

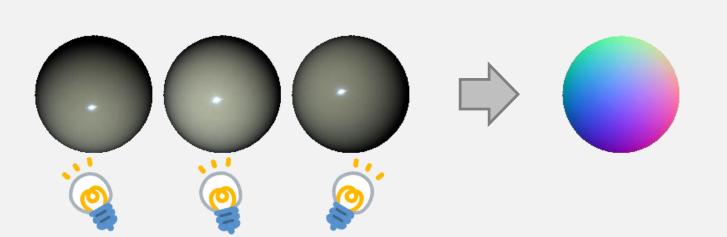
# Neural Inverse Rendering for General Reflectance Photometric Stereo

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### Introduction



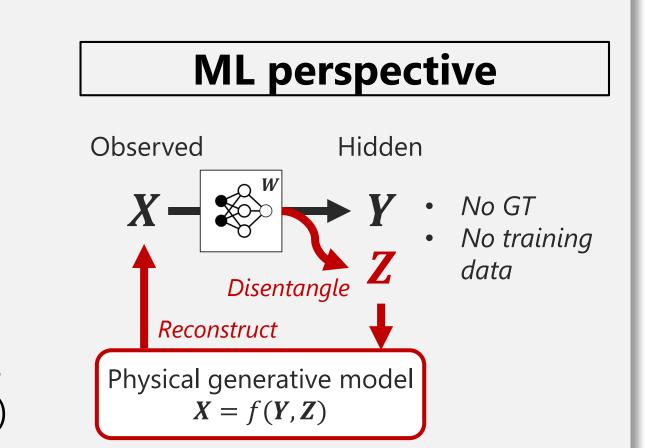
Images observed under Surface normals varying illuminations (3D orientations)

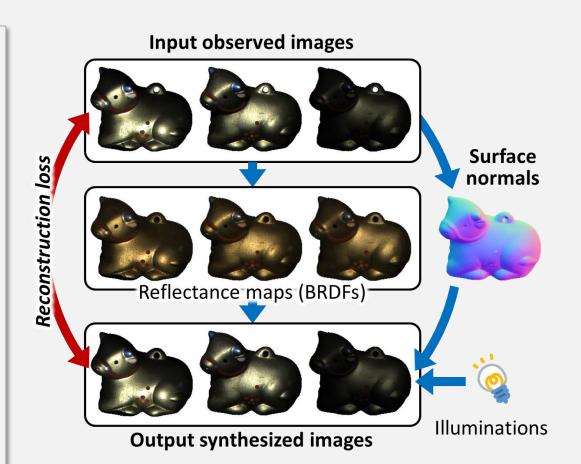
### Challenges

Complex unknown non-linearity: Real objects have various reflectance properties (BRDFs) that are complex and unknown.

Lack of training data: Deeply learning complex relations of surface normals and BRDFs is promising, but accurately measuring ground truth of surface normals and BRDFs is difficult.

