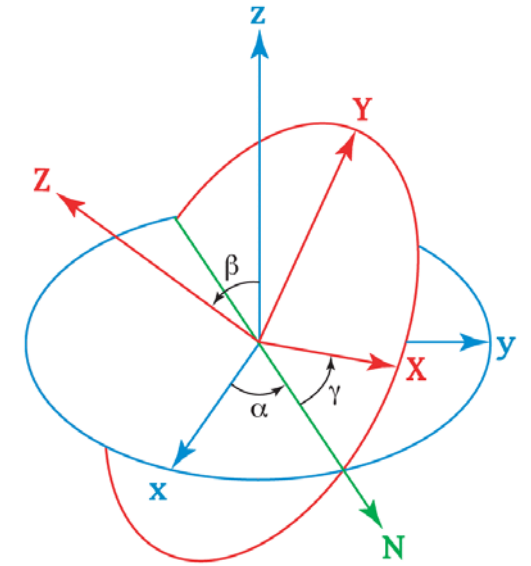


$$\begin{array}{ccc}
 \mathbb{H}^* & \xrightarrow{\tilde{\varphi}} & \mathrm{SU}(2) \\
 & \searrow \eta & \downarrow \psi \\
 & & \mathrm{SO}(3)
 \end{array}$$



# The Algebra of Rotations in $\mathbb{R}^3$

An Exploration of Representations by  
Quaternions,  $\mathrm{SU}(2)$ , and  $\mathrm{SO}(3)$

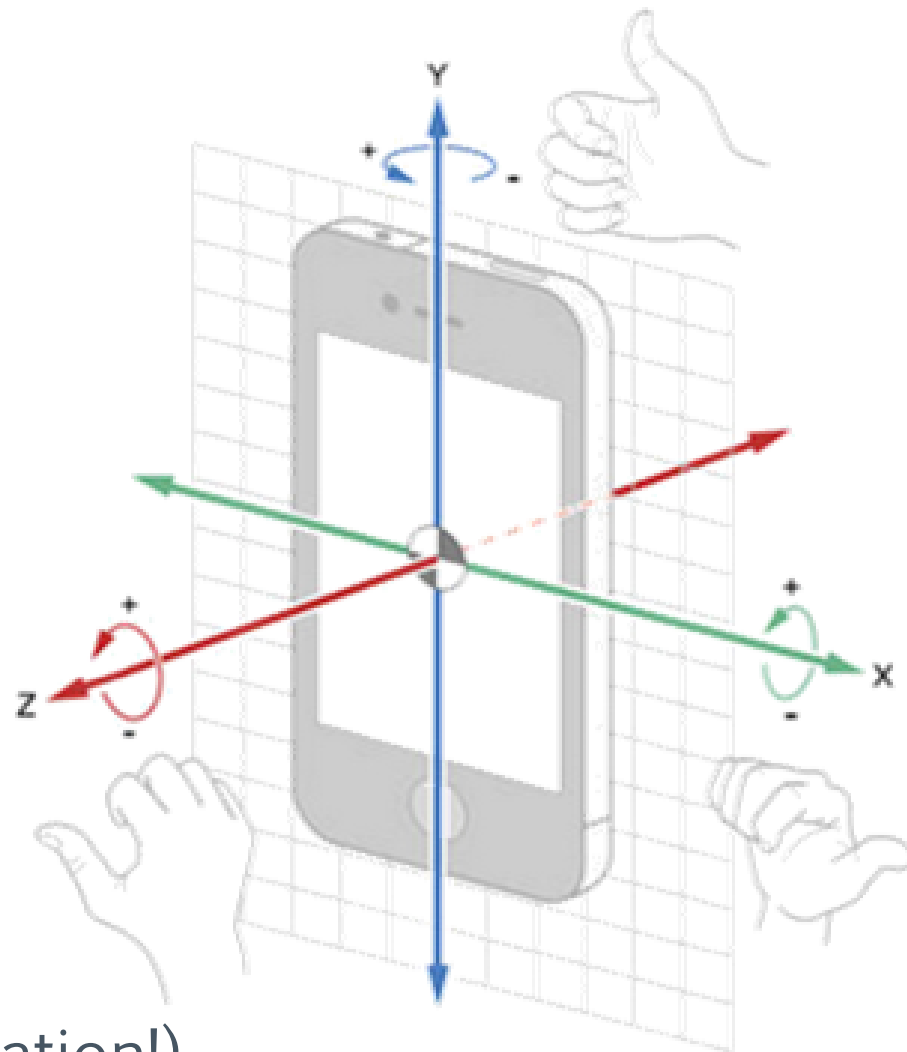
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*College of Science and Engineering*

