

CT5202: Photorealistic Rendering

# Variance Reduction Techniques

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# Multiple Importance Sampling

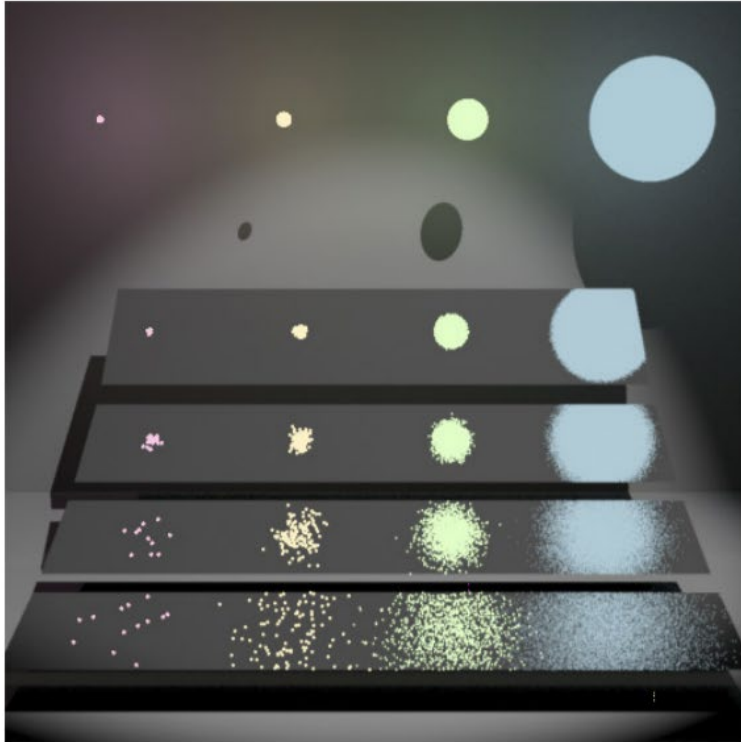
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- Proposed by Eric Veach
- Assume we have multiple (more than one) sampling techniques
- Q. How do we combine the techniques?
  
- Motivation:
  - Light transport integral is complex (most terms are unknown and should be estimated)
  - Designing a sampling technique, which works well for a variety of situations, is difficult

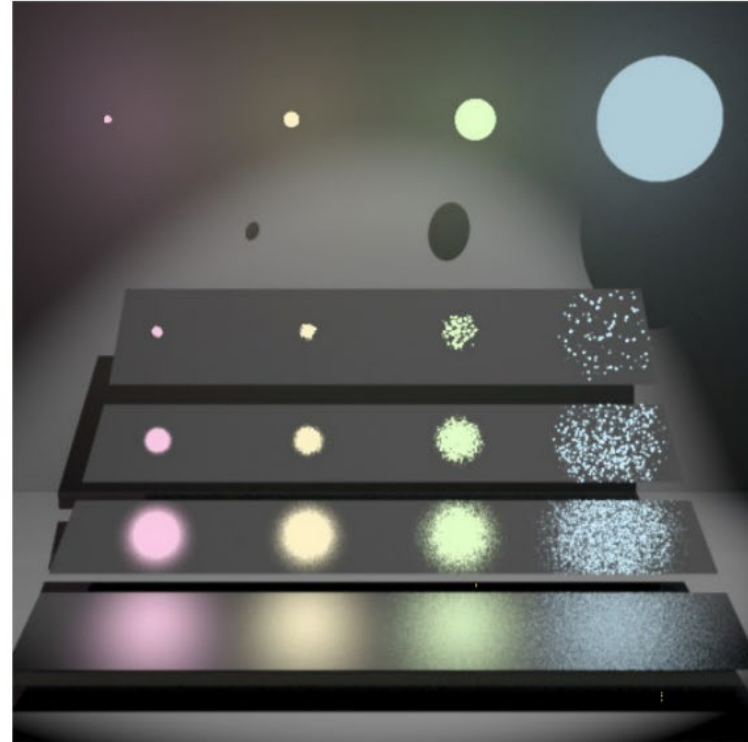
# Applications

- Glossy highlights from area light sources
- Common sampling techniques
  - Sampling the light sources
  - Sampling the BRDF
- Light transport for direct lighting
  - $L_S(x, k_o) = \int_{all\ x'} \frac{\rho(k_i, k_o) L_e(x', -k_i) v(x, x') \cos\theta_i \cos\theta'}{\|x - x'\|^2} dA'$

