# Lecture Note (4190.410)

### Unit Quaternions

Quaternions were discovered by Sir William Hamilton in 1843 as a generalization of complex numbers. Instead of one imaginary unit i, three imaginary units i, j, k are used in quaternions:

$$1 \cdot i = i, \quad 1 \cdot j = j, \quad 1 \cdot k = k, \qquad i^2 = j^2 = k^2 = -1,$$
  $i \cdot j = k, \quad j \cdot i = -k, \quad j \cdot k = i, \quad k \cdot j = -i, \quad k \cdot i = j, \quad i \cdot k = -j.$ 

Each quaternion is represented as

$$q = w + xi + yj + zk$$

where w, x, y, z are real numbers. We may represent the quaternion as a 4-tuple of real numbers: q = (w, x, y, z).

For two quaternions:  $q_1 = (w_1, x_1, y_1, z_1)$ ,  $q_2 = (w_2, x_2, y_2, z_2)$ , the quaternion addition and multiplication are defined as follows

$$q_1 + q_2 = (w_1 + w_2, x_1 + x_2, y_1 + y_2, z_1 + z_2),$$

$$q_1 \cdot q_2 = (w_1 w_2 - \langle (x_1, y_1, z_1), (x_2, y_2, z_2) \rangle,$$

$$w_1(x_2, y_2, z_2) + w_2(x_1, y_1, z_1) + (x_1, y_1, z_1) \times (x_2, y_2, z_2)),$$

where  $\langle *, * \rangle$  means the inner product of two three-dimensional vectors.

## Unit Quaternions and 3D Rotations

Unit quaternions are closely related to three-dimensional rotations. Given a unit quaternion  $q = (w, x, y, z) \in S^3$ ,  $w^2 + x^2 + y^2 + z^2 = 1$ , we can represent it as follows

$$q=(w,x,y,z)=(\cos\theta,\sin\theta(a,b,c)),$$

where

$$(a, b, c) = \frac{(x, y, z)}{\sqrt{x^2 + y^2 + z^2}},$$
  
 $\theta = \arctan\left(\frac{\sqrt{x^2 + y^2 + z^2}}{w}\right).$ 

The unit quaternion  $q = (\cos \theta, \sin \theta(a, b, c)) \in S^3$  represents the rotation by angle  $2\theta$  about  $(a, b, c) \in S^2$ . For any three-dimensional point  $(\alpha, \beta, \gamma) \in R^3$ , we can show that

$$(\cos \theta, \sin \theta(a, b, c)) \cdot (0, \alpha, \beta, \gamma) \cdot (\cos \theta, -\sin \theta(a, b, c)) = (0, \bar{\alpha}, \bar{\beta}, \bar{\gamma}),$$

which is the result of rotating  $(\alpha, \beta, \gamma)$  by angle  $2\theta$  about the axis parallel to (a, b, c).

#### The Rotation Matrix

$$\begin{bmatrix} \bar{\alpha} \\ \bar{\beta} \\ \bar{\gamma} \end{bmatrix} = \begin{bmatrix} x^2 + w^2 - y^2 - z^2 & 2xy - 2wz & 2xz + 2wy \\ 2xy + 2wz & y^2 + w^2 - x^2 - z^2 & 2yz - 2wx \\ 2xz - 2wy & 2yz + 2wx & w^2 + z^2 - x^2 - y^2 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \\ \gamma \end{bmatrix}$$
$$= \begin{bmatrix} 1 - 2y^2 - 2z^2 & 2xy - 2wz & 2xz + 2wy \\ 2xy + 2wz & 1 - 2x^2 - 2z^2 & 2yz - 2wx \\ 2xz - 2wy & 2yz + 2wx & 1 - 2x^2 - 2y^2 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \\ \gamma \end{bmatrix}$$

For each unit quaternion  $q=(w,x,y,z)\in S^3$ , let  $R_q$  denote the above  $3\times 3$  matrix. Then one can check that  $R_q$  is a three-dimensional rotational matrix, i.e.,  $R_q\in SO(3)$ :

- 1. Each row is a unit vector, and each column is a unit vector.
- 2. Rows are mutually orthogonal each other, and columns are mutually orthogonal each other.
- 3. The determinant of  $R_q$  is 1.

#### Remark:

1. 
$$R_{-q} = R_q$$
.

2. If 
$$q_1, q_2 \in S^3$$
, then  $q_2 \cdot q_1 \in S^3$ .

3. 
$$R_{q_2}R_{q_1} = R_{q_2 \cdot q_1}$$
.