

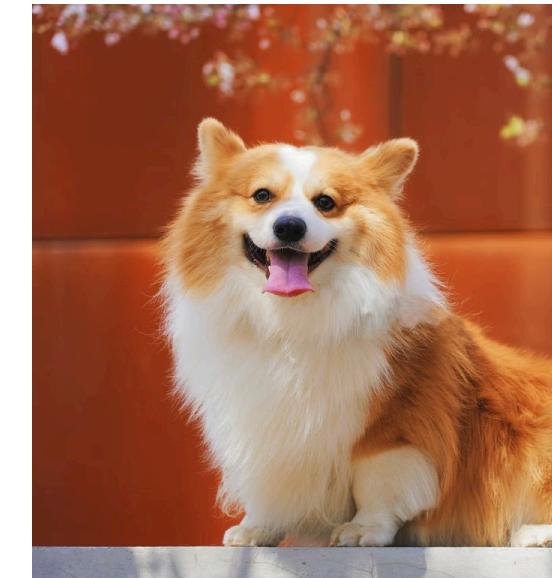
# **Subject-driven Text-to-Image Generation via Preference-based Reinforcement Learning**

*Yanting Miao, William Loh, Suraj Kothawade, Pascal Poupart, Abdullah Rashwan, Yeqing Li*

