Computer Graphics

- Rasterization -

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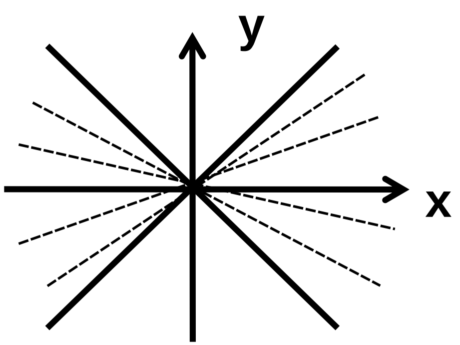
Rasterization

- **Definition**
  - Given some 2D geometry (point, line, circle, triangle, polygon,…), specify which pixels of a raster display each primitive *covers*
    - Often also called “scan-conversion”
  - Anti-aliasing: instead of only fully-covered pixels (single sample), specify what part of a pixel is *covered* (multi/super-sampling)
- **Perspectives**
  - OpenGL lecture: from an application programmer’s point of view
  - This lecture: from a graphics package implementer’s point of view
  - Looking at rasterization of (i) lines and (ii) polygons (areas)
- **Usages of rasterization in practice**
  - 2D-raster graphics, e.g. Postscript, PDF
  - 3D-raster graphics, e.g. SW rasterizers (Mesa, OpenSWR), HW
  - 3D volume modeling and rendering
  - Volume operations (CSG operations, collision detection)
  - Space subdivision (spatial indices): construction and traversal

Rasterization

- **Assumptions**
  - Pixels are sample **points** on a 2D integer grid
    - OpenGL: cell bottom-left, integer-coordinate
    - X11, Foley: at the cell center (we will use this)
  - Simple raster operations
    - Just setting pixel values or not (binary decision)
    - More complex operations later: compositing/anti-aliasing
  - Endpoints snapped to (sub-)pixel coordinates
    - Simple and consistent computations with fixed-point arithmetic
  - Limiting to lines with gradient/slope $|m| \leq 1$ (mostly horizontal)
    - Separate handling of horizontal and vertical lines
    - For mostly vertical, swap x and y ($|1/m| \leq 1$), rasterize, swap back
      - Special cases in SW, trivial in HW :-)
  - Line width is one pixel
    - $|m| \leq 1$: 1 pixel per column (X-driving axis)
    - $|m| > 1$: 1 pixel per row (Y-driving axis)



Lines: As Functions

- **Specification**
  - Initial and end points: $(x_o, y_o), (x_e, y_e), (dx, dy) = (x_e - x_o, y_e - y_o)$
  - Functional form: $y = mx + B$
  - End points with integer coordinates $\Rightarrow$ rational slope $m = dy/dx$
- **Goal**
  - Find those pixel per column whose distance to the line is smallest
- **Brute-force algorithm**
  - Assume that +X is the driving axis → set pixel in every column

for $x_i = x_o$ to x_e
    $y_i = m * x_i + B$
    setPixel(x_i, Round(y_i))   // Round(y_i) = Floor(y_i + 0.5)

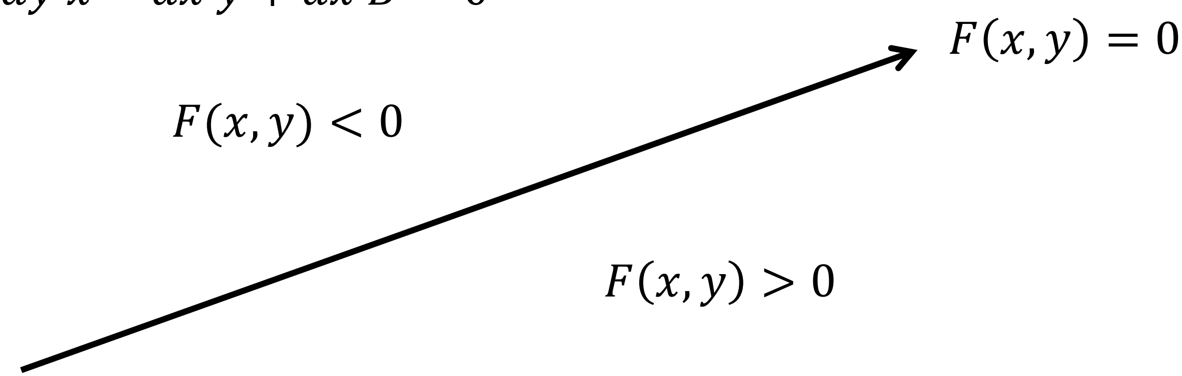
- **Comments**
  - Variables m and thus y_i need to be calculated in floating-point
  - Not well suited for direct HW implementation
    - A floating-point ALU is significantly larger in HW than integer

