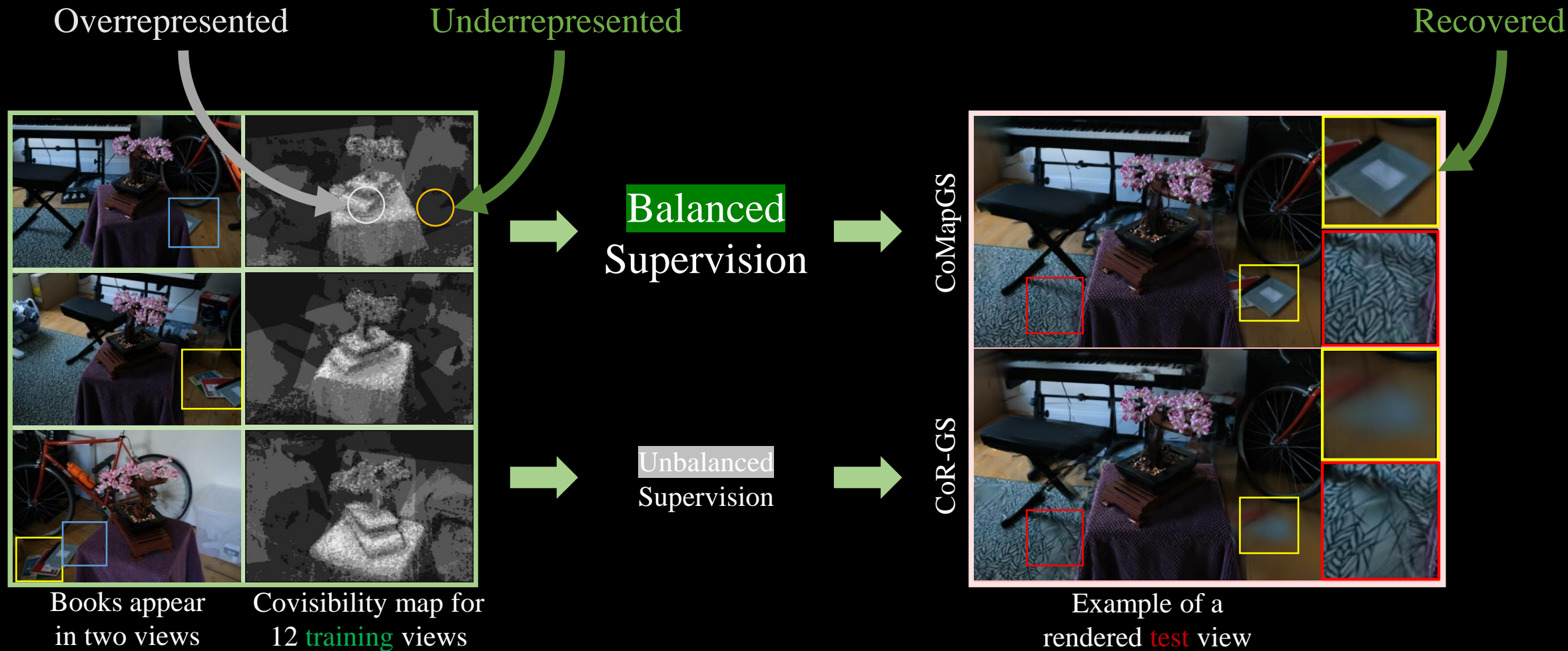


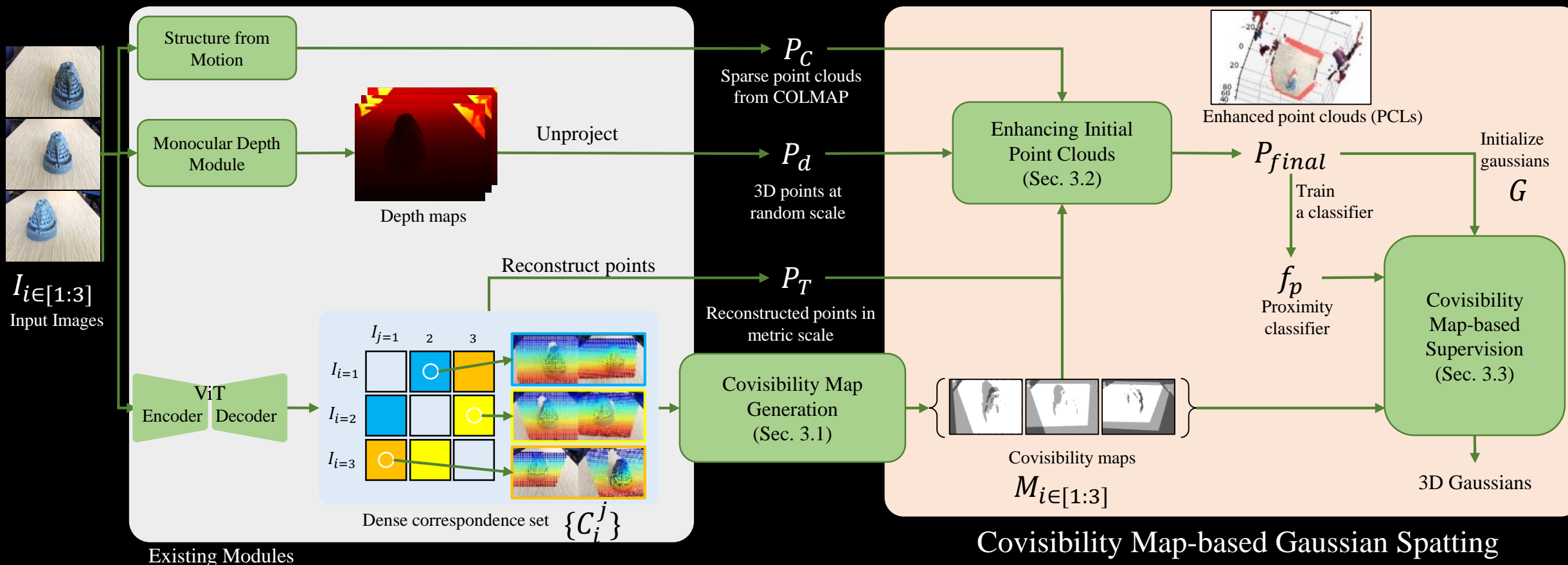


CoMapGS: Covisibility Map-based Gaussian Splatting for Sparse Novel View Synthesis

