

Neural Volumetric Rendering

Many slides from ECCV 2022 Tutorial by Angjoo Kanazawa,
Ben Mildenhall, Pratul Srinivasan, Matt Tancik

Capturing Reality



Earliest cave painting (45,500 years old) in Sulawesi, Indonesia

Capturing Reality



Monet's Cathedral series: study of light 1893-1894

Capturing Reality



First self-portrait Cornelius 1839

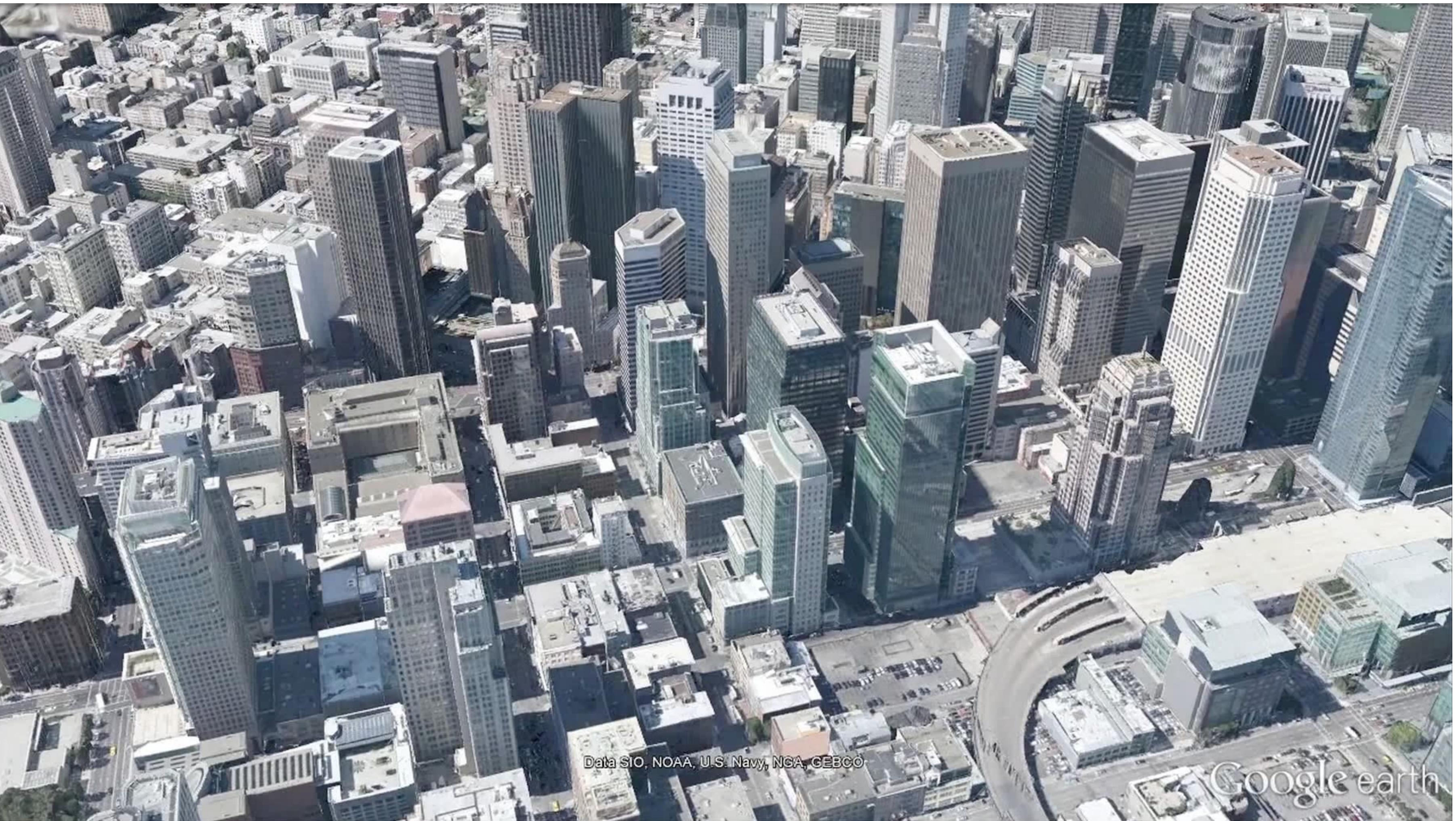


First Movie - Muybridge 1878

Capturing Reality – in 3D



Capturing Reality – in 3D



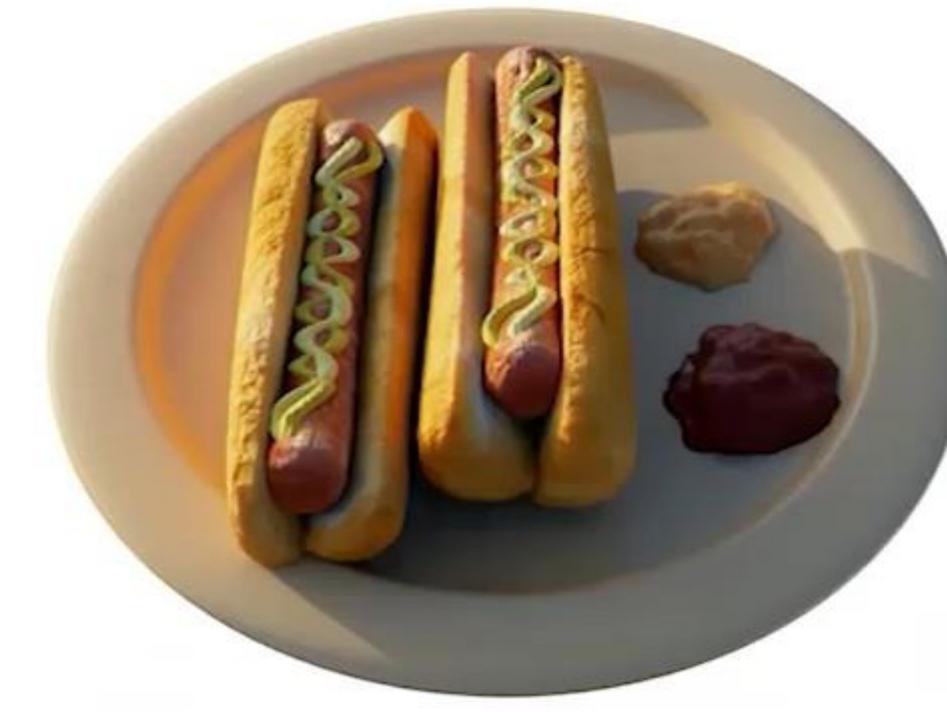
Google Earth 2016~

2020: Neural Radiance Field (NeRF)



Mildenhall*, Srinivasan*, Tancik*, Barron, Ramamoorthi, Ng, ECCV 2020

- Original NeRF paper: 15000+ citations in 5 years



Project 6 Notebook - Neural Radiance Fields (NeRF)

In this project, you will learn:

1. Basic usage of the PyTorch deep learning library
2. How to understand and build neural network models in PyTorch
3. How to build a Neural Radiance Field [NeRF](#) from a set of images
4. How to synthesize novel views from a NeRF

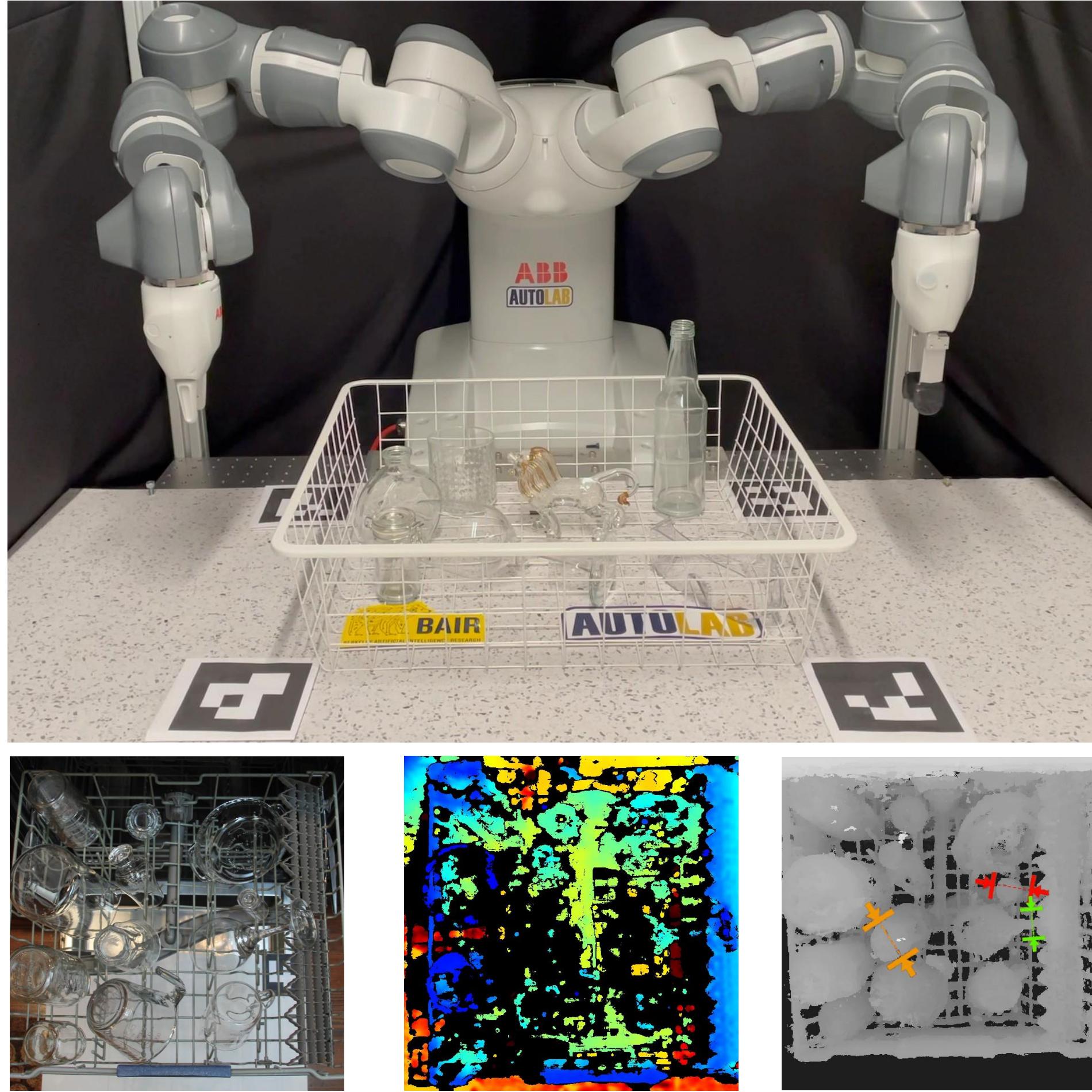
If this is your first time working with PyTorch, **please go through the "What is PyTorch" and "Neural Networks" tutorials in Deep Learning with PyTorch: A 60 Minute Blitz**. It won't take too long, but you will learn a lot and it will make this assignment much easier. You can use a new Colab notebook for the tutorials.

Initialization

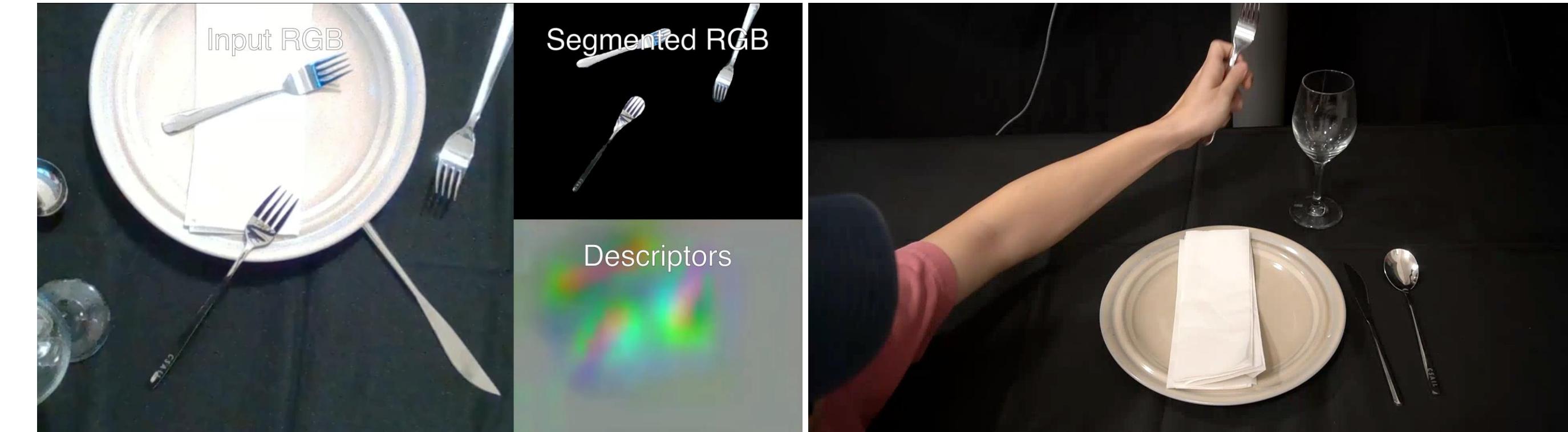
Run the cell below to import the necessary libraries and print the device that the code will be run on (GPU vs.CPU). By default, you should get a GPU (i.e., the output is `cuda`).

```
n [2]:  
import os  
import numpy as np  
import torch  
import torch.nn as nn  
import torch.nn.functional as F  
import matplotlib.pyplot as plt  
import imageio  
import time  
  
device_type = (  
    "cuda" if torch.cuda.is_available() else  
    "mps" if torch.backends.mps.is_available() else  
    "cpu"  
)  
device = torch.device(device_type)  
print(device)  
  
%load_ext autoreload  
%autoreload 2
```

Robotics



Dex-NeRF: Using a Neural Radiance field to Grasp Transparent Objects, [Ichnowski and Avigal et al. CoRL 2021]



NeRF-Supervision: Learning Dense Object Descriptors from Neural Radiance Fields, [Yen-Chen et al. ICRA 2022]



Vision-Only Robot Navigation in a Neural Radiance World [Adamkiewicz and Chen et al. ICRA 2022]

Birds Eye View

- What is NeRF?
- How is it different or similar to existing approaches?
- What is its historical context?

Problem Statement

Input:

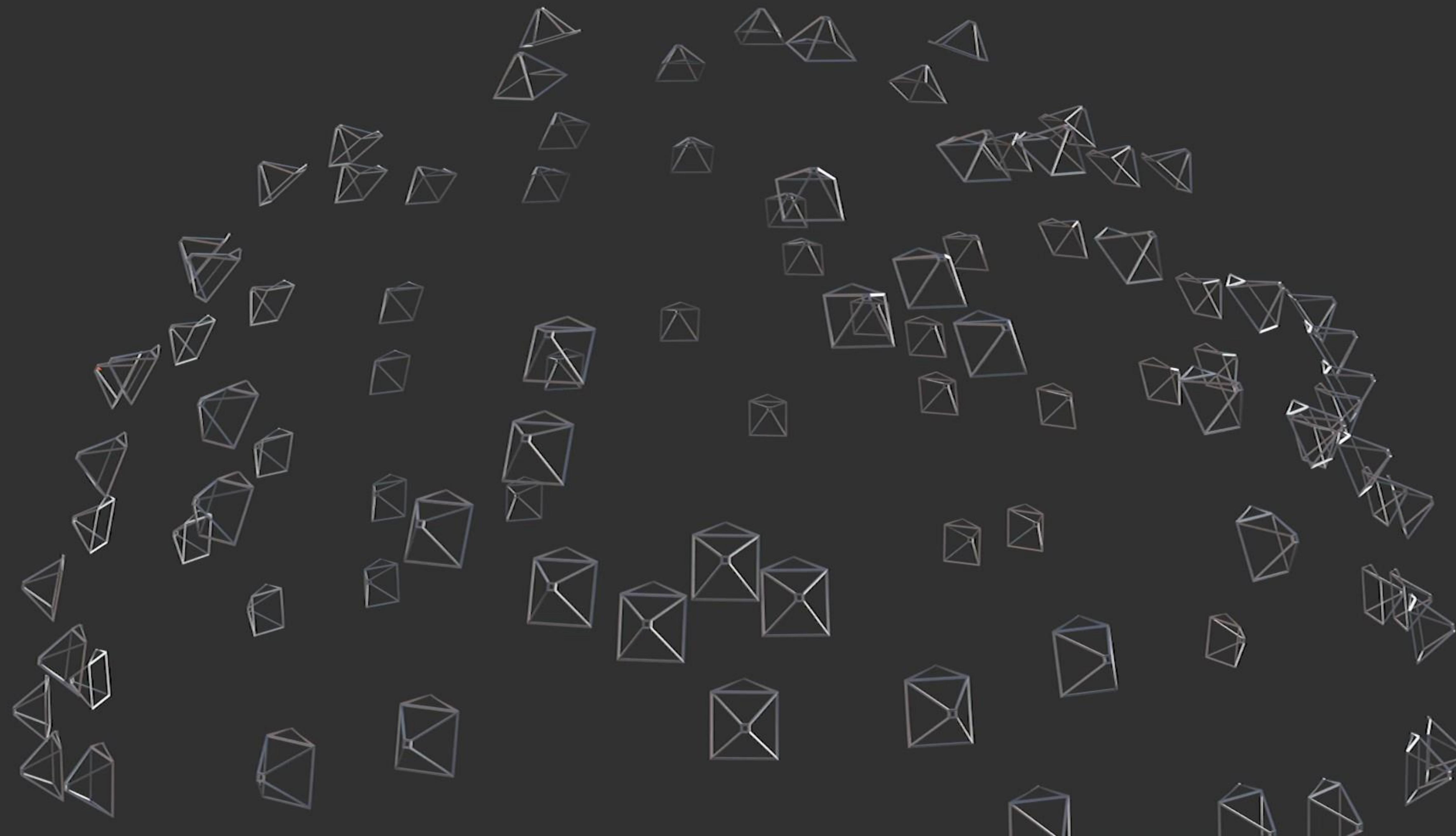
A set of calibrated Images



Output:

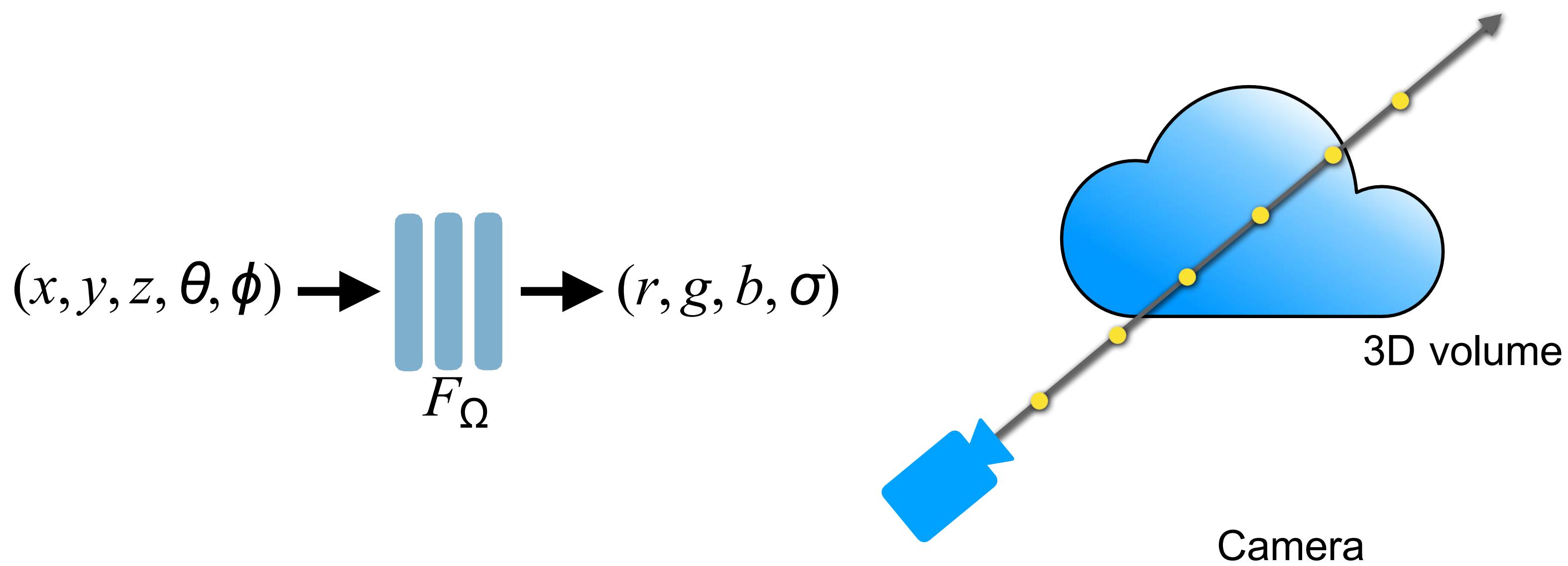
A 3D scene representation that
renders novel views





Three Key Components

Objective: Synthesize
all training views

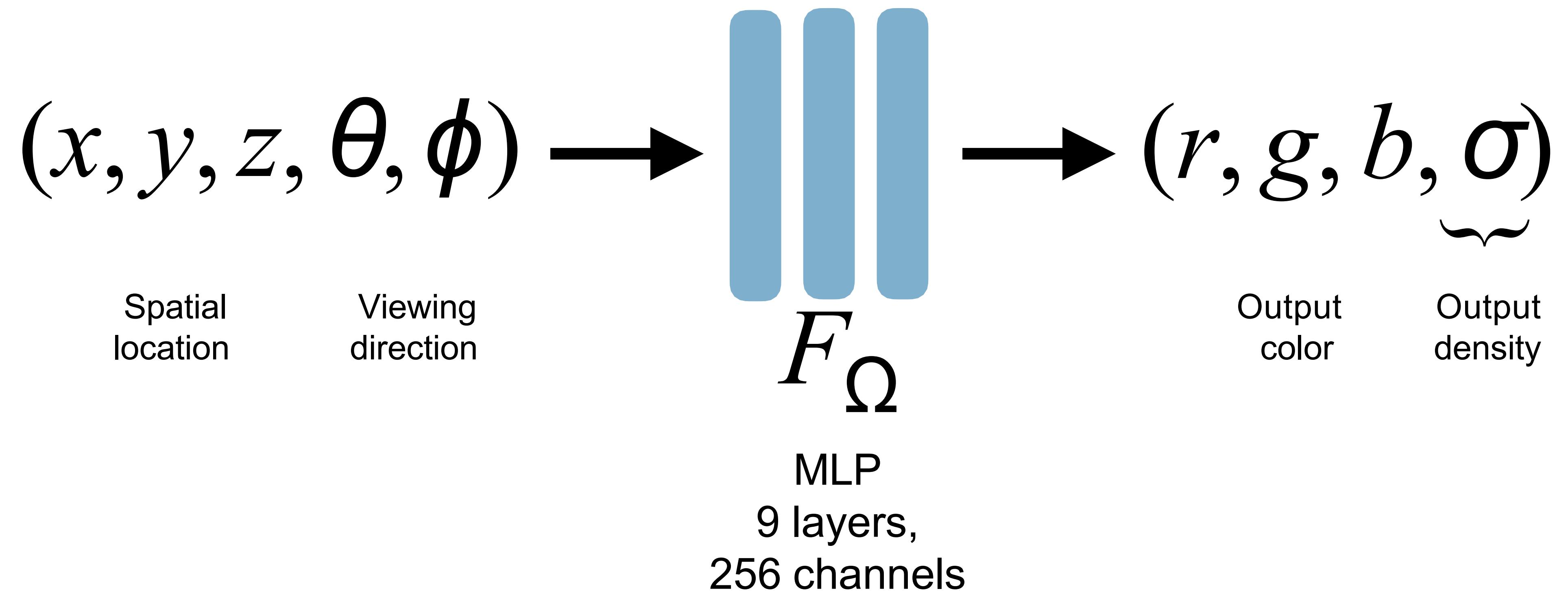


Neural Volumetric 3D
Scene Representation

Differentiable Volumetric
Rendering Function

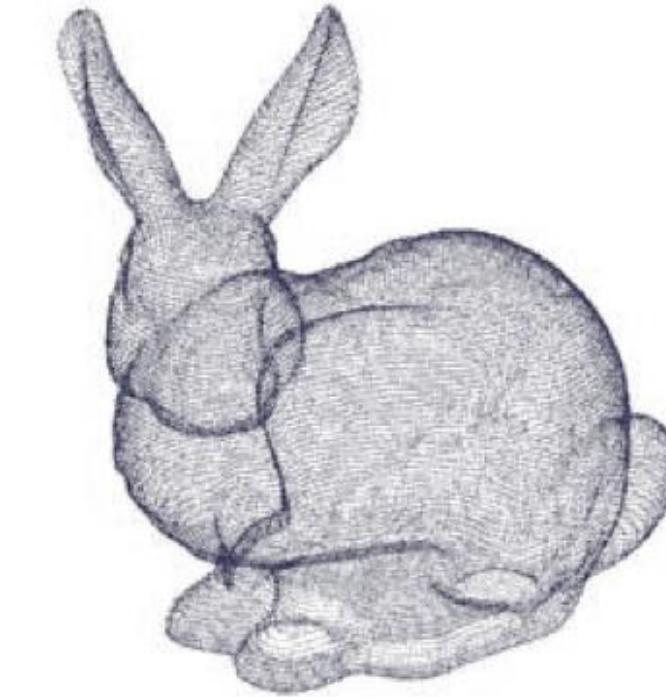
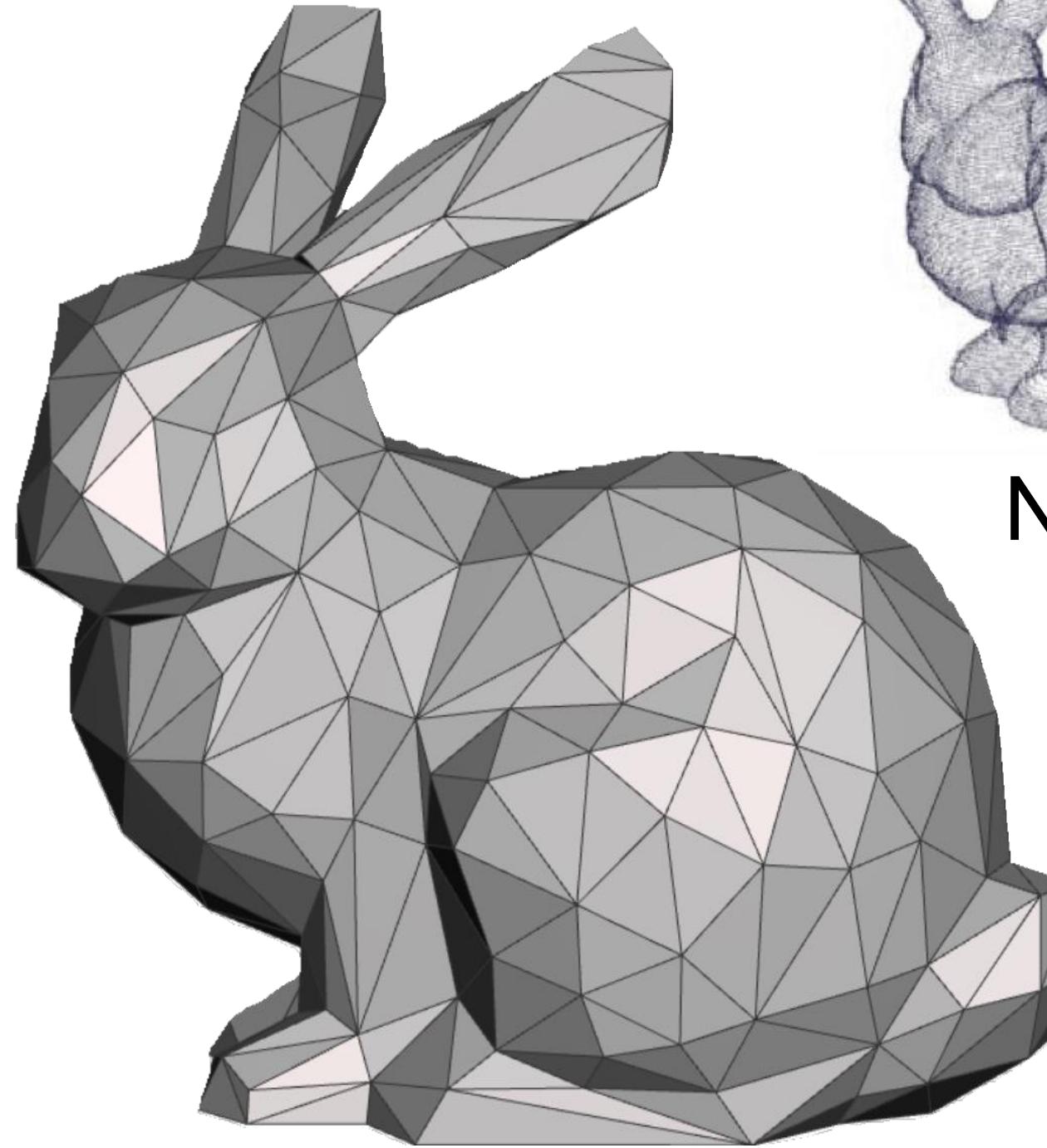
Optimization via
Analysis-by-Synthesis

Representing a 3D scene as a continuous 5D function



What kind of a 3D representation is this?

It is not a Mesh



Not a point cloud
either

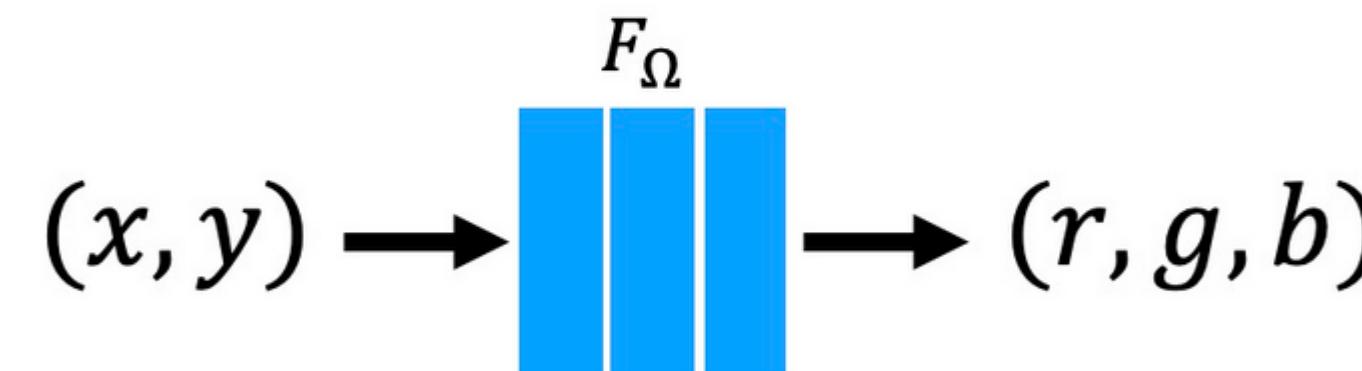


It is volumetric

It's *continuous* voxels made of shiny transparent cubes

Part 1(b): 2D Image Fitting

Now, let's try to fit a 2D image with a multilayer perceptron (MLP)! In class we learn that we can store an 2D image with a coordinate-based MLP (as shown in the figure below). The input to this MLP is 2D pixel coordinate (x, y) as a pair of floating point numbers, and the output is RGB color of the corresponding pixel. This is a simple supervised learning problem, and we can just use simple gradient descent to train the network weights and see what happens.



First, let's define the network architecture for this 2D fitting task. We provide an example of network architecture called `Model2d` below. You can run all the way to the last cell in TODO 1(b) to execute the training process. Without any modification, you should get $\text{PSNR}^* \sim= 27$ after training for 10,000 iterations.

Now, your task is to modify `Model2d`, such that **after training for 10,000 iterations with `num_encoding_functions=6`, `PSNR` is greater than or equal to 30**. Please do not change the model name, the name of the existing arguments, or the input/output dimensions. Hint: You can try different model structure (e.g. more/fewer layers, smaller/bigger hidden dimensions).