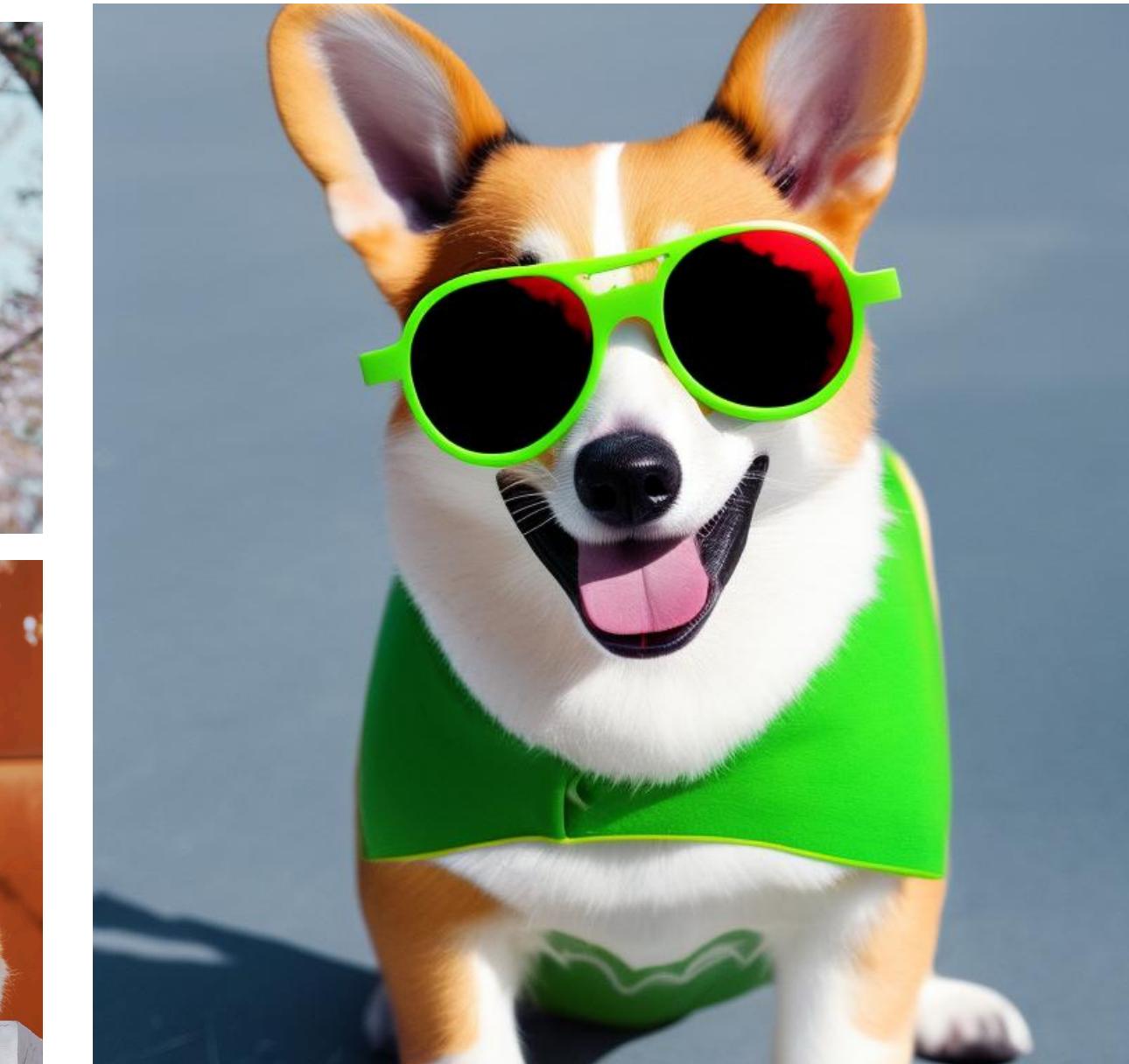


# The Challenge of Existing Diffusion Models

Hard to keep identity



Reference Images



A corgi dog wearing a green sunglasses

Goal: Design an efficient way to fine-tune diffusion models for subject-driven tasks.

