

```
ics
& (depth < MAXDEPTH)
{
    inside / inside
    nt = nt / nc;
    cos2t = 1.0f - nt;
    D, N );
    )
    at a = nt - nc, b = nt;
    at Tr = 1 - (R0 + (1 - R0) *
    Tr) R = (D * nnt - N * (a
    E * diffuse;
    = true;
    -
    refl + refr)) && (depth < MAXDEPTH)
    D, N );
    -refl * E * diffuse;
    = true;
    MAXDEPTH)
    survive = SurvivalProbability( diffuse );
    estimation - doing it properly, closely following
    if;
    radiance = SampleLight( &rand, I, &t, &light;
    e.x + radiance.y + radiance.z) > 0) && (depth <
    v = true;
    at brdfPdf = EvaluateDiffuse( L, N ) * Survive;
    at3 factor = diffuse * INVPI;
    at weight = Mis2( directPdf, brdfPdf );
    at cosThetaOut = dot( N, L );
    E * ((weight * cosThetaOut) / directPdf) * (radiance
    random walk - done properly, closely following
    survive)
    ;
    at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf;
    survive;
    pdf;
    n = E * brdf * (dot( N, R ) / pdf);
    sion = true;
```

/INFOMOV/

Optimization & Vectorization

J. Bikker - Sep-Nov 2016 - Lecture 13: "Practical"

Welcome!



Today's Agenda:

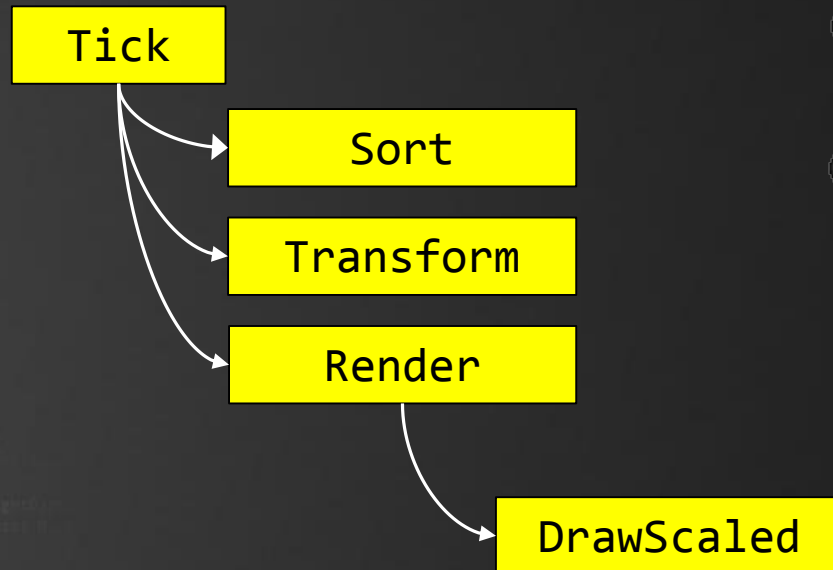
- DotCloud: profiling & high-level (1)
- DotCloud: low-level and blind stupidity
- DotCloud: high-level (2)
- Wu's Algorithm for Anti-aliased Lines
- Digest



Overview

DotCloud

Application breakdown:



```

...
    & (depth < MAXDEPTH)
...
    inside / inside
    nt = nt / nc; dde
    cos2t = 1.0f - nnt;
    D, N );
    )
...
    at a = nt - nc, b = nt
    at Tr = 1 - (R0 + (1 - R0)
    Tr) R = (D * nnt - N * (a
...
    E * diffuse;
    = true;
...
    refl + refr)) && (depth < MAXDEPTH)
...
    D, N );
    refl * E * diffuse;
    = true;
...
    MAXDEPTH)
...
    survive = SurvivalProbability( diffuse,
    estimation - doing it properly, close
    if;
    radiance = SampleLight( @rand, I, R, Al, Aligned
    e.x + radiance.y + radiance.z) > 0) && (rand
...
    v = true;
    at brdfPdf = EvaluateDiffuse( L, N ) * Psurvive;
    at3 factor = diffuse * INVPI;
    at weight = Mis2( directPdf, brdfPdf );
    at cosThetaOut = dot( N, L );
    E * ((weight * cosThetaOut) / directPdf) * (radiance
...
    random walk - done properly, closely following
    vive)
...
    at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf
    survive;
    pdf;
    n = E * brdf * (dot( N, R ) / pdf);
    sion = true;
  
```



Analysis

Performance Analysis & Scalability

| <i>ms per frame</i> | 256 | 1024 | 4096 | 16384 |
|---------------------|------|------|--------|---------|
| Transform | 0.01 | 0.01 | 0.07 | 0.23 |
| Sort | 0.45 | 7.26 | 116.80 | 1846.00 |
| Render | 2.26 | 6.43 | 22.65 | 98.41 |

| <i>ms per dot</i> | 256 | 1024 | 4096 | 16384 |
|-------------------|--------|--------|--------|--------|
| Transform | 0.0000 | 0.0000 | 0.0000 | 0.0000 |
| Sort | 0.0018 | 0.0071 | 0.0285 | 0.1127 |
| Render | 0.0088 | 0.0063 | 0.0055 | 0.0060 |



Analysis

Performance Analysis & Scalability

Very Sleepy CS - C:\Users\Jacco\AppData\Local\Temp\D33A.tmp

File View Help

Functions

| Name | Exclu... | Inclusive | % Exclusive | % Inclusive | Module | Source File |
|---------------------------|----------|-----------|-------------|-------------|----------|---------------|
| Tmpl8::Surface::Clear | 8.67s | 8.67s | 75.58% | 75.58% | Template | d:\dropbox\ja |
| Tmpl8::Sprite::DrawScaled | 0.76s | 0.76s | 6.60% | 6.60% | Template | d:\dropbox\ja |
| Tmpl8::Game::Sort | 0.12s | 0.12s | 1.07% | 1.07% | Template | d:\dropbox\ja |
| Tmpl8::Surface::Print | 0.02s | 0.02s | 0.15% | 0.15% | Template | d:\dropbox\ja |
| Tmpl8::Game::Render | 0.01s | 9.44s | 0.08% | 82.25% | Template | d:\dropbox\ja |
| Tmpl8::Game::Transform | 0.01s | 0.01s | 0.05% | 0.05% | Template | d:\dropbox\ja |
| [4184150F] | 0.00s | 0.00s | 0.00% | 0.02% | Template | |
| [40C75C8D] | 0.00s | 0.00s | 0.00% | 0.03% | Template | |
| [40C4CD2D] | 0.00s | 0.00s | 0.00% | 0.03% | Template | |
| [408EB861] | 0.00s | 0.00s | 0.00% | 0.02% | Template | |
| [10112F43] | 0.00s | 0.00s | 0.00% | 0.02% | Template | |
| [101129C5] | 0.00s | 0.00s | 0.00% | 0.02% | Template | |

Averages Call Stacks Filters

Main

| Function Name | Module |
|---------------|----------|
| | Template |
| Source File | |

Source Log

Select a procedure from the list above.

Source file: Line 1



Research

Solving the Sort Problem

Current Sort: bubblesort ($O(N^2)$).

Alternatives*:

Quicksort

Heapsort

Mergesort

Radixsort

Insertionsort

Selectionsort

Monkeysort

Countingsort

Introsort

Shell sort

Binary tree sort

Library sort

Smoothsort

Strand sort

Cocktail sort

Comb sort

Block sort

Odd-even sort

Pigeonhole sort

Bucket sort

Spread sort

Burstsort

Flashsort

Postman sort

Bread sort

Bitonic sort

Stooge sort

* See e.g.: <http://www.sorting-algorithms.com>



Research

Solving the Sort Problem

Current Sort: bubblesort ($O(N^2)$).
 Best case: $O(N)$.

Which case do we have here? Factors:

- Size of set
- Already sorted / almost sorted?
- Distributed (even / uneven)
- Type of data (just key / full records)
- Key type (float / int / string)
- ...

How much effort should we spend on this?

- For small sets, sorting takes far less time than rendering
- Anything that is not $O(N^2)$ will probably be fine.
- Would be nice if we can find something that fits well in the current code (safe time for other optimizations).

```

...
    & (depth < MAXDEPTH)
...
    inside / inside
    nt = nt / nc; dd = ...
    os2t = 1.0f - nnt;
    D, N );
    );
...
    at a = nt - nc, b = nt;
    at Tr = 1 - (R0 + (1 - R0)
    Tr) R = (D * nnt - N * (1 -
...
    E * diffuse;
    = true;
...
    refl + refr)) && (depth < MAXDEPTH)
    D, N );
    refl * E * diffuse;
    = true;
...
MAXDEPTH)
survive = SurvivalProbability( diffuse,
estimation - doing it properly, clear
if;
radiance = SampleLight( &rand, I, &t, &light
e.x + radiance.y + radiance.z) > 0) && (rand
...
    v = true;
    at brdfPdf = EvaluateDiffuse( L, N ) * Radiance;
    at3 factor = diffuse * INVPI;
    at weight = Mis2( directPdf, brdfPdf );
    at cosThetaOut = dot( N, L );
    E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
ive)
...
    at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf
    survive;
    pdf;
    n = E * brdf * (dot( N, R ) / pdf);
    sion = true;
    
```



High-level

Solving the Sort Problem

Current Sort: bubblesort ($O(N^2)$). Alternative: QuickSort ($O(N \log N)$).

```

void Swap( float3& a, float3& b ) { float3 t = a; a = b; b = t; }
int Pivot( float3 a[], int first, int last )
{
    int p = first;
    float3 e = a[first];
    for( int i = first + 1; i <= last; i++ ) if (a[i].z <= e.z) Swap( a[i], a[++p] );
    Swap( a[p], a[first] );
    return p;
}
void QuickSort( float3 a[], int first, int last)
{
    int pivotElement;
    if (first >= last) return;
    pivotElement = Pivot( a, first, last );
    QuickSort( a, first, pivotElement - 1 );
    QuickSort( a, pivotElement + 1, last );
}

```



Profile

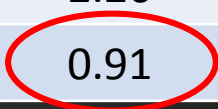
Repeated Profiling

```

...
    & (depth < MAXDEPTH)
...
    inside / inside;
    nt = nt / nc;
    cos2t = 1.0f - nt;
    D, N );
    )
...
    at a = nt - nc, b = nt;
    at Tr = 1 - (R0 + (1 - R0)
    Tr) R = (D * nnt - N * (nc
...
    E * diffuse;
    = true;
...
    refl + refr)) && (depth < MAXDEPTH)
...
    D, N );
    refl * E * diffuse;
    = true;
...
MAXDEPTH)
...
survive = SurvivalProbability( diffuse );
estimation - doing it properly, clearly
if;
radiance = SampleLight( @rand, I, R1, Alignment
e.x + radiance.y + radiance.z) > 0) && (survive
...
v = true;
at brdfPdf = EvaluateDiffuse( L, N ) * Radiance;
at3 factor = diffuse * INVPI;
at weight = Mis2( directPdf, brdfPdf );
at cosThetaOut = dot( N, L );
E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
ive)
...
at3 brdf = SampleDiffuse( diffuse, N, r1, r2, @R, @pdf
survive;
pdf;
n = E * brdf * (dot( N, R ) / pdf);
sion = true;

```

| <i>bubblesort</i> | 256 | 1024 | 4096 | 16384 |
|-------------------|------|------|--------|---------|
| Transform | 0.01 | 0.01 | 0.07 | 0.23 |
| Sort (bubble) | 0.45 | 7.26 | 116.80 | 1846.00 |
| Sort (quick) | 0.03 | 0.13 | 0.63 | 2.90 |
| Render | 2.26 | 6.43 | 22.65 | 98.41 |
| Clear | 0.91 | 0.91 | 0.91 | 0.91 |



Note: Clear is implemented using a loop; a memset is faster for clearing to zero (~0.43).



