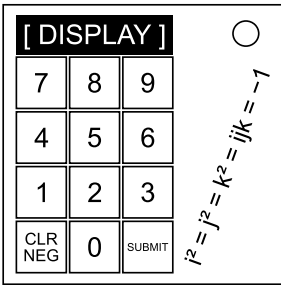


On the Subject of Quaternions

*“Quaternions came from Hamilton after his really good work had been done; and, though beautifully ingenious, have been an unmixed evil to those who have touched them in any way, including Clerk Maxwell.”*  
—William Thomson, Lord Kelvin

To disarm this module, compute the product of two quaternions as described below, and enter the correct component of the result on the keypad.



Step 1: Computing the Quaternions

- The ten numbered keys on the keypad come in five colors: red, green, blue, yellow, and white. There are two of each color, ignoring the SUBMIT and CLR/NEG buttons.
- Along the right side of the module is the mathematical expression  $i^2 = j^2 = k^2 = ijk = -1$ . This expression indicates which color maps to which component of the quaternion. (White does not map to a component.)
- Construct two quaternions  $q_1$  and  $q_2$  as follows:
  - Assign the values on eight non-white keys to the components of the two quaternions, treating 0 as 10.  $q_1$  receives the number with the greater value for each component, unless the exception in Table A applies for that corresponding color, in which case  $q_2$  receives the larger number.
  - If any digit in the serial number (again, treat 0 as 10) is a component of either quaternion, multiply that quaternion’s corresponding component by -1. (Even if the same digit appears multiple times in the serial number, only negate once.)
  - If there are no lit indicators, replace  $q_1$  with its conjugate.
  - If there are no unlit indicators, replace  $q_2$  with its conjugate.
- If the number of batteries on the bomb is odd, compute the product  $q_1q_2$ . Otherwise, compute  $q_2q_1$ . This product will be used in step 2.

Table A: Exception Rules

Color	Exception Rule
Red	This color belongs to the i or j component.
Green	The bomb has at least one PS/2 port.
Blue	The bomb’s serial number contains a letter in the word BLUE.
Yellow	The sum of the two white keys (this time treating 0 as 0) is prime.

## Step 2: Submitting the Answer

- Note the color of the SUBMIT button. This indicates which component of the product computed in step 1 must be entered to disarm the module. However, if the button is white, enter the square of its norm instead.
- Use the keypad to enter a number, and press SUBMIT to submit it.
- Press CLR/NEG to clear the display. This button's color is irrelevant.
- To enter a negative value, press CLR/NEG when the display is blank to enter a negative sign, then enter the rest of the number.
- Do not add any leading zeros to your answer. Zero is entered as 0, not -0.

## Appendix: A Brief Introduction to Quaternions

Quaternions are an extension of the complex numbers. A quaternion is usually expressed in the form  $a + bi + cj + dk$ , where  $a$ ,  $b$ ,  $c$ , and  $d$  are real numbers, and  $i$ ,  $j$ , and  $k$  are the fundamental quaternion units, each being a square root of  $-1$ .

Quaternions can be added componentwise as follows:

$$(a_1 + b_1i + c_1j + d_1k) + (a_2 + b_2i + c_2j + d_2k) = (a_1 + a_2) + (b_1 + b_2)i + (c_1 + c_2)j + (d_1 + d_2)k$$

Quaternions also allow for scalar multiplication. For any real value  $m$ :

$$m(a + bi + cj + dk) = ma + (mb)i + (mc)j + (md)k$$

Multiplication is a bit trickier, as multiplication under quaternions is not commutative; that is,  $q_1q_2$  does not necessarily equal  $q_2q_1$ . Multiplication of fundamental quaternion units works as follows:

$$i^2 = j^2 = k^2 = -1 \quad ij = k \quad jk = i \quad ki = j \quad ji = -k \quad kj = -i \quad ik = -j$$

The product of two quaternions  $(a_1 + b_1i + c_1j + d_1k)(a_2 + b_2i + c_2j + d_2k)$  can then be computed by expanding this expression using the distributive property, multiplying units, and combining like terms. More explicitly, the product is:

$$\begin{aligned} & (a_1a_2 - b_1b_2 - c_1c_2 - d_1d_2) \\ & + (a_1b_2 + b_1a_2 + c_1d_2 - d_1c_2)i \\ & + (a_1c_2 - b_1d_2 + c_1a_2 + d_1b_2)j \\ & + (a_1d_2 + b_1c_2 - c_1b_2 + d_1a_2)k \end{aligned}$$

The conjugate of a quaternion  $q = a + bi + cj + dk$ , denoted  $q^*$ , is  $a - bi - cj - dk$ .

The norm of a quaternion  $q = a + bi + cj + dk$  is the square root of  $(a^2 + b^2 + c^2 + d^2)$ .