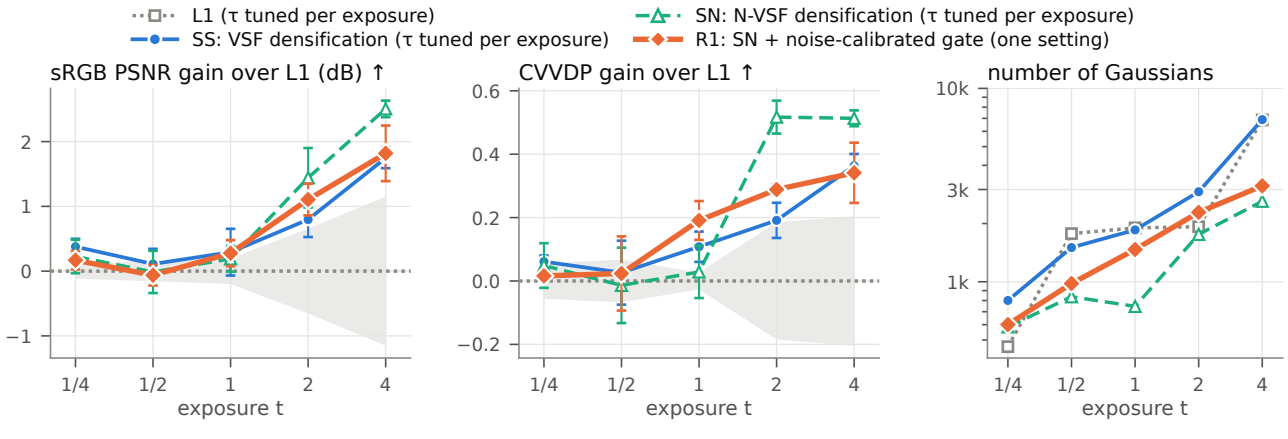

L1 (τ tuned per exposure)
SS: VSF densification (τ tuned per exposure)
SN: N-VSF densification (τ tuned per exposure)
R1: SN + noise-calibrated gate (one setting)
sRGB PSNR gain over L1 (dB) ↑
CVVDP gain over L1 ↑
number of Gaussians
exposure t
1/4
1/2
1
2
4
10k
3k
1k