Lines: DDA

- **DDA: Digital Differential Analyzer**
  - Origin of incremental solvers for simple differential equations
    - The Euler method
  - Per time-step: $x' = x + \mathrm{d}x/\mathrm{d}t$, $y' = y + \mathrm{d}y/\mathrm{d}t$
- **Incremental algorithm**
  - Choose dt=dx, then per pixel
    - $x_{i+1} = x_i + 1$
    - $y_{i+1} = m * x_{i+1} + B = m(x_i + 1) + B = (m * x_i + B) + m = y_i + m$
    - setPixel(x_{i+1}, Round(y_{i+1}))
- **Remark**
  - Utilization of coherence through incremental calculation
    - Avoids the “costly” multiplication
  - Accumulates error over length of the line
    - Up to 4k additions on UHD!
  - Floating point calculations may be moved to fixed point
    - Must control accuracy of fixed point representation
    - Enough extra bits to hide accumulated error (>>12 bits for UHD)

Lines: Bresenham (1963)

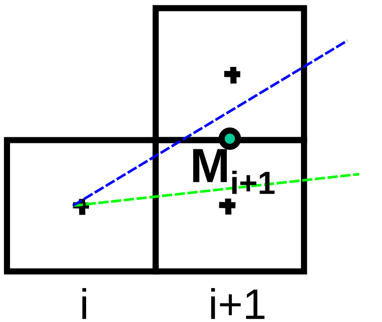
- **DDA analysis**
  - Critical point: decision whether rounding up or down
- **Idea**
  - Integer-based decision through implicit functions
  - Implicit line equation
    - $F(x, y) = ax + by + c = 0$
  - Here with $y = mx + B = \frac{dy}{dx}x + B \quad \Rightarrow \quad 0 = dy\,x - dx\,y + B\,dx$
    - $\boldsymbol{a = dy, \quad b = -dx, \quad c = Bdx}$
  - Results in
    - $F(x, y) = dy\,x - dx\,y + dx\,B = 0$



Lines: Bresenham

- **Decision variable *d* (the midpoint formulation)**
  - Assume we are at x=i, calculating next step at x=i+1
  - Measures the vertical distance of midpoint from line:

$$d_{i+1} = F(M_{i+1}) = F(x_i + 1, y_i + 1/2)$$
$$= a(x_i + 1) + b(y_i + 1/2) + c$$



