

# 四元数及其在导弹控制系统中的应用

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1843年B·P·哈密顿首先在数学中引入四元数,直到廿世纪六、七十年代才在控制工程中得到实际应用。由于四元数建立的坐标转换矩阵省去了欧拉角三角函数的繁琐运算,减轻了计算机的负担,从而使速率积分陀螺型的捷联式制导系统在导弹与宇航中得到了广泛的应用。四元数法也解决了潜地导弹出水、多头分导、宇航飞行器的大姿态所引起的欧拉角退化。此外,四元数对于最佳空间转换的研究也是极为方便的。

本文旨在于从大量的研究四元数的文献中提炼出一份简明、实用的资料来用于飞行器控制的实际问题。

顺便指出我的同事中朱文轩、王美芝、张光媚等同志对四元数法都有卓越的研究,本文也是与他们共同切磋、商讨的结果,并引用了他们的技术报告。

## 一、四元数及其性质

### 1. 定义

四元数是指由一个实数单位1和三个虚数单位*i*、*j*、*k*组成并具有下列形式实元的数:

$$q = q_0 + q_1 i + q_2 j + q_3 k \quad (1)$$

也可看成是一个标量和一个向量的和:

$$q = q_0 + \bar{q} \quad (2)$$

我们来研究四元数的几何意义。设

$$\|q\| = q_0^2 + q_1^2 + q_2^2 + q_3^2 \quad (3)$$

这称为四元数的范数。令  $|q| = (q_0^2 + q_1^2 + q_2^2 + q_3^2)^{1/2}$ ,

$$q = |q| \left( \frac{q_0}{|q|} + \frac{\bar{q}}{|q|} \right) \quad (4)$$

设

$$\bar{E} = \bar{q} / (q_1^2 + q_2^2 + q_3^2)^{1/2}$$

代入(4)得

$$q = |q| \left[ \frac{q_0}{|q|} + \bar{E} \frac{(q_1^2 + q_2^2 + q_3^2)^{1/2}}{|q|} \right]$$

$$\text{再设 } \cos \frac{\theta}{2} = \frac{q_0}{|q|}, \text{ 则 } \sin \frac{\theta}{2} = \frac{(q_1^2 + q_2^2 + q_3^2)^{1/2}}{|q|}$$

如此 
$$q = |q| \left( \cos \frac{\vartheta}{2} + \bar{E} \sin \frac{\vartheta}{2} \right) \quad (5)$$

当  $|q|=1$  时, 称  $q$  为规范化的四元数 (我们以后研究的四元数都为规范化四元数)。

$$q = \cos \frac{\vartheta}{2} + \bar{E} \sin \frac{\vartheta}{2} \quad (6)$$

这样我们可以用大圆的圆弧  $\widehat{AB}$  (图 1) 来表示四元数  $q$ 。弧长  $\widehat{AB}$  取决于角  $\vartheta/2$ , 而弧所在的平面取决于  $\bar{E}$ 。

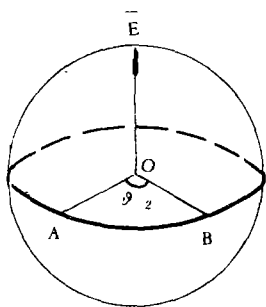


图 1 四元数的几何意义

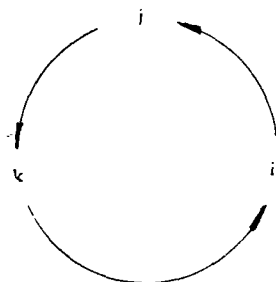


图 2 四元数的乘法规则

此外, 我们还做出如下定义:

“零四元数”即  $0 = 0 + 0\bar{i} + 0\bar{j} + 0\bar{k}$

“单位四元数”即  $1 = 1 + 0\bar{i} + 0\bar{j} + 0\bar{k}$

“共轭四元数”即  $q^* = q_0 - \bar{q} = q_0 - q_1\bar{i} - q_2\bar{j} - q_3\bar{k}$

## 2. 四元数的乘法

为了求出四元数的乘积, 必须给出乘法规则(图 2)

$$\begin{aligned} \bar{i} \cdot \bar{j} &= -\bar{j} \cdot \bar{i} = \bar{k} & \bar{j} \cdot \bar{k} &= -\bar{k} \cdot \bar{j} = \bar{i} \\ \bar{k} \cdot \bar{i} &= -\bar{i} \cdot \bar{k} = \bar{j} & \bar{i} \cdot \bar{i} &= \bar{j} \cdot \bar{j} = \bar{k} \cdot \bar{k} = -1 \end{aligned} \quad (7)$$

注意四元数的乘法规则不同于矢量代数中矢量的点积和 矢 积,  $\bar{i} \cdot \bar{i} = \bar{j} \cdot \bar{j} = \bar{k} \cdot \bar{k} = 1$ ,  $\bar{i} \times \bar{i} = \bar{j} \times \bar{j} = \bar{k} \times \bar{k} = 0$  这是必须予以区别的, 否则就会出错。

两个四元数相乘

$$q \circ p = (q_0 + q_1\bar{i} + q_2\bar{j} + q_3\bar{k}) \circ (p_0 + p_1\bar{i} + p_2\bar{j} + p_3\bar{k})$$

展开并整理得 
$$q \circ p = (q_0 p_0 - q_1 p_1 - q_2 p_2 - q_3 p_3) + \bar{i}(q_0 p_1 + p_0 q_1 + q_2 p_3 - q_3 p_2) \\ + \bar{j}(q_0 p_2 + p_0 q_2 + q_3 p_1 - q_1 p_3) + \bar{k}(q_0 p_3 + p_0 q_3 + q_1 p_2 - q_2 p_1) \quad (8)$$

