

DDNeRF: Depth Distribution Neural Radiance Fields

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Overview

Neural radiance fields (NeRF) models, can represent high-quality scenes but still suffers from two main drawbacks:

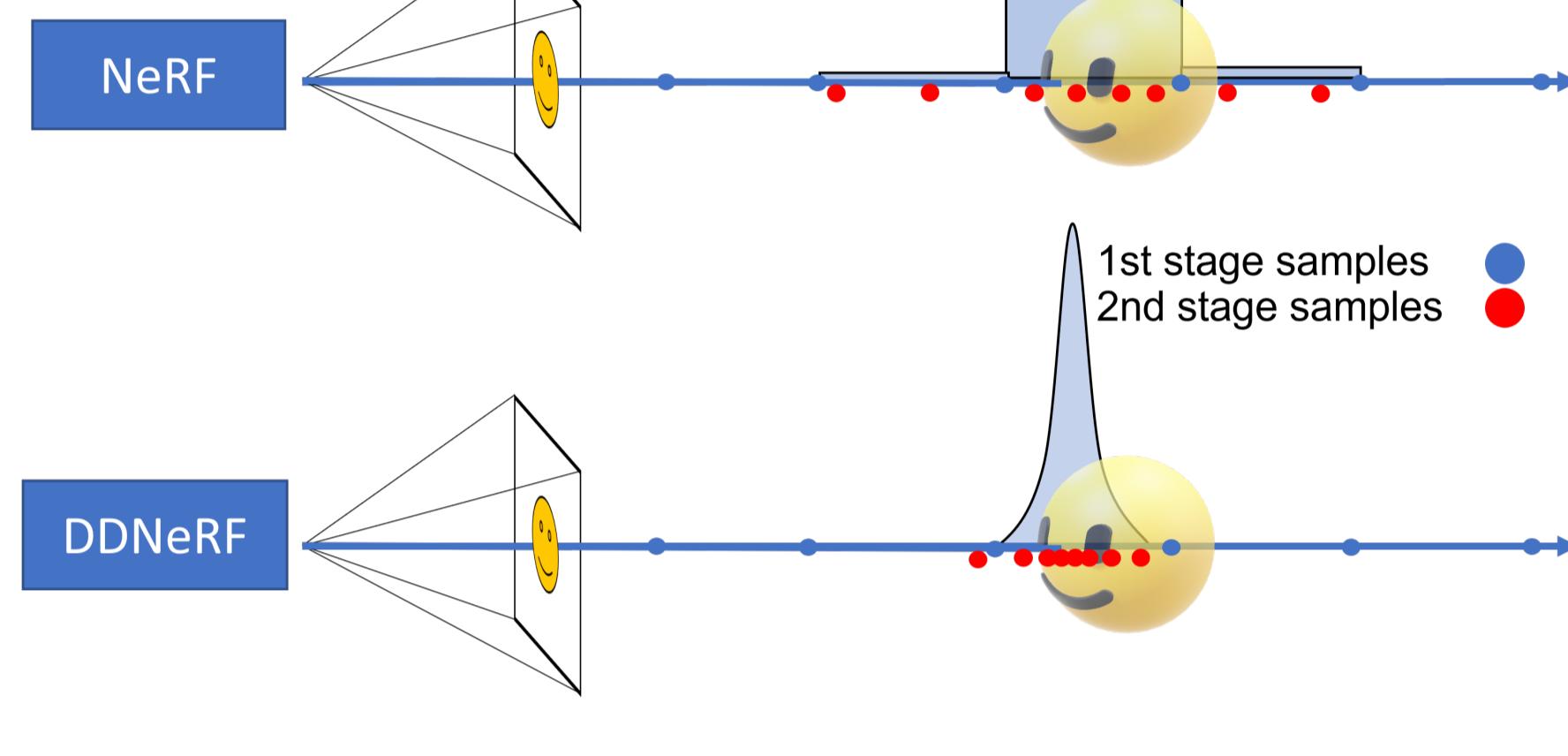
1. The training process is computationally very expensive.
2. Struggles with real life 360° complex scenes.

