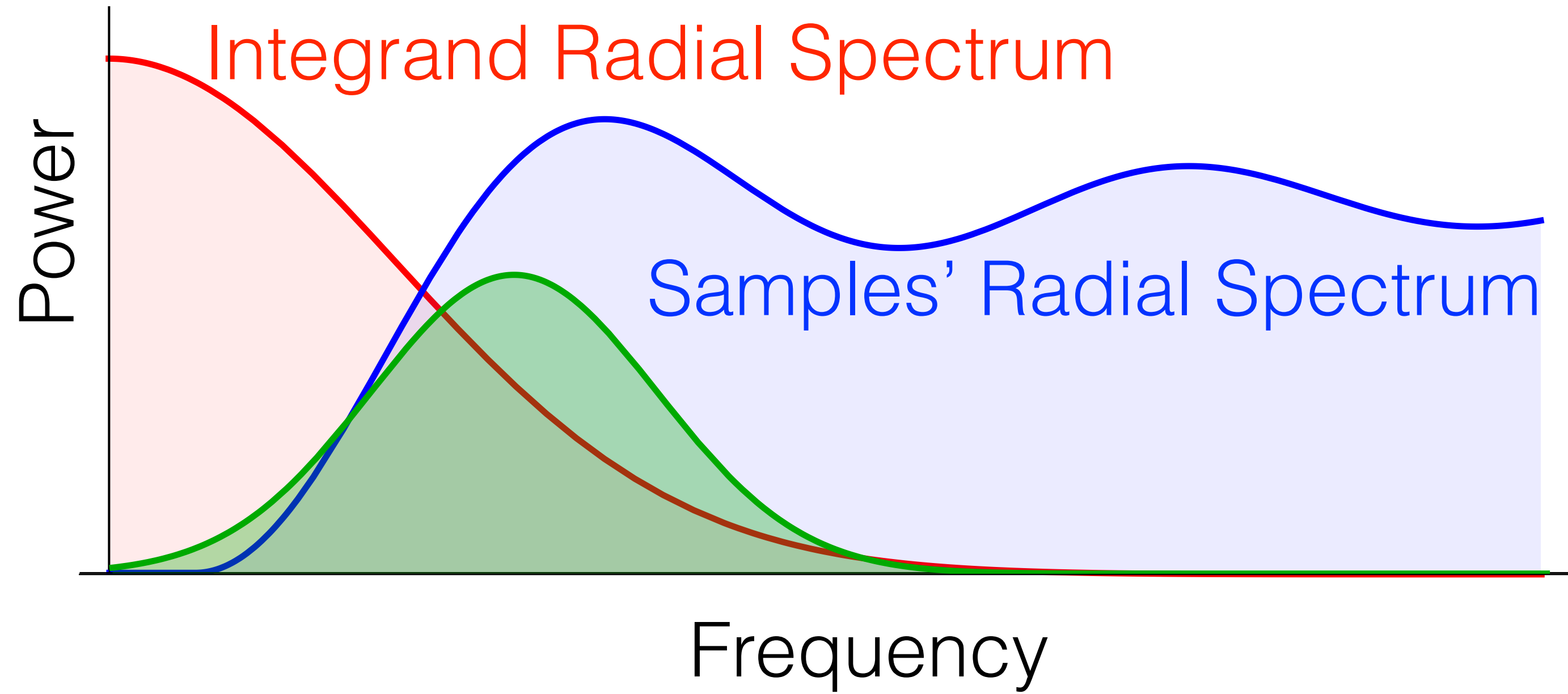
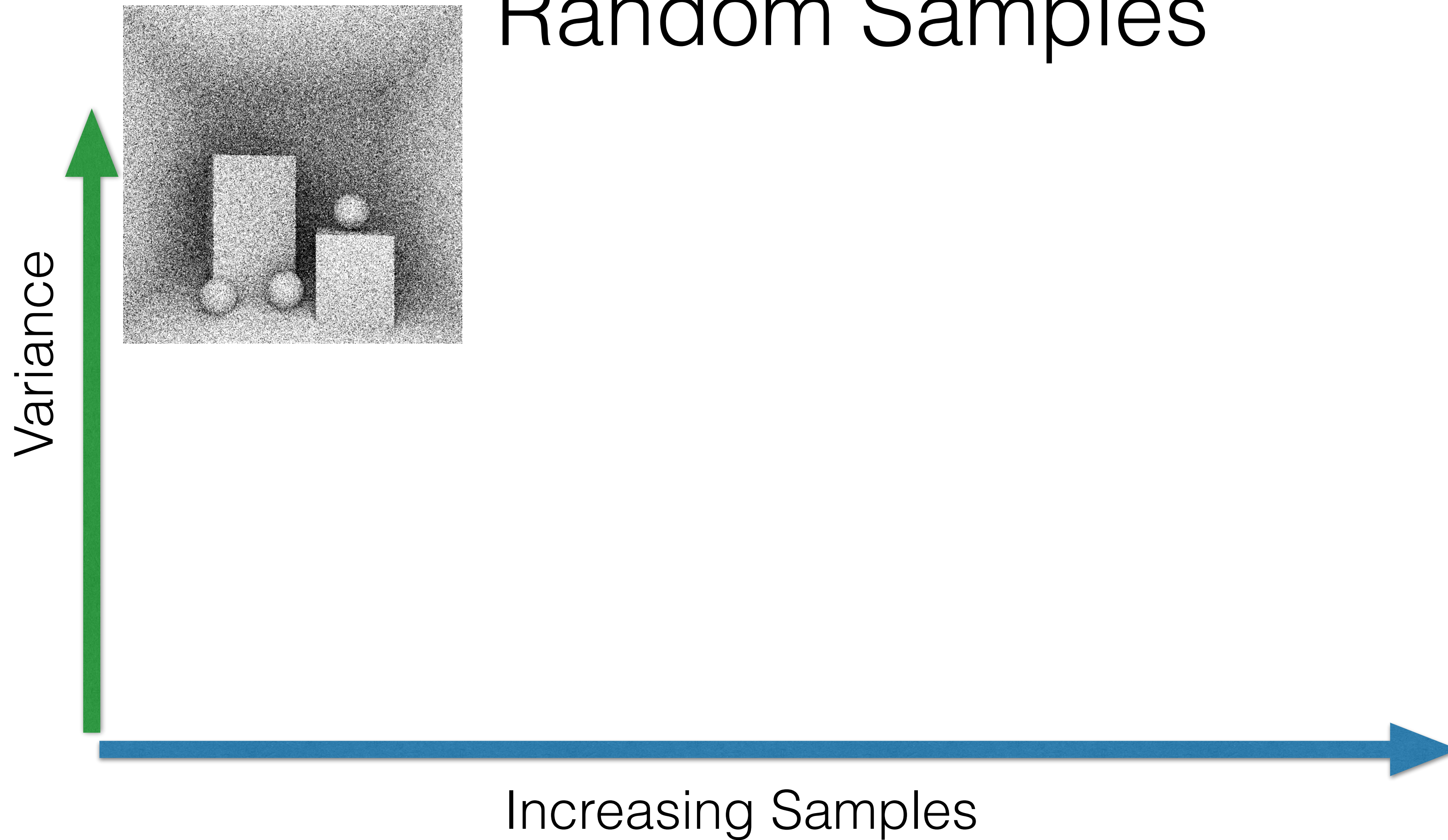


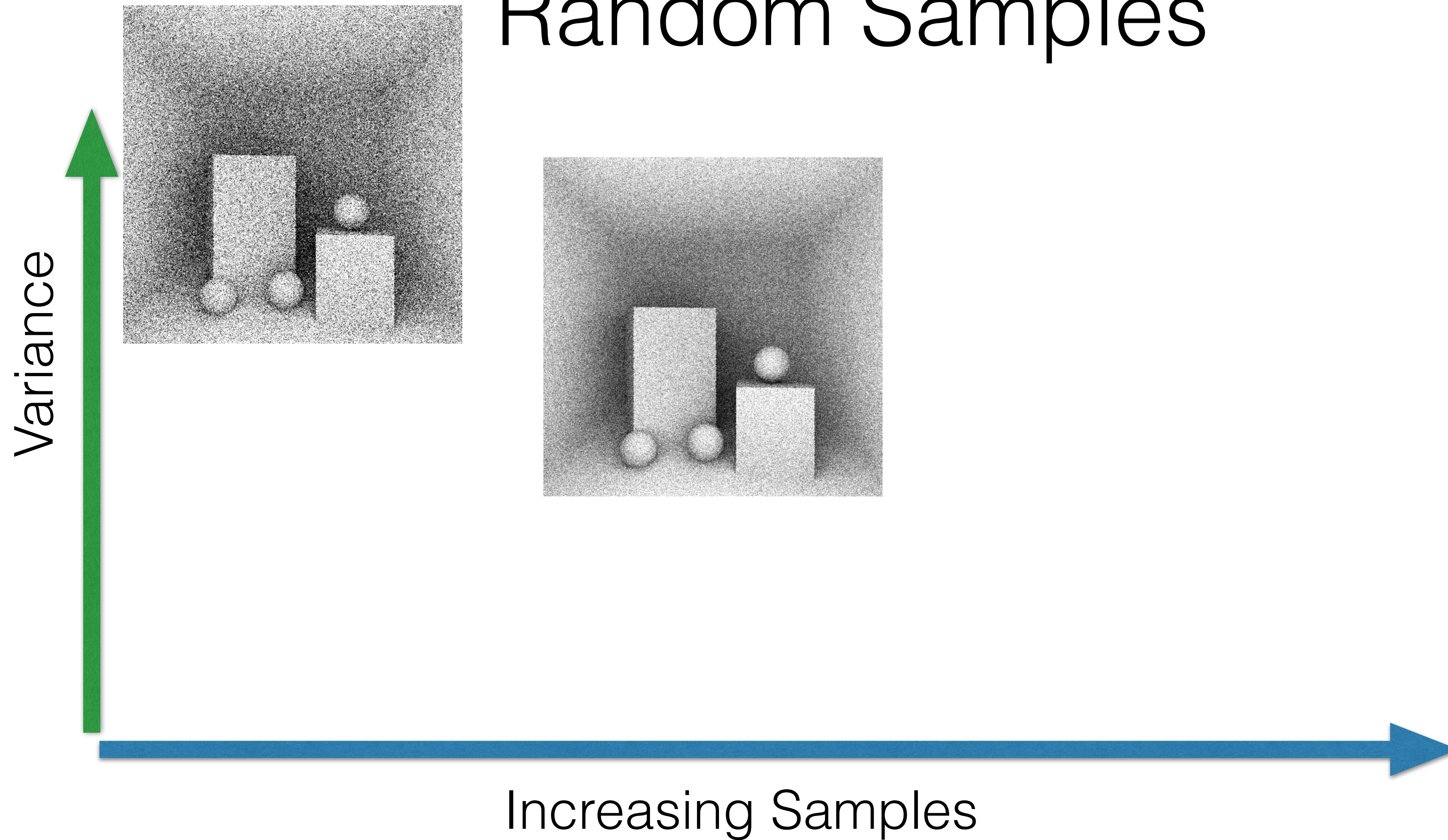
# Part 3: Formal Treatment of MSE, Bias and Variance



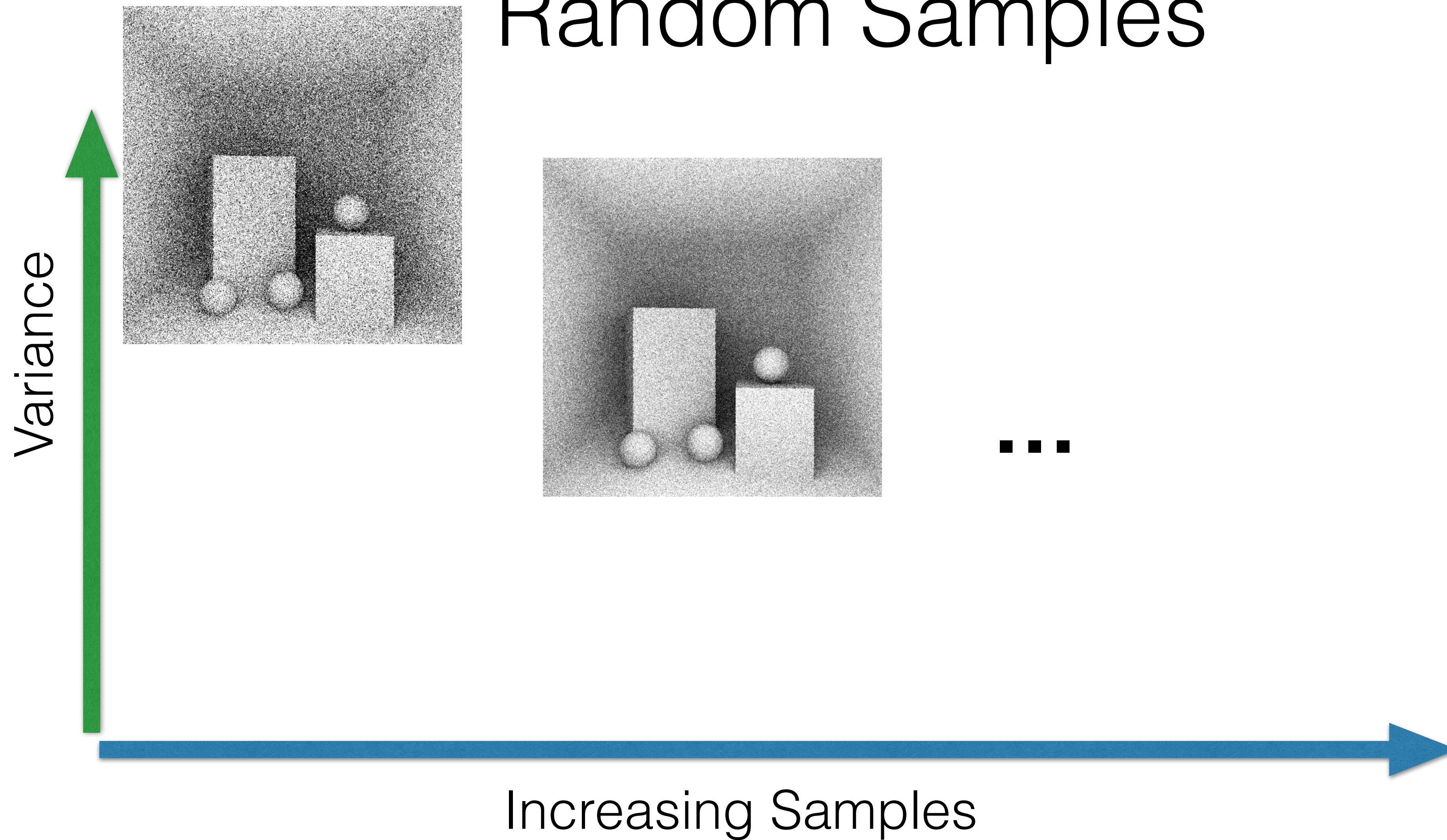
# Convergence rate for Random Samples



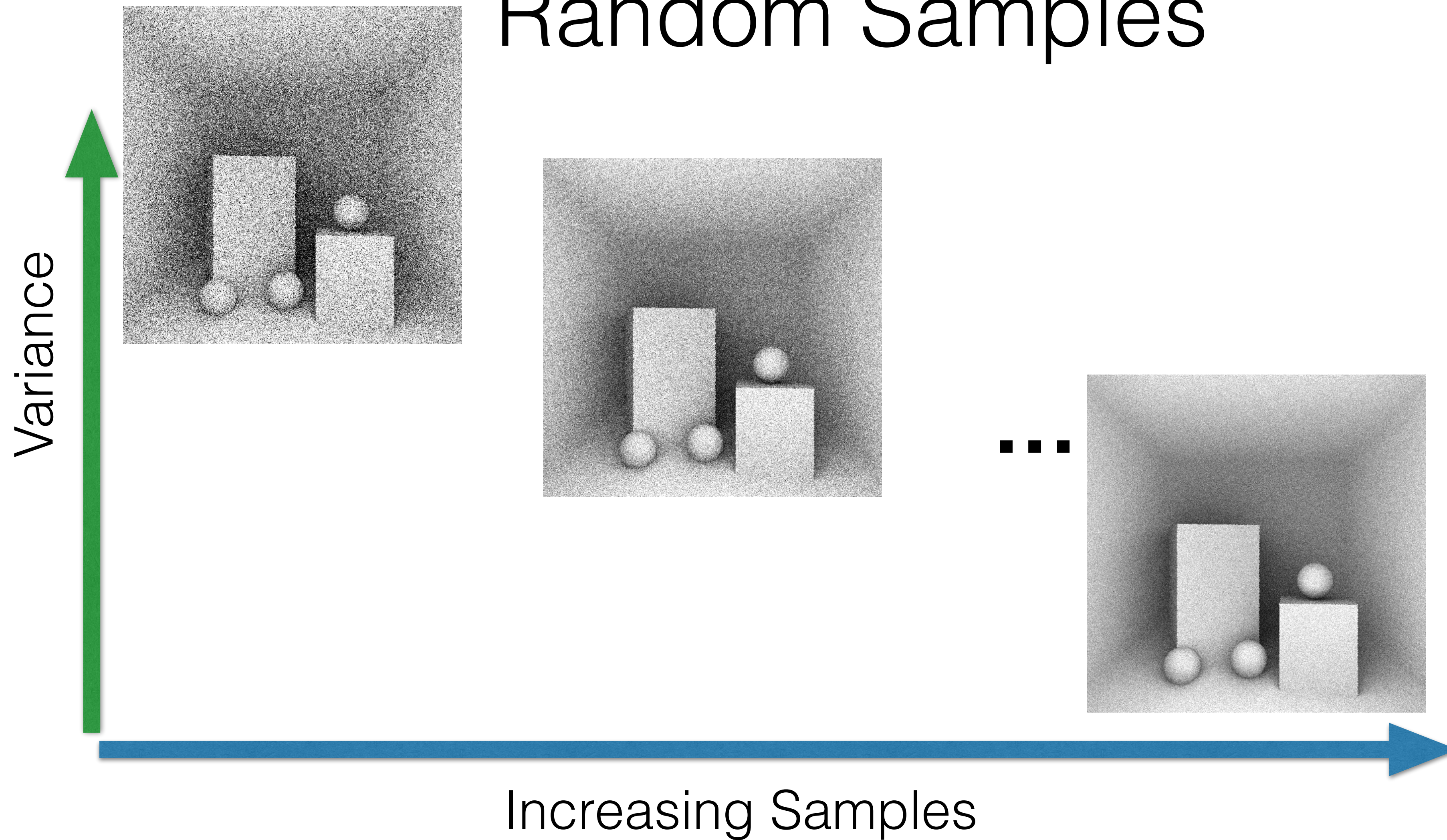
# Convergence rate for Random Samples



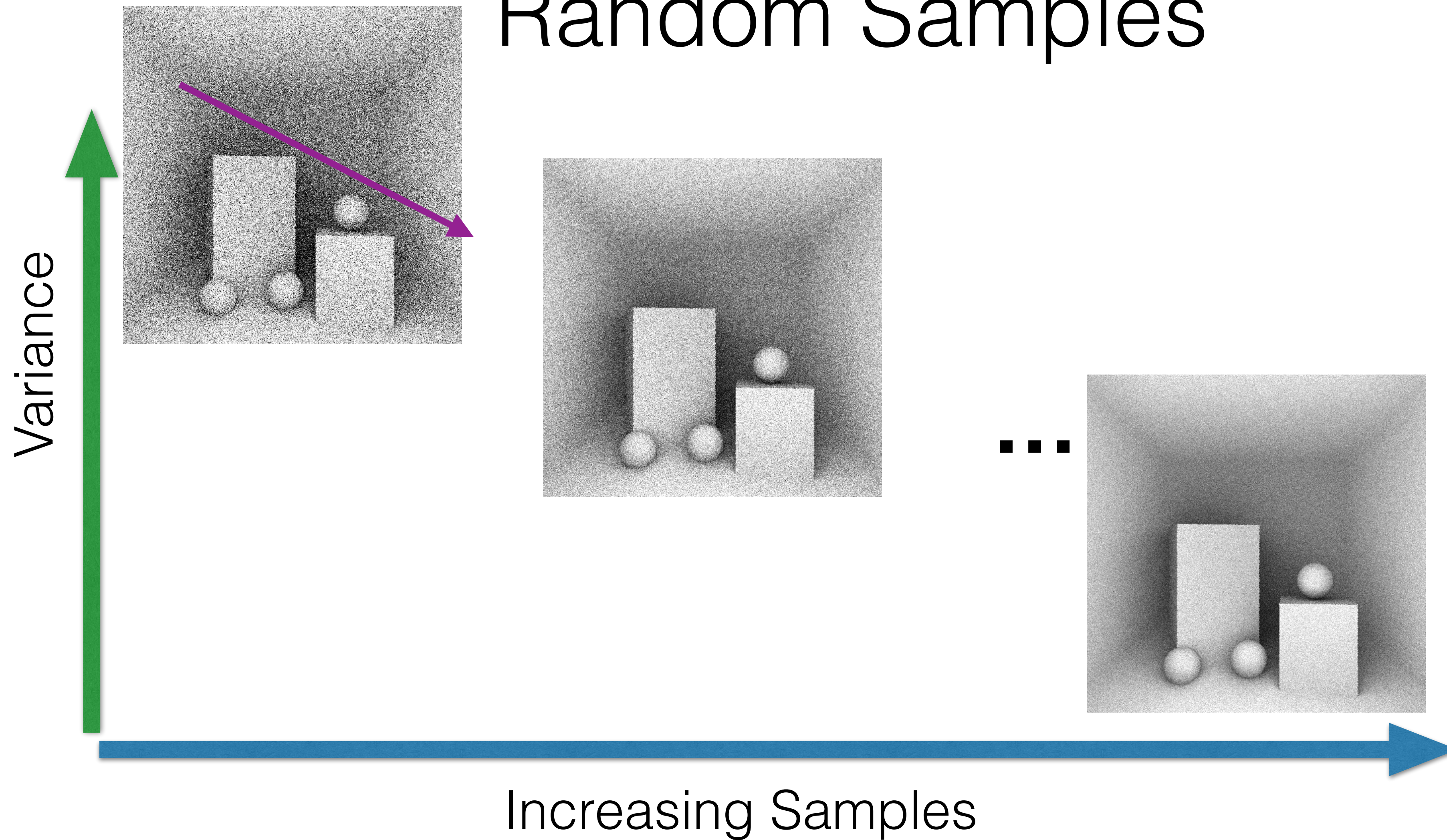
# Convergence rate for Random Samples



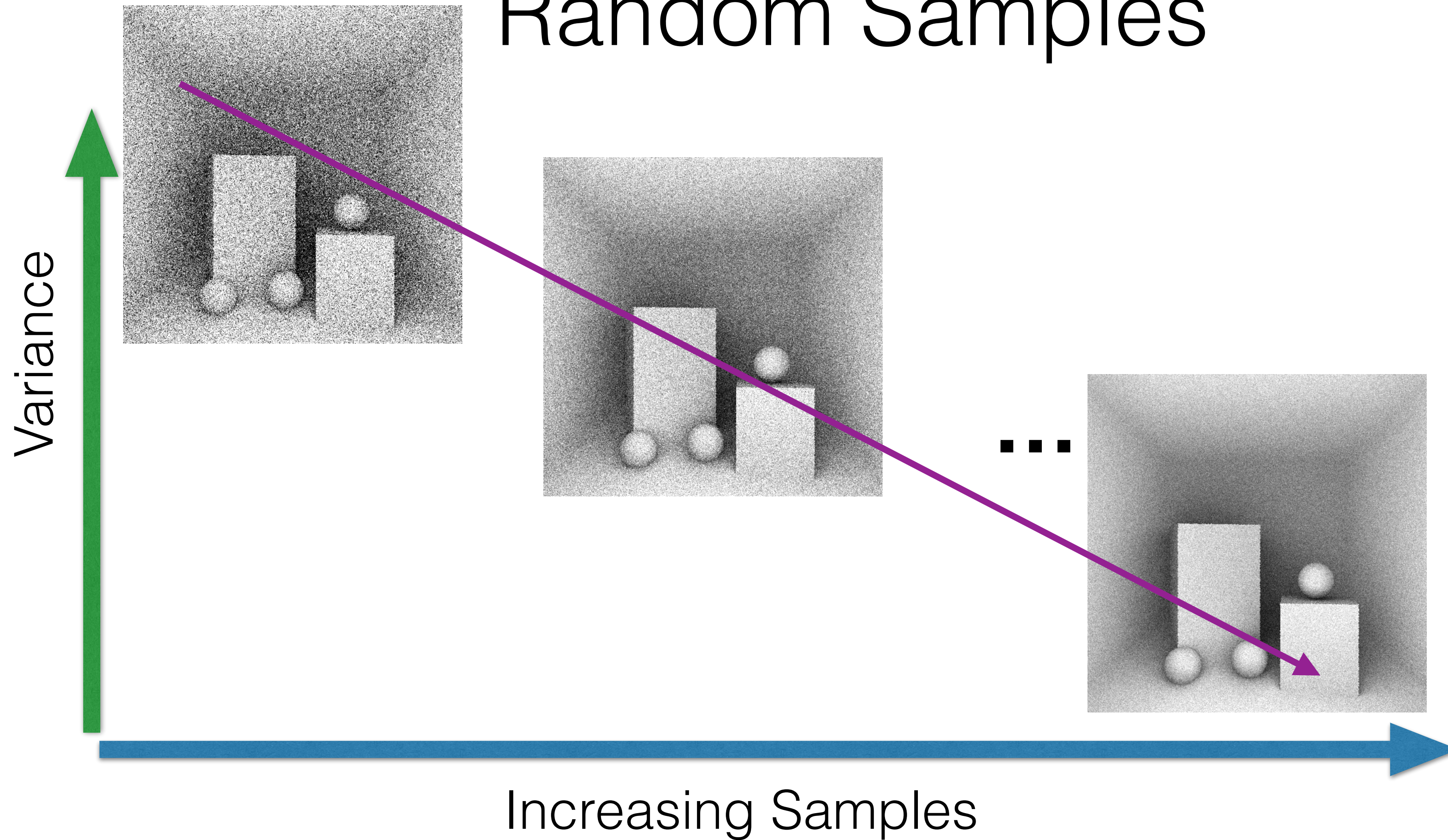
# Convergence rate for Random Samples



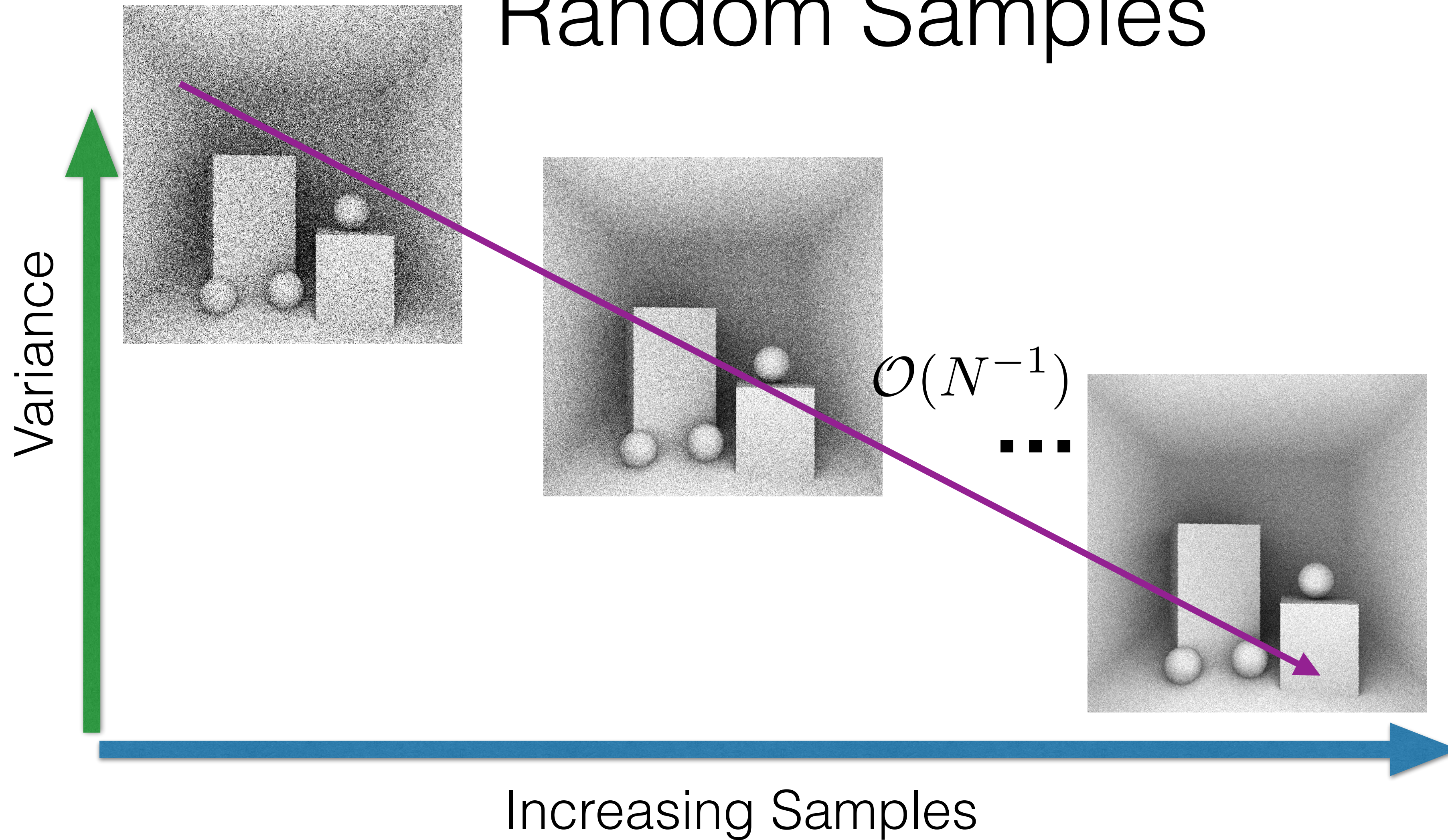
# Convergence rate for Random Samples



# Convergence rate for Random Samples

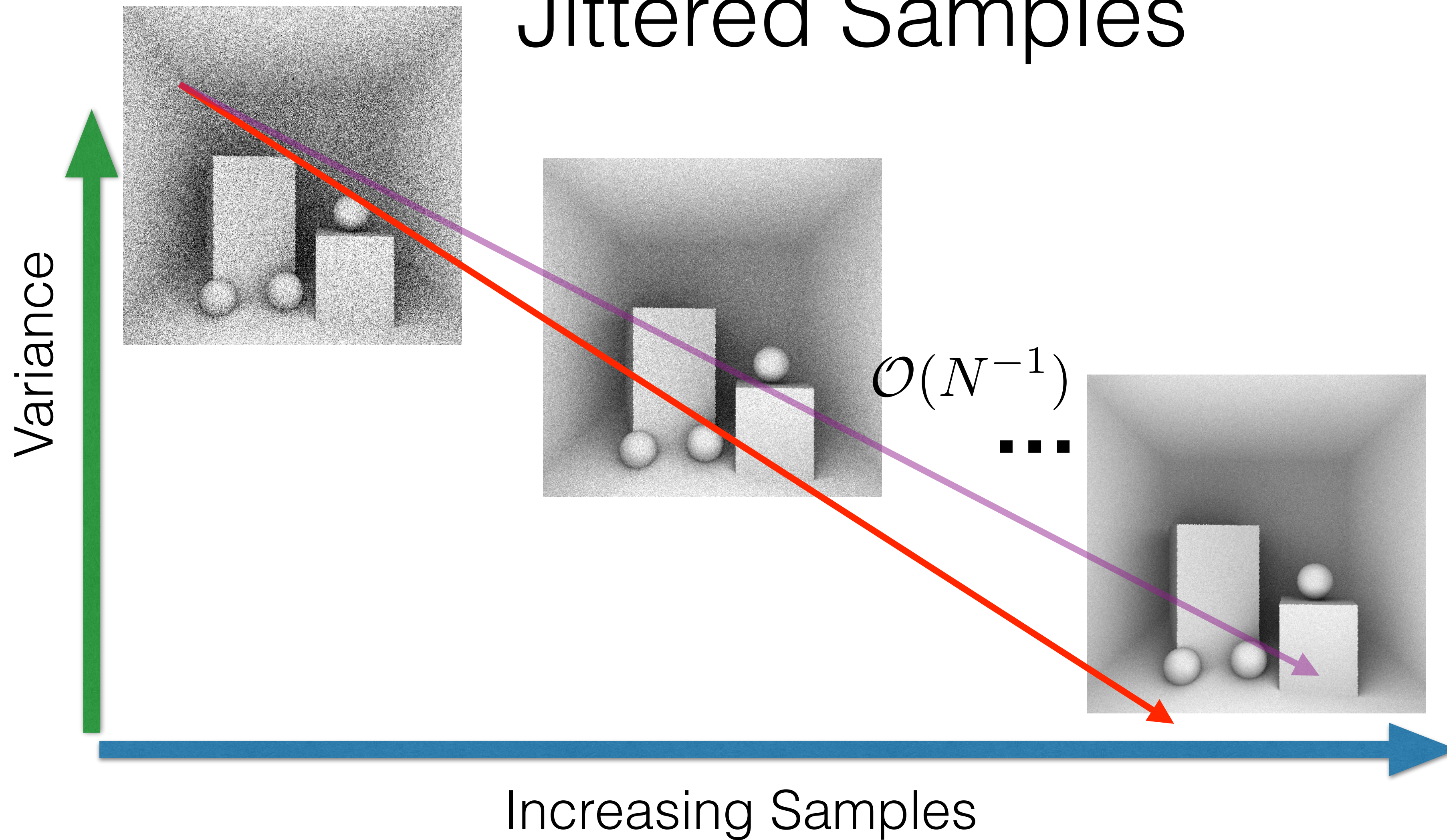


# Convergence rate for Random Samples

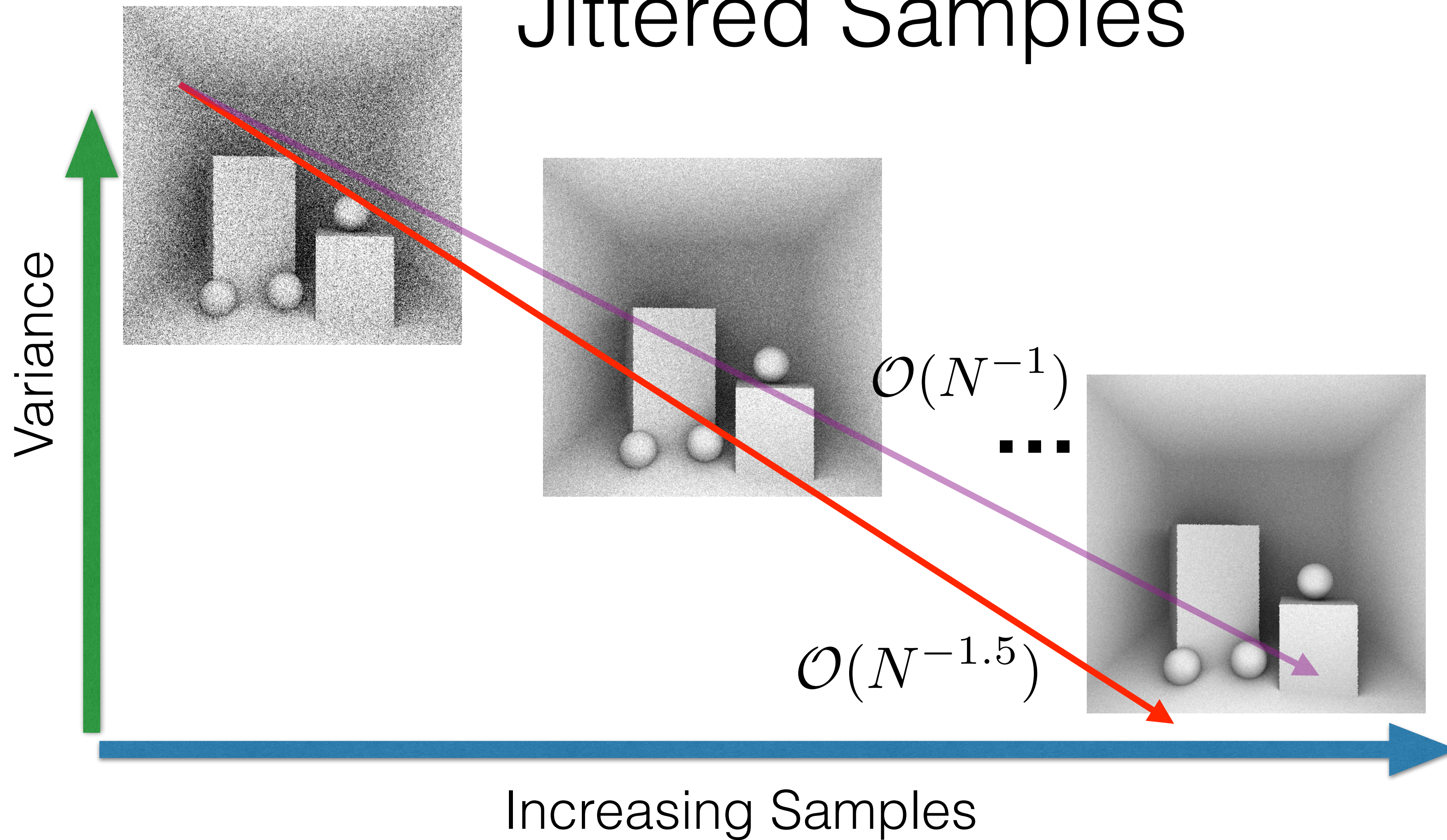




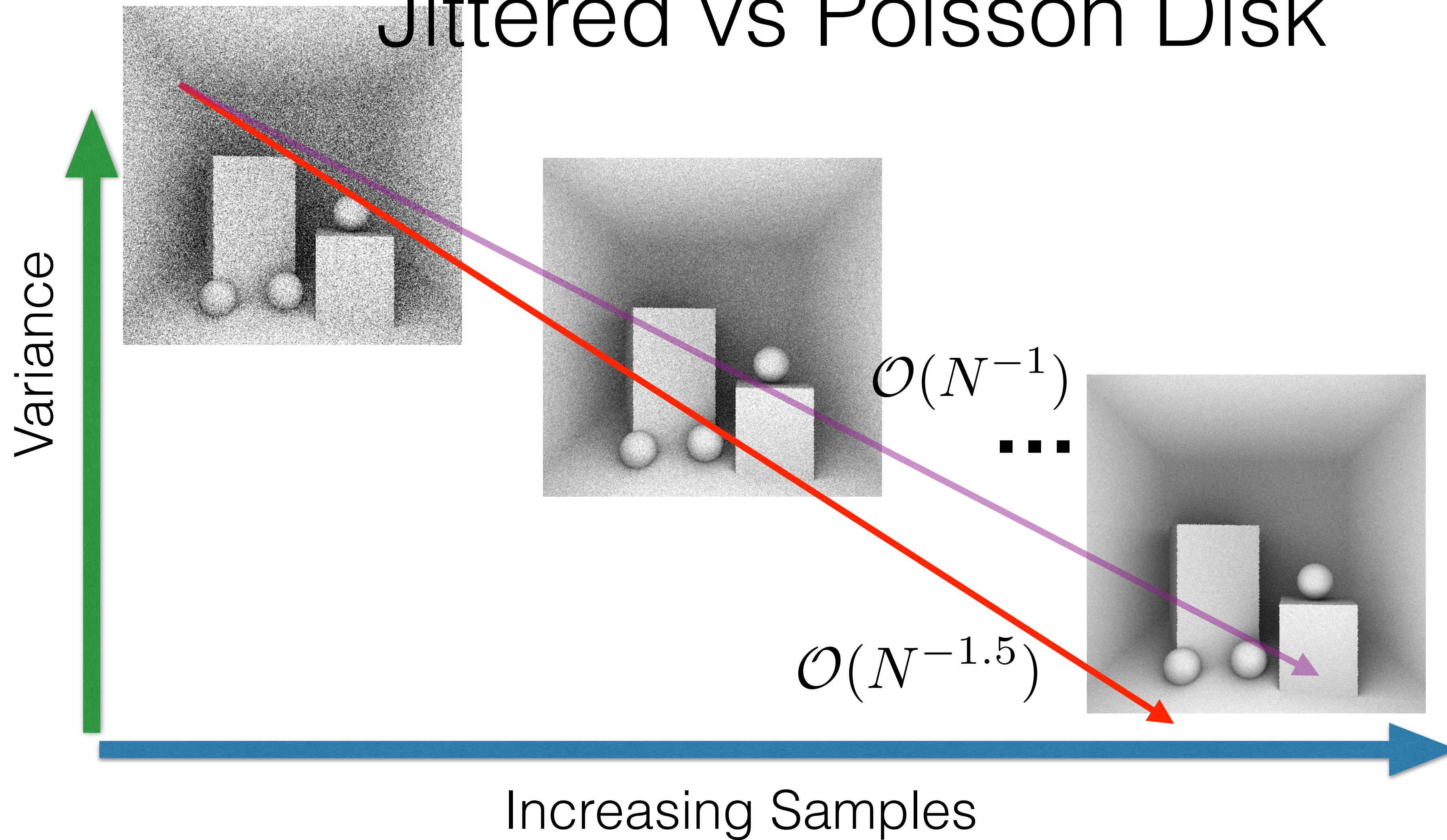
# Convergence rate for Jittered Samples



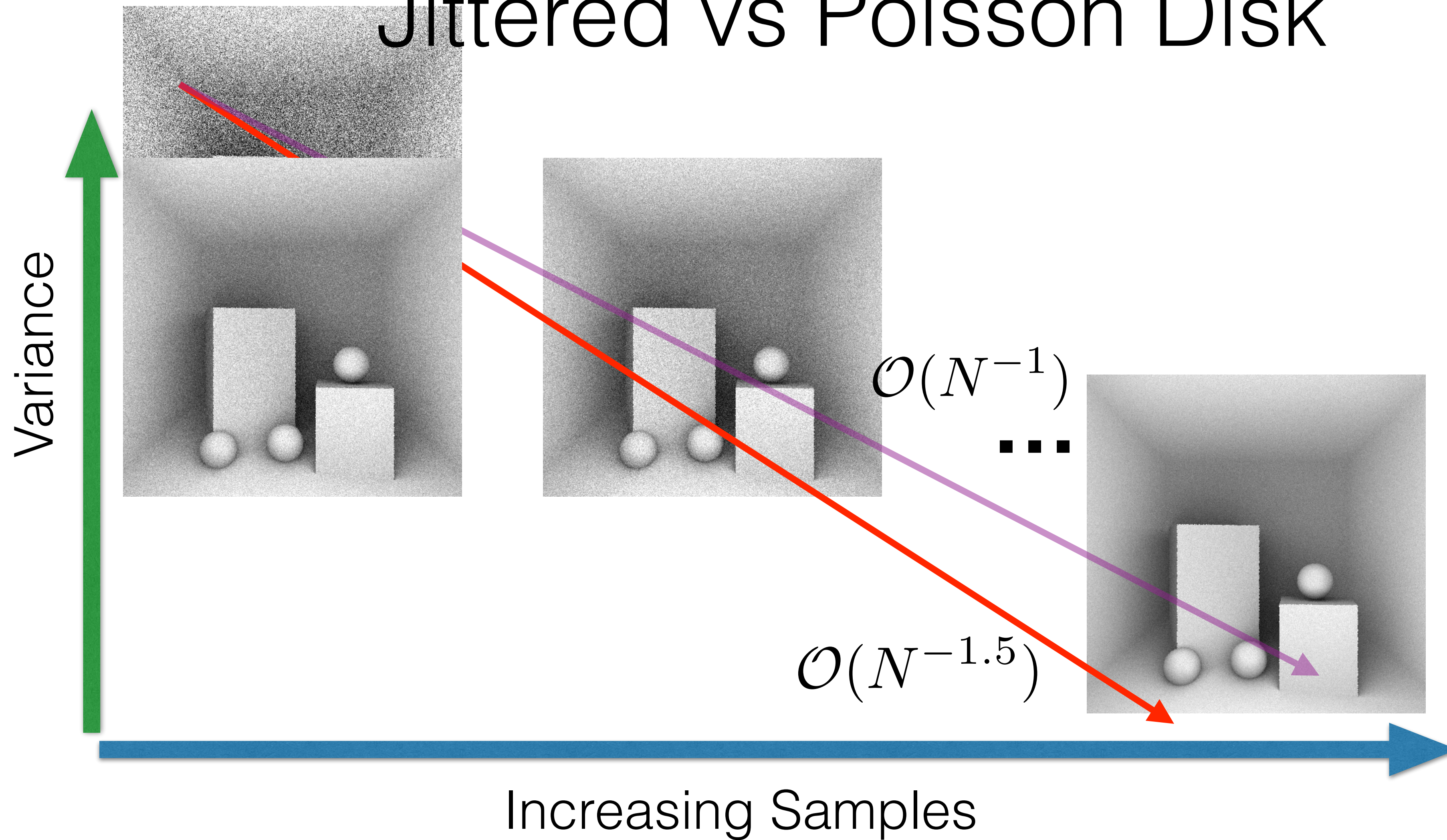
# Convergence rate for Jittered Samples



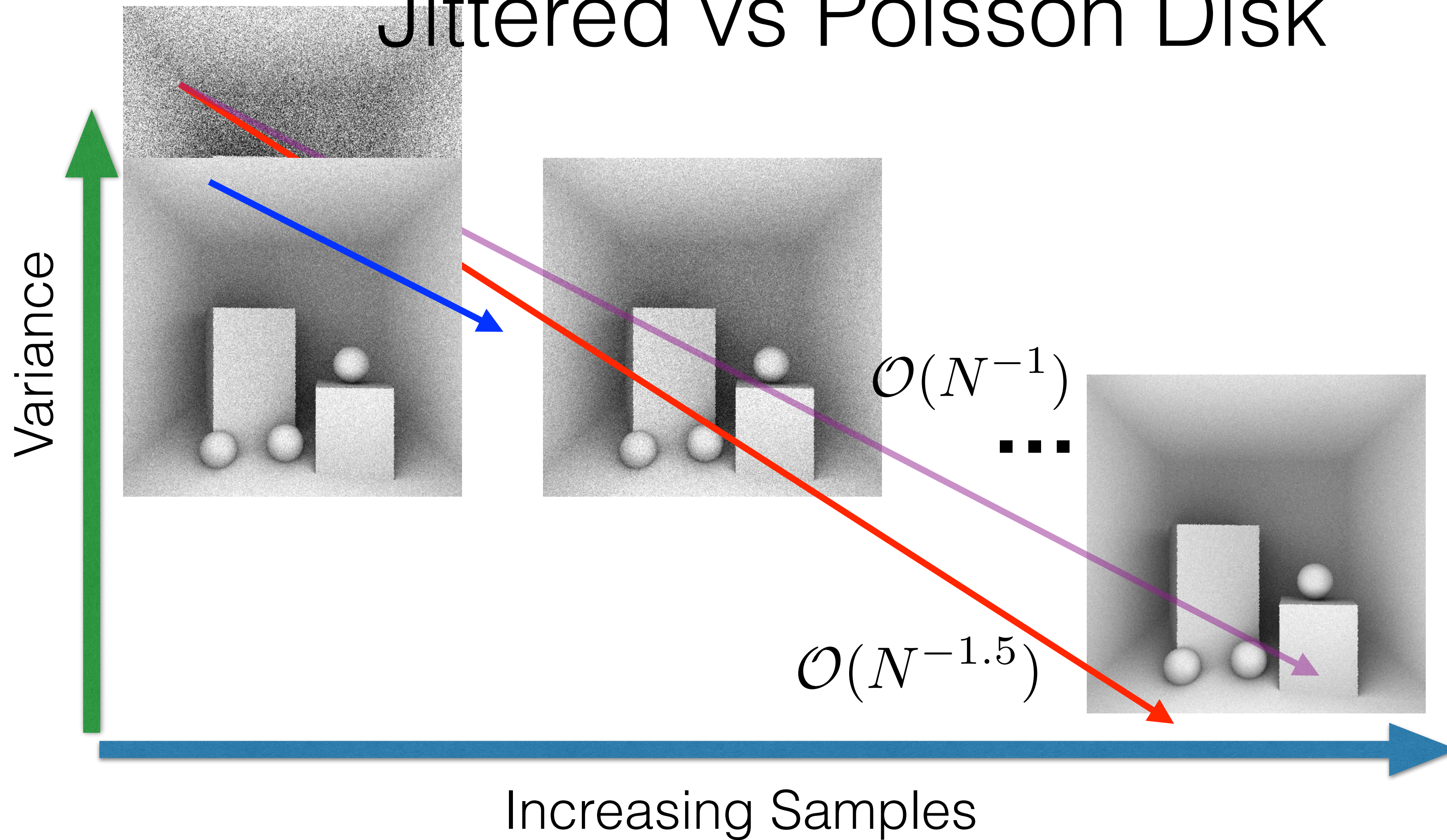
# Convergence rate Jittered vs Poisson Disk



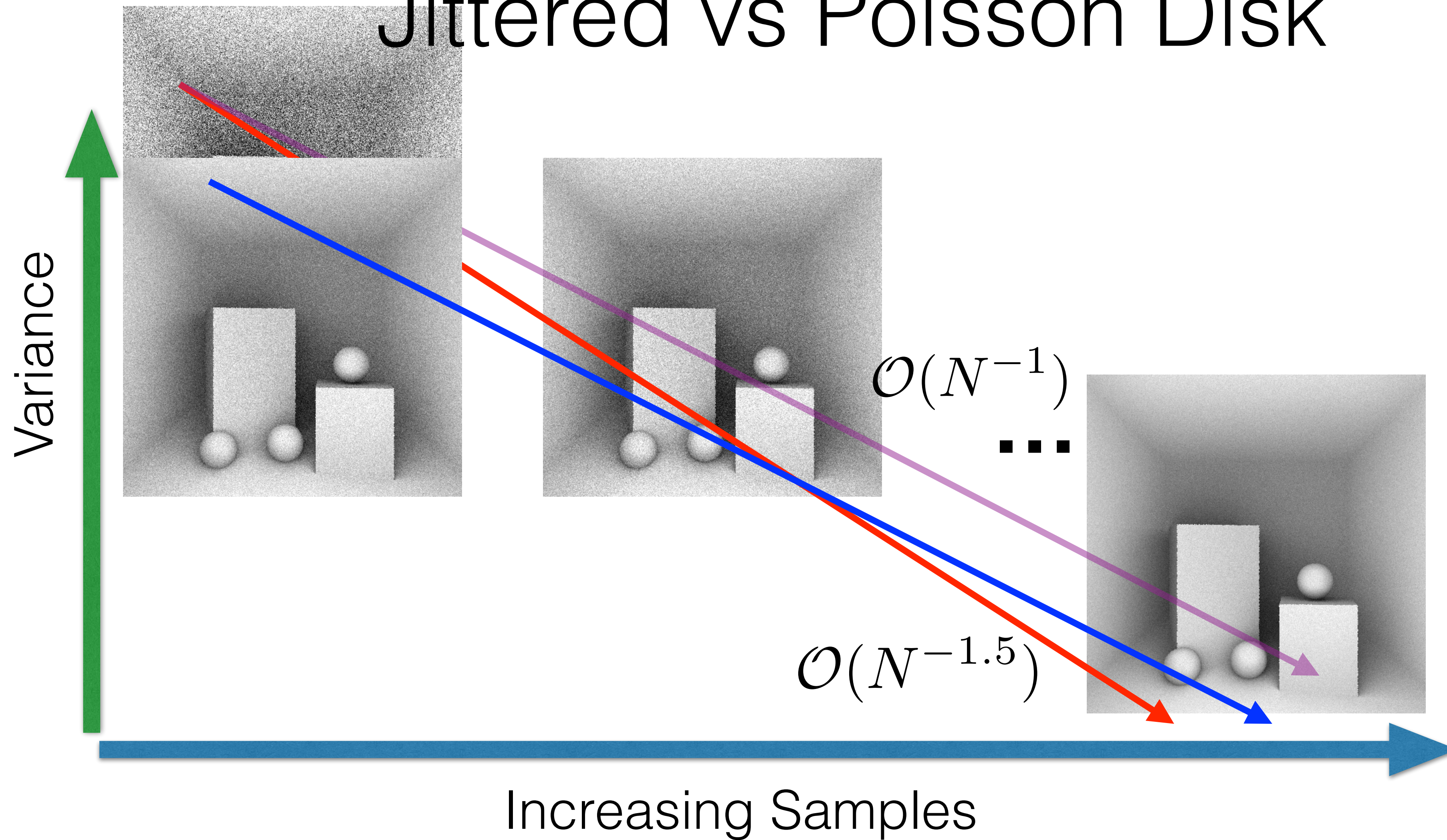
# Convergence rate Jittered vs Poisson Disk



# Convergence rate Jittered vs Poisson Disk



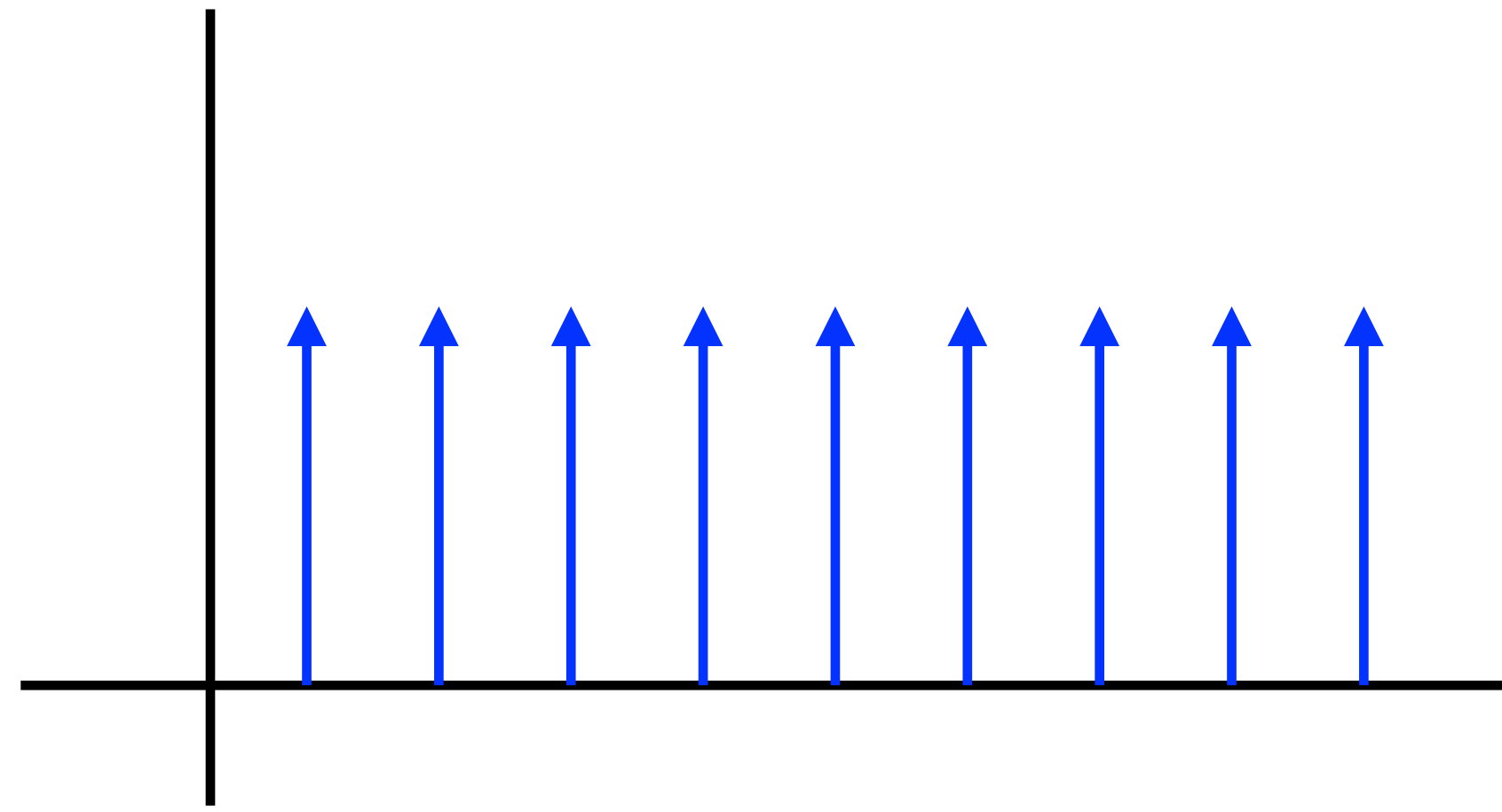
# Convergence rate Jittered vs Poisson Disk



# Samples and function in Fourier Domain

Spatial Domain

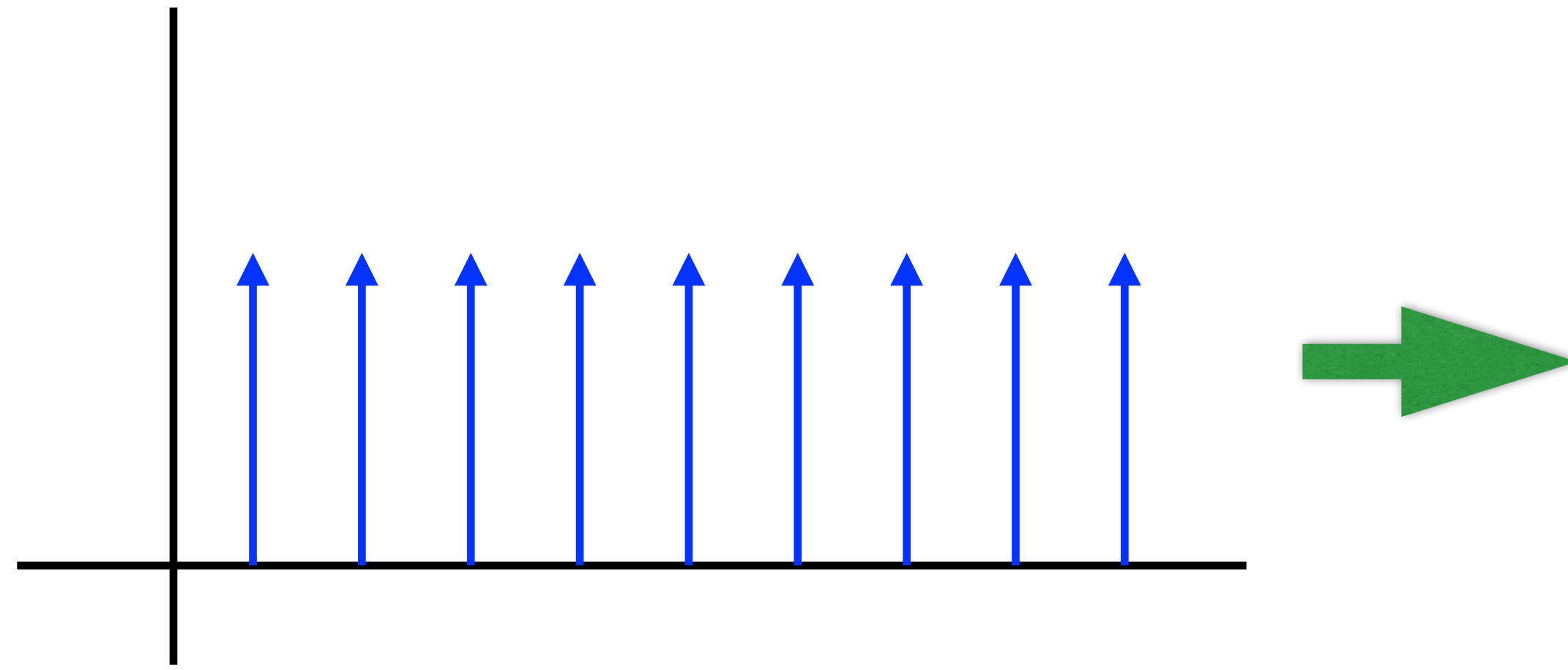
Fourier Domain



# Samples and function in Fourier Domain

Spatial Domain

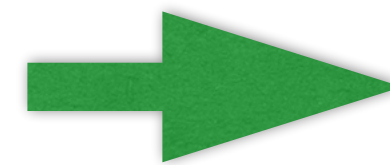
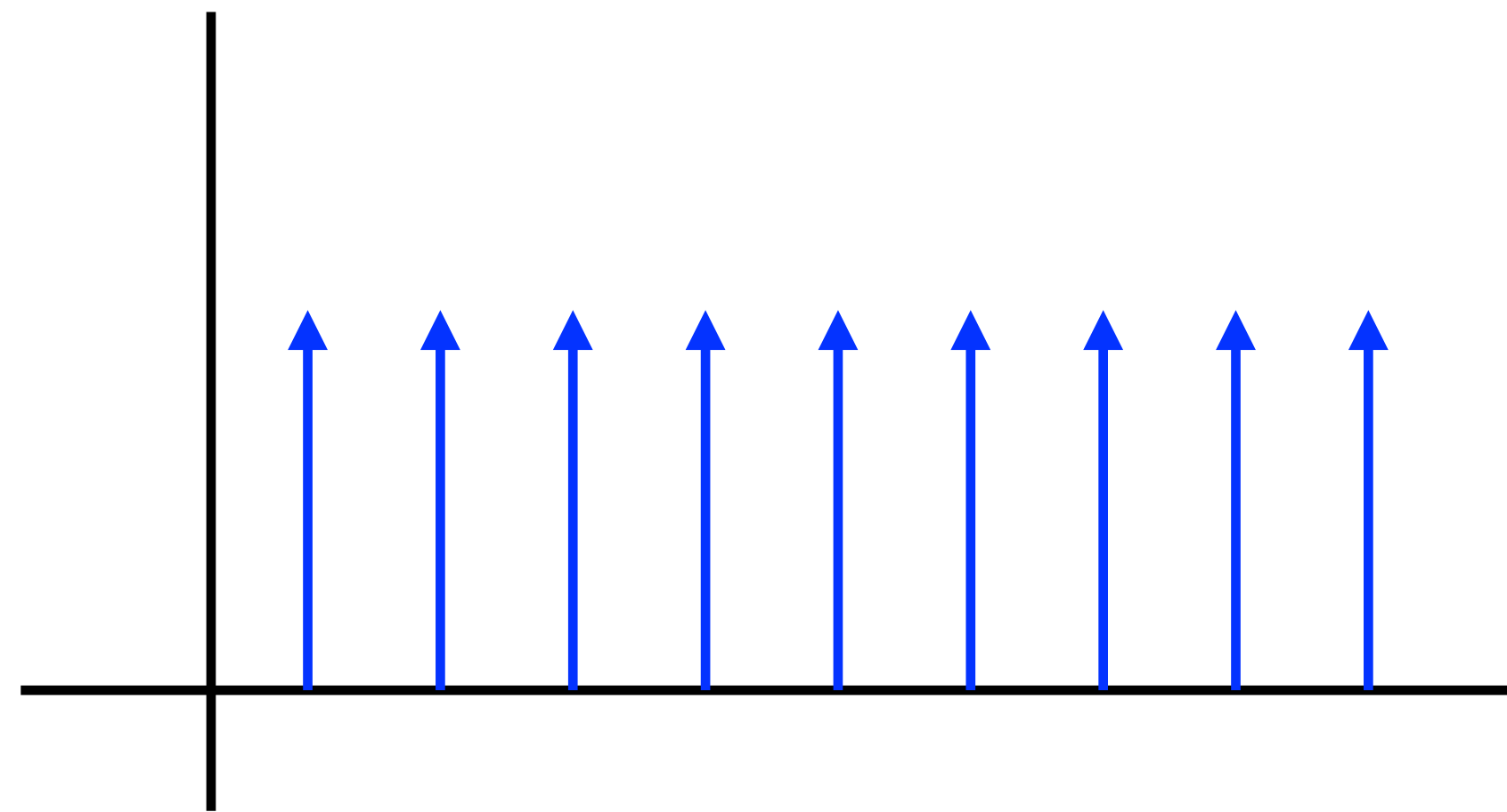
Fourier Domain



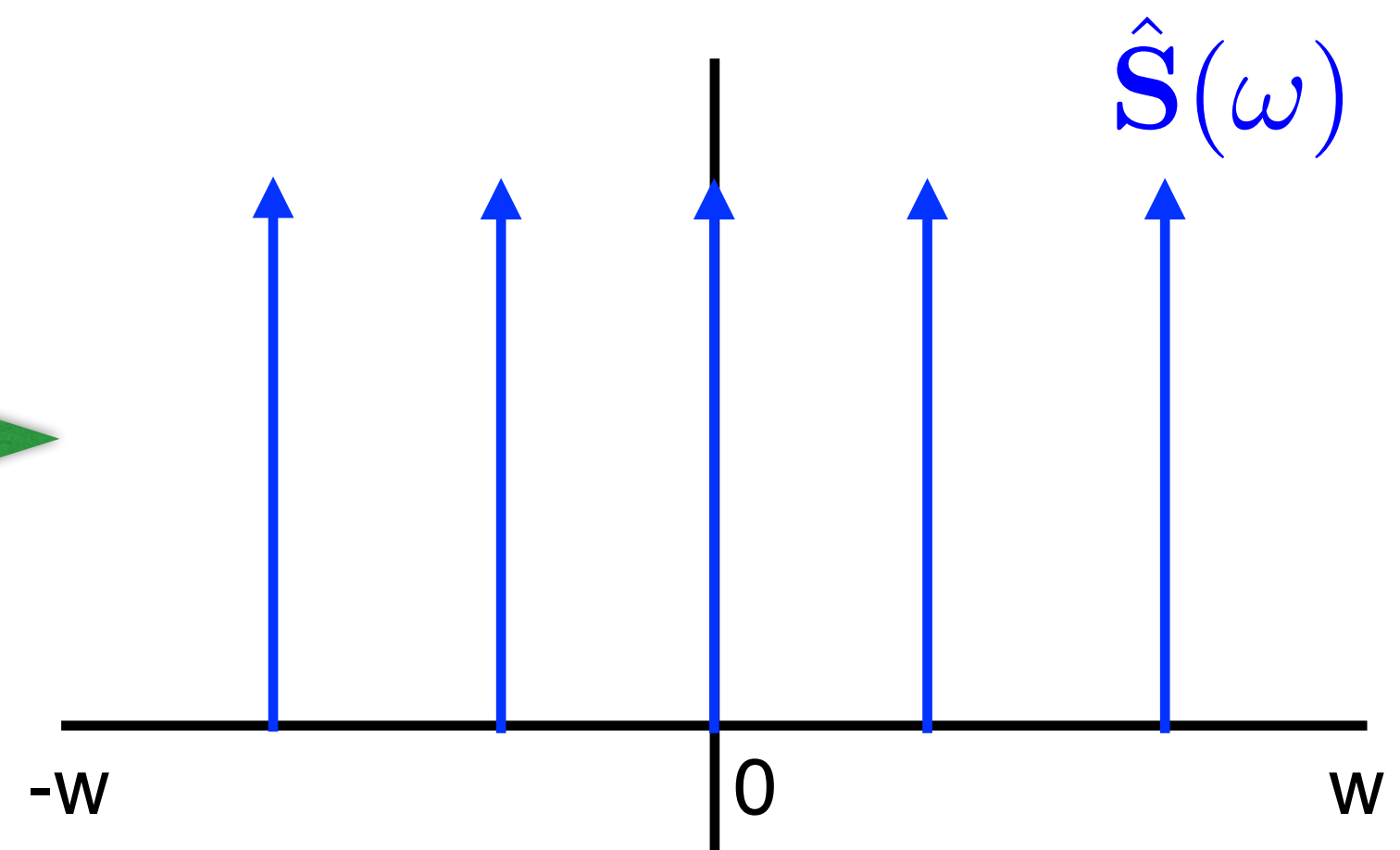


# Samples and function in Fourier Domain

Spatial Domain

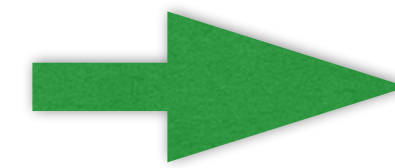
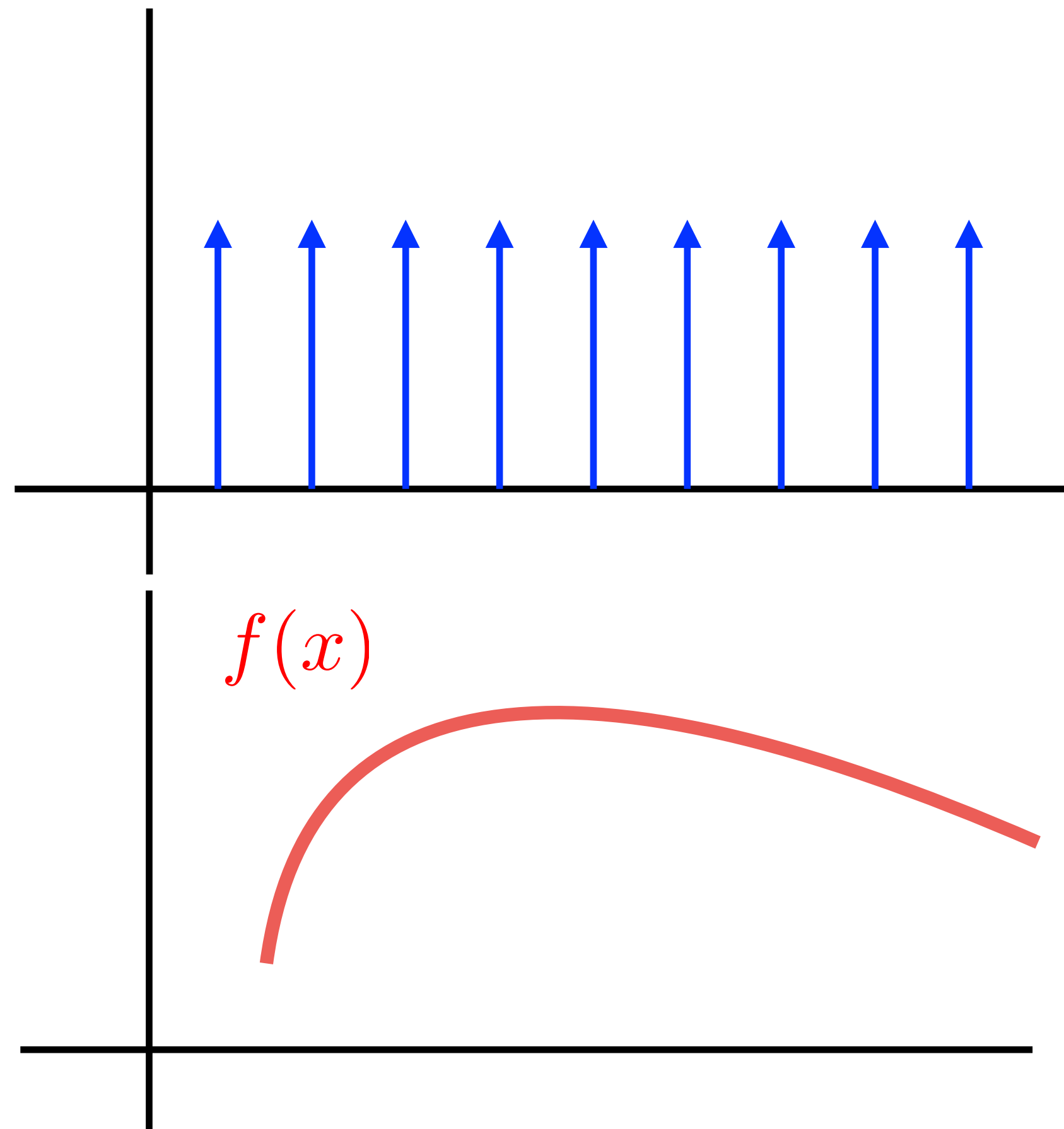


