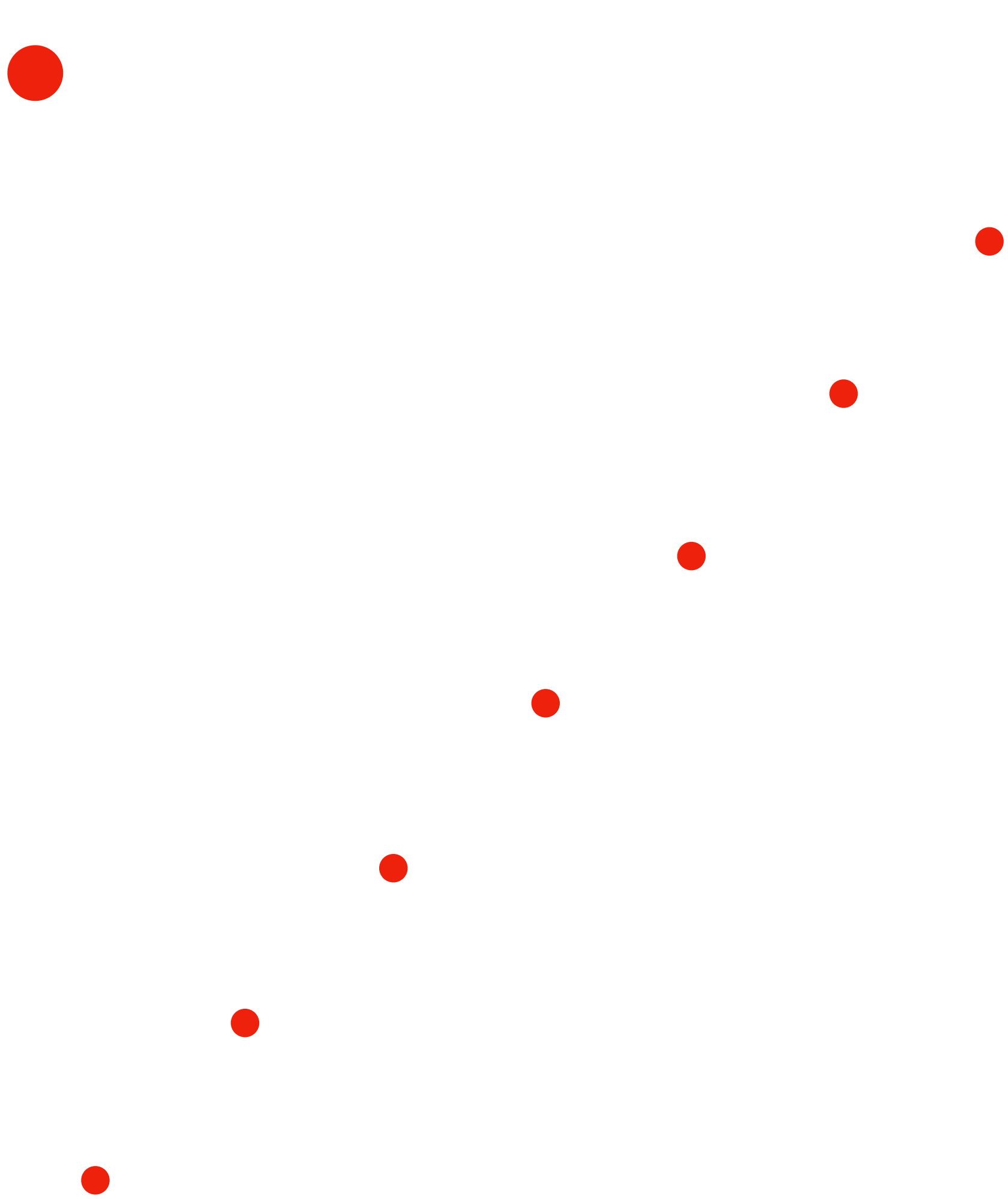