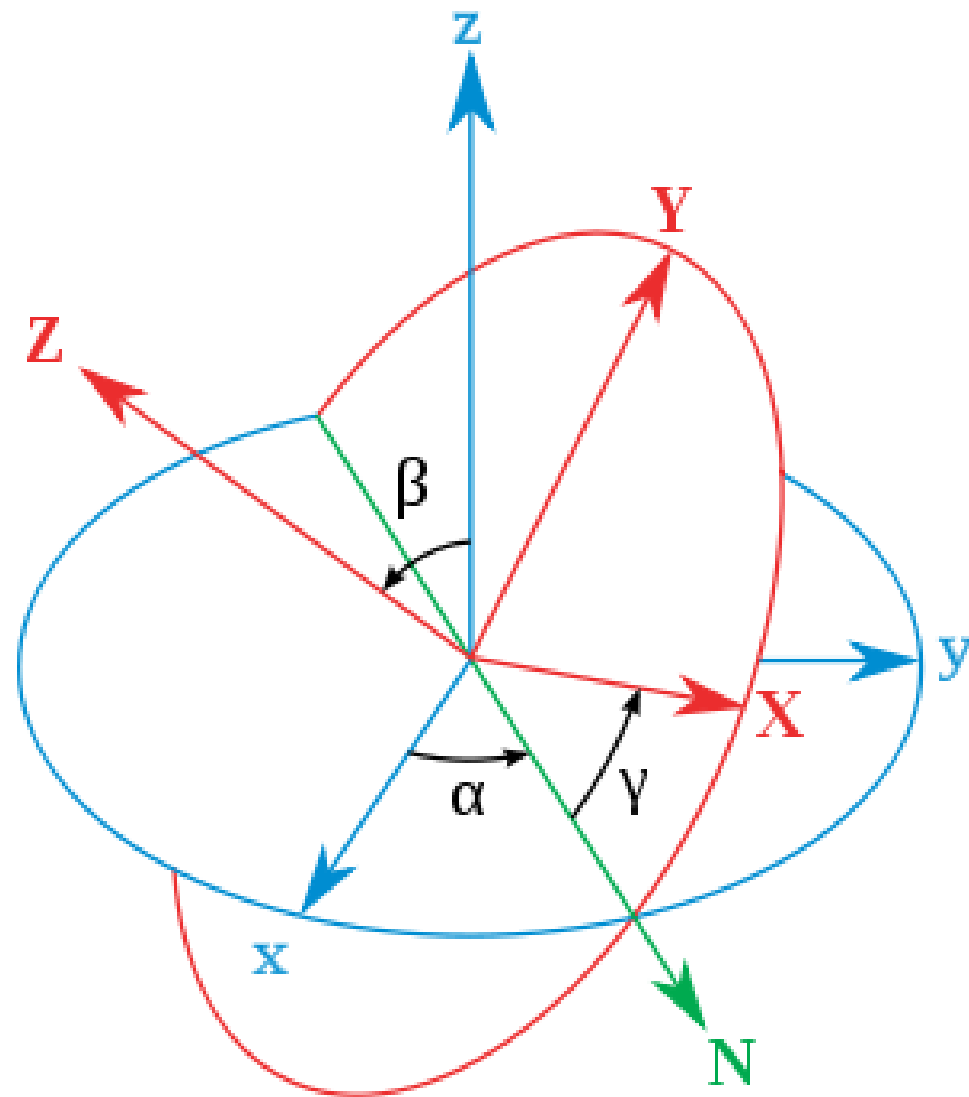
# Outline

- › Euler Angles
- › Rodrigues Rotation Formula
- › Hamilton's Quaternions
- › The Versor Convention
- › Matrices, Maps, and Morphisms!
- › Practical Application (Computer Animation!)