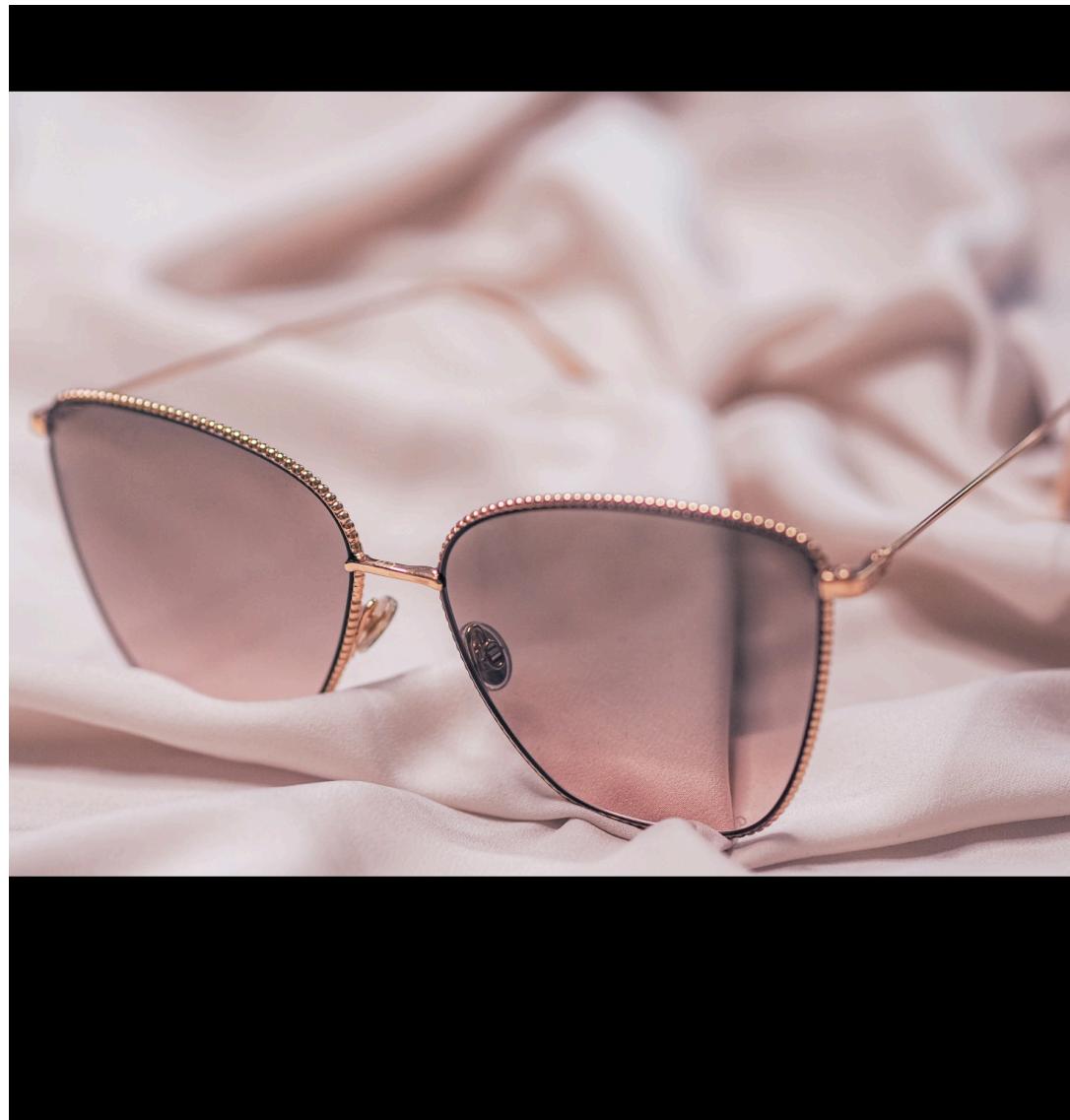


# Method

Intuitively, the objective function can be the image similarity loss,  $\mathcal{L}_{\text{sim}}$ , for the reference dataset.



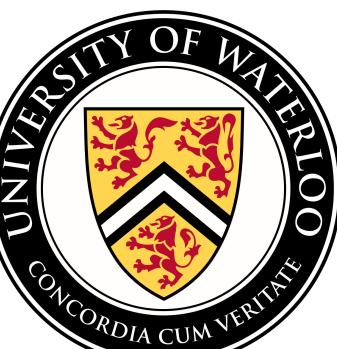
Overfit!



