# Hamilton and Quaternions: A Case Study in Mathematical Research

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## The Value of History, Part One

The history of any subject gives useful insights into where it comes from and where it might go.

The history of mathematics is unique:

If it ever worked, it still works.

It's a useful and usable history.

## The Value of History, Part Two

Even more importantly:

By examining how mathematicians of the past created new mathematics, we can gain insight into the creative process:

The history of mathematics provides case studies of how to do mathematical research.

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We can add, subtract, multiply, and divide algebraic quantiites.

But how do you add or multiply two points?

#### **Turnabout**

We can express

$$a + bi = r(\cos\theta + i\sin\theta)$$

This gives us a useful interpretion of z as a geometric transformation, namely

- Rotation around the origin by angle  $\theta$ ,
- Scaling of the distance to the origin by factor r

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...they are.

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- Identify a hypercomplex number with a geometric transformation,
- Define multiplication that preserves the modulus and argument rules,
- Retain other nice properties like associativity, distributivity, commutativity.

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So

$$i^2 = j^2 = -1$$

# H*ij*inks

Algebraically,

$$(x + iy + jz)(x' + iy' + jz') = x'' + iy'' + jz''$$

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Huh?

#### Concrete Doesn't Hurt

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Consider

$$\left(0+i\frac{1}{\sqrt{2}}+j\frac{1}{\sqrt{2}}\right)^2$$

(a point on the unit sphere that's "halfway" up from the y-axis)

#### The Algebra

By analogy with  $(a + b + c)^2$ , we have

$$\left(0 + i\frac{1}{\sqrt{2}} + j\frac{1}{\sqrt{2}}\right)^2 = \left(i\frac{1}{\sqrt{2}} + j\frac{1}{\sqrt{2}}\right)^2$$
$$= \frac{1}{2}i^2 + \frac{1}{2}j^2 + ij$$
$$= -1 + ij$$

Consequently, if our transformation takes us to (x', y', z'), we want

$$x' + iy' + jz' = -1 + ij$$

#### A Breakdown

We might view the rotation from (1,0,0) to  $\left(0,\frac{1}{\sqrt{2}},\frac{1}{\sqrt{2}}\right)$  as a

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So

$$-1+ij=j$$

which means ij = 1 + j.

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In other words

$$\underbrace{(z_1z_2)}_{z}z\neq z_1(z_2z)$$

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Even worse:

**NEITHER** of the possible products retain the modulus rule:

$$ij = 1 + j$$
  
$$ij = 0$$

and neither (1,0,1) nor (0,0,0) is on the unit sphere.

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So could we salvage these rules if we interpret them as more complicated transformations?

Several nineteenth century mathematicians wrestled with this problem for a long time until . . .

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- Anticommutativity, ij = -ji,
- A third imaginary k, with ij = k

#### A Bit of Vandalism

Hamilton was so taken by his epiphany that he carved the fundamental equations into one of the bridge's stones.

The original carving is no longer there, but there's a plaque marking the location.



#### Enter the Quaternions

Hamilton used the term quaternion for numbers of the form x + iy + jz + kw.

(The term was generally used for any set of four objects)

#### PROCEEDINGS -

OF

#### THE ROYAL IRISH ACADEMY.

1843. No. 42.

November 13.

SIR WM. R. HAMILTON, LL.D., President, in the Chair.

The Chair having been taken pro tem. by the Rev. H. Llovd, D. D., Vice-President.

The President read a paper on a new Species of Imaginary Quantities, connected with a theory of Quaternions.

It is known to all students of algebra that an imaginary equation of the form  $i^* = -1$  has been employed so as to conduct to very varied and important results. Sir Wm. Hamilton proposes to consider some of the consequences which result from the following system of imaginary equations, or equations between a system of three different imaginary quantities:

$$i^2 = j^2 = k^2 = -1;$$
 (A)

$$ij \equiv k$$
,  $jk \equiv i$ ,  $ki \equiv j$ ; (B)

$$ji = -k$$
,  $kj = -i$ ,  $ik = -j$ ; (c)

no linear relation between i, j, k being supposed to exist, so that the equation

q = q'

in which

$$Q = w + ix + jy + kz,$$
  
 $Q' = w' + ix' + jy' + kz',$ 

#### Fade to Black

In time, it was recognized that a quaternion x + iy + jz + kw could be split into a real component x and an imaginary component iy + jz + kw.

And the imaginary component could be interpreted as a vector.

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Until ...

## Turning Things Around

Recall we ran into a problem when describing rotations in three dimensions:

If we decomposed a rotation, associativity might fail.

In particular, defining a rotation using spherical or cylindrical coordinates leads to a problem called gimbal lock.

Using quaternions avoids gimbal lock!

So quaternions have become important again as an essential part of computer graphics.

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(Hardy's own examples of "useless" mathematics were number theory and general relativity: the first is the basis of modern cryptography, and the second is critical for GPS navigation)