

Sampling-Efficient Unconditional Pure-Deblurring Diffusion Models via Noise-Augmented Generation

– Supplementary Materials –

1 Sampling

Figure 1 shows examples of sampling sequences u_T, \dots, u_1 for $T = 16$ (extending those of Figure 4 of the paper). Figure 2 shows additional uncurated 128×128 samples (extending those of Figure 5 of the paper). Figure 3 shows Flower-102 and Stanford-Cars samples at a high resolution of 256×256 (extending those of Figure 5 of the paper).

2 Interpolation

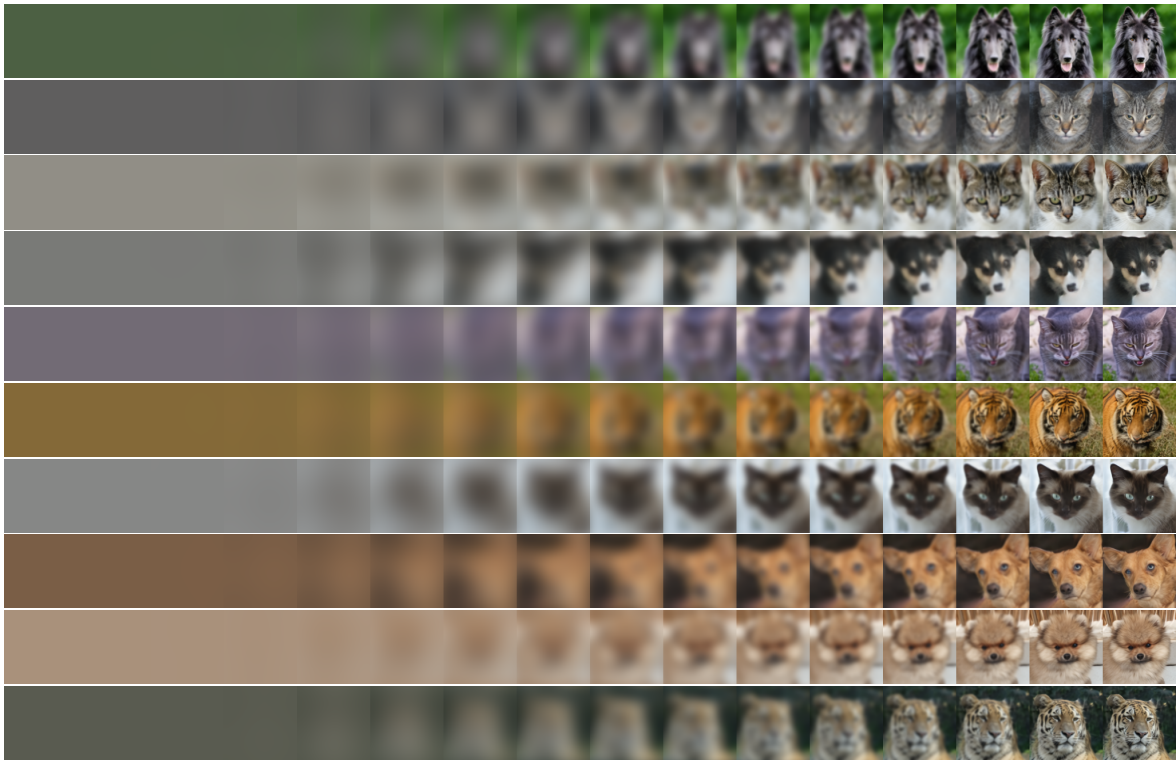
Figure 4 shows additional interpolation sequences (extending those of Figure 9 of the paper).