Fourier Domain

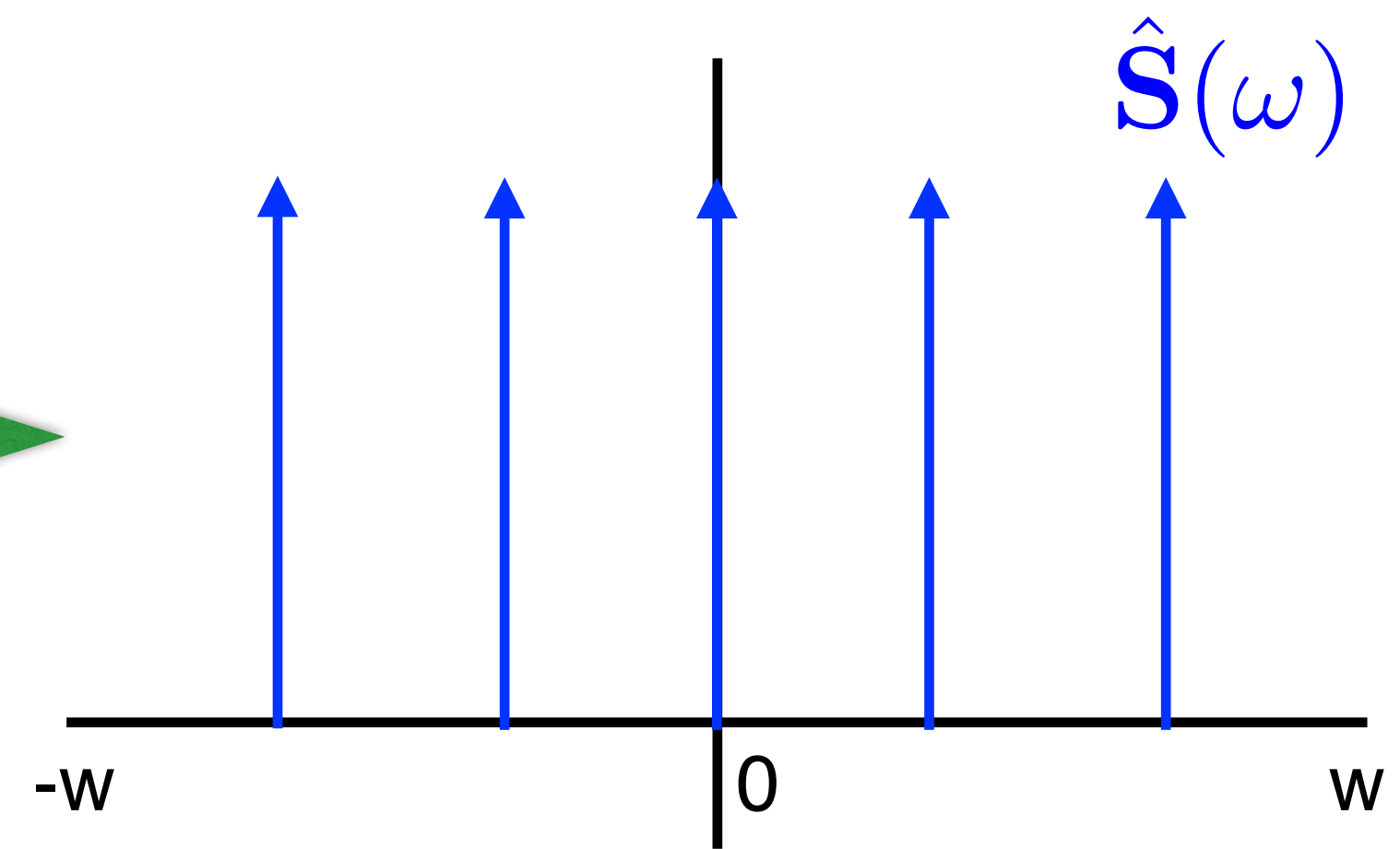


# Samples and function in Fourier Domain

Spatial Domain

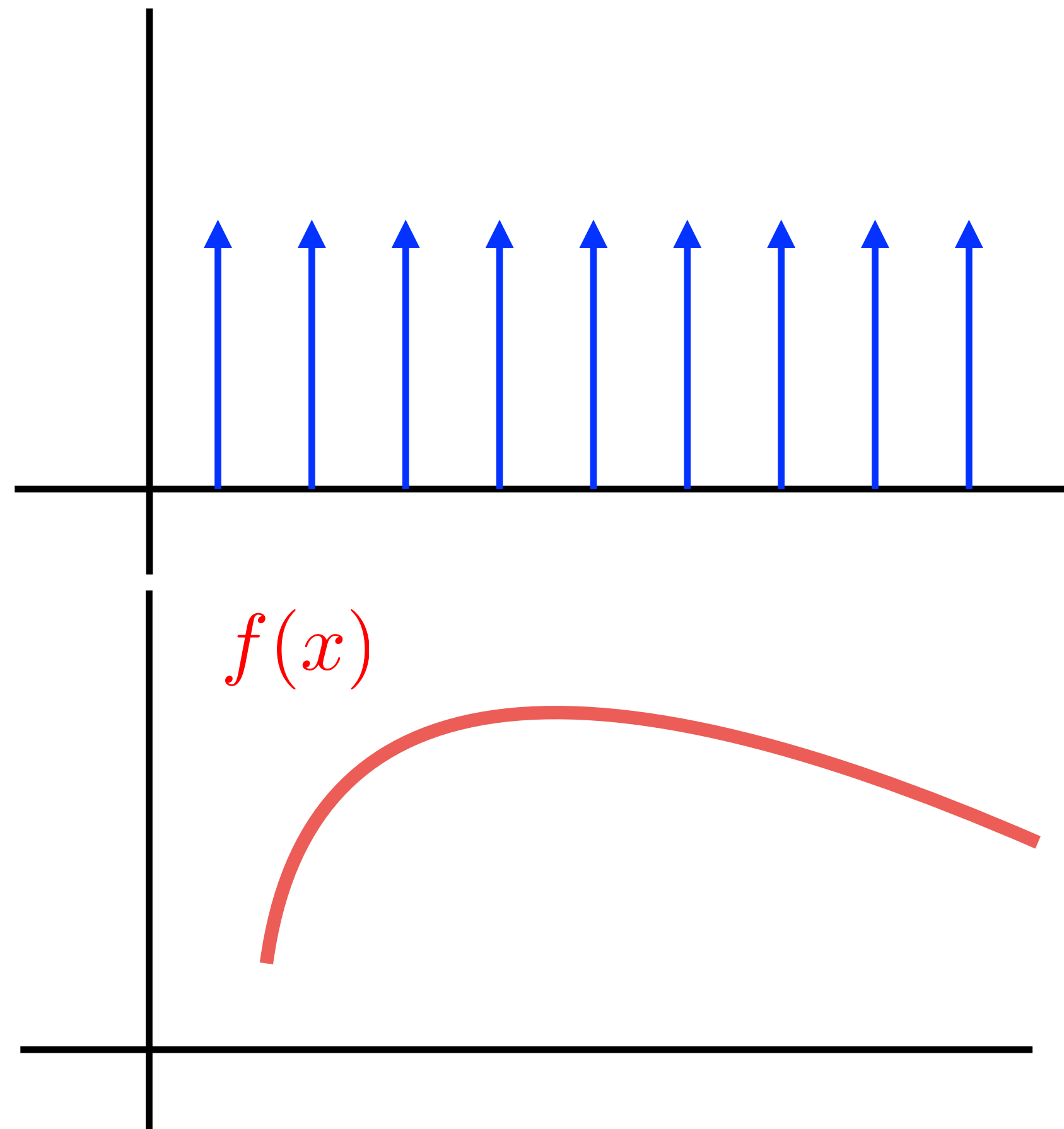


Fourier Domain

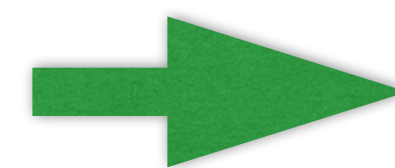
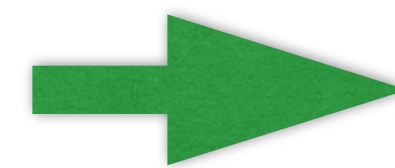
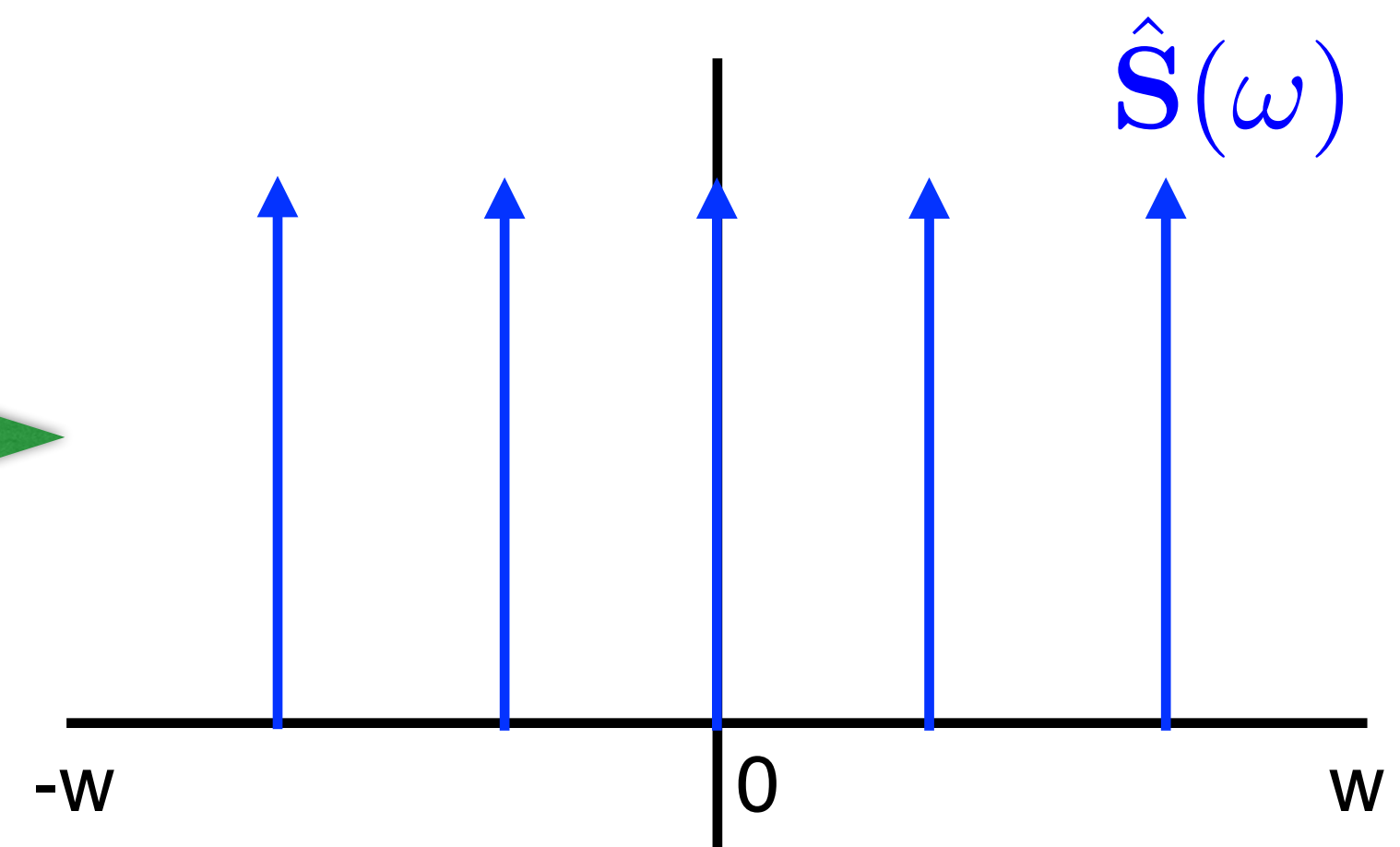


# Samples and function in Fourier Domain

Spatial Domain

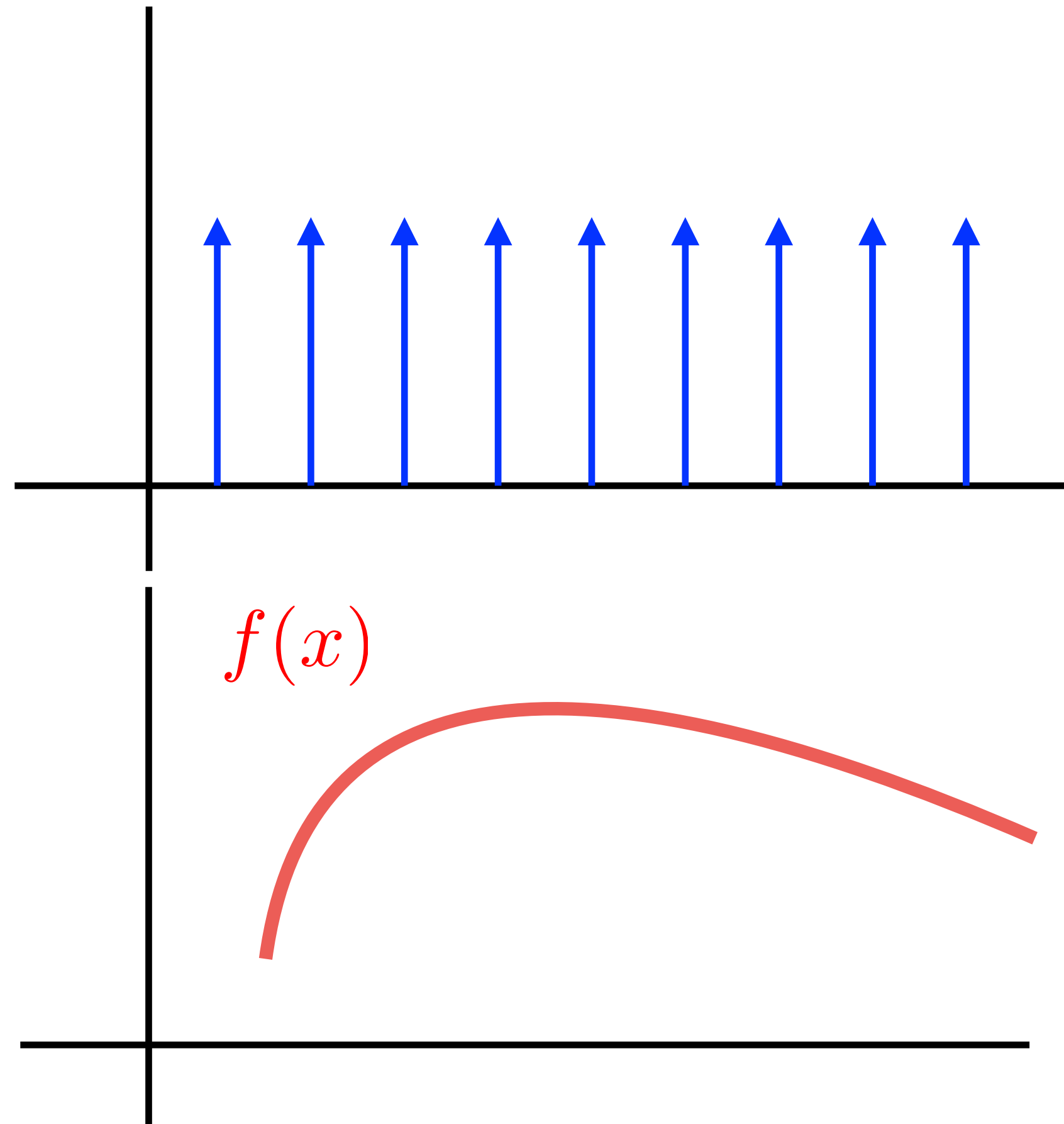


Fourier Domain

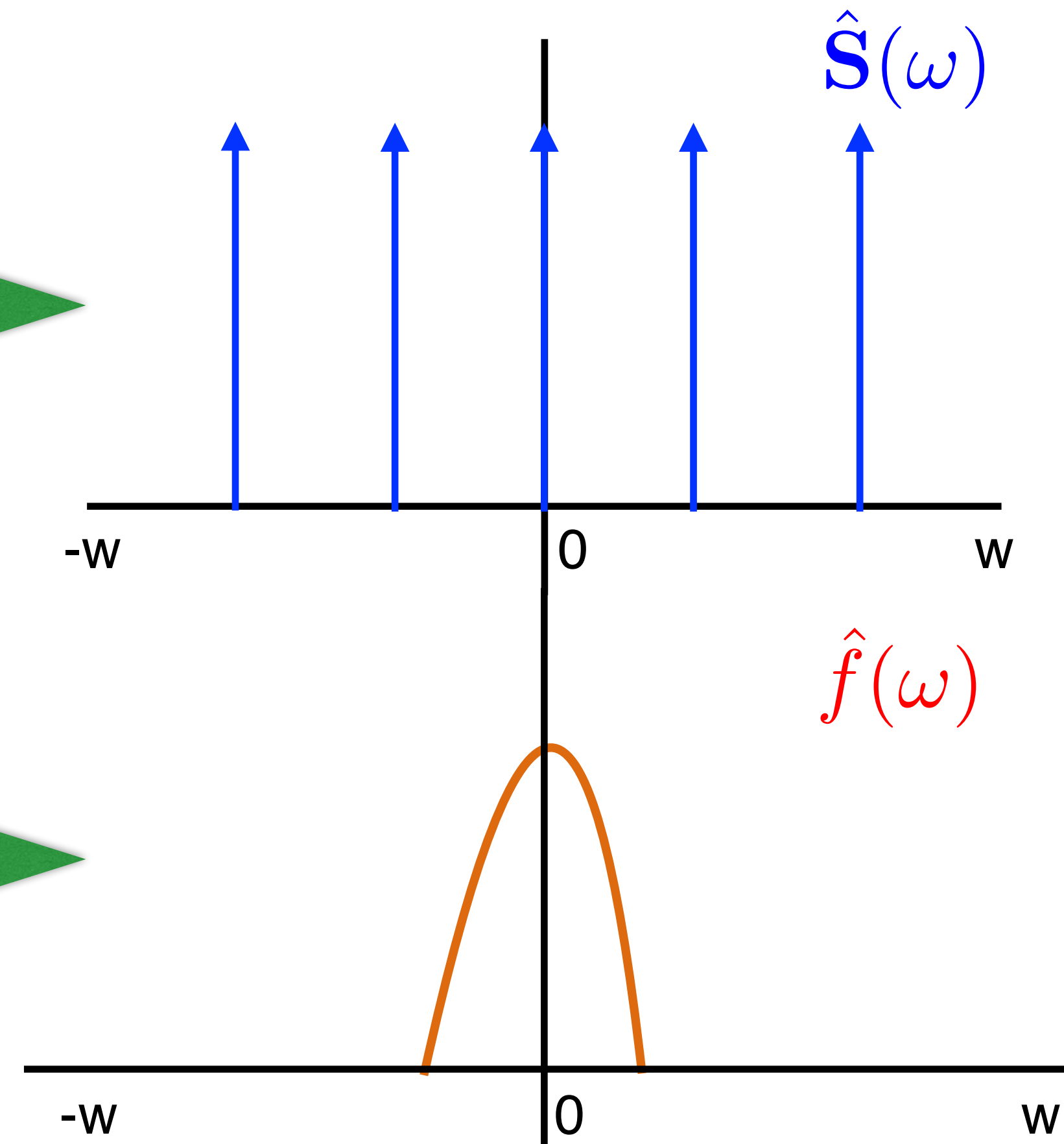


# Samples and function in Fourier Domain

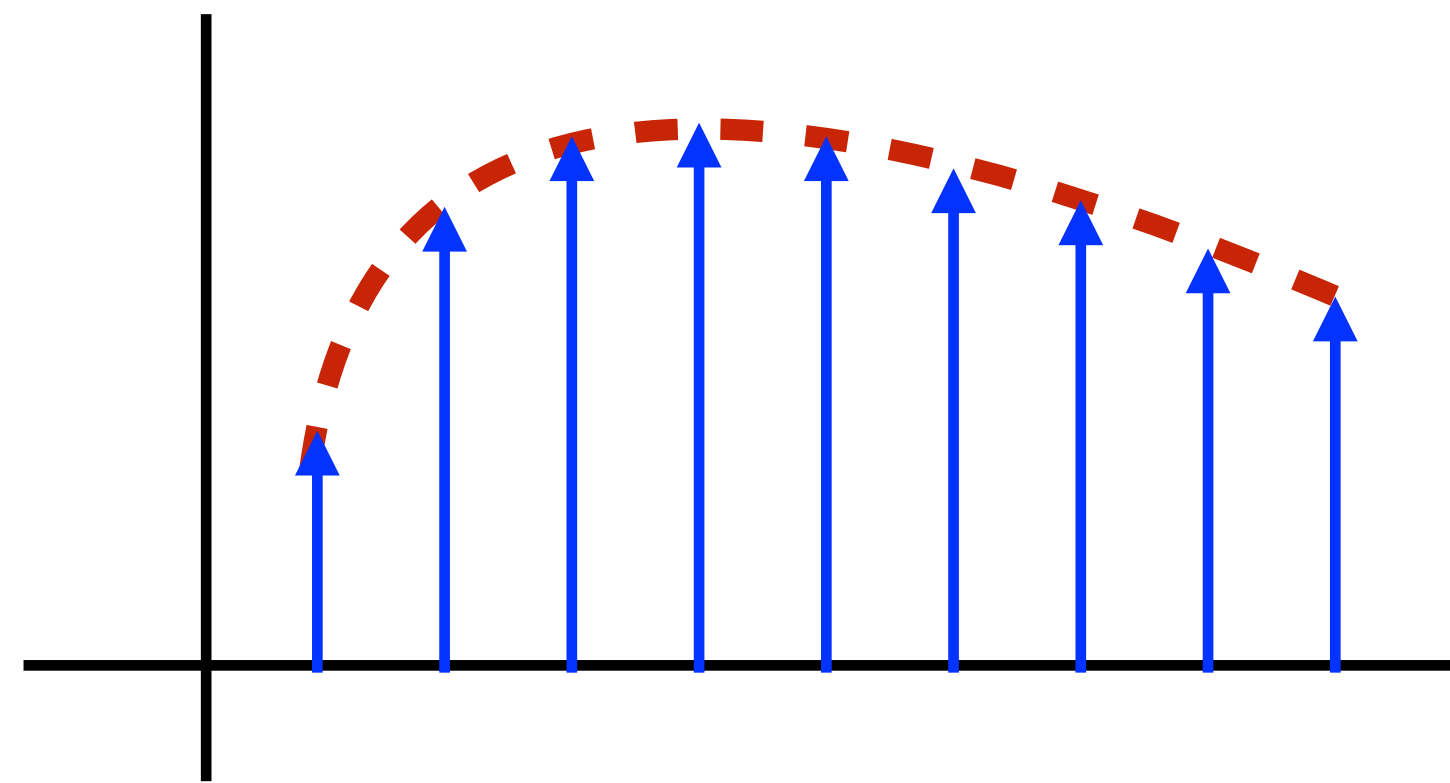
Spatial Domain



Fourier Domain

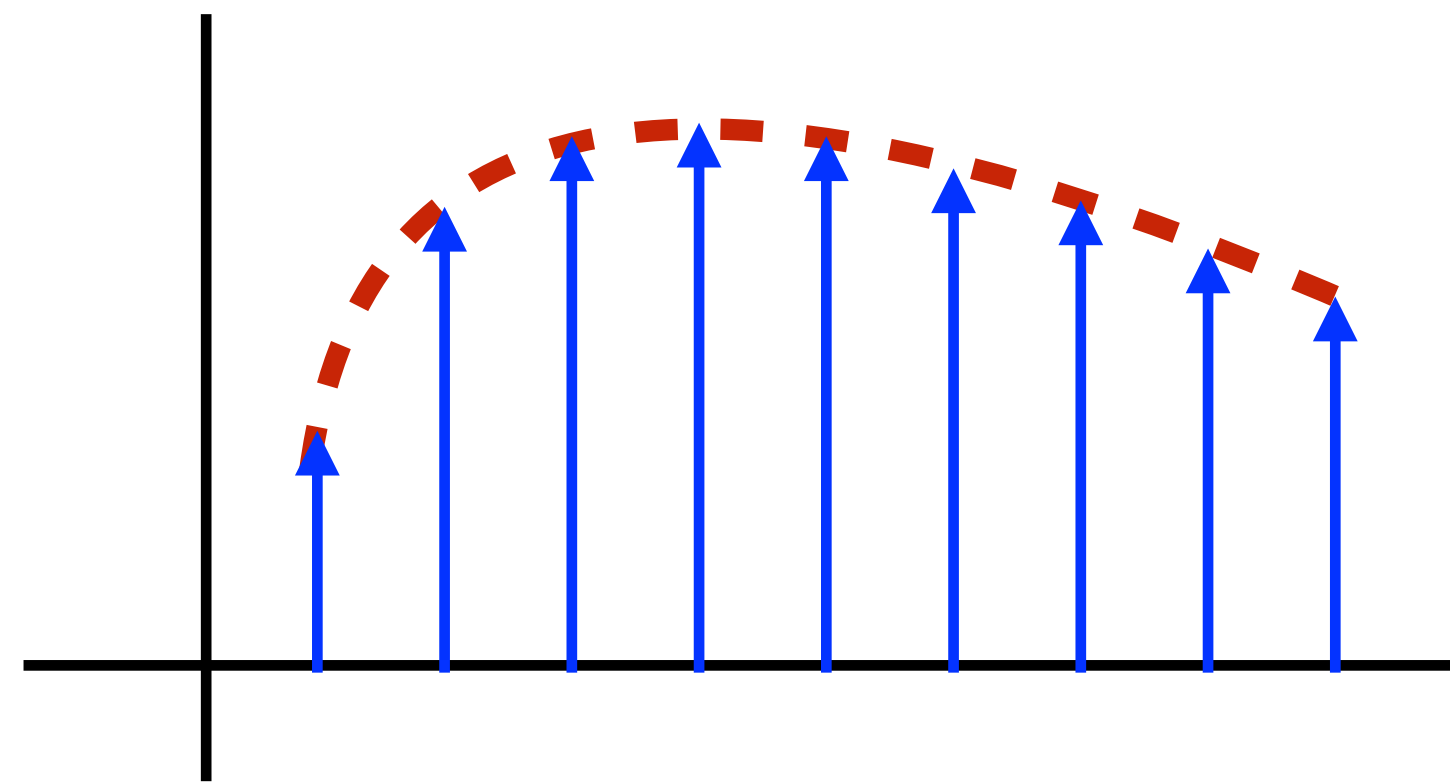


# Sampling in Primal Domain is Convolution in Fourier Domain



$$f(x) \mathbf{S}(x)$$

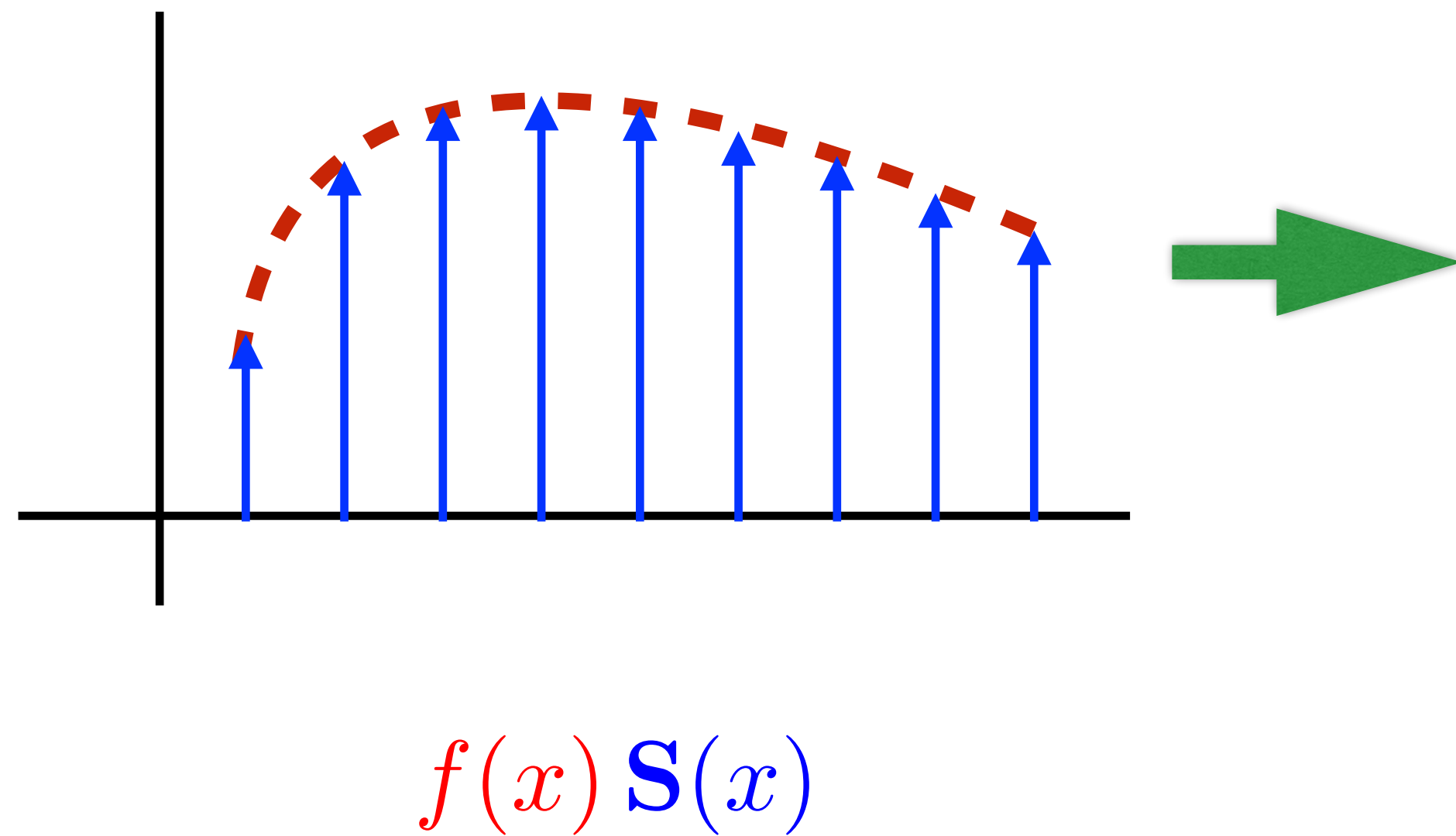
# Sampling in Primal Domain is Convolution in Fourier Domain



$$f(x) \mathbf{S}(x)$$

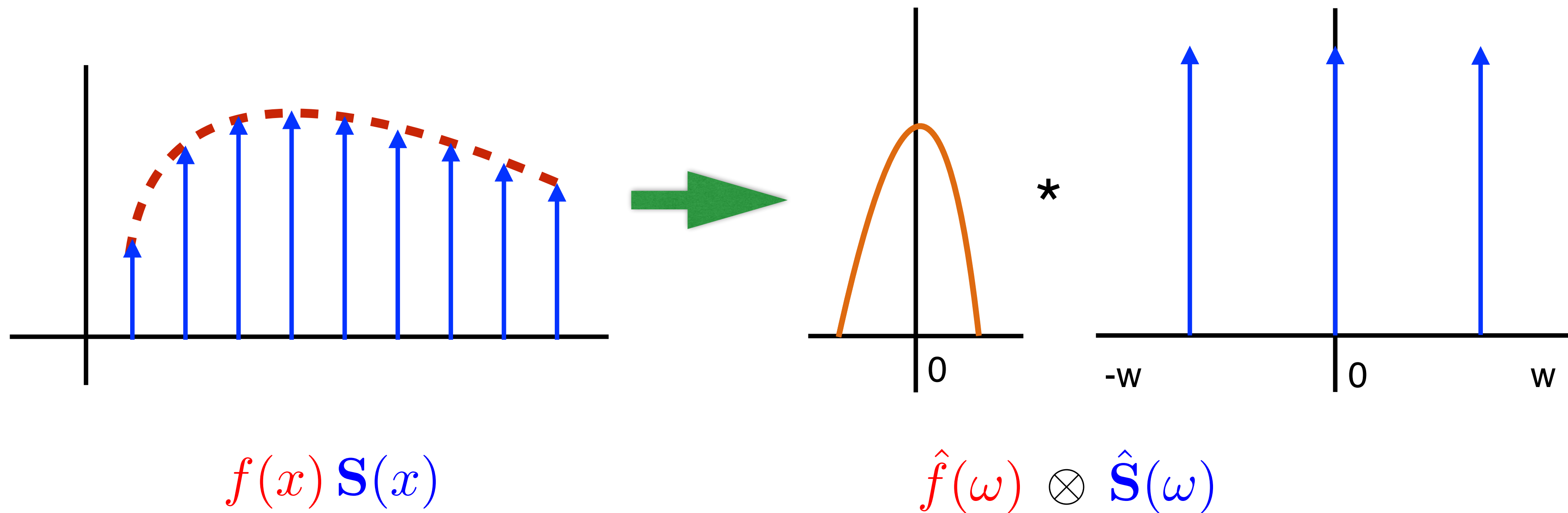
Fredo Durand [2011]

# Sampling in Primal Domain is Convolution in Fourier Domain



Fredo Durand [2011]

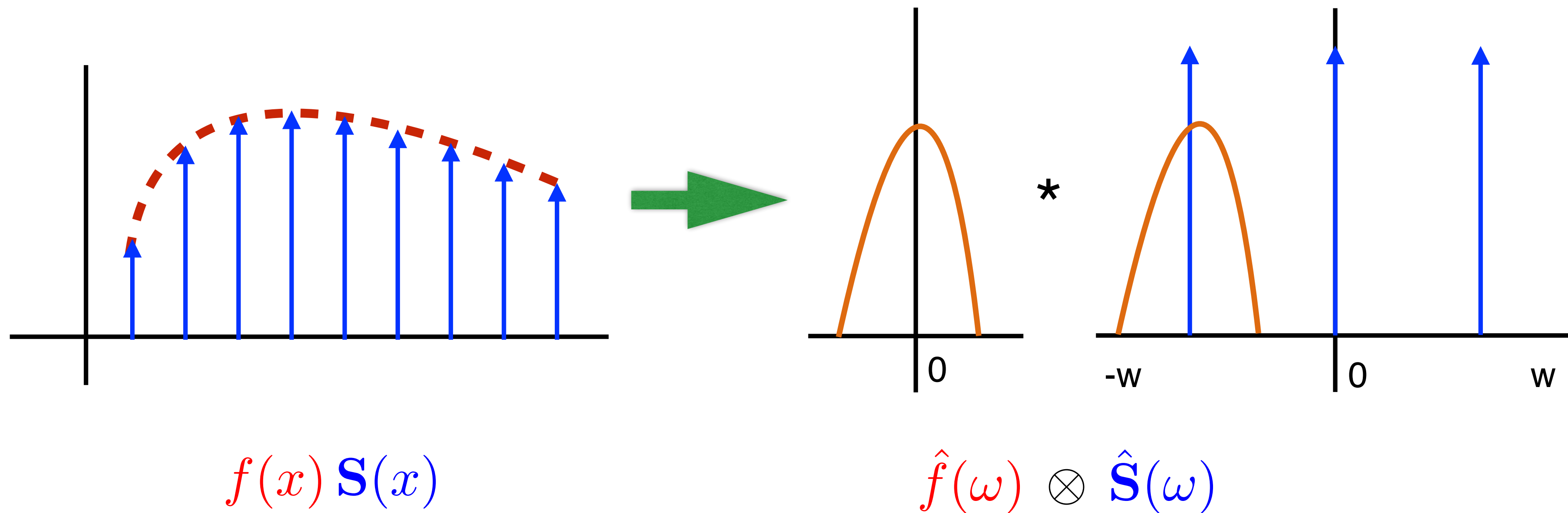
# Sampling in Primal Domain is Convolution in Fourier Domain



Fredo Durand [2011]

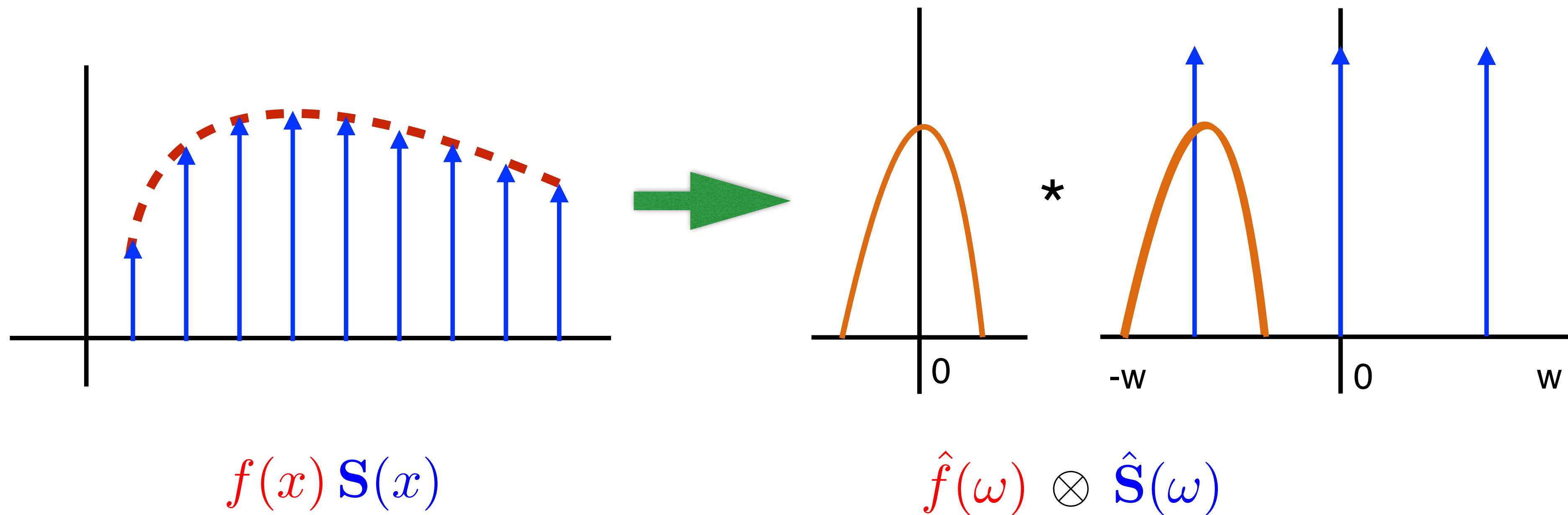


# Sampling in Primal Domain is Convolution in Fourier Domain



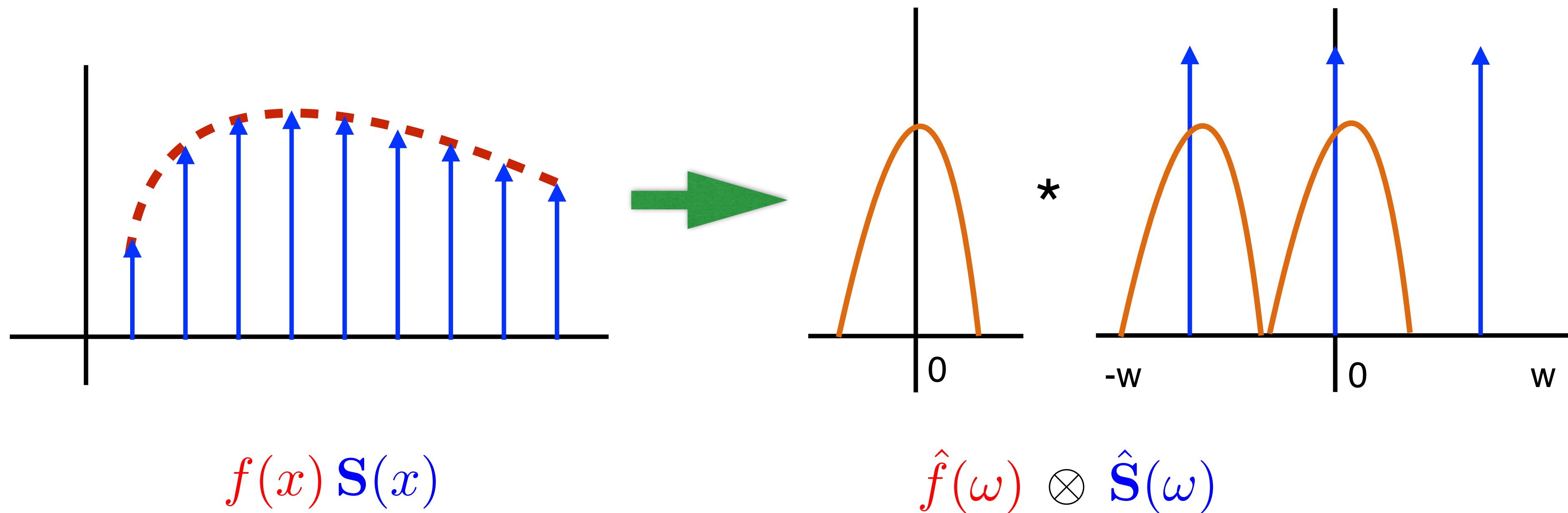
Fredo Durand [2011]

# Sampling in Primal Domain is Convolution in Fourier Domain



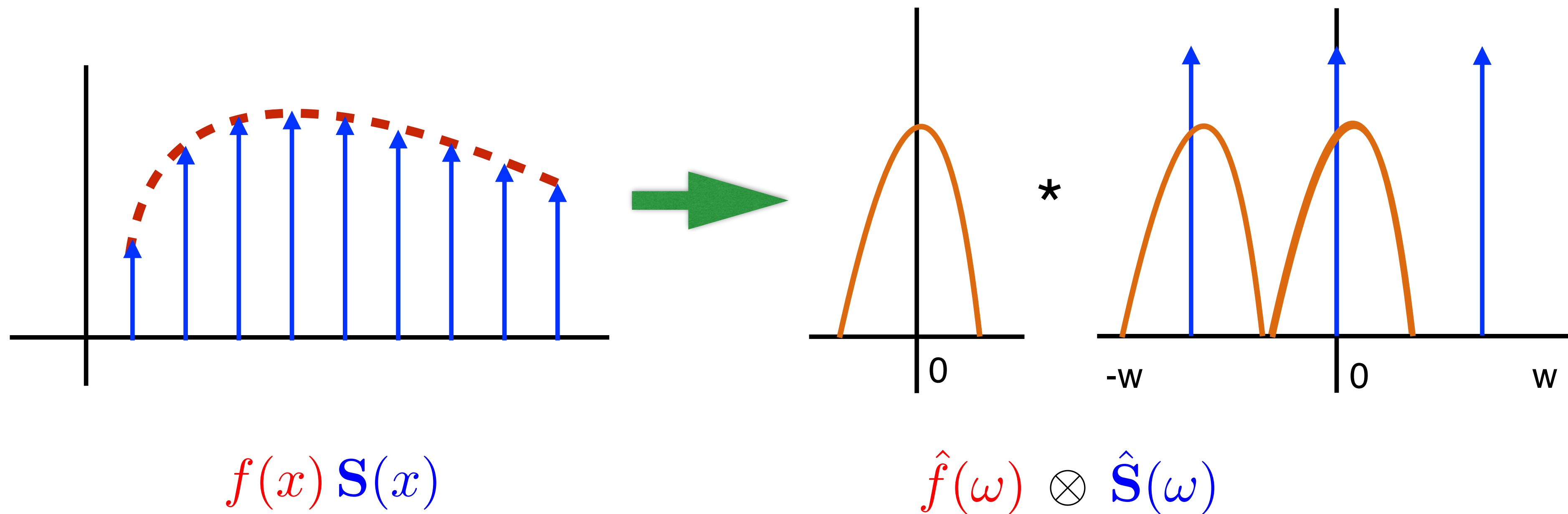
Fredo Durand [2011]

# Sampling in Primal Domain is Convolution in Fourier Domain



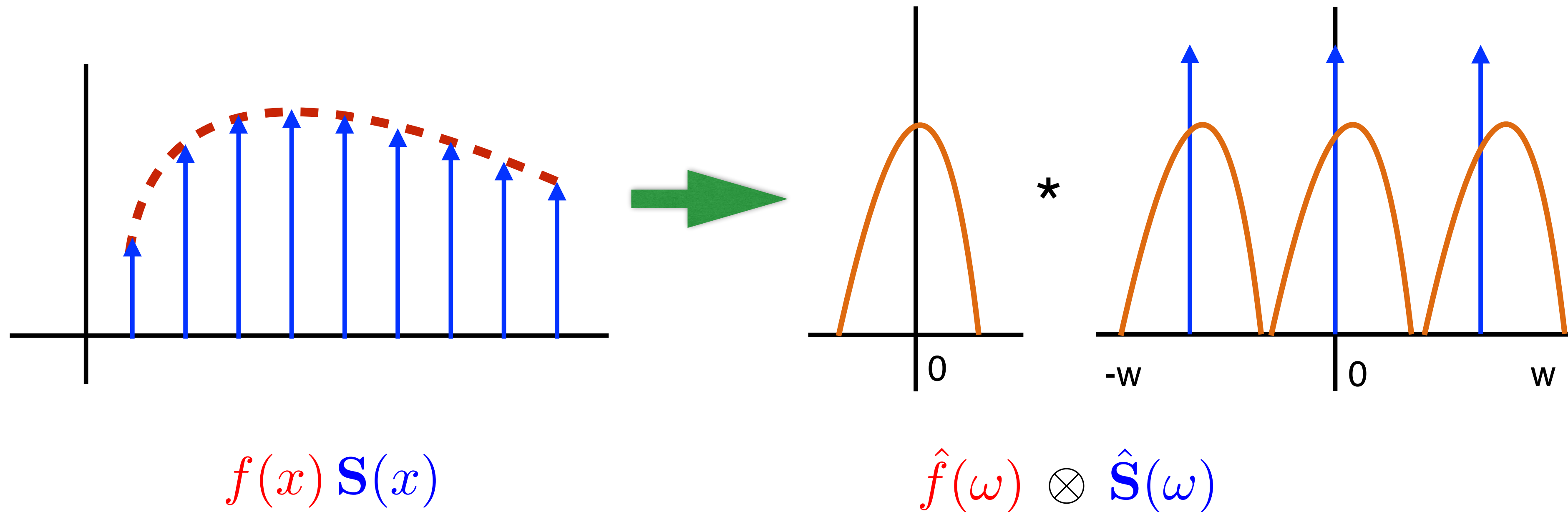
Fredo Durand [2011]

# Sampling in Primal Domain is Convolution in Fourier Domain



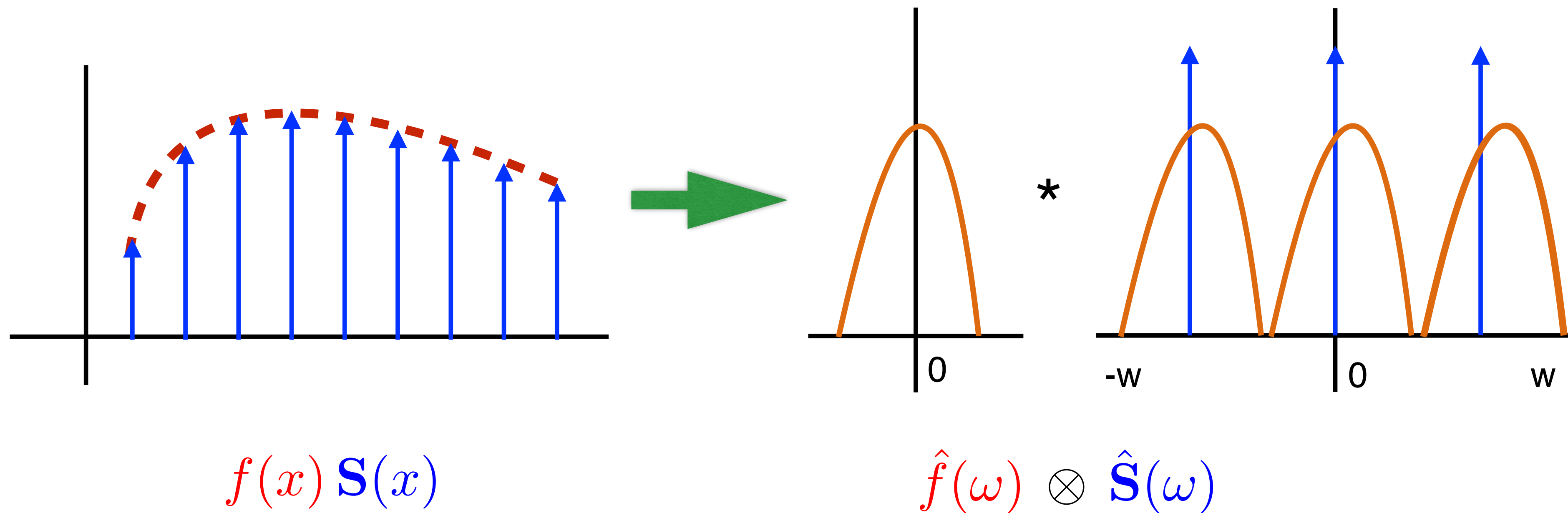
Fredo Durand [2011]

# Sampling in Primal Domain is Convolution in Fourier Domain



Fredo Durand [2011]

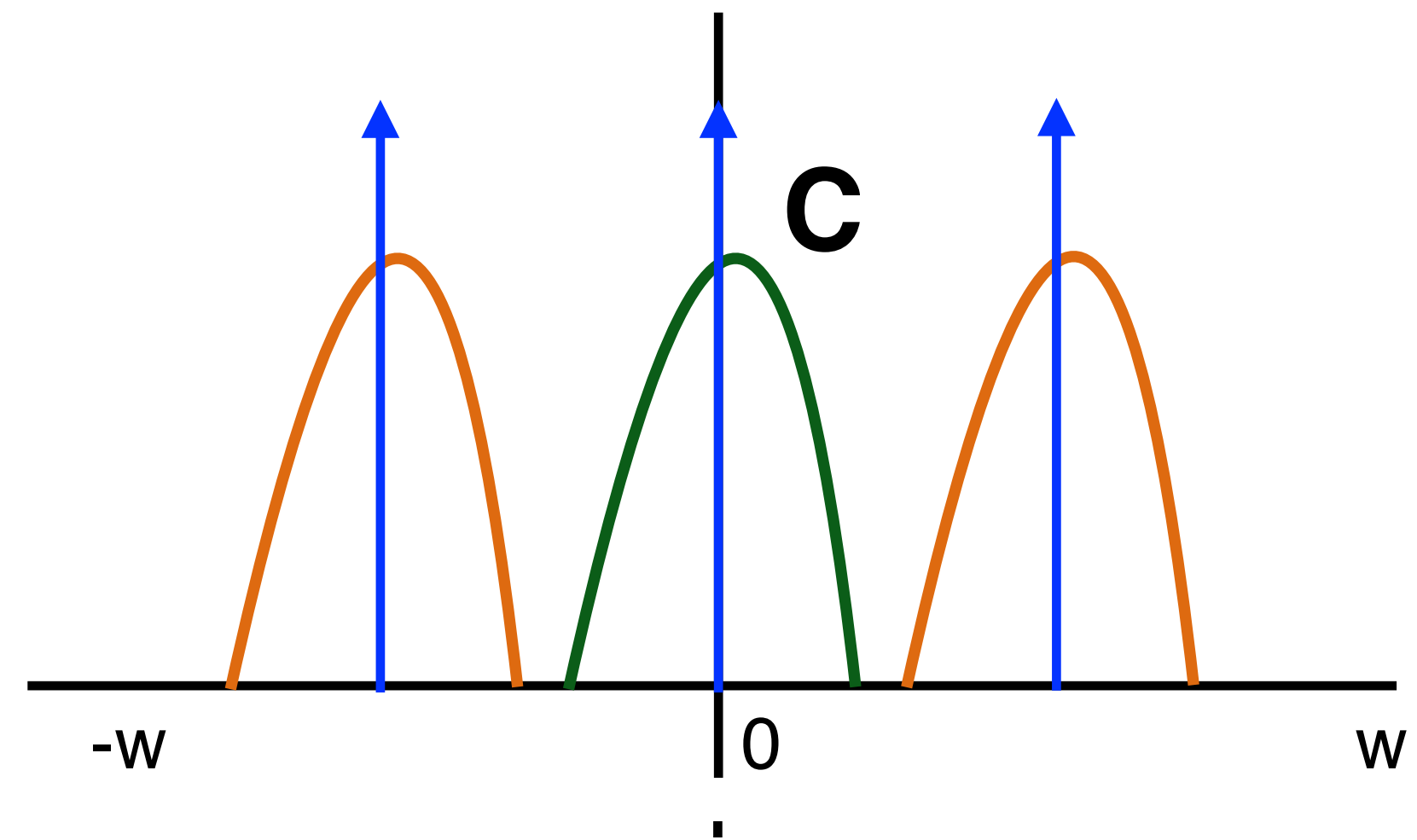
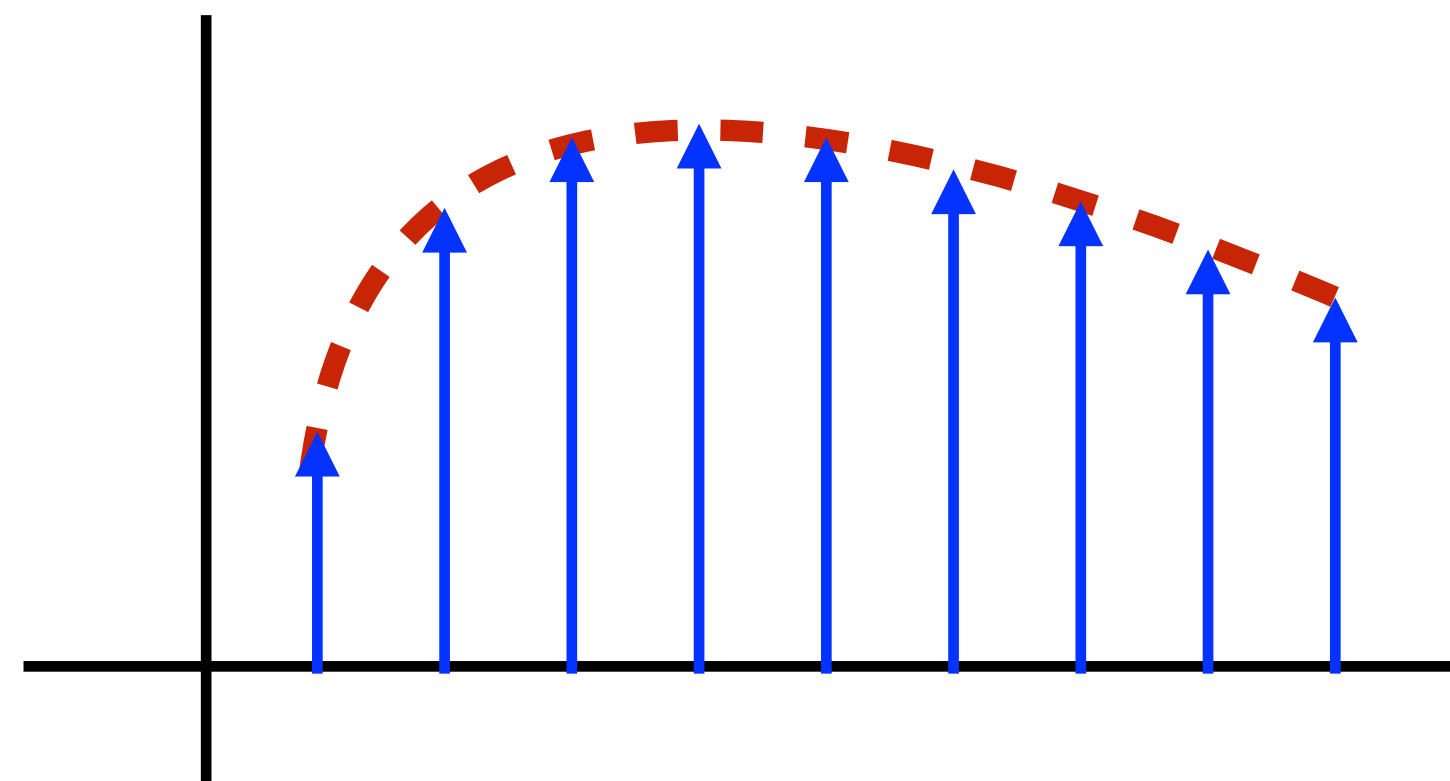
# Sampling in Primal Domain is Convolution in Fourier Domain



Fredo Durand [2011]

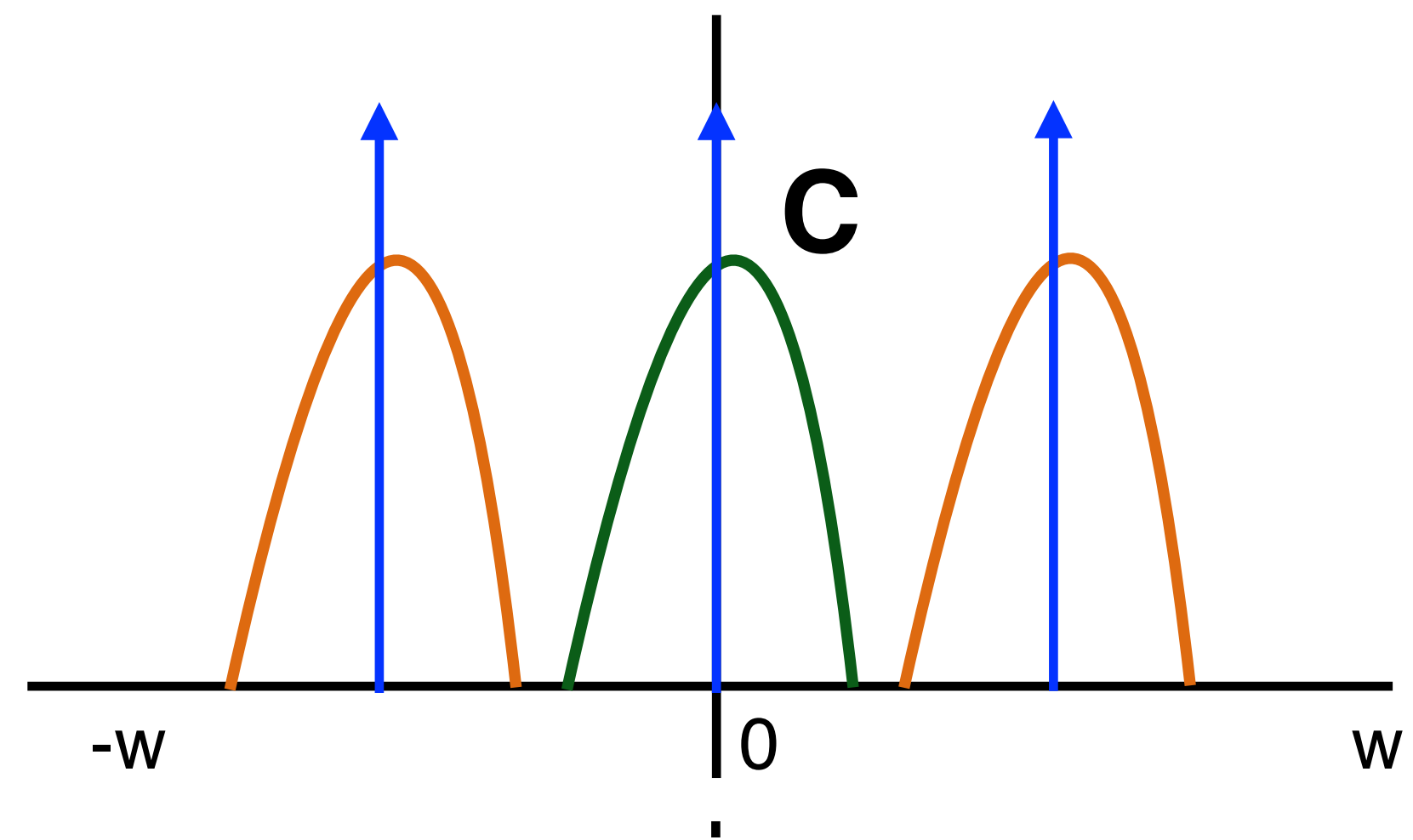
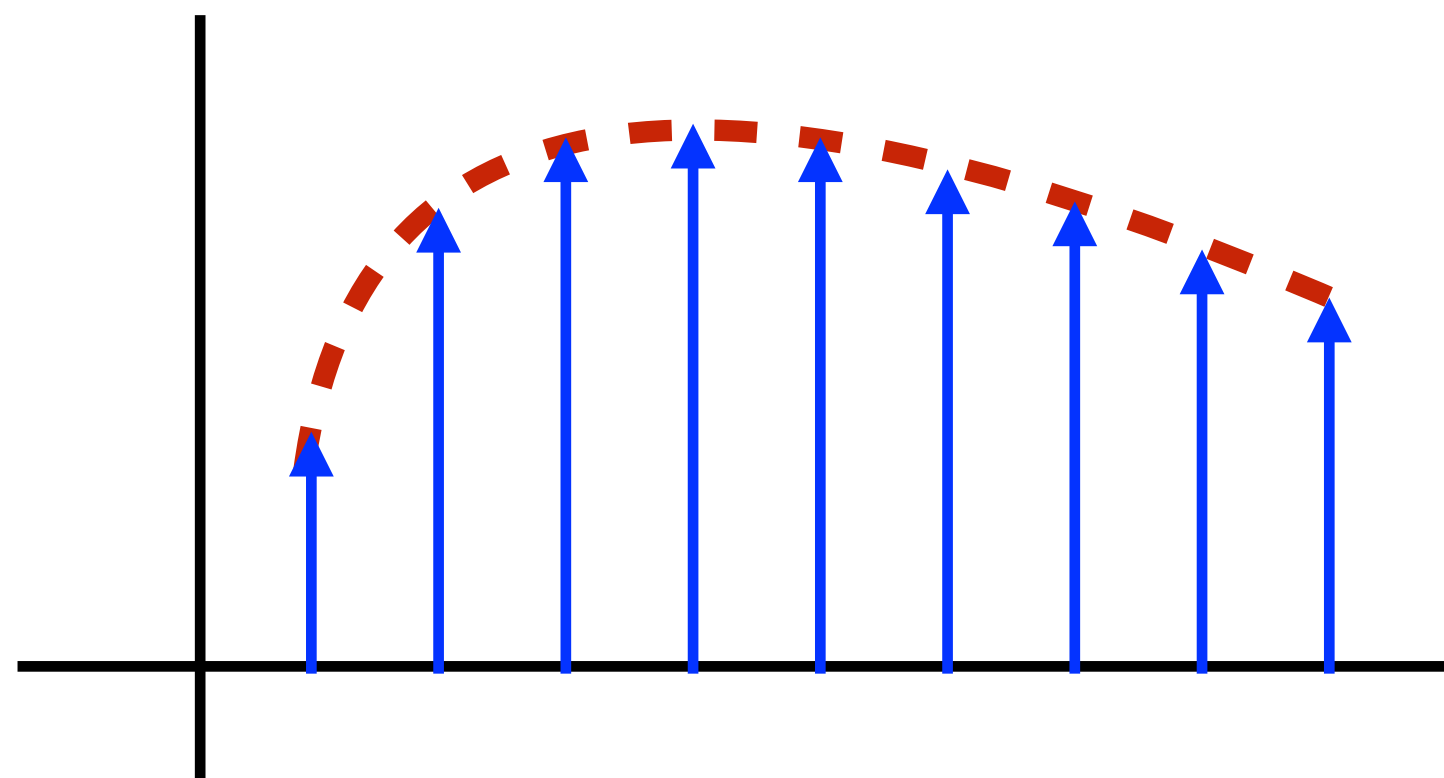
# Aliasing in Reconstruction

High Sampling Rate



# Aliasing in Reconstruction

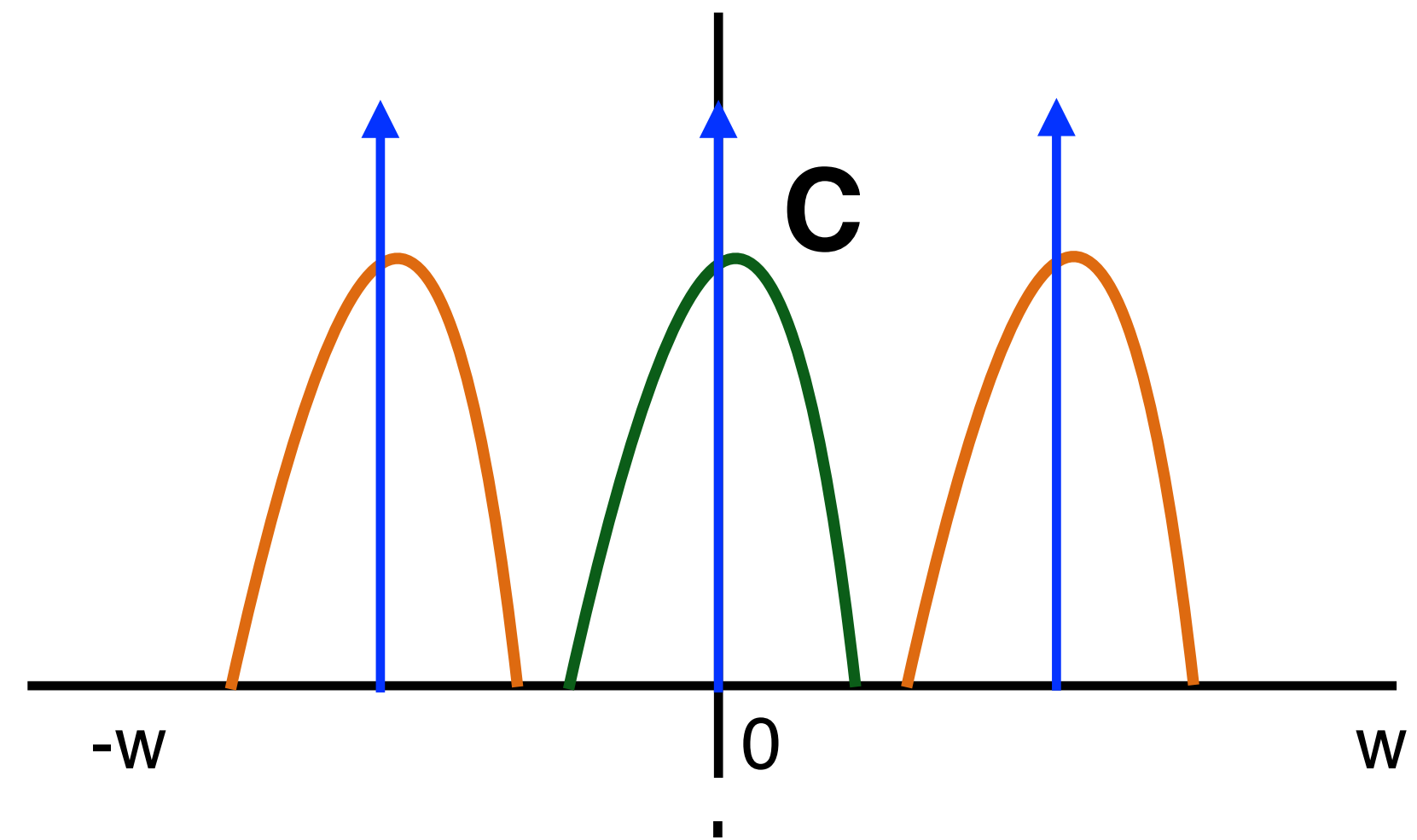
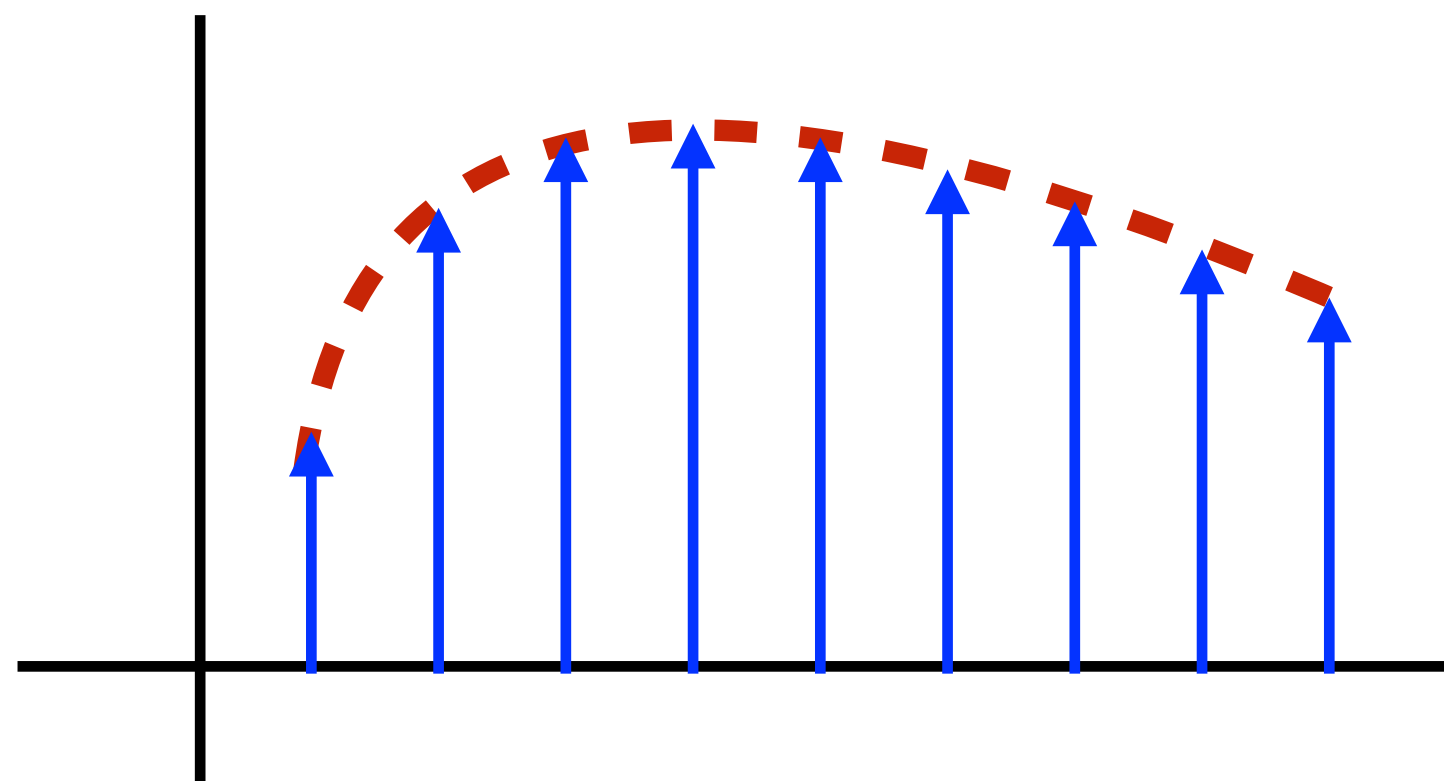
High Sampling Rate





