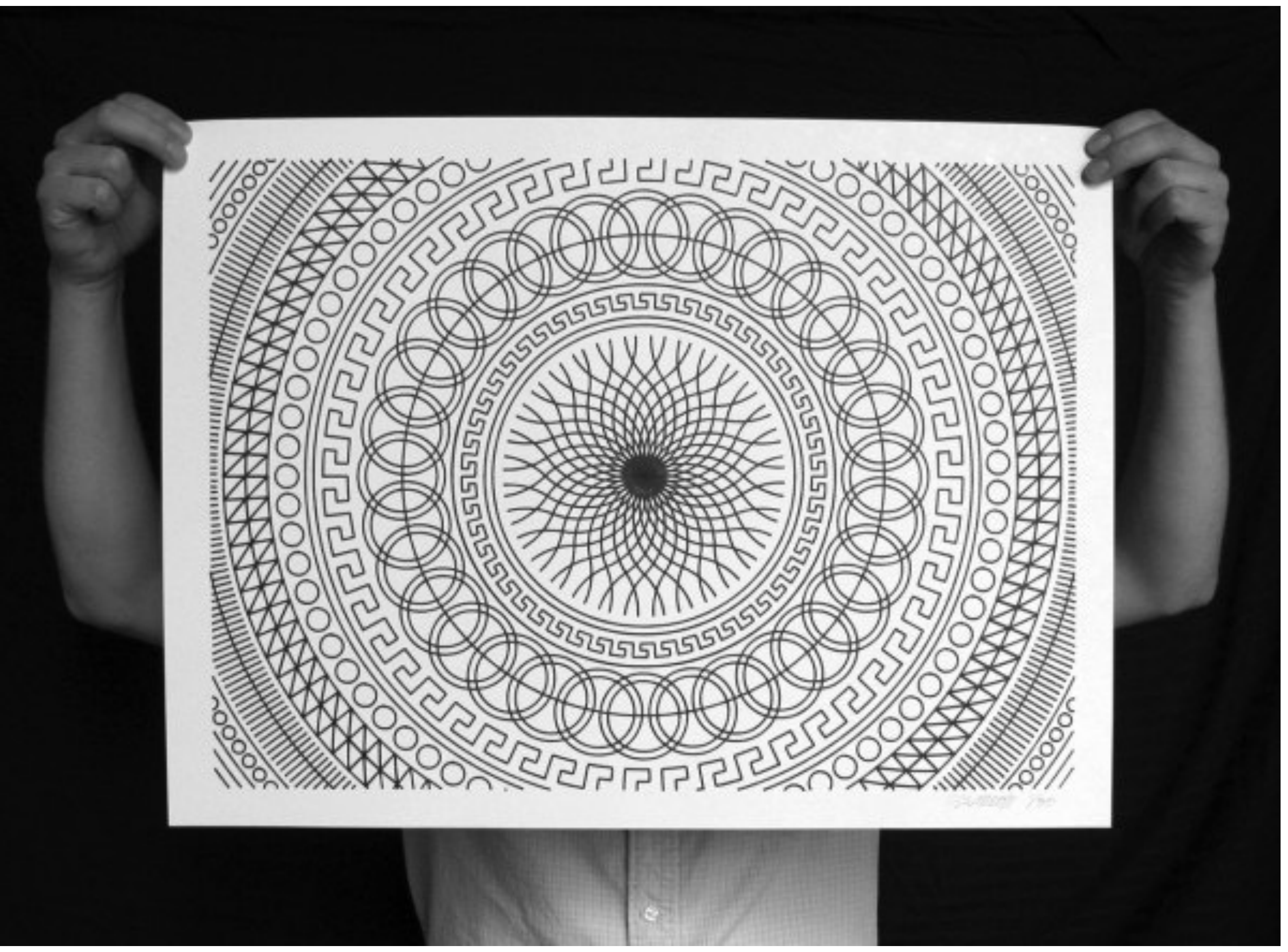
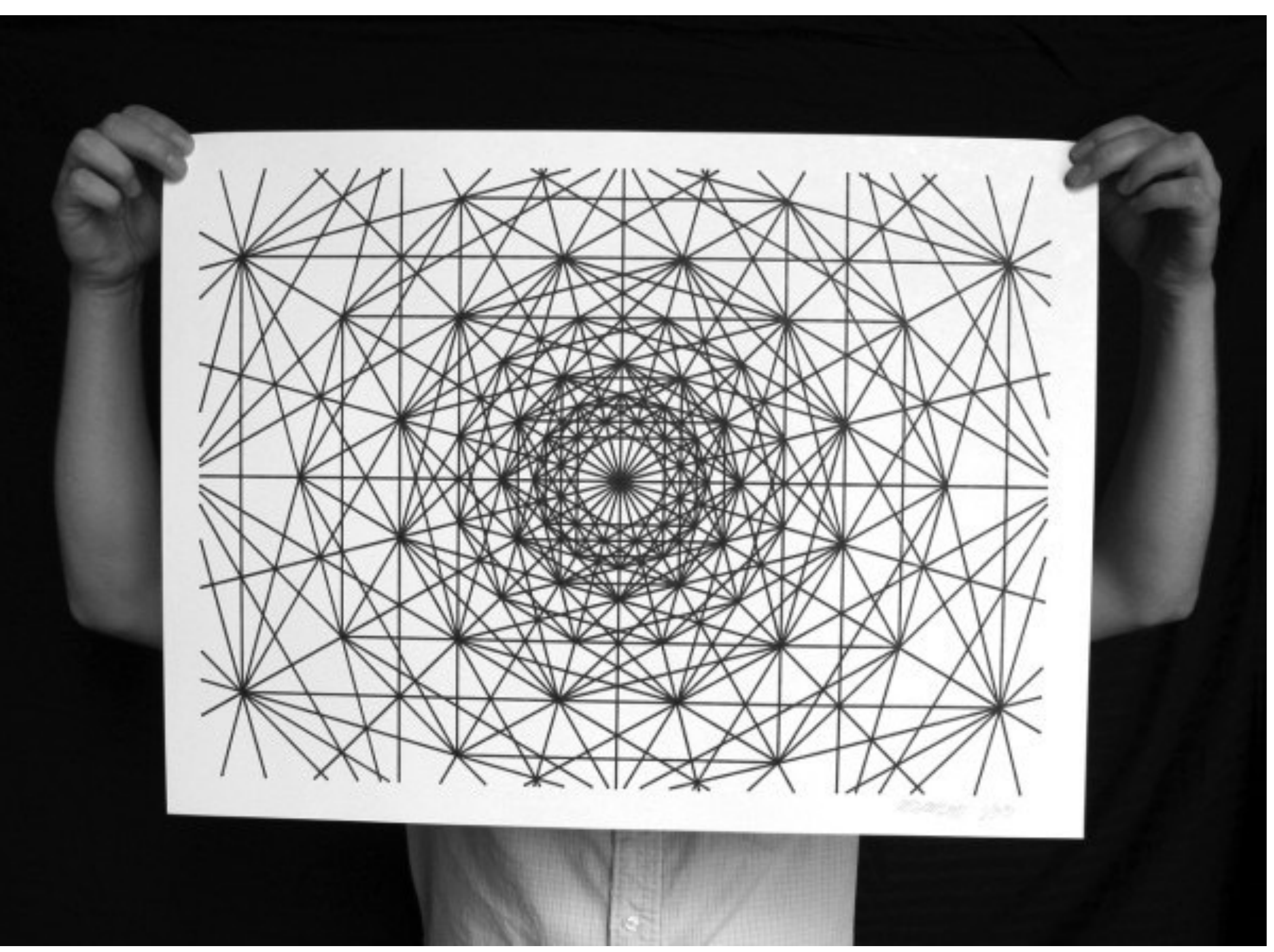
Lecture 2:

Drawing a Triangle
(+ the basics of sampling/anti-aliasing)

Interactive Computer Graphics
Stanford CS248, Winter 2019

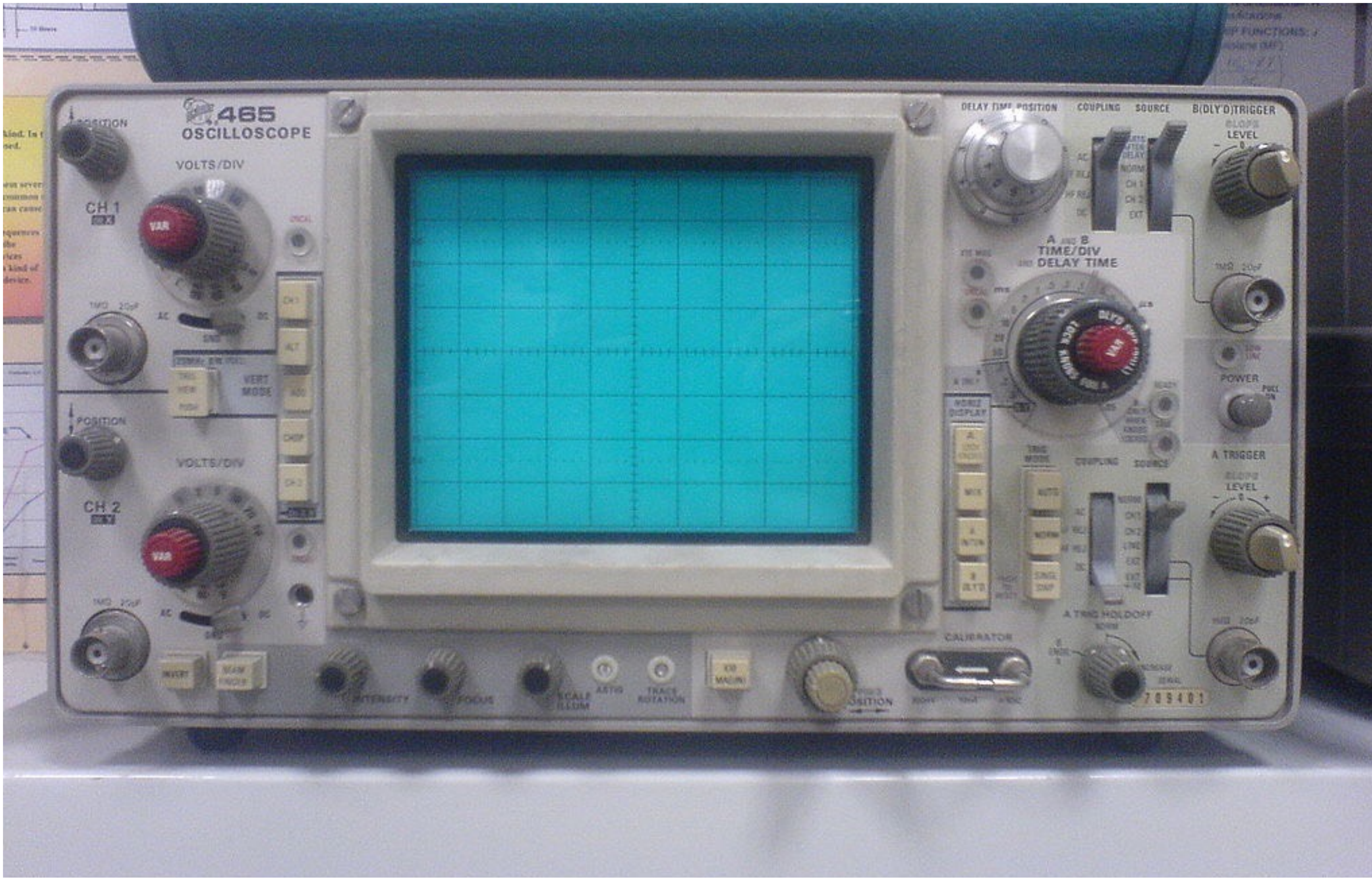
CNC sharpie drawing machine ;-)



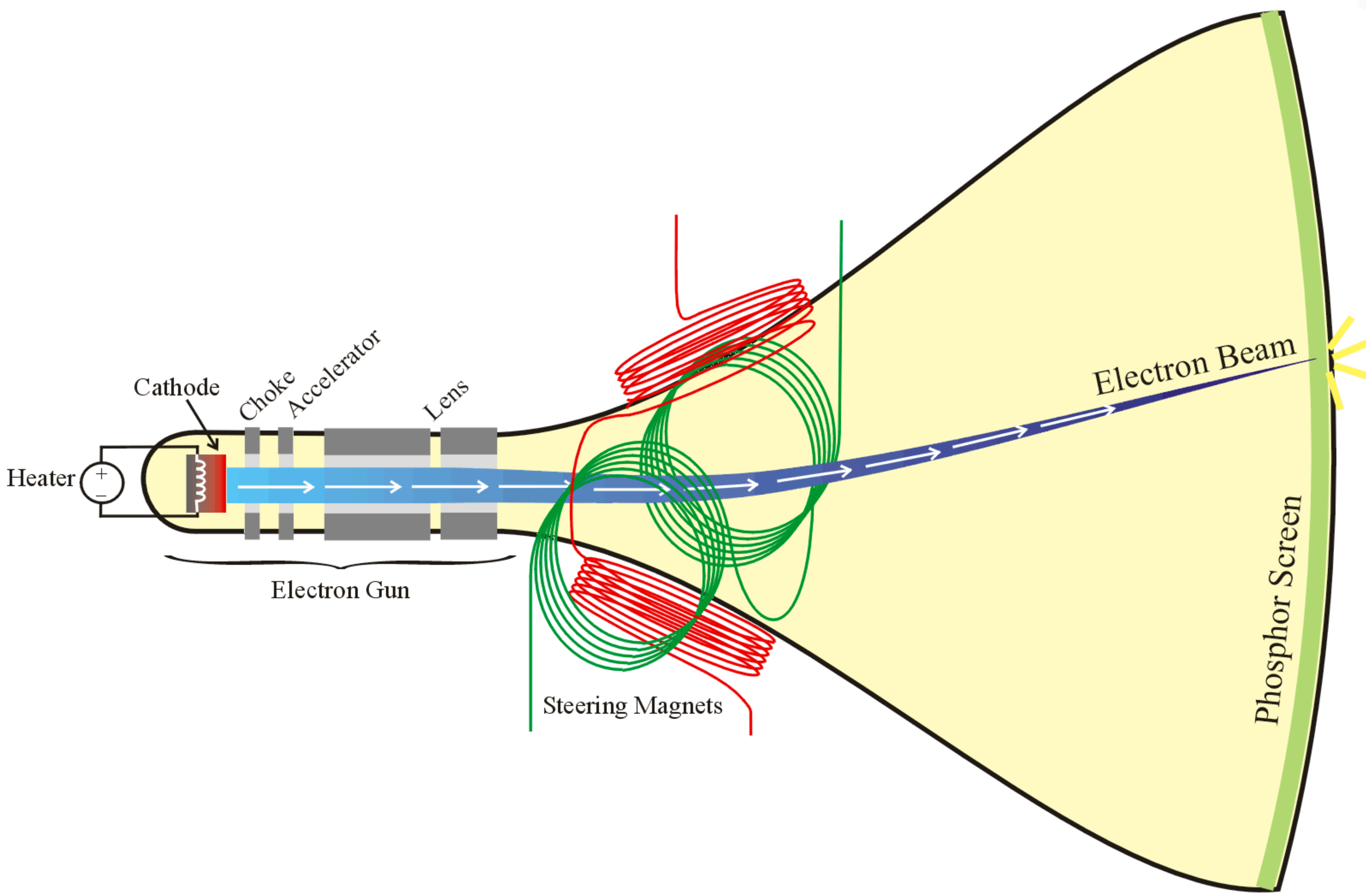


http://44rn.com/projects/numerically-controlled-poster-series-with-matt-w-moore/

Oscilloscope

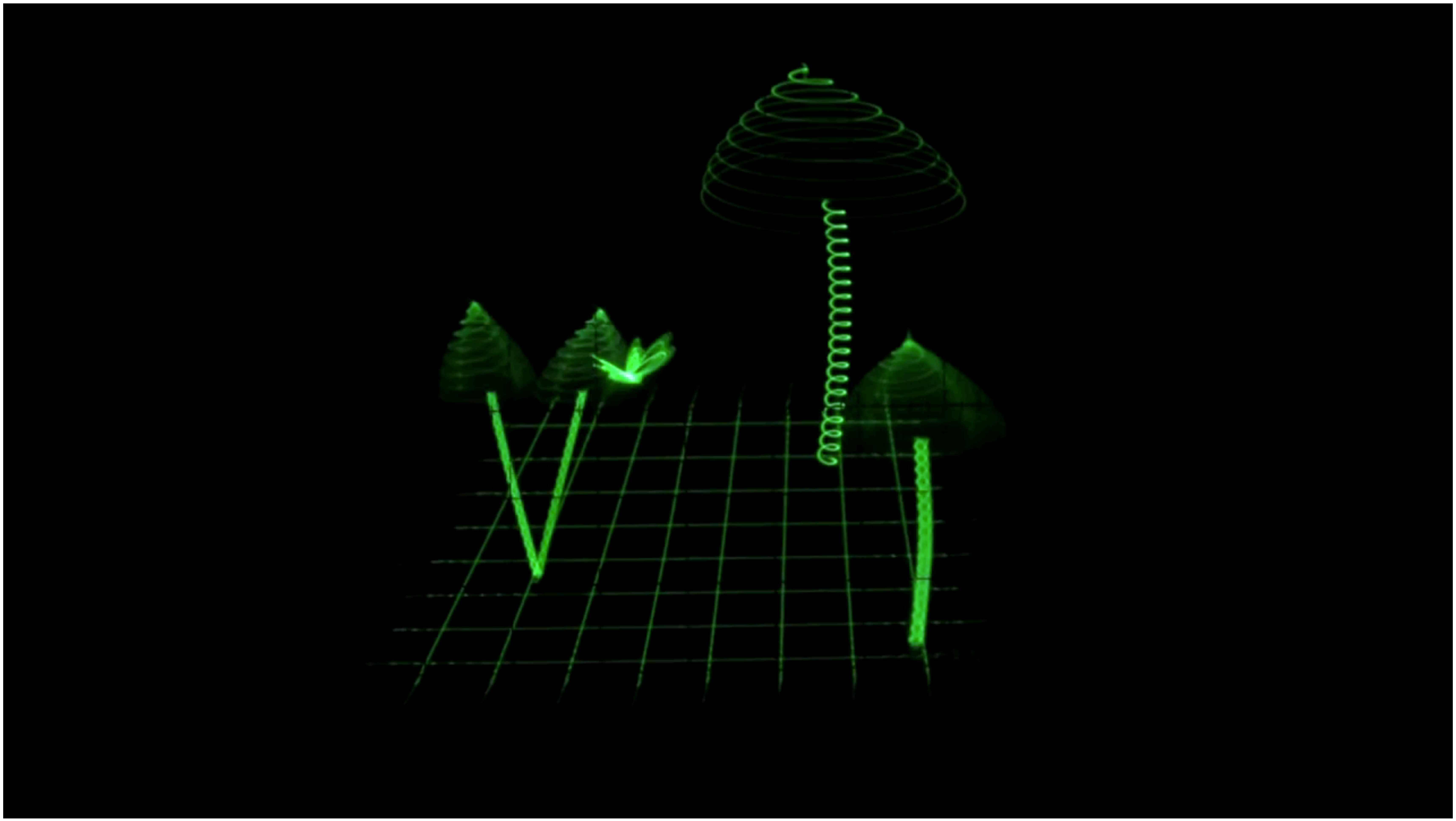


Cathode ray tube



[Credit: http://propagation.ece.gatech.edu/ECE3025/tutorials/CathodeRayTube/CRToverview.htm]

Oscilloscope art



https://www.youtube.com/watch?v=rtR63-ecUNo

Frame buffer: memory for a raster display

image = "2D array of colors"

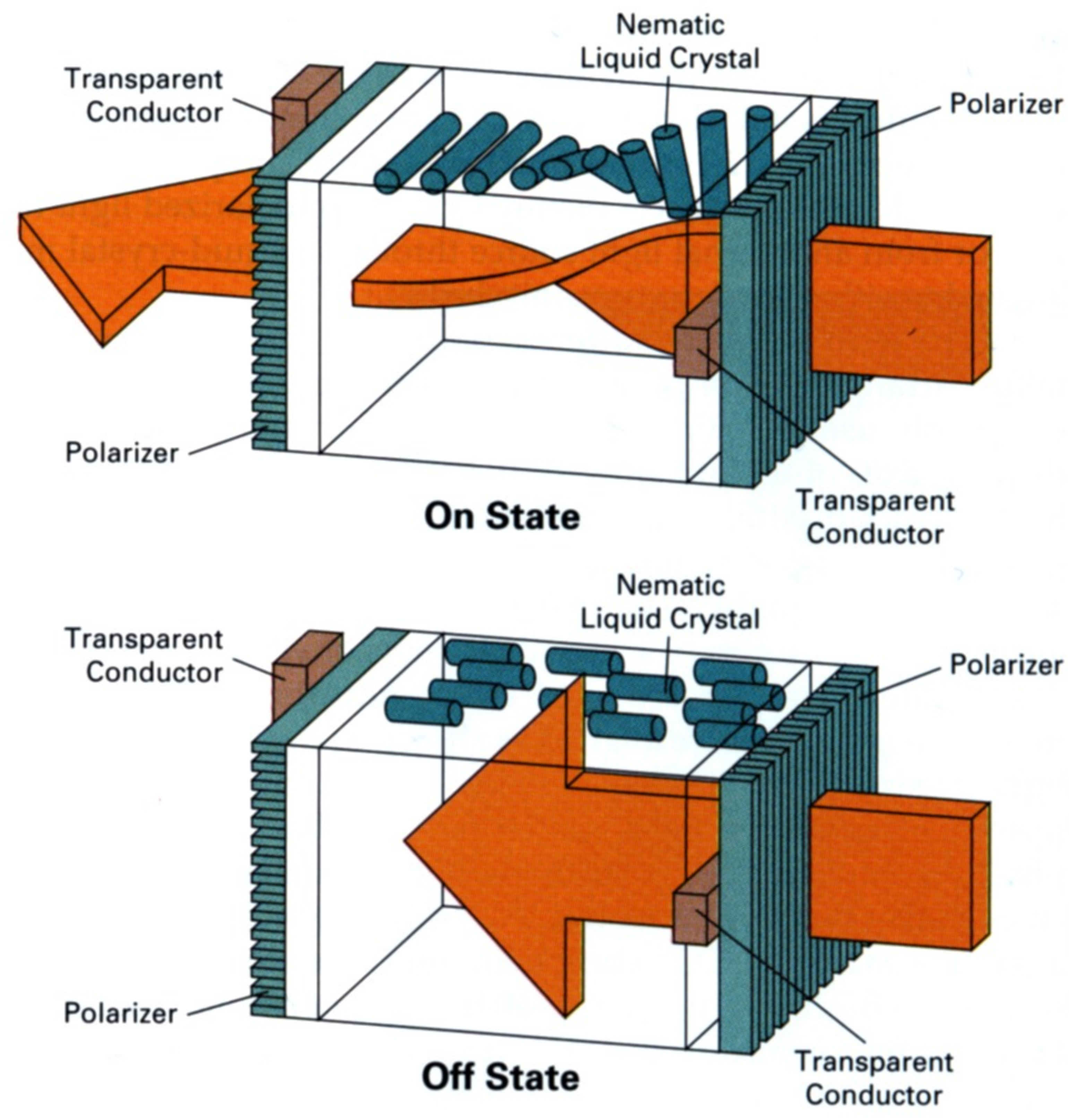
Flat panel displays

Low-Res LCD Display

High resolution color LCD, OLED, …

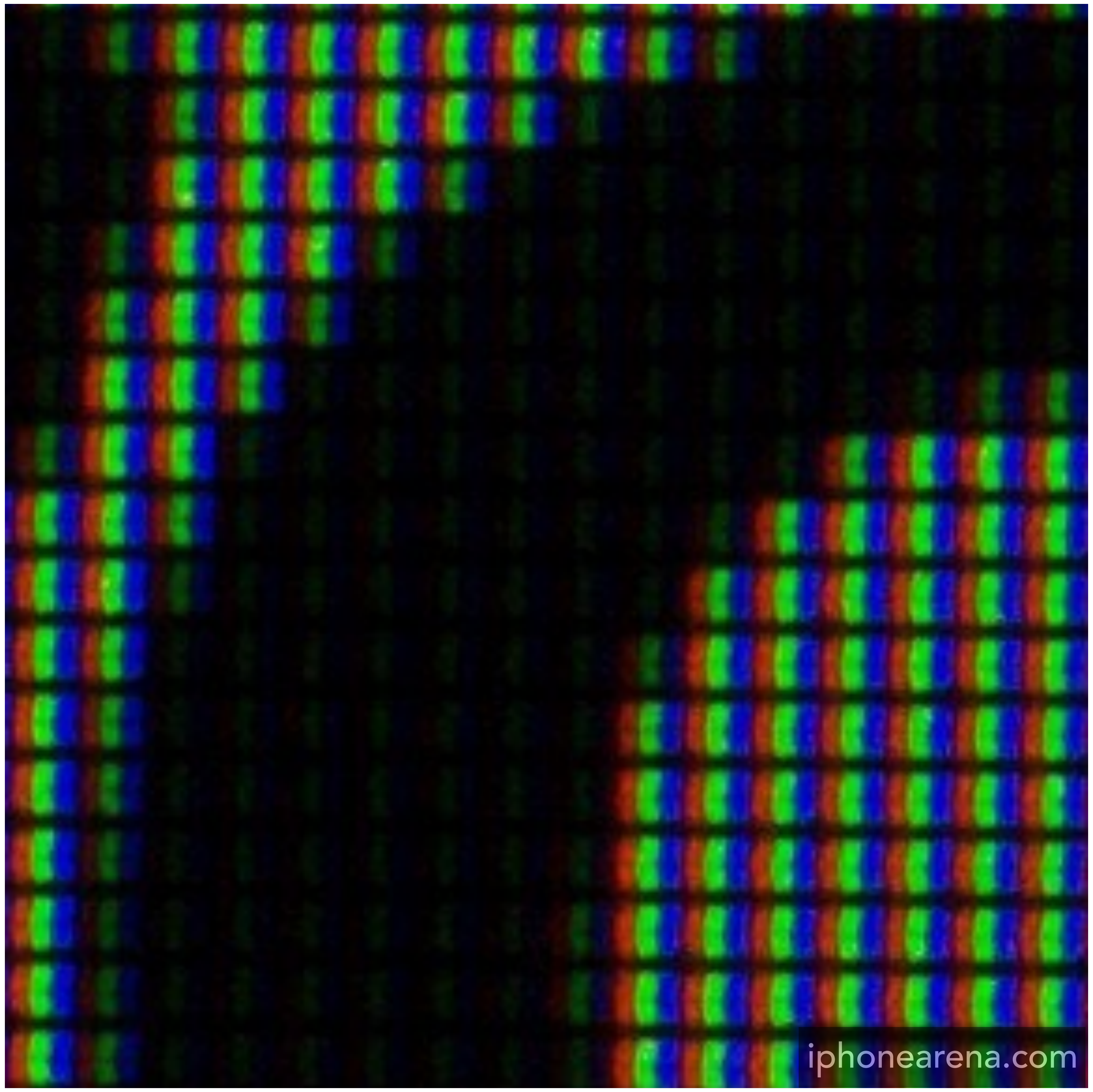
LCD (liquid crystal display) pixel

- **Principle: block or transmit light by twisting polarization**
- **Illumination from backlight (e.g. fluorescent or LED)**
- **Intermediate intensity levels by partial twist**

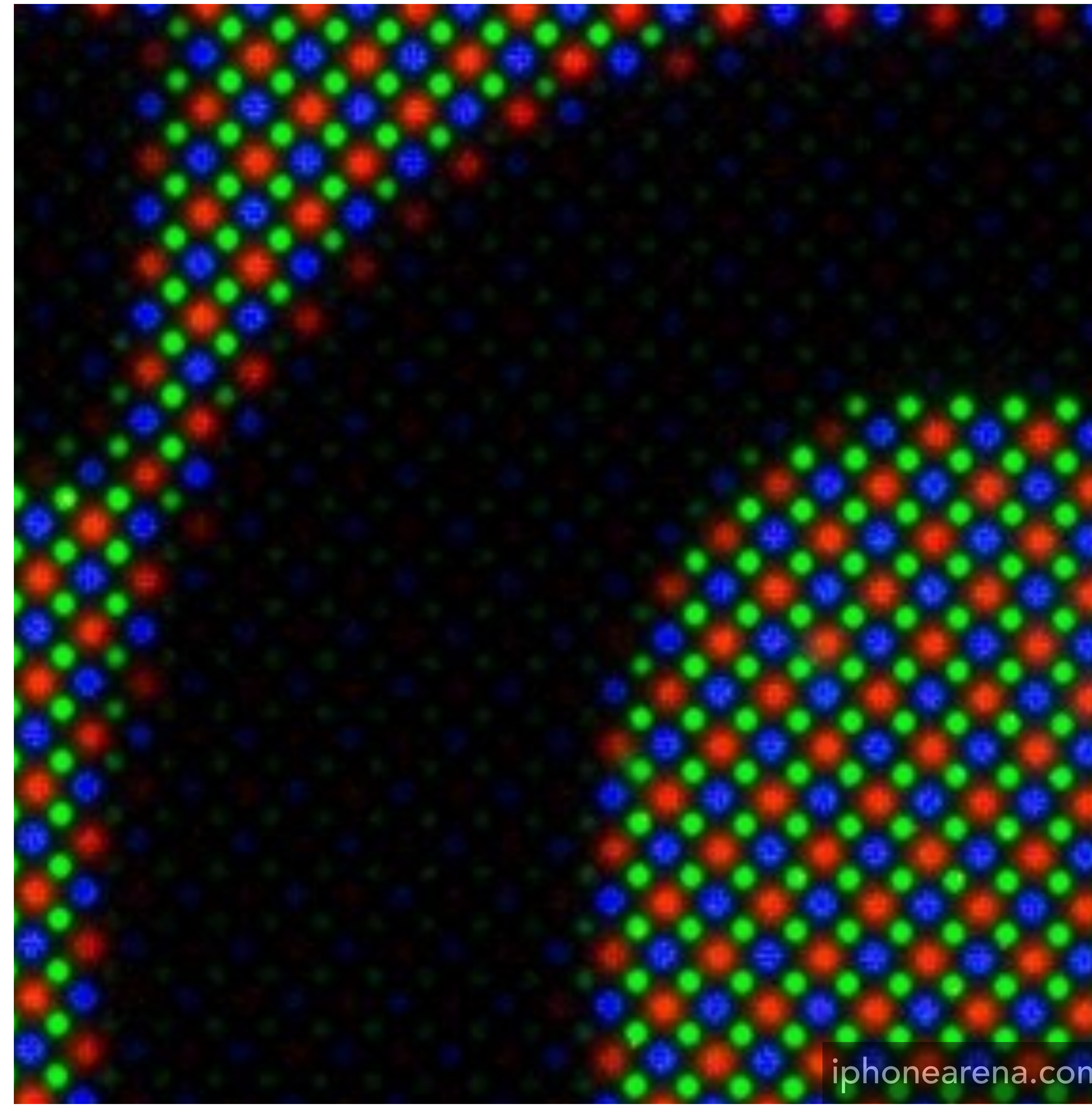


[Image credit: H&B fig. 2-16]

LCD screen pixels (closeup)



iPhone 6S

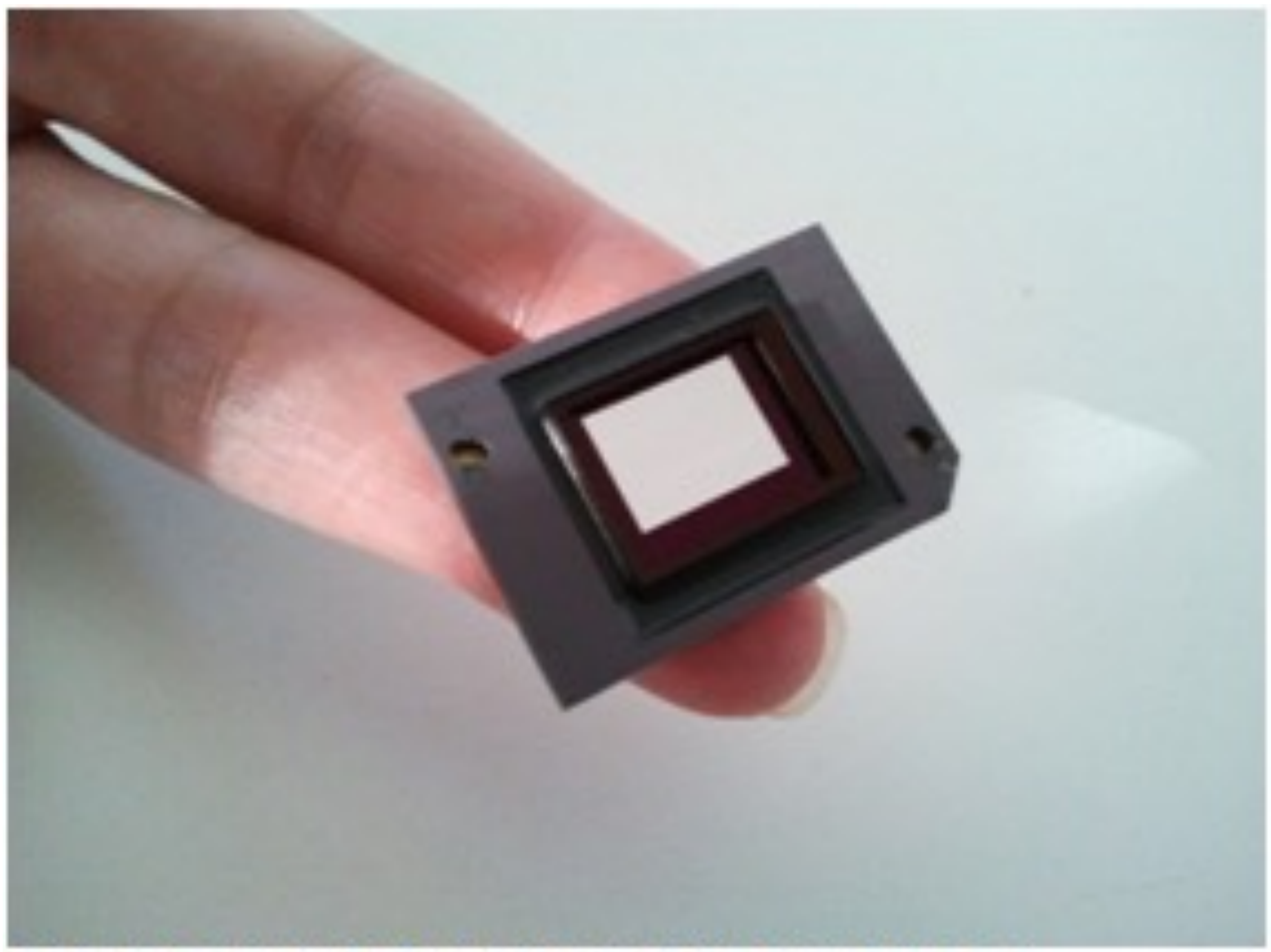


Galaxy S5

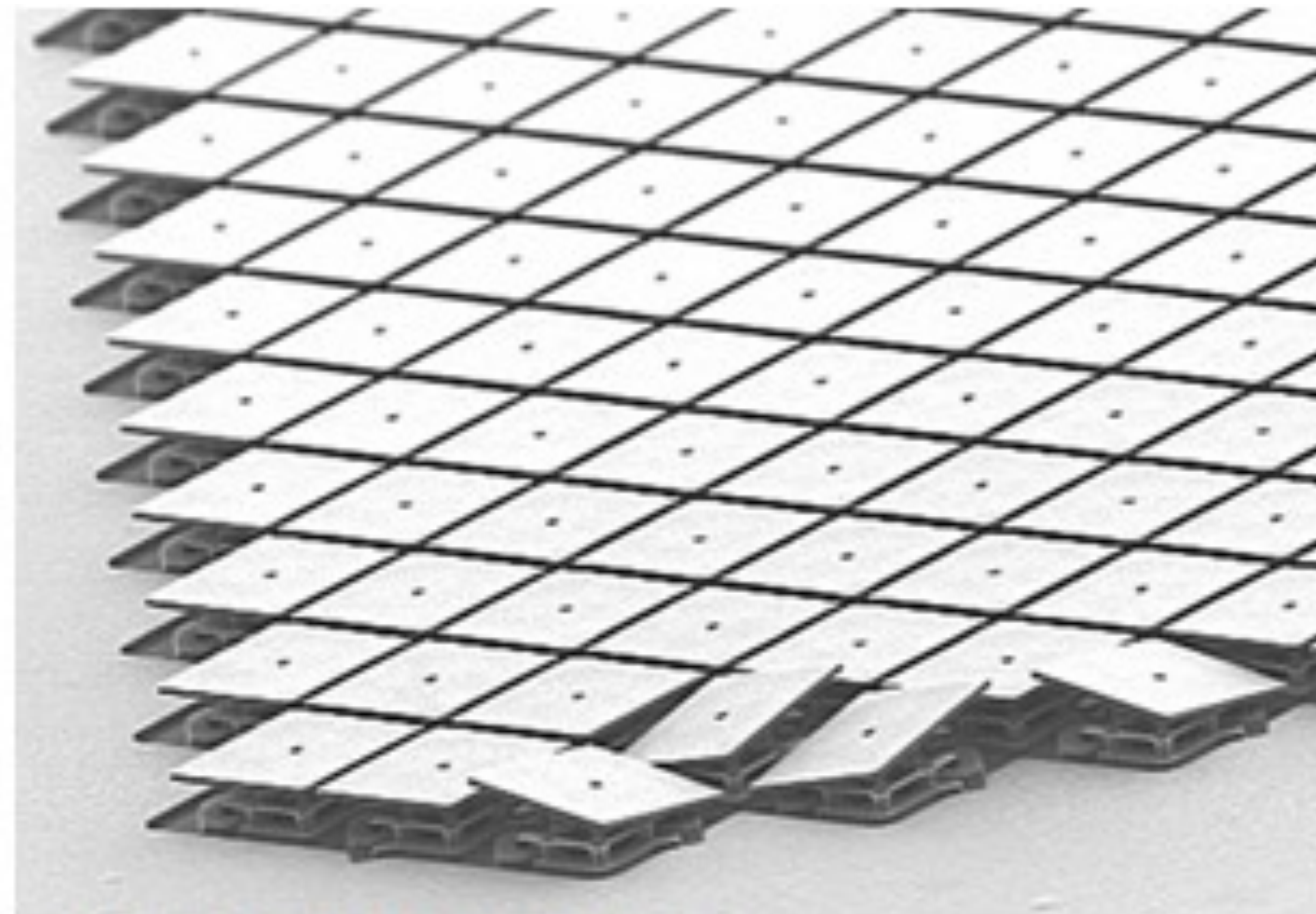
LED array display

Light emitting diode array

DMD projection display



DIGITAL MICRO MIRROR DEVICE **(DMD)**
(**SLM** - Spatial Light Modulator)



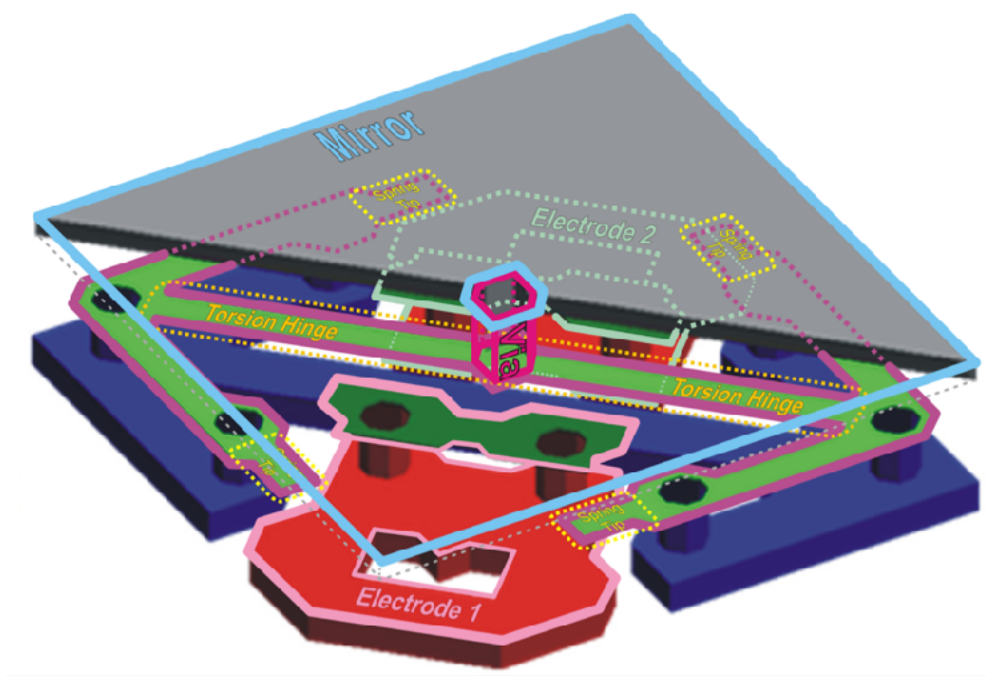
MICRO MIRRORS CLOSE UP

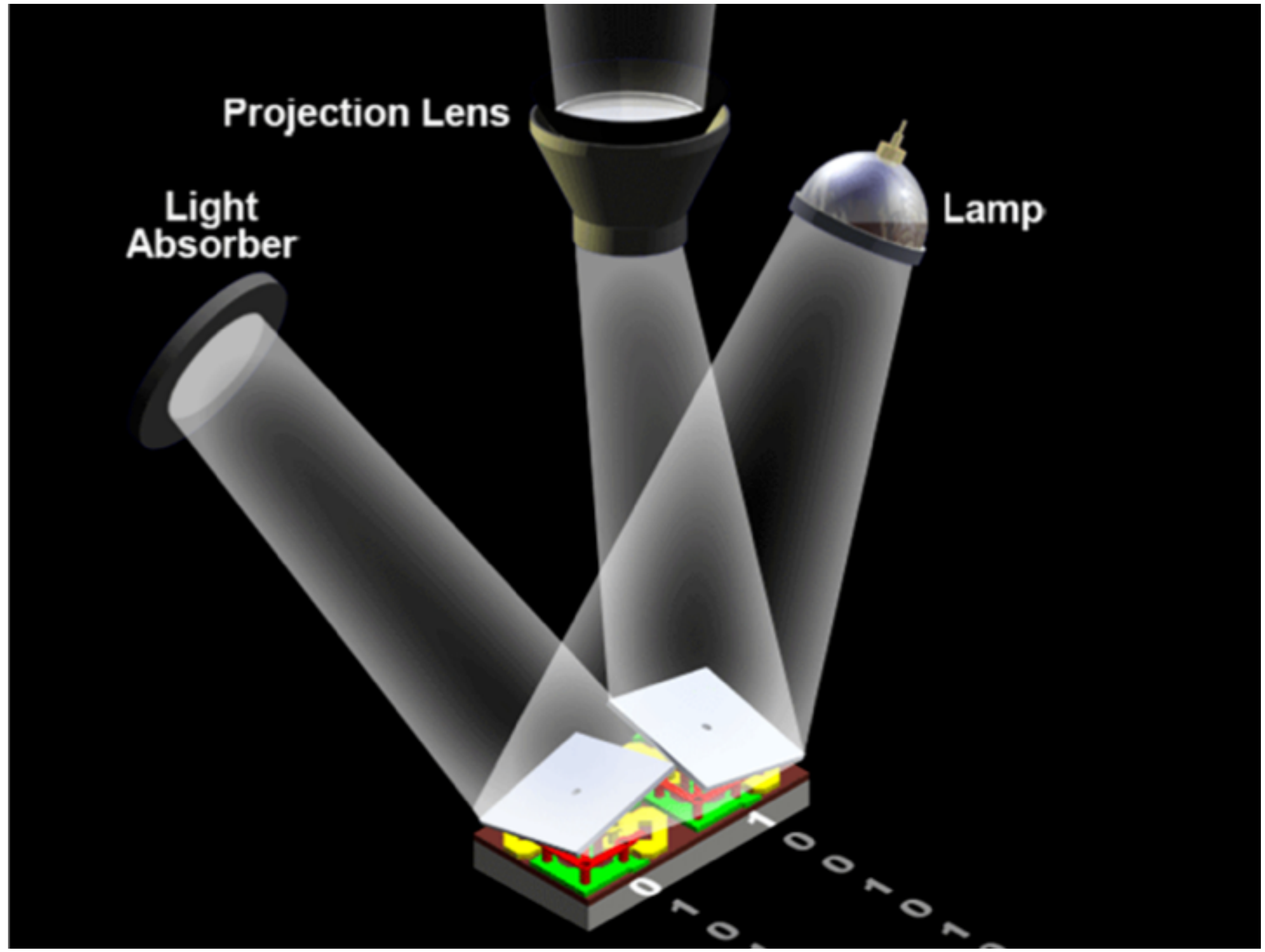
[Y.K. Rabinowitz; EKB Technologies

Array of micro-mirror pixels

DMD = Digital micro-mirror device

DMD projection display





[Texas Instruments]

Array of micro-mirror pixels

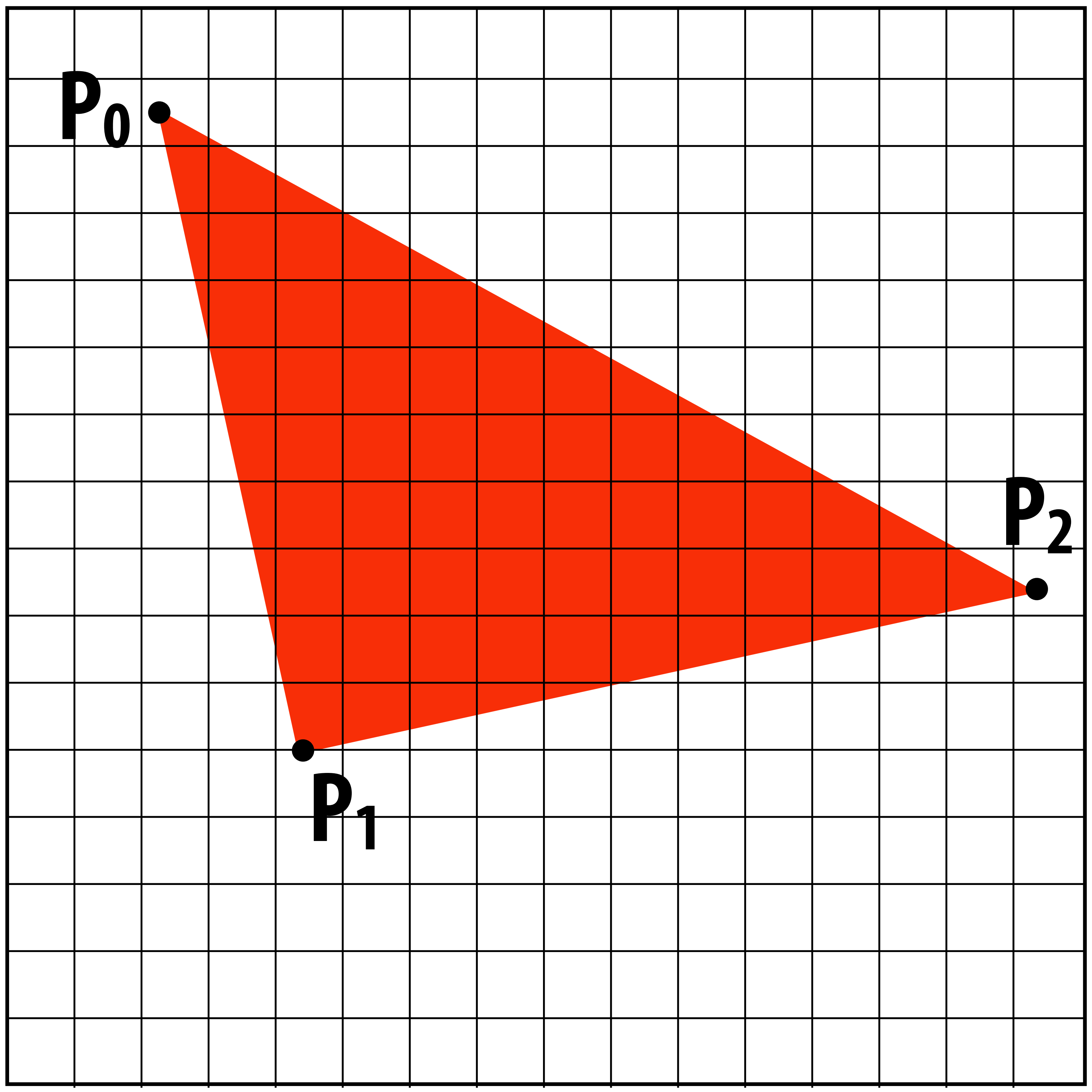
DMD = Digital micro-mirror device

Drawing a triangle to a frame buffer (triangle “rasterization”)

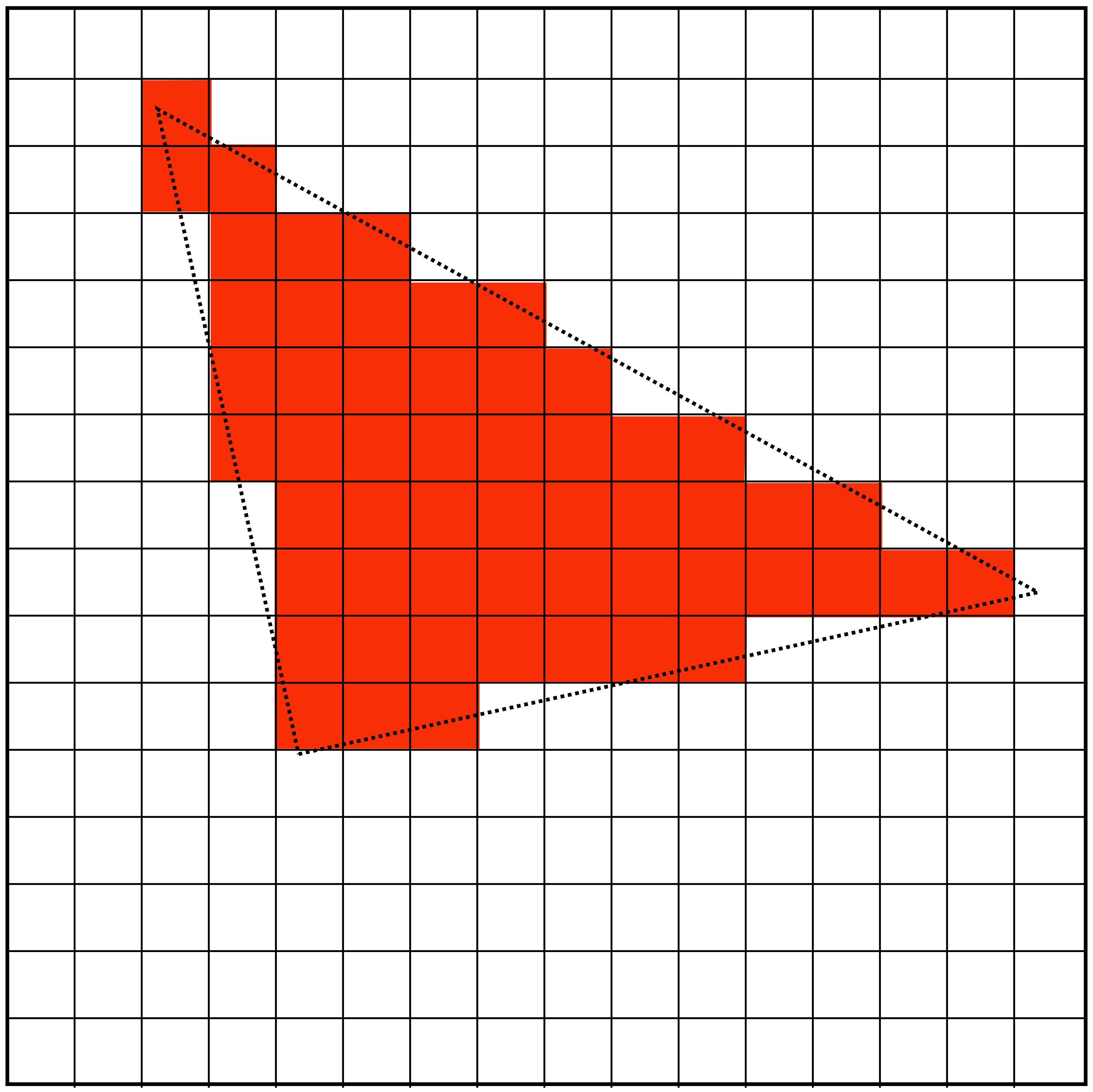
Today: drawing a triangle to a frame buffer

Determining what pixels the triangle overlaps?

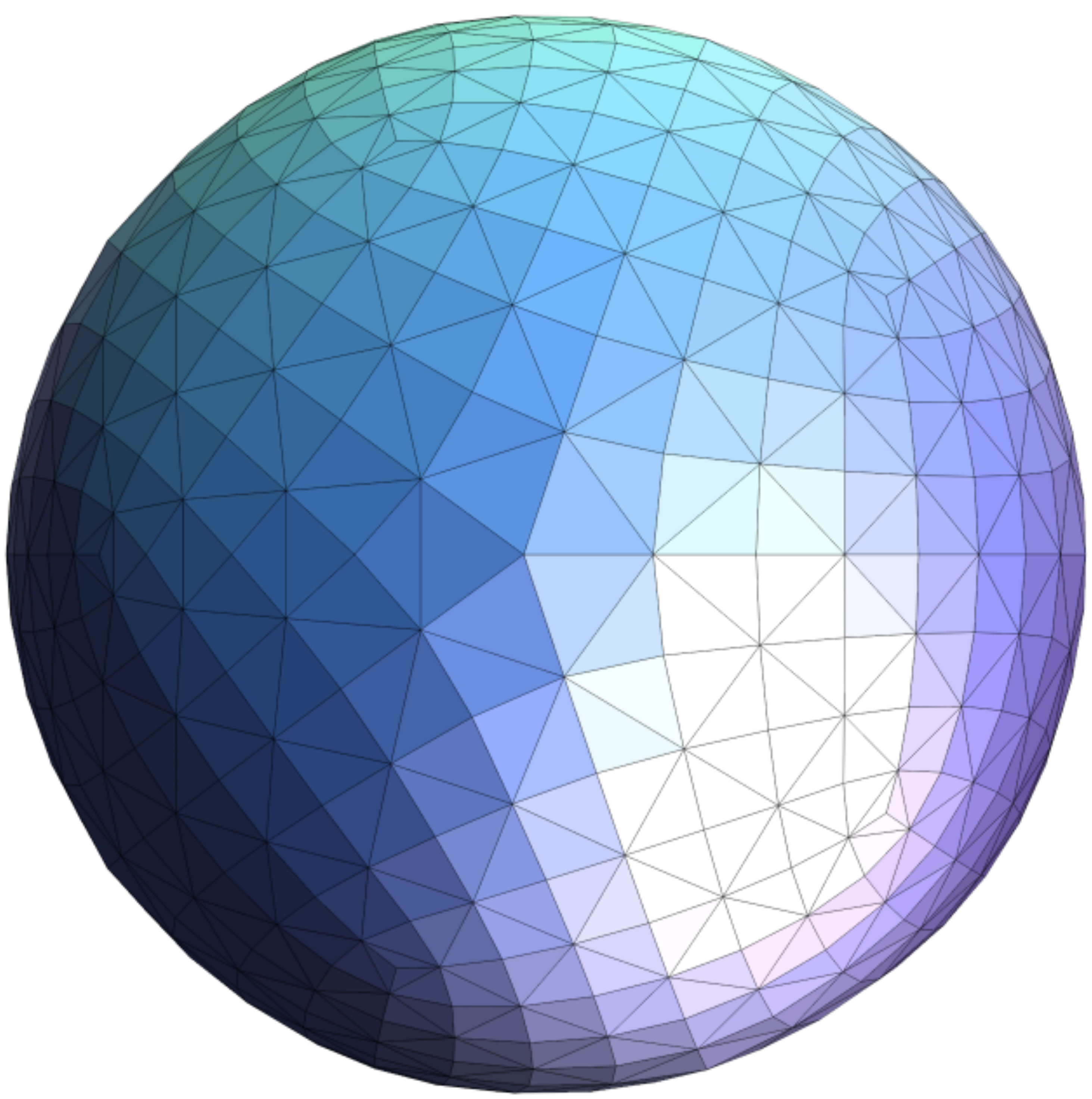
Input:
projected position of triangle vertices: P_0, P_1, P_2

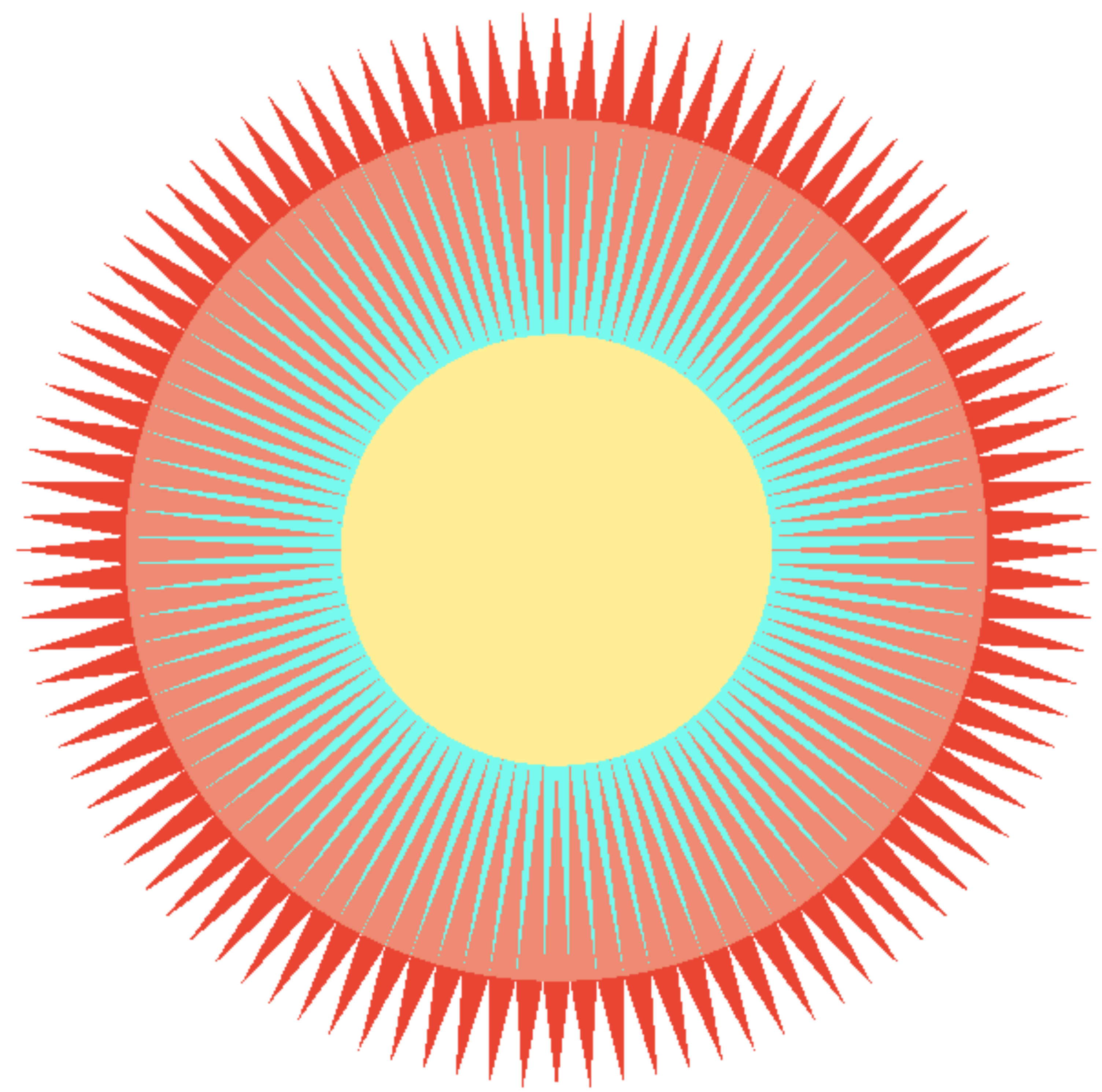


Output:
set of pixels "covered" by the triangle

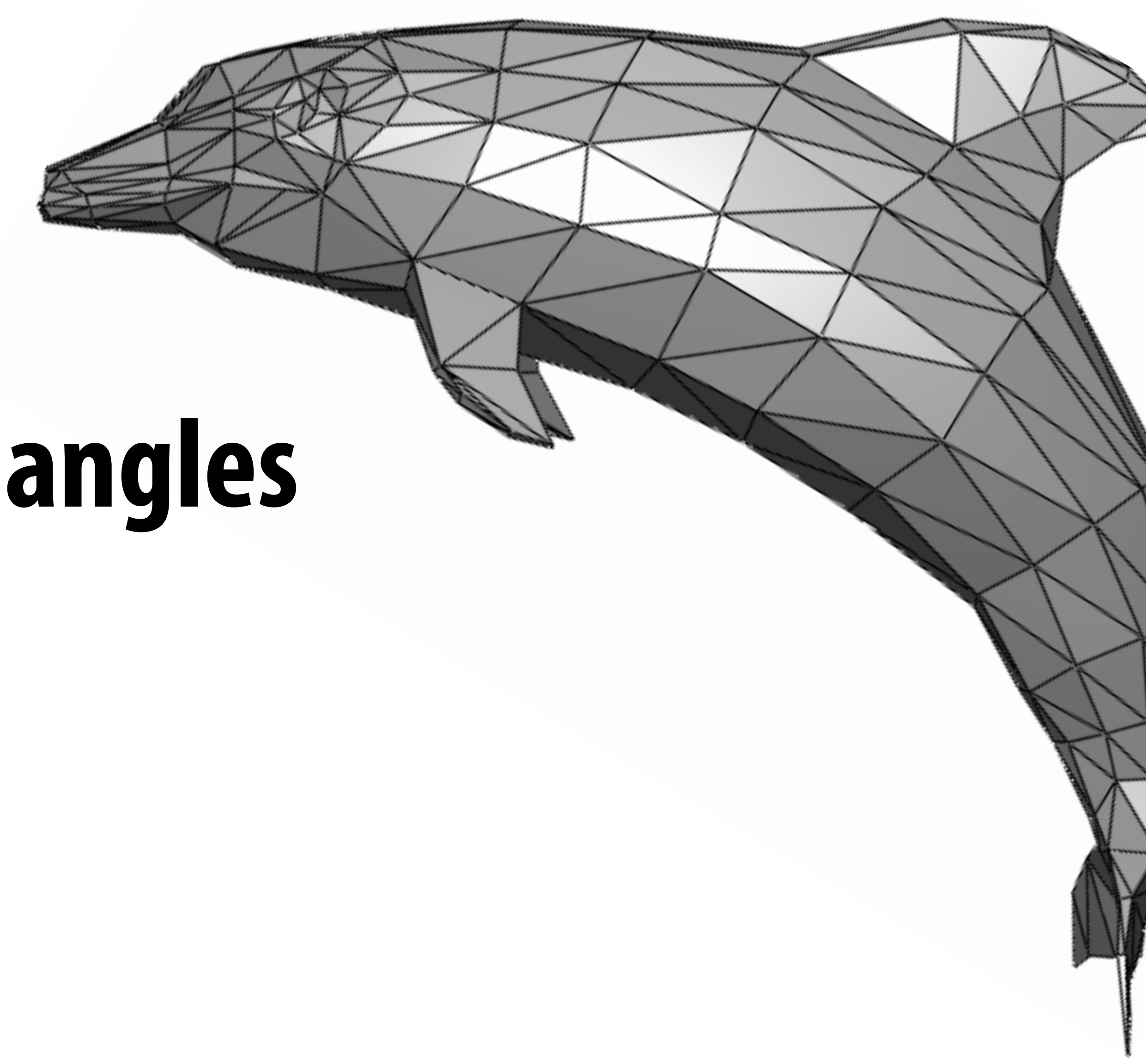


Why triangles?
Triangles are a basic block for creating more complex shapes and surfaces





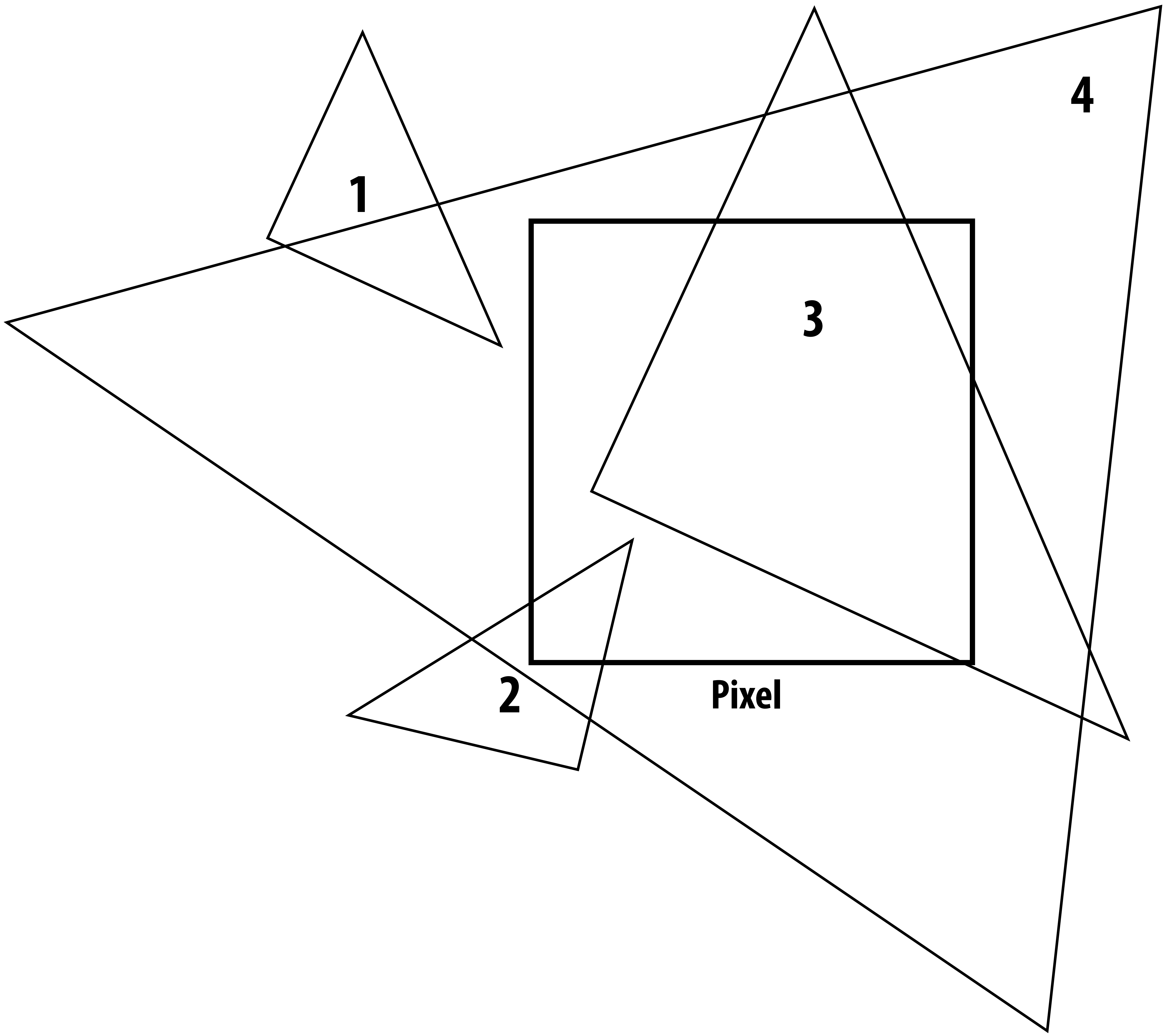
Triangles - fundamental primitive



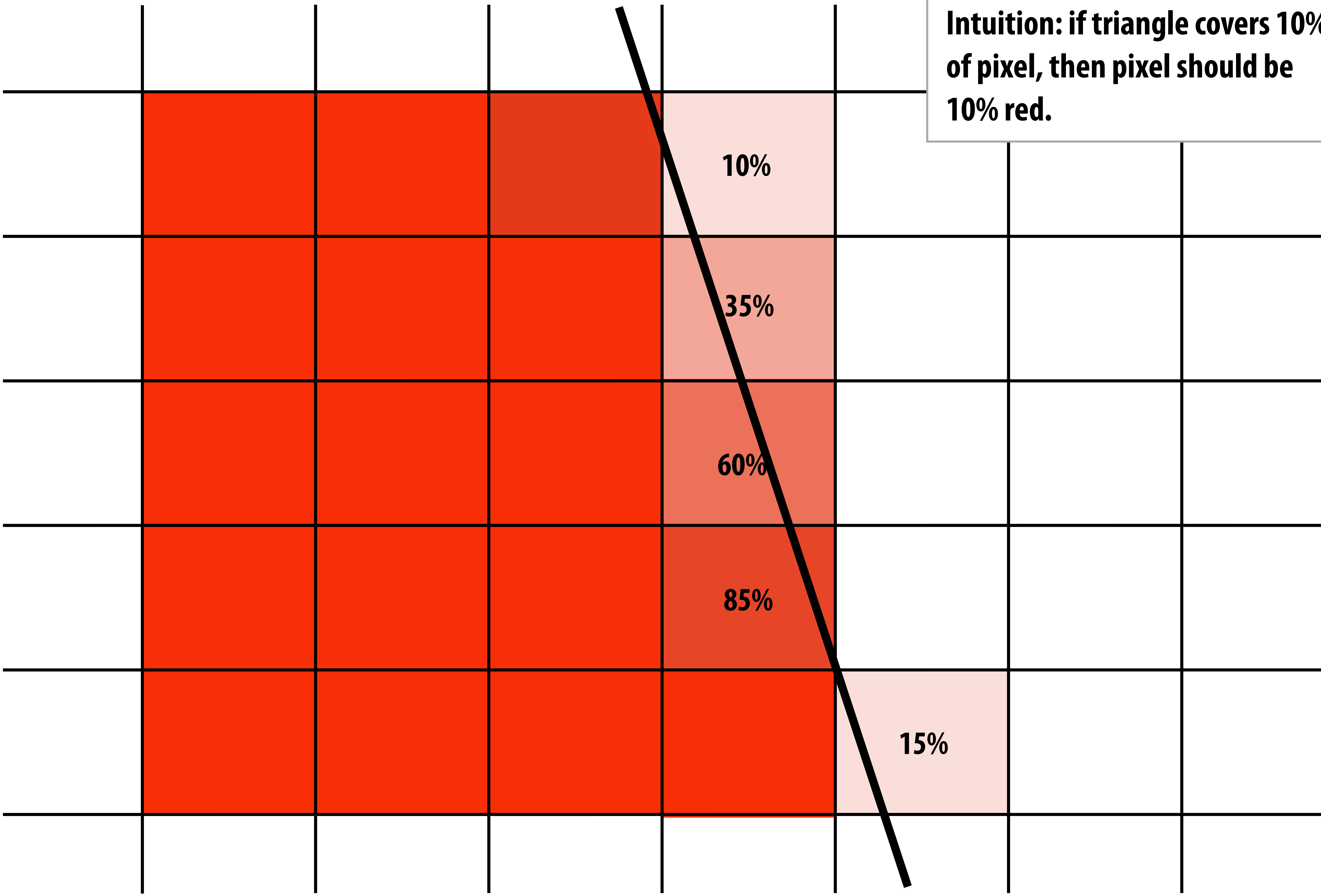
- Why triangles?
  - Most basic polygon
    - Can break up other polygons into triangles
    - Optimize one implementation
  - Triangles have unique properties
    - Guaranteed to be planar
    - Well-defined interior
    - Well-defined method for interpolating values at vertices over triangle (barycentric interpolation)

What does it mean for a pixel to be covered by a triangle?

