#### **ID-Patch: Robust ID Association for Group Photo Personalization**

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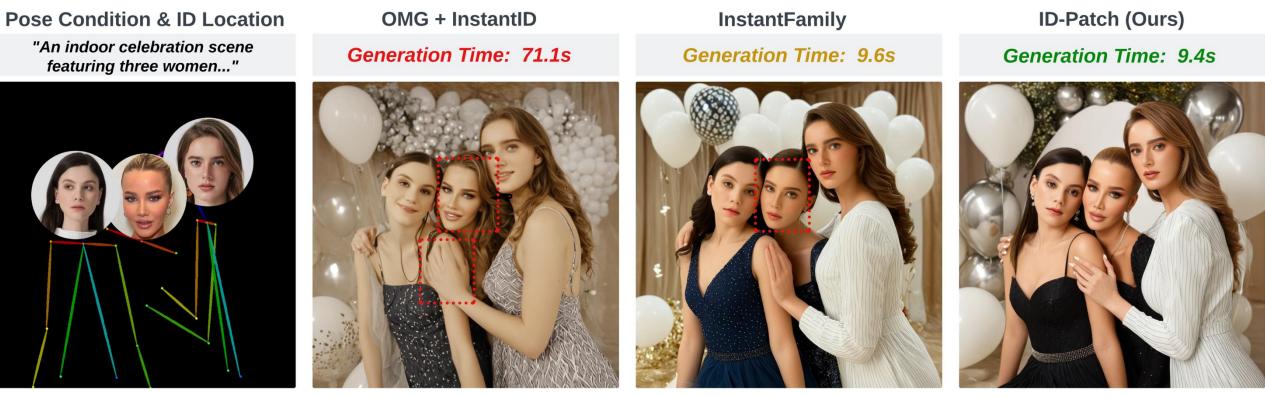
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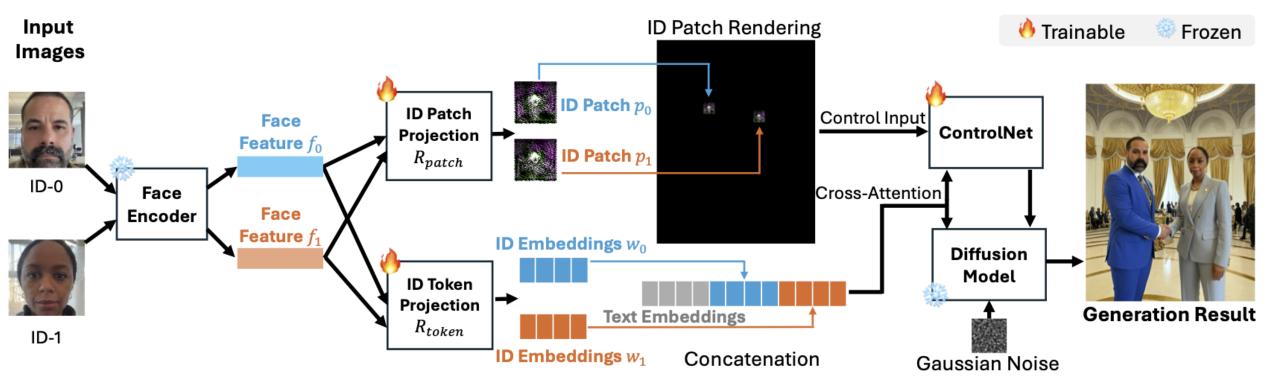


# **Limitations of Existing Works**



- Group photo generation process is **time consuming**  $\rightarrow$  Linear to the number of identities
- Dependent on **additional model** to provide mask.  $\rightarrow$  Fail in challenging
- ID leakage:
  - a) imprecise masks (close interaction of faces)
  - b) unintended information propagation through self-attention and convolutional layers

# Method: ID-Patch



- Time-efficient  $\rightarrow$  Only additional process is to add ID patch on the condition image
- Independent on additional model to provide mask.
- Avoid ID leakage  $\rightarrow$  model learns to associate IDs with their spatially designated locations.
- Seamlessly integrates with various types of spatial conditions (such as poses, canny edges or depth map).
  → enhancing the robustness and flexibility of our method.

