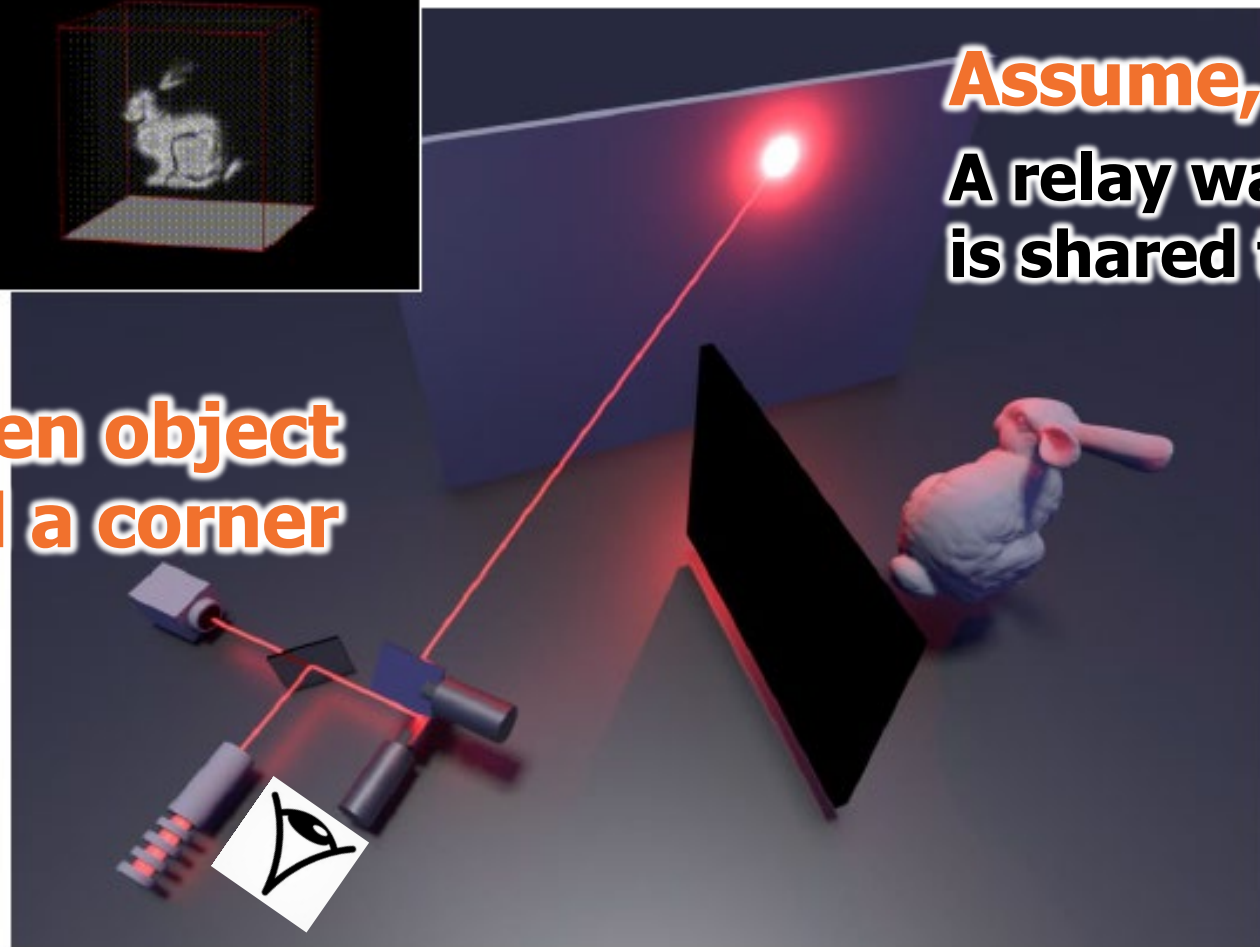
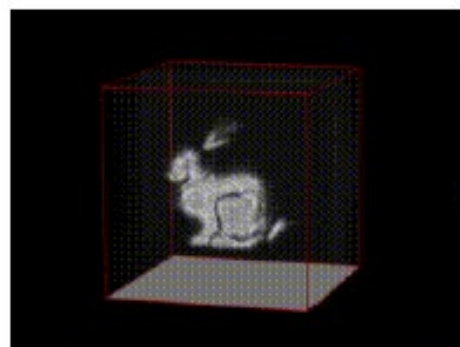


# NeRF-like Non-line-of-sight Imaging

Team 2

Kiseok Choi    Donggun Kim

# Non-line-of-sight (NLOS) Imaging

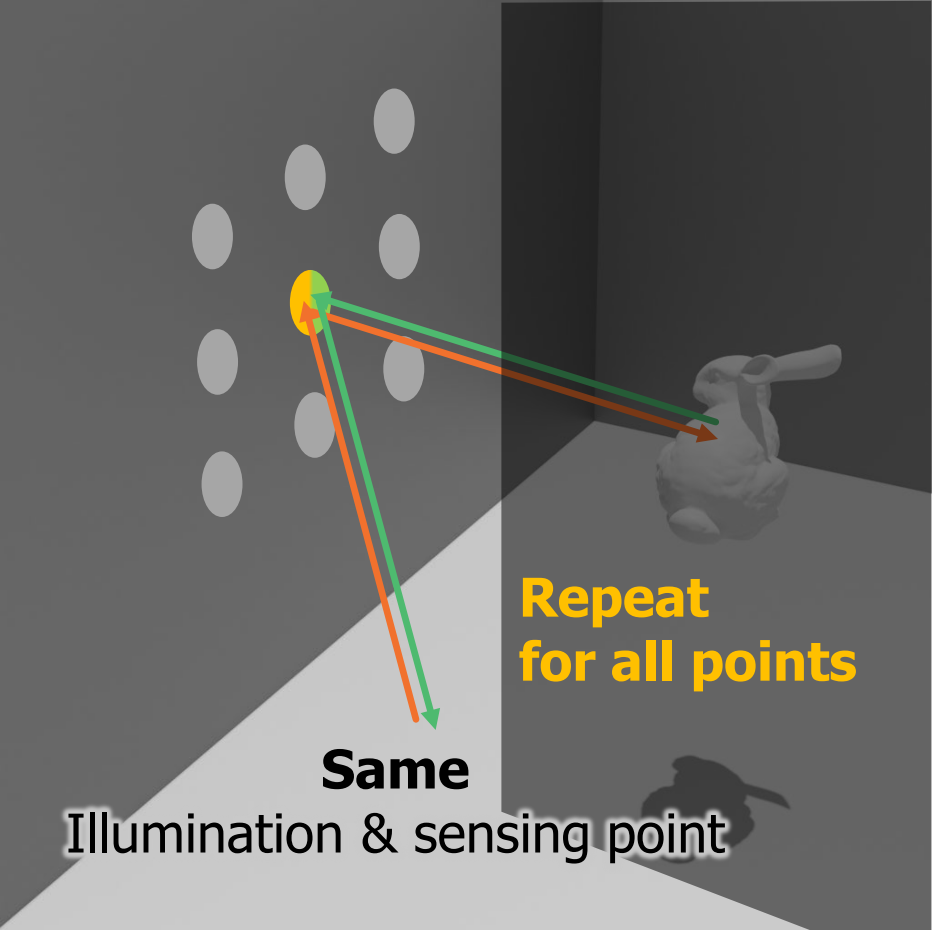


**Assume,**  
A relay wall (**not a mirror**)  
is shared to both sides

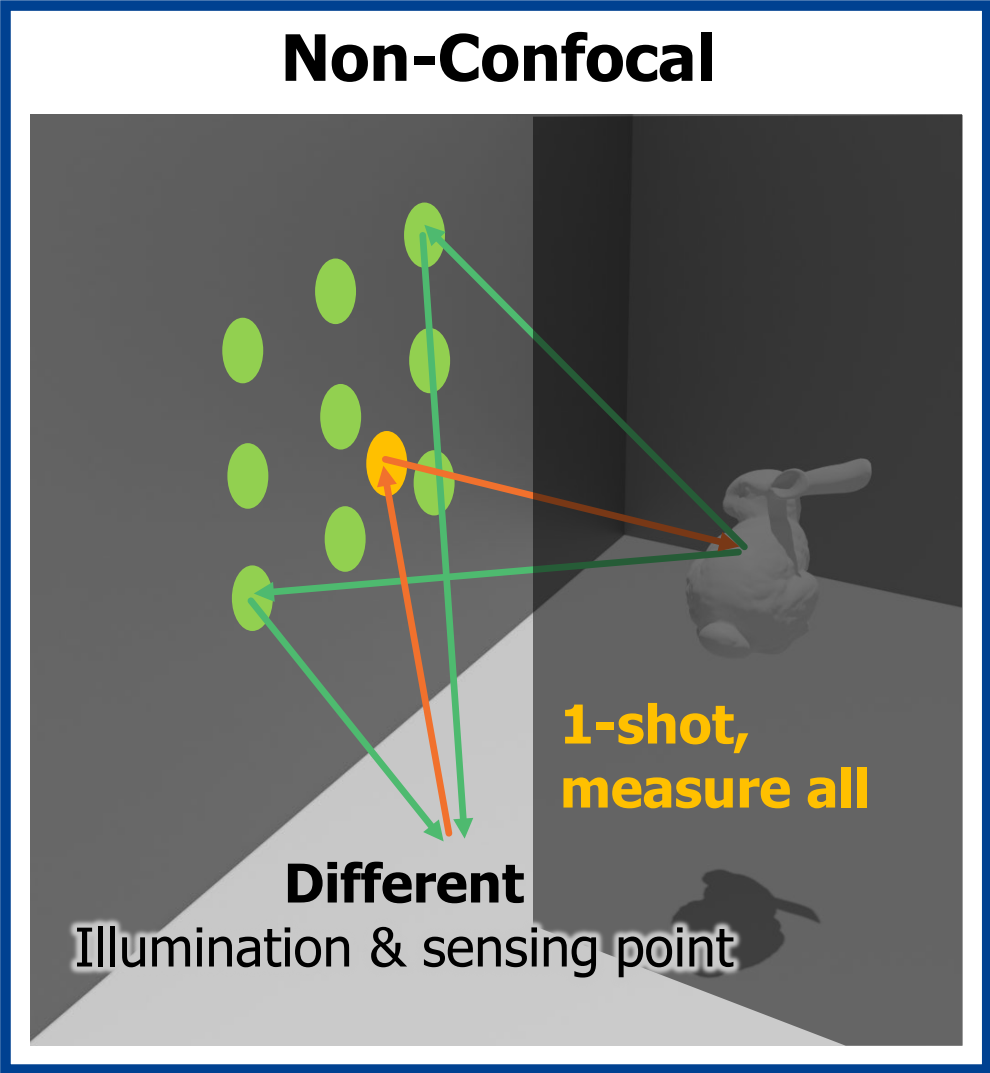
**Seeing a hidden object  
around a corner**

