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Antialiasing and Multisampling

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MultiSampling.pptx

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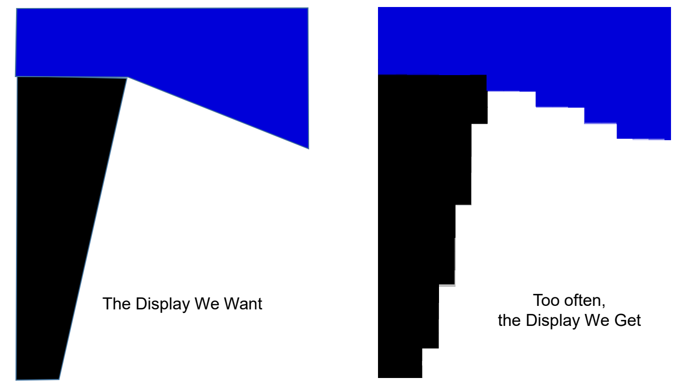
Aliasing



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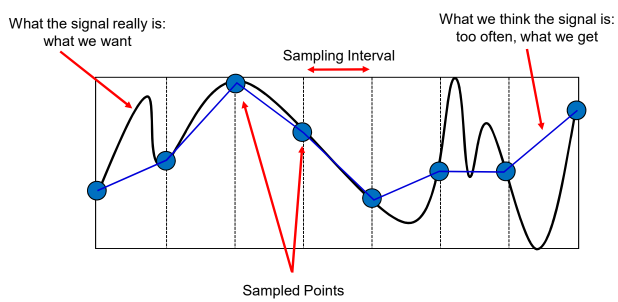
Aliasing

"Aliasing" is a signal-processing term for "under-sampled compared with the frequencies in the signal".



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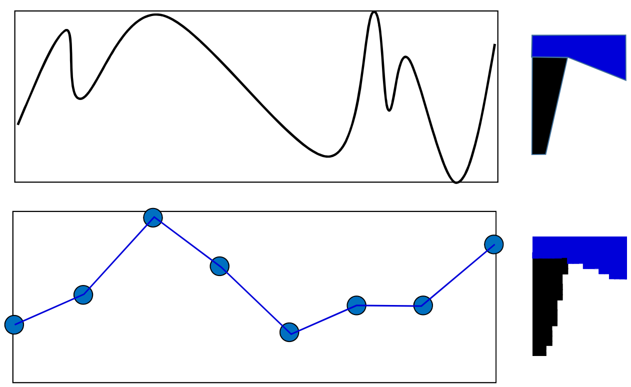
Aliasing



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Nyquist Criterion

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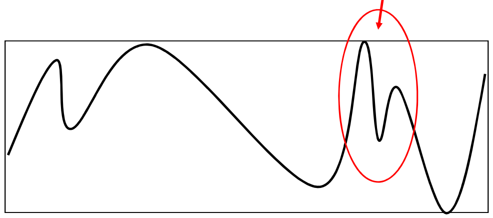
"The Nyquist [sampling] rate is twice the maximum component frequency of the function [i.e., signal] being sampled." -- WikiPedia



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Anti-aliasing

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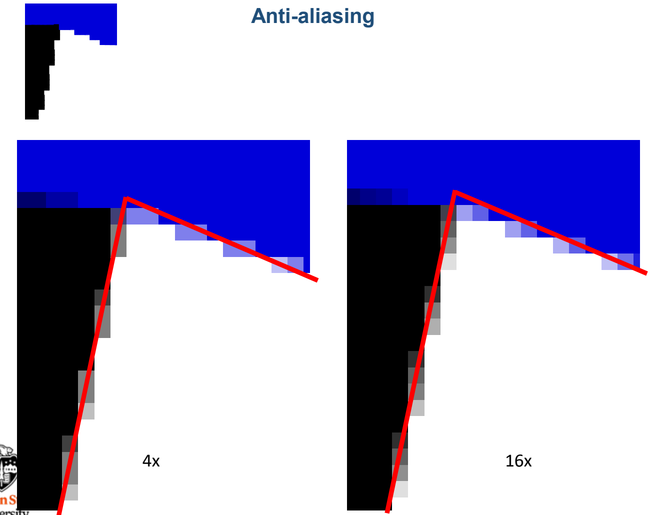