We propose DDNeRF - depth distribution neural radiance fields:

New method that significantly increases sampling efficiency, accelerates the training process and improves output quality.

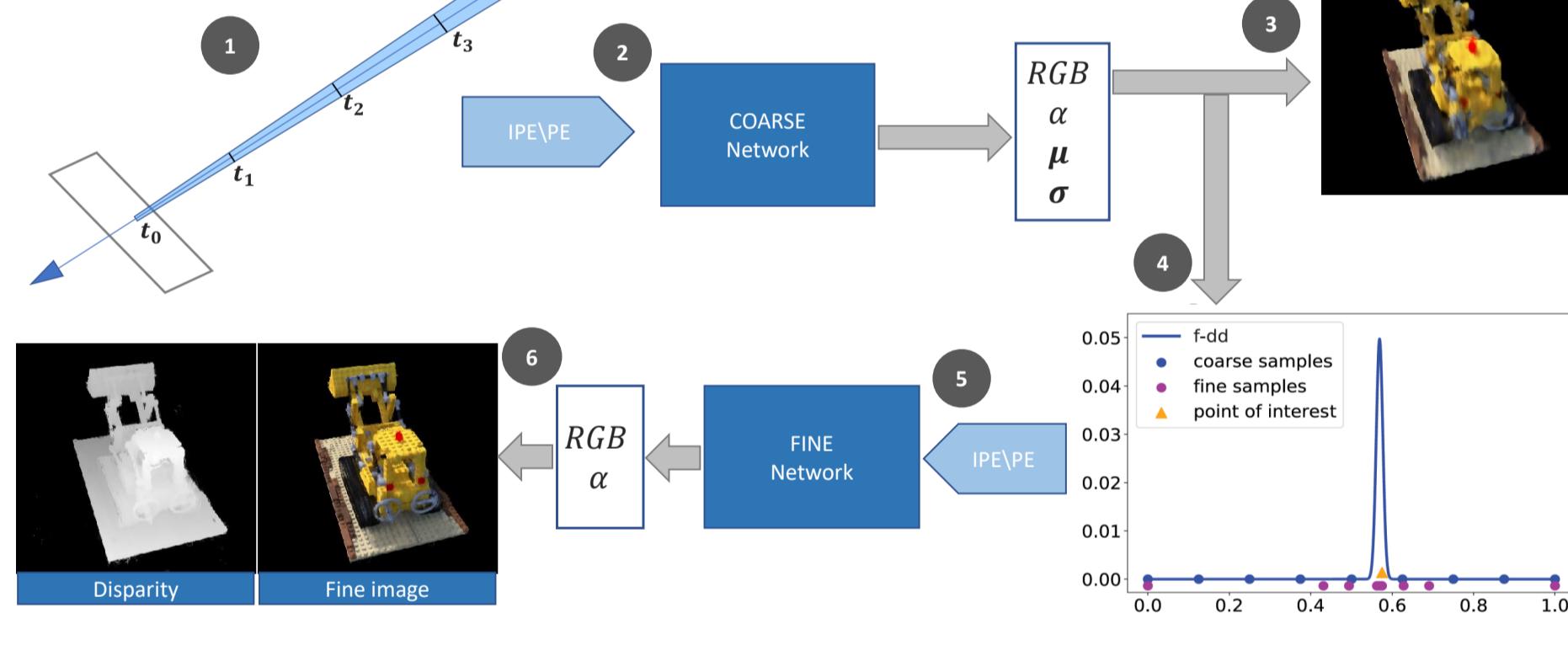
Our method represents the PDF in the Hierarchical Sampling as a **mixture of Truncated Gaussian distributions**. This allows using fewer samples during training and inference while achieving better output quality.

