Generative Neural Scene Representations for 3D-Aware Image Synthesis

Michael Niemeyer

Autonomous Vision Group
University of Tübingen / MPI for Intelligent Systems Tübingen

May 12, 2021

University of Tübingen
MPI for Intelligent Systems
Autonomous Vision Group

Covered Papers

GRAF: Generative Radiance Fields for 3D-Aware Image Synthesis

Katja Schwarz and Yiyi Liao and Michael Niemeyer and Andreas Geiger

NeurIPS 2020

GIRAFFE: Representing Scenes as Compositional Generative Neural Feature Fields

Michael Niemeyer, Andreas Geiger

CVPR 2021

Collaborators

Katja Schwarz

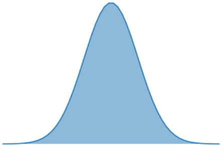
Yiyi Liao

Andreas Geiger

Generative Models are great!

Generative Models

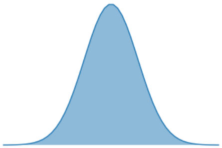
Sample a latent code from the prior distribution.



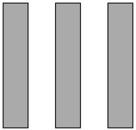
Latent Code

Generative Models

Pass latent code to trained generator G_θ.



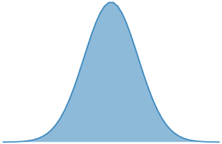
Latent Code



Generator G_θ

Generative Models

The generator outputs a synthesized image.



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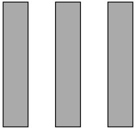


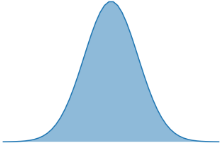
Generator G_θ

Generated Image*

* The generated images are samples from StyleGAN2.

Generative Models

Sample more latent codes to get different generated images.



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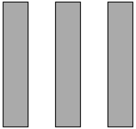

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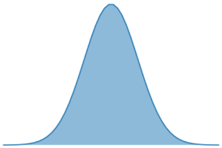
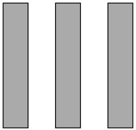


Latent Code



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Is the ability to sample photorealistic images
all we want?

Generative Models

For many applications, we require **control over the generation process**:

Generative Models

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Note: This and the following videos are only shown when opened with a supported PDF reader (e.g. Okular).

Animation Movies

Video Source: Disney's Toy Story 4 Trailer

Generative Models

For many applications, we require **control over the generation process**:

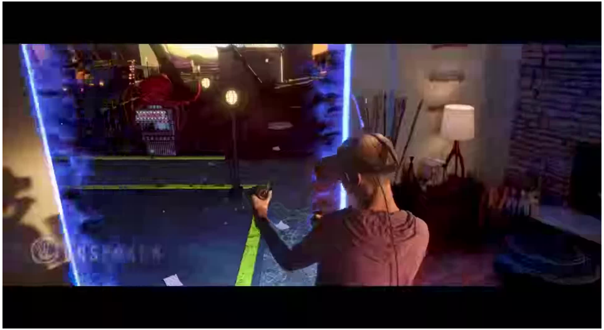
Video Games

Video Source: Gran Turismo 7 Trailer

Generative Models

For many applications, we require **control over the generation process**:

Virtual Reality



Video Source:Oculus Rift Trailer

Generative Models

Goal: A generative model for **3D-aware image synthesis** which allows us to:

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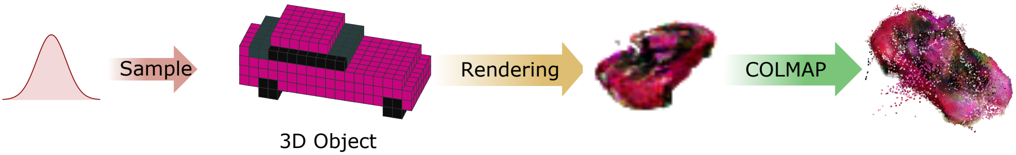
Goal: A generative model for **3D-aware image synthesis** which allows us to:

- Generate photorealistic images
- Control individual objects wrt. their pose, size, and position in 3D
- Control camera viewpoint in 3D
- Train from collections of unposed images

What representation should we use for
3D-aware image synthesis?

3D Representations

Voxel-based 3D Shape with Volumetric Rendering



PlatonicGAN [Henzler et al., ICCV 2019]

3D Representations

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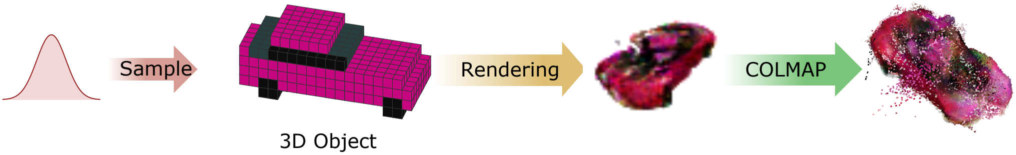

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+ Multi-view consistent

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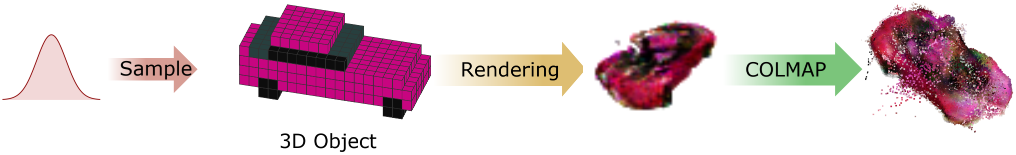


