

# **The Geometry of Optical Paths\***

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# Outline

## Motivation

*What are optical paths?*

*What types of questions do I intend to pose and (maybe) answer?*

## Initial observations

*Theorems about isometry*

*Existence (or non-existence) of extremal paths*

## Conjectures and open questions

*Measure-theoretic problems*

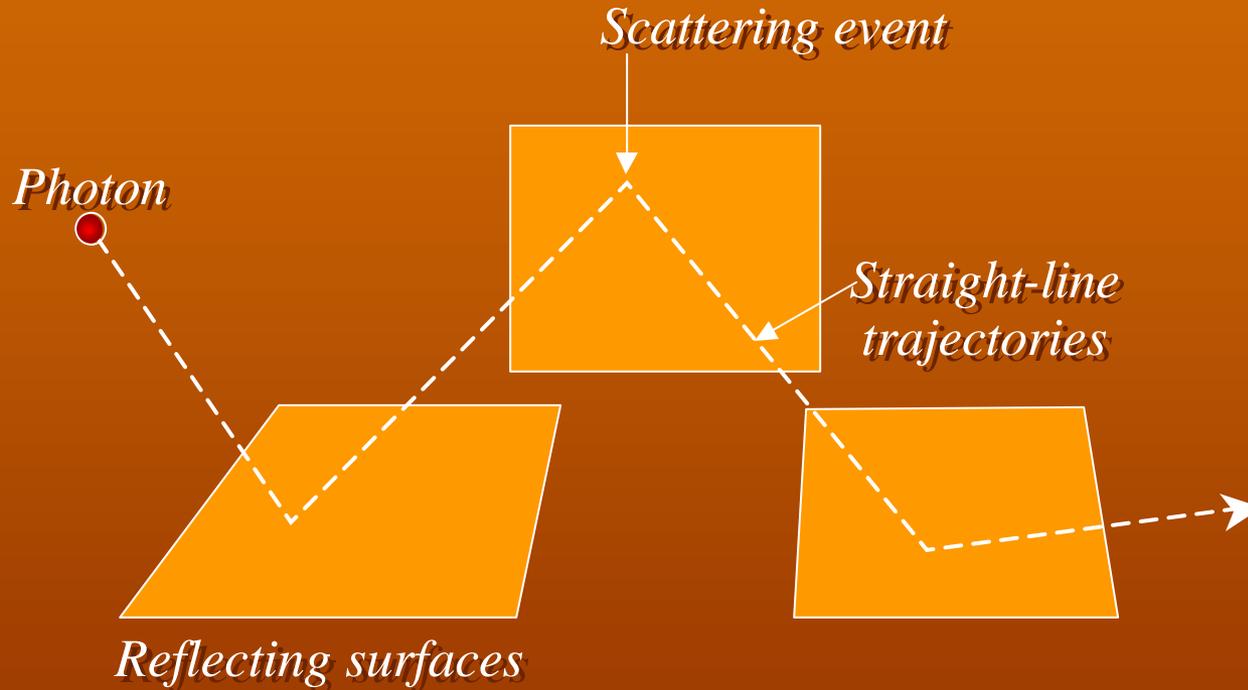
*Concentration of measure*

## Potential applications

*Error bounded radiative transfer*

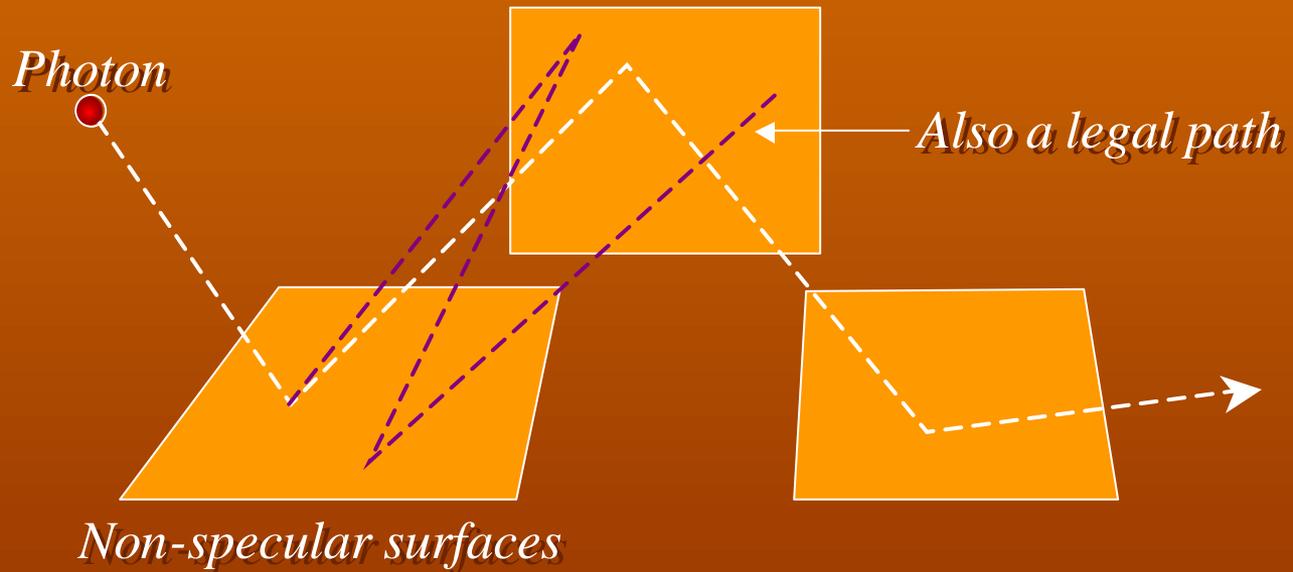
*Efficient sampling of path space*

# Optical paths

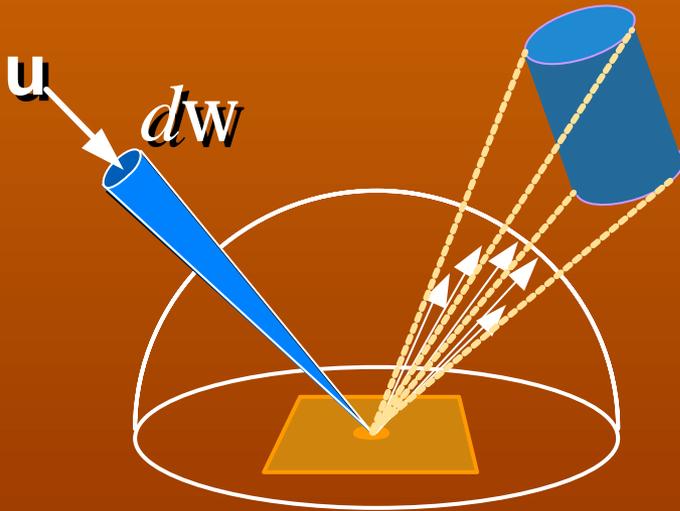


Optical path = “any trajectory a photon can follow”

