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Negative-prompt Inversion: Fast Image Inversion for Editing with Text-guided **Diffusion Models**

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Prompt: "small toys riding skate boards on a street"

Figure 1. Negative-prompt inversion. Comparison in reconstruction fidelity and time between the proposed method (negative-prompt inversion; Ours), DDIM inversion [5,26], and null-text inversion [19]. The rightmost column shows the results of image editing obtained using prompt-to-prompt [10] with our reconstruction.

Abstract

moderate increase in computation time.

In image editing employing diffusion models, it is crucial to preserve the reconstruction fidelity to the original image while changing its style. Although existing methods ensure reconstruction fidelity through optimization, a drawback of these is the significant amount of time required for optimization. In this paper, we propose negative-prompt inversion, a method capable of achieving equivalent reconstruction solely through forward propagation without optimization, thereby enabling ultrafast editing processes. We experimentally demonstrate that the reconstruction fidelity of our method is comparable to that of existing methods, allowing for inversion at a resolution of 512 pixels and with 50 sampling steps within approximately 5 seconds, which is more than 30 times faster than null-text inversion. Reduction of the computation time by the proposed method further allows us to use a larger number of sampling steps in diffusion models to improve the reconstruction fidelity with a

1. Introduction

Diffusion models [11] are known to yield high-quality results in the fields of image generation [5,11,23,25,27,28], video generation [1, 9, 13, 14], and text-to-speech conversion [2, 3]. Text-guided diffusion models [16] are diffusion models conditional on given texts ("prompts"), which can generate data with various modalities that fit well with the prompts. It is known that by strengthening the text conditioning through classifier-guidance [5] or classifier-free guidance (CFG) [12], the fidelity to the text can be improved further. In image editing using text-guided diffusion models, elements in images, such as objects and styles, can be changed with high quality and diversity guided by text prompts.

In applications based on image editing methods, one must be able to generate images that are of high fidelity to original images in the first place, including reproduction of their details, and then one will be able to perform appropriate editing of images according to the prompts therefrom. To achieve high-fidelity image generation, most existing research exploits optimization of parameters such as model weights, text embeddings, and latent variables, which results in high computational costs and memory usage.

In this paper, we propose a method that can obtain latent variables and text embeddings yielding high-fidelity reconstruction of real images while using only forward computations. Our method requires neither optimization nor backpropagation, enabling ultrafast processing and reducing memory usage. The proposed method is based on nulltext inversion [19], which has the denoising diffusion implicit model (DDIM) inversion [5, 26] and CFG as its principal building blocks. Null-text inversion improves the reconstruction accuracy by optimizing an embedding which is used in CFG so that the diffusion process calculated by DDIM inversion aligns with the reverse diffusion process calculated using CFG. We discovered that the optimal embedding obtained by this method can be approximated by the embedding of the conditioning text prompt, and that editing also works by using an embedding of a source prompt instead of the optimized embedding.

Figure 1 shows a comparison between the proposed method and existing ones. Our method generated high-fidelity reconstructions when a real image and a corresponding prompt were given. DDIM inversion had noticeably lower reconstruction accuracy. Null-text inversion achieved high-quality results, nearly indistinguishable from the input image, but required much longer computation time. The proposed method, which we call **negative-prompt inversion**, allows for computation at the same speed as DDIM inversion, while achieving accuracy comparable to null-text inversion. Furthermore, combining our method with image editing methods such as prompt-to-prompt [10] allows ultrafast single-image editing (Editing).

We summarize our contributions as follows:

- 1. We propose a method for ultrafast reconstruction of real images with diffusion models, with no need of optimization at all.
- 2. We experimentally demonstrate that our method achieves visually equivalent reconstruction quality to existing methods while enabling a more than 30-fold increase in processing speed.
- Combining our method with existing image editing methods like prompt-to-prompt allows ultrafast real image editing.

2. Related work

Image editing by diffusion models. In the field of image editing using diffusion models such as Imagen [25] and Stable Diffusion [23], Imagic [15], UniTune [30], and SINE [34] are models for editing compositional structures, as well as states and styles of objects, in a single image. These methods ensure fidelity to original images via fine-tuning models and/or text embeddings.