Profile

Repeated Profiling

The screenshot shows the Visual Studio Profiler interface. The 'Functions' table is the primary focus, with the top row circled in red. The table lists various functions and their performance metrics. The 'Source' pane is currently empty, and the 'Filters' pane shows the 'Main' module selected.

| Name | Exclu... | Inclusive | % Exclusive | % Inclusive | Module | Source File |
|---------------------------|----------|-----------|-------------|-------------|----------|----------------|
| Tmpl8::Sprite::DrawScaled | 8.55s | 8.55s | 79.74% | 79.74% | Template | d:\dropbox\ja |
| Pivot | 0.27s | 0.27s | 2.55% | 2.55% | Template | d:\dropbox\ja |
| Tmpl8::Game::Render | 0.04s | 8.59s | 0.39% | 80.14% | Template | d:\dropbox\ja |
| Tmpl8::Surface::Print | 0.03s | 0.03s | 0.30% | 0.30% | Template | d:\dropbox\ja |
| Tmpl8::Game::Transform | 0.03s | 0.03s | 0.24% | 0.24% | Template | d:\dropbox\ja |
| QuickSort | 0.02s | 0.29s | 0.19% | 2.72% | Template | d:\dropbox\ja |
| __tmainCRTStartup | 0.00s | 10.68s | 0.00% | 99.54% | Template | f:\dd\vctools\ |
| swap | 0.00s | 0.49s | 0.00% | 4.58% | Template | d:\dropbox\ja |
| init | 0.00s | 0.03s | 0.00% | 0.23% | Template | d:\dropbox\ja |
| createFBtexture | 0.00s | 0.01s | 0.00% | 0.13% | Template | d:\dropbox\ja |
| SDL_main | 0.00s | 10.68s | 0.00% | 99.54% | Template | d:\dropbox\ja |



Low-level

Low Level Optimization of DrawScaled

```

void Sprite::DrawScaled( float a_X, float a_Y, float a_Width, float a_Height, Surface* a_Target )
{
    Pixel* dest = a_Target->GetBuffer() + (int)a_X + (int)a_Y * a_Target->GetPitch();
    Pixel* src = GetBuffer() + m_CurrentFrame * m_Width;
    for ( int y = 0; y < (int)a_Height; y++ ) for ( int x = 0; x < (int)a_Width; x++ )
    {
        int v = (int)((y * m_Height) / a_Height);
        int u = (int)((x * m_Pitch) / a_Width);
        if (src[u + v * m_Pitch] & 0xffffffff)
            *(dest + x + y * a_Target->GetWidth()) = src[u + v * m_Pitch];
    }
}

```

Functionality:

- for every pixel of the rectangular target image,
- find the corresponding source pixel,
- using interpolation,
- plot if it's not black.



Low-level

Low Level Optimization of DrawScaled

A few basic optimizations:

```
void Sprite::DrawScaled( float a_X, float a_Y, float a_Width, float a_Height, Surface* a_Target )
{
    Pixel* dest = a_Target->GetBuffer() + (int)a_X + (int)a_Y * a_Target->GetPitch();
    Pixel* src = GetBuffer() + m_CurrentFrame * m_Width;
    for ( int y = 0; y < (int)a_Height; y++ )
    {
        int v = (int)((y * m_Height) / a_Height);
        for ( int x = 0; x < (int)a_Width; x++ )
        {
            int u = (int)((x * m_Pitch) / a_Width);
            Pixel color = src[u + v * m_Pitch] & 0xffffffff;
            if (color) *(dest + x + y * a_Target->GetWidth()) = color;
        }
    }
}
```

- Loop hoisting (variable v is constant inside x loop)
- Reading source pixel only once



Low-level

Low Level Optimization of DrawScaled

More basic optimizations:

```
void Sprite::DrawScaled( float a_X, float a_Y, float a_Width, float a_Height, Surface* a_Target )
{
    Pixel* dest = a_Target->GetBuffer() + (int)a_X + (int)a_Y * a_Target->GetPitch();
    Pixel* src = GetBuffer() + m_CurrentFrame * m_Width;
    float rw = (float)m_Width / a_Width;
    float rh = (float)m_Height / a_Height;
    int iw = (int)a_Width, ih = (int)a_Height;
    for ( int y = 0; y < ih; y++ )
    {
        int v = (int)(y * rh);
        Pixel* line = dest + y * a_Target->GetWidth();
        for ( int x = 0; x < iw; x++ )
        {
            int u = (int)(x * rw);
            Pixel color = src[u + v * m_Width] & 0xffffffff;
            if (color) line[x] = color;
        }
    }
}
```

- Precalculate m_Height / a_Height , m_Width / a_Width
- Calculate target address once per line; index using x



Low-level

Low Level Optimization of DrawScaled

Fixed point optimization:

```
void Sprite::DrawScaled( int a_X, int a_Y, int a_Width, int a_Height, Surface* a_Target )
{
    const int rh = (m_Height << 10) / a_Height, rw = (m_Width << 10) / a_Width;
    Pixel* line = a_Target->GetBuffer() + a_X + a_Y * a_Target->GetPitch();
    for ( int y = 0; y < a_Height; y++, line += a_Target->GetPitch() )
    {
        const int v = (y * rh) >> 10;
        for ( int x = 0; x < a_Width; x++ )
        {
            const int u = (x * rw) >> 10;
            const Pixel color = GetBuffer()[u + v * m_Pitch];
            if (color & 0xffffffff) line[x] = color;
        }
    }
}
```

- Fixed point works really well here... but doesn't improve performance.
- Seems we reached the end here...



Blind Stupidity

Low Level Optimization of DrawScaled

Now what?

- Plot multiple pixels at a time?
- ...

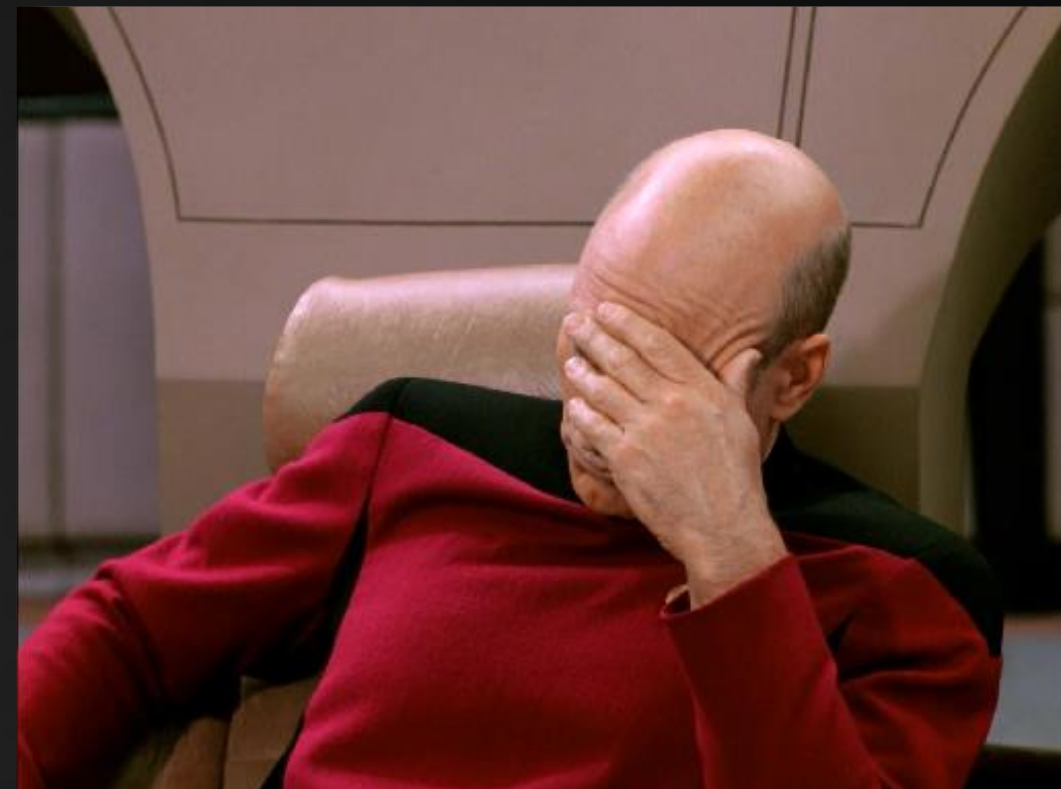
How many different ball sizes do we encounter?

