

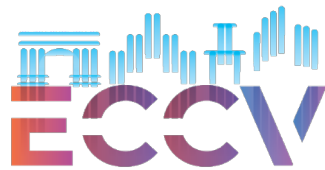
# Layout-Corrector: Alleviating Layout Sticking Phenomenon in Discrete Diffusion Model

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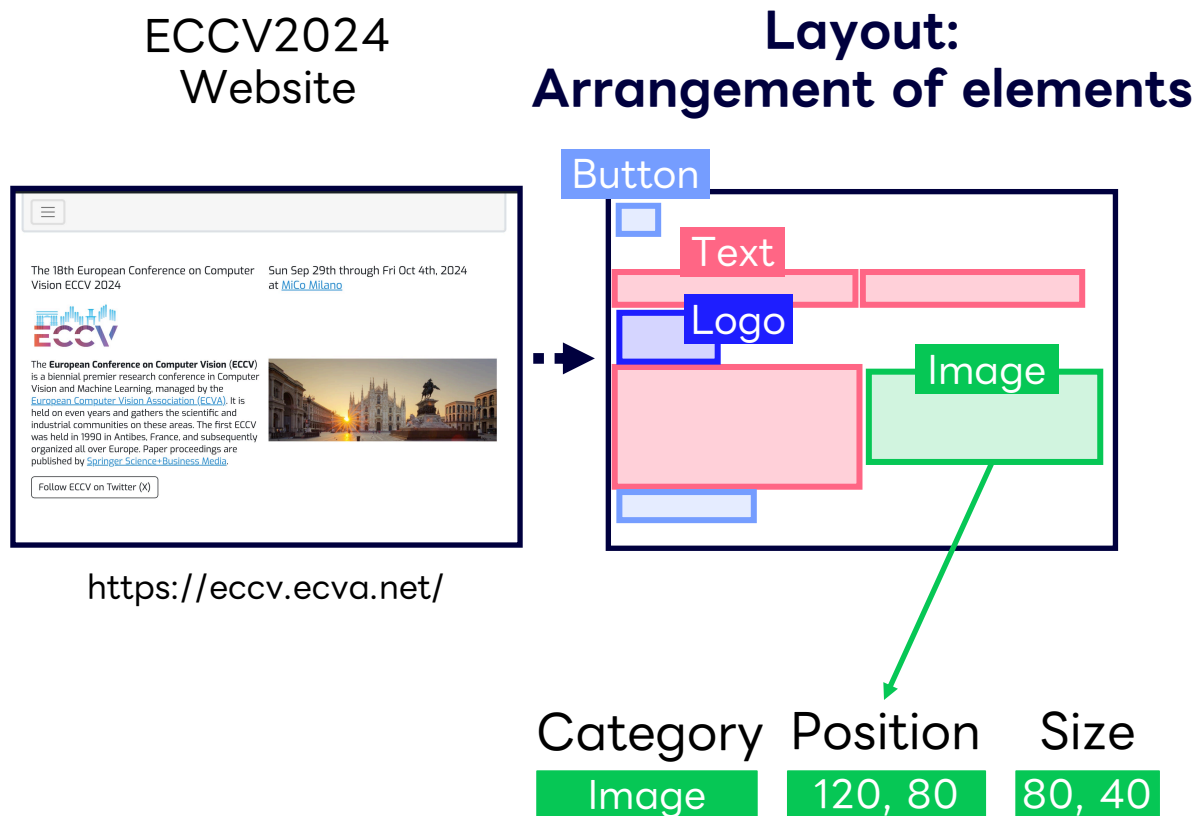


**LY**



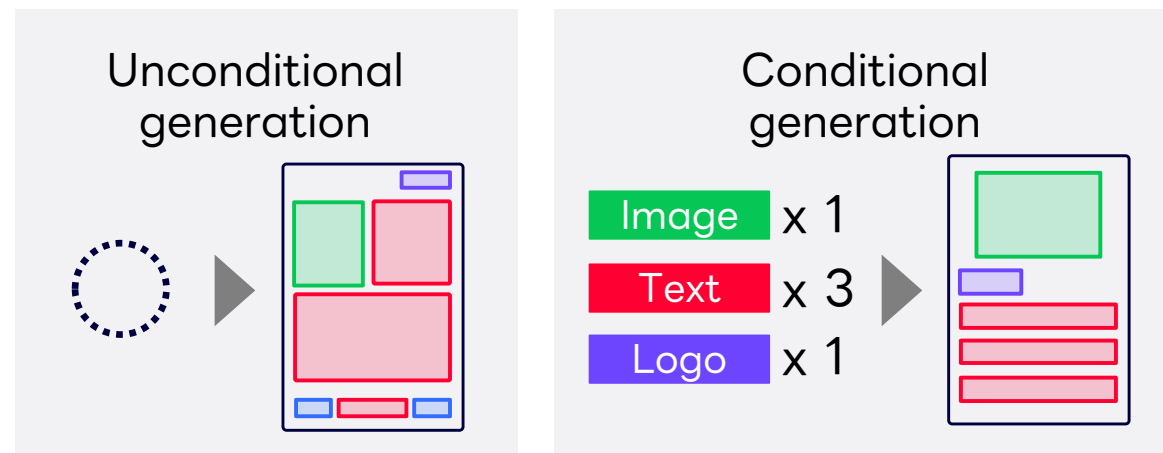
<sup>\*</sup>This research was conducted during the internship at LY Corporation.

