

Out-of-Core Photon Mapping: When More isn't Enough

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Motivation

Applications demand high photon counts

- Photon count is the key parameter for accurate simulations
- Contribution Photon Maps need higher counts than normal ones (demand approx. scales with number of sources/source patches)
- Applications like EvalDRC with additional sun coefficients further increase the demand

Limitation

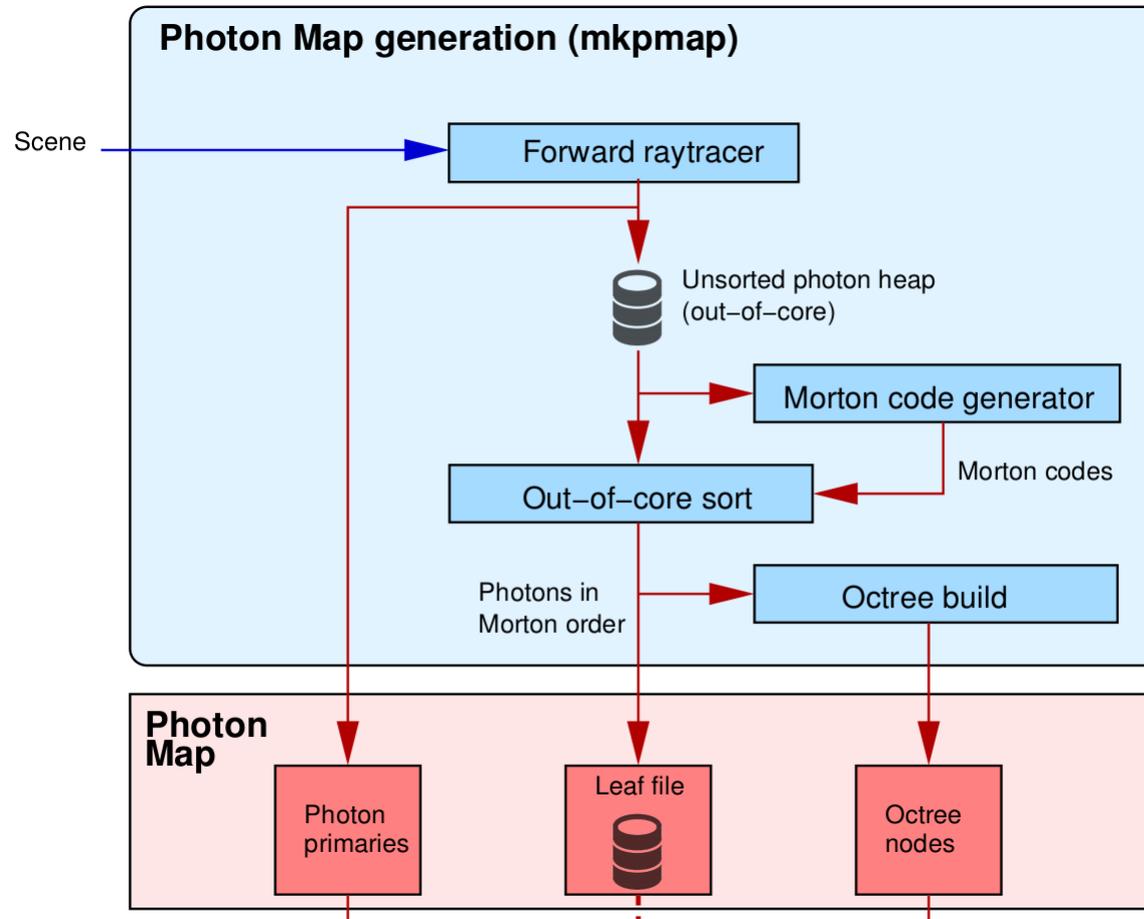
Photon counts of several 100 Million up to a few Billion use up too much memory on today's commodity hardware (8 GB RAM)

Strategy

Provide efficient mechanism for Out-of-Core storing and on demand loading of photon data

