Spatial Data Structures

Hierarchical Bounding Volumes
Regular Grids
Octrees
BSP Trees
[Angel Ch. 8]

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Ray Tracing Acceleration

• Faster intersections
  – Faster ray-object intersections
    • Object bounding volume
    • Efficient intersectors
  – Fewer ray-object intersections
    • Hierarchical bounding volumes (boxes, spheres)
    • Spatial data structures
    • Directional techniques

• Fewer rays
  – Adaptive tree-depth control
  – Stochastic sampling

• Generalized rays (beams, cones)
Spatial Data Structures

• Data structures to store geometric information
• Sample applications
  – Collision detection
  – Location queries
  – Chemical simulations
  – Rendering
• Spatial data structures for ray tracing
  – Object-centric data structures (bounding volumes)
  – Space subdivision (grids, octrees, BSP trees)
  – Speed-up of 10x, 100x, or more
Bounding Volumes

• Wrap complex objects in simple ones
• Does ray intersect bounding box?
  – No: does not intersect enclosed objects
  – Yes: calculate intersection with enclosed objects

• Common types:
  - Sphere
  - Axis-aligned Bounding Box (AABB)
  - Oriented Bounding Box (OBB)
  - 6-dop
  - Convex Hull
Selection of Bounding Volumes

- Effectiveness depends on:
  - Probability that ray hits bounding volume, but not enclosed objects (tight fit is better)
  - Expense to calculate intersections with bounding volume and enclosed objects

- Amortize calculation of bounding volumes

- Use heuristics

```
  good
  bad
```
Hierarchical Bounding Volumes

- With simple bounding volumes, ray casting still requires $O(n)$ intersection tests
- Idea: use tree data structure
  - Larger bounding volumes contain smaller ones etc.
  - Sometimes naturally available (e.g. human figure)
  - Sometimes difficult to compute
- Often reduces complexity to $O(\log(n))$
Ray Intersection Algorithm

- Recursively descend tree
- If ray misses bounding volume, no intersection
- If ray intersects bounding volume, recurse with enclosed volumes and objects
- Maintain near and far bounds to prune further
- Overall effectiveness depends on model and constructed hierarchy
Spatial Subdivision

- Bounding volumes enclose objects, recursively
- Alternatively, divide space (as opposed to objects)
- For each segment of space, keep a list of intersecting surfaces or objects
- Basic techniques:
  
  ![Uniform Spatial Subdivision](image)
  ![Quadtree/Octree](image)
  ![kd-tree](image)
  ![BSP-tree](image)
Grids

- 3D array of cells (voxels) that tile space
- Each cell points to all intersecting surfaces
- Intersection algorithm steps from cell to cell
Caching Intersection points

- Objects can span multiple cells
- For A need to test intersection only once
- For B need to cache intersection and check next cell for any closer intersection with other objects
- If not, C could be missed (yellow ray)
Assessment of Grids

• Poor choice when world is non-homogeneous

• Grid resolution:
  – Too small: too many surfaces per cell
  – Too large: too many empty cells to traverse
  – Can use algorithms like Bresenham’s for efficient traversal

• Non-uniform spatial subdivision more flexible
  – Can adjust to objects that are present
Outline

• Hierarchical Bounding Volumes
• Regular Grids
• Octrees
• BSP Trees
Quadtrees

• Generalization of binary trees in 2D
  – Node (cell) is a square
  – Recursively split into 4 equal sub-squares
  – Stop subdivision based on number of objects

• Ray intersection has to traverse quadtree

• More difficult to step to next cell
Octrees

- Generalization of quadtree in 3D
- Each cell may be split into 8 equal sub-cells
- Internal nodes store pointers to children
- Leaf nodes store list of surfaces
- Adapts well to non-homogeneous scenes
Assessment for Ray Tracing

• Grids
  – Easy to implement
  – Require a lot of memory
  – Poor results for non-homogeneous scenes

• Octrees
  – Better on most scenes (more adaptive)

• Alternative: nested grids

• Spatial subdivision expensive for animations

• Hierarchical bounding volumes
  – Natural for hierarchical objects
  – Better for dynamic scenes
Other Spatial Subdivision Techniques

- Relax rules for quadtrees and octrees
- k-dimensional tree (k-d tree)
  - Split at arbitrary interior point
  - Split one dimension at a time
- Binary space partitioning tree (BSP tree)
  - In 2 dimensions, split with any line
  - In k dims. split with k-1 dimensional hyperplane
  - Particularly useful for painter’s algorithm
  - Can also be used for ray tracing
Outline

• Hierarchical Bounding Volumes
• Regular Grids
• Octrees
• BSP Trees
BSP Trees

• Split space with any line (2D) or plane (3D)
• Applications
  – Painters algorithm for hidden surface removal
  – Ray casting
• Inherent spatial ordering given viewpoint
  – Left subtree: in front, right subtree: behind
• Problem: finding good space partitions
  – Proper ordering for any viewpoint
  – How to balance the tree
Building a BSP Tree

- Use hidden surface removal as intuition
- Using line 1 as root is easy

A BSP tree using 1 as root

the subdivision of space it implies
Building a BSP Tree

- Use hidden surface removal as intuition
- Using line 2 as root is also easy

A BSP tree using 2 as root

The subdivision of space it implies
Splitting of surfaces

- Using line 3 as root requires splitting

![Diagram showing the subdivision of space using a BSP tree with line 3 as root.](image)
Building a Good Tree

- Naive partitioning of \( n \) polygons yields \( O(n^3) \) polygons (in 3D)
- Algorithms with \( O(n^2) \) increase exist
  - Try all, use polygon with fewest splits
  - Do not need to split exactly along polygon planes
- Should balance tree
  - More splits allow easier balancing
  - Rebalancing?
Painter’s Algorithm with BSP Trees

• Building the tree
  – May need to split some polygons
  – Slow, but done only once

• Traverse back-to-front or front-to-back
  – Order is viewer-direction dependent
  – What is front and what is back of each line changes
  – Determine order on the fly
Details of Painter’s Algorithm

- Each face has form $Ax + By + Cz + D$
- Plug in coordinates and determine
  - Positive: front side
  - Zero: on plane
  - Negative: back side
- Back-to-front: inorder traversal, farther child first
- Front-to-back: inorder traversal, near child first
- Do backface culling with same sign test
- Clip against visible portion of space (portals)
Clipping With Spatial Data Structures

- Accelerate clipping
  - Goal: accept or reject whole sets of objects
  - Can use an spatial data structures

- Scene should be mostly fixed
  - Terrain fly-through
  - Gaming

Hierarchical bounding volumes

Octrees

viewing frustum
Data Structure Demos

- BSP Tree construction
  http://symbolcraft.com/graphics/bsp/index.html

- KD Tree construction
  http://donar.umiacs.umd.edu/quadtree/points/kdtree.html
Real-Time and Interactive Ray Tracing

• Interactive ray tracing via space subdivision
  http://www.cs.utah.edu/~reinhard/egwr/

• State of the art in interactive ray tracing
  http://www.cs.utah.edu/~shirley/irt/
Summary

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- Octrees
- BSP Trees