Monte Carlo Illumination

CS 4620 Lecture 22

Monte Carlo Integration

- Monte Carlo idea: design a random experiment whose average outcome is the answer we want
- Integration:

$$I = \int_{a}^{b} f(x)dx$$

• want to define an "estimator" g(x) such that

$$E\{g(x)\} = I$$
 for random values of x

 that is, the expected value of g is the answer we seek when x is chosen randomly.

Uniform sampling

• If x is chosen uniformly at random from [a, b]:

$$E\{f(x)\} = \frac{1}{b-a} \int_a^b f(x)dx$$

so, to get the desired answer, set

$$g(x) = (b - a)f(x)$$

then

$$E\{g(x)\} = \int_a^b f(x)dx = I$$
 for x uniform in [a, b]

Aside: probability density functions

Probability distribution: familiar notion in the discrete case

- a distribution divides up one unit of probability among the elements of a probability space.
- e.g. roll two dice; probability space is $\Omega = \{1, \dots, 6\}^2$
- each possible roll is equally likely: $p((i,j)) = \frac{1}{36}$
- probability distribution p has to be normalized: $\sum_{x\in\Omega}p(x)=1$
- a random variable is a function on Ω
- e.g. sum of the two dice: S((i,j)) = i + j
- values of S are distributed over $\{2, \ldots, 12\}$

$$S \sim p_S$$
 where $p_S(n) = \Pr\{S(x) = n\}$

Aside: probability density functions

Probability distribution can also be over a continuous set

- e.g. spin a spinner from 0 to 6; probability space is $\Omega = [0,6)$
- each possible spin is equally likely: $p(x_0) = \frac{1}{6} = \frac{\Pr\{x_0 < x < x_0 + dx\}}{dx}$
- probability density p has to be normalized: $\int_{\Omega} p(x)dx = 1$
- a random variable is a function on Ω
- e.g. sum of two spins: $S:\Omega^2\to I\!\!R:S(x,y)=x+y$
- values of S are distributed over [0, 12)

$$S \sim p_S$$
 where $p_S(z) dz = \Pr\{z < S(x, y) < z + dz\}$
 $p(0) = 0;$ $p(1) = \frac{1}{36};$ $p(6) = \frac{1}{6};$ $p(12) = 0$

Expectation

Discrete case

when
$$x \sim p(x)$$
, $E\{f(x)\} = \sum_{x \in \Omega} f(x)p(x)$

Continuous case

when
$$x \sim p(x)$$
, $E\{f(x)\} = \int_{\Omega} f(x)p(x) dx$

Uniform sampling revisited

- Choosing points uniformly from [a, b] is sampling from a pdf that has density I / (b – a).
 - if we use an estimator g with uniformly sampled x:

$$E\{g(x)\} = \int_{a}^{b} g(x)p(x) dx = \frac{1}{b-a} \int_{a}^{b} g(x)dx$$

so if f is the desired integrand, the correct estimator is

$$g(x) = (b - a)f(x)$$

Nonuniform sampling

- Choosing points instead from some other distribution over the interval [a, b] also works just as well
 - if we use an estimator g with $x \sim p(x)$

$$E\{g(x)\} = \int_a^b g(x)p(x) dx$$

so if f is the desired integrand, the correct estimator is

$$g(x) = \frac{f(x)}{p(x)}$$

$$E\{g(x)\} = \int_a^b \frac{f(x)}{p(x)} p(x) dx = \int_a^b f(x) dx$$
 as long as p(x) is not zero!