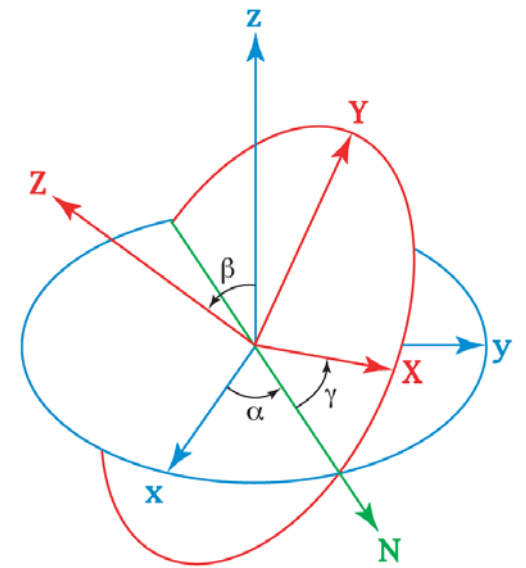


$$\begin{array}{ccc}
 \mathbb{H}^* & \xrightarrow{\tilde{\varphi}} & \mathrm{SU}(2) \\
 & \searrow \eta & \downarrow \psi \\
 & & \mathrm{SO}(3)
 \end{array}$$



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

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

Nicholas Meyer
nmeyer14@winona.edu
 Winona State University



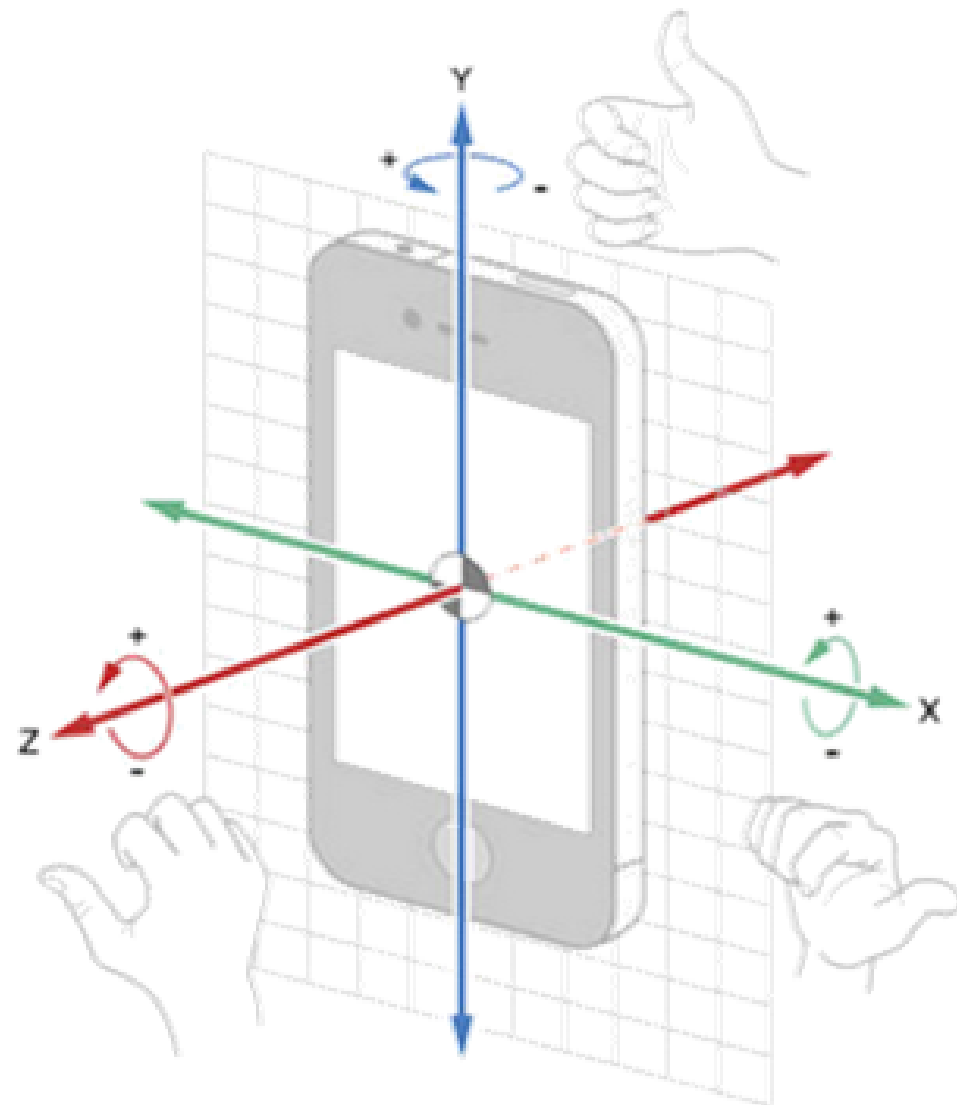
DEPARTMENT OF MATHEMATICS AND STATISTICS
College of Science and Engineering

