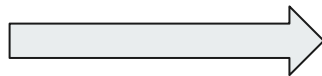




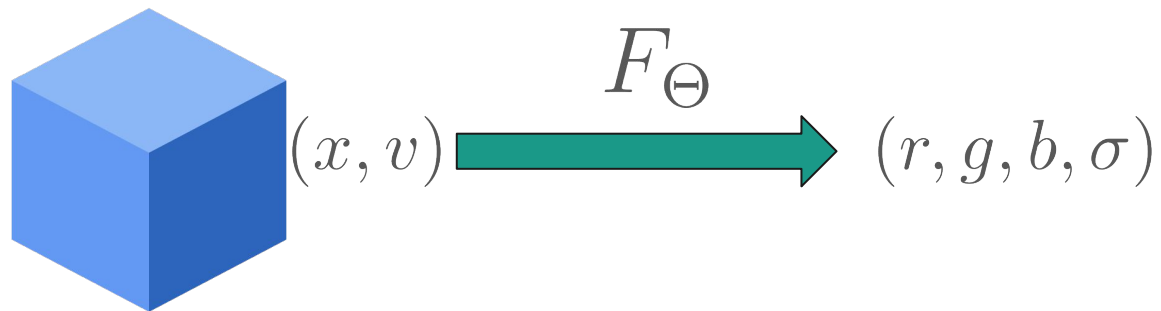
Different types of entry encodings for NeRFs networks

Outil maths 3 février 2025,
Gaspard Thévenon

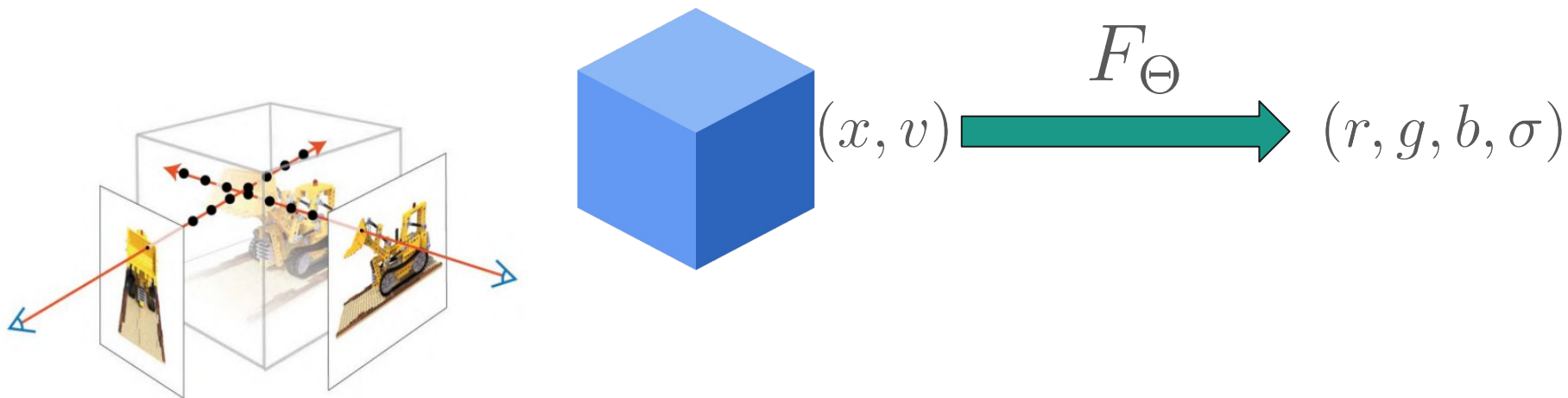
Overview of NeRFs



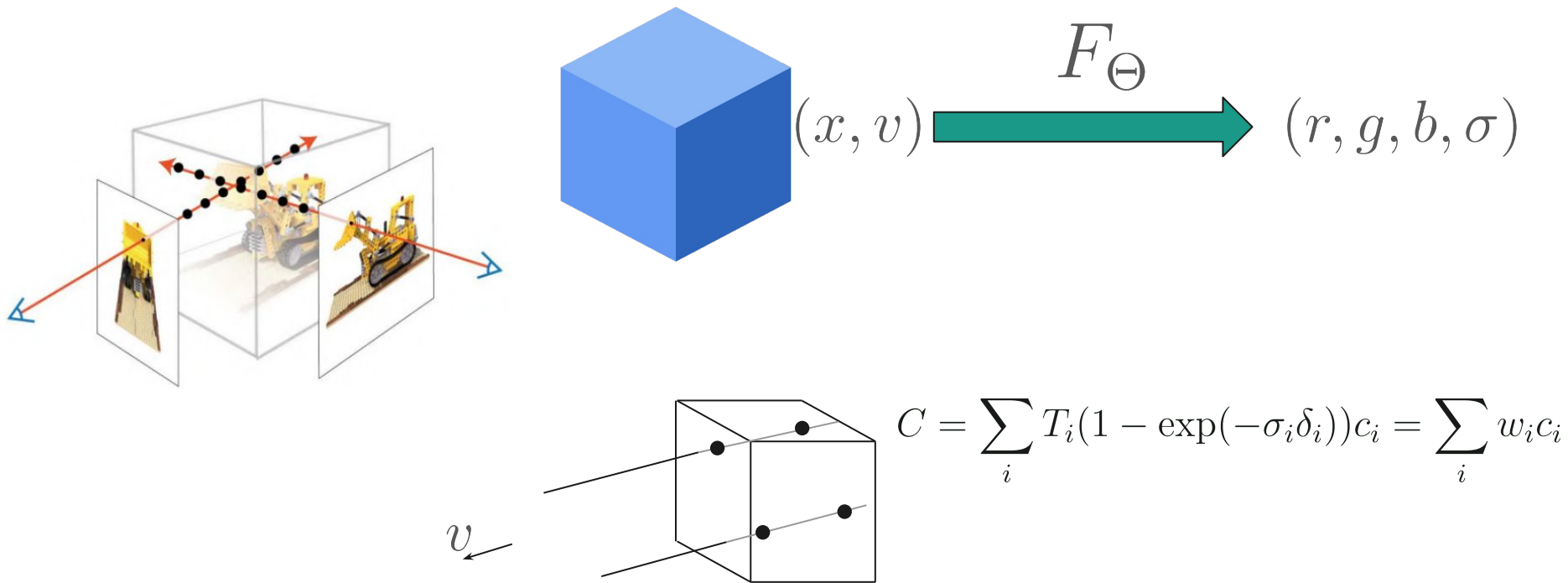
Overview of NeRFs



Overview of NeRFs



Overview of NeRFs

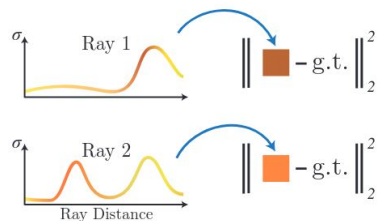


NeRFs examples



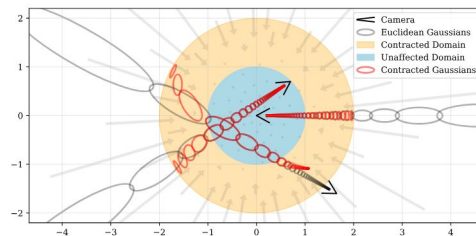
Lots of interesting questions around NeRFs