四元数的乘法很有用, 为便于记忆我们写成矩阵的形式:

$$q \circ p = \begin{pmatrix} q_0 & -q_1 & -q_2 & -q_3 \\ q_1 & q_0 & -q_3 & q_2 \\ q_2 & q_3 & q_0 & -q_1 \\ q_3 & -q_2 & q_1 & q_0 \end{pmatrix} \begin{pmatrix} p_0 \\ p_1 \\ p_2 \\ p_3 \end{pmatrix} \quad (9)$$

或

$$= \begin{pmatrix} p_0 & -p_1 & -p_2 & -p_3 \\ p_1 & p_0 & p_3 & -p_2 \\ p_2 & -p_3 & p_0 & p_1 \\ p_3 & p_2 & -p_1 & p_0 \end{pmatrix} \begin{pmatrix} q_0 \\ q_1 \\ q_2 \\ q_3 \end{pmatrix} \quad (10)$$

注意  $p \circ q \neq q \circ p$  (在矢量代数中  $\bar{a} \times \bar{b} = -\bar{b} \times \bar{a}$ ) (11)

四元数相乘写成矩阵形式给人以明确、简单的感觉,并且连乘时可直接写出矩阵的形式。

如

$$q \circ p \circ M = \begin{pmatrix} q_0 & -q_1 & -q_2 & -q_3 \\ q_1 & q_0 & -q_3 & q_2 \\ q_2 & q_3 & q_0 & -q_1 \\ q_3 & -q_2 & q_1 & q_0 \end{pmatrix} \begin{pmatrix} p_0 & -p_1 & -p_2 & -p_3 \\ p_1 & p_0 & -p_3 & p_2 \\ p_2 & p_3 & p_0 & -p_1 \\ p_3 & -p_2 & p_1 & p_0 \end{pmatrix} \begin{pmatrix} m_0 \\ m_1 \\ m_2 \\ m_3 \end{pmatrix} \quad (12)$$

四元数乘法的几个特例:

(1) 四元数和它的共轭四元数的乘积

$$q \circ q^* = q_0^2 + q_1^2 + q_2^2 + q_3^2 = \|q\| \quad (13)$$

对于规范化四元数  $\|q\| = 1$ , 则  $q \circ q^* = 1$

$$(14)$$

(2) 具有零标量的四元数的乘积

$$\begin{aligned} q \circ p &= \begin{pmatrix} 0 & -q_1 & -q_2 & -q_3 \\ q_1 & 0 & -q_3 & q_2 \\ q_2 & q_3 & 0 & -q_1 \\ q_3 & -q_2 & q_1 & 0 \end{pmatrix} \begin{pmatrix} 0 \\ q_1 \\ q_2 \\ q_3 \end{pmatrix} \\ &= -(q_1 p_1 + q_2 p_2 + q_3 p_3) + (q_2 p_3 - p_2 q_3) \vec{i} + (p_1 q_3 - q_1 p_3) \vec{j} + (p_2 q_1 - q_2 p_1) \vec{k} \\ &= -\vec{q} \cdot \vec{p} + \vec{q} \times \vec{p} \end{aligned} \quad (15)$$

(3)  $(q \circ p)^* = ?$

设

$$M = q \circ p = \begin{pmatrix} q_0 & -q_1 & -q_2 & -q_3 \\ q_1 & q_0 & -q_3 & q_2 \\ q_2 & q_3 & q_0 & -q_1 \\ q_3 & -q_2 & q_1 & q_0 \end{pmatrix} \begin{pmatrix} p_0 \\ p_1 \\ p_2 \\ p_3 \end{pmatrix} = \begin{pmatrix} p_0 q_0 - p_1 q_1 - p_2 q_2 - p_3 q_3 \\ q_1 p_0 + q_0 p_1 - q_3 p_2 + q_2 p_3 \\ q_2 p_0 + q_3 p_1 + q_0 p_2 - q_1 p_3 \\ q_3 p_0 - q_2 p_1 + q_1 p_2 + q_0 p_3 \end{pmatrix}$$

而

$$M^* = \begin{pmatrix} p_0 q_0 - p_1 q_1 - p_2 q_2 - p_3 q_3 \\ -q_1 p_0 - q_0 p_1 + q_3 p_2 - q_2 p_3 \\ -q_2 p_0 - q_3 p_1 - q_0 p_2 + q_1 p_3 \\ -q_3 p_0 + q_2 p_1 - q_1 p_2 - q_0 p_3 \end{pmatrix} = \begin{pmatrix} p_0 & p_1 & p_2 & p_3 \\ -p_1 & p_0 & p_3 & -p_2 \\ -p_2 & -p_3 & p_0 & p_1 \\ -p_3 & p_2 & -p_1 & p_0 \end{pmatrix} \begin{pmatrix} q_0 \\ -q_1 \\ -q_2 \\ q_3 \end{pmatrix} = p^* \circ q^*$$

即

$$(q \circ p)^* = p^* \circ q^* \quad (16)$$

### 3. 四元数的除法

令

$$q^{-1} = q^* / |q| \quad (17)$$

对规范化四元数  $|q| = 1$ , 则  $q^{-1} = q^*$

$$(18)$$

又

$$q \circ q^{-1} = q \circ q^* = 1 \quad (19)$$

### 4. 四元数的微积分

设  $(\vec{i}, \vec{j}, \vec{k})$  为惯性坐标系, 则

$$\dot{q} = \dot{q}_0 + \dot{q}_1 \vec{i} + \dot{q}_2 \vec{j} + \dot{q}_3 \vec{k} \quad (20)$$

又  $M = p \circ q$ , 则  $\dot{M} = \dot{p} \circ q + p \circ \dot{q}$

$$(21)$$

## 5. 用四元数表示向量的旋转

如图 3, 设有一向量  $\vec{r}$  绕轴  $\vec{N}$  旋转  $\vartheta$  角, 得向量  $\vec{r}'$ . 研究用  $\vec{N}, \vartheta, \vec{r}$  来表示  $\vec{r}'$ .

