

References

- [1] Edward H Adelson and John YA Wang. Single lens stereo with a plenoptic camera. *IEEE transactions on pattern analysis and machine intelligence*, 14(2):99–106, 1992. 2, 7
- [2] Jun Arai, Fumio Okano, Haruo Hoshino, and Ichiro Yuyama. Gradient-index lens-array method based on real-time integral photography for three-dimensional images. *Applied optics*, 37(11):2034–2045, 1998. 2, 7
- [3] Christian Brändli, Raphael Berner, Minhao Yang, Shih-Chii Liu, and Tobi Delbruck. A 240×180 130 dB 3 μ s latency global shutter spatiotemporal vision sensor. *IEEE Journal of Solid-State Circuits*, 49:2333–2341, 2014. 1, 2
- [4] Michael Broxton, John Flynn, Ryan Overbeck, Daniel Erickson, Peter Hedman, Matthew DuVall, Jason Dourgarian, Jay Busch, Matt Whalen, and Paul Debevec. Immersive light field video with a layered mesh representation. In *ACM Transactions on Graphics (Proc. SIGGRAPH)*, 2020. 1
- [5] Eric R. Chan, Marco Monteiro, Petr Kellnhofer, Jiajun Wu, and Gordon Wetzstein. Pi-GAN: Periodic implicit generative adversarial networks for 3D-Aware image synthesis. In *Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR)*, 2021. 2
- [6] Eric R. Chan, Koki Nagano, Matthew A. Chan, Alexander W. Bergman, Jeong Joon Park, Axel Levy, Miika Aittala, Shalini De Mello, Tero Karras, and Gordon Wetzstein. Generative novel view synthesis with 3D-aware diffusion models. In *Proceedings of the IEEE/CVF International Conference on Computer Vision (ICCV)*, pages 4217–4229, 2023.
- [7] Bin Chen, Lingyan Ruan, and Miu-Ling Lam. LFGAN: 4D light field synthesis from a single RGB image. *ACM Trans. Multimedia Comput. Commun. Appl.*, 16(1), 2020. 2
- [8] Toshiaki Fujii, Kensaku Mori, Kazuya Takeda, Kenji Mase, Masayuki Tanimoto, and Yasuhito Suenaga. Multipoint measuring system for video and sound - 100-camera and microphone system. In *IEEE International Conference on Multimedia and Expo*, pages 437–440, 2006. 1, 2
- [9] Guillermo Gallego, Tobi Delbrück, Garrick Orchard, Chiara Bartolozzi, Brian Taba, Andrea Censi, Stefan Leutenegger, Andrew J. Davison, Jürg Conradt, Kostas Daniilidis, and Davide Scaramuzza. Event-based vision: A survey. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 44(1):154–180, 2022. 1, 2
- [10] Mantang Guo, Junhui Hou, Jing Jin, Jie Chen, and Lap-Pui Chau. Deep spatial-angular regularization for light field imaging, denoising, and super-resolution. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 44(10):6094–6110, 2022. 1, 2, 3, 6
- [11] Katrin Honauer, Ole Johannsen, Daniel Kondermann, and Bastian Goldluecke. A dataset and evaluation methodology for depth estimation on 4D light fields. In *Asian Conference on Computer Vision*, 2016. 1
- [12] Fu-Chung Huang, Kevin Chen, and Gordon Wetzstein. The light field stereoscope: immersive computer graphics via factored near-eye light field displays with focus cues. *ACM Transactions on Graphics*, 34(4):60, 2015. 1
- [13] Michael Iliadis, Leonidas Spinoulas, and Aggelos K. Katsaggelos. Deepbinarymask: Learning a binary mask for video compressive sensing, 2016. 2, 4
- [14] Yasutaka Inagaki, Yuto Kobayashi, Keita Takahashi, Toshiaki Fujii, and Hajime Nagahara. Learning to capture light fields through a coded aperture camera. In *European Conference on Computer Vision*, pages 418–434, 2018. 1, 2, 3, 4, 5, 6
- [15] Nima Khademi Kalantari, Ting-Chun Wang, and Ravi Ramamoorthi. Learning-based view synthesis for light field cameras. *ACM Transactions on Graphics*, 35(6), 2016. 1
- [16] Numair Khan, Min H. Kim, and James Tompkin. Edge-aware bidirectional diffusion for dense depth estimation from light fields. In *British Machine Vision Conference (BMVC)*, 2021. 1
- [17] H Kim, S Leutenegger, and AJ Davison. Real-time 3D reconstruction and 6-DoF tracking with an event camera. In *European Conference on Computer Vision (ECCV)*, pages 349–364, 2016. 2
- [18] Seungjae Lee, Changwon Jang, Seokil Moon, Jaebum Cho, and Byoungcho Lee. Additive light field displays: realization of augmented reality with holographic optical elements. *ACM Transactions on Graphics*, 35(4):1–13, 2016. 1
- [19] Jiaxin Li, Zijian Feng, Qi She, Henghui Ding, Changhu Wang, and Gim Hee Lee. MINE: Towards continuous depth MPI with NeRF for novel view synthesis. In *International Conference on Computer Vision*, 2021. 2
- [20] Qinbo Li and Nima Khademi Kalantari. Synthesizing light field from a single image with variable MPI and two network fusion. *ACM Transactions on Graphics*, 2020. 2
- [21] Yuqi Li, Miao Qi, Rahul Gulve, Mian Wei, Roman Genov, Kiriakos N. Kutulakos, and Wolfgang Heidrich. End-to-end video compressive sensing using anderson-accelerated unrolled networks. In *International Conference on Computational Photography*, pages 137–148, 2020. 2, 4
- [22] Chia-Kai Liang, Tai-Hsu Lin, Bing-Yi Wong, Chi Liu, and Homer H Chen. Programmable aperture photography: multiplexed light field acquisition. *ACM Transactions on Graphics*, 27(3):1–10, 2008. 1, 2, 3, 6
- [23] Zhengyu Liang. BasicLFSR (open source light field toolbox for super-resolution). <https://github.com/ZhengyuLiang24/BasicLFSR>, 2021. 5, 6
- [24] Qi Ma, Danda Pani Paudel, Ajad Chhatkuli, and Luc Van Gool. Deformable neural radiance fields using RGB and event cameras. In *Proceedings of the IEEE/CVF International Conference on Computer Vision (ICCV)*, pages 3590–3600, 2023. 2
- [25] Kazuki Maeno, Hajime Nagahara, Atsushi Shimada, and Rin-Ichiro Taniguchi. Light field distortion feature for transparent object recognition. In *IEEE Conference on Computer Vision and Pattern Recognition*, pages 2786–2793, 2013. 1
- [26] Kshitij Marwah, Gordon Wetzstein, Yosuke Bando, and Ramesh Raskar. Compressive light field photography using overcomplete dictionaries and optimized projections. *ACM Transactions on Graphics*, 32(4):1–12, 2013. 2, 4
- [27] Ben Mildenhall, Pratul P. Srinivasan, Rodrigo Ortiz-Cayon, Nima Khademi Kalantari, Ravi Ramamoorthi, Ren Ng, and