四元數 中原大學 CYPH 王文宏

1. 方向餘弦矩陣 DCM

先建立旋轉矩陣 R_x , R_y , R_z , 繞 X, Y, Z 軸旋轉角度分別為 θ , ϕ , ψ

$$R_x = \begin{pmatrix} 1 & 0 & 0 \\ 0 & Cos[\theta] & Sin[\theta] \\ 0 & -Sin[\theta] & Cos[\theta] \end{pmatrix}, \qquad R_y = \begin{pmatrix} Cos[\phi] & 0 & -Sin[\phi] \\ 0 & 1 & 0 \\ Sin[\phi] & 0 & Cos[\phi] \end{pmatrix}, \qquad R_z = \begin{pmatrix} Cos[\psi] & Sin[\psi] & 0 \\ -Sin[\psi] & Cos[\psi] & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

設一向量 P(X, Y, Z), 並依 Z-Y-X 順序對向量旋轉對 Z 軸旋轉, P'為 P對 Z 軸旋轉後的向量

$$P' = R_z \cdot P$$

對 Y 軸旋轉, P"為 P'對 Y 軸旋轉後的向量

$$P'' = R_{v} \cdot P' = R_{v} \cdot R_{z} \cdot P$$

對 X 軸旋轉, P""為 P"對 X 軸旋轉後的向量

$$P''' = R_x \cdot P'' = R_x \cdot R_y \cdot R_z \cdot P$$

$$\Leftrightarrow$$
 $R_{xvz} = R_x \cdot R_v \cdot R_z$, 則

$$R_{xyz} = \begin{pmatrix} Cos[\phi]Cos[\psi] & Cos[\phi]Sin[\psi] & -Sin[\phi] \\ Cos[\psi]Sin[\theta]Sin[\phi] - Cos[\theta]Sin[\psi] & Cos[\theta]Cos[\psi] + Sin[\theta]Sin[\phi]Sin[\psi] & Cos[\phi]Sin[\theta] \\ Cos[\theta]Cos[\psi]Sin[\phi] + Sin[\theta]Sin[\psi] & -Cos[\psi]Sin[\theta] + Cos[\theta]Sin[\phi]Sin[\psi] & Cos[\theta]Cos[\phi] \end{pmatrix}$$

2. 四元數 Quaternions

四元數可以解決 DCM 旋轉所產生的萬向節鎖(Gimbal lock)問題,計算量也比 DCM 更為少四元數由一個實數與三個虛數組成,可表示成

$$Q = q_0 + q_1 \hat{i} + q_2 \hat{j} + q_3 \hat{k} = Cos[\frac{\theta}{2}] + \hat{n} \cdot Sin[\frac{\theta}{2}]$$

其中 n 為轉軸方向, $\theta/2$ 為轉角大小, i, j, k 關係為

$$\hat{i} \cdot \hat{i} = \hat{j} \cdot \hat{j} = \hat{k} \cdot \hat{k} = -1$$

$$\hat{i} \cdot \hat{j} = -\hat{j} \cdot \hat{i} = \hat{k}, \quad \hat{j} \cdot \hat{k} = -\hat{k} \cdot \hat{j} = \hat{i}, \quad \hat{k} \cdot \hat{i} = -\hat{i} \cdot \hat{k} = \hat{j}$$

設有兩四元數 Q_A , Q_B , 其乘法關係為

$$Q = Q_A \cdot Q_B = (q_{A0} + q_{A1}i + q_{A2}j + q_{A3}k) \cdot (q_{B0} + q_{B1}i + q_{B2}j + q_{B3}k)$$

$$= \begin{pmatrix} q_{A0} \cdot q_{B0} - q_{A1} \cdot q_{B1} - q_{A2} \cdot q_{B2} - q_{A3} \cdot q_{B3} \\ q_{A1} \cdot q_{B0} + q_{A0} \cdot q_{B1} - q_{A3} \cdot q_{B2} + q_{A2} \cdot q_{B3} \\ q_{A2} \cdot q_{B0} + q_{A3} \cdot q_{B1} + q_{A0} \cdot q_{B2} - q_{A1} \cdot q_{B3} \\ q_{A3} \cdot q_{B0} - q_{A2} \cdot q_{B1} + q_{A1} \cdot q_{B2} + q_{A0} \cdot q_{B3} \end{pmatrix} \cdot \begin{pmatrix} 1 \\ i \\ j \\ k \end{pmatrix}$$