- Losses

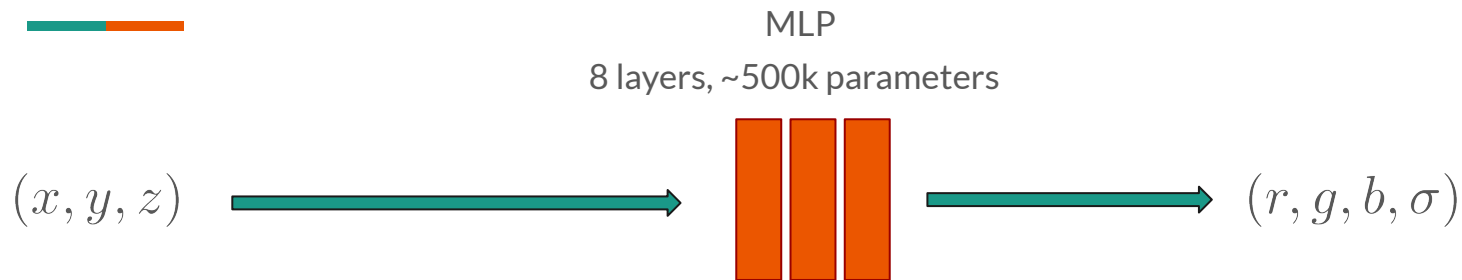


- Smarter sampling strategies along each ray

- Handle unbounded scenes



The need for an encoding



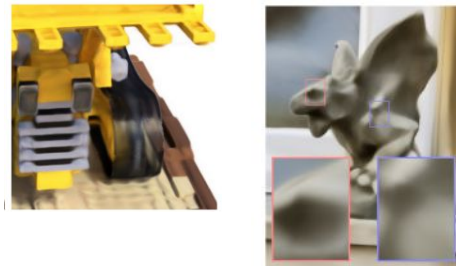
F_{Θ}

ground truth

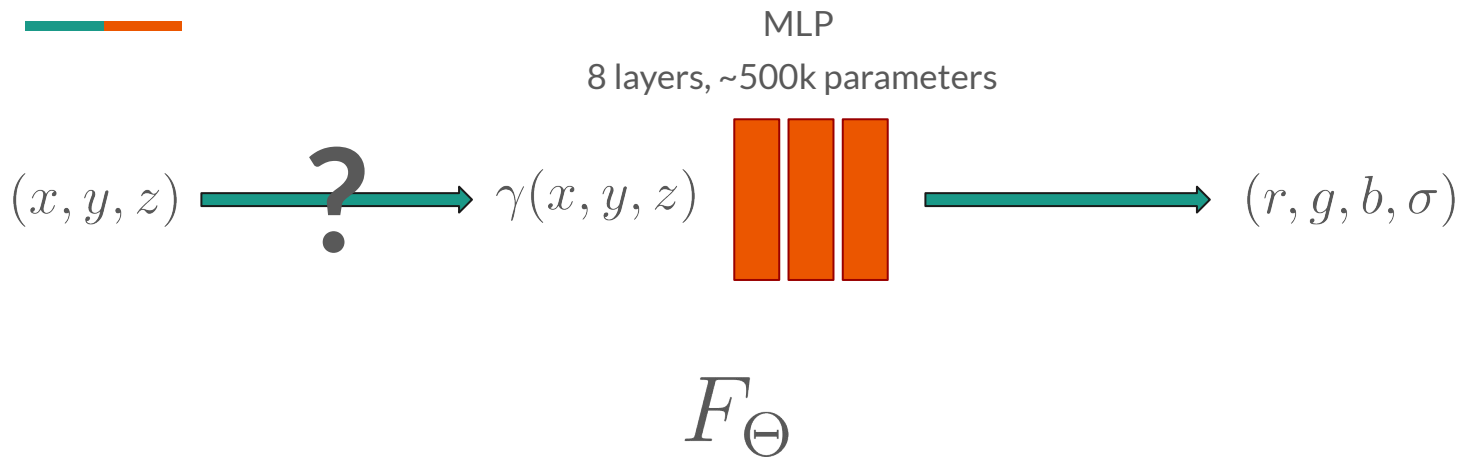


Image-based loss
Retro-propagated to train the MLP parameters

vanilla MLP



The need for an encoding



Frequency encodings

Frequency encodings



Frequency encodings

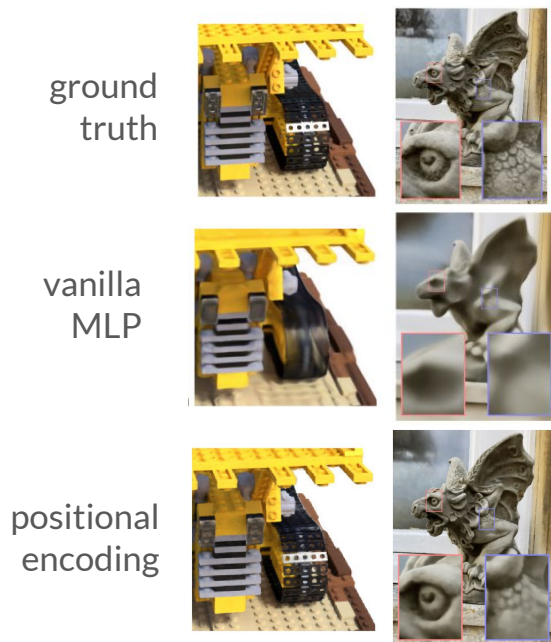


In the original NeRF, the authors use **Positional Encoding**:

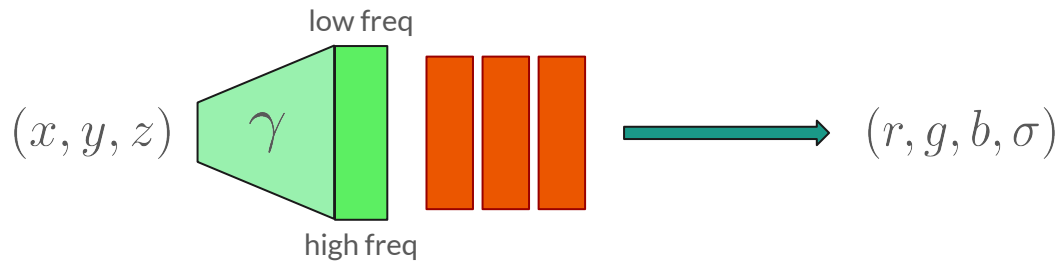
$$\gamma(x) = (\sin(2^0 x), \dots, \sin(2^{L-1} x), \cos(2^0 x), \dots, \cos(2^{L-1} x))$$

Frequency encodings

In the original NeRF, the authors use **Positional Encoding**:



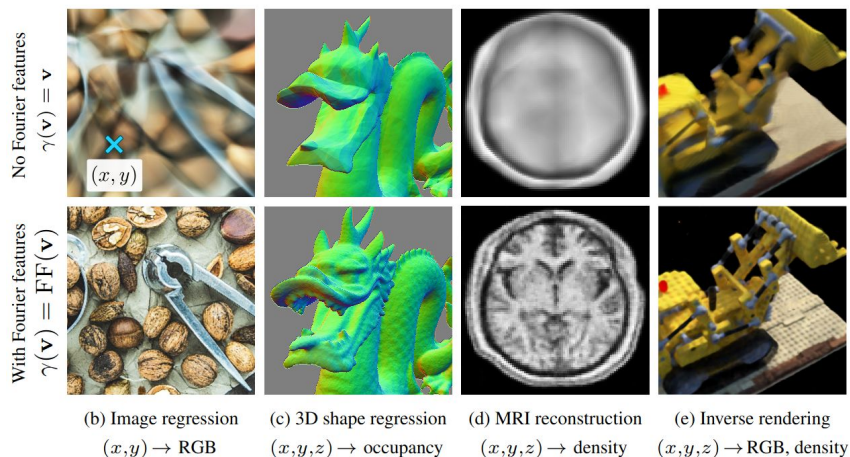
$$\gamma(x) = (\sin(2^0 x), \dots, \sin(2^{L-1} x), \cos(2^0 x), \dots, \cos(2^{L-1} x))$$



