Vulkan.

Vulkan Ray Tracing – 5 New Shader Types!

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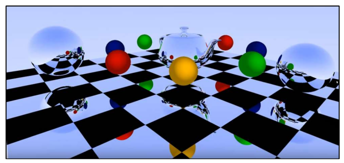
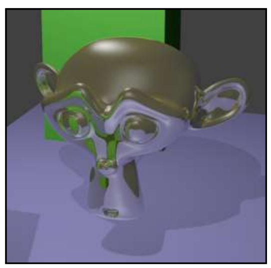
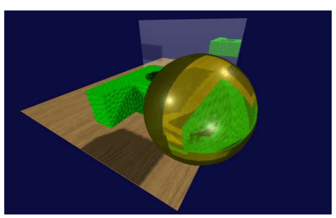


Analog Ray Tracing Example ☺

Digital Ray Tracing Examples

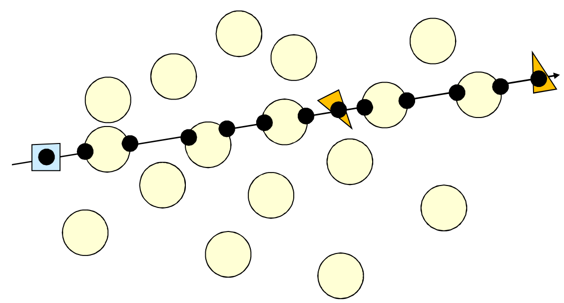


Blender



IronCad

In a Raytracing, each ray typically hits a lot of Things



Parametrizing a Ray

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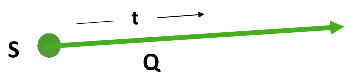
Given:
S is the (x,y,z) starting point
Q is the (x,y,z) direction of travel

Then, the (x,y,z) position of a point p at some position along its direction of travel is:



$$p = S + tQ$$

$$t \geq 0.$$

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Example: The Ray Intersection Process for a Sphere

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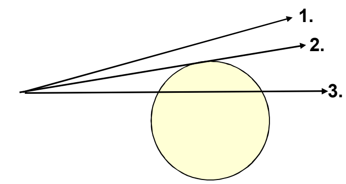
Sphere equation: $(x-x_c)^2 + (y-y_c)^2 + (z-z_c)^2 = R^2$
Ray equation: $(x,y,z) = (x_0,y_0,z_0) + t^*(dx,dy,dz)$

Plugging (x,y,z) from the second equation into the first equation and multiplying-through and simplifying gives:

$At^2 + Bt + C = 0$ ➡ $t_1, t_2 = \frac{-B \pm \sqrt{B^2-4AC}}{2A}$

Solve for t_1, t_2 and analyze the solution like this:

1. If both t_1 and t_2 are complex (i.e., have an imaginary component), then the ray missed the sphere completely.
2. If both t_1 and t_2 are real and identical, then the ray brushed the sphere at a tangent point.
3. If both t_1 and t_2 are real and different, then the ray entered and exited the sphere.



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Parameterizing a Triangle

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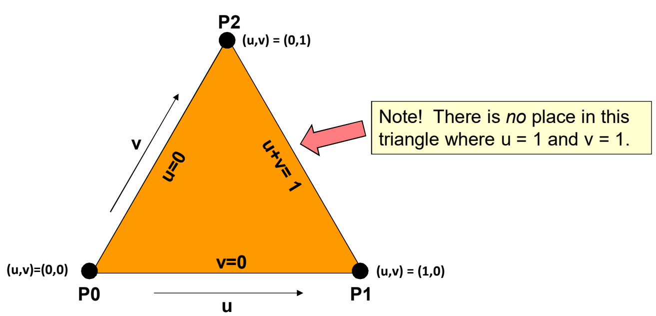
It's often useful to be able to parameterize a triangle into (u,v), like this:



p = P0 + u*(P1-P0) + v*(P2-P0)

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The Setup

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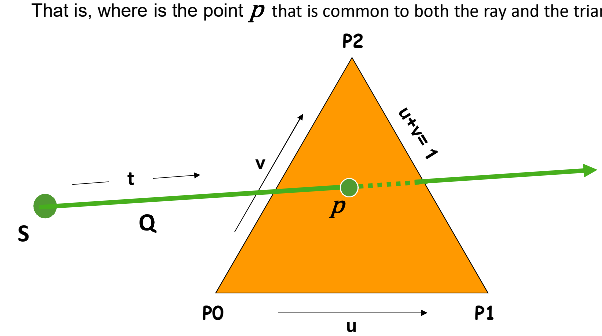
We want to find out where the ray intersects the triangle.
That is, where is the point p that is common to both the ray and the triangle?



