Algebra 2 (2012)-Aalborg University
Lecture 12, March 20th

12th Lecture (C): Tuesday March 20th, 8:15–12:00. I will not be present during this lecture, it is self-study (but I might drop by your offices to help you out).

We studied an application of quaternions (Example 3.1.2 in [Lau]) during lecture 4. We used the book: [Van] J. Van Verth, L.M. Bishop: "Essential mathematics for games and interactive applications: a programmer's guide". Second edition. Morgan Kaufman. ISBN: 0123742978; ISBN: 9780123742971. This book is on-line available through AaU library: AUB link or Dawsonera link

The applications of quaternions can be found in Section 5.5 (Pages 185–201) and Section 10.3 (Pages 458–468). However, it is also recommended that you read Section 5.4 and the introduction to Chapters 5 and 10 in advance. You are asked to study these sections again and to solve some exercises.

The exercises proposed are part of a collection by Olav Geil [Geil]:
   http://people.math.aau.dk/∼olav/undervisning/mcg08/opg.pdf
Note that one can also find the solution of some of the exercises in the pdf file above. Work in groups: Exercises from [Geil]:

- Chapter 5: 101, 107, 103, 109, 102, 104, 112, 100, 111, 110, 99, 108.

- Chapter 10: 120, 121.

Best regards,

Diego

PS: Olav will hold the remaining lectures.