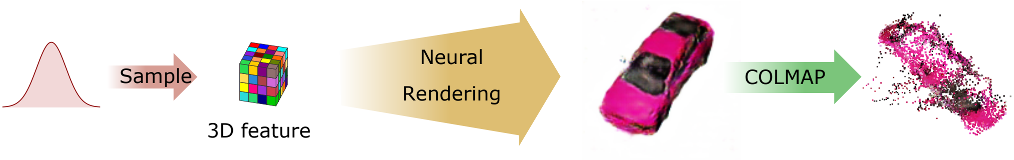
PlatonicGAN [Henzler et al., ICCV 2019]

+ Multi-view consistent

− Low image fidelity, high memory consumption

3D Representations

Voxel-based 3D Latent Feature with Learnable Projection



HoloGAN [Nguyen-Phuoc et al., ICCV 2019]

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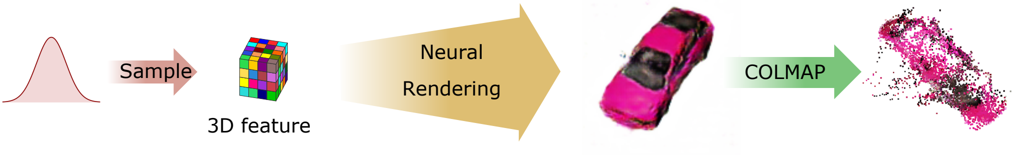

HoloGAN [Nguyen-Phuoc et al., ICCV 2019]

+ High image fidelity

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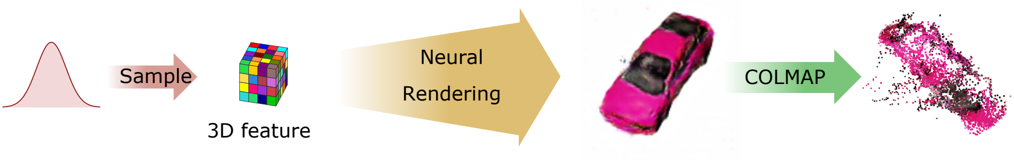
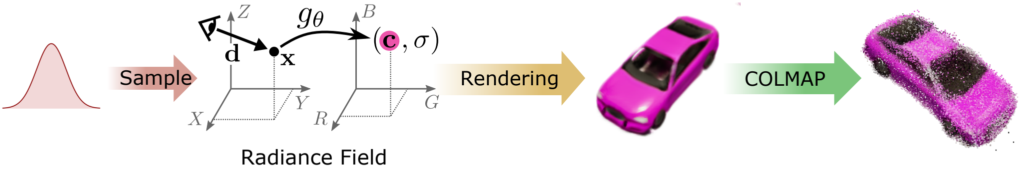


HoloGAN [Nguyen-Phuoc et al., ICCV 2019]

+ High image fidelity
− Object identity may vary with viewpoint due to learnable projection

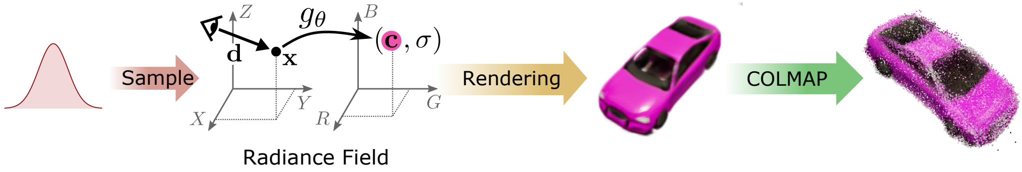
3D Representations

Generative Radiance Fields



3D Representations

Generative Radiance Fields

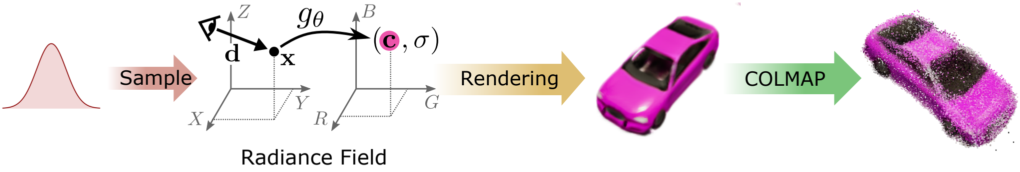


+ Continuous representation, multi-view consistent

Schwarz, Liao, Niemeyer, Geiger: GRAF: Generative Radiance Fields for 3D-Aware Image Synthesis. NeurIPS, 2020

3D Representations

Generative Radiance Fields



- + Continuous representation, multi-view consistent
- + High image fidelity, low memory consumption

Generative Radiance Fields

Generative Radiance Fields

Sample camera matrix $\mathbf{K}$, camera pose $\boldsymbol{\xi} \sim p_{\xi}$, and patch sampling pattern $\boldsymbol{\nu} \sim p_{\nu}$.