Such that:

$t \geq 0.$
$0. \leq u \leq 1.$
$0. \leq v \leq 1.-u$

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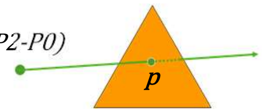
Equation Setup

Triangle: $p = P0 + u*(P1\text{-}P0) + v*(P2\text{-}P0)$

Ray: $p = S + tQ$



Re-arranging:

$$P0 + u*(P1\text{-}P0) + v*(P2\text{-}P0) = S + tQ$$

Re-arranging some more:

$$-tQ + u*(P1\text{-}P0) + v*(P2\text{-}P0) = S - P0$$

Then collecting terms, we get:

$$At + Bu + Cv = D$$

where:

$A = \text{-}Q$

$B = P1\text{-}P0$

$C = P2\text{-}P0$

$D = S - P0$

Three Equations, Three Unknowns

Remembering that this equation is really 3 equations in (x,y,z):

$$At + Bu + Cv = D$$

we have 3 equations with 3 unknowns, which can be cast into a matrix form

$$\begin{bmatrix} A_x & B_x & C_x \\ A_y & B_y & C_y \\ A_z & B_z & C_z \end{bmatrix} \begin{Bmatrix} t \\ u \\ v \end{Bmatrix} = \begin{Bmatrix} D_x \\ D_y \\ D_z \end{Bmatrix}$$

Our goal is to solve this for t*, u*, and v*

Solve for (t*,u*,v*) using Cramer's Rule

$$\begin{bmatrix} A_x & B_x & C_x \\ A_z & B_y & C_y \\ A_z & B_z & C_z \end{bmatrix} \begin{Bmatrix} t \\ u \\ v \end{Bmatrix} = \begin{Bmatrix} D_x \\ D_y \\ D_z \end{Bmatrix}$$

$$D_0 = det \begin{bmatrix} A_x & B_x & C_x \\ A_y & B_y & C_y \\ A_z & B_z & C_z \end{bmatrix}$$

$$D_t = det \begin{bmatrix} D_x & B_x & C_x \\ D_y & B_y & C_y \\ D_z & B_z & C_z \end{bmatrix} \qquad \boldsymbol{t^* = \frac{D_t}{D_0}}$$

$$D_u = det \begin{bmatrix} A_x & D_x & C_x \\ A_y & D_y & C_y \\ A_z & D_z & C_z \end{bmatrix} \qquad \boldsymbol{u^* = \frac{D_u}{D_0}}$$

$$D_v = det \begin{bmatrix} A_x & B_x & D_x \\ A_y & B_y & D_y \\ A_z & B_z & D_z \end{bmatrix} \qquad \boldsymbol{v^* = \frac{D_v}{D_0}}$$

The Steps

1. Compute D_0
2. If $D_0 \approx 0.$, then the ray is *parallel* to the plane of the triangle **STOP**
3. Compute D_t
4. Compute t*
5. If t* < 0., the ray goes away from the triangle **STOP**
6. Compute D_u
7. Compute u*
8. If u* < 0. or u* > 1., then the ray hits outside the triangle **STOP**
9. Compute D_v
10. Compute v*
11. If v* < 0. or v* > 1.-u*, then the ray hits outside the triangle **STOP**
12. The intersection is at the point ***p = S + Qt****

This is known as the **Möller-Trumbore Triangle Intersection Algorithm**

The Rasterization Shader Pipeline That You Are used to Doesn't Apply to Vulkan Ray Tracing

