



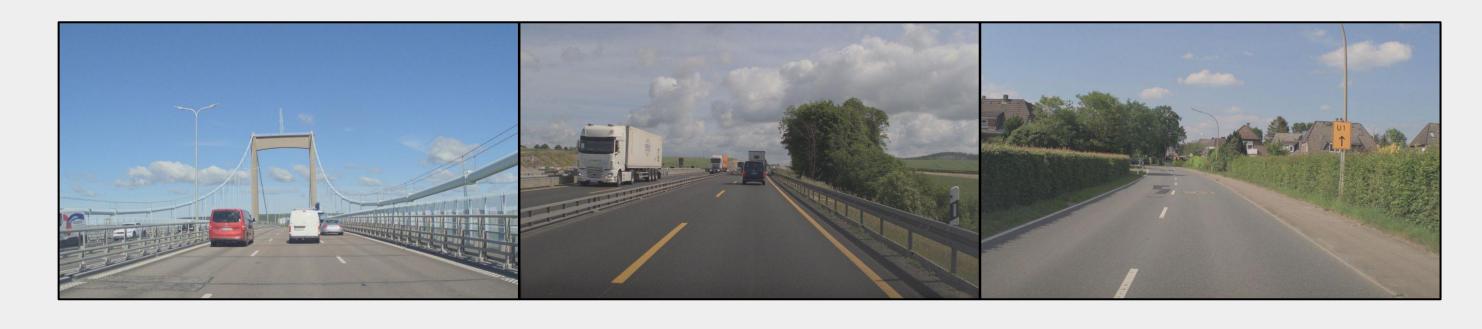


### Contributions

- **★ Full rendering capabilities:** Neural rendering for full 360° camera and lidar on dynamic AD data.
- **★** AD data modeling: Novel strategies to model camera and lidar data in unbounded AD scenes.
- **★** State-of-the-art performance: Improved metrics on five popular AD datasets.
- **★ Open-source:** Built on top of Nerfstudio, code released at https://github.com/georghess/neurad-studio.

## Motivation: Driving data is boring

Collected data is mostly **uneventful!** 





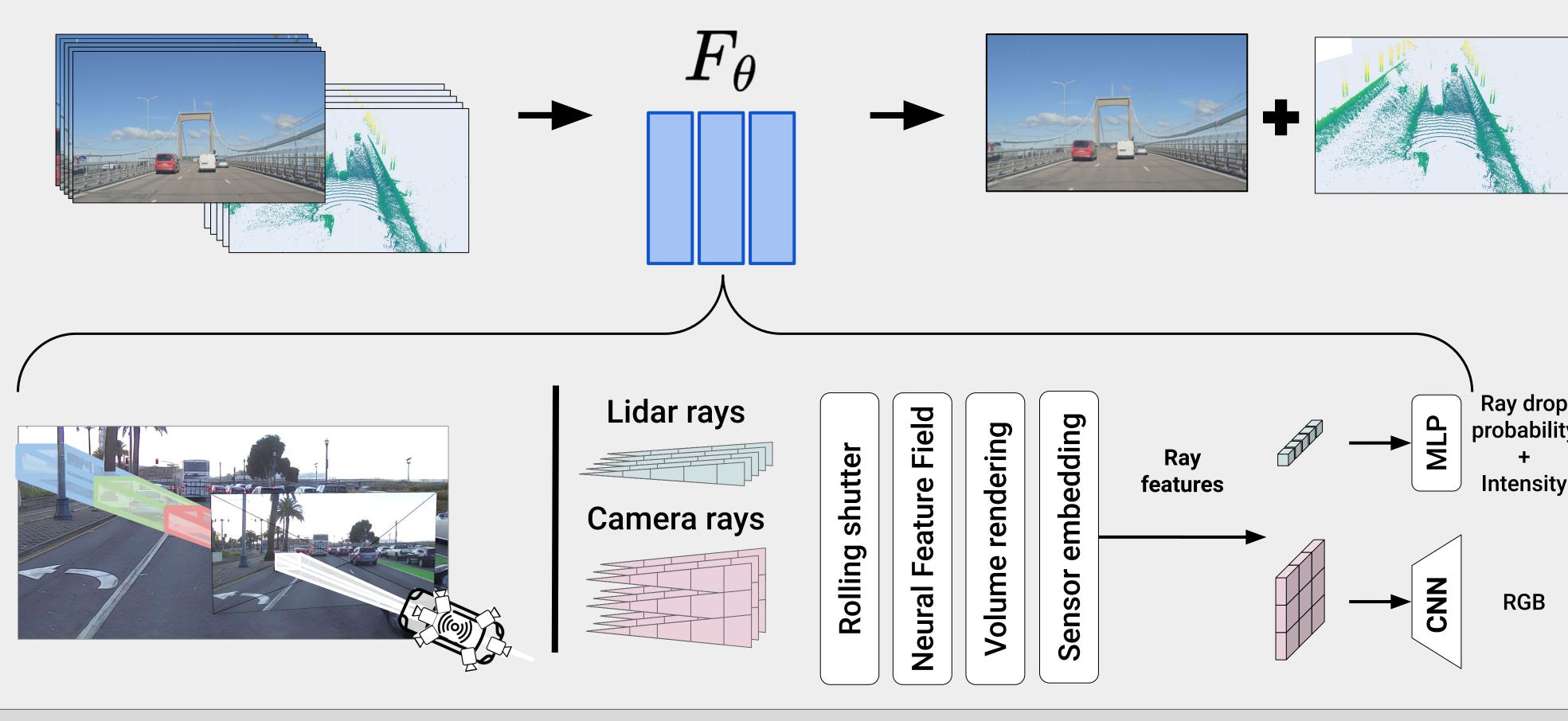
Safe autonomous driving requires handling of corner cases.

