

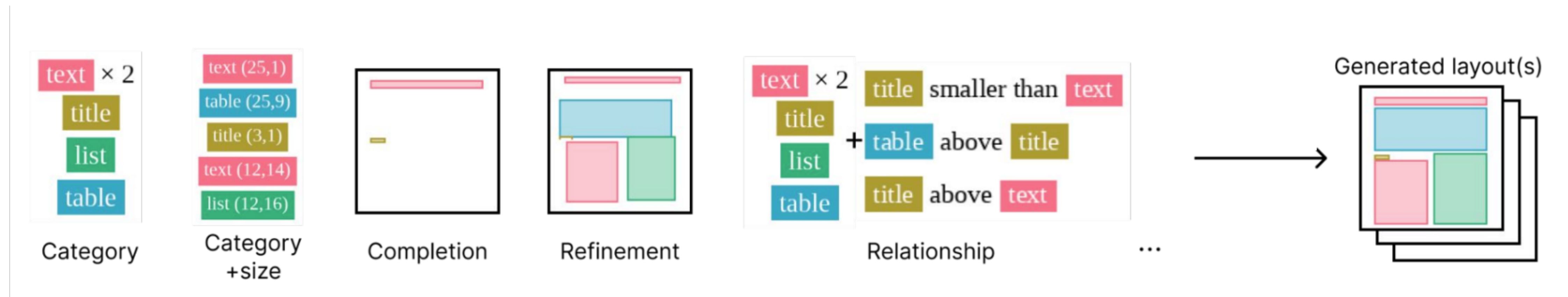
# LACE: LAYout Constraint diffusion model

Towards Aligned Layout Generation via Diffusion Model  
with Aesthetic Constraints

Jian Chen

# Introduction

- LACE is a unified model that can handle unconditional and various conditional generation tasks.
- LACE generates continuous coordinate values, enabling constrained optimization during training.
- LACE surpasses existing baselines across multiple metrics.



# Discrete vs Continuous diffusion for layout generation

## Discrete diffusion

generate sequence of probability mass vector for discretized coordinate bins and categorical labels.

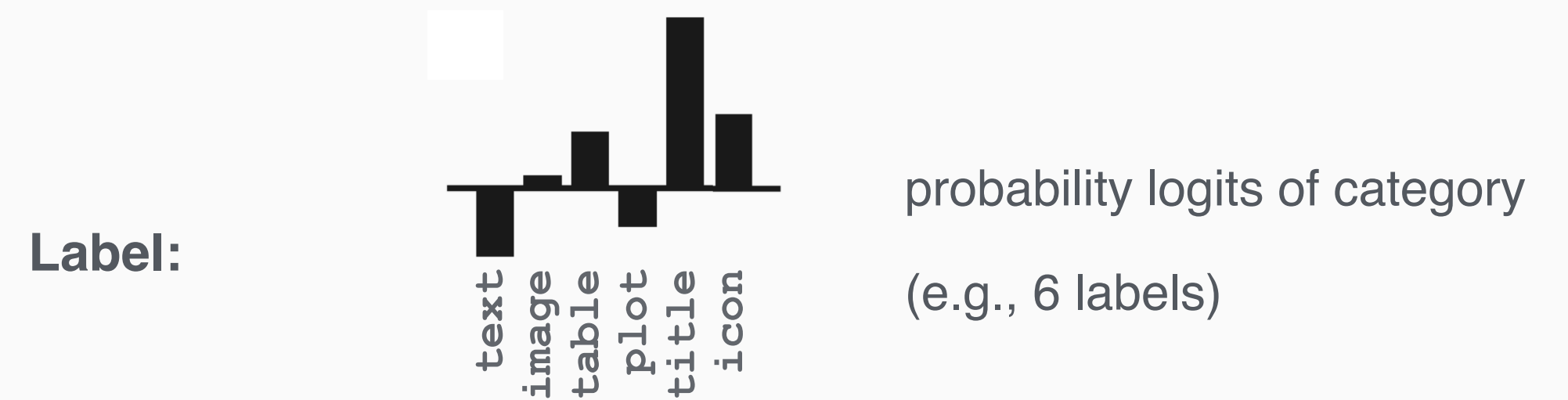
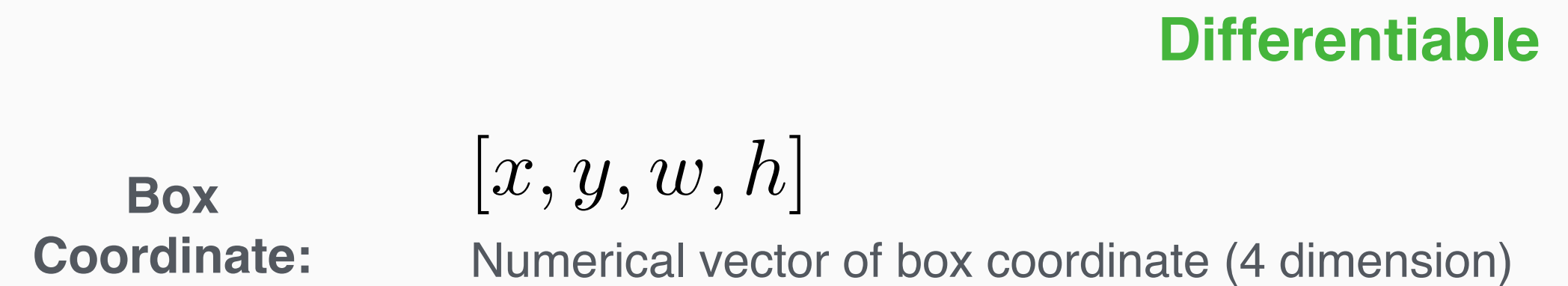