旋轉四元數

$$Q_{xyz} = Q_z \cdot Q_y \cdot Q_x = \left(Cos\left[\frac{\psi}{2}\right] + Sin\left[\frac{\psi}{2}\right] \hat{k} \right) \cdot \left(Cos\left[\frac{\phi}{2}\right] + Sin\left[\frac{\phi}{2}\right] \hat{j} \right) \cdot \left(Cos\left[\frac{\theta}{2}\right] + Sin\left[\frac{\theta}{2}\right] \hat{i} \right)$$

$$\Rightarrow \begin{pmatrix} q_0 \\ q_1 \\ q_2 \\ q_3 \end{pmatrix} = \begin{pmatrix} Cos\left[\frac{\psi}{2}\right] Cos\left[\frac{\phi}{2}\right] Cos\left[\frac{\phi}{2}\right] + Sin\left[\frac{\psi}{2}\right] Sin\left[\frac{\phi}{2}\right] Sin\left[\frac{\phi}{2}\right] \\ Cos\left[\frac{\psi}{2}\right] Cos\left[\frac{\phi}{2}\right] Sin\left[\frac{\theta}{2}\right] - Sin\left[\frac{\psi}{2}\right] Sin\left[\frac{\phi}{2}\right] Cos\left[\frac{\theta}{2}\right] \\ Cos\left[\frac{\psi}{2}\right] Sin\left[\frac{\phi}{2}\right] Cos\left[\frac{\phi}{2}\right] + Sin\left[\frac{\psi}{2}\right] Cos\left[\frac{\phi}{2}\right] Sin\left[\frac{\theta}{2}\right] \\ Sin\left[\frac{\psi}{2}\right] Cos\left[\frac{\phi}{2}\right] Cos\left[\frac{\phi}{2}\right] - Cos\left[\frac{\psi}{2}\right] Sin\left[\frac{\phi}{2}\right] Sin\left[\frac{\theta}{2}\right] \right)$$

設一向量 R = xi + yj + zk, 及旋轉後向量 R' = x'i + y'j + z'k, 四元數滿足

$$R' = Q^{-1} \cdot R \cdot Q$$

四元數倒數

$$Q^{-1} = \frac{1}{Q} = \frac{Q^*}{Q \cdot Q^*} = \frac{Q^*}{|Q|}$$

當四元數被歸一化後 IQI = 1

$$Q^{-1} = Q^*$$

可得到

$$R' = Q^* \cdot R \cdot Q$$

將其展開

$$x'\hat{i} + y'\hat{j} + z'\hat{k} = (q_0 - q_1\hat{i} - q_2\hat{j} - q_3\hat{k}) \cdot (x\hat{i} + y\hat{j} + z\hat{k}) \cdot (q_0 + q_1\hat{i} + q_2\hat{j} + q_3\hat{k})$$

$$\Rightarrow \begin{pmatrix} x' \\ y' \\ z' \end{pmatrix} = \begin{pmatrix} q_0^2 + q_1^2 - q_2^2 - q_3^2 & 2(q_1 \cdot q_2 + q_0 \cdot q_3) & 2(q_1 \cdot q_3 - q_0 \cdot q_2) \\ 2(q_1 \cdot q_2 - q_0 \cdot q_3) & q_0^2 - q_1^2 + q_2^2 - q_3^2 & 2(q_2 \cdot q_3 + q_0 \cdot q_1) \\ 2(q_1 \cdot q_3 + q_0 \cdot q_2) & 2(q_2 \cdot q_3 - q_0 \cdot q_1) & q_0^2 - q_1^2 - q_2^2 + q_3^2 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

令四元數旋轉矩陣為 M_a

$$M_{q} = \begin{pmatrix} M_{11} & M_{12} & M_{13} \\ M_{21} & M_{22} & M_{23} \\ M_{31} & M_{32} & M_{33} \end{pmatrix} = \begin{pmatrix} q_{0}^{2} + q_{1}^{2} - q_{2}^{2} - q_{3}^{2} & 2(q_{1} \cdot q_{2} + q_{0} \cdot q_{3}) & 2(q_{1} \cdot q_{3} - q_{0} \cdot q_{2}) \\ 2(q_{1} \cdot q_{2} - q_{0} \cdot q_{3}) & q_{0}^{2} - q_{1}^{2} + q_{2}^{2} - q_{3}^{2} & 2(q_{2} \cdot q_{3} + q_{0} \cdot q_{1}) \\ 2(q_{1} \cdot q_{3} + q_{0} \cdot q_{2}) & 2(q_{2} \cdot q_{3} - q_{0} \cdot q_{1}) & q_{0}^{2} - q_{1}^{2} - q_{2}^{2} + q_{3}^{2} \end{pmatrix}$$