...Why don't we simply precalculate those frames?

```

...
    & (depth < MAXDEPTH)
...
    c = inside / (1.0 - r);
    nt = nt / nc;
    pos2t = 1.0f - nt;
    D, N );
    );
...
    at a = nt - nc, b = nt;
    at Tr = 1 - (R0 + (1 - R0) *
    Tr) R = (D * nnt - N * (a
...
    E * diffuse;
    = true;
...
    refl + refr)) && (depth < MAXDEPTH)
    D, N );
    refl * E * diffuse;
    = true;
...
MAXDEPTH)
survive = SurvivalProbability( diffuse,
estimation - doing it properly, clean
if;
radiance = SampleLight( @rand, I, R, Align
e.x + radiance.y + radiance.z) > 0) && (survive
...
    v = true;
    at brdfPdf = EvaluateDiffuse( L, N ) * Psurvive;
    at3 factor = diffuse * INVPI;
    at weight = Mis2( directPdf, brdfPdf );
    at cosThetaOut = dot( N, L );
    E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
ive)
...
    at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf
    survive;
    pdf;
    n = E * brdf * (dot( N, R ) / pdf);
    sion = true;

```



```

...
    & (depth < MAXDEPTH)
...
    c = inside / (1 + refl);
    nt = nt / nc;
    cos2t = 1.0f - nnt * nnt;
    D, N );
)
...
    at a = nt - nc, b = nt;
    at Tr = 1 - (R0 + (1 - R0) * c);
    Tr) R = (D * nnt - N * (a *
...
    E * diffuse;
    = true;
...
    refl + refr)) && (depth < MAXDEPTH)
...
    D, N );
    refl * E * diffuse;
    = true;
...
MAXDEPTH)
...
survive = SurvivalProbability( diffuse );
estimation - doing it properly, closely following
if;
radiance = SampleLight( &rand, I, &t, &align,
e.x + radiance.y + radiance.z) > 0) && (depth <
v = true;
at brdfPdf = EvaluateDiffuse( L, N ) * Survive;
at3 factor = diffuse * INVPI;
at weight = Mis2( directPdf, brdfPdf );
at cosThetaOut = dot( N, L );
E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
ive)
...
at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf
survive;
pdf;
n = E * brdf * (dot( N, R ) / pdf);
sion = true;

```

“More computing sins are committed in the name of efficiency (without necessarily achieving it) than for any other single reason – including blind stupidity.” (W.A. Wulff)



High-level

High Level Optimization of DrawScaled

```

Sprite* scaled[64];
void Game::Init()
{
    ...
    for( int i = 0; i < 64; i++ )
    {
        int size = i + 1;
        scaled[i] = new Sprite( new Surface( size, size ), 1 );
        scaled[i]->GetSurface()->Clear( 0 );
        m_Dot->DrawScaled( 0, 0, size, size, scaled[i]->GetSurface() );
    }
}

scaled[size]->Draw( (sx - size / 2), (sy - size / 2), m_Surface );

```



Profile

Repeated Profiling

```

...
    & (depth < MAXDEPTH)
...
    inside / inside
    nt = nt / nc; dd =
    cos2t = 1.0f - nnt;
    D, N );
    )
...
    at a = nt - nc, b = nt;
    at Tr = 1 - (R0 + (1 - R0)
    Tr) R = (D * nnt - N * (a
...
    E * diffuse;
    = true;
...
    refl + refr)) && (depth < MAXDEPTH)
...
    D, N );
    refl * E * diffuse;
    = true;
...
MAXDEPTH)
...
survive = SurvivalProbability( diffuse );
estimation - doing it properly, closely following
if;
radiance = SampleLight( @rand, I, @t, @align,
e.x + radiance.y + radiance.z) > 0) && (survive)
...
v = true;
at brdfPdf = EvaluateDiffuse( L, N ) * Survive;
at3 factor = diffuse * INVPI;
at weight = Mis2( directPdf, brdfPdf );
at cosThetaOut = dot( N, L );
E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
survive)
...
at3 brdf = SampleDiffuse( diffuse, N, r1, r2, @R, @pdf
survive;
pdf;
n = E * brdf * (dot( N, R ) / pdf);
sion = true;

```

| <i>bubblesort</i> | 256 | 1024 | 4096 | 16384 |
|---------------------|-------------|-------------|--------------|--------------|
| Transform | 0.01 | 0.01 | 0.07 | 0.23 |
| Sort | 0.03 | 0.13 | 0.63 | 2.90 |
| Render (old) | 2.26 | 6.43 | 22.65 | 98.41 |
| Render (new) | 0.57 | 1.81 | 6.75 | 27.75 |



Profile

What about the compiler?

```

...
    & (depth < MAXDEPTH)
...
    inside / inside
    nt = nt / nc; dd =
    cos2t = 1.0f - nnt;
    D, N );
    )
...
    at a = nt - nc, b = nt;
    at Tr = 1 - (R0 + (1 - R0)
    Tr) R = (D * nnt - N * (a
...
    E * diffuse;
    = true;
...
    refl + refr)) && (depth < MAXDEPTH)
...
    D, N );
    refl * E * diffuse;
    = true;
...
MAXDEPTH)
...
survive = SurvivalProbability( diffuse );
estimation - doing it properly, closely following
if;
radiance = SampleLight( @rand, I, @t, @align,
e.x + radiance.y + radiance.z) > 0) && (survive)
...
v = true;
at brdfPdf = EvaluateDiffuse( L, N ) * Survival;
at3 factor = diffuse * INVPI;
at weight = Mis2( directPdf, brdfPdf );
at cosThetaOut = dot( N, L );
E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
survive)
...
at3 brdf = SampleDiffuse( diffuse, N, r1, r2, @R, @pdf
survive;
pdf;
n = E * brdf * (dot( N, R ) / pdf);
sion = true;

```

| <i>bubblesort</i> | 256 | 1024 | 4096 | 16384 |
|-----------------------|-------------|-------------|-------------|--------------|
| Transform | 0.01 | 0.01 | 0.07 | 0.23 |
| Sort | 0.03 | 0.13 | 0.63 | 2.90 |
| Render (vs'13) | 0.57 | 1.81 | 6.75 | 27.75 |
| Render (vs'15) | 0.56 | 1.82 | ? | 26.30 |



Profile

What about the compiler?

```

...
    & (depth < MAXDEPTH)
...
    inside / inside
    nt = nt / nc; dd =
    cos2t = 1.0f - nnt;
    D, N );
    )
...
    at a = nt - nc, b = nt
    at Tr = 1 - (R0 + (1 - R0)
    Tr) R = (D * nnt - N * (a
...
    E * diffuse;
    = true;
...
    refl + refr)) && (depth < MAXDEPTH)
...
    D, N );
    refl * E * diffuse;
    = true;
...
MAXDEPTH)
...
survive = SurvivalProbability( diffuse );
estimation - doing it properly, clearly
if;
radiance = SampleLight( &rand, I, &t, &align,
e.x + radiance.y + radiance.z) > 0) && (survive)
...
v = true;
at brdfPdf = EvaluateDiffuse( L, N ) * Survive;
at3 factor = diffuse * INVPI;
at weight = Mis2( directPdf, brdfPdf );
at cosThetaOut = dot( N, L );
E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
ive)
...
at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf
survive;
pdf;
n = E * brdf * (dot( N, R ) / pdf);
sion = true;

```

| | <i>bubblesort</i> | 256 | 1024 | 4096 | 16384 |
|------------------------|-------------------|-------------|-------------|-------------|--------------|
| Transform | | 0.01 | 0.01 | 0.07 | 0.23 |
| Sort | | 0.03 | 0.13 | 0.63 | 2.90 |
| Render (vs'13) | | 0.57 | 1.81 | 6.75 | 27.75 |
| Render ('15,32) | | 0.56 | 1.82 | ? | 26.30 |
| Render ('15,64) | | 0.59 | 1.92 | 7.05 | 27.50 |



Dotting i's

Optimization of Dense Clouds

Observation: beyond a certain dot count, a large number of particles is occluded.

Specifically, we won't be able to see the back half.

```
if (m_Rotated[i].z > -0.2f)
    scaled[size]->Draw( (sx - size / 2), (sy - size / 2), screen );
```

(perhaps we could also limit rendering to the outer shell of the cloud?)

Rendering is now significantly faster, and sorting is significant again:

At 65536 dots, we get 11ms for sorting, 3ms for rendering.

```

...
    & (depth < MAXDEPTH)
...
    inside / inside;
    nt = nt / nc;
    cos2t = 1.0f - nt;
    D, N );
...
    a = nt - nc; b = nt;
    Tr = 1 - (R0 + (1 - R0) * a);
    R = (D * nnt - N * (1 - nnt));
...
    E * diffuse;
    = true;
...
    refl + refr) && (depth < MAXDEPTH)
...
    D, N );
    refl * E * diffuse;
    = true;
...
MAXDEPTH)
...
    survive = SurvivalProbability( diffuse, n );
    estimation - doing it properly, close to
    if;
    radiance = SampleLight( @rand, I, @t, @align,
    e.x + radiance.y + radiance.z) > 0) && (depth <
...
    w = true;
    brdfPdf = EvaluateDiffuse( L, N ) * Pearls;
    factor = diffuse * INVPI;
    weight = Mis2( directPdf, brdfPdf );
    cosThetaOut = dot( N, L );
    E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
    (survive)
...
    brdf = SampleDiffuse( diffuse, N, r1, r2, @R, @pdf
    survive;
    pdf;
    n = E * brdf * (dot( N, R ) / pdf);
    sion = true;

```



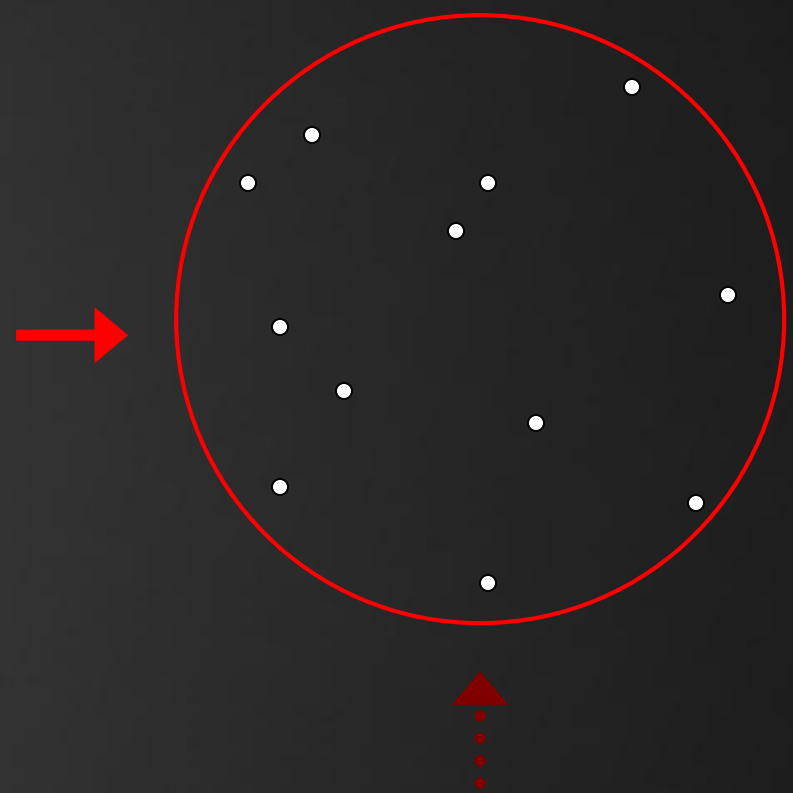
High-level

Sorting in $O(1)$

```

...
    & (depth < MAXDEPTH)
...
    c = inside / (1 + cos2t);
    nt = nt / nc;
    cos2t = 1.0f - nnt * nnt;
    D, N );
...
    at a = nt - nc, b = nt + nc;
    at Tr = 1 - (R0 + (1 - R0) * R);
    Tr) R = (D * nnt - N * (1 - nnt));
...
    E * diffuse;
    = true;
...
    refl + refr)) && (depth < MAXDEPTH)
    D, N );
    refl * E * diffuse;
    = true;
...
MAXDEPTH)
survive = SurvivalProbability( diffuse );
estimation - doing it properly, closely following
if;
radiance = SampleLight( &rand, I, &I, &Aligned;
e.x + radiance.y + radiance.z) && (rand < survive);
v = true;
at brdfPdf = EvaluateDiffuse( L, N ) * survive;
at3 factor = diffuse * INVPI;
at weight = Mis2( directPdf, brdfPdf );
at cosThetaOut = dot( N, L );
E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
ive)
...
at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf;
survive;
pdf;
n = E * brdf * (dot( N, R ) / pdf);
sion = true;