# Applications



**(a)** Sampling the BSDF



**(b)** Sampling the light sources

# Applications

- Sampling the light sources

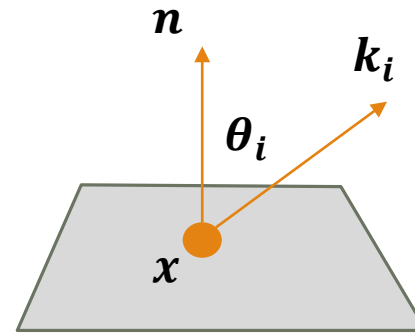
- $p(x') \propto \frac{L_e(x', -k_i) \cos\theta_i \cos\theta'}{\|x-x'\|^2}$

- Sampling the BRDF

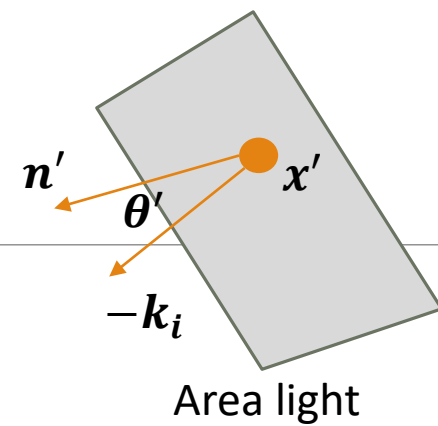
- $p(k_i) \propto \rho(k_i, k_o)$

- Light transport for direct lighting

- $L_s(x, k_o) = \int_{\text{all } x'} \frac{\rho(k_i, k_o) L_e(x', -k_i) v(x, x') \cos\theta_i \cos\theta'}{\|x-x'\|^2} dA'$



Glossy surface



Area light

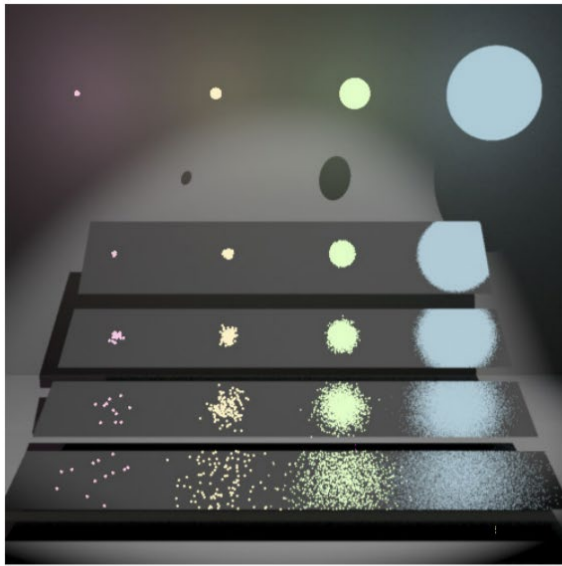
# Multi-Sample Estimator

- A combination strategy to average samples from multiple sampling techniques
- $\int_{\Omega} f(x) d\mu(x)$ 
  - $f : \Omega \rightarrow R$
- Samples ( $j = 1, \dots, n_i$ ) from i-th sampling
  - $X_{i,j}$
- Multi-sample estimator
  - $F = \sum_{i=1}^n 1/n_i \sum_{j=1}^{n_i} w_i(X_{i,j}) \frac{f(X_{i,j})}{p_i(X_{i,j})}$
  - Conditions for unbiasedness
    - $\sum_{i=1}^n w_i(x) = 1$  whenever  $f(x) \neq 0$
    - $w_i(x) = 0$  whenever  $p_i(x) = 0$
    - See the Veach's thesis for the proof.