Youngkyoon Jang and Eduardo Pérez-Pellitero
Huawei Noah's Ark Lab

Main Idea

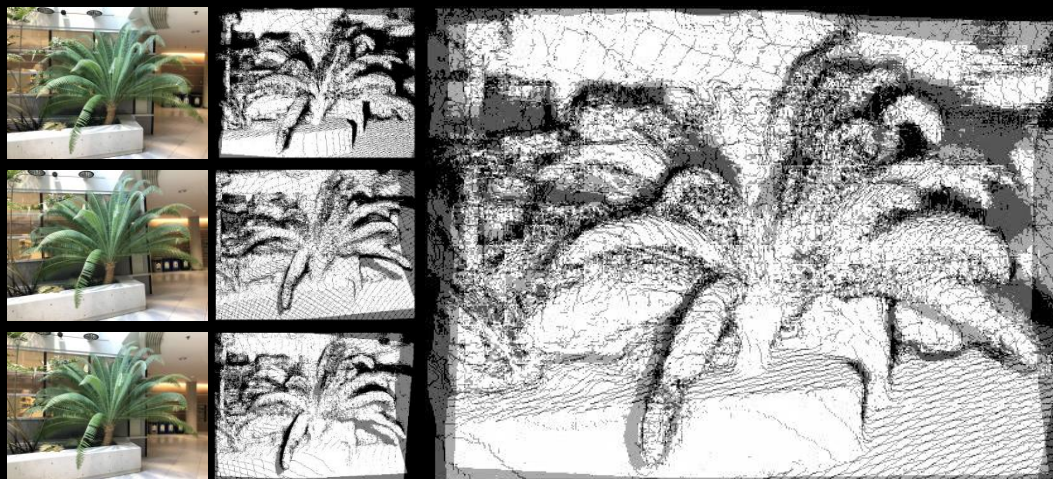




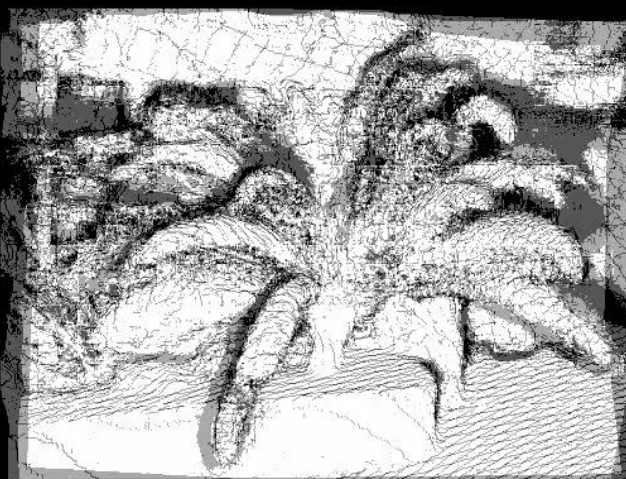
Sec. 3.1. Covisibility Map Generation



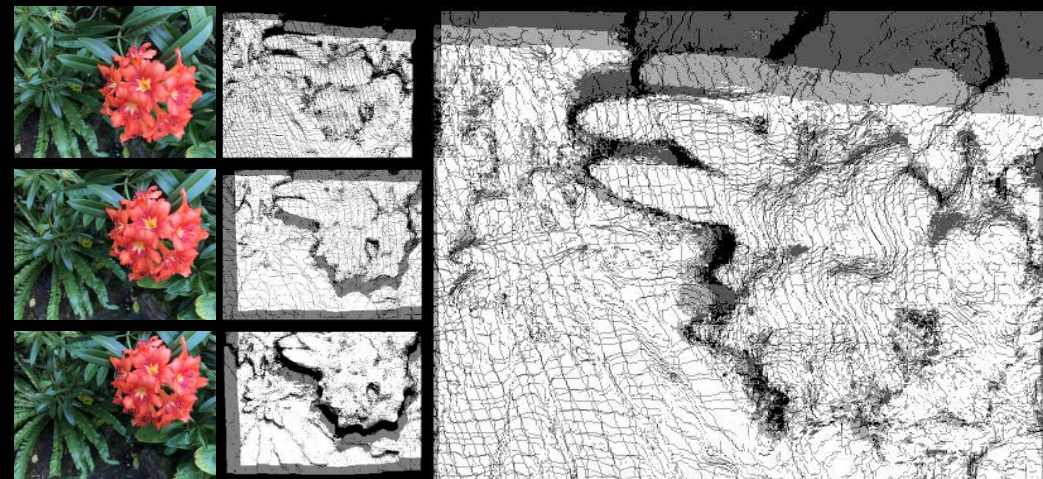
Covisibility Map Generation for LLFF



Three **training** views and
4 their covisibility maps



Example **test** view
covisibility maps

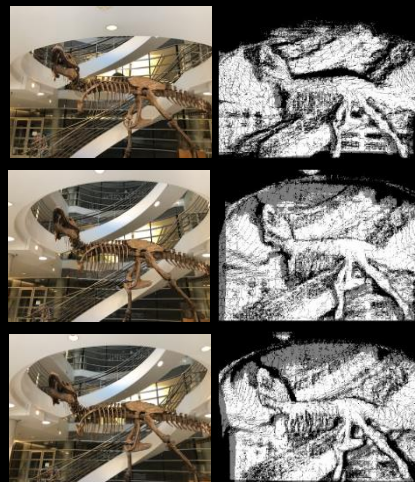
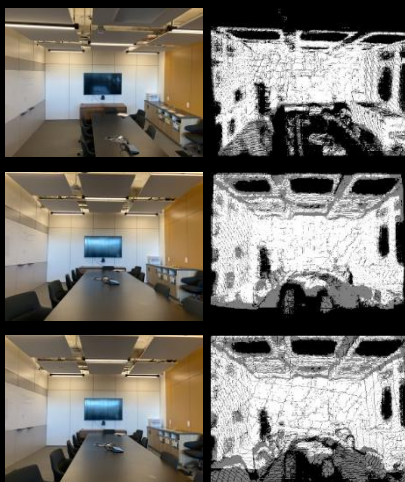
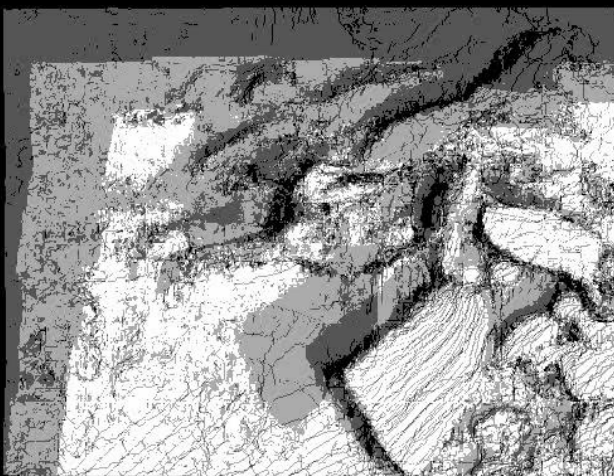


Three **training** views and
their covisibility maps



Example **test** view
covisibility maps

Covisibility Map Generation for LLFF



Three **training** views and
5 their covisibility maps

Example **test** view
covisibility maps

Three **training** views and
their covisibility maps

Example **test** view
covisibility maps



Covisibility Map Generation for Mip-NeRF 360



12 **training** views



Example **training** and **test**
view covisibility maps

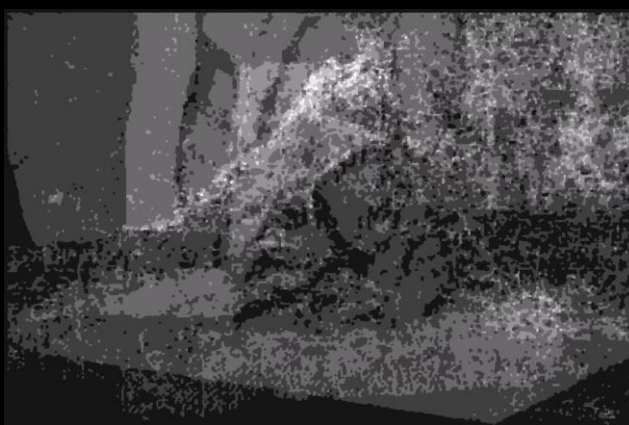
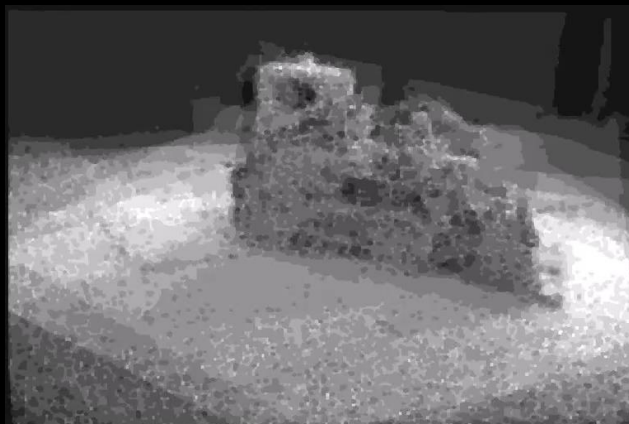