Prompt-to-prompt [10], another image editing method based on diffusion models, reconstructs original images via making use of null-text inversion. Null-text inversion successfully reconstructs real images by optimizing the nulltext embedding (the embedding for unconditional prediction) at each prediction step. All these methods attempt to reconstruct real images by incorporating an optimization process, which typically takes several minutes to edit a single image.

Plug-and-Play [29] edits a single image without optimization. It obtains latent variables corresponding to the input image using DDIM inversion and reconstructs it according to the edited prompt, inserting attention and feature maps to preserve image structures. Our inversion method is independent of editing methods, allowing for the freedom to choose an editing method to be combined with, while maintaining a high-quality image structure regardless of the chosen editing method.

Image reconstruction by diffusion models. Textual Inversion [6] and DreamBooth [24] are methods that reconstruct common concepts from a few real images by fine-tuning the model. On the other hand, ELITE [32] and Encoder for Tuning (E4T) [7] seek text embeddings that reconstruct real images using an encoder. The former ones are aimed at concept acquisition, making them difficult to apply to reconstruction of the original image with high fidelity. Although the latter ones require less computation time compared with the former ones, the ease of editing operations is limited, as the corresponding text is not explicitly obtained.

Some previous works [4,8] can reconstruct images without optimization in the inference stage. To improve reconstruction quality, noise map guidance [4] guides a path of the reverse diffusion process to align with the forward diffusion process using its gradient. On the other hand, ReNoise [8] improves reconstruction quality by using the backward Euler method (or the implicit Euler method) for inversion.

The proposed method realizes nearly the same reconstruction as null-text inversion, but with only forward computation, enabling image editing in just a few seconds. By combining our method with image editing methods such as prompt-to-prompt, it becomes possible to achieve flexible and advanced editing using text prompts.

Note that there is an existing implementation [20] employing a similar idea to the proposed method. We would like to emphasize, however, that our work is the first to justify the proposed method both theoretically and experimentally.

3. Method

3.1. Overview

In this section, we describe our method for obtaining latent variables and text embeddings which reconstruct a real image using diffusion models without optimization. Our goal is that when given a real image I and an appropriate prompt P, we calculate latent variables (z_t) , where t is the index for the diffusion steps, in the reverse diffusion process so as to reconstruct I.

3.2. DDIM inversion

A diffusion model has a forward diffusion process over diffusion steps from 0 to T (e.g., T = 1000 in [11]), which degrades the representation z_0 of an original sample into a pure noise z_T , and an associated reverse diffusion process, which generates z_0 from z_T . In the training process, a degraded representation z_t for $t \in \{1, \dots, T\}$ is calculated by adding noise ϵ to z_0 , and the model is trained to predict the velocity field $\epsilon(z,t)$ at (z,t) associated with the Fokker-Planck equation governing the diffusion process. It should be noted that, although the added noise ϵ is random, the velocity field $\epsilon(z, t)$, to be learned by the model, is deterministic. See Appendix A.1, especially Proposition 1, for more details about the velocity field. In text-guided diffusion models, the model is further conditioned by an embedding C of a text prompt P, which is obtained via a text encoder like CLIP [22]. The loss function is the mean squared error (MSE) between the predicted velocity ϵ_{θ} and the actual noise ϵ ,

$$L(\theta) = \mathbb{E}_{t \sim U(1,T), \epsilon \sim \mathcal{N}(\mathbf{0}, \mathbf{I})} \| \boldsymbol{\epsilon} - \boldsymbol{\epsilon}_{\theta}(\boldsymbol{z}_t, t, C) \|_2^2,$$

where U(1,T) denotes the uniform distribution on the set $\{1, \dots, T\}$, and where $\mathcal{N}(\boldsymbol{\mu}, \boldsymbol{\Sigma})$ denotes the multivariate Gaussian distribution with mean $\boldsymbol{\mu}$ and covariance $\boldsymbol{\Sigma}$. Minimizing the loss $L(\theta)$ with respect to the model parameter θ is expected to yield a model $\epsilon_{\theta}(\boldsymbol{z}, t, C)$ which well approximates the conditional velocity field $\epsilon(\boldsymbol{z}, t, C)$.

Stable Diffusion [23] considers diffusion processes in a latent space: during the training process, a latent representation z_0 is obtained by passing a sample x_0 through an encoder. In the inference stage, on the other hand, a sample x_0 is generated by passing the generated latent representation z_0 through a decoder.