**Noise:** Modality-wise discrete noise with absorbing state [mask] with transition probability matrix:

$$Q_t = \begin{bmatrix} \alpha_t + \beta_t & \beta_t & \cdots & \beta_t & 0 \\ \beta_t & \alpha_t + \beta_t & \cdots & \beta_t & 0 \\ \vdots & \vdots & \ddots & \beta_t & 0 \\ \beta_t & \beta_t & \beta_t & \alpha_t + \beta_t & 0 \\ \gamma_t & \gamma_t & \gamma_t & \gamma_t & 1 \end{bmatrix}$$

## Continuous diffusion

generate sequence of differentiable bounding box coordinate.



**Noise:** Gaussian  
 $q(\mathbf{x}_t | \mathbf{x}_{t-1}) := \mathcal{N}(\mathbf{x}_t; \sqrt{1 - \beta_t} \mathbf{x}_{t-1}, \beta_t \mathbf{I})$

- Continuous value for box coordinates is aligned with real-world cases.
- Multiple tasks can be done with a single model.

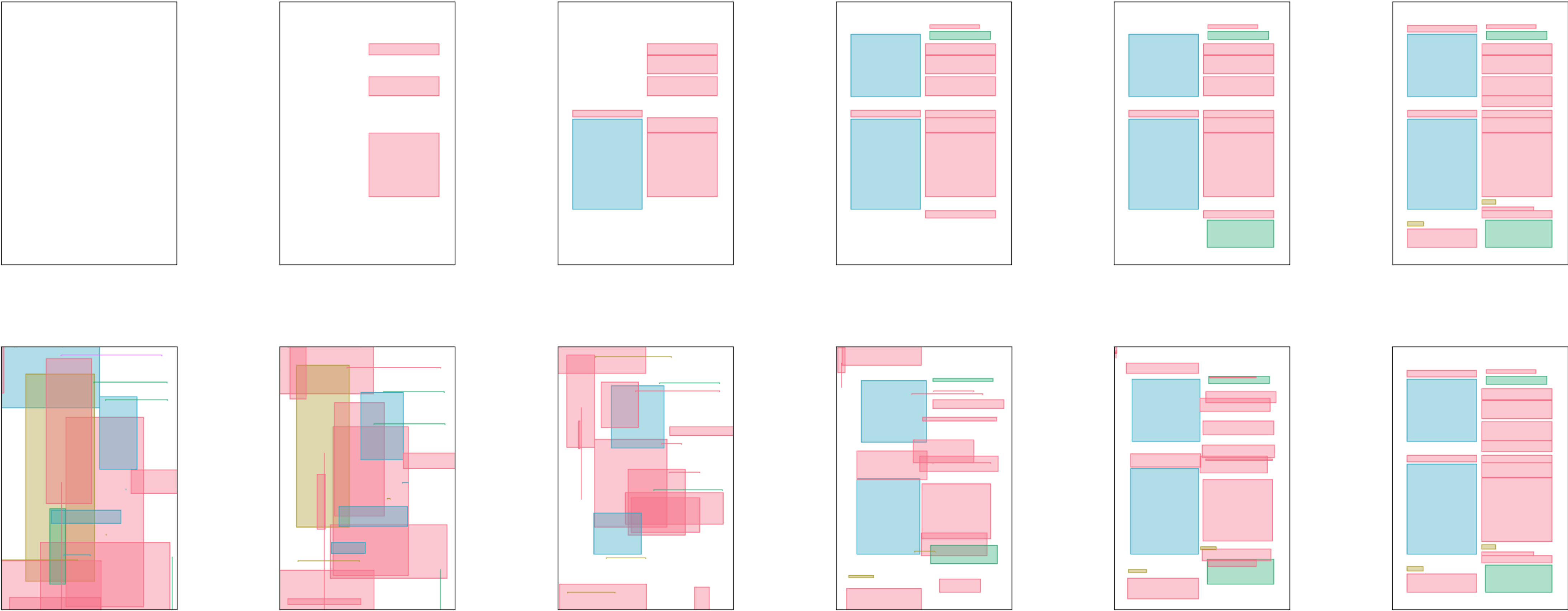
# Discrete vs Continuous diffusion for layout generation

## Discrete diffusion

starting from a blank canvas, generates elements incrementally. Emerged elements *tend to* remain static, thus limiting the model's ability to make global adjustments.

