

# InstantPortrait: One-Step Portrait Editing via Diffusion Multi-Objective Distillation

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\* Equal contribution. Work done while at Snap Inc





Input



Output

Editing  
Prompt:

Output image: A portrait of a smiling young woman with dark curly hair, wearing a red sweater and a colorful beanie. The image is edited to show her wearing a blue and black scuba diving suit and a red snorkel mask, smiling underwater in front of a coral reef. The background is a clear blue ocean with visible coral and bubbles. The woman's expression is joyful and confident. The image is a high-quality, professional-looking portrait.

## Output of Instant-Portrait Trained with Diffusion Multi-Objective Distillation



# Input

### Output images conditioned by the input images and editing instructions

Motivation

## Challenges

Identity Preservation

Fidelity to Instruction

Fast model inference





photorealistic photo, with *hipster glasses*, *mustache*, wearing *plaid shirt*, *vintage tees*



90s gamer yearbook photo, with *headset*, wearing *90's t-shirt*, *blue drape background*

Input

Magic Brush

Instruct  
Pix2Pix

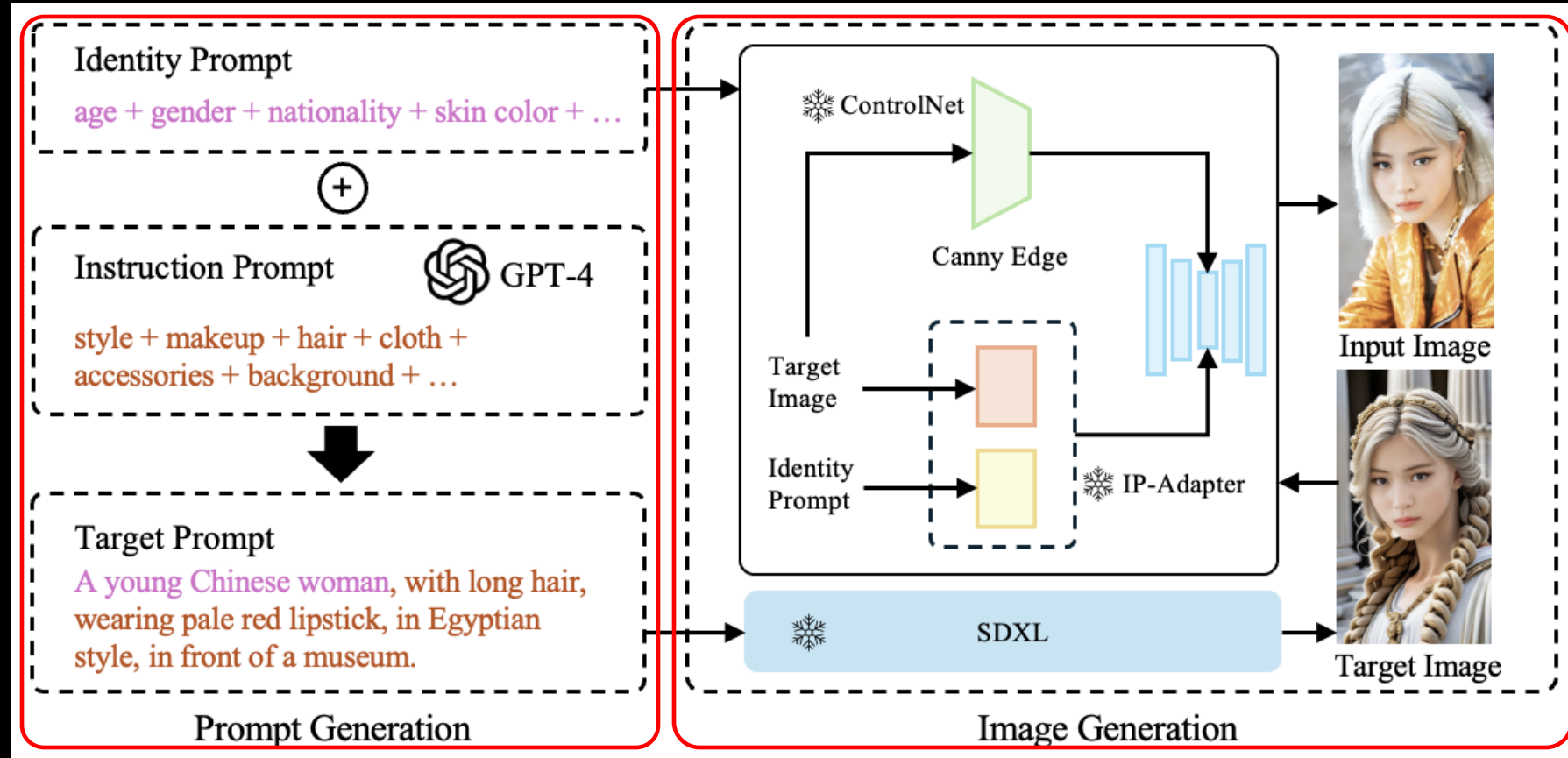
IP-Control  
-XL

InstantID

Ours

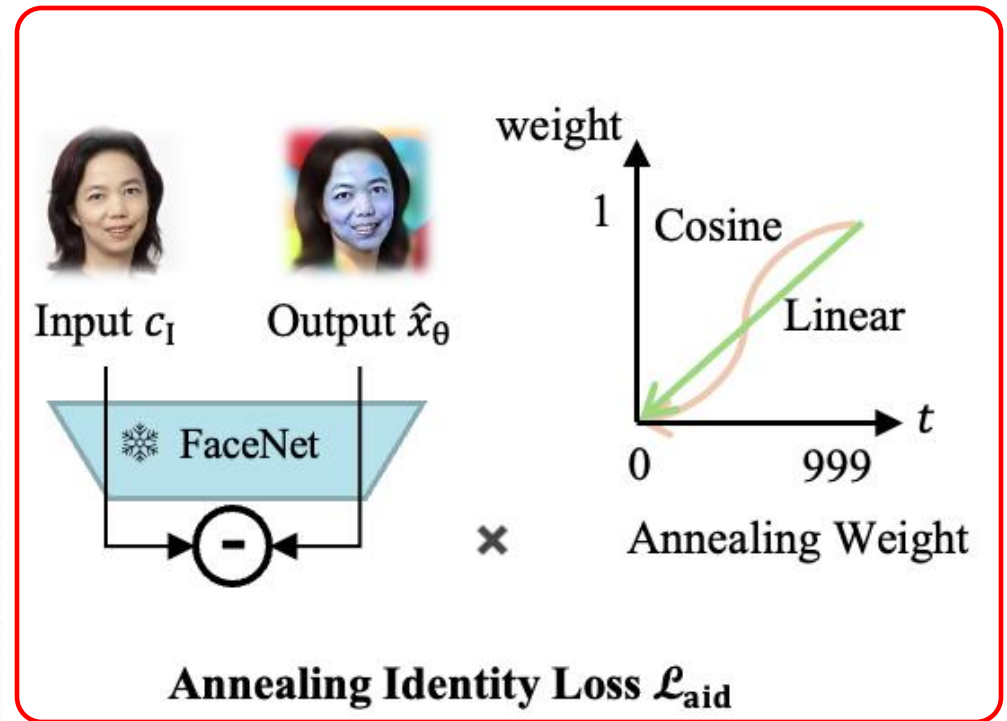
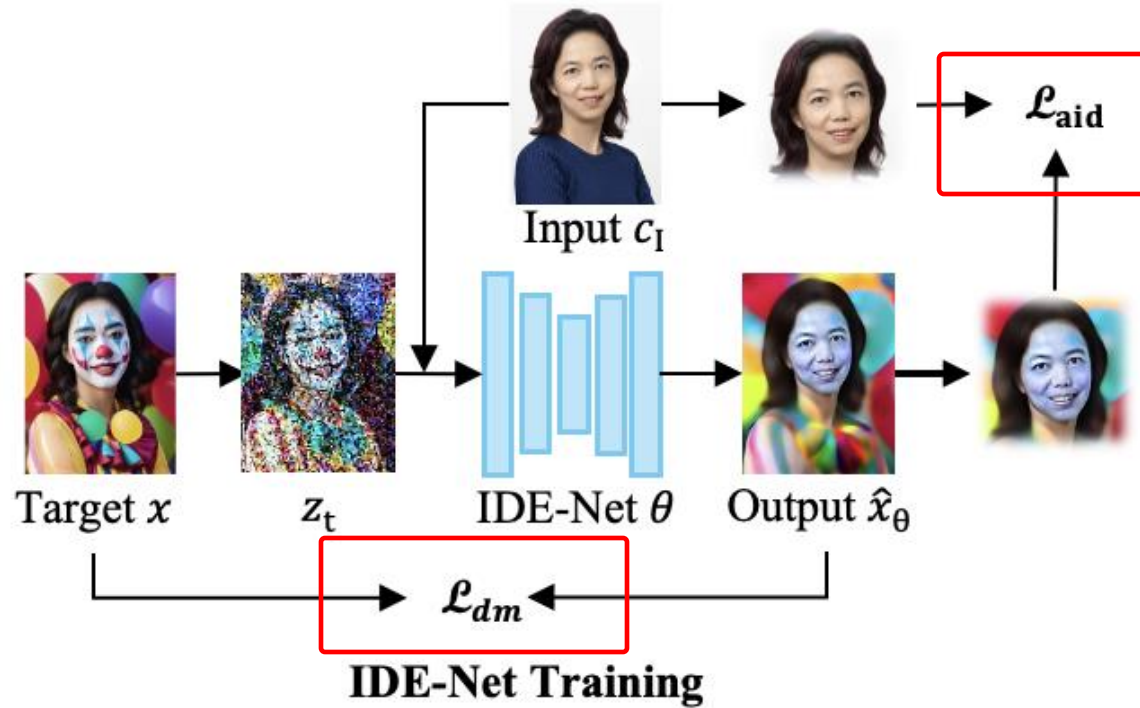
Dataset