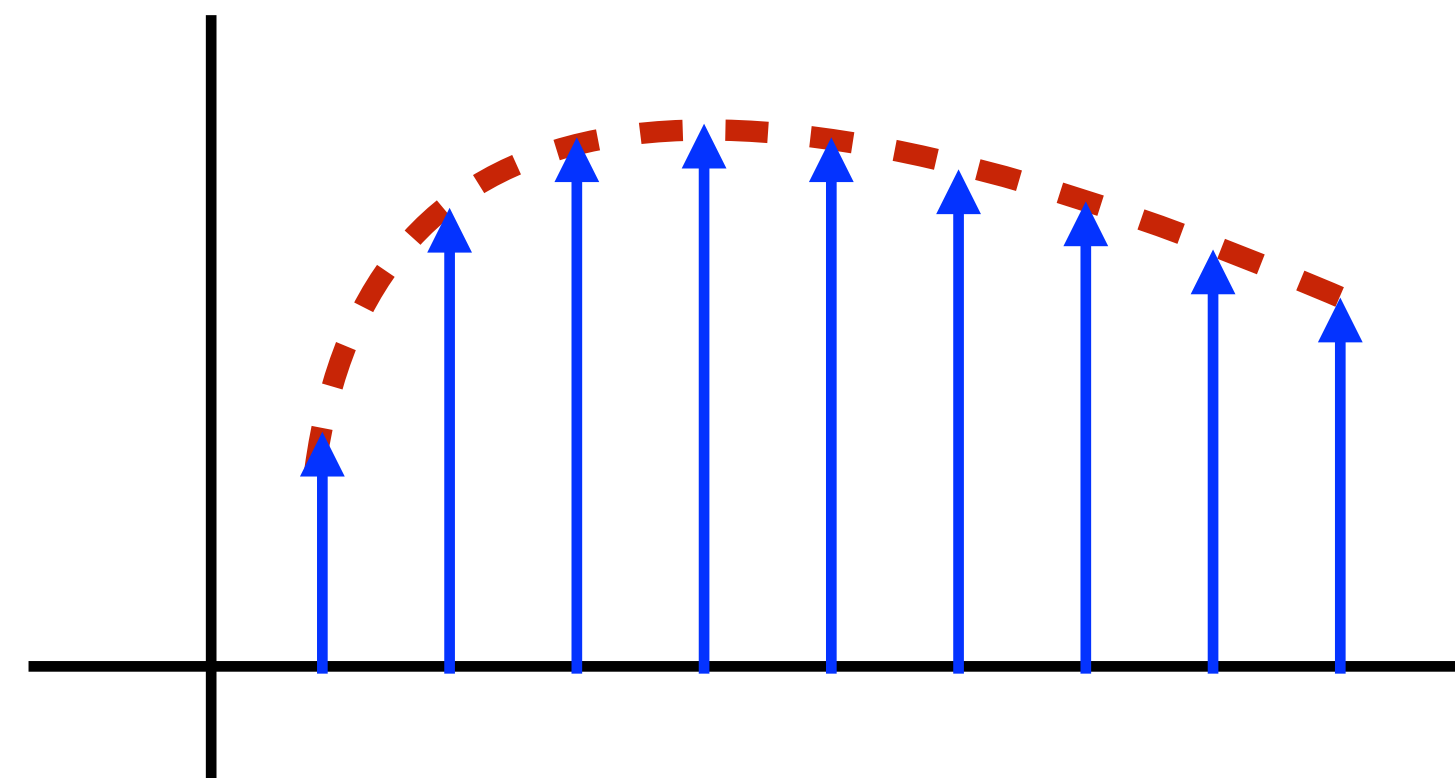
# Aliasing in Reconstruction

High Sampling Rate  
Low Sampling Rate

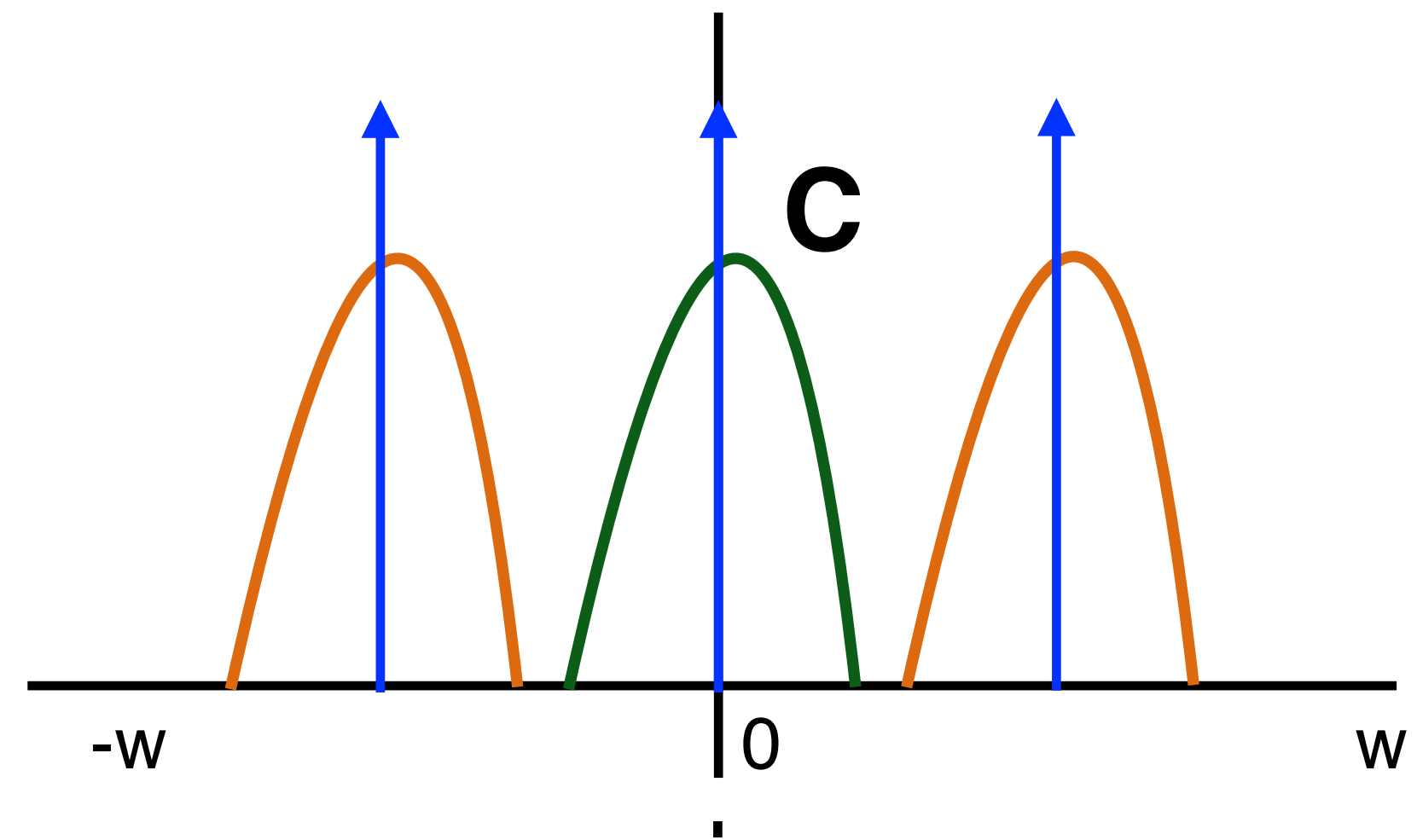
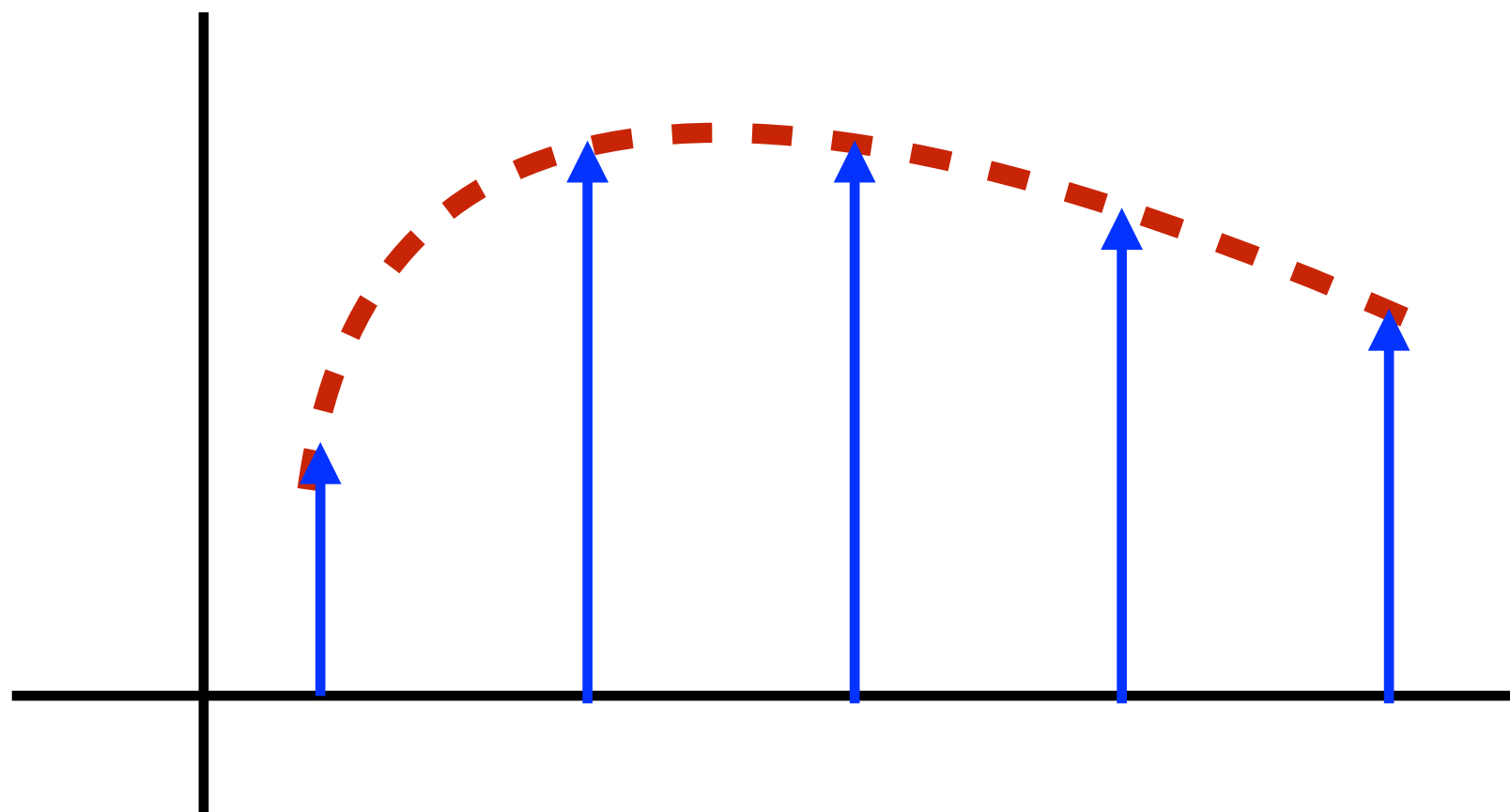


# Aliasing in Reconstruction

High Sampling Rate

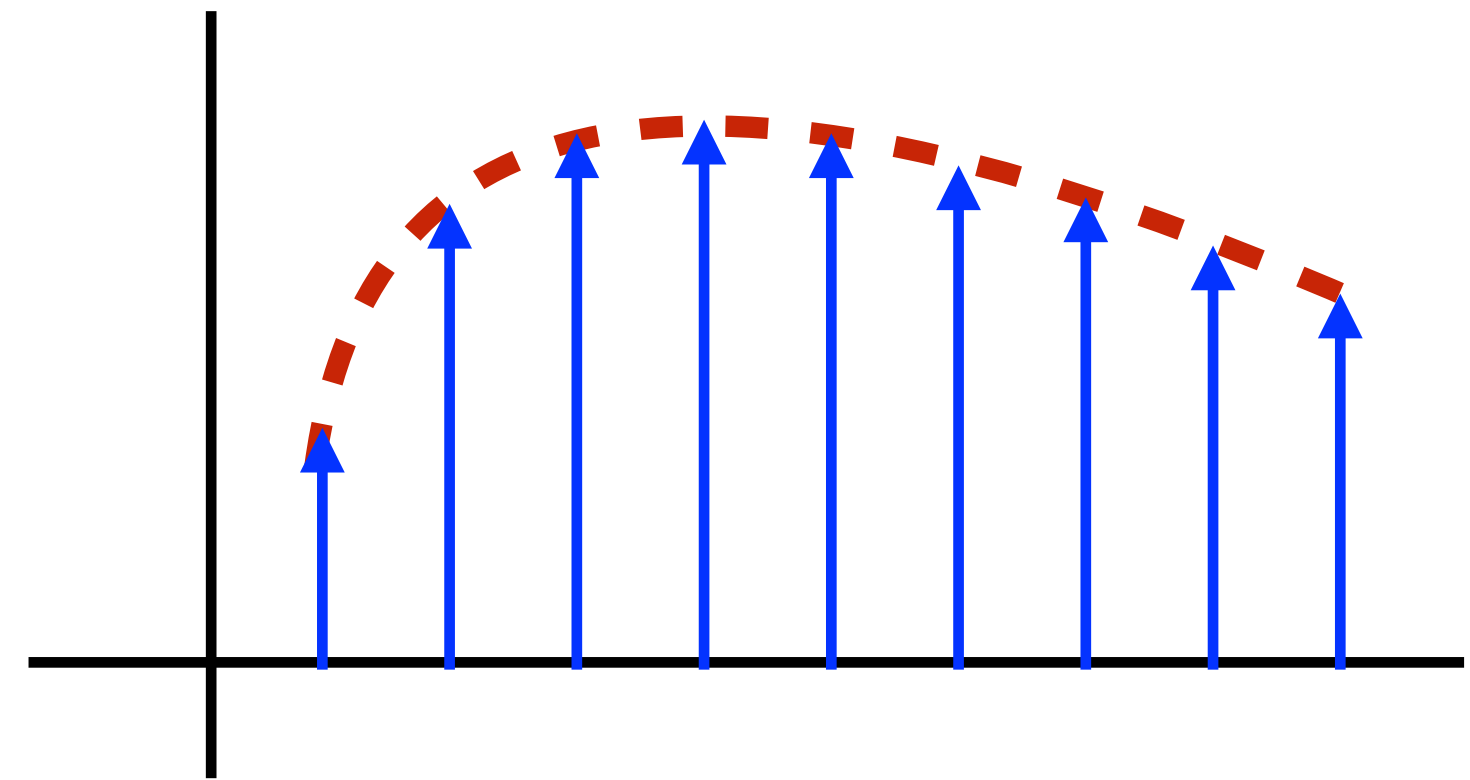


Low Sampling Rate

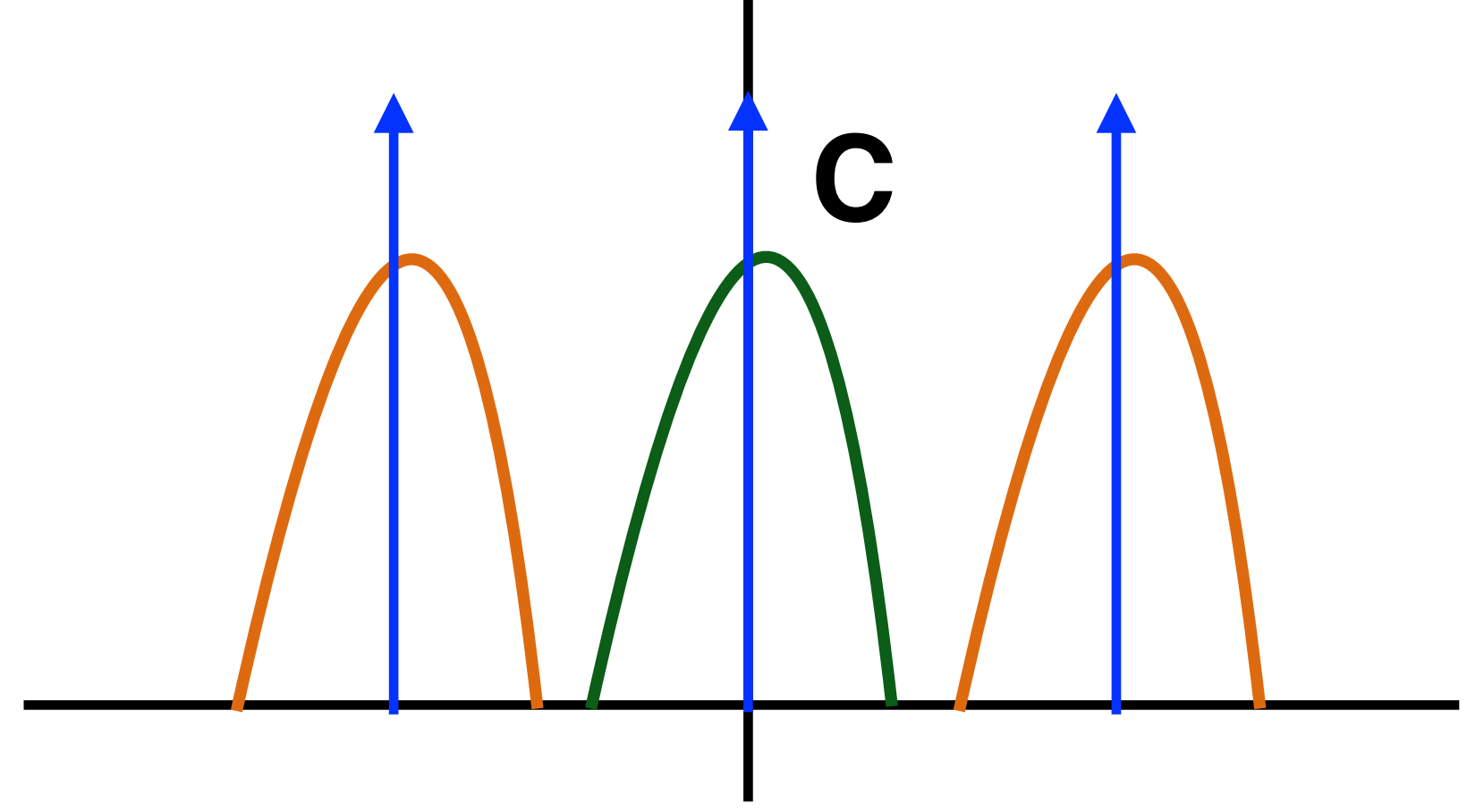
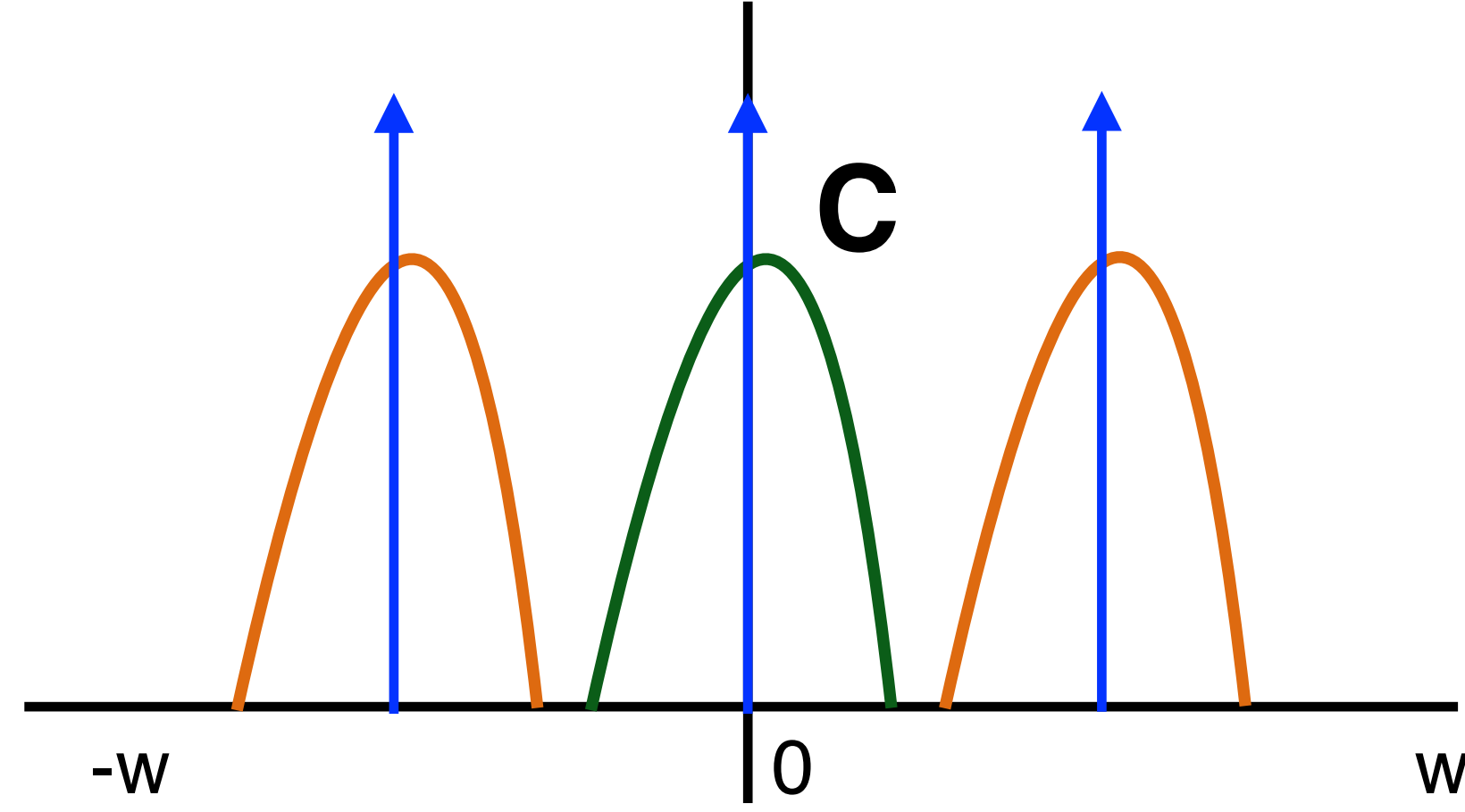
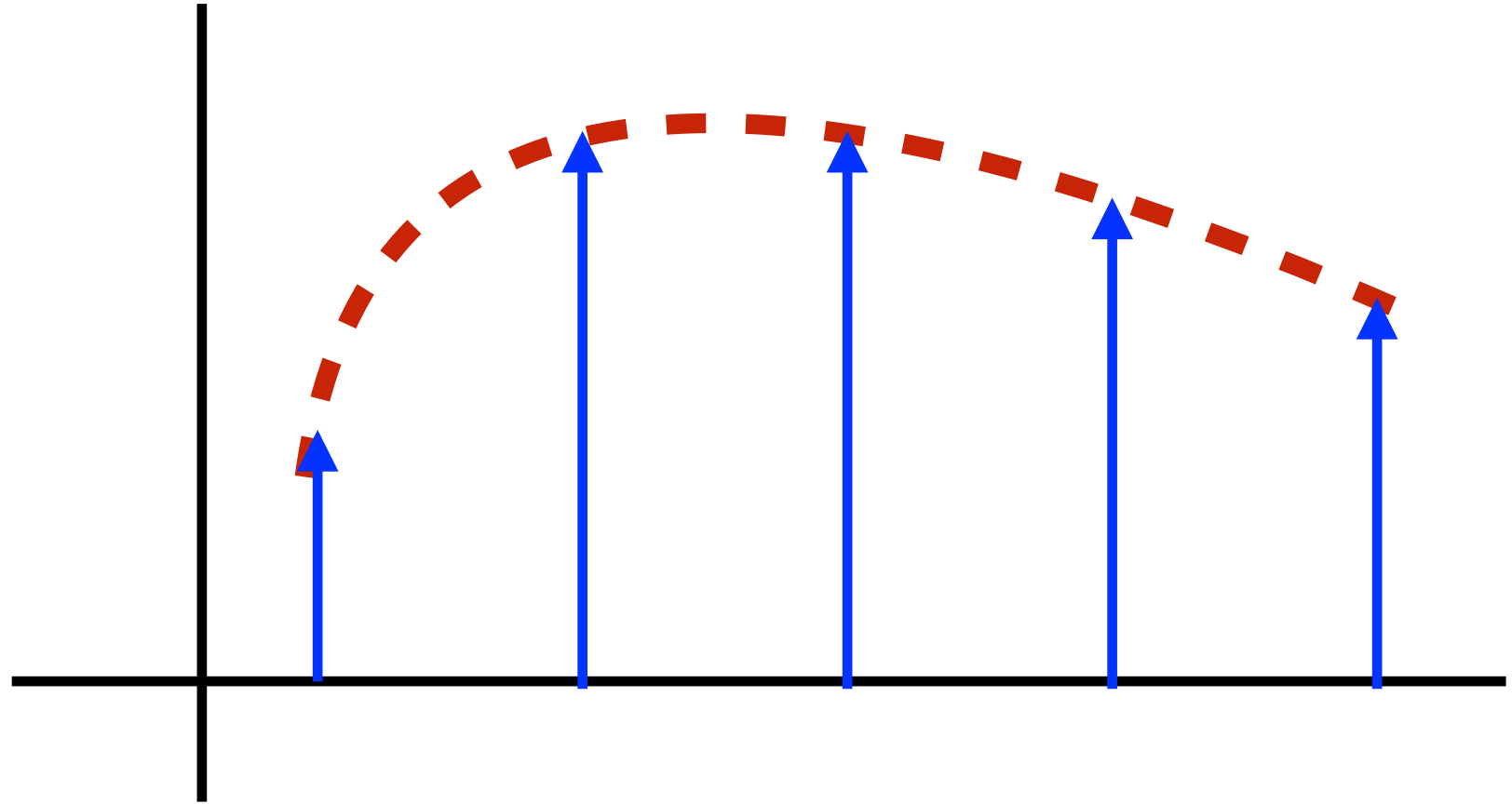


# Aliasing in Reconstruction

High Sampling Rate

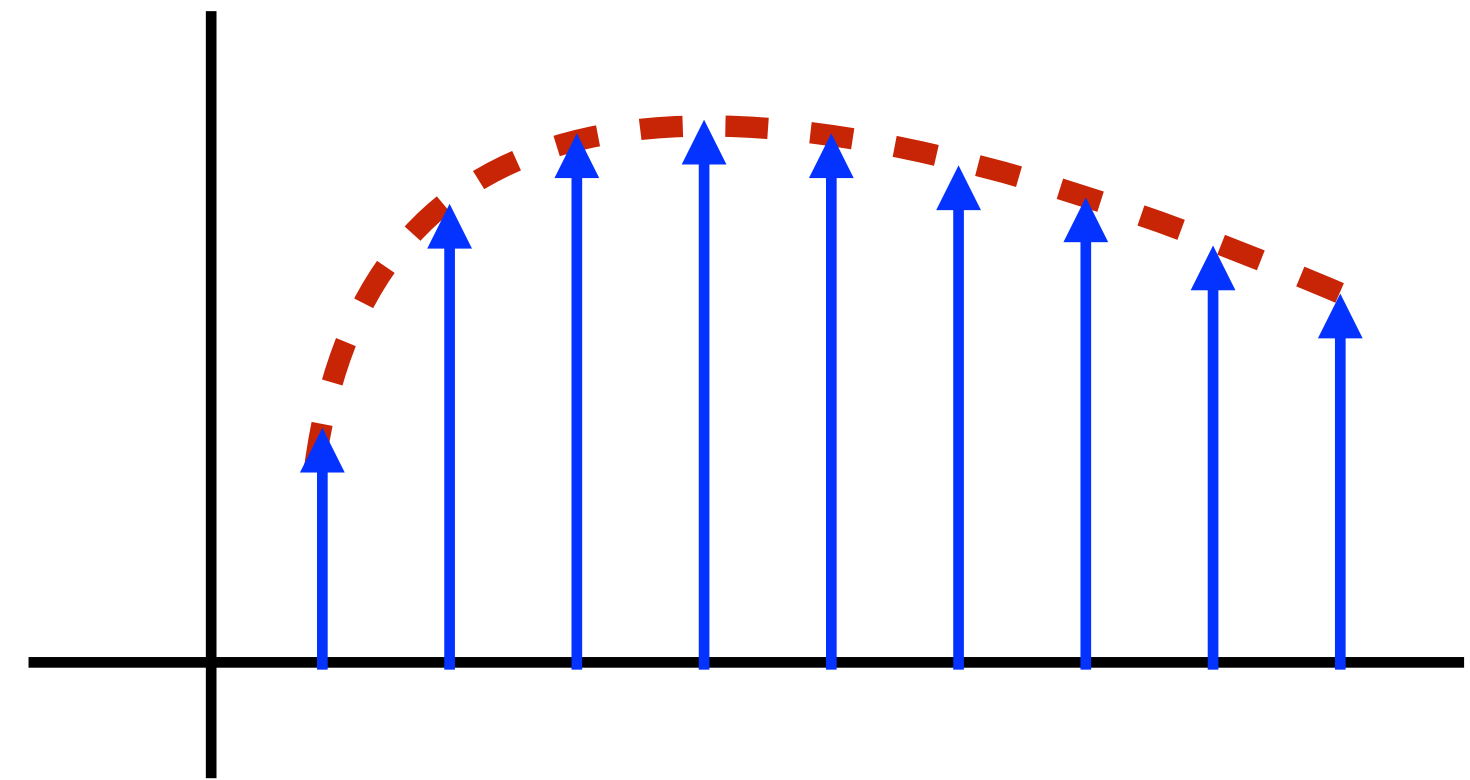


Low Sampling Rate

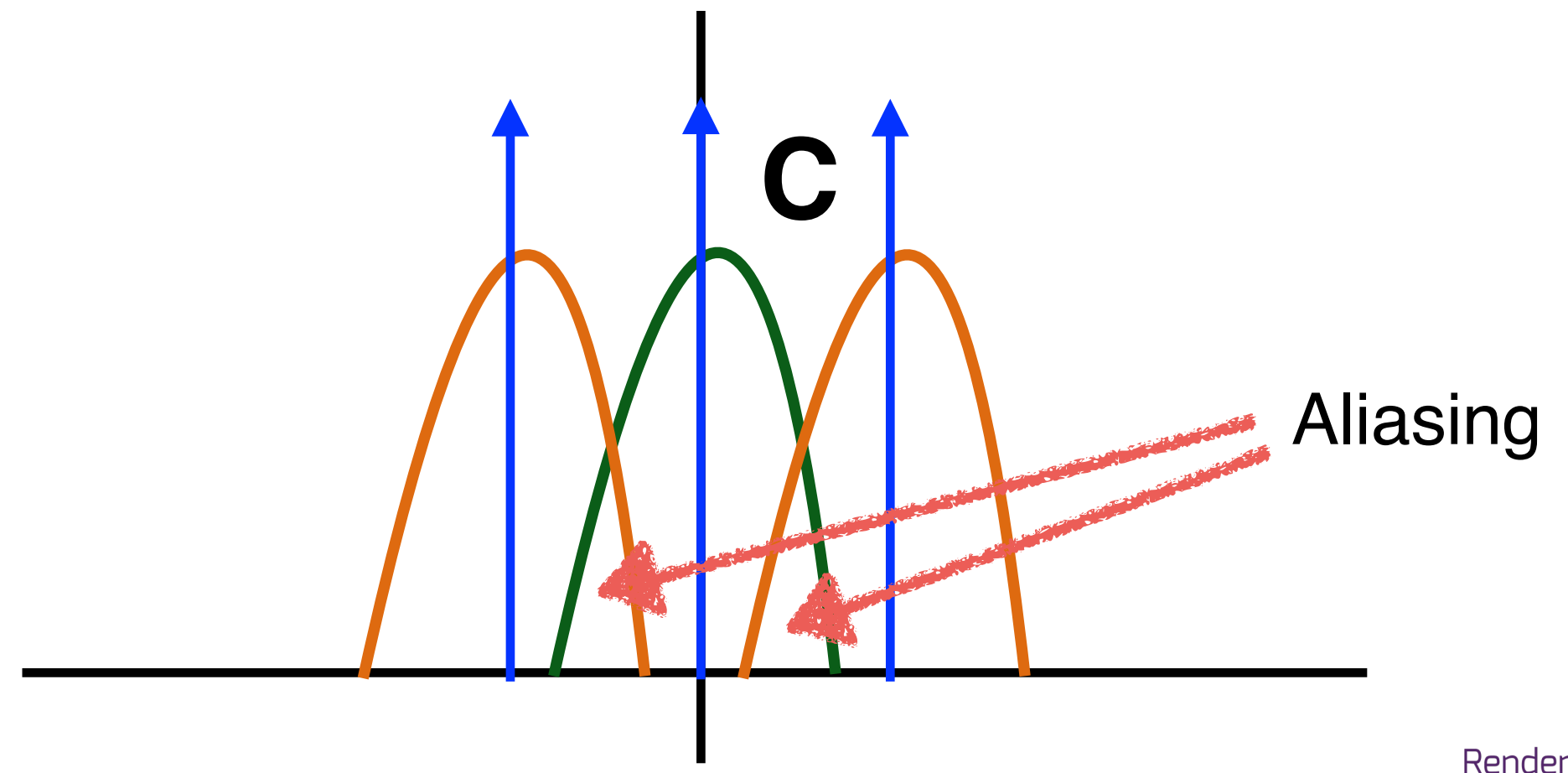
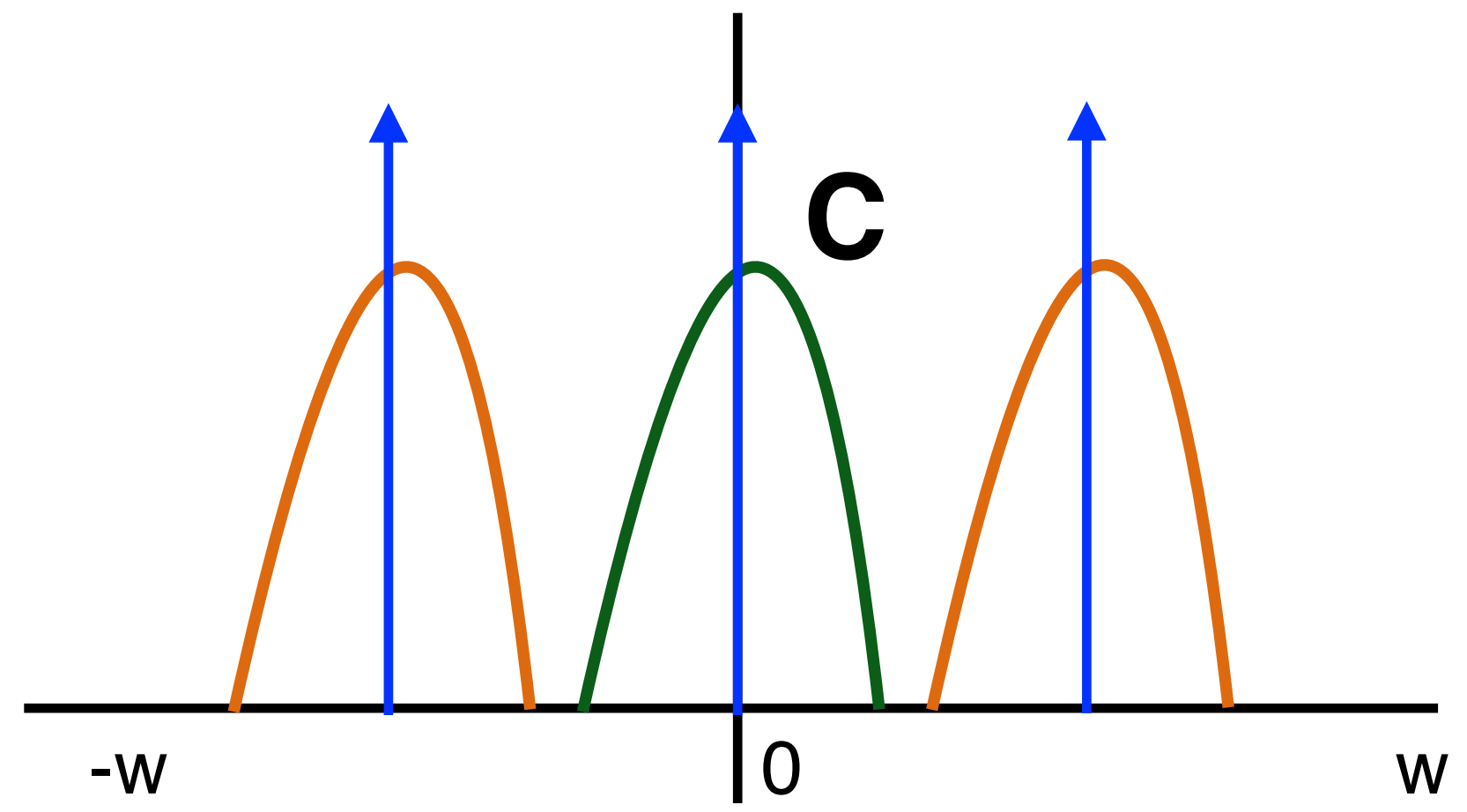
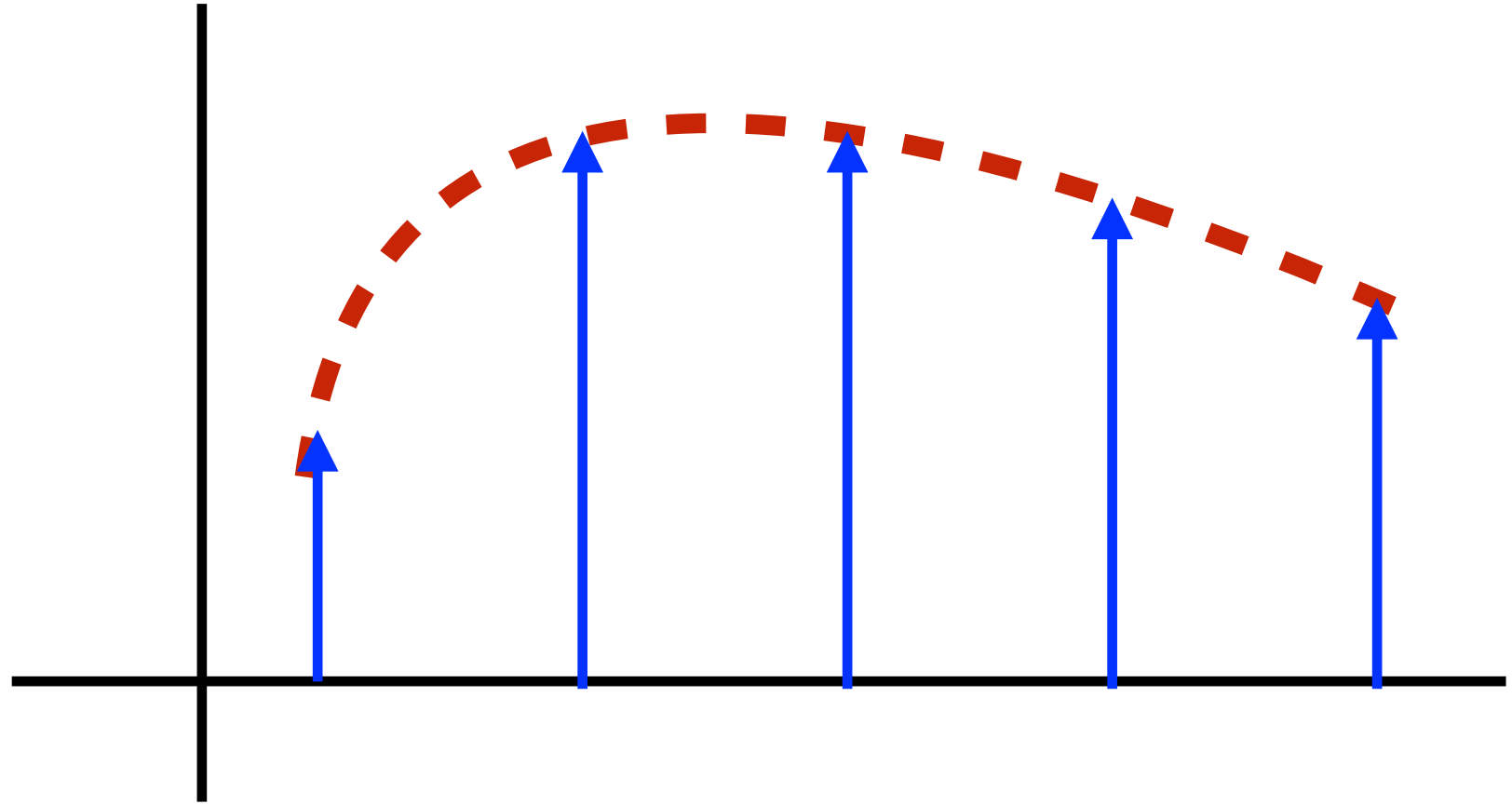


# Aliasing in Reconstruction

High Sampling Rate

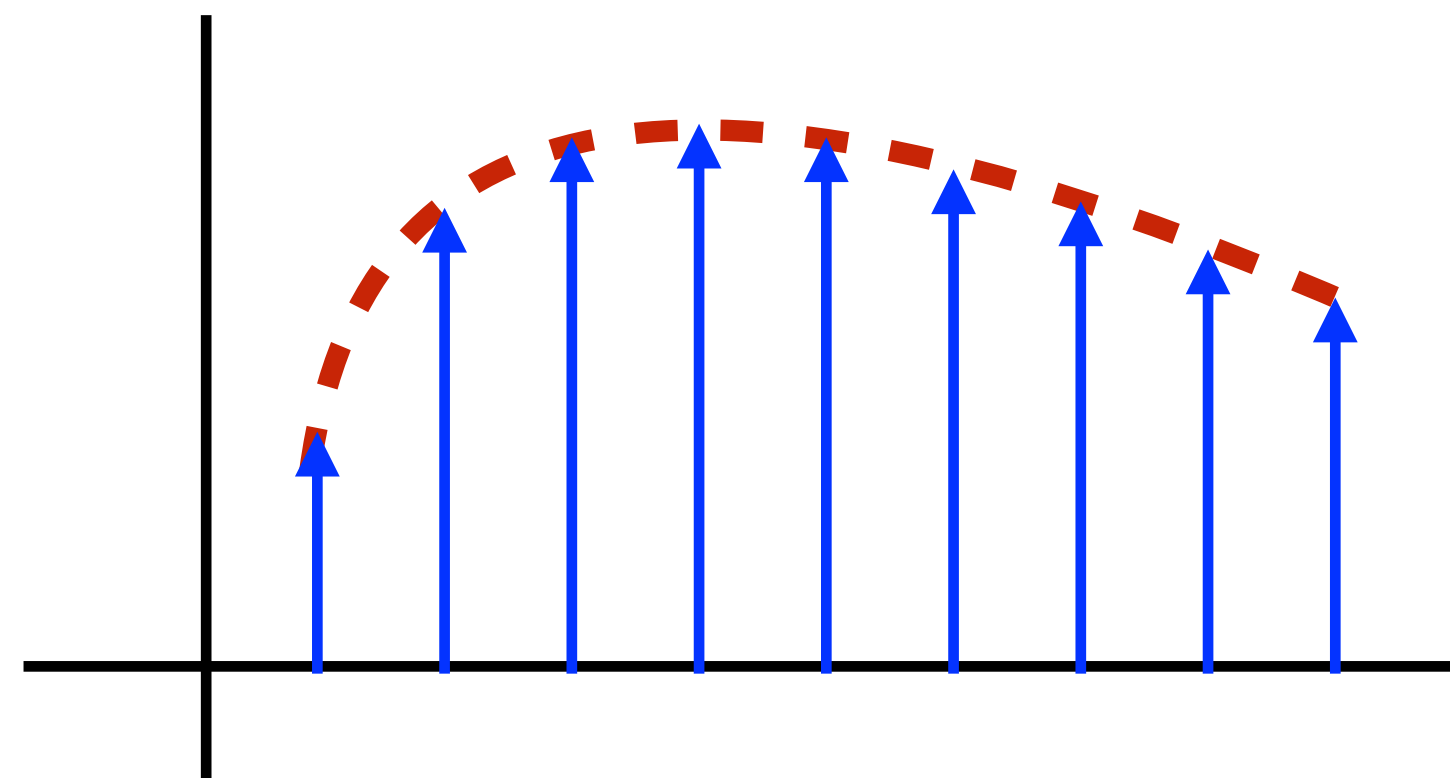


Low Sampling Rate

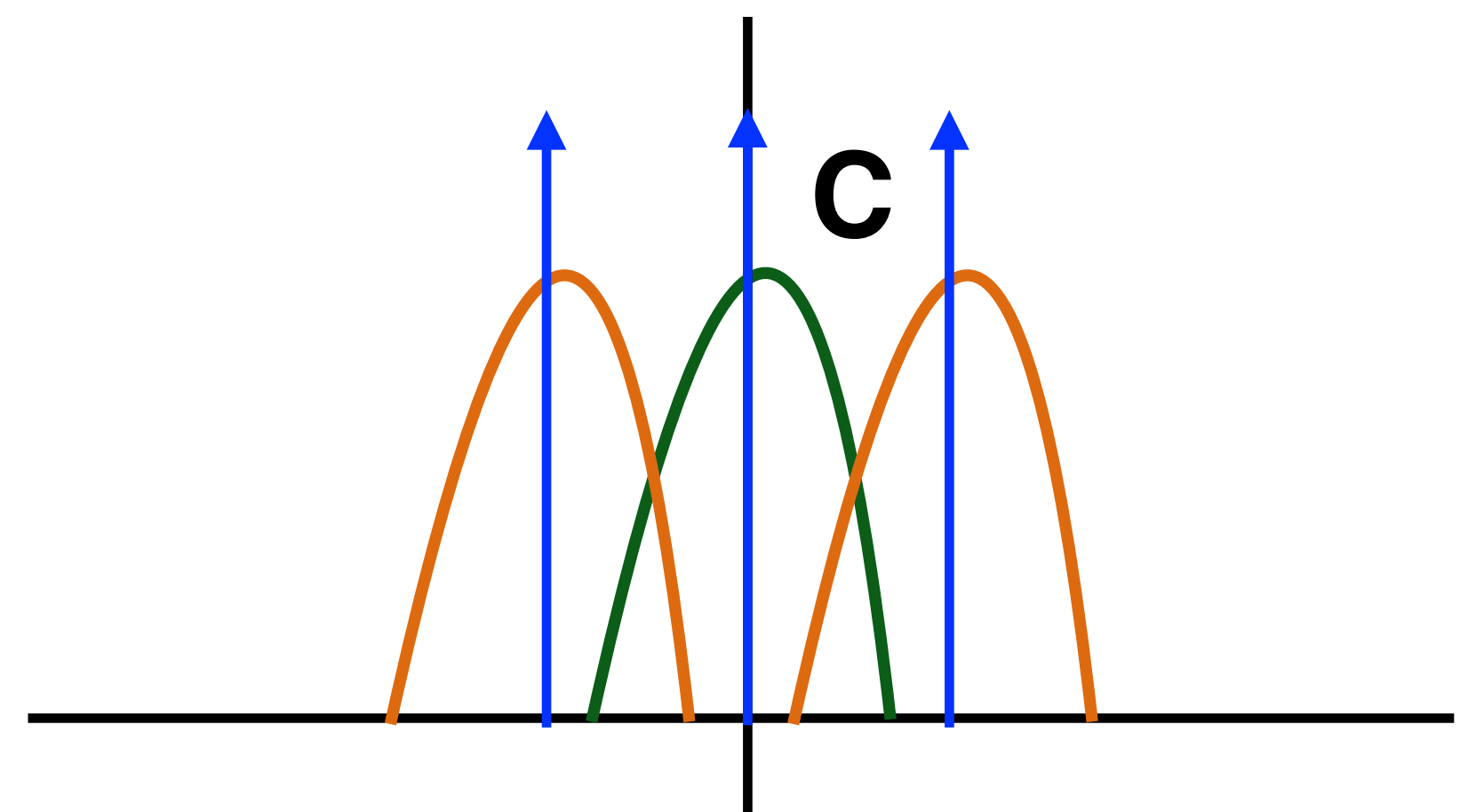
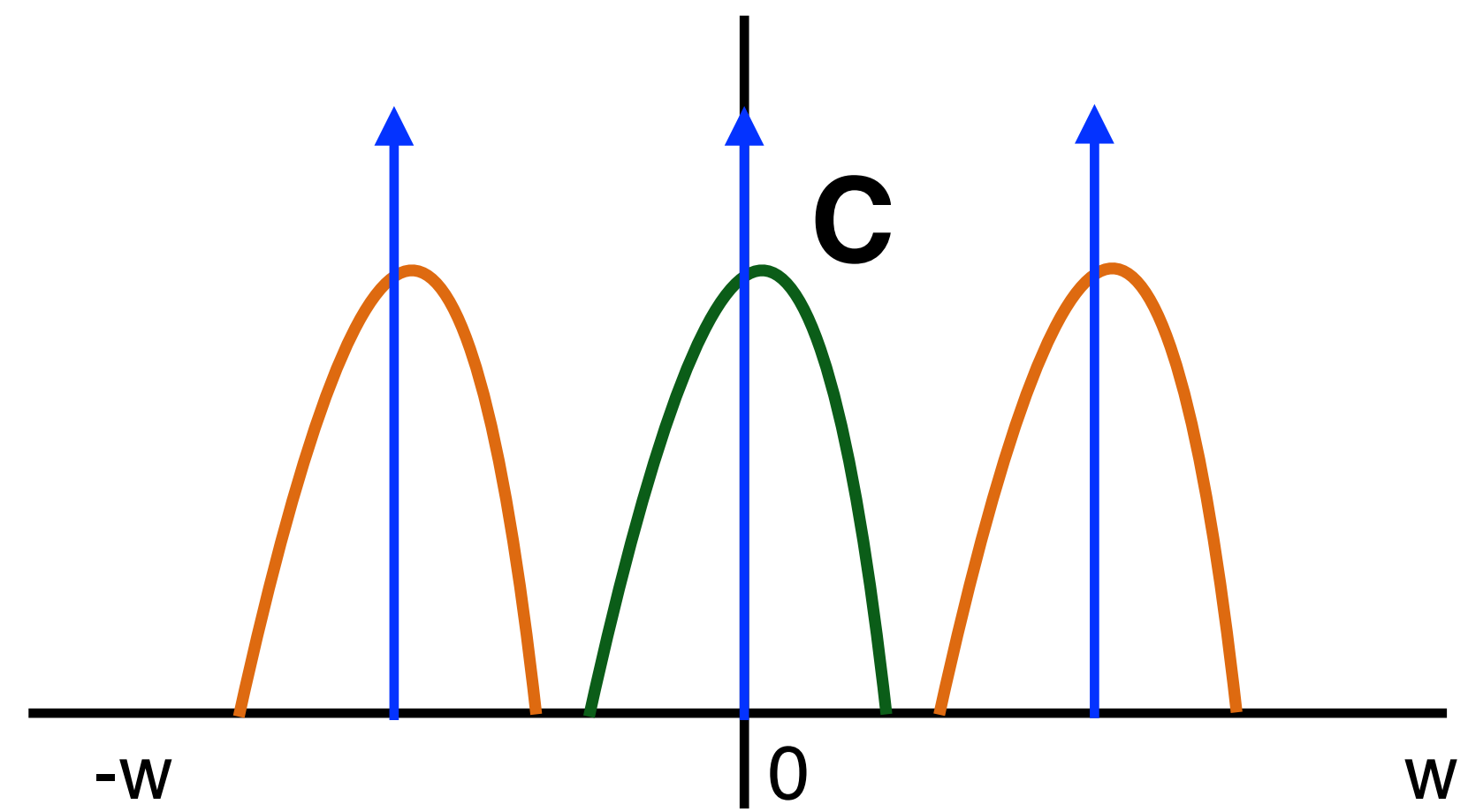
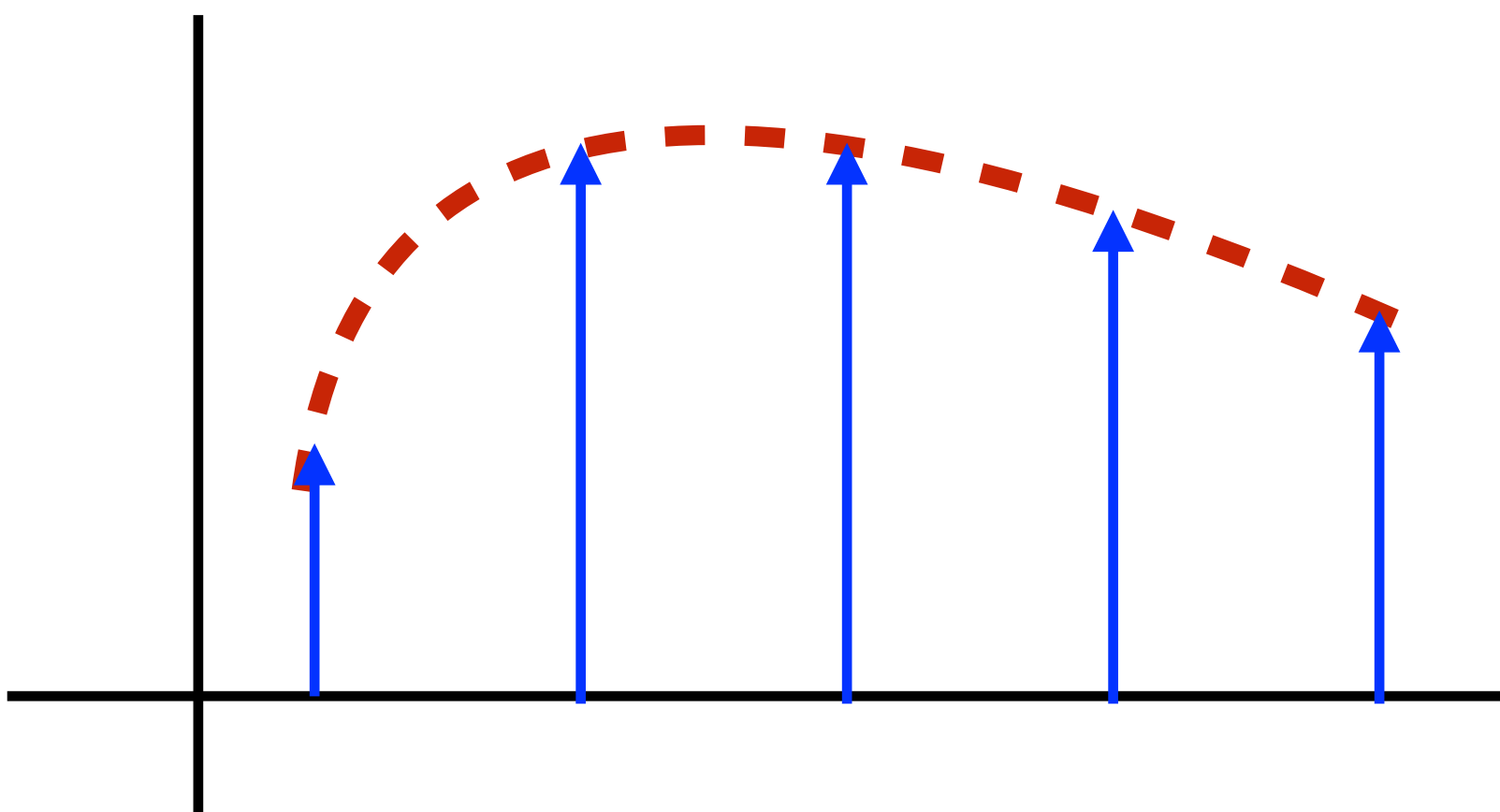


# Aliasing in Reconstruction

High Sampling Rate

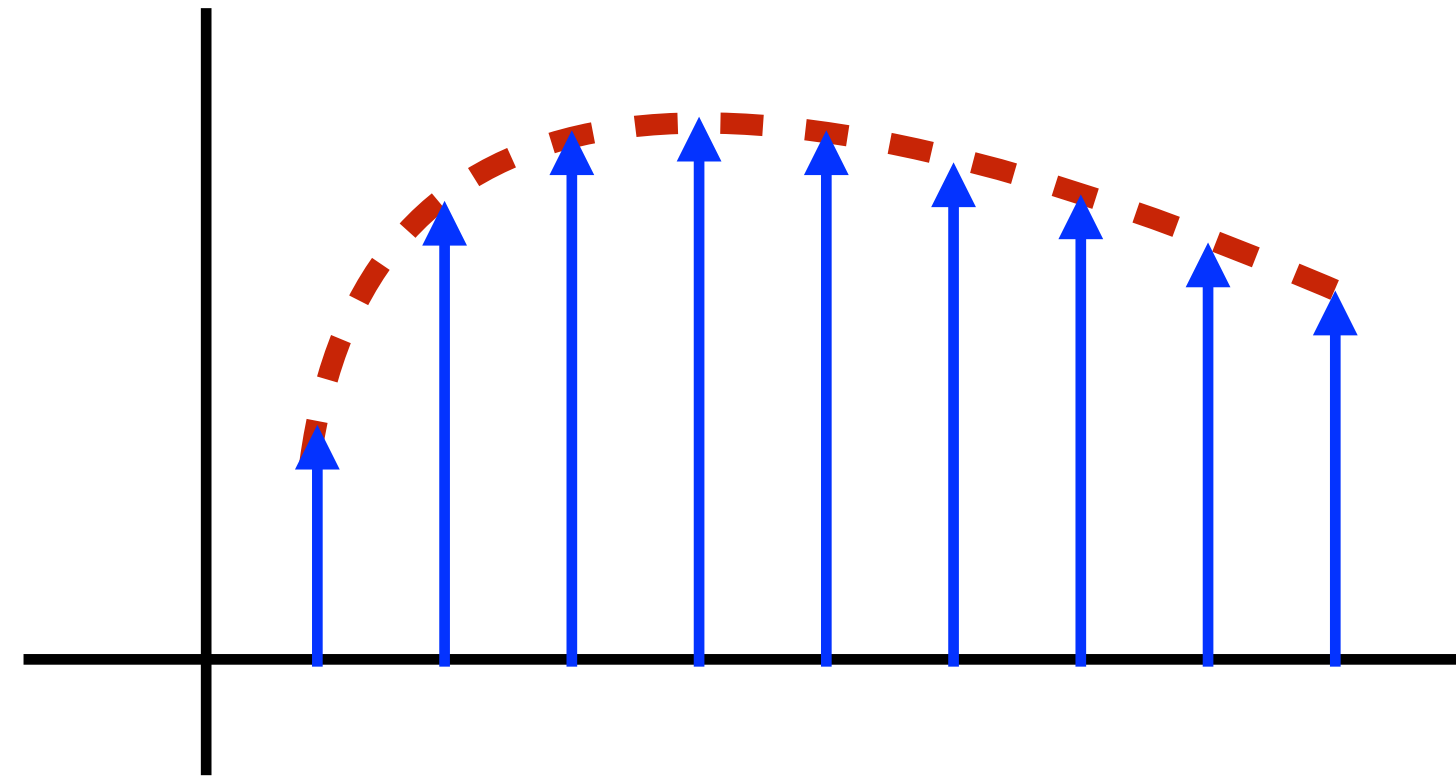


Low Sampling Rate

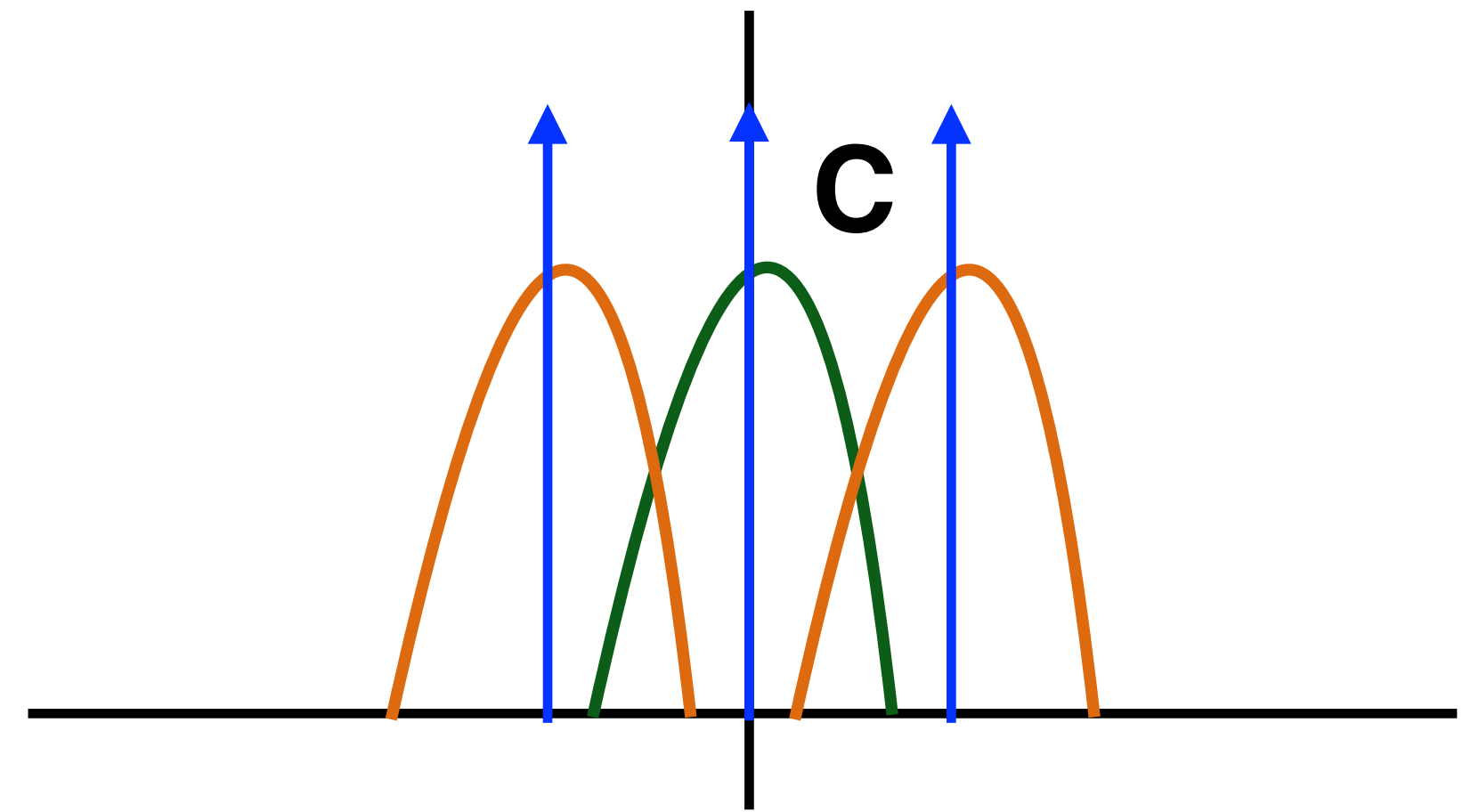
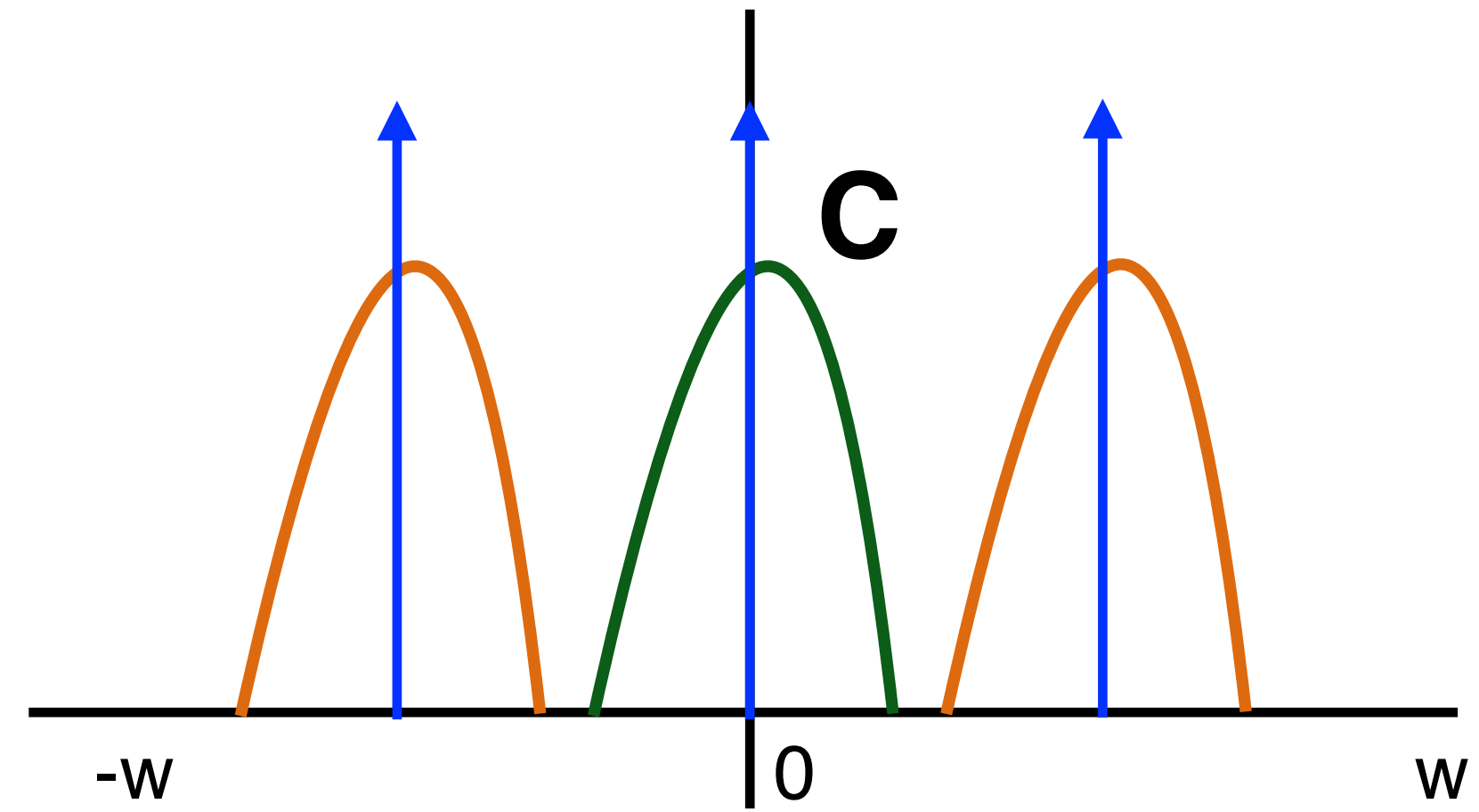
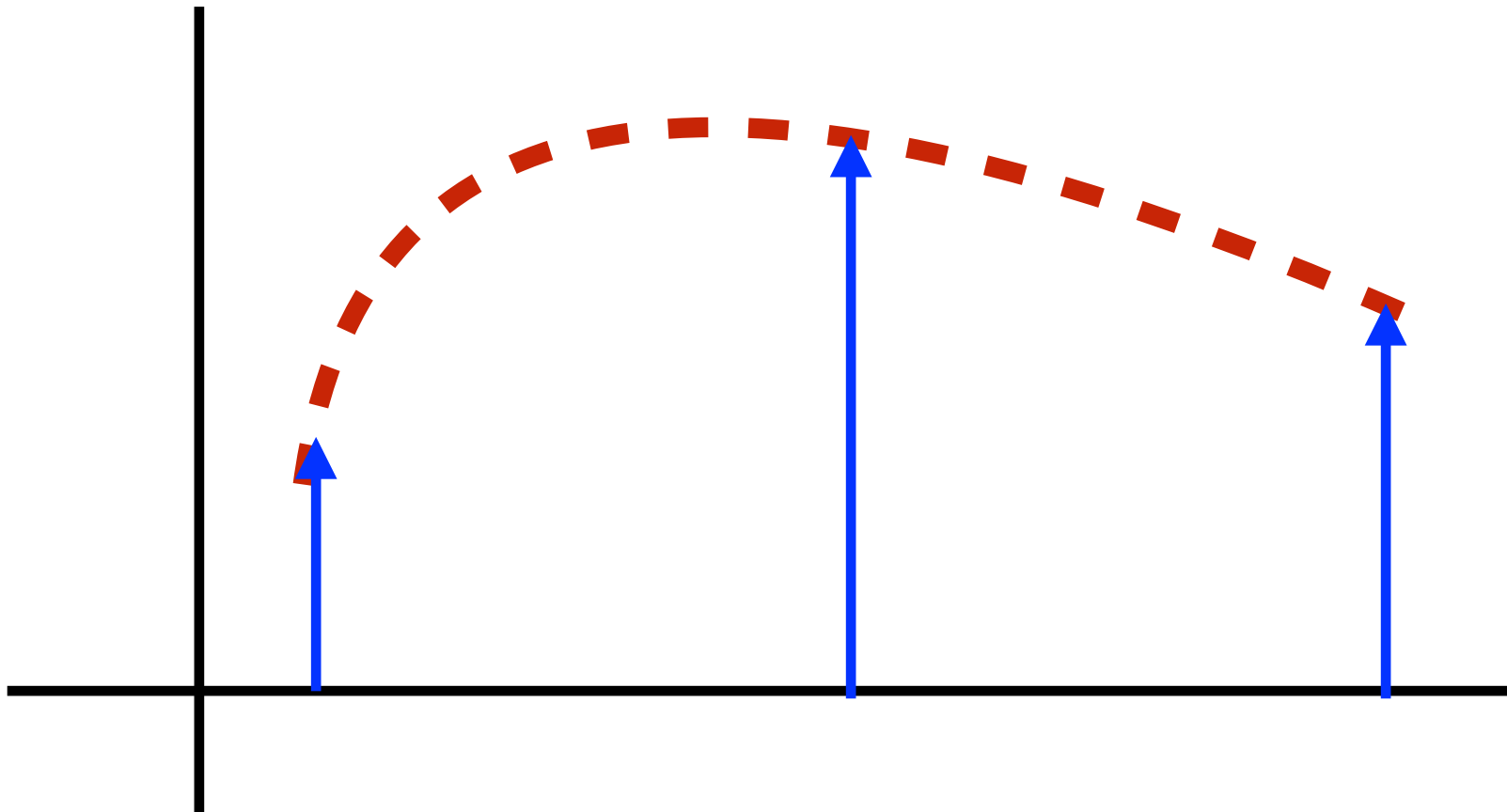


