t} \log P_t(x_t | y)$ , have access to  $\nabla_{x_t} \log P_t(x_t) \approx S_\theta(x_t, t)$

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Diffusion  
Model ☺

i. **Challenge 2:** Likelihood approximation

- Posterior sampling requires samples from  $P(x|y)$ :

$$dx = \left( f(x, t) - g^2(t) (\nabla_{x_t} \log P_t(x_t) + \nabla_{x_t} \log P_t(y|x_t)) \right) dt + g(t) dw$$

Question: How well can we approximate  $\nabla_{x_t} \log P_t(y|x_t)$  ?

### Posterior sampling using Pixel-Space Diffusion Models

- Posterior sampling requires samples from  $P(x|y)$ :

$$dx = (f(x, t) - g^2(t)(\nabla_{x_t} \log P_t(x_t) + \nabla_{x_t} \log P_t(y|x_t)) dt + g(t) dw$$

Question: How well can we approximate  $\nabla_{x_t} \log P_t(y|x_t)$  ?

DPS approximation [Chung *et al.* ICLR'2023]:

$$P_t(y|x_t) \approx P(y|\widehat{x_0} = E[x_0|x_t]) = N(y; \mu = A\widehat{x_0}, \sigma = \sigma_y I)$$

$$\text{where } \widehat{x_0} = \frac{1}{\sqrt{\alpha_t}}(x_t + (1 - \bar{\alpha}_t)S_\theta(x_t, t))$$

Tweedie's formula

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**Challenge iii.** Computationally very expensive. Requires gradients to be computed in the pixel space. Hard to scale to higher resolution images.

## Method: Diffusion in Latent-Space

Posterior sampling using Latent-Space Diffusion Models (e.g. Stable Diffusion)

- Posterior sampling requires samples from  $P(x|y)$ :

$$dz = \left( f(z, t) - g^2(t)(\nabla_{z_t} \log P_t(z_t) + \nabla_{z_t} \log P_t(y|z_t)) \right) dt + g(t) dw$$

Question: How well can we approximate  $\nabla_{z_t} \log P_t(y|z_t)$  ?

Latent-DPS approximation [RRDCDS'2023]:

$$P_t(y|z_t) \approx P(y|Dec(\hat{z}_0)) = N(y; \mu = ADec(\hat{z}_0), \sigma = \sigma_y^2 I)$$

Stable Diffusion V-1.5

$z_t \in R^{64 \times 64}$  and  
 $x_t \in R^{512 \times 512}$

$$\text{where } \hat{z}_0 = E[z_0|z_t] = \frac{1}{\sqrt{\alpha_t}} (z_t + (1 - \bar{\alpha}_t) \widehat{S}_\theta(z_t, t))$$

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Stable  
Diffusion ☺

Tweedie's formula

Challenge iv. Many-to-one mapping of encoder. Training is unstable.  
Does not converge to the true underlying sample.

## Method: Diffusion in Latent-Space

Posterior sampling using Latent-Space Diffusion Models (e.g. Stable Diffusion)

- Posterior sampling requires samples from  $P(x|y)$ :

$$dz = \left( f(z, t) - g^2(t)(\nabla_{z_t} \log P_t(z_t) + \nabla_{z_t} \log P_t(y|z_t)) \right) dt + g(t) dw$$

Question: How well can we approximate  $\nabla_{z_t} \log P_t(y|z_t)$  ?

GML-DPS approximation [RRDCDS'2023]:

$$\nabla_{z_t} \log P(y|z_t) = \nabla_{z_t} P(y|x_0 = Dec(E[z_0|z_t])) + \gamma_t \nabla_{z_t} ||E[z_0|z_t] - Enc(Dec(E[z_0|z_t]))||$$

Look for a fixed point of the VAE

$$\text{where } \widehat{z}_0 = E[z_0|z_t] = \frac{1}{\sqrt{\alpha_t}} (z_t + (1 - \bar{\alpha}_t) \widehat{S}_\theta(z_t, t))$$

