

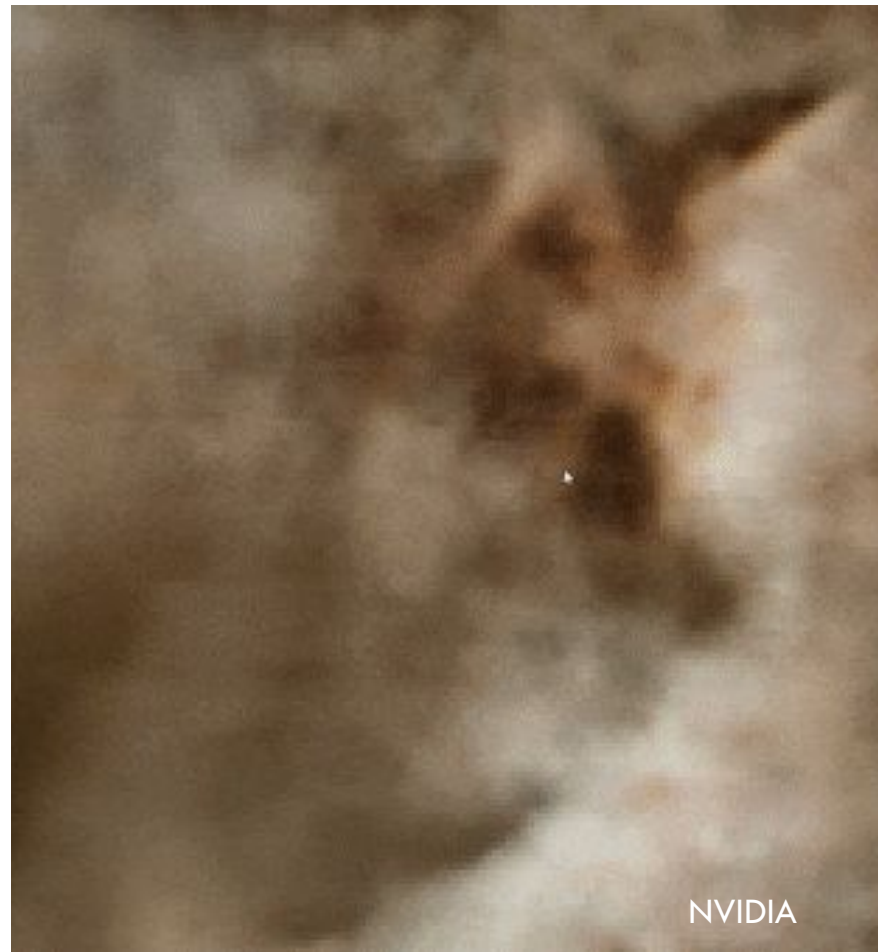
Learning the Real World

An Introduction to Neural Implicit
Representations

Jack Naylor

MTRX8700 Student Lectures

2pm 28/4/22



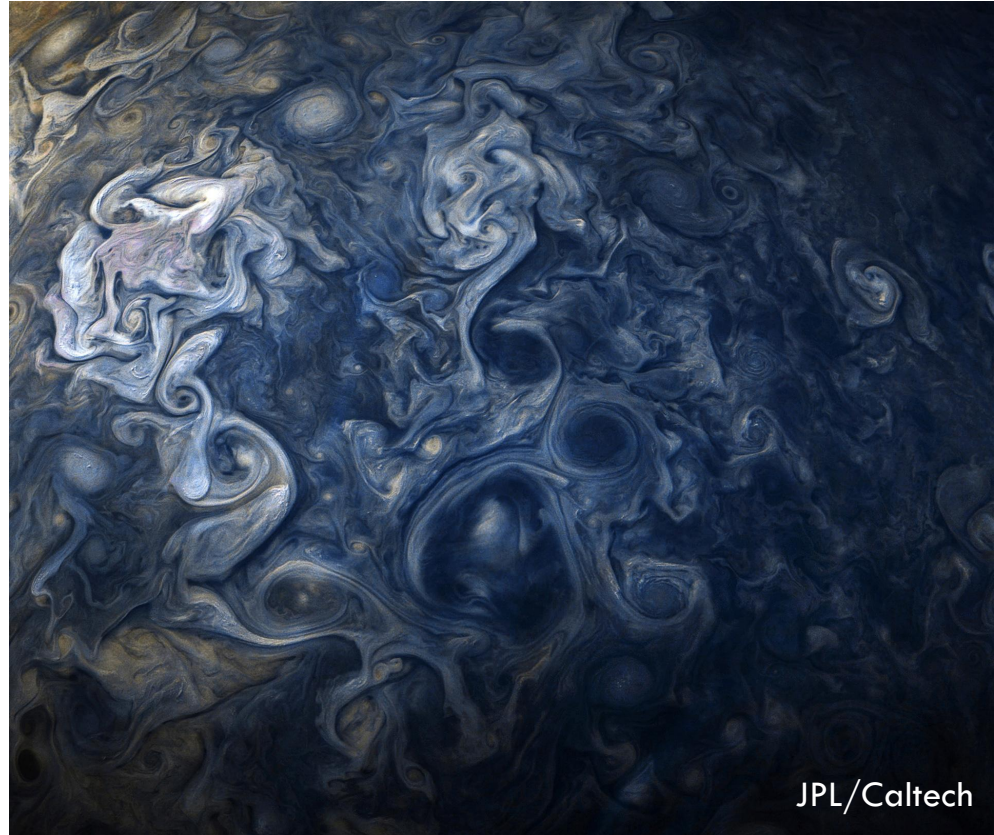
Neural Implicit Representations



Nature

Luckily for us: we live in a continuous world.

Things are smooth, differentiable and explainable by physics!

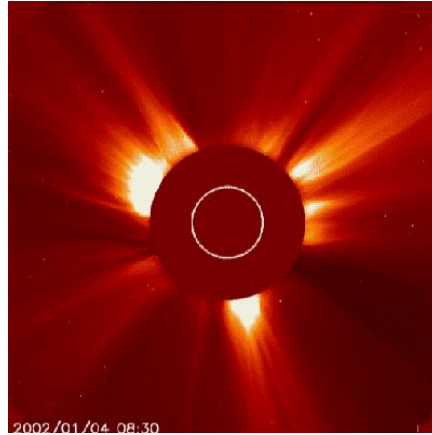


JPL/Caltech

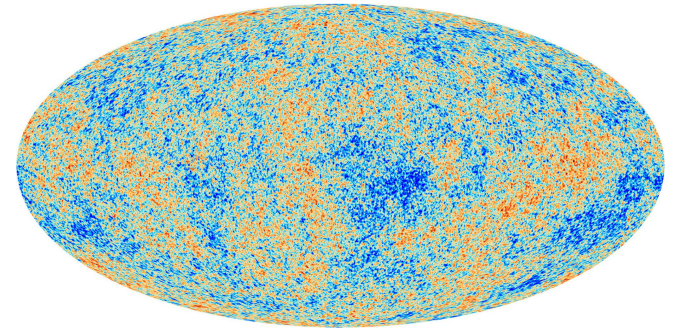
Nature is smooth and continuous!



