

# A Theoretical Analysis of Compactness Of the Light Transport Operator

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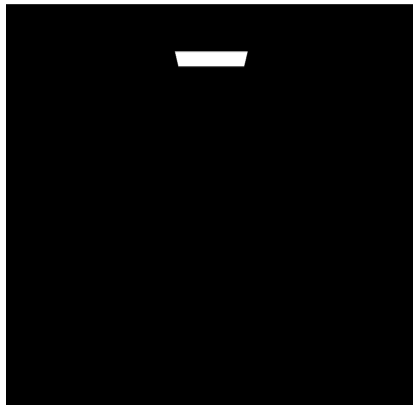
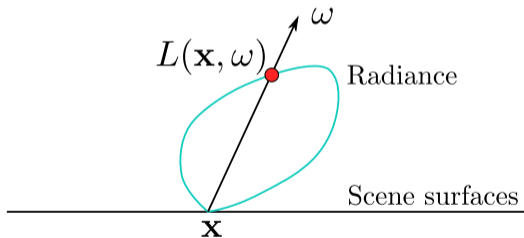
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Light Transport Operator:

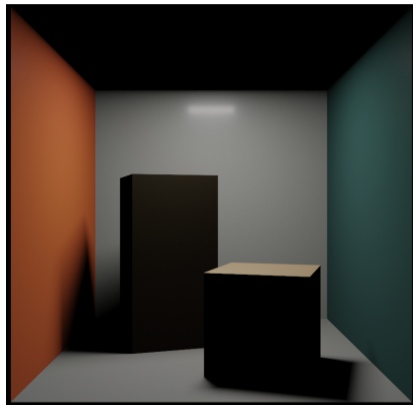
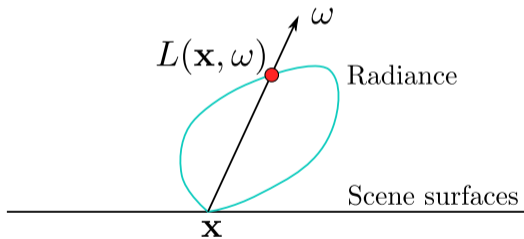
$$L(\mathbf{x}, \omega) \mapsto (\mathbf{T}L)(\mathbf{x}, \omega)$$



$L_e$

Light Transport Operator:

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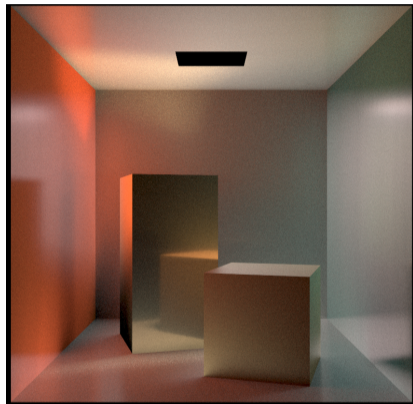
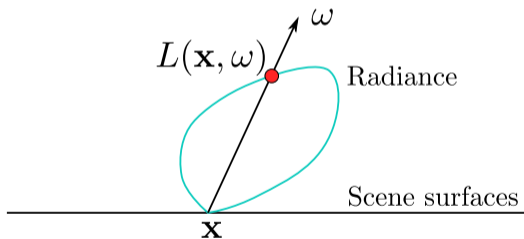


$\mathbf{T}L_e$

## Context / motivation

Light Transport Operator:

$$L(\mathbf{x}, \omega) \mapsto (\mathbf{T}L)(\mathbf{x}, \omega)$$

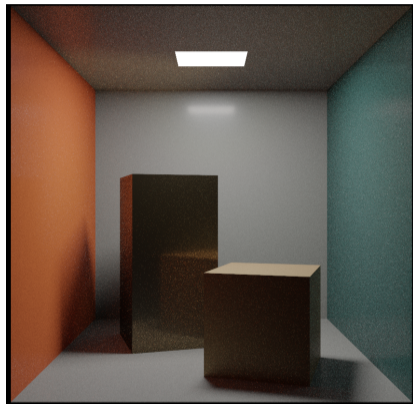
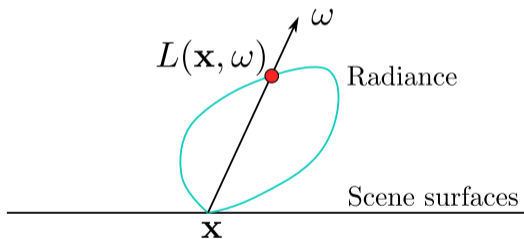