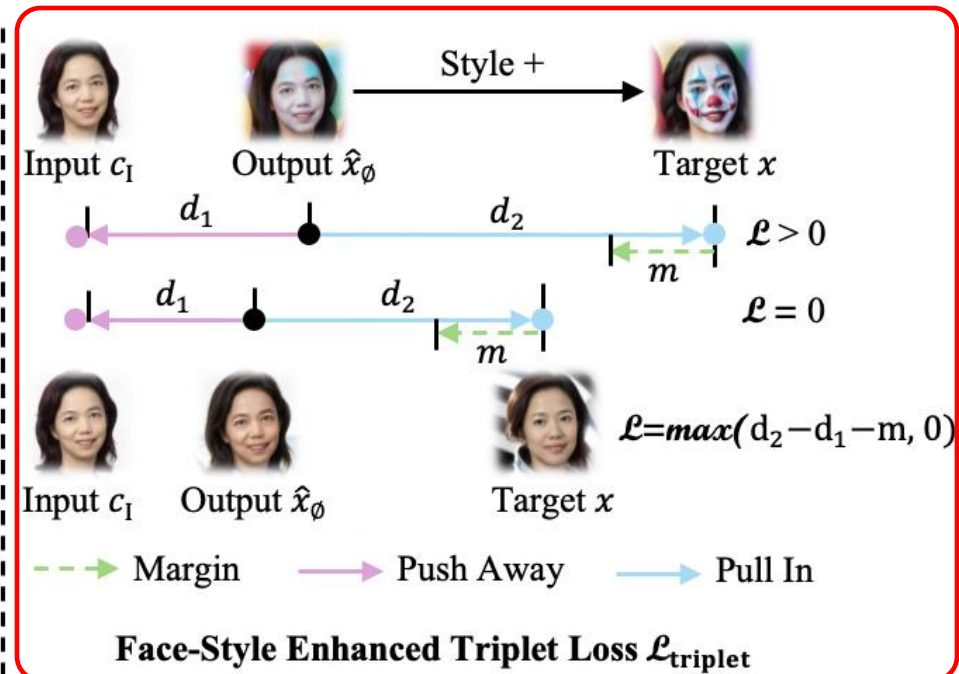
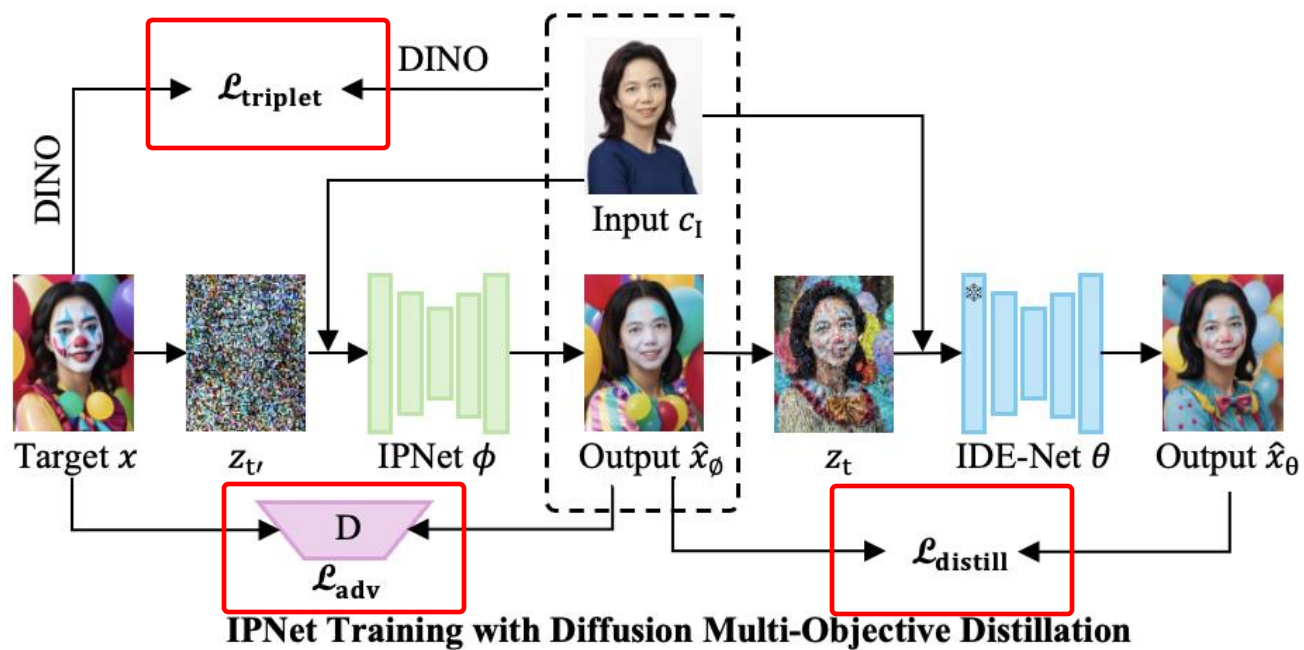