Sound

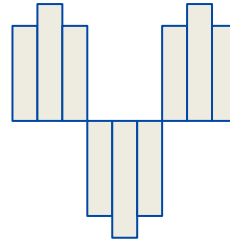
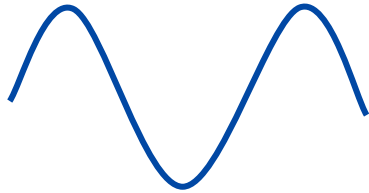


**Light +
Fluids**



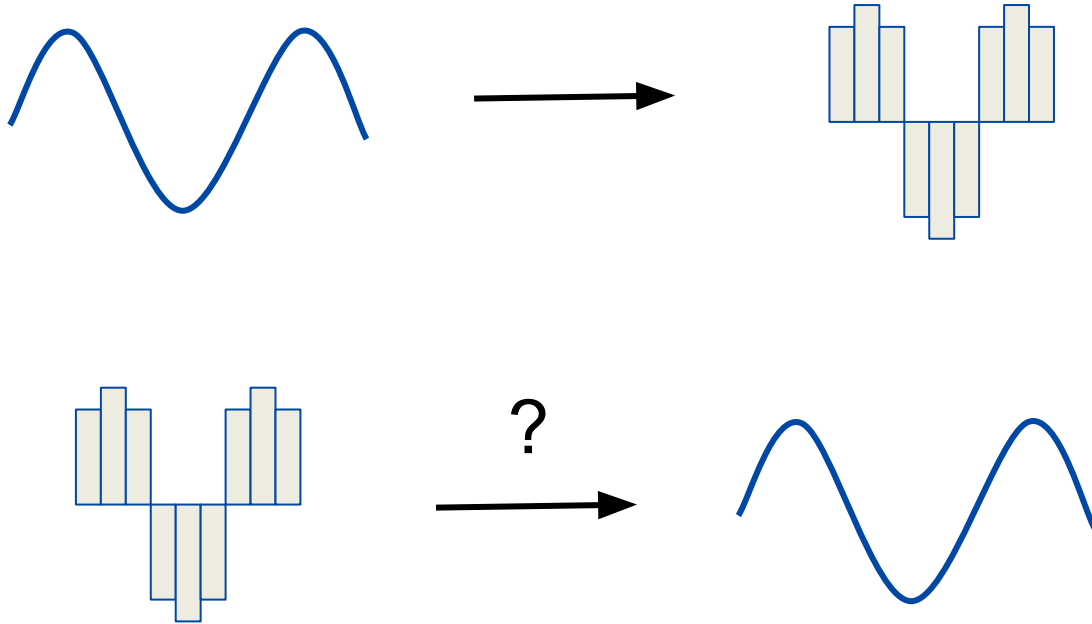
**Even the
CMBR**

Implicit Neural Representations

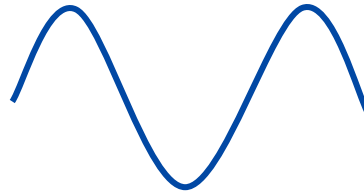
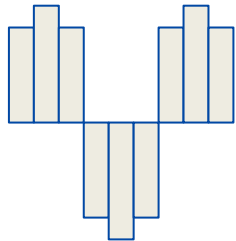
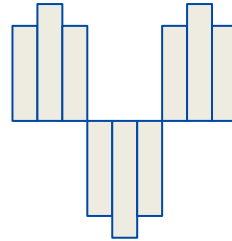


**Measure
Continuous
Functions as
Discrete
Samples**

Implicit Neural Representations



**Cannot Always
Reconstruct Difficult
Continuous
Functions from
Discrete**



**Not Unique if
Undersampled!**

No!

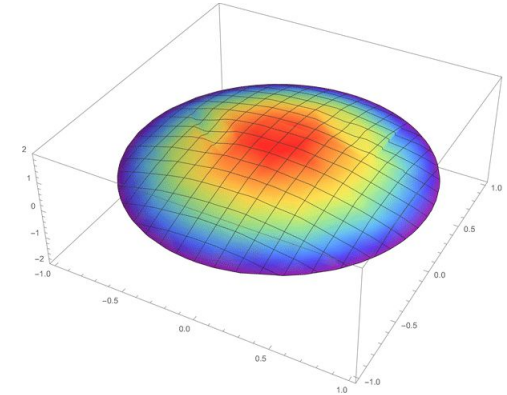
Common Discretised Signals



Pixels are a discrete space



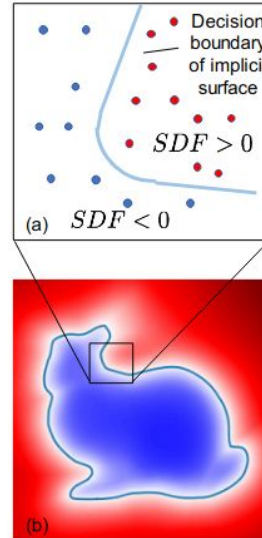
Video has pixels and a framerate
(temporally discrete)



Meshes, pointclouds and PDE's all
have discrete domains

An example: DeepSDF

- **The simplest case: learn where a surface is.**
- **Discretise 3D space, sample points and say whether inside, or outside the bunny.**
- **Learn a continuous, smooth surface which separates physical regions.**



Park et al. 2019

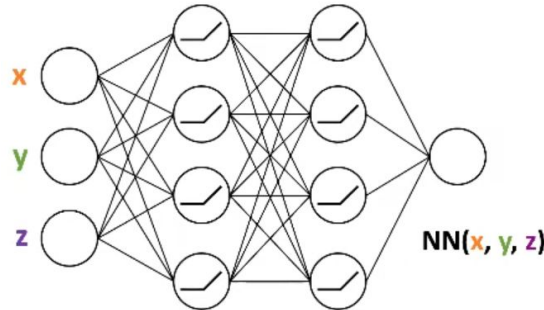
What sort of network do we need?

$$F(\mathbf{x}, \Phi, \nabla_{\mathbf{x}}\Phi, \nabla_{\mathbf{x}}^2\Phi, \dots) = 0, \Phi : \mathbf{x} \mapsto \Phi(\mathbf{x})$$

Approximate *some* function

An MLP works as a function approximator, and by Cybenko's theorem: there exists an MLP of sufficient dimension which can approximate our function well enough.

ReLU MLP



Using *some* nonlinear activation function

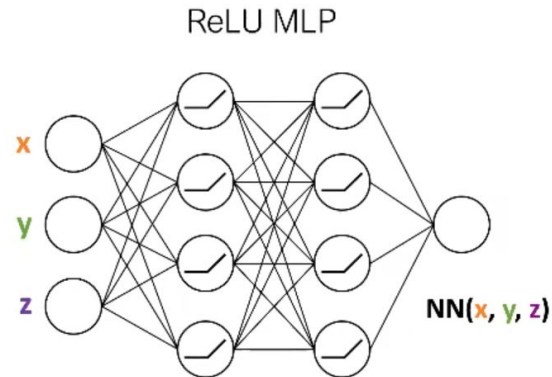
ReLU? Step? Leaky ReLU?