將 Q_{xyz} 帶入 M_q 會得到與 R_{xyz} 相同結果

$$\begin{split} M_{q} &= \begin{pmatrix} M_{11} & M_{12} & M_{13} \\ M_{21} & M_{22} & M_{23} \\ M_{31} & M_{32} & M_{33} \end{pmatrix} \\ &= \begin{pmatrix} Cos[\phi]Cos[\psi] & Cos[\phi]Sin[\psi] & -Sin[\phi] \\ Cos[\psi]Sin[\theta]Sin[\phi] - Cos[\theta]Sin[\psi] & Cos[\theta]Cos[\psi] + Sin[\theta]Sin[\phi]Sin[\psi] & Cos[\phi]Sin[\theta] \\ Cos[\theta]Cos[\psi]Sin[\phi] + Sin[\theta]Sin[\psi] & -Cos[\psi]Sin[\theta] + Cos[\theta]Sin[\phi]Sin[\psi] & Cos[\theta]Cos[\phi] \end{pmatrix} \end{split}$$

將尤拉角轉成四元數,由 M_q 可得出

$$\theta = ArcTan\left[\frac{M_{23}}{M_{33}}\right], \qquad \phi = -ArcSin[M_{13}], \qquad \psi = ArcTan[\frac{M_{12}}{M_{11}}]$$

3. 四元數微分

四元數微分,已知一四元數 $Q = Cos[\frac{\theta}{2}] + \hat{n} \cdot Sin[\frac{\theta}{2}]$, 對時間微分

$$\frac{dQ}{dt} = -\frac{1}{2}Sin\left[\frac{\theta}{2}\right] \cdot \frac{d\theta}{dt} + \frac{d\hat{n}}{dt} \cdot Sin\left[\frac{\theta}{2}\right] + \hat{n} \cdot \frac{1}{2}Cos\left[\frac{\theta}{2}\right] \cdot \frac{d\theta}{dt}$$

已知 $\hat{\mathbf{n}} \cdot \hat{\mathbf{n}} = -1$, $\frac{d\hat{\mathbf{n}}}{dt} = 0$, $\frac{d\theta}{dt} = \omega_{Eb}^E$, E 為地理座標系, b 為飛行器坐標系

$$\frac{dQ}{dt} = \frac{1}{2} \stackrel{\land}{n} \cdot \omega_{Eb}^{E} \cdot (Cos\left[\frac{\theta}{2}\right] + \stackrel{\land}{n} \cdot Sin\left[\frac{\theta}{2}\right]) = \frac{1}{2} \stackrel{\rightharpoonup}{\omega_{Eb}^{E}} \cdot Q$$

因為陀螺儀在飛行器上測到的角速度為 $\vec{\omega}_{Eb}^b = \omega_x \hat{i} + \omega_y \hat{j} + \omega_z \hat{k}$, 故將 $\vec{\omega}_{Eb}^E$ 轉換成 $\vec{\omega}_{Eb}^b$ 會較為方便

$$\vec{\omega}_{Eb}^b = Q^* \vec{\omega}_{Eb}^E \cdot Q \Rightarrow Q \cdot \vec{\omega}_{Eb}^b = Q \cdot Q^* \cdot \vec{\omega}_{Eb}^E \cdot Q = \vec{\omega}_{Eb}^E \cdot Q$$
$$\Rightarrow \frac{dQ}{dt} = \frac{1}{2} \vec{\omega}_{Eb}^E \cdot Q = \frac{1}{2} Q \cdot \vec{\omega}_{Eb}^b$$

將 $\frac{dQ}{dt} = \frac{1}{2} Q \cdot \vec{\omega}_{Eb}^{b}$ 展開

$$\frac{dQ}{dt} = \frac{1}{2} (q_0 + q_1 \hat{i} + q_2 \hat{j} + q_3 \hat{k}) \cdot (\omega_x \hat{i} + \omega_y \hat{j} + \omega_z \hat{k}) = \frac{1}{2} \begin{pmatrix} 0 & -\omega_x & -\omega_y & -\omega_z \\ \omega_x & 0 & \omega_z & -\omega_y \\ \omega_y & -\omega_z & 0 & \omega_x \\ \omega_z & \omega_y & -\omega_x & 0 \end{pmatrix} \cdot \begin{pmatrix} q_0 \\ q_1 \\ q_2 \\ q_3 \end{pmatrix}$$

