



LTH  
FACULTY OF  
ENGINEERING

# Photon Mapping Superluminal Particles

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# Who Am I?

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- Industrial PhD Student at the Lund University Graphics Group
- Employed by Arm Sweden



arm

# Lighting Phenomena

From A to Z

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The Aurora Borealis



Zodiacal Light

©Steven H. Keys,  
<http://keysphotography.com>, CC-BY-4.0

# Inspiration

## Chernobyl

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*“The air is glowing!”*

*“The Cherenkov effect – it’s a completely normal phenomenon, it can happen with minimal radiation.”*

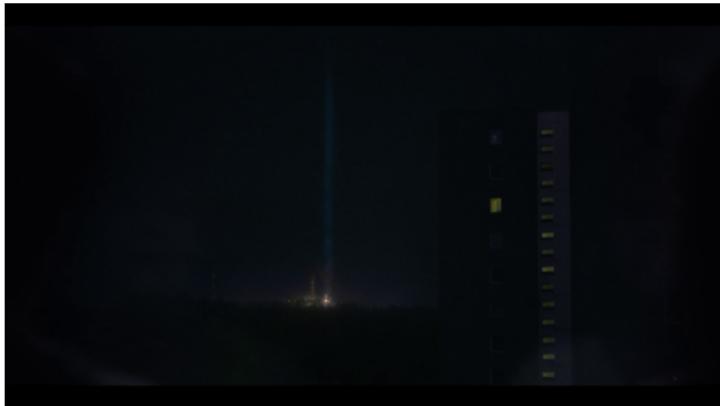
*“Look at that glow! That’s radiation ionizing the air!”*

– Quotes from “Chernobyl” Episode 1-2 © HBO

# Inspiration

## Chernobyl

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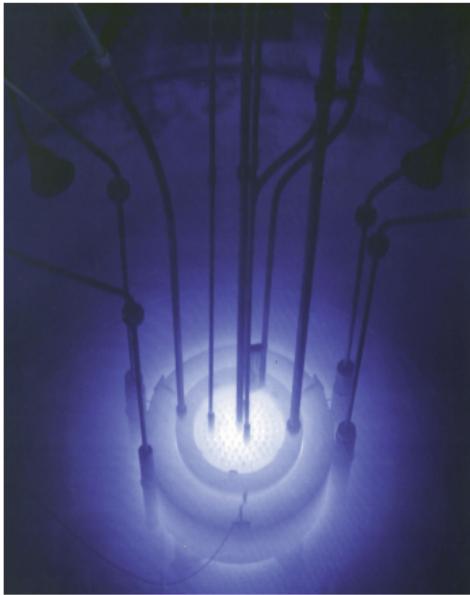