$T^2 L_e$

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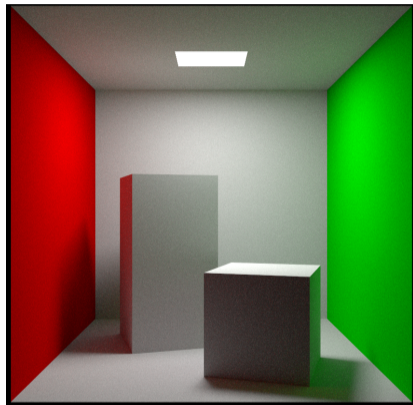
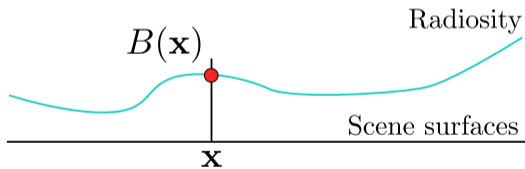


$$L = L_e + \mathbf{T}L_e + \mathbf{T}^2L_e + \dots$$

## Context / motivation

Light Transport Operator:

$$B(\mathbf{x}) \mapsto (\mathbf{T}_b B)(\mathbf{x})$$



$$L = L_e + \mathbf{T}_b L_2 + \mathbf{T}_b^2 L_e + \dots$$

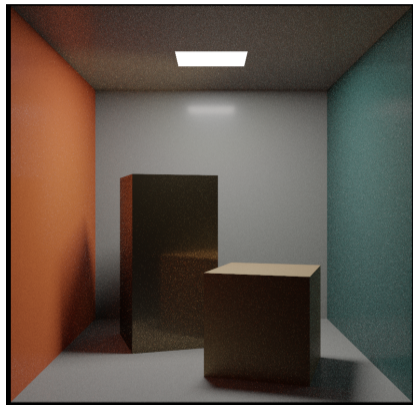
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Light Transport Operator:

$$\begin{array}{ccc} \mathbf{T}, \mathbf{T}_b & \longrightarrow & T_n \\ \infty\text{-dimensional} & & n \times n \text{ matrix} \end{array}$$

**Finite Rank** approximations of  $\mathbf{T}$ :

- ▶ piecewise constant functions [Goral84, Hanrahan91]
- ▶ wavelets [Gortler93]
- ▶ spherical harmonics [Green2003, Ramamoorthi06]
- ▶ polynomials [Ben-Artzi2008]



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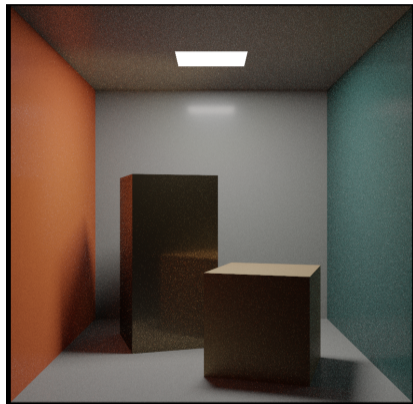
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Used in...

- ▶ Finite Element Global Illumination



$$L = L_e + \mathbf{T}L_e + \mathbf{T}^2L_e + \dots$$

**Assumption:** for a specific  $L$ ,  $T_n L \rightarrow \mathbf{T}L$



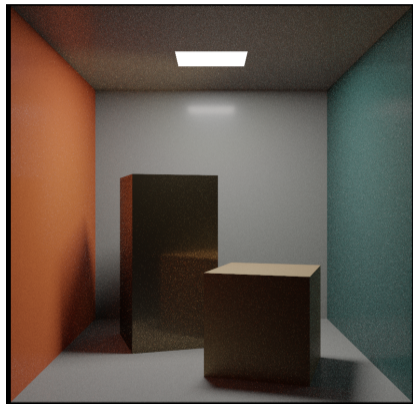
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- ▶ Finite Element Global Illumination
- ▶ Precomputed Radiance Transfer
- ▶ Neural rendering