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MultiSampling

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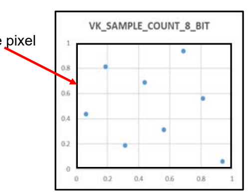
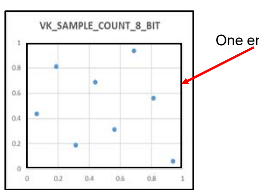
Multisampling is a computer graphics technique to improve the quality of your output image by looking inside every pixel to see what the rendering is doing there. There are two approaches:

1. **Supersampling**: Pick some number of unique sub-pixels within a pixel, render the image at each of these individual sub-pixels (including depth and stencil tests), then average them together. This results in lots of renders.





2. **Multisampling**: Perform a single color render for the one entire pixel. Then, pick some number of unique sub-pixels within that pixel and perform depth and stencil tests there. Assign the single color to all the sub-pixels that made it through the depth and stencil tests

Note: per-sample depth and stencil tests are performed first to decide which color renders actually should be done

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Vulkan Distribution of Sampling Points within a Pixel

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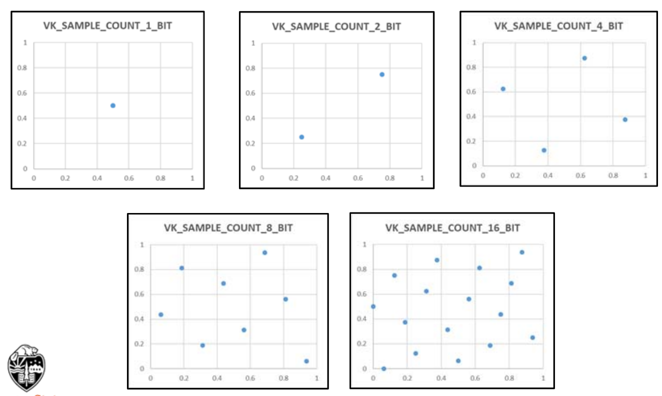

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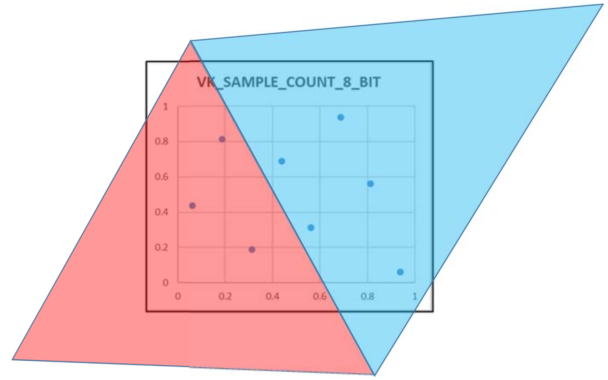
Vulkan Distribution of Sampling Points within a Pixel

VK_SAMPLE_COUNT_1_BIT	VK_SAMPLE_COUNT_2_BIT	VK_SAMPLE_COUNT_4_BIT	VK_SAMPLE_COUNT_8_BIT	VK_SAMPLE_COUNT_16_BIT
(0.5,0.5)	(0.25,0.25)	(0.375, 0.125)	(0.5625, 0.3125)	(0.5625, 0.5625)
	(0.75,0.75)	(0.875, 0.375)	(0.4375, 0.6875)	(0.4375, 0.3125)
		(0.125, 0.625)	(0.8125, 0.5625)	(0.3125, 0.625)
		(0.625, 0.875)	(0.3125, 0.1875)	(0.75, 0.4375)
			(0.1875, 0.8125)	(0.1875, 0.375)
			(0.0625, 0.4375)	(0.625, 0.8125)
			(0.6875, 0.9375)	(0.8125, 0.6875)
			(0.9375, 0.0625)	(0.6875, 0.1875)
				(0.375, 0.875)
				(0.5, 0.0625)
				(0.25, 0.125)
				(0.125, 0.75)
				(0.0, 0.5)
				(0.9375, 0.25)
				(0.875, 0.9375)
				(0.0625, 0.0)