**Permutation invariance**: Permuting input images should not change the resulting surface normals.

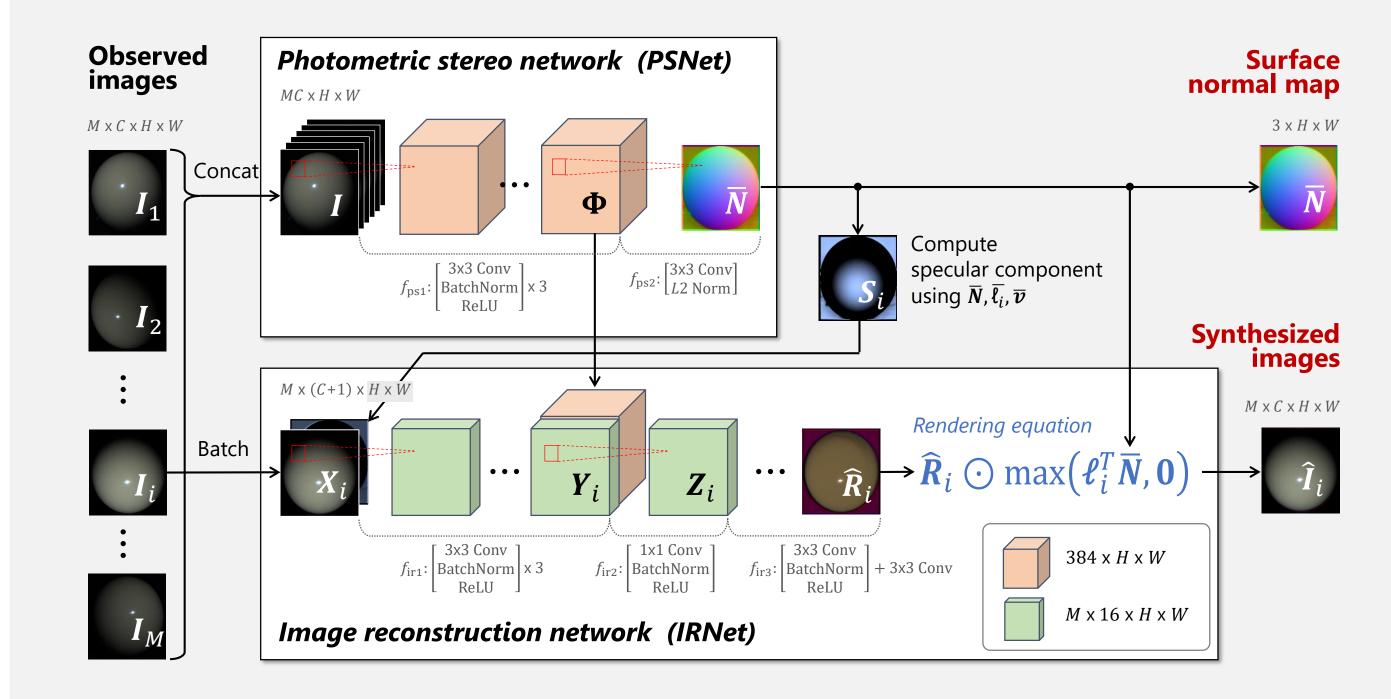




Our physics-embedded auto-encoder

# Physics-based unsupervised learning

#### Two-stream physics-embedded network



- Global observation blending ( $\Phi$ ) provides global information to enrich feature maps in IRNet.
- Specularity input  $(S_i)$  gives a hint to IRNet to promote recovery of complex specular reflections.

#### **Loss function**

Image reconstruction loss

 $L = \frac{1}{M} \sum_{i=1}^{M} \left\| \hat{\boldsymbol{I}}_i - \boldsymbol{I}_i \right\|_1$ 

Minimize intensity differences btw synthesized  $\hat{I}_i$  and observed  $I_i$  images.

Initialize network parameters randomly.

+  $\lambda_t \| \overline{N} - \overline{N'} \|_2^2$ 

Least squares (LS) prior

Constrain the output normals  $\overline{N}$  to be close to prior normals N' obtained by the LS method.

No pre-training

Directly optimize randomly-

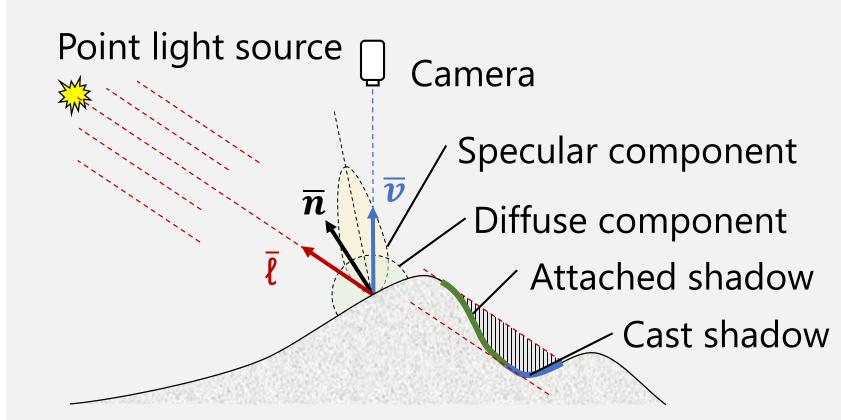
initialized network parameters

for a given test scene images.