CFG is used to strengthen text conditioning. During the computation of the reverse diffusion process, the null-text

embedding \emptyset , which corresponds to the embedding of a null text "", is used as a reference for unconditional prediction to enhance the conditioning:

$$\tilde{\epsilon}_{\theta}(\boldsymbol{z}_{t}, t, C, \emptyset) = \boldsymbol{\epsilon}_{\theta}(\boldsymbol{z}_{t}, t, \emptyset) + w\left(\boldsymbol{\epsilon}_{\theta}(\boldsymbol{z}_{t}, t, C) - \boldsymbol{\epsilon}_{\theta}(\boldsymbol{z}_{t}, t, \emptyset)\right), \quad (1)$$

where the guidance scale $w \ge 0$ controls strength of the conditioning.

In the inference phase, DDIM [26] iteratively calculates from the latent variable z_t at the diffusion step t the latent variable z_{t-1} at the diffusion step (t-1) via

$$\boldsymbol{z}_{t-1} = \sqrt{\frac{\alpha_{t-1}}{\alpha_t}} \boldsymbol{z}_t + \sqrt{\alpha_{t-1}} \left(\sqrt{\frac{1}{\alpha_{t-1}} - 1 - \sqrt{\frac{1}{\alpha_t} - 1}} \right) \times \boldsymbol{\epsilon}_{\boldsymbol{\theta}}(\boldsymbol{z}_t, t, C), \tag{2}$$

where $\boldsymbol{\alpha} := (\alpha_1, \ldots, \alpha_T) \in \mathbb{R}_{\geq 0}^T$ are hyper-parameters to determine noise scales at T diffusion steps. The forward process can also be represented in terms of $\boldsymbol{\epsilon}_{\theta}(\boldsymbol{z}_t, t, C)$ by inverting the reverse diffusion process (DDIM inversion) [5, 26], as

$$\boldsymbol{z}_{t+1} = \sqrt{\frac{\alpha_{t+1}}{\alpha_t}} \boldsymbol{z}_t + \sqrt{\alpha_{t+1}} \left(\sqrt{\frac{1}{\alpha_{t+1}} - 1} - \sqrt{\frac{1}{\alpha_t} - 1} \right) \\ \times \boldsymbol{\epsilon}_{\theta}(\boldsymbol{z}_t, t, C). \tag{3}$$

3.3. Null-text inversion

DDIM is known to work well: Given an original sample, by performing the forward process starting from the representation z_0 of the sample to obtain z_T and then by inverting the forward process, one can reconstruct the original sample with high fidelity without CFG (i.e., w = 1 in (1)). Since CFG is useful to strengthen the text conditioning, it is desirable if one can reconstruct original samples well even when one uses CFG (i.e., w > 1). Simple application of CFG, however, degrades the fidelity of reconstructed samples. Null-text inversion enables us to faithfully reconstruct given samples even when using CFG, by optimizing the null-text embedding \emptyset at each diffusion step t.

In null-text inversion, we first calculate the sequence of latent variables $(\boldsymbol{z}_t^*)_{t \in \{1, \dots, T\}}$ from \boldsymbol{z}_0 via DDIM inversion. Next, we do initialization with $\bar{\boldsymbol{z}}_T = \boldsymbol{z}_T^*$ and $\boldsymbol{\varnothing}_T = \boldsymbol{\varnothing}$. We then iteratively optimize $\boldsymbol{\varnothing}_t$ for t = T to 1 as follows: At each diffusion step t, assuming that we have $\bar{\boldsymbol{z}}_t$, one calculates $\boldsymbol{z}_{t-1}(\bar{\boldsymbol{z}}_t, t, C, \boldsymbol{\varnothing}_t)$ via DDIM (2) and CFG (1) with the null-text embedding $\boldsymbol{\varnothing}_t$ as

$$\begin{aligned} \boldsymbol{z}_{t-1}(\bar{\boldsymbol{z}}_t, t, C, \boldsymbol{\varnothing}_t) \\ &= \sqrt{\frac{\alpha_{t-1}}{\alpha_t}} \bar{\boldsymbol{z}}_t + \sqrt{\alpha_{t-1}} \left(\sqrt{\frac{1}{\alpha_{t-1}} - 1} - \sqrt{\frac{1}{\alpha_t} - 1} \right) \\ &\times \tilde{\boldsymbol{\epsilon}}_{\theta}(\bar{\boldsymbol{z}}_t, t, C, \boldsymbol{\varnothing}_t). \end{aligned}$$
(4)



