

Quaternions

- Quaternions define a multiplication of 4D vectors, similar to how \mathbb{C} defines a multiplication on \mathbb{R}^2 .

- Quaternions are defined as quantities

$$q = s + iv_1 + jv_2 + kv_3 \in \mathbb{H}$$

↑
real part

↑ ↑
imaginary parts

Hamilton, 1805-1865



where $i^2 = j^2 = k^2 = ijk = -1$.

- Convenient notation: $q = (s, \vec{v})$.

- Addition: $q_1 = (s_1, \vec{v}_1), q_2 = (s_2, \vec{v}_2) \Rightarrow q_1 + q_2 = (s_1 + s_2, \vec{v}_1 + \vec{v}_2)$ (ordinary addition in \mathbb{R}^4)

(contd.)

Quaternions

Not commutative!

$$q_1 \circ q_2 \neq q_2 \circ q_1$$

- Quaternion multiplication: $q_1 \circ q_2 = (s_1, s_2 - \bar{v}_1^T \bar{v}_2, s_1 \bar{v}_2 + s_2 \bar{v}_1 + \bar{v}_1 \times \bar{v}_2)$

- Associativity: $(q_1 \circ q_2) \circ q_3 = q_1 \circ (q_2 \circ q_3)$

- No zero-divisors: $q_1 \circ q_2 = (0, \mathbf{0}) \Rightarrow q_1 = 0$ or $q_2 = 0$

- Existence of identity: $1 + i0 + j0 + k0 = (1, \mathbf{0})$ is unique with the property $1 \circ q = q \circ 1 = q \quad \forall q \in \mathbb{H}$

- Existence of inverse: If $q = (s, \bar{v}) \neq 0$, then $q^{-1} = \frac{1}{s^2 + \bar{v}^T \bar{v}} (s, -\bar{v})$

has the property $q^{-1} \circ q = q \circ q^{-1} = 1$

$$q^{-1} \circ q = \frac{1}{s^2 + \bar{v}^T \bar{v}} (s, -\bar{v}) \circ (s, \bar{v}) = \frac{1}{s^2 + \bar{v}^T \bar{v}} (s^2 + \bar{v}^T \bar{v}, s\bar{v} - s\bar{v} + \bar{v} \times \bar{v}) = (1, \mathbf{0}) = 1$$

Quaternions as Rotations

$$q^T q = \cos^2 \frac{\alpha}{2} + \sin^2 \frac{\alpha}{2} \underbrace{\hat{n}^T \hat{n}}_{=1} = 1$$

- Unit quaternions: $S^3 = \{n \in \mathbb{R}^4 : n^T n = 1\}$ "unit sphere in \mathbb{R}^4 "

Any $q \in S^3$ can be written as $q(\alpha, \hat{n}) = q = (\cos \frac{\alpha}{2}, \hat{n} \sin \frac{\alpha}{2})$ for $\alpha \in \mathbb{R}$ and $\hat{n} \in \mathbb{R}^3$ with $\|\hat{n}\|^2 = 1$.

Interpreted as a quaternion, rather than a vector in \mathbb{R}^4 , $q \in S^3$ is a unit quaternion.

- A pure quaternion is a quaternion with real part zero, $q_{\bar{x}} = (0, \bar{x})$.

- If q is a unit quaternion, then

$$\begin{aligned} q(\alpha, \hat{n}) \circ q_{\bar{x}} \circ q(\alpha, -\hat{n}) &= (\cos \frac{\alpha}{2}, \hat{n} \sin \frac{\alpha}{2}) \circ (0, \bar{x}) \circ (\cos \frac{\alpha}{2}, -\hat{n} \sin \frac{\alpha}{2}) = \\ &= (0 - \sin \frac{\alpha}{2} \hat{n}^T \bar{x}, \cos \frac{\alpha}{2} \bar{x} + 0 + \hat{n} \sin \frac{\alpha}{2} \times \bar{x}) \circ (\cos \frac{\alpha}{2}, -\hat{n} \sin \frac{\alpha}{2}) = \\ &= (-\sin \frac{\alpha}{2} \cos \frac{\alpha}{2} \hat{n}^T \bar{x} + \hat{n} \sin \frac{\alpha}{2} \cos \frac{\alpha}{2} \bar{x}, \hat{n}^T \bar{x} \sin^2 \frac{\alpha}{2} + \cos^2 \frac{\alpha}{2} \bar{x} + \sin \frac{\alpha}{2} \cos \frac{\alpha}{2} \hat{n} \times \bar{x} - \sin \frac{\alpha}{2} \cos \frac{\alpha}{2} \bar{x} \times \hat{n} + \sin^2 \frac{\alpha}{2} (\hat{n} \times \bar{x}) \times \hat{n}) \\ &= (0, \mathbf{I} + [\hat{n}]_{\times} \sin \alpha + (1 - \cos \alpha) [\hat{n}]_{\times}^2) \bar{x} = (0, R(\alpha, \hat{n}) \bar{x}) \end{aligned}$$

