

# Effective Rank Analysis and Regularization for Enhanced 3D Gaussian Splatting Junha Hyung, Susung Hong, Sungwon Hwang, Jaeseong Lee, Jaegul Choo, Jin-Hwa Kim

### **Problem & Motivation**

- Quantify and analyze structures of individual Gaussians in 3DGS
- Improve needle-like artifacts and surface geometry of the reconstruction results.
- Adopt **Effective rank** for analyzing the Gaussian structure and regularization

#### Contribution

- Gaussian Structure Analysis: We analyze Gaussian primitive structures and their training dynamics via effective rank, finding convergence to anisotropic forms with one dominant variance.
- Optimal Gaussian Structure: We identify that disk-like Gaussians are preferred structure.
- Effective Rank Regularization: We introduce a regularization method to reduce needle-like artifacts in 3DGS, enhancing geometry reconstruction.
- **Compatibility**: Our method is a modular add-on for 3DGS variants, improving geometry without sacrificing visual quality.

#### **Effective Rank**





## **Effective Rank Regularization**

 $\mathcal{L}_{\text{erank}} = \sum \lambda_{\text{erank}} \max(-\log(\text{erank}(\mathcal{G}_k) - 1 + \epsilon), 0) + s_3$ 

• Directly leverage the effective rank for regularization

logarithmic term suitable for loss function

- Spherical Gaussian: erank(G)≈3
  - Biased, inadequate for representing surfaces Ο
- Needle-like Gaussian: erank(G)≈2
- Artifacts, holes, Inadequate for representing surfaces
- **Disk-like Gaussians** for unbiased & efficient surface representation



5	69	83	97	105	106	110	114	118	122	Mean	Std.	PSNR
21	1.43	2.07	2.22	1.75	1.79	2.55	1.53	1.52	1.50	1.96	0.52	32.82
45	0.96	1.30	2.09	0.72	0.86	1.45	0.87	0.94	0.66	1.03	0.39	33.09
71	1.15	1.63	1.62	1.07	0.79	2.45	0.98	0.88	0.79	1.33	0.52	31.59
45	0.87	1.31	1.60	0.72	0.86	1.45	0.87	0.94	0.66	1.00	0.33	31.76
83	0.81	1.36	1.27	0.76	0.70	1.40	0.40	0.76	0.52	0.80	0.33	32.43
84	0.81	1.29	1.19	0.72	0.70	1.32	0.40	0.75	0.50	0.77	0.30	32.57
78	0.73	1.18	1.29	0.71	0.77	0.90	0.44	0.69	0.49	0.74	0.28	32.88
78	0.64	1.13	1.22	0.64	0.62	0.70	0.40	0.53	0.48	0.66	0.26	33.01

GOF + erank reg.