# Error in Monte Carlo Integration

High Sampling Rate

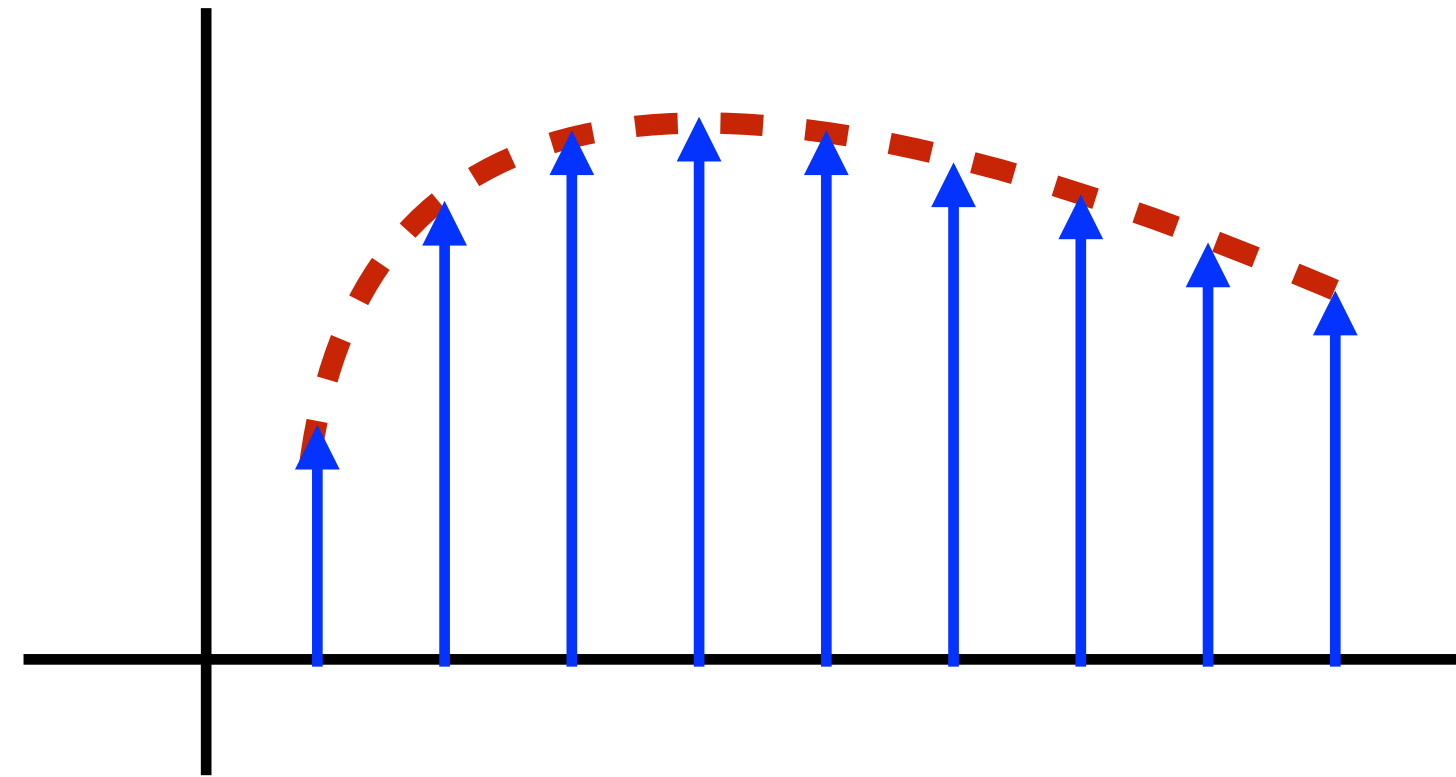


Low Sampling Rate

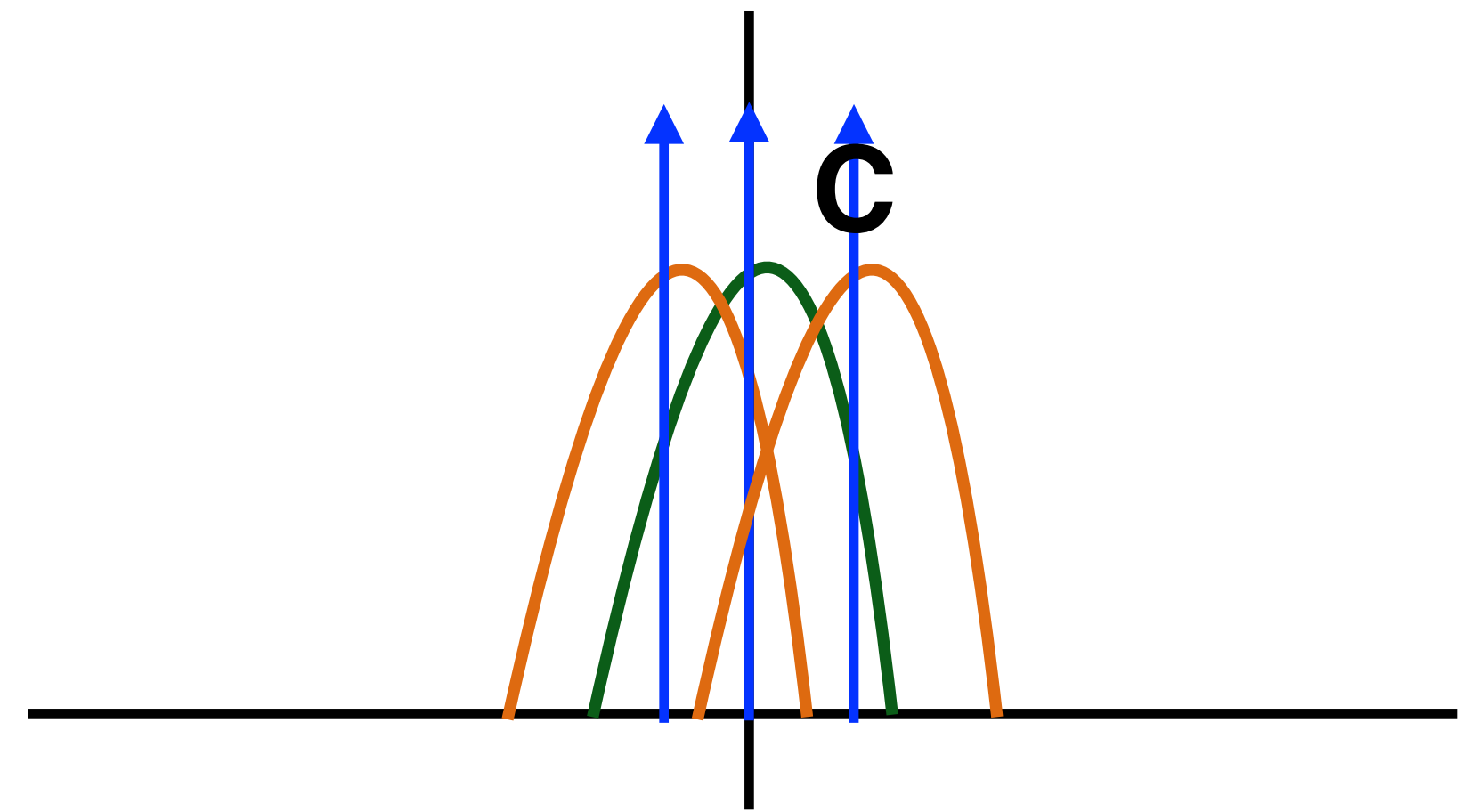
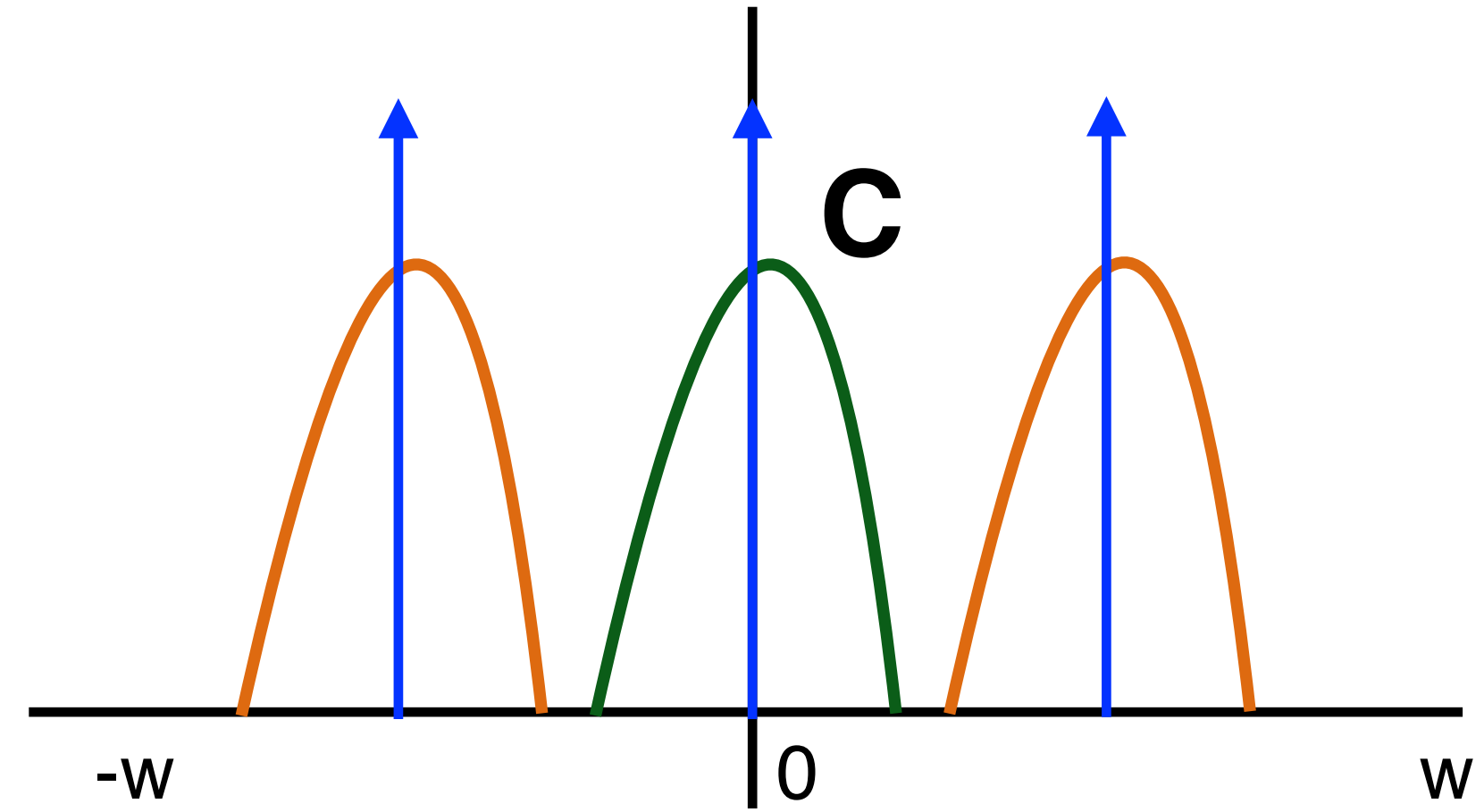
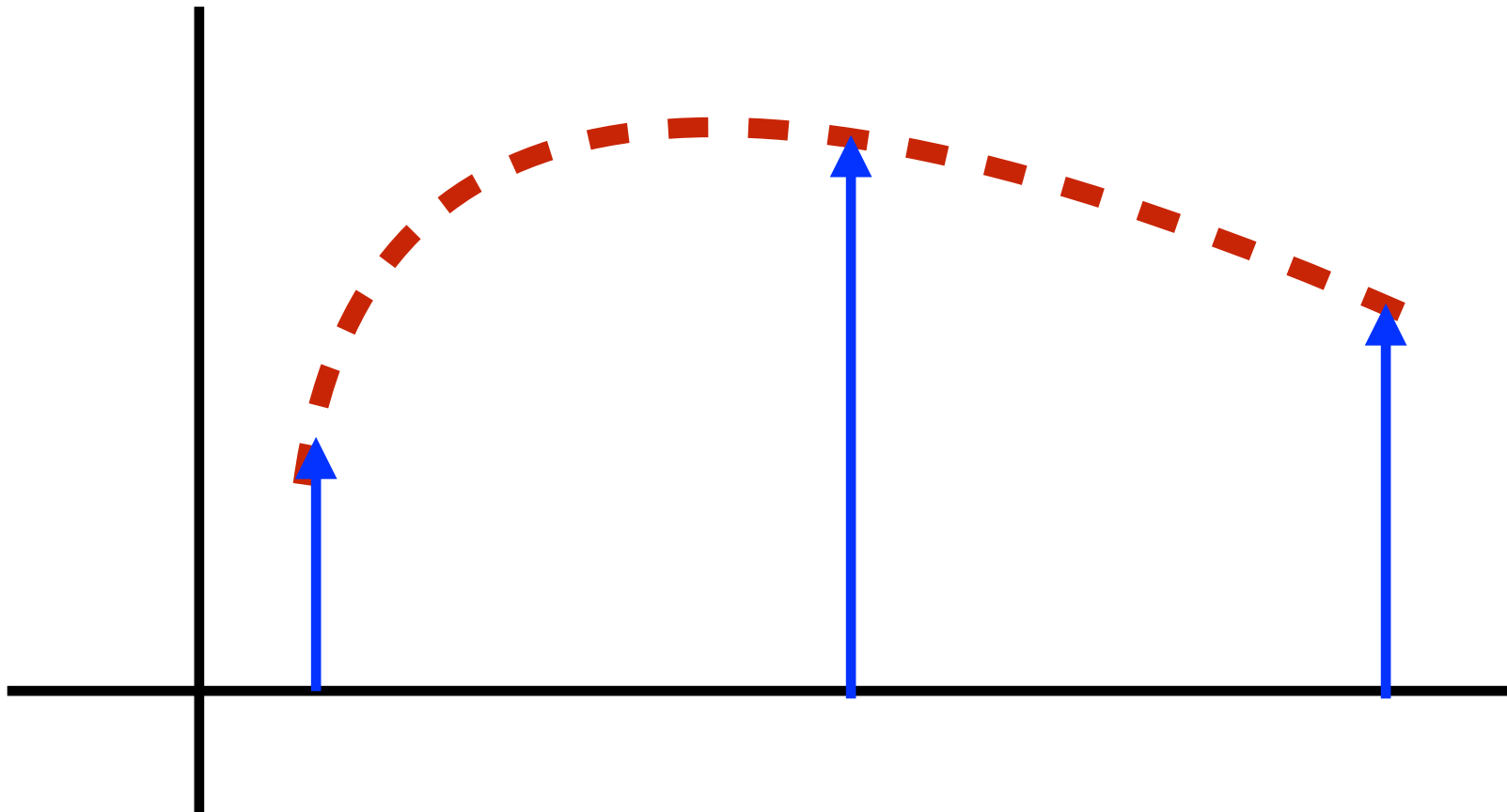


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High Sampling Rate

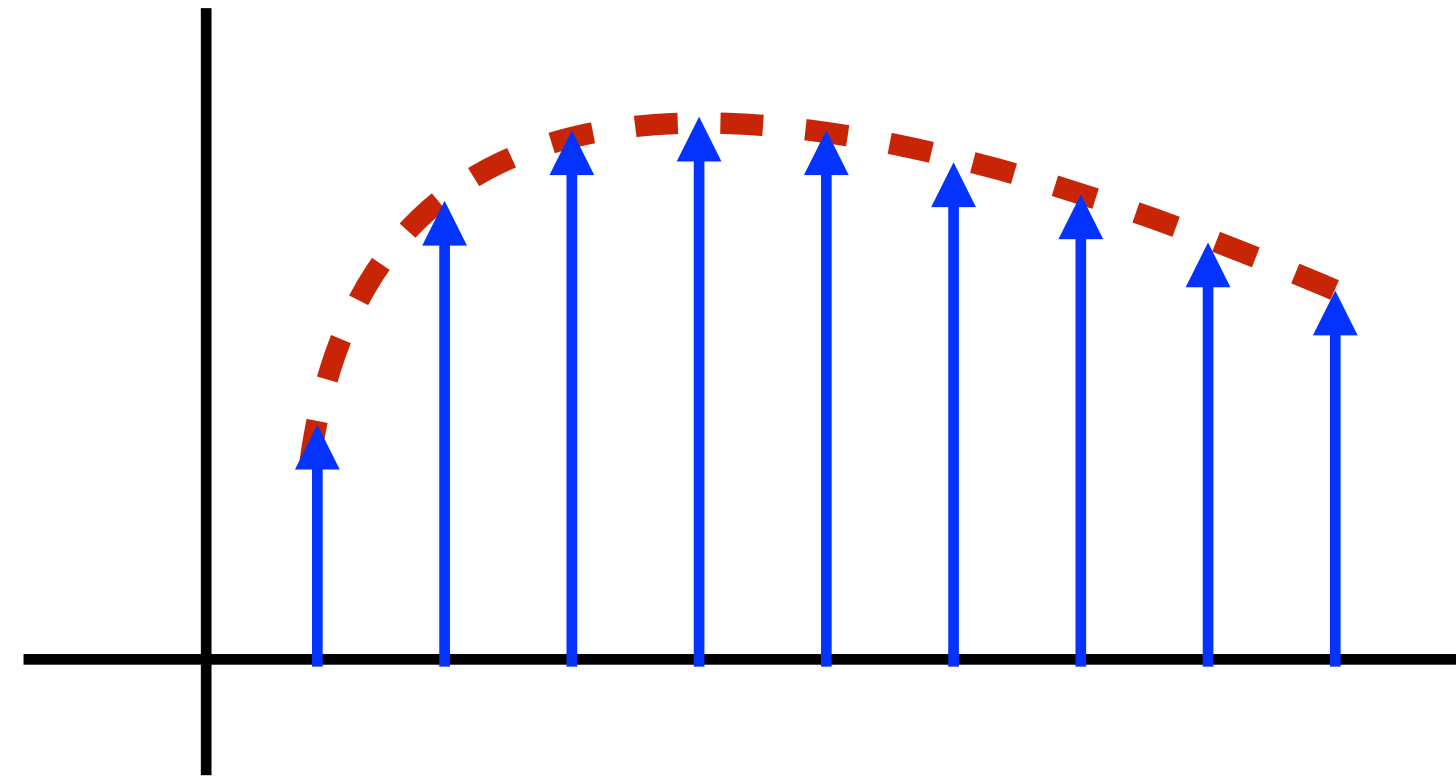


Low Sampling Rate

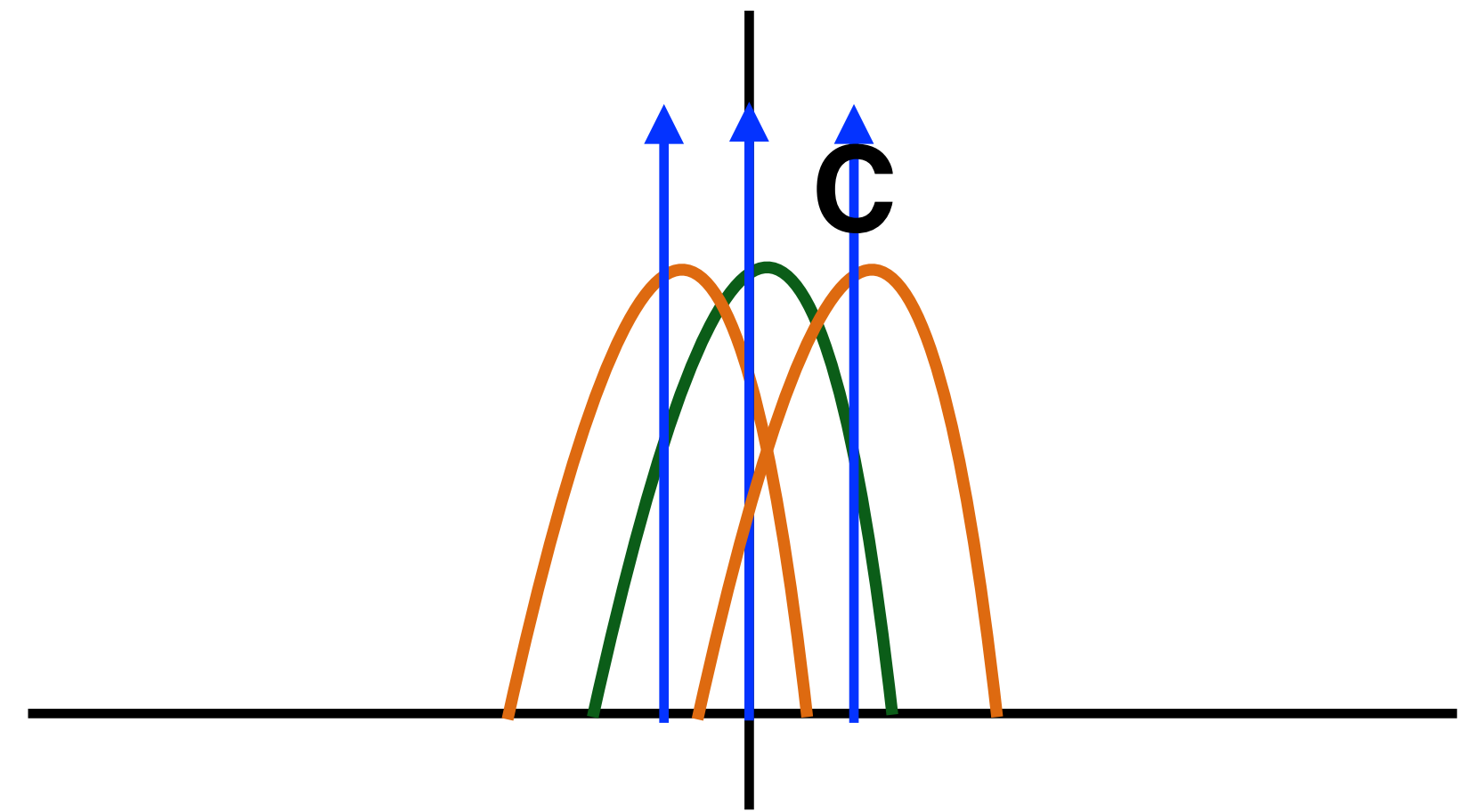
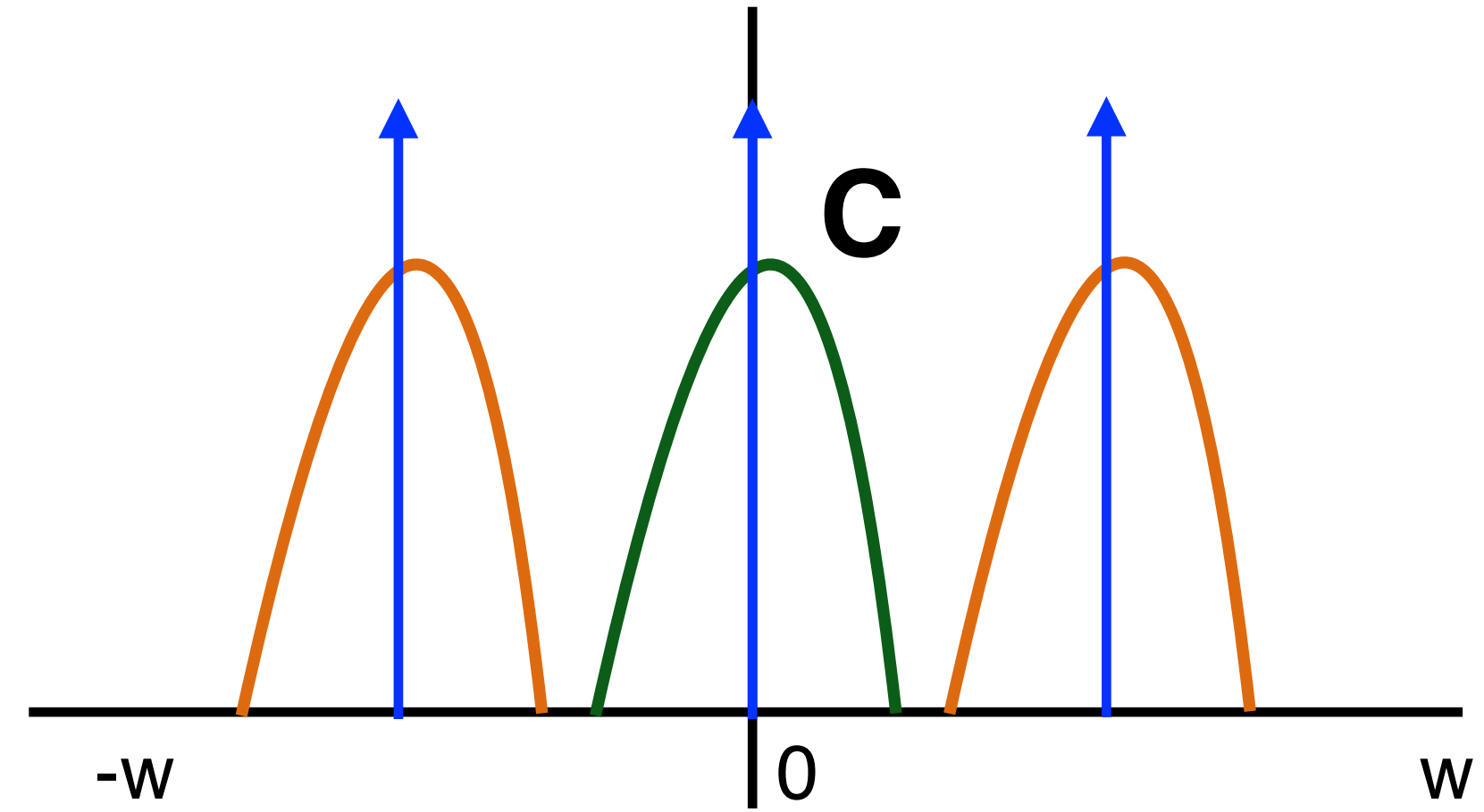
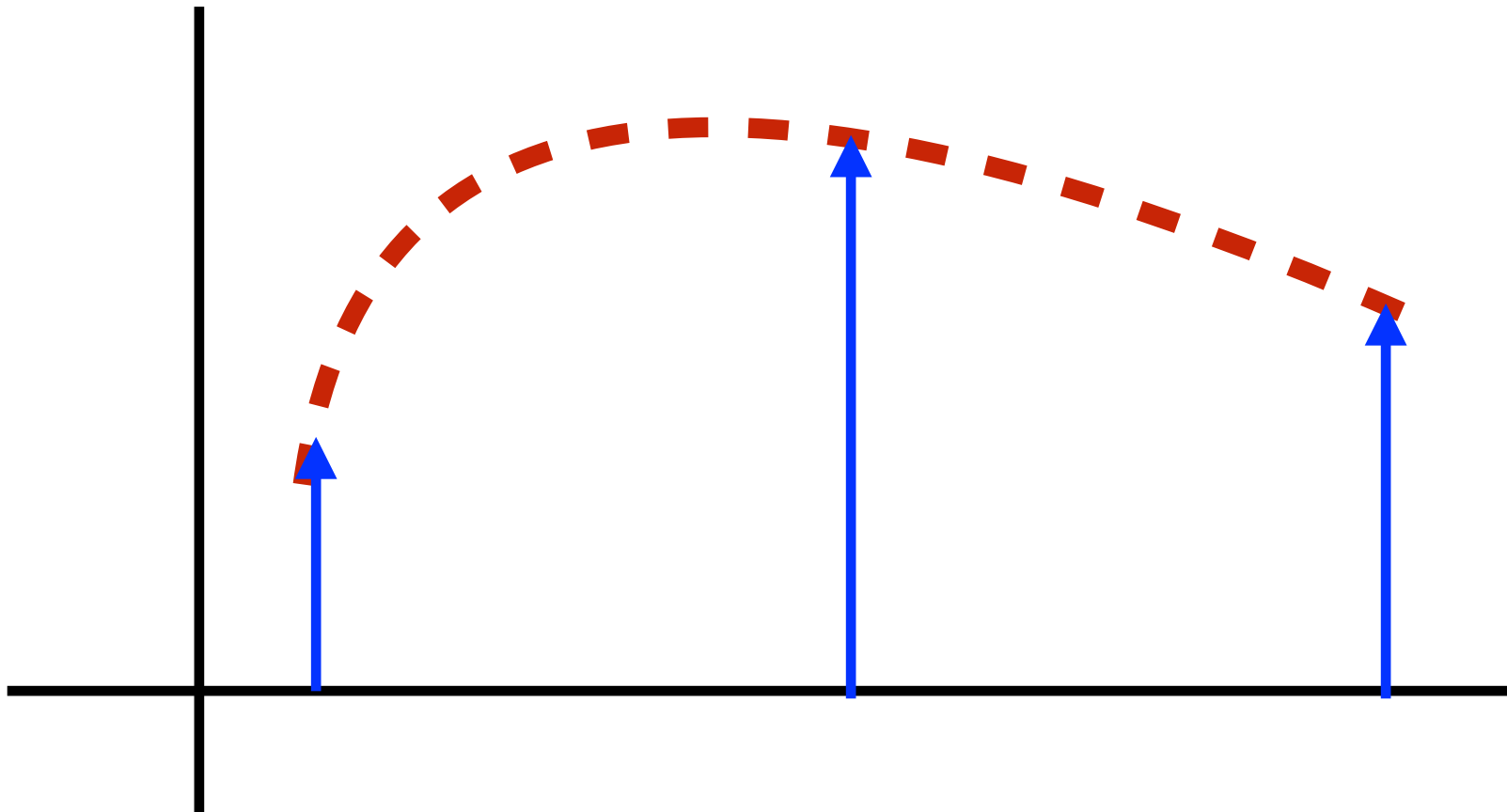


# Error in Monte Carlo Integration

High Sampling Rate



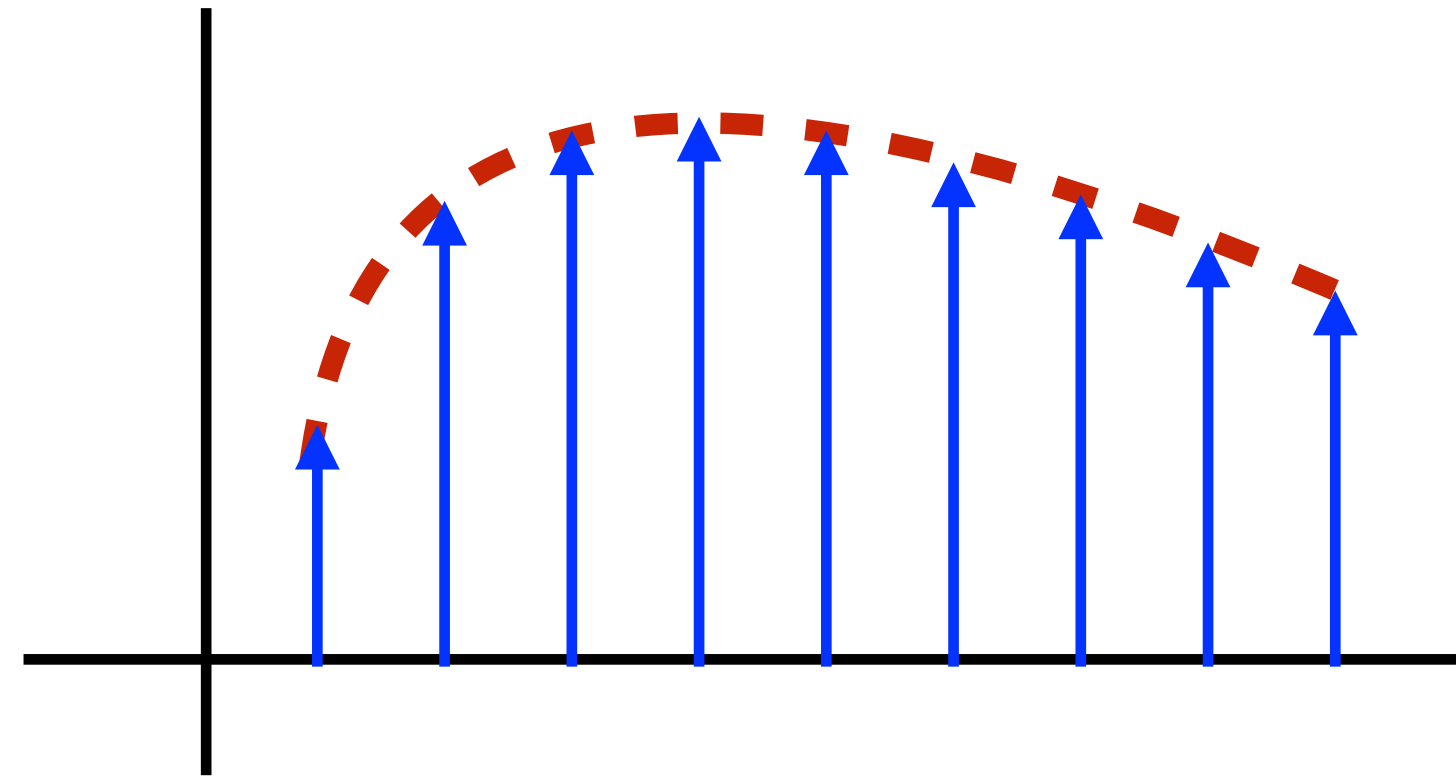
Low Sampling Rate



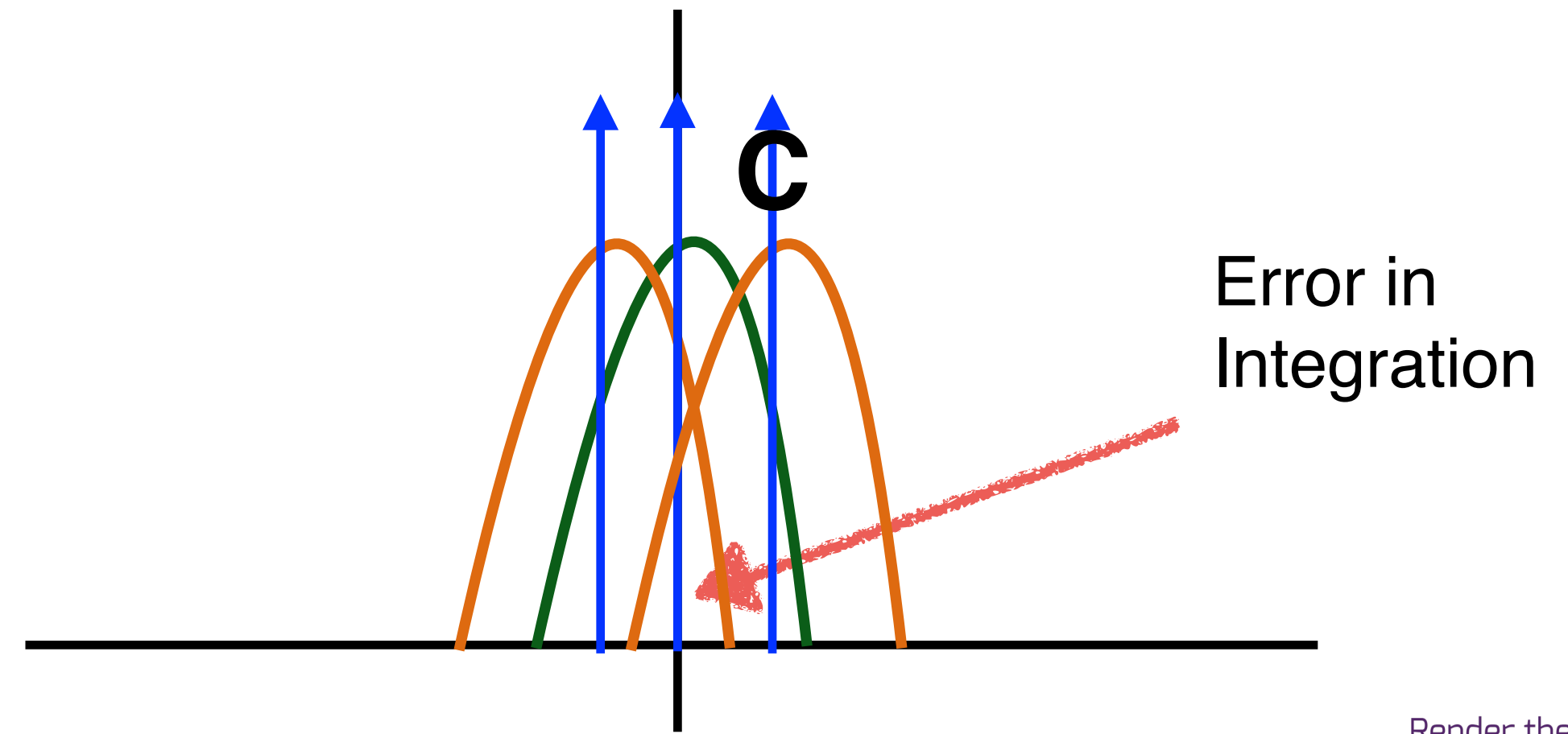
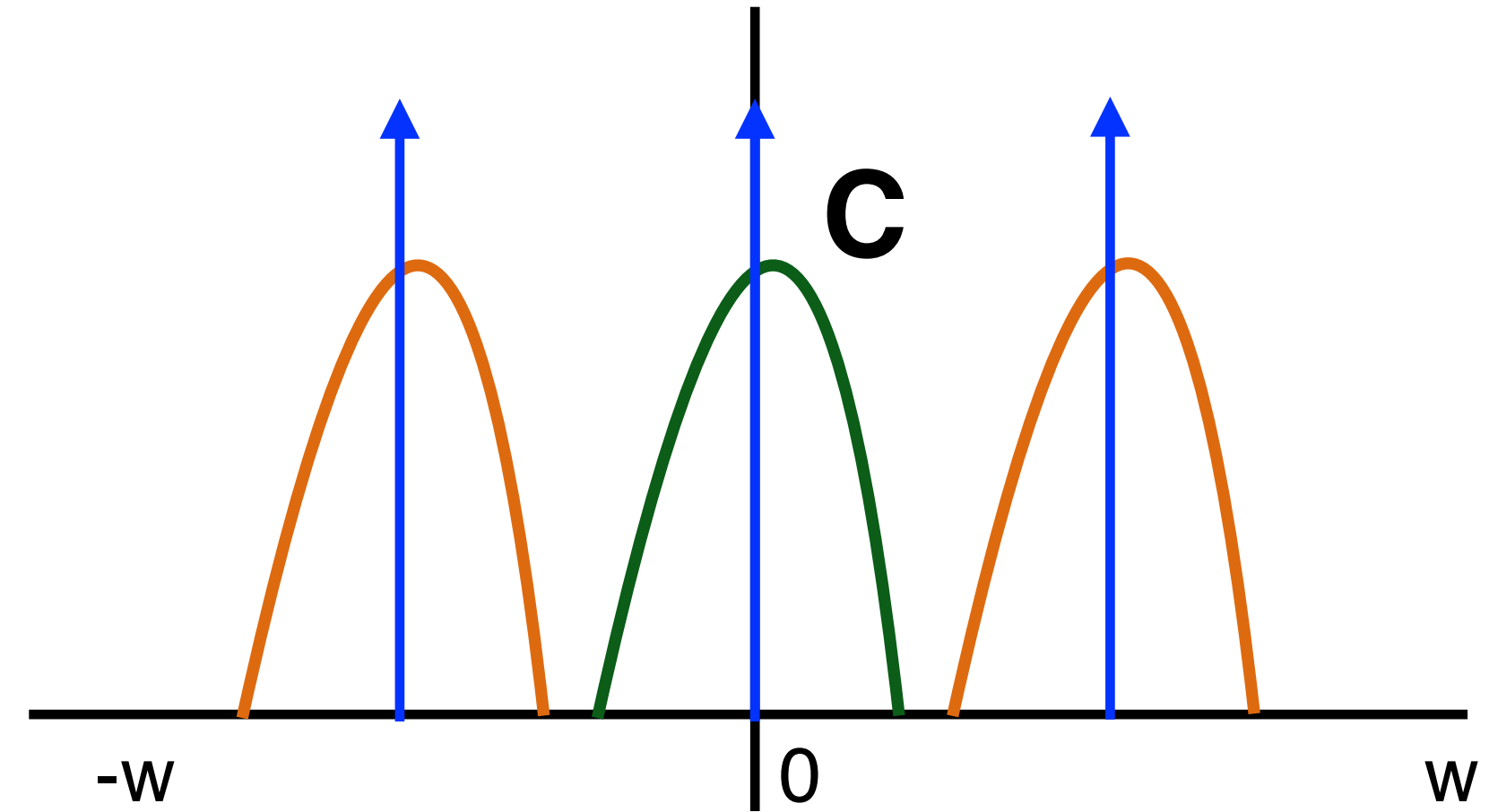
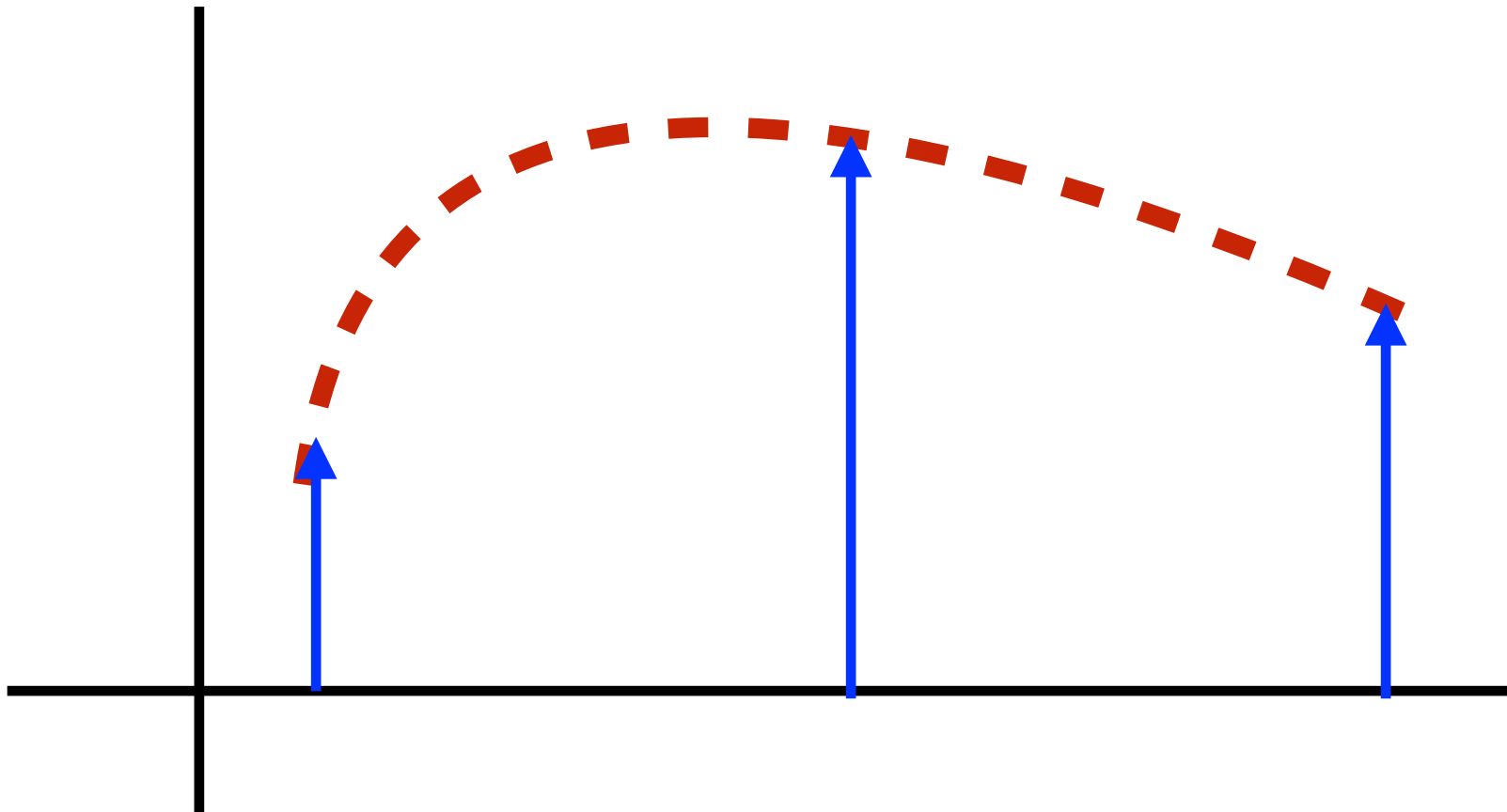


# Error in Monte Carlo Integration

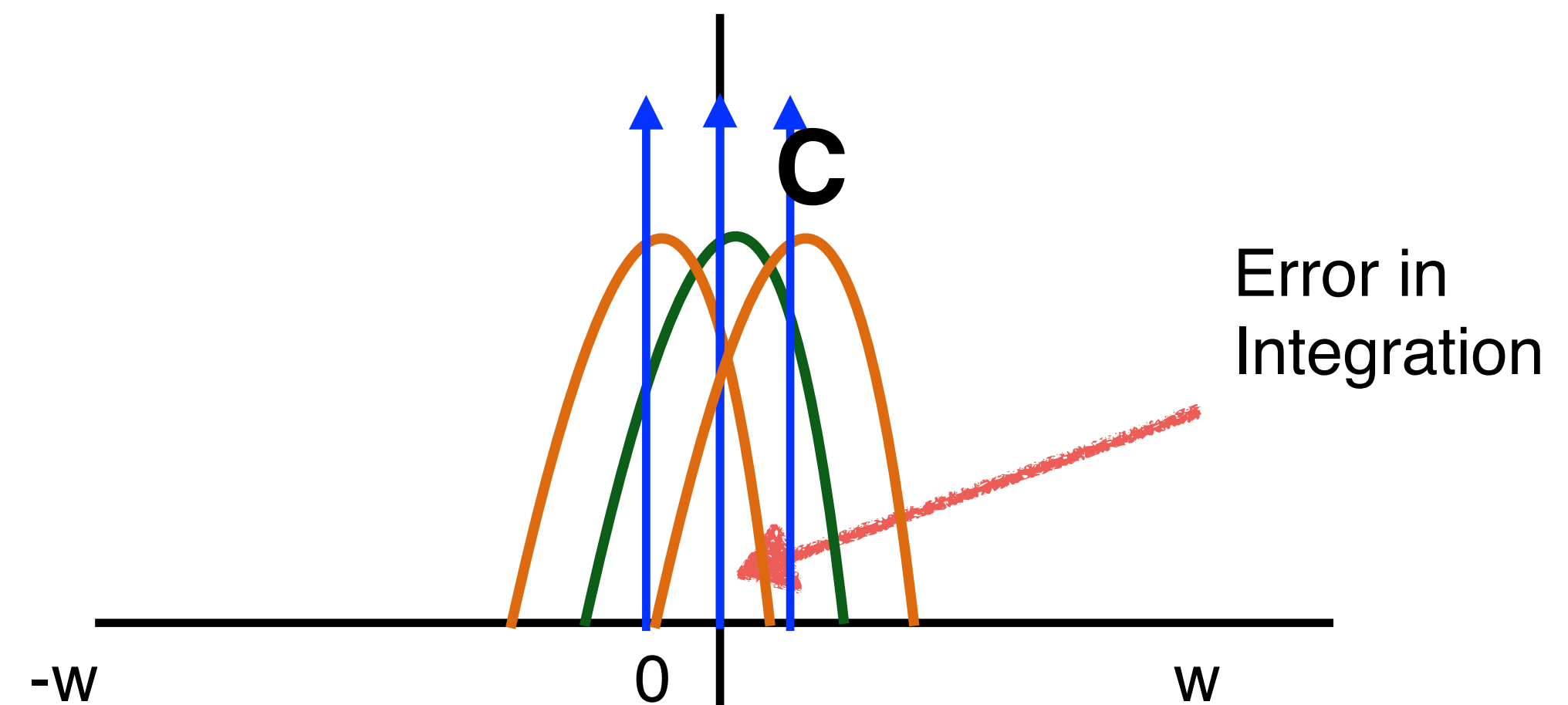
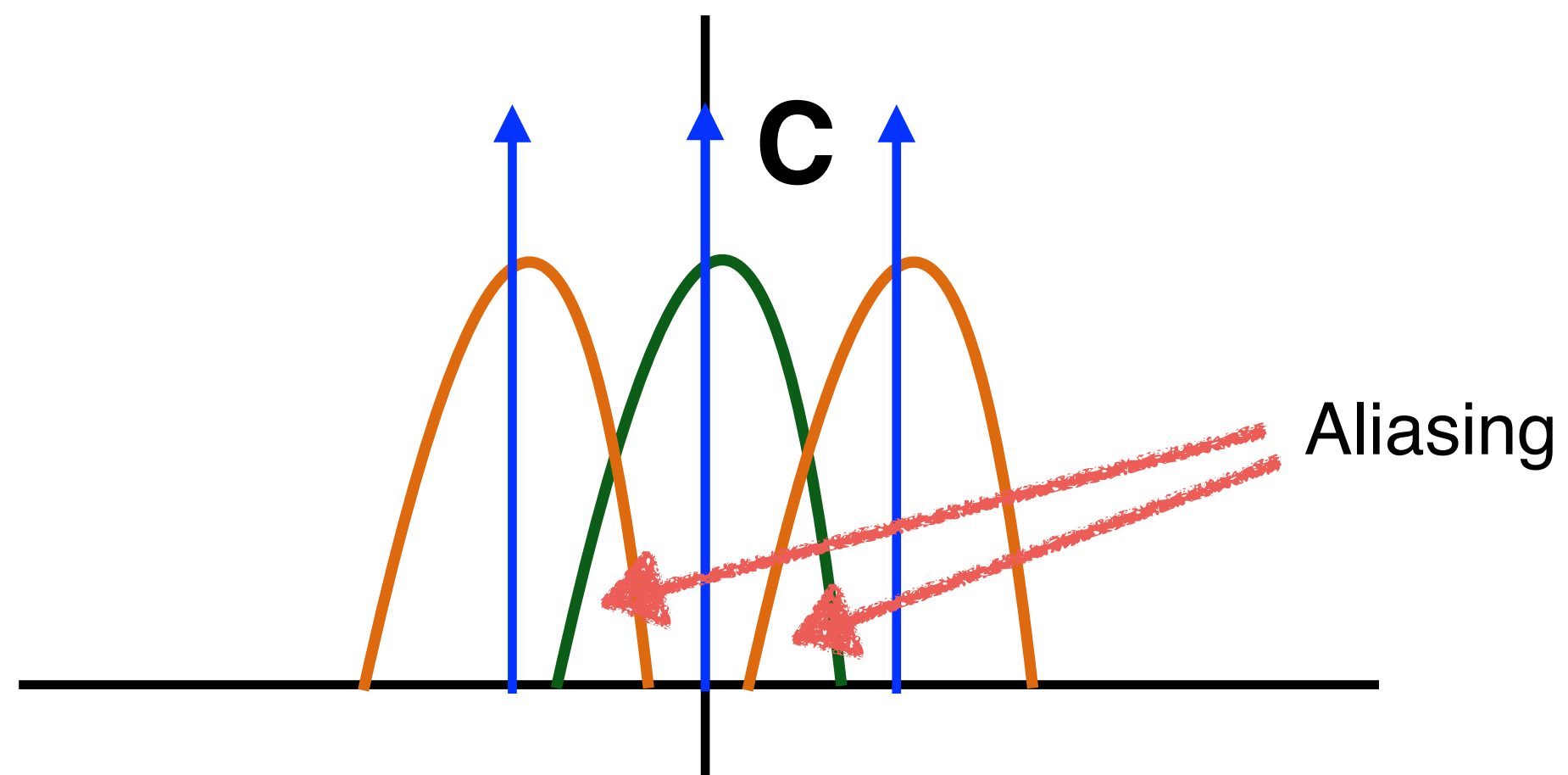
High Sampling Rate



Low Sampling Rate

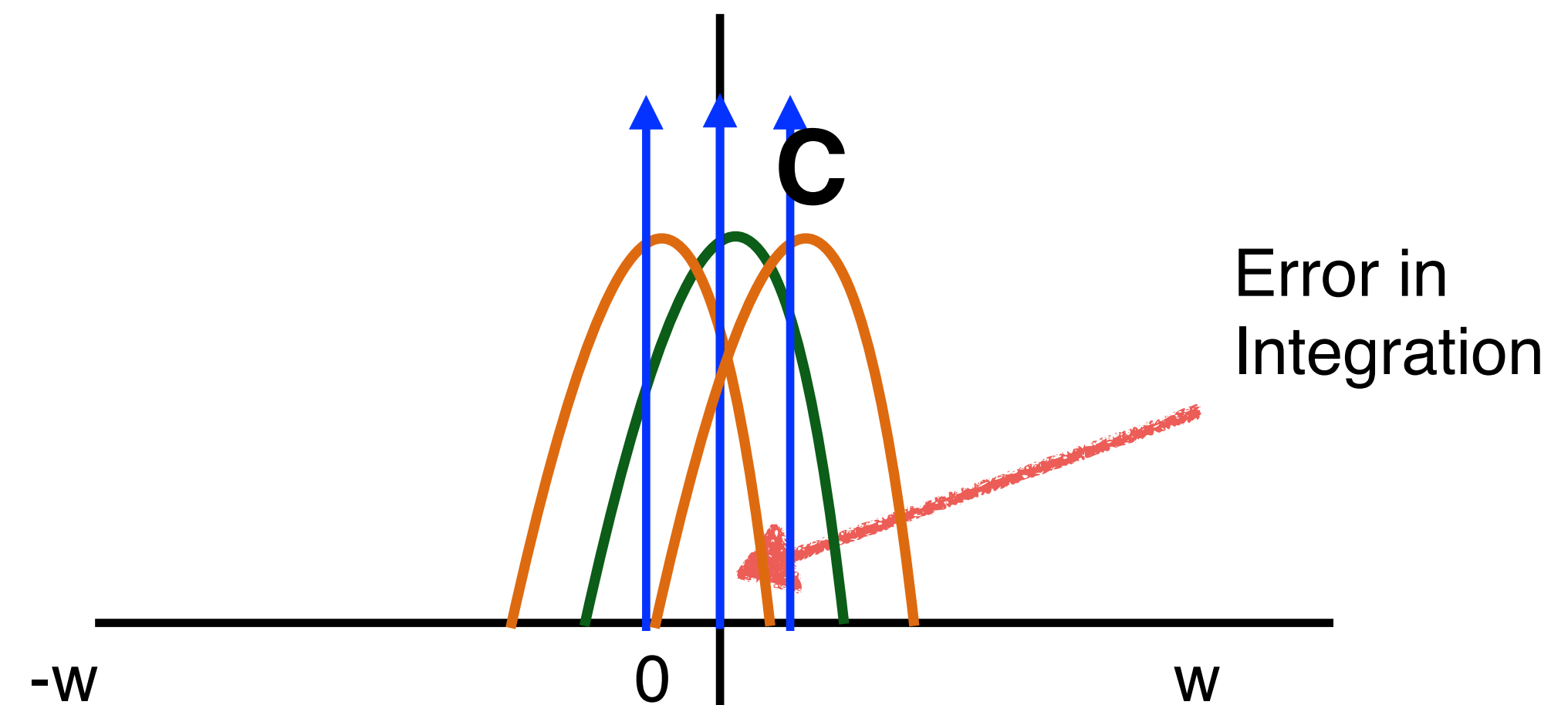
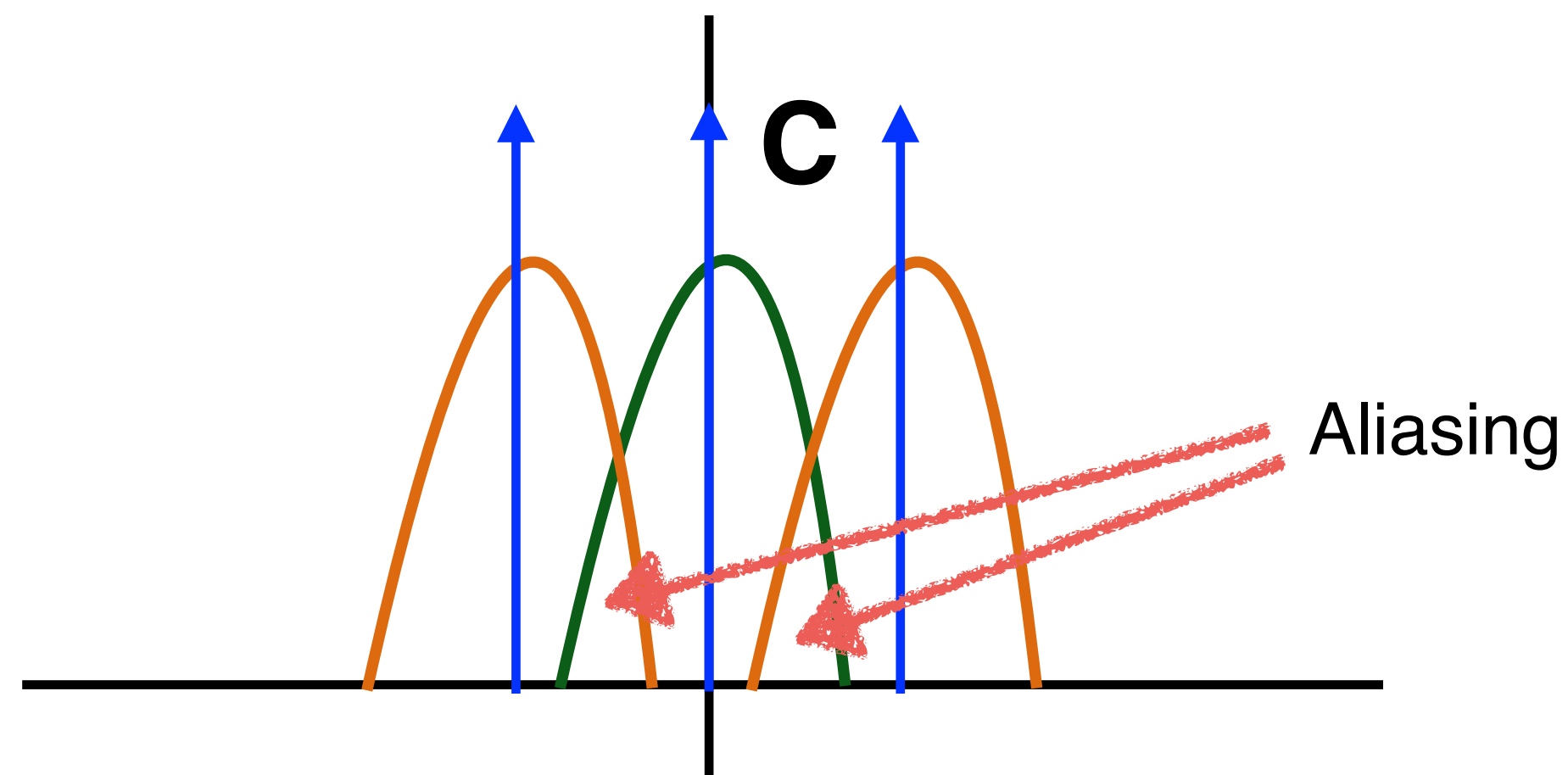


# Aliasing (Reconstruction) vs. Error (Integration)



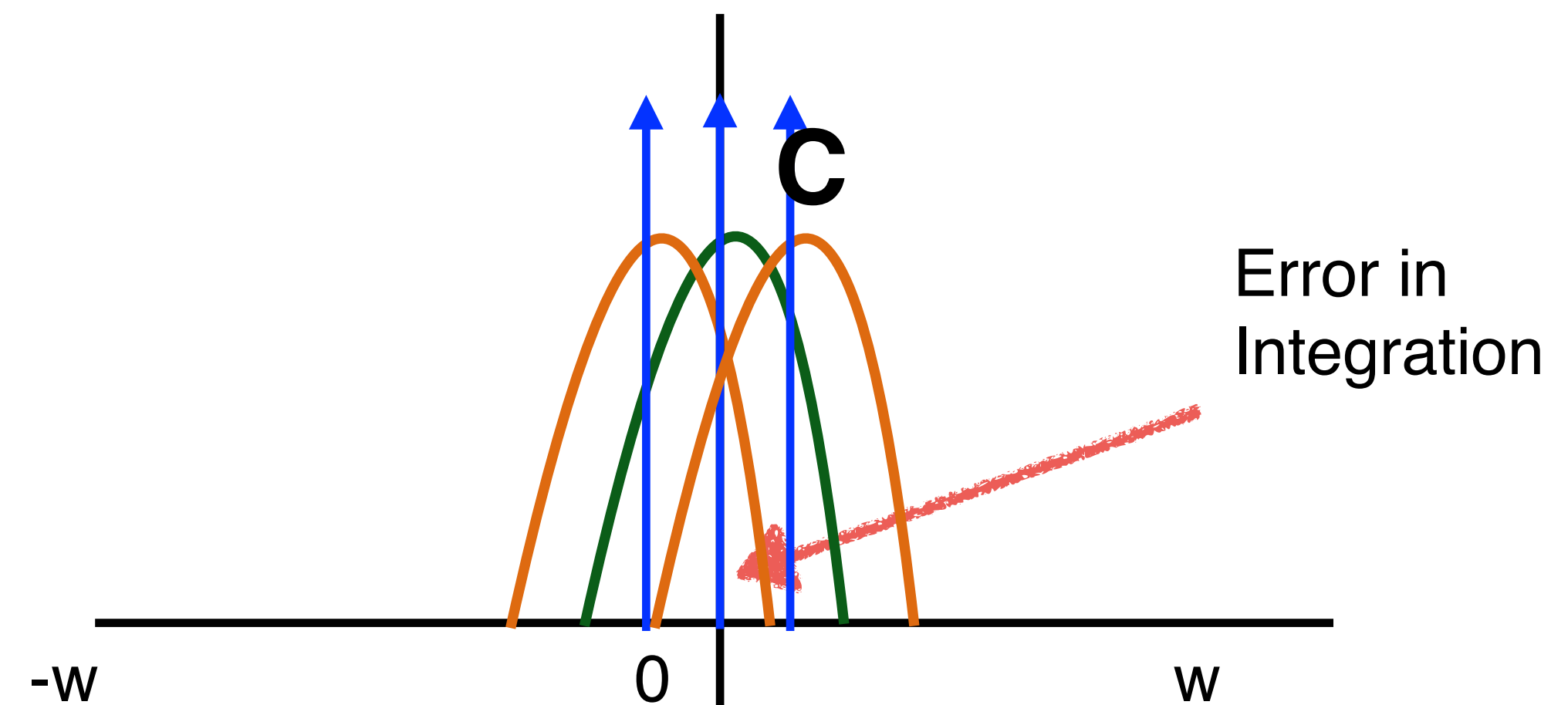
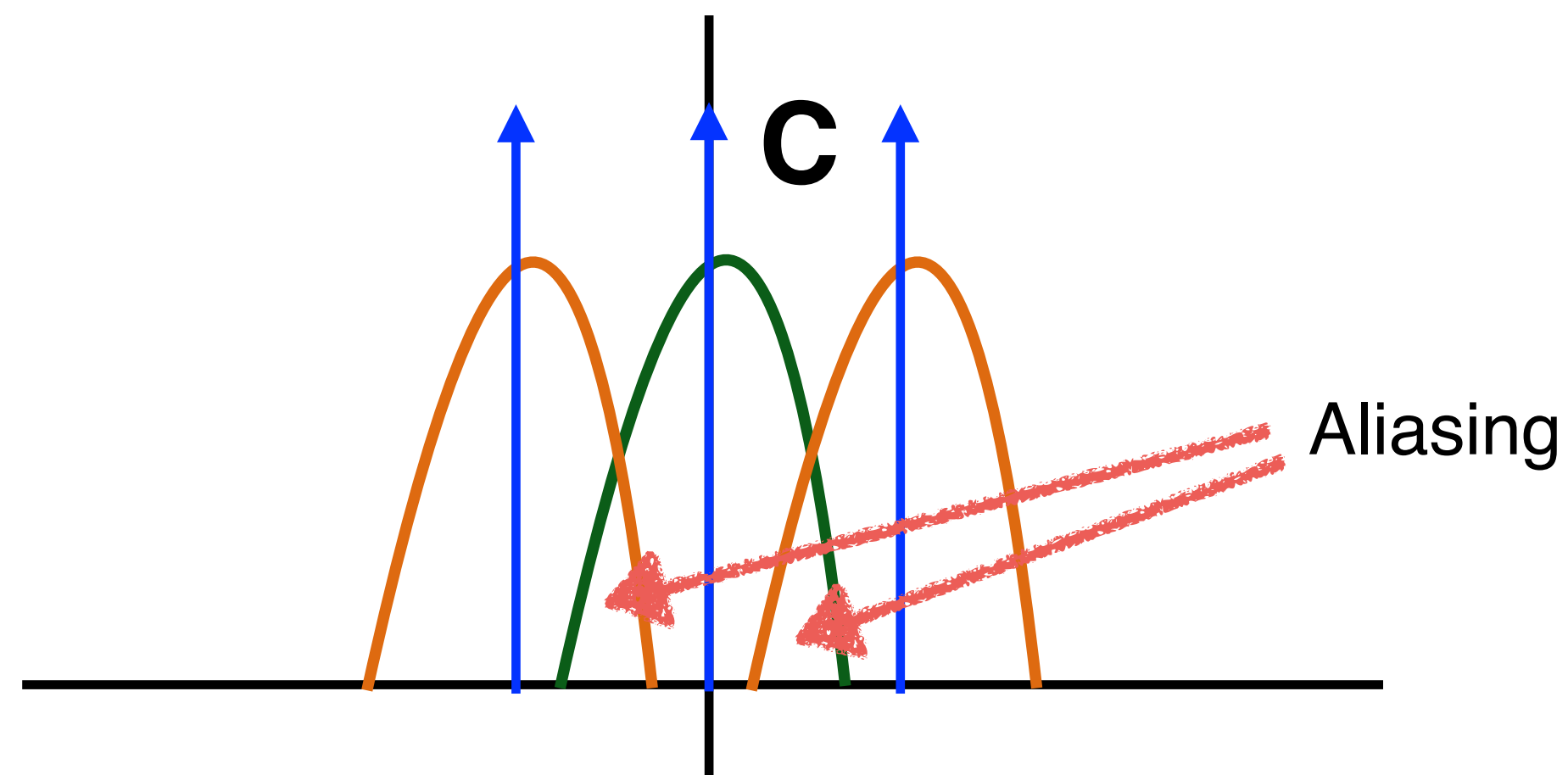
# Aliasing (Reconstruction) vs. Error (Integration)

Fredo Durand [2011]  
Belcour et al. [2013]



# Aliasing (Reconstruction) vs. Error (Integration)

Fredo Durand [2011]  
Belcour et al. [2013]



# Integration in the Fourier Domain

# Integration is the DC term in the Fourier Domain

Spatial Domain:

$$I = \int_D f(x) dx$$

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Spatial Domain:

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Fourier Domain:

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Spatial Domain:

$$I = \int_D f(x) dx$$

Fourier Domain:

$$\hat{f}(0)$$



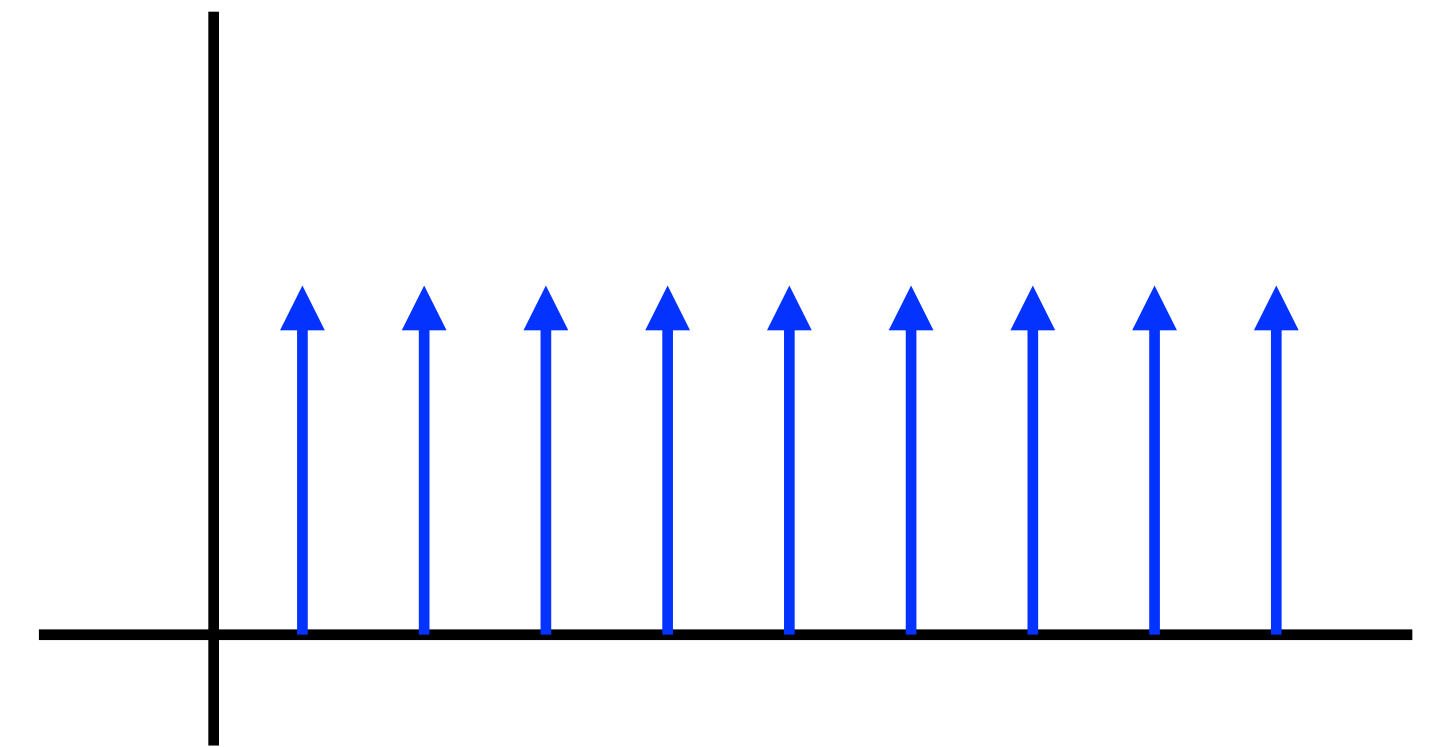
# Monte Carlo Estimator in Spatial Domain

$$\tilde{\mu}_N = \int_D f(x) \mathbf{S}(x) dx$$

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$$\tilde{\mu}_N = \int_D f(x) \mathbf{S}(x) dx$$

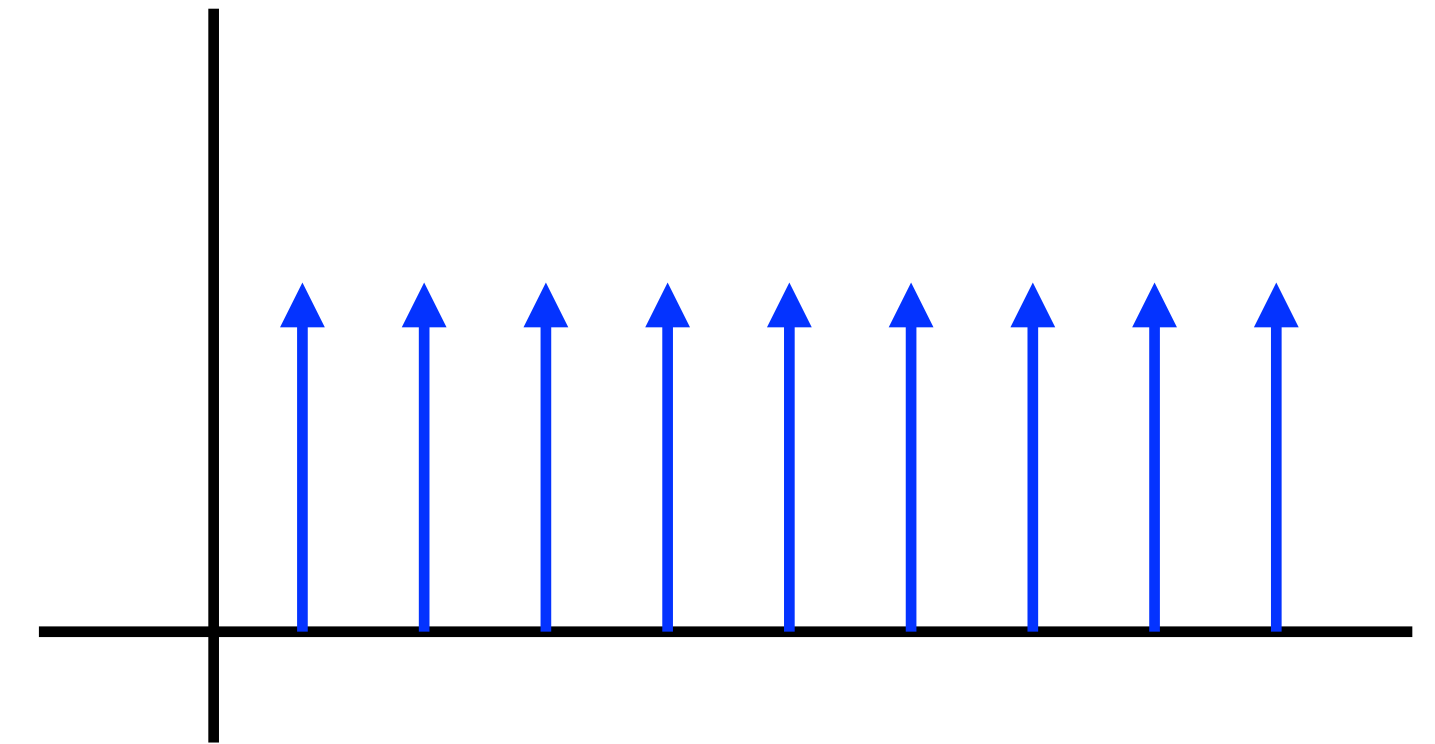
$$\mathbf{S}(x) = \frac{1}{N} \sum_{k=1}^N \delta(x - x_k)$$



# Monte Carlo Estimator in Spatial Domain

$$\tilde{\mu}_N = \int_D f(x) \mathbf{S}(x) dx$$

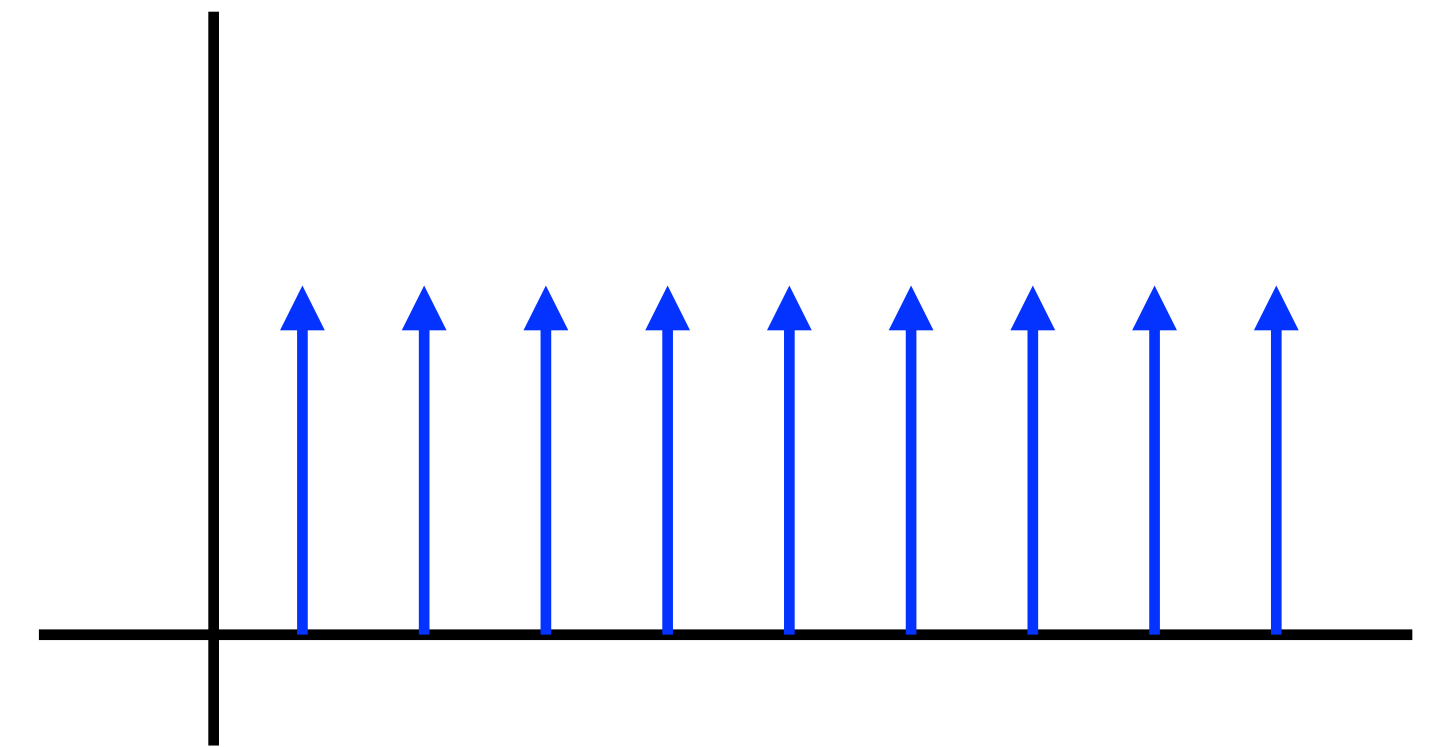
$$\mathbf{S}(x) = \frac{1}{N} \sum_{k=1}^N \delta(x - x_k)$$