整理為

$$\frac{dQ}{dt} = \Omega_b \cdot Q$$

其中

$$\Omega_b = \frac{1}{2} \begin{pmatrix} 0 & -\omega_x & -\omega_y & -\omega_z \\ \omega_x & 0 & \omega_z & -\omega_y \\ \omega_y & -\omega_z & 0 & \omega_x \\ \omega_z & \omega_y & -\omega_x & 0 \end{pmatrix}$$

4. 更新四元數

使用一階 Runge-Kutta 更新四元數, 假設有一微分方程

$$\frac{dX}{dt} = f[X[t], \omega[t]]$$

則其解為

$$X[t + \Delta t] = X[t] + \Delta t \cdot f[X[t], \omega[t]]$$

其中 Δt 為取樣週期,將套用至四元數

$$Q[t + \Delta t] = Q[t] + \Delta t \cdot \Omega_h[t] \cdot Q[t]$$

展開上式

$$\begin{pmatrix} q_0 \\ q_1 \\ q_2 \\ q_3 \end{pmatrix}_{t+\Delta \mathbf{t}} = \begin{pmatrix} q_0 \\ q_1 \\ q_2 \\ q_3 \end{pmatrix}_t + \frac{\Delta \mathbf{t}}{2} \begin{pmatrix} -\omega_x \cdot q_1 - \omega_y \cdot q_2 - \omega_z \cdot q_3 \\ +\omega_x \cdot q_0 - \omega_y \cdot q_3 + \omega_z \cdot q_2 \\ +\omega_x \cdot q_3 + \omega_y \cdot q_0 - \omega_z \cdot q_1 \\ -\omega_x \cdot q_2 + \omega_y \cdot q_1 + \omega_z \cdot q_0 \end{pmatrix}$$

只需利用角速度即可更新四元數

5. 使用四元數融合加速度計

利用四元數將地理的重力加速度旋轉至飛行器上面, 再與加速度計讀出的值(已歸一化的)做外積,得出誤差, 用此誤差對角速度做校正融合

重力加速度

$$\vec{g} = g\hat{z}$$

做歸一化

$$\vec{a} \rightarrow \hat{a} = \hat{z}$$

設旋轉至飛行器上的重力加速度為 \hat{g}_{h}

$$\hat{g}_{b} = M_{q} \cdot \hat{g} = \begin{pmatrix} M_{11} & M_{12} & M_{13} \\ M_{21} & M_{22} & M_{23} \\ M_{31} & M_{32} & M_{33} \end{pmatrix} \cdot \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

$$\Rightarrow \hat{g}_{b} = \begin{pmatrix} g_{\text{bx}} \\ g_{\text{by}} \\ g_{\text{bz}} \end{pmatrix} = \begin{pmatrix} M_{13} \\ M_{23} \\ M_{33} \end{pmatrix}$$

飛行器上的加速度計測得的加速度 \vec{a}_b 做歸一化

$$\vec{a}_h \rightarrow \hat{a}_h$$

做外積, 計算誤差 e

$$\vec{e} = \hat{a}_b \times \hat{g}_b = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ a_{\text{bx}} & a_{\text{by}} & a_{\text{bz}} \\ g_{\text{bx}} & g_{\text{by}} & g_{\text{bz}} \end{vmatrix} = \begin{vmatrix} a_{\text{by}} & a_{\text{bz}} \\ g_{\text{by}} & g_{\text{bz}} \end{vmatrix} \hat{x} + \begin{vmatrix} a_{\text{bz}} & a_{\text{bx}} \\ g_{\text{bz}} & g_{\text{bx}} \end{vmatrix} \hat{y} + \begin{vmatrix} a_{\text{bx}} & a_{\text{by}} \\ g_{\text{bx}} & g_{\text{by}} \end{vmatrix} \hat{z}$$

$$\Rightarrow \vec{e} = \begin{pmatrix} e_{\text{x}} \\ e_{\text{y}} \\ e_{\text{z}} \end{pmatrix} = \begin{pmatrix} a_{\text{by}} \cdot g_{\text{bz}} - a_{\text{bz}} \cdot g_{\text{by}} \\ a_{\text{bz}} \cdot g_{\text{bx}} - a_{\text{bx}} \cdot g_{\text{bz}} \\ a_{\text{bx}} \cdot g_{\text{by}} - a_{\text{by}} \cdot g_{\text{bx}} \end{pmatrix}$$

將 e 融合至角速度上

參考書籍: