

Simulation of the multi-view imaging system with differentiable ray tracing

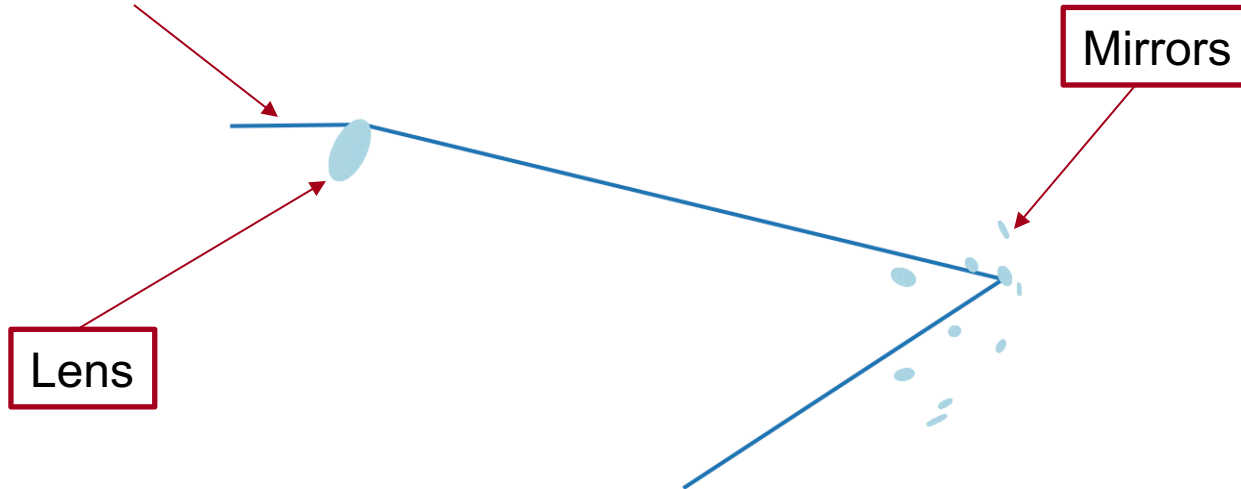
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Ray Marching

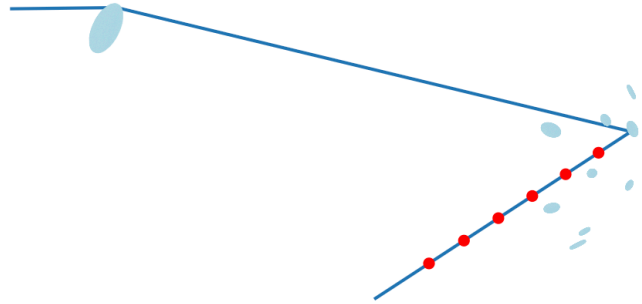
- Going from the sensor to the scene.

What is the contribution of this light ray?



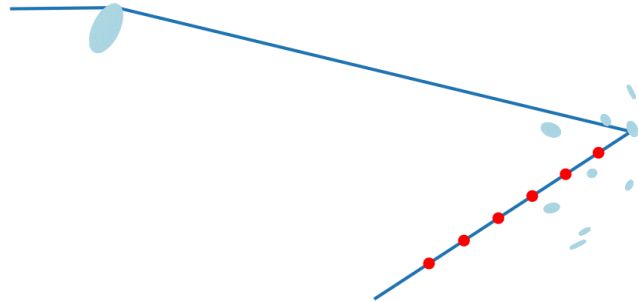
Ray Marching

- Two-step process.
 - Stratified sampling.

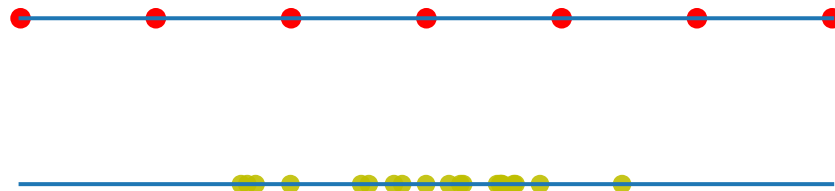


Ray Marching

- Two-step process.
 - Stratified sampling.