12 **training** views



Example **training** and **test**
view covisibility maps

Covisibility Map Generation for Mip-NeRF 360

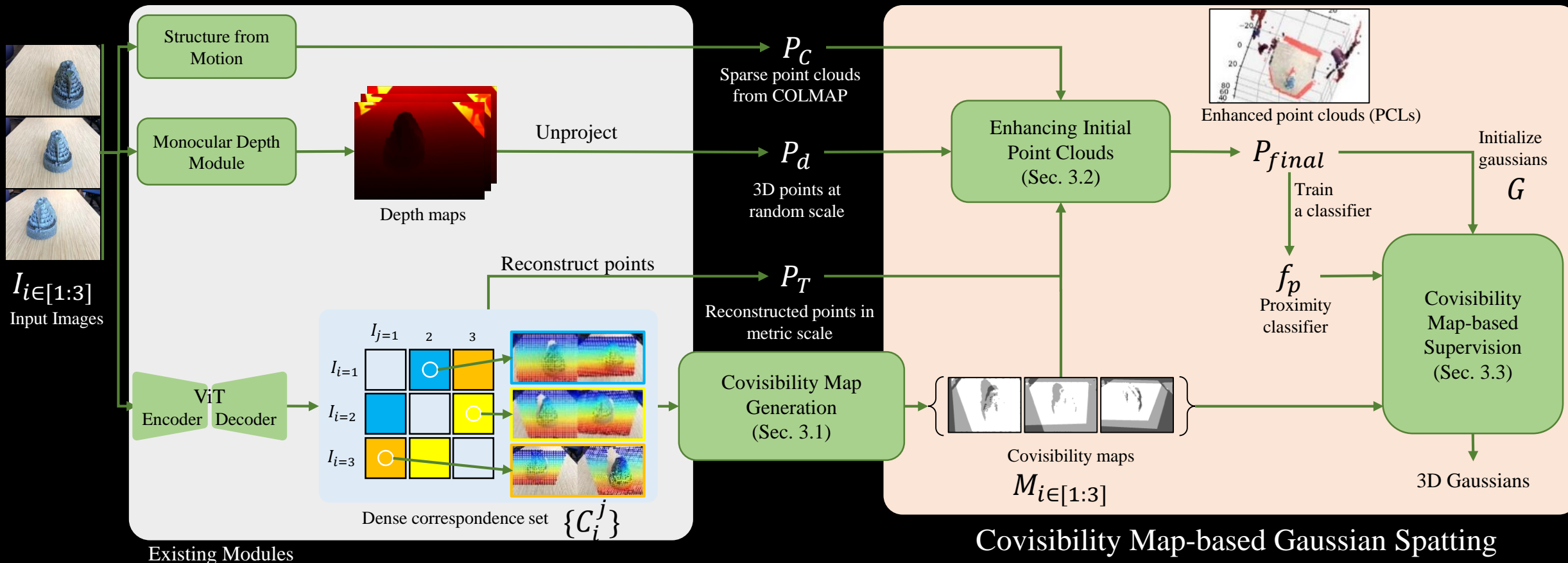


12 **training** views

Example **training** and **test**
view covisibility maps

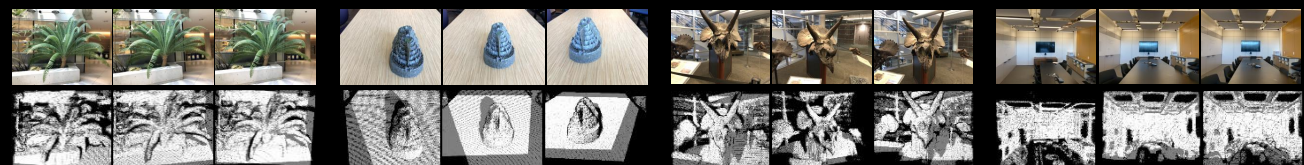
12 **training** views

Example **training** and **test**
view covisibility maps

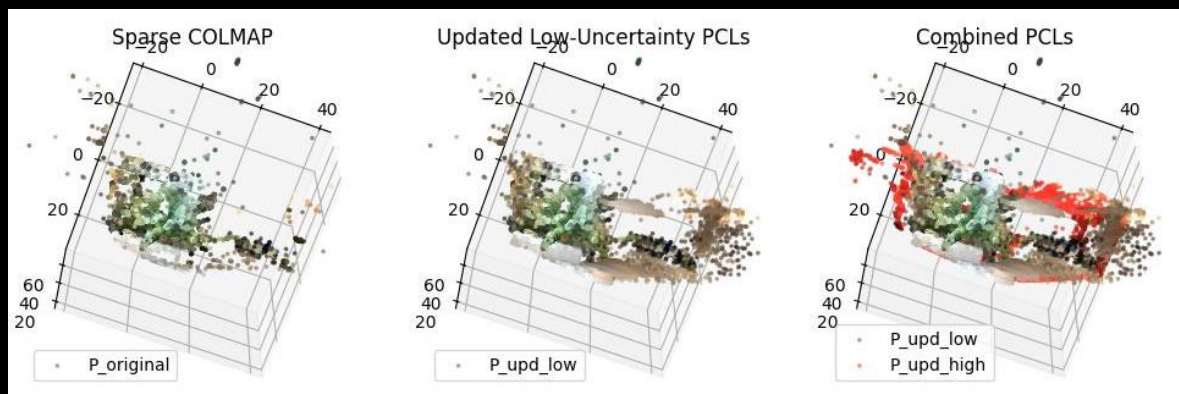


Sec. 3.2. Enhancing Initial Point Clouds

Enhanced Initial PCLs

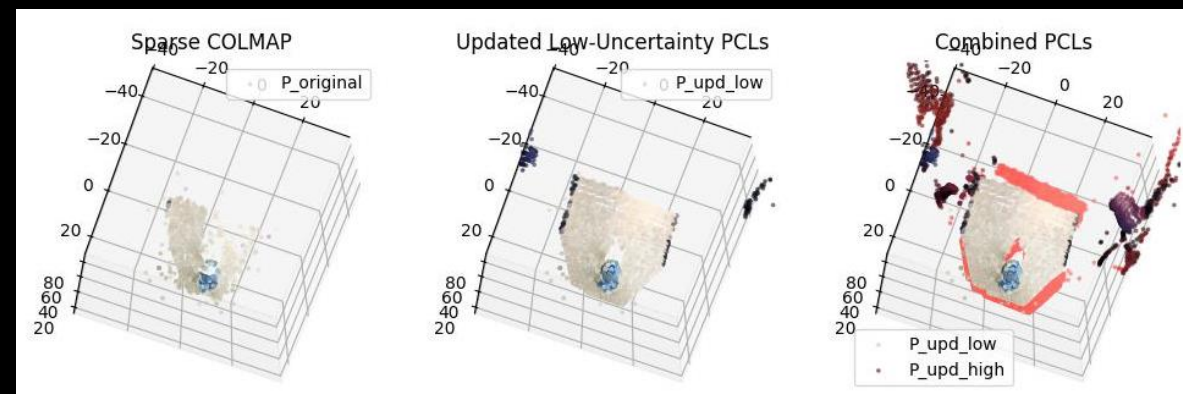


- Updating low-uncertainty regions using MAST3R and COLMAP
- Updating high-uncertainty regions using linear regression with mono-depth estimation and updated-PCLs