Consider Two Triangles Whose Edges Pass Through the Same Pixel



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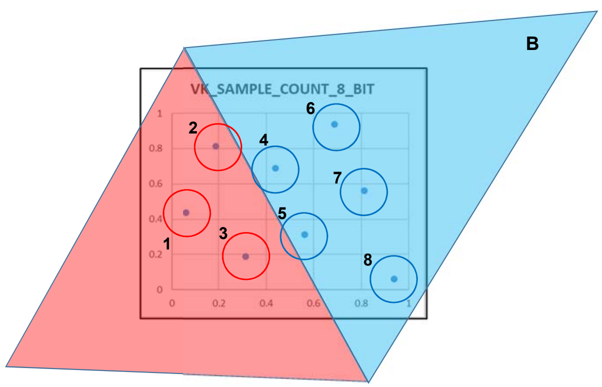
Supersampling



$$Final\ Pixel\ Color = \frac{\sum_{i=1}^{8} Color\ sample\ from\ subpixel_i}{8}$$

Fragment Shader calls = 8

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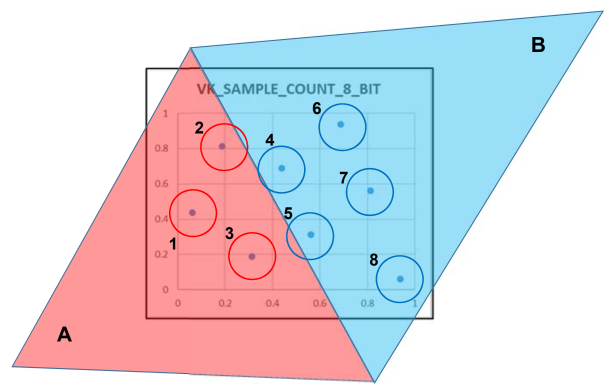
Multisampling



$$Final\ Pixel\ Color = \frac{3 * One\ color\ sample\ from\ A\ +\ 5 * One\ color\ sample\ from\ B}{8}$$

Fragment Shader calls = 2

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Setting up the Image


```
VkPipelineMultisampleStateCreateInfo         vpmsci;
        vpmsci.sType = VK_STRUCTURE_TYPE_PIPELINE_MULTISAMPLE_STATE_CREATE_INFO;
        vpmsci.pNext = nullptr;
        vpmsci.flags = 0;
        vpmsci.rasterizationSamples = VK_SAMPLE_COUNT_8_BIT;
        vpmsci.sampleShadingEnable = VK_TRUE;
        vpmsci.minSampleShading = 0.5f;
        vpmsci.pSampleMask = (VkSampleMask *)nullptr;
        vpmsci.alphaToCoverageEnable = VK_FALSE;
        vpmsci.alphaToOneEnable = VK_FALSE;

VkGraphicsPipelineCreateInfo         vgpci;
        vgpci.sType = VK_STRUCTURE_TYPE_GRAPHICS_PIPELINE_CREATE_INFO;
        vgpci.pNext = nullptr;
    . . .
        vgpci.pMultisampleState = &vpmsci;

result = vkCreateGraphicsPipelines( LogicalDevice, VK_NULL_HANDLE, 1, IN &vgpci,\
                    PALLOCATOR, OUT pGraphicsPipeline );
```

How dense is the sampling

VK_TRUE means to allow some sort of multisampling to take place

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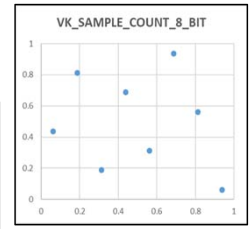
Setting up the Image


```
VkPipelineMultisampleStateCreateInfo         vpmsci;
    . . .
        vpmsci.minSampleShading = 0.5;
    . . .
```



At least this fraction of samples will get their own fragment shader calls (as long as they pass the depth and stencil tests).

