

# 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:

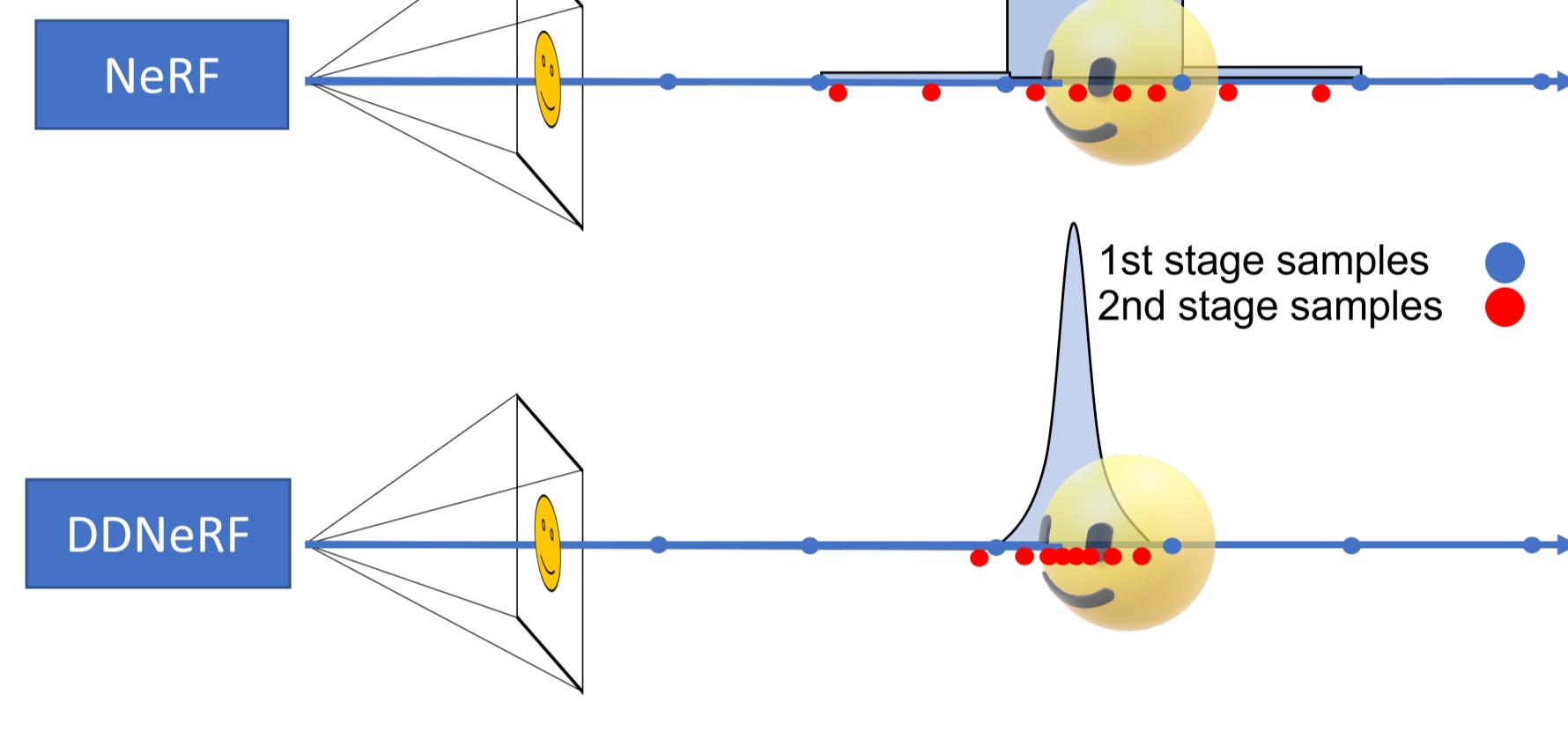
1. The training process is computationally very expensive.
2. Struggles with real life 360° complex scenes.