$\mathbf{K}$

$\boldsymbol{\xi} \sim p_{\xi}$

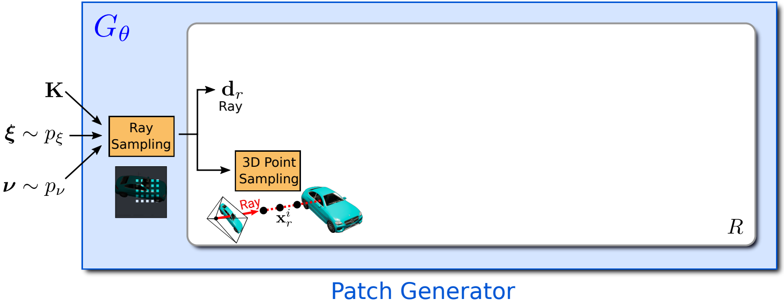
$\boldsymbol{\nu} \sim p_{\nu}$

Generative Radiance Fields

Pass $\mathbf{K}$, $\boldsymbol{\xi}$, and $\boldsymbol{\nu}$ to generator G_θ and sample pixels / rays on image plane.

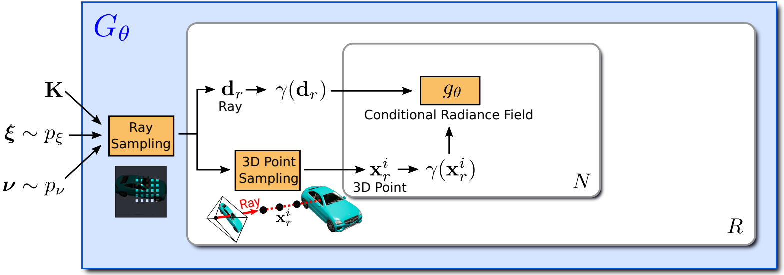
Generative Radiance Fields

For each ray, get viewing direction $\mathbf{d}_r$ and sample 3D points $\mathbf{x}_r^i$ along ray.



Generative Radiance Fields

For each 3D point along ray, pass $\mathbf{d}_r$ and $\mathbf{x}_r^i$ through positional encoding γ and then to the conditional radiance field g_θ.



Patch Generator

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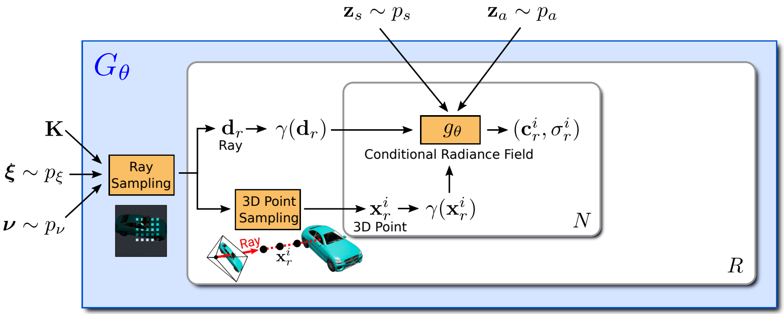
Generative Radiance Fields

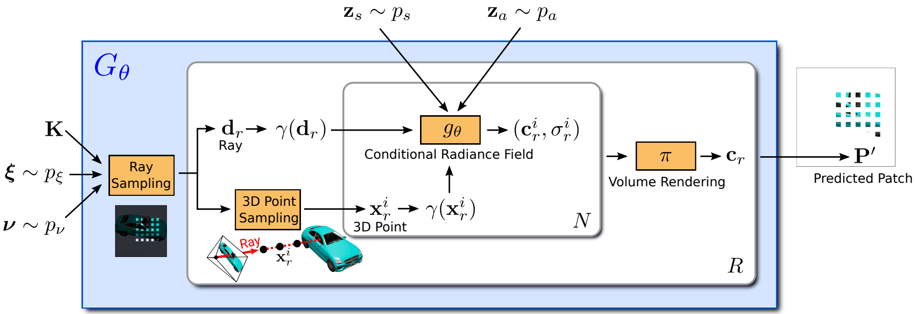
Sample latent shape and appearance codes $\mathbf{z}_s, \mathbf{z}_a$ and pass them to g_θ.



Patch Generator

Generative Radiance Fields

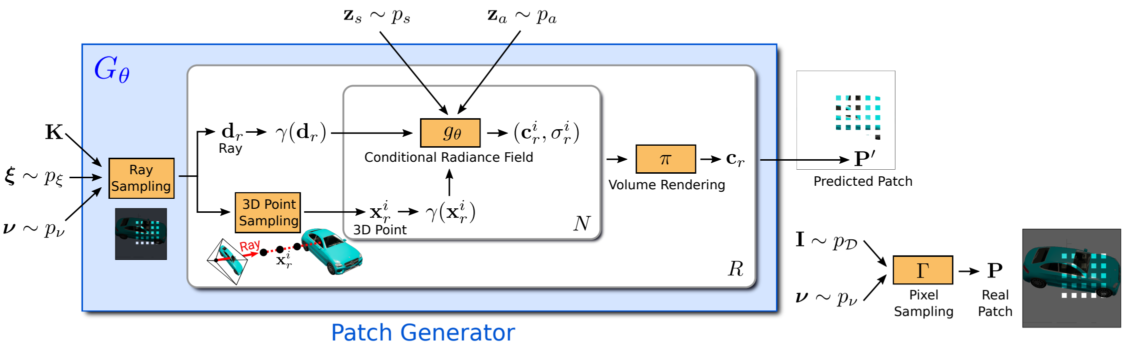
Perform volume-rendering for each ray and get predicted patch $\mathbf{P}'$.