- **Preparations for the next pixel**

IF ($d_{i+1} \leq 0$) // Increment in x only

  $d_{i+2} = d_{i+1} + a = d_{i+1} + dy$ // Incremental calculation

ELSE // Increment in x and y

  $d_{i+2} = d_{i+1} + a + b = d_{i+1} + dy - dx$

  y = y + 1

ENDIF

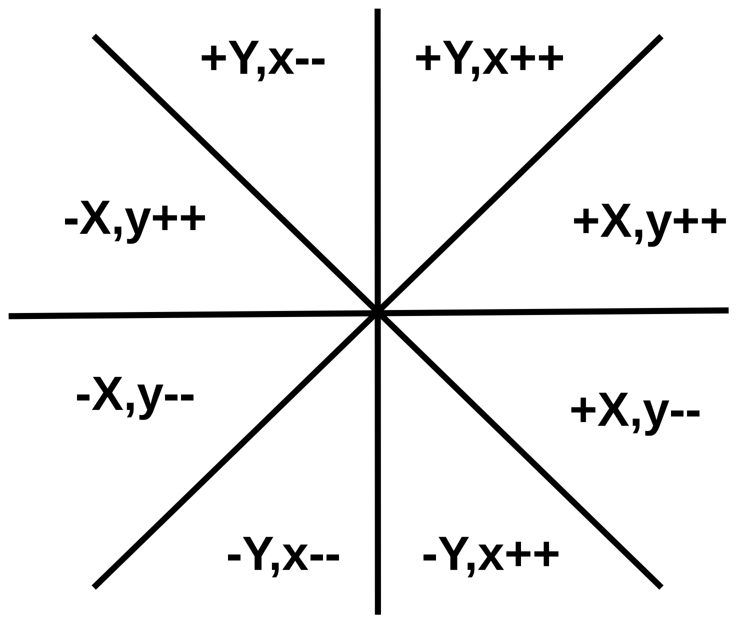
x = x + 1

Lines: Integer Bresenham

- **Initialization**
  - $d_1 = F\left(x_o + 1, y_o + \frac{1}{2}\right) = a(x_o + 1) + b\left(y_o + \frac{1}{2}\right) + c$
    $= ax_o + by_o + c + a + \frac{b}{2} = F(x_o, y_o) + a + \frac{b}{2} = a + \frac{b}{2}$
  - Because $\mathrm{F}(x_0, y_0)$ is zero by definition (line goes through (x_0, y_0))
    - Pixel is always set (but check consistency rules → later)
- **Elimination of fractions**
  - Any positive scale factor maintains the sign of $F(x,y)$
    - $2F(x_o, y_0) = 2(ax_o + by_o + c) \rightarrow d_{start} = 2a + b$
- **Observation:**
  - When the start and end points have integer coordinates then b = -dx and a = dy are also integers
    - Floating point computation can be eliminated
  - No accumulated error

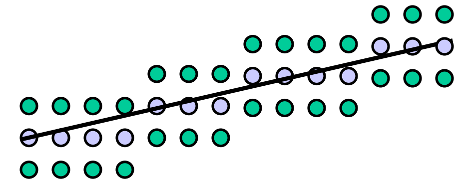
Lines: Arbitrary Directions

- **8 different cases**
  - Driving (active) axis: ±X or ±Y
  - Increment/decrement of *y* or *x*, respectively

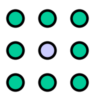


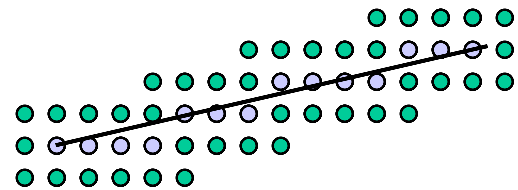
Thick Lines

- **Pixel replication**

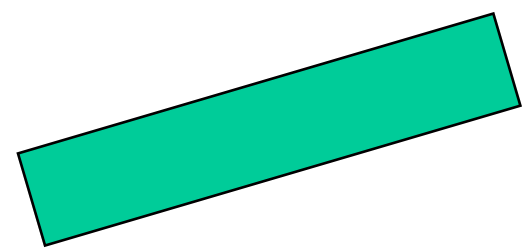


  - Problems with even-numbered widths
  - Varying intensity of a line as a function of slope



