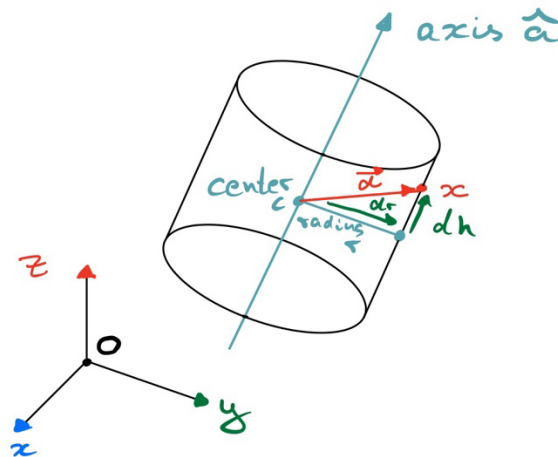


"Derive the expression for a Ray-Cylinder intersection"

First thing first, in order to find the expression for a ray-cylinder intersection we need to find an implicit parametrization for the cylinder with the following parameters :

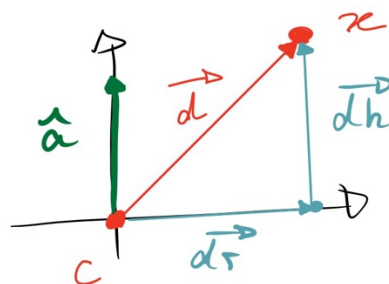
- center \mathbf{c}
- radius r
- axis \mathbf{a}
- height h



For an infinite cylinder, the points on the cylinder surface are points such that the radial distance \mathbf{dr} from point to axis \mathbf{a} is of length radius R .

Using the distance vector \mathbf{d} from a point x to the center c of the cylinder

$$\vec{d} = x - c$$



We can compute the radial distance $d\mathbf{r}$ and the height distance $d\mathbf{h}$ as follow :

$$\begin{aligned} d\vec{h} &= \langle \hat{a}, d\vec{r} \rangle \cdot \hat{a} \\ \Rightarrow dh &= \langle \hat{a}, d\vec{r} \rangle \\ d\vec{r} &= d\vec{r} - d\vec{h} \\ &= d\vec{r} - \langle \hat{a}, d\vec{r} \rangle \hat{a} \\ \Rightarrow dr &= \langle d\vec{r}, d\vec{r} \rangle \end{aligned}$$

A point x is on the infinite cylinder if it's radial distance with the axis is such that :

$$dr = \text{radius } R$$

For a finite cylinder, we still need to verify that the height distance from center is less than $h/2$:

$$dh \leq h/2$$

This leads to the following system of equation to determine if a point x is on the cylinder of height h :

$$\begin{aligned} (1) \quad dr(x) &= \text{radius } r \\ (2) \quad dh(x) &\leq h/2 \end{aligned}$$

Now let's consider the ray-cylinder intersection problem. The ray equation is as follow :

$$ray(t) = o + t \cdot d$$

To search for ray-cylinder intersection we first try to find a t such that the point on the ray will be solution of the equation 1 :

$$\begin{aligned} d_{\tau}(\tau_{ray}(t)) - \tau &= 0 \\ \Rightarrow \|\tau_{ray}(t) - \vec{a}(\tau_{ray}(t) \cdot \vec{a})\| &= 0 \\ \|\vec{o}_{ray} + t\vec{d} - \vec{a}(\vec{o}_{ray} + t\vec{d} \cdot \vec{a})\| &= 0 \end{aligned}$$

If there are points satisfying this equation, we pass to the second test, otherwise there cannot be a cylinder-ray intersection.

The second test consists of looking if one of the potential points found in the previous step, has an height distance to center smaller than $h/2$. If yes, we found the one, otherwise there cannot be an intersection.