Spherical Harmonics

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1 Definitions

Note that different conventions on this topic exist. In this document, we follow the one in Wikipedia [1], which is also consistent with that of Matlab (R2013b).

1.1 Associated Legendre polynomials [2]

The associated Legendre polynomials are defined as

$$P_{\ell}^{m}(x) = \frac{\left(-1\right)^{m}}{2^{\ell}\ell!} \left(1 - x^{2}\right)^{m/2} \frac{d^{\ell+m}}{dx^{\ell+m}} \left(x^{2} - 1\right)^{\ell}, \quad \text{for } -1 \le x \le 1, \ \ell \ge 0, \ -\ell \le m \le \ell. \tag{1}$$

This definition has the property that

$$P_{\ell}^{-m}(x) = (-1)^m \frac{(\ell - m)!}{(\ell + m)!} P_{\ell}^m(x).$$
 (2)

Matlab also provides implementation for "fully normalized associated Legendre functions", defined as

$$N_{\ell}^{m} = (-1)^{m} \sqrt{\frac{\left(\ell + \frac{1}{2}\right)! \left(\ell - m\right)!}{(\ell + m)!}} P_{\ell}^{m}$$
(3)

1.1.1 Low-order examples

Associated Legendre polynomials with $\ell \leq 2$.

$$\begin{split} P_0^0(x) &= 1, \\ P_1^{-1}(x) &= -\frac{1}{2}P_1^1(x), & P_1^0(x) &= x, & P_1^1\left(x\right) &= -\left(1-x^2\right)^{1/2}, \\ P_2^{-2}(x) &= \frac{1}{24}P_2^2(x), & P_2^{-1}(x) &= -\frac{1}{6}P_2^1(x), & P_2^0(x) &= \frac{1}{2}(3x^2-1), & P_2^1(x) &= -3x(1-x^2)^{1/2}, & P_2^2(x) &= 3(1-x^2). \end{split}$$

1.2 Spherical harmonic functions [1]

The spherical harmonic functions are defined as

$$Y_{\ell}^{m}\left(\theta,\phi\right) = \sqrt{\frac{(2\ell+1)}{4\pi} \frac{(\ell-m)!}{(\ell+m)!}} P_{\ell}^{m}\left(\cos\theta\right) e^{im\phi},\tag{4}$$

or equivalently by fully normalized associate Legendre functions

$$Y_{\ell}^{m}(\theta,\phi) = (-1)^{m} \sqrt{\frac{1}{2\pi}} N_{\ell}^{m}(\cos\theta) e^{im\phi}.$$
 (5)

A real basis of spherical harmonic functions can be defined as below

$$Y_{\ell,m} = \begin{cases} \frac{1}{\sqrt{2}} \left(Y_{\ell}^{-m} + (-1)^m Y_{\ell}^m \right) & \text{if } m > 0 \\ Y_{\ell}^0 & \text{if } m = 0 \\ \frac{i}{\sqrt{2}} \left(Y_{\ell}^m - (-1)^m Y_{\ell}^{-m} \right) & \text{if } m < 0. \end{cases}$$
 (6)

Note we use two subscripts for real basis, as opposed to one subscript and one super-script for complex one. The real basis can usually be more conveniently expressed in terms of $(x, y, z) = (\sin \theta \cos \phi, \sin \theta \sin \phi, \cos \theta)$.

1.2.1 Low-order examples [3]

Spherical harmonic functions with $\ell \leq 2$.