Frequency encodings

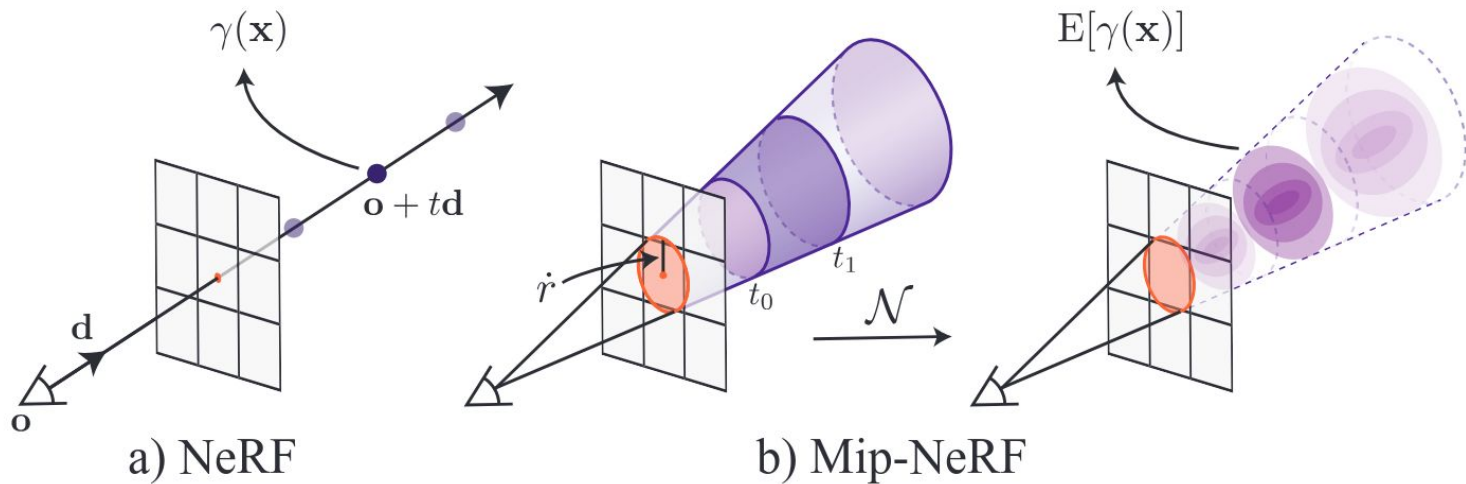
This idea has been extended in various ways in NeRF applications. For example, extended to generic parallel wavefronts.

$$\gamma(\mathbf{v}) = [a_1 \cos(2\pi \mathbf{b}_1^T \mathbf{v}), a_1 \sin(2\pi \mathbf{b}_1^T \mathbf{v}), \dots, a_m \cos(2\pi \mathbf{b}_m^T \mathbf{v}), a_m \sin(2\pi \mathbf{b}_m^T \mathbf{v})]$$

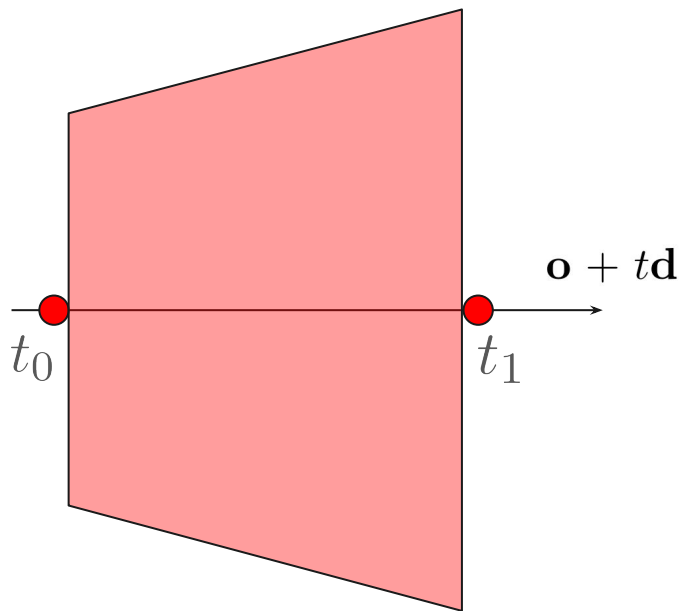


Frequency encodings

Also extended to multiple levels of details, by mip-NeRFs, which implements **Integrated Positional Encoding**.

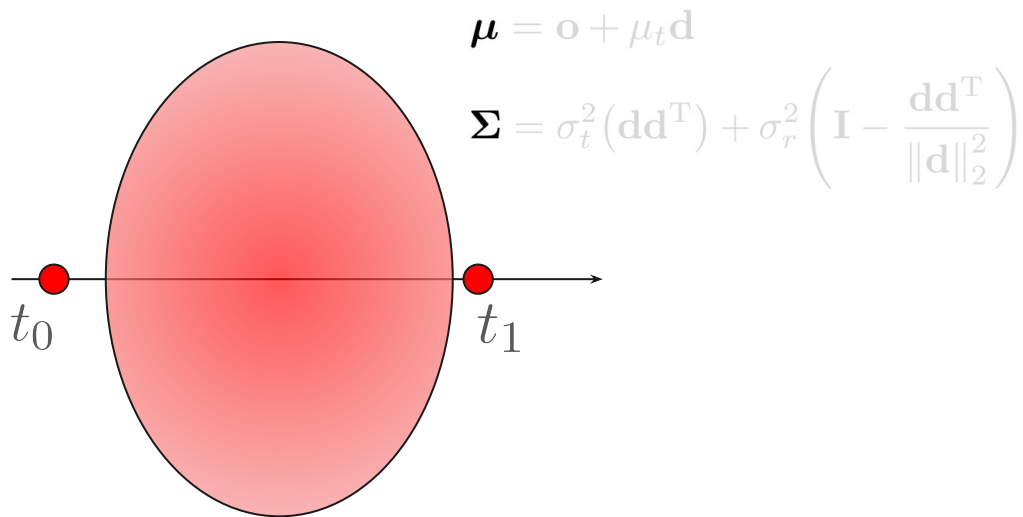


Frequency encodings



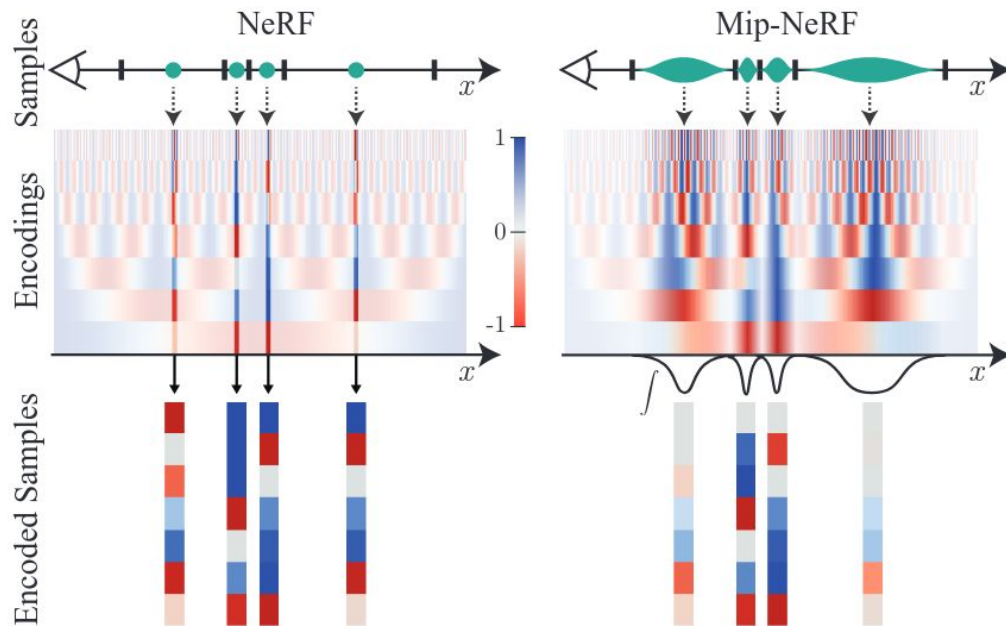
$$\gamma(t_0, t_1) = \mathbf{E}_{x \in \blacksquare}[\gamma(x)]$$