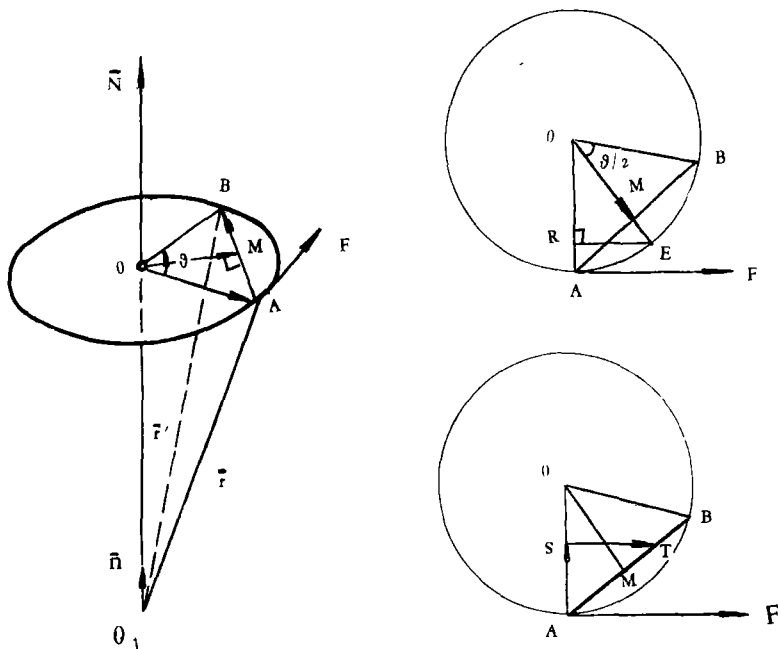


图 3 用四元数表示向量的旋转

记  $\vec{n}$  为  $\vec{N}$  轴上的单位向量, 根据矢量法则有:  $\overline{AF} = \vec{n} \times \vec{r}$ ,  $\overline{OA} = (\vec{n} \times \vec{r}) \times \vec{n}$ ,  
 $\vec{r}' = \overline{O_1 O} + \overline{OM} + \overline{MB}$ ,  $\overline{O_1 O} = (\vec{n} \cdot \vec{r}) \cdot \vec{n}$ ,

$$\overline{OM} = \overline{OE} \cos \frac{\vartheta}{2} = (\overline{OR} + \overline{RE}) \cos \frac{\vartheta}{2} = \left( \overline{OA} \cos \frac{\vartheta}{2} + \overline{AF} \sin \frac{\vartheta}{2} \right) \cos \frac{\vartheta}{2}$$

$$= \left[ (\vec{n} \times \vec{r}) \times \vec{n} \cos \frac{\vartheta}{2} + (\vec{n} \times \vec{r}) \sin \frac{\vartheta}{2} \right] \cos \frac{\vartheta}{2}$$

$$\overline{MB} = \overline{AT} \sin \frac{\vartheta}{2} = (\overline{AS} + \overline{ST}) \sin \frac{\vartheta}{2} = \left( -\overline{OA} \sin \frac{\vartheta}{2} + \overline{AF} \cos \frac{\vartheta}{2} \right) \sin \frac{\vartheta}{2}$$

$$= \left[ -(\vec{n} \times \vec{r}) \times \vec{n} \sin \frac{\vartheta}{2} + (\vec{n} \times \vec{r}) \cos \frac{\vartheta}{2} \right] \sin \frac{\vartheta}{2}$$

根据  $\vec{A} \times (\vec{B} \times \vec{C}) = (\vec{A} \cdot \vec{C})\vec{B} - (\vec{A} \cdot \vec{B})\vec{C}$

得  $(\vec{n} \times \vec{r}) \times \vec{n} = -\vec{n} \times (\vec{n} \times \vec{r}) = -(\vec{n} \cdot \vec{r})\vec{n} + \vec{r}$

$$\vec{r}' = \overline{O_1 O} + \overline{OM} + \overline{MB}$$

$$= (\vec{n} \cdot \vec{r})\vec{n} + (\vec{n} \times \vec{r}) \times \vec{n} \cos^2 \frac{\vartheta}{2} + (\vec{n} \times \vec{r}) \sin \frac{\vartheta}{2} \cos \frac{\vartheta}{2} - (\vec{n} \times \vec{r}) \times \vec{n} \sin^2 \frac{\vartheta}{2}$$

$$\begin{aligned}
 & +(\bar{n} \times \bar{r}) \sin \frac{\vartheta}{2} \cos \frac{\vartheta}{2} \\
 & = (1 - \cos \vartheta)(\bar{n} \cdot \bar{r})\bar{n} + \cos \vartheta \cdot \bar{r} + \sin \vartheta (\bar{n} \times \bar{r})
 \end{aligned} \tag{22}$$

