

# Math tools for ROTATIONS (Formulary)

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## Direction Cosine Matrices (DCM)

$$\mathbf{R} = X\mathbf{I} + Y\mathbf{J} + Z\mathbf{K} \quad \text{Position of the particle in F1}$$

$$\text{Position of a particle} \quad \mathbf{r} = x\mathbf{i} + y\mathbf{j} + z\mathbf{k} \quad \text{Position of the particle in F2}$$

$$\mathbf{R}_O = X_O\mathbf{I} + Y_O\mathbf{J} + Z_O\mathbf{K} \quad \text{Position in F1 of the O of F2}$$

$$\text{F1 vs F2} \quad \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = \begin{bmatrix} X_O \\ Y_O \\ Z_O \end{bmatrix} + \begin{bmatrix} \mathbf{I} \cdot \mathbf{i} & \mathbf{I} \cdot \mathbf{j} & \mathbf{I} \cdot \mathbf{k} \\ \mathbf{J} \cdot \mathbf{i} & \mathbf{J} \cdot \mathbf{j} & \mathbf{J} \cdot \mathbf{k} \\ \mathbf{K} \cdot \mathbf{i} & \mathbf{K} \cdot \mathbf{j} & \mathbf{K} \cdot \mathbf{k} \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix}, \mathbf{T} \doteq \begin{bmatrix} \mathbf{I} \cdot \mathbf{i} & \mathbf{I} \cdot \mathbf{j} & \mathbf{I} \cdot \mathbf{k} \\ \mathbf{J} \cdot \mathbf{i} & \mathbf{J} \cdot \mathbf{j} & \mathbf{J} \cdot \mathbf{k} \\ \mathbf{K} \cdot \mathbf{i} & \mathbf{K} \cdot \mathbf{j} & \mathbf{K} \cdot \mathbf{k} \end{bmatrix}$$

$$\text{Interpretations of DCM} \quad \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = \mathbf{T} \begin{bmatrix} x \\ y \\ z \end{bmatrix} \text{ can be seen as: } \begin{cases} \text{Coordinate transformation} & \text{F2} \rightarrow \text{F1} \\ \text{Rotation} & \text{F1} \rightarrow \text{F2} \end{cases}$$

## Euler angles

$$\mathbf{T}_1(\phi) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos \phi & -\sin \phi \\ 0 & \sin \phi & \cos \phi \end{bmatrix} \quad \text{Rotation about } X \text{ (or } x) \text{ of } \phi$$

$$\text{Elementary 3D-rotation matrices } \mathbf{T}_2(\theta) = \begin{bmatrix} \cos \theta & 0 & \sin \theta \\ 0 & 1 & 0 \\ -\sin \theta & 0 & \cos \theta \end{bmatrix} \quad \text{Rotation about } Y \text{ (or } y) \text{ of } \theta$$

$$\mathbf{T}_3(\psi) = \begin{bmatrix} \cos \psi & -\sin \psi & 0 \\ \sin \psi & \cos \psi & 0 \\ 0 & 0 & 1 \end{bmatrix} \quad \text{Rotation about } Z \text{ (or } z) \text{ of } \psi$$

Rotations as product of the matrices  $\mathbf{T}_\diamond$

◆ 6 Tait-Bryan rotations the most used are 123 and 321

◆ 6 proper Euler rotations the most common is 313

## Angle-axis representation $\mathbf{T} \equiv \mathbf{T}(\beta, \mathbf{u})$

### Theorem (angle-axis representation)

- (i) Any rotation of a rigid body where a point is fixed is **equivalent** to a rotation in which the rotation axis passes through the fixed point;
- (ii) The rotation axis is the **eigenvector**  $\mathbf{u}$  corresponding to the eigenvalues 1 of the rotation matrix.

## Quaternions

Basis  $\{1, \mathbf{i}, \mathbf{j}, \mathbf{k}\}$

$$\mathbf{i}^2 = \mathbf{j}^2 = \mathbf{k}^2 = \mathbf{i} \otimes \mathbf{j} \otimes \mathbf{k} = -1$$

$$\mathbf{i} \otimes \mathbf{j} = -\mathbf{j} \otimes \mathbf{i} = \mathbf{k}$$

$$\mathbf{j} \otimes \mathbf{k} = -\mathbf{k} \otimes \mathbf{j} = \mathbf{i}$$

$$\mathbf{k} \otimes \mathbf{i} = -\mathbf{i} \otimes \mathbf{k} = \mathbf{j}$$

Properties

Notations

$$\mathbf{q} = q_0 + q_1\mathbf{i} + q_2\mathbf{j} + q_3\mathbf{k} =$$

$$= q_0 + \mathbf{q} =$$

$$= (q_0, q_1, q_2, q_3) =$$

$$= (q_0, \mathbf{q}) = \begin{bmatrix} q_0 \\ \mathbf{q} \end{bmatrix}$$

$$\text{Null element } \mathfrak{O} = (0, 0) \quad \text{Complex conjugate } \mathbf{q}^* = q_0 - \mathbf{q} = \begin{bmatrix} q_0 \\ -\mathbf{q} \end{bmatrix} = (q_0, -\mathbf{q}) \quad \text{Identity } \mathfrak{I} = (1, 0)$$

$$\text{Quaternion norm } |\mathbf{q}| = \|\mathbf{q}\| = |\mathbf{q}^*| = \sqrt{(q \cdots q^*)} = \sum_{i=0}^3 q_i^2 \quad \text{Reciprocal quaternion } \mathbf{q}^{-1} = \frac{\mathbf{q}^*}{\|\mathbf{q}\|}$$

$$\text{Sum } \mathbf{q} + \mathbf{p} = q_0 + p_0 + \mathbf{q} + \mathbf{p} \quad \text{Dot product } \mathbf{q} \cdot \mathbf{p} = \sum_{i=0}^3 q_i p_i$$

**Hamilton product**  $\mathbf{q} \otimes \mathbf{p} = (q_0 + \mathbf{q}) \otimes (p_0 + \mathbf{p}) = (\dots) = (q_0 p_0 - \mathbf{q} \cdot \mathbf{p}) + (q_0 \mathbf{p} + p_0 \mathbf{q} + \mathbf{q} \times \mathbf{p})$

**Quaternion associated with rotations**  $\mathbf{q} \doteq \left( \cos \frac{\beta}{2}, \mathbf{u} \sin \frac{\beta}{2} \right) = \left( \cos \frac{\beta}{2}, u_1 \sin \frac{\beta}{2}, u_2 \sin \frac{\beta}{2}, u_3 \sin \frac{\beta}{2} \right)$

**Theorem**  $(0, p) = \mathbf{q} \otimes (0, \mathbf{r}) \otimes \mathbf{q}^*$

$$\mathbf{T}_1(\phi) \longleftrightarrow \mathbf{q}_1 = \left( \cos \frac{\phi}{2}, \sin \frac{\phi}{2}, 0, 0 \right)$$

**Elementary transformations**  $\mathbf{T}_2(\theta) \longleftrightarrow \mathbf{q}_2 = \left( \cos \frac{\theta}{2}, 0, \sin \frac{\theta}{2}, 0 \right)$

$$\mathbf{T}_3(\psi) \longleftrightarrow \mathbf{q}_3 = \left( \cos \frac{\psi}{2}, 0, 0, \sin \frac{\psi}{2} \right)$$

**Any rotation can be expressed as:**  $\mathbf{q} = \mathbf{q}_1 \otimes \mathbf{q}_2 \otimes \dots \otimes \mathbf{q}_n$

**Inverse rotation**  $\mathbf{q}^{-1} = \mathbf{q}^*$