



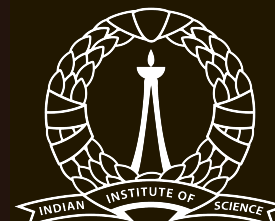
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THE PREMIER CONFERENCE & EXHIBITION ON  
COMPUTER GRAPHICS & INTERACTIVE TECHNIQUES

# 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

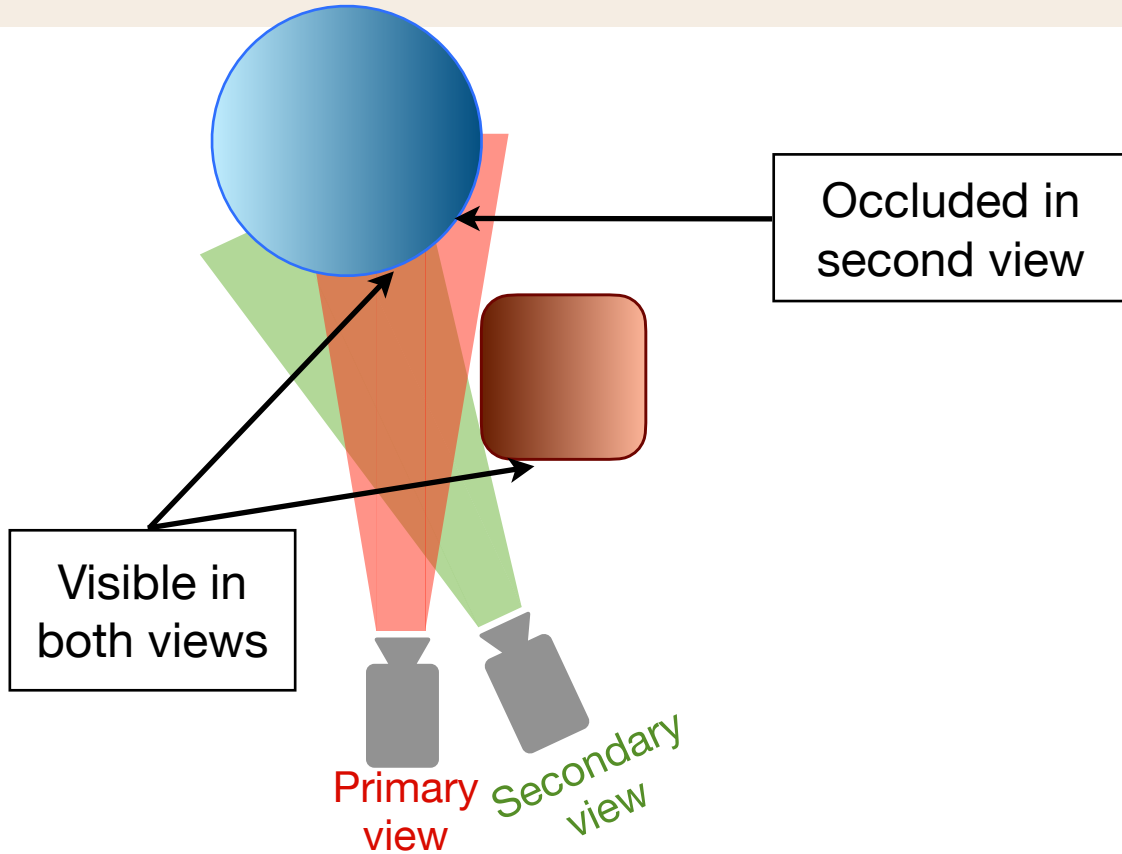


- DS-NeRF [2]:
  - Uses sparse depth obtained Structure from Motion (SfM) model as additional supervision.
  - Accurate but **sparse** supervision (only at keypoints).
- DDP-NeRF [3]:
  - Obtains dense depth by completing sparse depth using a pre-trained network.
  - Dense but may suffer from **generalization 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.