Get from Stable Diffusion ☺

Tweedie's formula

Stable Diffusion V-1.5

$z_t \in R^{64 \times 64}$  and  
 $x_t \in R^{512 \times 512}$

Challenge v. Many potential solutions exist. Requires a specific choice of step size  $\gamma_t$ , see Theorem 3.7 [RRDCDS'2023])

## Method: Diffusion in Latent-Space

Posterior sampling using Latent-Space Diffusion Models (e.g. Stable Diffusion)

- Posterior sampling requires samples from  $P(x|y)$ :

$$dz = \left( f(z, t) - g^2(t)(\nabla_{z_t} \log P_t(z_t) + \nabla_{z_t} \log P_t(y|z_t)) \right) dt + g(t) dw$$

Question: How well can we approximate  $\nabla_{z_t} \log P_t(y|z_t)$  ?

PSLD approximation [RRDCDS'2023]:

$$\nabla_{z_t} \log P(y|z_t) = \nabla_{z_t} P(y|x_0 = Dec(E[z_0|z_t])) + \gamma_t \nabla_{z_t} ||E[z_0|z_t] - Enc(A^T y + (I - A^T A) Dec(E[z_0|z_t]))||$$

Look for the fixed point of the  
VAE using gluing objective

Stable Diffusion V-1.5

$z_t \in R^{64 \times 64}$  and  
 $x_t \in R^{512 \times 512}$

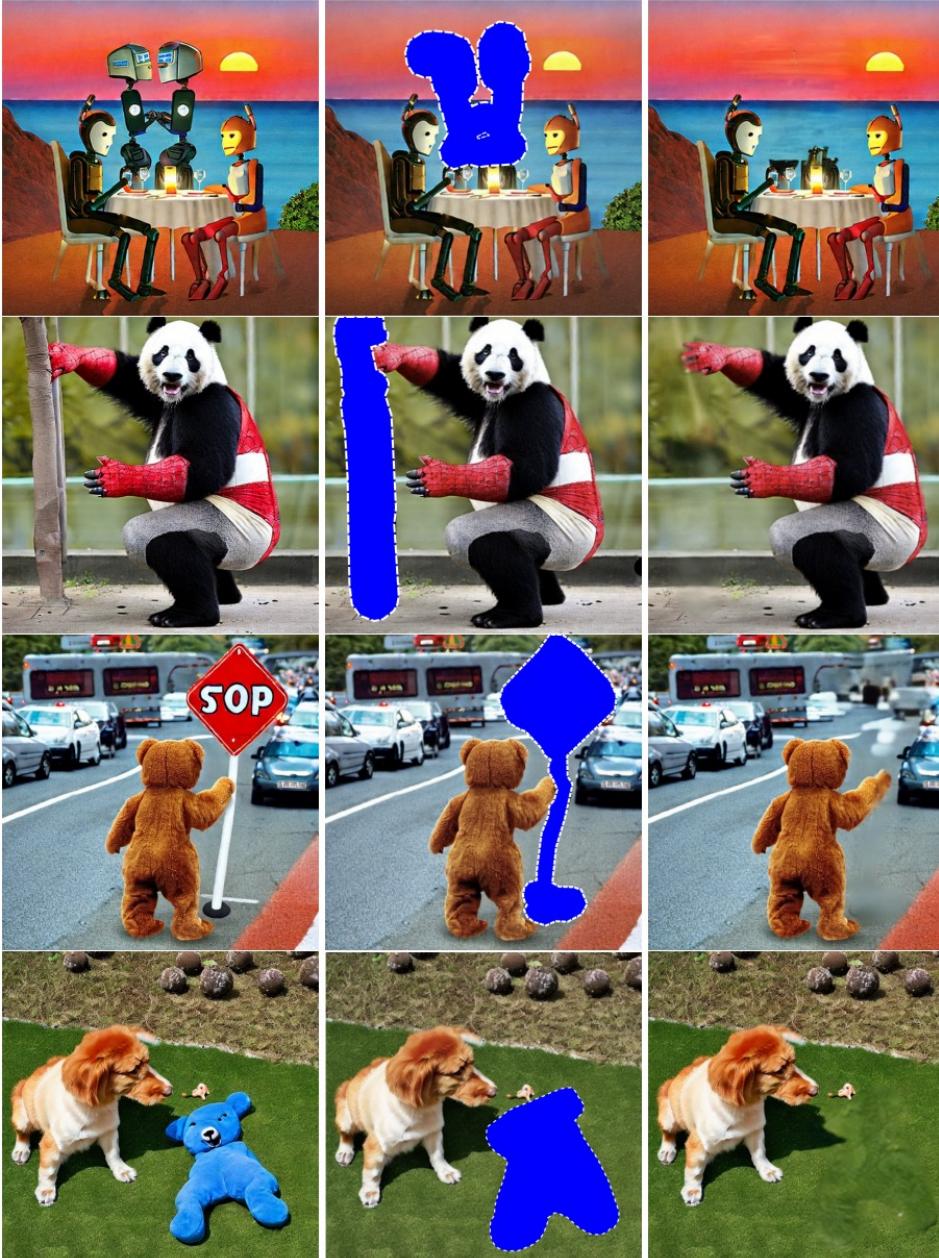
$$\text{where } \widehat{z}_0 = E[z_0|z_t] = \frac{1}{\sqrt{\alpha_t}} (z_t + (1 - \bar{\alpha}_t) \widehat{S}_\theta(z_t, t))$$