```



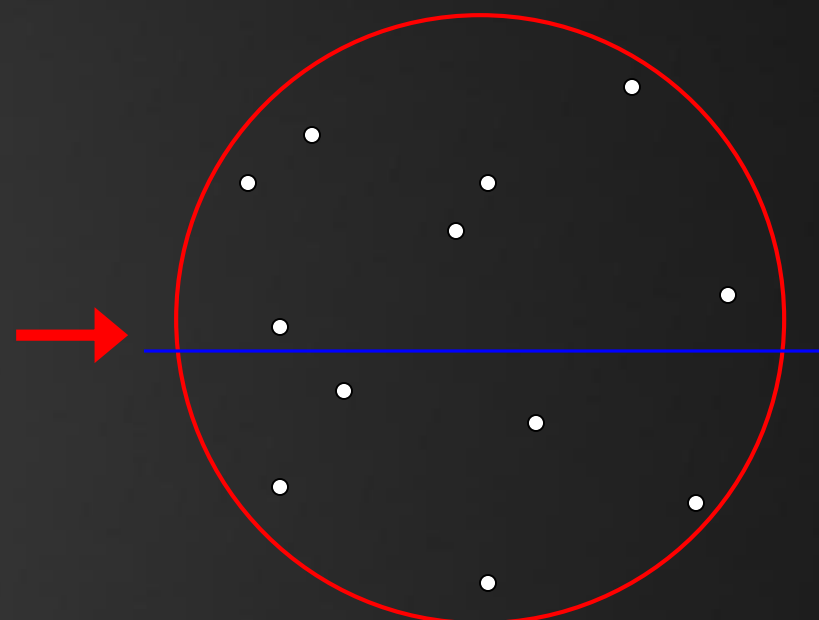
High-level

Sorting in $O(1)$

```

...
    & (depth < MAXDEPTH)
...
    c = inside / (1 + 1.0f);
    nt = nt / nc;
    r = nt * nc;
    cos2t = 1.0f - r;
    D, N );
    )
...
    at a = nt - nc, b = nt;
    at Tr = 1 - (R0 + (1 - R0));
    Tr) R = (D * nnt - N * (1 - D));
...
    E * diffuse;
    = true;
...
    refl + refr)) && (depth < MAXDEPTH)
...
    D, N );
    -refl * E * diffuse;
    = true;
...
MAXDEPTH)
...
survive = SurvivalProbability( diffuse );
estimation - doing it properly, closely following
if;
radiance = SampleLight( &rand, I, &t, &align,
e.x + radiance.y + radiance.z) && (rand < 1);
...
v = true;
at brdfPdf = EvaluateDiffuse( L, N ) * survive;
at3 factor = diffuse * INVPI;
at weight = Mis2( directPdf, brdfPdf );
at cosThetaOut = dot( N, L );
E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
ive)
...
at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf );
survive;
pdf;
n = E * brdf * (dot( N, R ) / pdf);
sion = true;

```



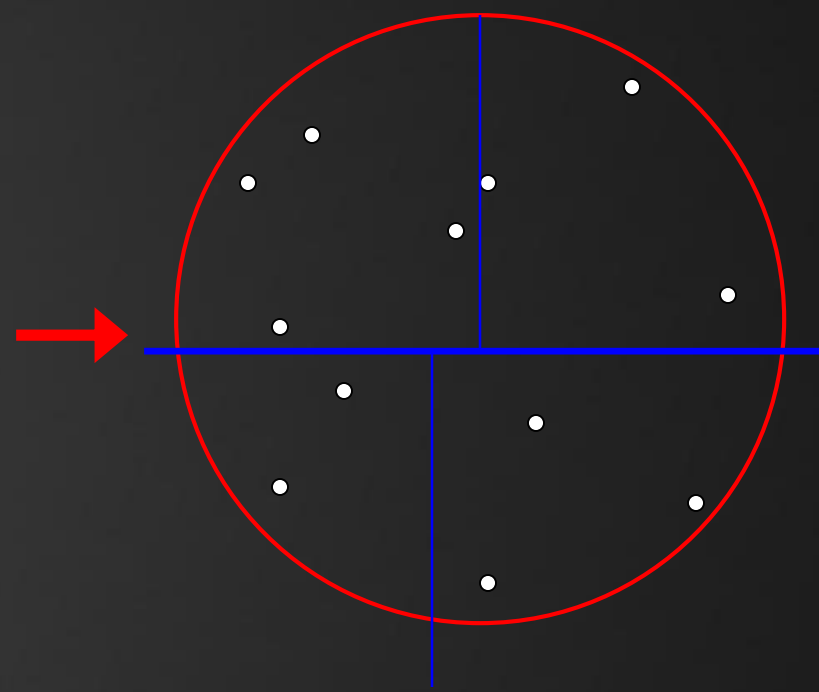
High-level

Sorting in $O(1)$

```

...ics
& (depth < MAXDEPTH)
...
c = inside / (1 + 1.0f / 1000);
nt = nt / nc; odd = 1 - nt;
cos2t = 1.0f - nt * nt;
D, N );
)
...
at a = nt - nc, b = nt;
at Tr = 1 - (R0 + (1 - R0) * c);
Tr) R = (D * nnt - N * (1 - nnt));
...
E * diffuse;
= true;
...
efl + refr)) && (depth < MAXDEPTH)
D, N );
-efl * E * diffuse;
= true;
...
MAXDEPTH)
survive = SurvivalProbability( diffuse );
estimation - doing it properly, closely following
if;
radiance = SampleLight( &rand, I, &l, &align, &pdf, &pdf );
e.x + radiance.y + radiance.z) > 0) && (rand.N < 1);
v = true;
at brdfPdf = EvaluateDiffuse( L, N ) * survive;
at3 factor = diffuse * INVPI;
at weight = Mis2( directPdf, brdfPdf );
at cosThetaOut = dot( N, L );
E * ((weight * cosThetaOut) / directPdf) * (radiance);
...
random walk - done properly, closely following
ive)
...
at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf );
survive;
pdf;
n = E * brdf * (dot( N, R ) / pdf);
sion = true;

```



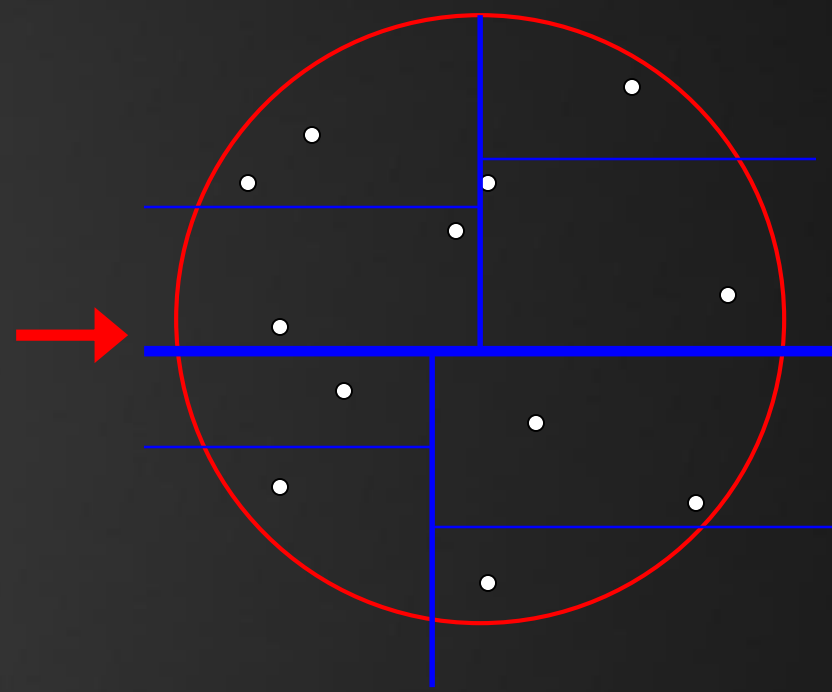
High-level

Sorting in $O(1)$

```

...ics
& (depth < MAXDEPTH)
...
c = inside / (1 + 100 * ...
nt = nt / nc; odd = ...
os2t = 1.0f - nnt * ...
D, N );
...
)
...
at a = nt - nc, b = nt - ...
at Tr = 1 - (R0 + (1 - R0) ...
Tr) R = (D * nnt - N * ...
...
E * diffuse;
= true;
...
efl + refr)) && (depth < MAXDEPTH)
...
D, N );
-refl * E * diffuse;
= true;
...
MAXDEPTH)
...
survive = SurvivalProbability( diffuse, ...
estimation - doing it properly, closely following ...
if;
...
radiance = SampleLight( &rand, I, &t, &align, ...
e.x + radiance.y + radiance.z) > 0) && (survive)
...
v = true;
at brdfPdf = EvaluateDiffuse( L, N ) * survive;
at3 factor = diffuse * INVPI;
at weight = Mis2( directPdf, brdfPdf );
at cosThetaOut = dot( N, L );
E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following ...
vive)
...
at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf, ...
survive;
pdf;
n = E * brdf * (dot( N, R ) / pdf);
sion = true;