# Confocal vs. Non-confocal

## Confocal



## Non-Confocal



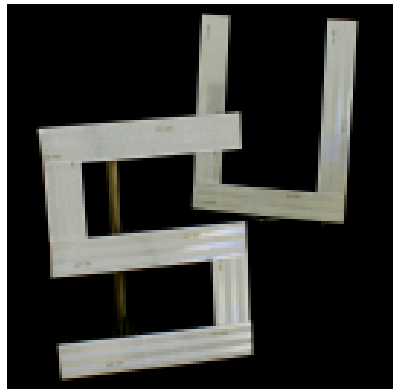
# Related Papers

- Confocal non-line-of-sight imaging based on the light-cone transform (Nature Comm. 2018)
  - [Light Cone Transform](#) (confocal)
- Non-line-of-sight imaging using phasor-field virtual wave optics (Nature 2019)
  - [Phasor-field](#) (confocal, non-confocal)
- Non-line-of-Sight Imaging via Neural Transient Fields (TPAMI 2021)
  - [NeTF](#) (confocal, non-confocal)

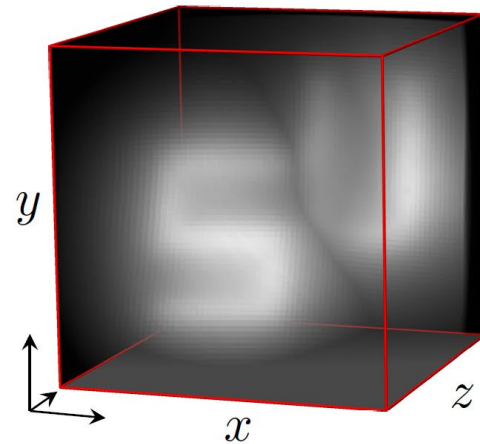
# Light Cone Transform (LCT)

Matthew O'Toole et al., Nature 2018

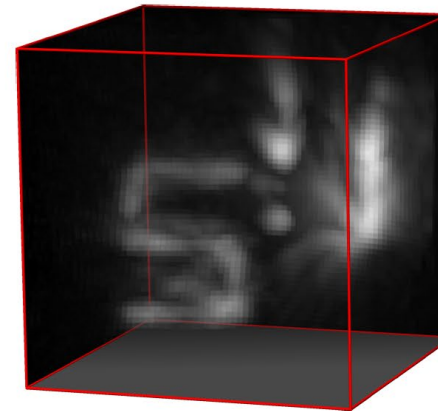
Confocal non-line-of-sight imaging based on the light-cone transform



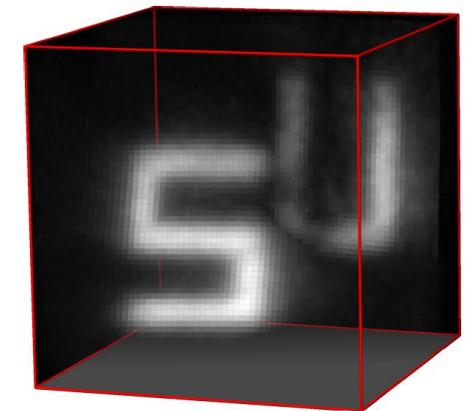
Backprojection



Filtered Backprojection



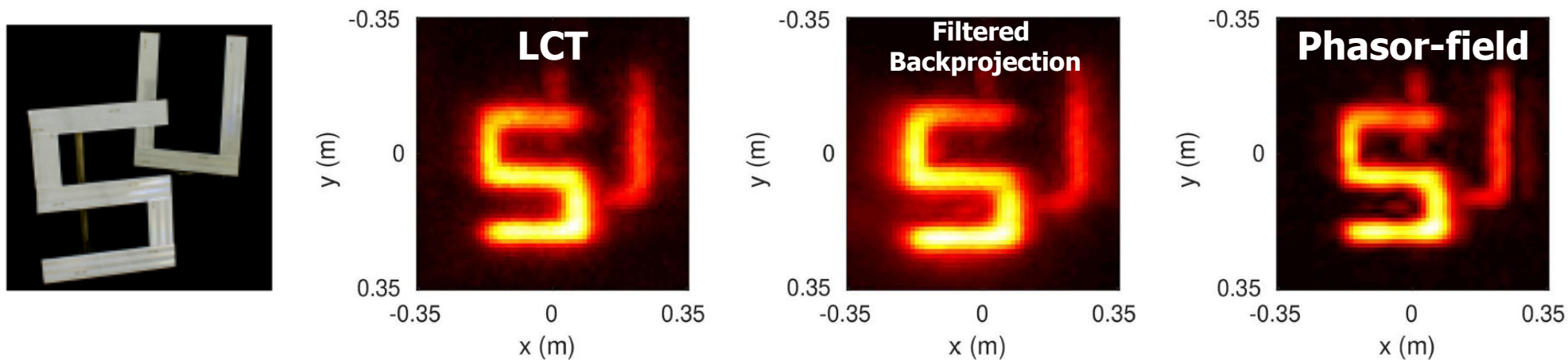
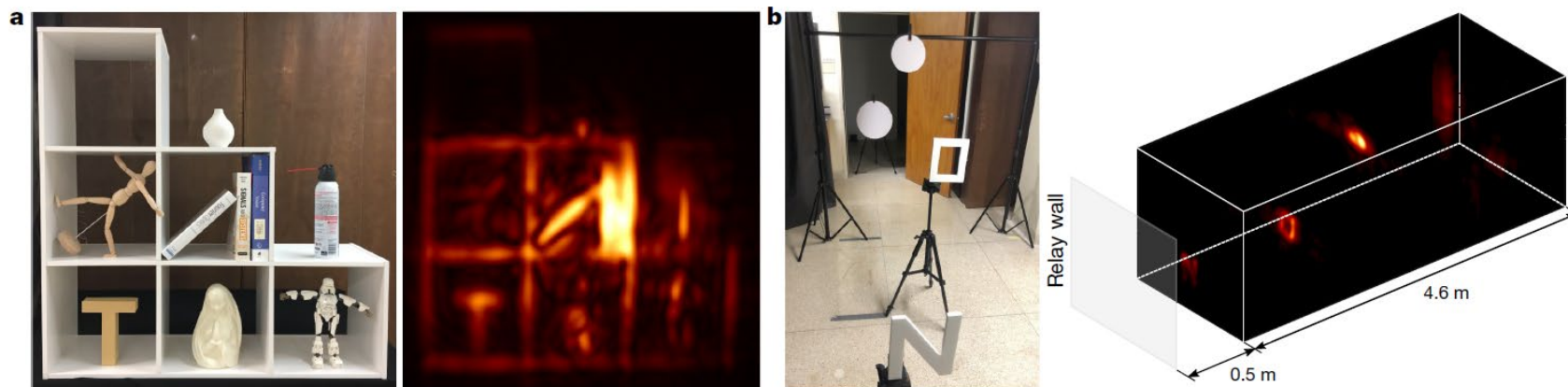
LCT



# Phasor-field

Xiaochun Liu et al., Nature 2019

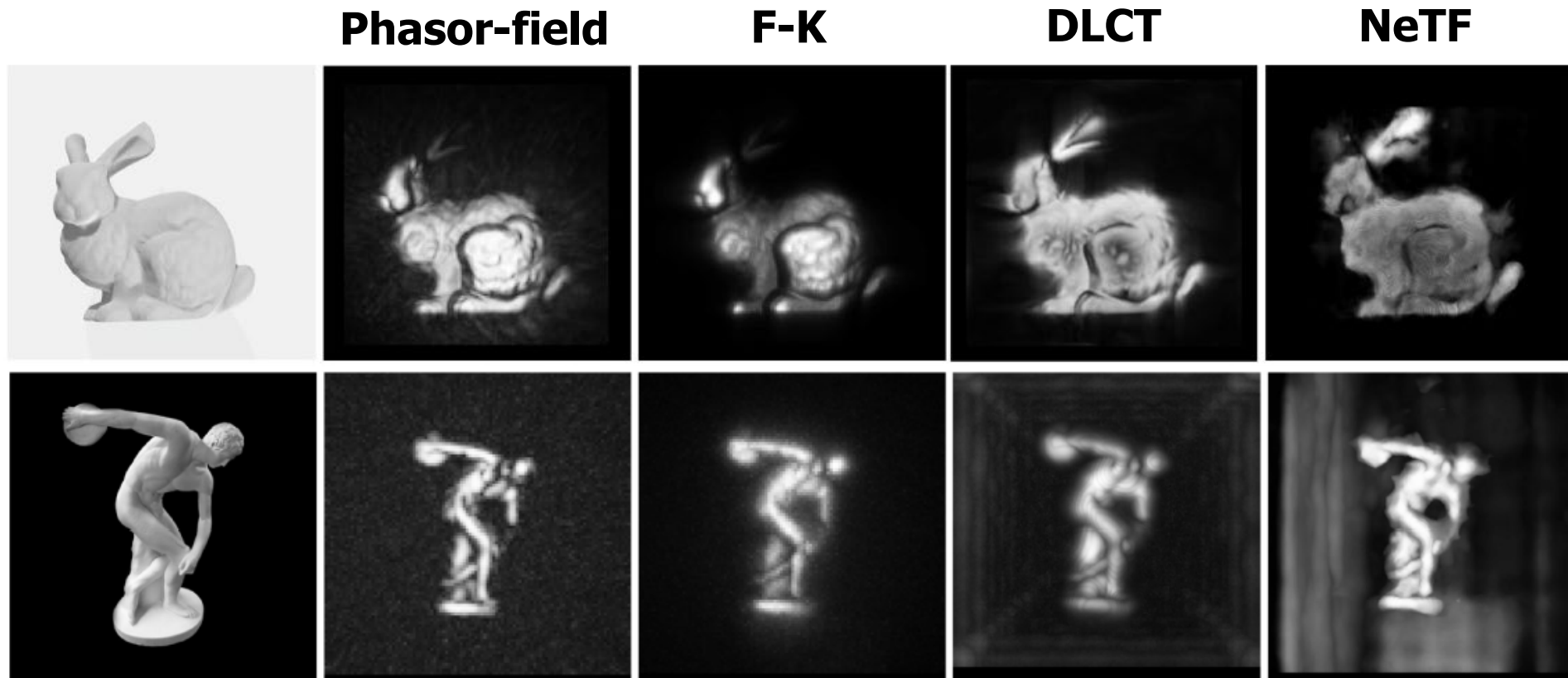
Non-line-of-sight imaging using phasor-field virtual wave optics



