

**mit**  
**media**  
**lab**

# Learning From Visual Cues



# How many babies are in the scene?



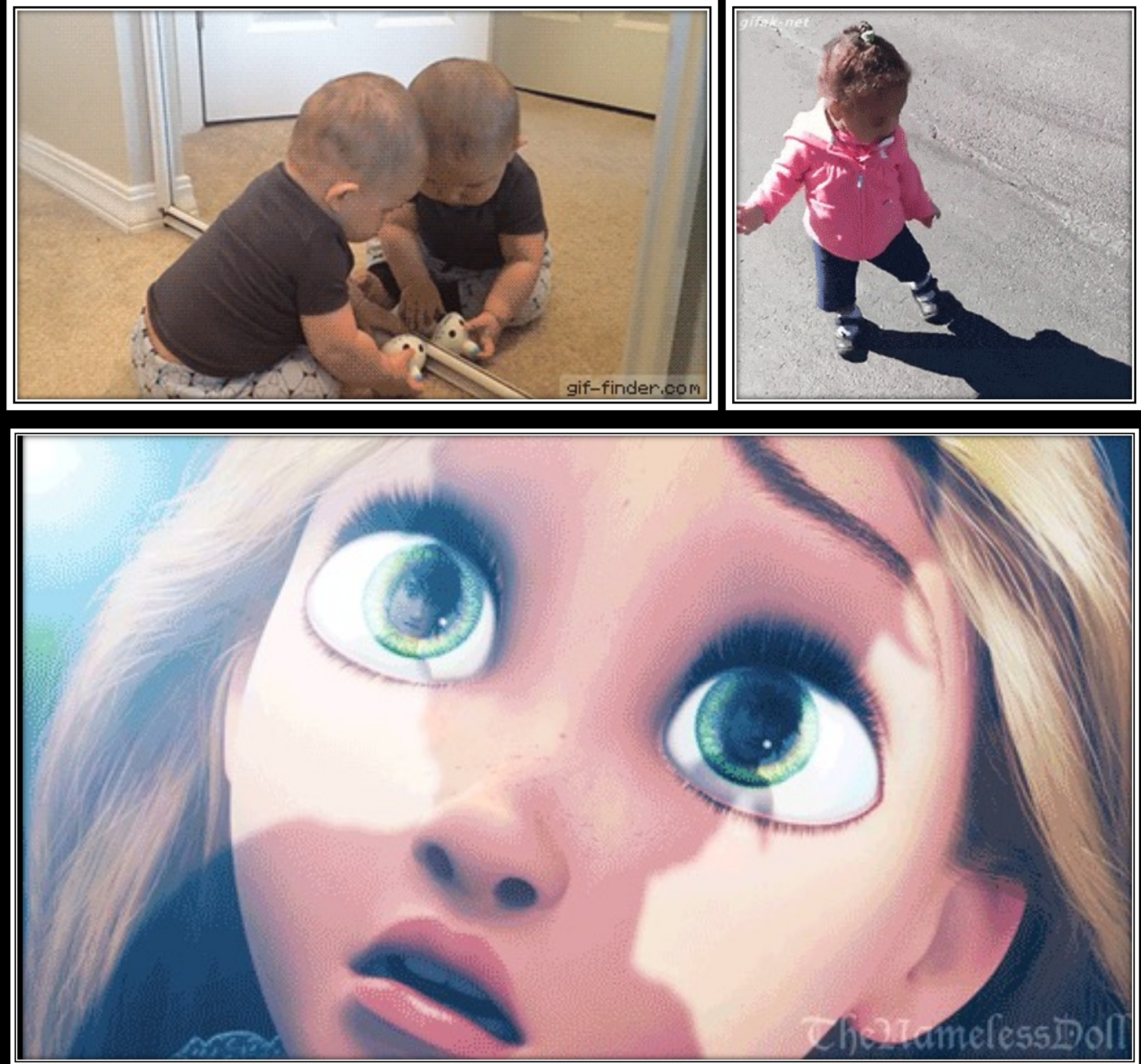
# How many babies are in the scene?



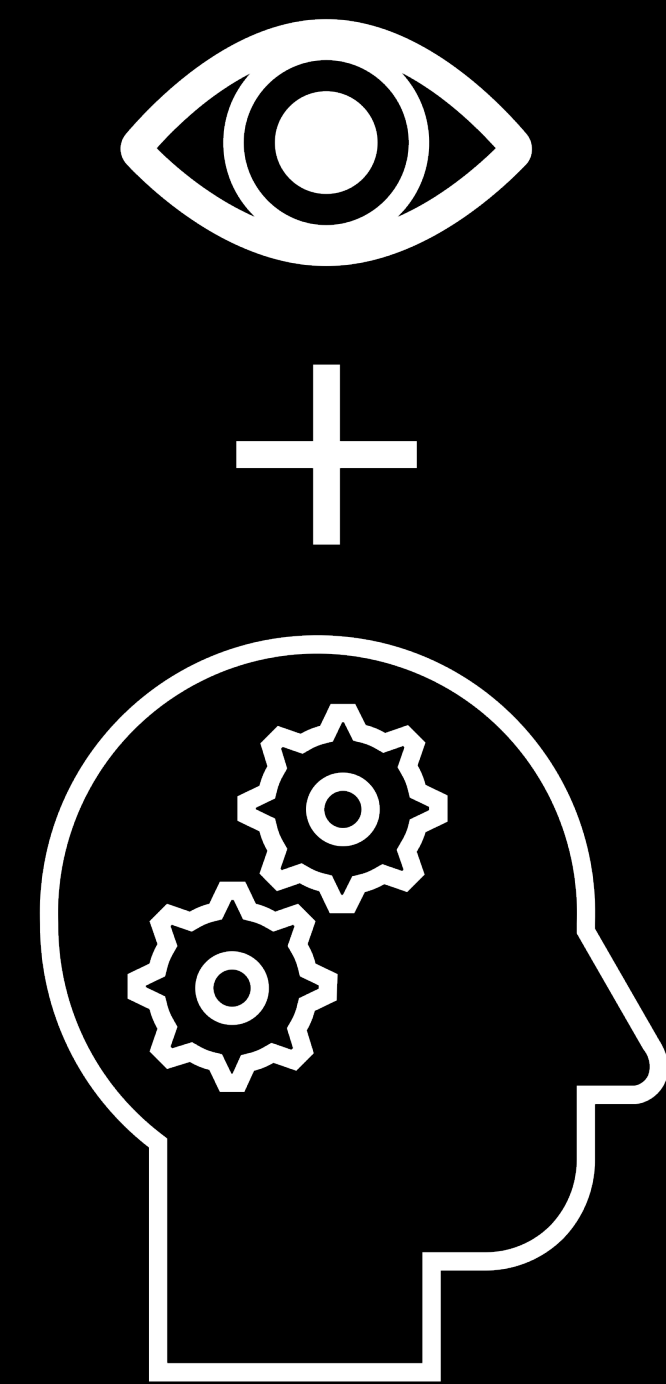
# How many people are in this scene?