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Using *some* nonlinear activation function

ReLU? Step? Leaky ReLU?

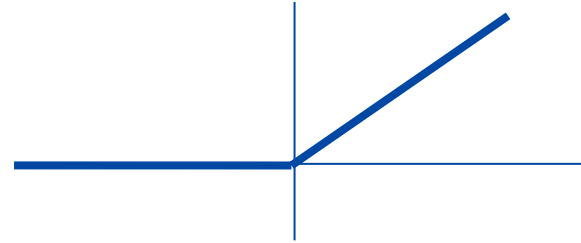
What about sin?

ϕ and $\nabla\phi$ and $\nabla(\nabla\phi)$ and ...

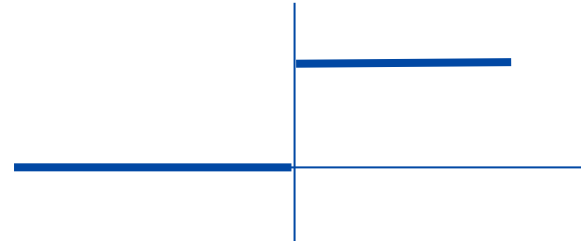
Differentiability of continuous functions is key!

A ReLU's 2nd derivative is 0 - similar for many other nonlinear activation functions!

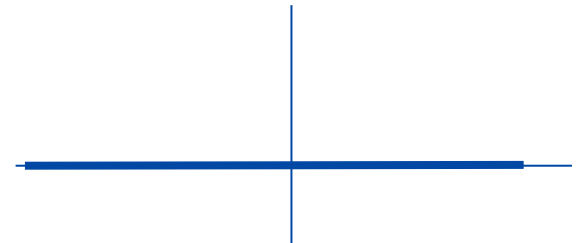
ϕ



$\nabla\phi$



$\nabla(\nabla\phi)$



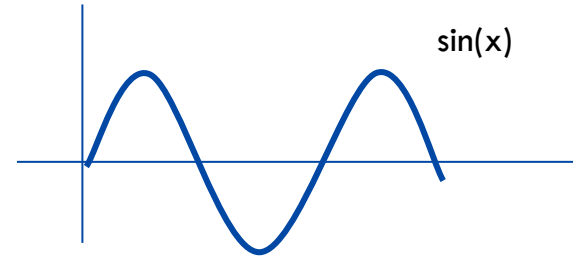
ϕ and $\nabla\phi$ and $\nabla(\nabla\phi)$ and ...

Differentiability of continuous functions is key!

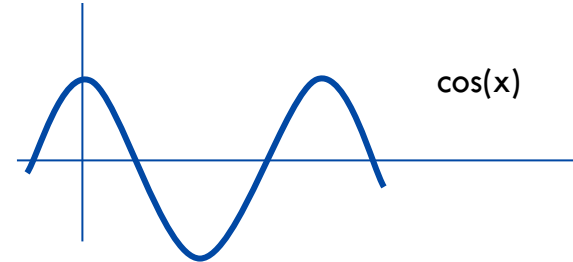
Sine functions are continuously differentiable!

We can model information of higher orders! Higher frequencies!