# NeTF

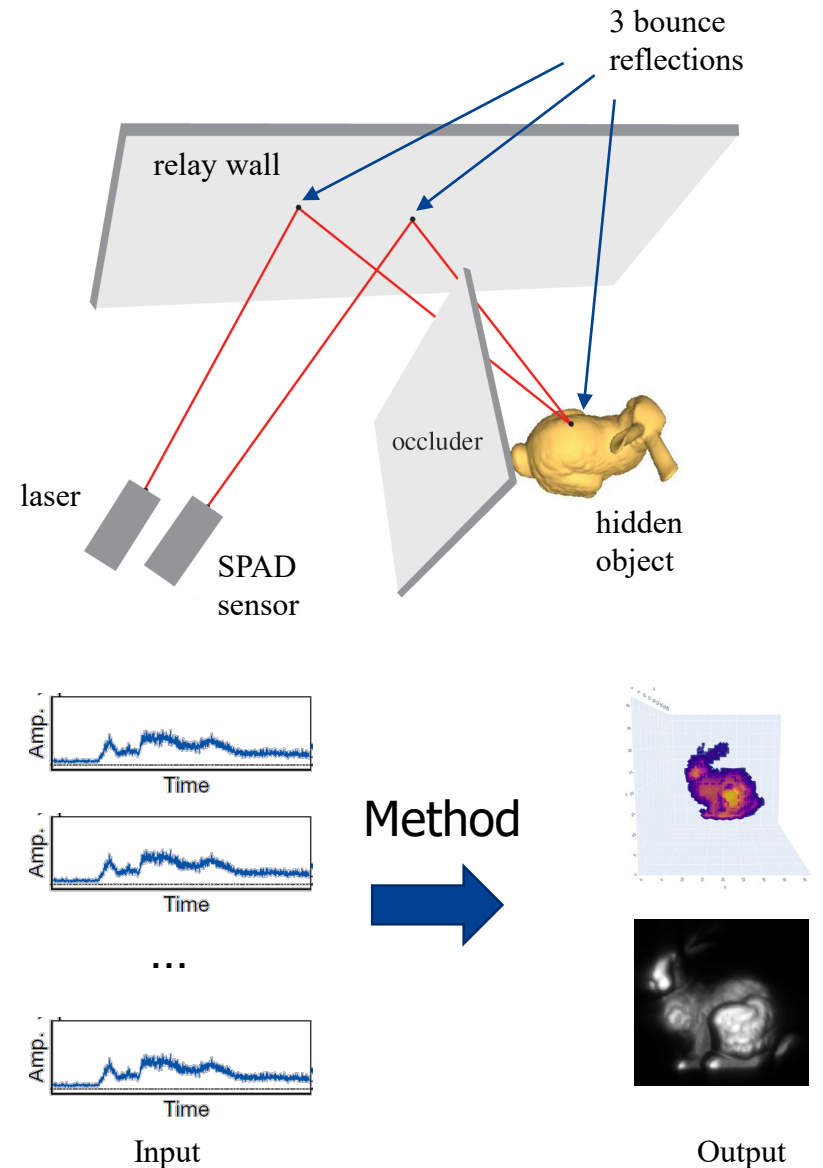
Siyuan Shen et al., TPAMI 2021

Non-line-of-Sight Imaging via Neural Transient Fields



# Problem

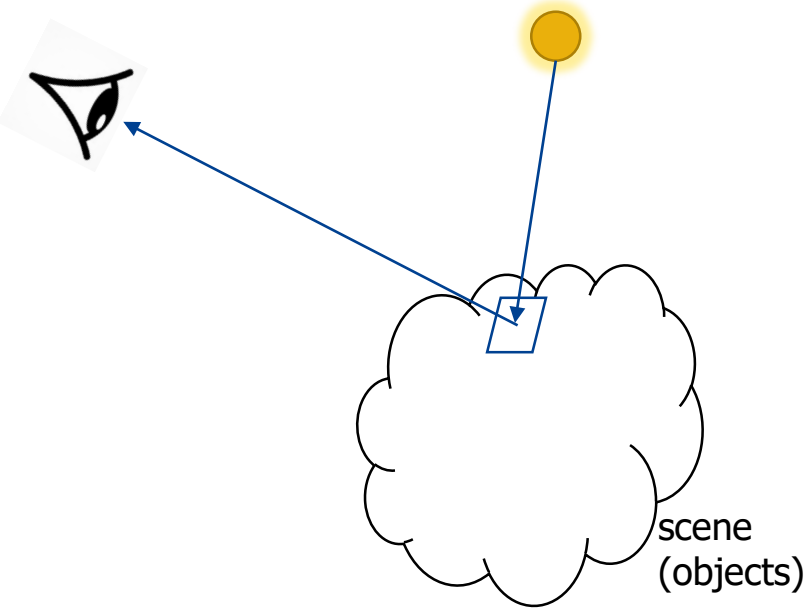
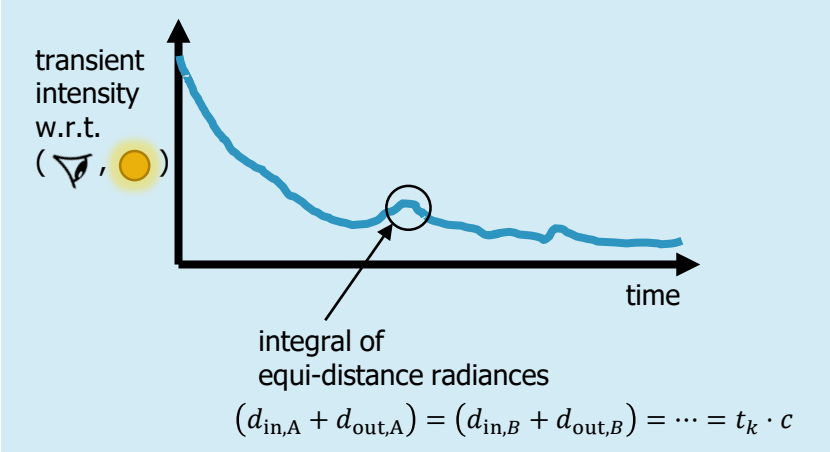
- Hardware Set-up
  - Laser + SPAD sensor
  - Diffuse reflection in a relay wall
  - 3 bounce reflections during a light transport
- Requirement
  - Input: transient intensity
  - Output: 3D point cloud or front-side 2D image (with albedo or radiance)
- Method?



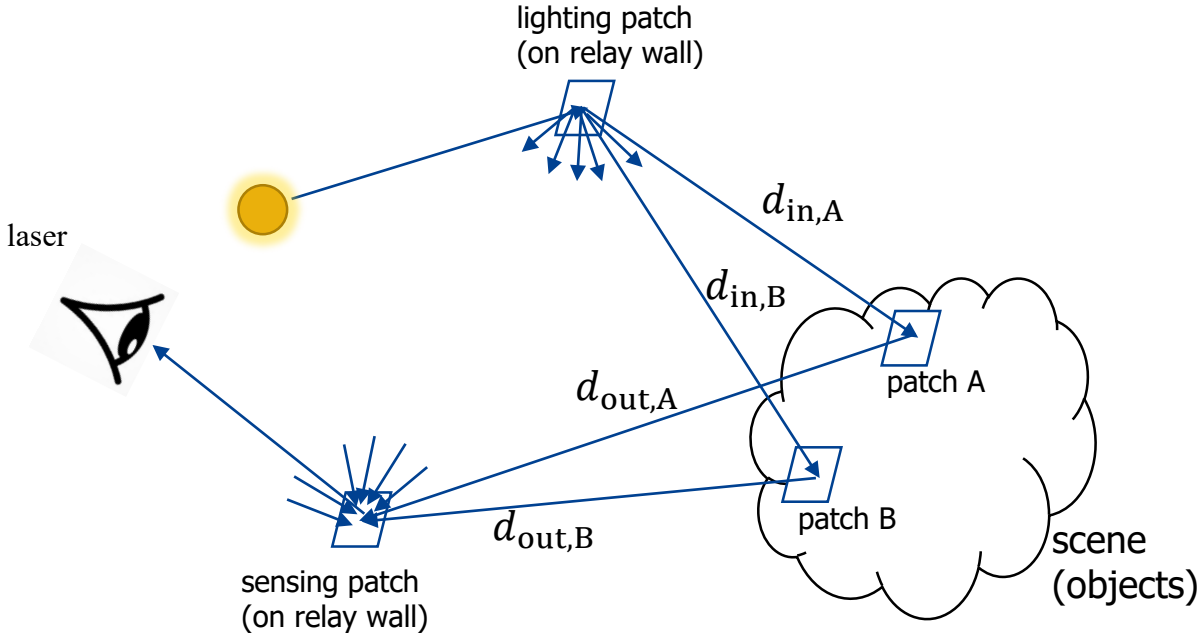


# Problem

- Transient intensity  
(assumption: inter-reflection within scene is negligible.)