– Images from “Chernobyl” Episode 1-2 © HBO

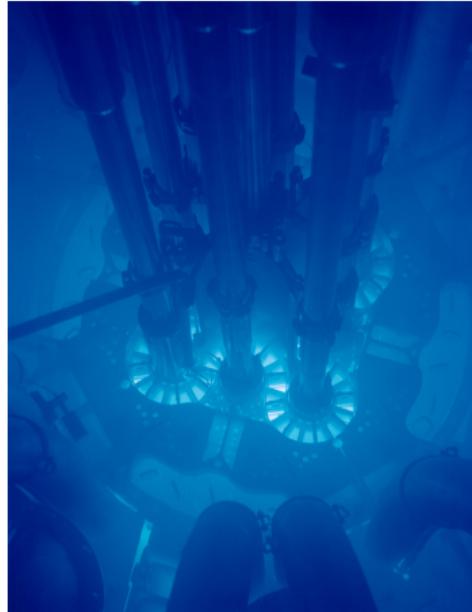
# Inspiration

## Nuclear Reactors

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Reed Research Reactor



Advanced Test Reactor

©Argonne National Laboratory CC-BY-SA 2.0

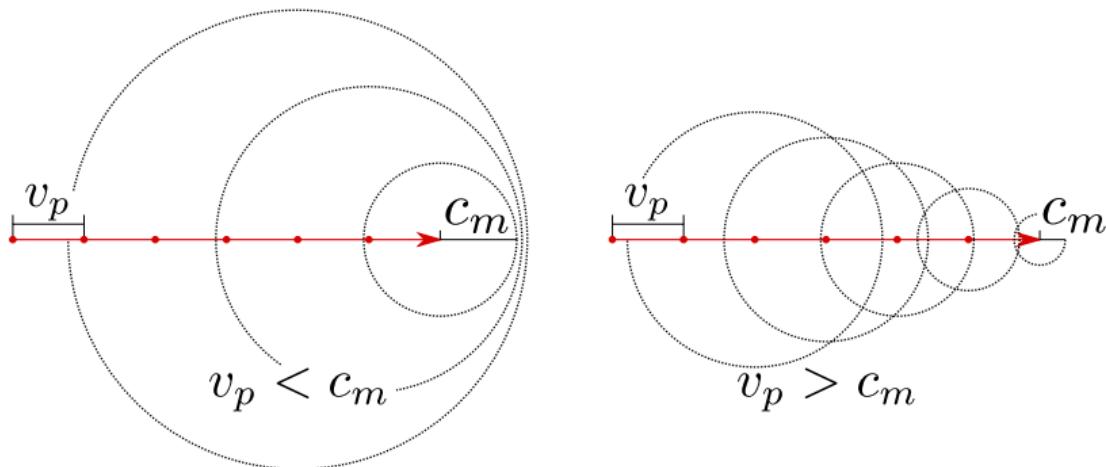
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# The Phenomenon

## The Cherenkov Effect

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$v_p$  – Particle velocity

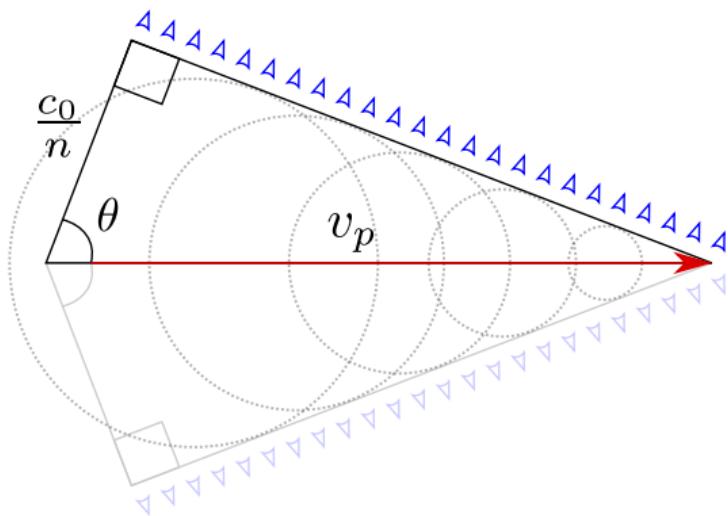
$c_0$  – Speed of light

$n$  – Index of refraction

$c_m = \frac{c_0}{n}$  – Medium phase velocity

# Cherenkov Emission Angle

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$$\cos(\theta) = \frac{c_0}{v_p n}$$

# The Frank-Tamm Equation

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$$\frac{d^2E}{dxd\omega} = \frac{q^2}{4\pi} \mu(\omega) \omega \left( 1 - \frac{c_0^2}{v_p^2 n^2(\omega)} \right)$$

$\omega$  – Angular frequency

$q$  – Electrical charge

$n(\omega)$  – Index of refraction

$\frac{d^2N}{dxd\omega}$  – Energy per length  $x$  and  $\omega$

# The Frank-Tamm Equation

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$$\frac{d^2E}{dxd\omega} = \frac{q^2}{4\pi} \mu(\omega) \omega \left( 1 - \frac{c_0^2}{v_p^2 n^2(\omega)} \right)$$

$\Rightarrow$

$$\frac{d^2N}{dxd\lambda} = -\frac{2\pi\alpha\mu(\lambda)}{\lambda^2} \left( 1 - \frac{c_0^2}{v_p^2 n^2(\lambda)} \right)$$