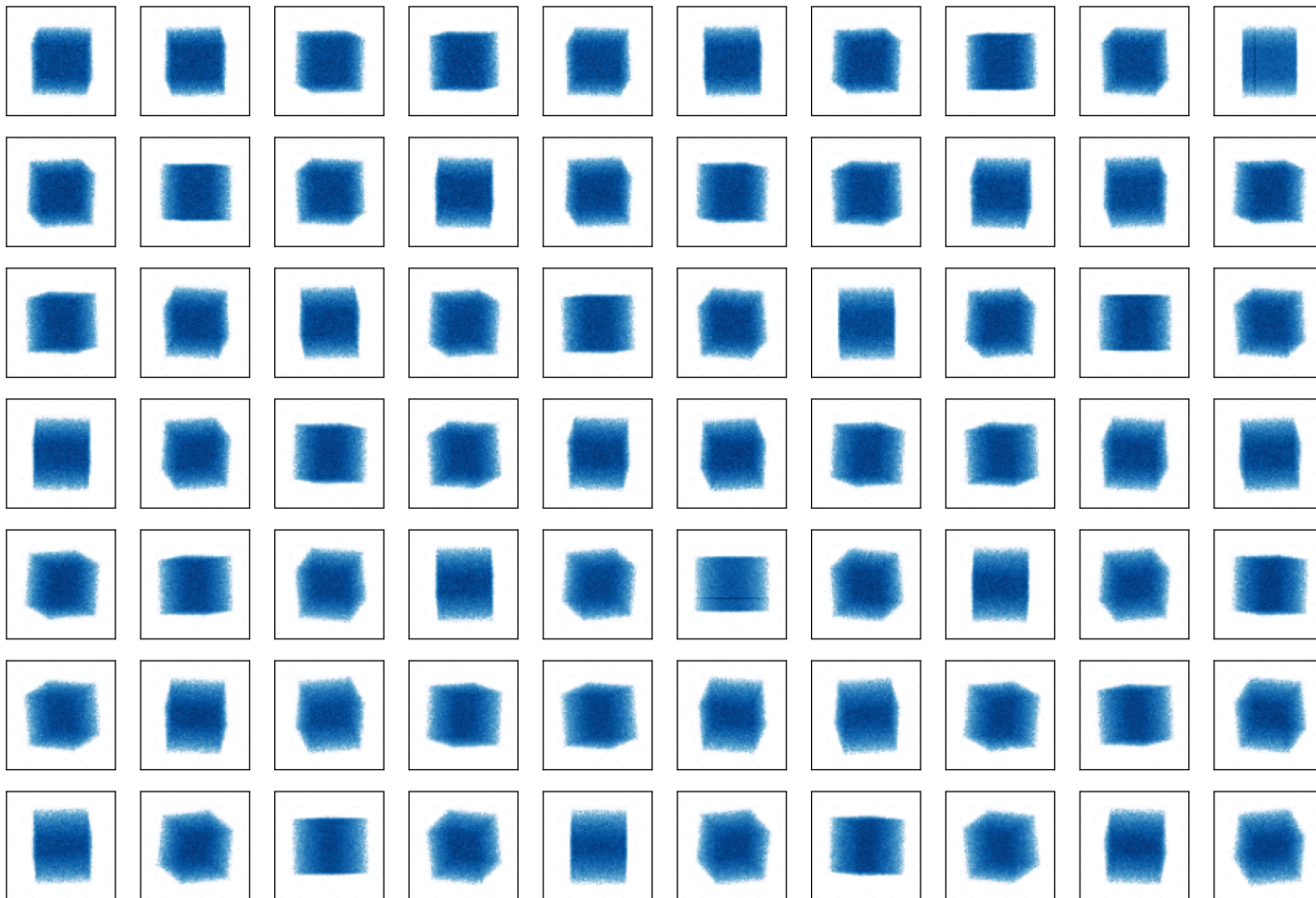


- Hierarchical volume sampling.