Reference Image



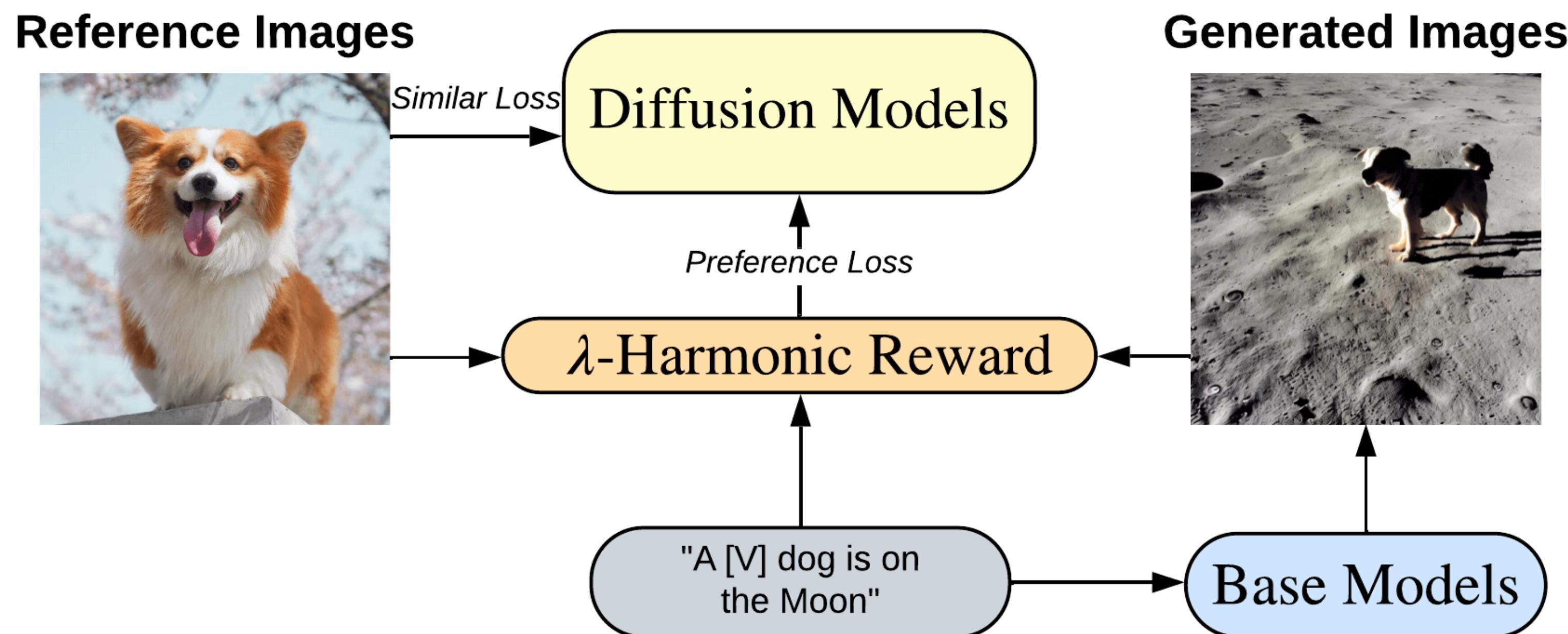
pink sunglasses  
on  
the beach



# Method

Solution: Using preference-based RL for text-to-image alignment.

RPO: Reward Preference Optimization



$$\mathcal{L} = \mathcal{L}_{\text{sim}} + \mathcal{L}_{\text{pref}}$$



# Method

$$\lambda\text{-Harmonic reward} := \frac{1}{\frac{\lambda}{\text{ALIGN-I}} + \frac{1-\lambda}{\text{ALIGN-T}}},$$