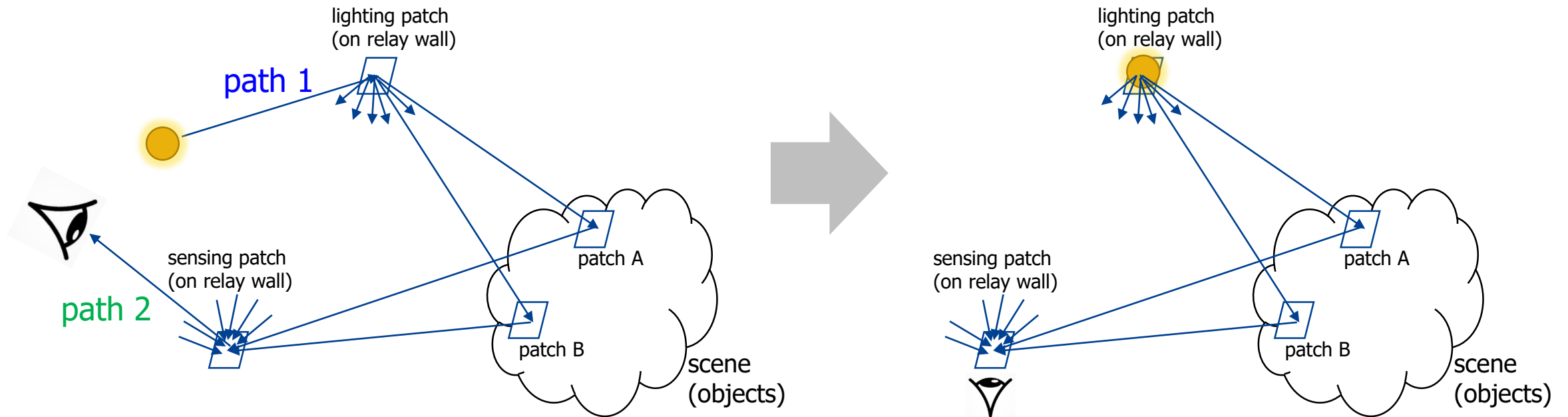
radiance of line-of-sight ray



radiance of non-line-of-sight ray (transient intensity)

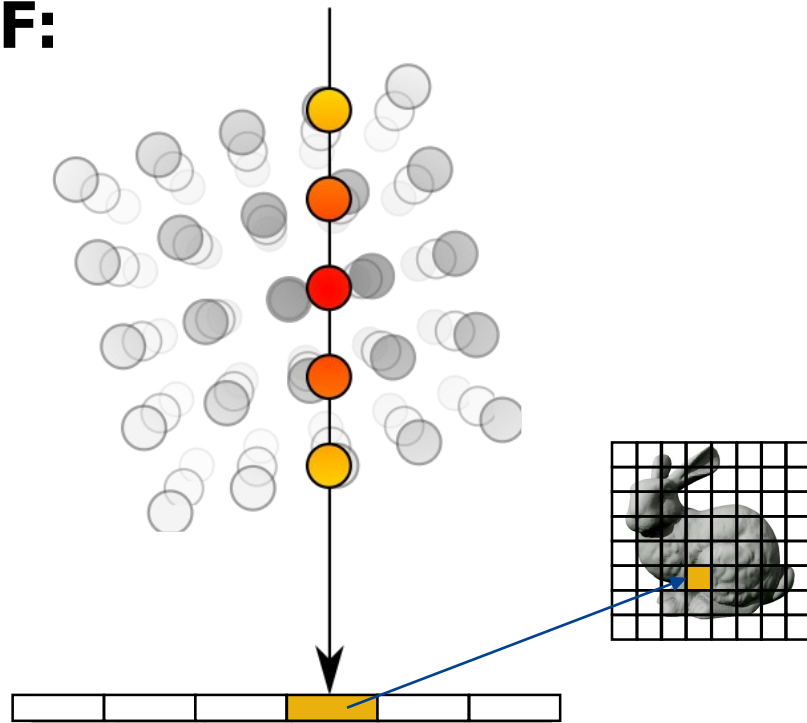
# Problem Simplification

- 3-bounce model  $\rightarrow$  1-bounce model
  - Direct energy attenuation from the light source is constant for all lighting positions (**path 1**).
  - Direct energy attenuation to the sensor is constant for all sensing positions (**path 2**).

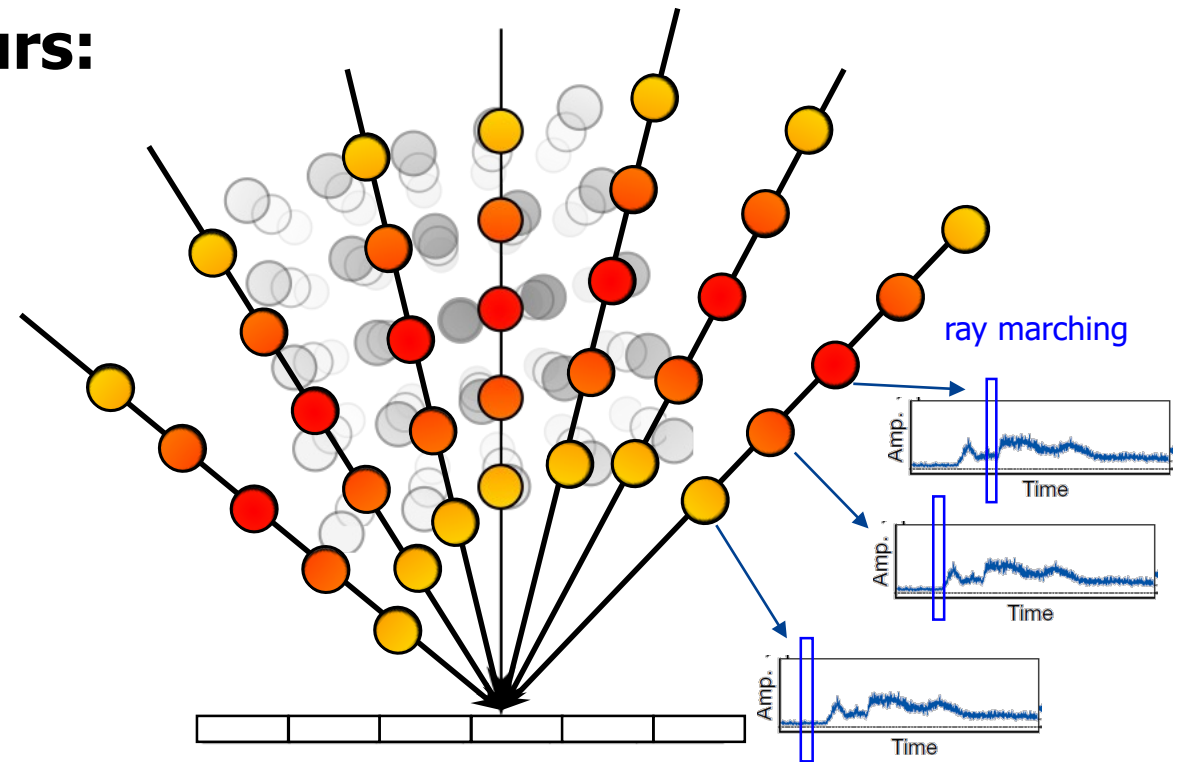


# NeRF-like NLOS Imaging

**NeRF:**

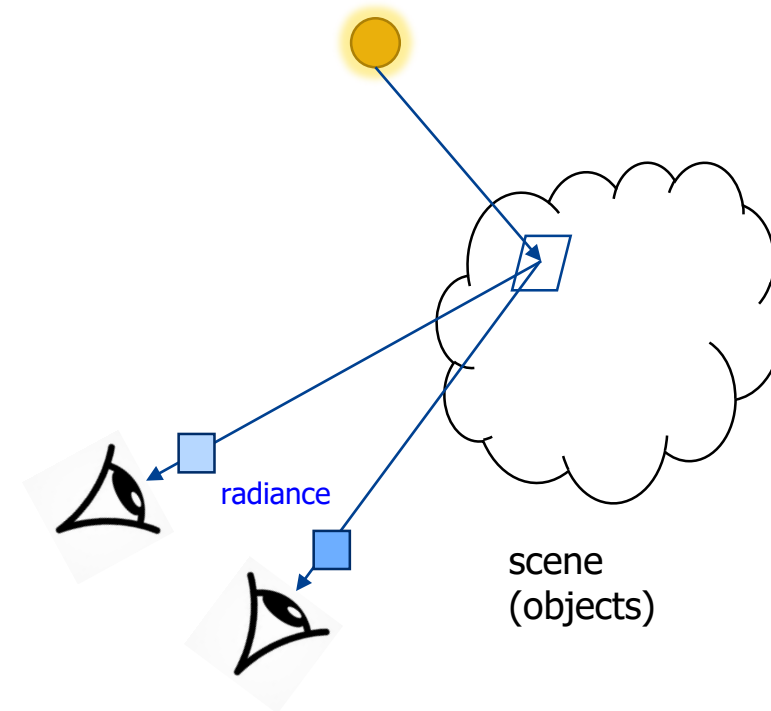
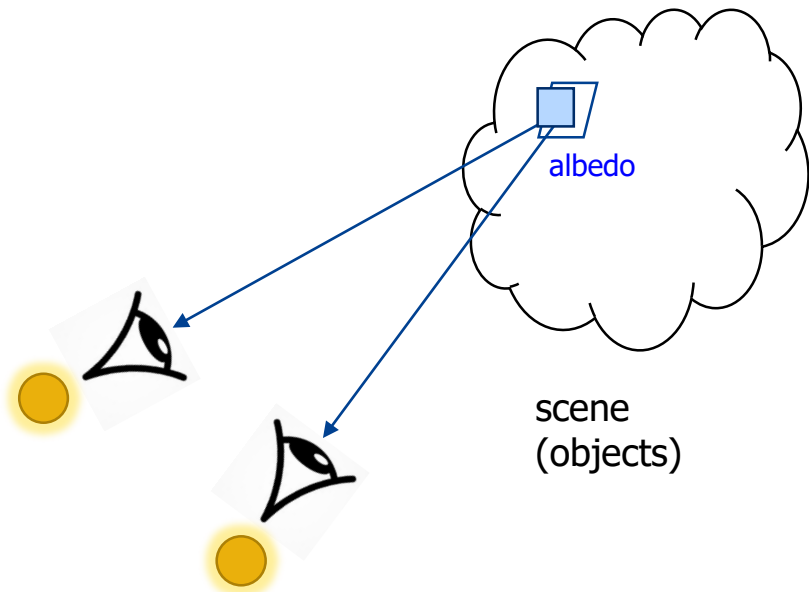