Question: which triangles "cover" this pixel?

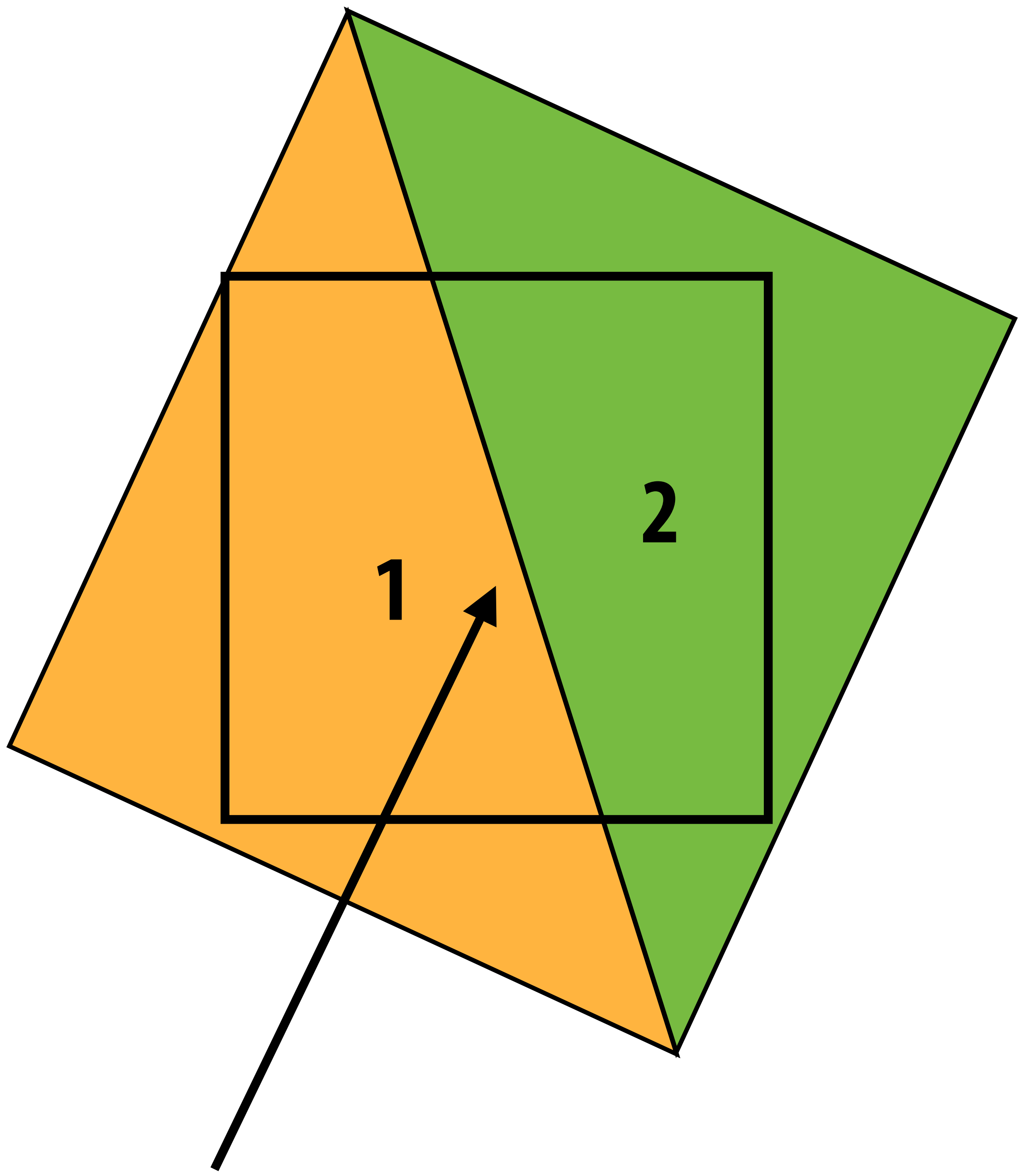


One option: compute fraction of pixel area covered by triangle, then color pixel according to this fraction.

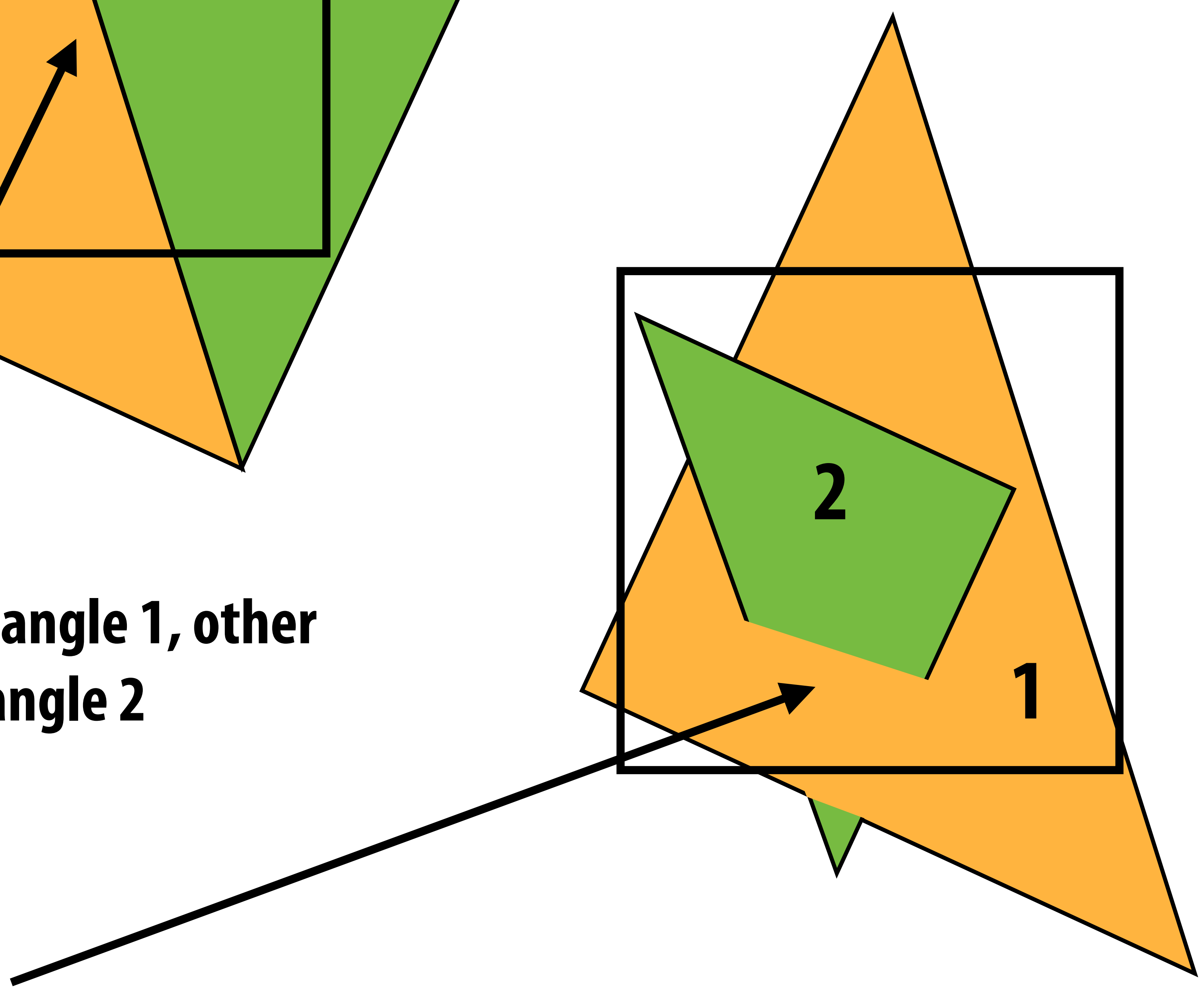


Intuition: if triangle covers 10% of pixel, then pixel should be 10% red.

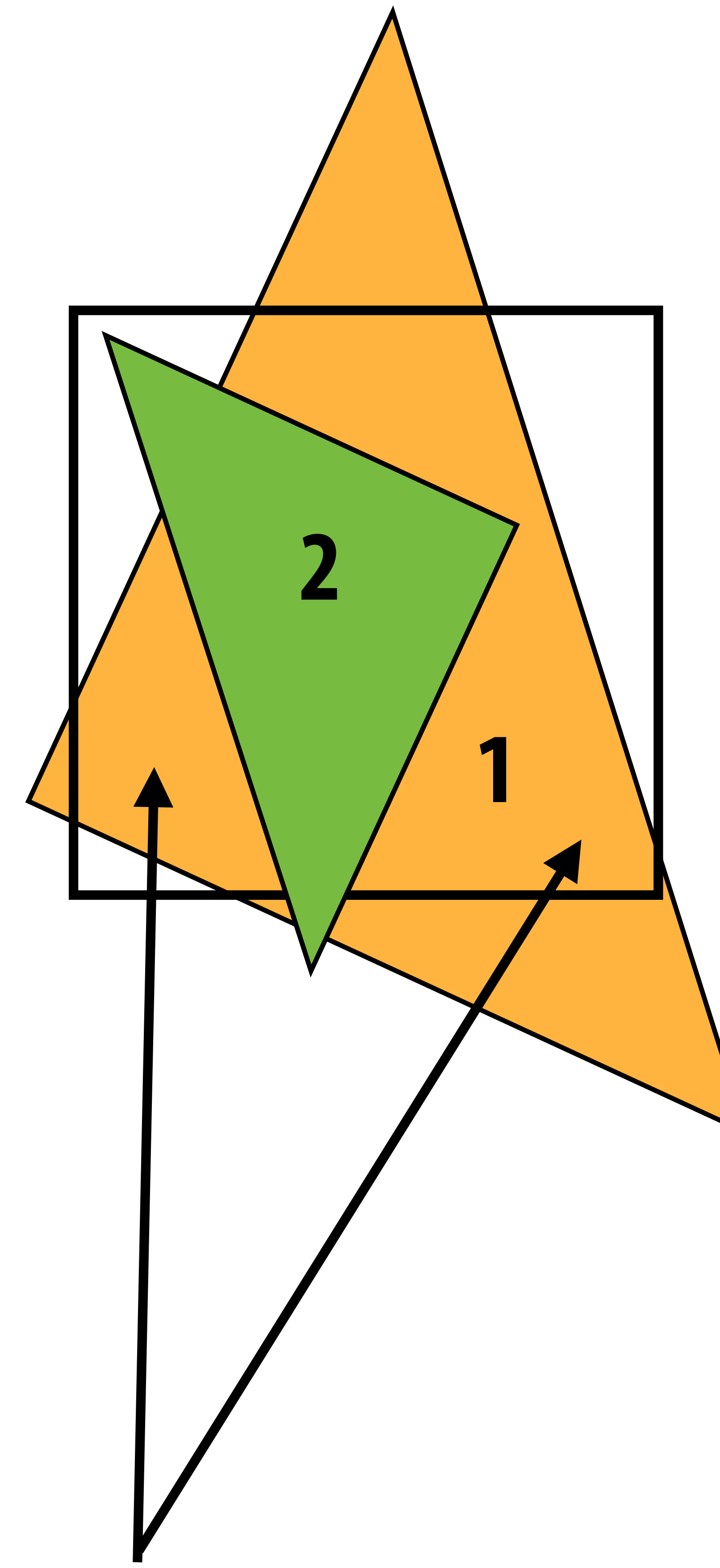
Analytical coverage schemes get tricky when considering occlusion of one triangle by another



Pixel covered by triangle 1, other half covered by triangle 2



Interpenetration of triangles: even trickier

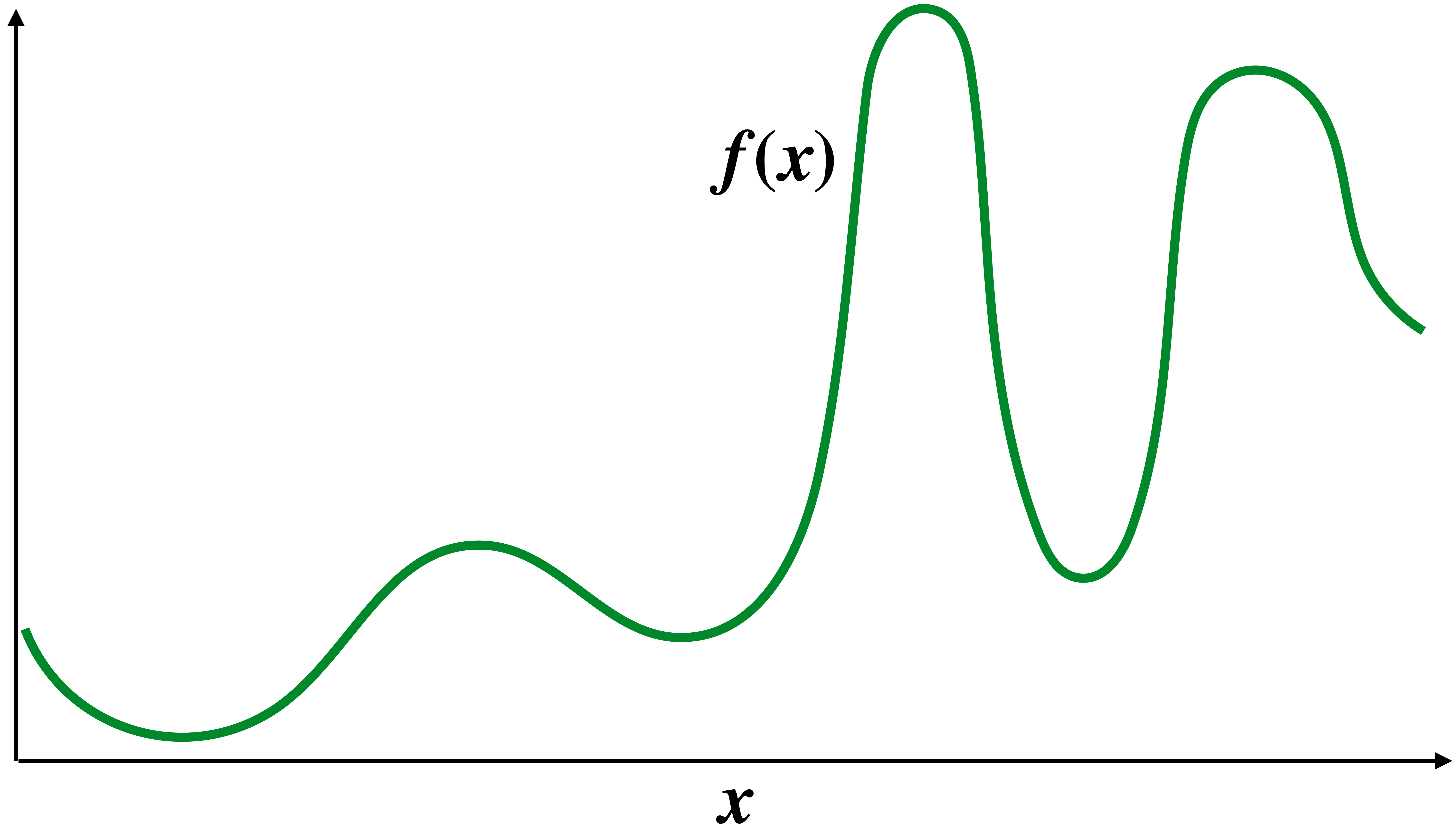


Two regions of triangle 1 contribute to pixel. One of these regions is not even convex.

Today we will draw triangles using a simple method: point sampling

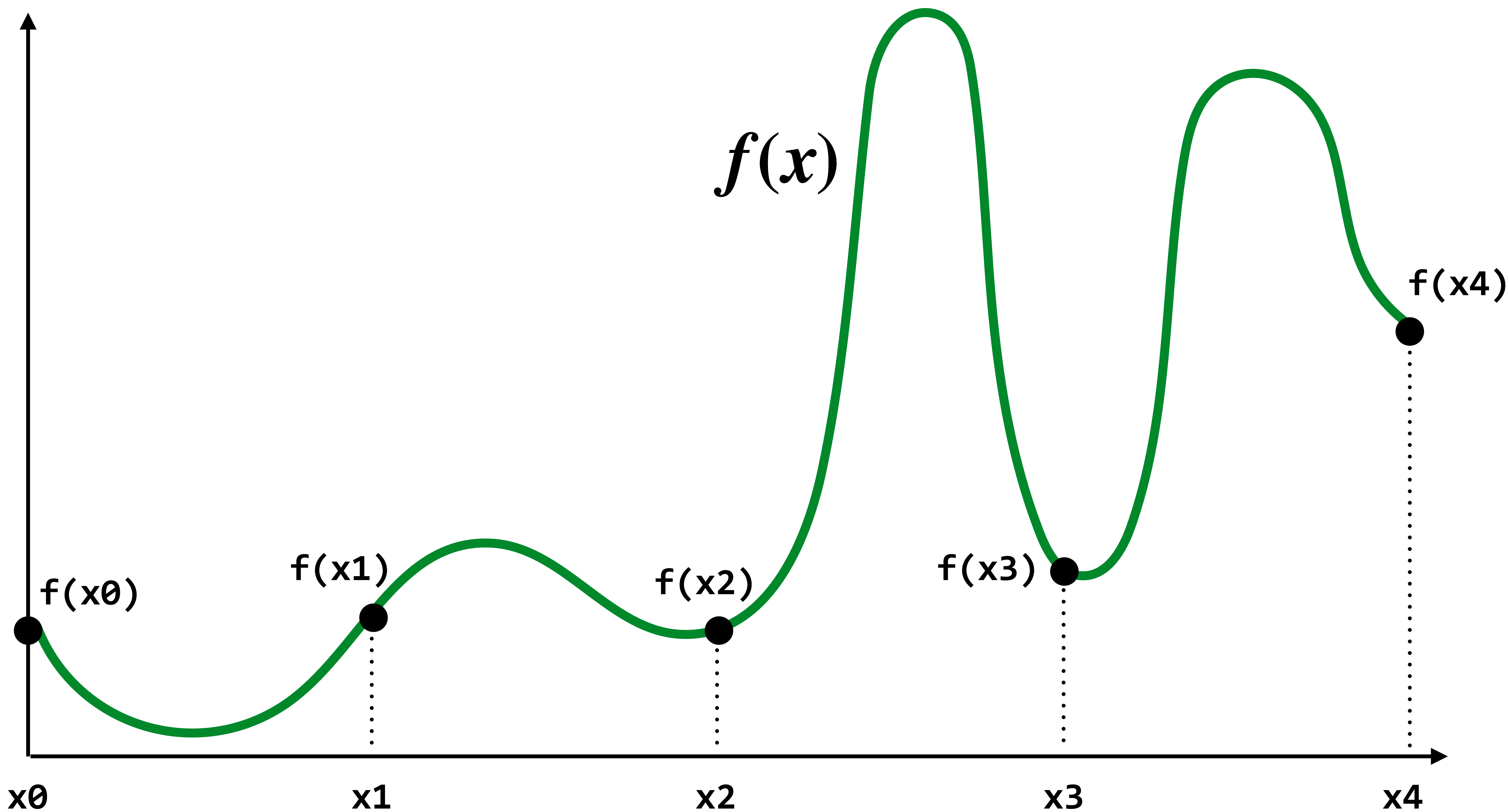
(let's consider sampling in 1D first)

Consider a 1D signal: f(x)



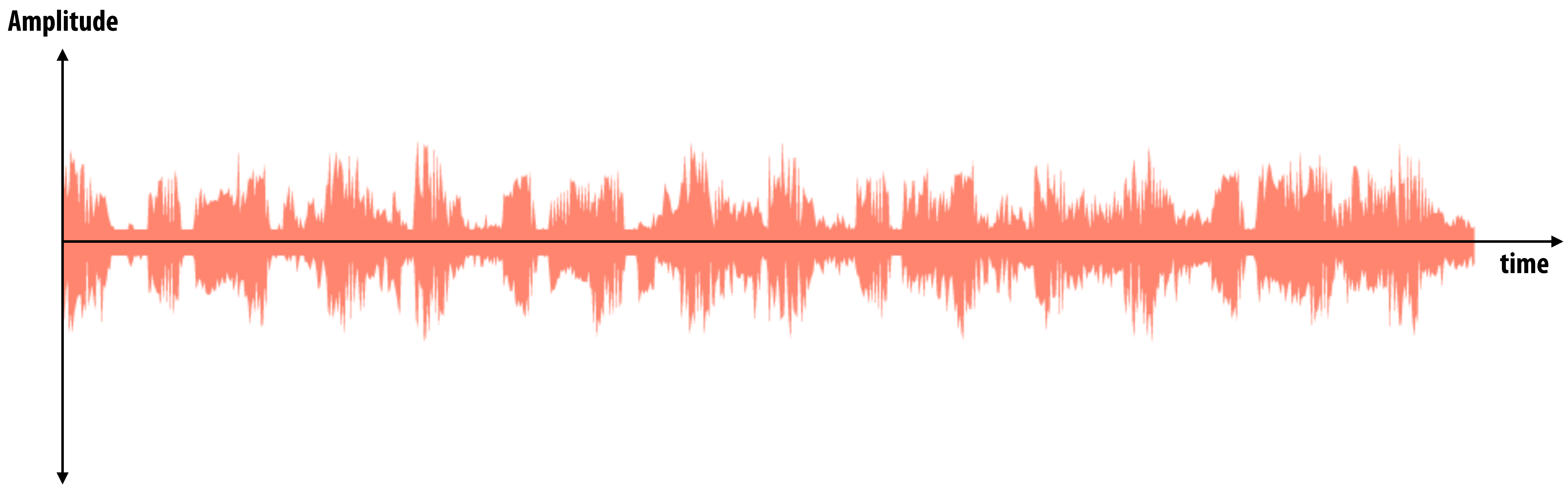
Sampling: taking measurements a signal

Below: five measurements ("samples") of $f(x)$



Audio file: stores samples of a 1D signal

Audio is often sampled at 44.1 KHz



Sampling a function

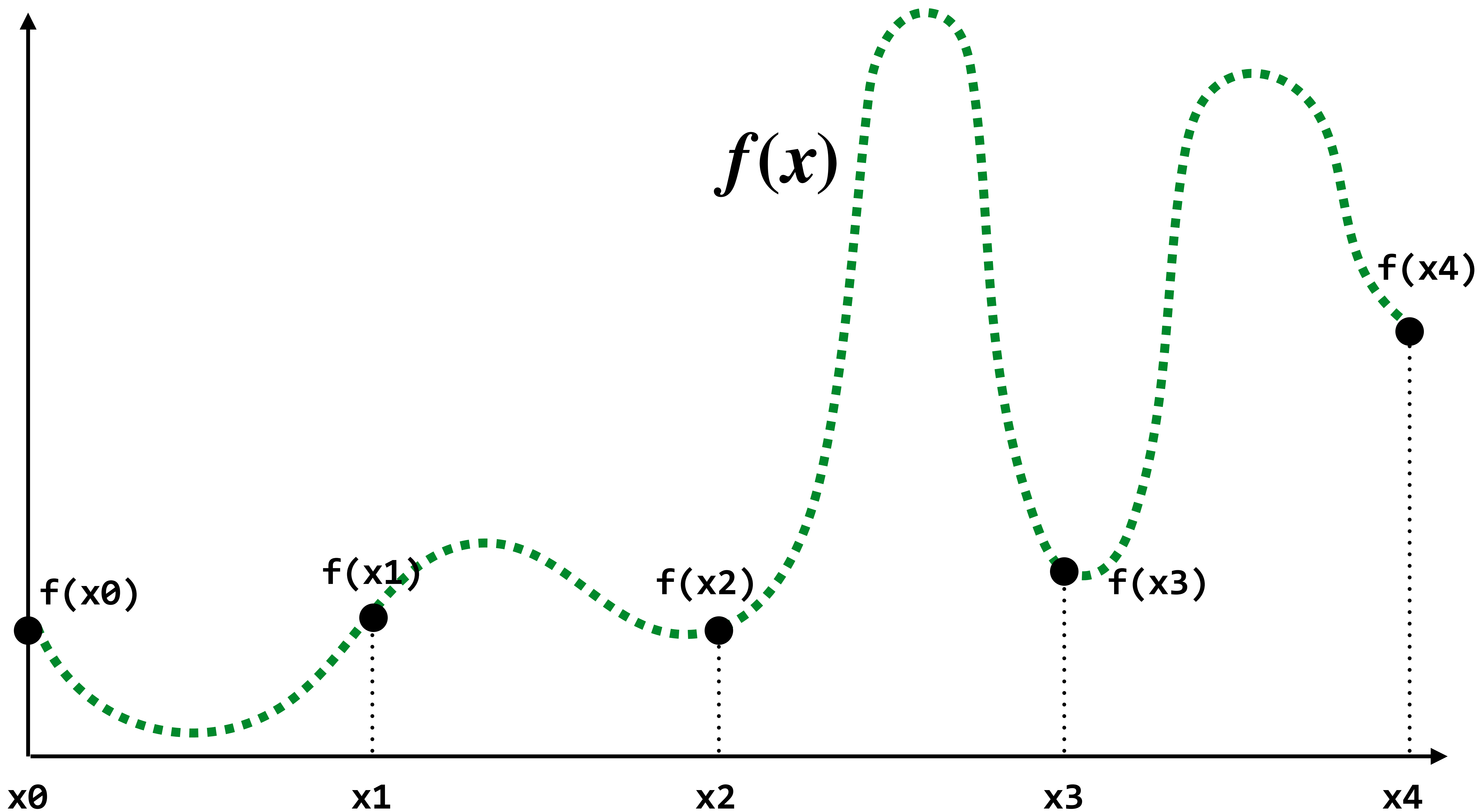
- Evaluating a function at a point is sampling

- We can discretize a function by periodic sampling

```
for( int x = 0; x < xmax; x++ )
    output[x] = f(x);
```

- Sampling is a core idea in graphics. In this class we'll sample time (1D), area (2D), angle (2D), volume (3D), etc …

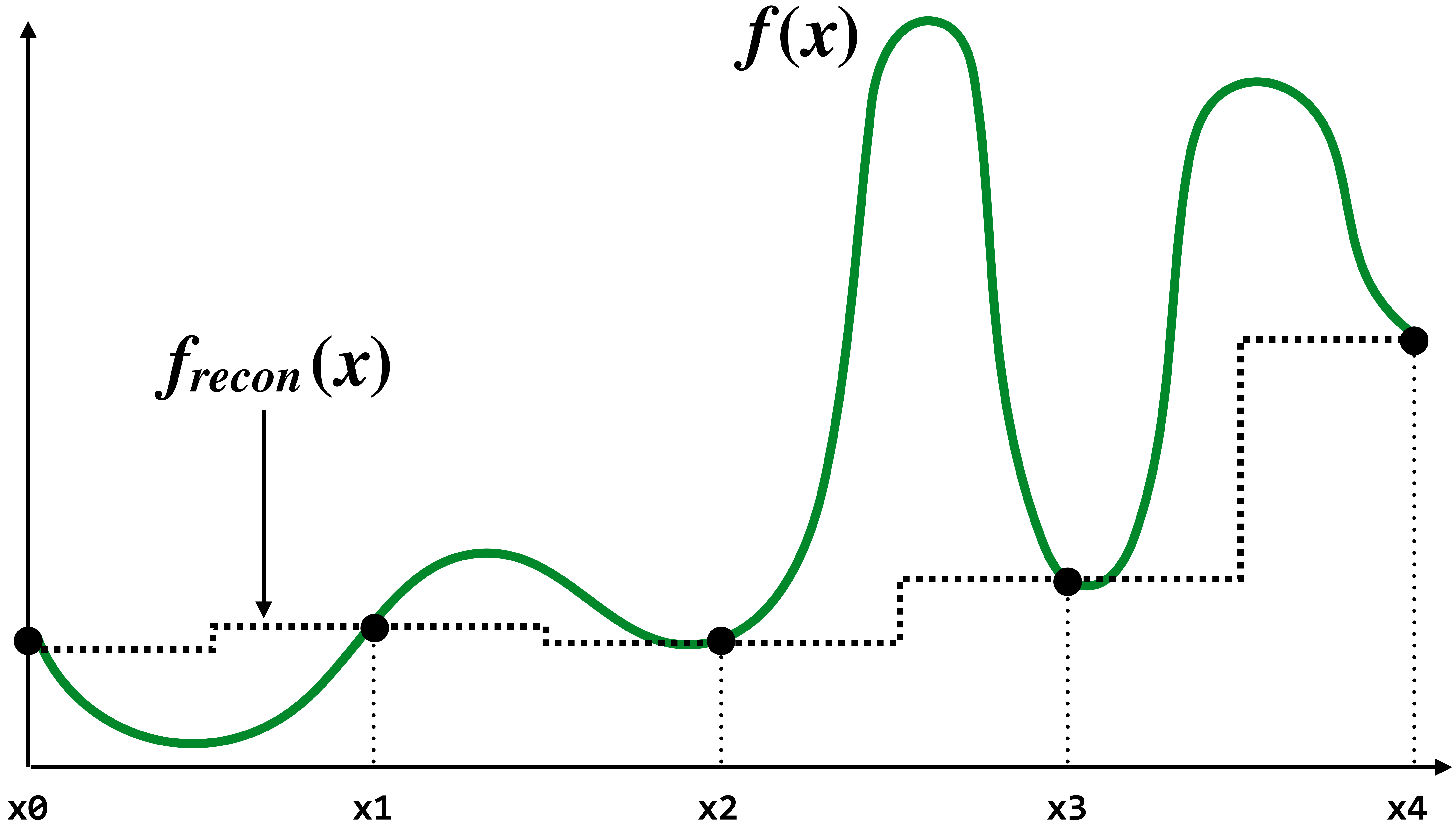
Reconstruction: given a set of samples, how might we attempt to reconstruct the original signal $f(x)$?



Piecewise constant approximation

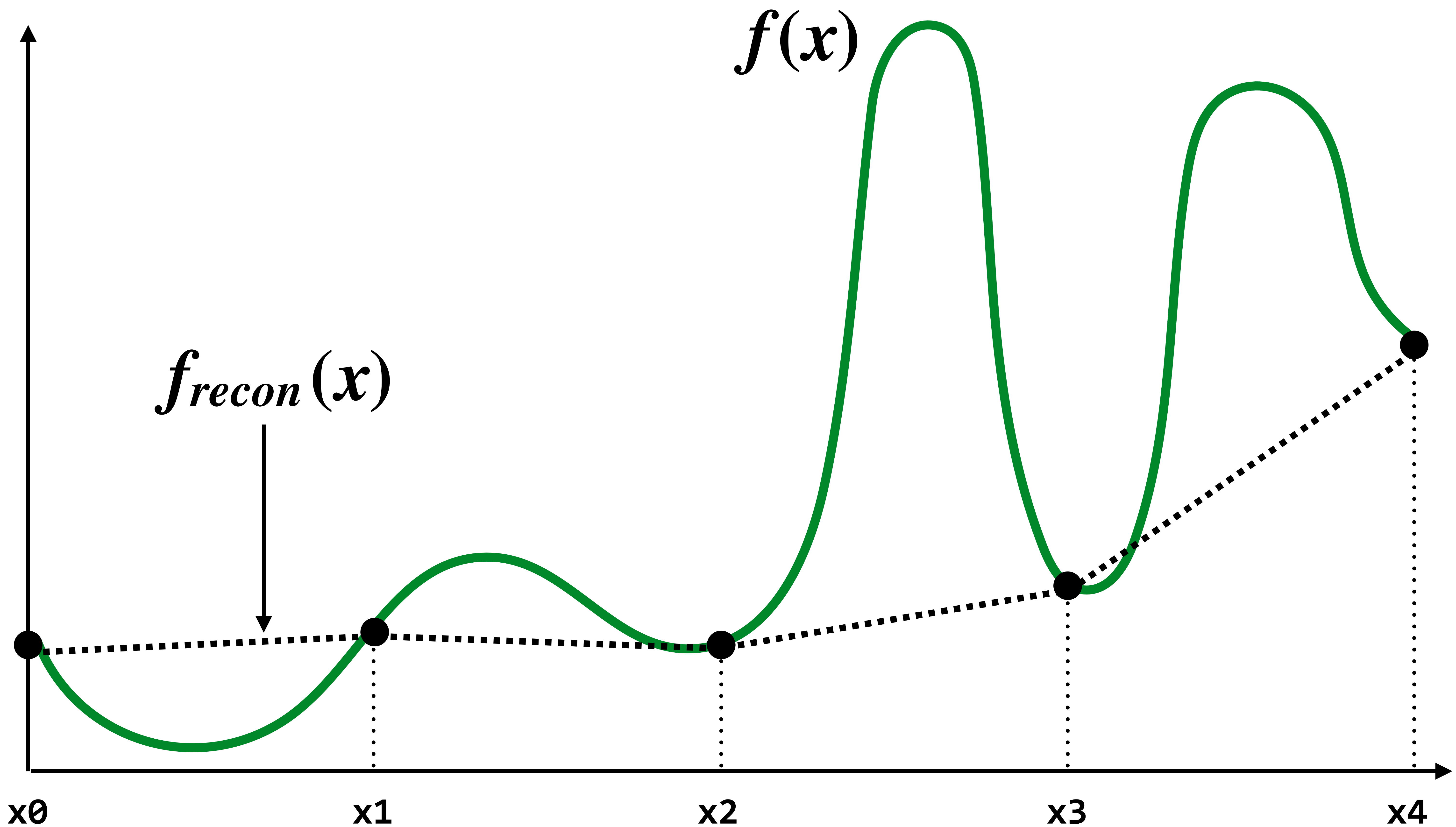
$f_{recon}(x)$ = value of sample closest to x

$f_{recon}(x)$ approximates $f(x)$

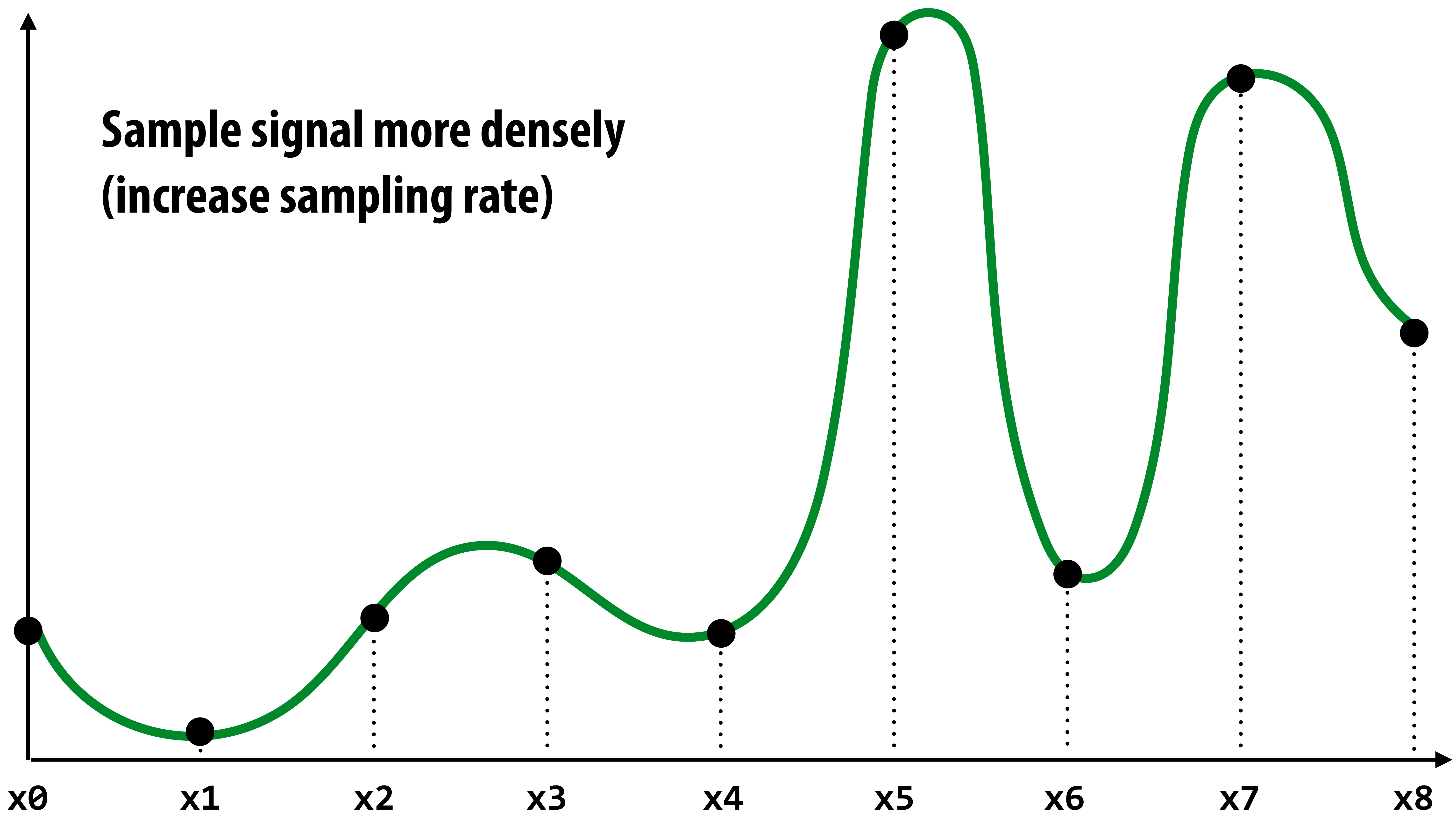


Piecewise linear approximation

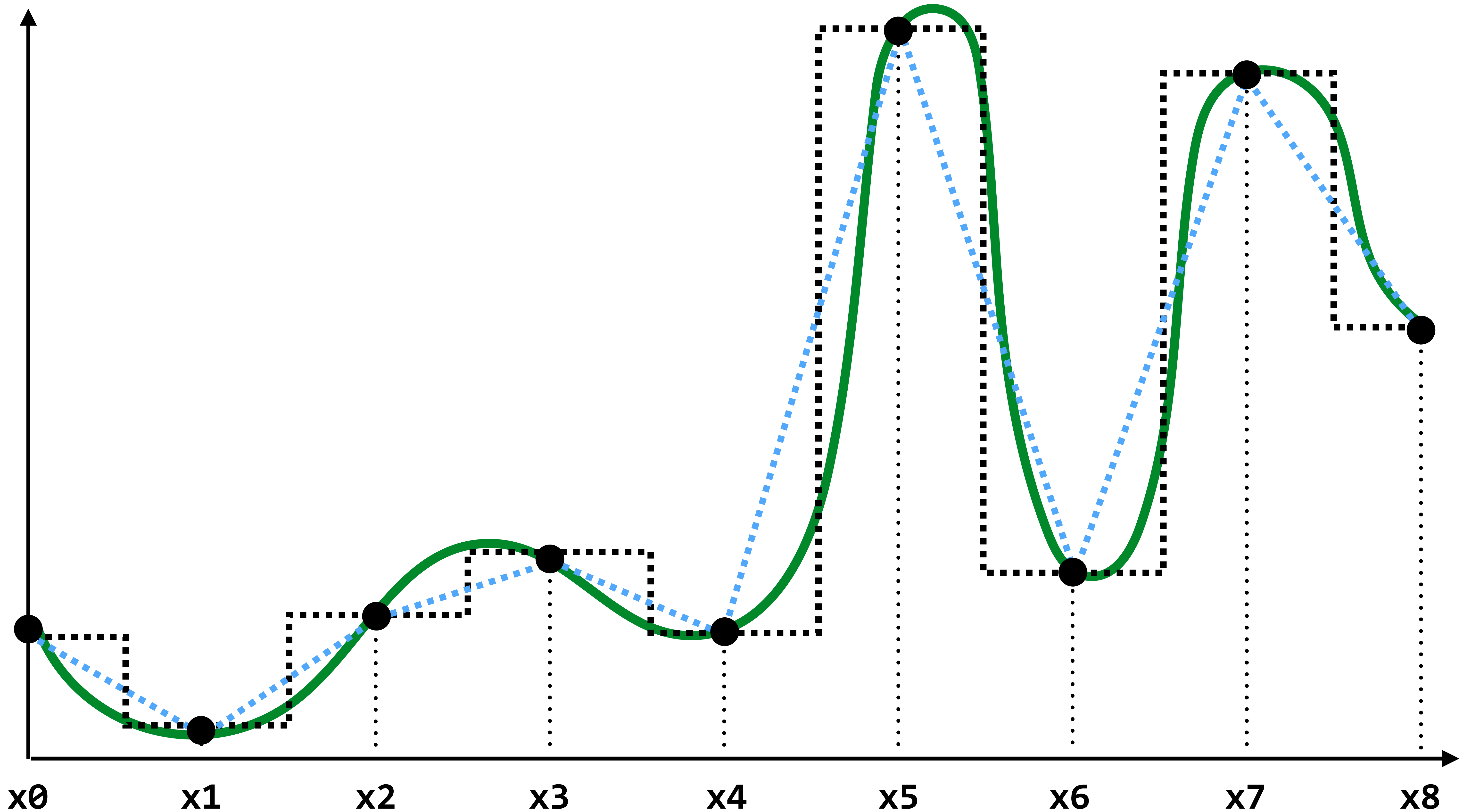
$f_{recon}(x)$ = linear interpolation between values of two closest samples to x



How can we represent the signal more accurately?



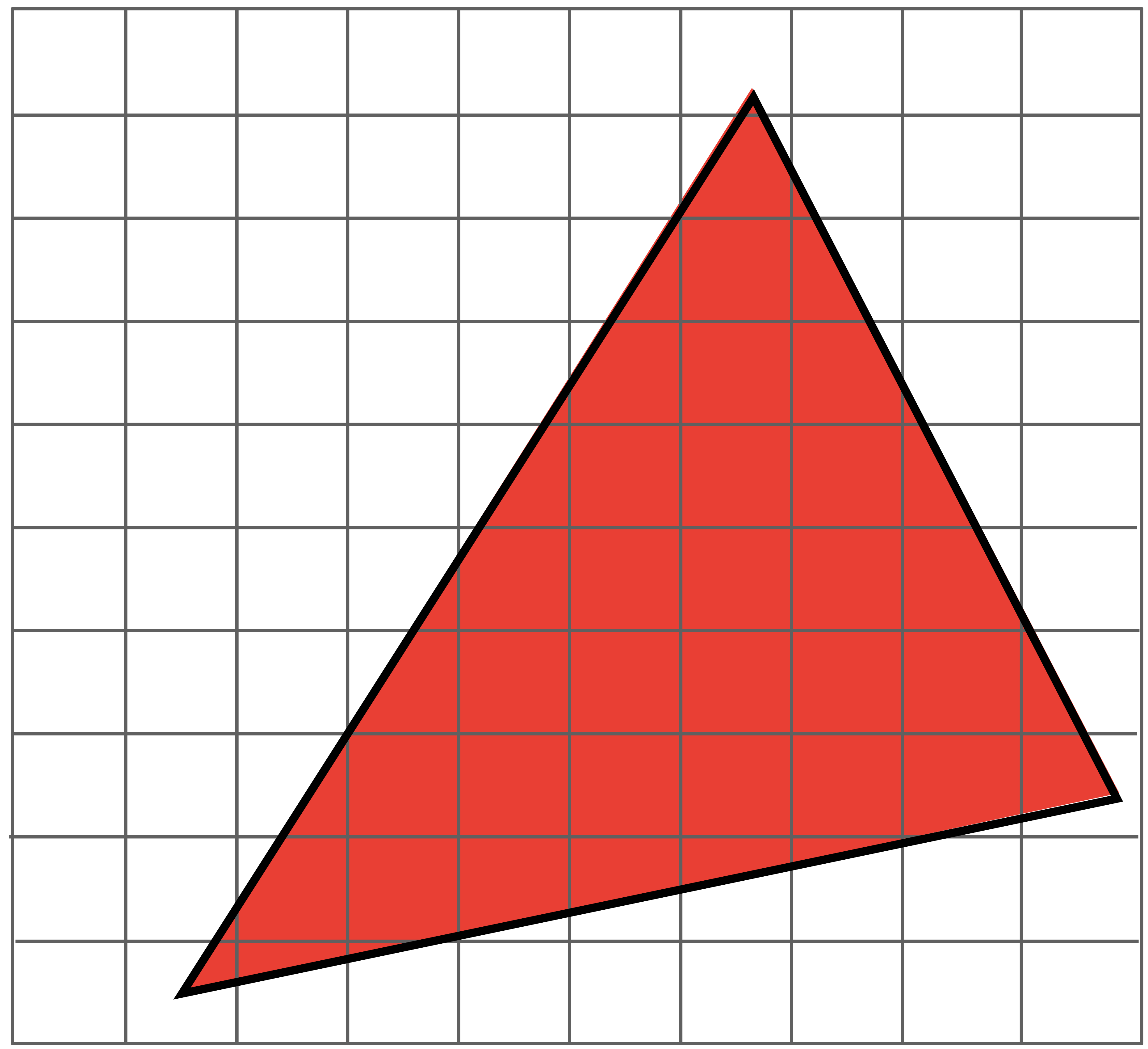
Reconstructions from denser sampling



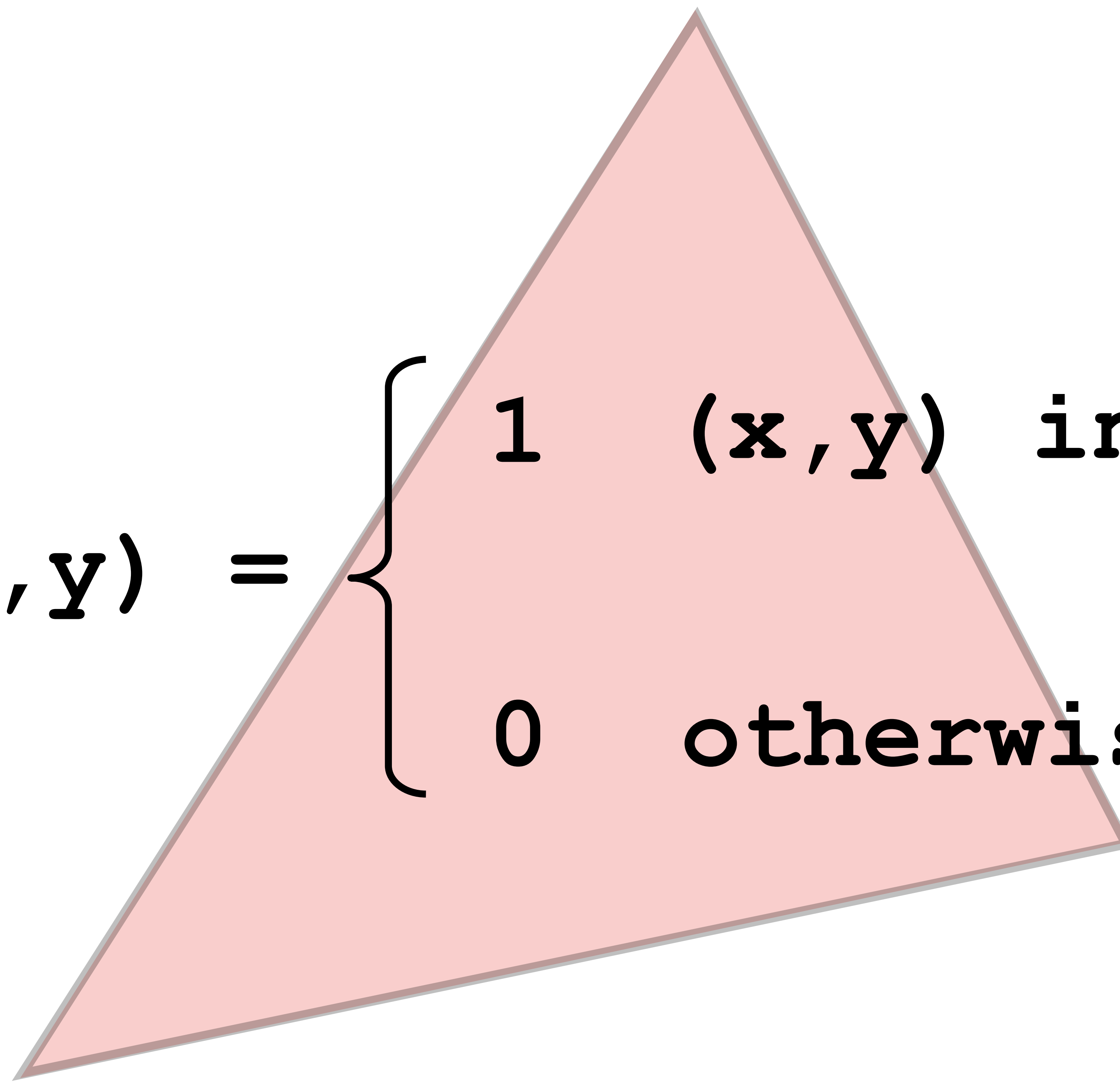
= reconstruction via nearest

= reconstruction via linear interpolation

Drawing a triangle by 2D sampling

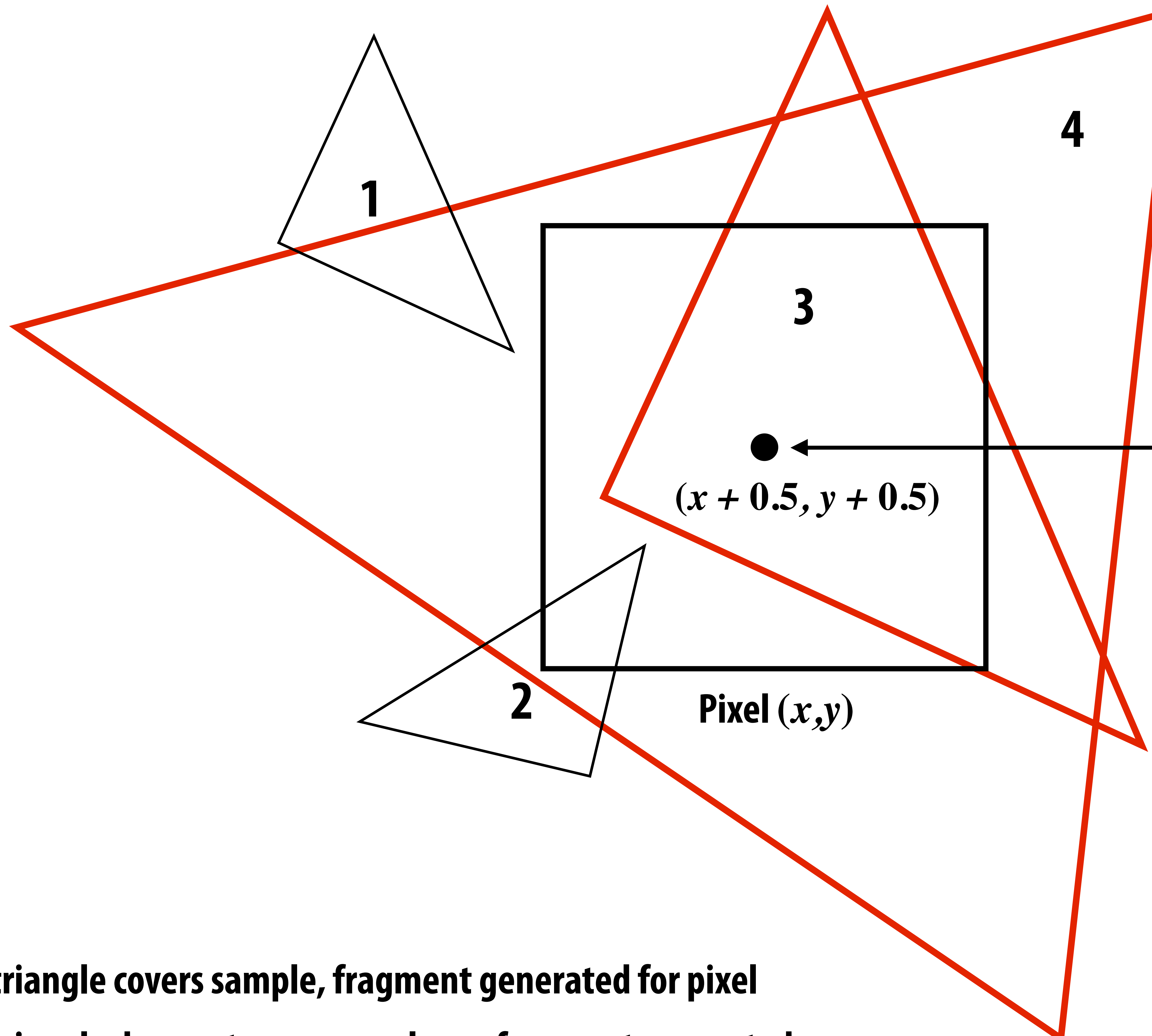


Define binary function: `inside(tri,x,y)`

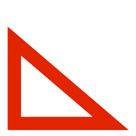


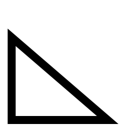
$$\texttt{inside(t,x,y)} = \begin{cases} \texttt{1} & \texttt{(x,y) in triangle t} \\ \texttt{0} & \texttt{otherwise} \end{cases}$$

Sampling the binary function: `inside(tri,x,y)`

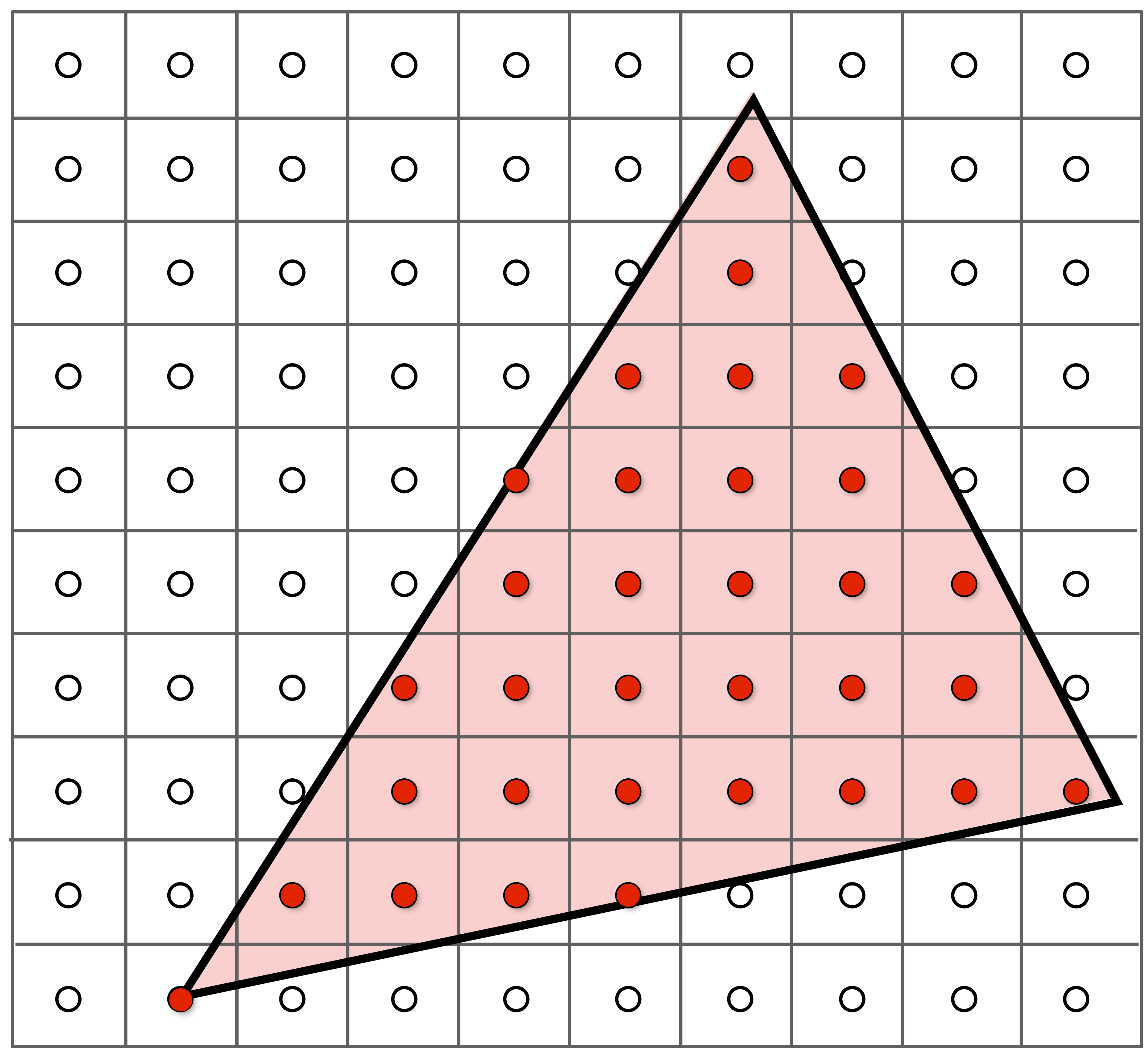


Example:
Here I chose the sample position to be at the pixel center.