$$L = L_e + \mathbf{T}L_e + \mathbf{T}^2L_e + \dots$$

**Assumption:** for all  $L$ ,  $\|T_n L - \mathbf{T}L\| < \epsilon$

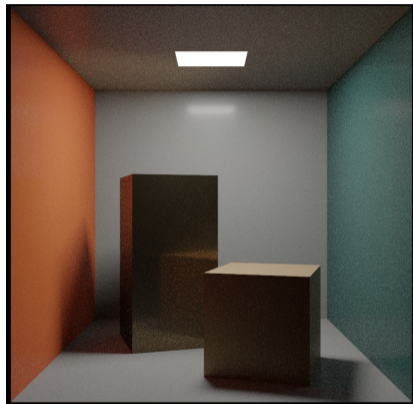
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- ▶ Inverse lighting



$$L = L_e + \mathbf{T}L_e + \mathbf{T}^2L_e + \dots$$

**Assumption:**  $\mathbf{T}$  is invertible, and  $T_n^{-1} \approx \mathbf{T}^{-1}$

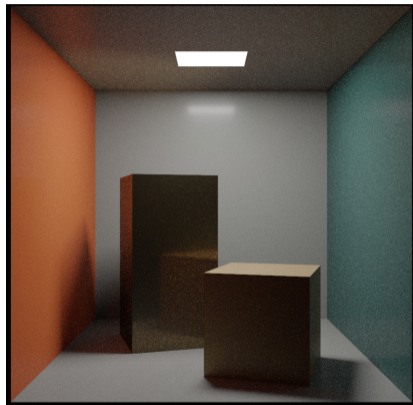
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Used in...

- ▶ Finite Element Global Illumination
- ▶ Precomputed Radiance Transfer
- ▶ Neural rendering
- ▶ Inverse lighting
- ▶ Dimensional analysis



$$L = L_e + \mathbf{T}L_e + \mathbf{T}^2L_e + \dots$$

**Assumption:**  $\sigma(T_n) \rightarrow \sigma(\mathbf{T})$

General linear operator  $\mathbf{T}$  in infinite dimensions:

- ▶ uncountable eigen/singular-values,  $\infty$ -multiplicity

☹  $\sigma(T_n) \not\rightarrow \sigma(\mathbf{T})$

☹  $\|(T_n - \mathbf{T})L\| \rightarrow 0$  depending on  $L$

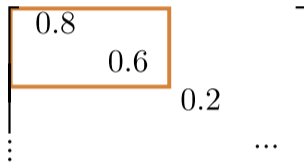
## Context / motivation

Compact operator (See our paper):

- ▶ countable eigenvalues converging to 0

😊  $\sigma(T_n) \rightarrow \sigma(\mathbf{T})$

😊  $\|(T_n - \mathbf{T})L\| \rightarrow 0$  uniformly



- ▶ Example: integral operators with square-integrable kernel (e.g. convolution)

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- ▶ Example: integral operators with square-integrable kernel (e.g. convolution)

Are Light Transport Operators  $\mathbf{T}$  and  $\mathbf{T}_b$  compact ?

## Summary of our findings

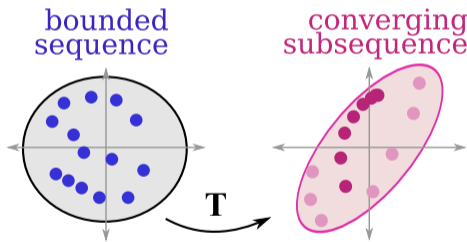
In this paper, we show

- ▶  $\mathbf{T}$  is never *compact*
- ▶  $\mathbf{T}$  still shares key properties with compact operators
  - ▶ in closed scenes,  $\mathbf{T}$  has a complete Schmidt expansion (a.k.a. SVD in  $\infty$  dimensions)
- ▶  $\mathbf{T}_b$  ( $\mathbf{T}$  re-formulated in Lambertian scenes) is generally not *compact*
- ▶  $\mathbf{T}_b$  shares key properties with compact operators
  - ▶ not invertible
  - ▶ acts as a low-pass filter (away from edges)
- ▶ local reflectance  $\mathbf{K}_x$  is compact
  - ⇒ not invertible
- ▶ connections to historical choices & future developments.

## Lambertian case

How do we prove that  $\mathbf{T}_b$  is **not** compact?