Manual collections and game engine simulations are **expensive**, time-consuming and scales poorly.



## NeuRAD: Neural Rendering for AD data

- 1. Collect sensor data 2. Learn scene representation 3. Render sensor data from new views





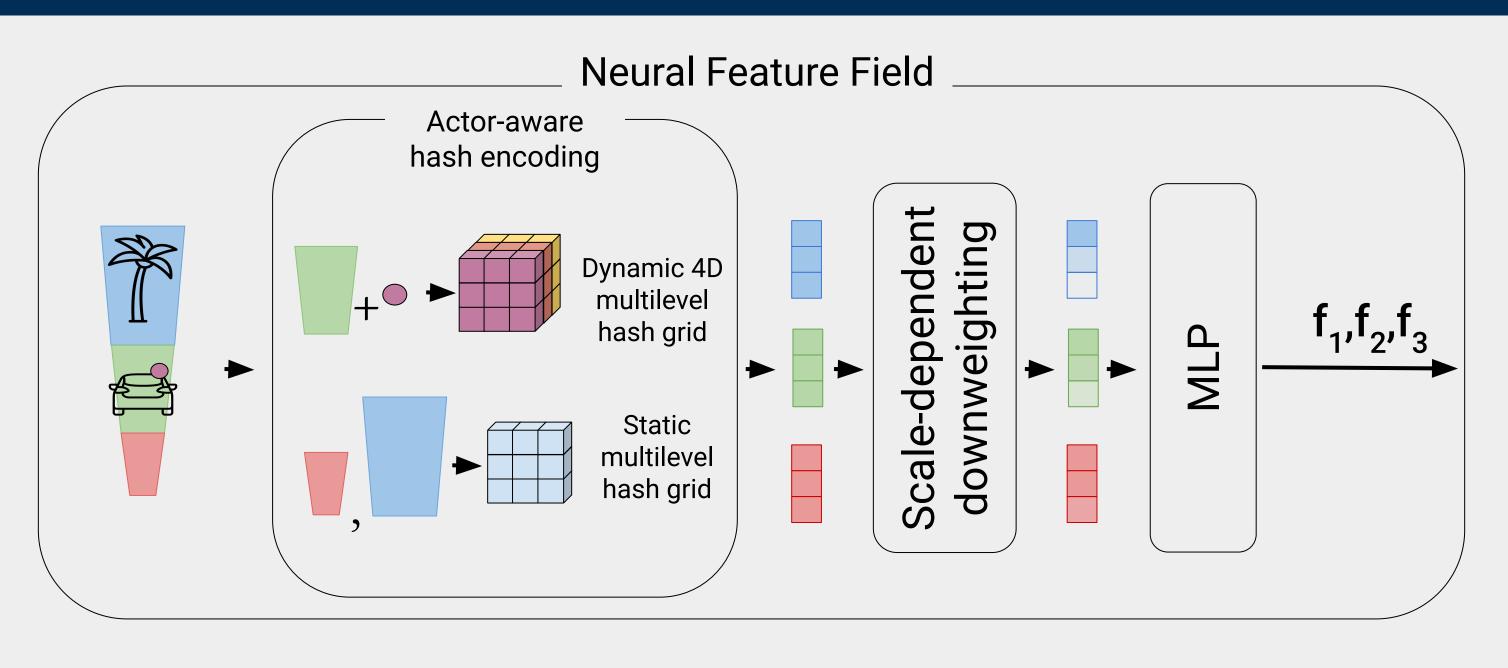
# NeuRAD: Neural Rendering for Autonomous Driving

Adam Tonderski\*, Carl Lindström\*, Georg Hess\*, William Ljungbergh, Lennart Svensson, Christoffer Petersson

### Method: Automotive data modeling

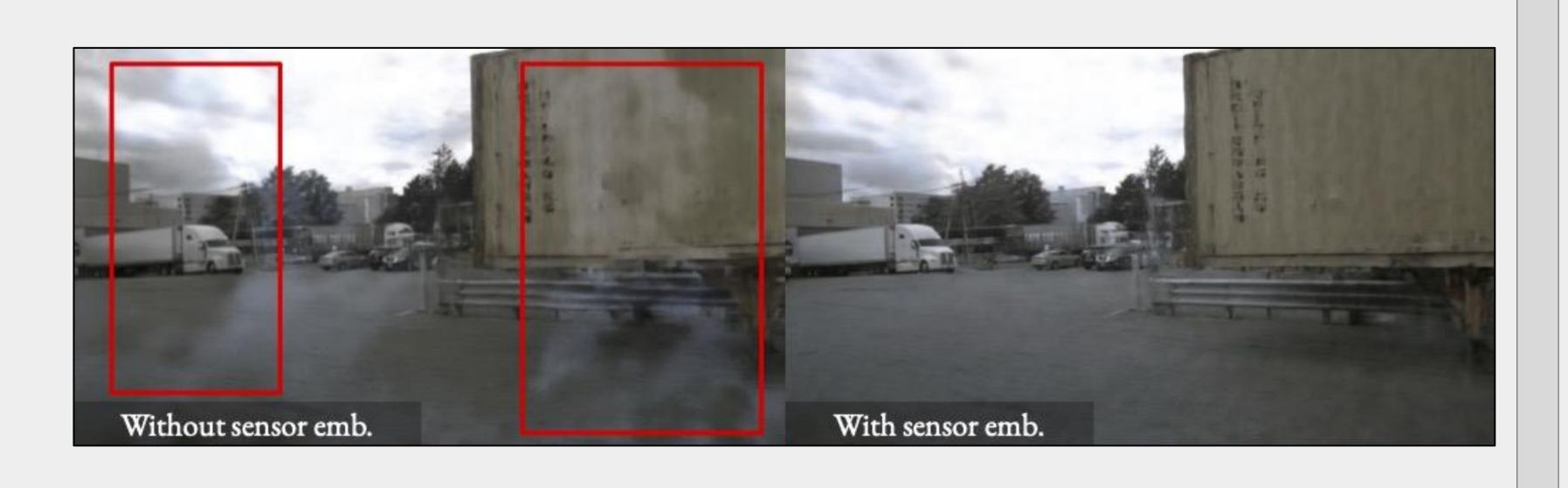
### Dynamic and unbounded scenes:

- Our scene representation is decomposed into static and dynamic parts for increased controllability.
- Scale-dependent downweighting and contraction enables learning features at multiple scales, without anti-aliasing.

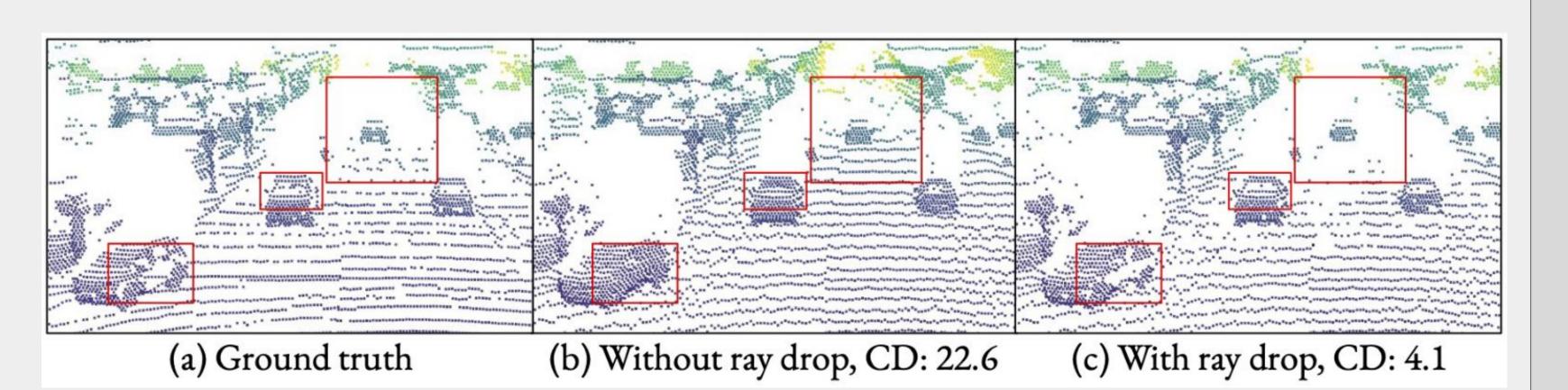


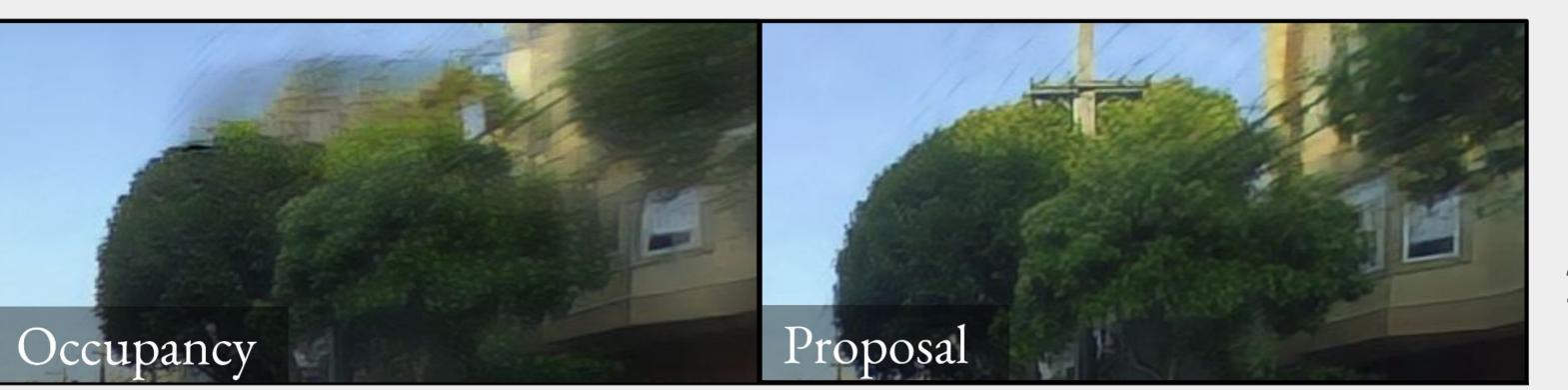


Camera-specific embeddings: Accounting for varying camera settings.



Learnable ray drop probability: Modeling the phenomenon that lidar rays can travel far without hitting a surface, or hit surfaces from which the beam bounces off.



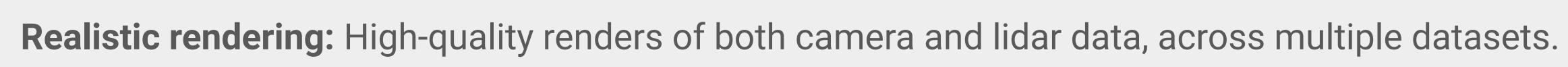


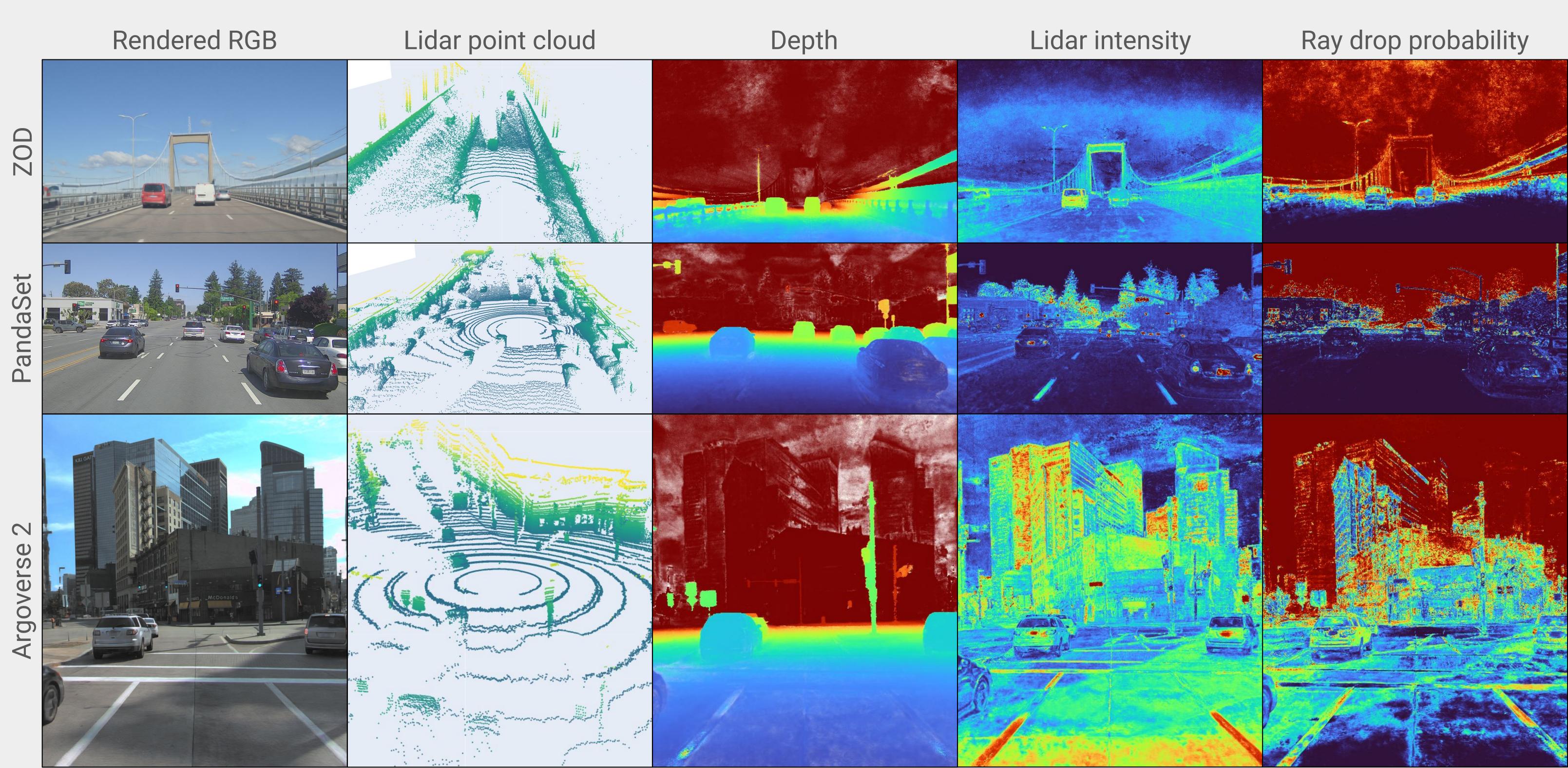
- points

Rolling shutter: Modeling rolling shutter for both camera and lidar to account for a fast moving

Proposal sampling vs. occupancy: . Sampling surfaces far from any lidar

2. Recovering thin structures or fine details of close-up surfaces.





Scalable sensor-realistic simulations: The learned scene can be easily manipulated by controlling the self-driving vehicle, changing its sensor placement or moving other actors.











## Qualitative Results

	Quantitative Results				
	Dataset	Model	PSNR	SSIM	LPIPS
	Panda FC	UniSim	25.63	0.745	0.288
		NeuRAD	26.58	0.778	0.190
	Panda 360° nuScenes	UniSim*	23.50	0.692	0.330
		NeuRAD	25.97	0.758	0.242
		S-NeRF	26.21	0.831	0.228
		NeuRAD	26.99	0.815	0.225
	KITTI MOT	MARS	24.00	0.801	0.164
tor editing		NeuRAD	27.00	0.795	0.082
	Argo2	UniSim*	23.22§	0.661§	0.412§
		NeuRAD	26.22	0.717	0.315





Zenseact



 Open Dataset
 NeuRAD
 29.49
 0.809
 0.226



