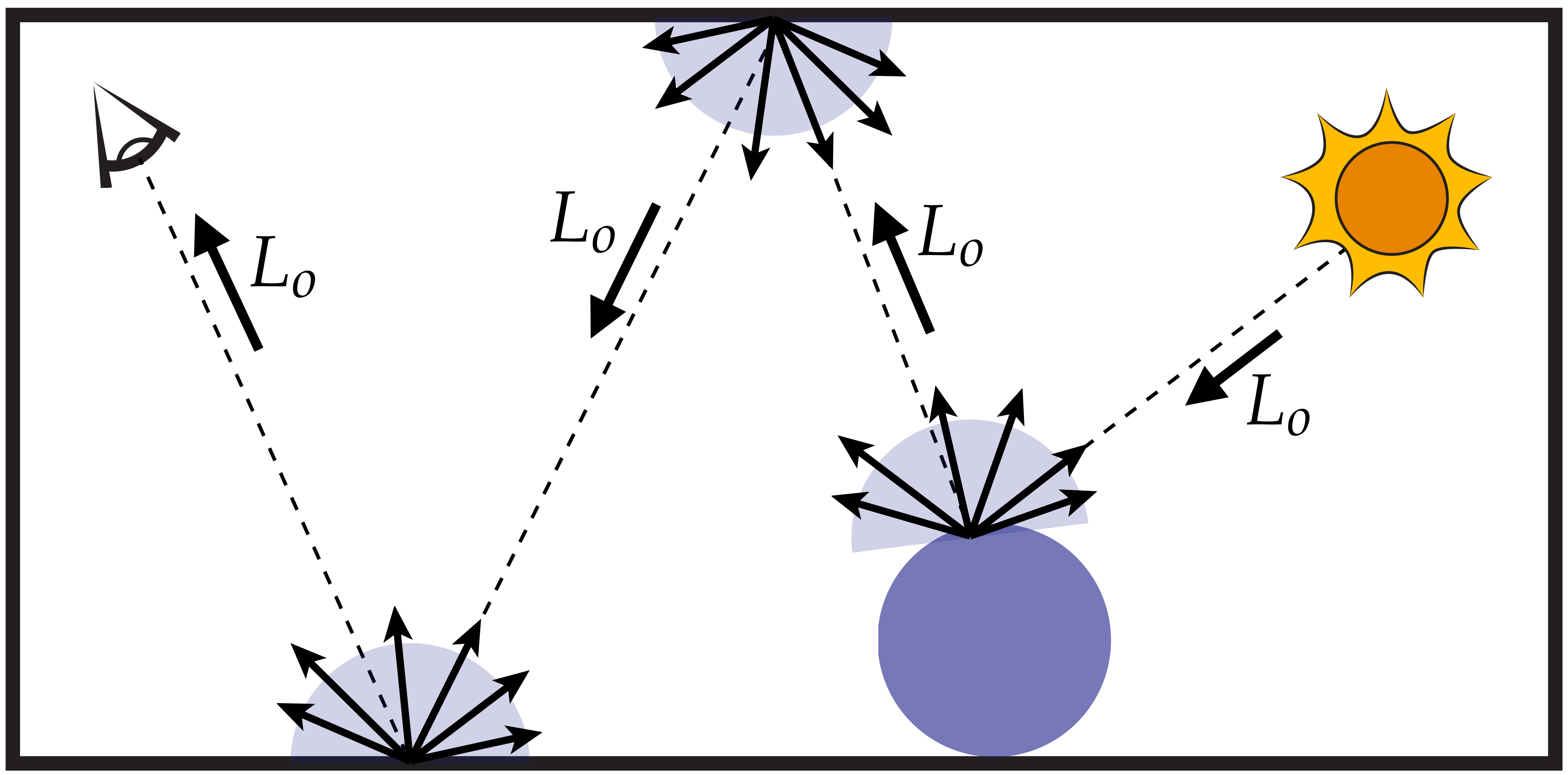
Lecture 12:

Numerical Integration

Computer Graphics
CMU 15-462/15-662

Motivation: The Rendering Equation

- **Recall the rendering equation, which models light "bouncing around the scene":**

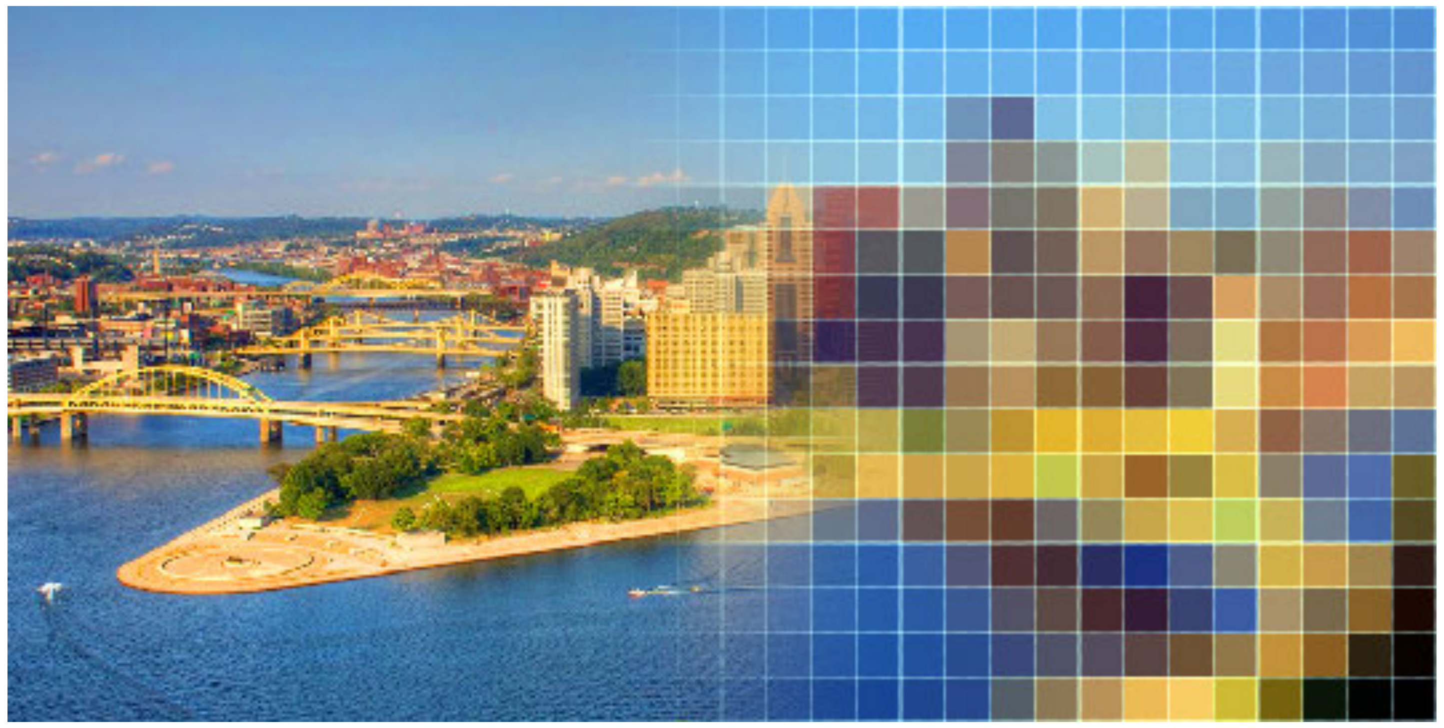


$$L_o(\mathbf{p}, \omega_o) = L_e(\mathbf{p}, \omega_o) + \int_{\mathcal{H}^2} f_r(\mathbf{p}, \omega_i \to \omega_o) L_i(\mathbf{p}, \omega_i) \cos\theta \, d\omega_i$$

How can we *possibly* evaluate this integral?

Numerical Integration—Overview

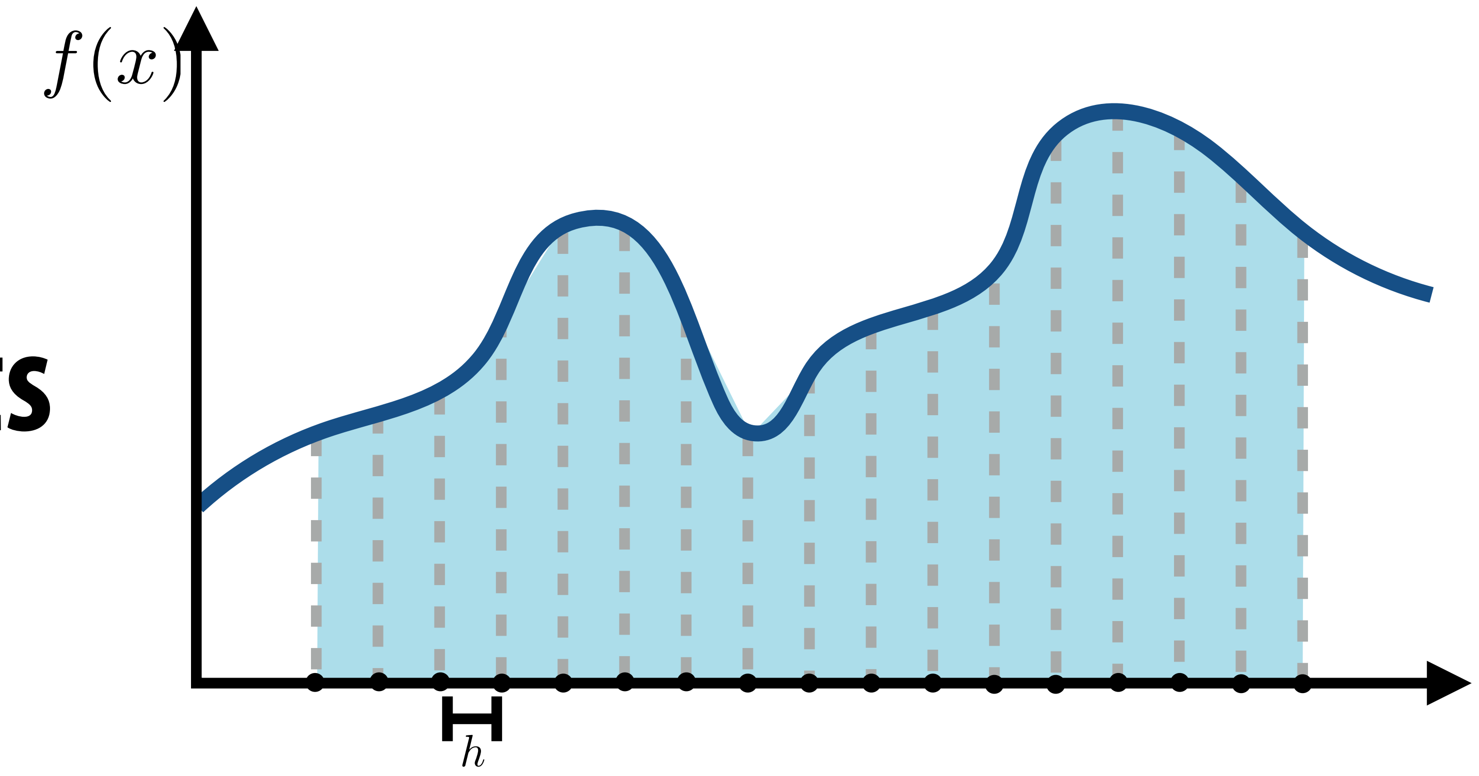
- In graphics, many quantities we're interested in are naturally expressed as integrals (total brightness, total area, ...)



- For very, *very* simple integrals, we can compute the solution analytically

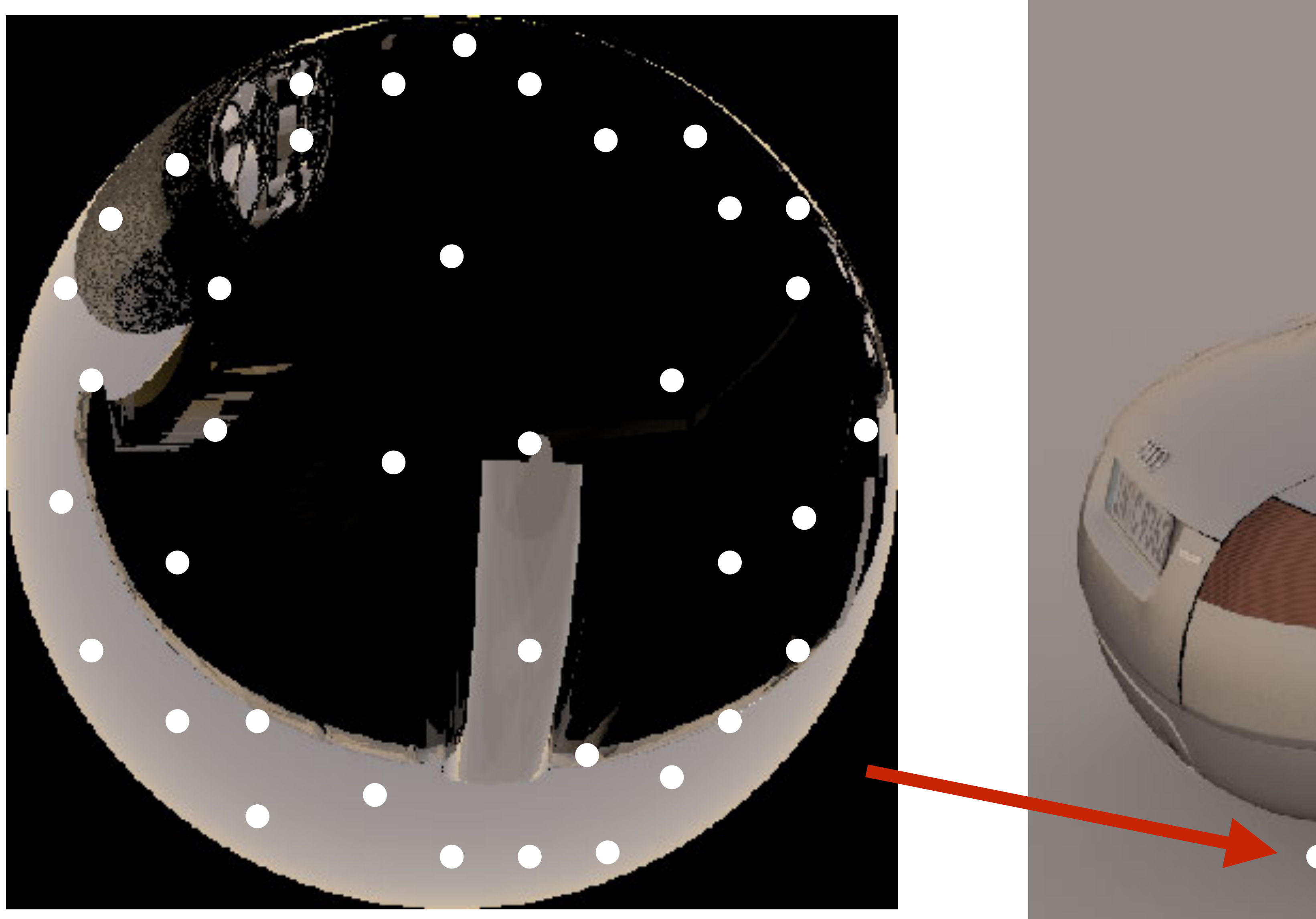
$$\int_0^1 \frac{1}{3}x^2\,dx = \left[x^3\right]_0^1 = 1$$

- For everything else, we have to compute a numerical approximation
- Basic idea:
  - integral is "area under curve"
  - sample the function at many points
  - integral is approximated as weighted sum



Rendering: what are we integrating?

