

Some Notes on Importance Sampling of a Hemisphere

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The following notes are intended to serve as my own reference and are not written as an easy-to-follow introduction.

1 Importance Sampling

Using the theory of importance sampling, we can approximate any integral by a sum:

$$\int_a^b f(x) dx \approx \frac{1}{N} \sum_{n=1}^N \frac{f(x_n)}{p(x_n)} \quad , \quad (1)$$

where $p(x)$ is some arbitrary probability density function (PDF) that must fulfill the condition:

$$\int_a^b p(x) dx = 1 \quad . \quad (2)$$

In theory, the best PDF (with the smallest variance) would be

$$p(x) = \frac{f(x)}{\int_a^b f(x)} \quad , \quad (3)$$

which means the PDF should follow the shape of the function (i.e., the sampling density should be higher if the function values are higher).

2 Sampling of a Hemisphere

Let angle θ be the polar angle and ϕ the azimuthal angle of a spherical coordinate system. Furthermore, we have a function $s(\theta, \phi)$ that evaluates a sample at a position (θ, ϕ) on the hemisphere. We like to solve the integral of the function $s(\theta, \phi)$ over the hemisphere:

$$\int_{\Omega^+} s(\theta, \phi) d\omega = \int_{\phi=0}^{2\pi} \int_{\theta=0}^{\frac{\pi}{2}} s(\theta, \phi) \sin(\theta) d\theta d\phi \quad (4)$$

In order to solve the integral with importance sampling, as a first very simple example, we could choose the PDF to be a uniform distribution:

$$p(\theta, \phi) = \frac{1}{2\pi} \frac{1}{\pi/2} \quad . \quad (5)$$

The condition in Eq. (2) would be fulfilled because

$$\int_{\phi=0}^{2\pi} \int_{\theta=0}^{\pi/2} \frac{1}{2\pi} \frac{1}{\pi/2} d\theta d\phi = 1 \quad . \quad (6)$$

Now using Eq. (1) we get:

$$\int_{\phi=0}^{2\pi} \int_{\theta=0}^{\pi/2} \underbrace{s(\theta, \phi) \sin(\theta)}_{f(\theta, \phi)} d\theta d\phi \quad (7)$$

$$\approx \frac{1}{JK} \sum_{k=1}^K \sum_{j=1}^J \frac{f(\theta_j, \phi_k)}{p(\theta_j, \phi_k)} \quad (8)$$

$$= \frac{1}{JK} \sum_{k=1}^K \sum_{j=1}^J \frac{s(\theta_j, \phi_k) \sin(\theta_j)}{\frac{1}{2\pi} \frac{1}{\pi/2}} \quad (9)$$

$$= \sum_1^K \sum_1^J s(\theta_j, \phi_k) \sin(\theta_j) \underbrace{\frac{\pi/2}{J}}_{\Delta\theta} \underbrace{\frac{2\pi}{K}}_{\Delta\phi} \quad (10)$$

$$= \sum_1^K \sum_1^J s(\theta_j, \phi_k) \sin(\theta_j) \Delta\theta \Delta\phi \quad (11)$$

Let the two random variables u and v be in range $[0.0, 1.0]$ and have a uniform distribution. Then, for this choice of the PDF, the mapping from the two uniform random variables u and v to θ and ϕ is a simple linear relation:

$$\phi = 2\pi u \quad (12)$$

$$\theta = \frac{\pi}{2} v \quad (13)$$

This uniform sampling in θ and ϕ directions provides a solution to the integral. In fact, it is the same solution the Riemann sum would provide. However, this solution can be improved because the multiplication with the $\sin(\theta)$ function makes the contributions of samples very small when θ approaches zero. Therefore, let us choose a more suitable PDF:

$$p(\theta, \phi) = c \sin(\theta) \quad , \quad (14)$$

where c is a constant that we can determine by evaluating the condition in Eq. (2):

$$\int_{\phi=0}^{2\pi} \int_{\theta=0}^{\frac{\pi}{2}} c \sin(\theta) d\theta d\phi = 1 \quad (15)$$

$$2\pi c \left[-\cos(x) \right]_0^{\frac{\pi}{2}} = 1 \quad (16)$$

$$c = \frac{1}{2\pi} \quad (17)$$

The resulting PDF is:

$$p(\theta, \phi) = \frac{1}{2\pi} \sin(\theta) \quad (18)$$

Now, using Eq. (1), we get:

$$\int_{\phi=0}^{2\pi} \int_{\theta=0}^{\frac{\pi}{2}} \underbrace{s(\theta, \phi) \sin(\theta)}_{f(\theta_j, \phi_k)} d\theta d\phi \quad (19)$$