Patch Generator

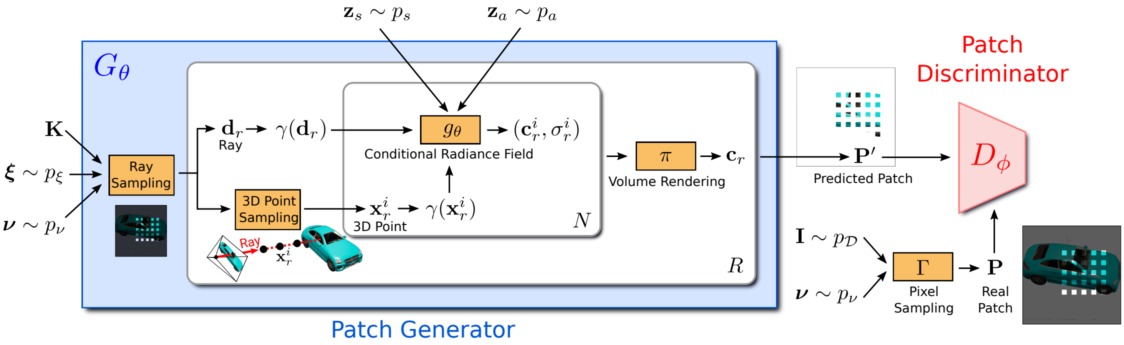
Generative Radiance Fields

Sample patch $\mathbf{P}$ from real image $\mathbf{I}$ drawn from the data distribution $p_\mathcal{D}$.



Generative Radiance Fields

Pass fake and real patch $\mathbf{P}', \mathbf{P}$ to discriminator D_ϕ and train with adversarial loss.



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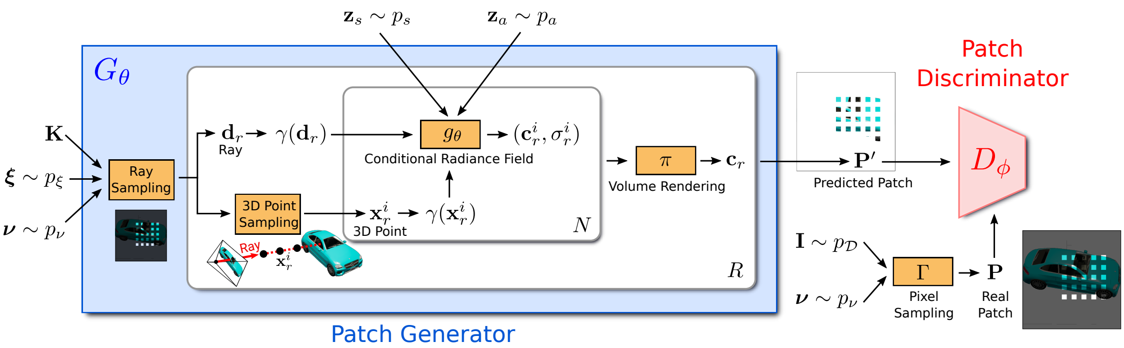
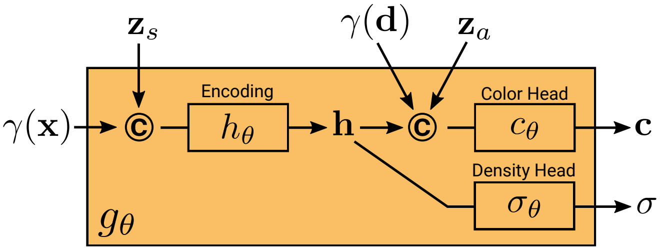
Generative Radiance Fields



- Generator/discriminator for **image patches** of size 32×32 pixels
- Patches sampled at **random scale** using dilation

How do we parametrize
Conditional Radiance Fields?

Conditional Radiance Fields



- Conditional radiance fields as fully-connected MLPs with ReLU activation
- Shape code $\mathbf{z}_s$ concatenated with encoded 3D location $\gamma(\mathbf{x})$
- Appearance code $\mathbf{z}_a$ concatenated with encoded viewing direction $\gamma(\mathbf{d})$

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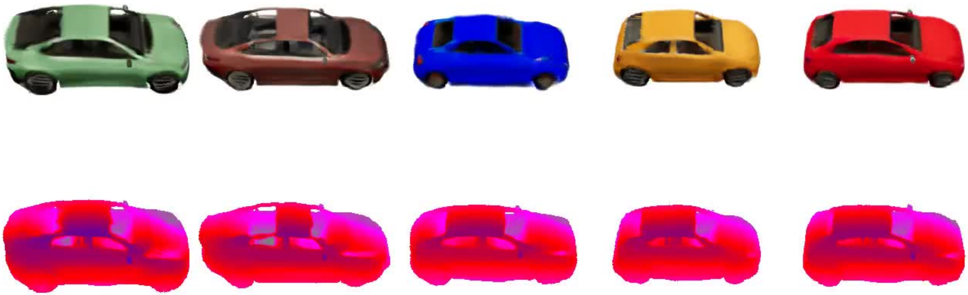
How well does it work?