The Orthogonal Procrustes Problem

$$A^{\dagger} = \begin{cases} (A^T A)^{-1} A^T & \text{if } m \geq n \\ A^T (A A^T)^{-1} & \text{if } m < n \end{cases}$$

Suppose $a_1, \dots, a_m \in \mathbb{R}^3$ (or \mathbb{E}^3) and $b_k = R a_k + \varepsilon_k$,
and we wish to estimate the rotation R . This is known as the OPP!

- In principle, if there is no noise, we can obtain the correct solution

directly by solving $RA = B$ for R , where $A = (a_1 \dots a_m)$ and $B = (b_1 \dots b_m)$.

$$R = BA^{\dagger} = BA^T(AA^T)^{-1}$$

$$AB^T = USV^T ?$$

- However, if there is noise, the solution obtained in this way will not be a rotation, but just some other matrix R !

The Orthogonal Procrustes Problem (contd.)

We seek the orthogonal R which minimizes

$$\begin{aligned} E(R) &= \|B - RA\|_F^2 = \text{tr}((B - RA)(B - RA)^T) = \\ &= \text{tr}(BB^T - RAB^T - BA^T R^T + RAAR^T) = \\ &= \text{tr}(BB^T) - \text{tr}(RAB^T) - \text{tr}(BA^T R^T) + \text{tr}(RAAR^T) = \\ &= \text{tr}(BB^T) - 2\text{tr}(RAB^T) + \text{tr}(AA^T) \quad \text{independent of } R! \\ &\quad \text{maximize!} \end{aligned}$$

Let $AB^T = USV^T$ be an SVD of AB^T . Then

$$\text{tr}(RAB^T) = \text{tr}(RUSV^T) = \text{tr}(V^T R U S) \quad \text{is maximized when } V^T R U = I$$

orthogonal

$$\Rightarrow R = VU^T$$

$\|A\|_F$ is the Frobenius norm

$$\|A\|_F = \sqrt{\sum_{i,j} |a_{ij}|^2}$$

$$\text{tr}(AA^T) = \|A\|_F^2$$

$$\text{tr}(AB) = \text{tr}(B^T A)$$

$$\text{tr}(AB) = \text{tr}(BA)$$

The Special OPP

- It can happen that the solution to the OPP is not a proper rotation, but is just another orthogonal matrix (with determinant -1).
- We can "correct" the determinant:

$$\tau = \det U \cdot \det V = \pm 1$$

$$R = U \begin{pmatrix} 1 & & \\ & 1 & \\ & & \tau \end{pmatrix} V^T \Rightarrow \det R = \det U \cdot \det \begin{pmatrix} 1 & & \\ & 1 & \\ & & \tau \end{pmatrix} \cdot \det(V^T) = \tau^2 = 1$$

$\Rightarrow R$ will be a Rotation (not a reflection)!

Estimating Rigid Transformations

Suppose $a_1, \dots, a_m \in \mathbb{R}^3$ (or \mathbb{E}^3) and $b_k = Ra_k + t + \epsilon_k$,
and we wish to estimate the rotation R and the translation t .

Solution: Minimise $\mathcal{E}(R, t) = \sum_{j=1}^m \underbrace{\|b_j - Ra_j - t\|}_{\epsilon_k}^2 = \sum_{j=1}^m (b_j - Ra_j - t)^T (b_j - Ra_j - t) =$
 $= \sum_{j=1}^m (b_j^T b_j - 2b_j^T Ra_j - 2b_j^T t + \underbrace{2t^T Ra_j}_{2(Ra_j)^T t} + (Ra_j)^T Ra_j + t^T t)$

$\frac{\partial \mathcal{E}}{\partial t} = \sum_{j=1}^m (-2b_j^T + 2(Ra_j)^T + 2t^T) = 0$ solve for t : $t = \frac{1}{m} \sum_{j=1}^m b_j - R \frac{1}{m} \sum_{j=1}^m a_j$

Optimal $t = \bar{b} - R\bar{a} \Rightarrow b_k = Ra_k + t + \epsilon_k \Leftrightarrow \underbrace{b_k - \bar{b}}_{\epsilon_k} = Ra_k - \bar{b} + \bar{b} - R\bar{a} + \epsilon_k = R(a_k - \bar{a}) + \epsilon_k$ OPP!
 $\hat{A}\hat{B}^T = \text{SVD} \dots$