

## Homework 2

**Due: Tuesday March 17, 2020, 23:59:00 hours**

Answer all questions. As before, please show details of your work, not merely the answer.

1. [20+5=25 points]:

- (a) Show the derivation of the rotation matrix  $R$  representing the *axis-angle* rotation around an arbitrary unit vector  $k = [k_x k_y k_z]^T$  by an angle  $\theta$ , as shown below:

$$\begin{bmatrix} k_x^2 v\theta + c\theta & k_x k_y v\theta - k_z s\theta & k_x k_z v\theta + k_y s\theta \\ k_x k_y v\theta + k_z s\theta & k_y^2 v\theta + c\theta & k_y k_z v\theta - k_x s\theta \\ k_x k_z v\theta - k_y s\theta & k_y k_z v\theta + k_x s\theta & k_z^2 v\theta + c\theta \end{bmatrix} \quad (1)$$

where  $v\theta = 1 - c\theta$ .

- (b) What happens when  $\theta = 0$ ?
2. [10+10=20 points]: Suppose a frame of reference  $F_0$  is rotated first by  $90^\circ$  around  $z_0$ , followed by a rotation of  $30^\circ$  around  $y_0$ , finally followed by a rotation of  $60^\circ$  around  $x_0$ .
- (a) Find the resulting rotation matrix  $R$ .
- (b) The same effect can be achieved by rotating  $F_0$  around a (unit) vector  $k$  by an angle  $\theta$ . From  $R$  above find this *axis-angle* representation of this rotation. That is, find  $k$  and  $\theta$
3. [20 points] Imagine rotating a vector  $Q$  about a vector  $\hat{K}$  by an amount  $\theta$  to form a new vector  $Q'$ ; that is

$$Q' = R_K(\theta)$$

Use **Equation 1** above to derive **Rodriguez's formula**:

$$Q' = Q \cos\theta + \sin\theta(\hat{K} \times Q) + (1 - \cos\theta)(\hat{K} \cdot Q)\hat{K}$$

4. [15+5=20 points]

- (a) For rotations sufficiently small that the approximations  $\sin\theta = \theta$ ,  $\cos\theta = 1$ ,  $\theta^2 = 0$  hold, derive the rotation-matrix equivalent to a rotation of  $\theta$  about a general axis,  $\hat{K}$ . Start with Equation 1 for your derivation.
- (b) Using the above result, show that two infinitesimal rotations commute (*i.e.*, the order in which the rotations are performed is not important).
5. [15 points] Show that multiplying three quaternions  $q_1 = a + b\mathbf{i} + c\mathbf{j} + d\mathbf{k}$ ,  $q_2 = e + f\mathbf{i} + g\mathbf{j} + h\mathbf{k}$ , and  $q_3 = s + t\mathbf{i} + u\mathbf{j} + v\mathbf{k}$  is associative; *i.e.*,  $q_1(q_2 q_3) = (q_1 q_2)q_3$ .