Figure 2. Illustration of our framework. (a) Image generation with CFG. A random noise z_T is sampled from a standard normal distribution $\mathcal{N}(\mathbf{0}, \mathbf{I})$, then denoising z_t with CFG over diffusion steps from T to 1. CFG (C, \emptyset) denotes that using a prompt embedding C for conditional prediction and the null-text embedding \emptyset for unconditional prediction. (b) Image reconstruction with negative-prompt inversion. We replace the null-text embedding \emptyset with the prompt embedding C in CFG. (c) Image editing with negative-prompt inversion. We use the edited prompt embedding C_{edit} as the text condition and use the original prompt embedding C instead of the null-text \emptyset in CFG with an image editing method such as prompt-to-prompt (P2P).

Then, we optimize \emptyset_t to minimize the MSE between the predicted $z_{t-1}(\bar{z}_t, t, C, \emptyset_t)$ and z_{t-1}^* :

$$\min_{\emptyset} \| \boldsymbol{z}_{t-1}(\bar{\boldsymbol{z}}_t, t, C, \emptyset_t) - \boldsymbol{z}_{t-1}^* \|_2^2$$

with the initialization $\emptyset_t = \emptyset_{t+1}$. After several updates (e.g., 10 iterations), we fix \emptyset_t and set $\bar{z}_{t-1} = z_{t-1}(\bar{z}_t, t, C, \emptyset_t)$. By performing the optimization at $t = T, \ldots, 1$ sequentially, we can reconstruct the original image with high fidelity even when using CFG with w > 1. A downside of null-text inversion, on the other hand, is that the optimization of the null-text embedding \emptyset_t is time-consuming, as it should be performed at every diffusion step.

3.4. Negative-prompt inversion

The proposed method, **negative-prompt inversion**, utilizes the text prompt embeddings C instead of the optimized null-text embeddings $(\emptyset_t)_{t \in \{1,...,T\}}$ in null-text inversion. As a result, we can perform reconstruction with only forward computation without optimization, significantly reducing computation time.

We now discuss how one can avoid optimization in our

proposal, by more closely investigating the process of nulltext inversion. Let us assume, for the following argument by induction, that at diffusion step t in null-text inversion one has \bar{z}_t that is close enough to z_t^* , so that one can regard $\bar{z}_t = z_t^*$ to hold. In null-text inversion, one obtains z_{t-1} from \bar{z}_t by moving one diffusion step backward using (4). Recall that z_t^* was calculated from z_{t-1}^* by moving one diffusion step forward in the diffusion process using (3):

$$\boldsymbol{z}_{t}^{*} = \sqrt{\frac{\alpha_{t}}{\alpha_{t-1}}} \boldsymbol{z}_{t-1}^{*} + \sqrt{\alpha_{t}} \left(\sqrt{\frac{1}{\alpha_{t}} - 1} - \sqrt{\frac{1}{\alpha_{t-1}} - 1} \right)$$
$$\times \boldsymbol{\epsilon}_{\boldsymbol{\theta}}(\boldsymbol{z}_{t-1}^{*}, t - 1, C).$$

As we have assumed $\bar{z}_t = z_t^*$, one can substitute the above into (4), yielding

$$\bar{\boldsymbol{z}}_{t-1} = \boldsymbol{z}_{t-1}^* + \sqrt{\alpha_{t-1}} \left(\sqrt{\frac{1}{\alpha_{t-1}} - 1} - \sqrt{\frac{1}{\alpha_t} - 1} \right) \\ \times \left(\tilde{\boldsymbol{\epsilon}}_{\theta}(\bar{\boldsymbol{z}}_t, t, C, \boldsymbol{\varnothing}_t) - \boldsymbol{\epsilon}_{\theta}(\boldsymbol{z}_{t-1}^*, t-1, C) \right).$$

It implies that the discrepancy between \bar{z}_{t-1} and z_{t-1}^* in null-text inversion will be minimized when the predicted

velocity fields are equal:

$$\epsilon_{\theta}(\boldsymbol{z}_{t-1}^{*}, t-1, C) = \tilde{\epsilon}_{\theta}(\bar{\boldsymbol{z}}_{t}, t, C, \boldsymbol{\varnothing}_{t})$$
$$= w\epsilon_{\theta}(\bar{\boldsymbol{z}}_{t}, t, C) + (1-w)\epsilon_{\theta}(\bar{\boldsymbol{z}}_{t}, t, \boldsymbol{\varnothing}_{t})$$