$$\approx \frac{1}{JK} \sum_{k=1}^K \sum_{j=1}^J \frac{f(\theta_j, \phi_k)}{p(\theta, \phi)} \quad (20)$$

$$= \frac{2\pi}{JK} \sum_{k=1}^K \sum_{j=1}^J \frac{s(\theta_j, \phi_k) \sin(\theta_j)}{\sin(\theta_j)} \quad (21)$$

$$= \frac{2\pi}{JK} \sum_{k=1}^K \sum_{j=1}^J s(\theta_j, \phi_k) \quad (22)$$

This looks perfect. However, how do we generate samples that have a probability distribution function of $p(\theta, \phi) = \frac{1}{2\pi} \sin(\theta)$? To this end, we follow exactly the approach described in the PBR book¹ by Pharr and Humphreys and use the inversion method² for random variables. First, we compute the marginal density function:

$$p_{\theta}(\theta) = \int_{\phi=0}^{2\pi} p(\theta, \phi) d\phi = \int_{\phi=0}^{2\pi} \frac{1}{2\pi} \sin(\theta) d\phi = \frac{1}{2\pi} \sin(\theta) \int_{\phi=0}^{2\pi} d\phi = \sin(\theta) \quad (23)$$

Next, the conditional density for ϕ is computed:

$$p(\phi|\theta) = \frac{p(\theta, \phi)}{p_{\theta}(\theta)} = \frac{1}{2\pi} \quad (24)$$

¹M. Pharr, G. Humphreys: [Physically Based Rendering](#) (2010), ch. 13.6.1, pp. 643ff

²https://en.wikipedia.org/wiki/Inverse_transform_sampling

For both distributions, we compute the cumulative distribution function (CDF):

$$P(\phi|\theta) = \int_0^\phi \frac{1}{2\pi} d\phi' = \frac{1}{2\pi} \phi \quad (25)$$

$$P(\theta) = \int_0^\theta \sin(\theta') d\theta' = \left[-\cos(\theta') \right]_0^\theta = 1 - \cos(\theta) \quad (26)$$

Finally, in a last step, we apply the inversion:

$$u = P(\phi|\theta) = \frac{1}{2\pi} \phi \quad \Rightarrow \quad \phi = 2\pi u \quad (27)$$

$$v = P(\theta) = 1 - \cos(\theta) \quad \Rightarrow \quad \theta = \arccos(1 - v) \quad (28)$$

Thus, a PDF of $p(\theta, \phi) = \frac{1}{2\pi} \sin(\theta)$ can be produced from two uniform random variables x and y in range $[0.0, 1.0]$ and the mapping

$$\phi = 2\pi u \quad (29)$$

$$\theta = \arccos(1 - v) \quad (30)$$

If the sample positions (θ_j, ϕ_k) are generated with this PDF, the integral over the hemisphere can be computed by the simple formula from Eq. (22).

3 Sampling of a Cosine-Weighted Hemisphere

Next, we like to solve the integral of the function $s(\theta, \phi)$ over a cosine-weighted hemisphere:

$$\int_{\Omega^+} s(\theta, \phi) \cos(\theta) d\omega = \int_{\phi=0}^{2\pi} \int_{\theta=0}^{\frac{\pi}{2}} s(\theta, \phi) \cos(\theta) \sin(\theta) d\theta d\phi \quad (31)$$

Therefore, a suitable PDF is:

$$p(\theta, \phi) = c \cos(\theta) \sin(\theta) \quad . \quad (32)$$

Again, we determine the constant c with:

$$\int_{\phi=0}^{2\pi} \int_{\theta=0}^{\frac{\pi}{2}} c \cos(\theta) \sin(\theta) d\theta d\phi = 1 \quad (33)$$

$$2\pi c \left[\frac{1}{2} \sin^2(\theta) \right]_0^{\frac{\pi}{2}} = 1 \quad (34)$$

$$c = \frac{1}{\pi} \quad . \quad (35)$$

Thus, the PDF is

$$p(\theta, \phi) = \frac{1}{\pi} \cos(\theta) \sin(\theta) \quad . \quad (36)$$

Marginal density function:

$$p_\theta(\theta) = \int_{\phi=0}^{2\pi} p(\theta, \phi) d\phi = \int_{\phi=0}^{2\pi} \frac{1}{\pi} \cos(\theta) \sin(\theta) d\phi = 2 \cos(\theta) \sin(\theta) \quad (37)$$