Method

# IDE-Net Training



# IPNet Training



# Experiments



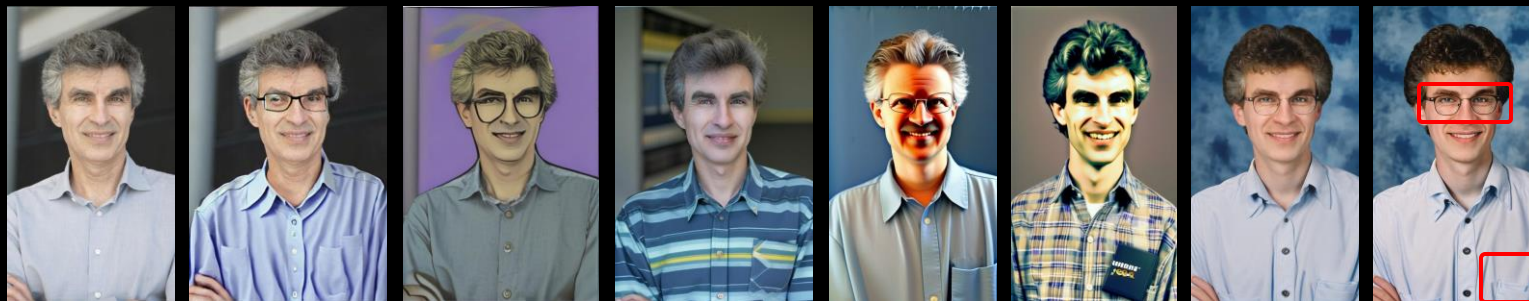
vs SOTA



The Wolf God, with tribal **face paint**, wears a **crown** of wolf teeth and fur and leather **armor** and stands in a forest by **wolves**



