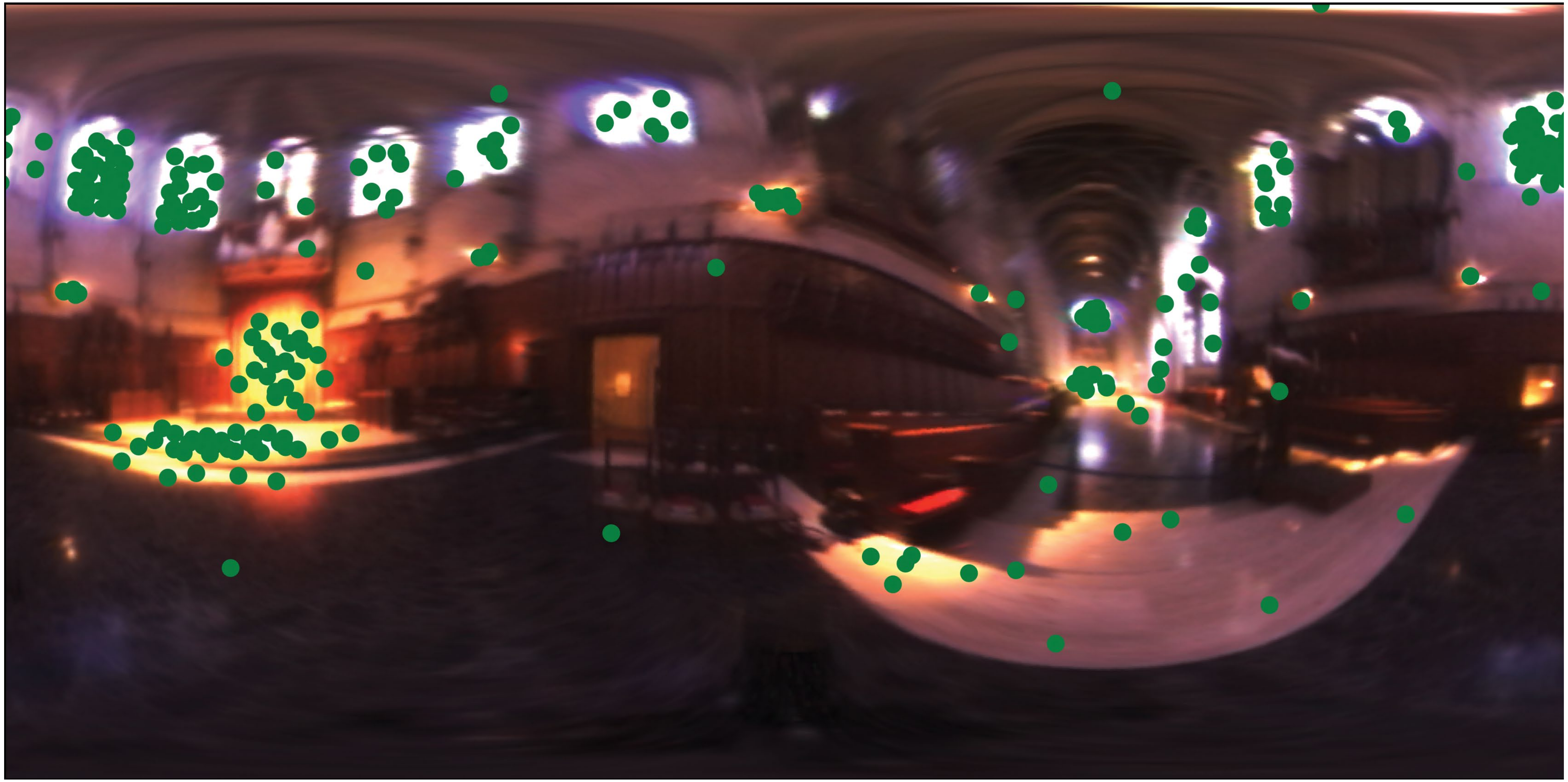
Direct illumination



15-468, 15-668, 15-868
Physics-based Rendering
Spring 2022, Lecture 10

http://graphics.cs.cmu.edu/courses/15-468

Course announcements

- Take-home quiz 4 due Tuesday 2/22 at 23:59.
- Programming assignment 2 posted, due Friday 2/25 at 23:59.
  - How many of you have looked at/started/finished it?
  - Any questions?
- Tomorrow's reading group.
  - *Please* post or vote for suggested topics on Piazza by Thursday early afternoon.
- Take-home quiz recitations.
  - Nobody showed up yesterday :-(.
  - I will try and do a recording of the solutions on my own.

Overview of today's lecture

- Importance sampling the reflectance equation.
- BRDF importance sampling.
- Direct versus indirect illumination.
- Different forms of the reflectance equation.
- Environment lighting.
- Light sources.
- Mixture sampling.
- Multiple importance sampling.

Slide credits

Most of these slides were directly adapted from:

- Wojciech Jarosz (Dartmouth).

Reflection equation

$$L_r(\mathbf{x}, \vec{\omega}_r) = \int_{H^2} f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r) L_i(\mathbf{x}, \vec{\omega}_i) \cos\theta_i \, d\vec{\omega}_i$$

What terms can we importance sample?

- BRDF
- incident radiance
- cosine term

Reflection equation

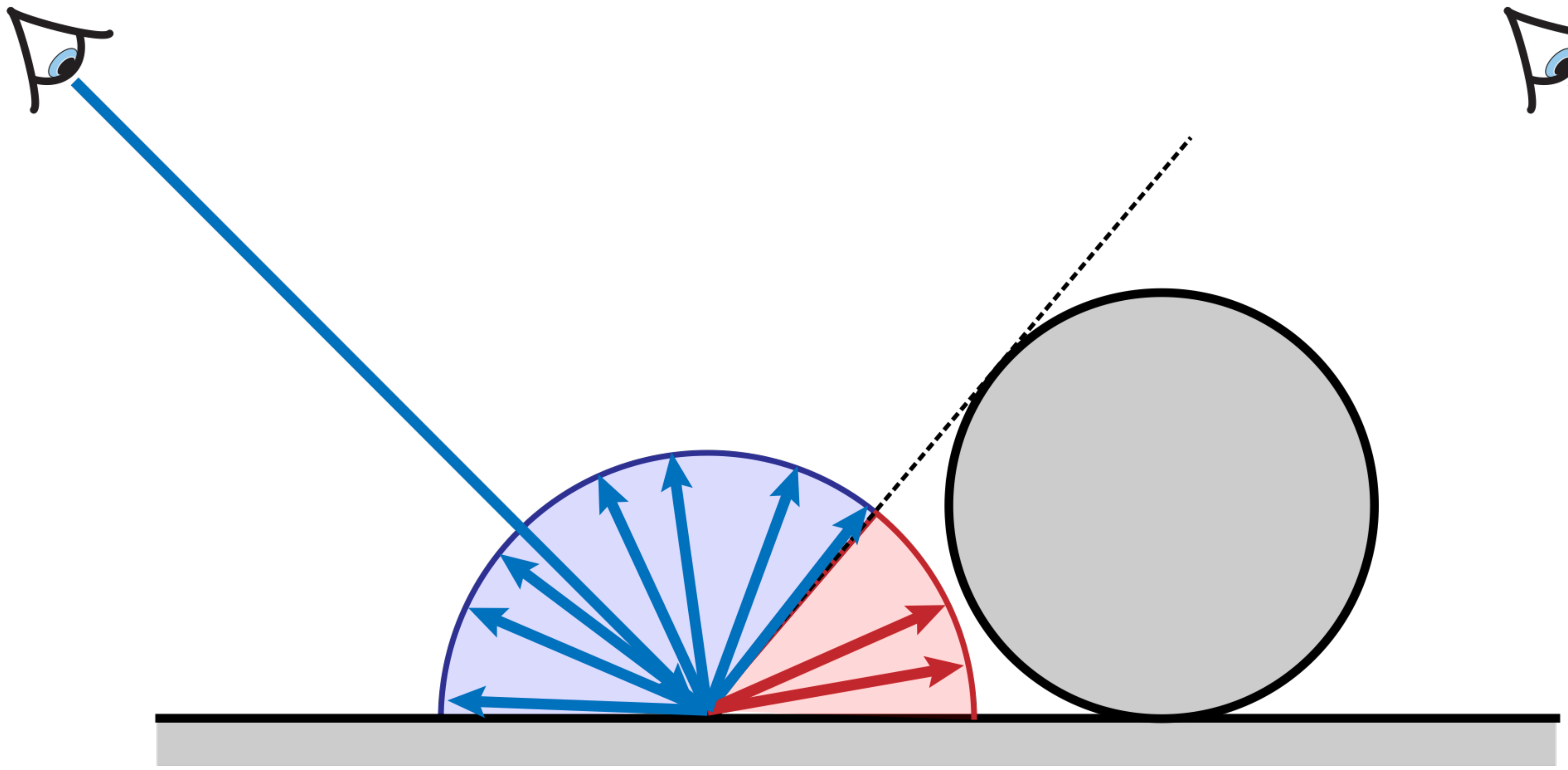
$$L_r(\mathbf{x}, \vec{\omega}_r) = \int_{H^2} f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r) L_i(\mathbf{x}, \vec{\omega}_i) \boxed{\cos\theta_i} d\vec{\omega}_i$$

What terms can we importance sample?

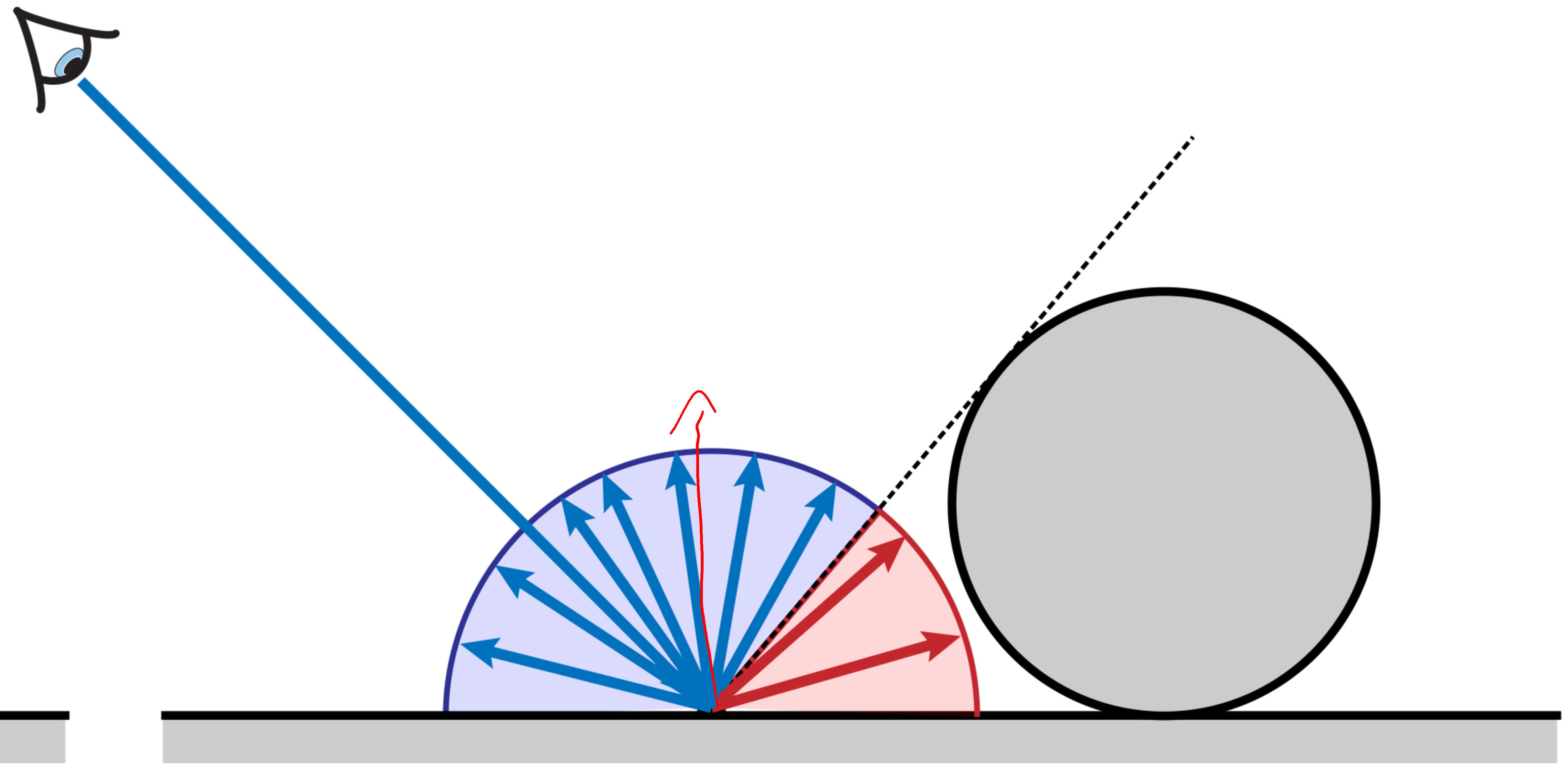
- BRDF
- incident radiance
- cosine term

This is what we did for ambient occlusion

Uniform hemispherical sampling



Cosine-weighted importance sampling



Reflection equation

$$L_r(\mathbf{x}, \vec{\omega}_r) = \int_{H^2} \boxed{f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r)} L_i(\mathbf{x}, \vec{\omega}_i) \cos\theta_i \, d\vec{\omega}_i$$

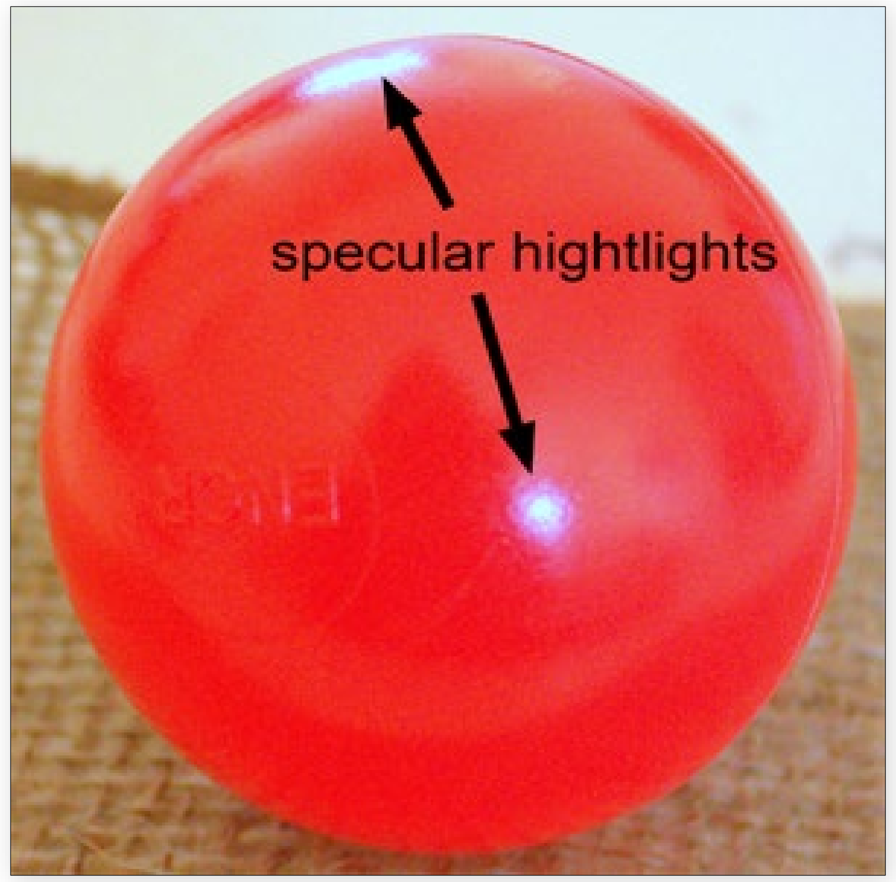
What terms can we importance sample?

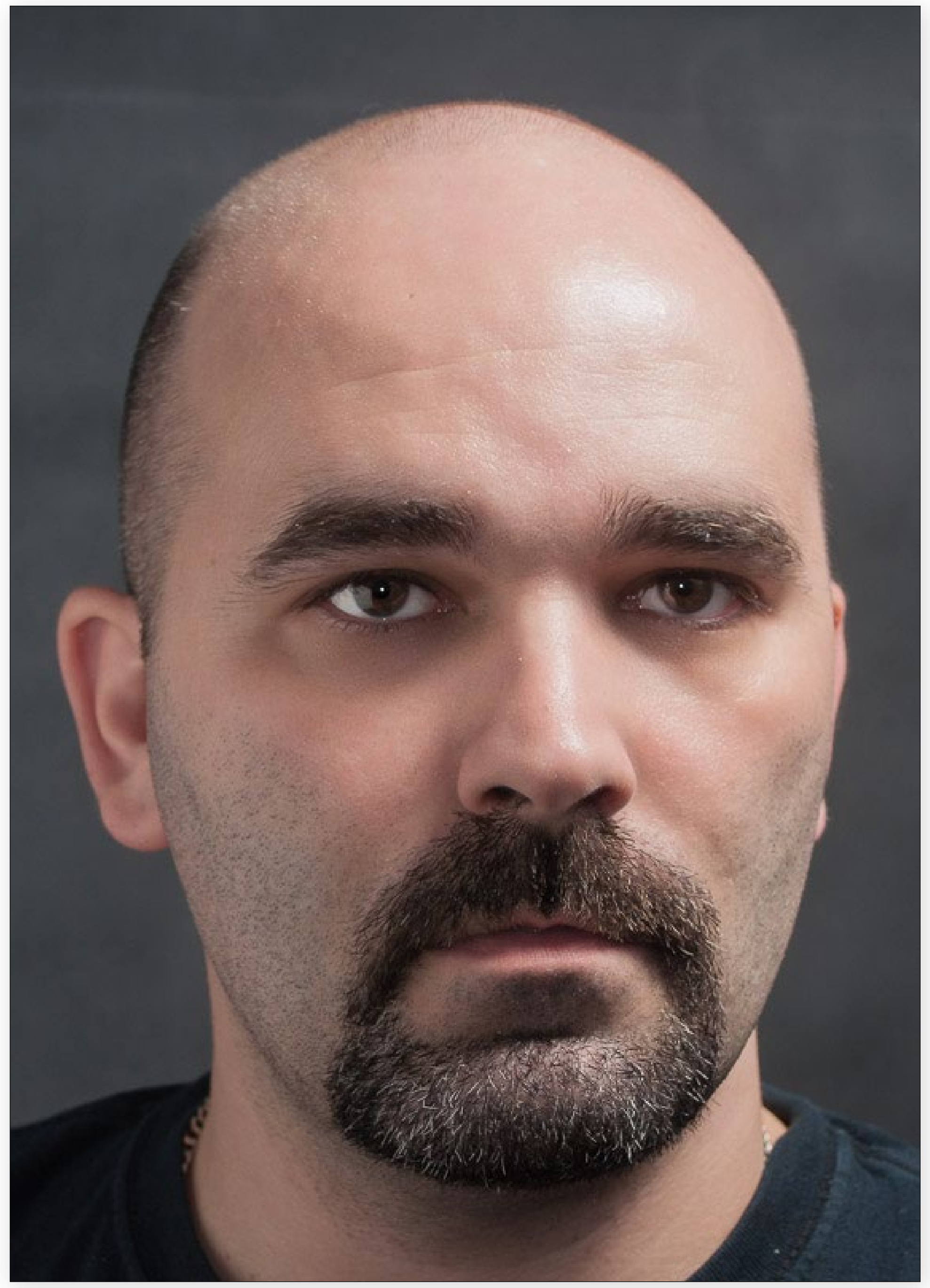
- BRDF
- incident radiance
- cosine term

Rough materials

In reality, most materials are neither perfectly diffuse nor specular, but somewhere in between

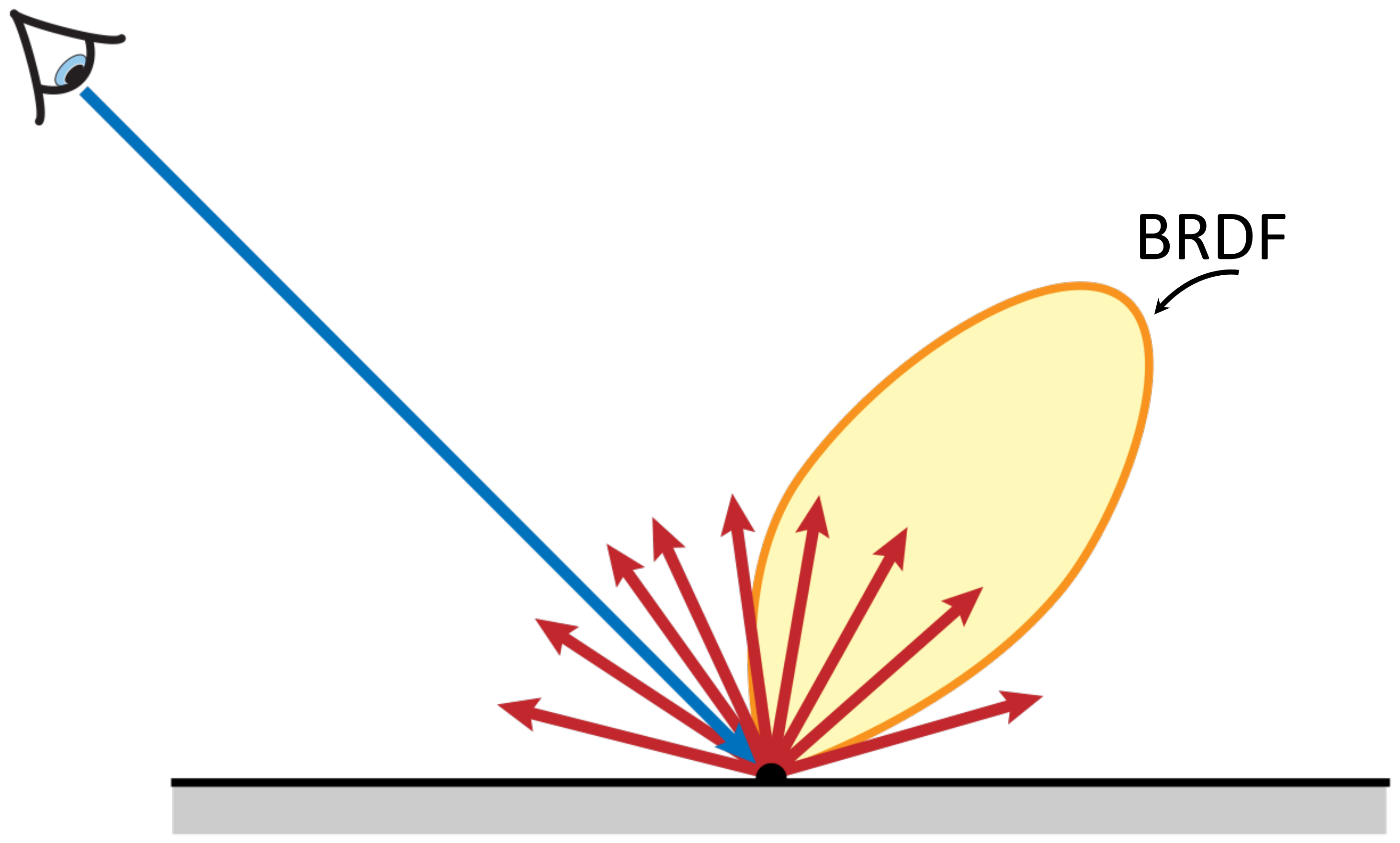
- Imagine a shiny surface scratched up at a microscopic level
- “Blurry” reflections of the light source



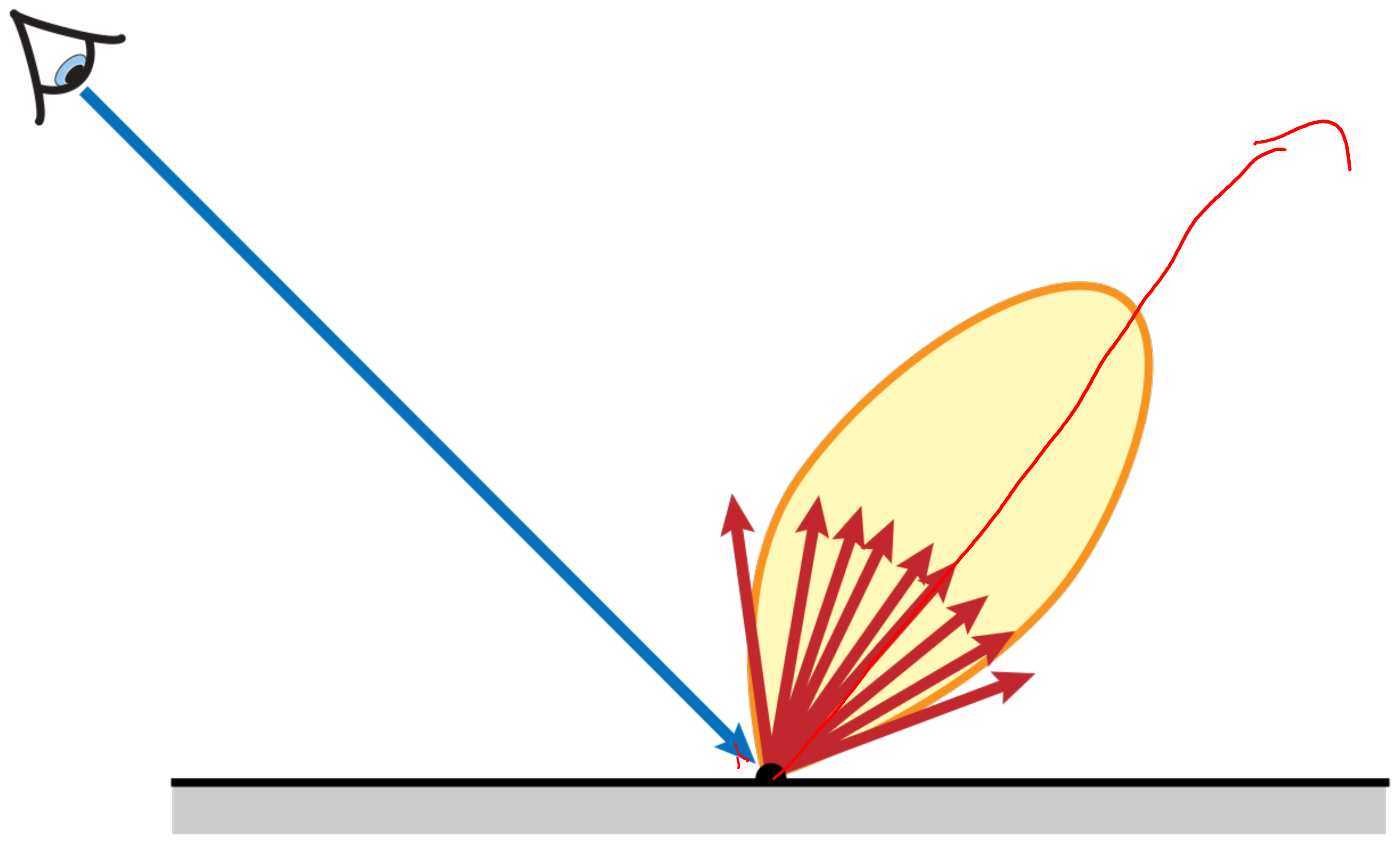


Importance Sampling the BRDF

Cosine-weighted importance sampling

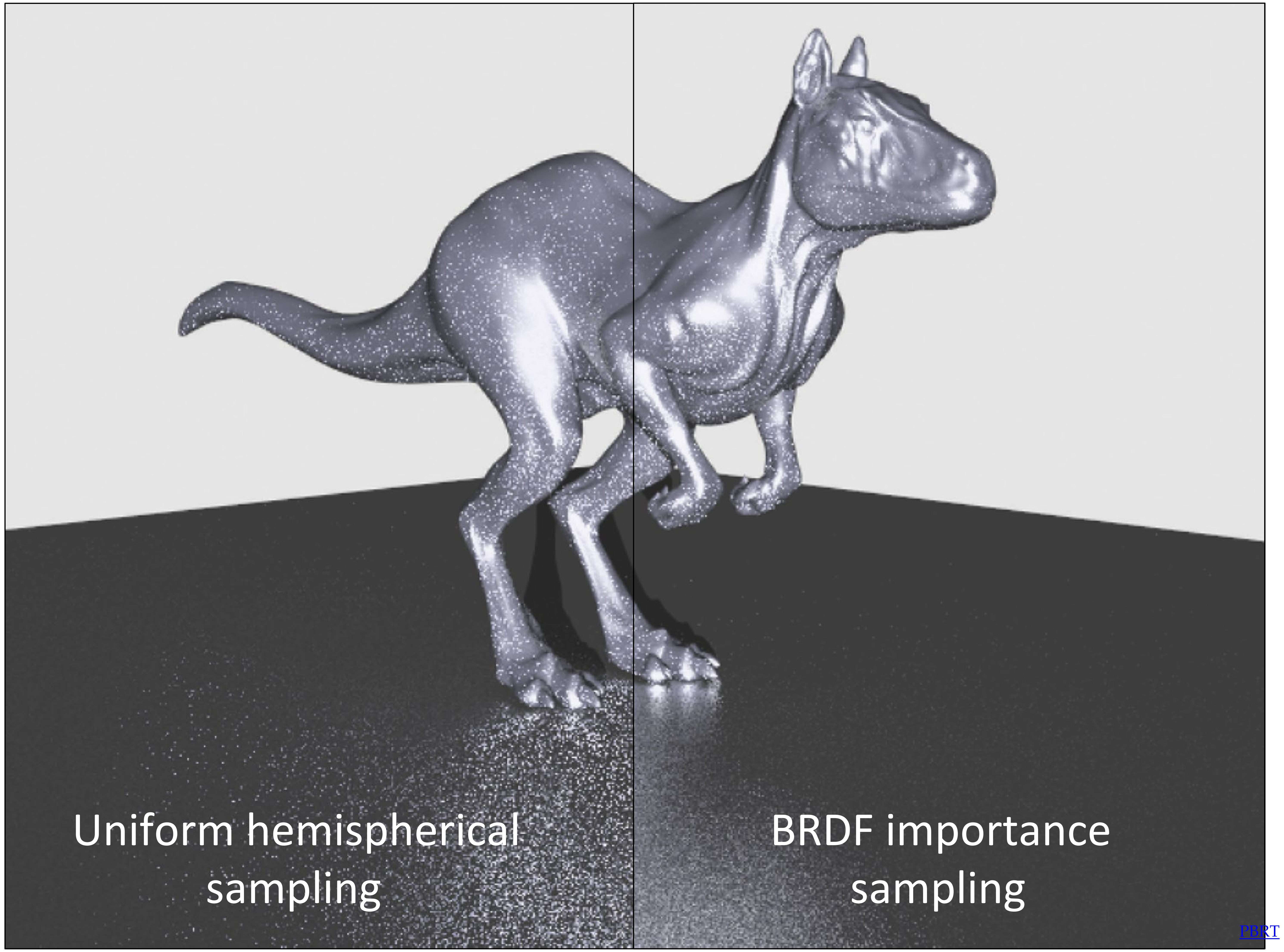


BRDF importance sampling



$$p(\vec{\omega}_i) \underset{\sim}{\propto} f(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r)$$

Importance Sampling the BRDF



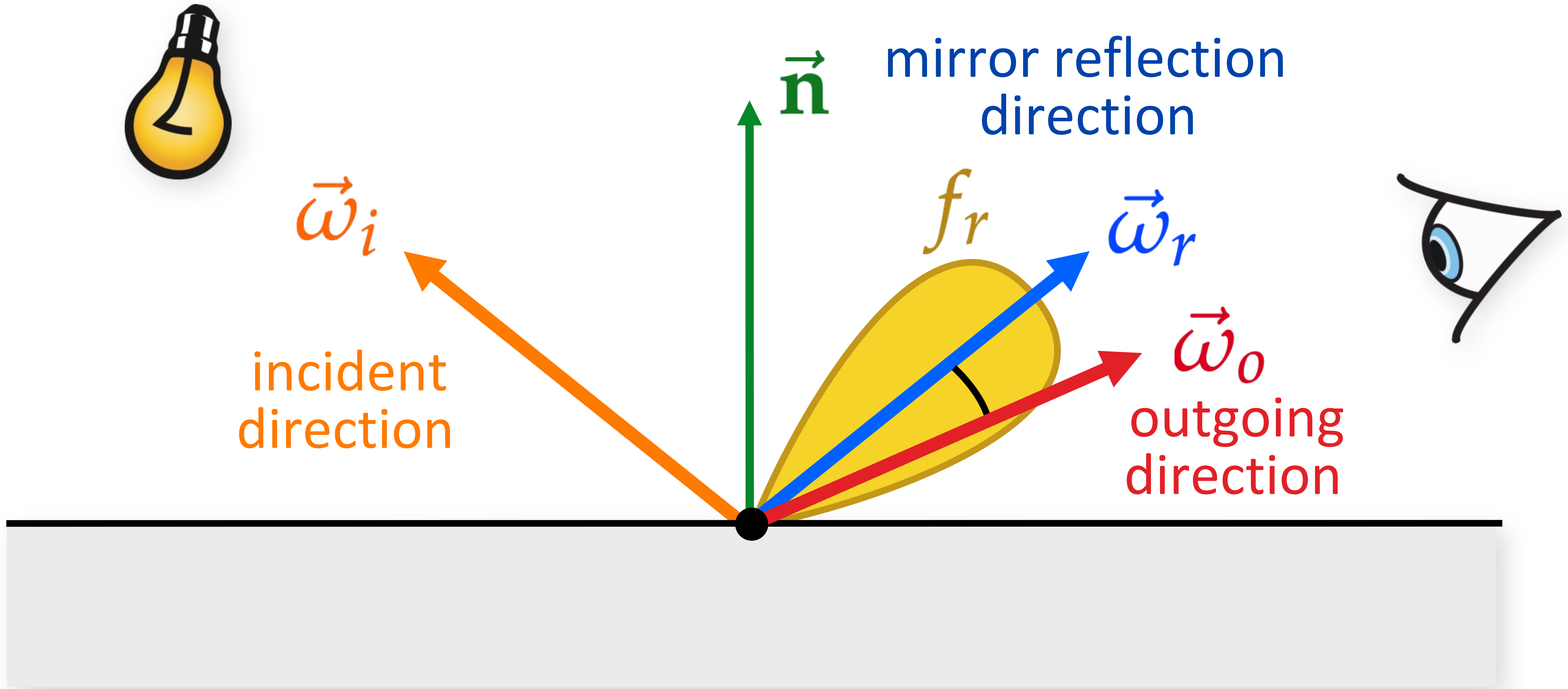
PBRT

Phong BRDF

Normalized exponentiated cosine lobe:

$$f_r(\vec{\omega}_o, \vec{\omega}_i) = \frac{e+2}{2\pi}(\vec{\omega}_r \cdot \vec{\omega}_o)^e$$

$$\vec{\omega}_r = (2\vec{\mathbf{n}}(\vec{\mathbf{n}} \cdot \vec{\omega}_i) - \vec{\omega}_i)$$



Phong BRDF

Normalized exponentiated cosine lobe:

$$f_r(\vec{\omega}_o, \vec{\omega}_i) = \frac{e+2}{2\pi}(\vec{\omega}_r \cdot \vec{\omega}_o)^e$$

$$\vec{\omega}_r = (2\vec{\mathbf{n}}(\vec{\mathbf{n}} \cdot \vec{\omega}_i) - \vec{\omega}_i)$$

Interpretation

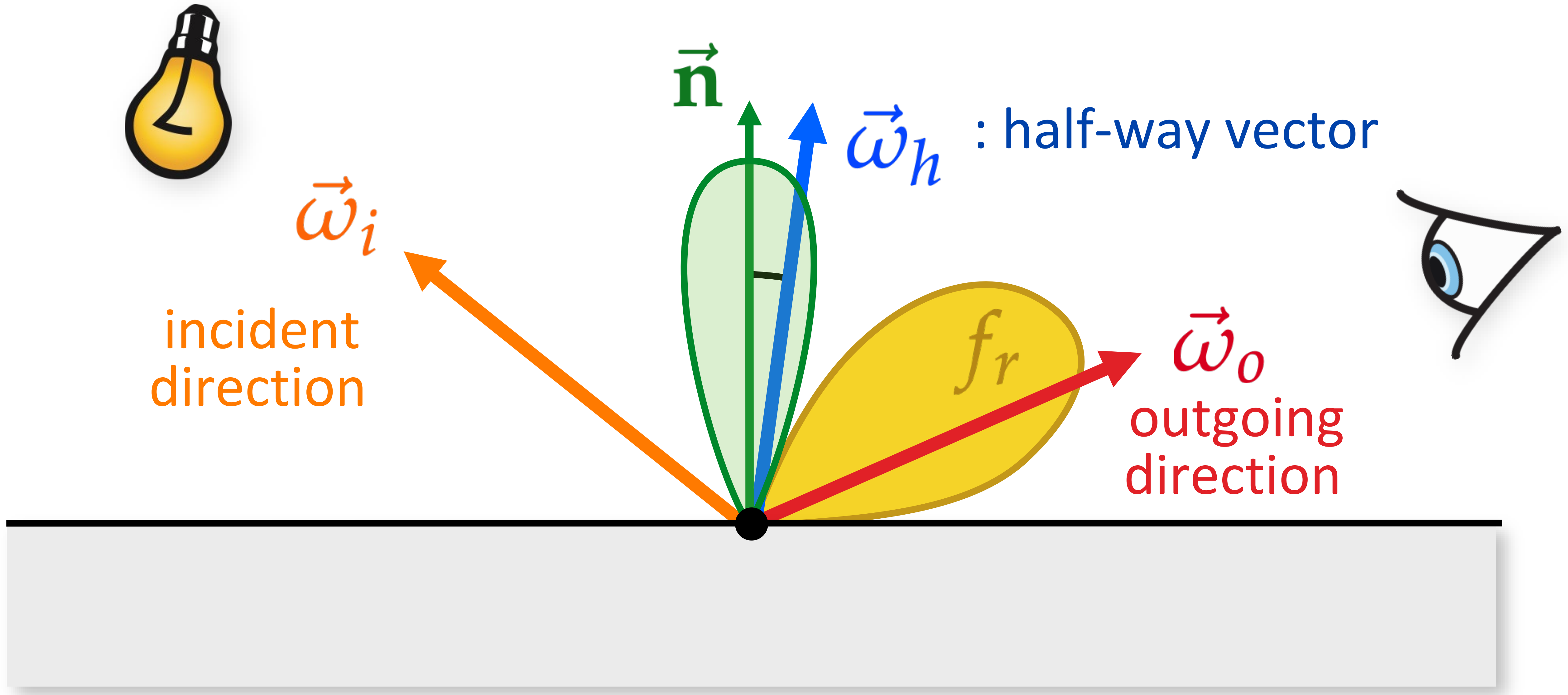
- randomize reflection rays in a lobe about mirror direction
- perfect mirror reflection of a blurred light

Blinn-Phong BRDF

Randomize normals instead of reflection directions

$$f_r(\vec{\omega}_o, \vec{\omega}_i) = \frac{e+2}{2\pi}(\vec{\omega}_h \cdot \vec{\mathbf{n}})^e$$

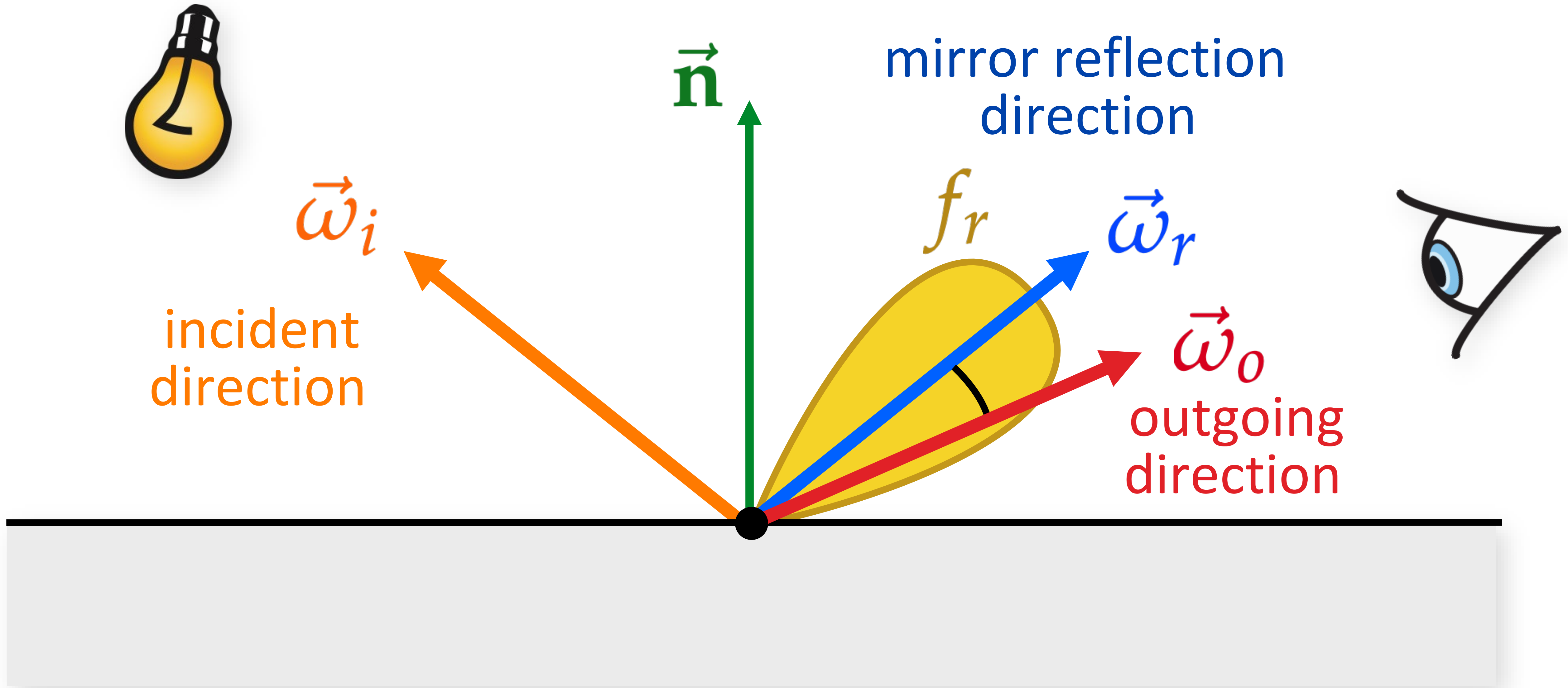
$$\vec{\omega}_h = \frac{\vec{\omega}_i + \vec{\omega}_o}{\|\vec{\omega}_i + \vec{\omega}_o\|}$$



Phong BRDF

$$f_r(\vec{\omega}_o, \vec{\omega}_i) = \frac{e+2}{2\pi}(\vec{\omega}_r \cdot \vec{\omega}_o)^e$$

$$\vec{\omega}_r = (2\vec{\mathbf{n}}(\vec{\mathbf{n}} \cdot \vec{\omega}_i) - \vec{\omega}_i)$$