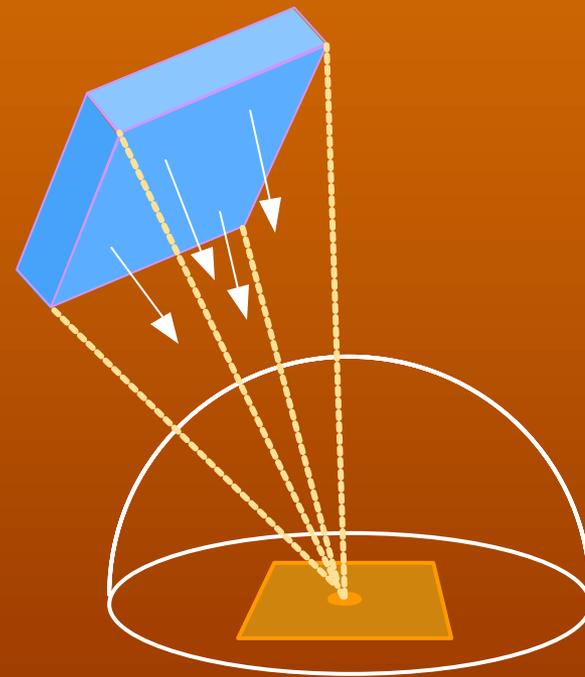
# General optical paths



# Integration over optical paths

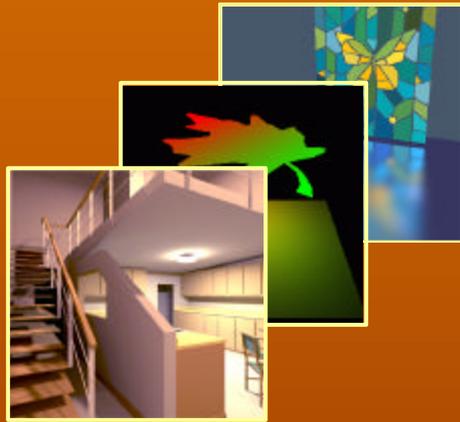


Integrate differential radiance reaching a second surface.

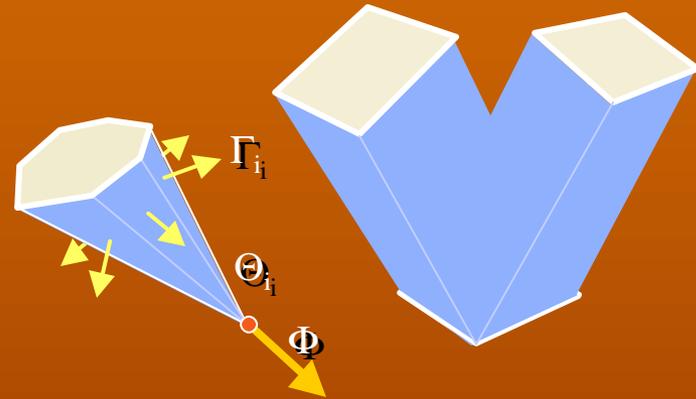


Integrate radiance over projected solid angle to get *irradiance*.

# Motivation for this work

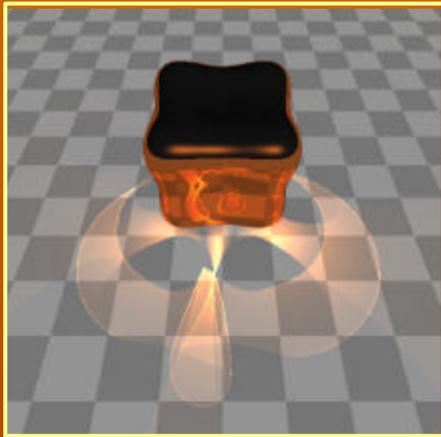


An image is a collection  
of “measurements”.



Measurements imply  
integration.

# Motivation for this work



*Mitchell & Hanrahan*

*Compute  
extremal paths.*



*Smits & Arvo*

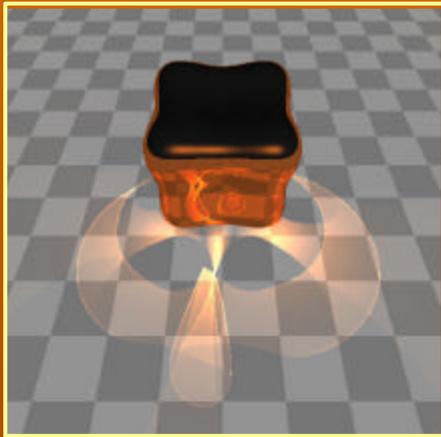
*Truncate or  
approximate  
long paths.*



*Veach & Guibas*

*Find representatives  
for each class  
of paths.*

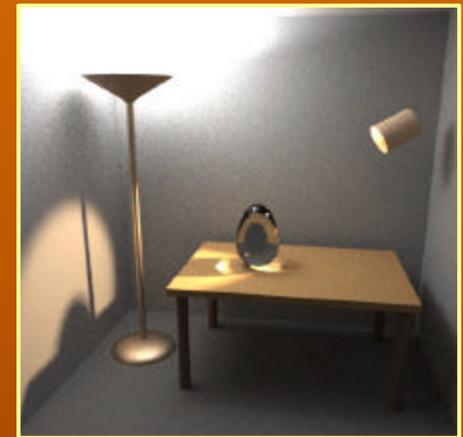
# Motivation for this work



*Mitchell & Hanrahan*



*Smits & Arvo*



*Veach & Guibas*

What fundamental “geometrical” properties do the set of paths in an environment possess and how are reflectance and geometry entwined?

# Types of questions to ask

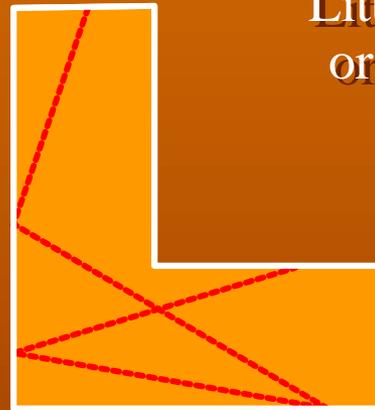
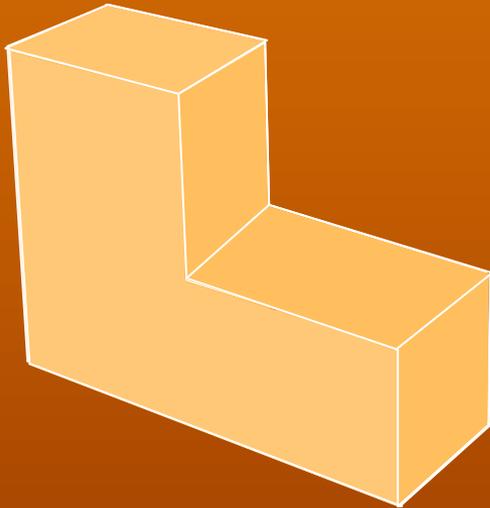
What are the appropriate measures on paths?