Tweedie's formula

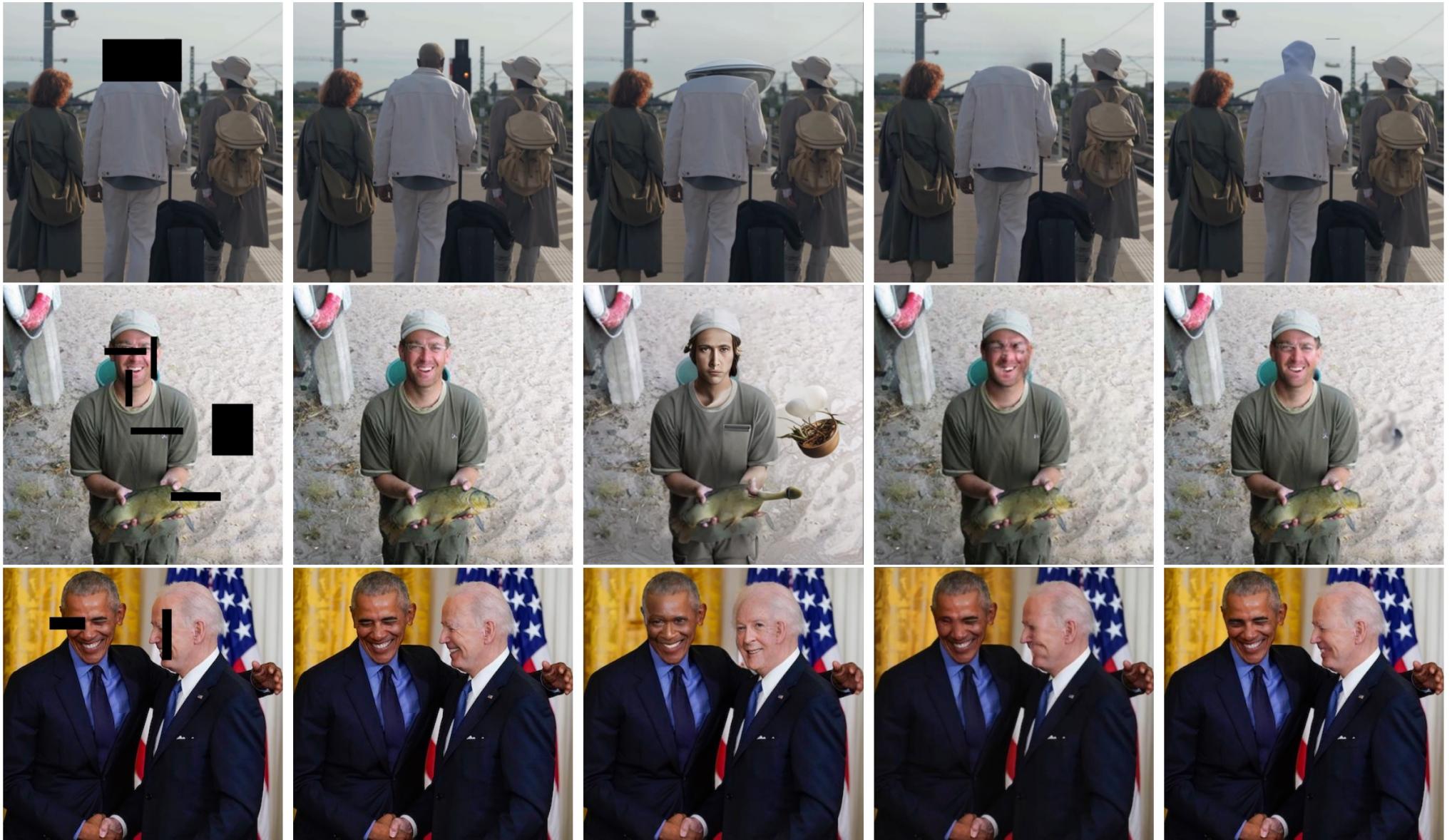
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Solution: Gluing objective converges to unique solution if it exists. Works with any choice of step size  $\gamma_t$ , see Theorem 3.8 [RRDCDS'2023].