Frequency encodings

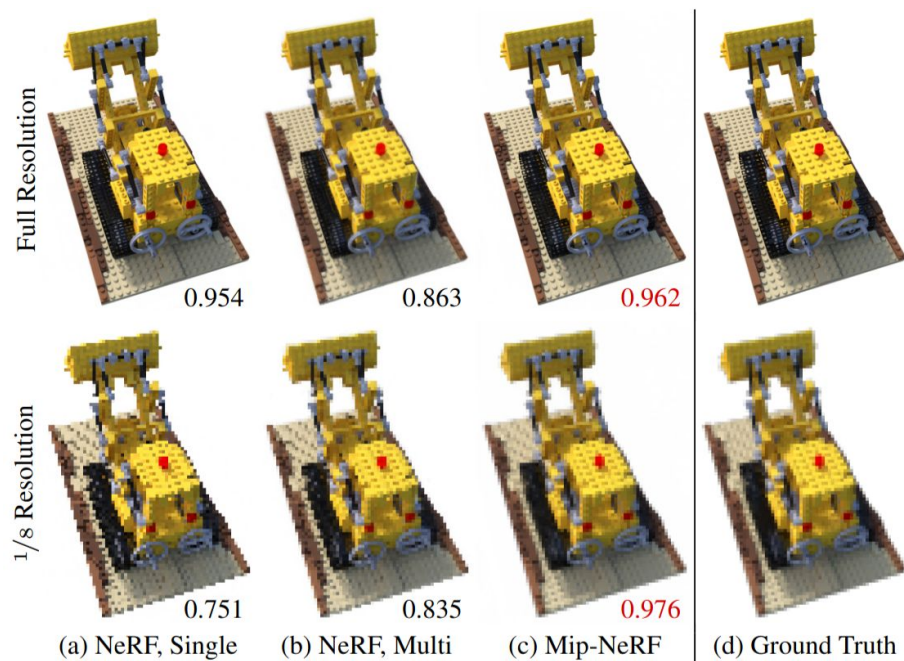


$$\gamma(t_0, t_1) = \mathbf{E}_{x \sim \mathcal{N}(\mu, \Sigma)}[\gamma(x)]$$

Frequency encodings - mip-NeRF



Frequency encodings - mip-NeRF



mip-NeRF videos



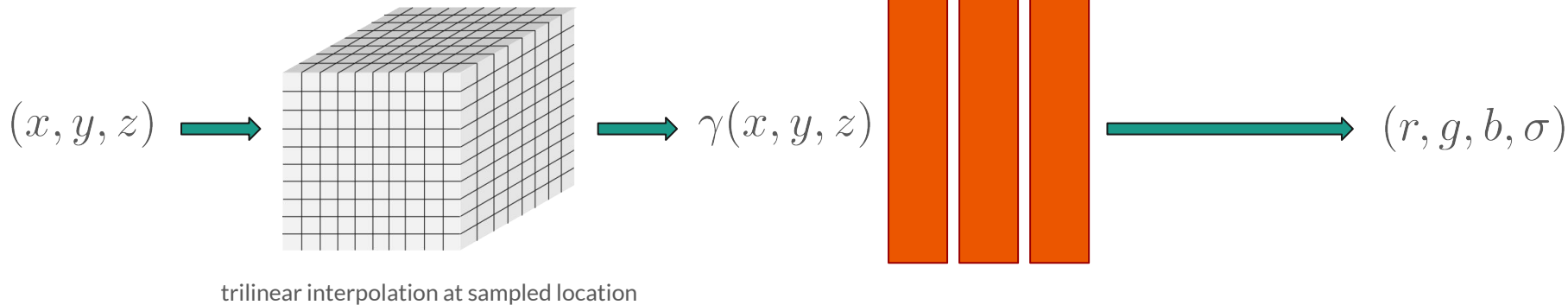
Parametric encodings

Parametric Encodings



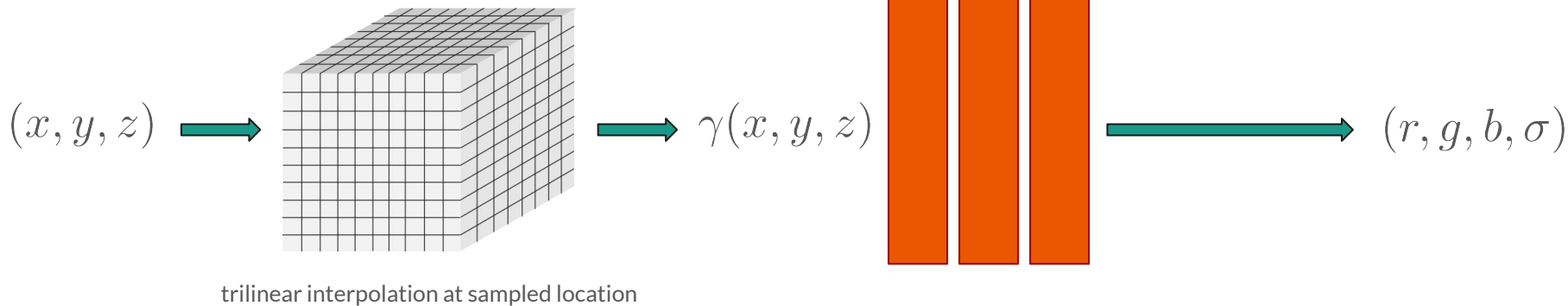
Parametric Encodings - Single level grid

Dense feature grid (128^3) of 16-dim
vectors



Parametric Encodings - Single level grid

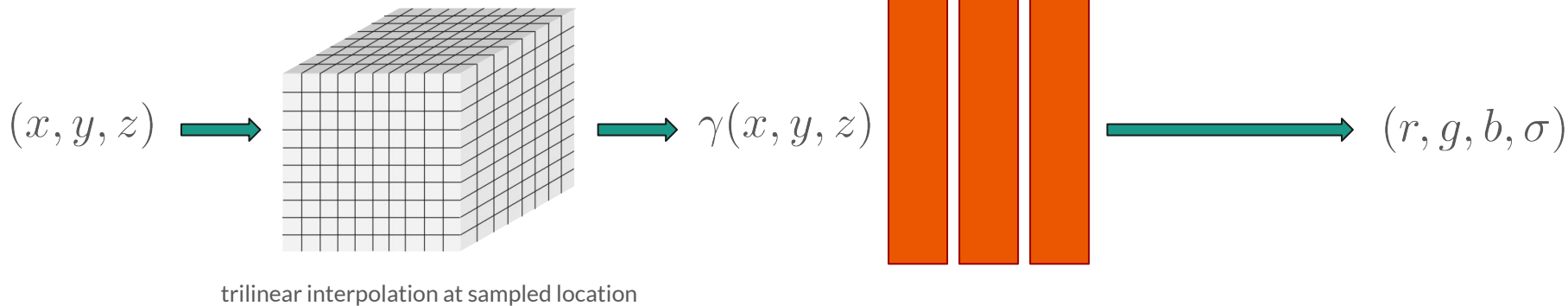
Dense feature grid (128^3) of 16-dim
vectors



More parameters to learn...

Parametric Encodings - Single level grid

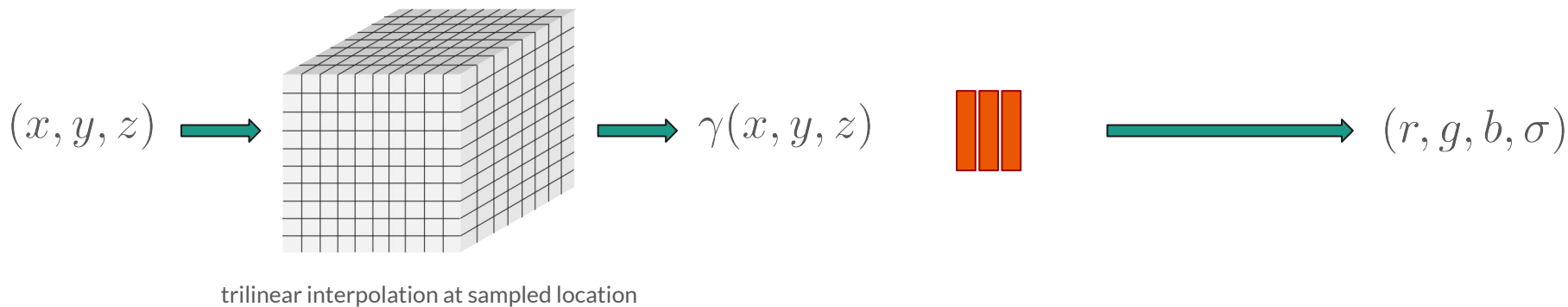
Dense feature grid (128^3) of 16-dim
vectors



More parameters to learn... But actually, only 8 more per sample, so little overhead !

