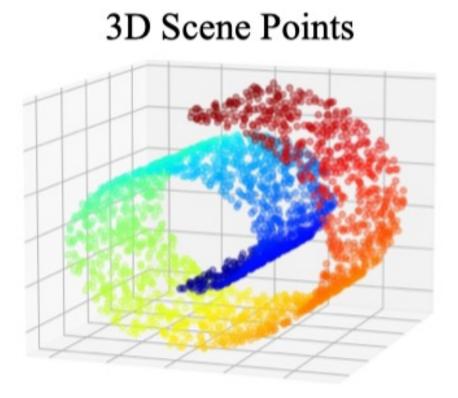
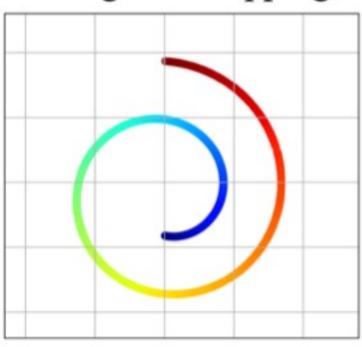


MAX PLANCK GESELLSCHAFT

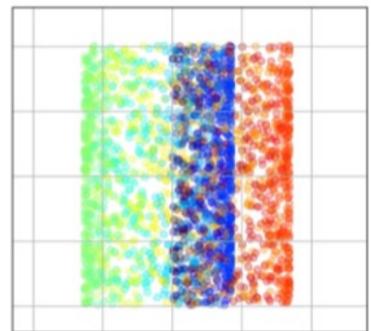
Motivation:



Orthogonal Mapping1



Orthogonal Mapping2

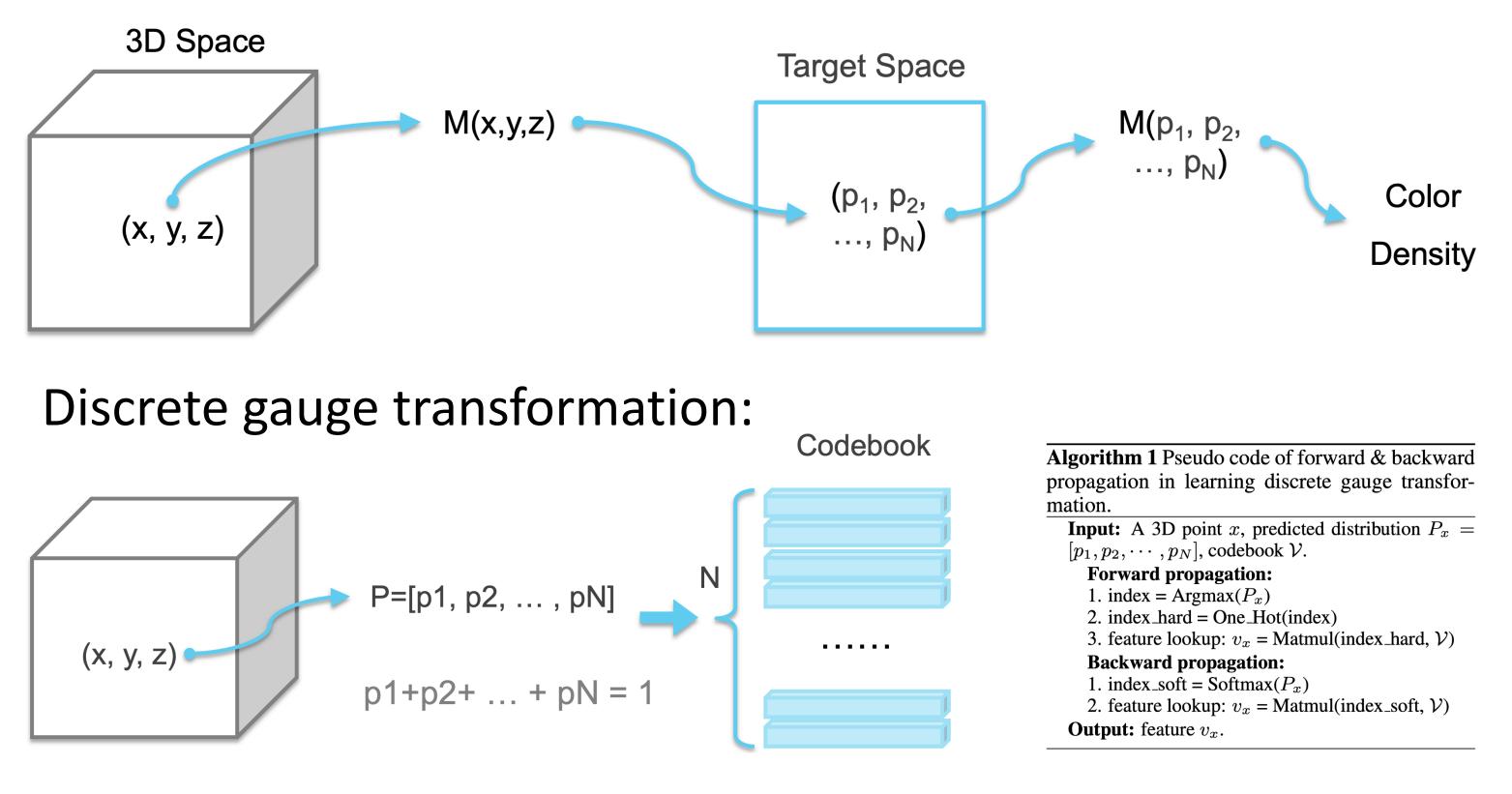


Existing works:

Methods	Space	Gauge Transf
EG3D	3D to 2D	orthogonal projectio
TensoRF	3D to hybrid 1D &2D	orthogonal projection
Instant-NGP	3D to 1D	spatial hash functio

Learning Gauge Transformation:

Continuous gauge transformation:





General Neural Gauge Fields

Fangneng Zhan, Lingjie Liu, Adam Kortylewski, Christian Theobalt* Max Planck Institute for Informatic, Germany

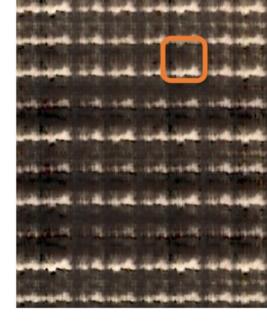
Learning Collapse:

Continuous case:

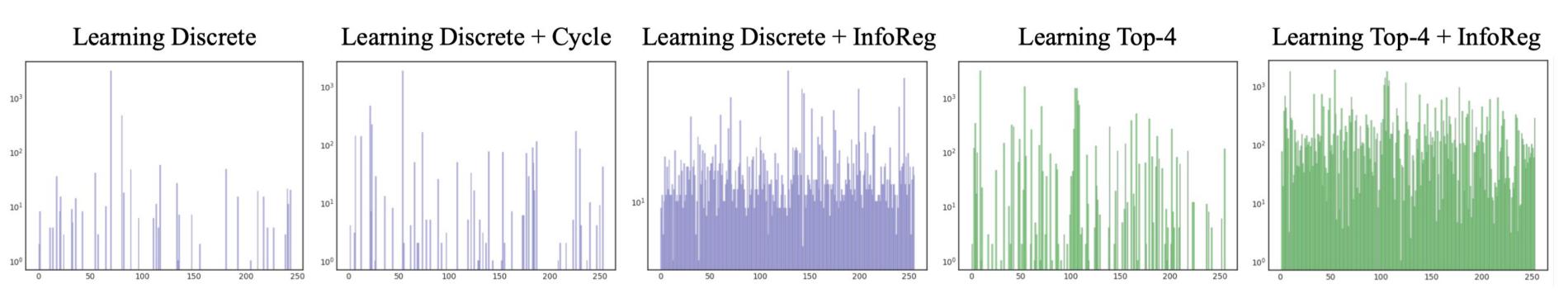
3D Scene Image

Learning Continuous





Discrete case:



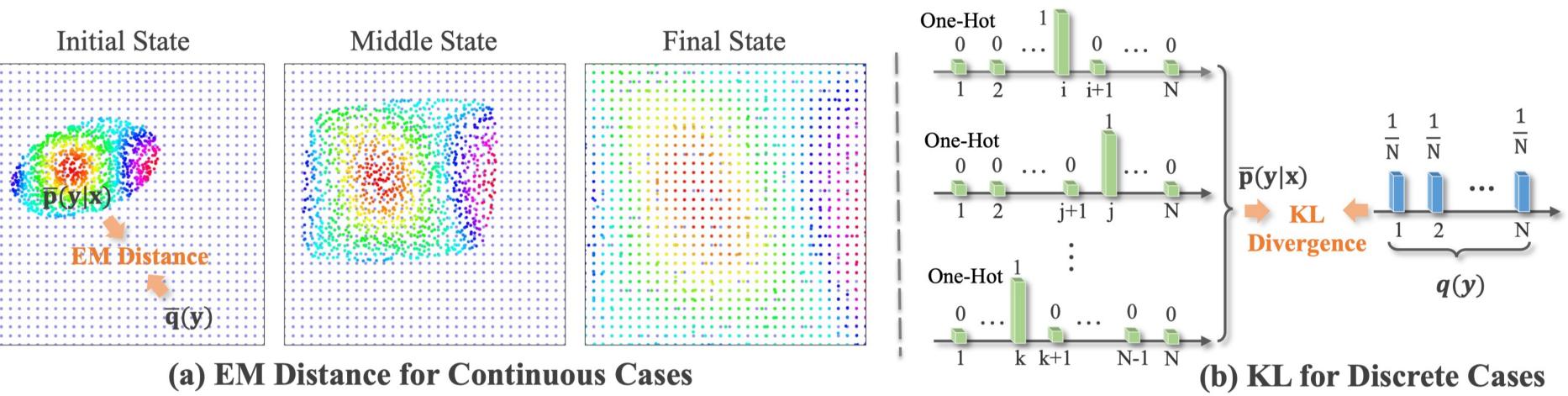
InfoReg for Regularization:

