

Practicle 4

Raytracer - Sphere

23/01/19

Abstract

The last practicals focused on sending rays. Here, we will see how to grab information from a virtual scene and display it.

1 Intersect a sphere

To compute the intersection between a ray and a sphere we'll use an analytic method. The implicit function of a sphere is: $x^2 + y^2 + z^2 = R^2$ with $P(x, y, z)$ a point in the surface sphere centered in the origin with a rayon of R . We want only points on the ray so we just need to replace P by the ray equation :

$$|O + Dt|^2 = R^2,$$

$$O^2 + 2DtO + (Dt)^2 = R^2,$$

$$O^2 + D^2t^2 + 2ODt = R^2,$$

$$O^2 + D^2t^2 + 2ODt - R^2 = 0,$$

We want to find the t value for the ray.

$$D^2t^2 + 2ODt + O^2 - R^2 = 0,$$

with $a = D^2$, $b = 2OD$ and $c = O^2 - R^2$ we get a quadratic function ($f(t) = at^2 + bt + c$)

If we want to move the sphere we just need to subtract the center C to P and O . The equation becomes: $|(O - C) + Dt|^2 = R^2$; We get $a = D^2$, $b = 2(O - C)D$ and $c = (O - C)^2 - R^2$. Because the product for vector is the dot product and D is normalized, $a = 1$

Remember that quadratic function can be solved in this way: $t_i = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$

2 C++ implementation

Create a Sphere class into the device side for storing the center and the radius information. Create now the intersect function:

```
--device-- bool Sphere::intersect(const Ray& ray, float& t) {
    float t0, t1;
    Vector3GPU OC = ray.getOrigin() - center_;
    float b = dot(oc, ray.getDirection());
    float c = dot(oc, oc) - radius_*radius_;
    // ...
}
```

if the discriminant is negative you just have to return false and don't modify the final image buffer. If there is a collision, just return the red color. For information the smallest value of t is the nearest intersection point.

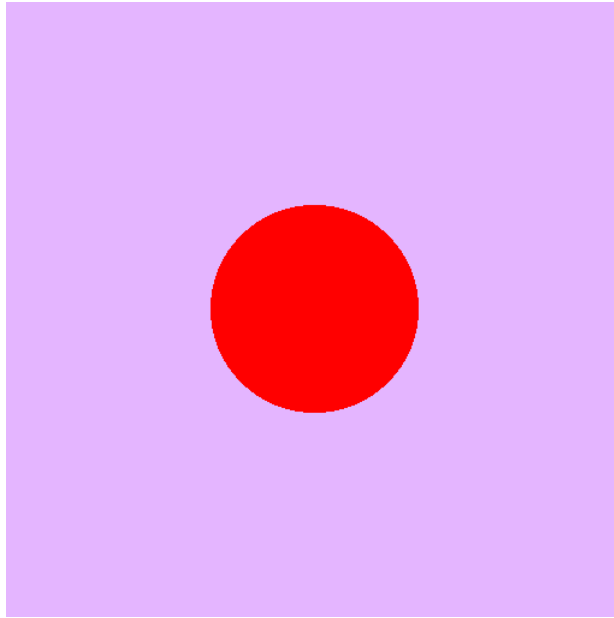


Figure 1: Intersection ray sphere

3 Compute and show normal information

When you intersect the sphere you can compute some geometry information like the normal of the point from the intersection point.

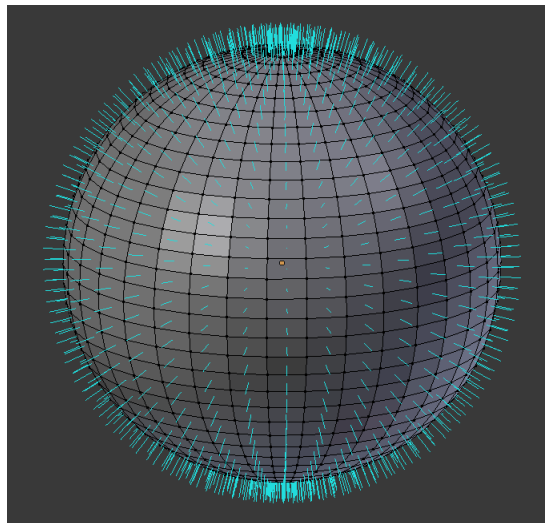


Figure 2: Normal of a sphere

```
Vector3 intersection = ray.getOrigin()+ray.getDirection()*t;
Vector3 normal = (intersection-world[wid].center_);
```

To be sure our normal is correctly computed we can show them on the sphere. We just have to be careful because normal are between $(-1, -1, -1)$ and $(1, 1, 1)$. So we just have to multiply the normal by 0.5 and add the vector $(0.5, 0.5, 0.5)$ to match the $[0, 1]^3$ range.