3 Diversity

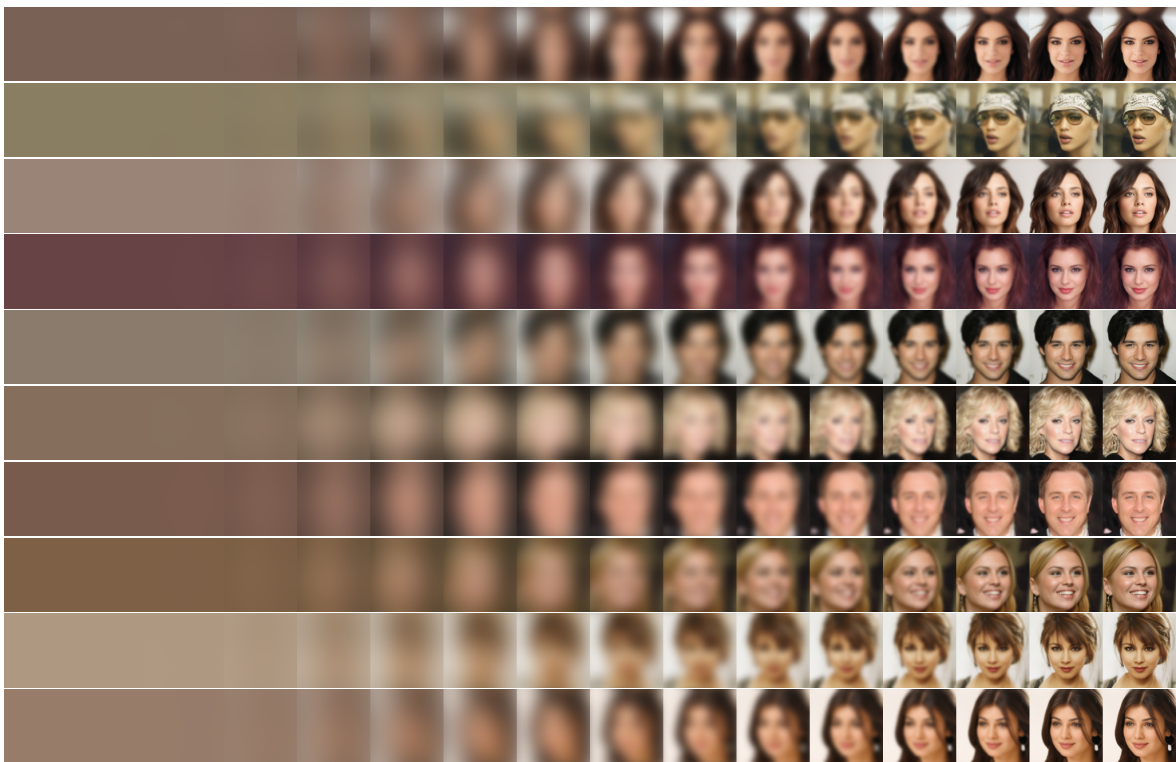
Figure 5 shows additional diversity sets (extending those of Figure 8 of the paper).

4 Generalization (Nearest Neighbors)

Figure 6 shows additional nearest-neighbor examples (extending those of Fig. 7 of the paper).



(a) AFHQv2



(b) CelebA-HQ

Figure 1. Reverse sampling process. Shown for 16 step sampling.