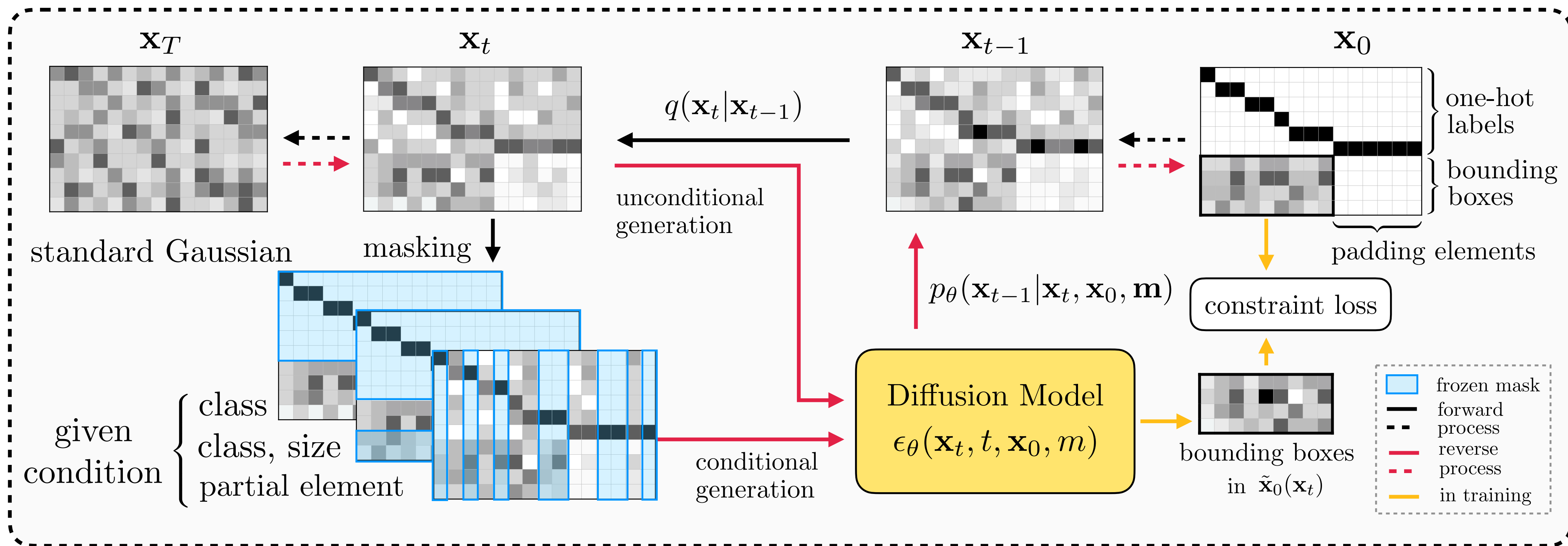
## Continuous diffusion

starts with a random layout and refines it to an organized one over time, which is more flexible in modeling.