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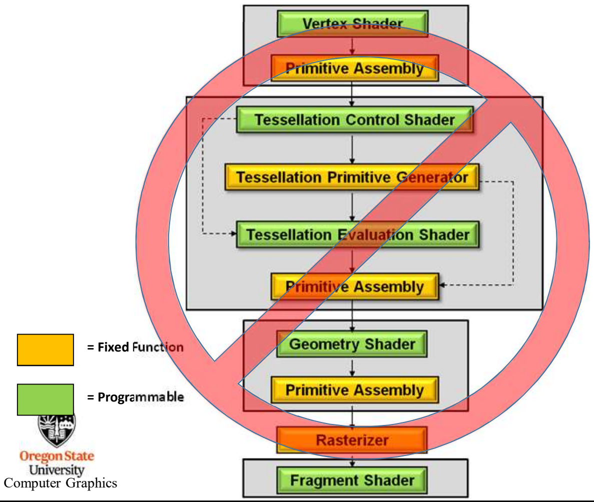

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The Vulkan Ray Tracing Pipeline Involves Five New Shader Types

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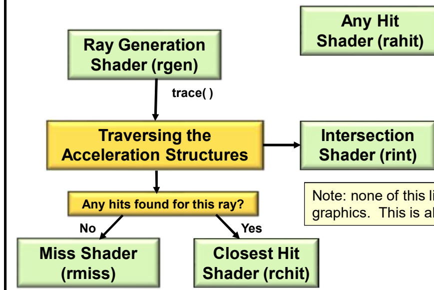

Unlike the rasterization pipeline, there is no constant flow from one shader to the next. Rather, particular shaders are called to respond to particular ***events***.

Note: none of this lives in the hardware meant for rasterization graphics. This is all built on top of the GPU *compute* functionality.

- A **Ray Generation Shader** runs on a 2D grid of threads. It begins the entire ray-tracing operation.
- An **Intersection Shader** implements ray-primitive intersections.
- An **Any Hit Shader** is called when the Intersection Shader finds a hit. It decides if that intersection should be accepted or ignored.
- The **Closest Hit Shader** is called with the information about the hit that happened closest to the viewer. Typically, lighting is done here, or firing off new rays to handle shadows, reflections, and refractions.
- A **Miss Shader** is called when no intersections are found for a given ray. Typically, it just sets its pixel color to the background color.

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Acceleration Structures

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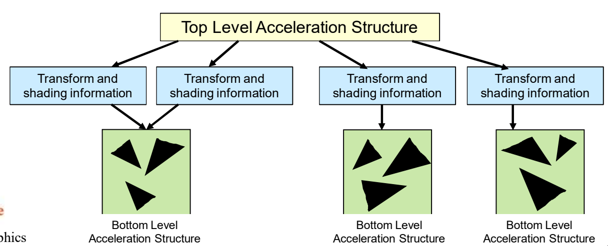
- A Bottom-level Acceleration Structure (BLAS) reads the vertex data from vertex and index VkBuffers to determine bounding boxes.
- You can also supply your own bounding box information to a BLAS.
- A Top-level Acceleration Structure (TLAS) holds transformations and pointers to multiple BLASes.
- The BLAS is essentially used as a Model Coordinate bounding box, while the TLAS is used as a World Coordinate bounding box.



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Check This Out!

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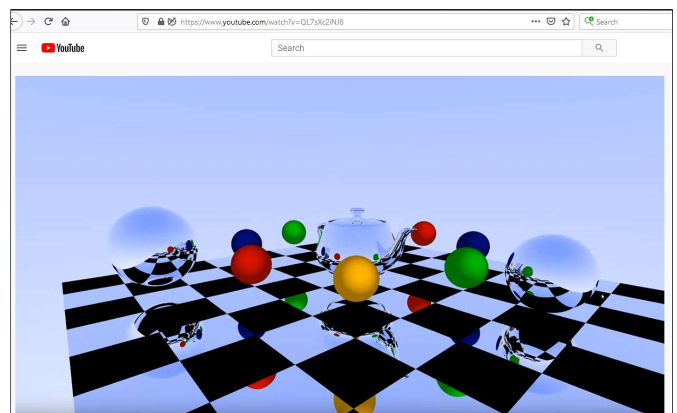

https://www.youtube.com/watch?v=QL7sXc2iNJ8

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