ID-Patch: Robust ID Association for Group Photo Personalization

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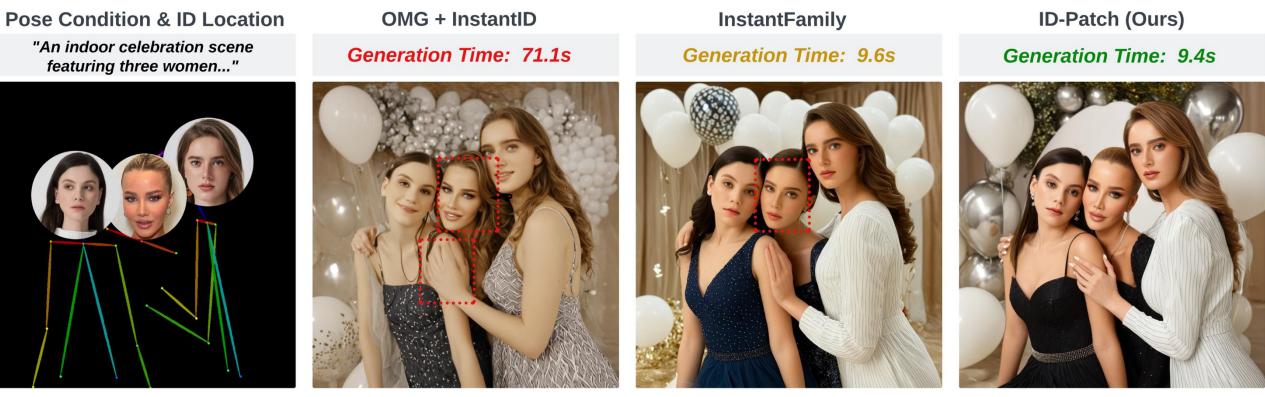
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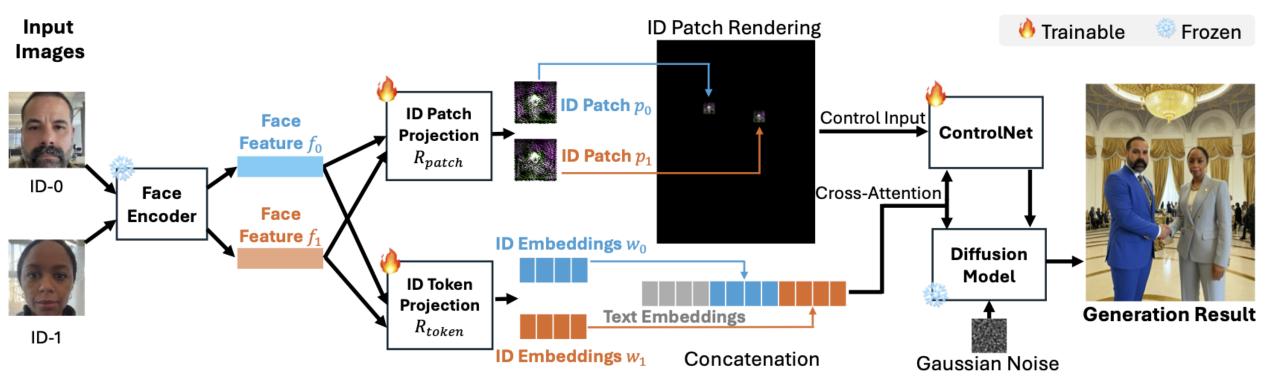


Limitations of Existing Works



- 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"