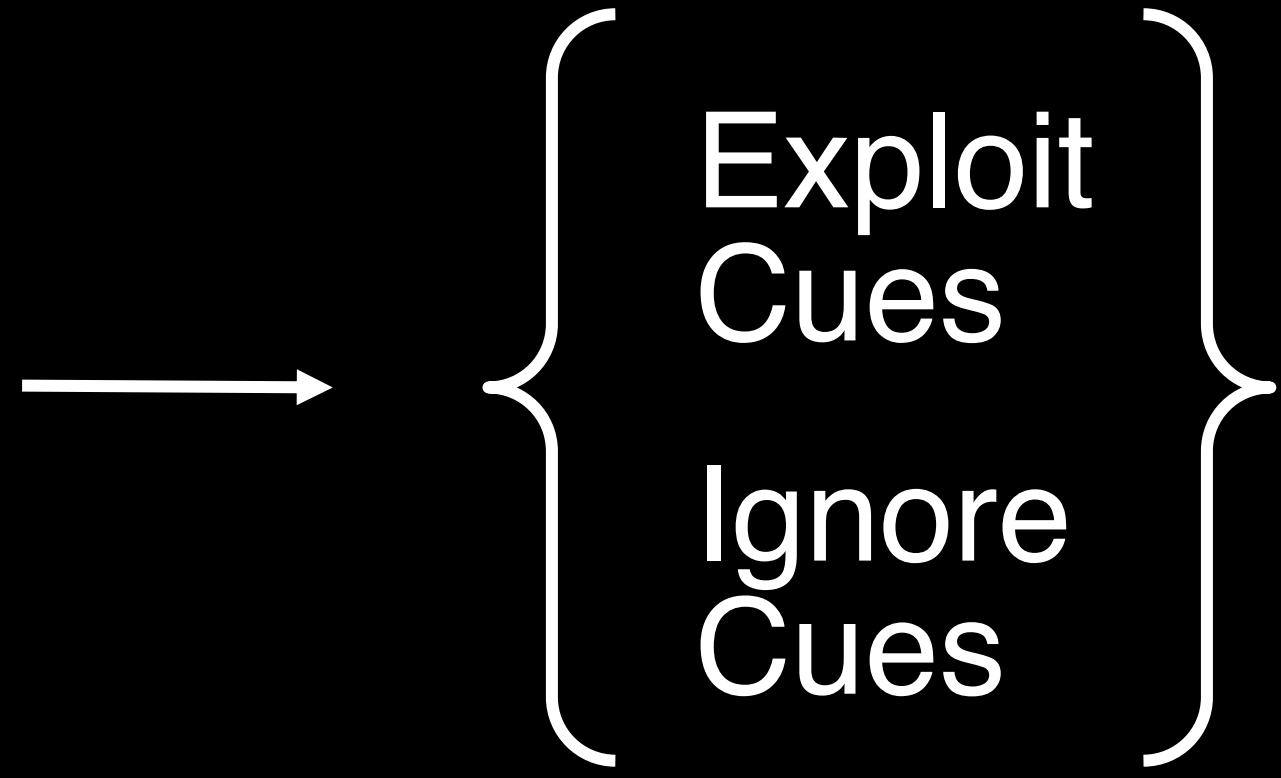
# We exploit Visual Cues



Visual Cues are ubiquitous



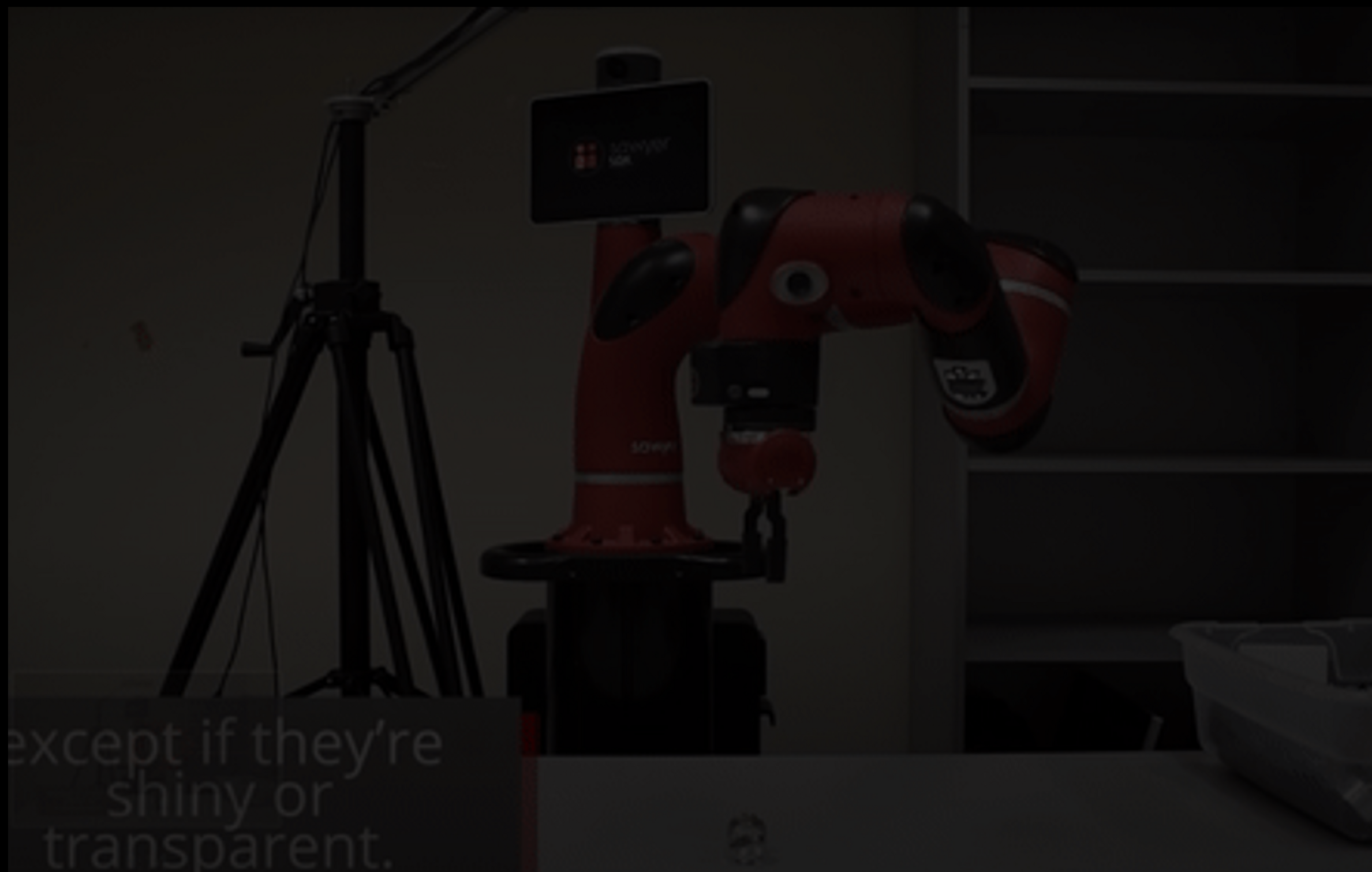
Model Cues



Process Cues

# AI must process visual cues

Machines must process complex visual cues to interact with the physical world



