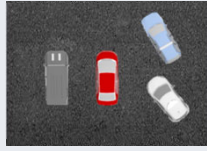


1. Introduction

Background: Birds' eye-view vision systems provide intuitive understanding of surrounding objects for driver's assistance.

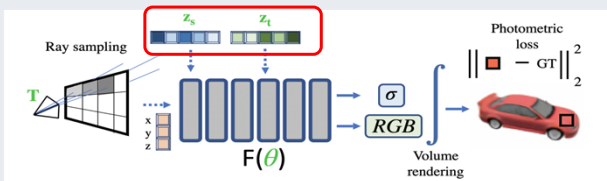


BEV vision system

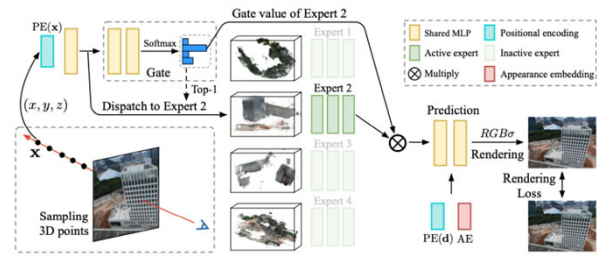
Goal: To develop NeRF models **generalizable to test instances** with enhanced expressivity by **part-based expert modules**.

2. Existing Method

- CodeNeRF_[Wonbong+,ICCV2021] models multiple objects for **generalization** by conditioning on learnable latent codes.



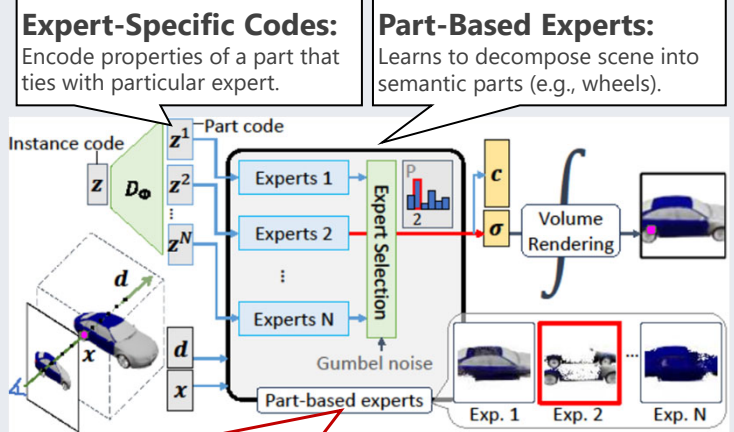
- Switch-NeRF_[Zhenxing+,ICLR2023] decomposes single scene using an input-based gating network and separate sub-models to enhance **expressivity**.



⇒ Combine two methods may achieve our goal.

3. Proposed Method

- Gumbel-NeRF (GN):** conditional NeRF with *gate-free, density-based* selection of *part-aware* sub-models.



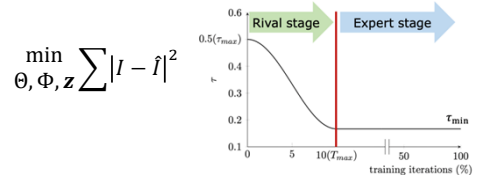
Gate-free Density-Based Selection:

Avoids gating bottleneck by exploiting more info from experts.

$$\sigma = \mathbb{1}_{\max} \left(\frac{\sigma^i}{\tau} + g_i \right), \quad \text{where } \tau: \text{Temperature}, g: \text{Gumbel noise}$$

Rival-to-Expert Training:

By proper noising with scheduled τ , Experts compete until one stands out and gradually becomes an expert.



One-shot test-time optimization:

Optimizes z to adapt to novel cars with as few as one input image.

- Baseline:** "Coded Switch-NeRF", a naïve model that combines CodeNeRF and Switch-NeRF.

4. Evaluation

Exp-1: Synthesized BEV Image Quality on SRN Benchmark

- Methods: CodeNeRF (CN), Coded Switch-NeRF (CSN), Gumbel-NeRF (GN).
- Results: Gumbel-NeRF outperforms on several image quality metrics.

Example Input	Method	PSNR	SSIM	LPIPS			CN	CSN	GN	Ground Truth
				VGG	Alex	Squeeze				
	CN	12.84	0.475							
	CSN	12.19	0.546	0.374	0.192	0.210				
	GN	12.61	0.576	0.346	0.177	0.193				
	CN	14.85	0.562							
	CSN	14.16	0.625	0.317	0.159	0.171				
	GN	15.20	0.659	0.286	0.141	0.154				
	CN	18.22	0.665							
	CSN	17.23	0.717	0.256	0.120	0.129				
	GN	18.66	0.749	0.230	0.105	0.116				

Exp-2: Decomposition

- Both are consistent across objects.
- Gumbel-NeRF utilize experts more evenly.

	Coded Switch-NeRF			Gumbel-NeRF		
	Train	Test		Train	Test	
Expert 1						
Expert 2						
Expert 3						
Expert 4						