## What is Layout?



## What is Layout Generation?

- Determine category, position, and size of each element.



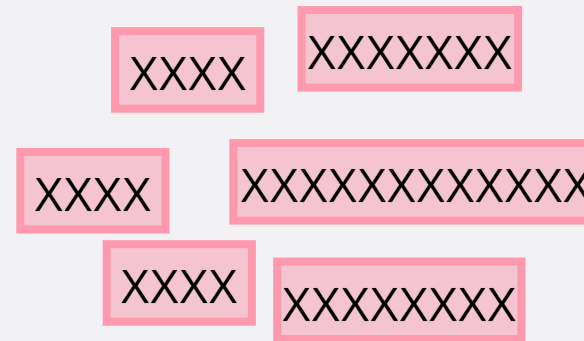
**Goal: generating well-harmonized and high-quality layouts**

# Our goal: Avoiding Generation Error

## ✘ Overlap

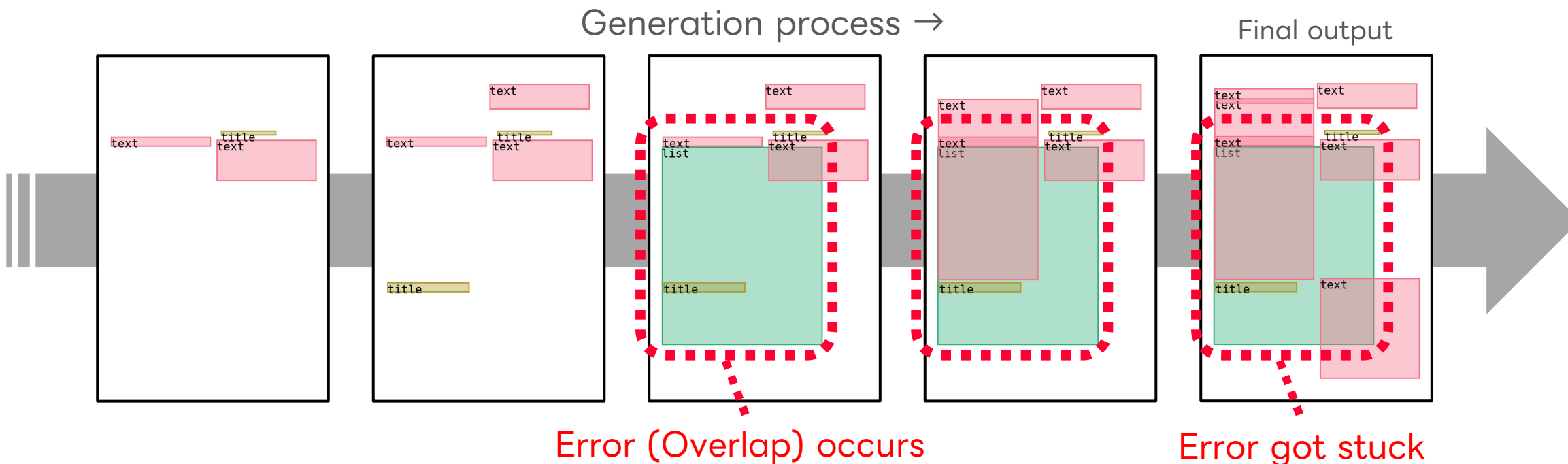


## ✘ Misalignment



# Our goal: Avoiding Generation Error

- ✗ Existing Discrete Diffusion Model struggles to correct generation errors = Generation errors got stuck! (**Layout-Sticking Problem**)

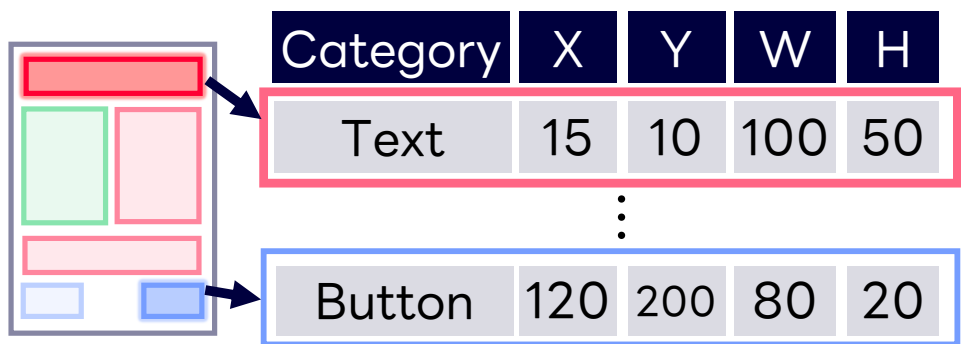


→ Our **Layout-Corrector** resets errors and prompts correction

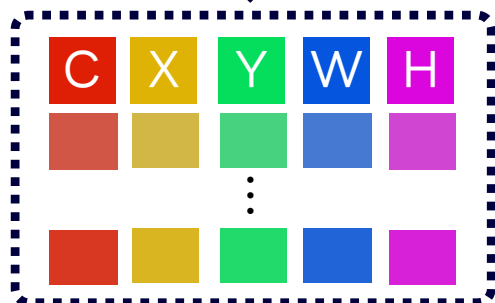
# Layout Generation with Discrete Diffusion Model (DDM) [Inoue+, CVPR2023]