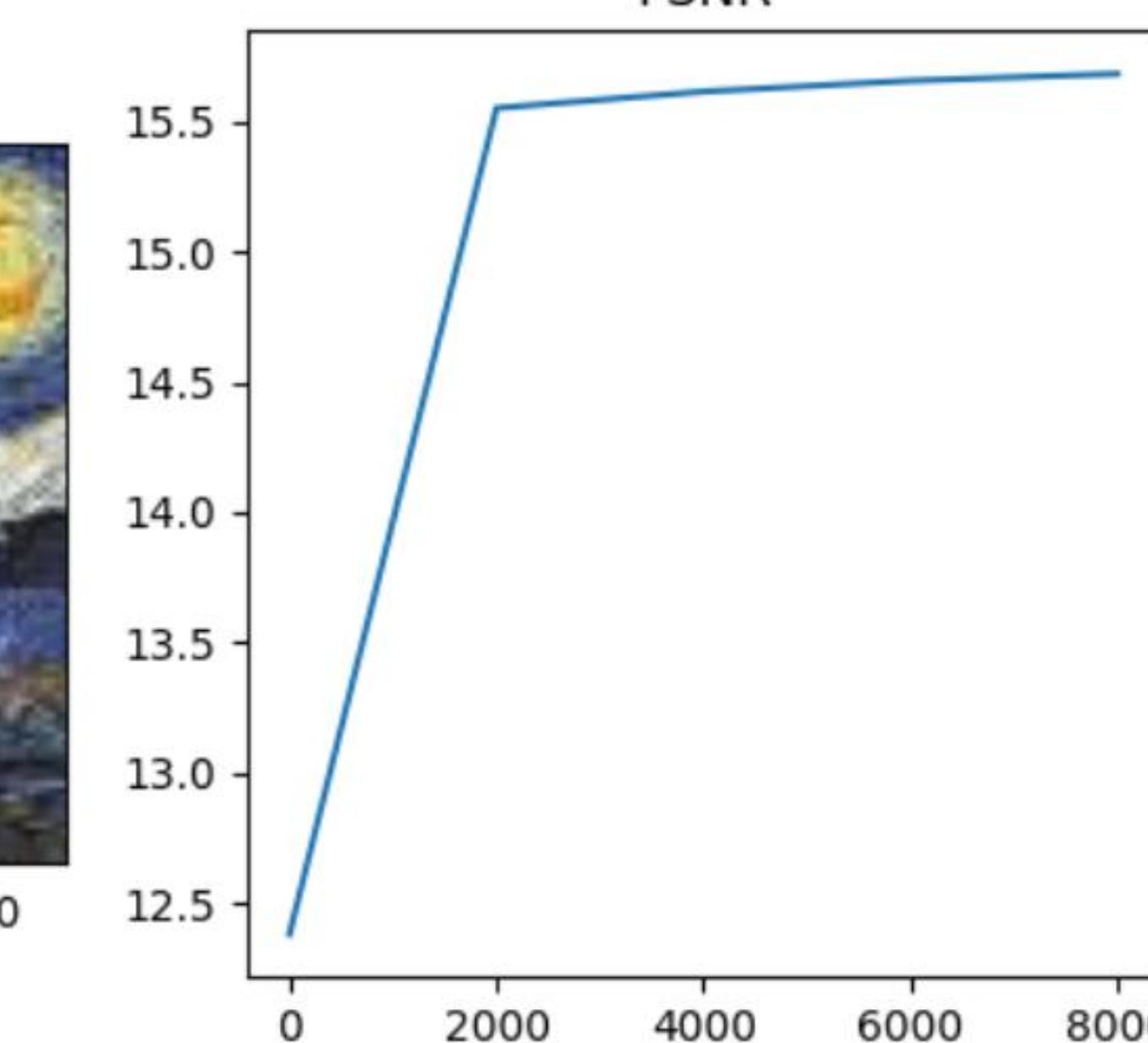
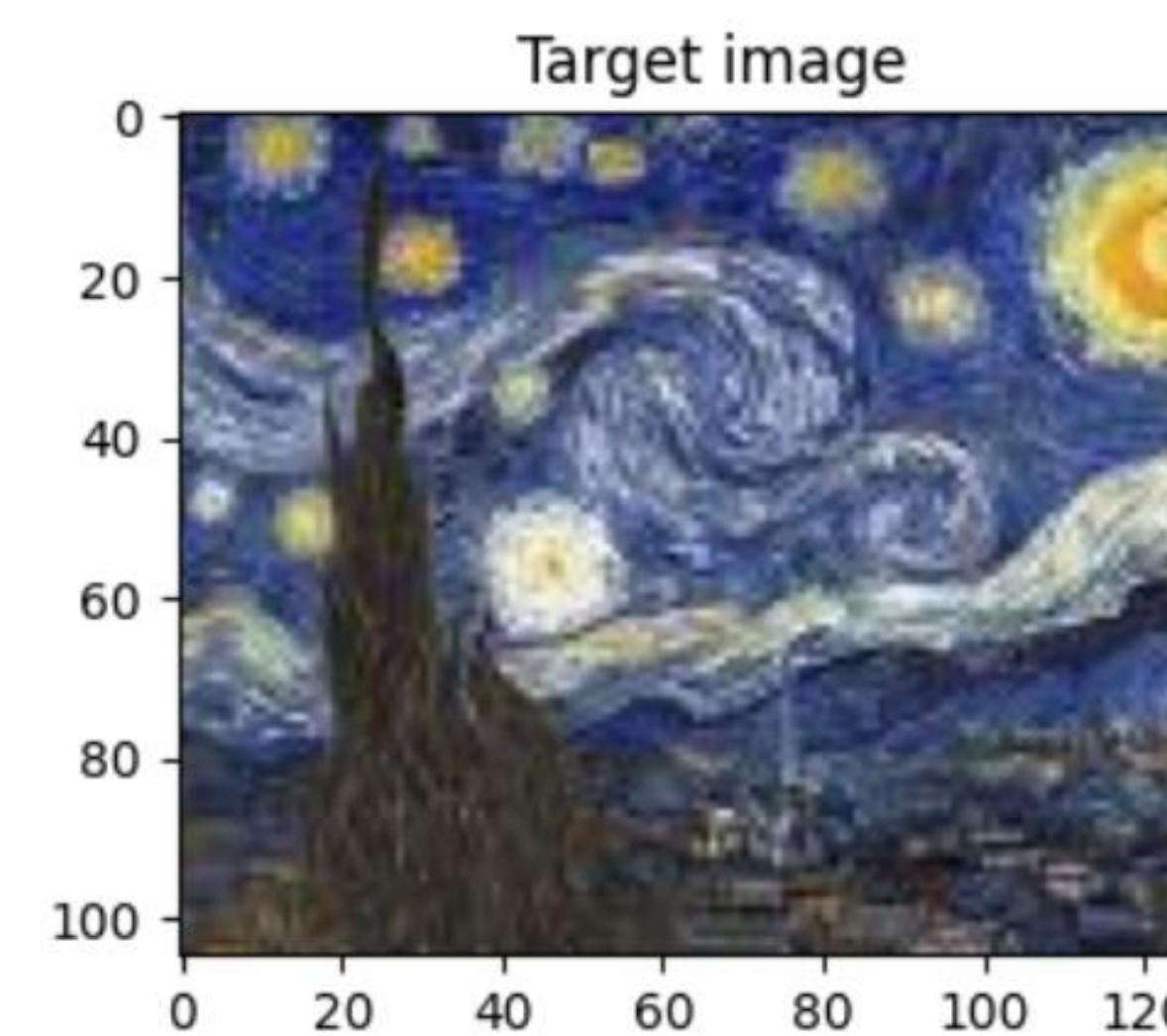
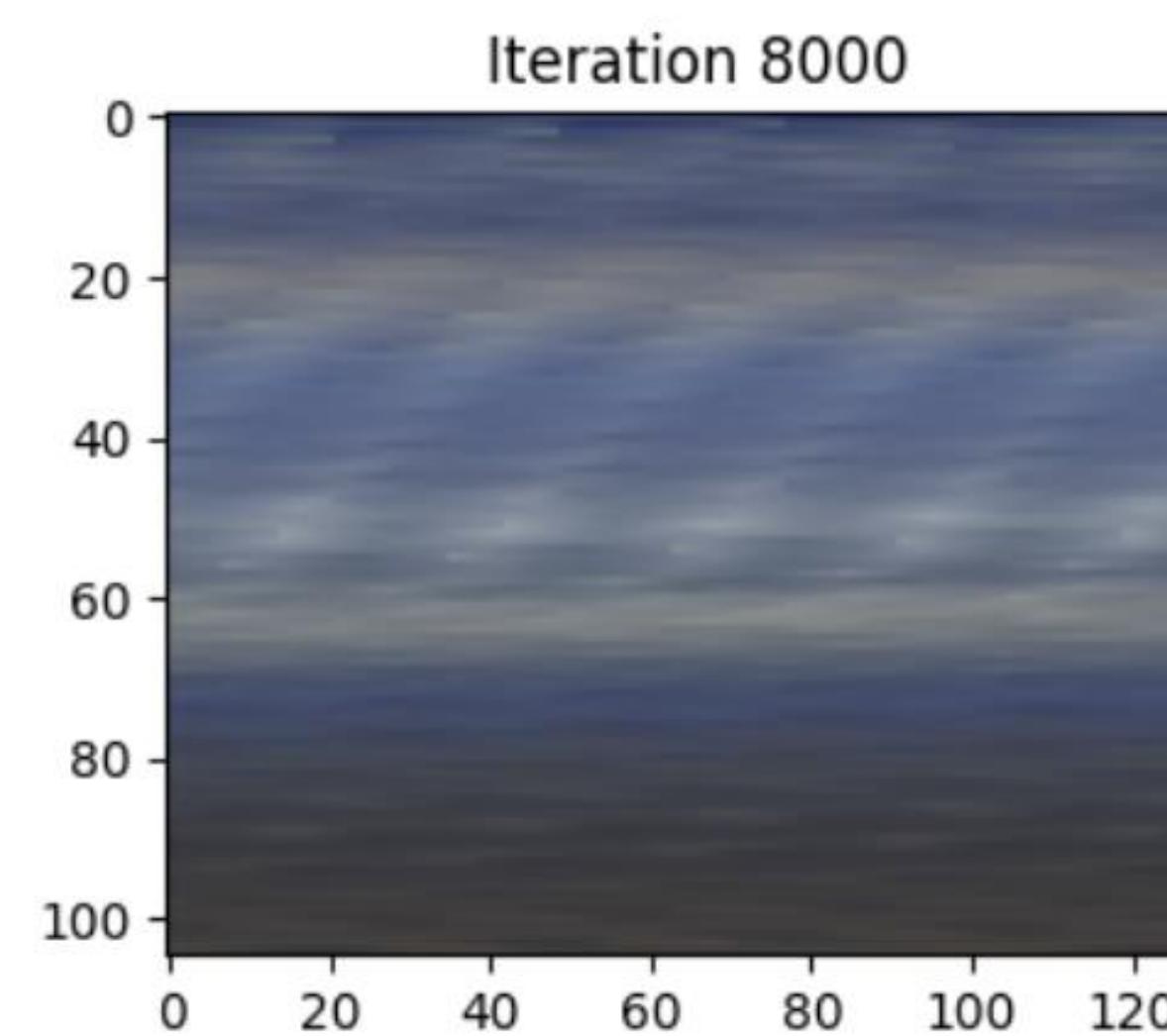
*`PSNR` is an image quality measurement. Higher `PSNR` generally indicates that the reconstruction is of higher quality.

Training comparison w/ and w/o positional encoding

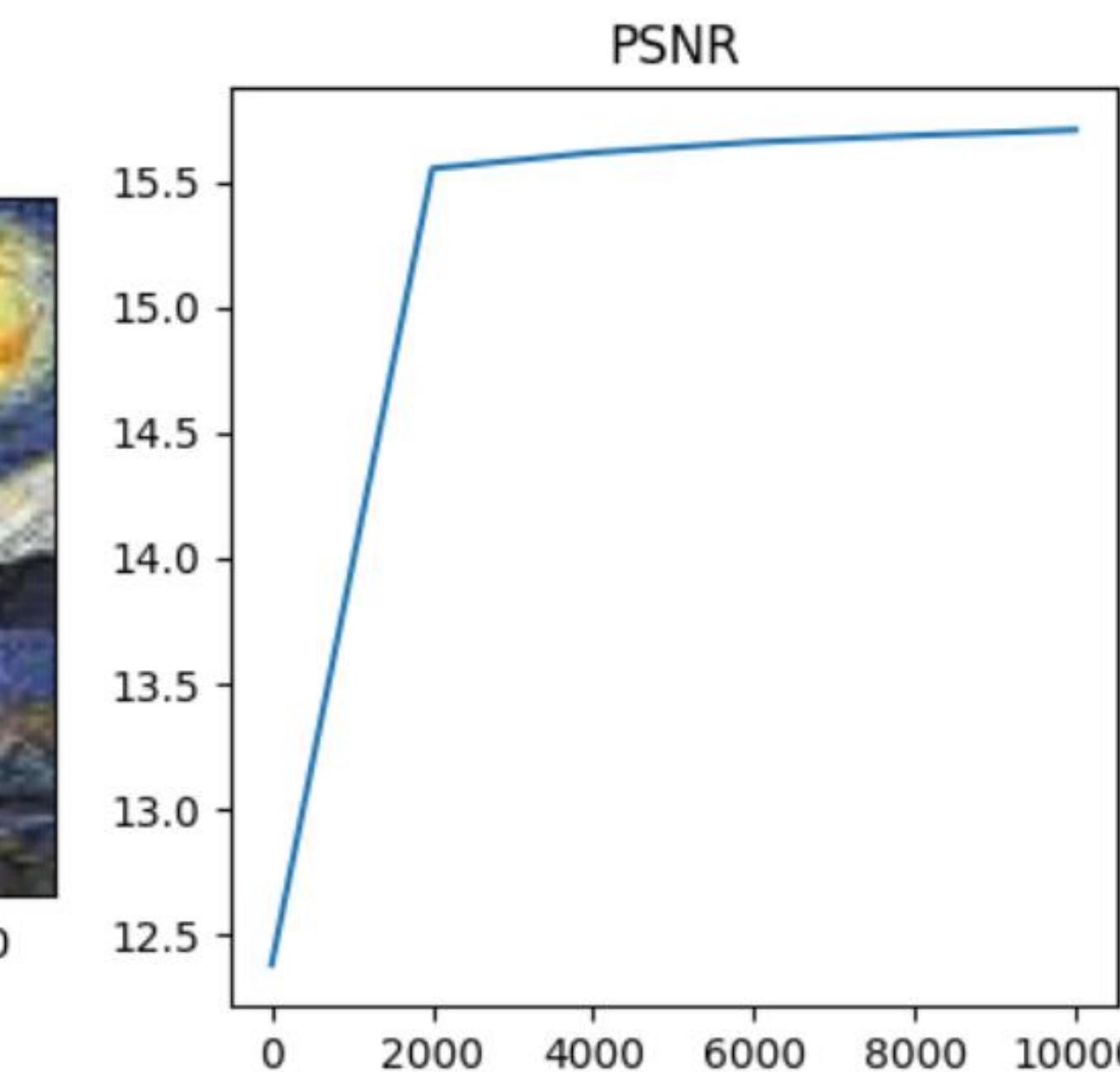
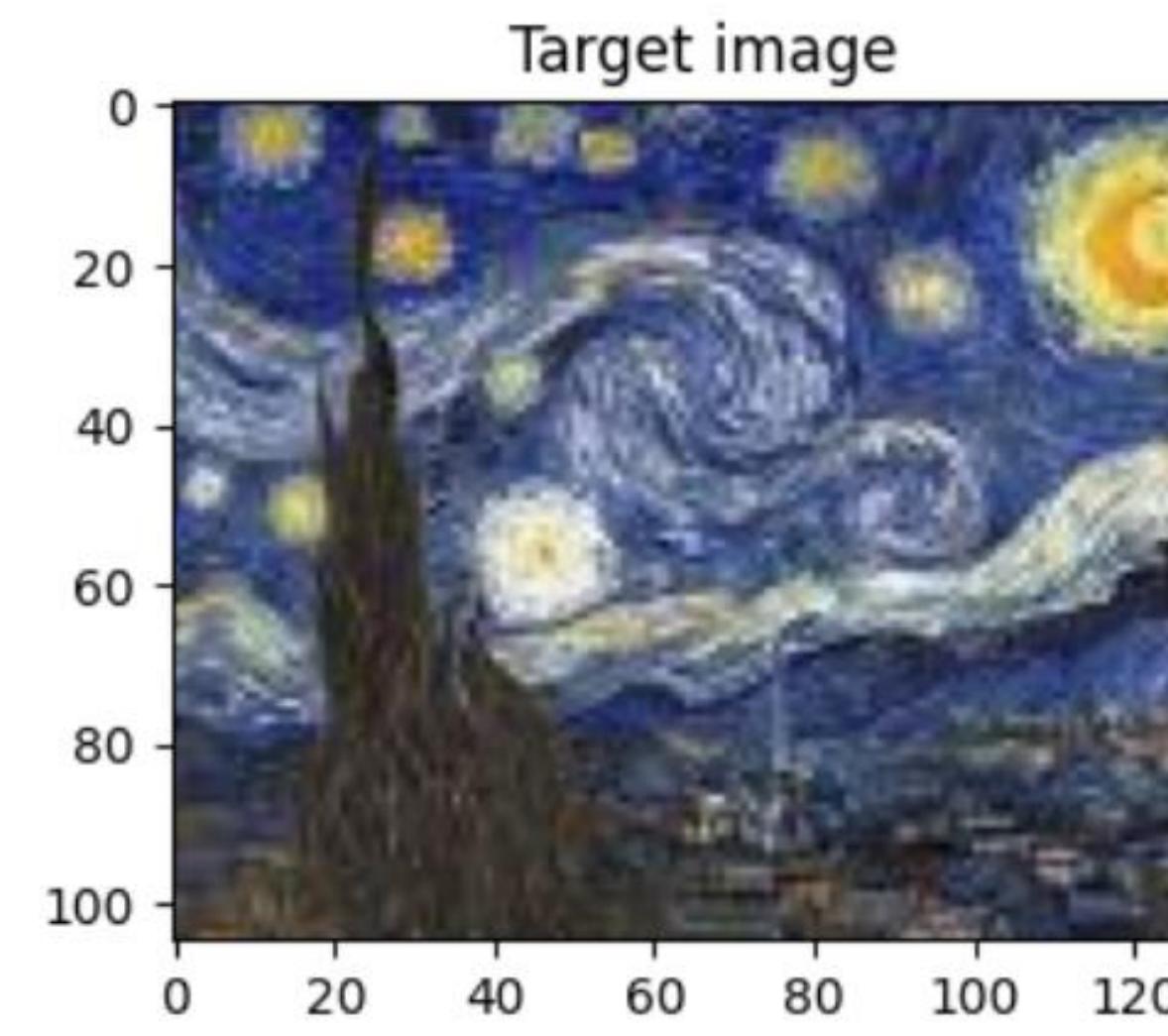
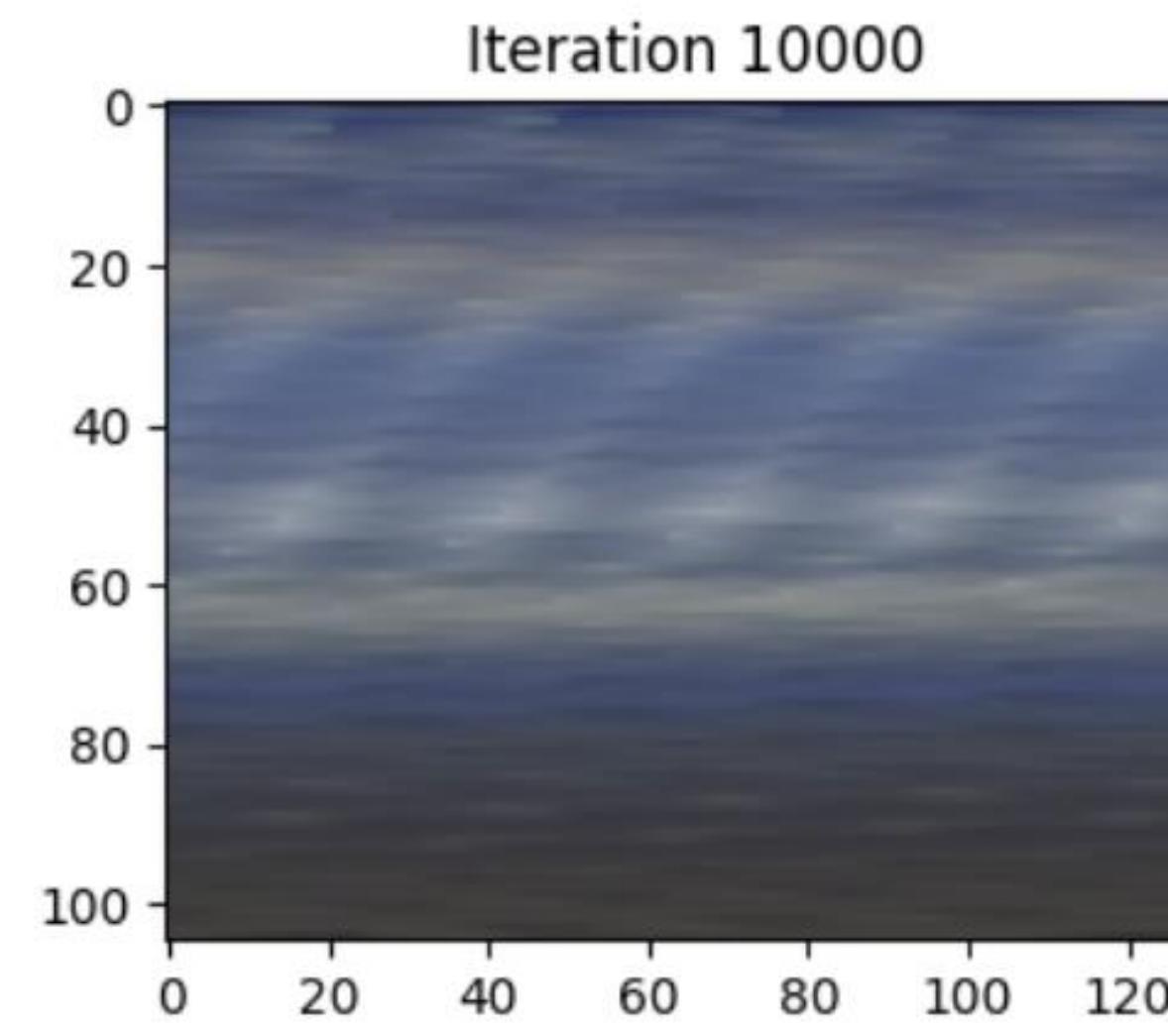
Run the following cell to initialize the training function.

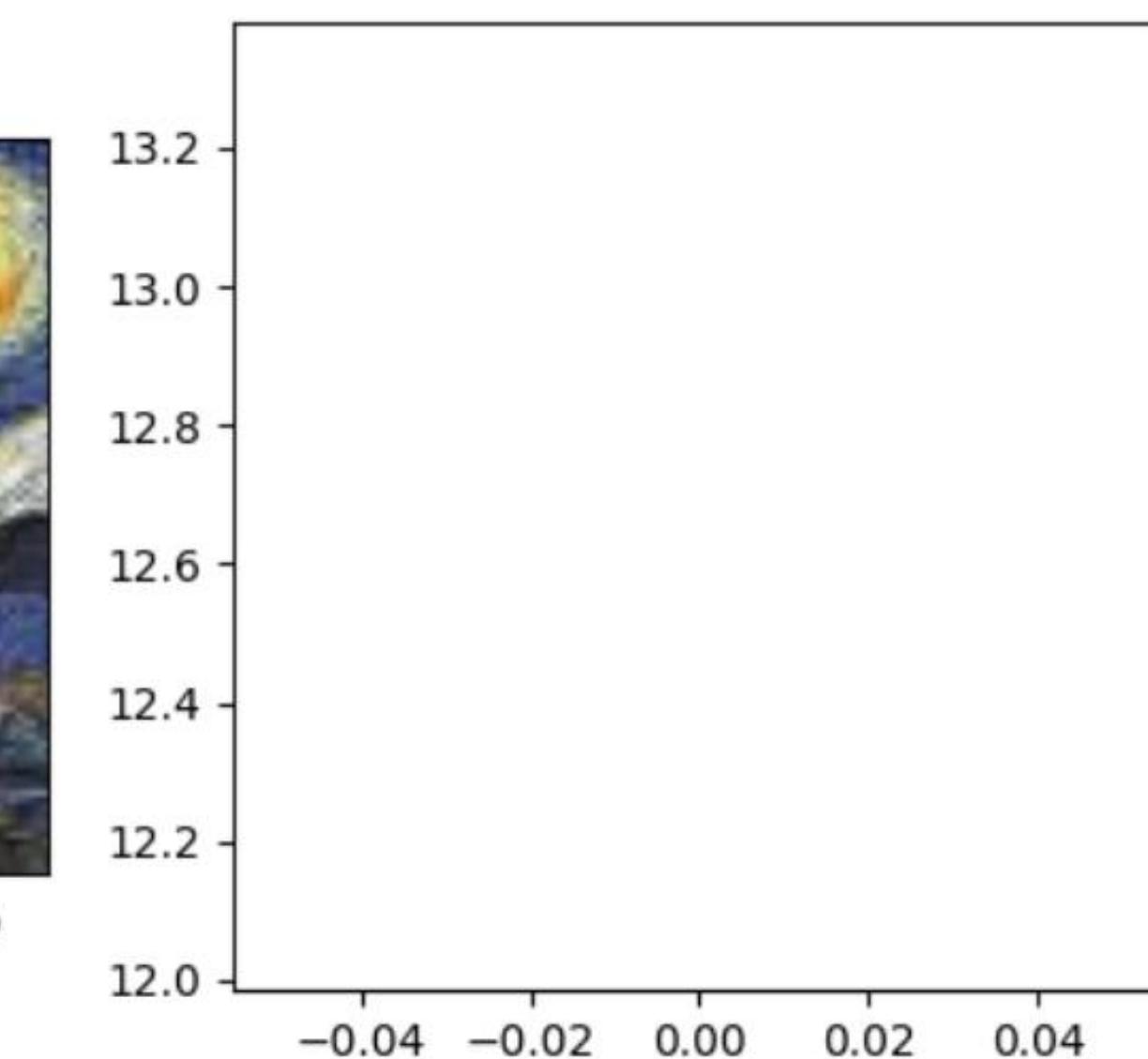
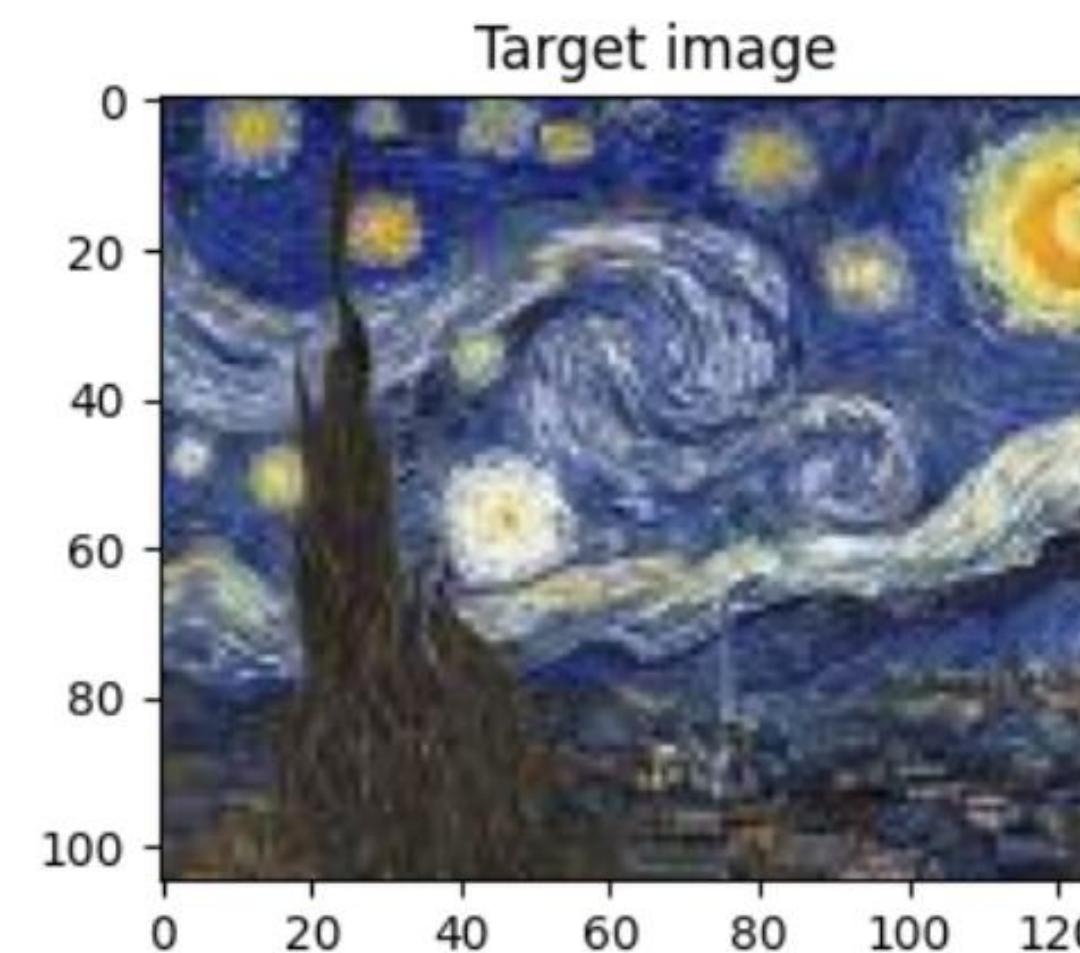
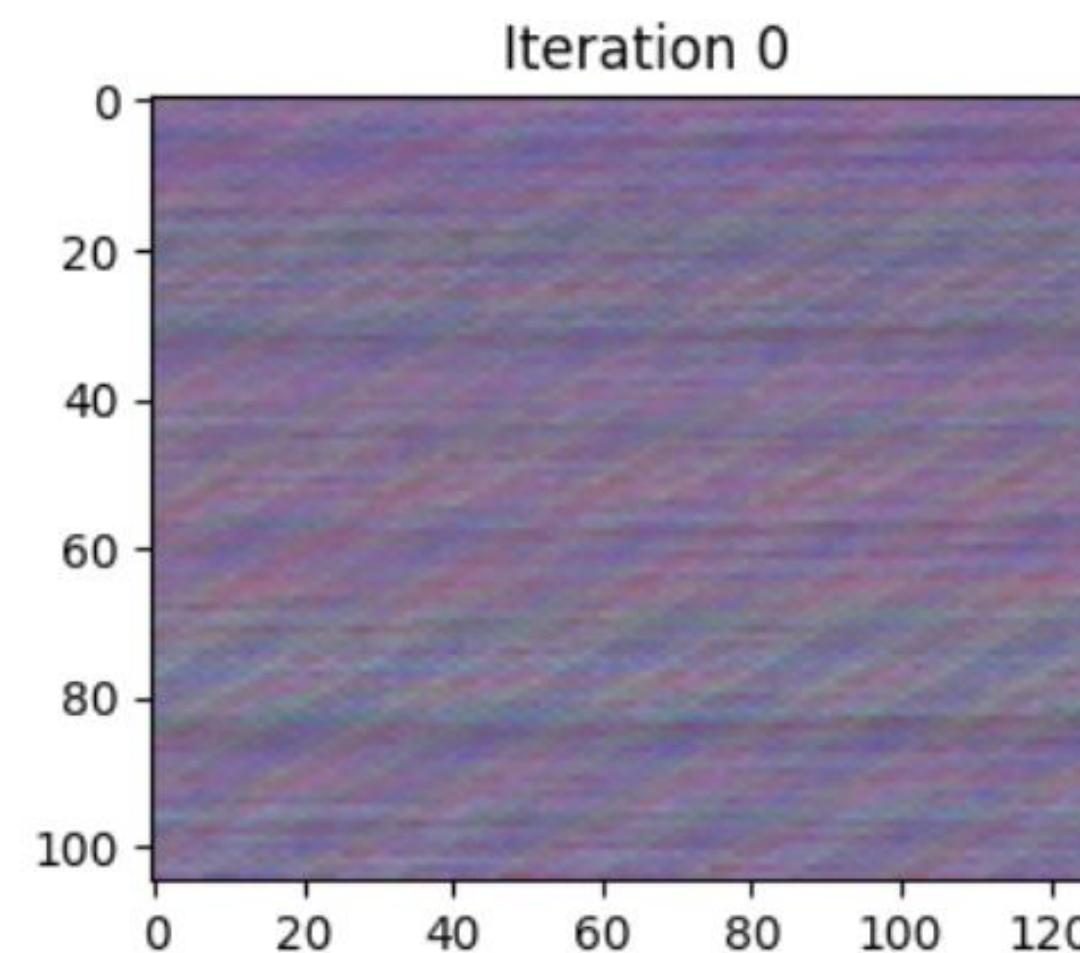
```
[4]: # Load painting image
painting = imageio.imread("Starry-Night-canvas-Vincent-van-Gogh-New-1889_12.jpg")
painting = torch.from_numpy(np.array(painting, dtype=np.float32)/255.).to(device)
height_painting, width_painting = painting.shape[:2]

plt.figure(figsize=(13, 4))
plt.title("Starry Night painting")
plt.imshow(painting.detach().cpu().numpy())
plt.show()
```