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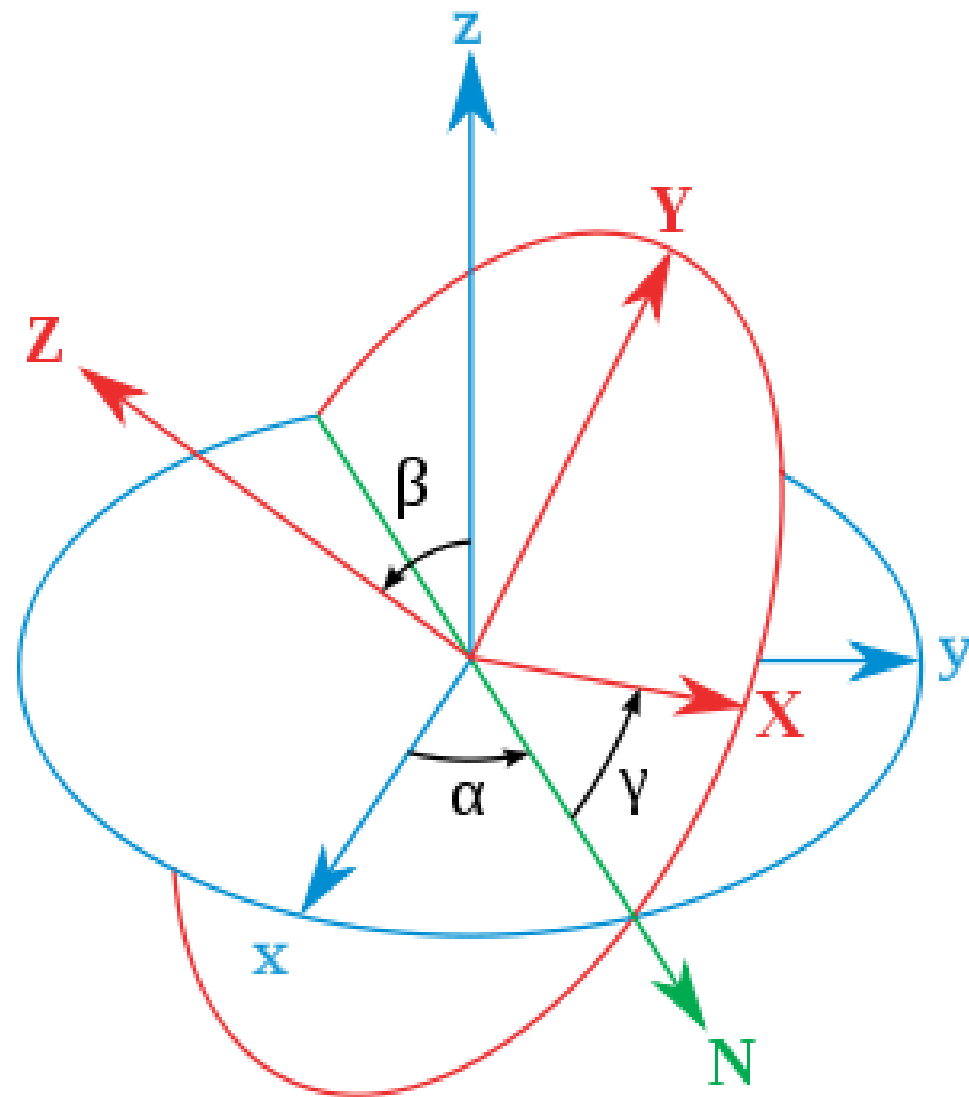
Outline

