Adding RTX acceleration to Iray with OptiX 7

Lutz Kettner    Director Advanced Rendering and Materials

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What is Iray?

Production Rendering on CUDA

Bring ray tracing based production / simulation quality rendering to GPUs

New paradigm: **Push Button** rendering (open up new markets)

Plugins for

3ds Max  Maya  Rhino  SketchUp  ...

In Production since > 10 Years
ARTISTIC FREEDOM
How Does it Work?

99% physically based Path Tracing

To guarantee simulation quality and *Push Button*

- Limit shortcuts and good enough hacks to minimum
- Brute force (spectral) simulation
  - no intermediate filtering
  - scale over multiple GPUs and hosts even in interactive use
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Wavefront Architecture

**From Megakernel**
- Follows each path to completion
- One path at a time
- Single CUDA (mega-)kernel

**to State Machine**
- Small progress on each path per step
- Millions of *active* paths at a time
- Multiple smaller CUDA kernels (states) specialized on parts of the simulation (state machine)
- Global memory (AoSoA layout) to communicate between states
Wavefront Architecture
Iray State Machine

23 specialized CUDA kernels (scene dependent)

- Ray tracing
  to complete a path camera → light and connecting to lights on the way (NEE)
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- Geometry / textured-light and environment importance sampling

~400,000 emissive triangles
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to complete a path camera → light
and connecting to lights on the way (NEE)
- Geometry / textured-light and environment importance sampling
- Material evaluation / importance sampling
- ...

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Wavefront Architecture

Iray State Machine

Tail-megakernel to finish up the last handful of paths

State machine within a single kernel to reduce kernel launches

Techreport: The Iray Light Transport Simulation and Rendering System
Adding RTX Support
From OptiX Prime to OptiX 7

Dec 2018: Start with RTX prototype
Feb 2019: Start using WIP OptiX 7 implementation
May 2019: Shipping!
Introducing OptiX 7

Microsoft DXR
NVIDIA VKRay
NVIDIA OptiX 1-6
NVIDIA OptiX 7
NVIDIA Driver

- Multi GPU
- NVLINK Memory Scaling
- API Capture
- Memory Management

- Language interface
- Sustainable APIs

- Hierarchy builders
- Schedulers
- RTX Programming model
Iray on OptiX 7

Wavefront Architecture

All kernel variants that need to trace rays are now executed through OptiX 7

Path-/Light-Tracer main trace kernels
  incl. SSS code and shortcuts for state machine early outs
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Rounded Corners
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Light-Tracer lens connection
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All other kernels stay on plain CUDA implementations / kernel launches
Iray on OptiX 7
Wavefront Architecture

Split up the Tail-megakernel into 2 new kernels
Trace rays + the *remainder* of the state machine

Majority of code in **raygen**
One single `optixTrace()` call, no branching, for best performance
(except for Tail-trace- and rounded corners kernels)

**closesthit** directly fills wavefront state, no payload communication

Compile time / Pipeline setup 7-10 secs (with warm cache 0.1-0.2 secs)

~21k lines of PTX
Iray on OptiX 7

RTX Hierarchy Setup

2-level hierarchy to get full RT core performance
optionally: reduce instancing overhead by (partially) flattening instances
Iray on OptiX 7

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Use compaction
  slight build time decrease not that much of an issue for us
  memory savings can be dramatic

No native OptiX 7 Motion Blur to get full RT cores performance
  as sample rate per pixel is high and hierarchy updates cheap,
  do brute force sample trasfos/materials and rebuild scene every X iterations

Refitting of bottom level hierarchies for vertex deformed geometry
General Issues
Precision / Performance / Memory Usage

4 Ray Tracing implementations at work now (before: OptiX Prime)

Embree (CPU)

OptiX Prime (pre-Turing / need to support all CUDA 10 GPUs)

OptiX 7 / RT Cores (Turing)

OptiX 7 / RTX Software Traversal (Turing with no RT Cores)

Slightly different behavior in special cases (i.e. self intersection) and hierarchy construction/data implementation details
General Issues

Performance

Triangle/Node intersection watertightness has some interesting implications. Origins very far away with directions pointing to the scene will intersect almost the whole scene, causing massive slowdowns.

Iray: infinite ground plane / shadow catcher generates this frequently.

Workaround by manually pushing all ray origins closer to the scene BBox.
Performance

3.0 x Overall Rendering Speed-Up
Performance

2.8 x Overall Rendering Speed-Up
Performance

1.5 x Overall Rendering Speed-Up

~101k instances flattened to ~50m triangles
66s down to 61s (4k, RTX 6000)
Performance
1.05 x Overall Rendering Speed-Up

Customers see full range from “no” to 5x overall rendering speed-up
Ray Tracing no Bottleneck Anymore
When Using RT Cores

One still has to care about *overall efficient* rendering:
   Not just tracing a ray as fast as possible, but generating *valuable rays / samples*

- Sample and eval large, layered material and texture node graphs
- Sample and eval large amount of geometric light sources

  i.e. many instructions and a lot of memory accessed per traced ray

Otherwise many many more rays/paths needed to get similar noise level
Need to balance generation time vs sample quality vs evaluation time vs trace time
Performance

Notes

Batch scheduling (e.g. long running renderings / cloud) efficient with current Iray OptiX 7 implementation triggers almost no Tail-megakernel (paths are regenerated on the fly)

Interactive scheduling suffers from split of Tail-megakernel: kernel launch overhead too high

Too much time spent in light importance sampling traversal of geometry lights & environment light hierarchies
Going Forward
RTX Specific Roadmap

Optimize / Rethink importance sampling and material / tex evaluation pipelines to shift work-per-sample-ratio towards Ray Tracing again

Reduce material / texture complexity dynamically (LOD via MDL distiller)

Adaptive Sampling

Over time: Better scheduling performance / less overhead by basing complete core on OptiX 7

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Questions?

Acknowledgments

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More Information

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