

Dual Quaternions

Dual Numbers

$$s = a + \varepsilon b \quad \text{where } \varepsilon \neq 0, \text{ but } \varepsilon^2 = 0 \quad (1)$$

$$s^\dagger = a - \varepsilon b \quad (2)$$

$$s s^\dagger = (a + \varepsilon b)(a - \varepsilon b) = a^2 \quad (3)$$

Dual Quaternion

$$Q = r + \varepsilon d \quad (4)$$

Conjugate

There are multiple definitions for the conjugate of a dual quaternion.

$$\begin{aligned} Q^\dagger &= r^\dagger + \varepsilon d^\dagger \\ Q_\varepsilon &= r - \varepsilon d \\ Q_\varepsilon^\dagger &= r^\dagger - \varepsilon d^\dagger \end{aligned} \quad (5)$$

The first definition is the one that will be useful to us. Recall that for regular (not dual) quaternions, we have

$$(pq)^\dagger = q^\dagger p^\dagger \quad (6)$$

Then

$$\begin{aligned} Q_1 Q_2 &= (r_1^\dagger + \varepsilon d_1)(r_2^\dagger + \varepsilon d_2) \\ &= r_1^\dagger r_2^\dagger + \varepsilon r_1^\dagger d_2 + \varepsilon d_1 r_2^\dagger \\ &= r_1^\dagger r_2^\dagger + \varepsilon (r_1^\dagger d_2 + d_1 r_2^\dagger) \\ \\ Q_2^\dagger Q_1^\dagger &= (r_2^\dagger + \varepsilon d_2^\dagger)(r_1^\dagger + \varepsilon d_1^\dagger) \\ &= r_2^\dagger r_1^\dagger + \varepsilon r_2^\dagger d_1^\dagger + \varepsilon d_2^\dagger r_1^\dagger \\ &= (r_1 r_2)^\dagger + \varepsilon (d_1 r_2)^\dagger + \varepsilon (r_1 d_2)^\dagger \\ &= (r_1 r_2)^\dagger + \varepsilon (d_1 r_2 + r_1 d_2)^\dagger \end{aligned} \quad (7)$$

So

$$(Q_1 Q_2)^\dagger = Q_2^\dagger Q_1^\dagger \quad (8)$$

Dual Quaternion for a Vector

$$V = 1 + \varepsilon v \quad (9)$$

$$V^\dagger = v^\dagger = -V \quad (10)$$

Dual Quaternion for Rotation then Translation

$$\mathcal{Q} = r + \varepsilon \frac{1}{2} \mathbf{t} r \quad \mathcal{Q}_\varepsilon^\dagger = r^\dagger - \varepsilon \frac{1}{2} (\mathbf{t} r)^\dagger = r^\dagger - \varepsilon \frac{1}{2} r^\dagger \mathbf{t}^\dagger \quad (11)$$

where \mathbf{q}_r is the familiar rotation quaternion, and \mathbf{t} is the translation vector. Applying this transformation to a vector gives:

$$\begin{aligned} \mathcal{Q} V \mathcal{Q}^\dagger &= (r + \varepsilon \frac{1}{2} \mathbf{t} r)(1 + \varepsilon \mathbf{v})(r^\dagger - \varepsilon \frac{1}{2} r^\dagger \mathbf{t}^\dagger) \\ &= (r + \varepsilon r \mathbf{v} + \varepsilon \frac{1}{2} \mathbf{t} r)(r^\dagger - \varepsilon \frac{1}{2} r^\dagger \mathbf{t}^\dagger) \\ &= r r^\dagger - \varepsilon \frac{1}{2} r r^\dagger \mathbf{t}^\dagger + \varepsilon r \mathbf{v} r^\dagger + \varepsilon \frac{1}{2} \mathbf{t} r r^\dagger \\ &= 1 - \varepsilon \frac{1}{2} \mathbf{t}^\dagger + \varepsilon r \mathbf{v} r^\dagger + \varepsilon \frac{1}{2} \mathbf{t} \end{aligned} \quad (12)$$

But \mathbf{t} is a vector, so

$$-\mathbf{t}^\dagger = +\mathbf{t} \quad (13)$$

$$\mathcal{Q} V \mathcal{Q}^\dagger = 1 + \varepsilon (r \mathbf{v} r^\dagger + \mathbf{t}) \quad (14)$$

which has the form of a rotation followed by a translation.