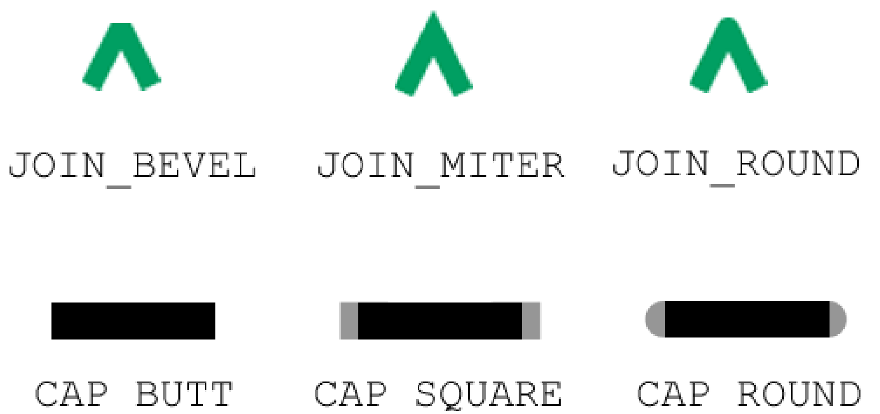


- **The moving pen**
  - For some pen footprints the thickness of a line might change as a function of its slope
  - Should be as “round” as possible
- **Real Solution: Draw 2D area**
  - Allows for anti-aliasing and fractional width
  - Main approach these days!



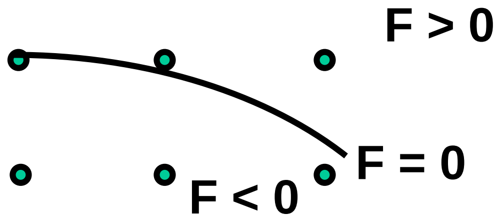
Handling Start and End Points

- **End points handling (not available in current OpenGL)**
  - Joining: handling of joints between lines
    - Bevel: connect outer edges by straight line
    - Miter: join by extending outer edges to intersection
    - Round: join with radius of half the line width
  - Capping: handling of end point
    - Butt: end line orthogonally at end point
    - Square: end line with oriented square
    - Round: end line with radius of half the line width

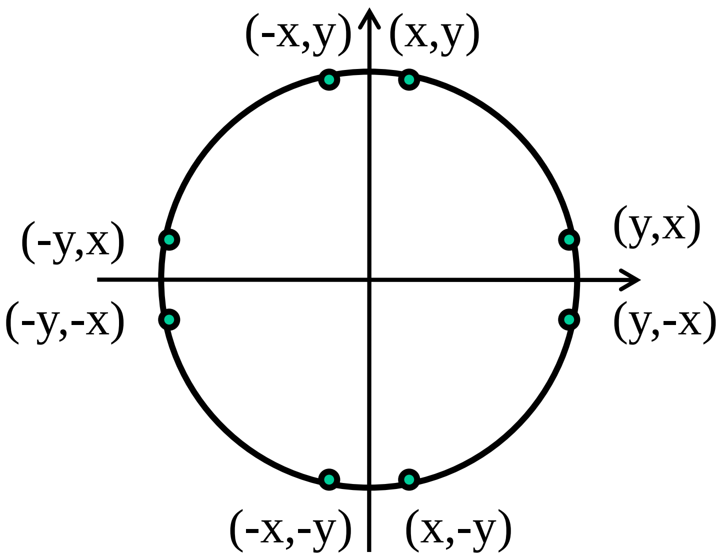


Bresenham: Circle

- **Eight different cases, here +X, y--**



Initialization: $x = 0$, $y = R$
$F(x,y) = x^2+y^2-R^2$
$d = F(x+1, y-1/2)$
IF $d < 0$
    $d = F(x+2,y-1/2)$
ELSE IF $d > 0$
    $d = F(x+2,y-3/2)$
    $y = y-1$
ENDIF
$x = x+1$

