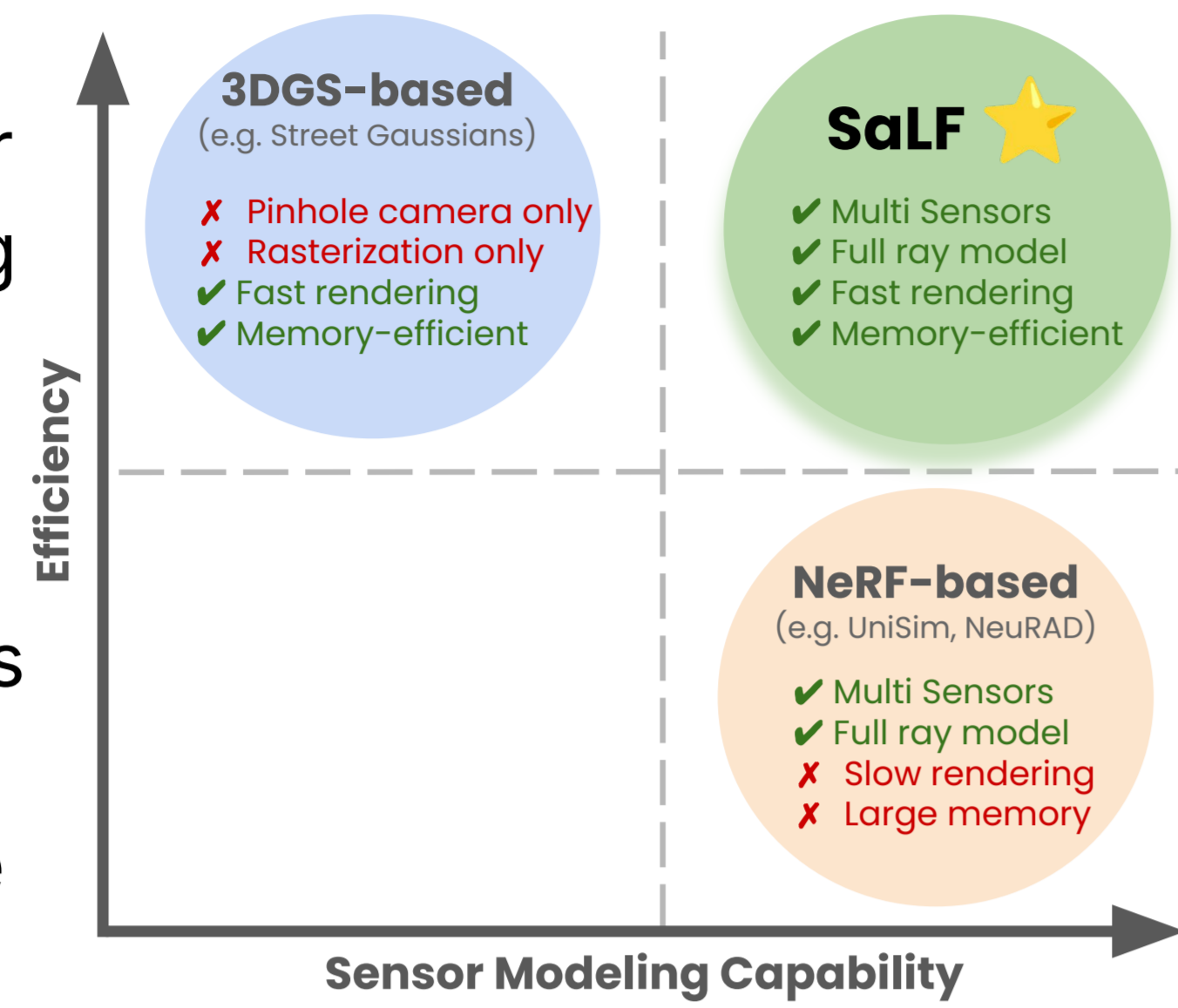




Motivation: Unified Multi-Sensor Simulation

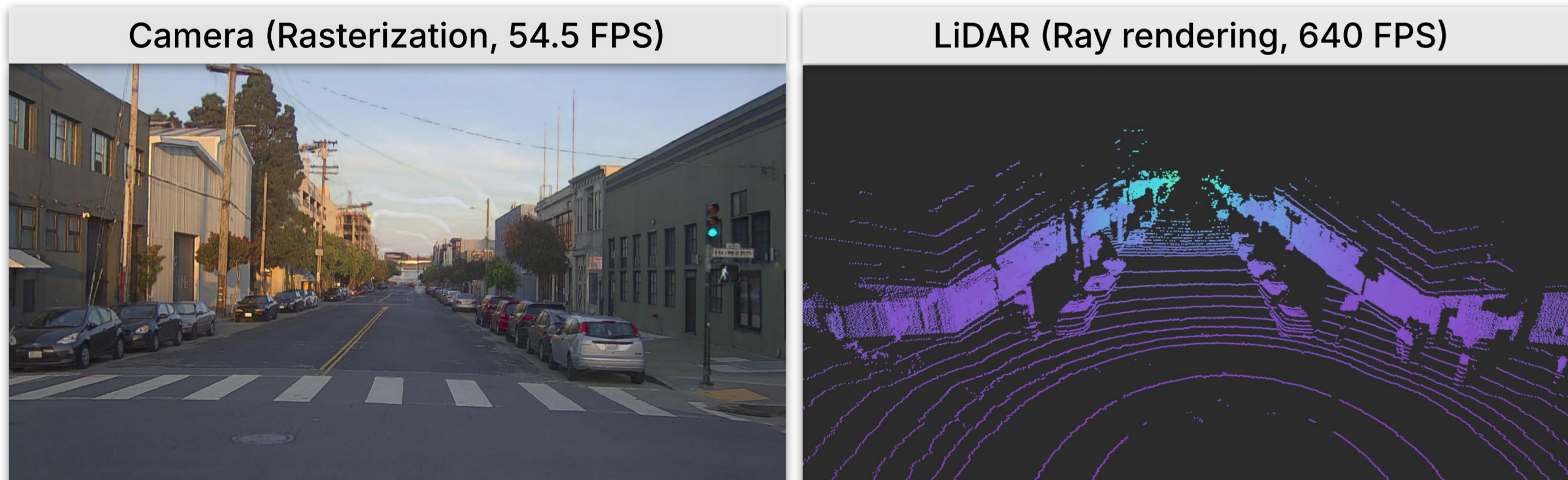
- + High-fidelity camera and LiDAR simulation is critical for autonomy testing and training
- + NeRFs support flexible ray-based sensors, but are slow to train and render
- + 3DGS is efficient, but requires additional approximations when moving beyond pinhole cameras