**Top:** 3D reconstruction for a room with mirrors

**Left:** Robot fails to pick up a transparent ball

# AI must process visual cues

Machines must process complex visual cues to interact with the physical world

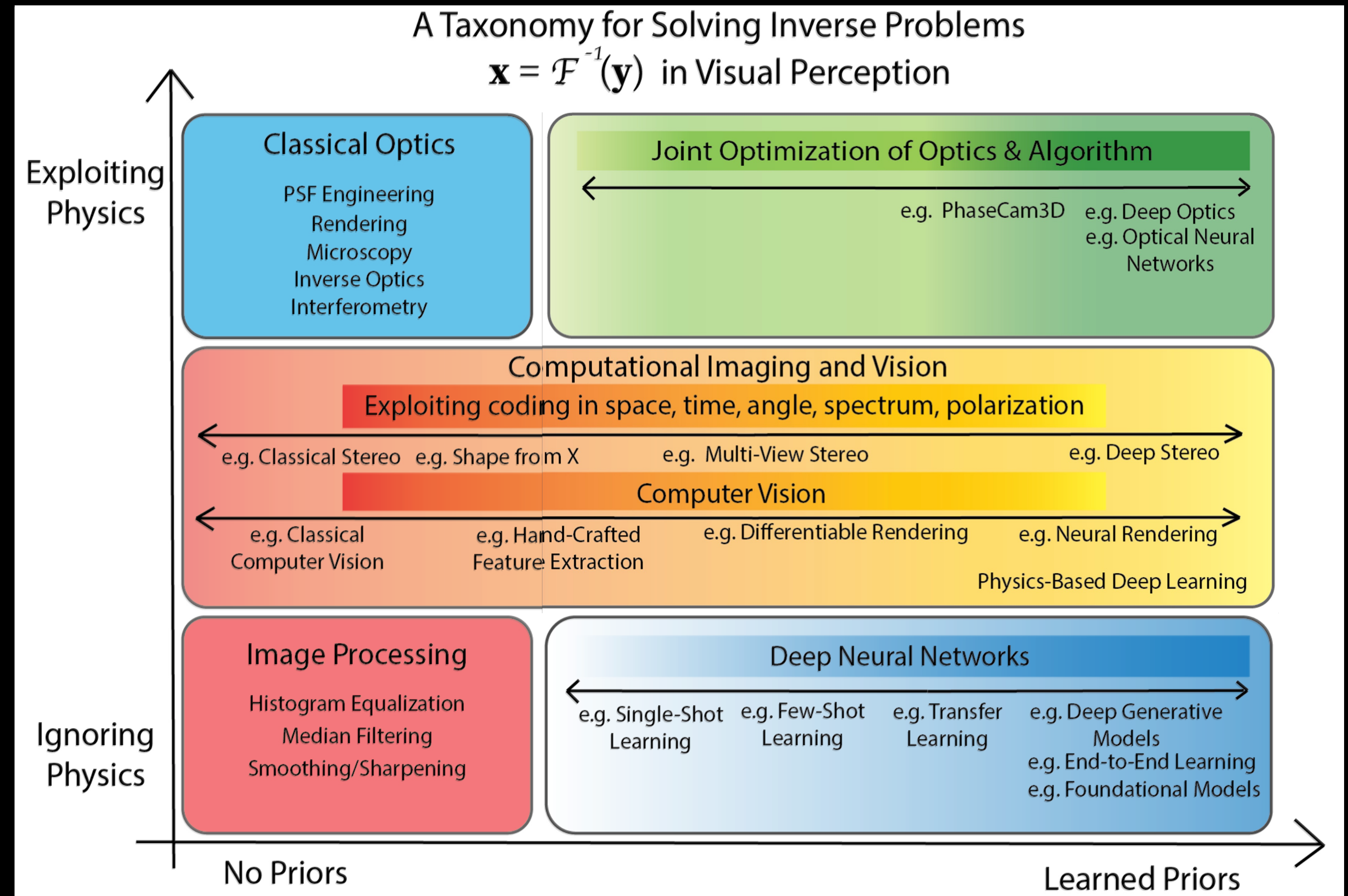
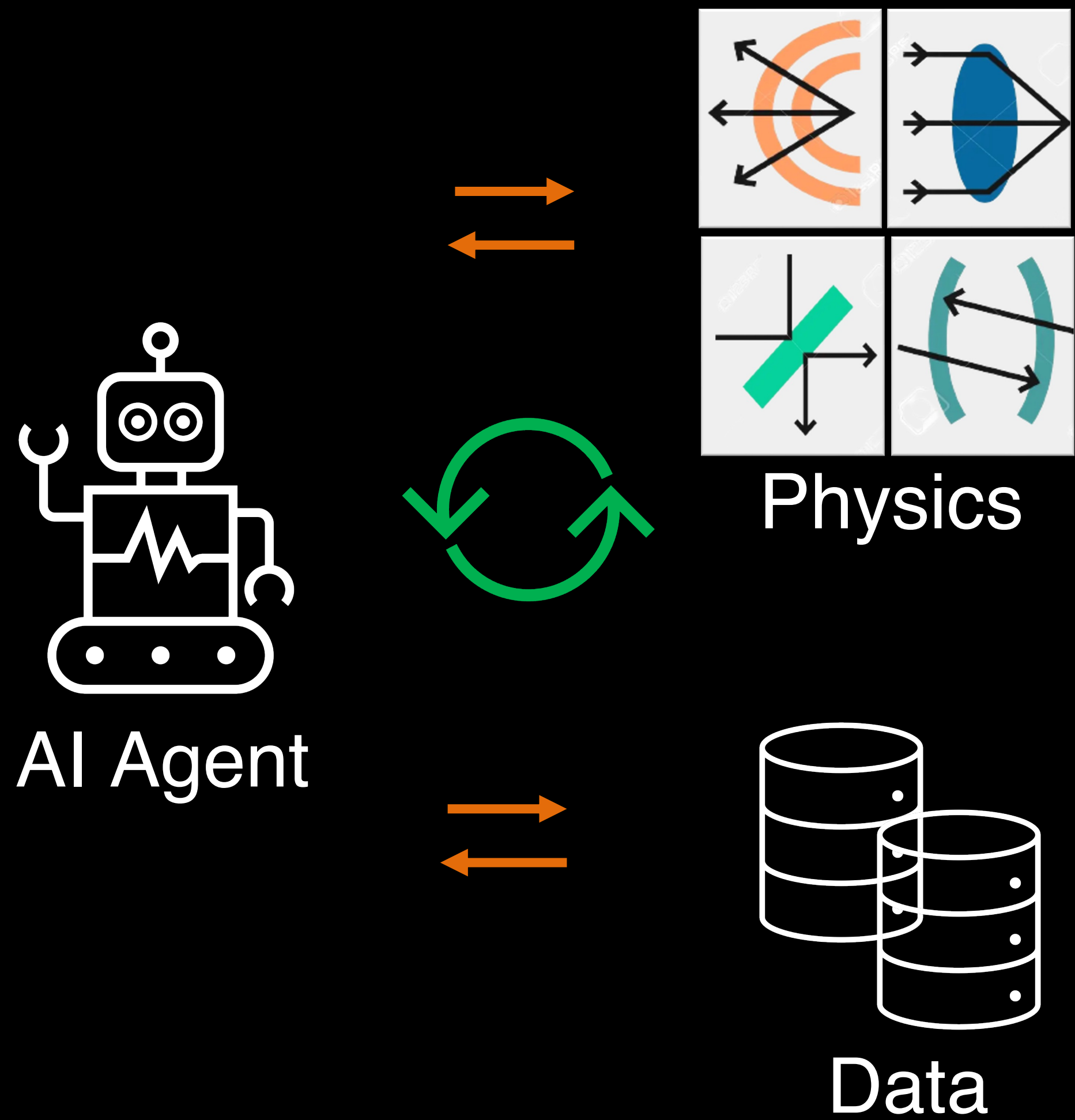