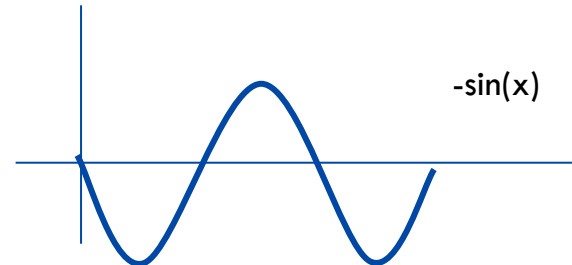
ϕ



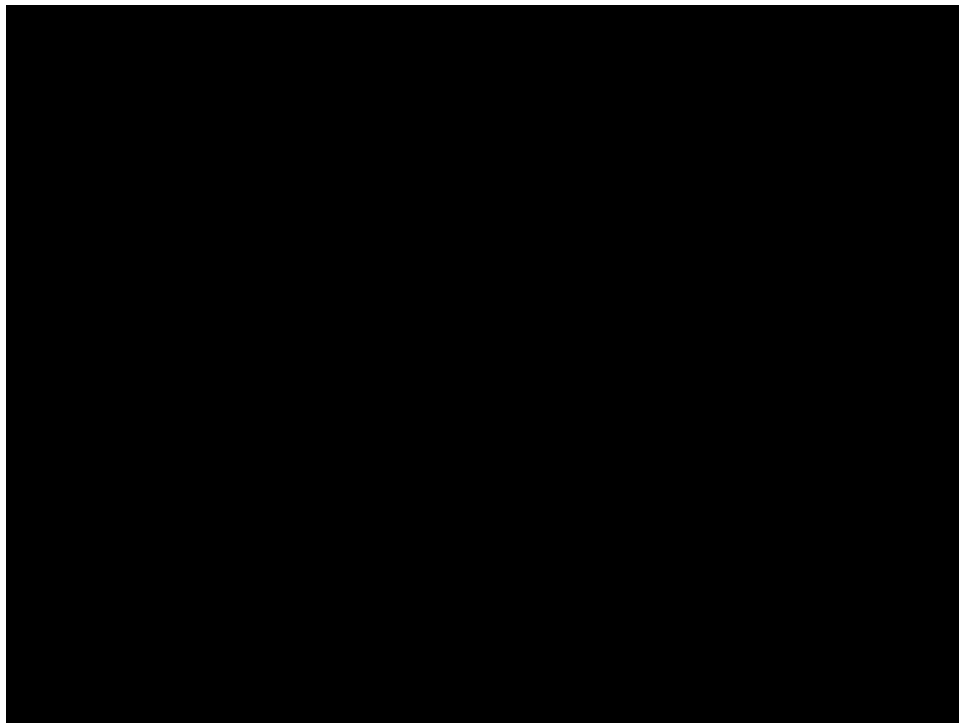
$\nabla\phi$



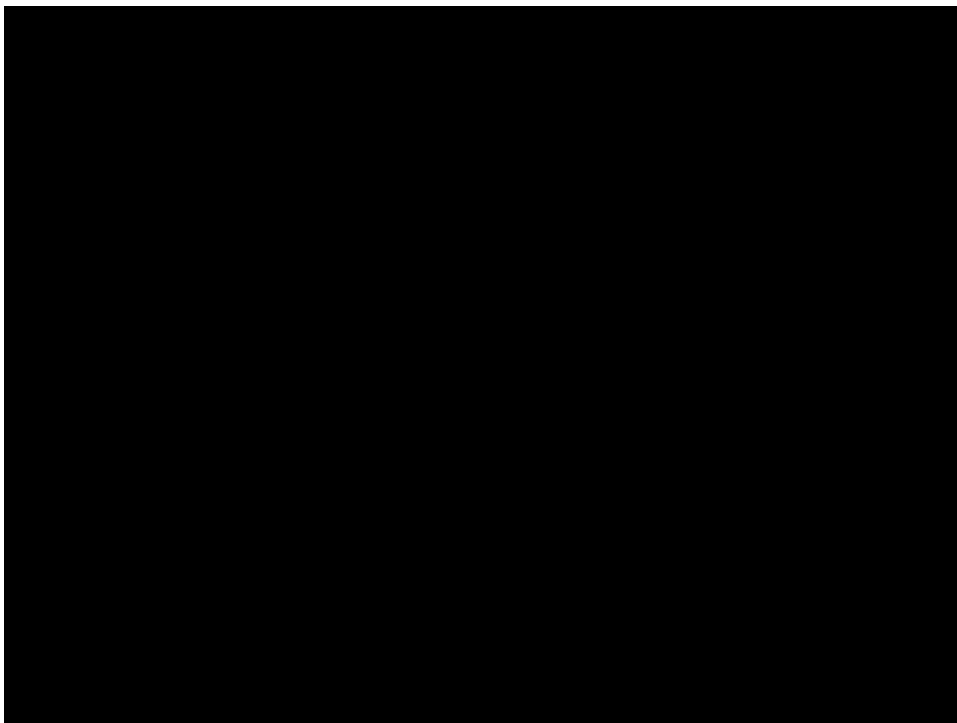
$\nabla(\nabla\phi)$



SIREN



Sitzmann et al. 2020



Sitzmann et al. 2020

Why does SIREN work?

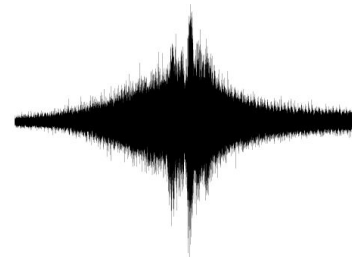
- **Underlying smoothness to derivatives**
- **Derivative of a SIREN is a SIREN i.e. decision making with derivatives.**
- **Pseudo-Fourier decomposition**



GT

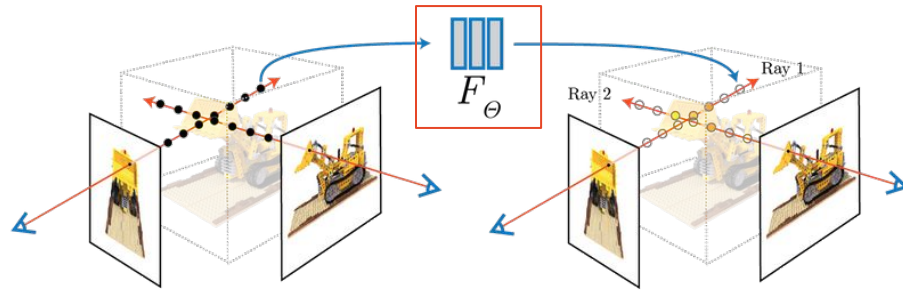
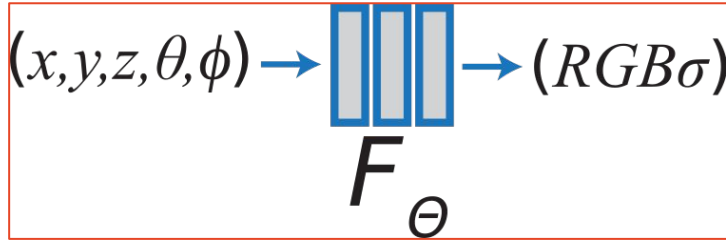


SIREN



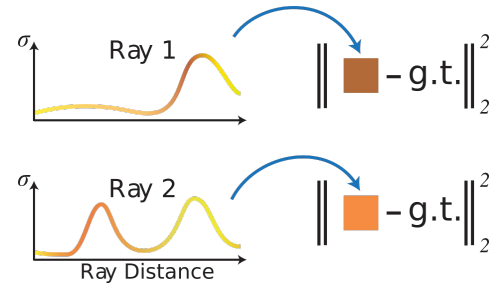
ReLU

NeRF: Modelling Light



Mildenhall et. al (2020)

- Light is continuous!
- Use a network to learn a continuous, volumetric 5D light field!
- Why does NeRF not use SIREN?





Tancik et al. 2021

Different light fields!

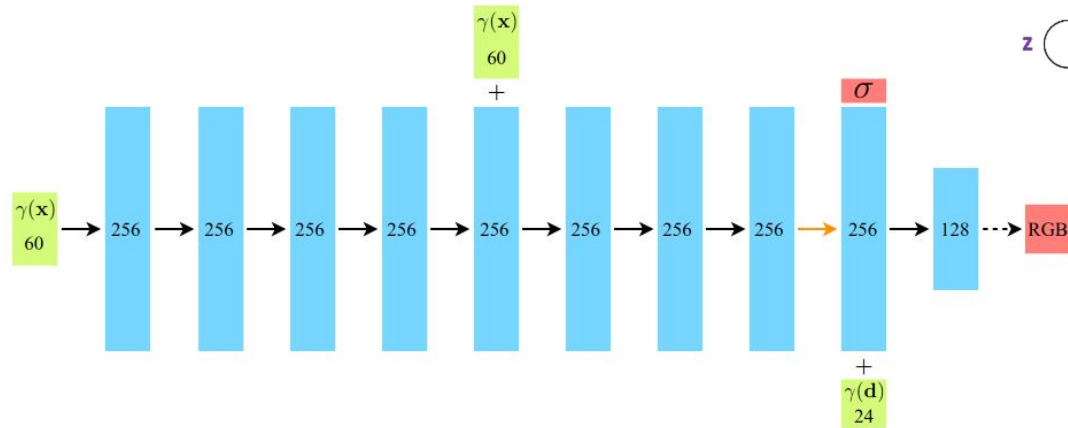
Depth for free!
(We learn a volume!)



Mildenhall et al. 2020

Positional Encoding

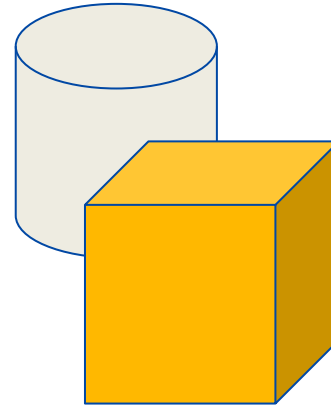
The Key to NeRF



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

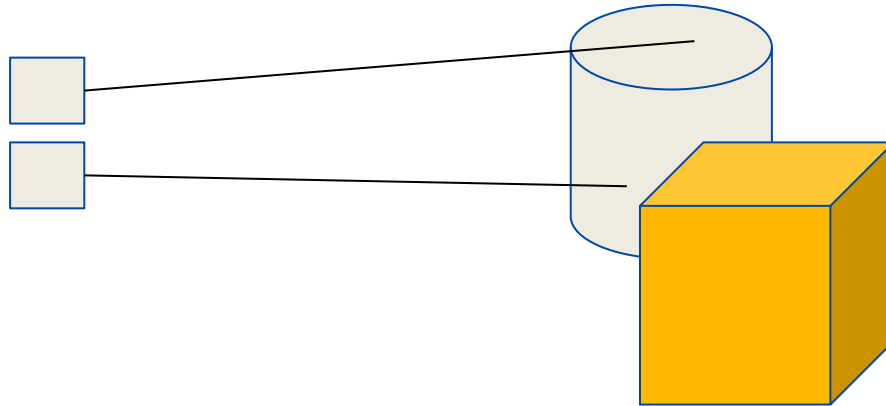
Mildenhall et al. 2020

Compare the pair?