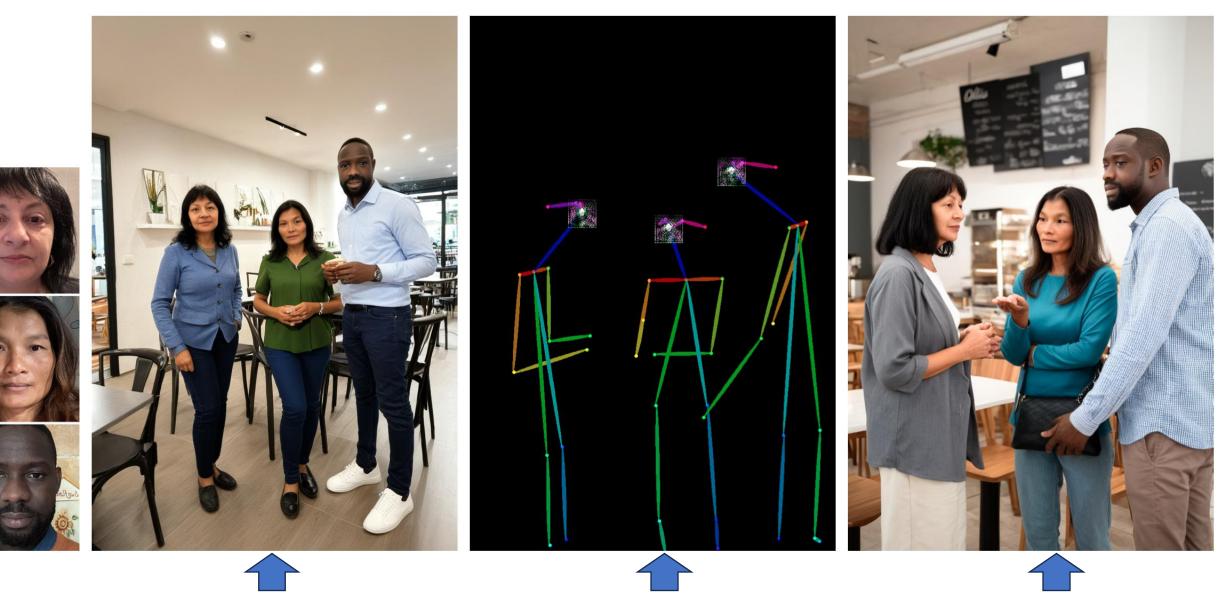


Plug-and-Play



ID-Patch ControlNet + Canny Edge ControlNet

Pose-Conditioned Generation

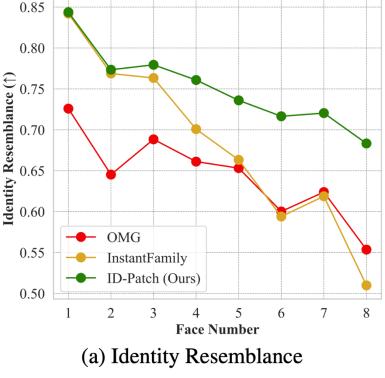


Pose-Free Generation

ID-Patch on OpenPose

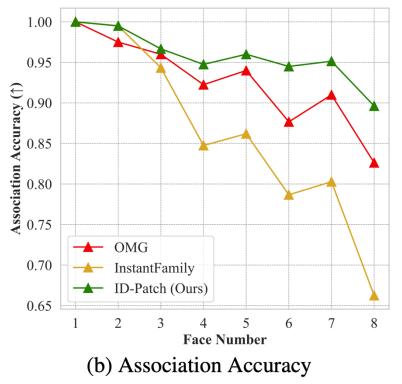
Pose-Conditioned Generation

Performance Comparison





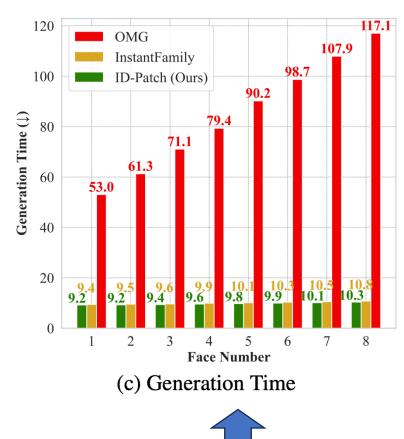
Cosine Similarity between face features





accuracy of identity-position association in generated images

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

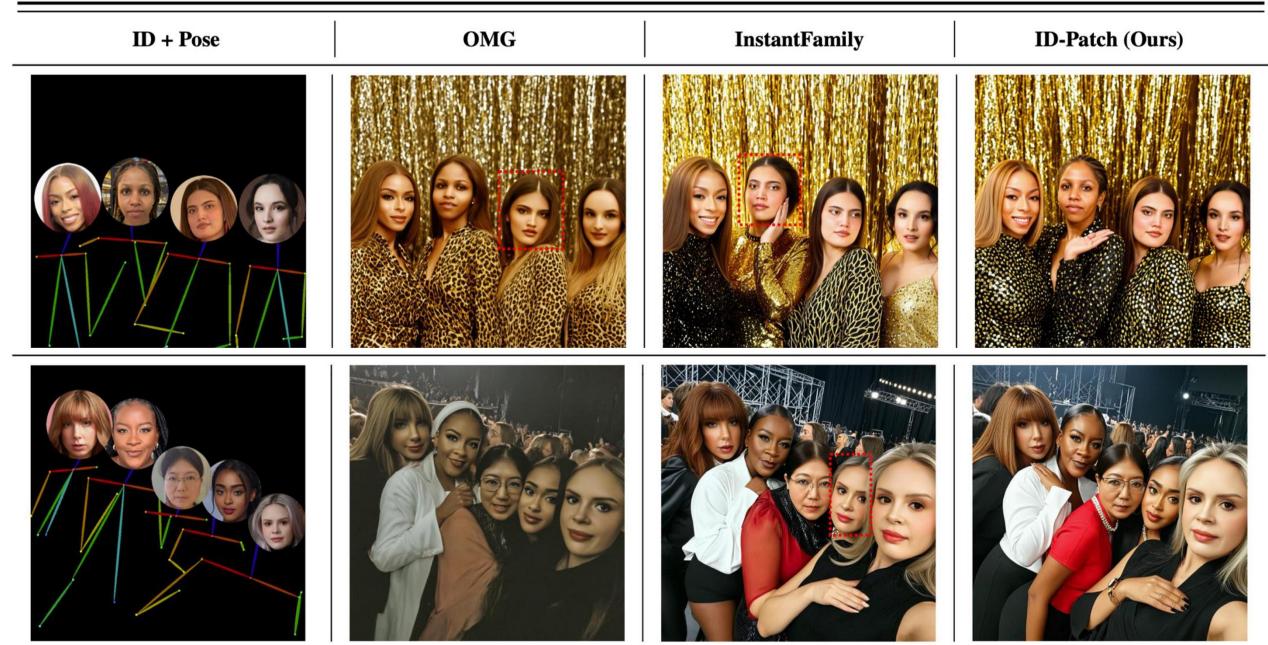


the time (in seconds) required to generate an image on an <u>NVIDIA A100 GPU</u> (excluding the time taken for model loading and image I/O)

Visualization Comparison



Visualization Comparison



Visualization Comparison