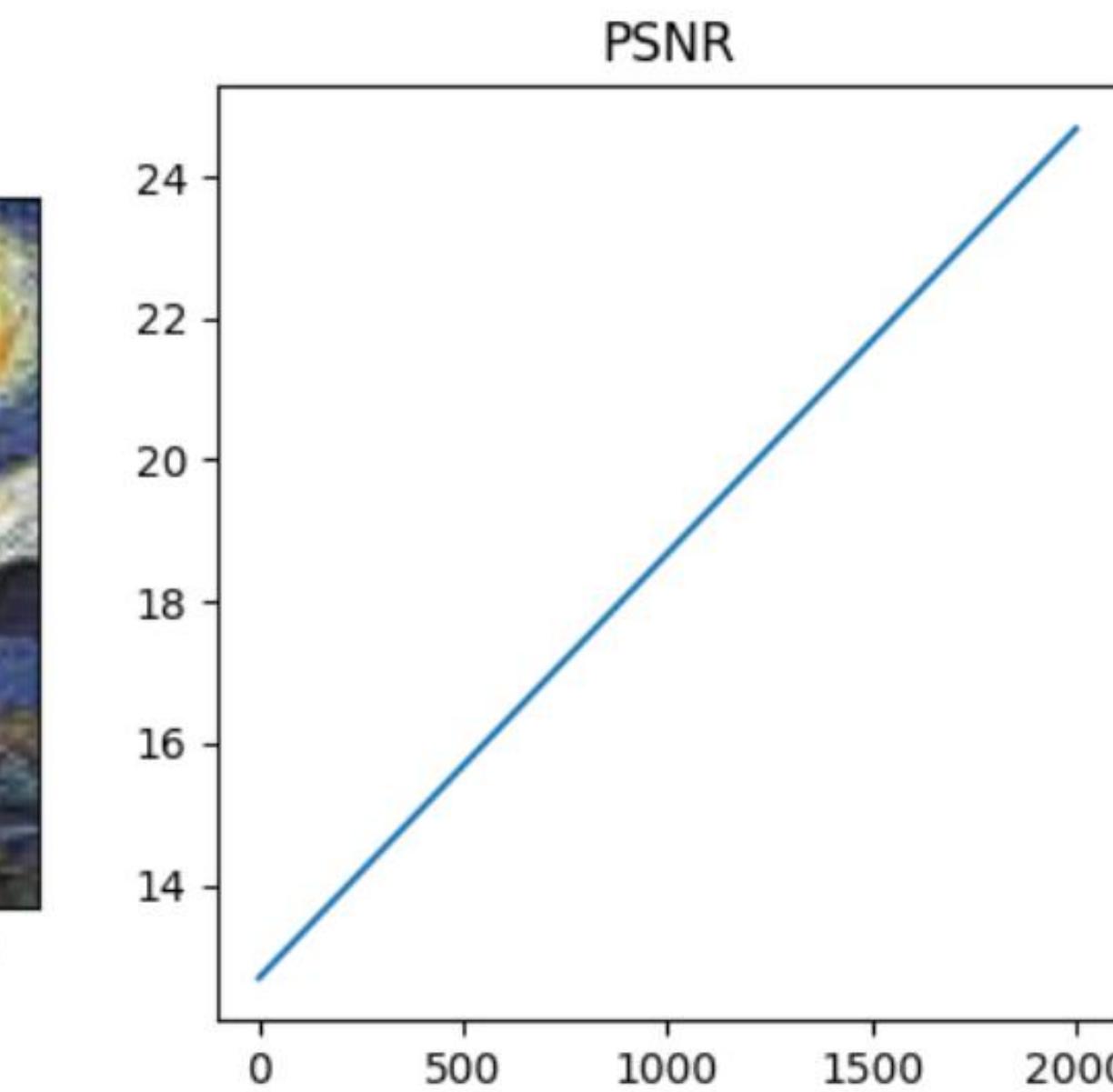
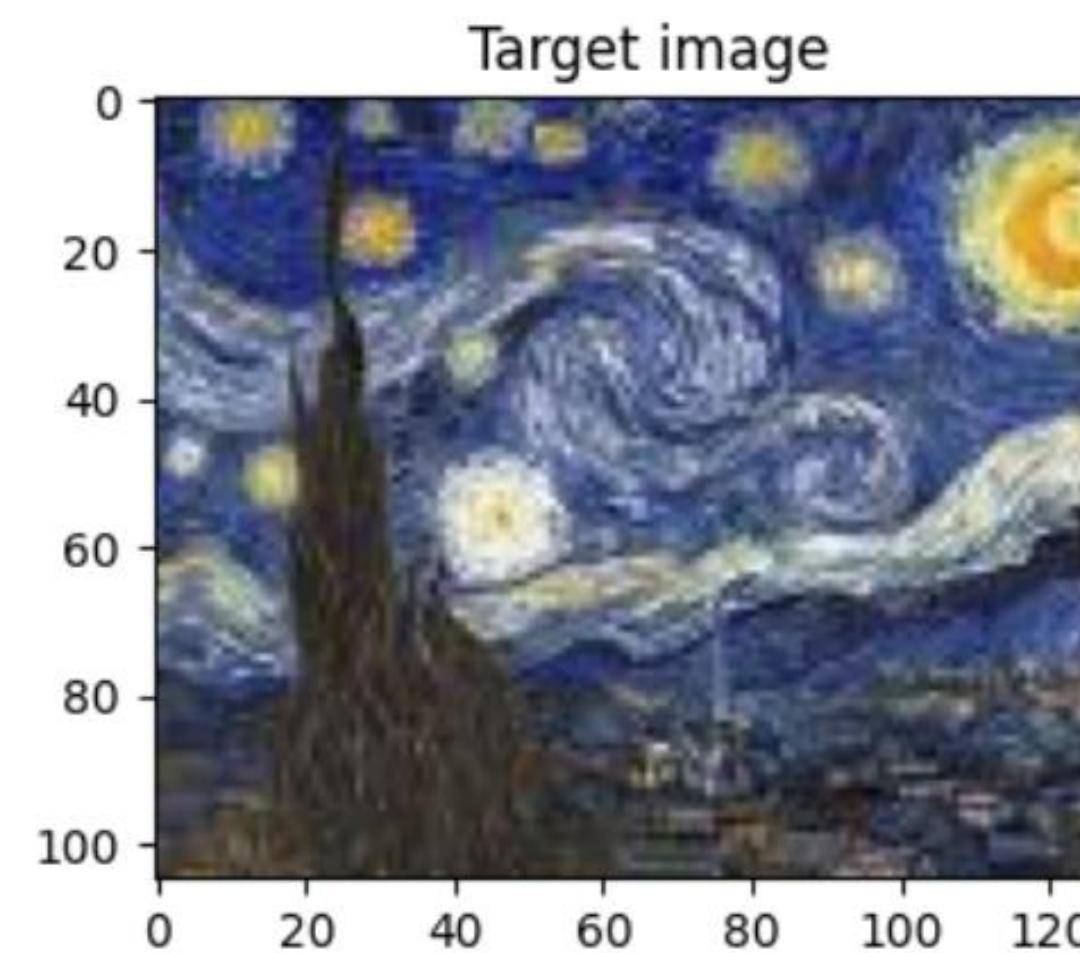
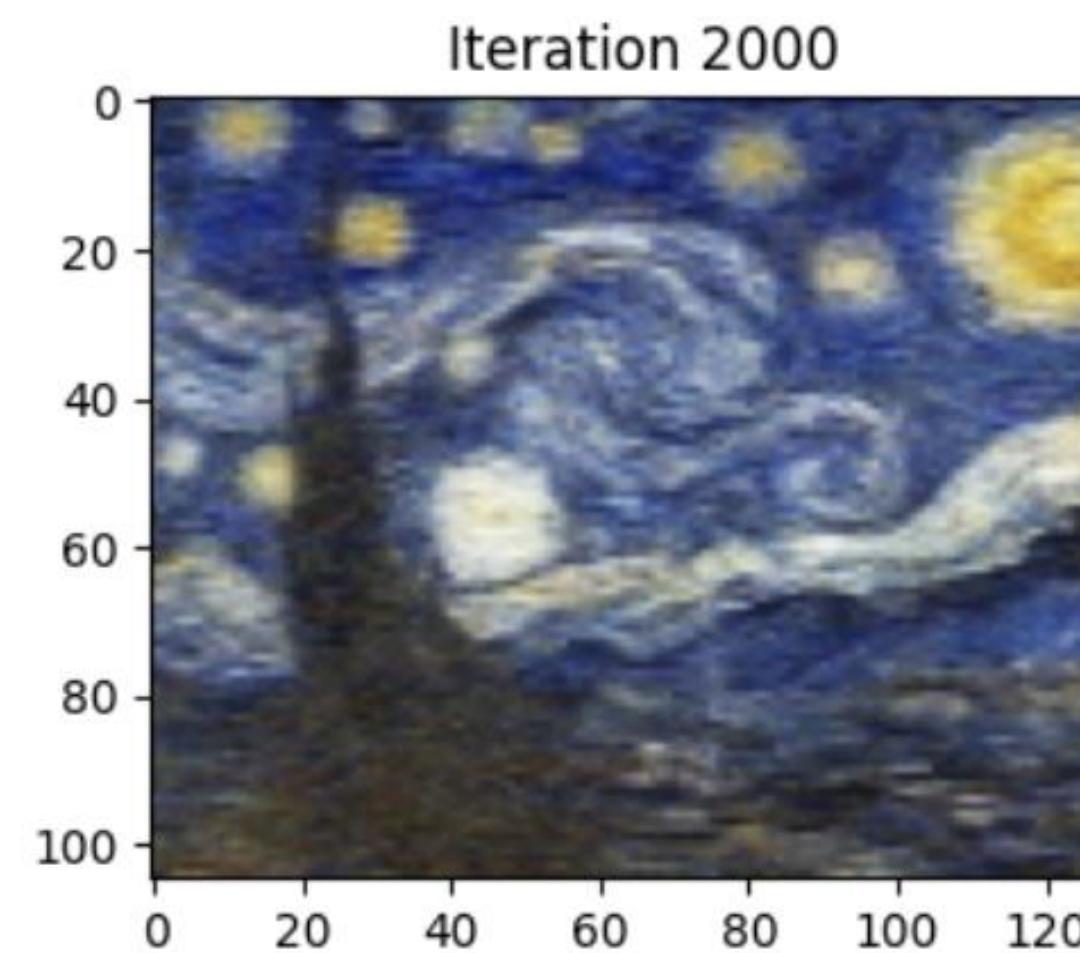


Iteration 10000 Loss: 0.0269 PSNR: 15.70 Time: 0.00 secs per iter 12.67 secs in total



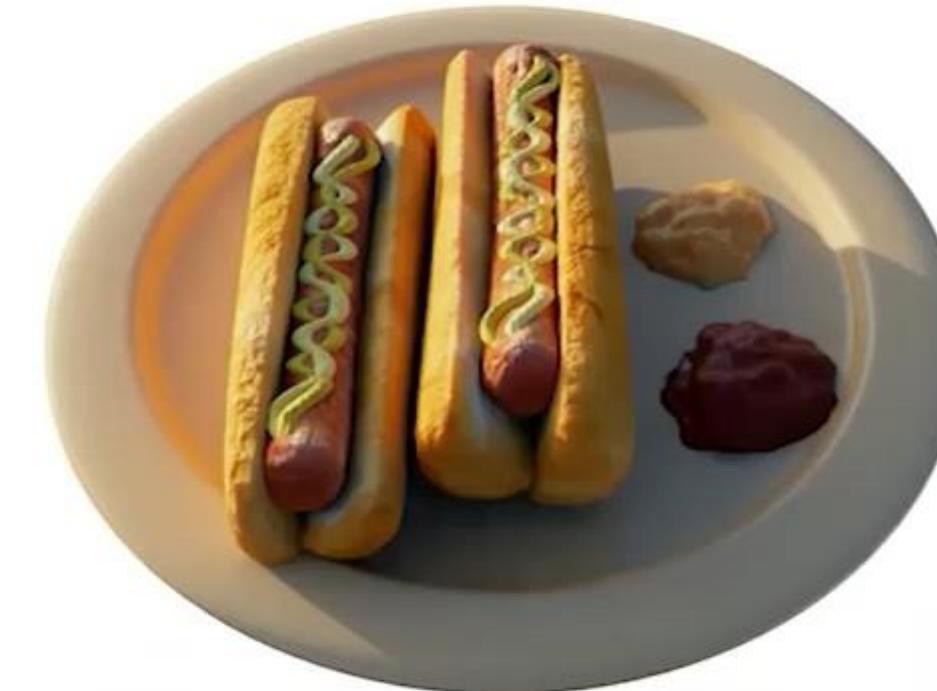


Iteration 2000 Loss: 0.0034 PSNR: 24.68 Time: 0.00 secs per iter 2.66 secs in total



Iteration 4000 Loss: 0.0024 PSNR: 26.23 Time: 0.00 secs per iter 5.15 secs in total

What is the problem that is being solved?



Plenoptic Function



Figure by Leonard McMillan

Q: What is the set of all things that we can ever see?

A: The Plenoptic Function (Adelson & Bergen '91)

Let's start with a stationary person and try to parameterize everything that they can see...

Grayscale Snapshot



$$P(\theta, \phi)$$

- is intensity of light
- Seen from a single position (viewpoint)
 - At a single time
- Averaged over the wavelengths of the visible spectrum

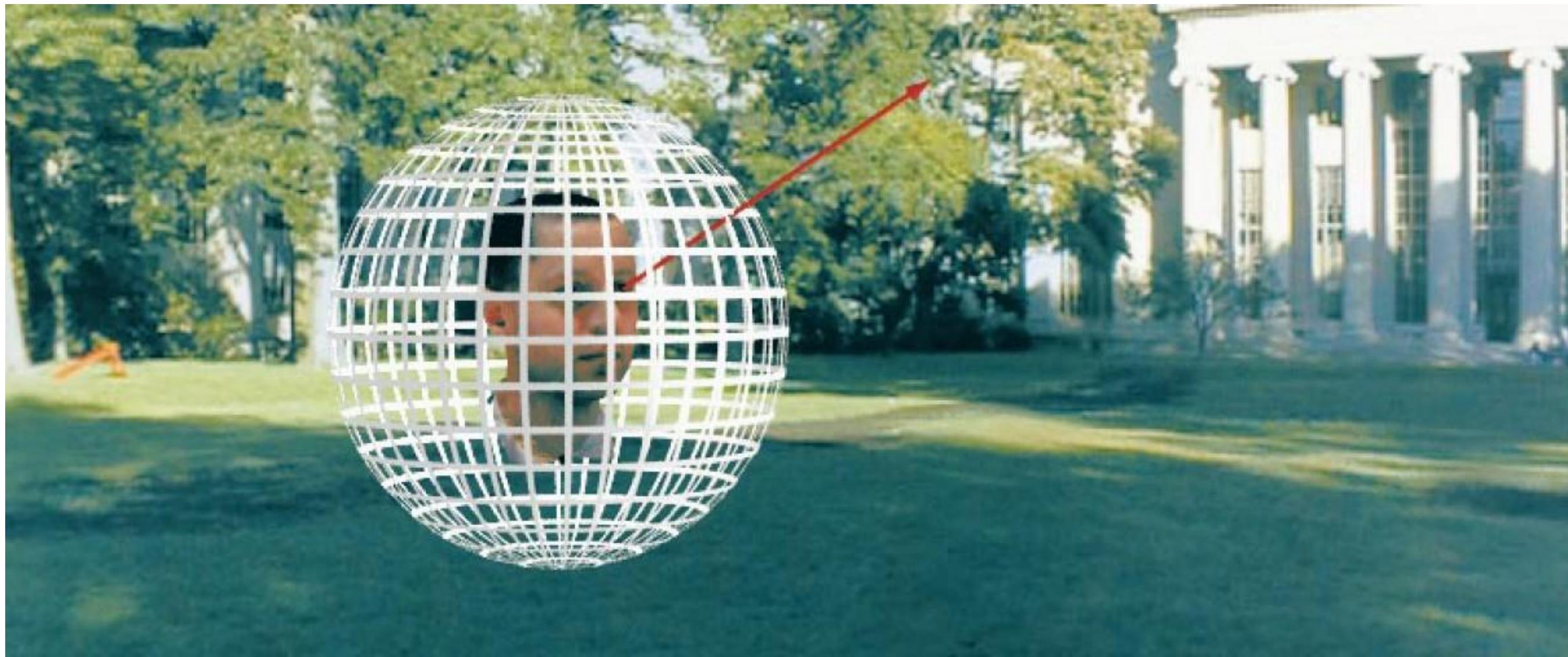
Color snapshot



$$P(\theta, \phi, \lambda)$$

- is intensity of light
- Seen from a single position (viewpoint)
 - At a single time
 - As a function of wavelength

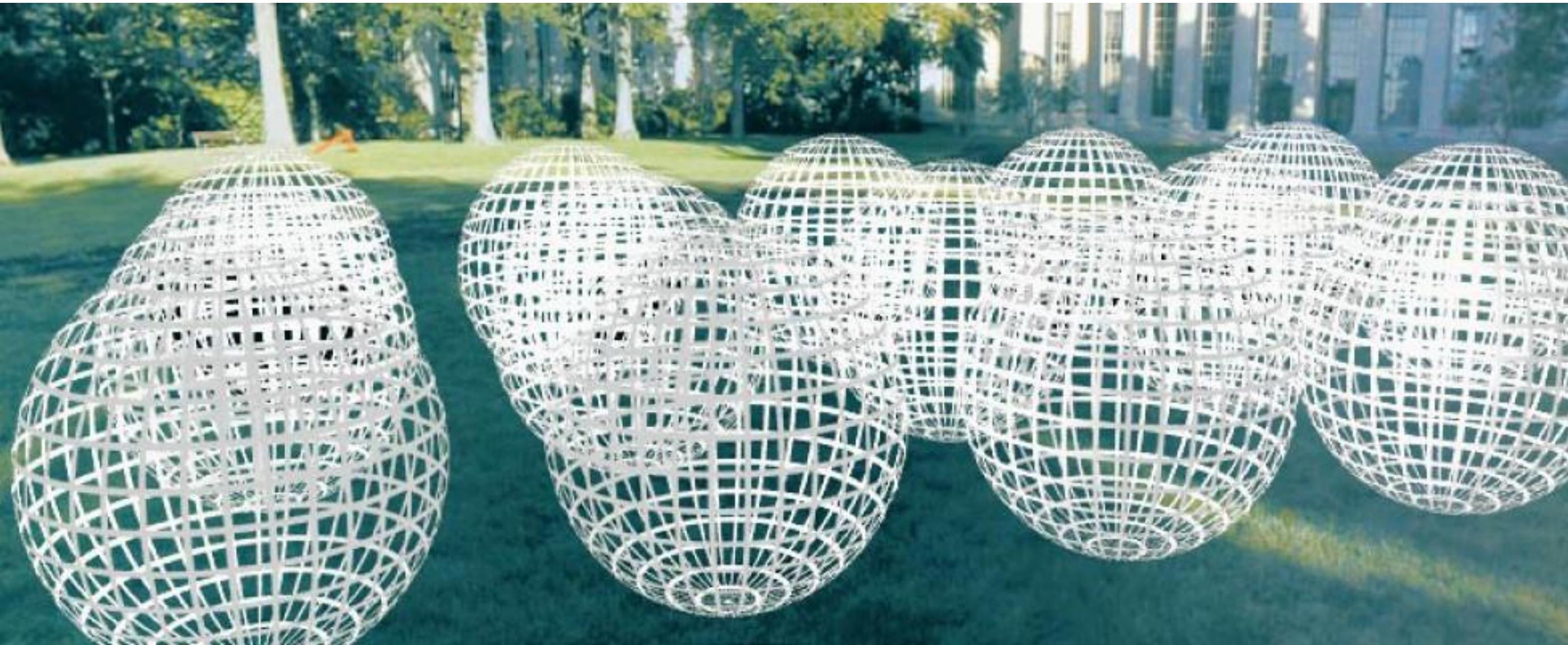
A movie



$$P(\theta, \phi, \lambda, t)$$

- is intensity of light
- Seen from a single position (viewpoint)
 - Over time
 - As a function of wavelength

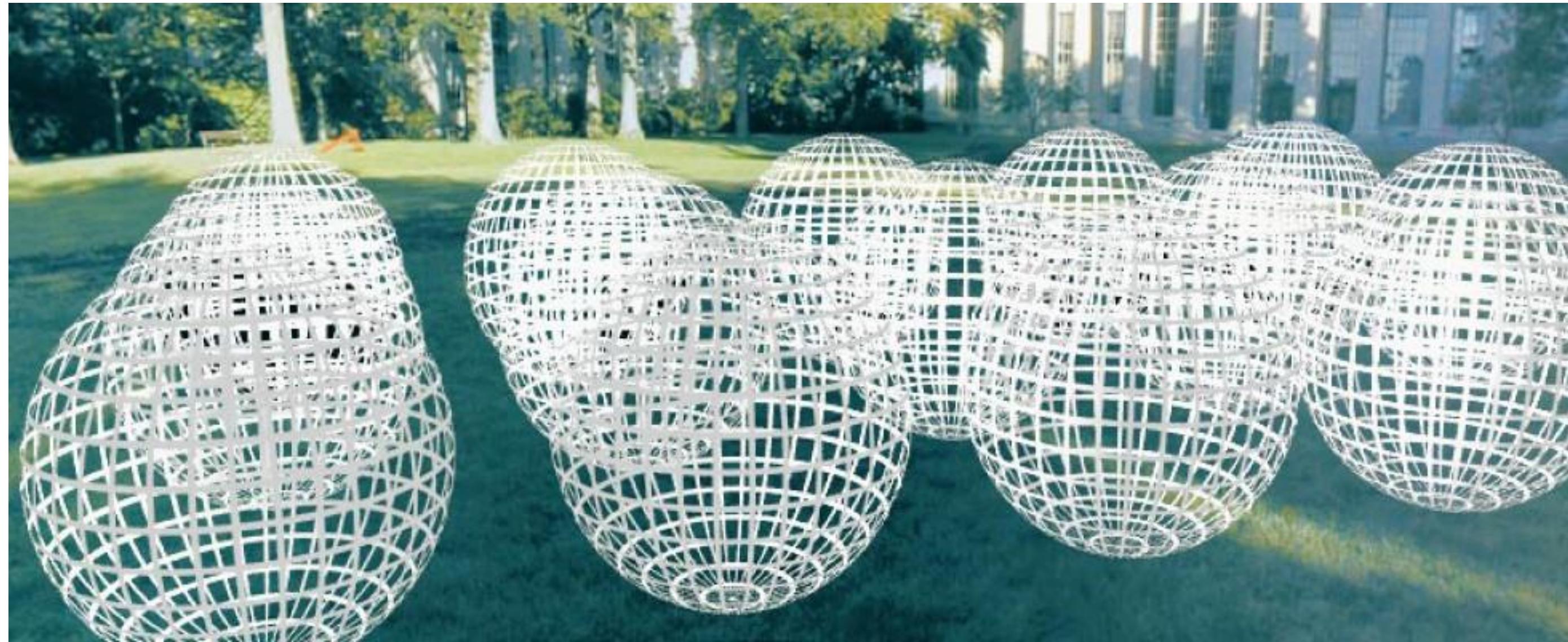
A holographic movie



$$P(\theta, \phi, \lambda, t, V_x, V_y, V_z)$$

- is intensity of light
- Seen from ANY position and direction
 - Over time
 - As a function of wavelength

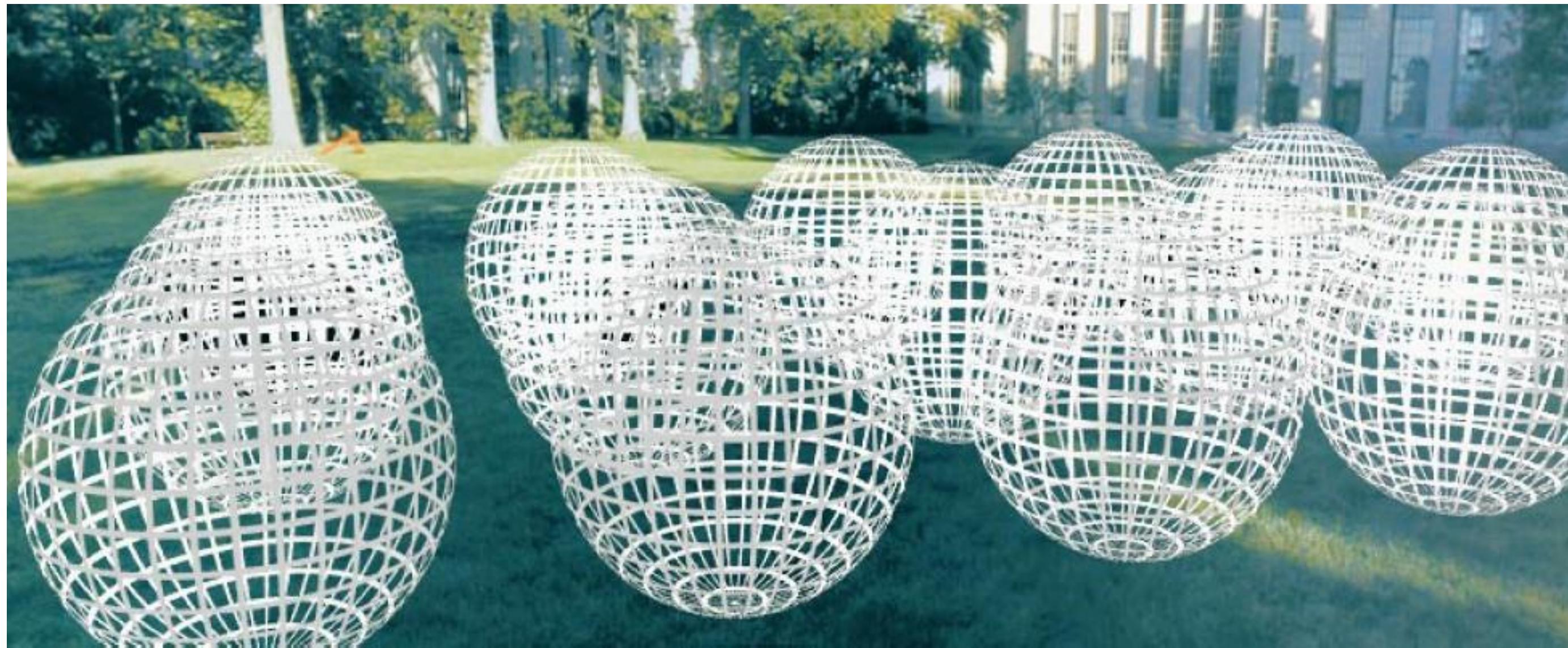
The plenoptic function



$$P(\theta, \phi, \lambda, t, V_x, V_y, V_z)$$

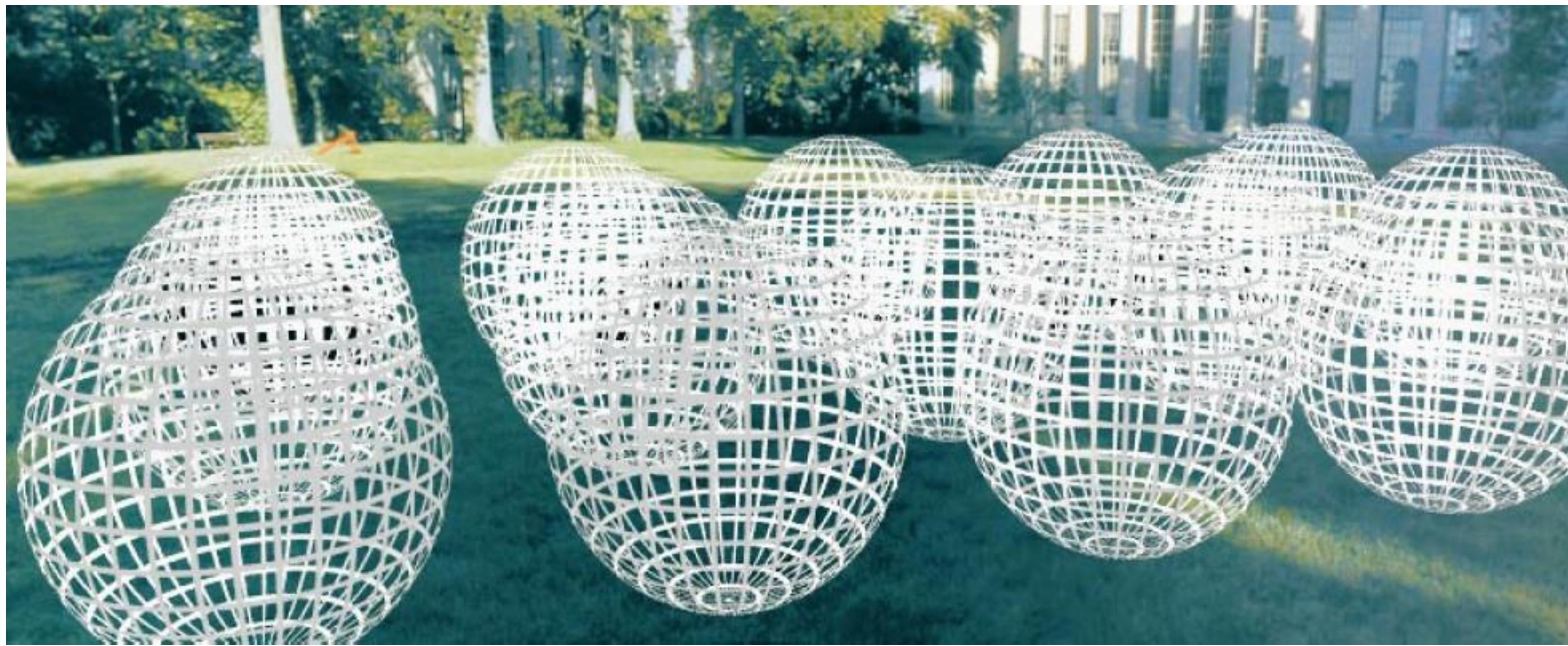
7D function, that can reconstruct every position & direction,
at every moment, at every wavelength
= it recreates the entirety of our visual reality!