where ALIGN-I and ALIGN-T are the image alignment and text alignment scores, respectively.

During training,  $\lambda_{\text{train}} = 0$ .



# Method

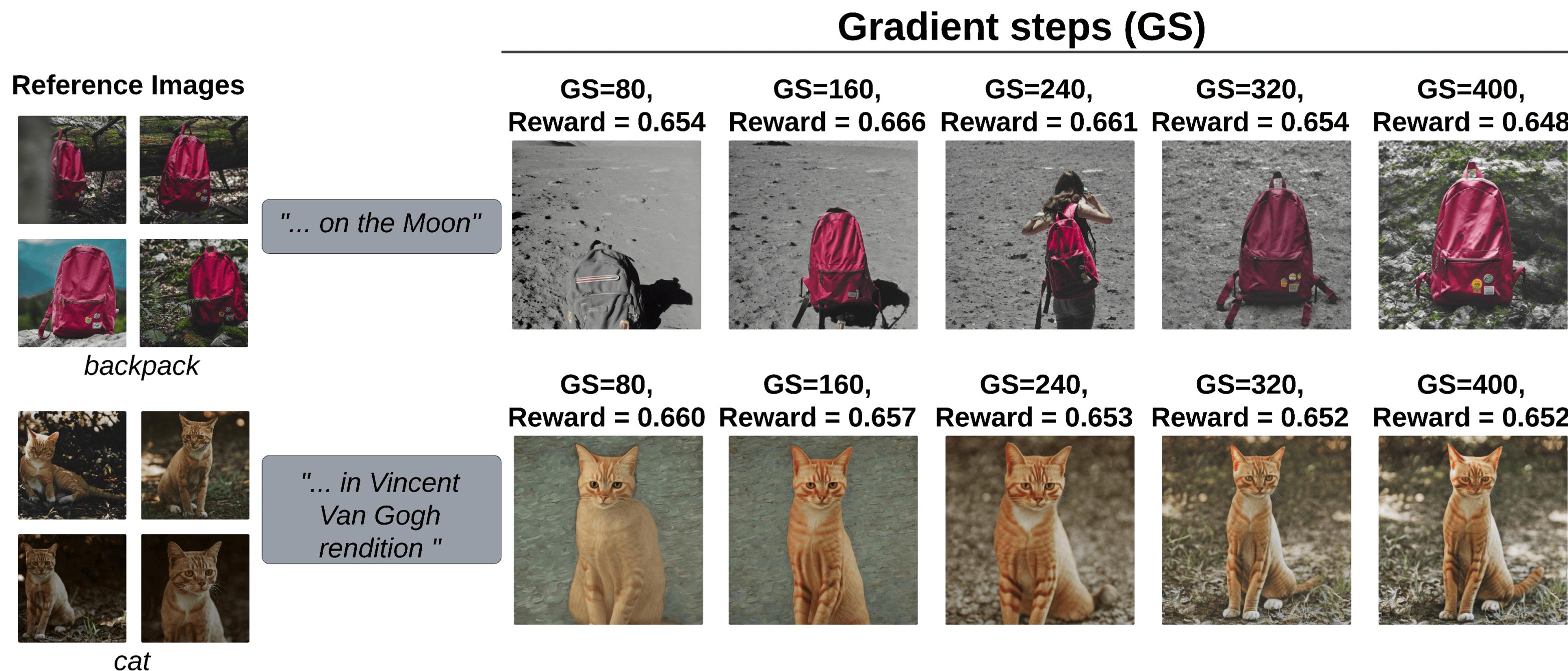
$$\lambda\text{-Harmonic reward} := \frac{1}{\frac{\lambda}{\text{ALIGN-I}} + \frac{1-\lambda}{\text{ALIGN-T}}},$$