## Why visibility supervision?

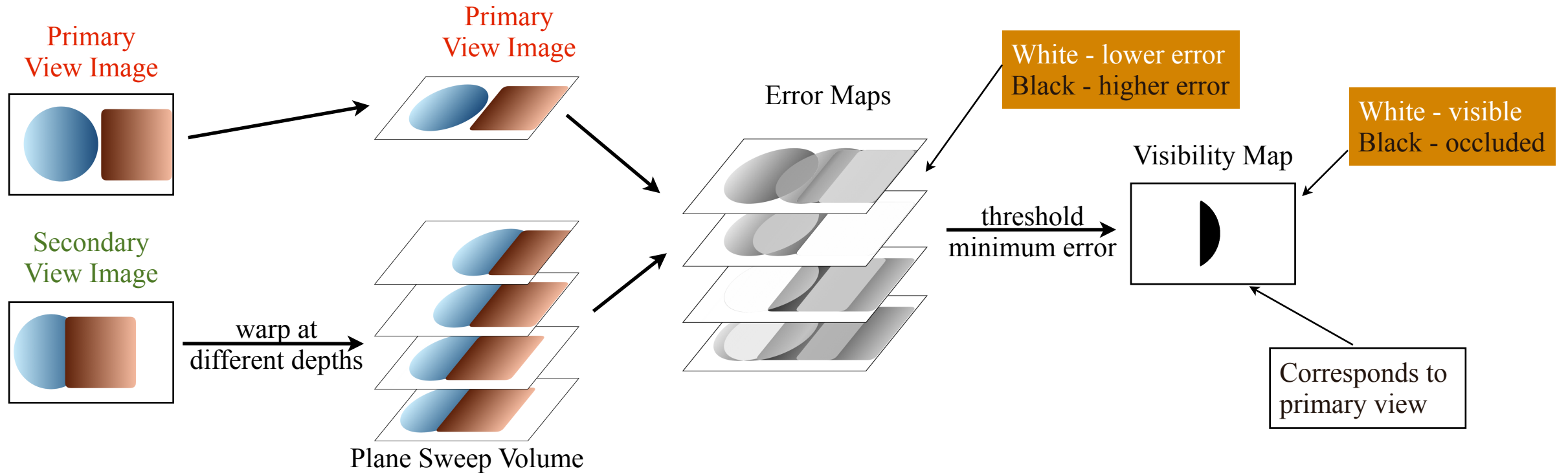
- Related to relative depth.
- Dense and Reliable.
- Easier to compute without pre-training.

- 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  $\tau' \in \{0,1\}$

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

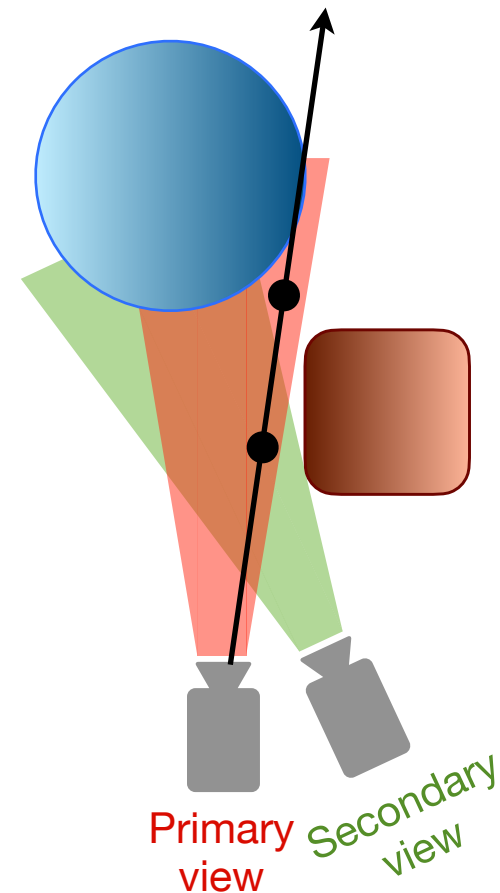
Prior reliable  
when  $\tau' = 1$

- Estimate visibility of pixel in the secondary view:

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

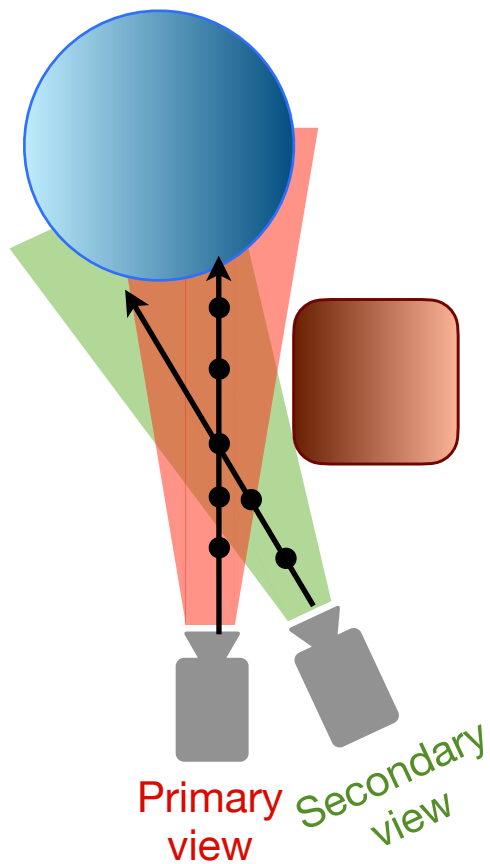
$T'_i \leftarrow$  Visibility of 3D point in secondary view