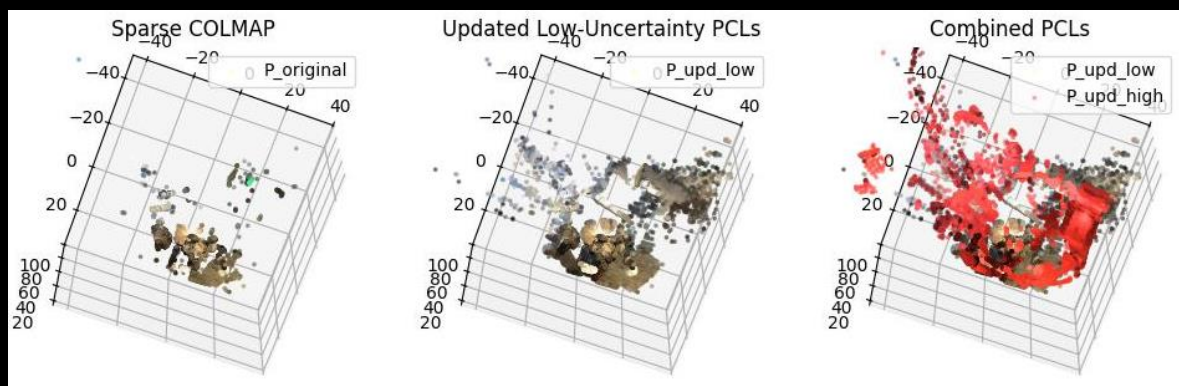


LLFF: Fern

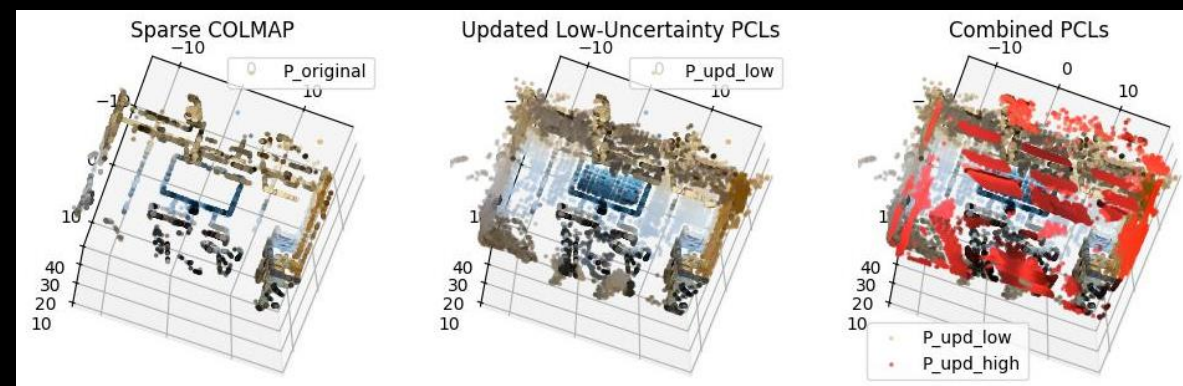
3 views



LLFF: Fortress



LLFF: Horns

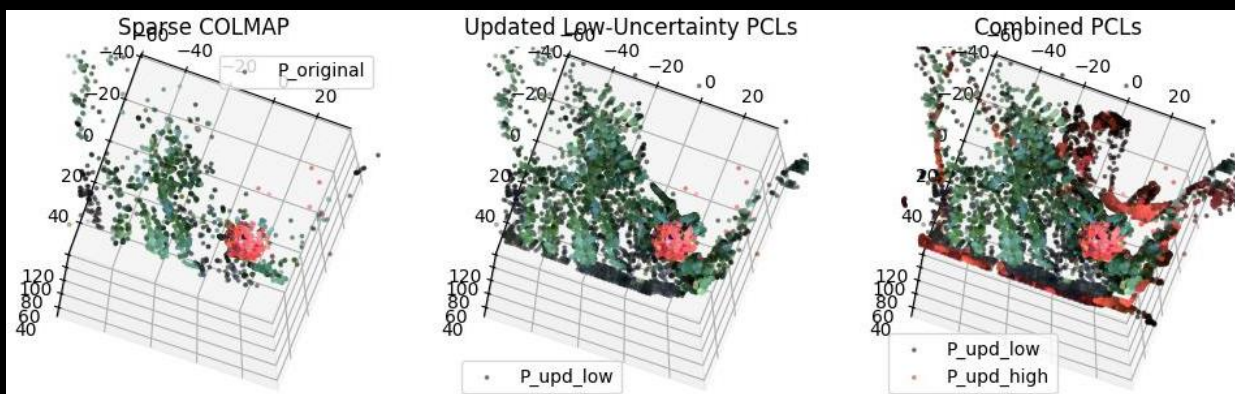


LLFF: Room

Enhanced Initial PCLs

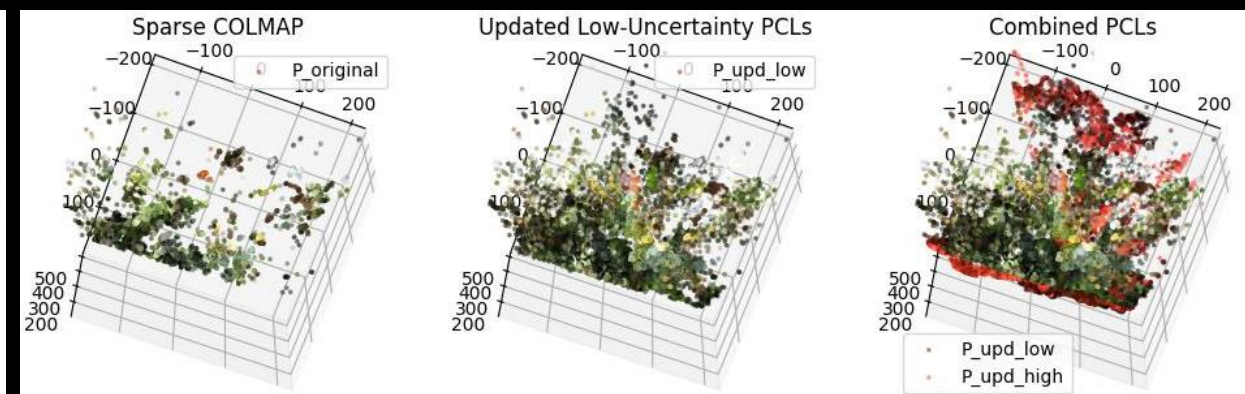


- Updating low-uncertainty regions using MAST3R and COLMAP
- Updating high-uncertainty regions using linear regression with mono-depth estimation and updated-PCLs