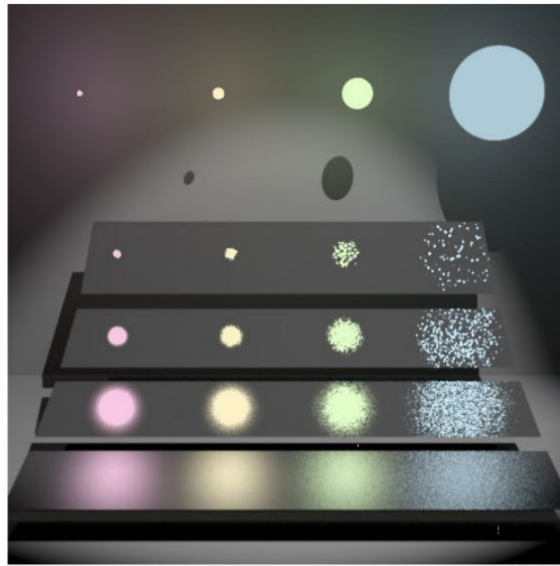
# Multi-Sample Estimator

- The balance heuristic

- $\hat{w}_i(x) = \frac{n_i p_i(x)}{\sum_k n_k p_k(x)}$



(a) Sampling the BSDF



(b) Sampling the light sources



# Antithetic Variates

- $\theta = \int_{\Omega} f(x)d\mu(x)$
- Monte Carlo estimator
  - $\hat{\theta} = \frac{1}{N}\sum_i f(X_i)$
- Suppose:
  - $pdf(X) = pdf(-X)$
  - i.e., a symmetric pdf of X
- Define a variable
  - $Y_i \equiv \frac{f(X_i)+f(-X_i)}{2}$
  - $Y_i$  is an unbiased estimate of  $\theta$ ,  $E[Y] = E[f(X)] = \theta$
  - $\hat{\theta}^{av} = \frac{1}{N}\sum_i Y_i$



# Antithetic Variates

- (original) Monte Carlo estimator
  - $\hat{\theta} = \frac{1}{N} \sum_i f(X_i)$
- New estimator
  - $\hat{\theta}^{av} = \frac{1}{N} \sum_i Y_i$
- Suppose I.I.D:
  - $\text{var}(f(X_i)) = \text{var}(f(X_j)) = \sigma^2$
- Variance of estimators
  - $\text{var}(\hat{\theta}) = \text{var}\left(\frac{1}{N} \sum_i f(X_i)\right) = \frac{1}{N^2} \sum_i \text{var}(f(X_i)) = \frac{1}{N^2} \sum_i \sigma^2 = \frac{\sigma^2}{N}$
  - $\text{var}(\hat{\theta}^{av}) = \text{var}\left(\frac{1}{N} \sum_i Y_i\right) = \frac{1}{N^2} \sum_i \text{var}(Y_i)$

# Antithetic Variates

- Variance of estimators

- $var(\hat{\theta}) = var\left(\frac{1}{N}\sum_i f(X_i)\right) = \frac{1}{N^2}\sum_i var(f(X_i)) = \frac{1}{N^2}\sum_i \sigma^2 = \frac{\sigma^2}{N}$

- $var(\hat{\theta}^{av}) = var\left(\frac{1}{N}\sum_i Y_i\right) = \frac{1}{N^2}\sum_i var(Y_i)$

- $var(Y_i) = var\left(\frac{f(X_i)+f(-X_i)}{2}\right) = \frac{1}{4}\left[var(f(X_i)) + var(f(-X_i)) + 2cov(f(X_i), f(-X_i))\right]$

- Putting  $var(Y_i)$  into  $var(\hat{\theta}^{av})$ :

- $var(\hat{\theta}^{av}) = \frac{1}{4N^2}\sum_i\{2\sigma^2 + 2cov(f(X_i), f(-X_i))\} = \frac{1}{2N^2}\sum_i\{\sigma^2 + cov(f(X_i), f(-X_i))\}$

- If there is no correlation

- $var(\hat{\theta}^{av}) = \frac{\sigma^2}{2N} = \frac{var(\hat{\theta})}{2}$

- No actual gain here since we use 2N samples instead of N samples

- What if there is a negative correlation?