### **Pose-Free Generation**



*"three adults enjoying a relaxed evening at a rustic restaurant"* 



*"five friends in black shirts taking a selfie"* 



*"a group of eight adults at an outdoor party, background of forest"* 









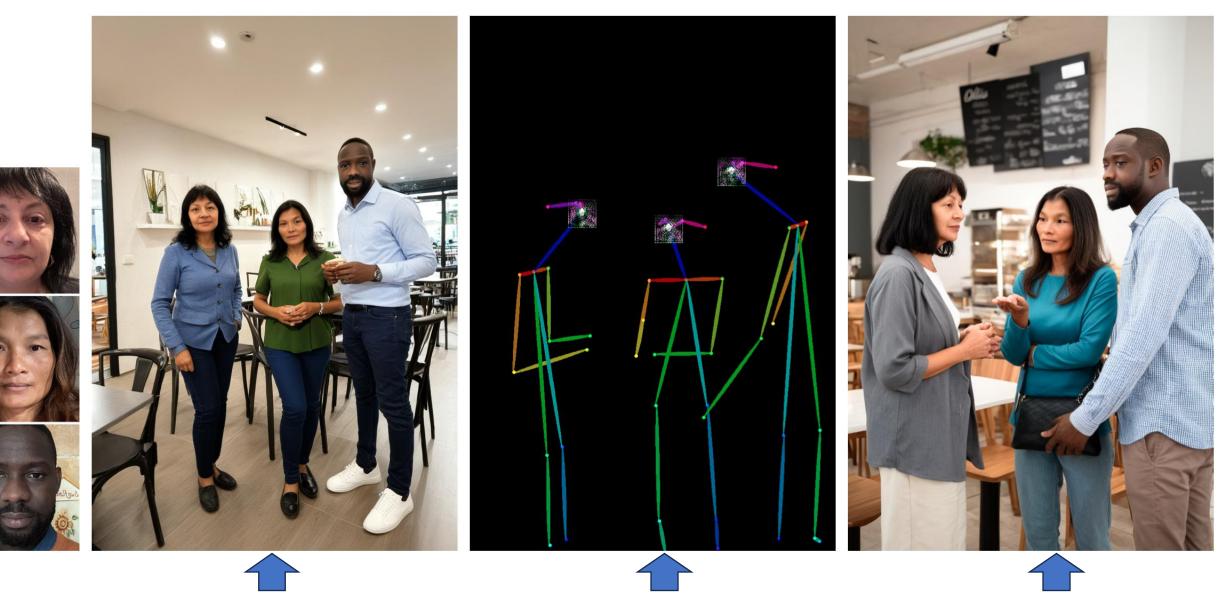


## **Plug-and-Play**



ID-Patch ControlNet + Canny Edge ControlNet

### **Pose-Conditioned Generation**

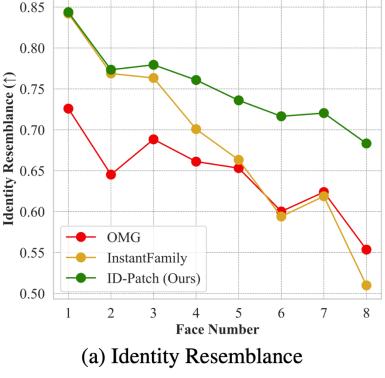


Pose-Free Generation

ID-Patch on OpenPose

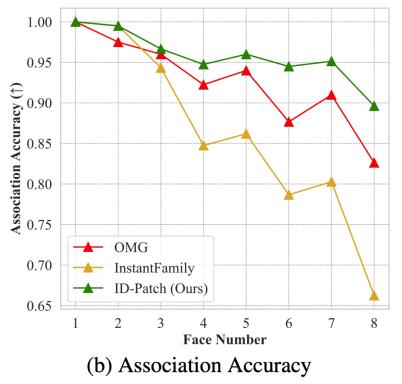