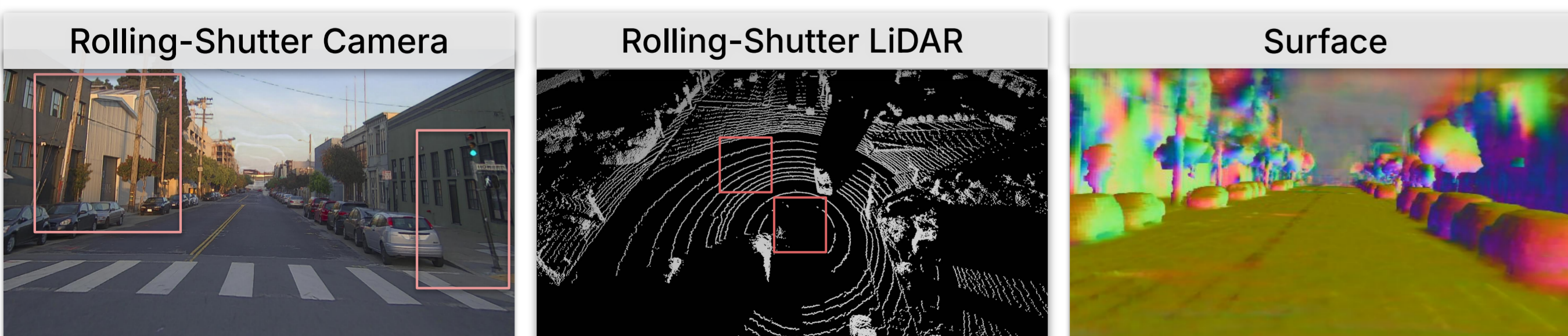
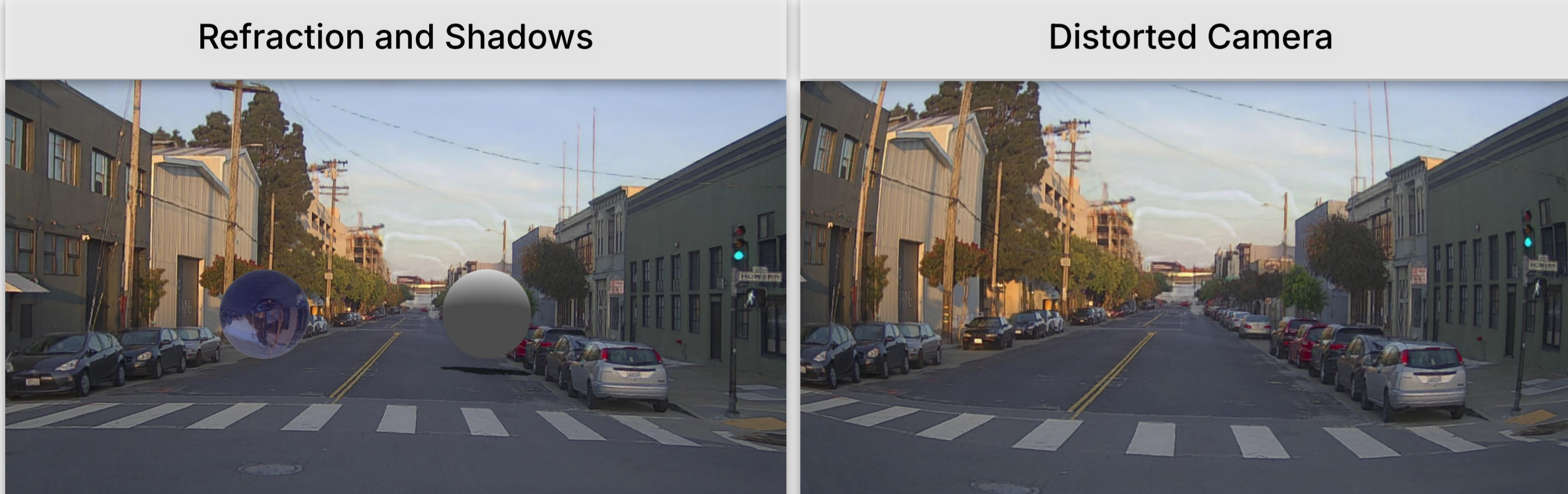
Goal: a unified representation supporting both rasterization and ray-based rendering