Are there extremal paths in general?

What can the family of paths tell us about the environment?

Do non-trivial reflectance functions add a new spin to old problems?

# Paths in 3D and 2D



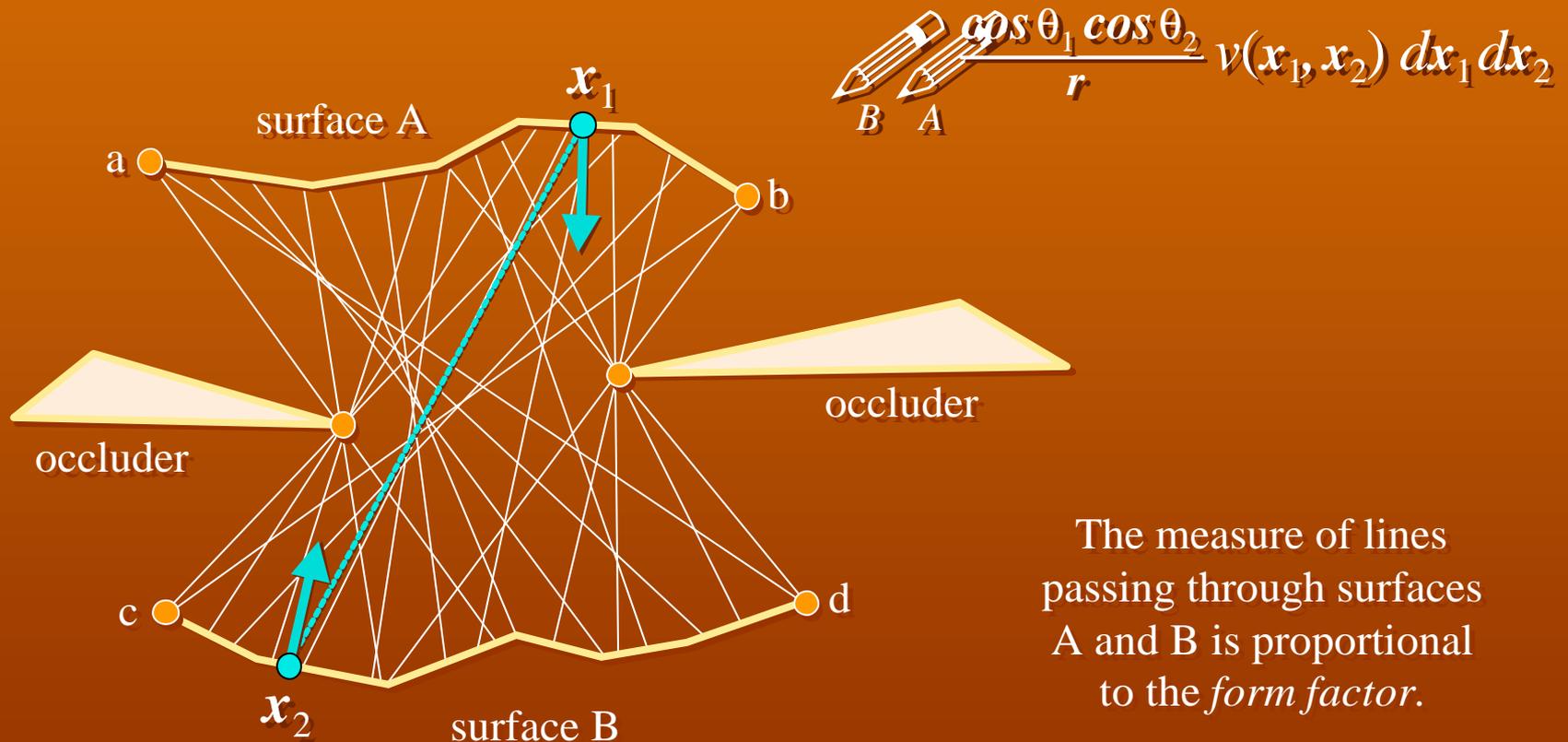
Little changes from 3D to 2D,  
or from curved to polygonal  
surfaces.

$$\frac{\cos \theta_1 \cos \theta_2}{r^2}$$

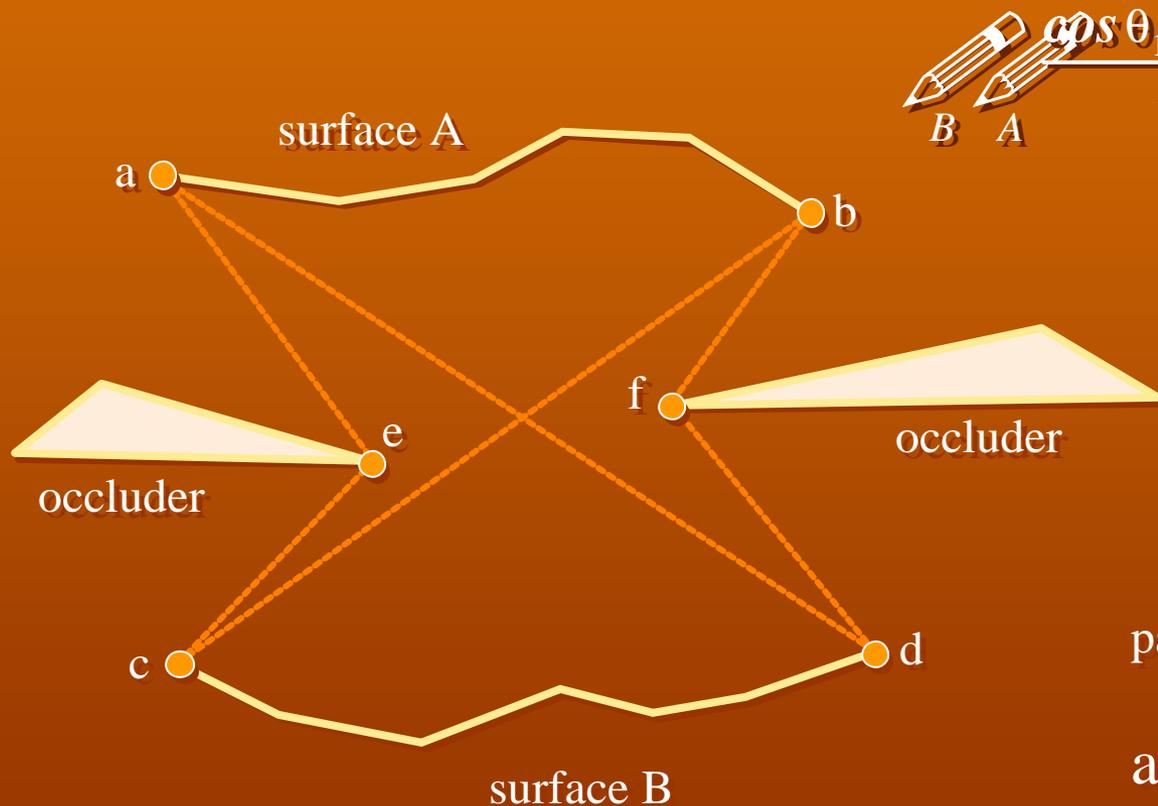
$$\frac{\cos \theta_1 \cos \theta_2}{r}$$

*This is one change*

# Hottel's method



# Hottel's method

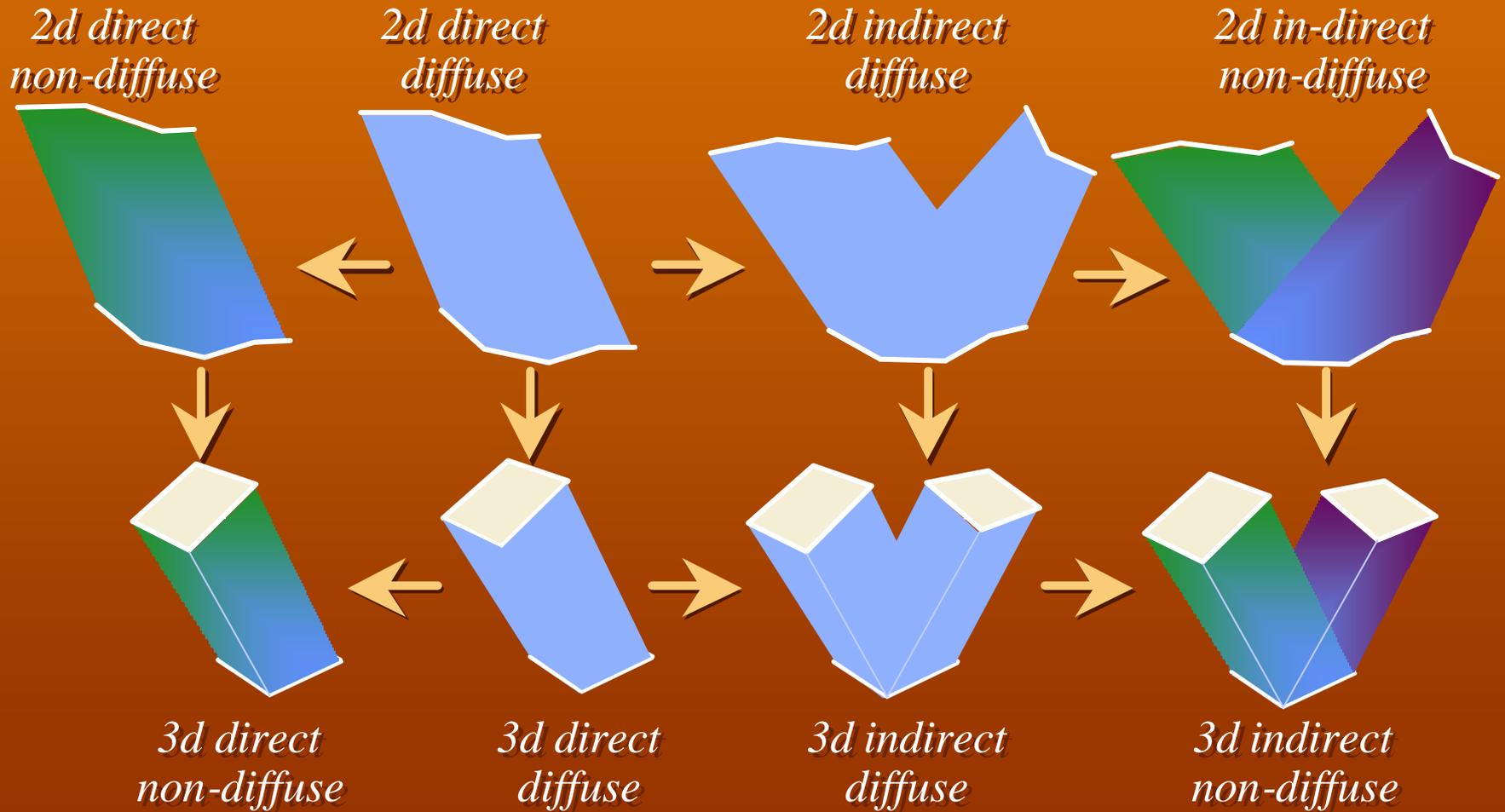


$$\cos \theta_1 \cos \theta_2 \frac{v(x_1, x_2)}{r^2} dx_1 dx_2$$

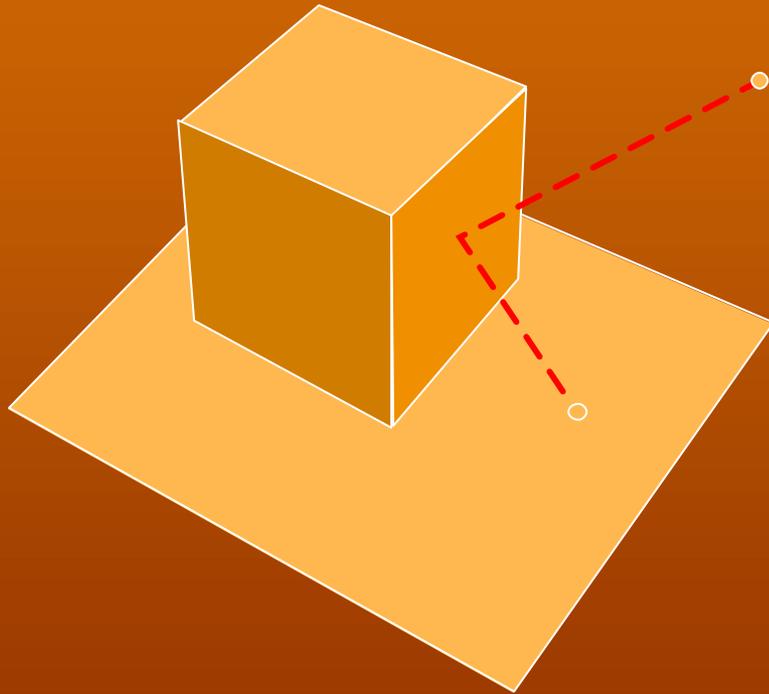
The measure of lines passing through surfaces A and B is

$$ad + bc - aec - bfd$$

# Possible analogs of Hottel's method



# Extremal paths

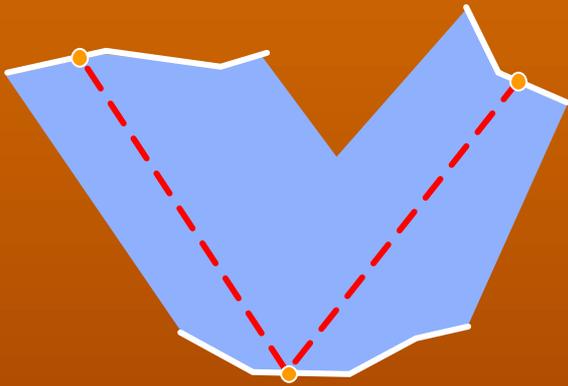


Extremal paths with respect to length (time).

Extremal paths with respect to gaussian curvature.

Is there an analogy for general reflection?

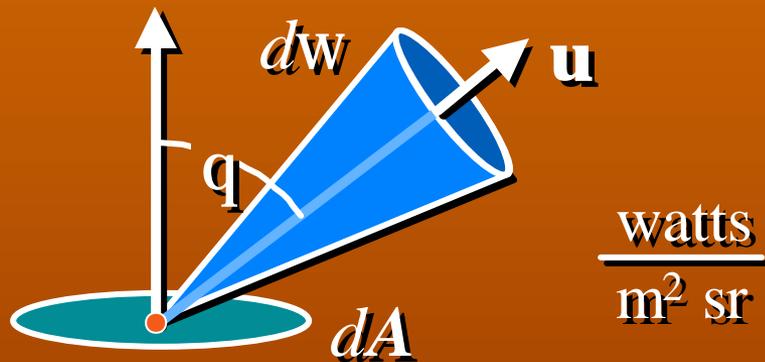
# Extremal paths



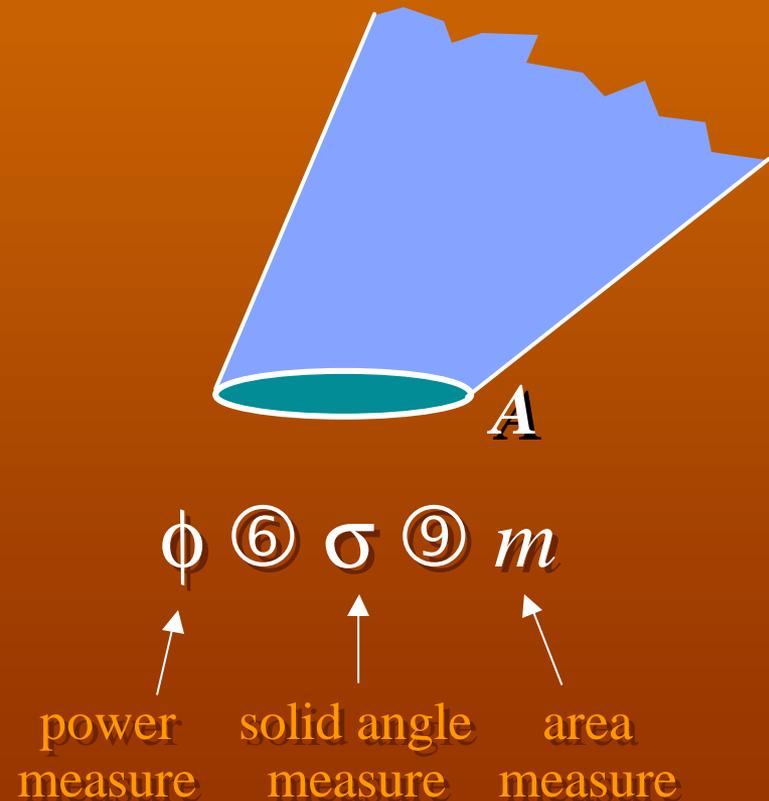
What does extremal mean  
in this context?

# Radiance as a density and derivative

Classical view

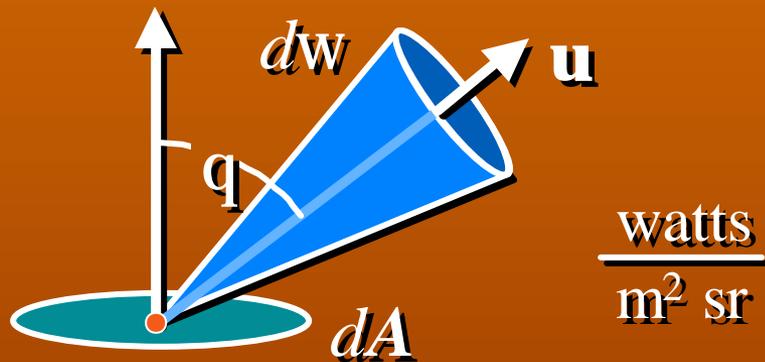


Measure-theoretic view

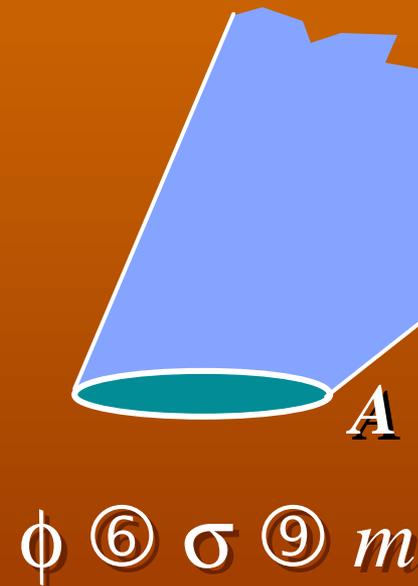


# Radiance as a density and derivative

Classical view

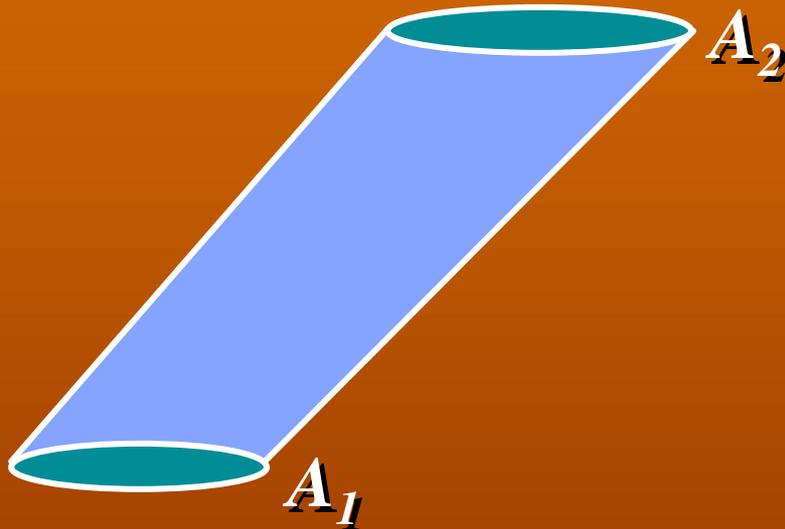


Measure-theoretic view



$$L = \frac{d \phi}{d \sigma \textcircled{9} m} \quad \text{Radon-Nikodym derivative}$$

# Transport intensity as a derivative

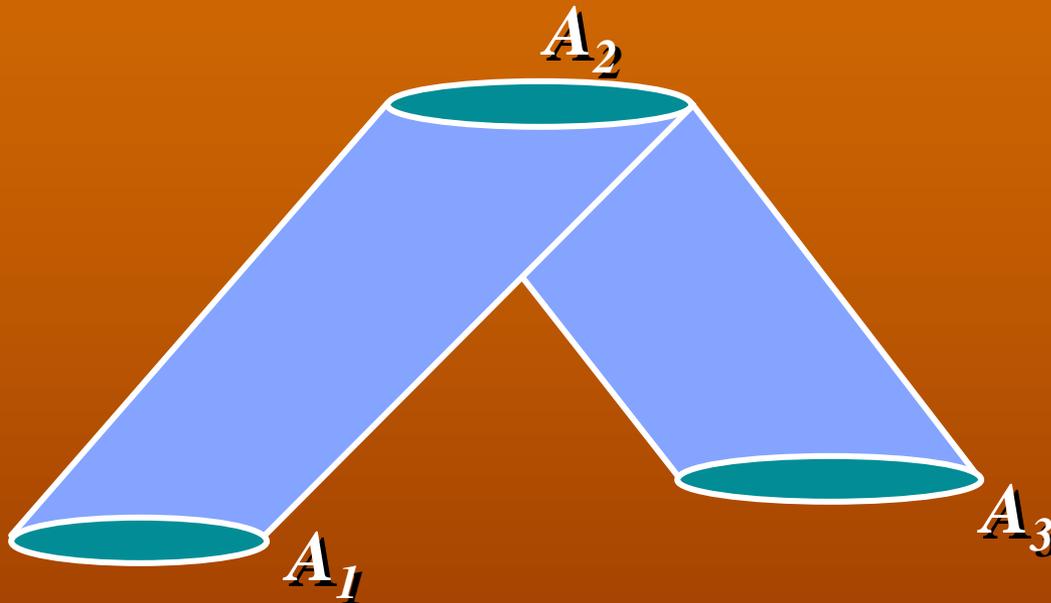


$\phi$   $\textcircled{6}$   $m$   $\textcircled{9}$   $m$

$$I \equiv \frac{d\phi}{d m \textcircled{9} m}$$

*Radon-Nikodym  
derivative*

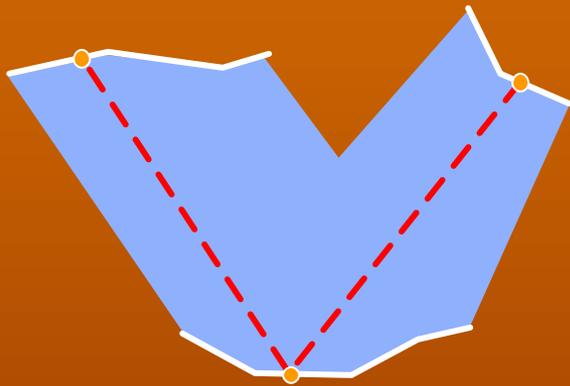
# Transport intensity as a derivative



$$\phi \text{ (6) } m \text{ (9) } m \text{ (9) } m \quad I \stackrel{=}{=} \frac{d \phi}{d m \text{ (9) } m \text{ (9) } m}$$

*Radon-Nikodym  
derivative*

# Extremal paths

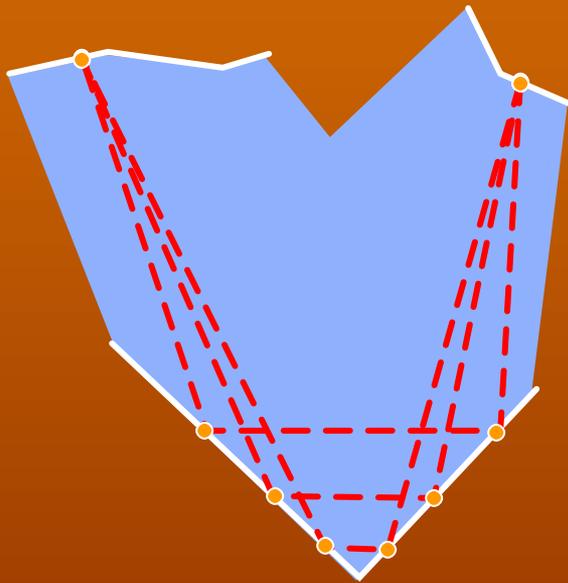


What does extremal mean in this context?

Extremal in  $\frac{d\phi}{dm \textcircled{9} m \dots m}$

or  $\left[ \times \right] \frac{\sin\theta_1 \cos\theta_2}{r}$

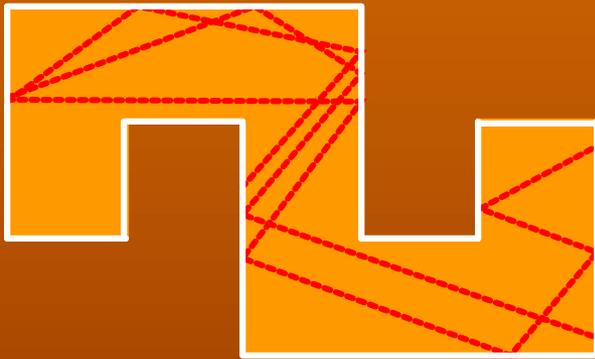
# Extremal paths



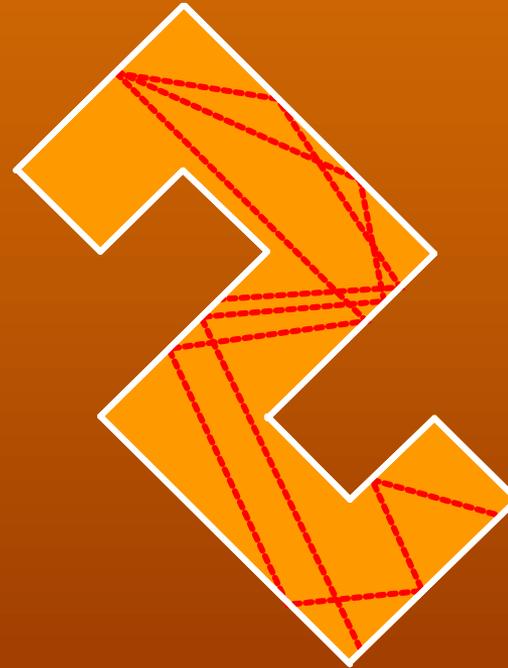
But the extremum does not always exist!