Compare the pair?

Virtually the
same to us!



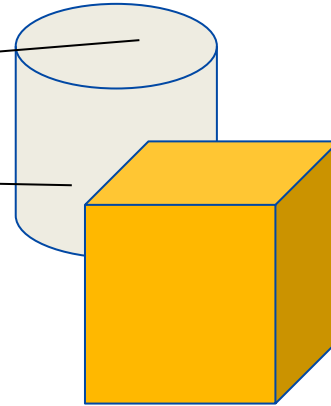
Compare the pair?

Virtually the
same to a
computer!

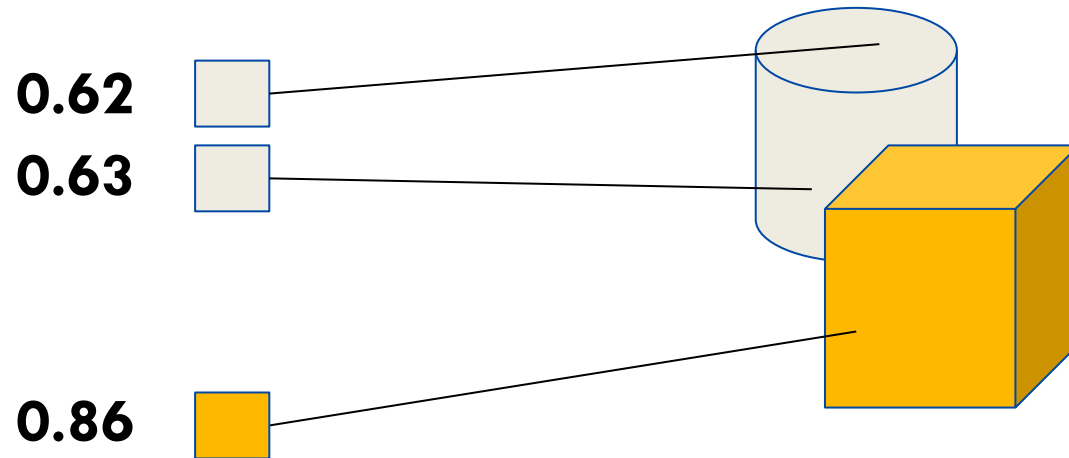
0.62

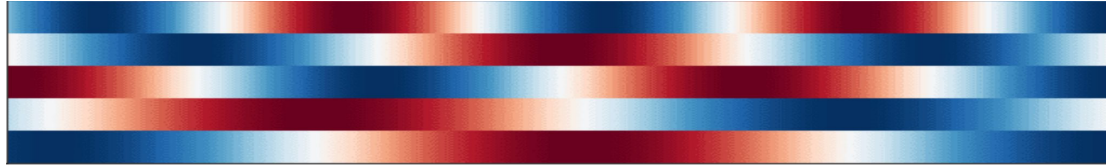


0.63

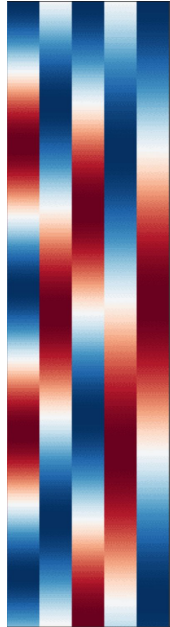


Compare the pair?