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



Euler Angles

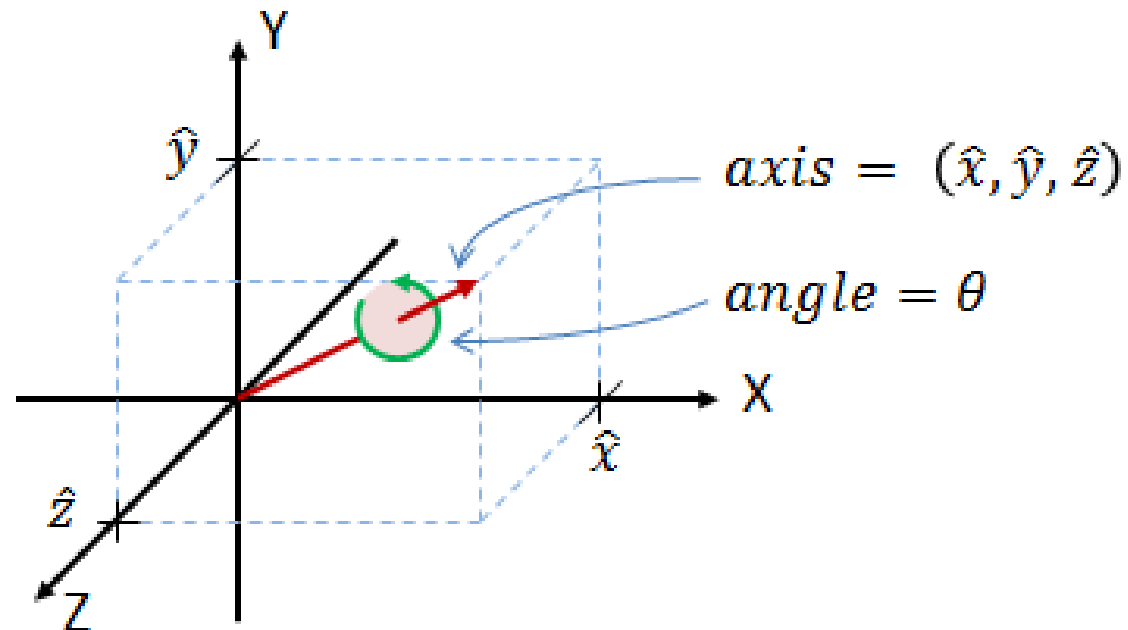
- › 1765- Euler studied the mechanics of rotating bodies
- › Decomposition of Motion
- › Need 6 parameters to rotate a on object
- › Many constraints on what the parameters can be
- › Hard to do computations with



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)

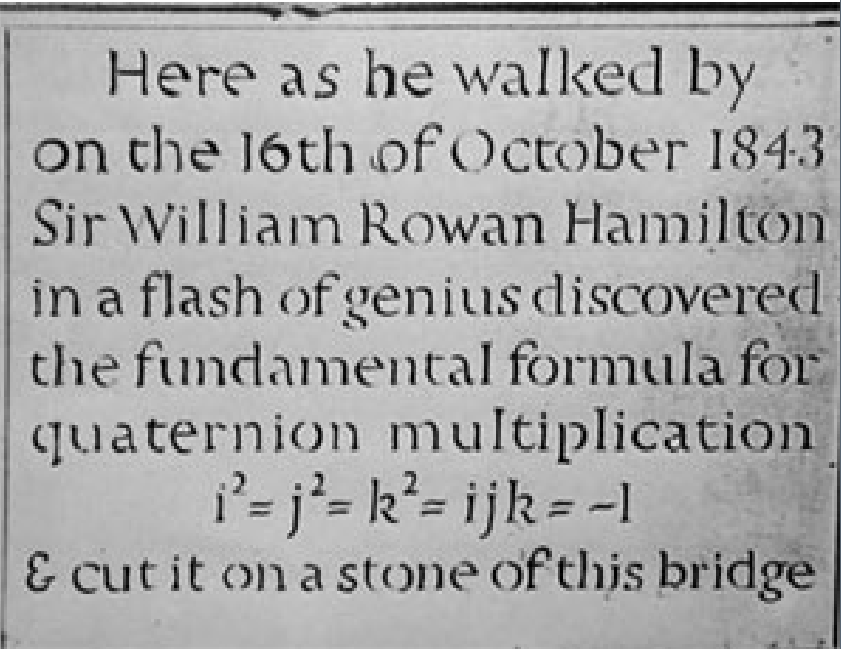
› In matrix form, letting $\hat{\mathbf{e}} = (x, y, z)$, $\lambda = \cos \theta$, $\mu = \sin \theta$:

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

› 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!)