”Compact linear operators map bounded sequences into sequences with converging subsequences”



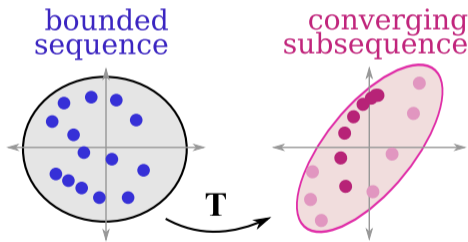
(See paper for more details)



## Lambertian case

How do we prove that  $\mathbf{T}_b$  is **not** compact?

”Find one bounded sequence  $\{B_n\}_{n>0}$ , such that  $\mathbf{T}_b B_n$  has no converging subsequence”

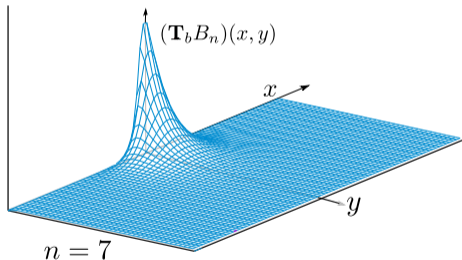
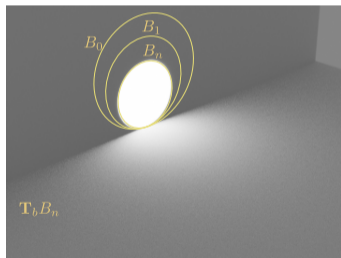


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## Lambertian case

How do we prove that  $\mathbf{T}_b$  is **not** compact?

”Find one bounded sequence  $\{B_n\}_{n>0}$ , such that  $\mathbf{T}_b B_n$  has no converging subsequence”



(See paper for more details)

No uniform approximation by finite rank operators of  $\mathbf{T}$  and  $\mathbf{T}_b$

⇒ meshes provide bounded error **only** for a specific light distribution

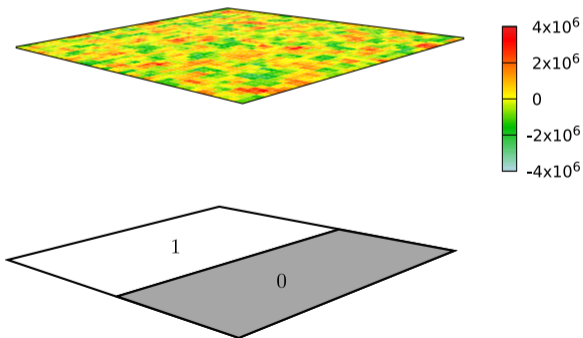
- ▶ Adaptive methods are needed and require guidance
- ▶ PRT and Neural methods cannot give global error guarantee
- ▶ Spectral analysis based on matrix approximations need additional justification

$\mathbf{T}_b$  is not the uniform limit of operators with bounded kernels

⇒ bias when connecting close points using a bounded weight in path tracing

## Consequences of non-invertibility

- ▶  $\mathbf{K}_x$  is not invertible  
⇒ inverse shading is ill-posed
- ▶ inverting  $\mathbf{T}_b$  looks like de-convolution (See paper)



## Consequences of non-invertibility

- ▶  $\mathbf{K}_x$  is not invertible  
     $\Rightarrow$  inverse shading is ill-posed
- ▶ inverting  $\mathbf{T}_b$  looks like de-convolution (See paper)
- ▶ inverting multi-bounce transport is trivial ( $L_e = (\mathbf{I} - \mathbf{T})L$ )

## Conclusion / Take-away messages

Some properties looked obvious (to me!), but proved wrong:

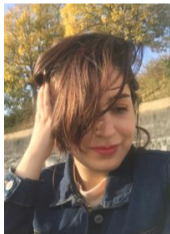
- ▶ there is no uniform finite rank approximation of  $\mathbf{T}$ , and  $\mathbf{T}_b$  (in scenes with edges)
- ▶  $\mathbf{T}_b$  is not invertible
- ▶ the cause of problems is not visibility ;-)
  - ▶ for  $\mathbf{T}$ , the cause is partial integration (see paper)
  - ▶ for  $\mathbf{T}_b$ , the cause is frequency preservation next to abutting edges

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