Parametric Encodings - Single level grid

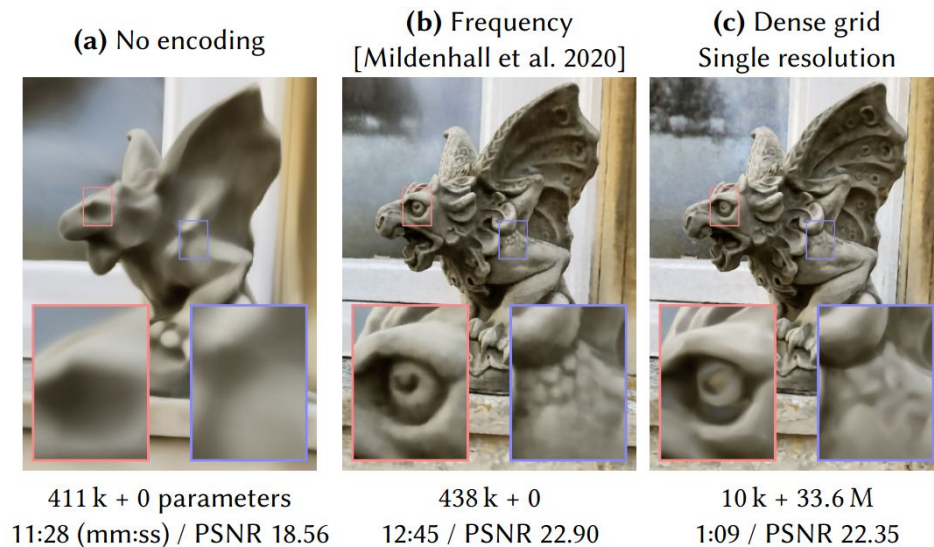
Dense feature grid (128^3) of 16-dim
vectors



More parameters to learn... But actually, only 8 more per sample, so little overhead !

AND, we can significantly reduce the size of the MLP !

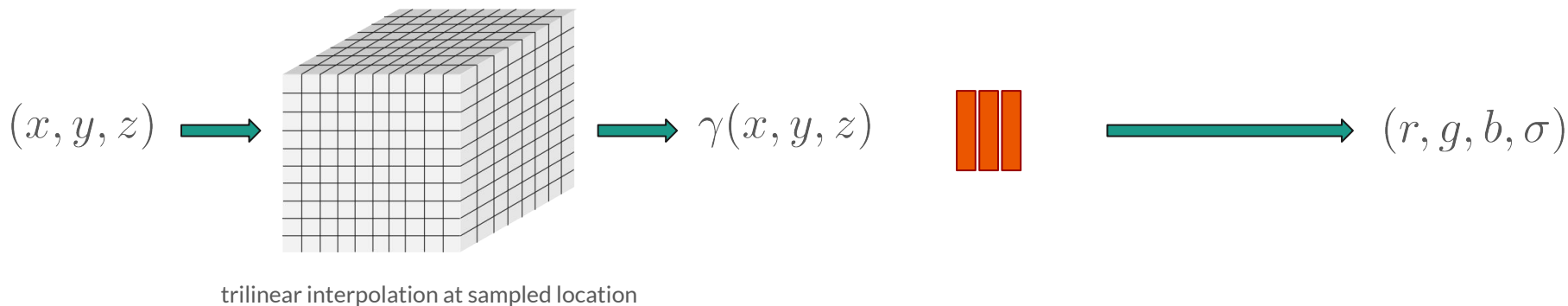
Parametric Encodings - Single level grid



MLP weights + Grid parameters
Training time / PSNR

Parametric Encodings - Single level grid

Dense feature grid (128^3) of 16-dim
vectors



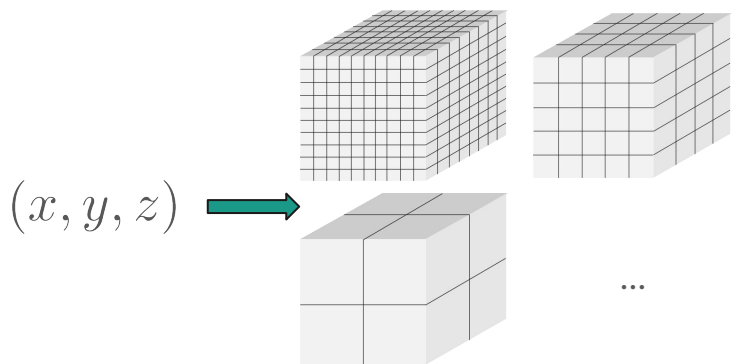
More parameters to learn... But actually, only 8 more per sample, so little overhead !

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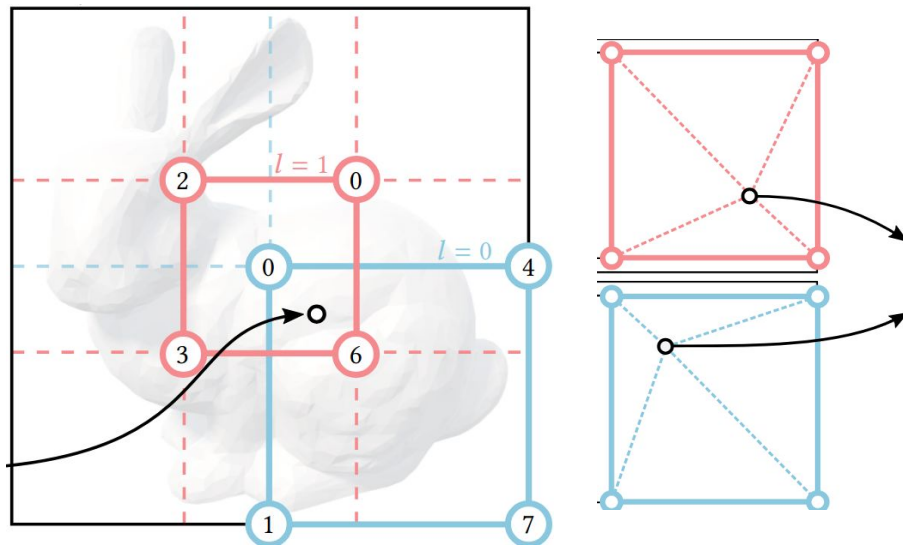
But a lot more storage needed, and lots of waste... Usually, special data structure: sparse voxel grid (Plenoxels), octree, ...

Parametric Encodings - Multi-levels grid

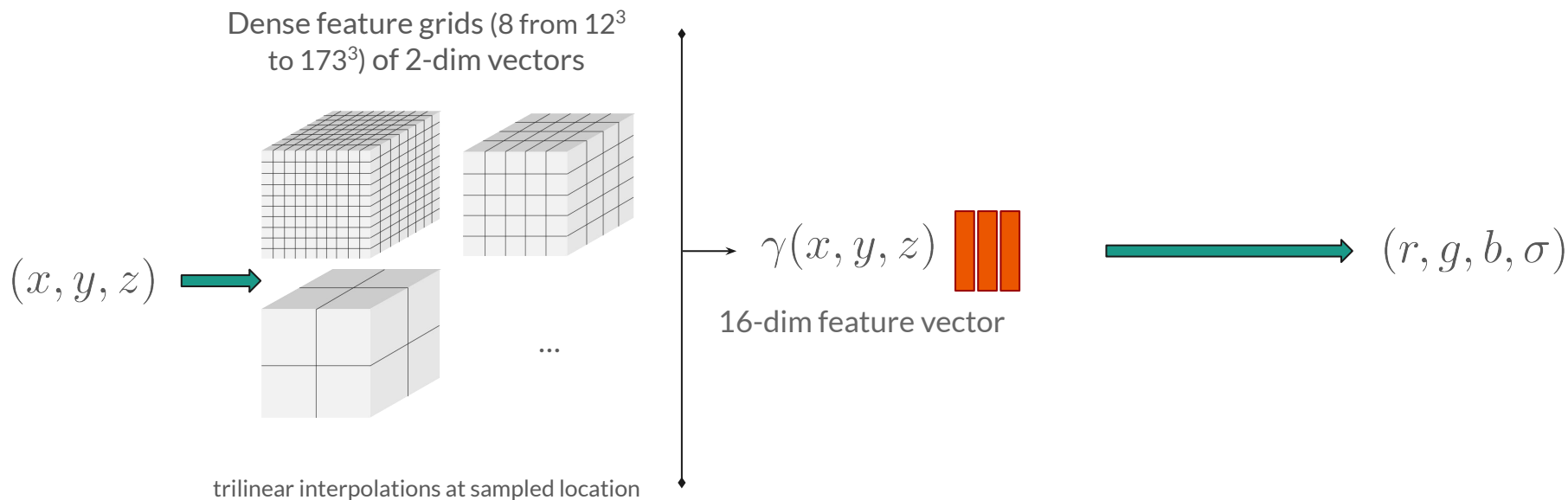
Dense feature grids (8 from 12^3
to 173^3) of 2-dim vectors



trilinear interpolations at sampled location

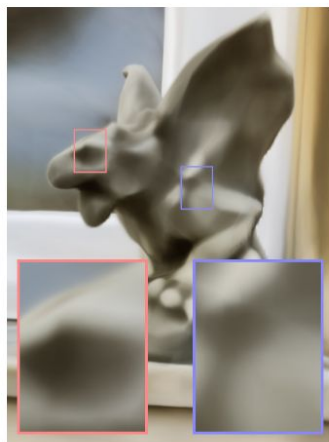


Parametric Encodings - Multi-levels grid



Parametric Encodings - Multi-levels grid

(a) No encoding



411 k + 0 parameters
11:28 (mm:ss) / PSNR 18.56

(b) Frequency
[Mildenhall et al. 2020]