Generative Radiance Fields

Results on synthetic Carla dataset at 256^2 pixels:



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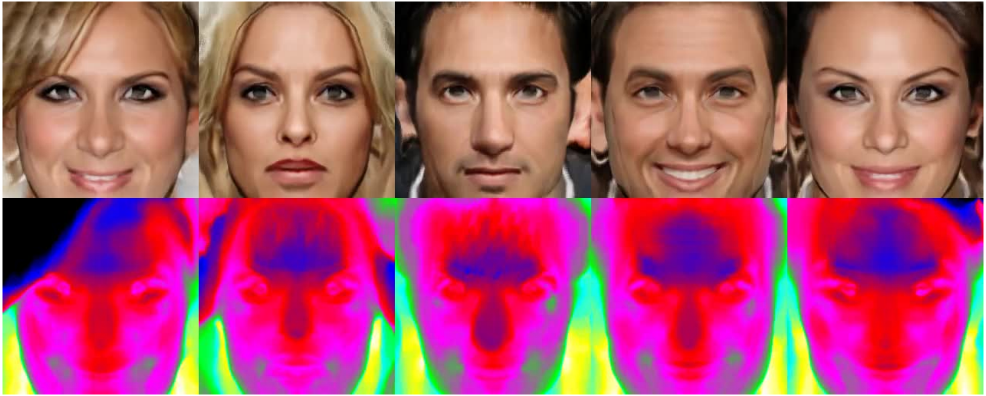
Generative Radiance Fields

Results on real CelebA-HQ dataset at 256^2 pixels:



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Generative Radiance Fields

Summary

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- Limitation: Limited to single-object scenes

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- Limitation: Limited to single-object scenes
- Limitation: Slow rendering time

Schwarz, Liao, Niemeyer, Geiger: GRAF: Generative Radiance Fields for 3D-Aware Image Synthesis. NeurIPS, 2020

How can we scale to
more complex, multi-object scenes?

GIRAFFE: Compositional Generative Neural Feature Fields

GRAF:

- Incorporate a **3D representation** into the generative model

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Niemeyer, Geiger: GIRAFFE: Representing Scenes as Compositional Generative Neural Feature Fields. CVPR, 2021

GIRAFFE: Compositional Generative Neural Feature Fields

GRAF:

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GIRAFFE:

- Incorporate a **compositional 3D scene representation** into the generative model
- Incorporate a **neural renderer** to yield fast and high-quality inference

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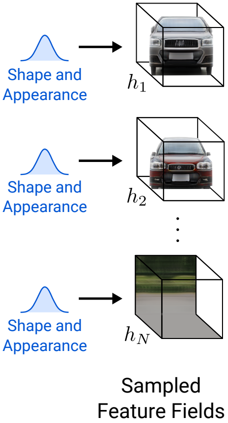
GIRAFFE

GIRAFFE

Sample N shape and appearance codes.

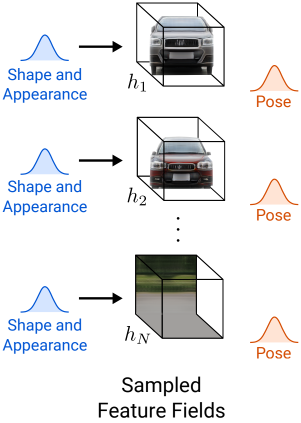
GIRAFFE

Get N feature fields. Note: We show features in RGB color for clarity.



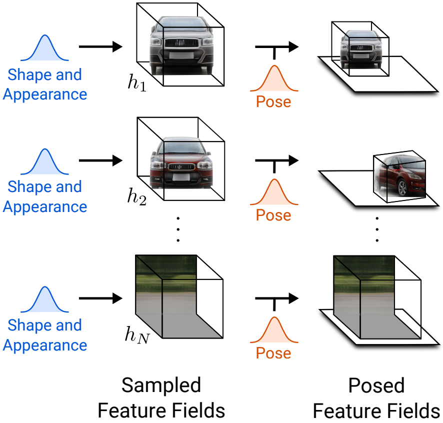
GIRAFFE

Sample size and pose for each feature field.



GIRAFFE

Get posed feature fields.



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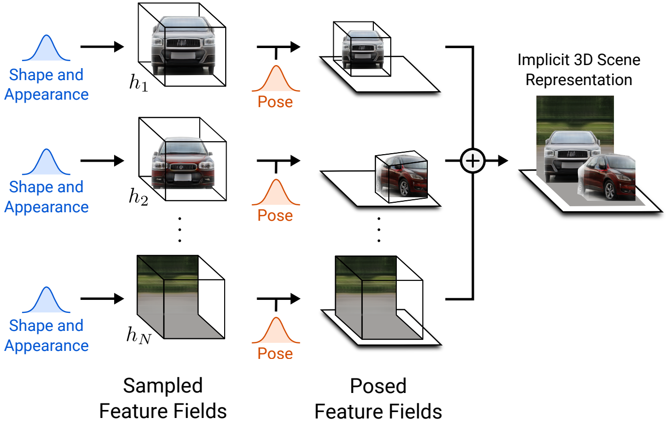
GIRAFFE

Composite all feature feature fields to one 3D scene representation.