**Ours:**

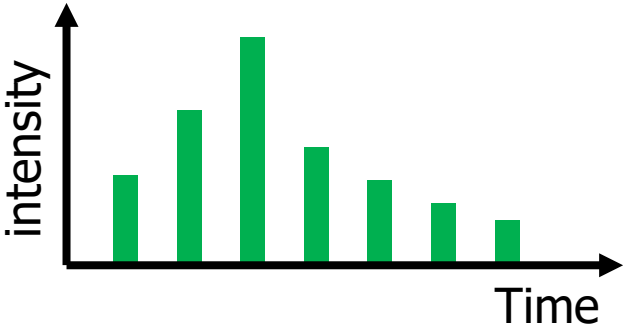
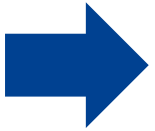
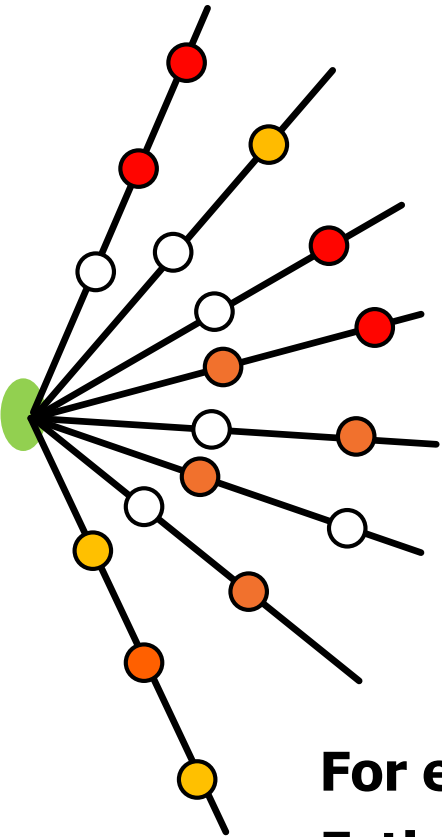
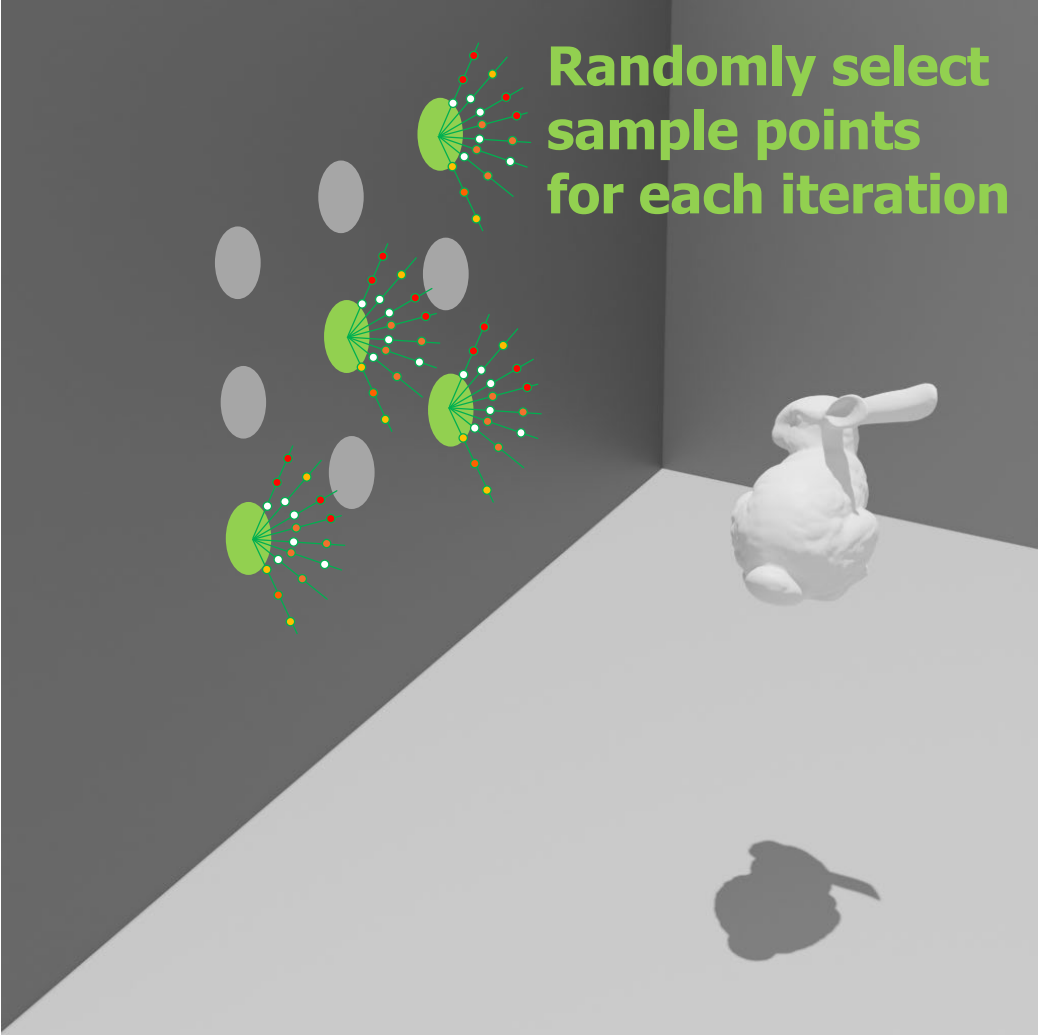


# NeTF vs. Our Method

- NeTF: Final output is view-independent albedos. Confocal setup is assumed.
- Ours: Final output is view-dependent radiances. Non-confocal setup is assumed.



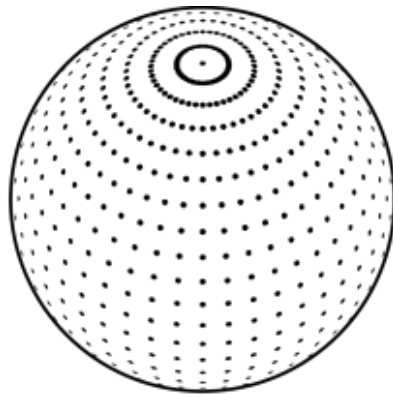
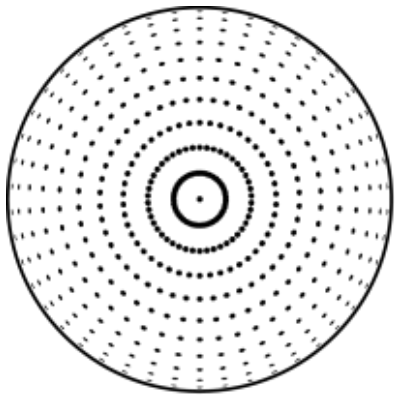
# Batch Selection



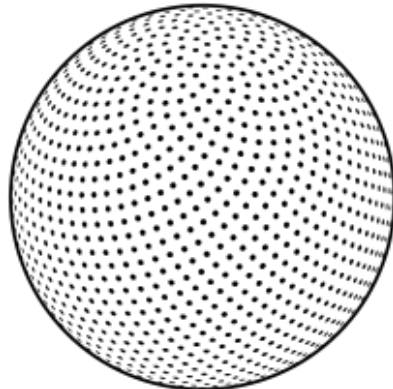
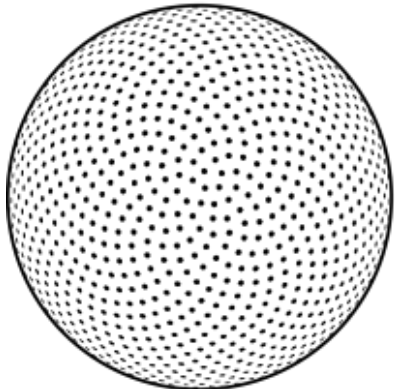
**For each sample point,  
Estimate transient intensity  
via transient volume render**

# Uniform Random Sampler

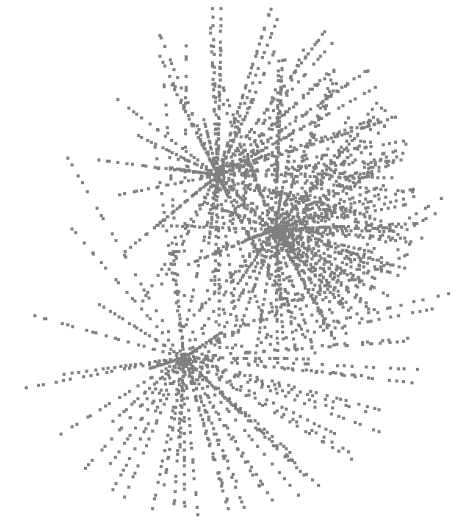
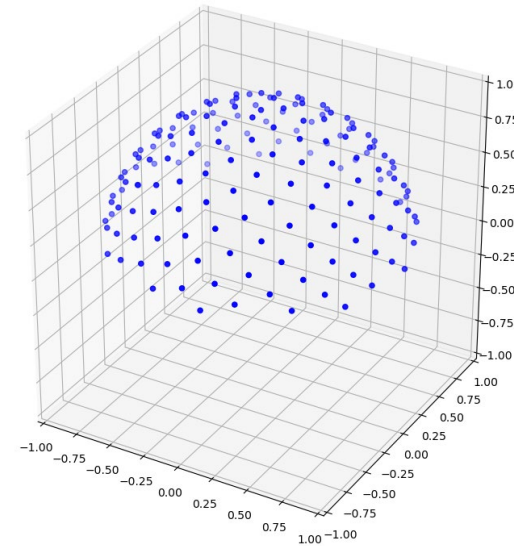
**Fibonacci sampling:** Uniform sampling on sphere + Random rotation