Information conservation during transformation:

$$I(X,Y) = \iint p(x,y) \log \frac{p(x,y)}{p(x)p(y)} dxdy = \iint p(y|x)p(x) \log \frac{p(y|x)}{p(y)} dxdy$$

$$\mathcal{L}_{reg} = \min_{p(y|x)} \left\{ -(\gamma + \epsilon) \cdot \mathbb{E}[KL(p(y|x))] \right\}$$

Prior distribution term:



Learned Mapping

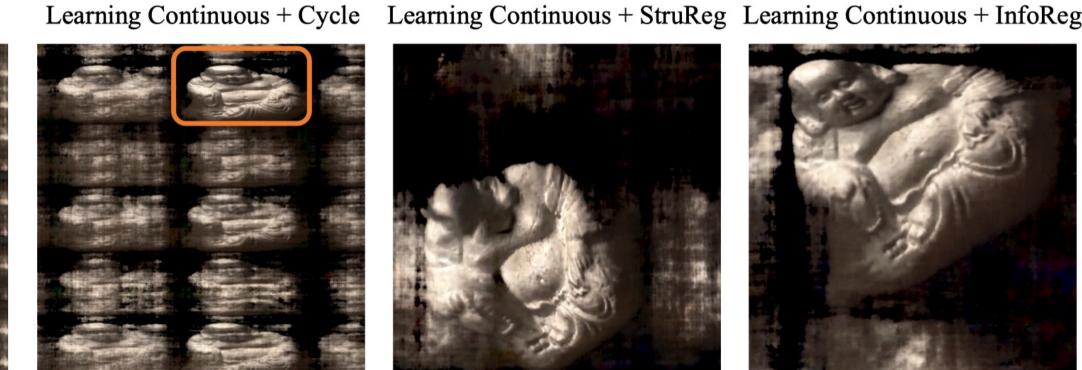
formation

on (pre-defined)

on (pre-defined)

on (pre-defined)

* Indicates corresponding author







 $p(x)||p(y)p(x))| + \epsilon \cdot \mathbb{E}[KL(p(y|x)||q(y))]$









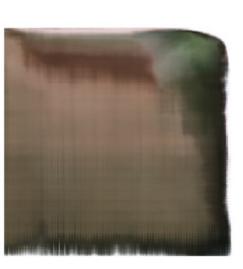


Rendered Images



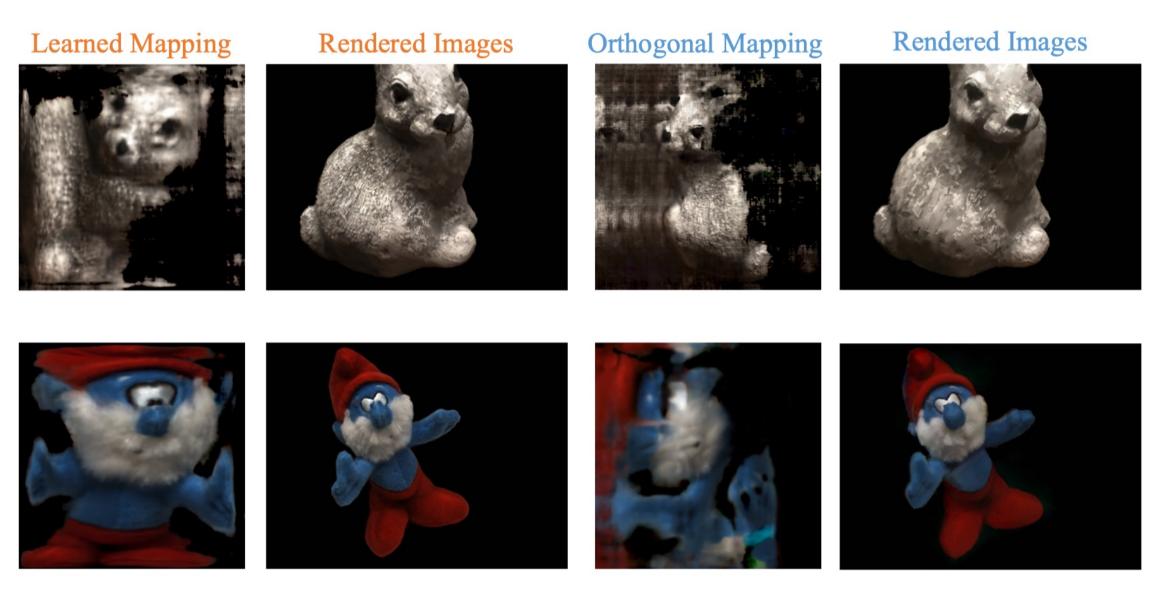








(a) 2D Mapping in 360° View Scenes



(b) 2D Mapping in Limited View Scenes