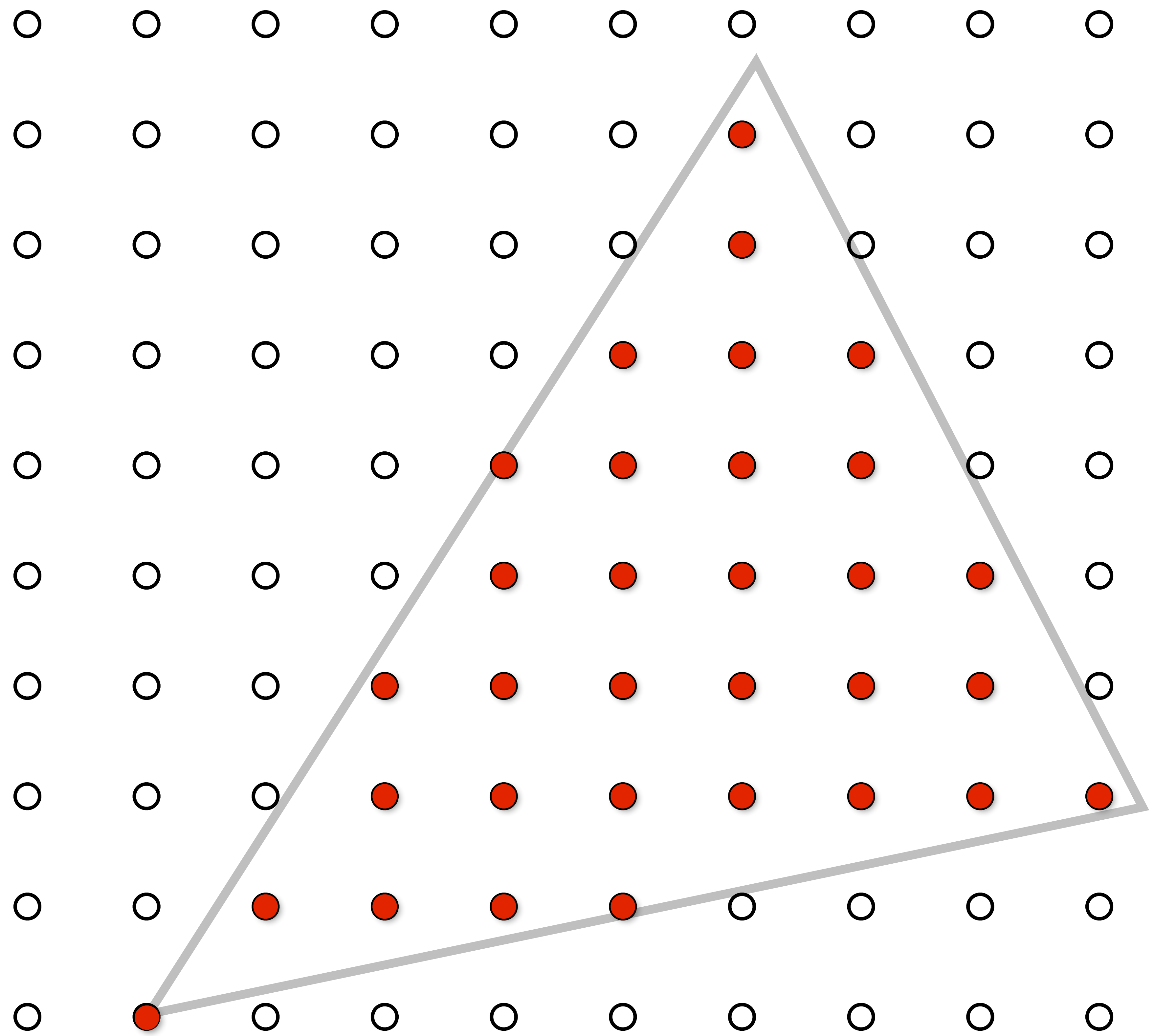

= triangle covers sample, fragment generated for pixel


= triangle does not cover sample, no fragment generated

Sample coverage at pixel centers



Sample coverage at pixel centers



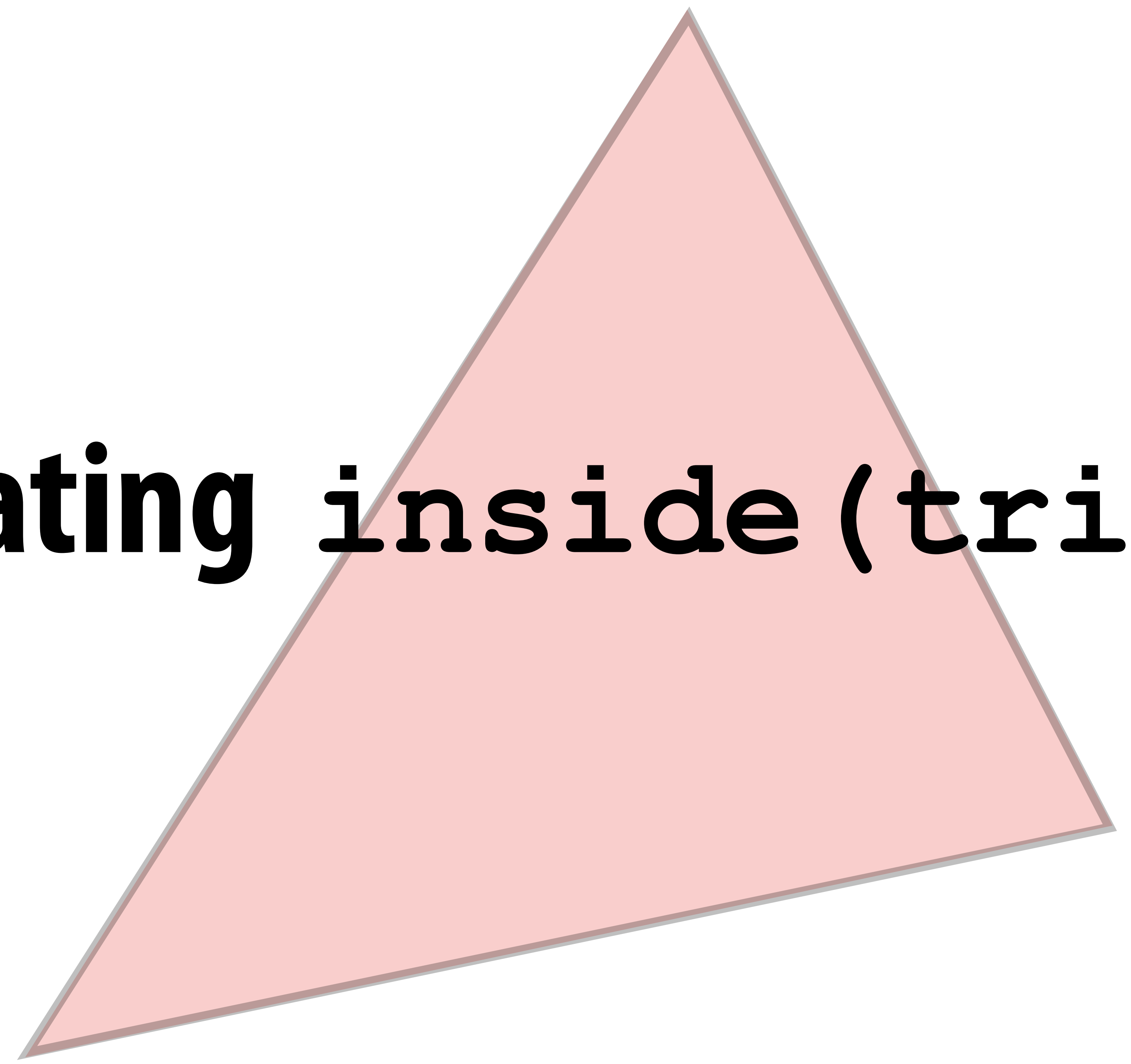
Rasterization = sampling a 2D indicator function

```
for( int x = 0; x < xmax; x++ )
   for( int y = 0; y < ymax; y++ )
      Image[x][y] = f(x + 0.5, y + 0.5);
```

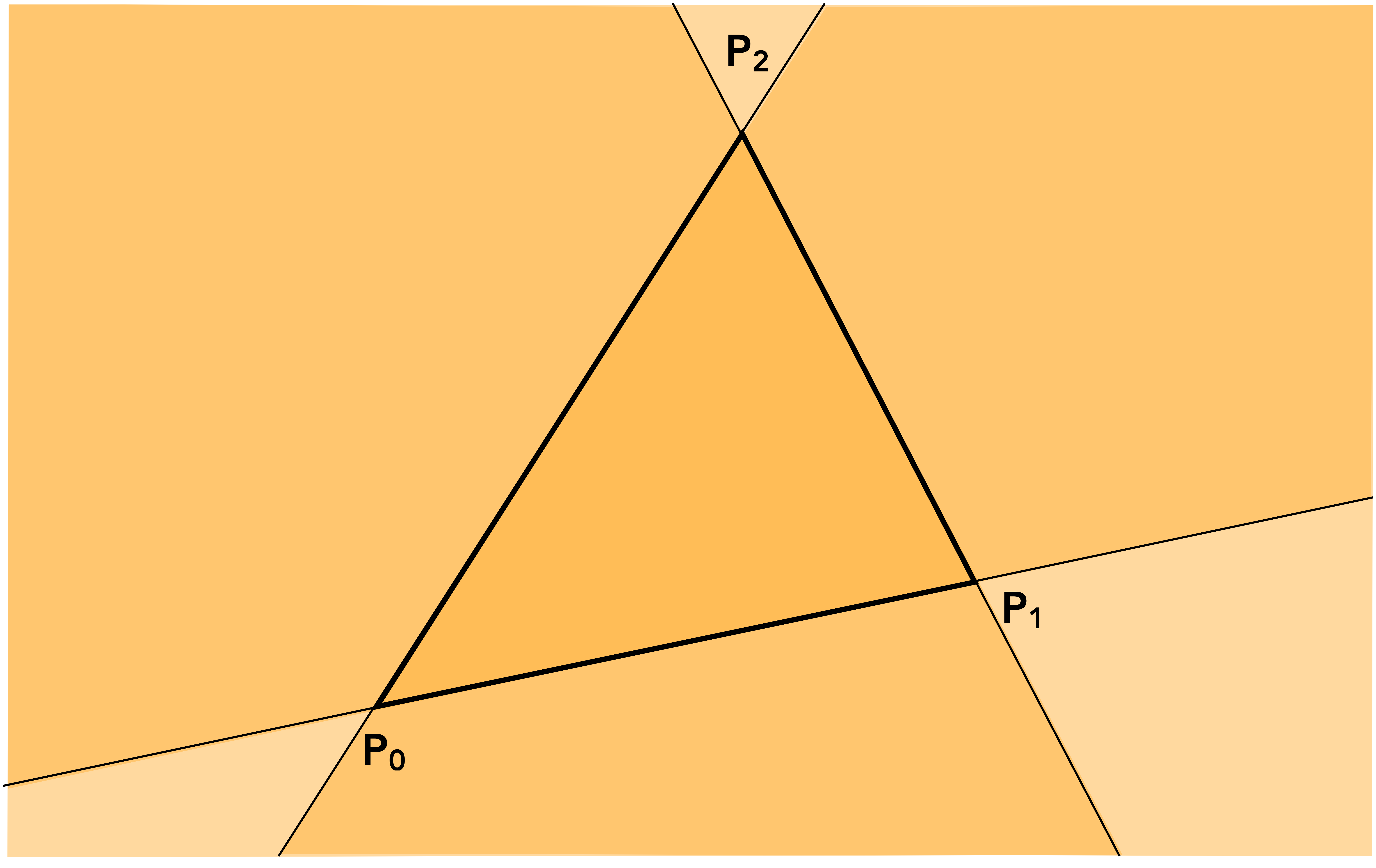
- **Rasterize triangle tri by sampling the function**

```
f(x,y) = inside(tri,x,y)
```

Evaluating `inside(tri,x,y)`

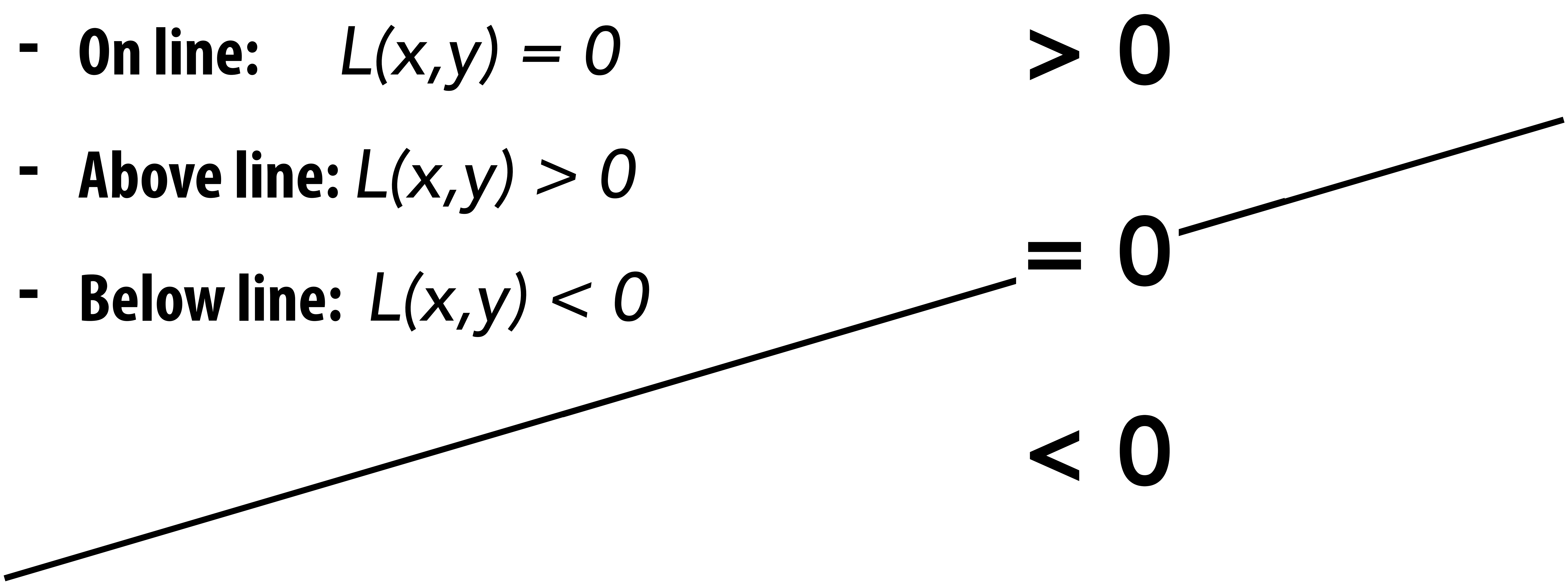


Triangle = intersection of three half planes

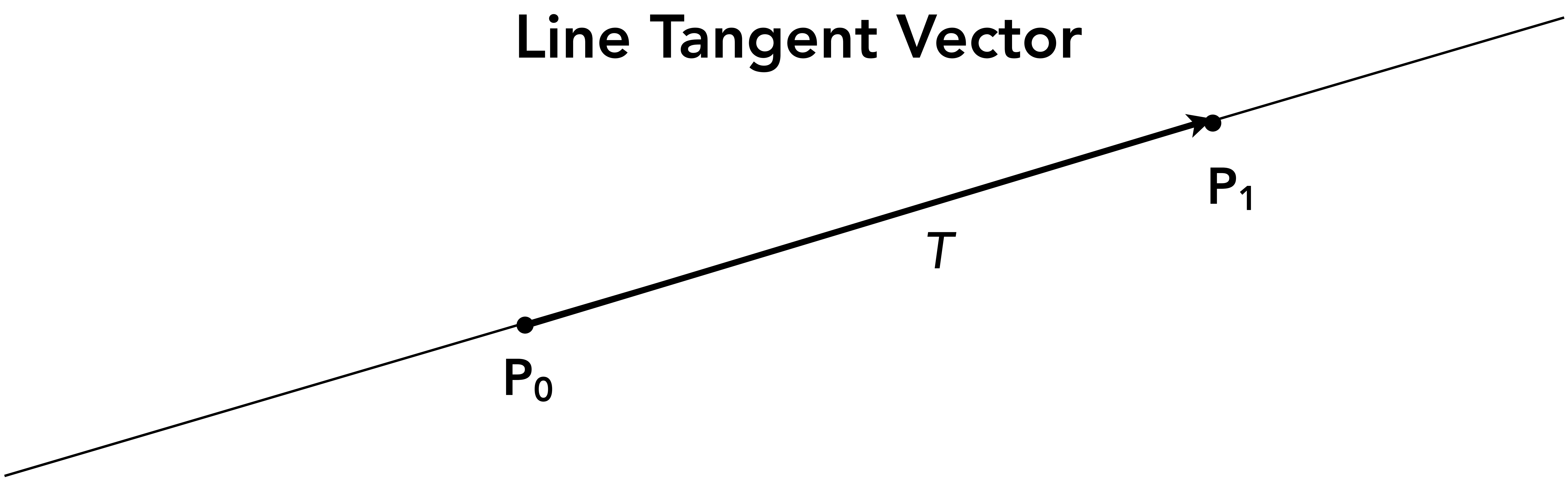


Each line defines two half-planes

- **Implicit line equation**
  - $L(x,y) = Ax + By + C$
  - **On line:** $L(x,y) = 0$
  - **Above line:** $L(x,y) > 0$
  - **Below line:** $L(x,y) < 0$

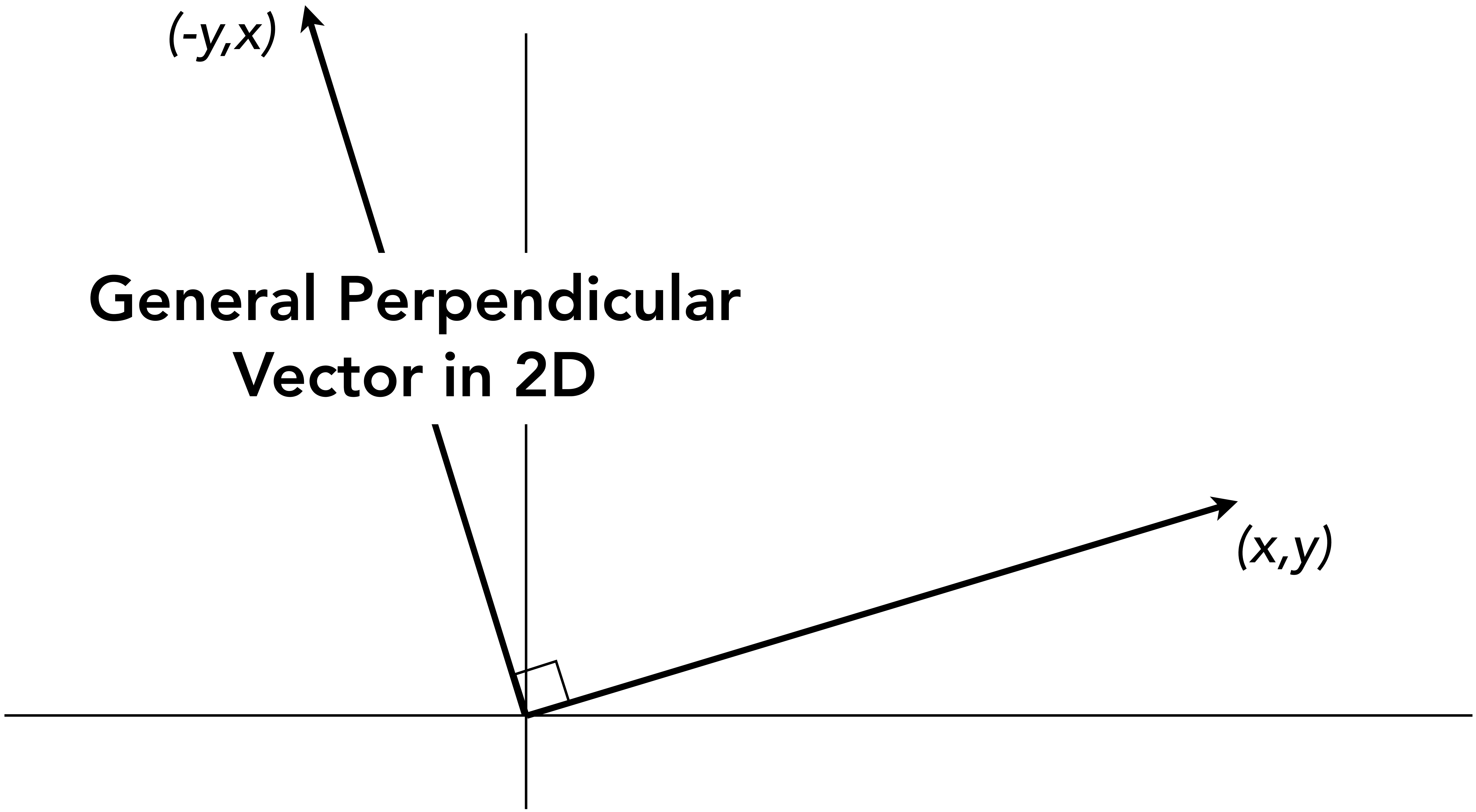


Line equation derivation



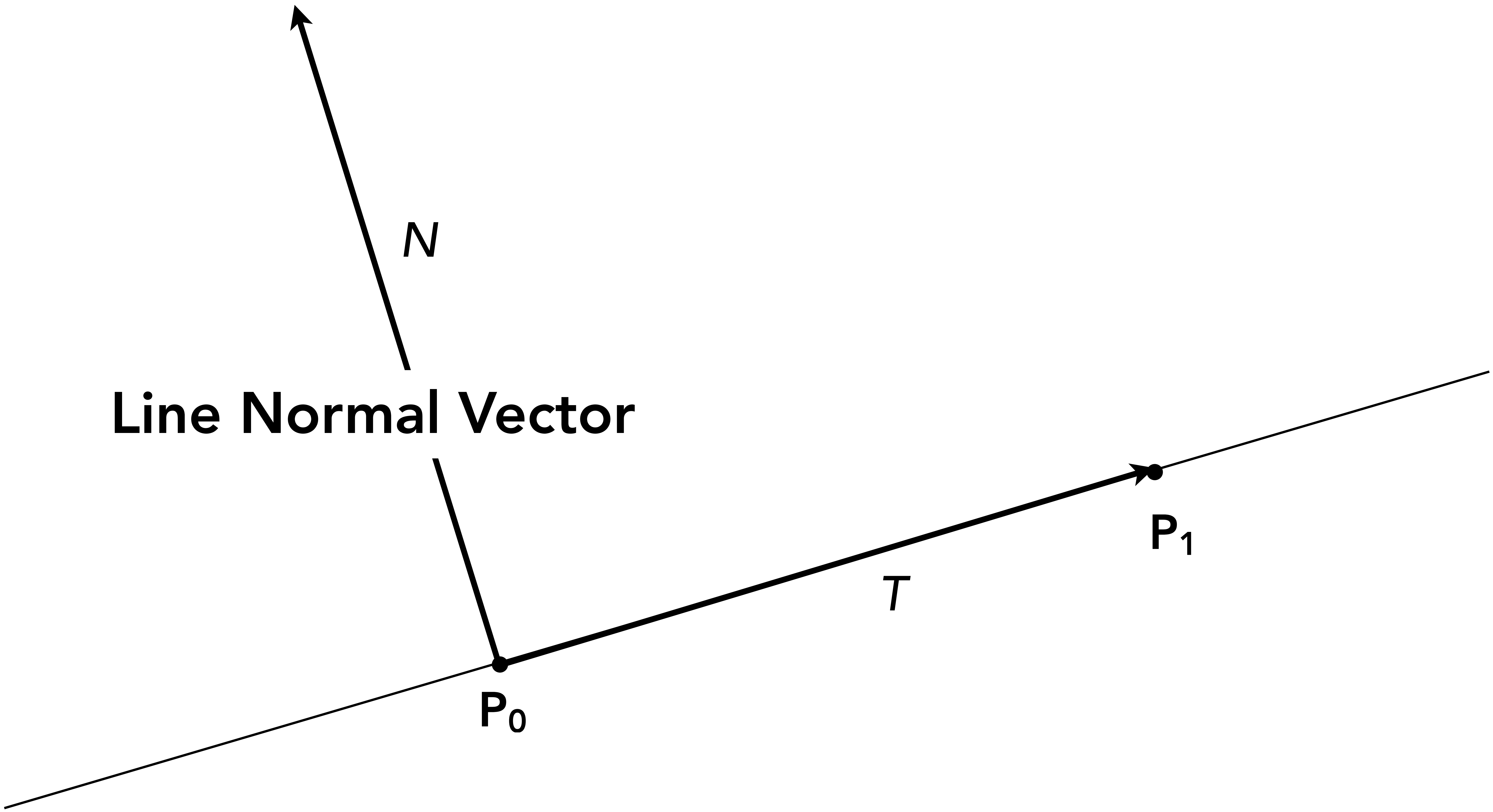
$$T = P_1 - P_0 = (x_1 - x_0, y_1 - y_0)$$

Line equation derivation



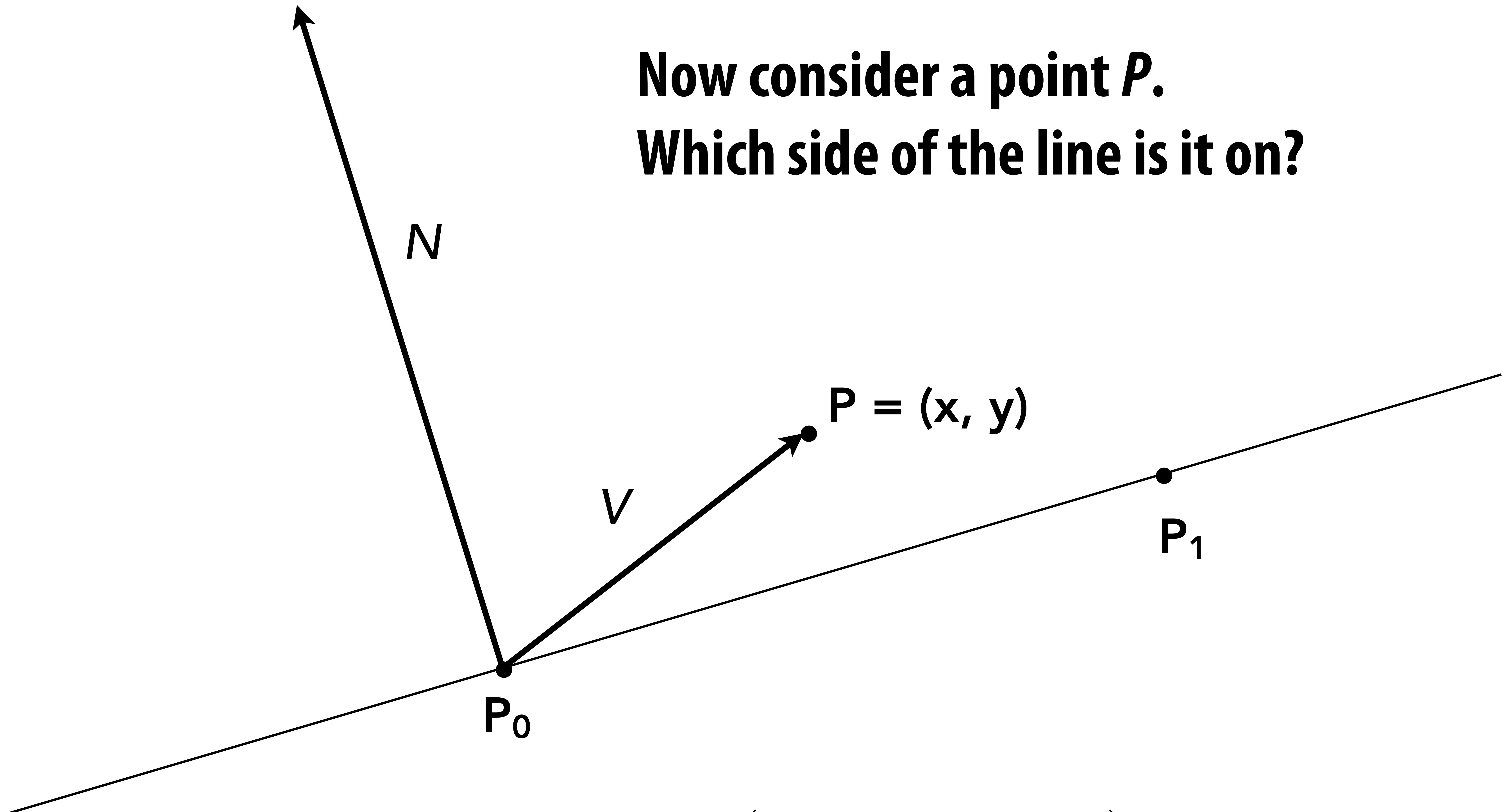
$$\mathrm{Perp}(x, y) = (-y, x)$$

Line equation derivation



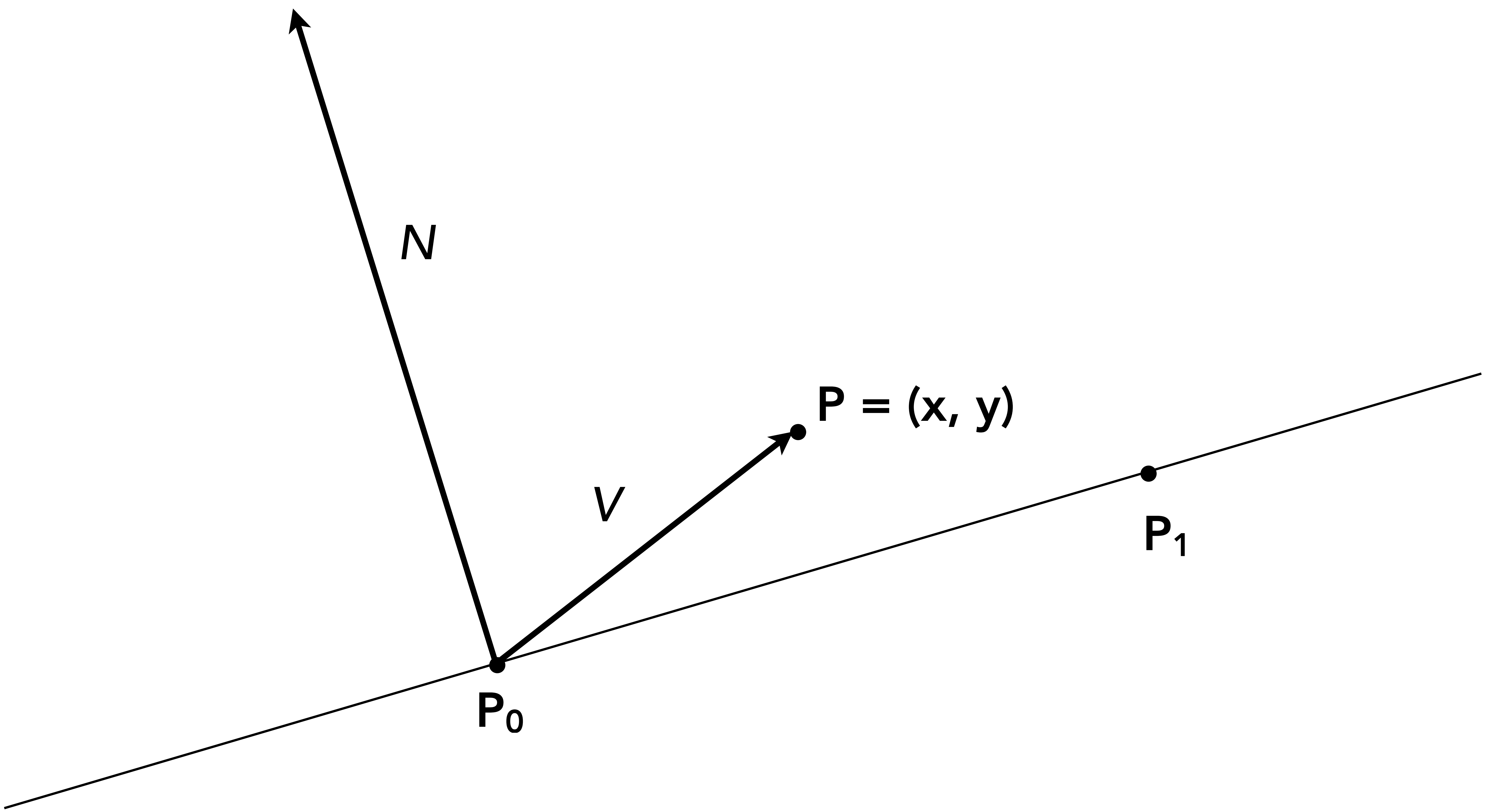
$$N = \mathrm{Perp}(T) = (-(y_1 - y_0), x_1 - x_0)$$

Line equation derivation



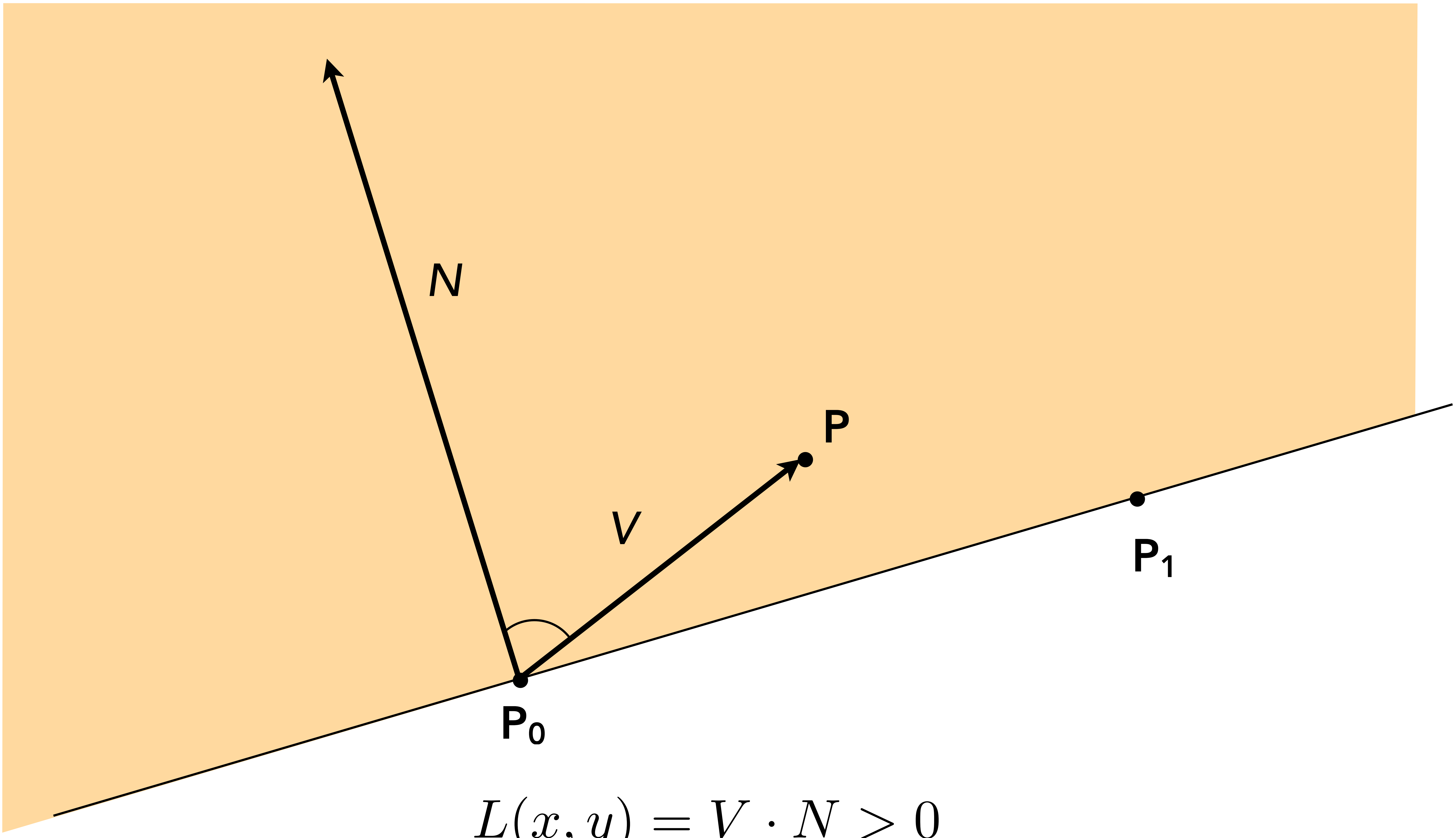
$$V = P - P_0 = (x - x_0, y - y_0)$$

Line equation derivation



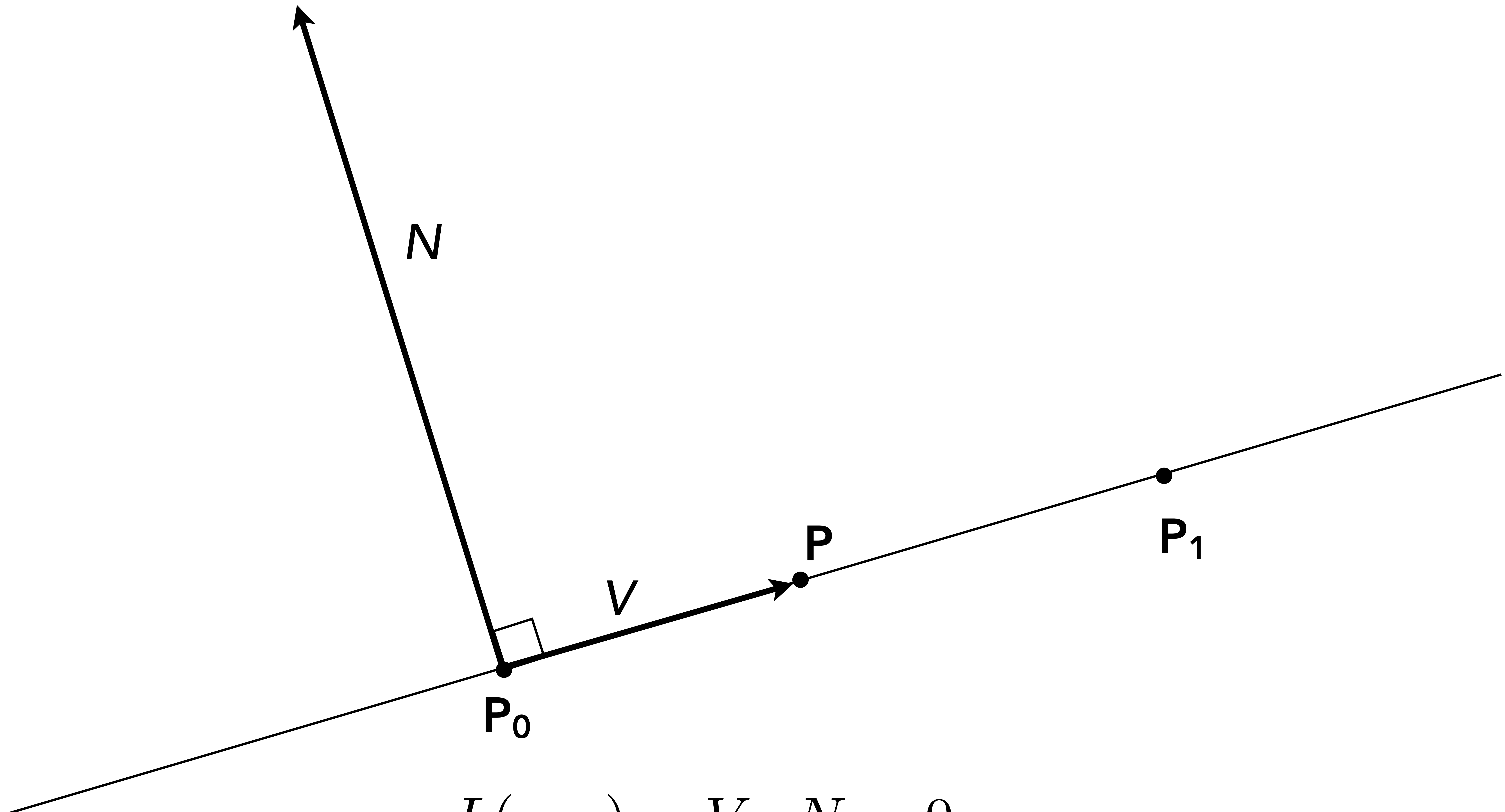
$$L(x,y) = V \cdot N = -(x - x_0)(y_1 - y_0) + (y - y_0)(x_1 - x_0)$$

Line equation tests



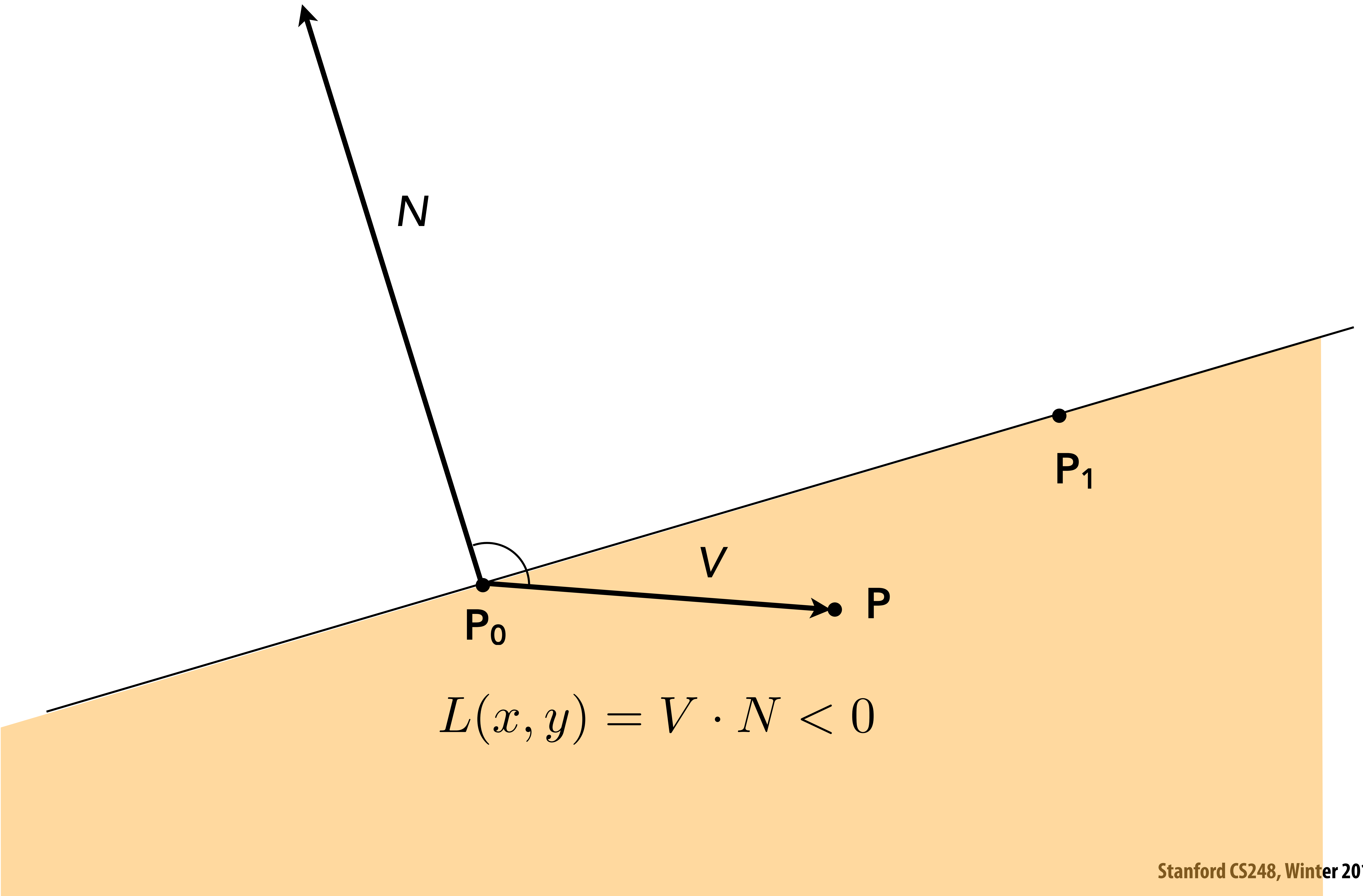
$$L(x, y) = V \cdot N > 0$$

Line equation tests



$$L(x, y) = V \cdot N = 0$$

Line equation tests



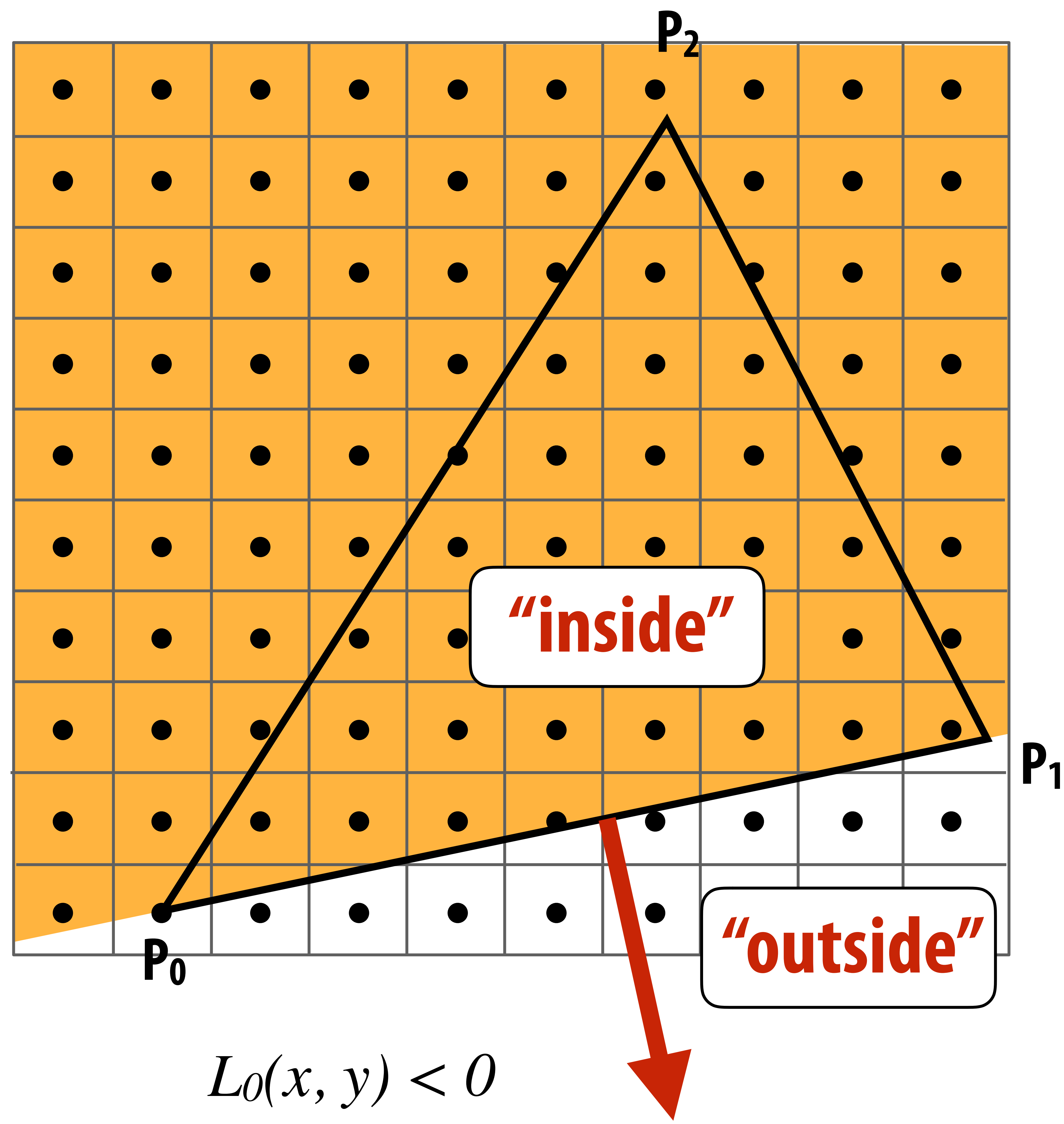
Point-in-triangle test

$P_i = (X_i, Y_i)$

$dX_i = X_{i+1} - X_i$
$dY_i = Y_{i+1} - Y_i$

$$L_i(x, y) = (x - X_i)\, dY_i - (y - Y_i)\, dX_i$$
$$= A_i x + B_i y + C_i$$

$L_i(x, y) = 0$: point on edge
> 0 : outside edge
< 0 : inside edge



Point-in-triangle test

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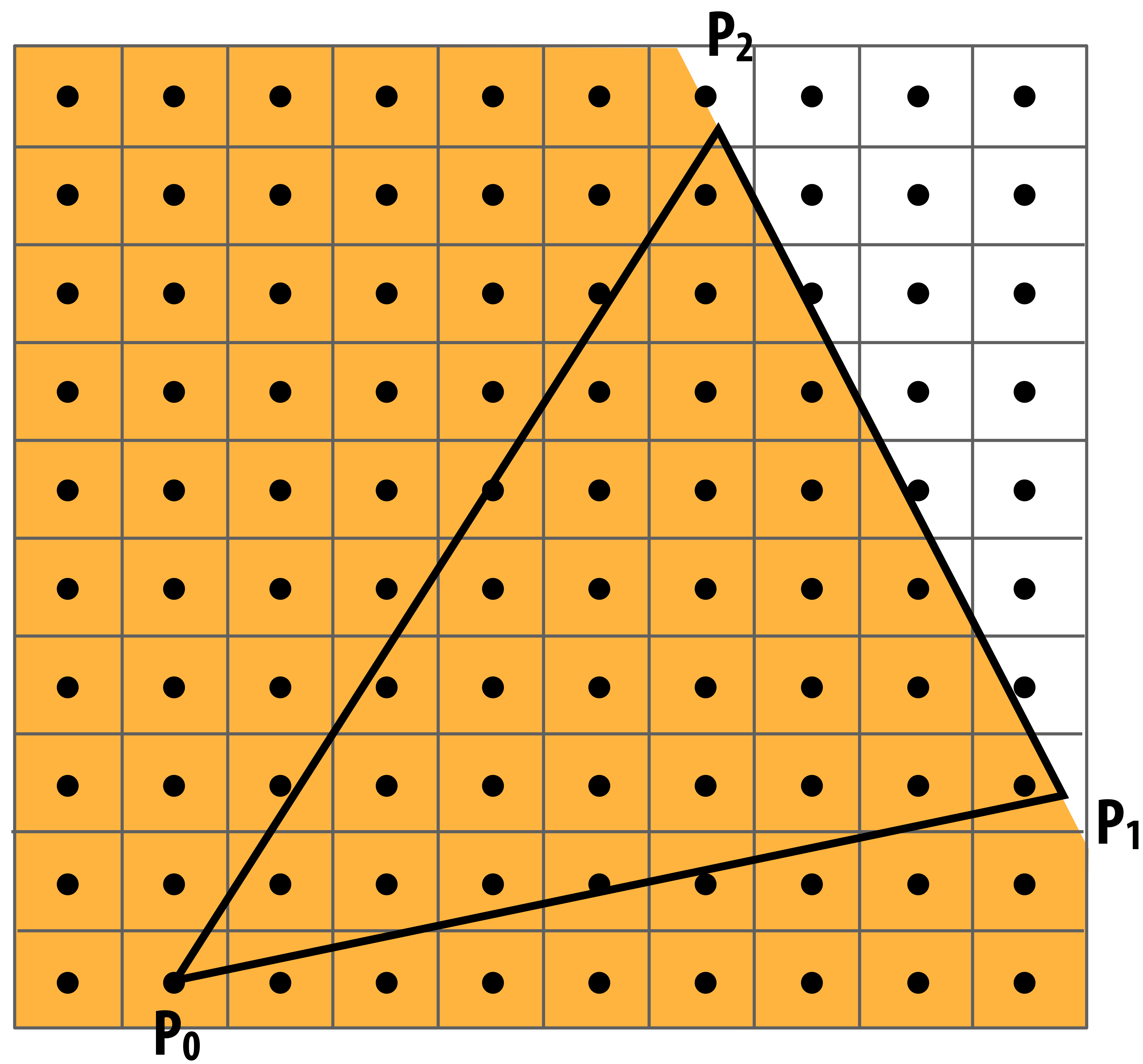
$dY_i = Y_{i+1} - Y_i$

$$L_i(x, y) = (x - X_i)\, dY_i - (y - Y_i)\, dX_i$$
$$= A_i\, x + B_i\, y + C_i$$

$L_i(x, y) = 0$: point on edge
> 0 : outside edge
< 0 : inside edge



$L_1(x, y) < 0$

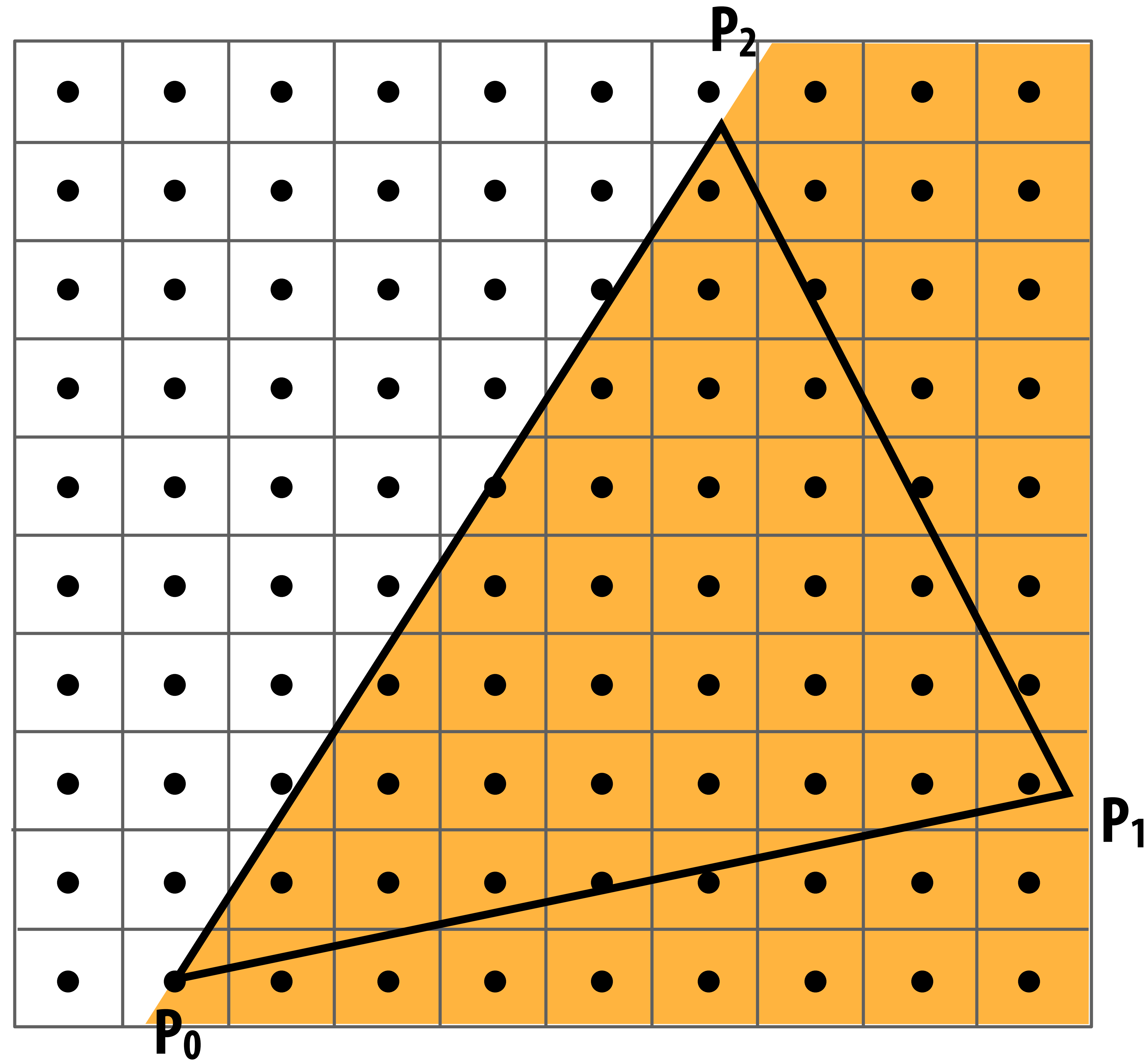
Point-in-triangle test

$P_i = (X_i, Y_i)$

$dX_i = X_{i+1} - X_i$
$dY_i = Y_{i+1} - Y_i$

$$L_i(x, y) = (x - X_i)\, dY_i - (y - Y_i)\, dX_i$$
$$= A_i x + B_i y + C_i$$

$L_i(x, y) = 0$: point on edge
> 0 : outside edge
< 0 : inside edge



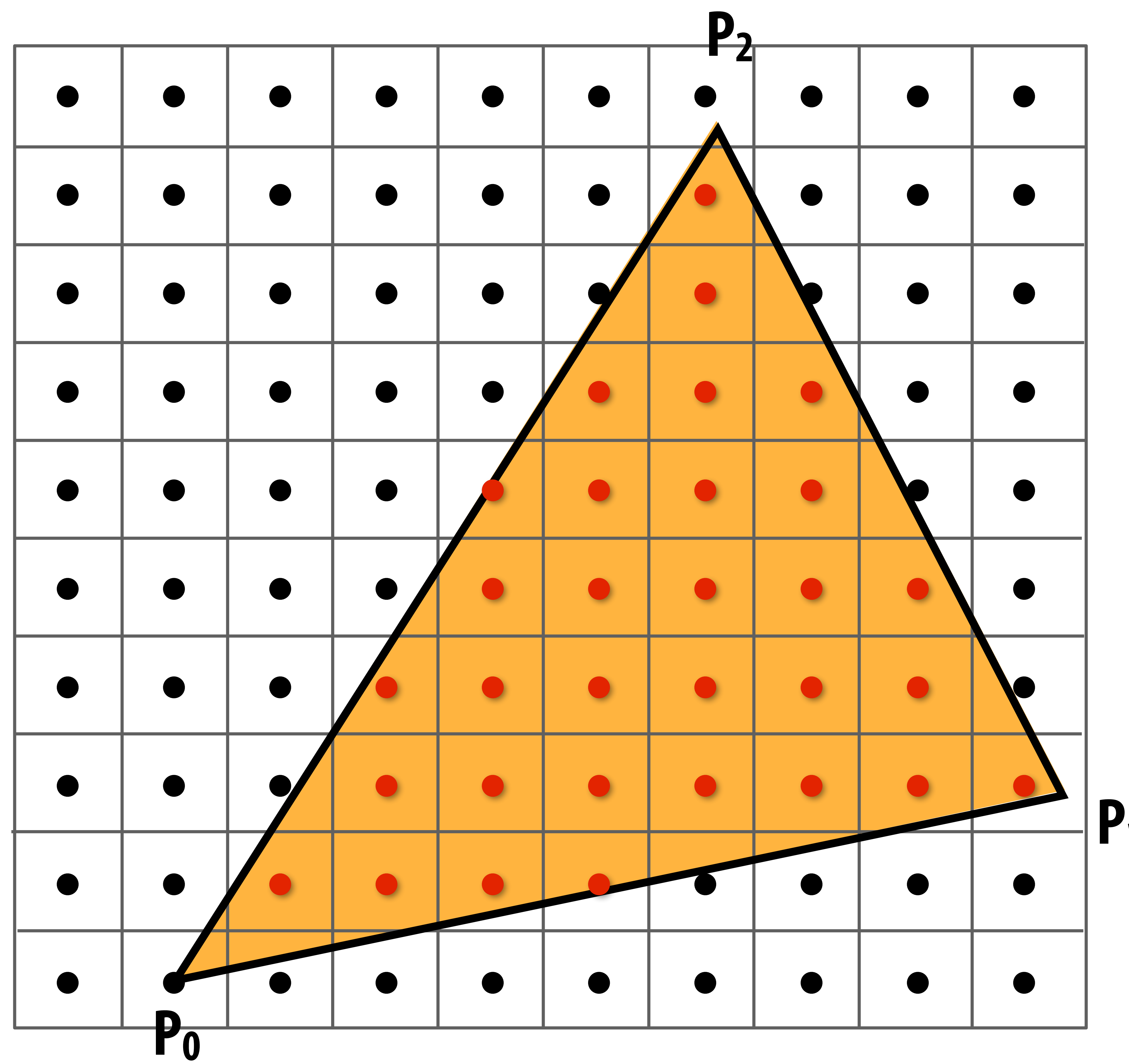
$L_2(x, y) < 0$

Point-in-triangle test

Sample point $s = (sx, sy)$ **is inside the triangle if it is inside all three edges.**

$$
\begin{aligned}
&inside(sx, sy) = \\
&\quad L_0(sx, sy) < 0 \;\&\& \\
&\quad L_1(sx, sy) < 0 \;\&\& \\
&\quad L_2(sx, sy) < 0;
\end{aligned}
$$

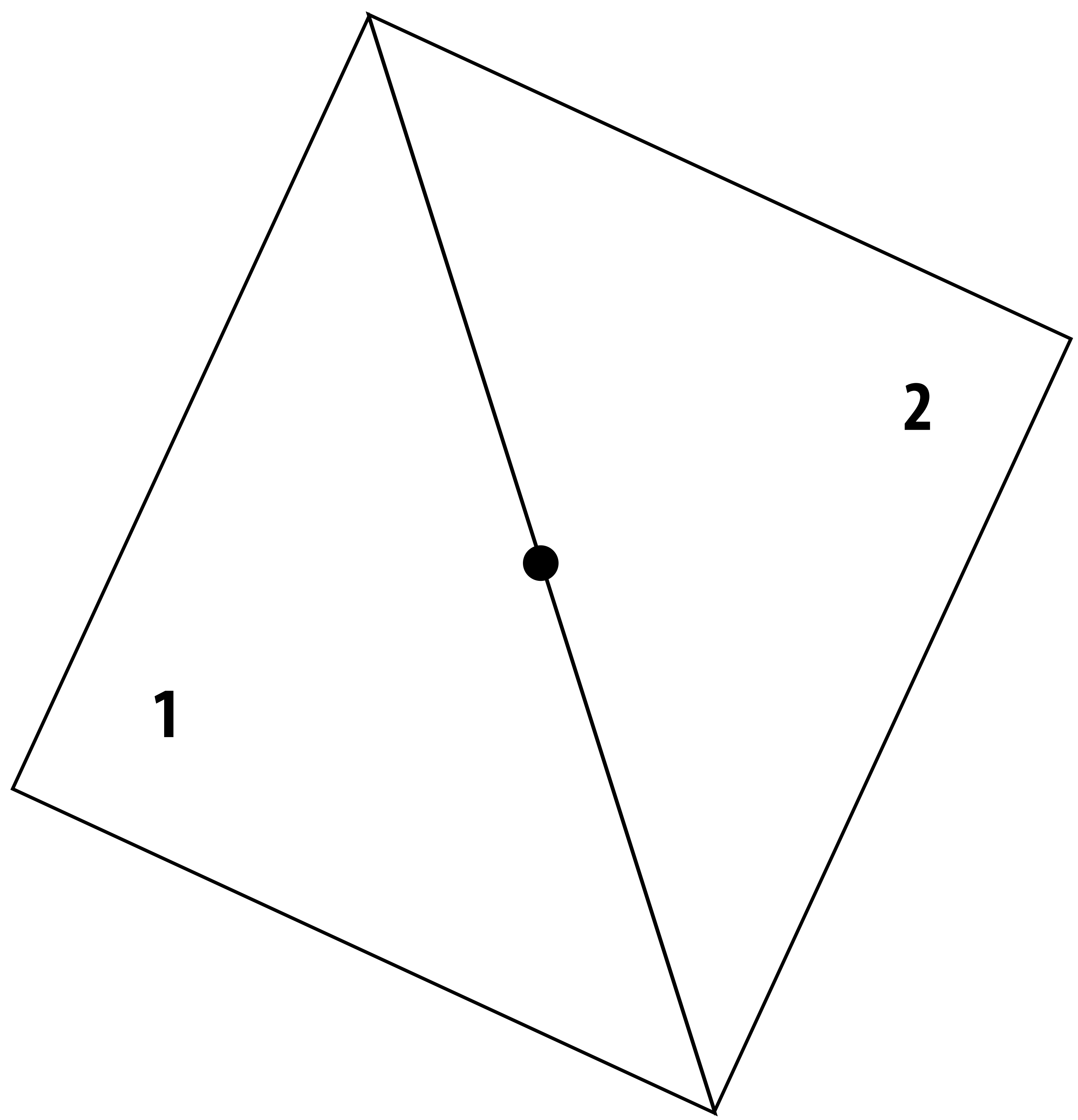
Note: actual implementation of $inside(sx,sy)$ **involves ≤ checks based on the triangle coverage edge rules (see next slides)**



Sample points inside triangle are highlighted red.

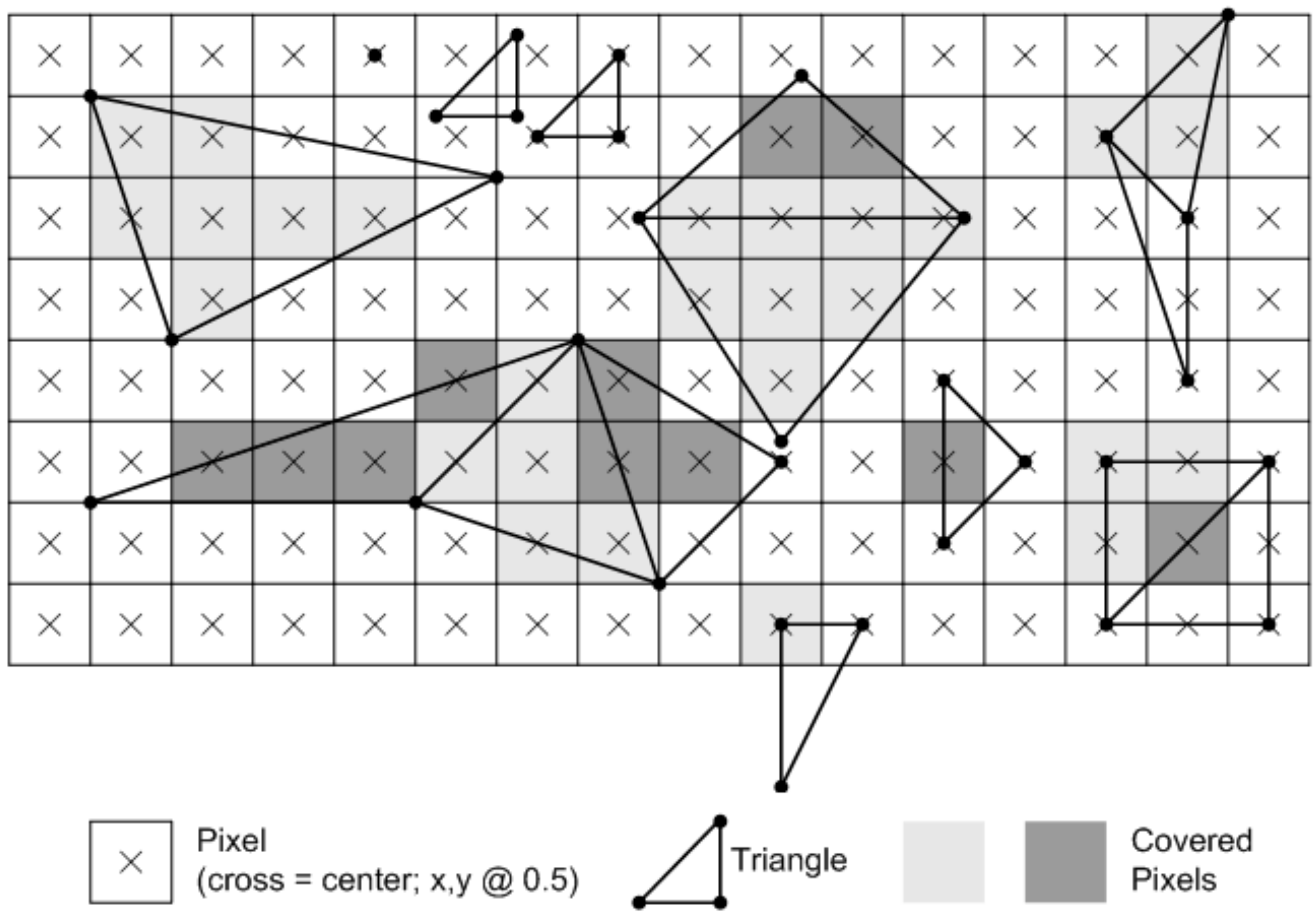
Edge cases (literally)

Is this sample point covered by triangle 1? or triangle 2? or both?