If furthermore we are allowed to assume that the predicted velocity fields at adjacent diffusion steps are equal, i.e., $\epsilon_{\theta}(\boldsymbol{z}_{t-1}^*, t-1, C) = \epsilon_{\theta}(\boldsymbol{z}_t^*, t, C) = \epsilon_{\theta}(\bar{\boldsymbol{z}}_t, t, C)$, then we can deduce that at the optimum the conditional and unconditional predictions are equal:

$$\boldsymbol{\epsilon}_{\theta}(\bar{\boldsymbol{z}}_t, t, C) = \boldsymbol{\epsilon}_{\theta}(\bar{\boldsymbol{z}}_t, t, \varnothing_t) \tag{5}$$

Of course one cannot expect the exact equality $\epsilon_{\theta}(\boldsymbol{z}_{t-1}^{*}, t-1, C) = \epsilon_{\theta}(\boldsymbol{z}_{t}^{*}, t, C)$ to hold, since the velocity field $\epsilon(\boldsymbol{z}, t, C)$ depends on \boldsymbol{z} and t. One can nevertheless expect that the equality holds approximately because of the continuity of the velocity field $\epsilon(\boldsymbol{z}, t, C)$ in (\boldsymbol{z}, t) . The optimized \emptyset_t can therefore be approximated by the prompt embedding C, so that we can discard the optimization of the null-text embedding \emptyset_t in null-text inversion altogether, simply by replacing the null-text embedding \emptyset_t with C. See Appendix A for more details on a theoretical justification and empirical validation in practical settings.

The argument so far has the following two consequences:

- 1. For reconstruction, letting $\emptyset_t = C$ amounts to not using CFG at all (since $\tilde{\epsilon}_{\theta}(\boldsymbol{z}_t, t, C, C) = \epsilon_{\theta}(\boldsymbol{z}_t, t, C)$ holds for any w). The above argument can thus be regarded as providing a justification to the empirically well-known observation that DDIM works well without CFG.
- 2. For editing, optimizing \emptyset_t in null-text inversion can be replaced by the simple substitution $\emptyset_t = C_{\rm src}$ and $C = C_{\rm edit}$ during the sampling process, where $C_{\rm src}$ and $C_{\rm edit}$ denote an embedding of a source prompt and an edited prompt, respectively.

Figure 2 illustrates our framework. (a) represents the image generation using CFG, while (b) represents our proposal, negative-prompt inversion, which replaces the null-text embedding with the input prompt embedding C. Additionally, in the case of image editing like prompt-to-prompt (P2P), we can set the embedding $C_{\rm edit}$ of an edited prompt as the text condition and set the original prompt embedding C as the negative-prompt embedding instead of the null-text embedding, as shown in Fig. 2 (c).

4. Experiments

4.1. Setting

In this section, we evaluate the proposed method qualitatively and quantitatively. We experimented it using Stable Diffusion v1.5 in Diffusers [31] implemented with Py-Torch [21]. Our code used in the experiments is provided in Supplementary Material. Following [19], we used 100 images and captions, randomly selected from validation data in COCO dataset [17], in our experiments. The images were trimmed to make them square and resized to 512×512 . Unless otherwise specified, in both DDIM inversion and sampling we set the number of the sampling steps to be 50 via using the stride of 20 over the T = 1000 diffusion steps.

We compared our method with DDIM inversion followed by DDIM sampling with CFG and null-text inversion, and evaluated their reconstruction quality with peak signal-to-noise ratio (PSNR) and learned perceptual image patch similarity (LPIPS) [33], whereas we evaluated their editing quality with CLIP score [22]. See Appendix B for our setting of null-text inversion. The inference speed was measured on one NVIDIA RTX A6000 connected to one AMD EPYC 7343 (16 cores, 3.2 GHz clockspeed).