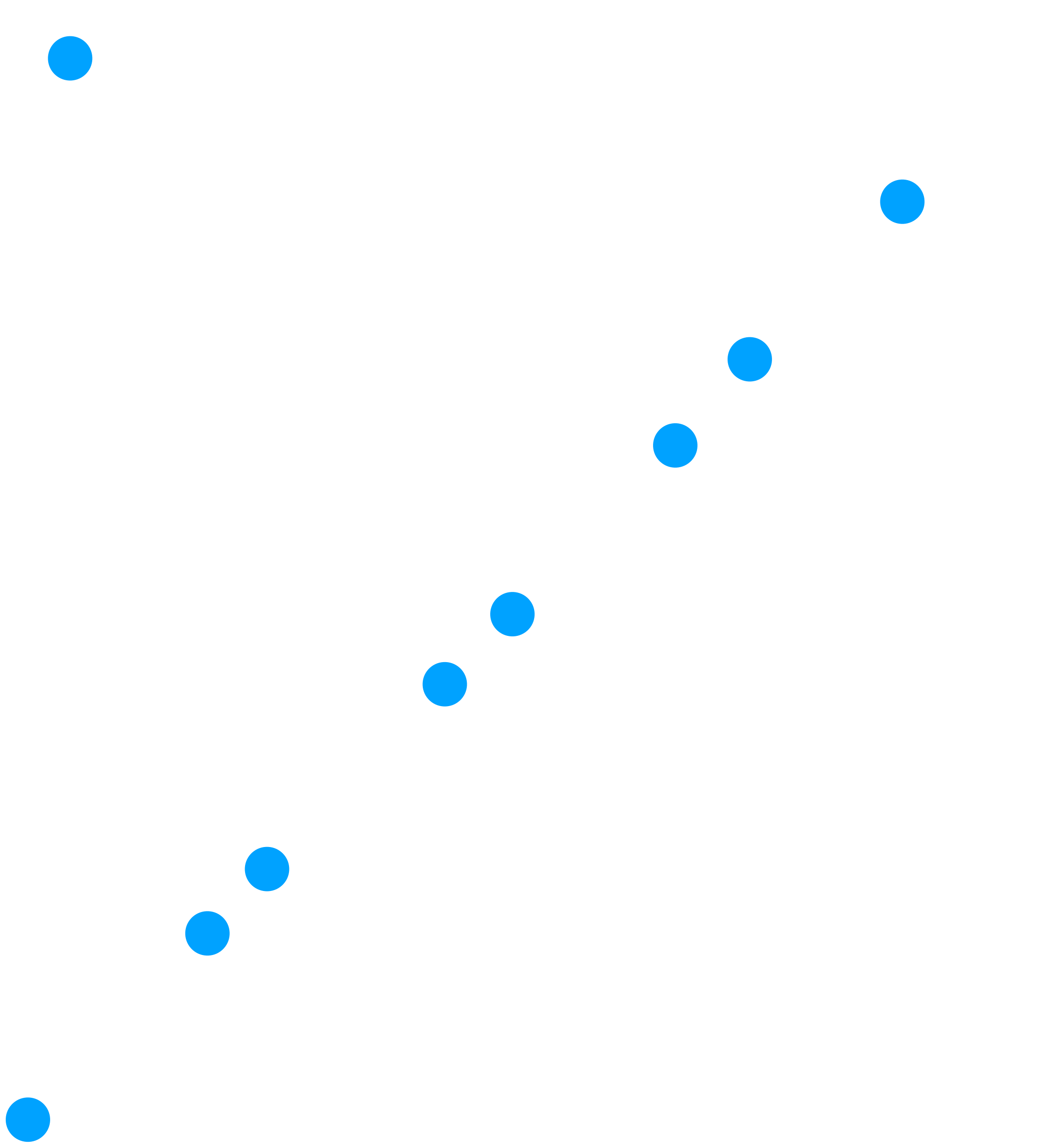