Goal: Plenoptic Function from a set of images



- Objective: Recreate the visual reality
- All about recovering photorealistic pixels, not about recording 3D point or surfaces
 - Image Based Rendering
 - aka **Novel View Synthesis**

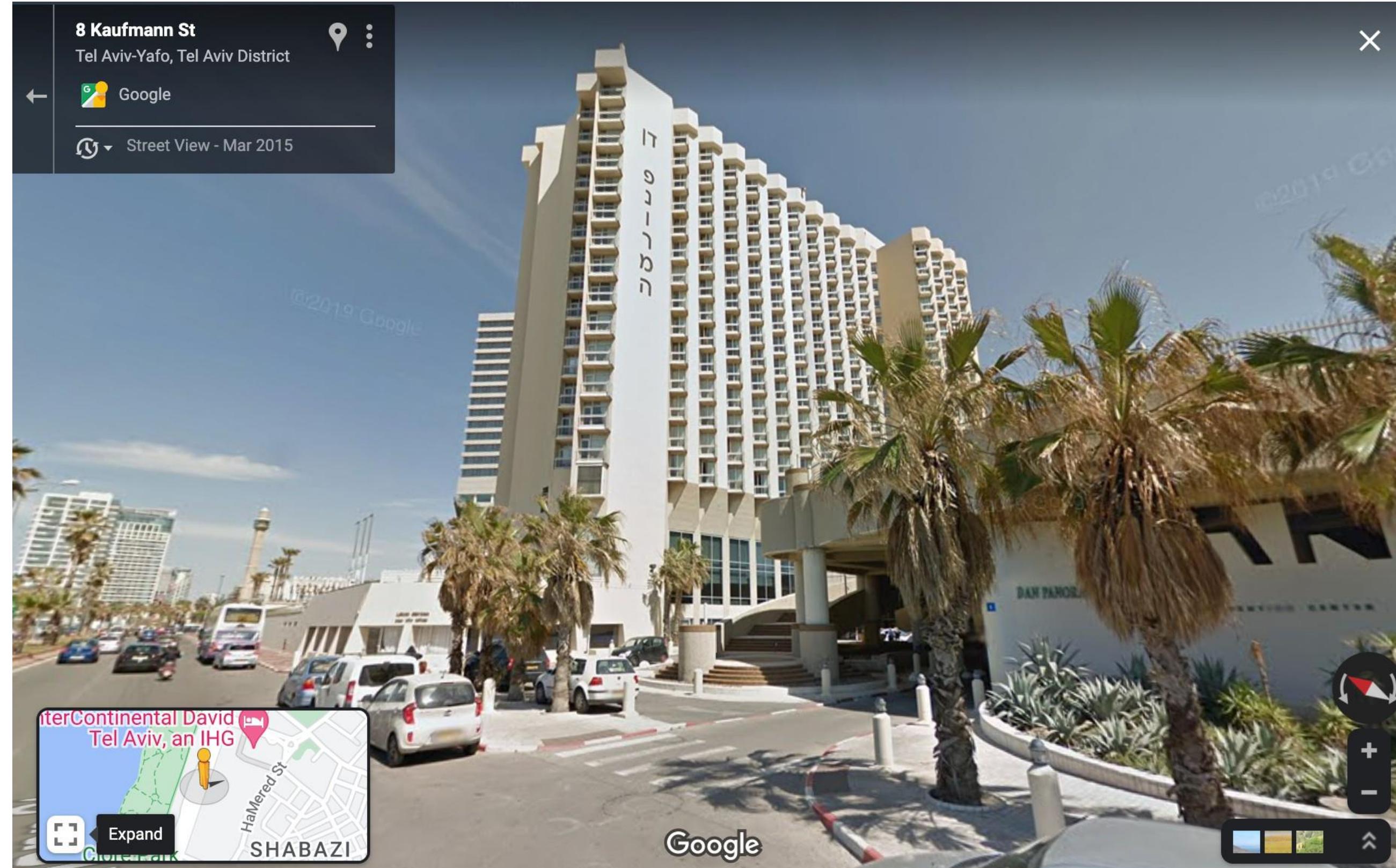
Goal: Plenoptic Function from a set of images



It is a conceptual device

Adelson & Bergen do not discuss how to solve this

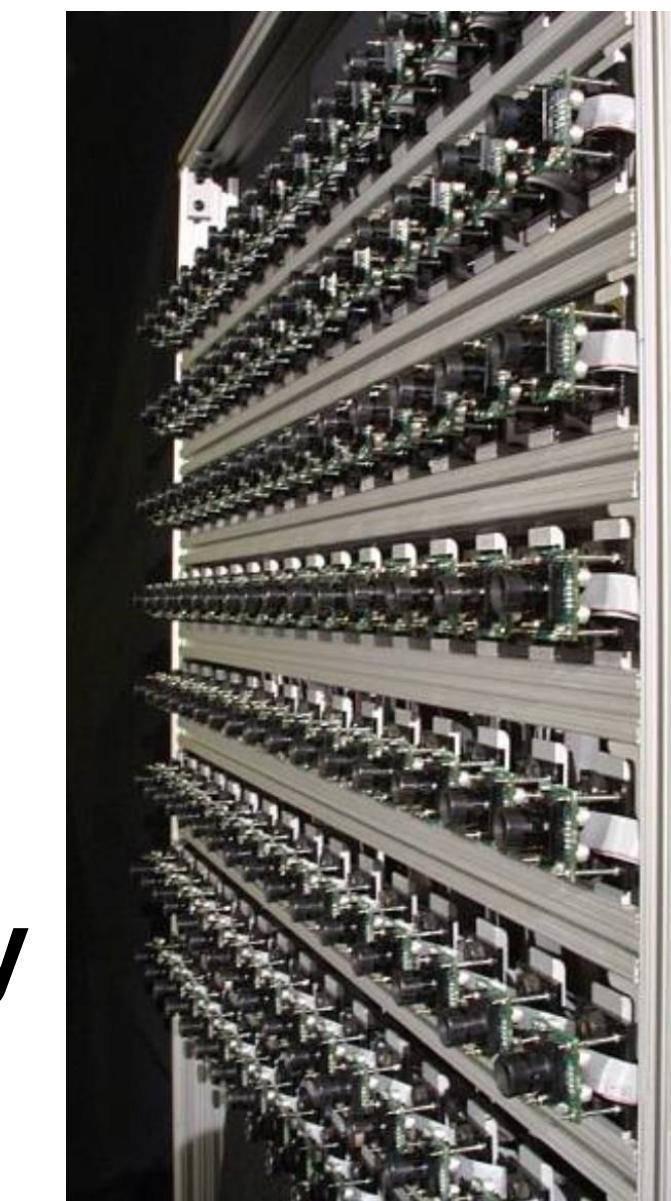
An example of a sparse plenoptic function



If street view was super dense
(360 view from any view point)
then it is the Plenoptic Function

Lightfield / Lumigraph

- An approach for modeling the Plenoptic Function
- Take a lot of pictures from many views
- Interpolate the rays to render a novel view



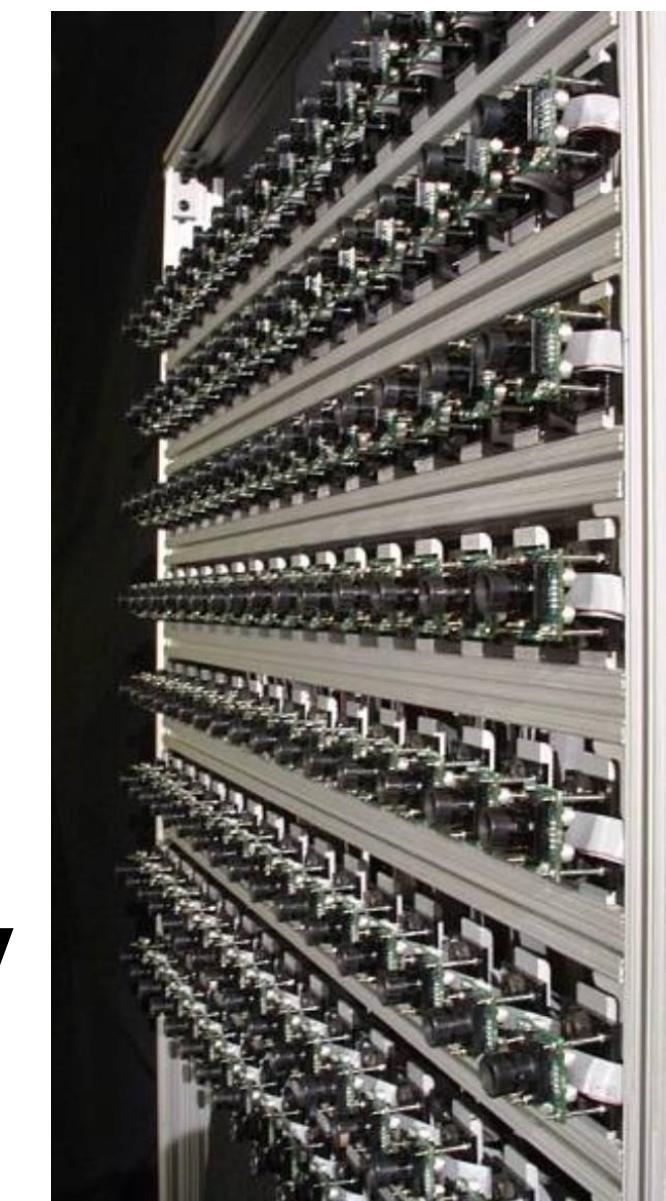
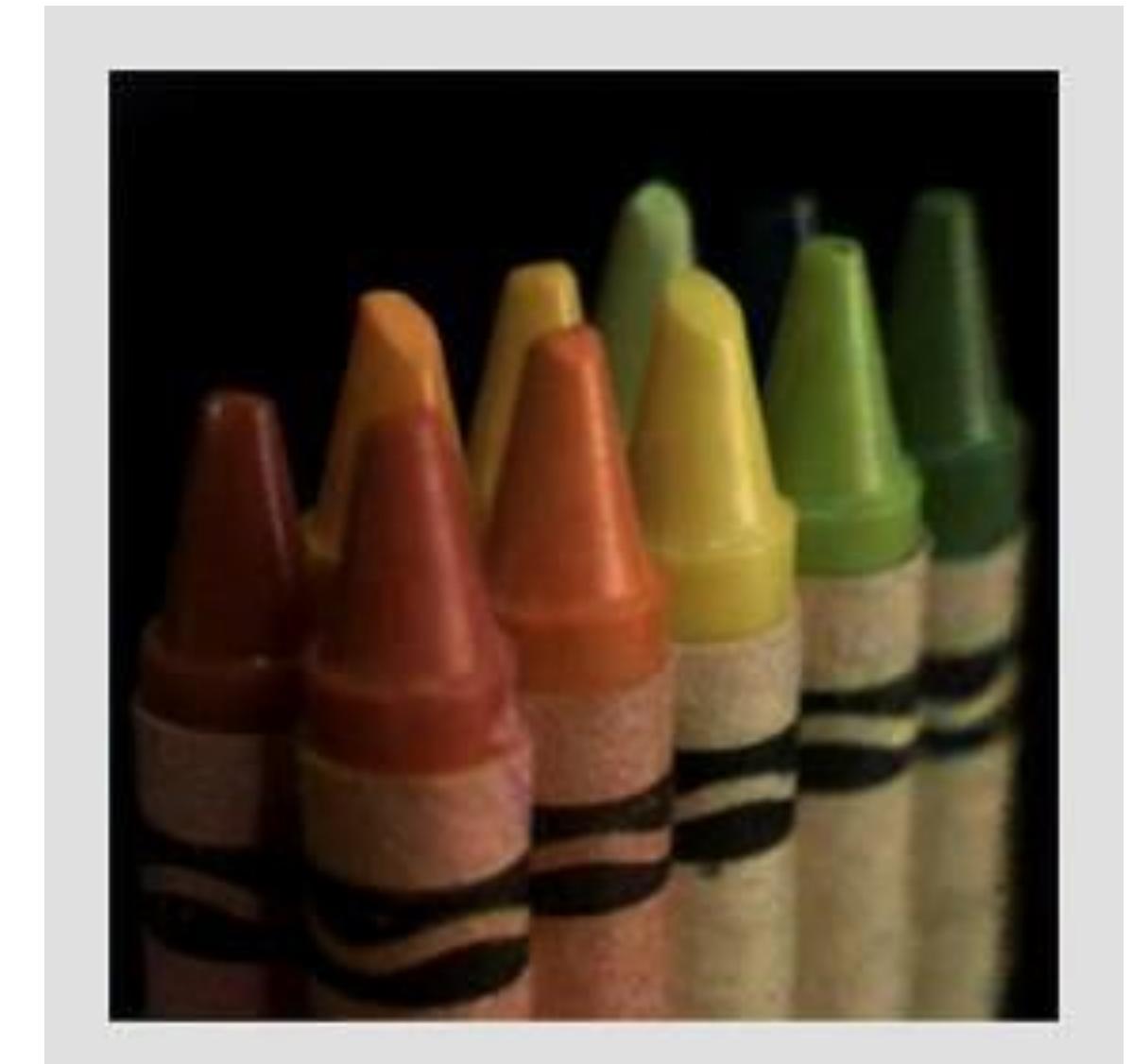
Stanford Gantry
128 cameras



Lytro camera

Lightfield / Lumigraph

- An approach for modeling the Plenoptic Function
- Take a lot of pictures from many views
- Interpolate the rays to render a novel view



Stanford Gantry
128 cameras



Lytro camera

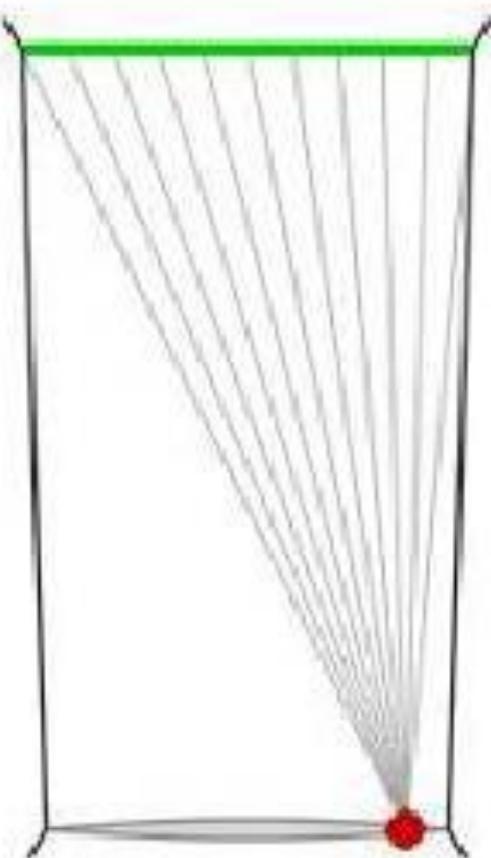
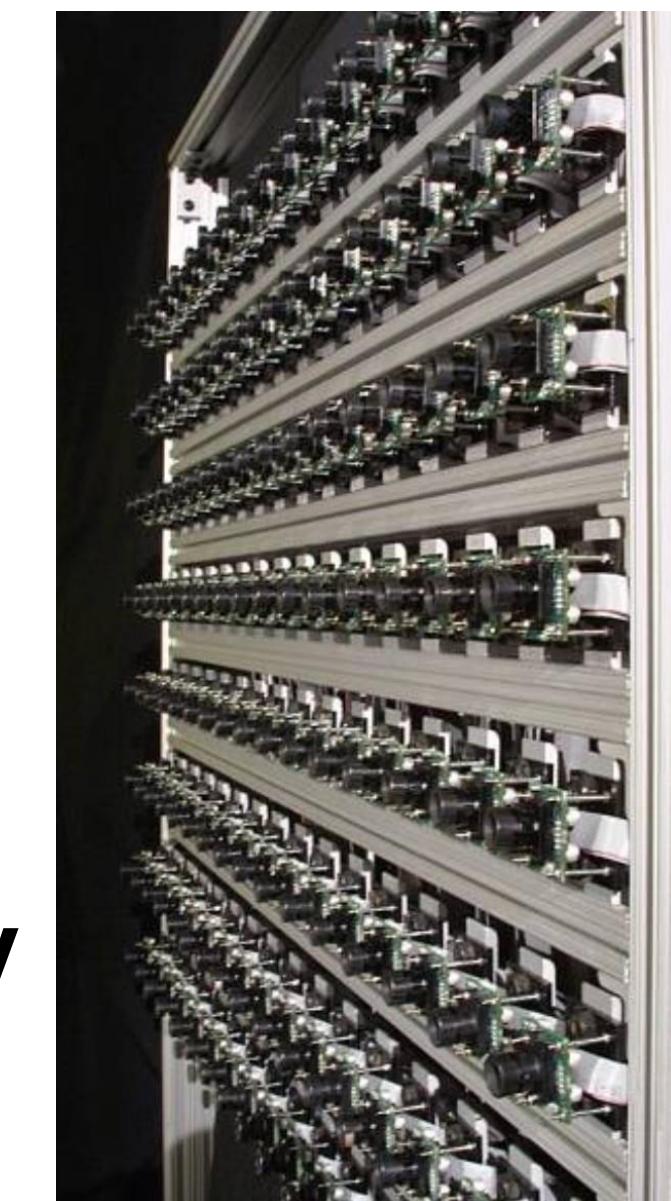
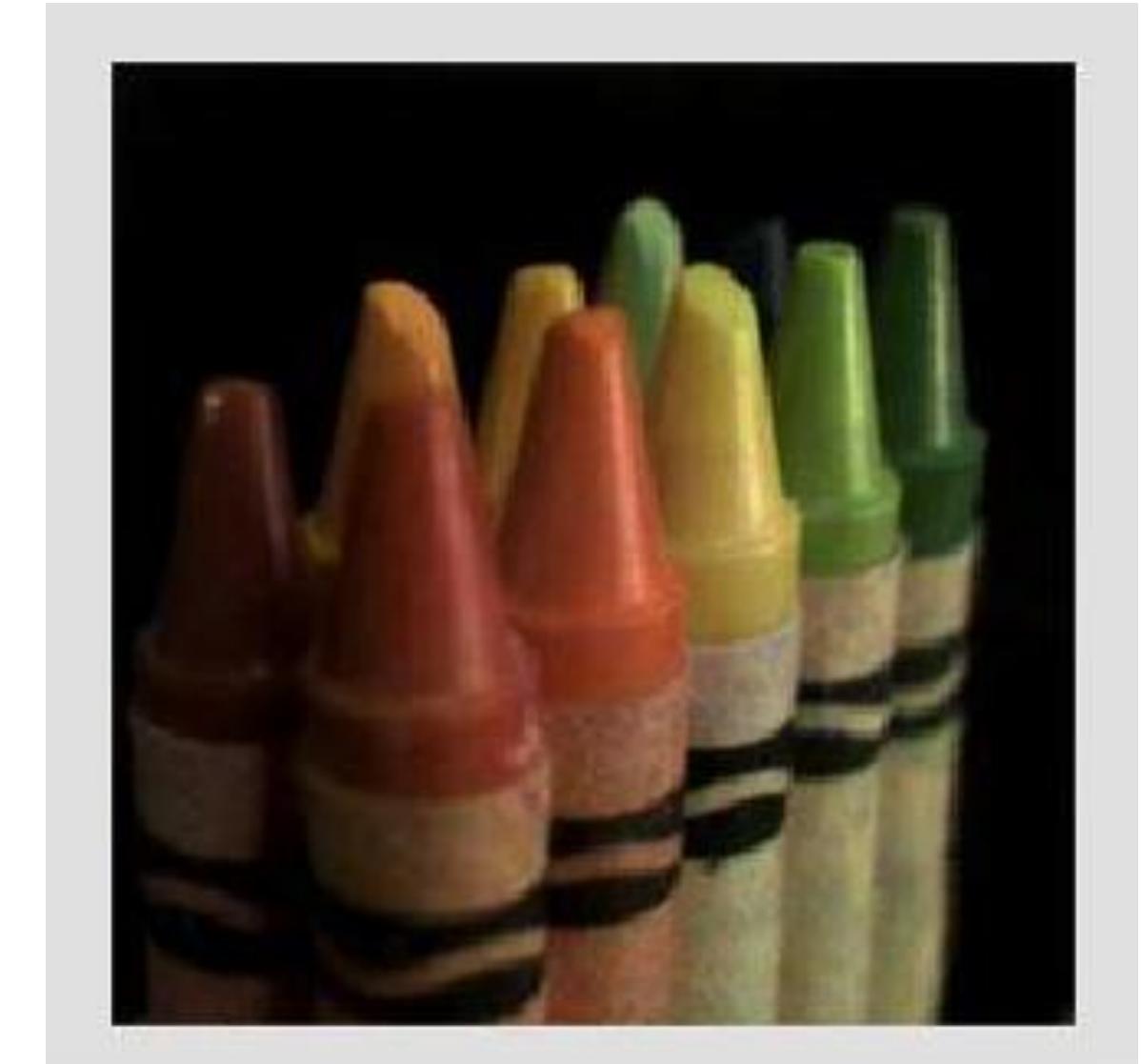


Figure from Marc Levoy

Lightfield / Lumigraph

- An approach for modeling the Plenoptic Function
- Take a lot of pictures from many views
- Interpolate the rays to render a novel view



Stanford Gantry
128 cameras



Lytro camera

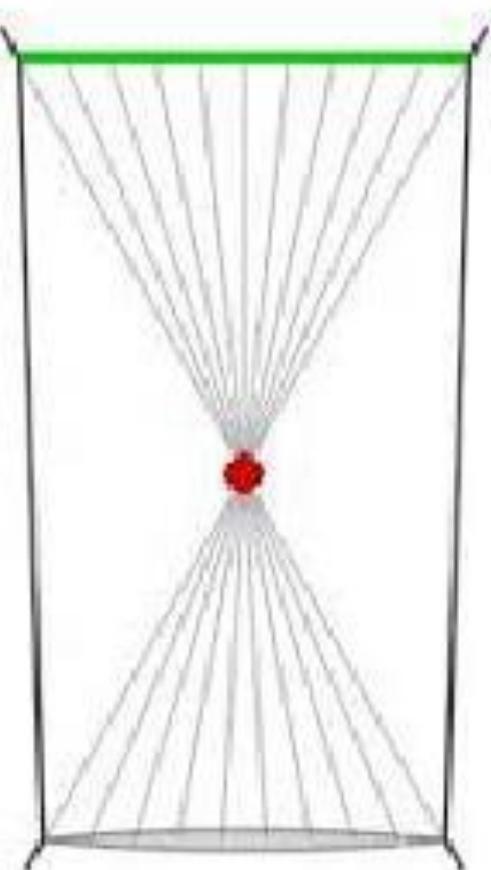
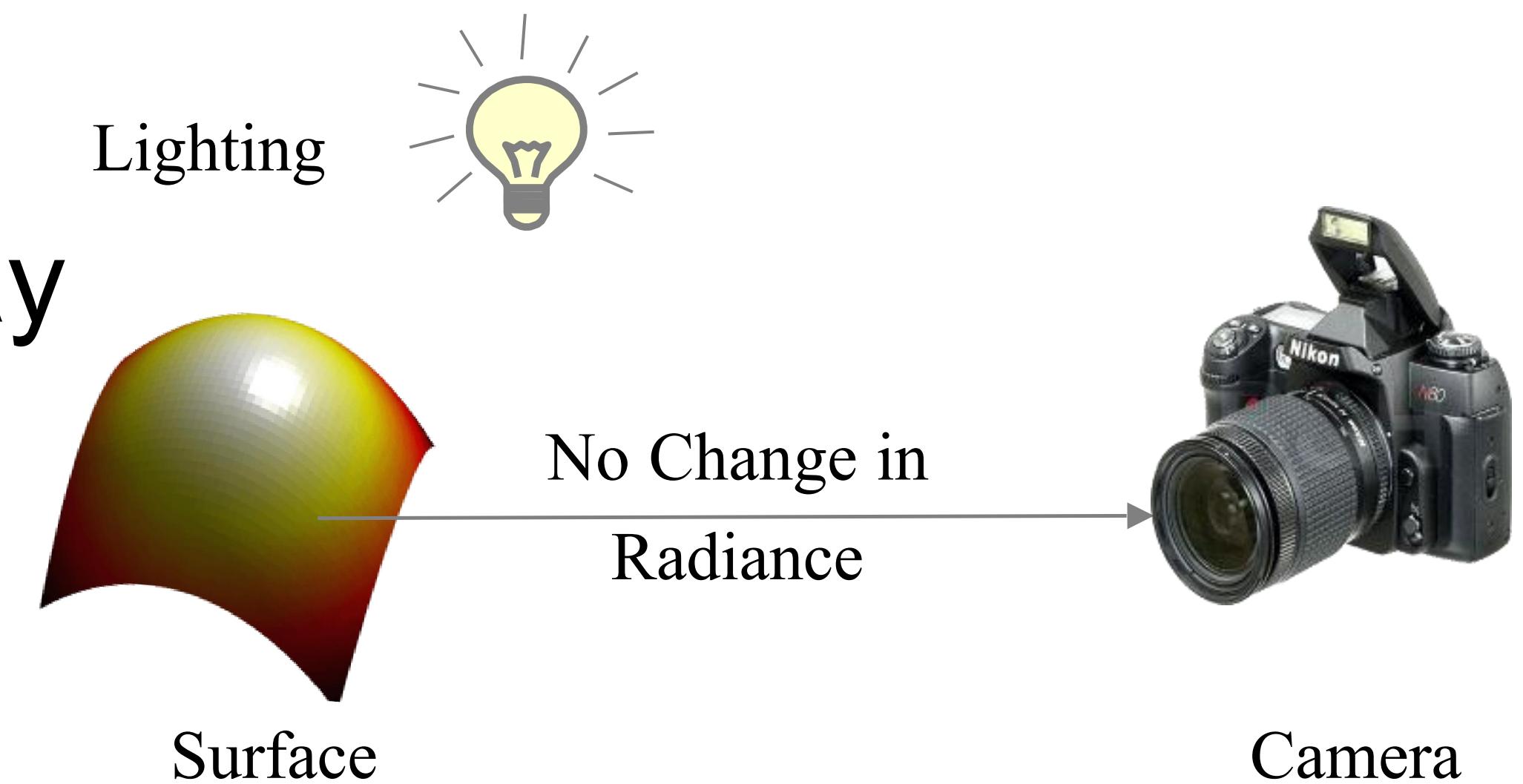


Figure from Marc Levoy

Lightfield / Lumigraph

Lightfields assume that the ray shooting out from a pixel is never occluded.



Because of this it only models the plenoptic surface:

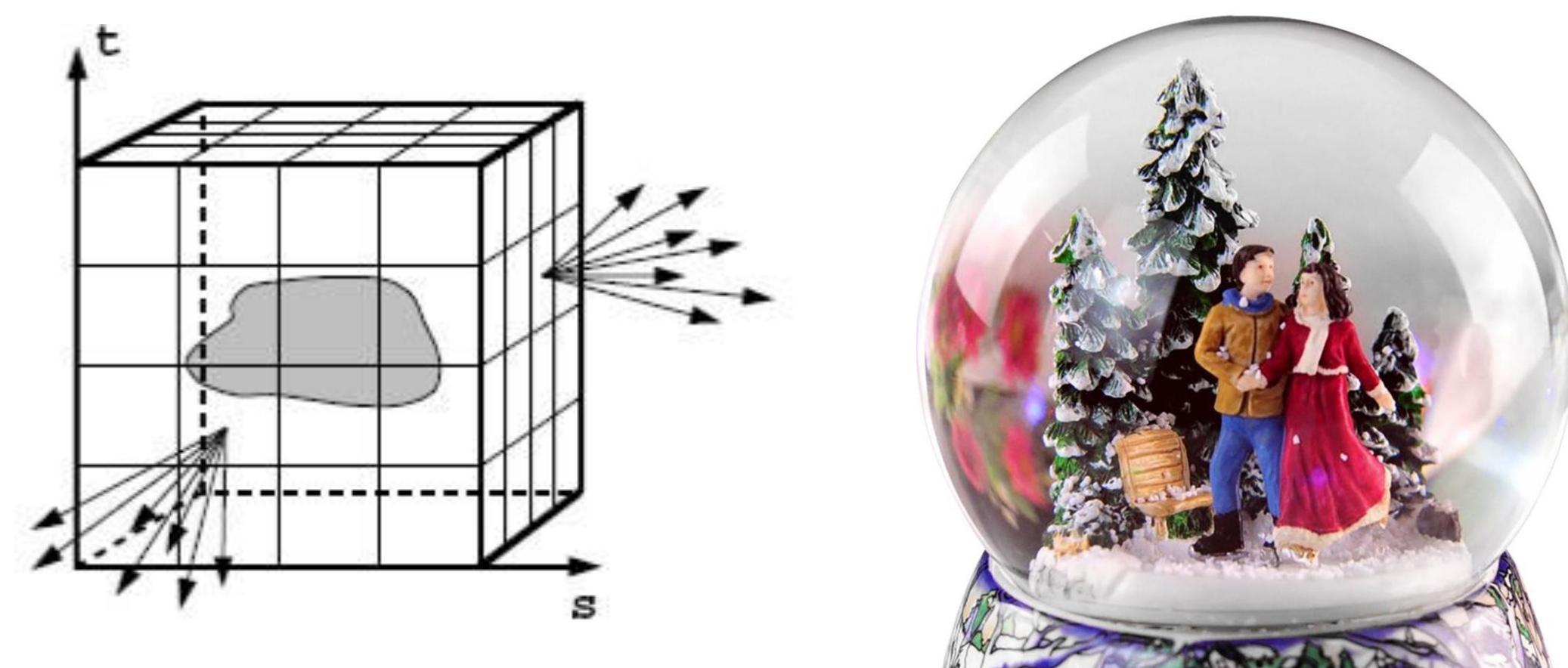


Figure 1: The surface of a cube holds all the radiance information due to the enclosed object.

How NeRF models the Plenoptic Function

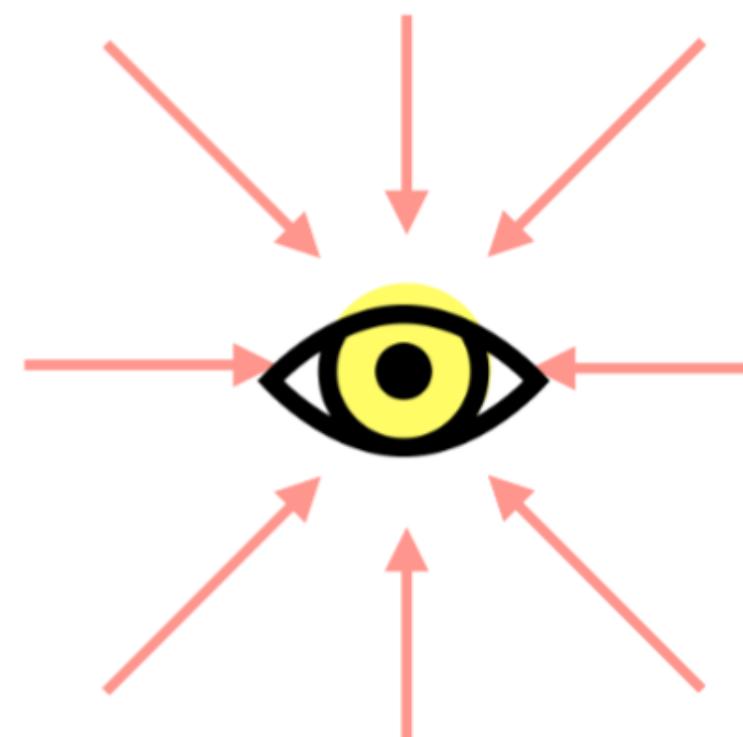
$$P(\theta, \phi, V_x, V_y, V_z)$$

Look familiar

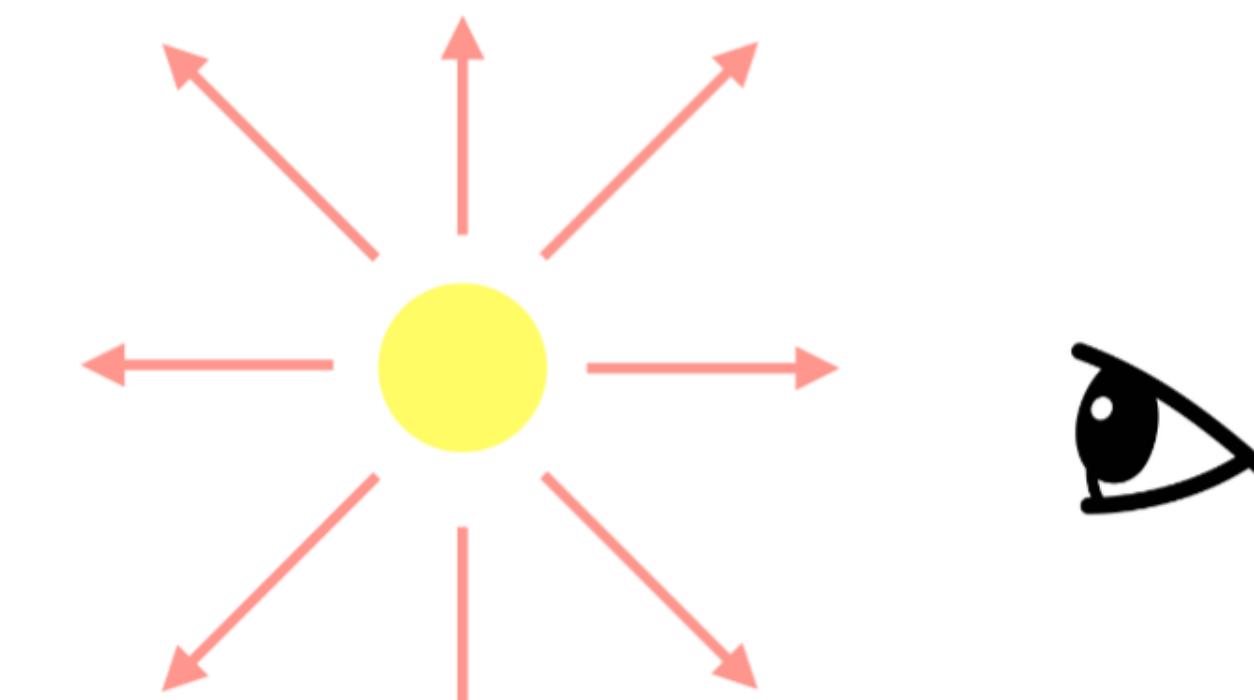


NeRF takes the same input as the Plenoptic Function!

