



SIGGRAPH 2023
LOS ANGELES+ 6-10 AUG

THE PREMIER CONFERENCE & EXHIBITION ON
COMPUTER GRAPHICS & INTERACTIVE TECHNIQUES

VIP-NERF: VISIBILITY PRIOR FOR SPARSE INPUT NEURAL RADIANCE FIELDS

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→ SPARSE INPUT NERF

- NeRF [1] typically requires hundreds of images per scene.
- Produces **severe distortions** when trained with **few images**.
- Cause: Under-constrained volume rendering equations.



NeRF - Dense Input Views



NeRF - Sparse Input Views



RELATED WORK

- DS-NeRF [2]:
 - Uses sparse depth obtained Structure from Motion (SfM) model as additional supervision.
 - Accurate but **sparse** supervision (only at keypoints).
- DDP-NeRF [3]:
 - Obtains dense depth by completing sparse depth using a pre-trained network.
 - Dense but may suffer from **generalization issues** while generating the prior.
- We need **reliable and dense** supervision.
 - We introduce **visibility supervision**.



[2] Deng et al., “Depth-Supervised NeRF: Fewer Views and Faster Training for Free”, CVPR 2022.

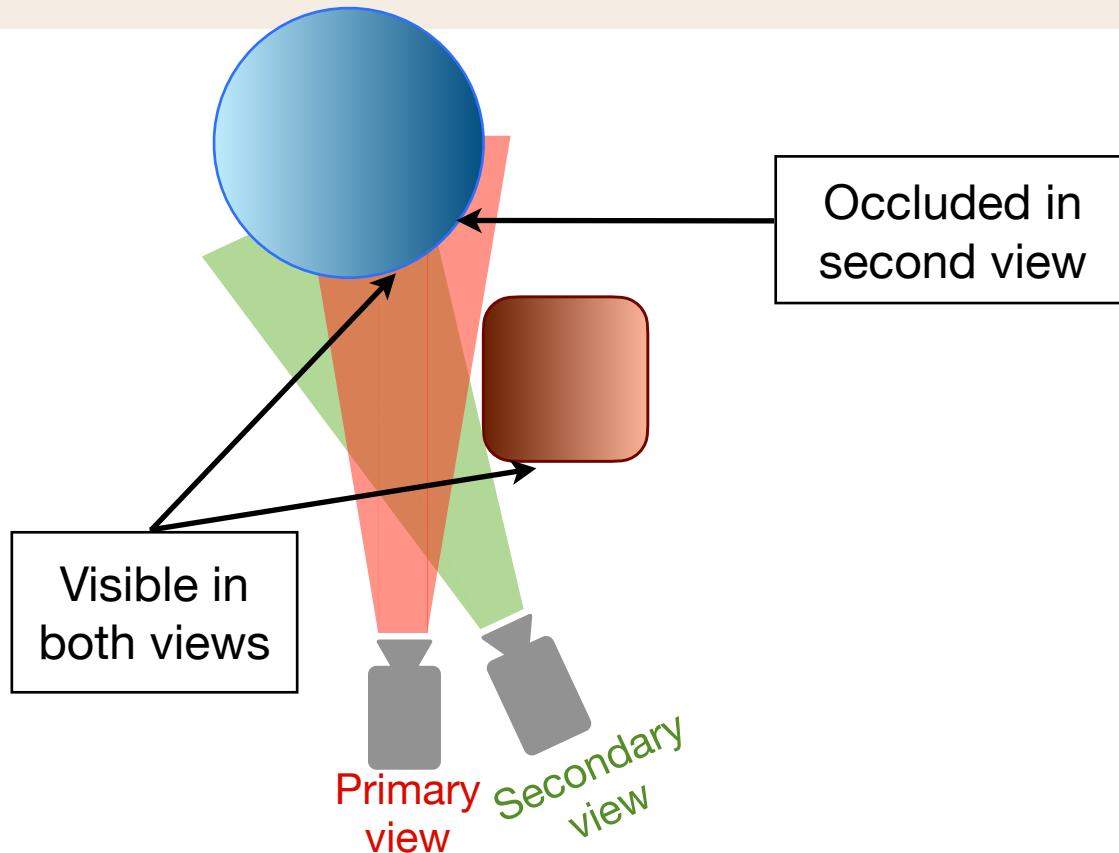
[3] Roessle et al., “Dense Depth Priors for Neural Radiance Fields From Sparse Input Views”, CVPR 2022.