## Layout Tokenization

Layout as Discrete Tokens



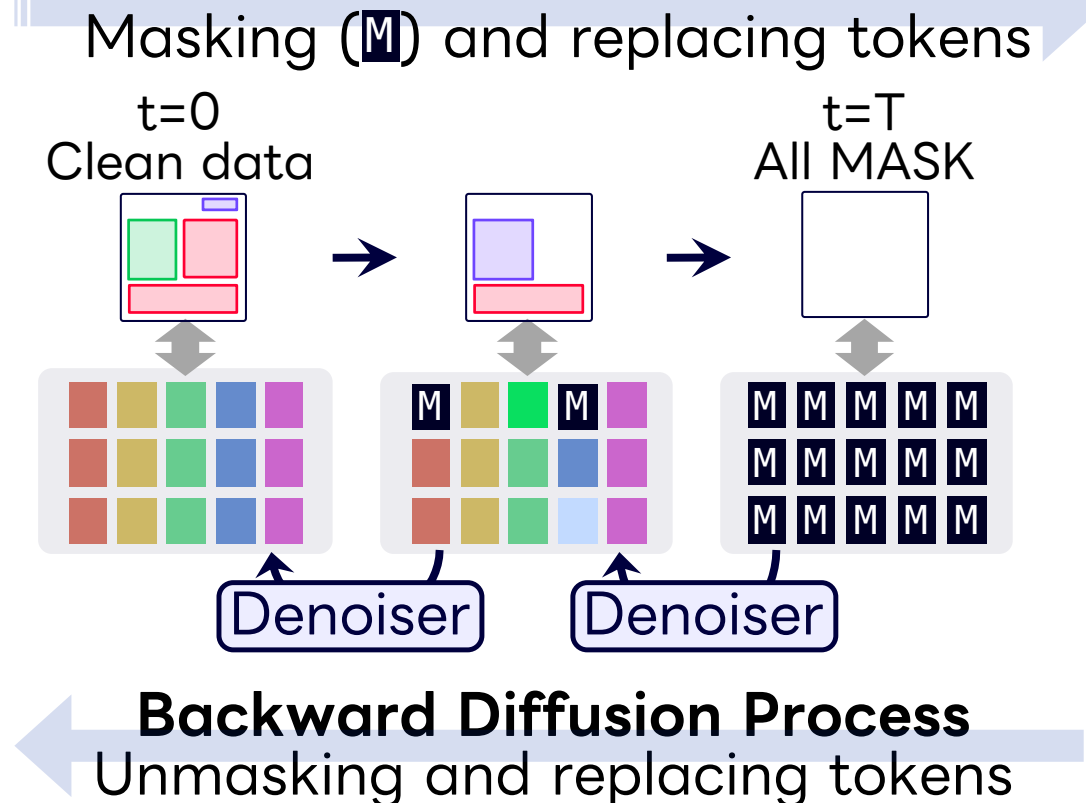
Quantization



Layout token sequence

## How DDM works

Diffusion Process

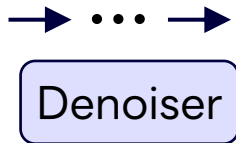
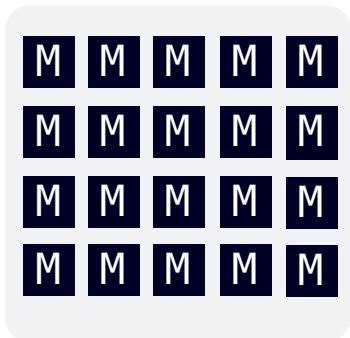


# Layout Correction: A Solution to Generation Error?

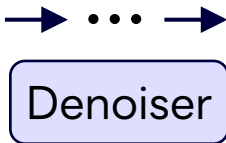
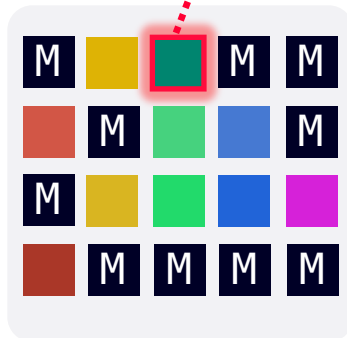
Backward process



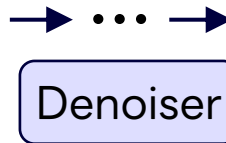
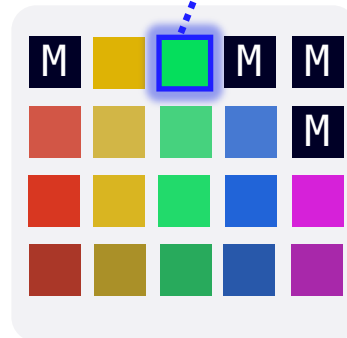
Initial state



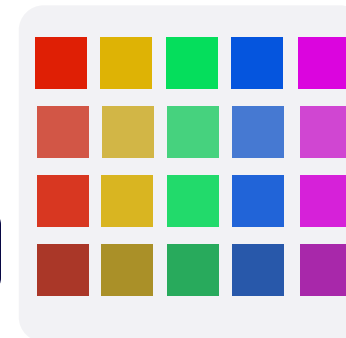
Erroneous token is generated



It would be OK if the denoiser corrects it.