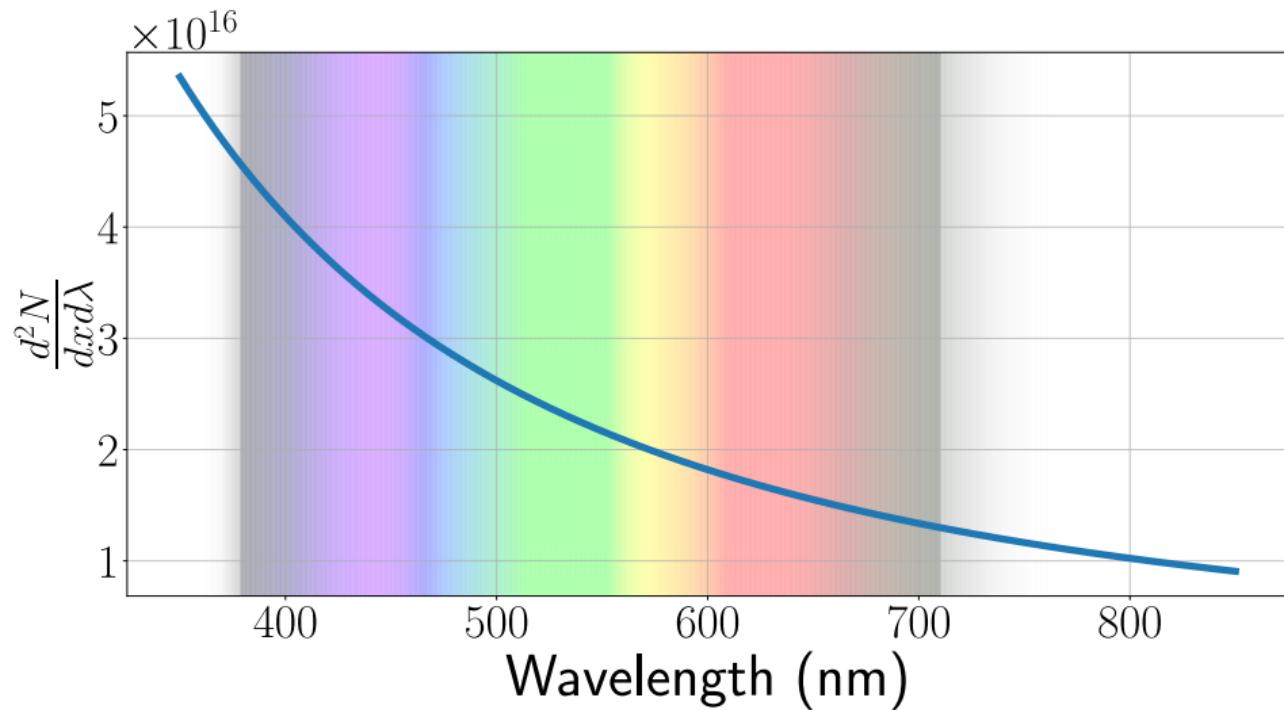
$\lambda$  – wavelength

$N$  – # photons

$\alpha$  – Free structure constant

# Cherenkov Radiation Spectrum

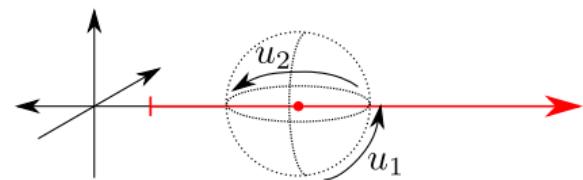
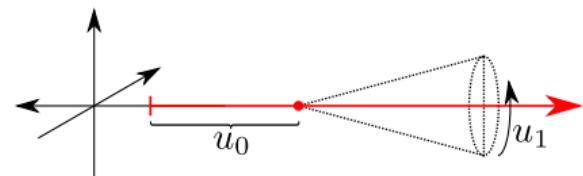
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# Our Algorithm

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1. Choose a point along the particle path ( $u_0$ )
2. Find the particle velocity and refractive index at the point
3. If *superluminal* at the point  
    Set the photon direction to somewhere in the Cherenkov direction ( $u_1$ )
4. Otherwise  
    Set the photon direction to a random direction ( $u_1, u_2$ )
5. Use the Frank-Tamm spectrum for the particle as photon color
6. Trace the photon as usual in SPPM



# Photon Density Distributions

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- Probability Density Functions
  - Importance sampling
- Photon Density Distribution
  - Photon Origin ( $o$ )
  - Photon Direction ( $\omega$ )

$$p(o, \omega) = p(o) \cdot p(\omega)$$

$$p(o) = \frac{1}{\text{total particle length}}$$

# Photon Density Distributions

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$$p(\omega) = Pr(S)p_c(\omega) + (1 - Pr(S))p_s(\omega)$$

# Photon Density Distributions

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$$p(\omega) = \frac{Pr(S)}{2\pi} + \frac{1 - Pr(S)}{4\pi} = \frac{1 + Pr(S)}{4\pi}$$