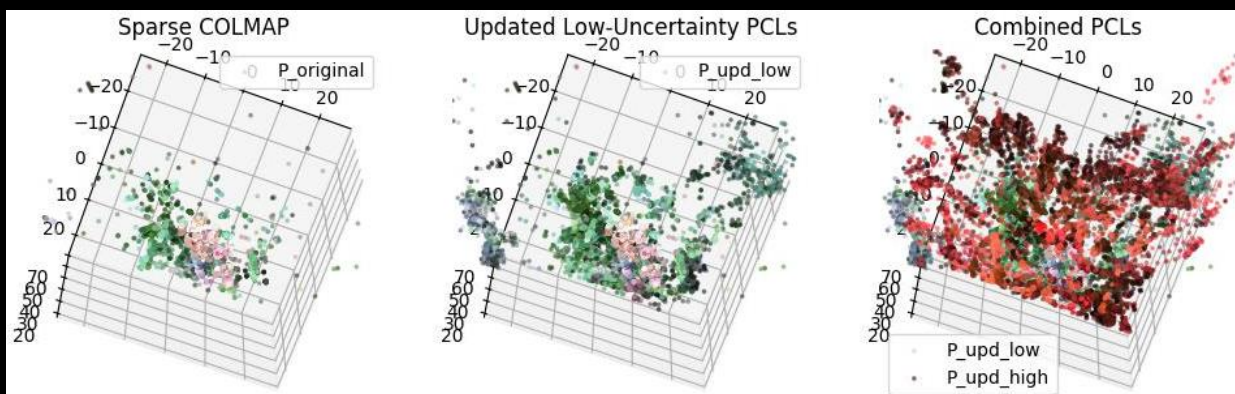


LLFF: Flower

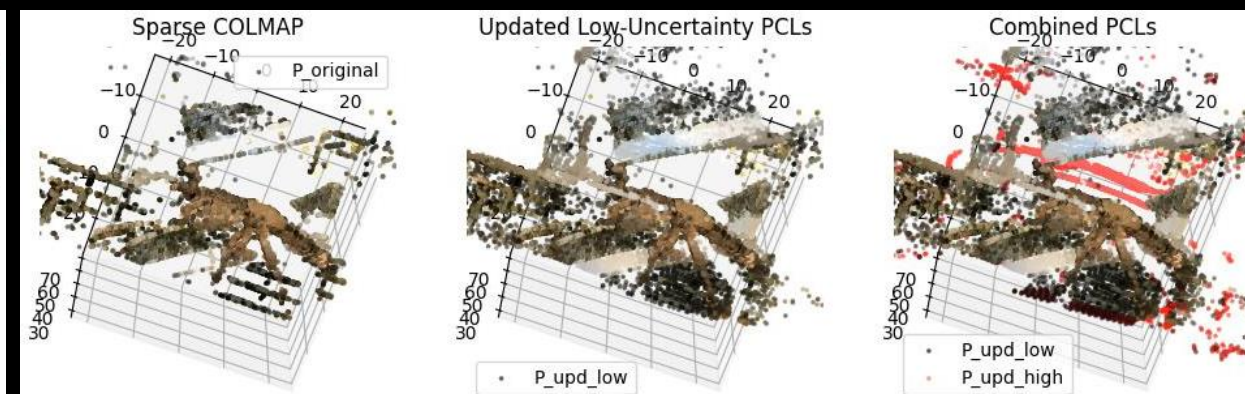
3 views



LLFF: Leaves

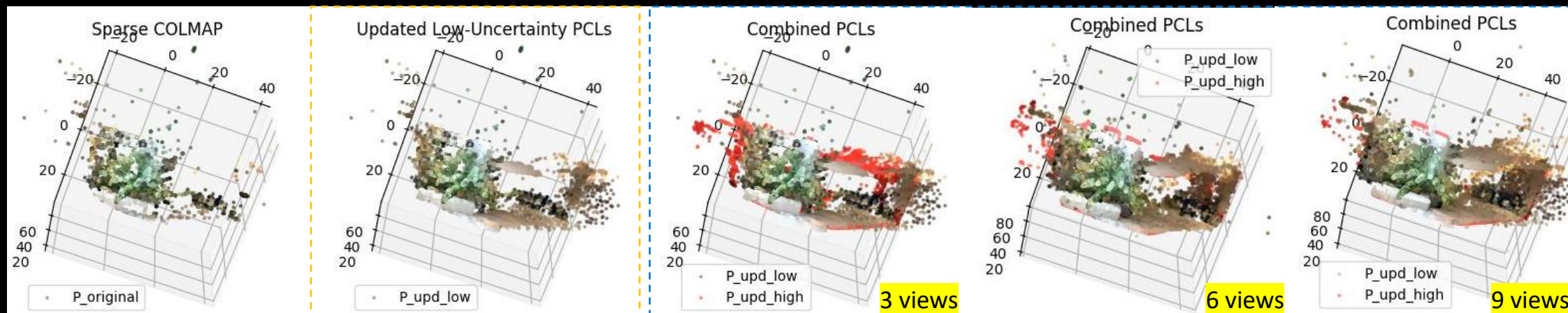
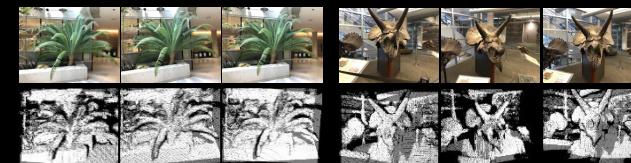