$T$   $0$

# Model overview



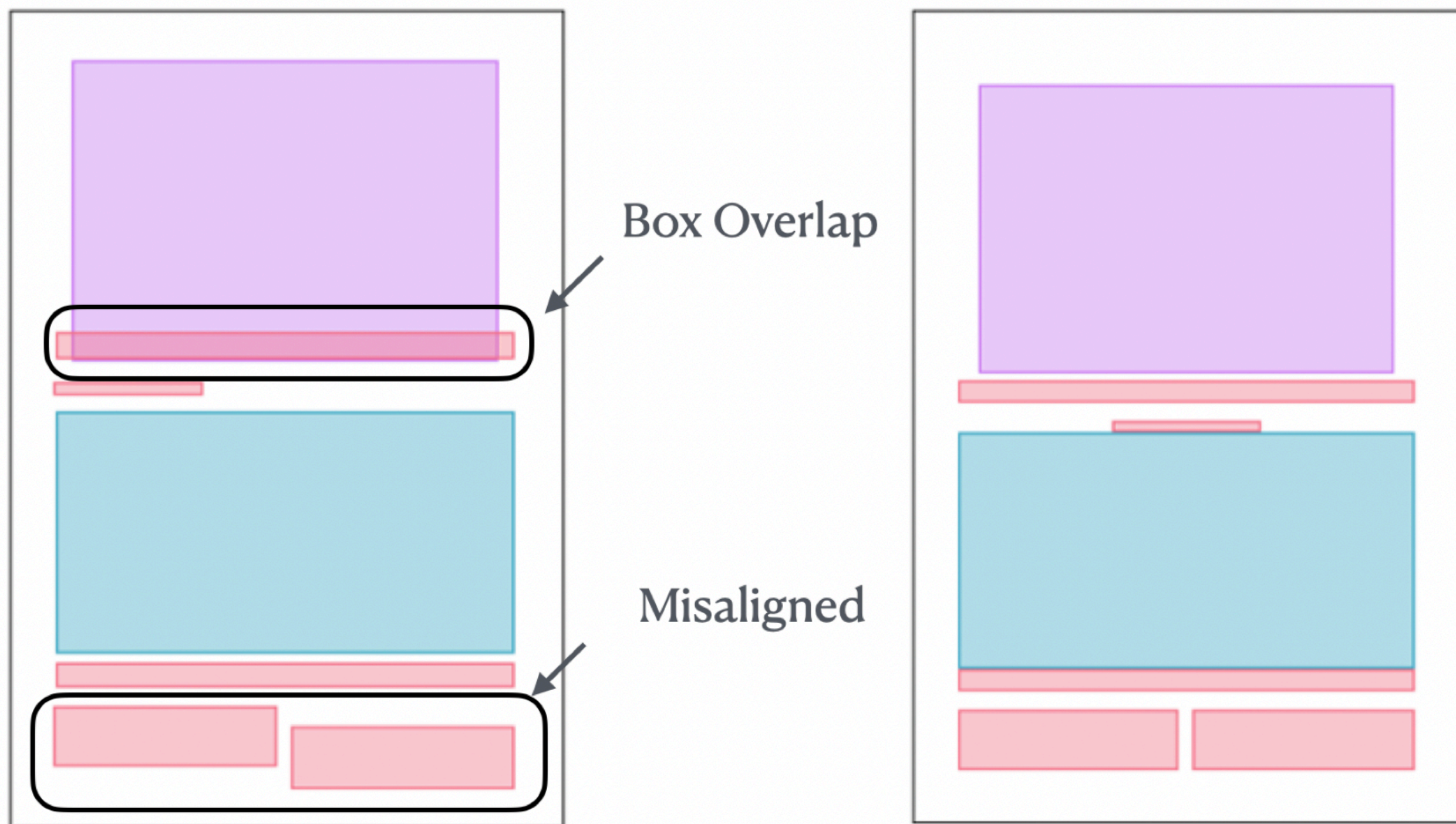
- With differentiable box coordinates, LACE can add constraints based on heuristics.
- Alignment Constraints: encourage elements to be better aligned.
- Overlap Constraints: prevent boxes collapse.

# Training with constraints

Since the coordinate is differentiable, we can add constraints to optimize the aesthetic score.

$$\tilde{\mathbf{x}}_0(\mathbf{x}_t) = (\mathbf{x}_t - \sqrt{1 - \bar{\alpha}_t} \cdot \epsilon_\theta(\mathbf{x}_t, t)) / \sqrt{\bar{\alpha}_t}.$$

$$\mathcal{L}_{\text{rec}} = \text{MSE}(\tilde{\mathbf{x}}_0, \mathbf{x}_0) + \omega_t \cdot (\mathcal{C}_{\text{alg}}(\tilde{\mathbf{x}}_0(\mathbf{x}_t), \mathbf{x}_0) + \mathcal{C}_{\text{olp}}(\tilde{\mathbf{x}}_0(\mathbf{x}_t)))$$



Raw LayoutDM output

Ground Truth

We modified the alignment and overlap metric to be our constraint loss functions.

*local alignment*

$$\mathcal{C}_{\text{l-alg}}(\mathbf{x}) = \sum_{i=1}^l \min \left( g(\Delta b_i^L), g(\Delta b_i^{\text{XC}}), g(\Delta b_i^R), g(\Delta b_i^T), g(\Delta b_i^{\text{YC}}), g(\Delta b_i^B) \right) \quad g(x) = -\log(1 - x)$$