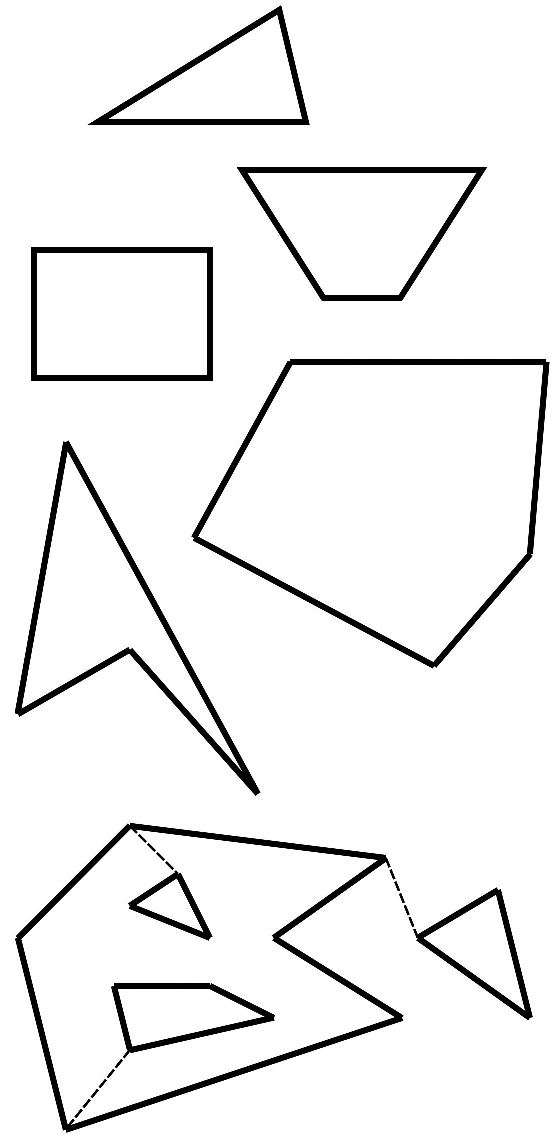


  – **Works because slope is smaller than 1**

- **Eight-way symmetry: only one 45° segment is needed to determine all pixels in a full circle**

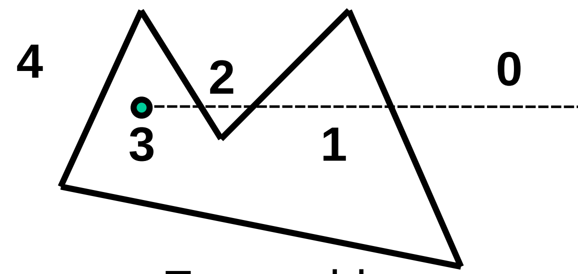
Reminder: Polygons

- **Types**
  - Triangles
  - Trapezoids
  - Rectangles
  - Convex polygons
  - Concave polygons
  - Arbitrary polygons
    - Holes
    - Non-coherent
- **Two approaches**
  - Polygon tessellation into triangles
    - Only option for OpenGL
    - Needs edge-flags for not drawing internal edges
    - Or separate drawing of the edge
  - Direct scan-conversion
    - Mostly in early SW algorithms



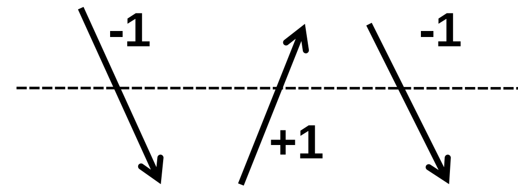
Inside-Outside Tests

- **What is the interior of a polygon?**
  - Jordan curve theorem
    - „Any continuous ***simple*** closed curve in the plane, separates the plane into two disjoint regions, the inside and the outside, one of which is bounded.“