We propose DDNeRF - depth distribution neural radiance fields:

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

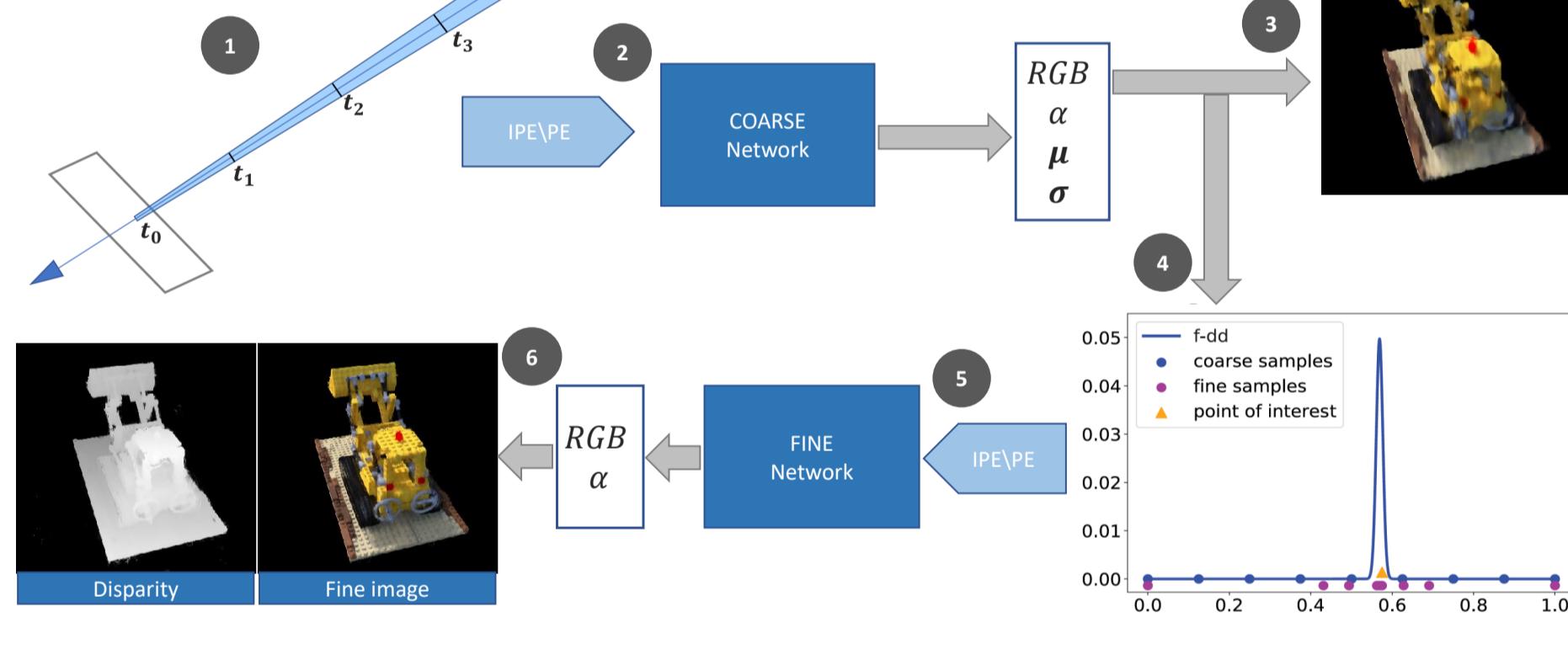
Our method represents the PDF in the Hierarchical Sampling as a **mixture of Truncated Gaussian distributions**. This allows using fewer samples during training and inference while achieving better output quality.