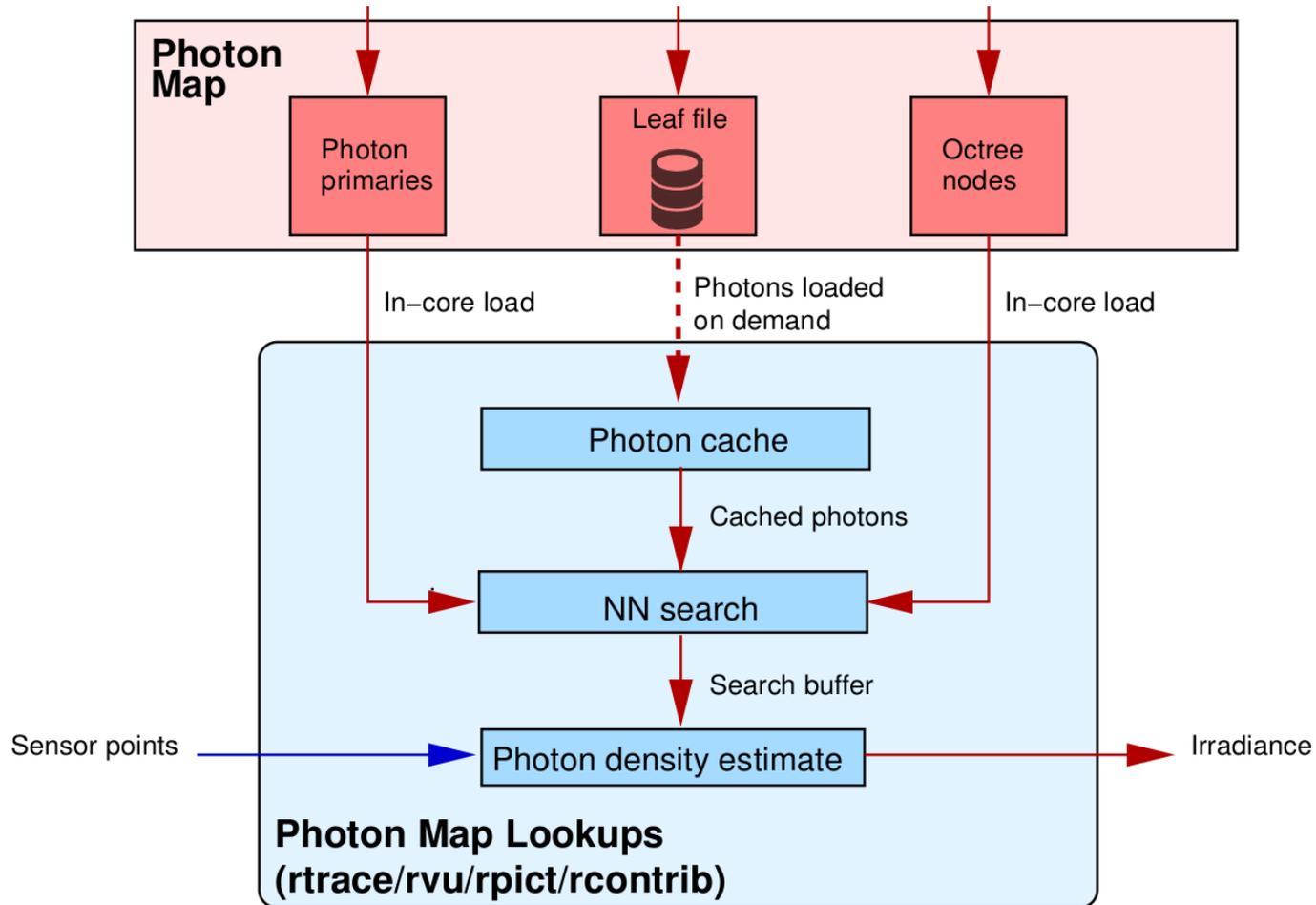
Overview

Out-of-Core Photon Map Generation



Overview

Out-of-Core Photon Map Use



Building Blocks of the Algorithm

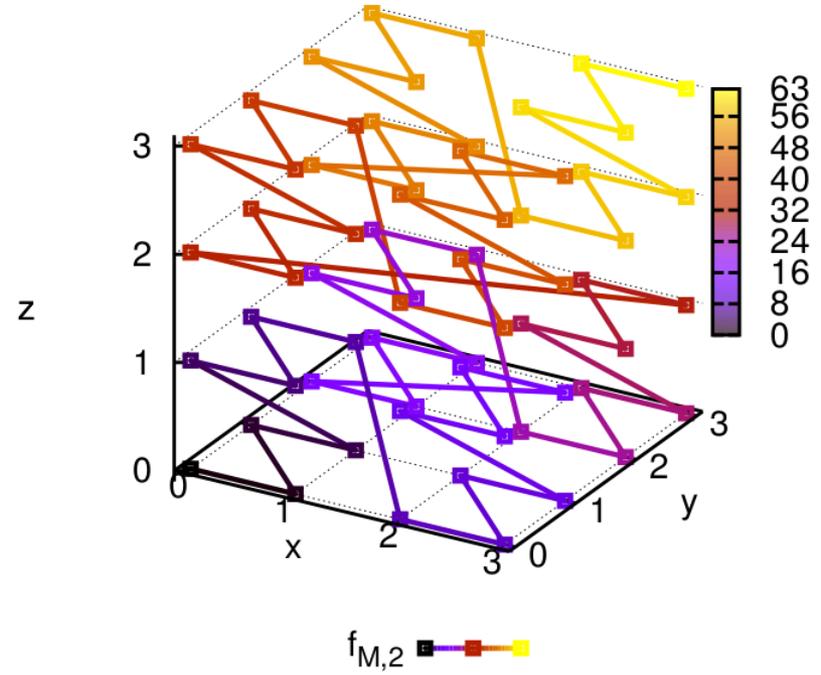
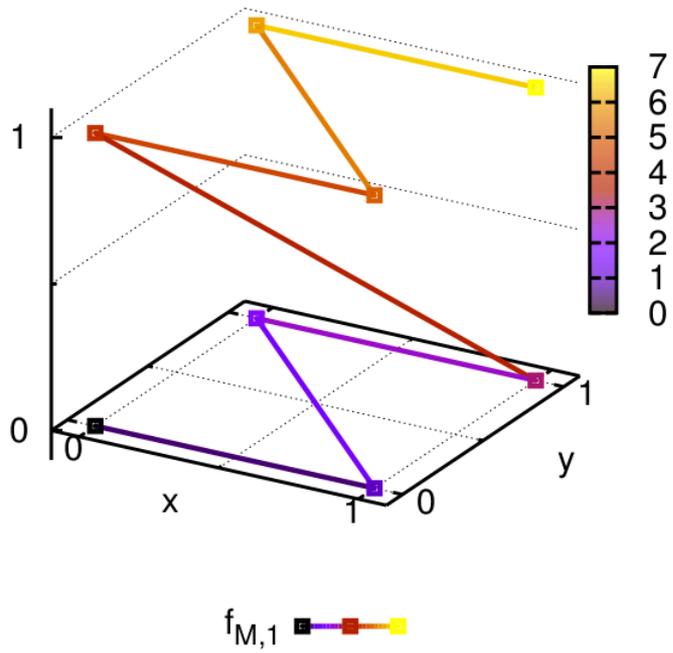
Photon Map Generation

- Photon indexing with Space Filling Curves / Morton Coding
- Photon sorting (external sorting algorithms for large datasets are a well studied area in computer science)
- Octree construction (hierarchical volume structure for nearest neighbour search)

Photon Map Use

- Paging mechanism for loading and unloading photon data from the disk (analog to the OS handling of main memory pages)
- Intelligent caching strategy to reduce load/unload operations
- Decisions on types of data which are kept in core (iC) or out-of-core (ooC)
- Efficient nearest neighbour searches

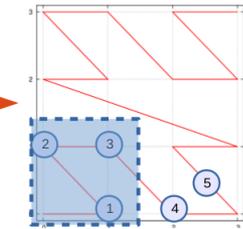
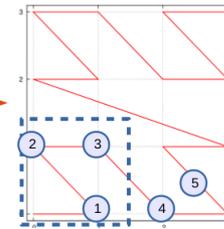
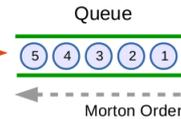
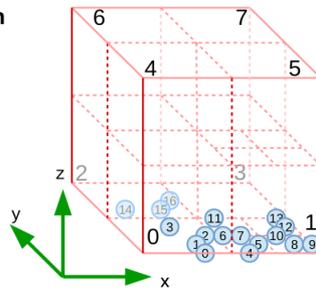
Morton Code Example