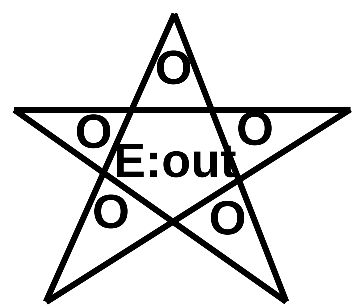


Even-odd

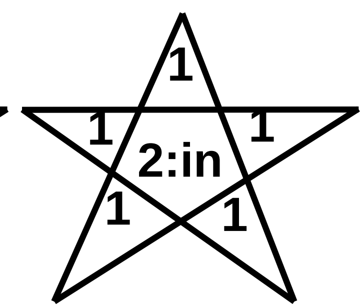
- **What to do with *non-simple* polygons?**
  - Even-odd rule (odd parity rule)
    - Counting the number of edge crossings with a ray starting at the queried point **P** till infinity
    - Inside, if the number of crossings is odd
  - Non-zero winding number rule
    - Counts # times polygon wraps around **P**
      - Signed intersections with a ray
    - Inside, if the number is not equal to zero
  - Differences only in the case of non-simple curves (e.g. self-intersection)



Winding



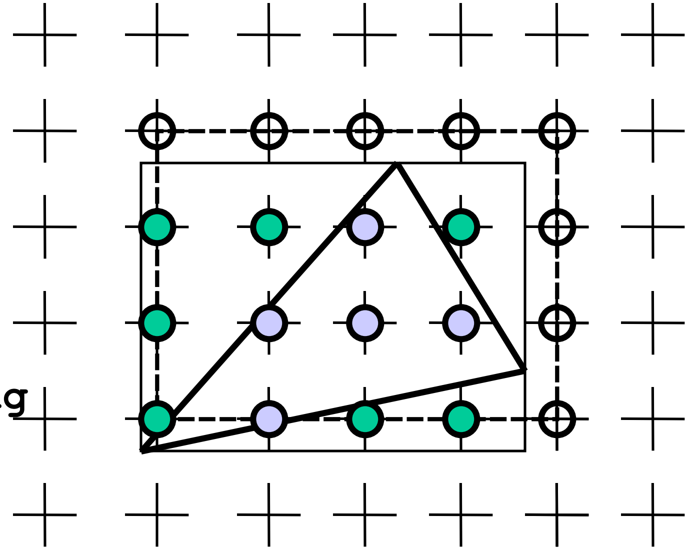
Even-odd



Winding

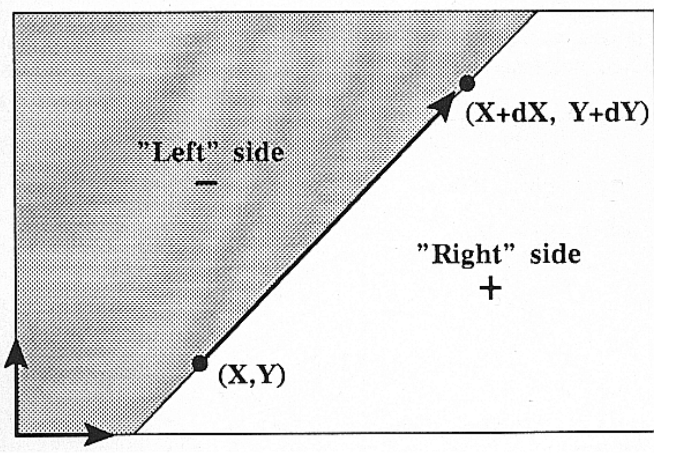
Triangle Rasterization

```
Raster3_box(vertex v[3])
{
    int x, y;
    bbox b;
    bound3(v, &b);
    for (y = b.ymin; y < b.ymax; y++)
        for (x = b.xmin; x < b.xmax; x++)
            if (inside(v, x, y)) // upcoming
                fragment(x,y);
}
```



- **Brute-force algorithm**
  - Iterate over all pixels within bounding box
- **Possible approaches for dealing with scissoring**
  - Scissoring: Only draw on AA-Box of the screen (region of interest)
    - Test triangle for overlap with scissor box, otherwise discard
    - Use intersection of scissor and bounding box, otherwise as above