VISIBILITY PRIOR



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Why visibility supervision?

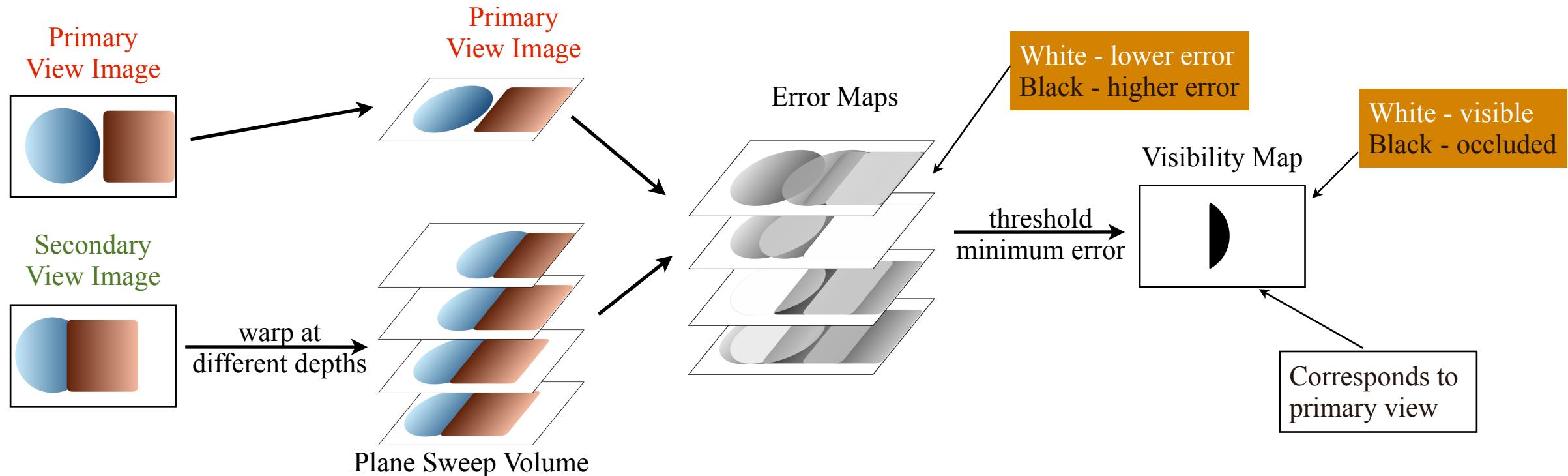
- Related to relative depth.
- Dense and Reliable.
- Easier to compute without pre-training.

- Visibility prior indicates if a **pixel in primary view** is visible in **secondary view**.
- We constrain the NeRF predicted visibility using this visibility prior.





VISIBILITY PRIOR ESTIMATION



- Visibility Prior computed using plane sweep volumes – no training involved.
- Highly specular regions may be marked as occluded – hence no loss imposed in such regions.





VISIBILITY PRIOR NERF (VIP-NERF)

- Supervise the visibility predicted by NeRF using the visibility prior $\tau' \in \{0,1\}$