Theta, phi  
uniform sampling

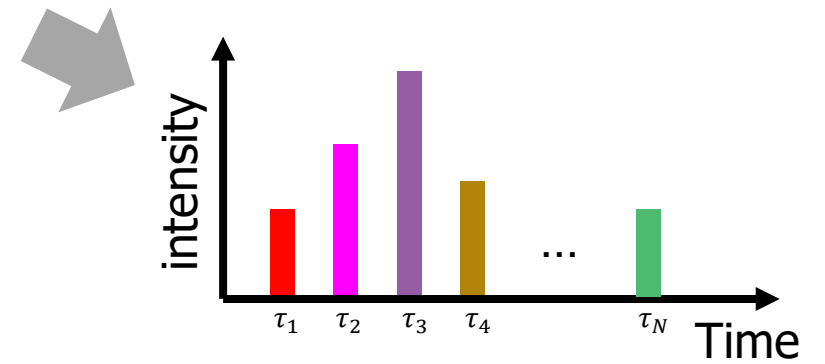
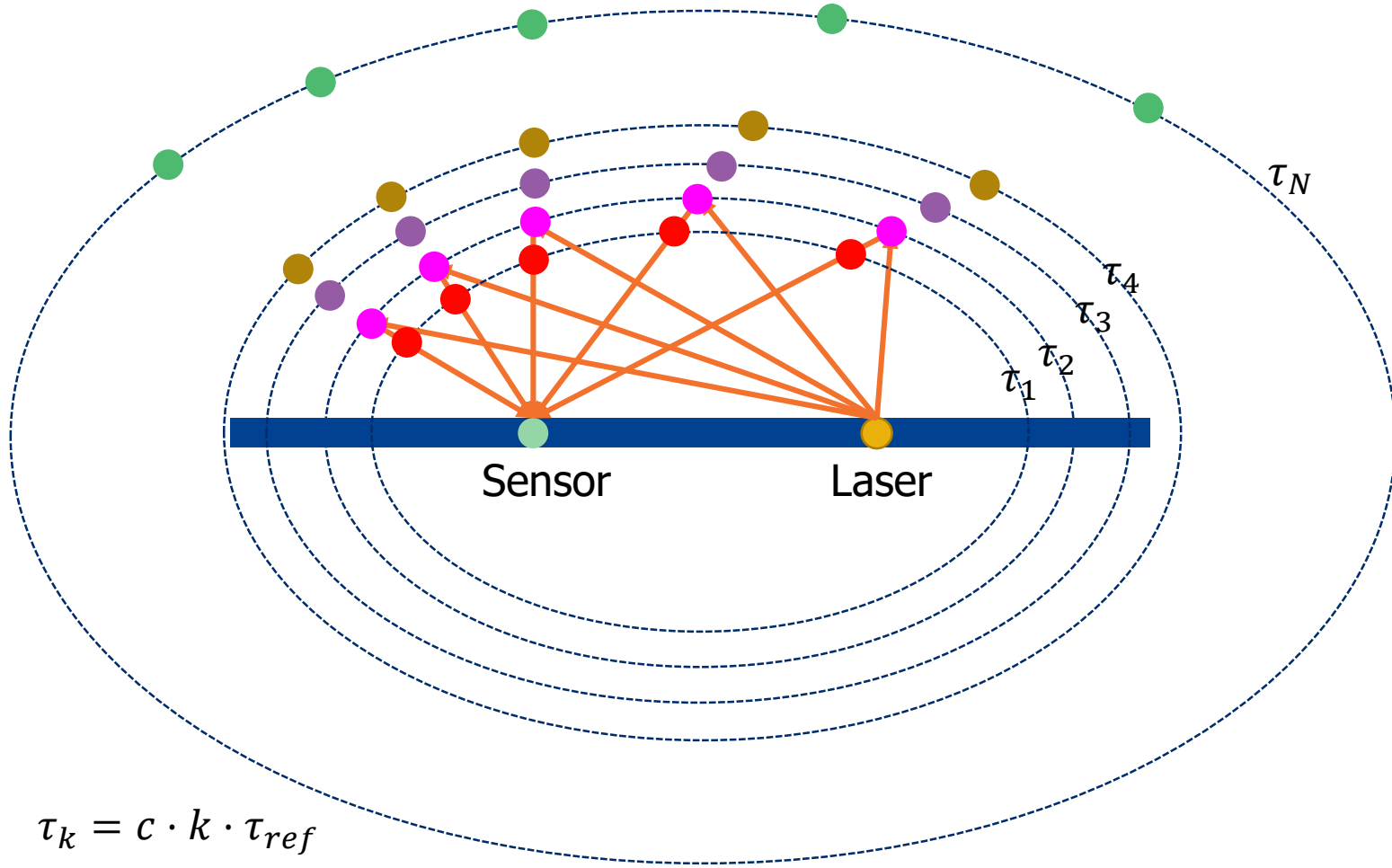


Fibonacci  
sampling

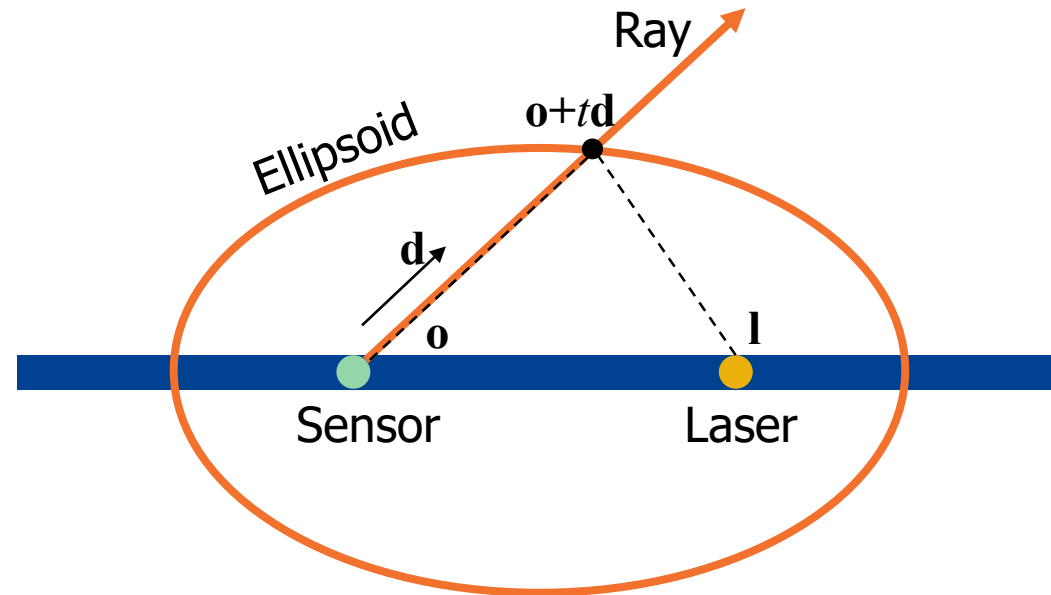


**Our generated ray directions & samples**  
on hemisphere

# Transient Ray Marcher



# Ray-Ellipsoid Intersection



**Problem.** Suppose that  $\|\mathbf{d}\| = 1$ ,  $\mathbf{o} \neq \mathbf{l}$ ,  $\mathbf{d} \nparallel \mathbf{l} - \mathbf{o}$ , and  $\tau \geq \|\mathbf{l} - \mathbf{o}\|$ .

$$\mathbf{o} + t\mathbf{d} \in \mathcal{E}(\mathbf{o}, \mathbf{l}; \tau) := \{\mathbf{x} \in \mathbb{R}^3 \mid \|\mathbf{x} - \mathbf{o}\| + \|\mathbf{x} - \mathbf{l}\| = \tau\}$$