- Recall this view of the world:

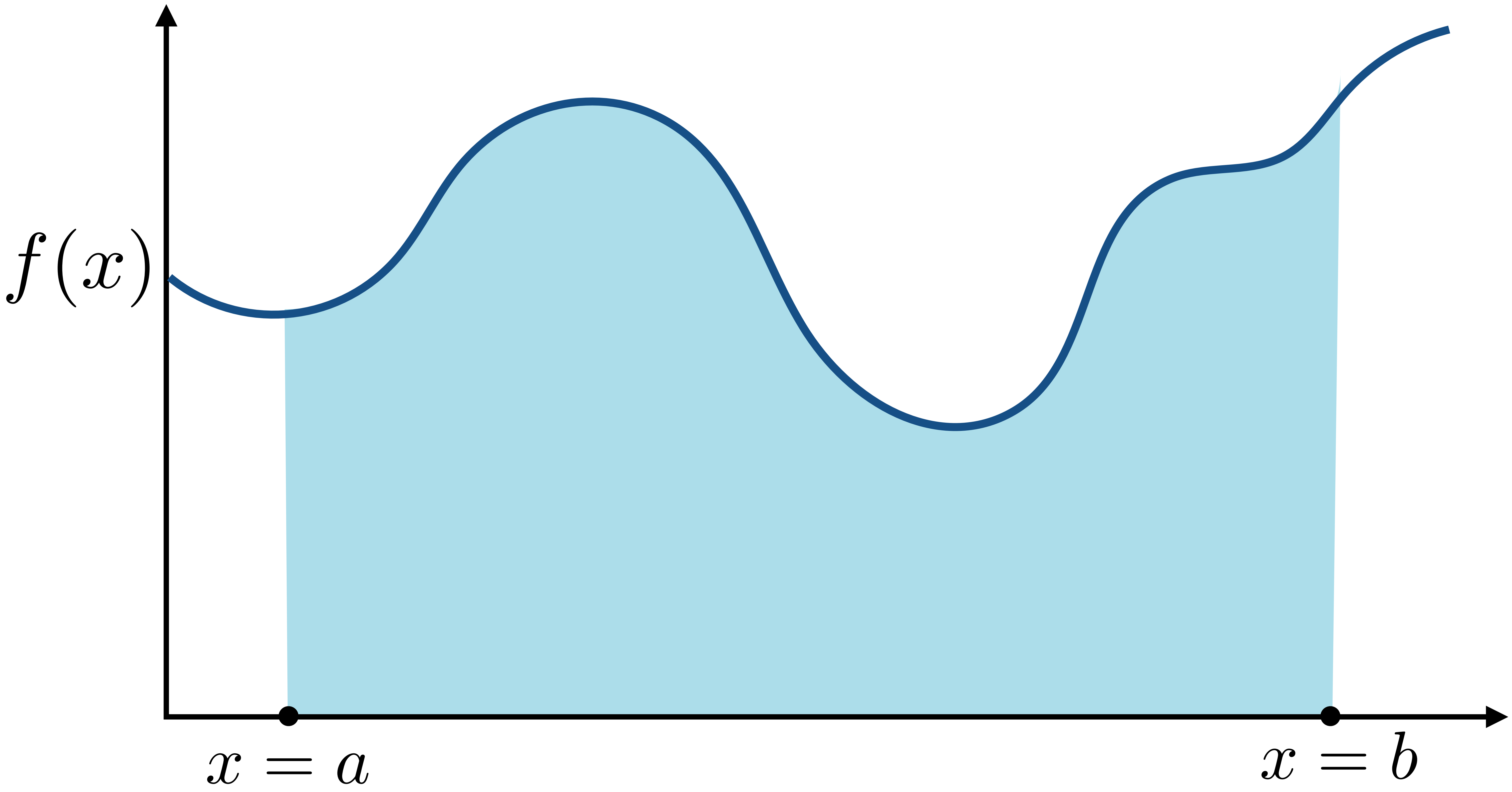


Want to "sum up"—i.e., integrate!—light from all directions

(But let's start a little simpler…)

Review: integral as "area under curve"