另一方面, 令四元数  $q = \cos \frac{\vartheta}{2} + \bar{n} \sin \frac{\vartheta}{2}$

$$\begin{aligned}
 q \circ \bar{r} \circ q^* &= \left( \cos \frac{\vartheta}{2} + \bar{n} \sin \frac{\vartheta}{2} \right) \circ \bar{r} \circ \left( \cos \frac{\vartheta}{2} - \bar{n} \sin \frac{\vartheta}{2} \right) \\
 &= \left[ \cos \frac{\vartheta}{2} \bar{r} - \sin \frac{\vartheta}{2} (\bar{n} \cdot \bar{r}) + \sin \frac{\vartheta}{2} (\bar{n} \times \bar{r}) \right] \circ \left( \cos \frac{\vartheta}{2} - \bar{n} \sin \frac{\vartheta}{2} \right) \\
 &= -\cos \frac{\vartheta}{2} \sin \frac{\vartheta}{2} (\bar{n} \cdot \bar{r}) + \sin^2 \frac{\vartheta}{2} (\bar{n} \cdot \bar{r})\bar{n} + \cos \frac{\vartheta}{2} \left[ \cos \frac{\vartheta}{2} \bar{r} + \sin \frac{\vartheta}{2} (\bar{n} \times \bar{r}) \right] \\
 &\quad + \sin \frac{\vartheta}{2} \left[ \cos \frac{\vartheta}{2} (\bar{n} \cdot \bar{r}) + \sin \frac{\vartheta}{2} (\bar{n} \times \bar{r}) \cdot \bar{n} \right] - \sin \frac{\vartheta}{2} \left[ \cos \frac{\vartheta}{2} (\bar{r} \times \bar{n}) \right. \\
 &\quad \left. + \sin \frac{\vartheta}{2} (\bar{n} \times \bar{r}) \times \bar{n} \right] \\
 &= 2 \sin^2 \frac{\vartheta}{2} (\bar{n} \cdot \bar{r})\bar{n} + \sin \vartheta (\bar{n} \times \bar{r}) + \left( \cos^2 \frac{\vartheta}{2} - \sin^2 \frac{\vartheta}{2} \right) \bar{r} \\
 &= (1 - \cos \vartheta)(\bar{n} \cdot \bar{r})\bar{n} + \cos \vartheta \cdot \bar{r} + \sin \vartheta (\bar{n} \times \bar{r})
 \end{aligned} \tag{23}$$

$$\text{比较 (22)、(23) 知,} \quad \bar{r}' = q \circ \bar{r} \circ q^* \tag{24}$$

(24) 式表示向量  $\bar{r}$  绕  $\bar{N}$  轴转  $\vartheta$  角所得向量  $\bar{r}'$  的四元数表达式。反之, 向量  $\bar{r}'$  绕负  $\bar{N}$  轴旋转  $\vartheta$  角得  $\bar{r}$ 。如令  $p = \cos \frac{\vartheta}{2} - \bar{n} \sin \frac{\vartheta}{2}$ , 则  $\bar{r} = p \circ \bar{r}' \circ p^*$ 。因为  $p = q^*$ , 故

$$\bar{r} = q^* \circ \bar{r}' \circ q^* \tag{25}$$

我们现在来求坐标系转换的四元数表达式。如图 4, 设坐标系  $(x, y, z)$  上的固定向量  $OA_0$ , 当  $(x, y, z)$  转到  $(x_1, y_1, z_1)$  时,  $OA_0$  转到  $OA$  的位置。

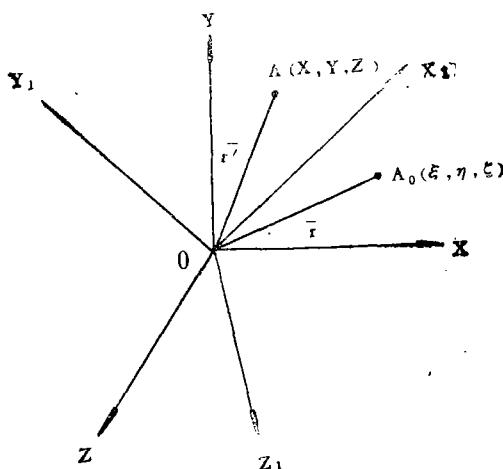


图 4 坐标系转换的四元数表达式

$$\bar{r}' = q \circ \bar{r} \circ q^*$$

根据四元数的乘法公式,

$$\begin{pmatrix} 0 \\ r'_1 \\ r'_2 \\ r'_3 \end{pmatrix} = \begin{pmatrix} q_0 & -q_1 & -q_2 & -q_3 \\ q_1 & q_0 & -q_3 & q_2 \\ q_2 & q_3 & q_0 & -q_1 \\ q_3 & -q_2 & q_1 & q_0 \end{pmatrix} \begin{pmatrix} 0 & -r_1 & -r_2 & -r_3 \\ r_1 & 0 & -r_3 & r_2 \\ r_2 & r_3 & 0 & -r_1 \\ r_3 & -r_2 & r_1 & 0 \end{pmatrix} \begin{pmatrix} q_0 \\ -q_1 \\ -q_2 \\ -q_3 \end{pmatrix}$$

$$\begin{bmatrix} r'_1 \\ r'_2 \\ r'_3 \end{bmatrix} = \begin{bmatrix} q_0^2 + q_1^2 - q_2^2 - q_3^2 & 2(q_1q_2 - q_0q_3) & 2(q_1q_3 + q_0q_2) \\ 2(q_1q_2 + q_0q_3) & q_0^2 + q_2^2 - q_1^2 - q_3^2 & 2(q_2q_3 - q_0q_1) \\ 2(q_1q_3 - q_0q_2) & 2(q_2q_3 + q_0q_1) & q_0^2 + q_3^2 - q_1^2 - q_2^2 \end{bmatrix} \begin{bmatrix} r_1 \\ r_2 \\ r_3 \end{bmatrix}$$

已知

$$\bar{r}'(r'_1, r'_2, r'_3) = \overline{OA}(x, y, z)$$

$$\bar{r}(r_1, r_2, r_3) = \overline{OA_0}(\xi, \eta, \zeta) = \overline{OA_0}(x_1, y_1, z_1)$$