LLFF: Orchids



LLFF: Trex

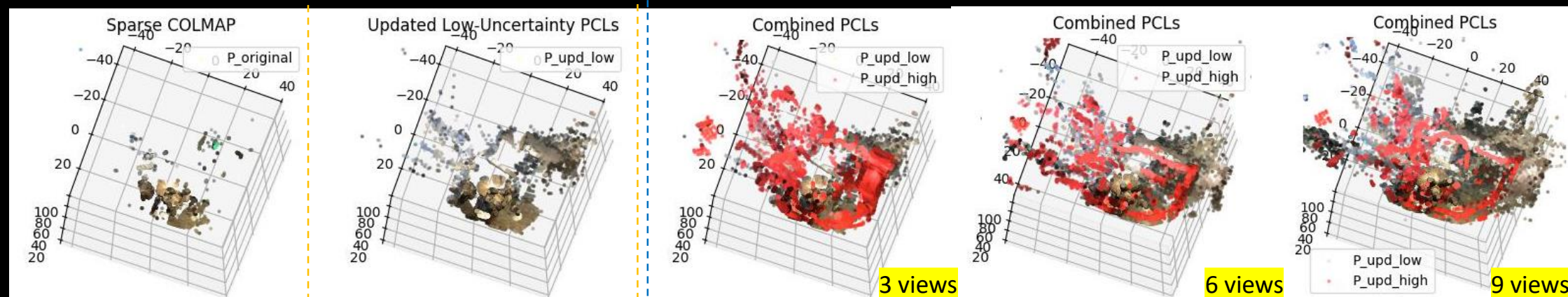
Enhanced Initial PCLs for LLFF



SfM points

SfM + MAST3R

High-uncertainty region update



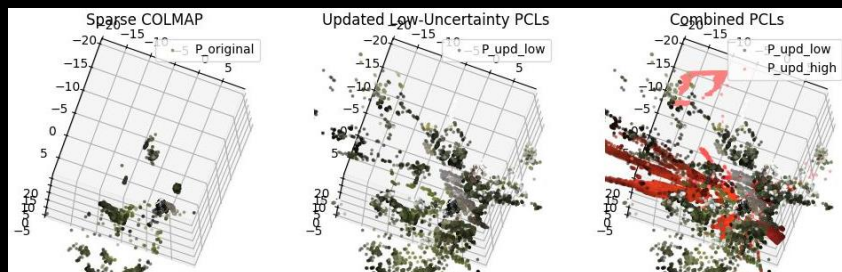
SfM points

SfM + MAST3R

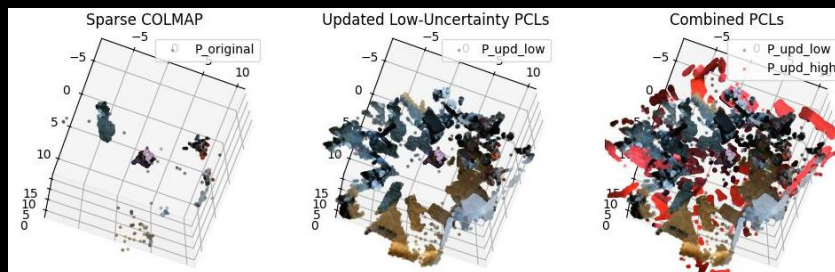
High-uncertainty region update

Enhanced Initial PCLs for Mip-NeRF 360

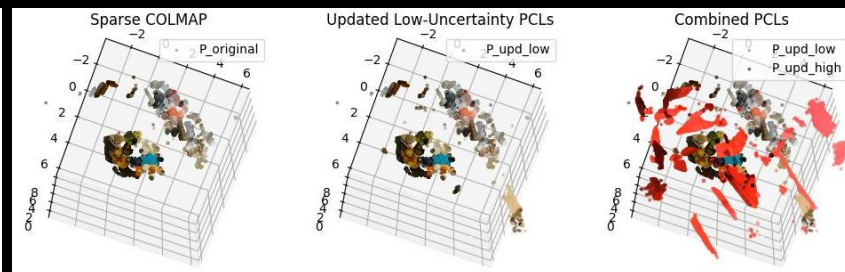
12 views



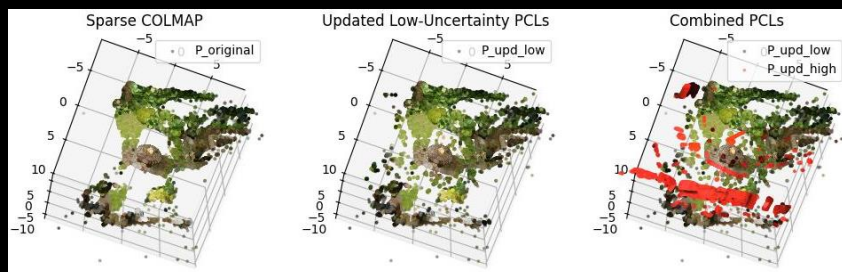
360-V2: Bicycle



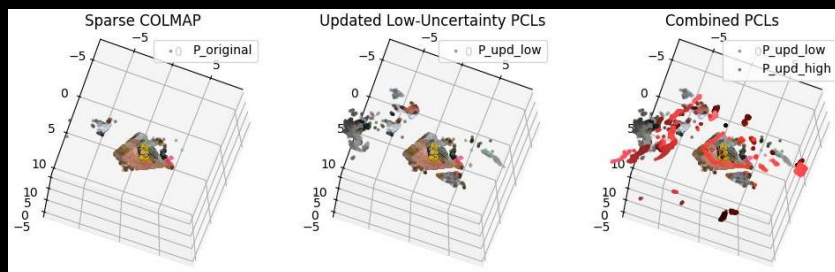
360-V2: Bonsai



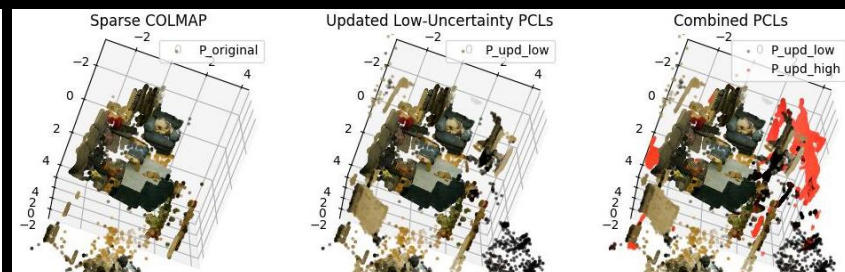
360-V2: Counter



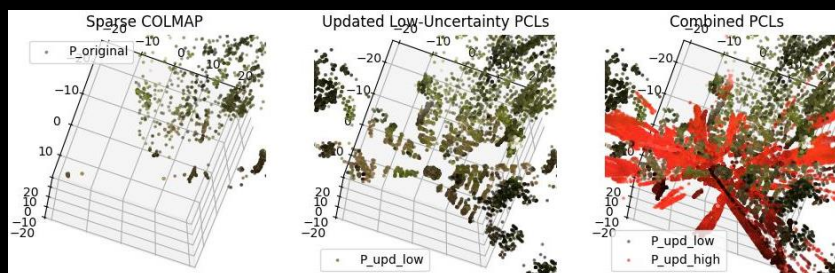
360-V2: Garden



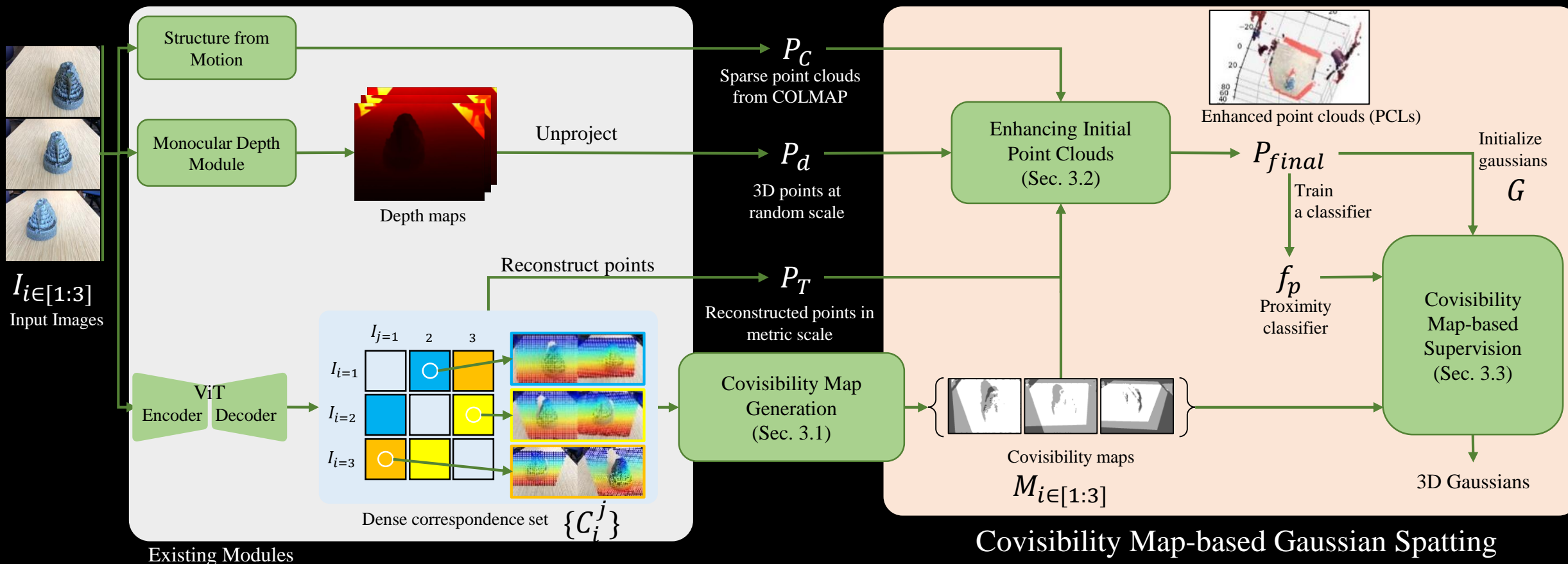
360-V2: Kitchen



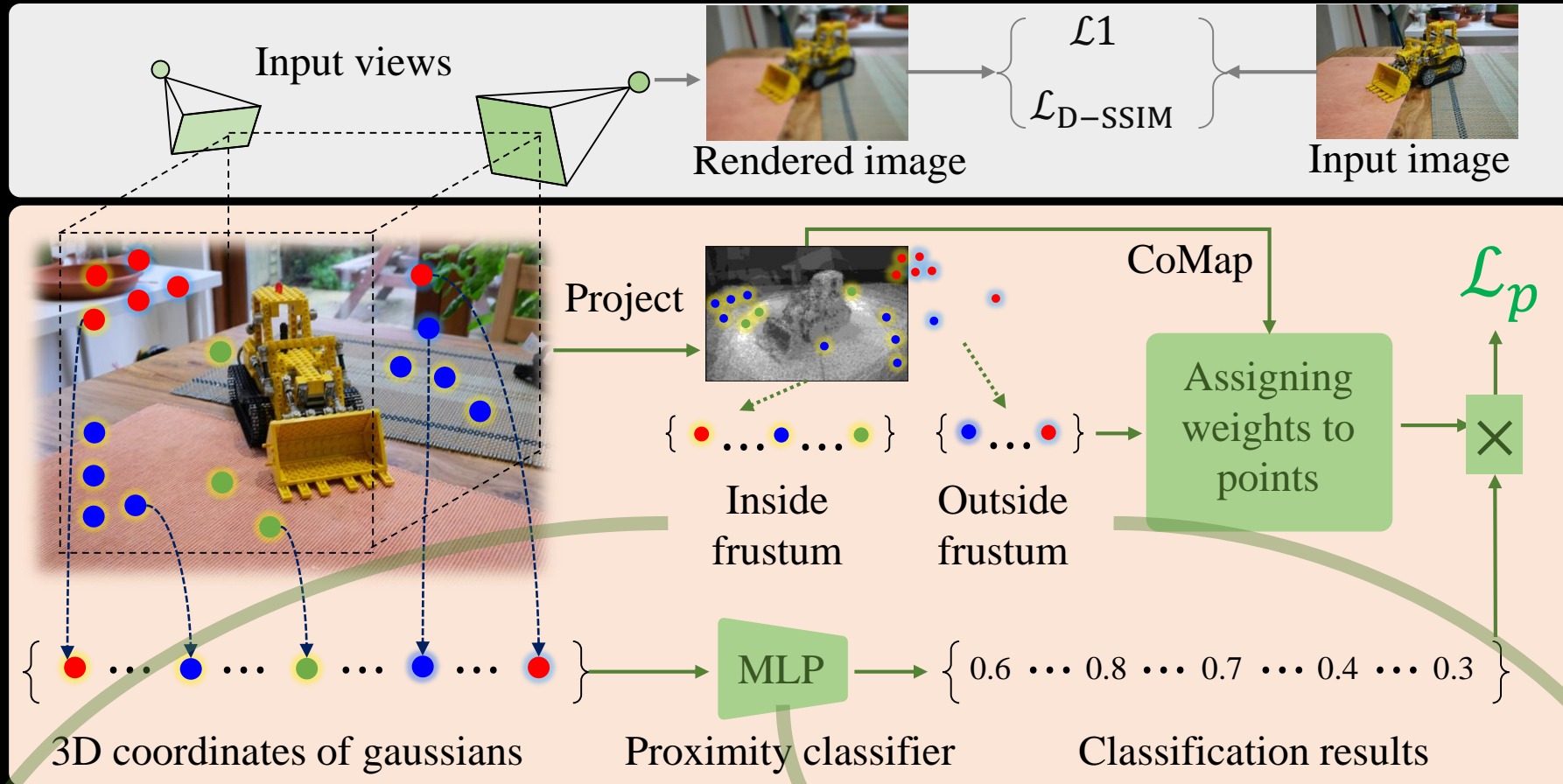
360-V2: Room



360-V2: Stump



Sec. 3.3. Covisibility Map-based Supervision



$$\omega_{in} = \frac{1}{M_i(\pi(g, H_i)) + 1}$$

$$\mathcal{L}_p = \frac{1}{|G|} \sum_{g \in G} (\chi(g) \omega_{in} + (1 - \chi(g)) \omega_{out}) \cdot (1 - s_g)$$

$$\omega_{out} = \max\left(0, \frac{S - 0.7}{0.3}\right)$$

$$s_g = f_p(g) \in [0, 1]$$



More Qualitative Results

Comparisons on LLFF



FSGS



CoR-GS



CoMapGS (ours)