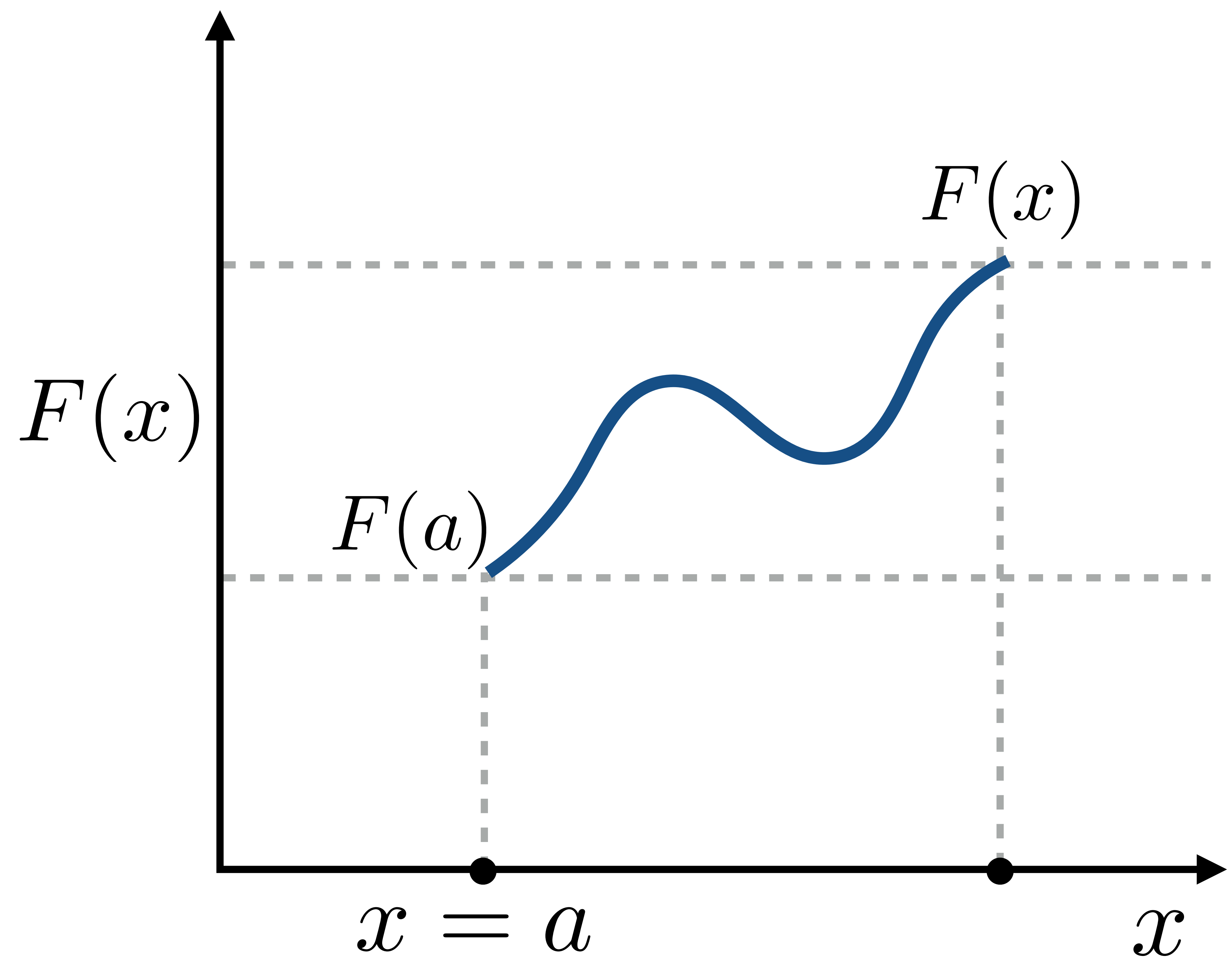
$$\int_a^b f(x)dx$$



Review: fundamental theorem of calculus

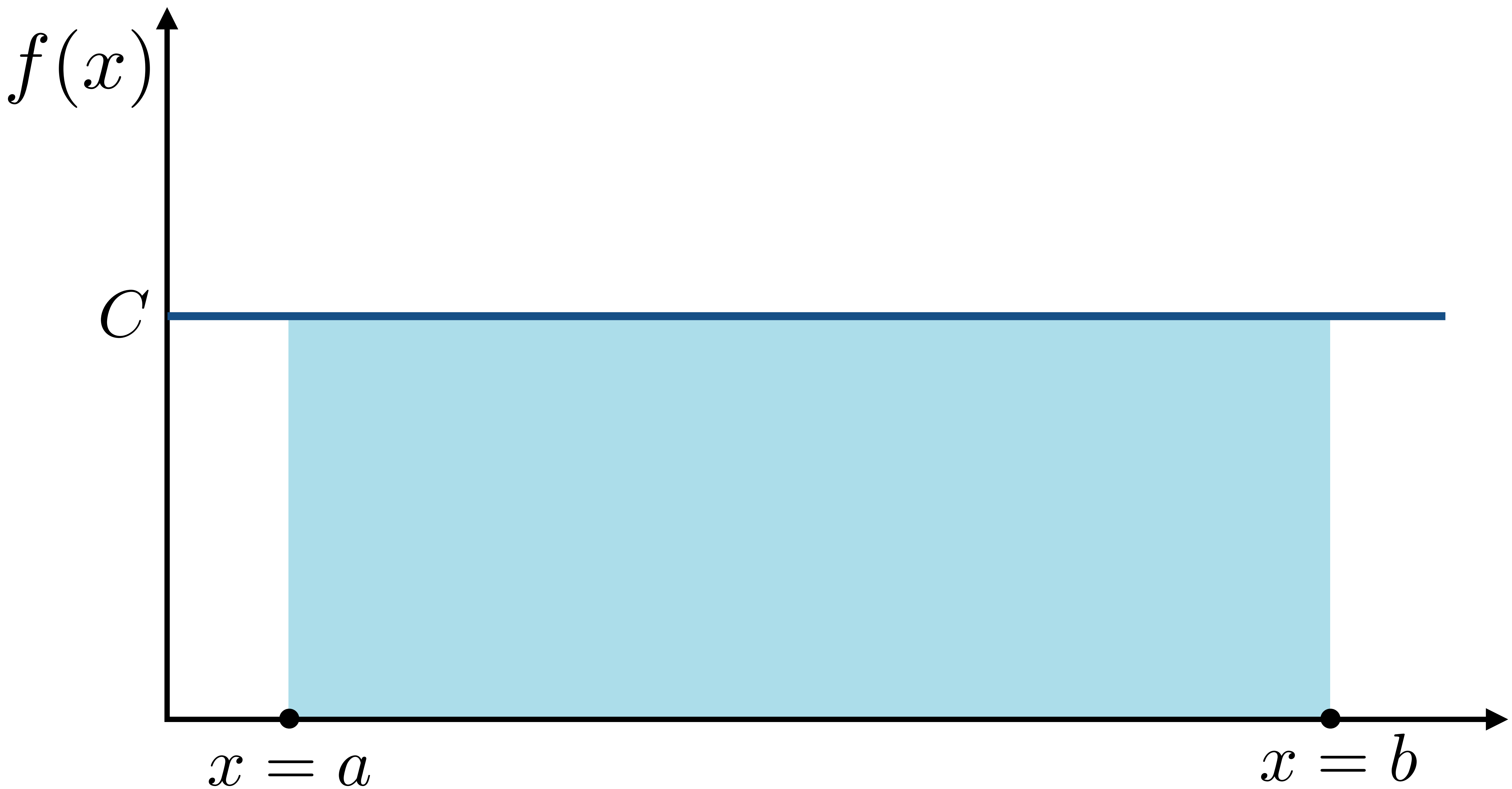
$$\int_a^b f(x)dx = F(b) - F(a)$$

$$f(x) = \frac{d}{dx}F(x)$$



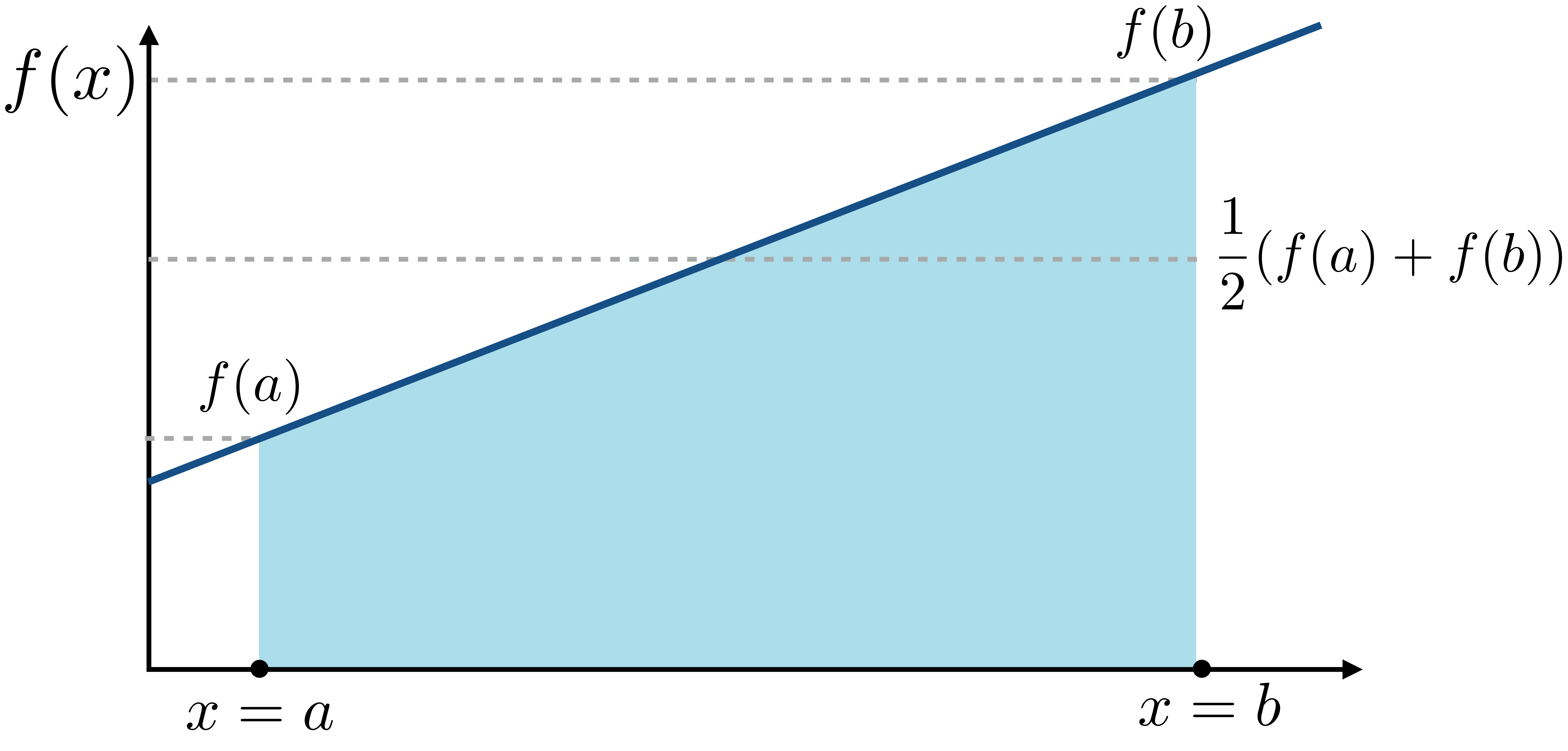
Simple case: constant function

$$\int_a^b C\,dx = (b-a)C$$



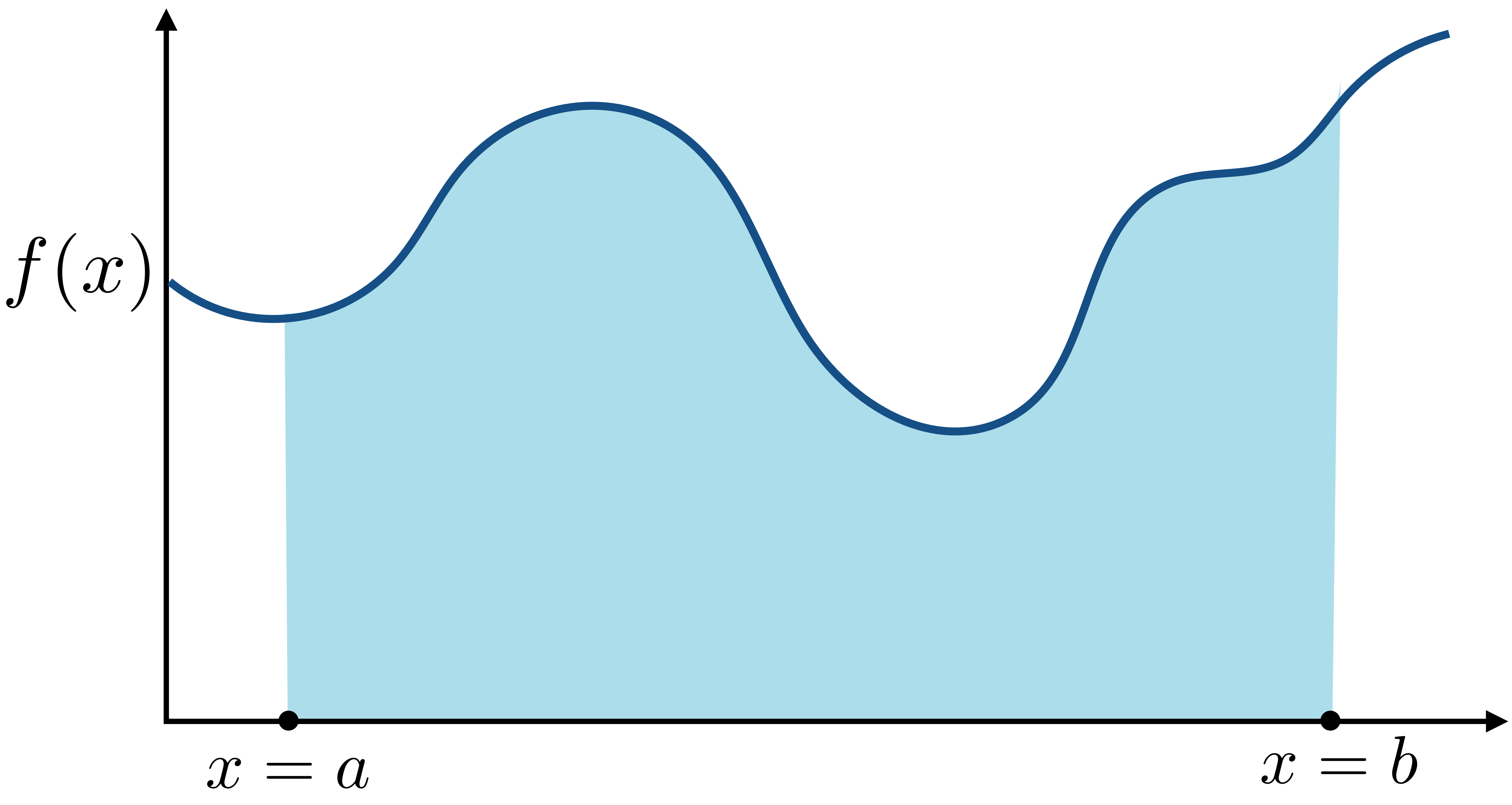
Affine function: $f(x) = cx + d$

$$\int_a^b f(x)dx = \frac{1}{2}(f(a) + f(b))(b - a)$$



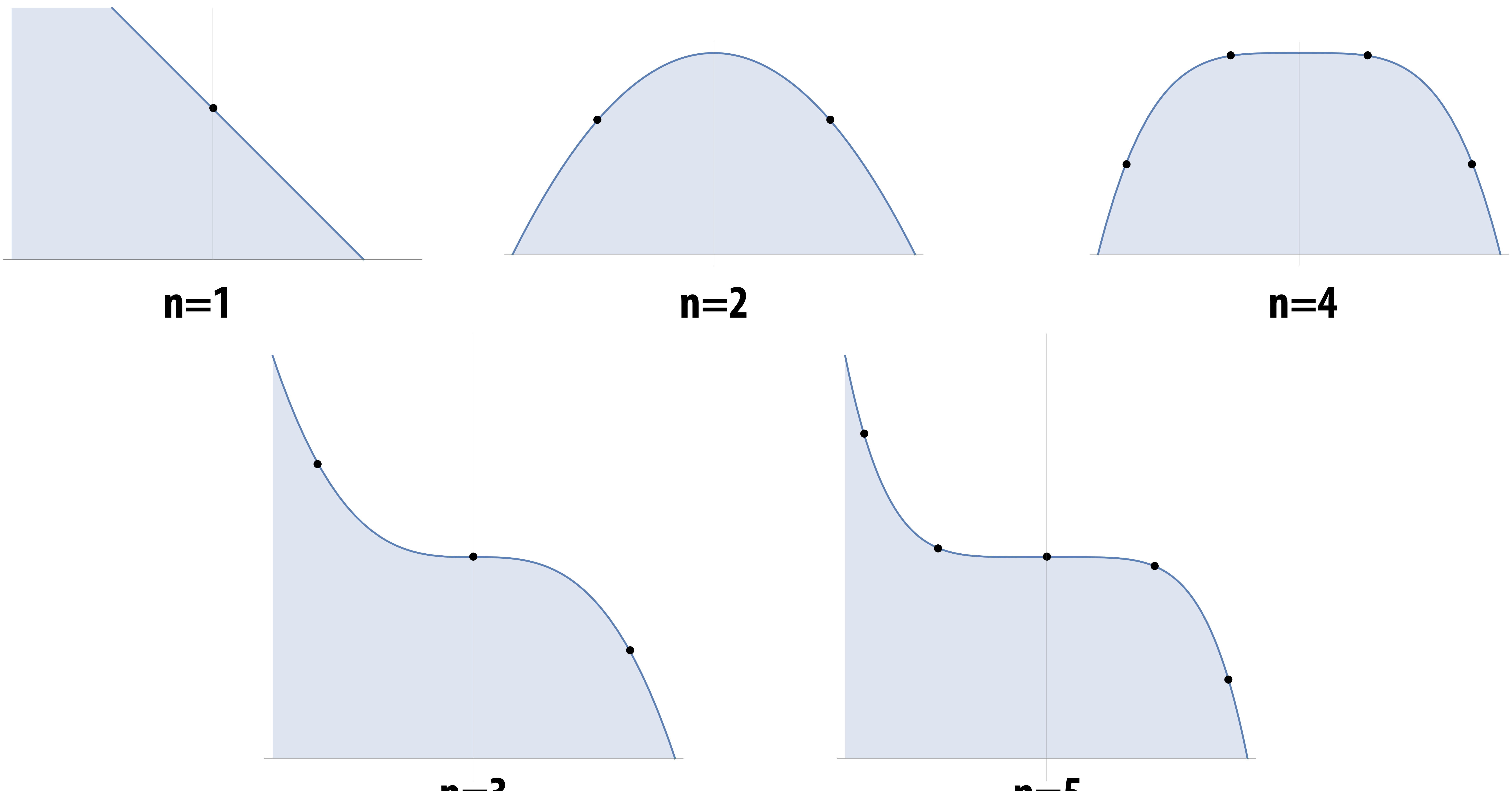
Need only *one* sample of the function (at just the right place…)

More general polynomials?



Gauss Quadrature

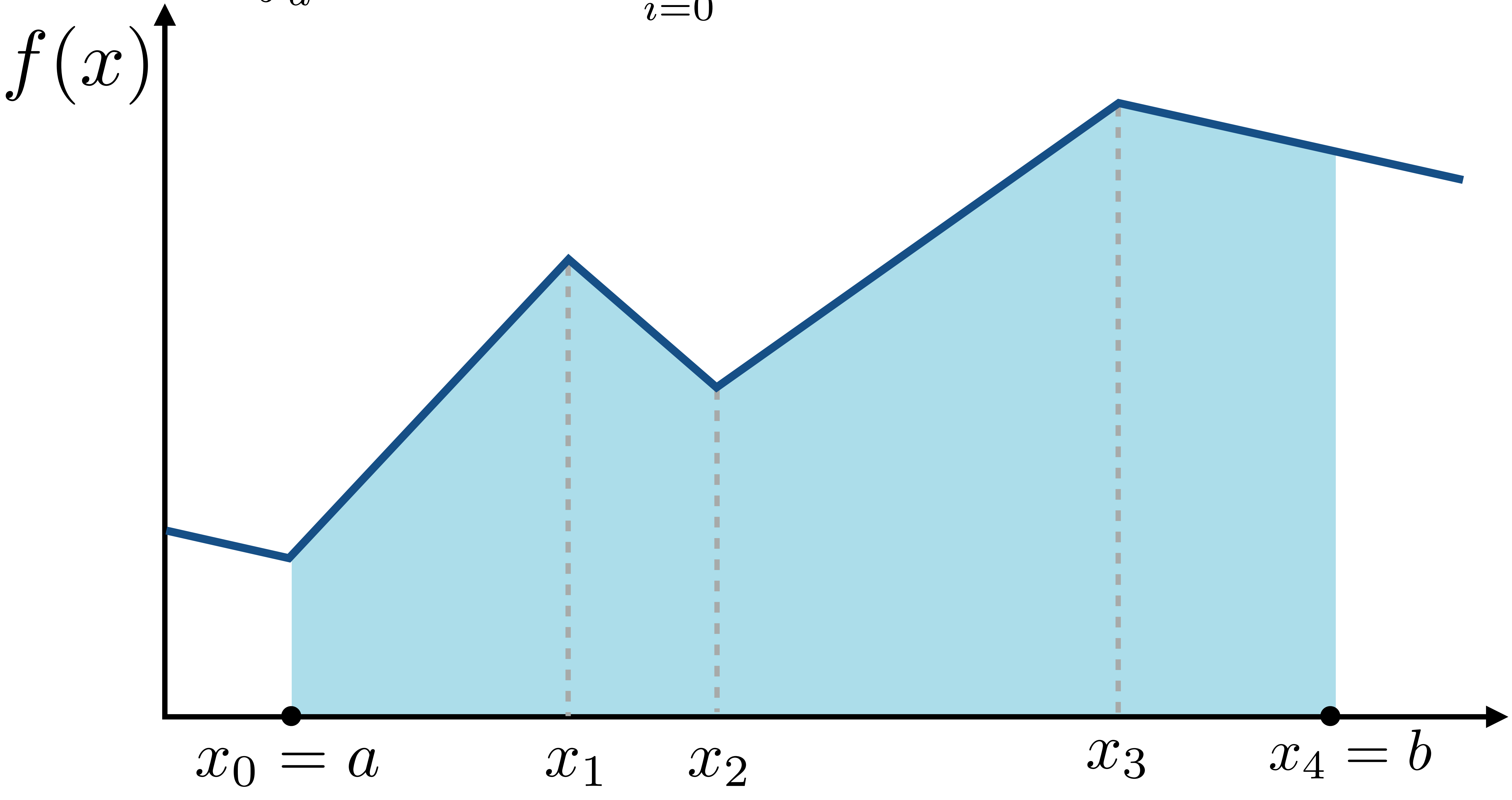
- **For any polynomial of degree *n*, we can always obtain the exact integral by sampling at a special set of *n* points and taking a special weighted combination**



Piecewise affine function

For piecewise functions, just sum integral of each piece:

$$\int_a^b f(x)dx = \frac{1}{2}\sum_{i=0}^{n-1}(x_{i+1}-x_i)(f(x_i)+f(x_{i+1}))$$



Piecewise affine function

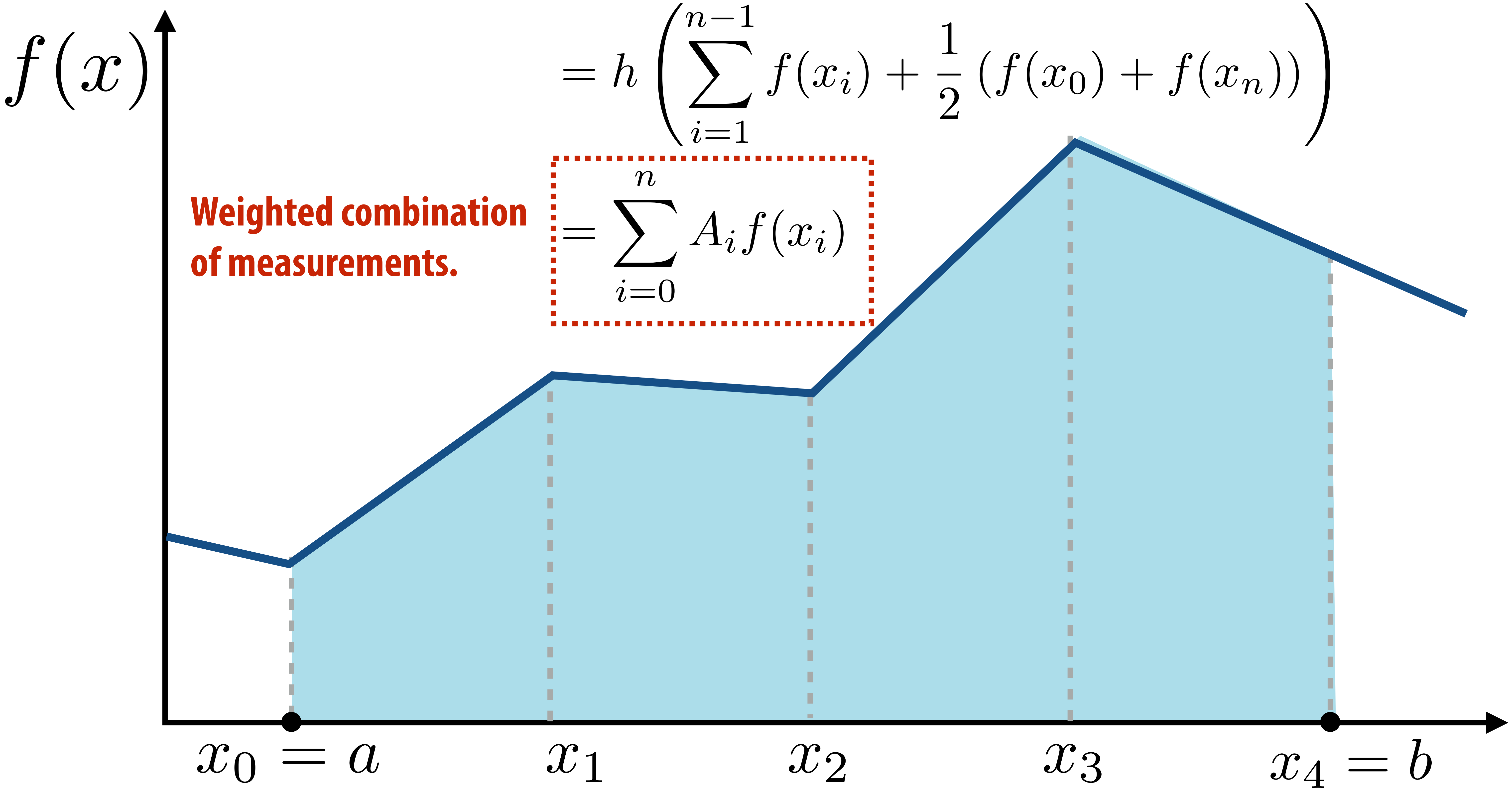
If N-1 segments are of equal length: $h = \frac{b-a}{n-1}$

$$\int_a^b f(x)dx = \frac{h}{2}\sum_{i=0}^{n-1}(f(x_i) + f(x_{i+1}))$$

$$= h\left(\sum_{i=1}^{n-1} f(x_i) + \frac{1}{2}\left(f(x_0) + f(x_n)\right)\right)$$

$$= \sum_{i=0}^{n} A_i f(x_i)$$

Weighted combination of measurements.



Key idea so far:

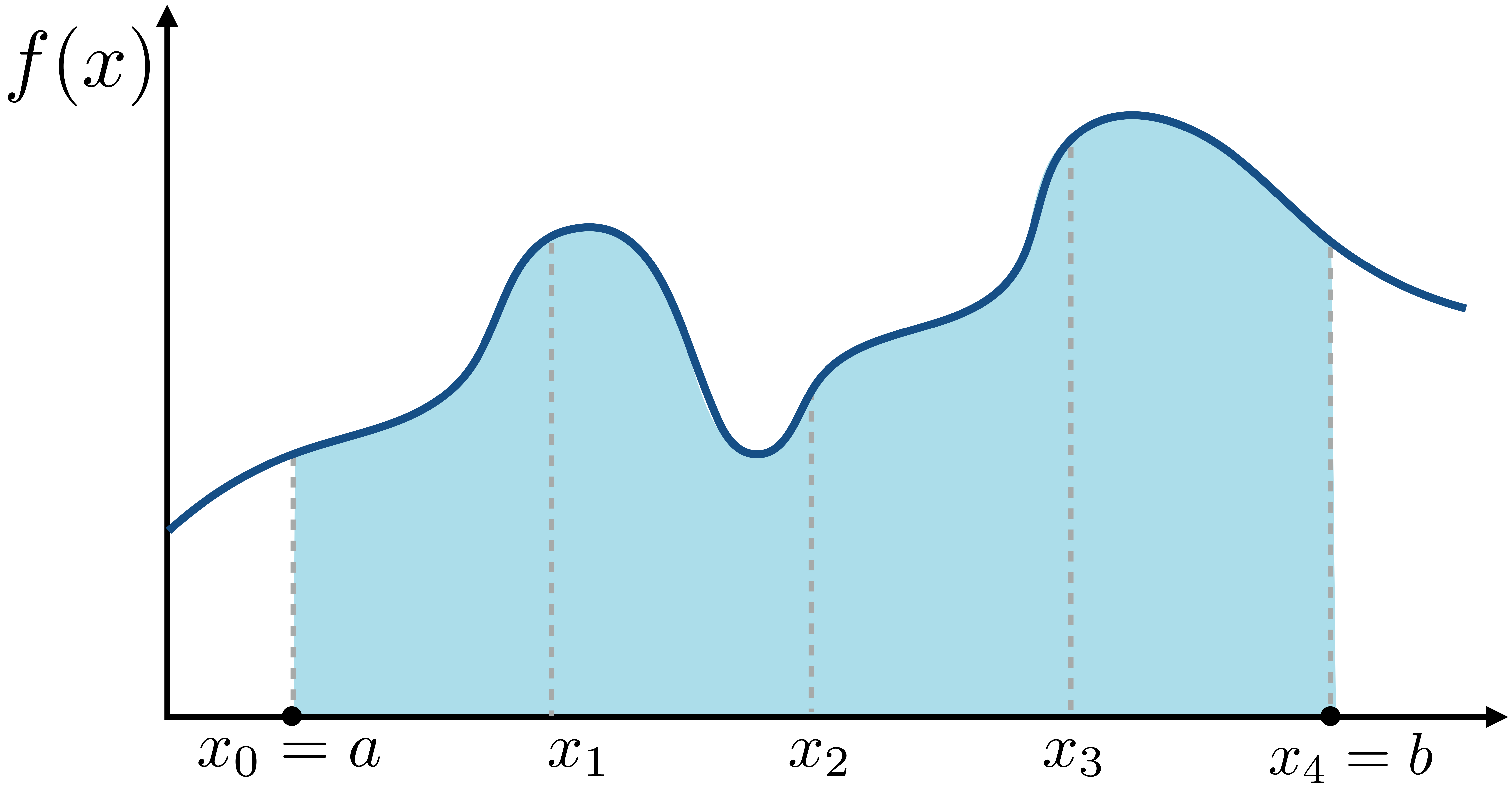
To approximate an integral, we need

(i) quadrature points, and

(ii) weights for each point

$$\int_a^b f(x)\,dx \approx \sum_{i=1}^{n} w_i f(x_i)$$

Arbitrary function f(x)?