Hierarchical sampling

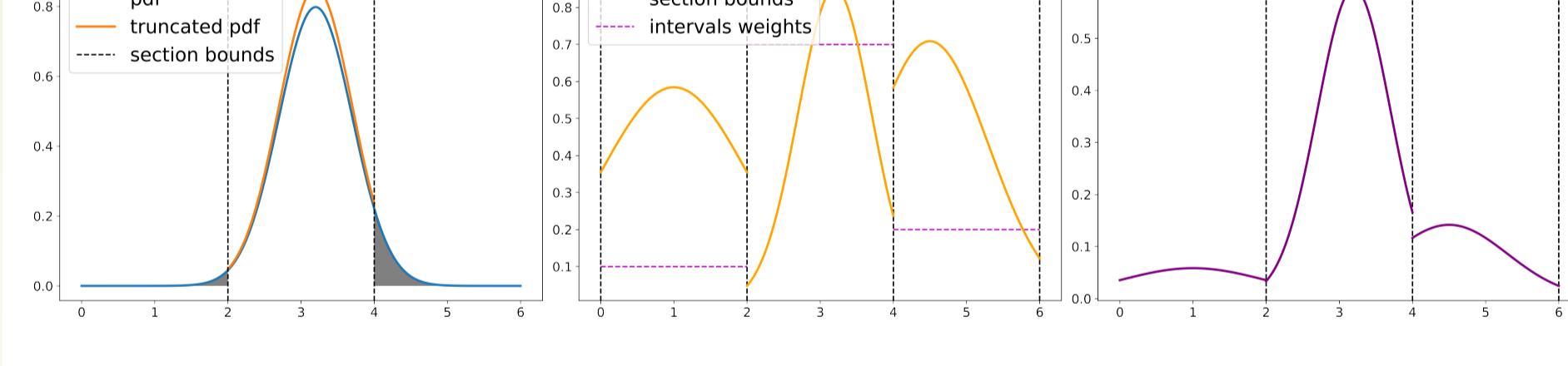


Method

DDNeRF Full Pipe:



Distribution Estimation:

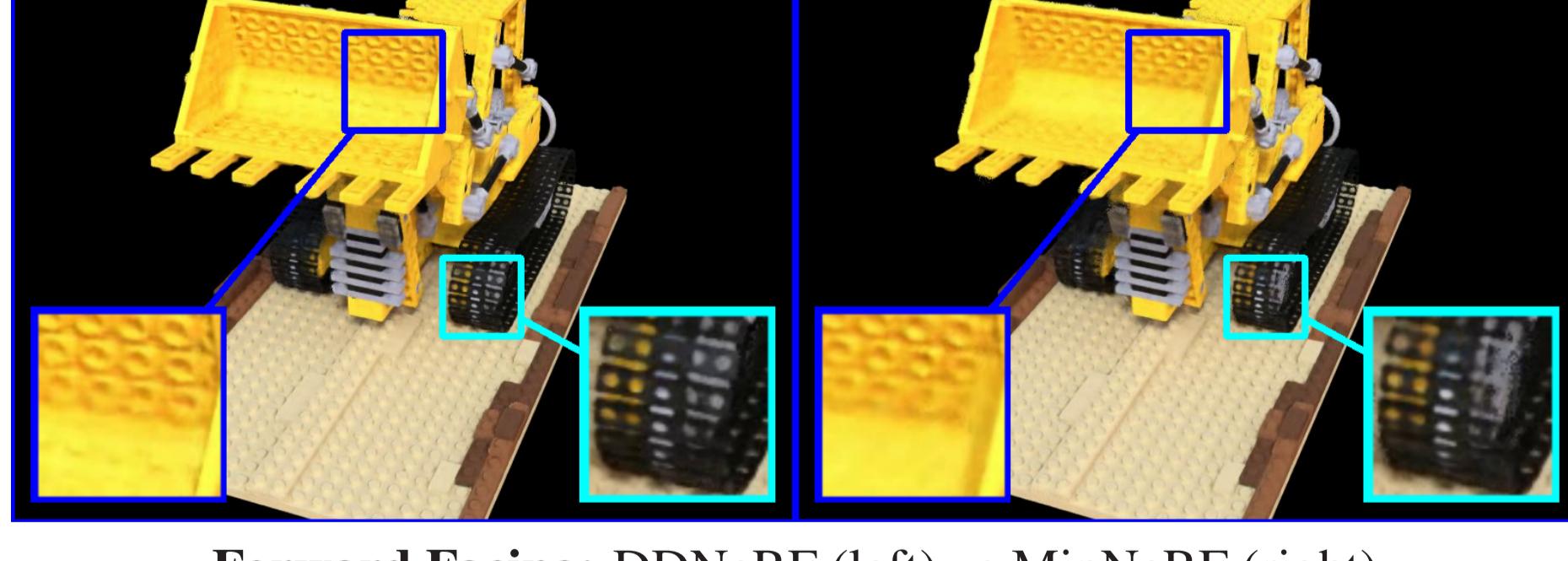


$$f_{dd}(t) = h_i^c \cdot f'_i(t) \quad \text{for } t \in [t_i^c, t_{i+1}^c] \quad (1)$$

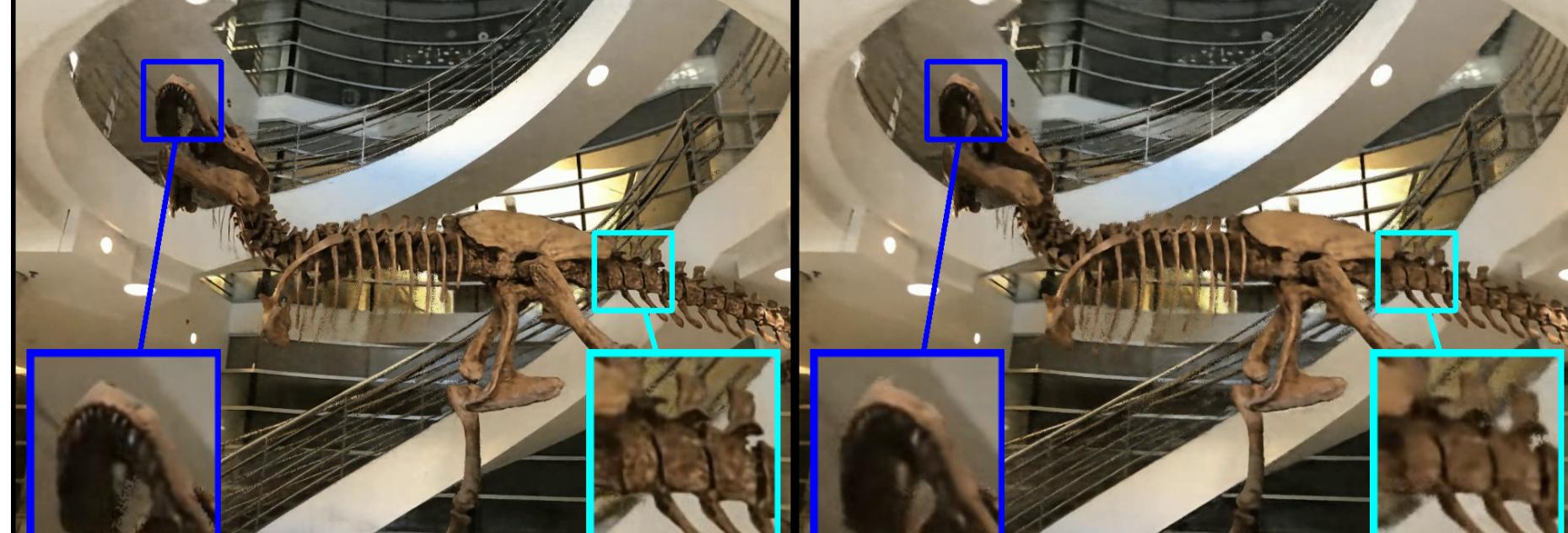
where h_i^c and f'_i are the weight and the truncated Gaussian of interval i , respectively.

Qualitative Results

Synthetic: DDNeRF (left) vs MipNeRF (right)



Forward Facing: DDNeRF (left) vs MipNeRF (right)



360° Bounded: DDNeRF (left) vs MipNeRF (right)



360° Unbounded: DDNeRF++ (left) vs NeRF++ (right)

