

MIS Compensation: Optimizing Sampling Techniques in Multiple Importance Sampling

Seminar-Ausarbeitung von

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1. Abstract

(Write abstract (at the end))

ToDo

2. Introduction

ToDo (Write introduction. Structure as in the paper (overview, problem, others, solution proposal))

3. Related Work

(Sum up what others did in this field.)

ToDo

4. Multiple Importance Sampling

ToDo **(Match to actual structure of this chapter)** In this chapter the fundamentals of Monte Carlo integration and importance sampling will be introduced. After that Multiple Importance Sampling is explained which is the fundament for the next chapter 5.

4.1 Probability Basics

For our use case we need to define random variables, probability distribution functions (pdf) and cumulative distribution functions (cdf). A random variable maps an event to a real number $X : \Omega \rightarrow \mathbb{R}$. In a discrete scenario our random variable corresponds to one exact event e.g. a dice throw showing three pips on the top. The probability for this can be expressed as $P(X = 3) = \frac{1}{6}$ or as $X(3) = \frac{1}{6}$ since the random variable X can take six different values which are all equally likely. To express the probability that an event is within a range of values we can use the cdf which is defined as

$$F(x) = P(X \leq x), x \in \mathbb{R}.$$

For the probability of a random variable in an interval $[a, b)$ we can write

$$P(a \leq X < b) = F(b) - F(a).[\text{Sch18}]$$

When we are talking about continuous events e.g. turning a wheel of fortune, every exact angle has a probability of zero. But we can still express our probability for an angle interval with the cdf from above. In the continuous case we have a pdf that is used to calculate the cdf with

$$F(x) = \int_{-\infty}^x p(\tilde{x}) d\tilde{x}.$$

The pdf has to be non-negative ($\forall x : p(x) \geq 0$) and integrate to one ($\int_{-\infty}^{\infty} p(x) dx = 1$) to be valid and “[...] describes the relative probability of a random variable taking on a particular value.”[PJH18, Chapter 13.1] **(How to cite when the content of this section was created with a reference?)**

ToDo

4.2 Generating Samples after a specific Function

This will be very important for the next section 4.3, since this is our adjustment wheel to manipulate the quality of our rendering (for a given amount of time). Most of the

time we don't need evenly distributed samples, rather our samples should follow a specific characteristic of a material or a scene. For this we need to know how to generate samples that correspond to that characteristic.

Given a function $f(x)$ after which we would like to draw samples the first step is to make sure it fulfills the constraints for a pdf in an interval $[a, b]$ we want to use. First we check that $\forall x \in [a, b] : f(x) \geq 0$ and then calculate the integral with $F = \int_a^b f(x)dx$. F can be used to normalize our goal function which yields us $\tilde{f}(x) = \frac{f(x)}{F}$ as a valid pdf. The next step is to calculate our cdf as $F(x) = \int_a^x \tilde{f}(t)dt$ which we will then invert to get $F^{-1}(x)$. Now we only need to draw an equally distributed random number (which most programming languages have a library for) in the interval $[0, 1]$ which we call ξ and evaluate $F^{-1}(\xi) = X$ to get X which is distributed after $f(\cdot)$. This method is called "inverse cdf". [Sch18] **(Should I also cover 2D sampling?) (Should I cover more sampling methods (rejection sampling e.g.))**

ToDo
ToDo

4.3 Monte Carlo Integration

Monte Carlo integration is a technique to approximate the integral of an arbitrary function $f(x)$ by taking N random samples X_i from a pdf $p(X_i)$. As we know the expectation of a random variable is calculated by

$$E(X) = \int_{-\infty}^{\infty} x * p(x)dx$$

or more generally

$$E(g(x)) = \int_{-\infty}^{\infty} g(x) * p(x)dx.$$

For the next step we need the law of large numbers which states that

$$P \left[\lim_{N \rightarrow \infty} \frac{1}{N} \sum_{i=0}^N X_i = E(X) \right] = 1$$

with X_i drawn from $p(\cdot)$ which means that the average of our samples will converge to the expectation [Vea97, Chapter 2.4.1]. From here we can formulate

$$E(g(x)) \stackrel{\text{definition}}{=} \int_a^b g(x) * p(x)dx \stackrel{\text{Law of large numbers}}{\approx} \frac{1}{N} \sum_{i=0}^N g(x_i)$$

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

$$\begin{aligned} \int_a^b \frac{f(x)}{p(x)} p(x)dx &\approx \frac{1}{N} \sum_{i=0}^N \frac{f(x)}{p(x)} \\ \Leftrightarrow \int_a^b f(x)dx &\approx \frac{1}{N} \sum_{i=0}^N \frac{f(x)}{p(x)} \end{aligned}$$

which is exactly what the Monte Carlo equation is [Sch18].

(Introduce Variance to motivate Importance Sampling)

ToDo

The formula for this integral is $F \approx \frac{1}{n} \sum_{i=1}^n \frac{f(X_i)}{p(X_i)}$ which gives us an constraints for $f(\cdot)$ and $p(\cdot)$ namely $\forall \{x | f(x) > 0\} : p(x) > 0$ else we would miss some values and our end result would be wrong. [PJH18, Chapter 13.2]

4.4 Importance Sampling

(Show why a good pdf can reduce the variance) (Show the limits of one single pdf -> motivation for mis) ToDo
ToDo

4.5 Multiple Importance Sampling

ToDo (Motivate with examples from rendering context)
ToDo (Explain MIS in more detail than in the paper) (check what happens, when
ToDo one technique says probability is 0)

5. Multiple Importance Sampling Compensation

(Recap their approach to improve MIS)

ToDo

5.1 Optimality

(Explain their work. Formulas should be clearly explained.)

ToDo

6. Application: Image Based Lighting

ToDo (Explain the contents of this chapter)

6.1 Image Based Lighting

ToDo (Explain Image based lighting shortly)

6.2 MIS Compensation in Image Based Lighting

ToDo (Explain how their approach improves ibl variance)

ToDo (If space left show results)

7. Application: Path Guiding

7.1 Path Guiding

(Explain the concept of path guiding)

ToDo

7.2 MIS Compensation in Path Guiding

(Explain how their approach improves path guiding)

ToDo

8. Summary

ToDo (Write a shor summary of what they achieved)

8.1 Future Work

ToDo (Mention what could be done next based on this work)

Bibliography

- [PJH18] M. Pharr, W. Jakob, and G. Humphreys, *Physically Based Rendering: From Theory To Implementation*, 3rd ed. MK, Morgan Kaufmann, 2018.
- [Sch18] J. Schudeiske, “Fotorealistische bildsynthese,” 2018, course slides from lecture at the KIT.
- [Vea97] E. Veach, “Robust monte carlo methods for light transport simulation,” Ph.D. dissertation, Stanford University, December 1997.

Erklärung

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Karlsruhe, den November 14, 2019

(Christian Navolskyi, B. Sc.)