## Experimental Results: Overall pipeline of our proposed framework from left to right



## Experimental Results: Comparison with commercial inpainting services that use Stable Diffusion



(a) Input

(b) Groundtruth

(c) Comm. Serv. 1

(d) Comm. Serv. 2

(e) PSLD (Ours)

## Experimental Results

Quantitative results on FFHQ 256x256 using Stable Diffusion V-1.5

Method	Inpaint (random)		Inpaint (box)		SR (4×)		Gaussian Deblur	
	FID (↓)	LPIPS (↓)	FID (↓)	LPIPS (↓)	FID (↓)	LPIPS (↓)	FID (↓)	LPIPS (↓)
PSLD (Ours)	<b>21.34</b>	<b>0.096</b>	43.11	<b>0.167</b>	<b>34.28</b>	<b>0.201</b>	<b>41.53</b>	<b>0.221</b>
DPS [11]	33.48	<u>0.212</u>	<b>35.14</b>	0.216	<u>39.35</u>	<u>0.214</u>	<u>44.05</u>	<u>0.257</u>
DDRM [26]	69.71	0.587	42.93	<u>0.204</u>	62.15	0.294	74.92	0.332
MCG [13]	<u>29.26</u>	0.286	<u>40.11</u>	0.309	87.64	0.520	101.2	0.340
PnP-ADMM [6]	123.6	0.692	151.9	0.406	66.52	0.353	90.42	0.441
Score-SDE [47]	76.54	0.612	60.06	0.331	96.72	0.563	109.0	0.403
ADMM-TV	181.5	0.463	68.94	0.322	110.6	0.428	186.7	0.507

# Experimental Results: Web application for user defined masks

**PSLD Image Inpainting**

Image inpainting by Posterior Sampling with Latent Diffusion (PSLD)  
Given an image (square size preferred) and a user defined mask, click on Inpaint to generate missing parts.







Number of diffusion steps (e.g. 200)

Gluing factor (e.g. 1e-1)

Gluing kernel size (e.g. 15)

Gluing kernel sigma (e.g. 7)

Measurement factor (e.g. 1)

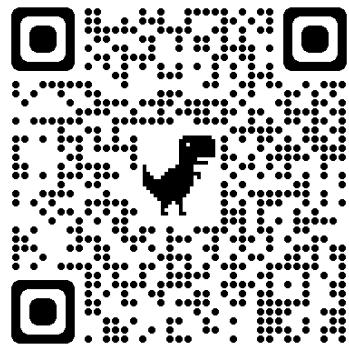
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[HuggingFace/Spaces](#)

# Thanks for listening!

Any questions can be sent to:

[litu.rout@utexas.edu](mailto:litu.rout@utexas.edu)



Solving Linear Inverse Problems Provably via  
Posterior Sampling with Latent Diffusion Models

[arXiv:2307.00619](https://arxiv.org/abs/2307.00619)

[OpenReview](#)  
[Code Demo](#)