

Inverse Volume Rendering

Absorption + Emission, Automatic Differentiation

Sebastian Weiß

Lehrstuhl für Computergrafik
Technische Universität München

November 2020

Overview

1. Models and Assumptions

1.1. Absorption



1.2. Emission



1.3. Transfer Function



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1.2. Emission



1.3. Transfer Function

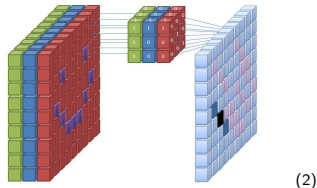


2. Automatic Differentiation

2.1. Forward Mode



2.2. Backward Mode

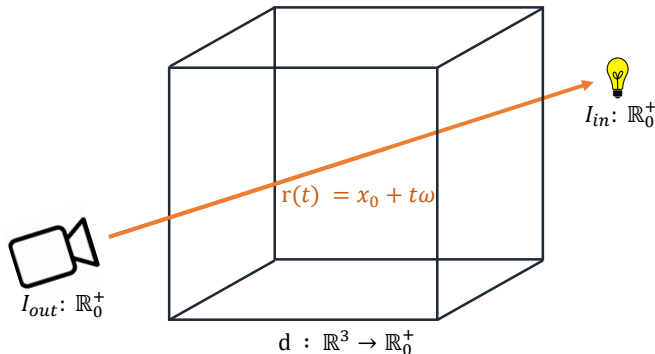


(1) <https://www.youtube.com/watch?v=HwJyg5o3HGg>

(2) https://commons.wikimedia.org/wiki/File:Convolutional_Neural_Network_with_Color_Image_Filter.gif

1. Models and Assumptions

1. Scalar Field $d : \mathbb{R}^3 \rightarrow \mathbb{R}_0^+$ of densities
2. Ray $r(t) = x_0 + t\omega$; $x_0 \in \mathbb{R}^3$; $\omega \in S^2$
3. Received Illumination $I_{out}(x_0; \omega) \in \mathbb{R}_0^+$



1.1 Only Absorption

Assume a medium that only absorbs incoming light, no emission or scattering.

$$I_{\text{out}}(x_0; \omega) = \int_0^{Z_1} g(t) \exp\left(-\int_0^t \mu(r(t^0)) dt^0\right) dt$$

with $g(s) = c(s) \omega + \int_{\Omega} \rho(\omega; \omega^0) I_{\text{out}}(r(t); \omega^0) d\omega^0$

Nelson Max. Optical Models for Direct Volume Rendering. *TVCG* 1995
 Kajiya, von Herzen. Ray Tracing Volume Densities. *Computer Graphics* 1984

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Set $g(0) = I_{\text{in}}$ and zero everywhere else (only absorption).

Set $\mu(d) = d$

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Set $g(z_1) = I_{\text{in}}$ and zero everywhere else (only absorption).

Set $d(r) = d$

$$\text{) Transparency } T(s) = \exp \left(- \int_0^s d(r(t)) dt \right)$$

$$\text{) Received Illumination } I_{\text{out}} = T(t_{\text{max}}) I_{\text{in}}$$

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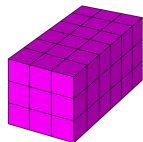
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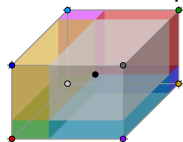
1.1 Only Absorption: Solutions

Densities on a grid v_i



(1)

Trilinear Interpolation $N_i(x)$



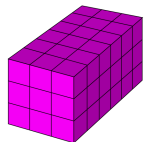
(2)

(1) https://en.wikipedia.org/wiki/Regular_grid

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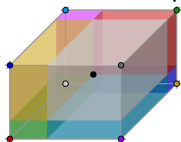
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$$\log I_{\text{out}} = \sum_{i \in \text{voxels}} v_{ij} \int_{t_0^{(i)}}^{t_1^{(i)}} N_j(r(t)) dt$$

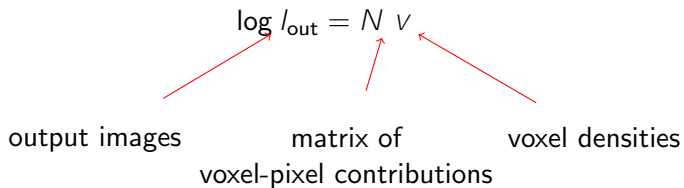
Assemble into matrices for all rays:

$$\log I_{\text{out}} = Nv$$

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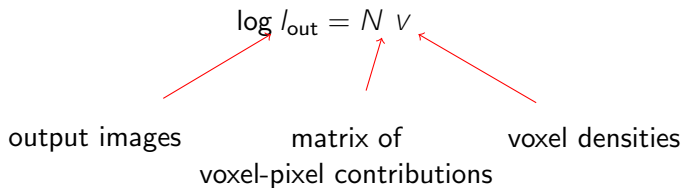
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Now every point in space also emits light $g(d)$

Usually dependent on d : $g(d) := c(d) / d^2$ for some color $c(d)$.

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$$I_{\text{out}} = T(t_{\text{max}})I_{\text{in}} + \int_0^{t_{\text{max}}} g(t)T(t)dt$$

with $T(s) = \exp \int_0^s (v(r(t)))dt$

This is a nested integral and cannot be solved analytically.

1.2 With Emission

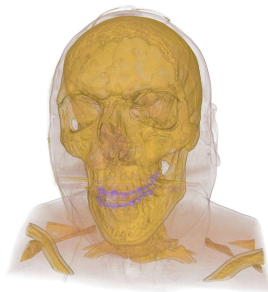


$$(d) = d; c(d) = d$$

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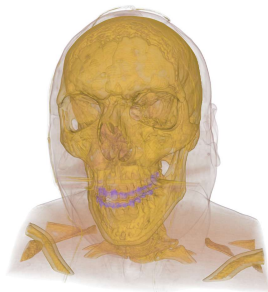


$$(d); c(d) \text{ arbitrary}$$

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2. Automatic Differentiation

$$x_0 = \text{const}$$

$$x_1 = f_1(x_0; w_1)$$

$$x_2 = f_2(x_1; w_2)$$

\vdots

$$x_k = f_k(x_{k-1}; w_k)$$

with

$k \in \mathbb{N}$ number of operations

$x_i \in \mathbb{R}^n$ state variables

$x_k \in \mathbb{R}^m$ size of the output / last state

$w_i \in \mathbb{R}^p$ parameters

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$$\left. \right) \frac{dx_k}{dw_1}$$

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-) $O(kn^2 + knp)$ computations

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For DVR we need some hybrid method...