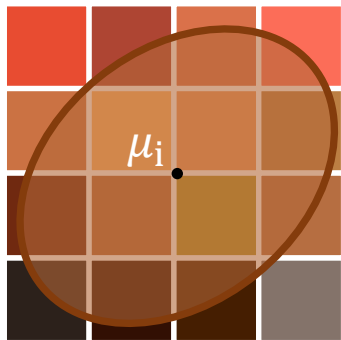
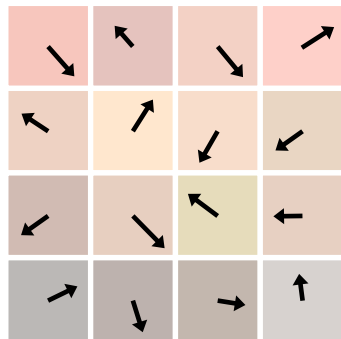


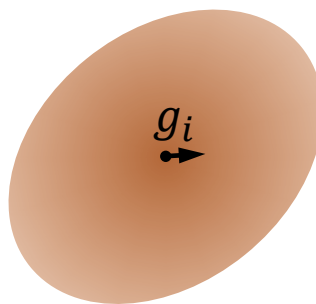
Splatting



(a) Splatting



$$\hat{g}_i = \left(\sum_j^m \frac{\partial L_j}{\partial \mu_{i,x}}, \sum_j^m \frac{\partial L_j}{\partial \mu_{i,y}} \right)$$



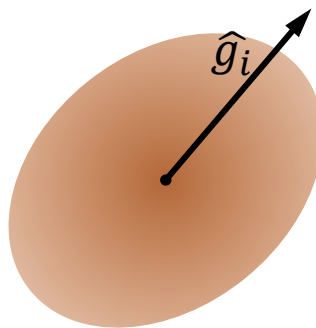
$$\frac{\sum \|g_i\|}{n} < \tau_{grad}$$



(b) 3D-GS



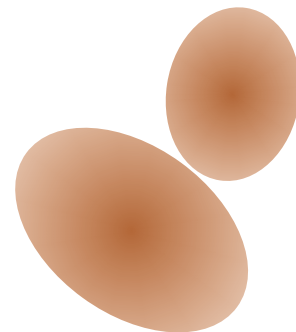
$$\hat{g}_i = \left(\sum_j^m \left| \frac{\partial L_j}{\partial \mu_{i,x}} \right|, \sum_j^m \left| \frac{\partial L_j}{\partial \mu_{i,y}} \right| \right)$$



$$\frac{\sum \|\hat{g}_i\|}{n} > \tau_{grad}$$



Densify



(c) AbsGS