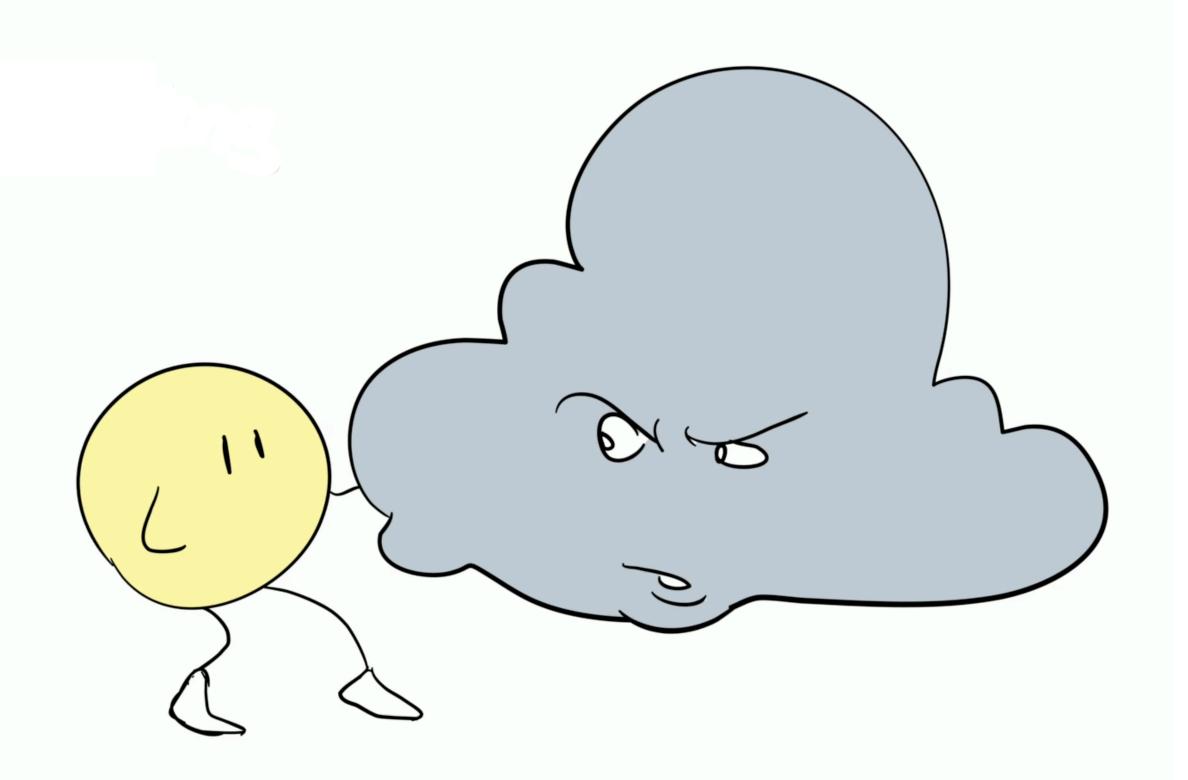
DISTANCE SAMPLING

How far will photon travel before interacting with the medium?

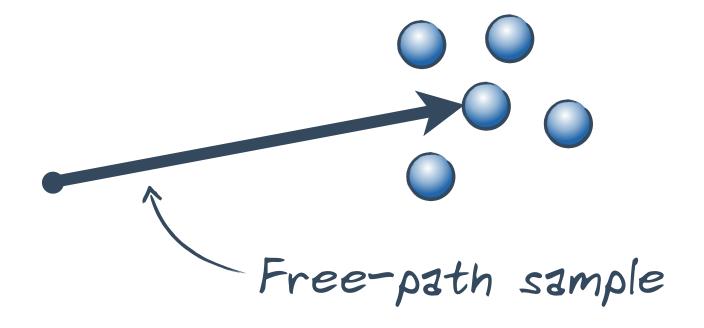


DISTANCE SAMPLING



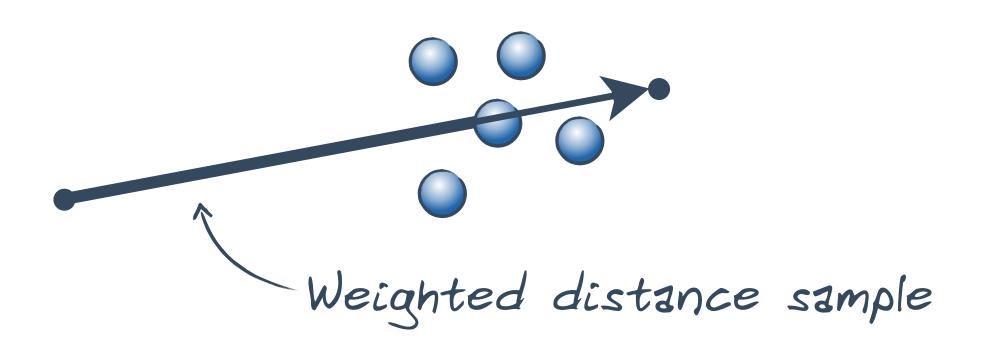
ANALOG methods

- Adhere to physical process
- Produce free-path samples
- Energy of particles unchanged



NON-ANALOG methods

- Deviate from physical process
- Produce arbitrary distance samples
- Particles (photons) are weighted



How to sample the flight distance to the next interaction?

$$T(t)=e^{-\int_0^t \mu_{
m t}(s){
m d}s}= P(X>t)$$
 CDF
$$P(X\leq t)=F(t)$$
 Partition of unity

$$F(t) = 1 - T(t)$$
 Recipe for generating samples

Losses expressed in differential form: $\frac{dL(\mathbf{x},\omega)}{dz} = -\mu_t(\mathbf{x})L(\mathbf{x},\omega)$

$$\frac{\mathrm{d}L(\mathbf{x},\omega)}{\mathrm{d}z} = -\mu_{\mathrm{t}}(\mathbf{x})L(\mathbf{x},\omega)$$

Radiance gathered along a ray:
$$L(\mathbf{x},\omega) = \int_0^z T(\mathbf{x},\mathbf{y}) L_o(\mathbf{y},\omega) \mathrm{d}y$$

Transmittance:
$$T(t) = e^{-\int_0^t \mu_t(s) \mathrm{d}s}$$

FREE-PATH SAMPLING

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Cumulative distribution function (CDF)

$$F(t) = 1 - T(t) = 1 - e^{-\tau(t)}$$

Probability density function (PDF)

$$p(t) = \frac{\mathrm{d}F(t)}{\mathrm{d}t} = \frac{\mathrm{d}}{\mathrm{d}t} \left(1 - e^{-\tau(t)} \right) = \mu_{\mathrm{t}}(t)e^{-\tau(t)}$$

Inverted cumulative distr. function (CDF-1)

$$\xi = 1 - e^{-\tau(t)} \quad \text{Solve for } t$$

$$\int_0^t \mu_{\rm t}(s) {\rm d}s = -\ln(1-\xi)$$

Approaches for finding ti

- 1) ANALYTIC (closed-form CDF-1)
- 2) SEMI-ANALYTIC (regular tracking)
- 3) APPROXIMATE (ray marching)

ANALYTIC APPROACH



Inverted cumulative distr. function (CDF-1)

$$\int_0^t \mu_{\mathbf{t}}(s) \mathrm{d}s = -\ln(1-\xi)$$

Some simple volumes permit closed-form solutions

Example: homogeneous medium ($\mu_t(\mathbf{x}) = \mu_t$)

Opt. thickness Inverted CDF
$$\int_0^t \mu_{\rm t}(s){\rm d}s = t\mu_{\rm t} \qquad \Longrightarrow \qquad F^{-1}(\xi) = -\frac{\ln(1-\xi)}{\mu_{\rm t}}$$

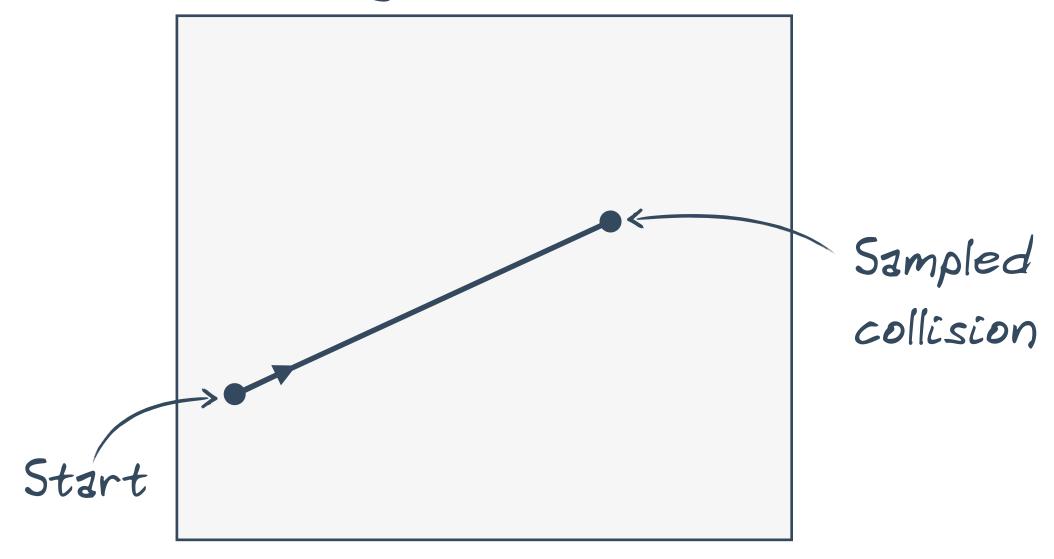
ANALYTIC APPROACH

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Inverted cumulative distr. function (CDF-1)

$$\int_0^t \mu_t(s) ds = -\ln(1-\xi)$$

Homogeneous volume



Sampling in homogeneous vol:

1) Draw a random number
$$\xi$$
2) Set $t=-\frac{\ln(1-\xi)}{\mu_{\rm t}}$
3) Set $p(t)=\mu_{\rm t}e^{-t\mu_{\rm t}}$

2) Set
$$t = -\frac{\ln(1-\zeta)}{11+\zeta}$$

3) Set
$$p(t) = \mu_t e^{-t\mu_t}$$

REGULAR TRACKING (SEMI-ANALYTIC)

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For piecewise-simple (e.g. piecewise-constant), summation replaces integration

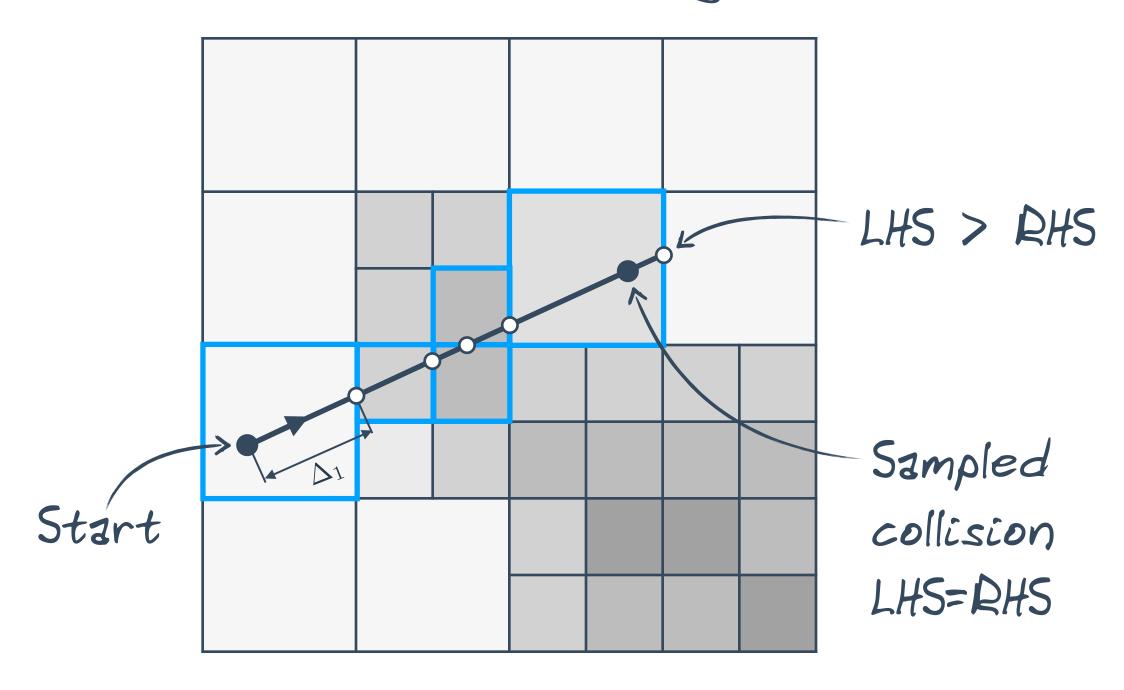
$$\int_0^t \mu_t(s) ds = -\ln(1-\xi)$$

$$\sum_{i=1}^{k} \mu_{t,i} \Delta_i = -\ln(1-\xi)$$

Regular tracking:

- 1) Draw a random number &
- 2) While LHS < RHS
 move to the next intersection
- 3) Find the exact location in the last segment analytically

(Hierarchical) voxel grid



REGULAR TRACKING (SEMI-ANALYTIC)

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For piecewise-simple (e.g. piecewise-constant), summation replaces integration

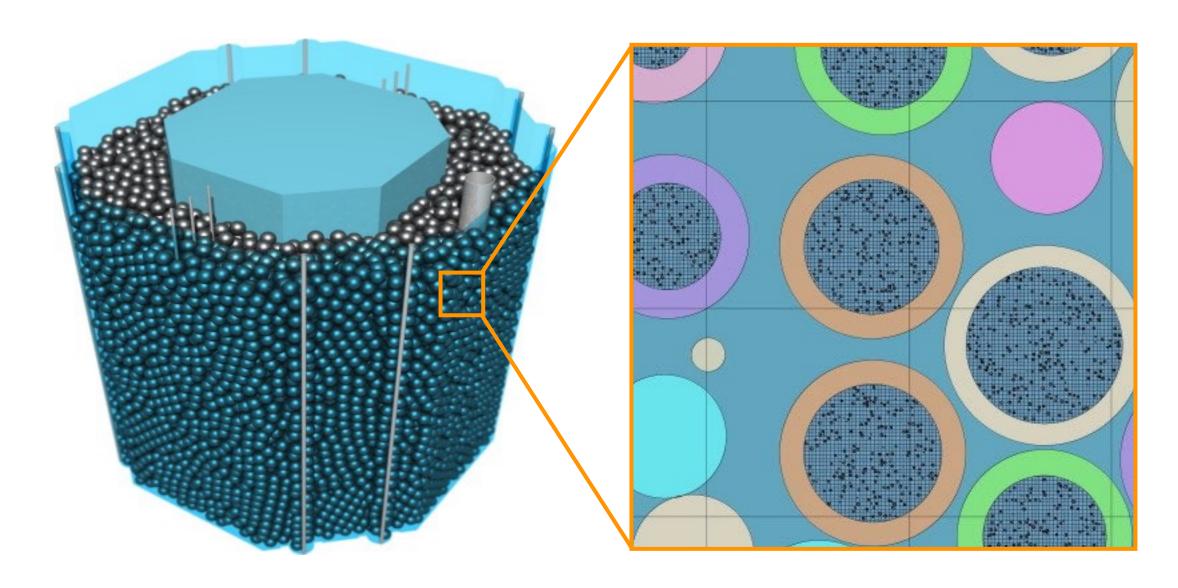
$$\int_0^t \mu_t(s) ds = -\ln(1-\xi)$$

$$\sum_{i=1}^{k} \mu_{t,i} \Delta_i = -\ln(1-\xi)$$

Regular tracking:

- 1) Draw a random number &
- 2) While LHS < RHS move to the next intersection
- 3) Find the exact location in the last segment analytically

Pebble-bed reactor



Images courtesy of Rintala et al. [2015]

Finding the intersections can be expensive...

Find the collision distance approximately

$$\int_0^t \mu_{\mathbf{t}}(s) \mathrm{d}s = -\ln(1-\xi)$$

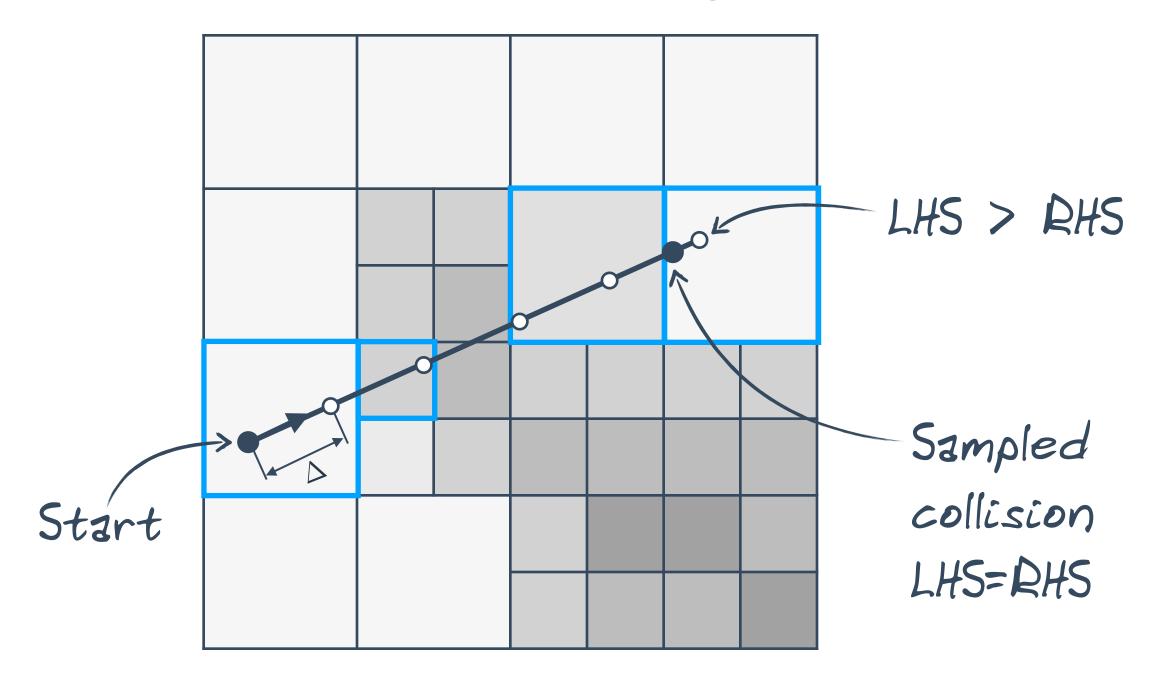
$$\sum_{k} \mu_{\mathbf{t},i} \Delta = -\ln(1-\xi)$$

$$\sum_{i=1}^k \mu_{\mathbf{t},i} \Delta = -\ln(1-\xi)$$
Constant step

Ray marching:

- 1) Draw a random number ξ
- 2) While LHS < RHS
 make a (fixed-size) step
- 3) Find the exact location in the last segment analytically

(Hierarchical) voxel grid



Find the collision distance approximately

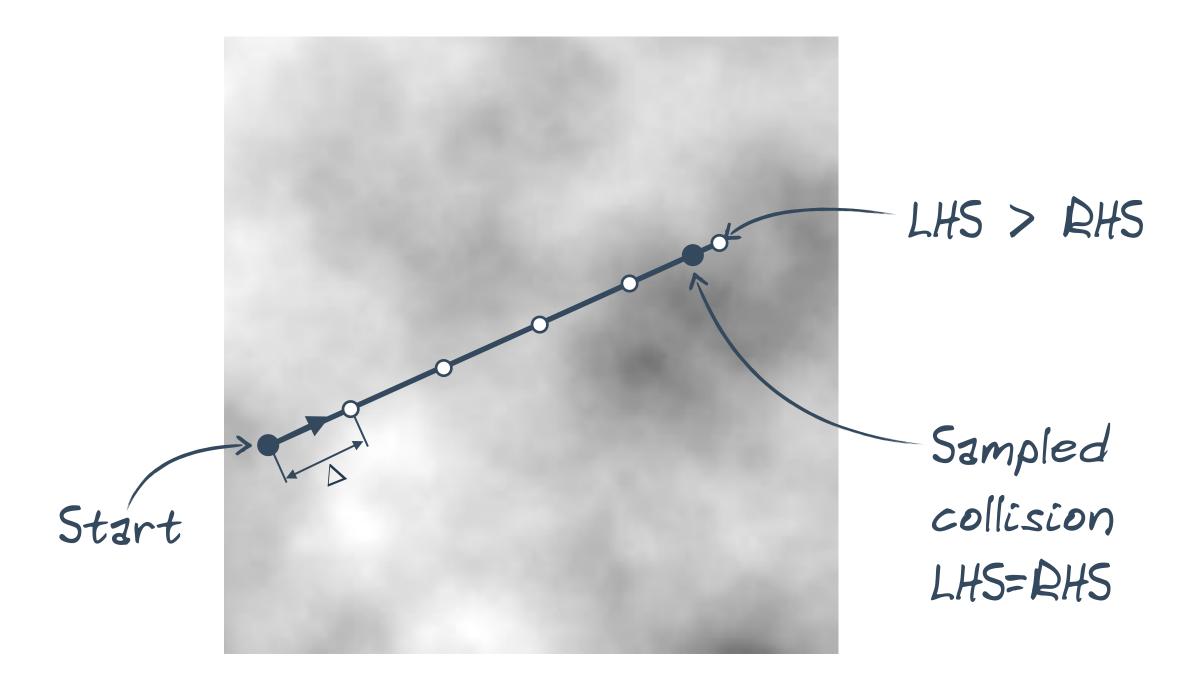
$$\int_0^t \mu_{\mathbf{t}}(s) \mathrm{d}s = -\ln(1-\xi)$$

$$\sum_{k=1}^t \mu_{\mathbf{t},i} \Delta = -\ln(1-\xi)$$
Constant step

Ray marching:

- 1) Draw a random number ξ
- 2) While LHS < RHS
 make a (fixed-size) step
- 3) Find the exact location in the last segment analytically

General volume



Find the collision distance approximately

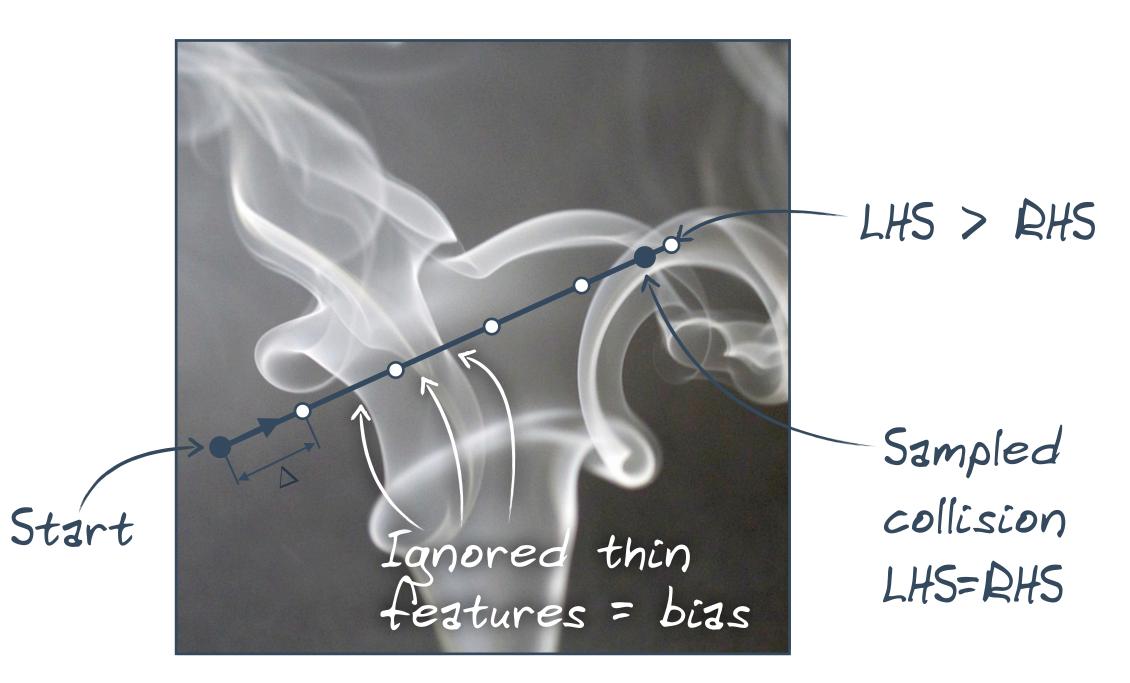
$$\int_0^t \mu_{\mathbf{t}}(s) \mathrm{d}s = -\ln(1-\xi)$$

$$\sum_{k=1}^k \mu_{\mathbf{t},i} \Delta = -\ln(1-\xi)$$
Constant step

Ray marching:

- 1) Draw a random number ξ
- 2) While LHS < RHS
 make a (fixed-size) step
- 3) Find the exact location in the last segment analytically

General volume

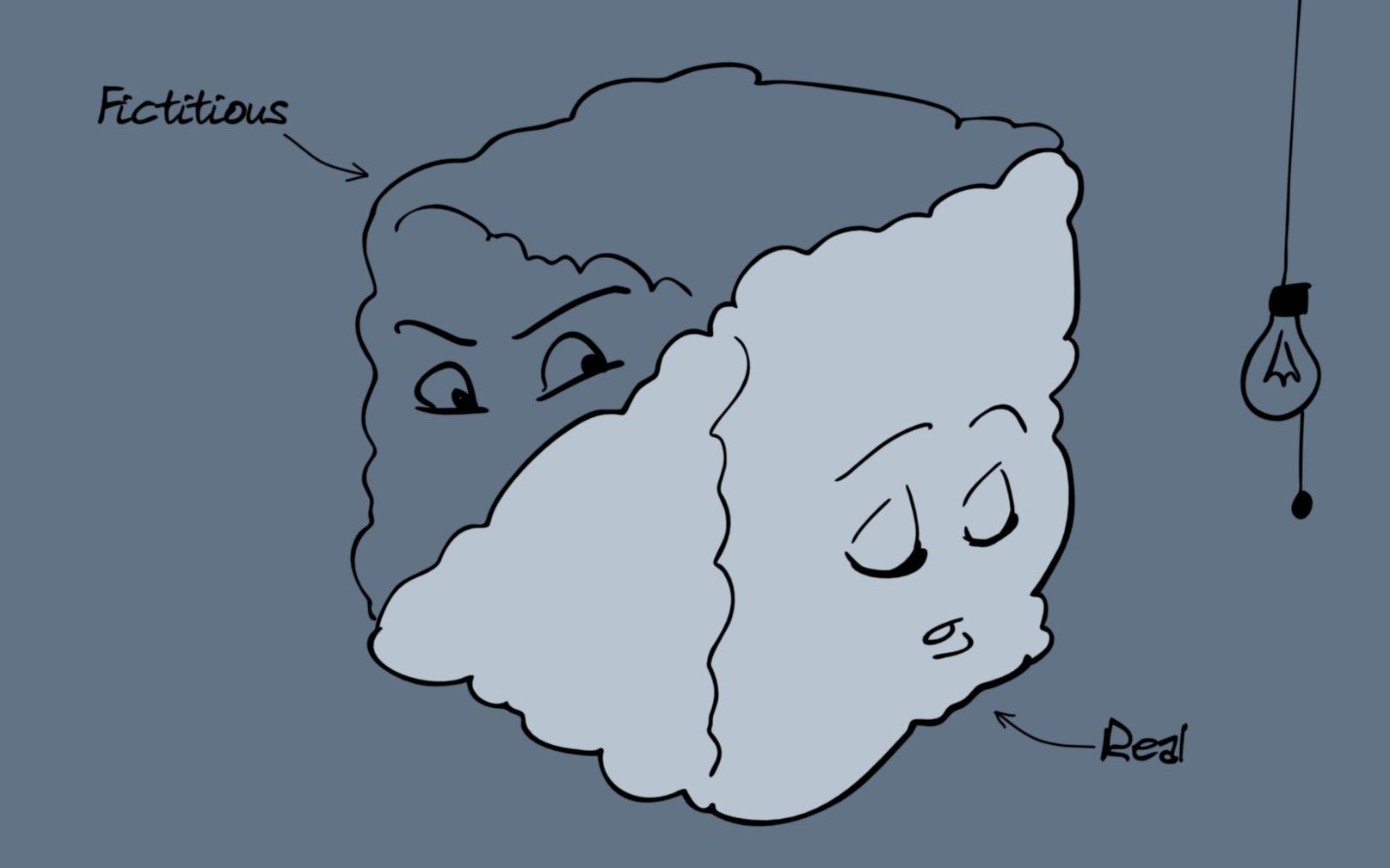


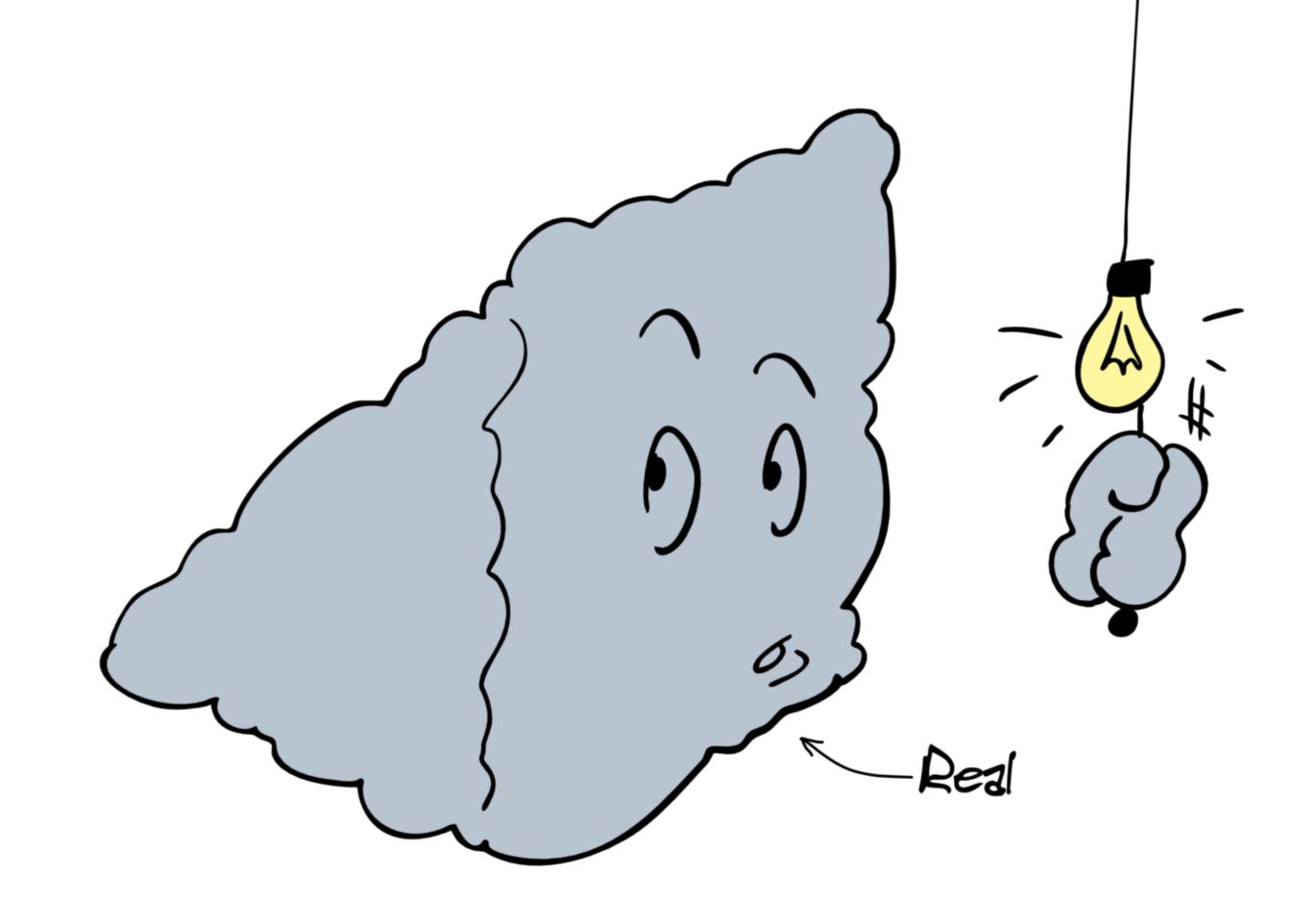
FREE-PATH SAMPLING

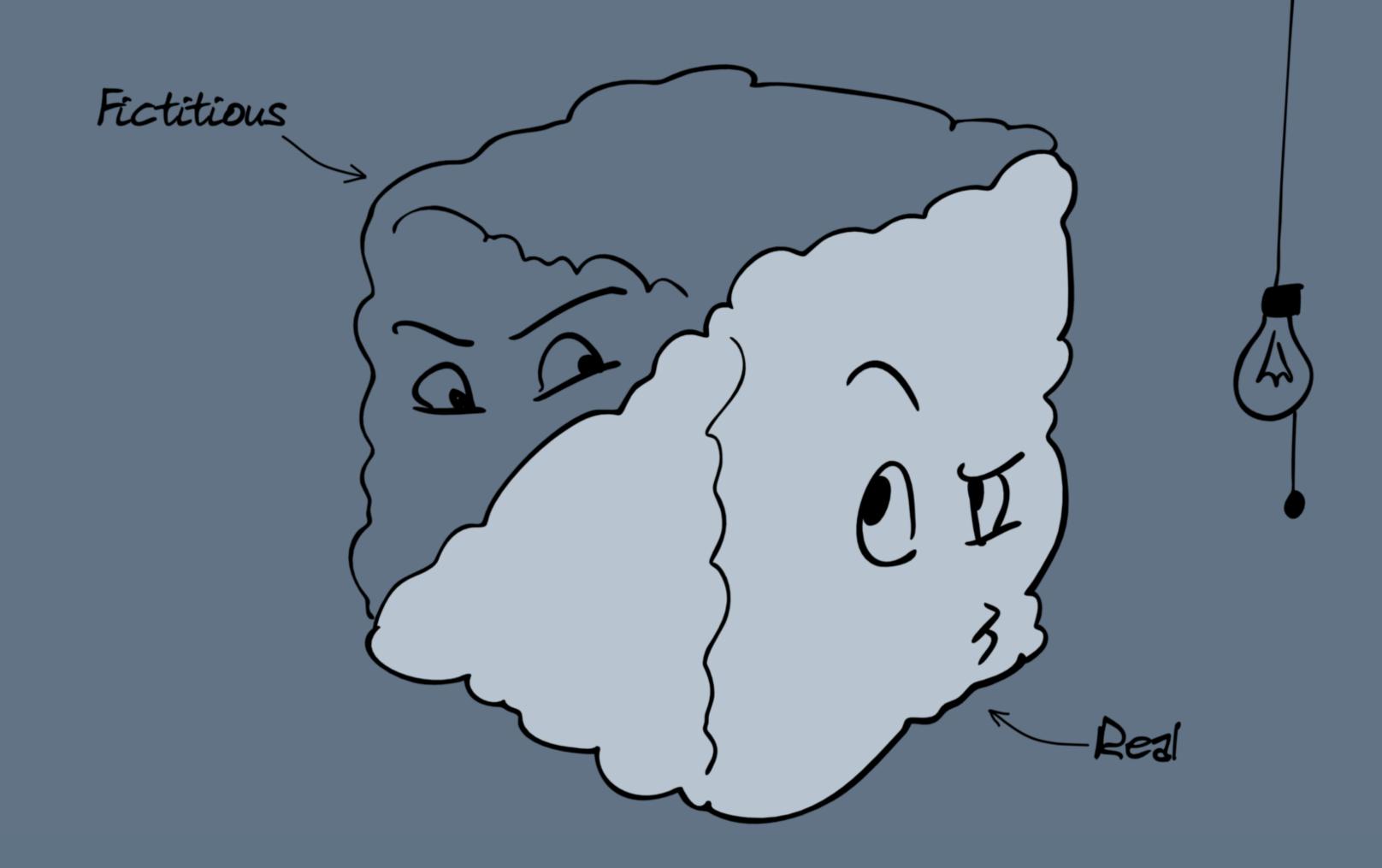


ANALYTIC CDF-1 REGULAR TRACKING RAY MARCHING Efficient & simple, Iterative, inefficient if Iterative, inaccurate (or limited to few volumes free paths cross many inefficient) for media with high frequencies boundaries Simple volumes Piecewise-simple Any volume (e.g. homogeneous) volumes Unbiased Unbiased Biased

Common approach: sample optical thickness, find corresponding distance









Origins in neutron transport and plasma physics, unbiased sampling

Applied in rendering since 2008 [Raab et al. 2008]

FREE-PATH sampling:

- Delta tracking (a.k.a Woodcock tracking)
- Weighted delta tracking
- Decomposition tracking
- Spectral tracking

Discussed by Jo later

TRANSMITTANCE estimation:

- Delta tracking
- (Residual) ratio tracking
- Next-flight delta/ratio tracking

Discussed together w/ other transmittance estimators

DELTA TRACKING WEIGHTED (DELTA) TRACKING DECOMPOSITION TRACKING

DELTA TRACKING

. . .



a.k.a. Woodcock tracking, pseudo scattering, hole tracking, null-collision method,...

PHYSICALLY-BASED interpretation

Correctness motivated by intuitive physical arguments:
 Butcher and Messel [1958, 1960],
 Zerby et al. [1961], Bertini [1963],
 Woodcock et al. [1965], Skullerud [1968],

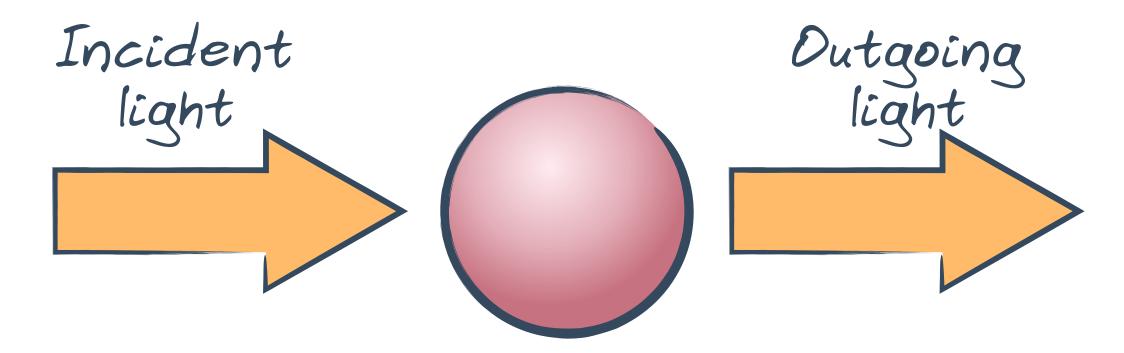
MATHEMATICAL formalisms

- Proofs: Miller [1967], Coleman [1968]
- Integral formulation: Galtier et al. [2013]



Add FICTITIOUS MATTER to homogenize heterogeneous extinction

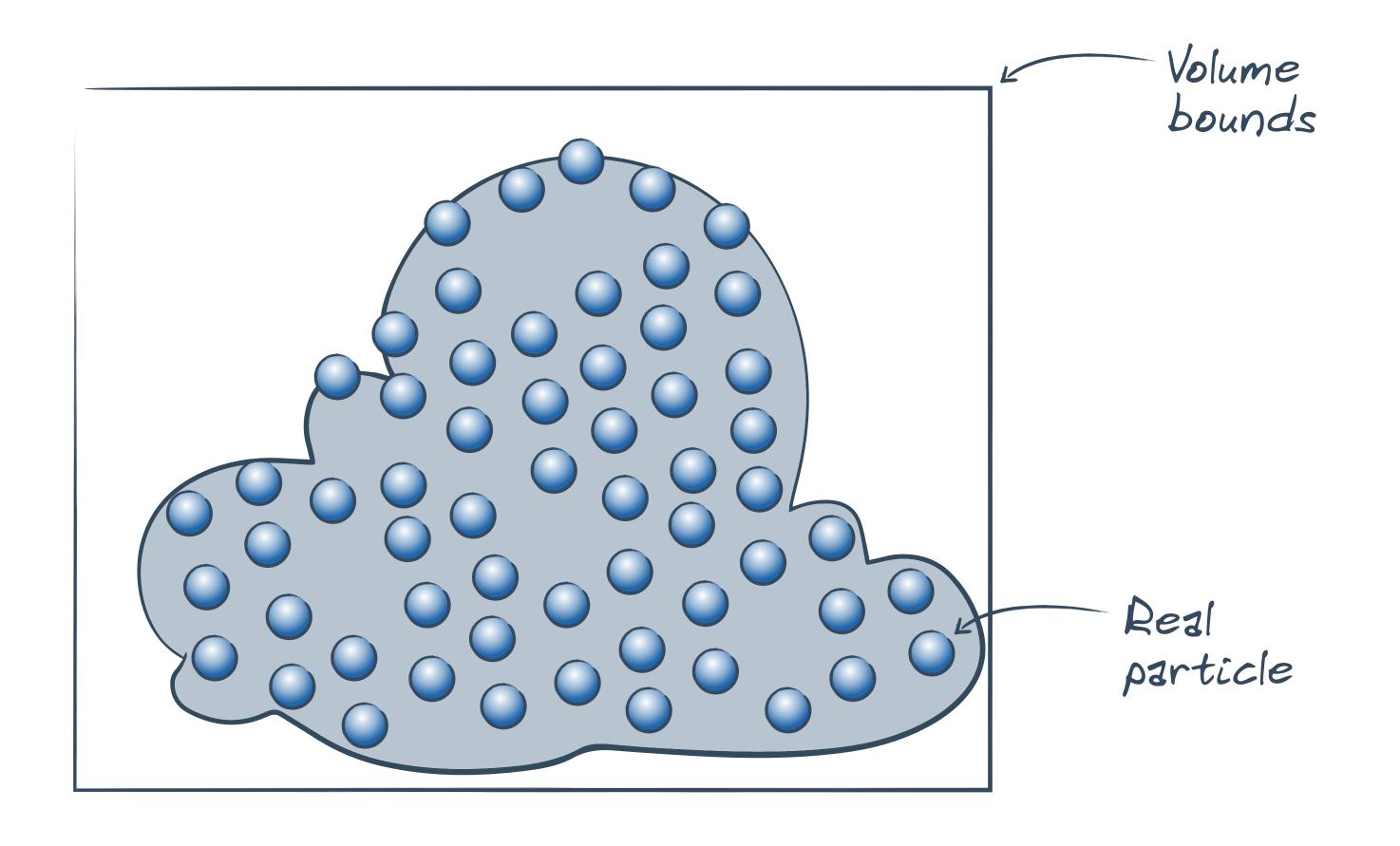
- albedo $\alpha(\mathbf{x}) = 1$
- phase function $f_{\rm p}(\omega,\bar{\omega})=\delta(\omega-\bar{\omega})$



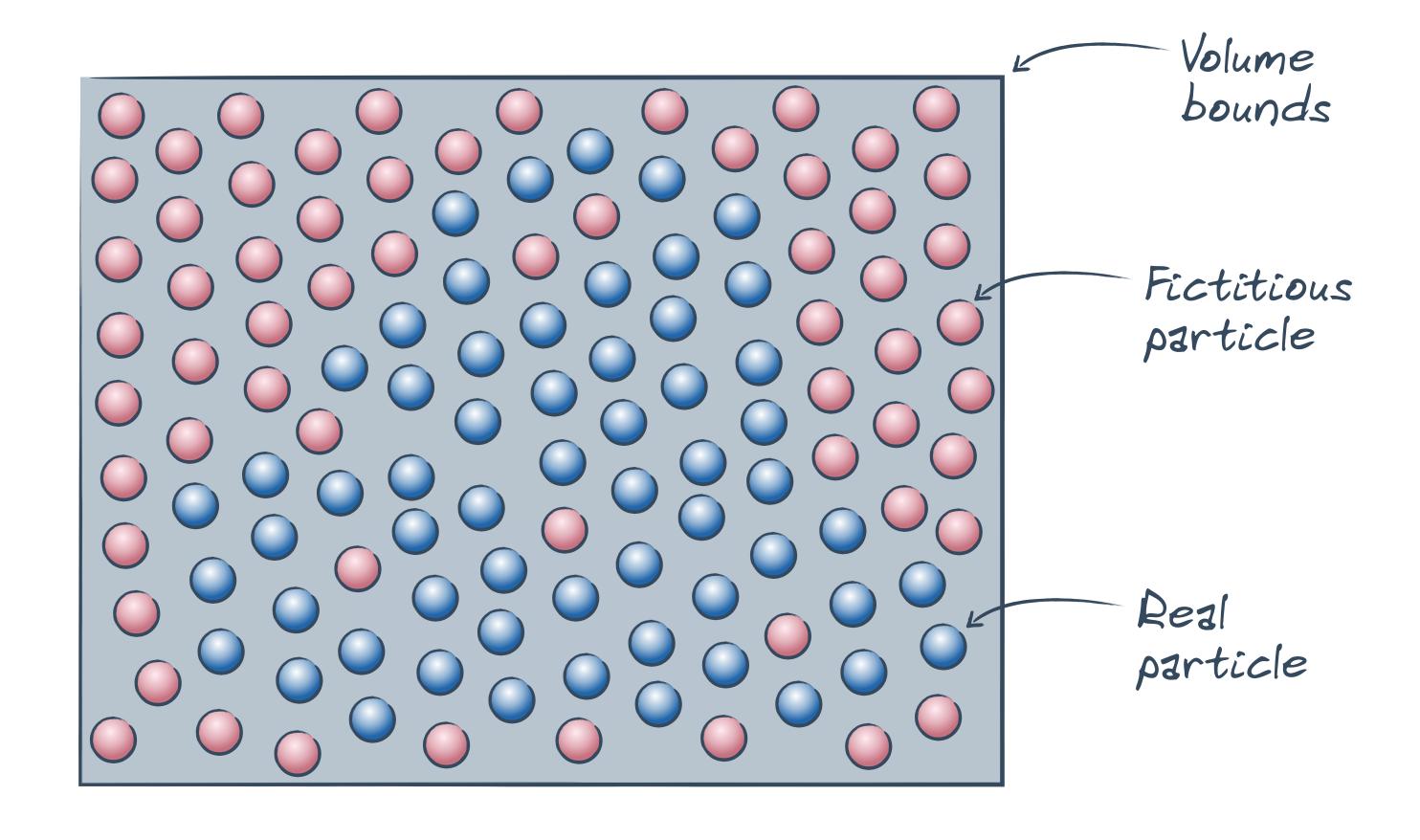
Fictitious particle

Presence of fictitious matter does not impact light transport

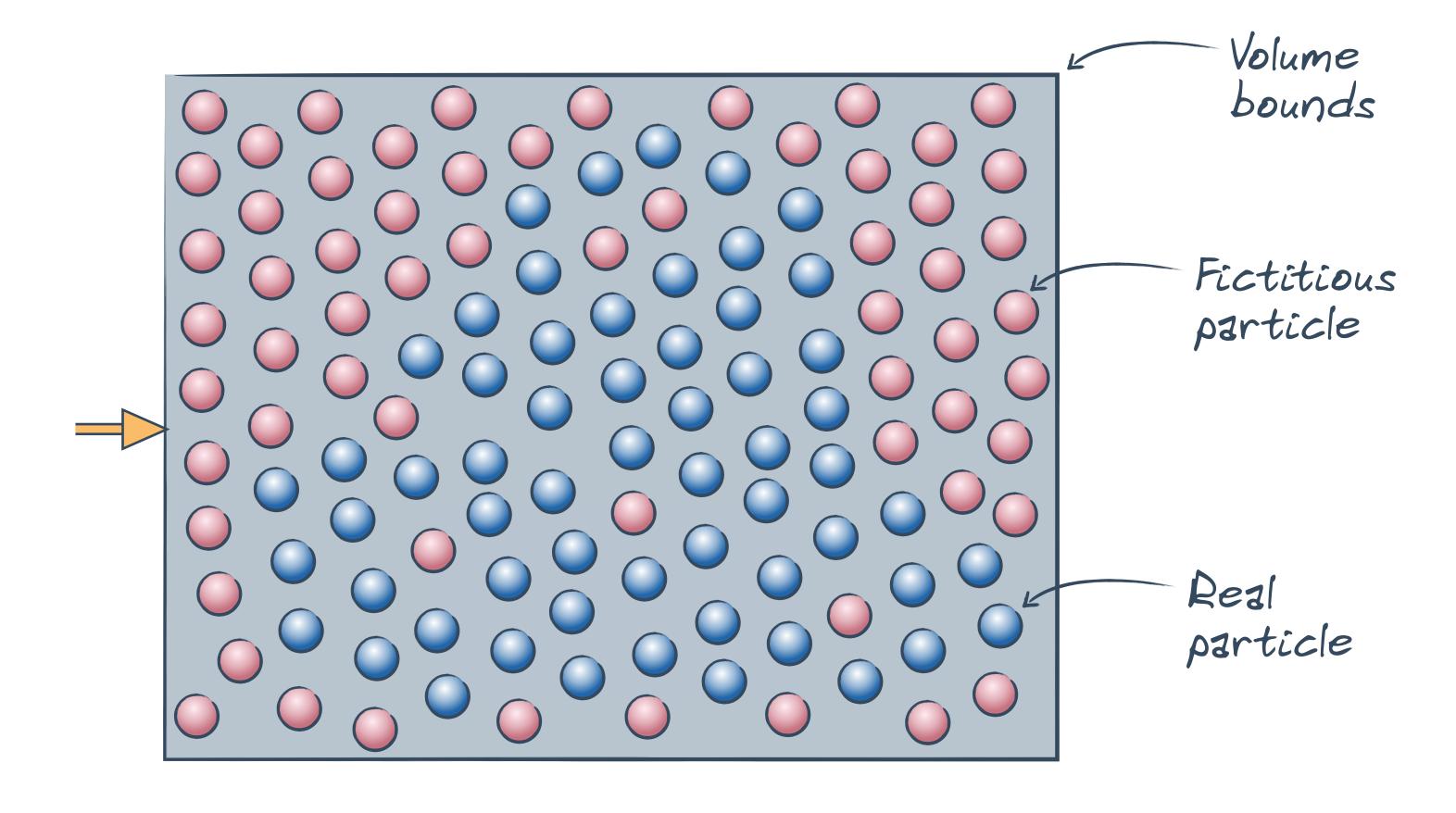
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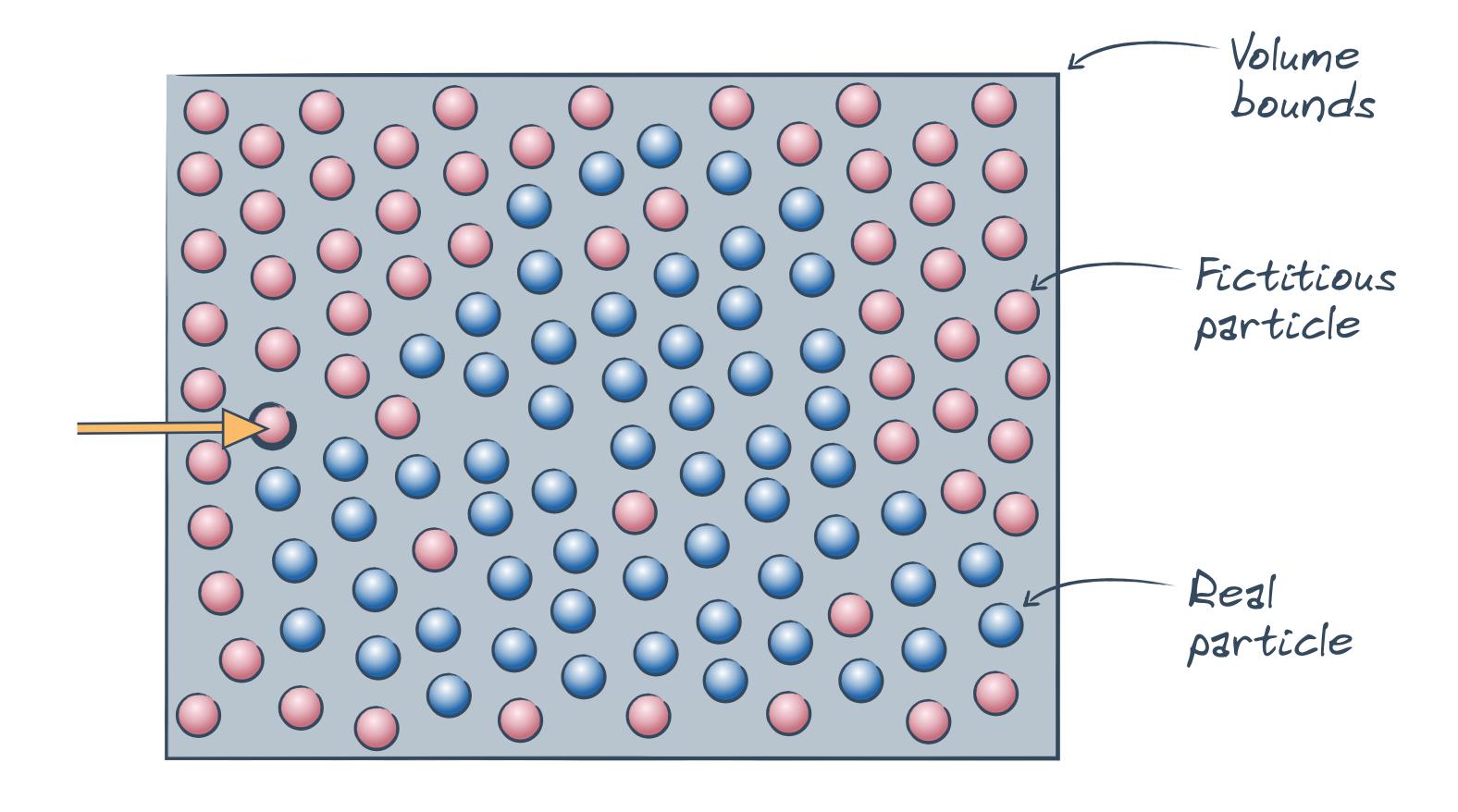
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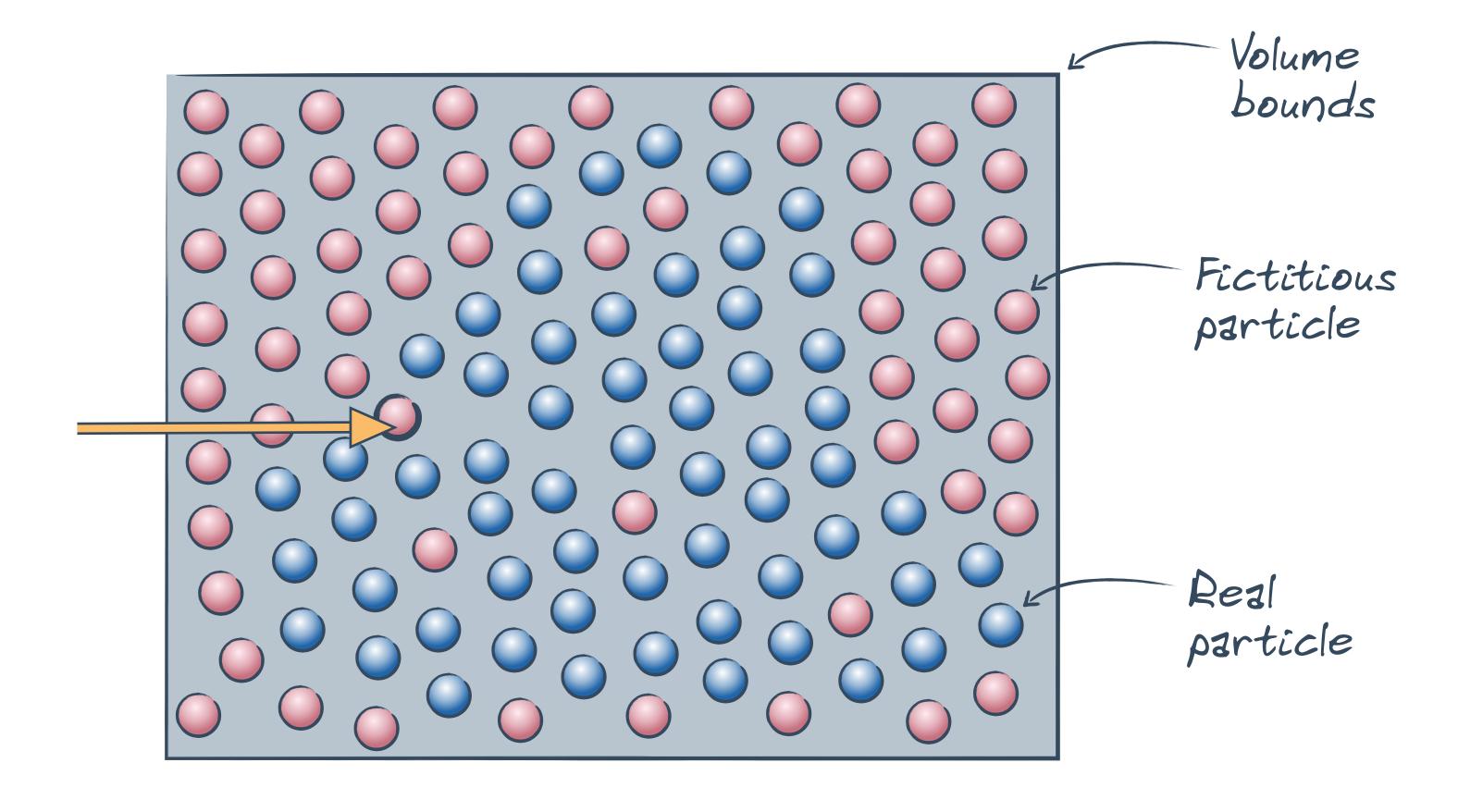
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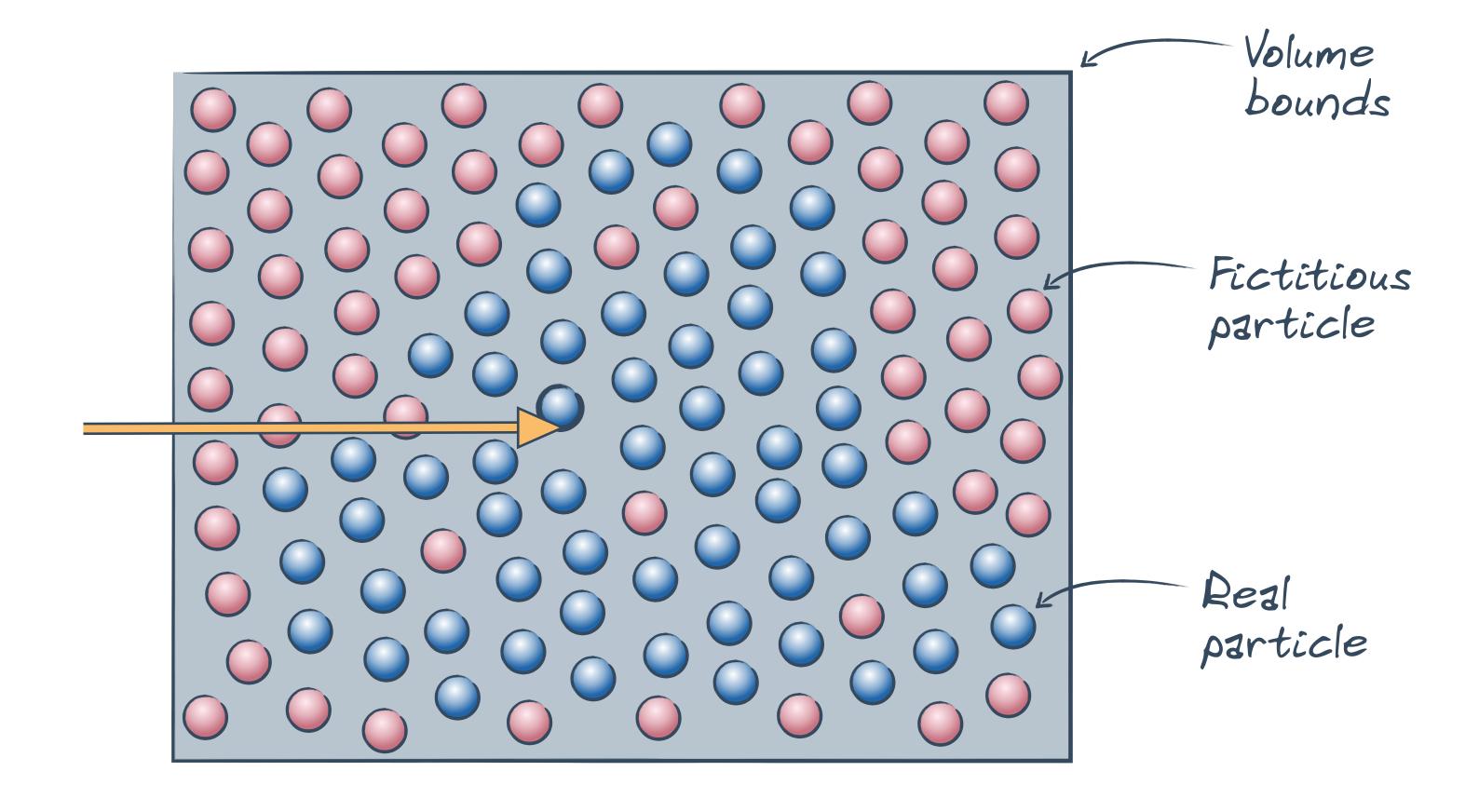
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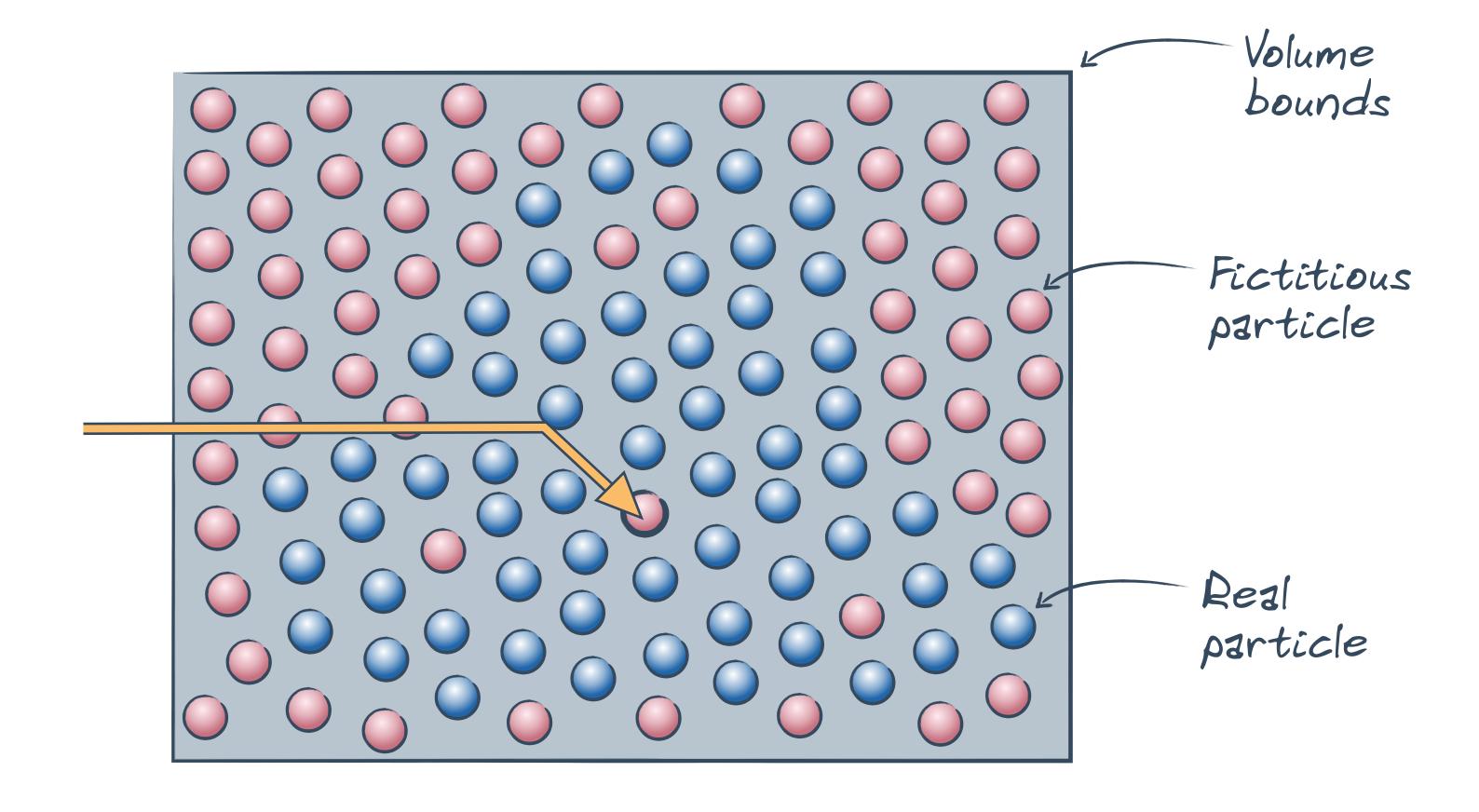
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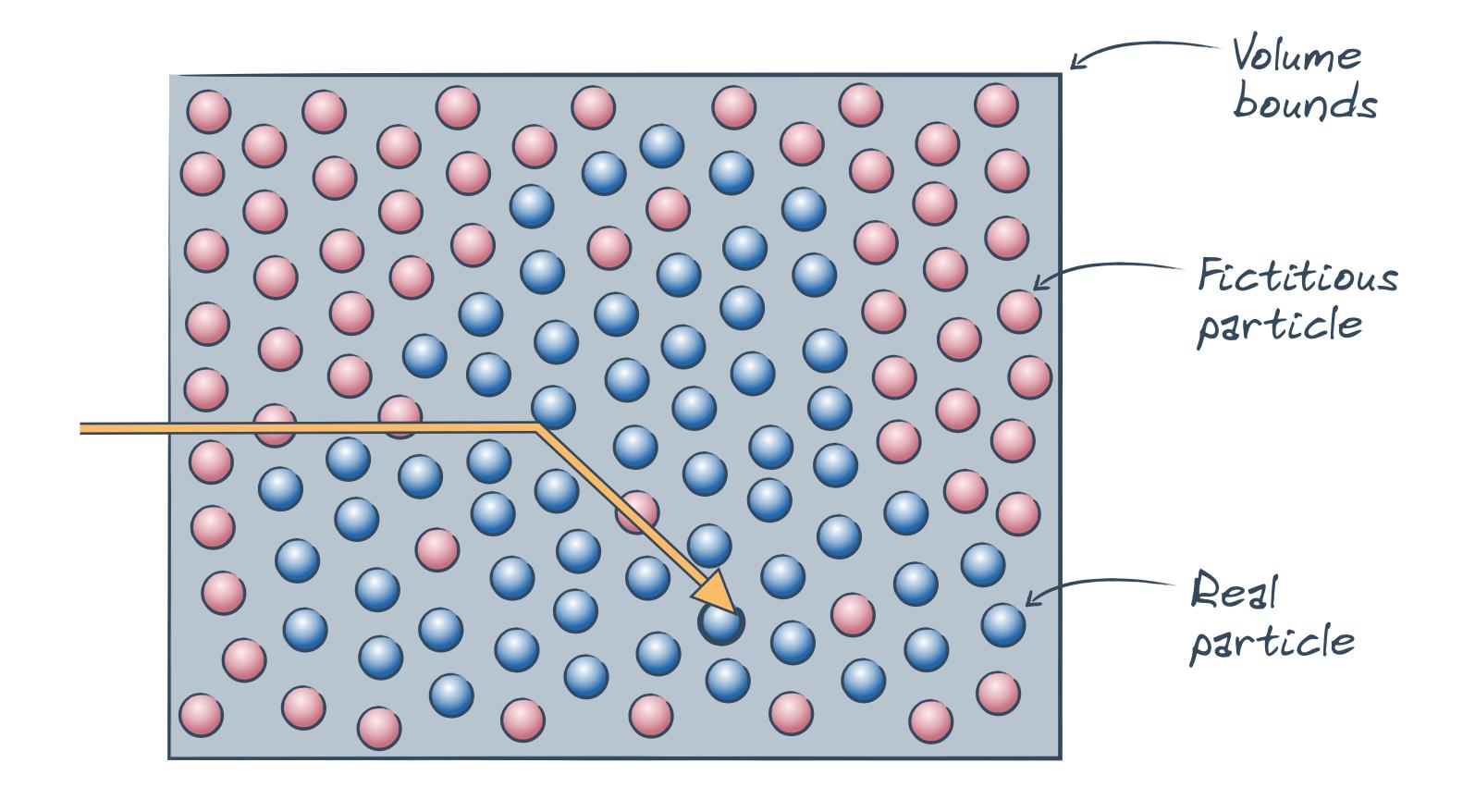
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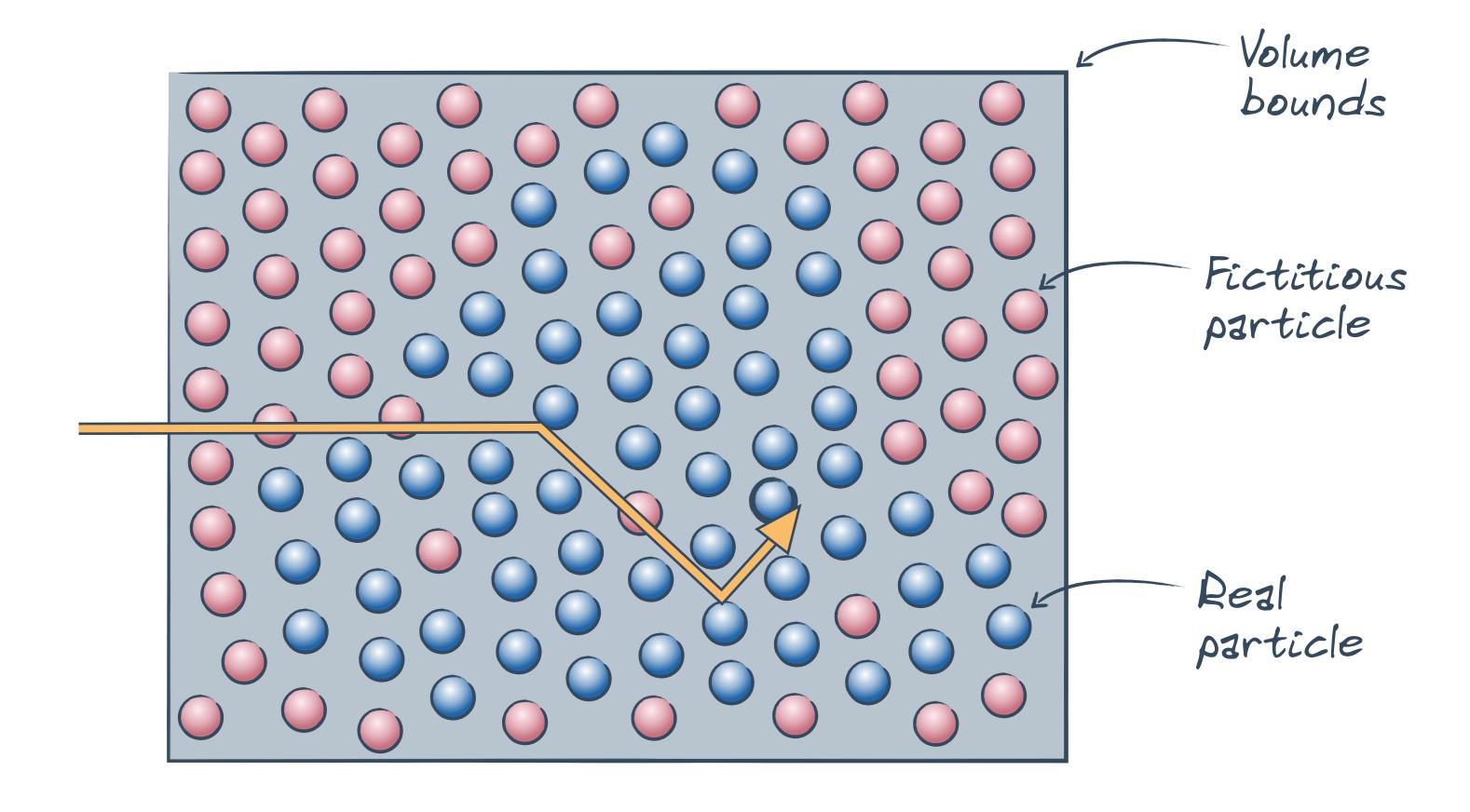
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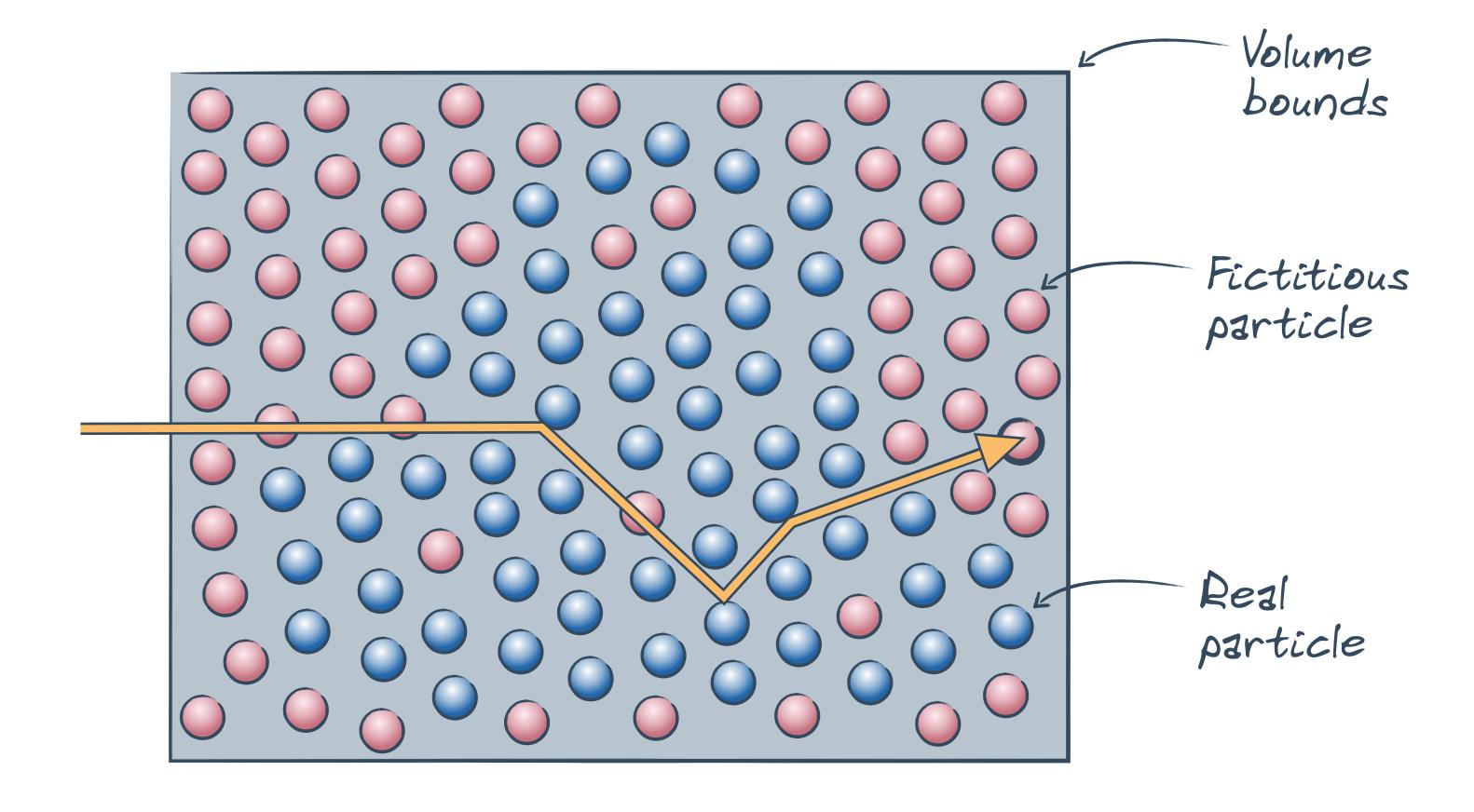
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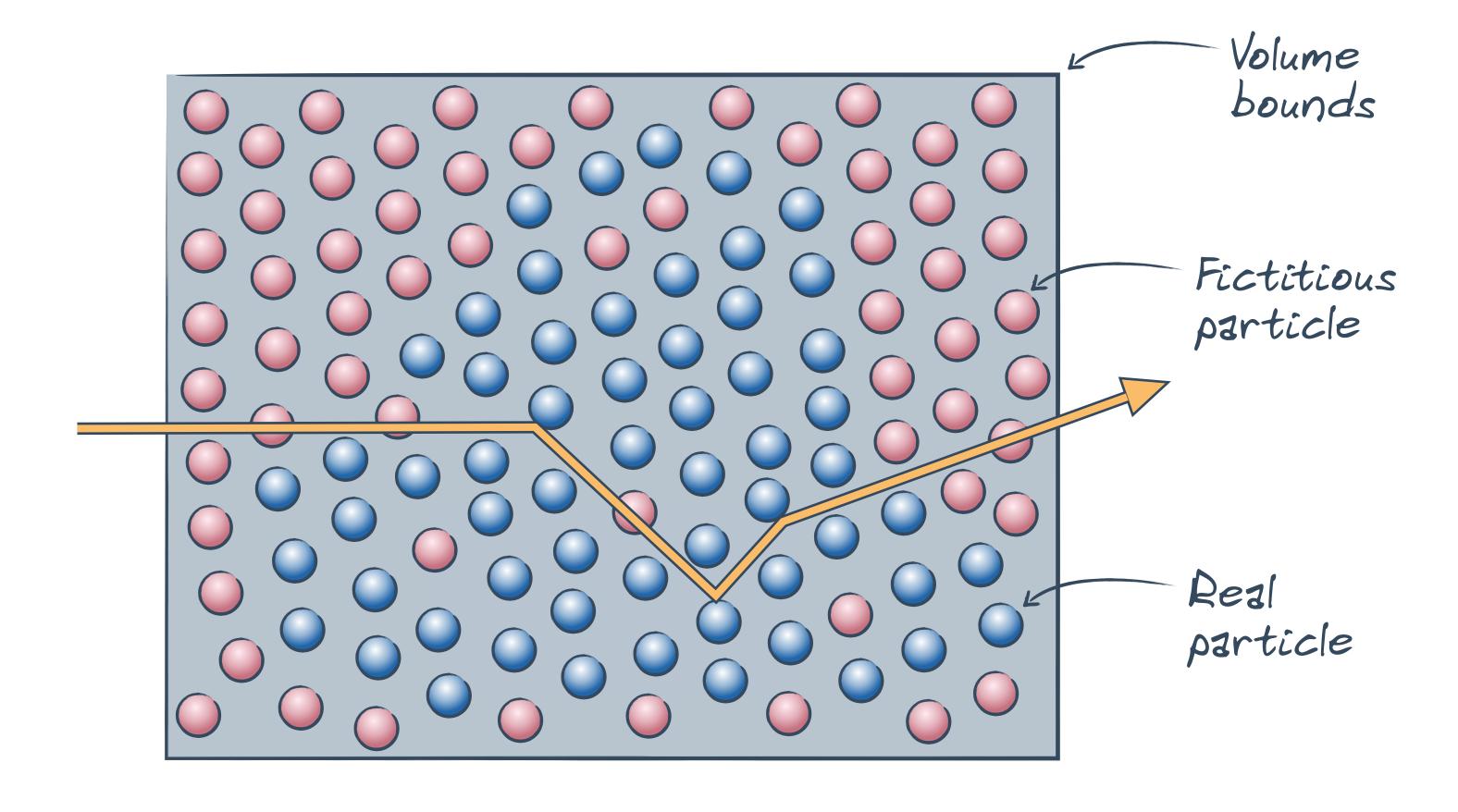
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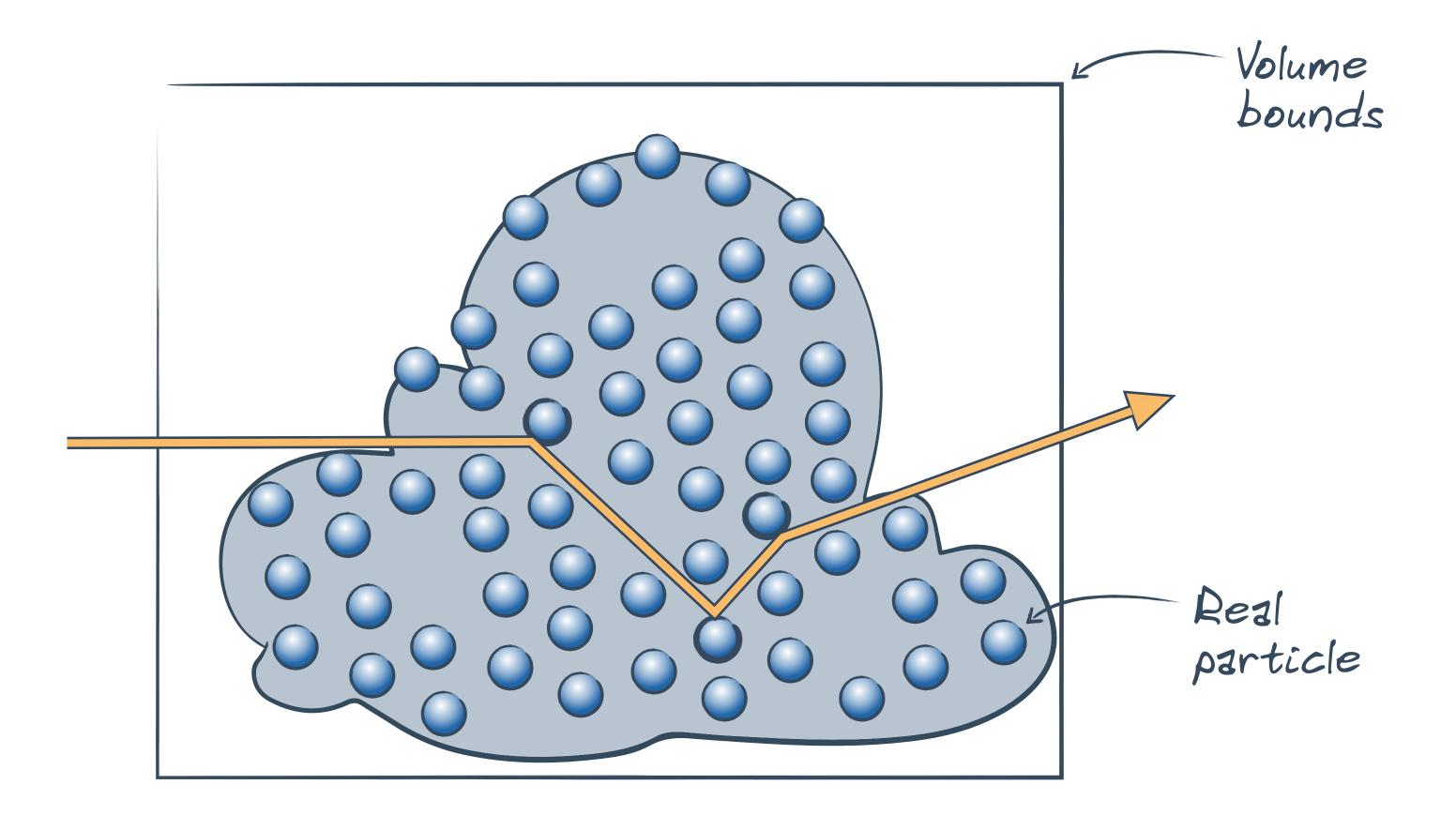
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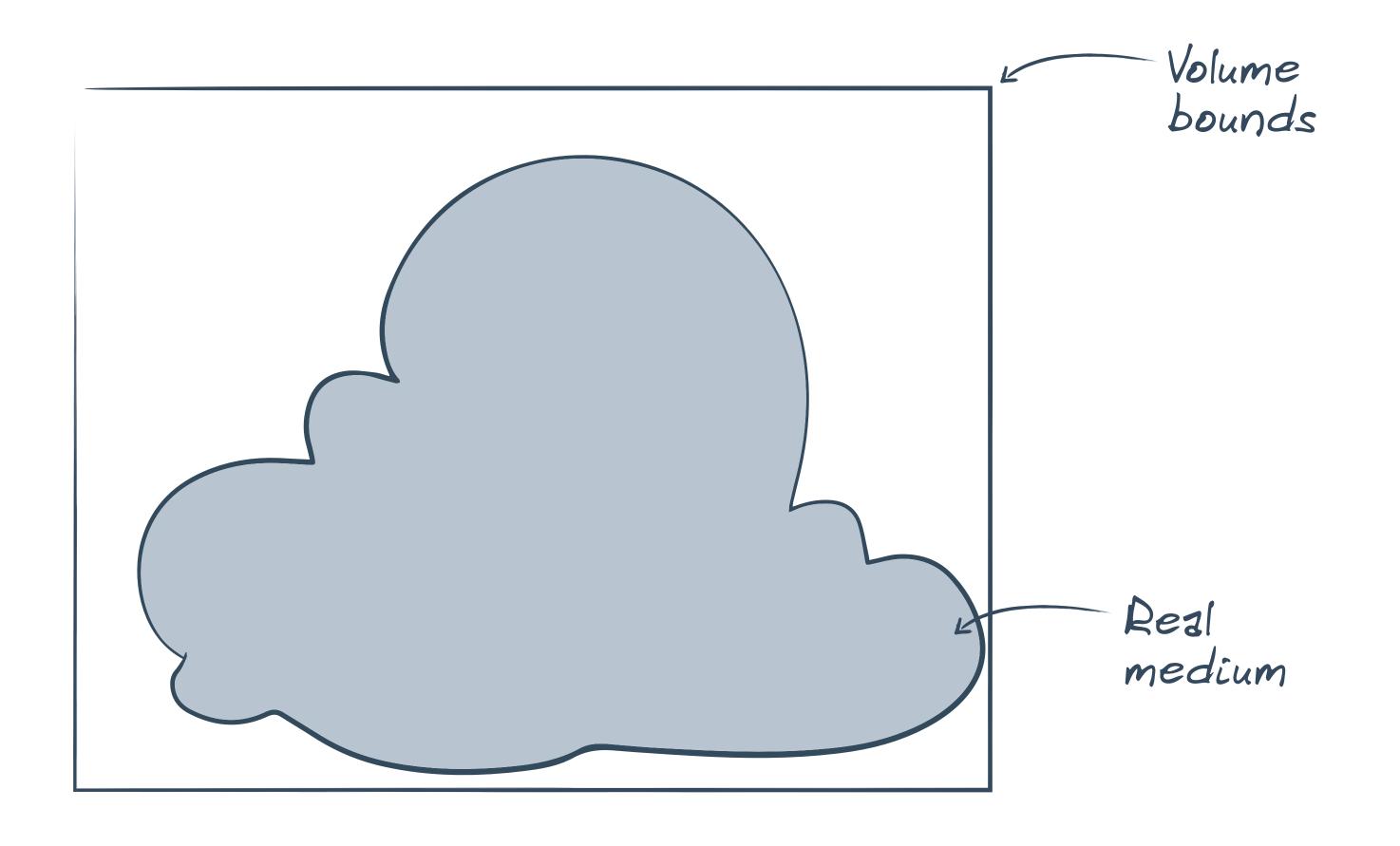
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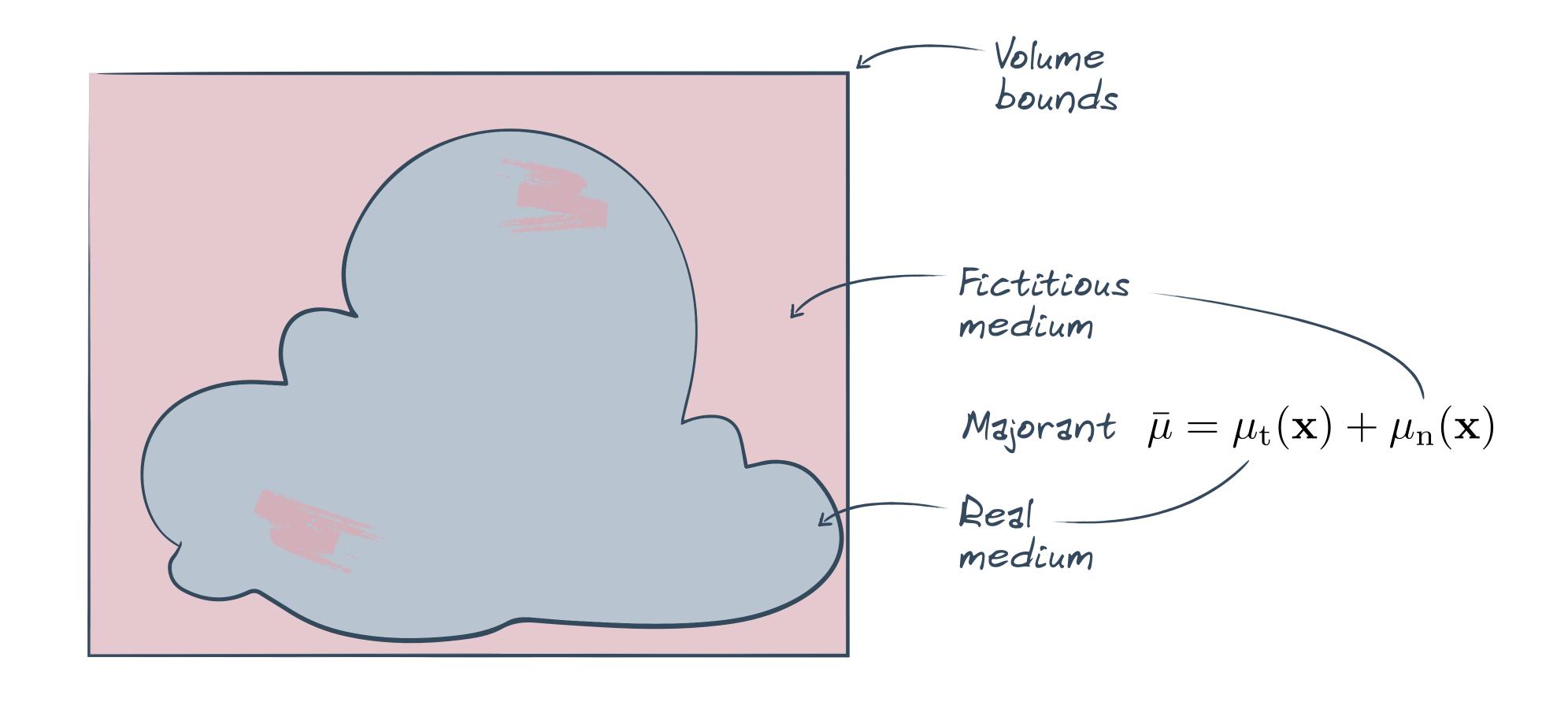
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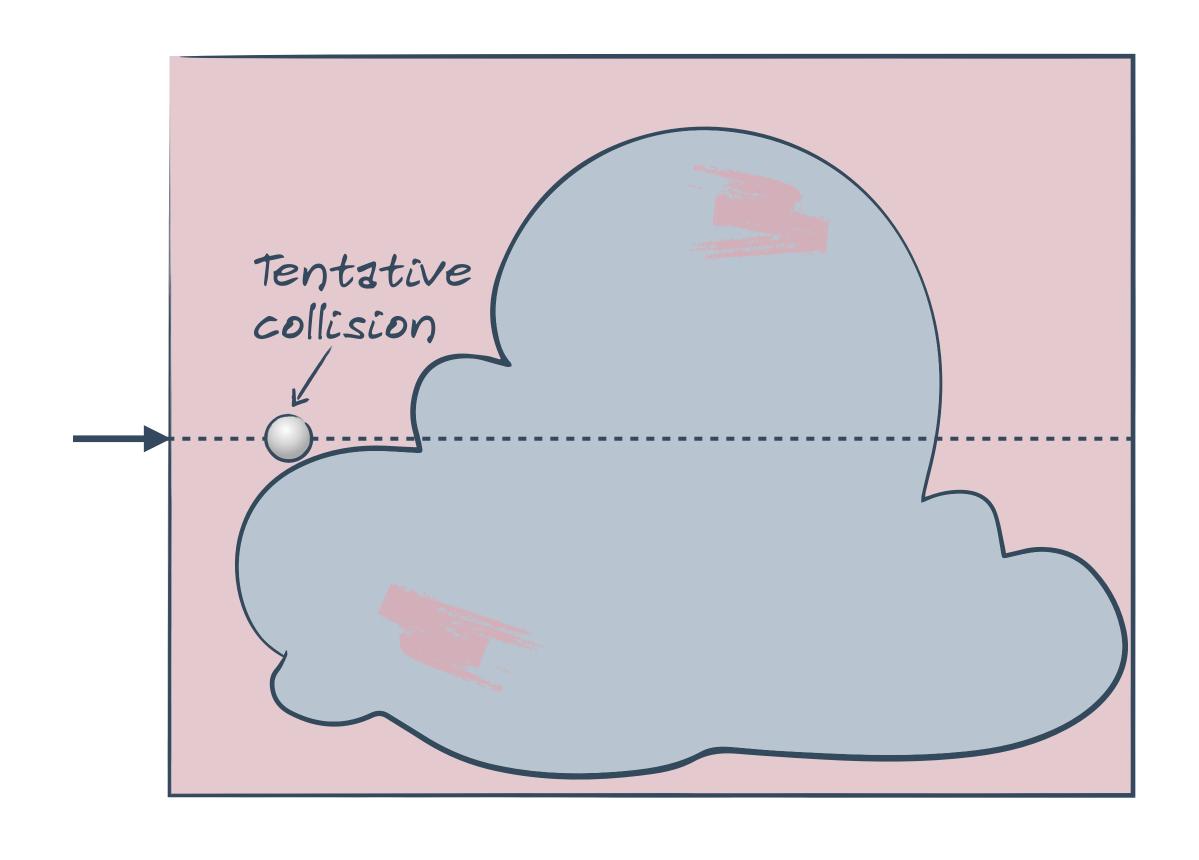