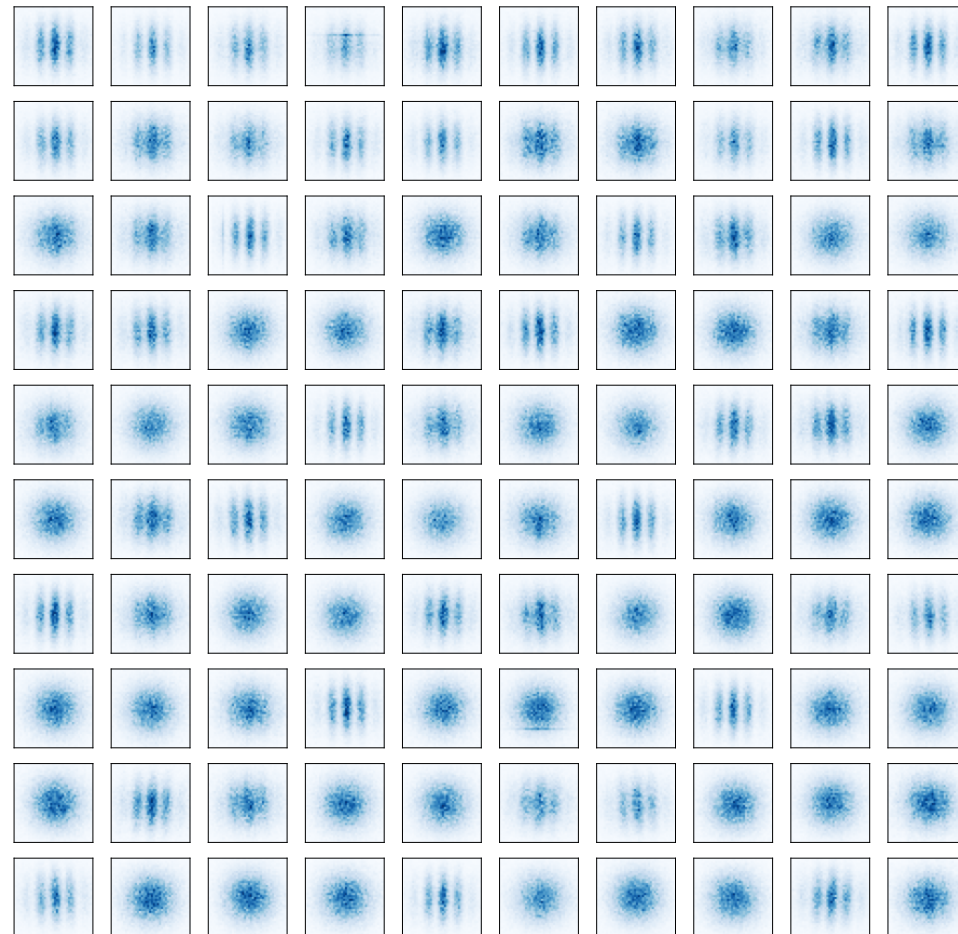
3d reconstruction

- Optimizing $||A(x) - b||^2$ where x is a voxel.
 - Optimizing for the voxel densities.



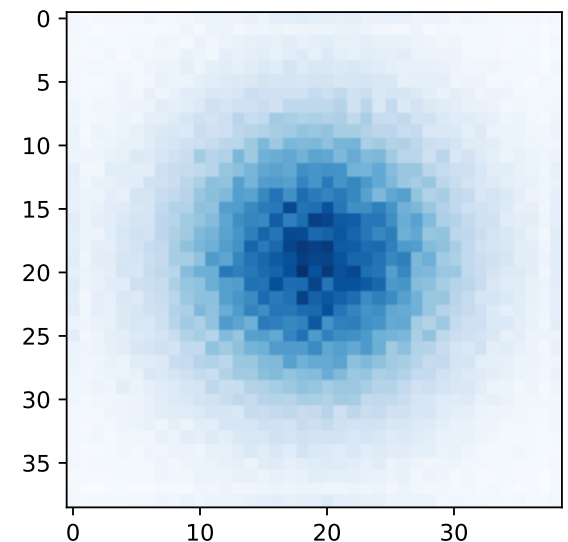
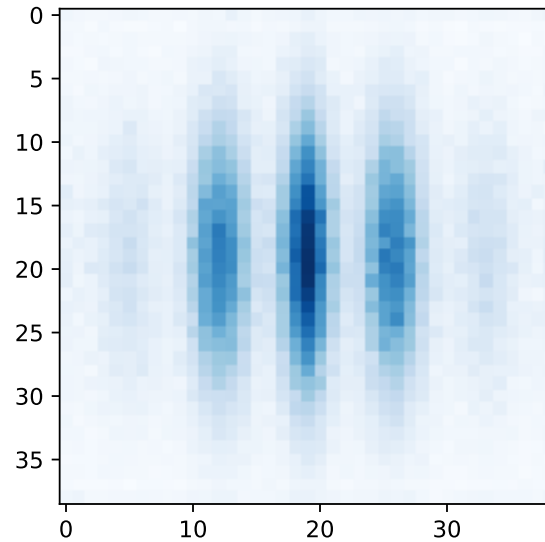
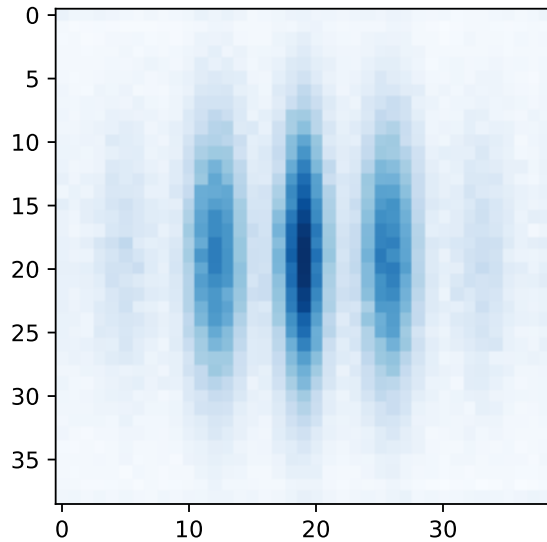
3d reconstruction

