Quaternions

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Problem

An artist has given you two keyframe rotation matrices of an object. At time step 0, the artist wants the object rotated by 45° CCW around vector (2,1,4) and at time step 100, the object should be rotated by 123° CW around vector (0,1,1). Use quaternions to determine the axis and angle of rotation required to achieve this rotation in 100 steps. Show all work.

All calculations are rounded to 5 decimal places.

Solution

A vector $\vec{v} = (2, 1, 4)$ is formed using the information given above. Also, the angle 45° CCW becomes $\theta_0 = \frac{45}{2} = 22.5$.

$$q_0 = (\cos(\theta_0), \sin(\theta_0) \times |\vec{v}|))$$

$$||\vec{v}|| = \sqrt{2^2 + 1^2 + 4^2} = \sqrt{21} = 4.58258$$

$$|\vec{v}| = \frac{\vec{v}}{||\vec{v}||} = \frac{(2, 1, 4)}{4.58258} = (0.43644, 0.21822, 0.87287)$$

$$\cos(\theta_0) = 0.92388$$

$$\sin(\theta_0) = 0.38268$$

$$q_0 = (0.92388, 0.38268 \times 0.43644, 0.38268 \times 0.21822, 0.38268 \times 0.87287)$$

$$q_0 = 0.92388 + 0.16702i + 0.08351j + 0.33403k$$

A vector $\vec{w}=(0,1,1)$ is formed using the information given above. Also, the angle 123° CW becomes $\theta_{100}=-\frac{123}{2}=-61.5$.

$$\begin{aligned} q_{100} &= (\cos(\theta_{100}), \sin(\theta_{100}) \times |\vec{w}|)) \\ ||\vec{w}|| &= \sqrt{0^2 + 1^2 + 1^2} = \sqrt{2} = 1.41421 \\ |\vec{w}| &= \frac{\vec{w}}{||\vec{w}||} = \frac{(0, 1, 1)}{1.41421} = (0, 0.70711, 0.70711) \\ \cos(\theta_{100}) &= 0.47716 \\ \sin(\theta_{100}) &= -0.87882 \\ q_{100} &= (0.47716, 0, -0.87882 \times 0.70711, -0.87882 \times 0.70711) \\ q_{100} &= 0.47716 + 0i - 0.62142j - 0.62142k \end{aligned}$$

Next, to find the quaternion required q_{δ} , the quaternion q_{Δ} needs to be calculated by multiplying quaternions q_{100} and the inverse of q_0 . This is because $q_{100}pq_{100}^{-1}=q_{\Delta}(q_0pq_0^{-1})q_{\Delta}^{-1}$. This can be simplified to $q_{\Delta}q_0=q_{100}$, therefore $q_{\Delta}=q_{100}q^{-1}$. Since q_0 is a unit quaternion, its magnitude is 1, so only taking the conjugate q_0^* is required, as $q_0^{-1}=\frac{q_0^*}{||q_0||}=\frac{q_0^*}{1}=q_0^*$.

$$\begin{split} q_0^* &= 0.92388 - 0.16702i - 0.08351j - 0.33403k \\ q_{100} &= 0.47716 + 0i - 0.62142j - 0.62142k \\ q_{\Delta} &= q_0^* \times q_{100} \\ q_{\Delta} &= 0.44084 + 0i - 0.57412j - 0.57412k \\ &- 0.07970i - 0i^2 + 0.10379ij + 0.10379ik \\ &- 0.03985j - 0ji + 0.05189j^2 + 0.05189jk \\ &- 0.15939k - 0ki + 0.20757kj + 0.20757k^2 \\ &= 0.44084 - 0.57412j - 0.57412k - 0.07970i \\ &+ 0.10379k - 0.10379j - 0.03985j - 0.05189 \\ &+ 0.05189i - 0.15939k - 0.20757i - 0.20757 \\ q_{\Delta} &= 0.18138 - 0.23538i - 0.71776j - 0.62972k \\ \end{split}$$

Now that q_{Δ} is found, θ_{Δ} and \vec{v}_{Δ} can be found. Then the quaternion q_{δ} can be formed by using $\frac{\theta_{\Delta}}{100}$ and \vec{v}_{Δ} .

$$\begin{split} (q_{\delta})^{100} &= q_{\Delta} \\ \theta_{\delta} &= \frac{\theta_{\Delta}}{100} \\ \theta_{\Delta} &= \arccos(0.18138) = 79.54985 \\ \theta_{\delta} &= \frac{79.54985}{100} \\ \theta_{\delta} &= 0.79550 \\ \sin(79.54985) &= 0.98341 \\ \vec{v}_{\delta} &= (-\frac{0.23538}{0.98341}, -\frac{0.71776}{0.98341}, -\frac{0.62972}{0.98341}) \\ \vec{v}_{\delta} &= (-0.23935, -0.72987, -0.64034) \end{split}$$

Finally, the quaternion q_{δ} with the required angle and axis can be formed:

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\begin{aligned} \cos(0.79550) &= 0.99990 \\ \sin(0.79550) &= 0.01388 \\ q_{\delta} &= (0.99990, 0.01388 \times -0.23935, 0.01388 \times -0.72987, 0.01388 \times -0.64034) \\ q_{\delta} &= 0.99990 - 0.00332i - 0.01013j - 0.00889k \end{aligned}
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