OpenGL/Direct3D edge rules

- When edge falls directly on a screen sample point, the sample is classified as within triangle if the edge is a "top edge" or "left edge"
  - Top edge: horizontal edge that is above all other edges
  - Left edge: an edge that is not exactly horizontal and is on the left side of the triangle. (triangle can have one or two left edges)



Source: Direct3D Programming Guide, Microsoft

Finding covered samples: incremental triangle traversal

$P_i = (X_i, Y_i)$

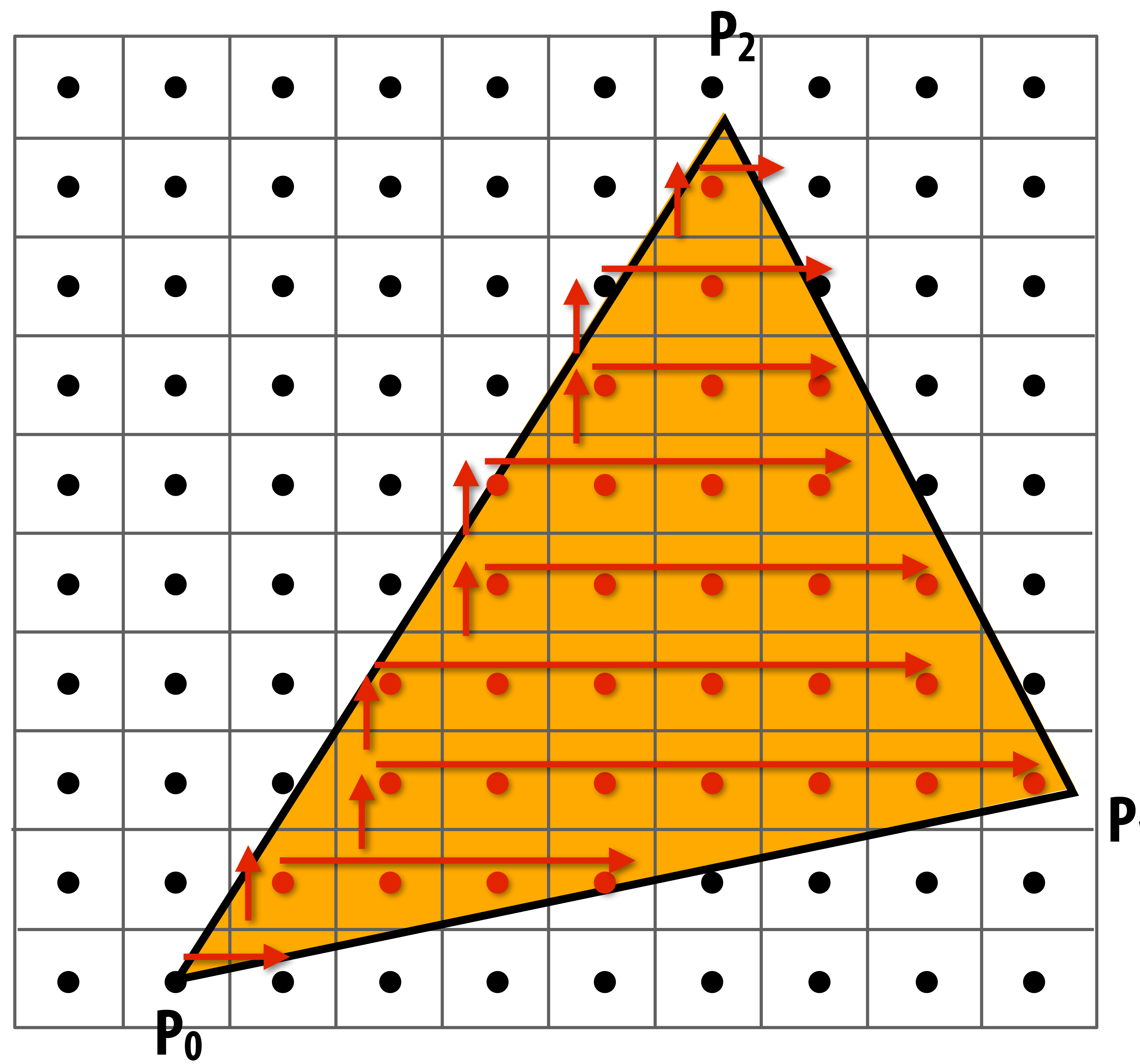
$dX_i = X_{i+1} - X_i$
$dY_i = Y_{i+1} - Y_i$

$$L_i(x, y) = (x - X_i)\, dY_i - (y - Y_i)\, dX_i$$
$$= A_i\, x + B_i\, y + C_i$$

$L_i(x, y) = 0$: point on edge
> 0 : outside edge
< 0 : inside edge

Efficient incremental update:

$$dL_i(x+1, y) = L_i(x,y) + dY_i = L_i(x,y) + A_i$$
$$dL_i(x, y+1) = L_i(x,y) + dX_i = L_i(x,y) + B_i$$



Incremental update saves computation:
Only one addition per edge, per sample test

Many traversal orders are possible: backtrack, zig-zag, Hilbert/Morton curves (locality maximizing)

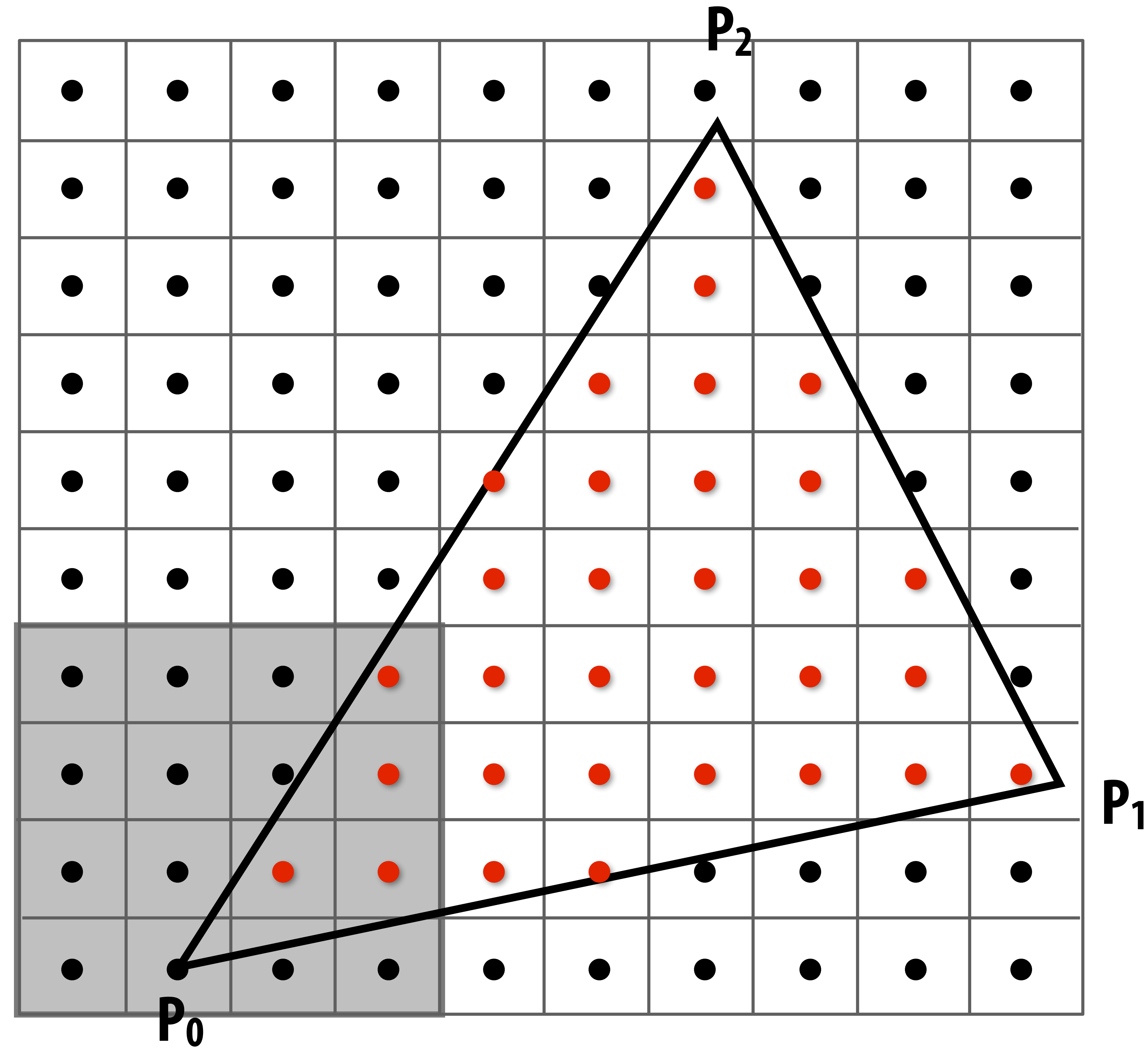
Modern approach: tiled triangle traversal

Traverse triangle in blocks

Test all samples in block against triangle in parallel

Advantages:

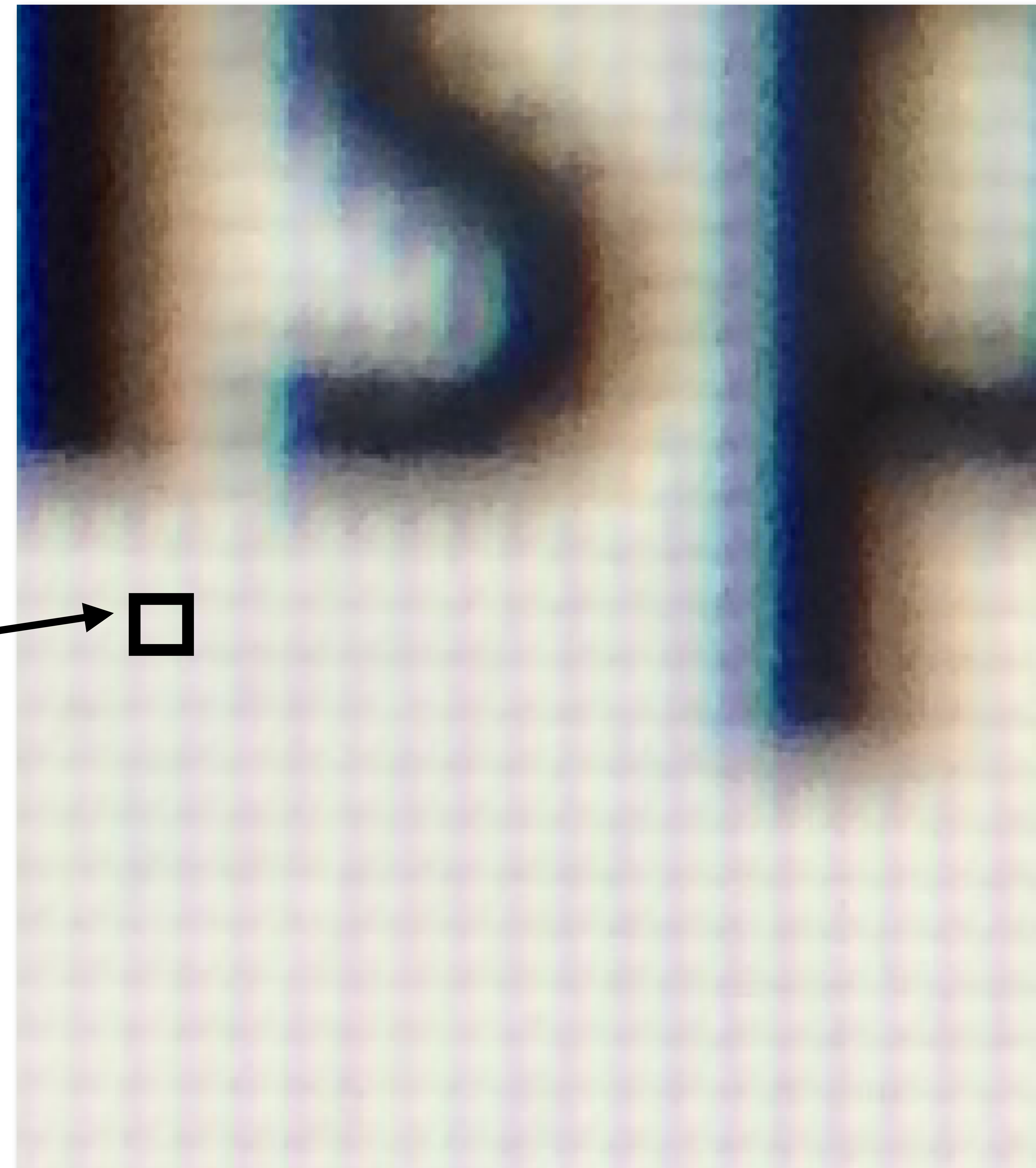
- Simplicity of parallel execution overcomes cost of extra point-in-triangle tests (most triangles cover many samples)
- Can skip sample testing work: entire block not in triangle ("early out"), entire block entirely within triangle ("early in")
- Additional advantages related to accelerating occlusion computations (not discussed today)



All modern graphics processors have special-purpose hardware for efficiently performing point-in-triangle tests

Recall: pixels on a screen

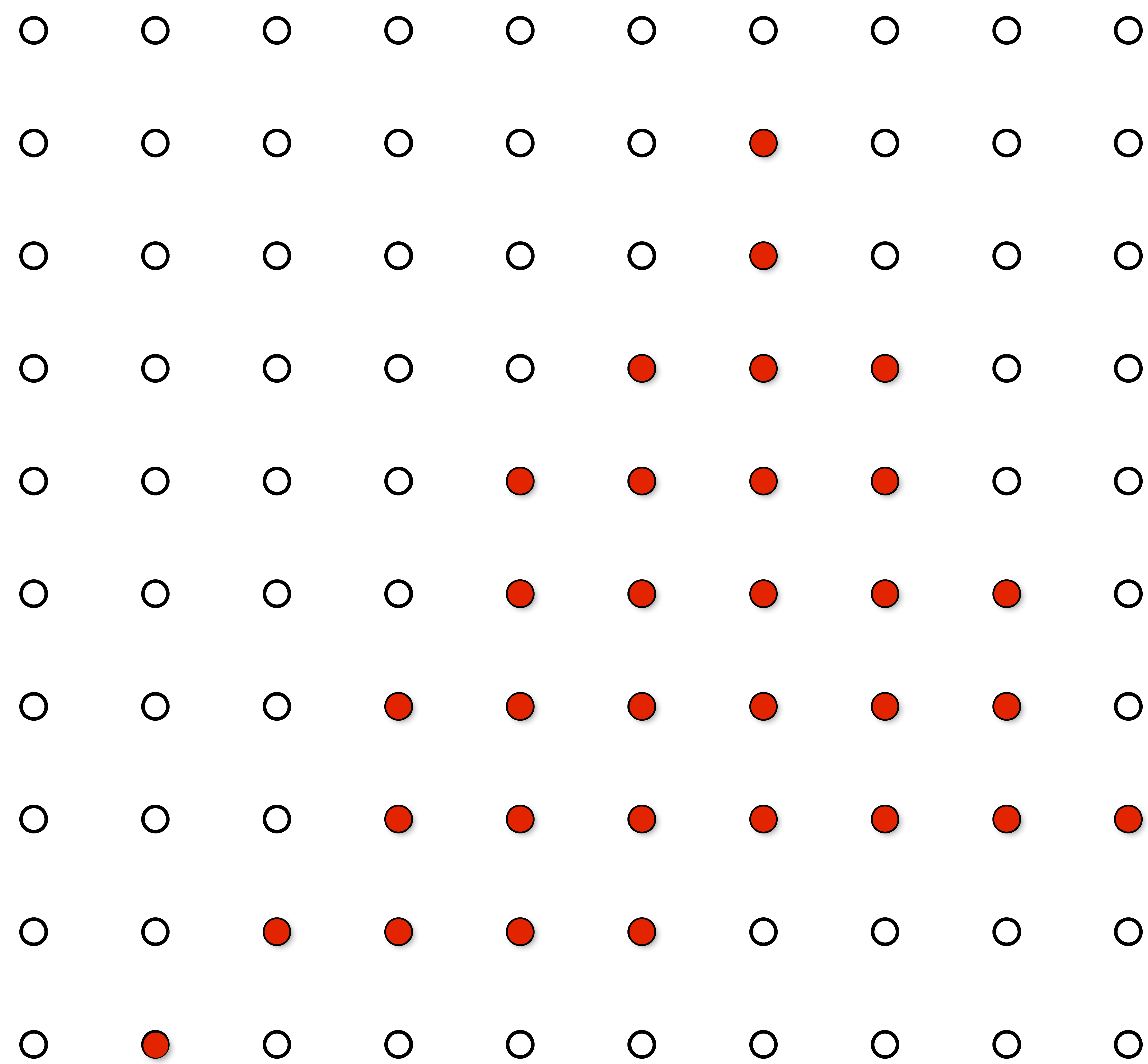
Each image sample sent to the display is converted into a little square of light of the appropriate color:
(a pixel = picture element)



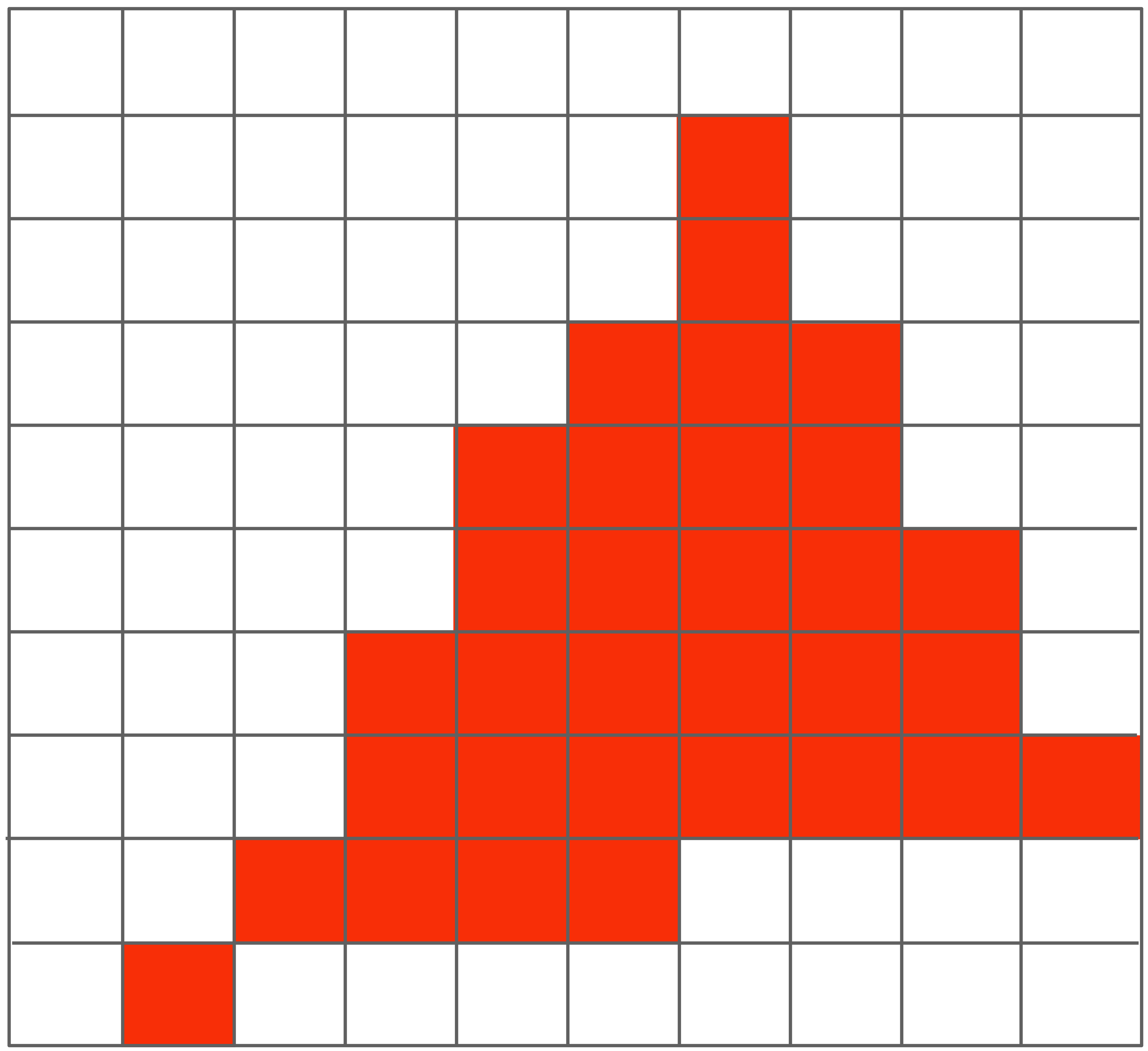
LCD display pixel on my laptop

*** Thinking of each LCD pixel as emitting a square of uniform intensity light of a single color is a bit of an approximation to how real displays work, but it will do for now.**

So, if we send the display this sampled signal

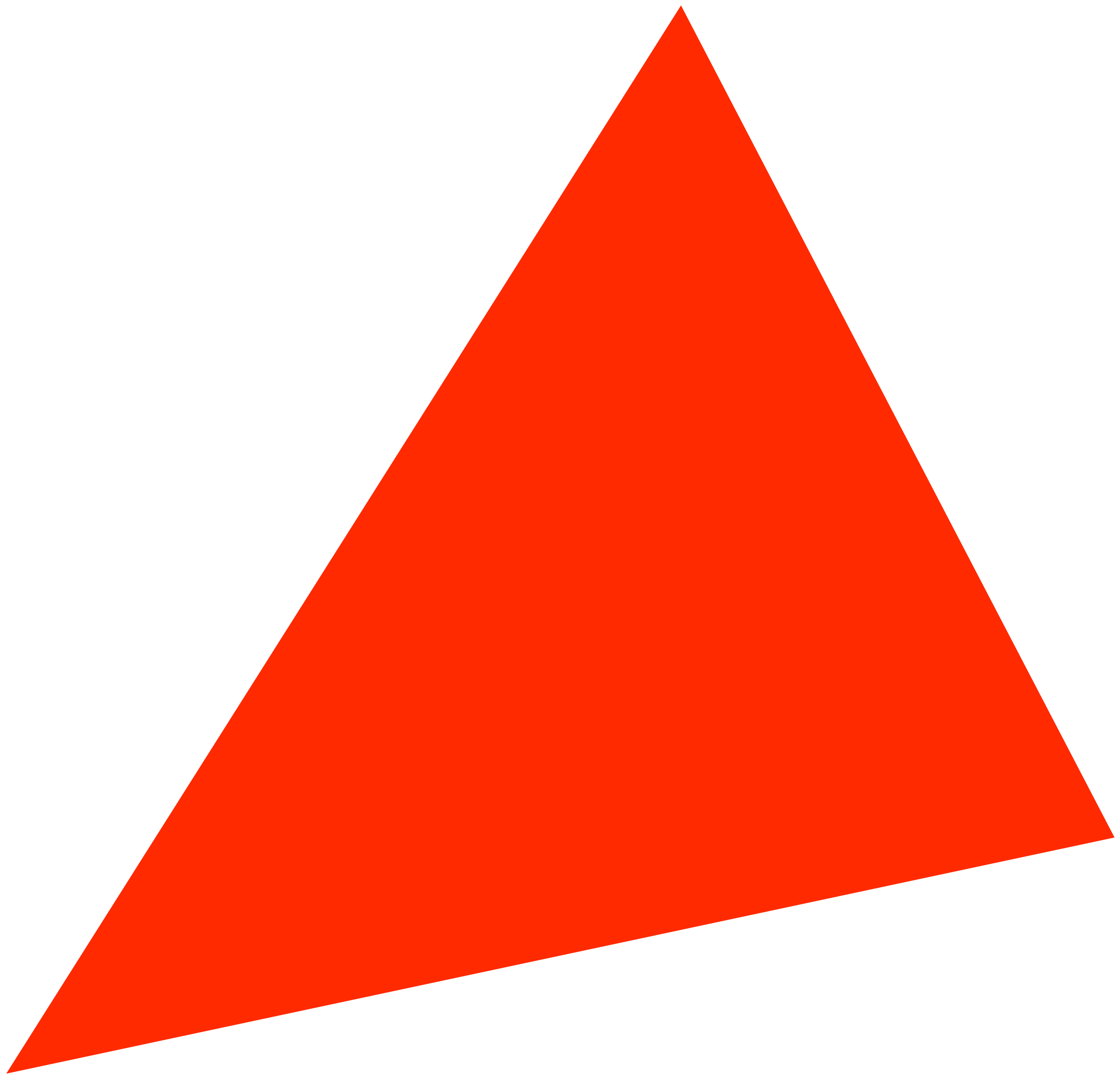


The display physically emits this signal

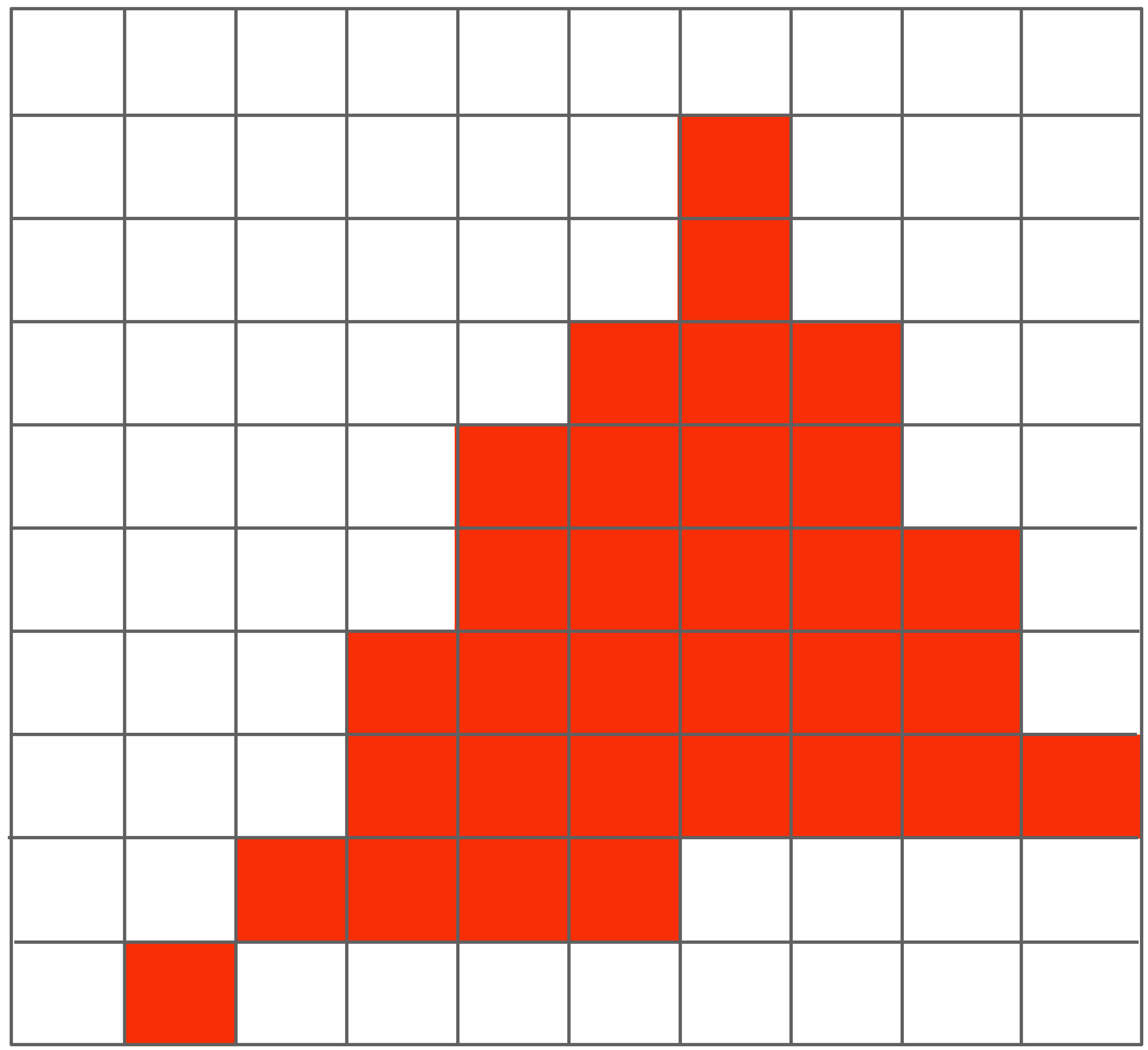


Given our simplified "square pixel" display assumption, we've effectively performed a piecewise constant reconstruction

Compare: the continuous triangle function

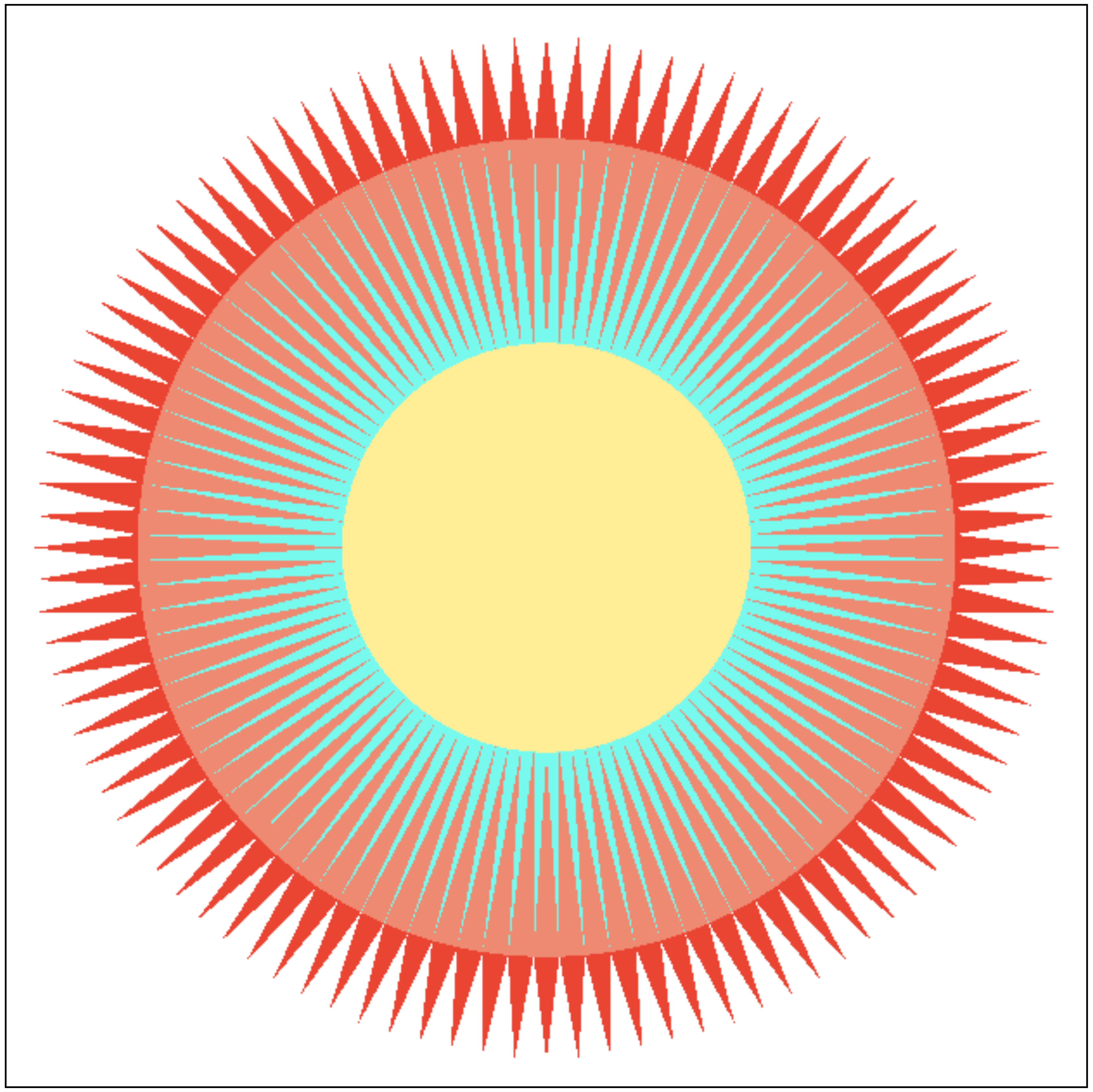


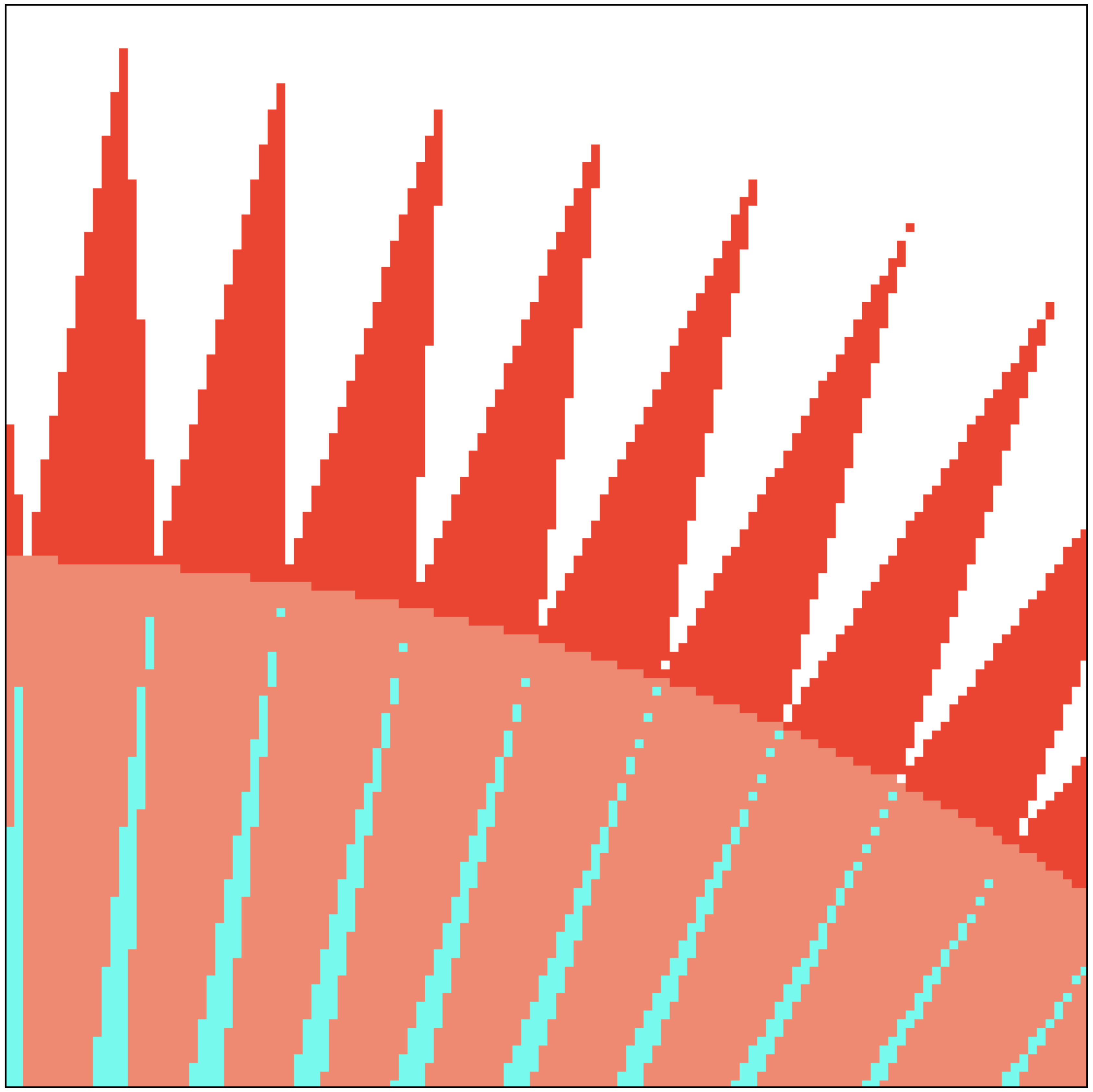
What's wrong with this picture?



Jaggies!

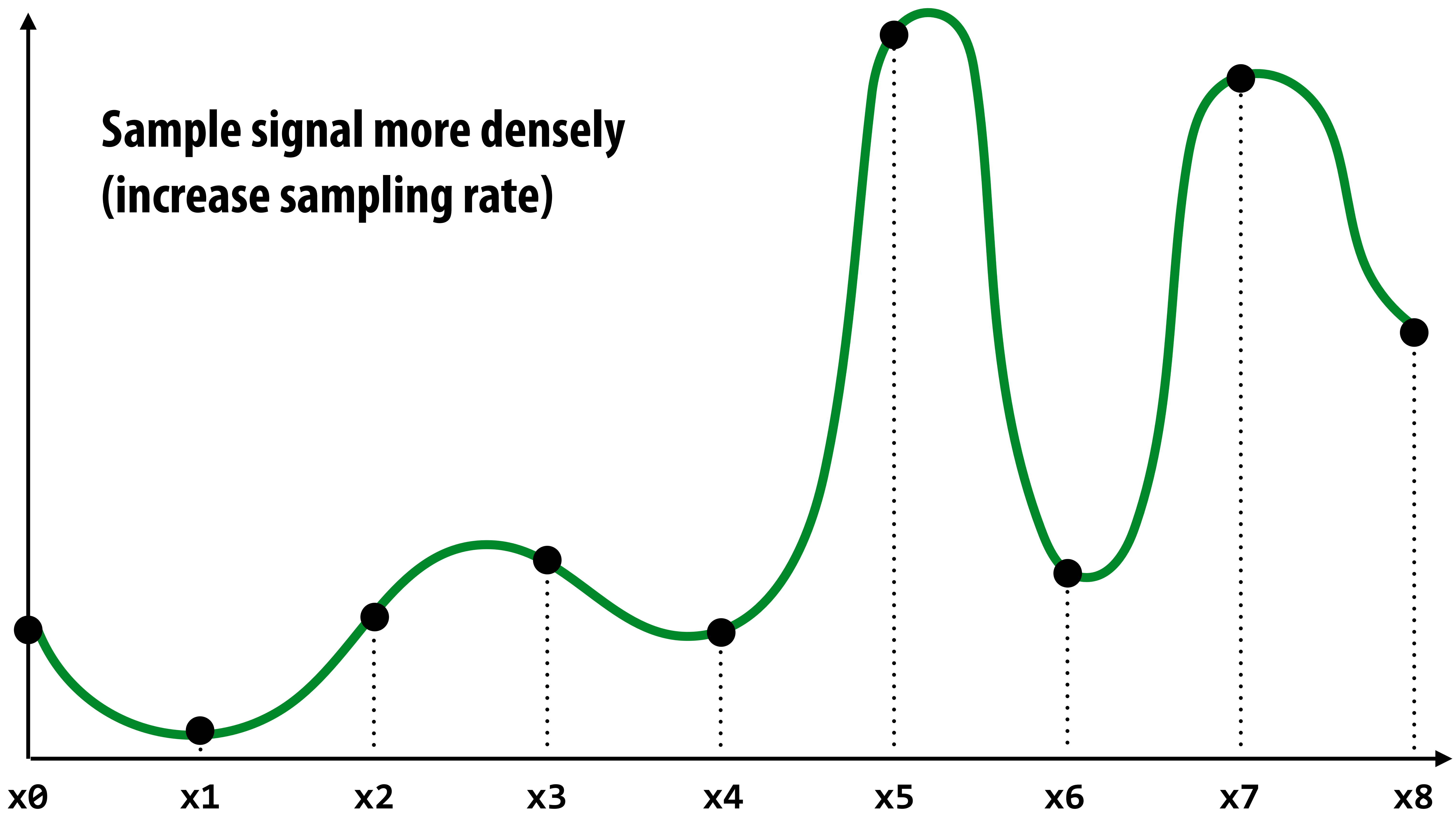
Jaggies (staircase pattern)



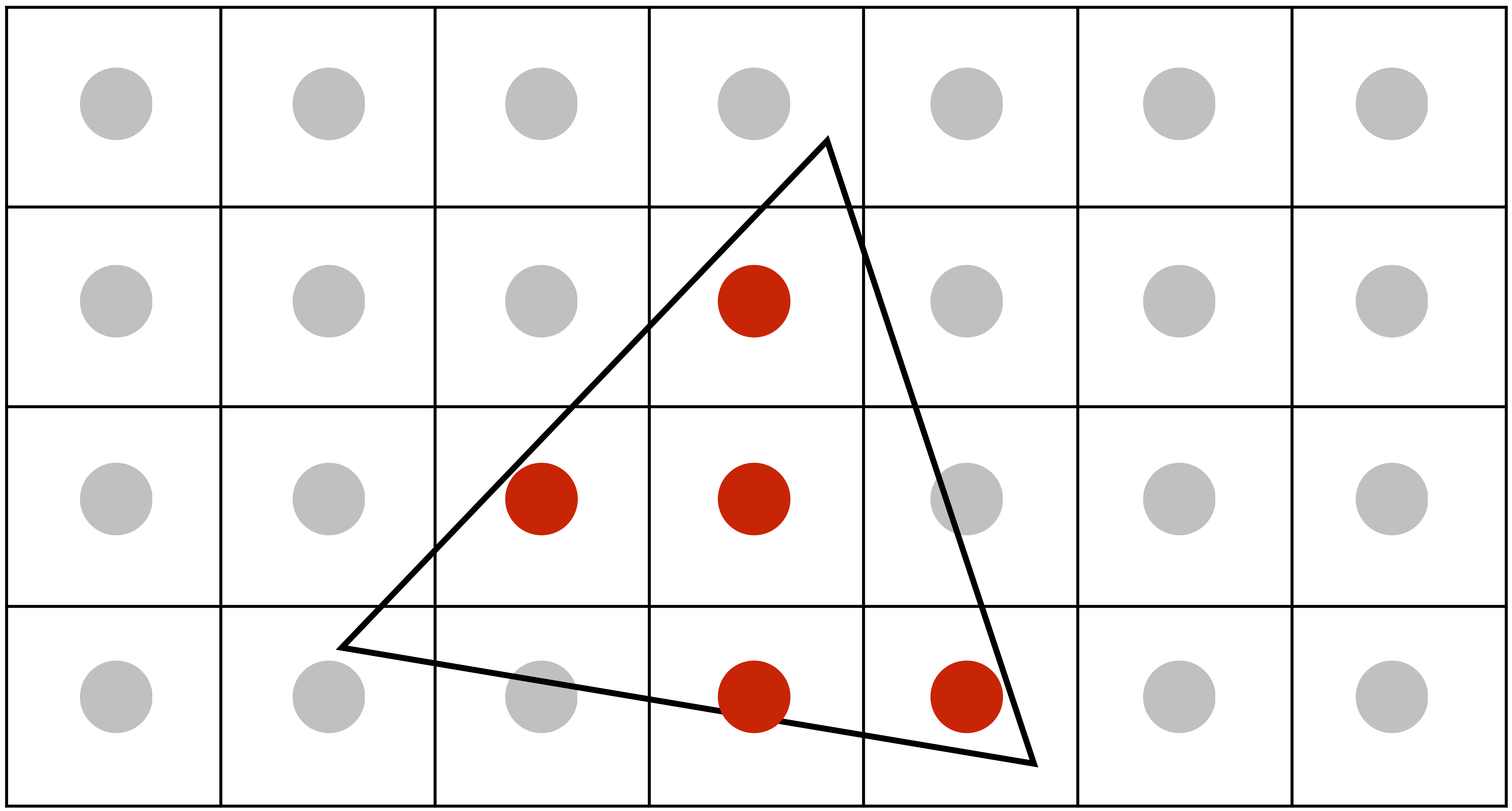


Is this the best we can do?

Reminder: how can we represent a sampled signal more accurately?



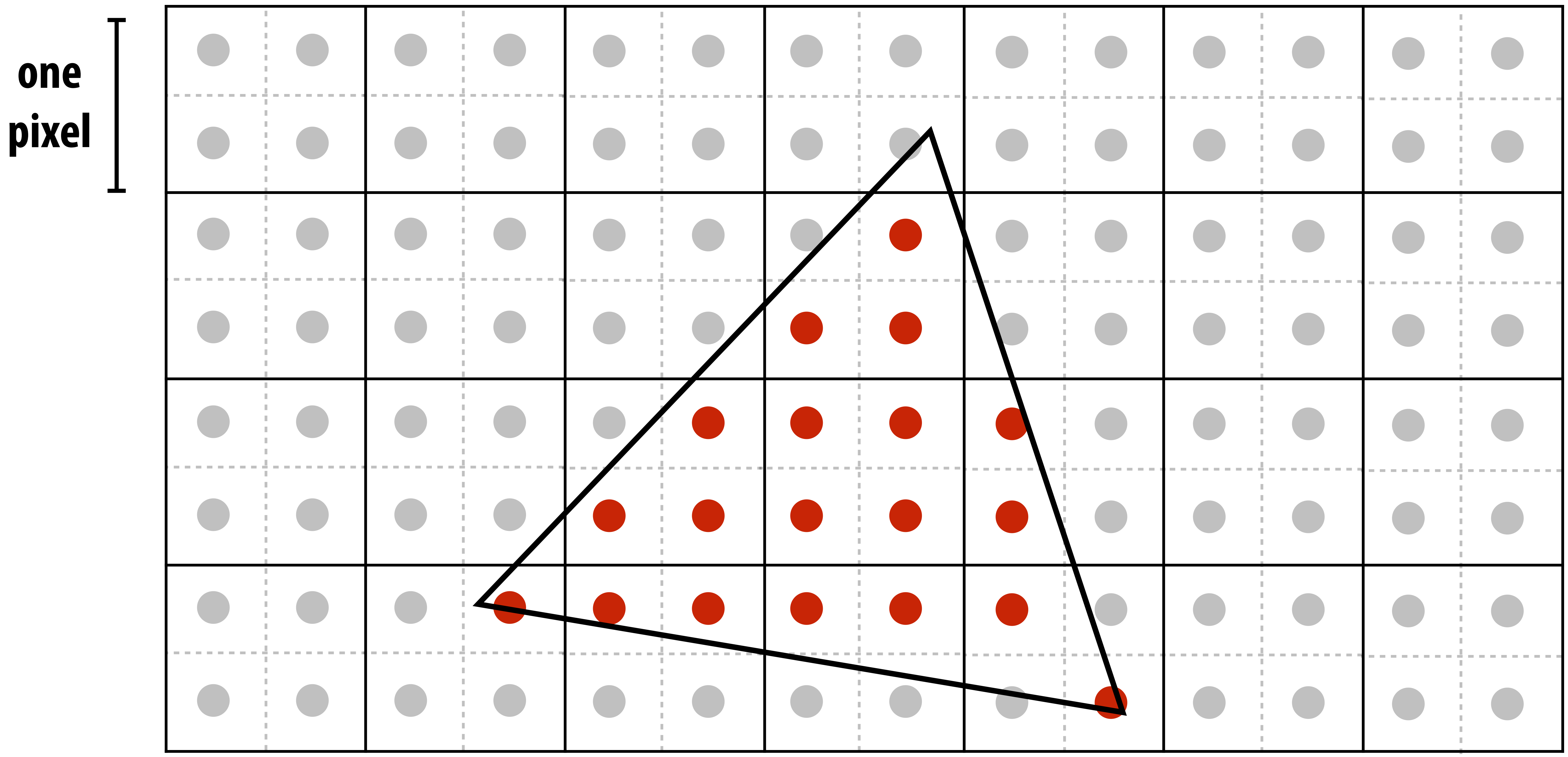
Point sampling: one sample per pixel



Supersampling: step 1

Take NxN samples in each pixel

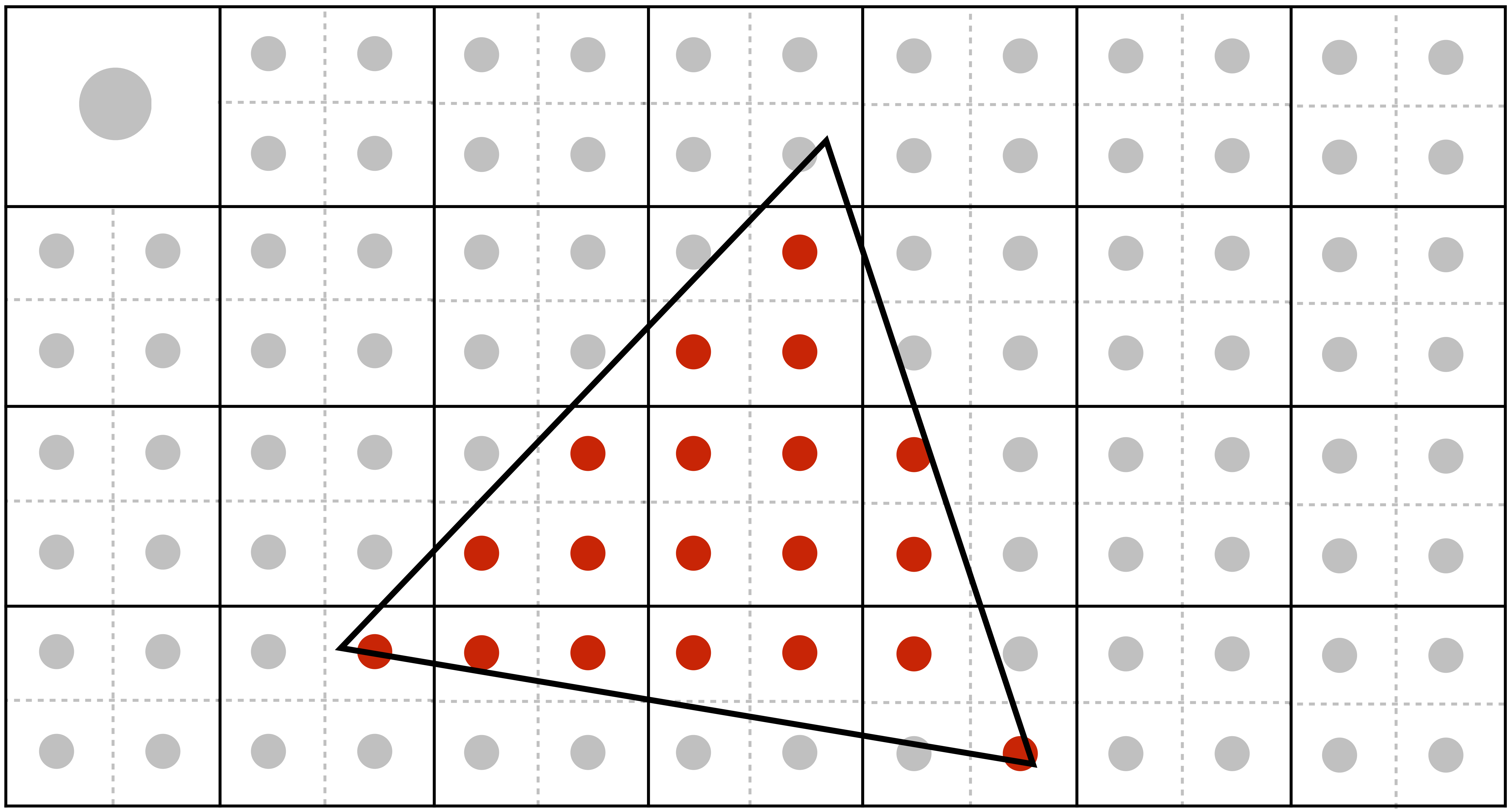
(but… how do we use these samples to drive a display, since there are four times more samples than display pixels!)



2x2 supersampling

Supersampling: step 2

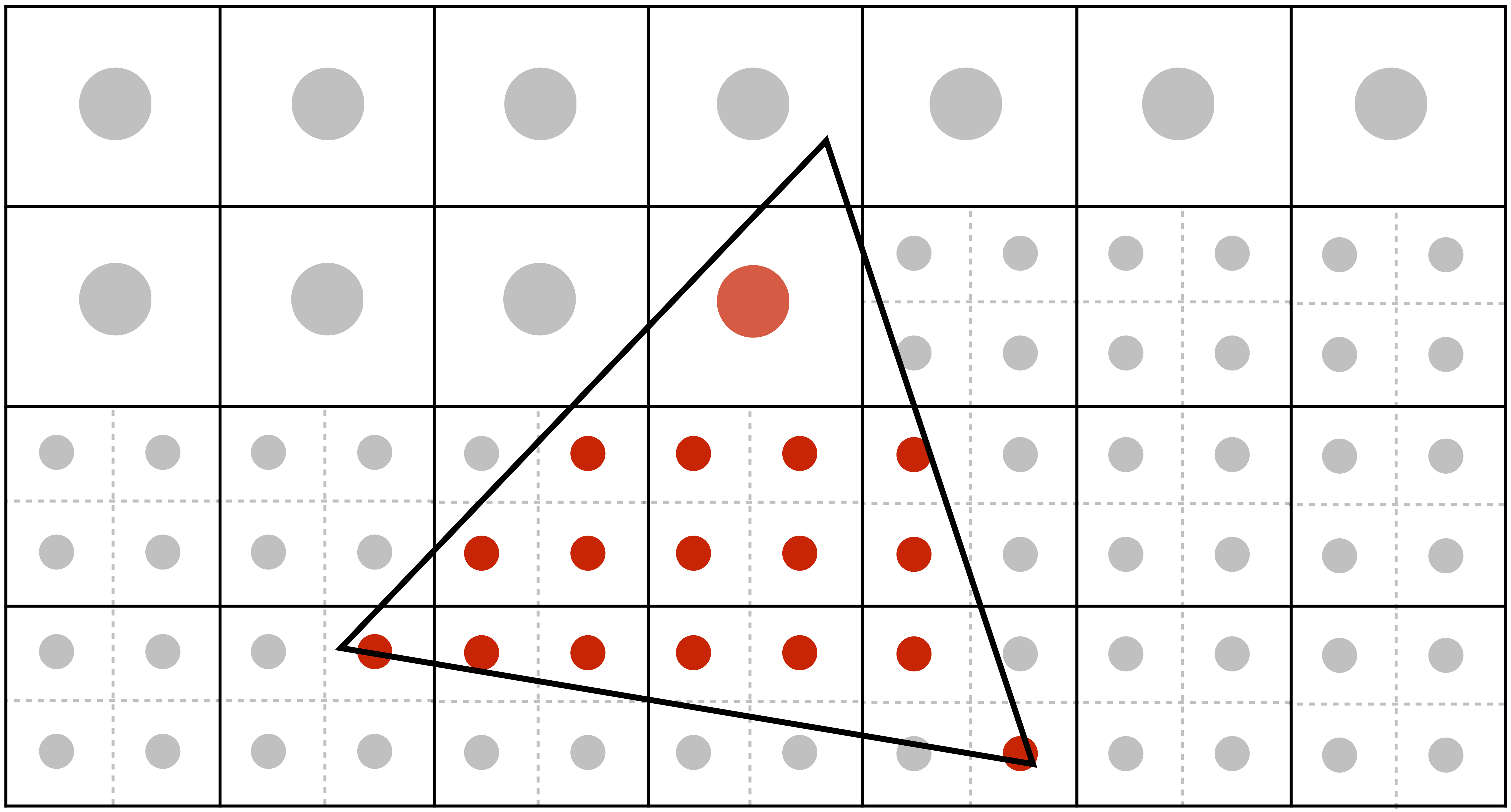
Average the NxN samples "inside" each pixel



Averaging down

Supersampling: step 2

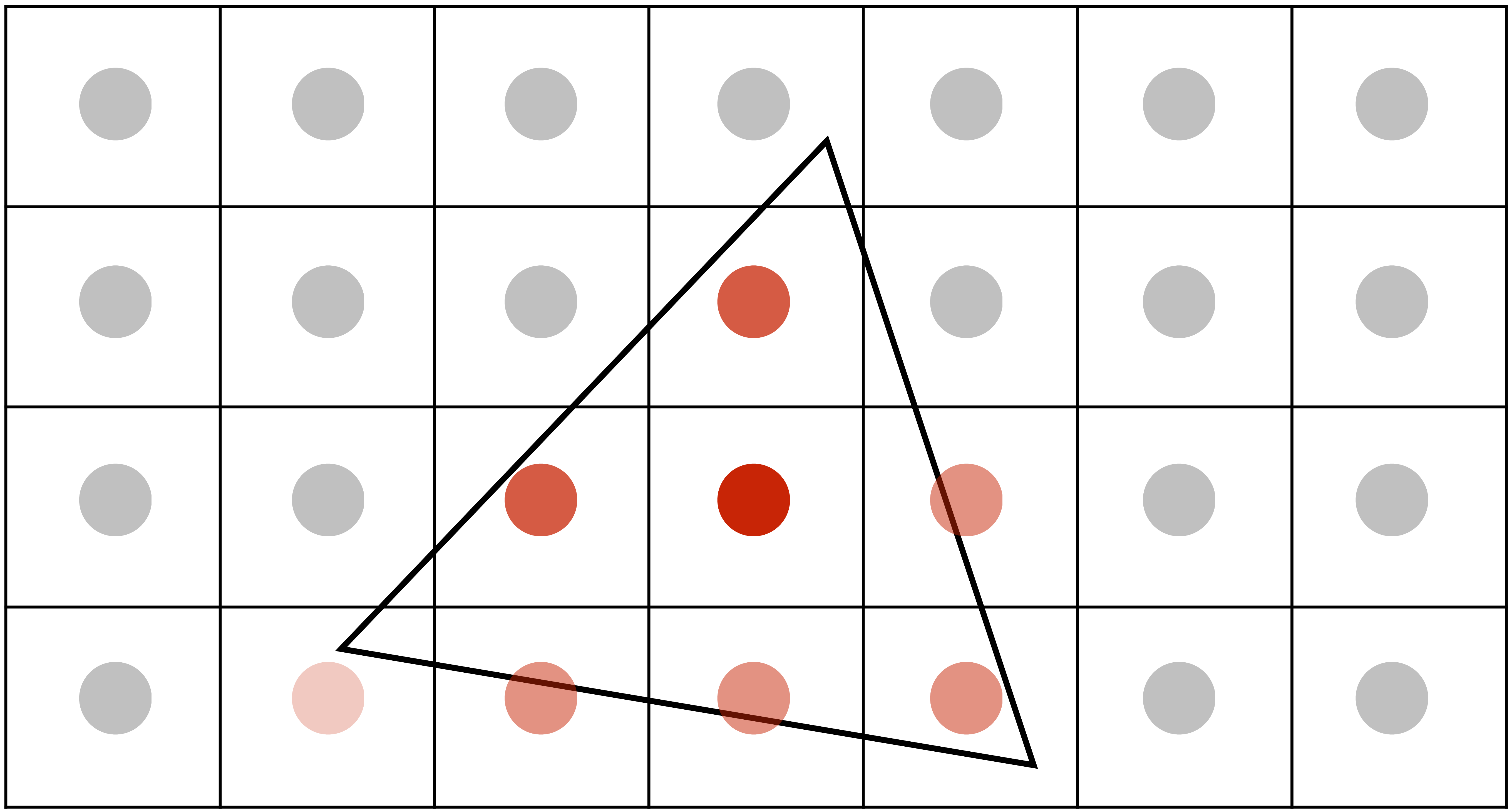
Average the NxN samples “inside” each pixel