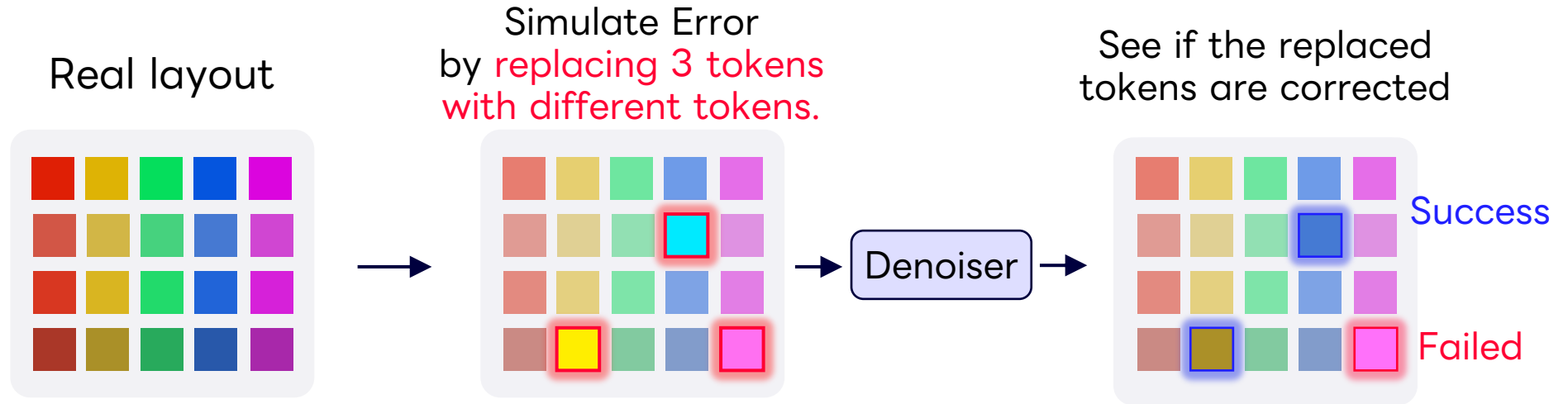
Generation completed



Q. Can the  correct erroneous tokens?

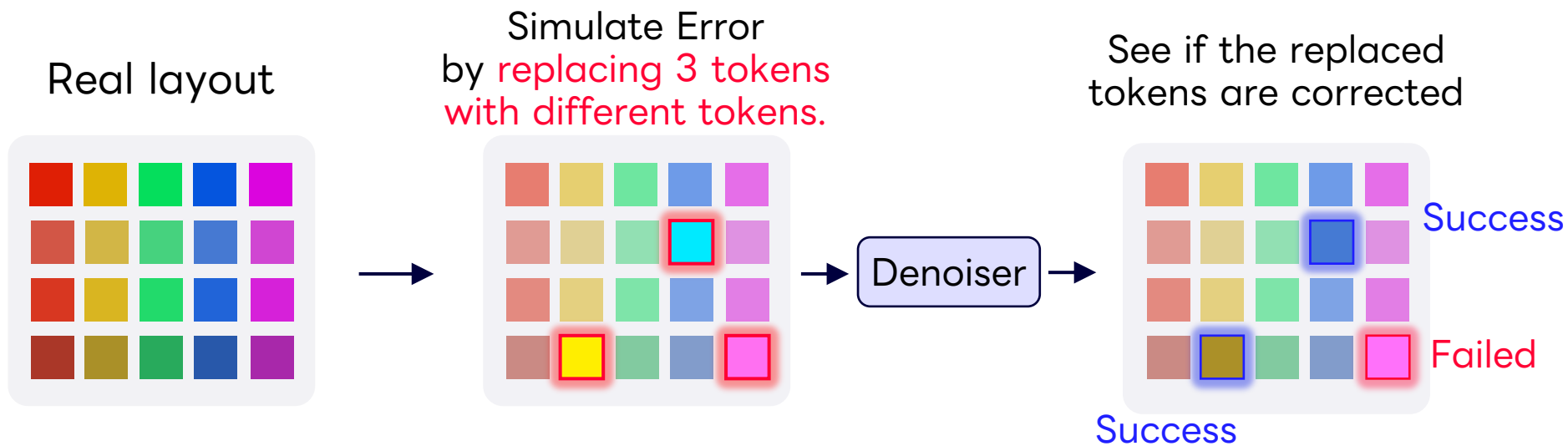
# Q. Can DDMs Correct Errors? A. Not so much

## Experiment 1

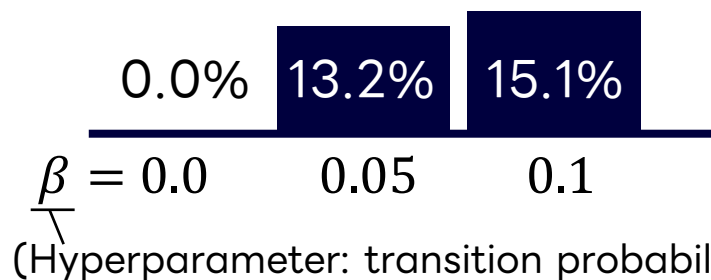


# Q. Can DDMs Correct Errors? A. Not so much

## Experiment 1



Correction success rate  
(Exp. 1)