Applications

- + Efficient and flexible multi-sensor simulation



Multi-sensor rendering in real-time

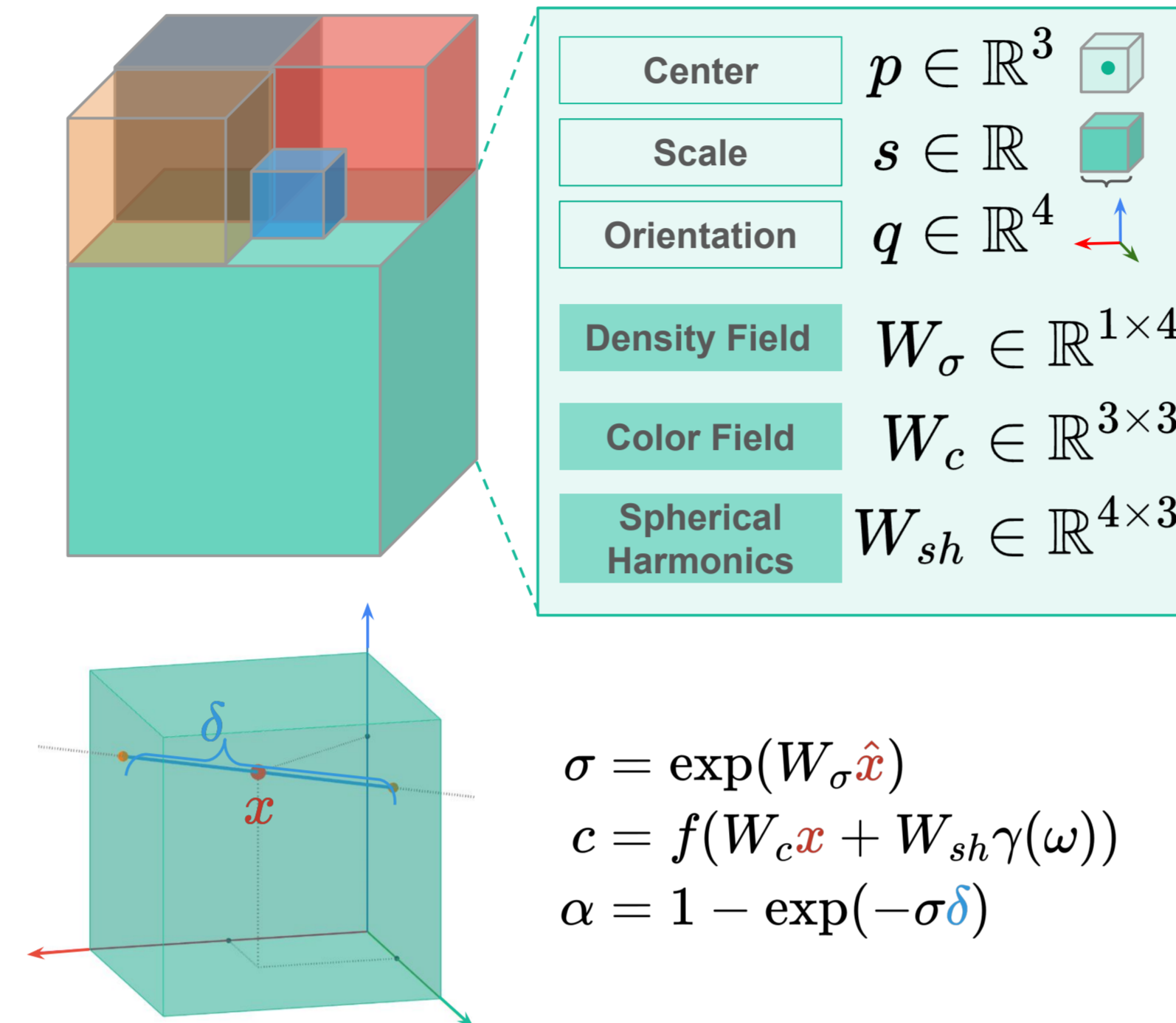


360° Panorama Image

