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

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
  - Quadtree/Octree
  - kd-tree
  - BSP-tree

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
- Size of grid
  - 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 or line 2 as root is easy

Splitting of surfaces

• Using line 3 as root requires splitting

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

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