$\Delta b_i^* = \min_{j \neq i} |b_i^* - b_j^*|$

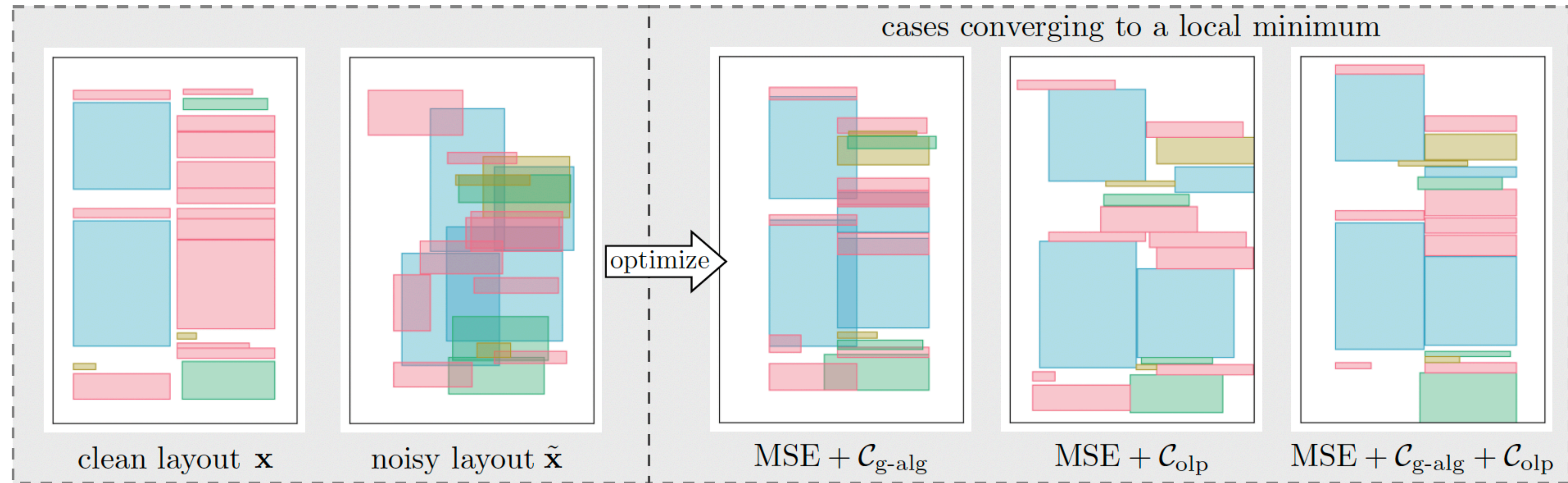
*global alignment*

$$\mathcal{C}_{\text{g-alg}}(\tilde{\mathbf{x}}, \mathbf{x}) = -\log \left( 1 - \frac{1}{6} \sum_{* \in \mathcal{A}} \frac{\|\mathbf{A}^*(\tilde{\mathbf{x}}) \circ \mathbf{1}_{\mathbf{A}^*(\mathbf{x})=0}\|_1}{\|\mathbf{1}_{\mathbf{A}^*(\mathbf{x})=0}\|_1} \right) \quad \mathbf{A}^*(\mathbf{x})_{i,j} = |b_i^* - b_j^*|$$