Octree Generation

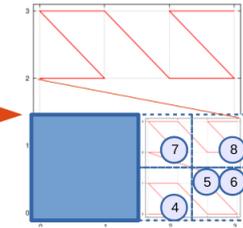
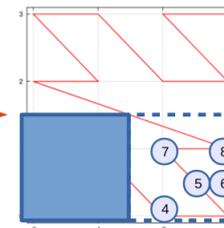
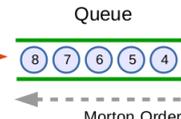
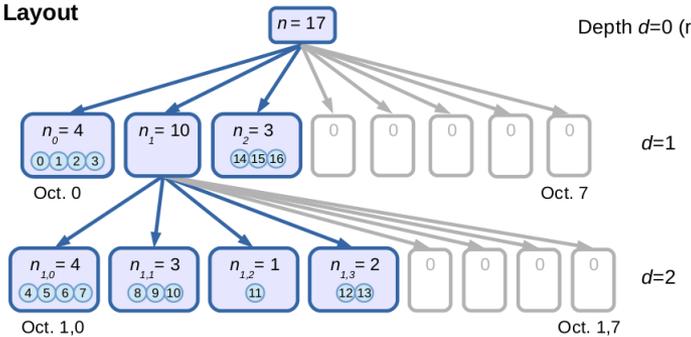
Ordered photons / Morton indices facilitates 1-pass octree generation

Photon distribution



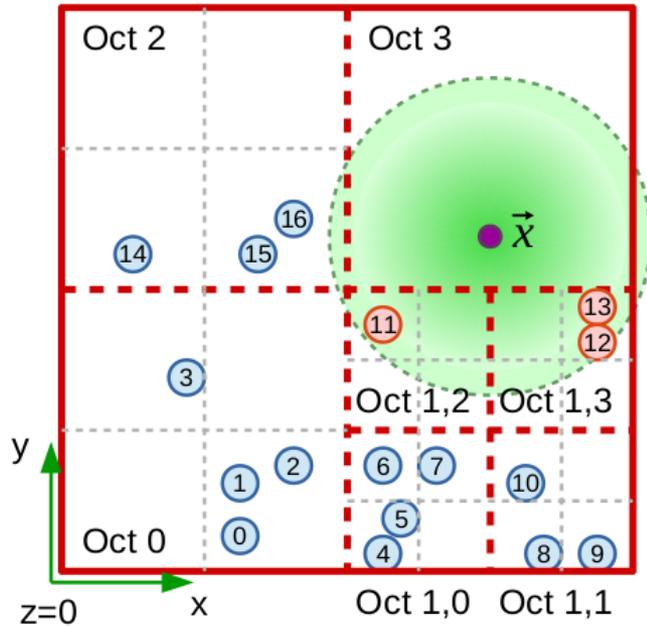
1: Last photon outside bbox → new leaf at depth 1

