

An algorithm for solving a Sylvester quaternion equation

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Abstract: *An algorithm for solving a Sylvester quaternion equation: The paper deals with the solutions of a linear equation of one quaternion unknown. We find solutions of a Sylvester quaternion equation by a reduction to a simple matrix equation. Using computer algebra systems MATHEMATICA and MATLAB we obtain programs for symbolic and numerical presentation of these solutions. Important particular cases and numerical examples are also considered.*

Key words: *Quaternion algebra, Sylvester equation, Commuting quaternions.*

INTRODUCTION

The quaternion algebra is associative but non-commutative. Therefore there are different kinds of linear equations of one quaternion unknown. These equations and their solutions in separate cases are discussed in [1]. The aim of this paper is to give the common method for solving a Sylvester quaternion equation.

THE QUATERNION ALGEBRA

We consider the algebra \mathbf{H} of quaternions defined as a four-dimensional vector space over \mathbf{R} with basic elements e, i, j, k i.e.

$$\mathbf{H} = \{a_1e + a_2i + a_3j + a_4k \mid a_i \in \mathbf{R}, i = 1 \div 4\} \text{ and}$$

$$i^2 = j^2 = k^2 = -1, \quad ij = k = -ji, \quad jk = i = -kj, \quad ki = j = -ik. \text{ If } a, b \in \mathbf{H},$$

$$a = a_1e + a_2i + a_3j + a_4k \text{ and } b = b_1e + b_2i + b_3j + b_4k, \text{ then}$$

$$a + b = (a_1 + b_1)e + (a_2 + b_2)i + (a_3 + b_3)j + (a_4 + b_4)k \text{ and}$$

$$ab = (a_1b_1 - a_2b_2 - a_3b_3 - a_4b_4)e + (a_1b_2 + a_2b_1 + a_3b_4 - a_4b_3)i +$$

$$+ (a_1b_3 + a_3b_1 + a_4b_2 - a_2b_4)j + (a_1b_4 + a_4b_1 + a_2b_3 - a_3b_2)k.$$

Hence, \mathbf{H} is associative non-commutative algebra with the unit element e and \mathbf{R} is a center of \mathbf{H} . Quaternions can be also written as four-dimensional vectors $\mathbf{a} = (a_1, a_2, a_3, a_4) \in \mathbf{R}^4$ with above rules for addition and multiplication. The norm of the quaternion $a = a_1e + a_2i + a_3j + a_4k$ is the non-negative real number

$$\|a\| = \sqrt{a_1^2 + a_2^2 + a_3^2 + a_4^2}.$$

Let us consider the space of pure imaginary quaternions $\text{Im}\mathbf{H} = \{a_2i + a_3j + a_4k \mid a_2, a_3, a_4 \in \mathbf{R}\}$ which is a three-dimensional vector subspace of \mathbf{H} . Then every quaternion $a = a_1e + a_2i + a_3j + a_4k$ can be represented uniquely in the form $a = \text{Re}(a)e + \text{Im}(a)$, where $\text{Re}(a) = a_1$ is called a scalar part of a and $\text{Im}(a) = a_2i + a_3j + a_4k$ is called a vector part of a . More details about quaternions can be found in [2] and [3].

A SYLVESTER QUATERNION EQUATION

Since \mathbf{H} is non-commutative algebra we may consider the following equation of one quaternion variable x

$$ax + xb = c, \tag{1}$$

where $a, b, c \in \mathbf{H}$ and $ab \neq 0$. The above equation (1) is called a *Sylvester quaternion equation*. In the whole article we assume that $a, b \in \mathbf{H} \setminus \mathbf{R}$. It is shown in [1] that the solution of the equation (1) is unique if and only if either $\text{Re}(a) \neq -\text{Re}(b)$ or

$\|a\| \neq \|b\|$. Moreover, this unique solution is obtained in an explicit form. There exist correspondences between the quaternion algebra \mathbf{H} and special kinds of 4×4 real matrices (see [1] and [3]). Following [1] we consider the mappings $i_1 : \mathbf{H} \rightarrow \mathbf{R}^{4 \times 4}$ and $i_2 : \mathbf{H} \rightarrow \mathbf{R}^{4 \times 4}$ given by

$$i_1(a) = \begin{pmatrix} a_1 & -a_2 & -a_3 & -a_4 \\ a_2 & a_1 & -a_4 & a_3 \\ a_3 & a_4 & a_1 & -a_2 \\ a_4 & -a_3 & a_2 & a_1 \end{pmatrix} \quad \text{and} \quad i_2(a) = \begin{pmatrix} a_1 & -a_2 & -a_3 & -a_4 \\ a_2 & a_1 & a_4 & -a_3 \\ a_3 & -a_4 & a_1 & a_2 \\ a_4 & a_3 & -a_2 & a_1 \end{pmatrix}.$$