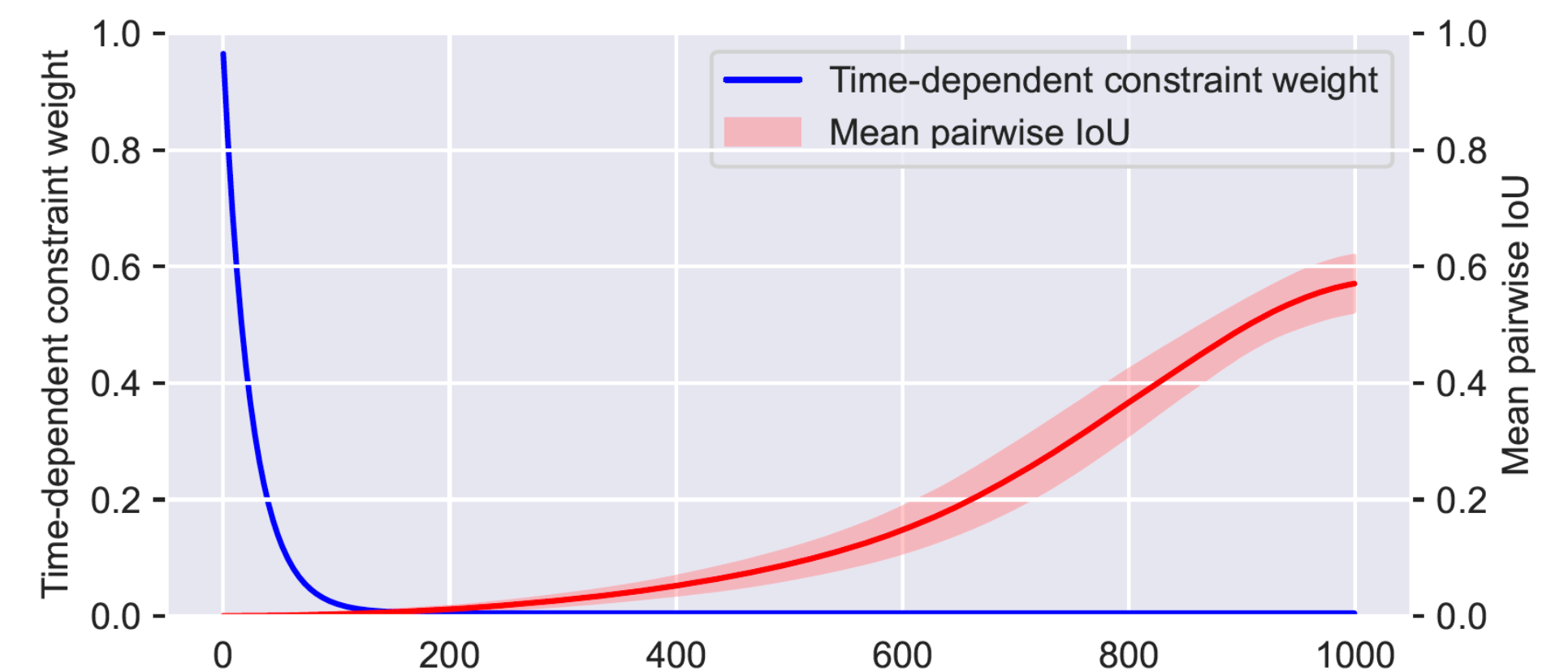
*overlap loss*

$$\mathcal{C}_{\text{olp}}(\tilde{\mathbf{x}}) = \text{mean}(\mathbf{O}(\tilde{\mathbf{x}}) + \mathbf{D}(\tilde{\mathbf{x}}) \circ \mathbf{1}_{\mathbf{O}(\tilde{\mathbf{x}}) \neq 0})$$