$$\mathcal{L}_{vip} = \|\tau' - t'\|_1 \odot 1_{\{\tau'=1\}}$$

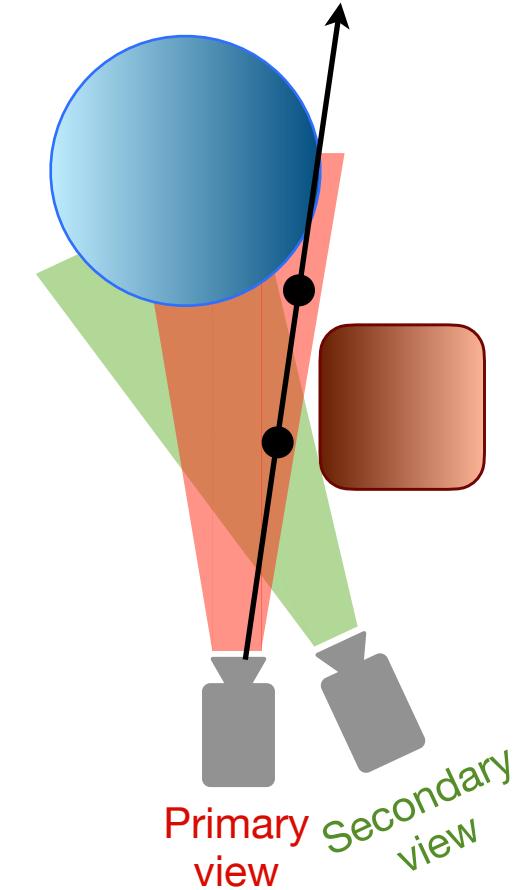
Prior reliable
when $\tau' = 1$

- Estimate visibility of pixel in the secondary view:

$$t' = \sum_i w_i T'_i$$

$T'_i \leftarrow$ Visibility of 3D point in secondary view

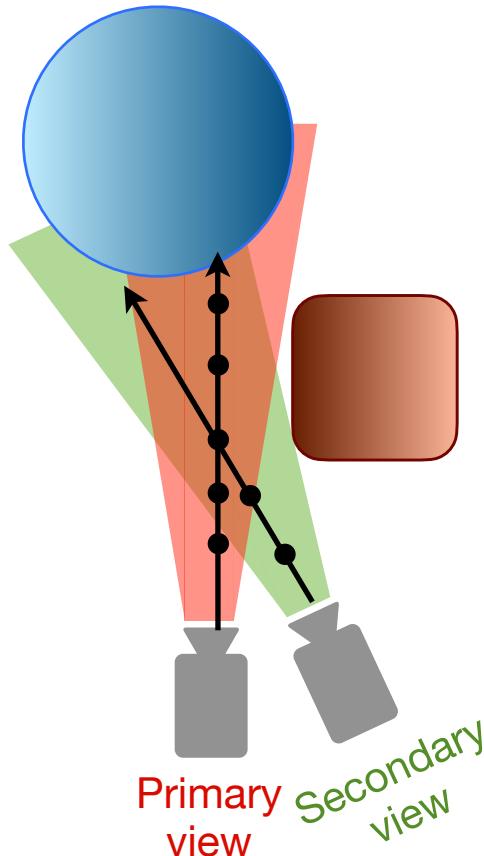
- Visibility Prior loss used in addition to the sparse depth loss [2]





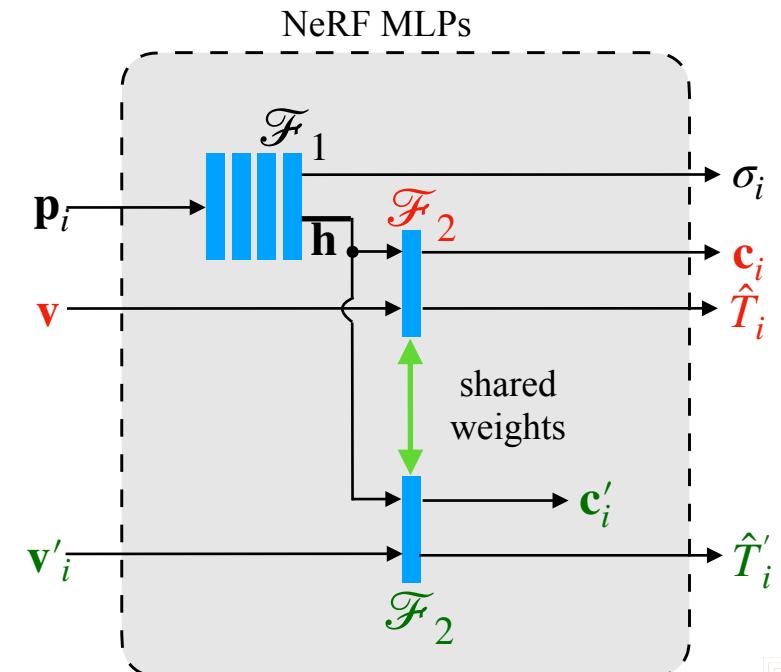
OBTAINING VISIBILITY OF 3D POINTS

Naive Approach



N^2 MLP queries per pixel instead of N .