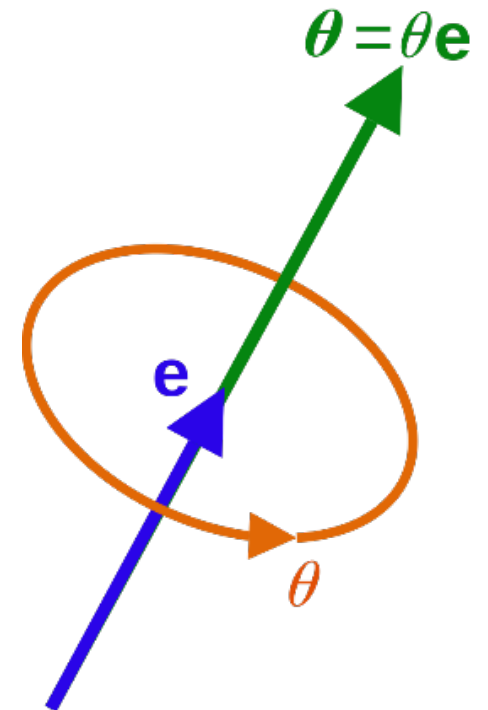
› Versor Conventions:

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

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

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

$\lambda = \cos \theta$, and $\mu = \sin \theta$



π 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 $\tilde{\varphi}: \mathbb{H}^* \rightarrow \mathfrak{S}$
- › 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 Matrices

THE MATRICES

$$\triangleright \gamma_0 = ID_2$$

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

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

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

THEIR PRODUCTS

$$\triangleright \gamma_0 \text{ commutes with the other } \gamma$$

$$\triangleright \gamma_x \gamma_y = -\gamma_y \gamma_x = \gamma_z$$

$$\triangleright \gamma_y \gamma_z = -\gamma_z \gamma_y = \gamma_x$$

$$\triangleright \gamma_z \gamma_x = -\gamma_x \gamma_z = \gamma_y$$

$$\triangleright \gamma_x^2 = \gamma_y^2 = \gamma_z^2 = \gamma_x \gamma_y \gamma_z = -\gamma_0$$

$$\triangleright |\gamma_x| = |\gamma_y| = |\gamma_z| = 1$$

Quaternions and $SO(3)$

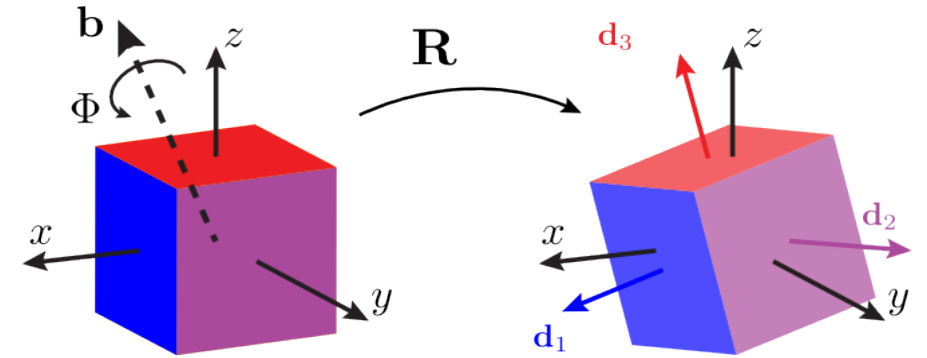
$$\begin{array}{ccc}
 \mathbb{H}^* & \xrightarrow{\tilde{\varphi}} & SU(2) \\
 & \searrow \eta & \downarrow \psi \\
 & & SO(3)
 \end{array}$$

- › So what about η ?
- › Just use a versor!
- › $\eta([\lambda, \vec{e}\mu])$ is just the Rodrigues Matrix for the versor $(\lambda, \mu\vec{e})$!
- › η 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 use $\psi = \eta \circ \tilde{\varphi}^{-1}$, so ψ must also be a 2:1 Homomorphism

π Which Representation to Use?

› Quaternions (\mathbb{H}^*):

- Four Float components
- 24 Additions, 32 Multiplications for standard
- 17 Additions, 24 Multiplications when optimized
- Smallest Memory Use
- Efficient when using Multiple Transformations



Which Representation to Use? (Cont'd)

SO(3)

- › 9 Float components
- › Initial creation requires a fair amount of computation
- › 6 Additions and 9 Multiplications
- › Repeated use of a single transformation
- › Easy to Parallelize

SU(2)