Averaging down

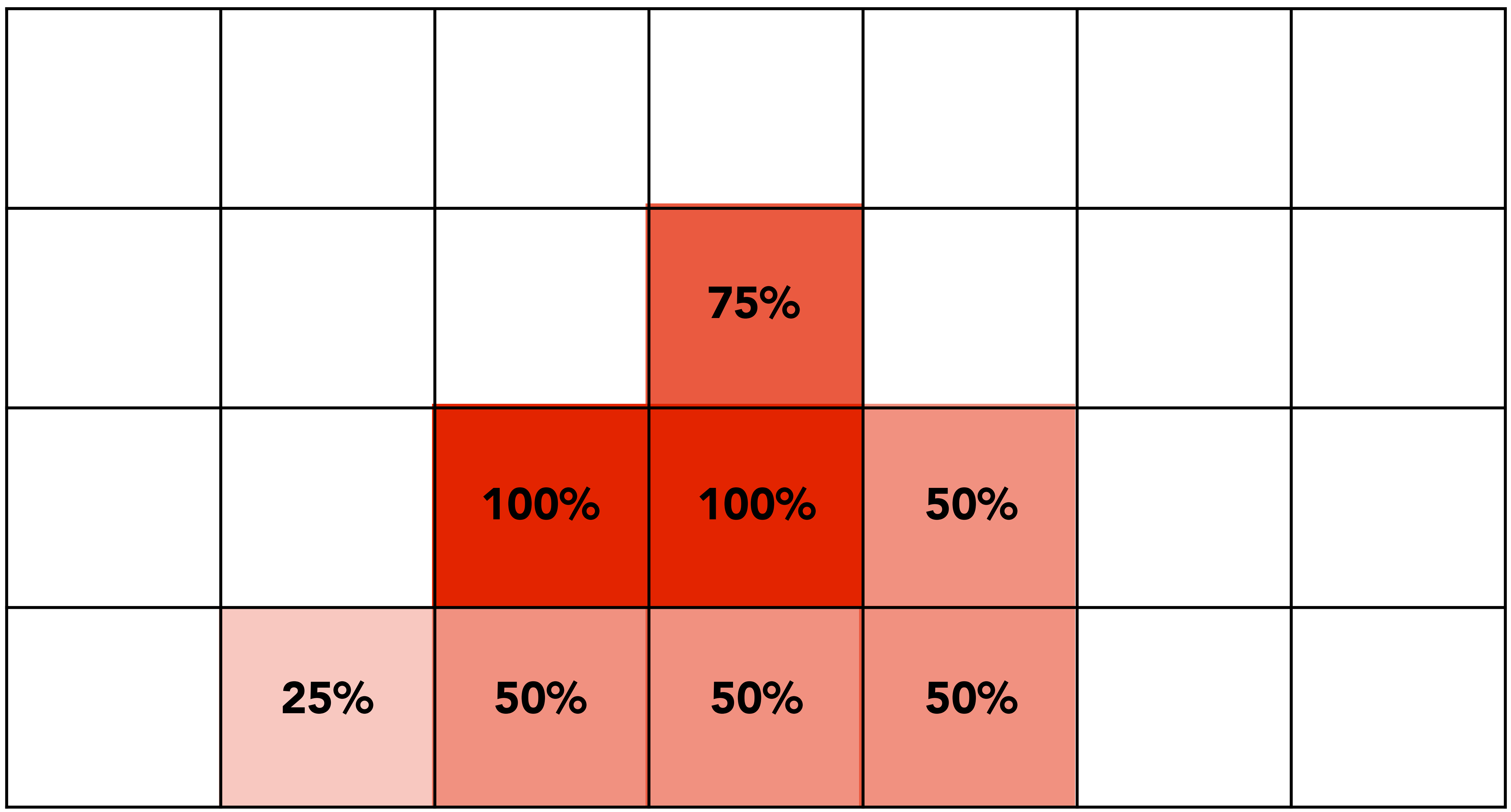
Supersampling: step 2

Average the NxN samples “inside” each pixel

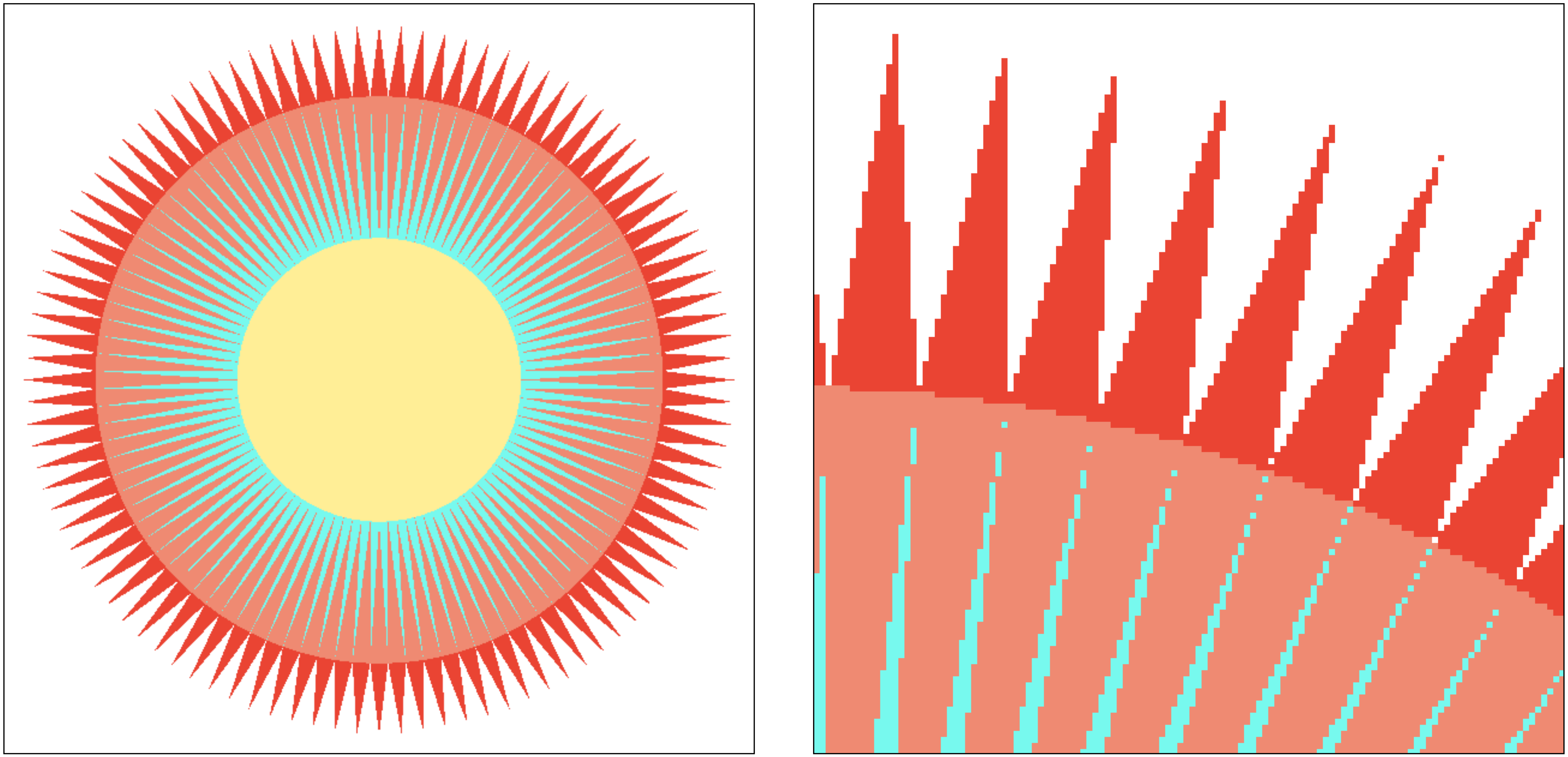


Supersampling: result

This is the corresponding signal emitted by the display

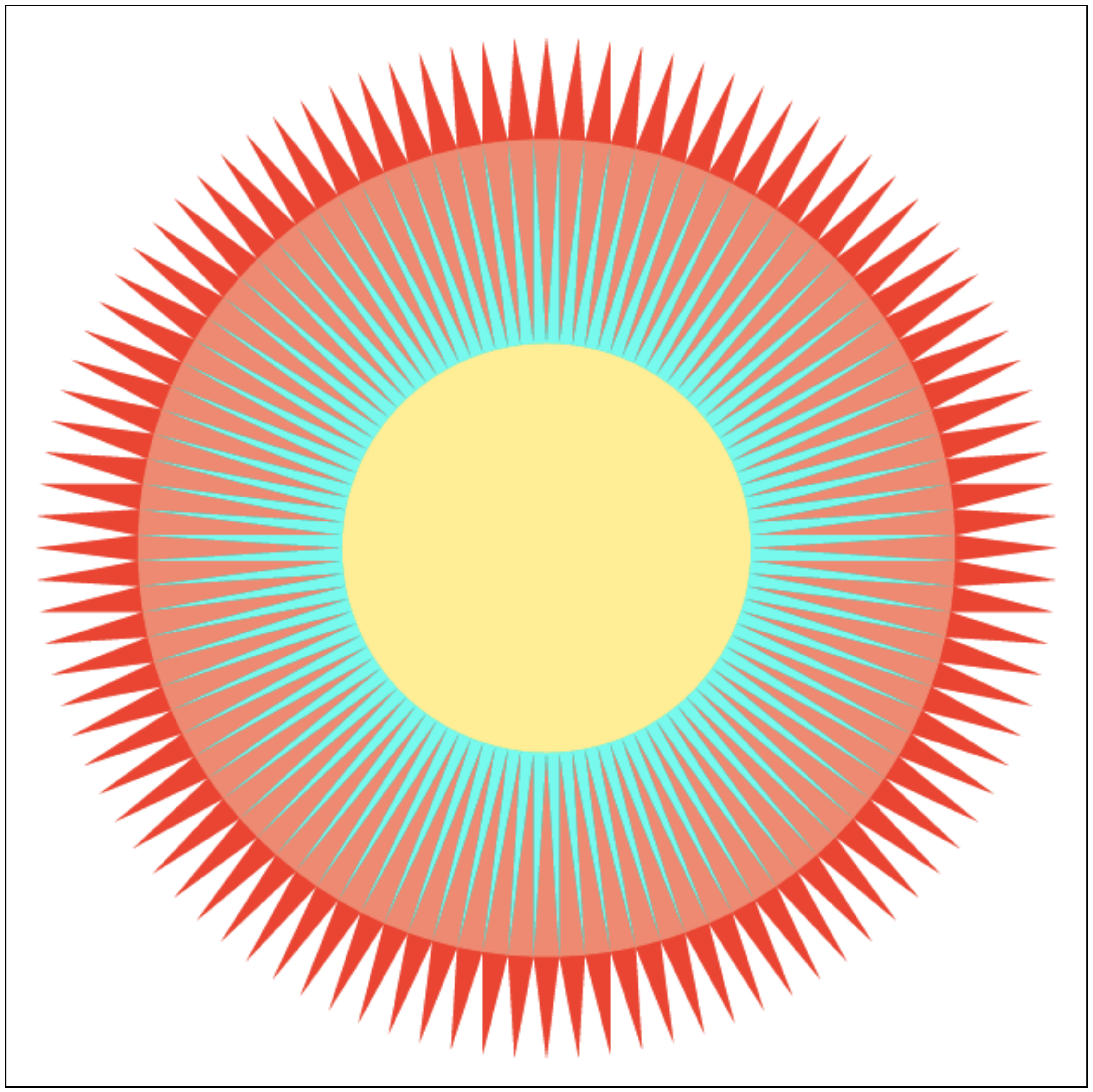


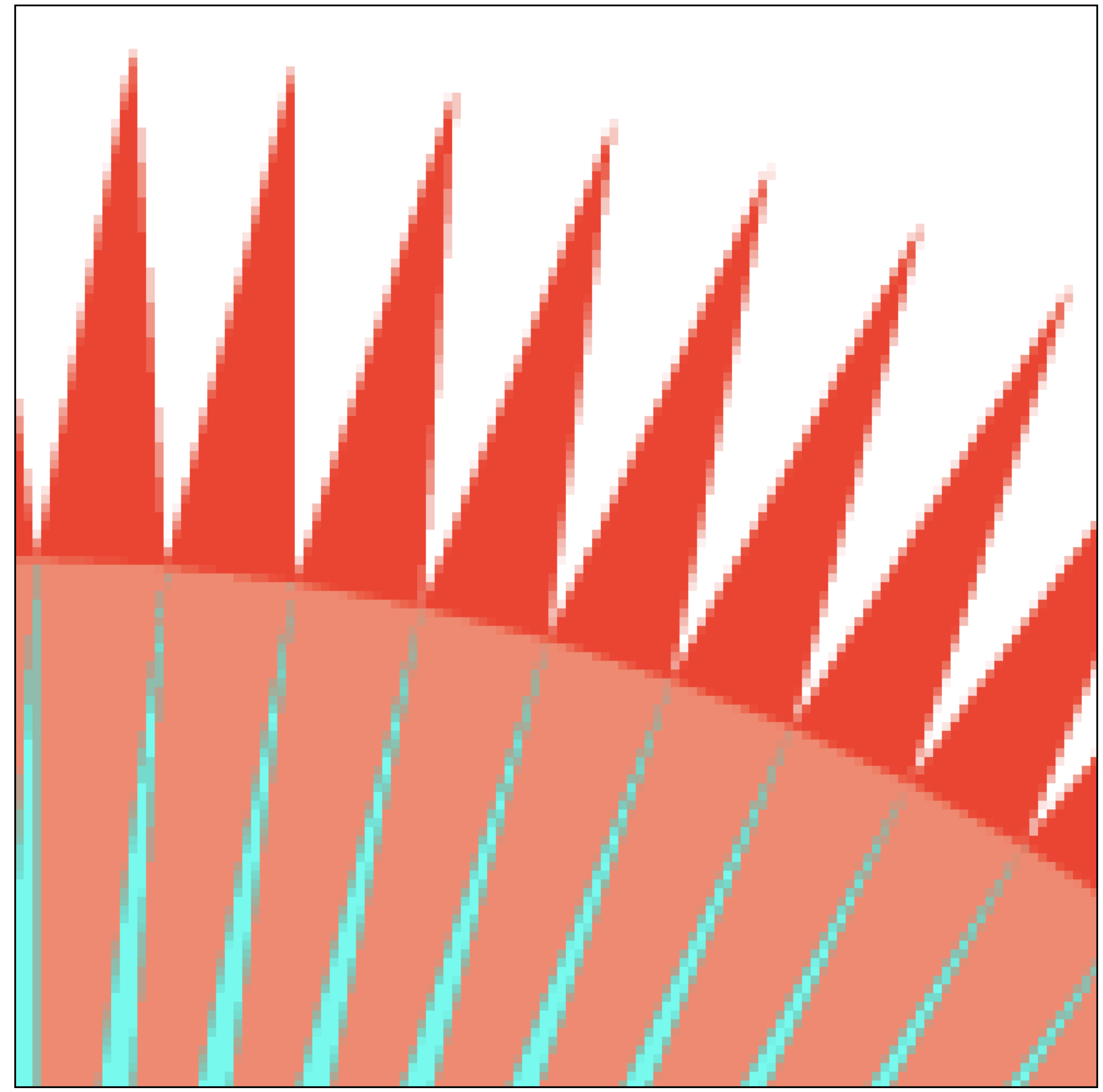
Point sampling



One sample per pixel

4x4 supersampling + downsampling



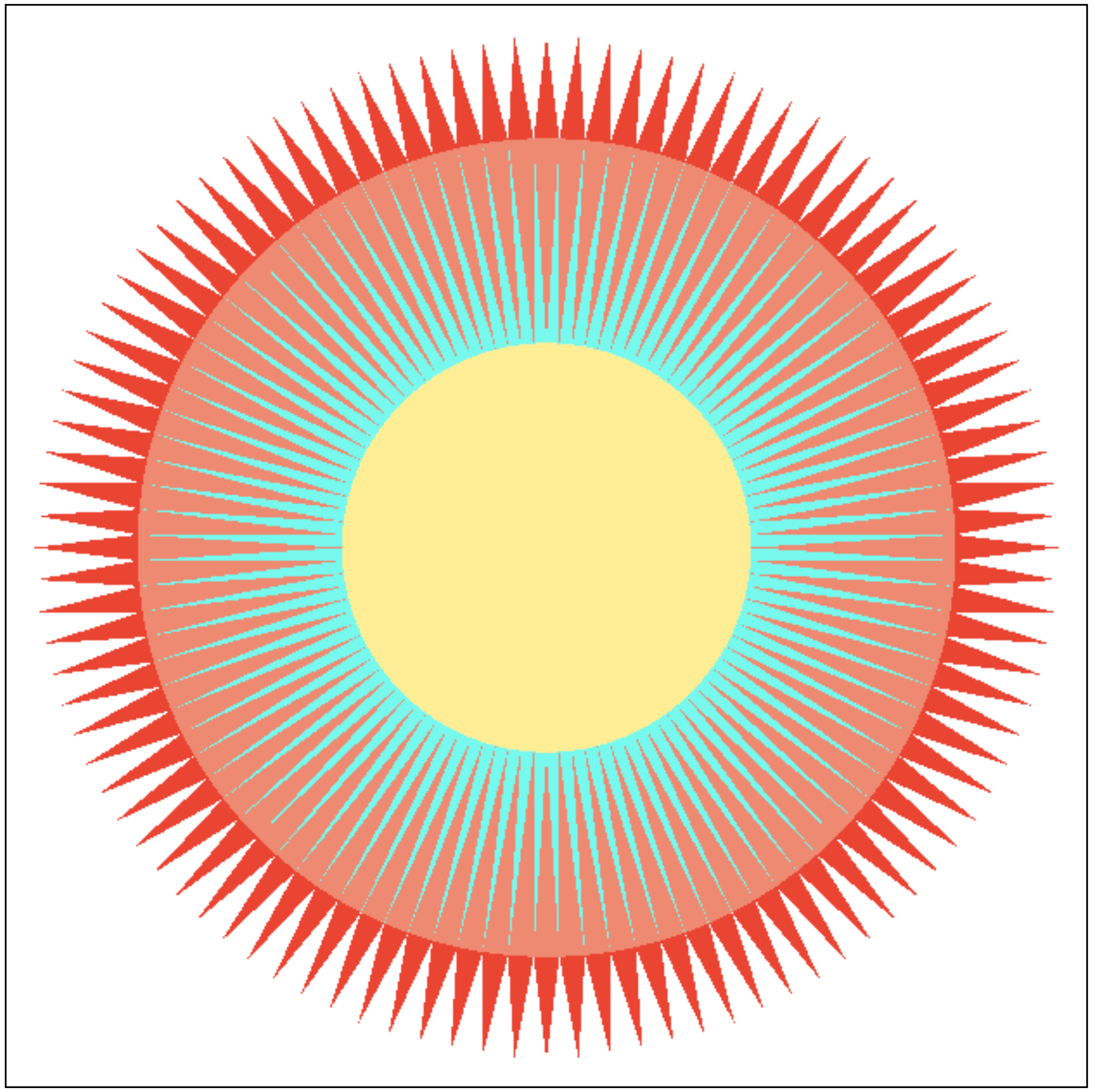


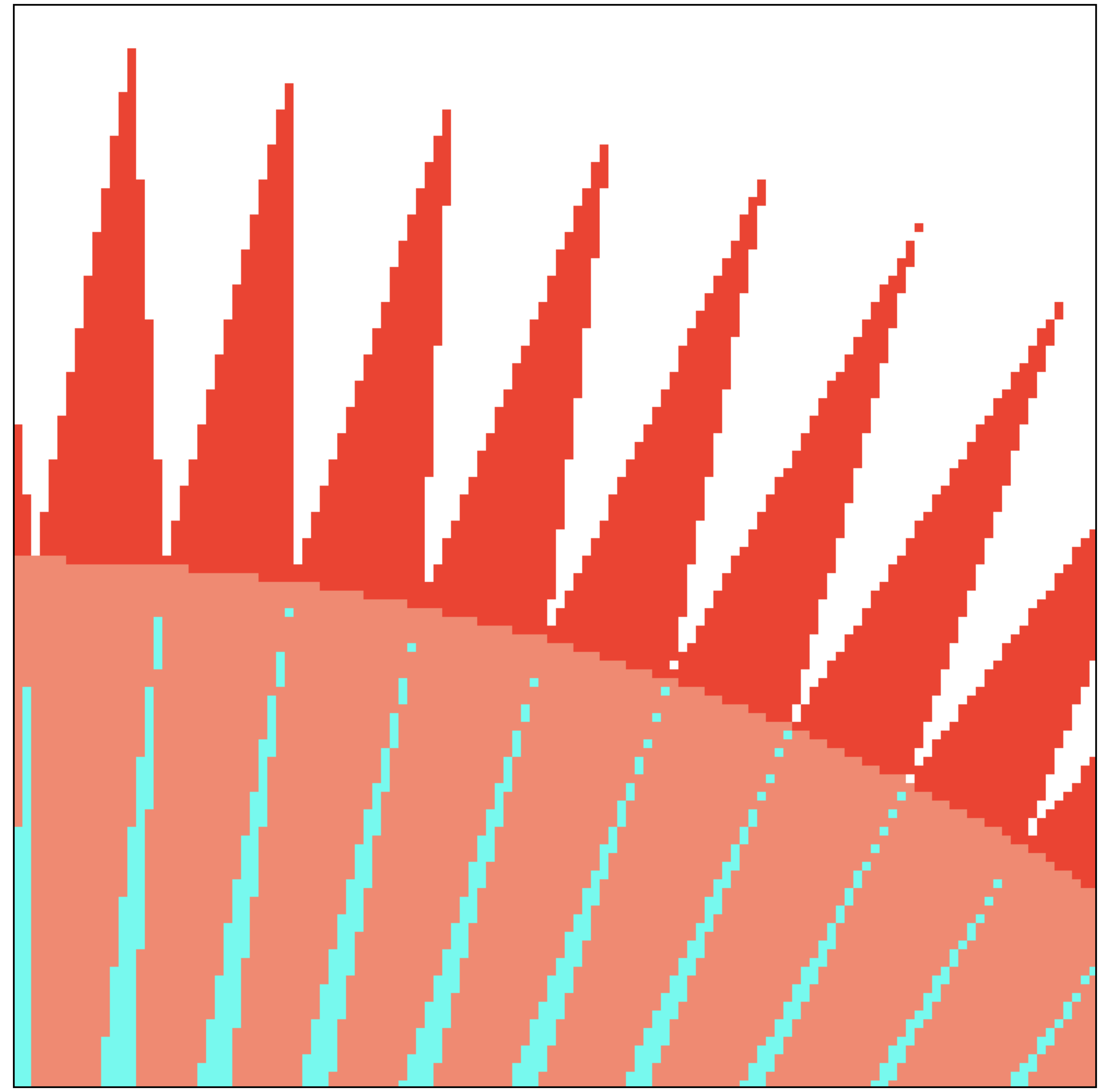
Pixel value is average of 4x4 samples per pixel

Let's understand what just happened in a more principled way

More examples of sampling artifacts in computer graphics

Jaggies (staircase pattern)

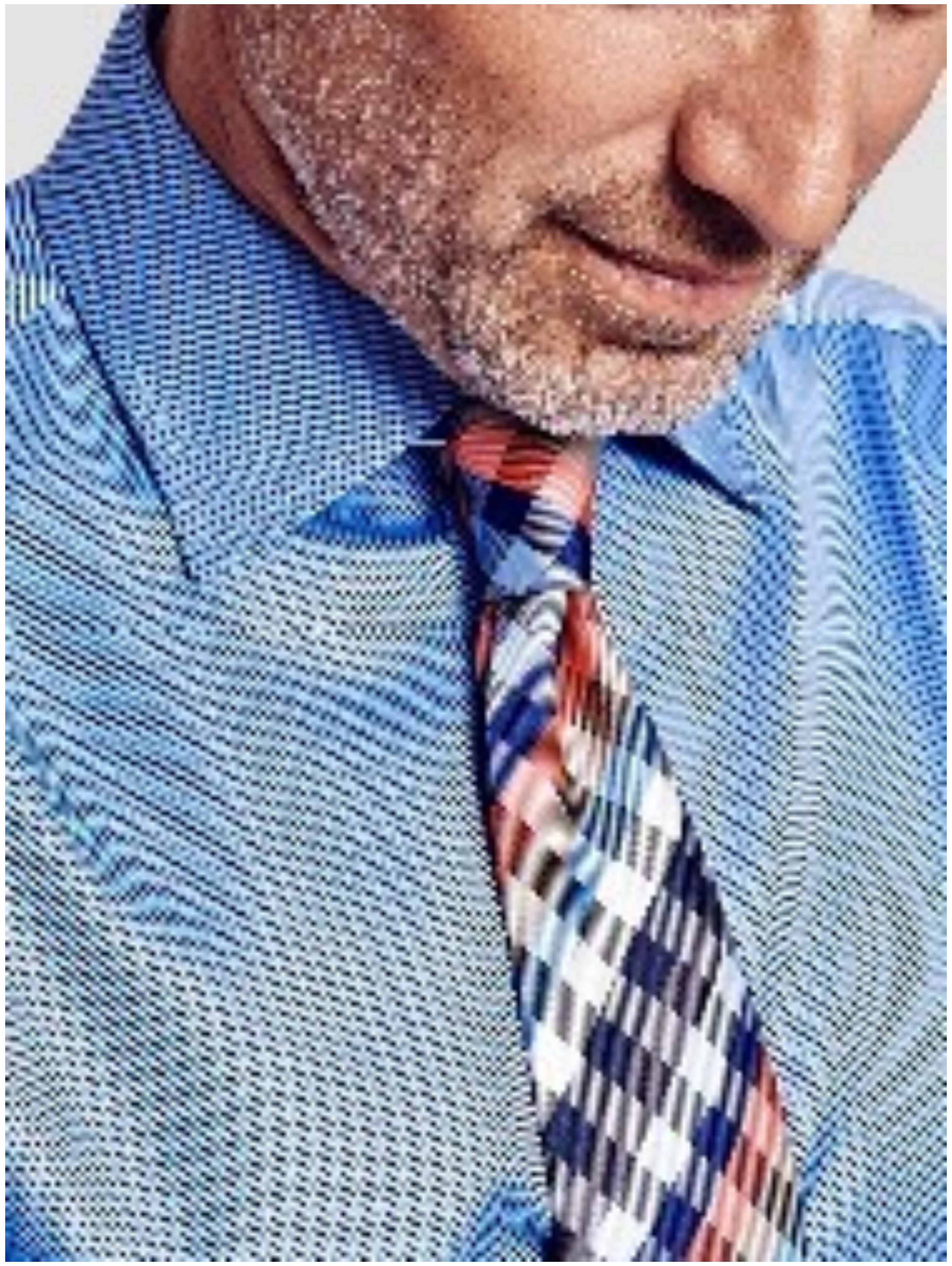




Is this the best we can do?

Moiré patterns in imaging

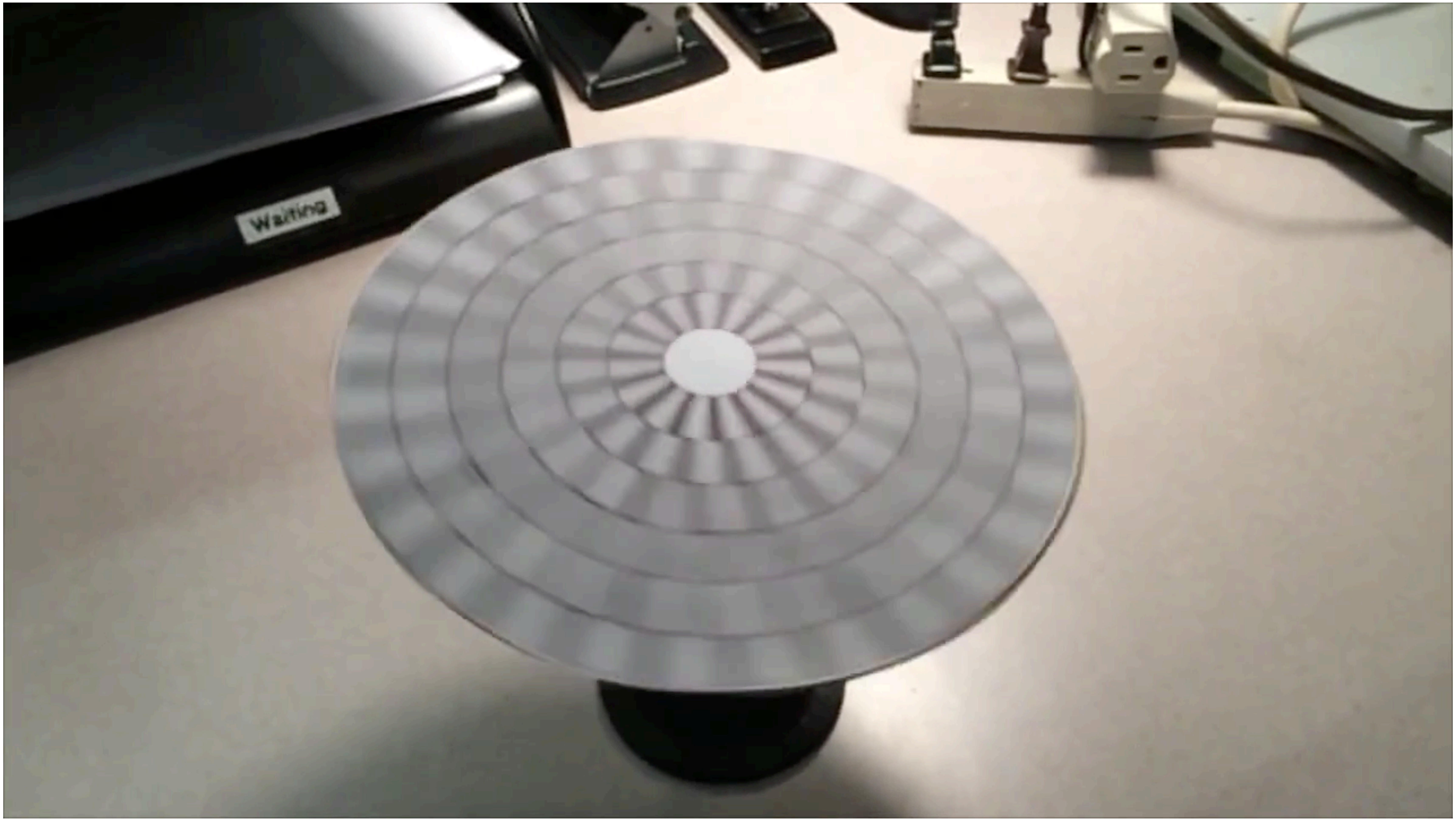
Read every sensor pixel



Skip odd rows and columns

lystit.com

Wagon wheel illusion (false motion)



Camera's frame rate (temporal sampling rate) is too low for rapidly spinning wheel.

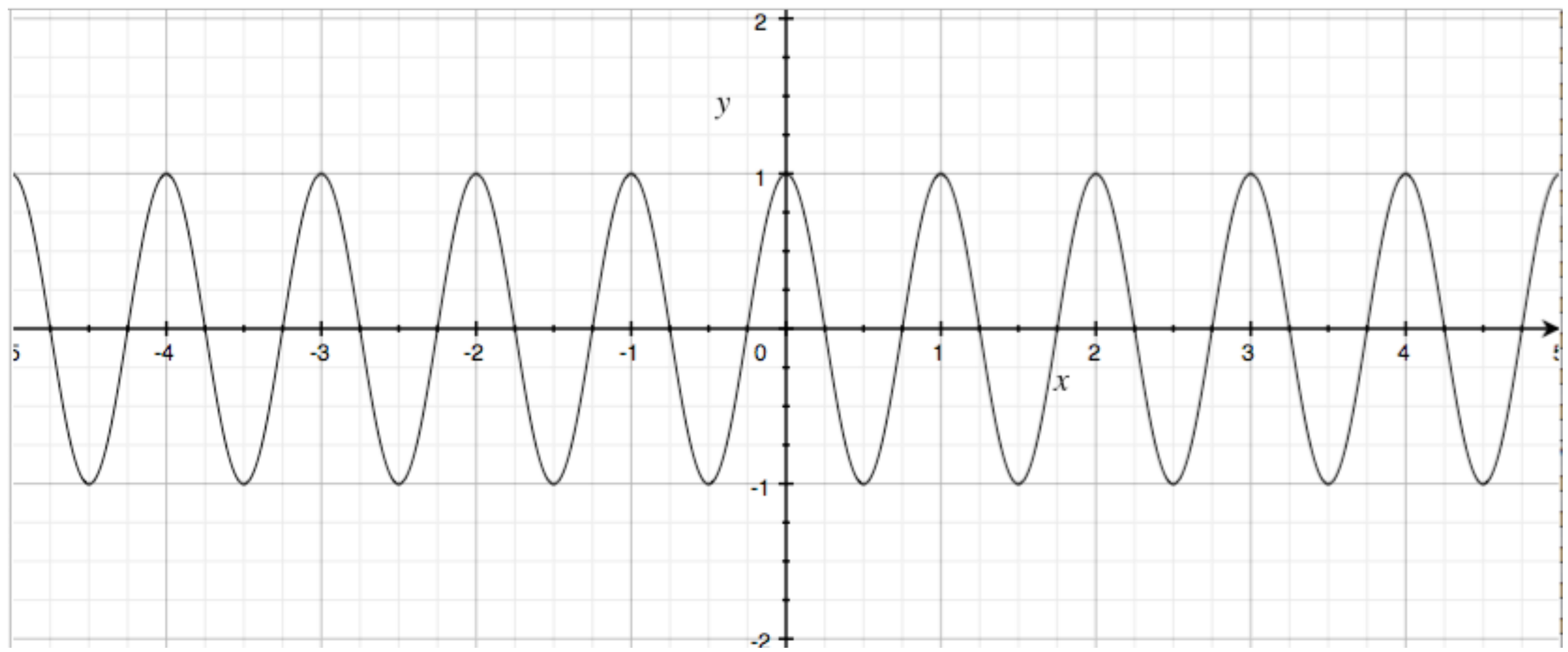
Created by Jesse Mason, https://www.youtube.com/watch?v=QOwzkND_ooU

Sampling artifacts in computer graphics

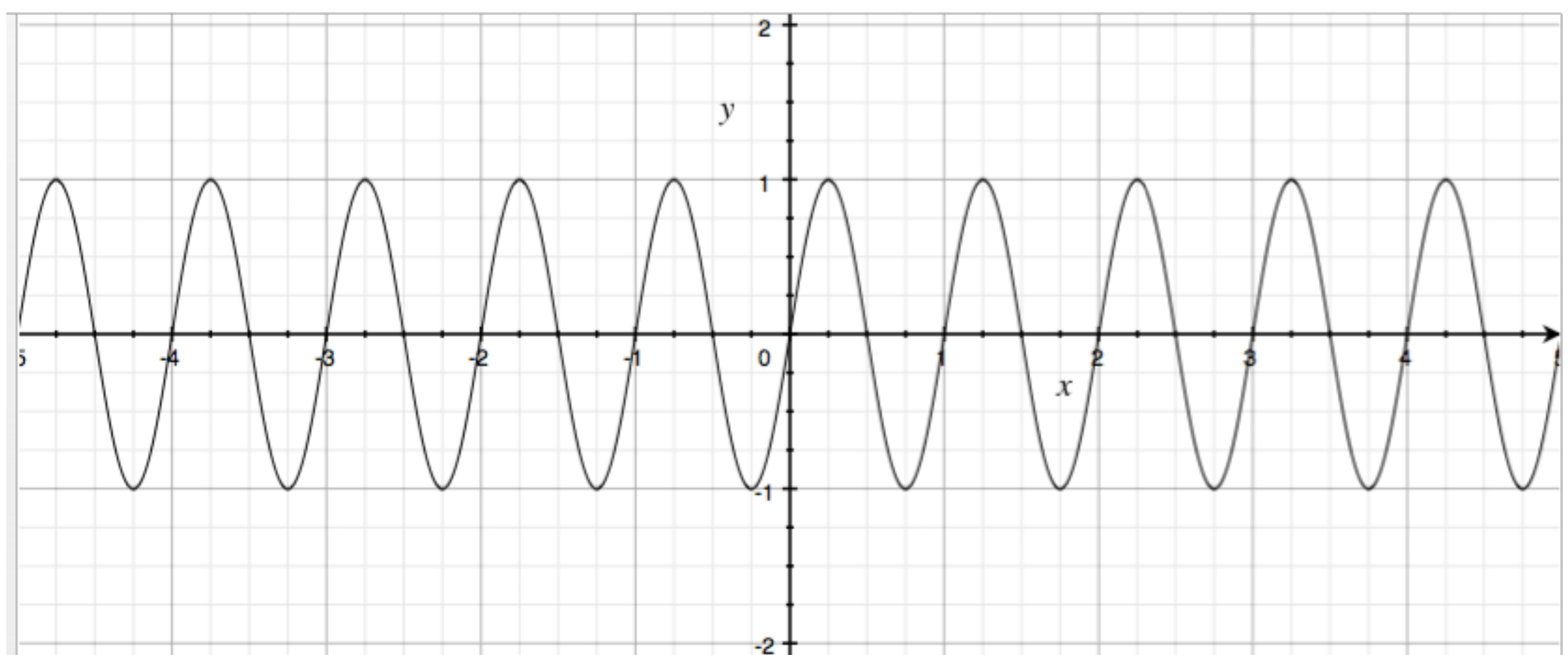
- **Artifacts due to sampling - "Aliasing"**
  - **Jaggies – sampling in space**
  - **Wagon wheel effect – sampling in time**
  - **Moire – undersampling images (and texture maps)**
  - **[Many more] …**

- **We notice this in fast-changing signals, when we sample too sparsely**

Sines and cosines



$$\cos 2\pi x$$

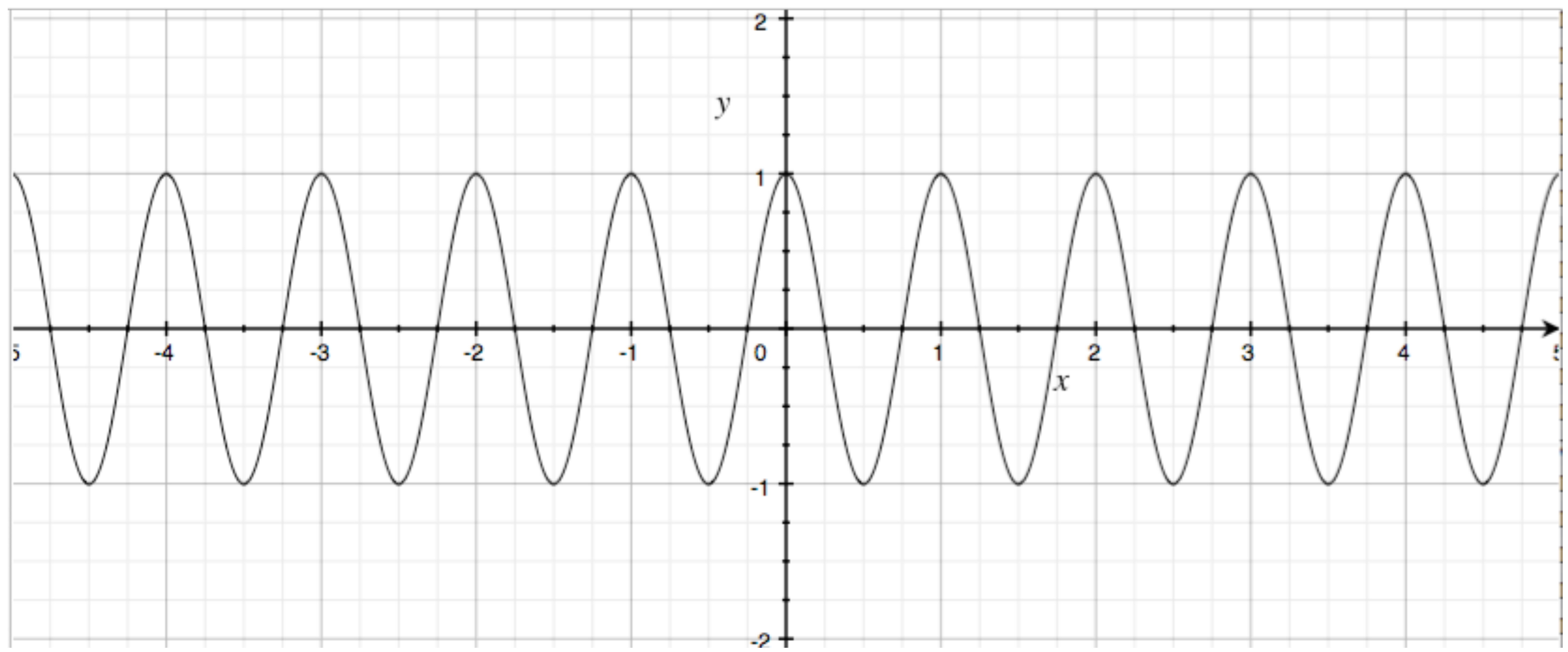


$$\sin 2\pi x$$

Frequencies

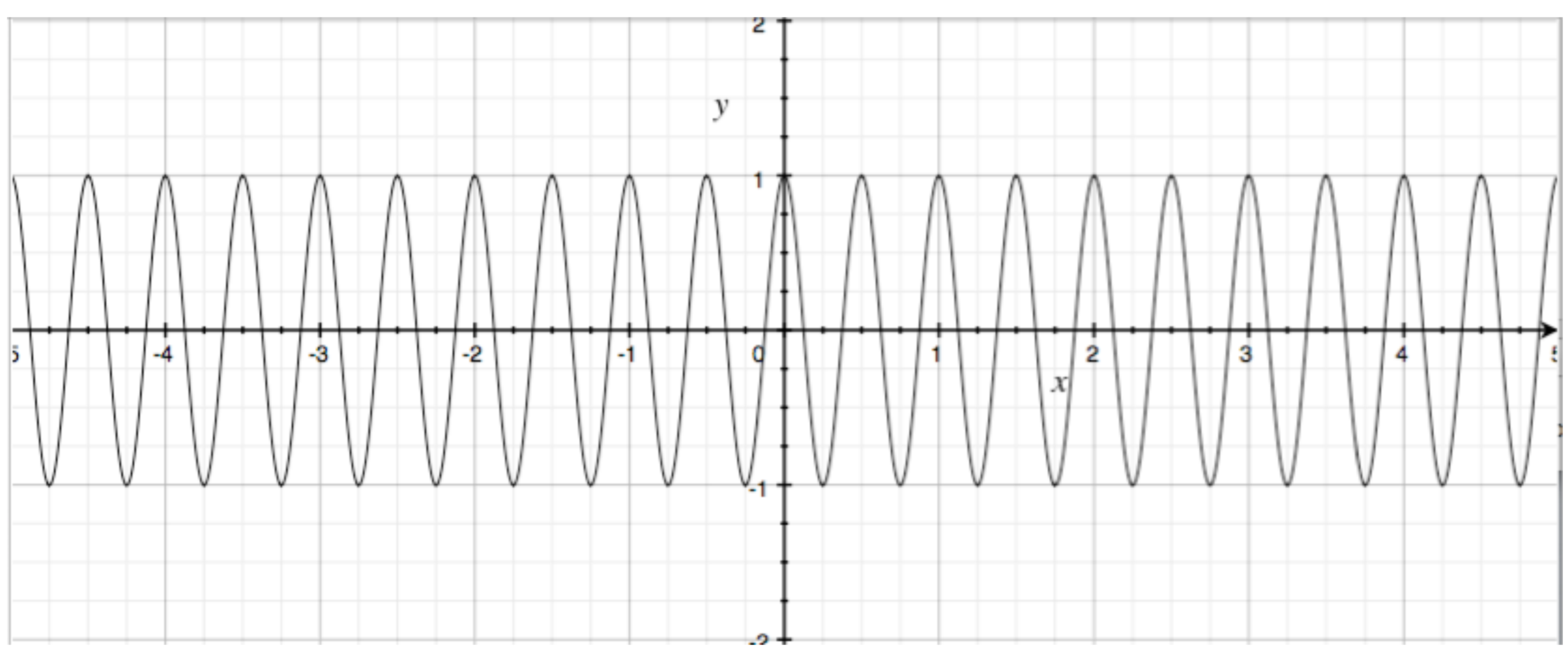
$$\cos 2\pi f x$$

$$f = \frac{1}{T}$$



$$f = 1$$

$$\cos 2\pi x$$

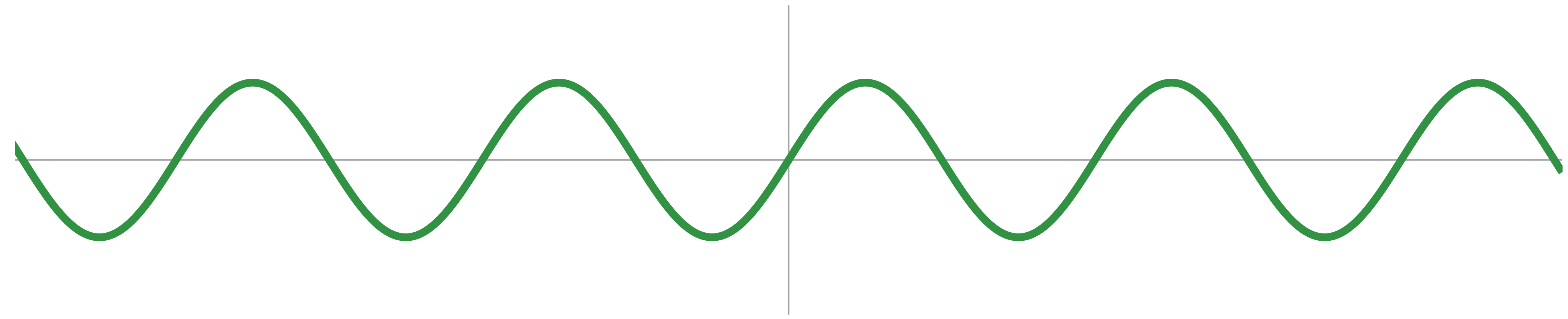


$$f = 2$$

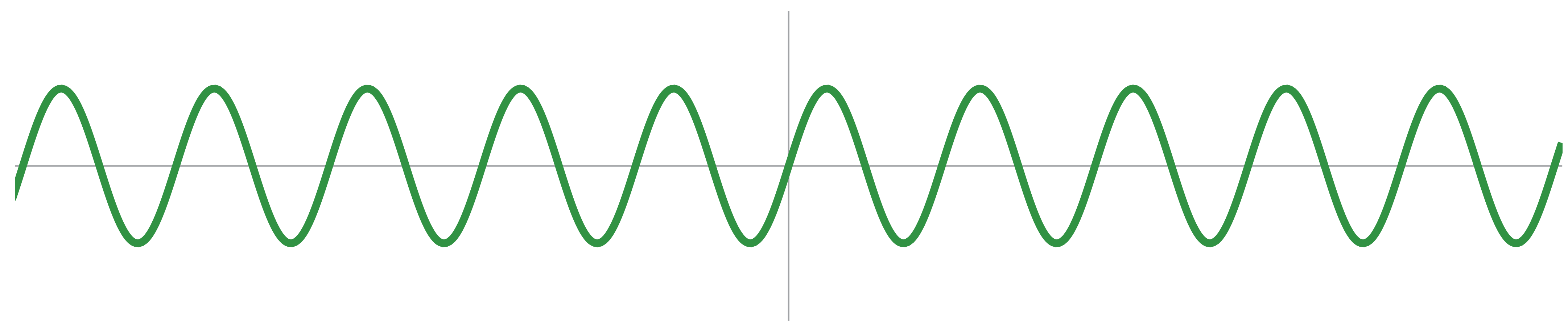
$$\cos 4\pi x$$

Representing sound as a superposition of frequencies

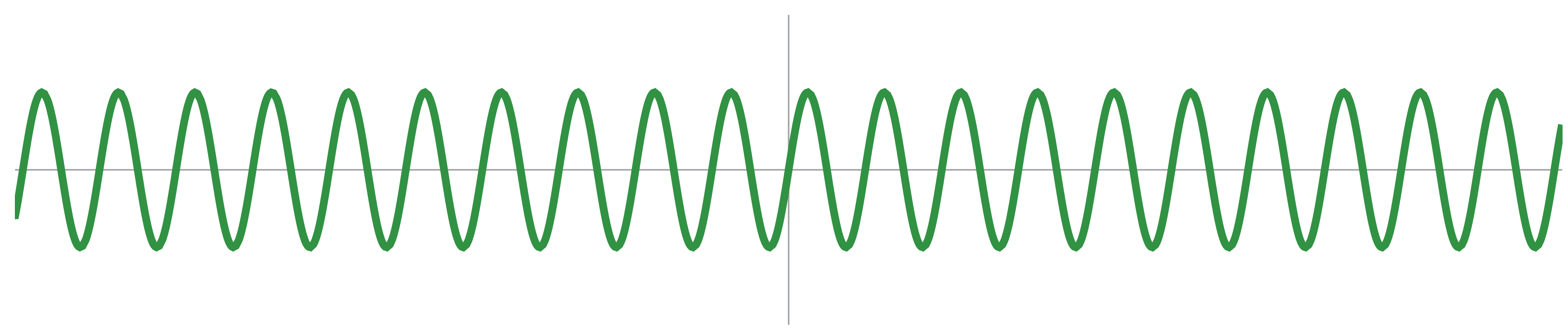
$f_1(x) = sin(\pi x)$



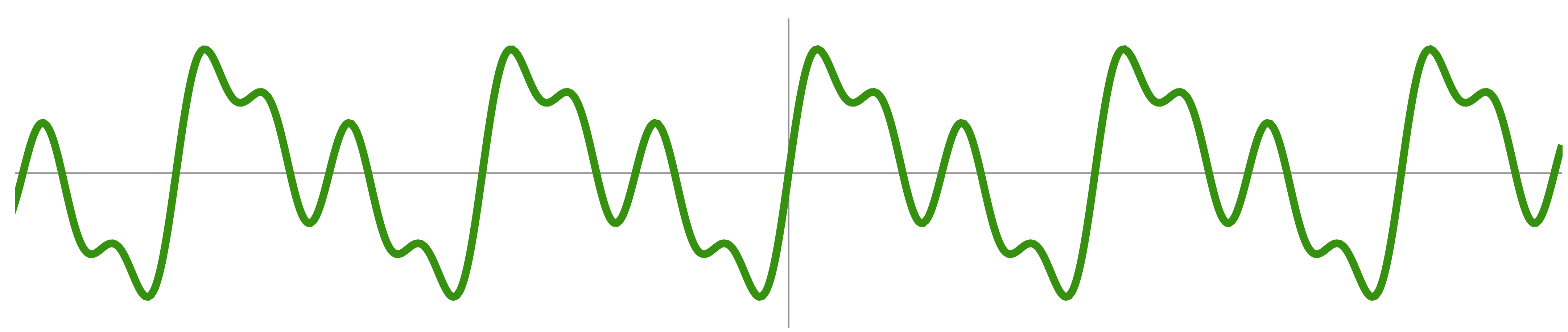
$f_2(x) = sin(2\pi x)$



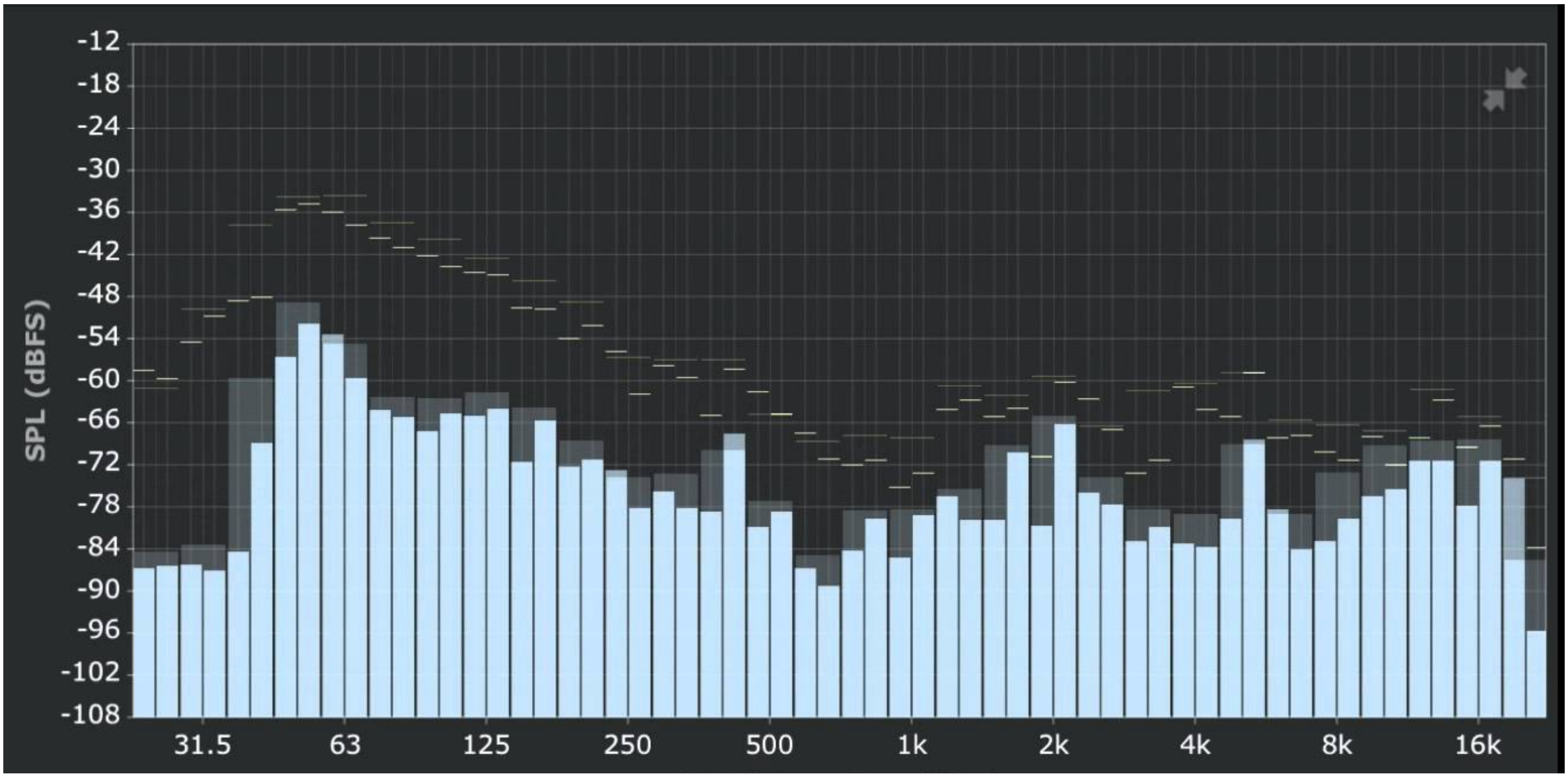
$f_4(x) = sin(4\pi x)$



$f(x) = 1.0\, f_1(x) + 0.75\, f_2(x) + 0.5\, f_4(x)$



Audio spectrum analyzer: representing sound as a sum of its constituent frequencies



Intensity of low-frequencies (bass)

Intensity of high frequencies

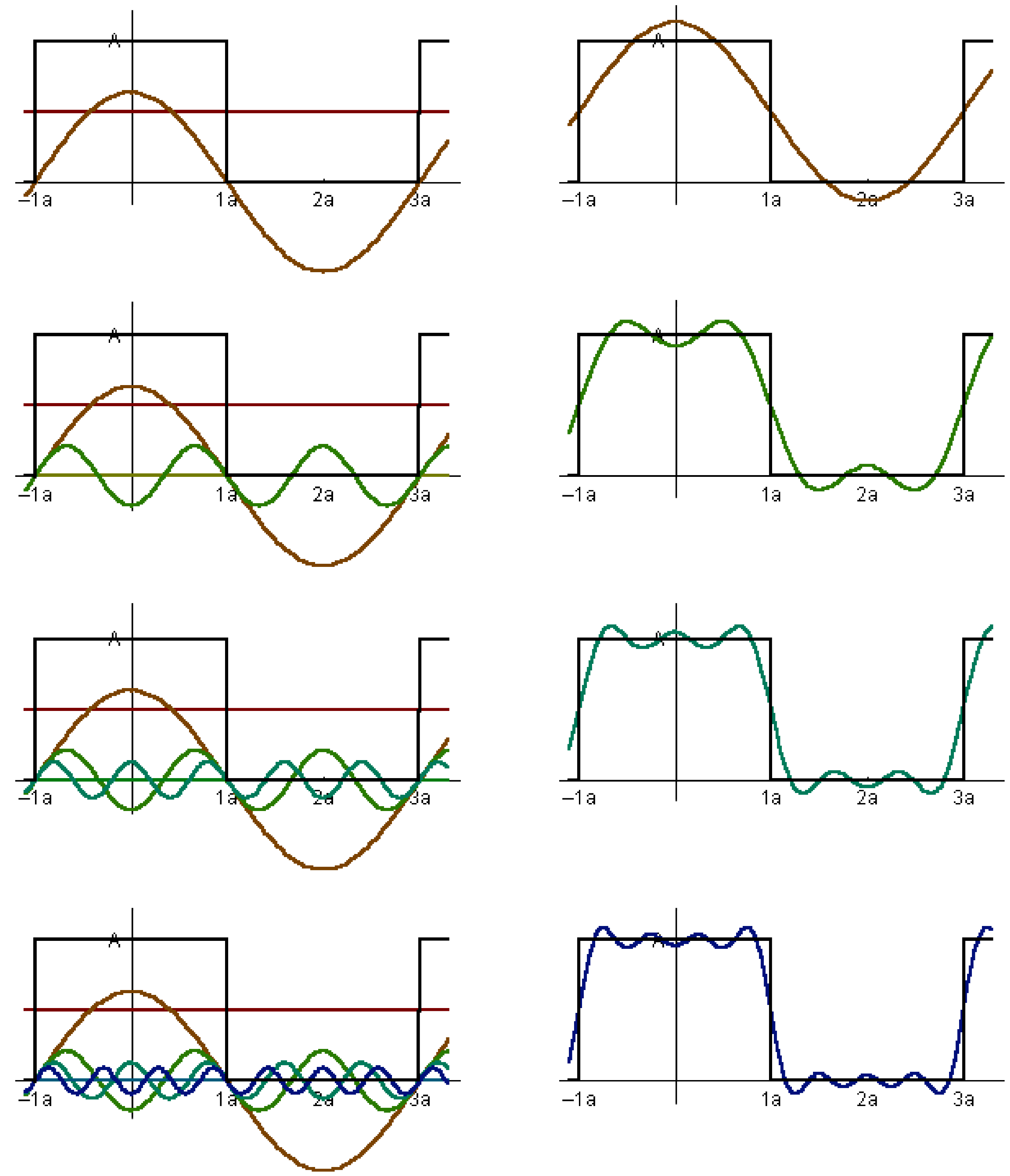
Image credit: ONYX Apps

How to compute frequency-domain representation of a signal?

Fourier transform

Represent a function as a weighted sum of sines and cosines

Joseph Fourier 1768 - 1830



$$f(x) = \frac{A}{2} + \frac{2A\cos(t\omega)}{\pi} - \frac{2A\cos(3t\omega)}{3\pi} + \frac{2A\cos(5t\omega)}{5\pi} - \frac{2A\cos(7t\omega)}{7\pi} + \cdots$$

Fourier transform

- **Convert representation of signal from spatial/temporal domain to frequency domain by projecting signal into its component frequencies**

$$F(\omega) = \int_{-\infty}^{\infty} f(x) e^{-2\pi i x \omega} dx$$

Recall:

$$e^{ix} = \cos x + i \sin x$$

$$= \int_{-\infty}^{\infty} f(x)(\cos(2\pi\omega x) - i\sin(2\pi\omega x))dx$$

- **2D form:**

$$F(u, v) = \int\int f(x, y) e^{-2\pi i (ux + vy)} dx dy$$

Fourier transform decomposes a signal into its constituent frequencies

$$f(x)$$

$$F(\omega) = \int_{-\infty}^{\infty} f(x) e^{-2\pi i \omega x} dx$$

$$F(\omega)$$

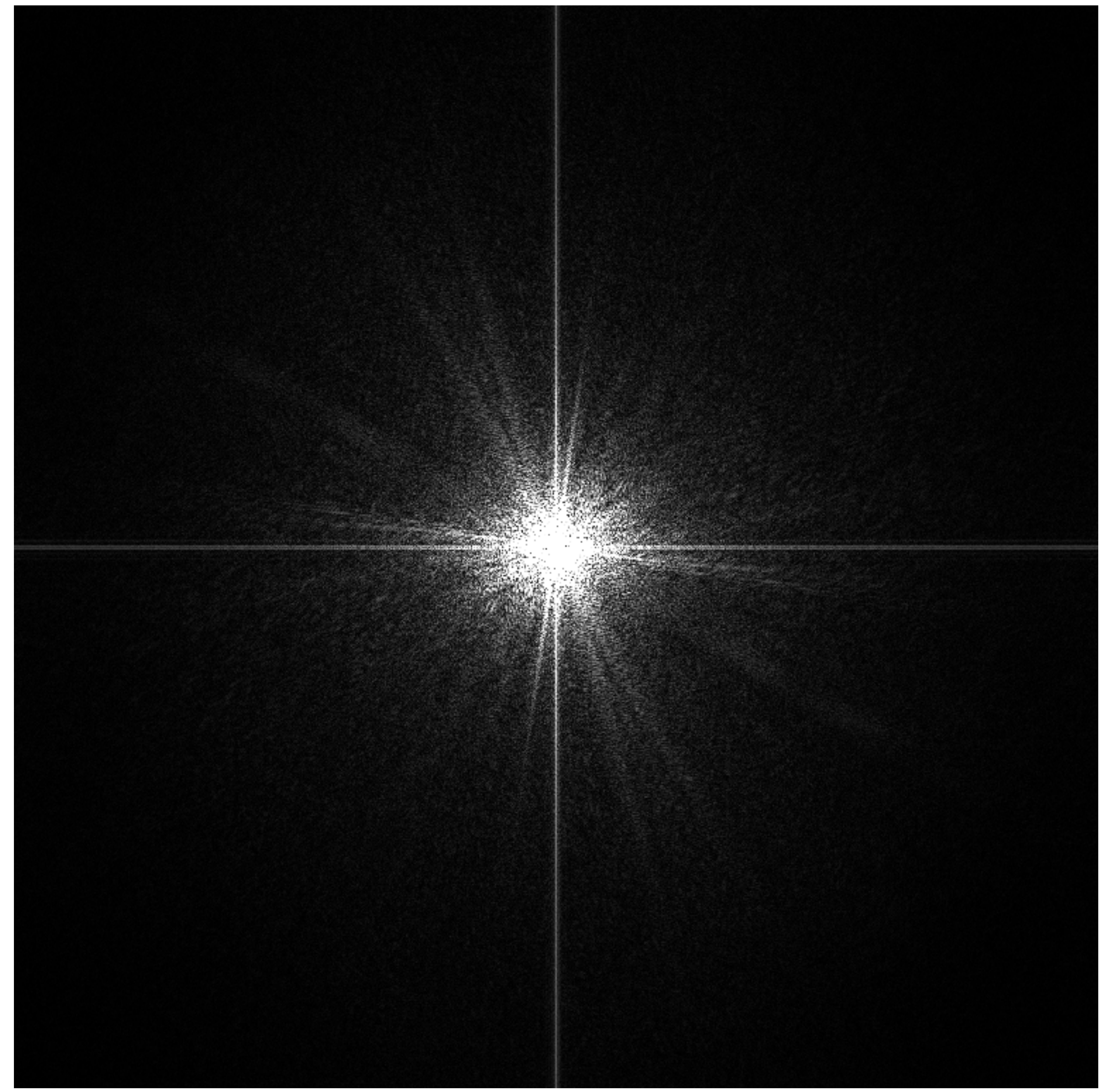
spatial domain → Fourier transform → frequency domain

spatial domain ← Inverse transform ← frequency domain

$$f(x) = \int_{-\infty}^{\infty} F(\omega) e^{2\pi i \omega x} d\omega$$

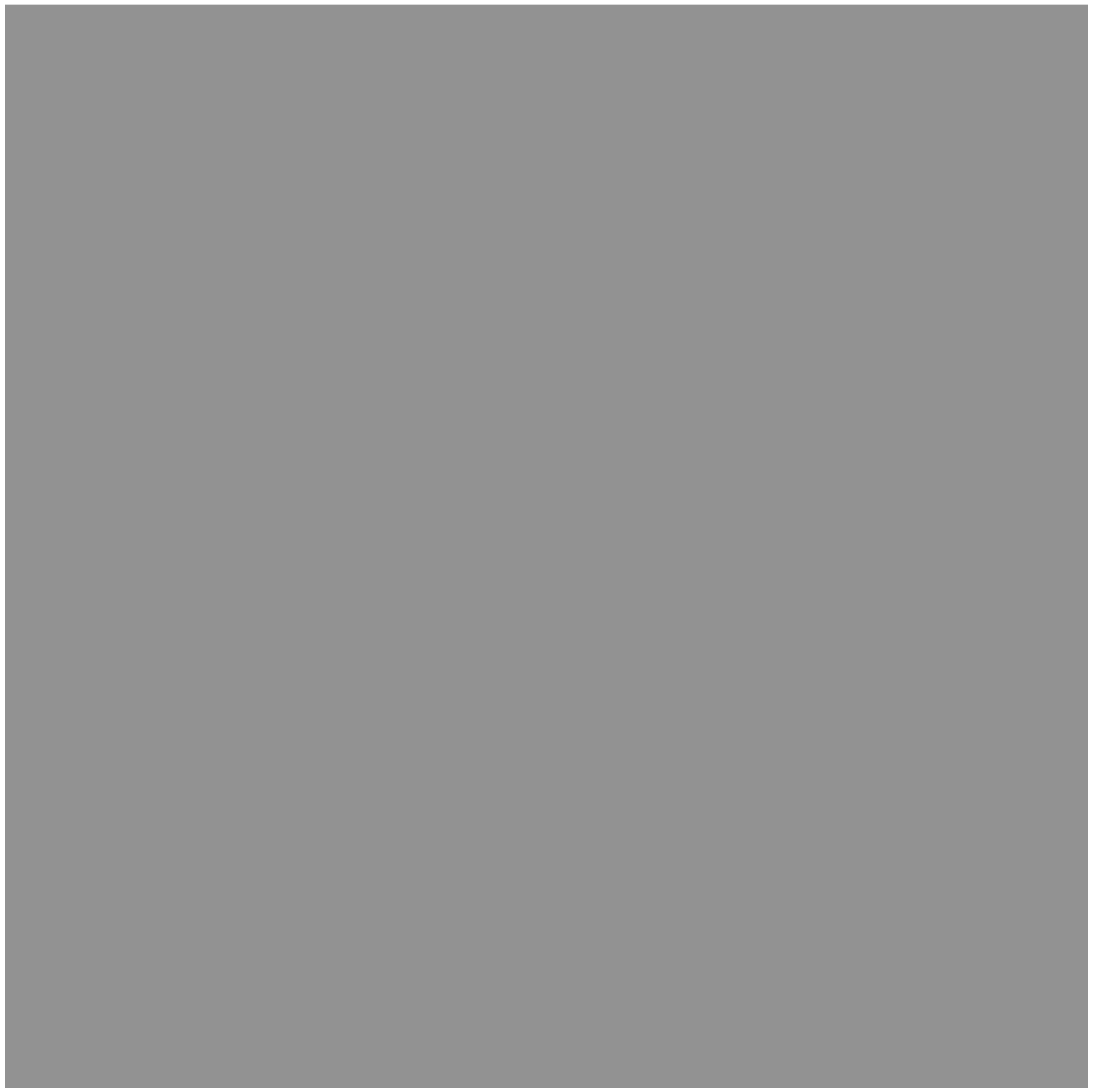
Visualizing the frequency content of images