# Photon Density Distributions

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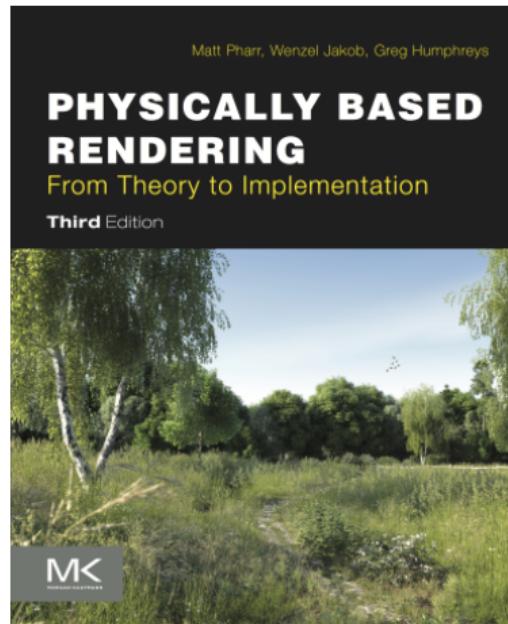
$$p(\omega) = \frac{Pr(S)}{2\pi} + \frac{1 - Pr(S)}{4\pi} = \frac{1 + Pr(S)}{4\pi}$$

$$Pr(S) = \frac{\text{superluminal path length}}{\text{total path length}}$$

# PBRT Implementation

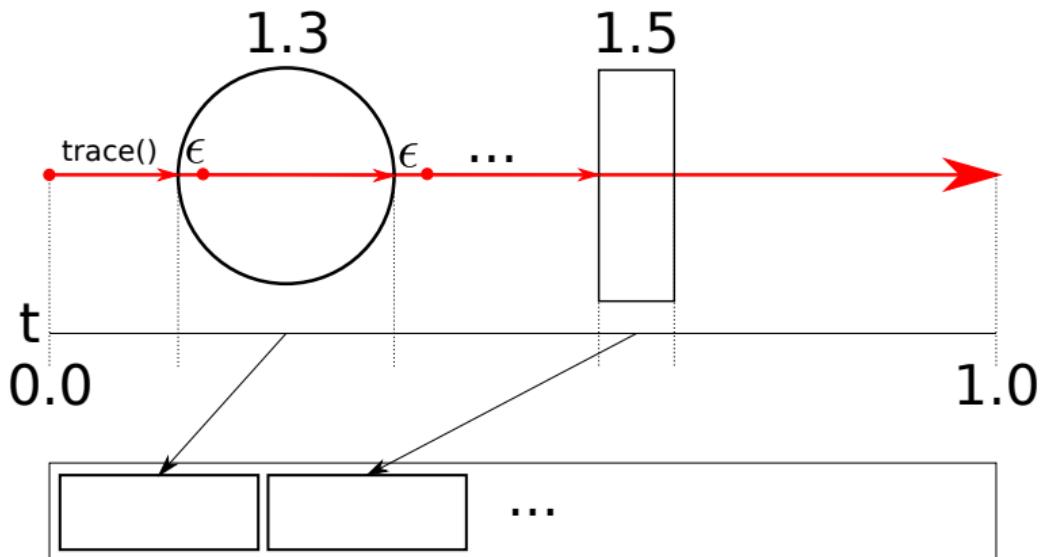
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- Implemented in a PBRT (v3)
- ⌚ <https://github.com/Xaldew/pbrt-v3>



# PBRT Implementation

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# PBRT Implementation

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- PBRT *particle* arealight
  - The particle velocity
  - The number of particles
  - ...

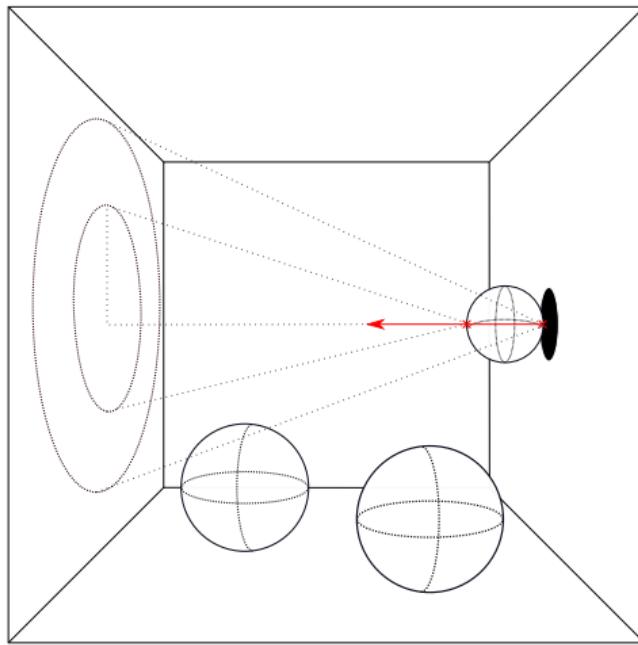
```
AttributeBegin
    ArealLightSource "particle"
        "float velocity" 0.8
        "integer nparticles" 1
    Translate 59.5 60 0
    Rotate -90 0 1 0
    Rotate 90 0 0 1
    Shape "disk" "float radius" 10
AttributeEnd
```

