# Smoothness, Synthesis, and Sampling: Re-thinking Unsupervised Multi-View Stereo with DIV Loss

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### **PROBLEM SETUP & CONTRIBUTION**

**Unsupervised MVS:** training depth-prediction networks without access to ground-truth depth





source views

### **DIV Loss:** A novel core unsupervised loss formulation

- Depth smoothness + Image synthesis + View sampling
- Easily drops into existing unsupervised MVS pipelines
- Improves network performance for minimal additional training cost

## MOTIVATION

**Experiment:** optimized ground-truth depth for multi-view consistency using unsupervised loss initialize using



### **Results:** previous approach (1<sup>st</sup>-order smoothness)



X stair stepping X boundary blurring



>2mm 0.0 depth error after optimization



illustration of enforced prior (GT objects in **red**)



Automatically relaxes 2<sup>nd</sup>-order gradient penalty at large depth boundaries, allowing sharp discontinuities where required



17.88

QUANTITATIVE RESULTS (DTU)								
		DTU Ovr.↓			DTU Abs. I			
	pipeline	without <b>DIV</b>	with <b>DIV</b>	diff	without <b>DIV</b>			
	<b>DIV-MVS</b>	0.361	0.330	-0.031	19.34			
	<b>DIV-RC</b>	0.350	0.333	-0.017	21.76			

• **DIV Loss** improves network performance in all cases while requiring >0.1GB additional GPU memory during training

0.330

• **DIV-CL** achieves SOTA performance on DTU among unsupervised methods, **DIV-MVS**, **DIV-RC** rank highly

0.321

-0.009

**DIV-CL** 

th Error (1	nm)↓	Training Memory (GB)				
with <b>DIV</b>	diff	without <b>DIV</b>	with <b>DIV</b>	diff		
16.32	-3.02	10.50	10.52	+0.02		
21.01	-0.75	12.24	12.26	+0.02		
15.38	-2.50	11.64	11.70	+0.06		

### **DEPTH RESULTS (DTU)**



# POINT CLOUD FUSION RESULTS (T&T)











**DIV-CL** 

DIV-RC

### **ABLATION STUDY (DTU)**