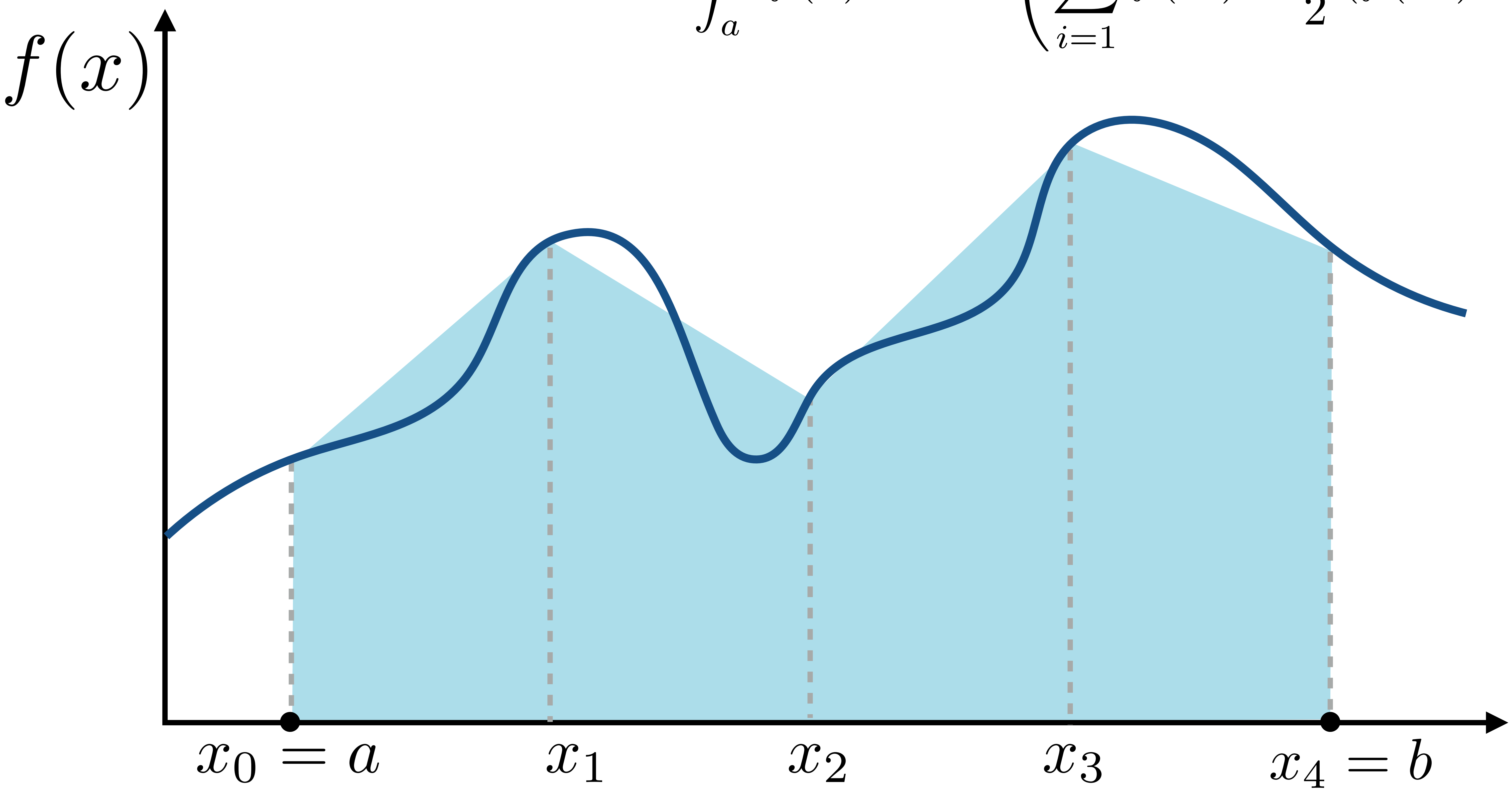


Trapezoid rule

Approximate integral of f(x) by assuming function is piecewise linear

For equal length segments: $h = \frac{b-a}{n-1}$

$$\int_a^b f(x)dx = h\left(\sum_{i=1}^{n-1} f(x_i) + \frac{1}{2}\left(f(x_0) + f(x_n)\right)\right)$$



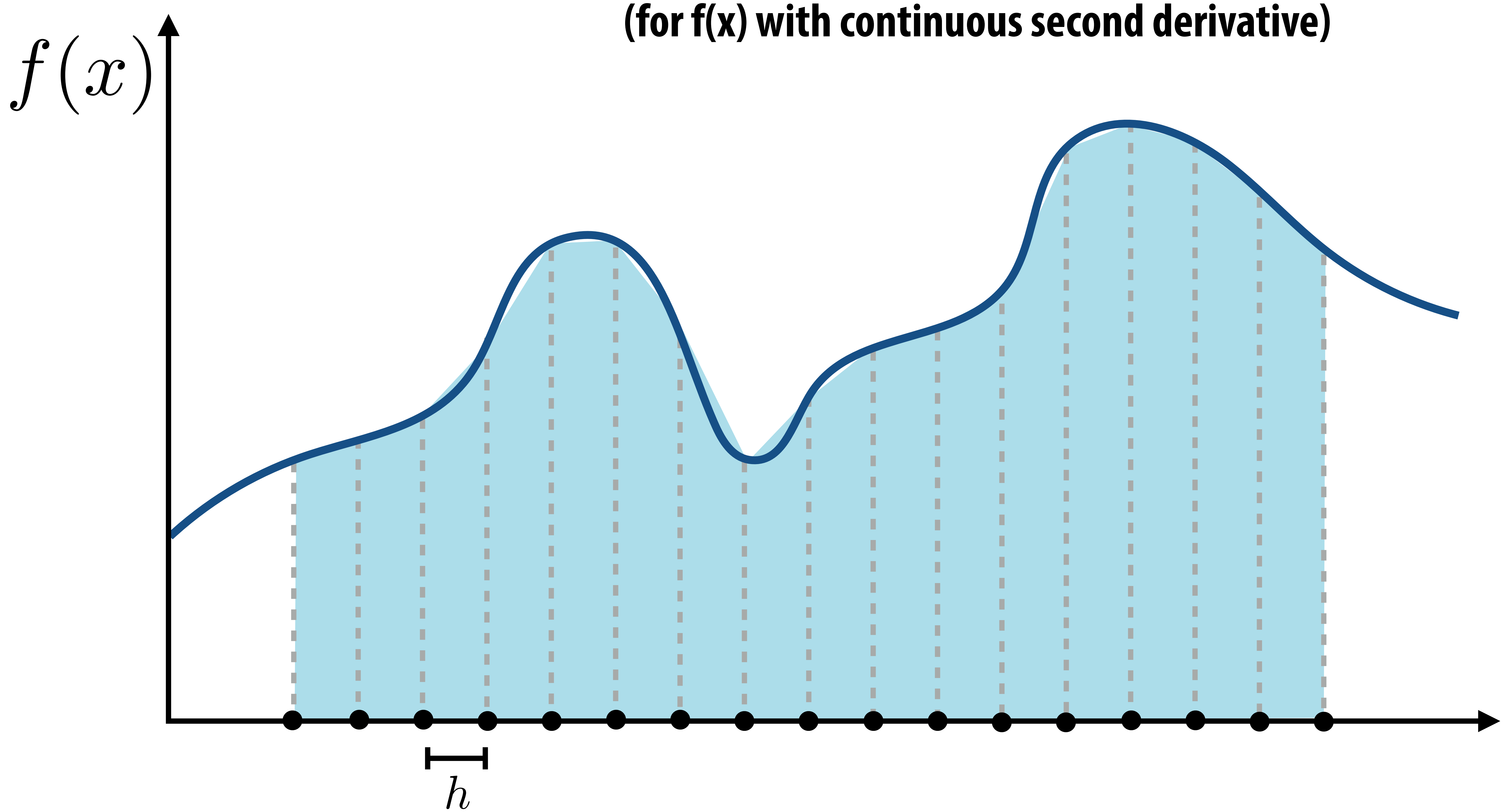
Trapezoid rule

Consider cost and accuracy of estimate as $n \to \infty$ (or $h \to 0$)

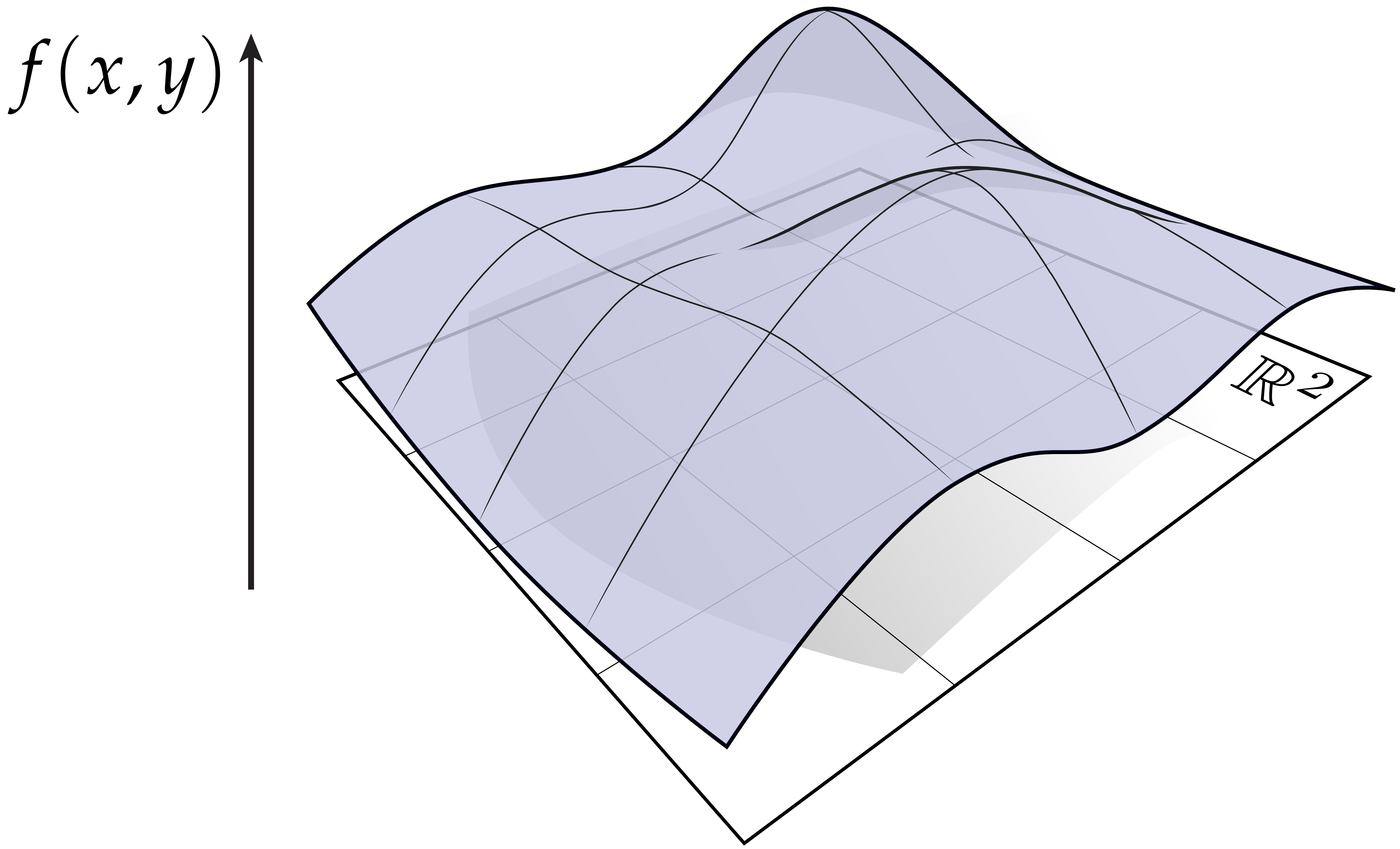
Work: $O(n)$

Error can be shown to be: $O(h^2) = O(\frac{1}{n^2})$

(for f(x) with continuous second derivative)



What about a 2D function?



How should we approximate the area underneath?

Integration in 2D

Consider integrating $f(x,y)$ using the trapezoidal rule

(apply rule twice: when integrating in *x* and in *y*)

$$\int_{a_y}^{b_y}\int_{a_x}^{b_x} f(x,y)dxdy = \int_{a_y}^{b_y}\left(O(h^2)+\sum_{i=0}^{n} A_i f(x_i,y)\right)dy$$

First application of rule

$$= O(h^2)+\sum_{i=0}^{n} A_i \int_{a_y}^{b_y} f(x_i,y)dy$$

$$= O(h^2)+\sum_{i=0}^{n} A_i \left(O(h^2)+\sum_{j=0}^{n} A_j f(x_i,y_j)\right)$$

Second application

$$= O(h^2)+\sum_{i=0}^{n}\sum_{j=0}^{n} A_i A_j f(x_i,y_j)$$

Errors add, so error still: $O(h^2)$

But work is now: $O(n^2)$

(*n* x *n* set of measurements)

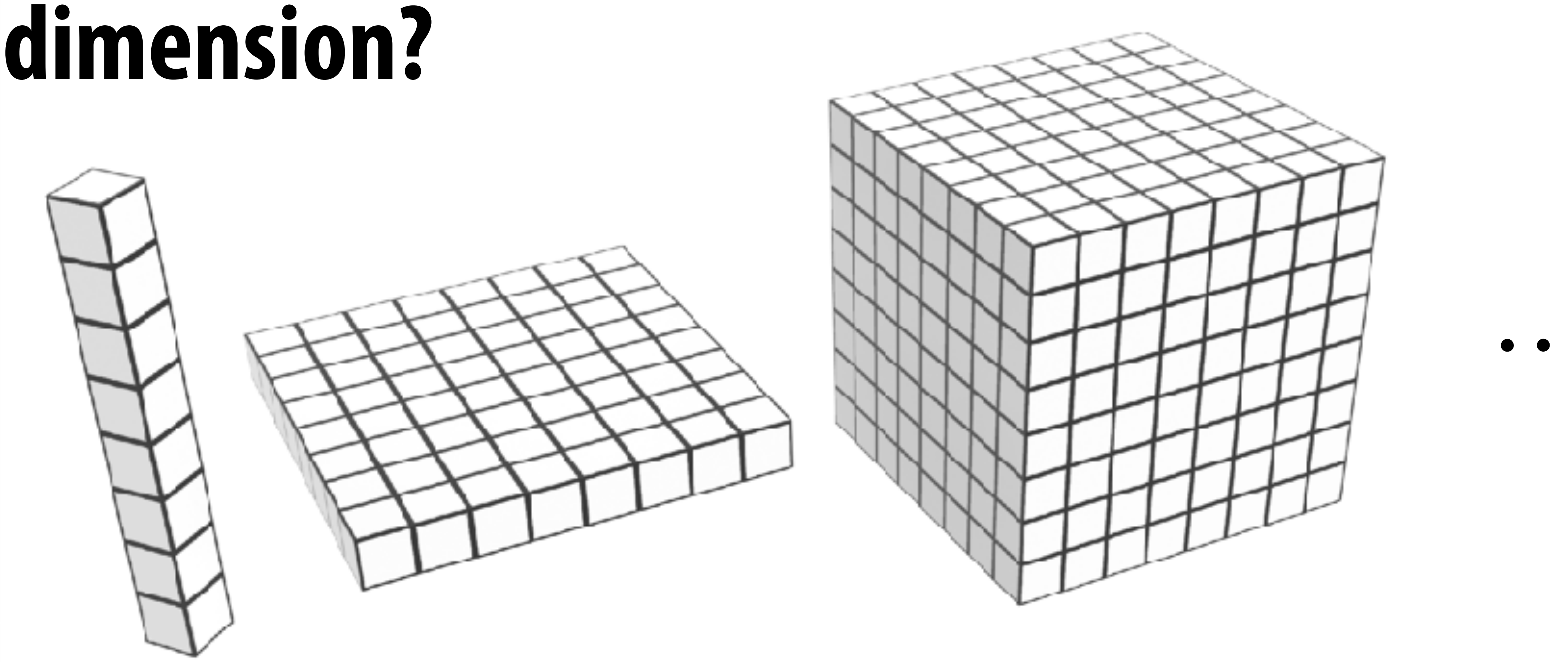
Must perform much more work in 2D to get same error bound on integral!