## Hierarchical sampling

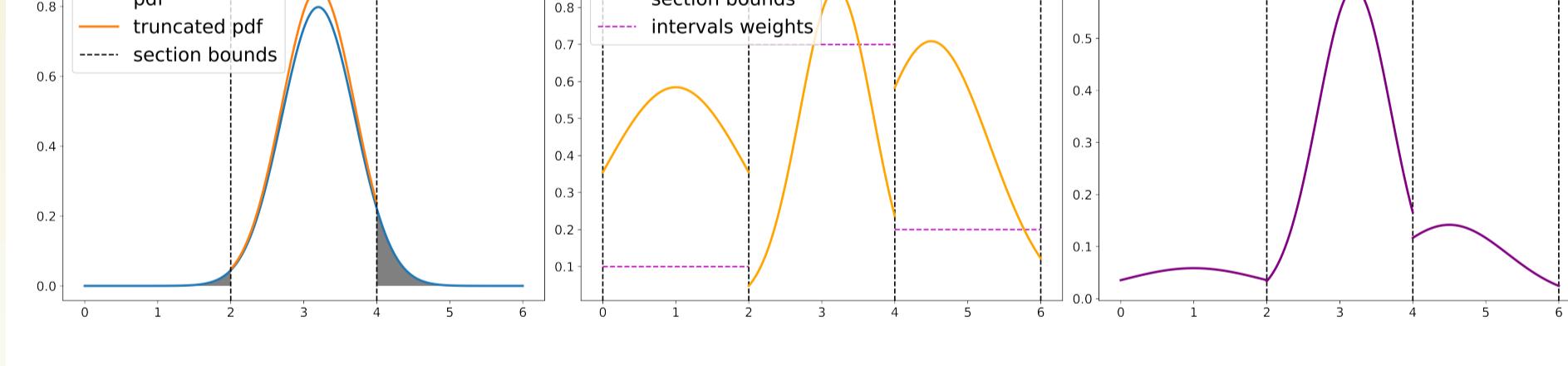


## Method

### DDNeRF Full Pipe:



### Distribution Estimation:

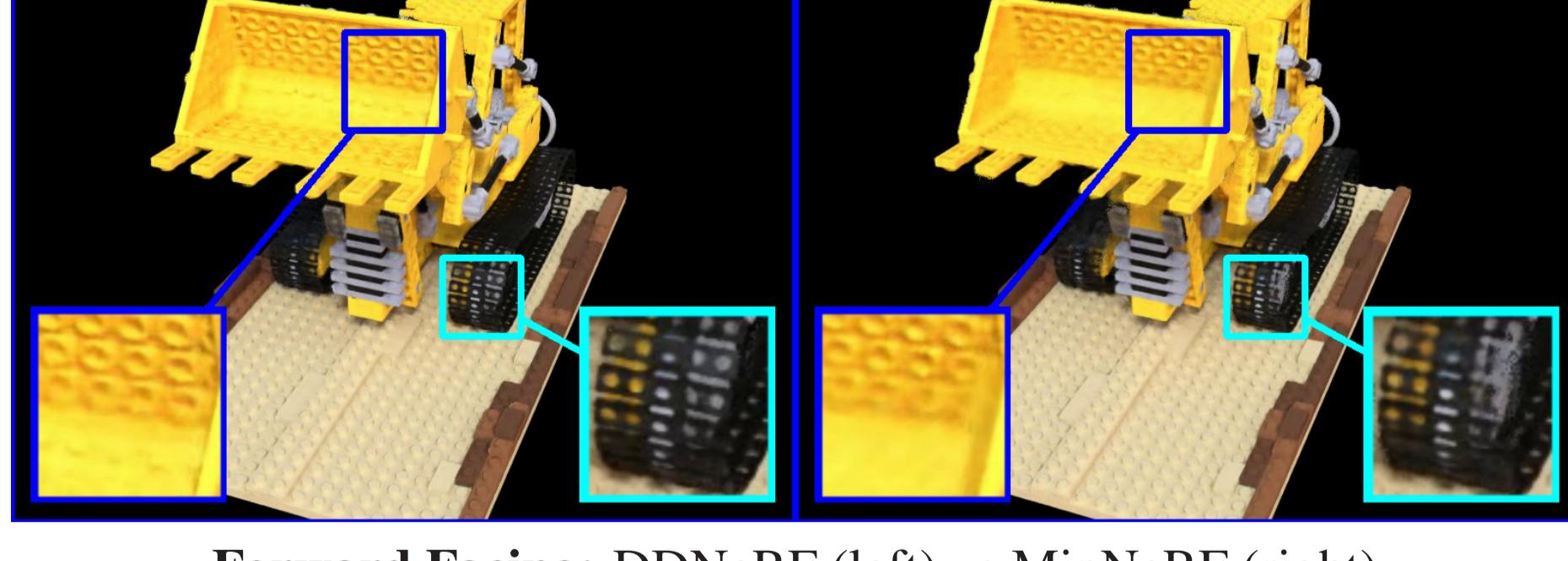