**Top:** 3D reconstruction for a room with mirrors

**Left:** Robot fails to pick up a transparent ball



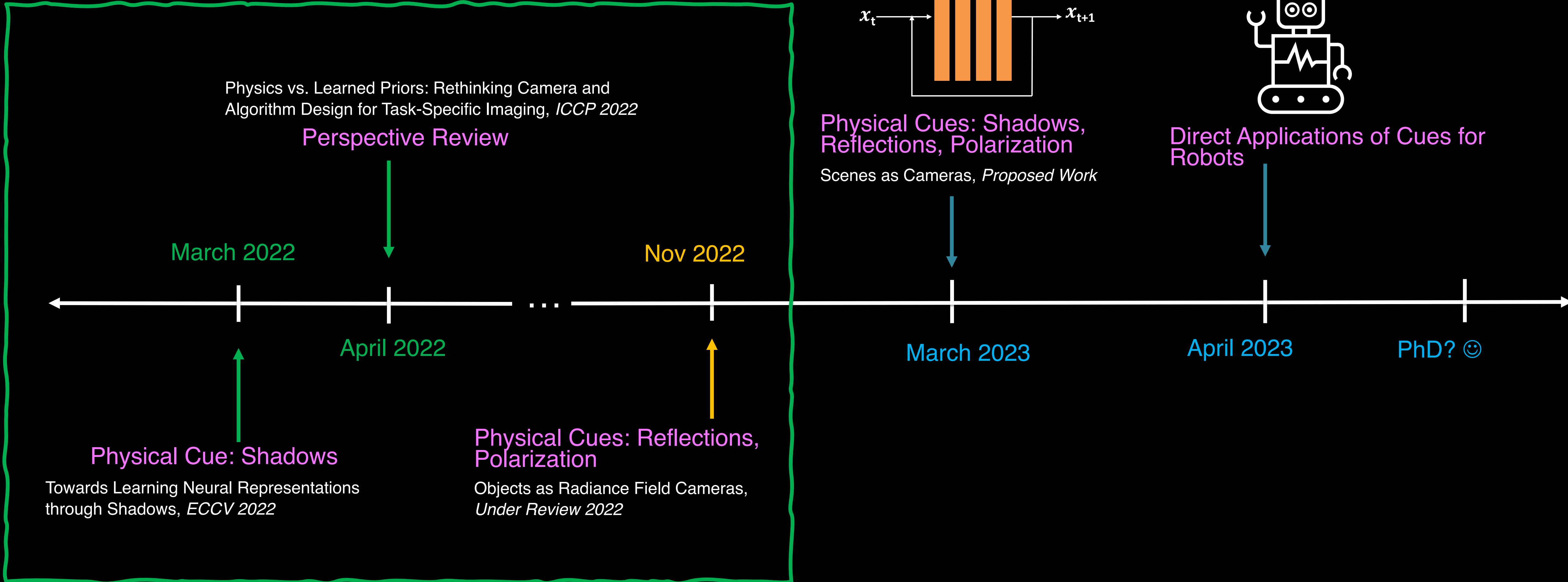
# Exploiting Physics with Machine Learning



Top: Perspective and Review on *designing* future Perception Systems that exploit physics and machine learning<sup>1</sup>

<sup>1</sup>Klinghoffer\*, Somasundaram\*, Tiwary\*, Raskar; Physics vs. Learned Priors: Rethinking Camera and Algorithm Design for Task-Specific Imaging, *ICCP 2022*