During validation,  $\lambda_{\text{val}} > 0$ .



# Observation

Reward changes in the  $\lambda_{\text{val}} = 0.3$  during training process.



Early-stopping also alleviate overfitting.



# Quantitative Results

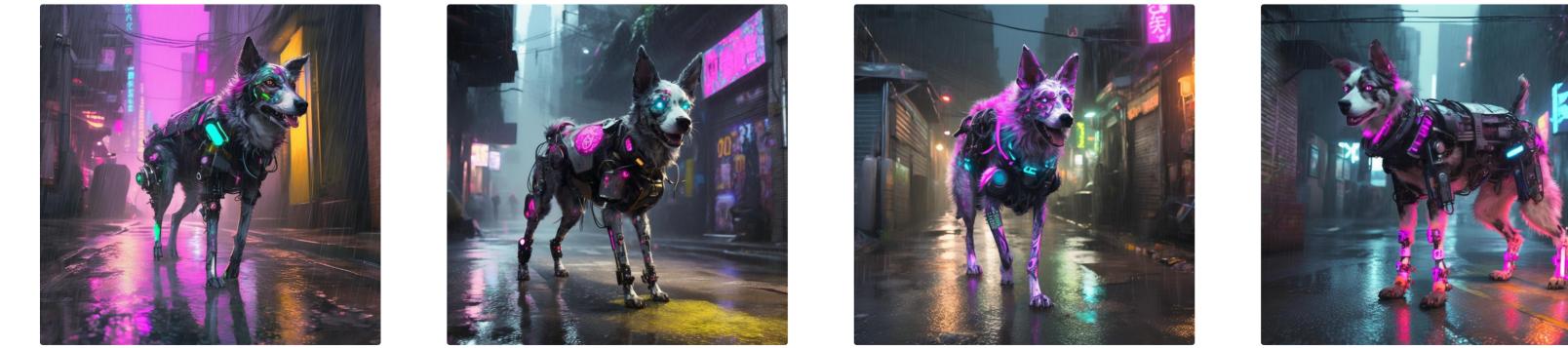
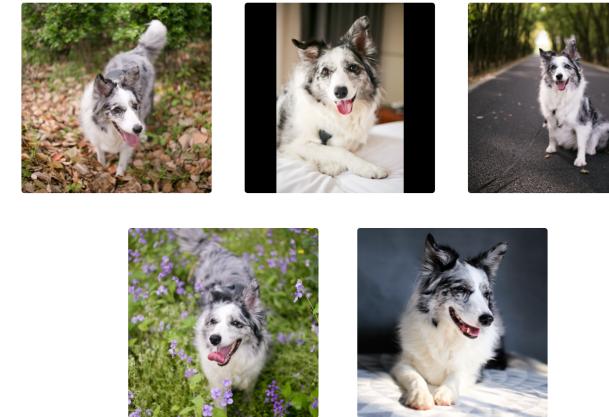
Method	Backbone	Iterations ↓	DINO ↑	CLIP-I ↑	CLIP-T ↑
Reference Images	N/A	N/A	0.774	0.885	N/A
DreamBooth [23]	Imagen [24]	1000	0.696	0.812	0.306
DreamBooth [23]	SD [22]	1000	0.668	0.803	0.305
Textual inversion [12]	SD [22]	5000	0.569	0.780	0.255
SuTI [7]	Imagen [24]	$1.5 \times 10^5$	<b>0.741</b>	0.819	0.304
Re-Imagen [8]	Imagen [24]	$2 \times 10^5$	0.600	0.740	0.270
DisenBooth [6]	SD[22]	3000	0.574	0.755	0.255
Custom Diffusion [16]	SD[22]	500	0.695	0.801	0.245
ELETE [31]	SD[22]	3000	0.652	0.765	0.255
IP-Adapter [32]	SD[22]	$10^6$	0.608	0.809	0.274
SSR-Encoder [33]	SD[22]	$10^6$	0.612	0.821	<b>0.314</b>
Ours: RPO	SD [22]	<b>400</b>	0.652	<b>0.833</b>	<b>0.314</b>

We report results for  $\lambda_{\text{val}} = 0.5$ .