Halfway vector vs. mirror direction BRDFs

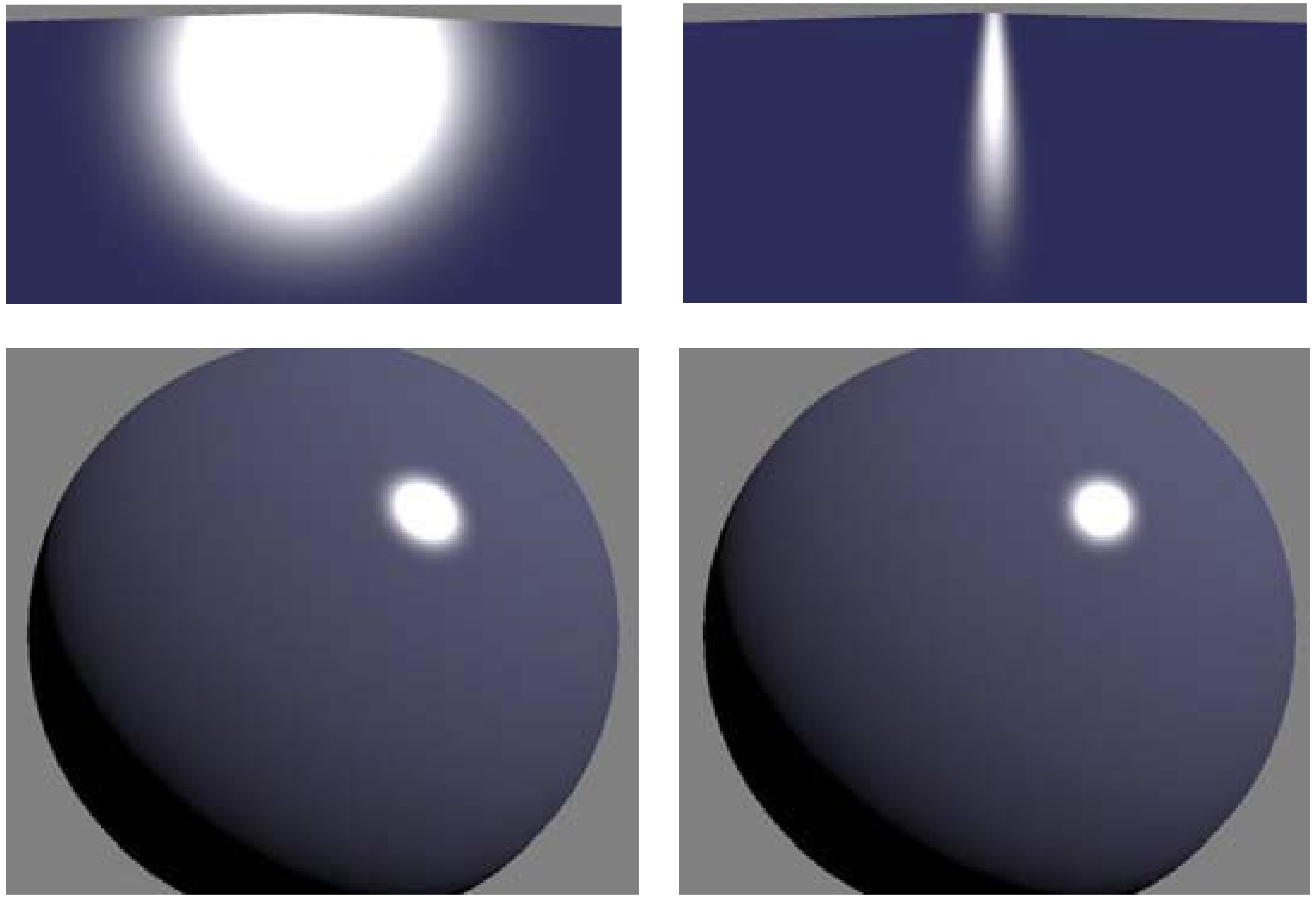
BRDFs based on mirror reflection direction have round highlights

Highlights of BRDFs based on halfway vector get increasingly narrow at glancing angles

Halfway vector vs. mirror direction BRDFs

Amount of difference depends on circumstance

- Significant for floors, walls, etc. at grazing angles
- Less for highly curvy surfaces and moderate angle



After a slide by Naty Hoffman, SIGGRAPH 2006

Importance Sampling the BRDF

Recipe:

1. Express the desired distribution in a convenient coordinate system
   - requires computing the Jacobian
2. Compute marginal and conditional 1D PDFs
3. Sample 1D PDFs using the inversion method

Sampling the Phong BRDF

Normalized Phong-like $\cos^e$ lobe:

$$\vec{\omega} = (\theta, \phi) = \left(\arccos\left(\sqrt[e+1]{(1-\xi_1)} \right), 2\pi\xi_2 \right)$$

$$p(\vec{\omega}) = \frac{e+1}{2\pi} \vec{\omega}_z^e = \frac{e+1}{2\pi} \cos^e \theta$$

Then rotate z axis to align with mirror reflection direction

Sampling the Blinn-Phong BRDF

$$f_r(\vec{\omega}_o, \vec{\omega}_i) = \frac{e+2}{2\pi}(\vec{\omega}_h \cdot \vec{\mathbf{n}})^e$$

Mirror reflection from random micro-normal

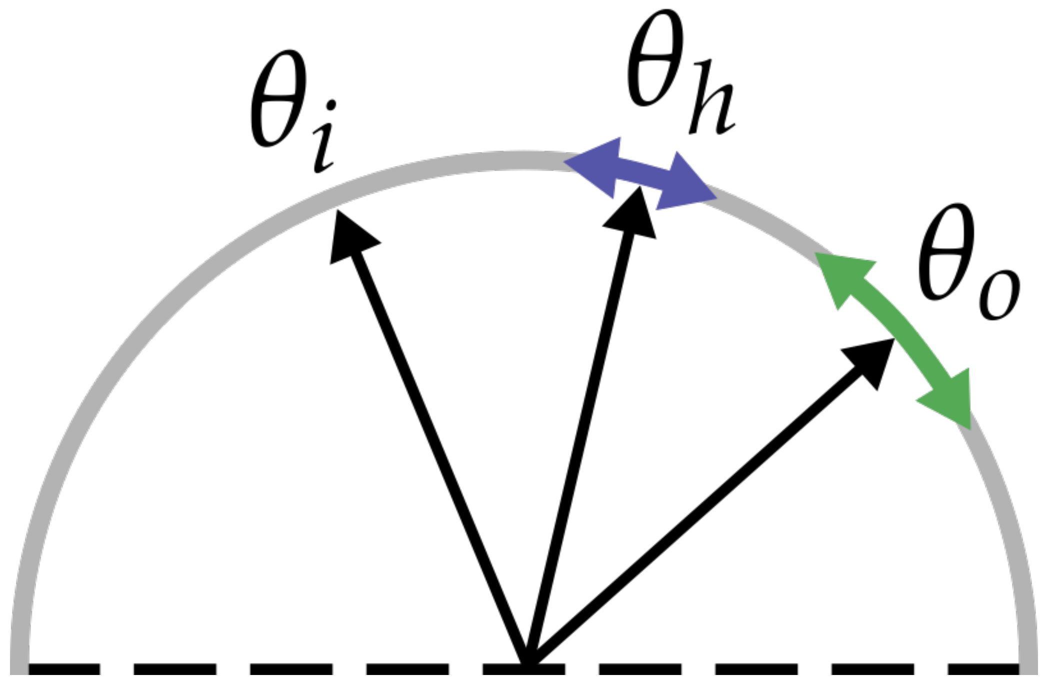
General recipe:

- randomly generate a ω_h, with PDF proportional to $\cos^e$
- reflect incident direction ω_i about ω_h to obtain ω_o
- convert PDF(ω_h) to PDF(ω_o) (change-of-variable)

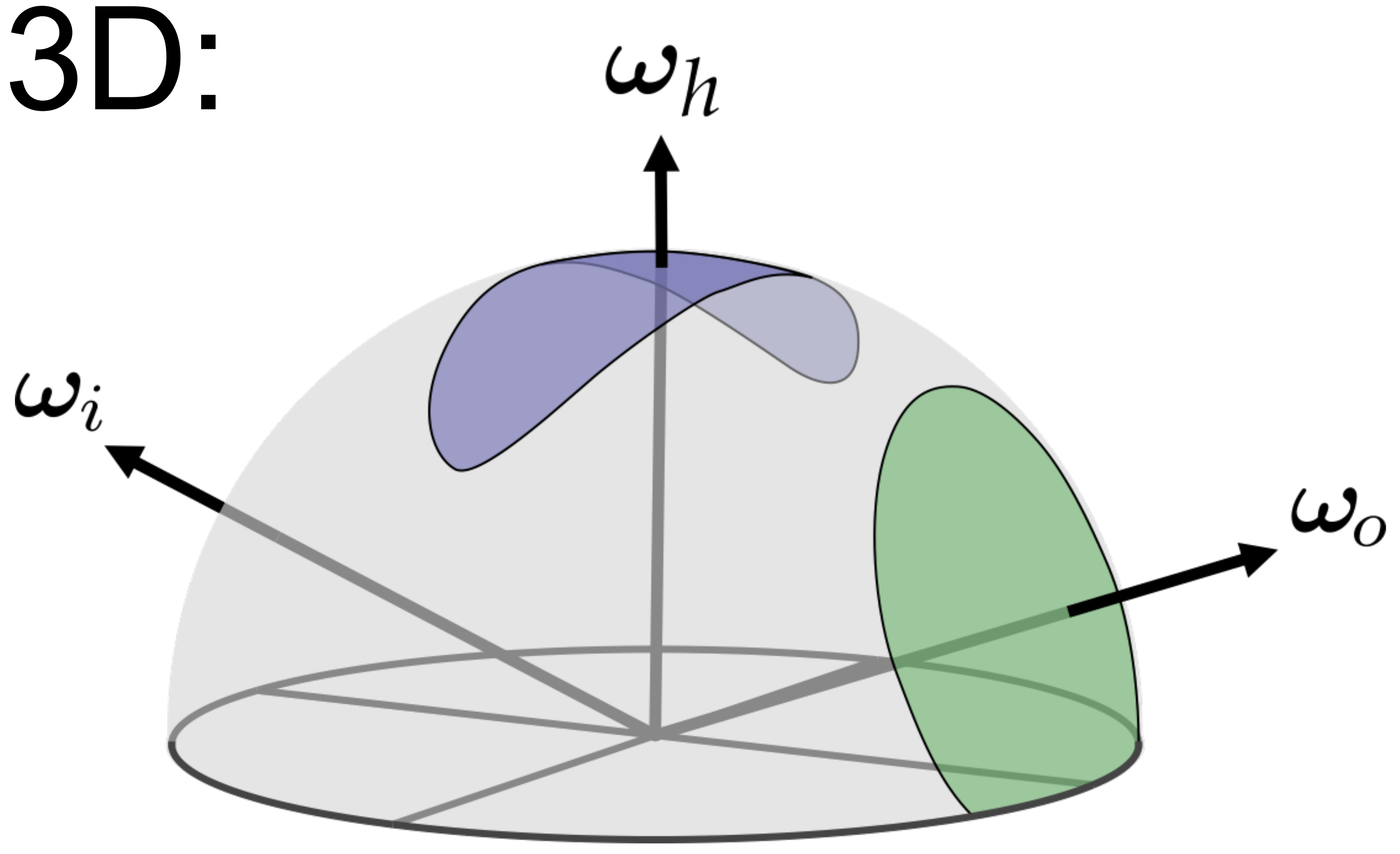
Read PBRTv3 14.1

Half-direction transform

2D:



3D:



$$\theta_h := \frac{\theta_i + \theta_o}{2}$$

$$\boldsymbol{\omega}_h := \frac{\boldsymbol{\omega}_i + \boldsymbol{\omega}_o}{\|\boldsymbol{\omega}_i + \boldsymbol{\omega}_o\|}$$

$$\frac{\mathrm{d}\theta_h}{\mathrm{d}\theta_o} = \text{ ?}$$

$$\frac{\mathrm{d}\boldsymbol{\omega}_h}{\mathrm{d}\boldsymbol{\omega}_o} =$$

Reflection equation

$$L_r(\mathbf{x}, \vec{\omega}_r) = \int_{H^2} f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r) \boxed{L_i(\mathbf{x}, \vec{\omega}_i)} \cos\theta_i \, d\vec{\omega}_i$$

What terms can we importance sample?

- BRDF
- incident radiance
- cosine term

Direct vs. Indirect illumination

Direct vs. Indirect Illumination

Where does L_i "come from"?

$$L_r(\mathbf{x}, \vec{\omega}_r) = \int_{H^2} f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r) L_i(\mathbf{x}, \vec{\omega}_i) \cos\theta_i \, \mathrm{d}\vec{\omega}_i$$

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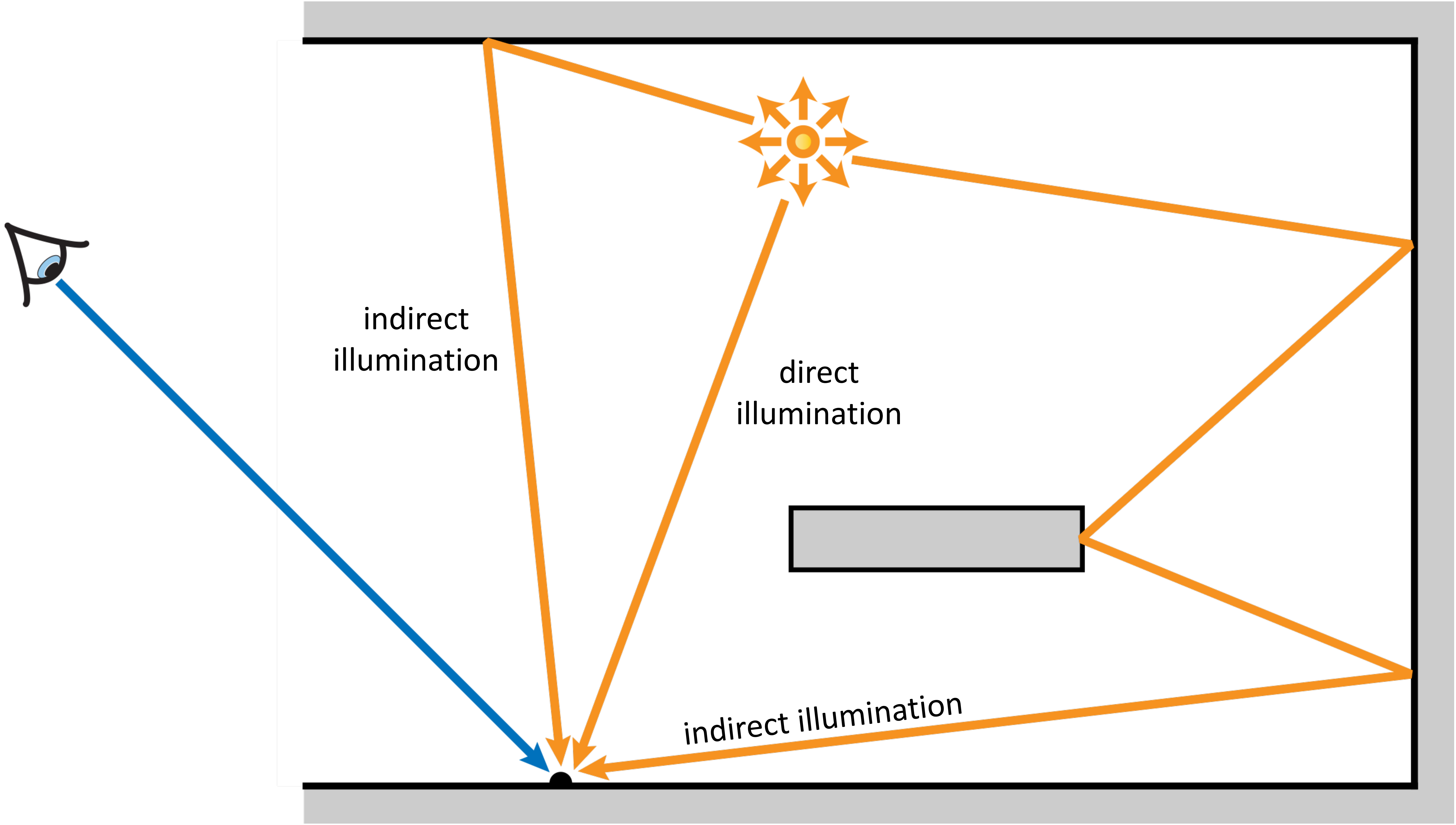
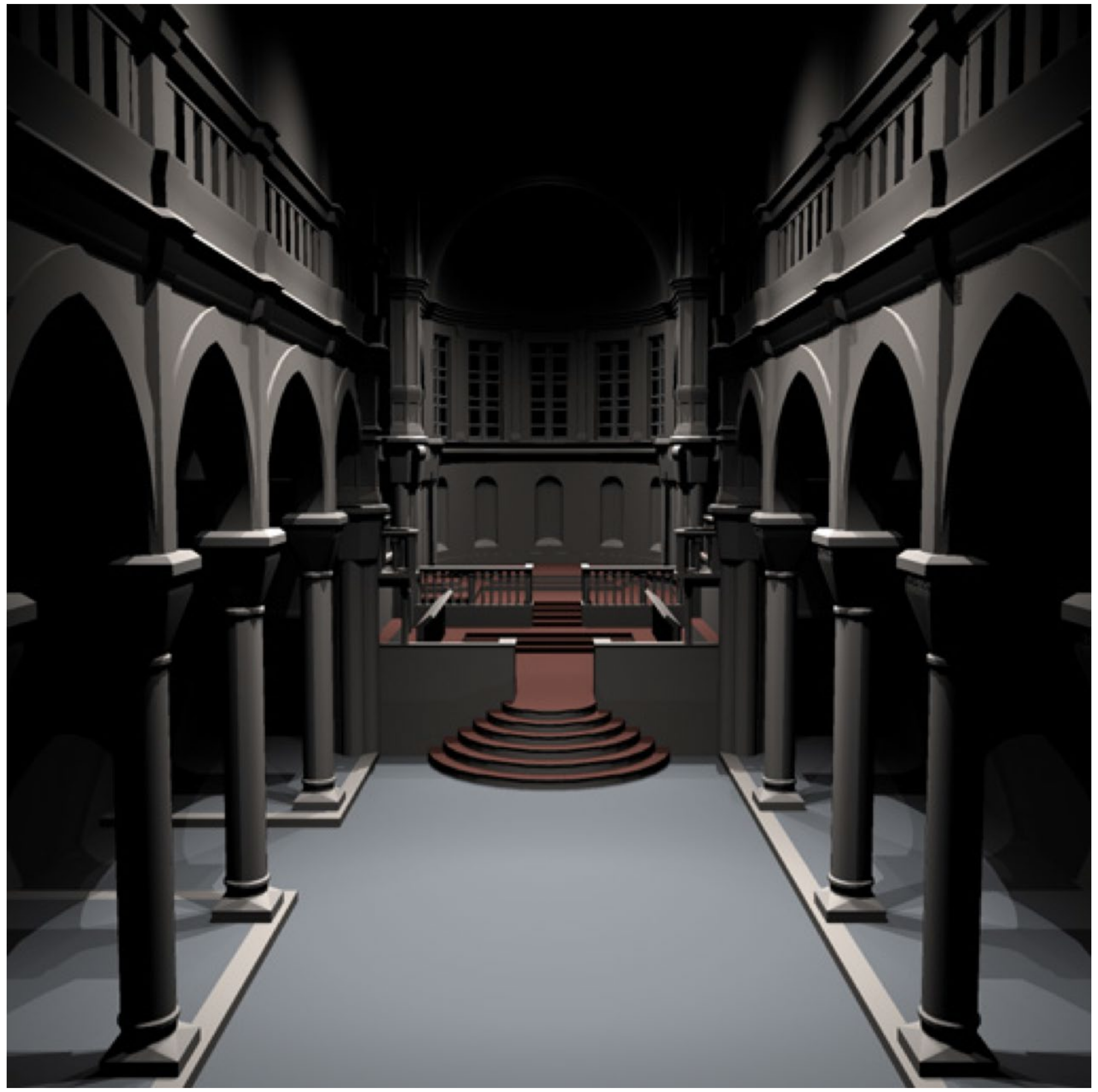


Direct vs. Indirect Illumination

Direct illumination

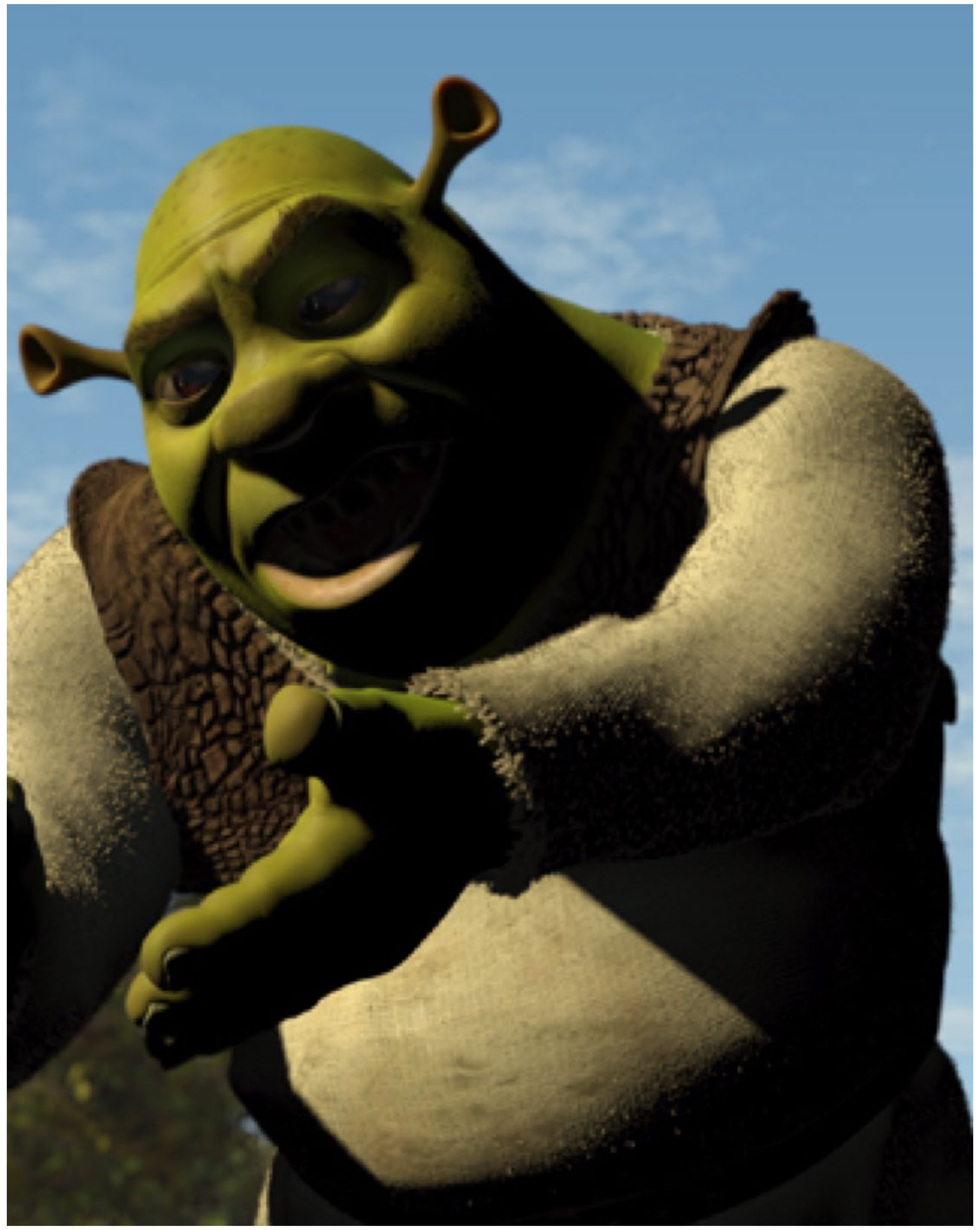


Indirect illumination

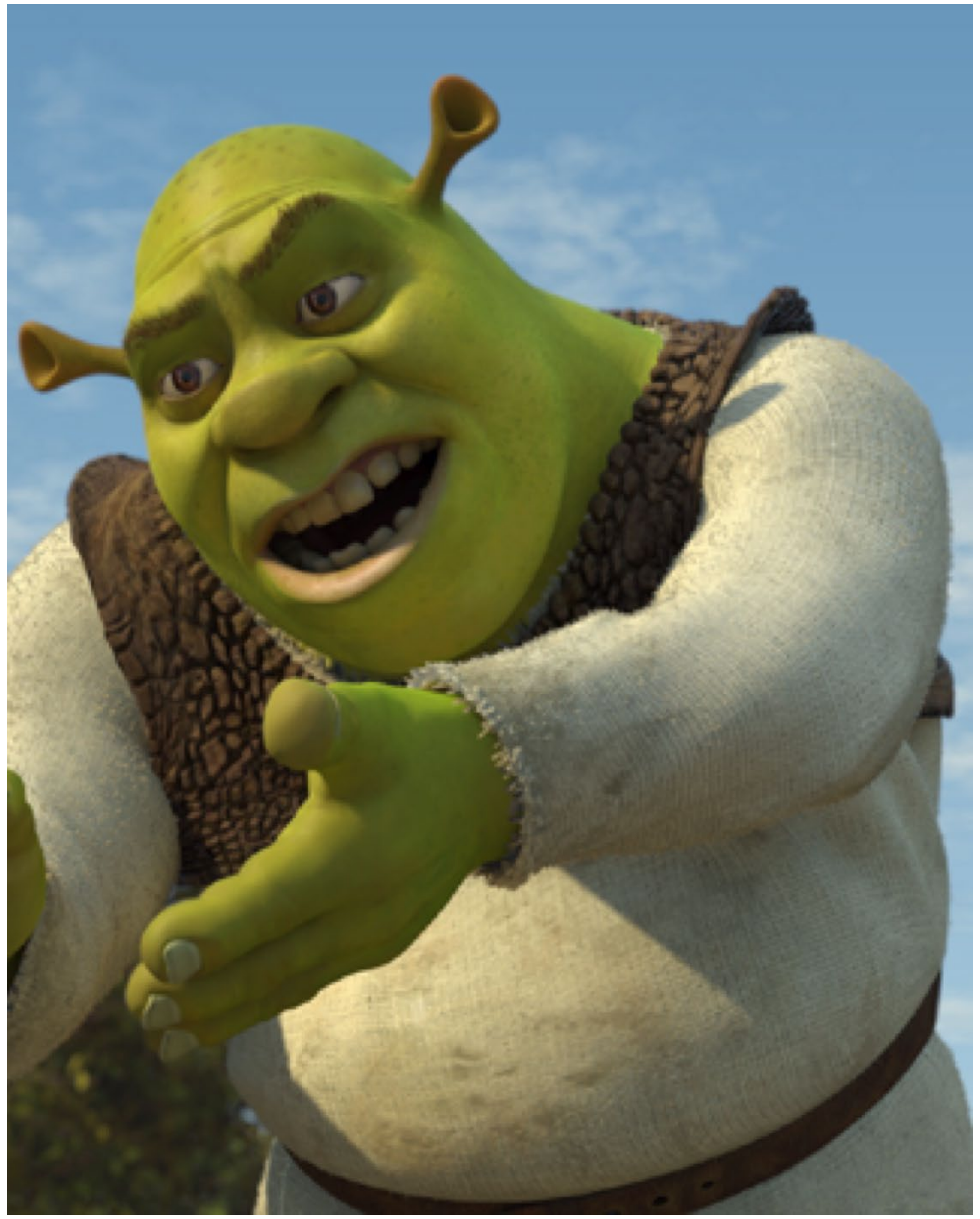
Direct + indirect illumination

Direct vs. Indirect Illumination

Direct illumination only



Direct + Indirect illumination



Images courtesy of PDI/DreamWorks

Direct Illumination

Where does L_i "come from"?

$$L_r(\mathbf{x}, \vec{\omega}_r) = \int_{H^2} f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r) L_i(\mathbf{x}, \vec{\omega}_i) \cos\theta_i \, \mathrm{d}\vec{\omega}_i$$

The incident radiance L_i at $\mathbf{x}$ from direction $\boldsymbol{\omega}$ equals the emitted radiance L_e at the end of the ray from $\mathbf{x}$ towards $\boldsymbol{\omega}$:

$$L_i(\mathbf{x}, \vec{\omega}) = L_e(r(\mathbf{x}, \vec{\omega}), -\vec{\omega})$$

Direct Illumination

$$L_r(\mathbf{x}, \vec{\omega}_r) = \int_{H^2} f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r)\, L_e(r(\mathbf{x}, \vec{\omega}_i), -\vec{\omega}_i) \cos\theta_i \, \mathrm{d}\vec{\omega}_i$$

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Direct Illumination

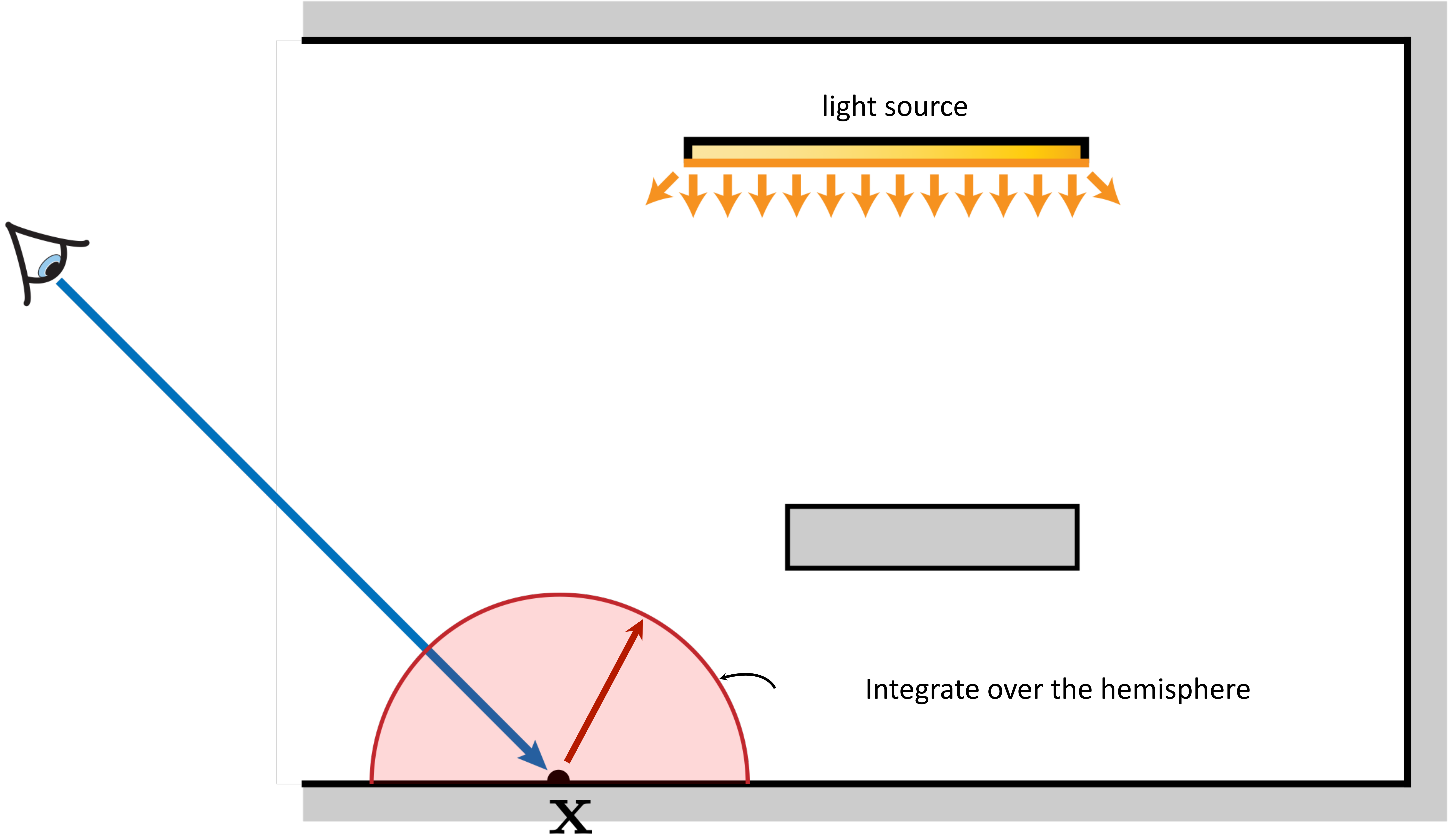
$$L_r(\mathbf{x}, \vec{\omega}_r) = \int_{H^2} f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r)\, L_e(r(\mathbf{x}, \vec{\omega}_i), -\vec{\omega}_i) \cos\theta_i \, \mathrm{d}\vec{\omega}_i$$

How can we estimate the integral?

$$\langle L_r(\mathbf{x}, \vec{\omega}_r)^N \rangle = \frac{1}{N} \sum_{k=1}^{N} \frac{f_r(\mathbf{x}, \vec{\omega}_{i,k}, \vec{\omega}_r) L_e(r(\mathbf{x}, \vec{\omega}_{i,k}), -\vec{\omega}_{i,k}) \cos\theta_{i,k}}{p_\Omega(\vec{\omega}_{i,k})}$$

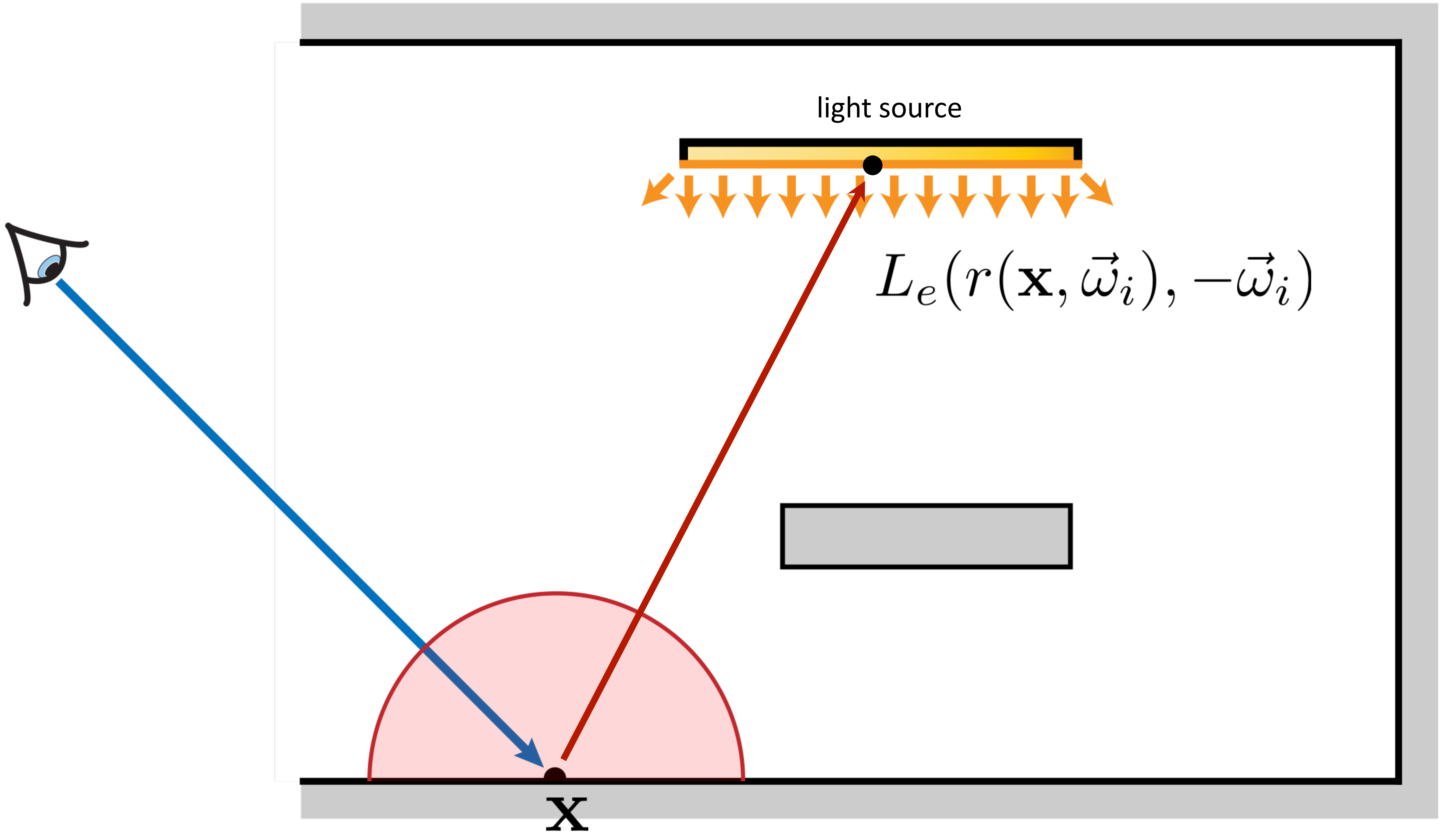
Direct Illumination

$$L_r(\mathbf{x}, \vec{\omega}_r) = \boxed{\int_{H^2}} f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r)\, L_e(r(\mathbf{x}, \vec{\omega}_i), -\vec{\omega}_i) \cos\theta_i \,\mathrm{d}\vec{\omega}_i$$



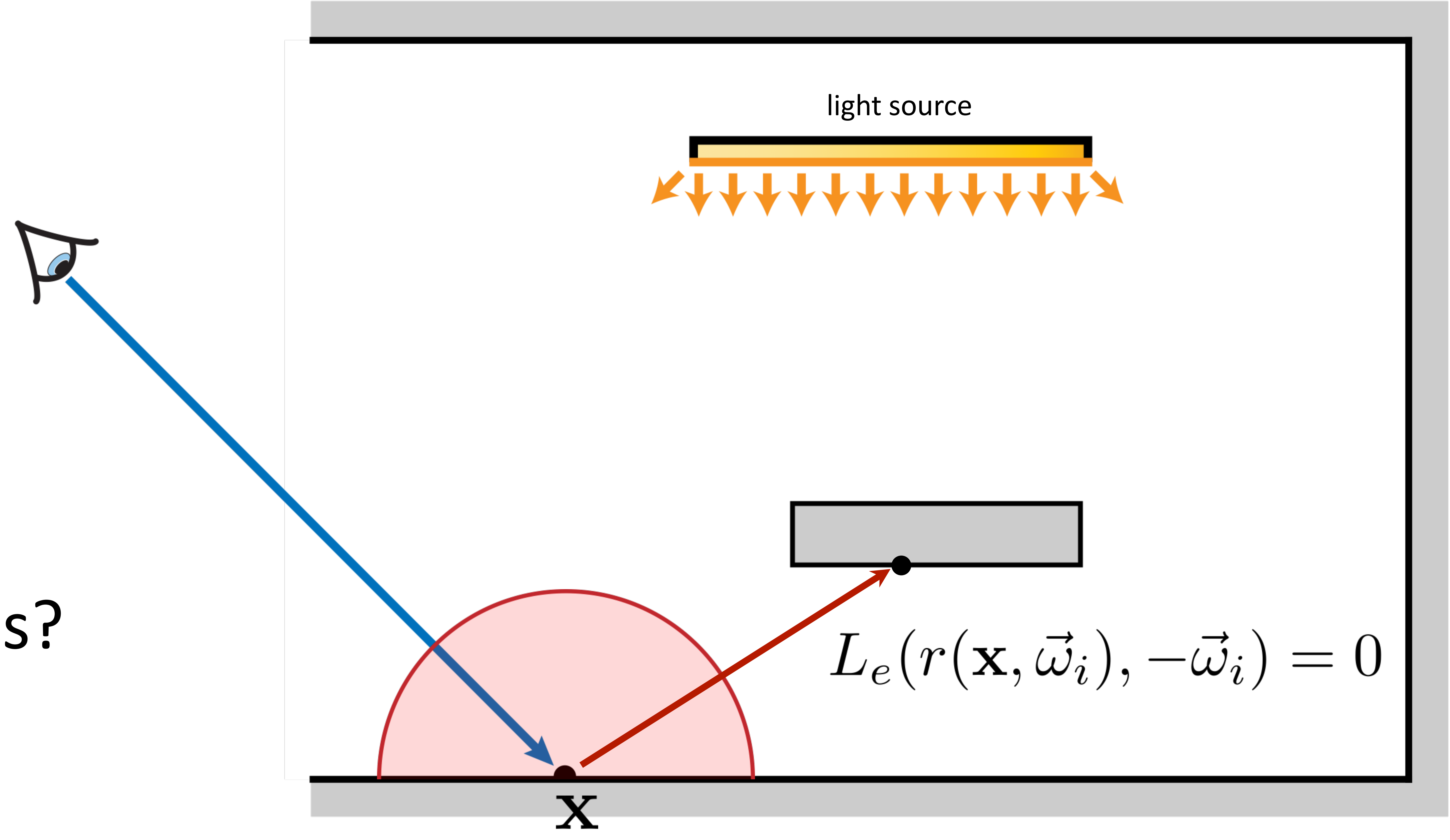
Direct Illumination

$$L_r(\mathbf{x},\vec{\omega}_r) = \int_{H^2} f_r(\mathbf{x},\vec{\omega}_i,\vec{\omega}_r)\boxed{L_e(r(\mathbf{x},\vec{\omega}_i),-\vec{\omega}_i)}\cos\theta_i \,\mathrm{d}\vec{\omega}_i$$



Direct Illumination

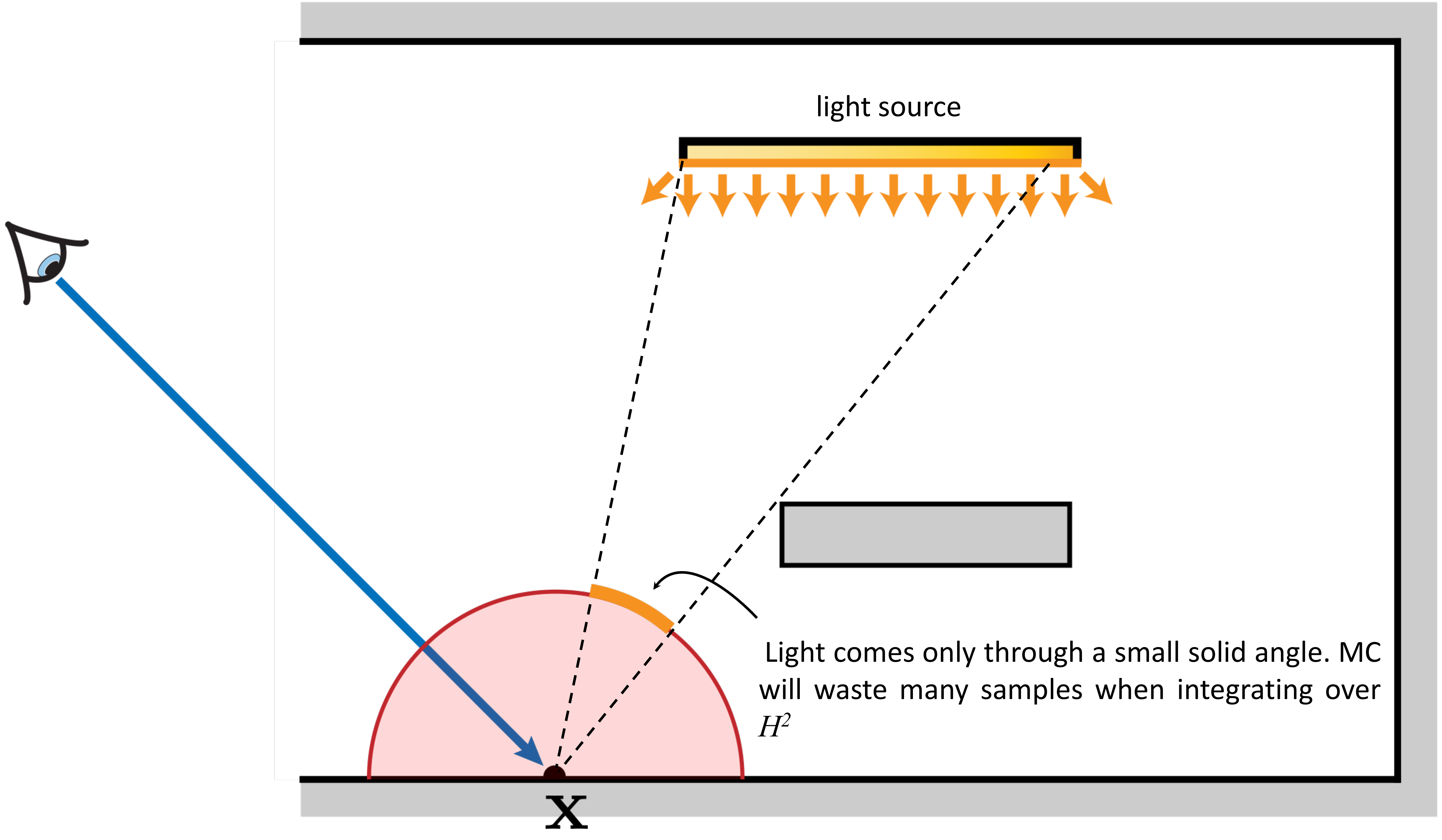
$$L_r(\mathbf{x},\vec{\omega}_r) = \int_{H^2} f_r(\mathbf{x},\vec{\omega}_i,\vec{\omega}_r)\boxed{L_e(r(\mathbf{x},\vec{\omega}_i),-\vec{\omega}_i)}\cos\theta_i \,\mathrm{d}\vec{\omega}_i$$



Any problems?

