













 $\Rightarrow \overrightarrow{q} = (\cos \frac{1}{2}, f_1 \sin \frac{1}{2}, f_2 \sin \frac{1}{2})^T = (\frac{90}{9}) = (\frac{1}{5} \sin \frac{1}{2})^T = (\frac{1}{9} \cos \frac{1$ "Quaternion"  $\Rightarrow \begin{array}{c} (\xi = \begin{pmatrix} 96^2 + 91^2 - 92^2 - 92^2 & 2.19.92 + 9290 \end{pmatrix} & 2(9.93 - 9290) \\ 2(9.92 - 9390) & 96^2 - 91^2 + 92^2 & 2(9.93 + 9290) \\ 2(9.93 + 9290) & 2(9292 - 9190) & 96^2 - 91^2 - 92^2 + 93^2 \end{pmatrix} \end{array}$ (1 293 -292) 5 -293 1 29# 292-291 1 9524924924932=1 =) ,90==1(\(\xi\)  $9_{1} = \frac{(\xi(23) - (\xi(3)2))}{490}$ · Orthogonality (important due to handing exact) Fuler Angles = scalar product of different sous = 0
scalar product of back was itself = |
Quaternion = normalize 9 = 9
Normalize (the same for column) • Quaternin algebra
• conjugate:  $\bar{q} = [q_0 - q_1 - q_2 - q_3]^T$ • scalar produtt: • scalar produtt:

• red = poq = poq t p191+ p292+ p392

• multiplication:

poq = (p0) o (90) = (p00- p0) + px9) = (p00- p00 + px9) • thoustomation with quaternins:  $xt = 90x^50\overline{9} \quad x = (0 \times 1 \times 2 \times 3)^{\frac{1}{2}}$   $x^5 = 90x^509$ 3. Rotational Motion • angular volocity vector  $\vec{w}_{ts} = (w_{ts}^s, w_{ts}^s, w_{tss}^s)^T$ the argular relocity vector (in the s-system) of the \$-system unit \$-system Wist = -Wis Wis = Cf. Wit = - Cf. Wit