Sinusoids of
different
frequency

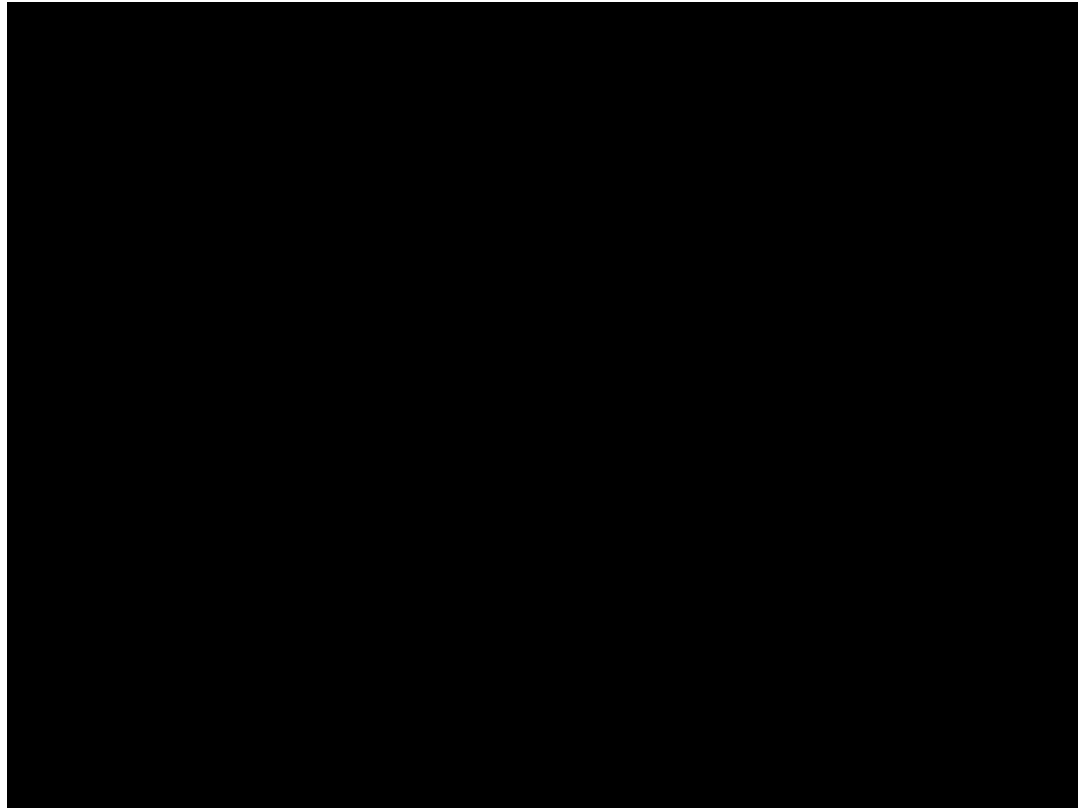


The University of Sydney

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



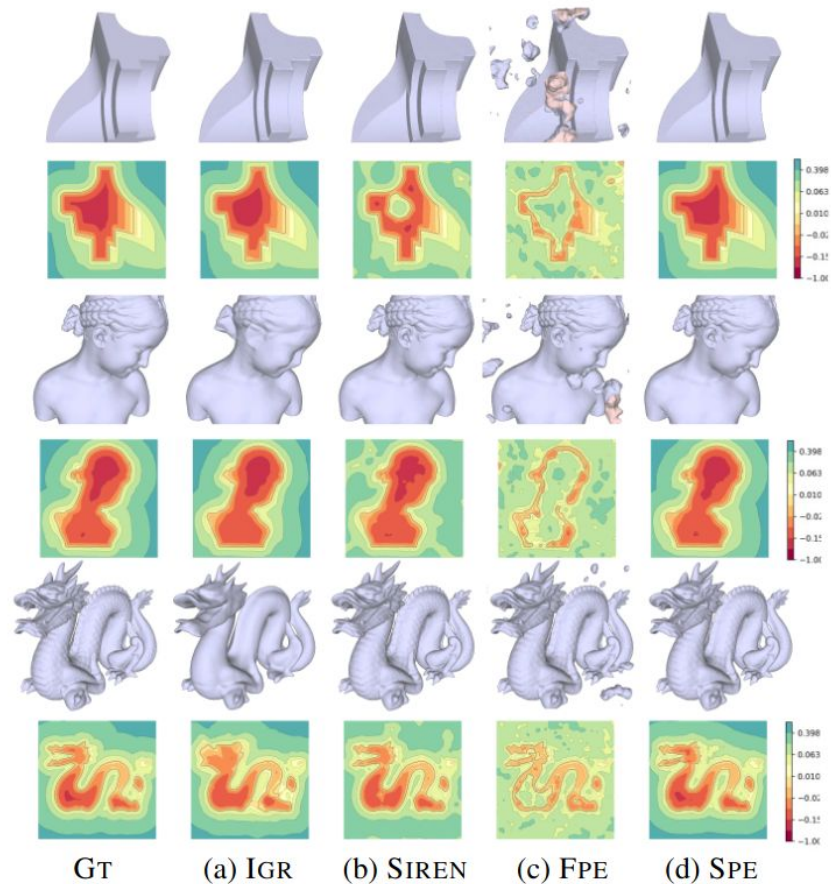
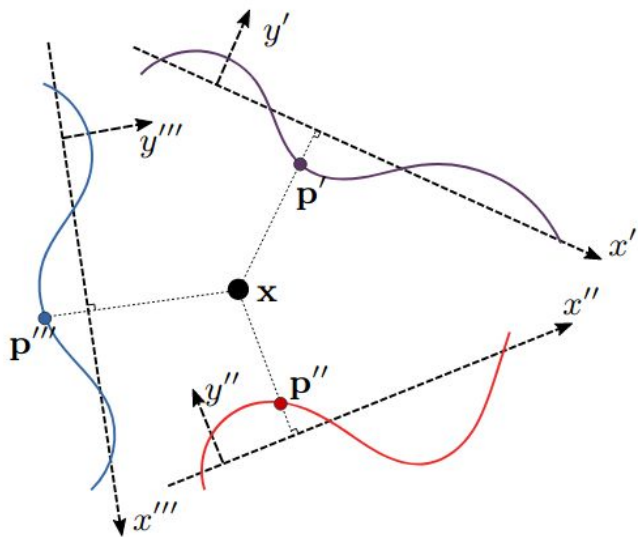
The result? Fourier Positional Encoding!



Some obvious questions

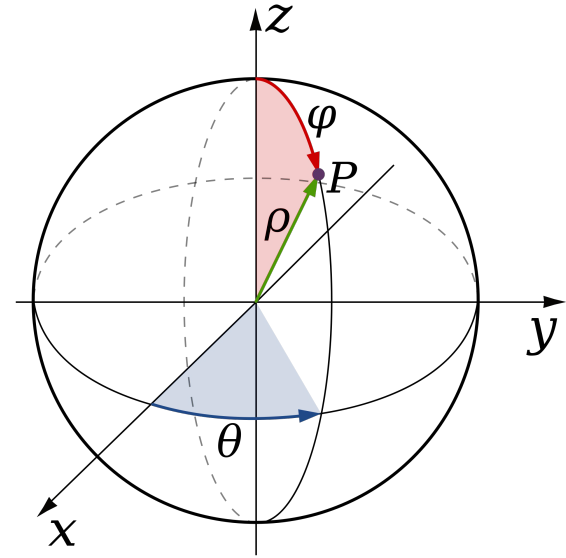
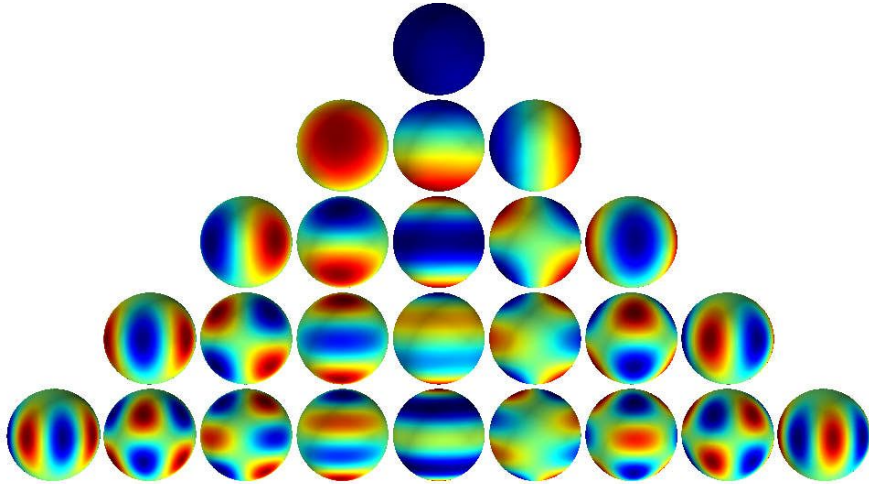
- **Is this just a NeRF thing?**
- **No! Uniquely encoding positions is now widely used in neural implicit functions**
- Does it need to be sinusoids?
- **No! In fact, gaussians and spherical harmonics work better.**

SDFs w/ Spline Encoding



Some obvious questions

- Is this just a NeRF thing?
- No! Uniquely encoding positions is now widely used in neural implicit functions
- **Does it need to be sinusoids?**
- **No! In fact, gaussians and spherical harmonics work better.**



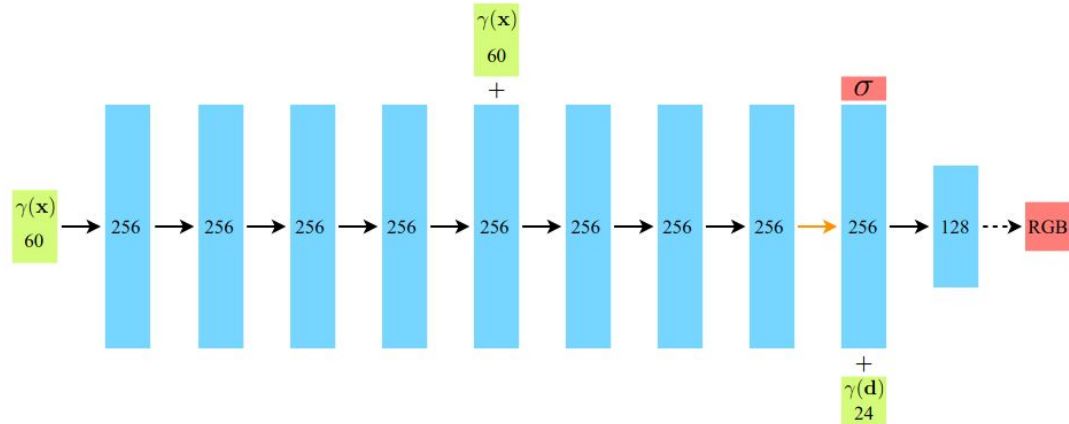
- Parameterise theta, phi over the sphere
- 2D lookup (u,v) to (theta,phi)