# Timeline



# Learning Neural Representations from Shadows

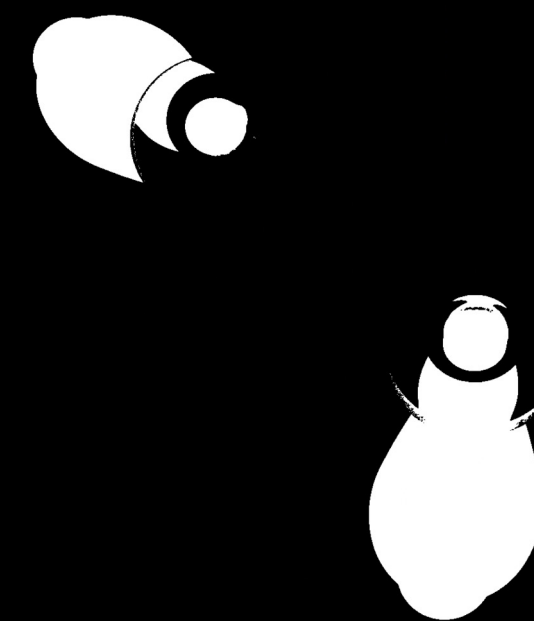
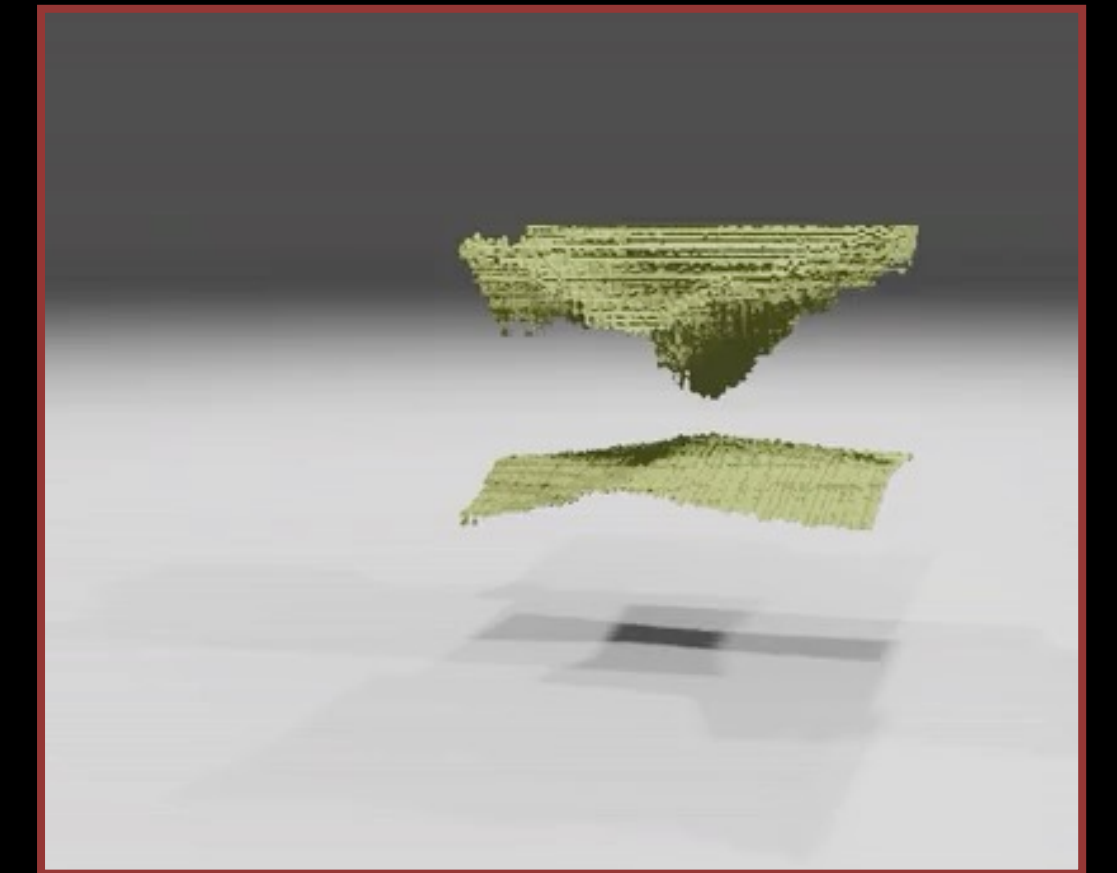
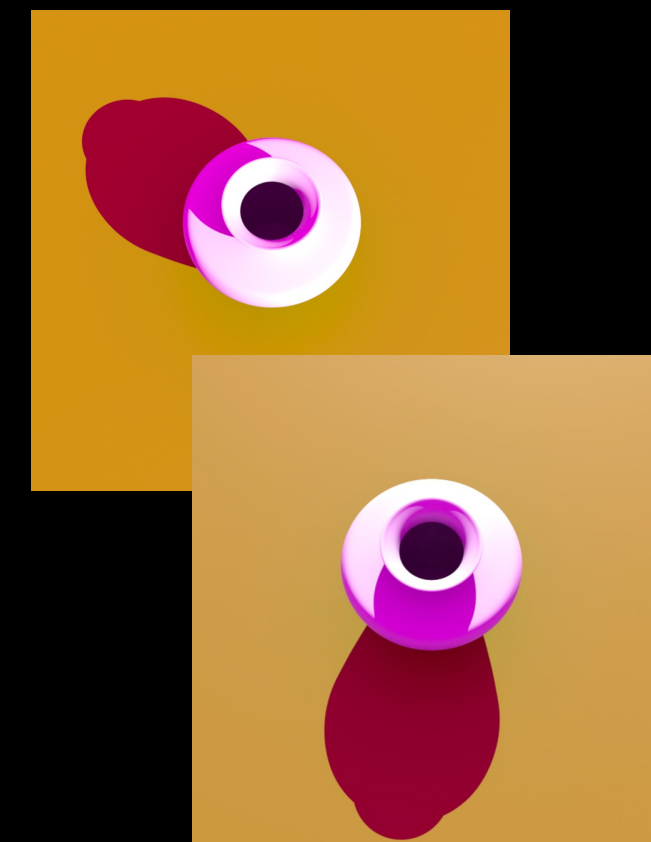
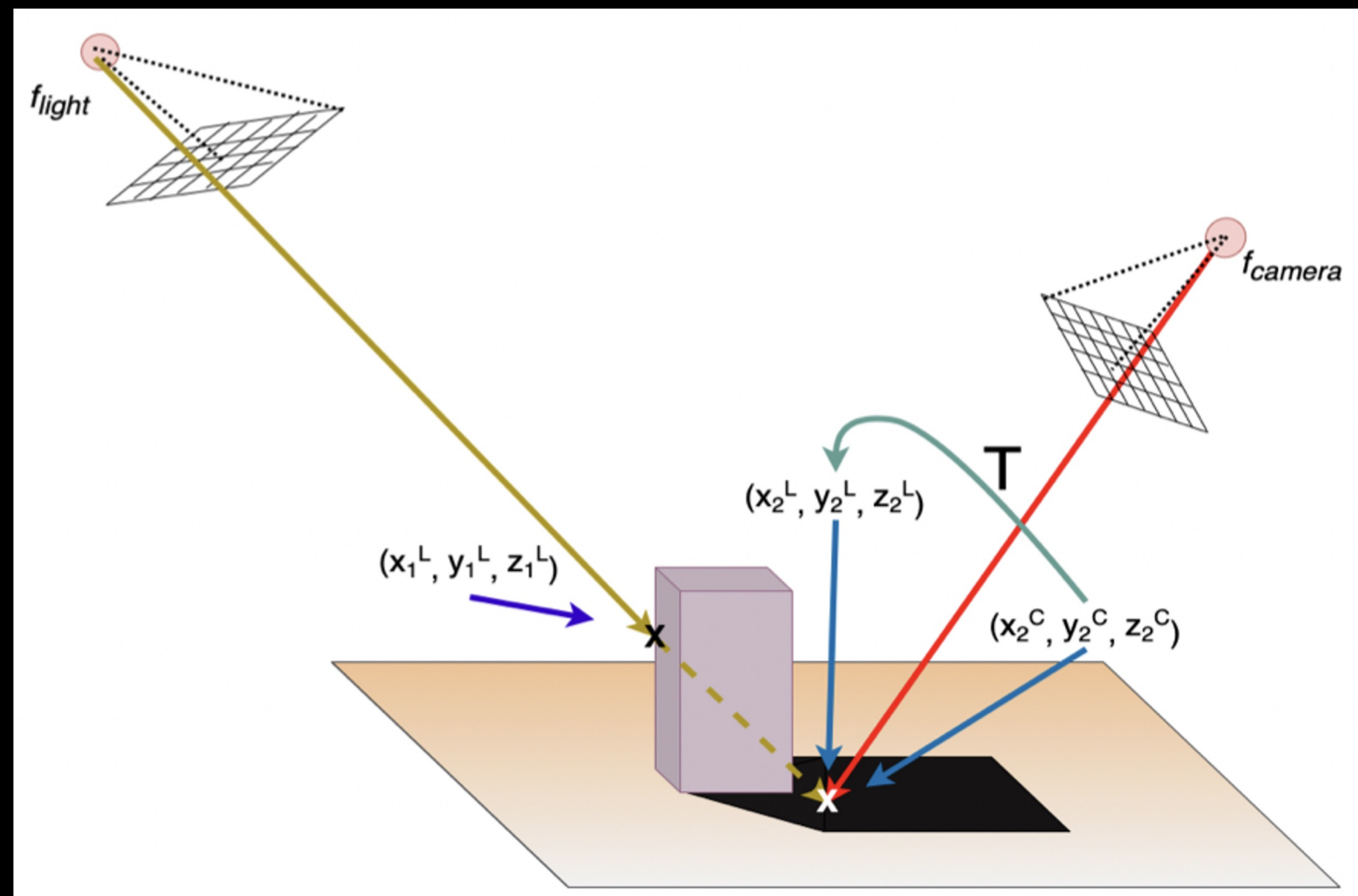
**Problem:** What information can we recover from shadows in images? <sup>1</sup>