# Training with constraints

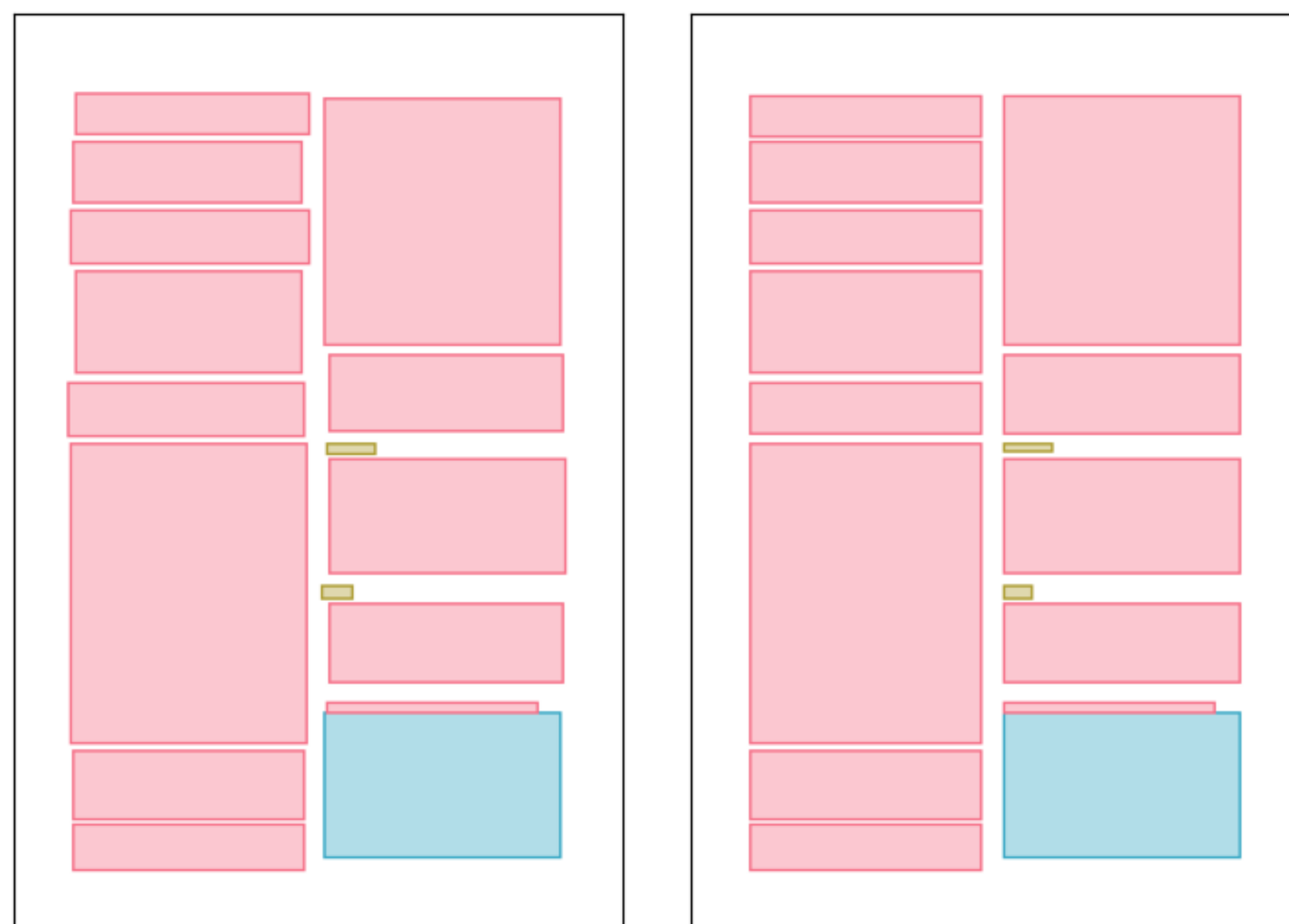


- At larger time steps, the gradient from the constraints can conflict with that of the diffusion loss, potentially collapsing the training process.
- A time-dependent constraint weight is employed to activate constraints only at smaller time steps.



# Post-processing

- LACE exhibited enhanced performance across FID, alignment, and Max-IoU metrics when trained with constraints.
- LACE may generate layouts with minor misalignment: simple post-processing works!



Raw LACE output

post-processed

Model	Task Metric	C→S+P		
		FID↓	Align↓	Overlap↓
Task-specific models				
NDN-none		61.1	0.350	16.5
LayoutGAN++		24.0	0.190	22.80
LayoutGAN++ w/ $\mathcal{C}$		22.3	0.160	14.27
LayoutGAN++ w/ $\mathcal{C}$ & post		26.2	0.160	1.18
Diffusion-based models				
LayoutDM		7.95	0.106	16.43
LayoutDM w/ post		15.2	0.083	6.076
-----				
LACE w/o $\mathcal{C}$		6.12	0.054	1.636
LACE (local)		4.88	0.043	1.638
LACE (global)		5.14	0.046	1.791
LACE (local) w/ post		4.63	0.010	1.211
LACE (global) w/ post		4.56	0.009	0.906
Validation data		6.25	0.021	0.117