故

$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} q_0^2 + q_1^2 - q_2^2 - q_3^2 & 2(q_1q_2 - q_0q_3) & 2(q_1q_3 + q_0q_2) \\ 2(q_1q_2 + q_0q_3) & q_0^2 + q_2^2 - q_1^2 - q_3^2 & 2(q_2q_3 - q_0q_1) \\ 2(q_1q_3 - q_0q_2) & 2(q_2q_3 + q_0q_1) & q_0^2 + q_3^2 - q_1^2 - q_2^2 \end{bmatrix} \begin{bmatrix} x_1 \\ y_1 \\ z_1 \end{bmatrix} \quad (26)$$

对于连续旋转

$$\bar{r}_1 = q \circ \bar{r} \circ q^*$$

$$\bar{r}_2 = p \circ \bar{r}_1 \circ p^*$$

则

$$\bar{r}_2 = p \circ q \circ \bar{r} \circ q^* \circ p^*$$

$$= M \circ \bar{r} \circ M^*$$

式中

$$M = p \circ q \quad (27)$$

注意: 先转  $q$  再转  $p$ , 而  $M = p \circ q$ , 所以在欧拉转角中,  $Q_\varphi \rightarrow Q_\psi \rightarrow Q_\gamma$ , 而

$$Q = Q_\gamma \circ Q_\psi \circ Q_\varphi \quad (28)$$

我们再看看四元数与欧拉角的关系。比较用四元数和用欧拉角表示的坐标转换公式可得:

$$\begin{cases} \operatorname{tg} \varphi = \frac{\sin \varphi \cos \psi}{\cos \varphi \cos \psi} = \frac{2(q_1q_2 + q_0q_3)}{q_0^2 + q_1^2 - q_2^2 - q_3^2} \\ \sin \psi = -2(q_1q_3 - q_0q_2) \\ \operatorname{tg} \gamma = \frac{\cos \psi \sin \gamma}{\cos \psi \cos \gamma} = \frac{2(q_0q_1 + q_2q_3)}{q_0^2 + q_3^2 - q_1^2 - q_2^2} \end{cases} \quad (29)$$

## 二、四元数的微分方程

### 1. 四元数的微分方程

已知

$$\dot{\bar{r}} = A \bar{r} \quad (30)$$

其中  $A$  为坐标转换矩阵, 即

$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} = A \begin{pmatrix} x_1 \\ y_1 \\ z_1 \end{pmatrix} \quad (31)$$

微分,

$$\begin{pmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \end{pmatrix} = A \begin{pmatrix} \dot{x}_1 \\ \dot{y}_1 \\ \dot{z}_1 \end{pmatrix} + \dot{A} \begin{pmatrix} x_1 \\ y_1 \\ z_1 \end{pmatrix} \quad (32)$$

又根据刚体的运动学理论

$$\left. \frac{d\bar{r}}{dt} \right|_I = \left. \frac{d\bar{r}_1}{dt} \right|_T + \bar{\omega} \times \bar{r}_1 \Big|_T \quad (33)$$

其中, I 表示惯性坐标系, T 表示体坐标系,  $\bar{\omega}$  表示体坐标系相对惯性坐标系的旋转角速度向量。

$$\begin{aligned} \bar{\omega} \times \bar{r}_1 &= (\omega_{x1}\bar{i}_1 + \omega_{y1}\bar{j}_1 + \omega_{z1}\bar{k}_1) \times (x_1\bar{i}_1 + y_1\bar{j}_1 + z_1\bar{k}_1) \\ &= \begin{pmatrix} 0 & -\omega_{z1} & \omega_{y1} \\ \omega_{z1} & 0 & -\omega_{x1} \\ -\omega_{y1} & \omega_{x1} & 0 \end{pmatrix} \begin{pmatrix} x_1 \\ y_1 \\ z_1 \end{pmatrix} = \Omega \begin{pmatrix} x_1 \\ y_1 \\ z_1 \end{pmatrix} \end{aligned} \quad (34)$$

式中,

$$\Omega = \begin{pmatrix} 0 & -\omega_{z1} & \omega_{y1} \\ \omega_{z1} & 0 & -\omega_{x1} \\ -\omega_{y1} & \omega_{x1} & 0 \end{pmatrix} \quad (35)$$

将 (33) 式投影到体坐标系上去

$$\begin{aligned} A^{-1} \begin{pmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \end{pmatrix} &= \begin{pmatrix} \dot{x}_1 \\ \dot{y}_1 \\ \dot{z}_1 \end{pmatrix} + \Omega \begin{pmatrix} x_1 \\ y_1 \\ z_1 \end{pmatrix} \\ \begin{pmatrix} \dot{x} \\ \dot{y} \\ \dot{z} \end{pmatrix} &= A \begin{pmatrix} \dot{x}_1 \\ \dot{y}_1 \\ \dot{z}_1 \end{pmatrix} + A\Omega \begin{pmatrix} x_1 \\ y_1 \\ z_1 \end{pmatrix} \end{aligned} \quad (36)$$

比较 (32) 和 (36) 得

$$A = A\Omega \quad (37)$$

即

$$\begin{pmatrix} \dot{a}_{11} & \dot{a}_{12} & \dot{a}_{13} \\ \dot{a}_{21} & \dot{a}_{22} & \dot{a}_{23} \\ \dot{a}_{31} & \dot{a}_{32} & \dot{a}_{33} \end{pmatrix} = \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{pmatrix} \begin{pmatrix} 0 & -\omega_{z1} & \omega_{y1} \\ \omega_{z1} & 0 & -\omega_{x1} \\ -\omega_{y1} & \omega_{x1} & 0 \end{pmatrix}$$