Modelling the Real World

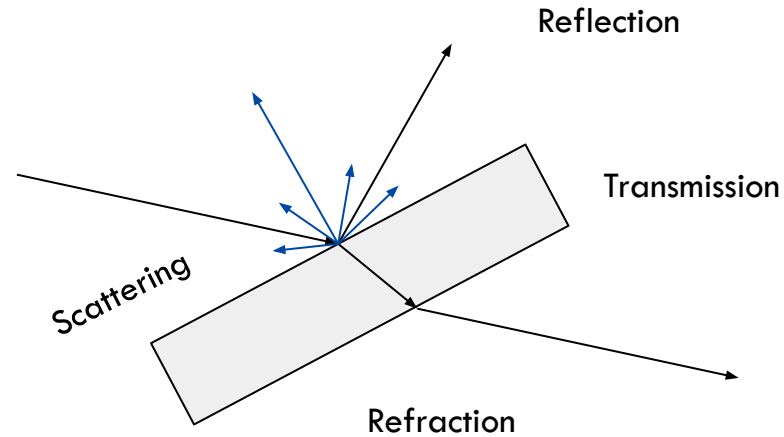


Physics

- **Neural networks know nothing about the real world!**
- **Fortunately, we've got a few hundred years of understanding physics and nice maths!**
- **What is NeRF modelling?**

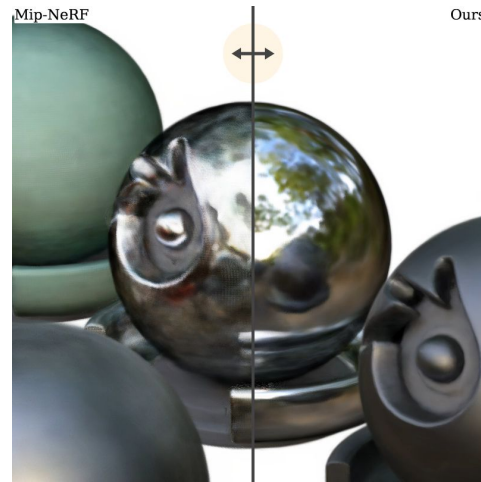
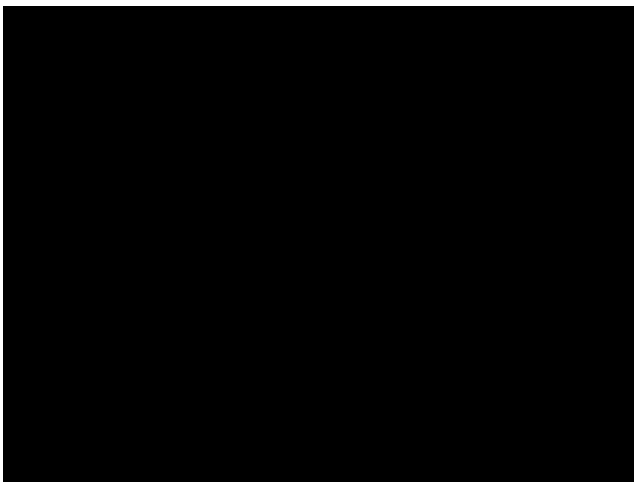
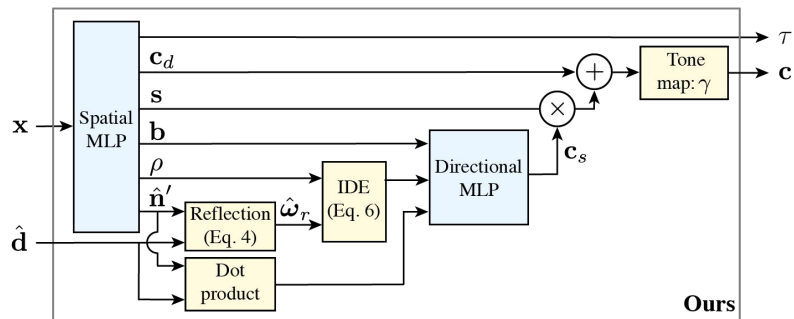
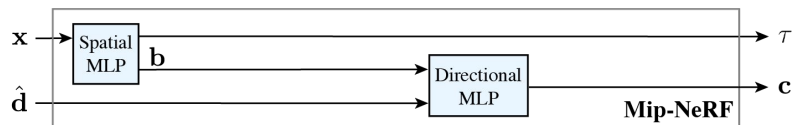