Cyberpunk character with **unruly hair**, wearing **gritty riot gear**, in a cyberpunk megacity



A 90s **computer geek** yearbook photo featuring **glasses**, and a shirt with a **pocket protector**, in a blue-colored drape background

Input

MagicBrush

Instruct  
Pix2Pix

IP-Control  
-1.5

IP-Control  
-XL

InstantID

IPNet  
(1 step)

IPNet  
(2 step)



vs SOTA



A **neonpunk and ultramodern** aesthetic. Crisp and vibrant, with **magenta highlights, dark purple shadows**



Wearing 1920s flapper look, **beaded dress, curl hair** with a **feathered headband featuring metallic details**



Victorian Queen in elaborate **royal clothing and delicate gemstone crown**, depicted in a **Rococo** painting

Input

MagicBrush

Instruct  
Pix2Pix

IP-Control  
-1.5

IP-Control  
-XL

InstantID

IPNet  
(1 step)

IPNet  
(2 step)

# Ablation: progressive improvement over model training and distillation





## $\mathcal{L}_{\text{aid}}$ Ablation



Input



$\mathcal{L}_{\text{cid}}$   
Identity↑



$\mathcal{L}_{\text{aid}}$   
Artifact↓ Style↑



$\mathcal{L}_{\text{adv}}$



$\mathcal{L}_{\text{adv}} + \mathcal{L}_{\text{sds}}$   
InferStep↓  
Identity↑



$\mathcal{L}_{\text{adv}} + \mathcal{L}_{\text{distill}}$   
Style↑ Quality↑



$\mathcal{L}_{\text{adv}} + \mathcal{L}_{\text{distill}}$   
+  $\mathcal{L}_{\text{triplet}}$  (1  
Step)  
Style↑ Quality↑



$\mathcal{L}_{\text{adv}} + \mathcal{L}_{\text{distill}}$   
+  $\mathcal{L}_{\text{triplet}}$  (2 Step)  
Style↑

IDE-Net

Distill

IPNet

## $\mathcal{L}_{\text{distill}}$ Ablation: DDIM vs Stochastic Sampling



Input



(a)  $\mathcal{L}_{\text{adv}}$



(b)  $\mathcal{L}_{\text{adv}} + \mathcal{L}_{\text{distill}}$



(c)  $\mathcal{L}_{\text{adv}} + \mathcal{L}_{\text{sds}}$

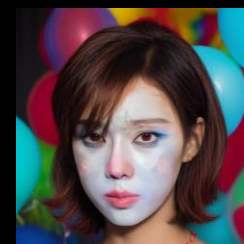


Stochastic Sampling:  
noisy latent  $z_t$

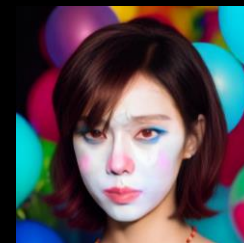


DDIM Inversion:  
noisy latent  $z_t$

(d)



Stochastic Sampling:  
IDE-Net output  $\hat{x}_\theta$



DDIM Inversion:  
IDE-Net output  $\hat{x}_\theta$

(e)



# $\mathcal{L}_{\text{triplet}}$ Ablation



Input



w/o  $\mathcal{L}_{\text{triplet}}$



with  $\mathcal{L}_{\text{triplet}}$

## Ablation: Style Boost via Iterative Inference



1 Step



2 Step



1 Step



2 Step



1 Step



2 Step

# Ablation: Diffusion Multi-Object Distillation



Input



(a) IDE-Net



(b) IPNet

Distill



Bad IDE-Net



Good IDE-Net



Bad IPNet  
(c)



Good IPNet  
(d)

Distillation with  
Different IDE-Nets



Distill on  
pixel space



Distill on  
latent space  
(e)

Distillation on  
Different Space

*Thank you!*