Advanced sensor modeling via ray rendering

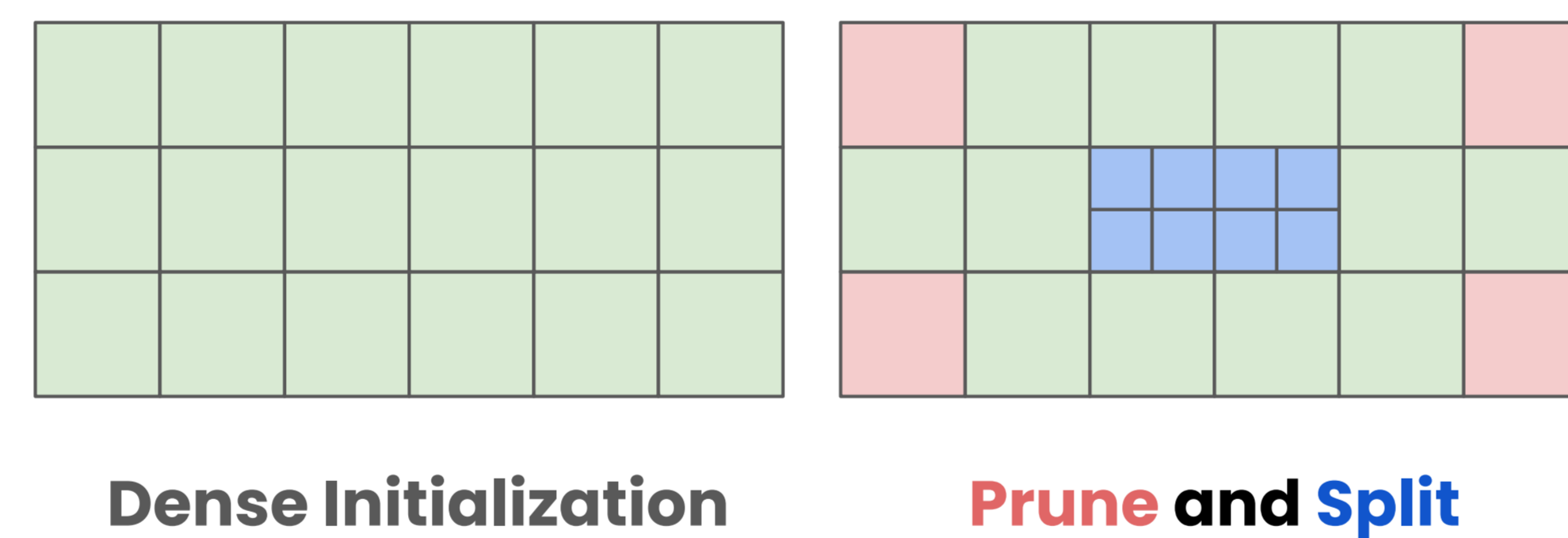
Representation

SaLF uses sparse local implicit voxel fields backed by an octree to enable efficient rasterization and ray rendering.