```

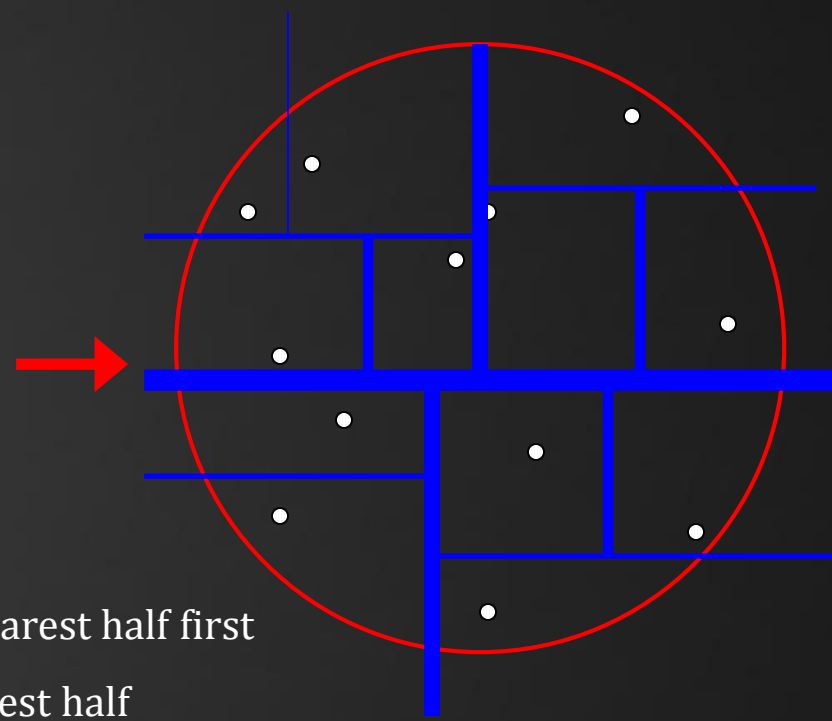


High-level

Sorting in $O(1)$

```

...
    & (depth < MAXDEPTH)
...
    c = inside / (1 + abs(n));
    nt = nt / nc;
    cos2t = 1.0f - nt * nt;
    D, N );
...
    at a = nt - nc, b = nt + nc;
    at Tr = 1 - (R0 + (1 - R0) * c);
    Tr) R = (D * nnt - N * (a + b * c));
...
    E * diffuse;
    = true;
...
    refl + refr) && (depth < MAXDEPTH)
...
    D, N );
    refl * E * diffuse;
    = true;
...
MAXDEPTH)
survive = SurvivalProbability( diffuse, N );
estimation - doing it properly, close
if;
radiance = SampleLight( @rand, I, N, Alignment
e.x + radiance.y + radiance.z) > 0) && (depth <
v = true;
at brdfPdf = EvaluateDiffuse( L, N ) * Radiance;
at3 factor = diffuse * INVPI;
at weight = Mis2( directPdf, brdfPdf );
at cosThetaOut = dot( N, L );
E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
ive)
...
at3 brdf = SampleDiffuse( diffuse, N, r1, r2, BR, spot
survive;
pdf;
n = E * brdf * (dot( N, R ) / pdf);
sion = true;
    
```



For each split:

- Process nearest half first
- Then farthest half
- Recurse

Where ‘nearest’ is the side that the ‘camera’ is on.



Quo Vadis

It's Fast, Now What?

We need additional work:

- Smaller particles
- Sub-pixel movement, alpha blending for sprite edges
- Higher resolution

We could multi-thread:

- Two screen halves / four quarters: clipping
- A grid, for GPGPU



Quo Vadis

It's Fast, Now What?

One we have additional work:

- Add a z-buffer or c-buffer
- When using z-buffer: render front-to-back
- See if sorting helps for data locality

```

...
    & (depth < MAXDEPTH)
...
    c = inside / (1 + refl);
    nt = nt / nc; ddn = ddn / nc;
    cos2t = 1.0f - nnt * nnt;
    D, N );
    )
...
    at a = nt - nc, b = nt;
    at Tr = 1 - (R0 + (1 - R0) *
    Tr) R = (D * nnt - N * (a *
...
    E * diffuse;
    = true;
...
    refl + refr)) && (depth < MAXDEPTH)
...
    D, N );
    refl * E * diffuse;
    = true;
...
MAXDEPTH)
...
survive = SurvivalProbability( diffuse,
estimation - doing it properly, closely following
if;
radiance = SampleLight( &rand, I, &t, &align,
e.x + radiance.y + radiance.z) > 0) && (survive
...
v = true;
at brdfPdf = EvaluateDiffuse( L, N ) * Psurvive;
at3 factor = diffuse * INVPI;
at weight = Mis2( directPdf, brdfPdf );
at cosThetaOut = dot( N, L );
E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
survive)
...
at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf
survive;
pdf;
n = E * brdf * (dot( N, R ) / pdf);
sion = true;

```



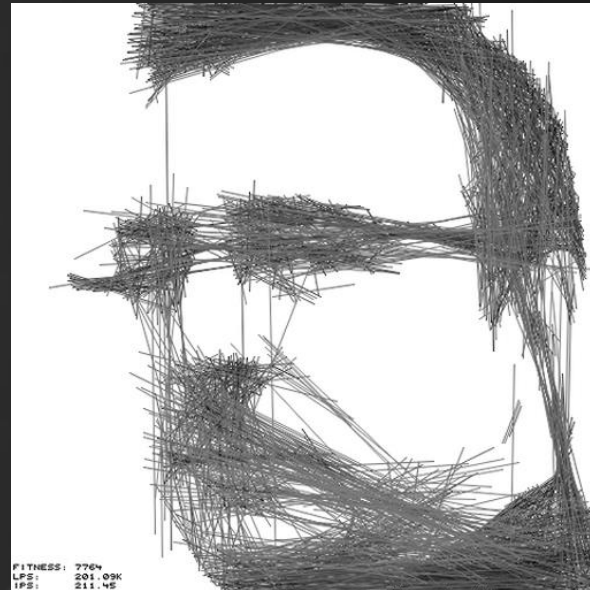
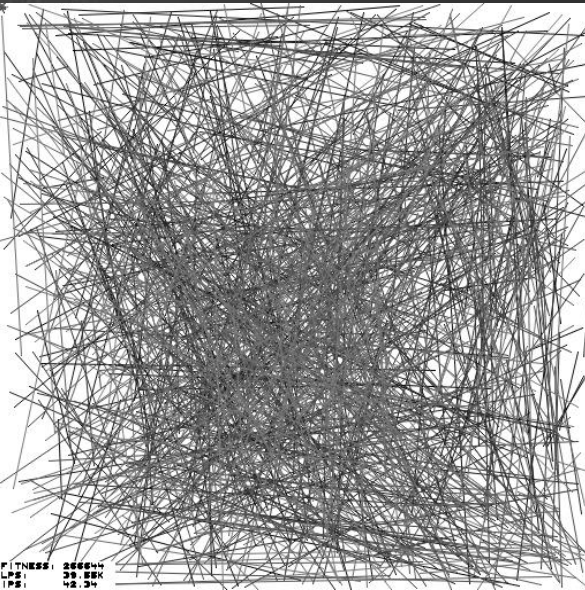
Today's Agenda:

- DotCloud: profiling & high-level (1)
- DotCloud: low-level and blind stupidity
- DotCloud: high-level (2)
- Wu's Algorithm for Anti-aliased Lines
- Digest



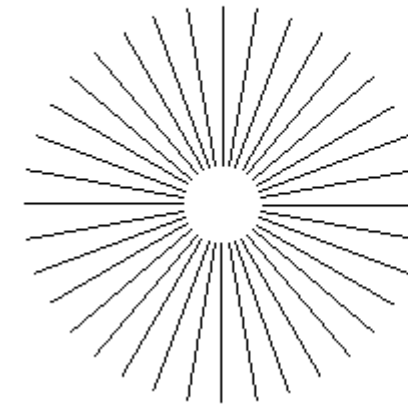
Wu's Algorithm

Bresenham-style line rendering, with anti-aliasing.

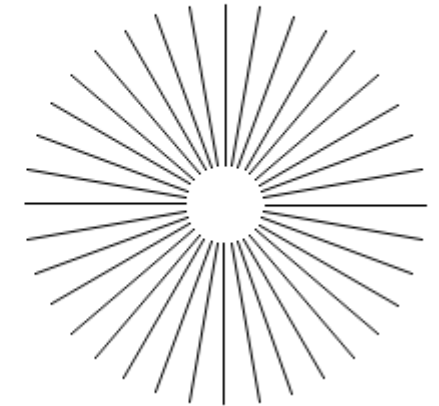


Anti-Aliasing Wu Algorithm. Toggle Animation - 'a'. © 2005-06 Suchit.

Normal



Anti-aliased



<http://www.codeproject.com/Articles/13360/Antialiasing-Wu-Algorithm>

Idea: draw 1024 random lines, then change the image one line at the time and check if the result is now closer to the target image. If so, keep the mutation, otherwise, revert it.

Bottleneck: rendering lines.



Low-level

Wu's Algorithm

```

void Surface::WUline( int X0, int Y0, int X1, int Y1, Pixel clrLine )
{
    // make sure the line runs top to bottom
    if (Y0 > Y1) { /* flip */ }

    // special-case horizontal, vertical, and diagonal lines
    int DeltaY = Y1 - Y0;
    if (DeltaY == 0) { /* horizontal line */ ... return; }
    if (DeltaX == 0) { /* vertical line */ ... return; }
    if (DeltaX == DeltaY) { /* diagonal line */ ... return; }

    // is this an X-major or Y-major line?
    if (DeltaY > DeltaX)
    {
        // it's a y-major line
        ...
        return;
    }
    // it's an x-major line
    ...
}

```



Low-level

Wu’s Algorithm

Step 1:

Shorts are evil (16-bit)

- ➔ Use unsigned ints instead
- ➔ Mimic behavior of short: `& 0xFFFF`

Turns out this is only actually needed for this line:

```
ErrorAcc += ErrorAdj;
```

Becomes:

```
ErrorAcc = (ErrorAcc + ErrorAdj) & 0xffff;
```

```
unsigned short ErrorAdj, ErrorAccTemp, Weighting;
```

```
// line is not horizontal, diagonal, or vertical
unsigned short ErrorAcc = 0;
```

```

...
    & (depth < MAXDEPTH)
...
    t = inside / (inside + outside);
    nt = nt / nc;
    outside = nt * outside;
    inside = 1.0f - outside;
    D, N );
}

...
    at a = nt - nc, b = nt;
    at Tr = 1 - (R0 + (1 - R0) * a);
    Tr) R = (D * nnt - N * (a *
...
    E * diffuse;
    = true;
...
    refl + refr)) && (depth < MAXDEPTH)
...
    D, N );
    refl * E * diffuse;
    = true;
...
MAXDEPTH)
survive = SurvivalProbability( diffuse,
estimation - doing it properly, clean
if;
radiance = SampleLight( &rand, I, &t, &light
e.x + radiance.y + radiance.z) && (survive
...
    v = true;
    at brdfPdf = EvaluateDiffuse( L, N ) * Radiance;
    at3 factor = diffuse * INVPI;
    at weight = Mis2( directPdf, brdfPdf );
    at cosThetaOut = dot( N, L );
    E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
ive)
...
    at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf
    survive;
    pdf;
    n = E * brdf * (dot( N, R ) / pdf);
    sion = true;

```



Low-level

```

BYTE r1 = GetRValue( clrLine );
BYTE g1 = GetGValue( clrLine );
BYTE b1 = GetBValue( clrLine );
    
```

Wu’s Algorithm

Step 2:

Bytes are also evil (8-bit)

- ➔ Use unsigned ints instead
- ➔ This has no consequences

```

...
    & (depth < MAXDEPTH)
...
    t = inside / (inside + outside);
    nt = nt / nc;
    outside = nt * outside;
    inside = 1.0f - nt;
    D, N );
    )
...
    at a = nt - nc;
    at Tr = 1 - (R0 + (1 - R0) * t);
    Tr) R = (D * nnt - N * (1 - t));
...
    E * diffuse;
    = true;
...
    refl + refr)) && (depth < MAXDEPTH)
...
    D, N );
    -refl * E * diffuse;
    = true;
...
MAXDEPTH)
...
survive = SurvivalProbability( diffuse );
estimation - doing it properly, close to
if;
radiance = SampleLight( &rand, I, &t, &align);
e.x + radiance.y + radiance.z) > 0) && (survive)
...
    v = true;
    at brdfPdf = EvaluateDiffuse( L, N ) * survive;
    at3 factor = diffuse * INVPI;
    at weight = Mis2( directPdf, brdfPdf );
    at cosThetaOut = dot( N, L );
    E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
ive)
...
    at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf);
    survive;
    pdf;
    n = E * brdf * (dot( N, R ) / pdf);
    sion = true;
    
```



Low-level

Wu's Algorithm

Step 3:

*Don't trust Windows functions.
In fact, don't trust my functions.*

- ➔ Plot becomes Plot_ (no if statements)
- ➔ GetRValue etc. get replaced by some basic masking
- ➔ RGB(r,g,b) gets replaced by some shifting magic

```
BYTE r1 = GetRValue( clrLine );
BYTE g1 = GetGValue( clrLine );
BYTE b1 = GetBValue( clrLine );
```

```
Plot( X0, Y0, RGB( rr, gr, br ) );
```

```

...
    & (depth < MAXDEPTH)
...
    t = inside / inside;
    nt = nt / nc;
    cos2t = 1.0f - nt;
    D, N );
...
    at a = nt - nc, b = nt;
    at Tr = 1 - (R0 + (1 - R0) *
    Tr) R = (D * nnt - N * (a0
...
    E * diffuse;
    = true;
...
    efl + refr)) && (depth < MAXDEPTH)
...
    D, N );
    efl * E * diffuse;
    = true;
...
MAXDEPTH)
...
    survive = SurvivalProbability( diffuse,
    estimation - doing it properly, class
    if;
    radiance = SampleLight( &rand, I, &t, &align,
    e.x + radiance.y + radiance.z) > 0) && (depth <
...
    v = true;
    at brdfPdf = EvaluateDiffuse( L, N ) * Survival;
    at3 factor = diffuse * INVPI;
    at weight = Mis2( directPdf, brdfPdf );
    at cosThetaOut = dot( N, L );
    E * ((weight * cosThetaOut) / directPdf) * (radiance
...
    random walk - done properly, closely following
    vive)
...
    at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf
    survive;
    pdf;
    n = E * brdf * (dot( N, R ) / pdf);
    sion = true;

```



Low-level

```

BYTE rr = ( rb > rl ? ( ( BYTE )( ( double )( grayl<grayb?Weighting:(Weighting ^ 255) ) / 255.0 * ( rb - rl ) + rl ) : ( ( BYTE )( ( double )( grayl<grayb?Weighting:(Weighting ^ 255) ) / 255.0 * ( rl - rb ) + rb ) );
BYTE gr = ( gb > gl ? ( ( BYTE )( ( double )( grayl<grayb?Weighting:(Weighting ^ 255) ) / 255.0 * ( gb - gl ) + gl ) : ( ( BYTE )( ( double )( grayl<grayb?Weighting:(Weighting ^ 255) ) / 255.0 * ( gl - gb ) + gb ) );
BYTE br = ( bb > bl ? ( ( BYTE )( ( double )( grayl<grayb?Weighting:(Weighting ^ 255) ) / 255.0 * ( bb - bl ) + bl ) : ( ( BYTE )( ( double )( grayl<grayb?Weighting:(Weighting ^ 255) ) / 255.0 * ( bl - bb ) + bb ) );
    
```

Wu’s Algorithm

Step 4:

That’s an awful lot of repetitive comparisons.

We see this snippet 12 times:

```
( double )( grayl<grayb?Weighting:(Weighting ^ 255) ) / 255.0
```

And this one as well:

```
( double )( grayl<grayb?(Weighting ^ 255):Weighting) ) / 255.0
```

Let’s precalculate them.

```

...
    & (depth < MAXDEPTH)
...
    inside / inside;
    nt = nt / nc;
    cos2t = 1.0f - nnt;
    D, N );
    )
...
    at a = nt - nc, b = nt;
    at Tr = 1 - (R0 + (1 - R0) * nnt);
    Tr) R = (D * nnt - N * (1 - nnt));
...
    E * diffuse;
    = true;
...
    refl + refr) && (depth < MAXDEPTH)
    D, N );
    -refl * E * diffuse;
    = true;
...
MAXDEPTH)
survive = SurvivalProbability( diffuse,
estimation - doing it properly, clean
if;
-radiance = SampleLight( &rand, I, &t, &align,
e.x + radiance.y + radiance.z) > 0) && (survive)
...
    w = true;
    at brdfPdf = EvaluateDiffuse( L, N ) * Pearc;
    at3 factor = diffuse * INVPI;
    at weight = Mis2( directPdf, brdfPdf );
    at cosThetaOut = dot( N, L );
    E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
ive)
...
    at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf;
    survive;
    pdf;
    n = E * brdf * (dot( N, R ) / pdf);
    sion = true;
    
```



Low-level

Wu’s Algorithm

Step 5:

Comparing doubles seems overdone.

The comparisons compare these values:

```
double grayl = r1 * 0.299 + g1 * 0.587 + b1 * 0.114;
double grayb = rb * 0.299 + gb * 0.587 + bb * 0.114;
```

That’s silly; let’s compare unsigned integers instead.

We use 8-bit fixed point, that should be enough accuracy:

```
uint grayl = r1 * 77 + g1 * 150 + b1 * 29;
uint grayb = rb * 77 + gb * 150 + bb * 29;
```

0.299 * 256 = 77
 0.587 * 256 = 150
 0.114 * 256 = 29

77 + 150 + 29 = 256

```
...ics
& (depth < MAXDEPTH)
...
t = inside / inside;
nt = nt / nc;
...
os2t = 1.0f - nnt;
D, N );
...
at a = nt - nc, b = nt;
at Tr = 1 - (R0 + (1 - R0));
Tr) R = (D * nnt - N * (1 -
...
E * diffuse;
= true;
...
efl + refr)) && (depth < MAXDEPTH)
D, N );
-efl * E * diffuse;
= true;
...
MAXDEPTH)
survive = SurvivalProbability( diffuse,
estimation - doing it properly, clean
if;
-radiance = SampleLight( @rand, I, R, Align
e.x + radiance.y + radiance.z) > 0) && (survive
...
v = true;
at brdfPdf = EvaluateDiffuse( L, N ) * Pear
at3 factor = diffuse * INVPI;
at weight = Mis2( directPdf, brdfPdf );
at cosThetaOut = dot( N, L );
E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
ive)
...
at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf
survive;
pdf;
n = E * brdf * (dot( N, R ) / pdf);
sion = true;
```



Low-level

Wu’s Algorithm

Step 6:

In fact, we don’t need doubles at all.

We still have these:

```
( double )( gray1<grayb?Weighting:(Weighting ^ 255)) ) / 255.0
( double )( gray1<grayb?(Weighting ^ 255):Weighting) ) / 255.0
```

Everything is ‘int’ until the cast; so let’s not divide by 255 and keep the ints as fixed point numbers.

That does mean that when we multiply by these values, we have to divide by 256 to undo the fixed point multiply scale.

```

...
    & (depth < MAXDEPTH)
...
    int inside = 1;
    int nt = nt / nc;
    double cos2t = 1.0f - nnt;
    double D, N );
    ...
    int a = nt - nc, b = nt;
    int Tr = 1 - (R0 + (1 - R0));
    int Tr = (D * nnt - N * (a + b));
    ...
    E * diffuse;
    ...
    && (depth < MAXDEPTH)
    ...
    D, N );
    refl * E * diffuse;
    ...
MAXDEPTH)
survive = SurvivalProbability( diffuse,
estimation - doing it properly, close
if;
radiance = SampleLight( &rand, I, &t, &light
e.x + radiance.y + radiance.z) > 0) && (survive
w = true;
int brdfPdf = EvaluateDiffuse( L, N ) * Pearso
int3 factor = diffuse * INVPI;
int weight = Mis2( directPdf, brdfPdf );
int cosThetaOut = dot( N, L );
E * ((weight * cosThetaOut) / directPdf) * (radiant
random walk - done properly, closely following
ive)
;
int3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf
survive;
pdf;
n = E * brdf * (dot( N, R ) / pdf);
ision = true;

```



Low-level

Wu’s Algorithm

Final performance: roughly doubled.

Takeaway: casts are evil. And: don’t do doubles if you don’t need to.

```

...
    & (depth < MAXDEPTH)
...
    t = inside / (1 + 2 * depth);
    nt = nt / nc; ddn = ddn * t;
    cos2t = 1.0f - nnt * nnt;
    D, N );
    )
...
    at a = nt - nc; b = nt * nc;
    at Tr = 1 - (R0 + (1 - R0) * t);
    Tr) R = (D * nnt - N * (1 - nnt))
...
    E * diffuse;
    = true;
...
    refl + refr)) && (depth < MAXDEPTH)
...
    D, N );
    -refl * E * diffuse;
    = true;
...
MAXDEPTH)
...
survive = SurvivalProbability( diffuse );
estimation - doing it properly, closely following
if;
radiance = SampleLight( &rand, I, &t, &align,
e.x + radiance.y + radiance.z) > 0) && (rand.N
...
    v = true;
    at brdfPdf = EvaluateDiffuse( L, N ) * survive;
    at3 factor = diffuse * INVPI;
    at weight = Mis2( directPdf, brdfPdf );
    at cosThetaOut = dot( N, L );
    E * ((weight * cosThetaOut) / directPdf) * (radiance
...
random walk - done properly, closely following
survive)
...
    at3 brdf = SampleDiffuse( diffuse, N, r1, r2, &R, &pdf
    survive;
    pdf;
    n = E * brdf * (dot( N, R ) / pdf);
    sion = true;

```



Today's Agenda:

- DotCloud: profiling & high-level (1)
- DotCloud: low-level and blind stupidity
- DotCloud: high-level (2)
- Wu's Algorithm for Anti-aliased Lines
- Digest



Digest

High Level Optimization

High level optimization:

1. reducing algorithmic complexity of bottlenecks;
2. exchanging inefficient algorithms.

High level optimization almost always yields the biggest gains in performance.

Typical approach:

- Divide and conquer: spatial subdivision / object subdivision
- Preventing work for a group of input elements
- Use your intuition: does this for loop really need every iteration?



Digest

Low Level Optimization

Use that list of common opportunities!

- Expensive operations
- Powers of two enable bitshifts, masks (for cheap modulus), ...
- Lookup tables
- Branching is evil
- Late in / early out
- Work around excessive type conversion

And:

- Mind the type casts
- Use ints if possible.



Today's Agenda:

- DotCloud: profiling & high-level (1)
- DotCloud: low-level and blind stupidity
- DotCloud: high-level (2)
- Wu's Algorithm for Anti-aliased Lines
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Low Level Optimization of Sprite::Draw

Pre-scaled sprites are faster than on-the-fly scaling.

But, we still have loops, and if-statements, and look-ups. I wonder...



Low Level Optimization of Sprite::Draw

Extreme Optimization:

- We simply generate a function that plots every pixel, without the need for a loop.

Side effect:

L1 data cache is now used for the screen buffer;

L1 instruction cache is used for the sprite data. 😊

```
void Sprite::DrawBall( int x, int y, int size,
                      Surface* target )
{
    uint* a = target->GetBuffer() + x + y * SCRWIDTH;
    switch( size )
    {
        case 1:
            break;
        case 2:
            a[1]=1052688;
            a[800]=1052688;
            a[801]=15724527;
            break;
        case 3:
            a[801]=9737364;
            a[802]=8684676;
            a[1601]=8684676;
            a[1602]=8092539;
            break;
        case 4:
            a[2]=1052688;
            a[801]=6513507;
            a[802]=9737364;
            a[803]=4868682;
            a[1600]=1052688;
            a[1601]=9737364;
            a[1602]=15724527;
            a[1603]=7566195;
            a[2401]=4868682;
            a[2402]=7566195;
            a[2403]=3223857;
            break;
    }
}
```



Low Level Optimization of Sprite::Draw

Extreme Optimization:

- We simply generate a function that plots every pixel, without the need for a loop.

```
FILE* f = fopen( "drawfunc.h", "w" );
fprintf( f, "void Sprite::DrawBall( int x, int y, int size, Surface* target )\n" );
fprintf( f, "{\nuint* a = target->GetBuffer() + x + y * SCRWIDTH;\nswitch( size )\n{\n" );
for( int i = 0; i < 64; i++ )
{
    ...
    fprintf( f, "case %i:\n", size );
    for( int y = 0; y < size; y++ ) for( int x = 0; x < size; x++ )
    {
        int a = y * SCRWIDTH + x;
        if ( scaled[i]->GetBuffer()[x + y * size] & 0xffffffff )
            fprintf( f, "a[%i]=%i;\n", a, scaled[i]->GetBuffer()[x + y * size] & 0xffffffff );
    }
    fprintf( f, "break;\n" );
}
fprintf( f, "}\n}\n" );
```



| | | | | | | | | | | |
|----------------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|--|
| switch (size) | a[2406]-4342338; | a[3205]-1052688; | a[5608]-3750201; | a[7205]-6390206; | a[7202]-2697513; | a[5604]-10263708; | a[3208]-10263708; | a[6061]-1052688; | a[5603]-7566195; | |
| case 1: | a[3201]-4868682; | a[3202]-526344; | a[3201]-4868682; | a[7207]-6390206; | a[7202]-5921370; | a[5604]-10263708; | a[3208]-10263708; | a[6061]-1052688; | a[5603]-7566195; | |
| break; | a[3202]-10263708; | a[3208]-3223857; | a[3208]-3223857; | a[7208]-2697513; | a[7205]-7566195; | a[5606]-14600046; | a[5607]-14079072; | a[9606]-4342338; | a[5606]-14079072; | |
| case 2: | a[3203]-13553358; | a[4000]-1052688; | a[4000]-1052688; | a[5608]-12434877; | a[5608]-7566195; | a[5608]-12434877; | a[9607]-1574527; | a[6406]-14079072; | a[6406]-14079072; | |
| break; | a[3204]-12434877; | a[4001]-4342338; | a[4001]-4342338; | a[8003]-526344; | a[8003]-526344; | a[8003]-526344; | a[9608]-3750201; | a[9608]-3750201; | a[9608]-3750201; | |
| case 3: | a[3205]-9211020; | a[4002]-6513507; | a[4002]-6513507; | a[8004]-1574527; | a[8004]-1574527; | a[8004]-1574527; | a[9609]-3750201; | a[9609]-3750201; | a[9609]-3750201; | |
| break; | a[3206]-3750201; | a[4003]-11382189; | a[4003]-11382189; | a[8005]-5390206; | a[8005]-5390206; | a[8005]-5390206; | a[9610]-2171169; | a[9610]-2171169; | a[9610]-2171169; | |
| case 4: | a[4001]-3223857; | a[4004]-14606046; | a[4004]-14606046; | a[8006]-2171169; | a[8006]-2171169; | a[8006]-2171169; | a[9611]-526344; | a[9611]-526344; | a[9611]-526344; | |
| break; | a[4002]-7039851; | a[4005]-14079072; | a[4005]-14079072; | a[8007]-1052688; | a[8007]-1052688; | a[8007]-1052688; | a[9612]-526344; | a[9612]-526344; | a[9612]-526344; | |
| case 5: | a[4003]-9737364; | a[4006]-911020; | a[4006]-911020; | a[7203]-1579032; | a[7203]-1579032; | a[7203]-1579032; | a[9613]-4342338; | a[9613]-4342338; | a[9613]-4342338; | |
| break; | a[4004]-884676; | a[4007]-6513507; | a[4007]-6513507; | a[7204]-12434877; | a[7204]-12434877; | a[7204]-12434877; | a[9614]-526344; | a[9614]-526344; | a[9614]-526344; | |
| case 6: | a[4005]-1052688; | a[4008]-1052688; | a[4008]-1052688; | a[7205]-7566195; | a[7205]-7566195; | a[7205]-7566195; | a[9615]-11382189; | a[9615]-11382189; | a[9615]-11382189; | |
| break; | a[4006]-884676; | a[4009]-1052688; | a[4009]-1052688; | a[7206]-2697513; | a[7206]-2697513; | a[7206]-2697513; | a[9616]-11382189; | a[9616]-11382189; | a[9616]-11382189; | |
| case 7: | a[4007]-8092539; | a[4010]-1052688; | a[4010]-1052688; | a[7207]-1052688; | a[7207]-1052688; | a[7207]-1052688; | a[9617]-526344; | a[9617]-526344; | a[9617]-526344; | |
| break; | a[4008]-1052688; | a[4011]-1052688; | a[4011]-1052688; | a[7208]-4868682; | a[7208]-4868682; | a[7208]-4868682; | a[9618]-526344; | a[9618]-526344; | a[9618]-526344; | |
| case 8: | a[4009]-9737364; | a[4012]-3223857; | a[4012]-3223857; | a[7209]-1579032; | a[7209]-1579032; | a[7209]-1579032; | a[9619]-526344; | a[9619]-526344; | a[9619]-526344; | |
| break; | a[4010]-884676; | a[4013]-526344; | a[4013]-526344; | a[7210]-1579032; | a[7210]-1579032; | a[7210]-1579032; | a[9620]-526344; | a[9620]-526344; | a[9620]-526344; | |
| case 9: | a[4011]-884676; | a[4014]-526344; | a[4014]-526344; | a[7211]-1579032; | a[7211]-1579032; | a[7211]-1579032; | a[9621]-526344; | a[9621]-526344; | a[9621]-526344; | |
| break; | a[4012]-3223857; | a[4015]-1052688; | a[4015]-1052688; | a[7212]-1579032; | a[7212]-1579032; | a[7212]-1579032; | a[9622]-526344; | a[9622]-526344; | a[9622]-526344; | |
| case 10: | a[4013]-526344; | a[4016]-1052688; | a[4016]-1052688; | a[7213]-5921370; | a[7213]-5921370; | a[7213]-5921370; | a[9623]-526344; | a[9623]-526344; | a[9623]-526344; | |
| break; | a[4014]-884676; | a[4017]-1052688; | a[4017]-1052688; | a[7214]-12434877; | a[7214]-12434877; | a[7214]-12434877; | a[9624]-526344; | a[9624]-526344; | a[9624]-526344; | |
| case 11: | a[4015]-1052688; | a[4018]-1052688; | a[4018]-1052688; | a[7215]-7566195; | a[7215]-7566195; | a[7215]-7566195; | a[9625]-526344; | a[9625]-526344; | a[9625]-526344; | |
| break; | a[4016]-884676; | a[4019]-1052688; | a[4019]-1052688; | a[7216]-2697513; | a[7216]-2697513; | a[7216]-2697513; | a[9626]-526344; | a[9626]-526344; | a[9626]-526344; | |
| case 12: | a[4017]-8092539; | a[4020]-1052688; | a[4020]-1052688; | a[7217]-1052688; | a[7217]-1052688; | a[7217]-1052688; | a[9627]-526344; | a[9627]-526344; | a[9627]-526344; | |
| break; | a[4018]-1052688; | a[4021]-1052688; | a[4021]-1052688; | a[7218]-4868682; | a[7218]-4868682; | a[7218]-4868682; | a[9628]-526344; | a[9628]-526344; | a[9628]-526344; | |
| case 13: | a[4019]-9737364; | a[4022]-3223857; | a[4022]-3223857; | a[7219]-1579032; | a[7219]-1579032; | a[7219]-1579032; | a[9629]-526344; | a[9629]-526344; | a[9629]-526344; | |
| break; | a[4020]-884676; | a[4023]-526344; | a[4023]-526344; | a[7220]-1579032; | a[7220]-1579032; | a[7220]-1579032; | a[9630]-526344; | a[9630]-526344; | a[9630]-526344; | |
| case 14: | a[4021]-884676; | a[4024]-526344; | a[4024]-526344; | a[7221]-5921370; | a[7221]-5921370; | a[7221]-5921370; | a[9631]-526344; | a[9631]-526344; | a[9631]-526344; | |
| break; | a[4022]-3223857; | a[4025]-1052688; | a[4025]-1052688; | a[7222]-1579032; | a[7222]-1579032; | a[7222]-1579032; | a[9632]-526344; | a[9632]-526344; | a[9632]-526344; | |
| case 15: | a[4023]-9737364; | a[4026]-1052688; | a[4026]-1052688; | a[7223]-5921370; | a[7223]-5921370; | a[7223]-5921370; | a[9633]-526344; | a[9633]-526344; | a[9633]-526344; | |
| break; | a[4024]-884676; | a[4027]-1052688; | a[4027]-1052688; | a[7224]-12434877; | a[7224]-12434877; | a[7224]-12434877; | a[9634]-526344; | a[9634]-526344; | a[9634]-526344; | |
| case 16: | a[4025]-1052688; | a[4028]-1052688; | a[4028]-1052688; | a[7225]-7566195; | a[7225]-7566195; | a[7225]-7566195; | a[9635]-526344; | a[9635]-526344; | a[9635]-526344; | |
| break; | a[4026]-884676; | a[4029]-1052688; | a[4029]-1052688; | a[7226]-2697513; | a[7226]-2697513; | a[7226]-2697513; | a[9636]-526344; | a[9636]-526344; | a[9636]-526344; | |
| case 17: | a[4027]-8092539; | a[4030]-1052688; | a[4030]-1052688; | a[7227]-1052688; | a[7227]-1052688; | a[7227]-1052688; | a[9637]-526344; | a[9637]-526344; | a[9637]-526344; | |
| break; | a[4028]-1052688; | a[4031]-1052688; | a[4031]-1052688; | a[7228]-4868682; | a[7228]-4868682; | a[7228]-4868682; | a[9638]-526344; | a[9638]-526344; | a[9638]-526344; | |
| case 18: | a[4029]-9737364; | a[4032]-3223857; | a[4032]-3223857; | a[7229]-1579032; | a[7229]-1579032; | a[7229]-1579032; | a[9639]-526344; | a[9639]-526344; | a[9639]-526344; | |
| break; | a[4030]-884676; | a[4033]-526344; | a[4033]-526344; | a[7230]-1579032; | a[7230]-1579032; | a[7230]-1579032; | a[9640]-526344; | a[9640]-526344; | a[9640]-526344; | |
| case 19: | a[4031]-884676; | a[4034]-526344; | a[4034]-526344; | a[7231]-5921370; | a[7231]-5921370; | a[7231]-5921370; | a[9641]-526344; | a[9641]-526344; | a[9641]-526344; | |
| break; | a[4032]-3223857; | a[4035]-1052688; | a[4035]-1052688; | a[7232]-1579032; | a[7232]-1579032; | a[7232]-1579032; | a[9642]-526344; | a[9642]-526344; | a[9642]-526344; | |
| case 20: | a[4033]-9737364; | a[4036]-1052688; | a[4036]-1052688; | a[7233]-5921370; | a[7233]-5921370; | a[7233]-5921370; | a[9643]-526344; | a[9643]-526344; | a[9643]-526344; | |
| break; | a[4034]-884676; | a[4037]-1052688; | a[4037]-1052688; | a[7234]-12434877; | a[7234]-12434877; | a[7234]-12434877; | a[9644]-526344; | a[9644]-526344; | a[9644]-526344; | |
| case 21: | a[4035]-1052688; | a[4038]-1052688; | a[4038]-1052688; | a[7235]-7566195; | a[7235]-7566195; | a[7235]-7566195; | a[9645]-526344; | a[9645]-526344; | a[9645]-526344; | |
| break; | a[4036]-884676; | a[4039]-1052688; | a[4039]-1052688; | a[7236]-2697513; | a[7236]-2697513; | a[7236]-2697513; | a[9646]-526344; | a[9646]-526344; | a[9646]-526344; | |
| case 22: | a[4037]-8092539; | a[4040]-1052688; | a[4040]-1052688; | a[7237]-1052688; | a[7237]-1052688; | a[7237]-1052688; | a[9647]-526344; | a[9647]-526344; | a[9647]-526344; | |
| break; | a[4038]-1052688; | a[4041]-1052688; | a[4041]-1052688; | a[7238]-4868682; | a[7238]-4868682; | a[7238]-4868682; | a[9648]-526344; | a[9648]-526344; | a[9648]-526344; | |
| case 23: | a[4039]-9737364; | a[4042]-3223857; | a[4042]-3223857; | a[7239]-1579032; | a[7239]-1579032; | a[7239]-1579032; | a[9649]-526344; | a[9649]-526344; | a[9649]-526344; | |
| break; | a[4040]-884676; | a[4043]-526344; | a[4043]-526344; | a[7240]-1579032; | a[7240]-1579032; | a[7240]-1579032; | a[9650]-526344; | a[9650]-526344; | a[9650]-526344; | |
| case 24: | a[4041]-884676; | a[4044]-526344; | a[4044]-526344; | a[7241]-5921370; | a[7241]-5921370; | a[7241]-5921370; | a[9651]-526344; | a[9651]-526344; | a[9651]-526344; | |
| break; | a[4042]-3223857; | a[4045]-1052688; | a[4045]-1052688; | a[7242]-1579032; | a[7242]-1579032; | a[7242]-1579032; | a[9652]-526344; | a[9652]-526344; | a[9652]-526344; | |
| case 25: | a[4043]-9737364; | a[4046]-1052688; | a[4046]-1052688; | a[7243]-5921370; | a[7243]-5921370; | a[7243]-5921370; | a[9653]-526344; | a[9653]-526344; | a[9653]-526344; | |
| break; | a[4044]-884676; | a[4047]-1052688; | a[4047]-1052688; | a[7244]-12434877; | a[7244]-12434877; | a[7244]-12434877; | a[9654]-526344; | a[9654]-526344; | a[9654]-526344; | |
| case 26: | a[4045]-1052688; | a[4048]-1052688; | a[4048]-1052688; | a[7245]-7566195; | a[7245]-7566195; | a[7245]-7566195; | a[9655]-526344; | a[9655]-526344; | a[9655]-526344; | |
| break; | a[4046]-884676; | a[4049]-1052688; | a[4049]-1052688; | a[7246]-2697513; | a[7246]-2697513; | a[7246]-2697513; | a[9656]-526344; | a[9656]-526344; | a[9656]-526344; | |
| case 27: | a[4047]-8092539; | a[4050]-1052688; | a[4050]-1052688; | a[7247]-1052688; | a[7247]-1052688; | a[7247]-1052688; | a[9657]-526344; | a[9657]-526344; | a[9657]-526344; | |
| break; | a[4048]-1052688; | a[4051]-1052688; | a[4051]-1052688; | a[7248]-4868682; | a[7248]-4868682; | a[7248]-4868682; | a[9658]-526344; | a[9658]-526344; | a[9658]-526344; | |
| case 28: | a[4049]-9737364; | a[4052]-3223857; | a[4052]-3223857; | a[7249]-1579032; | a[7249]-1579032; | a[7249]-1579032; | a[9659]-526344; | a[9659]-526344; | a[9659]-526344; | |
| break; | a[4050]-884676; | a[4053]-526344; | a[4053]-526344; | a[7250]-1579032; | a[7250]-1579032; | a[7250]-1579032; | a[9660]-526344; | a[9660]-526344; | a[9660]-526344; | |
| case 29: | a[4051]-884676; | a[4054]-526344; | a[4054]-526344; | a[7251]-5921370; | a[7251]-5921370; | a[7251]-5921370; | a[9661]-526344; | a[9661]-526344; | a[9661]-526344; | |
| break; | a[4052]-3223857; | a[4055]-1052688; | a[4055]-1052688; | a[7252]-1579032; | a[7252]-1579032; | a[7252]-1579032; | a[9662]-526344; | a[9662]-526344; | a[9662]-526344; | |
| case 30: | a[4053]-9737364; | a[4056]-1052688; | a[4056]-1052688; | a[7253]-5921370; | a[7253]-5921370; | a[7253]-5921370; | a[9663]-526344; | a[9663]-526344; | a[9663]-526344; | |
| break; | a[4054]-884676; | a[4057]-1052688; | a[4057]-1052688; | a[7254]-12434877; | a[7254]-12434877; | a[7254]-12434877; | a[9664]-526344; | a[9664]-526344; | a[9664]-526344; | |
| case 31: | a[4055]-1052688; | a[4058]-1052688; | a[4058]-1052688; | a[7255]-7566195; | a[7255]-7566195; | a[7255]-7566195; | a[9665]-526344; | a[9665]-526344; | a[9665]-526344; | |
| break; | a[4056]-884676; | a[4059]-1052688; | a[4059]-1052688; | a[7256]-2697513; | a[7256]-2697513; | a[7256]-2697513; | a[9666]-526344; | a[9666]-526344; | a[9666]-526344; | |
| case 32: | a[4057]-8092539; | a[4060]-1052688; | a[4060]-1052688; | a[7257]-1052688; | a[7257]-1052688; | a[725 | | | | |



/INFOMOV/

END of “Practical”

next lecture: “Grand Recap”

```
... = true;
at brdfPdf = EvaluateDiffuse( L, N ) * ...
at3 factor = diffuse * INVPI;
at weight = Mix2( directPdf, brdfPdf );
at cosThetaOut = dot( N, L );
E * ((weight * cosThetaOut) / directPdf) * (radius
...
random walk - done properly, closely following ...
...ive)
...
at3 brdf = SampleDiffuse( diffuse, N, r1, r2, BR, spot ...
...urvive;
...pdf;
...n = E * brdf * (dot( N, R ) / pdf);
...sion = true;
```