$$Y_0^0(\theta,\phi) = \frac{1}{2}\sqrt{\frac{1}{\pi}}, \\ Y_1^{-1}(\theta,\phi) = \frac{1}{2}\sqrt{\frac{3}{2\pi}}\sin\theta e^{-i\phi}, \qquad Y_1^0(\theta,\phi) = \frac{1}{2}\sqrt{\frac{3}{2\pi}}\cos\theta, \qquad Y_1^1(\theta,\phi) = -\frac{1}{2}\sqrt{\frac{3}{2\pi}}\sin\theta e^{i\phi}, \\ Y_2^{-2}(\theta,\phi) = \frac{1}{4}\sqrt{\frac{15}{2\pi}}\sin^2\theta e^{-2i\phi}, \qquad Y_2^{-1}(\theta,\phi) = \frac{1}{2}\sqrt{\frac{15}{2\pi}}\sin\theta\cos\theta e^{-i\phi}, \qquad Y_2^0(\theta,\phi) = \frac{1}{4}\sqrt{\frac{5}{\pi}}\left(3\cos^2\theta - 1\right), \qquad Y_2^1(\theta,\phi) = -\frac{1}{2}\sqrt{\frac{15}{2\pi}}\sin\theta\cos\theta e^{i\phi}, \qquad Y_2^2(\theta,\phi) = \frac{1}{4}\sqrt{\frac{15}{2\pi}}\sin\theta\cos\theta e^{i\phi}, \qquad Y_2^2(\theta,\phi) = \frac{1}{4}\sqrt{\frac{15}{2\pi}}\sin\theta\cos\theta\cos\theta e^{i\phi}, \qquad Y_2^2(\theta,\phi) = \frac{1}{4}\sqrt{\frac{15}{2\pi}}\sin\theta\cos\theta\cos\theta e^{i\phi}, \qquad Y_2^2(\theta,\phi) = \frac{15}\sqrt{\frac{15}{2\pi}}\sin\theta\cos\theta\cos\theta e^{i\phi}, \qquad Y_2^2(\theta,\phi) = \frac{1}{4}\sqrt{\frac{15}{2\pi}}\sin$$

Real spherical harmonic functions with $\ell \leq 2$.

$$Y_{0,0} = \frac{1}{2}\sqrt{\frac{1}{\pi}},$$

$$Y_{1,-1} = \frac{1}{2}\sqrt{\frac{3}{\pi}}y, \qquad Y_{1,0} = \frac{1}{2}\sqrt{\frac{3}{\pi}}z, \qquad Y_{1,1} = \frac{1}{2}\sqrt{\frac{3}{\pi}}x,$$

$$Y_{2,-2} = \frac{1}{2}\sqrt{\frac{15}{\pi}}xy, \quad Y_{2,-1} = \frac{1}{2}\sqrt{\frac{15}{\pi}}yz, \quad Y_{2,0} = \frac{1}{4}\sqrt{\frac{5}{\pi}}\left(3z^2 - 1\right), \quad Y_{2,1} = \frac{1}{2}\sqrt{\frac{15}{\pi}}xz, \quad Y_{2,2} = \frac{1}{4}\sqrt{\frac{15}{\pi}}\left(x^2 - y^2\right).$$

1.3 Inner product in spherical space

The inner product in the spherical space is defined as

$$\langle f, g \rangle = \int_{\mathbb{S}^2} f(\omega) \bar{g}(\omega) d\omega = \int_{\theta=0}^{\pi} \int_{\phi=-\pi}^{\pi} f(\theta, \phi) \bar{g}(\theta, \phi) \sin \theta \, d\phi \, d\theta. \tag{7}$$

By our convention, $\langle Y_\ell^m, Y_{\ell'}^{m'} \rangle = \delta_{\ell,\ell'} \delta_{m,m'}$.

1.4 Decomposition of a spherical function

Any well-behaved spherical function f can be decomposed as

$$f = \sum_{\ell=0}^{\infty} \sum_{m=-\ell}^{\ell} f_{\ell}^{m} Y_{\ell}^{m} = \sum_{\ell=0}^{\infty} \sum_{m=-\ell}^{\ell} f_{\ell,m} Y_{\ell,m},$$
(8)

where

$$f_{\ell}^{m} = \langle f, Y_{\ell}^{m} \rangle = \int_{\mathbb{S}^{2}} f(\omega) \bar{Y}_{\ell}^{m}(\omega) d\omega, \tag{9}$$

$$f_{\ell,m} = \langle f, Y_{\ell,m} \rangle = \int_{\mathbb{S}^2} f(\omega) Y_{\ell,m}(\omega) d\omega.$$
 (10)

2 Applications in Lambertian Reflectance [4, 5, 6]

We use the real form spherical harmonics in this application.

2.1 Convolution and Funke-Hecke theorem [4]

Let $L(\omega)$ be a spherical function and k(x) a scalar function, we define "convolution" as

$$E(\omega_1) = (k * L)(\omega_1) \stackrel{\text{def}}{=} \int_{\mathbb{S}^2} k(\omega_1 \cdot \omega_2) L(\omega_2) d\omega_2, \tag{11}$$

where the result $E(\omega_1)$ is another spherical function.

Theorem 1 (Funk-Hecke). Let k(x) be a bounded integrable function on [-1,1], whose Harmonic expansion

$$k(\cos \theta) = \sum_{\ell=0}^{\infty} k_{\ell} Y_{\ell,0}(\theta, \phi) = \sum_{\ell=0}^{\infty} \sqrt{\frac{2\ell+1}{4\pi}} k_{\ell} P_{\ell}^{0}(\cos \theta).$$
 (12)

Then we have

$$k * Y_{\ell,m} = \sqrt{\frac{4\pi}{2\ell + 1}} k_l Y_{\ell,m}.$$
 (13)

The theorem implies that

$$E = k * L = \sum_{\ell=0}^{\infty} \sum_{m=-\ell}^{\ell} \left(\sqrt{\frac{4\pi}{2\ell+1}} k_{\ell} L_{\ell,m} \right) Y_{\ell,m}.$$
 (14)

2.2 Lambertian Reflectance [5]

Let L denote distant lighting distribution, and $E(\mathbf{n})$ the irradiance of the surface normal \mathbf{n} . Then we have

$$E(\mathbf{n}) = \int_{\Omega(\mathbf{n})} L(\omega) (\mathbf{n} \cdot \omega) d\omega$$
 (15)

where $\bf n$ and ω are unit direction vectors and $\Omega(\bf n)$ is the upper hemisphere of $\bf n$. Define

$$A(\theta) = \max\left[\cos\theta, 0\right] = \sum_{\ell=0}^{\infty} A_{\ell} Y_{\ell,0}(\theta, \phi). \tag{16}$$

Then we have

$$E(\mathbf{n}) = \int_{\mathbb{S}^2} L(\omega) A(\mathbf{n} \cdot \omega) d\omega = \sum_{\ell=0}^{\infty} \sum_{m=-\ell}^{\ell} \sqrt{\frac{4\pi}{2\ell+1}} A_{\ell} L_{\ell,m} Y_{\ell,m}(\mathbf{n}), \tag{17}$$

or equivalently,

$$E_{\ell,m} = \sqrt{\frac{4\pi}{2\ell + 1}} A_{\ell} L_{\ell,m} = \hat{A}_{\ell} L_{\ell,m}, \quad \text{with } \hat{A}_{\ell} = \sqrt{\frac{4\pi}{2\ell + 1}} A_{\ell}.$$
 (18)

The observation is that \widehat{A}_{ℓ} decays fast with respect to ℓ , and therefore the first several spherical harmonics (e.g. $\ell \leq 2$) captures most of the energy in $E(\mathbf{n})$.

The lighting coefficients can be found by an integration (pre-filtering)

$$L_{\ell,m} = \int_{\theta=0}^{\pi} \int_{\phi=-\pi}^{\pi} L(\theta,\phi) Y_{\ell,m}(\theta,\phi) \sin\theta \, d\theta \, d\phi. \tag{19}$$

2.3 Some Heuristics

2.3.1 $A(\theta)$ as a low-pass filter

The irradiance E is the convolution of lighting L and the function $A(\theta)$, which serves as a low-pass filter (because \widehat{A}_{ℓ} decays fast with respect to ℓ).

If the $A(\theta)$ were simply $\cos \theta$, *i.e.* without the zero clipping, it will be a perfect low-pass filter, because only the first order component would be non-zero.

2.3.2 Distant point light source

Now we consider a special case when lighting L is a distant point light source, which is equivalent to a directional light source. It can be written as a delta function

$$L(\theta, \phi) = \delta_{\theta_0, \phi_0}(\theta, \phi). \tag{20}$$

If the function $A(\theta)$ were simply $\cos \theta$, the rendering function is exactly captured by the first-order spherical harmonics, because $\hat{A}_{\ell}=0$ for $\ell=0$ and $\ell\geq 2$. In this case, the delta function will produce the same response $E(\mathbf{n})$ as the corresponding combination of first-order spherical harmonics.

In reality, when $A(\theta)$ has zero-clipping, the higher-order component will not be entirely cut-off and will need to be taken into consideration. The same first-order spherical harmonics will only produce exact $E(\mathbf{n})$ on the hemispher $\Omega(\mathbf{n})$, but not the whole sphere \mathbb{S}^2 ; and the best decomposition in the whole sphere can be different from that of the hemisphere.

References

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