In K-D, let $N = n^k$

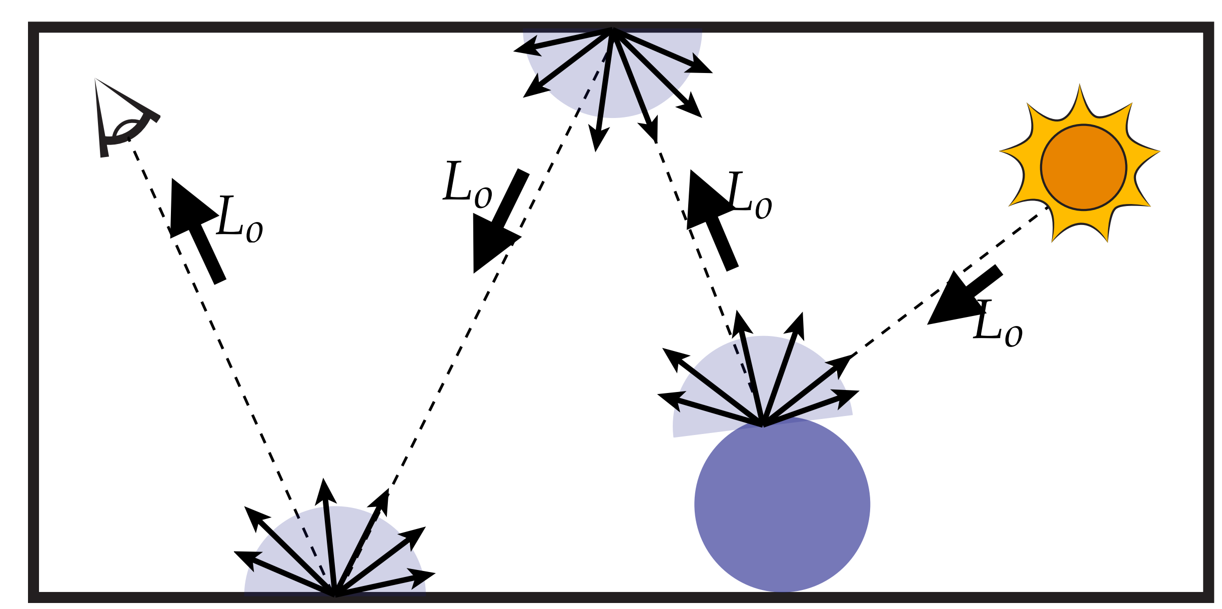
Error goes as: $O\left(\frac{1}{N^{2/k}}\right)$

Curse of Dimensionality

- **How much does it cost to apply the trapezoid rule as we go up in dimension?**
  - **1D: $O(n)$**
  - **2D: $O(n^2)$**
  - **…**
  - **kD: $O(n^k)$**



- **For many problems in graphics (like rendering), *k* is very, very big (e.g., tens or hundreds or thousands)**



- **Applying trapezoid rule does not scale!**
- **Need a fundamentally different approach…**

Monte Carlo Integration

Credit: many of these slides were created by Matt Pharr and Pat Hanrahan

Monte Carlo Integration

So far we've discussed techniques that use a fixed set of sample points (e.g., uniformly spaced, or obtained by finding roots of polynomial (Gaussian quadrature))

- Estimate value of integral using random sampling of function
  - Value of estimate depends on random samples used
  - But algorithm gives the correct value of integral "on average"

- Only requires function to be evaluated at random points on its domain
  - Applicable to functions with discontinuities, functions that are impossible to integrate directly

- Error of estimate is independent of the dimensionality of the integrand
  - Depends on the number of random samples used: $O(n^{1/2})$

Recall previous trapezoidal rule example: $O(n^{-1/k})$
(dropping the n^2 for simplicity)

Review: random variables

X random variable. Represents a distribution of potential values

$X \sim p(x)$ probability density function (PDF). Describes relative probability of a random process choosing value x

Uniform PDF: all values over a domain are equally likely

e.g., for an unbiased die

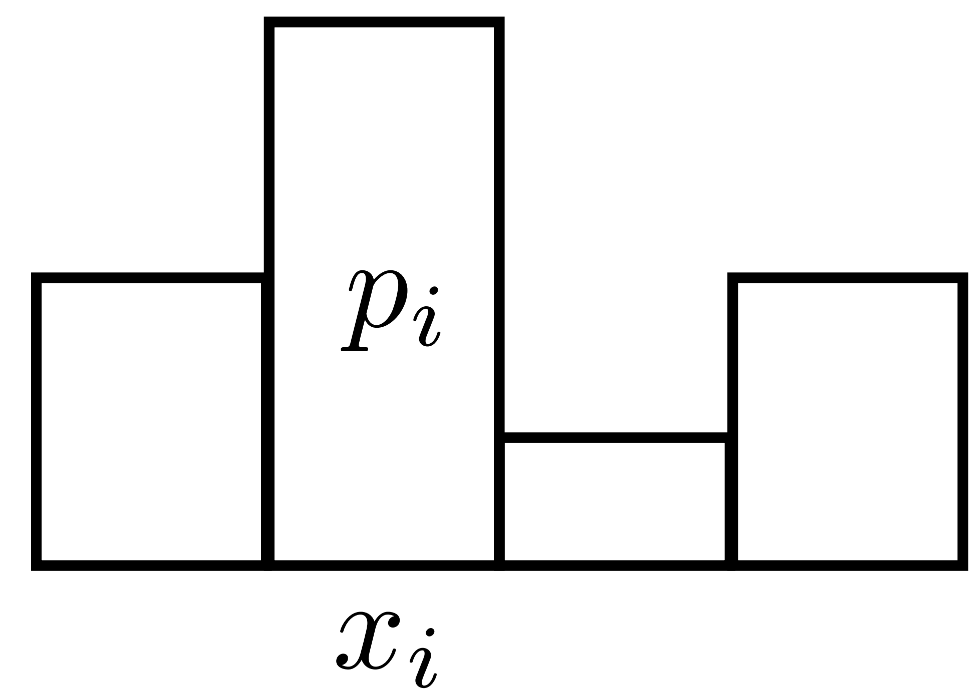
X **takes on values 1,2,3,4,5,6**

$$p(1) = p(2) = p(3) = p(4) = p(5) = p(6)$$

Discrete probability distributions

n **discrete values** x_i

With probability p_i



Requirements of a PDF:

$$p_i \geq 0$$

$$\sum_{i=1}^{n} p_i = 1$$

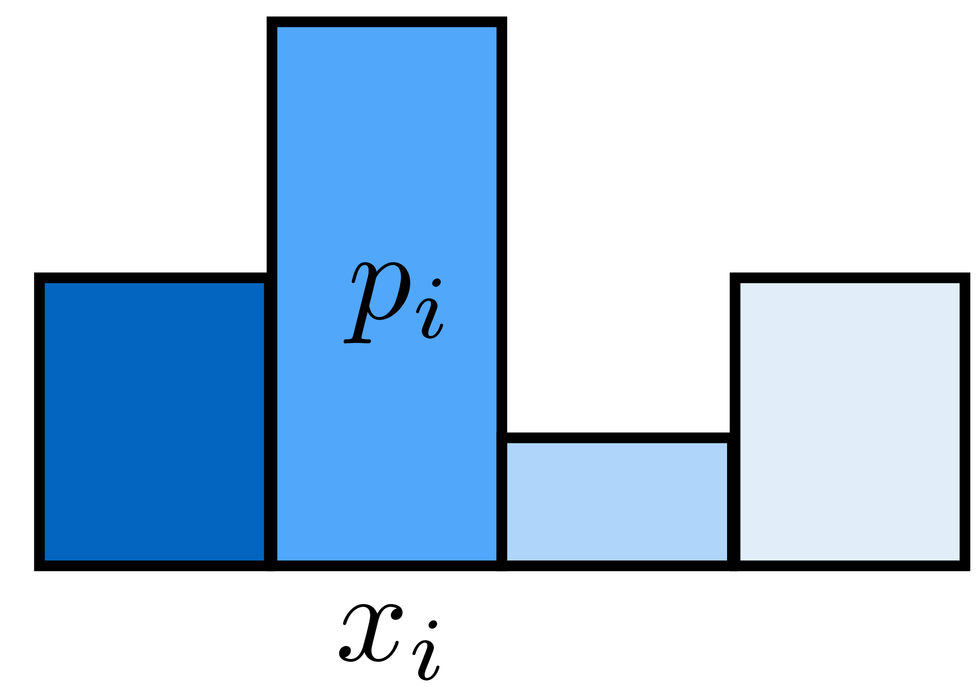
Six-sided die example: $p_i = \frac{1}{6}$

Think: p_i **is the probability that a random measurement of** X **will yield the value** x_i

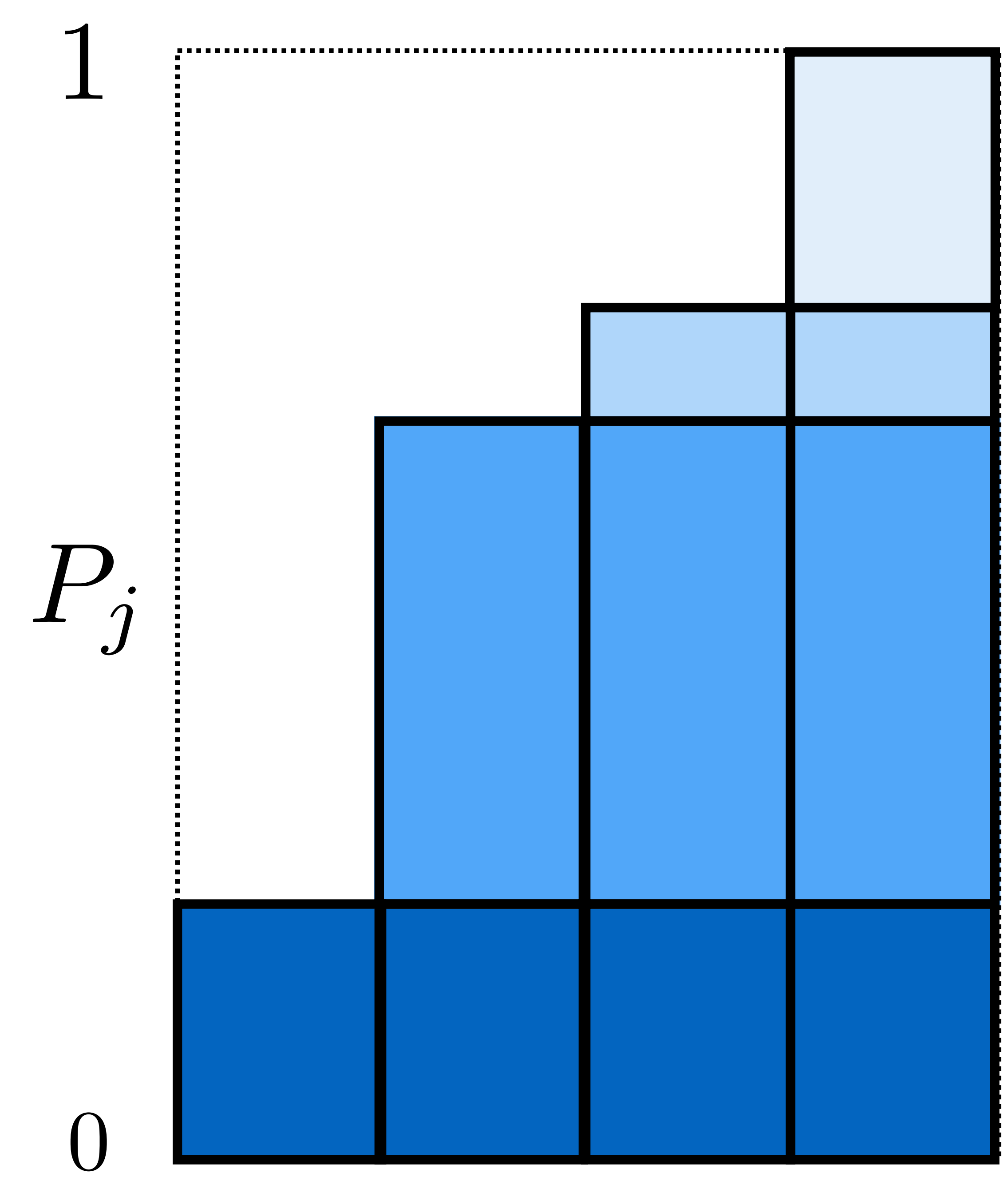
X **takes on the value** x_i **with probability** p_i

Cumulative distribution function (CDF)

(For a discrete probability distribution)



Cumulative PDF: $P_j = \sum_{i=1}^{j} p_i$



where:

$$0 \leq P_i \leq 1$$

$$P_n = 1$$

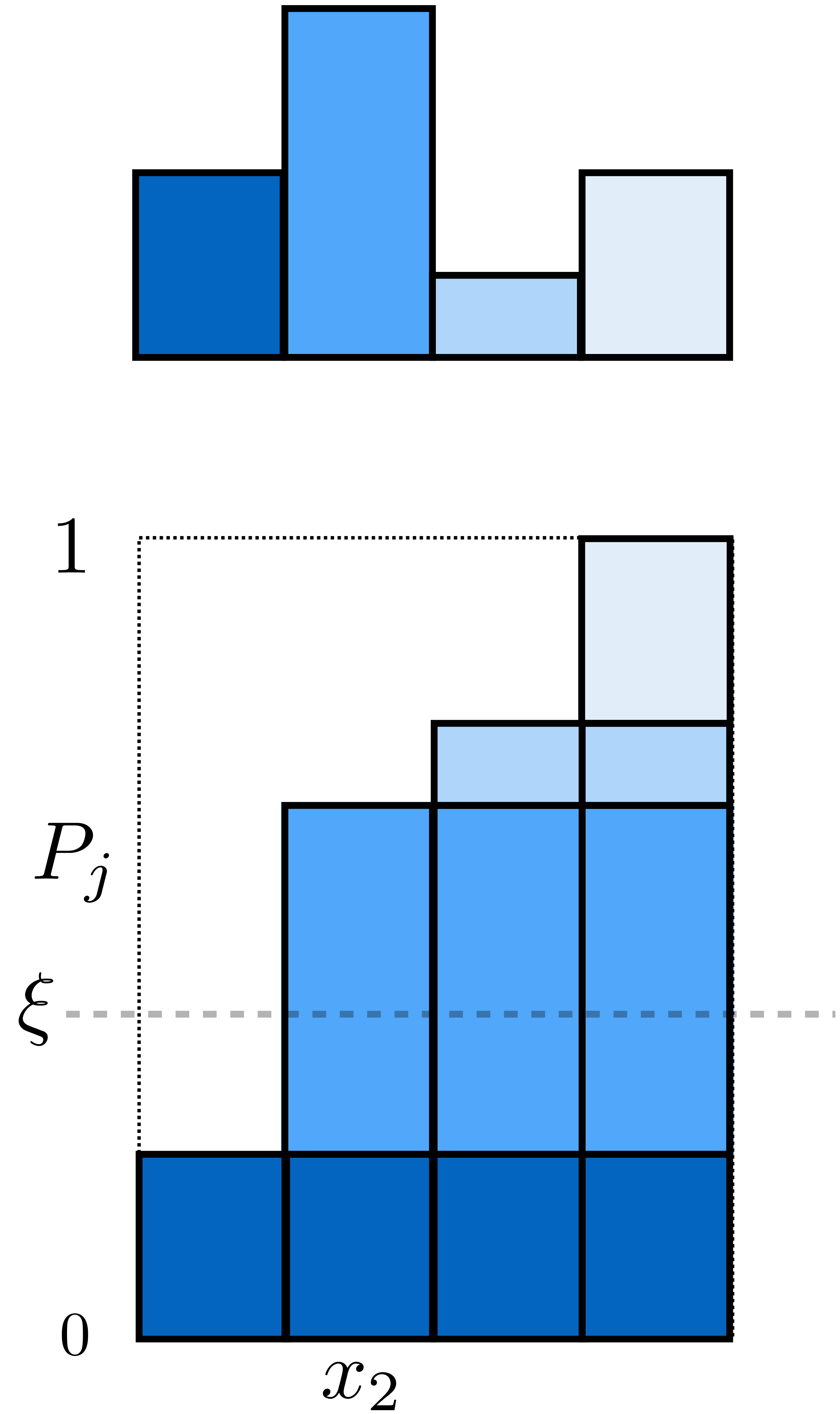
How do we generate samples of a discrete random variable (with a known PDF?)