Conditional density for ϕ :

$$p(\phi|\theta) = \frac{p(\theta, \phi)}{p_\theta(\theta)} = \frac{1}{2\pi} \quad (38)$$

Cumulative distribution function (CDF):

$$P(\phi|\theta) = \int_0^\phi \frac{1}{2\pi} d\phi' = \frac{1}{2\pi} \phi \quad (39)$$

$$P(\theta) = \int_0^\theta 2 \cos(\theta') \sin(\theta') d\theta' = 2 \left[\frac{1}{2} \sin^2(\theta') \right]_0^\theta = \sin^2(\theta) \quad (40)$$

Inversion:

$$u = P(\phi|\theta) = \frac{1}{2\pi} \phi \quad \Rightarrow \quad \phi = 2\pi u \quad (41)$$

$$v = P(\theta) = \sin^2(\theta) \quad \Rightarrow \quad \theta = \arcsin(\sqrt{v}) \quad (42)$$

Thus, a PDF of $p(\theta, \phi) = \frac{1}{\pi} \cos(\theta) \sin(\theta)$ can be produced from two uniform random variables x and y in range $[0.0, 1.0]$ and the mapping

$$\phi = 2\pi u \quad (43)$$

$$\theta = \arcsin(\sqrt{v}) \quad . \quad (44)$$

If the sample positions (θ_j, ϕ_k) are generated with this PDF, the integral over the cosine-weighted hemisphere can be computed by

$$\int_{\phi=0}^{2\pi} \int_{\theta=0}^{\frac{\pi}{2}} \underbrace{s(\theta, \phi) \cos(\theta) \sin(\theta)}_{f(\theta, \phi)} d\theta d\phi \quad (45)$$

$$\approx \frac{1}{JK} \sum_{k=1}^K \sum_{j=1}^J \frac{f(\theta_j, \phi_k)}{p(\theta, \phi)} \quad (46)$$

$$= \frac{\pi}{JK} \sum_{k=1}^K \sum_{j=1}^J s(\theta_j, \phi_k) \quad . \quad (47)$$

4 Sampling of the Phong Specular Lobe over a Hemisphere

Next, we like to sample the specular component of the Phong (or Blinn-Phong) BRDF. The Phong BRDF requires sampling a cosine lobe with specular exponent n around the reflected direction (or half-vector direction in case of Blinn-Phong). Thus, the PDF is:

$$p(\theta, \phi) = c \cos(\theta)^n \sin(\theta) \quad . \quad (48)$$

We determine the constant c with:

$$\int_{\phi=0}^{2\pi} \int_{\theta=0}^{\frac{\pi}{2}} c \cos^n(\theta) \sin(\theta) d\theta d\phi = 1 \quad (49)$$

$$2\pi c \left[-\frac{\cos^{n+1}(\theta)}{n+1} \right]_0^{\frac{\pi}{2}} = 1 \quad (50)$$

$$c = \frac{n+1}{2\pi} \quad . \quad (51)$$

Thus, the complete PDF is

$$p(\theta, \phi) = \frac{n+1}{2\pi} \cos^n(\theta) \sin(\theta) \quad . \quad (52)$$

Marginal density function:

$$p_\theta(\theta) = \int_{\phi=0}^{2\pi} p(\theta, \phi) d\phi = \int_{\phi=0}^{2\pi} \frac{n+1}{2\pi} \cos^n(\theta) \sin(\theta) d\phi = (n+1) \cos^n(\theta) \sin(\theta) \quad (53)$$

Conditional density for ϕ :

$$p(\phi|\theta) = \frac{p(\theta, \phi)}{p_\theta(\theta)} = \frac{1}{2\pi} \quad (54)$$

Cumulative distribution function (CDF):

$$P(\phi|\theta) = \int_0^\phi \frac{1}{2\pi} d\phi' = \frac{1}{2\pi} \phi \quad (55)$$

$$P(\theta) = \int_0^\theta (n+1) \cos^n(\theta') \sin(\theta') d\theta' \quad (56)$$

$$= (n+1) \left[-\frac{\cos^{n+1}(\theta')}{n+1} \right]_0^\theta = 1 - \cos^{n+1}(\theta) \quad (57)$$

Inversion:

$$u = P(\phi|\theta) = \frac{1}{2\pi}\phi \Rightarrow \phi = 2\pi u \quad (58)$$

$$v = P(\theta) = 1 - \cos^{n+1} \Rightarrow \theta = \arccos\left((1-v)^{\frac{1}{n+1}}\right) \quad (59)$$