将 (26) 代入 (37) 取  $\dot{a}_{11}, \dot{a}_{22}, \dot{a}_{33}$  得

$$\begin{cases} q_0\dot{q}_0 + q_1\dot{q}_1 - q_2\dot{q}_2 - q_3\dot{q}_3 = (q_1q_2 - q_0q_3)\omega_{x1} - (q_1q_3 + q_0q_2)\omega_{y1} \\ q_0\dot{q}_0 + q_2\dot{q}_2 - q_1\dot{q}_1 - q_3\dot{q}_3 = -(q_1q_2 + q_0q_3)\omega_{x1} + (q_2q_3 - q_0q_1)\omega_{x1} \\ q_0\dot{q}_0 + q_3\dot{q}_3 - q_1\dot{q}_1 - q_2\dot{q}_2 = (q_1q_3 - q_0q_2)\omega_{y1} - (q_2q_3 + q_0q_1)\omega_{x1} \end{cases} \quad (38)$$

又因为  $q_0^2 + q_1^2 + q_2^2 + q_3^2 = 1$ , 故得

$$q_0\dot{q}_0 + q_1\dot{q}_1 + q_2\dot{q}_2 + q_3\dot{q}_3 = 0 \quad (39)$$

(38) 与 (39) 联立解得

$$\begin{pmatrix} \dot{q}_0 \\ \dot{q}_1 \\ \dot{q}_2 \\ \dot{q}_3 \end{pmatrix} = \frac{1}{2} \begin{pmatrix} 0 & -\omega_{x1} & -\omega_{y1} & -\omega_{z1} \\ \omega_{x1} & 0 & \omega_{z1} & -\omega_{y1} \\ \omega_{y1} & -\omega_{z1} & 0 & \omega_{x1} \\ \omega_{z1} & \omega_{y1} & -\omega_{x1} & 0 \end{pmatrix} \begin{pmatrix} q_0 \\ q_1 \\ q_2 \\ q_3 \end{pmatrix} \quad (40)$$

即

$$\dot{q} = \frac{1}{2} q \circ \Omega \quad (41)$$

## 2. 四元数微分方程的解

$$\dot{q} = \frac{1}{2} q \circ \Omega$$

的解为

$$q(t_0 + h) = q(t_0) \circ e^{\int_{t_0}^{t_0+h} \frac{1}{2} \Omega dt} \quad (42)$$

设

$$\Delta\theta = \int_{t_0}^{t_0+h} \Omega dt$$

则

$$q(t_0 + h) = q(t_0) \circ e^{\frac{1}{2} \Delta\theta} \quad (43)$$

将  $e^{\frac{1}{2} \Delta\theta}$  展成级数形式

$$e^{\frac{1}{2} \Delta\theta} = 1 + \left(\frac{\Delta\theta}{2}\right) + \frac{1}{2!} \left(\frac{\Delta\theta}{2}\right)^2 + \frac{1}{3!} \left(\frac{\Delta\theta}{2}\right)^3 + \frac{1}{4!} \left(\frac{\Delta\theta}{2}\right)^4 + \dots \quad (44)$$

设

$$\Delta\theta = \Delta\theta_{x1} \bar{i} + \Delta\theta_{y1} \bar{j} + \Delta\theta_{z1} \bar{k}$$

则

$$\begin{aligned} \Delta\theta \circ \Delta\theta &= (\Delta\theta_{x1} \bar{i} + \Delta\theta_{y1} \bar{j} + \Delta\theta_{z1} \bar{k}) \circ (\Delta\theta_{x1} \bar{i} + \Delta\theta_{y1} \bar{j} + \Delta\theta_{z1} \bar{k}) \\ &= -\Delta\bar{\theta} \cdot \Delta\bar{\theta} + \Delta\bar{\theta} \times \Delta\bar{\theta} \\ &= -(\Delta\theta_{x1}^2 + \Delta\theta_{y1}^2 + \Delta\theta_{z1}^2) \end{aligned}$$

设

$$\Delta\theta_0^2 = \Delta\theta_{x1}^2 + \Delta\theta_{y1}^2 + \Delta\theta_{z1}^2$$

故

$$\Delta\theta \circ \Delta\theta = -\Delta\theta_0^2$$

同理

$$\Delta\theta \circ \Delta\theta \circ \Delta\theta = -\Delta\theta_0^2 (\Delta\theta_{x1} \bar{i} + \Delta\theta_{y1} \bar{j} + \Delta\theta_{z1} \bar{k})$$

代入 (44) 式

$$\begin{aligned} e^{\frac{1}{2} \Delta\theta} &= 1 - \frac{1}{2!} \Delta\theta_0^2 \frac{1}{2^2} + \frac{1}{4!} \Delta\theta_0^4 \frac{1}{2^4} - \frac{\Delta\theta_0^6}{6!} \frac{1}{2^6} + \dots \\ &\quad + \Delta\theta_{x1} \left( \frac{1}{2} - \frac{1}{3!} \Delta\theta_0^2 \frac{1}{8} + \frac{1}{5!} \Delta\theta_0^4 \frac{1}{2^5} - \dots \right) \bar{i} \\ &\quad + \Delta\theta_{y1} \left( \frac{1}{2} - \frac{1}{3!} \Delta\theta_0^2 \frac{1}{8} + \frac{1}{5!} \Delta\theta_0^4 \frac{1}{2^5} - \dots \right) \bar{j} \\ &\quad + \Delta\theta_{z1} \left( \frac{1}{2} - \frac{1}{3!} \Delta\theta_0^2 \frac{1}{8} + \frac{1}{5!} \Delta\theta_0^4 \frac{1}{2^5} - \dots \right) \bar{k} \end{aligned} \quad (45)$$