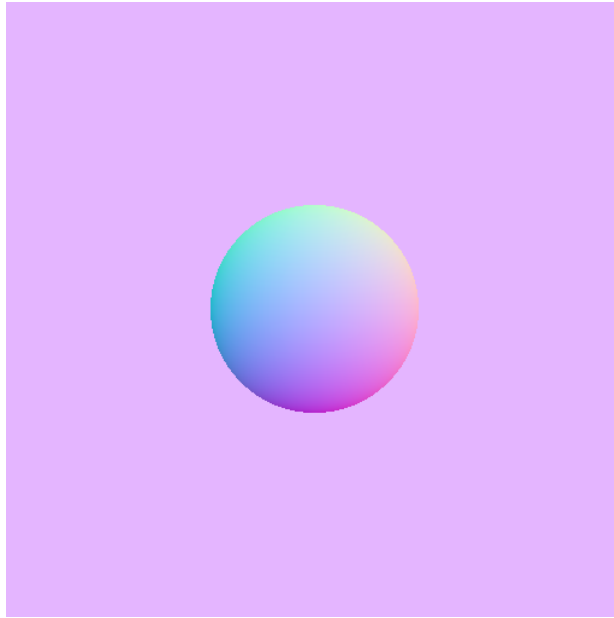


Figure 3: Intersection ray sphere

4 A world of spheres

To avoid the creation of the world inside each kernel we can generate it one on the host side. Add the keyword `__host__` to the constructor of the Sphere class and create a buffer of spheres.

```
std::vector<Sphere> spheres;
world.push_back(Sphere(Vector3(0.f, 0.f, -3.f), 0.5f));
world.push_back(Sphere(Vector3(0.f, -100.5f, -3.f), 100.f));
Sphere* spheresGPU;
cudaMalloc(&spheresGPU, sizeof(Sphere)*spheres.size());
cudaMemcpy(spheresGPU, &spheres[0], sizeof(Sphere)*spheres.size(), cudaMemcpyHostToDevice);
```

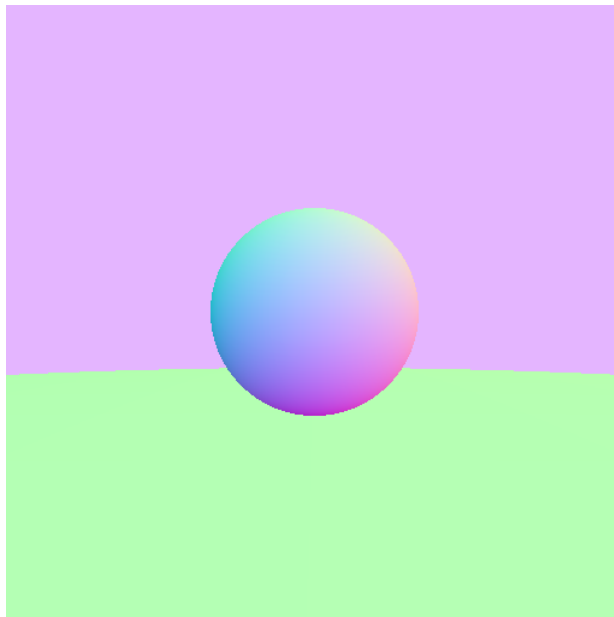


Figure 4: Intersection ray two spheres

5 Common error

Most of the time, when we compute heavy algorithm we get some error about kernel configuration. The common error are:

- Too Many Resources Requested for Launch (That mean each thread need more registe that the SM can provide. Reducing the number of thread per block solve this error)
- an illegal memory access was encountered (GPU threads are designed to be short process. If you use recursive function you may saturate one of your callstack and get this error. If you really need to call a lot of function, you can increase the size of your callstack using `cudaDeviceSetLimit`)