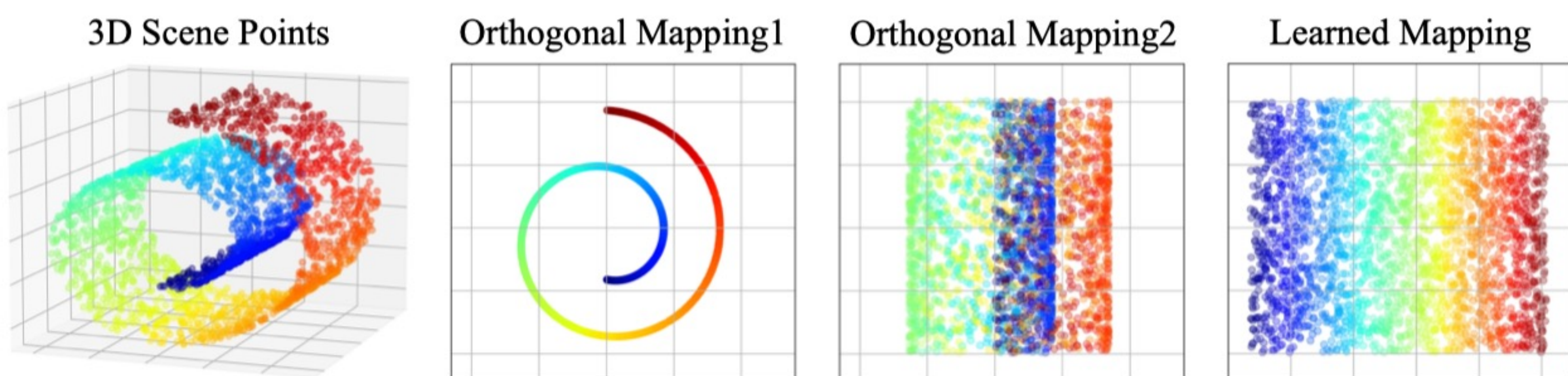




## Motivation:

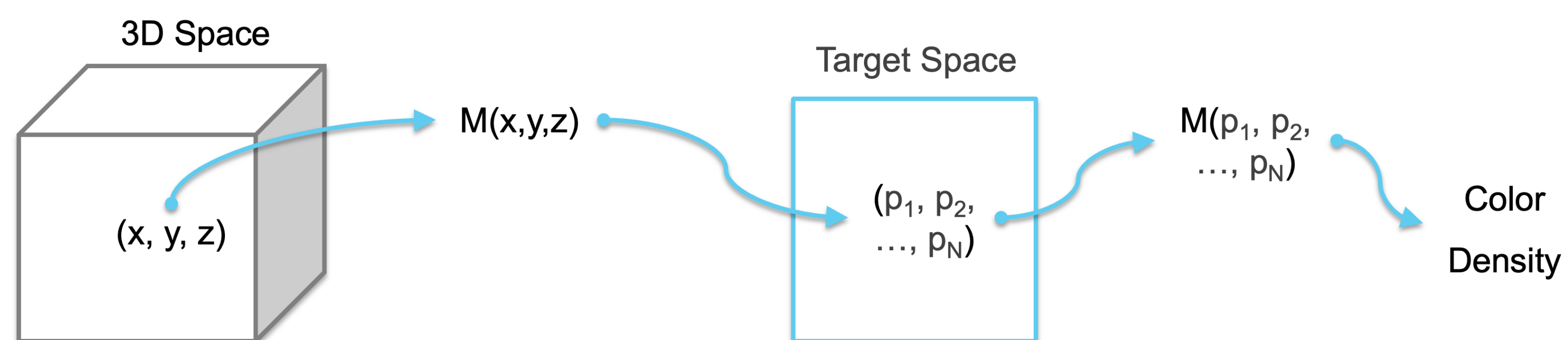


## Existing works:

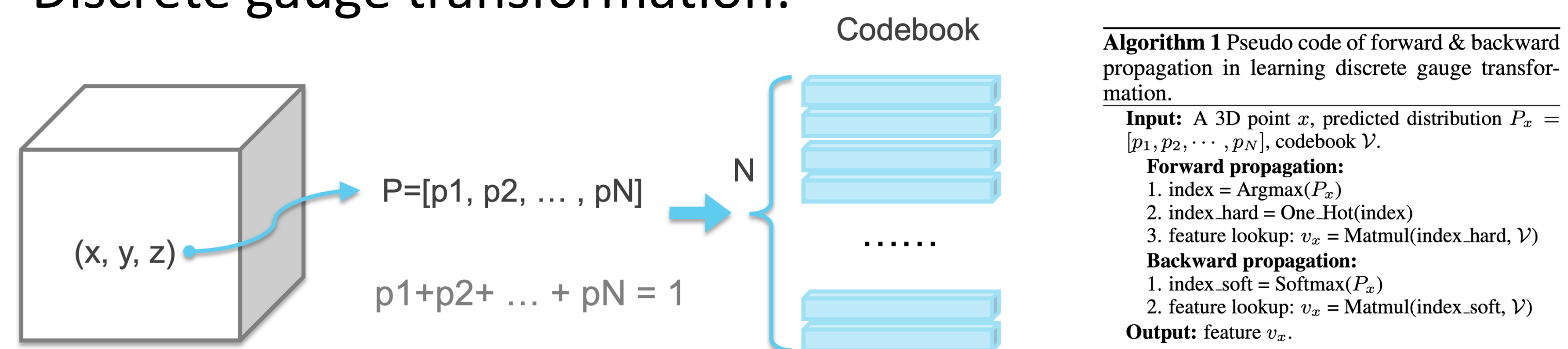
Methods	Space	Gauge Transformation
EG3D	3D to 2D	orthogonal projection (pre-defined)
TensoRF	3D to hybrid 1D & 2D	orthogonal projection (pre-defined)
Instant-NGP	3D to 1D	spatial hash function (pre-defined)