**Top:** Cast shadows present information otherwise hidden from direct line-of-sight

# Learning Neural Representations from Shadows

**Key Insight:** Differentiable forward-models that can learn to render shadows<sup>1</sup>



**Top:** We can recover hidden information from the scene by **only** exploiting shadows casted in the scene

**Left:** Differentiable Shadow Mapping helps ML learn from data

<sup>1</sup>Tiwary, et. al; Towards Learning Neural Representations from Shadows, *ECCV 2022*

# Objects as Radiance Field Cameras

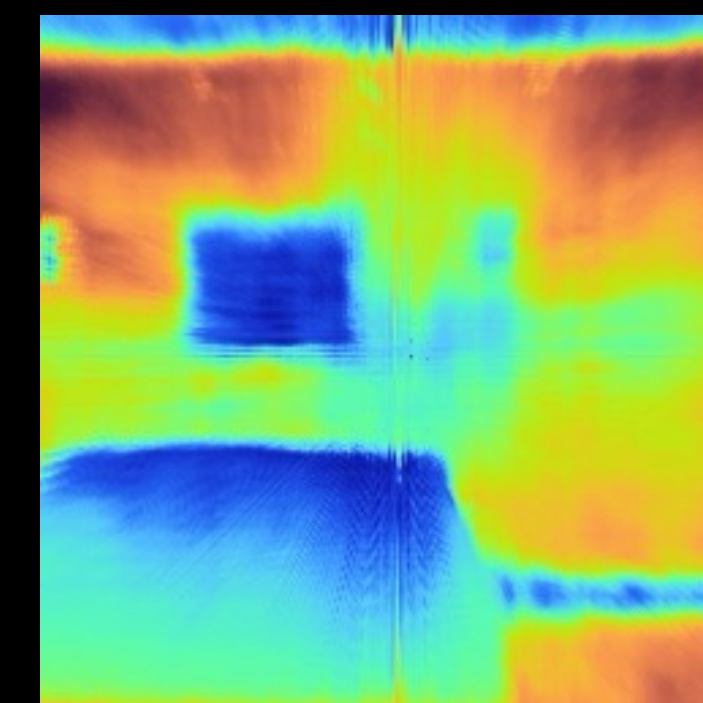
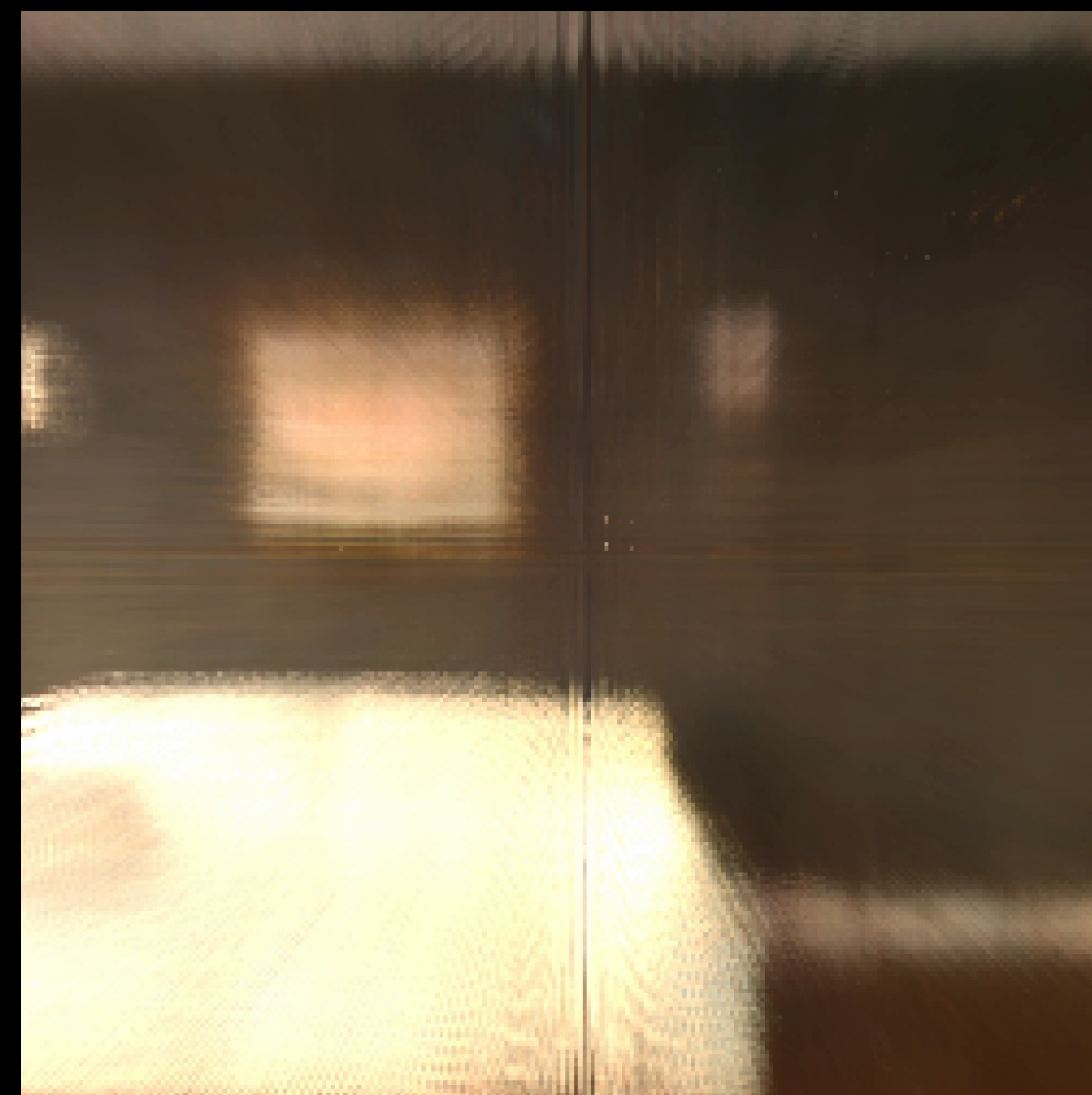
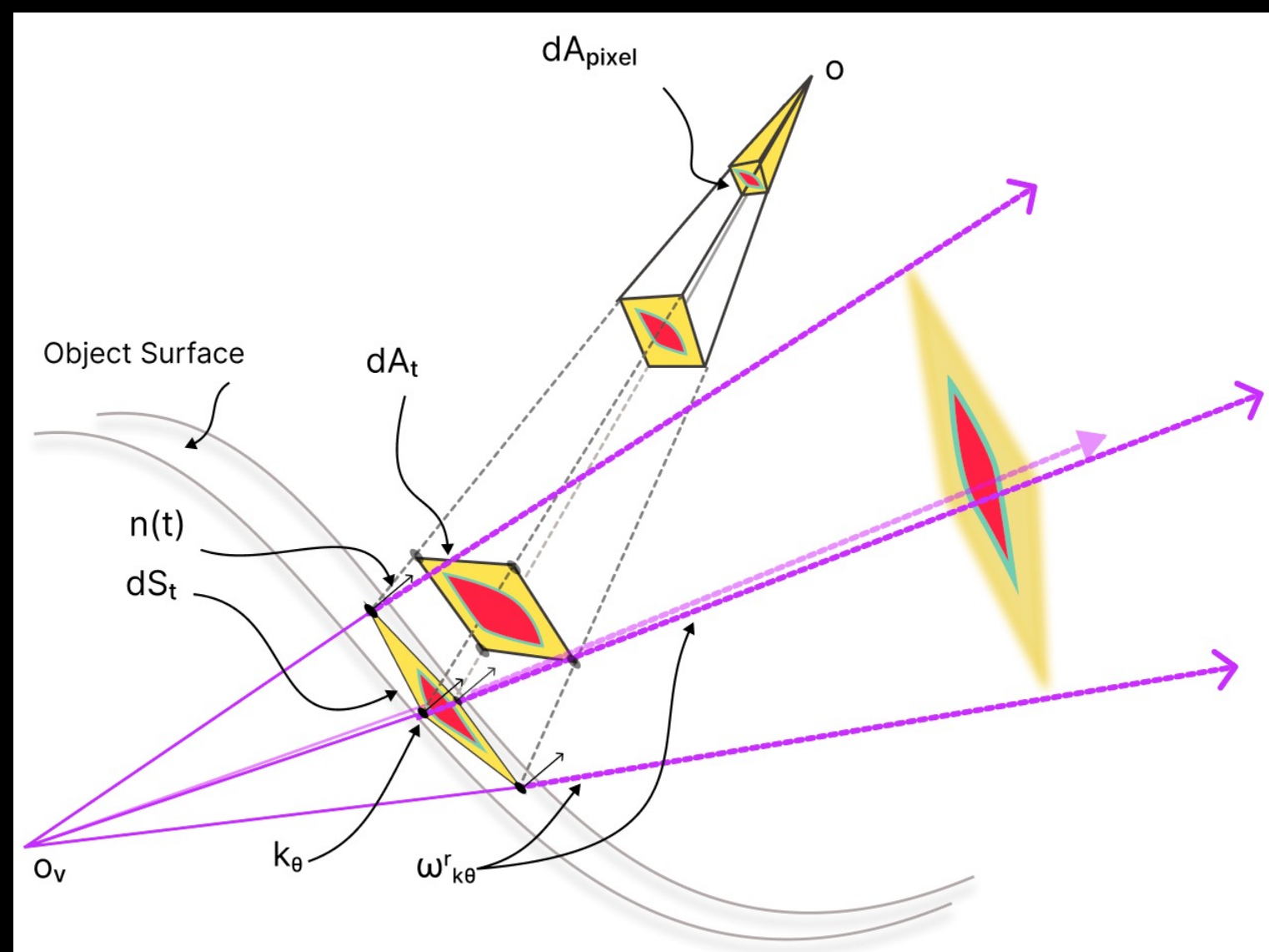
**Problem:** What information can we recover from reflections on everyday objects in images?