Logical Layout

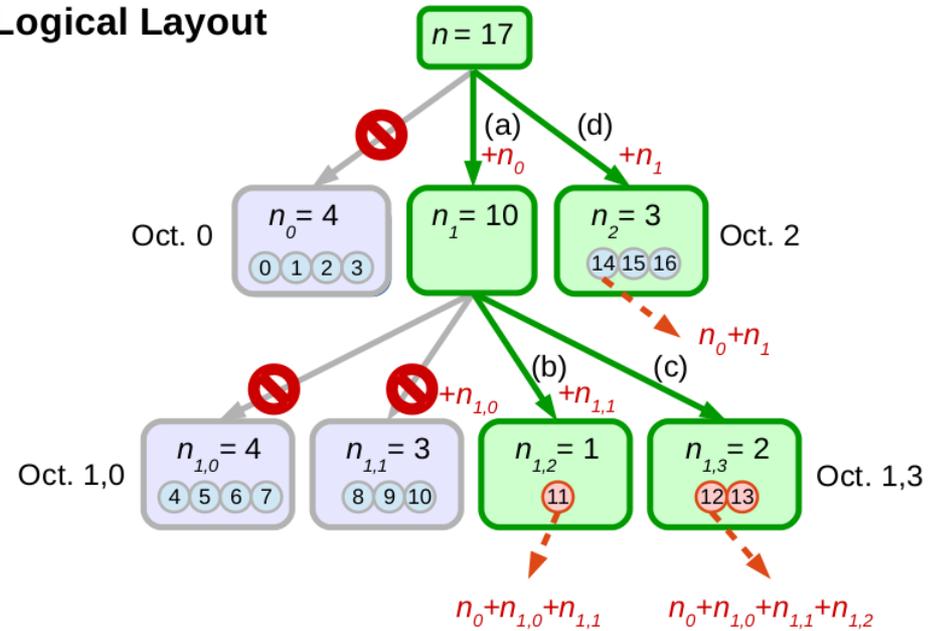


2: Last photon in bbox → divide & recurse at depth 2

Nearest Neighbour Search



Logical Layout



Paging Mechanism

→ cf. Techn. Report

In and Out

Permanently in Memory

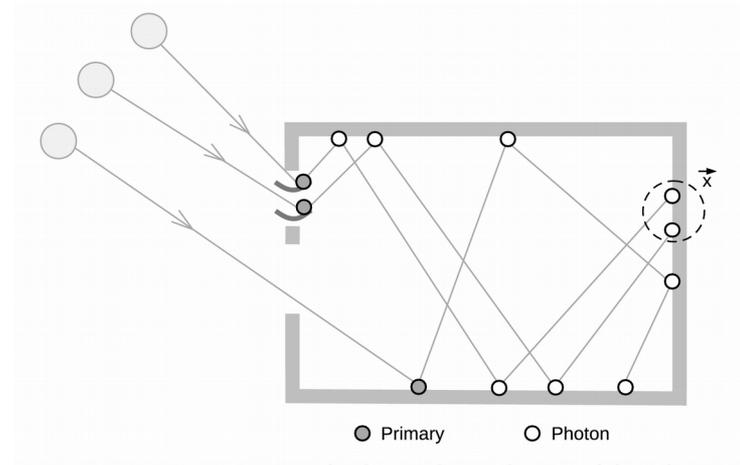
- Octree Structure (Nodes)
- Photon Primaries

Loading on demand (out-of core)

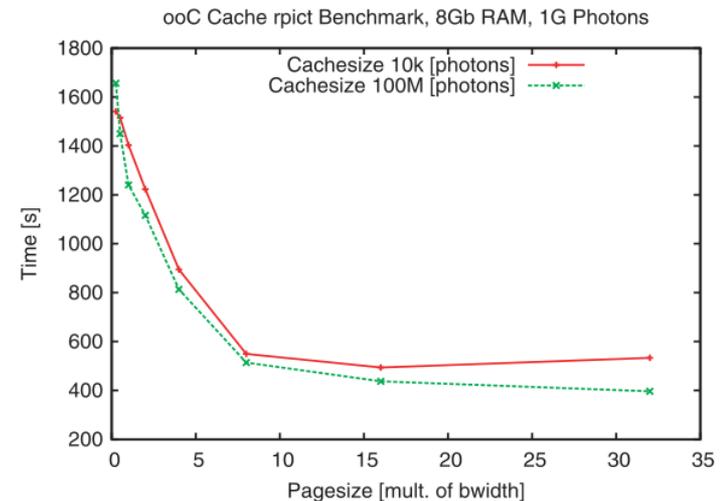
Gross photon data

Critical aspects

- Page and Cache sizes (amount of photons to load and buffer)
- I/O bottleneck / contention

