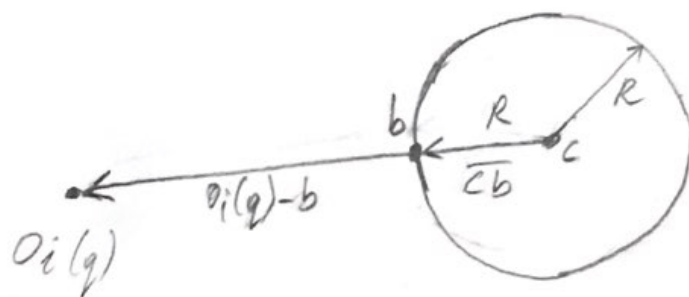


Case 1: sphere with R , centered at $c = (x, y, z)$



* \vec{cb} is in the direction of $a_i(q)-b$ and $a_i(q)-c$

Now, $b = c + R \cdot \frac{a_i(q)-c}{\|a_i(q)-c\|}$
 unit vector in the direction of $a_i(q)-b$ and $a_i(q)-c$ (just to give direction to R)

Thus,

$$\Rightarrow a_i(q)-b = a_i(q)-c - R \cdot \frac{a_i(q)-c}{\|a_i(q)-c\|} = (a_i(q)-c) \left(1 - \frac{R}{\|a_i(q)-c\|}\right)$$

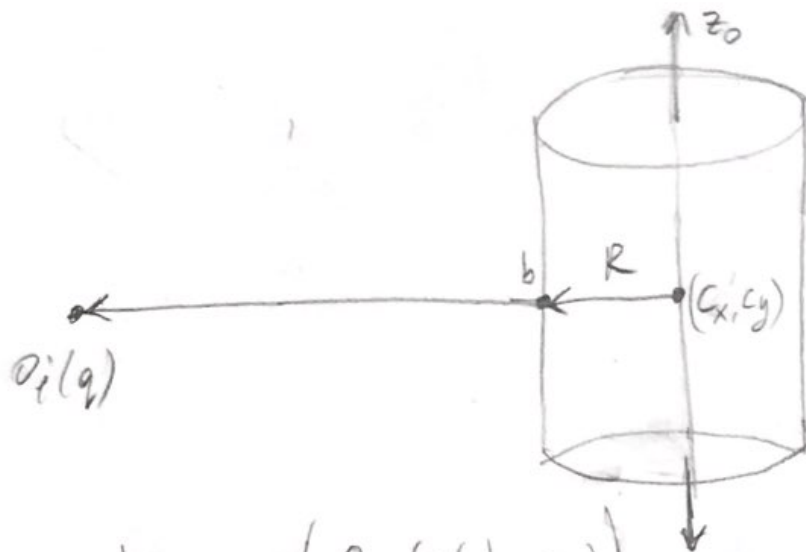
From the figure we see that

$$a_i(q)-c = \vec{cb} + a_i(q)-b$$

And magnitude wise: $\|a_i(q)-c\| = \underbrace{\|\vec{cb}\|}_R + \|a_i(q)-b\|$

$$\Rightarrow \|a_i(q)-b\| = \|a_i(q)-c\| - R$$

Case 2: cylinder of inf. height, centered at $c = (c_x, c_y)$
axis parallel to z_0 , radius R .



$$\text{Now, } b_x = c_x + \left(\frac{R \cdot (p_i(q)_x - c_x)}{\|p_i(q) - c\|} \right)$$

$$b_y = c_y + \left(\frac{R \cdot (p_i(q)_y - c_y)}{\|p_i(q) - c\|} \right)$$

$$b_z = p_i(q)_z$$

$$\Rightarrow p_i(q) - b = \begin{bmatrix} p_i(q)_x - c_x \\ p_i(q)_y - c_y \\ 0 \end{bmatrix} \cdot \left(1 - \frac{R}{\|p_i(q) - c\|} \right)$$

$$\Rightarrow \|p_i(q) - b\| = \|p_i(q) - c\| - R \quad (\text{similar to part 1})$$