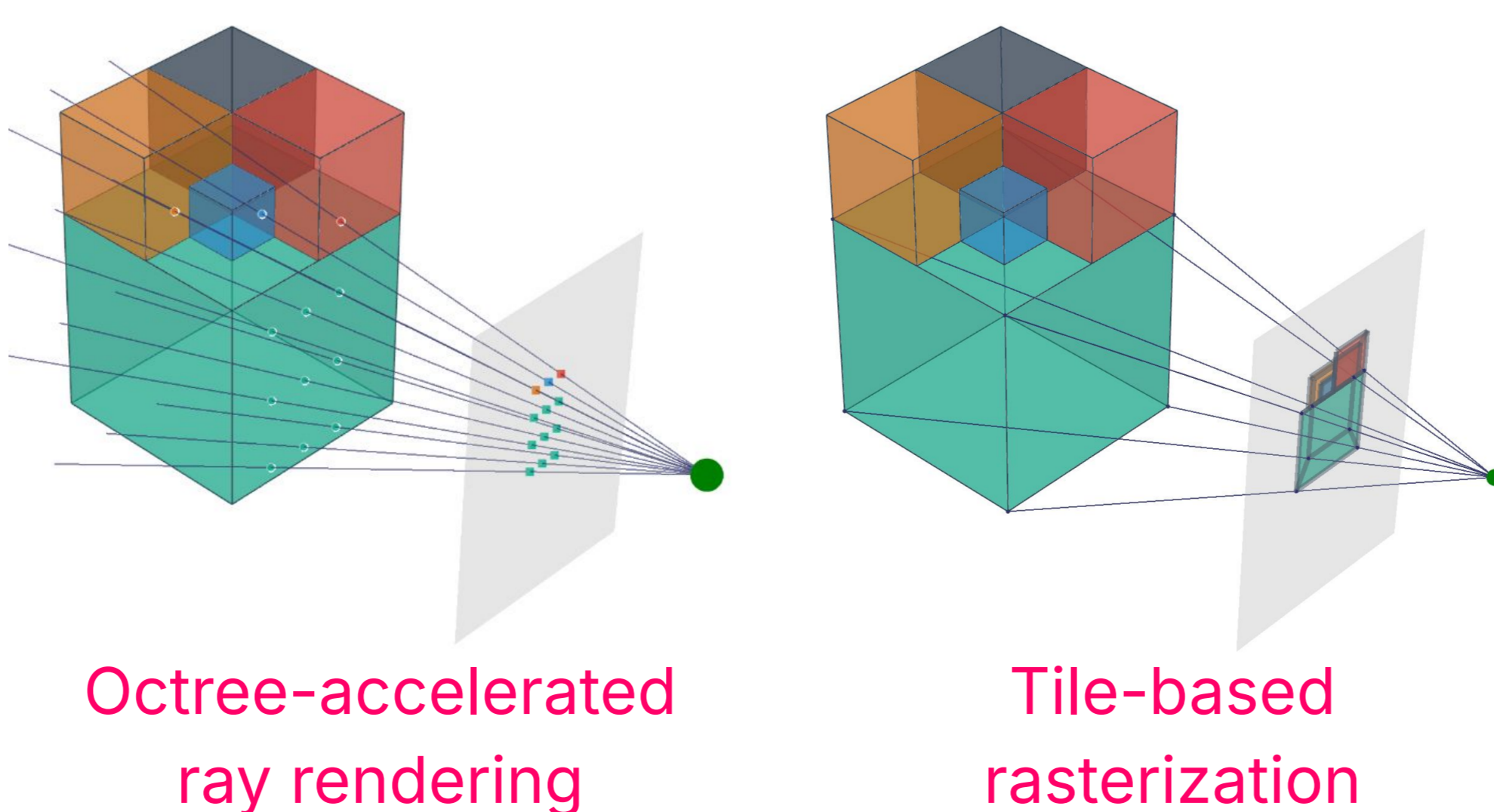
Adaptive density control

Coarse-to-fine voxel densification subdivides high gradient regions and prunes empty space.



