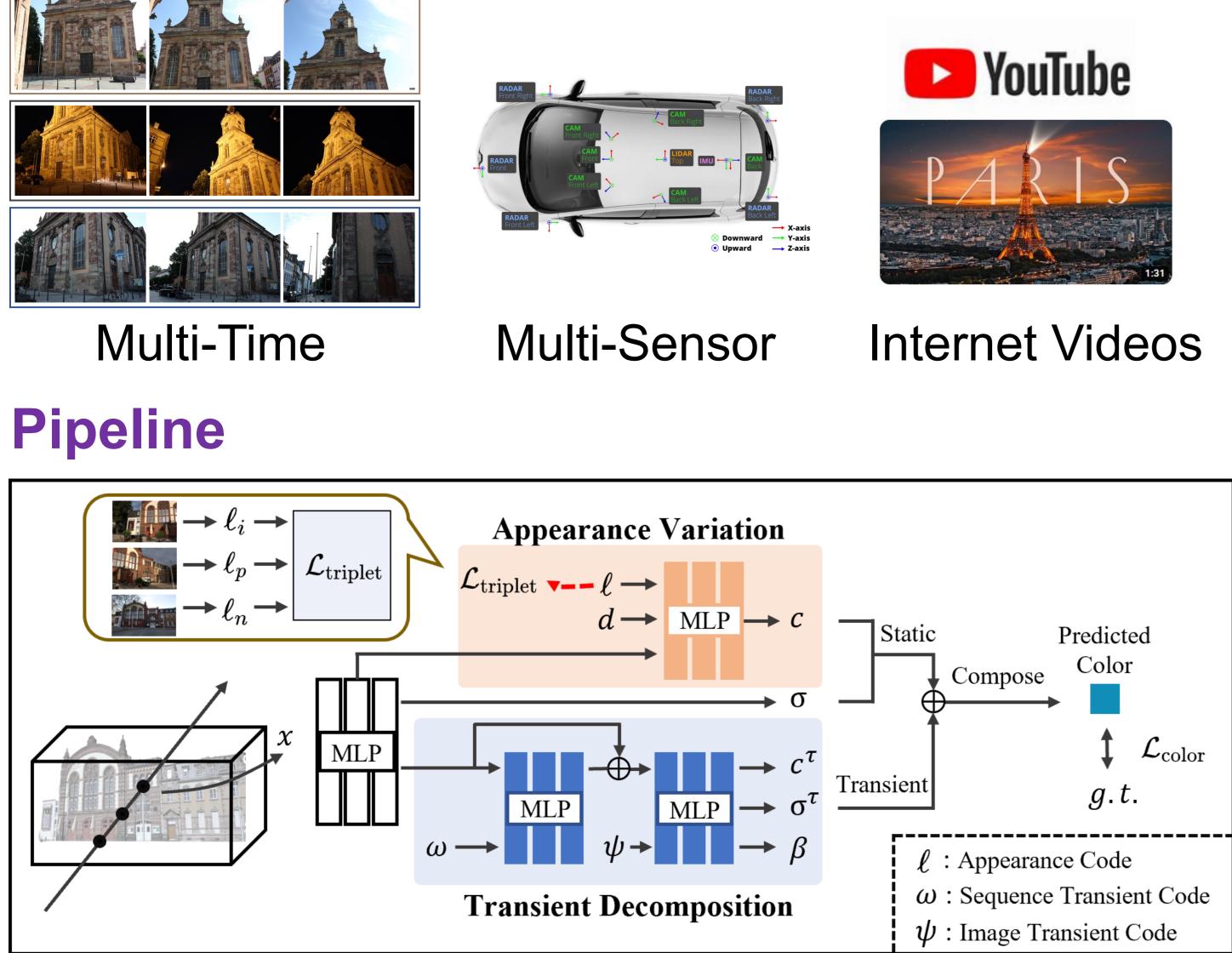


What's Multi-Sequence Data?



1. Our appearance variation module outputs the static color c based on appearance code  $\ell_i$ . We use triplet **loss** to regularize the distribution of appearance code. 2. By utilizing the **image transient code**  $\psi_i$  and sequence transient code  $\omega_k$  the transient decomposition module can effectively generate the color, density, and uncertainty for non-static objects.