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



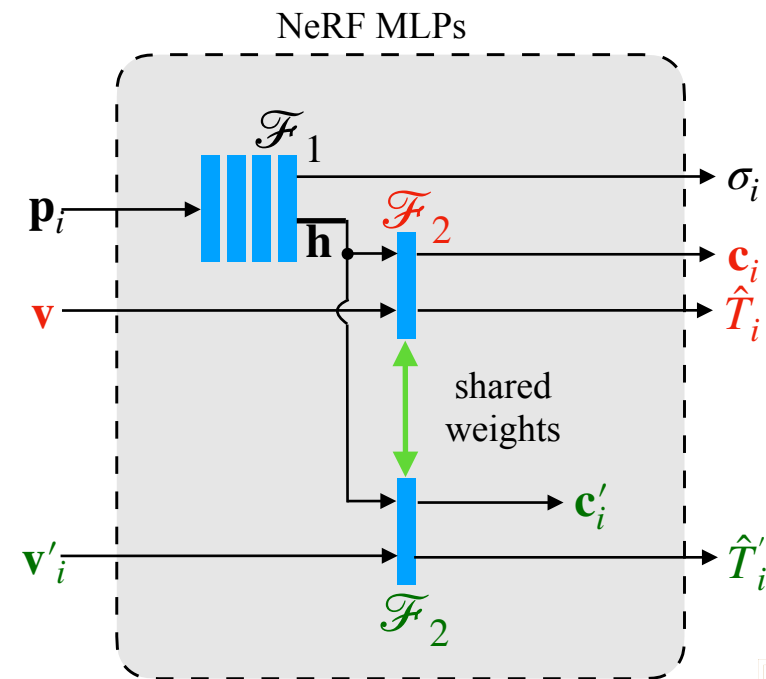
# → OBTAINING VISIBILITY OF 3D POINTS

## 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

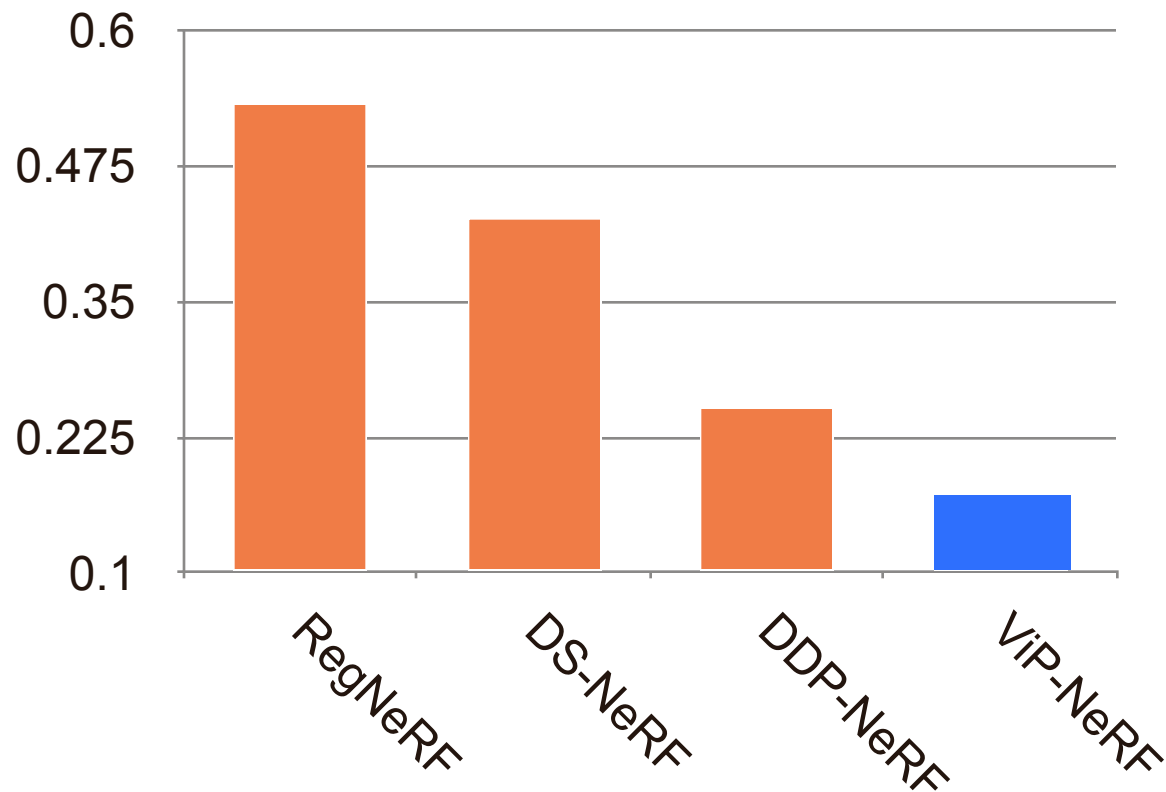


Inaccurate dense depth supervision probably leads to blurred floaters in DDP-NeRF; Visibility prior is more reliable.