将 (45) 代入 (43) 并写成矩阵形式

$$\begin{pmatrix} q_0 \\ q_1 \\ q_2 \\ q_3 \end{pmatrix}_{t_0+h} = \begin{pmatrix} q_0 & -q_1 & -q_2 & -q_3 \\ q_1 & q_0 & -q_3 & q_2 \\ q_2 & q_3 & q_0 & -q_1 \\ q_3 & -q_2 & q_1 & q_0 \end{pmatrix}_{t_0} \begin{pmatrix} 1 - \frac{\Delta\theta_0^2}{8} \\ \Delta\theta_{x1} \left( \frac{1}{2} - \frac{\Delta\theta_0^2}{48} \right) \\ \Delta\theta_{y1} \left( \frac{1}{2} - \frac{\Delta\theta_0^2}{48} \right) \\ \Delta\theta_{z1} \left( \frac{1}{2} - \frac{\Delta\theta_0^2}{48} \right) \end{pmatrix}_h \quad (46)$$



### 3. 四元数微分方程组解的初值

四元数微分方程组解的初值  $q(t_0)$  要根据具体情况确定。假如  $t=0$  时导弹是竖立在发射台上的 (如图 5 所示), 则

$$q(90^\circ + \Delta\varphi_0) = q(\varphi_0) = \begin{pmatrix} \cos \frac{\varphi_0}{2} \\ 0 \\ 0 \\ \sin \frac{\varphi_0}{2} \end{pmatrix}, \quad q(\psi_0) = \begin{pmatrix} \cos \frac{\psi_0}{2} \\ -\sin \frac{\psi_0}{2} \\ 0 \\ 0 \end{pmatrix}$$

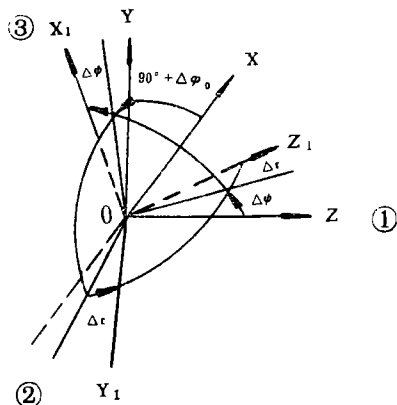
$$q(\gamma_0) = \begin{pmatrix} \cos \frac{\gamma_0}{2} \\ 0 \\ \sin \frac{\gamma_0}{2} \\ 0 \end{pmatrix}$$


图 5 导弹初始位置时的四元数

$$q(t_0) = q(\gamma_0) \circ q(\psi_0) \circ q(\varphi_0)$$

$$= \begin{pmatrix} \cos \frac{\gamma_0}{2} \cos \frac{\psi_0}{2} \cos \frac{\varphi_0}{2} - \sin \frac{\gamma_0}{2} \sin \frac{\psi_0}{2} \sin \frac{\varphi_0}{2} \\ -\cos \frac{\gamma_0}{2} \sin \frac{\psi_0}{2} \cos \frac{\varphi_0}{2} + \sin \frac{\gamma_0}{2} \cos \frac{\psi_0}{2} \sin \frac{\varphi_0}{2} \\ \sin \frac{\gamma_0}{2} \cos \frac{\psi_0}{2} \cos \frac{\varphi_0}{2} + \cos \frac{\gamma_0}{2} \sin \frac{\psi_0}{2} \sin \frac{\varphi_0}{2} \\ \sin \frac{\gamma_0}{2} \sin \frac{\psi_0}{2} \cos \frac{\varphi_0}{2} + \cos \frac{\gamma_0}{2} \cos \frac{\psi_0}{2} \sin \frac{\varphi_0}{2} \end{pmatrix} \quad (47)$$

### 三、四元数在导弹控制系统中的应用

欧拉定理表明从一个坐标系转到另一个坐标系, 可以通过绕空间某一瞬时轴转一个角度来实现。我们的控制问题就是要将飞行器的实际位置控制到指令位置上去。设飞行器绕空间

瞬时轴  $\vec{E}$  转动  $\phi$  角实现控制, 我们称  $E$  轴为最佳旋转轴。以  $\phi \vec{E}$  为误差信号, 分解到弹体坐标系的  $ox_1, oy_1, oz_1$  上去, 即

$$\begin{aligned} \varepsilon_{x1} &= E_{x1} \phi \\ \varepsilon_{y1} &= E_{y1} \phi \\ \varepsilon_{z1} &= E_{z1} \phi \end{aligned} \quad (48)$$

形成沿弹体坐标系各轴的误差信号, 通过姿态控制系统的控制实现。

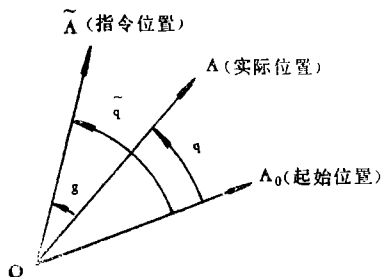


图 6 求取最佳旋转的四元数

我们来求取最佳旋转的四元数, 如图 6 所示:

$$\begin{aligned} \vec{OA} &= \vec{q} \circ \vec{OA}_0 \circ \vec{q}^* \\ \vec{q} &= \cos \frac{\delta}{2} + \vec{n} \sin \frac{\delta}{2} \end{aligned}$$

对于某种导弹，指令位置的四元数可写成如下形式：

$$\bar{q} = \begin{pmatrix} \cos \frac{\vartheta}{2} \\ 0 \\ 0 \\ -\sin \frac{\vartheta}{2} \end{pmatrix}$$

其中  $\vartheta = \frac{\pi}{2} - \bar{\varphi}_{cx}(t)$ ， $\varphi_{cx}(t)$  为导弹的飞行俯仰程序