$$f_{dd}(t) = h_i^c \cdot f'_i(t) \quad \text{for } t \in [t_i^c, t_{i+1}^c] \quad (1)$$

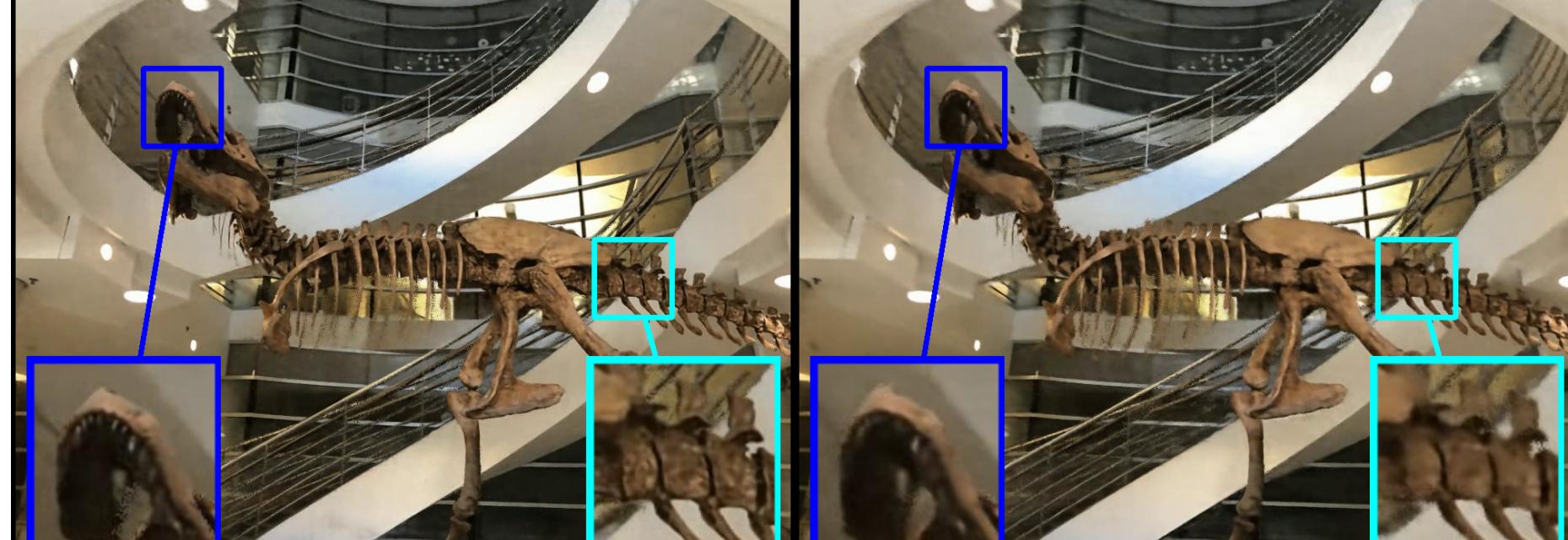
where  $h_i^c$  and  $f'_i$  are the weight and the truncated Gaussian of interval  $i$ , respectively.