# Monte Carlo Estimator in Spatial Domain

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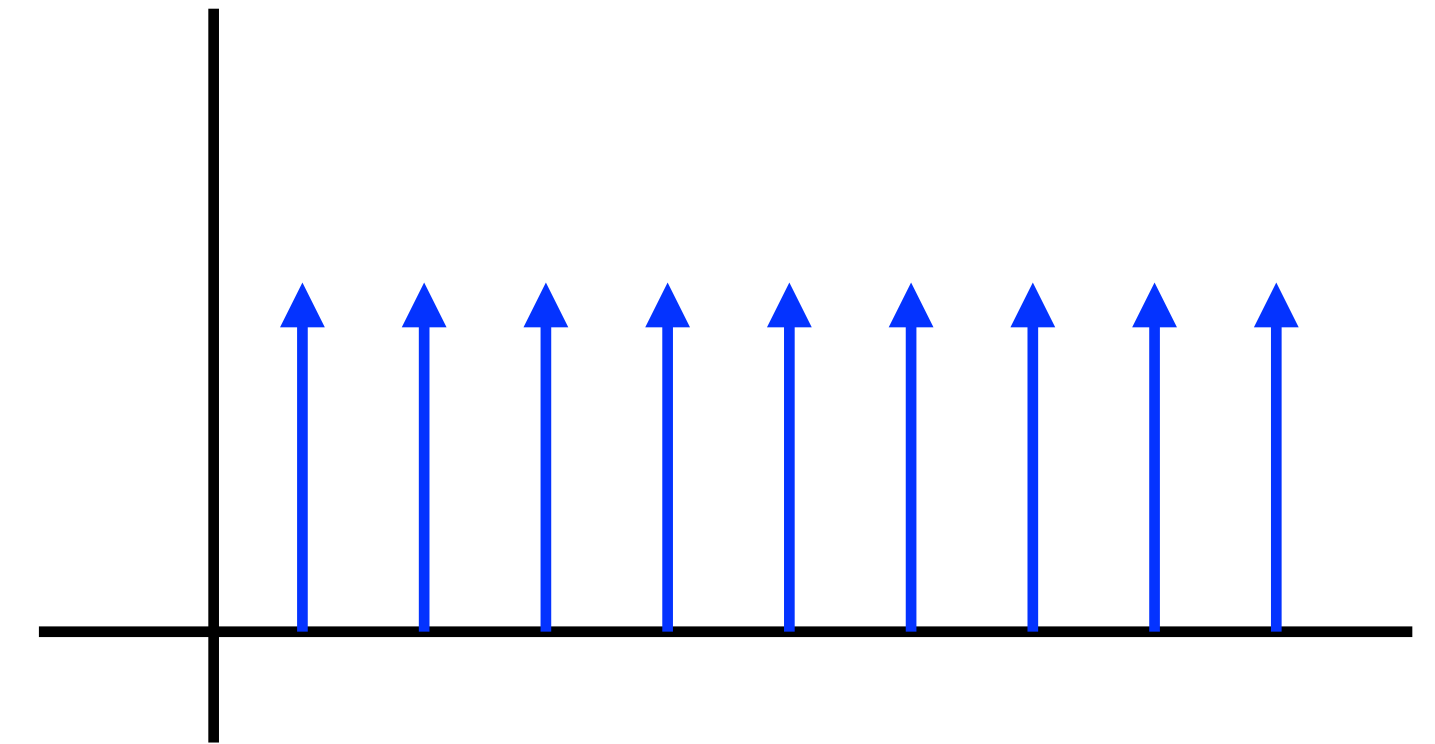
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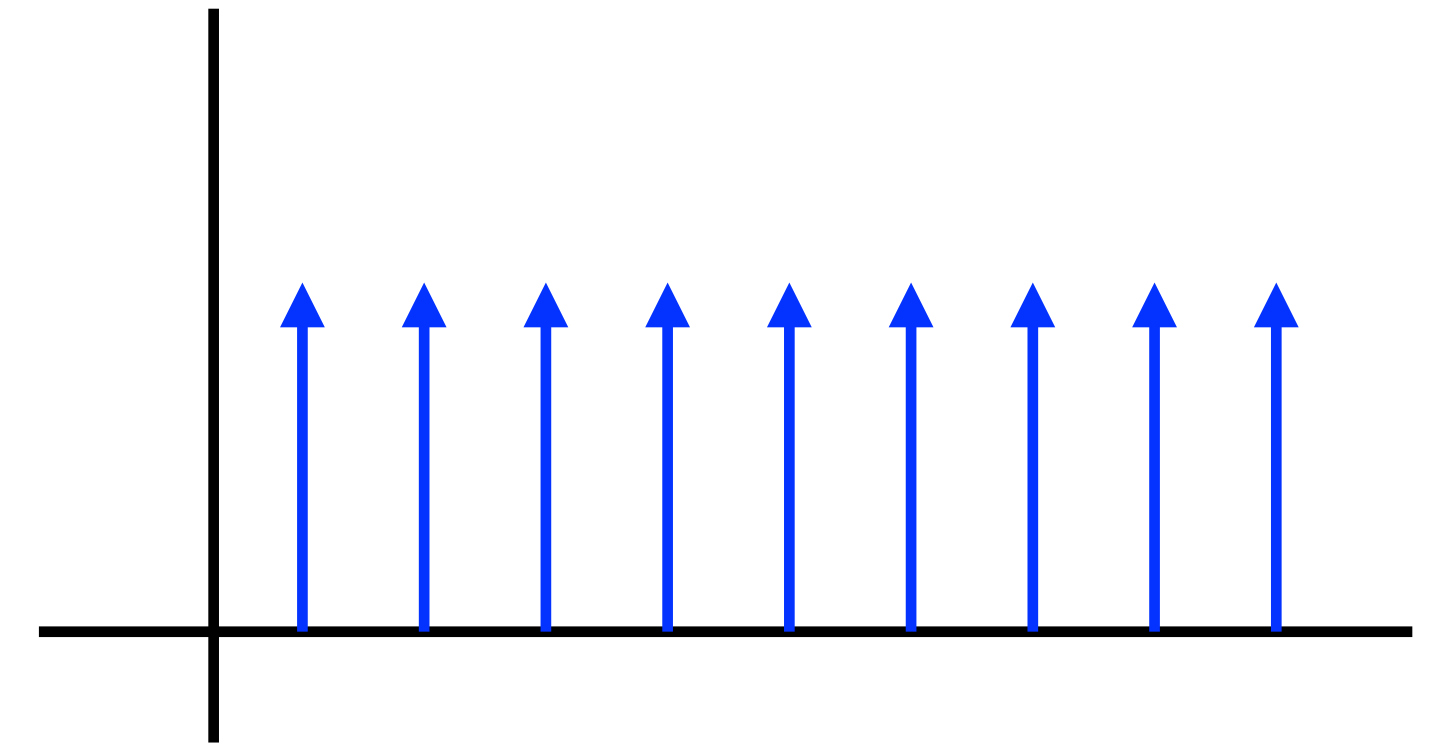
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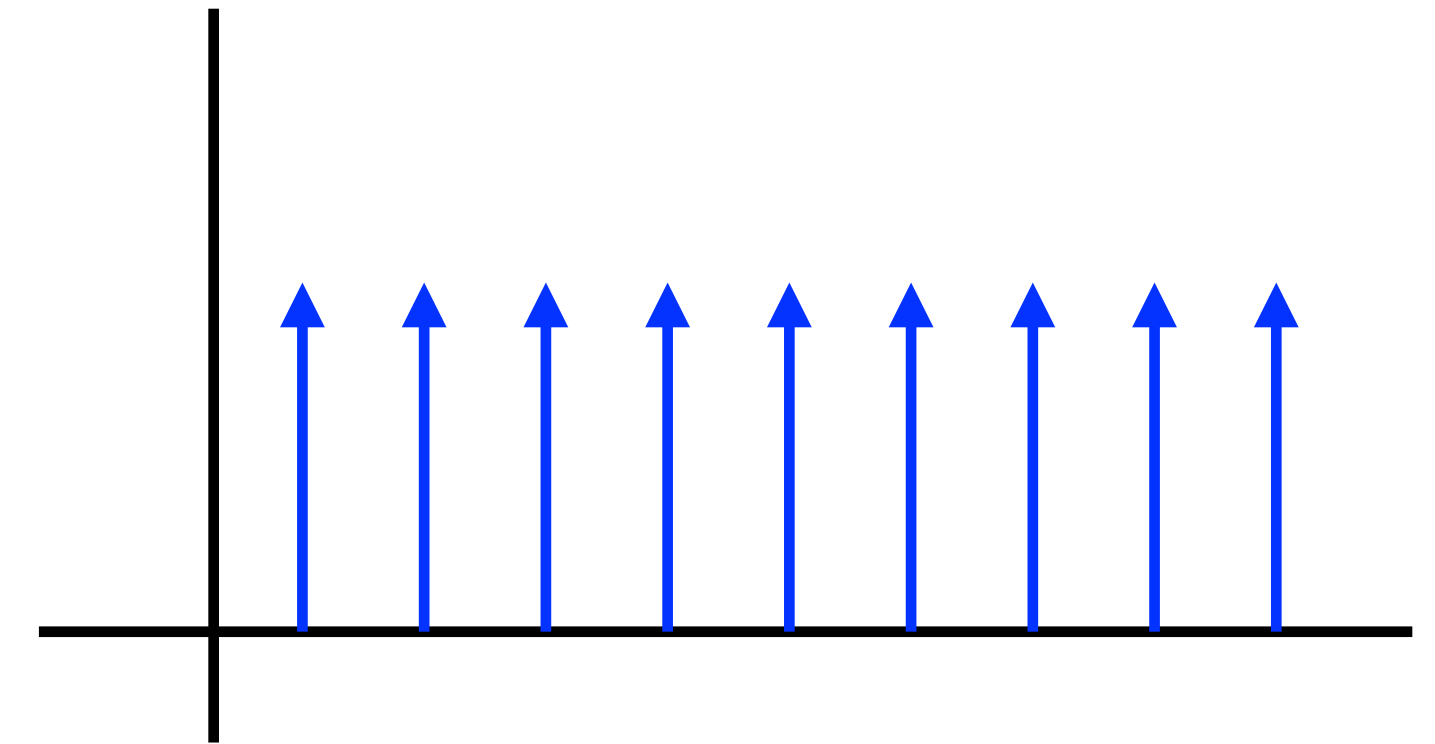
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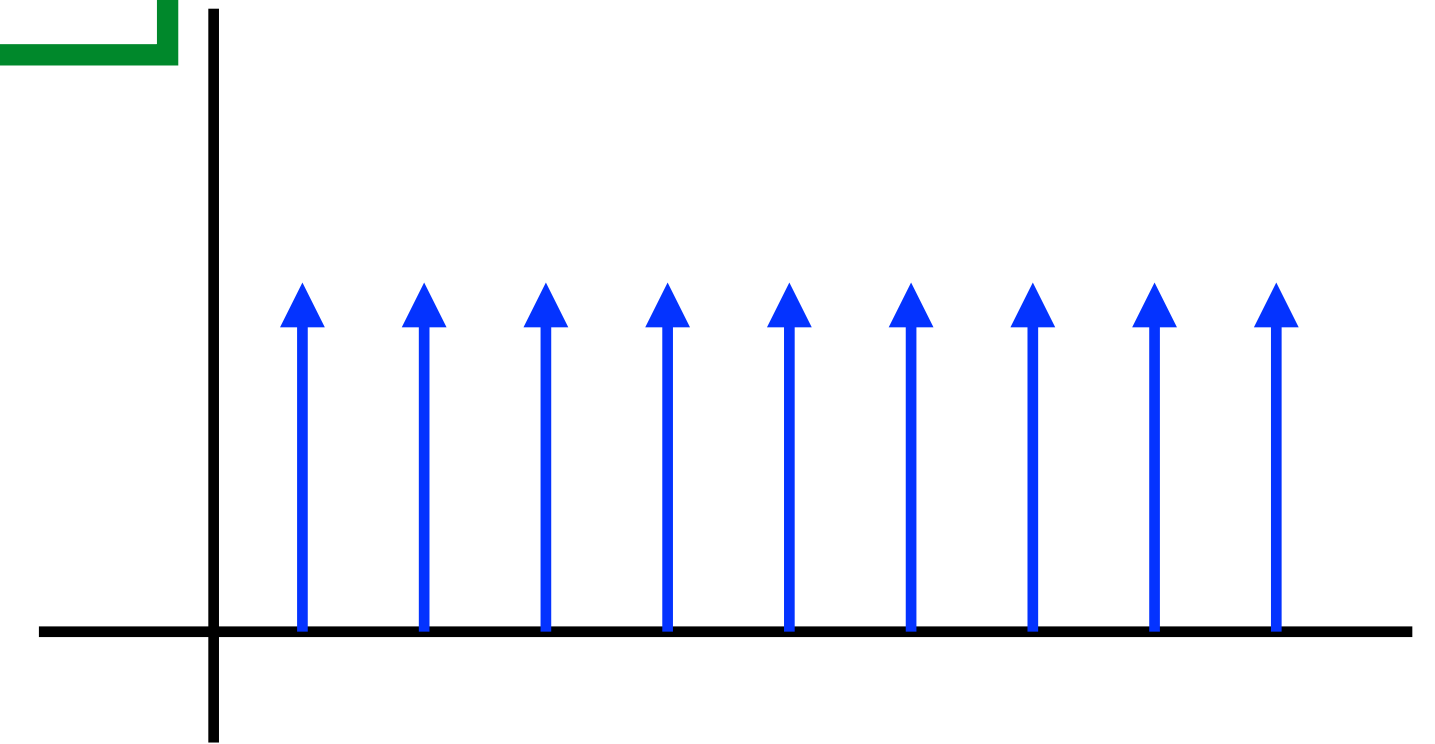
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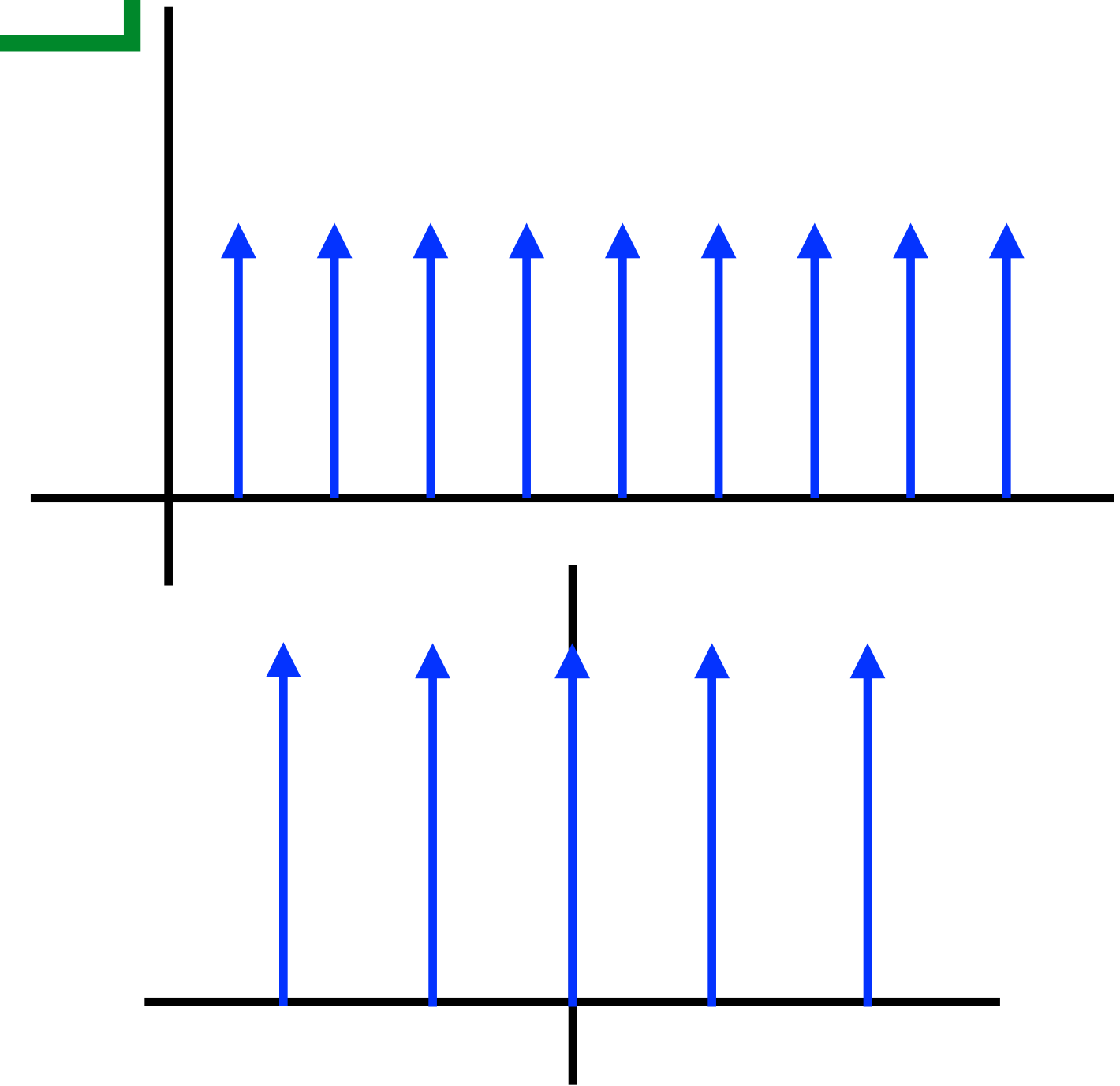


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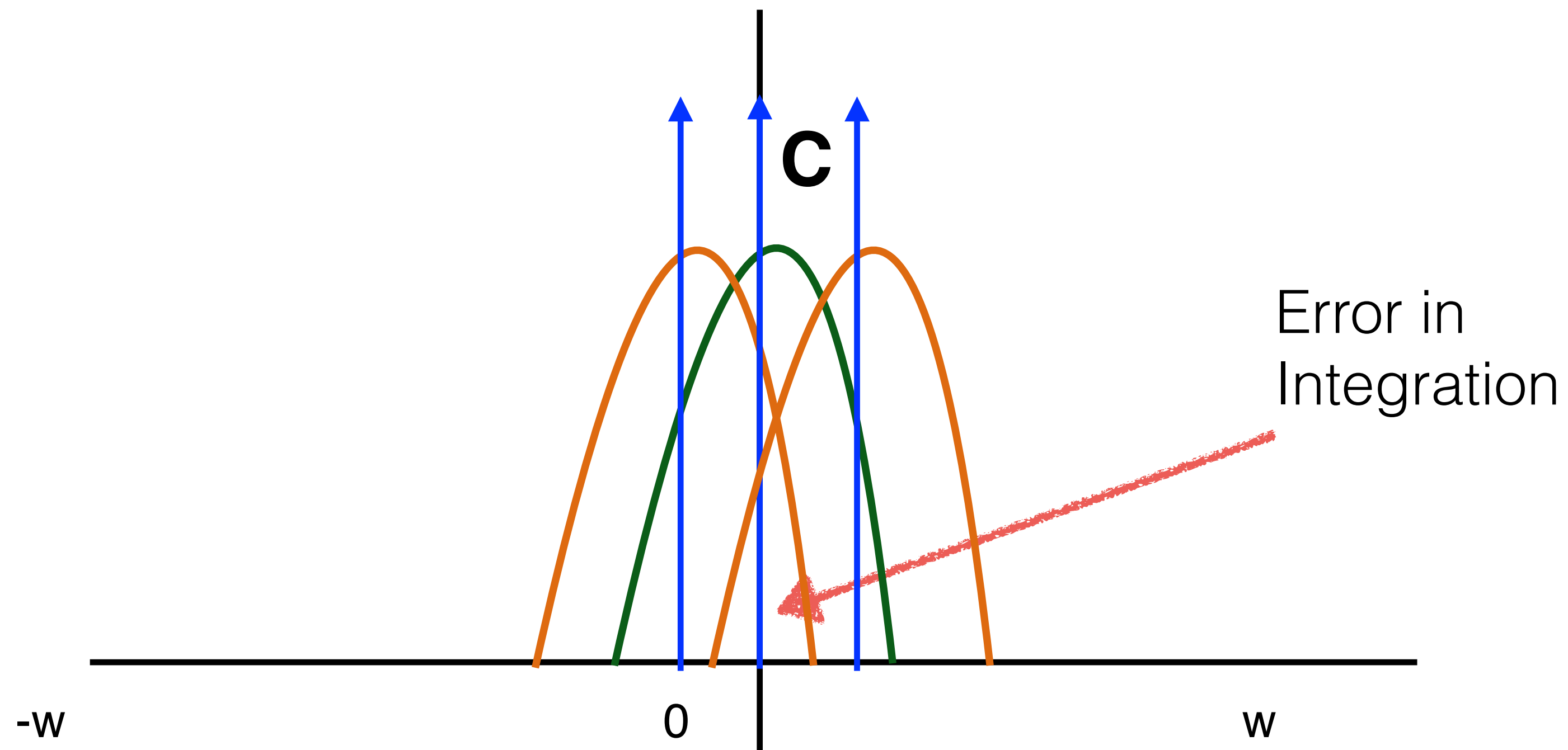
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# How to Formulate Error in Fourier Domain ?

$$I = \hat{f}(0)$$

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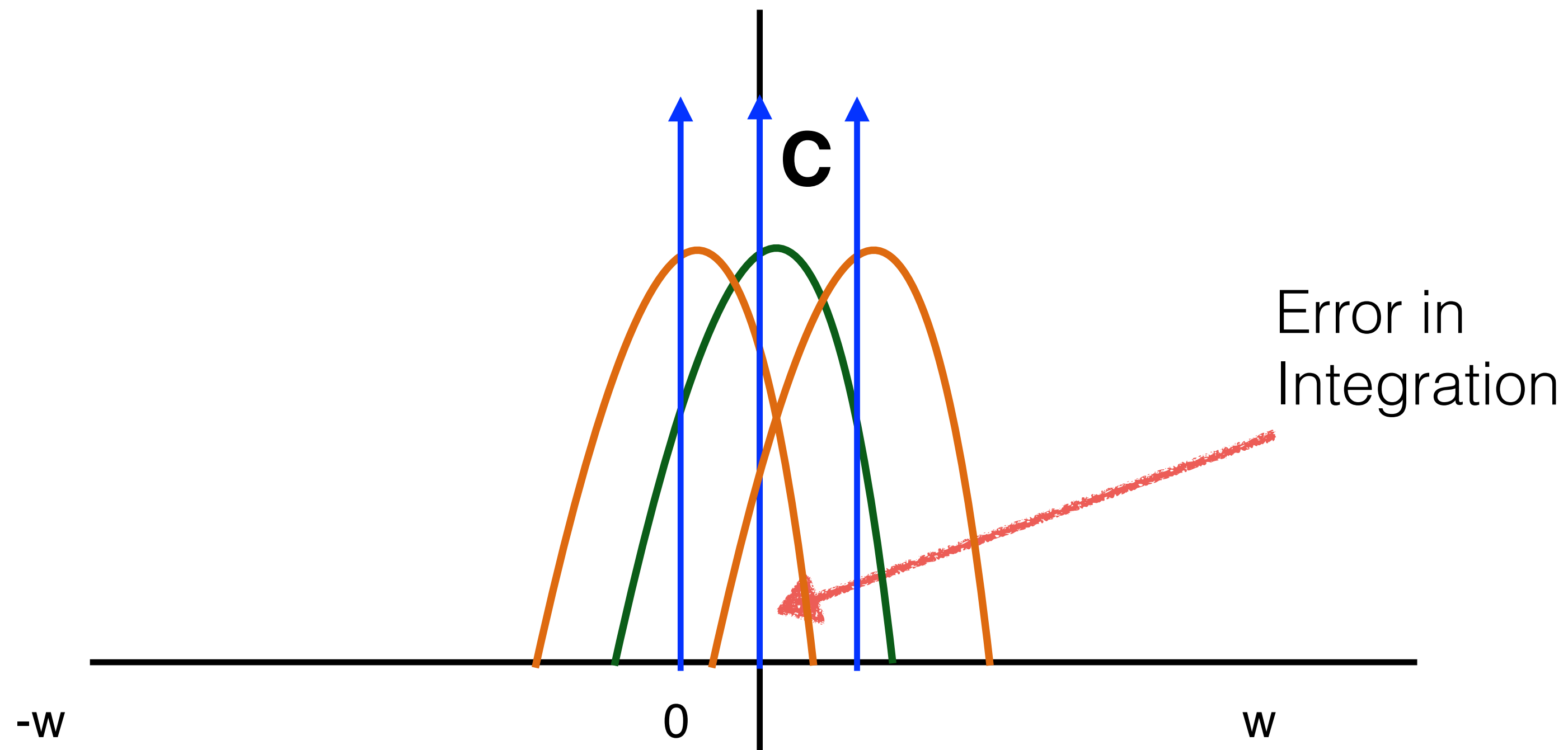


Fredo Durand [2011]

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Fredo Durand [2011]

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Monte Carlo Estimator

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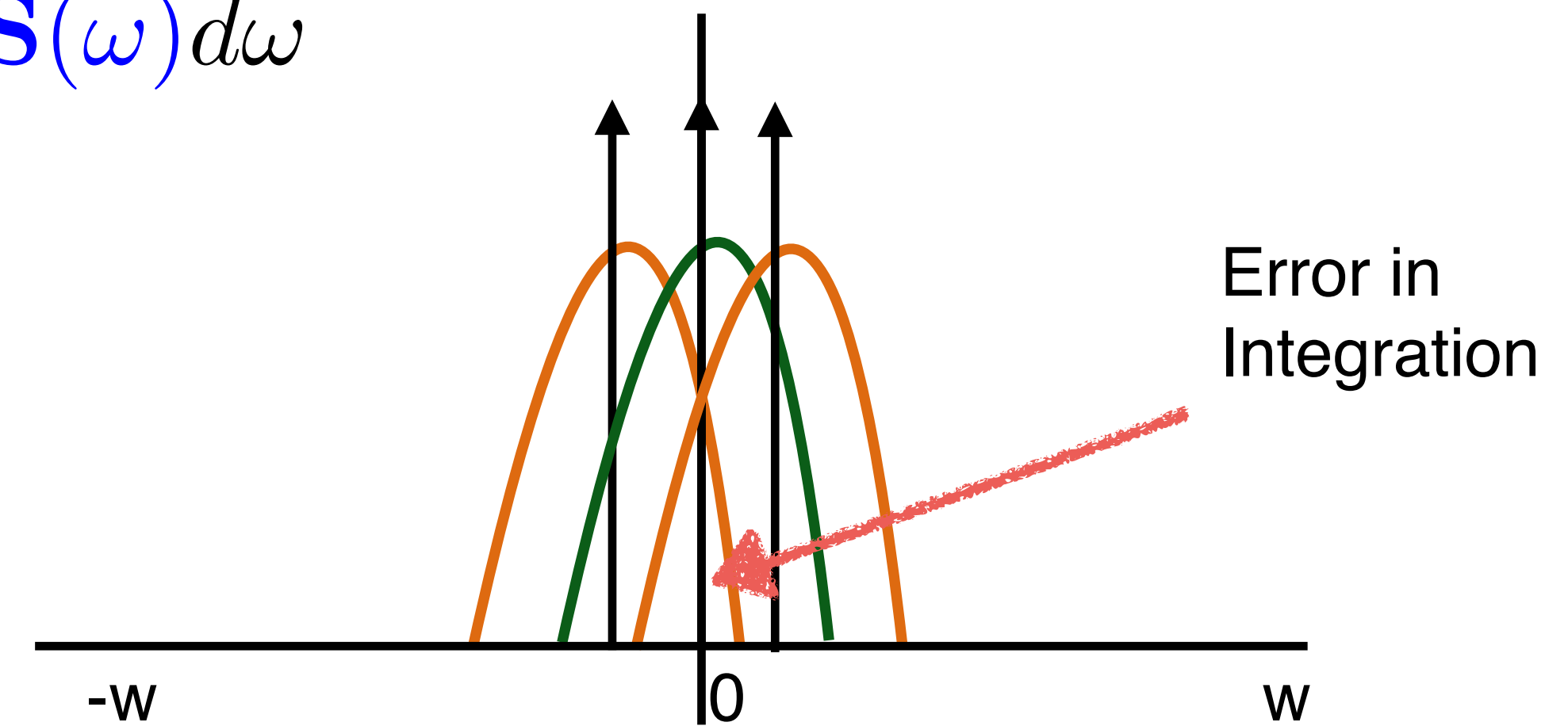
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Fredo Durand [2011]

$$\text{Error} = \text{Bias}^2 + \text{Variance}$$

# Properties of Error

- Bias
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**Subr and Kautz [2013]**

# Bias in the Monte Carlo Estimator



# Bias in Fourier Domain

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To obtain an unbiased estimator:

**Subr and Kautz [2013]**

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To obtain an unbiased estimator:

**Subr and Kautz [2013]**

$$\langle \hat{\mathbf{S}}(\omega) \rangle = 0$$

for frequencies other than zero

How to obtain  $\langle \hat{\mathbf{S}}(\omega) \rangle = 0$  ?

# Complex form in Amplitude and Phase

$$\langle \hat{\mathbf{S}}(\omega) \rangle = |\langle \hat{\mathbf{S}}(\omega) \rangle| e^{-\Phi(\langle \hat{\mathbf{S}}(\omega) \rangle)}$$

# Complex form in Amplitude and Phase

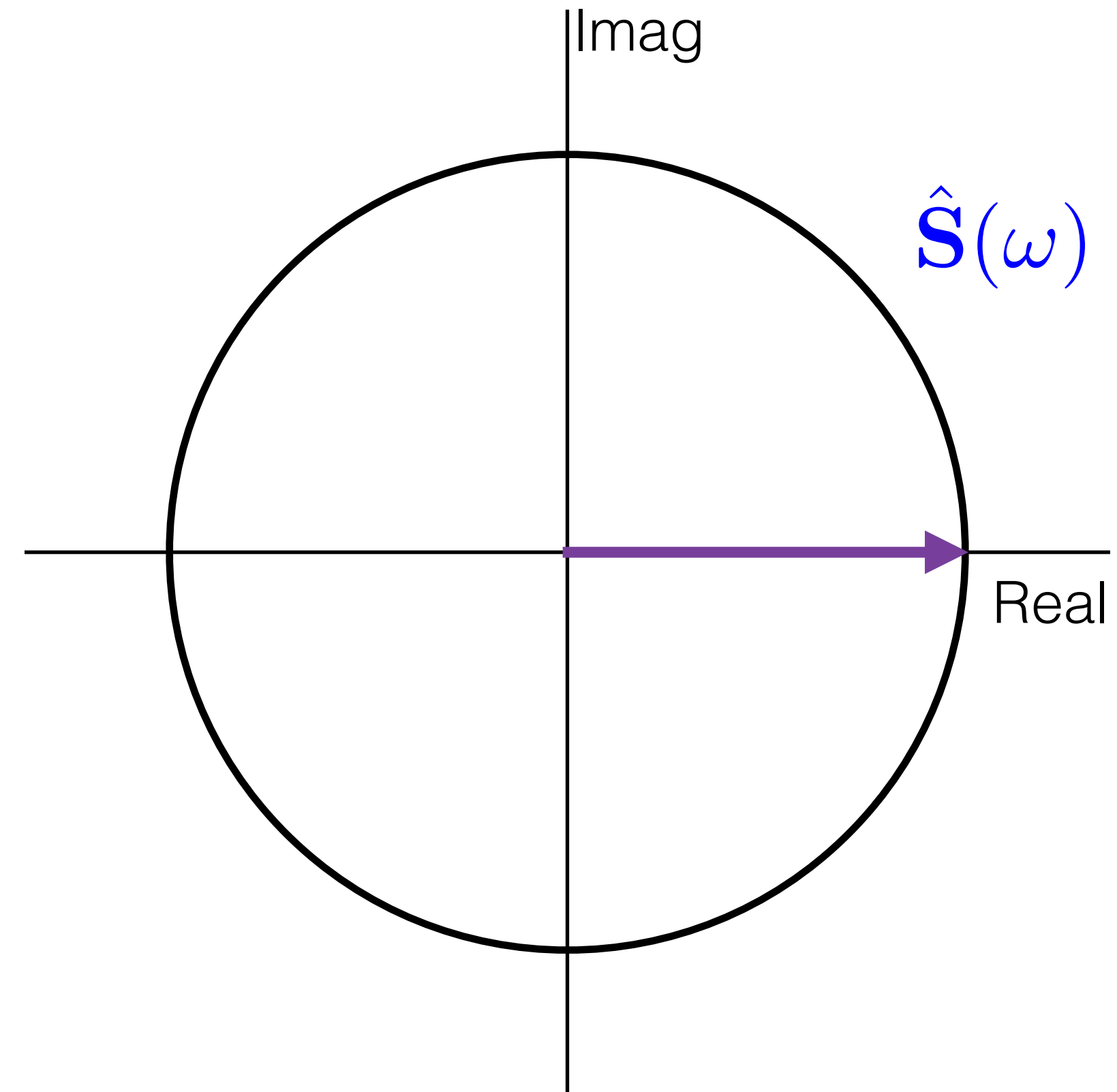
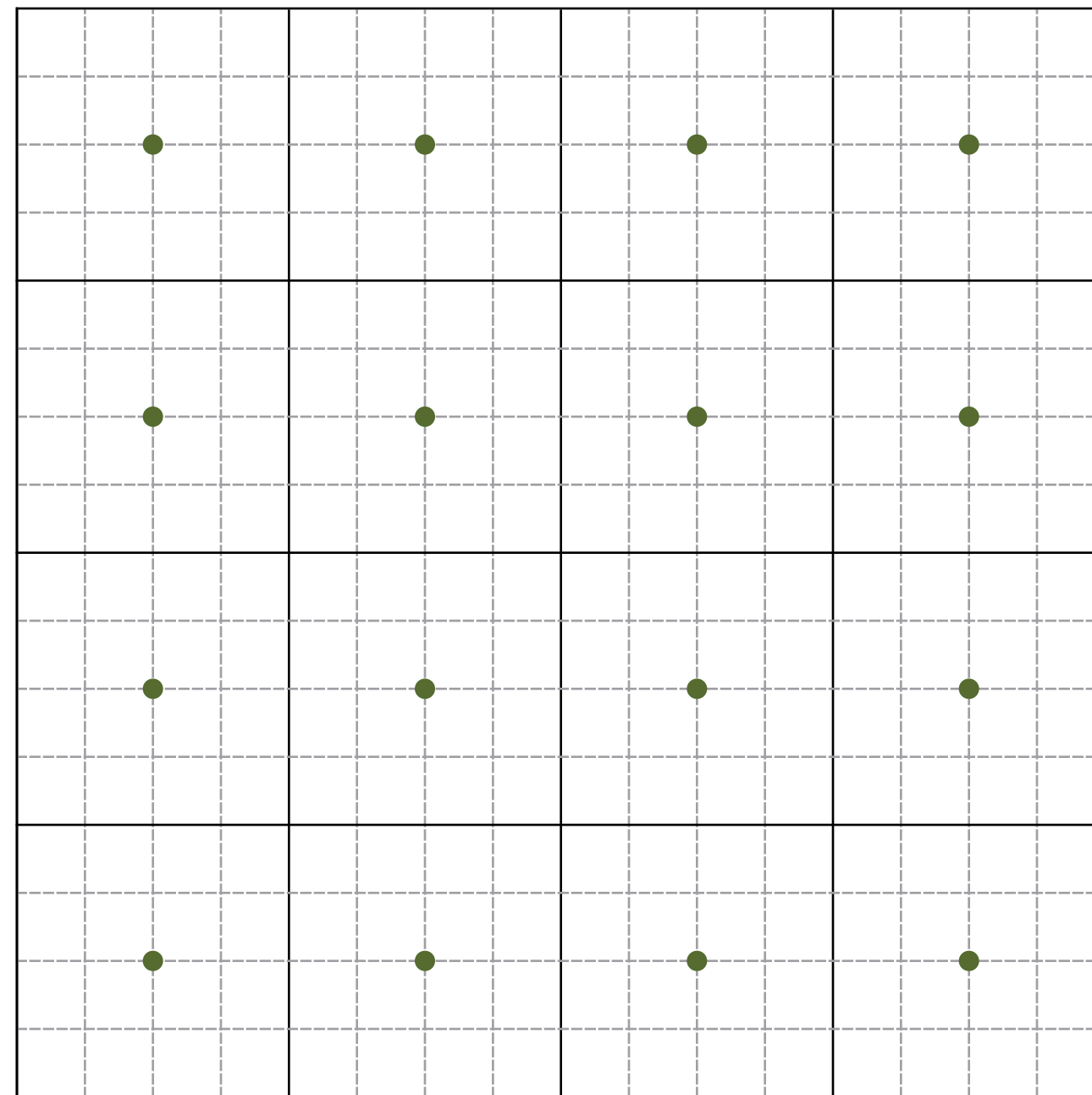
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# Phase change due to Random Shift

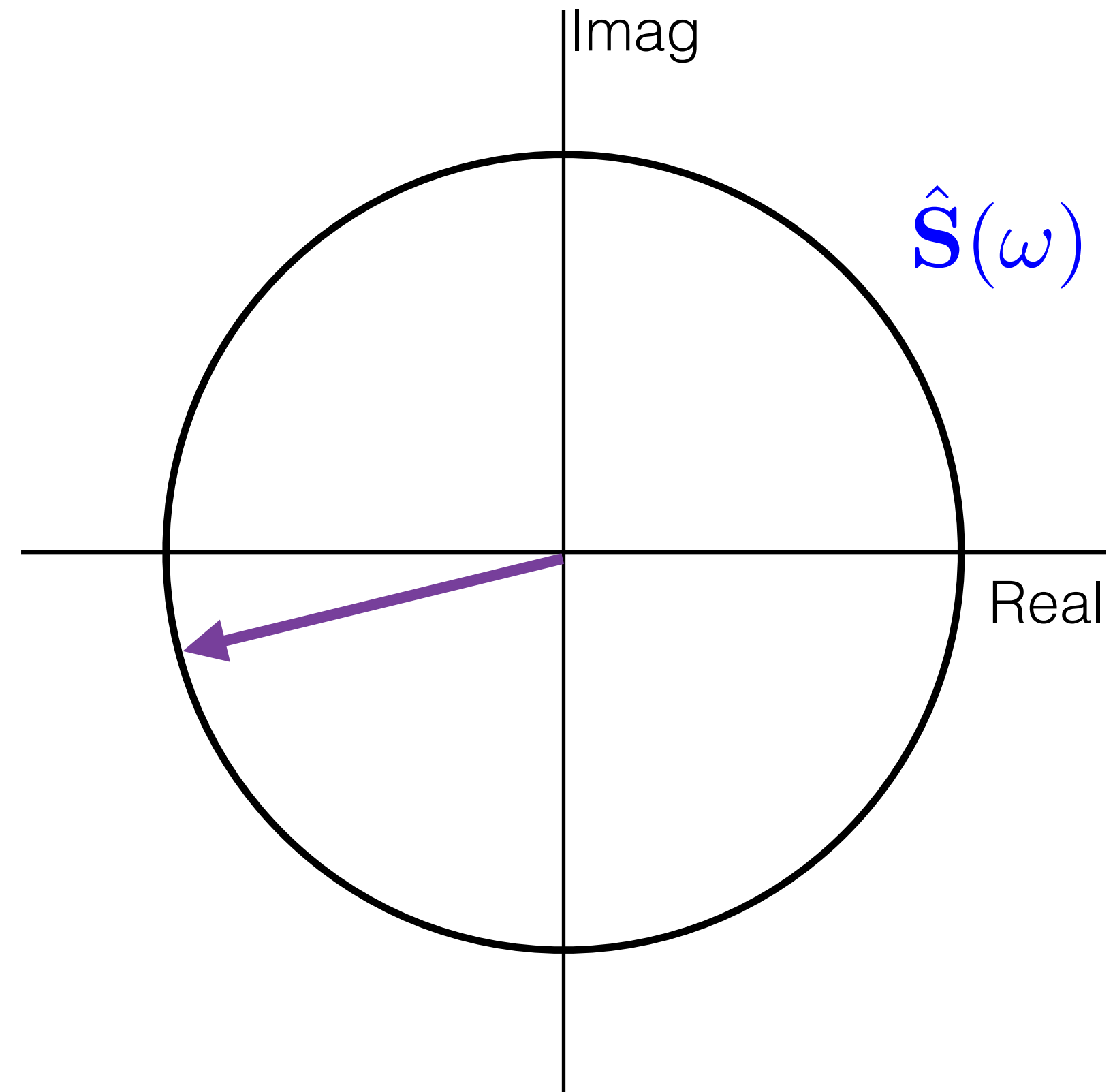
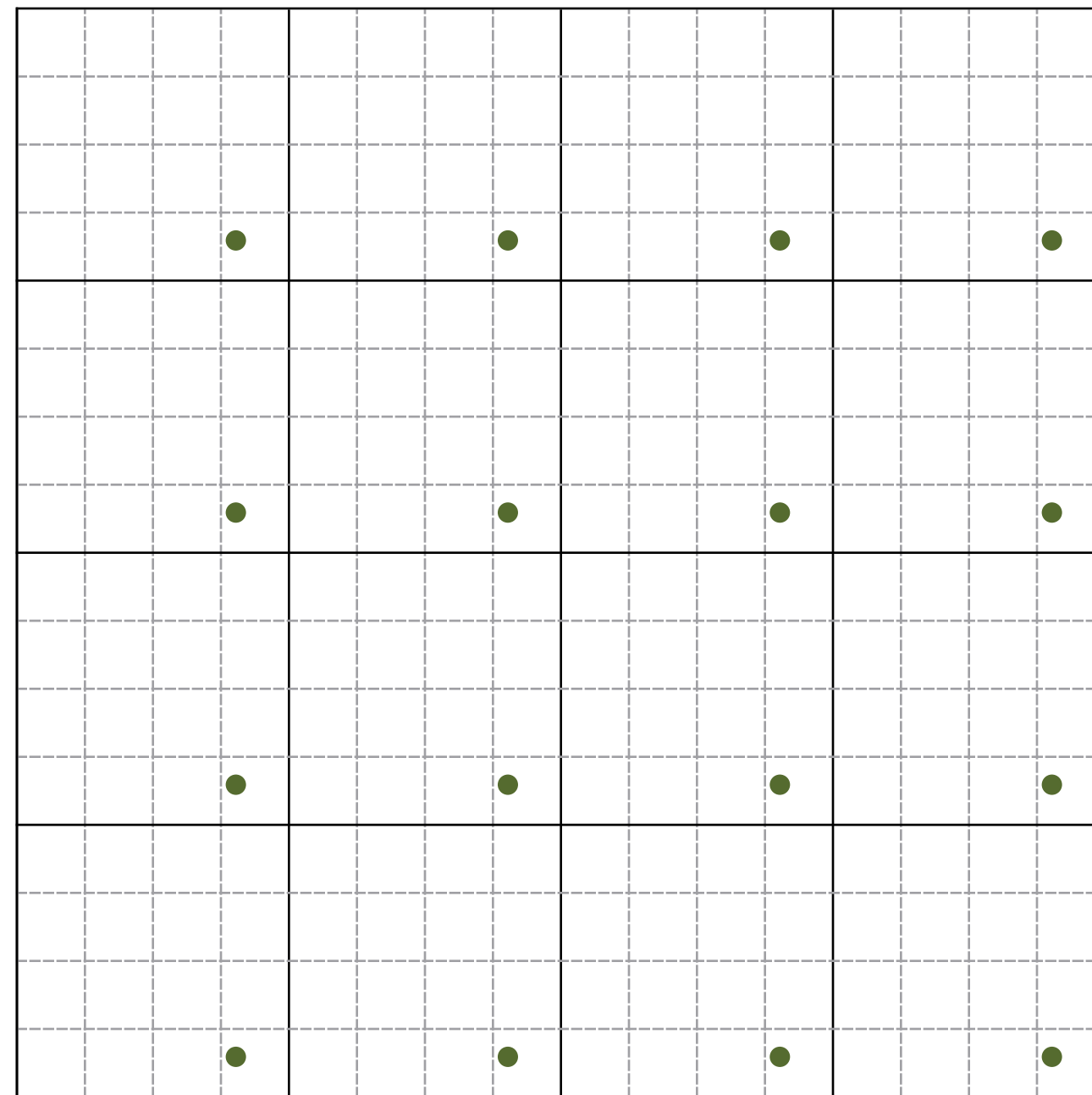
For a given frequency  $\omega$





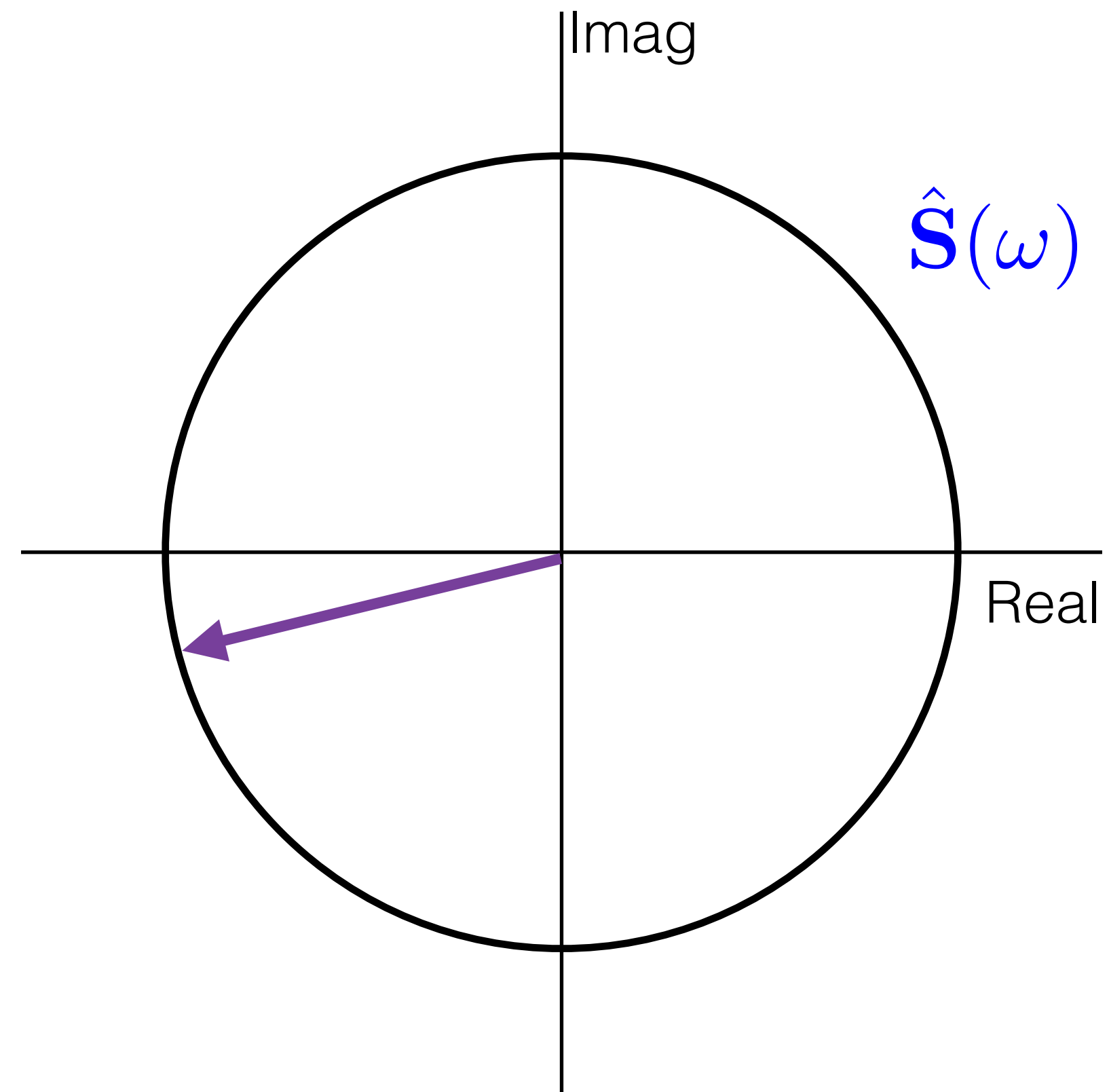
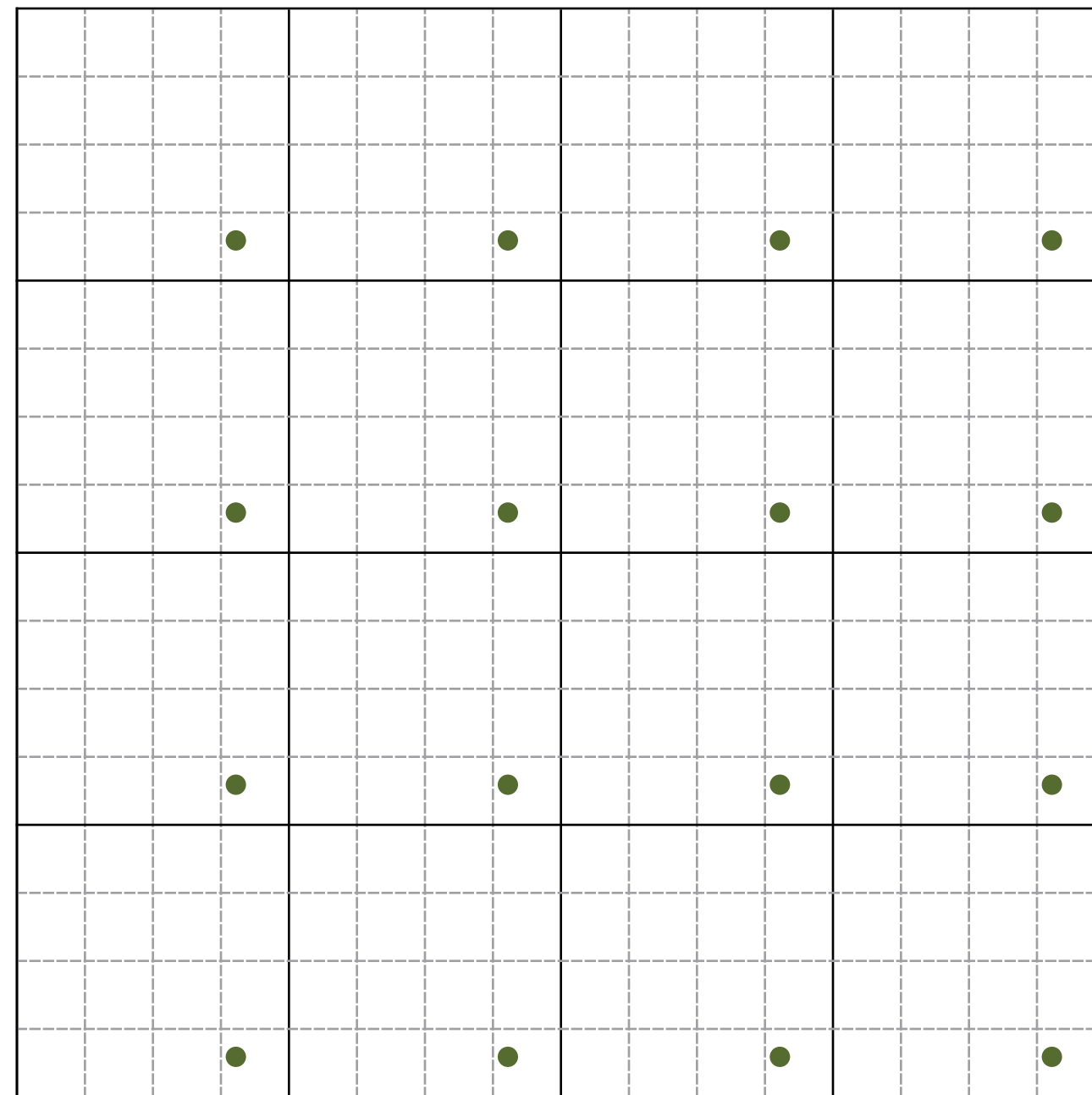
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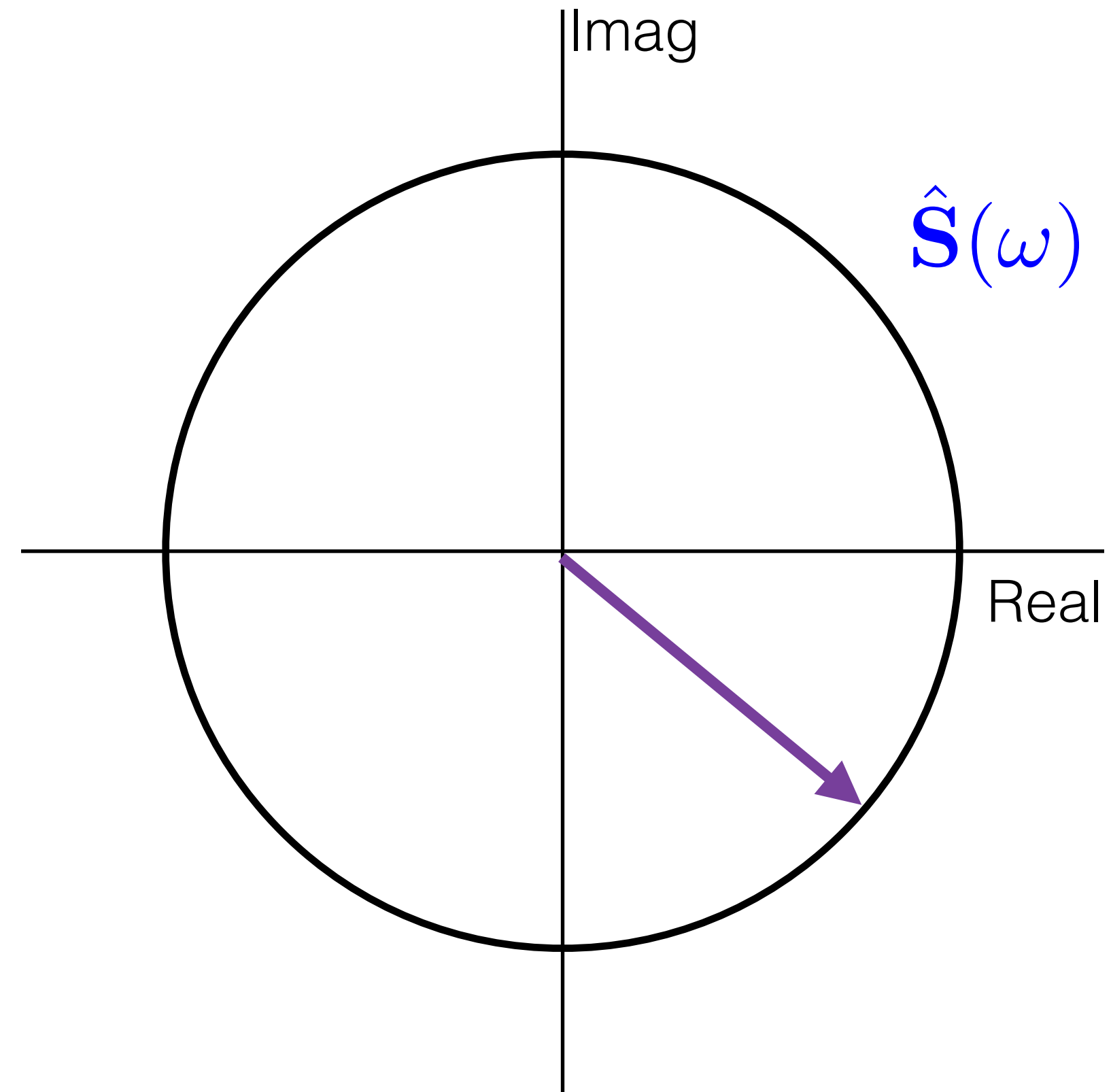
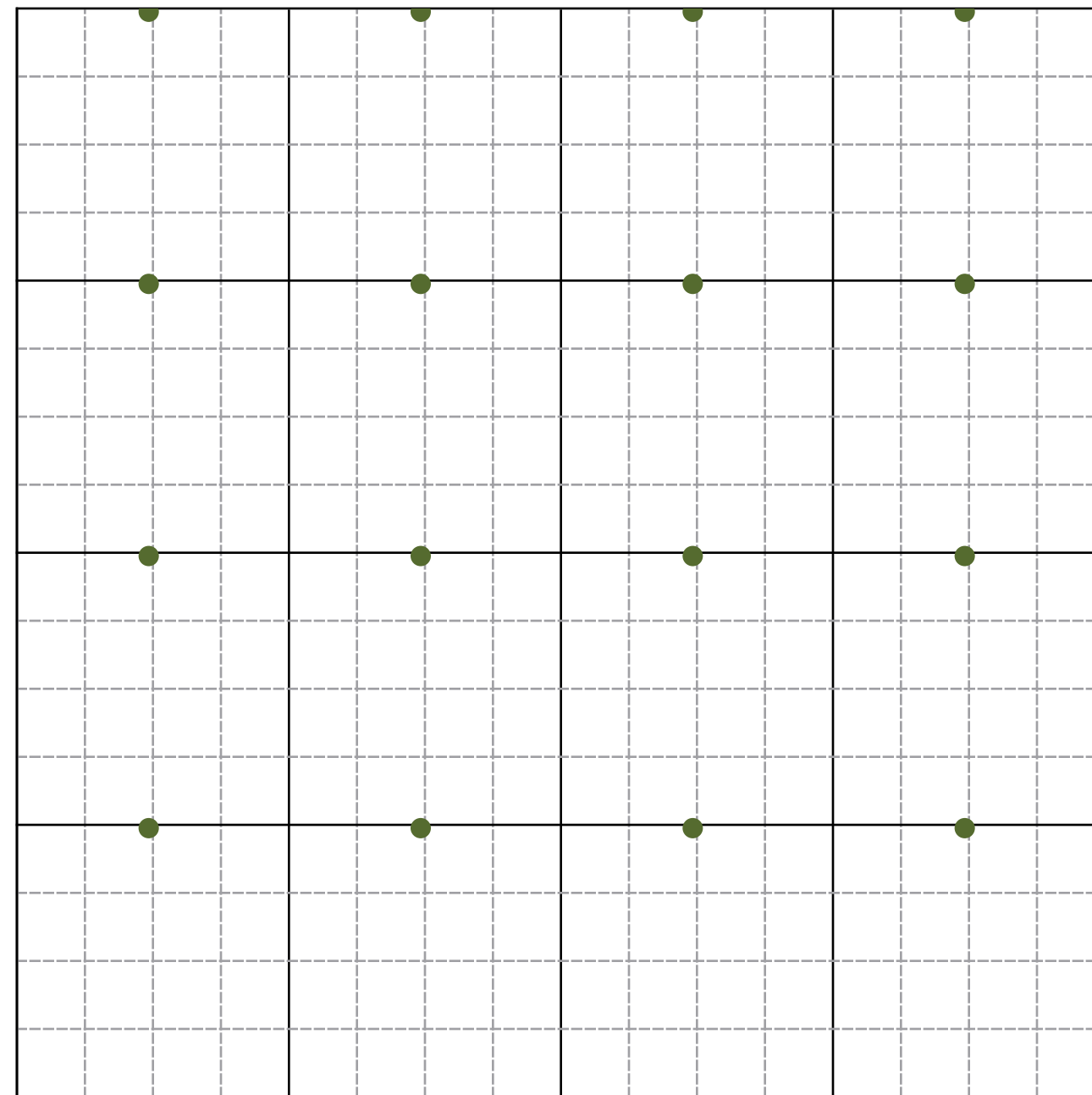
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**Pauly et al. [2000]**  
**Ramamoorthi et al. [2012]**

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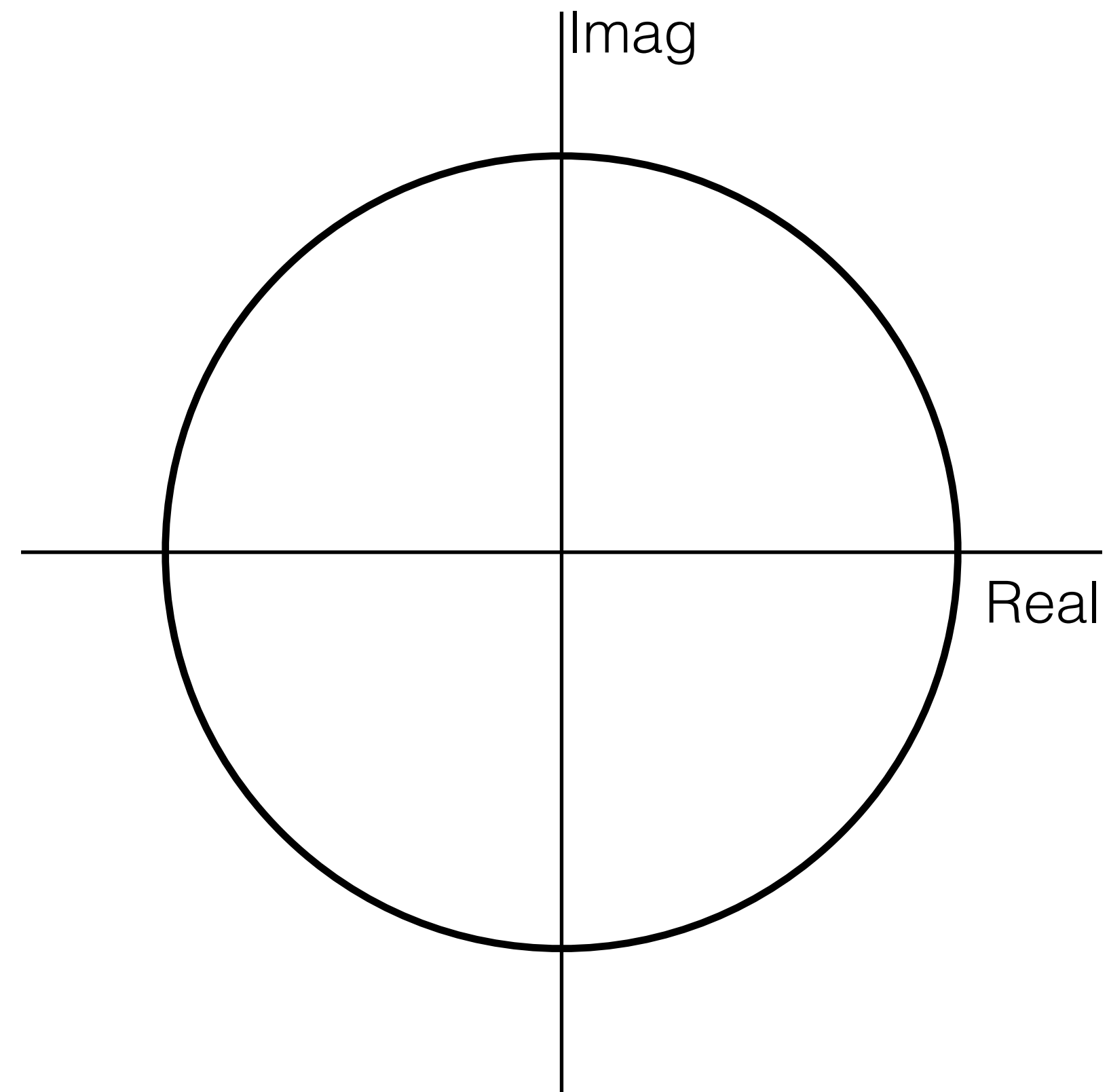
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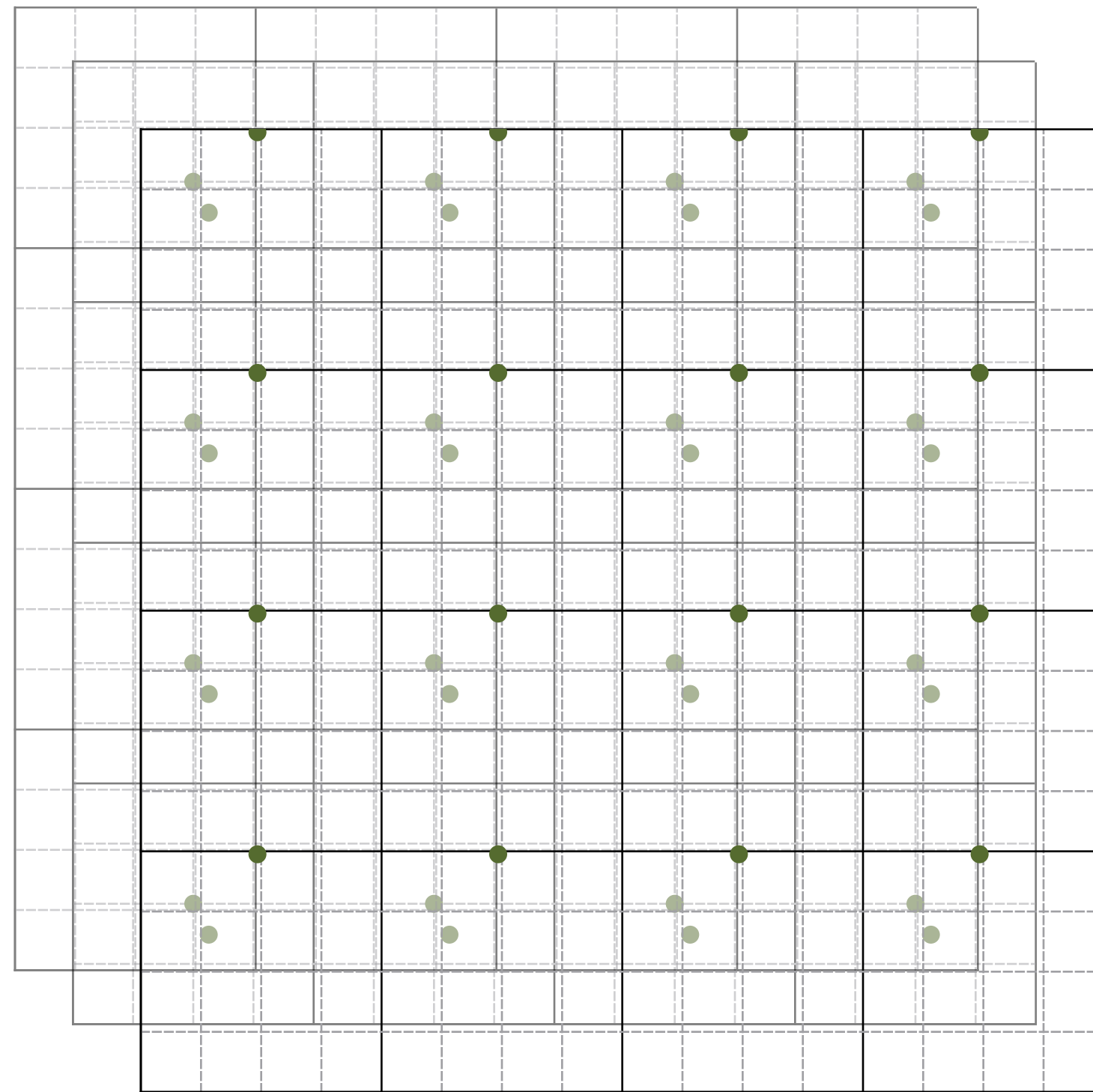
Multiple realizations

For a given frequency  $\omega$

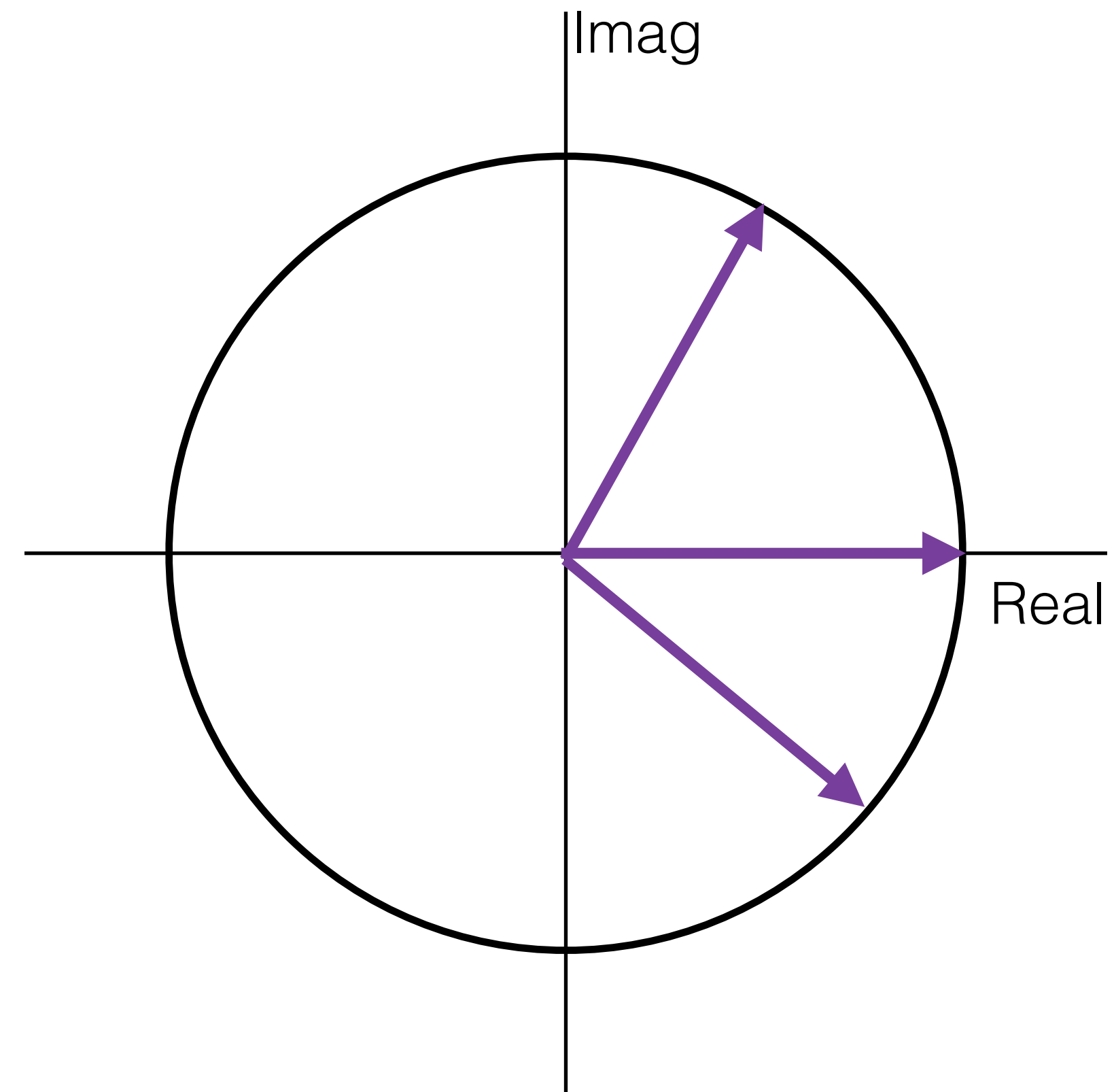


# Phase change due to Random Shift

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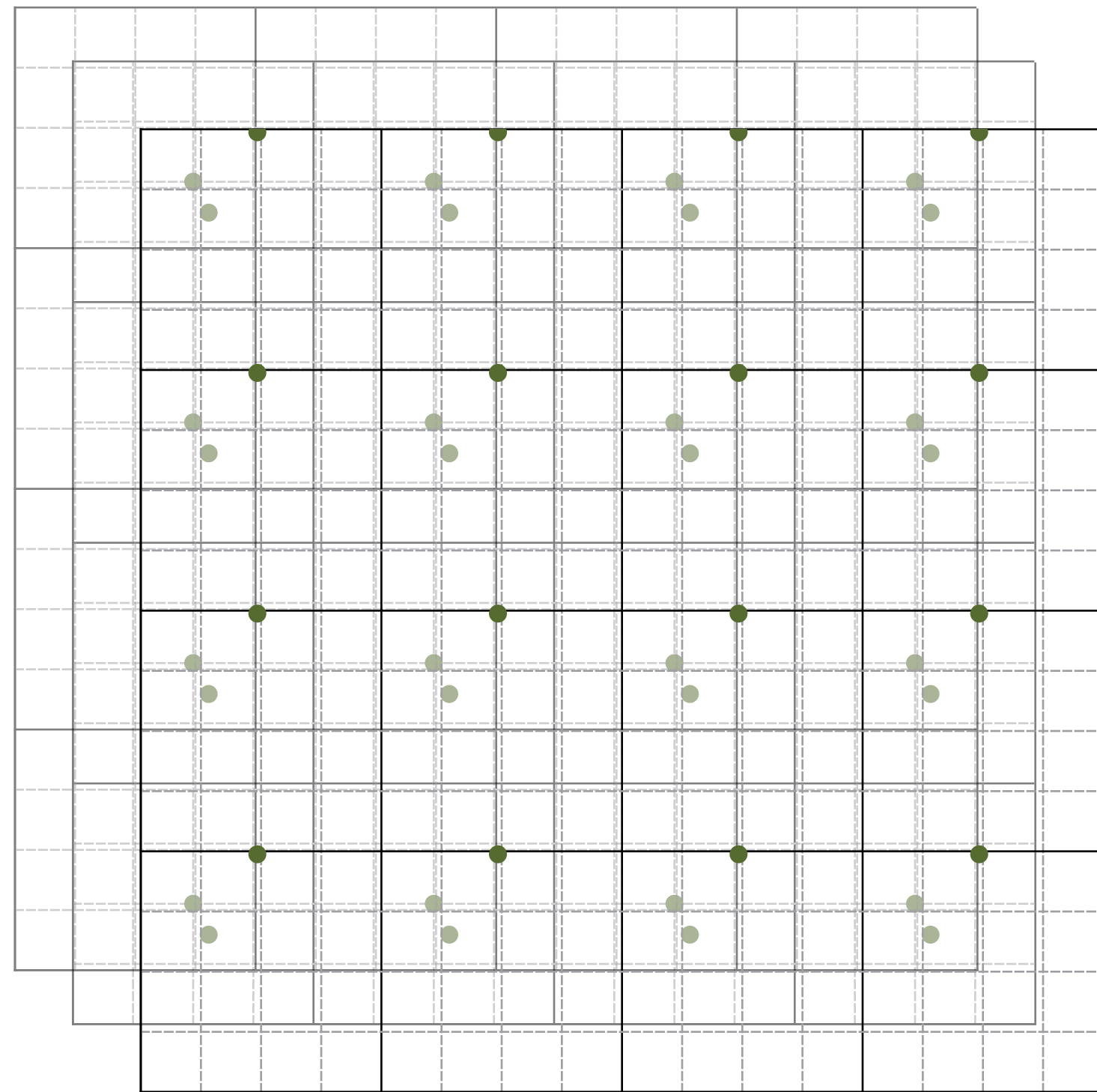