Direct Illumination

$$L_r(\mathbf{x},\vec{\omega}_r) = \int_{H^2} f_r(\mathbf{x},\vec{\omega}_i,\vec{\omega}_r)\, L_e(r(\mathbf{x},\vec{\omega}_i),-\vec{\omega}_i)\cos\theta_i \,\mathrm{d}\vec{\omega}_i$$



Reflection equation

$$L_r(\mathbf{x}, \vec{\omega}_r) = \int_{H^2} f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r) \boxed{L_i(\mathbf{x}, \vec{\omega}_i)} \cos\theta_i \, d\vec{\omega}_i$$

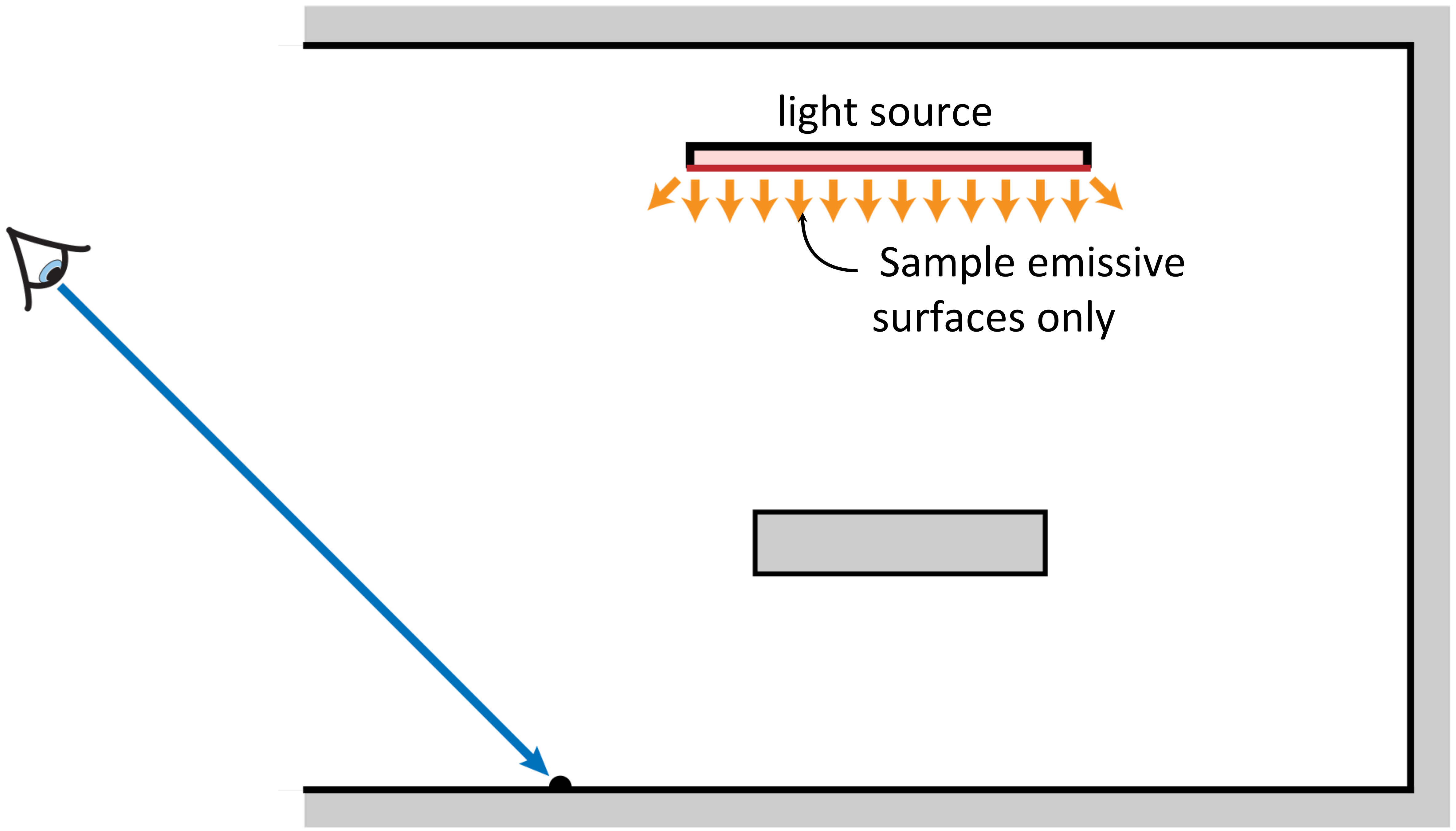
What terms can we importance sample?

- BRDF
- incident radiance?
- cosine term

Importance Sampling Incident Radiance

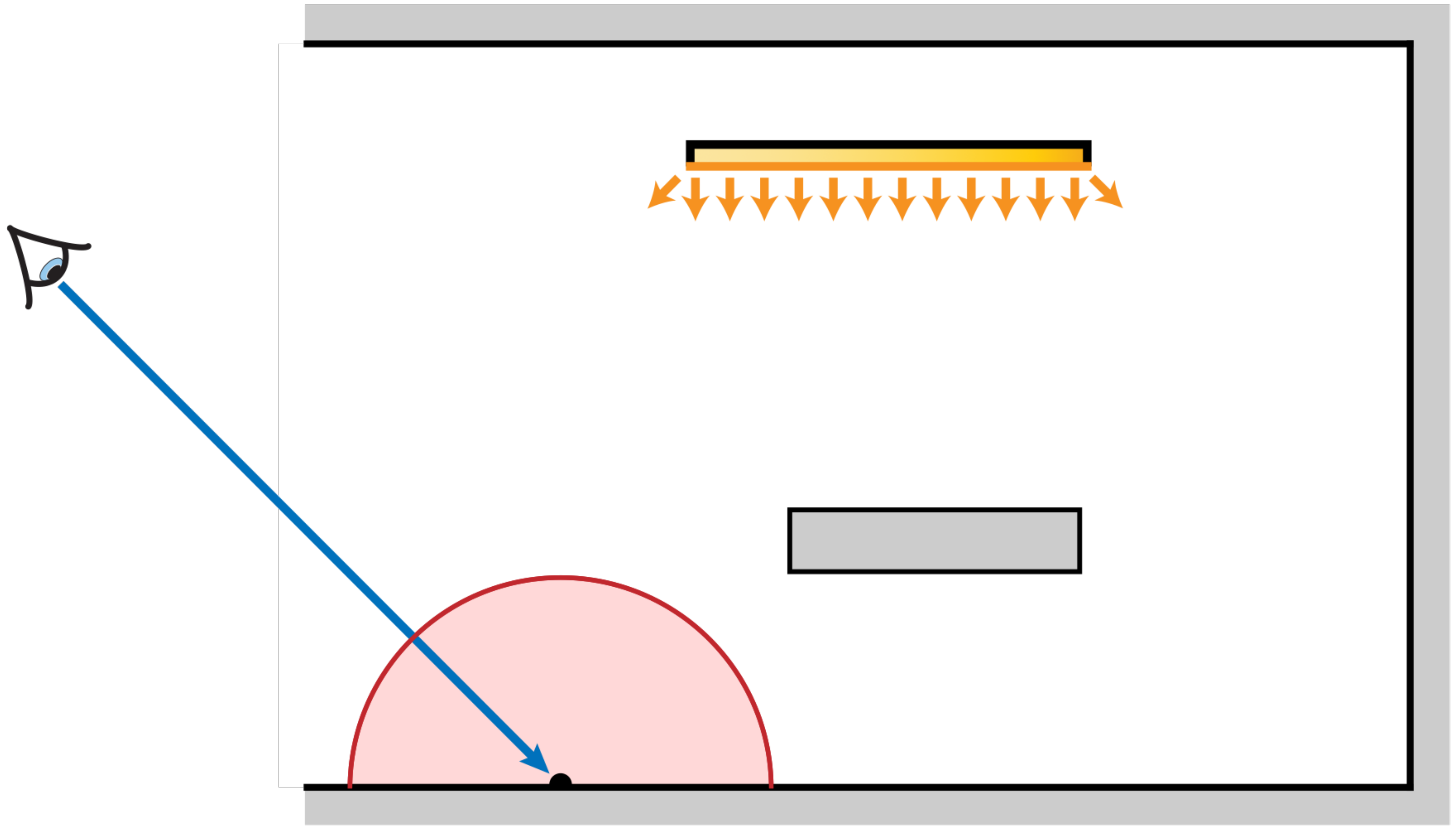
Generally impossible, but…

for direct illumination we can explicitly sample emissive surfaces



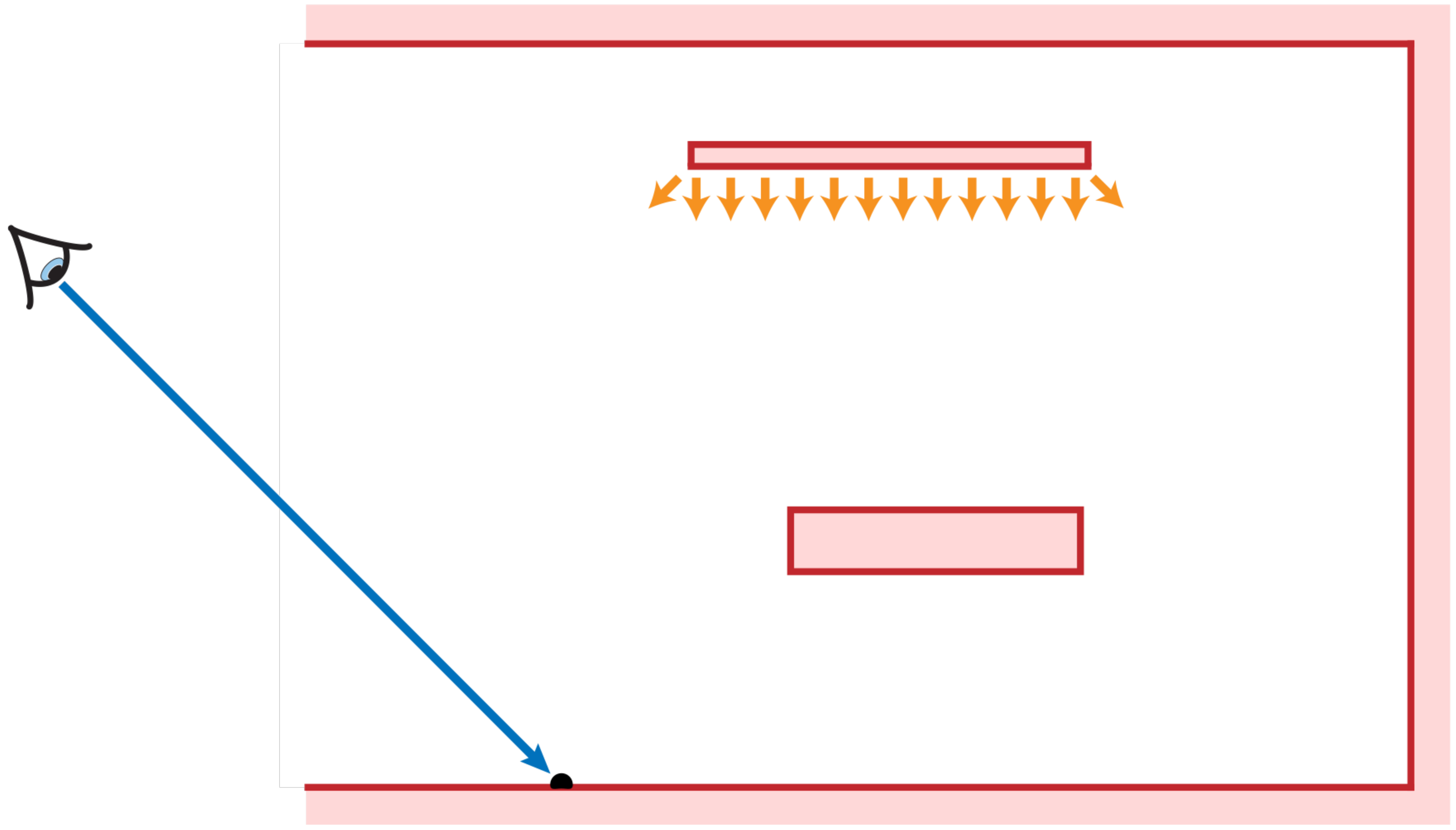
Forms of Reflection Equation

Hemispherical integration



$$L_r(\mathbf{x}, \vec{\omega}_r) = \int_{H^2} f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r) L_i(\mathbf{x}, \vec{\omega}_i) \cos\theta_i \, d\vec{\omega}_i$$

Surface Area integration

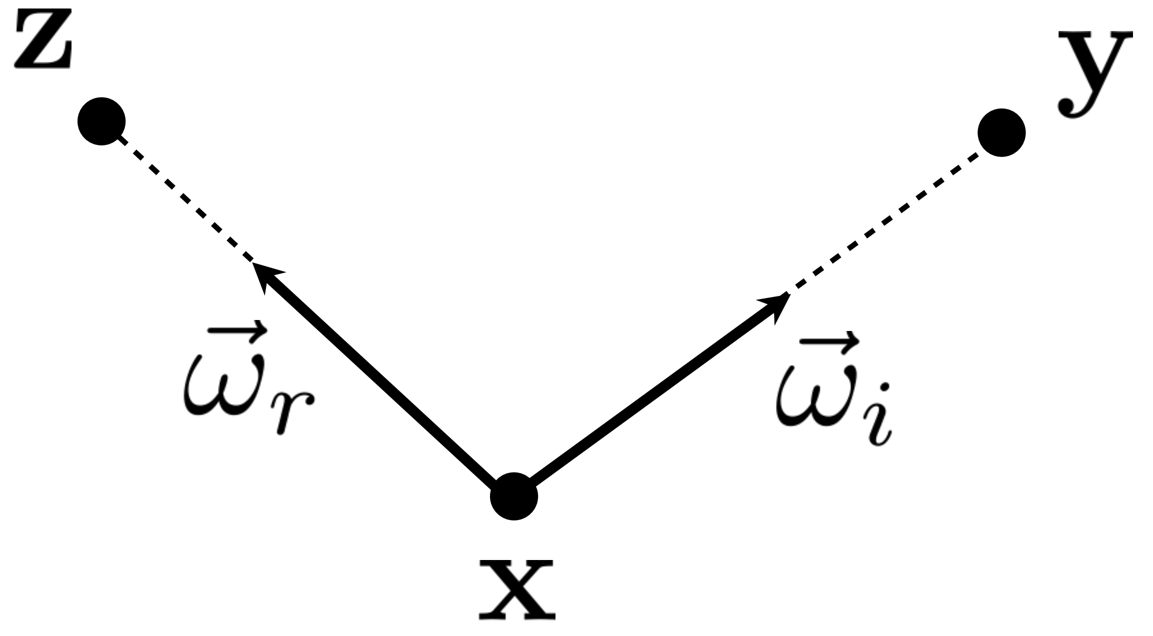


$$L_r(\mathbf{x}, \mathbf{z}) = \int_A f_r(\mathbf{x}, \mathbf{y}, \mathbf{z}) L_i(\mathbf{x}, \mathbf{y}) G(\mathbf{x}, \mathbf{y}) \, dA(\mathbf{y})$$

Forms of Reflection Equation

Change in notation:

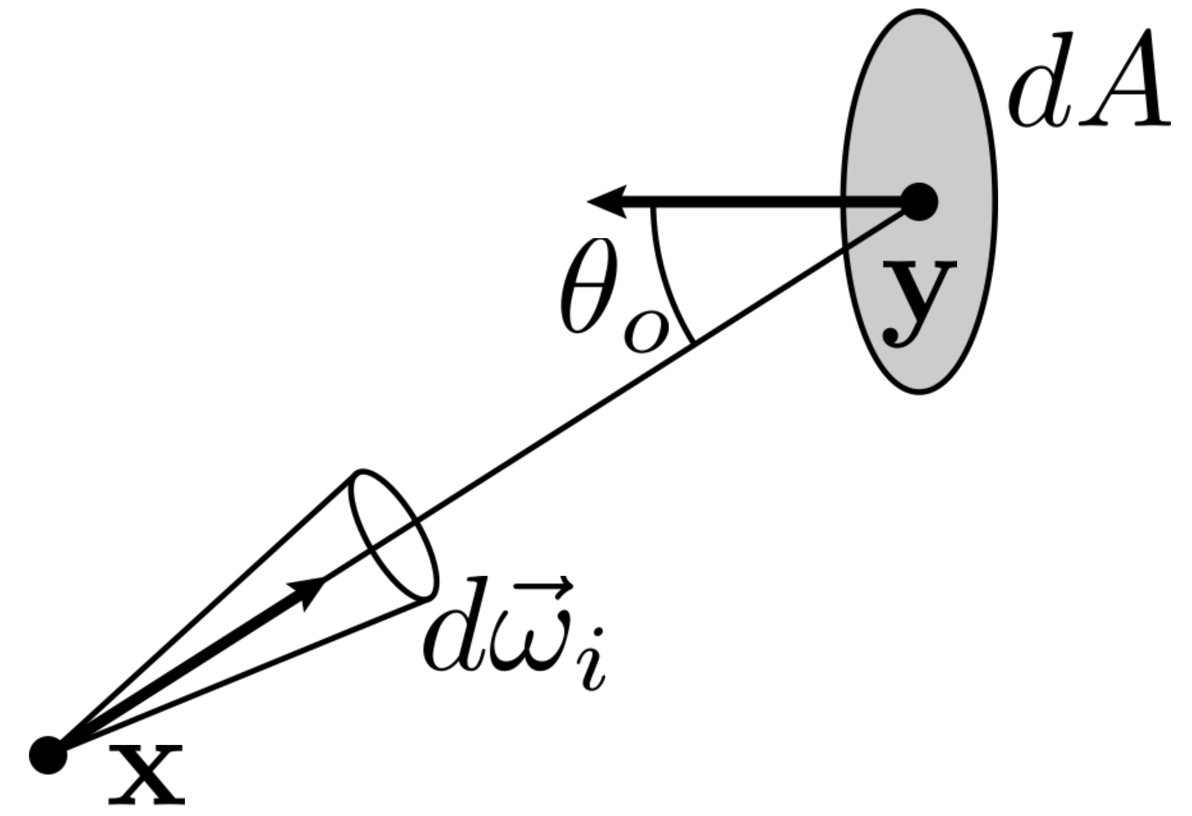
$$L_i(\mathbf{x}, \vec{\omega}_i) = L_i(\mathbf{x}, \mathbf{y})$$
$$L_r(\mathbf{x}, \vec{\omega}_r) = L_r(\mathbf{x}, \mathbf{z})$$
$$f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r) = f_r(\mathbf{x}, \mathbf{y}, \mathbf{z})$$



Transform integral over directions into integral over surface area.

Jacobian determinant of the trans.:

$$d\vec{\omega}_i = \frac{|\cos\theta_o|}{\|\mathbf{x} - \mathbf{y}\|^2} dA$$



Forms of Reflection Equation

$$L_i(\mathbf{x}, \vec{\omega}_i) = L_i(\mathbf{x}, \mathbf{y})$$

$$L_r(\mathbf{x}, \vec{\omega}_r) = L_r(\mathbf{x}, \mathbf{z})$$

$$f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r) = f_r(\mathbf{x}, \mathbf{y}, \mathbf{z})$$

$$d\vec{\omega}_i = \frac{|\cos\theta_o|}{\|\mathbf{x} - \mathbf{y}\|^2} dA$$

Hemispherical form:

$$L_r(\mathbf{x}, \vec{\omega}_r) = \int_{H^2} f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r) L_i(\mathbf{x}, \vec{\omega}_i) \cos\theta_i \, d\vec{\omega}_i$$

Surface area form:

$$L_r(\mathbf{x}, \mathbf{z}) = \int_A f_r(\mathbf{x}, \mathbf{y}, \mathbf{z}) L_i(\mathbf{x}, \mathbf{y}) G(\mathbf{x}, \mathbf{y}) \, dA(\mathbf{y})$$

Area Form of the Reflection Eq.

$$L_r(\mathbf{x},\mathbf{z}) = \int_A f_r(\mathbf{x},\mathbf{y},\mathbf{z}) L_i(\mathbf{x},\mathbf{y}) \boxed{G(\mathbf{x},\mathbf{y})} \, dA(\mathbf{y})$$

Geometry term:

$$G(\mathbf{x},\mathbf{y}) = \boxed{V(\mathbf{x},\mathbf{y})} \, \frac{|\cos\theta_i| \, |\cos\theta_o|}{\|\mathbf{x}-\mathbf{y}\|^2}$$

Visibility term:

$$V(\mathbf{x},\mathbf{y}) = \begin{cases} 1: & \text{visible} \\ 0: & \text{not visible} \end{cases}$$

Area Form of the Reflection Eq.

$$L_r(\mathbf{x},\mathbf{z}) = \int_A f_r(\mathbf{x},\mathbf{y},\mathbf{z}) L_i(\mathbf{x},\mathbf{y}) \boxed{G(\mathbf{x},\mathbf{y})}\, dA(\mathbf{y})$$

Original foreshortening term

Geometry term:

$$G(\mathbf{x},\mathbf{y}) = V(\mathbf{x},\mathbf{y}) \frac{\boxed{|\cos\theta_i|}\ \boxed{|\cos\theta_o|}}{\boxed{\|\mathbf{x}-\mathbf{y}\|^2}}$$

Jacobian determinant of the transform

$$d\vec{\omega}_i = \frac{|\cos\theta_o|}{\|\mathbf{x}-\mathbf{y}\|^2} dA$$

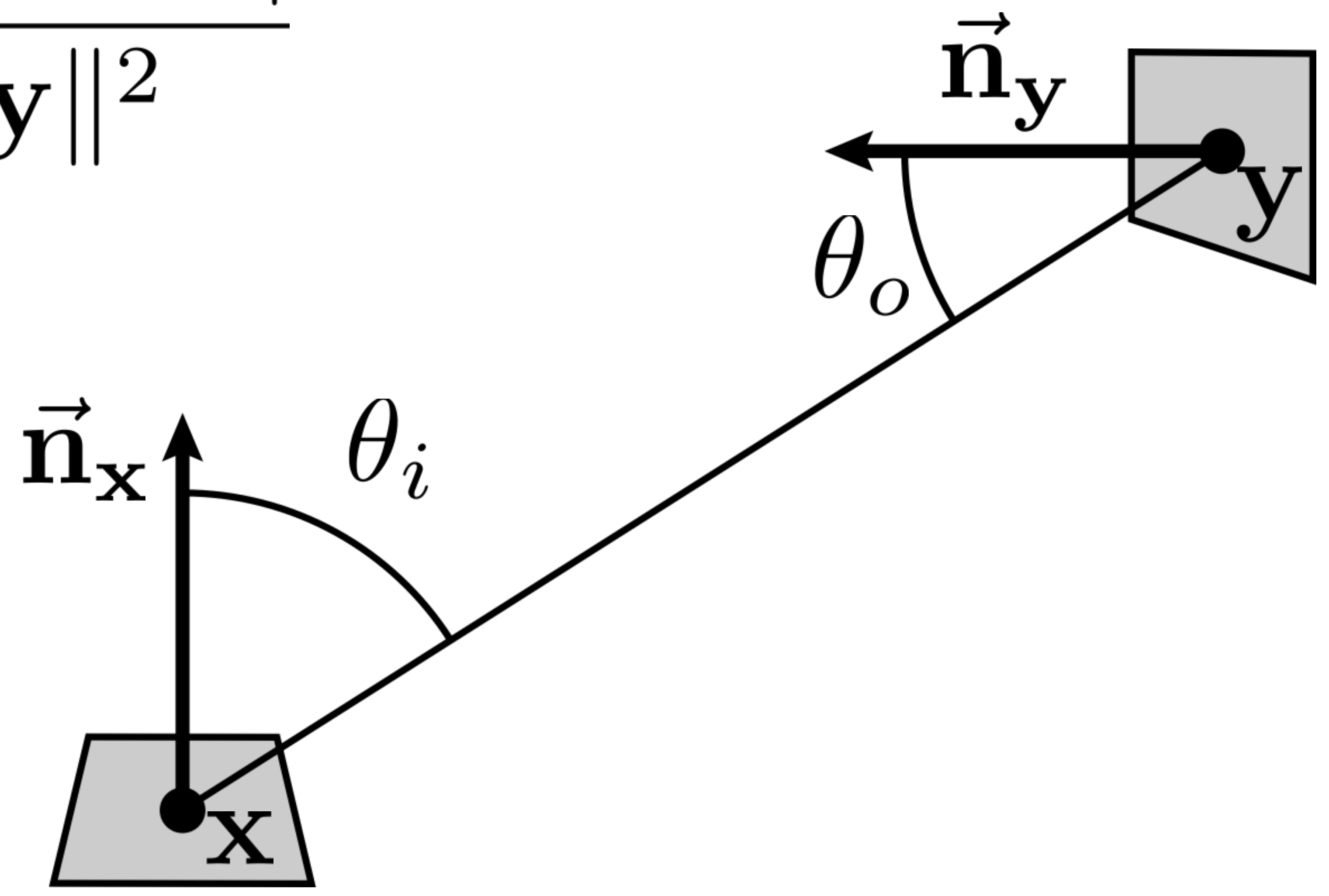
Visibility term:

$$V(\mathbf{x},\mathbf{y}) = \begin{cases} 1 : & \text{visible} \\ 0 : & \text{not visible} \end{cases}$$

Area Form of the Reflection Eq.

Interpreting

$$\frac{|\cos\theta_i|\,|\cos\theta_o|}{\|\mathbf{x}-\mathbf{y}\|^2}$$



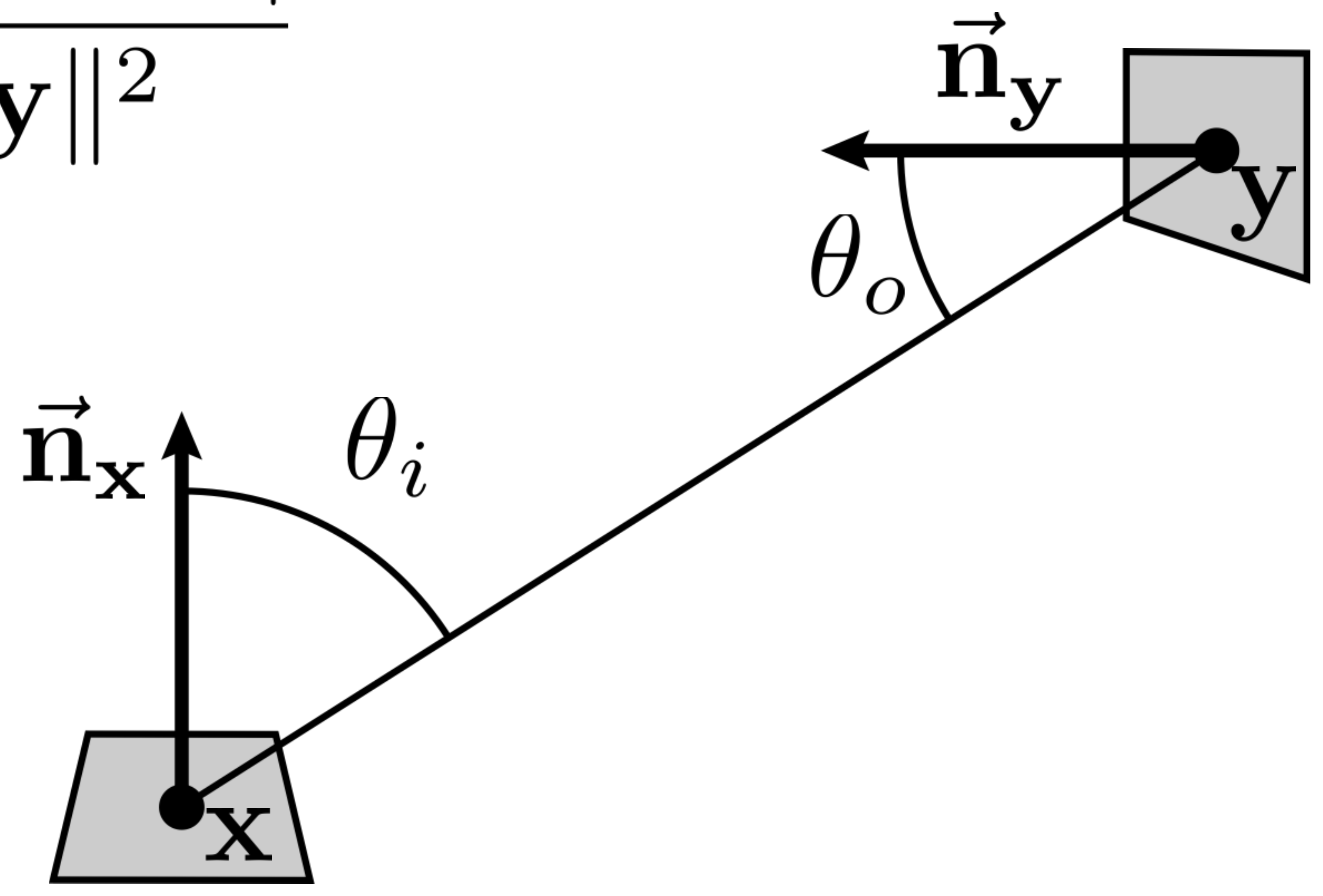
The chance that a photon emitted from a differential patch will hit another diff. patch decreases as:

- the patches face away from each other (numerator)
- the patches move away from each other (denominator)

Area Form of the Reflection Eq.

Interpreting

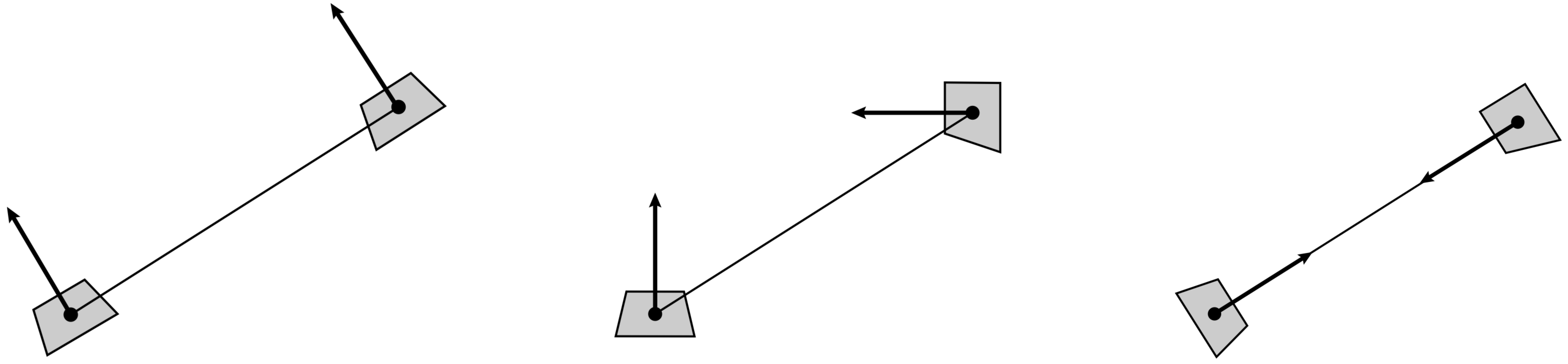
$$\frac{|\cos\theta_i|\,|\cos\theta_o|}{\|\mathbf{x}-\mathbf{y}\|^2}$$



numerator = 0

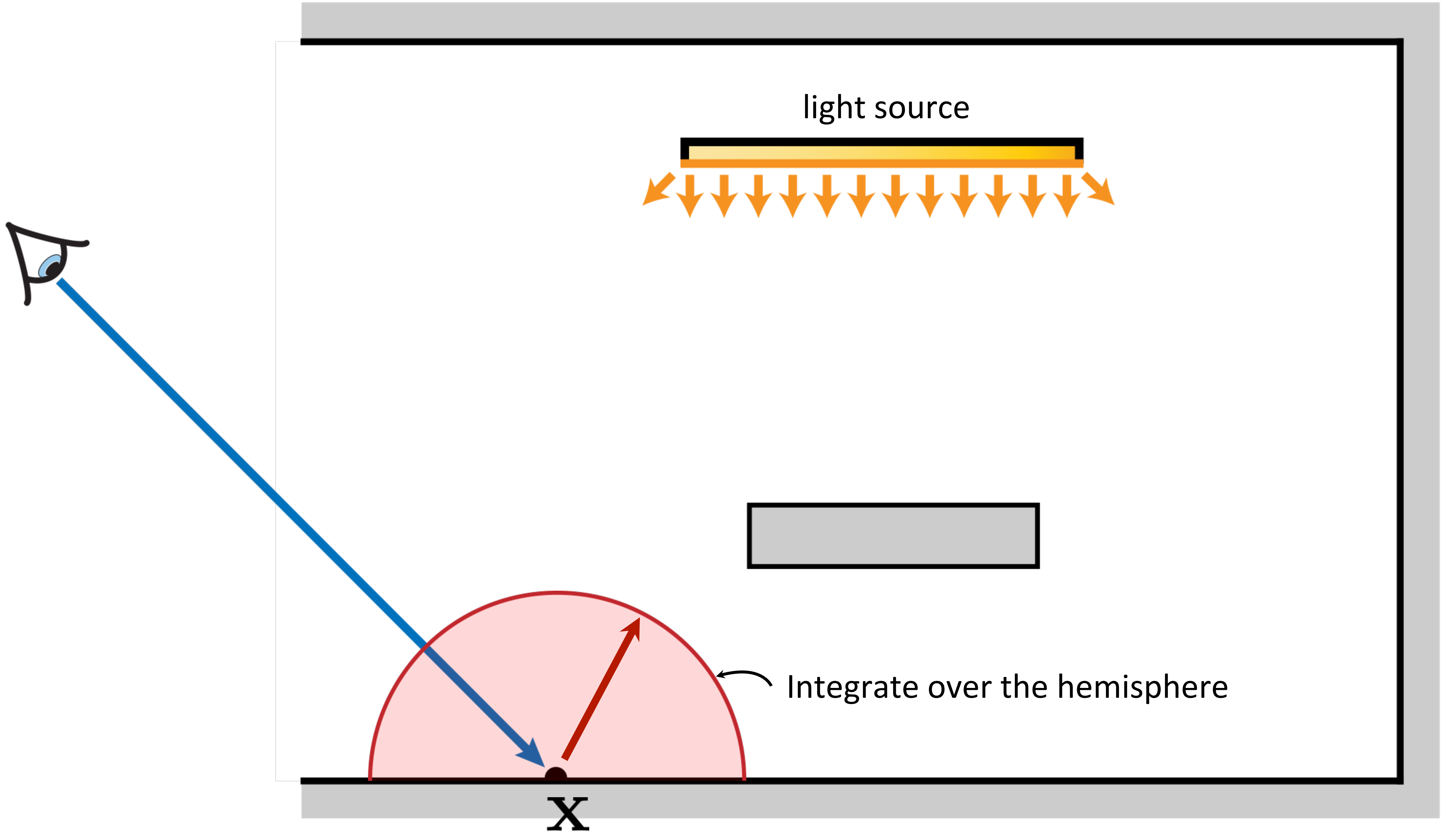
0 < numerator < 1

numerator = 1



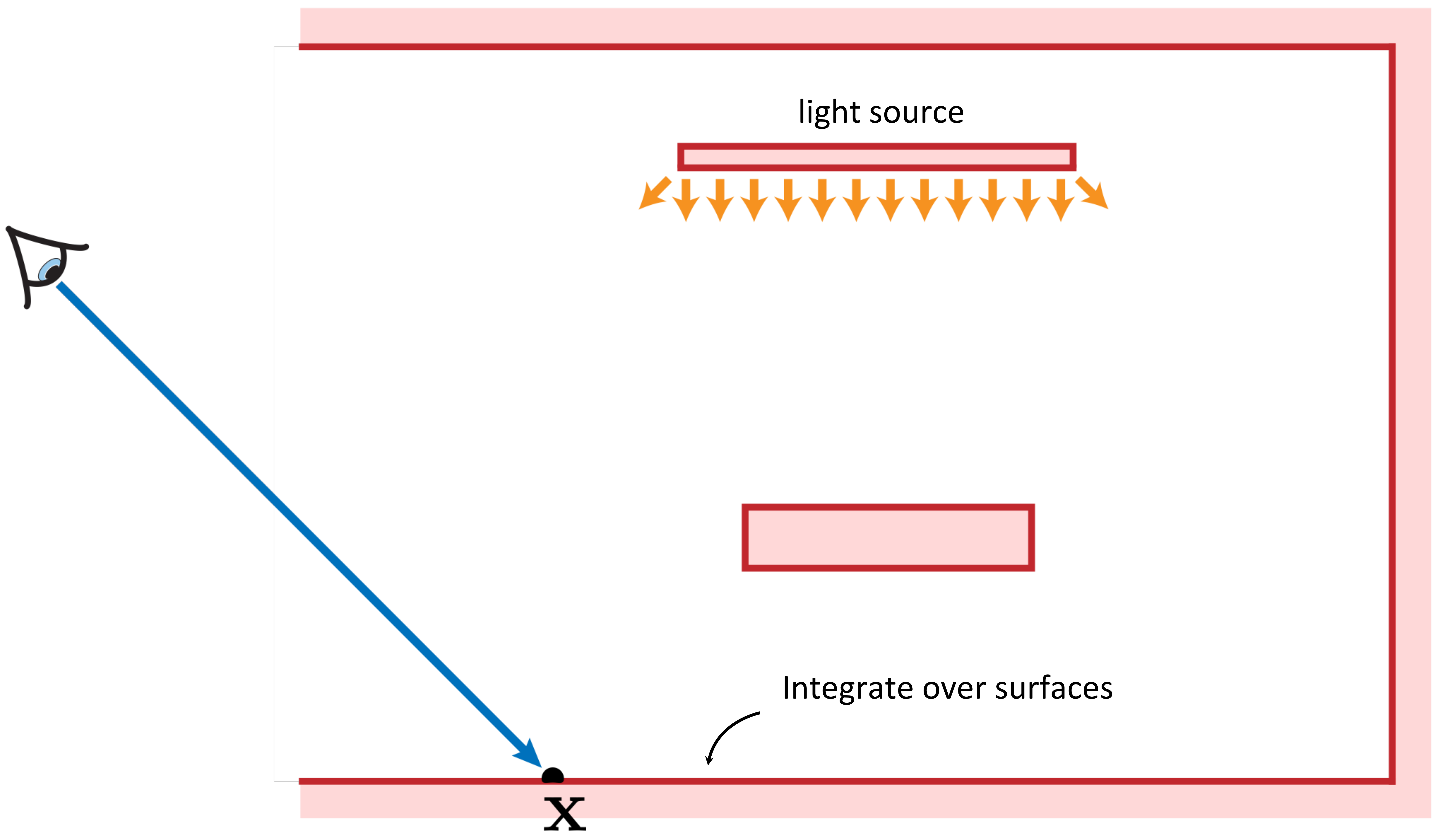
Direct Illumination

$$L_r(\mathbf{x}, \vec{\omega}_r) = \boxed{\int_{H^2}} f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r) L_e(r(\mathbf{x}, \vec{\omega}_i), -\vec{\omega}_i) \cos\theta_i \, d\vec{\omega}_i$$



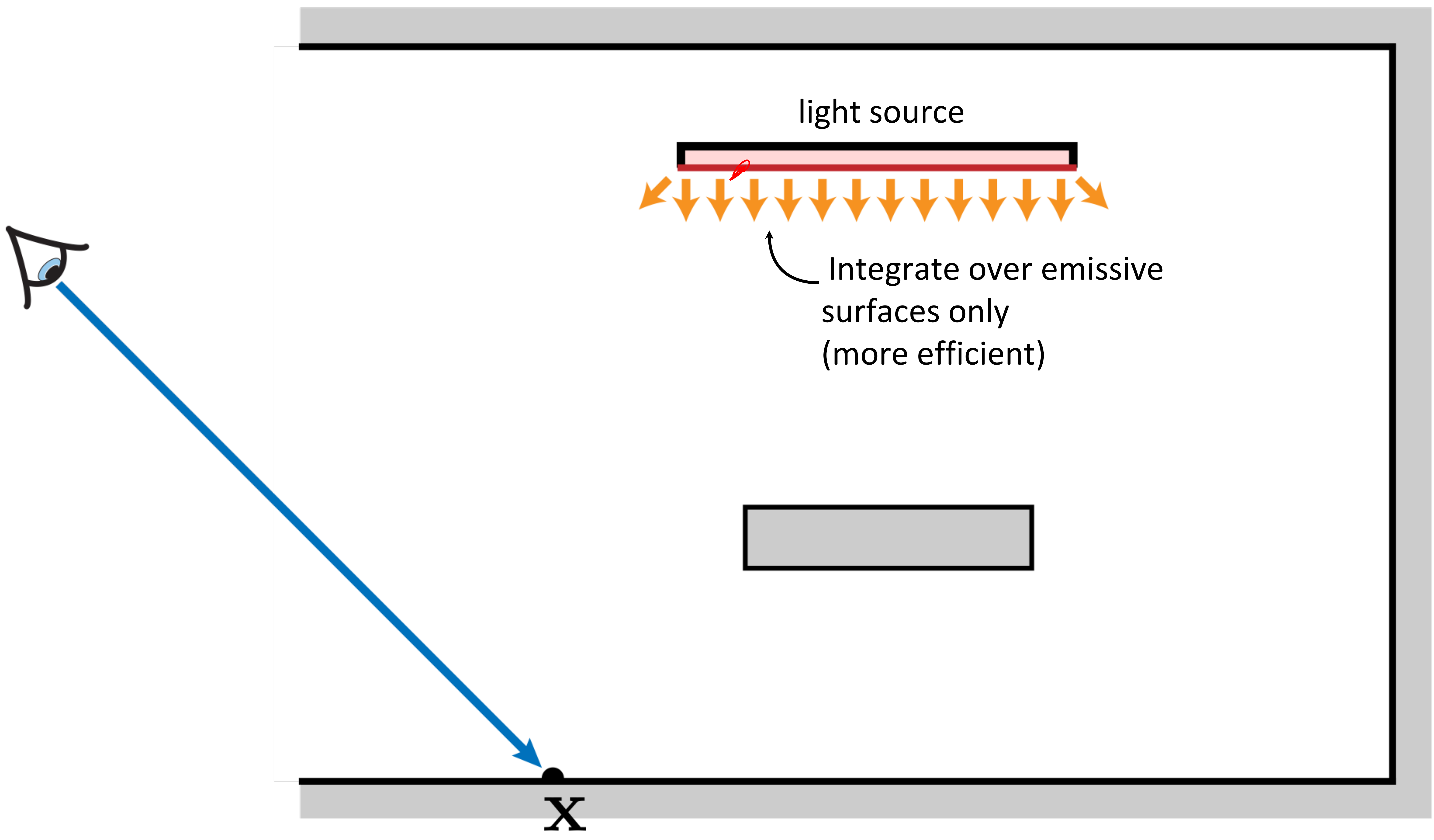
Direct Illumination

$$L_r(\mathbf{x},\mathbf{z}) = \boxed{\int_A} f_r(\mathbf{x},\mathbf{y},\mathbf{z}) L_e(\mathbf{y},\mathbf{x}) V(\mathbf{x},\mathbf{y}) \frac{|\cos\theta_i|\,|\cos\theta_o|}{\|\mathbf{x}-\mathbf{y}\|^2} dA(\mathbf{y})$$