Fern scene trained with 3 views

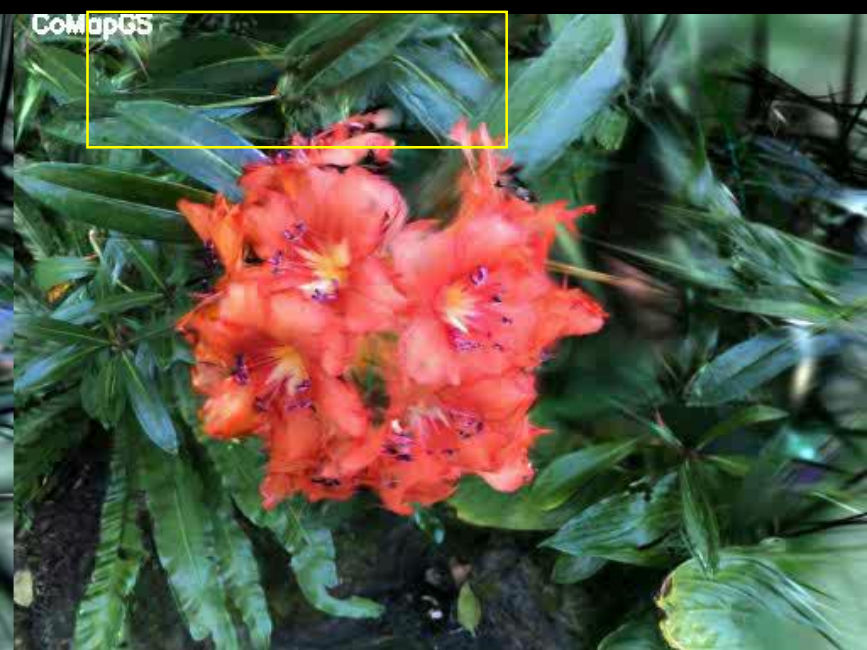
Comparisons on LLFF



FSGS



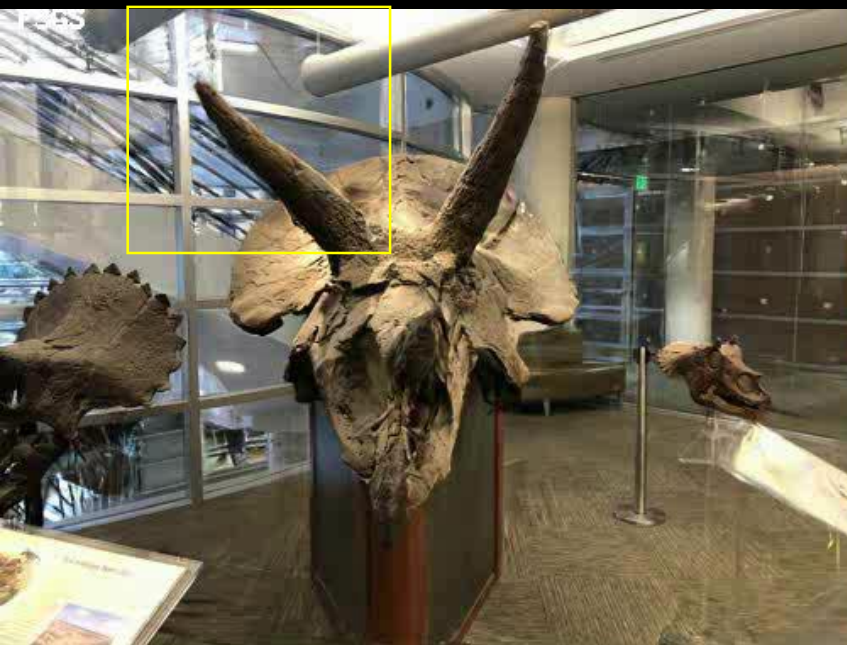
CoR-GS



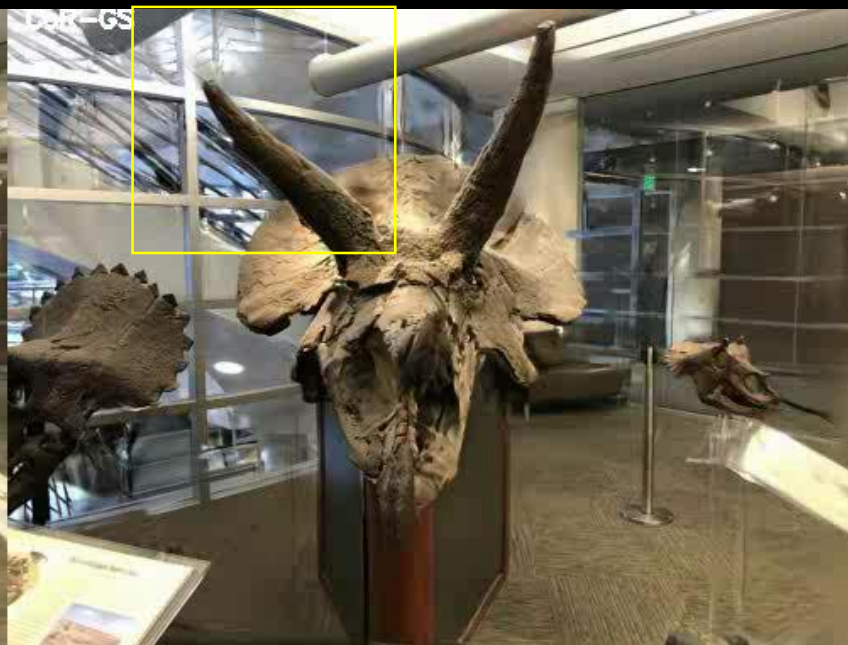
CoMapGS (ours)

Flower scene trained with 3 views

Comparisons on LLFF



FSGS



CoR-GS



CoMapGS (ours)