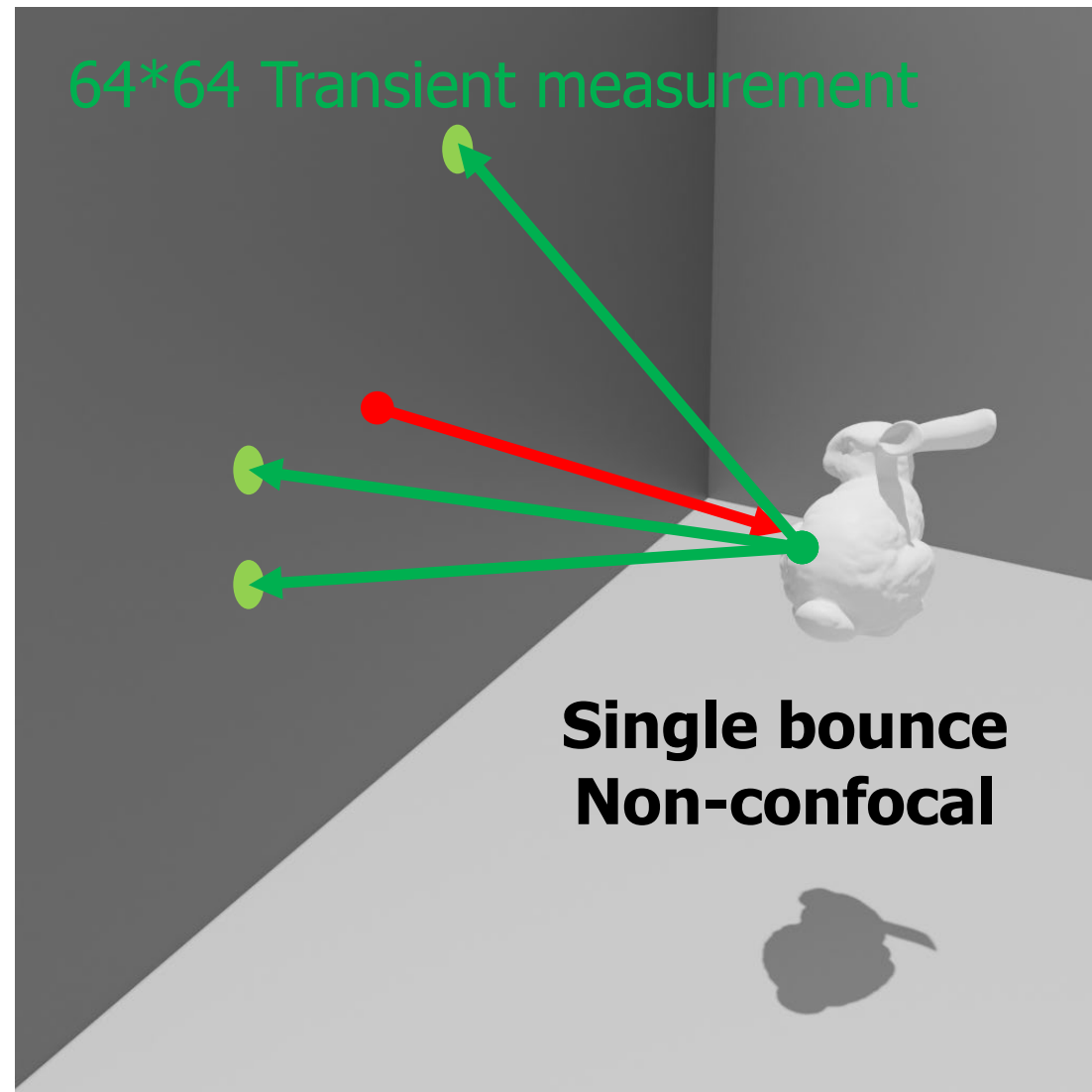
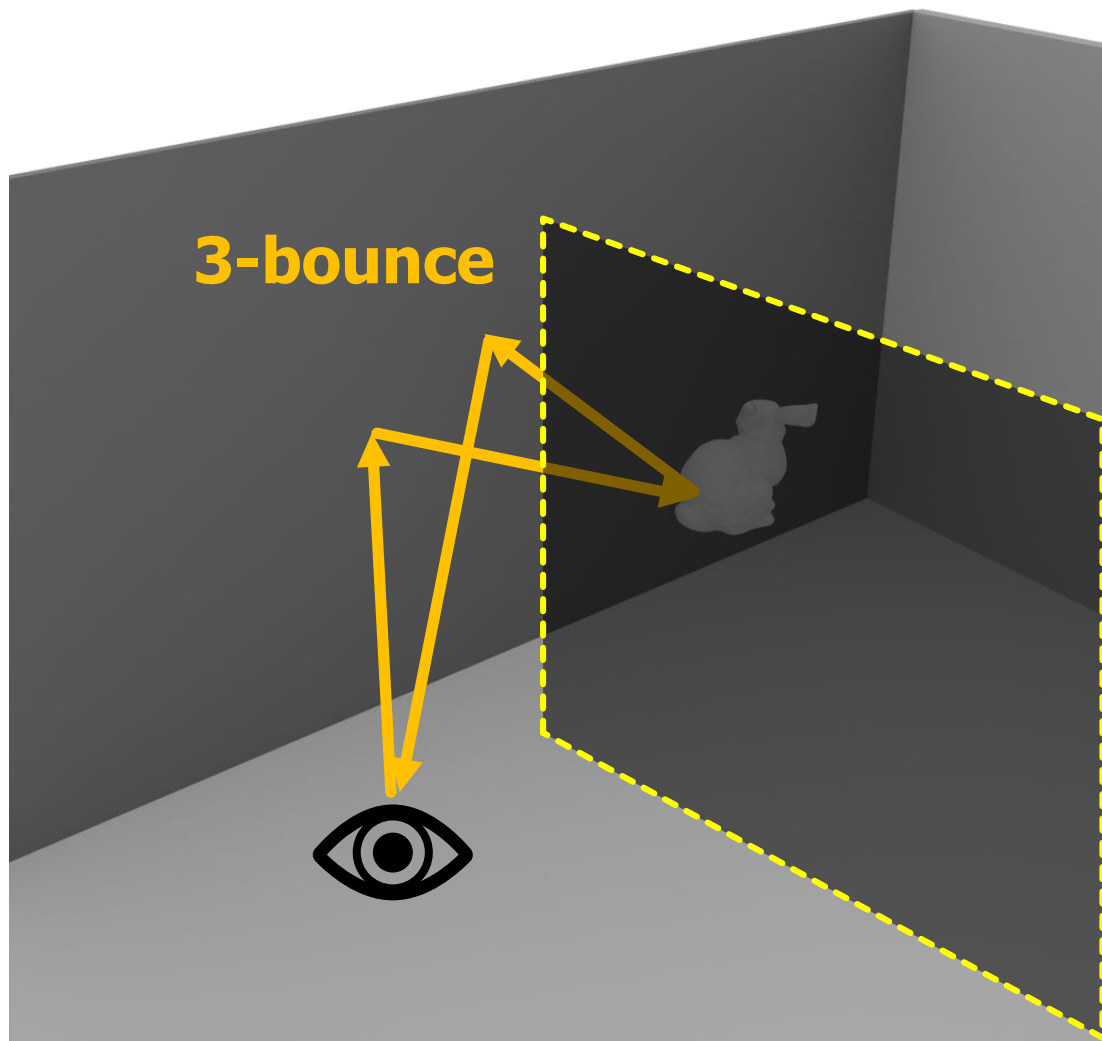
has the intersection at:

$$\therefore t = \frac{(d_x l + \tau)(\tau^2 - l^2)}{2[d_x^2(\tau^2 - l^2) + d_y^2 \tau^2]},$$

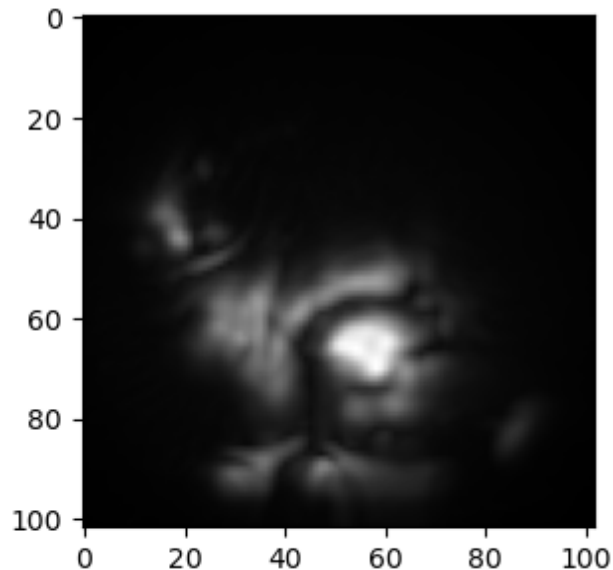
where  $d_x = \mathbf{d} \cdot \text{normalize}(\mathbf{l} - \mathbf{o})$ ,  $d_y = |\mathbf{d} \times \text{normalize}(\mathbf{l} - \mathbf{o})| = \sqrt{1 - d_x^2}$



# Setup



# Result

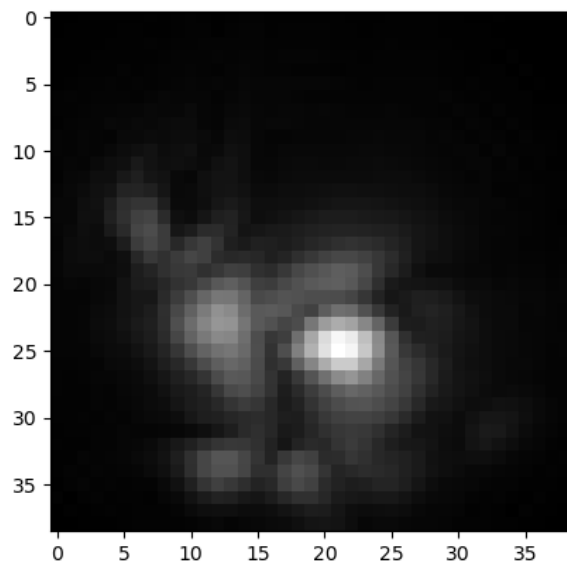


**Phasor-field**

**High-res**

Input: 256\*256\*512

Out: 100\*100

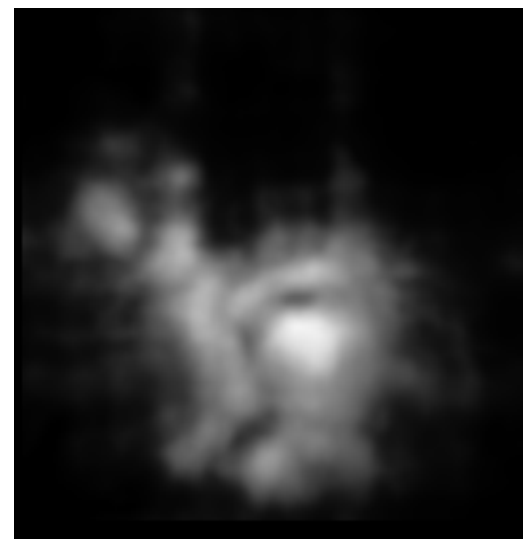


**Phasor-field**

**Low-res**

Input: 64\*64\*128

Out: 39\*39



**Ours**

**Low-res**

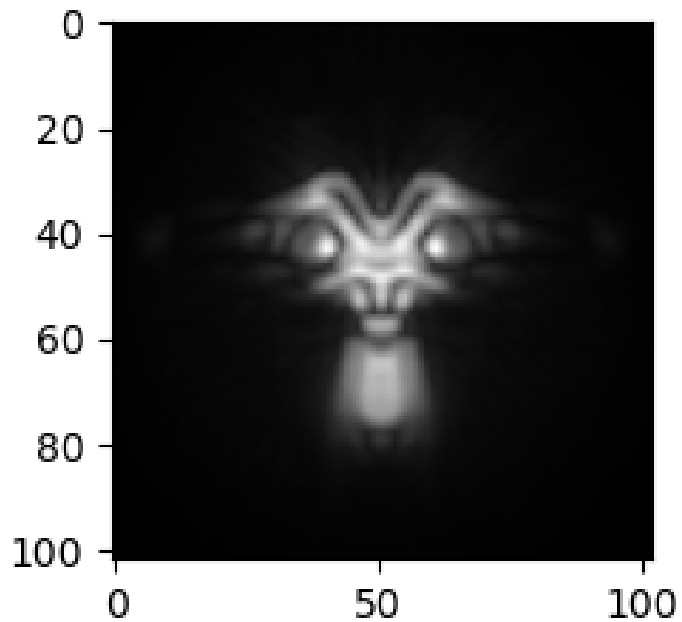
Input: 64\*64\*128

Output: Any (128\*128)