# Euler Angles

- › 1765- Euler studied the mechanics of rotating bodies
- › Decomposition of Motion
- › Need 6 parameters to rotate a on object
- › Many constraints on what the parameters can be
- › Suffers gimbal lock (local singularity in the rotation sequence)

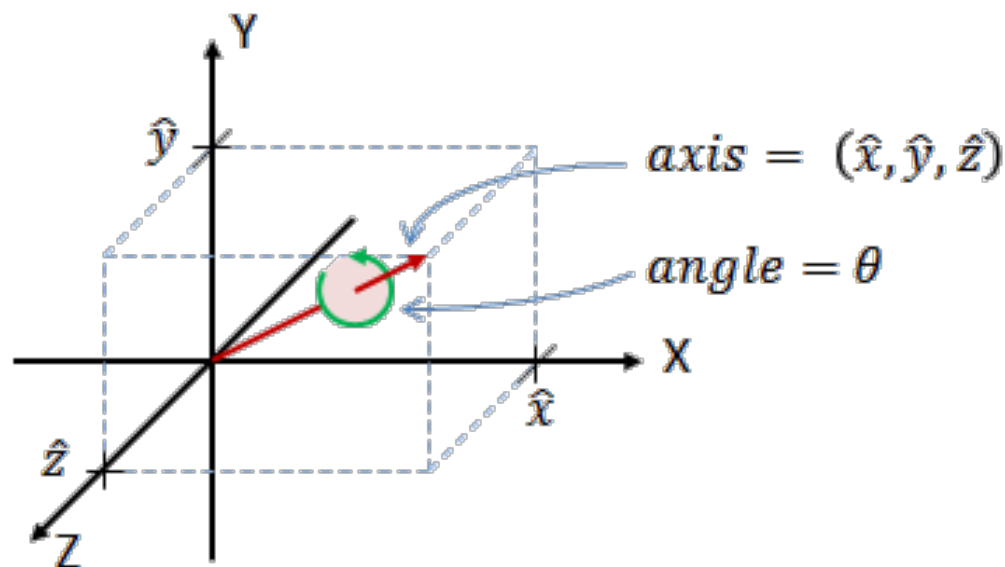


# The Rodrigues Rotation Formula (RRF)

› 1840- Published paper using Euler's Four Square Identity

› If  $\vec{v}, \vec{e} \in \mathbb{R}^3$  and  $|\vec{e}| = 1$ , to rotate  $\vec{v}$  about  $\vec{e}$  by some angle

$$\rho = 2\theta: \vec{v}_{rot} = \vec{v} \cos \theta + (\vec{e} \times \vec{v}) \sin \theta + \vec{e}(\vec{e} \cdot \vec{v}) \sin \theta$$



## The Rodrigues Rotation Formula (Cont'd)

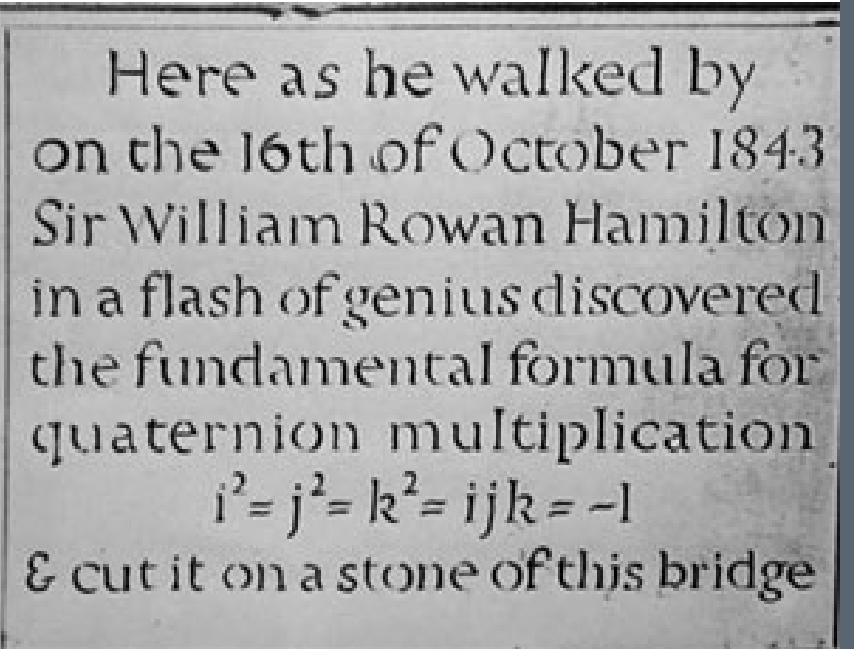
› In matrix form, letting  $\hat{\mathbf{e}} = (x, y, z)$ ,  $\lambda = \cos \theta$ ,  $\mu = \sin \theta$ :