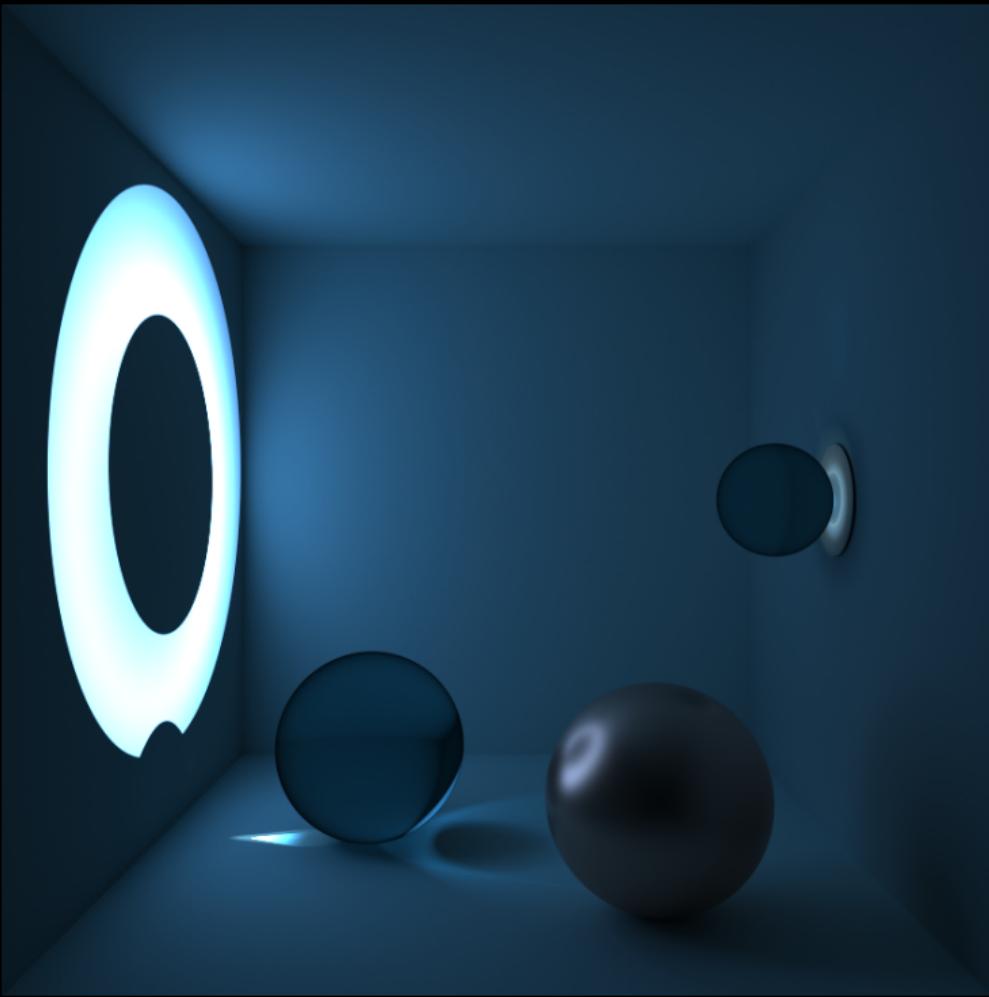
# Cornell Box

## Results

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- Simple Cornell Box
  - Particle light on the right
  - Optically dense object
  - No colors on the walls