**Top:** Objects encode information about their environment by reflecting light

# Objects as Radiance Field Cameras

**Key Insight:** Modeling reflections as a projection of the 5D radiance field of the environment onto the object surface<sup>1</sup>

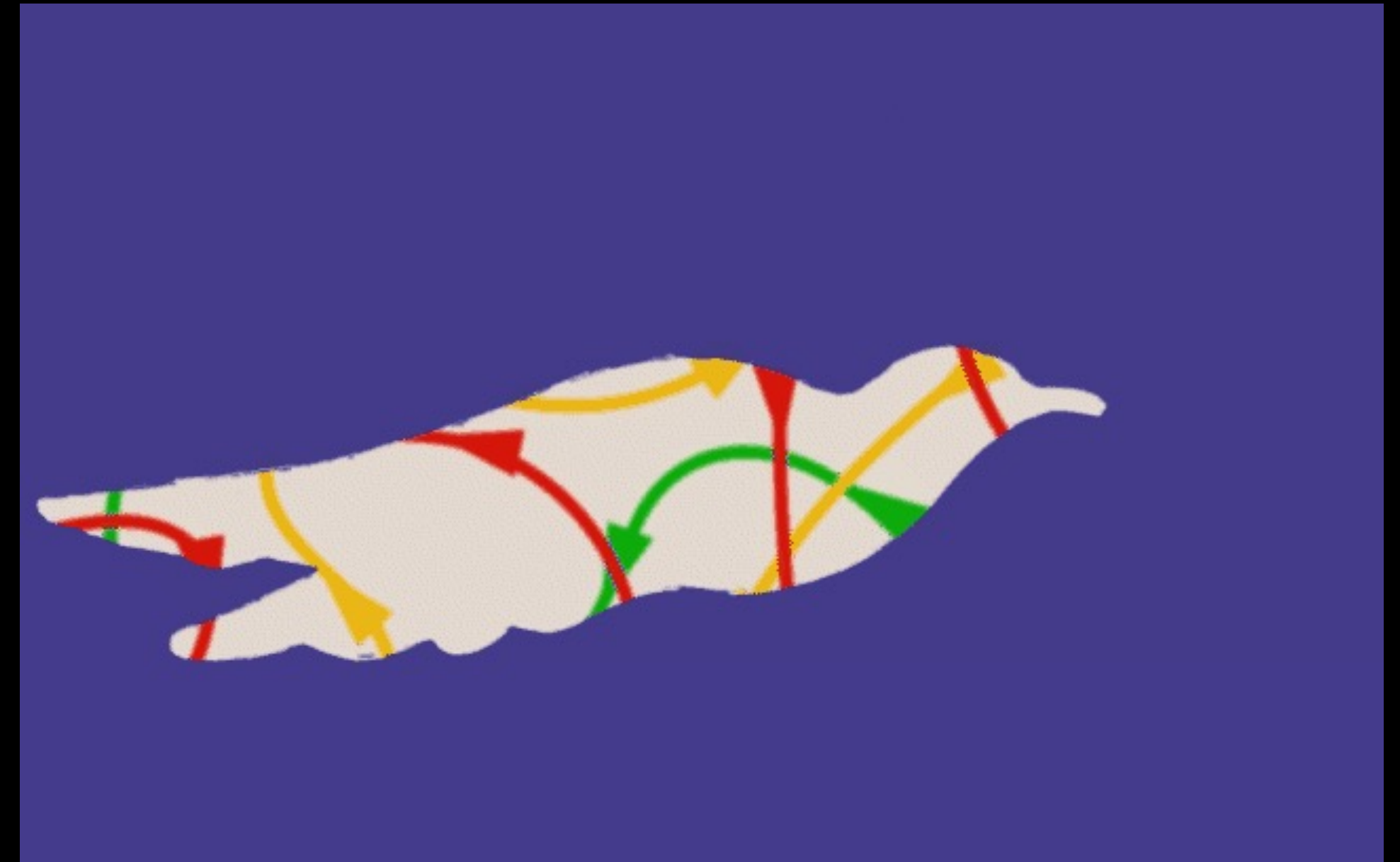
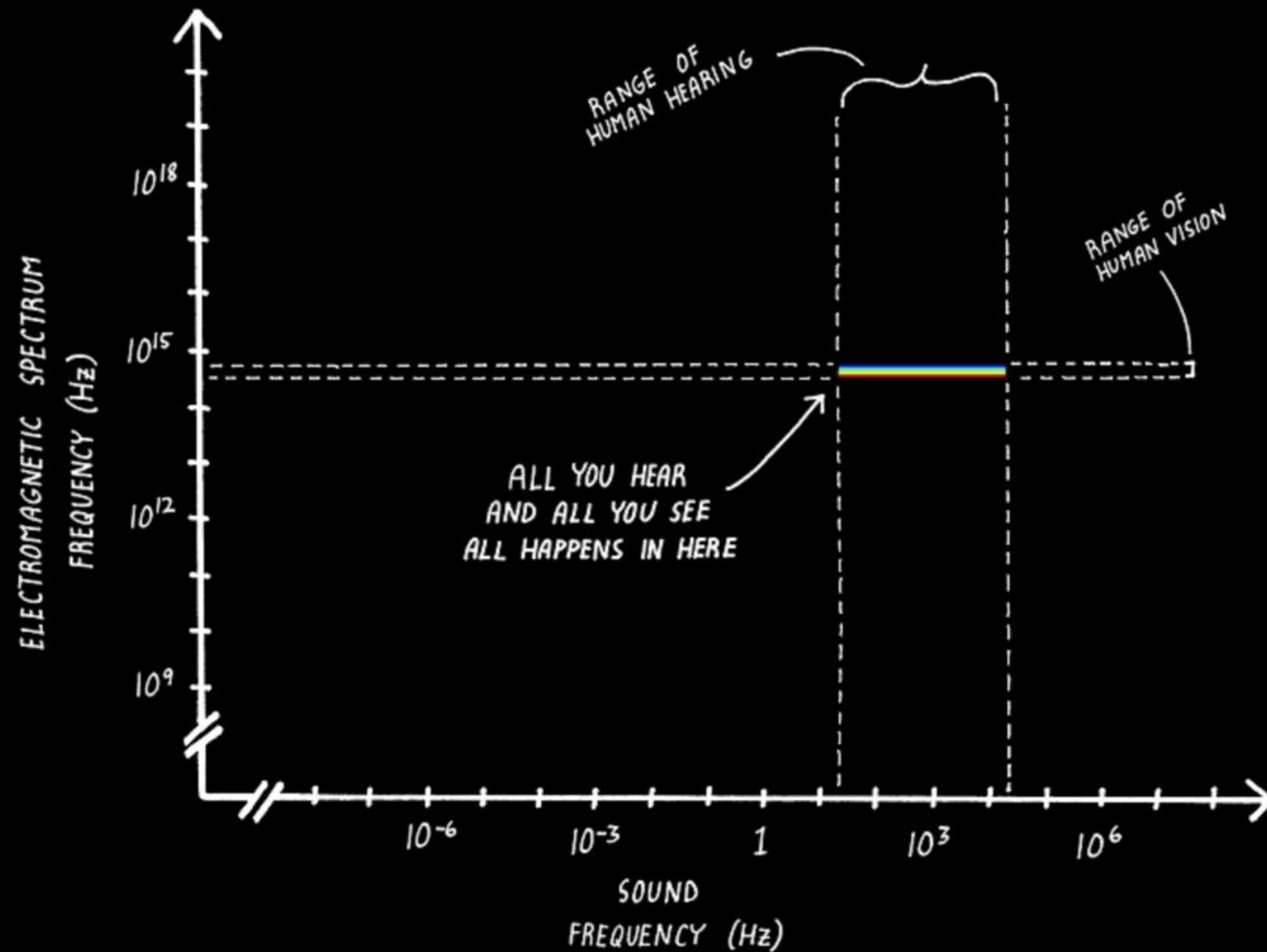