Pose-Conditioned Generation

# **Performance Comparison**





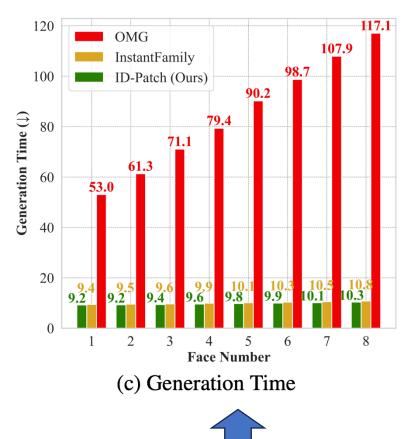
Cosine Similarity between face features





accuracy of identity-position association in generated images

$$\frac{1}{N}\sum_{i=0}^{N-1}\mathbf{1}\{i=s(i)\}$$

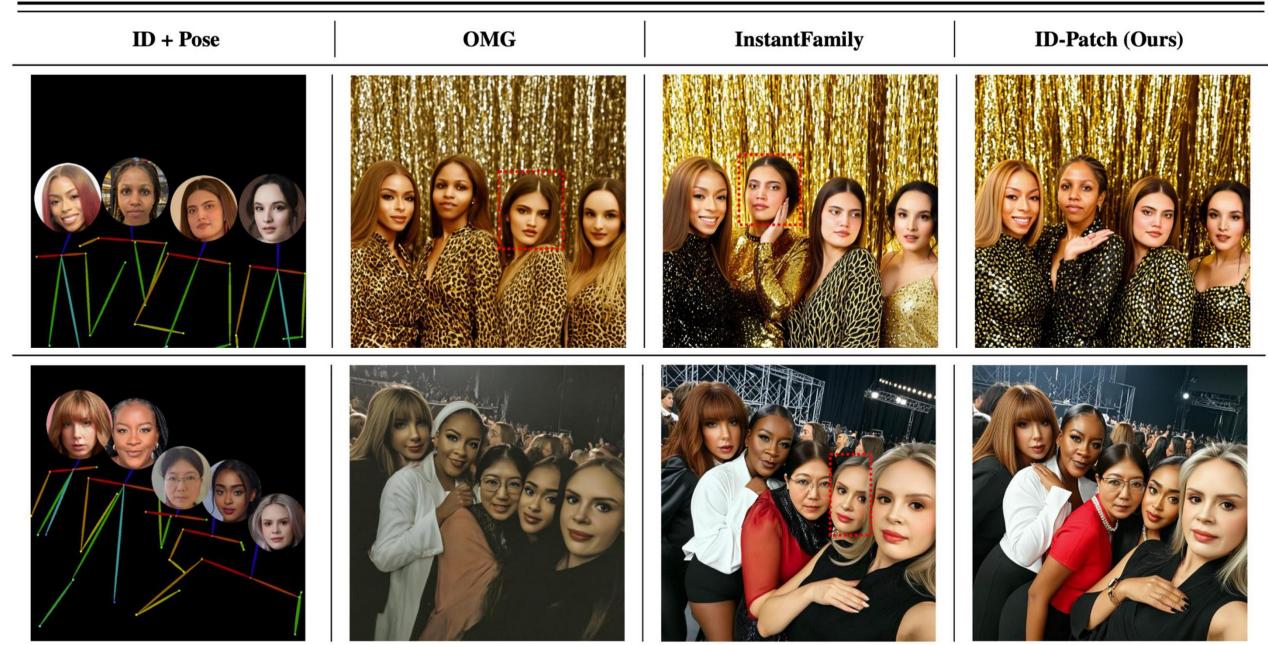


the time (in seconds) required to generate an image on an <u>NVIDIA A100 GPU</u> (excluding the time taken for model loading and image I/O)

## **Visualization Comparison**



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