



- Find:
- ① direction cosine matrix
 - ② the quaternion
 - ③ equivalent axis angle

$$\textcircled{1} \quad R^{B/A} = \begin{bmatrix} 0 & -1 & 0 \\ 0 & 0 & 1 \\ -1 & 0 & 0 \end{bmatrix}$$

$$\textcircled{2} \quad q_1 = \pm \frac{1}{2} = \frac{1}{2}$$

$$q_4 = \frac{1}{4q_1} (1-0) = \frac{1}{2} \rightarrow \{ q_4 \text{ is positive by convention so choose positive } q_1 \}$$

$$q_2 = \frac{1}{2} (-1) = -\frac{1}{2}$$

$$q_3 = \frac{1}{2} (-1) = -\frac{1}{2}$$

$$Q = i\left(\frac{1}{2}\right) - j\left(\frac{1}{2}\right) - k\left(\frac{1}{2}\right) + \frac{1}{2} = \begin{bmatrix} 1/2 \\ -1/2 \\ -1/2 \\ 1/2 \end{bmatrix}$$

$$q = \begin{bmatrix} 1/2 \\ -1/2 \\ -1/2 \end{bmatrix}, \quad q_4 = \frac{1}{2}$$

$$\text{or } q_2 = \pm \frac{1}{2}, \quad q_4 = \frac{1}{4q_2} (-1-0) = -\frac{1}{2} = \frac{1}{2}$$

$$q_1 = -\frac{1}{2} (-1) = \frac{1}{2}, \quad q_3 = -\frac{1}{2} (1) = -\frac{1}{2}$$

$$(2) \mu = 2 \cos^{-1}(q_4) = 120^\circ$$

$$\hat{e} = \frac{q_1 \hat{a}_1}{\sqrt{q_1^2 + q_2^2 + q_3^2}} + \dots = \left(\frac{1}{\sqrt{3}}\right)\hat{a}_1 - \left(\frac{1}{\sqrt{3}}\right)\hat{a}_2 - \left(\frac{1}{\sqrt{3}}\right)\hat{a}_3$$

Rotate 90° about \hat{b}_1 , then 90° about \hat{b}_2 , Find the resulting quaternions.

$$\begin{aligned} c_1 &= 1 & \mu &= 90^\circ & P &= i \left(\frac{\sqrt{2}}{2}\right) + \frac{\sqrt{2}}{2} \\ e_2 &= 0 & & & Q &= j \left(\frac{\sqrt{2}}{2}\right) + \frac{\sqrt{2}}{2} \\ e_3 &= 0 & & & & \end{aligned}$$

$$(PQ) = \left(i \frac{\sqrt{2}}{2} + \frac{\sqrt{2}}{2}\right) \left(j \frac{\sqrt{2}}{2} + \frac{\sqrt{2}}{2}\right)$$

$$= \frac{1}{2}k + \frac{1}{2}i + \frac{1}{2}j + \frac{1}{2}$$

$$= \frac{1}{2}(i + j + k + 1)$$

$$= Q \otimes P, \quad P = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 1 \end{bmatrix} \frac{1}{\sqrt{2}}, \quad Q = \begin{bmatrix} 0 \\ 1 \\ 0 \\ 1 \end{bmatrix} \frac{1}{\sqrt{2}}$$

$$\Rightarrow Q \otimes P = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 0 & -1 & 0 \\ 0 & 1 & 0 & 1 \\ 1 & 0 & 1 & 0 \\ 0 & -1 & 0 & 1 \end{bmatrix} \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 0 \\ 0 \\ 1 \end{bmatrix} = \frac{1}{2} \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$