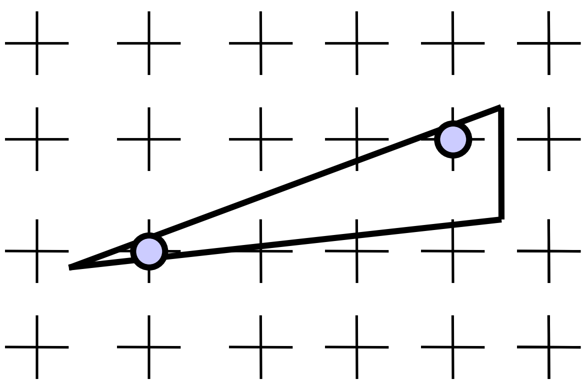
Rasterization w/ Edge Functions



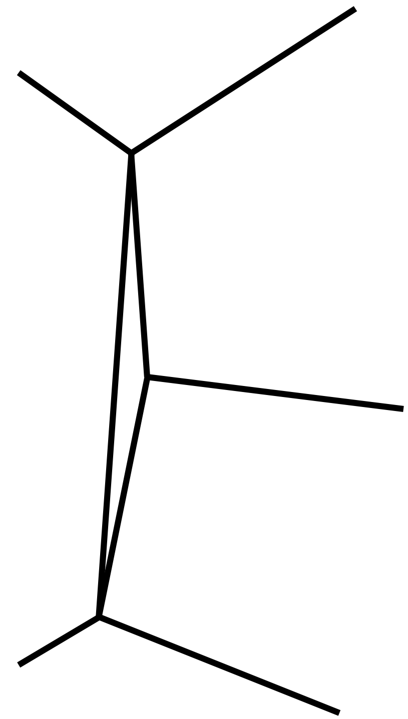
- **Approach (Pineda, `88)**
  - Implicit edge functions for every edge
    $F_i(x, y) = ax + by + c$
  - Point is *inside* triangle, if every
    $F_i(x, y)$ has the same sign
  - Perfect for parallel evaluation at many points
    - Particularly with wide SIMD machines (GPUs, SIMD CPU instructions)
  - Requires "triangle setup": Computation of edge function
  - Evaluation can also be done in homogeneous coordinates
- **Hierarchical approach**
  - Can be used to efficiently check large rectangular blocks of pixels
    - Divide screen into tiles/bins (possibly at several levels)
    - Evaluate *F* at tile corners
    - Recurse only where necessary, possibly until subpixel level

Gap and T-Vertices

- **Observations**
  - Pixels set can be non-connected
  - May have overlap and gaps at T-edges



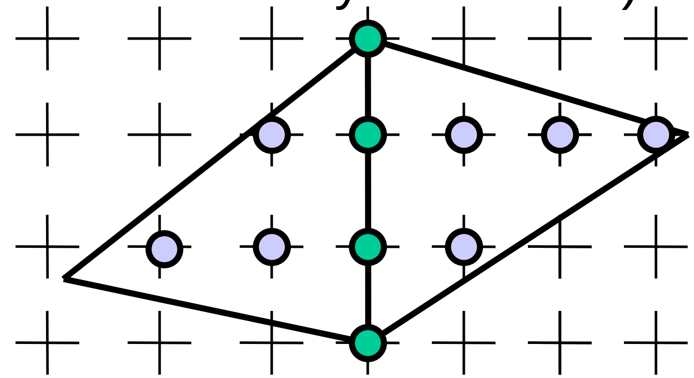
Non-connected pixels: OK



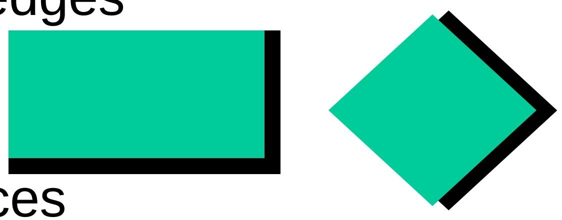
Not OK: Model must be changed

Problem on Edges

- **Consistency: edge singularity (shared by 2 triangles)**
  - What if term $d = ax+by+c = 0$ (pixel centers lies exactly on the line)
  - For $d \le 0$: pixels would get set twice
    - Problem with some algorithms
    - Transparency, XOR, CSG, ...
  - Missing pixels for $d < 0$ (set by no tri.)