Siddon's Method

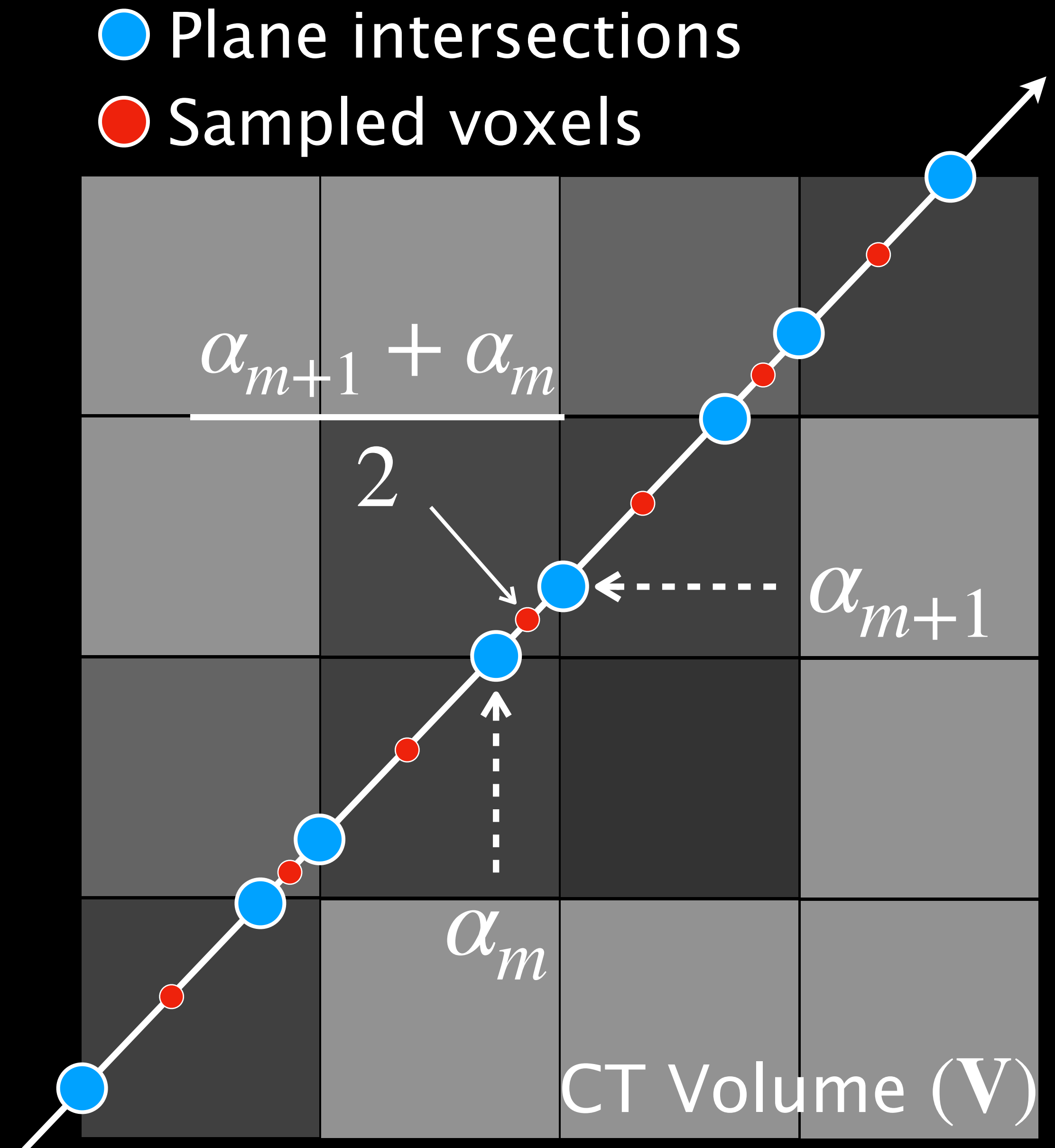




Siddon's Method

Convert ray to pixel intensity

- Calculate intersection length of the ray with each voxel
- Get the intensities of the intersected voxels
- Compute a weighted sum



Making Siddon's method auto-differentiable

Reformulate as an analytical function of the 3D pose