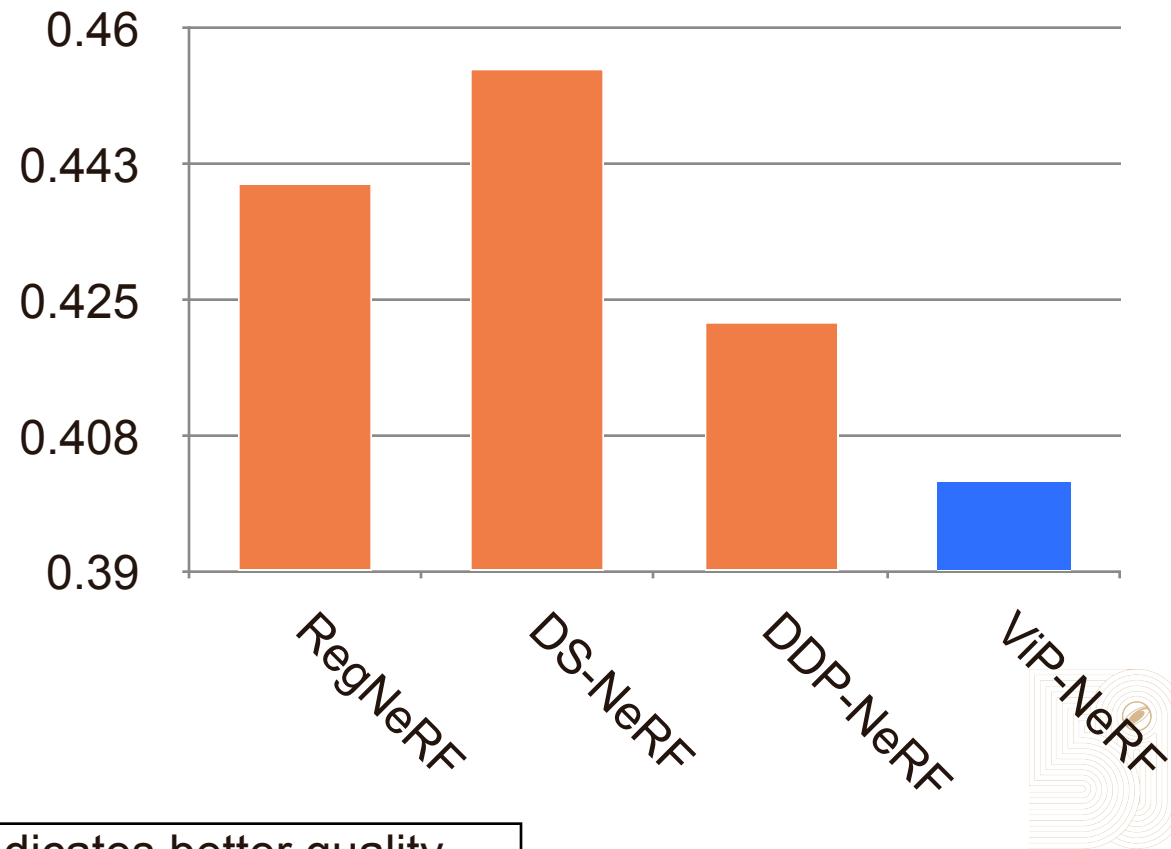


# QUANTITATIVE COMPARISONS - LPIPS - 2 INPUT VIEWS

## 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.



### 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>





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