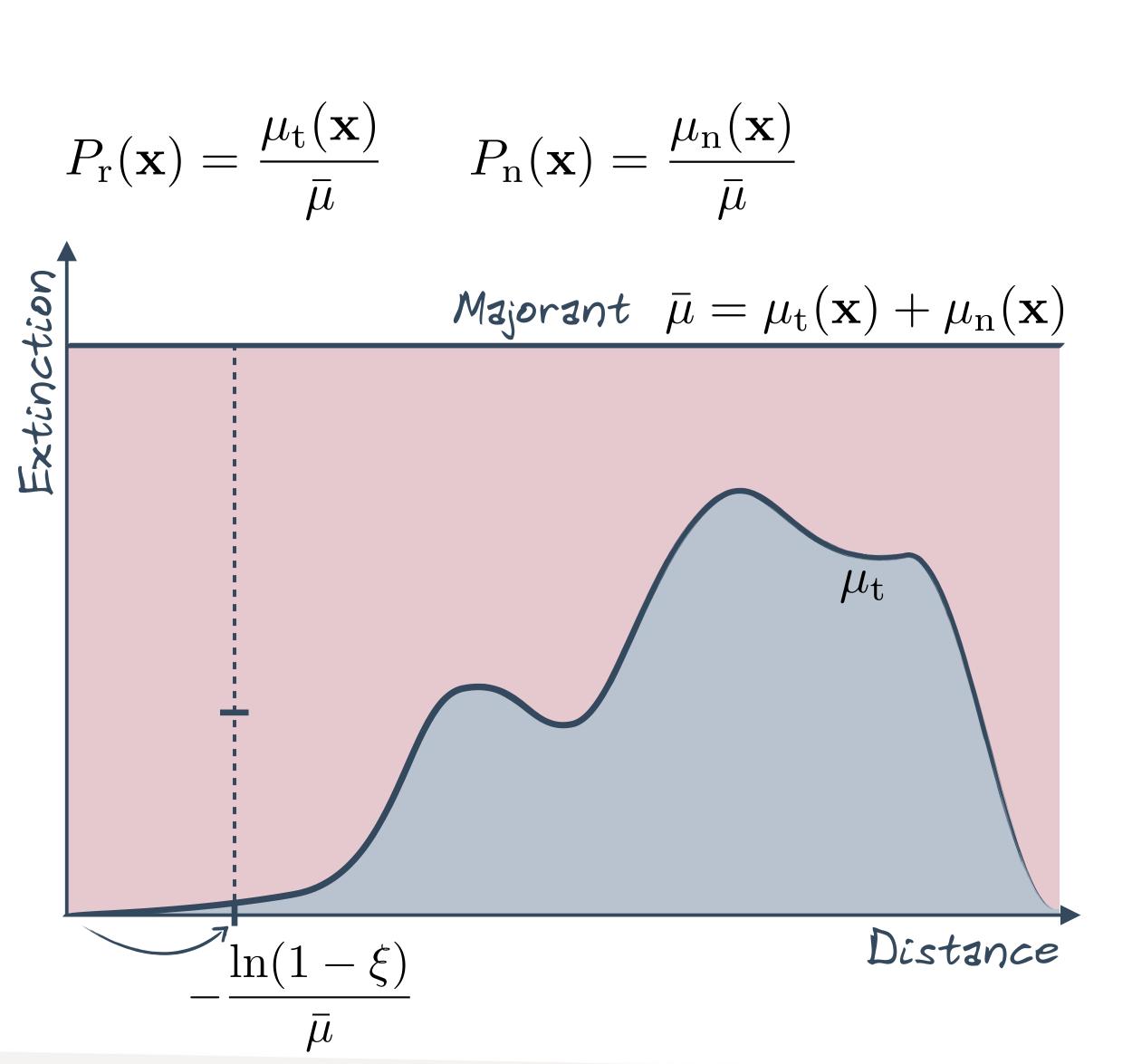


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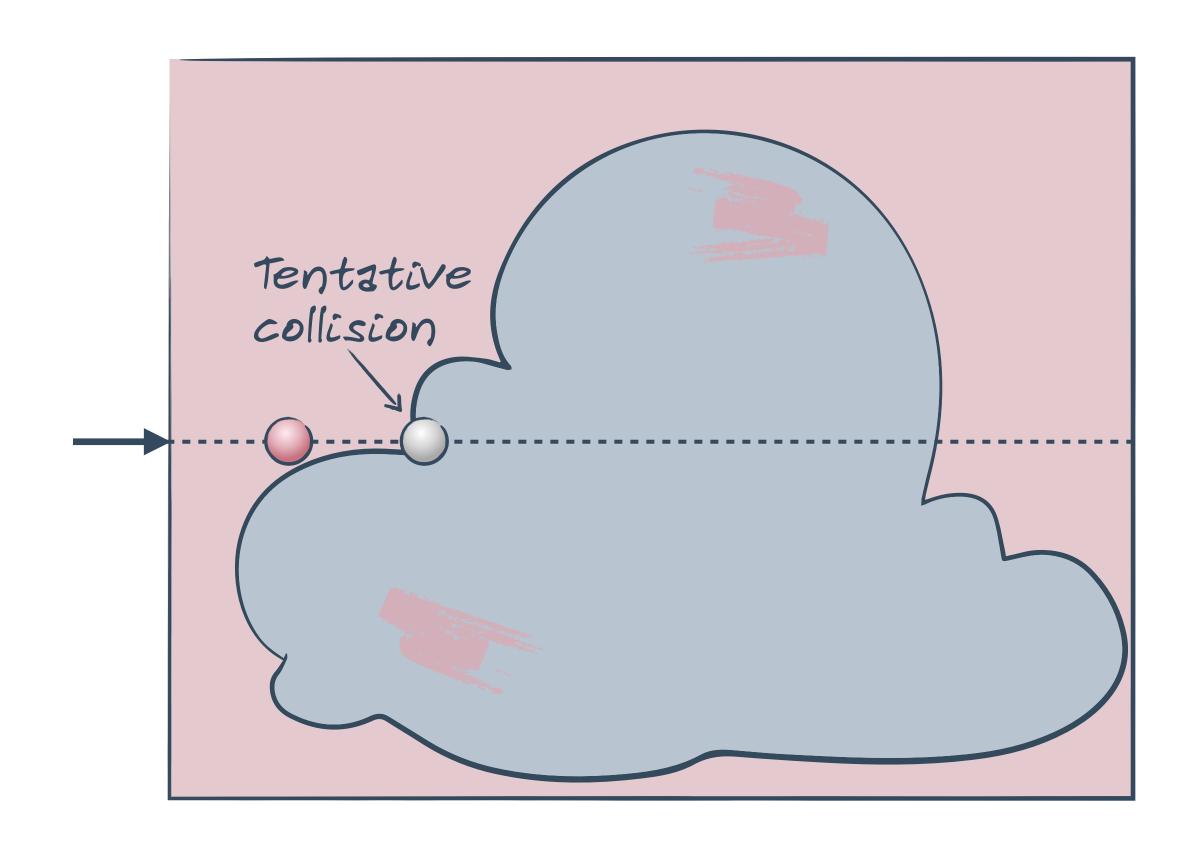


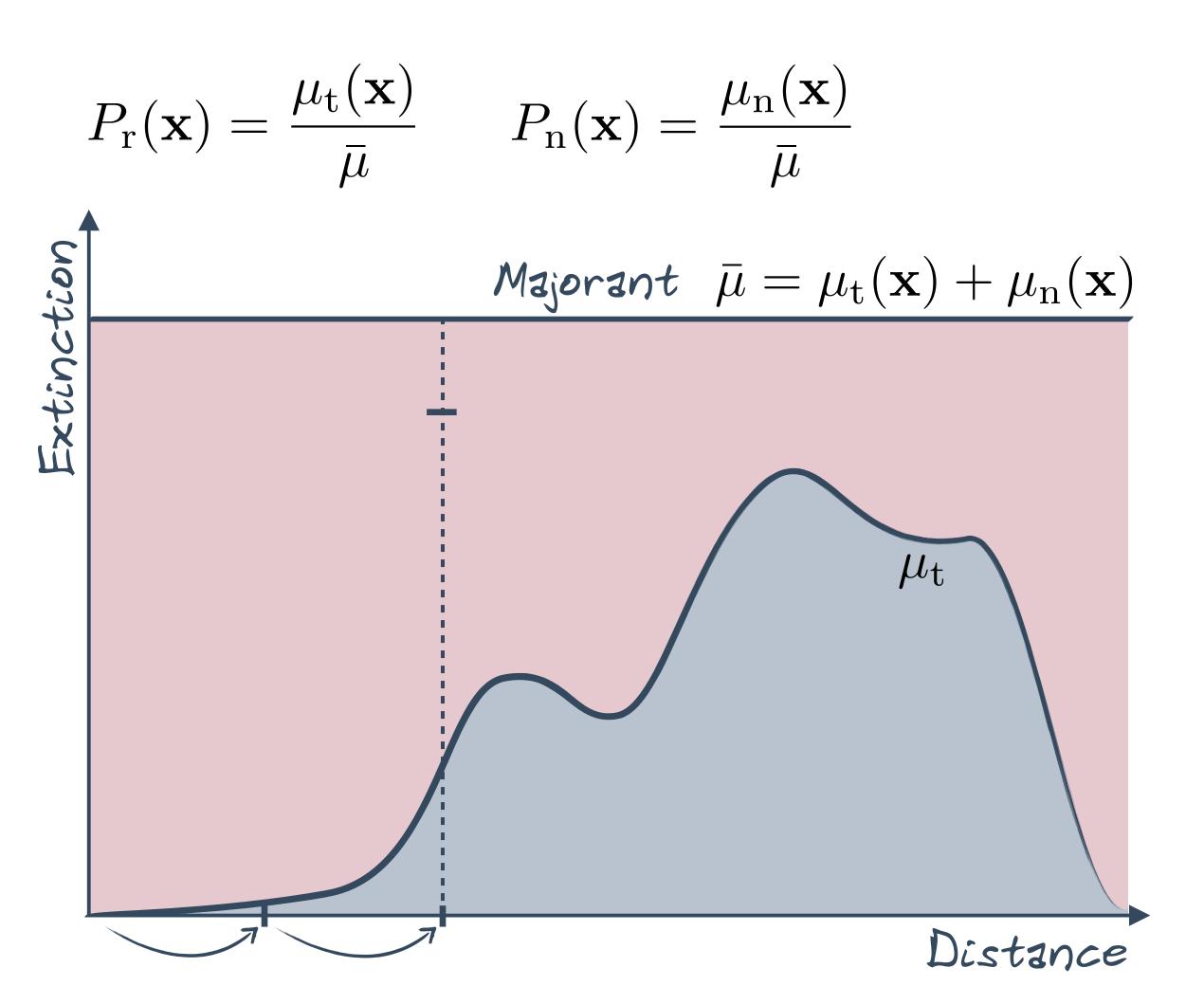
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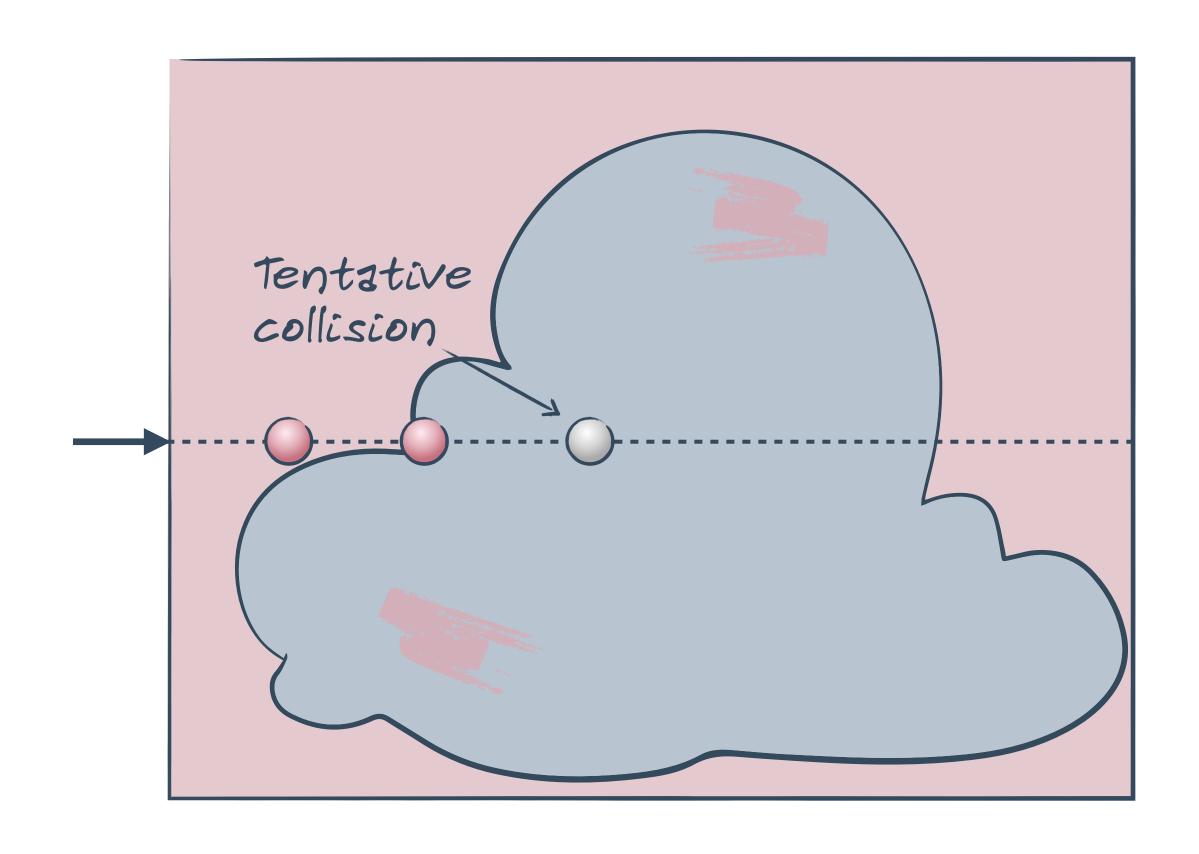


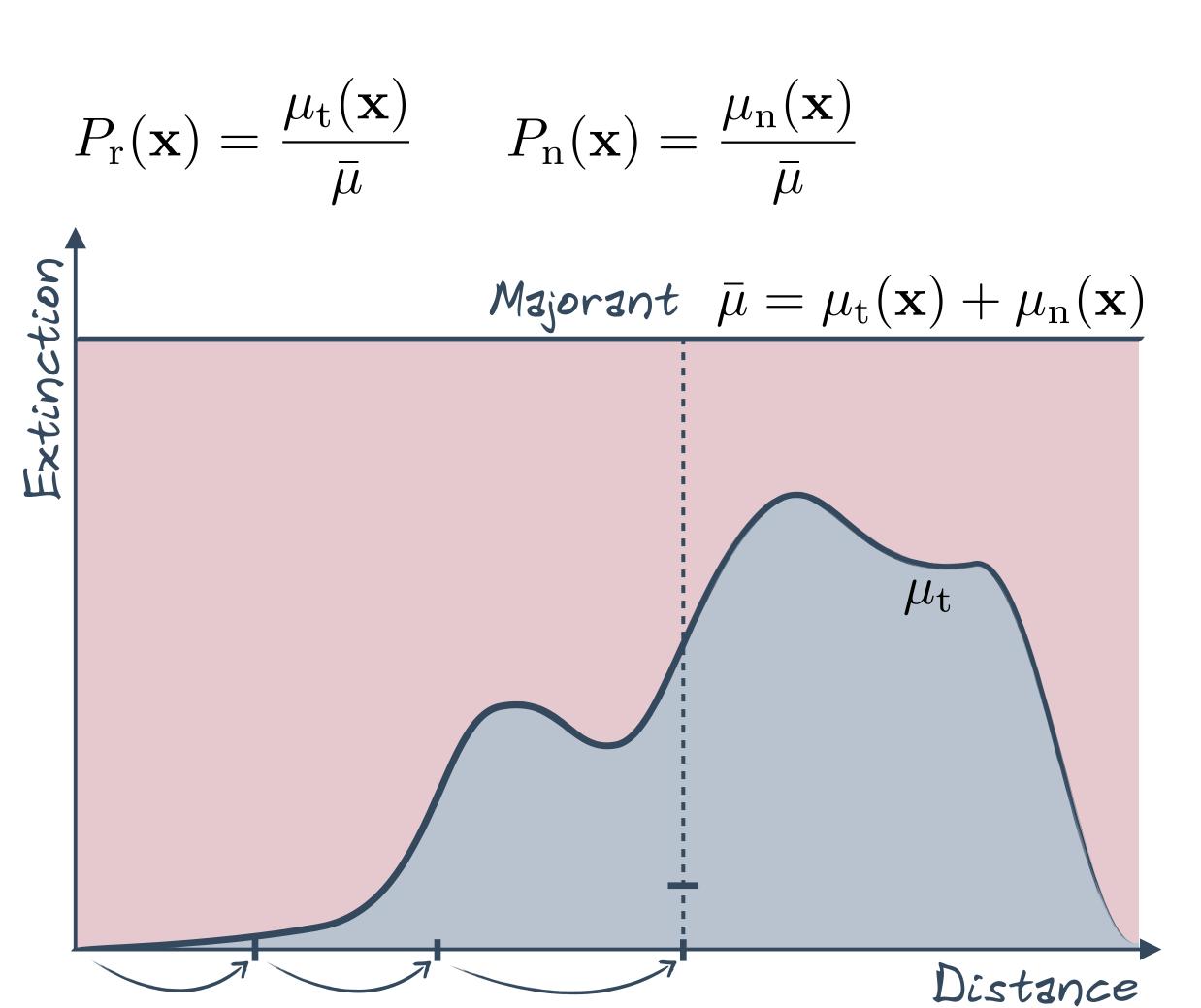






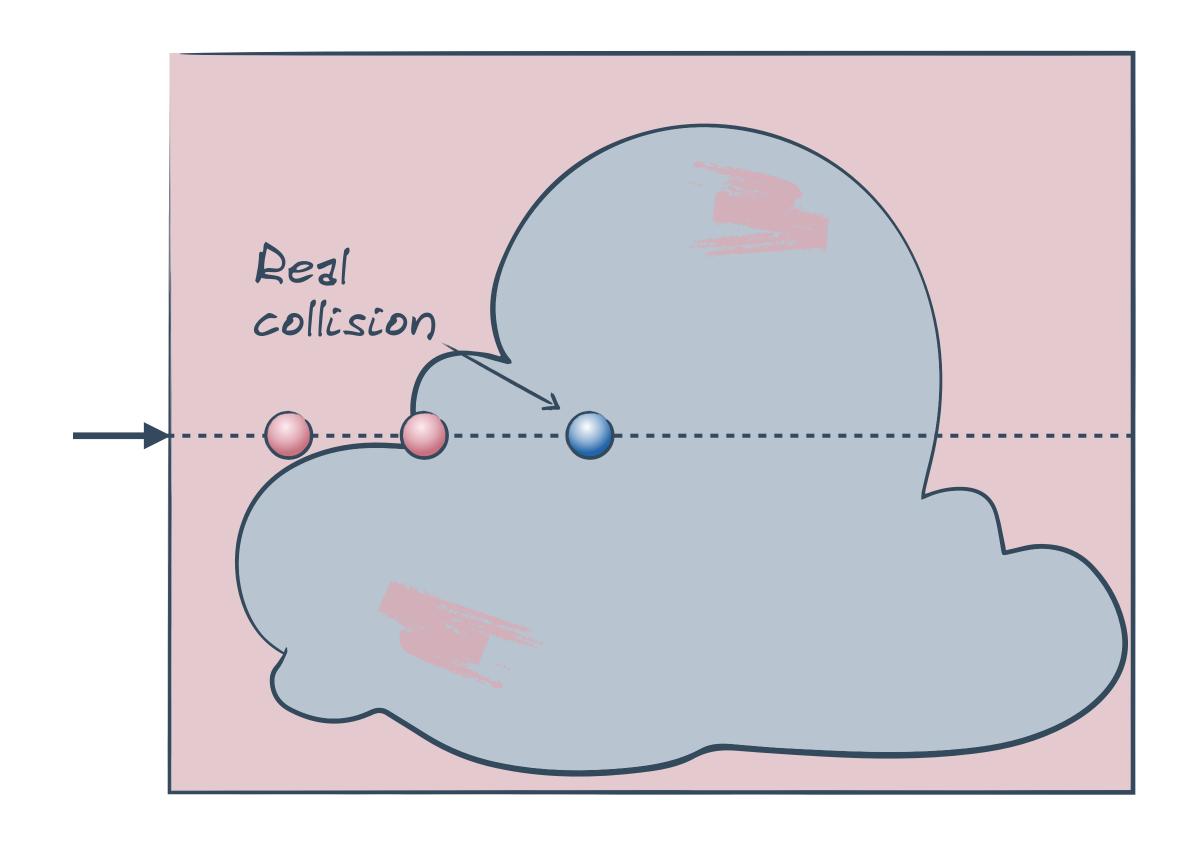


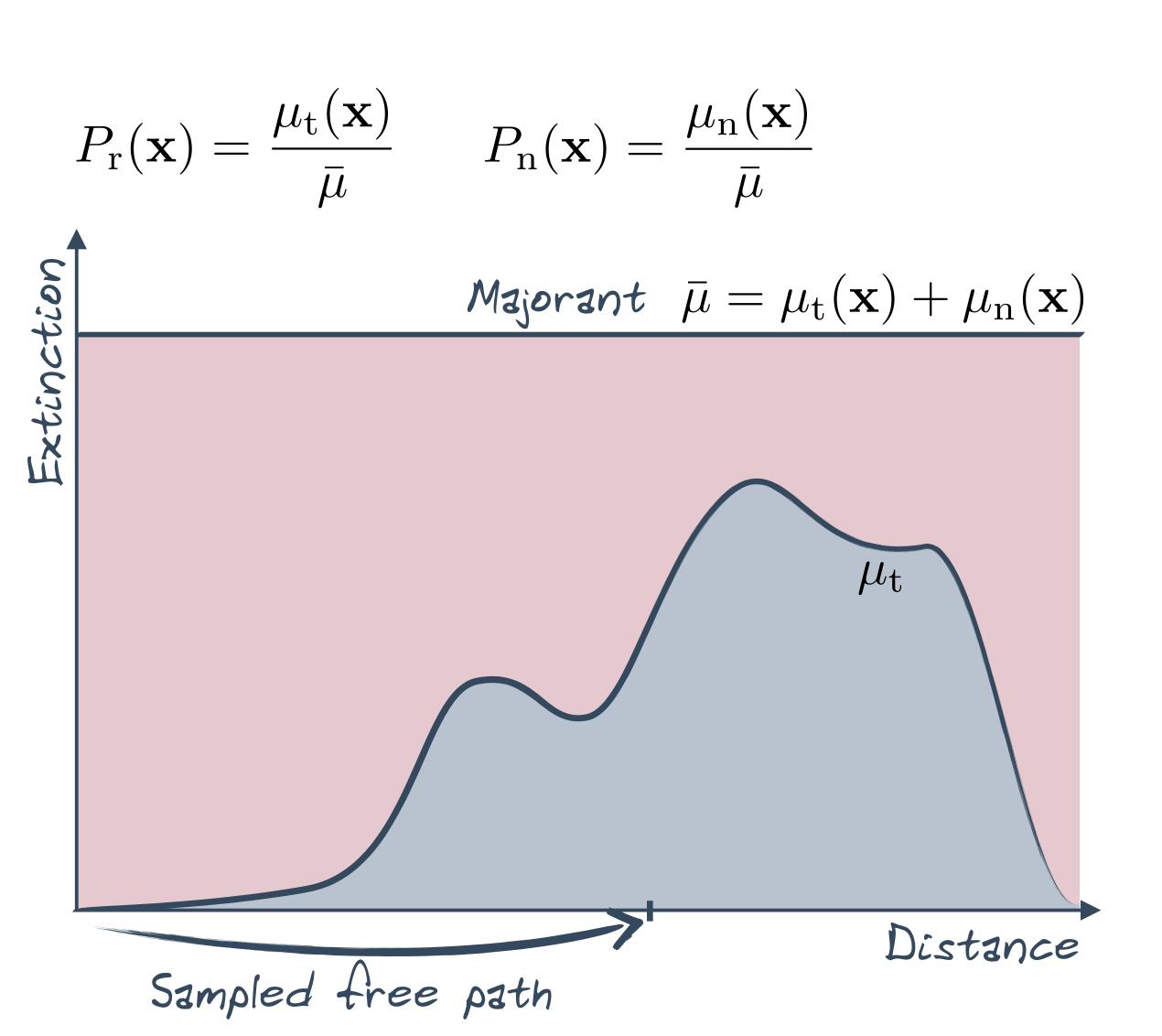




STOCHASTIC SAMPLING

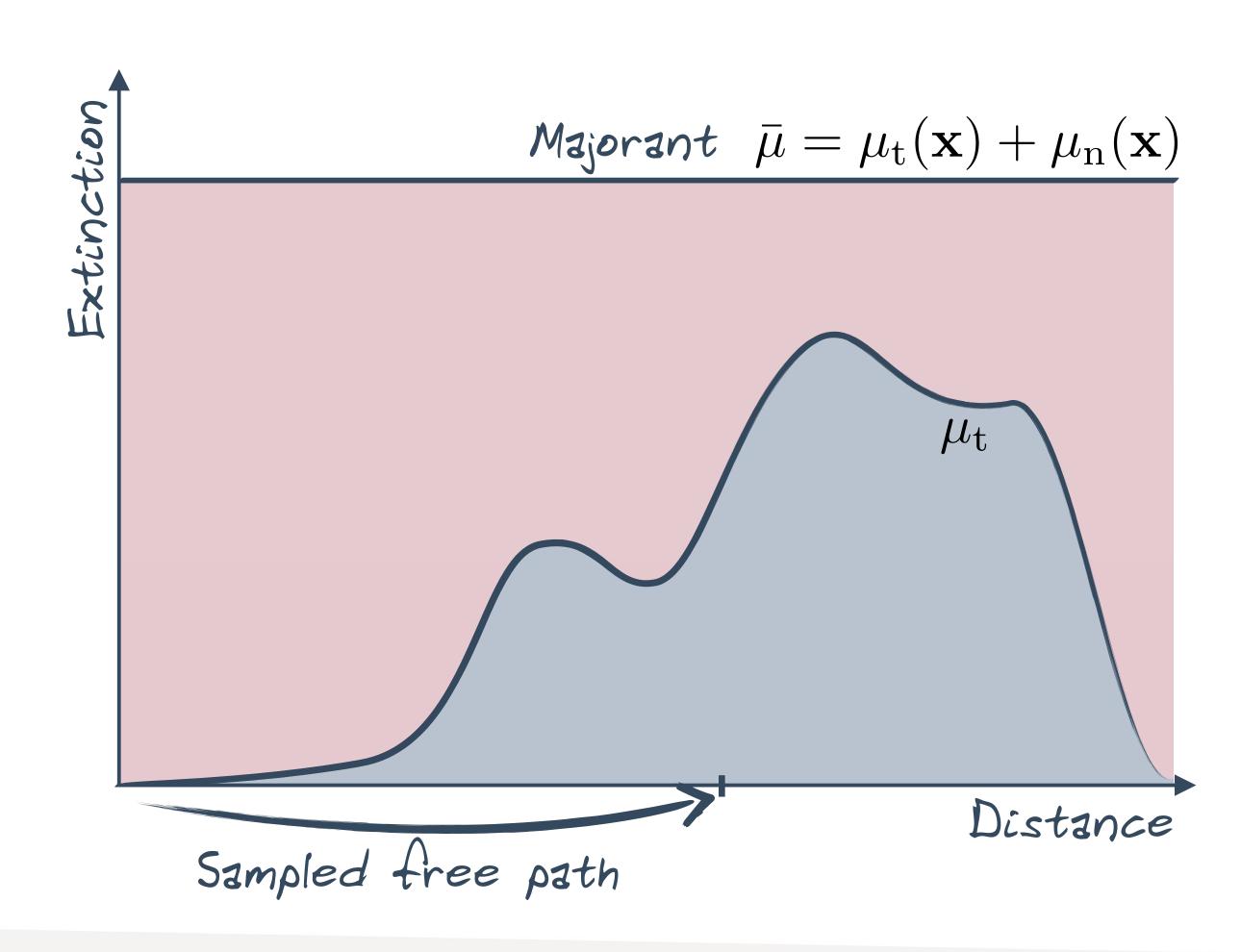






IMPACT OF MAJORANT

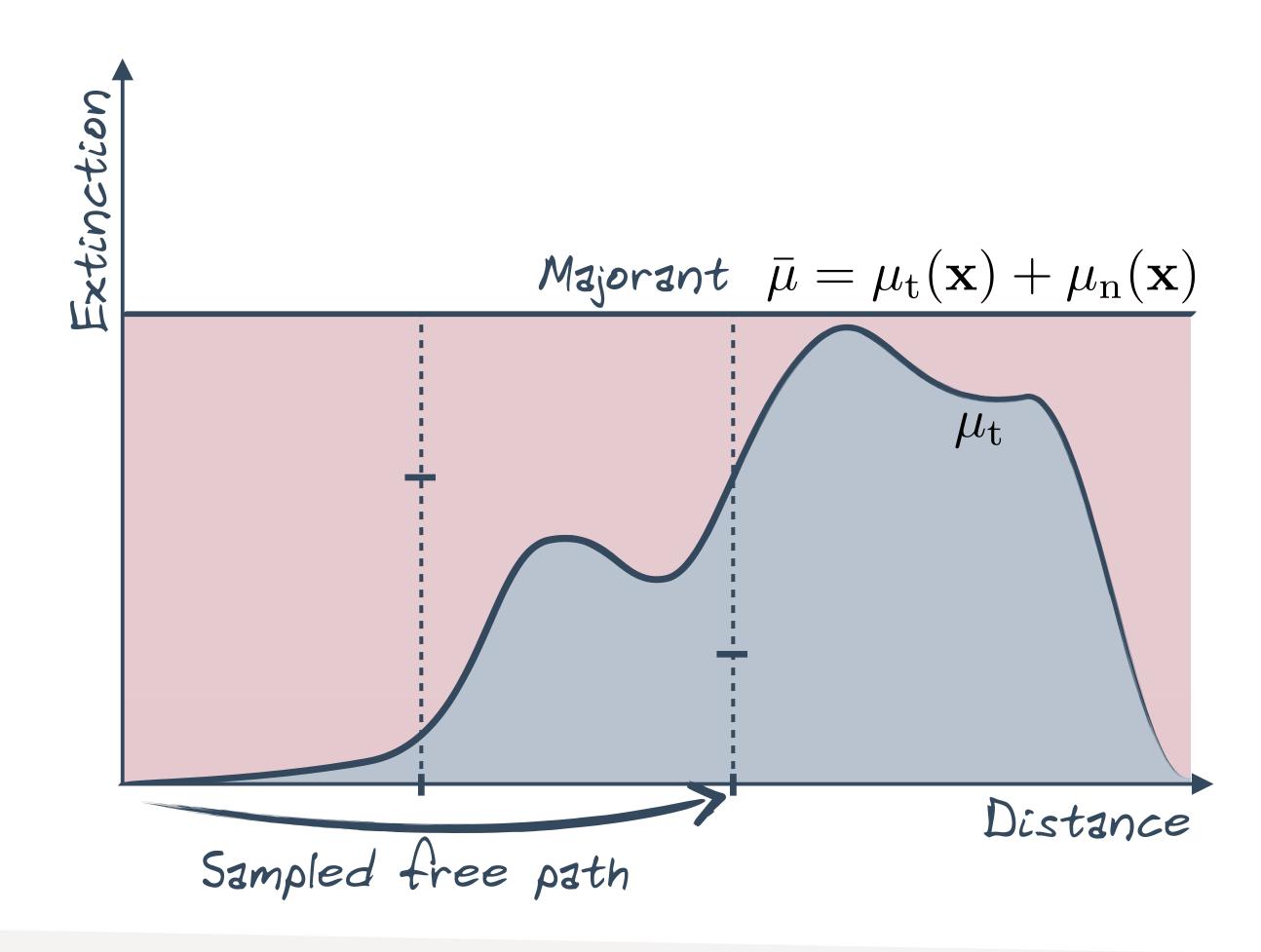




IMPACT OF MAJORANT

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Tight majorant = 60000 (few rejected collisions)

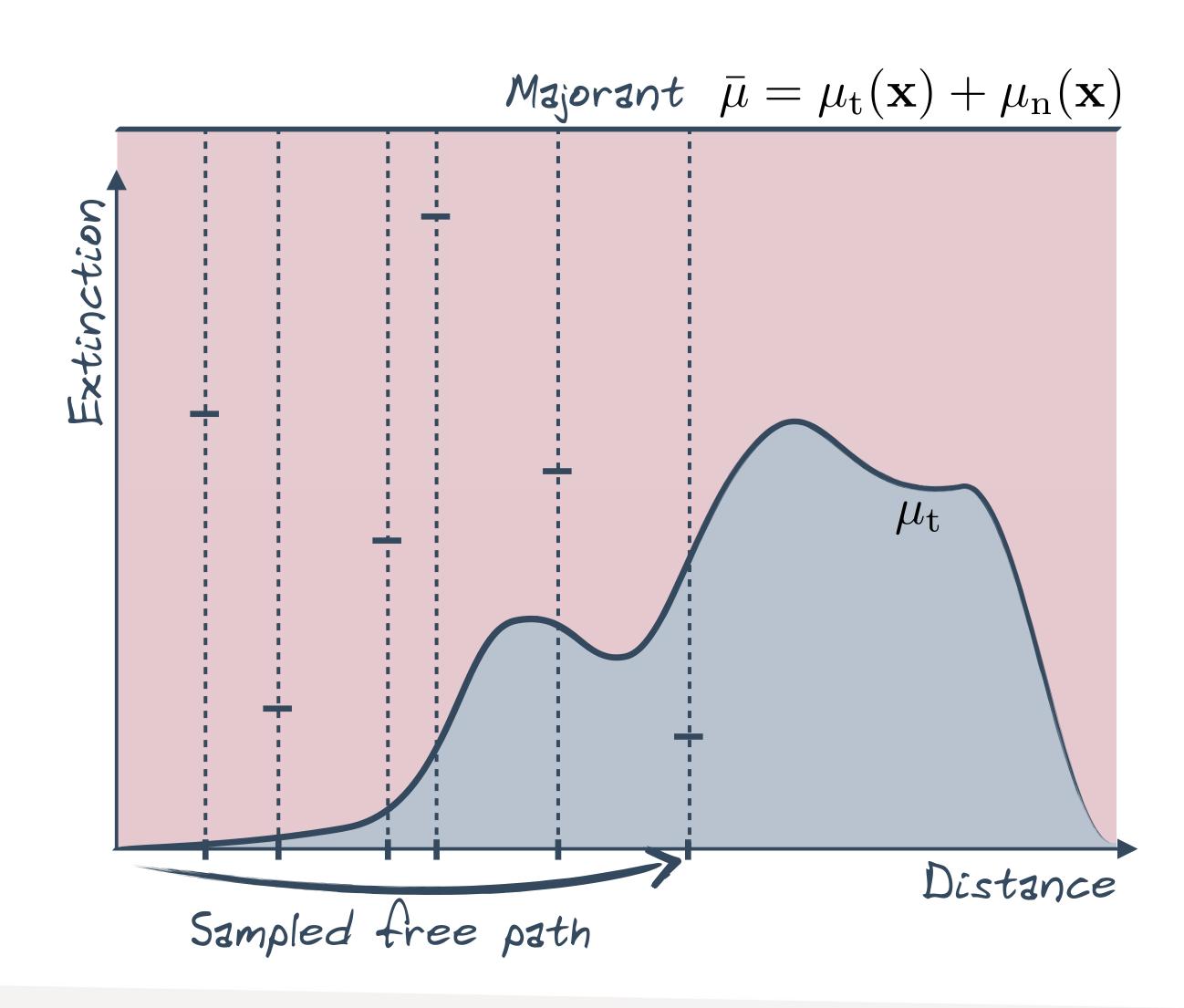


IMPACT OF MAJORANT

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Loose majorant = BAD

(many expensive rejected collisions)



DELTA TRACKING



PHYSICALLY-BASED interpretation

Correctness motivated by intuitive arguments:
 Butcher and Messel [1958, 1960],
 Zerby et al. [1961], Bertini [1963],
 Woodcock et al. [1965], Skullerud [1968],

MATHEMATICAL formalism

Integral formulation: Galtier et al. [2013]

DELTA TRACKING WEIGHTED (DELTA) TRACKING DECOMPOSITION TRACKING



CHANGE OF RADIANCE due to null collisions

$$-\mu_{\rm n}({\bf x})L({\bf x},\omega)+\mu_{\rm n}({\bf x})\int_{\mathcal{S}^2}\delta(\omega-\bar{\omega})L({\bf x},\bar{\omega})\,\mathrm{d}\bar{\omega}=0$$
 Losses Gains ("in-scattering")



CHANGE OF RADIANCE due to null collisions

$$-\mu_{\rm n}(\mathbf{x})L(\mathbf{x},\omega) + \mu_{\rm n}(\mathbf{x}) \int_{\mathcal{S}^2} \delta(\omega - \bar{\omega})L(\mathbf{x},\bar{\omega}) \,\mathrm{d}\bar{\omega} = 0$$

INTEGRAL RTE with null collisions

$$L(\mathbf{x},\omega) = \int_0^\infty T_{\bar{\mu}}(y) \Big[\mu_{\mathrm{a}}(\mathbf{y}) L_{\mathrm{e}}(\mathbf{y},\omega) + \mu_{\mathrm{s}}(\mathbf{y}) L_{\mathrm{s}}(\mathbf{y},\omega) + \mu_{\mathrm{n}}(\mathbf{y}) L(\mathbf{y},\omega) \Big] \mathrm{d}y$$

$$\text{Transmittance through the combined} \\ \text{(resl+fictitious) medium} \qquad \qquad \text{Null-collided}$$

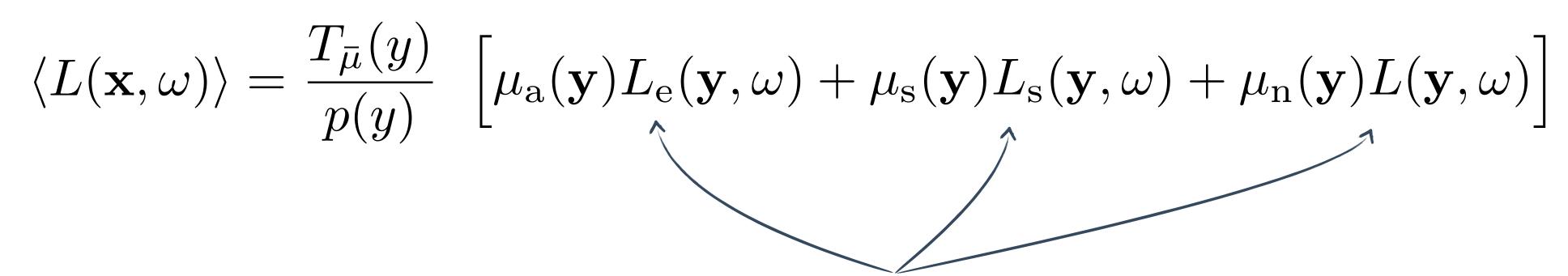


INTEGRAL RTE with null collisions

$$L(\mathbf{x}, \omega) = \int_0^\infty T_{\bar{\mu}}(y) \left[\mu_{\mathrm{a}}(\mathbf{y}) L_{\mathrm{e}}(\mathbf{y}, \omega) + \mu_{\mathrm{s}}(\mathbf{y}) L_{\mathrm{s}}(\mathbf{y}, \omega) + \mu_{\mathrm{n}}(\mathbf{y}) L(\mathbf{y}, \omega) \right] \mathrm{d}y$$

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RTE ESTIMATOR with null collisions



Probabilistic evaluation using Russian roulette

$$\langle f(x)\rangle_P = \begin{cases} \frac{f(x)}{P(x)} & \text{if accepted}\\ 0 & \text{otherwise} \end{cases}$$



RTE ESTIMATOR with null collisions

$$\langle L(\mathbf{x}, \omega) \rangle = \frac{T_{\bar{\mu}}(y)}{p(y)} \left[\langle \mu_{\mathrm{a}}(\mathbf{y}) L_{\mathrm{e}}(\mathbf{y}, \omega) \rangle_{P_{\mathrm{a}}} + \langle \mu_{\mathrm{s}}(\mathbf{y}) L_{\mathrm{s}}(\mathbf{y}, \omega) \rangle_{P_{\mathrm{s}}} + \langle \mu_{\mathrm{n}}(\mathbf{y}) L(\mathbf{y}, \omega) \rangle_{P_{\mathrm{n}}} \right]$$

Probabilistic evaluation using Russian roulette

$$\langle f(x) \rangle_P = \begin{cases} \frac{f(x)}{P(x)} & \text{if accepted} \\ 0 & \text{otherwise} \end{cases}$$



RTE ESTIMATOR with null collisions

$$\langle L(\mathbf{x}, \omega) \rangle = \frac{T_{\bar{\mu}}(y)}{p(y)} \left[\langle \mu_{\mathrm{a}}(\mathbf{y}) L_{\mathrm{e}}(\mathbf{y}, \omega) \rangle_{P_{\mathrm{a}}} + \langle \mu_{\mathrm{s}}(\mathbf{y}) L_{\mathrm{s}}(\mathbf{y}, \omega) \rangle_{P_{\mathrm{s}}} + \langle \mu_{\mathrm{n}}(\mathbf{y}) L(\mathbf{y}, \omega) \rangle_{P_{\mathrm{n}}} \right]$$

Represents an entire family of (weighted) trackers that all solve RTE!

Delta tracking is just one specific instance.

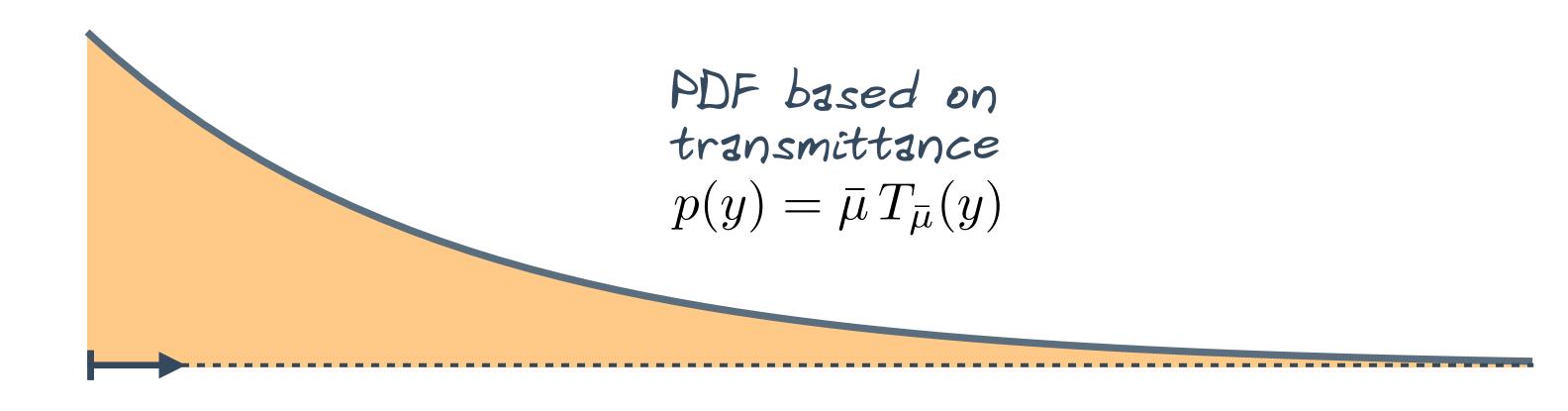
...see E6 STAR or Galtier et al. [2013] for complete derivation



RTE ESTIMATOR with null collisions

$$\langle L(\mathbf{x}, \omega) \rangle = \frac{T_{\bar{\mu}}(y)}{p(y)} \left[\langle \mu_{\mathbf{a}}(\mathbf{y}) L_{\mathbf{e}}(\mathbf{y}, \omega) \rangle_{P_{\mathbf{a}}} + \langle \mu_{\mathbf{s}}(\mathbf{y}) L_{\mathbf{s}}(\mathbf{y}, \omega) \rangle_{P_{\mathbf{s}}} + \langle \mu_{\mathbf{n}}(\mathbf{y}) L(\mathbf{y}, \omega) \rangle_{P_{\mathbf{n}}} \right]$$

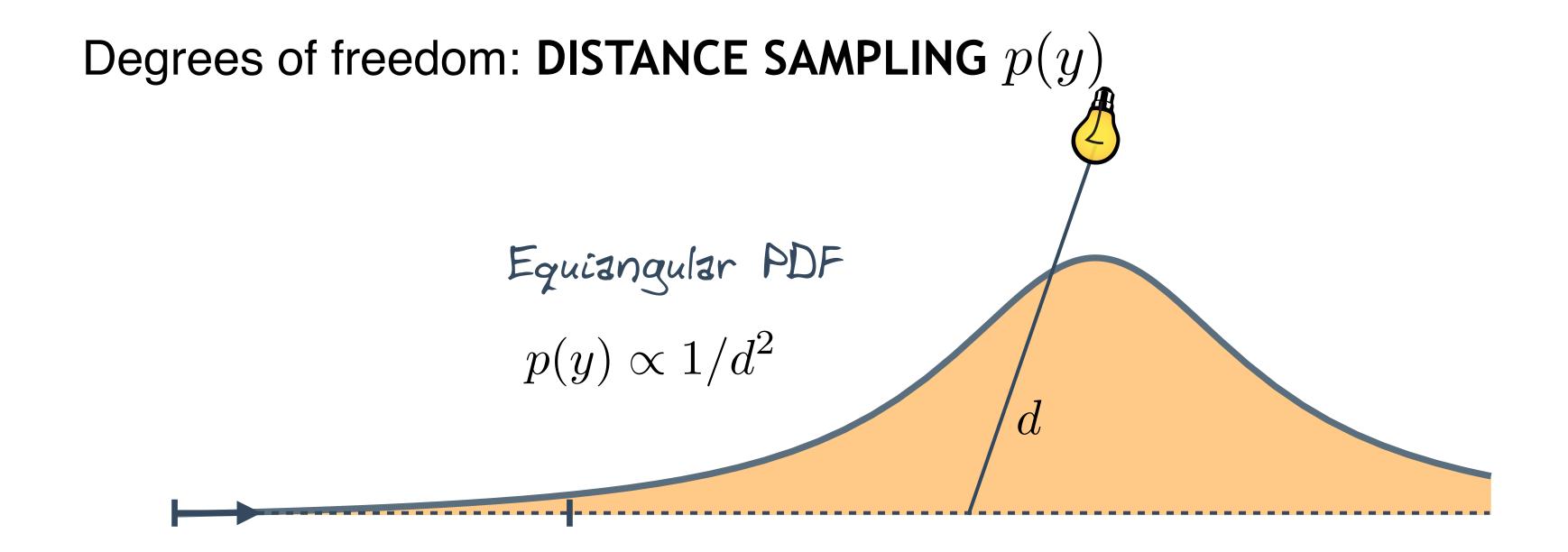
Degrees of freedom: **DISTANCE SAMPLING** p(y)



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RTE ESTIMATOR with null collisions

$$\langle L(\mathbf{x}, \omega) \rangle = \frac{T_{\bar{\mu}}(y)}{p(y)} \left[\langle \mu_{\mathrm{a}}(\mathbf{y}) L_{\mathrm{e}}(\mathbf{y}, \omega) \rangle_{P_{\mathrm{a}}} + \langle \mu_{\mathrm{s}}(\mathbf{y}) L_{\mathrm{s}}(\mathbf{y}, \omega) \rangle_{P_{\mathrm{s}}} + \langle \mu_{\mathrm{n}}(\mathbf{y}) L(\mathbf{y}, \omega) \rangle_{P_{\mathrm{n}}} \right]$$

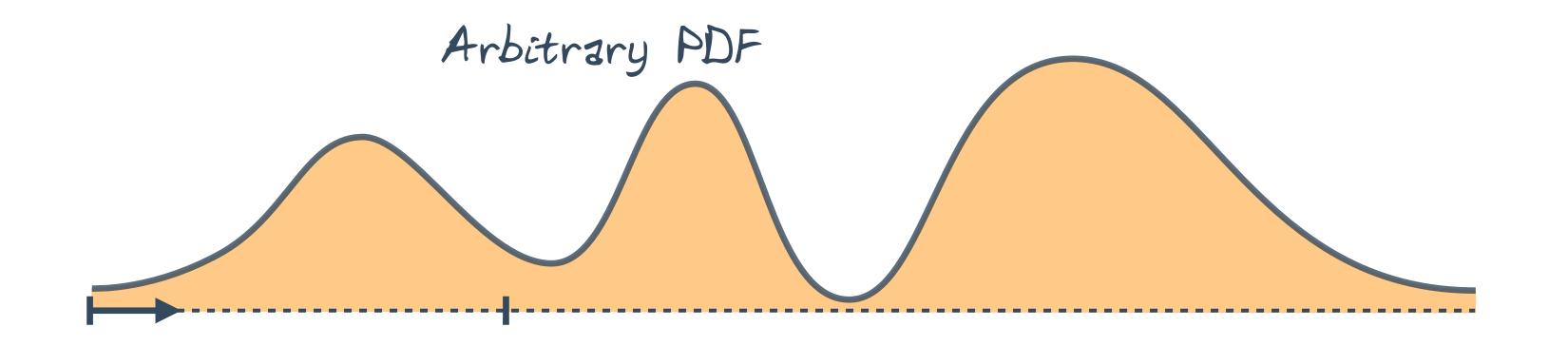




RTE ESTIMATOR with null collisions

$$\langle L(\mathbf{x}, \omega) \rangle = \frac{T_{\bar{\mu}}(y)}{p(y)} \left[\langle \mu_{\mathbf{a}}(\mathbf{y}) L_{\mathbf{e}}(\mathbf{y}, \omega) \rangle_{P_{\mathbf{a}}} + \langle \mu_{\mathbf{s}}(\mathbf{y}) L_{\mathbf{s}}(\mathbf{y}, \omega) \rangle_{P_{\mathbf{s}}} + \langle \mu_{\mathbf{n}}(\mathbf{y}) L(\mathbf{y}, \omega) \rangle_{P_{\mathbf{n}}} \right]$$

Degrees of freedom: **DISTANCE SAMPLING** p(y)



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RTE ESTIMATOR with null collisions

$$\langle L(\mathbf{x}, \omega) \rangle = \frac{T_{\bar{\mu}}(y)}{p(y)} \left[\langle \mu_{\mathbf{a}}(\mathbf{y}) L_{\mathbf{e}}(\mathbf{y}, \omega) \rangle_{P_{\mathbf{a}}} + \langle \mu_{\mathbf{s}}(\mathbf{y}) L_{\mathbf{s}}(\mathbf{y}, \omega) \rangle_{P_{\mathbf{s}}} + \langle \mu_{\mathbf{n}}(\mathbf{y}) L(\mathbf{y}, \omega) \rangle_{P_{\mathbf{n}}} \right]$$

Degrees of freedom: **DISTANCE SAMPLING** p(y)

INTERACTION PROBABILITIES P_a , P_s , P_n

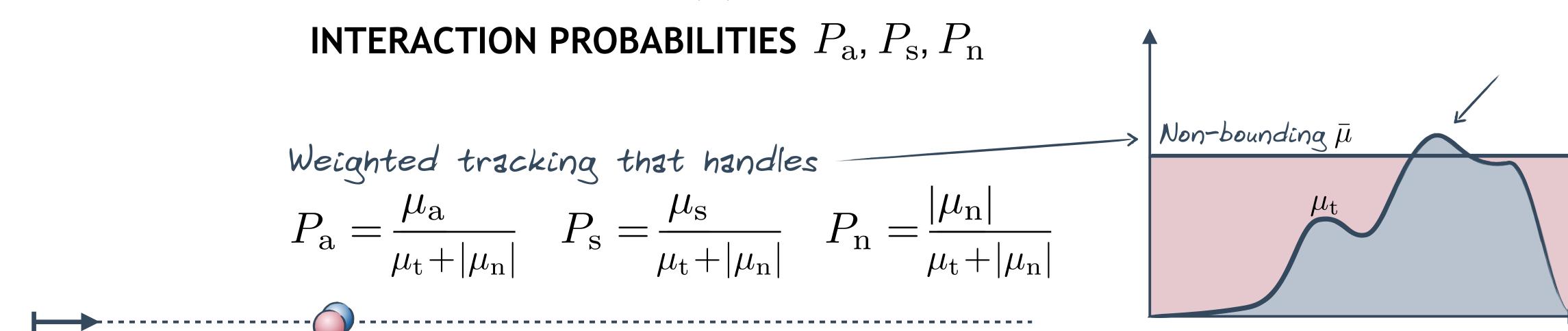
Delta tracking
$$P_{
m a}=rac{\mu_{
m a}}{ar{\mu}} \qquad P_{
m s}=rac{\mu_{
m s}}{ar{\mu}} \qquad P_{
m n}=rac{\mu_{
m n}}{ar{\mu}}$$

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RTE ESTIMATOR with null collisions

$$\langle L(\mathbf{x}, \omega) \rangle = \frac{T_{\bar{\mu}}(y)}{p(y)} \left[\langle \mu_{\mathbf{a}}(\mathbf{y}) L_{\mathbf{e}}(\mathbf{y}, \omega) \rangle_{P_{\mathbf{a}}} + \langle \mu_{\mathbf{s}}(\mathbf{y}) L_{\mathbf{s}}(\mathbf{y}, \omega) \rangle_{P_{\mathbf{s}}} + \langle \mu_{\mathbf{n}}(\mathbf{y}) L(\mathbf{y}, \omega) \rangle_{P_{\mathbf{n}}} \right]$$

Degrees of freedom: **DISTANCE SAMPLING** p(y)





RTE ESTIMATOR with null collisions

$$\langle L(\mathbf{x}, \omega) \rangle = \frac{T_{\bar{\mu}}(y)}{p(y)} \left[\langle \mu_{\mathbf{a}}(\mathbf{y}) L_{\mathbf{e}}(\mathbf{y}, \omega) \rangle_{P_{\mathbf{a}}} + \langle \mu_{\mathbf{s}}(\mathbf{y}) L_{\mathbf{s}}(\mathbf{y}, \omega) \rangle_{P_{\mathbf{s}}} + \langle \mu_{\mathbf{n}}(\mathbf{y}) L(\mathbf{y}, \omega) \rangle_{P_{\mathbf{n}}} \right]$$

Degrees of freedom: DISTANCE SAMPLING p(y)

INTERACTION PROBABILITIES P_a , P_s , P_n

Disabled absorption/emission sampling
$$P_{\rm a}=0 \qquad P_{\rm s}=\frac{\mu_{\rm s}}{\mu_{\rm s}+|\mu_{\rm n}|} \quad P_{\rm n}=\frac{|\mu_{\rm n}|}{\mu_{\rm s}+|\mu_{\rm n}|}$$

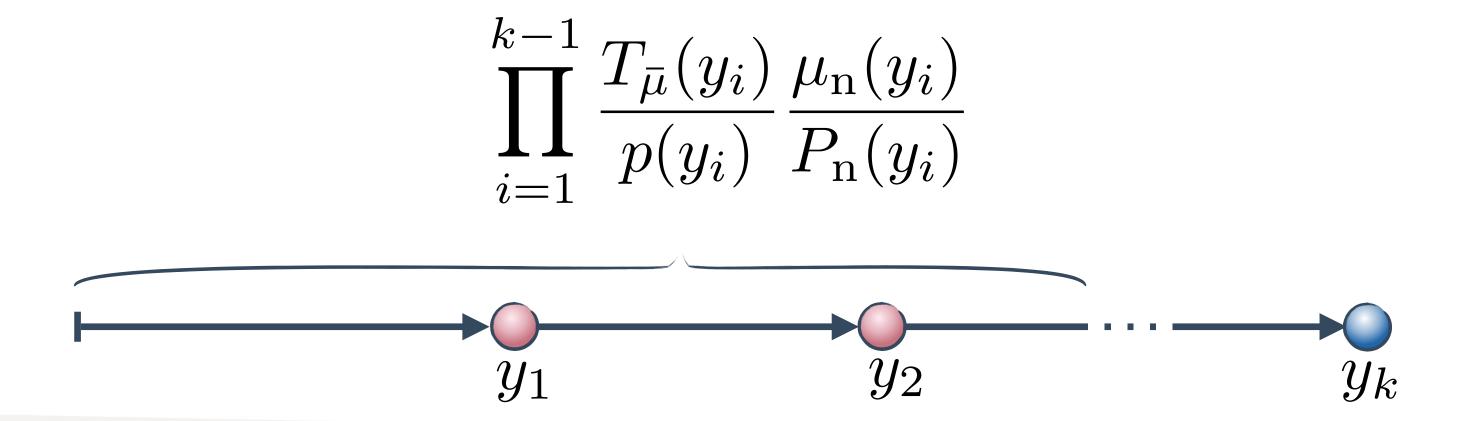




RTE ESTIMATOR with null collisions

$$\langle L(\mathbf{x}, \omega) \rangle = \frac{T_{\bar{\mu}}(y)}{p(y)} \left[\langle \mu_{\mathbf{a}}(\mathbf{y}) L_{\mathbf{e}}(\mathbf{y}, \omega) \rangle_{P_{\mathbf{a}}} + \langle \mu_{\mathbf{s}}(\mathbf{y}) L_{\mathbf{s}}(\mathbf{y}, \omega) \rangle_{P_{\mathbf{s}}} + \langle \mu_{\mathbf{n}}(\mathbf{y}) L(\mathbf{y}, \omega) \rangle_{P_{\mathbf{n}}} \right]$$

WEIGHT due to multiple null collisions:





- Integral framework for null-collision algorithms
 [Galtier et al. 2013]
- Handling of non-bounding "majorants"
 [Cramer 1978, Galtier et al. 2013, Eymet et al. 2013, Novák et al. 2014, Szirmay-Kalos et al. 2017, Kutz et al. 2017, Szirmay-Kalos et al. 2018]
- Improved transmittance estimation
 [Cramer 1978, Novák et al. 2014—Ratio tracking]
- Sample splitting
 [Eymet et al. 2013], [Szirmay-Kalos et al. 2017—Single vs. Double particle model]
- Spectral tracking [Kutz et al. 2017]

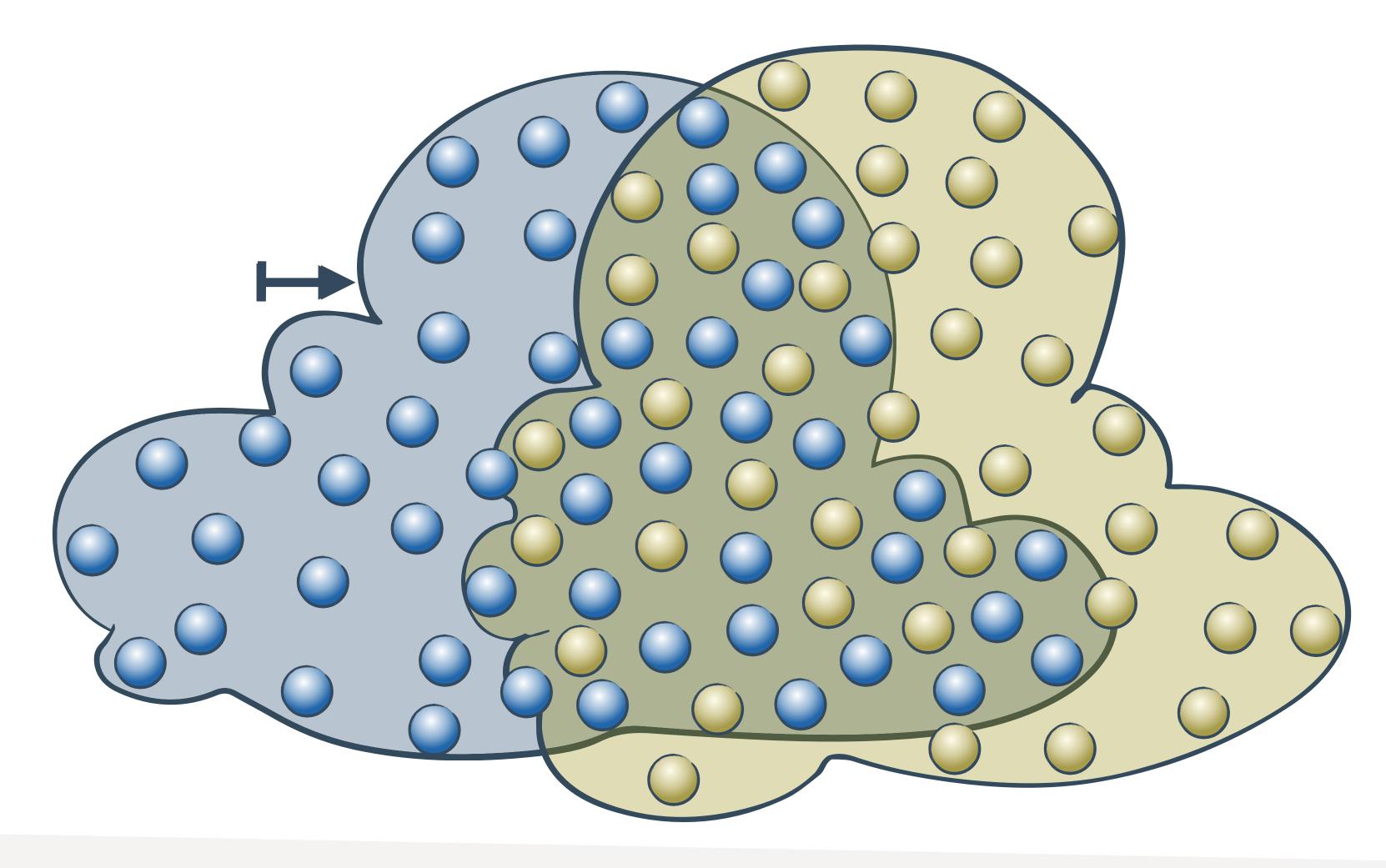


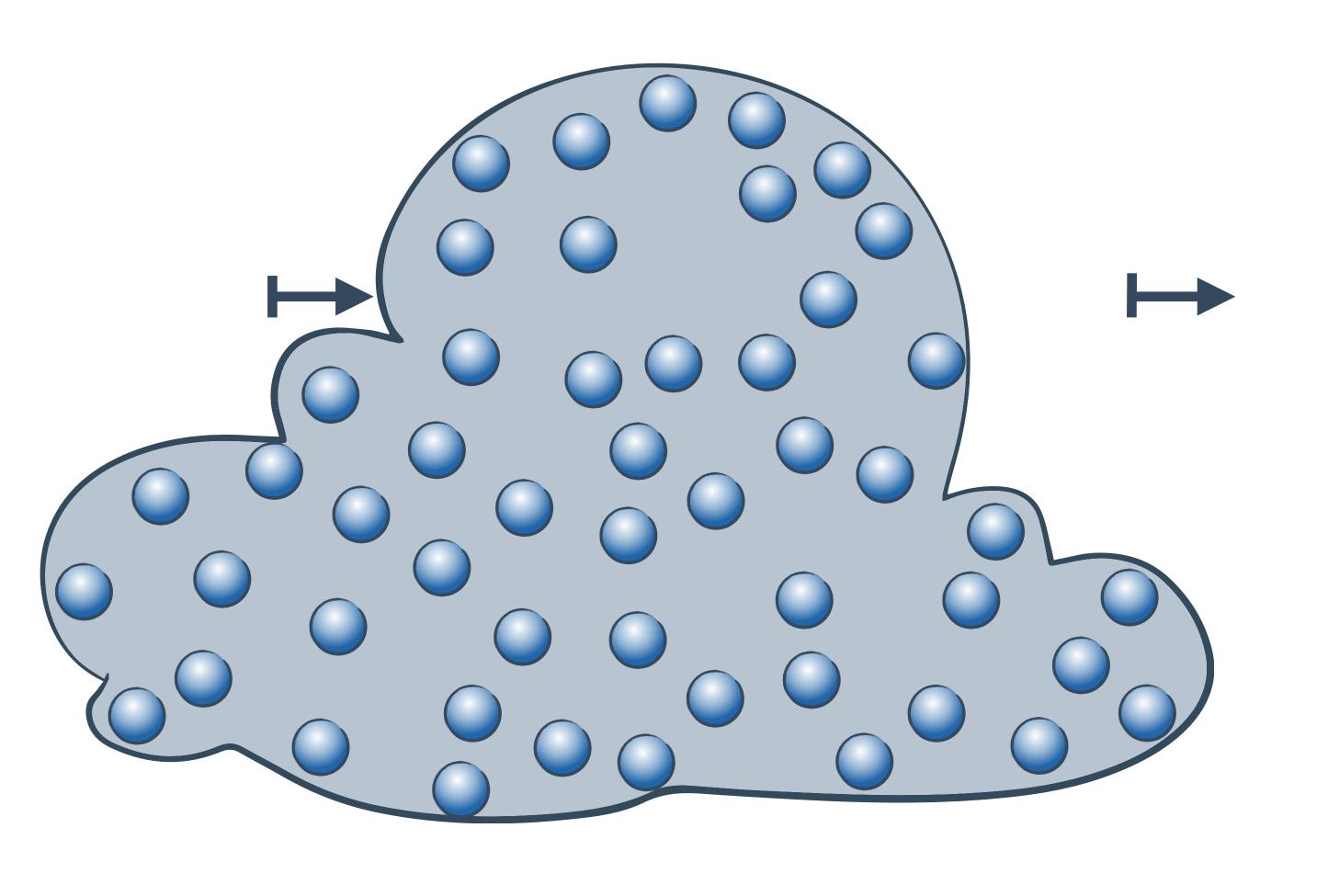
SUMMARY

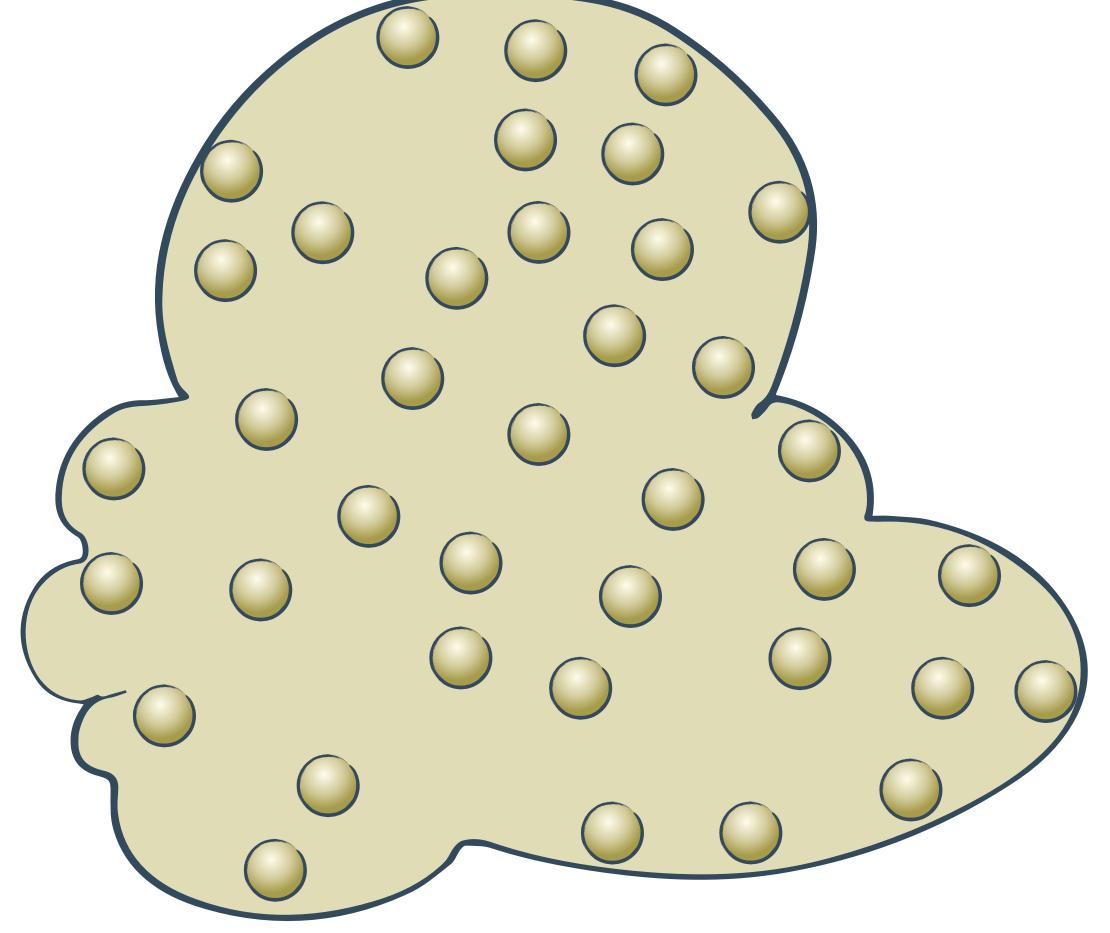
- Non-analog tracker
- ► Distance distribution differs from free-path distribution, but... distribution of **WEIGHTED** distance samples is **IDENTICAL** to free-path distribution
- Allows handling non-bounding "majorants"
- Enables reducing variance by adjusting:
 - distance sampling of tentative collisions
 - collision probabilities

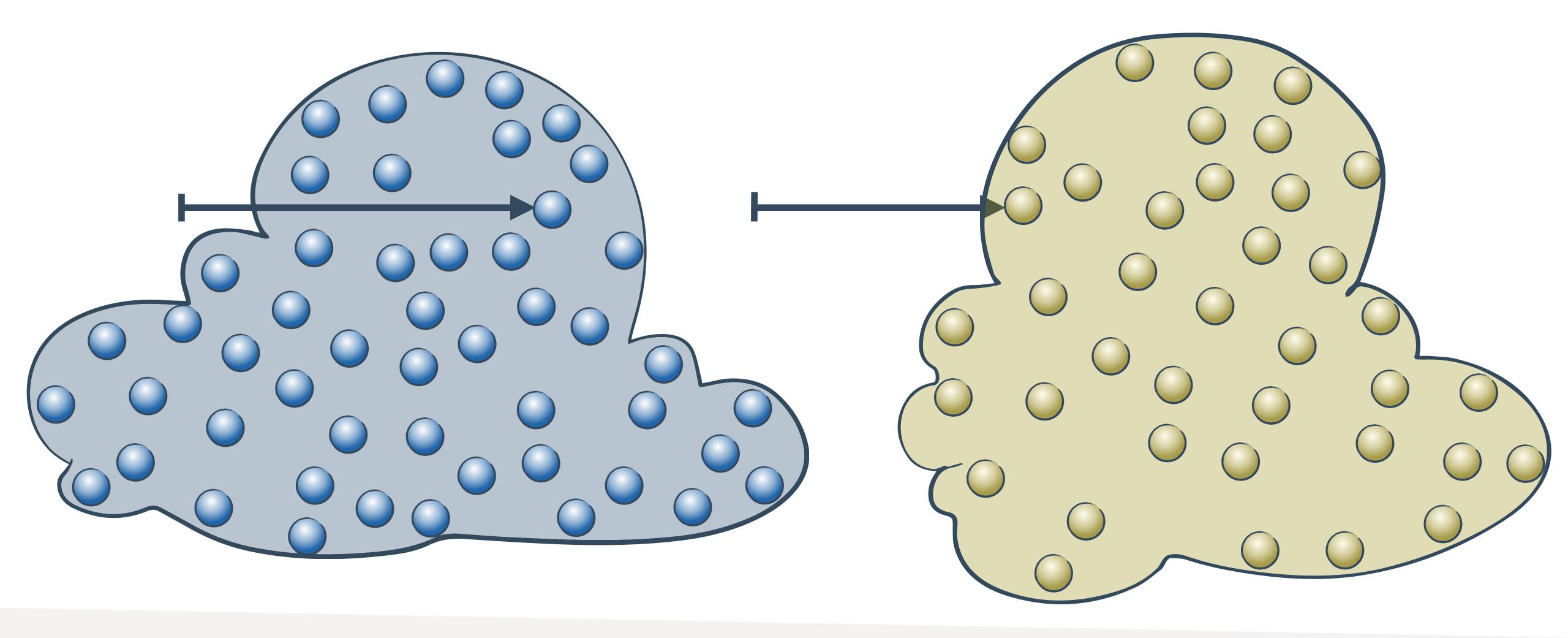
DELTA TRACKING WEIGHTED (DELTA) TRACKING DECOMPOSITION TRACKING

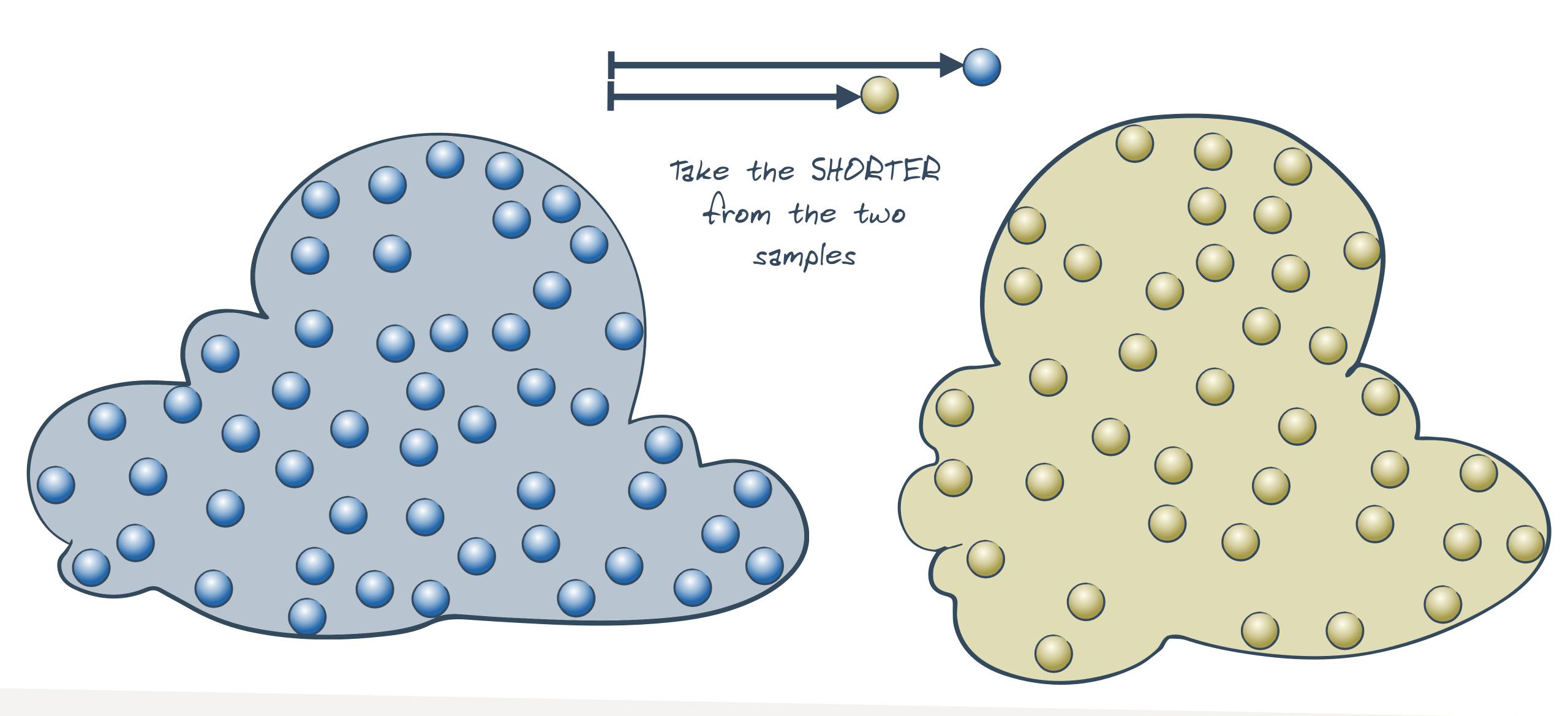




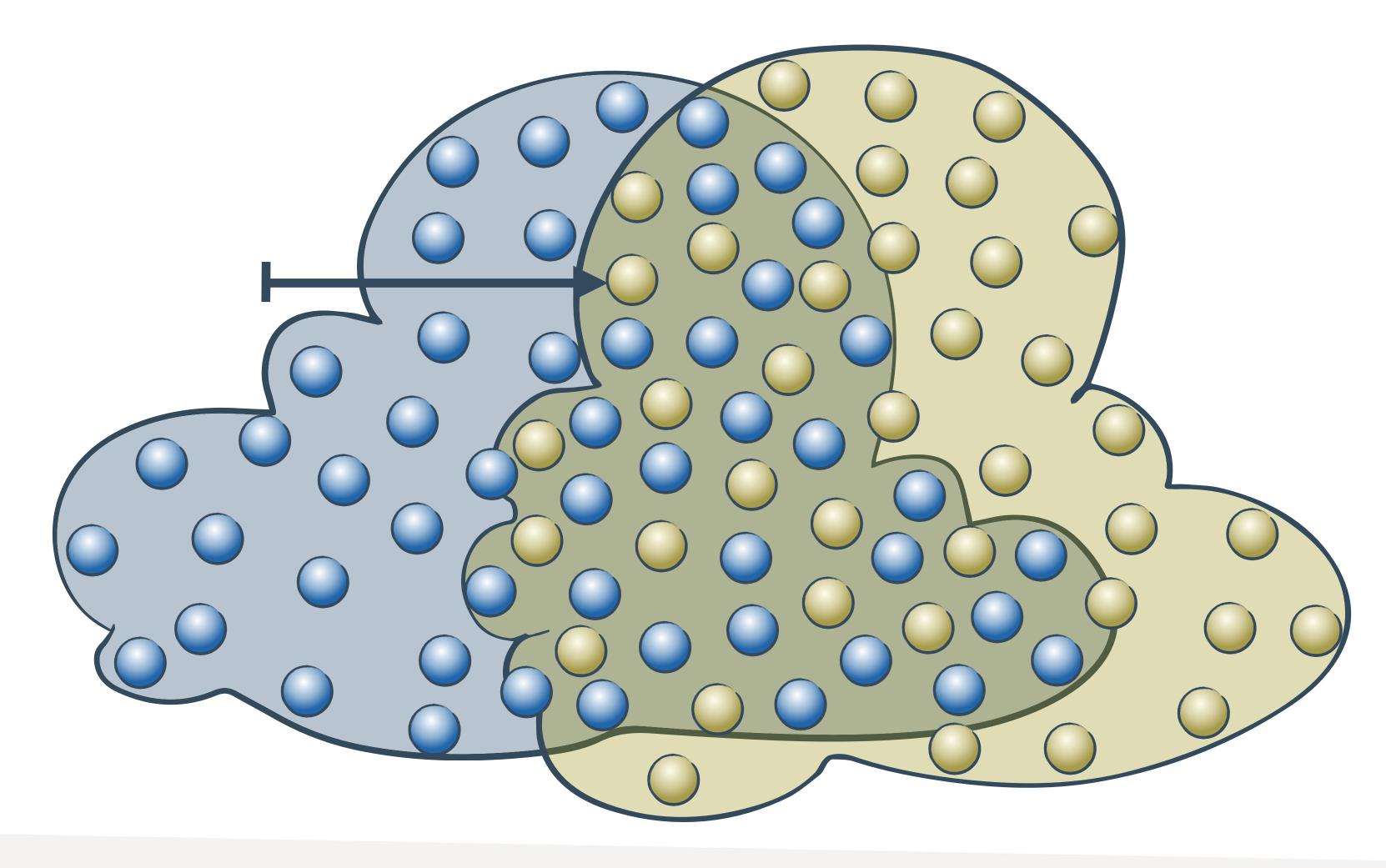








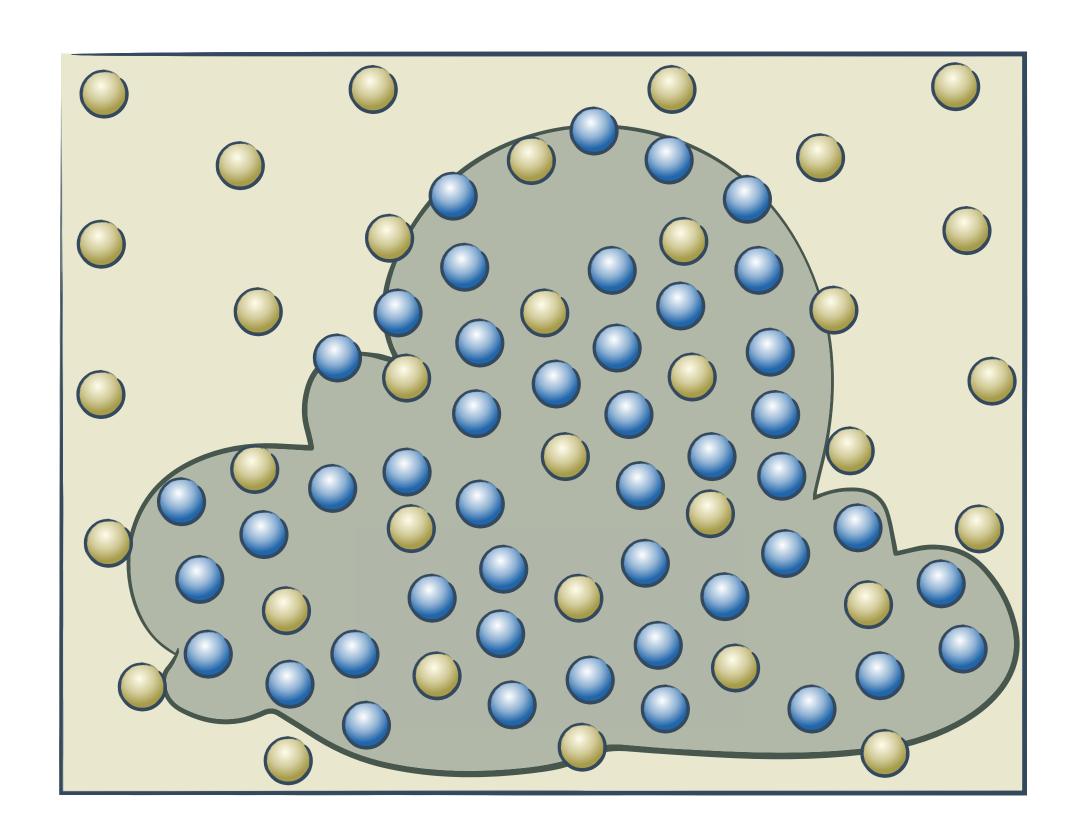






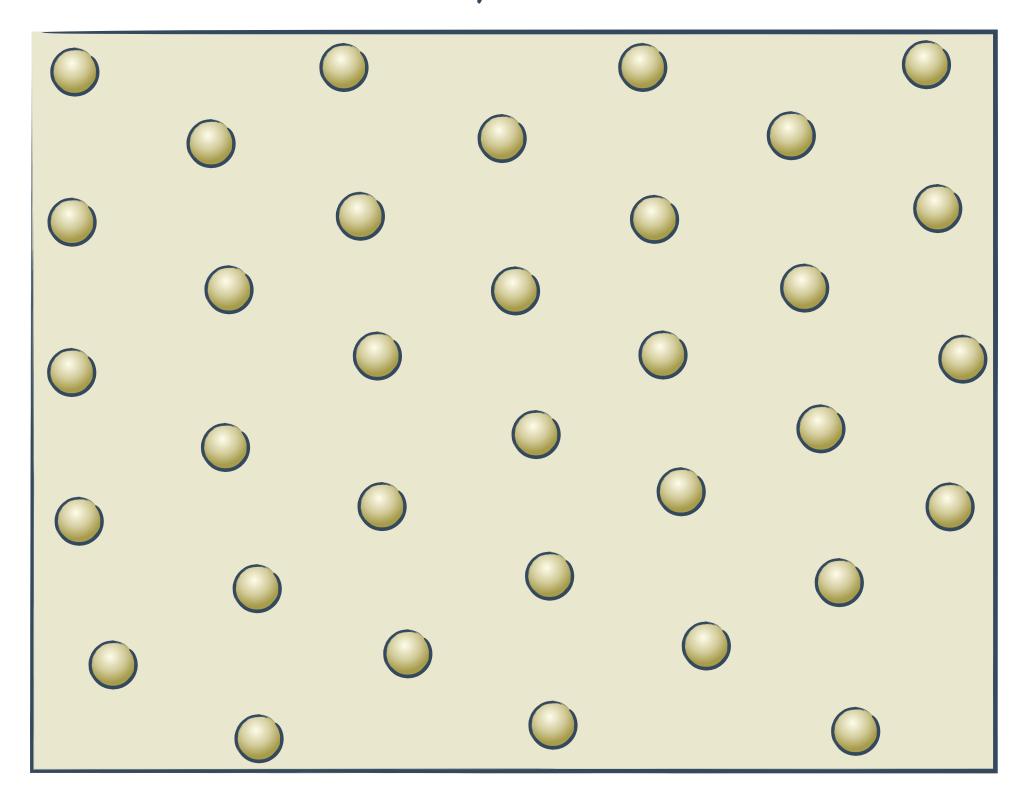
Accelerate free-path sampling by reducing expensive extinction evaluations

[Kutz et al. 2017]

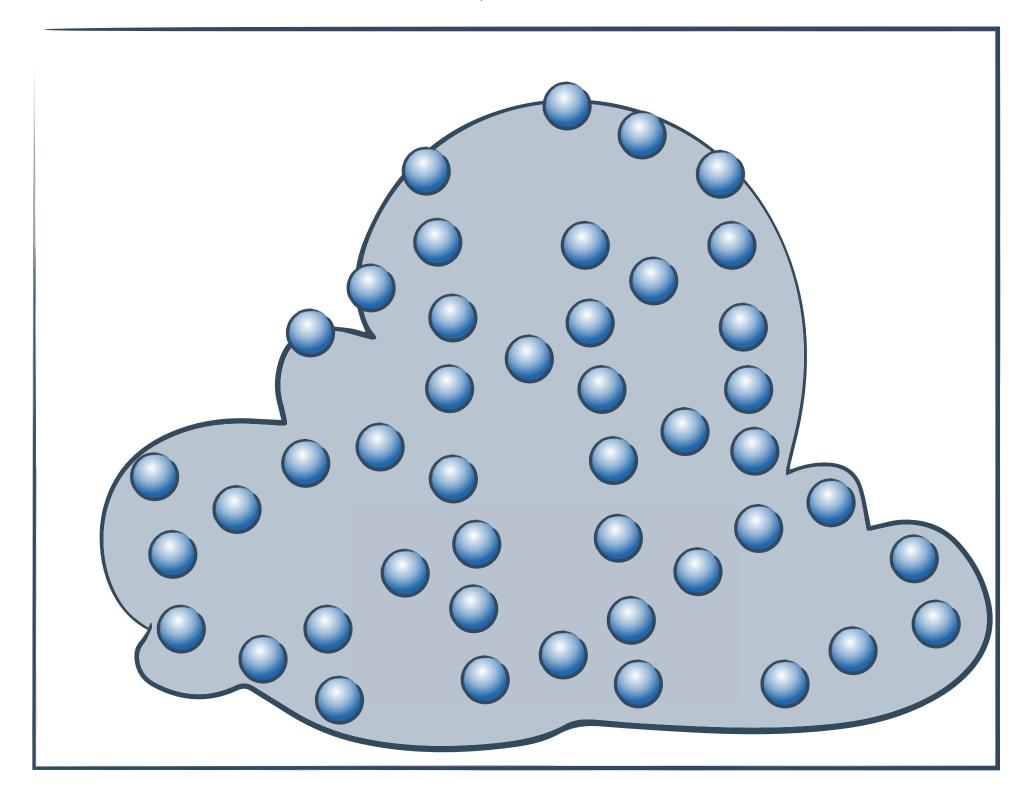


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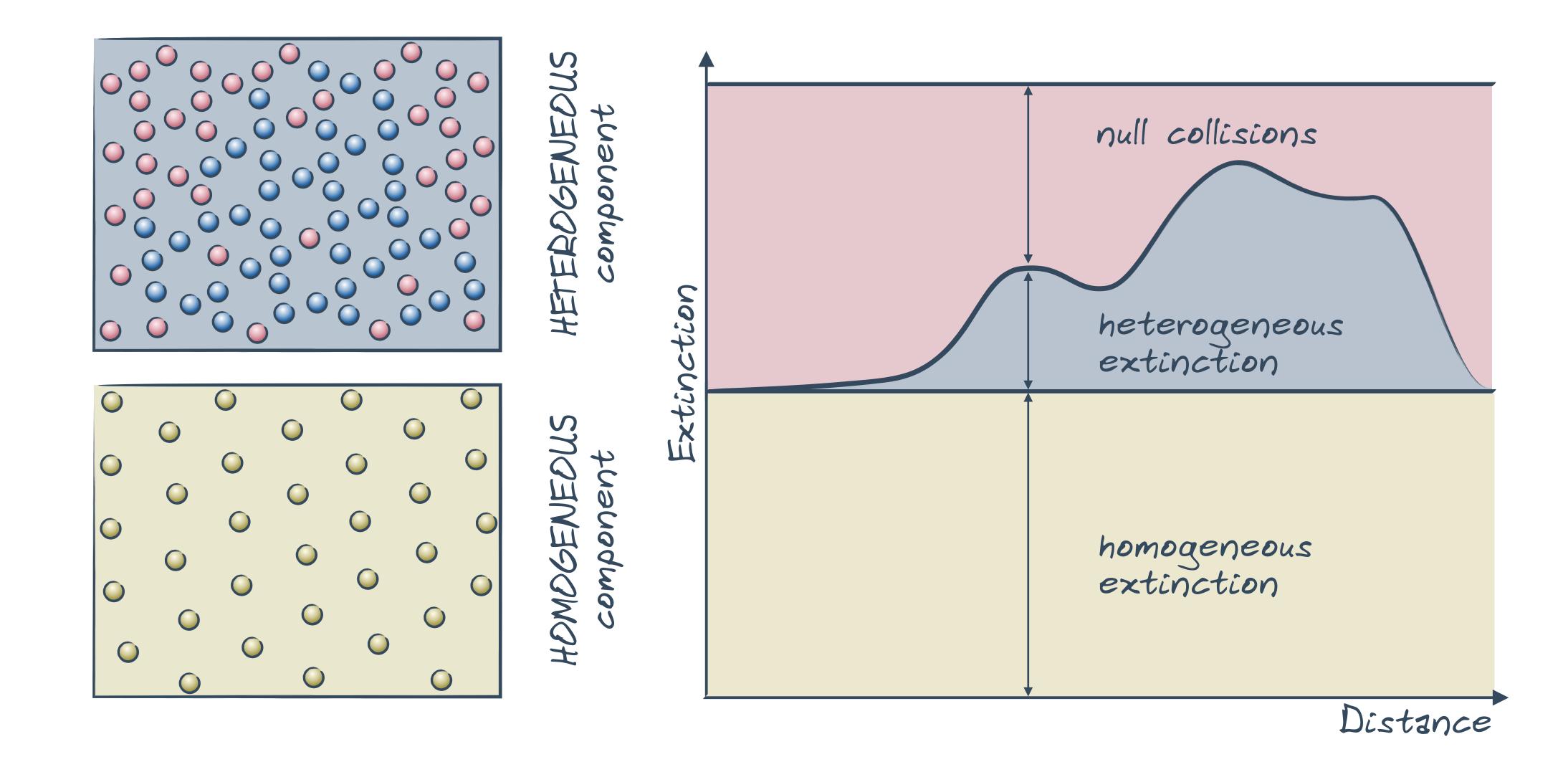
(Piecewise-) HOMOGENEOUS component



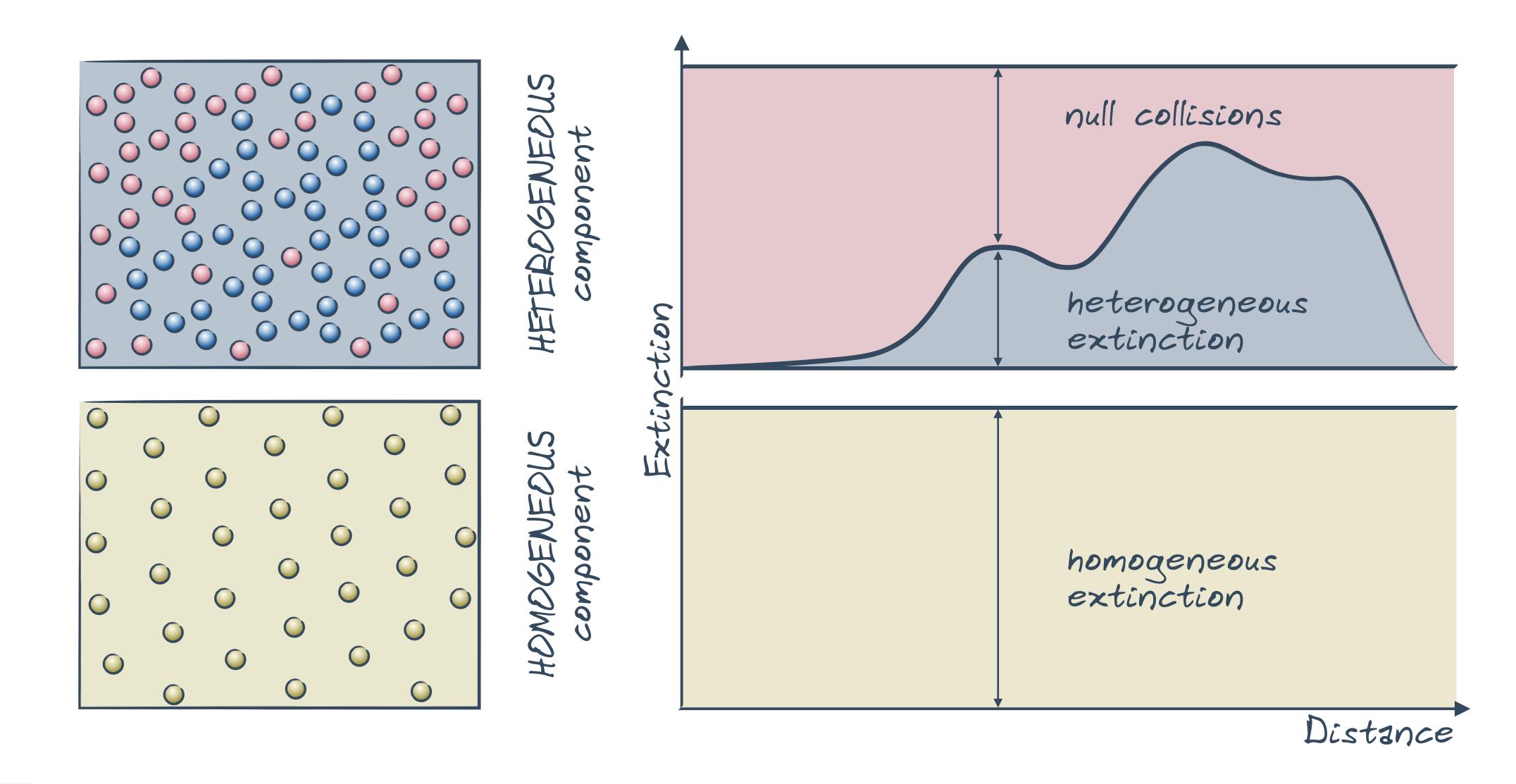
HETEROGENEOUS
component

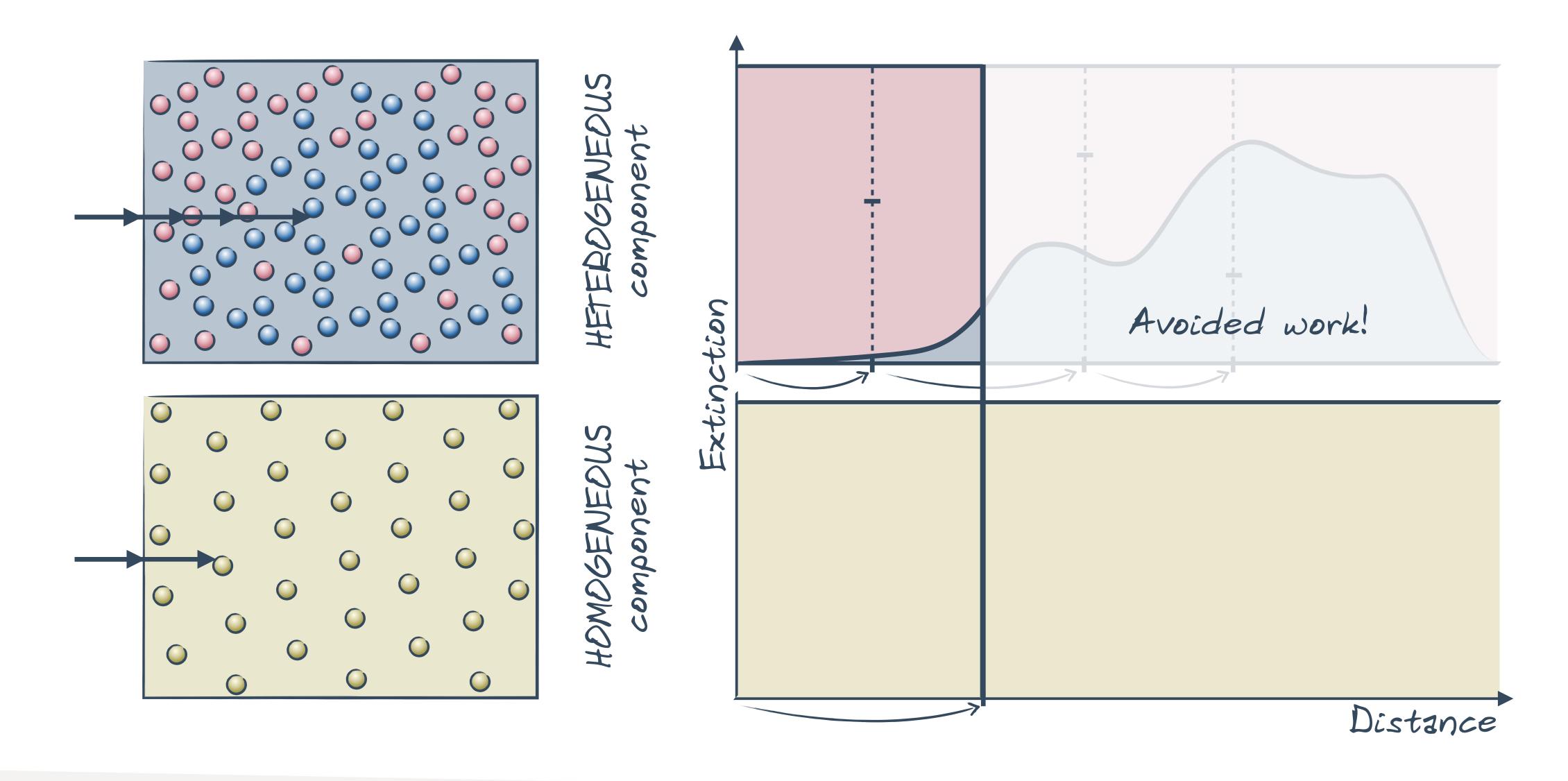












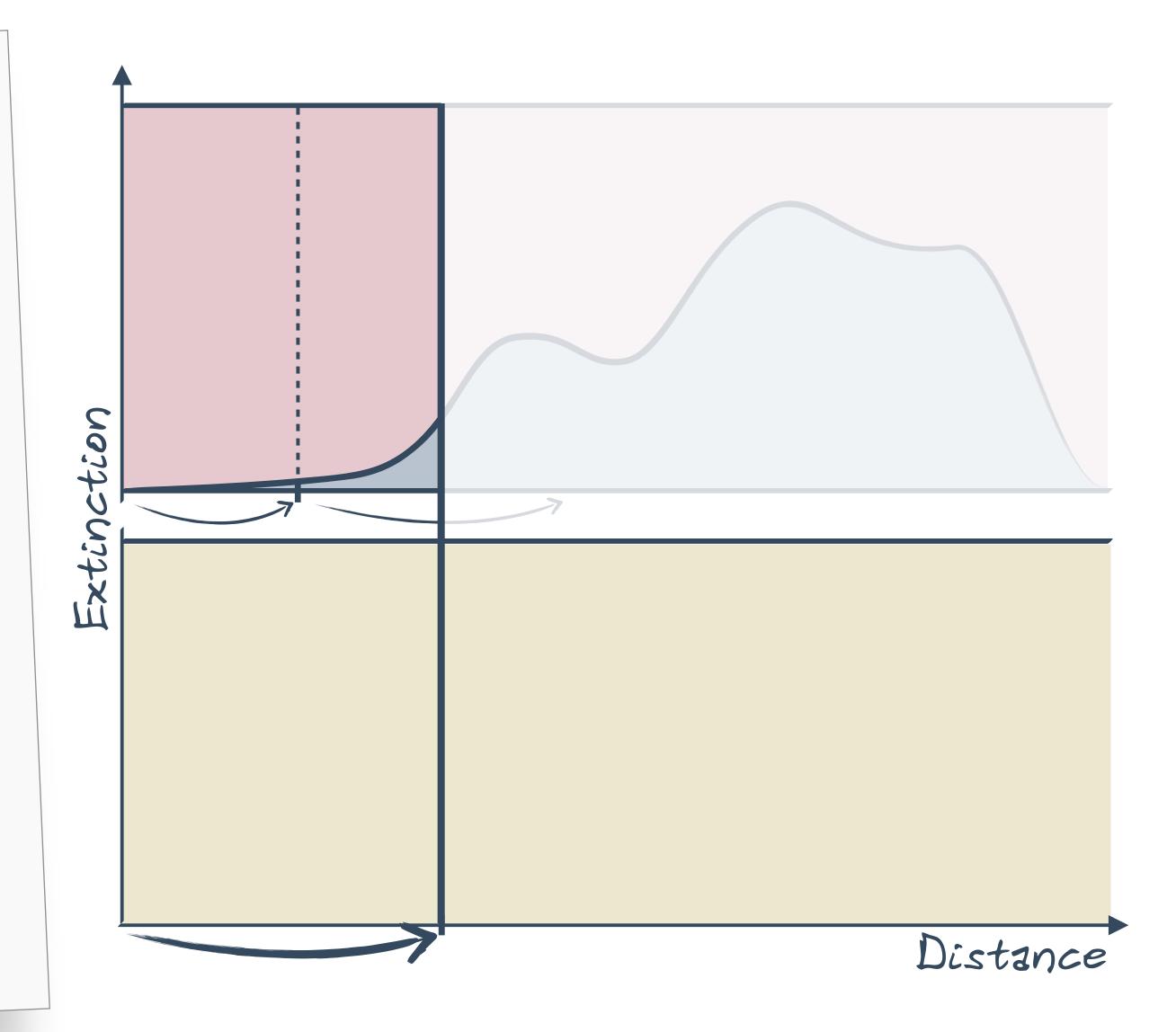
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Decomposition tracking:

- 1) Decompose into control and residual
- 2) Sample control component

Repeat

- 3) Sample tentative free path in residual component
- 4) If beyond control sample 5) Return control sample
- 6) Probabilistically classify collision Until collision classified as real
- 7) Return residual sample







Kutz et al. [2017]



HOMOGENEOUS and RESIDUAL HETEROGENEOUS components

- Reduces evaluations of spatially varying collision coefficients
- Requires a space-partitioning data structure (e.g. octree) to be practical
- Can be combine with weighted tracking to handle arbitrary decompositions

MORE DISTANCE SAMPLING...

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- Equiangular sampling [Kulla and Fajardo 2012]
- ► Joint-importance sampling [Georgiev et al. 2013]

Discussed by Iliyan later

► Tabulation approaches [Kulla and Fajardo 2012, Novák et al. 2012, Georgiev et al. 2013, Novák et al. 2014]

...END OF THIS PART