- $var(\hat{\theta}^{av}) < \frac{var(\hat{\theta})}{2}$

# Antithetic Variates

- Antithetic variates introduces a negative correlation for monotonically increasing functions
  - $cov(f(X_i), f(-X_i)) < 0$
  - e.g., linear functions – ideal case
- Properties
  - Very simple to implement it even for high-dimensional cases
  - Some applications in rendering:
    - Direct lighting
    - Pixel estimator in PSS?

# Common Random Numbers (CRN)

- Suppose we want to estimate a difference between two functions
  - $\theta_1 = \int_{\Omega} f_1(x) d\mu(x)$
  - $\theta_2 = \int_{\Omega} f_2(x) d\mu(x)$
  - $\theta = \theta_1 - \theta_2$
- MC estimator
  - $\hat{\theta} = \frac{1}{N} \sum_i f_1(X_i) - \frac{1}{N} \sum_j f_2(X_j)$
- CRN estimator
  - $\hat{\theta} = \frac{1}{N} \sum_i f_1(X_i) - \frac{1}{N} \sum_i f_2(X_i) = \frac{1}{N} \sum_i (f_1(X_i) - f_2(X_i))$

# Common Random Numbers (CRN)

- CRN estimator

- $$\hat{\theta} = \frac{1}{N} \sum_i f_1(X_i) - \frac{1}{N} \sum_i f_2(X_i) = \frac{1}{N} \sum_i (f_1(X_i) - f_2(X_i))$$

- $$\text{var}(\hat{\theta}) = \text{var}\left(\frac{1}{N} \sum_i (f_1(X_i) - f_2(X_i))\right) = 1/N^2 \sum_i \text{var}(f_1(X_i) - f_2(X_i))$$

- $$\text{var}(f_1(X_i) - f_2(X_i)) = \text{var}(f_1(X_i)) + \text{var}(f_2(X_i)) - 2\text{cov}(f_1(X_i), f_2(X_i))$$

- What if  $\text{cov}(f_1(X_i), f_2(X_i)) = 0$ ?

- No actual gain over the ordinary MC estimator.

# Common Random Numbers (CRN)

- When the two functions tend to increase (or decrease) together,
  - $cov(f_1(X_i), f_2(X_i)) > 0$
  - e.g., both functions are linear whose derivatives have the same sign.
- Applications in rendering
  - Estimating image gradients
  - (screened) Poisson reconstruction takes the image gradients to output a reconstructed image
- Q. can we decide whether or not we apply the CRN?
  - In practice, it is hard to know if there is such correlation in advance.
  - However, implementing and testing CRN are very easy.

# CRN examples



Path tracing with CRN numbers, 76 samples per pixel

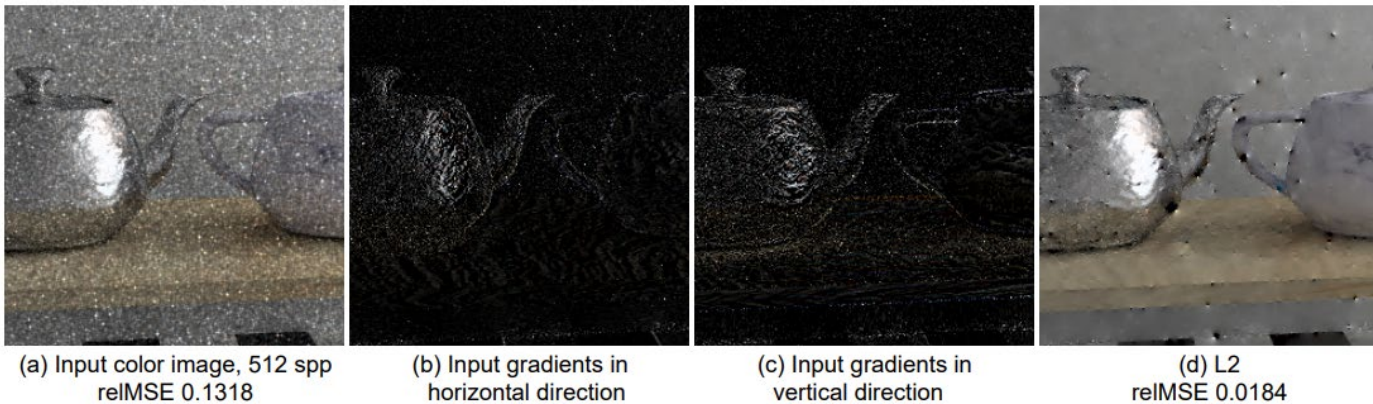
# Applications of Correlated Sampling: Gradient-Domain Rendering