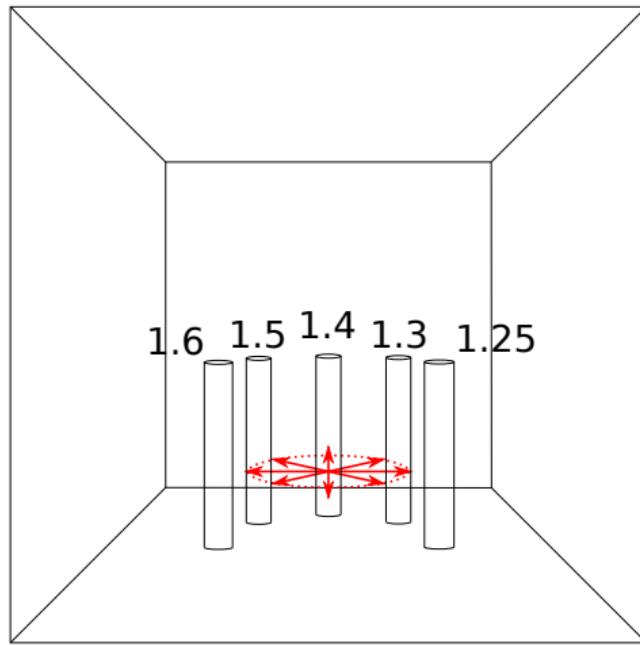
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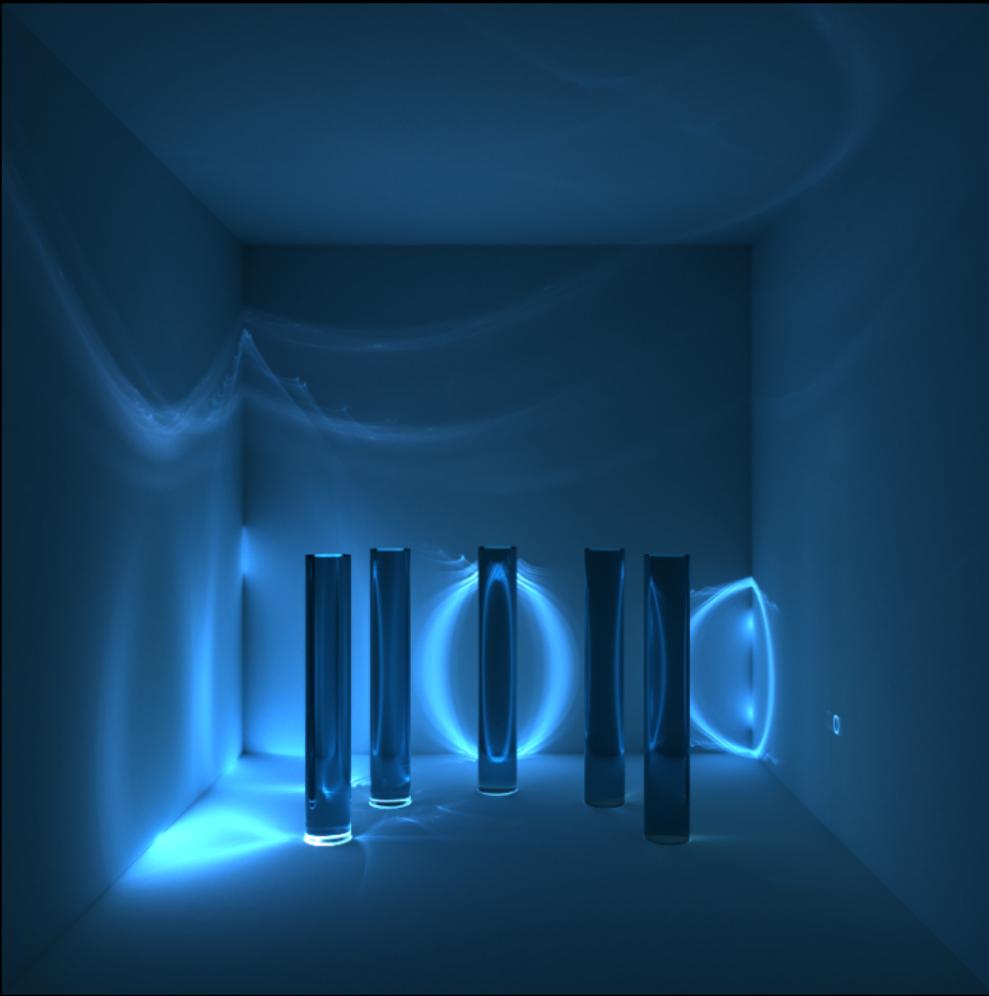
# Cornell Box - Cylinders

## Results

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- Cornell Box with Cylinders
  - Particle light in center
  - Several optically dense objects with varying refractive indices