For a given frequency  $\omega$

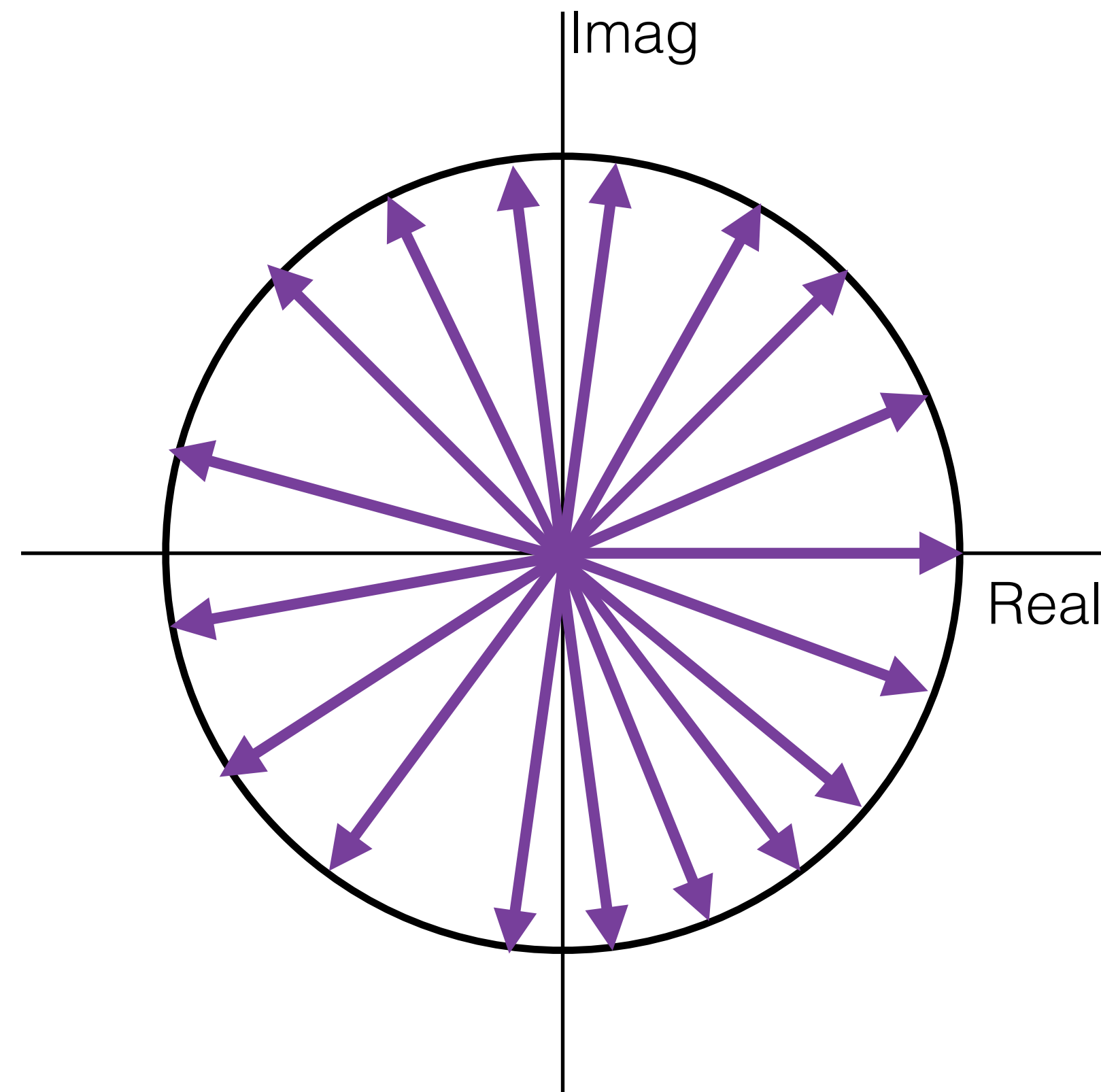


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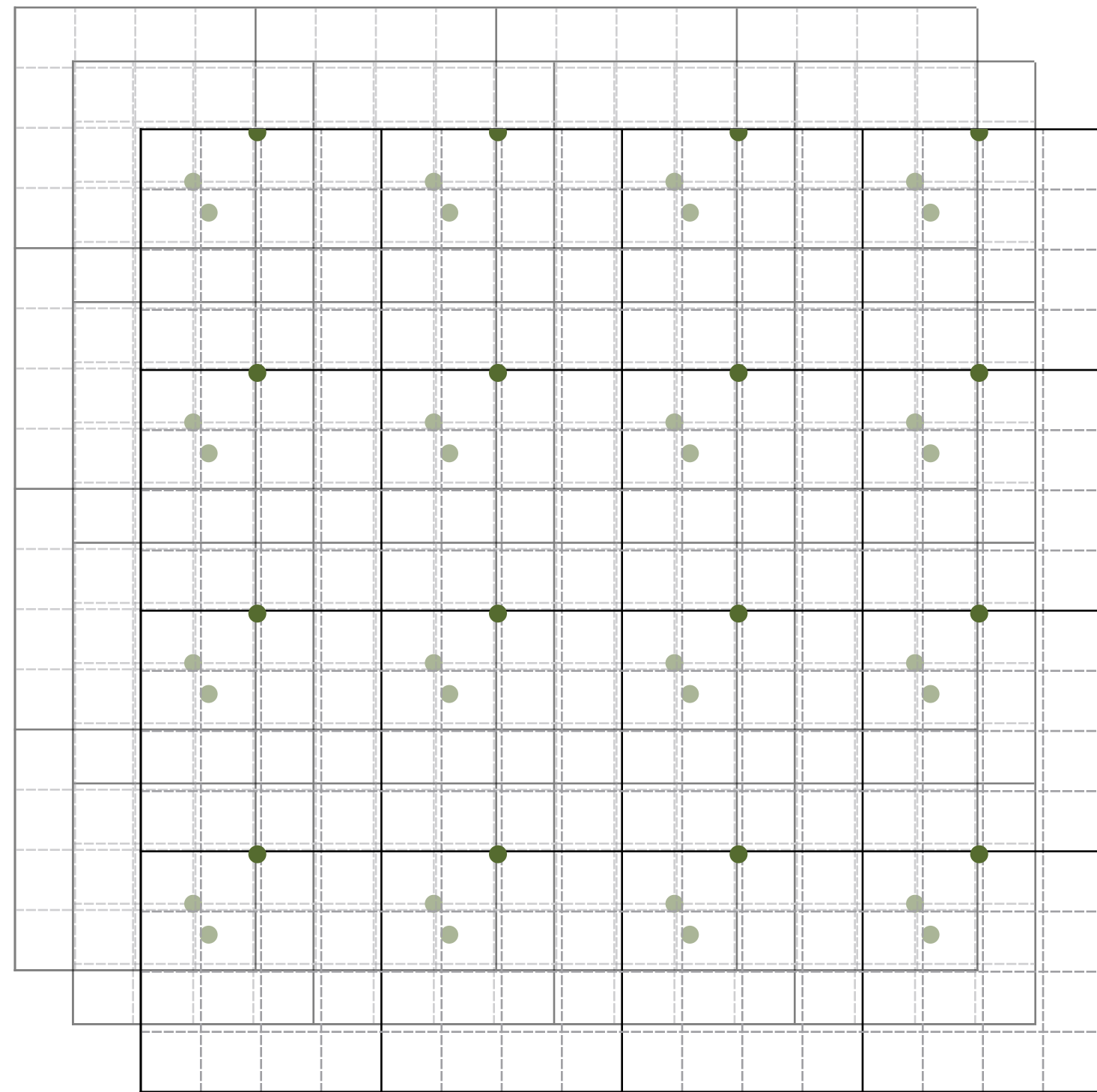


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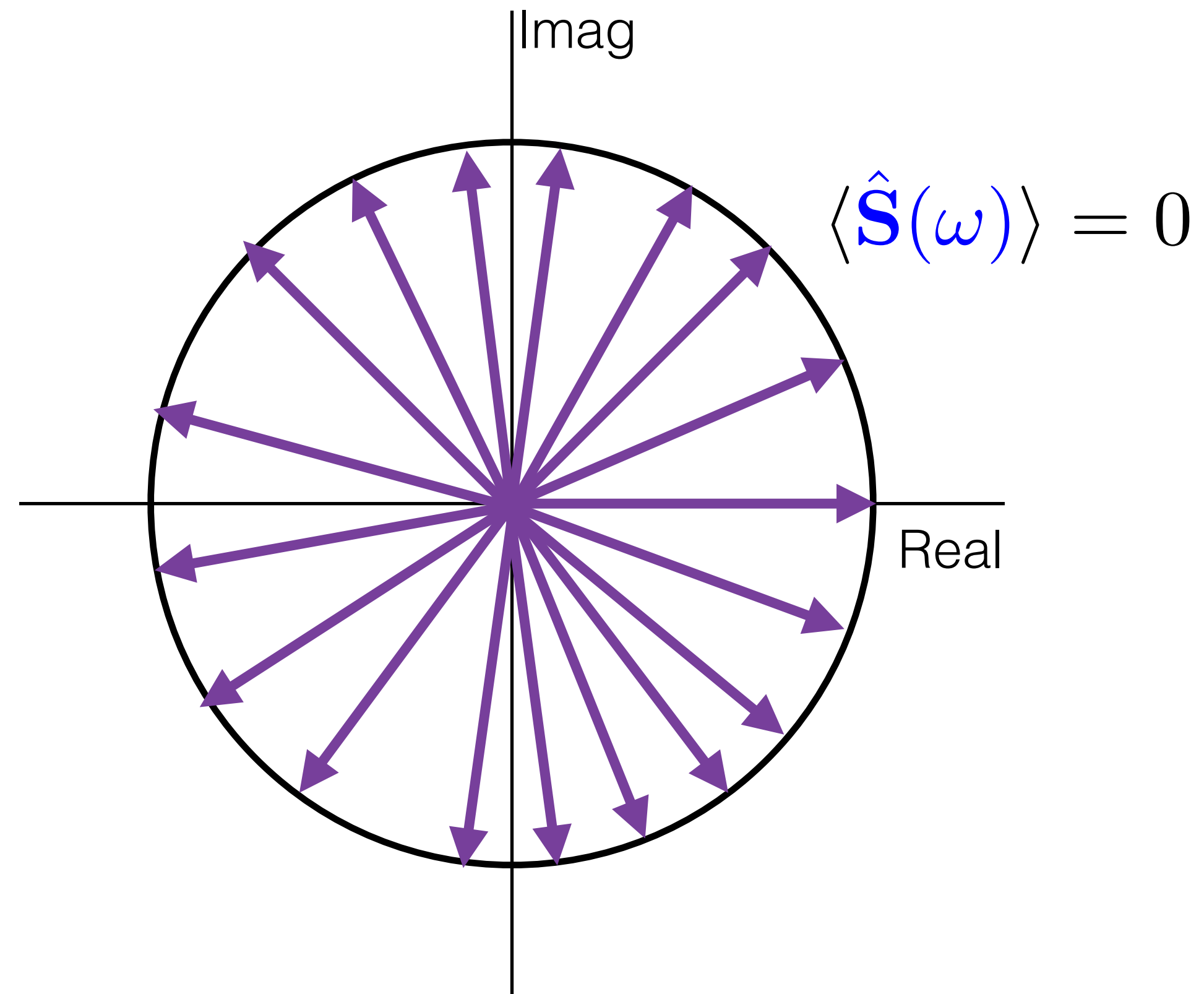


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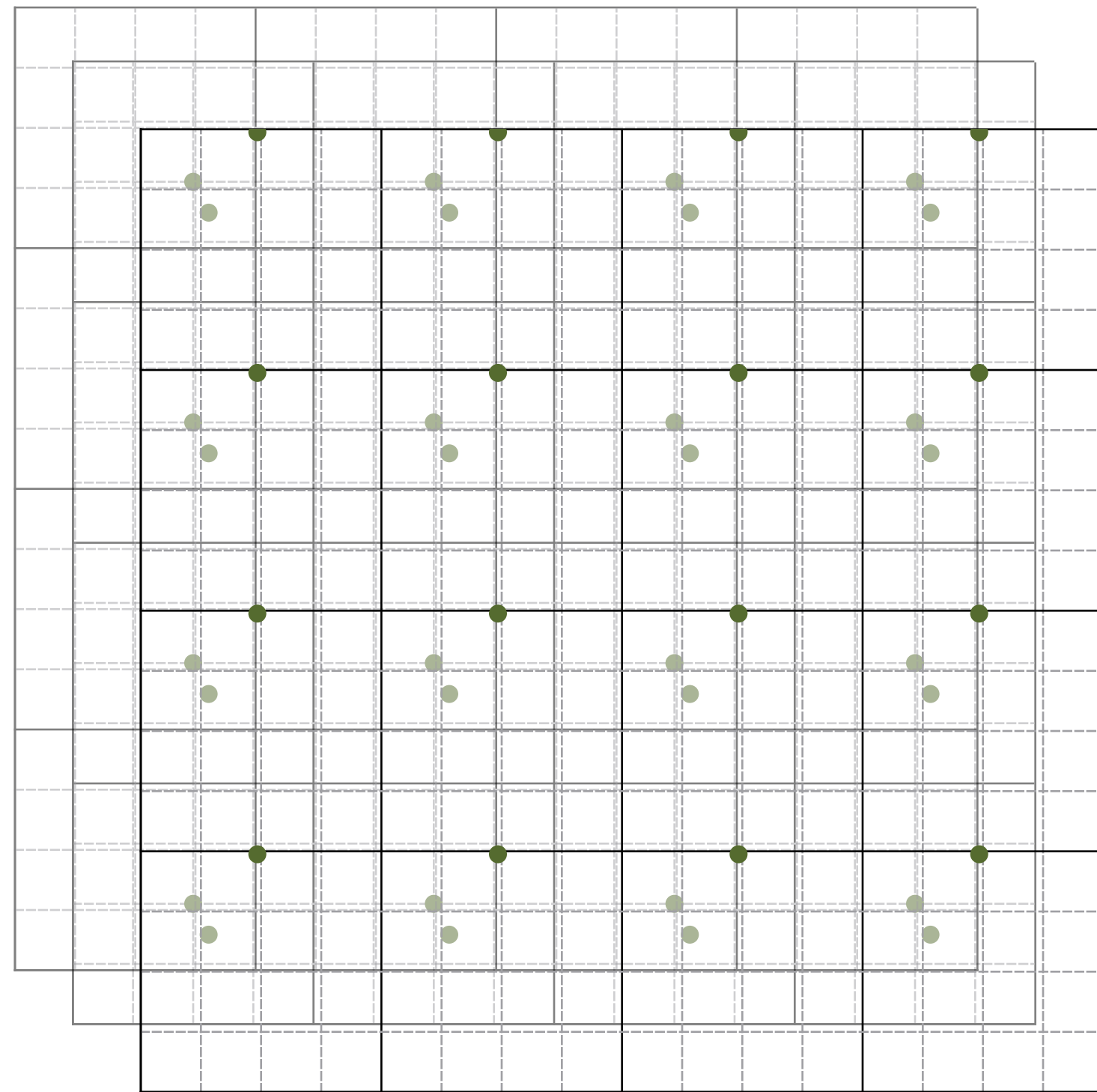


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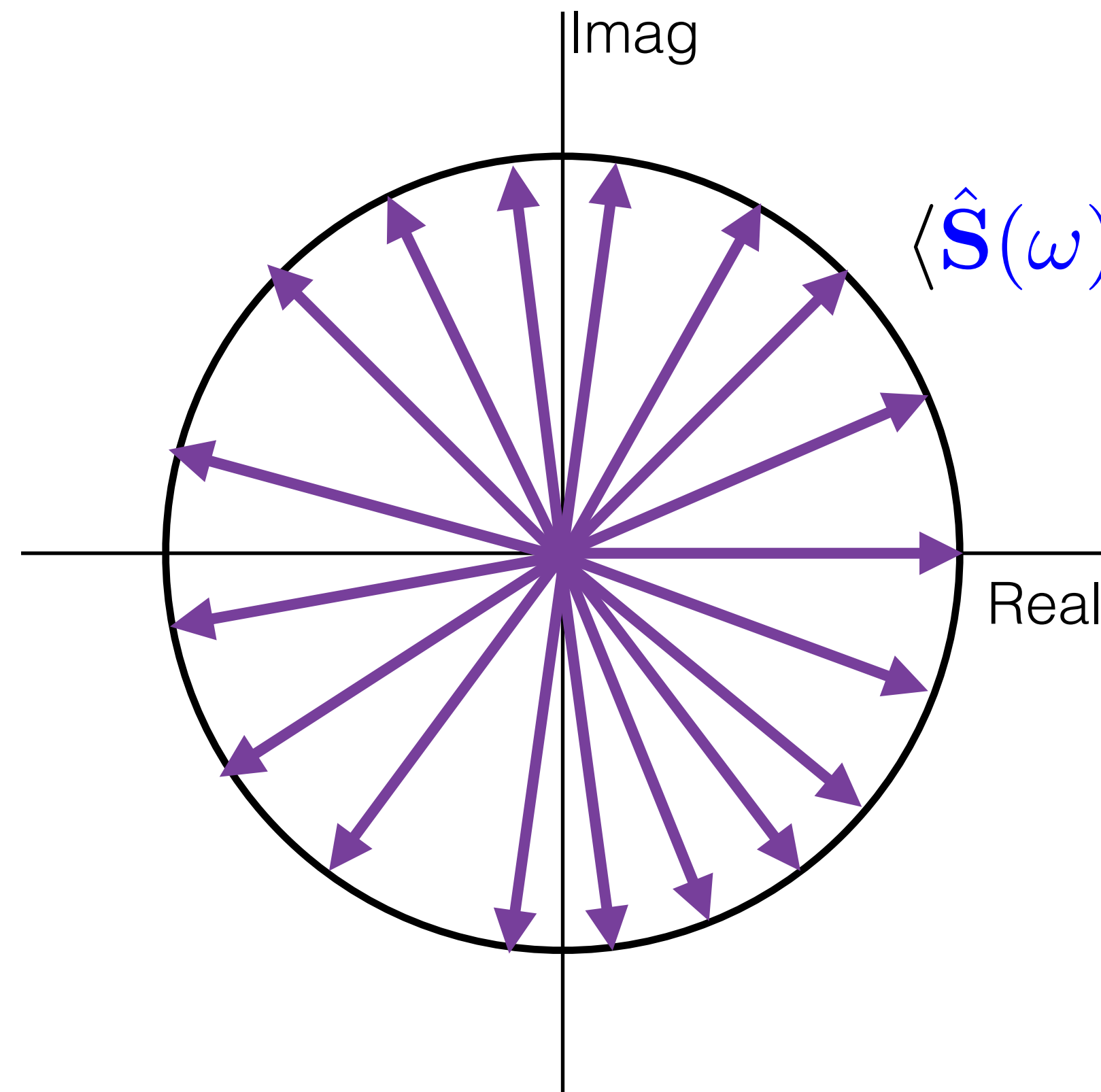


# Phase change due to Random Shift

Multiple realizations



For a given frequency  $\omega$



$$\langle \hat{S}(\omega) \rangle = 0 \quad \forall \omega \neq 0$$



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- Homogenization allows representation of error only in terms of variance
- We can take any sampling pattern and homogenize it to make the Monte Carlo estimator unbiased.

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where,

$$P_f(\omega) = |\hat{f}^*(\omega)|^2 \quad \text{Power Spectrum}$$



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**Subr and Kautz [2013]**

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**Subr and Kautz [2013]**

This is a general form, both for homogenised as well as non-homogenised sampling patterns

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**Fredo Durand [2011]**

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**Fredo Durand [2011]**

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**Pilleboue et al. [2015]**

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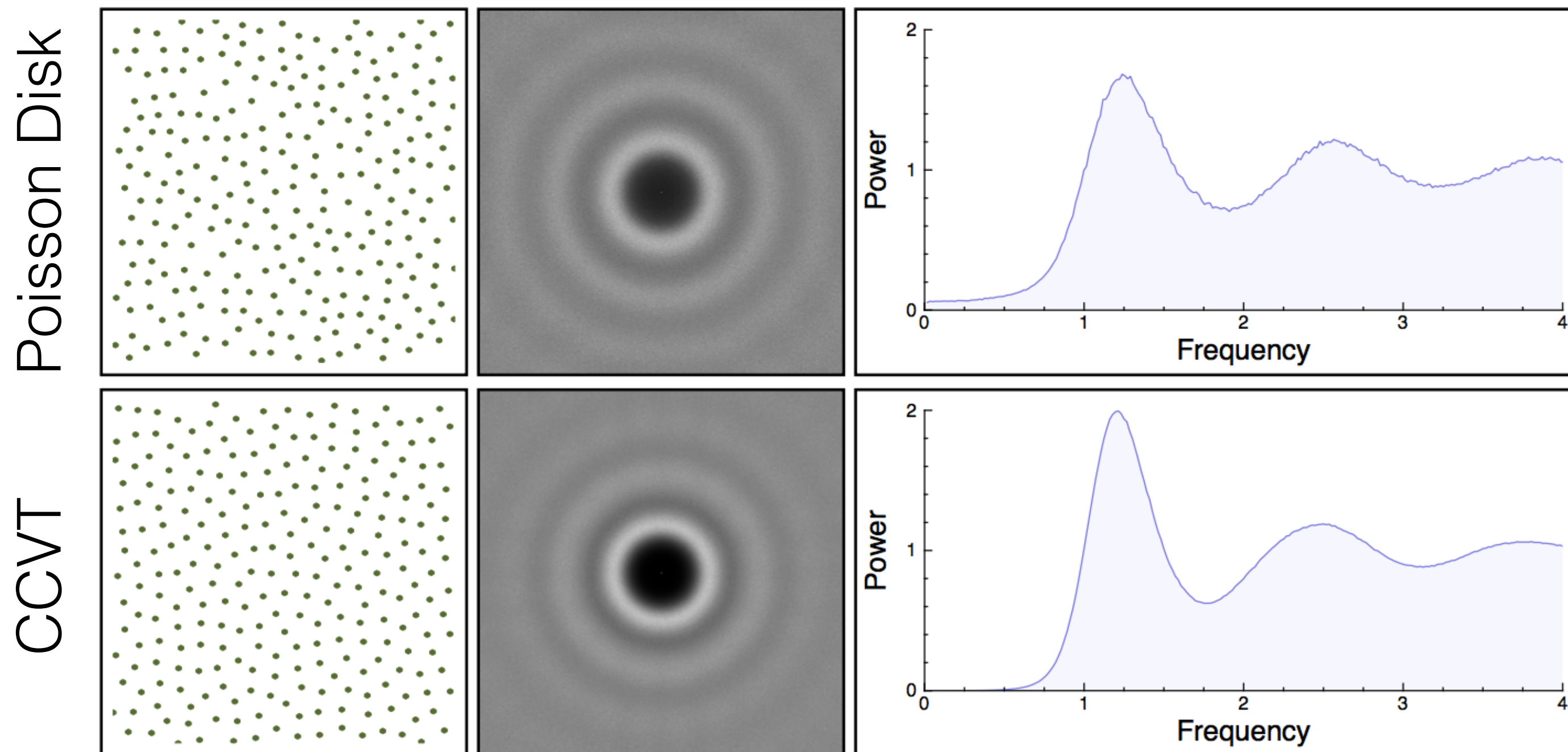
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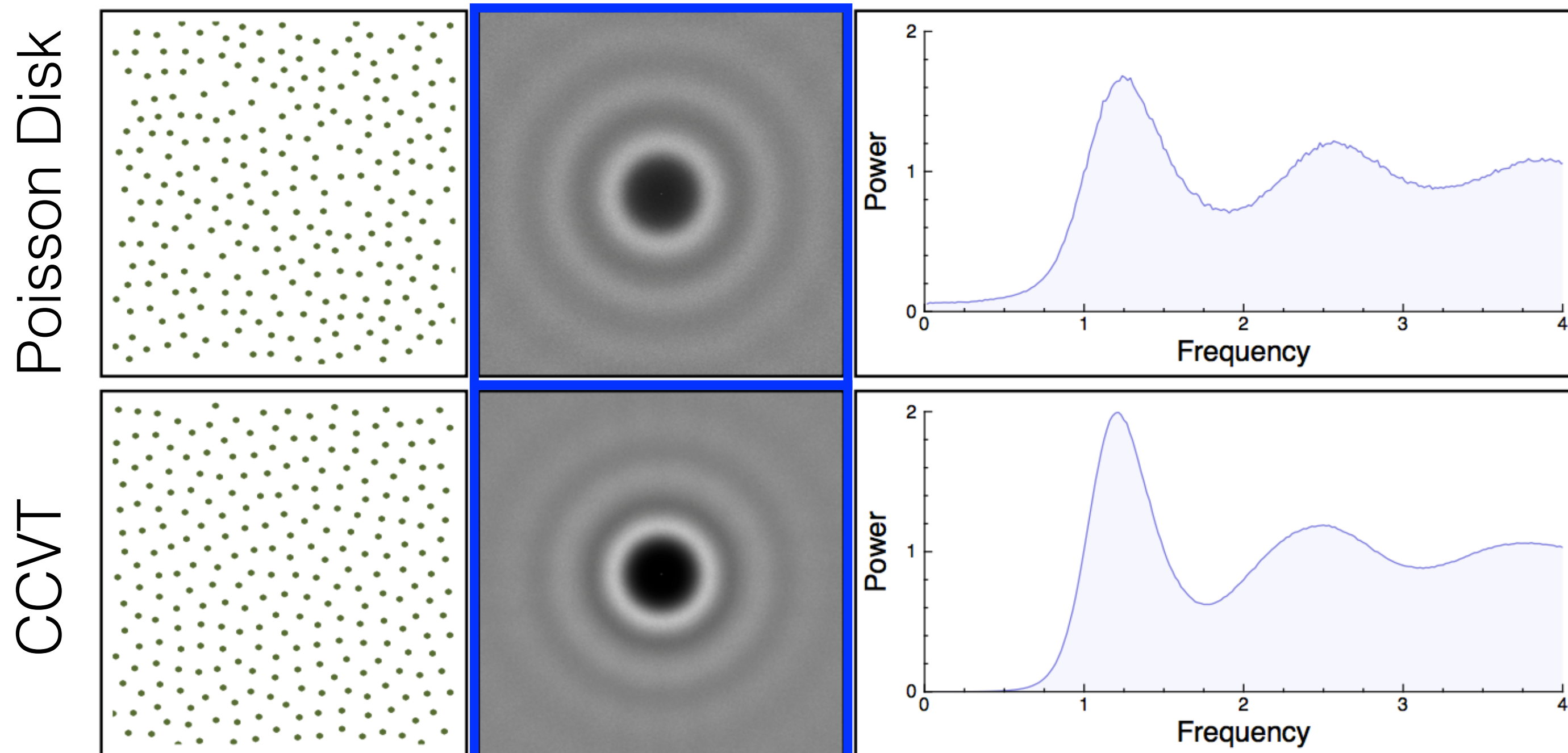
# Variance in terms of n-dimensional Power Spectra

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# Variance for Isotropic Power Spectra

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# Variance for Isotropic Power Spectra

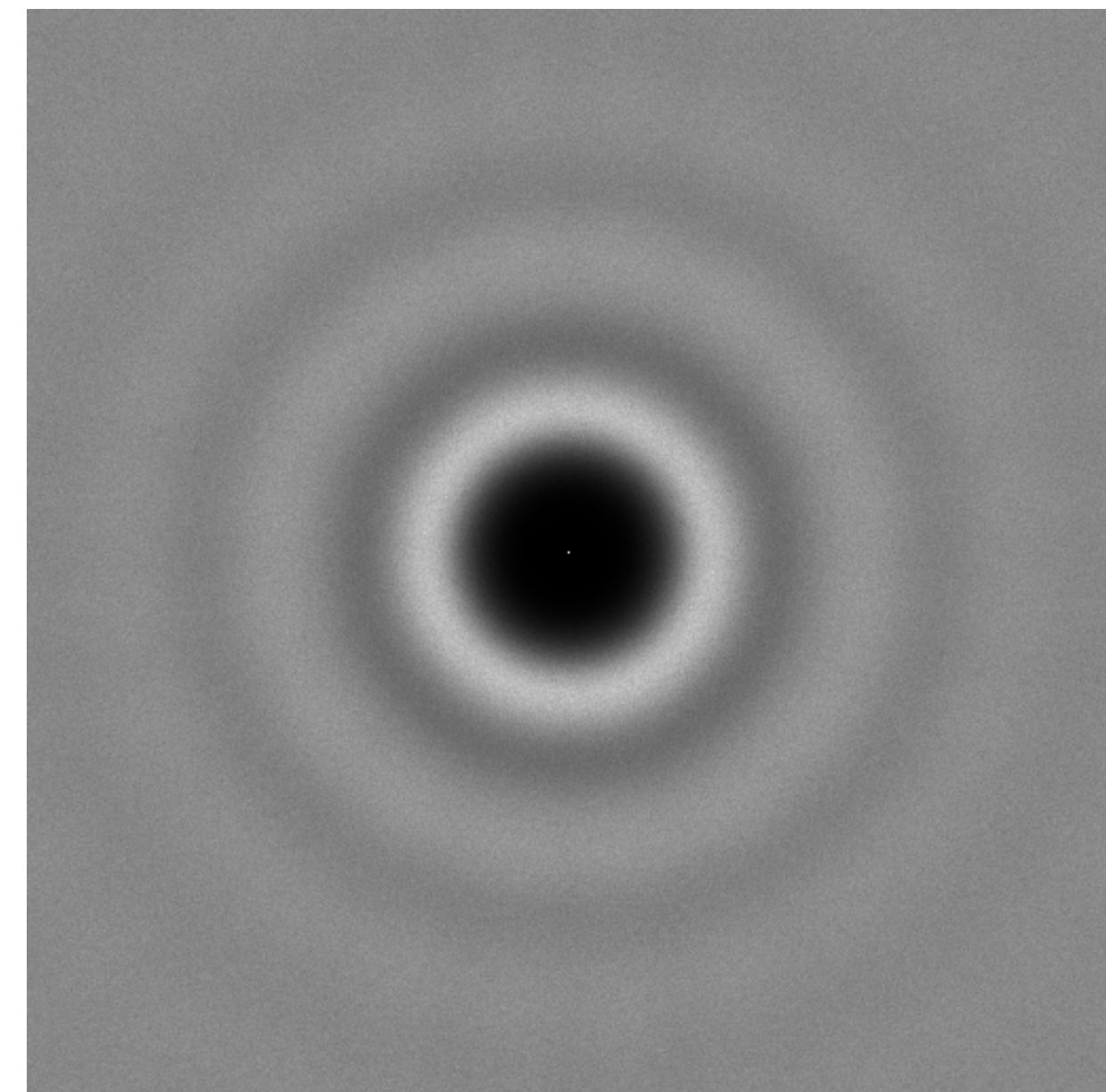
$$\text{Var}[\tilde{\mu}_N] = \mathcal{M}(\mathcal{S}^{d-1}) \int_0^\infty \int_{\mathcal{S}^{d-1}} P_f(\rho \mathbf{n}) \langle P_s(\rho \mathbf{n}) \rangle d\mathbf{n} d\rho$$

For isotropic power spectra:

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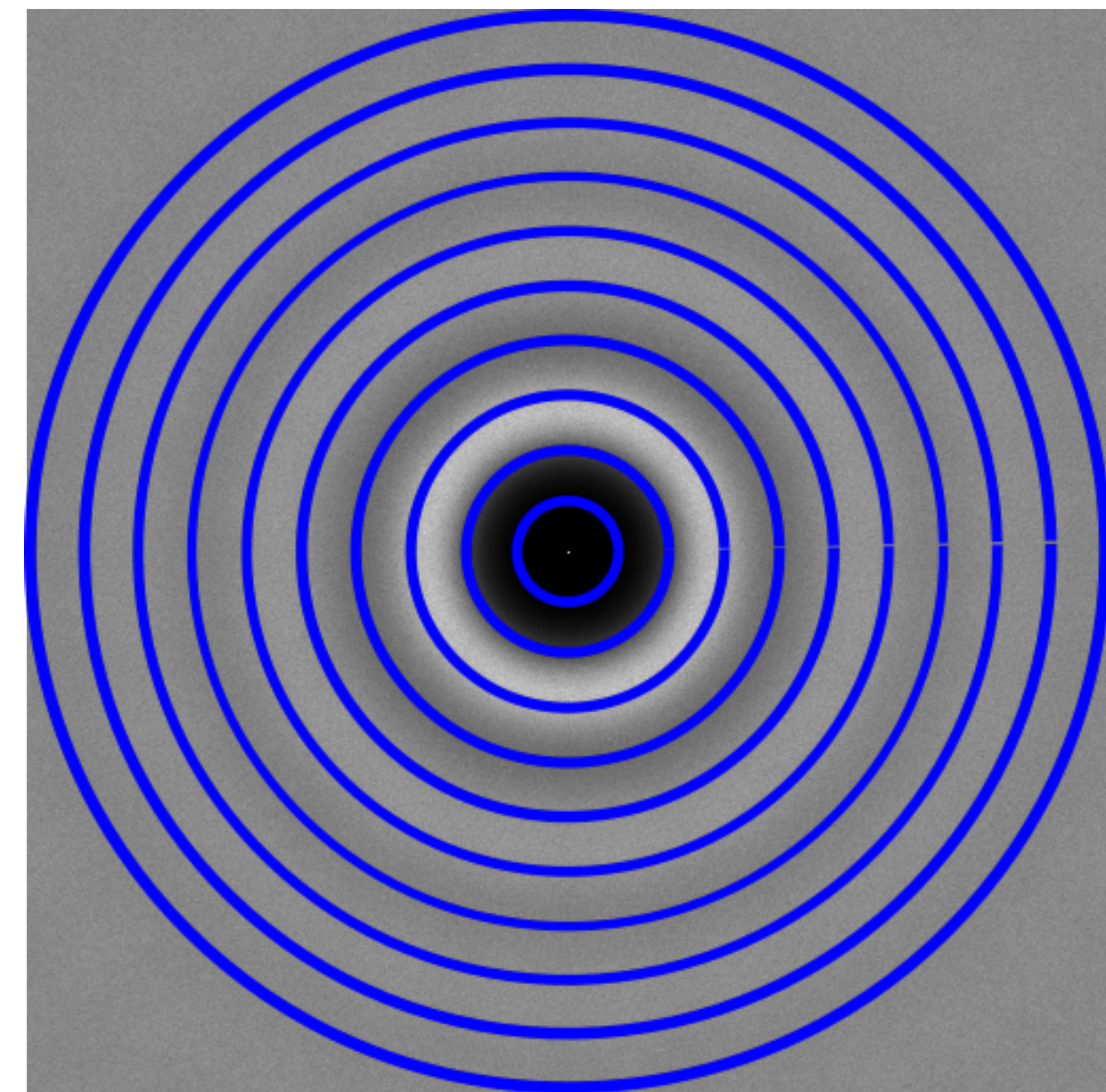




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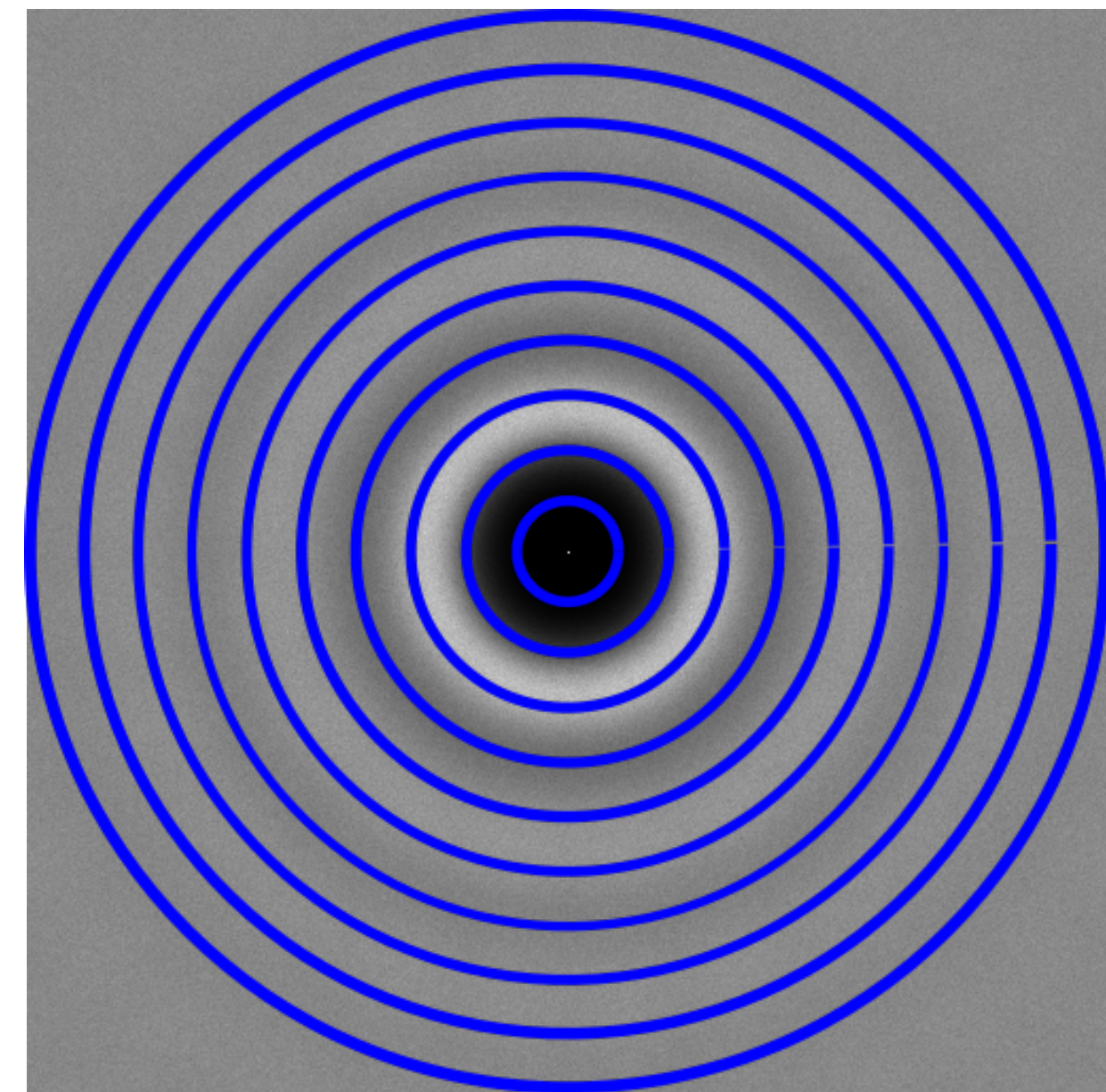


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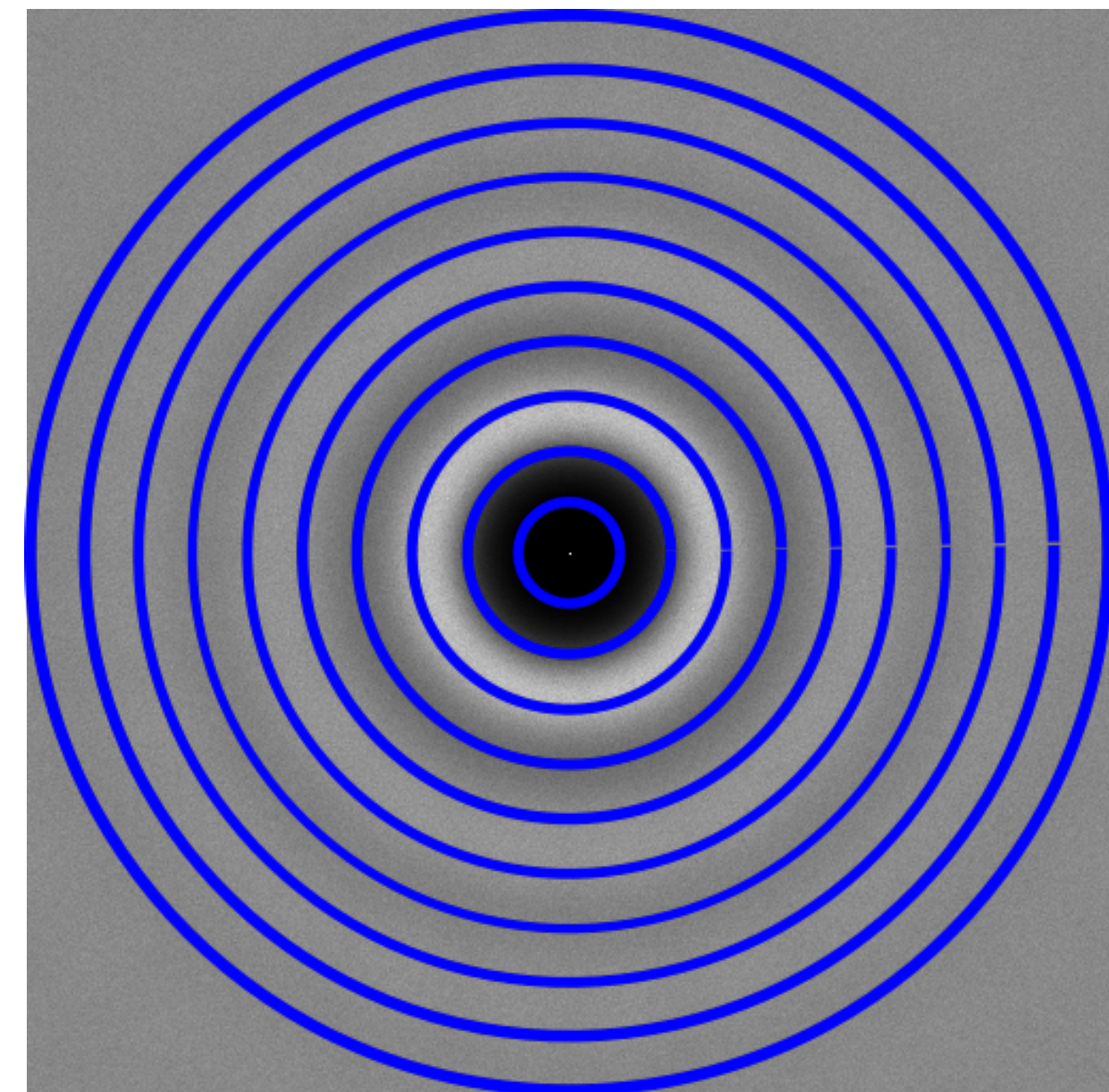


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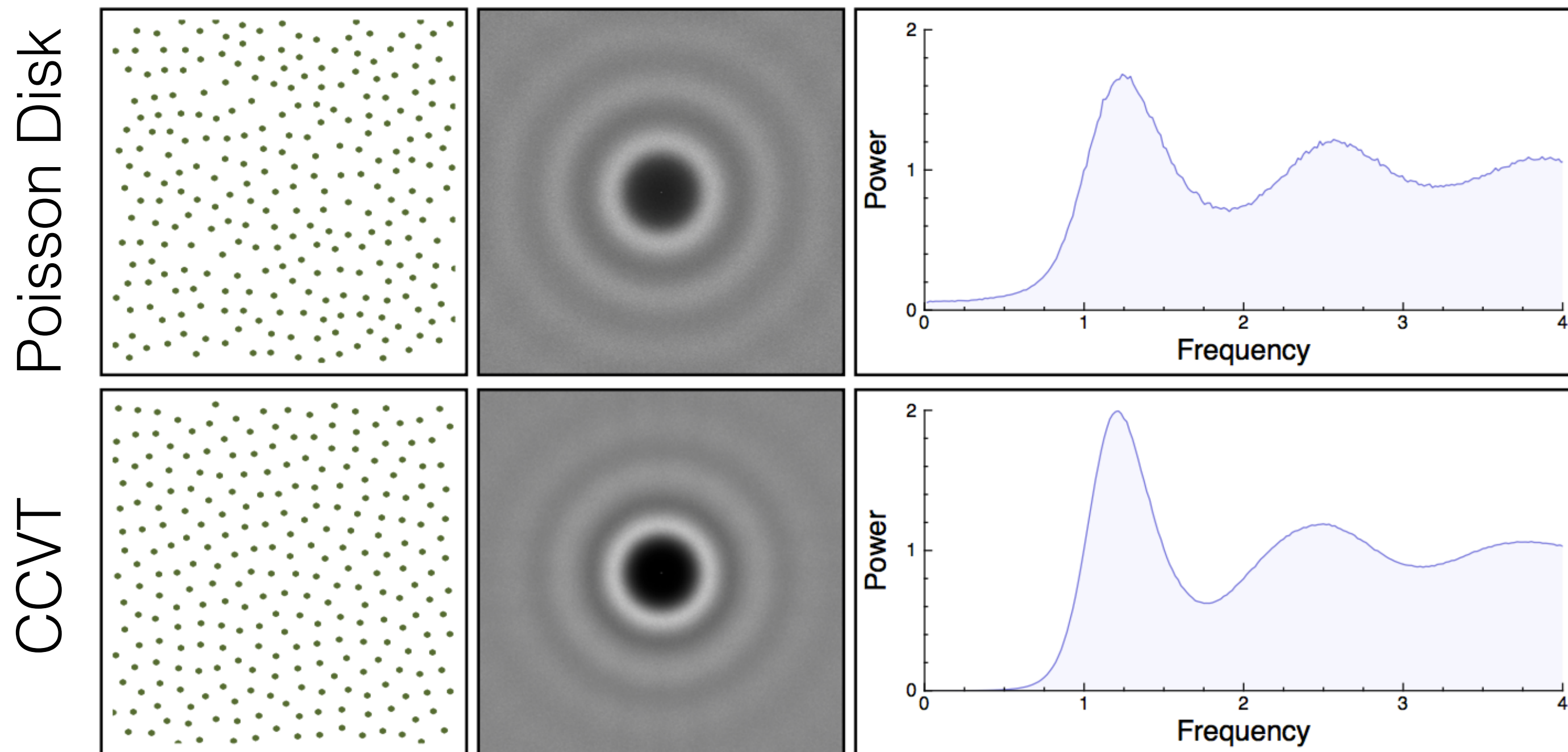
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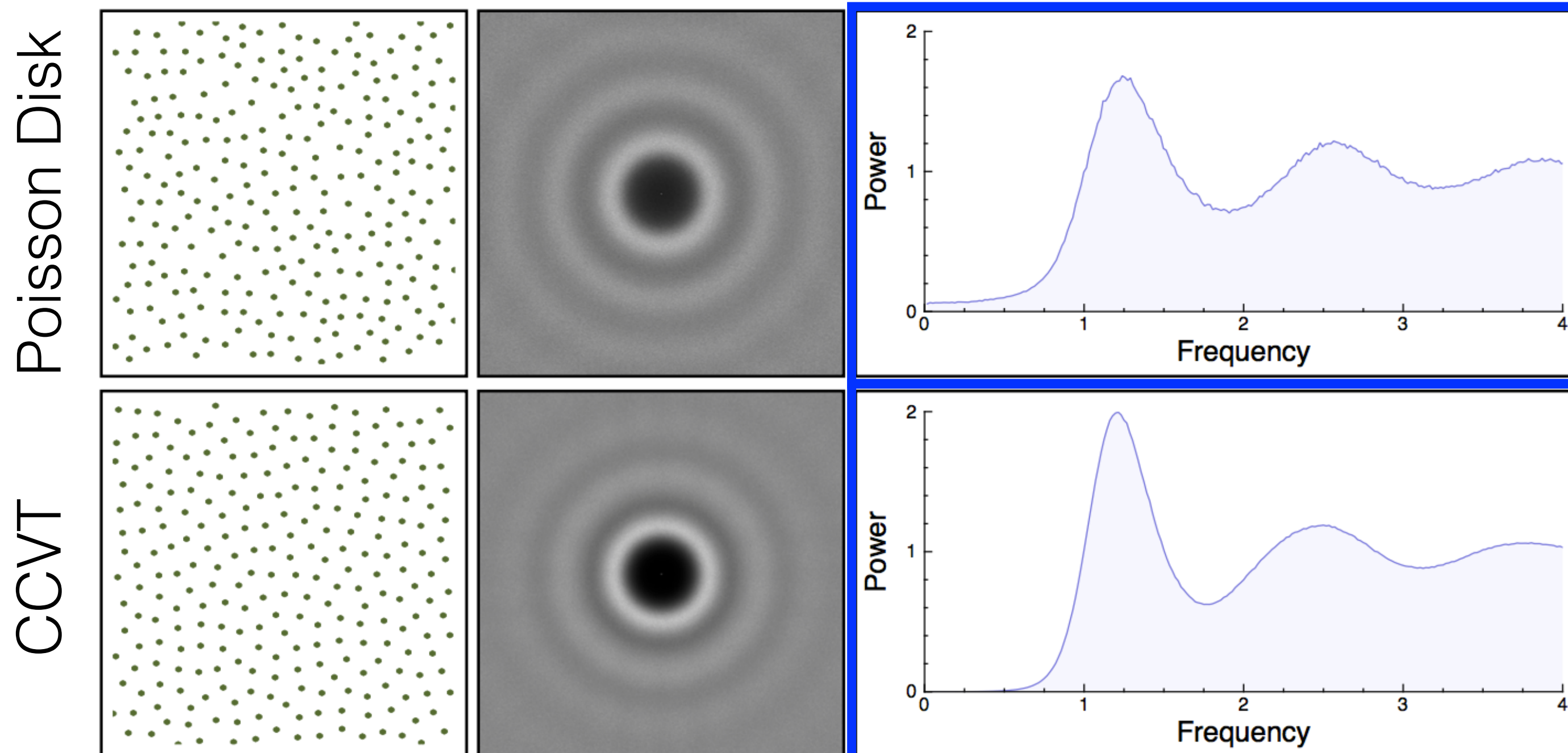
# Variance in terms of 1-dimensional Power Spectra

$$\text{Var}[\tilde{\mu}_N] = \mathcal{M}(\mathcal{S}^{d-1}) \int_0^\infty \tilde{P}_f(\rho) \langle \tilde{P}_s(\rho) \rangle d\rho$$



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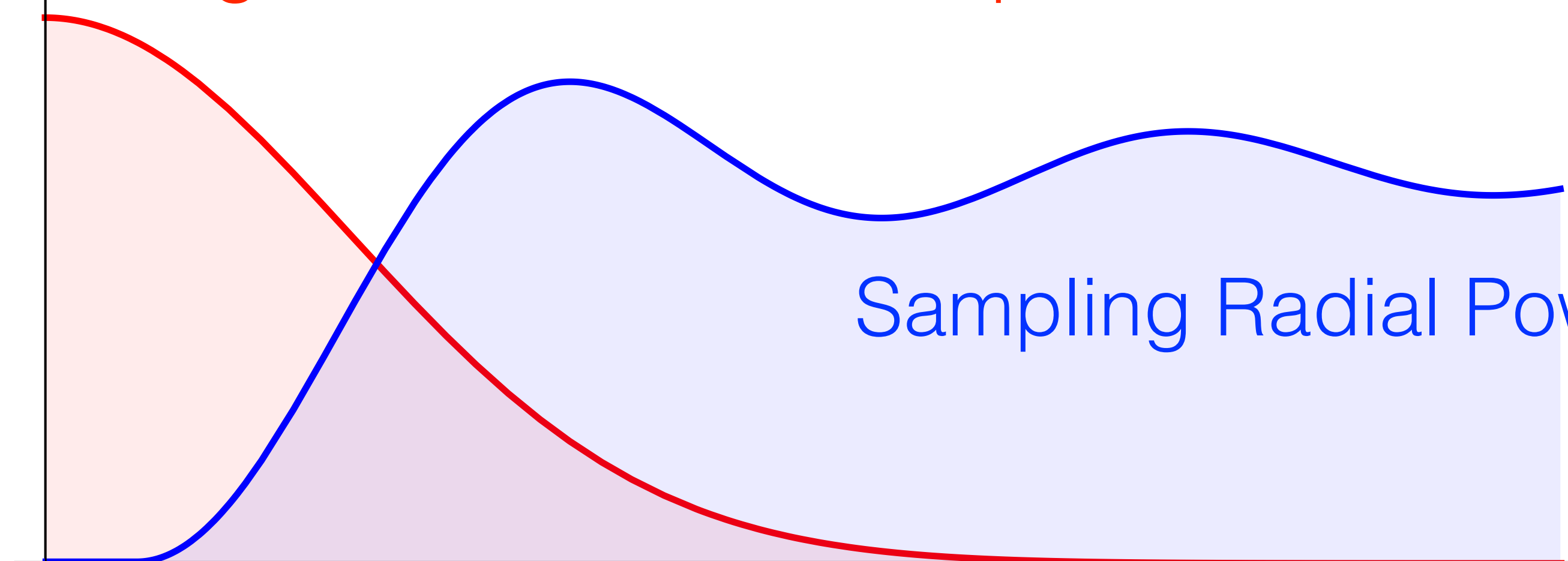
# Variance: Integral over Product of Power Spectra

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Integrand Radial Power Spectrum



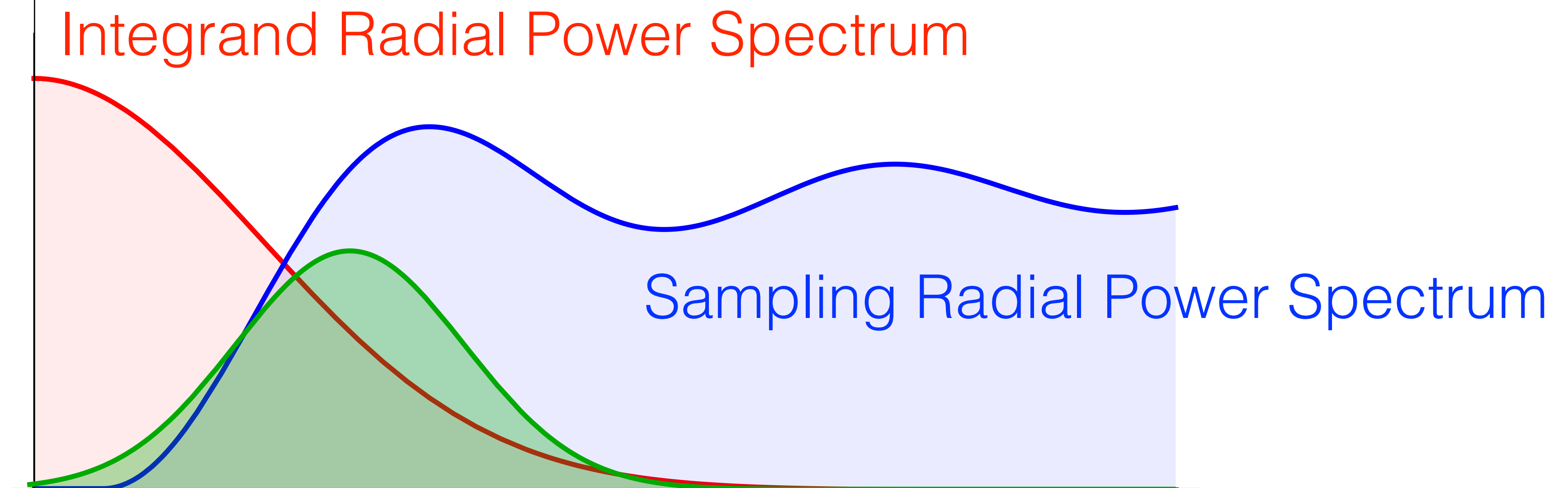
Sampling Radial Power Spectrum

For given number of Samples



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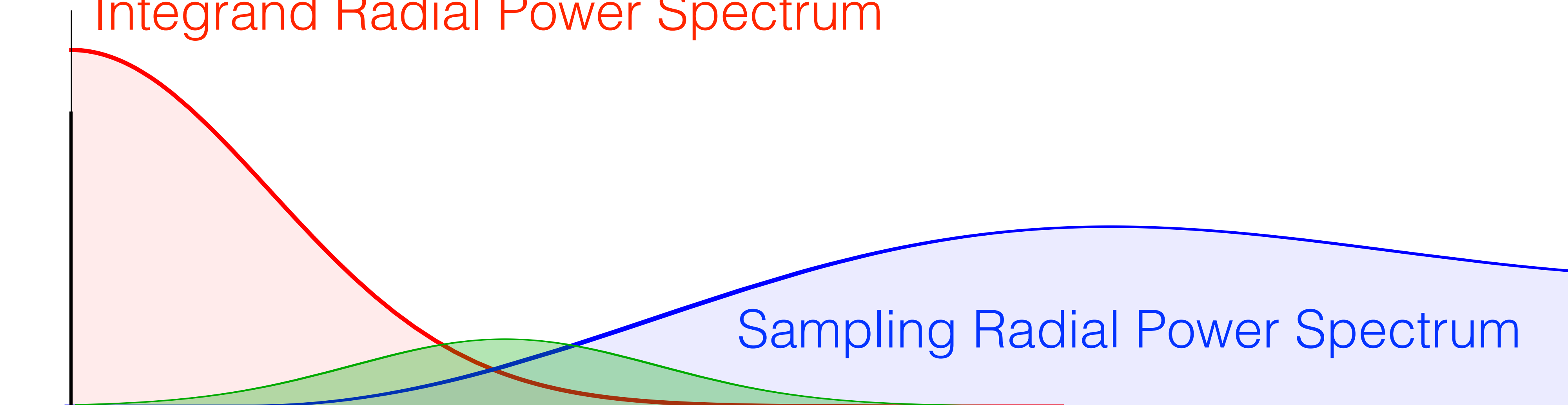


For given number of Samples

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Integrand Radial Power Spectrum

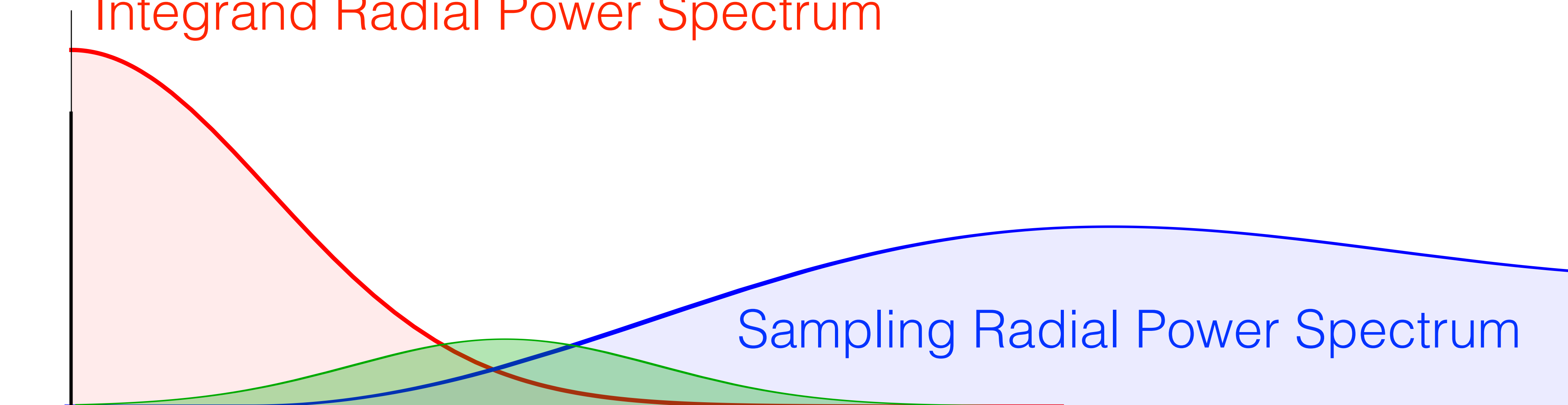


For given number of Samples

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Integrand Radial Power Spectrum

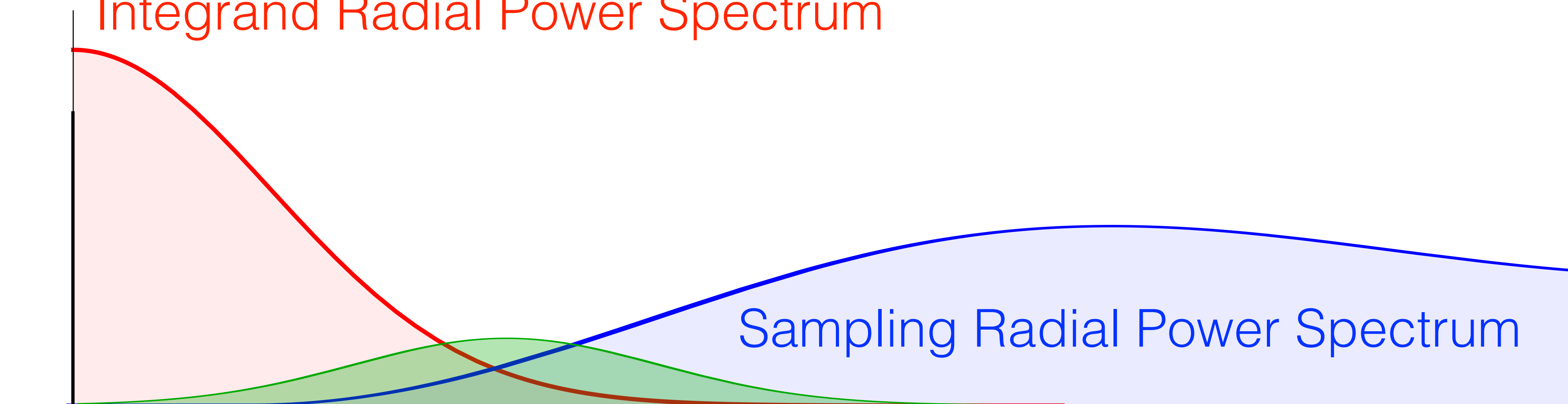


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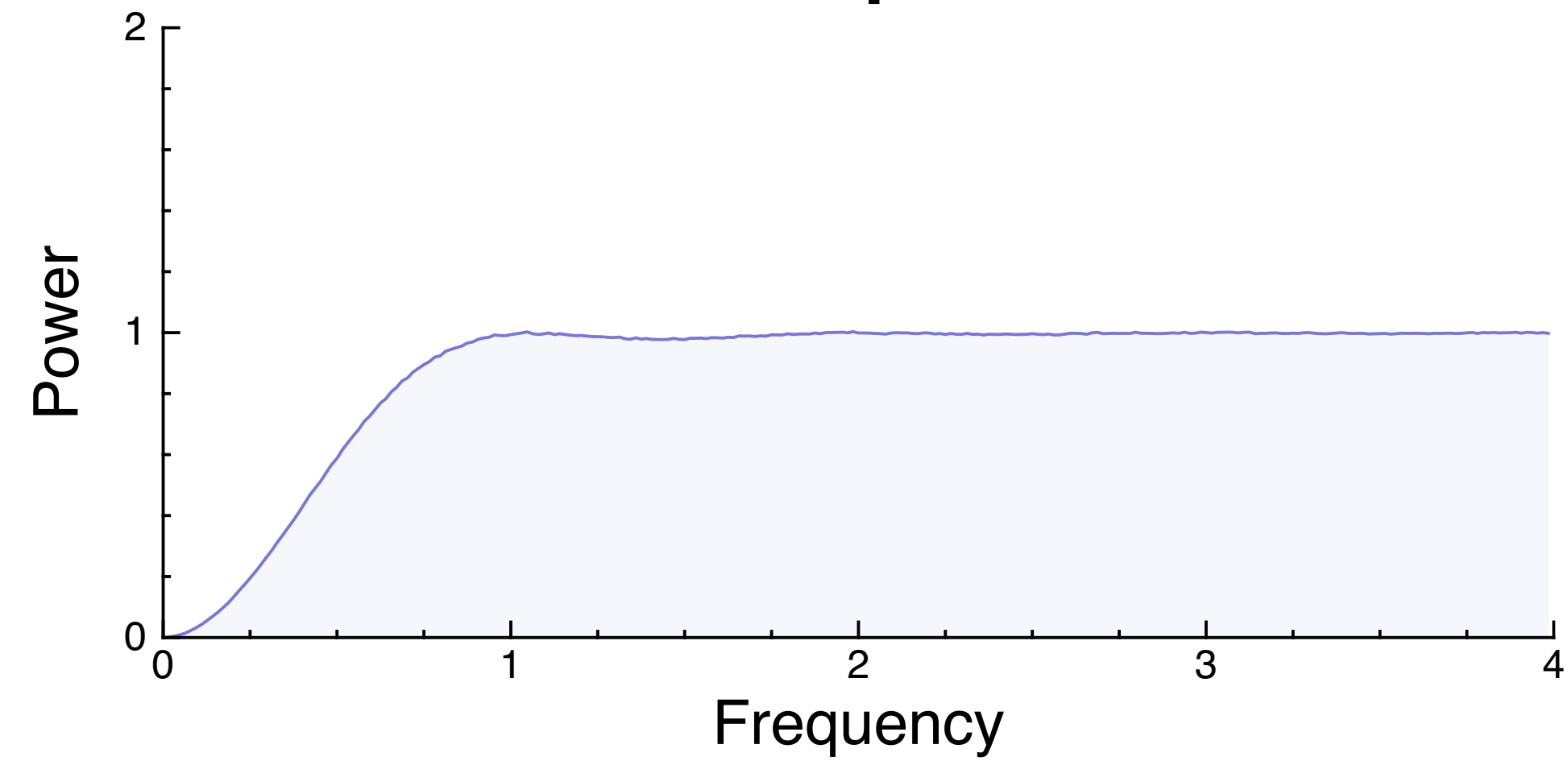
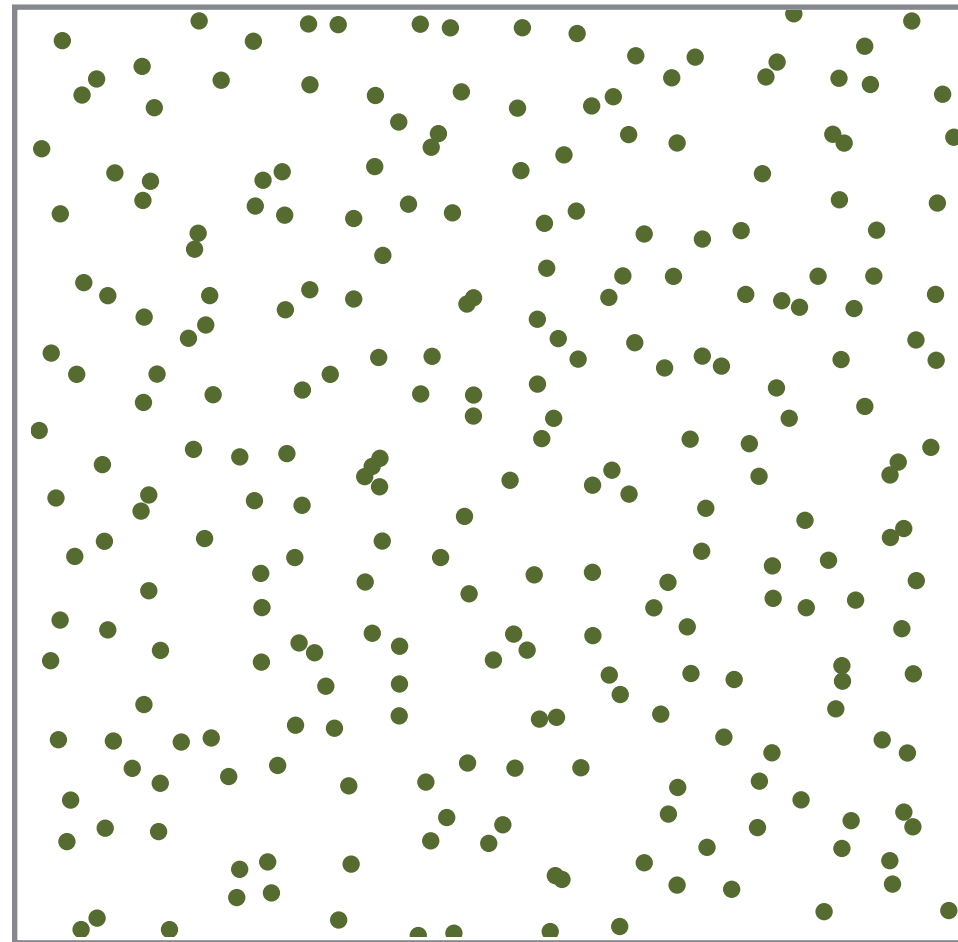
Integrand Radial Power Spectrum