$$\mathbf{M}_{rot} = \begin{pmatrix} x^2(1 - \lambda) + \lambda & xy(1 - \lambda) - z\mu & xz(1 - \lambda) + y\mu \\ xy(1 - \lambda) + z\mu & y^2(1 - \lambda) + \lambda & yz(1 - \lambda) - x\mu \\ xz(1 - \lambda) - y\mu & yz(1 - \lambda) + x\mu & z^2(1 - \lambda) + \lambda \end{pmatrix}$$

› The above matrix has eigenvalues  $1, e^{i\theta}, e^{-i\theta}$ .

# Hamilton's Quaternions

- › 1843 – W. R. Hamilton discovered quaternions
- ›  $i^2 = j^2 = k^2 = ijk = -1$
- › Form a group under multiplication
- › **Not** Commutative



Here as he walked by  
on the 16th of October 1843  
Sir William Rowan Hamilton  
in a flash of genius discovered  
the fundamental formula for  
quaternion multiplication  
 $i^2 = j^2 = k^2 = ijk = -1$   
& cut it on a stone of this bridge

# The Quaternions as Rotations (Versors!)

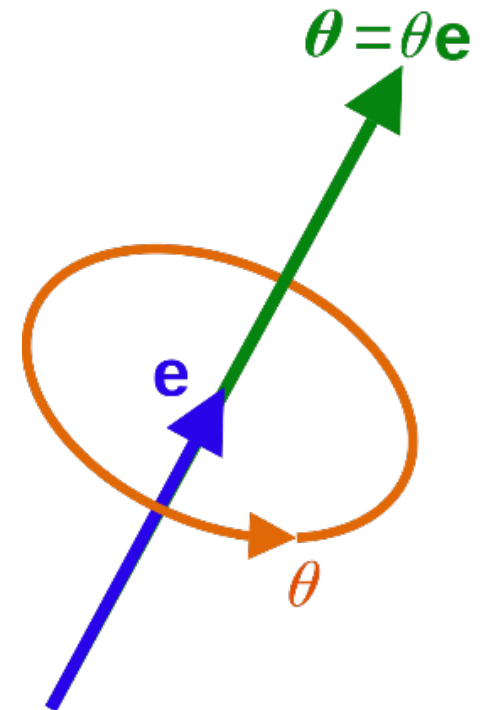
## › Versor Conventions:

- $\mathbb{H}^* = \{a + xi + yj + zk \mid a^2 + x^2 + y^2 + z^2 = 1\}$

- All  $q \in \mathbb{H}^*$  can be represented as

$$q = [\lambda, \vec{e}\mu], \text{ where } \vec{e} = (x, y, z),$$

$$\lambda = \cos \theta, \text{ and } \mu = \sin \theta$$



# $\pi$ Matrices, Maps, and Morphisms

$$\begin{array}{ccc} \mathbb{H}^* & \xrightarrow{\sim \varphi} & \mathrm{SU}(2) \\ & \searrow \eta & \downarrow \psi \\ & & \mathrm{SO}(3) \end{array}$$





# Quaternions and $SU(2)$

$$\begin{array}{ccc} \mathbb{H}^* & \xrightarrow{\tilde{\varphi}} & SU(2) \\ & \searrow \eta & \downarrow \psi \\ & & SO(3) \end{array}$$