$$\left[ \cos \theta_1 \cos \theta_2 \right] / r$$

# Path isometry

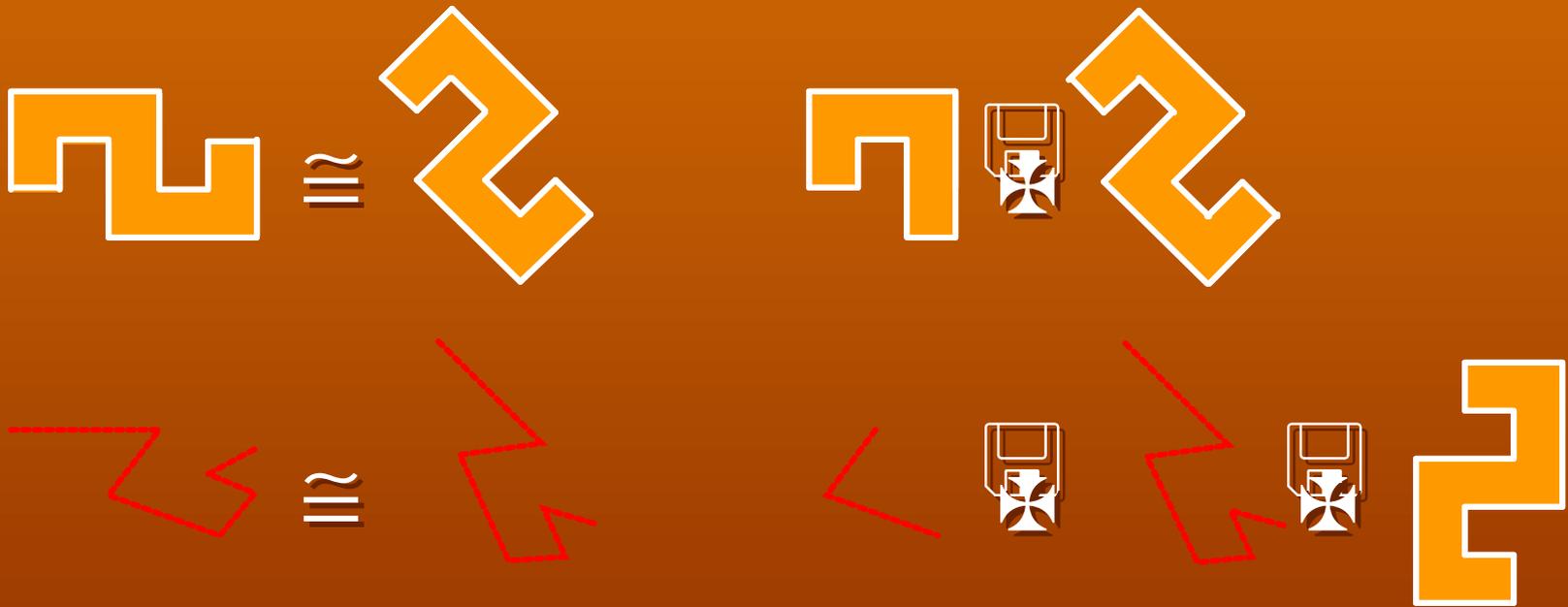


This collection of paths...

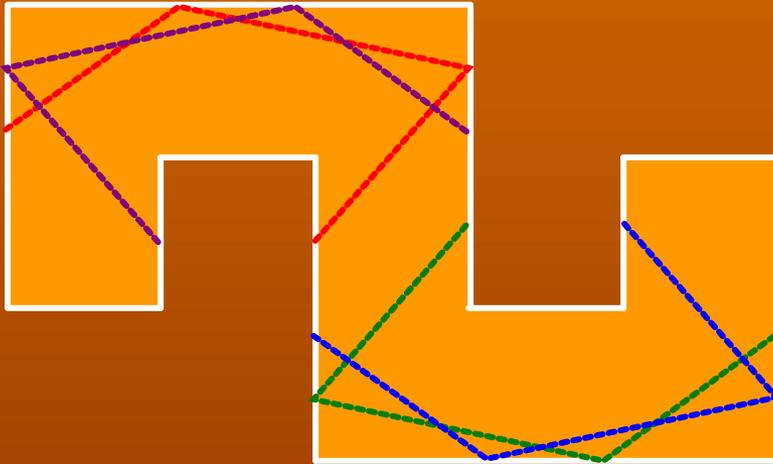


Is fundamentally the same  
as this collection of paths.