4.2. Reconstruction

The left three columns of Table 1 shows PSNR, LPIPS, and inference time of reconstruction by the three methods compared. In terms of PSNR (higher is better) and LPIPS (lower is better), the reconstruction quality of the proposed method was slightly worse than that of null-text inversion but far better than that of DDIM inversion. On the other hand, the inference speed was 30 times as fast as that of null-text inversion. This remarkable acceleration is achieved since the iterative optimization and backpropagation processing required for null-text inversion are not necessary for our method.

In Fig. 3, the left four columns display examples of reconstruction by the three methods. DDIM inversion reconstructed images with noticeable differences from the input images, such as object position and shape. In contrast, null-text inversion and negative-prompt inversion (Ours) were capable of reconstructing images, with results that were nearly identical to the input images, and the proposed method achieved a high reconstruction quality comparable to that of null-text inversion. See Appendix C.1 for additional reconstruction examples. These results suggest that the proposed method can achieve reconstruction quality nearly equivalent to null-text inversion, with a speedup of over 30 times. Additionally, we also measured the memory usage of the three methods, and found that our method and DDIM inversion used approximately half as much memory as null-text inversion.

4.3. Editing

We next demonstrate the feasibility of editing real images by combining our inversion method with existing image editing methods. Our method is independent of the image editing approach and is principally compatible with any method that uses CFG, allowing for the selection of an appropriate image editing method depending on the objec-

Table 1. Evaluation of reconstruction/editing quality and speed in each method. \pm represents 95% confidence intervals. Note that as DDIM inversion and ours perform the same process, they are theoretically at the same speed.

Method	PSNR†	LPIPS↓	Speed (s)	CLIP↑
Imagic	17.17 ± 0.66	0.356 ± 0.023	$5\ 552.86 \pm 0.16$	22.99 ± 0.77
DDIM inversion	14.05 ± 0.34	0.528 ± 0.022	2 4.61 ± 0.03	25.10 ± 0.74
Null-text inversion	26.11 ± 0.81	0.075 ± 0.007	7 129.77 ± 2.97	24.07 ± 0.72
Ours	23.38 ± 0.66	0.160 ± 0.010	$6 4.63 \pm 0.02$	23.77 ± 0.74



Figure 3. **Evaluation of reconstructed images.** The left 4 columns show the reconstruction results of each method, and the right column shows the image editing results using our method and prompt-to-prompt. The editing prompts are described below the edited images, that were created by replacing words or adding new words to the original prompt. Our method reconstructed input images as well as null-text inversion and edited images also preserved the structure of the input images.

tive. Here, we verify the effectiveness of our method for real-image editing using prompt-to-prompt [10] in the same manner as in [19].

The rightmost column of Table 1 shows CLIP scores of editing results by prompt-to-prompt with the three methods compared. Taking account of the standard errors, one can see that the proposed method and null-text inversion achieved almost the same CLIP scores. Although the score of DDIM inversion was the best, by considering the scores in conjunction with reconstruction quality, the editing quality of the proposed method was comparable to that of nulltext inversion. In addition, we also compared our method with Imagic [15] as another editing method. The editing quality of the proposed method was also better than that of Imagic. For qualitative evaluation, the rightmost column of Fig. 3 shows examples of real-image editing via prompt-toprompt using the proposed method. The proposed method managed to maintain the composition while editing the image according to the modified prompt, such as replacing the

objects and changing the background. Additional editing examples are provided in Appendices C.2 and C.3. These observations show that our inversion method can be combined with editing methods like prompt-to-prompt to enable ultrafast real-image editing.

4.4. Number of sampling steps

As the proposed method allows ultrafast reconstruction/editing, one may be able to use a larger number of sampling steps to further improve reconstruction quality, at the expense of reduced speed. To investigate the relationship between the number of sampling steps and reconstruction quality, we measured the PSNR and LPIPS using five different sampling steps: 20, 50, 100, 200, and 500.

Figure 4 shows PSNR, LPIPS, and speed versus the number of sampling steps by the three methods. Although results with high enough quality were obtained with 50 sampling steps, increasing the number of sampling steps further improved the reconstruction quality of the proposed



Figure 4. **Reconstruction quality and speed versus the number of sampling steps.** Higher PSNR is better (left), lower LPIPS is better (middle), and shorter execution time is better (right). Shadings indicate 95% confidence intervals.



