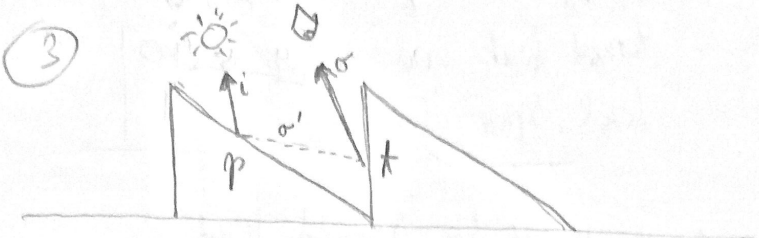
(2) $\lambda_p(\omega_i)\, f_p(\omega_i, \omega_o', \omega_p) \langle \omega_o', \omega_p \rangle (1 - g_1(\omega_o', \omega_p))\, g_1(\omega_o, \omega_*)$

- path $i \to p \to t \to o$

(3)



$\lambda_p(\omega_i)$ - intersection probab of incoming ray with perturbed surf

$f_p(\omega_i, \omega_o', \omega_p)$ - evaluation of perturbed surf BRDF for incoming direction (ω_i) and reflected by target surf direction (ω_o') in local space of ω_p

$\langle \omega_o', \omega_p \rangle$ - cosine weight for perturbed surf

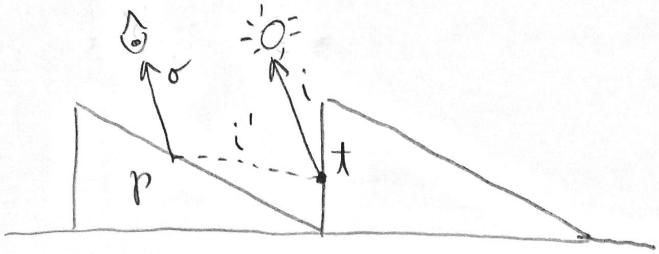
$1 - g_1(\omega_o', \omega_p)$ - shadowing of reflected outgoing directions by perturbed surf

$g_1(\omega_o, \omega_*)$ - shadowing of outgoing direction by target surf

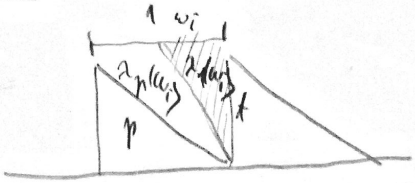
(3) $\lambda_*(\omega_i)\, f_p(\omega_i', \omega_o, \omega_p) \langle \omega_o, \omega_p \rangle\, g_1(\omega_o, \omega_p)(1 - g_1(\omega_i', \omega_*))$

- path $i \to t \to p \to o$

(4)



$\lambda_*(\omega_i)$ - probability of intersection of incoming ray and target surf



$$\lambda_*(\omega_i) = \frac{a_*(\omega_i)}{a_p(\omega_i) + a_*(\omega_i)}$$