## PS as inverse imaging process

#### Reflectance (rendering) equation

$$I = s \rho(\overline{\boldsymbol{n}}, \overline{\boldsymbol{\ell}}, \overline{\boldsymbol{v}}) \max(0, \boldsymbol{\ell}^T \overline{\boldsymbol{n}})$$



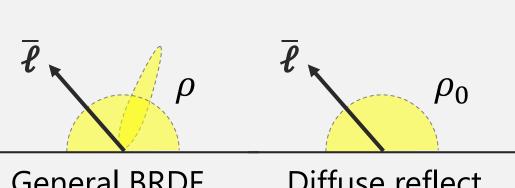
I: Pixel intensity (known)

s: {0,1} cast shadow (known)  $\overline{\boldsymbol{v}}$ : view direction (known)

ℓ: lighting (known)

 $\rho$ : BRDF (unknown)

 $\overline{n}$ : surface normal (unknown)



General BRDF Diffuse reflect.

## Test-time learning with early-stage weak supervision

**Compute** LS solution N'. **Repeat** Adam's iterations

- Run PSNet to produce a normal map  $\overline{N}$ .
- Run IRNet to reconstruct all input images as  $\{\hat{I}_i\}$ (deep image prior [Dmitry+18])
- Compute the loss and update network parameters. Terminate the prior  $(\lambda_t \leftarrow 0)$  if iterations > 50 (because the prior has low accuracy)

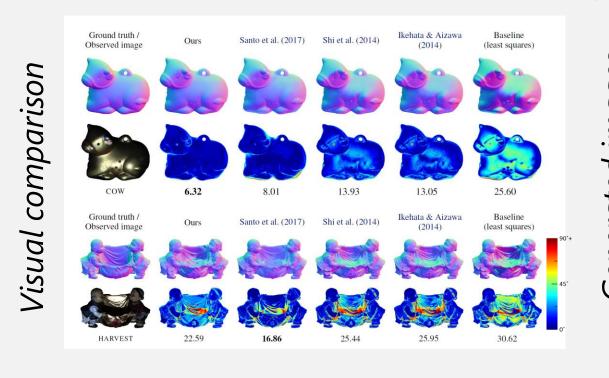
**Until** convergence (1000 iterations)

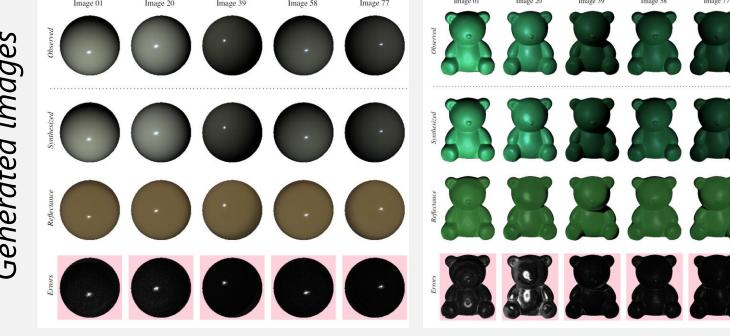
### Experiments

Real-world scene benchmark (mean angular errors in degrees) [Shi+18]



- Each scene is provided 96 images with known lightings.
- Santo et al. (2017) use a supervised DNN method pre-trained on synthetic data.
- Others are classical physics-based unsupervised methods.





#### Analysis of network architecture and early-stage weak supervision

