

# Coordinate Systems

# Quaternions

$$q = a + ib + jc + kd \quad a, b, c, d \in \mathbb{R}$$

$$\Leftrightarrow$$

$$q = \begin{pmatrix} a \\ b \\ c \\ d \end{pmatrix} \in \mathbb{R}^4$$

# Quaternions

$$q = a + ib + jc + kd \quad a, b, c, d \in \mathbb{R}$$

$$\Leftrightarrow$$

$$q = \begin{pmatrix} a \\ b \\ c \\ d \end{pmatrix} \in \mathbb{R}^4$$

$$\text{represent rotation} \quad \Leftrightarrow \quad \|q\| = 1 \quad \Leftrightarrow \quad q \in \mathcal{S}^3$$

# Drift Correction

$$\dot{q}(t) = \tilde{f}(q(t))$$

# Drift Correction

$$\dot{q}(t) = \tilde{f}(q(t)) - \lambda(q(t))$$