438 k + 0
12:45 / PSNR 22.90

(c) Dense grid
Single resolution



10 k + 33.6 M
1:09 / PSNR 22.35

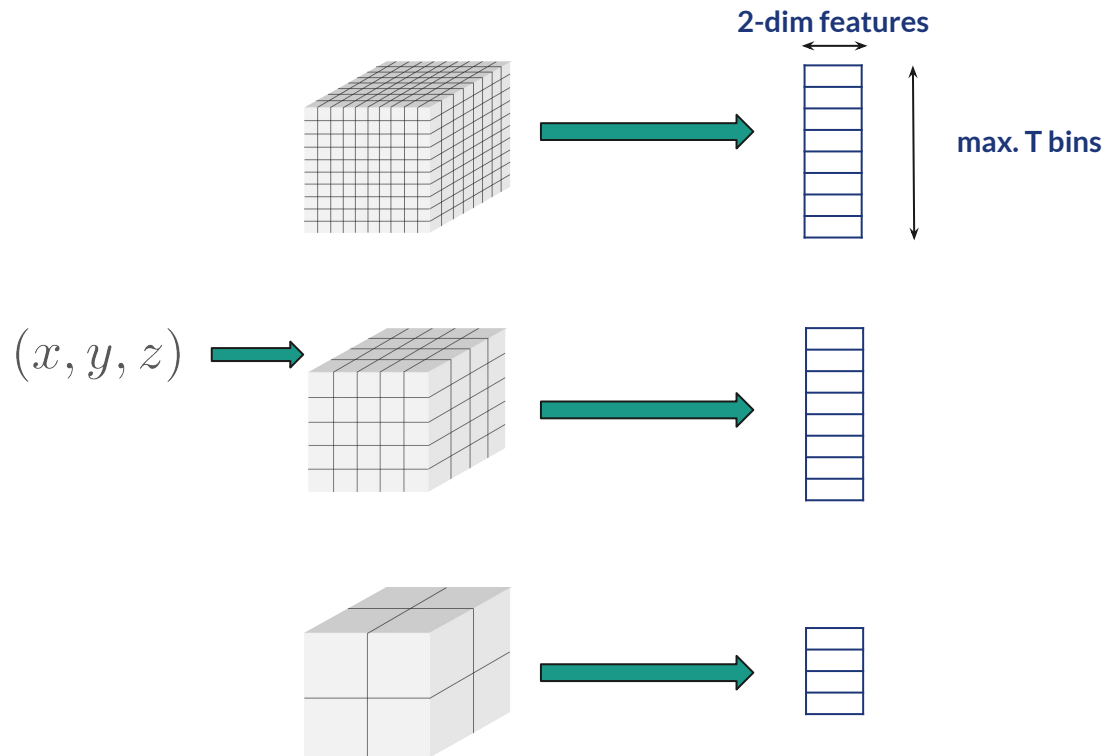
(d) Dense grid
Multi resolution



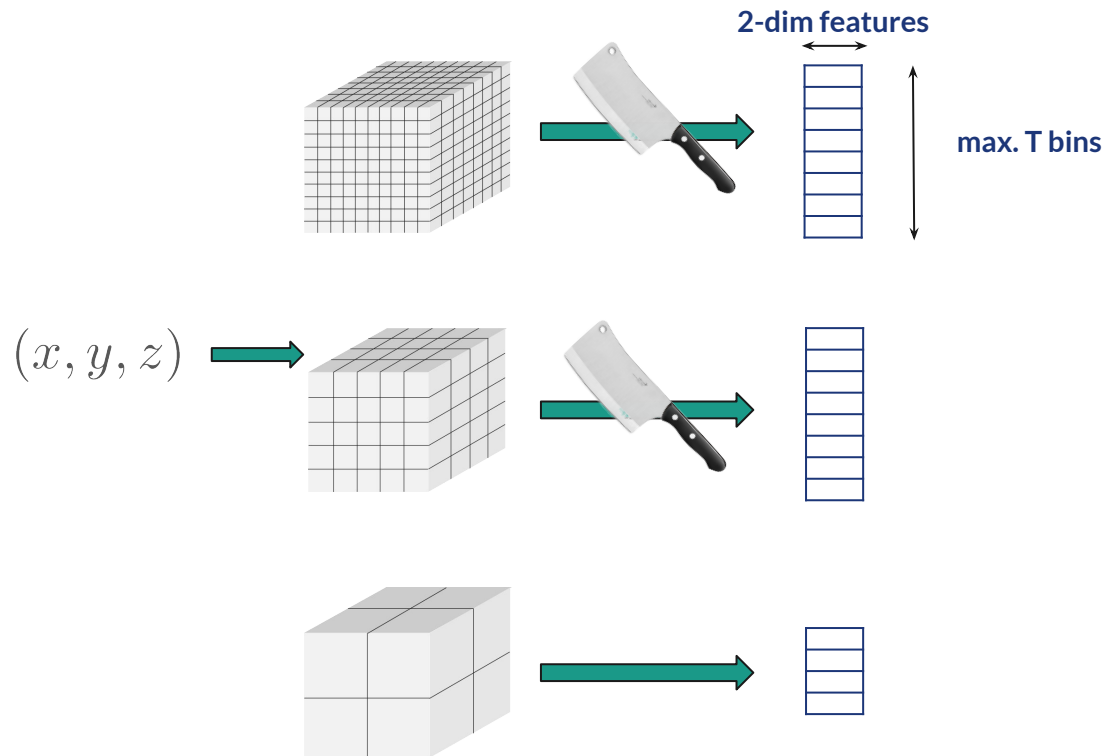
10 k + 16.3 M
1:26 / PSNR 23.62

MLP weights + Grid parameters
Training time / PSNR

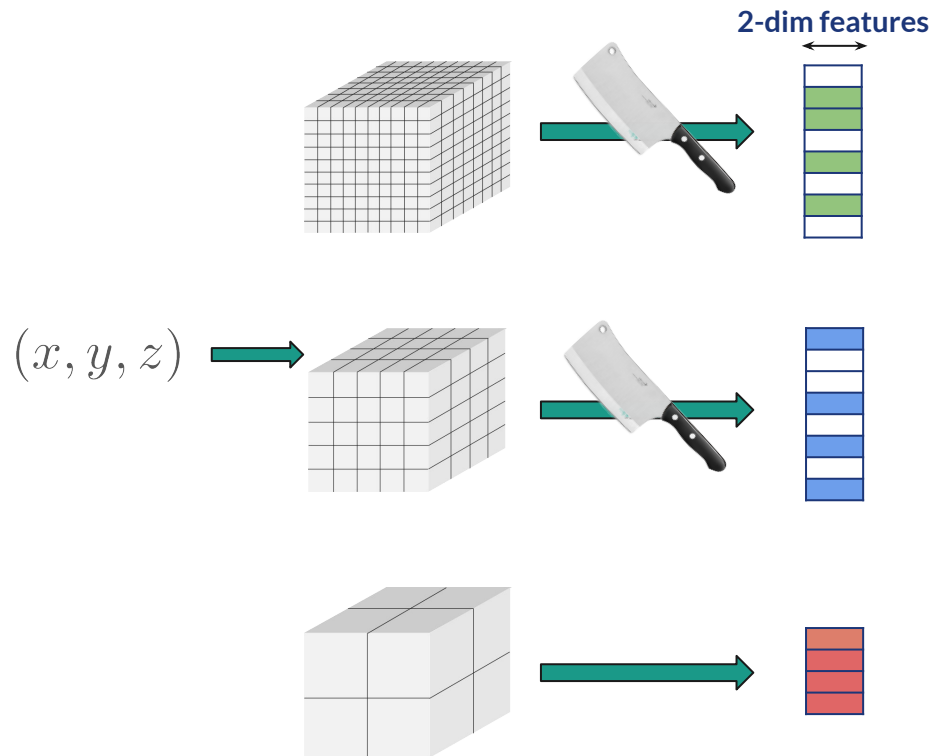
Parametric Encodings - InstantNGP



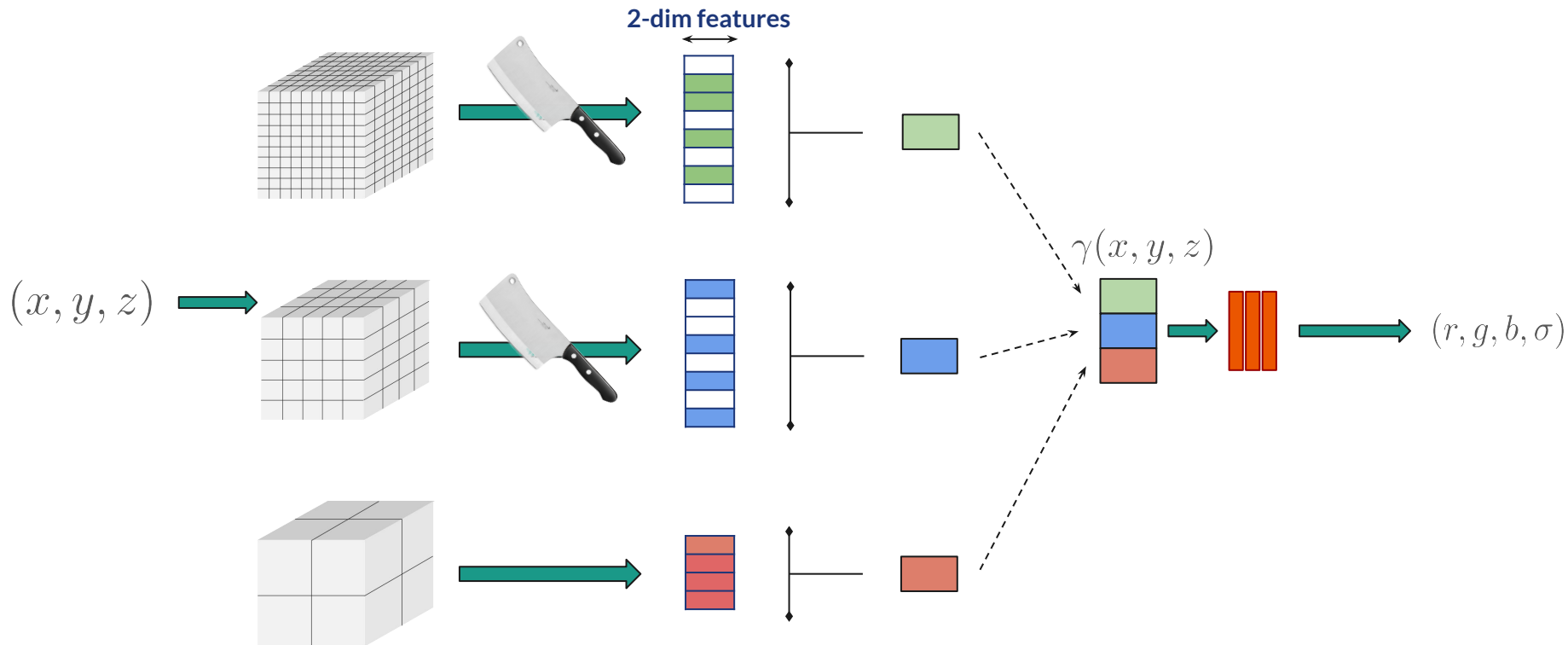
Parametric Encodings - InstantNGP



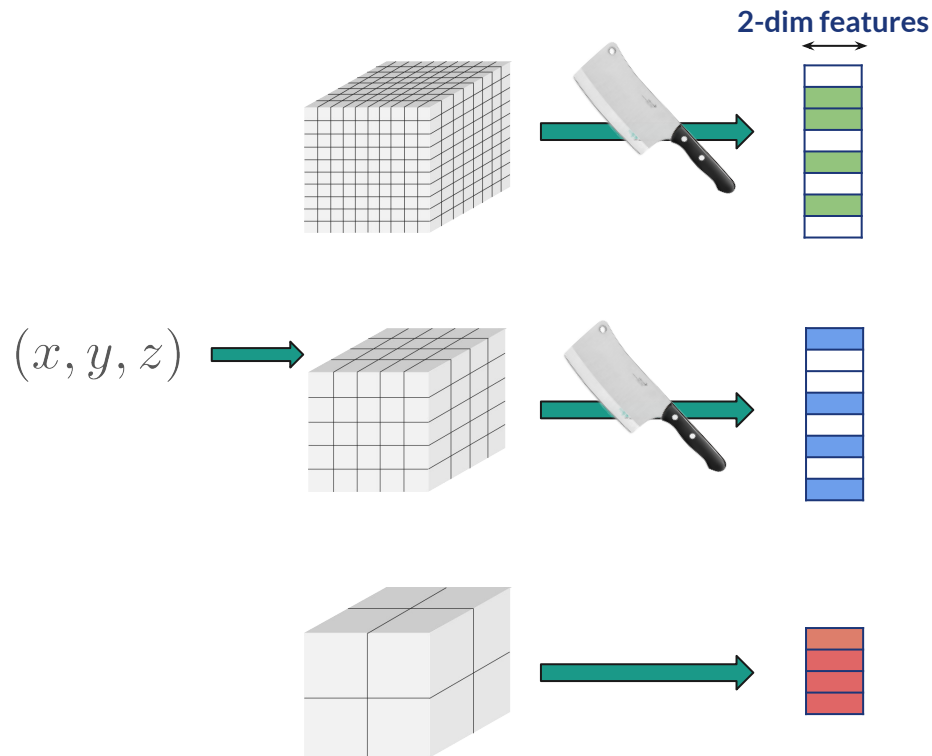
Parametric Encodings - InstantNGP



Parametric Encodings - InstantNGP

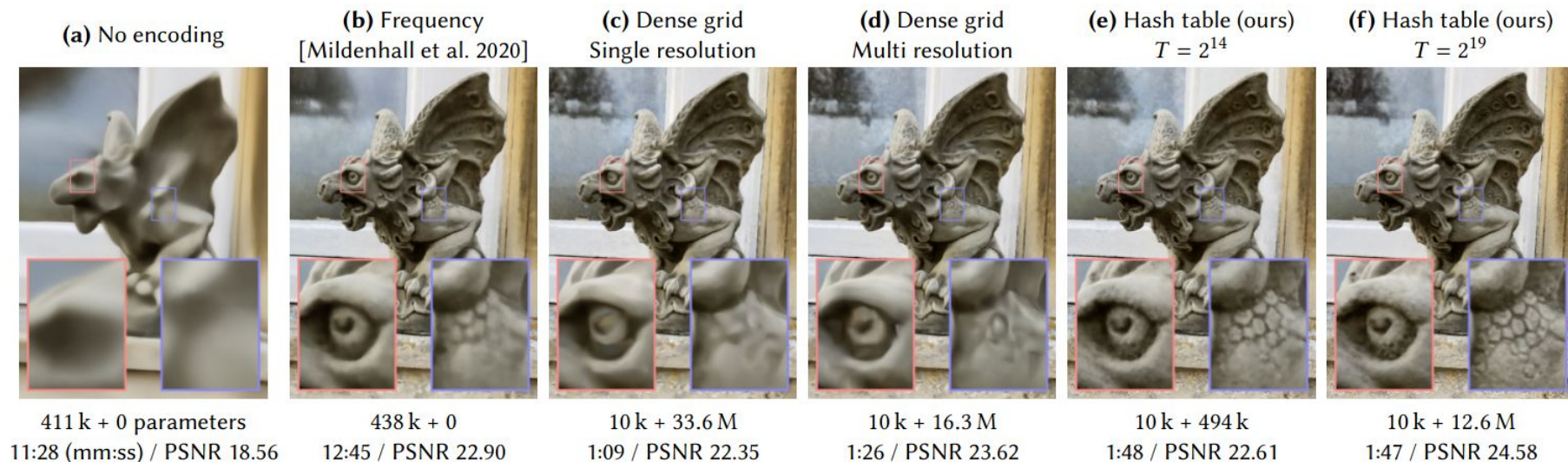


Parametric Encodings - InstantNGP



$$\text{Cleaver} = \left(\bigoplus_{i=1}^d x_i \pi_i \right) \bmod T$$

Parametric Encodings - InstantNGP