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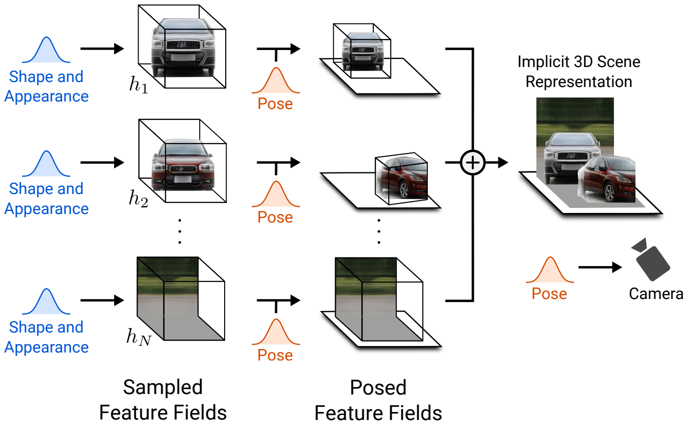
GIRAFFE

Sample a camera pose.



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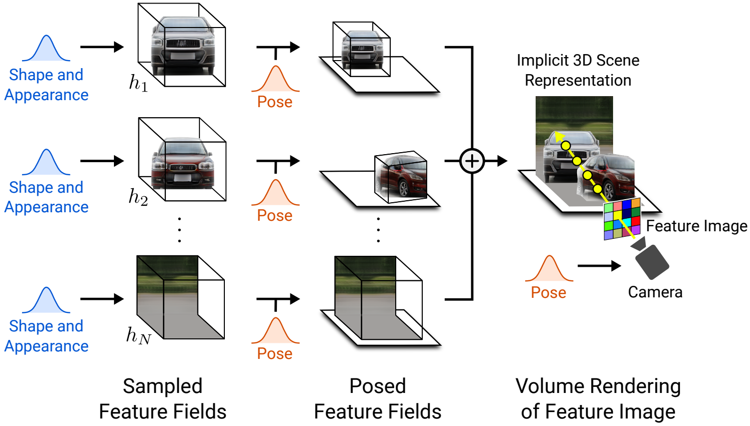
GIRAFFE

Perform volume rendering and get feature image.



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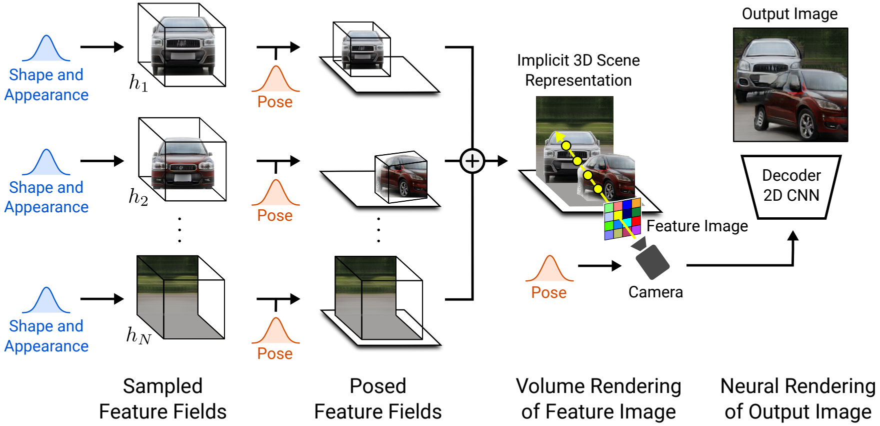
GIRAFFE

Pass feature image to neural renderer to obtain final output.



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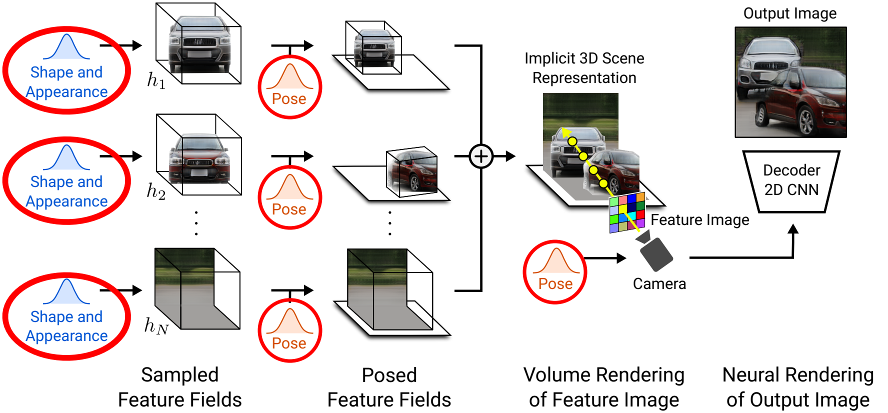
GIRAFFE

At test time, we can sample individual codes and **control the poses**.



