

### Exercise #1

Consider a rotation about axis  $(1,1,1)$  by angle  $60^\circ$ .  
What is the corresponding  $3 \times 3$  rotation matrix?

<sol>

$$(a,b,c) = \frac{1}{\sqrt{3}}(1,1,1) \in S^2$$

$$2\theta = 60^\circ \Rightarrow \theta = 30^\circ$$

rotation angle

in physical world

$$(\cos\theta, \sin\theta(a,b,c)) = \left(\frac{\sqrt{3}}{2}, \frac{1}{2\sqrt{3}}(1,1,1)\right)$$

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

$$w = \frac{\sqrt{3}}{2}, \quad x = y = z = \frac{1}{2\sqrt{3}}$$

$$2xy = 2yz = 2zx = \frac{1}{6}$$

$$2wx = 2wy = 2wz = \frac{1}{2}$$

$$2x^2 = 2y^2 = 2z^2 = \frac{1}{6}$$

$$\therefore R_g = \begin{bmatrix} \frac{2}{3} & -\frac{1}{3} & \frac{2}{3} \\ \frac{2}{3} & \frac{2}{3} & -\frac{1}{3} \\ -\frac{1}{3} & \frac{2}{3} & \frac{2}{3} \end{bmatrix}$$

## Exercise #2

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$$R = \begin{bmatrix} r_{00} & r_{01} & r_{02} \\ r_{10} & r_{11} & r_{12} \\ r_{20} & r_{21} & r_{22} \end{bmatrix} \in SO(3),$$

what is  $q = (w, x, y, z) \in S^3$  s.t  $R_q = R$ ?

<Sol>

$$\begin{aligned} r_{00} + r_{11} + r_{22} &= 3 - 4(x^2 + y^2 + z^2) \\ &= 3 - 4(1 - w^2) = 4w^2 - 1 \end{aligned}$$

$$\therefore w = \pm \frac{1}{2}\sqrt{1+r_{00}+r_{11}+r_{22}}$$

$$\left\{ \begin{array}{l} 4wz = r_{10} - r_{01} \\ 4wy = r_{02} - r_{20} \\ 4wx = r_{21} - r_{12} \end{array} \right. \Rightarrow \left\{ \begin{array}{l} z = \frac{1}{4w}(r_{10} - r_{01}) \\ y = \frac{1}{4w}(r_{02} - r_{20}) \\ x = \frac{1}{4w}(r_{21} - r_{12}) \end{array} \right.$$

## Exercise #3

What other advantages quaternions have over  $3 \times 3$  matrix representation?

<Answer>

① Storage: 4 numbers instead of 9 numbers  
 $(w, x, y, z)$        $[r_{ij}]_{3 \times 3}$

② Efficient multiplication: 16 instead of 27  
 $q_2 \cdot q_1^\leftarrow$        $R_{q_2} \cdot R_{q_1}^\leftarrow$

③ ...

④ ... Many other advantages as well  
as you come to know more about quaternions!