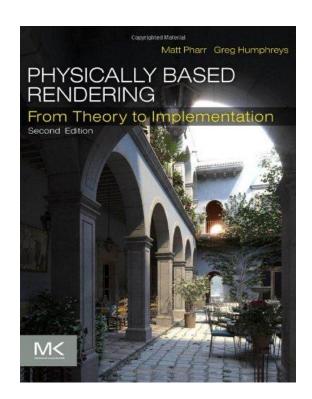
Path Tracing: Monte Carlo integration

Physically based rendering

Oscar winner



https://www.youtube.com/watch?v=7d9juPsv1Q
 U

Randomize algorithm

- Monte Carlo
 - Monte Carlo integration
- Las Vegas
 - Quick sort

Probability Review

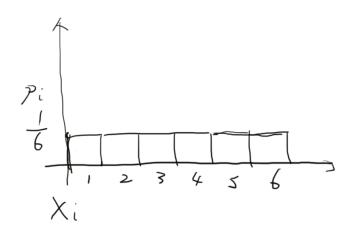
- Random Variable:
 - -X
 - A value chosen by some random process
- Discrete
 - Row a Dice and see it's outcome
- Continuous
 - A random person's weight

Dice

$$X_i = \{1,2,3,4,5,6\}$$

$$P_i = \frac{1}{6}$$

$$\sum_{i=1}^{6} P_i = 1$$

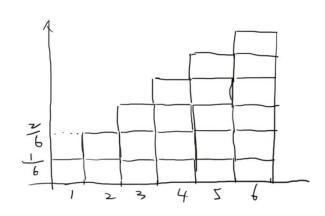


The cumulative disitribution function (CDF)

$$P(x) = \Pr\{X \le x\}$$

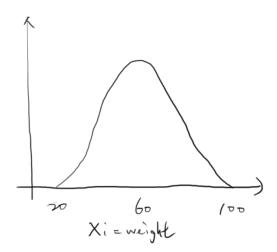
= outcome of the dice is less or equal to x example

$$P(2) = \frac{1}{3}$$



Continuous random variables

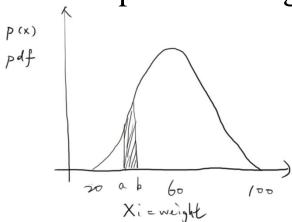
 X_i = weight of a randomly chosen person_{put}



p(x) = probability density function

$$P(x \in [a,b]) = \int_a^b p(x)dx$$

= probability of a random person's weight is between a, and b



Continuous random variables

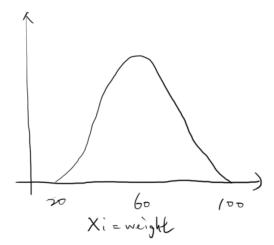
 X_i = weight of a randomly chosen person^{p(x)}

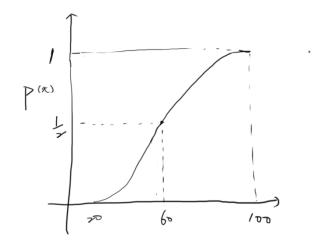
The cumulative disitribution function (CDF)

$$P(x) = \Pr\{X \le x\}$$

= A randomly chosen person's weight is less than x

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





Uniform random variable

canonical uniform random variable ξ (pronounced as Xi)

$$p(x) = \begin{cases} 1 & x \in [0,1) \\ 0 & \text{otherwise} \end{cases}$$

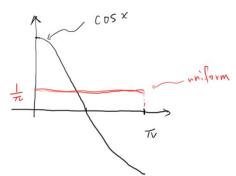
Expected values

- Expected value of a function f
 - Average value of the function over some distribution p

$$E_p[f(x)] = \int_D f(x)p(x)dx$$

- If p is uniform, we drop the subscript p from Ep
- Example
 - Expected value of cos(x), x between 0 and Pi

$$E[\cos(x)] = \int_{0}^{\pi} \frac{\cos(x)}{\pi} dx = \frac{1}{\pi} (-\sin \pi + \sin 0) = 0$$



Properties of E

$$E[af(x)] = aE[f(x)]$$
$$E[\sum_{i} f(X_{i})] = \sum_{i} E[f(X_{i})]$$

The Monte Carlo estimator

- Suppose we want to evaluate the integral $\int_a^b f(x)dx$
- Given uniform random variables $X_i \in [a,b]$
- We claim

$$F_N = \frac{b - a}{N} \sum_{i=1}^{N} f(X_i) \text{ is the estimator of } \int_a^b f(x) dx$$

(when N
$$\rightarrow \infty$$
, $F_N = \int_a^b f(x)dx$)
$$(E[F_N] = \int_a^b f(x)dx)$$

Proof

$$E[F_N] = E\left[\frac{b-a}{N}\sum_{i=1}^N f(X_i)\right]$$

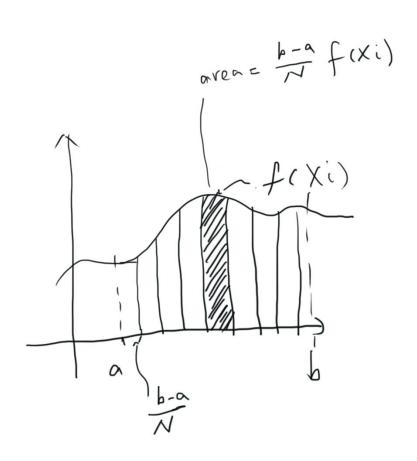
$$= \frac{b-a}{N}\sum_{i=1}^N E[f(X_i)]$$

$$= \frac{b-a}{N}\sum_{i=1}^N \int_a^b f(x)p(x)dx$$

$$= \frac{1}{N}\sum_{i=1}^N \int_a^b f(x)dx$$

$$= \int_a^b f(x)dx$$

Geometric interpretation



More general form

• Given a probability density function p(x)

$$F_N = \frac{1}{N} \sum_{i=1}^{N} \frac{f(X_i)}{p(X_i)}$$
 is the estimator of $\int_a^b f(x) dx$

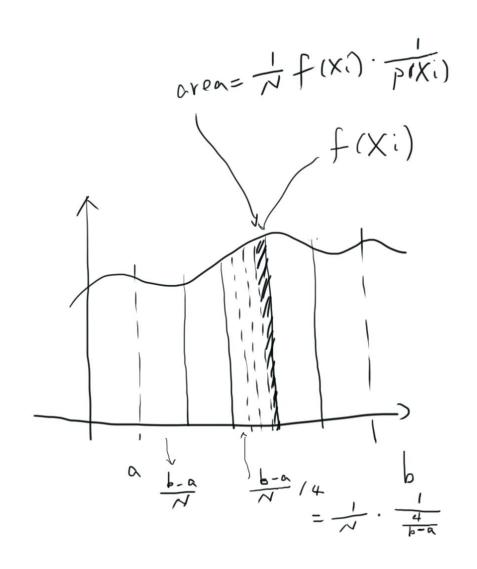
proof

$$E[F_N] = E\left[\frac{1}{N} \sum_{i=1}^N \frac{f(X_i)}{p(X_i)}\right]$$

$$= \frac{1}{N} \sum_{i=1}^{N} \int_{a}^{b} \frac{f(x)}{p(x)} p(x) dx$$

$$= \frac{1}{N} \sum_{i=1}^{N} \int_{a}^{b} \frac{f(x)}{p(x)} dx = \int_{a}^{b} f(x) dx$$

Geometric interpretation

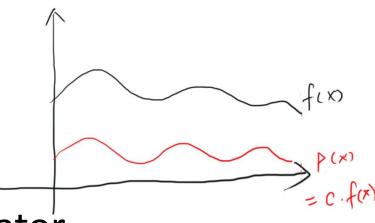


Why we need this form

• Suppose we have a pdf $p(x) = c \cdot f(x)$

$$\Rightarrow \int p(x)dx = \int c \cdot f(x)dx = 1$$

$$\Rightarrow c = \frac{1}{\int f(x)dx}$$



Then the Monte Carlo estimator

$$\frac{1}{N} \sum_{i=1}^{N} \frac{f(X_i)}{p(X_i)} = \frac{1}{N} \sum_{i=1}^{N} \frac{1}{c} = \int f(x) dx,$$

Perfect estimate!!

Extending to multiple dimensions

- Extending to multiple dimensions is straightforward
- Consider the three-dimensional integral

$$\int_{x_0}^{x_1} \int_{y_0}^{y_1} \int_{z_0}^{z_1} f(x, y, z) dx dy dz$$

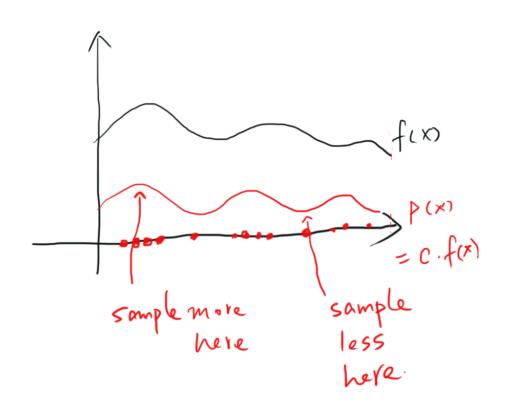
 $\int_{x_0}^{x_1} \int_{y_0}^{y_1} \int_{z_0}^{z_1} f(x, y, z) dx dy dz$ • If we use uniform sampling $p(x, y, z) = \frac{1}{(x_1 - x_0)} \frac{1}{(y_1 - y_0)} \frac{1}{(z_1 - z_0)}$

then the estimator is
$$\frac{(x_1 - x_0)(y_1 - y_0)(z_1 - z_0)}{N} \sum_i f(X_i)$$

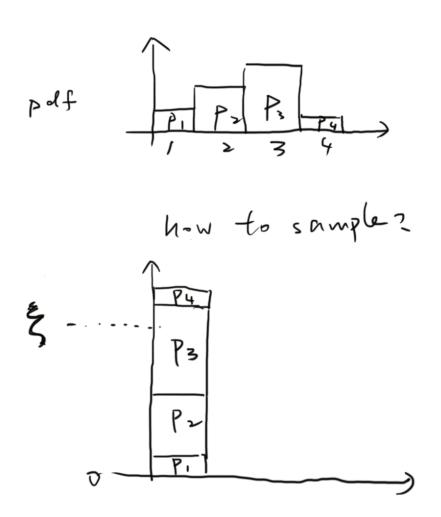
Multiple dimensions

- The number of samples N is independent of the dimensionality of the integral
- Error in Monte Carlo estimator decreases at a rate of $O(\sqrt{N})$

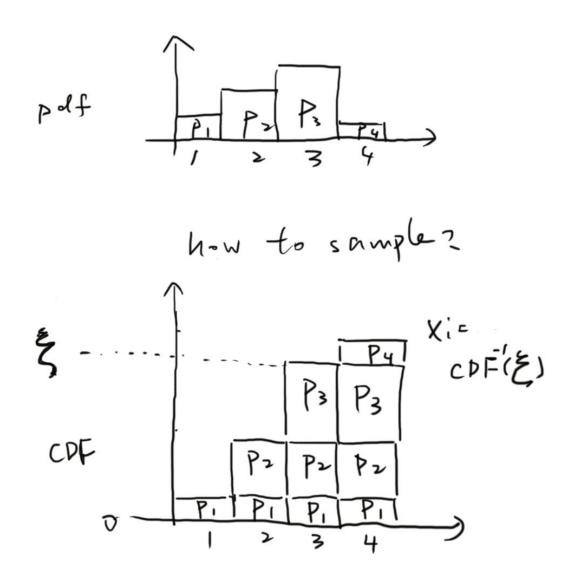
Sampling of random variables



How to sample from a PDF



Inversion method



Inversion method

- 1. Compute the CDF $P(x) = \int_0^x p(x')dx'$
- 2. Compute the inverse $P^{-1}(x)$
- 3. Obtain a uniformly distributed random number ξ
- 4. Compute $X_i = P^{-1}(\xi)$