# Optimization

**Triplet Loss:**  $\mathcal{L}_{\text{triplet}} = \frac{1}{N} \sum_{i=0}^{N-1} \max(\|\ell_i - \ell_p\| - \|\ell_i - \ell_n\| + m, 0)$ **Color Loss:**  $\mathcal{L}_{\text{color}} = \sum_{\mathbf{r} \in B} \left( \frac{\|\hat{\mathbf{C}}_{i}(\mathbf{r}) - \mathbf{C}_{i}(\mathbf{r})\|_{2}^{2}}{2\hat{\beta}_{i}(\mathbf{r})} + \frac{\log \hat{\beta}_{i}(\mathbf{r})}{2} + \frac{\log \hat{\beta}_{i}(\mathbf{r})}{2} + \frac{\lambda_{u}}{K} \sum_{k=1}^{K} \sigma_{i}^{(\tau)}(t_{k}) \right)$ 

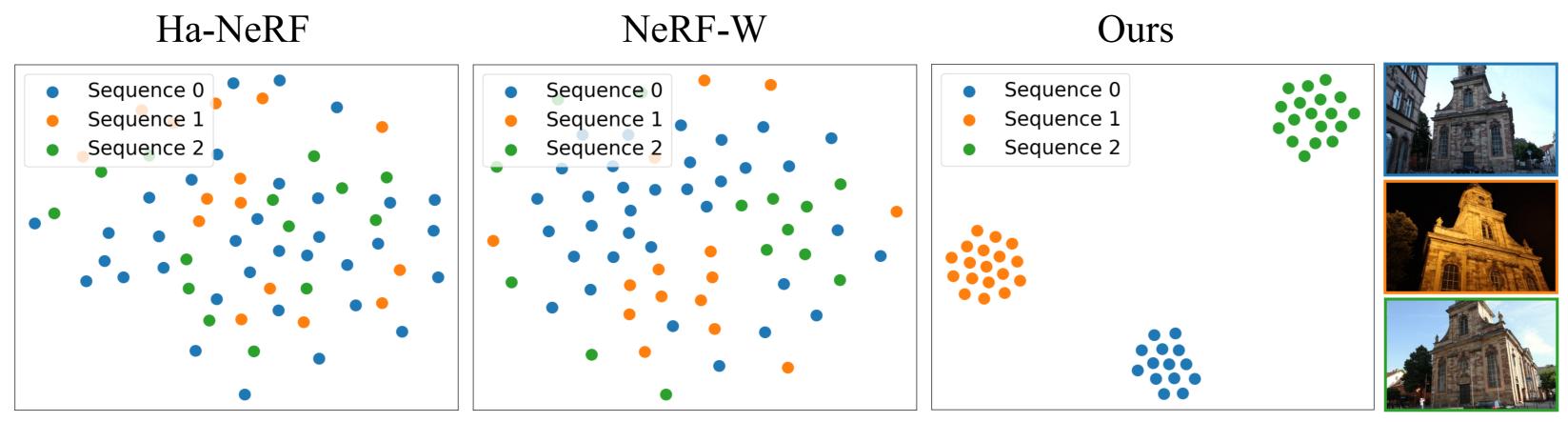
### https://nerf-ms.github.io

# **NeRF-MS: Neural Radiance Fields with Multi-Sequence**

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# **Appearance Regularization**

# **Challenge: Appearance Encoding Overfitting**



The appearance codes from different sequences are overlapped due to overfitting. Thus, we leverage triplet loss to regularize the distribution of appearance codes.

### **Better Details and Reflections**

method Our can reconstruct fine details (window dividers) and 3D consistent reflection windows (on and bulldozer tracks) by utilizing triplet loss to prevent appearance code overfitting.