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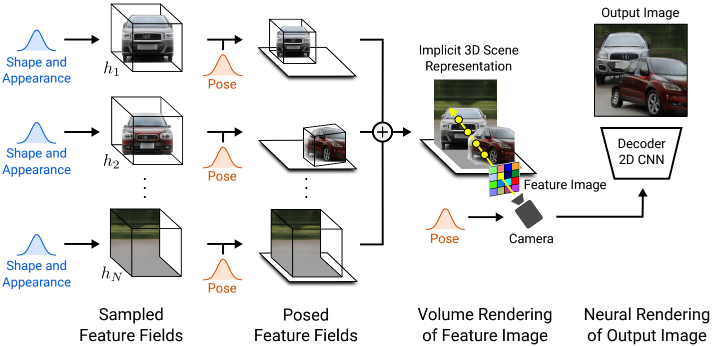
GIRAFFE



- We train with adversarial loss **on full image**
- We volume-render the feature image at 16×16 pixels

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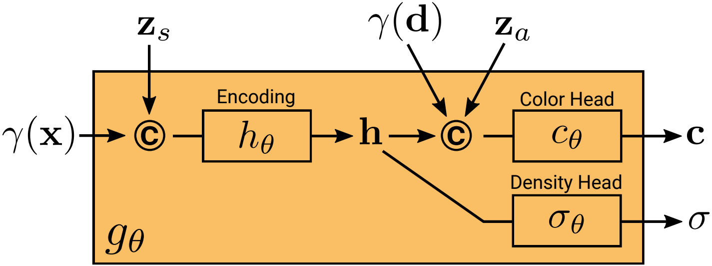
How do we parametrize Feature Fields?

GIRAFFE

Recall the conditional radiance field from before:



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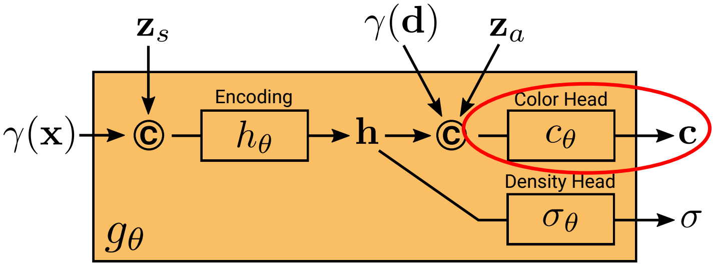
GIRAFFE

We replace the RGB color head with a **feature head**:



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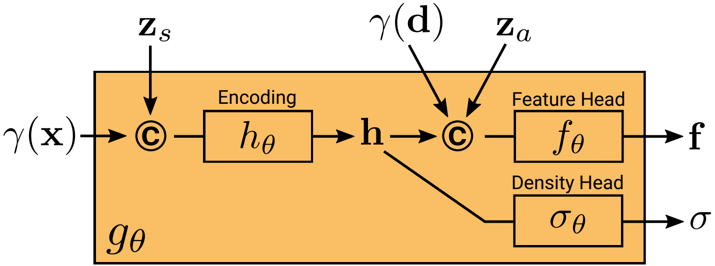

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How do we combine multiple Feature Fields?

GIRAFFE

Scene Composition

We have N feature fields

$$h_i(\mathbf{x}, \mathbf{d}) = (\sigma_i, \mathbf{f}_i)$$

which predict a density σ_i and a feature vector $\mathbf{f}_i$ at $(\mathbf{x}, \mathbf{d})$.

Final density at $(\mathbf{x}, \mathbf{d})$:

$$\sigma = \sum_{i=1}^{N} \sigma_i$$

Final feature vector at $(\mathbf{x}, \mathbf{d})$:

$$\mathbf{f} = \frac{1}{\sigma} \sum_{i=1}^{N} \sigma_i \mathbf{f}_i$$

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How well does it work?

GIRAFFE

We compare object translation for a 2D-based GAN (left) and our method (right):

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GIRAFFE

We can perform more complex operations like circular translations

GIRAFFE

We can add more objects at test time (trained on two-object)

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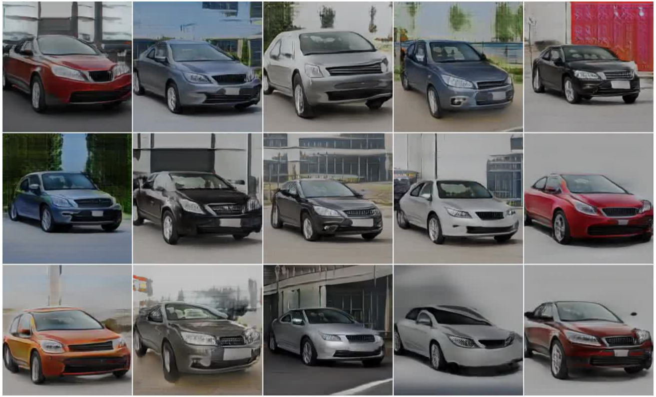
GIRAFFE

We can rotate the object



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GIRAFFE

We can translate the object

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GIRAFFE

We can change the object shape

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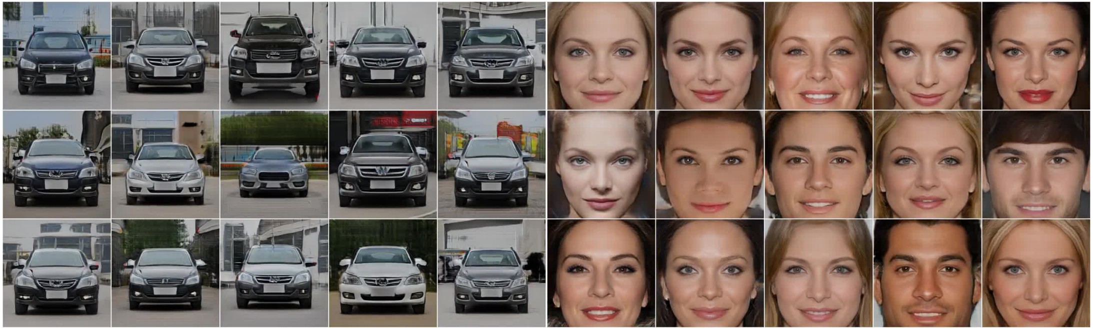
GIRAFFE