## Qualitative Results

Synthetic: DDNeRF (left) vs MipNeRF (right)



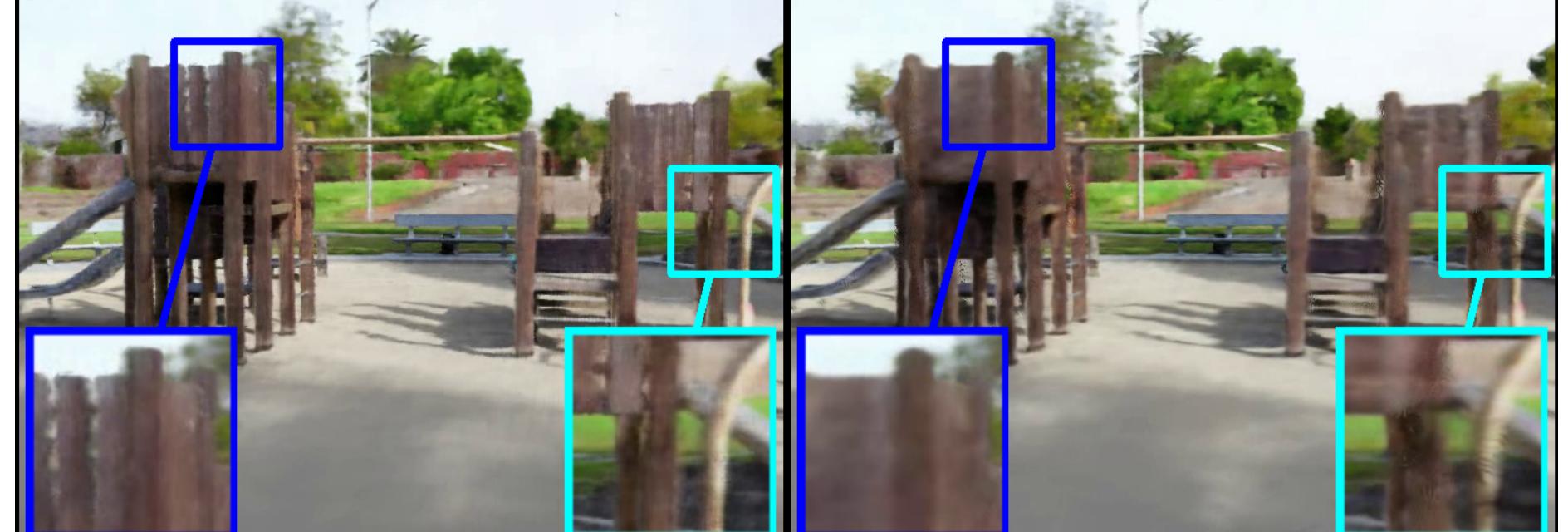
Forward Facing: DDNeRF (left) vs MipNeRF (right)