A subtle difference:



Plenoptic Function

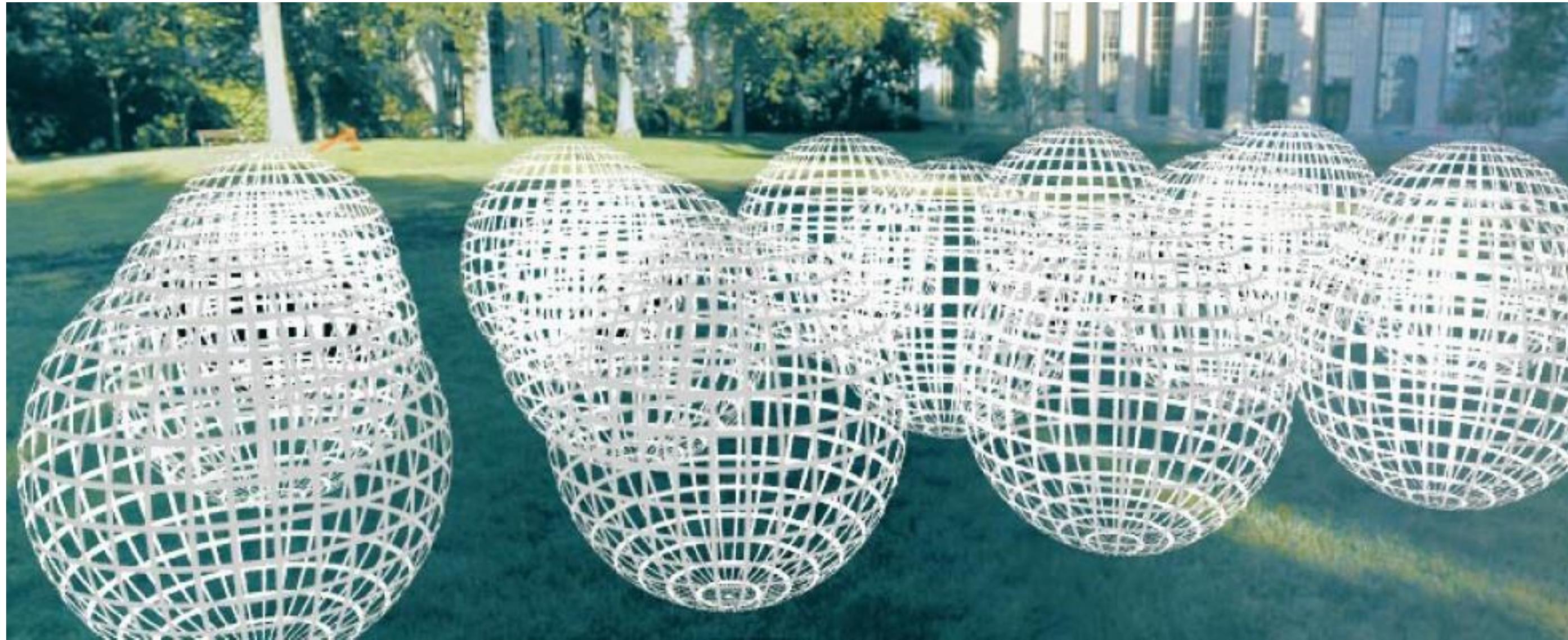


NeRF

So NeRF requires the integration along the viewing ray to compute the Plenoptic Function

Bottom line: it models the full plenoptic function!

5D function



- For every location (3D), all possible views (2D) 
- NeRF models this space with a continuous view-dependent volume with opacity
- The color emitted by every point is composited to render a pixel
- Unlike a light field, the entire 5D plenoptic function can be modeled (you can fly through the world)

Visualizing the 2D function on the sphere



Outgoing radiance distribution
for point on side of ship



Outgoing radiance distribution
for point on water's surface

Baking in Light



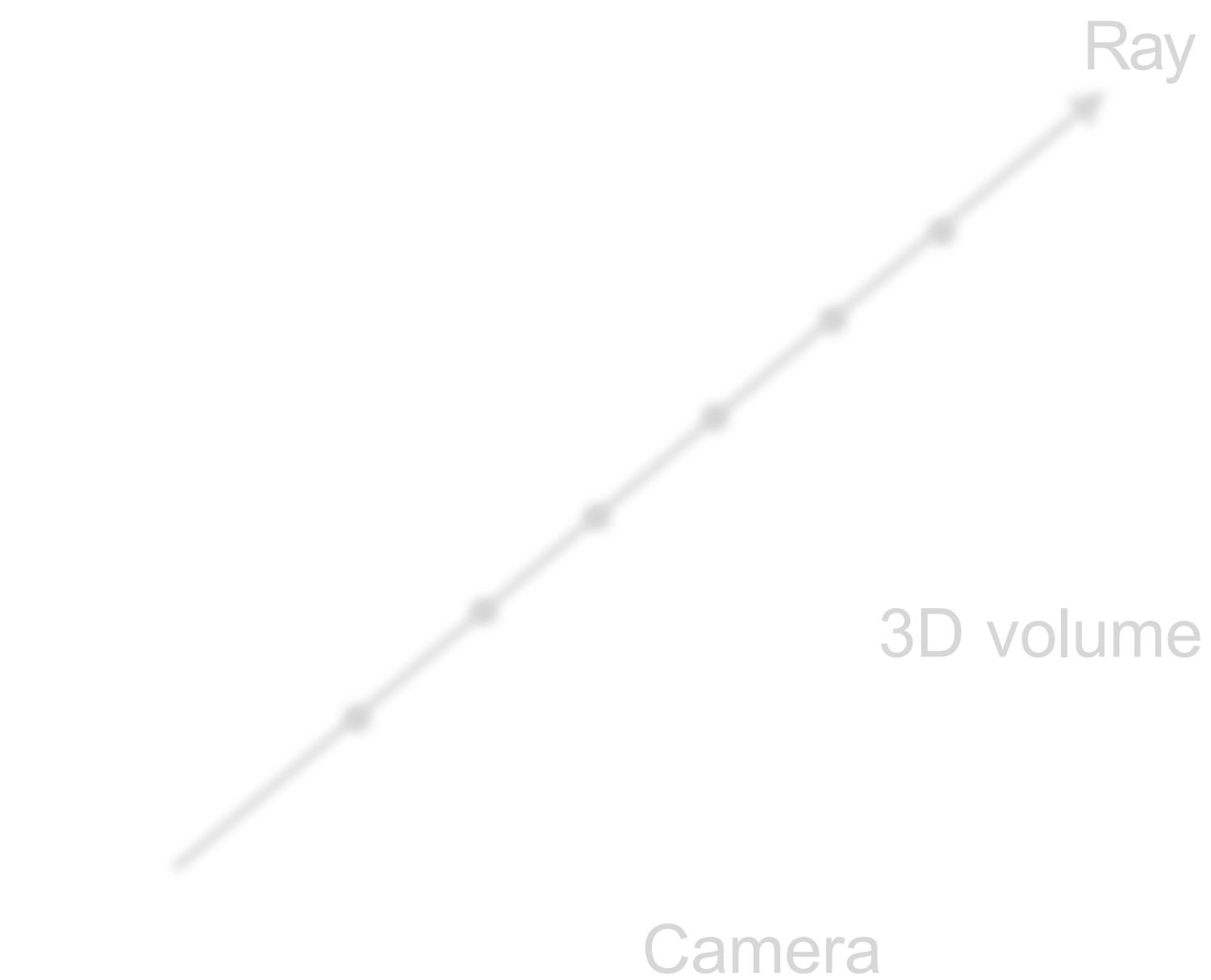
- NeRF can capture non-Lambertian (specular, shiny surfaces) because it models the color in a view-dependent manner
- This is hard to do with meshes unless you model the physical materials & lighting interactions
- But, with Image Based Rendering — All lighting effects are baked in

NeRF in a Slide

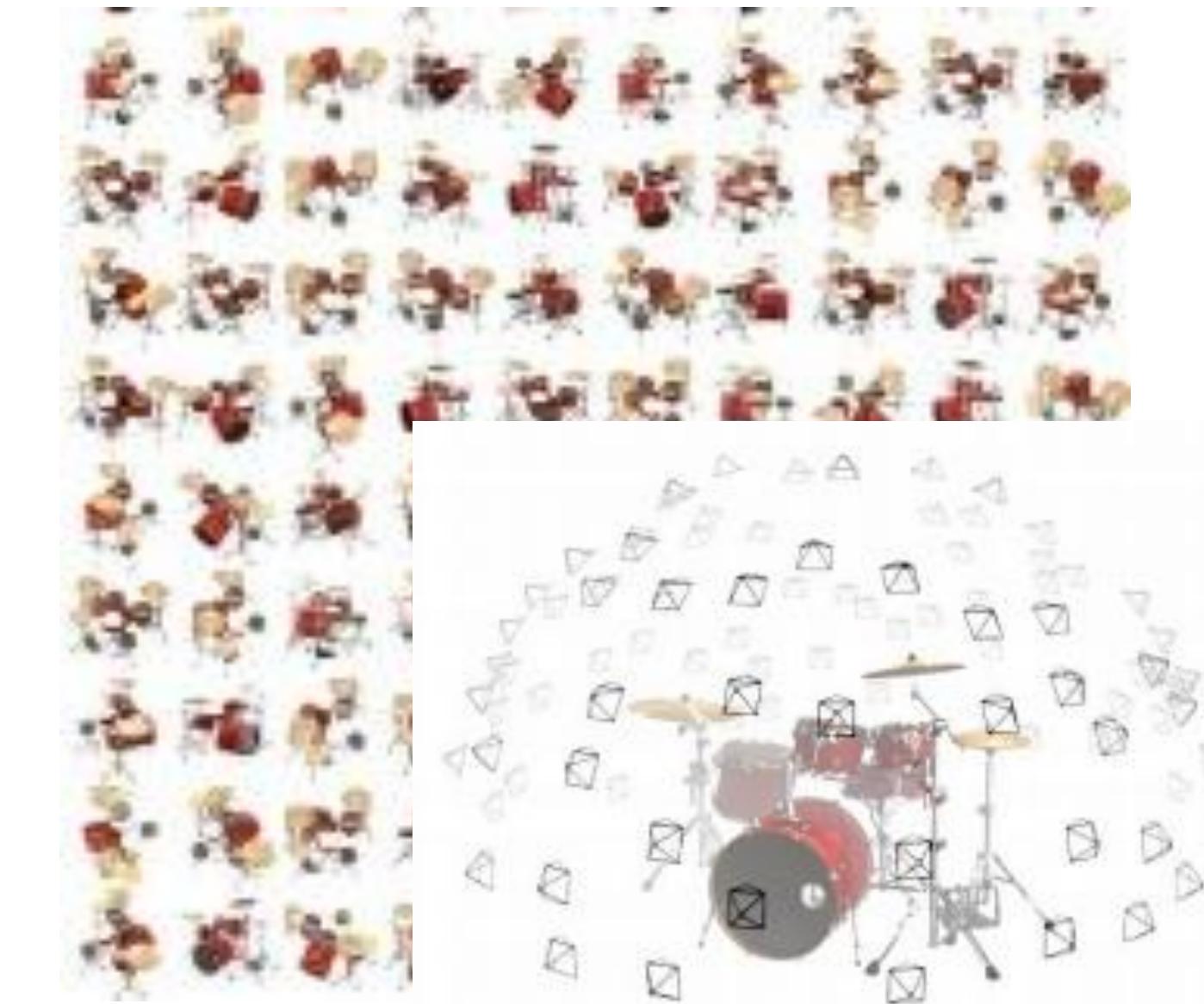
Objective: Reconstruct
all training views



Volumetric 3D Scene
Representation



Differentiable Volumetric
Rendering Function



Optimization via
Analysis-by-Synthesis

Unmentioned caveat so far

- Training a NeRF requires a **calibrated** camera!!!!
- Need to know the camera parameters: extrinsic (viewpoint) & intrinsics (focal length, distortion, etc)



How do we get this from images?

Structure from Motion

Or Photogrammetry (1850~)
Long history in Computer Vision

Proc. R. Soc. Lond. B. 203, 405–426 (1979)

Printed in Great Britain

The interpretation of structure from motion

BY S. ULLMAN

*Artificial Intelligence Laboratory, Massachusetts Institute of Technology,
545 Technology Square (Room 808), Cambridge, Massachusetts 02139 U.S.A.*

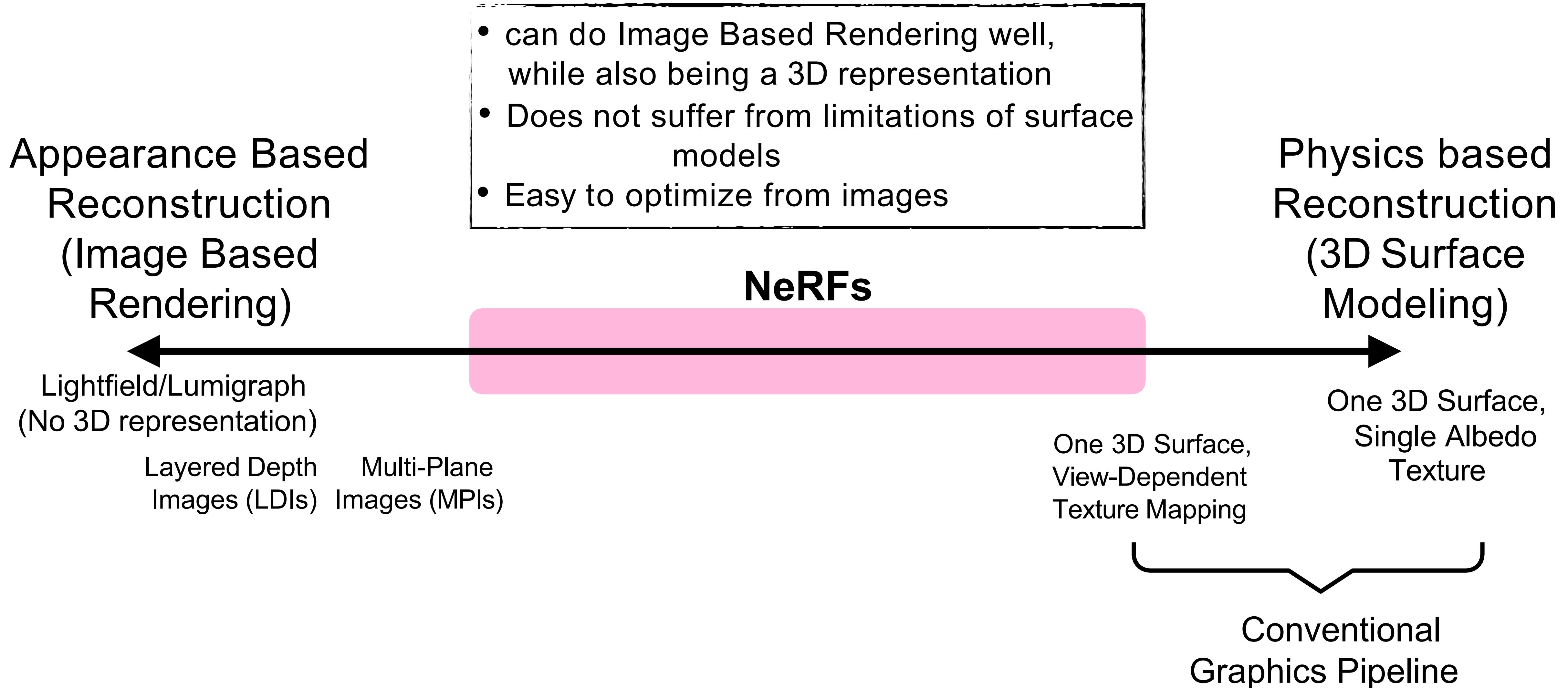
NeRF is AFTER Structure from Motion

- In order to train NeRF you need to run SfM/SLAM on the images to estimate the camera parameters
- In this sense, the problem category is same as that of **Multi-view Stereo**



Colmap: Schönberger et al. 2016

Where NeRF stands



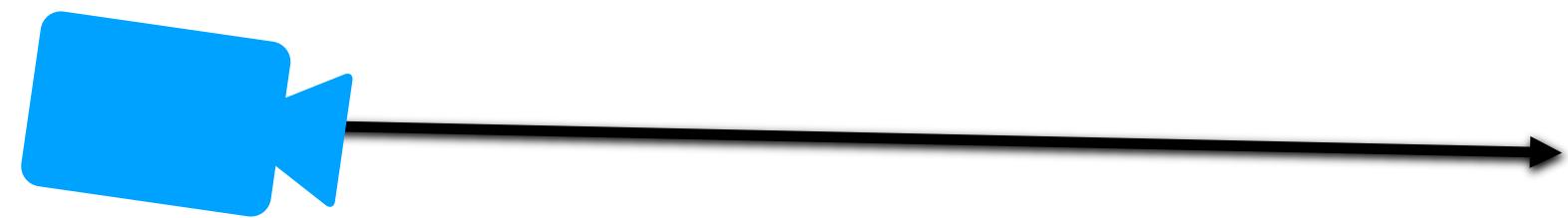
Analysis by Synthesis Requires Differentiable Renderers

Next: Deep dive into Volumetric Rendering Function

Neural Volumetric Rendering

Neural Volumetric **Rendering**

computing color along rays
through 3D space

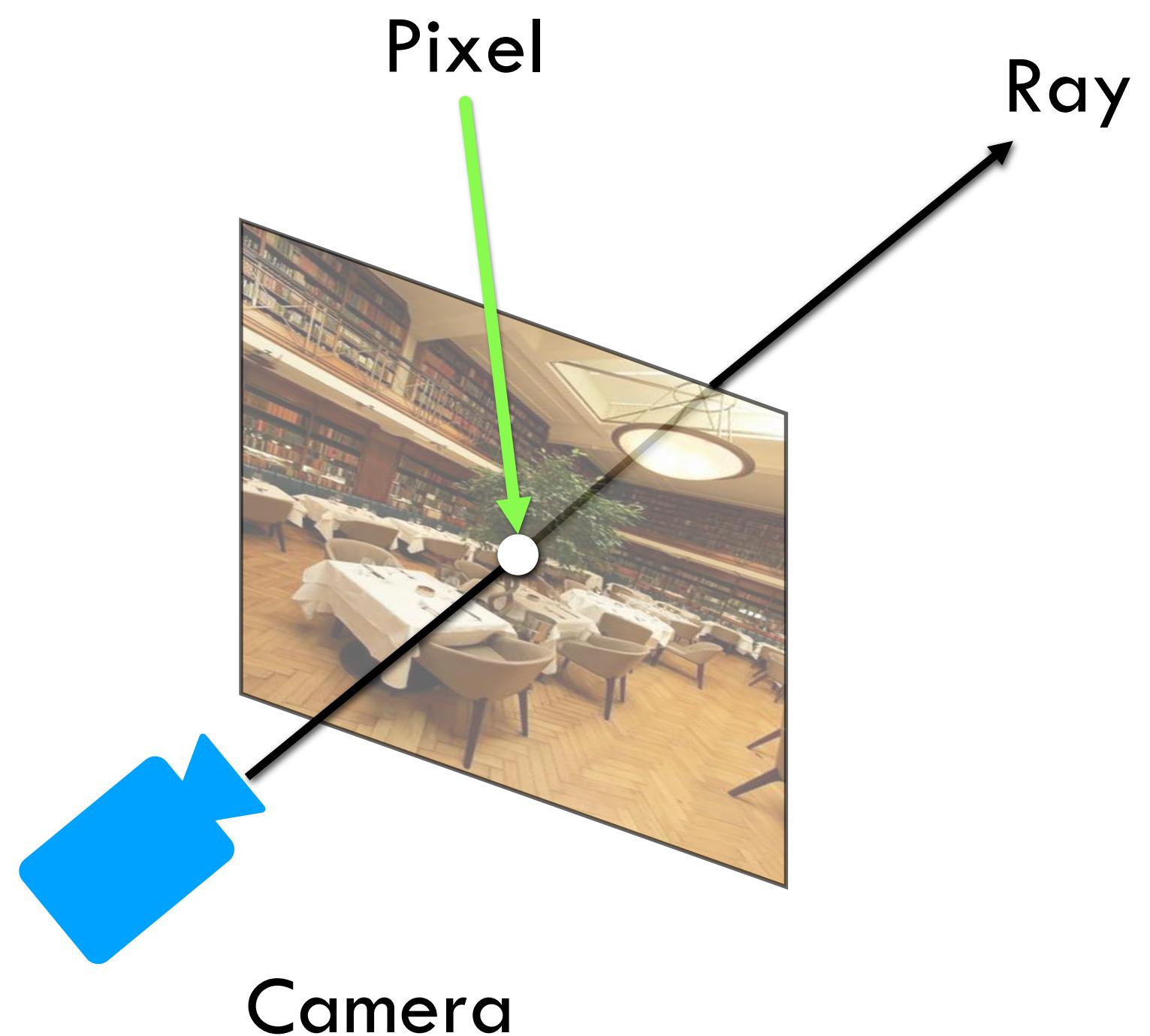


What color is this pixel?

Cameras and rays

Cameras and rays

- We need the mathematical mapping from $(camera, pixel) \rightarrow ray$
- Then can abstract underlying problem as learning the function $ray \rightarrow color$ (the “plenoptic function”)



Coordinate frames + Transforms: world-to-camera

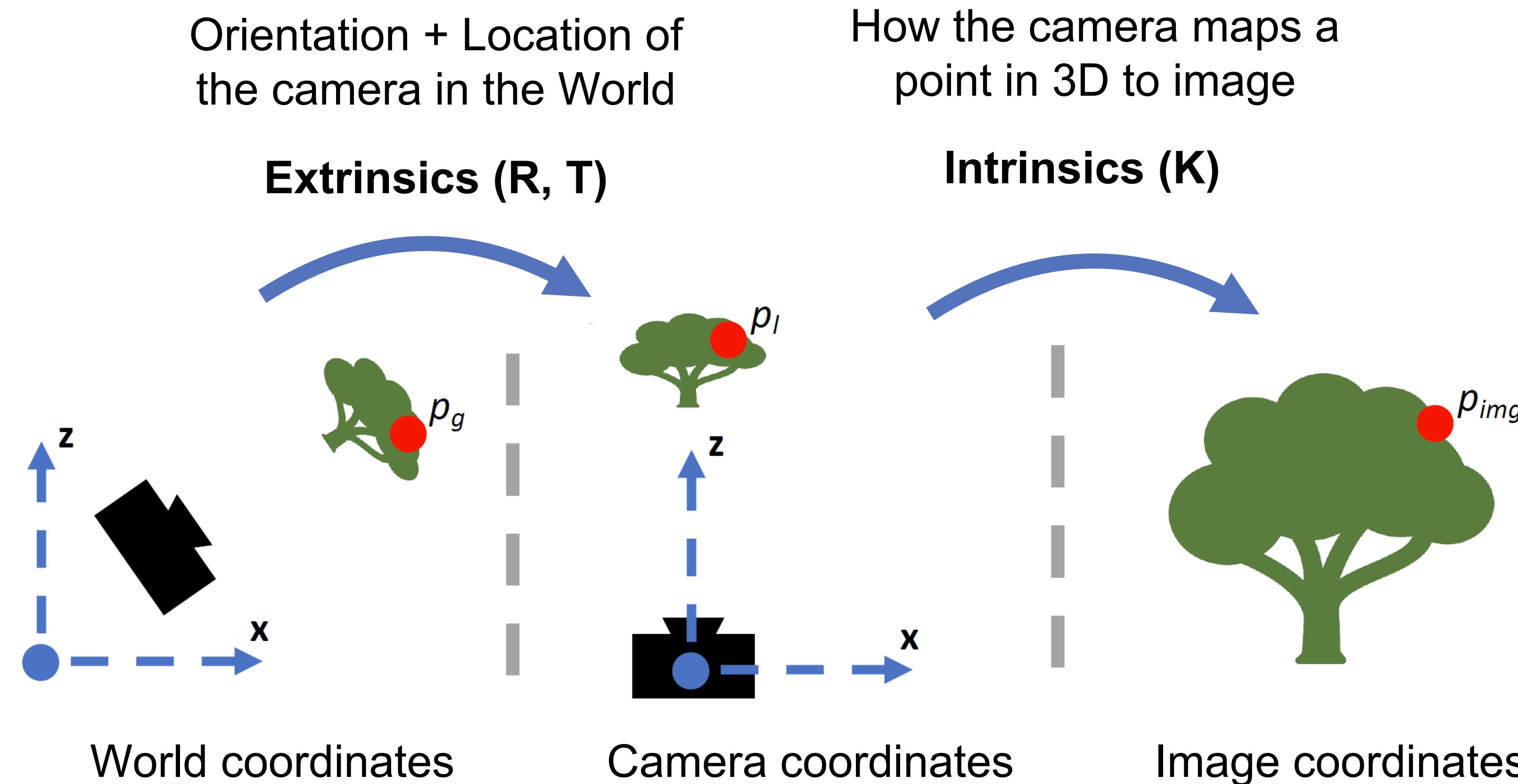


Figure credit: Peter Hedman

Coordinate frames + Transforms: camera-to-world

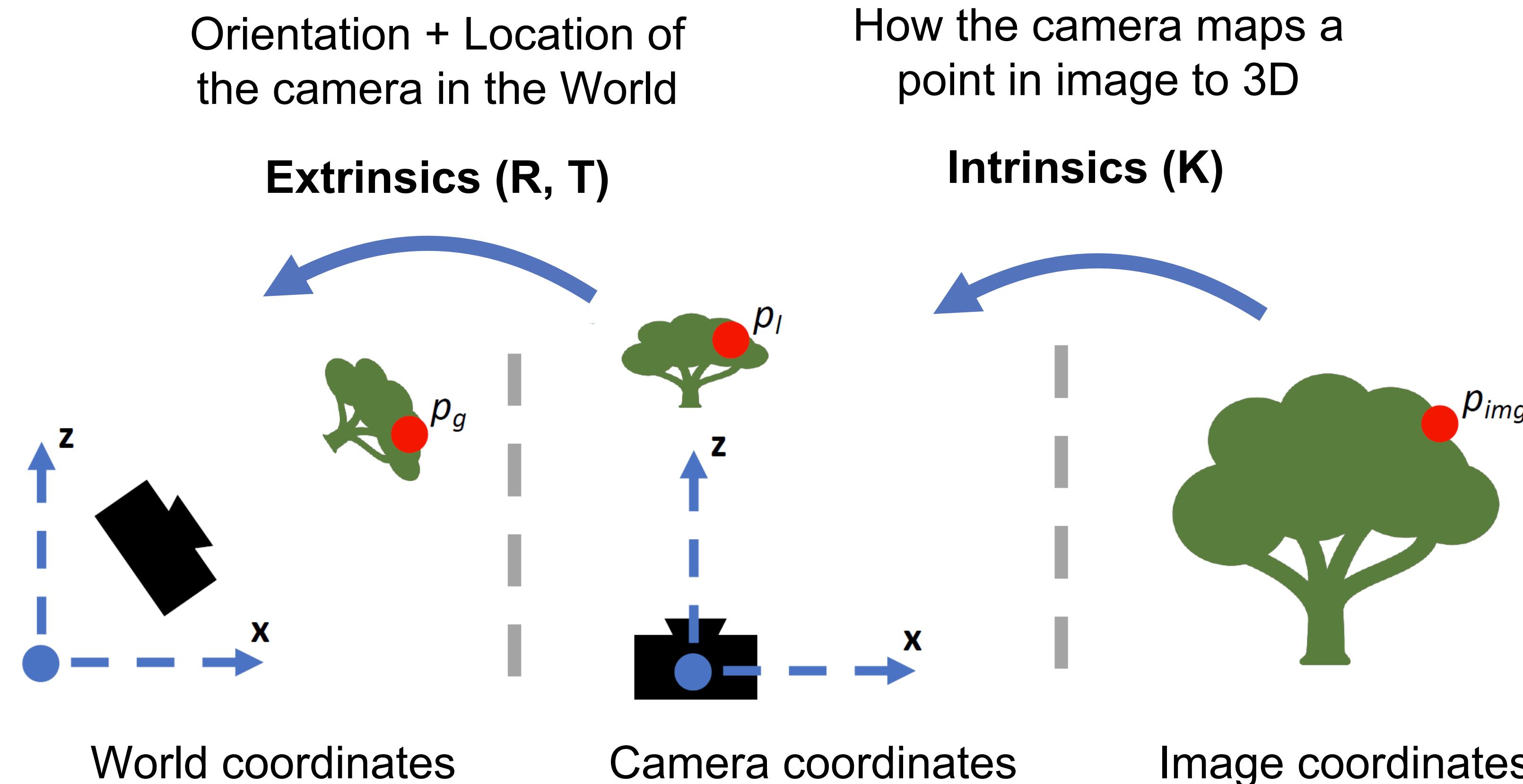
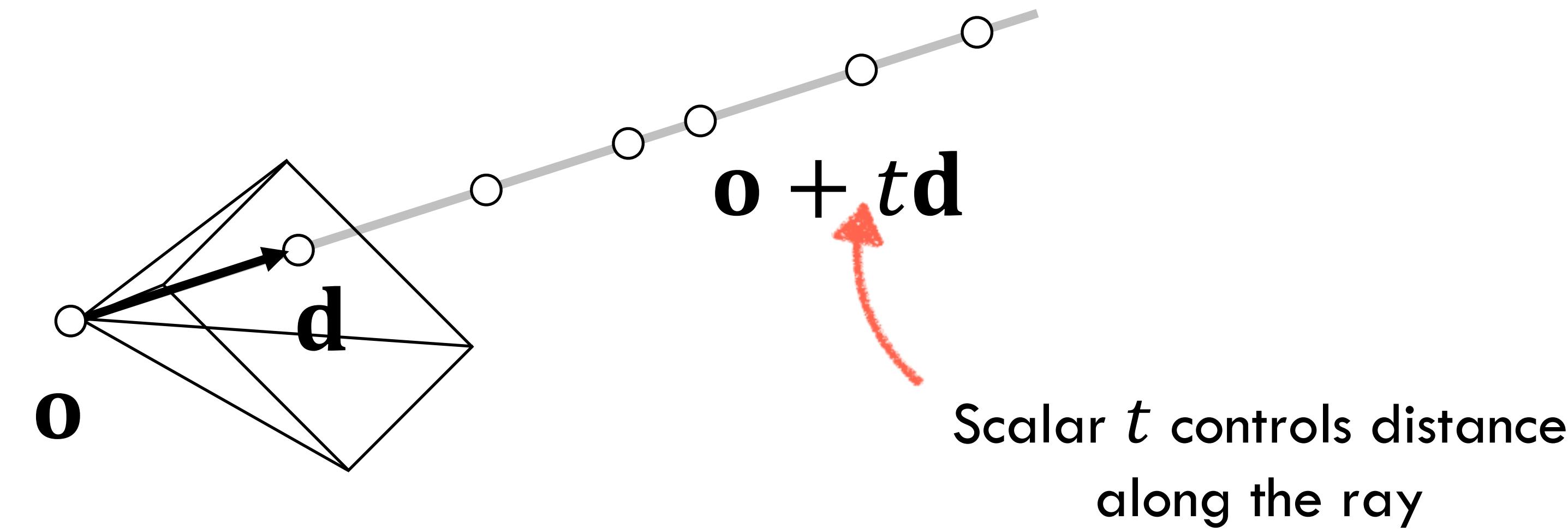


Figure credit: Peter Hedman

Calculating points along a ray



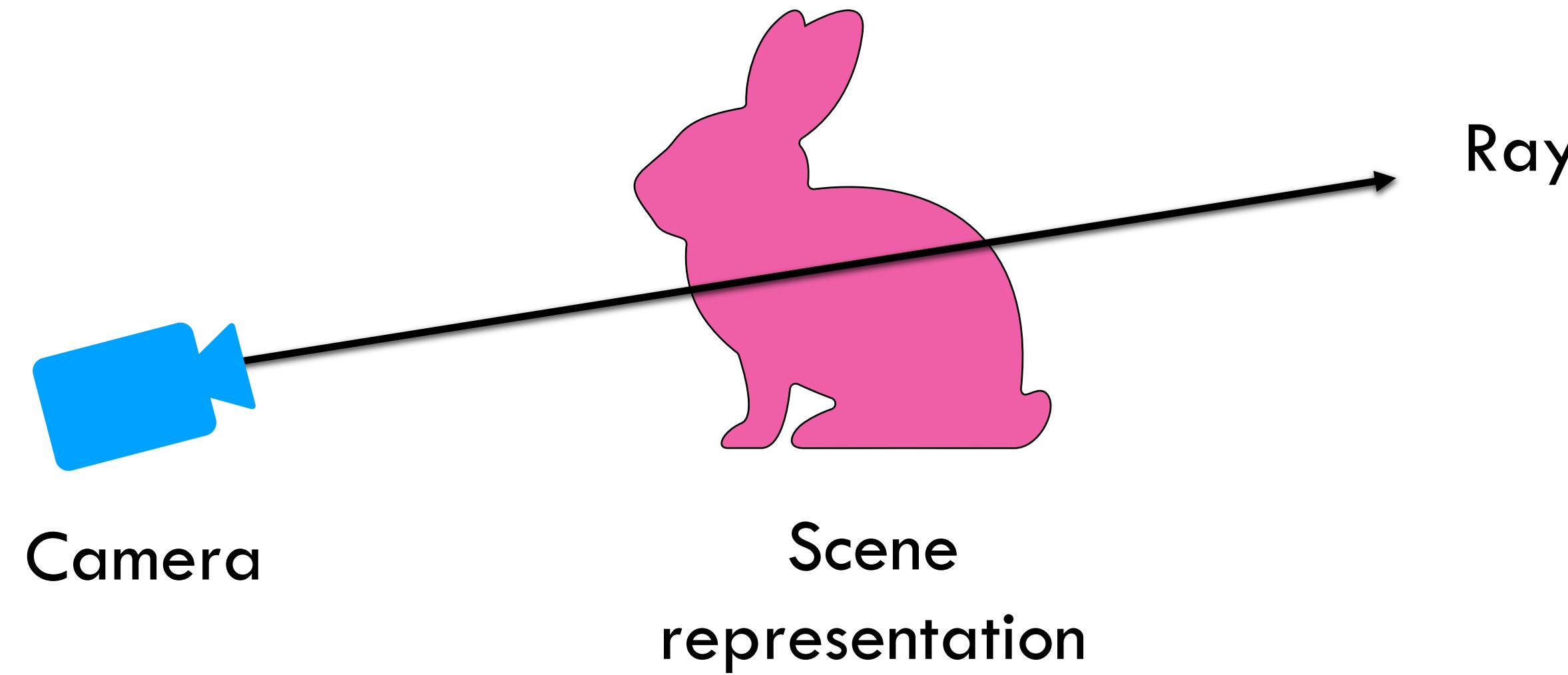
Neural Volumetric Rendering

Neural Volumetric Rendering

continuous, differentiable rendering
model without concrete ray/surface
intersections