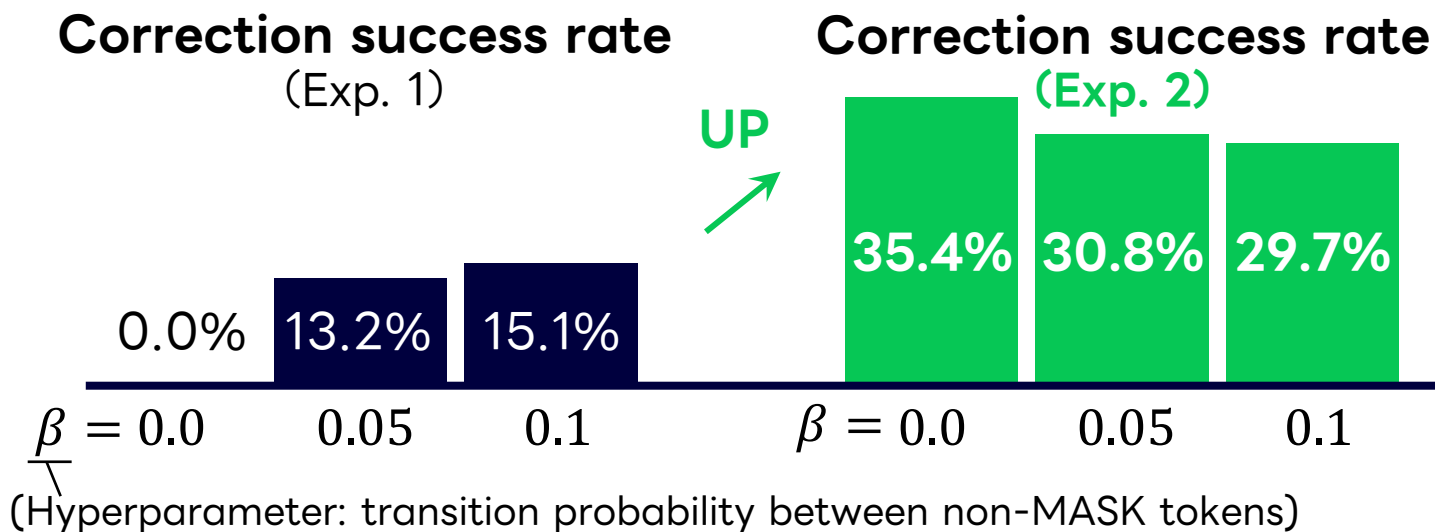
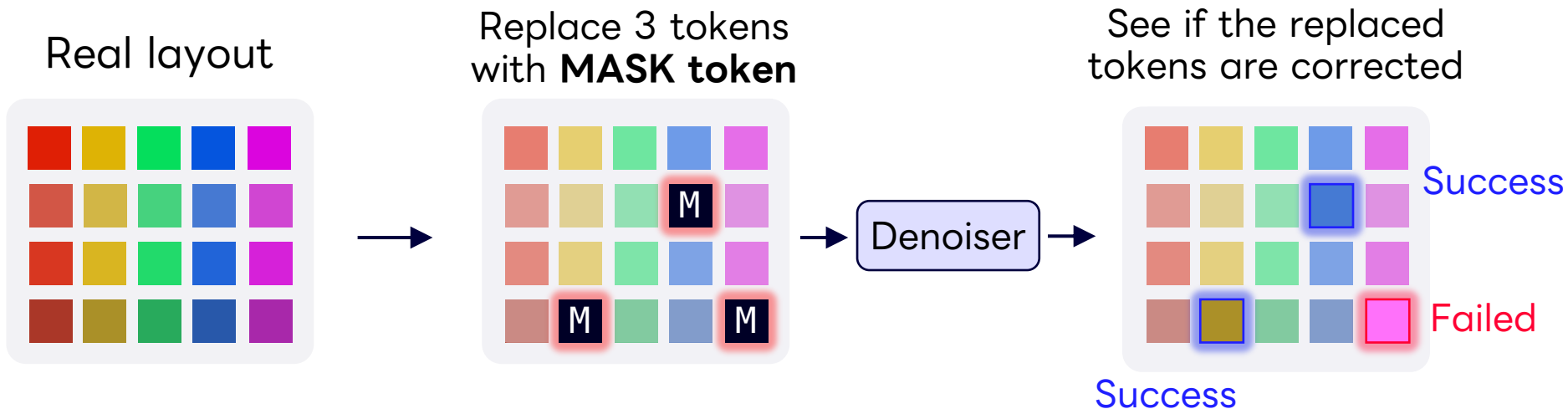
Highest Success rate: 15%