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



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

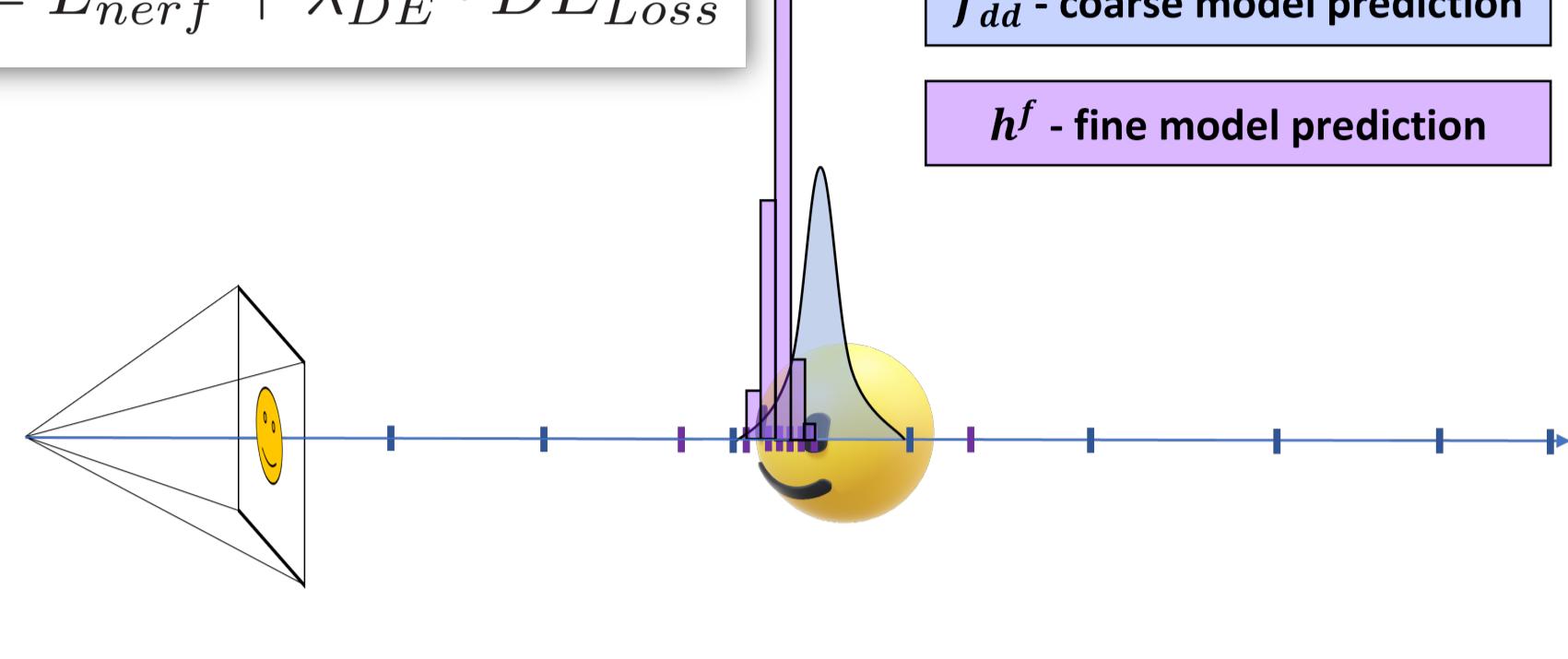


## Training Process

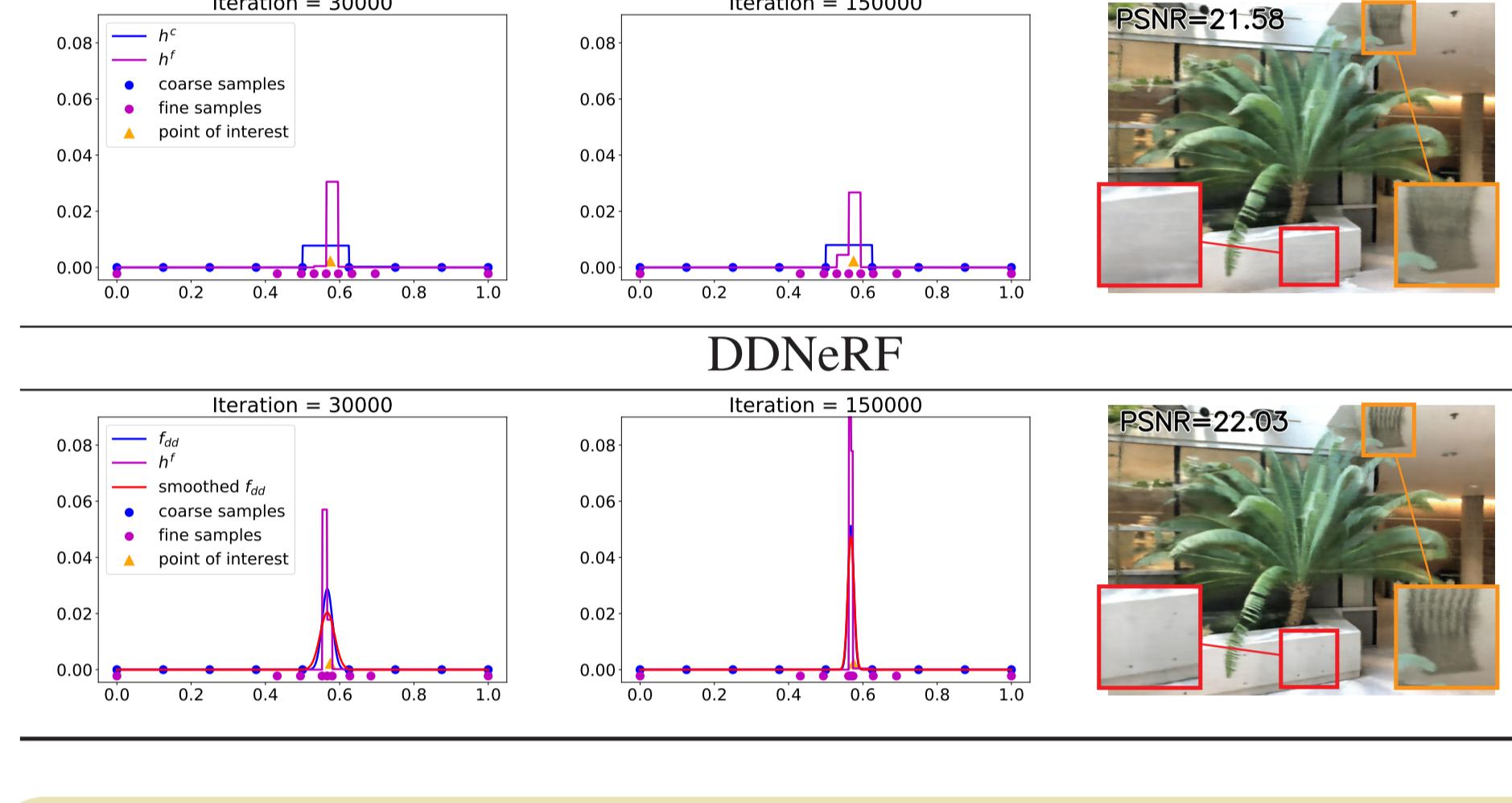
### Loss Function:

$$DE_{Loss} = KL(f_{dd}, h^f) + \text{regularization}$$

$$L = L_{nerf} + \lambda_{DE} \cdot DE_{Loss}$$



### Training Process:



## Quantitative Results

### Per Domain Results:

Domain	Samples	Model	PSNR↑	SSIM↑	LPIPS↓
Forward Facing	16	Mip-NeRF	23.33	0.738	0.289
	32	DDNeRF	<b>23.61</b>	<b>0.759</b>	<b>0.262</b>
Synthetic	16	Mip-NeRF	24.32	0.783	0.227
	32	DDNeRF	<b>24.39</b>	<b>0.789</b>	<b>0.219</b>
360° Bounded	16	Mip-NeRF	27.10	0.904	0.100
	32	DDNeRF	<b>27.66</b>	<b>0.922</b>	<b>0.079</b>
360° Unbounded	96	Mip-NeRF	29.46	0.940	0.050
	96	DDNeRF	<b>30.17</b>	<b>0.951</b>	<b>0.039</b>
360° Unbounded	96	NeRF++	20.80	0.563	0.488
360° Unbounded	96	DDNeRF++	<b>21.12</b>	<b>0.593</b>	<b>0.418</b>

### Computation-Quality Trade-Off:

Model	Samples	Iters	PSNR↑	SSIM↑	LPIPS↓	Time	Render
Mip-NeRF	96	300k	20.8	0.563	0.488	11.8H	20.91s
DDNeRF	32	300k	20.84	0.577	0.453	5.5H	<b>7.05s</b>
DDNeRF	96	80k	20.37	0.556	0.458	3.6H	21.37s
DDNeRF	96	100k	20.63	0.566	0.447	4.5H	21.37s
DDNeRF	96	140k	20.89	0.581	0.429	6.3H	21.37s
DDNeRF	96	300k	<b>21.12</b>	<b>0.593</b>	<b>0.418</b>	13.6H	21.37s