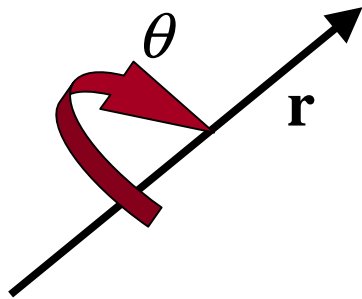


# Lecture 8: Quaternions

# Reading

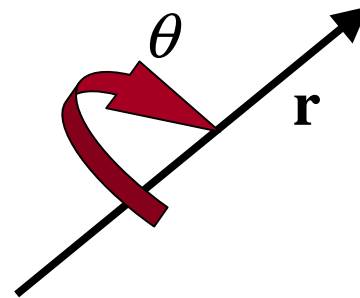
- Hearn & Baker, Section 11-2
- Optional
  - Shoemake, “Animating Rotation with Quaternion Curves”, in SIGGRAPH ’85 proceedings

# Axis-angle Rotation



# Quaternions

$$\mathbf{q} = \begin{pmatrix} w \\ x \\ y \\ z \end{pmatrix} = \begin{pmatrix} w \\ \mathbf{v} \end{pmatrix}$$



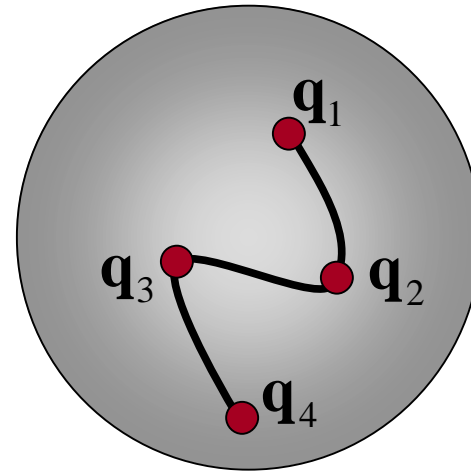
$$\mathbf{q} = \begin{pmatrix} \cos(\theta/2) \\ \sin(\theta/2)\mathbf{r} \end{pmatrix}$$

# Unit Quaternions

$$\mathbf{q} = \begin{pmatrix} w \\ x \\ y \\ z \end{pmatrix}$$

$$|\mathbf{q}| = 1$$

$$\sqrt{x^2 + y^2 + z^2 + w^2} = 1$$



# Quaternion Product

$$\begin{pmatrix} w_1 \\ \mathbf{v}_1 \end{pmatrix} \begin{pmatrix} w_2 \\ \mathbf{v}_2 \end{pmatrix} = \begin{pmatrix} w_1 w_2 - \mathbf{v}_1 \cdot \mathbf{v}_2 \\ w_1 \mathbf{v}_2 + w_2 \mathbf{v}_1 + \mathbf{v}_1 \times \mathbf{v}_2 \end{pmatrix}$$

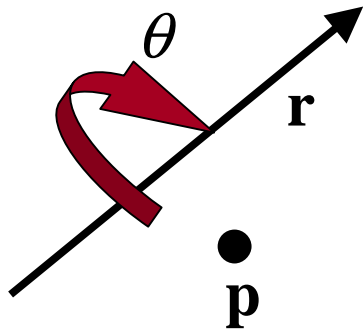
$$\begin{pmatrix} w_1 \\ \mathbf{v}_1 \end{pmatrix} \begin{pmatrix} w_2 \\ \mathbf{v}_2 \end{pmatrix} \neq \begin{pmatrix} w_2 \\ \mathbf{v}_2 \end{pmatrix} \begin{pmatrix} w_1 \\ \mathbf{v}_1 \end{pmatrix}$$

# Quaternion Inverse

$$\mathbf{q}^{-1}\mathbf{q} = 1$$

$$\mathbf{q}^{-1} = \begin{pmatrix} w \\ -\mathbf{v} \end{pmatrix} / |\mathbf{q}| = \begin{pmatrix} w \\ -\mathbf{v} \end{pmatrix} / (w^2 + \mathbf{v} \cdot \mathbf{v})$$

# Quaternion Rotation



$$\begin{aligned}
 \mathbf{q}\mathbf{p}\mathbf{q}^{-1} &= \begin{pmatrix} w \\ \mathbf{v} \end{pmatrix} \begin{pmatrix} 0 \\ \mathbf{p} \end{pmatrix} \begin{pmatrix} w \\ -\mathbf{v} \end{pmatrix} \\
 &= \begin{pmatrix} w \\ \mathbf{v} \end{pmatrix} \begin{pmatrix} \mathbf{p} \cdot \mathbf{v} \\ w\mathbf{p} - \mathbf{p} \times \mathbf{v} \end{pmatrix} \\
 &= \begin{pmatrix} w\mathbf{p} \cdot \mathbf{v} - w\mathbf{p} \cdot \mathbf{v} = 0 \\ w(w\mathbf{p} - \mathbf{p}\mathbf{v}) + (\mathbf{p} \cdot \mathbf{v})\mathbf{v} + \mathbf{v}(w\mathbf{p} - \mathbf{p} \times \mathbf{v}) \end{pmatrix}
 \end{aligned}$$



# Matrix Form

$$\mathbf{q} = \begin{pmatrix} w \\ x \\ y \\ z \end{pmatrix}$$

$$\mathbf{M} = \begin{pmatrix} 1 - 2y^2 - 2z^2 & 2xy + 2wz & 2xz - 2wy \\ 2xy - 2wz & 1 - 2x^2 - 2z^2 & 2yz + 2wx \\ 2xz + 2wy & 2yz - 2wx & 1 - 2x^2 - 2y^2 \end{pmatrix}$$