Given a function evaluation f(x) = 0.5 at position x and another neighboring function evaluation f(x') = 0.7 at position x', what is the probability of accepting a mutation from x to x' according to Metropolis-Hastings algorithm in the following two cases:

a) Assume that the mutation is proposed with uniform random perturbation.

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The general formula is:

$$min(1, \frac{f(x')T(x' \to x)}{f(x)T(x \to x')})$$

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$$a(x \to x') = min(1, \frac{f(x')}{f(x)}) = min(1, 1.4)$$

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Given a function evaluation f(x) = 0.5 at position x and another neighboring function evaluation f(x') = 0.7 at position x', what is the probability of accepting a mutation from x to x' according to Metropolis-Hastings algorithm in the following two cases:

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$$a(x \to x') = min(1, \frac{f(x')T(x' \to x)}{f(x)T(x \to x')}) = min(1, 0.5)$$

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$$a(x \to x') = min(1, \frac{f(x')T(x' \to x)}{f(x)T(x \to x')}) = min(1, 0.5) = 0.5$$

If the path termination probability q=0.75, then what is the probability of the path tracing to stop after the following number of bounces:

- a) 2 bounces. p(2) =
- b) 3 bounces. p(3) =
- c) 4 bounces. p(4) =

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Termination probability: q = 0.75

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If the path termination probability q=0.75, then what is the probability of the path tracing to stop after the following number of bounces:

Termination probability: q = 0.75

- a) 2 bounces. p(2) = .25 \* .75
- b) 3 bounces. p(3) =
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Termination probability: q = 0.75

- a) 2 bounces.  $p(2) = .25 * .75 \approx 0.1875$
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- a) 2 bounces.  $p(2) = .25 * .75 \approx 0.1875$
- b) 3 bounces.  $p(3) = .25 * .25 * .75 \approx .047$
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- c) 4 bounces. p(4) = .25 \* .25 \* .25 \* .75

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- b) 3 bounces.  $p(3) = .25 * .25 * .75 \approx .047$
- c) 4 bounces.  $p(4) = .25 * .25 * .25 * .75 \approx .012$

If the path termination probability q=0.75, then what is the probability of the path tracing to stop after the following number of bounces:

Termination probability: q = 0.75

Further tracing probability: (1-q) = 0.25

- a) 2 bounces.  $p(2) = .25 * .75 \approx 0.1875$
- b) 3 bounces.  $p(3) = .25 * .25 * .75 \approx .047$
- c) 4 bounces.  $p(4) = .25 * .25 * .25 * .75 \approx .012$

The general formula is:

$$p(n) = (1-q)^{n-1}q$$

Assume that 50 photons are deposited on a surface within a radius r = 0.5 m. Each photon is carrying a flux  $\Delta \Phi = 2Watt$ . Compute the reflected radiance estimate at the surface assuming a diffuse BRDF of albedo  $\rho_d = 0.5$ .

We have the equation

$$L(x, \vec{\omega}) = \sum_{p=1}^{n} f_r(x, \vec{\omega_p}', \vec{\omega}) \frac{\Delta \Phi_p(x, \vec{\omega_p}')}{\pi r^2}$$

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Substitute  $\rho_d = 0.5$ ,  $\Delta \Phi_p(x, \vec{\omega_p}') = 2$ , r = 0.5 and n = 50

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Substitute 
$$\rho_d = 0.5$$
,  $\Delta \Phi_p(x, \vec{\omega_p}') = 2$ ,  $r = 0.5$  and  $n = 50$ 

$$L(x, \vec{\omega}) = 50 * \frac{0.5}{\pi} * \frac{2}{\pi * 0.5^2} = 20.264 W/m^2 sr$$