Then, the Sylvester equation (1) is equivalent to the matrix equation

$$\mathbf{M} \mathbf{x}^T = \mathbf{c}^T,$$

where $\mathbf{M} = i_1(a) + i_2(b)$ is a 4×4 real matrix, $\mathbf{x} = (x_1, x_2, x_3, x_4)$ and $\mathbf{c} = (c_1, c_2, c_3, c_4)$ are the vectors corresponding to the quaternions $x \in \mathbf{H}$ and $c \in \mathbf{H}$, respectively (see [1], Theorem 3.2).

Proposition 1. *The rank of the matrix \mathbf{M} is even.*

Proof: By direct calculations we obtain the eigenvalues of the matrix \mathbf{M}

$$\lambda_{1,2} = a_1 + b_1 \pm \sqrt{-a_2^2 - a_3^2 - a_4^2 - b_2^2 - b_3^2 - b_4^2 - 2\sqrt{(a_2^2 + a_3^2 + a_4^2)(b_2^2 + b_3^2 + b_4^2)}}$$

$$\lambda_{3,4} = a_1 + b_1 \pm \sqrt{-a_2^2 - a_3^2 - a_4^2 - b_2^2 - b_3^2 - b_4^2 + 2\sqrt{(a_2^2 + a_3^2 + a_4^2)(b_2^2 + b_3^2 + b_4^2)}}.$$

From here it follows that the four eigenvalues are different and nonzero, or equivalently, $\text{rank}(\mathbf{M}) = 4$, if $a_1 \neq -b_1$ or $\|\text{Im}(a)\| \neq \|\text{Im}(b)\|$. When $a_1 = -b_1$ and $\|\text{Im}(a)\| = \|\text{Im}(b)\|$, we observe that $\lambda_1 = -\lambda_2 \neq 0$, $\lambda_3 = \lambda_4 = 0$. Therefore, we have $\text{rank}(\mathbf{M}) = 2$ in this case.

Let \mathbf{S} be the vector space spanned by the columns of the matrix \mathbf{M} . This vector subspace of \mathbf{R}^4 can be represented as $\mathbf{S} = \langle \mathbf{m}_1, \mathbf{m}_2, \mathbf{m}_3, \mathbf{m}_4 \rangle$, where

$$\mathbf{m}_1 = (a_1 + b_1, a_2 + b_2, a_3 + b_3, a_4 + b_4)^T, \quad \mathbf{m}_2 = (-a_2 - b_2, a_1 + b_1, a_4 - b_4, -a_3 + b_3)^T$$

$$\mathbf{m}_3 = (-a_3 - b_3, -a_4 + b_4, a_1 + b_1, a_2 - b_2)^T, \quad \mathbf{m}_4 = (-a_4 - b_4, a_3 - b_3, -a_2 + b_2, a_1 + b_1)^T$$

Proposition 2. *Let $a, b, c, x \in \mathbf{H}$ and $ab \neq 0$. Then Sylvester equation $ax + xb = c$ has:*

- 1) a unique solution if and only if $\text{rank}(\mathbf{M}) = 4$;
- 2) an infinite number of solutions if and only if $\text{rank}(\mathbf{M}) = 2$ and $\mathbf{c}^T \in \mathbf{S}$;
- 3) no solution if and only if $\text{rank}(\mathbf{M}) = 2$ and $\mathbf{c}^T \notin \mathbf{S}$.

Proof: 1) The equation $ax + xb = c$ has one solution whenever the matrix equation $\mathbf{M} \mathbf{x}^T = \mathbf{c}^T$ has one solution. That is equivalent to $\text{rank}(\mathbf{M}) = 4$.

2) The equation $ax + xb = c$ has an infinite number of solutions when the system of linear equations corresponding to $\mathbf{M} \mathbf{x}^T = \mathbf{c}^T$ has an infinite number of solutions. This is possible if and only if $\text{rank}(\mathbf{M}) < 4$ and $\text{rank}(\mathbf{M}) = \text{rank}(\bar{\mathbf{M}})$, where $\bar{\mathbf{M}}$ is a 4×5 matrix containing \mathbf{M} and an additional column \mathbf{c}^T . Using Proposition 1 we conclude that $\text{rank}(\mathbf{M}) = 2$, and $\mathbf{c}^T \in \mathbf{S}$ in this case.

3) From the assertions 1) and 2) it follows that the equation $ax + xb = c$ has no solution when $\text{rank}(\mathbf{M}) = 2$ and $\mathbf{c}^T \notin \mathbf{S}$.