Simply applying post-processing on others damages performance

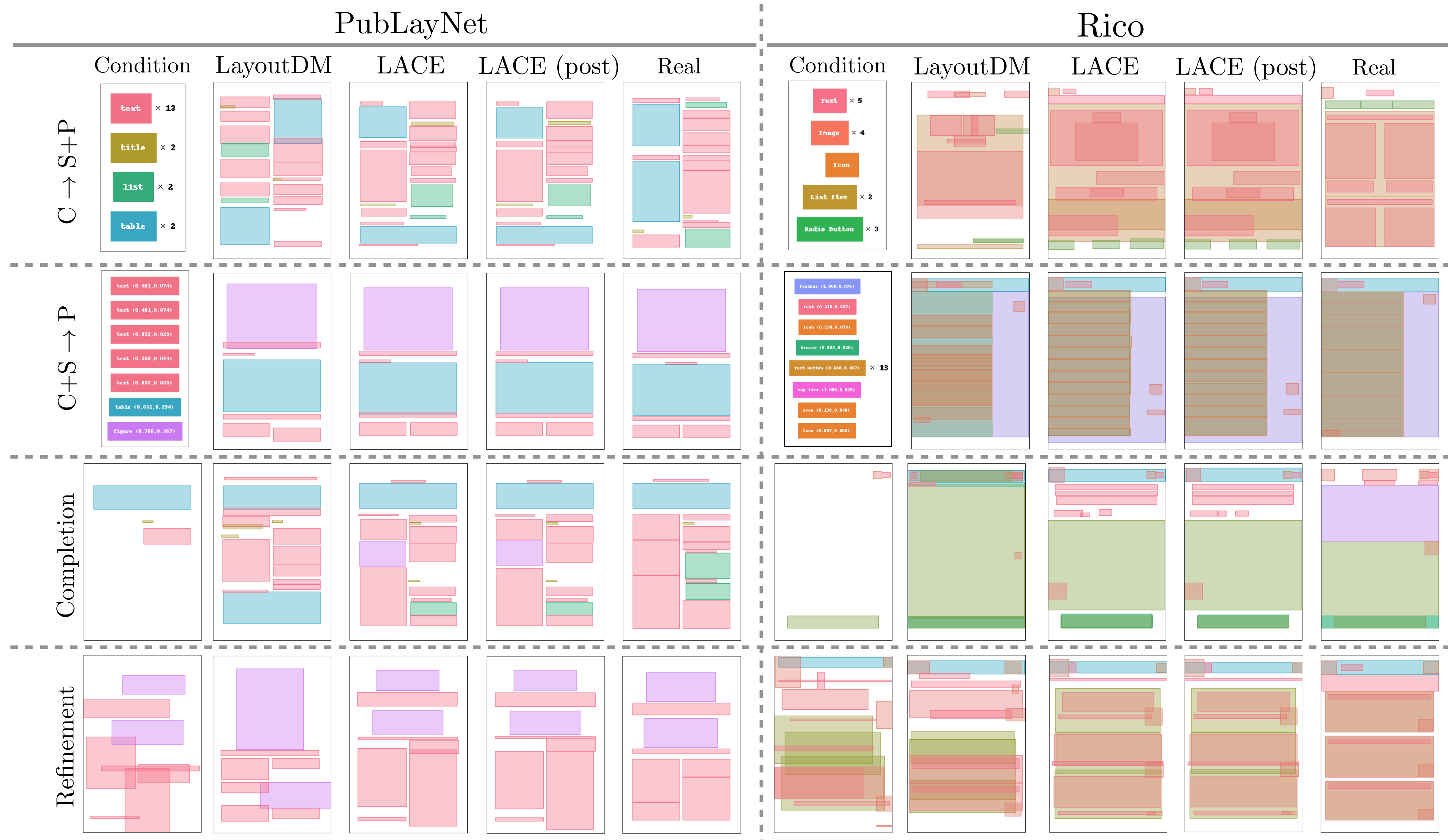


# Experiment results

<b>PubLayNet</b>		C→S+P		C+S→P		Completion		U-Cond	
Model	Task Metric	FID↓	Max.↑	FID↓	Max.↑	FID↓	Max.↑	FID↓	Align.↓
Task-specific models									
LayoutVAE		26.0	0.316	27.5	0.315	-	-	-	-
NDN-none		61.1	0.162	69.4	0.222	-	-	-	-
LayoutGAN++		24.0	0.263	9.94	0.342	-	-	-	-
Task-agnostic models									
LayoutTrans		14.1	0.272	16.9	0.320	8.36	0.451	13.9	0.127
BLT		72.1	0.215	5.10	0.387	131	0.345	116	0.153
BART		9.36	0.320	5.88	0.375	9.58	0.446	16.6	0.116
MaskGIT		17.2	0.319	5.86	0.380	19.7	0.484	27.1	0.101
Diffusion-based models									
VQDiffusion		10.3	0.319	7.13	0.374	11.1	0.373	15.4	0.193
LayoutDM		7.95	0.310	4.25	0.381	7.65	0.377	13.9	0.195
LACE (local)		4.88	0.331	2.80	0.437	5.86	0.401	8.45	0.141
LACE (global)		5.14	0.383	3.07	0.463	6.03	0.396	8.35	0.185
LACE (local) w/ post		4.63	0.390	2.69	0.462	5.90	0.399	8.47	0.032
LACE (global) w/ post		4.56	0.388	2.53	0.463	5.63	0.394	7.43	0.074
Validation data		6.25	0.438	6.25	0.438	6.25	0.438	6.25	0.021

<b>Rico</b>		C→S+P		C+S→P		Completion		U-Cond	
Model	Task Metric	FID↓	Max.↑	FID↓	Max.↑	FID↓	Max.↑	FID↓	Align.↓
Task-specific models									
LayoutVAE		33.3	0.249	30.6	0.283	-	-	-	-
NDN-none		28.4	0.158	62.8	0.219	-	-	-	-
LayoutGAN++		6.84	0.267	6.22	0.348	-	-	-	-
Task-agnostic models									
LayoutTrans		5.57	0.223	3.73	0.323	3.71	0.537	7.63	0.068
BLT		17.4	0.202	4.48	0.340	117	0.471	88.2	1.030
BART		3.97	0.253	3.18	0.334	8.87	0.527	11.9	0.090
MaskGIT		26.1	0.262	8.05	0.320	33.5	0.533	52.1	0.015
Diffusion-based models									
VQDiffusion		4.34	0.252	3.21	0.331	11.0	0.541	7.46	0.178
LayoutDM		3.55	0.277	2.22	0.392	9.00	0.576	6.65	0.162
LACE (local)		3.31	0.336	2.66	0.418	5.09	0.518	4.71	0.107
LACE (global)		3.24	0.340	2.87	0.418	4.45	0.527	4.63	0.117
LACE (local) w/ post		2.88	0.347	2.17	0.430	3.82	0.539	3.99	0.031
LACE (global) w/ post		3.24	0.344	2.16	0.428	4.30	0.540	4.51	0.035
Validation data		1.85	0.691	1.85	0.691	1.85	0.691	1.85	0.109

# Experiment results



Thanks