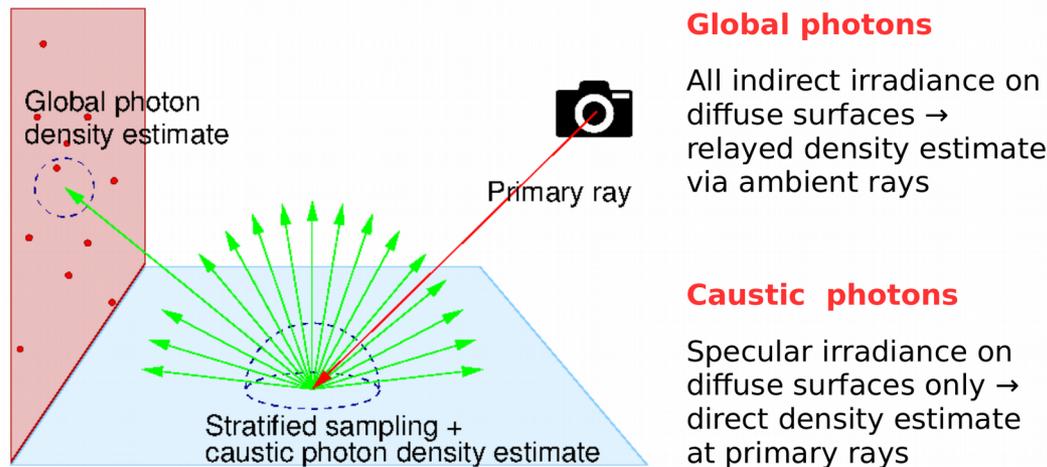


Reminder: First photon hitpoints ('Primaries') play a special role



Do's and Don'ts with ooC

In principle, the ooC scheme needs coherent data (i.e. photon) accesses for an efficient operation. This is generally the case for direct photon density evaluation, which can be enabled with the RADIANCE parameter `-ab -1`



Global photons

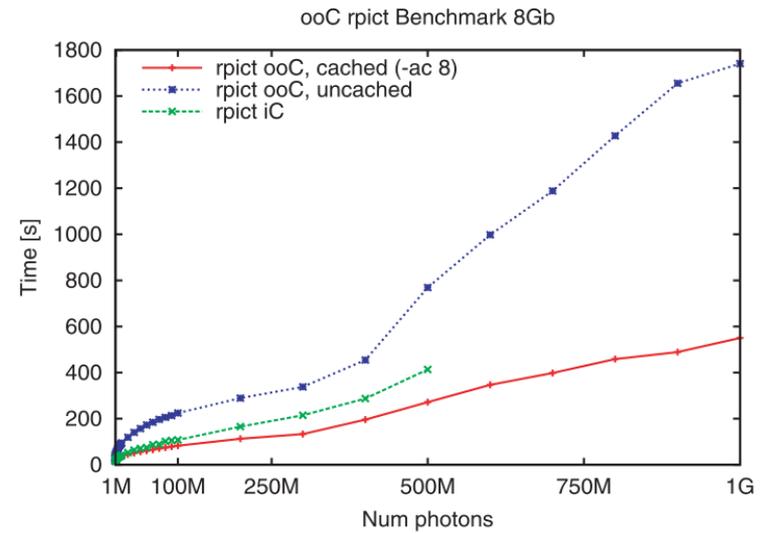
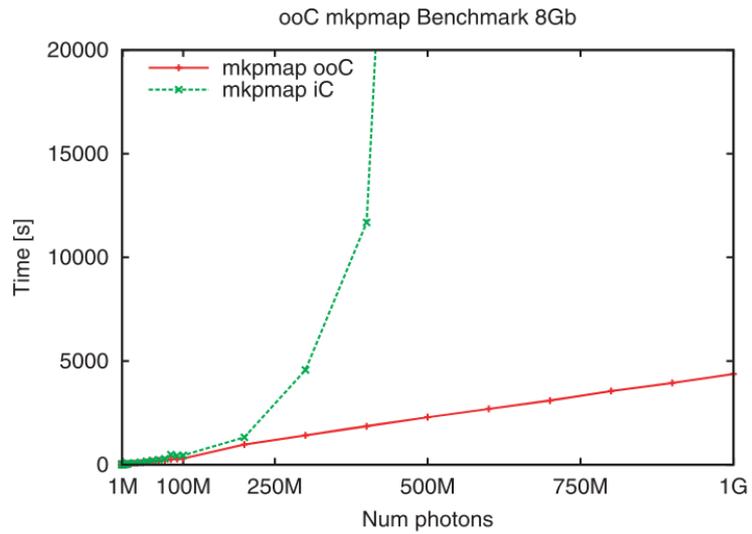
All indirect irradiance on diffuse surfaces → relayed density estimate via ambient rays