**Top:** By exploiting reflections we can see the world from the object's perspective

**Left:** Imaging through Virtual Sensors on the object's surface

<sup>1</sup>Tiary, et. al.; ORCa: Glossy Objects as Radiance Field Cameras, *Under Review 2022*

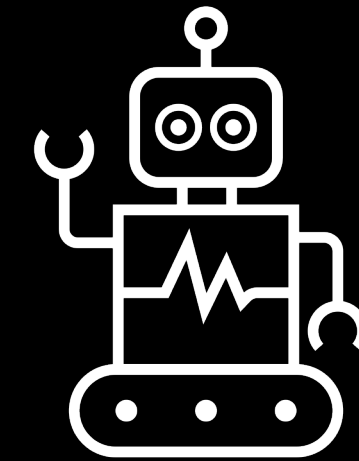
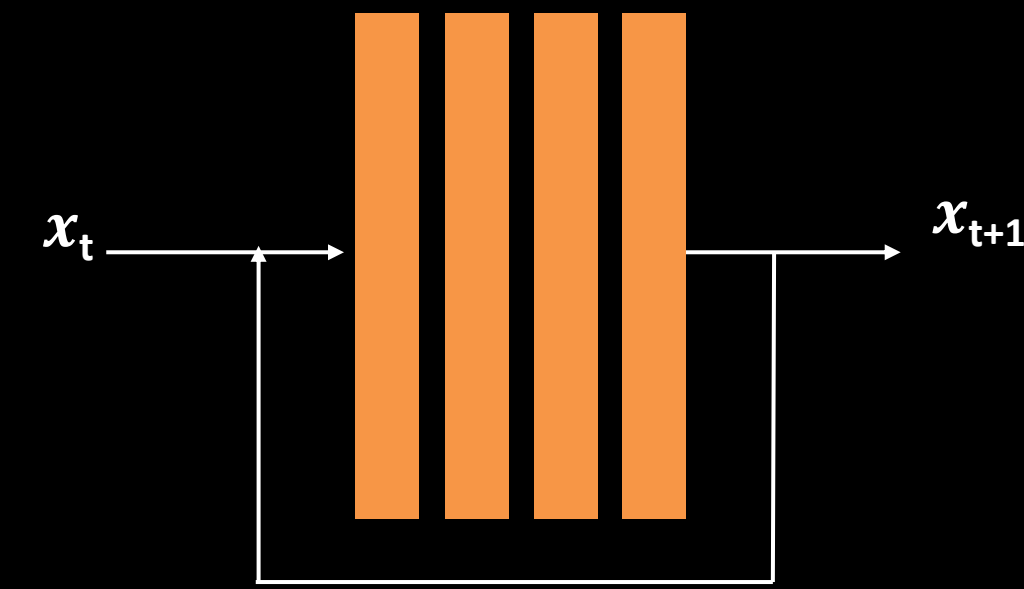
# Why limit machines to Human-Like Cues?



Top: Birds use **Polarization** as a cue to navigate

Top: Going **beyond the visual spectrum** to sample the world

# Timeline



Physics vs. Learned Priors: Rethinking Camera and Algorithm Design for Task-Specific Imaging, *ICCP 2022*

Perspective Review

Physical Cues: Shadows, Reflections, Polarization

Scenes as Cameras, *Proposed Work*

Applying Cues with downstream Robotics

March 2022

Nov 2022

March 2023

April 2023

Writing

April 2022

Physical Cue: Shadows

Towards Learning Neural Representations through Shadows, *ECCV 2022*

Physical Cues: Reflections, Polarization

Objects as Radiance Field Cameras, *Under Review 2022*