## Learning Gauge Transformation:

### Continuous gauge transformation:

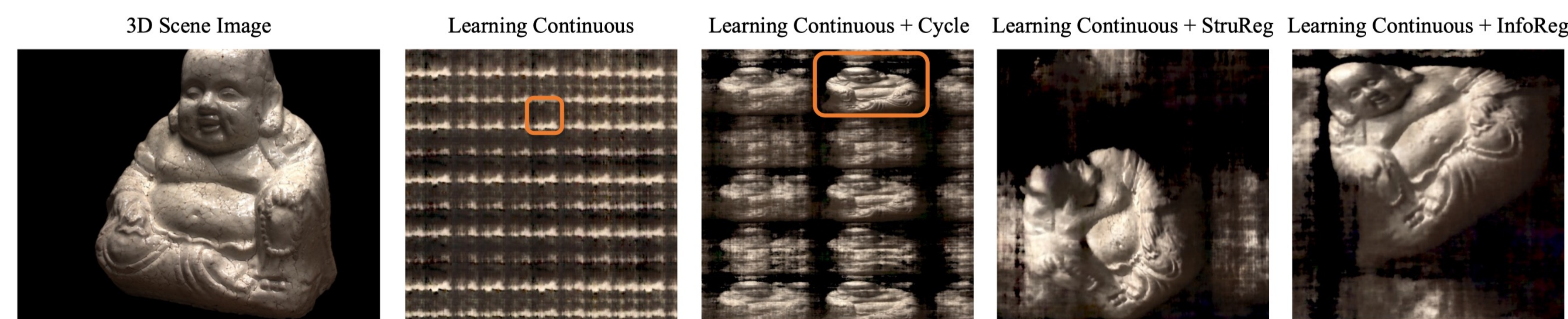


### Discrete gauge transformation:

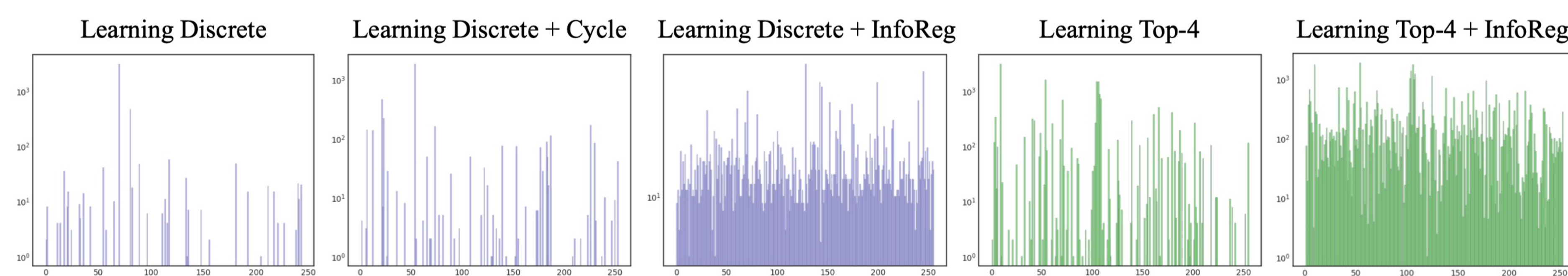


## Learning Collapse:

### Continuous case:



### Discrete case:



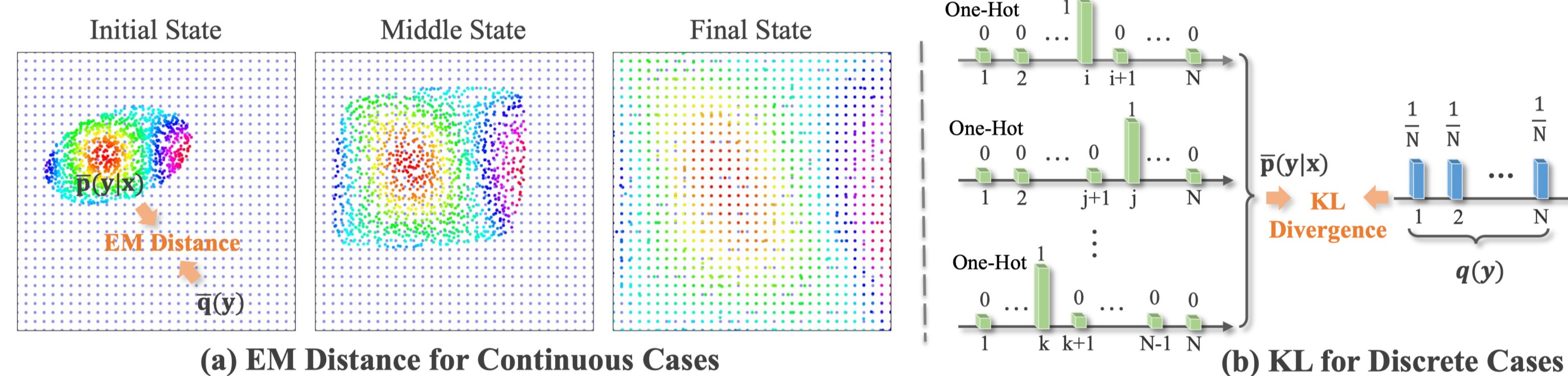
## InfoReg for Regularization:

### Information conservation during transformation:

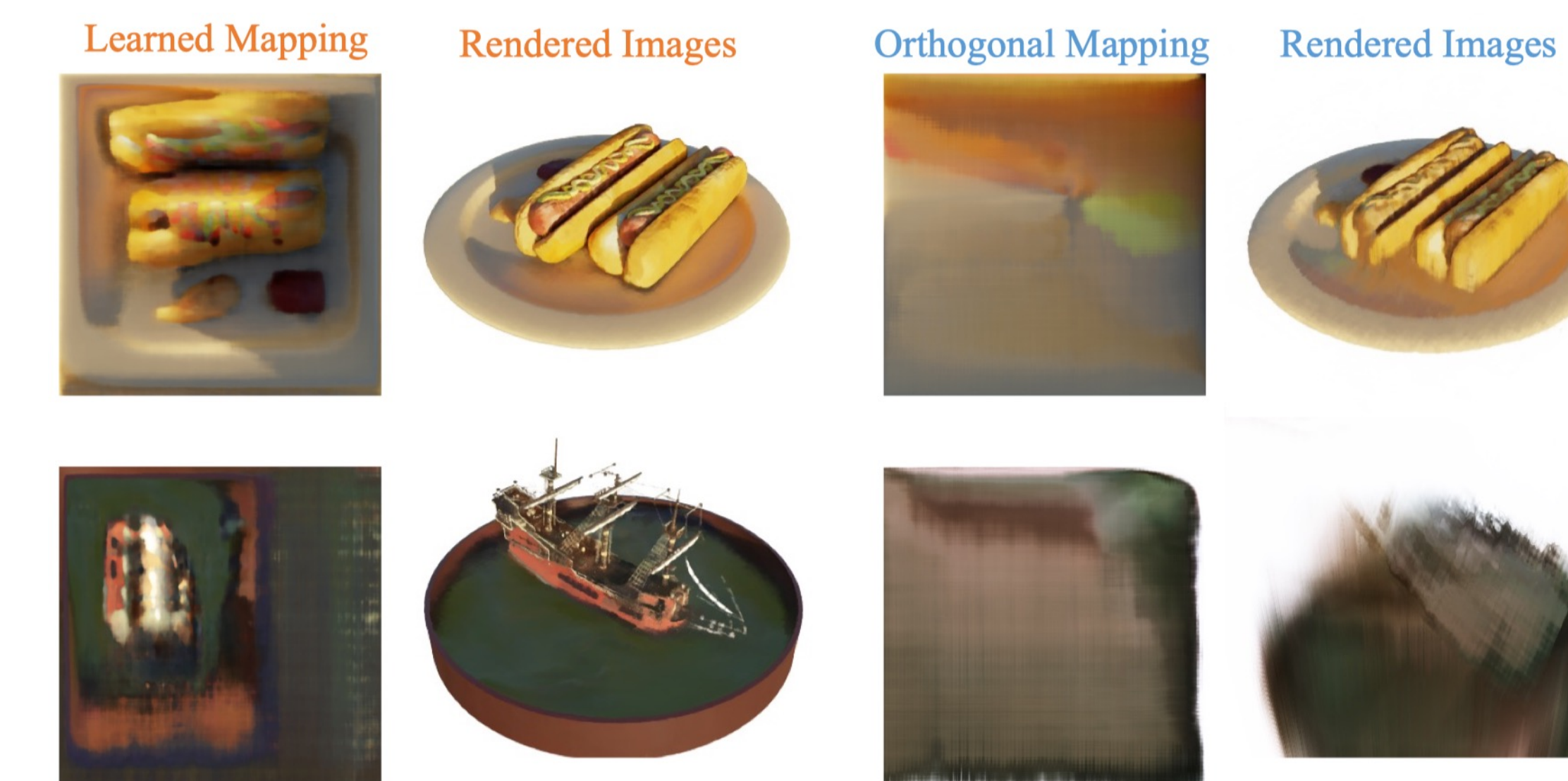
$$I(X, Y) = \iint p(x, y) \log \frac{p(x, y)}{p(x)p(y)} dx dy = \iint p(y|x)p(x) \log \frac{p(y|x)}{p(y)} dx dy$$