✗ DDMs struggle to correct errors, leading to layout-sticking problem



# DDMs Perform Better When Reconstructing from MASK

## Experiment 2

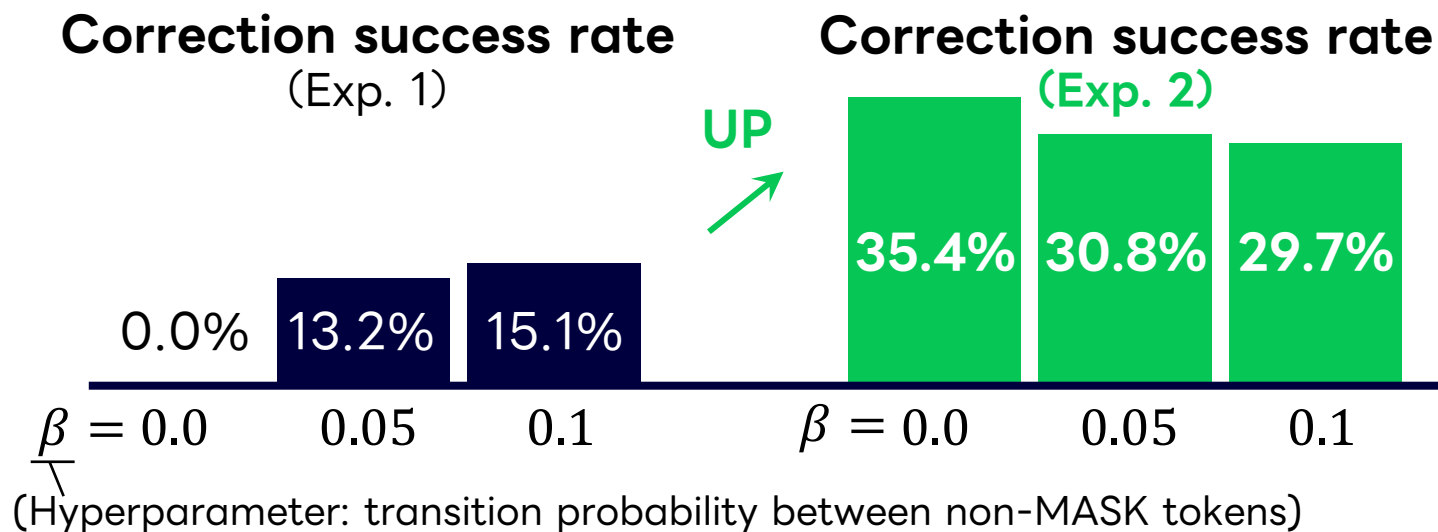


# DDMs Perform Better When Reconstructing from MASK

**Experiment 1** DDMs struggle to directly correct erroneous tokens

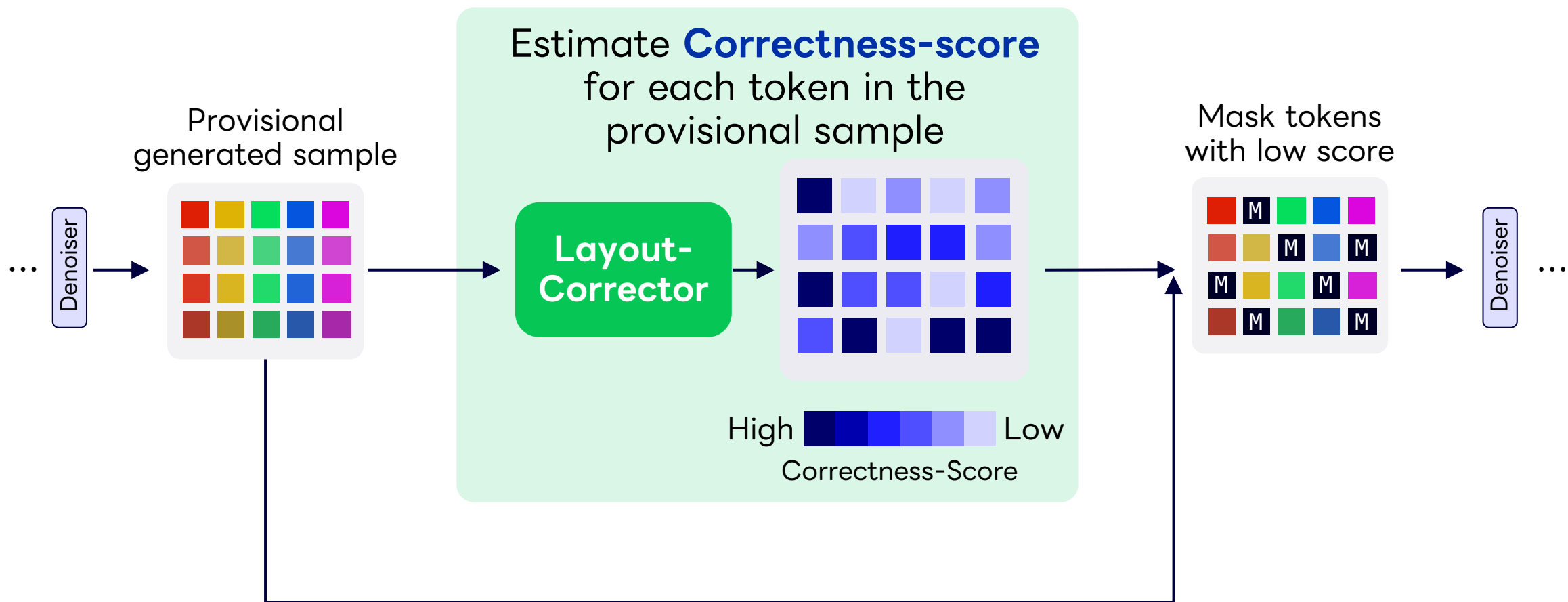
**Experiment 2** If erroneous tokens are masked first, DDMs can correct them.