Our Approach



NeRF learns view-dependent visibility





QUALITATIVE COMPARISONS

DS-NeRF



ViP-NeRF



Sparse supervision is probably insufficient in DS-NeRF; Visibility prior provides dense supervision.





QUALITATIVE COMPARISONS

DDP-NeRF



ViP-NeRF



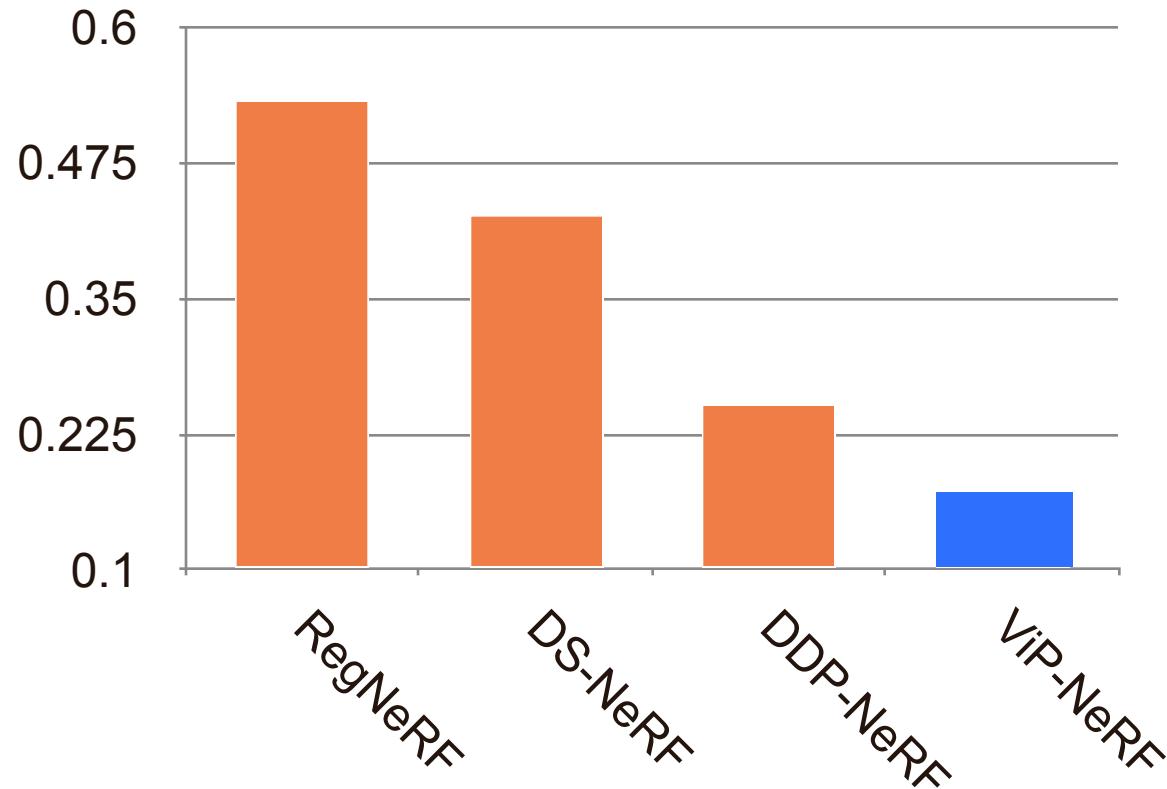
Inaccurate dense depth supervision probably leads to blurred floaters in DDP-NeRF; Visibility prior is more reliable.