5 Sampling of the Microfacet GGX Specular Lobe over a Hemisphere

Now, we sample the specular component of a Cook-Torrance Microfacet BRDF. In particular, we want to sample the GGX/Trowbridge-Reitz version made popular in physical-based rendering by Disney³ and Epic Games⁴ with a specular D of:

$$D(\theta) = \frac{\alpha^2}{\pi (\cos^2(\theta)(\alpha^2 - 1) + 1)^2} \quad (60)$$

with $\alpha = r^2$, where r is the perceived roughness. As suggested in the Disney course notes (Appendix B.1), the PDF is chosen as:

$$p(\theta, \phi) = D(\theta) \cos(\theta) \sin(\theta) \quad (61)$$

This PDF should be already normalized. Let's check:

$$\int_{\phi=0}^{2\pi} \int_{\theta=0}^{\frac{\pi}{2}} D(\theta) \cos(\theta) \sin(\theta) d\theta d\phi = 1 \quad (62)$$

$$\int_{\phi=0}^{2\pi} \int_{\theta=0}^{\frac{\pi}{2}} \frac{\alpha^2 \cos(\theta) \sin(\theta)}{\pi ((\alpha^2 - 1) \cos^2(\theta) + 1)^2} d\theta d\phi = 1 \quad (63)$$

$$2\pi \left[\frac{\alpha^2}{\pi (2\alpha^2 - 2) ((\alpha^2 - 1) \cos^2(\theta) + 1)} \right]_0^{\frac{\pi}{2}} = 1 \quad (64)$$

$$1 = 1 \quad (65)$$

Marginal density function:

$$p_{\theta}(\theta) = \int_{\phi=0}^{2\pi} p(\theta, \phi) d\phi = 2\pi D(\theta) \cos(\theta) \sin(\theta) \quad (66)$$

Conditional density for ϕ :

$$p(\phi|\theta) = \frac{p(\theta, \phi)}{p_{\theta}(\theta)} = \frac{1}{2\pi} \quad (67)$$

³Brent Burley: [Physically Based Shading at Disney](#), SIGGRAPH 2012 course notes

⁴Brian Karis: [Real Shading in Unreal Engine 4](#), SIGGRAPH 2013 course notes

Cumulative distribution function (CDF):

$$P(\phi|\theta) = \int_0^\phi \frac{1}{2\pi} d\phi' = \frac{1}{2\pi} \phi \quad (68)$$

$$P(\theta) = \int_0^\theta 2\pi D(\theta') \cos(\theta') \sin(\theta') d\theta' \quad (69)$$

$$= \int_0^\theta \frac{2\alpha^2 \cos(\theta') \sin(\theta')}{(\cos^2(\theta')(\alpha^2 - 1) + 1)^2} d\theta' \quad (70)$$

$$= \left[\frac{\alpha^2}{(\alpha^2 - 1)(\cos^2(\theta')(\alpha^2 - 1) + 1)} \right]_0^\theta \quad (71)$$

$$= \frac{\alpha^2}{(\alpha^2 - 1)(\cos^2(\theta)(\alpha^2 - 1) + 1)} - \frac{\alpha^2}{(\alpha^2 - 1)(\cos^2(0)(\alpha^2 - 1) + 1)} \quad (72)$$

$$= \frac{\alpha^2}{(\alpha^2 - 1)(\cos^2(\theta)(\alpha^2 - 1) + 1)} - \frac{1}{(\alpha^2 - 1)} \quad (73)$$

Inversion for ϕ :

$$u = P(\phi|\theta) = \frac{1}{2\pi} \phi \quad \Rightarrow \quad \phi = 2\pi u \quad (74)$$

Inversion for θ :

$$v = P(\theta) = \frac{\alpha^2}{(\alpha^2 - 1)(\cos^2(\theta)(\alpha^2 - 1) + 1)} - \frac{1}{(\alpha^2 - 1)} \quad (75)$$

$$v + \frac{1}{(\alpha^2 - 1)} = \frac{\alpha^2}{(\alpha^2 - 1)(\cos^2(\theta)(\alpha^2 - 1) + 1)} \quad (76)$$

$$\frac{v(\alpha^2 - 1)}{\alpha^2} + \frac{1}{\alpha^2} = \frac{1}{(\cos^2(\theta)(\alpha^2 - 1) + 1)} \quad (77)$$

$$\frac{v(\alpha^2 - 1) + 1}{\alpha^2} = \frac{1}{(\cos^2(\theta)(\alpha^2 - 1) + 1)} \quad (78)$$

$$\frac{\alpha^2}{v(\alpha^2 - 1) + 1} = \cos^2(\theta)(\alpha^2 - 1) + 1 \quad (79)$$