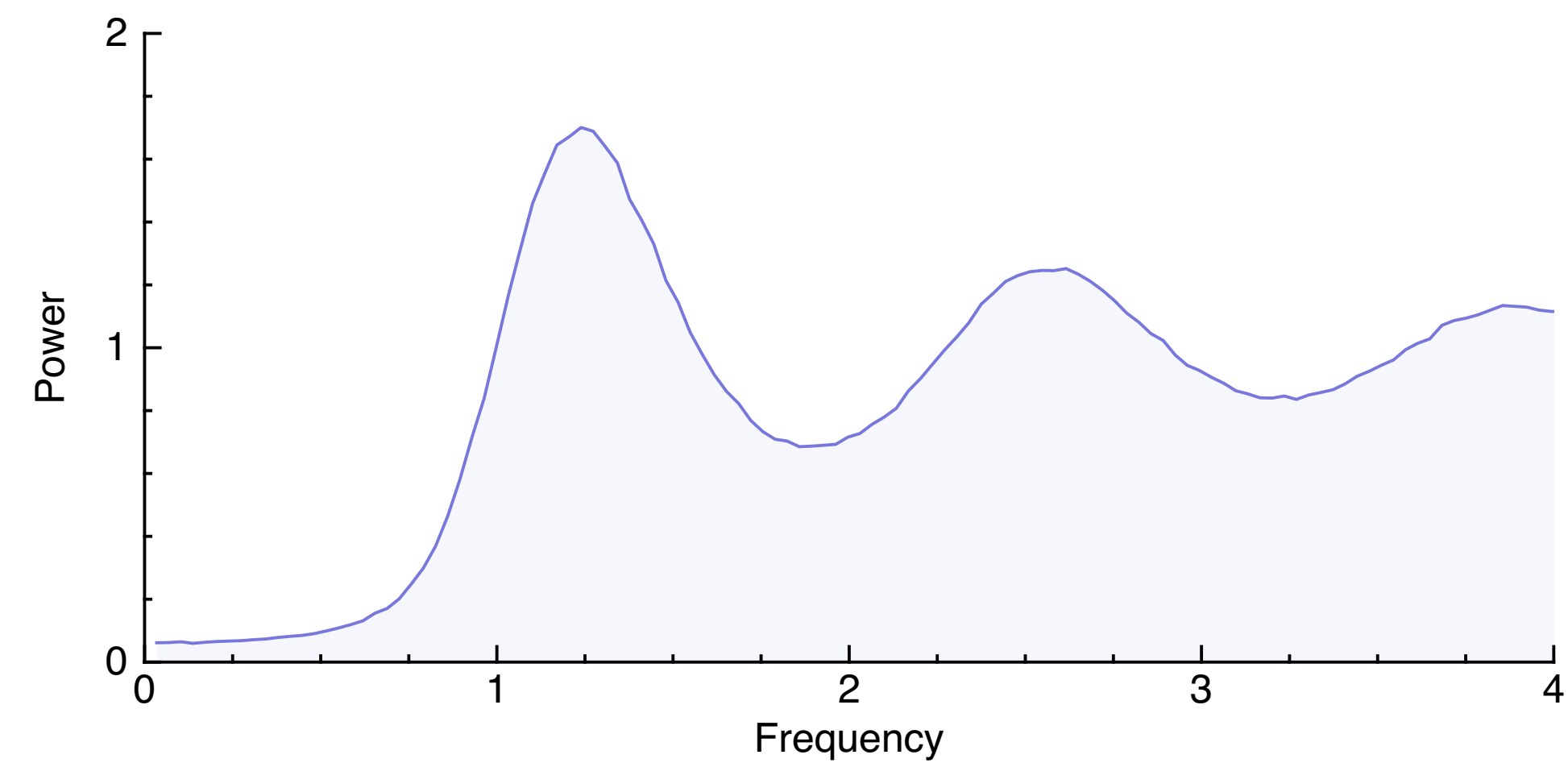
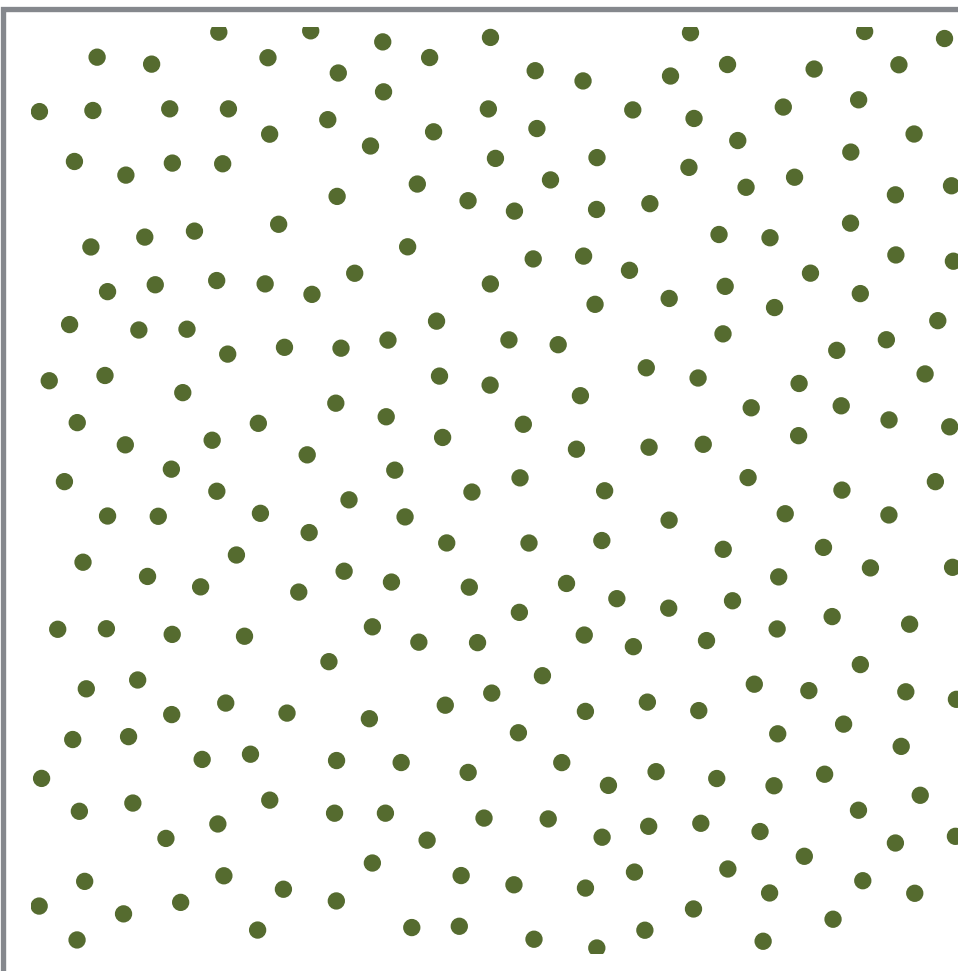
For given number of Samples

# Spatial Distribution vs Radial Mean Power Spectra

Jitter



Poisson Disk



# For 2-dimensions

Samplers	Worst Case	Best Case
Random		
Jitter		
Poisson Disk		
CCVT		

**Pilleboue et al. [2015]**

# For 2-dimensions

Samplers	Worst Case	Best Case
Random	$\mathcal{O}(N^{-1})$	
Jitter		
Poisson Disk		
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Samplers	Worst Case	Best Case
Random	$\mathcal{O}(N^{-1})$	$\mathcal{O}(N^{-1})$
Jitter		
Poisson Disk		
CCVT		

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# For 2-dimensions

Samplers	Worst Case	Best Case
Random	$\mathcal{O}(N^{-1})$	$\mathcal{O}(N^{-1})$
Jitter	$\mathcal{O}(N^{-1.5})$	
Poisson Disk		
CCVT		

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Samplers	Worst Case	Best Case
Random	$\mathcal{O}(N^{-1})$	$\mathcal{O}(N^{-1})$
Jitter	$\mathcal{O}(N^{-1.5})$	$\mathcal{O}(N^{-2})$
Poisson Disk		
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Random	$\mathcal{O}(N^{-1})$	$\mathcal{O}(N^{-1})$
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CCVT		

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Poisson Disk	$\mathcal{O}(N^{-1})$	$\mathcal{O}(N^{-1})$
CCVT	$\mathcal{O}(N^{-1.5})$	

**Pilleboue et al. [2015]**

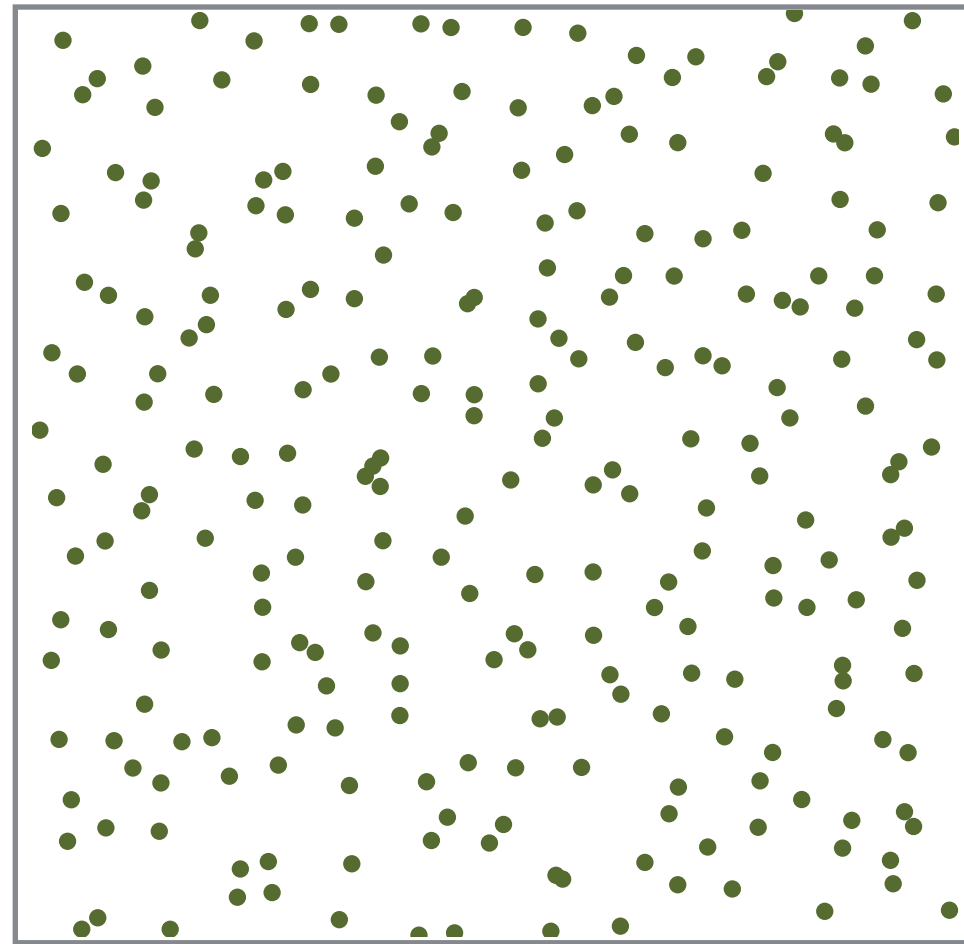
# For 2-dimensions

Samplers	Worst Case	Best Case
Random	$\mathcal{O}(N^{-1})$	$\mathcal{O}(N^{-1})$
Jitter	$\mathcal{O}(N^{-1.5})$	$\mathcal{O}(N^{-2})$
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CCVT	$\mathcal{O}(N^{-1.5})$	$\mathcal{O}(N^{-3})$

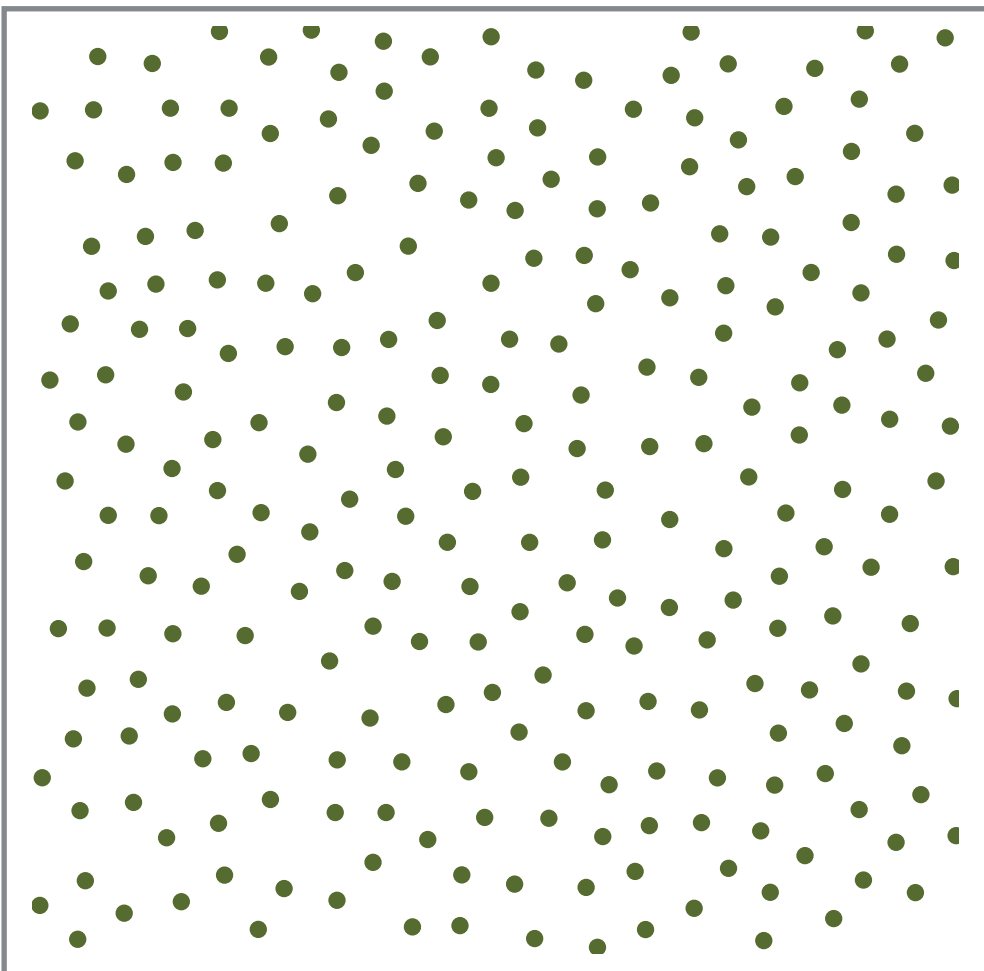
**Pilleboue et al. [2015]**

# For 2-dimensions

Jitter



Poisson Disk

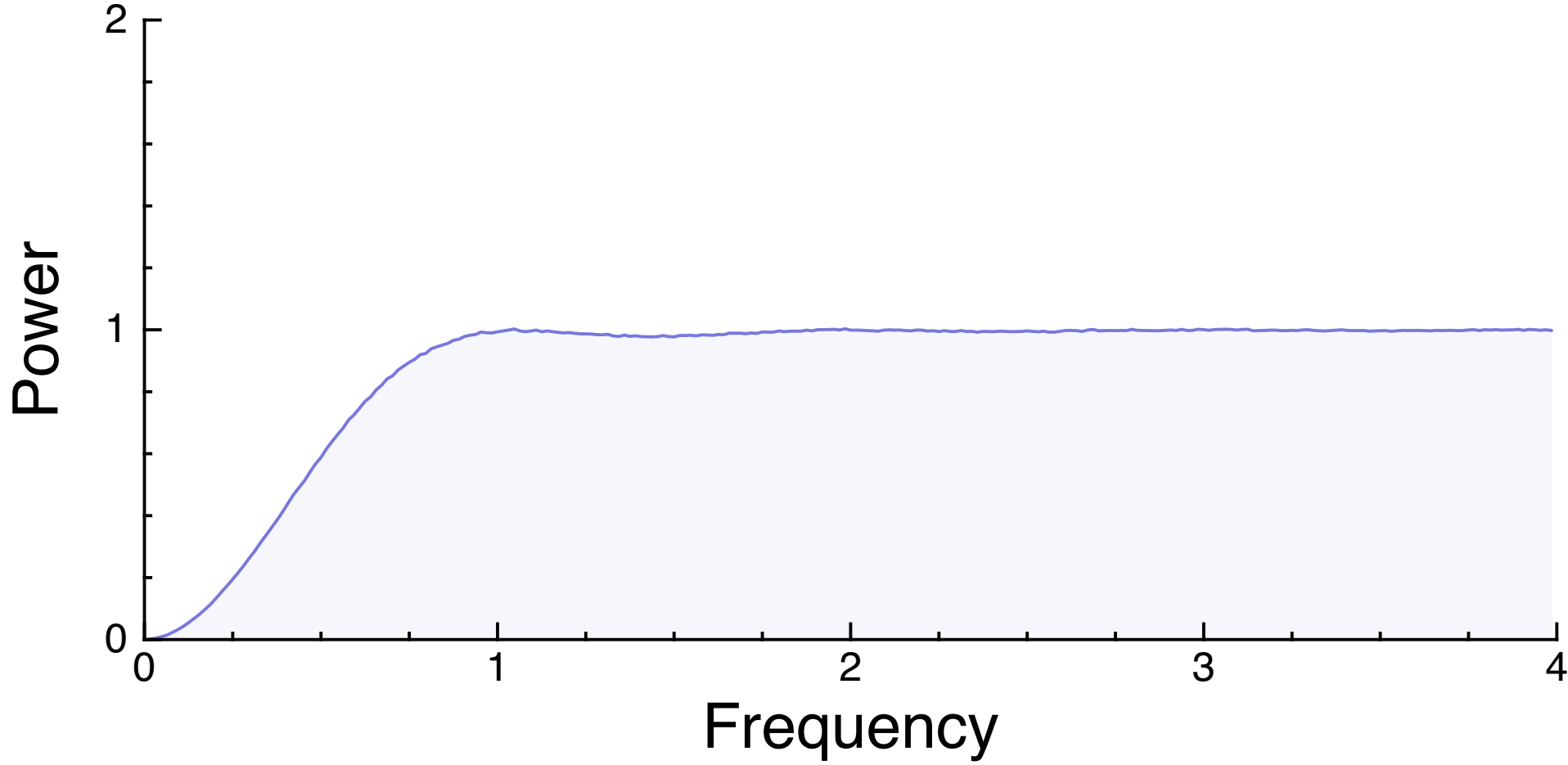


Samplers	Worst Case	Best Case
Random	$\mathcal{O}(N^{-1})$	$\mathcal{O}(N^{-1})$
Jitter	$\mathcal{O}(N^{-1.5})$	$\mathcal{O}(N^{-2})$
Poisson Disk	$\mathcal{O}(N^{-1})$	$\mathcal{O}(N^{-1})$
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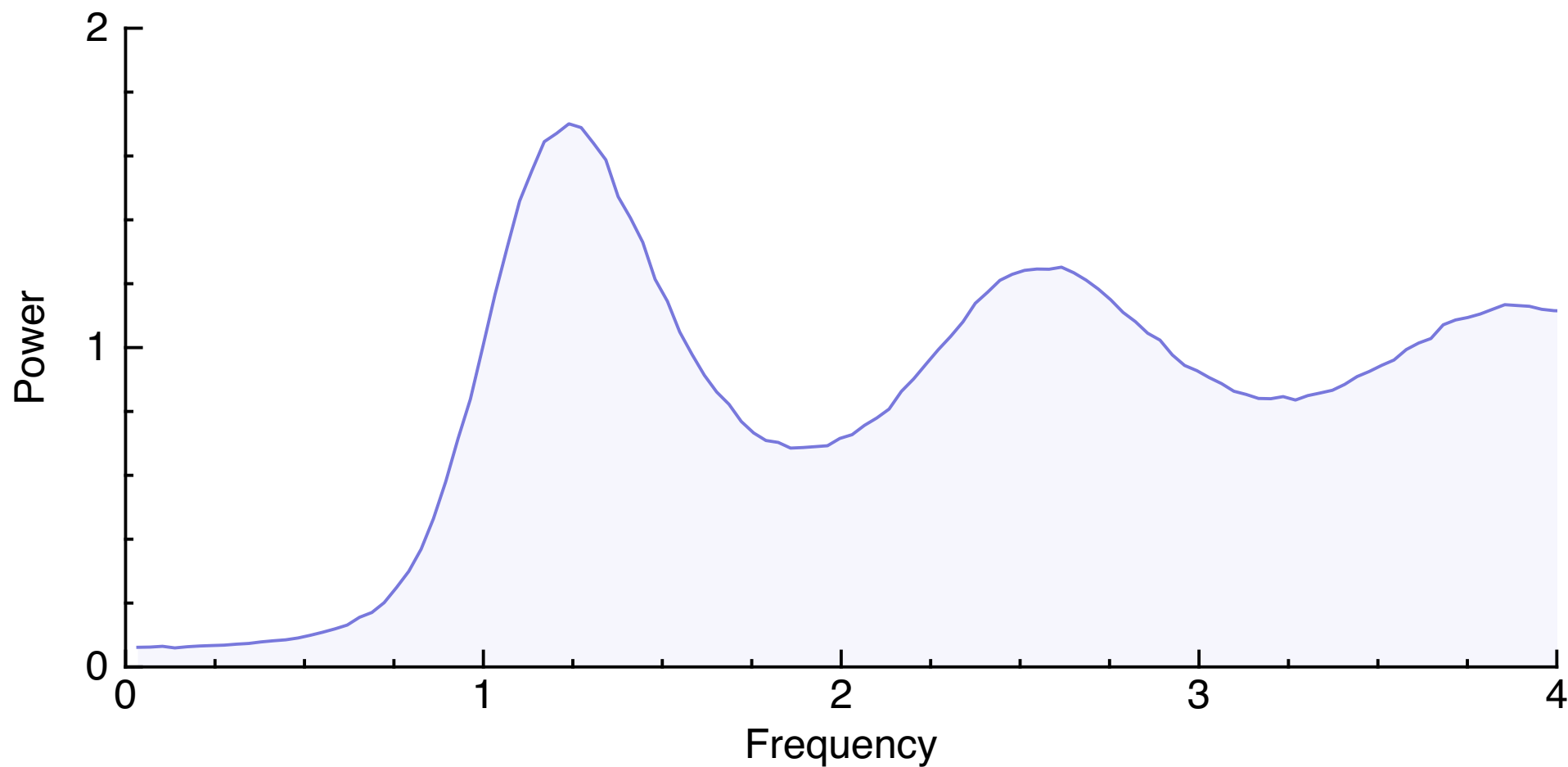
Pilleboue et al. [2015]

# Low Frequency Region

Jitter



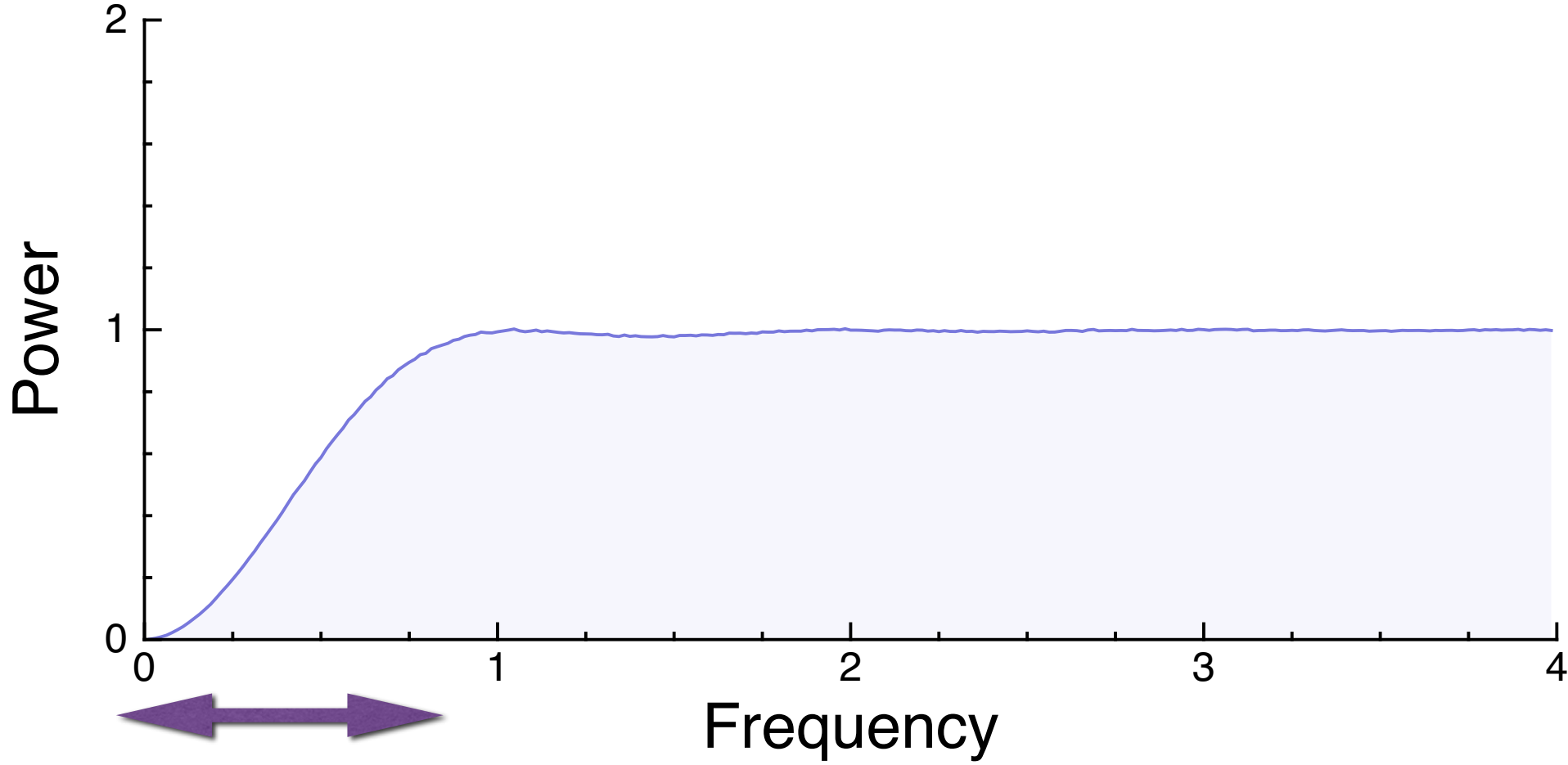
Poisson Disk



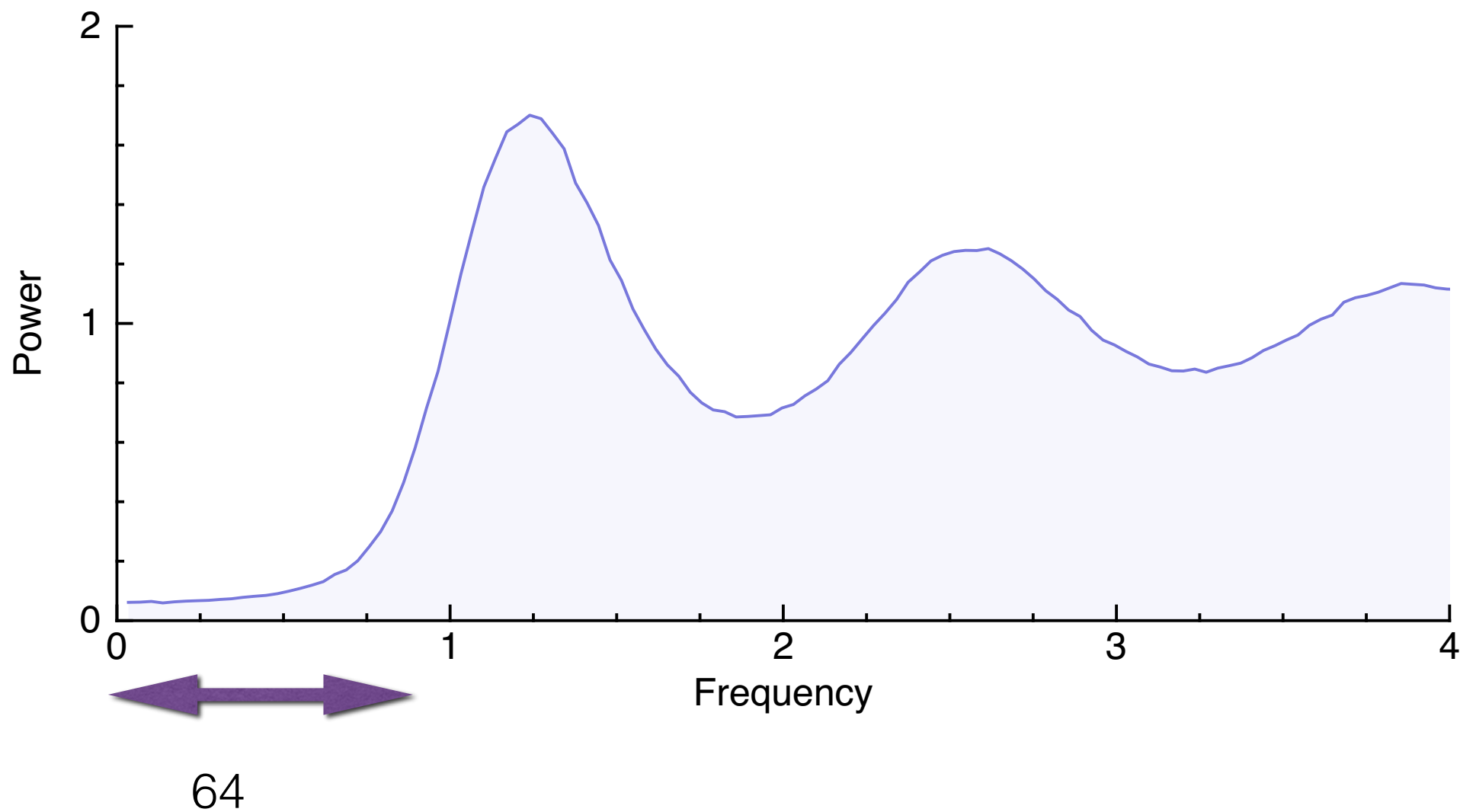


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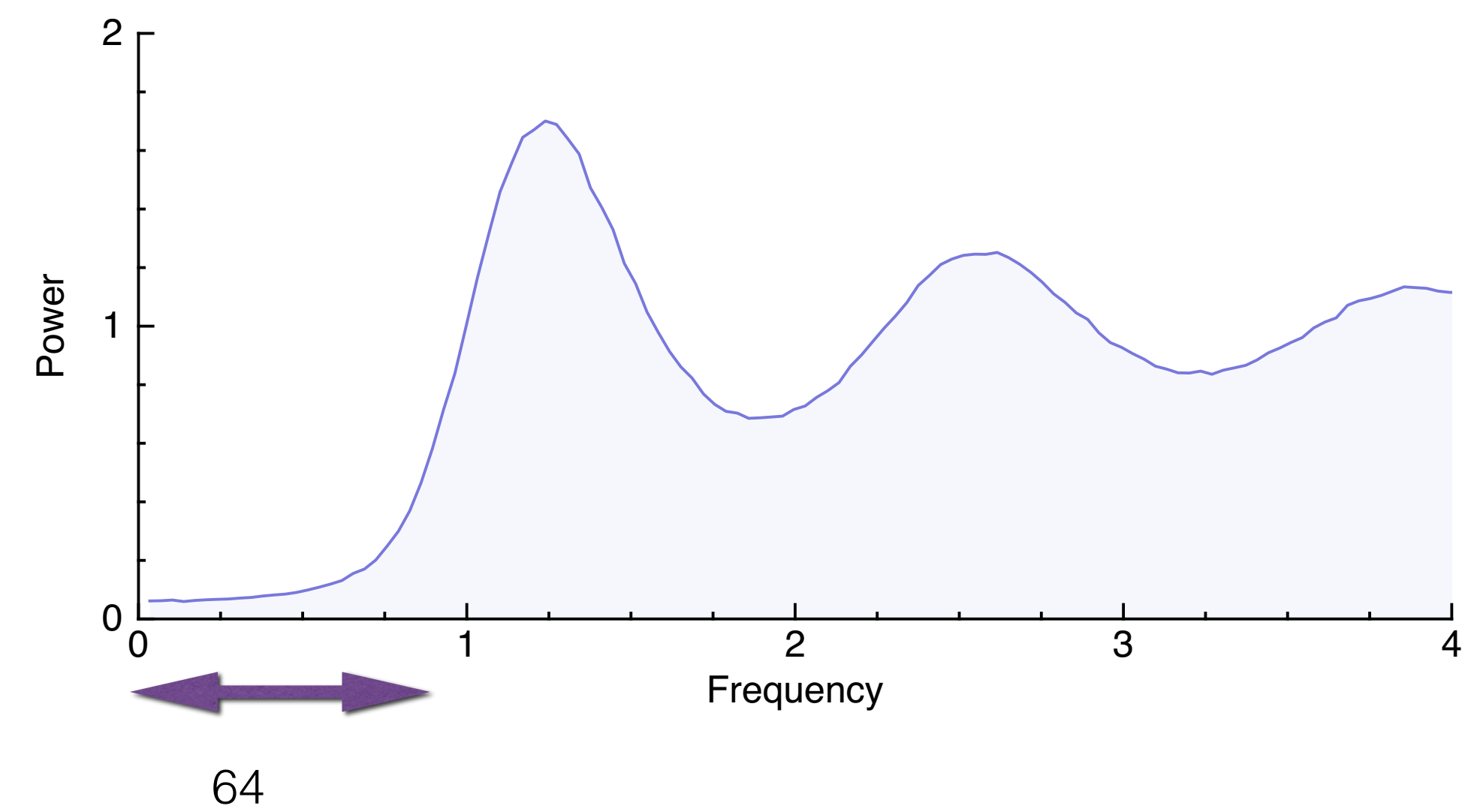
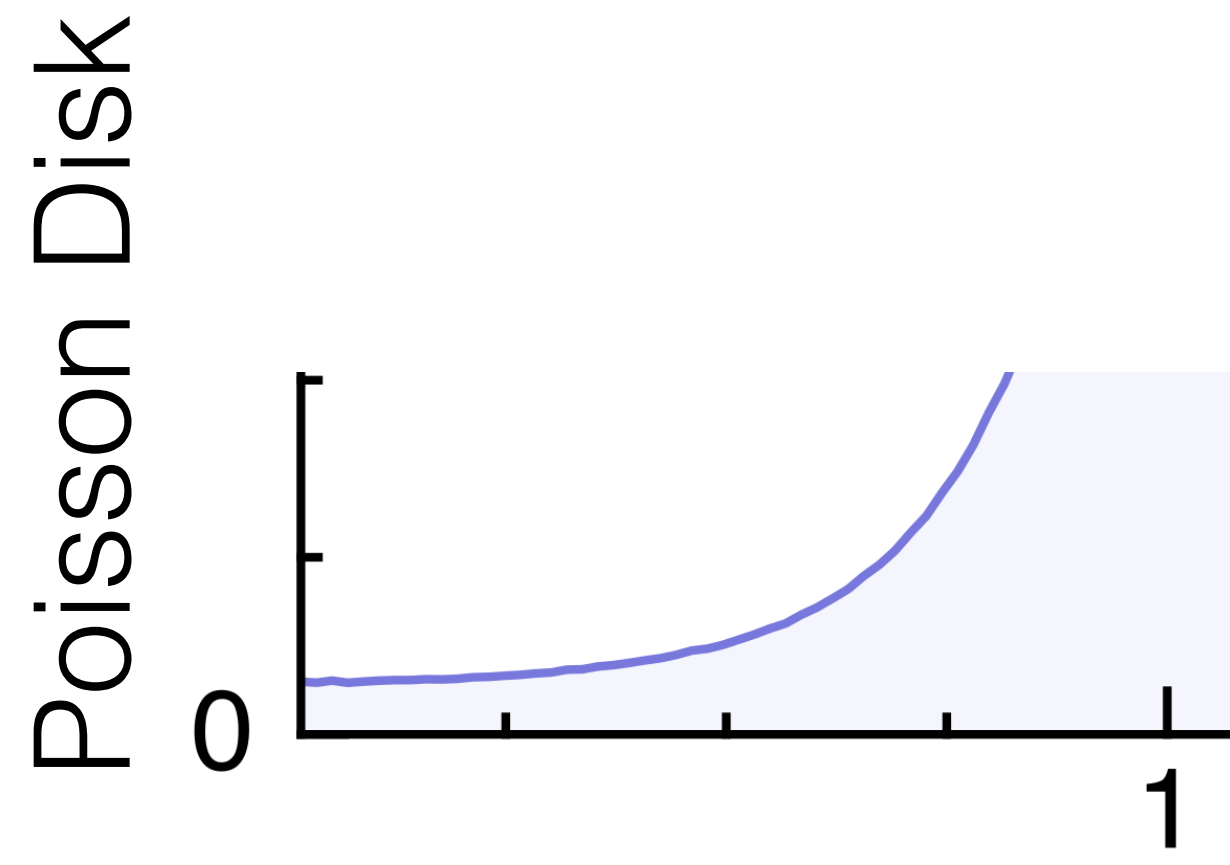
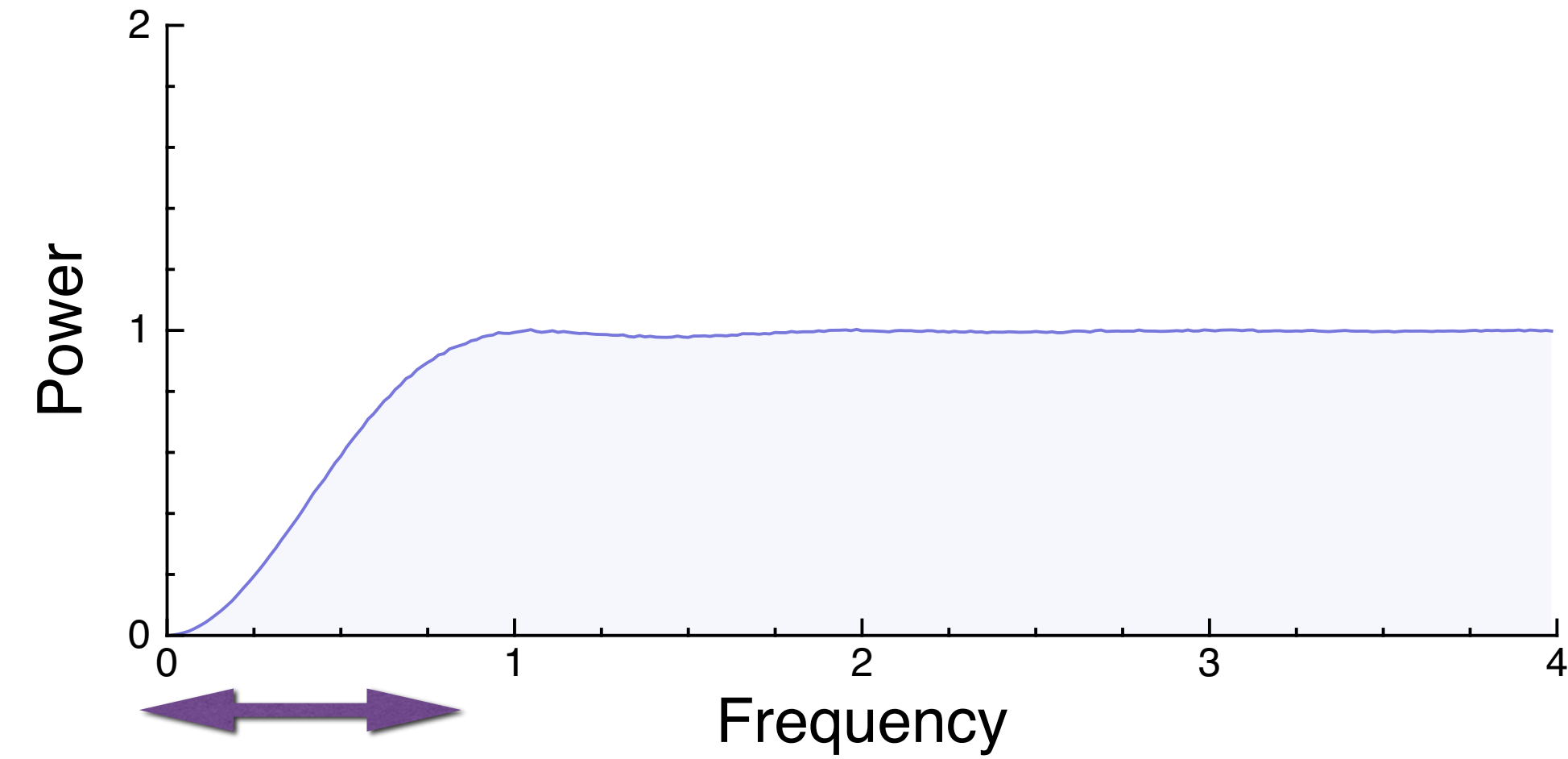
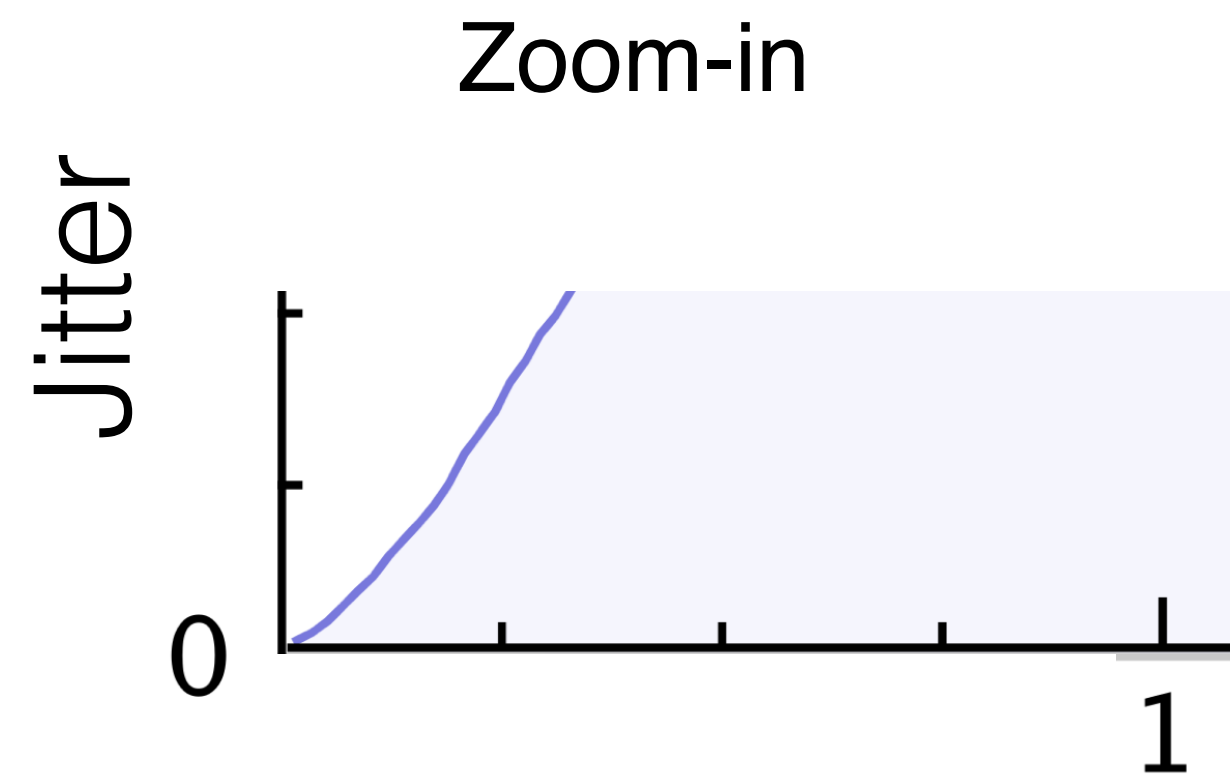
Jitter



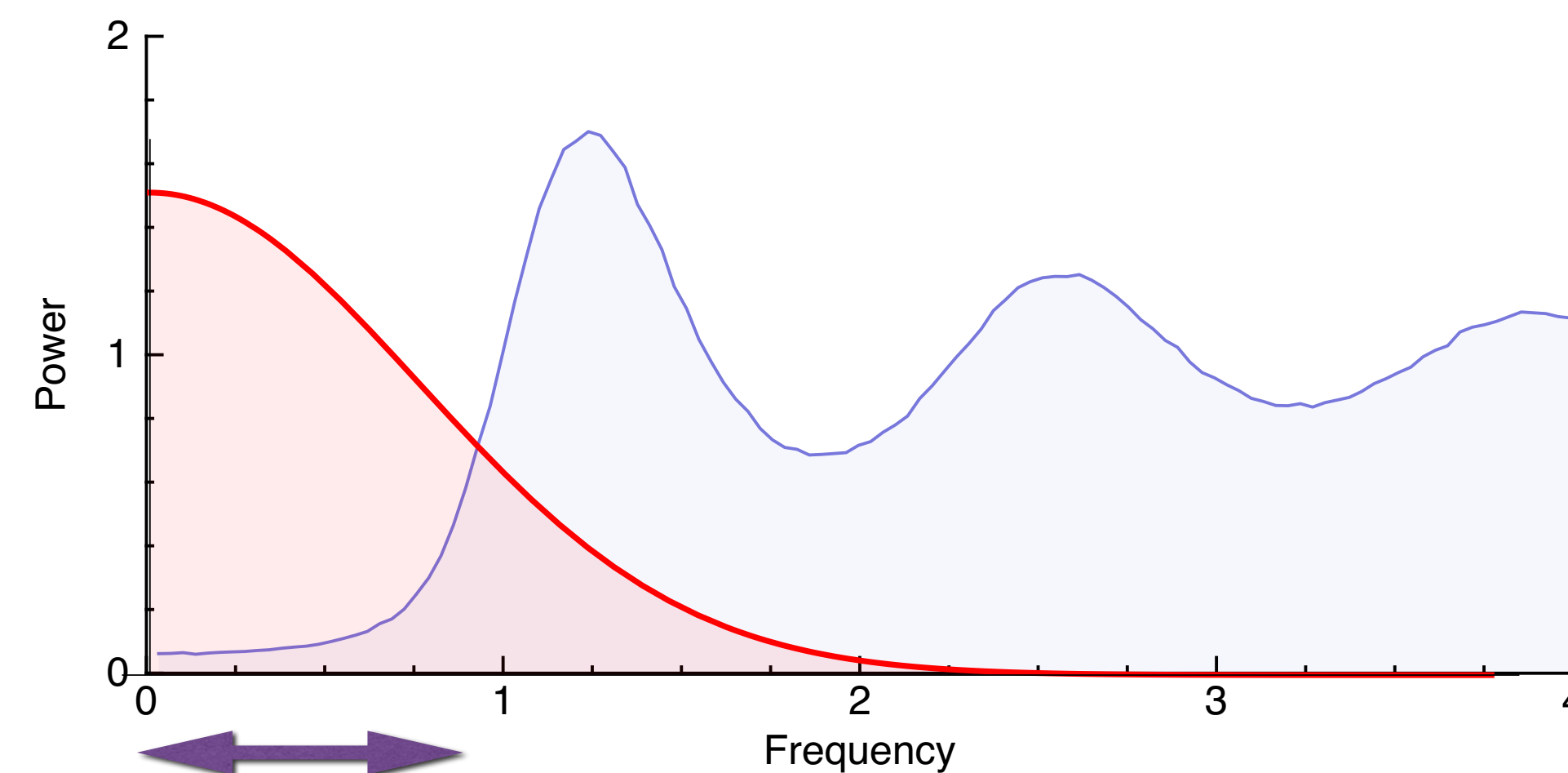
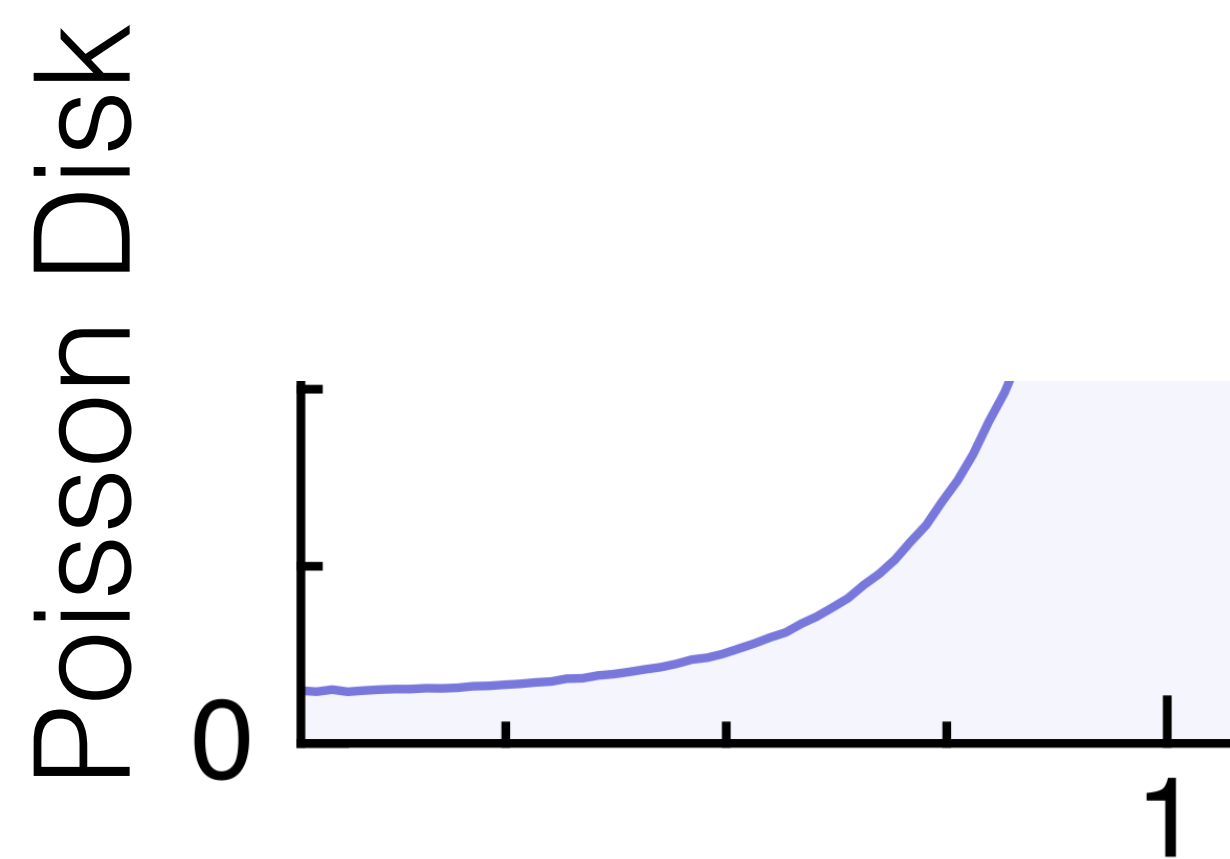
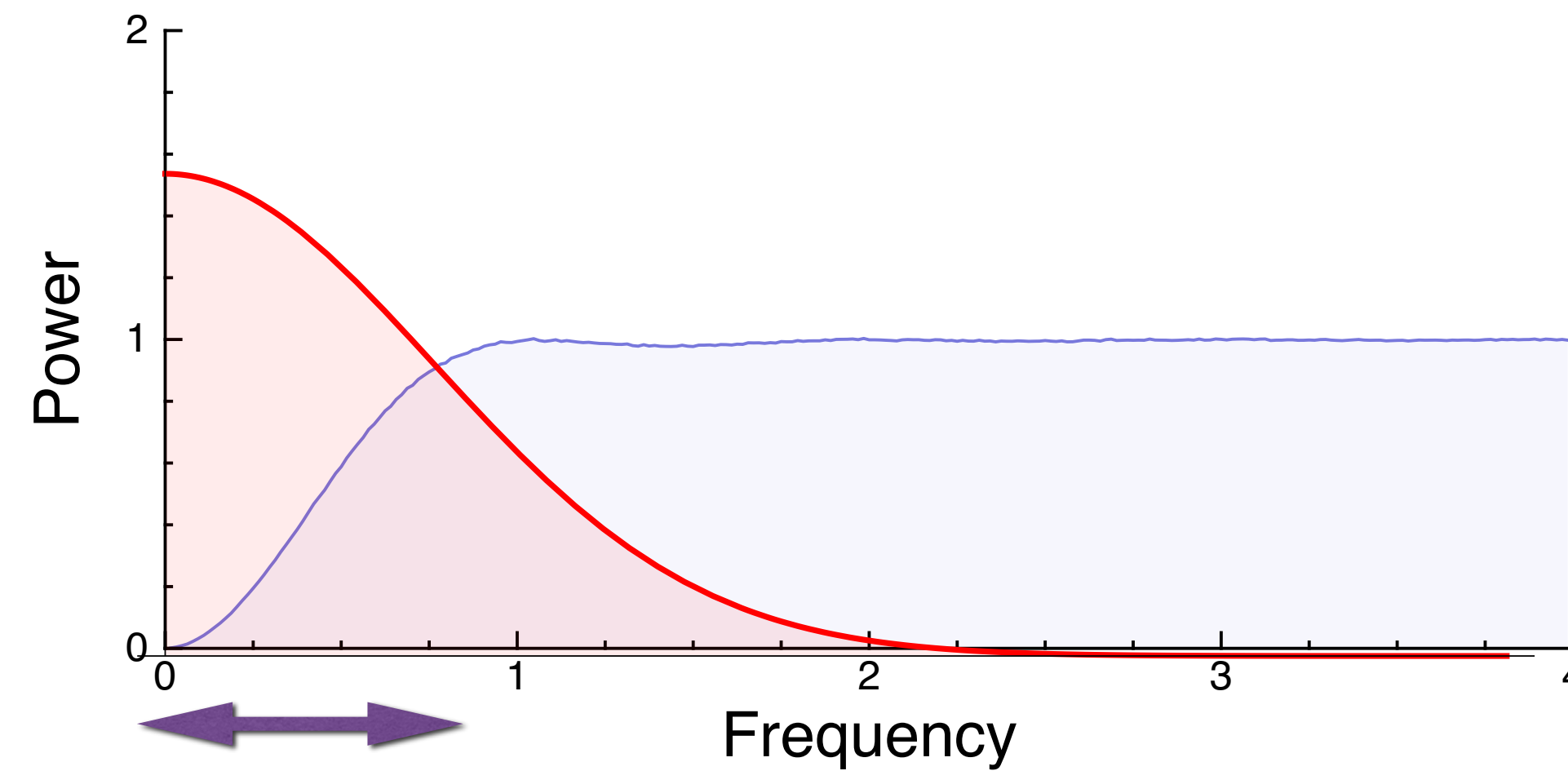
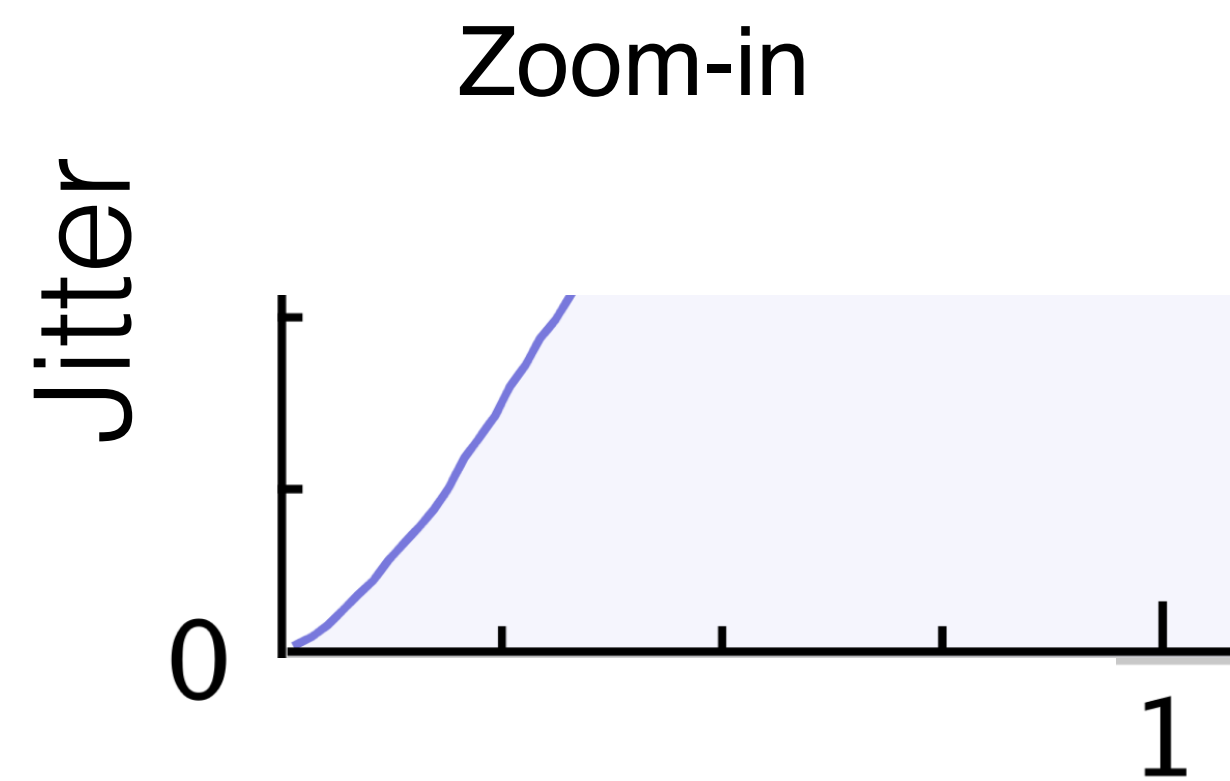
Poisson Disk



# Low Frequency Region

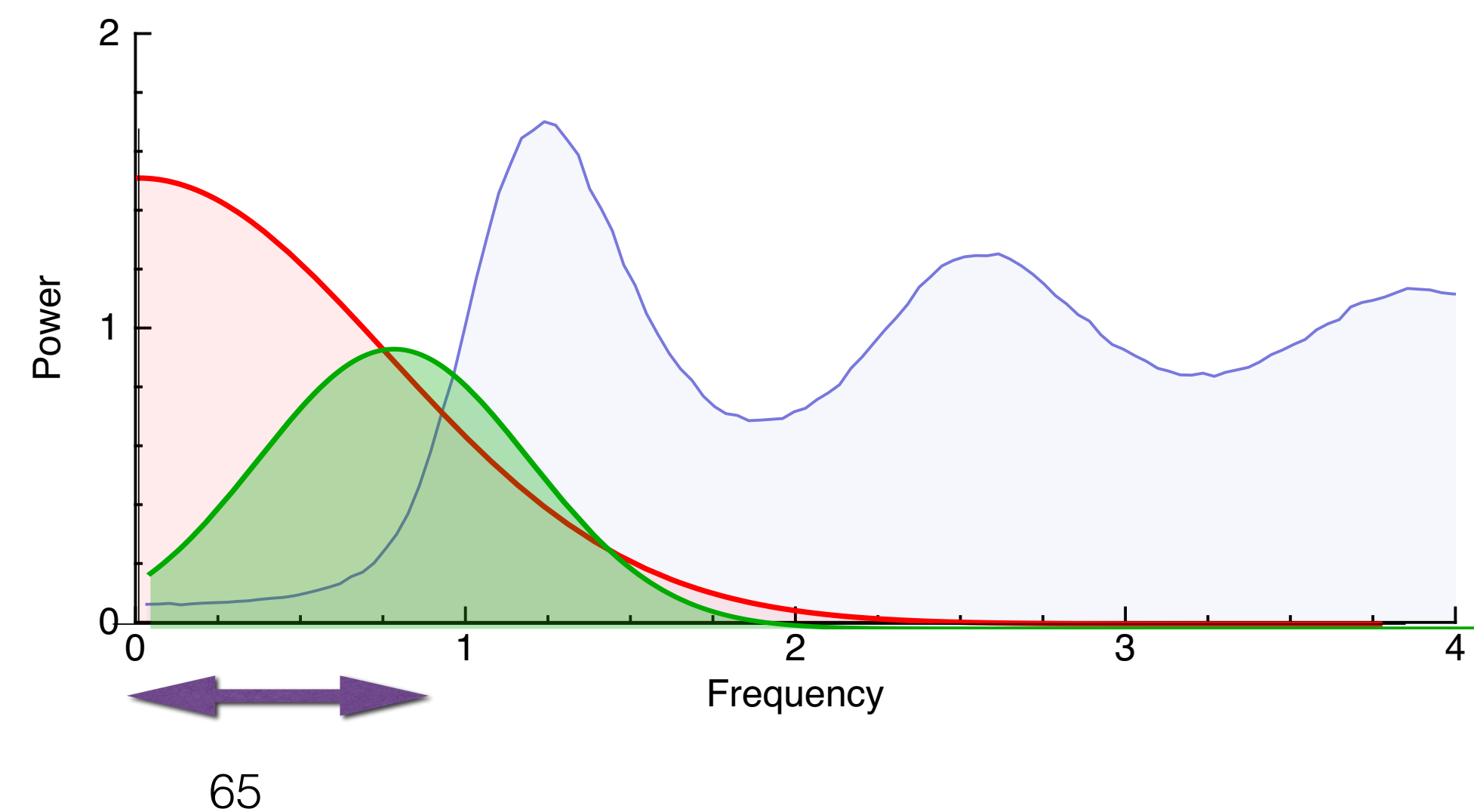
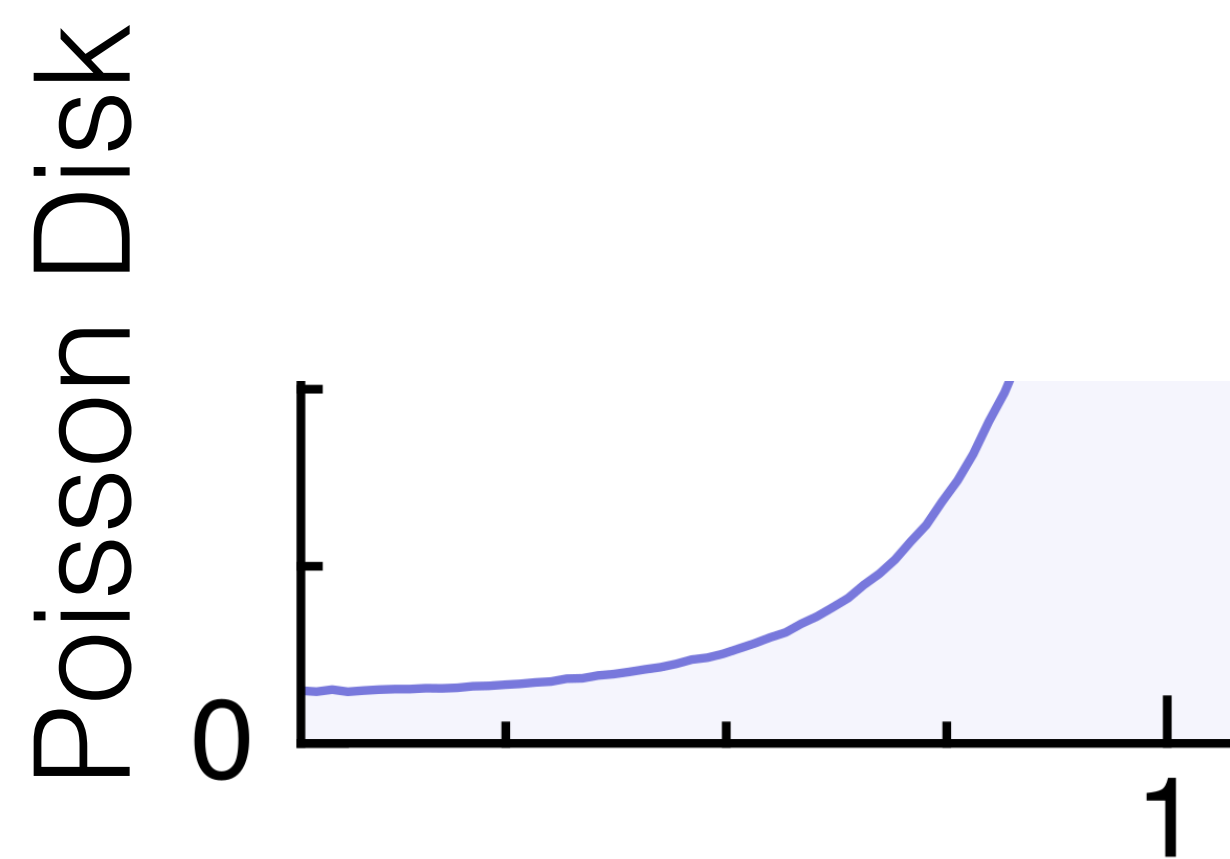
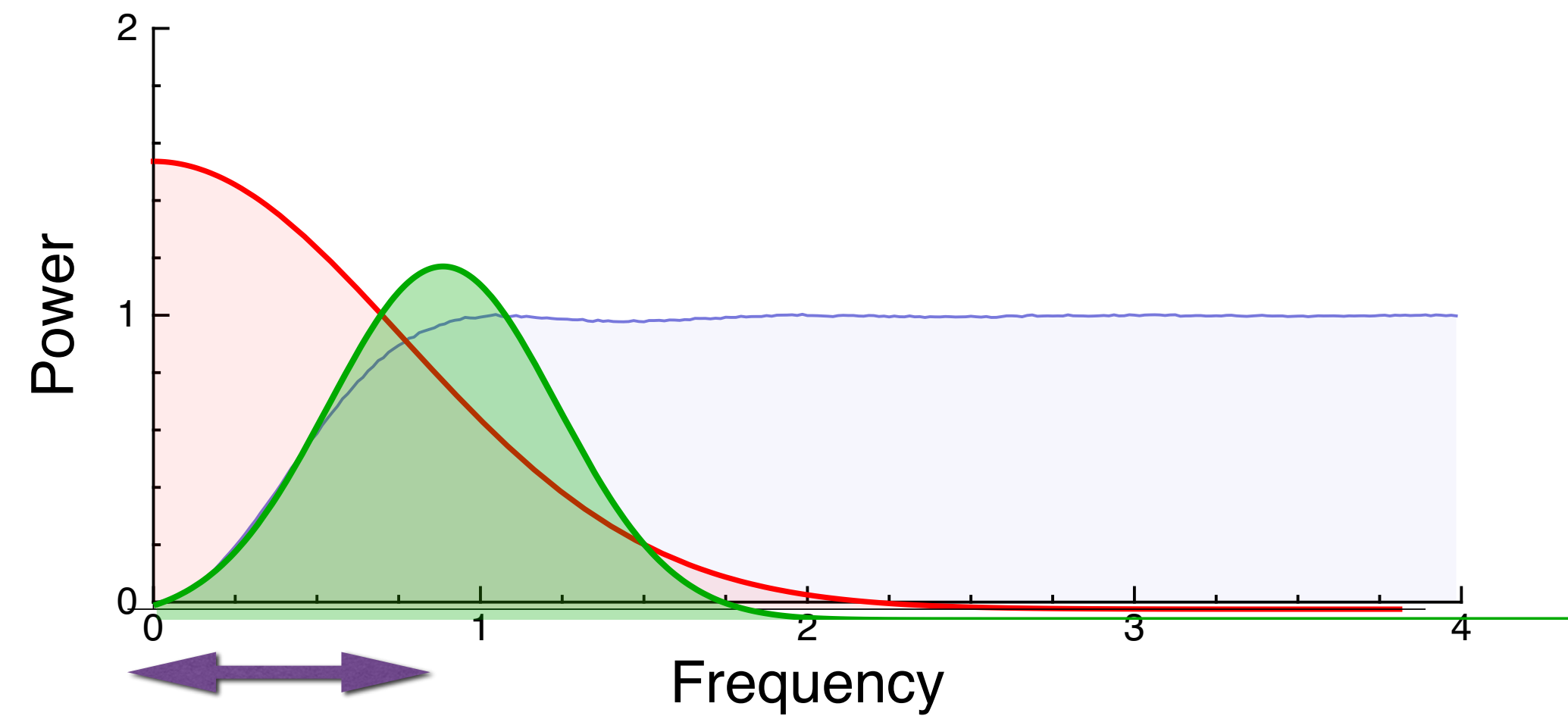
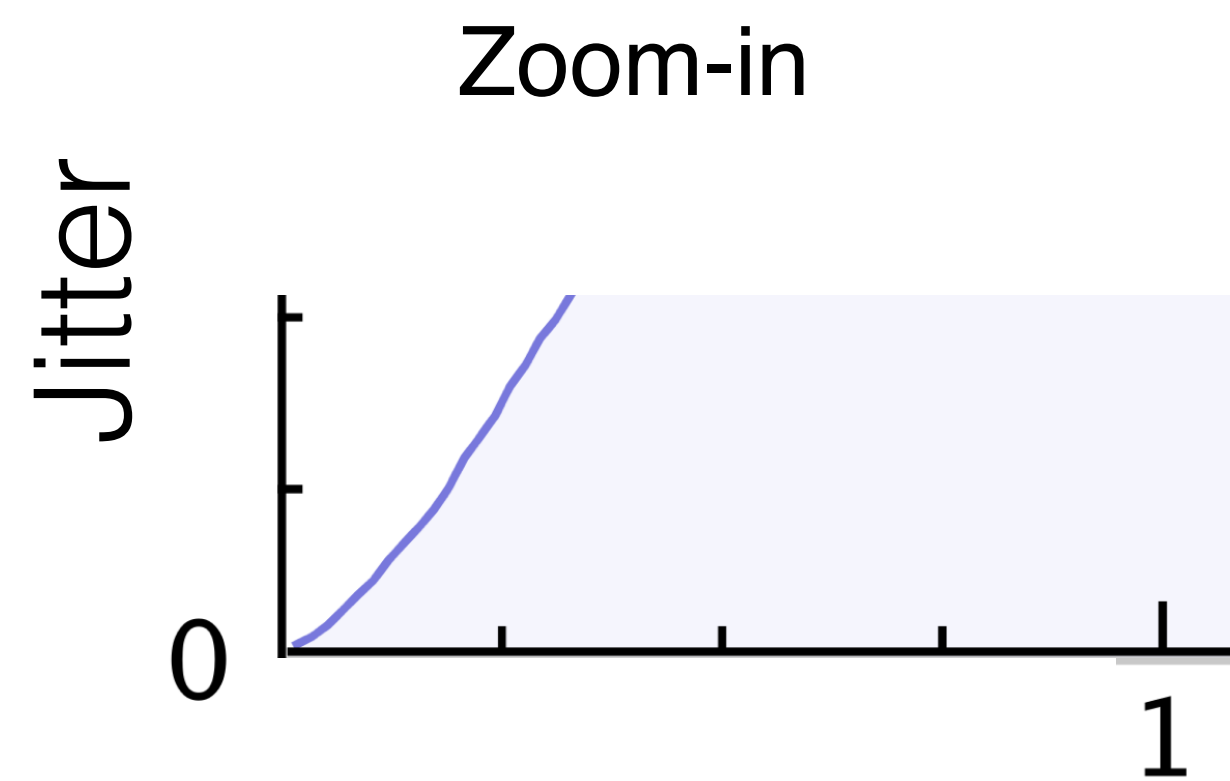