Sampling from discrete probability distributions

To randomly select an event,
select x_i if

$$P_{i-1} < \xi \leq P_i$$

Uniform random variable $\in [0, 1)$



Continuous probability distributions

PDF $p(x)$

$$p(x) \geq 0$$

CDF $P(x)$

$$P(x) = \int_0^x p(x)\,\mathrm{d}x$$

$$P(x) = \Pr(X < x)$$

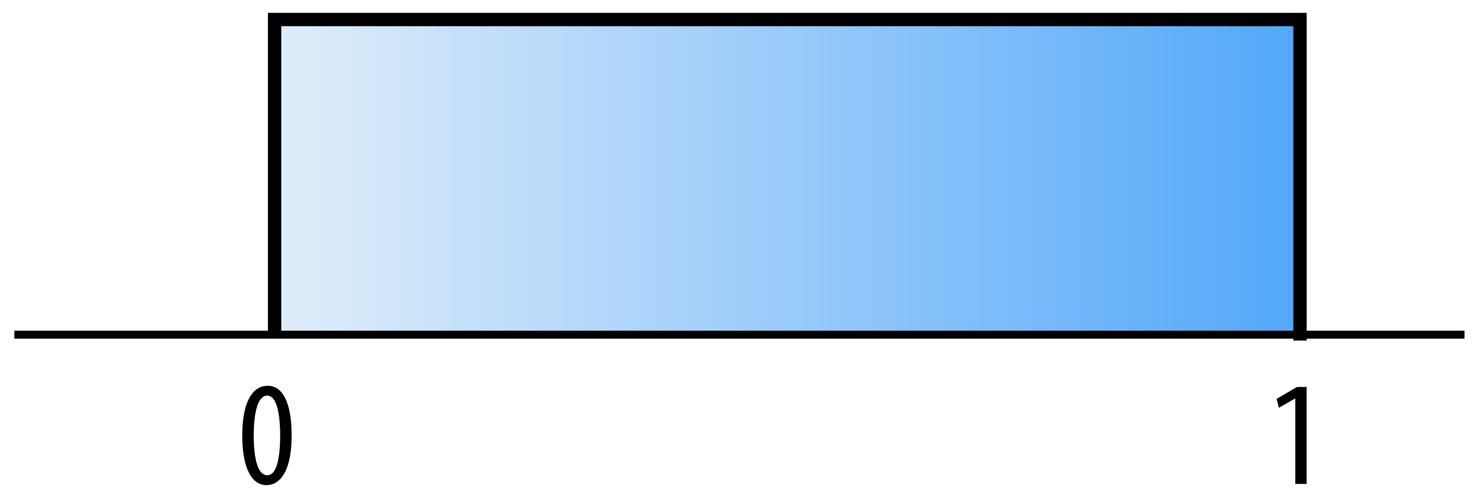
$$P(1) = 1$$

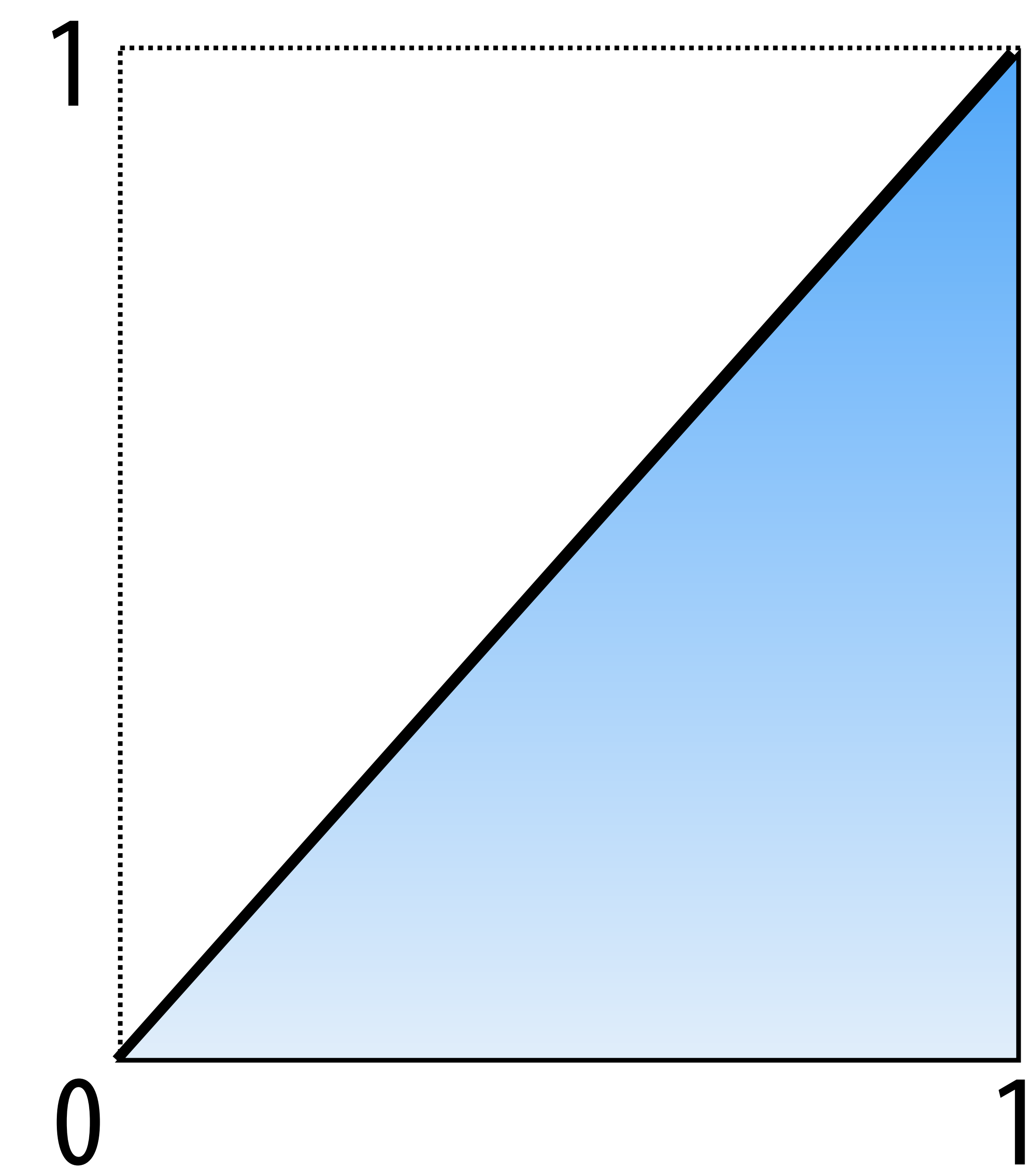
$$\Pr(a \leq X \leq b) = \int_a^b p(x)\,\mathrm{d}x$$

$$= P(b) - P(a)$$

Uniform distribution

(for random variable X defined on [0,1] domain)

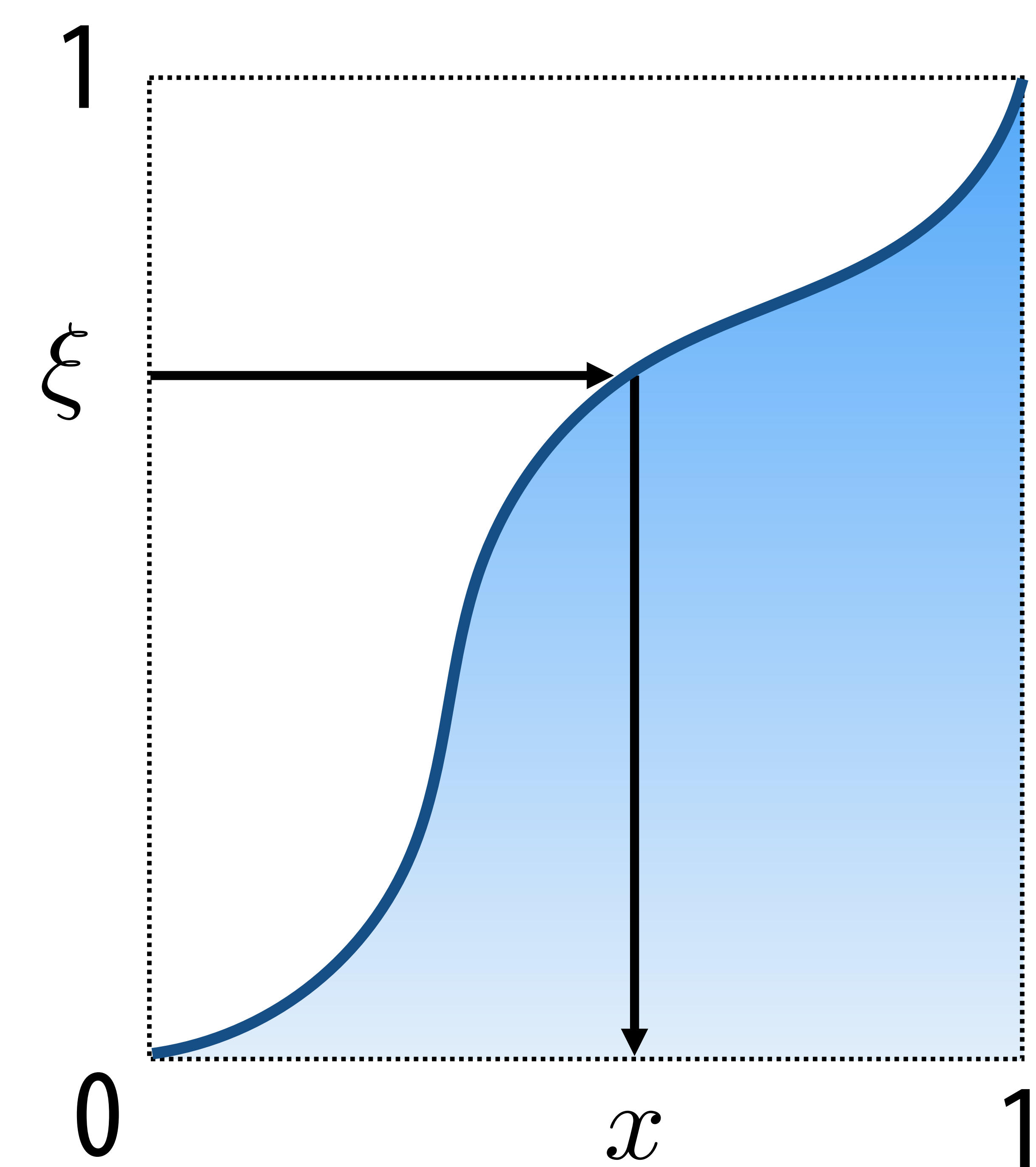




Sampling continuous random variables using the inversion method

Cumulative probability distribution function

$$P(x) = \Pr(X < x)$$



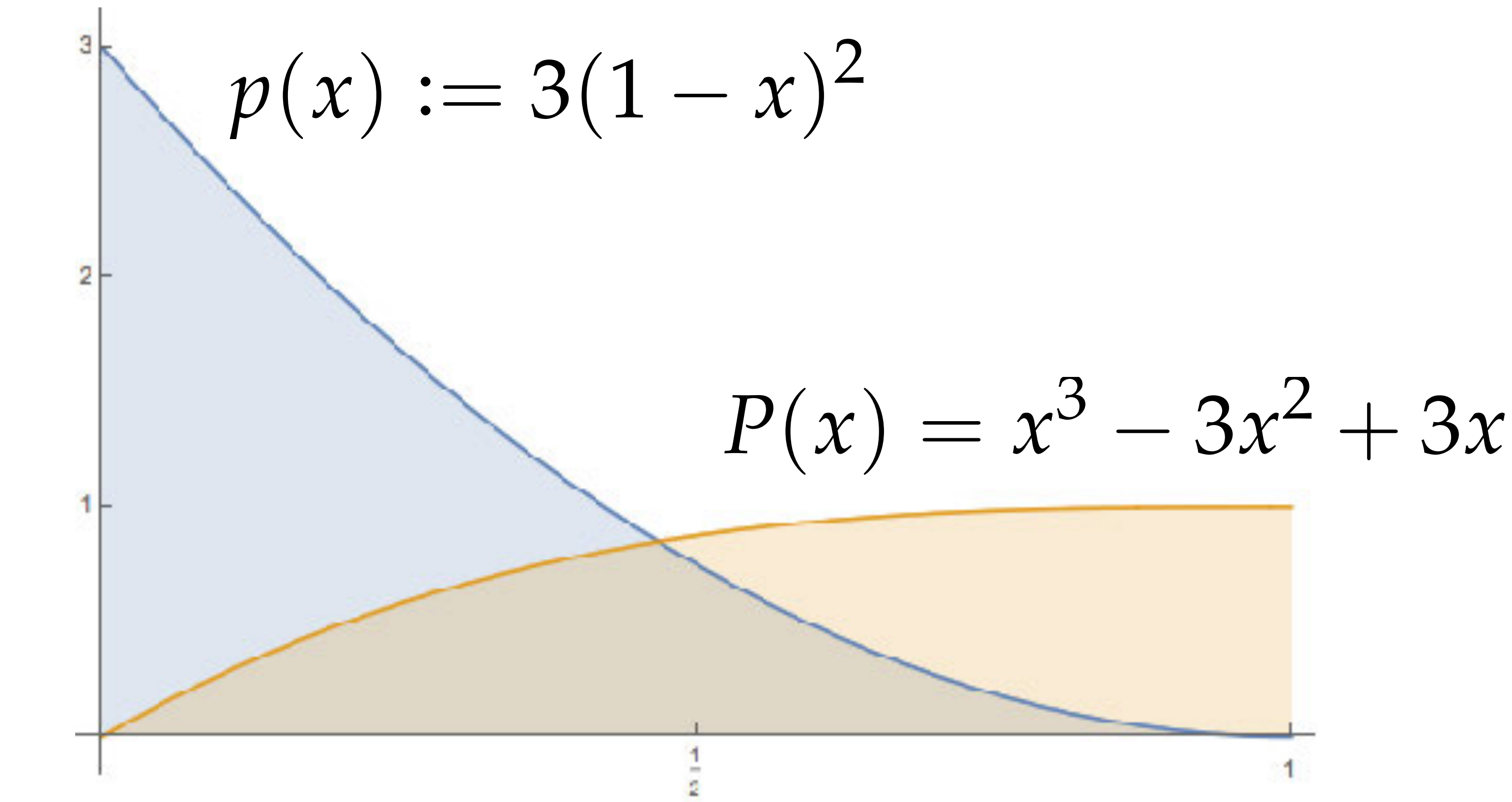
Construction of samples:

Solve for $x = P^{-1}(\xi)$

Must know the formula for:

1. **The integral of** $p(x)$
2. **The inverse function** $P^{-1}(x)$

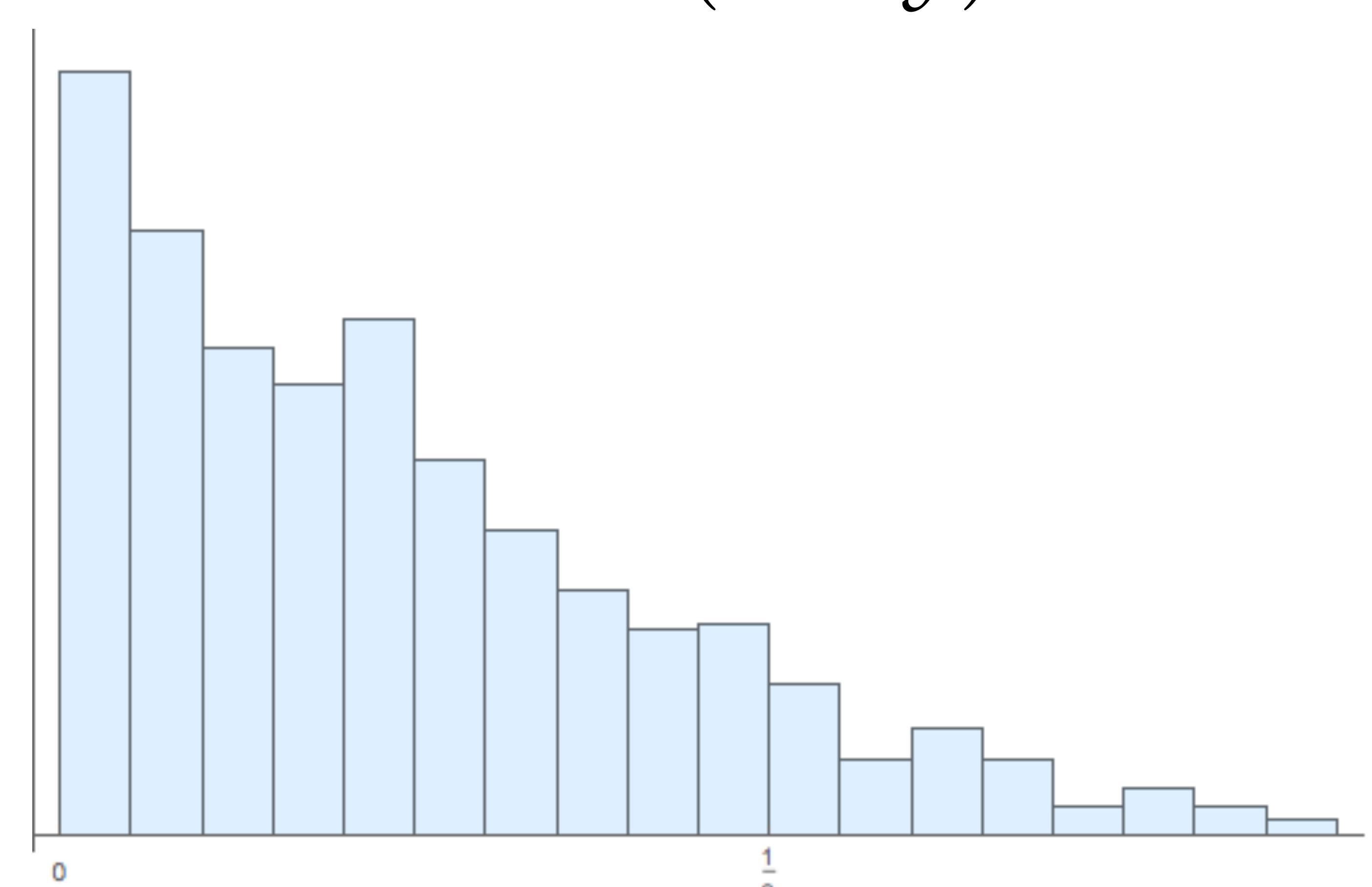
Example—Sampling Quadratic Distribution



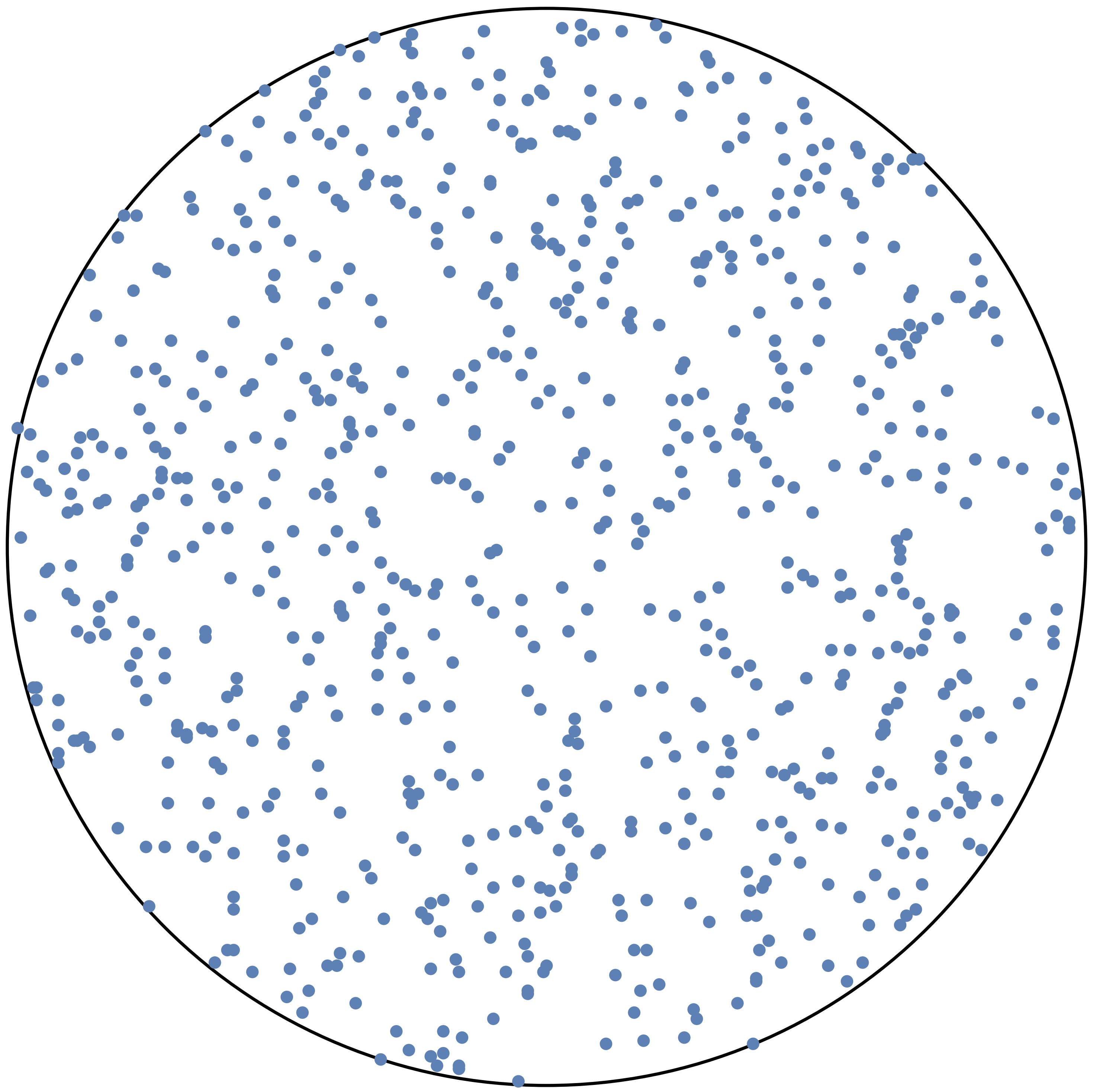
- As a toy example, consider the simple probability distribution p(x) := 3(1-x)² over the interval [0,1]
- How do we pick random samples distributed according to p(x)?
- First, integrate probability distribution p(x) to get cumulative distribution P(x)
- Invert P(x) by solving y = P(x) for x
- Finally, plug uniformly distributed random values y in [0,1] into this expression

$$\int_0^s 3(1-x)^2\,dx = s^3 - 3s^2 + 3s$$

$$x = 1 - (1-y)^{\frac{1}{3}}$$



How do we uniformly sample the unit circle?



I.e., choose any point P=(px, py) in circle with equal probability)

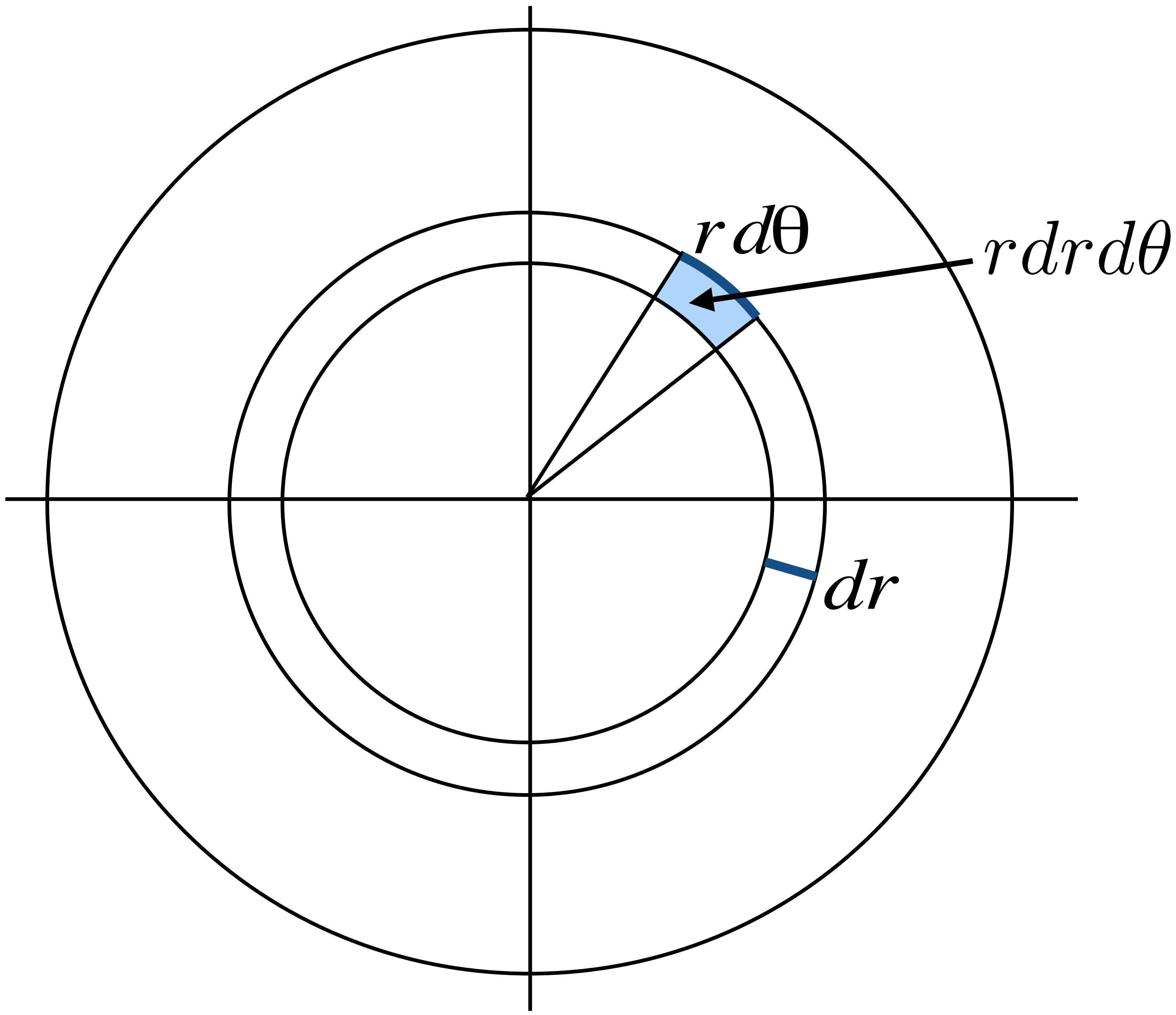
Uniformly sampling unit circle: first try

- θ = uniform random angle between 0 and 2π
- r = uniform random radius between 0 and 1
- **Return point:** $(r\cos\theta, r\sin\theta)$

This algorithm does not produce the desired uniform sampling of the area of a circle. Why?

Because sampling is not uniform in area!

Points farther from center of circle are less likely to be chosen



$$\theta = 2\pi\xi_1 \qquad r = \xi_2$$

So how should we pick samples? Well, think about how we integrate over a disk in polar coordinates…

Sampling a circle (via inversion in 2D)

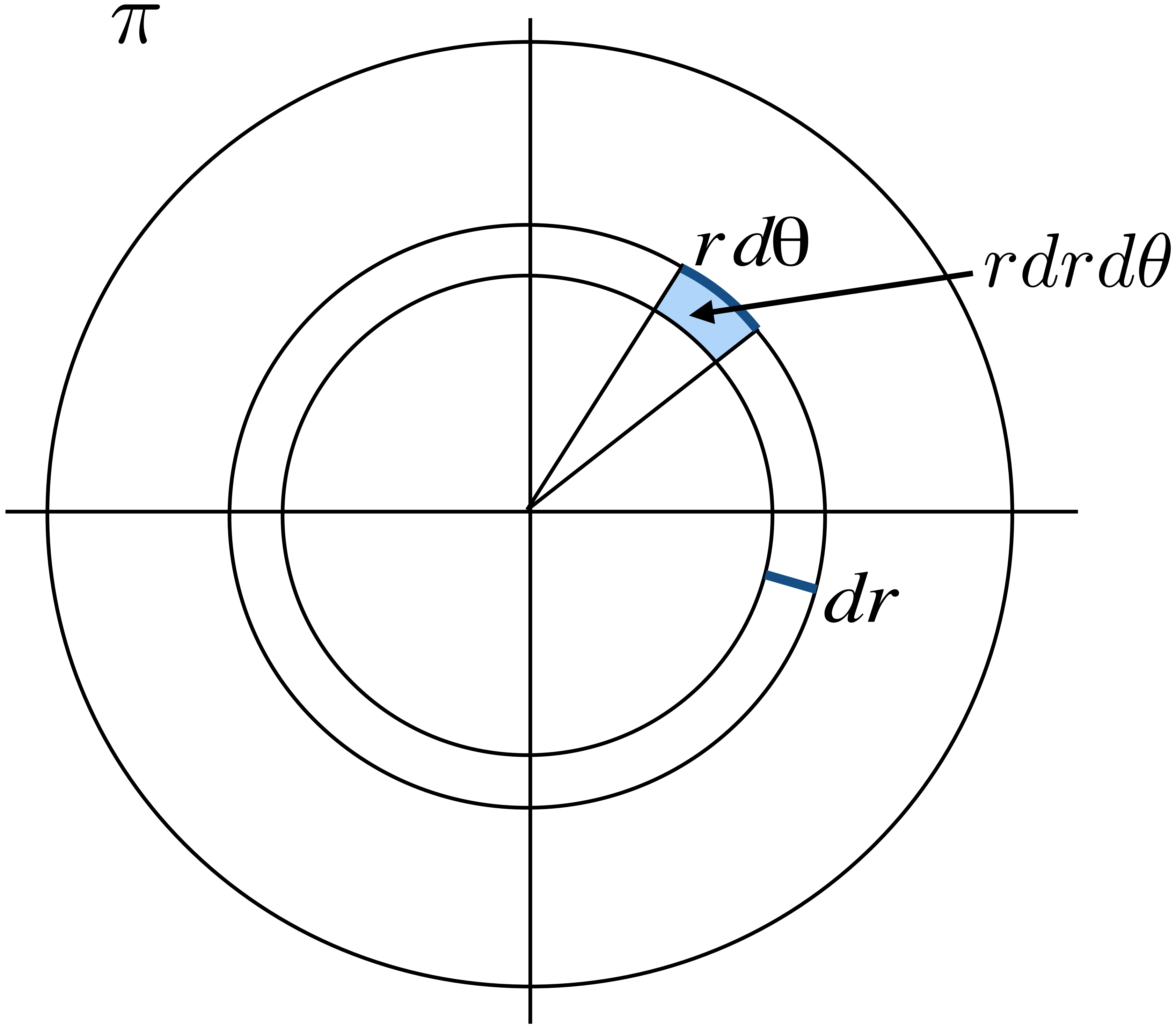
$$A = \int_0^{2\pi}\int_0^1 r\,\mathrm{d}r\,\mathrm{d}\theta = \int_0^1 r\,\mathrm{d}r \int_0^{2\pi}\mathrm{d}\theta = \left(\frac{r^2}{2}\right)\Big|_0^1 \theta\Big|_0^{2\pi} = \pi$$

