

Luca Polenta 1794787 – Adaptive Rendering

Changed files:

- `yipathtraces.cpp` and `ypathtrace.cpp`: In order to make it run interactively, I've added some option to parse new input from command line: trace by quality using `"-q"` or `"--quality"`, trace by spp (sample per pixel) using `"--spp"` and trace by time (seconds) using `"--seconds"`. Furthermore, I've moved the iteration over the samples into the `yocto_pathtrace.cpp` file.
- `yocto_pathtrace.h`: I've added some parameters into the `pathtrace_state` and into the `pathtrace_params` in order to support the adaptive rendering and I've added some `get_functions` in order to obtain some information about them during the execution.
- `yocto_pathtrace.cpp`: Here I've added and changed various functions:
 - `init_state`: It has been modified in order to initialize all the parameters of state.
 - `checkEnd`: check if I have reached a default condition or one of those expressed in the command line input to stop adaptive rendering.
 - `trace_sample`: it traces a block of samples. It accumulates the information about the pixels and at the end it defines the state->render, computes the error and defines the quality.
 - `trace_until_quality`: call `trace_sample` until the quality is reached.
 - `trace_by_budget`: call `trace_samples` with the step equal to the budget.
 - `create_sample_spread`: it allows to find the neighbours of the considered pixels.
 - `all_image_ij`: This function obtains all the pixels from the image.
 - `parallel_pixels_in_list`: This feature allows to speed up computation by using threads to process pixels.
 - `render_samples`: It progressively computes an image by calling `trace_samples` multiple times. At first it traces a minimum number of samples and then starts a loop until one of the `checkEnd` conditions is reached. In the loop it selects the pixels that are below the required quality and calls `trace_samples` until they reach it. Furthermore, it checks that the neighbors of each considered pixel also have the same sample number, otherwise call `trace_by_budget` on them.