- › From our diagram, we can see that  $\tilde{\varphi}: \mathbb{H}^*$
- › We define the isomorphism  $\tilde{\varphi}$  as:

$$\tilde{\varphi}(a + xi + yj + zk) = \begin{pmatrix} a + ix & y + iz \\ -y + iz & a - ix \end{pmatrix}$$

- › Upon inspection, we see that the above map can be given in terms of a linear combination of simpler matrices

# The Quaternion or “Rrotation” Matrices

## THE MATRICES

$$\triangleright \rho_0 = ID_2$$

$$\triangleright \rho_x = \begin{pmatrix} i & 0 \\ 0 & -i \end{pmatrix}$$

$$\triangleright \rho_y = \begin{pmatrix} 0 & 1 \\ -1 & 0 \end{pmatrix}$$

$$\triangleright \rho_z = \begin{pmatrix} 0 & i \\ i & 0 \end{pmatrix}$$

## THEIR PRODUCTS

$$\triangleright \rho_0 \text{ commutes with the other } \rho$$

$$\triangleright \rho_x \rho_y = -\rho_y \rho_x = \rho_z$$

$$\triangleright \rho_y \rho_z = -\rho_z \rho_y = \rho_x$$

$$\triangleright \rho_z \rho_x = -\rho_x \rho_z = \rho_y$$

$$\triangleright \rho_x^2 = \rho_y^2 = \rho_z^2 = \rho_x \rho_y \rho_z = -\rho_0$$

$$\triangleright |\rho_x| = |\rho_y| = |\rho_z| = 1$$

# Quaternions and $SO(3)$

$$\begin{array}{ccc}
 \mathbb{H}^* & \xrightarrow{\tilde{\varphi}} & SU(2) \\
 & \searrow \eta & \downarrow \psi \\
 & & SO(3)
 \end{array}$$