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

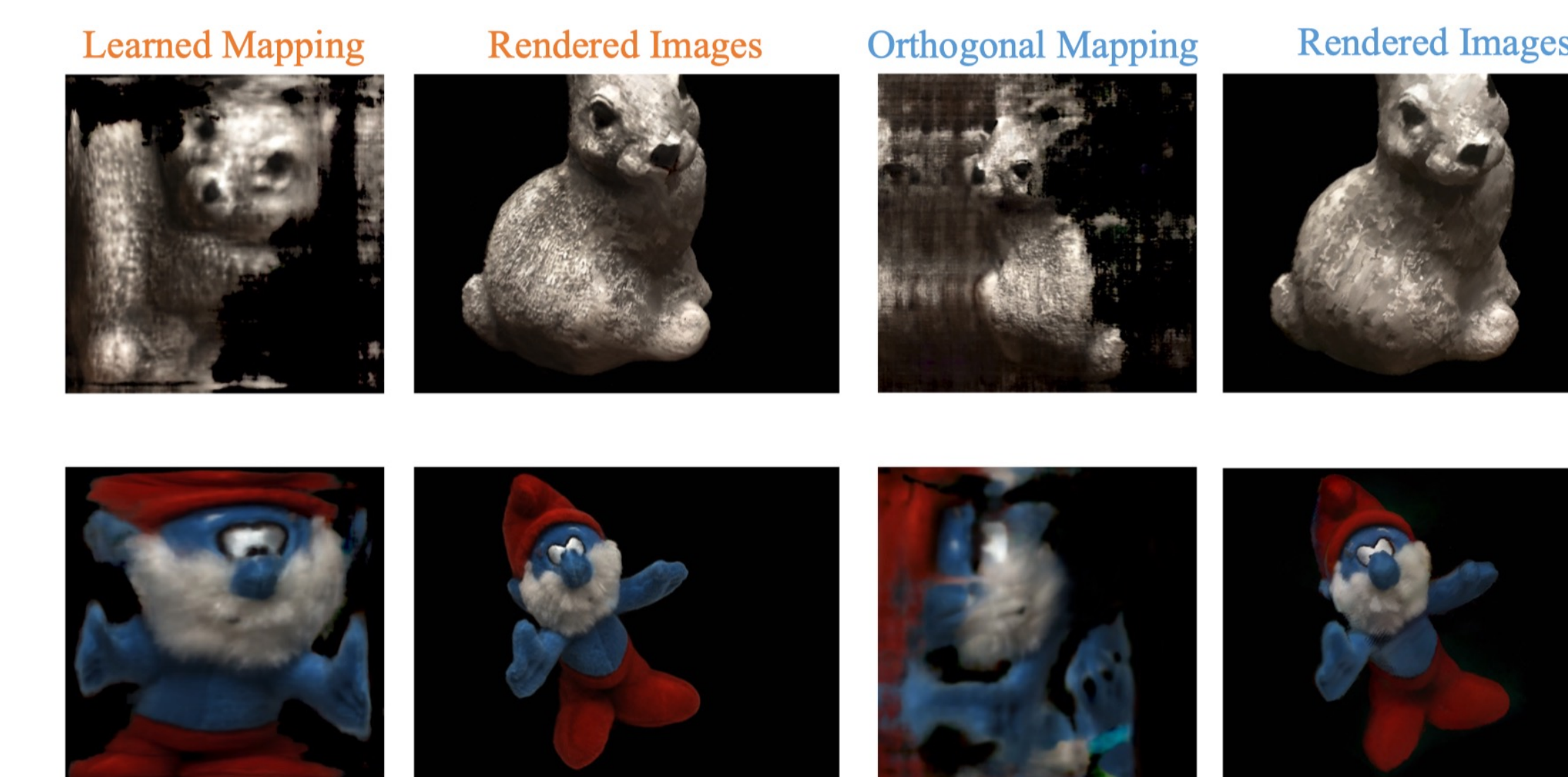
### Prior distribution term:



## Results:



(a) 2D Mapping in 360° View Scenes



(b) 2D Mapping in Limited View Scenes