Dual Quaternion for Translation then Rotation

$$\mathcal{Q} = r + \varepsilon \frac{1}{2} r \mathbf{t} \quad \mathcal{Q}_\varepsilon^\dagger = r^\dagger - \varepsilon \frac{1}{2} (r \mathbf{t})^\dagger = r^\dagger - \varepsilon \frac{1}{2} \mathbf{t}^\dagger r^\dagger \quad (15)$$

where \mathbf{q}_r is the familiar rotation quaternion, and \mathbf{d} is the translation vector. Applying this transformation to a vector gives:

$$\begin{aligned} \mathcal{Q} V \mathcal{Q}^\dagger &= (r + \varepsilon \frac{1}{2} r \mathbf{t})(1 + \varepsilon \mathbf{v})(r^\dagger - \varepsilon \frac{1}{2} \mathbf{t}^\dagger r^\dagger) \\ &= (r + \varepsilon r \mathbf{v} + \varepsilon \frac{1}{2} r \mathbf{t})(r^\dagger - \varepsilon \frac{1}{2} \mathbf{t}^\dagger r^\dagger) \\ &= r r^\dagger - \varepsilon \frac{1}{2} r \mathbf{t}^\dagger r^\dagger + \varepsilon r \mathbf{v} r^\dagger + \varepsilon \frac{1}{2} r \mathbf{t} r^\dagger \\ &= 1 - \varepsilon \frac{1}{2} r \mathbf{t}^\dagger r^\dagger + \varepsilon r \mathbf{v} r^\dagger + \varepsilon \frac{1}{2} r \mathbf{t} r^\dagger \\ &= 1 + \varepsilon r \left(\frac{1}{2} \mathbf{t} - \frac{1}{2} \mathbf{t}^\dagger + \mathbf{v} \right) r^\dagger \end{aligned} \quad (16)$$

But \mathbf{t} is a vector, so

$$-\mathbf{t}^\dagger = +\mathbf{t} \quad (17)$$

$$\mathcal{Q} V \mathcal{Q}^\dagger = 1 + \varepsilon r (\mathbf{v} + \mathbf{t}) r^\dagger \quad (18)$$

which has the form of a translation followed by a rotation. Finally, if \mathbf{d} is the dual part of the quaternion,

$$d = \frac{1}{2} r t$$

$$r^\dagger d = \frac{1}{2} r^\dagger r t \quad (19)$$

$$r^\dagger d = \frac{1}{2} t$$

So

$$t = 2 r^\dagger d \quad (20)$$

Using Dual Quaternions in Place of Vectors

In my application, most of the positions (vectors) I deal with are positions of objects. Since every object has a co-ordinate system associated with it (which may have been rotated), I find it easier to use only dual quaternions, instead of mixing dual quaternions and vectors.

Consider the case where two transforms in a row are applied to a vector.

$$Q_2 Q_1 V Q_1^\dagger Q_2^\dagger = Q_2 Q_1 V (Q_2 Q_1)^\dagger \quad (21)$$

So applying the transform Q_1 followed by the transform Q_2 is equivalent to applying the combined transform $Q_1 Q_2$. Or to look at it another way, we can consider Q_2 as transforming Q_1 . So if we represent an object's position and rotation by Q_1 , then if we apply the transform Q_2 to that, the result is:

$$Q_1 \rightarrow Q_2 Q_1 \quad (22)$$

Which means we have half as many operations to perform!