0. produces simple multisampling

(0.,1.) produces partial supersampling

1. Produces complete supersampling

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Setting up the Image


```
VkAttachmentDescription         vad[2];
        vad[0].format = VK_FORMAT_B8G8R8A8_SRGB;
        vad[0].samples = VK_SAMPLE_COUNT_8_BIT;
        vad[0].loadOp = VK_ATTACHMENT_LOAD_OP_CLEAR;
        vad[0].storeOp = VK_ATTACHMENT_STORE_OP_STORE;
        vad[0].stencilLoadOp = VK_ATTACHMENT_LOAD_OP_DONT_CARE;
        vad[0].stencilStoreOp = VK_ATTACHMENT_STORE_OP_DONT_CARE;
        vad[0].initialLayout = VK_IMAGE_LAYOUT_UNDEFINED;
        vad[0].finalLayout = VK_IMAGE_LAYOUT_PRESENT_SRC_KHR;
        vad[0].flags = 0;

        vad[1].format = VK_FORMAT_D32_SFLOAT_S8_UINT;
        vad[1].samples = VK_SAMPLE_COUNT_8_BIT;
        vad[1].loadOp = VK_ATTACHMENT_LOAD_OP_CLEAR;
        vad[1].storeOp = VK_ATTACHMENT_STORE_OP_DONT_CARE;
        vad[1].stencilLoadOp = VK_ATTACHMENT_LOAD_OP_DONT_CARE;
        vad[1].stencilStoreOp = VK_ATTACHMENT_STORE_OP_DONT_CARE;
        vad[1].initialLayout = VK_IMAGE_LAYOUT_UNDEFINED;
        vad[1].finalLayout = VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL;
        vad[1].flags = 0;

VkAttachmentReference         colorReference;
        colorReference.attachment = 0;
        colorReference.layout = VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL;

VkAttachmentReference         depthReference;
        depthReference.attachment = 1;
        depthReference.layout = VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL;
```


Setting up the Image


```
VkSubpassDescription         vsd;
        vsd.flags = 0;
        vsd.pipelineBindPoint = VK_PIPELINE_BIND_POINT_GRAPHICS;
        vsd.inputAttachmentCount = 0;
        vsd.pInputAttachments = (VkAttachmentReference *)nullptr;
        vsd.colorAttachmentCount = 1;
        vsd.pColorAttachments = &colorReference;
        vsd.pResolveAttachments = (VkAttachmentReference *)nullptr;
        vsd.pDepthStencilAttachment = &depthReference;
        vsd.preserveAttachmentCount = 0;
        vsd.pPreserveAttachments = (uint32_t *)nullptr;

VkRenderPassCreateInfo         vrpci;
        vrpci.sType = VK_STRUCTURE_TYPE_RENDER_PASS_CREATE_INFO;
        vrpci.pNext = nullptr;
        vrpci.flags = 0;
        vrpci.attachmentCount = 2;         // color and depth/stencil
        vrpci.pAttachments = vad;
        vrpci.subpassCount = 1;
        vrpci.pSubpasses = &vsd;
        vrpci.dependencyCount = 0;
        vrpci.pDependencies = (VkSubpassDependency *)nullptr;

result = vkCreateRenderPass( LogicalDevice, IN &vrpci, PALLOCATOR, OUT &RenderPass );
```

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Resolving the Image: Converting the multisampled image to a VK_SAMPLE_COUNT_1_BIT image


```
VlOffset3D                          vo3;
        vo3.x = 0;
        vo3.y = 0;
        vo3.z = 0;

VkExtent3D                          ve3;
        ve3.width = Width;
        ve3.height = Height;
        ve3.depth = 1;

VkImageSubresourceLayers            visl;
        visl.aspectMask = VK_IMAGE_ASPECT_COLOR_BIT;
        visl.mipLevel = 0;
        visl.baseArrayLayer = 0;
        visl.layerCount = 1;

VkImageResolve                      vir;
        vir.srcSubresource = visl;
        vir.srcOffset = vo3;
        vir.dstSubresource = visl;
        vir.dstOffset = vo3;
        vir.extent = ve3;

vkCmdResolveImage( cmdBuffer, srcImage, srcImageLayout,  dstImage, dstImageLayout, 1, &vir  );
```