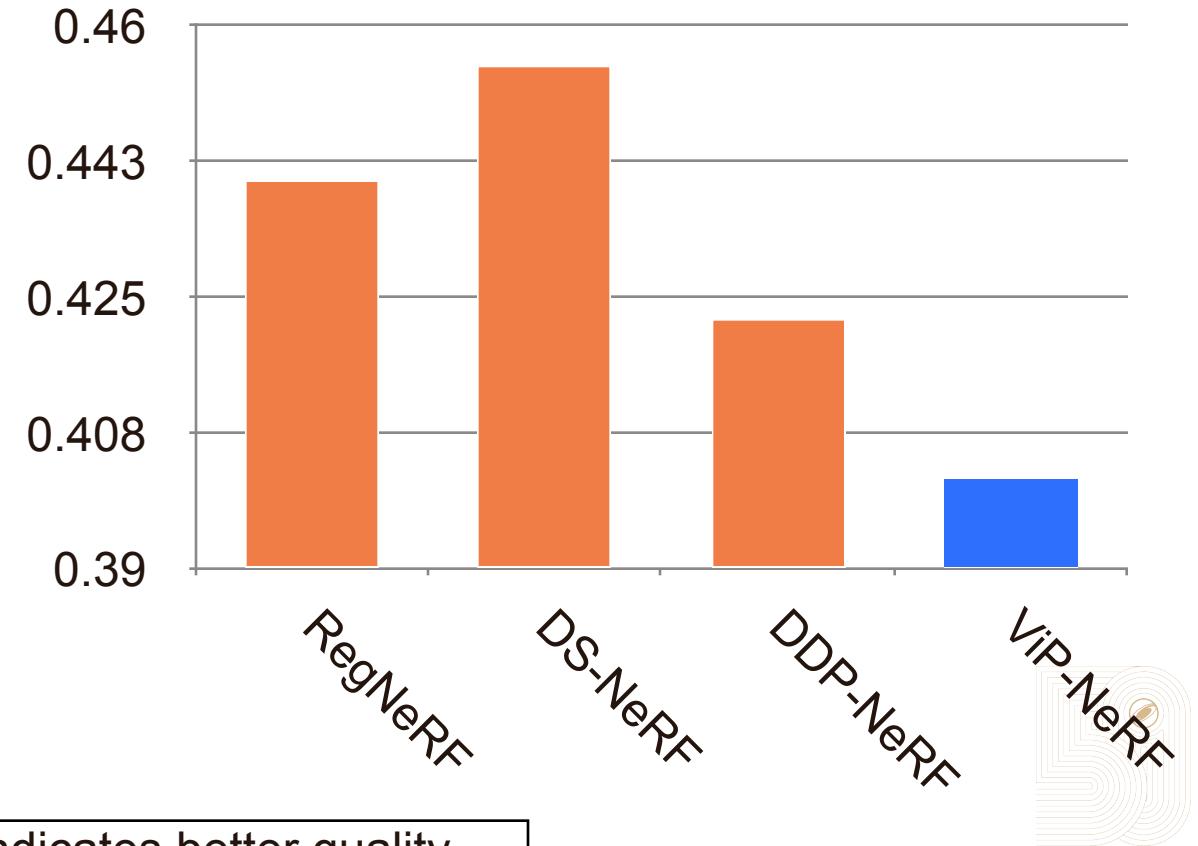


QUANTITATIVE COMPARISONS - LPIPS - 2 INPUT VIEWS

Real Estate - 10K [4]



NeRF - LLFF [5]



Lower LPIPS score indicates better quality

[4] Zhou et al., “Stereo Magnification: Learning View Synthesis using Multiplane Images”, SIGGRAPH 2018.

[5] Mildenhall et al., “Local Light Field Fusion”, SIGGRAPH 2019.

→ CONCLUSION

Contributions

- Visibility prior to regularize few-shot NeRF.
 - Estimation without any pre-training.
 - Dense and Reliable.
- Faster training by making NeRF learn view-dependent visibility.
- **Plug and Play solution.**

For paper, code and more, visit

[https://nagabhushansn95.github.io/
publications/2023/ViP-NeRF.html](https://nagabhushansn95.github.io/publications/2023/ViP-NeRF.html)





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This work was supported in part by a grant from Qualcomm. The first author was supported by the Prime Minister's Research Fellowship (PMRF) awarded by the Ministry of Education (MoE), Government of India