Prompt: "a number of people walking on a side walk near a building"

Figure 5. Reconstructed images when changing the number of sampling steps. The images became more similar to the input images as the number of sampling steps increased.

method, approaching that of null-text inversion. It should be noted that the total execution time is roughly given by the product of the execution time per sampling step and the number of sampling steps, so that even if the proposed inversion method is performed with 500 sampling steps, it would still take less time than executing null-text inversion with 50 sampling steps thanks to the $30 \times$ speedup. In fact, Fig. 4 right shows the time taken for inversion; with 500 sampling steps, it took 46 seconds, which is still approximately three times faster than the null-text inversion with 50 sampling steps, which took 130 seconds. We would like to note that in Fig. 4 right the execution time of null-text inversion was not proportional to the number of sampling steps, since in our experimental setting the early stopping employed in the null-text optimization was more effective as the number of sampling steps became larger.

Figure 5 describes how the reconstructed image changed as the number of sampling steps was increased. Even with a small number of sampling steps, such as 20, the input image's objects and composition were successfully reconstructed. Focusing on the finer details, for example, the head of the bed and the desk in the first row, and the wall color and pipes on the wall in the second row, we observe that the reconstruction quality improved as the number of sampling steps was increased. This improvement is generally imperceptible at first glance, suggesting that conventionally adopted numbers of sampling steps, such as 20 and 50 sampling steps, yield sufficiently satisfactory reconstruction results for practical purposes.



Figure 6. Editing quality versus the number of sampling steps. lower LPIPS is better (left), and higher CLIP scores is better (right). Shadings indicate 95% confidence intervals.

To evaluate image editing quality against sampling steps,



Figure 7. Additional failure cases of our method.

we measured LPIPS and CLIP scores. We calculated LPIPS between the edited images and their original counterparts, and CLIP scores between the edited images and the corresponding editing prompts. These measures are essential for evaluation, as image editing quality can be assessed by how well it preserves the original image structure and how faithfully it adheres to the editing prompt. Figure 6 illustrates LPIPS and CLIP scores as a function of the number of sampling steps for the three methods. In terms of LPIPS, the proposed method better preserved image structure compared with null-text inversion when the number of sampling steps exceeded 50. Regarding CLIP scores, our method achieved comparable results to null-text inversion, considering the confidence interval. Although DDIM inversion achieved the highest CLIP score, its overall editing quality was inferior, as evidenced by its poorer LPIPS results. Considering both measures, the proposed method demonstrated superior image editing quality compared with null-text inversion when the number of sampling steps exceeded 50.

5. Limitations

A limitation of the proposed method is that the average reconstruction quality does not reach that of null-text inversion. As demonstrated in the previous section, the difference is generally imperceptible at first glance; however, there were instances where our inversion method failed significantly.

Figure 7 shows failure cases of our method. In all the cases shown, our method failed to reconstruct the images in 50 sampling steps, whereas null-text inversion successfully reconstructed them. The first two rows show failures due to the disappearance of people, where the objects were either reconstructed as non-human or as different persons. The third and fourth rows show failures due to the color gradient being reconstructed as separate objects, such as a single duck being reconstructed as scattered pieces, and a tree trunk being reconstructed as a different object. The last row shows a failure due to the disappearance of a tiny object, where one of the ski poles was missing. The failures of reconstruction of humans could be attributed to characteristics of Stable Diffusion's AutoEncoder. In such cases, employing a more effective encoder-decoder pair may result in improvements. Moreover, as can be observed in the duck example, the reconstruction quality can be improved by increasing the number of sampling steps.

Although failures in post-reconstruction image editing may occur, our inversion method is independent of editing methods, making the related discussion beyond the scope of this paper.

6. Conclusions

We have proposed negative-prompt inversion, which enables real-image inversion in diffusion models without the need for optimization. Experimentally, it produced visually high-fidelity reconstruction results comparable to inversion methods requiring optimization, while achieving a remarkable speed-up of over 30 times. Furthermore, we discovered that increasing the number of sampling steps further improved the reconstruction quality while maintaining faster computational time than existing methods.

On the basis of these results, our method provides a practical approach for real-image reconstruction. This utility excels in high-computational-cost scenarios, such as video editing, where our method proves to be even more beneficial. Moreover, by parallelizing multiple GPUs and optimizing the program, there is potential for our method to achieve higher throughput and lower latency, where even the real-time processing would be possible. Although the proposed approach reduces computational costs and is available to any user, it does not encourage socially inappropriate use.

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