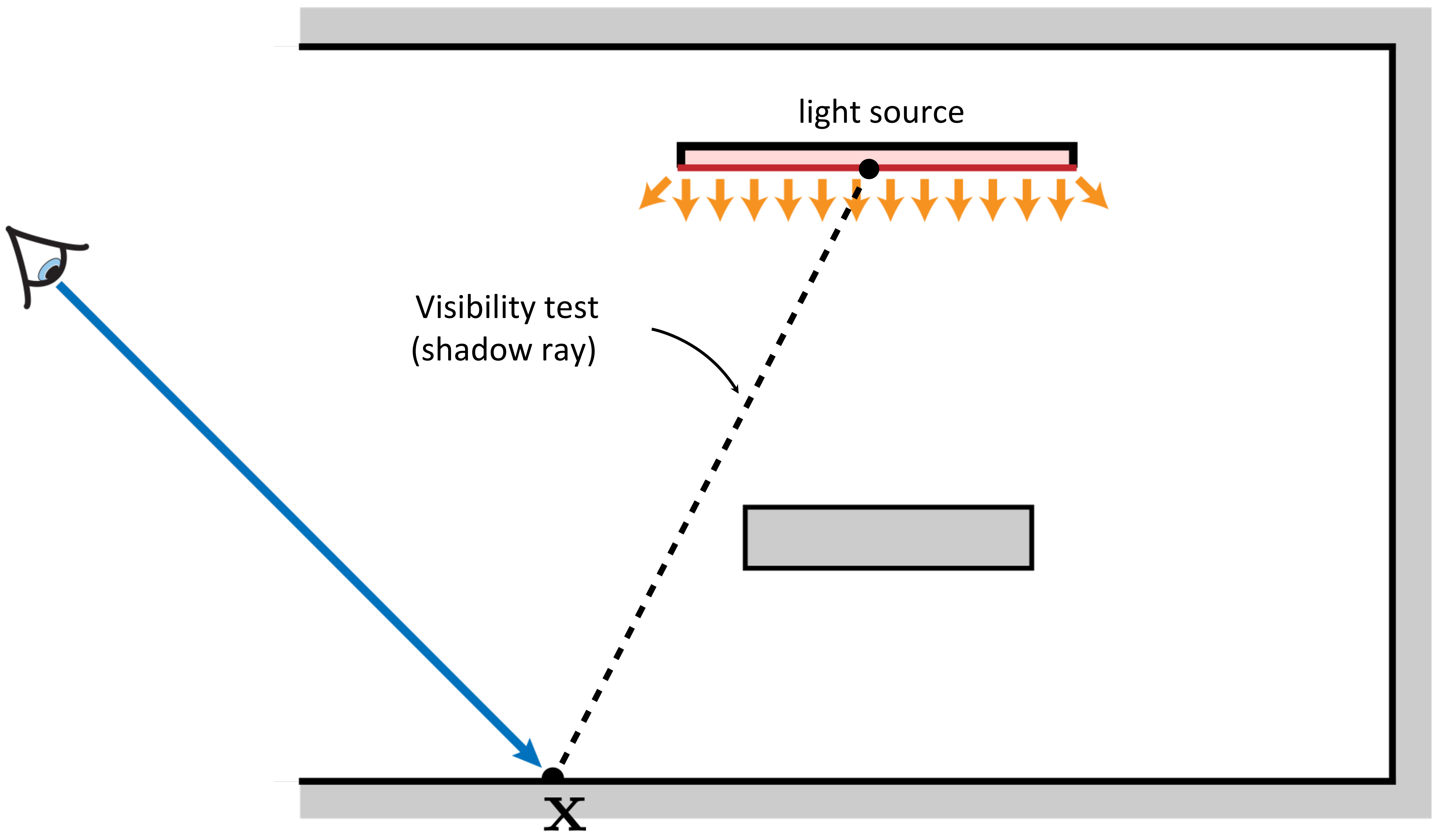
Direct Illumination

$$L_r(\mathbf{x},\mathbf{z}) = \boxed{\int_{A_e}} f_r(\mathbf{x},\mathbf{y},\mathbf{z}) L_e(\mathbf{y},\mathbf{x}) V(\mathbf{x},\mathbf{y}) \frac{|\cos\theta_i|\,|\cos\theta_o|}{\|\mathbf{x}-\mathbf{y}\|^2} dA(\mathbf{y})$$



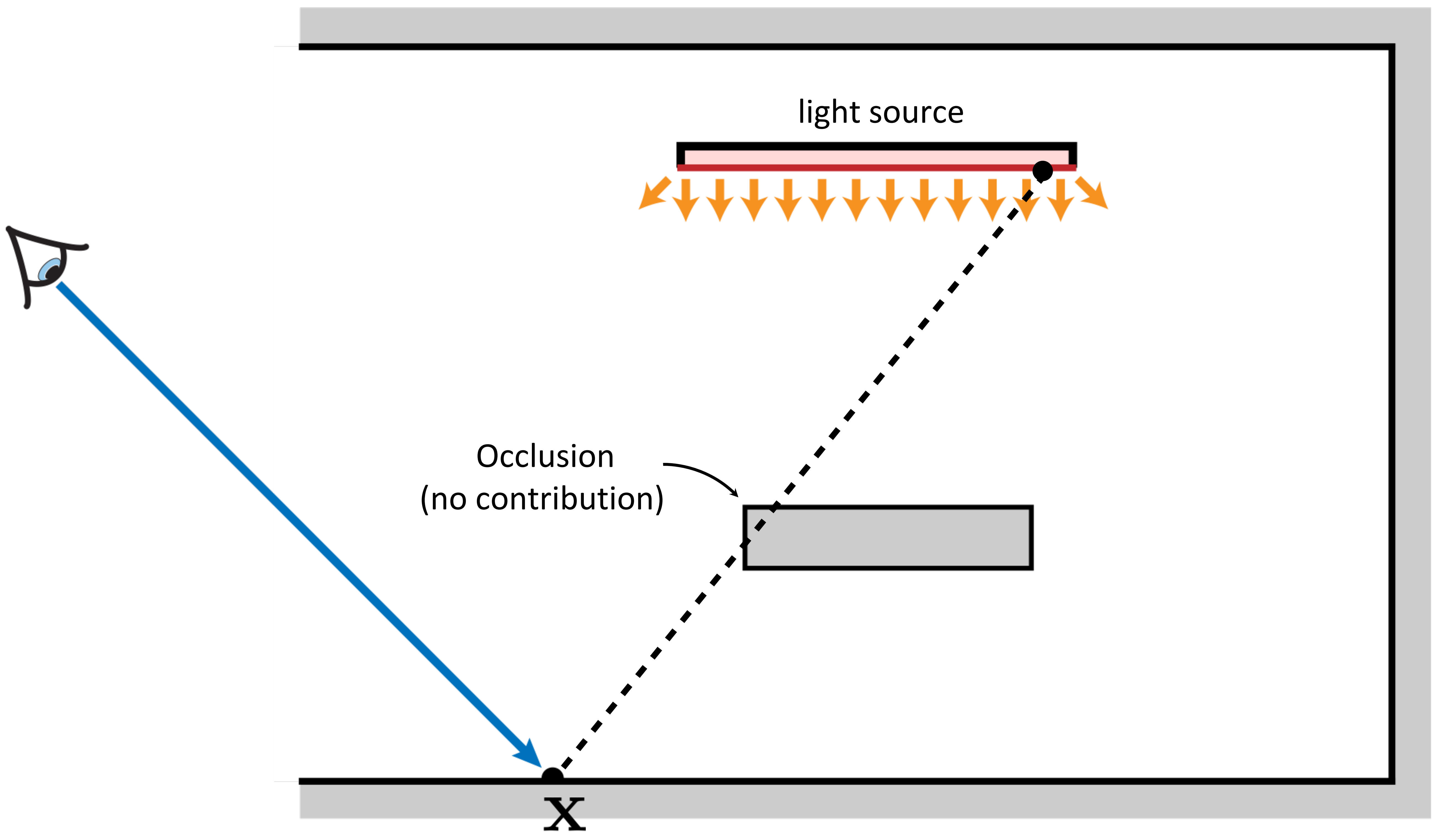
Direct Illumination

$$L_r(\mathbf{x},\mathbf{z}) = \int_{A_e} f_r(\mathbf{x},\mathbf{y},\mathbf{z}) L_e(\mathbf{y},\mathbf{x}) \boxed{V(\mathbf{x},\mathbf{y})} \frac{|\cos\theta_i|\,|\cos\theta_o|}{\|\mathbf{x}-\mathbf{y}\|^2} dA(\mathbf{y})$$

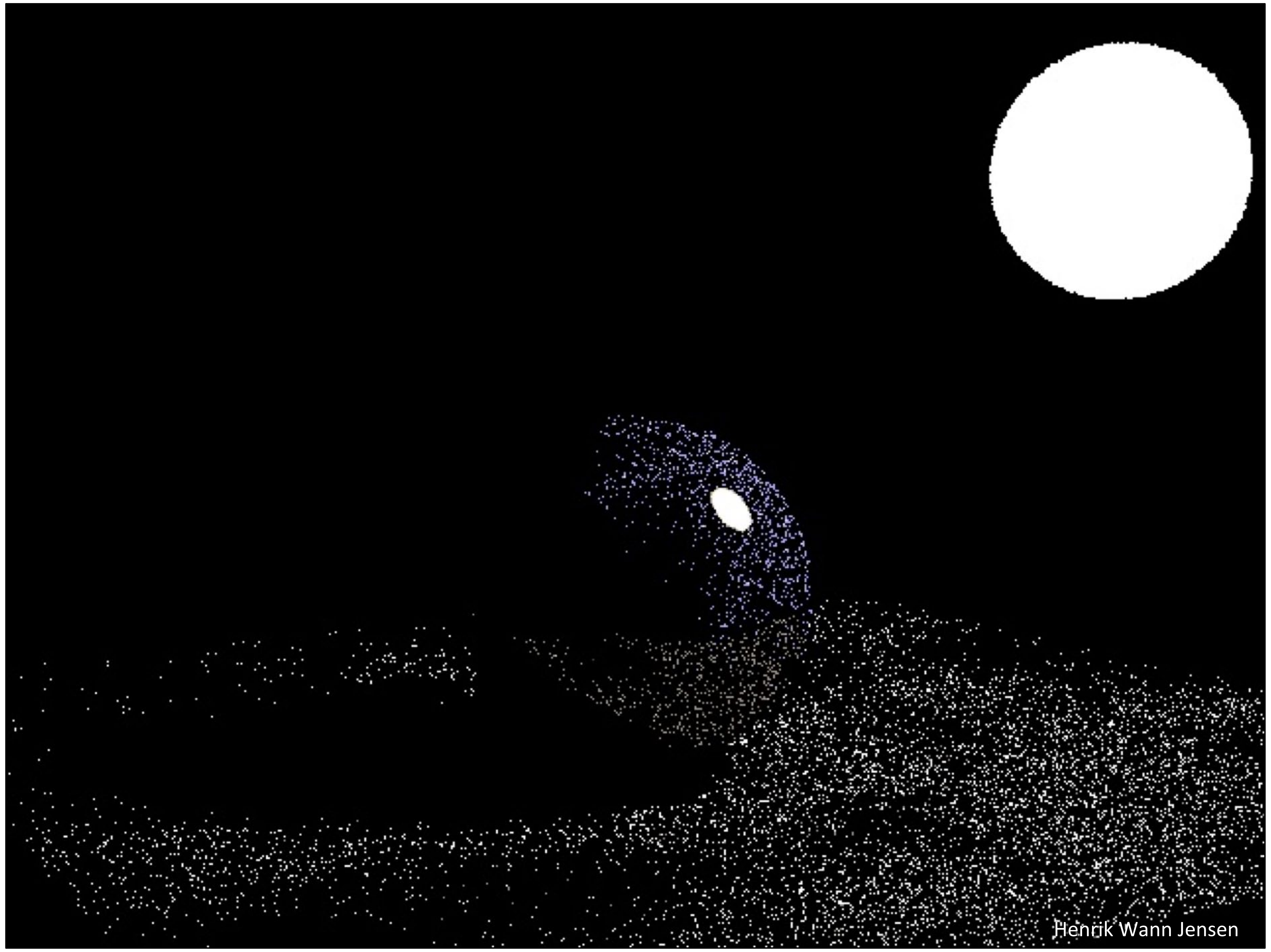


Direct Illumination

$$L_r(\mathbf{x},\mathbf{z}) = \int_{A_e} f_r(\mathbf{x},\mathbf{y},\mathbf{z}) L_e(\mathbf{y},\mathbf{x}) \boxed{V(\mathbf{x},\mathbf{y})} \frac{|\cos\theta_i|\,|\cos\theta_o|}{\|\mathbf{x}-\mathbf{y}\|^2} dA(\mathbf{y})$$

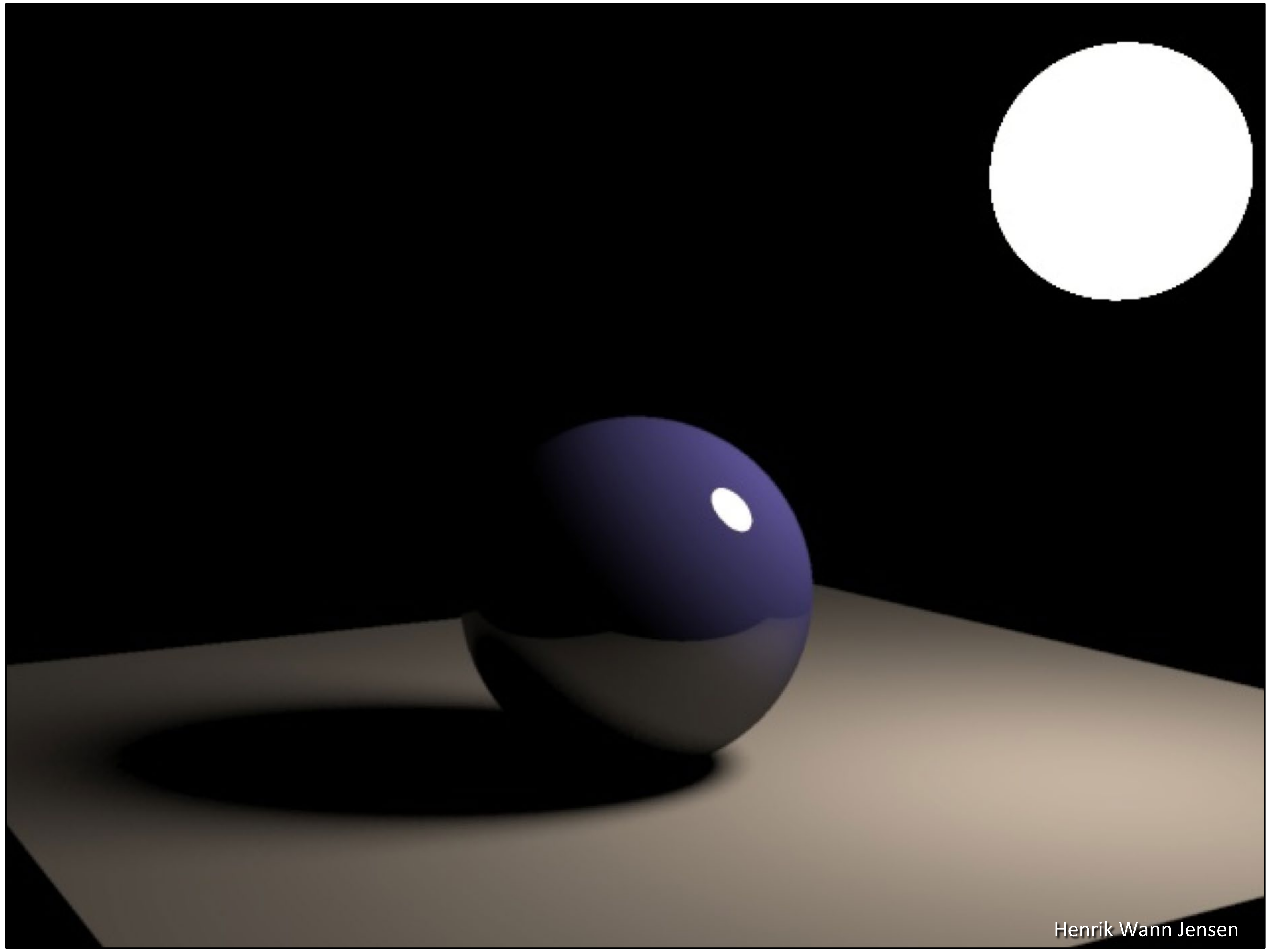


Direct Illumination



Sampling the hemisphere

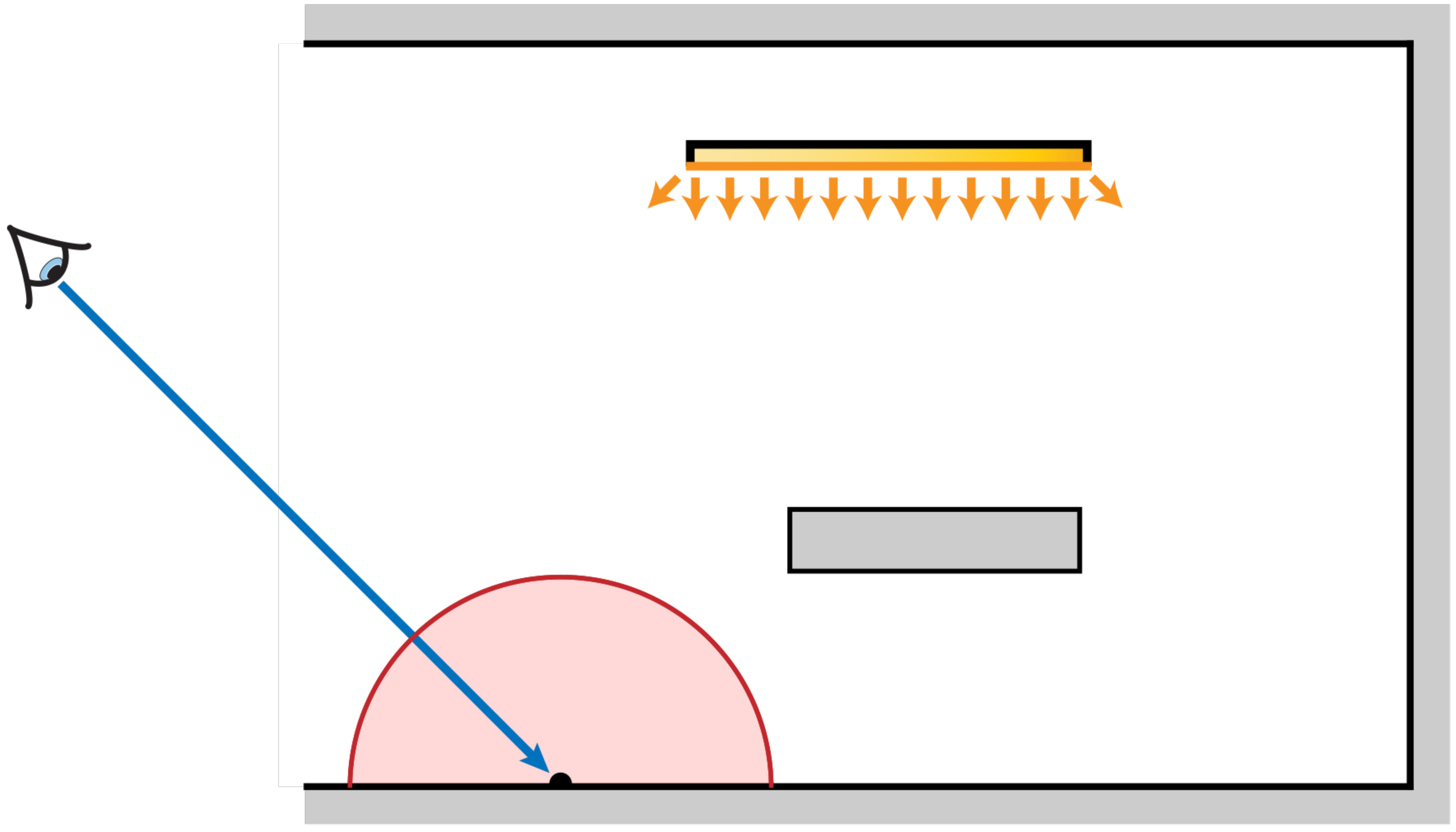
Direct Illumination



Sampling the area of the light

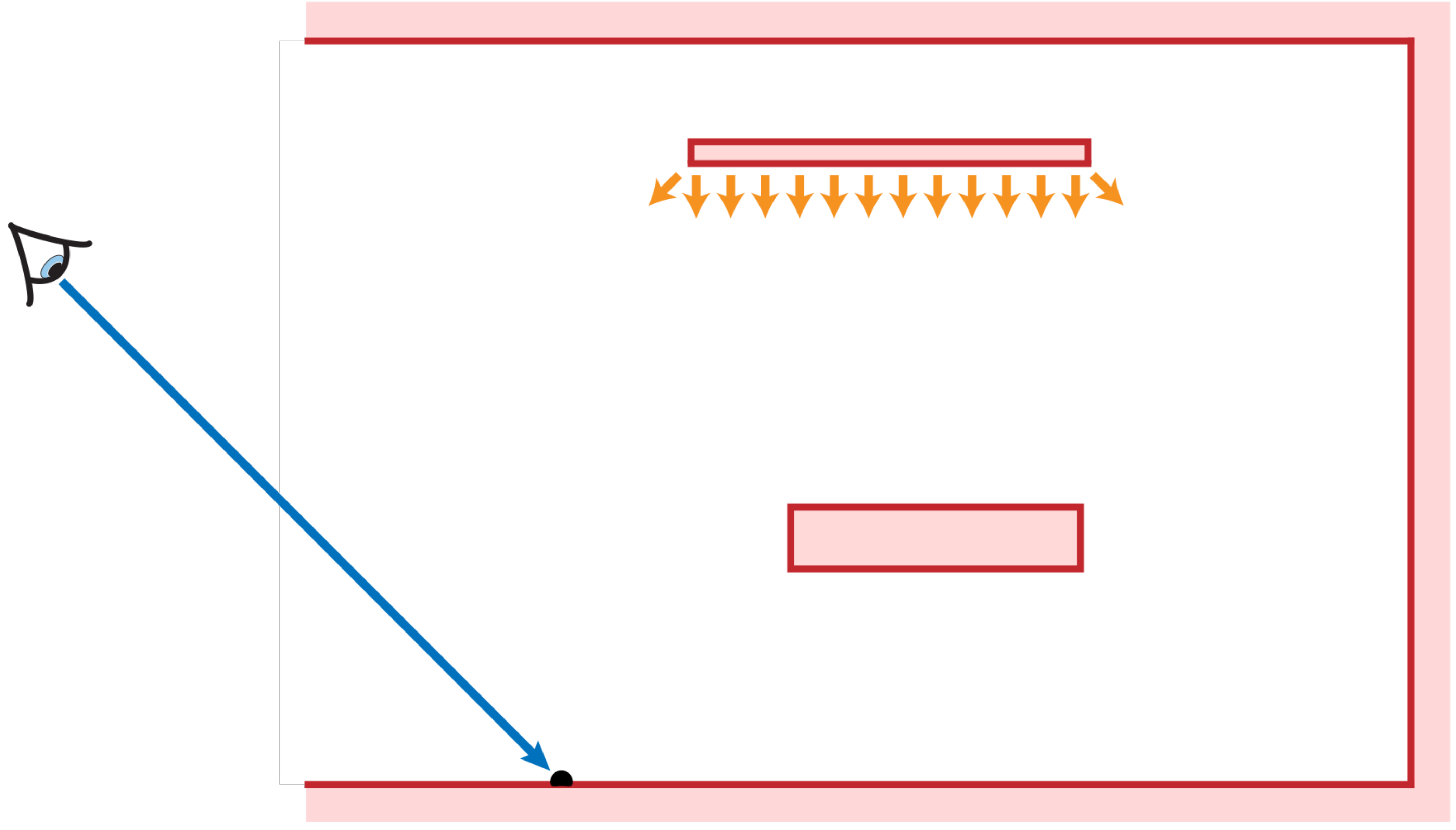
Forms of Reflection Equation

Hemispherical integration



$$L_r(\mathbf{x}, \vec{\omega}_r) = \int_{H^2} f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r) L_i(\mathbf{x}, \vec{\omega}_i) \cos\theta_i \, d\vec{\omega}_i$$

Surface Area integration

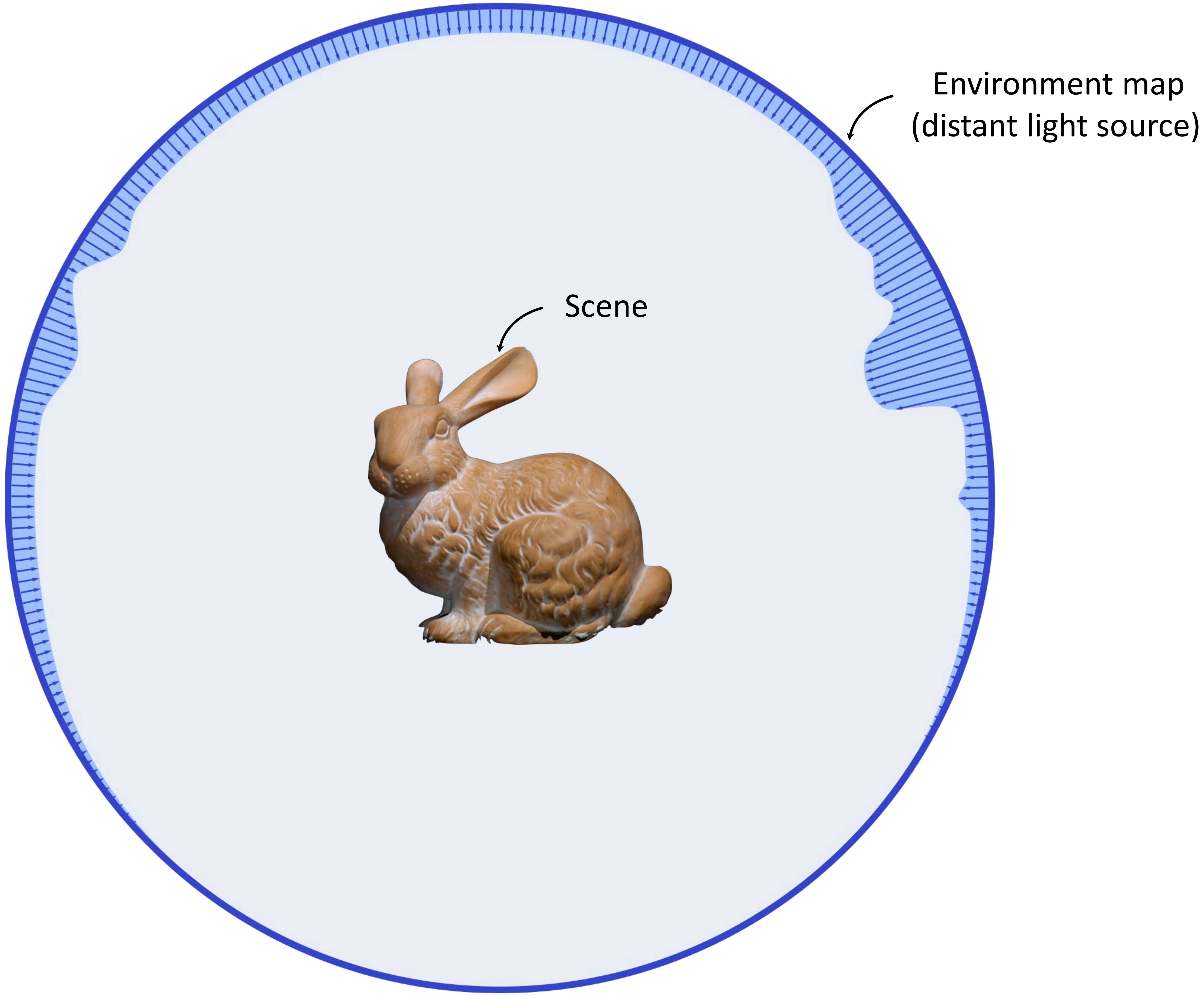


$$L_r(\mathbf{x}, \mathbf{z}) = \int_A f_r(\mathbf{x}, \mathbf{y}, \mathbf{z}) L_i(\mathbf{x}, \mathbf{y}) G(\mathbf{x}, \mathbf{y}) \, dA(\mathbf{y})$$

How do we decide which one to use?

Environment Lighting

Environment Lighting



Environment Lighting

The image "wraps" around the virtual scene, serving as a *distant* source of illumination

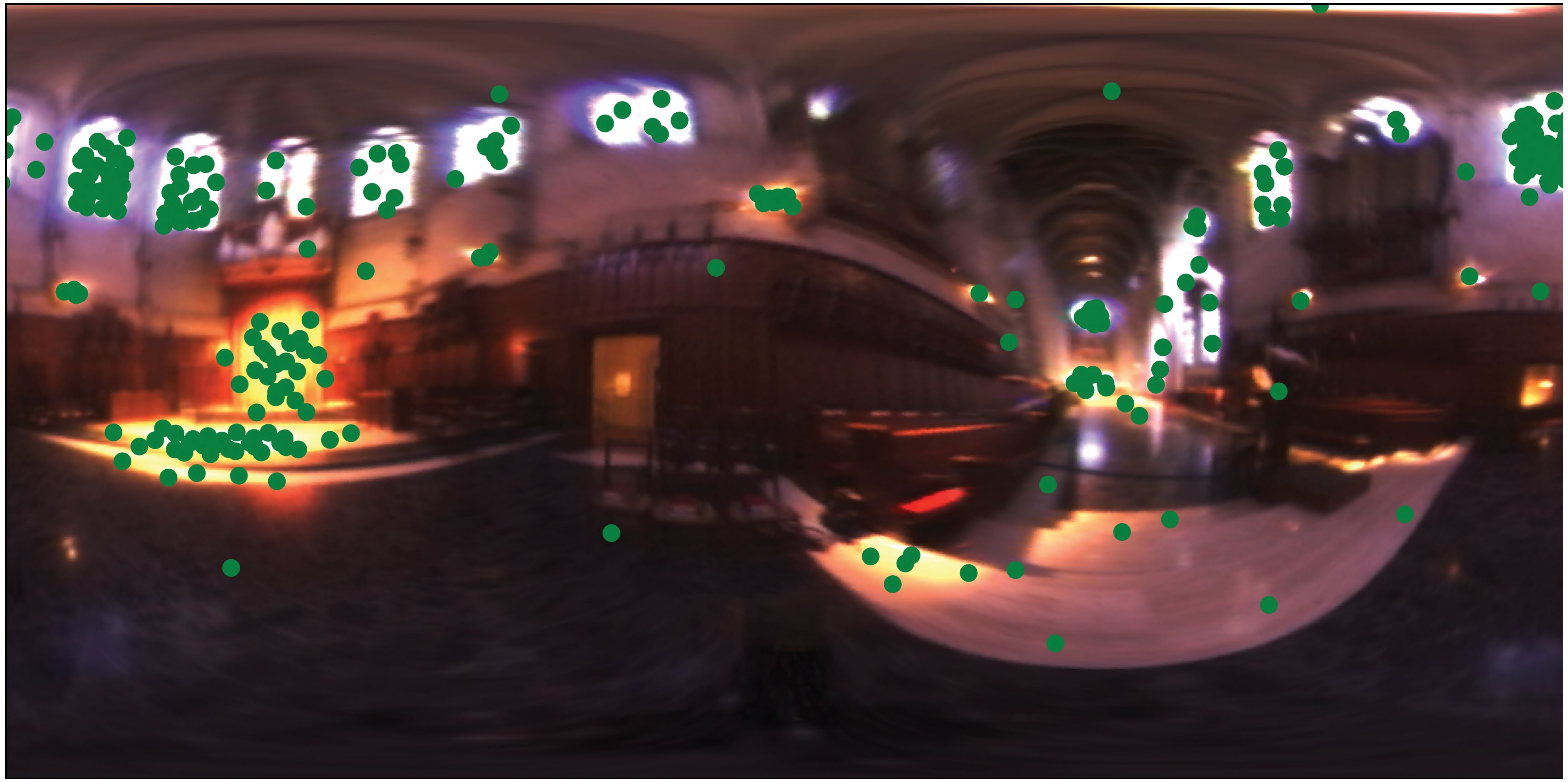
$$\begin{aligned} L_r(\mathbf{x}, \vec{\omega}_r) &= \int_\Omega f_r(\vec{\omega}_i, \vec{\omega}_r) L_i(\mathbf{x}, \vec{\omega}_i) \cos\theta_i \, d\vec{\omega}_i \\ &= \int_\Omega f_r(\vec{\omega}_i, \vec{\omega}_r) L_{\text{env}}(\vec{\omega}_i) V(\mathbf{x}, \vec{\omega}_i) \cos\theta_i \, d\vec{\omega}_i \end{aligned}$$

Environment Lighting

Environment Lighting

$$L_r(\mathbf{x}, \vec{\omega}_r) = \int_\Omega f_r(\vec{\omega}_i, \vec{\omega}_r) L_{\mathrm{env}}(\vec{\omega}_i) V(\mathbf{x}, \vec{\omega}_i) \cos\theta_i \, d\vec{\omega}_i$$

Importance Sampling L_{env}



$$p(\vec{\omega}_i) \propto L_{\text{env}}(\vec{\omega}_i)$$

Importance Sampling L_{env}

$$p(\vec{\omega}_i) \propto L_{\text{env}}(\vec{\omega}_i)$$

Several strategies exist

We'll discuss:

- Marginal/Conditional CDF method
- Hierarchical warping method

Importance Sampling

Recipe:

1. Express the desired distribution in a convenient coordinate system
   - requires computing the Jacobian
2. Compute marginal and conditional 1D PDFs
3. Sample 1D PDFs using the inversion method

Marginal/Conditional CDF

Assume the lat/long parameterization

Draw samples from joint $p(\theta, \phi) \propto L_{\text{env}}(\theta, \phi) \sin\theta$

Why the Sine?

General case of integrating some $f(\vec{\omega})$ over S^2

If we set $d\vec{\omega} = \sin\theta d\theta d\phi$ we want to cancel out the sine.

Comes from the Jacobian

$$\int_{S^2} f(\vec{\omega})\, d\vec{\omega} = \int_0^{2\pi}\int_0^{\pi} f(\theta,\phi)\sin\theta\, d\theta d\phi$$

$$\approx \frac{1}{N}\sum_{i=1}^{N} \frac{f(\theta_i,\phi_i)\sin\theta_i}{p(\theta_i,\phi_i)}$$

$$p(\theta,\phi) \propto f(\theta,\phi)\sin\theta$$

Marginal/Conditional CDF

Assume the lat/long parameterization

Draw samples from joint $p(\theta, \phi) \propto L_{\text{env}}(\theta, \phi) \sin\theta$

- Step 1: create scalar version $L'(\theta, \phi)$ of $L_{\text{env}}(\theta, \phi) \sin\theta$
- Step 2: compute marginal PDF

$$p(\theta) = \int_0^{2\pi} L'(\theta, \phi)\, d\phi$$

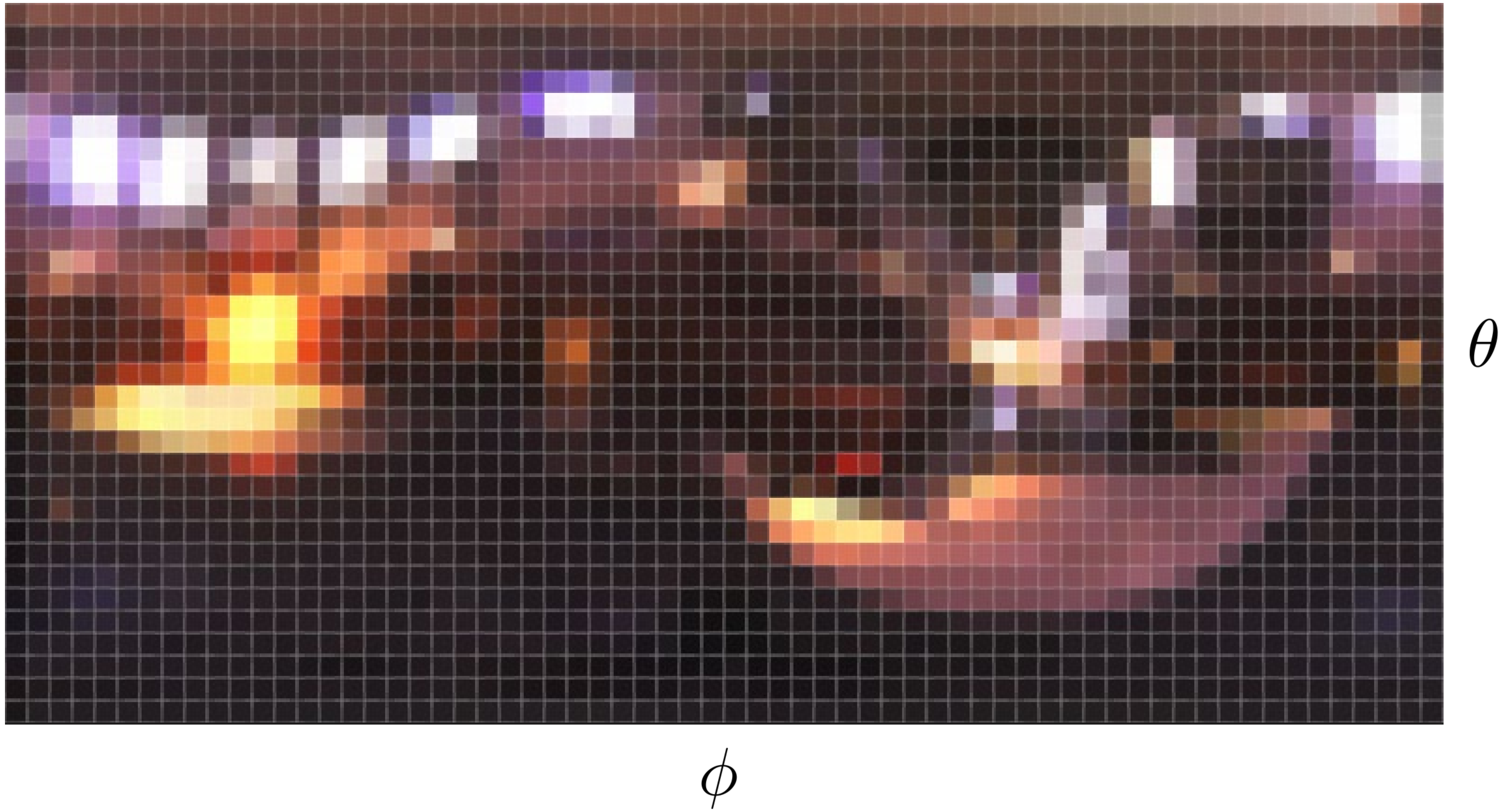
- Step 3: compute conditional PDF

$$p(\phi|\theta) = \frac{p(\theta, \phi)}{p(\theta)}$$

- Step 4: draw samples $\theta_i \sim p(\theta)$ and $\phi_i = p(\phi|\theta)$

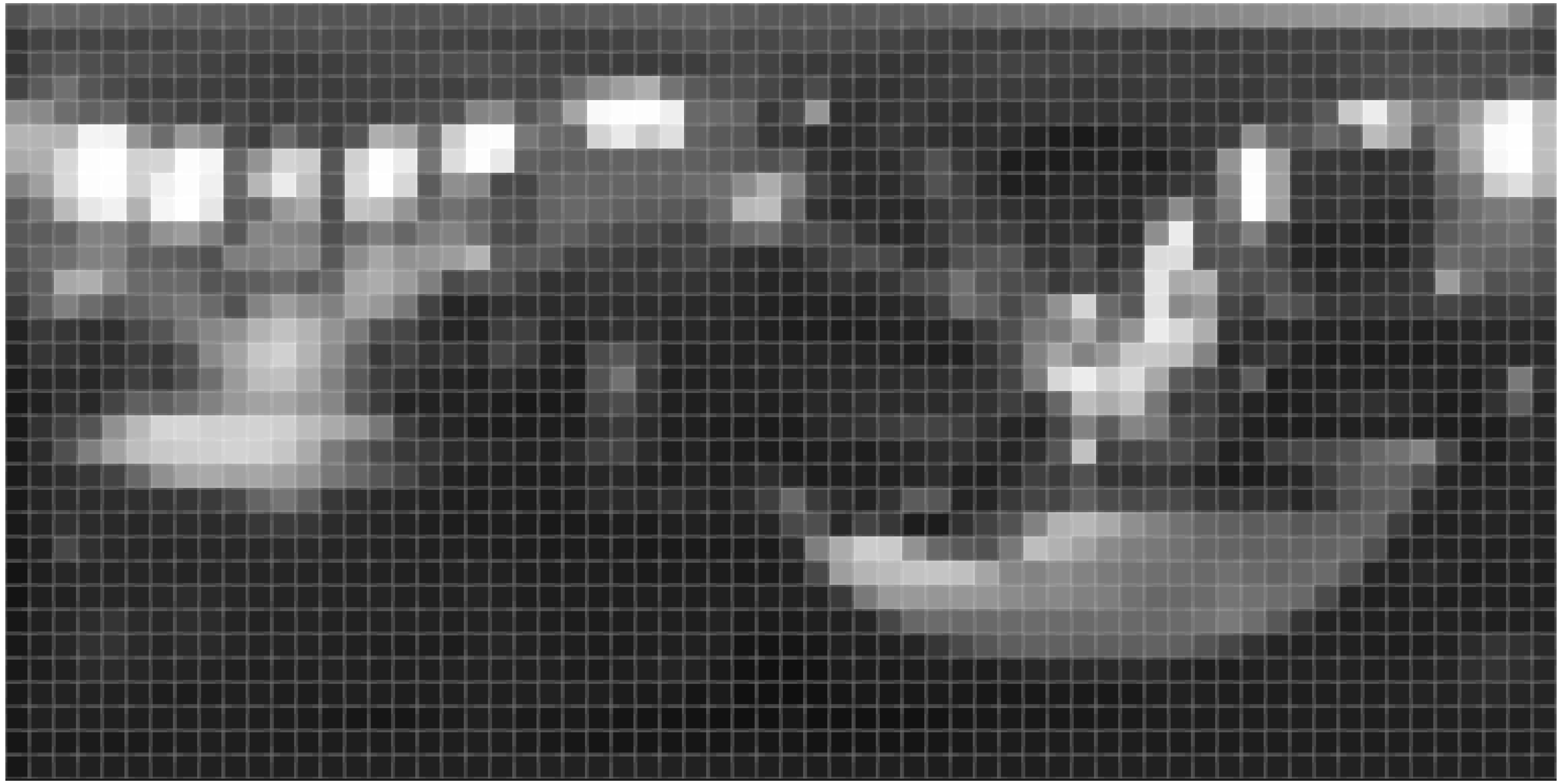
Step 1: Scalar Importance Func.