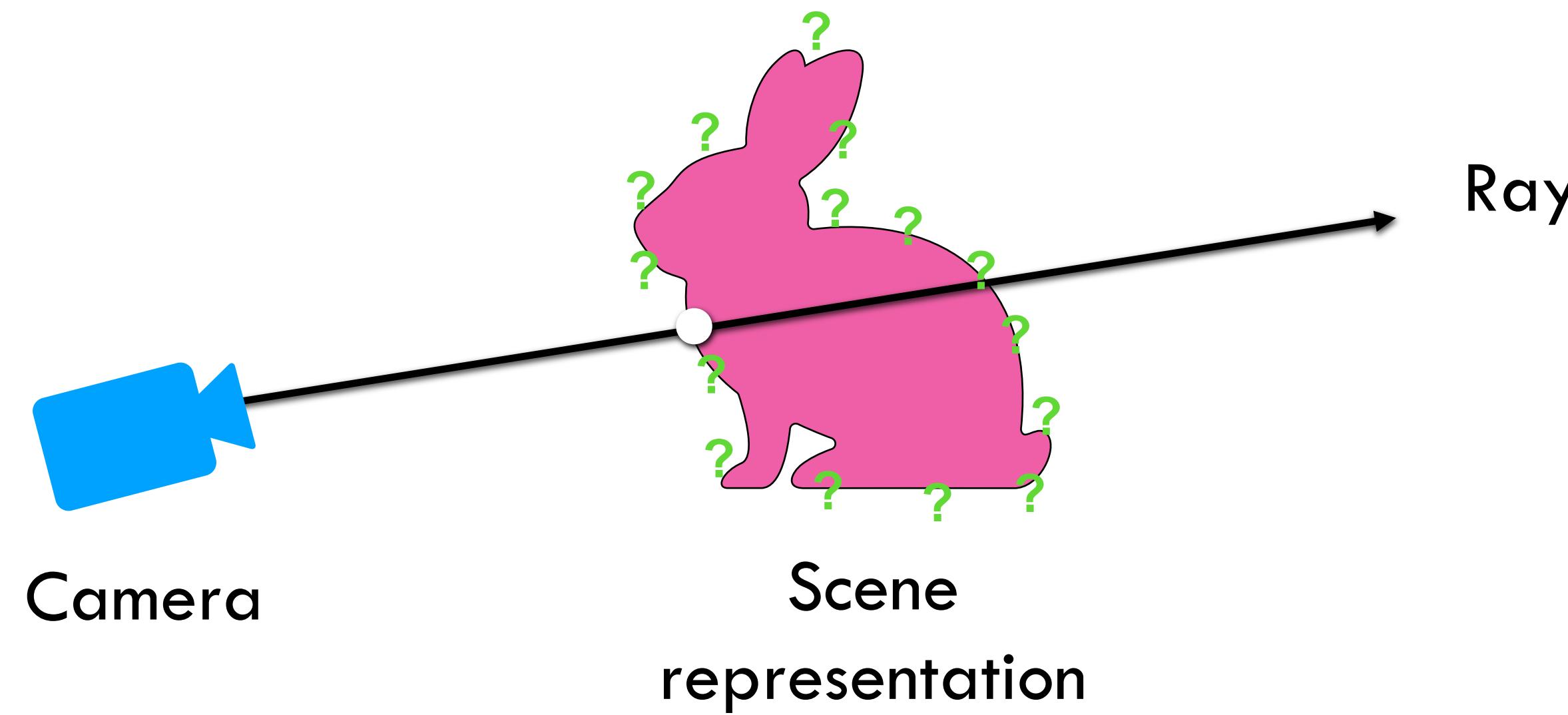


Surface vs. volume rendering



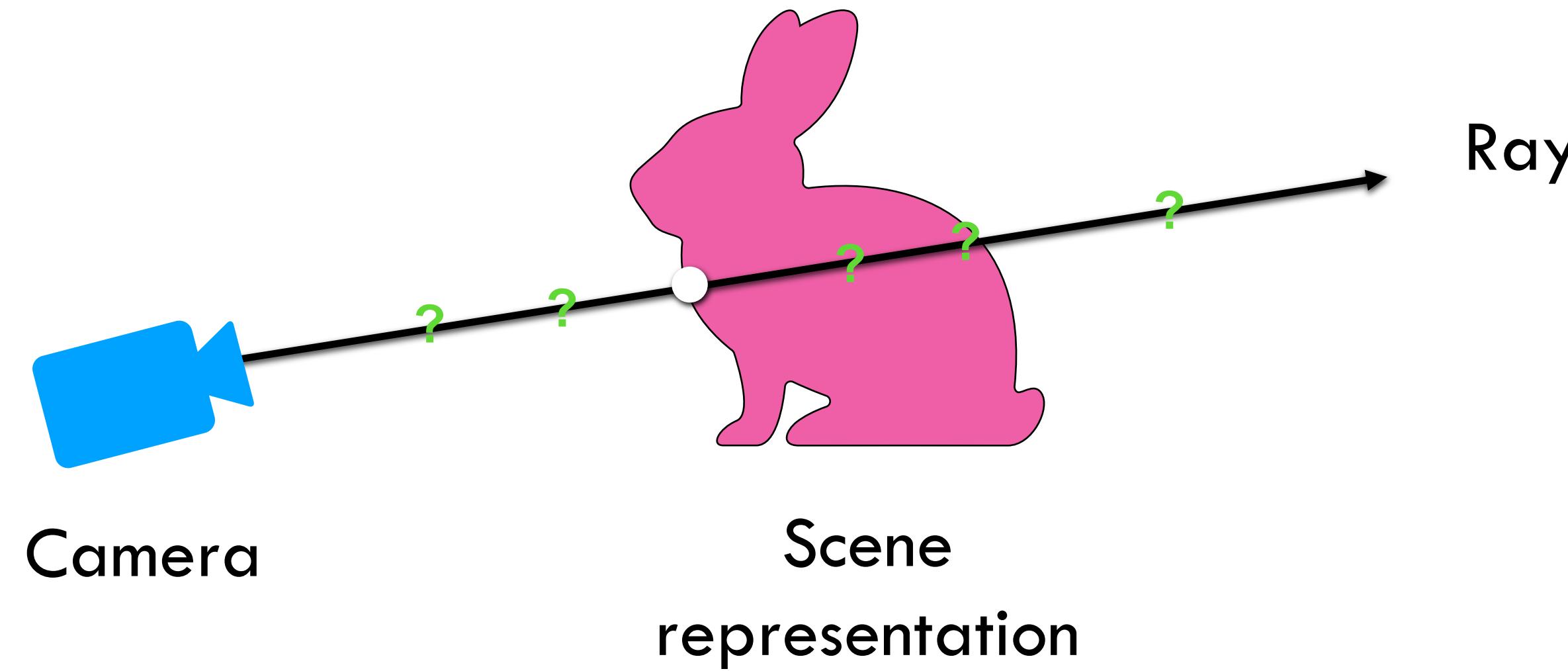
Want to know how ray interacts with scene

Surface vs. volume rendering



Surface rendering — loop over geometry, check for ray hits

Surface vs. volume rendering

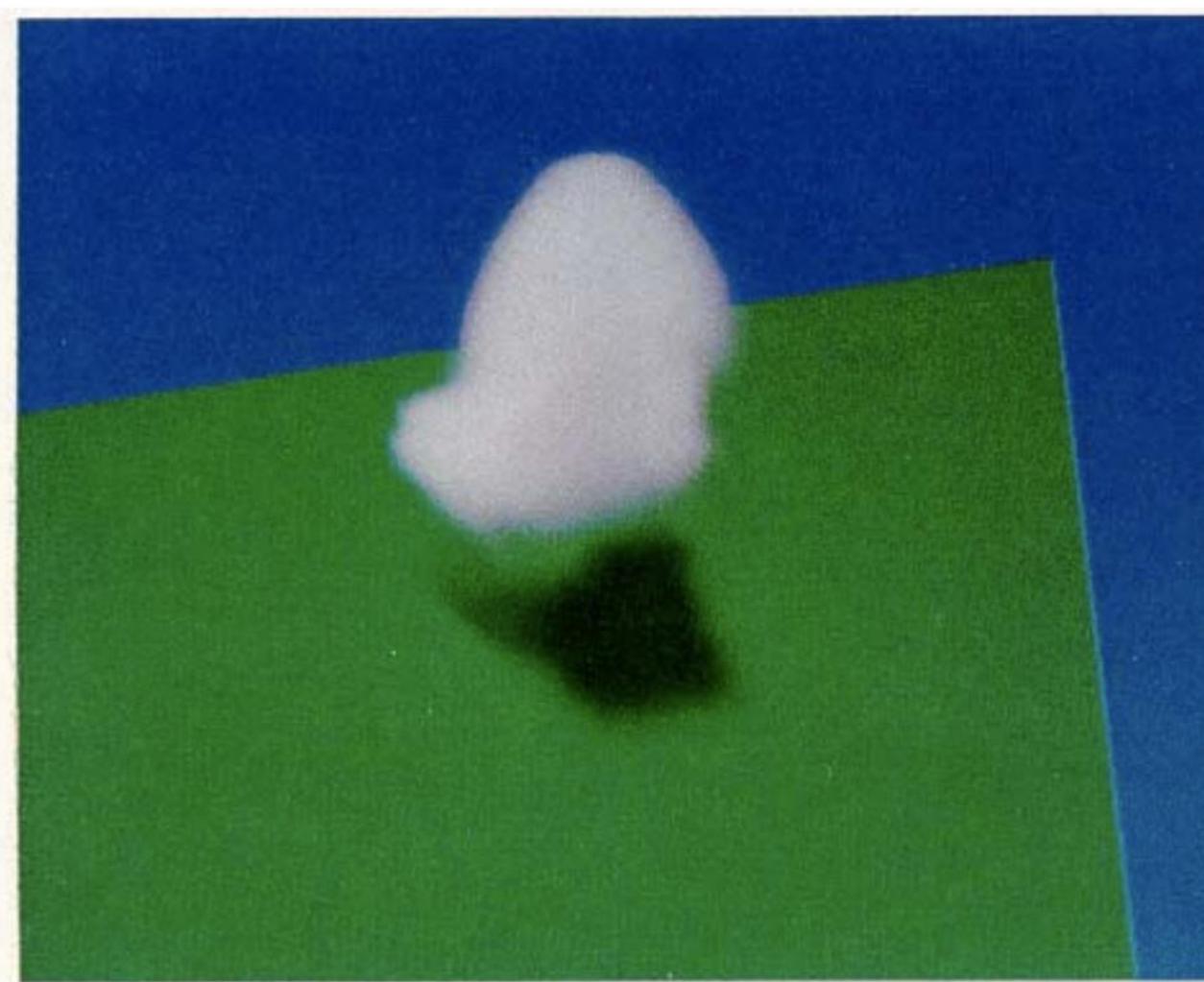
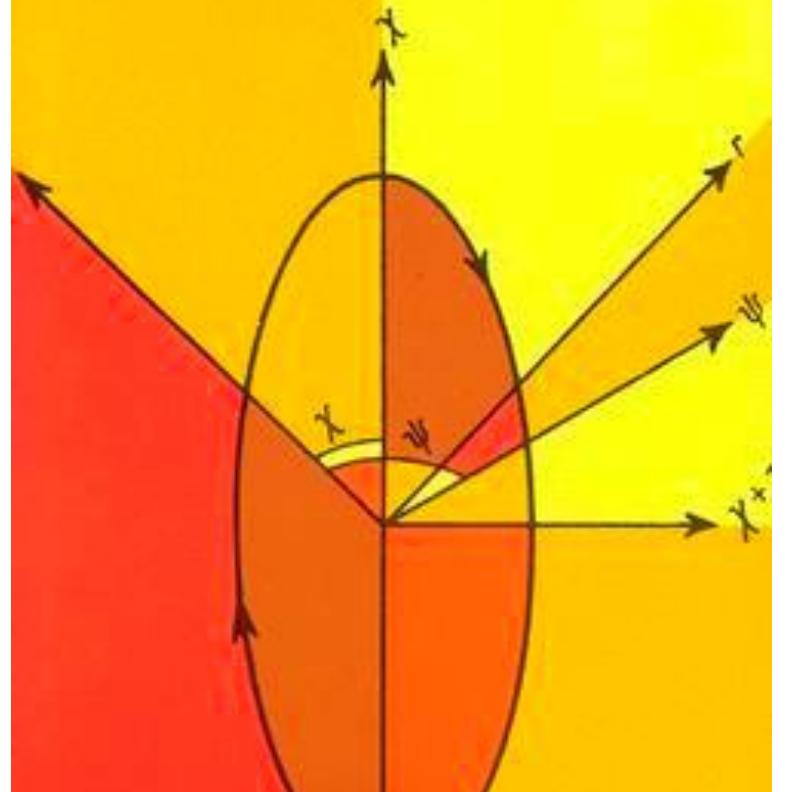


Volume rendering — loop over ray points, query geometry

History of volume rendering

S.Chandrasekhar

RADIATIVE
TRANSFER



Ray tracing simulated cumulus cloud [Kajiya]

Early computer graphics

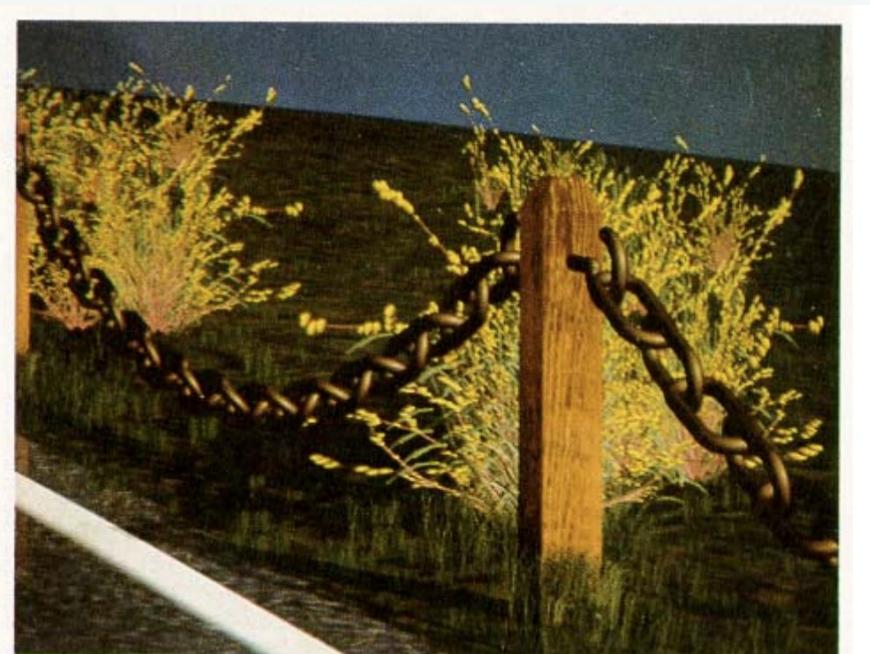
- ▶ Theory of volume rendering co-opted from physics in the 1980s:
absorption, emission, out-scattering/in-scattering

Chandrasekhar 1950, Radiative Transfer

Kajiya 1984, Ray Tracing Volume Densities

Alpha compositing

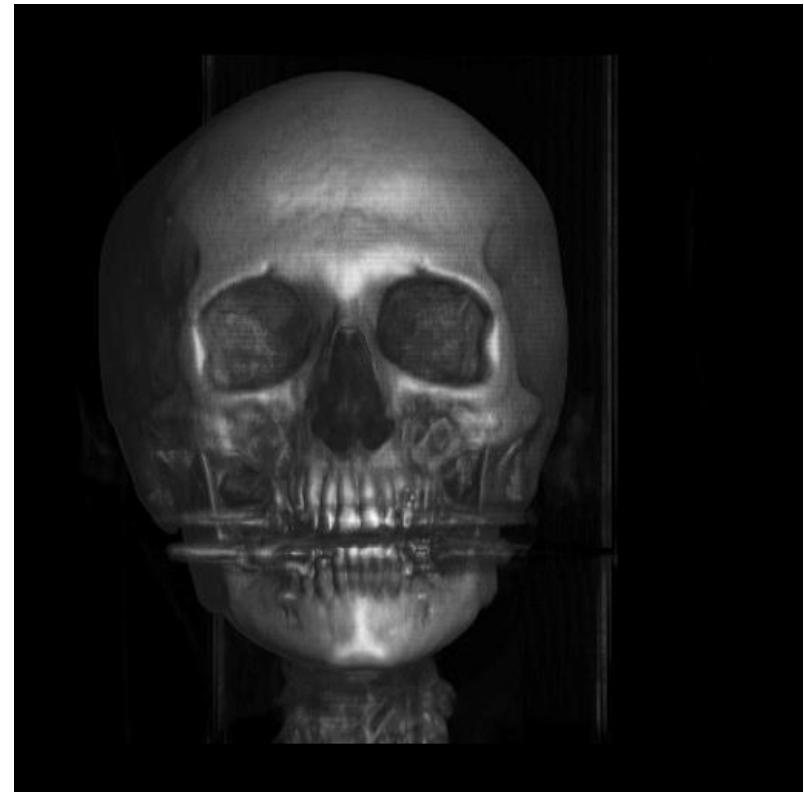
- ▶ Theory of volume rendering co-opted from physics in the 1980s: absorption, emission, out-scattering/in-scattering
- ▶ Alpha rendering developed for digital compositing in VFX movie production



Pt. Reyes = Foreground over Hillside over Background.

Alpha compositing [Porter and Duff]

Volume rendering for visualization



Medical data visualisation [Levoy]

- ▶ Theory of volume rendering co-opted from physics in the 1980s: absorption, emission, out-scattering/in-scattering
- ▶ Alpha rendering developed for digital compositing in VFX movie production
- ▶ **Volume rendering applied to visualise 3D medical scan data in 1990s**

Chandrasekhar 1950, Radiative Transfer

Kajiya 1984, Ray Tracing Volume Densities

Porter and Duff 1984, Compositing Digital Images

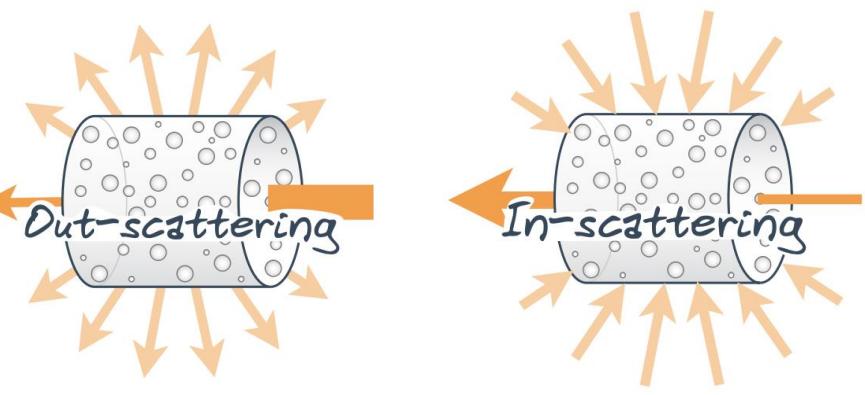
Levoy 1988, Display of Surfaces from Volume Data

Max 1995, Optical Models for Direct Volume Rendering

Volume rendering derivations



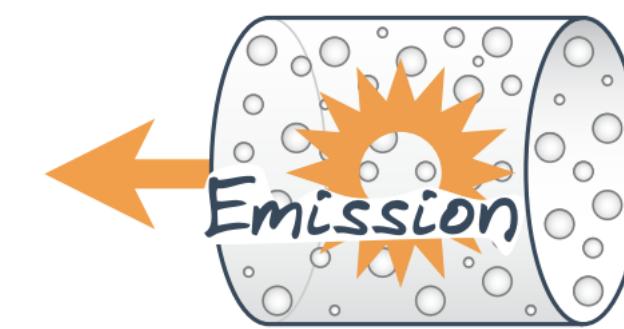
Absorption



Scattering



<http://commons.wikimedia.org>



Emission



<http://wikipedia.org>

Simplify

Absorption



<http://commons.wikimedia.org>

Scattering

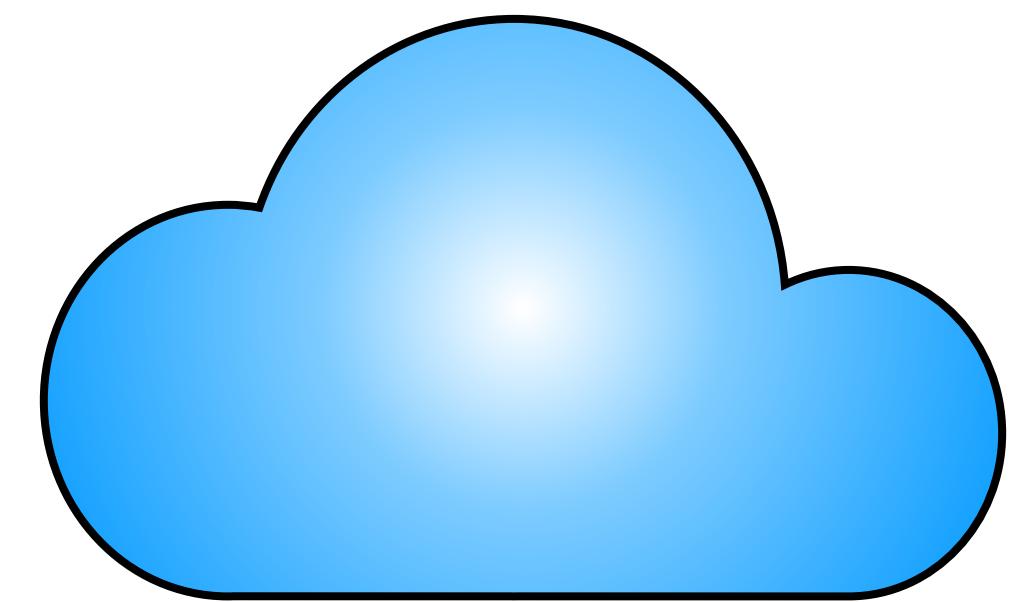


Emission



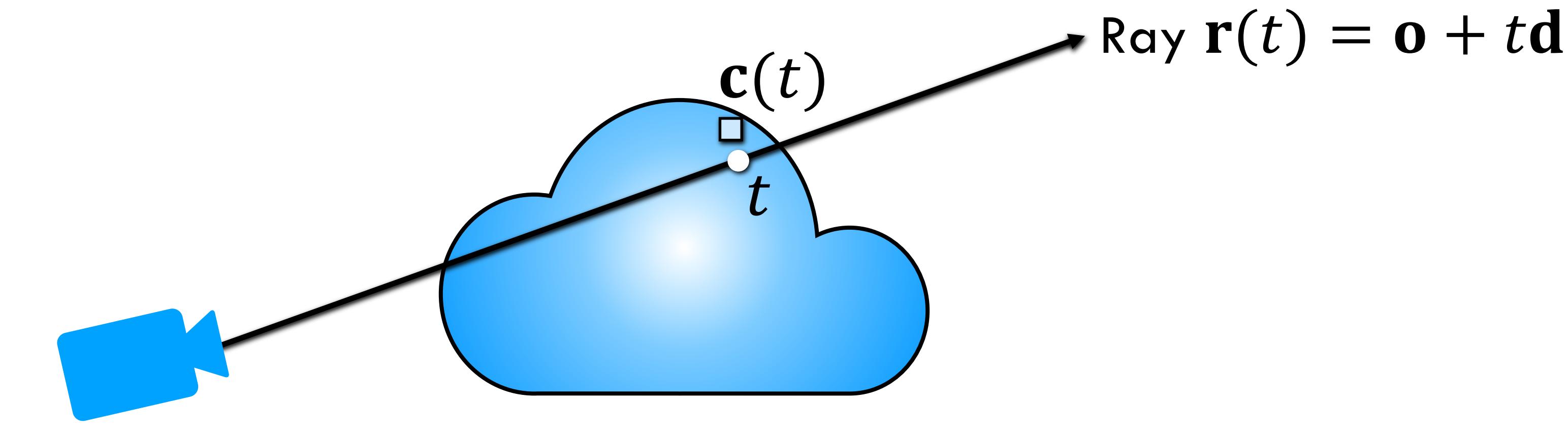
<http://wikipedia.org>

Volumetric formulation for NeRF



Scene is a cloud of tiny colored particles

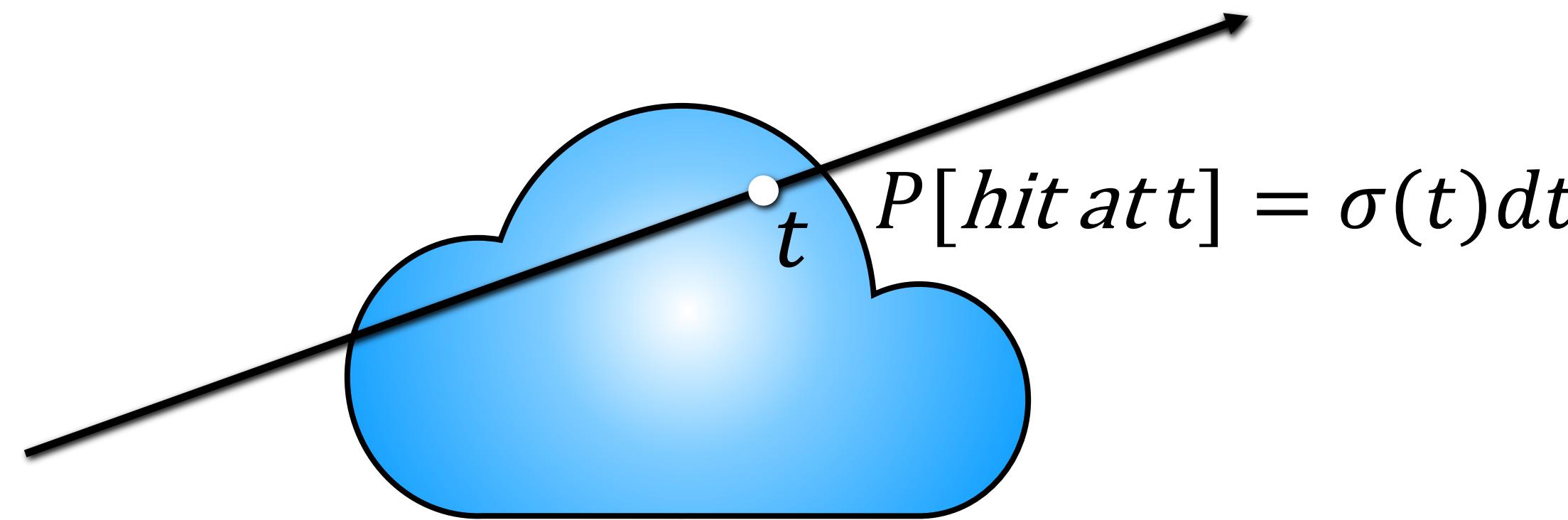
Volumetric formulation for NeRF



Camera

If a ray traveling through the scene hits a particle at distance t along the ray, we return its color $\mathbf{c}(t)$

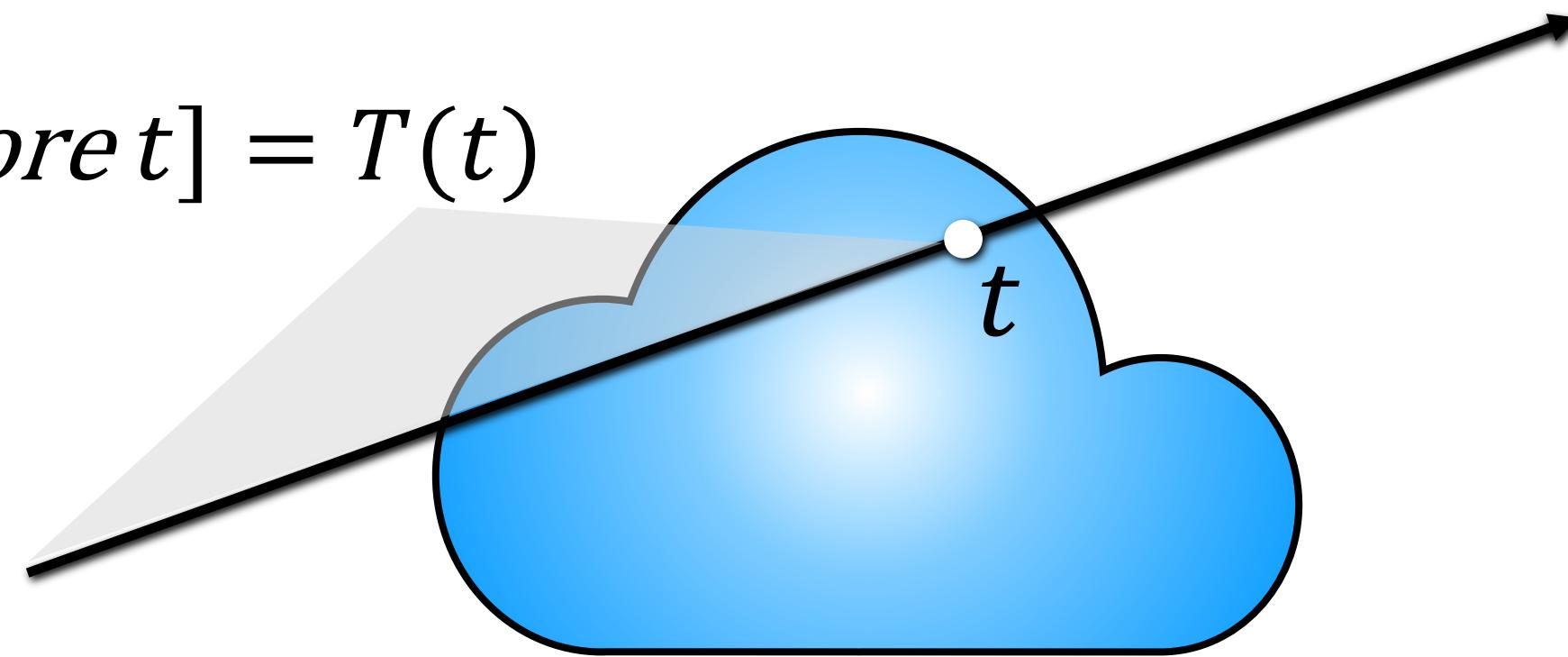
What does it mean for a ray to “hit” the volume?