- Image gradients can be estimated via correlated sampling
  - $I(x + 1, y) - I(x, y)$
  - $I(x, y + 1) - I(x, y)$
- The variance of the estimated gradients can be smaller than the pixel color when then the covariance term is positive
  - $var(I(x + 1, y) - I(x, y)) = var(I(x + 1, y)) + var(I(x, y)) - 2cov(I(x + 1, y), I(x, y))$



# Applications of Correlated Sampling: Gradient-Domain Rendering

- Rendering estimates three images:
  - Primal colors (e.g., standard path tracing)
  - Image gradients (e.g., correlated samplings such as CRNs, shift mapping, and path reusing)



Images from [Ha et al. 2019]

# Applications of Correlated Sampling: Gradient-Domain Rendering

- Screened Poisson Reconstruction

- $\hat{y} = \underset{\bar{y}}{\operatorname{argmin}} \sum_{i=1}^n \|\alpha(y_i - \bar{y}_i)\|^2 + \sum_{i=1}^n \|g_i^{\operatorname{dx}} - D^{\operatorname{dx}}\bar{y}_i\|^2 + \sum_{i=1}^n \|g_i^{\operatorname{dy}} - D^{\operatorname{dy}}\bar{y}_i\|^2$

- $g_i^{\operatorname{dx}}, g_i^{\operatorname{dy}}$ : Estimated gradients at pixel  $i$  in  $x$  and  $y$  directions
- $y_i$ : Pixel color at  $i$
- $\alpha$ : user-parameter (e.g., 0.2)
- $D^{\operatorname{dx}}, D^{\operatorname{dy}}$ : differential operator in  $x$  and  $y$  directions (i.e., finite differences)
- Has a closed-form solution (i.e., normal equation) when the norm is L2

# Applications of Correlated Sampling: Gradient-Domain Rendering

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- When L2 reconstruction is used, the output is unbiased.
- One may use a neural network that takes the three inputs
  - e.g., Deep Convolutional Reconstruction for Gradient-Domain Rendering, Kettunen et al. 2019
- More information:
  - EG STAR paper 2019: A Survey on Gradient-Domain Rendering, Hua et al. 2019

# Control Variates

- $\theta = \int_{\Omega} f(x)d\mu(x)$
- Monte Carlo estimator
  - $\hat{\theta} = \frac{1}{N}\sum_i f(X_i)$
- Define a control variate  $g(x)$  whose integration  $G$  is known.
  - $\theta = \int_{\Omega} f(x) - \alpha g(x)d\mu(x) + \alpha G$
  - $\hat{\theta}^{cv} = \frac{1}{N}\sum_i (f(X_i) - \alpha g(X_i)) + \alpha G$