Original environment map



Step 1: Scalar Importance Func.

Scalar version
(average, max, or luminance of RGB channels)

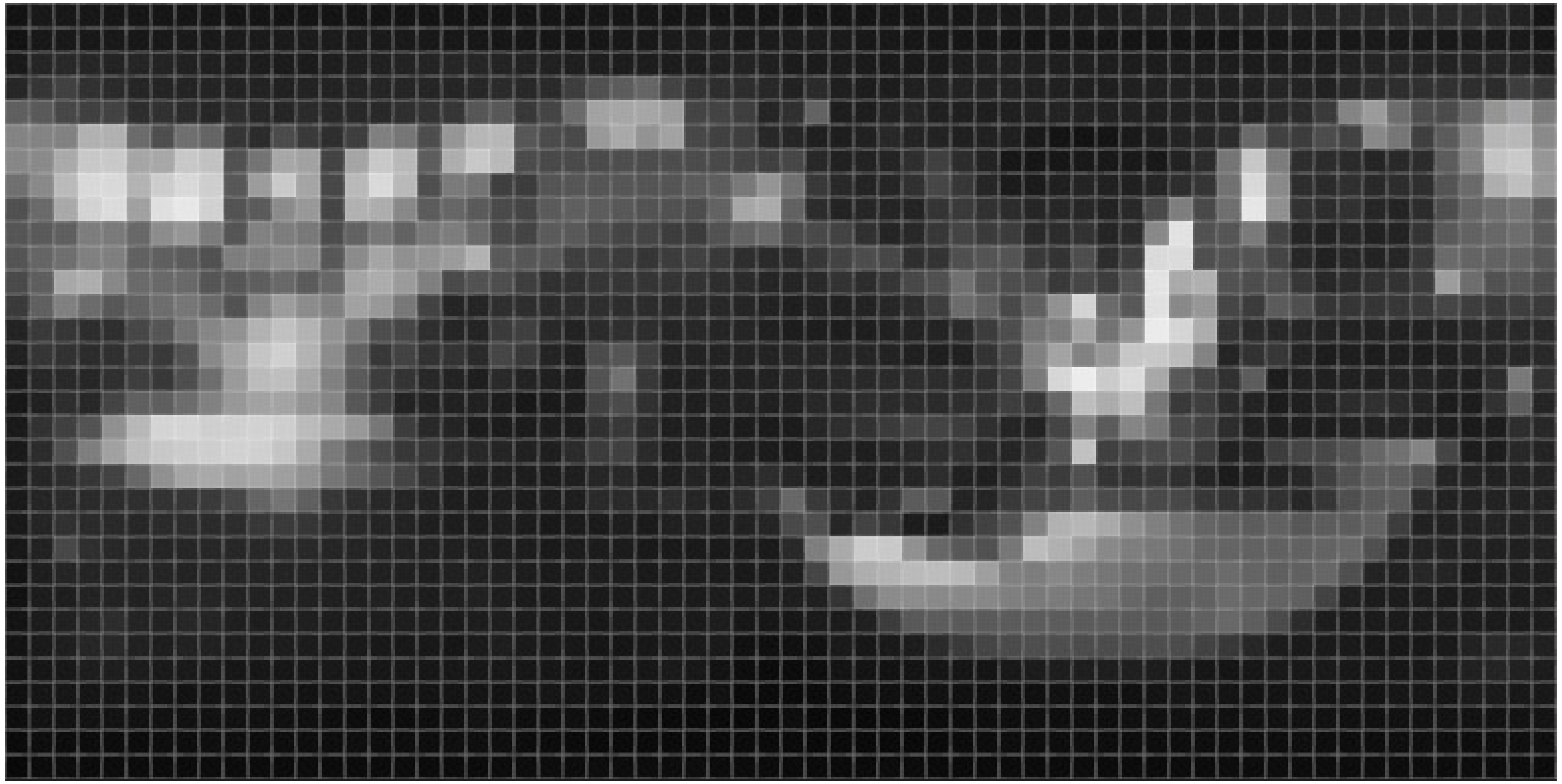


θ

ϕ

Step 1: Scalar Importance Func.

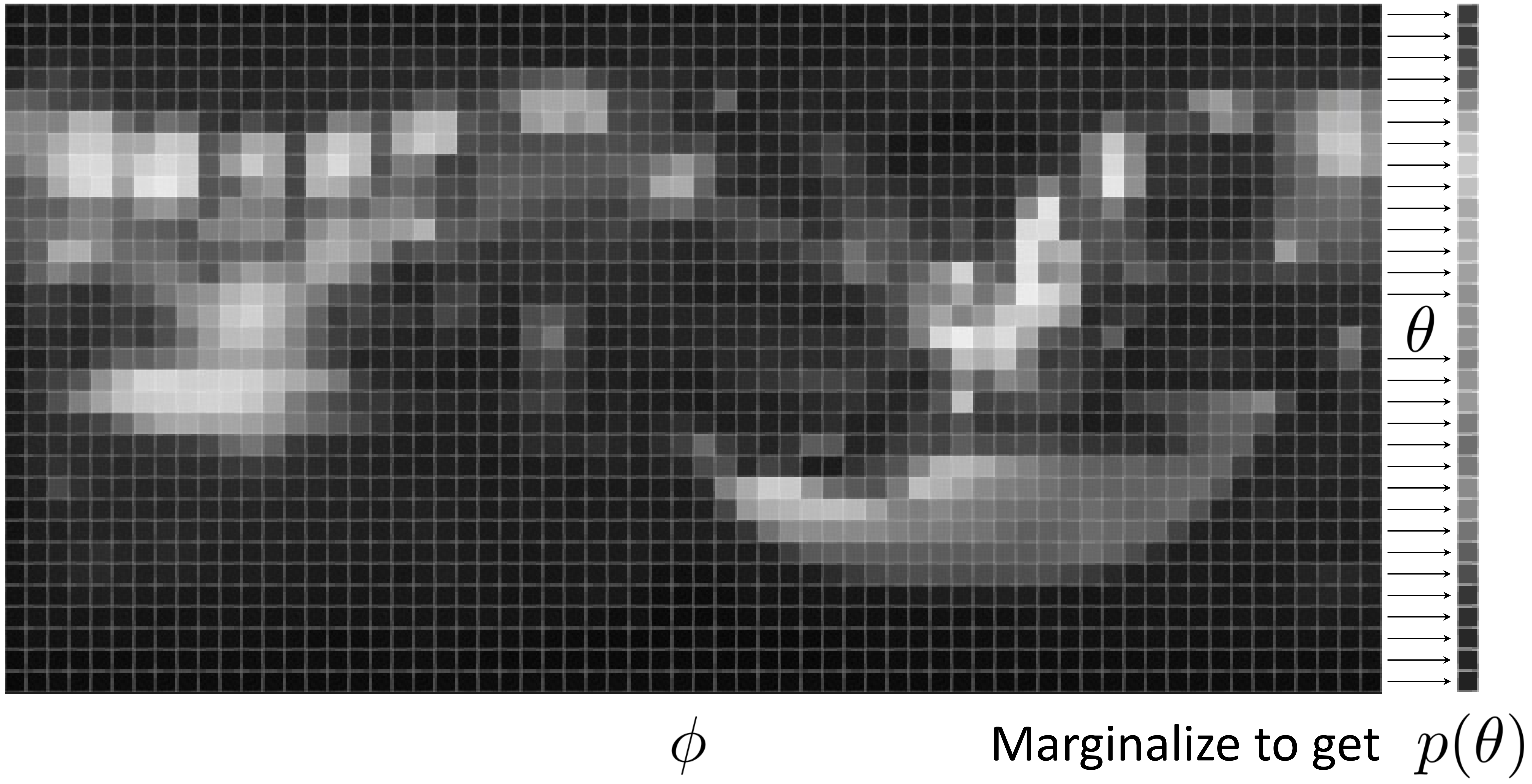
Multiplied by $\sin\theta$



θ

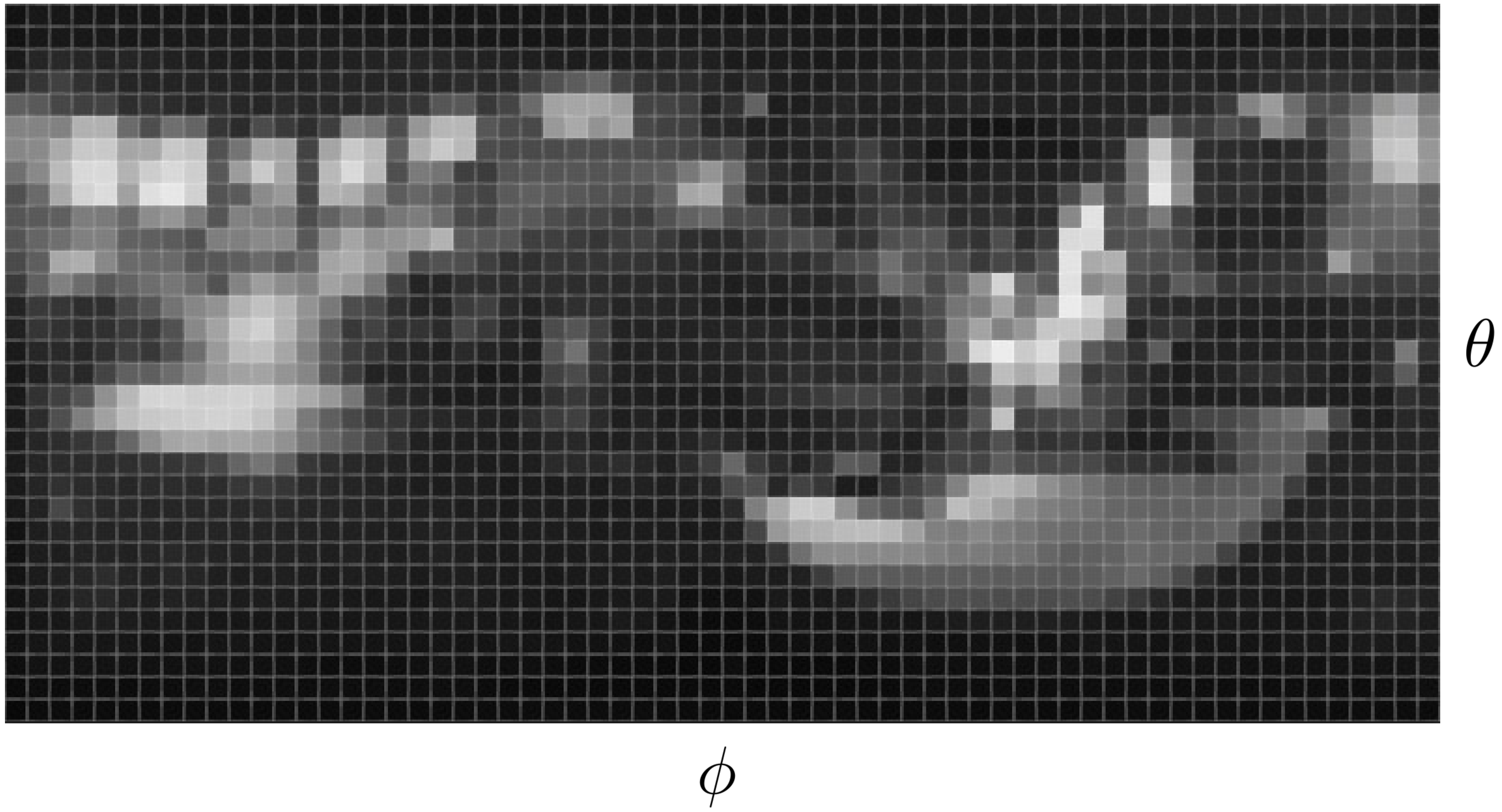
ϕ

Step 2: Marginalization

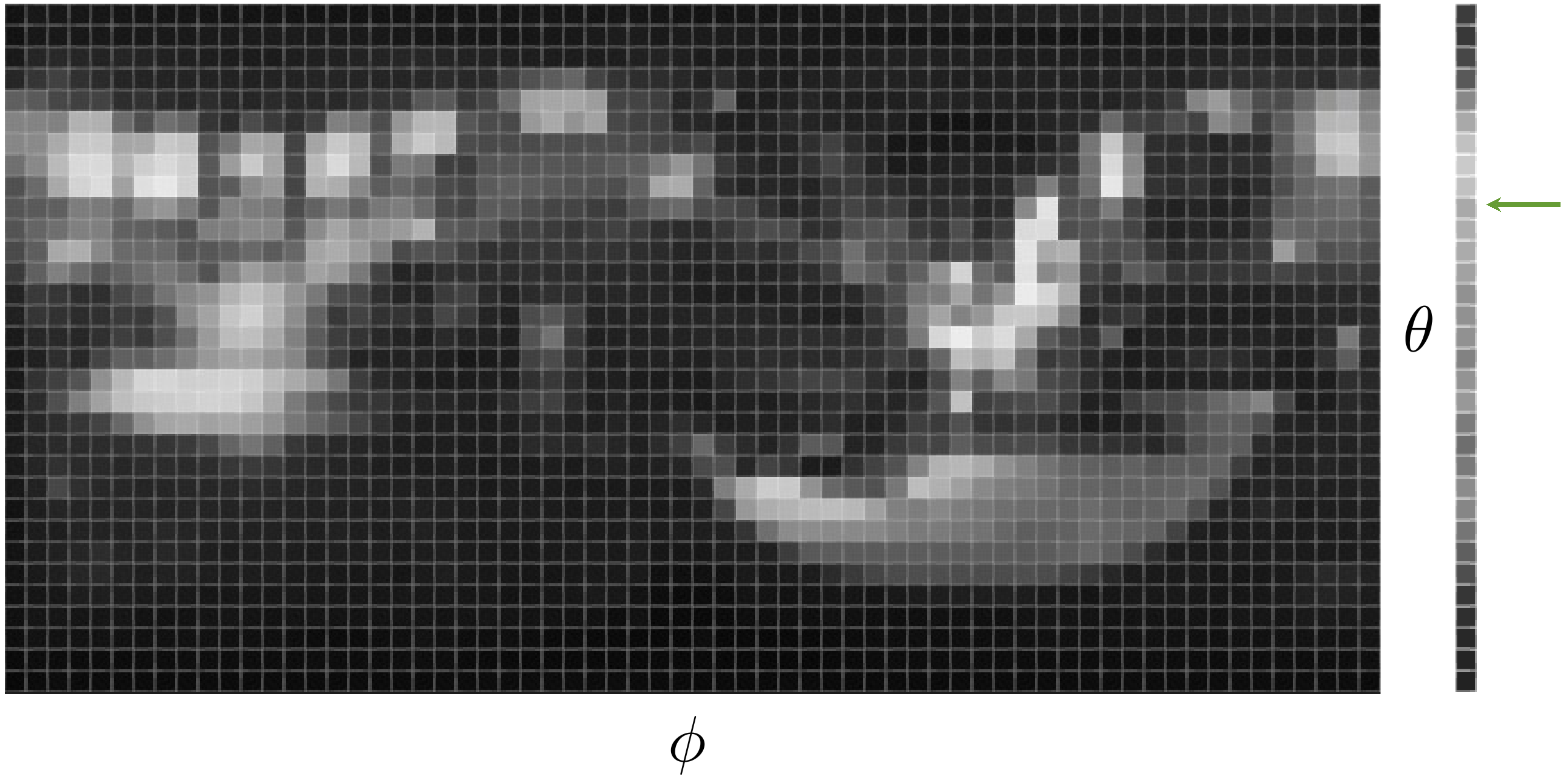


Step 3: Conditional PDFs

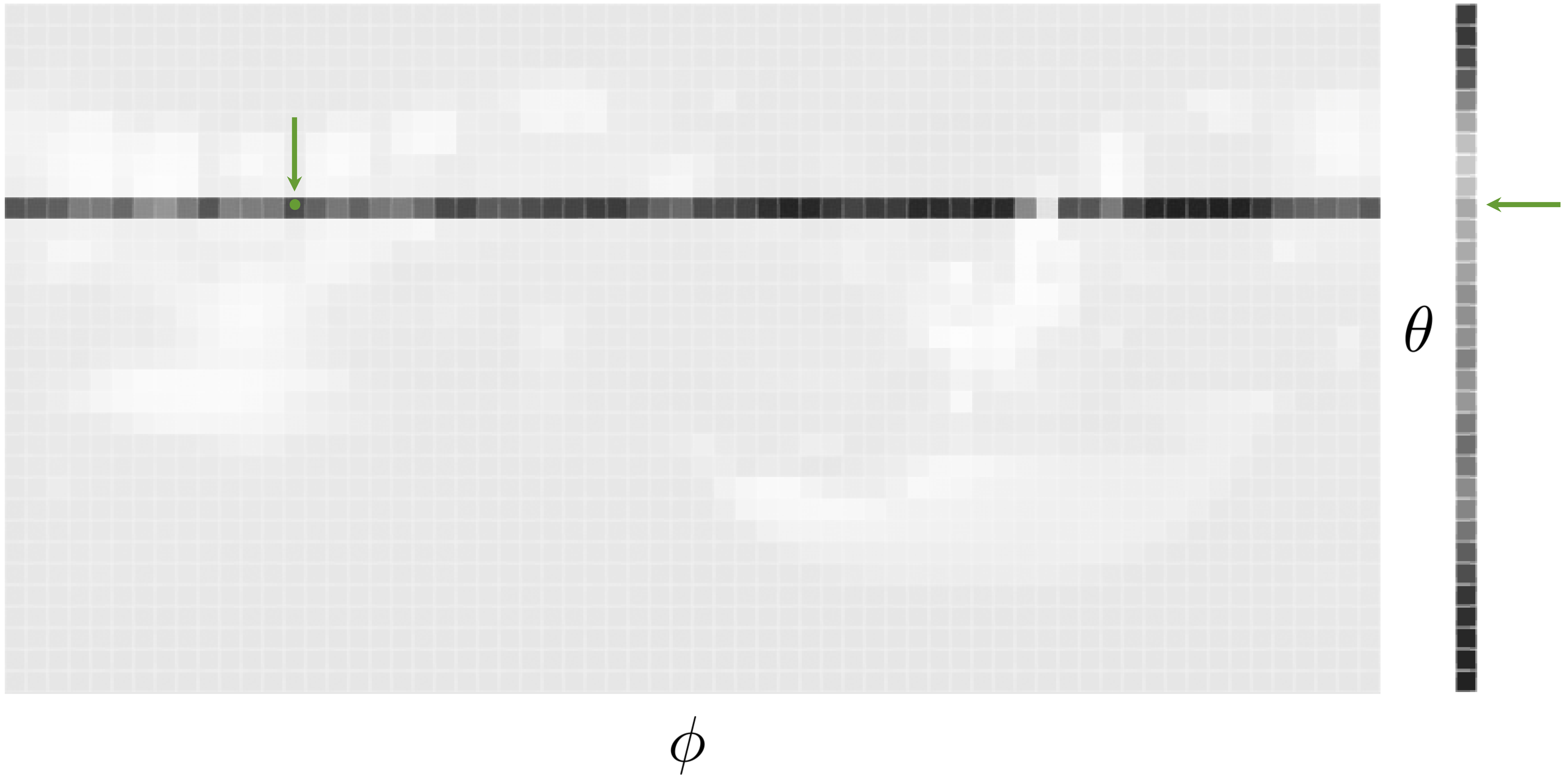
Once normalized, each row can serve as the conditional PDF



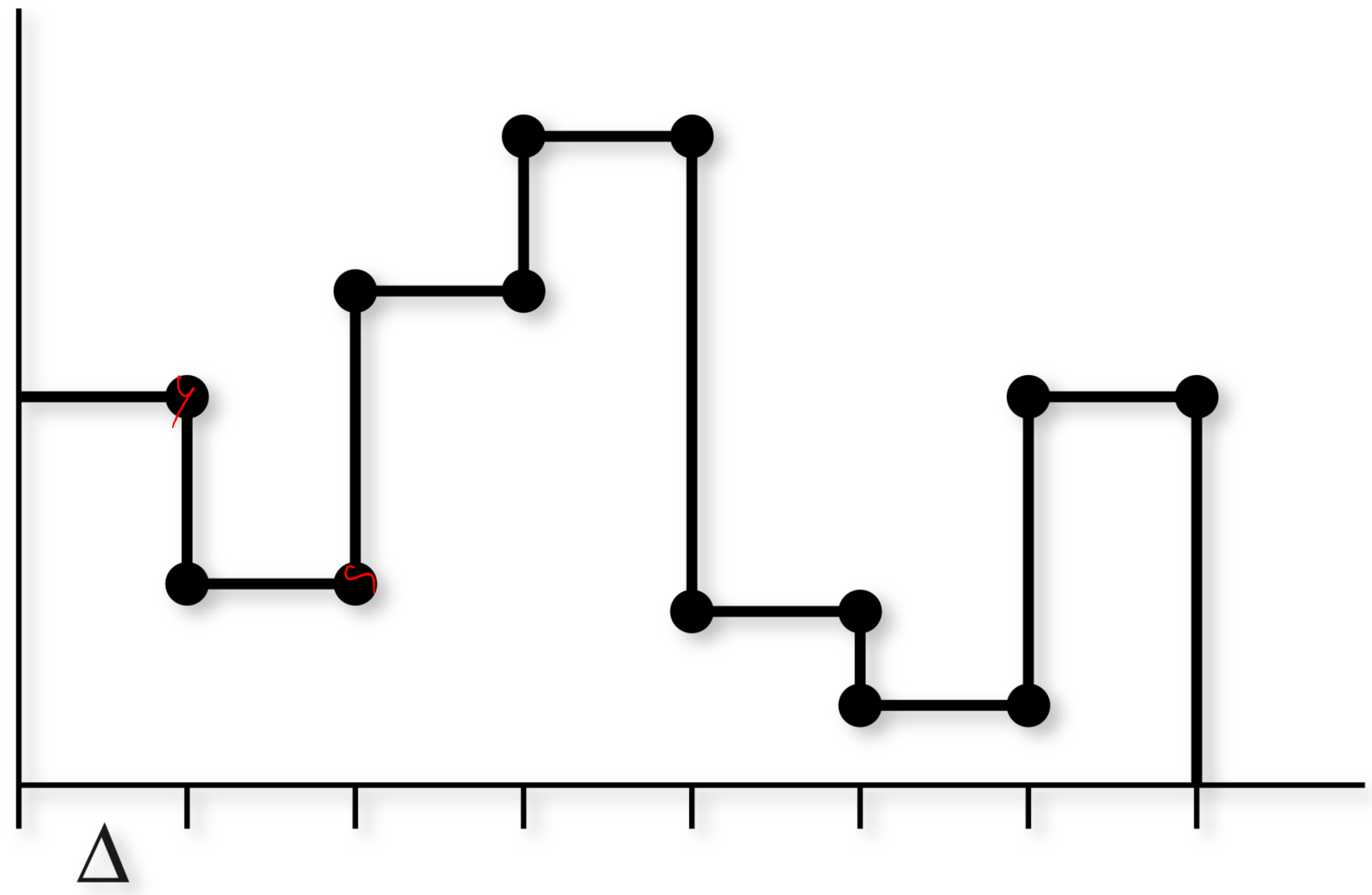
Step 4: Sampling



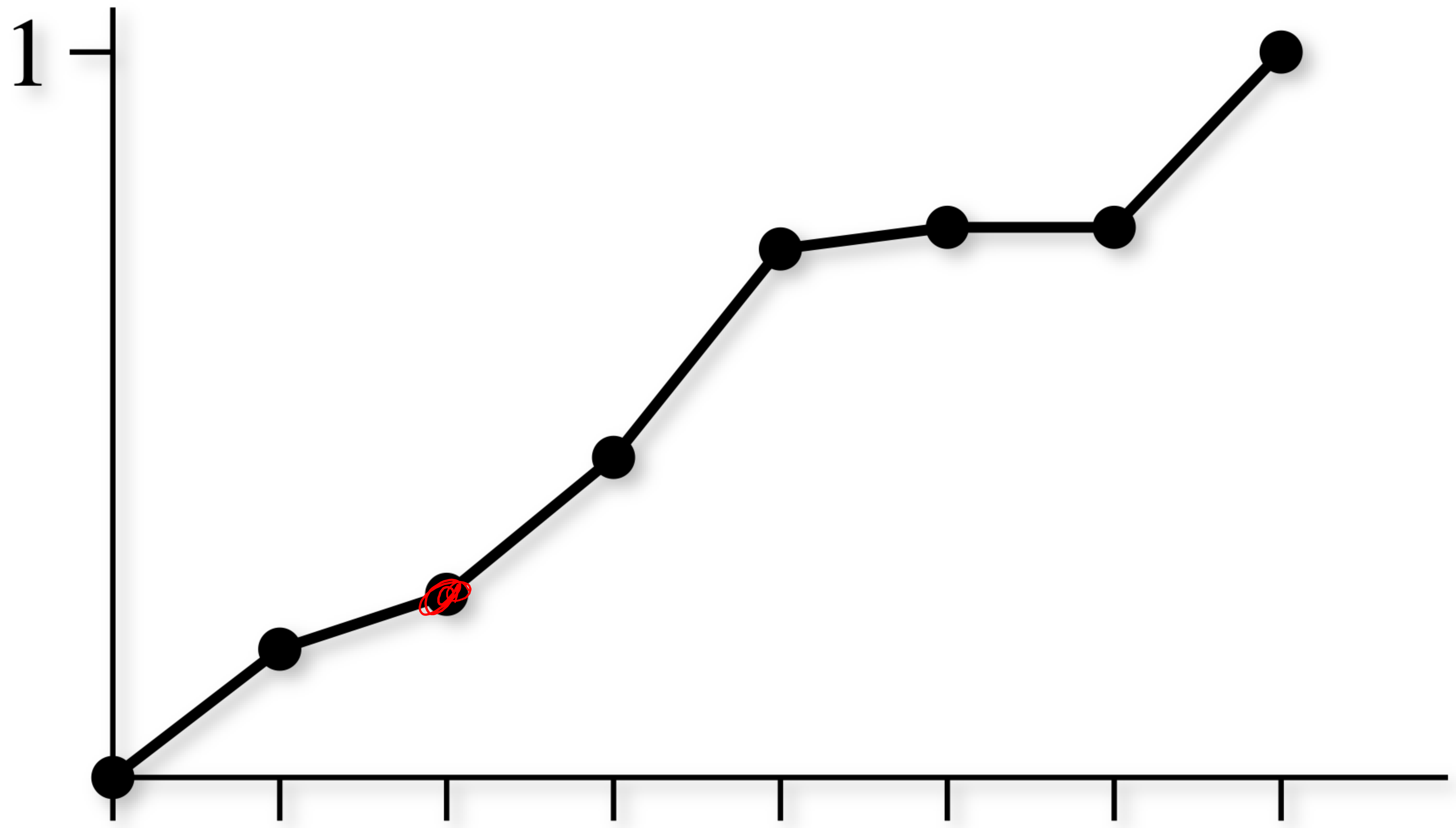
Step 4: Sampling



Sampling Discrete 1D PDFs



PDF



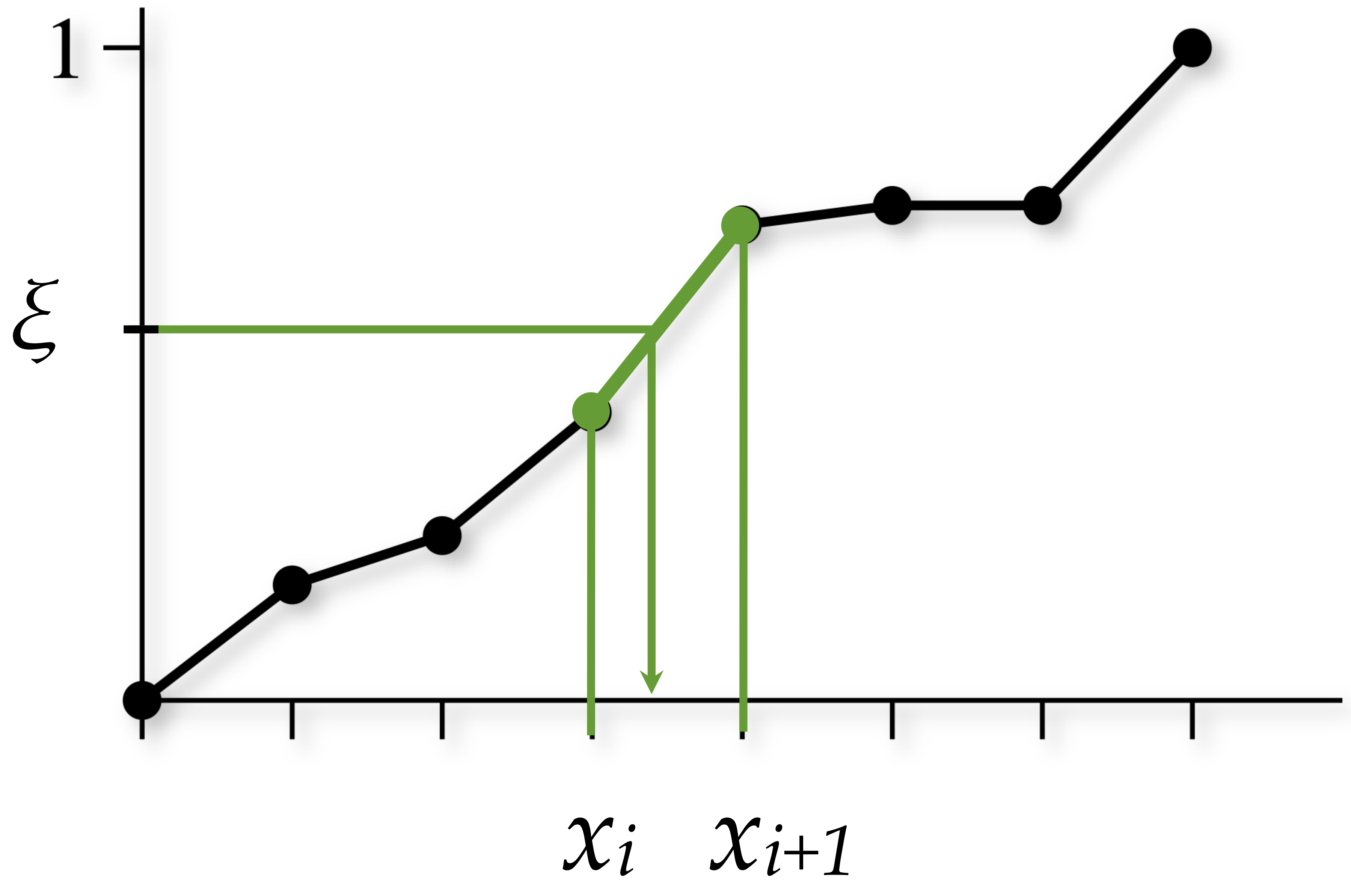
CDF

Sampling Discrete 1D PDFs

Given a uniform random value ξ

Find x_i and x_{i+1} using binary search

Linearly interpolate to find x

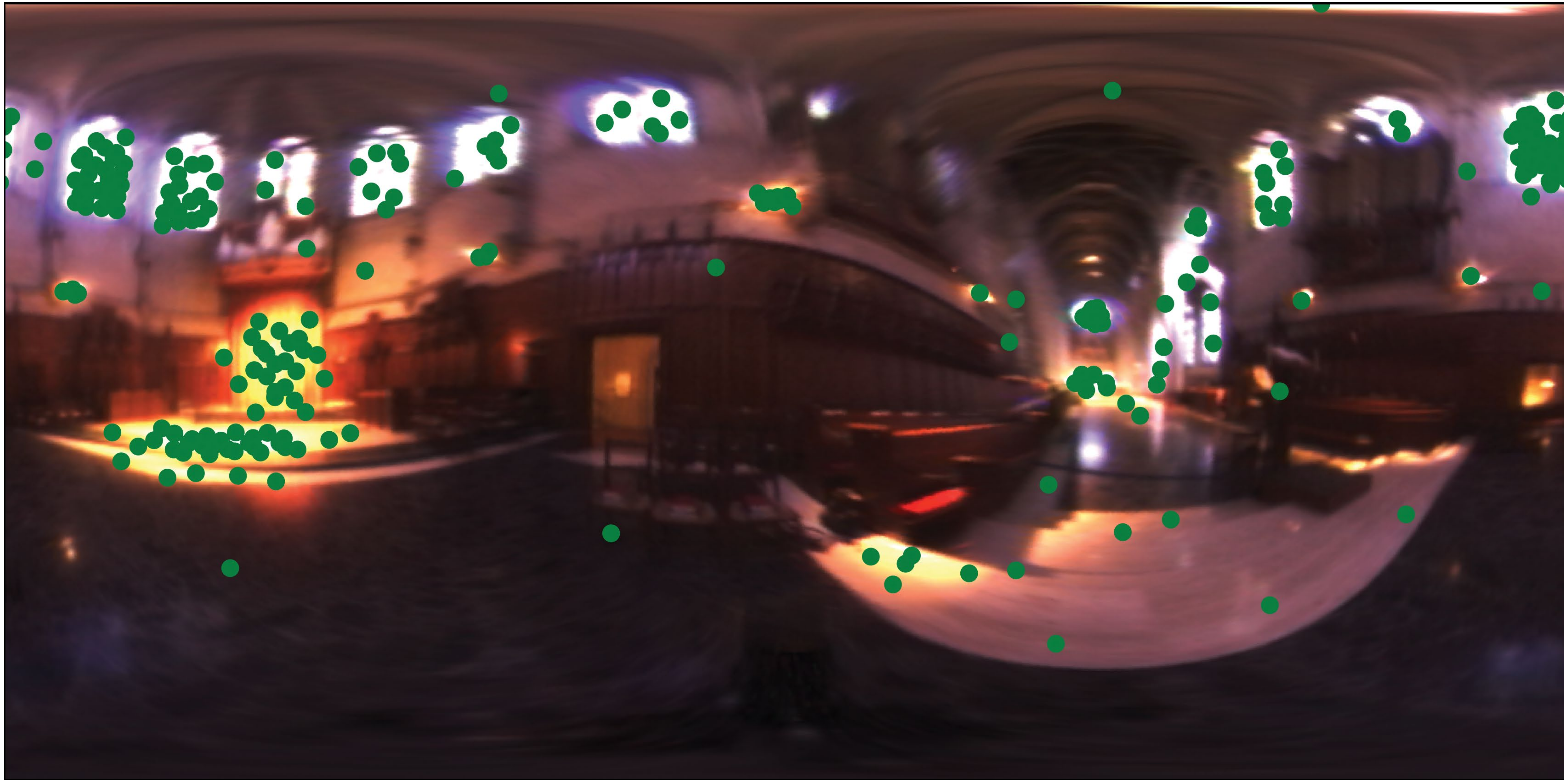


C++ details

Don’t need to implement binary search yourself!

- Given sorted list, use std::lower_bound(…)
- See implementation in PBRT

Resulting Sample Distribution

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Light Sources

Light Sources

Point light | Spot light | Directional light | Quad light | Sphere light | Mesh light

Delta lights
(create hard shadows)

Area/Shape lights
(create soft shadows)

Point Light

Omnidirectional emission from a single point

Typically defined using a point $\mathbf{p}$ and emitted power Φ

- delta function with respect to which form of the reflection equation?

$$L_r(\mathbf{x},\mathbf{z}) = \int_{A_e} f_r(\mathbf{x},\mathbf{y},\mathbf{z}) L_e(\mathbf{y},\mathbf{x}) V(\mathbf{x},\mathbf{y}) \frac{|\cos\theta_i|\,|\cos\theta_o|}{\|\mathbf{x}-\mathbf{y}\|^2} dA(\mathbf{y})$$

$$L_r(\mathbf{x},\mathbf{z}) = \frac{\Phi}{4\pi} f_r(\mathbf{x},\mathbf{p},\mathbf{z}) V(\mathbf{x},\mathbf{p}) \frac{|\cos\theta_i|}{\|\mathbf{x}-\mathbf{p}\|^2}$$

Point Light

Omnidirectional emission from a single point

Typically defined using a point $\mathbf{p}$ and emitted power Φ

- delta function with respect to surface integral

$$L_r(\mathbf{x}, \mathbf{z}) = \frac{\Phi}{4\pi} f_r(\mathbf{x}, \mathbf{p}, \mathbf{z}) V(\mathbf{x}, \mathbf{p}) \frac{|\cos\theta_i|}{\|\mathbf{x} - \mathbf{p}\|^2}$$

Spot Light?

Directionally dependent emission from a single point

Typically defined using a point $\mathbf{p}$ and …

$$L_r(\mathbf{x}, \mathbf{z}) = \boxed{\frac{\Phi}{4\pi}} f_r(\mathbf{x}, \mathbf{p}, \mathbf{z}) V(\mathbf{x}, \mathbf{p}) \frac{|\cos \theta_i|}{\|\mathbf{x} - \mathbf{p}\|^2}$$

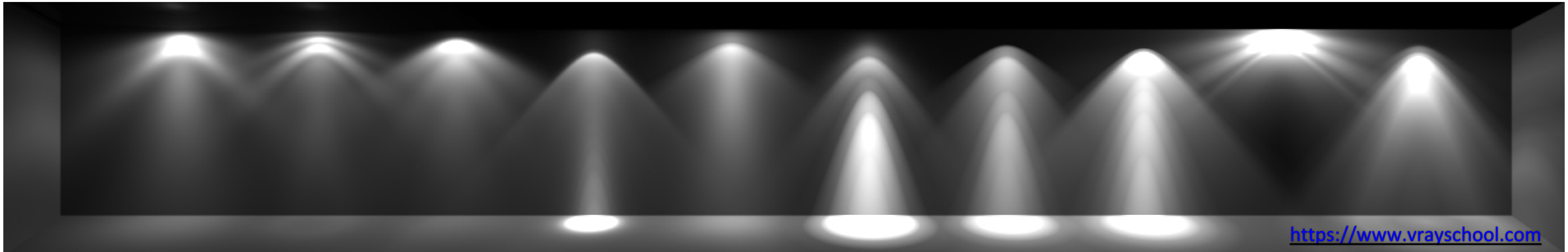
Spot Light

Directionally dependent emission from a single point

Typically defined using a point $\mathbf{p}$ and a directionally dependent radiant intensity function I

$$L_r(\mathbf{x}, \mathbf{z}) = \boxed{I(\mathbf{p}, \mathbf{x})} f_r(\mathbf{x}, \mathbf{p}, \mathbf{z}) V(\mathbf{x}, \mathbf{p}) \frac{|\cos \theta_i|}{||\mathbf{x} - \mathbf{p}||^2}$$

The intensity can be defined using IES profiles:



Directional Light

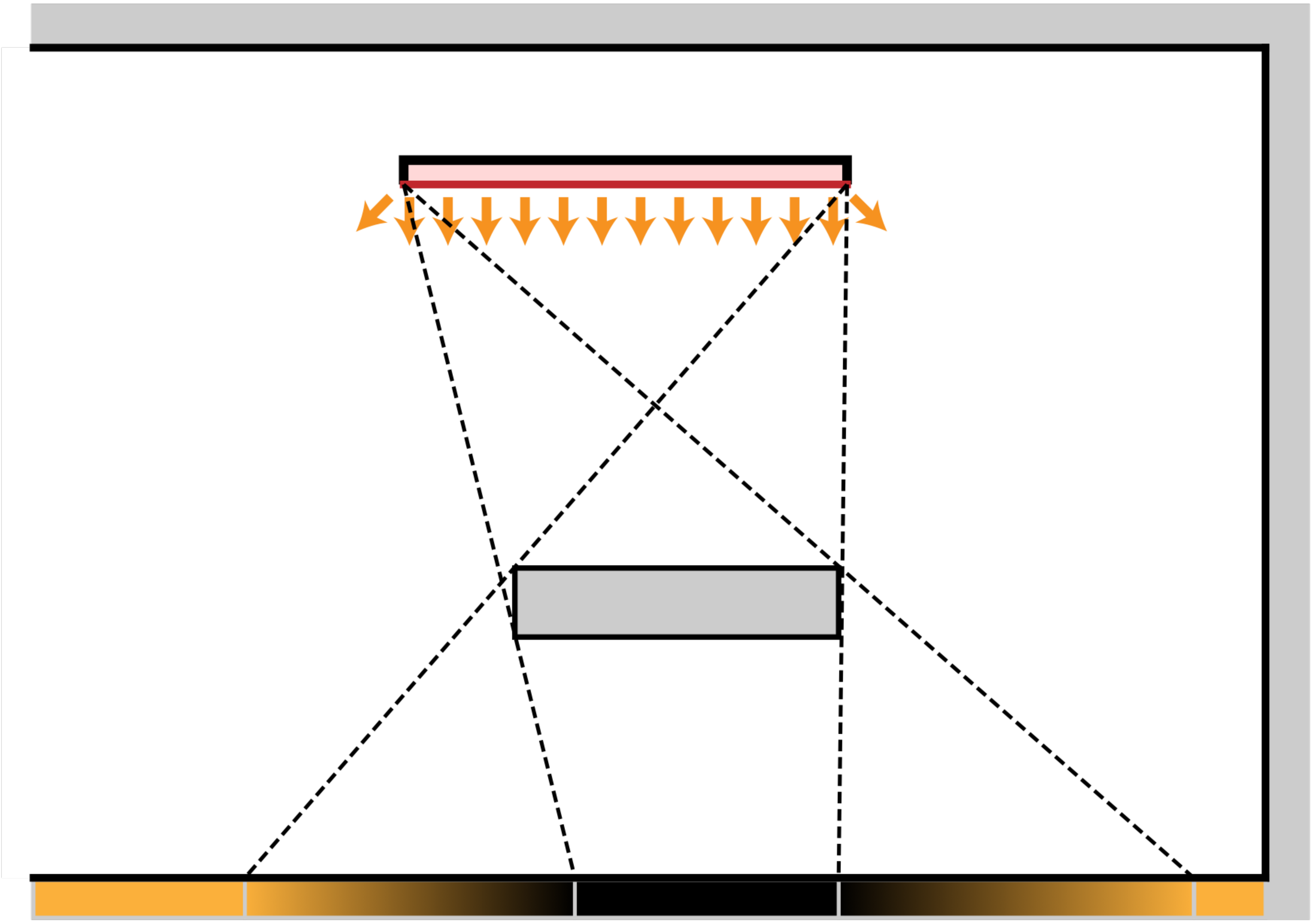
Typically defined using direction ω and radiance $L_{\mathrm{d}}(\omega)$ coming from direction ω

$$L_r(\mathbf{x}, \vec{\omega}_r) = f_r(\mathbf{x}, \vec{\omega}, \vec{\omega}_r) V(\mathbf{x}, \vec{\omega}) L_d(\vec{\omega}) \cos\theta$$

- delta function with respect to which form of the reflection equation?

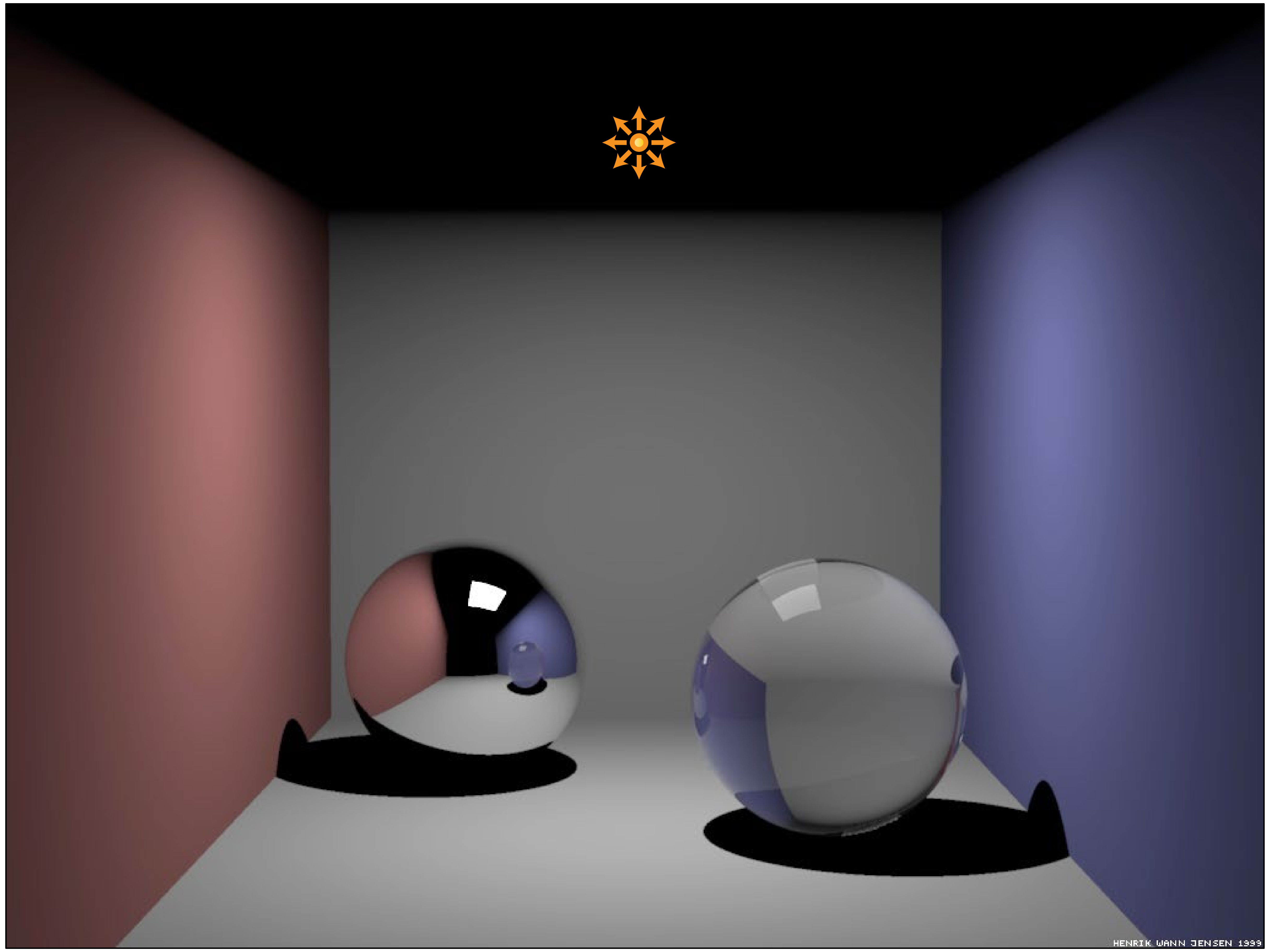
Quad Light

Has finite area... creates soft shadows

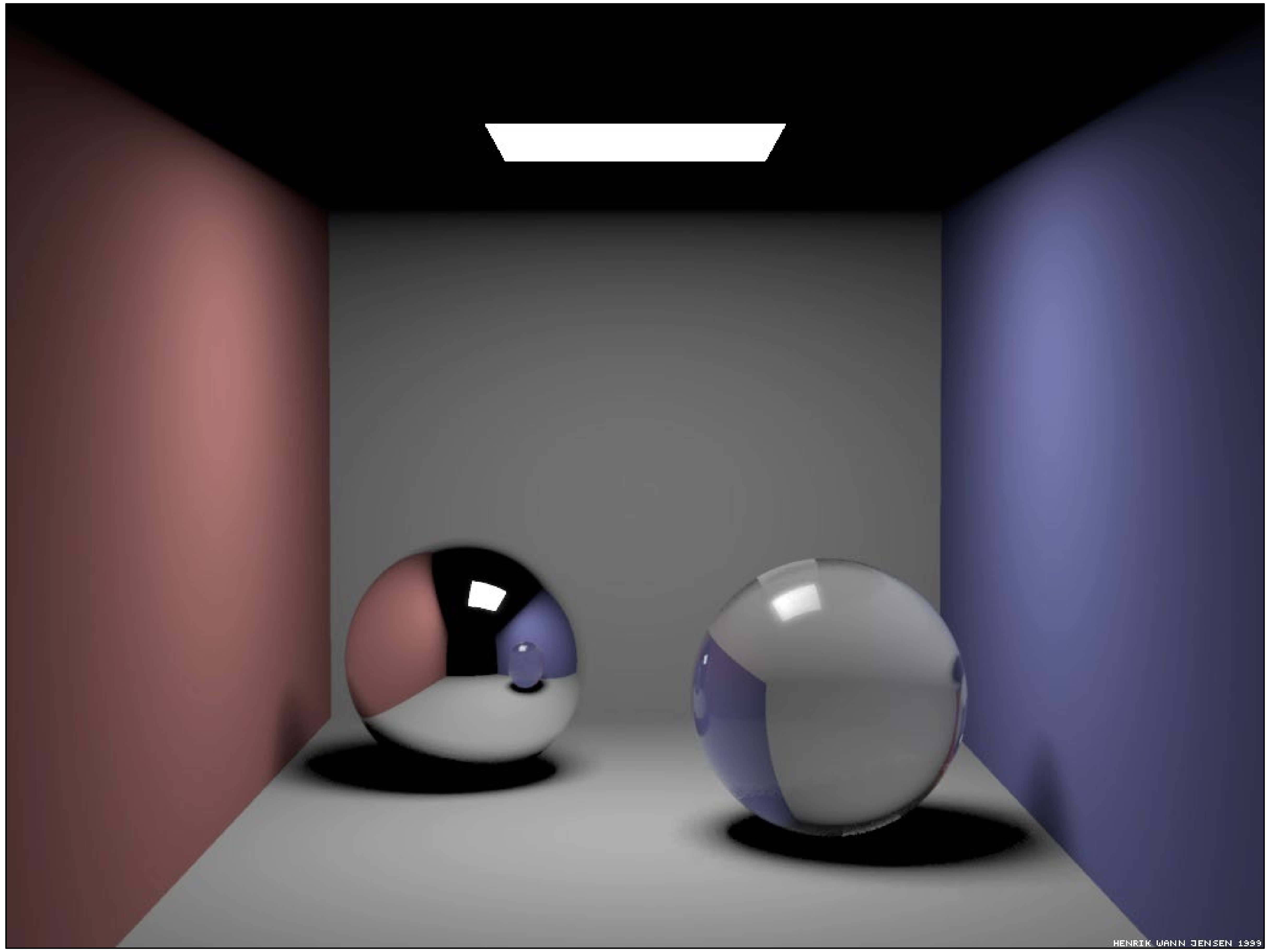


Quad Light

Point light



Quad light



Sphere Light

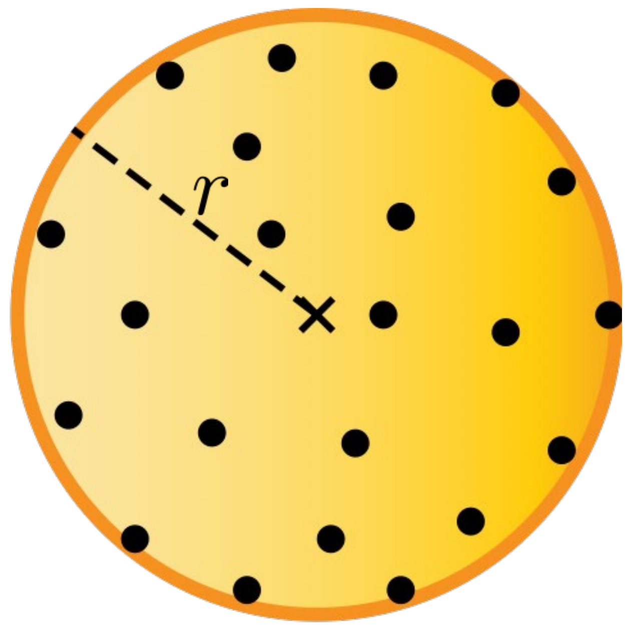
Typically defined using a center $\mathbf{p}$, radius r, and emitted power Φ (or emitted radiance L_e)

Has finite surface area $4\pi r^2$

Sphere Light

How to sample points on the sphere light?

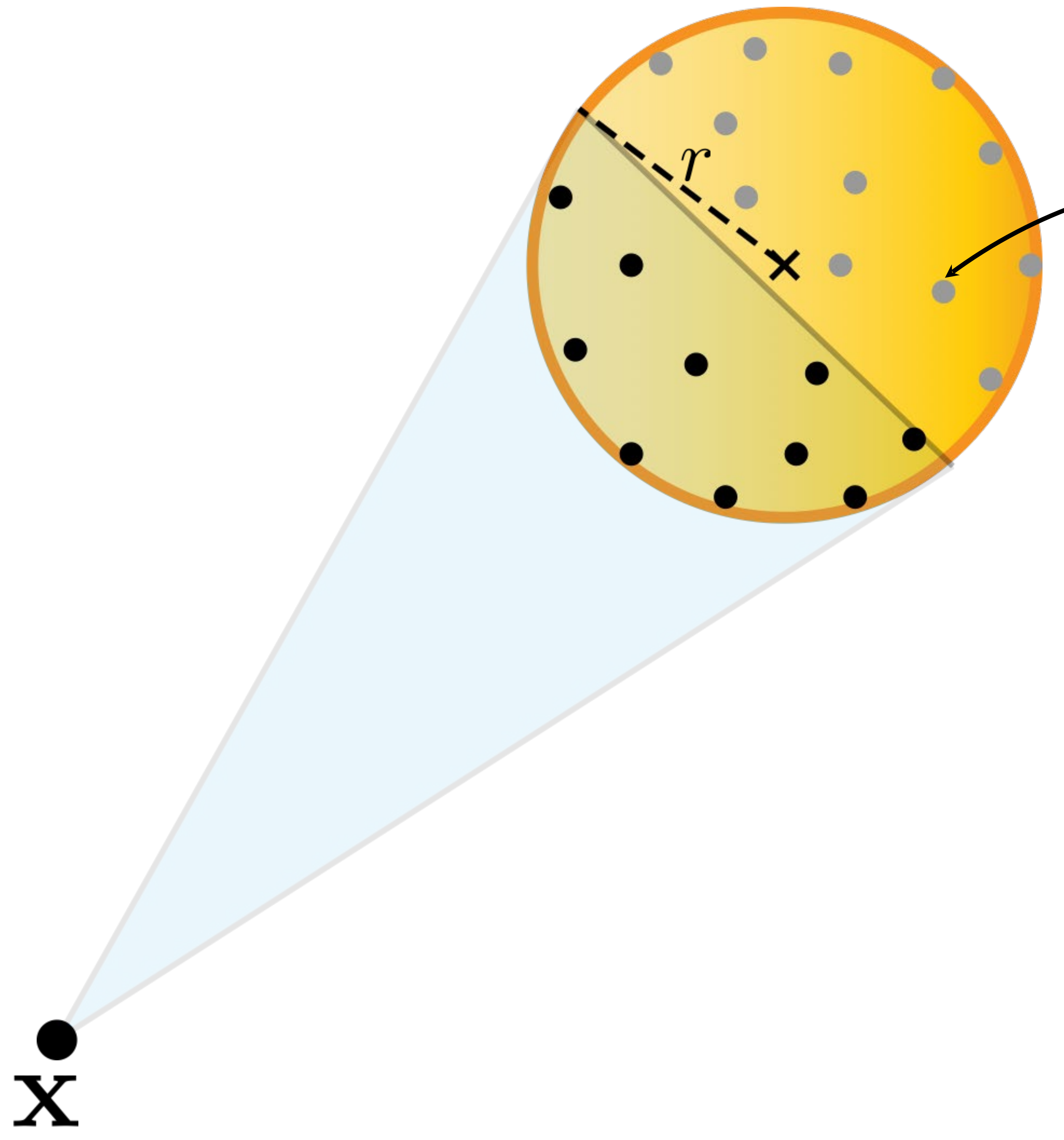
Approach 1: uniformly sample *sphere* *<u>area</u>*



Sphere Light

How to sample points on the sphere light?

Approach 1: uniformly sample *sphere <u>area</u>*

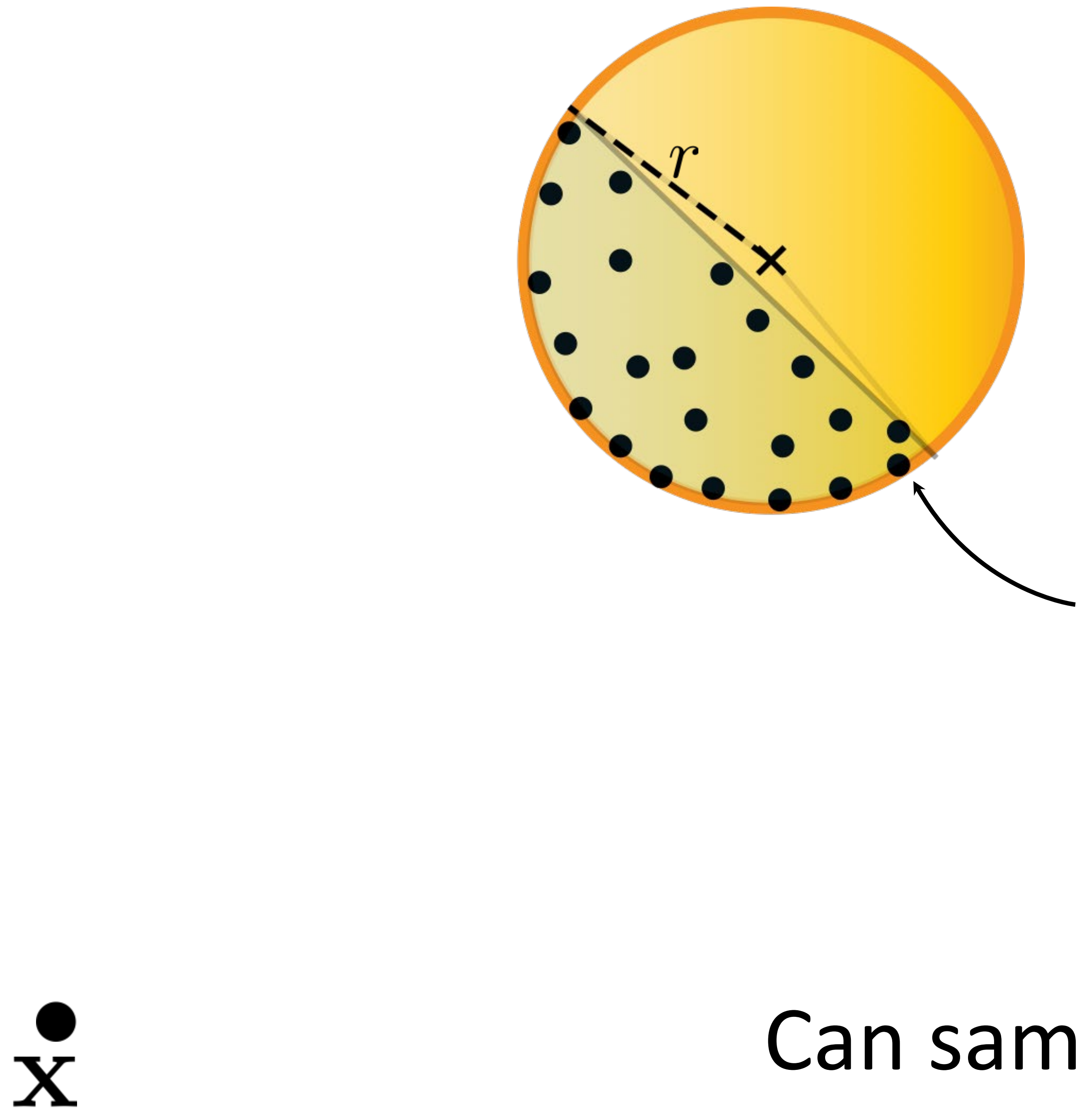


Many samples are not visible from the shading point!

Sphere Light

How to sample points on the sphere light?

Approach 2 (better): uniformly sample *area* of the *visible spherical cap*



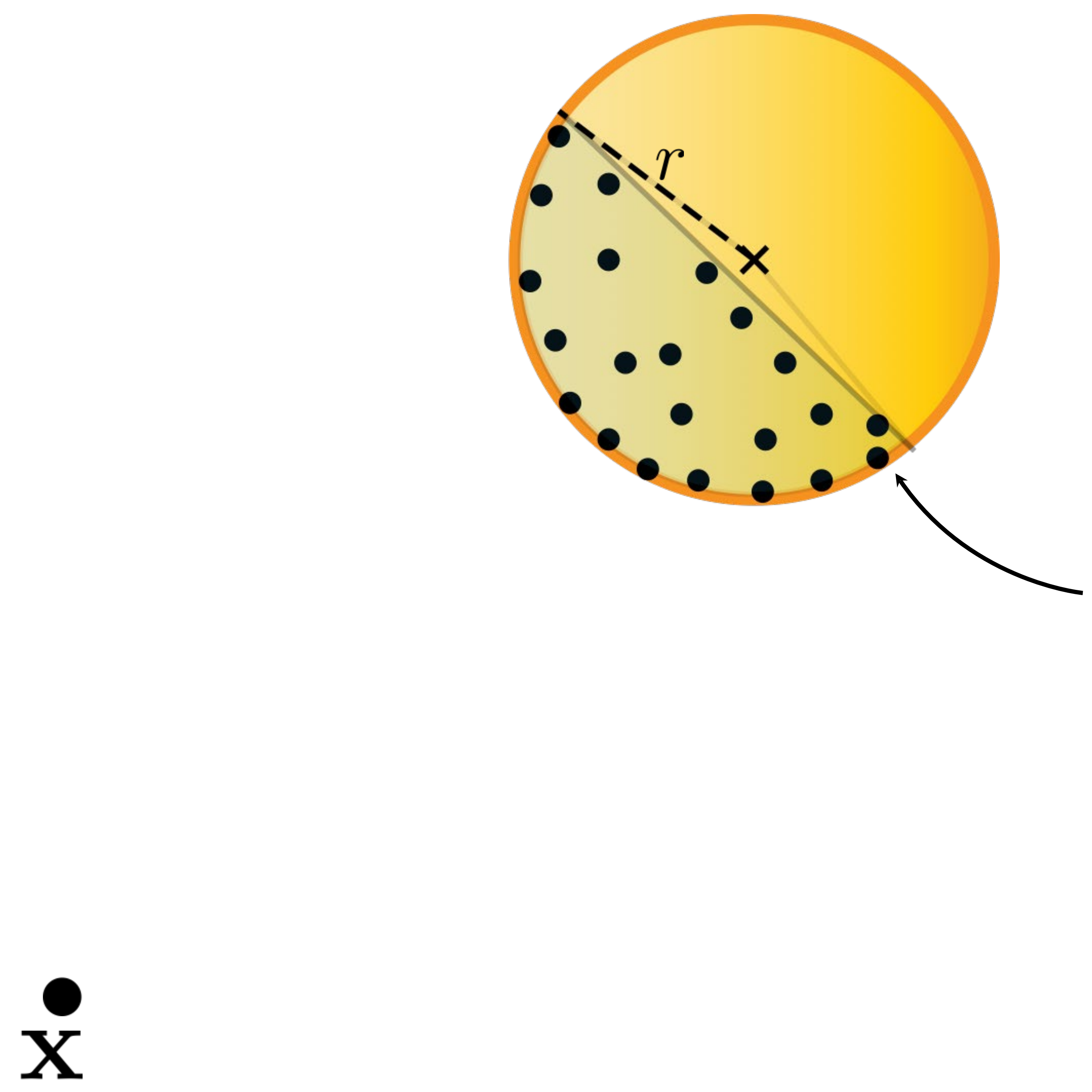
spherical cap on light *area*

Can sample a spherical cap using Hat-Box theorem!

Sphere Light

How to sample points on the sphere light?

Approach 2 (better): uniformly sample <u>*area*</u> of the *visible spherical cap*

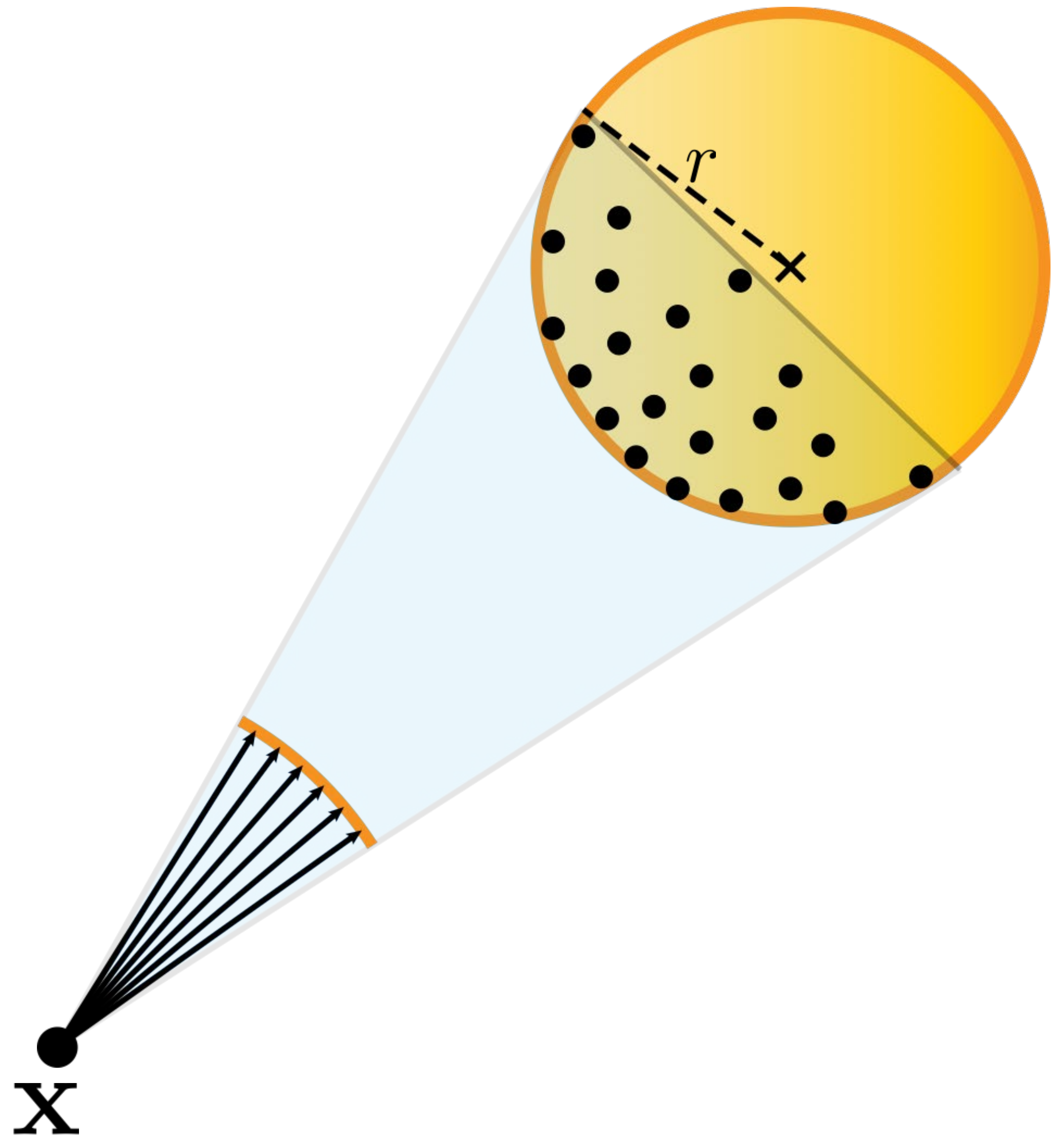


Uniform area-density is not ideal as emitted radiance is weighted by the cosine term (recall the form factor in the G term)

Sphere Light

How to sample points on the sphere light?

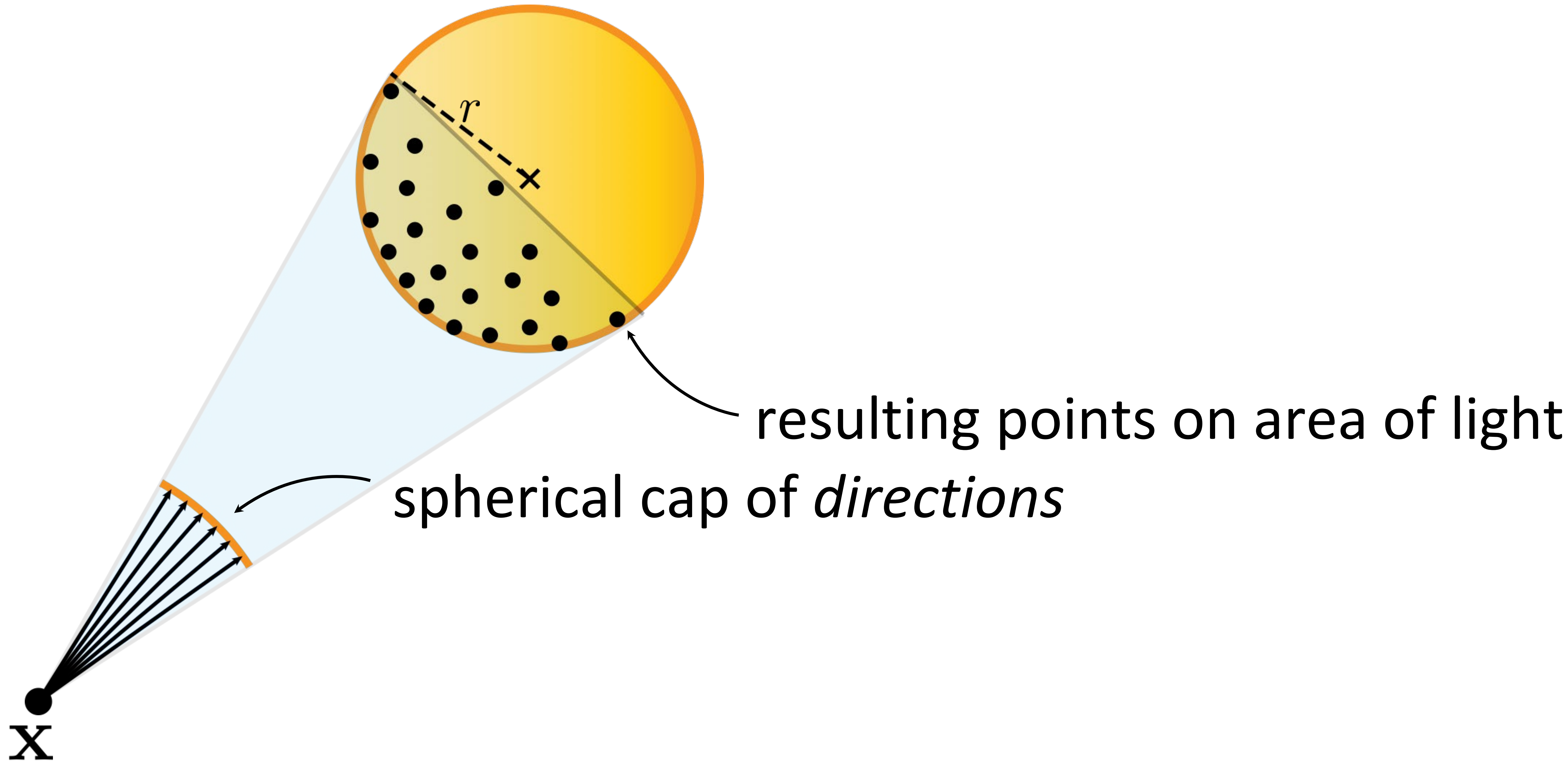
Approach 3 (even better): uniformly sample *solid angle subtended* by the sphere



Sphere Light

How to sample points on the sphere light?

Approach 3 (even better): uniformly sample <u>*solid angle subtended*</u> by the sphere



Sphere Light

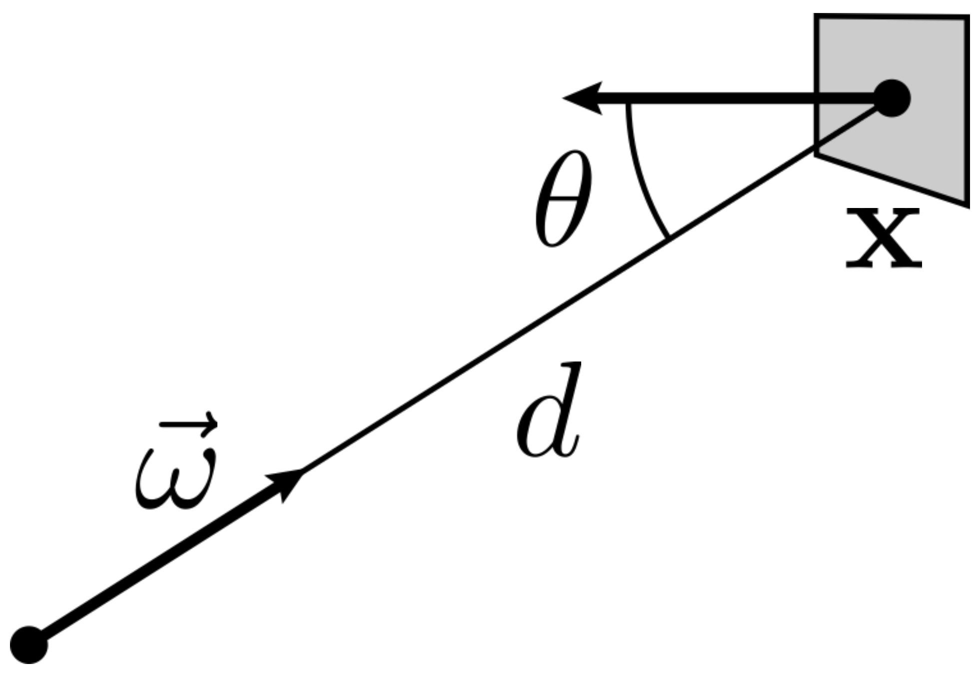
How to sample points on the sphere light?

Caution!

- Approaches use PDFs defined wrt different measures
- Make sure to convert the PDF into the measure of the integral!

$$p_A(\mathbf{x}) = \frac{\cos\theta}{d^2} p_\Omega(\vec{\omega})$$

$$p_\Omega(\vec{\omega}) = \frac{d^2}{\cos\theta} p_A(\mathbf{x})$$

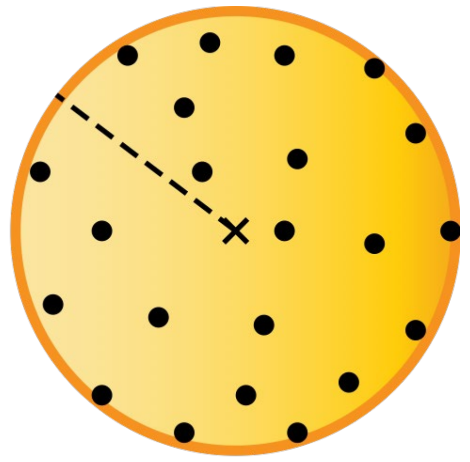


Sphere Light

How to sample points on the sphere light?

Caution!

- Approaches use PDFs defined wrt different measures
- Make sure to convert the PDF into the measure of the integral!
- Example: using approach 1 for MC integration of the hemispherical formulation of the reflection eq.



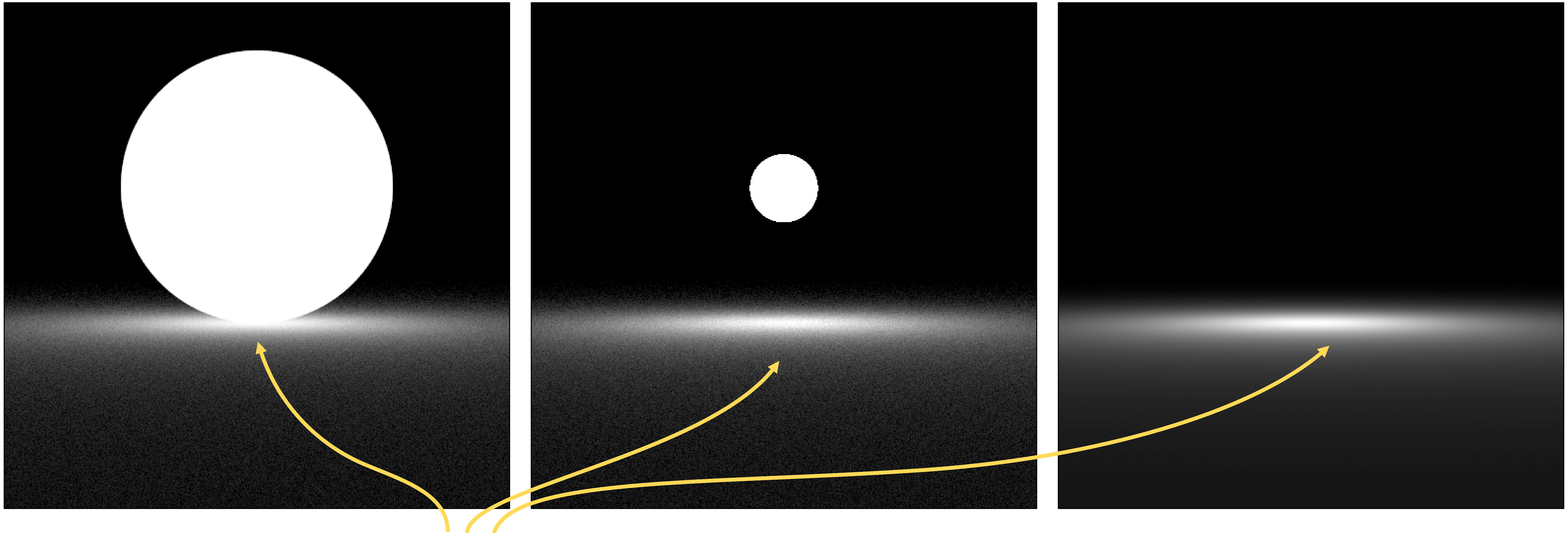
$$\langle L_r(\mathbf{x}, \vec{\omega}_r) \rangle = \frac{1}{N} \sum_{k=1}^{N} \frac{f_r(\mathbf{x}, \vec{\omega}_{i,k}, \vec{\omega}_r) L_i(\mathbf{x}, \vec{\omega}_{i,k}) \cos\theta_{i,k}}{p_\Omega(\vec{\omega}_{i,k})}$$

$$p_A(\mathbf{y}) = \frac{1}{4\pi r^2} \qquad p_\Omega(\vec{\omega}_i) = \frac{\|\mathbf{x} - \mathbf{y}\|^2}{|-\omega_i \cdot \mathbf{n_y}| \, 4\pi r^2}$$

Sphere Light

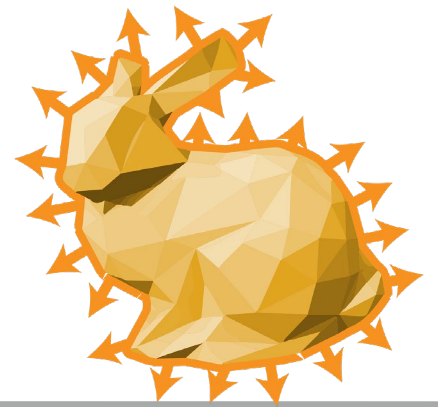
Validation: irradiance is independent of radius
(assuming it emits always the same power & no occluders)

A sphere light | A smaller sphere light | A point light



Identical irradiance profiles

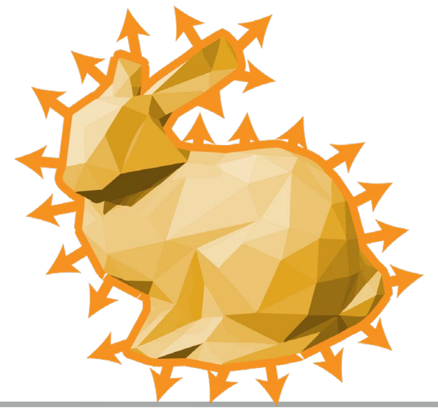
Mesh Light



An emissive mesh where every surface point emits given radiance L_{e}

Total area: $\sum A(k)$

Mesh Light



How to importance sample?

Preprocess:

- build a discrete PDF, p_Δ, for choosing polygons (triangles) *proportional to their area:*

$$p_\Delta(i) = \frac{A(i)}{\sum_k A(k)}$$

Run-time:

- sample a polygon i and a point $\mathbf{x}$ on i
- compute the PDF of choosing the point:

$$p_A(\mathbf{x}) = p_\Delta(i)\,p_A(\mathbf{x}|i) = \frac{1}{\sum A(k)}$$

Light Sources

Point light | Spot light | Directional light | Quad light | Sphere light | Mesh light

Delta lights
(create hard shadows)

Area/Shape lights
(create soft shadows)

Reflection Equation

$$L_r(\mathbf{x}, \vec{\omega}_r) = \int_{H^2} f_r(\mathbf{x}, \vec{\omega}_i, \vec{\omega}_r) L_i(\mathbf{x}, \vec{\omega}_i) \cos\theta_i \, d\vec{\omega}_i$$

What terms can we importance sample?

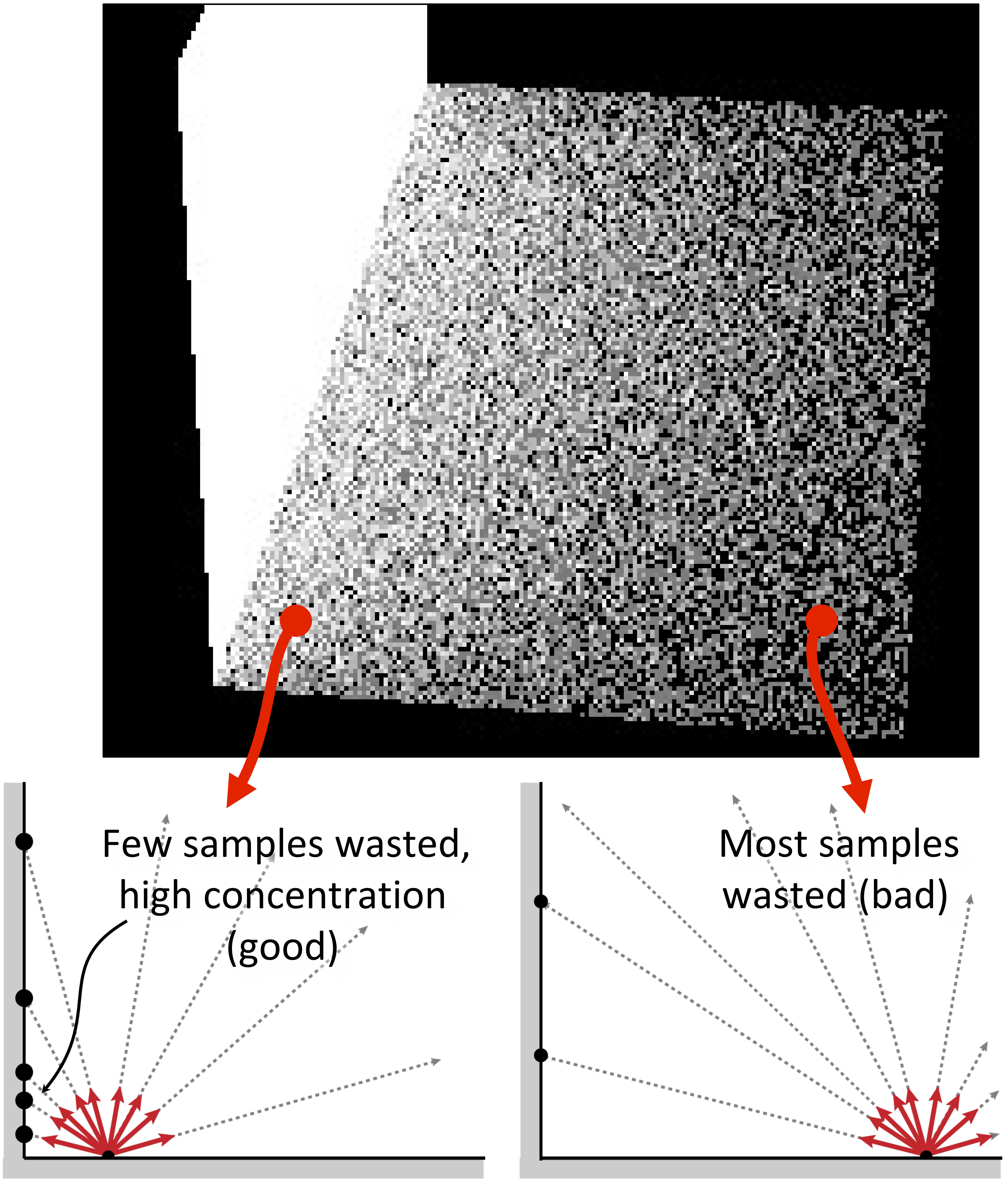
- BRDF
- incident radiance
- cosine term

What terms **should** we importance sample?

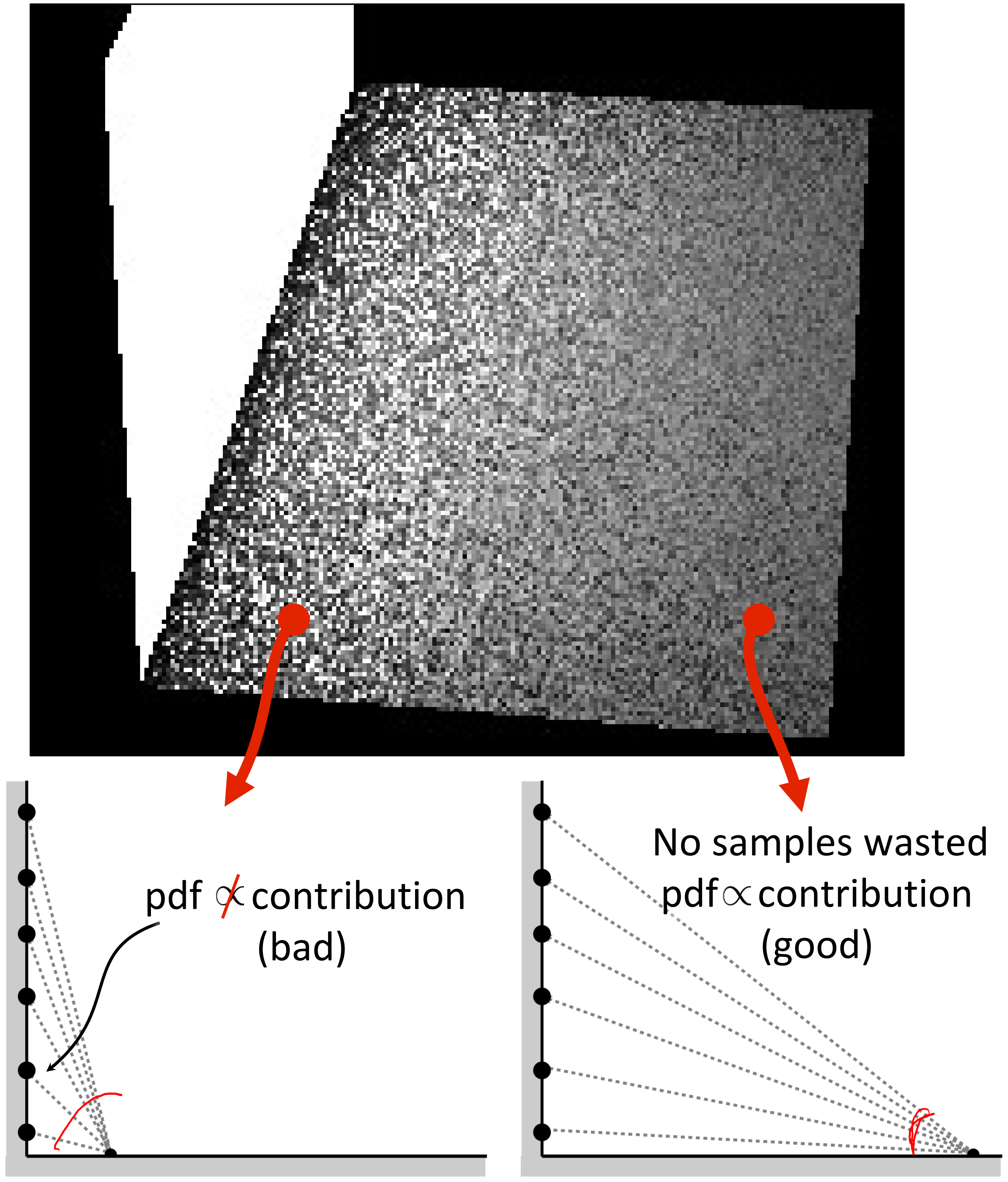
- depends on the context, hard to make a general statement

Multiple Strategies

Cosine-weighted hemisphere

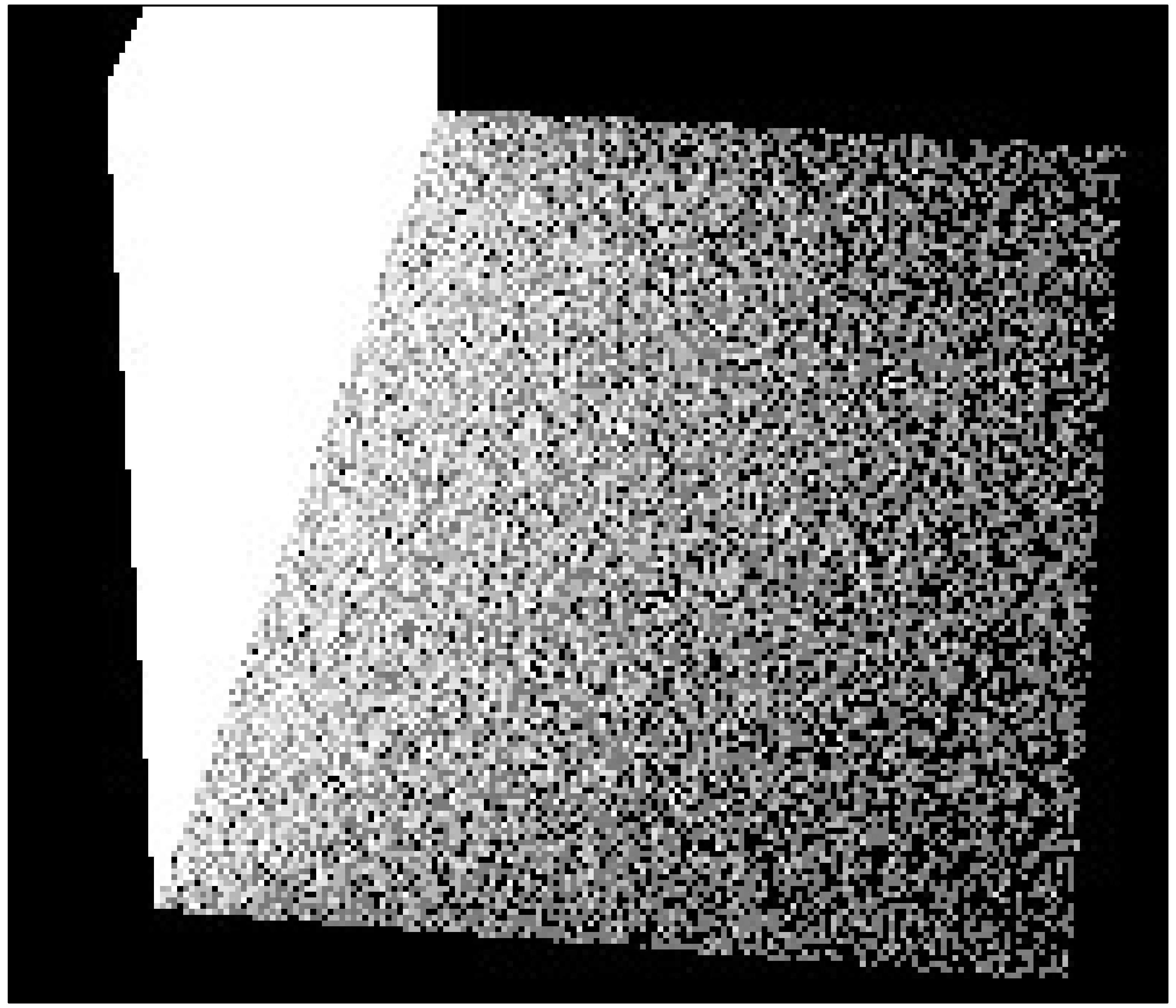


Uniform surface area



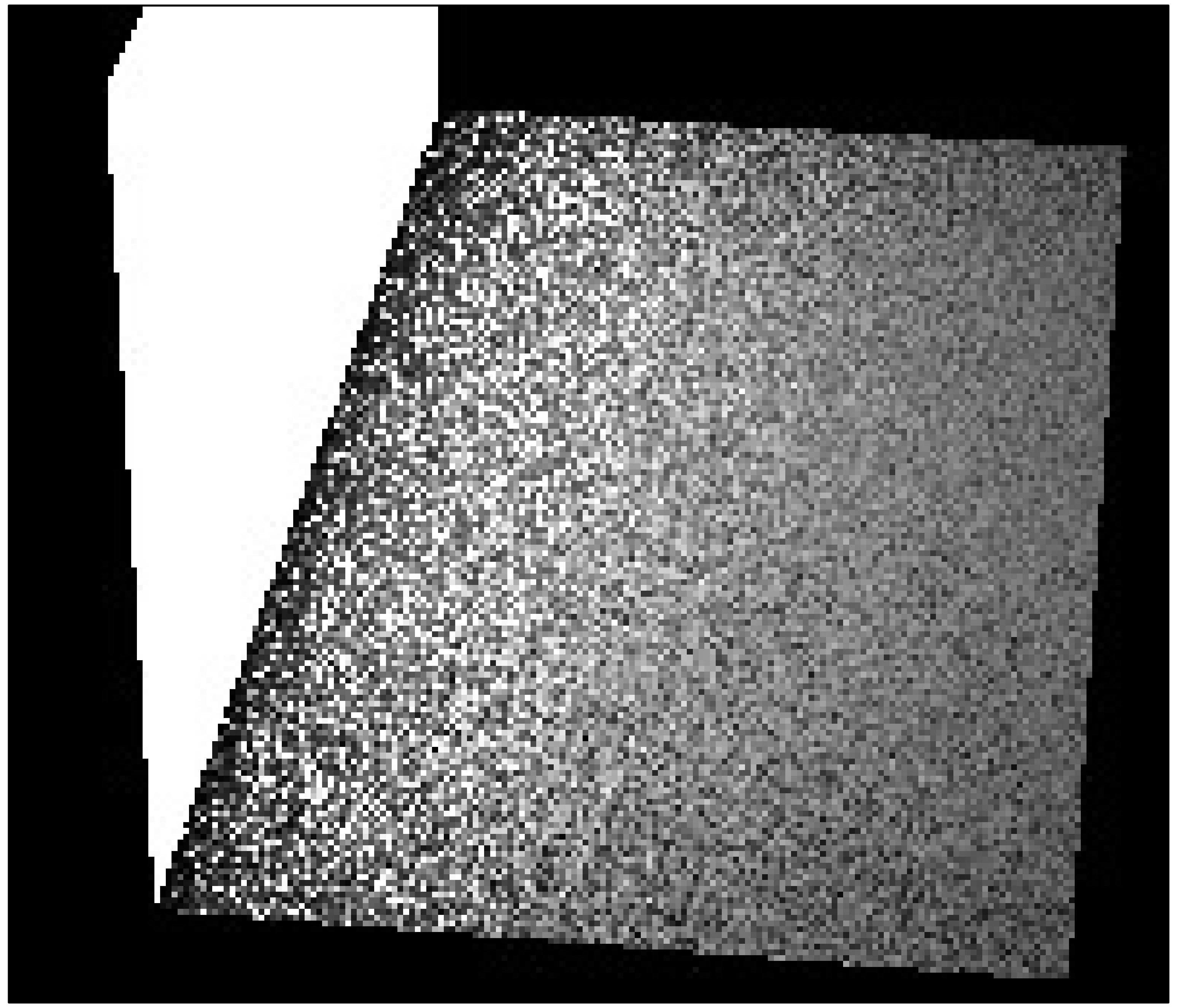
Combining Multiple Strategies

Cosine-weighted hemisphere



$$p_1(\vec{\omega}) = \frac{\cos\theta}{\pi}$$

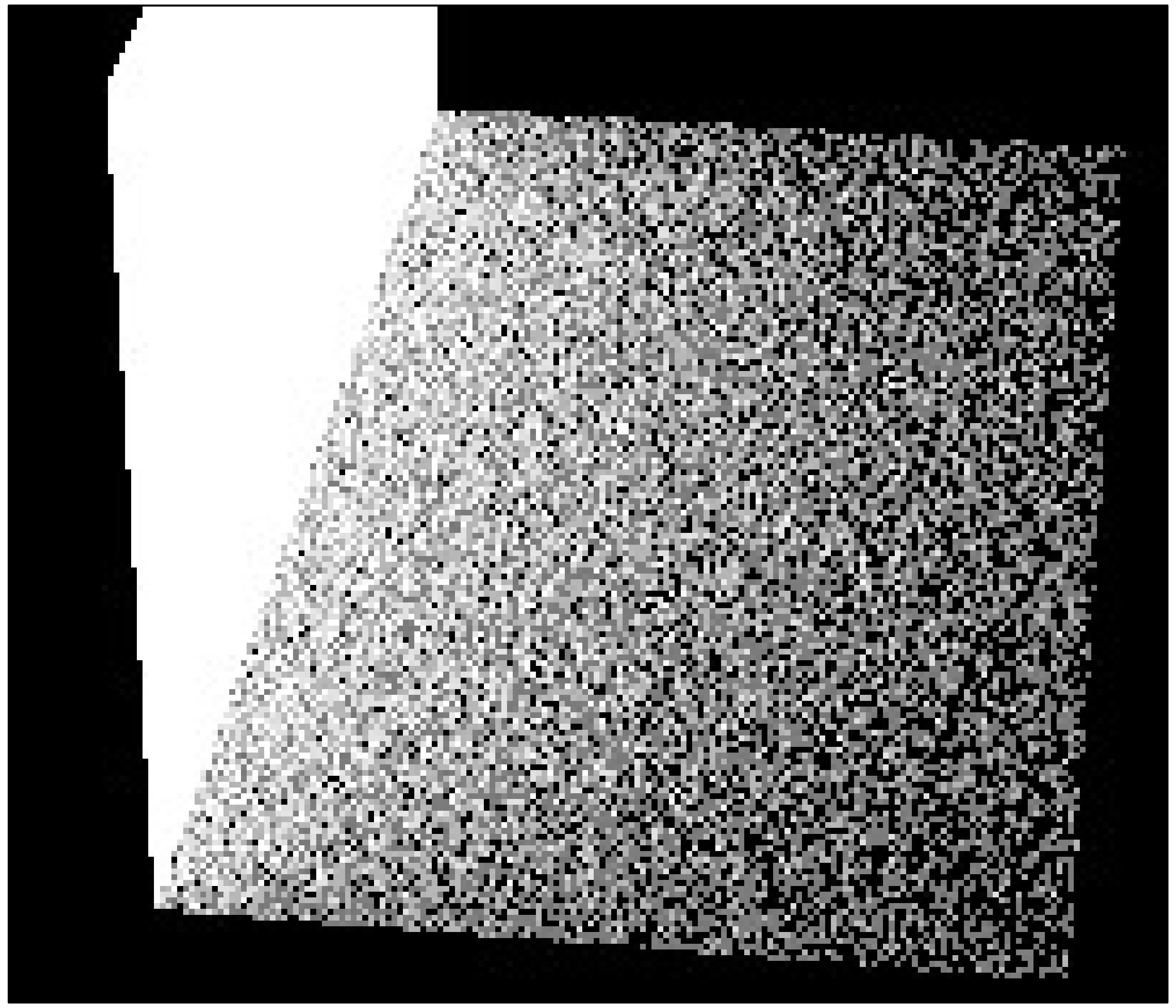
Uniform surface area



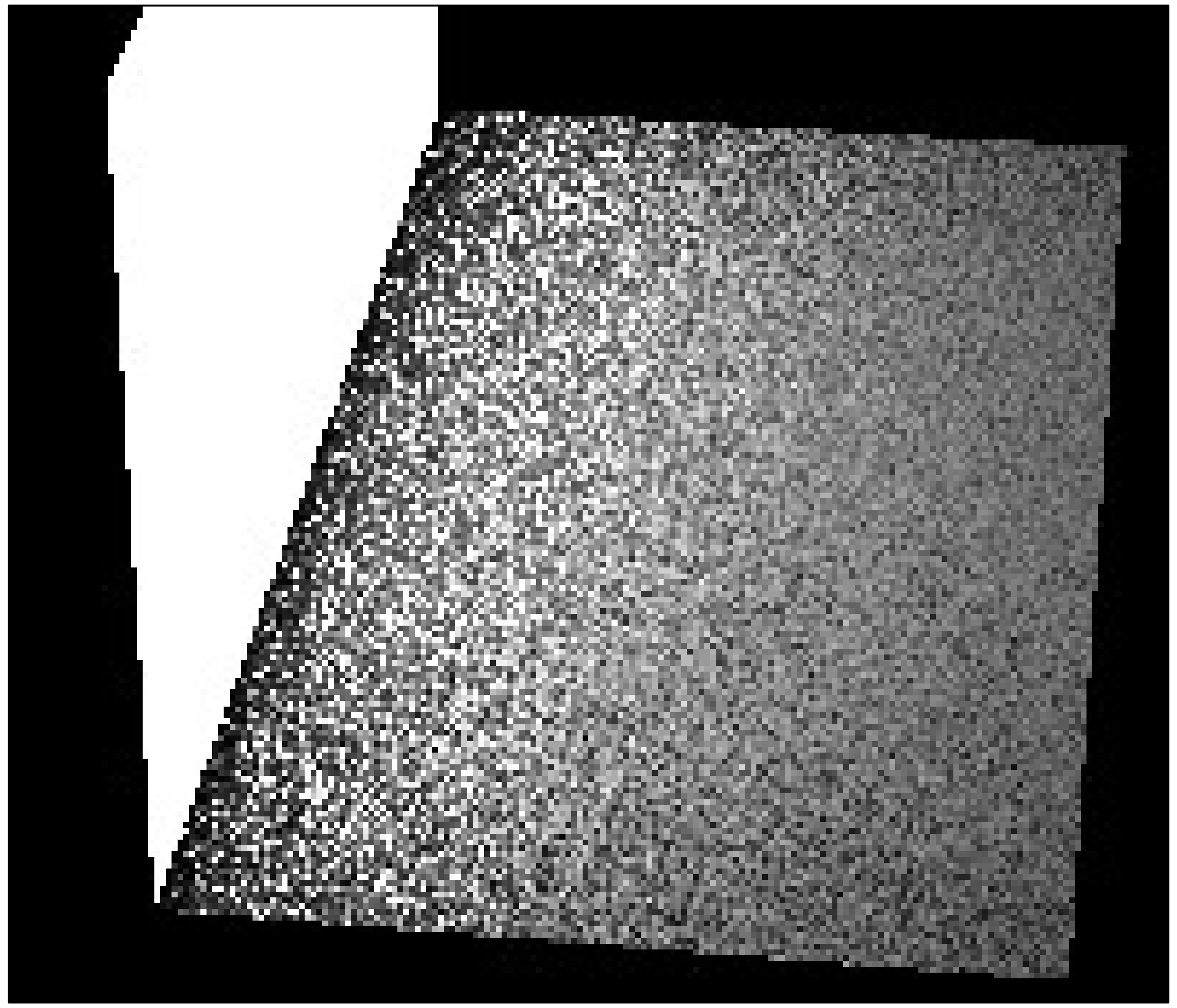
$$p_2(\mathbf{x}) = \frac{1}{A}$$

Combining Multiple Strategies

Cosine-weighted hemisphere



Uniform surface area



$$p_1(\vec{\omega}) = \frac{\cos\theta}{\pi}$$

$$p_2(\mathbf{x}) = \frac{1}{A} \quad p_2(\vec{\omega}) = \frac{1}{A}\frac{d^2}{\cos\theta}$$

Combining Multiple Strategies

Could just average two different estimators:

$$\frac{0.5}{N_1}\sum_{i=1}^{N_1}\frac{f(x_i)}{p_1(x_i)} + \frac{0.5}{N_2}\sum_{i=1}^{N_2}\frac{f(x_i)}{p_2(x_i)}$$

– doesn't really help: *variance is additive*

Instead, sample from the average PDF

$$\frac{1}{N}\sum_{i=1}^{N}\frac{f(x_i)}{0.5(p_1(x_i) + p_2(x_i))}$$

Sample from Average PDF (mixture sampling)

You are given two sampling functions and their corresponding pdfs:

```
float sample1(float rnd); float pdf1(float x);
```

```
float sample2(float rnd); float pdf2(float x);
```

Create a new function:

```
float sampleAvg(float rnd);
```

which has the corresponding pdf:

```
float pdfAvg(float x)
{
    return 0.5 * (pdf1(x) + pdf2(x));
}
```

Sample from Average PDF (mixture sampling)

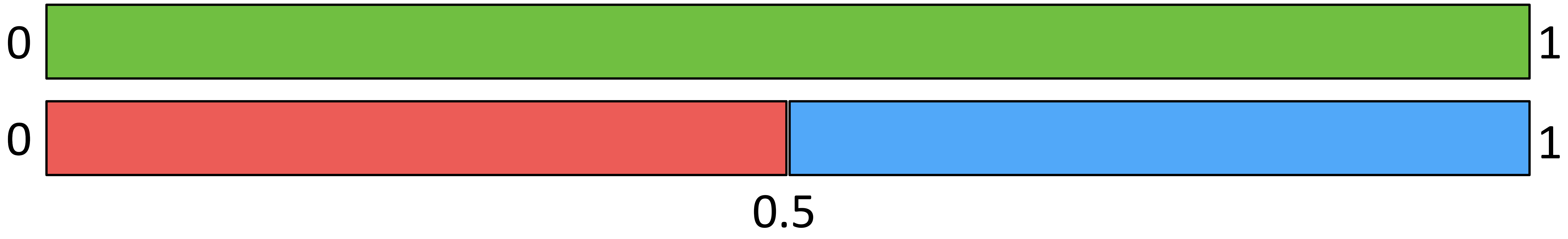
```
float sampleAvg(float rnd)
{
float Prob1 = 0.5;
if (rand.nextFloat() < Prob1)
return sample1(rnd);
else
return sample2(rnd);
}
```

Requires extra random number (can be avoided)

Sample from Average PDF (mixture sampling)

```
float sampleAvg(float rnd)
{
float Prob1 = 0.5;
if (rnd < Prob1)
return sample1(rnd);
else
return sample2(rnd);
}
```

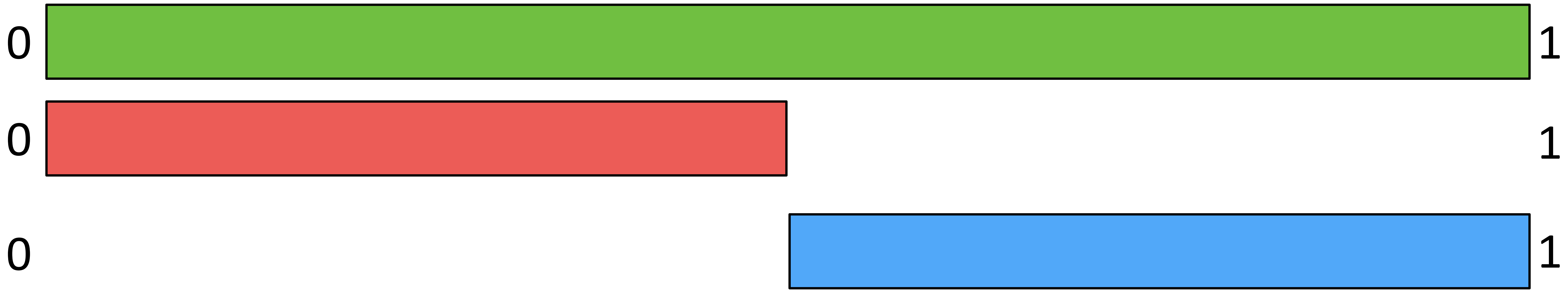
These need to be uniform random numbers in [0..1)



Sample from Average PDF (mixture sampling)

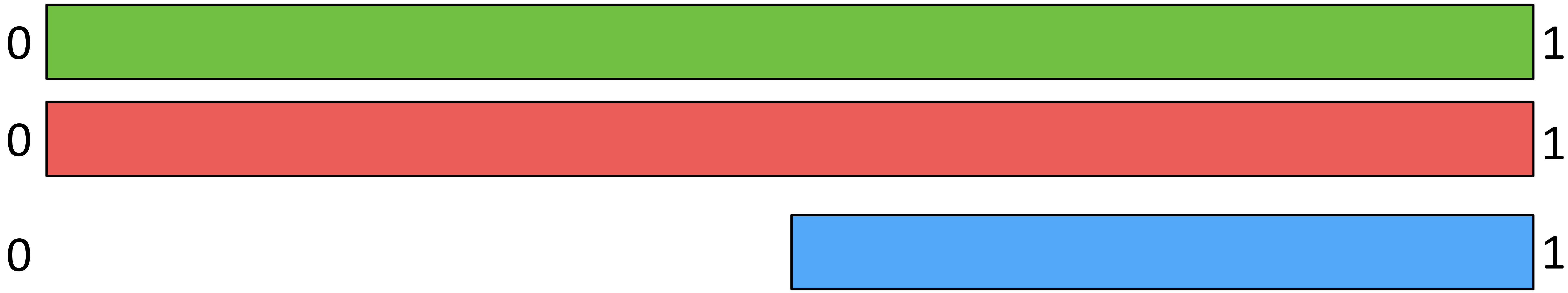
```
float sampleAvg(float rnd)
{
float Prob1 = 0.5;
if (rnd < Prob1)
return sample1(rnd);
else
return sample2(rnd);
}
```

These need to be uniform random numbers in [0..1)



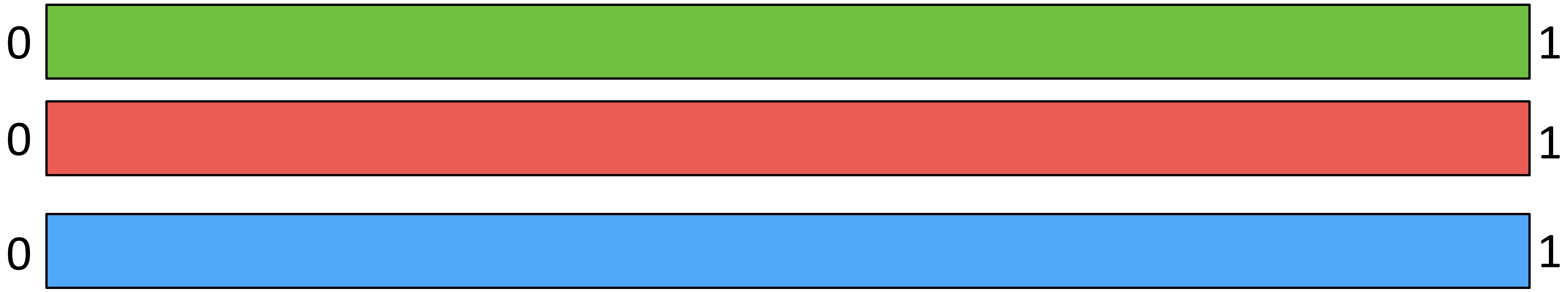
Sample from Average PDF (mixture sampling)

```
float sampleAvg(float rnd)
{
float Prob1 = 0.5;
if (rnd < Prob1)
return sample1(rnd / Prob1);
else
return sample2(rnd);
}
```



Sample from Average PDF (mixture sampling)

```
float sampleAvg(float rnd)
{
float Prob1 = 0.5;
if (rnd < Prob1)
return sample1(rnd / Prob1);
else
return sample2((rnd-Prob1) / (1-Prob1));
}
```



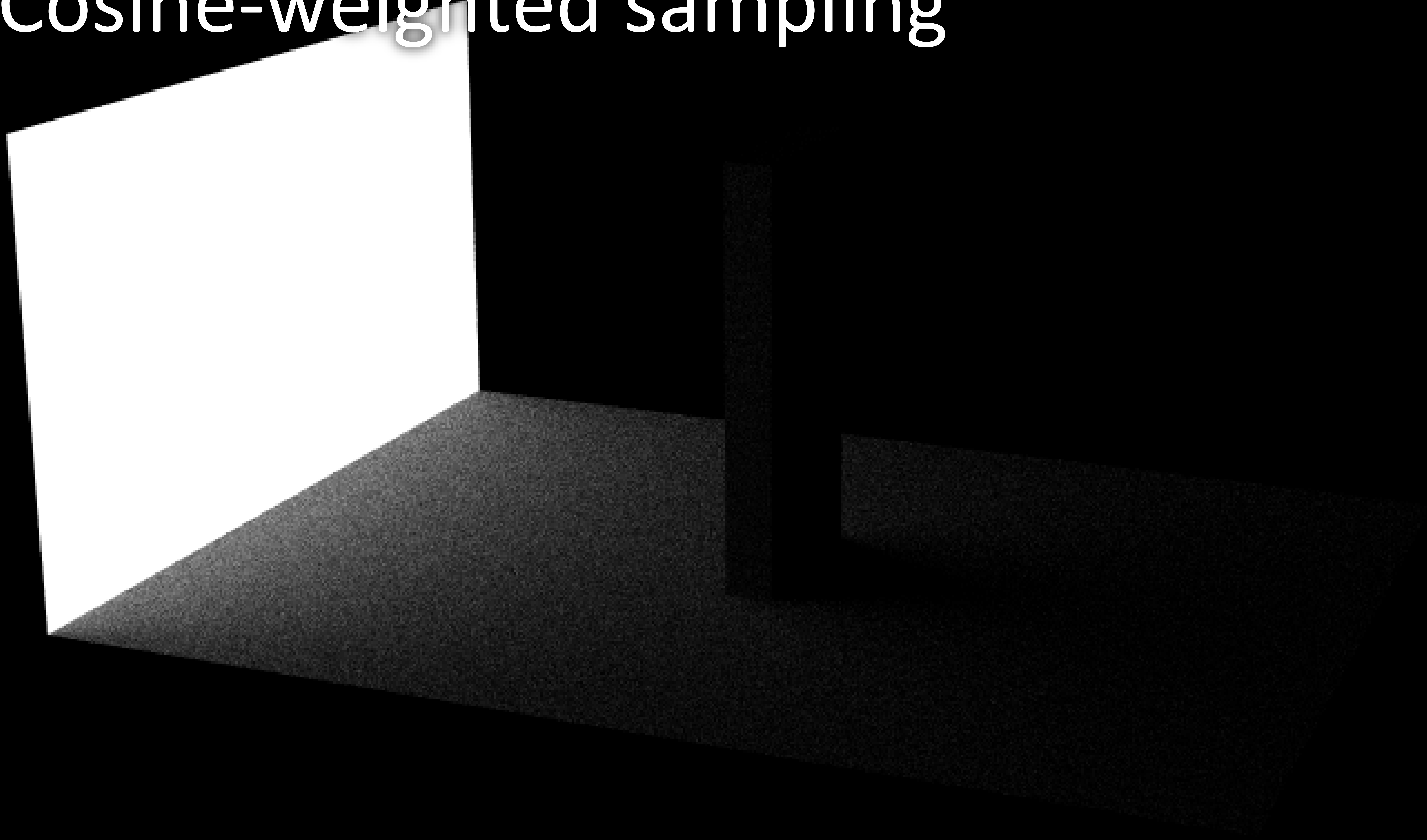
Sample from Weighted Average

```
float sampleWeightedAvg(float rnd)
{
float Prob1 = 0.25;
if (rnd < Prob1)
return sample1(rnd / Prob1);
else
return sample2((rnd-Prob1) / (1-Prob1));
}
```

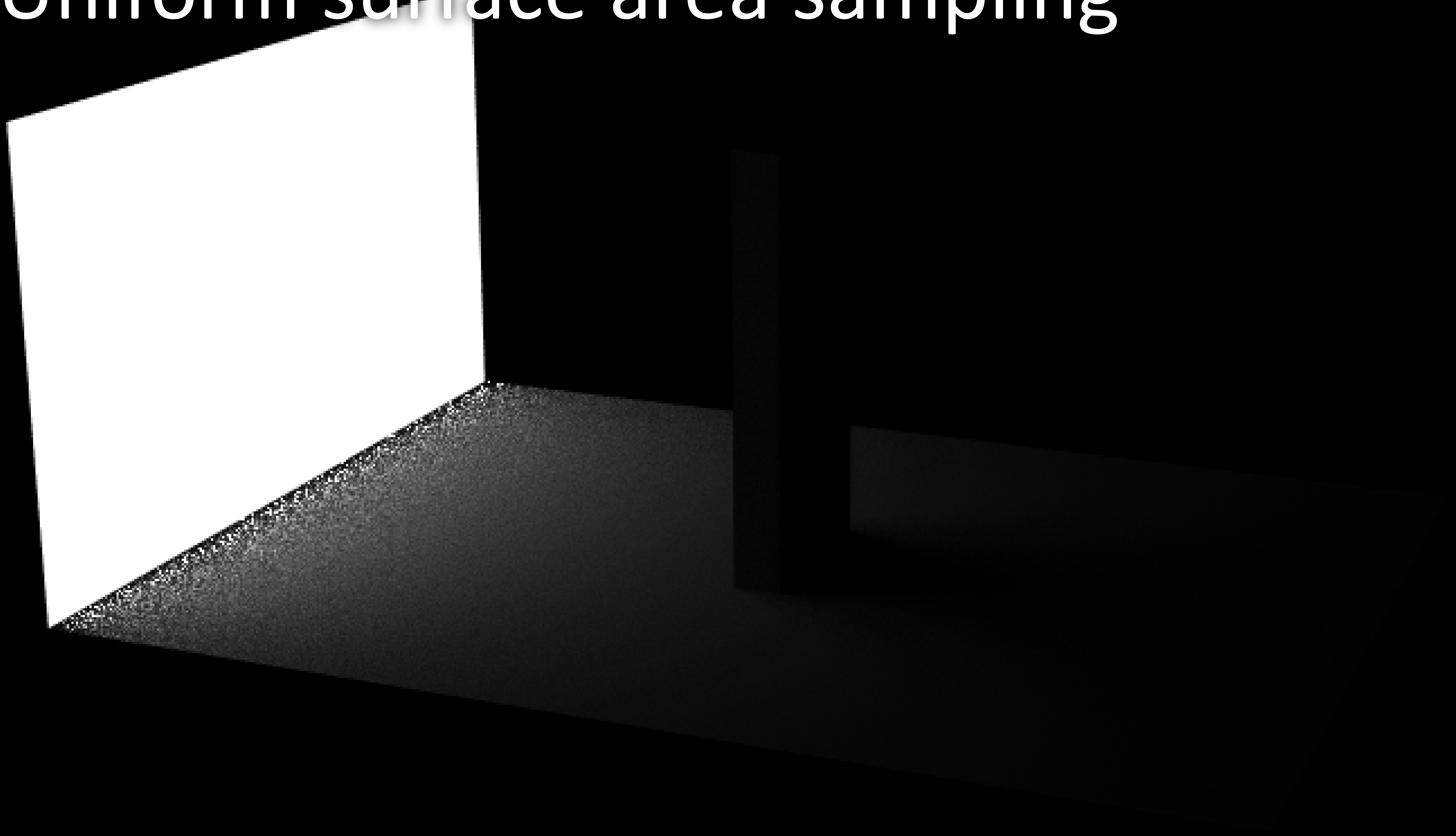
Still works, just change Prob1

```
float pdfWeightedAvg(float x)
{
    return 0.25 * pdf1(x) + 0.75 * pdf2(x);
}
```

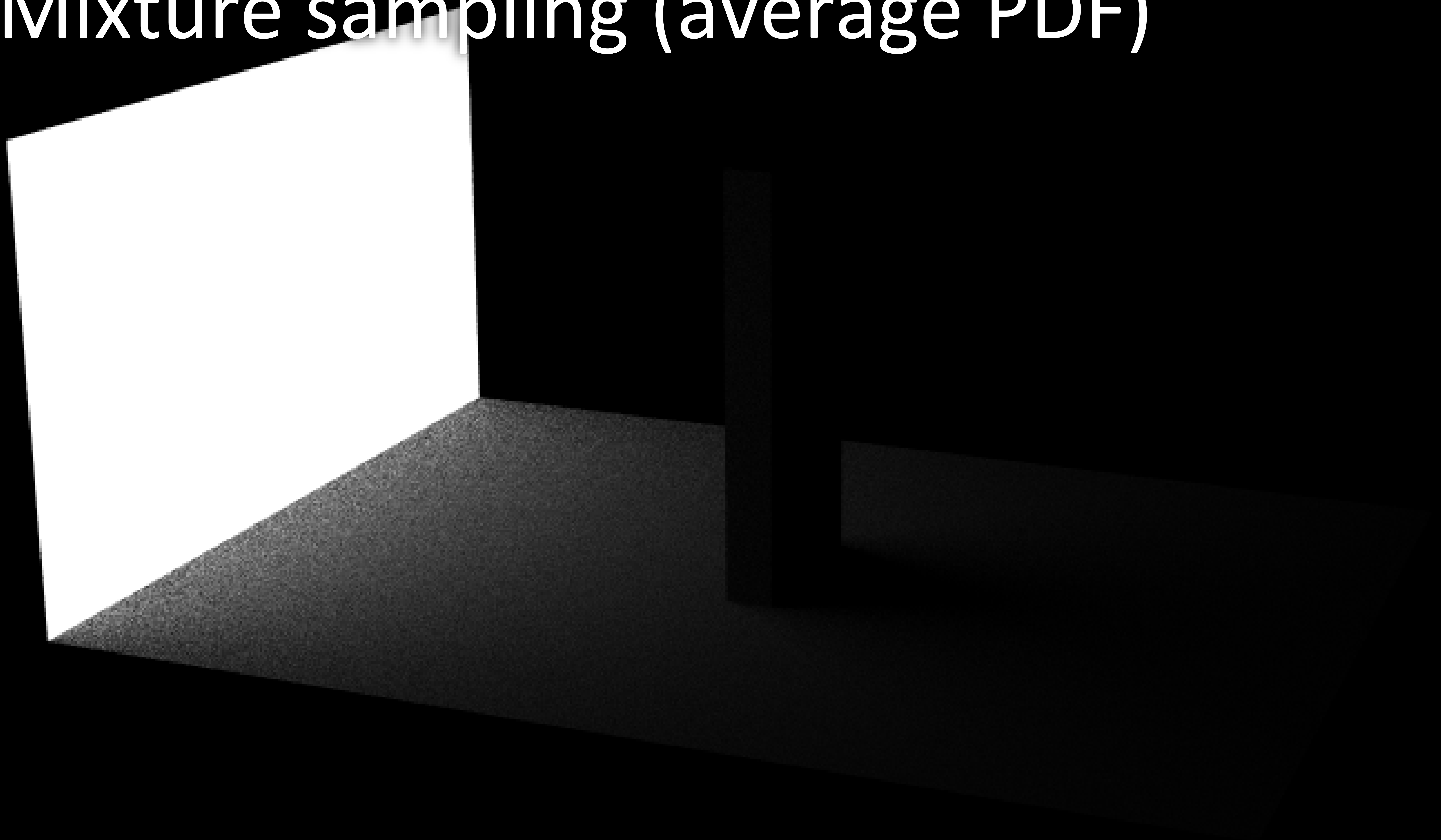
Cosine-weighted sampling



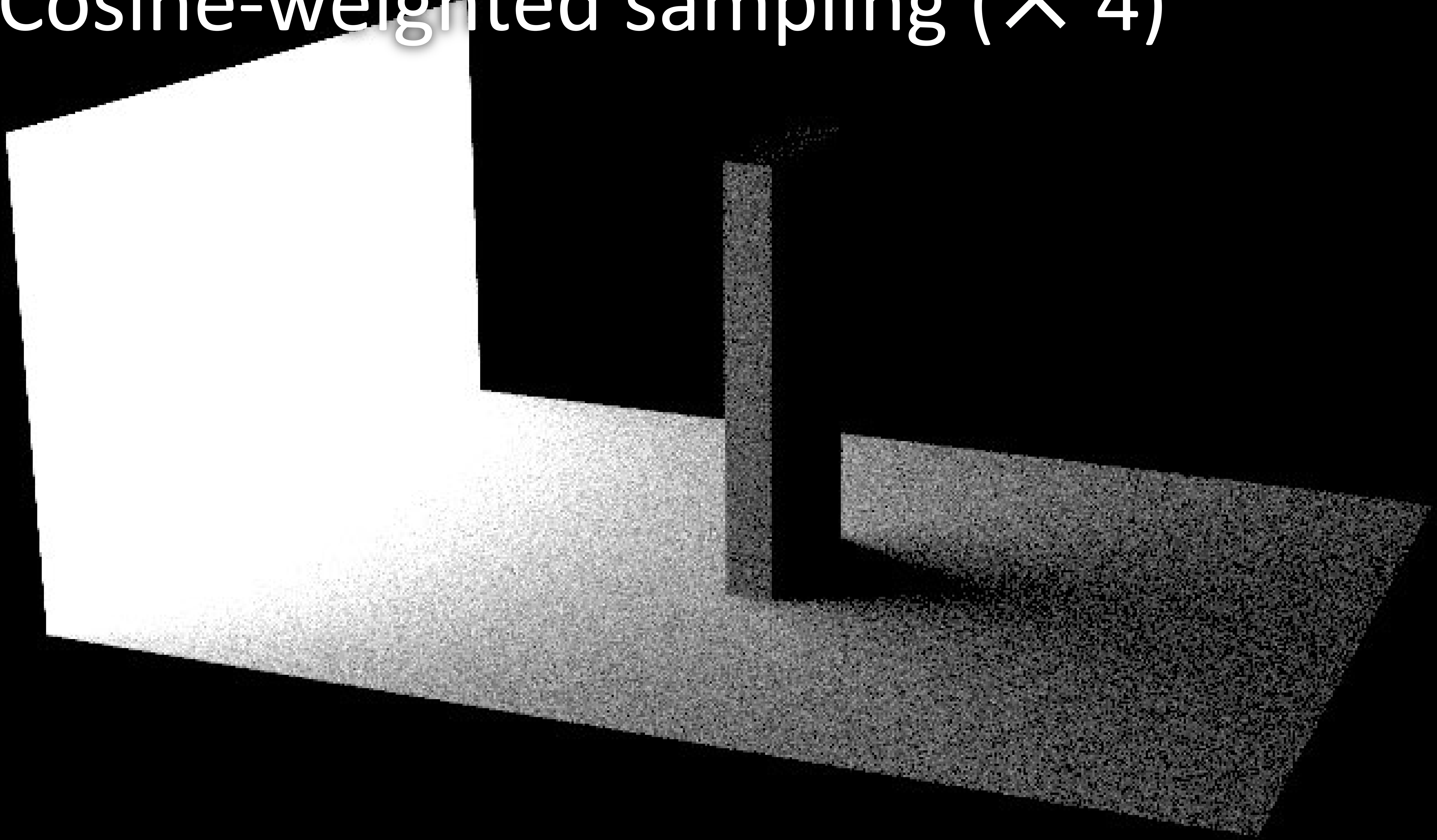
Uniform surface area sampling



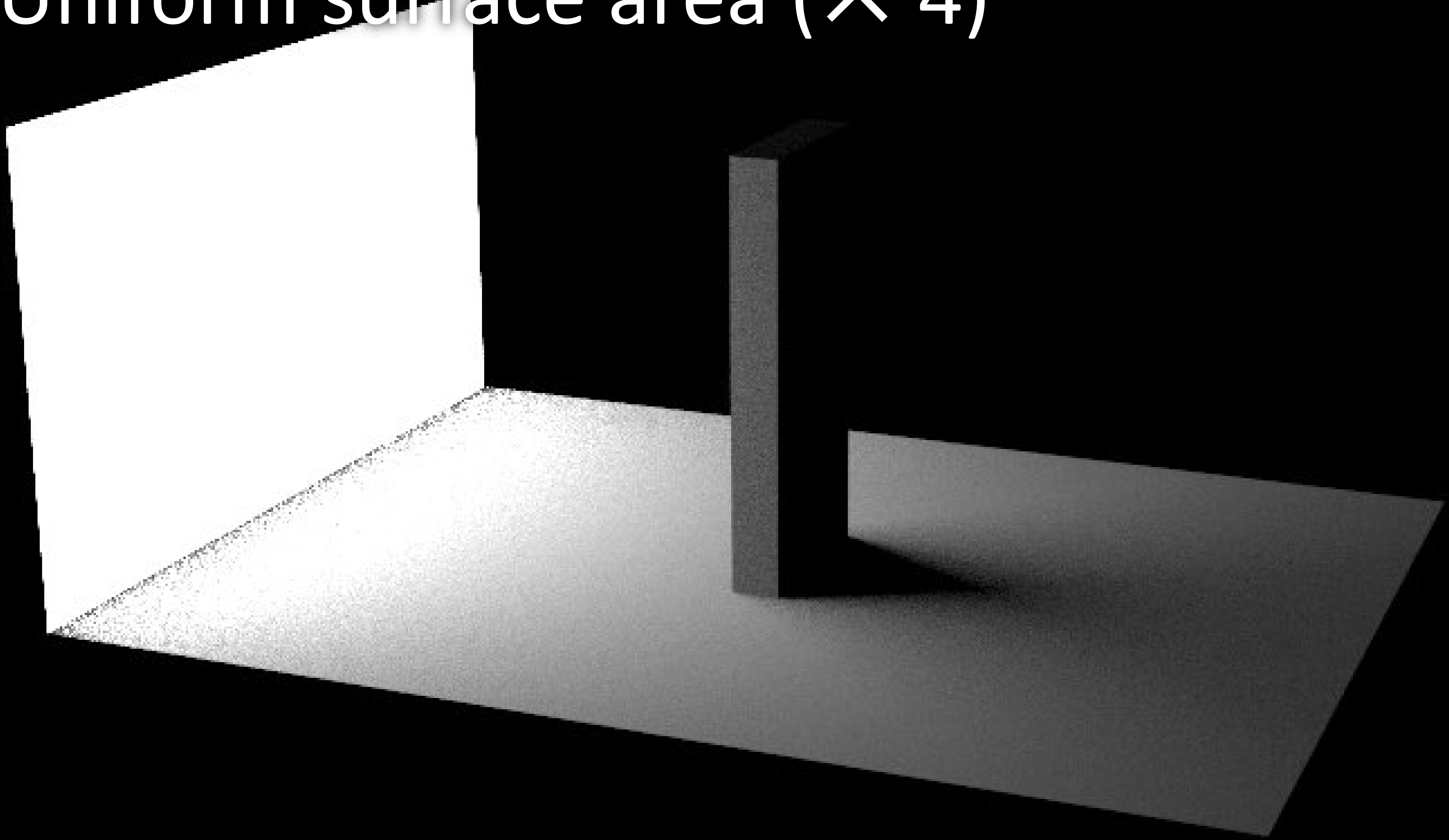
Mixture sampling (average PDF)



Cosine-weighted sampling (✕ 4)

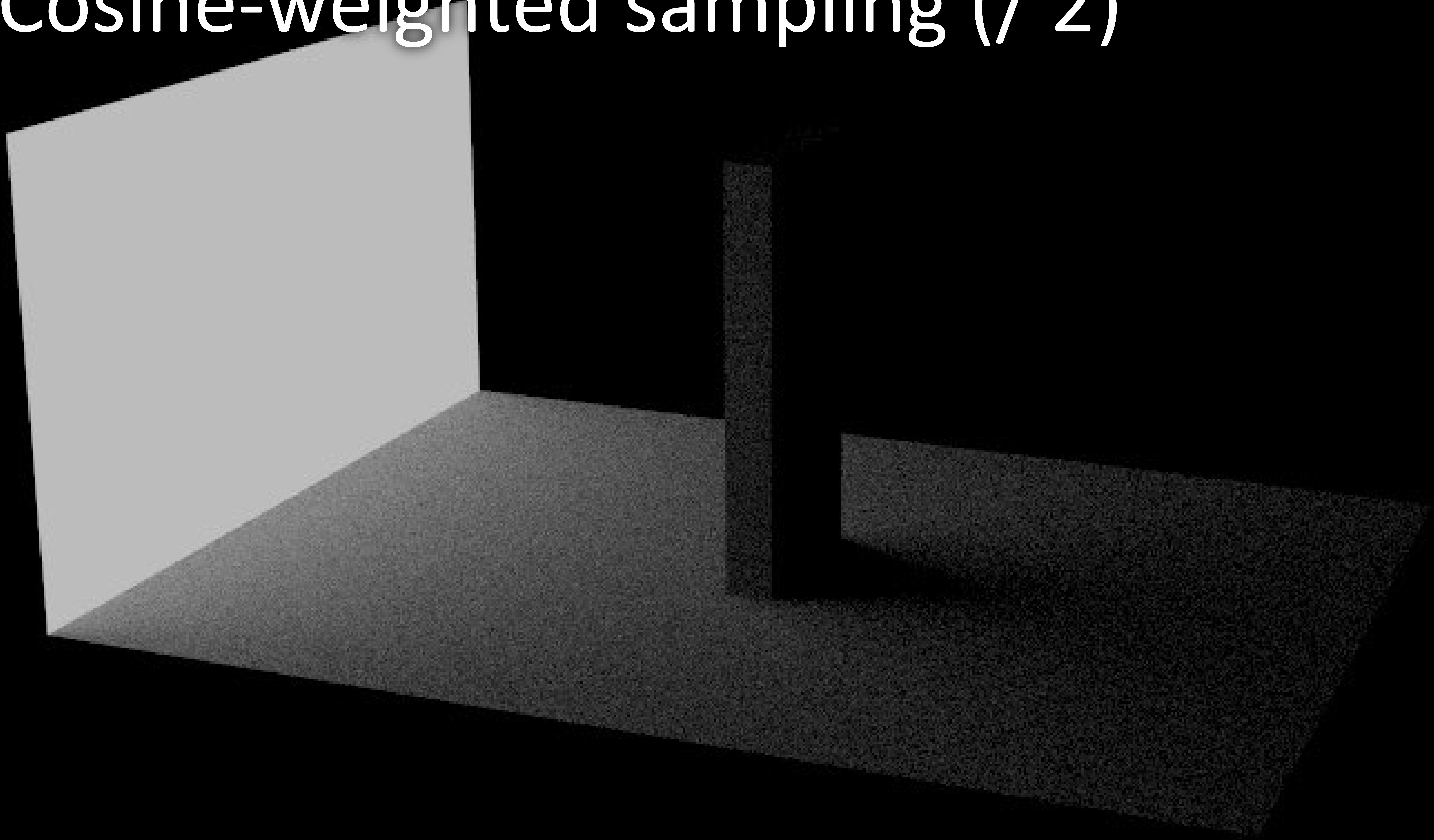


Uniform surface area (× 4)

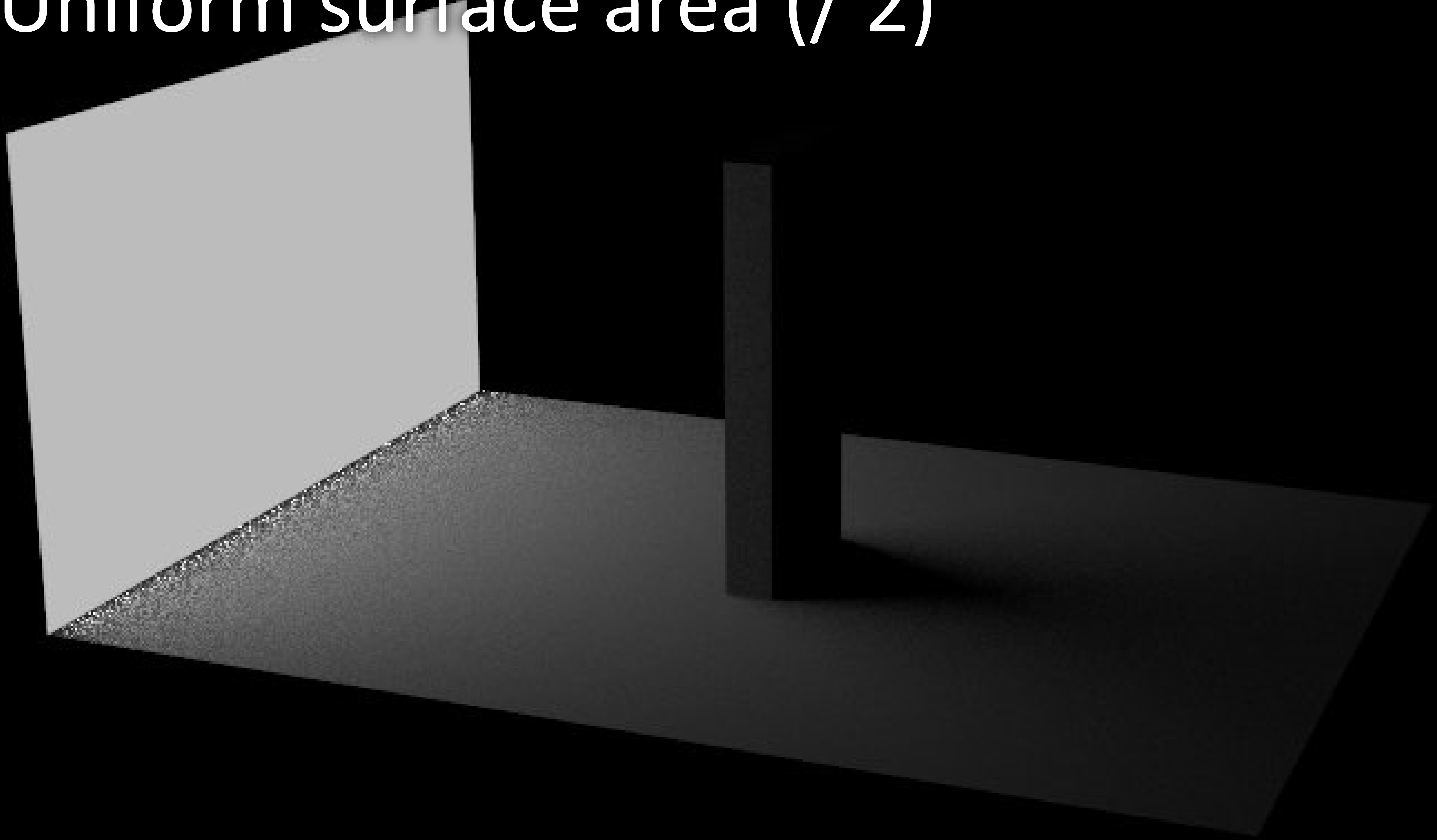


Mixture sampling (× 4)

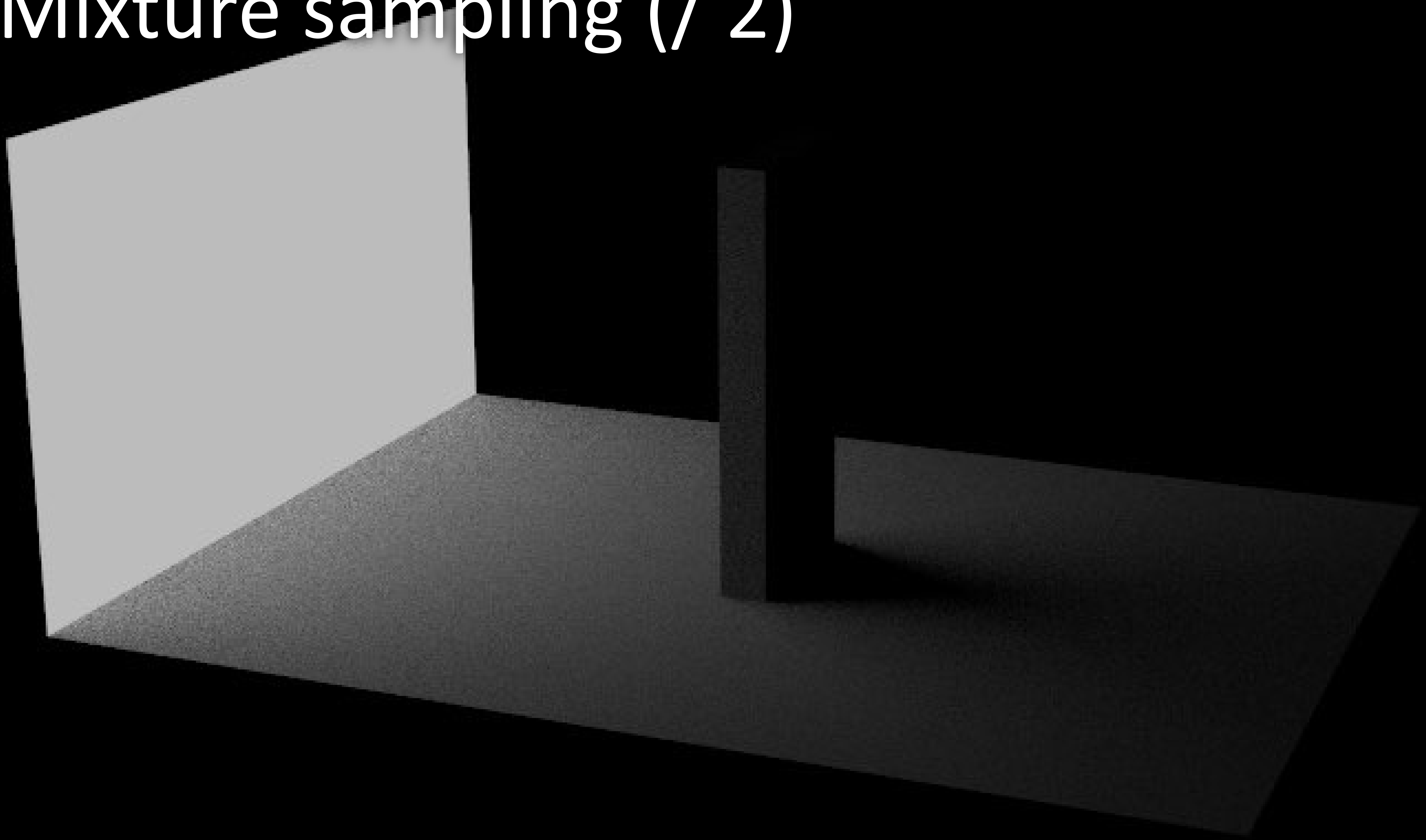
Cosine-weighted sampling (/ 2)

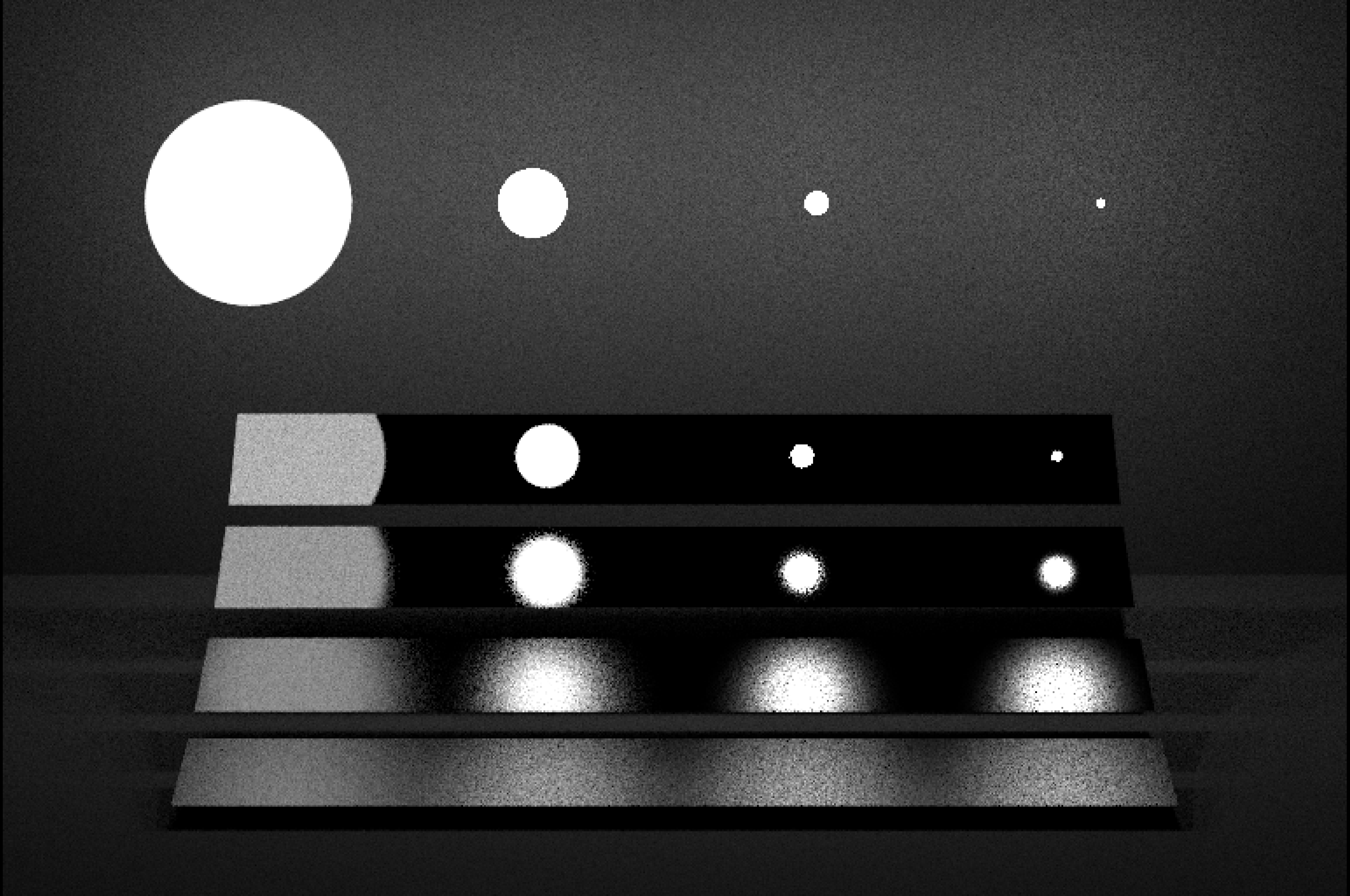


Uniform surface area (/ 2)

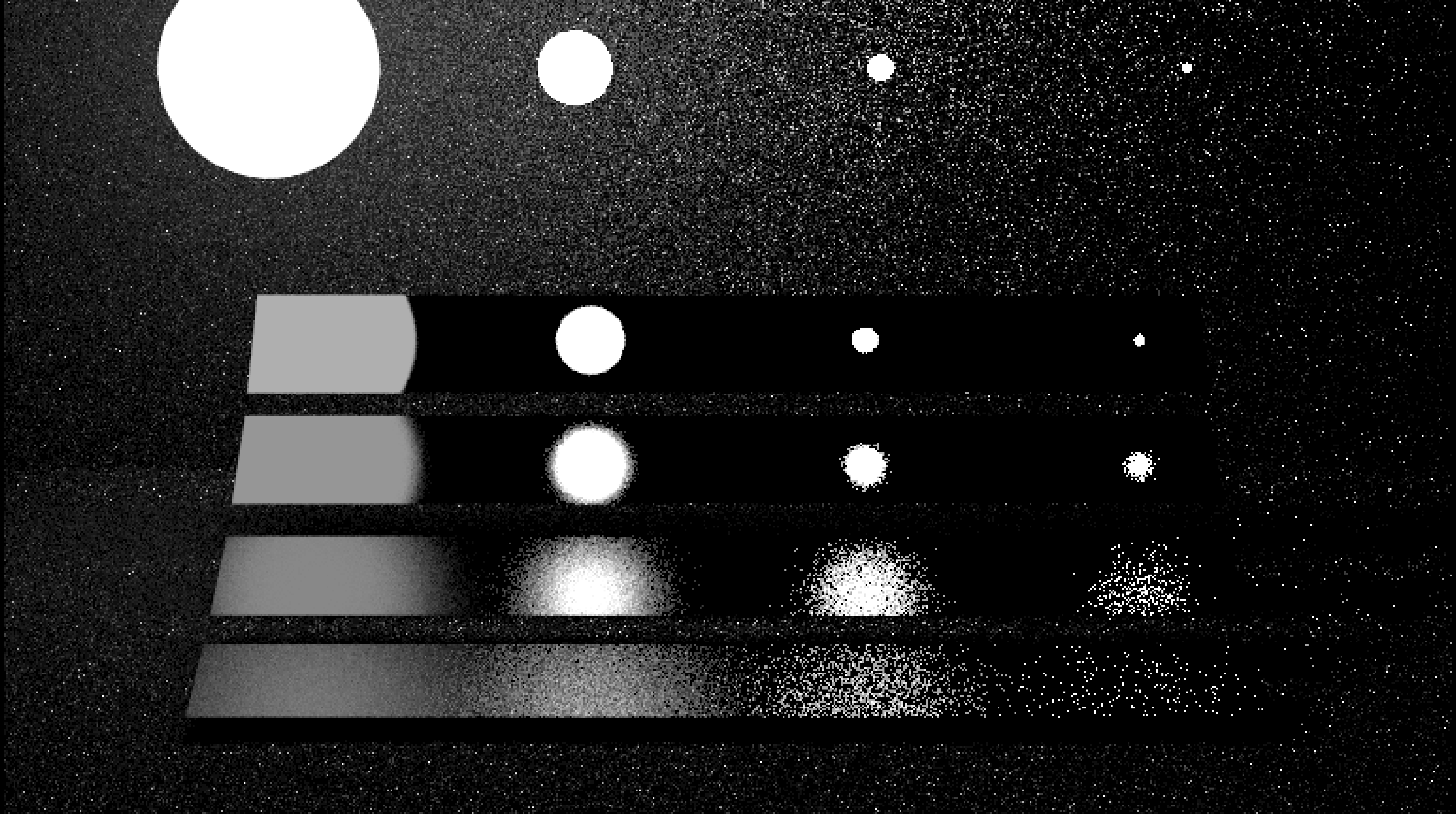


Mixture sampling (/ 2)

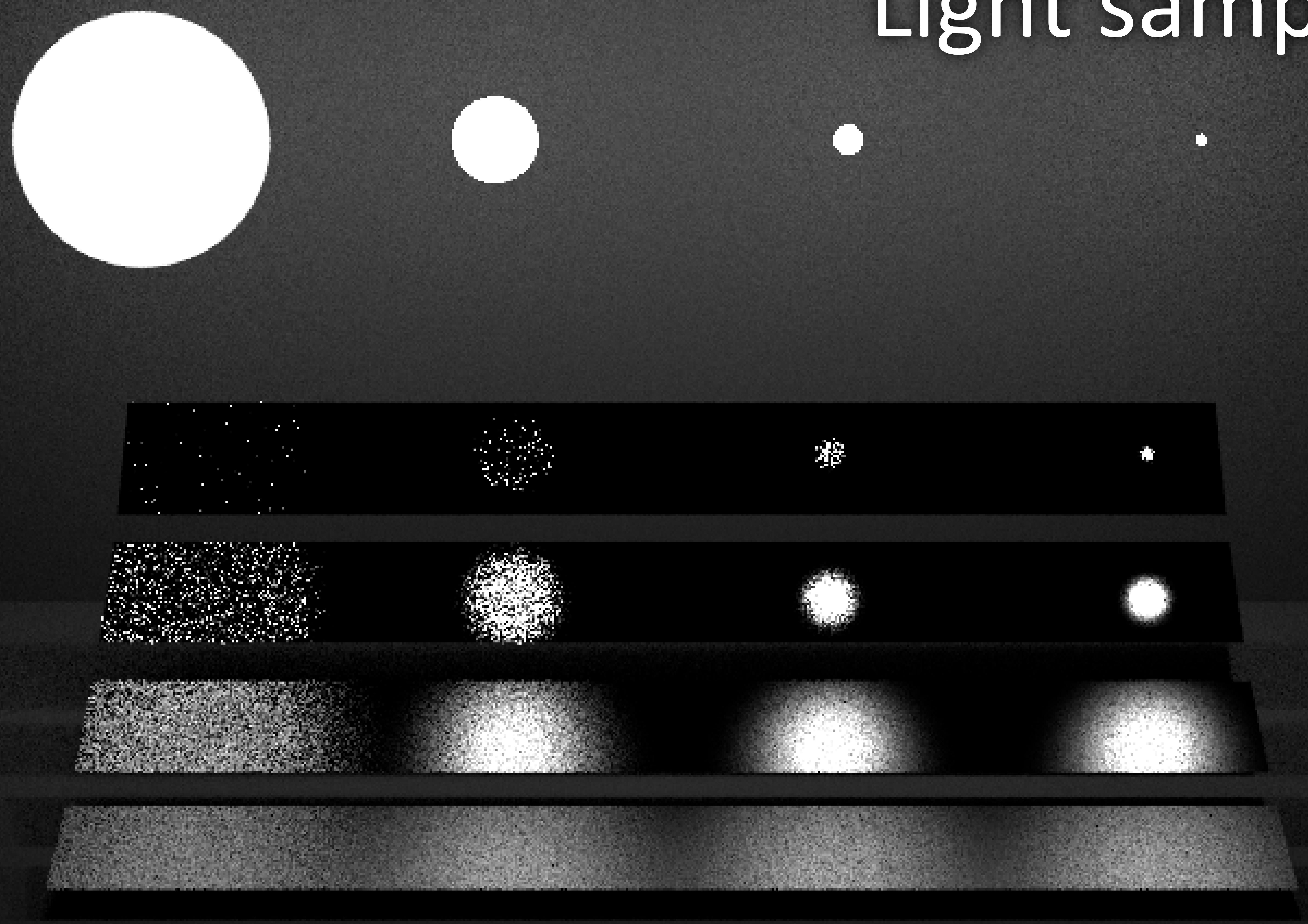




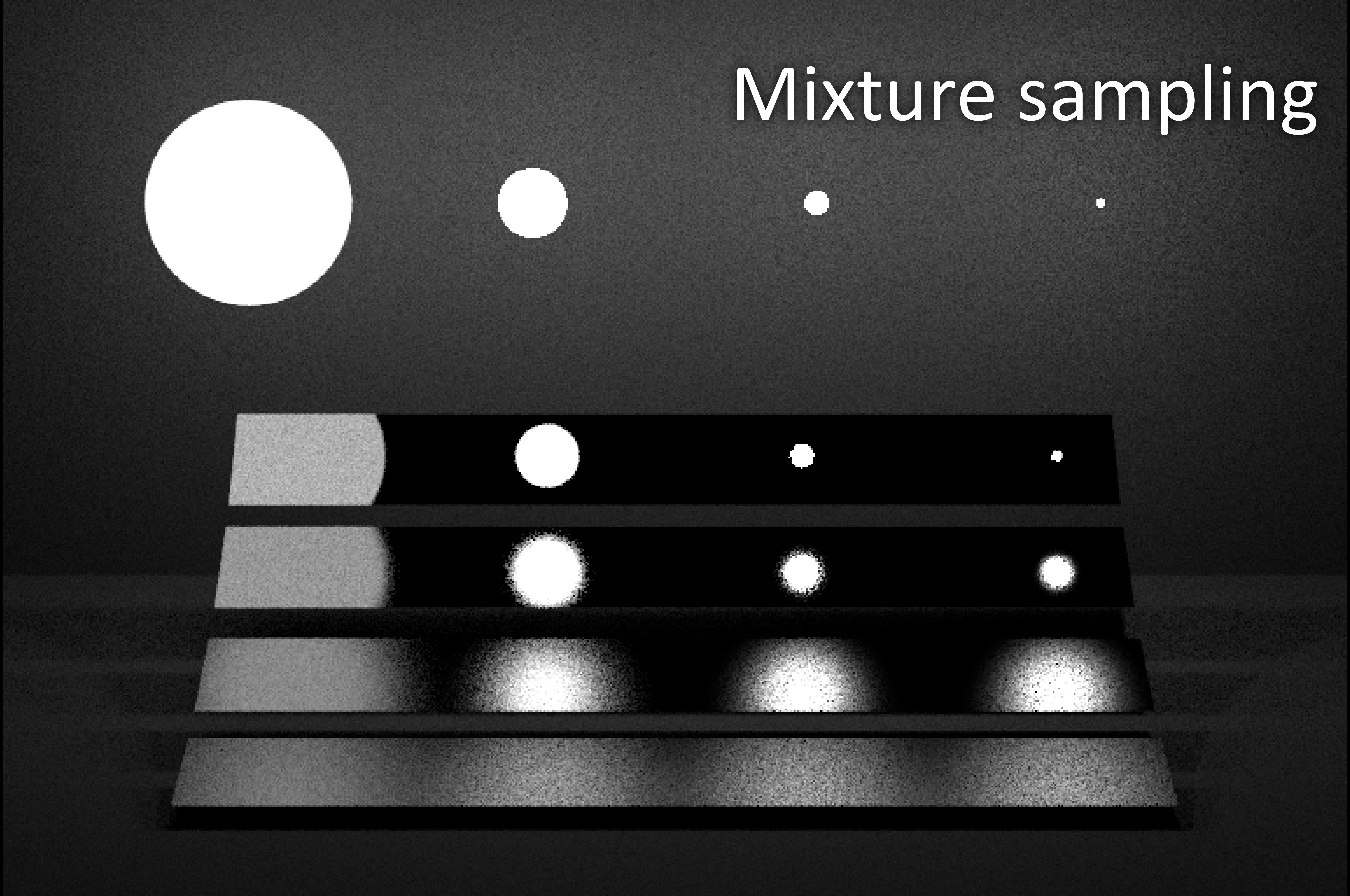
BSDF sampling



Light sampling



Mixture sampling

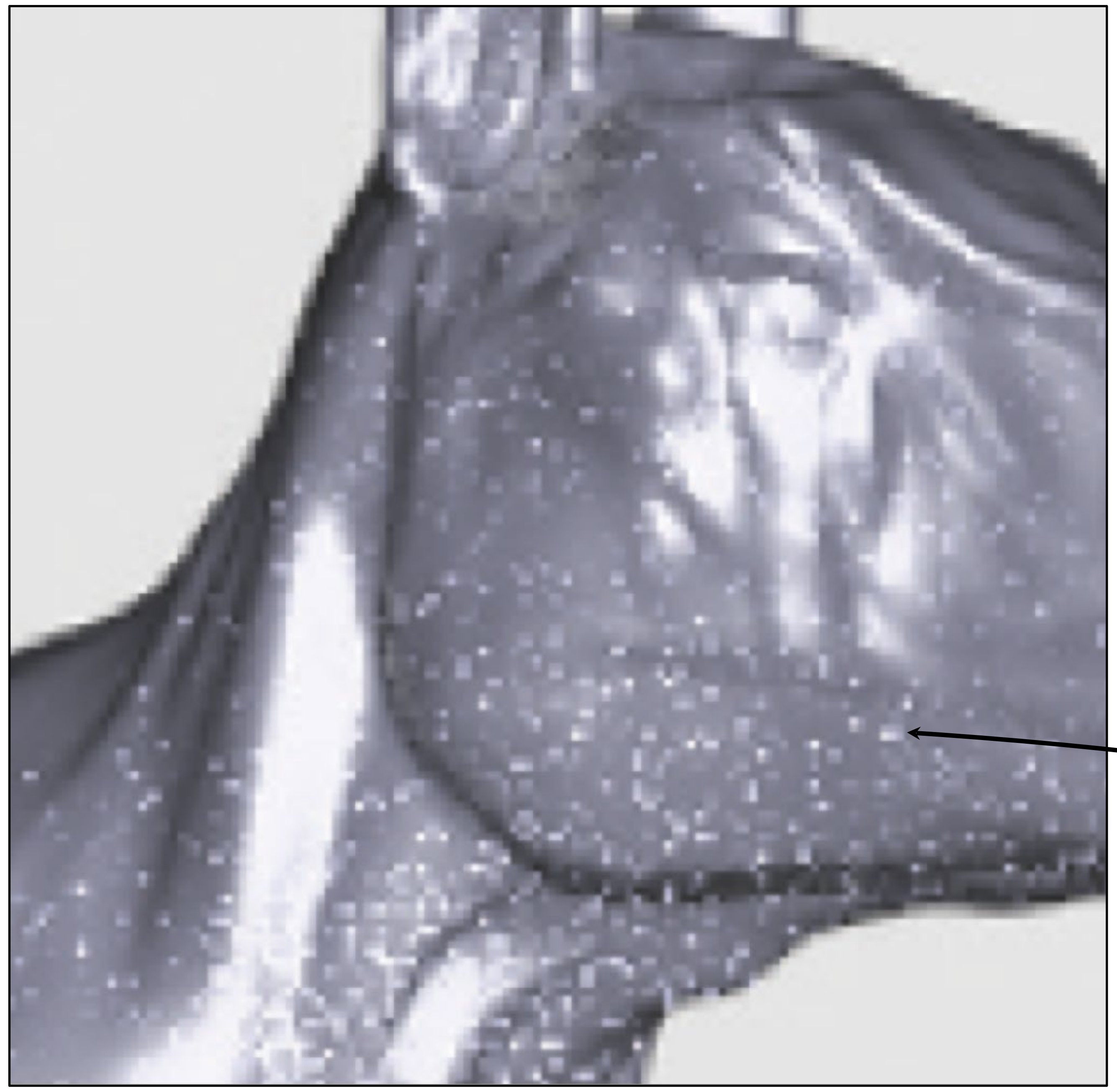


Multiple Importance Sampling (MIS)

Motivation

In MC integration, variance is high when the PDF is not proportional to the integrand

Worst case: *rare* samples with *huge* contributions



"fireflies"

$$\langle F^N \rangle = \frac{1}{N} \sum_{i=1}^{N} \frac{f(x_i)}{p(x_i)}$$

large value

small value

Motivation

In MC integration, variance is high when the PDF is not proportional to the integrand

Worst case: *rare* samples with *huge* contributions

$$\langle F^N \rangle = \frac{1}{N} \sum_{i=1}^{N} \frac{f(x_i)}{p(x_i)}$$

large value

small value

We often have multiple sampling strategies

If at least one covers each part of the integrand well, then combining them should reduce fireflies

Multiple Importance Sampling

Weighted combination of 2 strategies

$$\langle F^{\text{MIS}} \rangle = w_1(x_1)\frac{f(x_1)}{p_1(x_1)} + w_2(x_2)\frac{f(x_2)}{p_2(x_2)}$$

– where:

$$w_1(x) + w_2(x) = 1$$

Multiple Importance Sampling

Weighted combination of *M* strategies

$$\langle F^{\sum N_s} \rangle = \sum_{s=1}^{M} \frac{1}{N_s} \sum_{i=1}^{N_s} w_s(x_i) \frac{f(x_i)}{p_s(x_i)}$$

– where:

$$\sum_{s=1}^{M} w_s(x) = 1$$

How to choose the weights?

Multiple Importance Sampling

Balance heuristic (provably good):

$$w_s(x) = \frac{p_s(x)}{\sum_j p_j(x)}$$

Power heuristic (more aggressive, can be better):

$$w_s(x) = \frac{p_s(x)^\beta}{\sum_j p_j(x)^\beta}$$

Other heuristics exist

- e.g. cutoff heuristic, maximum heuristic, …

Multiple Importance Sampling

Multi-sample model

$$\langle F^{\sum N_s} \rangle = \sum_{s=1}^{M} \frac{1}{N_s} \sum_{i=1}^{N_s} w_s(x_i) \frac{f(x_i)}{p_s(x_i)}$$

What if we want to draw just ***one*** sample?

One-sample model:

$$\langle F^1 \rangle = w_s(x) \frac{f(x)}{q_s\, p_s(x)}$$

where q_s is the probability of using strategy s, and $\sum_{s=1}^{N} q_s = 1$

Interpreting the Balance Heuristic

Balance heuristic for the one-sample model:

$$w_s(x) = \frac{q_s\, p_s(x)}{\sum_j q_j\, p_j(x)}$$

Plugged into the one-sample model:

$$\langle F^1 \rangle = w_s(x) \frac{f(x)}{q_s\, p_s(x)} = \frac{q_s\, p_s(x)}{\sum_j q_j\, p_j(x)} \frac{f(x)}{q_s\, p_s(x)} = \frac{f(x)}{\sum_j q_j\, p_j(x)}$$

Balance heuristic samples from average PDF

Why Does it Work?

Using a single strategy:

$$\langle F^N \rangle = \frac{1}{N} \sum_{i=1}^{N} \frac{f(x_i)}{p(x_i)}$$

large value

small value

Combining multiple strategies using balance heuristic:

$$\langle F^N \rangle = \frac{1}{N} \sum_{i=1}^{N} \frac{f(x_i)}{\sum_j q_j p_j(x_i)}$$

large value

relatively large value

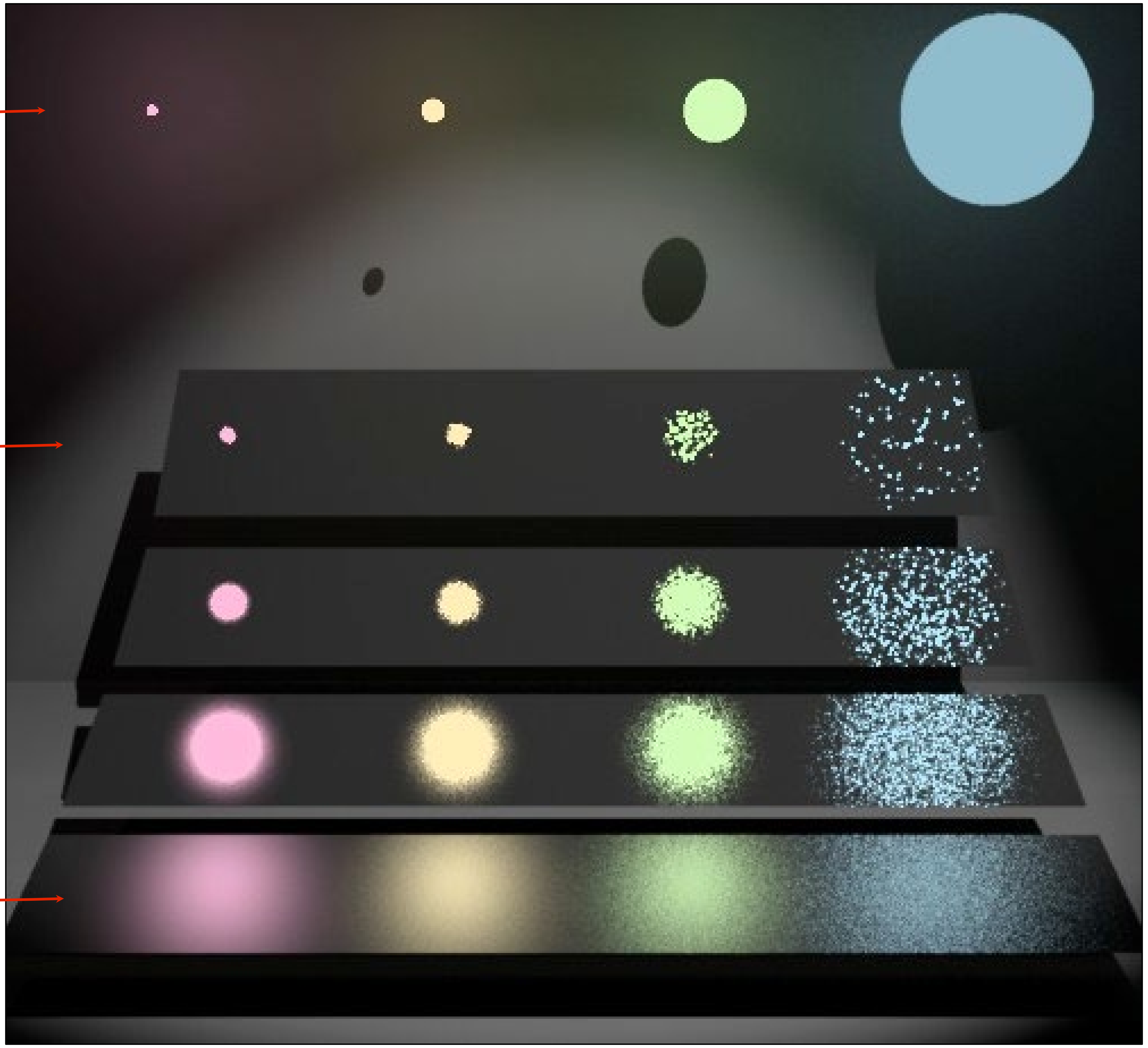
(as long as at least one PDF is large)

Sampling the Light

sphere lights

highly glossy surface

moderately glossy surface



Eric Veach and Leonidas J. Guibas 1995.

Sampling the BRDF

sphere lights

highly glossy surface

moderately glossy surface

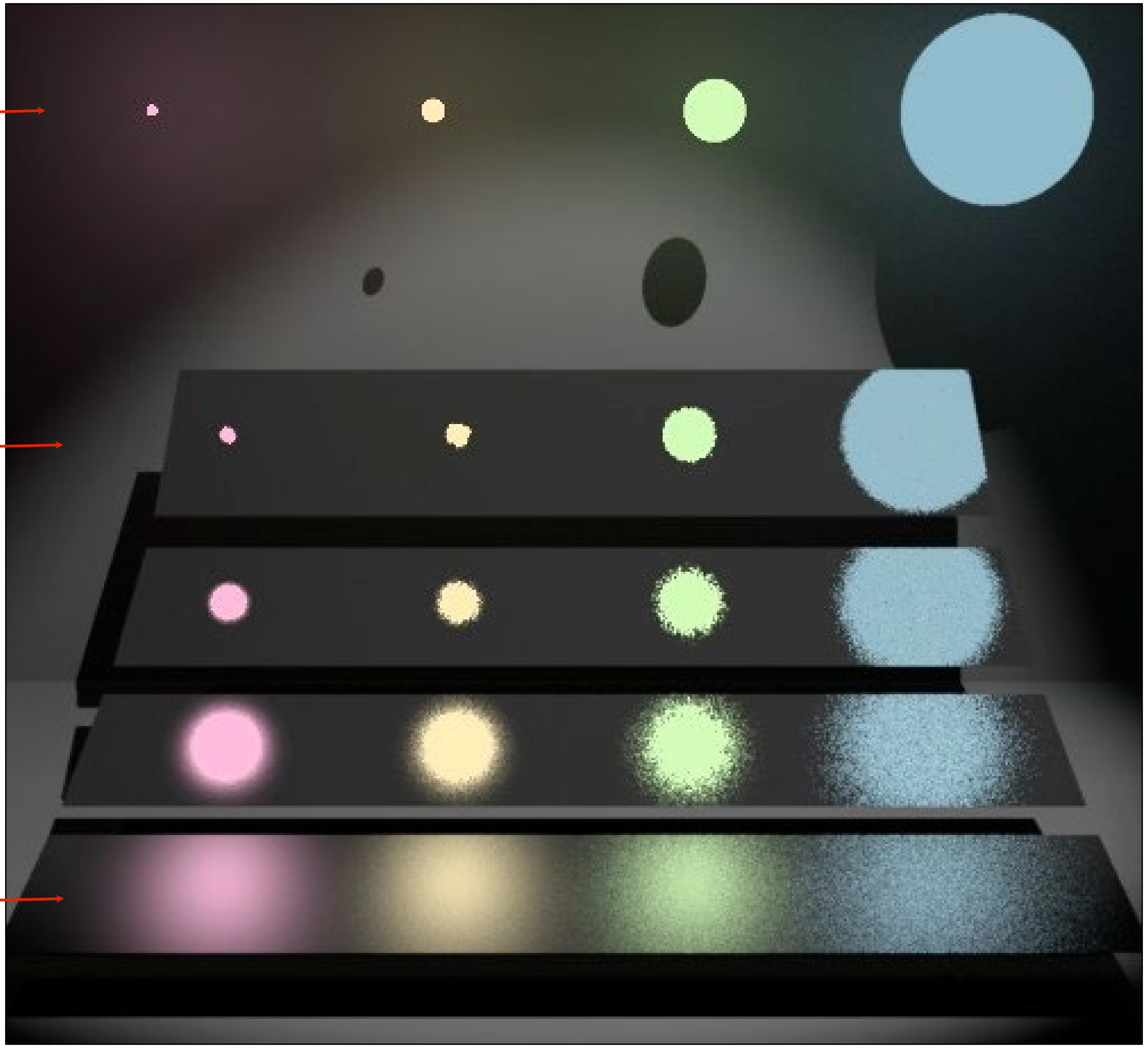
Eric Veach and Leonidas J. Guibas 1995.

Multiple Importance Sampling

sphere lights

highly glossy surface

moderately glossy surface



Eric Veach and Leonidas J. Guibas 1995.

Multiple Importance Sampling

See PBRe3 13.10.1 for more details