$$p(r,\theta)\,\mathrm{d}r\,\mathrm{d}\theta = \frac{1}{\pi} r\,\mathrm{d}r\,\mathrm{d}\theta \rightarrow p(r,\theta) = \frac{r}{\pi}$$

so that we integrate to 1 instead of area

$$p(r,\theta) = p(r)p(\theta)$$

← r, θ **independent**



$$p(\theta) = \frac{1}{2\pi}$$

$$P(\theta) = \frac{1}{2\pi}\theta \qquad \theta = 2\pi\xi_1$$

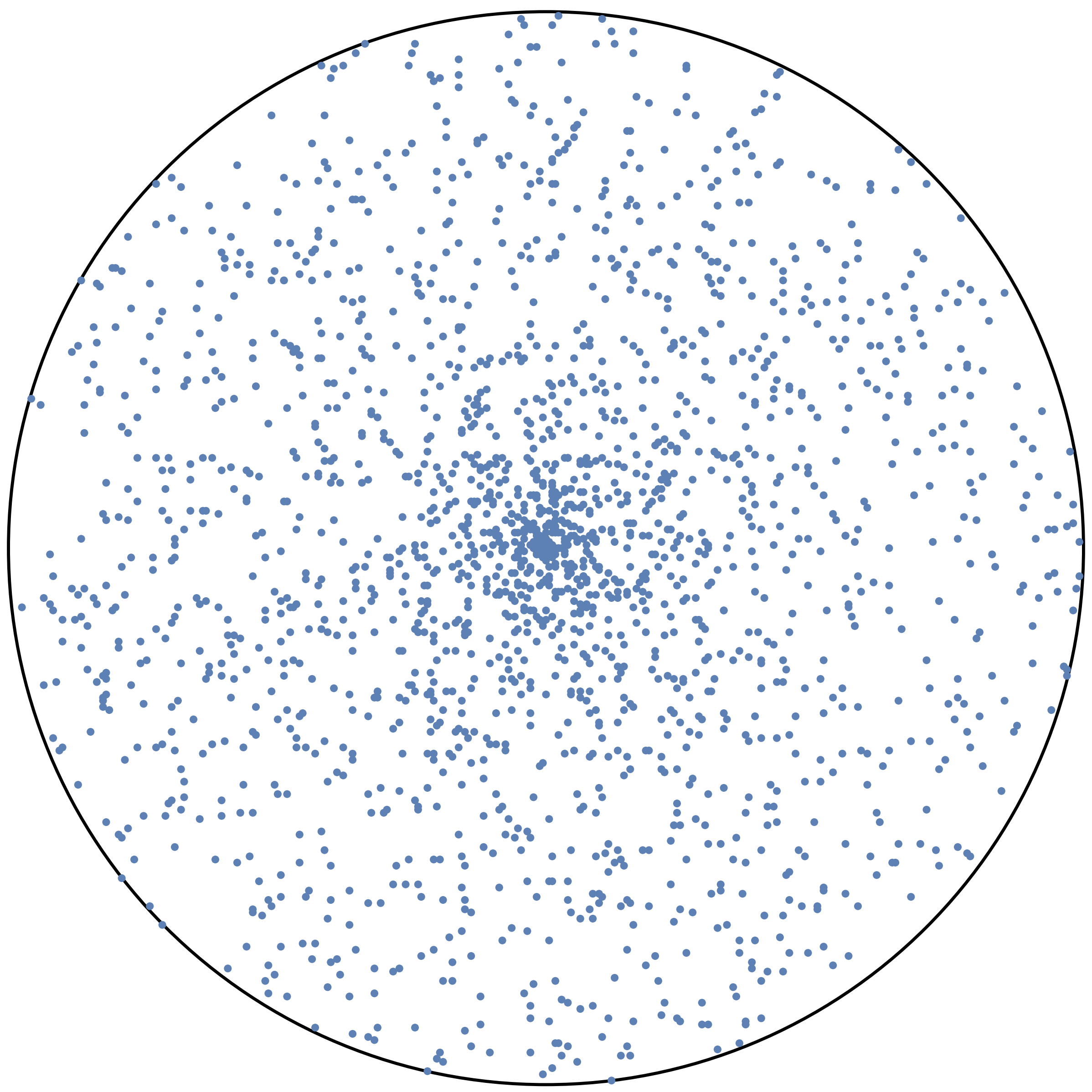
$$p(r) = 2r$$

$$P(r) = r^2 \qquad r = \sqrt{\xi_2}$$

Uniform area sampling of a circle

WRONG

probability is uniform; samples are not!

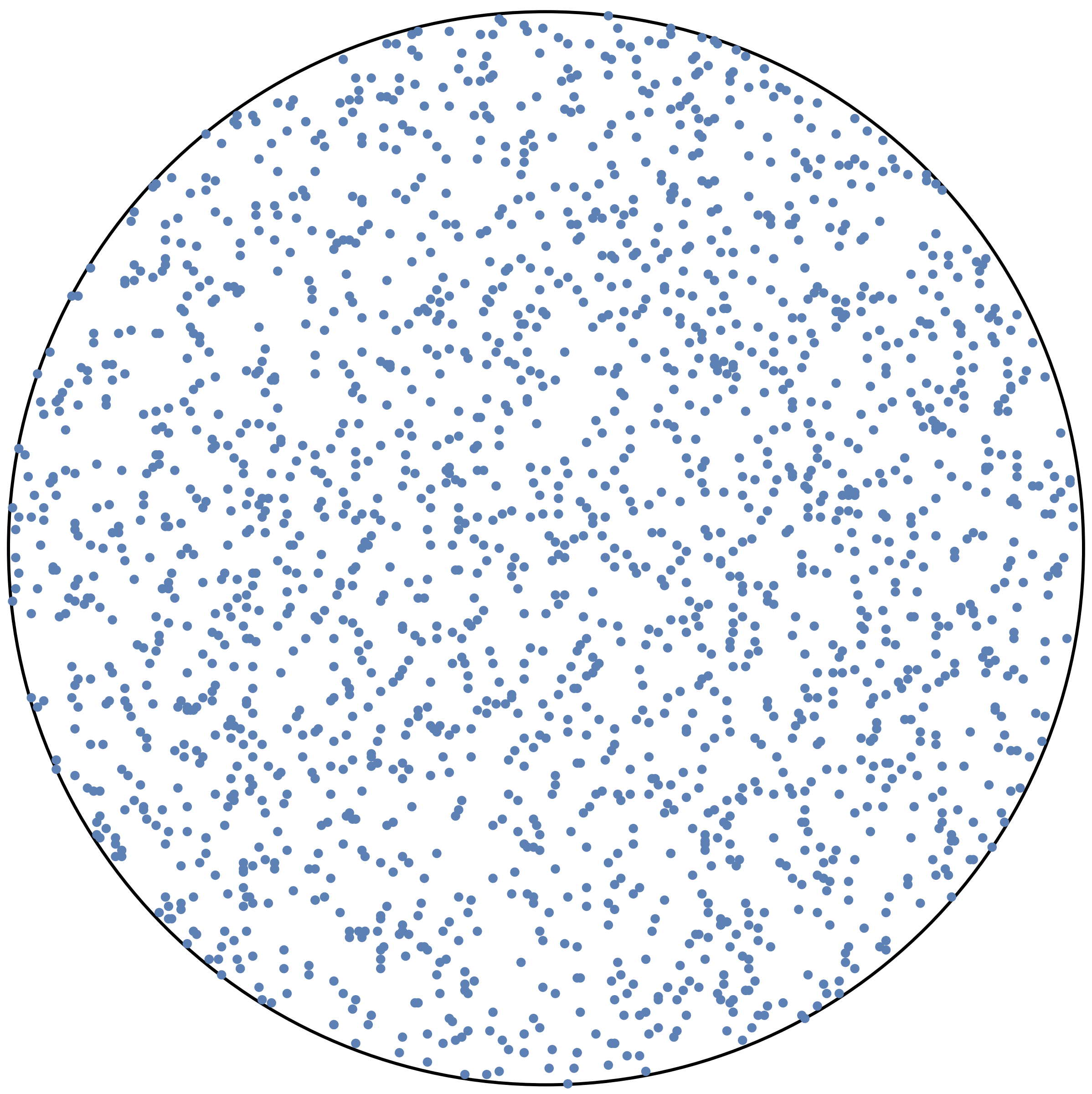


$$\theta = 2\pi\xi_1$$

$$r = \xi_2$$

RIGHT

probability is nonuniform; samples are uniform



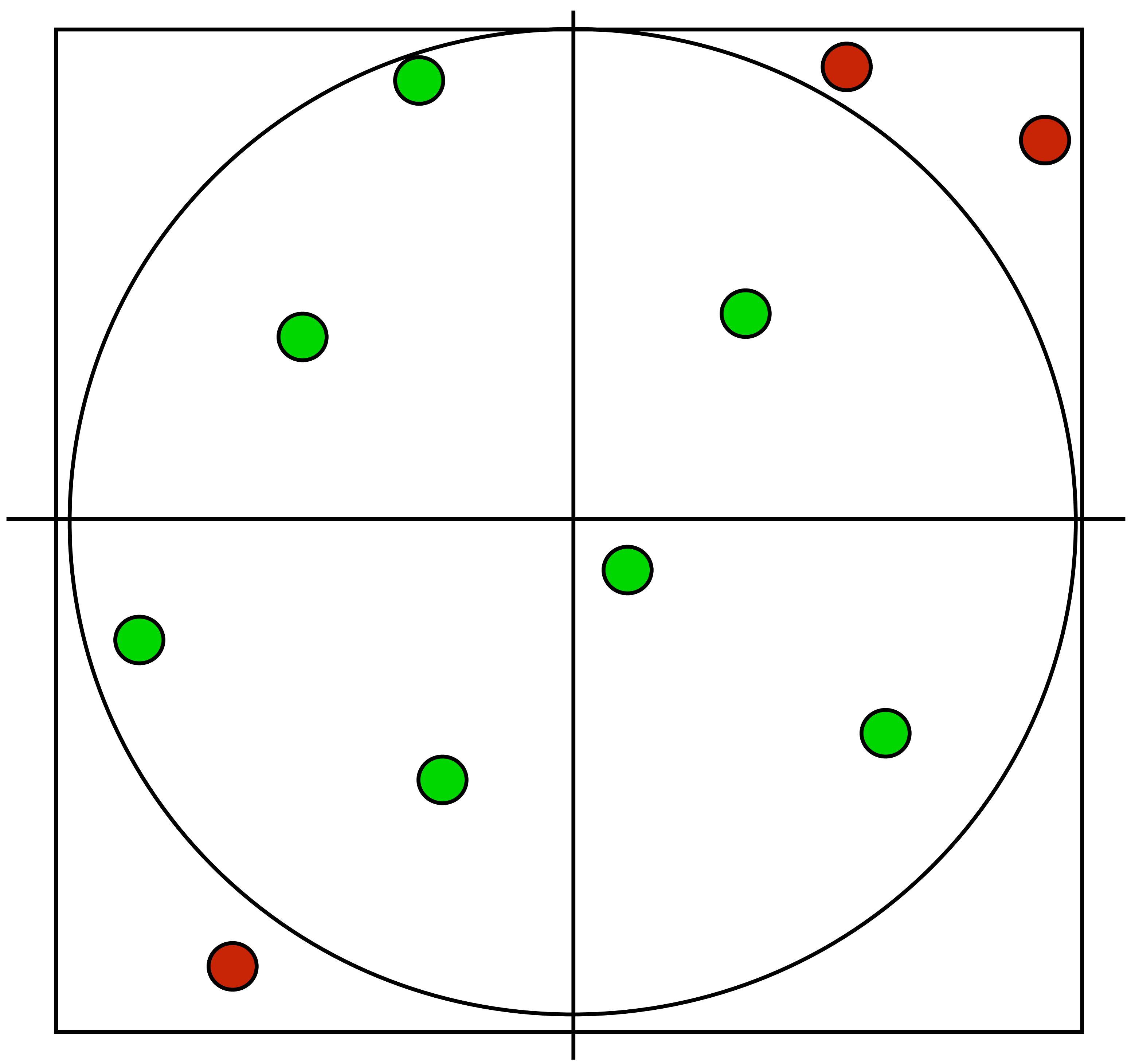
$$\theta = 2\pi\xi_1$$

$$r = \sqrt{\xi_2}$$

Uniform sampling via rejection sampling

Completely different idea: pick uniform samples in square (easy)

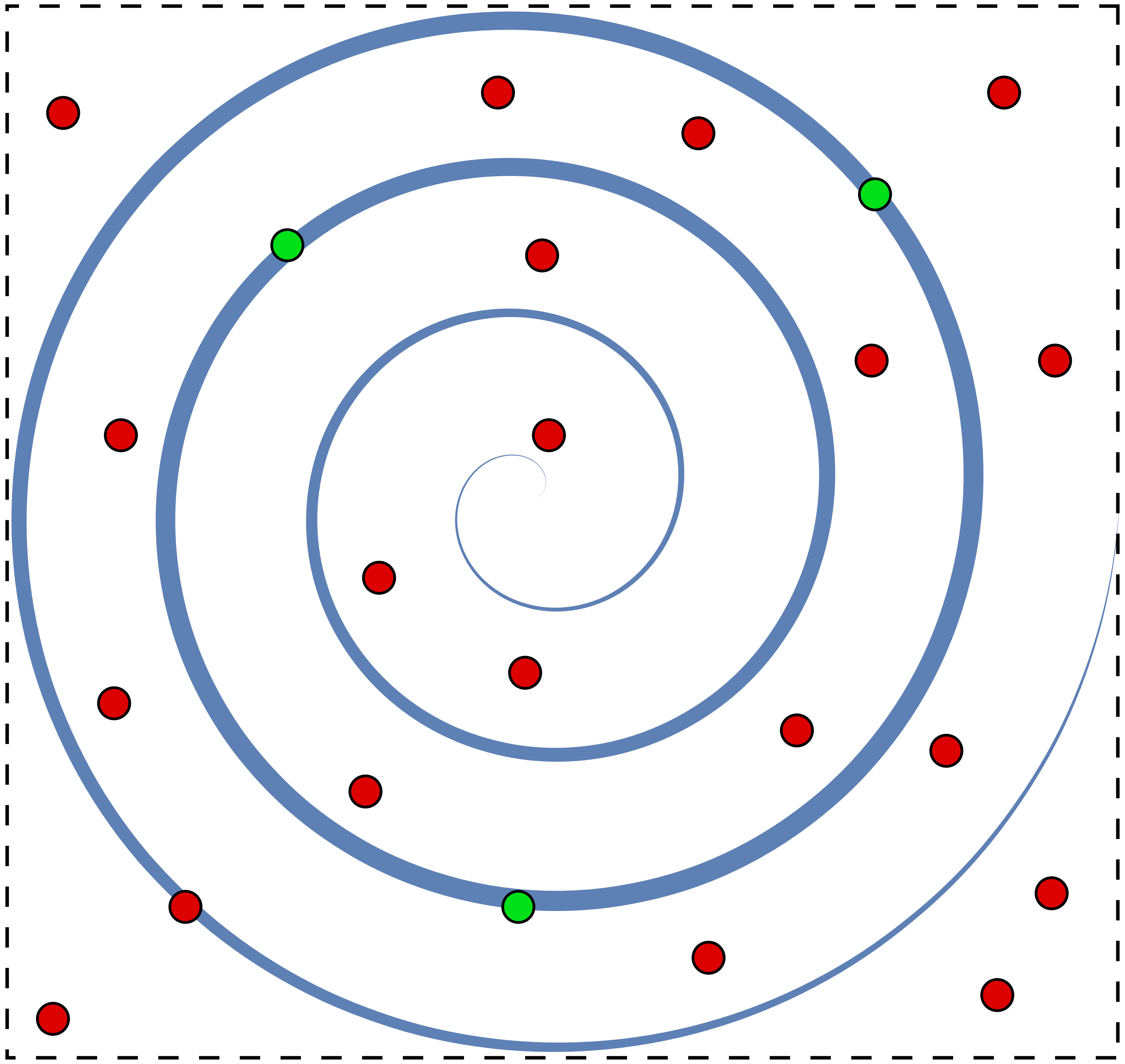
Then toss out any samples not in square (easy)



Efficiency of technique: area of circle / area of square

Efficiency of Rejection Sampling

- **If the region we care about covers only a very small fraction of the region we're sampling, rejection is probably a bad idea:**



Smarter in this case to "warp" our random variables to follow the spiral.