导弹纵轴的实际位置为  $OA$

$$\overline{OA} = q \circ \overline{OA} \circ q^*$$

$q$  通过实时解四元数微分方程式算出。

现在我们要求将  $OA$  转到指令位置所需的四元数  $g$ ，已知  $\bar{q} = g \circ q$

故

$$g = \bar{q} \circ q^* = \begin{pmatrix} q_0 & q_1 & q_2 & q_3 \\ -q_1 & q_0 & q_3 & -q_2 \\ -q_2 & -q_3 & q_0 & q_1 \\ -q_3 & q_2 & -q_1 & q_0 \end{pmatrix} \begin{pmatrix} \bar{q}_0 \\ \bar{q}_1 \\ \bar{q}_2 \\ \bar{q}_3 \end{pmatrix} \quad (49)$$

$$\begin{pmatrix} g_0 \\ g_1 \\ g_2 \\ g_3 \end{pmatrix} = \begin{pmatrix} q_0 \bar{q}_0 + q_1 \bar{q}_1 + q_2 \bar{q}_2 + q_3 \bar{q}_3 \\ -q_1 \bar{q}_0 + q_0 \bar{q}_1 + q_3 \bar{q}_2 - q_2 \bar{q}_3 \\ -q_2 \bar{q}_0 - q_3 \bar{q}_1 + q_0 \bar{q}_2 + q_1 \bar{q}_3 \\ -q_3 \bar{q}_0 + q_2 \bar{q}_1 - q_1 \bar{q}_2 + q_0 \bar{q}_3 \end{pmatrix} \quad (50)$$

对于主动段只有俯仰程序指令的情况

$$\begin{aligned} g_0 &= q_0 \cos \frac{\vartheta}{2} - q_3 \sin \frac{\vartheta}{2} \\ g_1 &= -q_1 \cos \frac{\vartheta}{2} + q_2 \sin \frac{\vartheta}{2} \\ g_2 &= -q_2 \cos \frac{\vartheta}{2} - q_1 \sin \frac{\vartheta}{2} \\ g_3 &= -q_3 \cos \frac{\vartheta}{2} - q_0 \sin \frac{\vartheta}{2} \end{aligned} \quad (51)$$

误差控制信号

$$\begin{aligned} \varepsilon_x &= E_x \phi \\ \varepsilon_y &= E_y \phi \\ \varepsilon_z &= E_z \phi \end{aligned}$$

又

$$\begin{aligned} g &= g_0 + g_1 \vec{i} + g_2 \vec{j} + g_3 \vec{k} = \cos \frac{\phi}{2} + E \sin \frac{\phi}{2} \\ &= \cos \frac{\phi}{2} + E_x \sin \frac{\phi}{2} \vec{i} + E_y \sin \frac{\phi}{2} \vec{j} + E_z \sin \frac{\phi}{2} \vec{k} \end{aligned}$$

即

$$\begin{aligned} g_0 &= \cos \frac{\phi}{2} \\ g_1 &= E_x \sin \frac{\phi}{2} \doteq E_x \frac{\phi}{2} \\ g_2 &= E_y \sin \frac{\phi}{2} \doteq E_y \frac{\phi}{2} \\ g_3 &= E_z \sin \frac{\phi}{2} \doteq E_z \frac{\phi}{2} \end{aligned} \quad (52)$$

比较 (48) 与 (52) 得

$$\begin{aligned} \varepsilon_x &= 2g_1 \\ \varepsilon_y &= 2g_2 \\ \varepsilon_z &= 2g_3 \end{aligned} \quad (53)$$

但实际控制力矩只能施加在弹体轴  $x_1 y_1 z_1$  上, 因此需将  $\varepsilon_x, \varepsilon_y, \varepsilon_z$  转换为  $\varepsilon_{x1}, \varepsilon_{y1}, \varepsilon_{z1}$

$$\begin{pmatrix} \varepsilon_{x1} \\ \varepsilon_{y1} \\ \varepsilon_{z1} \end{pmatrix} = A' \begin{pmatrix} \varepsilon_x \\ \varepsilon_y \\ \varepsilon_z \end{pmatrix} \quad (54)$$

[例] 对子弹头加一偏航程序, 我们来分析一下控制信号的形成

如图 7 所示, 指令位置  $x_c z_c$

$$\vec{q} = (\cos \alpha \quad 0 \quad \sin \alpha \quad 0)$$

实际位置

$$\vec{q} = (\cos \beta \quad 0 \quad \sin \beta \quad 0)$$

根据 (50) 式

$$g_0 = \cos \alpha \cos \beta + \sin \alpha \sin \beta = \cos(\alpha - \beta) \cong 1$$

$$g_2 = \sin \alpha \cos \beta - \cos \alpha \sin \beta = \sin(\alpha - \beta) \cong \alpha - \beta$$

$$g_1 = g_3 = 0$$

即

$$\begin{pmatrix} \varepsilon_x \\ \varepsilon_y \\ \varepsilon_z \end{pmatrix} = \begin{pmatrix} 0 \\ 2(\alpha - \beta) \\ 0 \end{pmatrix}$$

由图也可知

$$\varepsilon_{y1} = \varepsilon_y = 2(\alpha - \beta)$$

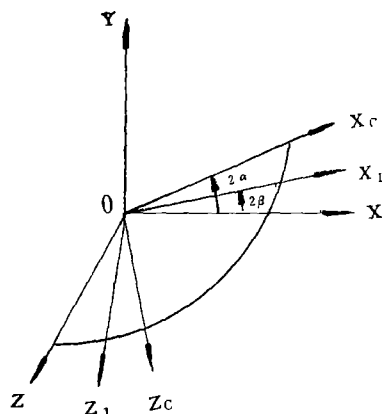


图 7 子弹头加偏航程序的控制信号

## 参 考 文 献

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