Spatial domain result

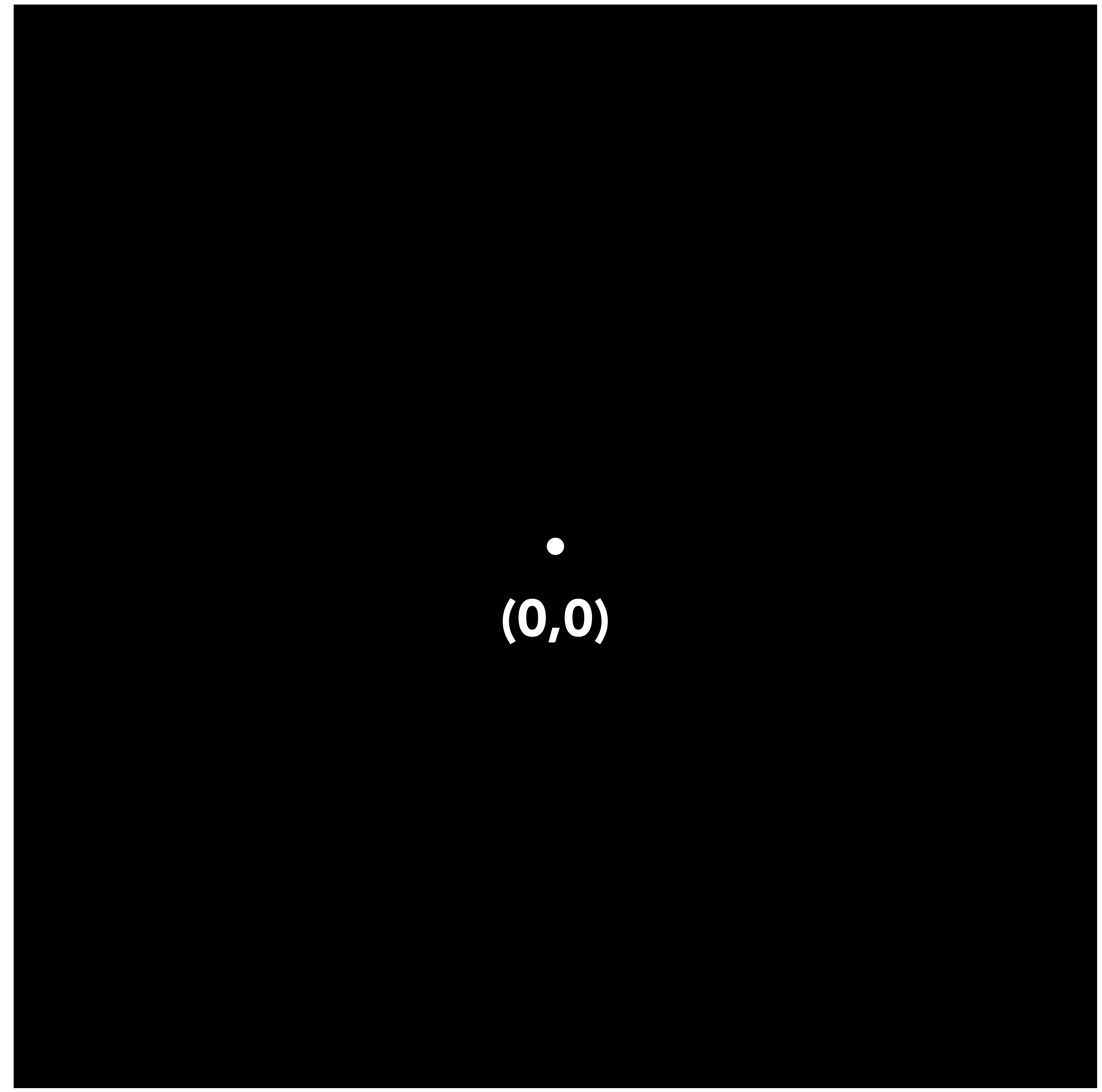


Spectrum

Constant signal

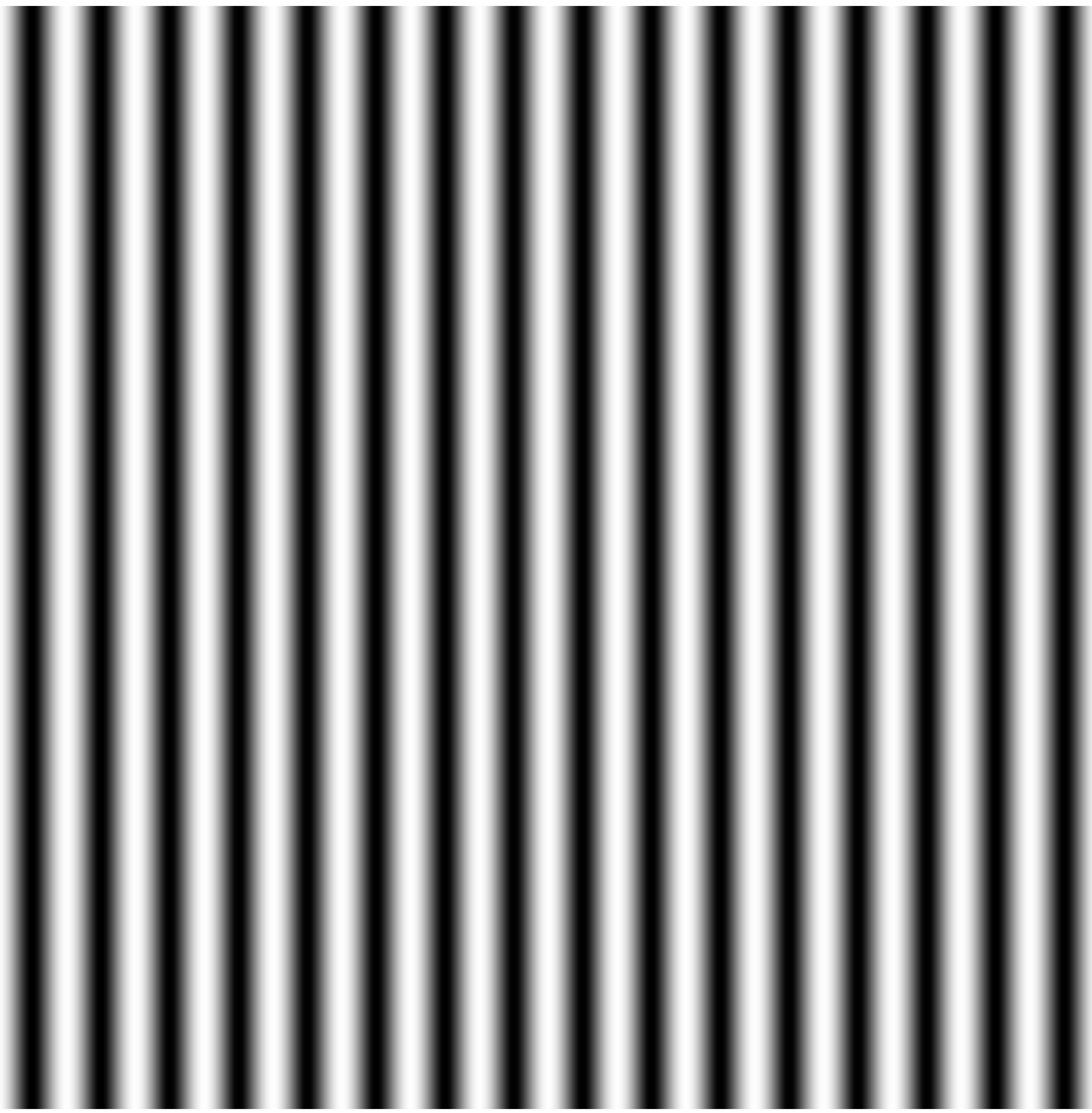


Spatial domain

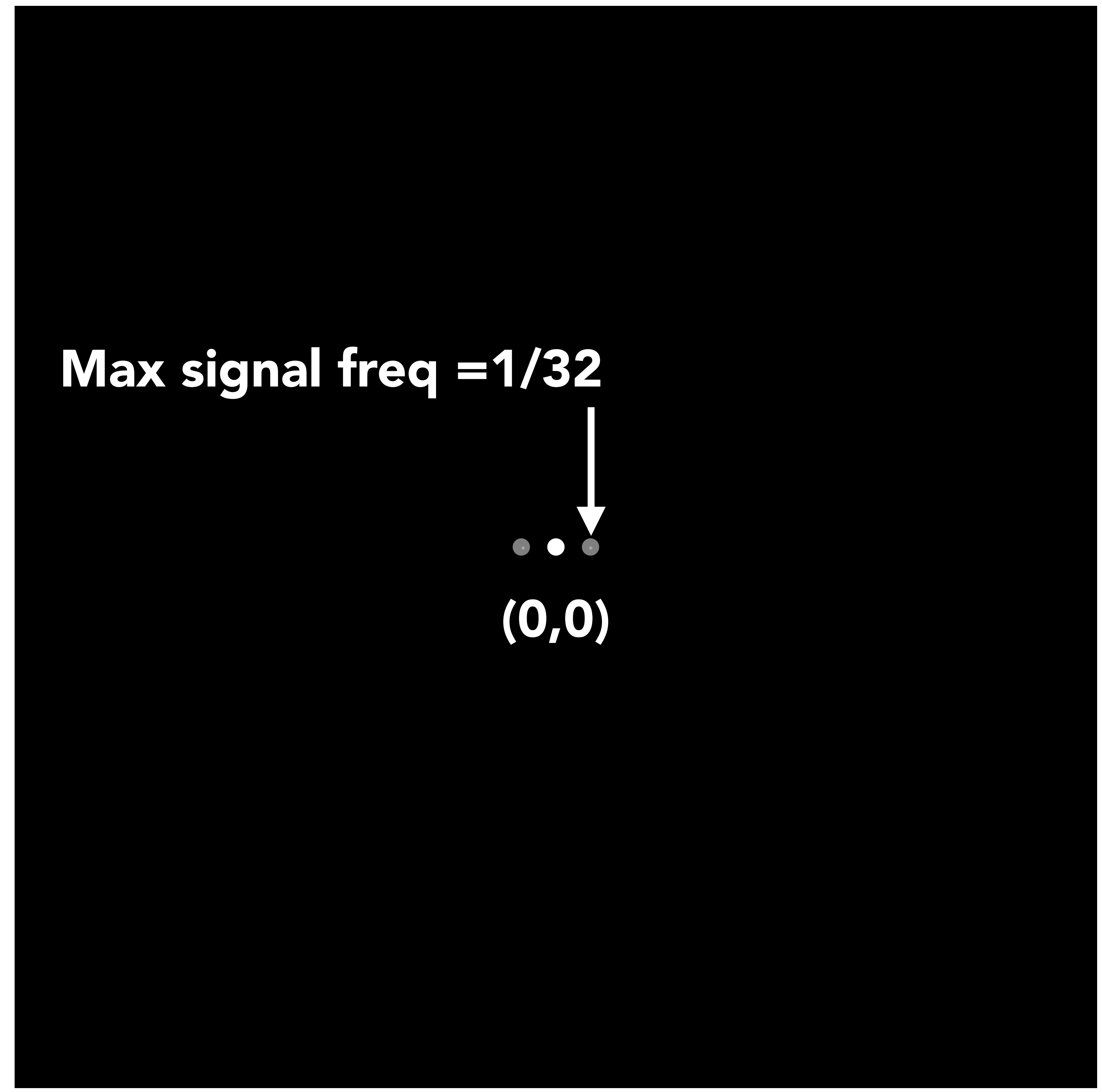


Frequency domain

$\sin(2\pi/32)x$ — frequency 1/32; 32 pixels per cycle

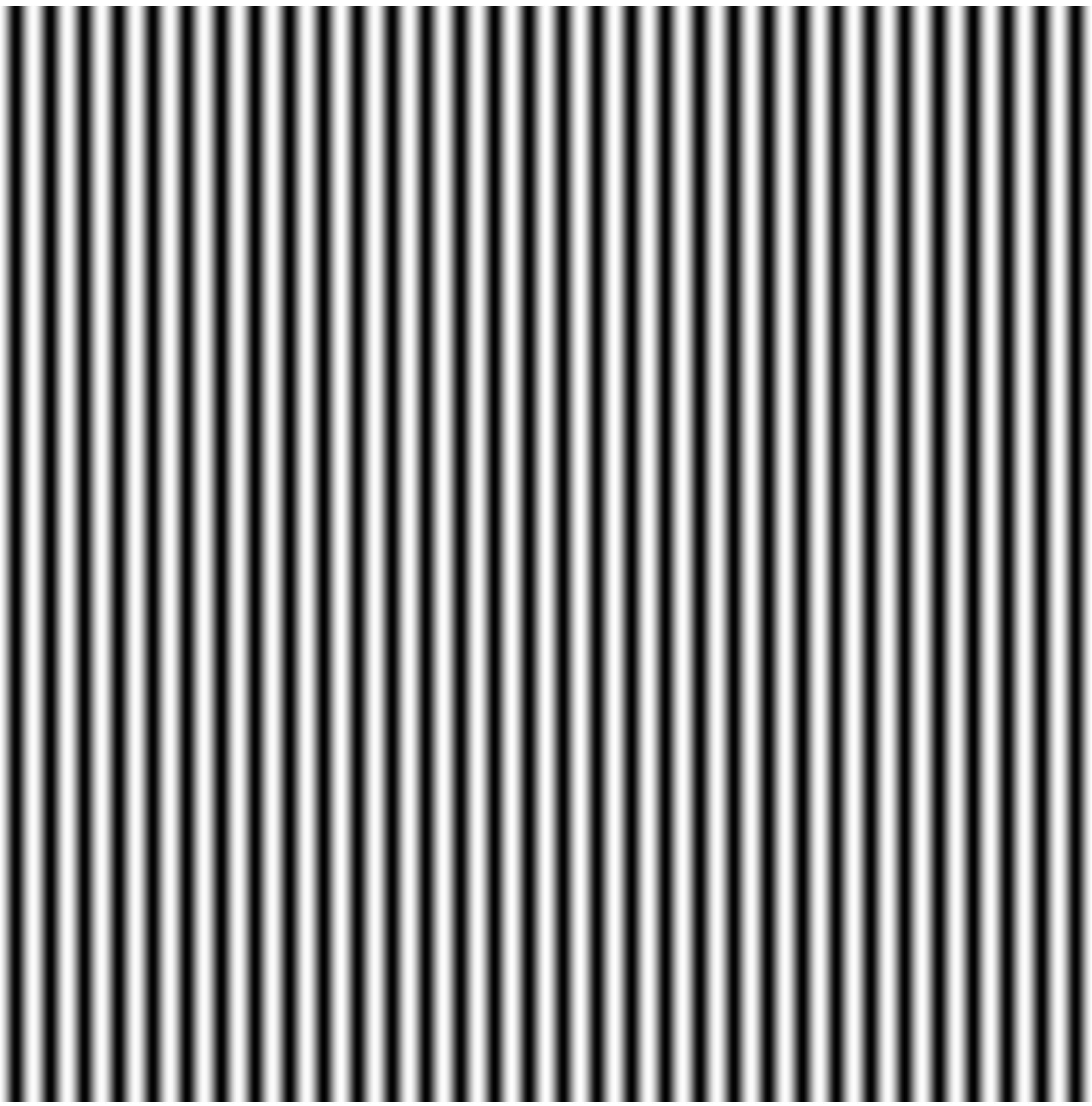


Spatial domain

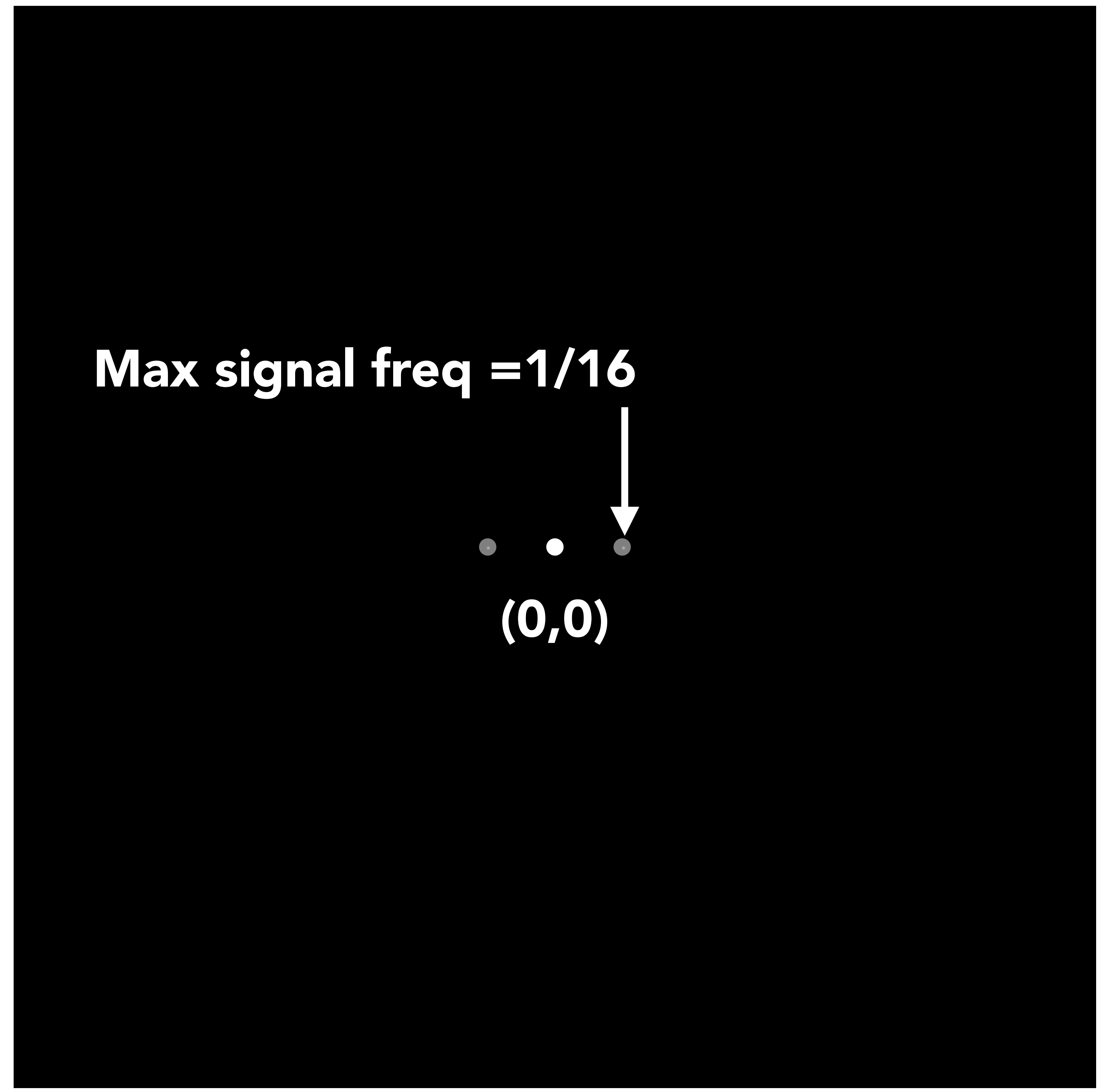


Frequency domain

$\sin(2\pi/16)x$ — frequency 1/16; 16 pixels per cycle

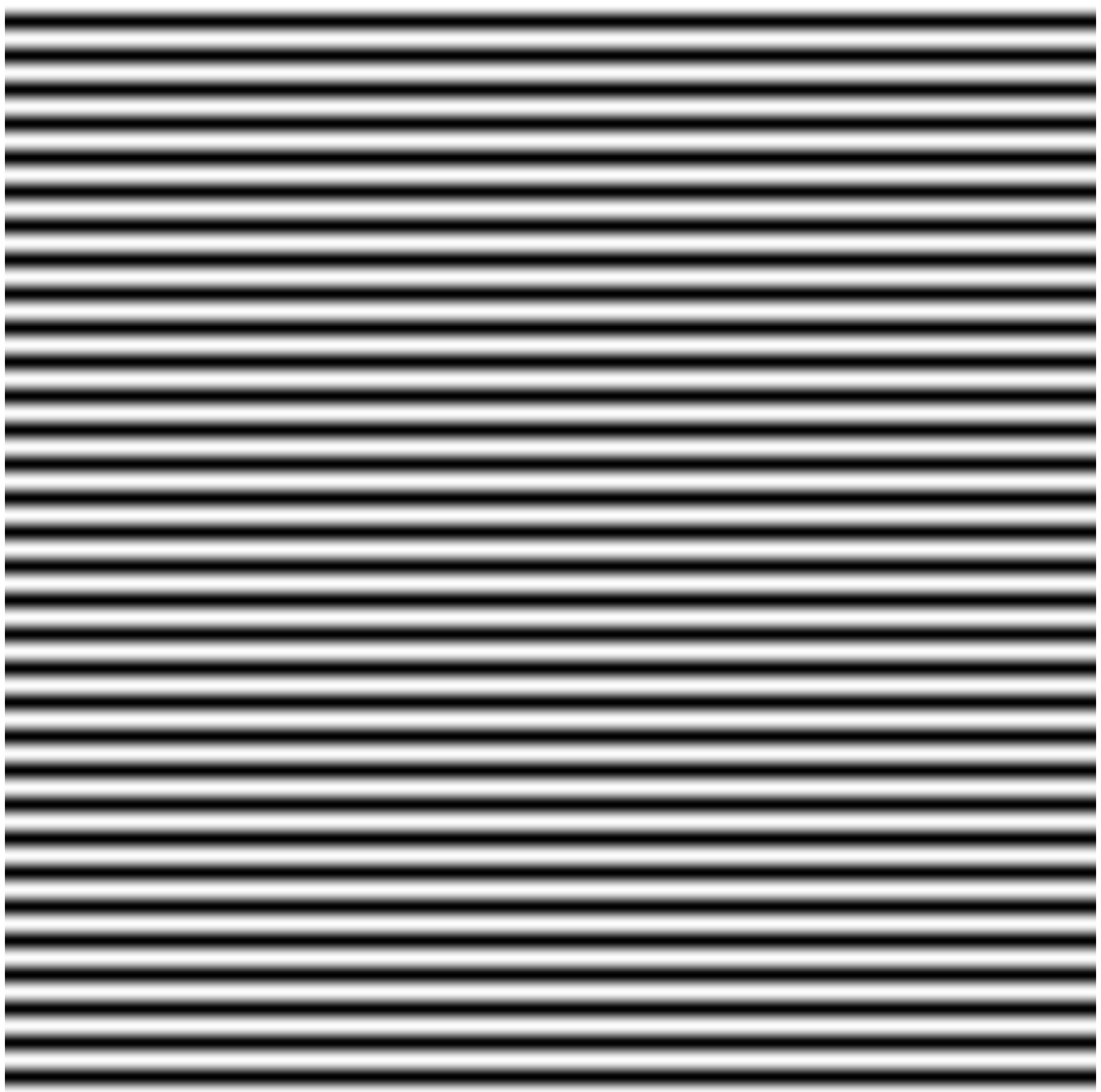


Spatial domain

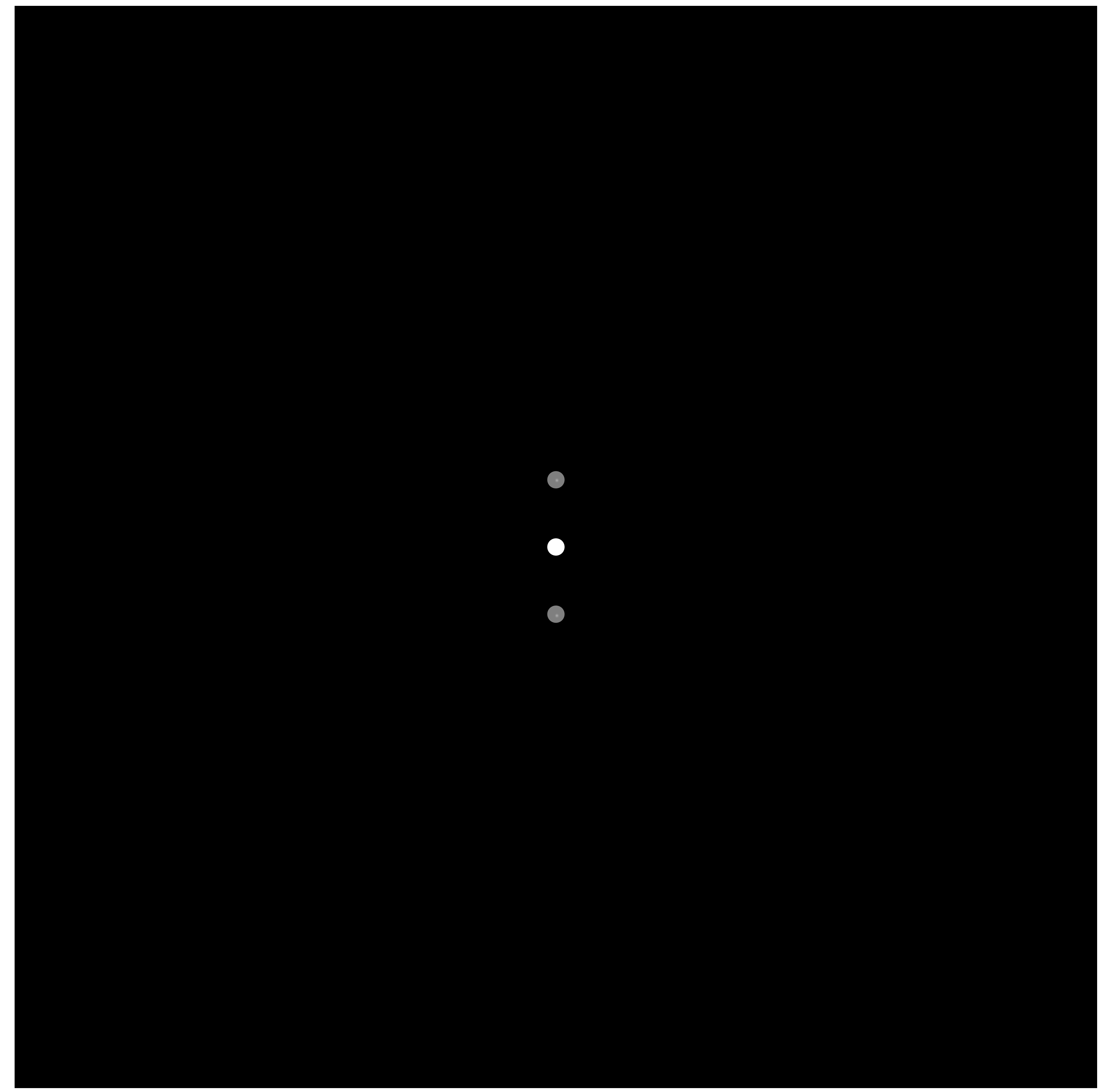


Frequency domain

$$\sin(2\pi/16)y$$

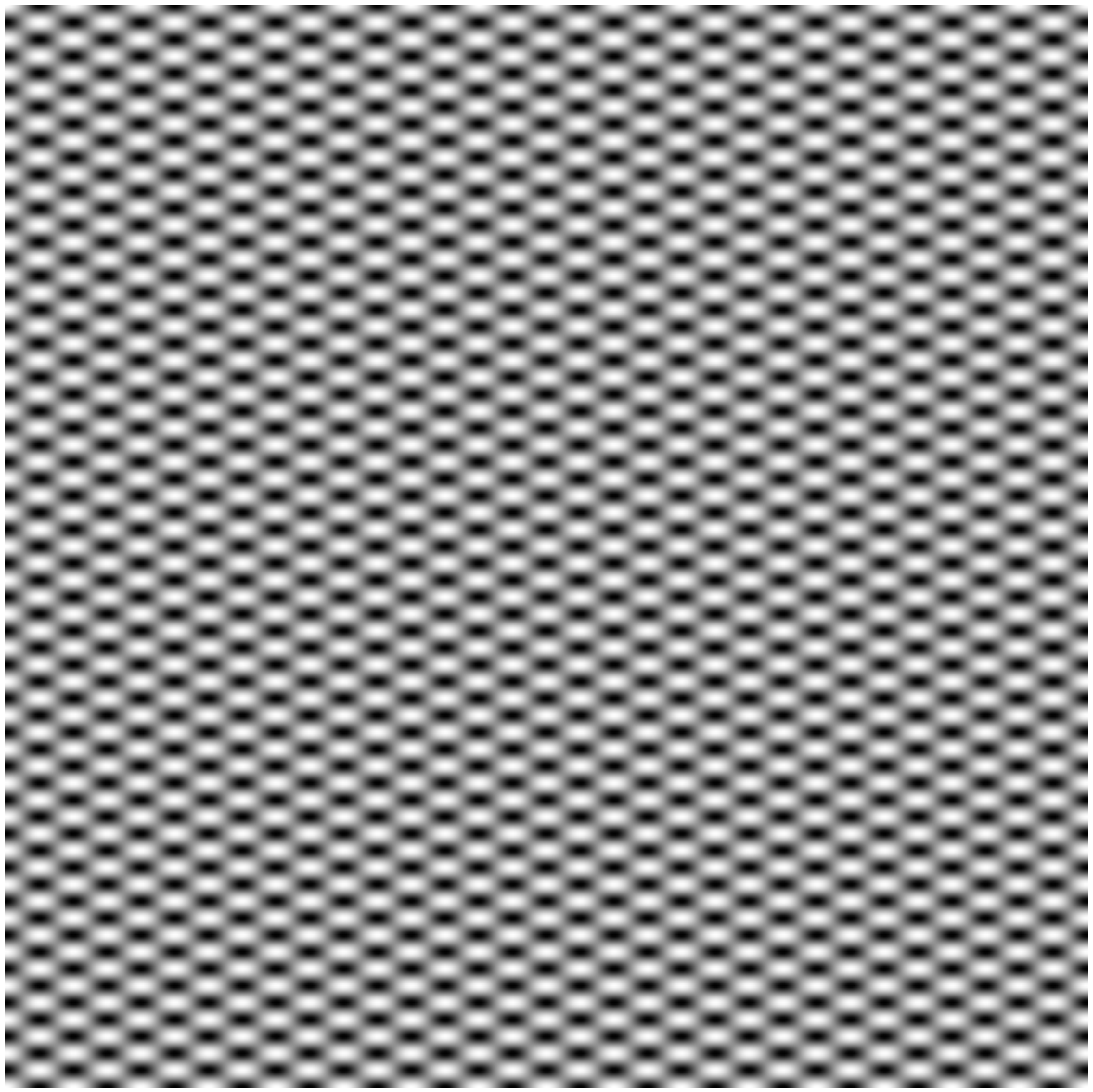


Spatial domain

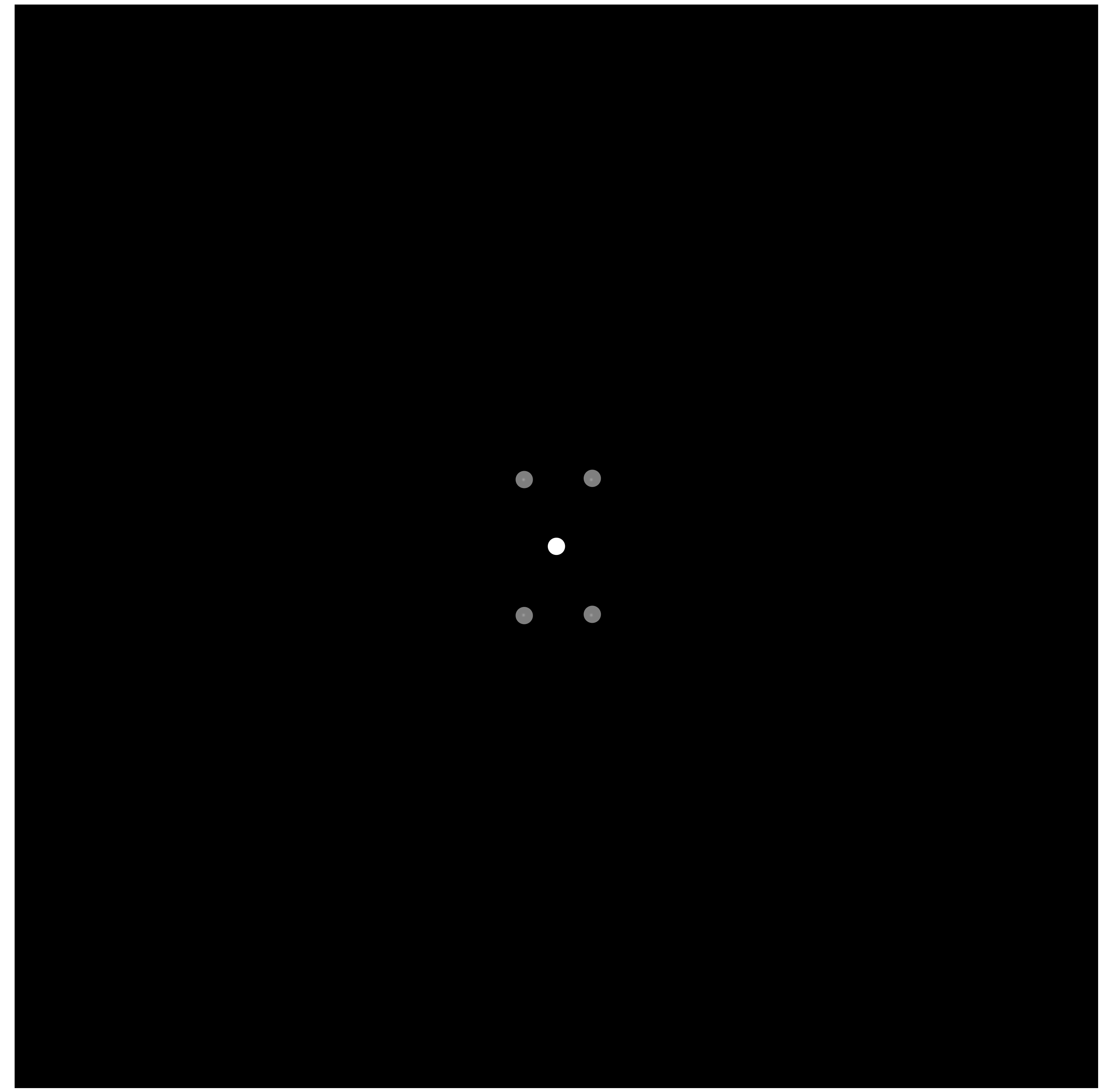


Frequency domain

$$\sin(2\pi/32)x \times \sin(2\pi/16)y$$

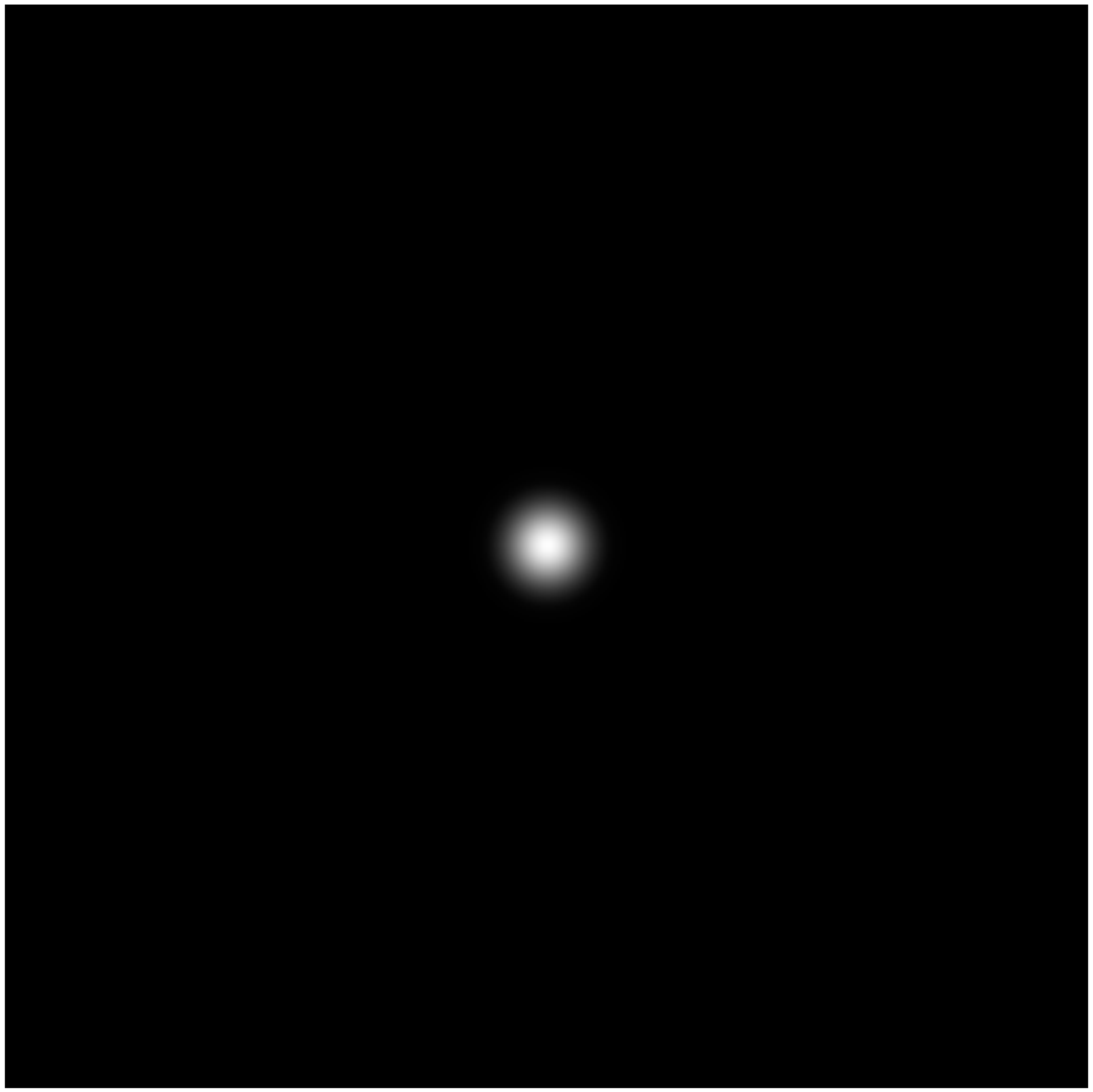


Spatial domain

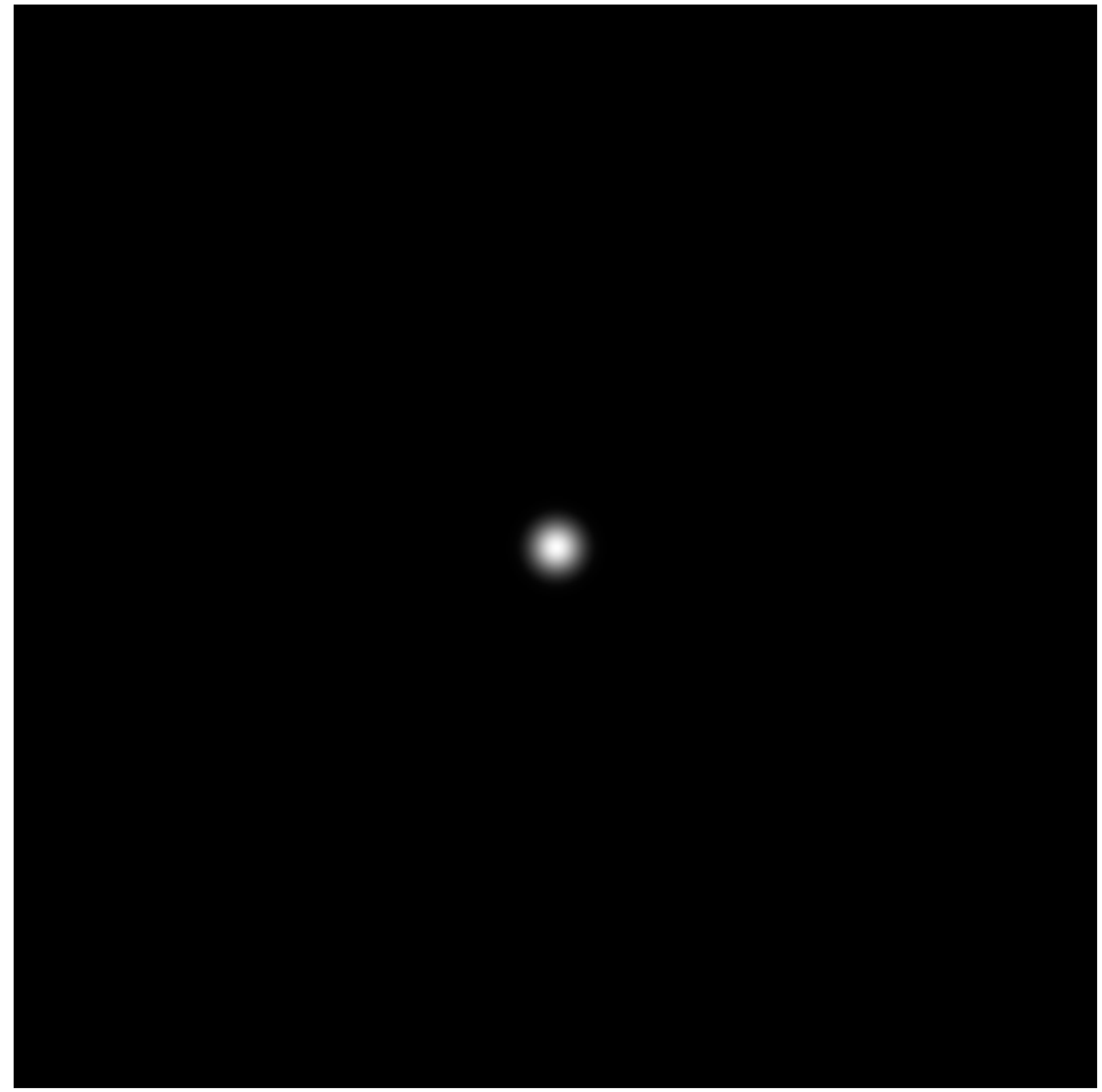


Frequency domain

$$\exp(-r^2/16^2)$$

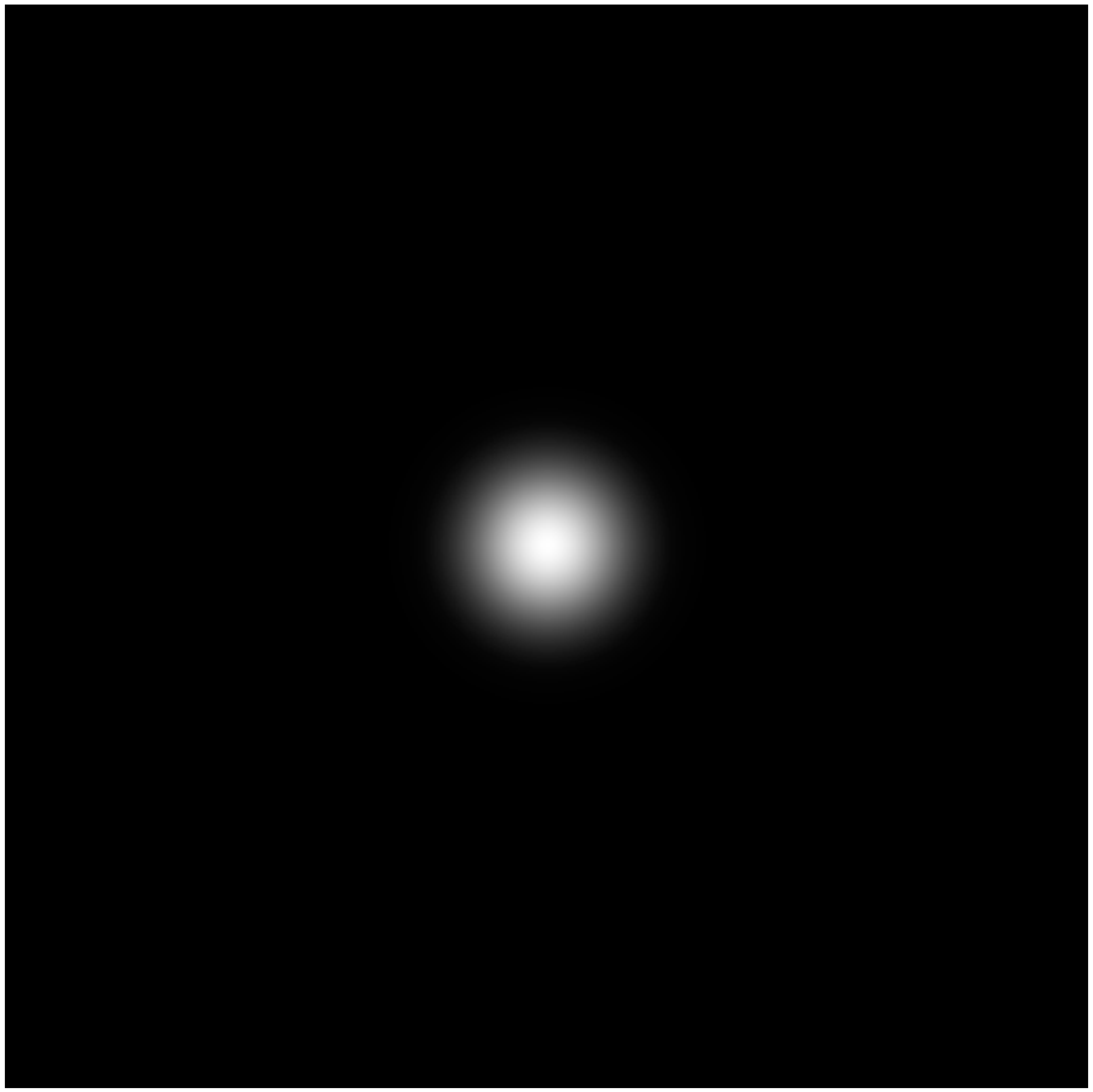


Spatial domain

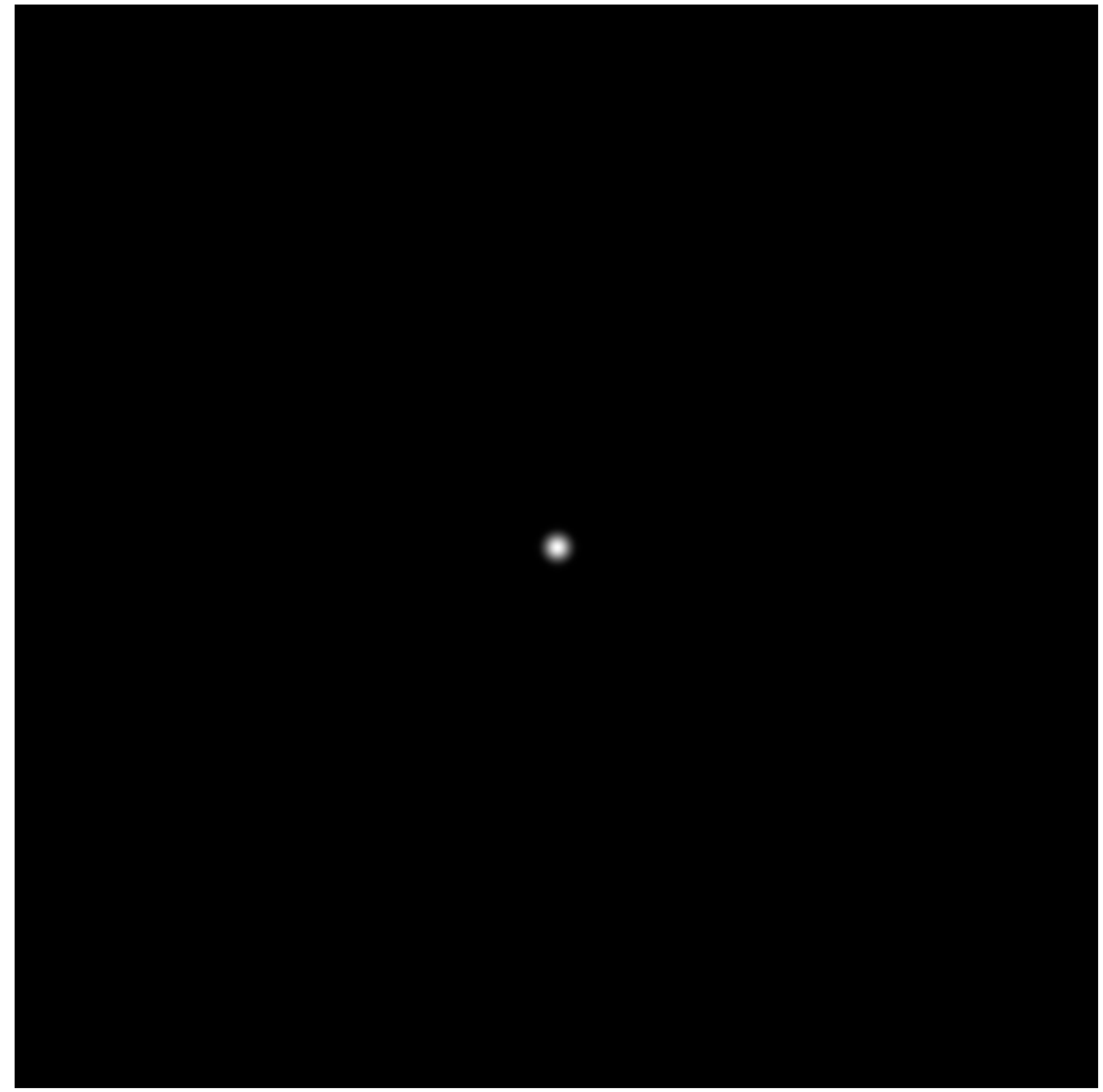


Frequency domain

$$\exp(-r^2/32^2)$$

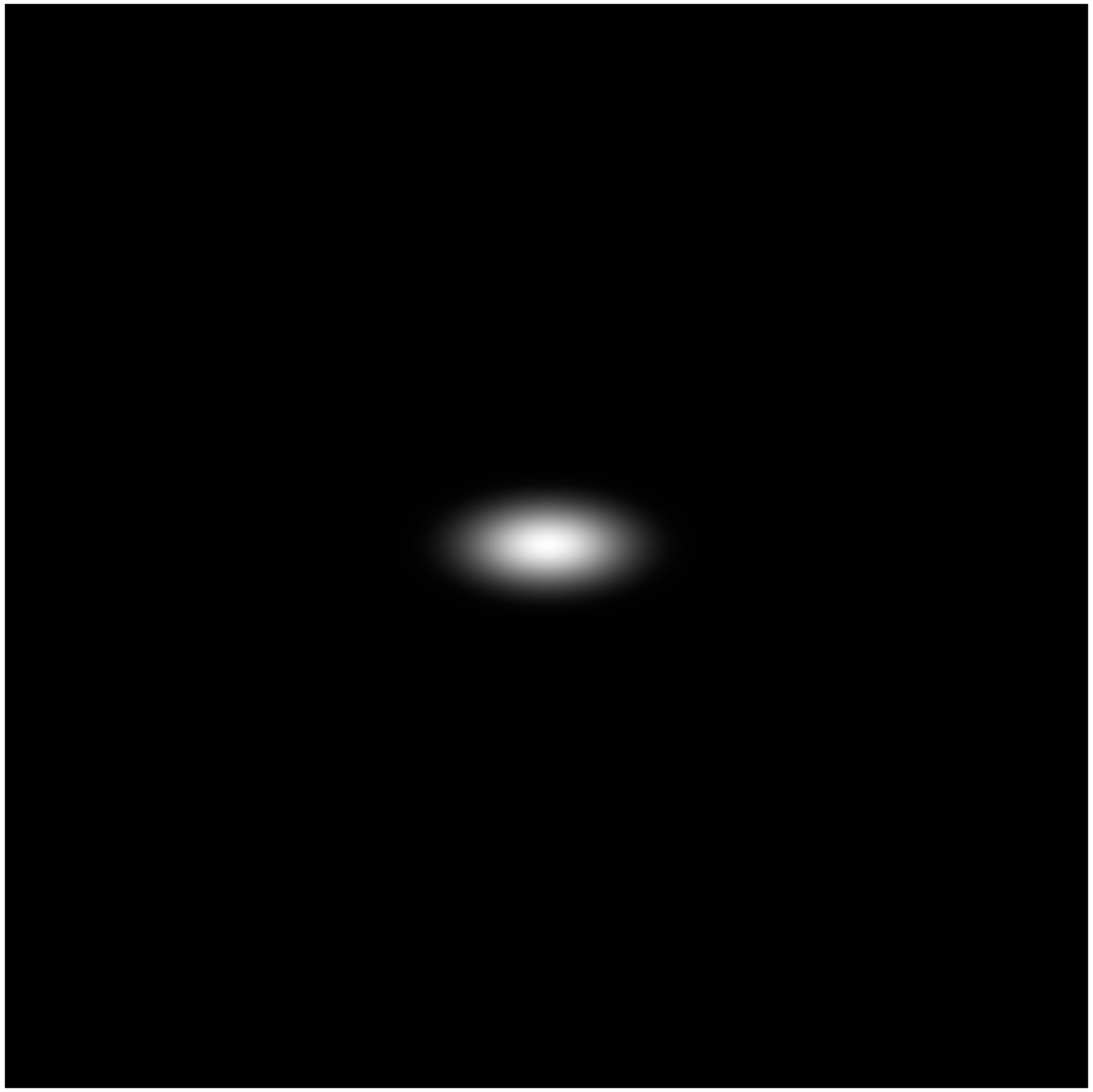


Spatial domain

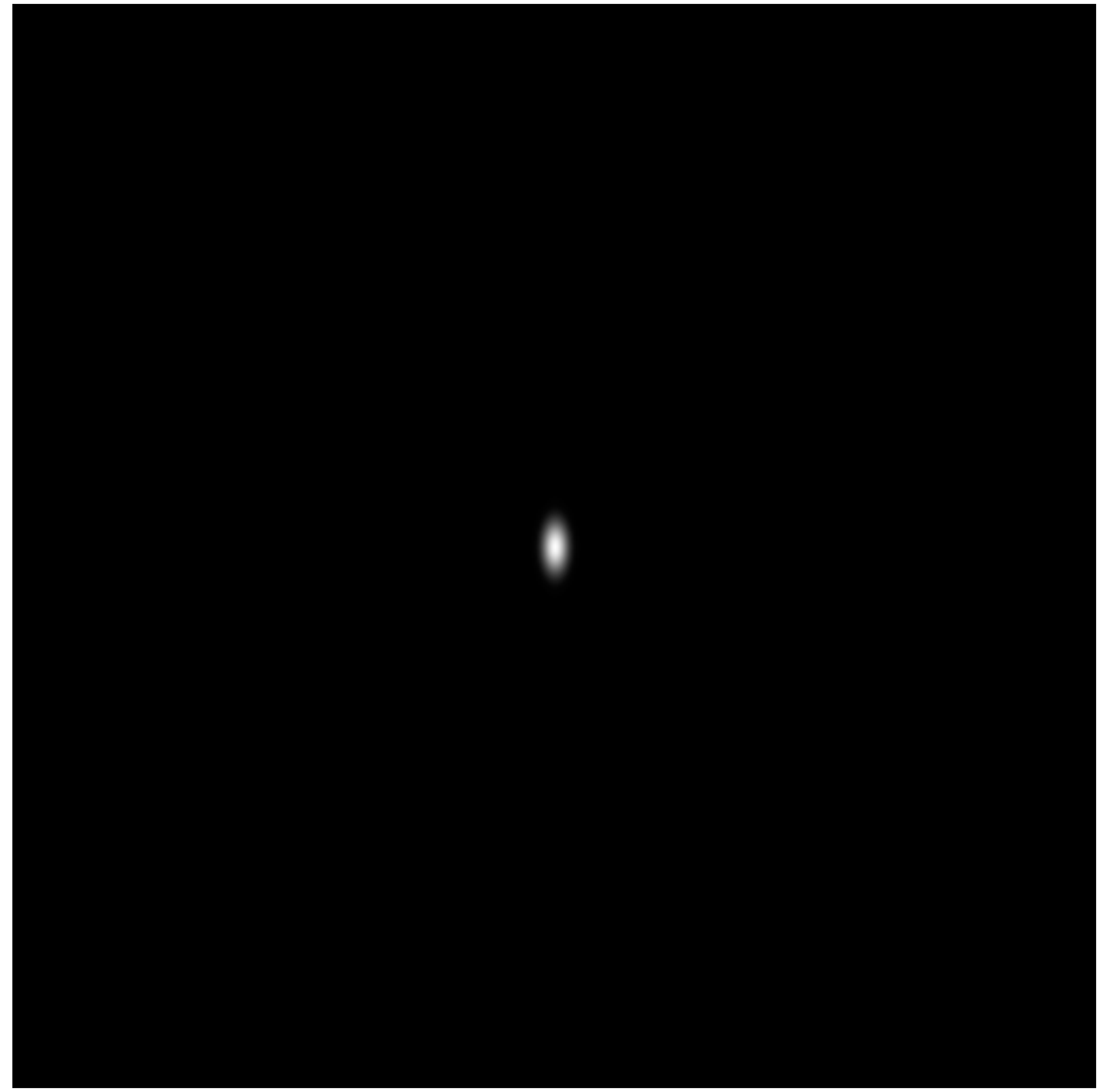


Frequency domain

$$\exp(-x^2/32^2) \times \exp(-y^2/16^2)$$

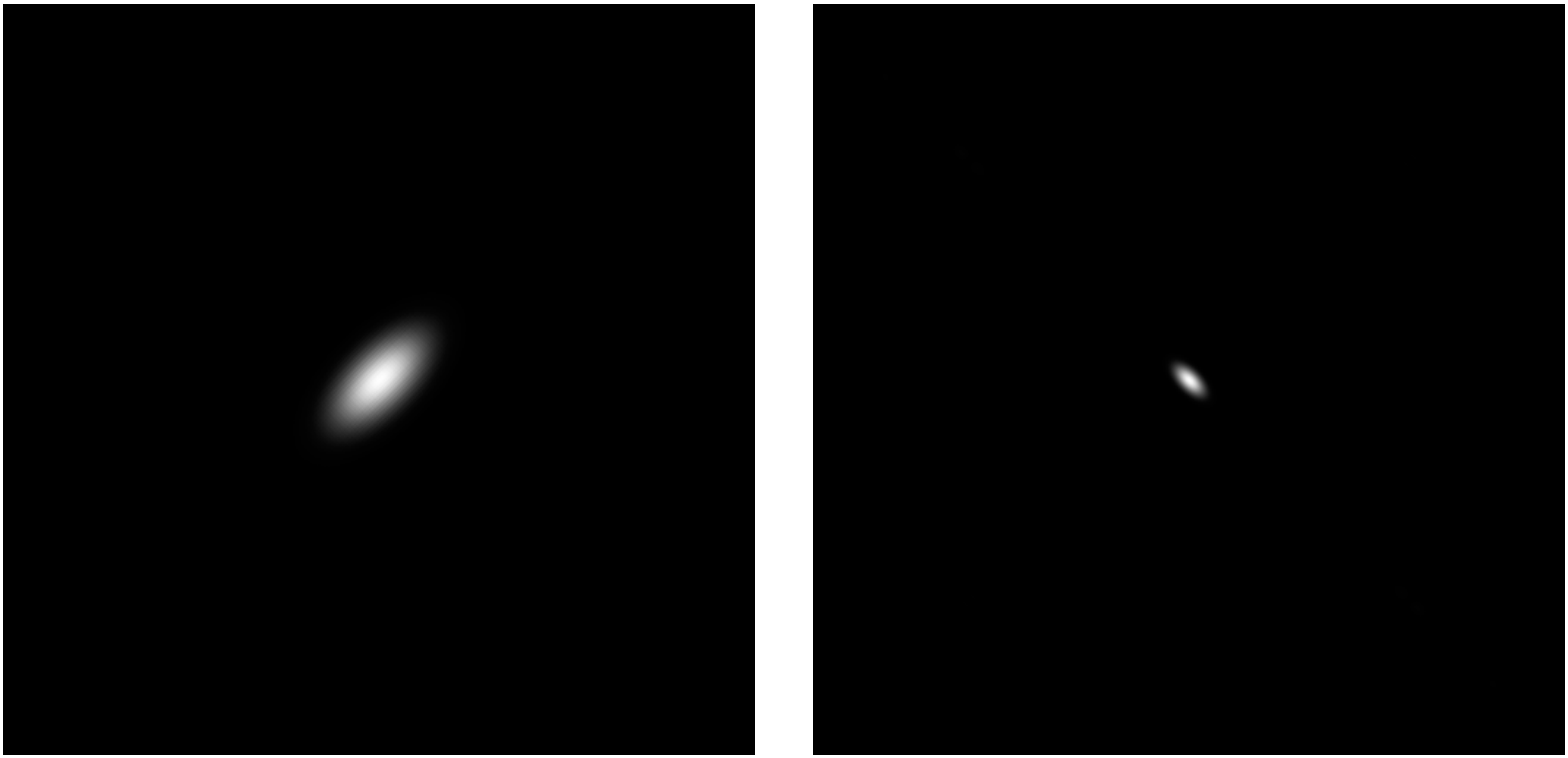


Spatial domain



Frequency domain

Rotate 45 $\exp(-x^2/32^2) \times \exp(-y^2/16^2)$

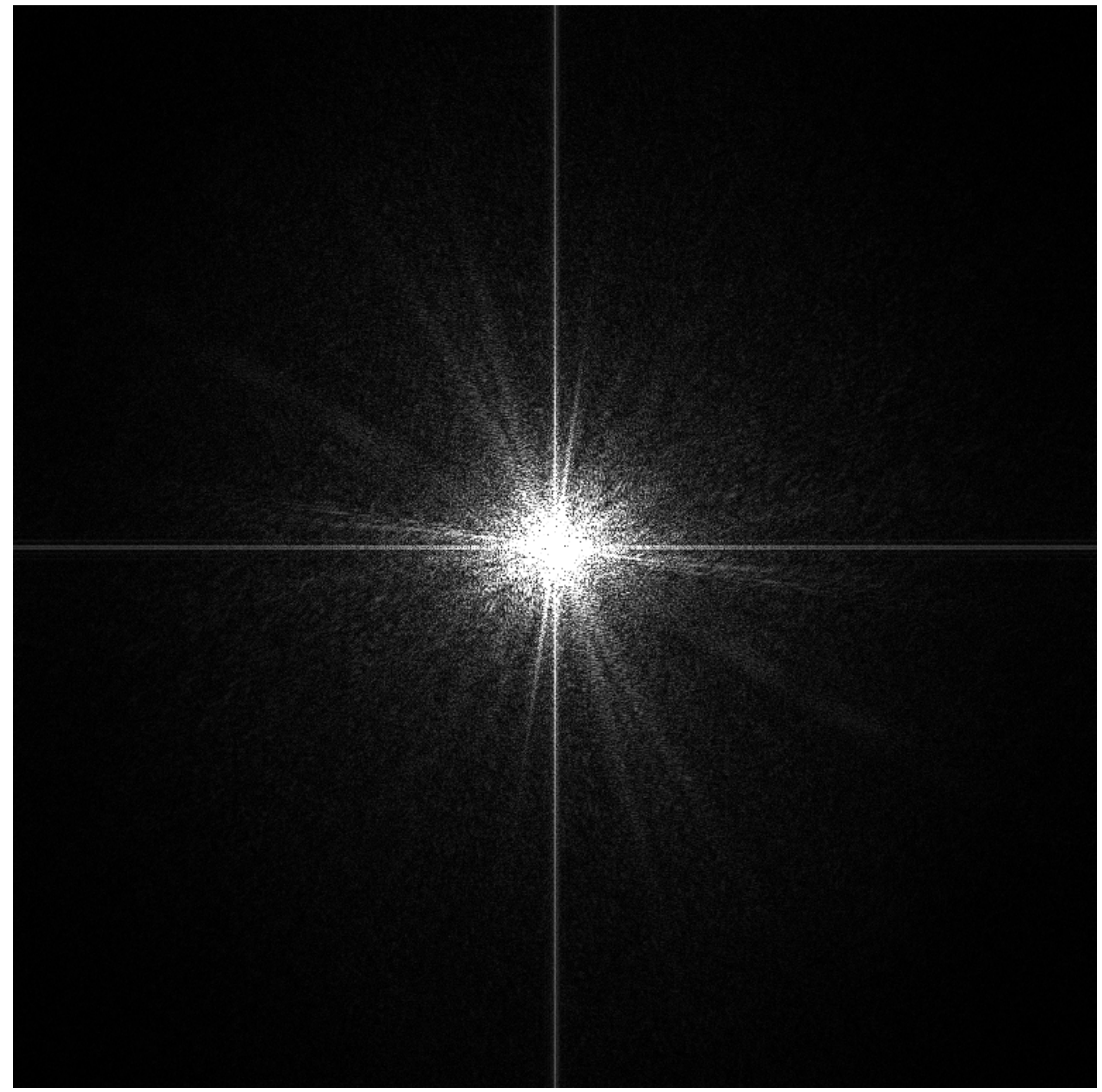


Spatial domain   Frequency domain

Image filtering
(in the frequency domain)

Visualizing the frequency content of images

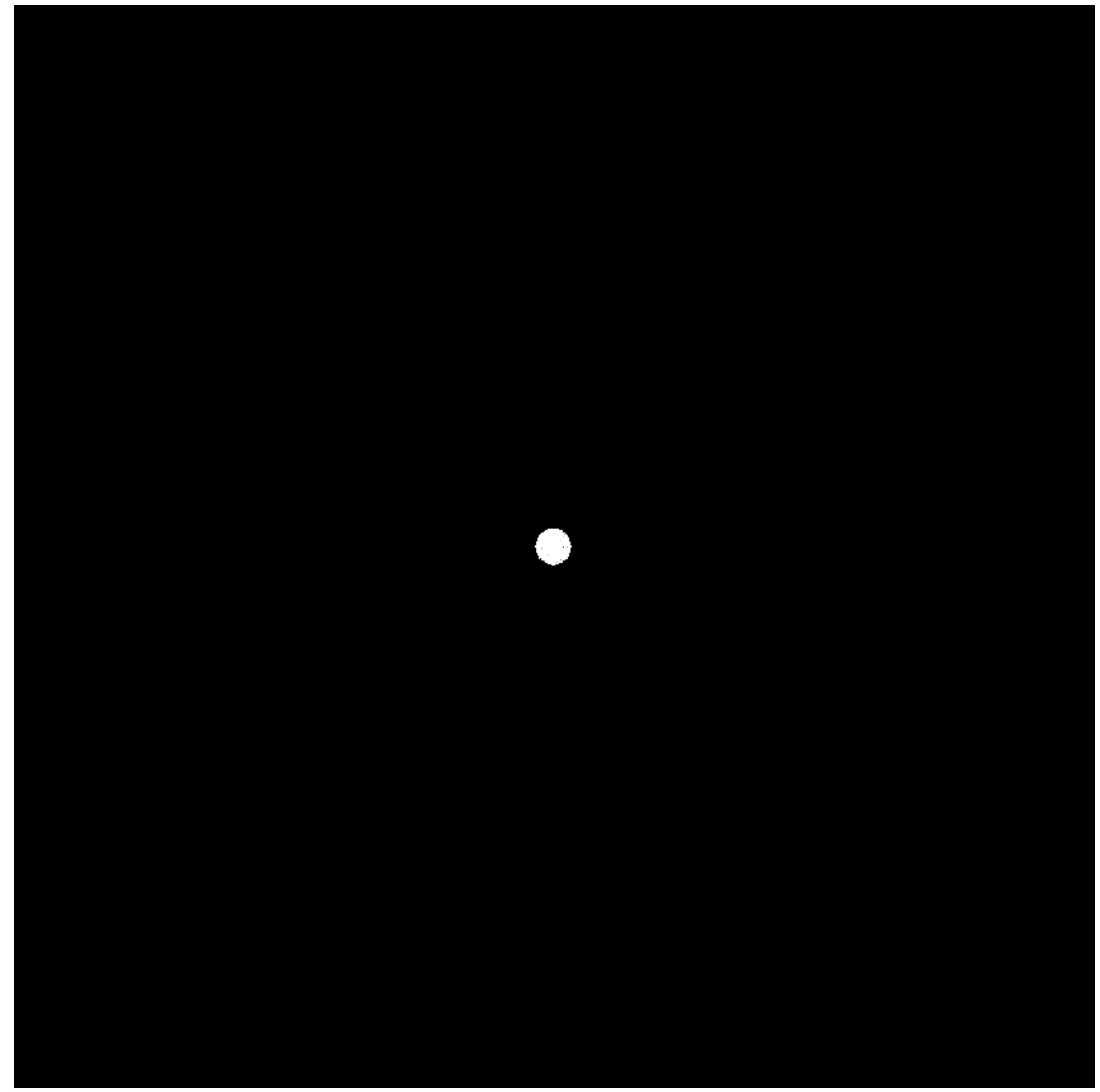
Spatial domain



Frequency domain

Low frequencies only (smooth gradients)

Spatial domain



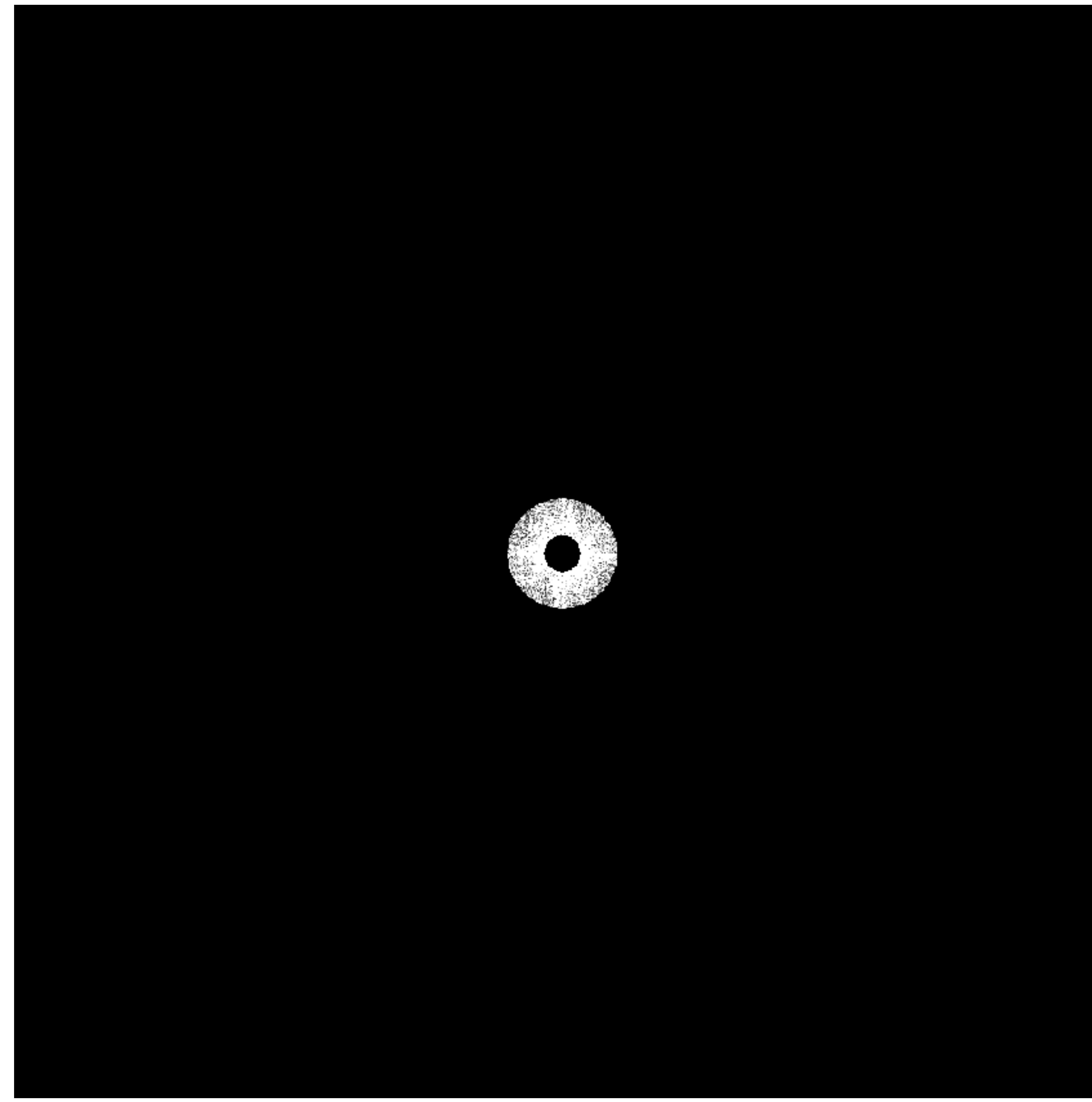
Frequency domain

(after low-pass filter)

