

Bounding Boxes Hierarchy BVH's Homog.

Def. Given set S of obj If $|S| \leq K$, then $\text{BVH}(S) :=$ leaf node b , storing S .
 If $|S| > K$, then $\text{BVH}(S) :=$ node v , with $n(v)$ many children v_1, \dots, v_n , where $v_i := \text{BVH}(S_i)$, and S_1, \dots, S_n partition S (i.e., $\bigcup S_i = S$)

Every node v in the BVH stores $\text{BV}(v)$ enclosing all obj's in S , i.e. $\forall o \in S: o \subseteq \text{BV}(v)$

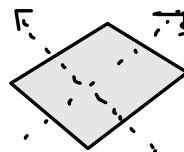
Layred BVH: where children v_i of v : $\text{BV}(v_i) \subseteq \text{BV}(v)$.

Wrapped BVH A leaves v_i of v : $S(v_i) \subseteq \text{BV}(v)$

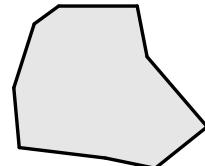
Types of BVs: HABR



OB3



DOP



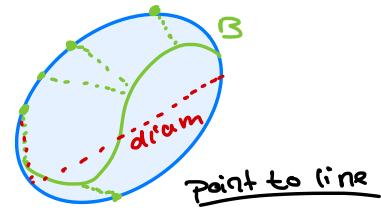
Def. Tightness

Let \mathcal{B} be a BV, G_i - some Geometry, $G \subseteq \mathcal{B}$

Def. directed Hausdorff distance

$$h(\mathcal{B}, G) = \max_{b \in \mathcal{B}} \min_{g \in G} d(b, g)$$

[btw: $h(\mathcal{B}, G) \neq h(G, \mathcal{B})$]



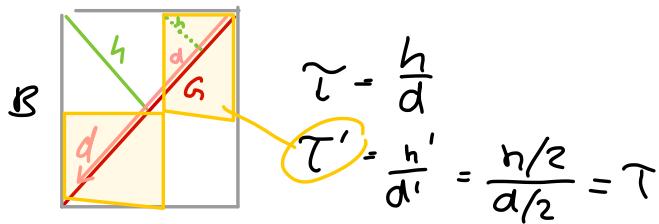
Def. diameter $\text{diam}(G)$:= $\max_{g, f \in G} d(g, f)$



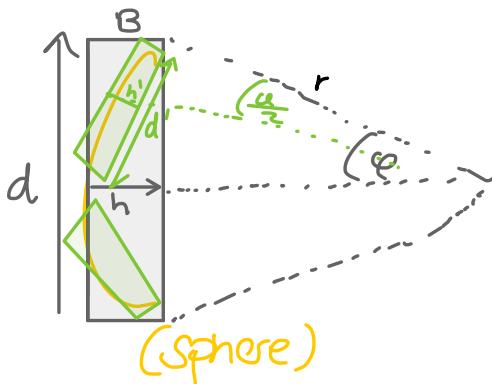
Tightness $\tau := \frac{h(\mathcal{B}, G)}{\text{diam}(G)}$

[just one possible notion of tightness.]

Note: Tightness of AABB-BRHT's depends on "nice" orientation of the geometry



Tightness of OBB-BRHT's



$$h = r(1 - \cos \varphi)$$

$$d = 2r \sin \varphi$$

$$T = \frac{1 - \cos \varphi}{2 \sin \varphi} \rightarrow 0 \text{ as } \varphi \rightarrow 0$$

i.e. tightness of OBB depends on curvature of the geometry

Taylor..

$$T = \frac{1 - \left(1 - \frac{1}{2!} \varphi^2 + \frac{1}{4!} \varphi^4 - \dots\right)}{2 \left(\varphi - \frac{1}{5!} \varphi^3 + \dots\right)} \approx \frac{\frac{1}{2} \varphi^2}{2 \varphi} = \frac{1}{4} \varphi \in O(\varphi)$$

↑ corresponds to depth in tree

⇒ tightness of OBB's increases with level of the nodes in an OBB-BVH.

Construction:

Insertion strategy:

Start with empty BVH

Given set S of elementary BVH's
while $|S| \geq 1$.

choose next $b \in S$,
start with $v := \text{root}$,

while v is not leaf.

choose child w of v , st. inserting b in $\text{BVH}(v)$ decreased quality of $\text{BVH}(v)$ the least.