- **Solution: “shadow” test**
  - Pixels are not drawn on the right and bottom edges
  - Pixels are drawn on the left and upper edges
    - Evaluated via derivatives *a* and *b*
  - Test for all edges also solves problem at vertices



```
inside(value d, value a, value b)
{       // ax + by + c = 0
        return (d < 0) || (d == 0 && !shadow(a, b));
}
shadow(value a, value b)
{
        return (a > 0) || (a == 0 && b > 0);
}
```

Ray Tracing vs. Rasterization

- **In-Triangle test (for common origin)**
  - Rasterization:
    - Project to 2D, clip
    - Set up 2D edge functions, evaluate for each sample (using 2D point)
  - Ray tracing:
    - Set up 3D edge functions, evaluate for each sample (using direction)
  - The ray tracing test can also be used for rasterization in 3D
    - Avoids projection & clipping
- **Enumerating scene primitives**
  - Rasterization (simple):
    - Linearly test them all in random order
  - Rasterization (advanced):
    - Build (coarse) spatial index (typically on application side)
    - Traverse with (large) view frustum
      - Every one separately when using tiled rendering
  - Ray Tracing:
    - Build (detailed) spatial index
    - Traverse with (infinitely thin) ray or with some (small) frustum
  - Both approaches can benefit greatly from spatial index

Ray Tracing vs. Rasterization (II)

- **Binning**
  - Test to (hierarchically) find pixels likely to be covered by a primitive
  - Rasterization:
    - Great speedup due to very large view frustum (many pixels)
  - Ray tracing (frustum tracing)
    - Can speed up, depending on frustum size [Benthin'09]
  - Ray Tracing (single/few rays)
    - Not needed
- **Conclusion**
  - Both algorithms can use the same in-triangle test
    - In 3D, requires floating point, but boils down to 2D computation
  - Both algorithms can benefit from spatial index
    - Benefit depends on relative cost of in-triangle test (HW vs. SW)
  - Both algorithms can benefit from 2D binning to find relevant samples
    - Benefit depends on ratio of covered/uncovered samples per frustum
- **Both approaches are essentially the same**
  - Different organization (size of frustum, binning)
  - There is no reason RT needs to be slower for primary rays (exc. FP)

HW-Supported Ray Tracing (finally)

Imagination-Grafikchip: 5 Mal schneller als GeForce GTX 980 Ti beim Raytracing

heise online 11.01.2016 17:25 Uhr – Martin Fischer vorlesen

Fünf Mal schneller als eine GeForce GTX 980 Ti soll die Mobil-GPU PowerVR GR6500 sein, allerdings nur bei bestimmten Raytracing-Anwendungen.

Die Mobil-Grafikeinheit PowerVR GR6500 soll fünf Mal schneller arbeiten als Nvidias GeForce GTX 980 Ti bei nur einem Zehntel der Leistungsaufnahme; allerdings nur bei bestimmten Raytracing-Anwendungen.

HW-Supported Ray Tracing (finally)

Druckversion - Nvidia GeForc

https://www.heise.de/newsticker/meldung/Nvidia-GeForce-RTX-2070-2080-2080-Ti-Raytracing-Be...

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Nvidia GeForce RTX 2070, 2080, 2080 Ti: Raytracing-Beschleuniger zu stolzen Preisen

20.08.2018 19:51 Uhr
Martin Fischer

Nvidia GeForce GTX 2080 Ti
(Bild: Nvidia)

Nvidia hat neue Gamer-Grafikkarten vorgestellt. Sie sollen besonders effizient bei Raytracing-Berechnungen sein, sind allerdings viel teurer als die Vorgänger.

Nvidia hat die ersten Grafikkarten seiner neuen Gaming-Generation vorgestellt. Die beiden High-End-Modelle