All frequencies above cutoff have 0 magnitude

Mid-range frequencies

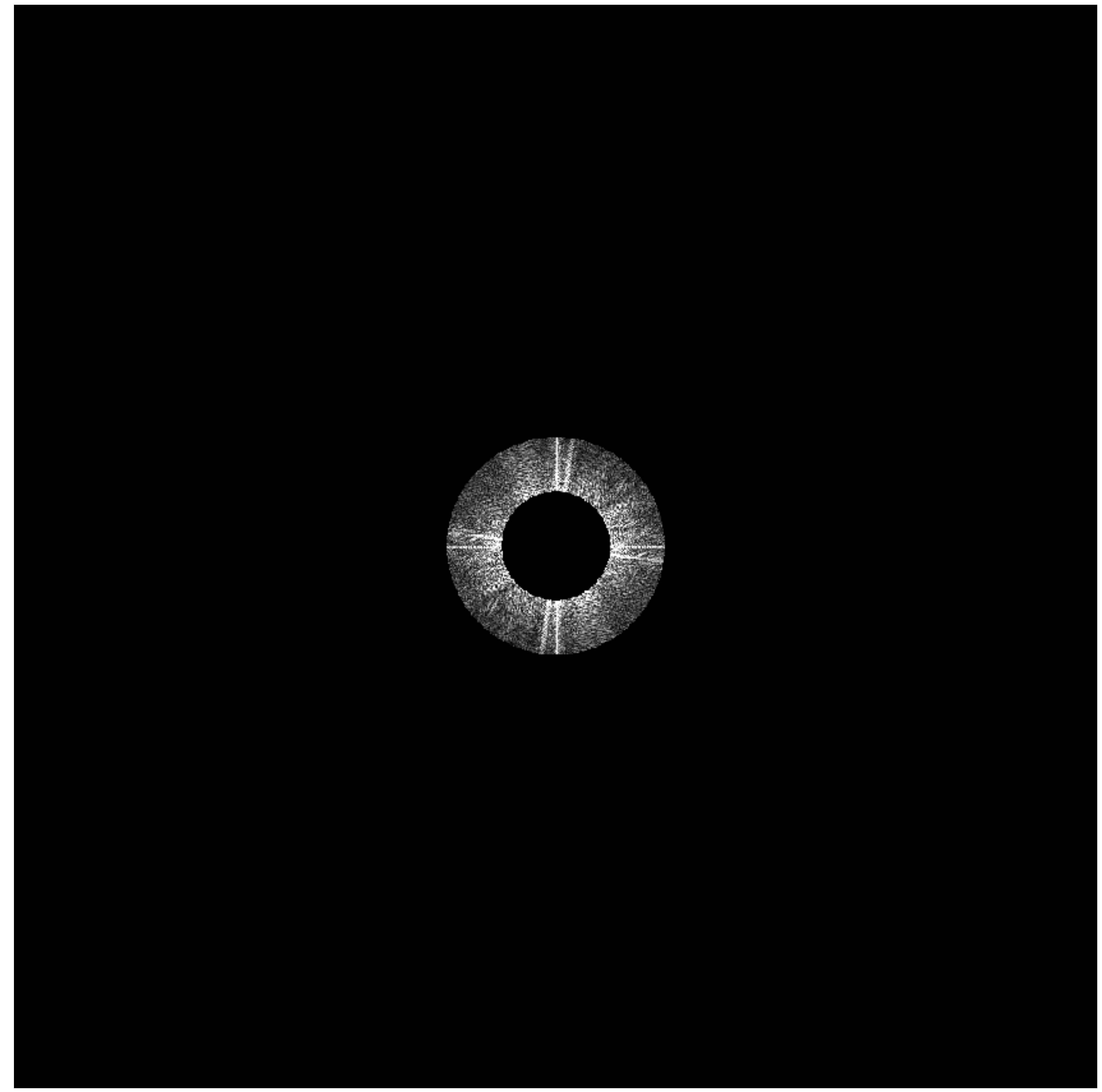
Spatial domain



Frequency domain
(after band-pass filter)

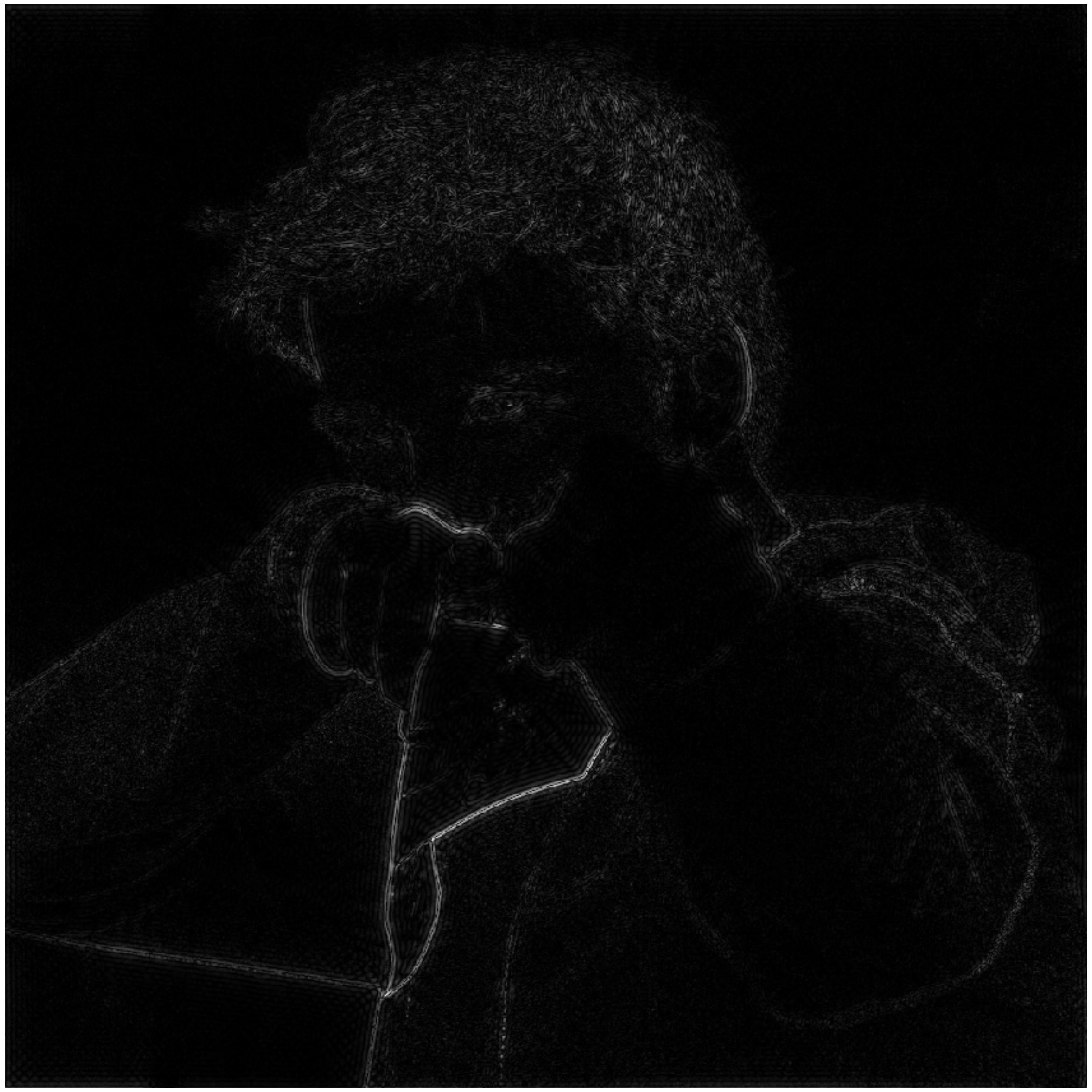
Mid-range frequencies

Spatial domain

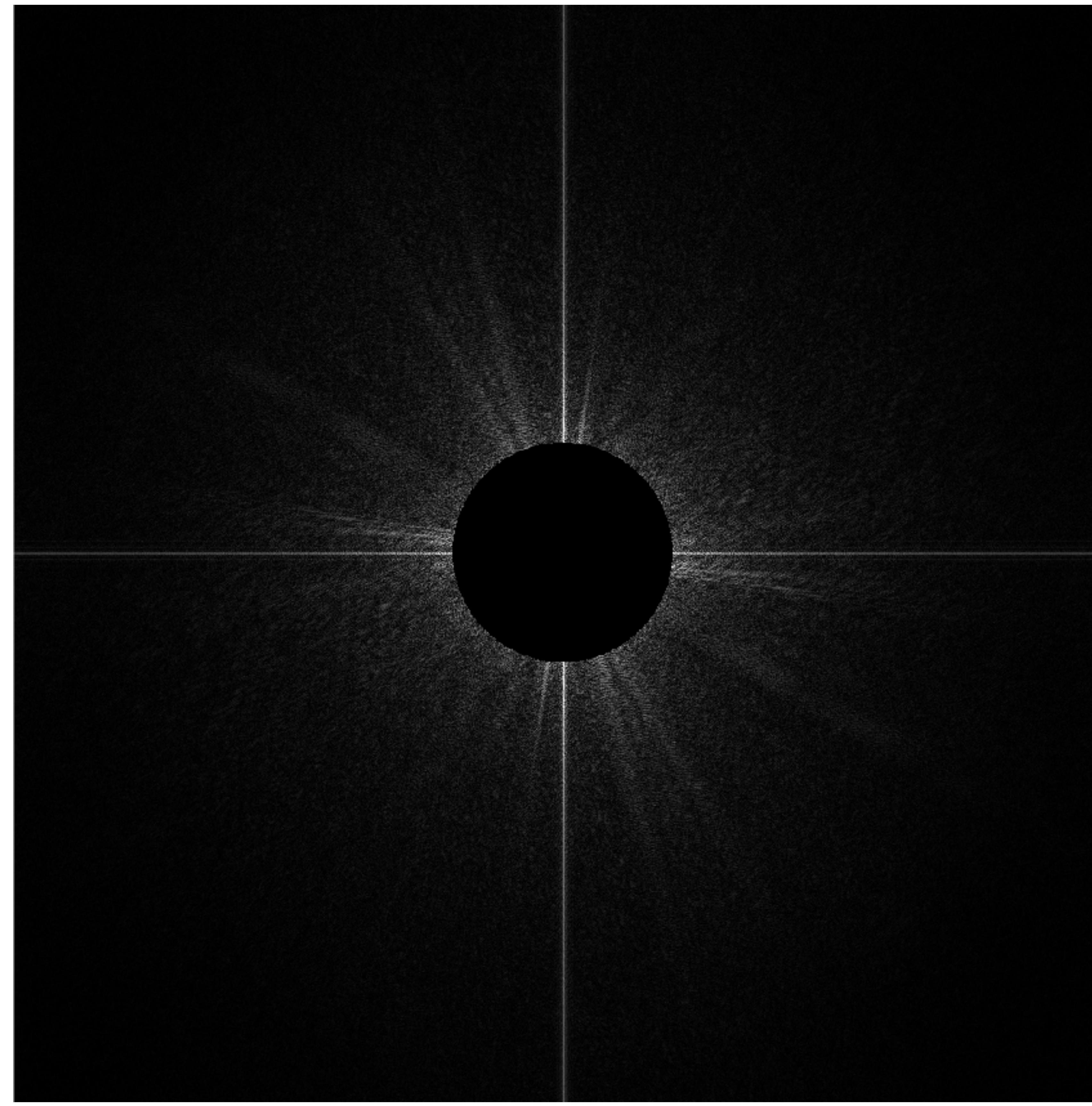


Frequency domain
(after band-pass filter)

High frequencies (edges)



Spatial domain
(strongest edges)



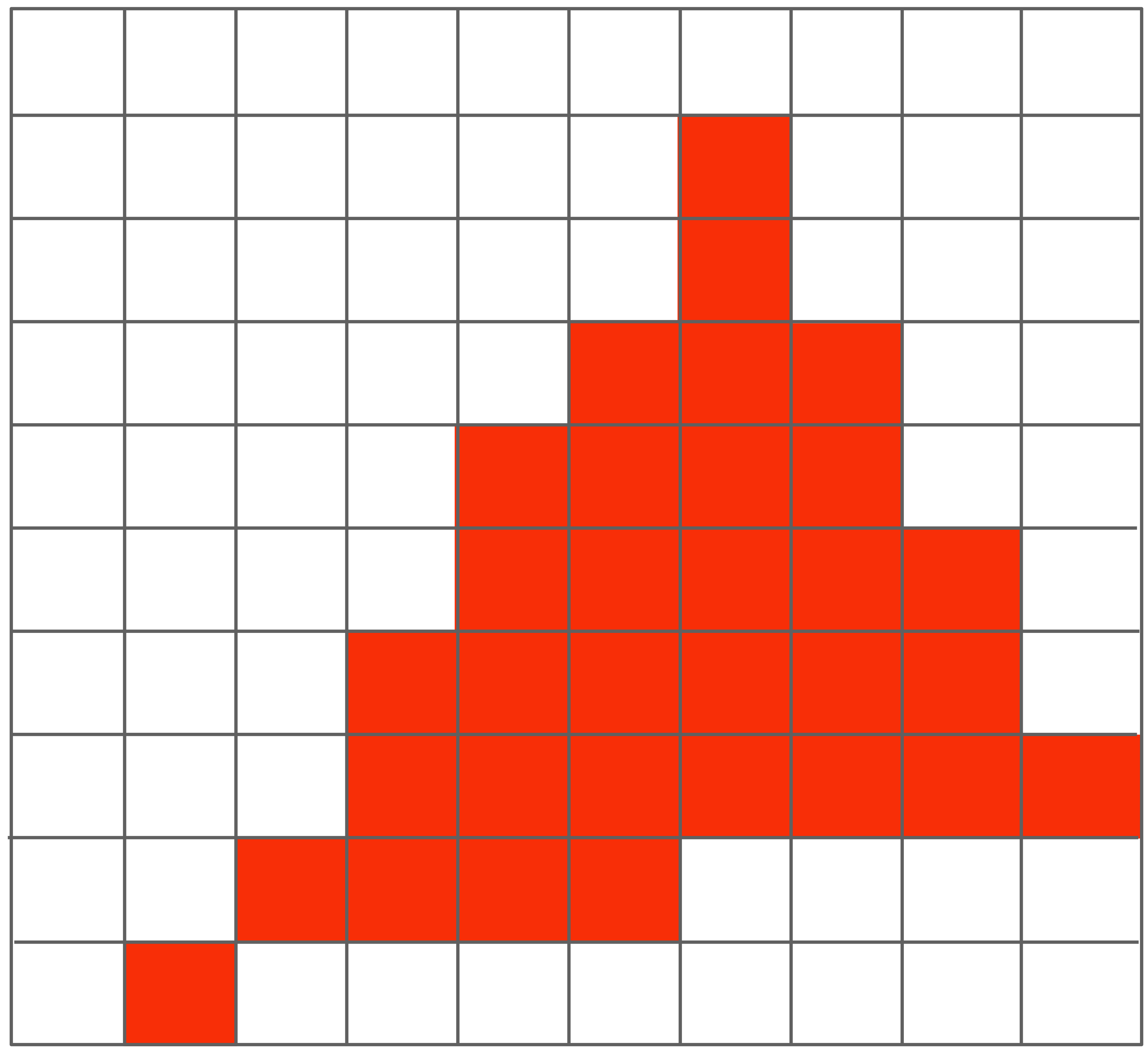
Frequency domain
(after high-pass filter)
All frequencies below threshold have 0 magnitude

An image as a sum of its frequency components

 +  +  + 

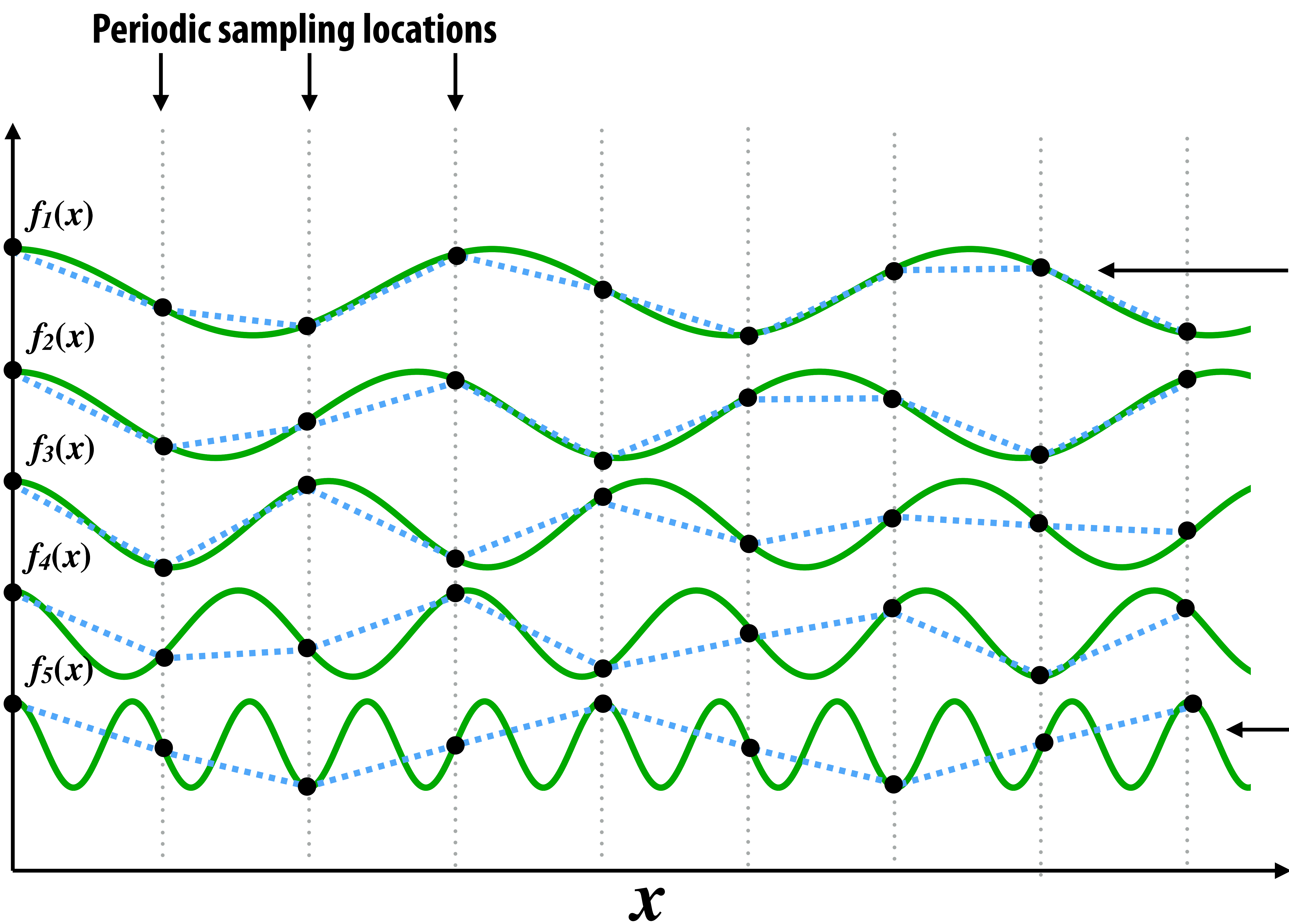
= 

Back to our problem of artifacts in images



Jaggies!

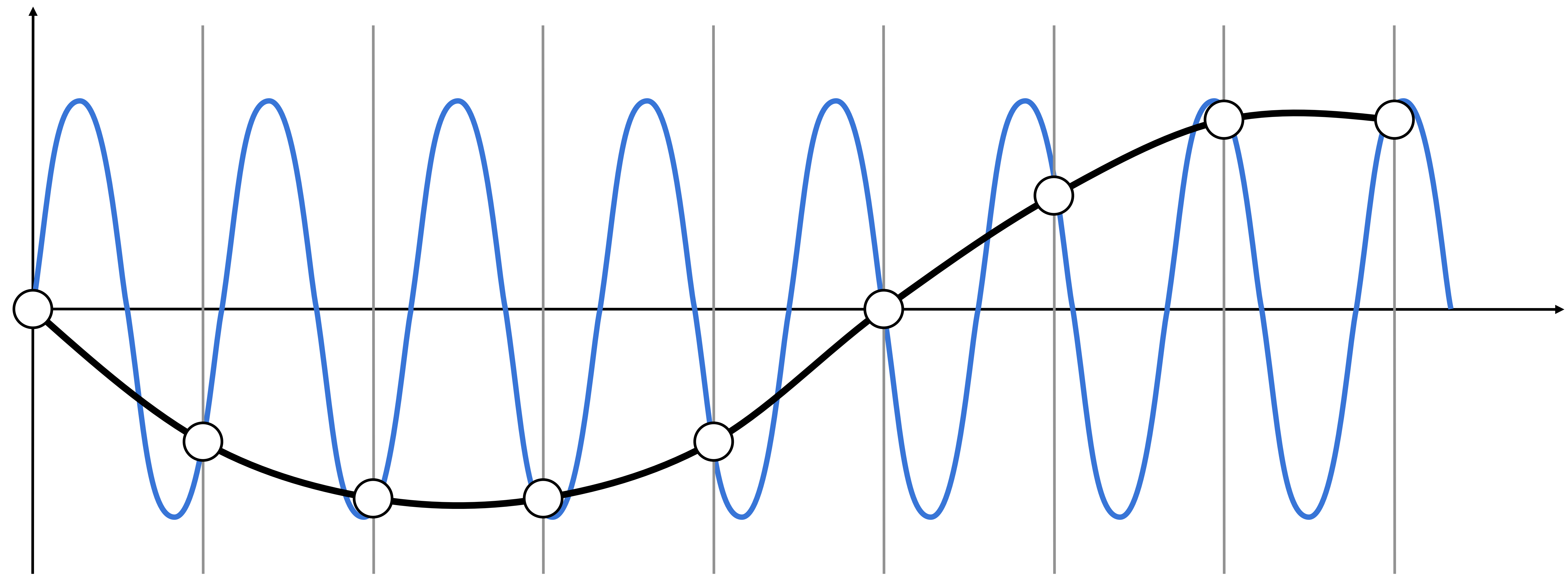
Higher frequencies need denser sampling



Low-frequency signal: sampled adequately for reasonable reconstruction

High-frequency signal is insufficiently sampled: reconstruction incorrectly appears to be from a low frequency signal

Undersampling creates frequency "aliases"



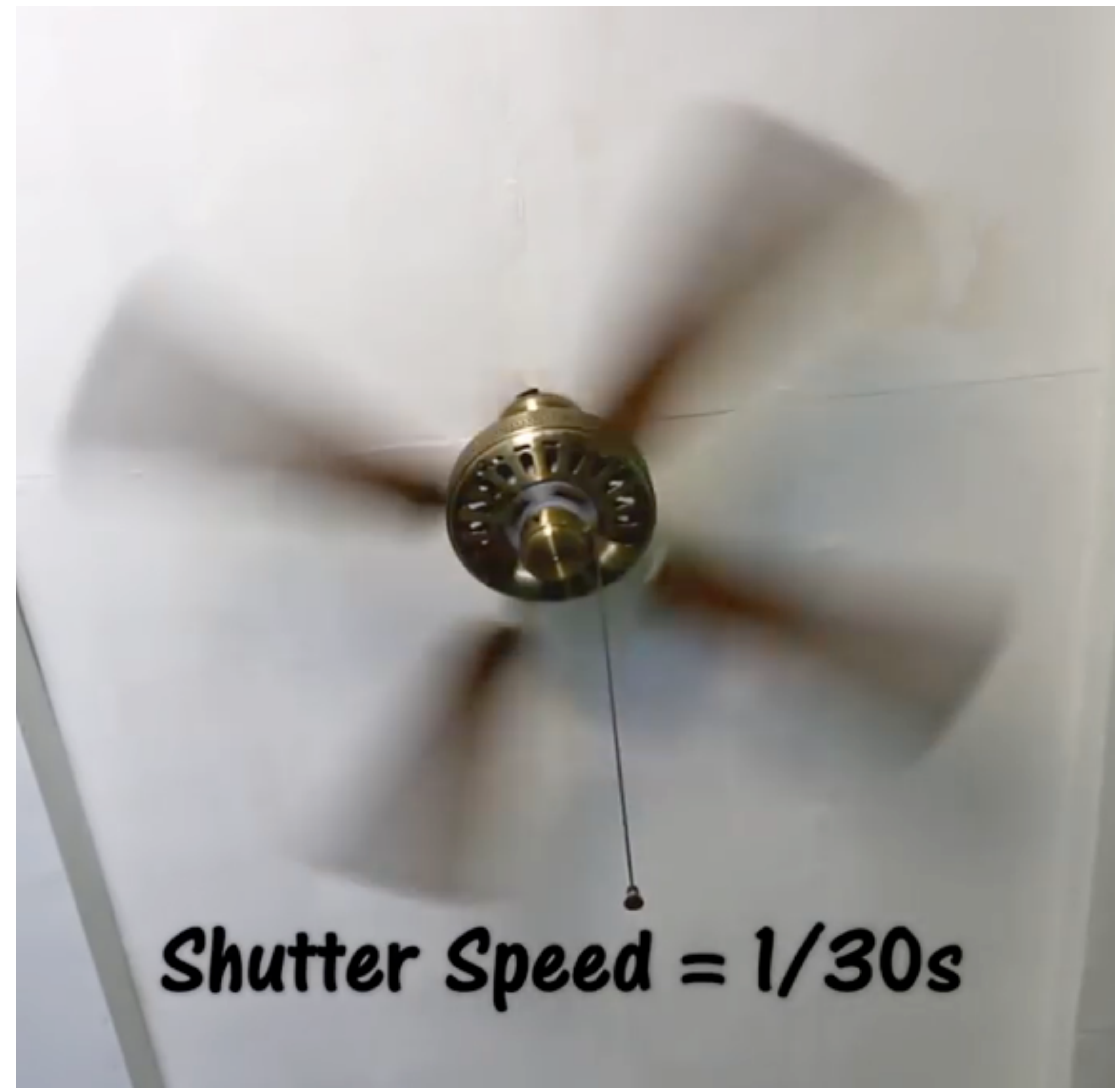
High-frequency signal is insufficiently sampled: samples erroneously appear to be from a low-frequency signal

Two frequencies that are indistinguishable at a given sampling rate are called "aliases"

Anti-aliasing idea: filter out high frequencies before sampling

Video: point vs antialiased sampling

Point in time



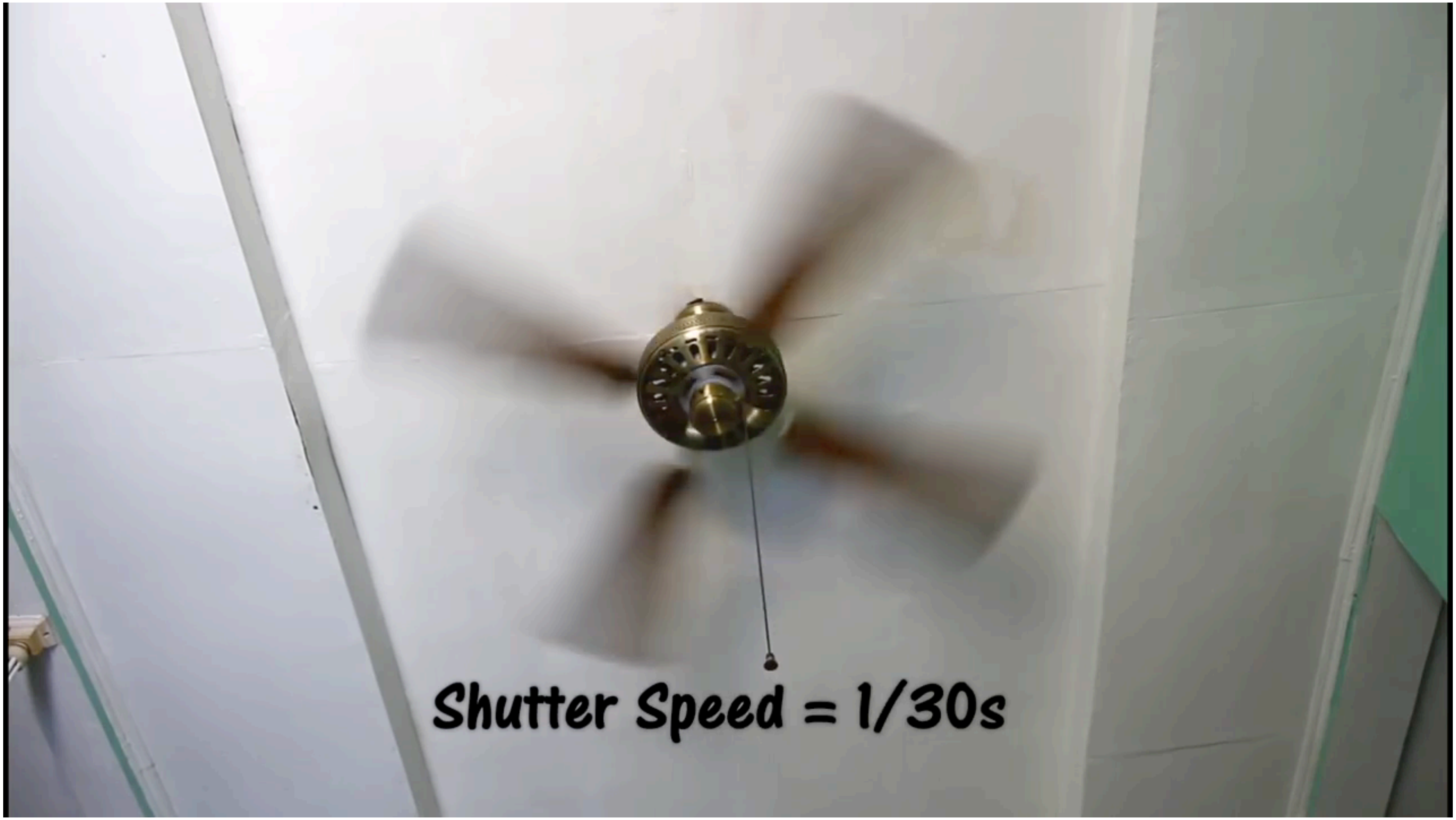
Motion blurred

Video: point sampling in time

Credit: Aris & cams youtube, https://youtu.be/NoWwxTktoFs

30 fps video. 1/800 second exposure is sharp in time, causes time aliasing.

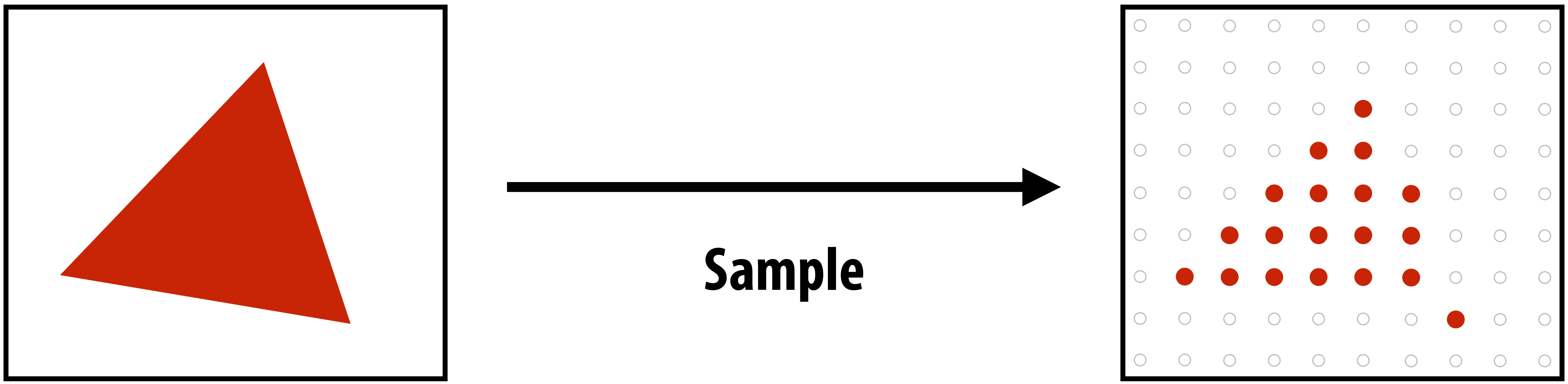
Video: motion-blurred sampling



Credit: Aris & cams youtube, https://youtu.be/NoWwxTktoFs

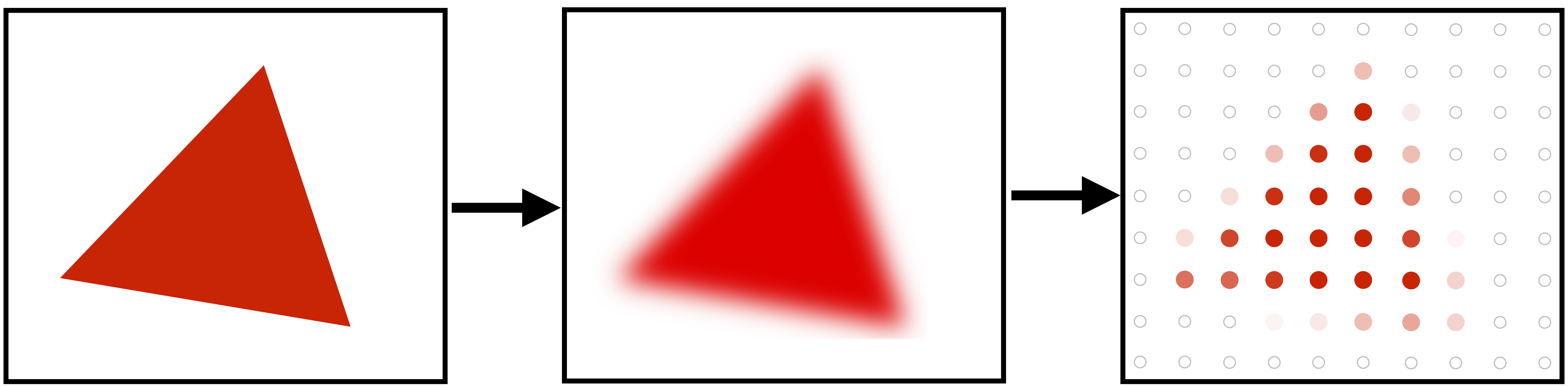
30 fps video. 1/30 second exposure is motion-blurred in time, reduces aliasing.

Rasterization: point sampling in 2D space



Note jaggies in rasterized triangle
(pixel values are either red or white: sample is in or out of triangle)

Rasterization: anti-aliased sampling



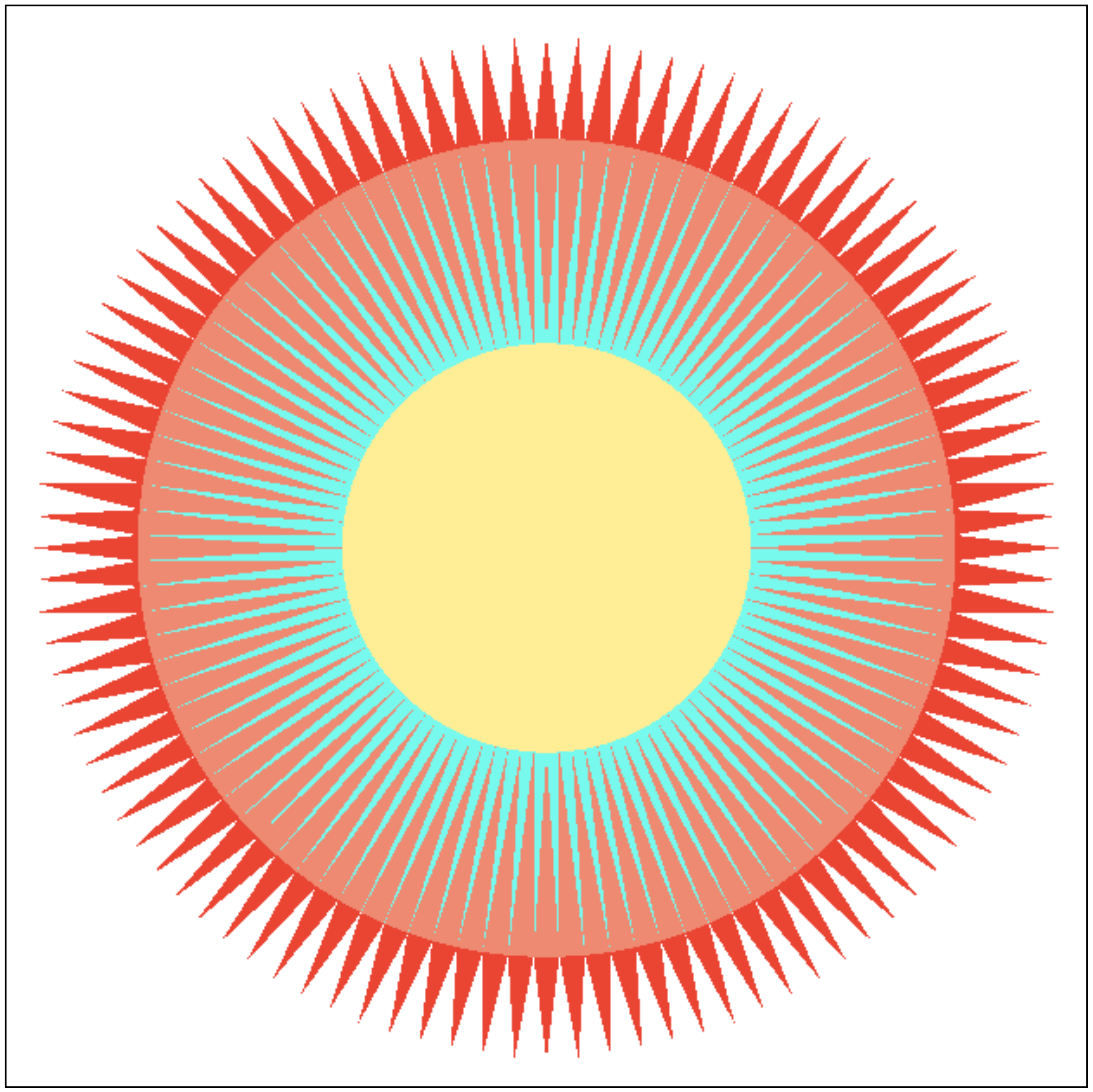
Pre-filter

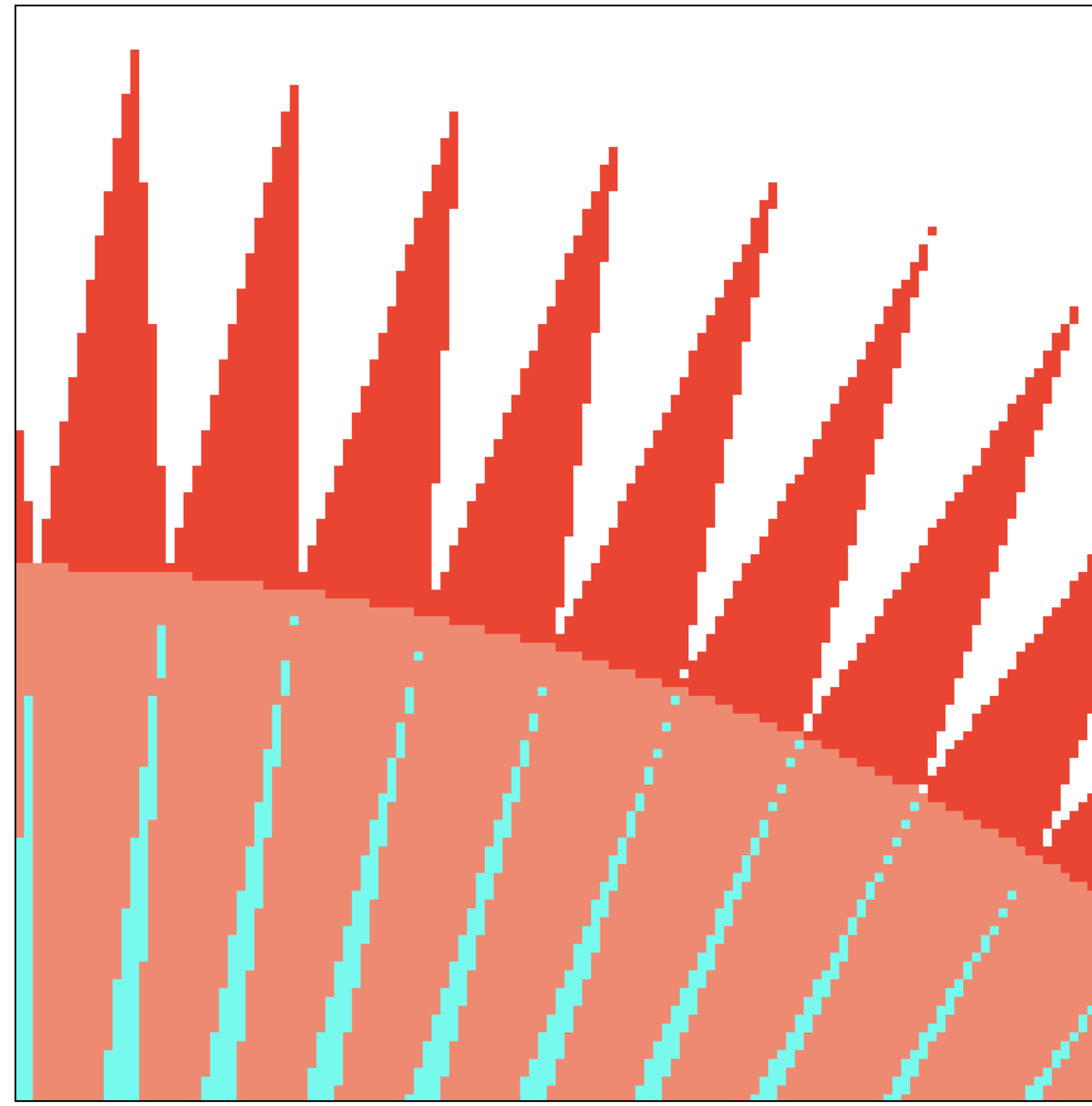
(remove frequencies above Nyquist)

Sample

Note anti-aliased edges of rasterized triangle: where pixel values take intermediate values

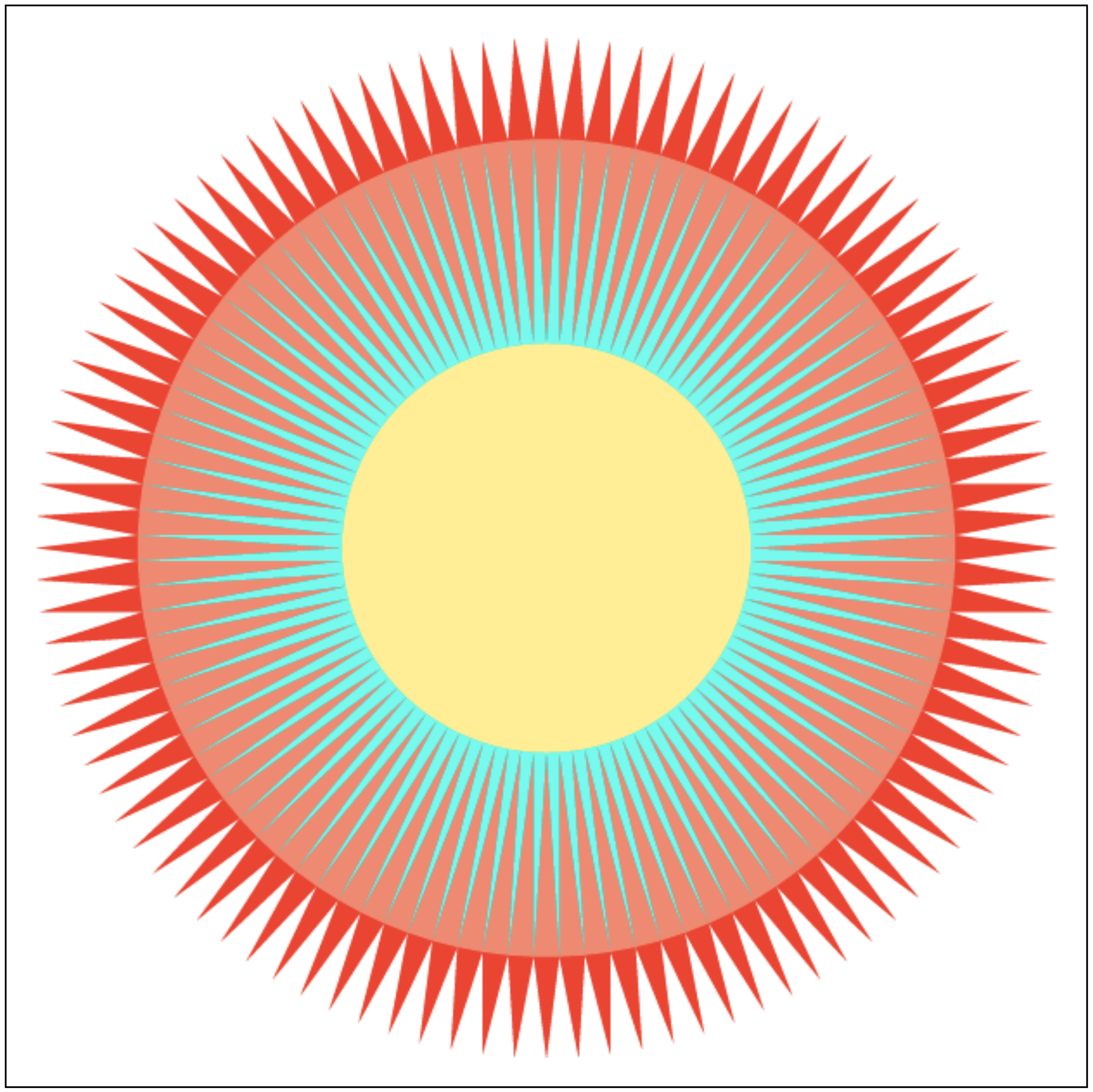
Point sampling

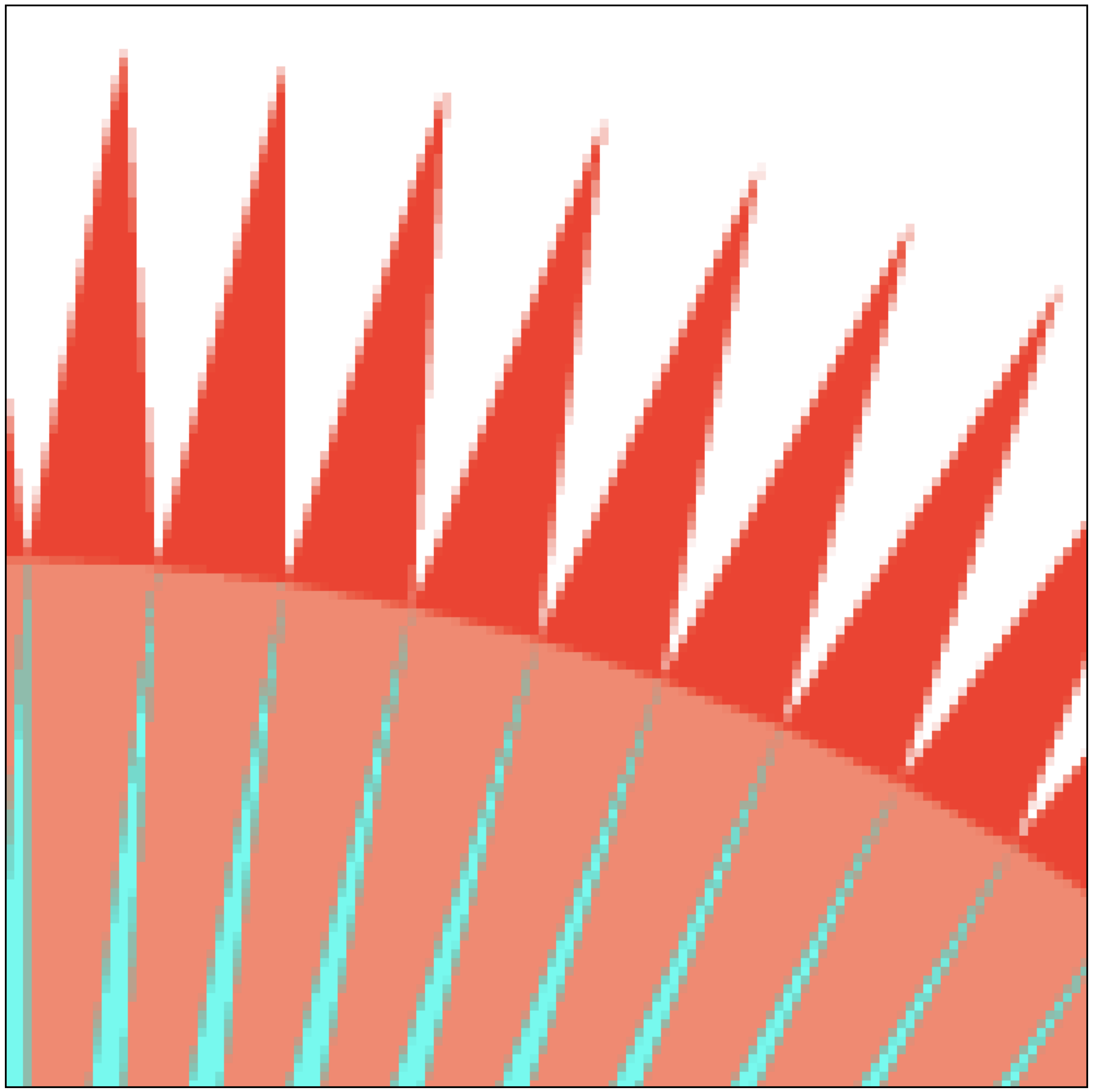




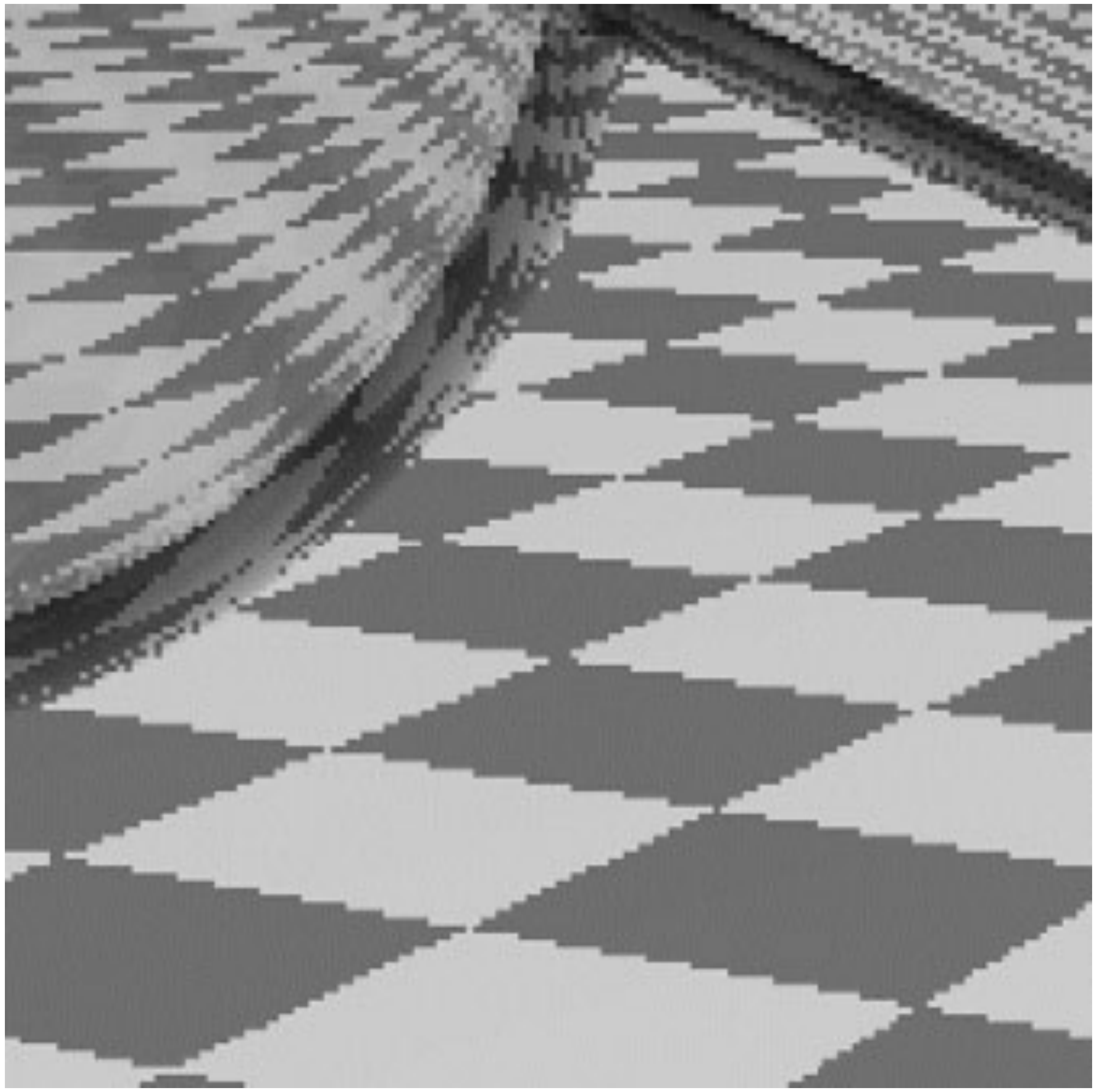
One sample per pixel

Anti-aliasing

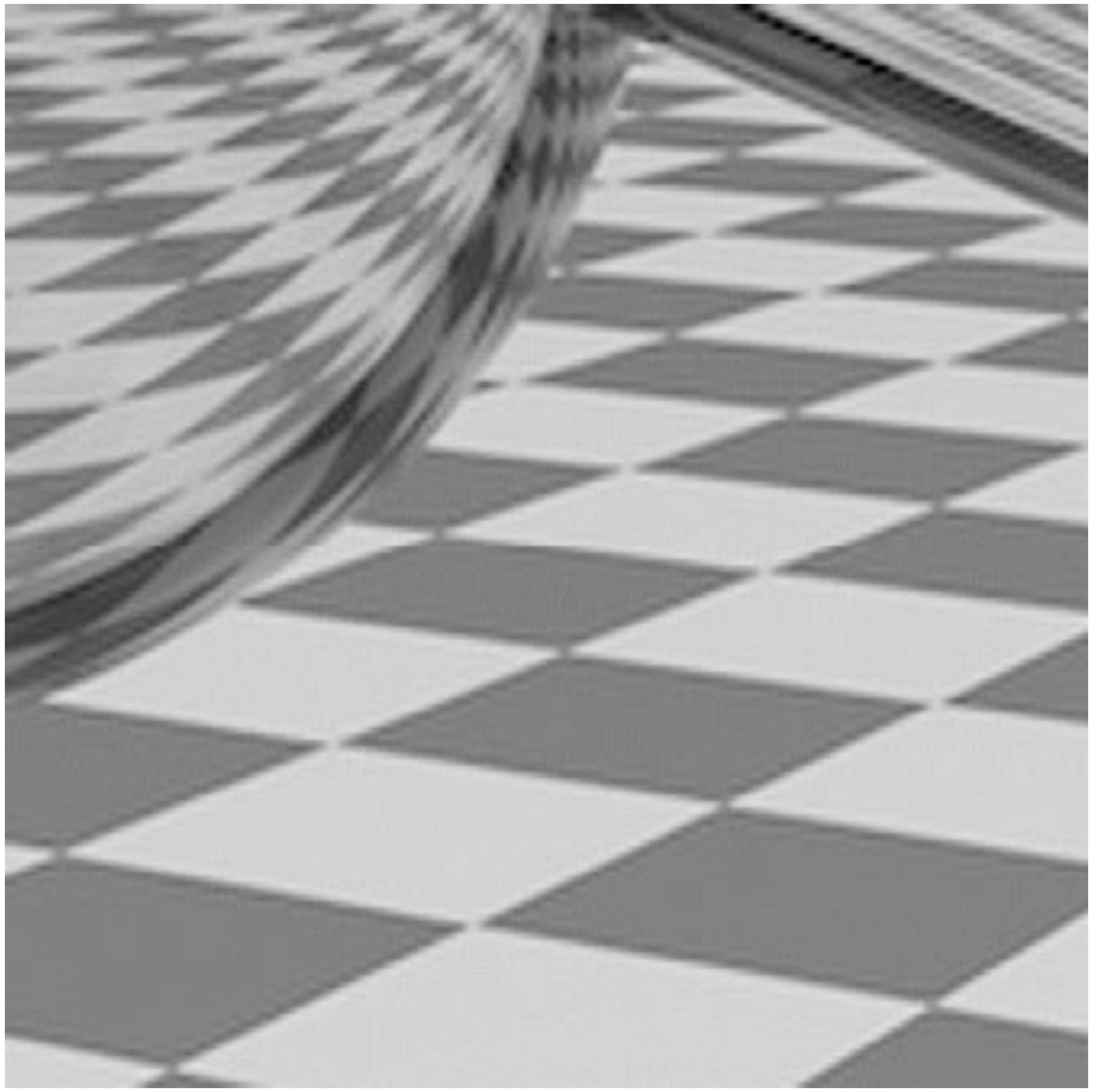




Point sampling vs anti-aliasing

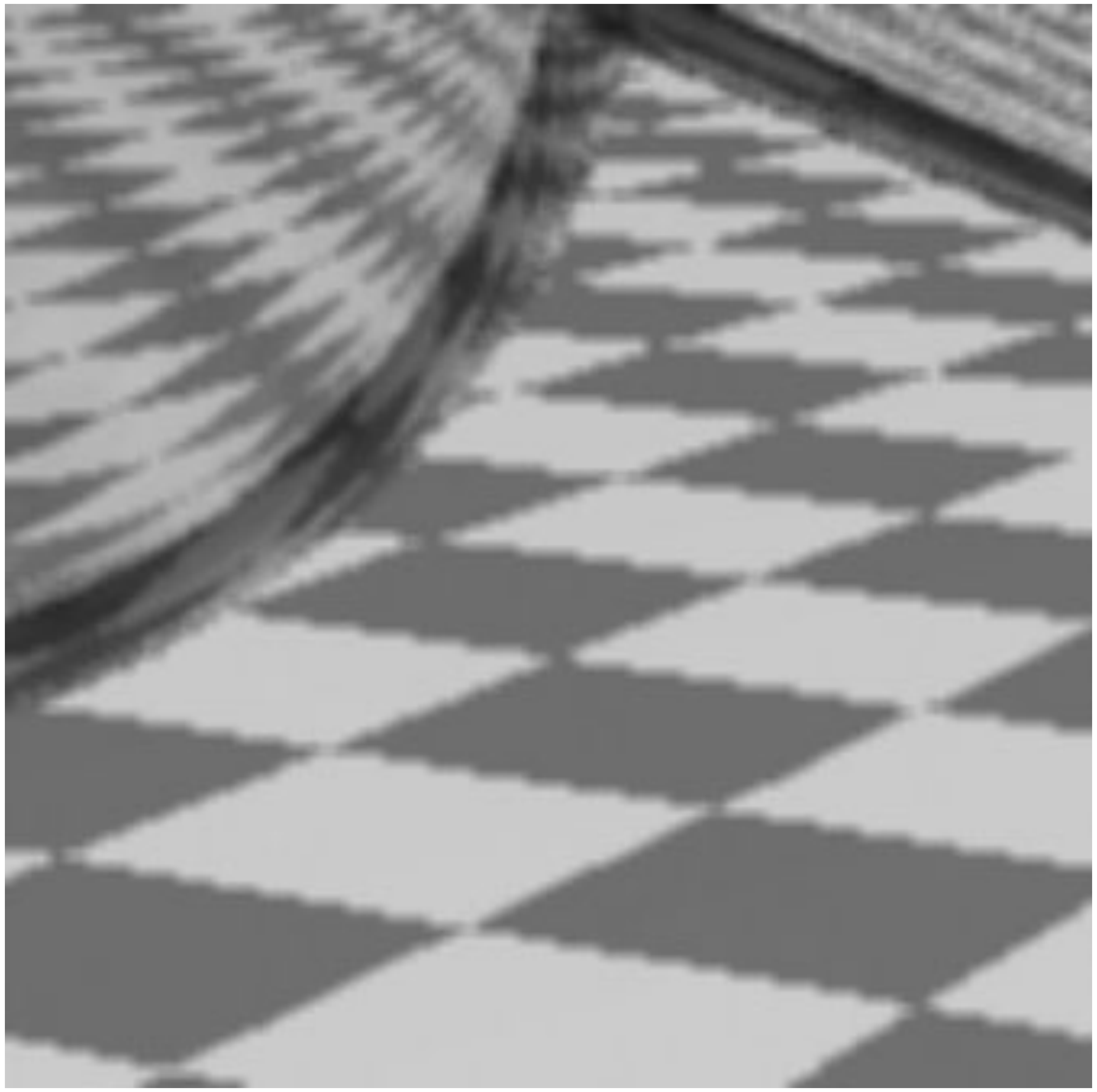


Jaggies

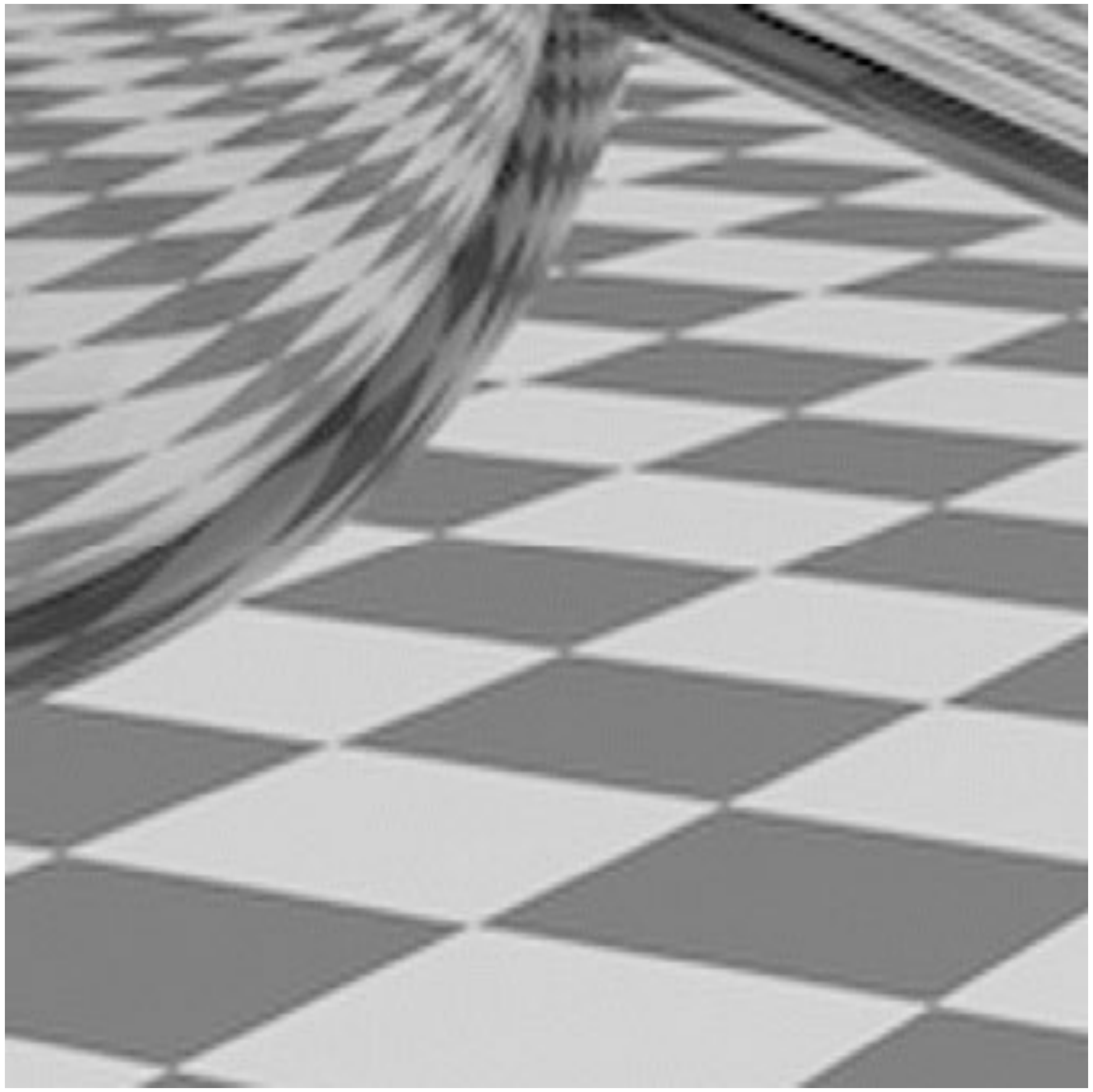


Pre-filtered

Anti-aliasing vs blurring an aliased result



Blurred Jaggies
(Sample then filter)

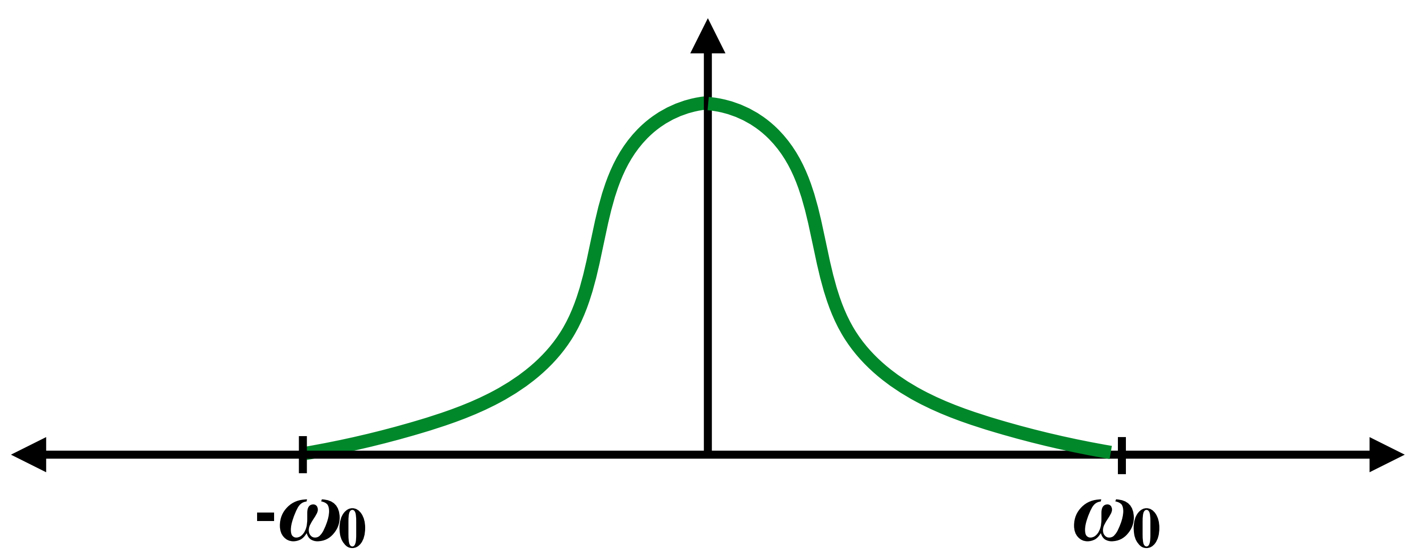


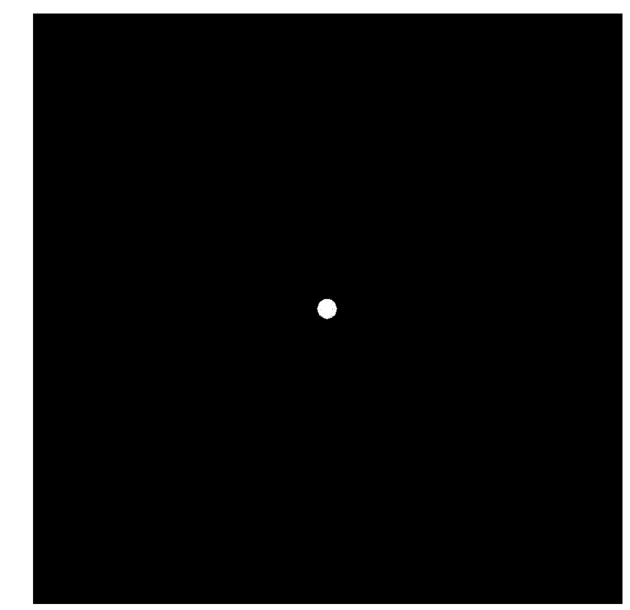
Pre-Filtered
(Filter then sample)

How much pre-filtering do we need to avoid aliasing?