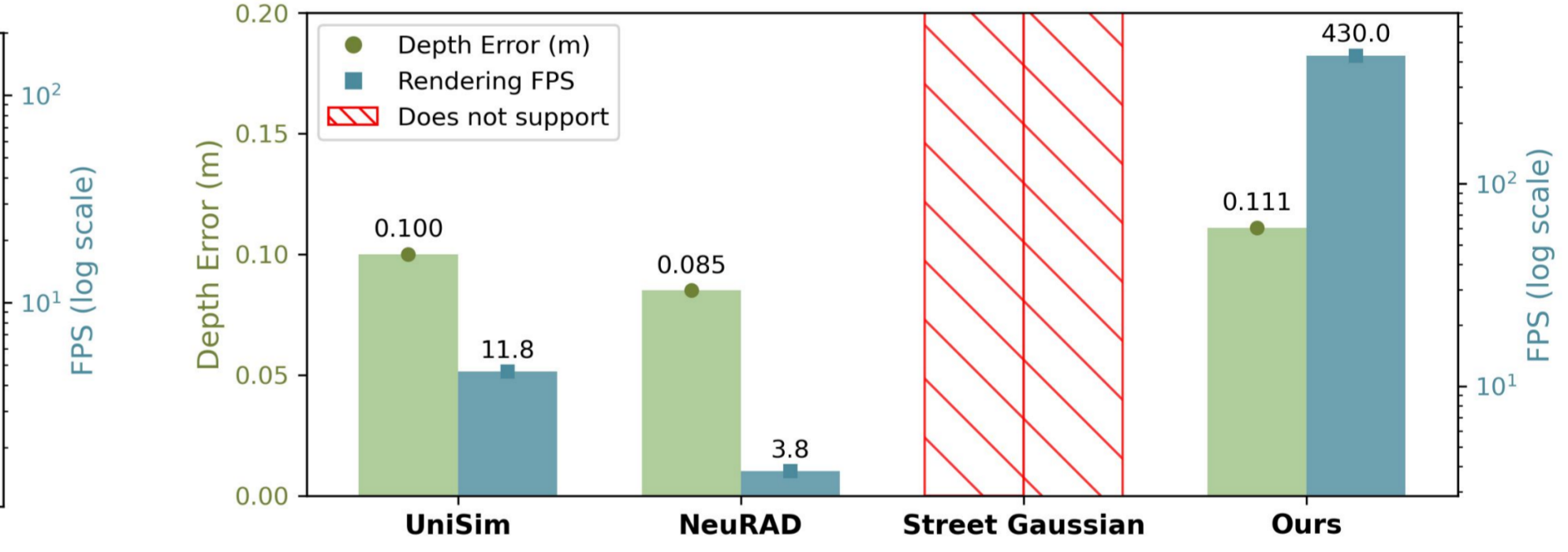
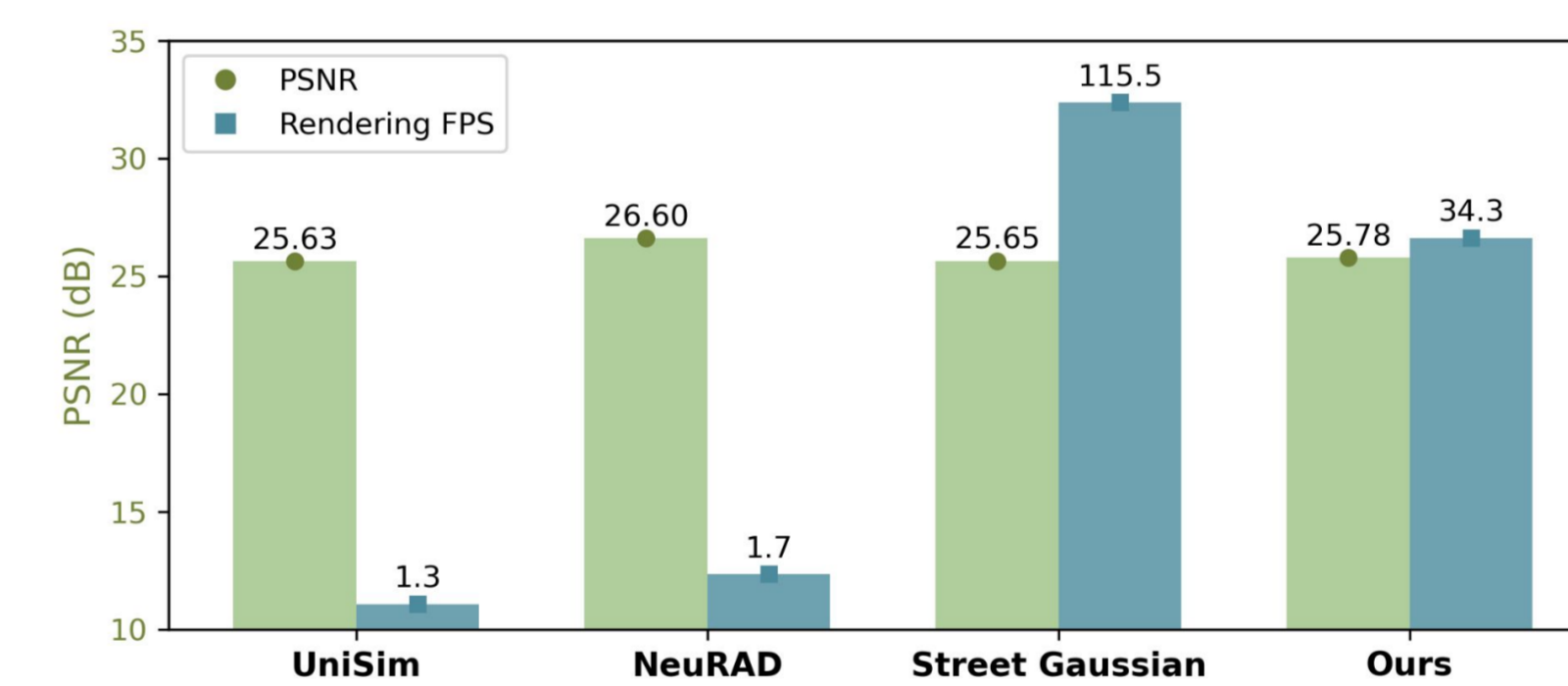
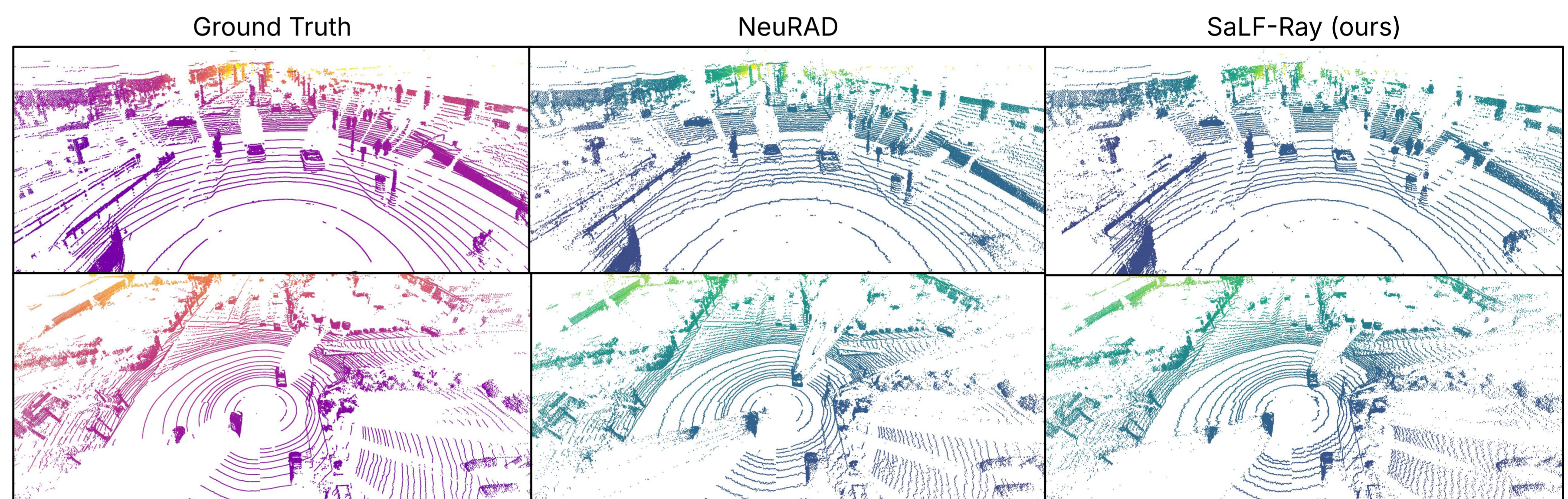
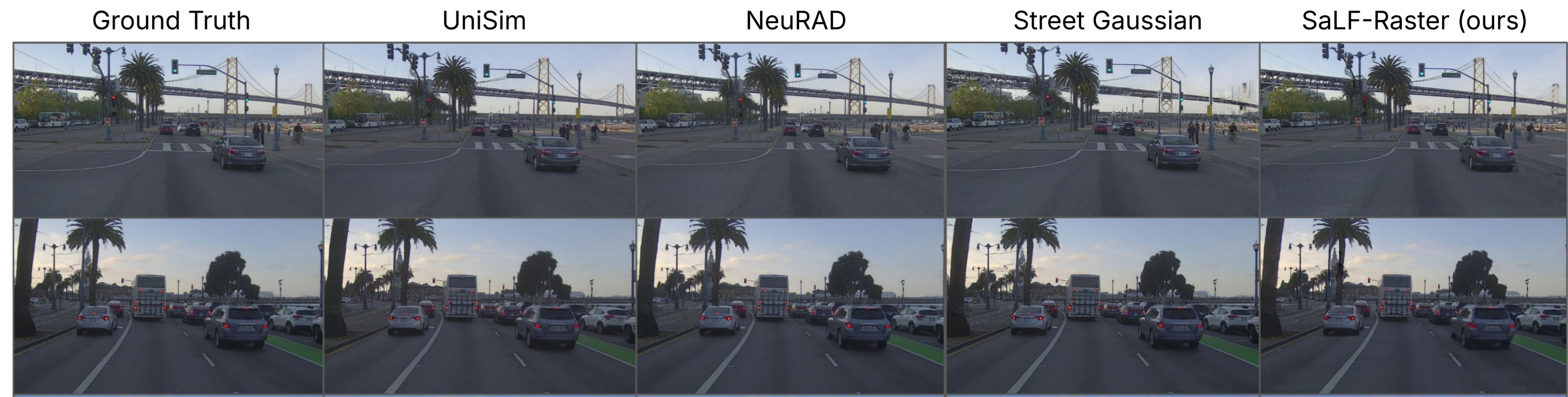
Rendering

One representation supports fast pinhole rasterization as well as flexible ray-based rendering.



Results

- + NVS comparison with SOTA



- + Ablation

ABLATION STUDY ON Salf COMPONENTS.

Models	PSNR \uparrow	SSIM \uparrow	LPIPS \downarrow
Ours	25.48	0.744	0.373
- Densification	23.19	0.670	0.474
- Field matrices	25.11	0.735	0.386

- + Autonomy Evaluation

DOWNSTREAM DOMAIN GAP EVALUATION.

	Det. Agg. \uparrow	Pred. ADE \downarrow	Plan Cons. \downarrow
UniSim	0.74	0.63	0.99
Ours	0.78	0.52	0.83

- + Limitations:

- + Requires higher primitive count compared to 3DGS for similar quality
- + Does not support non-rigid and temporal changes in the representation

- + References

[UniSim] Z. Yang, Y. Chen, J. Wang, S. Manivasagam, W.-C. Ma, A. J. Yang, R. Urtasun
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[NeuRAD] A. Tonderski, C. Lindstrom, G. Hess, W. Ljungbergh, L. Svensson, C. Petersson
NeuRAD: Neural rendering for autonomous driving, CVPR 2024

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Street gaussians for modeling dynamic urban scenes, 2024