Propose **Layout-Corrector**,  
which detects and masks erroneous tokens



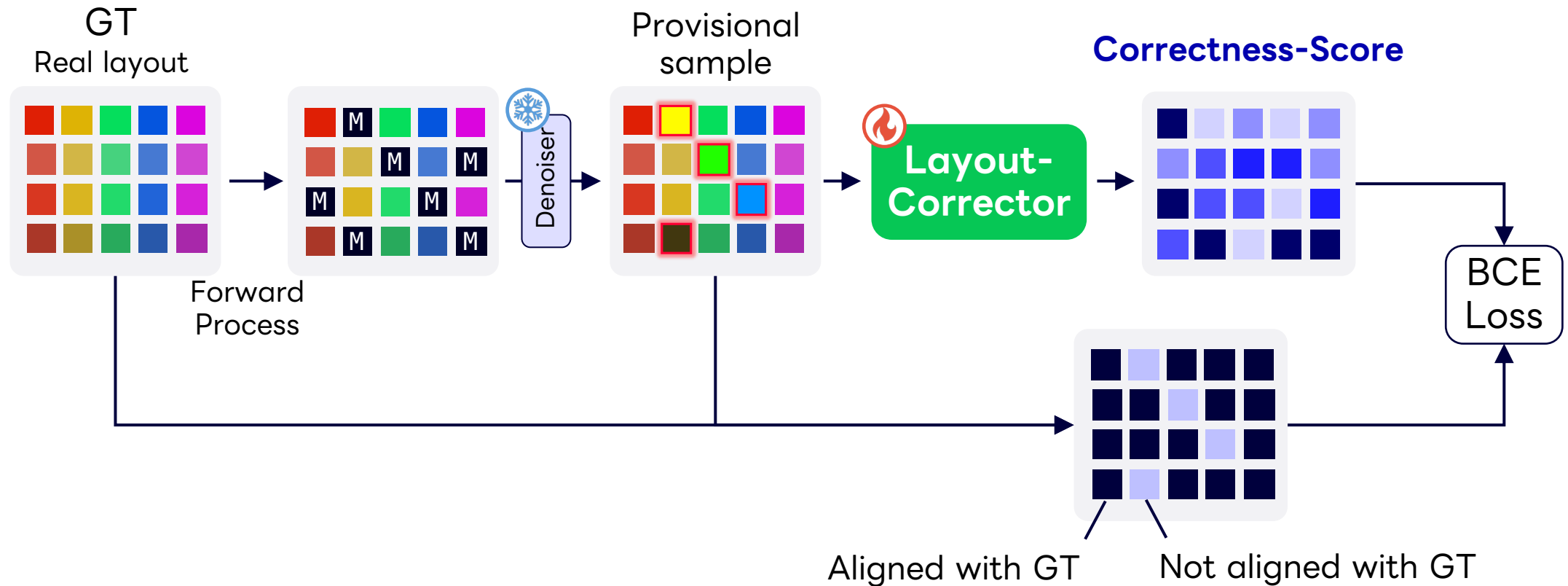
# Layout-Corrector: Overview

Detect erroneous tokens and mask them, prompting the DDM to correct them.