# Variance for Low Sample Count

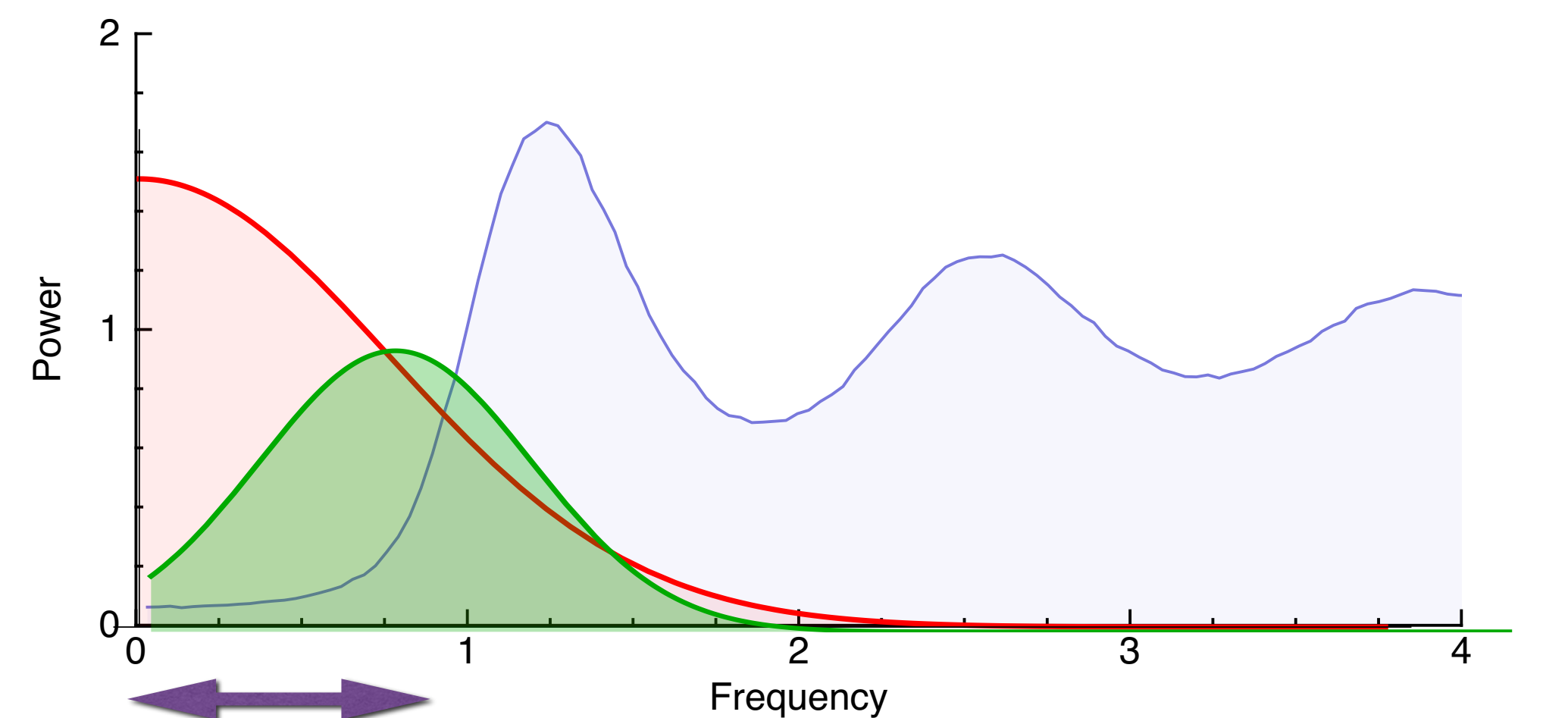
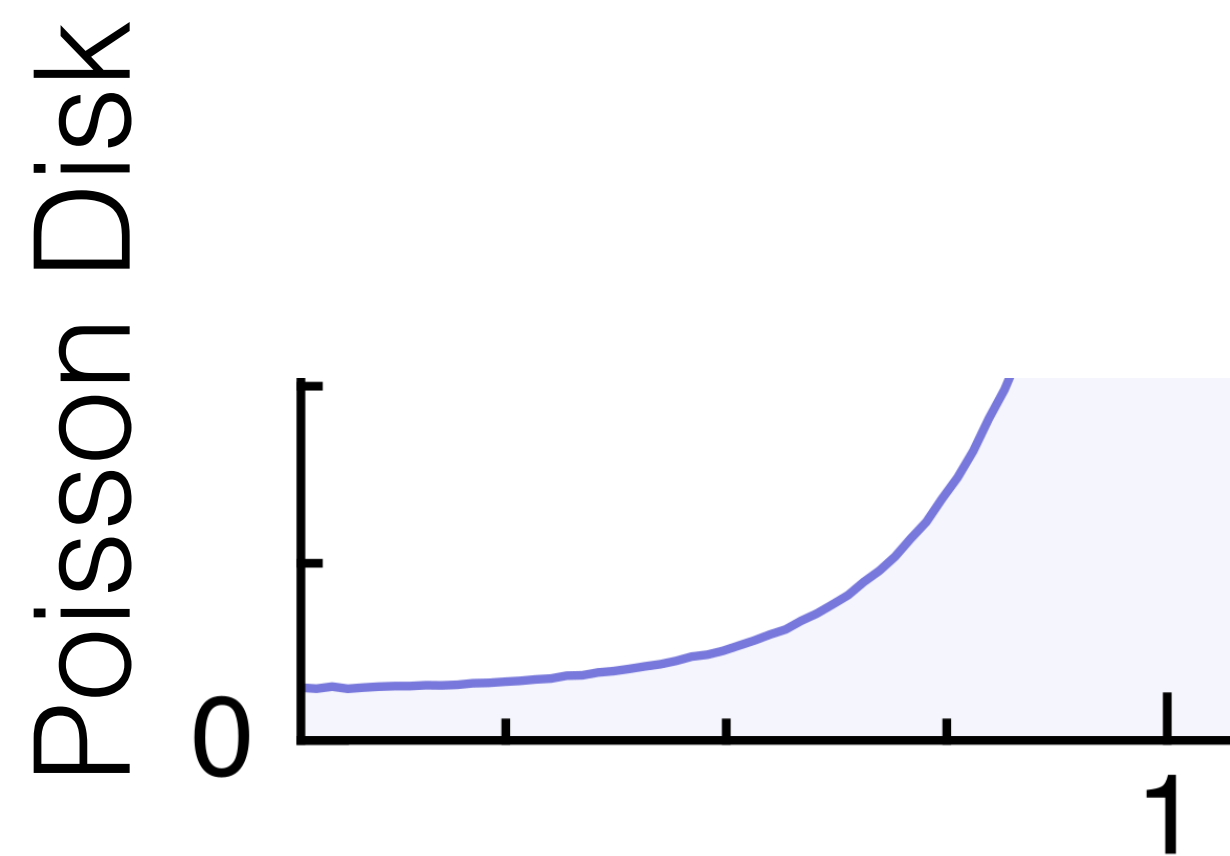
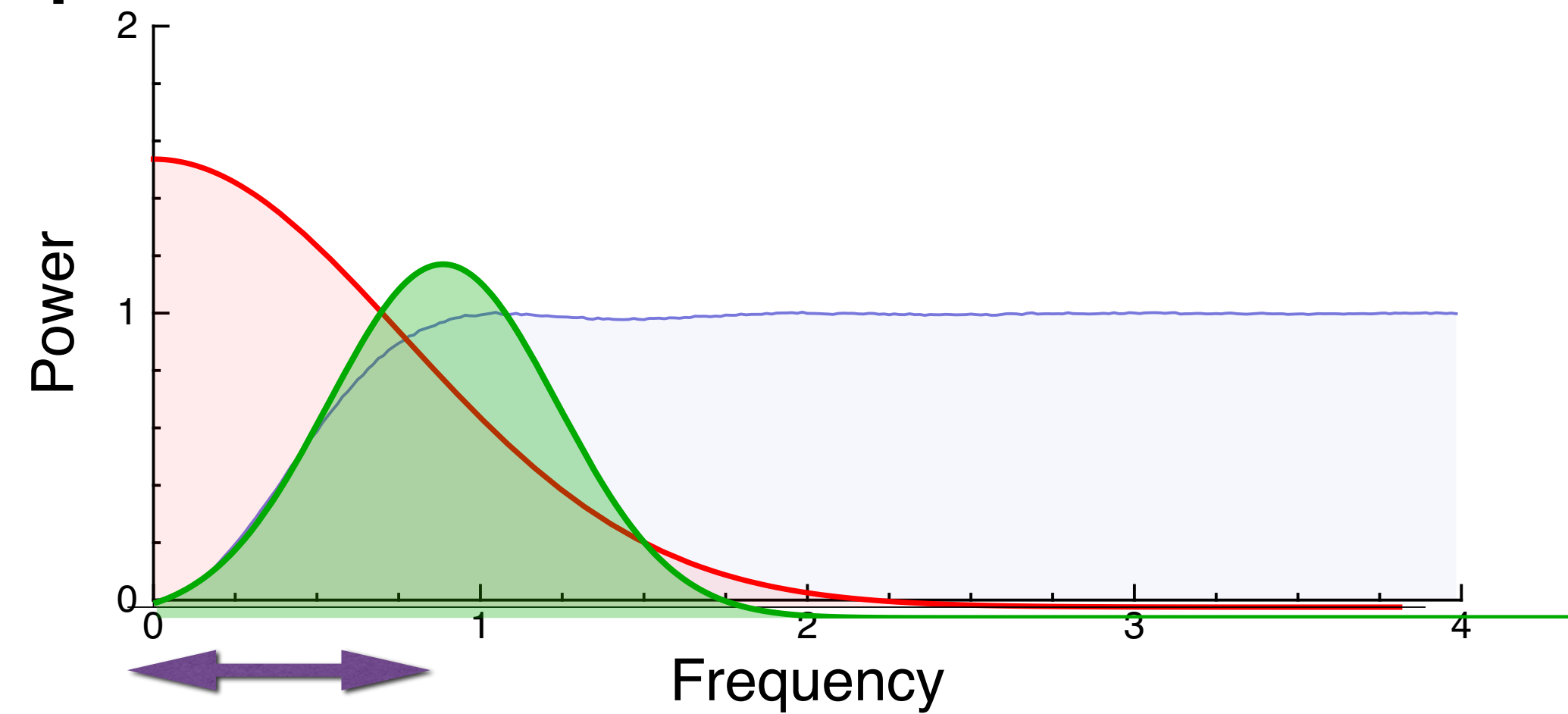
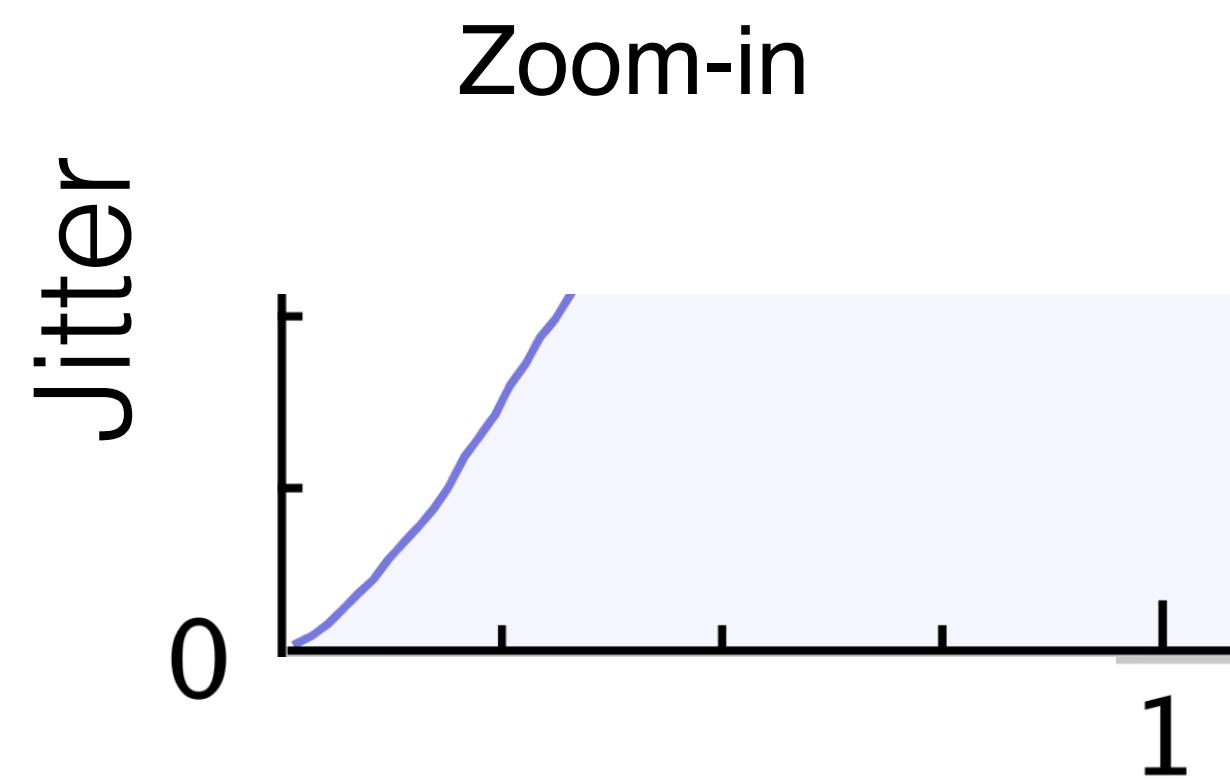


65

# Variance for Low Sample Count

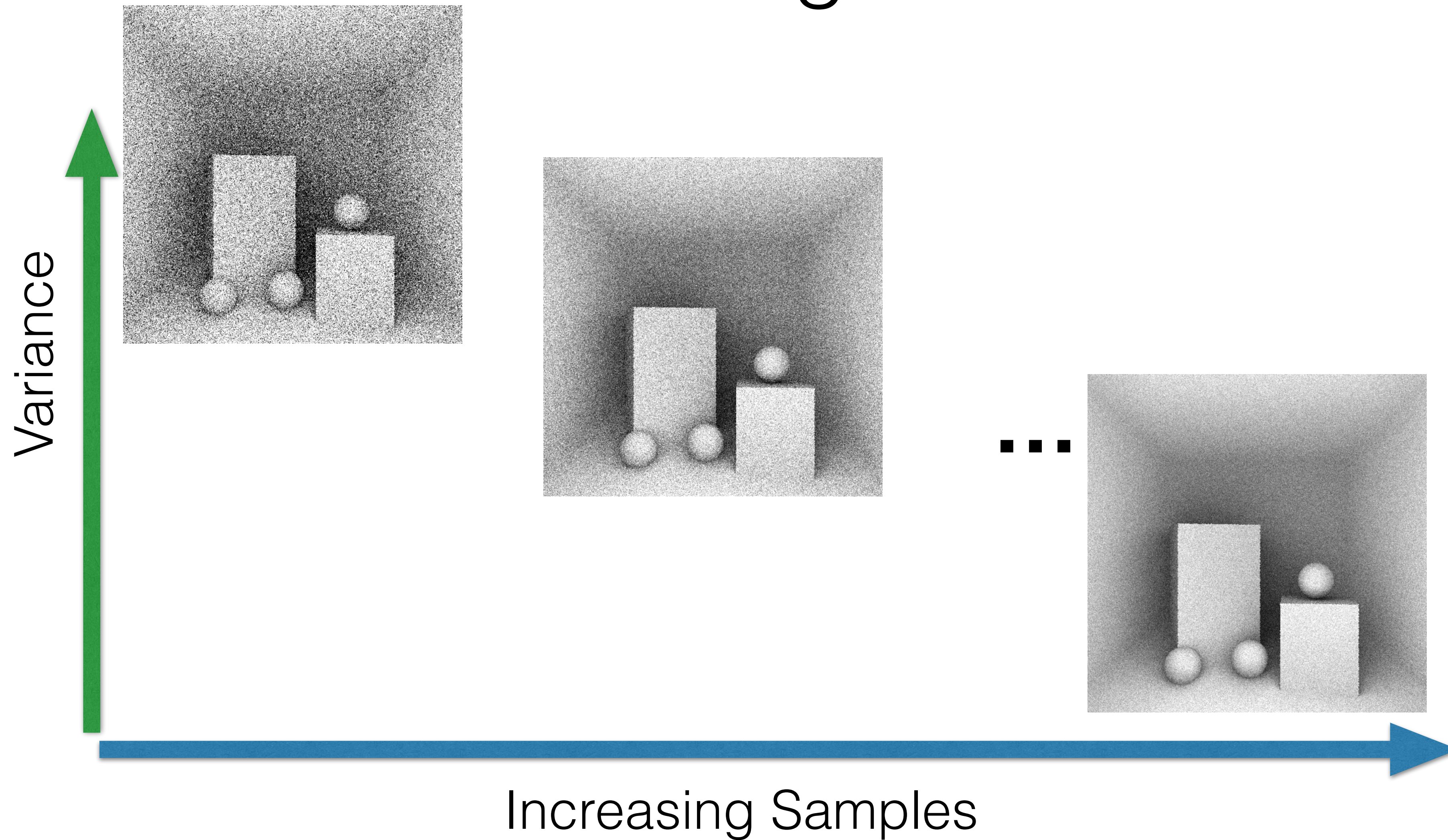


# Variance for Increasing Sample Count

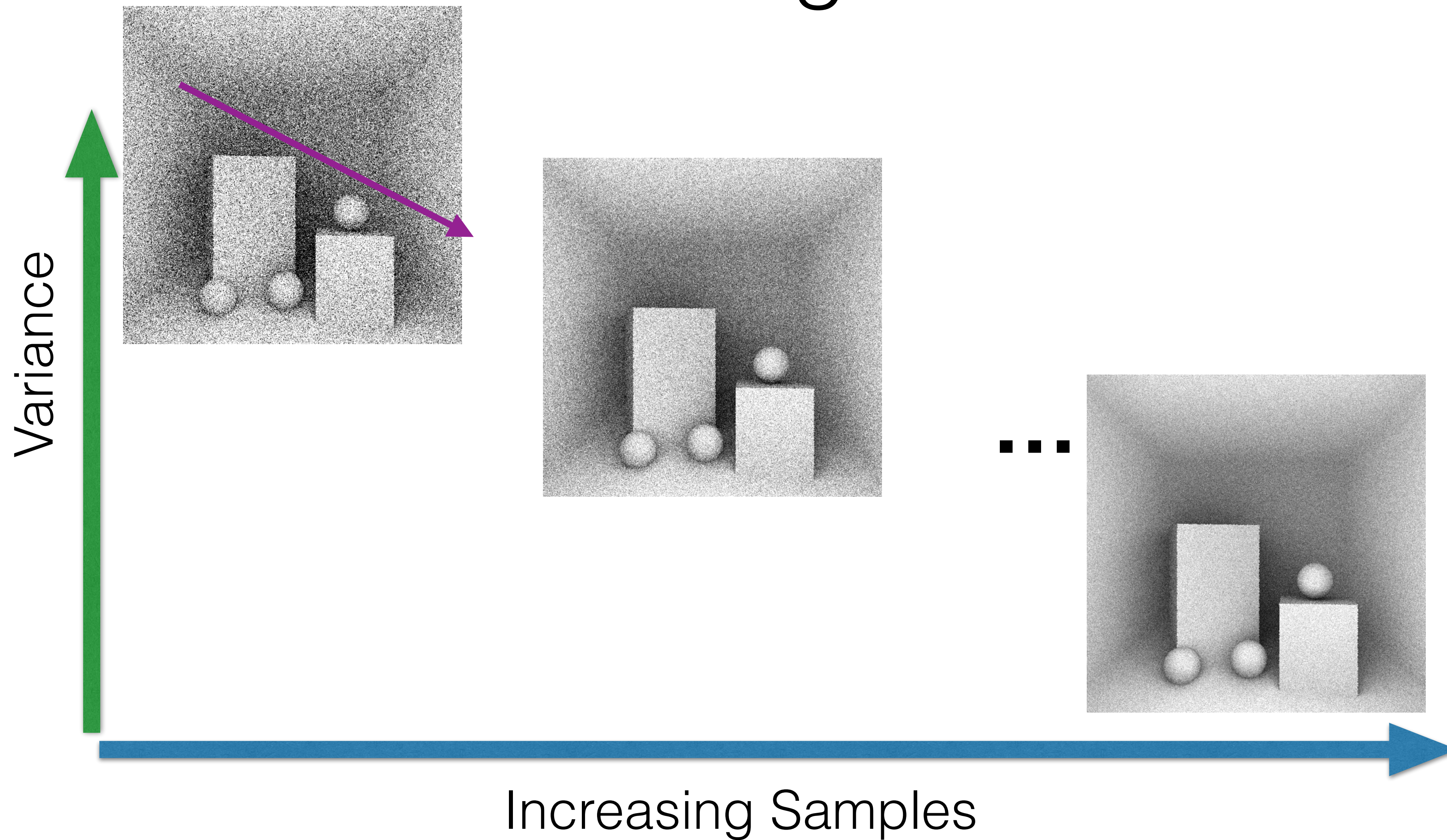


# Experimental Verification

# Convergence rate

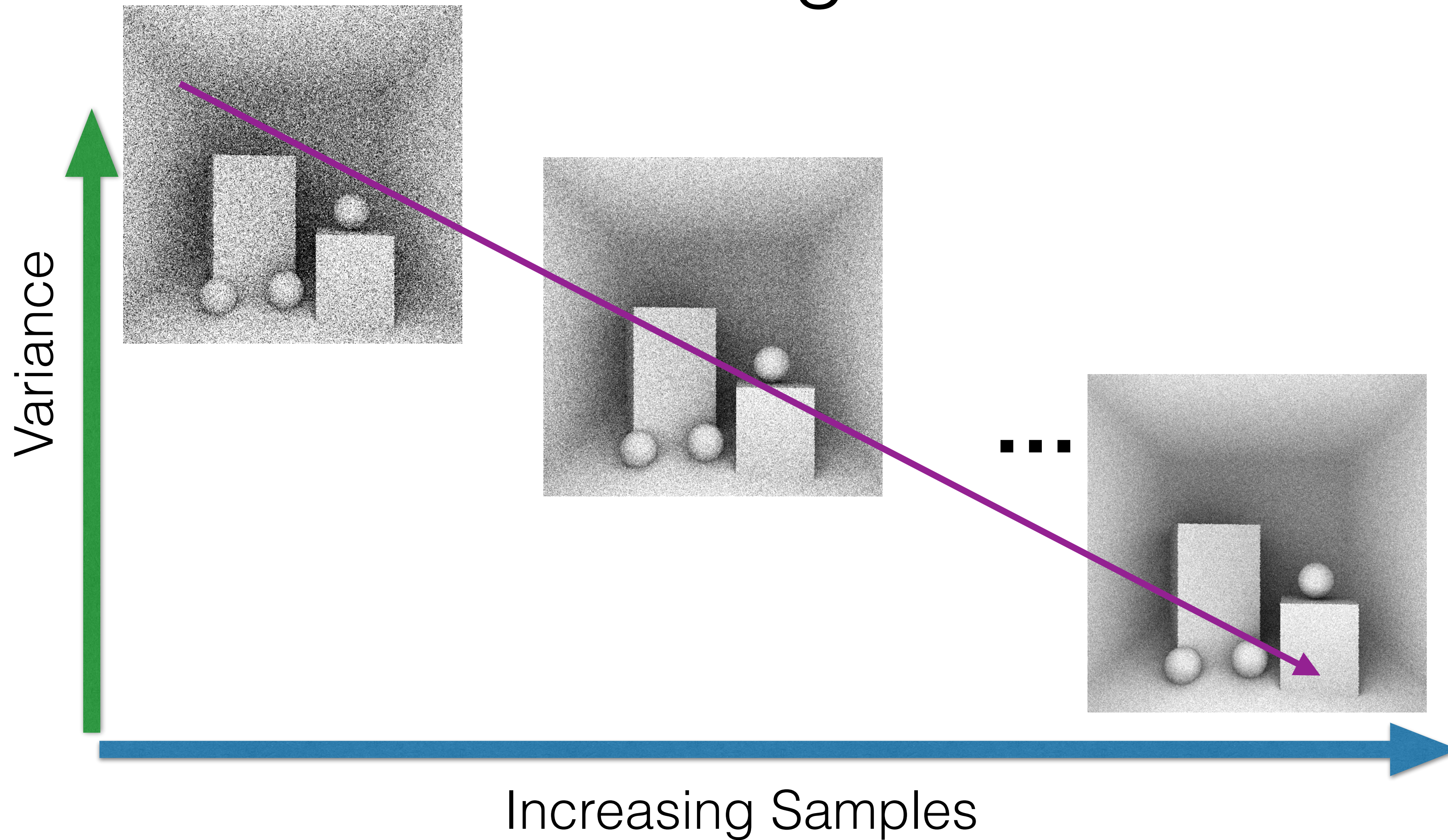


# Convergence rate

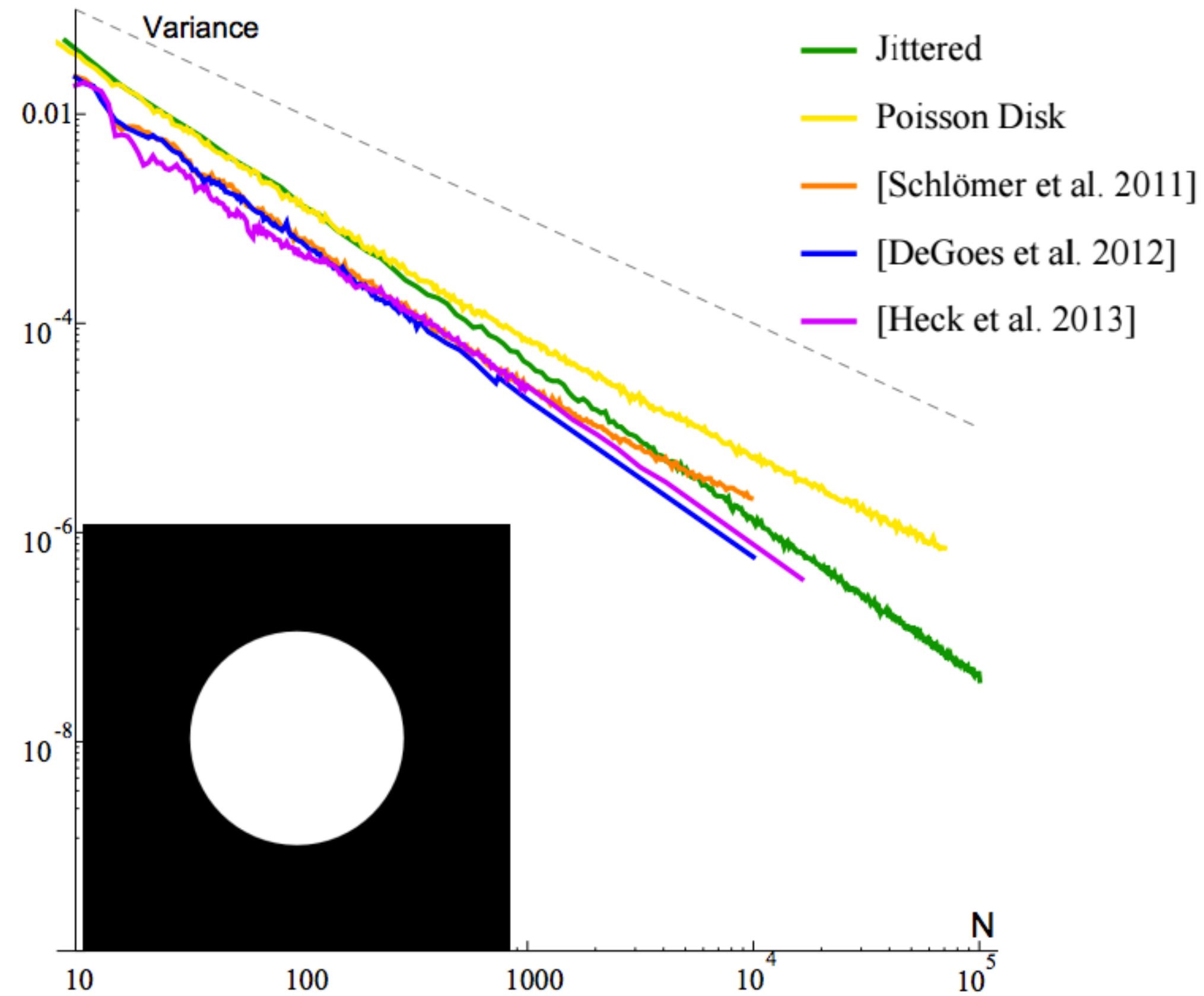




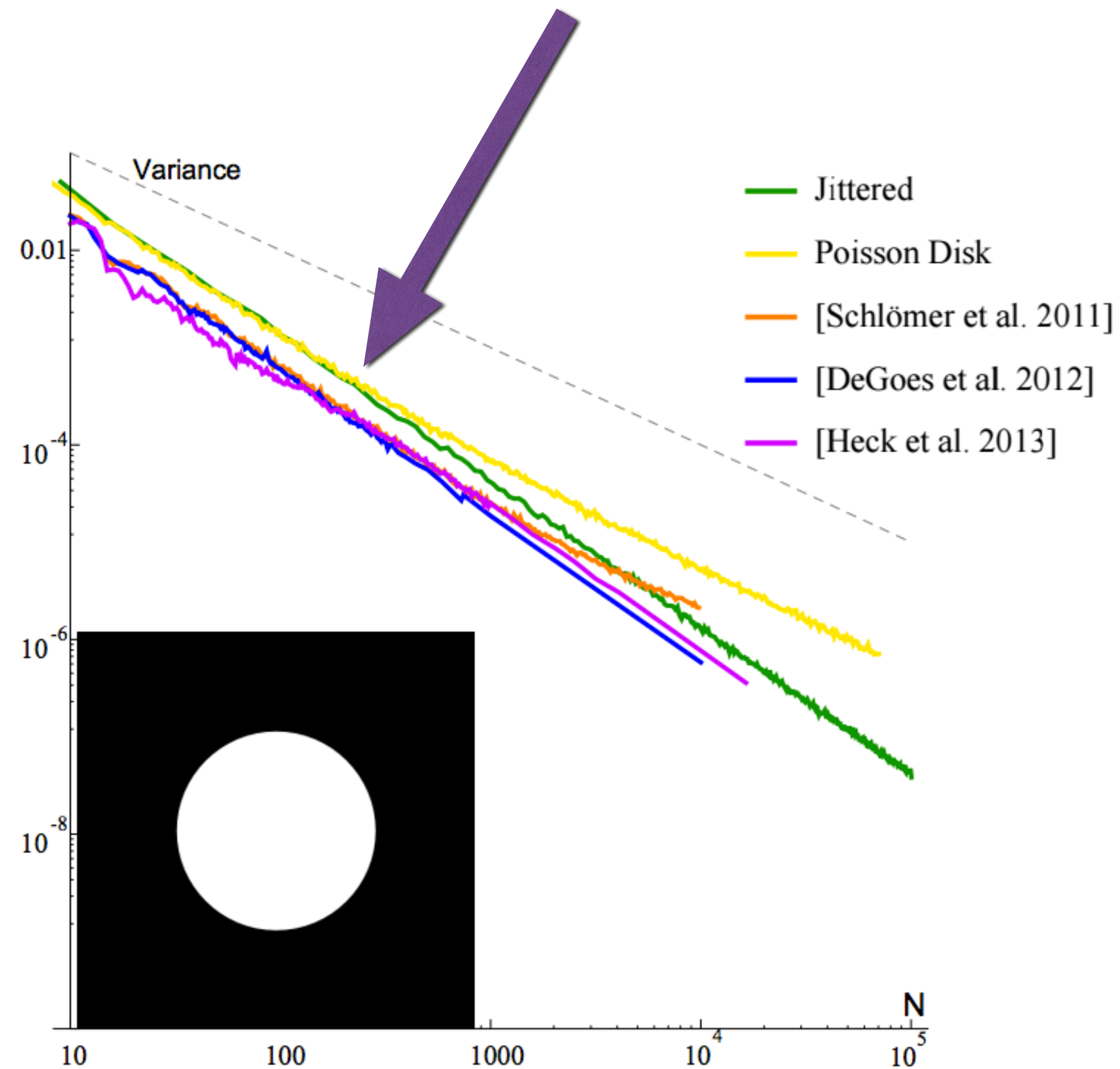
# Convergence rate



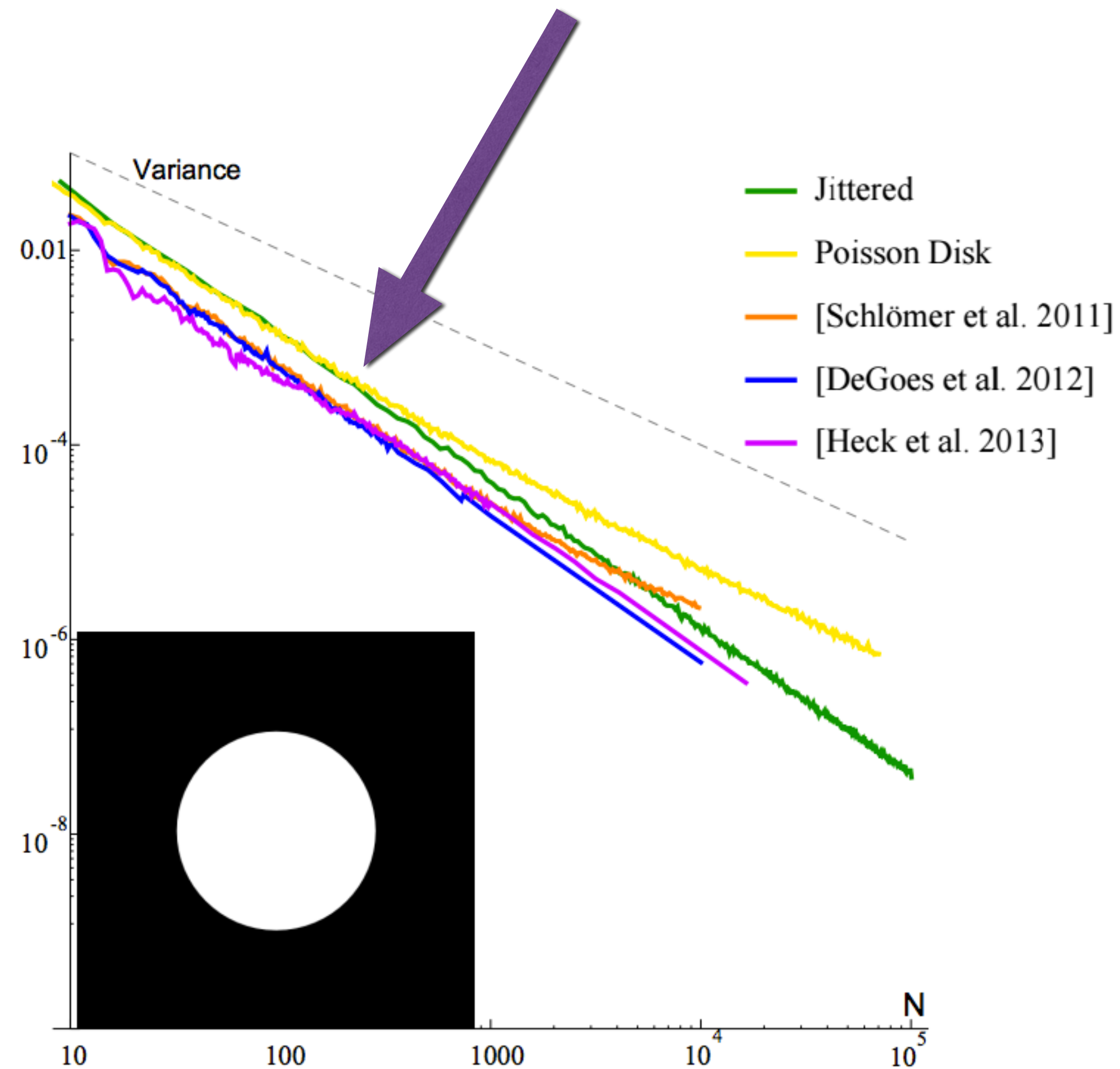
# Disk Function as Worst Case



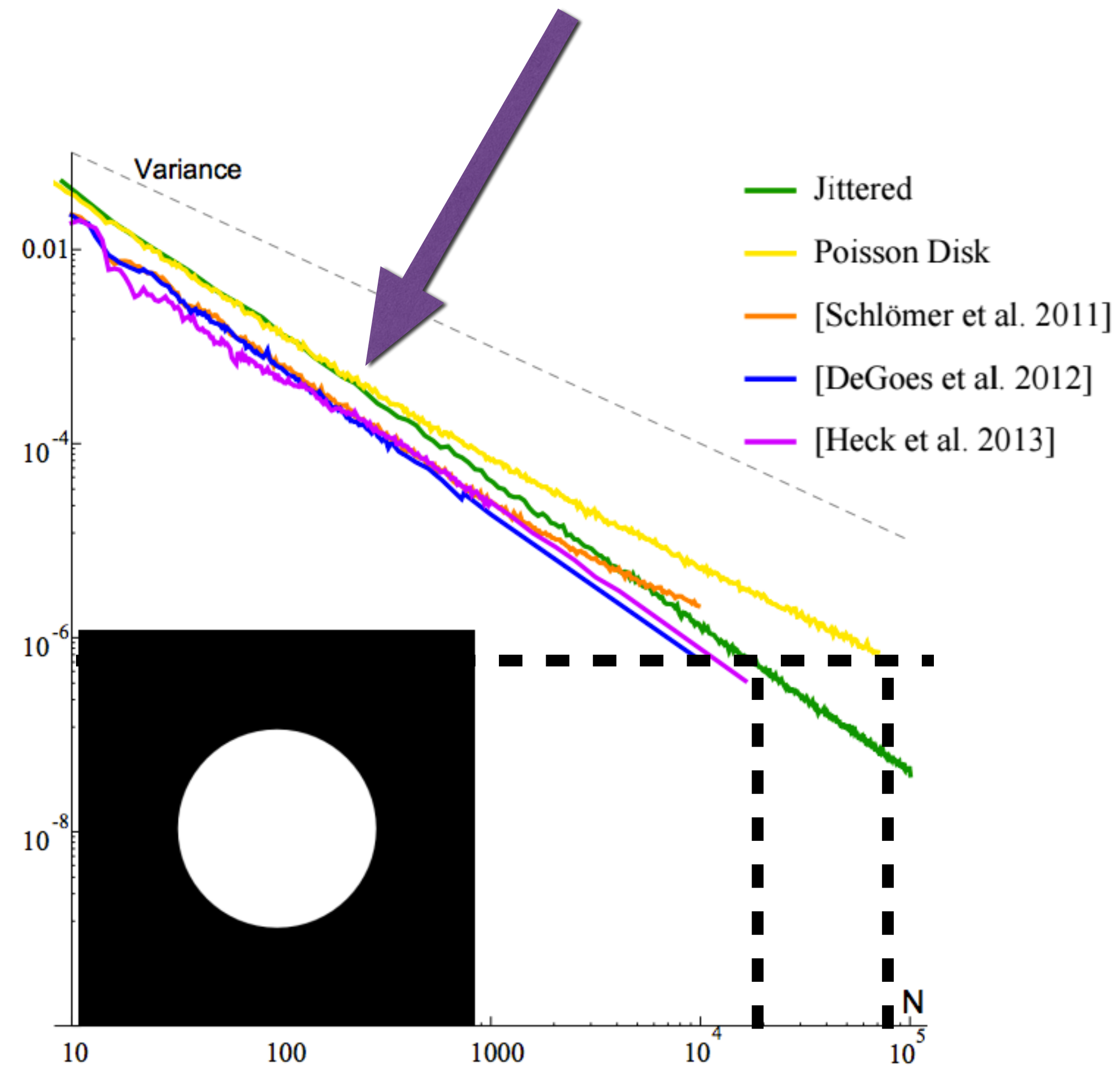
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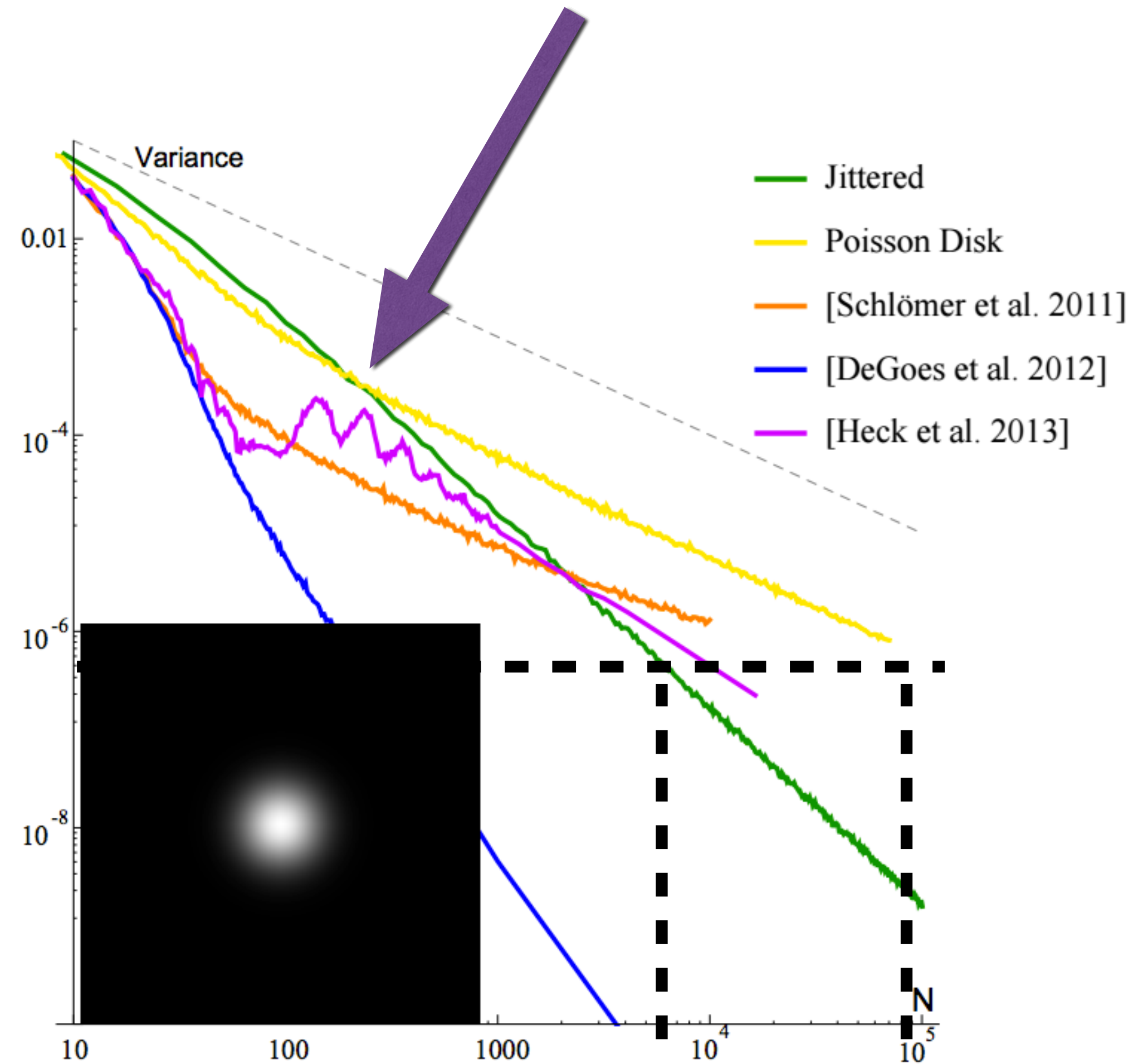
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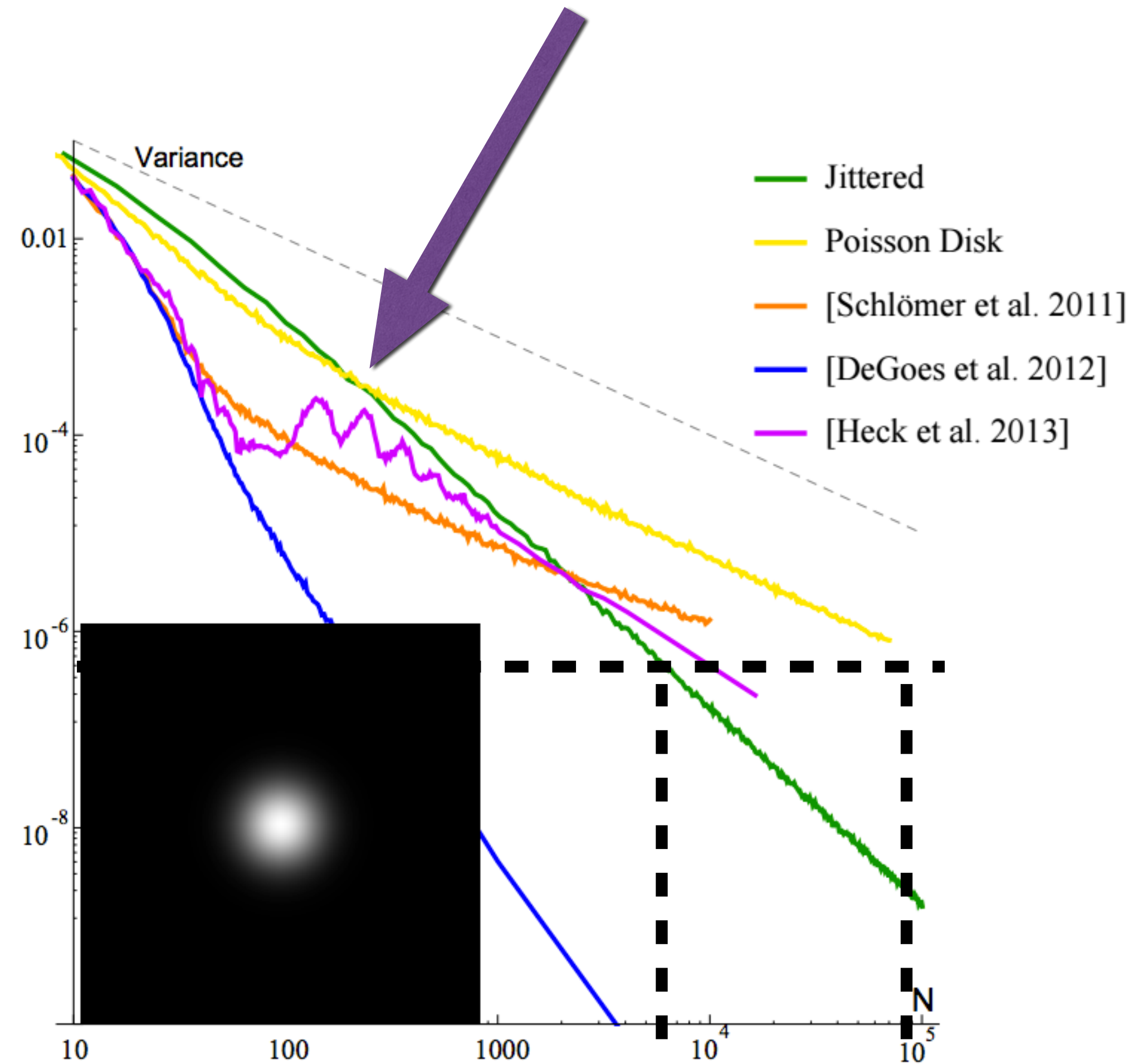
# Disk Function as Worst Case



# Gaussian as Best Case



# Gaussian as Best Case

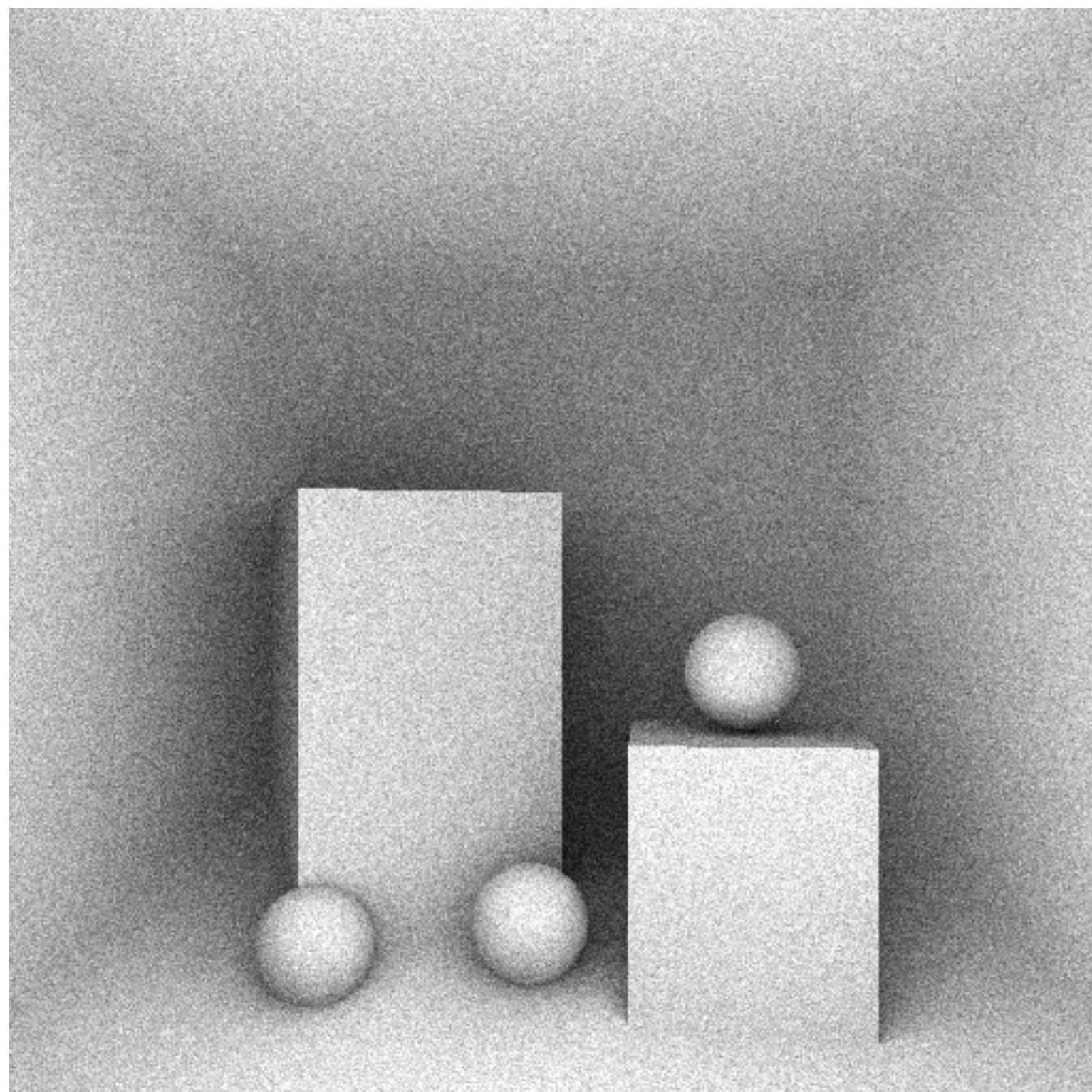


# Ambient Occlusion Examples

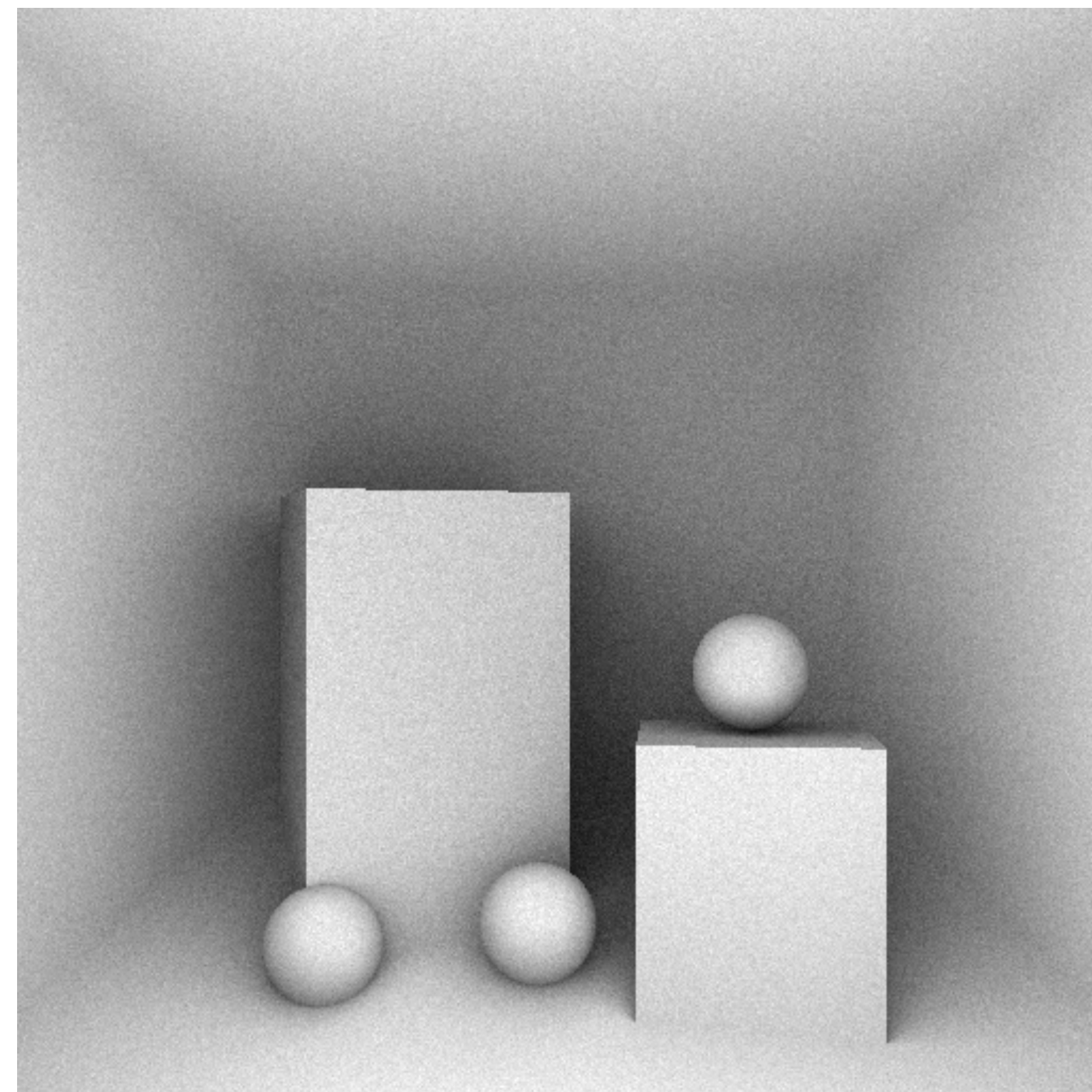


# Random vs Jittered

96 Secondary Rays



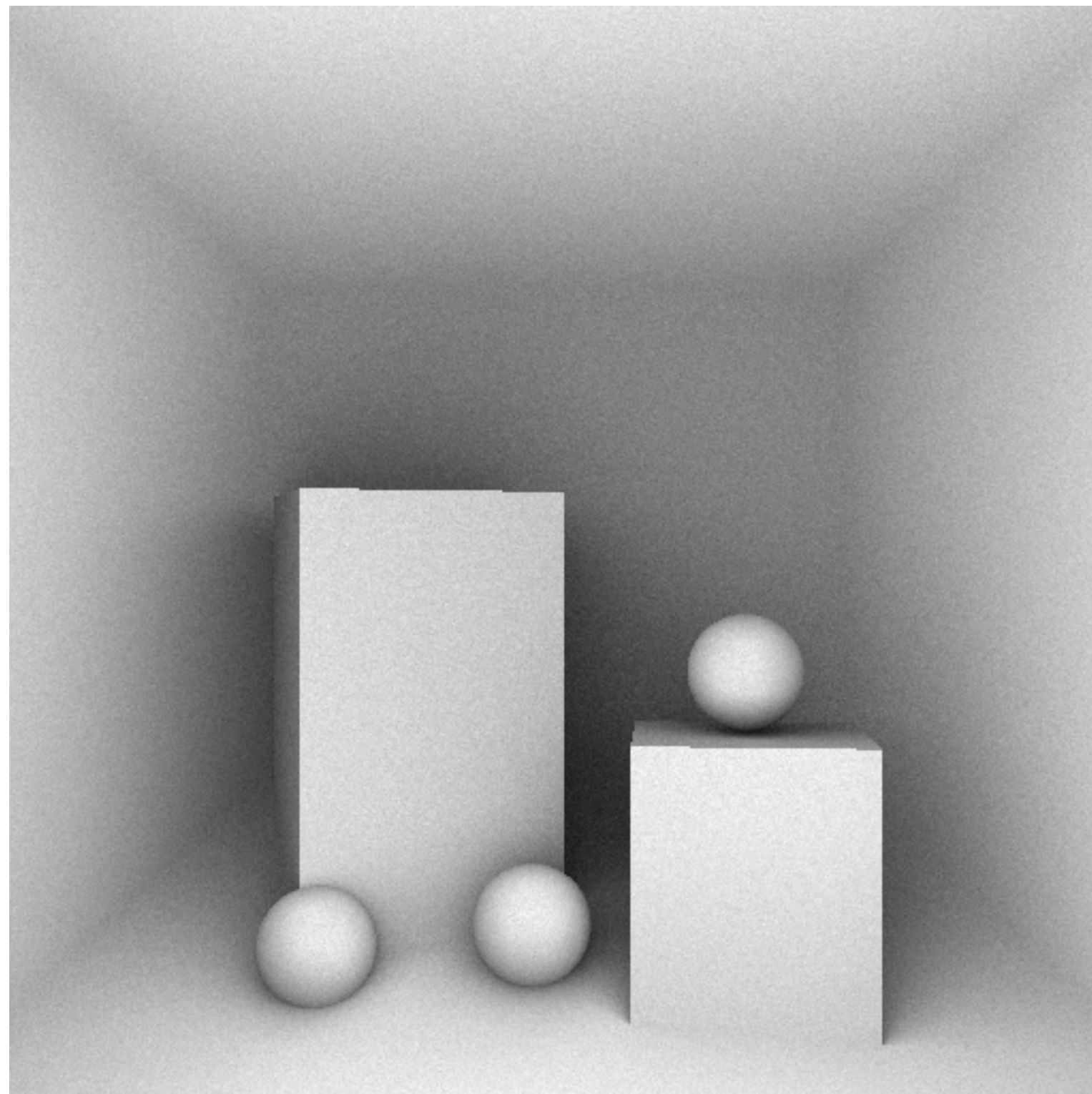
MSE:  $4.74 \times 10^{-3}$



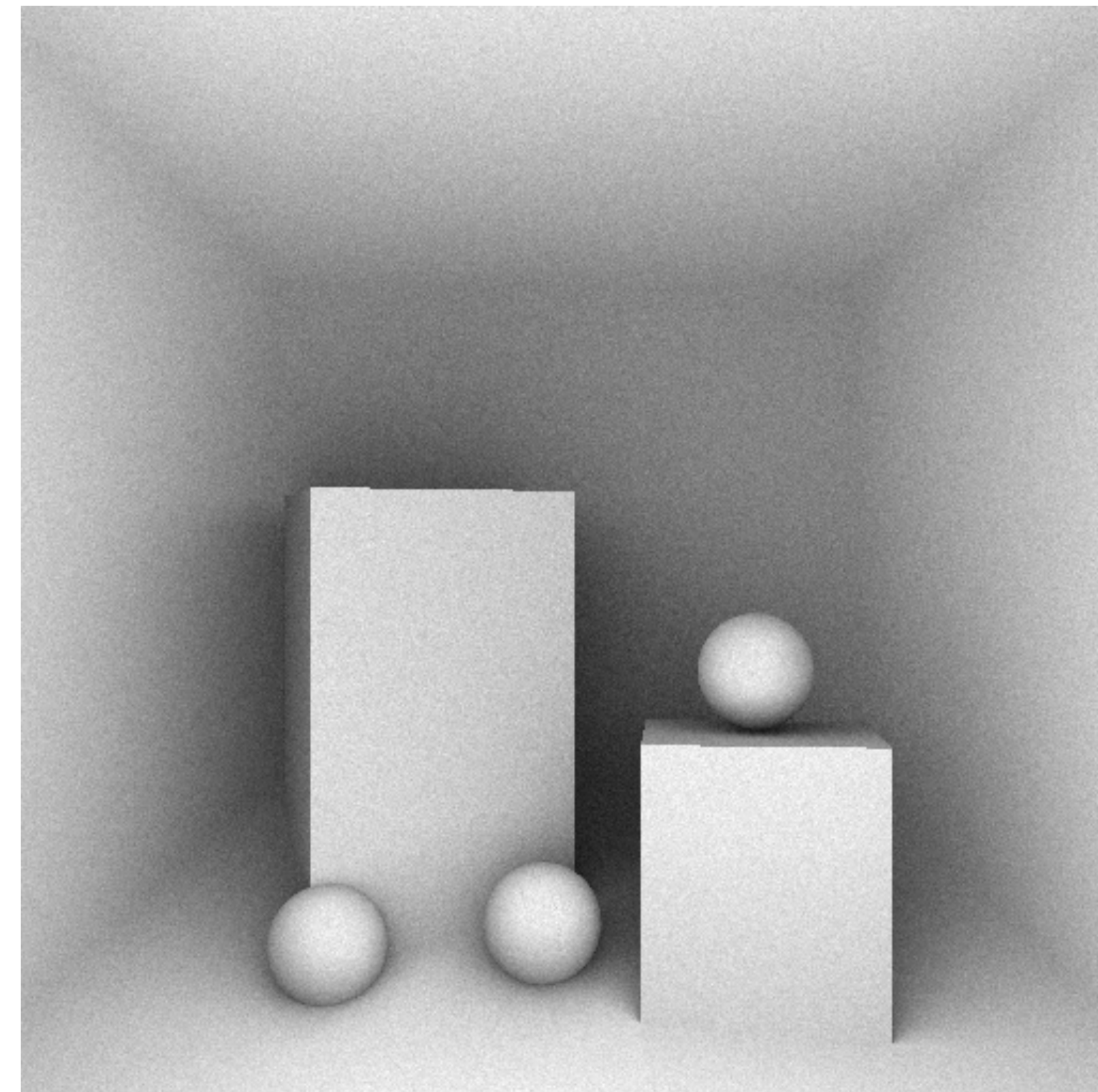
MSE:  $8.56 \times 10^{-4}$

# CCVT vs. Poisson Disk

96 Secondary Rays

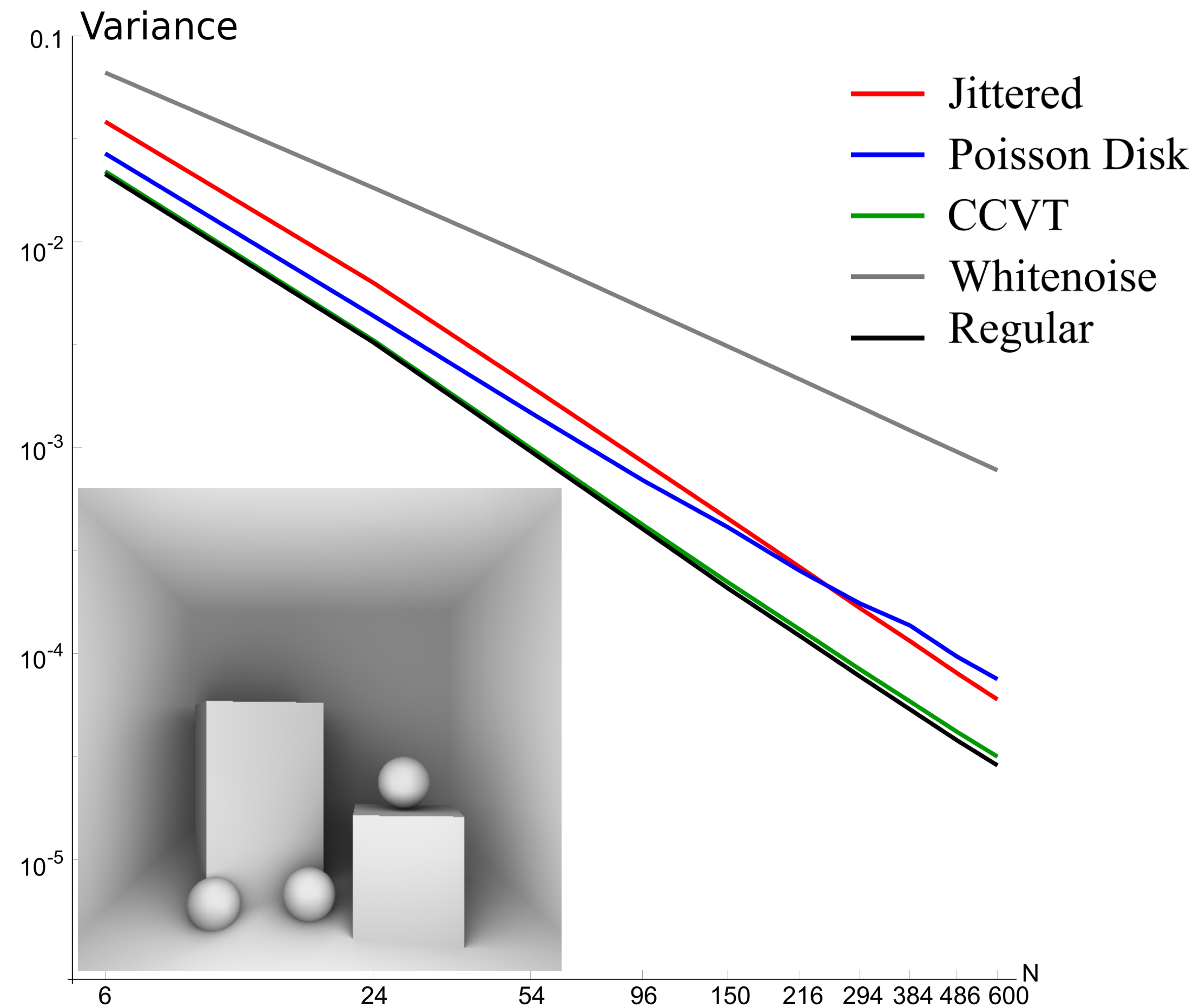


MSE:  $4.24 \times 10^{-4}$

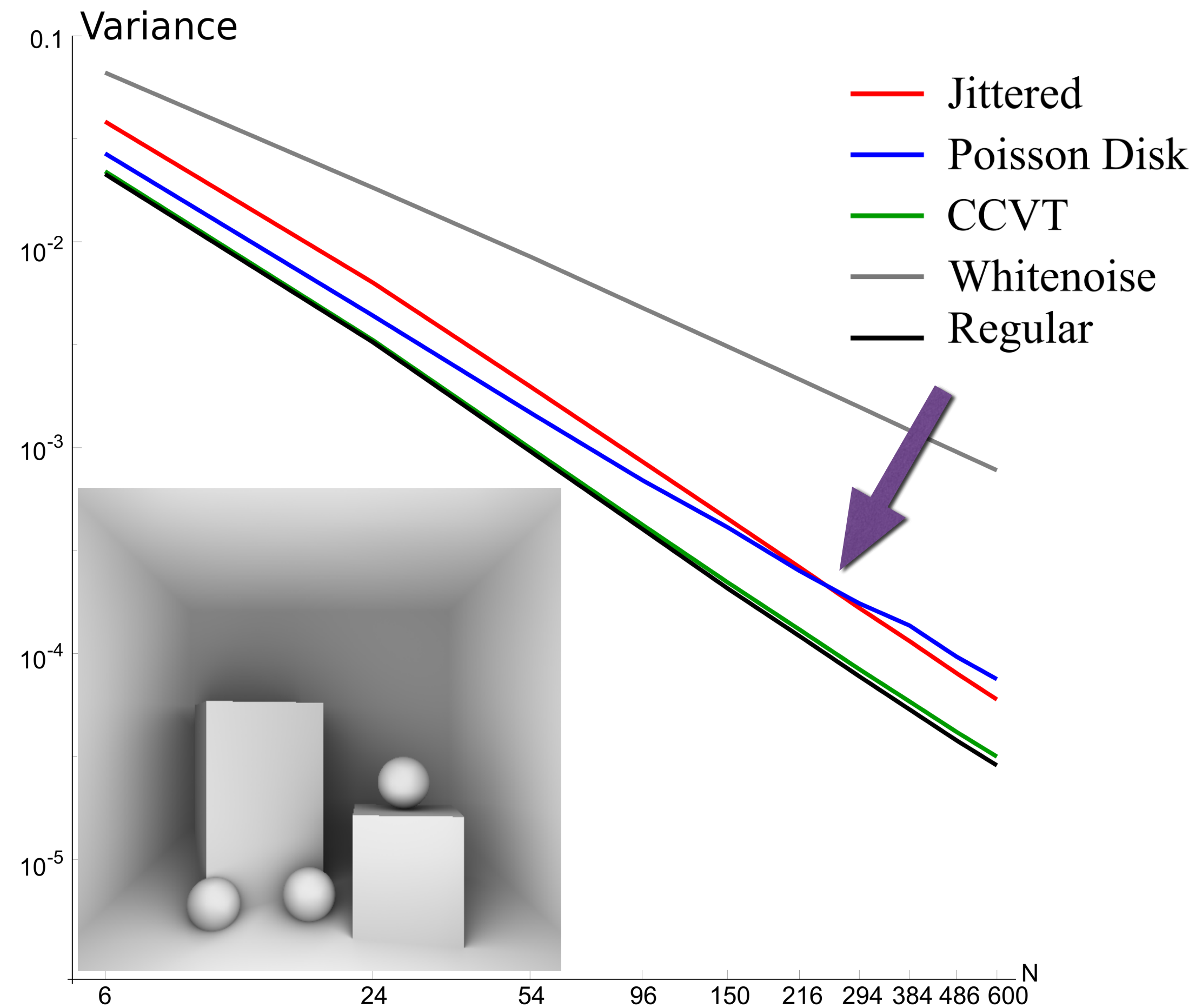


MSE:  $6.95 \times 10^{-4}$

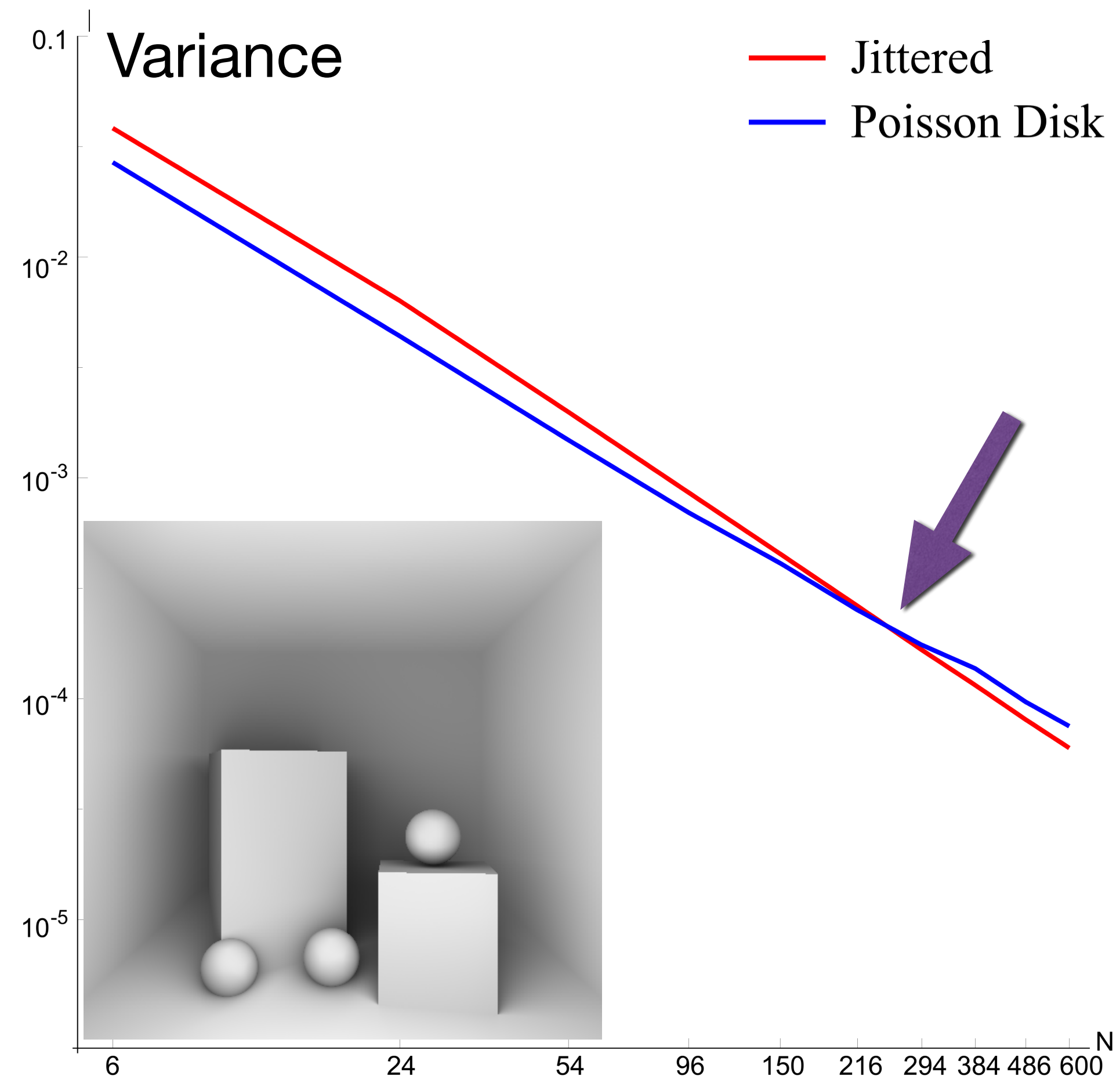
# Convergence rates



# Convergence rates



# Jittered vs Poisson Disk



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- For offline rendering, analysis tells which samplers would converge faster.

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- For real time rendering, blue noise samples are more effective in reducing variance for a given number of samples