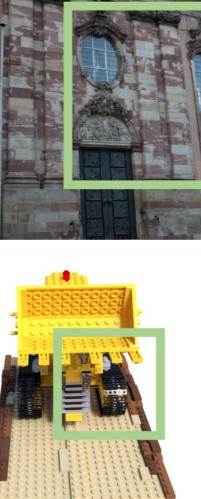




### **Robust Interpolation**



Appearance

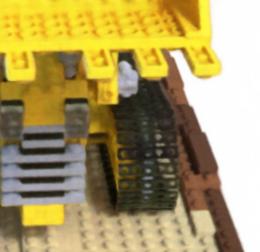


GT



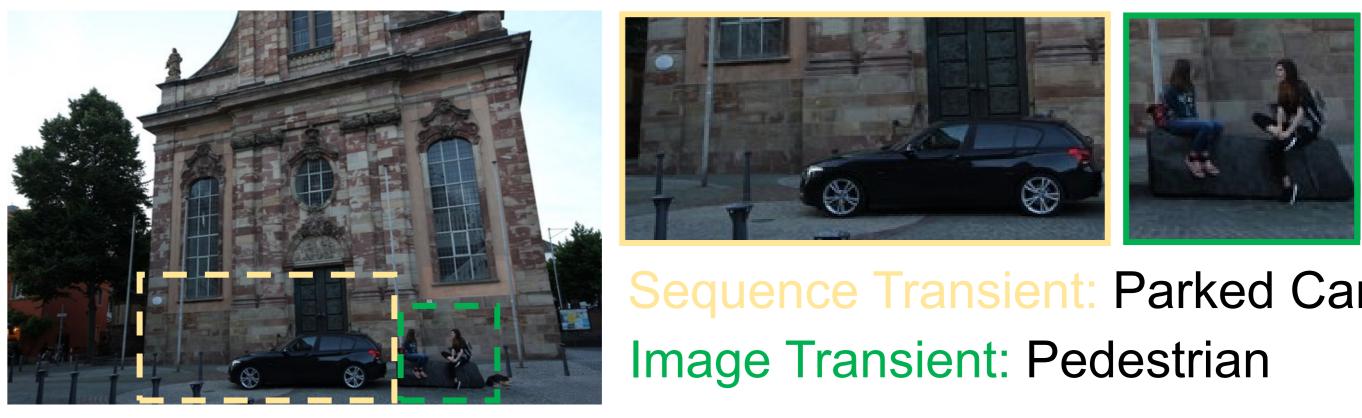
Ours





w/o Triplet Loss

Appearance 2



Results



NeRF-W

# **Performance under Different Settings**

Left Side: "NeRF-W" setting **Right Side:** Multi-Sequence setting We discuss the robustness of our method g against different multi- 230 sequence settings. Our outperforms method NeRF-W even in the NeRF-W like setting.



PARIS

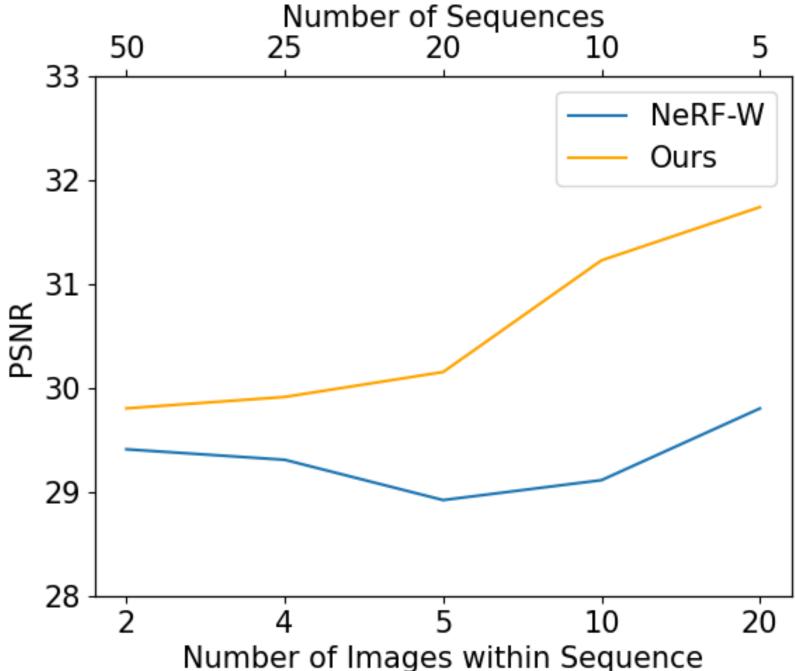
# **Transient Decomposition**

### **Challenge: Sequence Transient**

Parked Car

Ha-NeRF

Ours



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