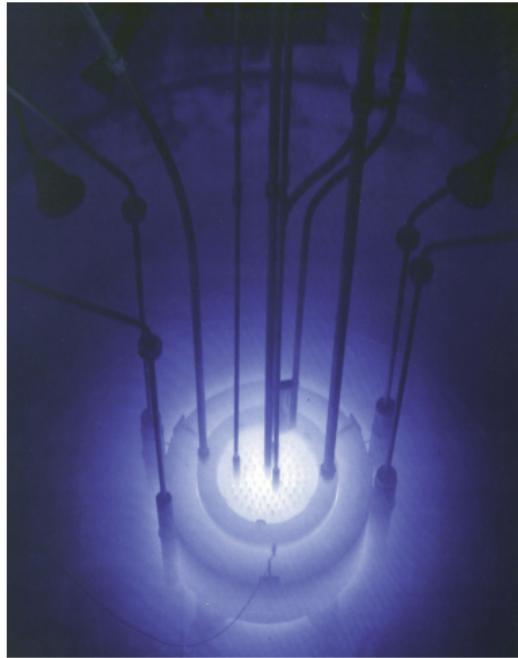
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# Reactor

## Results

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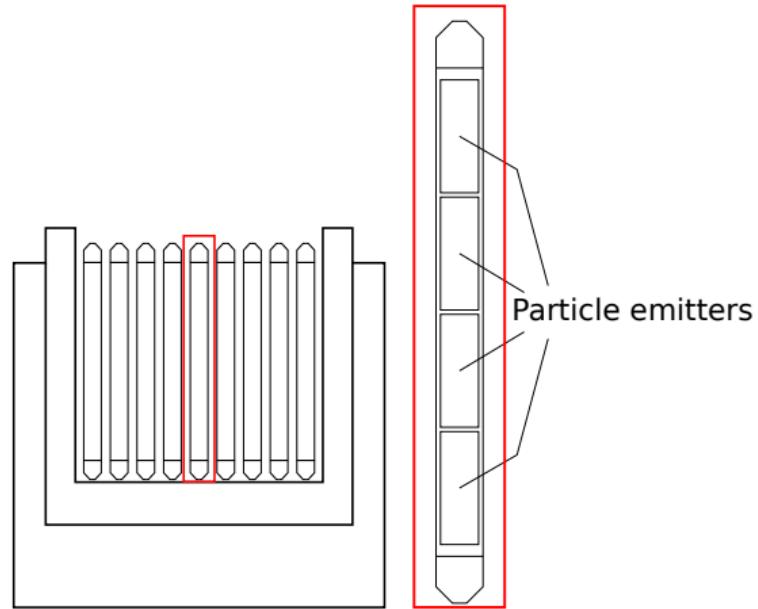
- Nuclear Reactor Model
  - Based on this photograph from the Reed research reactor
  - Try to connect the geometrical representation of the Cherenkov radiation with the real world appearance