AN ALGORITHM

We propose a simple algorithm for determining the solutions of the Sylvester equation (1). This algorithm is based on Proposition 2 and it will be written down in mathematical style pseudo code.

If $\text{rank}(\mathbf{M})=4$ **then** the unique solution of the equation (1) written in a vector form is $\mathbf{x}^T = \mathbf{M}^{-1} \mathbf{c}^T$

else if $\text{rank}(\mathbf{M}) \neq \text{rank}(\overline{\mathbf{M}})$ **then** print "has no solution"

else Find the general solution of $\mathbf{M} \mathbf{x}^T = \mathbf{c}^T$ that depends on two parameters

Realization of the algorithm with the computer algebra system MATLAB.

We suggest the file - function SQE with three input arguments. This function written as M - file with the same name can solve the Sylvester's equation many times.

function x=SQE(a,b,c)

l1=[a(1) -a(2) -a(3) -a(4);a(2) a(1) -a(4) a(3);a(3) a(4) a(1) -a(2);a(4) -a(3) a(2) a(1)];

l2=[b(1) -b(2) -b(3) -b(4);b(2) b(1) b(4) -b(3);b(3) -b(4) b(1) b(2);b(4) b(3) -b(2) b(1)];

M=l1+l2; M=sym(M);

if rank(M)==4

X=M\c.; x=X.;

elseif rank(M)~=rank([M c'])

disp(' The equation has no solution ');

else Z=null(M); syms p q; X1=p*Z(:,1)+q*Z(:,2);

X=X1+M\c.; x=X.;

end end

Example 1: We will solve the Sylvester equation $ax + xb = c$ with known a, b, c :

a) $a = 5e + i + 7j - 2k$ $b = e + 4i + 2j - 3k$ $c = -20e - 9i + 29j - 26k$

b) $a = 4e + 2i + j + 3k$ $b = -4e - 3i + j + 2k$ $c = 15e - i + 17j + 5k$

c) $a = -3e + i + 7j - 6k$ $b = 3e + 6i + j - 7k$ $c = 11e + 5i + 6j + 4k$

d) $a = -e + 3i + 4j + 8k$ $b = 2e - 3i + 5j + k$ $c = 0$

e) $a = -2e + 5i + j + 4k$ $b = 2e - 4i + 5j - k$ $c = 0$

a) >> a=[5 1 7 -2]; b=[1 4 2 -3]; c=[-20 -9 29 -26];

>> x=SQE(a,b,c)

x =

[2, -1, 3, -2]

b) >> a=[4 2 1 3]; b=[-4 -3 1 2]; c=[15 -1 17 5];

>> x=SQE(a,b,c)

Warning: System is rank deficient. Solution is not unique.

> In C:\MATLAB6p5\toolbox\symbolic\@sym\mldivide.m at line 38

In C:\MATLAB6p5\work\SQE.m at line 10

x =

[-p+1, 2*p+5*q+15, p, q]

c) >> a=[-3 1 7 -6]; b=[3 6 1 -7]; c=[11 5 6 4];

>> x=SQE(a,b,c)

The equation has no solution.

??? One or more output arguments not assigned during call to 'sqe'.

d) >> a=[-1 3 4 8]; b=[2 -3 5 1]; c=[0 0 0 0];

>> x=SQE(a,b,c)

x =

[0, 0, 0, 0]

e) >> a=[-2 5 1 4]; b=[2 -4 5 -1]; c=[0 0 0 0];

>> x=SQE(a,b,c)

Warning: System is rank deficient. Solution is not unique.
 > In C:\MATLAB6p5\toolbox\symbolic\@sym\mldivide.m at line 38
 In C:\MATLAB6p5\work\SQE.m at line 10
 x =
 [4*p+5*q, -3*p-6*q, q, p]

Example 2: Find all quaternions which commute with a given quaternion $a = 13e - 21i + 5j - 8k$.

The required quaternion x and a commute if and only if $ax = xa$. This is equivalent to $ax - xa = 0$. The problem is reduced to solving the Sylvester's equation. We will use file - function SQE.

```
>> a=[13 -21 5 -8]; b=-a; c=[0 0 0 0];
>> x=SQE(a,b,c)
```

Warning: System is rank deficient. Solution is not unique.
 > In C:\MATLAB6p5\toolbox\symbolic\@sym\mldivide.m at line 38
 In C:\MATLAB6p5\work\SQE.m at line 10
 x =

[q, -21/5*p, p, -8/5*p]

Consequently all quaternions which commute with a are $x = qe - 21/5pi + pj - 8/5pk$, $p, q \in \mathbf{R}$.