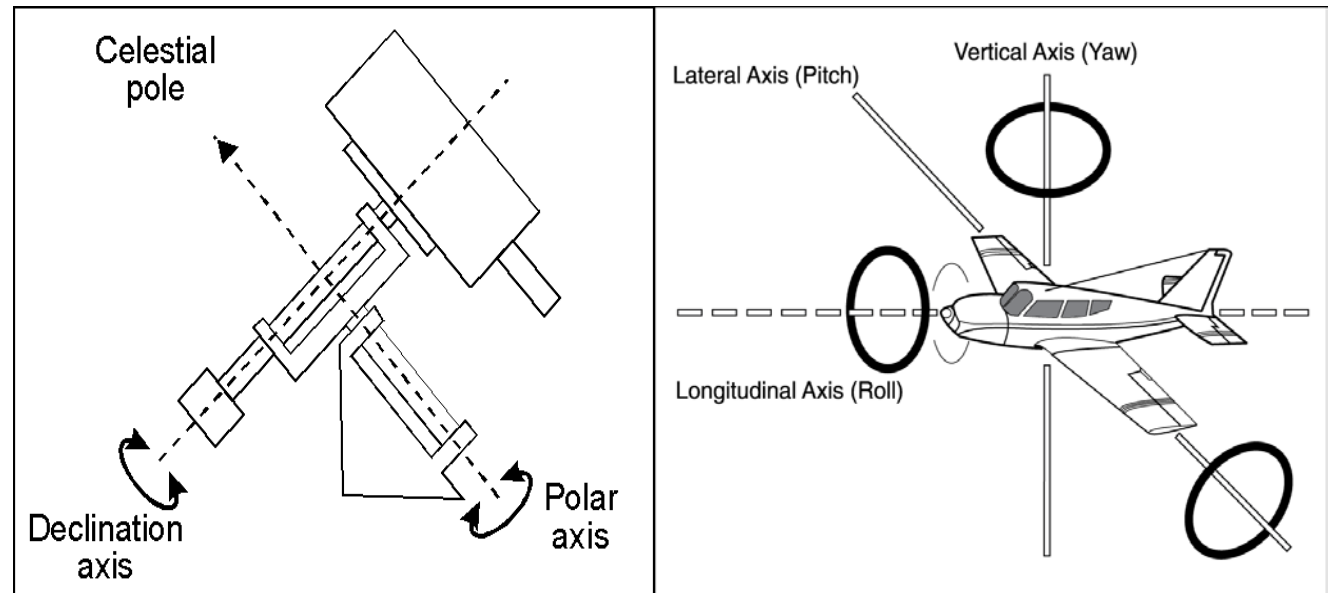
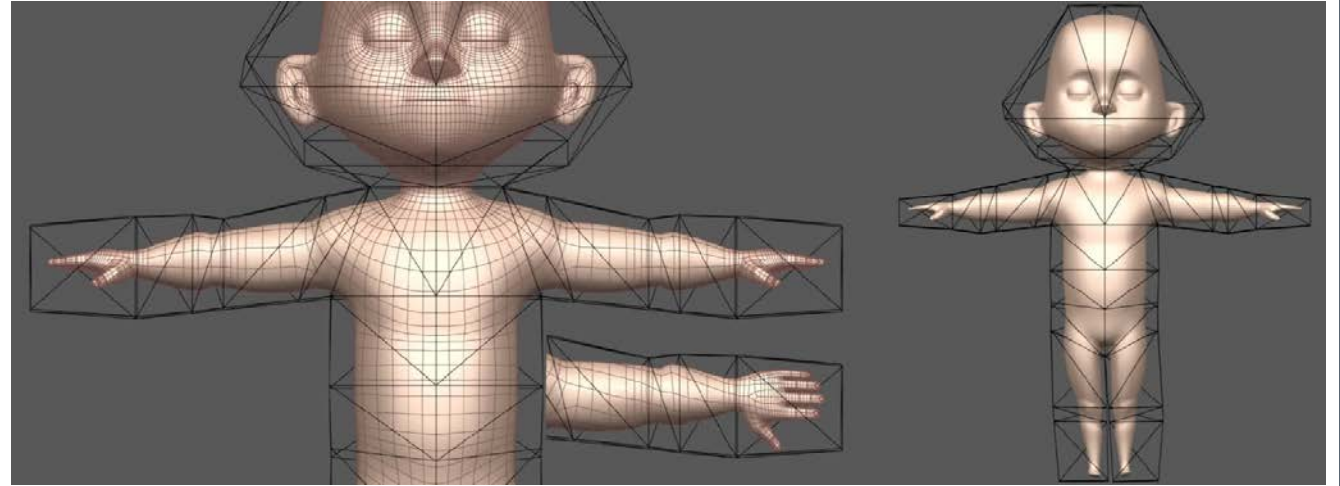
- › So what about  $\eta$ ?
- › Just use a versor!
- ›  $\eta([\lambda, \vec{e}\mu])$  is just the Rodrigues Matrix for the versor  $q = (\lambda, \mu\vec{e})$ !
- ›  $\eta$  is a 2:1 Homomorphism, since a rotation about  $\vec{e}$  by  $\rho = 2\theta$  is equivalent to a rotation about  $-\vec{e}$  by  $-\rho = -2\theta$
- › Since  $\mathbb{H}^* \cong SU(2)$  we choose  $\psi$  such that our diagram commutes.
- › Hence  $\psi = \eta \circ \tilde{\varphi}^{-1} \Rightarrow \psi$  must be a 2:1 Homomorphism

$\pi$

Demo

# Applications

- › Computer Animation
- › Telescopy
- › Medical Imaging
- › Building Stab
- › Robotics
- › CAD Software
- › Statistics



## Further Studies:

- › Expansion of this work to  $\mathbb{R}^4$ :
  - How does  $\mathbb{H}^* \otimes \mathbb{H}^*$  relate to  $SU(2) \otimes SU(2)$ ?
  - 4-D Versor Convention?
- › How about  $\mathbb{R}^7 / \mathbb{R}^8$  via octonions?
  - How do we generalize our results in such a way that ignores associativity?
- › Lie Theory, Quantum Groups, and Spin Groups!
- › How do we unify translational motion and rotational motion in terms of groups?

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Thank You!