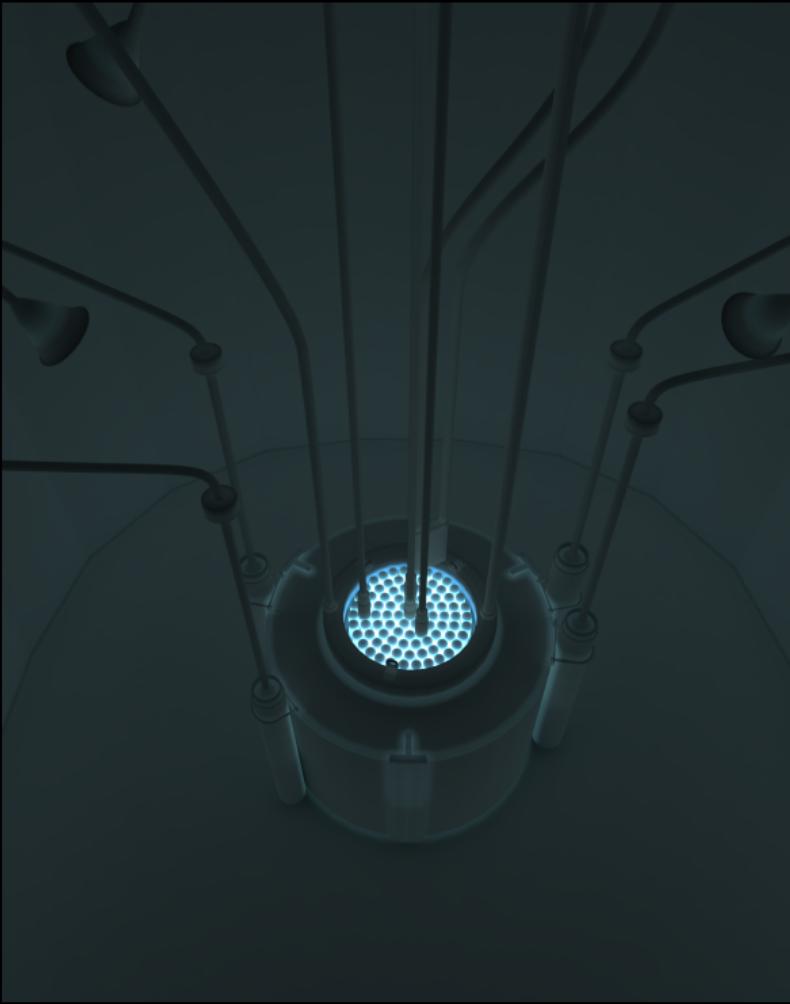


# Reactor

## Results

- Nuclear Reactor Model
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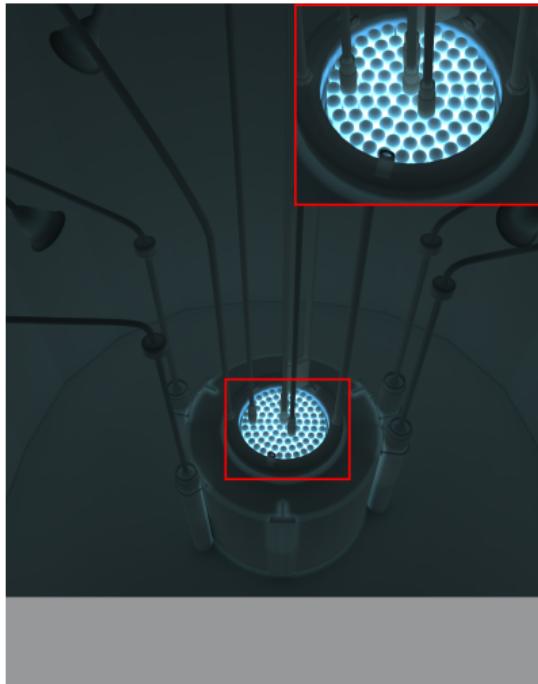
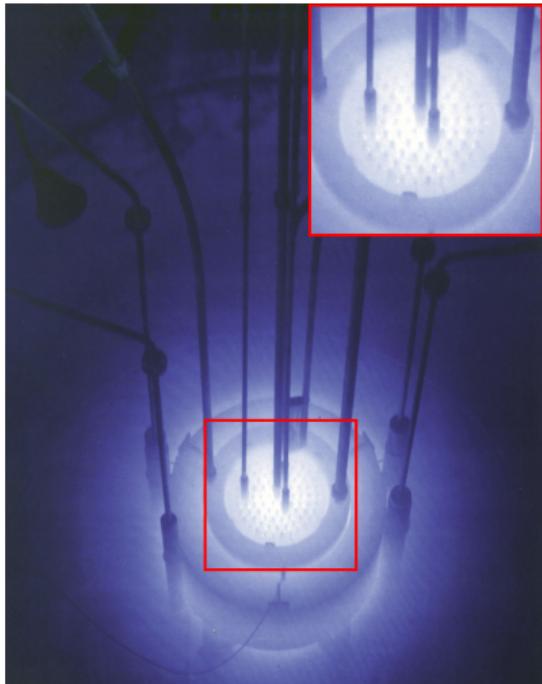




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# Reactor

## Results



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# Applications

## Limitations or Possibilities

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- Easily faked with conventional light-sources
  - . . . but we may want references images anyways
  - Simulate placement of Radioactivity detectors
  - Medical applications

# Future Work

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- Straight line vs. Random walk?
- Other phenomena?
- Volumetric rendering

# Conclusions

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- Extension to Photon Mapping: *Charged Particle Lights*
- Used to simulate the Cherenkov Effect
  - Implemented in PBRT (v3)
- Possible applications in nuclear physics or medicine

# Thanks for Listening

## Questions

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- Thanks for listening!
- Questions and Answers



# Epilogue

## Acknowledgements

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# Photon Mapping Superluminal Particles

Gustaf Waldemarson      Michael Doggett

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- Special thanks to...
  - Pierre Moreau @ LUGG
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