$$\frac{\alpha^2}{v(\alpha^2 - 1) + 1} - 1 = \cos^2(\theta)(\alpha^2 - 1) \quad (80)$$

$$\frac{\alpha^2}{(\alpha^2 - 1)(v(\alpha^2 - 1) + 1)} - \frac{1}{(\alpha^2 - 1)} = \cos^2(\theta) \quad (81)$$

$$\cos^2(\theta) = \frac{\alpha^2 - (v(\alpha^2 - 1) + 1)}{(\alpha^2 - 1)(v(\alpha^2 - 1) + 1)} \quad (82)$$

$$\cos^2(\theta) = \frac{(\alpha^2 - 1) - v(\alpha^2 - 1)}{(\alpha^2 - 1)(v(\alpha^2 - 1) + 1)} \quad (83)$$

$$\cos^2(\theta) = \frac{1 - v}{v(\alpha^2 - 1) + 1} \quad (84)$$

$$\cos(\theta) = \sqrt{\frac{1 - v}{v(\alpha^2 - 1) + 1}} \quad (85)$$

$$\theta = \arccos\left(\sqrt{\frac{1 - v}{v(\alpha^2 - 1) + 1}}\right) \quad (86)$$

6 Summary

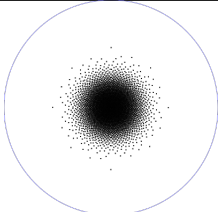
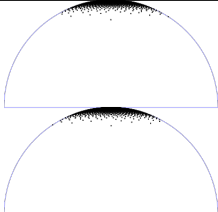
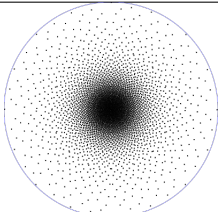
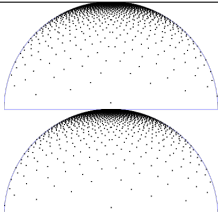
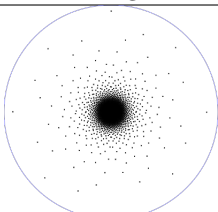
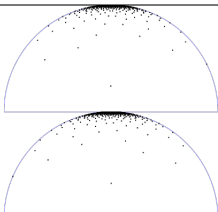
Tables 1 and 2 show the mappings from uniform random variables u and v in range $[0.0, 1.0]$ to azimuthal angle ϕ and polar angle θ of a spherical coordinate system for sampling over a hemisphere. The shown visualizations of the sample distributions use the pseudo-random Hammersley sequence⁵ and are created with this website: [online demo](#)

Table 1: Summary of mappings

PDF / Mapping	Top view	Front and back view
$p(\theta, \phi) = \frac{1}{2\pi} \frac{1}{\pi/2}$ $\phi = 2\pi u$ $\theta = \frac{\pi}{2} v$		
Uniform sampling of polar angles		
$p(\theta, \phi) = \frac{1}{2\pi} \sin(\theta)$ $\phi = 2\pi u$ $\theta = \arccos(1 - v)$		
Uniform sampling of a hemisphere		
$p(\theta, \phi) = \frac{1}{\pi} \cos(\theta) \sin(\theta)$ $\phi = 2\pi u$ $\theta = \arcsin(\sqrt{v})$		
Uniform sampling of a cosine-weighted hemisphere		

⁵M. Pharr, G. Humphreys: [Physically Based Rendering](#) (2010), ch. 7.4.2, pp. 361ff

Table 2: Summary of mappings (continued)

PDF / Mapping	Top view	Front and back view
$p(\theta, \phi) = \frac{n+1}{2\pi} \cos^n(\theta) \sin(\theta)$ $\phi = 2\pi u$ $\theta = \arccos\left((1-v)^{\frac{1}{n+1}}\right)$		
Phong (or Blinn-Phong) specular lobe with exponent $n = 40$		
$p(\theta, \phi) = D(\theta) \cos(\theta) \sin(\theta)$ $\phi = 2\pi u$ $\theta = \arccos\left(\sqrt{\frac{1-v}{v(\alpha^2-1)+1}}\right)$		
Microfacet GGX specular lobe with roughness $\alpha = r^2$ and $r = 0.5$		
$p(\theta, \phi) = D(\theta) \cos(\theta) \sin(\theta)$ $\phi = 2\pi u$ $\theta = \arccos\left(\sqrt{\frac{1-v}{v(\alpha^2-1)+1}}\right)$		
Microfacet GGX specular lobe with roughness $\alpha = r^2$ and $r = 0.25$		