How Light Usually Works

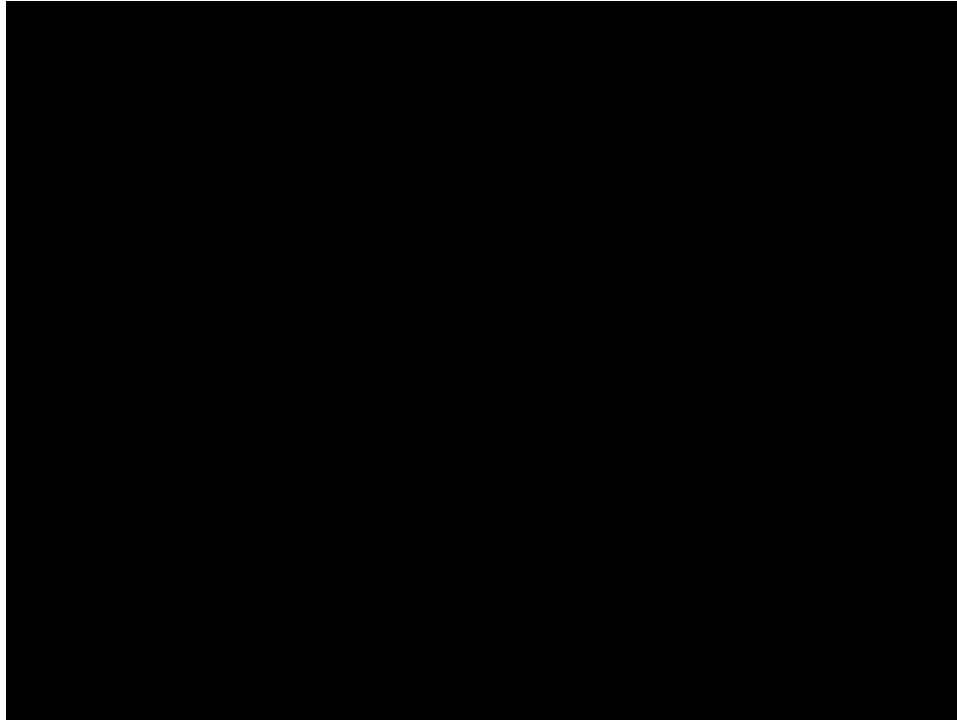


Learning under physics

- Give the network some physics!
- Reflections change ray direction

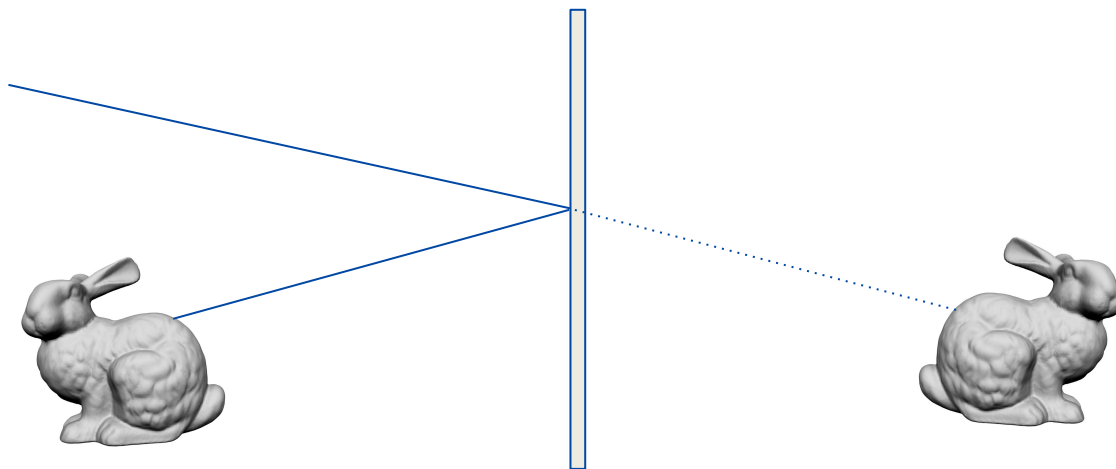


House of Mirrors

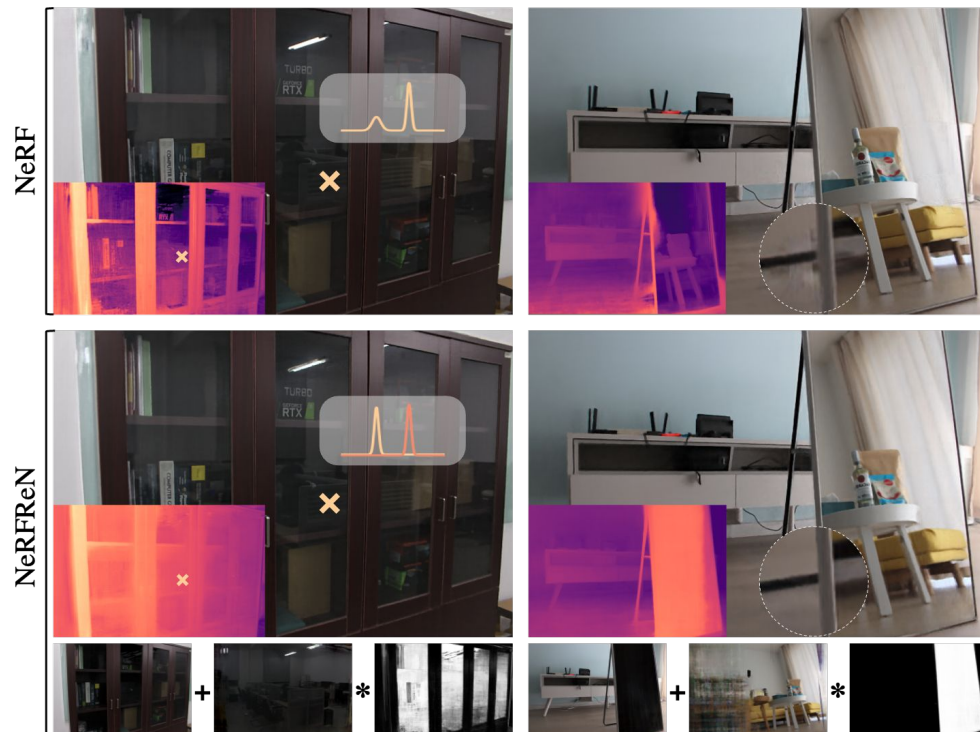
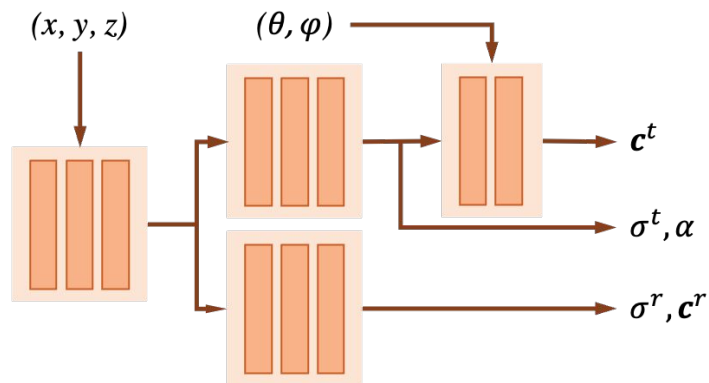


Mirrored Worlds

A NeRF is making sense of it, the best way it knows!



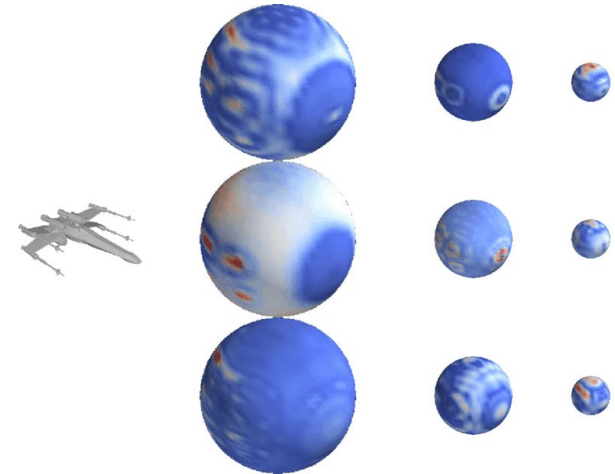
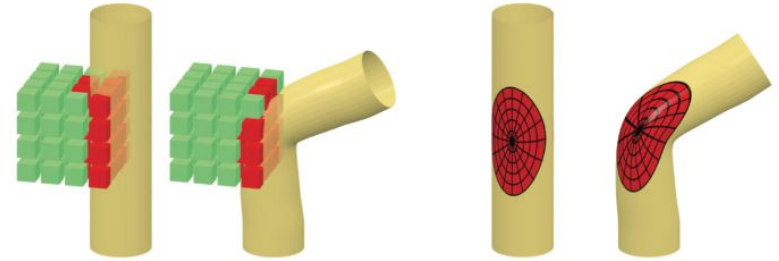
Model reflections!



Why no convolutions?

- Given the network an **invariant** framework (e.g rays have no relation).
- Convolutions and graphs work on **discrete frameworks** - we want a **continuous function**.
- Sounds like something to do with **geometry...**

Masci et al. 2016



Neural Implicit Representations



Can we process?

Geometric Deep Learning

Neural Implicit Representations



Can we process?

Geometric Deep Learning

Another lecture for
another day...

Q&A

Jack Naylor

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