$v := w$

.....

at the leaf v : replace v by inner node v' with children v, b

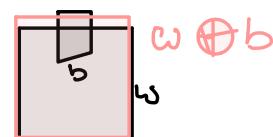
Measure for quality: depends on the query!

Example: ray casting

choose child w , s.t. $\text{area}(\text{bbox}(w \oplus b)) = \min$

merge $\text{bbox}(w)$ with $\text{bbox}(b)$

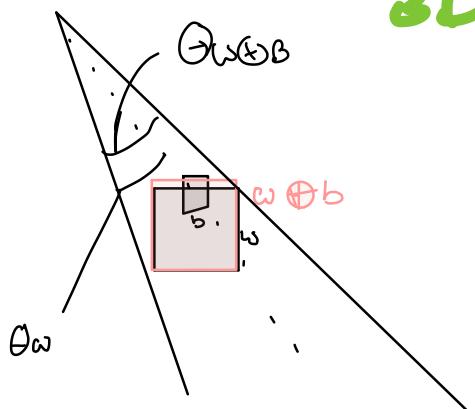
3D



Surface Area Heuristic (SAH)

REASON: $P[\text{ray } s \text{ hits } w \oplus b | s \text{ hits } w] \approx \frac{\text{Area}(w+b)}{\text{Area}(w)}$

3D



Top-Down-strategy:

Needs "good" partitioning of S

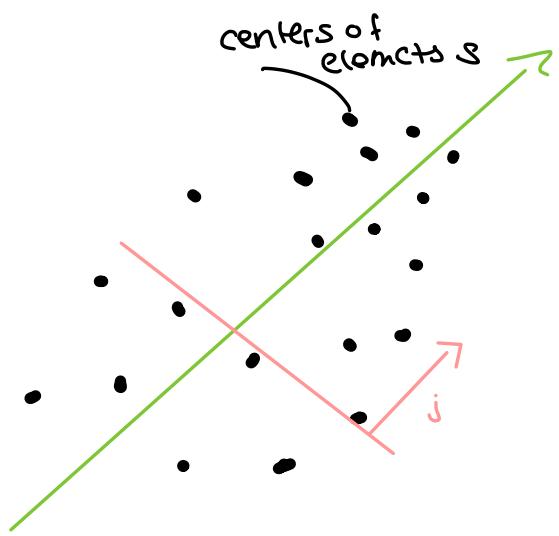
Apply SAH. partition $S = S_1 \cup S_2$

Define cost

$$C(S_1, S_2) = \frac{\text{area}(bv(S_1))}{\text{area}(bv(S))}$$

$$\cdot C(S_1) |S_1| + \frac{\text{area}(bv(S_2))}{\text{area}(S)}$$

$$\cdot \frac{C(S_2)}{|S_2|}$$



How to find S_1, S_2 s.t. $C(S_1, S_2) = \min?$

Pragmatic algo.

calc PC₁

sort S along PC₁

$$\text{find } \min_{j=0, \dots, n} \left\{ C\left(\underbrace{\{s_0, \dots, s_1\}}_{S_1}, \underbrace{\{s_{j+1}, \dots, s_n\}}_{S_2}\right)\right\}$$

Complexity: $T(n) = 2 + \left(\frac{n}{2}\right) + O(n \log n)$

$$= O(n \log^2 n)$$

Configuration space strategy

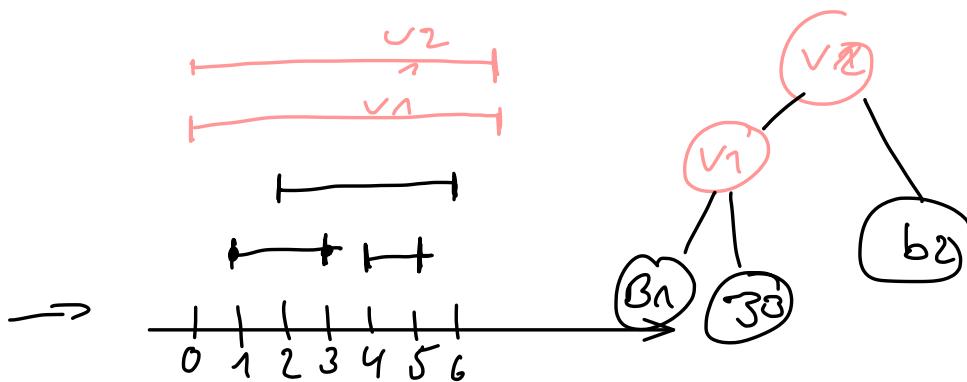
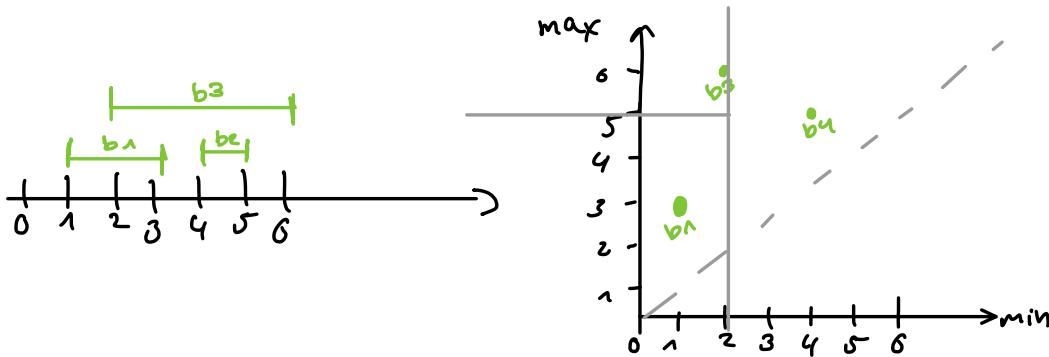
Consider AABB's b_i's as points $p_i \in \mathbb{R}^{2D}$

Build KD-tree over those pts

Transform kd-tree into AABB-BVH:

leaf p_i in kd-tree \rightarrow leaf b_i in AABB-tree
 inner node v in kd-tree \rightarrow inner node v in AABB-tree
 with $bbox(v) = bbox(v_1, v_2)$
 i.e. layered hierarchy

↑
children



Theorem (w/o proof)

Rectangle intersection query in \mathbb{R}^d can be answered in time $O(n^{1-\frac{1}{d}} + kn)$.

In 3d. $O(n^{2/3})$

K-DOPS (Discrete Oriented Polytope)

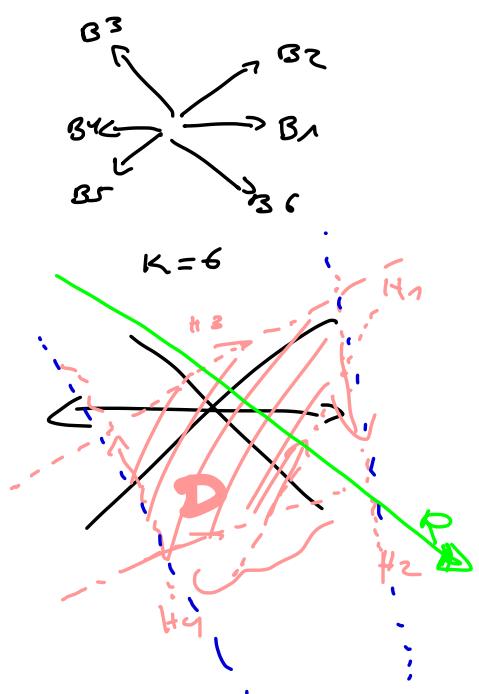
choose set $B = \{B_1, \dots, B_k\}$ fixed, $k \geq 2d$, $B \in \mathbb{R}^d$

with condition $B_{k+i} = -B_i$

Define. DOP $D := \bigcap_{i=1}^k H_i$

halfspaces $H_i : \alpha \cdot B_i \cdot d_i \geq 0$

$$\rightarrow D = (d_1, \dots, d_k)$$



1. Application: ray Tracing

intersect ray $x = \vec{p} + t\vec{r}$ with all H_i 's

$$\Rightarrow t_i = \frac{d_i - B_i \cdot \vec{p}}{B_i \cdot \vec{r}}$$

$\rightarrow \beta k$ flops per Ray

precomputed for ray

Parallel
(Schnitte)

Note. K-DOPS are generalizations of AABBS's