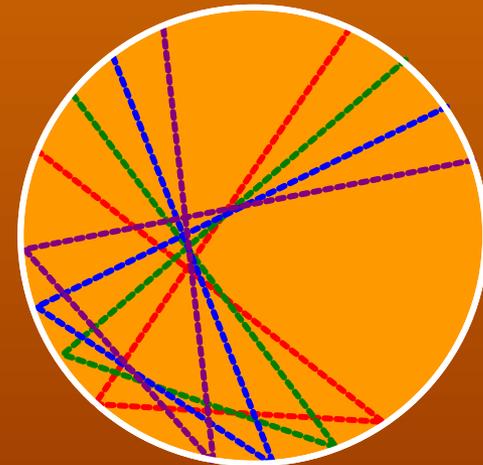
# Path isometry



# Path isometry

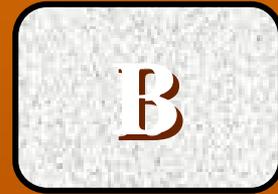


Finite number of isometric paths within the same enclosure

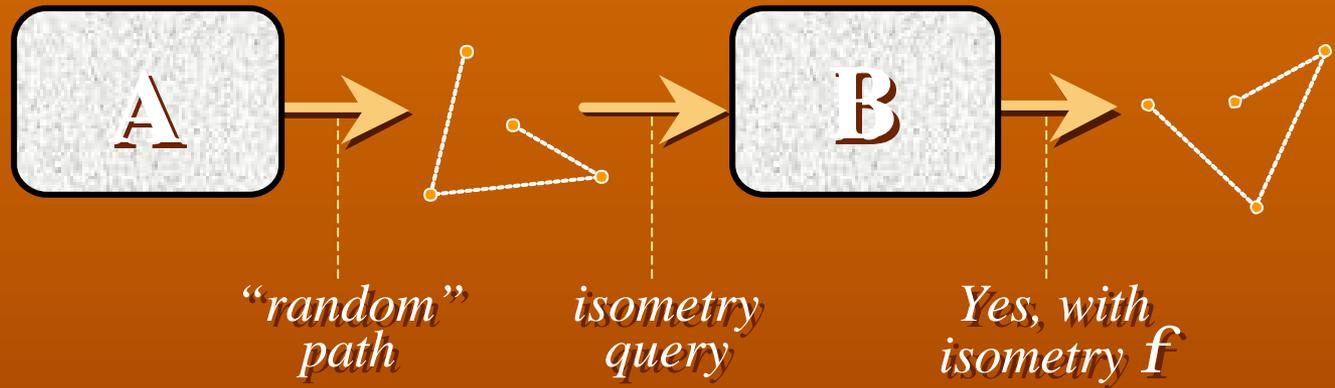


Continuum of isometric paths within the same enclosure

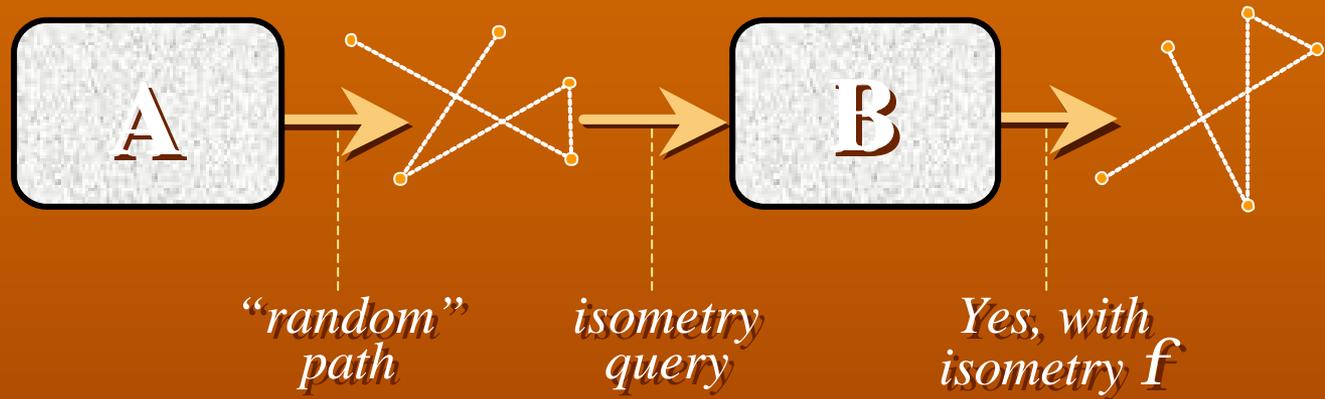
# Path isometry



# Path isometry



# Path isometry



☎  $\forall p \in A$    $f$

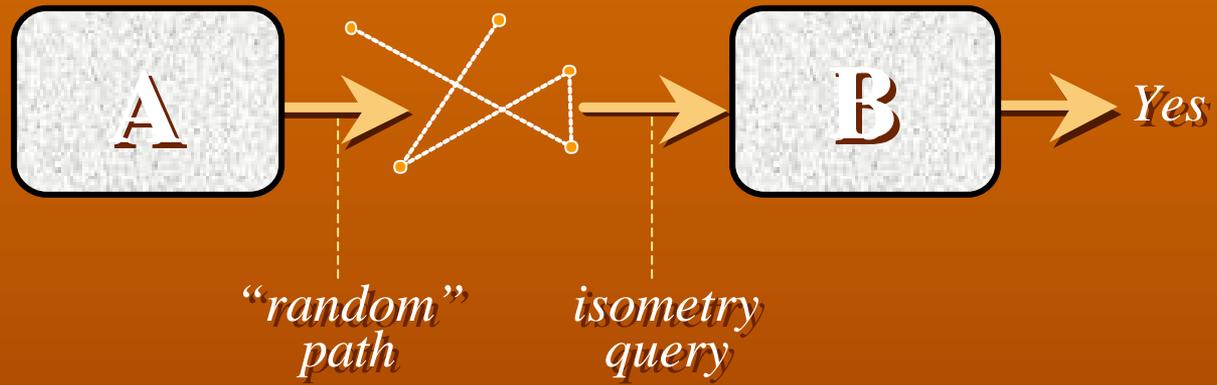
$B$  

  $f$

$A$

$B$

# Path isometry



$$\forall p \in A \quad B \quad A \quad B$$

*irrespective of the isometry*

# Path isometry



*irrespective of the isometry*

# Sub-isometry theorem

If  $A$  and  $B$  are *compact* sets, then

$$\begin{array}{c} \text{📞} \\ A \end{array} \begin{array}{c} \text{📺} \\ B \end{array} \begin{array}{c} \blacktriangleright \\ B \end{array} \begin{array}{c} \text{📺} \\ A \end{array} \quad \text{📞} \quad \text{📁} \quad A \cong B$$

If  $A$  and  $B$  are sets, then

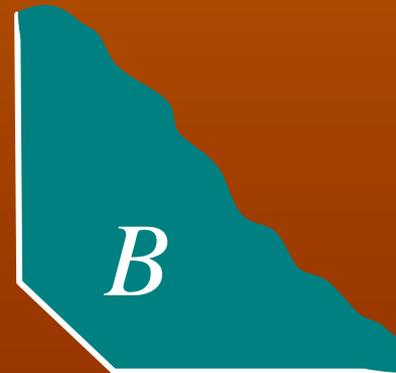
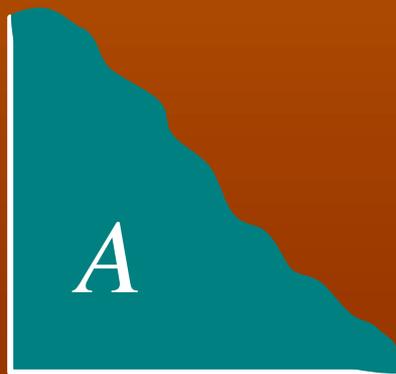
$$|A| \leq |B| \quad \blacktriangleright \quad |B| \leq |A| \quad \text{📁} \quad |A| = |B|$$

(Schröder-Bernstein theorem)

# Sub-isometry theorem

If  $A$  and  $B$  are ~~compact~~ sets, then

$$\begin{array}{c}
 \text{phone} \ A \ \text{cup} \ B \ \blacktriangle \ B \ \text{cup} \ A \ \text{circle with slash} \ \text{folder} \ A \cong B \\
 \hline
 \text{phone} \ A \ \text{cup} \ B \ \blacktriangle \ B \ \text{cup} \ A \ \text{circle with slash} \ \text{folder} \ A \cong B
 \end{array}$$



# Concluding thoughts

Exact isometry cannot be determined in this way, but it may provide insight into equivalence classes of environments.

Correct definition/interpretation of extremal paths may lead to useful analogs of Hottel's method.

Measures on paths lead to new versions of classical problems in computational geometry.