Horns scene trained with 3 views

Comparisons on LLFF



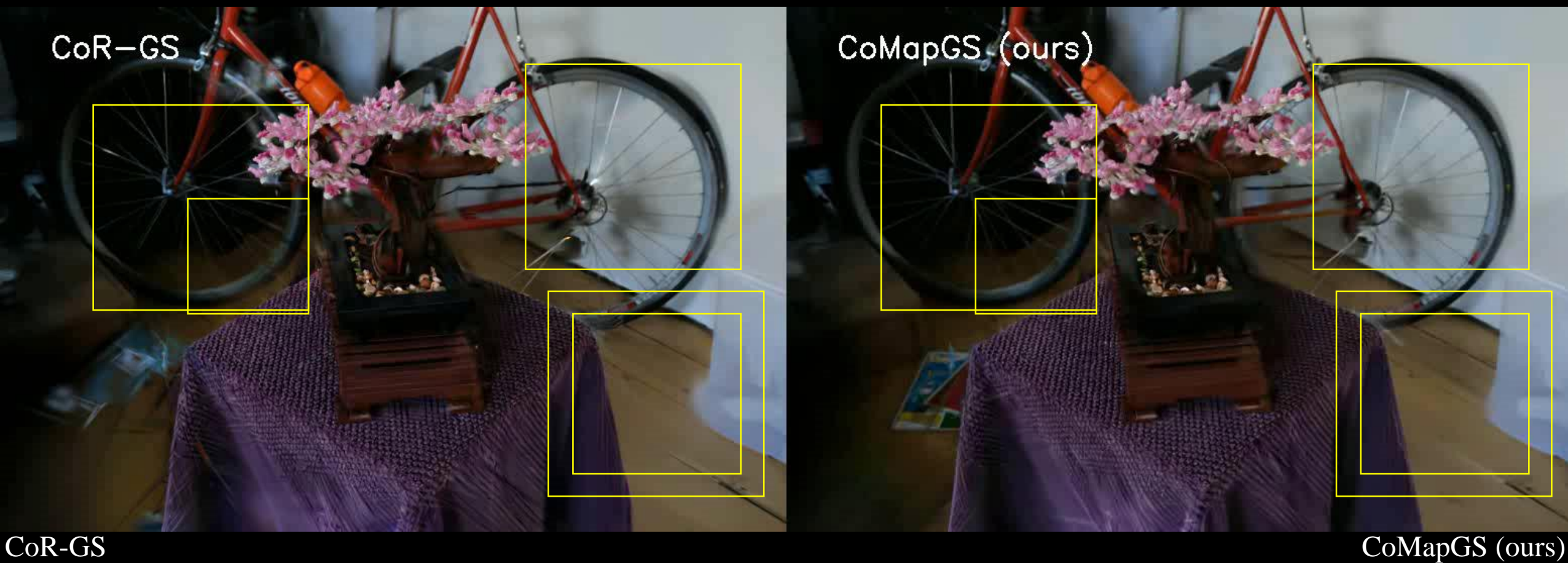
FSGS

CoR-GS

CoMapGS (ours)

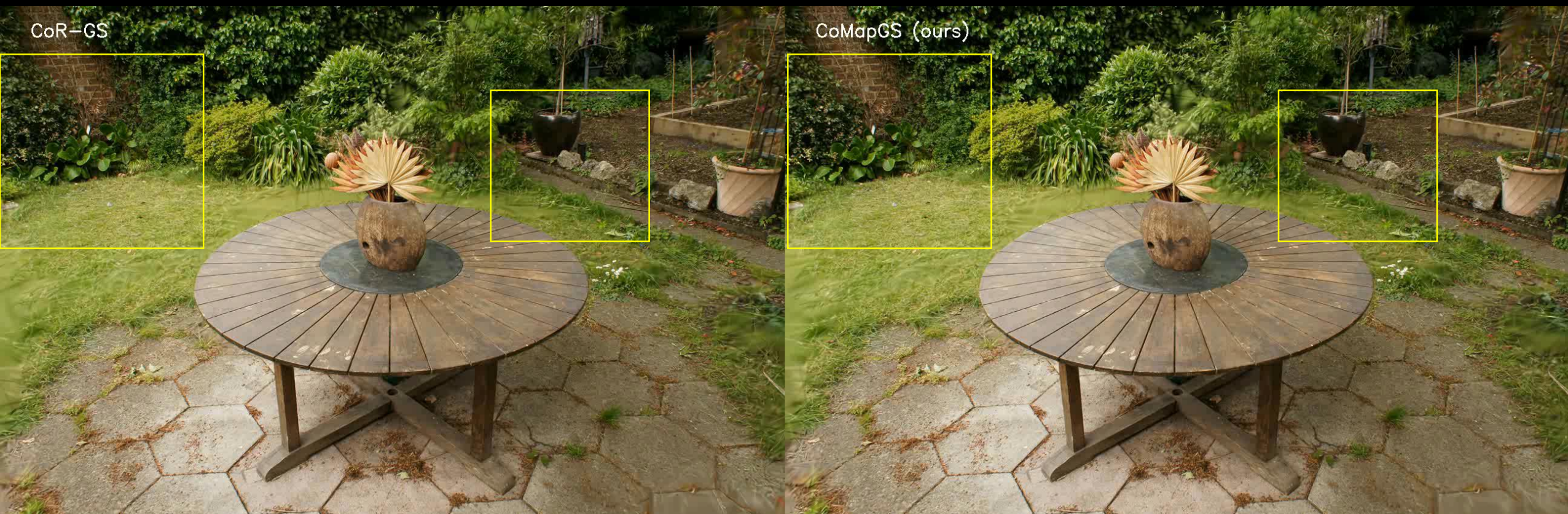
Room scene trained with 6 views

Comparisons on Mip-NeRF 360



Bonsai scene trained with 12 views

Comparisons on Mip-NeRF 360

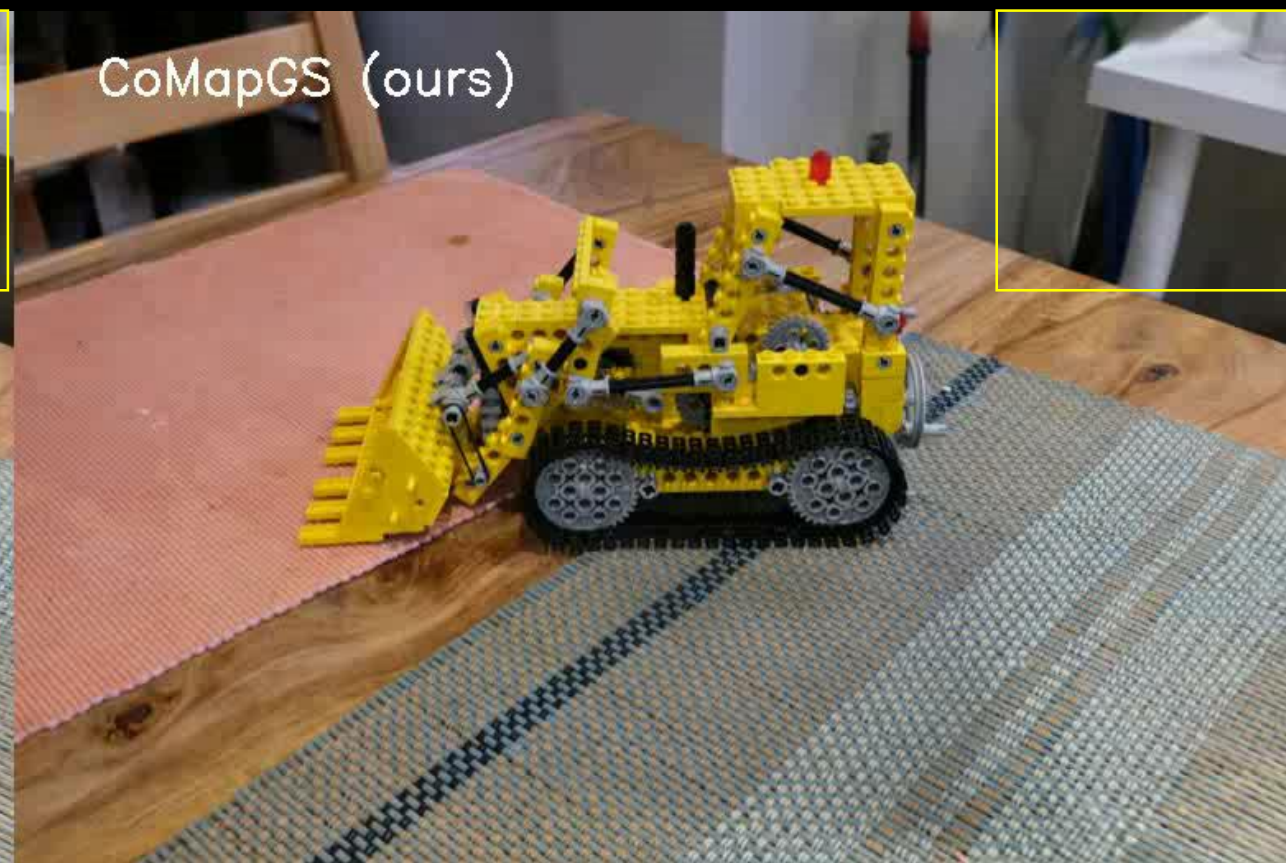


CoR-GS

CoMapGS (ours)

Garden scene trained with 12 views

Comparisons on Mip-NeRF 360



CoR-GS

CoMapGS (ours)

Kitchen scene trained with 12 views



Thank you!