This notion is probabilistic: chance that ray hits a particle in a small interval around t is $\sigma(t)dt$. σ is called the “volume density”

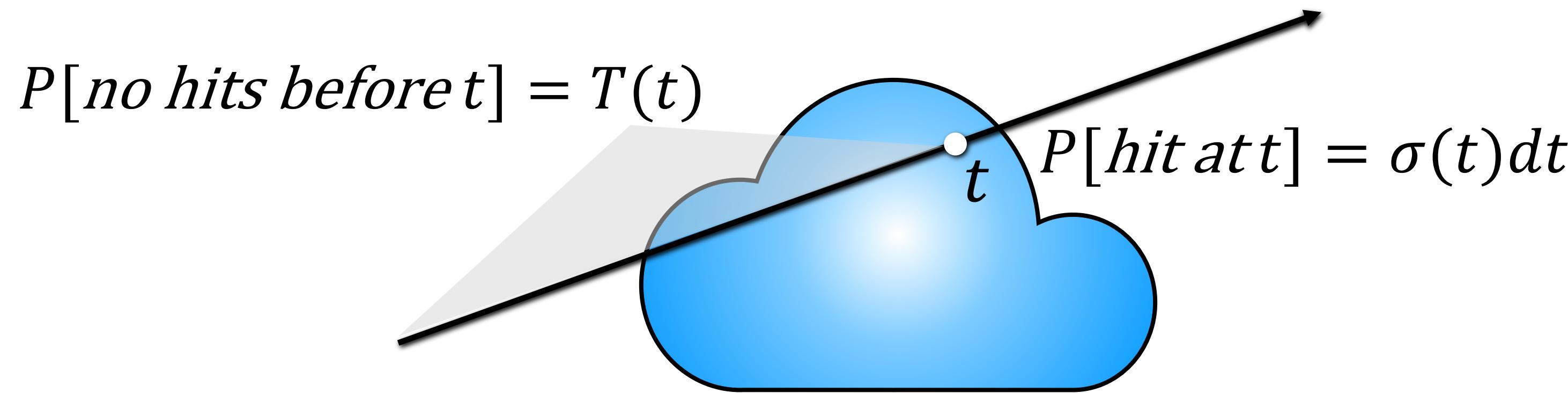
Probabilistic interpretation

$$P[\text{no hits before } t] = T(t)$$



To determine if t is the first hit along the ray, need to know $T(t)$: the probability that the ray makes it through the volume up to t . $T(t)$ is called “transmittance”

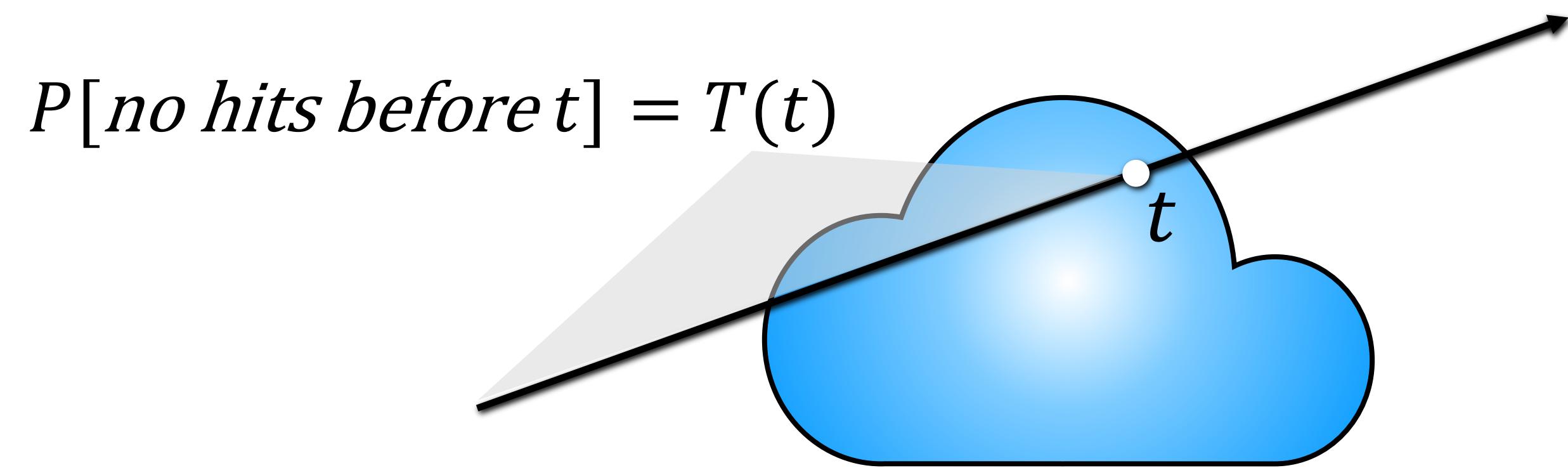
Probabilistic interpretation



The product of these probabilities tells us how much you see the particles at t :

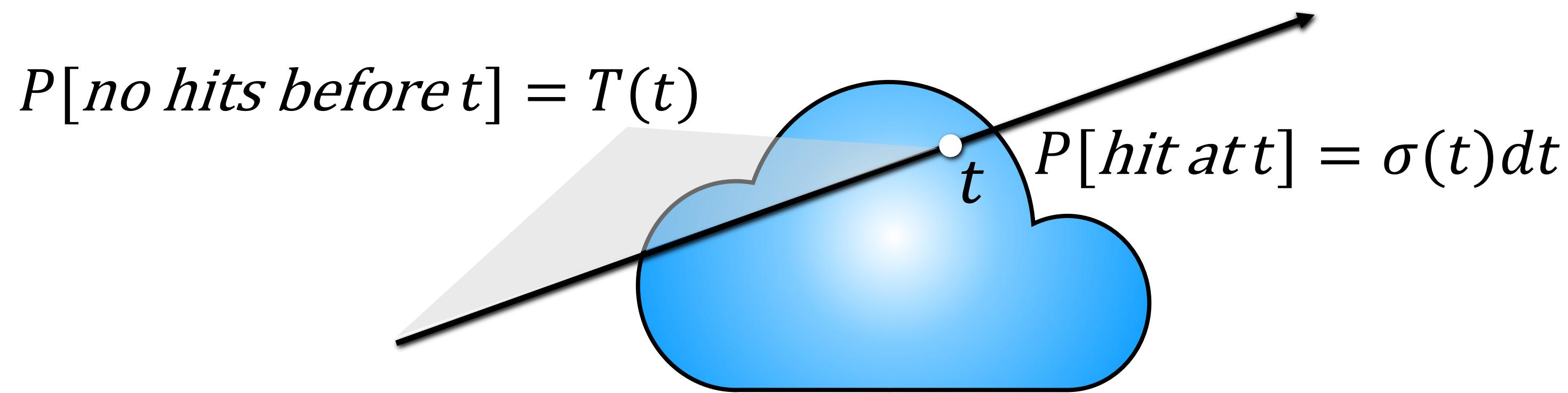
$$\begin{aligned} P[\text{first hit at } t] &= P[\text{no hit before } t] \times P[\text{hit at } t] \\ &= T(t)\sigma(t)dt \end{aligned}$$

Calculating T given σ



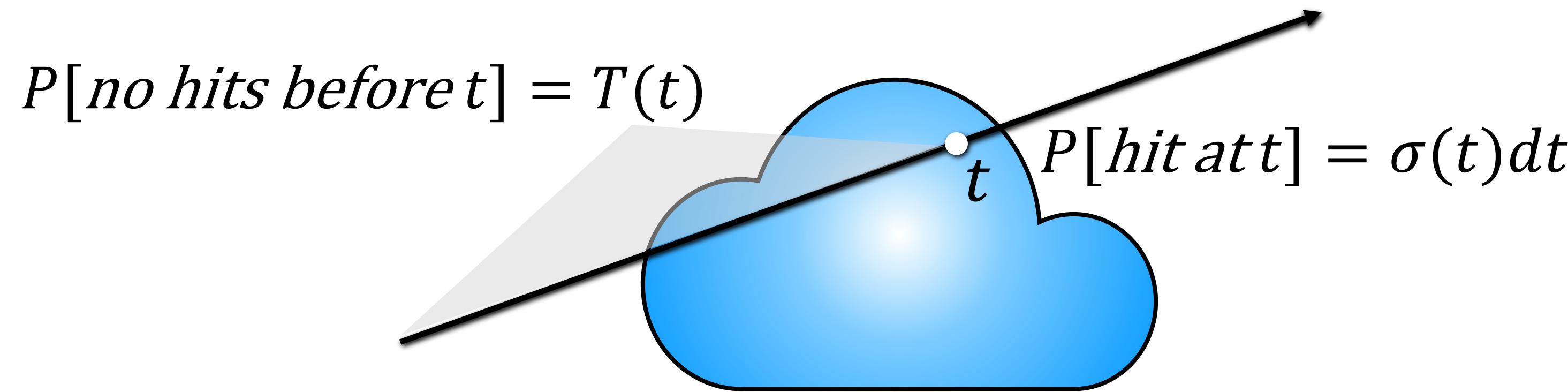
If σ is known, T can be computed... How?

Calculating T given σ



σ and T are related by the probabilistic fact that
 $P[\text{no hit before } t + dt] = P[\text{no hit before } t] \times P[\text{no hit at } t]$

Calculating transmittance T



σ and T are related by the probabilistic fact that

$$T(t + dt) = T(t) \times (1 - \sigma(t)dt)$$

Calculating transmittance T

$$T(t + dt) = T(t)(1 - \sigma(t)dt)$$

$$P[\text{no hit before } t + dt] = P[\text{no hit before } t] \times P[\text{no hit at } t]$$

Solve for T

$$T(t + dt) = T(t)(1 - \sigma(t)dt)$$

Solve for T

$$T(t + dt) = T(t)(1 - \sigma(t)dt)$$

Taylor expansion for $T \Rightarrow T(t) + T'(t)dt = T(t) - T(t)\sigma(t)dt$

Solve for T

$$T(t + dt) = T(t)(1 - \sigma(t)dt)$$

Taylor expansion for $T \Rightarrow T(t) + T'(t)dt = T(t) - T(t)\sigma(t)dt$

Rearrange $\Rightarrow \frac{T'(t)}{T(t)}dt = -\sigma(t)dt$

Solve for T

$$T(t + dt) = T(t)(1 - \sigma(t)dt)$$

Taylor expansion for $T \Rightarrow T(t) + T'(t)dt = T(t) - T(t)\sigma(t)dt$

Rearrange $\Rightarrow \frac{T'(t)}{T(t)}dt = -\sigma(t)dt$

Integrate $\Rightarrow \log T(t) = -\int_{t_0}^t \sigma(s)ds$

Solve for T

$$T(t + dt) = T(t)(1 - \sigma(t)dt)$$

Taylor expansion for $T \Rightarrow T(t) + T'(t)dt = T(t) - T(t)\sigma(t)dt$

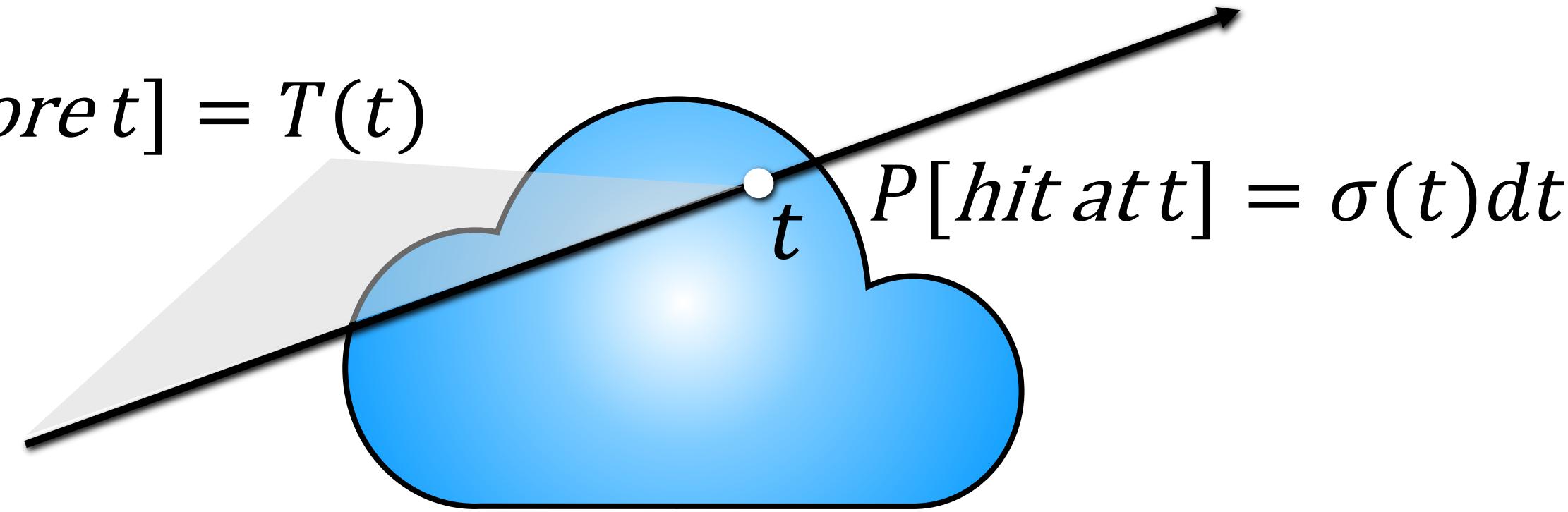
Rearrange $\Rightarrow \frac{T'(t)}{T(t)}dt = -\sigma(t)dt$

Integrate $\Rightarrow \log T(t) = -\int_{t_0}^t \sigma(s)ds$

Exponentiate $\Rightarrow T(t) = \exp\left(-\int_{t_0}^t \sigma(s)ds\right)$

PDF for ray termination

$$P[\text{no hits before } t] = T(t)$$



Finally, we can write the probability that a ray terminates at t as a function of only sigma

$$\begin{aligned} P[\text{first hit at } t] &= P[\text{no hit before } t] \times P[\text{hit at } t] \\ &= T(t)\sigma(t)dt \\ &= \exp\left(-\int_{t_0}^t \sigma(s)ds\right)\sigma(t)dt \end{aligned}$$

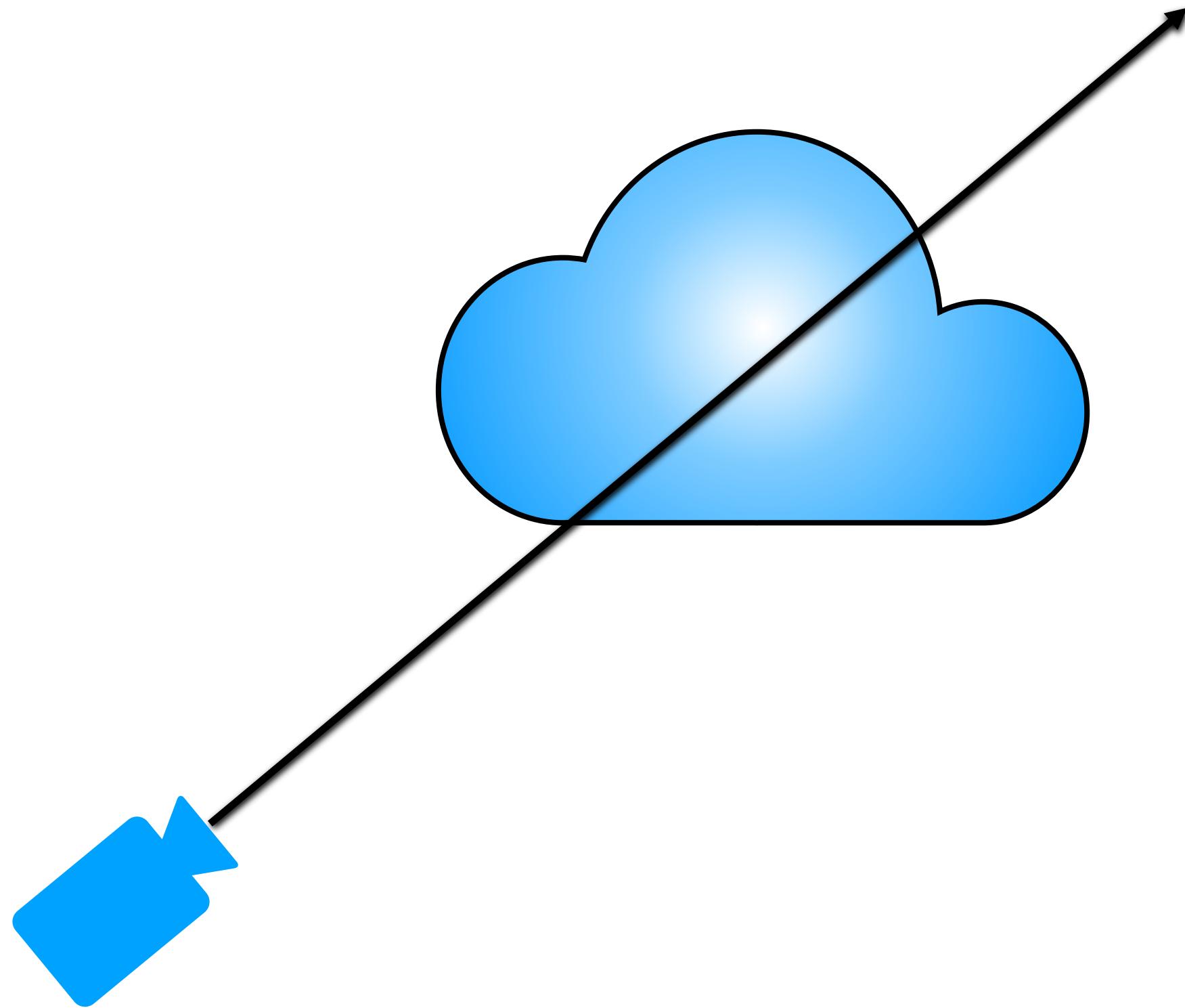
Expected value of color along ray

This means the expected color returned by the ray will be

$$\int_{t_0}^{t_1} T(t) \sigma(t) \mathbf{c}(t) dt$$

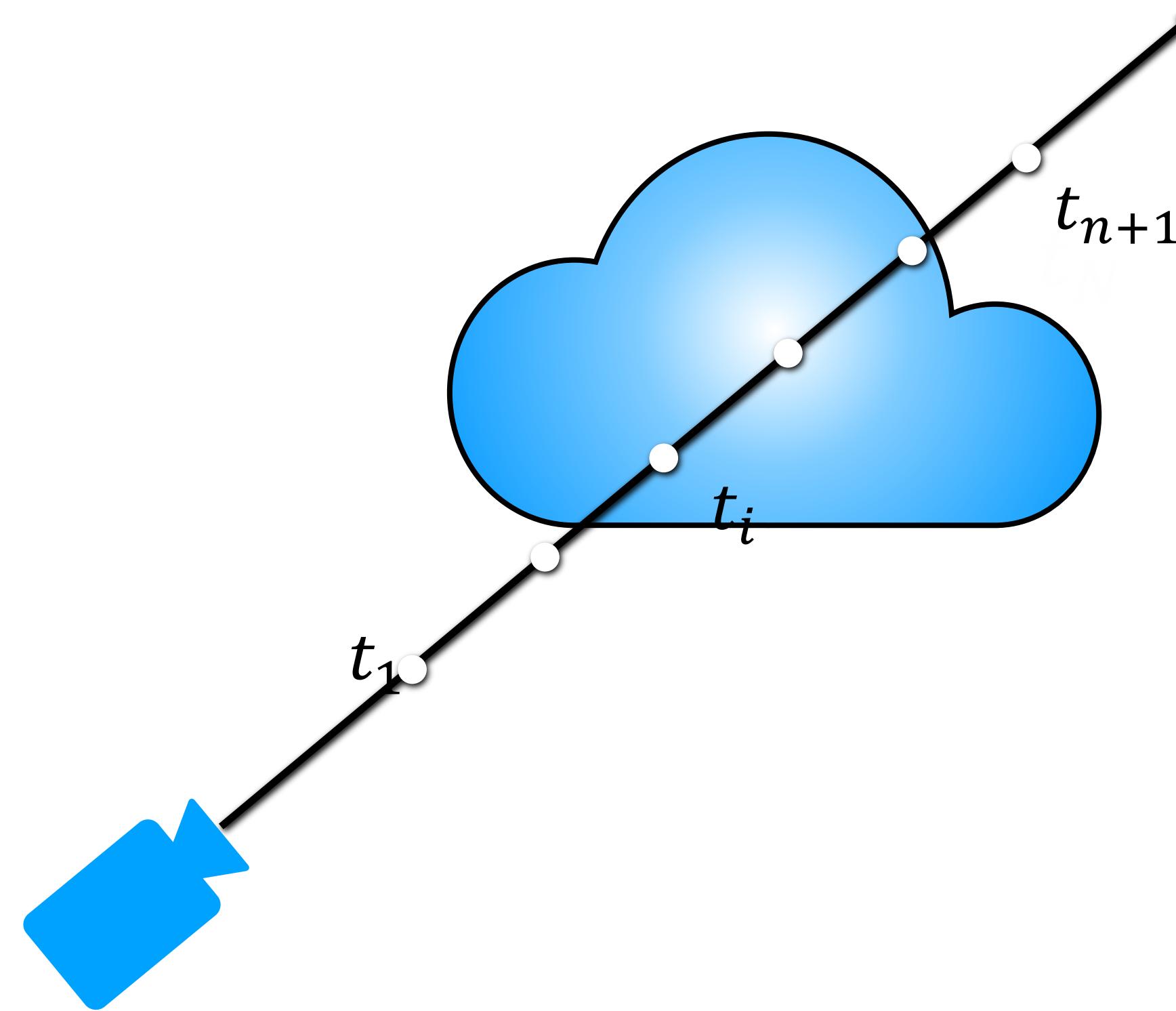
Note the nested integral!

Approximating the nested integral



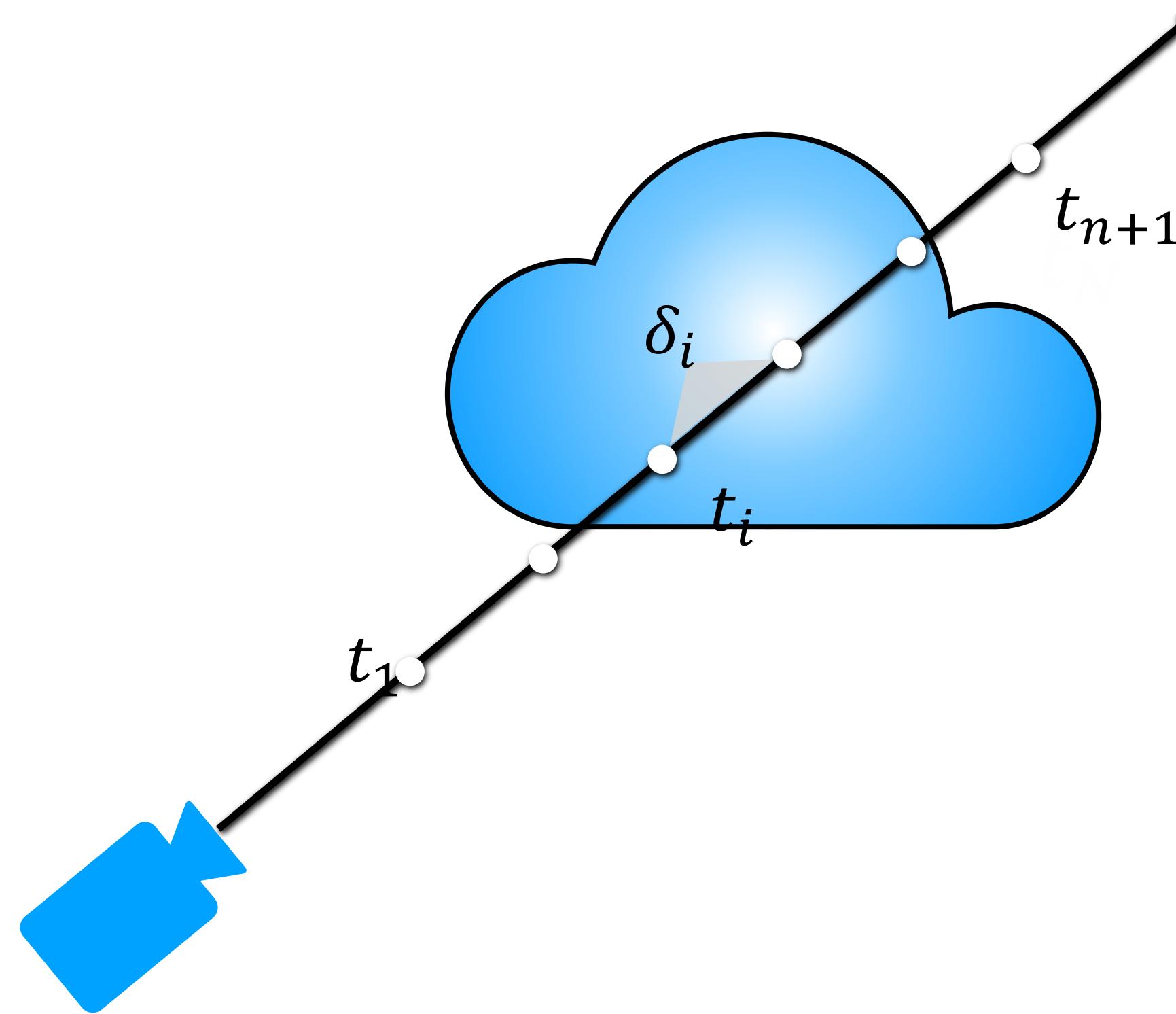
We use quadrature to approximate the nested integral,

Approximating the nested integral



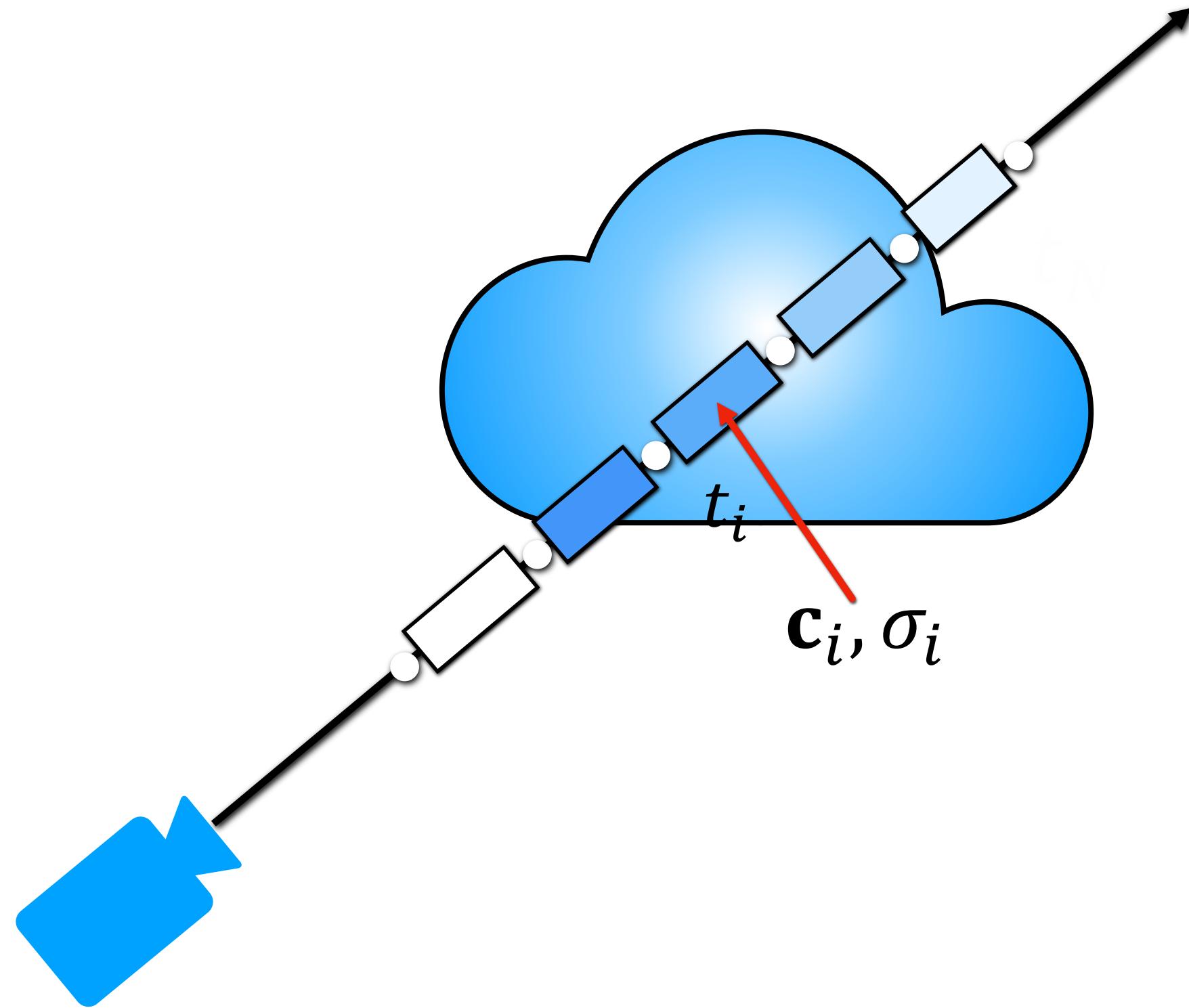
We use quadrature to approximate the nested integral,
splitting the ray up into n segments with endpoints $\{t_1, t_2, \dots, t_{n+1}\}$

Approximating the nested integral



We use quadrature to approximate the nested integral, splitting the ray up into n segments with endpoints $\{t_1, t_2, \dots, t_{n+1}\}$ with lengths $\delta_i = t_{i+1} - t_i$

Approximating the nested integral



We assume volume density and color
are roughly constant within each interval

Deriving quadrature estimate

$$\int T(t)\sigma(t)\mathbf{c}(t)dt \approx$$

This allows us to break the outer integral into a

Deriving quadrature estimate

$$\int T(t)\sigma(t)\mathbf{c}(t)dt \approx \sum_{i=1}^n \int_{t_i}^{t_{i+1}} T(t)\sigma_i \mathbf{c}_i dt$$

This allows us to break the outer integral into a sum of analytically tractable integrals