(Not exact)

# Result

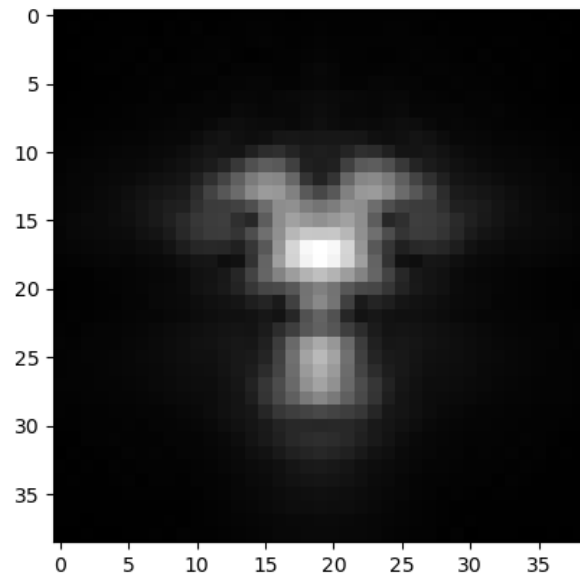


**Phasor-field**

**High-res**

Input: 256\*256\*512

Out: 100\*100

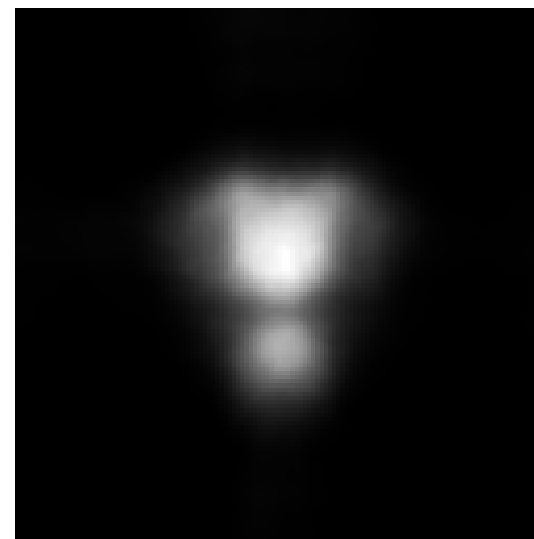


**Phasor-field**

**Low-res**

Input: 64\*64\*128

Out: 39\*39



**Ours**

**Low-res**

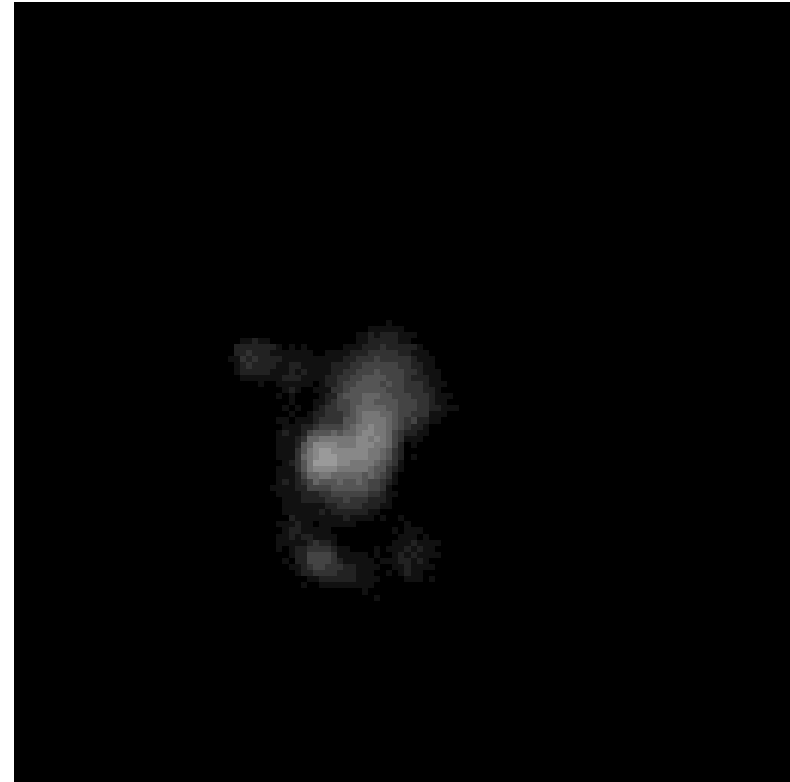
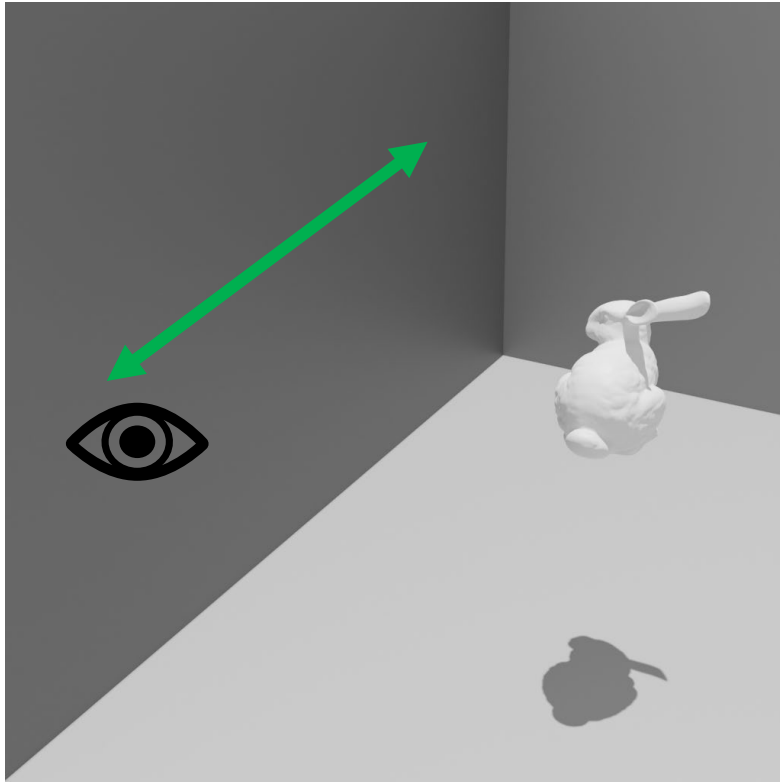
Input: 64\*64\*128

Output: Any (128\*128)

(Not exact)



# Result



**Novel view synthesis**

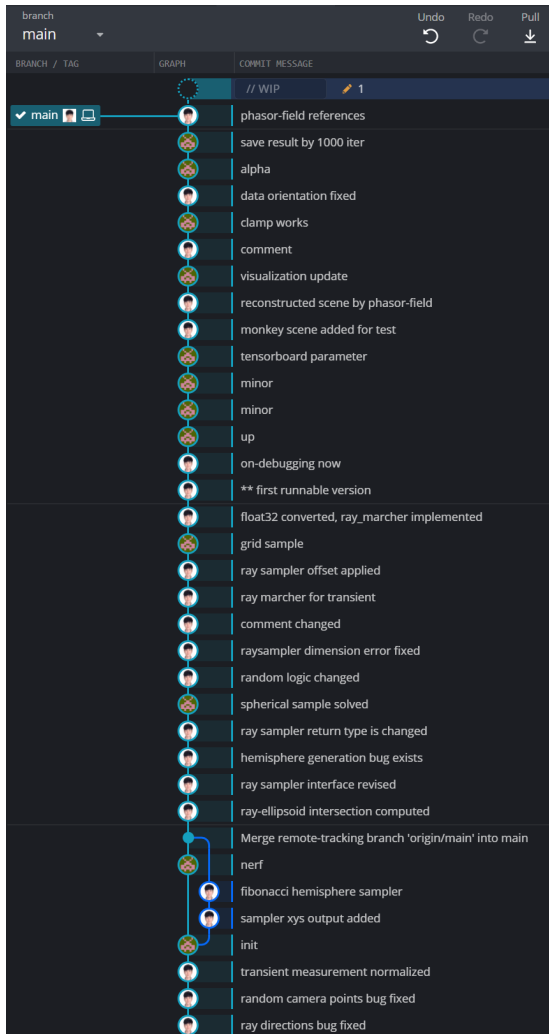
Input:  $64*64*128$

Output: Any ( $128*128$ )

# Conclusion

- We proposed NeRF-like NLOS imaging method.
  - Next generation sampling scheme (non-confocal) is applicable.
  - Rendering of an arbitrary view within limited directions is possible.
  - Improved NeRF variants are applicable for better performance. (KiloNeRF, FastNeRF, Mip-NeRF, RefNeRF etc.)
- There are several limitations in our method.
  - Training time is necessary.

# Role Distribution



## Kiseok Choi

- Survey of NLOS imaging papers
- Simulation data generation
- Ray marcher design & implementation
- Ray sampler/ray marcher/MLP integration
- Training a neural network
- Result analysis, Presentation preparation

## Donggun Kim

- Survey of NeRF papers
- Random sampler design & implementation
- MLP implementation
- Software structure generation
- Training a neural network
- Result analysis, Presentation preparation

# Reference

- Ben Mildenhall et al., NeRF: Representing Scenes as Neural Radiance Fields for View Synthesis, ECCV 2020, 1-25.
- Matthew O'Toole et al., Confocal non-line-of-sight imaging based on the light-cone transform, Nature 2018, Vol. 555, 338-341.
- Xiaochun Liu et al., Non-line-of-sight imaging using phasor-field virtual wave optics, Nature 2019, Vol. 572, 620-623.
- Siyuan Shen et al., Non-line-of-sight imaging via neural transient fields, TPAMI 2021, Vol. 43, No. 7, 2257-2268.