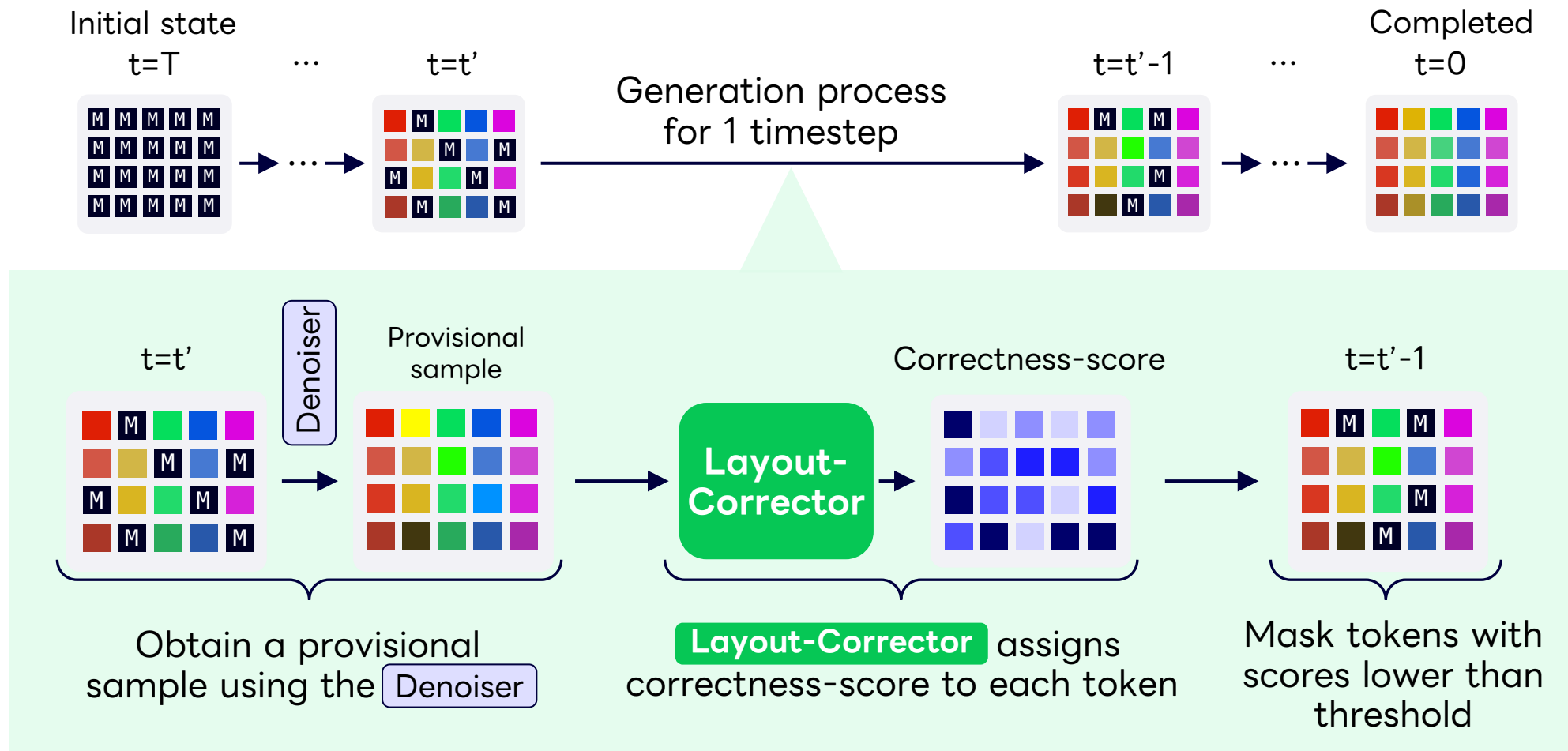
# Layout-Corrector: Training

Train Layout-Corrector to predict whether each token in provisional sample with the corresponding ground-truth (real) layout.



→ Layout-Corrector learns to assign low score for tokens not aligning with GT (= erroneous tokens)

# Layout-Corrector: Generating Process



We selectively apply **Layout-Corrector** at specific 3 timesteps out of  $T=100$  timesteps

# Layout-Corrector (LC) improved performance of multiple baselines

## Quantitative Evaluation (FID↓)

dataset: Rico    PubLayNet

Baseline generation model 1

MaskGIT only	70.4	34.2
MaskGIT + TC	15.7	17.6
MaskGIT + LC	<b>14.4</b>	<b>13.7</b>

Baseline generation model 2

LayoutDM only	6.37	13.7
LayoutDM + TC	17.97	22.3
LayoutDM + LC	<b>4.79</b>	<b>11.9</b>

- ✓ Improved performance of two baselines
- ✓ Outperformed existing method, TC (Token-Critic)

TC (Token-Critic): [Lezama+, ECCV2022]

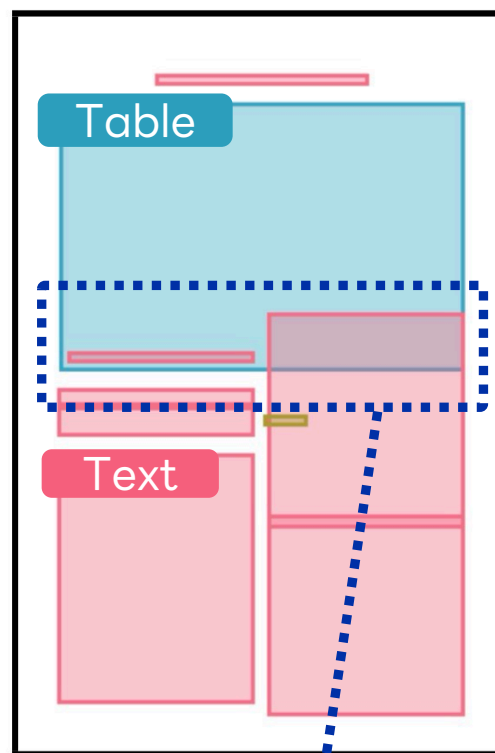
MaskGIT: [Chang+, CVPR2022]

LayoutDM: [Inoue+, CVPR2023]

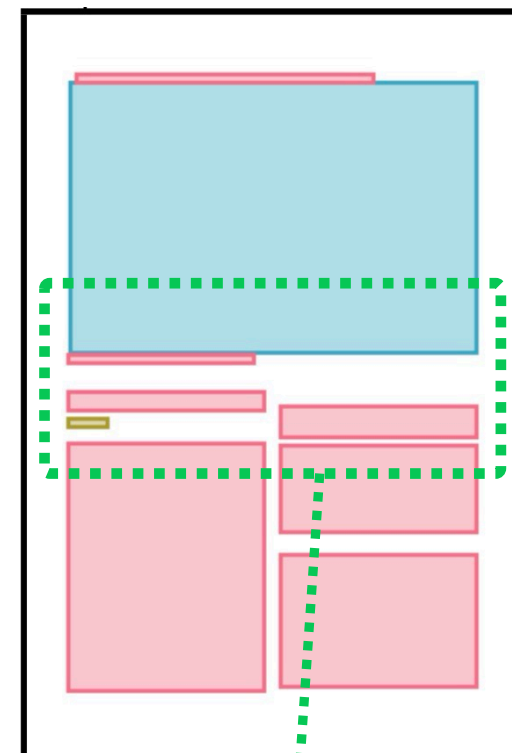
## Generated sample (PubLayNet dataset)

LayoutDM

LayoutDM + LC



✗ Error (Overlap)



✓ Overlap is corrected

## Summary

### Goal

Correct generation error in layout-generation

### Preliminary

DDM cannot directly correct erroneous tokens

DDM can correct erroneous tokens if we could mask them

### Method

Layout-Corrector detects erroneous tokens and mask them

### Experiment

Improve multiple baseline layout-generation models

## More results in our paper

**Layout-Corrector** can also:

- ✓ Improve conditional generation
- ✓ Control fidelity-diversity trade-off
- ✓ Mitigate performance drop caused by fast-sampling
- ✓ Evaluate discrepancy between generated and real layouts