# Control Variates

- When  $\alpha = 1$ 
  - $\hat{\theta}^{cv} = \frac{1}{N} \sum_i (f(X_i) - g(X_i)) + G$
  - $var(\hat{\theta}^{cv}) = \frac{1}{N^2} \sum_i var(f(X_i) - g(X_i)) = 1/N^2 \{ \sum_i var(f(X_i)) + var(g(X_i)) - 2cov(f(X_i), g(X_i)) \}$
  - Assume that:
    - $var(f(X_i)) = var(g(X_i)) = \sigma^2$
    - $cov(f(X_i), g(X_i)) = \sigma_{f,g}^2$
    - $corr(f(X_i), g(X_i)) = corr_{f,g} = \frac{\sigma_{f,g}^2}{\sigma_f \sigma_g} = \sigma_{f,g}^2 / \sigma^2$
  - $var(\hat{\theta}^{cv}) = \frac{\sum_i 2\sigma^2}{N^2} - \frac{2\sum_i \sigma_{f,g}^2}{N^2} = \frac{2\sigma^2}{N} - \frac{2\sigma_{f,g}^2}{N}$
  - Variance of the original estimator with the same sample count N
    - $var(\hat{\theta}) = \frac{\sigma^2}{2N}$
  - Condition for  $var(\hat{\theta}^{cv}) < var(\hat{\theta})$ 
    - $\frac{2\sigma^2}{N} - \frac{2\sigma_{f,g}^2}{N} < \frac{\sigma^2}{2N}$
    - $\frac{3\sigma^2}{4} < \sigma_{f,g}^2$
    - $\frac{3}{4} < corr_{f,g}$

# Control Variates

- When  $\alpha = \frac{\sigma_{f,g}^2}{\sigma_g^2} = \frac{\sigma_{f,g}^2}{\sigma^2}$ 
  - $\hat{\theta}^{cv} = \frac{1}{N} \sum_i (f(X_i) - \alpha g(X_i)) + \alpha G$
  - $var(\hat{\theta}^{cv}) = \frac{1}{N^2} \sum_i var(f(X_i) - \alpha g(X_i)) = 1/N^2 \{ \sum_i var(f(X_i)) + \alpha^2 var(g(X_i)) - 2\alpha cov(f(X_i), g(X_i)) \}$
  - $= \frac{\sigma^2}{N} + \frac{\alpha^2 \sigma^2}{N} - \frac{2\alpha \sigma_{f,g}^2}{N}$
  - $= \frac{\sigma^2}{N} + \frac{corr_{f,g}^2 \sigma^2}{N} - \frac{2corr_{f,g}^2 \sigma^2}{N}$
  - $= \frac{\sigma^2}{N} (1 - corr_{f,g}^2)$
  - Condition for  $var(\hat{\theta}^{cv}) < var(\hat{\theta})$ 
    - $\frac{\sigma^2}{N} (1 - corr_{f,g}^2) < \frac{\sigma^2}{2N}$
    - $1/2 < corr_{f,g}^2$
    - $\frac{1}{4} < |corr_{f,g}|$

# Resampled Importance Sampling

- $I = \int_D f(x) d\mu(x)$
- $\hat{I} = \frac{1}{N} \sum_{i=1}^N \frac{f(y_i)}{q(y_i)}$
- For importance sampling,
  - $q$  should be normalized (i.e., a valid pdf)
  - Able to sample  $y_i$  easily (efficiently) via inverse CDF or rejection sampling
  - Otherwise, we need a workaround (e.g., resampled importance sampling)

# Resampled Importance Sampling

- Procedure
  - Generate  $M$  ( $M \geq 1$ ) proposal samples from the source pdf  $p$ 
    - $X = \{x_1, \dots, x_M\}$
    - Assumption: we can easily sample from the  $p$ , but the  $p$  may be not a good approximation of the  $f$
  - Compute a weight  $w(x_i)$  for  $x_i$ 
    - $w(x_i) = \frac{q(x_i)}{p(x_i)}$
  - (resampling) Generate  $N$  samples with replacement from  $X$ 
    - Probability of selecting  $x_i$  is proportional to  $w(x_i)$
    - $Y = \{y_1, \dots, y_N\}$
  - Estimation
    - $\hat{f} = \frac{1}{N} \sum_{i=1}^N \frac{f(y_i)}{q(y_i)} \frac{1}{M} \sum_{j=1}^M w(x_j)$
- Note:
  - Can use an unnormalized  $q$  (also hard to sample from it), but it approximates  $f$  well
- Ref.
  - Importance Resampling for Global Illumination [Talbot and Cline 2005]