Nyquist-Shannon theorem

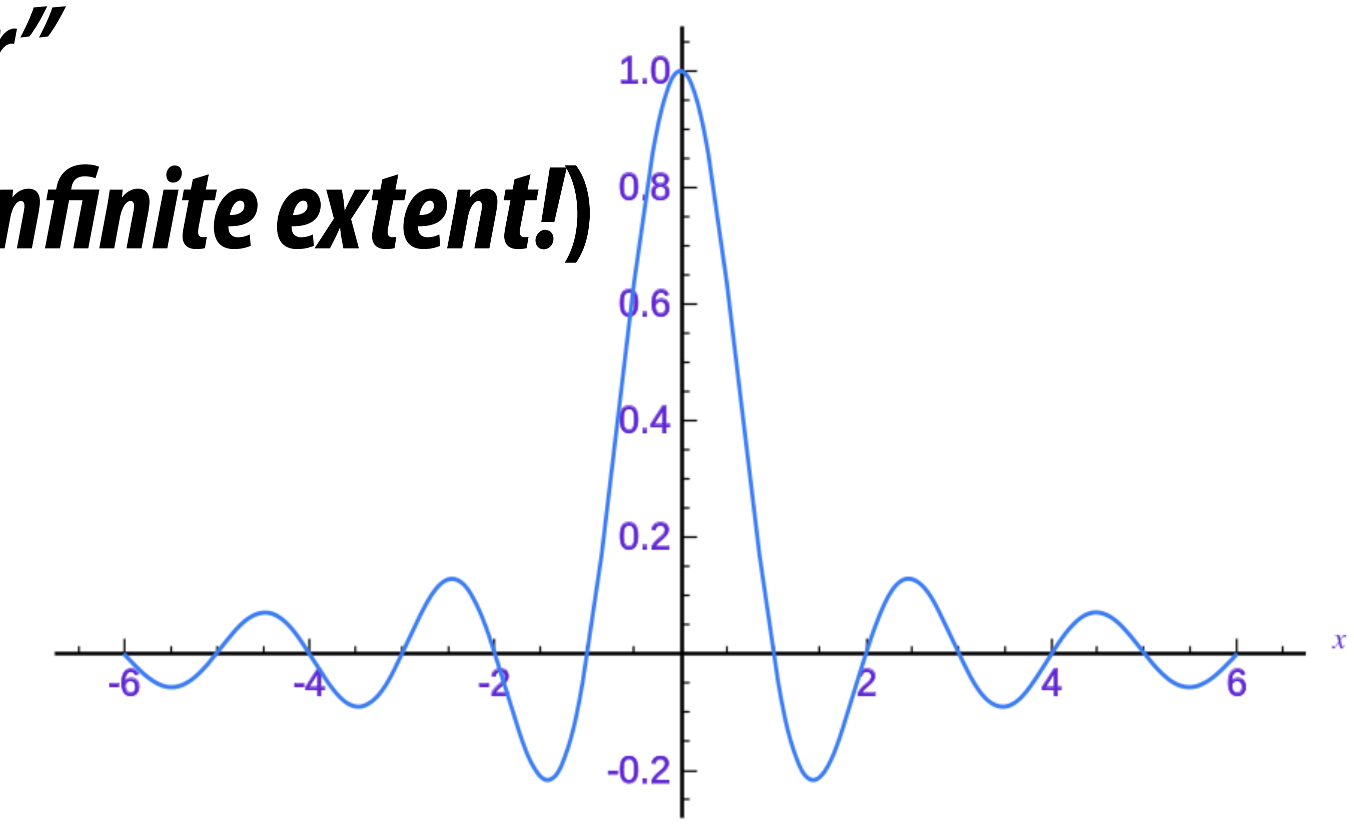
- Consider a band-limited signal: has no frequencies above ω_0
  - 1D: consider low-pass filtered audio signal
  - 2D: recall the blurred image example from a few slides ago





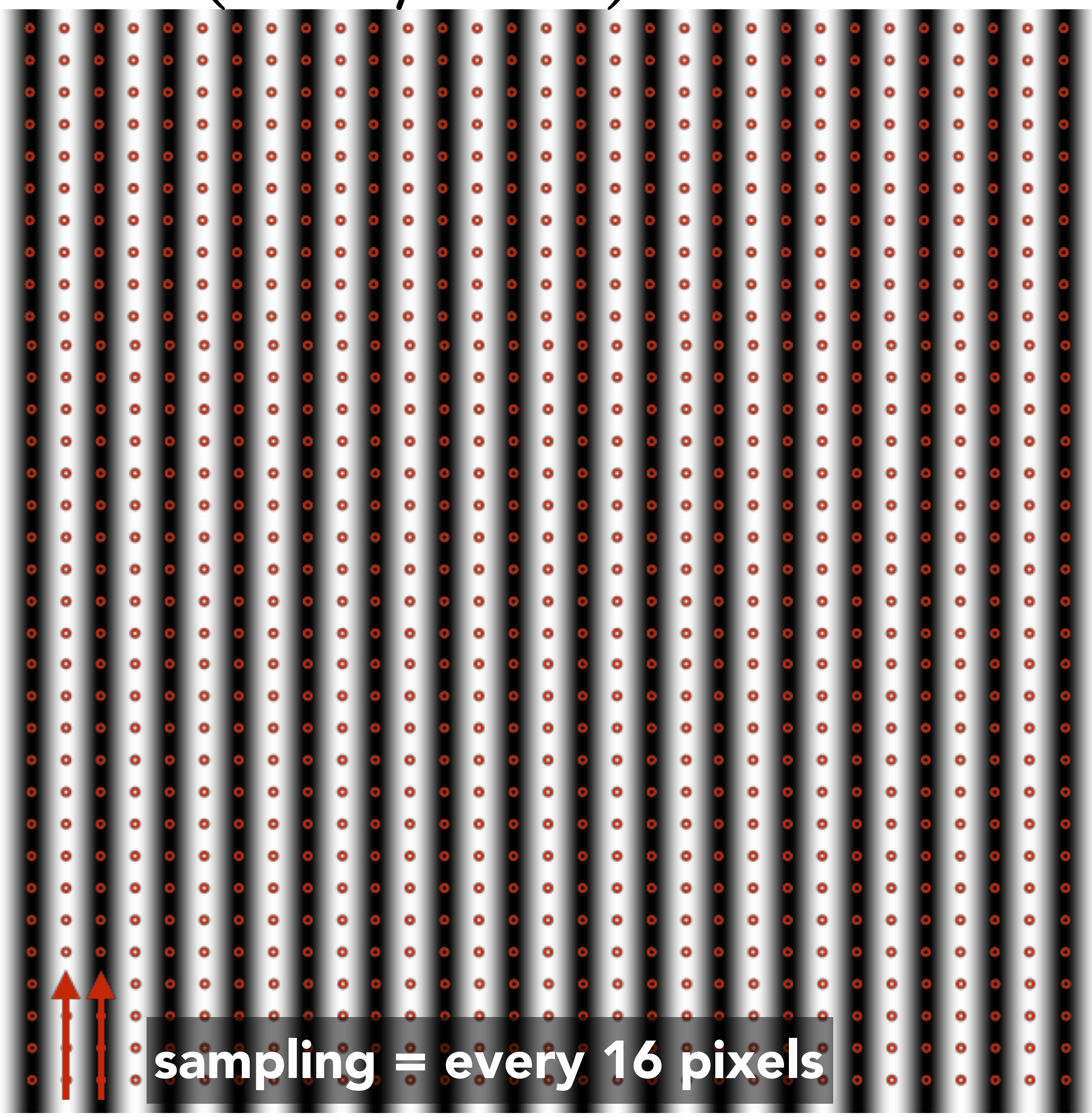
- The signal can be perfectly reconstructed if sampled with period $T = 1 / 2\omega_0$
- And reconstruction is performed using a "*sinc filter*"
  - Ideal filter with no frequencies above cutoff (*infinite extent!*)

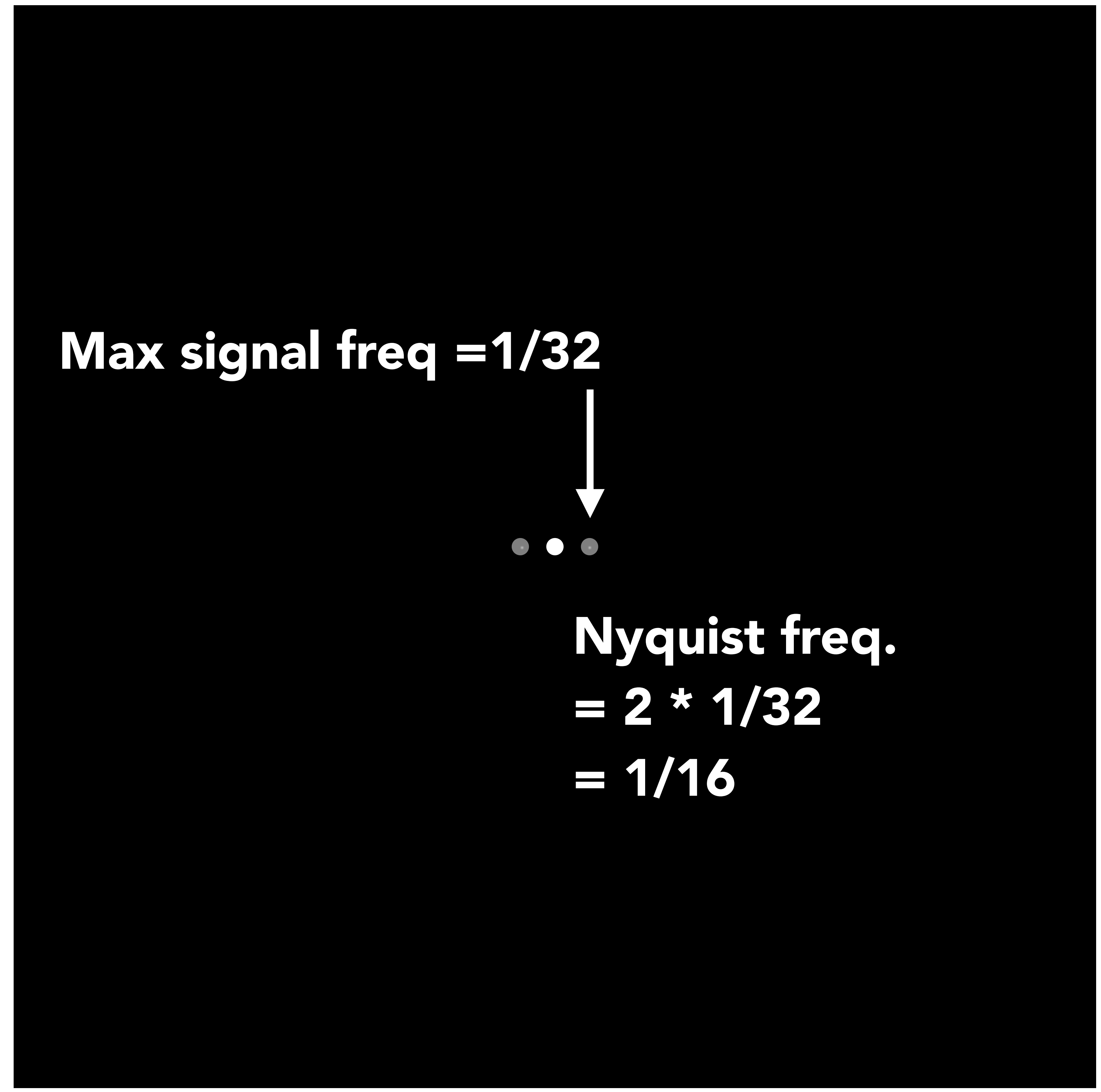
$$sinc(x) = \frac{sin(\pi x))}{\pi x}$$



Signal vs Nyquist frequency: example

$\sin(2\pi/32)x$ — **frequency 1/32; 32 pixels per cycle**



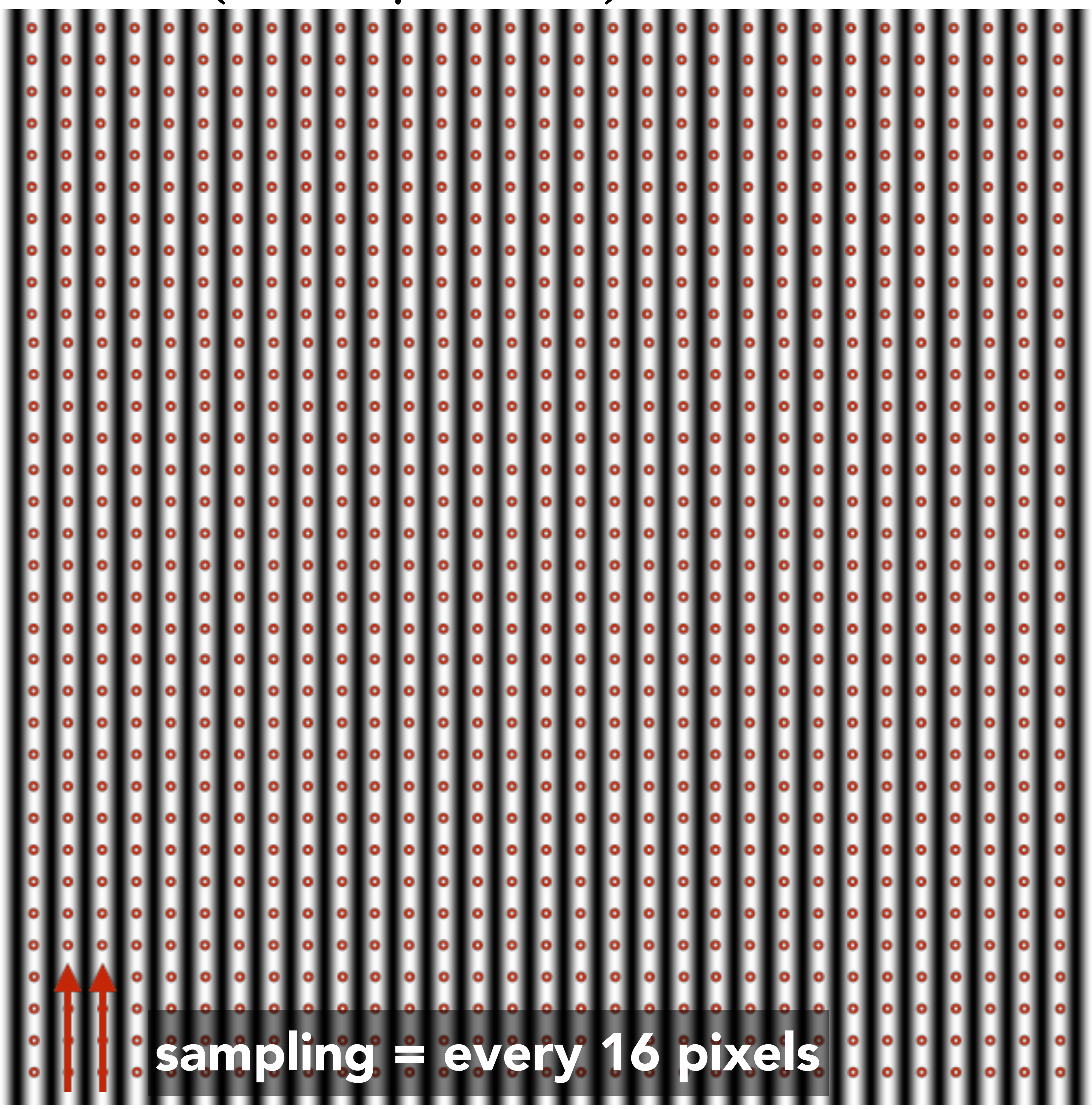


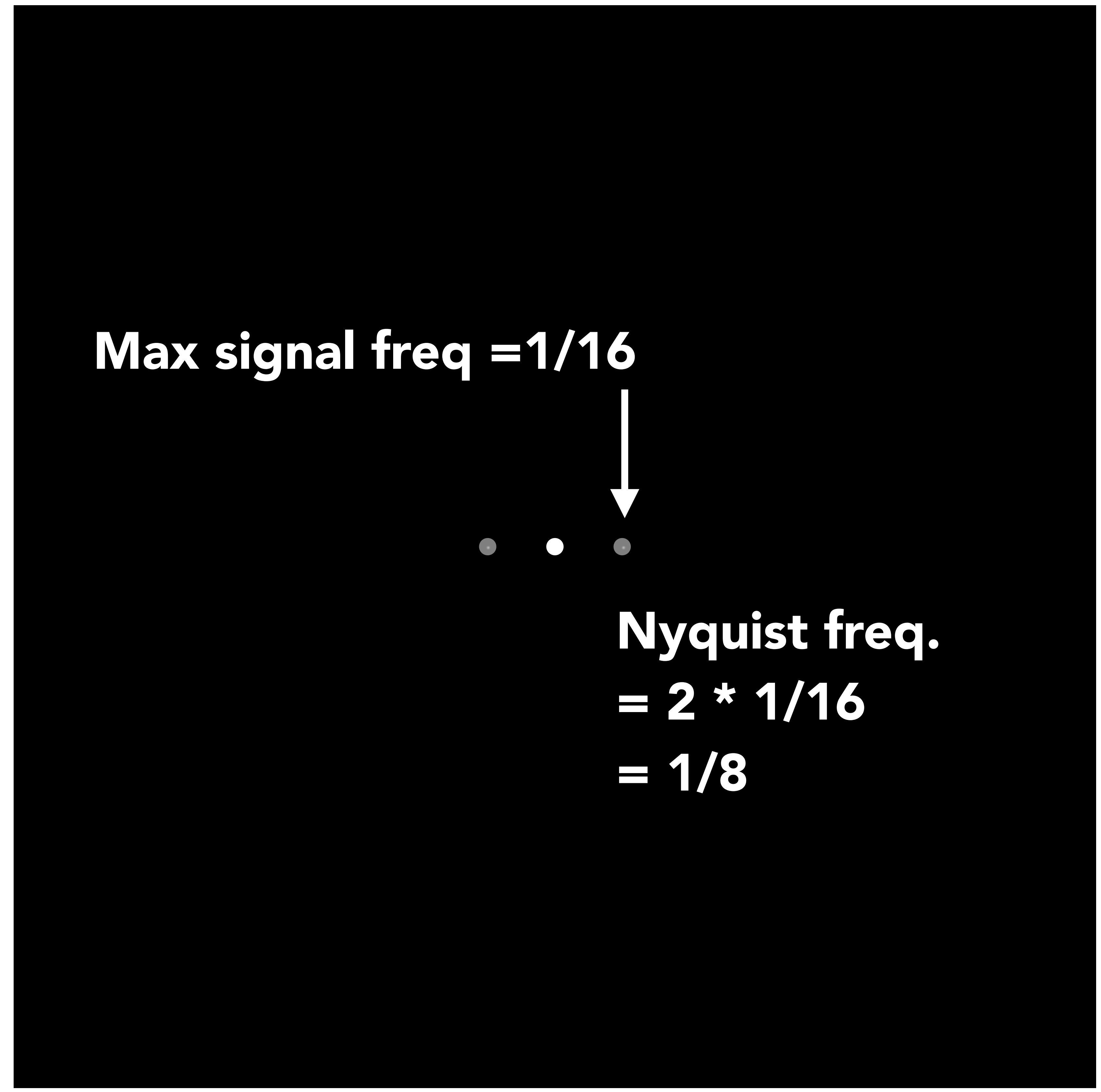
Spatial domain **Frequency domain**

No Aliasing!

Signal vs Nyquist frequency: example

$\sin(2\pi/16)x$ — **frequency 1/16; 16 pixels per cycle**





Aliasing! (due to undersampling)

Reminder: Nyquist theorem

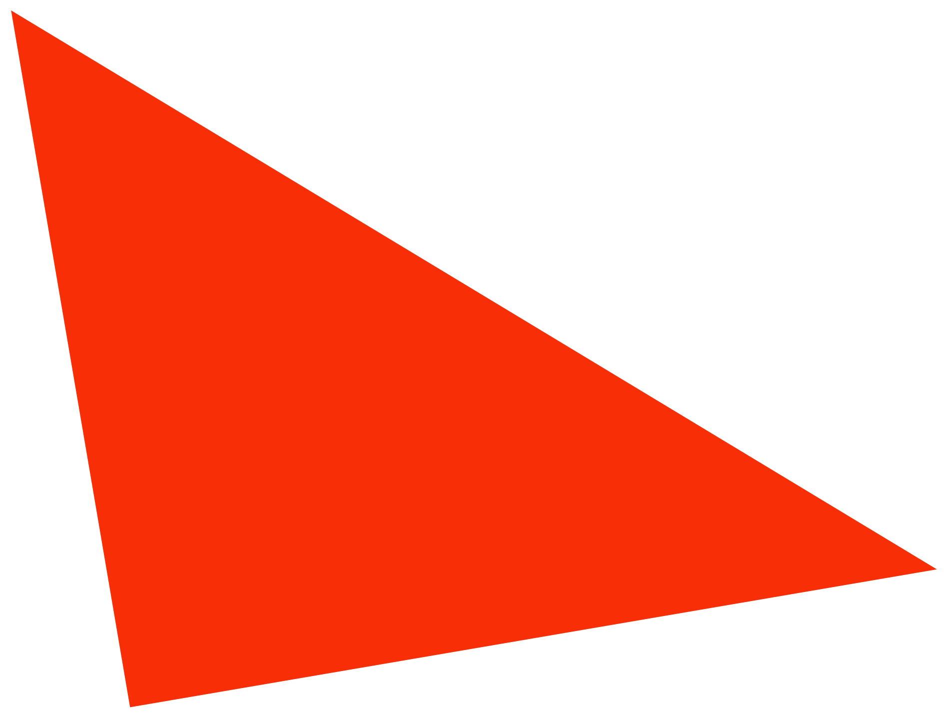
Theorem: We get no aliasing from frequencies in the signal that are less than the Nyquist frequency
(which is defined as half the sampling frequency)

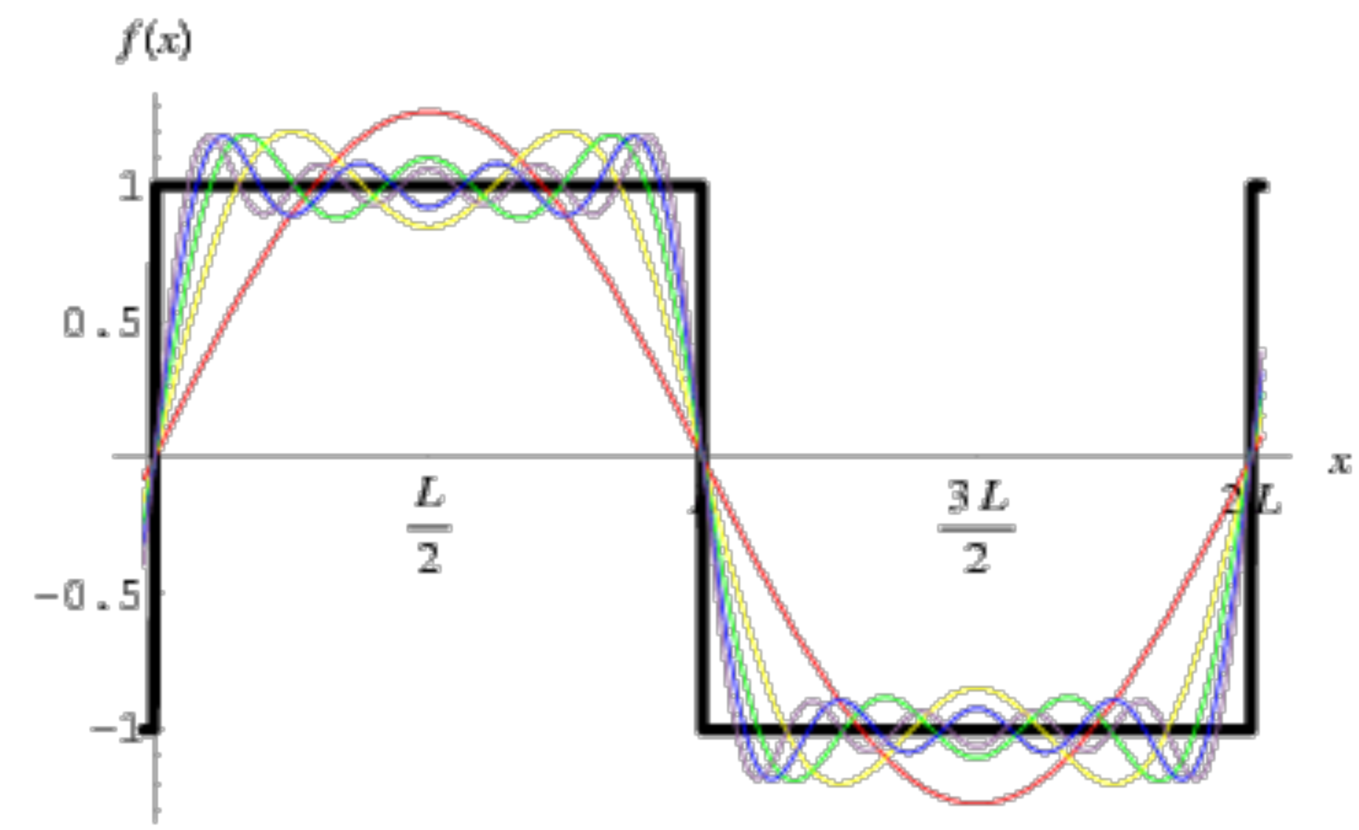
Consequence: sampling at twice the highest frequency in the signal will eliminate aliasing

Challenges of sampling-based approaches in graphics

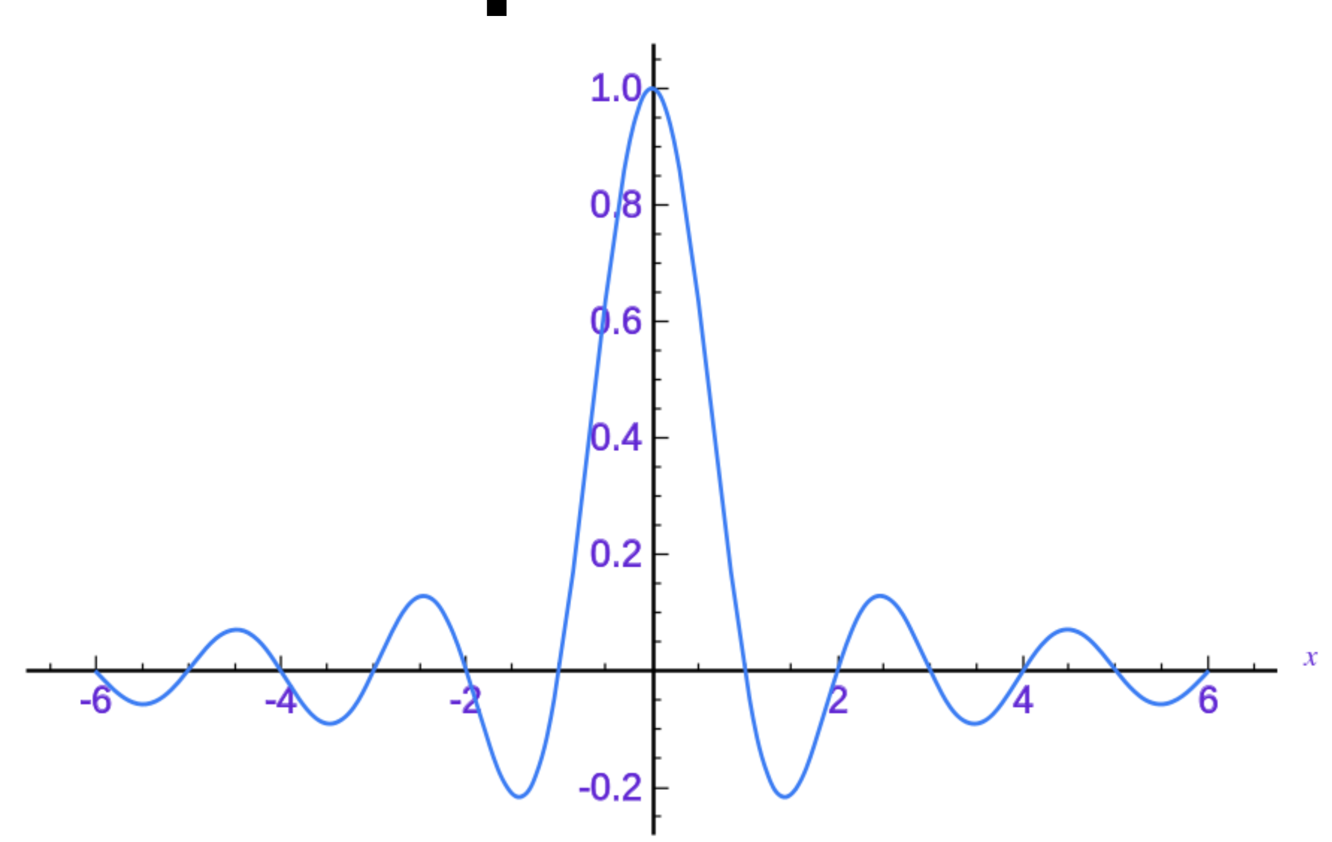
- **Our signals are not always band-limited in computer graphics. Why?**

Hint:

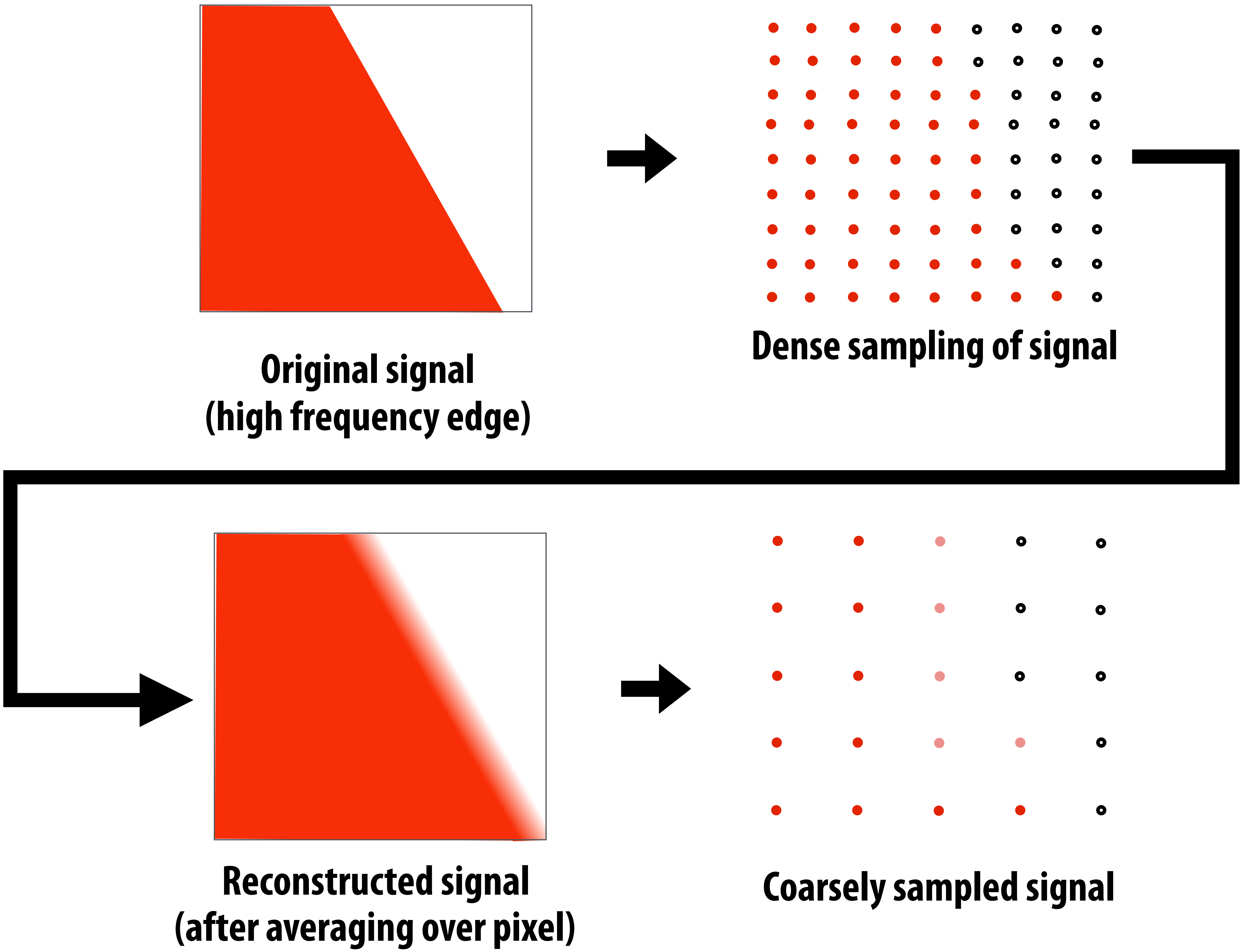




- **Also, infinite extent of "ideal" reconstruction filter (sinc) is impractical for efficient implementations. Why?**



Recall our anti-aliasing technique in the first half of lecture



Filtering = convolution

Convolution

Signal	1	3	5	3	7	1	3	8	6	4
Filter	1	2	1							

Convolution

Signal	1	3	5	3	7	1	3	8	6	4

Filter	1	2	1

$$1 \mathrm{x} 1 + 3 \mathrm{x} 2 + 5 \mathrm{x} 1 = 12$$

Result	12									

Convolution

Signal	1	3	5	3	7	1	3	8	6	4
Filter		1	2	1						

3x1 + 5x2 + 3x1 = 16

Result	12	16								

Convolution

Signal	1	3	5	3	7	1	3	8	6	4
Filter			1	2	1					

5x1 + 3x2 + 7x1 = 18

Result	12	16	18							

Discrete 2D convolution

$$\underbrace{(f * g)(x, y)}_{\text{output image}} = \sum_{i,j=-\infty}^{\infty} \underbrace{f(i, j)}_{\text{filter}} \underbrace{I(x - i, y - j)}_{\text{input image}}$$

Consider $f(i, j)$ **that is nonzero only when:** $-1 \leq i, j \leq 1$

Then:

$$(f * g)(x, y) = \sum_{i,j=-1}^{1} f(i, j) I(x - i, y - j)$$

And we can represent f(i,j) as a 3x3 matrix of values where:

$$f(i, j) = \mathbf{F}_{i,j}$$

(often called: "filter weights", "filter kernel")

Box filter (used in a 2D convolution)

$$\frac{1}{9}\begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

Example: 3x3 box filter

2D convolution with box filter blurs the image

Original image

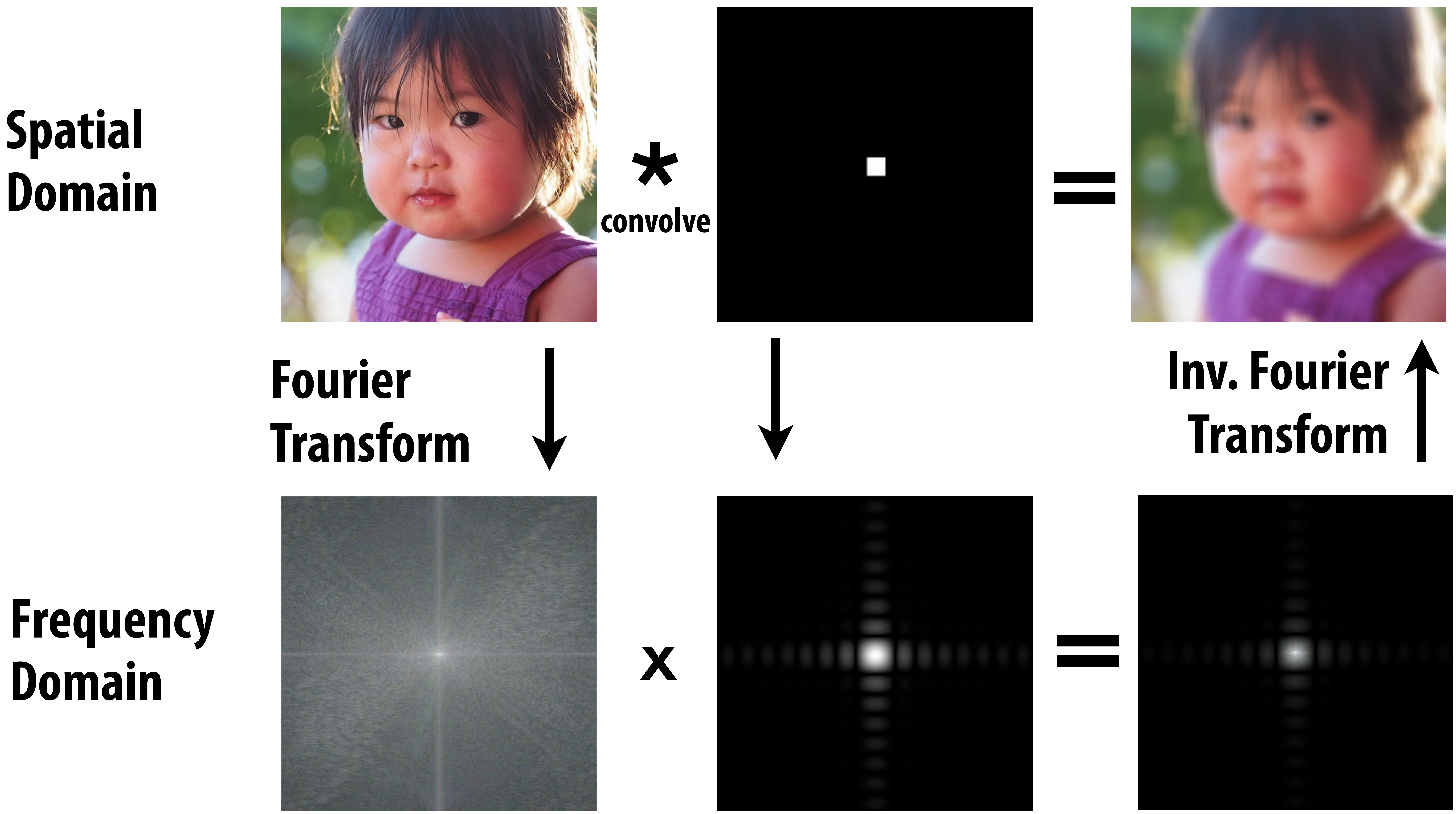
→

Blurred
(convolve with box filter)

Hmm… this reminds me of a low-pass filter…

Convolution theorem

Convolution in the spatial domain is equal to multiplication in the frequency domain, and vice versa



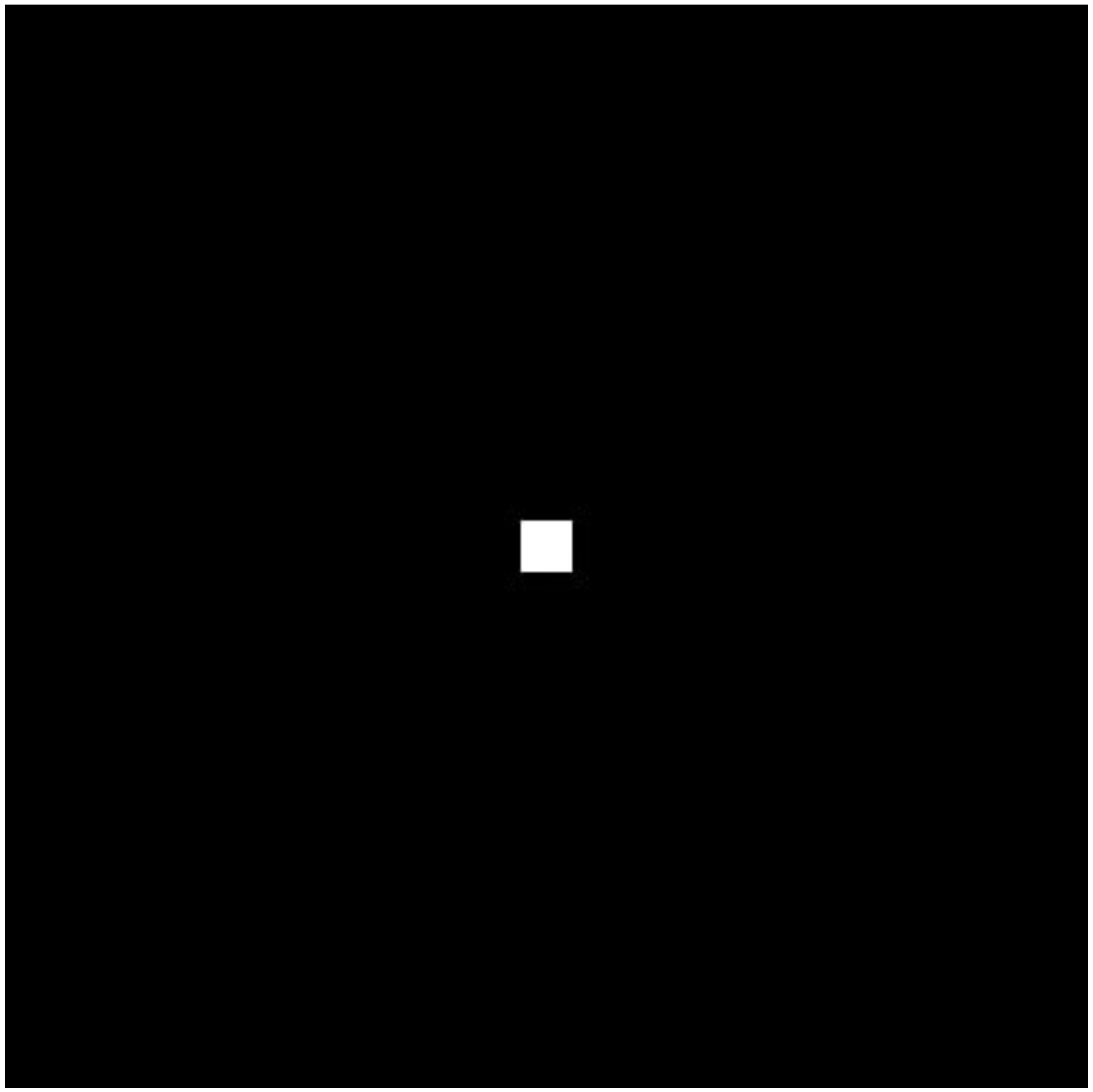
Convolution theorem

- Convolution in the spatial domain is equal to multiplication in the frequency domain, and vice versa

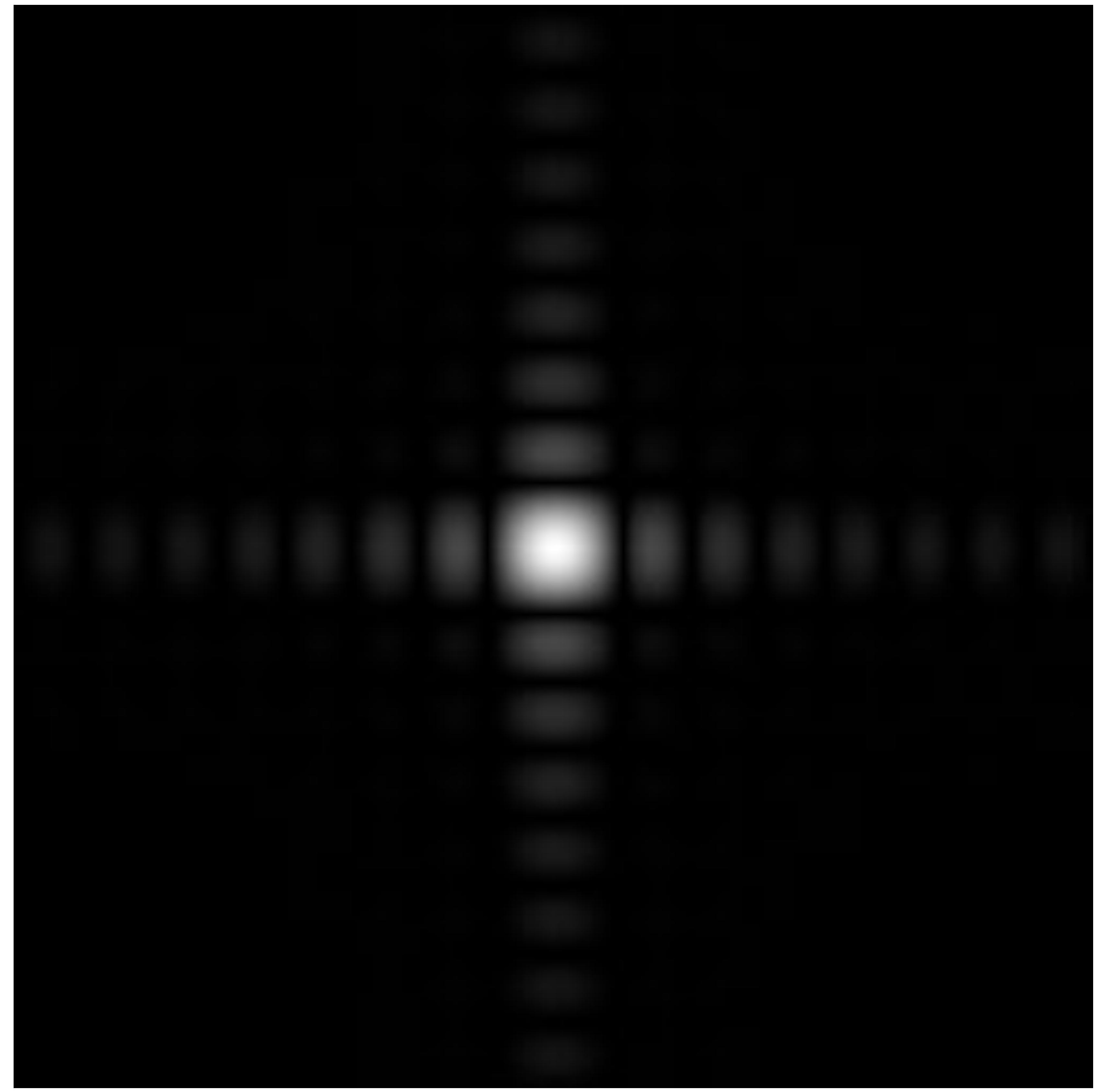
- Pre-filtering option 1:
  - Filter by convolution in the spatial domain

- Pre-filtering option 2:
  - Transform to frequency domain (Fourier transform)
  - Multiply by Fourier transform of convolution kernel
  - Transform back to spatial domain (inverse Fourier)

Box function = “low pass” filter

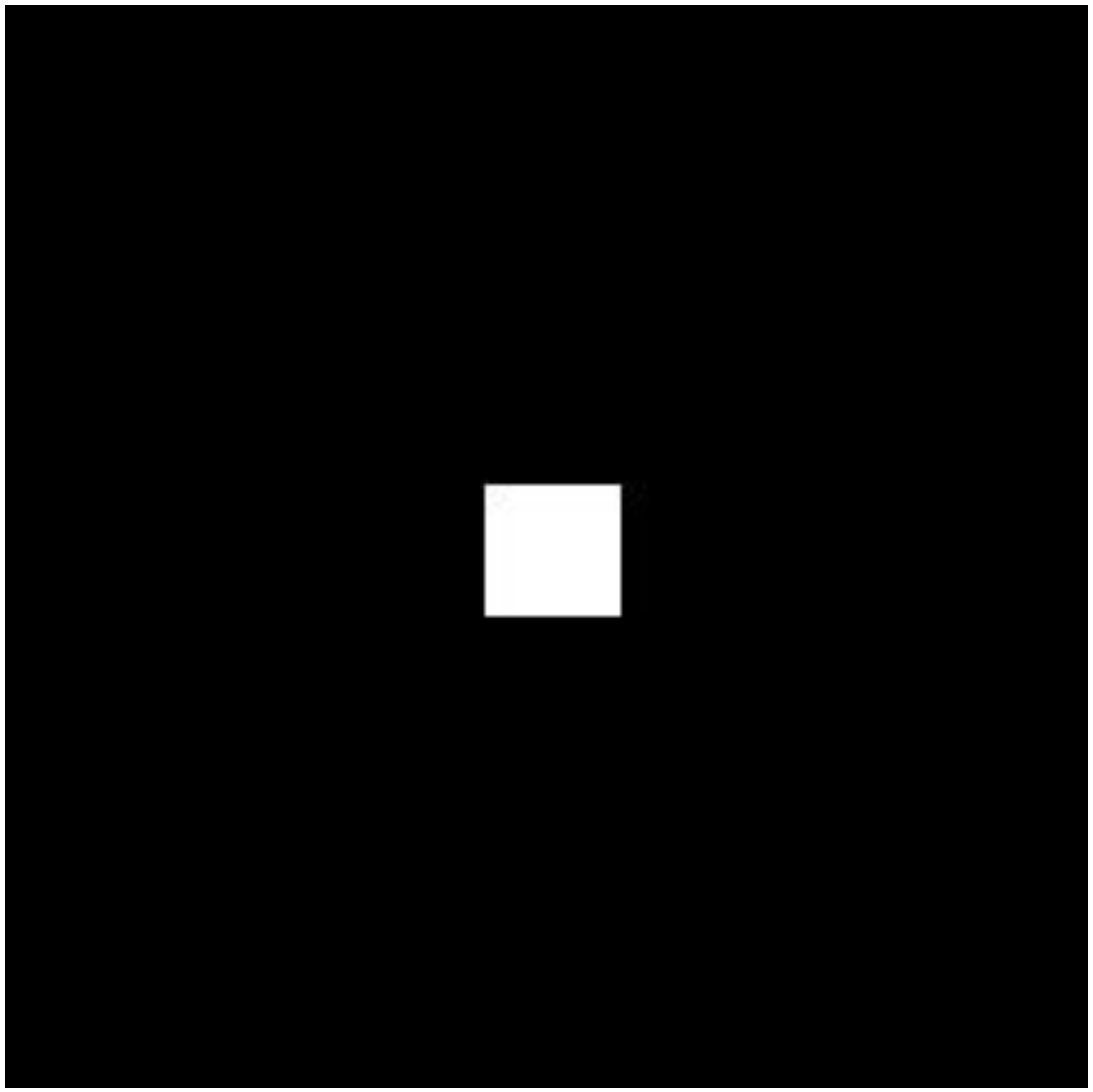


Spatial domain

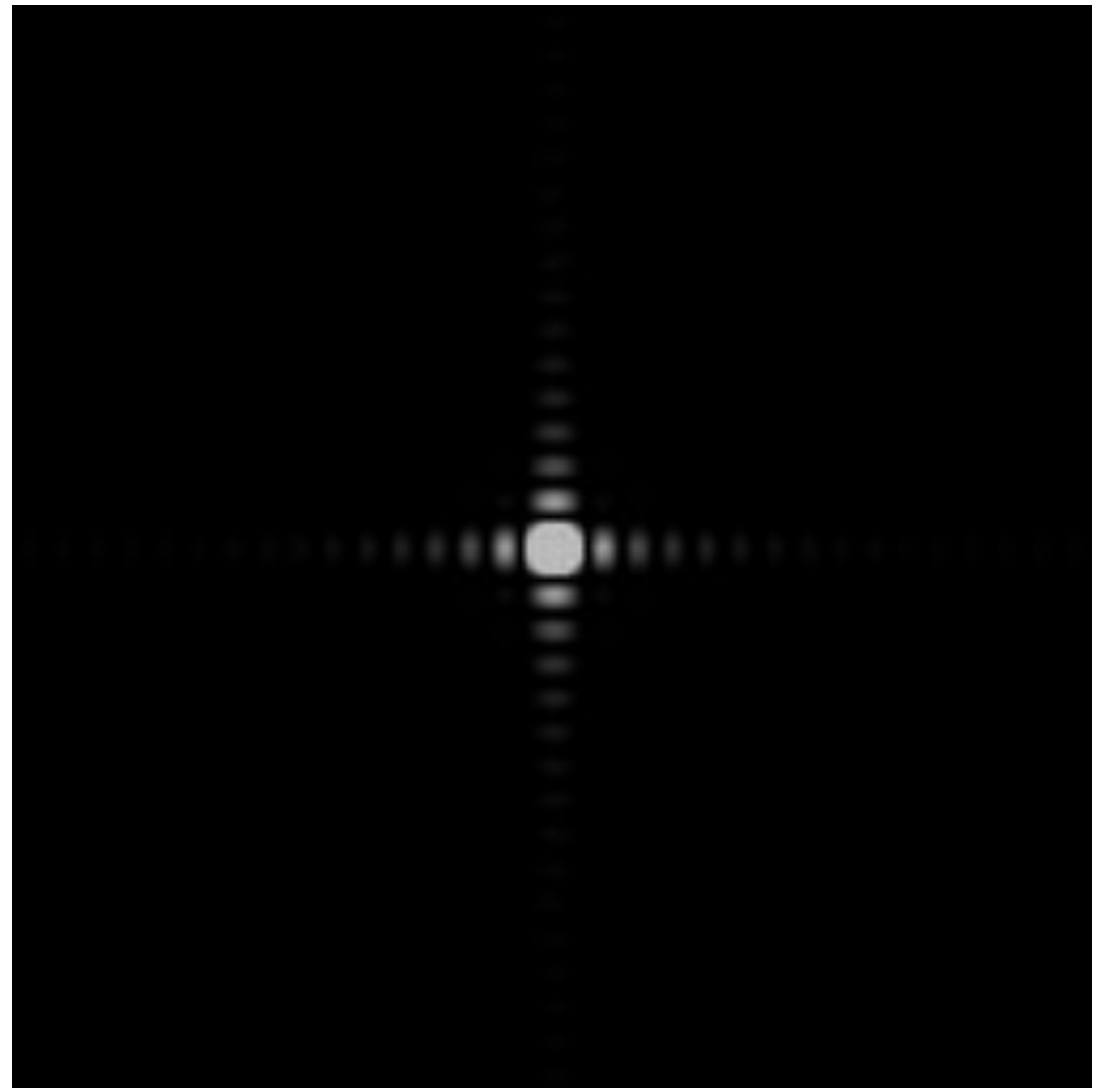


Frequency domain

Wider filter kernel = lower frequencies



Spatial domain



Frequency domain

Wider filter kernel = lower frequencies

- As a filter is localized in the spatial domain,
  it spreads out in frequency domain

- Conversely, as a filter is localized in frequency domain, it spreads out in the spatial domain

How can we reduce aliasing error?

- Increase sampling rate (increase Nyquist frequency)
  - Higher resolution displays, sensors, framebuffers…
  - But: costly and may need very high resolution to sufficiently reduce aliasing

- Anti-aliasing
  - Simple idea: remove (or reduce) signal frequencies above the Nyquist frequency before sampling
  - How to filter out high frequencies before sampling?

Anti-aliasing by averaging values in pixel area

- Convince yourself the following are the same:

- Option 1:
  - Convolve f(x,y) by a 1-pixel box-blur
  - Then sample at every pixel

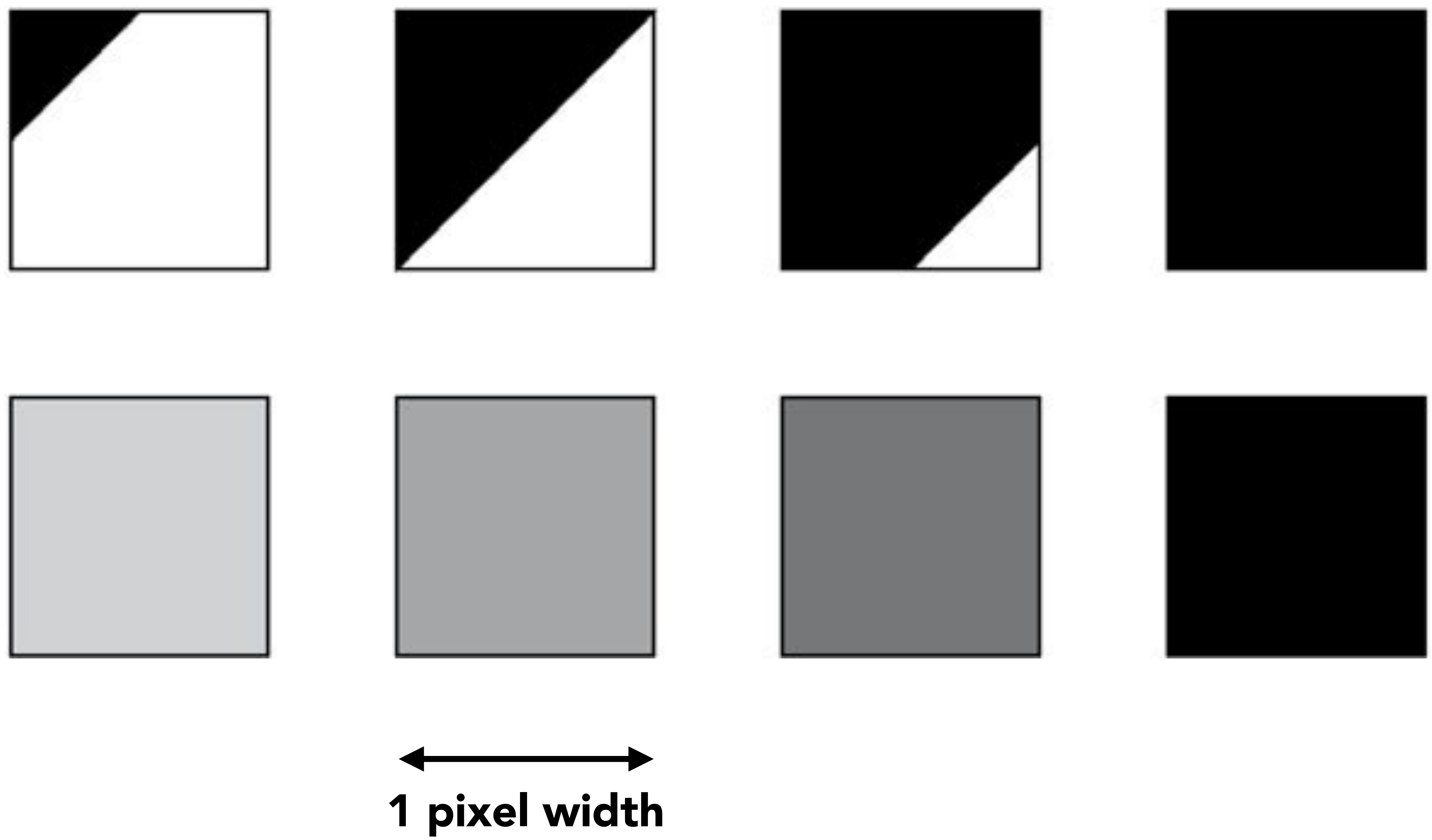
- Option 2:
  - Compute the average value of f(x,y) in the pixel

Anti-aliasing by computing average pixel value

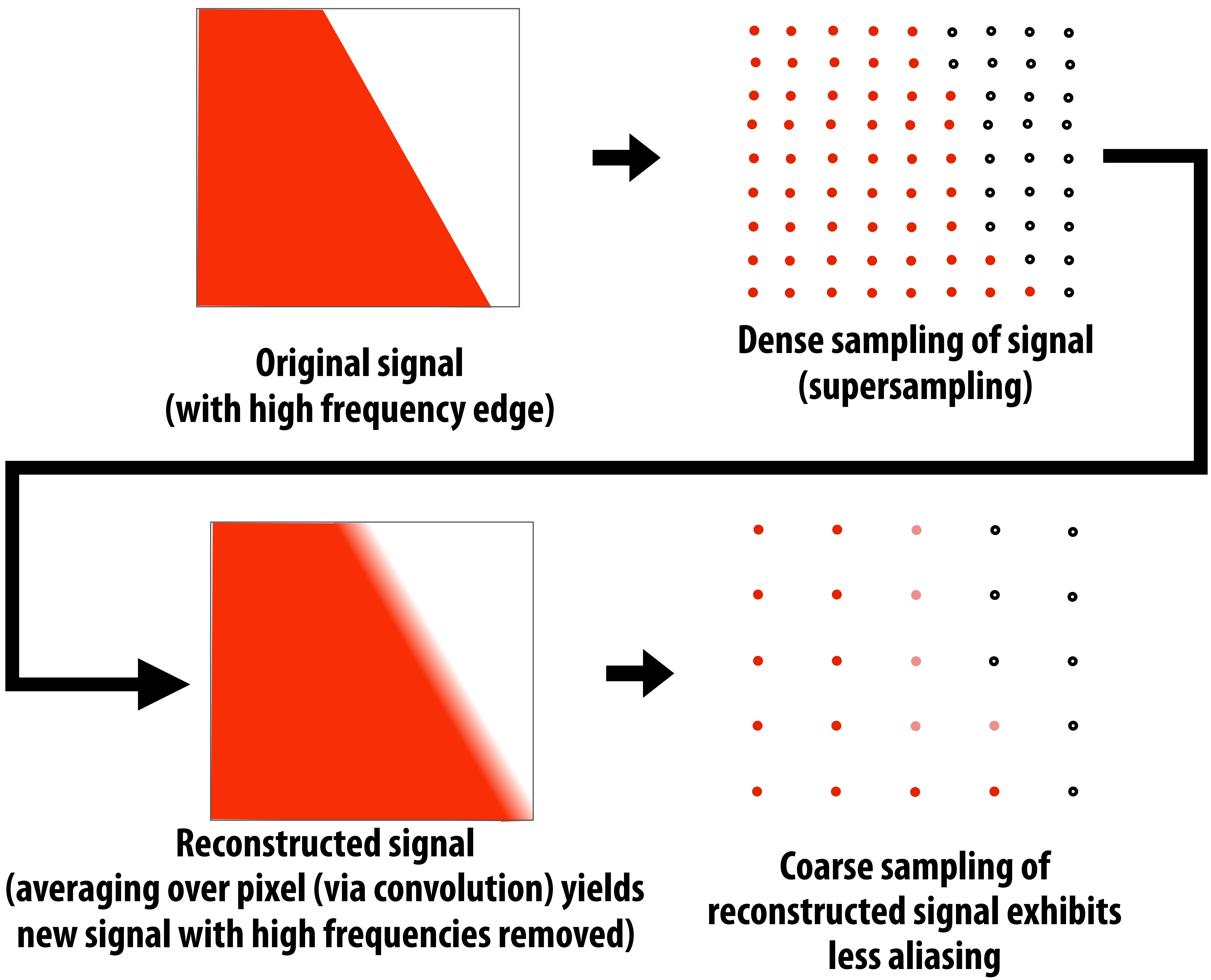
In rasterizing one triangle, the average value inside a pixel area of f(x,y) = inside(tri,x,y) is equal to the area of the pixel covered by the triangle.

Original

Filtered



Putting it all together: anti-aliasing via supersampling



Today's summary

- Drawing a triangle = sampling triangle/screen coverage
- Pitfall of sampling: aliasing
- Reduce aliasing by prefiltering signal
  - Supersample
  - Reconstruct via convolution (average coverage over pixel)
    - Higher frequencies removed
  - Sample reconstructed signal once per pixel

- There is much, much more to sampling theory and practice…

Acknowledgements

- Thanks to Ren Ng, Pat Hanrahan, Keenan Crane for slide materials