Summary: volume rendering integral estimate

Rendering model for ray $\mathbf{r}(t) = \mathbf{o} + t\mathbf{d}$:

$$\mathbf{c} \approx \sum_{i=1}^n T_i \alpha_i \mathbf{c}_i$$

weights

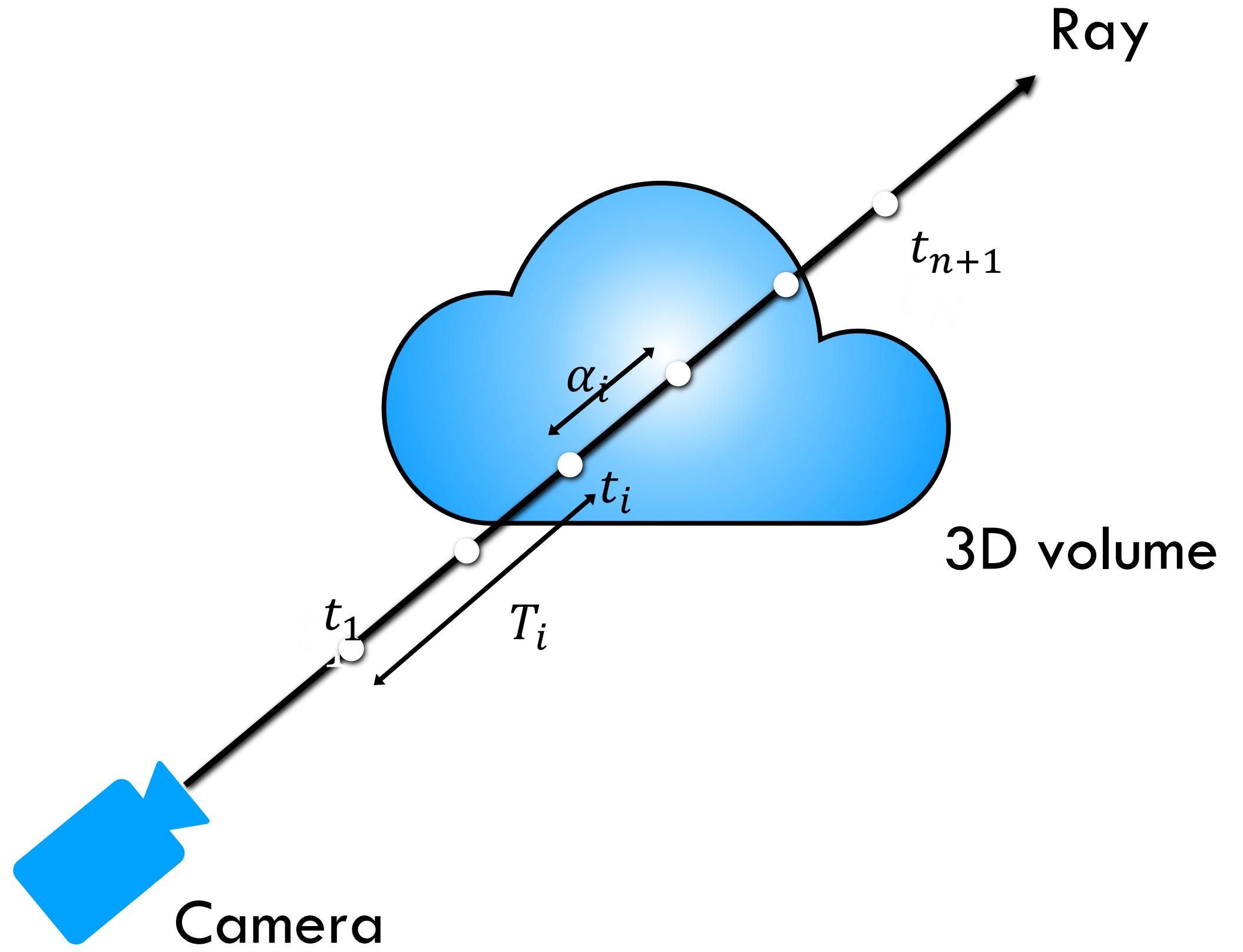
colors

How much light is blocked earlier along ray:

$$T_i = \prod_{j=1}^{i-1} (1 - \alpha_j)$$

How much light is contributed by ray segment i :

$$\alpha_i = 1 - \exp(-\sigma_i \delta_i)$$



Volume rendering is trivially differentiable

Rendering model for ray $\mathbf{r}(t) = \mathbf{o} + t\mathbf{d}$:

$$\mathbf{c} \approx \sum_{i=1}^n T_i \alpha_i \mathbf{c}_i$$

differentiable w.r.t. \mathbf{c}, σ

weights

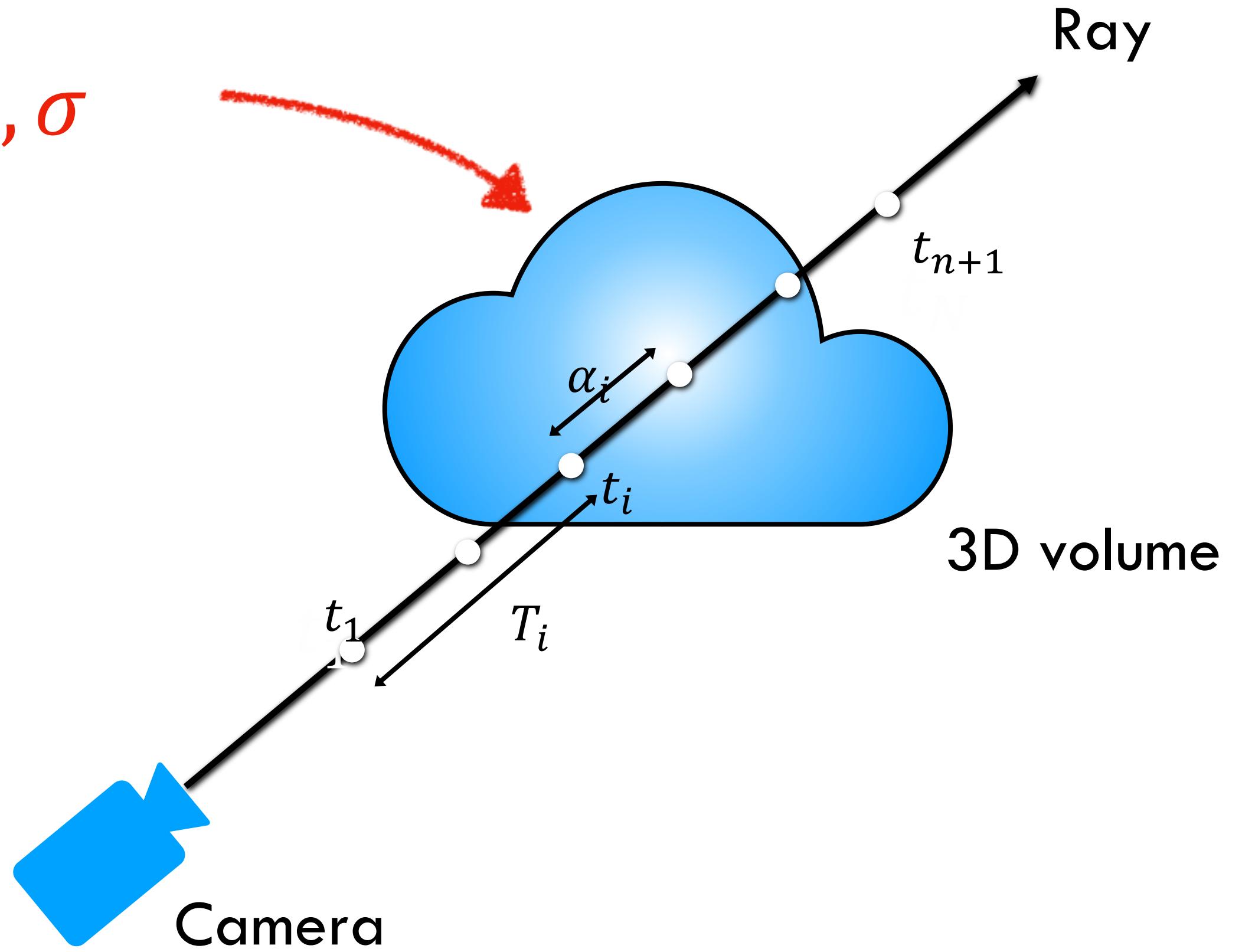
colors

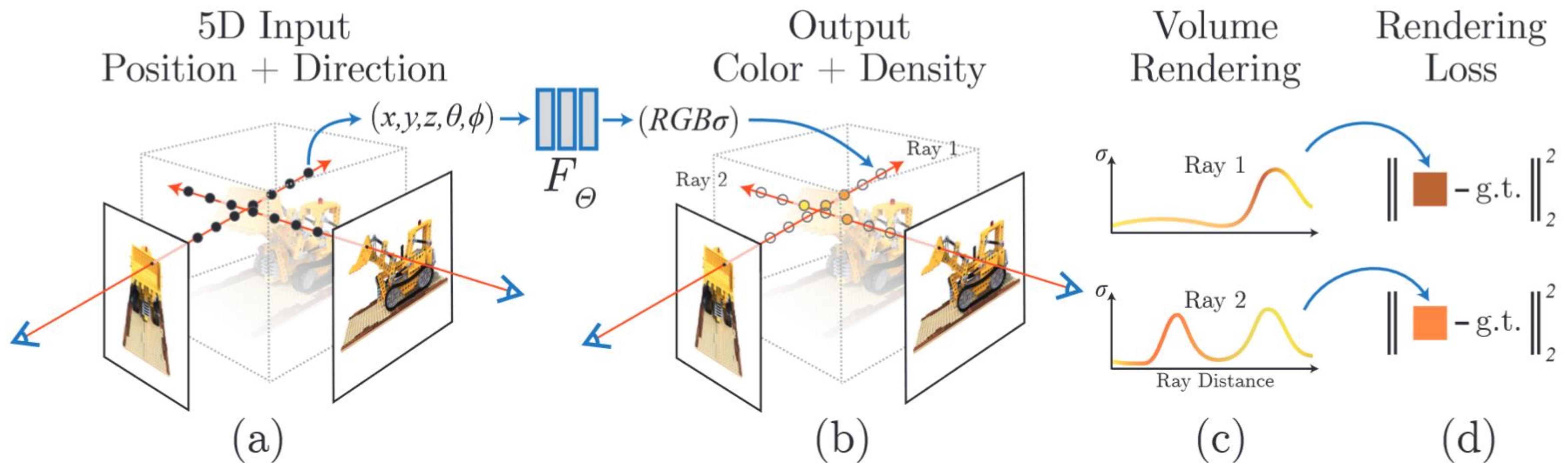
How much light is blocked earlier along ray:

$$T_i = \prod_{j=1}^{i-1} (1 - \alpha_j)$$

How much light is contributed by ray segment i :

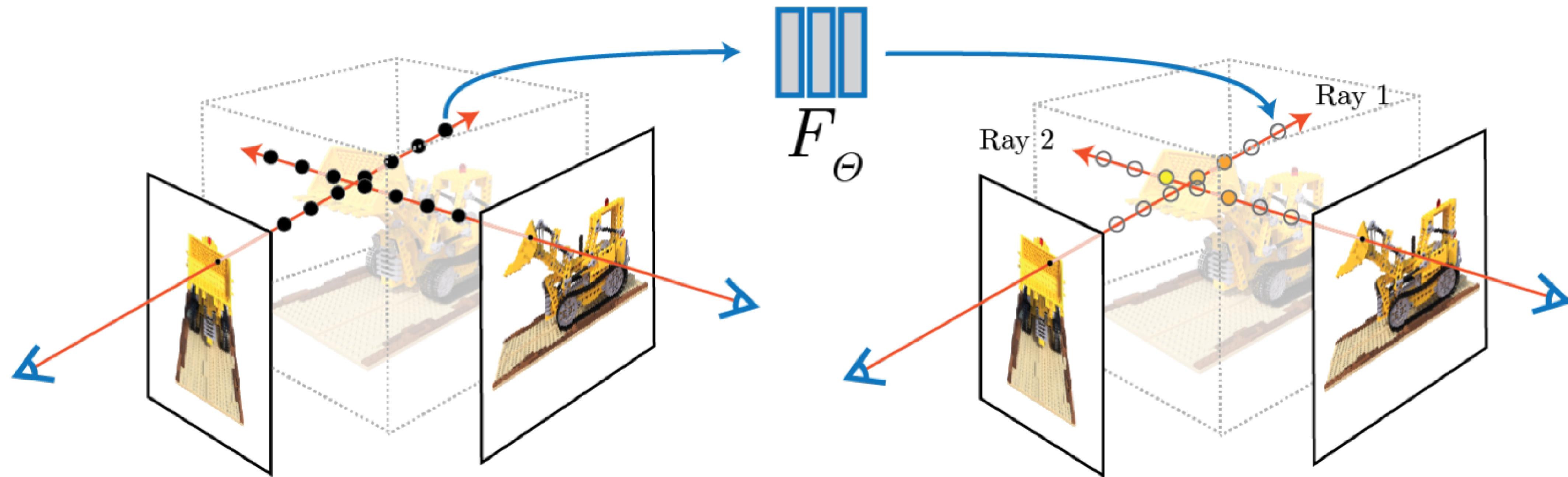
$$\alpha_i = 1 - \exp(-\sigma_i \delta_i)$$





Par2 Neural Radiance Field Scene Representation

A simplified version of NeRF represents a continuous scene as a function using the following MLP network, whose input is a 3D location $\mathbf{x} = (x, y, z)$ and whose output is an RGB color $\mathbf{c} = (r, g, b)$ and volume density σ at that 3D location.



The following cell defines the network architecture of NeRF.

NERF model implementations are in `part2.py`

NeRF Limitations

- Assumes a static scene
- Doesn't model scattering and thus isn't relightable
- Doesn't naively work for large scenes. Needs bounds on the volume.
- Degenerate solutions (e.g. floating blobs in front of the cameras)
- Requires lots of calibrated input views
- Runs pretty slowly because of all of the sampling required for each ray

D-NeRF: Neural Radiance Fields for Dynamic Scenes

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Figure 1: We propose D-NeRF, a method for synthesizing novel views, at an arbitrary point in time, of dynamic scenes with complex non-rigid geometries. We optimize an underlying deformable volumetric function from a sparse set of input monocular views without the need of ground-truth geometry nor multi-view images. The figure shows two scenes under variable points of view and time instances synthesised by the proposed model.

NeRV: Neural Reflectance and Visibility Fields for Relighting and View Synthesis

Pratul P. Srinivasan
Google Research

Boyang Deng
Google Research

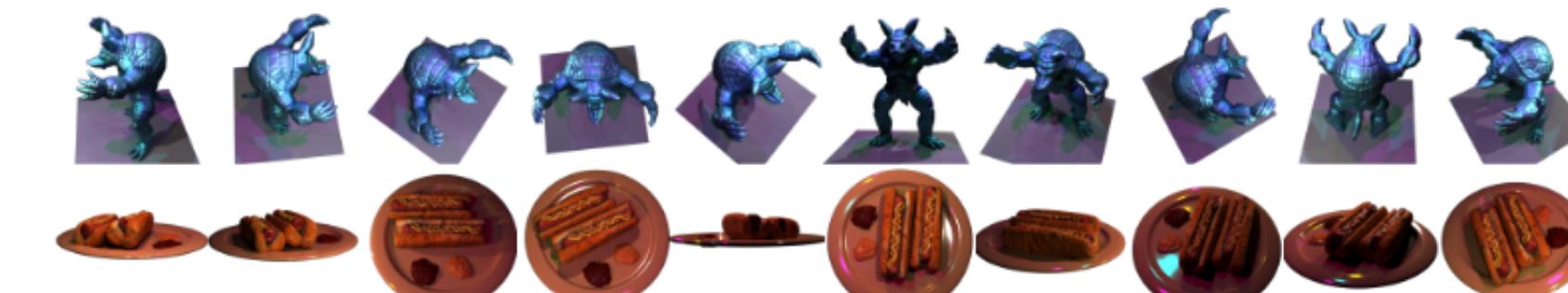
Ben Mildenhall
UC Berkeley

Xiuming Zhang
MIT
Jonathan T. Barron
Google Research

Matthew Tancik
UC Berkeley

Abstract

We present a method that takes as input a set of images of a scene illuminated by unconstrained known lighting, and produces as output a 3D representation that can be rendered from novel viewpoints under arbitrary lighting conditions. Our method represents the scene as a continuous volumetric function parameterized as MLPs whose inputs are a 3D location and whose outputs are the following scene properties at that input location: volume density, surface normal, material parameters, distance to the first surface intersection in any direction, and visibility of the external environment in any direction. Together, these allow us to render novel views of the object under arbitrary lighting, including indirect illumination effects. The predicted visibility and surface intersection fields are critical to our model’s ability to simulate direct and indirect illumination during training, because the brute-force techniques used by prior work are intractable for lighting conditions outside of controlled setups with a single light. Our method outperforms alternative approaches for recovering relightable 3D scene representations, and performs well in complex lighting settings that have posed a challenge to all prior work.



(a) Input images of the scene under unconstrained varying (known) lighting conditions



(b) Output renderings from novel viewpoints and lighting conditions

Figure 1: We optimize a Neural Reflectance and Visibility Field (NeRV) 3D representation from a set of input images of a scene illuminated by known but unconstrained lighting. Our NeRV representation can be rendered from novel views under arbitrary lighting conditions not seen during training. Here, we visualize example input data and renderings for two scenes. The first two output rendered images for each scene are from the same viewpoint, each

Mega-NeRF: Scalable Construction of Large-Scale NeRFs for Virtual Fly-Throughs

Haithem Turki¹

Deva Ramanan^{1,2}

¹Carnegie Mellon University

Mahadev Satyanarayanan¹

³Argo AI

Abstract

We use neural radiance fields (NeRFs) to build interactive 3D environments from large-scale visual captures spanning buildings or even multiple city blocks collected primarily from drones. In contrast to single object scenes (on which NeRFs are traditionally evaluated), our scale poses multiple challenges including (1) the need to model thousands of images with varying lighting conditions, each of which capture only a small subset of the scene, (2) prohibitively large model capacities that make it infeasible to train on a single GPU, and (3) significant challenges for fast rendering that would enable interactive fly-throughs. To address these challenges, we begin by analyzing visibility statistics for large-scale scenes, motivating a sparse network structure where parameters are specialized to different regions of the scene. We introduce a simple geometric clustering algorithm for data parallelism that partitions training images (or rather pixels) into different NeRF sub-

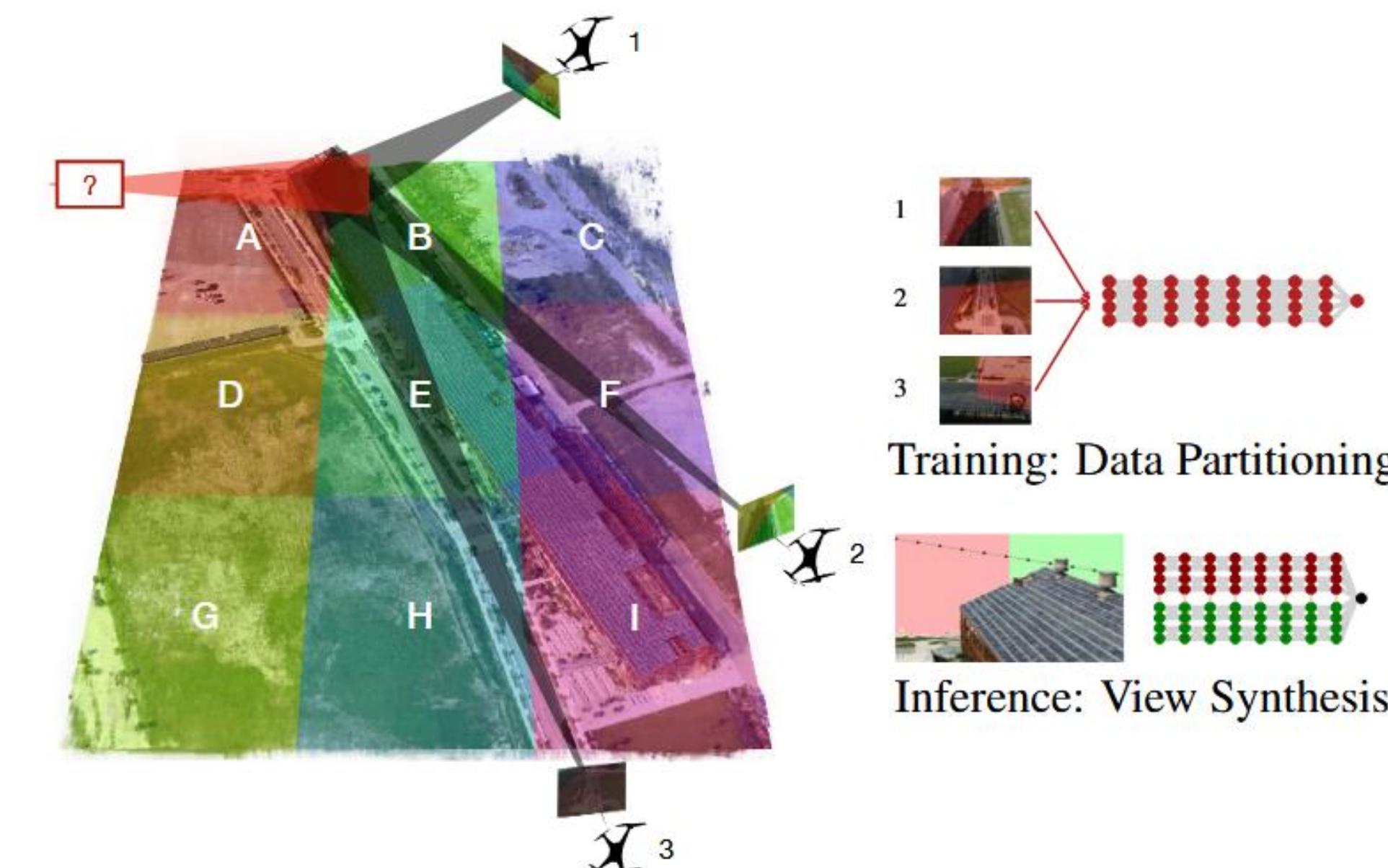


Figure 1. We scale neural reconstructions to massive urban scenes 1000x larger than prior work. To do so, Mega-NeRF decomposes a scene into a set of spatial cells (**left**), learning a separate NeRF submodule for each. We train each submodule with geometry-aware pixel-data partitioning, making use of *only* those pixels whose rays intersect that spatial cell (**top right**). For example, pixels from im-

RegNeRF: Regularizing Neural Radiance Fields for View Synthesis from Sparse Inputs

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Mehdi S. M. Sajjadi³ Andreas Geiger^{1,2} Noha Radwan³

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Abstract

Neural Radiance Fields (NeRF) have emerged as a powerful representation for the task of novel view synthesis due to their simplicity and state-of-the-art performance. Though NeRF can produce photorealistic renderings of unseen viewpoints when many input views are available, its performance drops significantly when this number is reduced. We observe that the majority of artifacts in sparse input scenarios are caused by errors in the estimated scene geometry, and by divergent behavior at the start of training. We address this by regularizing the geometry and appearance of patches rendered from unobserved viewpoints, and annealing the ray sampling space during training. We additionally use a normalizing flow model to regularize the color of unobserved viewpoints. Our model outperforms not only other methods that optimize over a single scene, but in many cases also conditional models that are extensively pre-trained on large multi-view datasets.



(a) Sparse Set of 3 Input Images



(b) Novel Views Synthesized by NeRF [36]



(c) Same Novel Views Synthesized by Our Method

Figure 1. **View Synthesis from Sparse Inputs.** While Neural Radiance Fields (NeRF) allow for state-of-the-art view synthesis

pixelNeRF: Neural Radiance Fields from One or Few Images

Alex Yu

Vickie Ye

Matthew Tancik
UC Berkeley

Angjoo Kanazawa

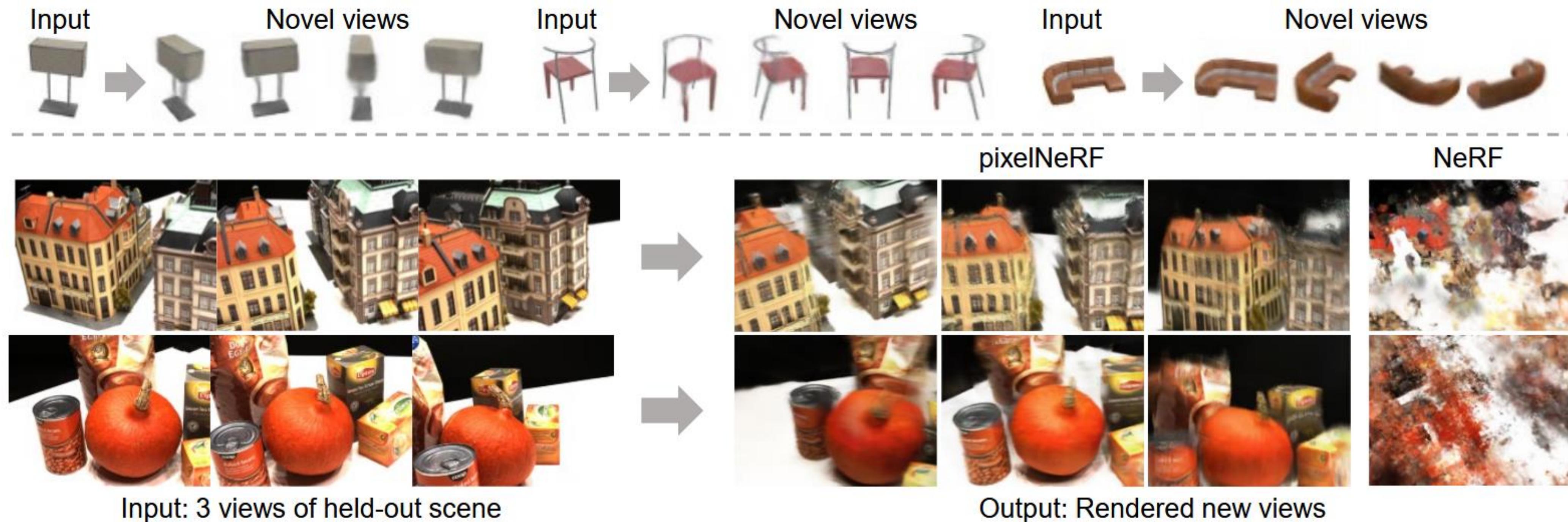


Figure 1: **NeRF from one or few images.** We present pixelNeRF, a learning framework that predicts a Neural Radiance Field (NeRF) representation from a single (top) or few posed images (bottom). PixelNeRF can be trained on a set of multi-view images, allowing it to generate plausible novel view synthesis from very few input images without test-time optimization (bottom left). In contrast, NeRF has no generalization capabilities and performs poorly when only three input views are available (bottom right).

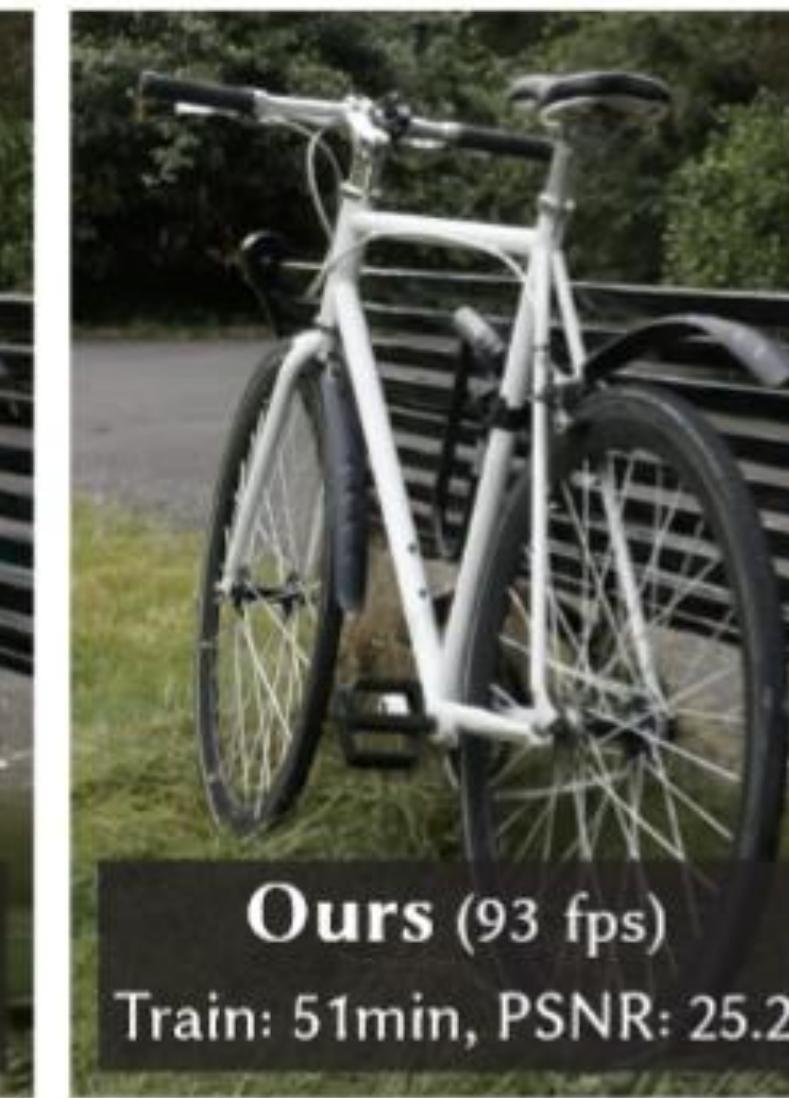
3D Gaussian Splatting for Real-Time Radiance Field Rendering

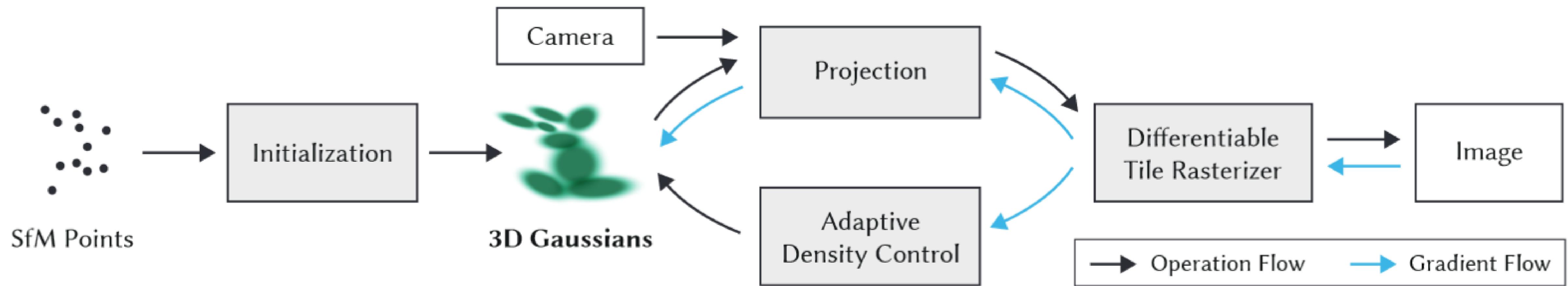
BERNHARD KERBL*, Inria, Université Côte d'Azur, France

GEORGIOS KOPANAS*, Inria, Université Côte d'Azur, France

THOMAS LEIMKÜHLER, Max-Planck-Institut für Informatik, Germany

GEORGE DRETTAKIS, Inria, Université Côte d'Azur, France





Ground Truth



Ours



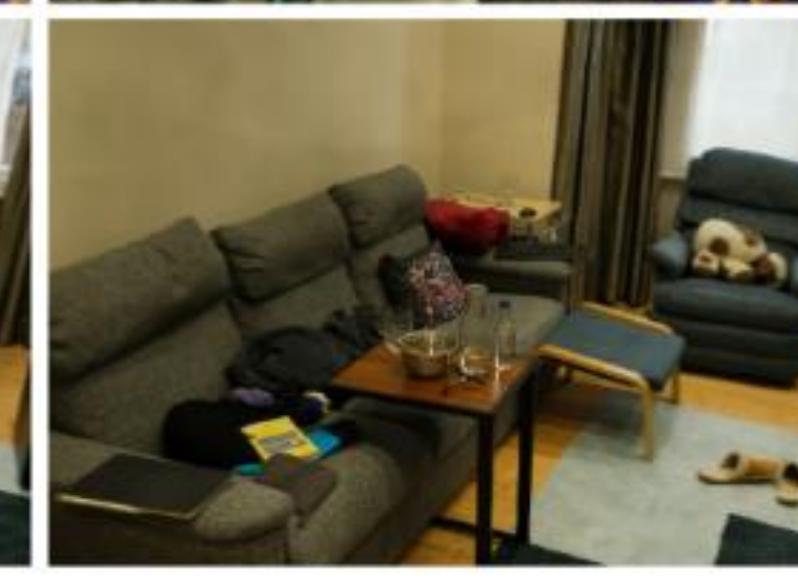
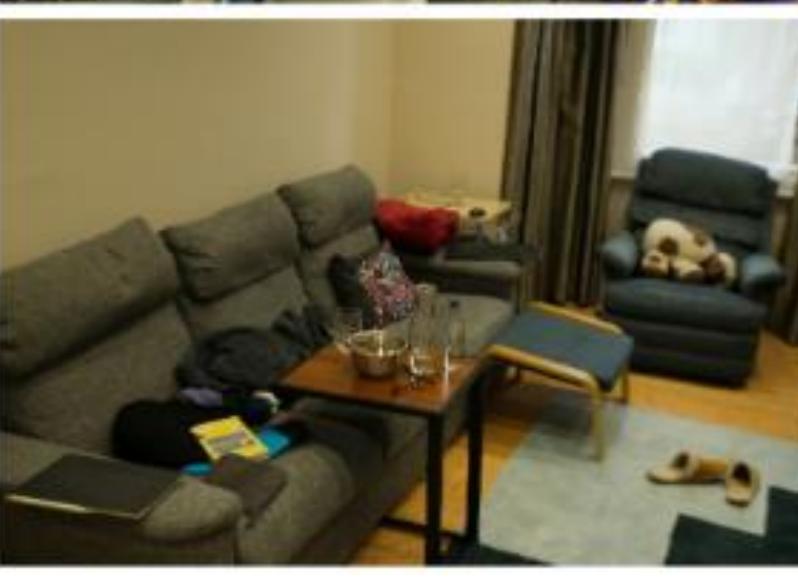
Mip-NeRF360



InstantNGP



Plenoxels



Dataset	Mip-NeRF360							Tanks&Temples							Deep Blending						
	Method Metric	SSIM \uparrow	PSNR \uparrow	LPIPS \downarrow	Train	FPS	Mem	SSIM \uparrow	PSNR \uparrow	LPIPS \downarrow	Train	FPS	Mem	SSIM \uparrow	PSNR \uparrow	LPIPS \downarrow	Train	FPS	Mem		
Plenoxels		0.626	23.08	0.463	25m49s	6.79	2.1GB	0.719	21.08	0.379	25m5s	13.0	2.3GB	0.795	23.06	0.510	27m49s	11.2	2.7GB		
INGP-Base		0.671	25.30	0.371	5m37s	11.7	13MB	0.723	21.72	0.330	5m26s	17.1	13MB	0.797	23.62	0.423	6m31s	3.26	13MB		
INGP-Big		0.699	25.59	0.331	7m30s	9.43	48MB	0.745	21.92	0.305	6m59s	14.4	48MB	0.817	24.96	0.390	8m	2.79	48MB		
M-NeRF360		0.792 \dagger	27.69 \dagger	0.237 \dagger	48h	0.06	8.6MB	0.759	22.22	0.257	48h	0.14	8.6MB	0.901	29.40	0.245	48h	0.09	8.6MB		
Ours-7K		0.770	25.60	0.279	6m25s	160	523MB	0.767	21.20	0.280	6m55s	197	270MB	0.875	27.78	0.317	4m35s	172	386MB		
Ours-30K		0.815	27.21	0.214	41m33s	134	734MB	0.841	23.14	0.183	26m54s	154	411MB	0.903	29.41	0.243	36m2s	137	676MB		



https://youtu.be/T_kXY43VZnk?si=Ro2JF-qCz08W8vQH