Realization of the algorithm with the computer algebra system MATHEMATICA.

SQE [a_ ,b_ ,c_] :=

$$i_1(a) = \begin{pmatrix} a[[1]] & -a[[2]] & -a[[3]] & -a[[4]] \\ a[[2]] & a[[1]] & -a[[4]] & a[[3]] \\ a[[3]] & a[[4]] & a[[1]] & -a[[2]] \\ a[[4]] & -a[[3]] & a[[2]] & a[[1]] \end{pmatrix}; i_2(b) = \begin{pmatrix} b[[1]] & -b[[2]] & -b[[3]] & -b[[4]] \\ b[[2]] & b[[1]] & b[[4]] & -b[[3]] \\ b[[3]] & -b[[4]] & b[[1]] & b[[2]] \\ b[[4]] & b[[3]] & -b[[2]] & b[[1]] \end{pmatrix};$$

$M = i_1(a) + i_2(b)$; If [MatrixRank [M] == 4 , Inverse [M] . c , If [MatrixRank[MapThread[Append , { M , c }]] != MatrixRank [M] , Print ["The equation $ax+xb=c$ has not solution " , $y = \{x_1, x_2, x_3, x_4\}$; Solve [{ M[[1]].y==c[[1]] , M[[2]].y==c[[2]] , M[[3]].y==c[[3]] , M[[4]].y==c[[4]] } , {x₁, x₂, x₃, x₄ }]] ;

Some particular cases. We consider the following cases for the Sylvester equation $ax + xb = c$:

1) Let $a = \alpha e + i$, $b = -\alpha e + i$ and $c = c_1 e + c_2 i$. Then

$$M = i_1(a) + i_2(b) = \begin{pmatrix} 0 & -2 & 0 & 0 \\ 2 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{pmatrix} \text{ and } c^T \text{ is a linear combination of the first and the}$$

second column of M :

$$\begin{pmatrix} c_1 \\ c_2 \\ c_3 \\ c_4 \end{pmatrix} = \lambda \begin{pmatrix} 0 \\ 2 \\ 0 \\ 0 \end{pmatrix} + \mu \begin{pmatrix} -2 \\ 0 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} -2\mu \\ 2\lambda \\ 0 \\ 0 \end{pmatrix}, \quad \lambda, \mu \in \mathbf{R}.$$

Finally, we calculate the general solution with MATHEMATICA

$$\mathbf{x} = \left(x_1 \rightarrow \frac{c_2}{2}, x_2 \rightarrow \frac{-c_1}{2}, p, q \right) \quad p, q \in \mathbf{R} .$$

2) Let $a = \alpha e + i$, $b = -\alpha e + j$ and $c = c_1 e + c_2 i + c_2 j - c_1 k$. Then the rank of the

$$\text{matrix } \mathbf{M} = i_1(a) + i_2(b) = \begin{pmatrix} 0 & -1 & -1 & 0 \\ 1 & 0 & 0 & -1 \\ 1 & 0 & 0 & -1 \\ 0 & 1 & 1 & 0 \end{pmatrix} \text{ is equal to 2. Moreover } \mathbf{c}^T \text{ is a linear}$$

combination of the first and the second column of \mathbf{M} :

$$\begin{pmatrix} c_1 \\ c_2 \\ c_3 \\ c_4 \end{pmatrix} = \lambda \begin{pmatrix} 0 \\ 1 \\ 1 \\ 0 \end{pmatrix} + \mu \begin{pmatrix} -1 \\ 0 \\ 0 \\ 1 \end{pmatrix} = \begin{pmatrix} -\mu \\ \lambda \\ \lambda \\ \mu \end{pmatrix}, \quad \lambda, \mu \in \mathbf{R} .$$

The general solution is $\mathbf{x} = (x_1 \rightarrow c_2 + q, x_2 \rightarrow -c_1 - p, p, q) \quad p, q \in \mathbf{R}$.

3) Let $a = a_1 e + a_2 i + a_3 j + a_4 k$ and $a_4 \neq 0$. We will find the solutions of homogeneous equation $ax - xa = 0$. Since the rank of the matrix

$$\mathbf{M} = i_1(a) + i_2(-a) = \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & -2a_4 & 2a_3 \\ 0 & 2a_4 & 0 & -2a_2 \\ 0 & -2a_3 & 2a_2 & 0 \end{pmatrix} \text{ is equal to 2 all quaternions which}$$

commuting with a form a two parameter set $\mathbf{x} = \left(p, x_2 \rightarrow \frac{a_2 q}{a_4}, x_3 \rightarrow \frac{a_3 q}{a_4}, q \right) p, q \in \mathbf{R}$.

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Докладът е рецензиран.