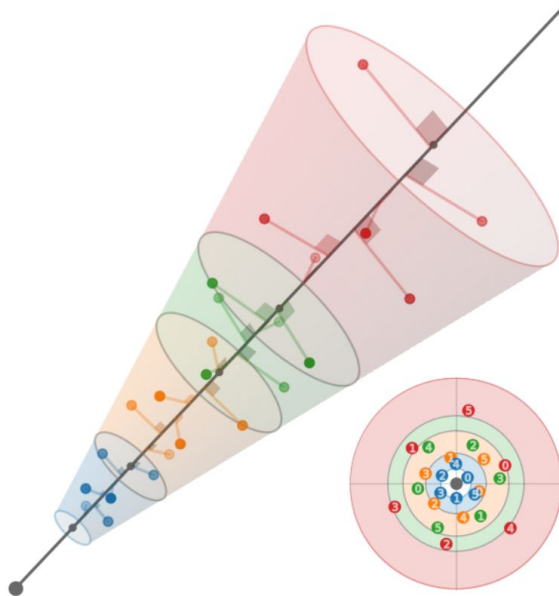


InstantNGP examples



Parametric Encodings - Zip-NeRF

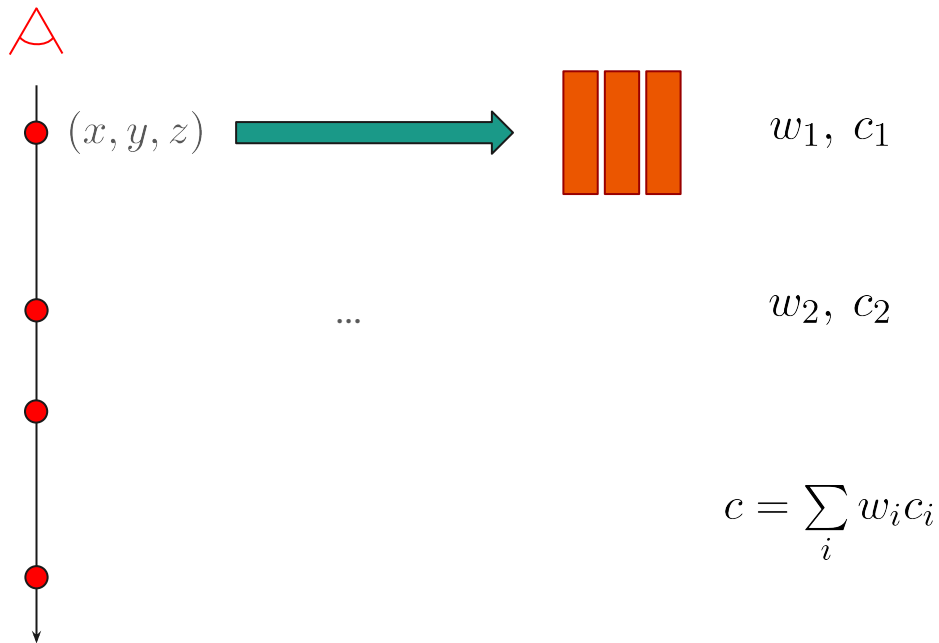
Weighted average of 6 samples in each cone section,
given to an iNGP



SNeRG and Deferred shading



Former model:



SNeRG and Deferred shading

Deferred model: only **one** call to the MLP per ray



σ_1, c_1, f_1 : opacity, color, features [1, 3, K=4]. Stored in a sparse voxel grid



σ_2, c_2, f_2



...

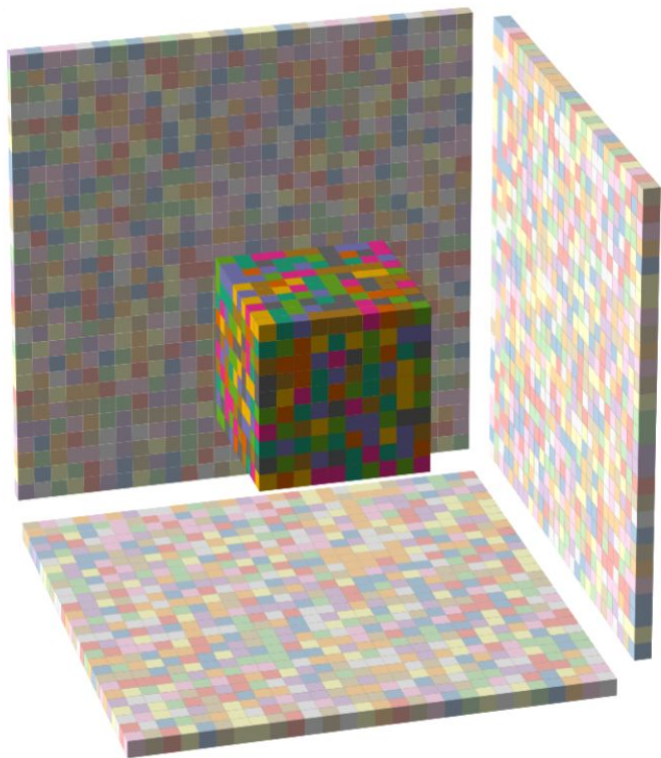
$$c_d = \sum_i w_i c_i$$

$$f = \sum_i w_i f_i$$



$$c = c_d + h_{\Theta}(c_d, f, v)$$

Parametric Encodings - MERF



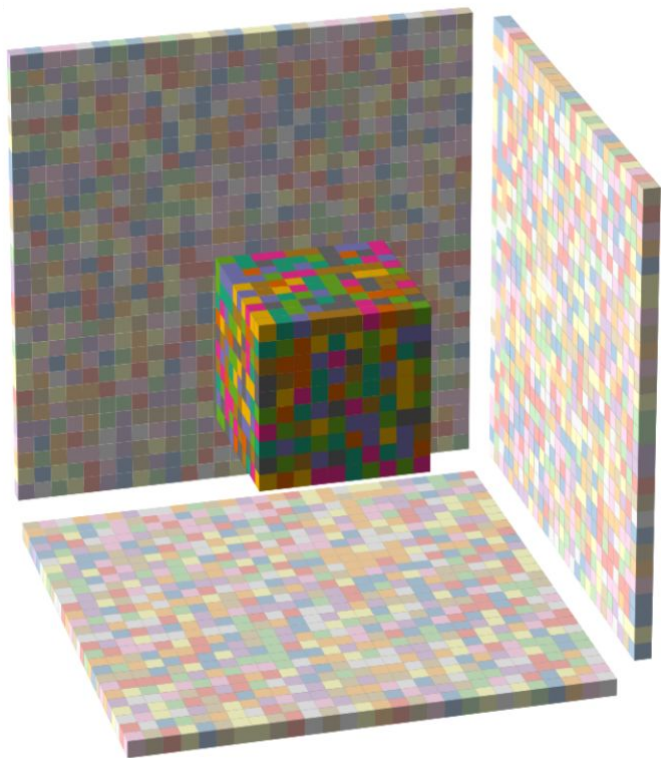
Memory-Efficient Radiance Field

Instead of storing (σ, c, f) as a sparse voxel grid, to reduce memory usage, MERF uses:

- **1 low-resolution 3D grid**
- **3 high-resolution 2D grids**

Typically, low-res = 512^3 , high-res = 2048^2

Parametric Encodings - MERF



trilerp on the low-res 3D grid

bilerp of the projection on the high-res 2D grid

$$\begin{aligned} & \mathbf{V}(x, y, z) + \mathbf{P}_x(y, z) + \mathbf{P}_y(x, z) + \mathbf{P}_z(x, y) \\ &= (\sigma, c, f) \end{aligned}$$

Demo MERF



References



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- Yu, Alex, Sara Fridovich-Keil, Matthew Tancik, Qinzhong Chen, Benjamin Recht, and Angjoo Kanazawa. "Plenoxels: Radiance Fields without Neural Networks." *CoRR* abs/2112.05131 (2021). <https://arxiv.org/abs/2112.05131>.
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