# Qualitative Results

Reference Images



*"a cyberpunk [V] dog with neon fur patterns and robotic limbs walking down a rain-soaked alleyway in a bustling city"*



*"a superhero [V] dog soaring through the sky over a city skyline, with a cape billowing in the wind"*



*"an astronaut [V] dog in a sleek space suit floating weightlessly inside a spacecraft."*



*"an underwater [V] dog wearing a diving suit swimming through a vibrant coral reef surrounded by exotic marine life"*



# Ablation Study

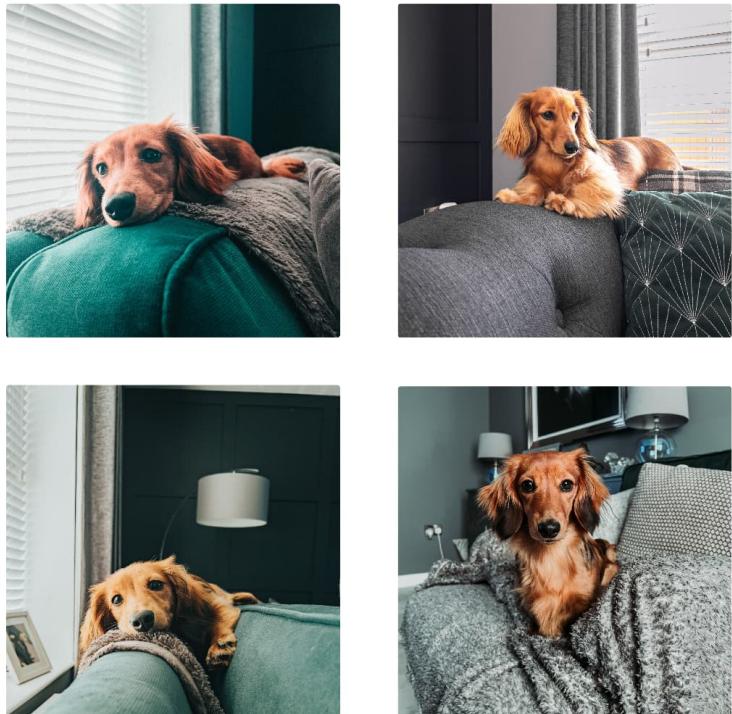
Method	DINO $\uparrow$	CLIP-I $\uparrow$	CLIP-T $\uparrow$
Pure $\mathcal{L}_{\text{sim}}$	<b><math>0.695 \pm 0.077</math></b>	<b><math>0.852 \pm 0.043</math></b>	$0.285 \pm 0.027$
$\mathcal{L}_{\text{pref}}$ w/o early-stopping	$0.688 \pm 0.082$	$0.845 \pm 0.042$	$0.296 \pm 0.027$
Early-stopping w/o $\mathcal{L}_{\text{pref}}$	$0.575 \pm 0.124$	$0.799 \pm 0.052$	$0.323 \pm 0.025$
RPO ( $\lambda_{\text{val}} = 0.3$ )	$0.581 \pm 0.113$	$0.798 \pm 0.039$	<b><math>0.329 \pm 0.021</math></b>

Configuration	DINO $\uparrow$	CLIP-I $\uparrow$	CLIP-T $\uparrow$
$\lambda_{\text{val}} = 0.3$	$0.581 \pm 0.113$	$0.798 \pm 0.039$	<b><math>0.329 \pm 0.021</math></b>
$\lambda_{\text{val}} = 0.5$	$0.652 \pm 0.082$	$0.833 \pm 0.041$	$0.314 \pm 0.022$
$\lambda_{\text{val}} = 0.7$	<b><math>0.679 \pm 0.085</math></b>	<b><math>0.850 \pm 0.045</math></b>	$0.304 \pm 0.023$



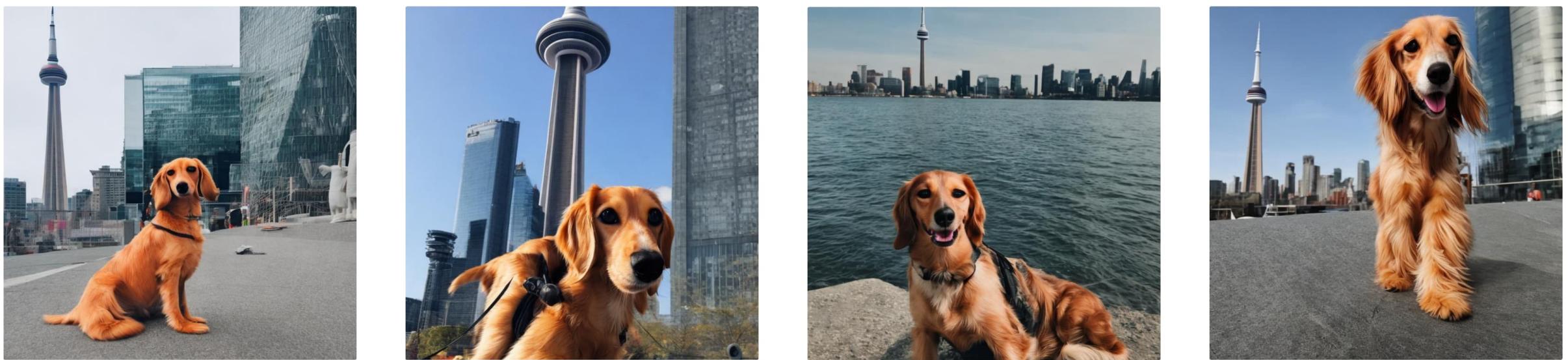
# Ablation Study

Reference Images

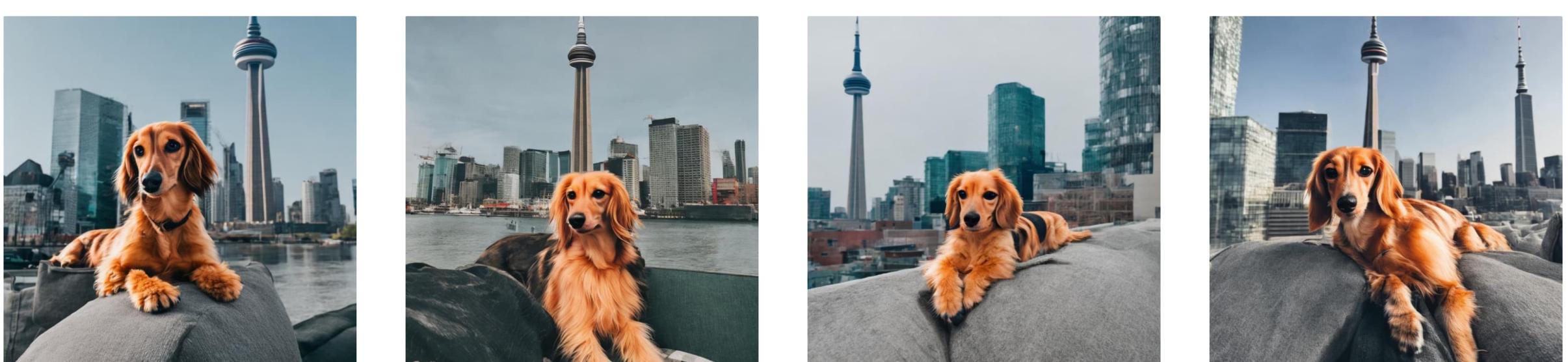


dog

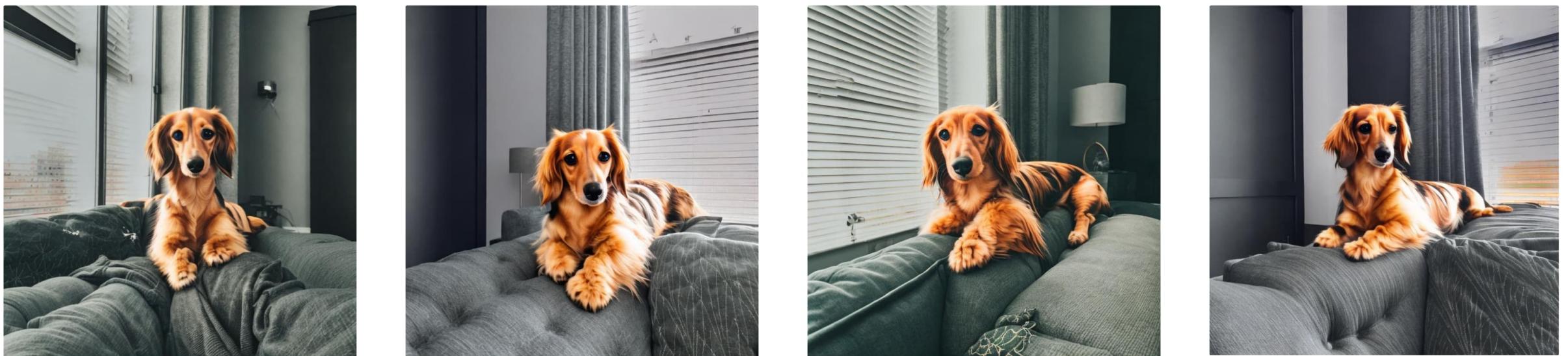
*"... with the CN Tower  
in the background "*



$\lambda_{\text{val}} = 0.3$



$\lambda_{\text{val}} = 0.5$



$\lambda_{\text{val}} = 0.7$

# Takeaway

- Introduce lambda-Harmonic reward function for the subject-driven tasks.
- Employ RPO to finetune the diffusion models.
- Lambda-Harmonic reward function serves as a model selection method.