- Optimizing $\|A(x) - b\|^2$ where x is a voxel.
 - After $\sim 5k$ training steps, $A(x)$ is similar to the observed image b .



3d reconstruction

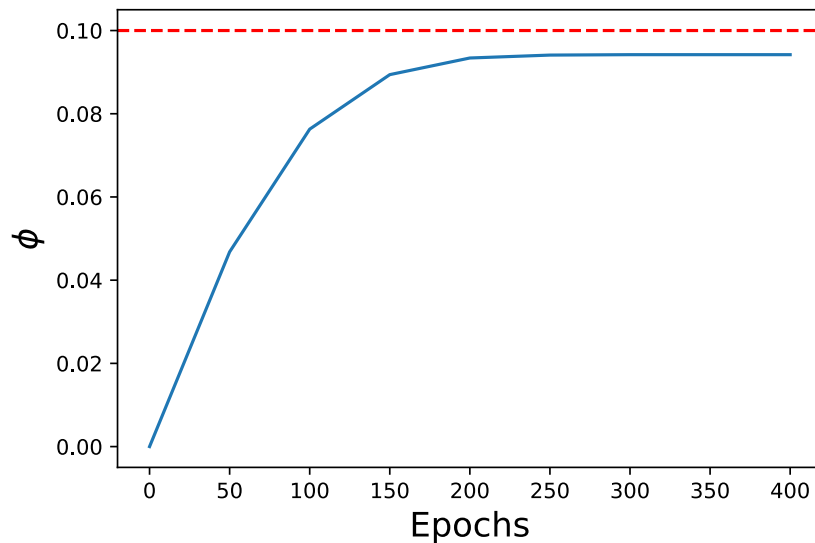
- Optimizing $\|A(x) - b\|^2$ where x is a voxel.



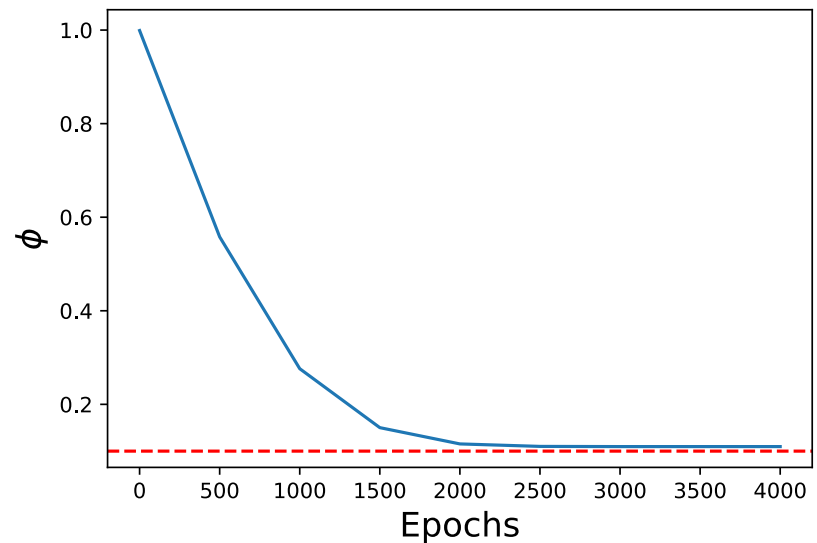
Projections of x (learned).

3d reconstruction

- Optimizing $\|A(x) - b\|^2$ where x is a parameterized wave function.
 - Optimizing for the parameter ϕ .



Target: 0.1
Final value: 0.0942
Initialization: 0.0



Target: 0.1
Final value: 0.1097
Initialization: 1.0