We can change the object appearance



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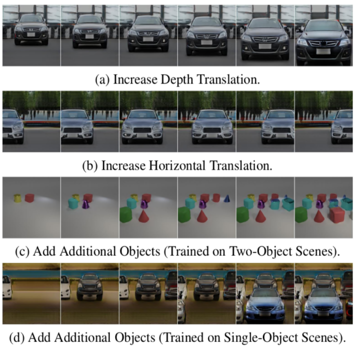
GIRAFFE

We can generate out-of-distribution samples



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GIRAFFE

Total Rendering Time

	64×64	256×256
GRAF	110.1ms	1595.0ms
GIRAFFE	4.8ms	5.9ms

- CNN-based neural renderer yields faster inference.
- We always volume-render the feature image at 16×16 pixels.

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GIRAFFE

Summary

GIRAFFE

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- We propose GIRAFFE, a novel method for 3D controllable image synthesis

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- We incorporate **compositional 3D scene structure** into the generative model

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- We propose GIRAFFE, a novel method for 3D controllable image synthesis
- We incorporate **compositional 3D scene structure** into the generative model
- GIRAFFE is trained from **raw, unposed image collections**

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GIRAFFE

Summary

- We propose GIRAFFE, a novel method for 3D controllable image synthesis
- We incorporate **compositional 3D scene structure** into the generative model
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- We have explicit control over **individual objects** during synthesis

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GIRAFFE

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- Limitation: Multi-object scenes of low complexity

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GIRAFFE

Summary

- We propose GIRAFFE, a novel method for 3D controllable image synthesis
- We incorporate **compositional 3D scene structure** into the generative model
- GIRAFFE is trained from **raw, unposed image collections**
- We have explicit control over **individual objects** during synthesis
- Limitation: Multi-object scenes of low complexity
- Limitation: We assume simple uniform priors over object and camera poses
  - See CAMPARI (Niemeyer, Geiger. Arxiv, 2021) if you are interested

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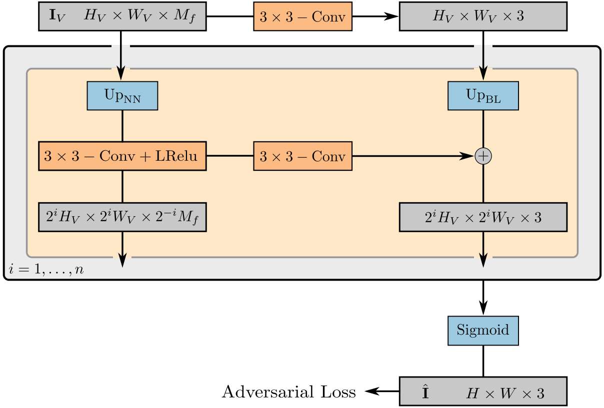
Thank you!

https://m-niemeyer.github.io/

Appendix

Appendix

Neural Renderer Architecture



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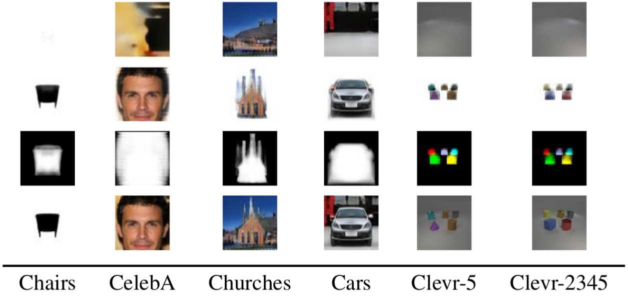
Appendix

Disentanglement Results



Appendix

Quantitative Results

	Chairs	Cats	CelebA	Cars	Churches
2D GAN [57]	59	18	15	**16**	19
Plat. GAN [31]	199	318	321	299	242
HoloGAN [62]	59	27	25	17	31
GRAF [76]	34	26	25	39	38
Ours	**20**	**8**	**6**	**16**	**17**

Table 1: **Quantitative Comparison.** We report the FID score (↓) at 64^2 pixels for baselines and our method.

	CelebA-HQ	FFHQ	Cars	Churches	Clevr-2
HoloGAN [62]	61	192	34	58	241
w/o 3D Conv	33	70	49	66	273
GRAF [76]	49	59	95	87	106
Ours	**21**	**32**	**26**	**30**	**31**

Table 2: **Quantitative Comparison.** We report the FID score (↓) at 256^2 pixels for the strongest 3D-aware baselines and our method.

Baseline Comparison

(a) 360° Object Rotation for HoloGAN [62].

(b) 360° Object Rotation for GRAF [76].

(c) 360° Object Rotation for Our Method.