(a) AFHQv2



(b) CelebA-HQ

Figure 2. Uncurated samples at 128x128

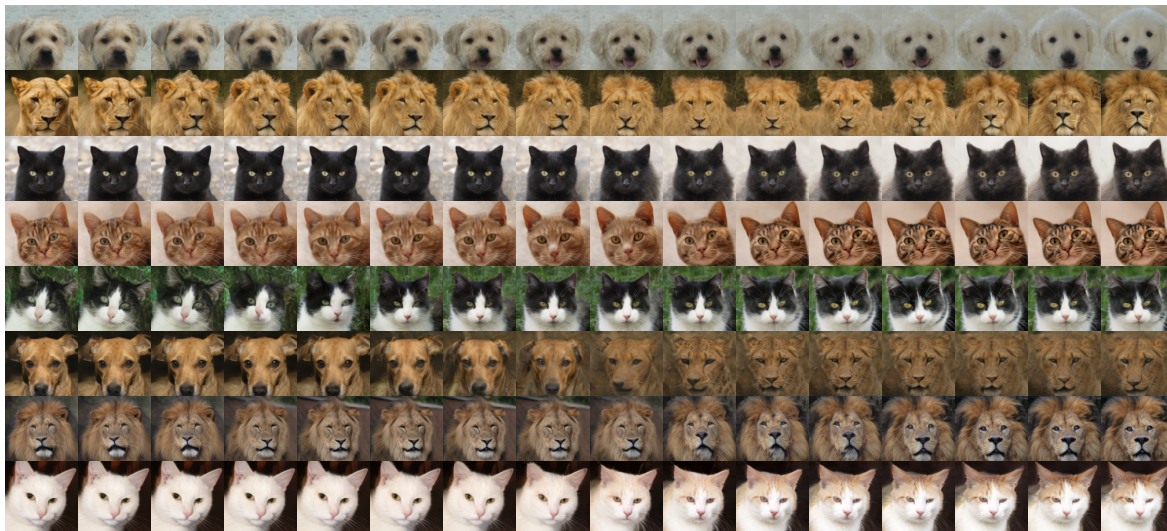


(b) Flowers-102



(b) Flowers-102

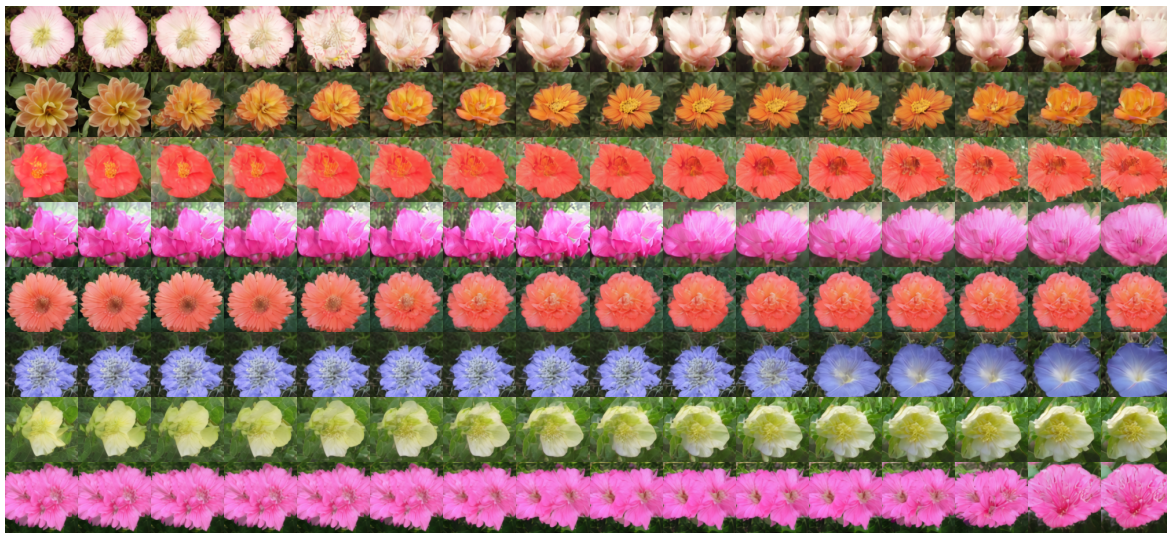
Figure 3. Uncurated samples at 256×256



(a) AFHQv2



(b) CelebA-HQ



(c) Flowers-102

Figure 4. Interpolations between random pairs of fake images that were generated from same initial random color.



Figure 5. Diversity of samples, starting from a single initial image (leftmost in each row). Our results on CelebA-HQ @ 128.



(a) AFHQv2



(b) CelebA-HQ

Figure 6. Training-set nearest neighbors (NNs) of generated (fake) images. For each panel: fakes (top row), 1st NN (middle row), 2nd NN (bottom row).