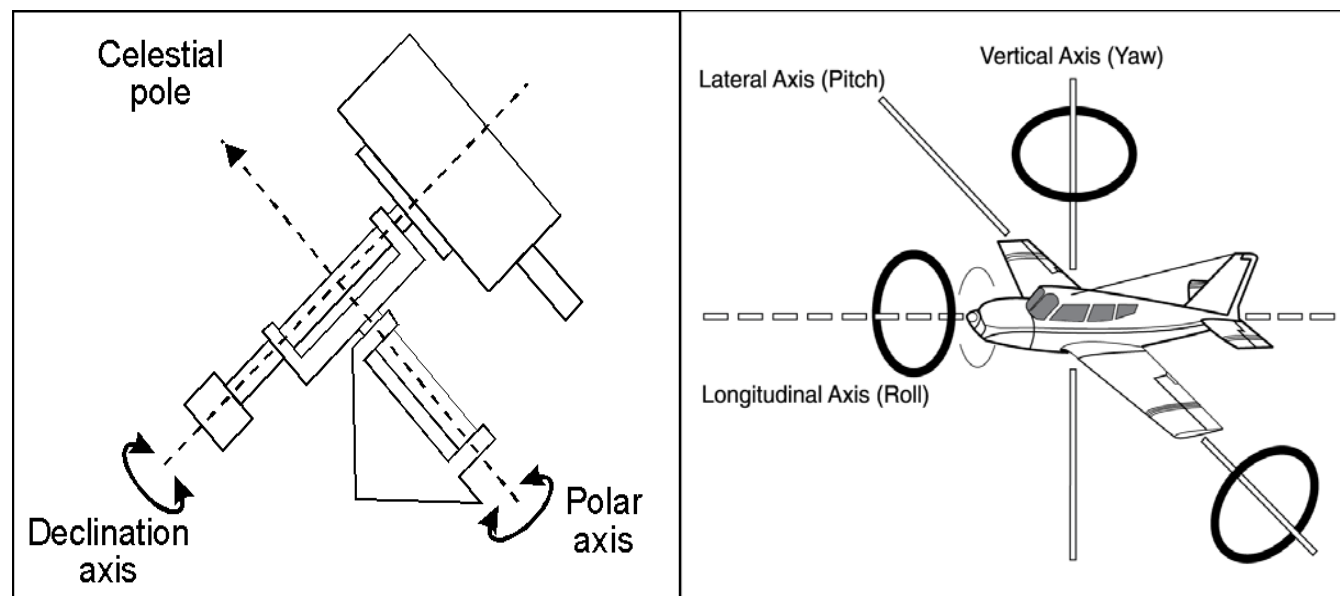
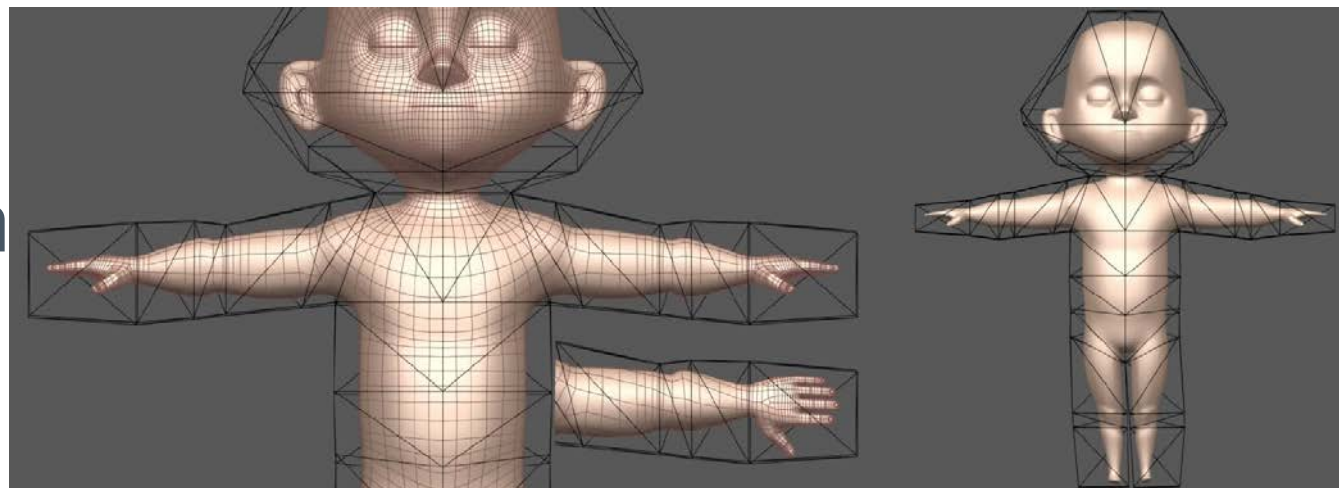
- › 4 complex Float components / 8 real Float components
- › Memory use depends on if language implements Complex Floats.
- › No easy way to compute, transform to Quaternion or SO(3)
- › Natural to use for Quantum Mechanics

π

Demo

Applications

- › Computer Animation
- › Telescopy
- › Medical Imaging
- › 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!