

Symbol	Name	Meaning	Occurrence
$\mathcal{M}$	mesh	textured mesh, $\mathcal{M} = (\mathcal{V}, \mathcal{T})$	3.1
$\mathcal{V}$	vertices	set of vertices	3.1
$\mathcal{T}$	triangles	set of triangle faces	3.1, 3.3
$t$	triangle id	triangle index, $t \in \mathcal{T}$	3.1
$\mathcal{G}$	Gaussians	full set, $\mathcal{G} = \bigcup_{t \in \mathcal{T}} \mathcal{G}_t$	3.1
$\mathcal{G}_t$	per-tri. Gaussians	set on triangle $t$ , $\mathcal{G}_t = \{g_{t,i}\}_{i=1}^{n_t}$	3.1
$g_{t,i}$	a Gaussian	$i$ -th Gaussian on triangle $t$	3.1
$n_t$	count	number on triangle $t$ , $n_t =  \mathcal{G}_t $	3.1, 3.3
$T$	#triangles	$T =  \mathcal{T} $	3.3
$\mathcal{N}(\cdot, \cdot)$	normal dist.	3D normal, $\mathcal{N}(m_{t,i}, \Sigma_{t,i})$	3.1
$m_{t,i}$	mean	Gaussian center (in $\mathbb{R}^3$ )	3.1
$\Sigma_{t,i}$	covariance	covariance (in $\mathbb{R}^{3 \times 3}$ )	3.1
$R_{t,i}$	rotation	covariance parameterization rotation	3.1
$S_{t,i}$	scale	covariance parameterization scale	3.1
$\sigma_{t,i}$	opacity	Gaussian opacity	3.1
$c_{t,i}$	SH coeff.	Spherical Harmonics coefficients	3.1
$v_{t,k}$	vertex	$k$ -th vertex of triangle $t$	3.1
$\alpha_{t,i,k}$	barycentric	barycentric weight ( $\alpha \geq 0$ , sum to 1) for parametrization	3.1
$B$	budget	total Gaussians, $B = \sum_{t \in \mathcal{T}} n_t$	3.3
$\mathbf{w}$	score vector	$\mathbf{w} = (w_t)_{t \in \mathcal{T}}$	3.3
$w_t$	score	per-triangle importance	3.3
$\tilde{w}_t$	norm. score	normalized weight, $\sum_t \tilde{w}_t = 1$	3.3
$\hat{n}_t$	ideal alloc.	real-valued target, $\hat{n}_t = B\tilde{w}_t$	3.3
$r_t$	remainder	fractional part in largest remainder method	3.3
$B'$	rem. budget	remaining after flooring	3.3
$a_t$	area	triangle area	3.3
$A$	total area	$A = \sum_{t \in \mathcal{T}} a_t$	3.3
$\mathbf{p}_t$	normal	unit normal of triangle $t$	3.3
$\mathcal{H}_t$	neighborhood	$H$ -hop neighborhood of $t$	3.3
$H$	hop radius	neighborhood hop count	3.3
$\rho_t$	planarity	mean resultant length measure	3.3
$K$	#views	number of training views	3.3
$C_k$	camera	$k$ -th calibrated camera	3.3
$I_k$	GT image	ground-truth image at view $k$	3.3
$\tilde{I}_k$	rendered image	mesh-only render at view $k$	3.3
$E_k(p)$	pixel error	$\ell_1$ error at pixel $p$	3.3
$\tau(p)$	tri. map	pixel-to-triangle map, $\tau(p) \in \mathcal{T}$	3.3
$d_t$	distortion	aggregated triangle distortion score	3.3
$W$	window	scheduling window size (frames)	4.2
$l$	tile id	tile index	4.2
$p_l^B$	base urgency	urgency for base layer of tile $l$	4.2
$p_l^E$	enhancement urgency	urgency for enhancement layer ( $p_l^E = p_l^B - \varphi$ )	4.2
$\nu_{l,f}$	visibility	visibility indicator in $\{-1, 1\}$	4.2
$\delta_{l,f}$	distance	tile-to-viewport distance	4.2
$f$	frame id	frame index within window	4.2
$\beta$	dist. weight	distance weight in urgency score	4.2, 5
$\gamma$	time weight	temporal weight in urgency score	4.2, 5
$\varphi$	layer offset	base/enhancement offset	4.2, 5
$\epsilon$	stability	small constant in denominator	4.2
$C$	streams	number of concurrent UDP streams	4.1, 4.2, 5
$N$	tiling	#tiles along largest dimension	5
$\lambda$	threshold	DTGS occlusion threshold	3.2, 5

Table 1: Symbol table for LMG (Sec. 3: representation, Sec. 4: streaming, Sec. 5: experiments).