Caustic photons

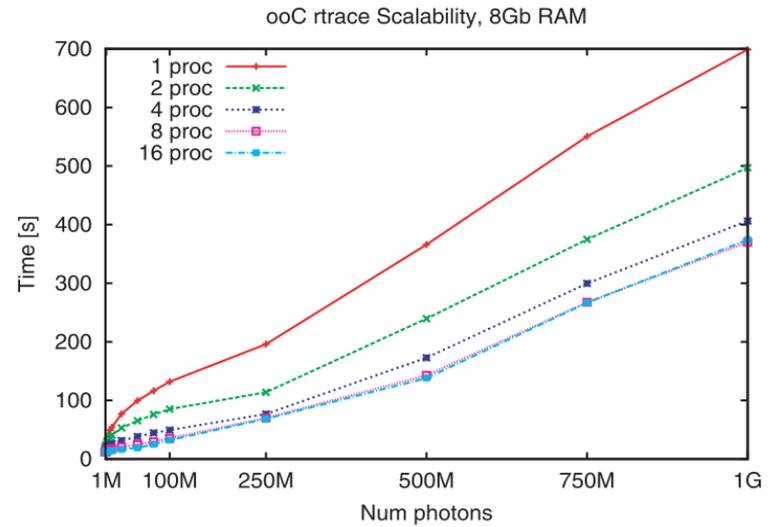
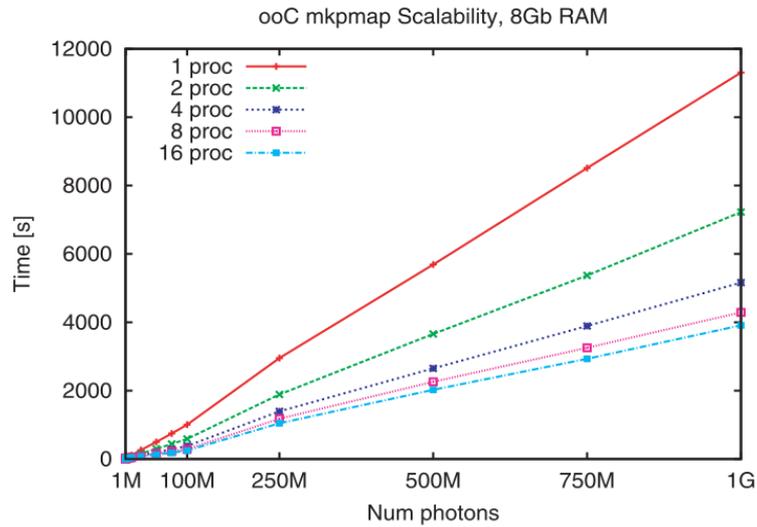
Specular irradiance on diffuse surfaces only → direct density estimate at primary rays

The evaluation of photon density via 1 ambient bounce (as recommended in the original Photon Map version) will lead to excessive loading/unloading of photon data in the ooC variant.

ooC vs. iC - Benchmarks



ooC Parallel Processing Benchmarks



Radiance with ooC Photon Map

- Default Version: in Core Map
- ooC Version needs Rebuild with `-DPMAP_OOC`
- ooC Photon Map produces 2 Files: `xyz.pmap` and `xyz.pmap.leaf`
- iC and ooC Photon Maps are not compatible
- additional ooC Photon Map parameters: `-ac/-aC` for cache and page size adjustment (cf. Tech.Report)

Thank you for your attention!

Our website: <http://www.hslu.ch/ccease>

References / Suggested further reading:

Roland Schregle, The Radiance Out-of-Core Photon Map – Technical Report (2016), CC Envelopes and Solar Energy, Lucerne University of Applied Sciences and Arts.

R. Schregle, L.O. Grobe & S. Wittkopf (2016): An out-of-core photon mapping approach to daylight coefficients, Journal of Building Performance Simulation
DOI: 10.1080/19401493.2016.1177116

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