

# Active Engagement: Lessons learned from the Paradigms and Bridge projects

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## Get Ready:

Please sit with one or two other partners.

For each participant, please pick up:

- 1 small whiteboard;
- 1 whiteboard pen;
- 1 high-tech eraser (e.g. tissue napkin);
- 1 ABCD card;
- 1 medium whiteboard *per group*.

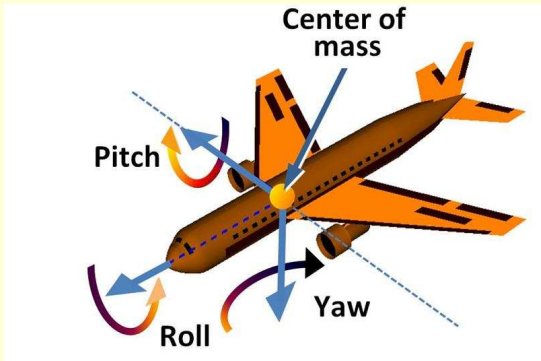
Good teaching is like picking up someone else's baby.

# Using the Quaternions to Implement Rotations

Tevian Dray & Corinne Manogue

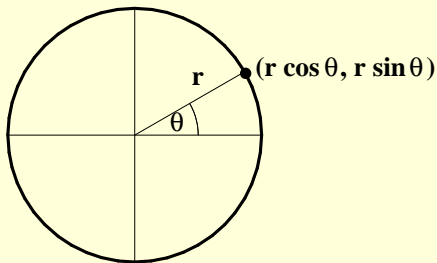
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**3-d rotations:** Aeronautics, robotics, computer graphics, ...

**New Content:** Use quaternions to implement rotations



**Polar coordinates:**  $x = r \cos \theta; y = r \sin \theta.$

► Circle Trig

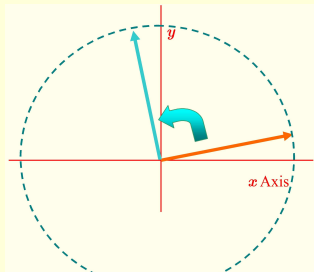
## Things to consider:

- Whenever possible, base your instruction on what is known about incoming student resources.
- Example: Dr. Emily Smith (OSU 2016) showed that many upper-division physics students know triangle trigonometry, but not unit-circle trigonometry. This causes problems with complex numbers.

## Classroom implementation:

- Implication: Use the circle simulation.

# Rotations

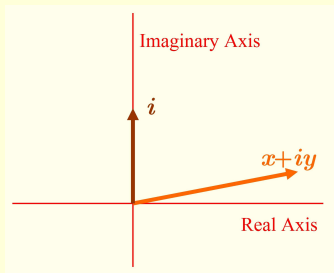


▶ Rotations



# Complex Plane

$$\mathbb{C} = \mathbb{R} \oplus i\mathbb{R}$$



$$i^2 = -1$$

$$(x, y) \mapsto x + iy$$

$$x + iy = r \cos \theta + i r \sin \theta = r e^{i\theta}$$

$$\text{Special case: } e^{\pm i\pi/2} = \pm i$$

$$e^{i\pi} + 1 = 0$$

# Representing Complex Numbers

- Please stand up.
- Use left hand.
- Real axis points forward.
- Imaginary axis points upward.

Show me:

- 1
- $2i$
- $1 + i$
- $e^{-i\pi/3}$

## Things to consider:

- Everyone is awake!
- Teacher can see what everyone is thinking.
- Highlights geometric reasoning.
- Students get geometric cues from others.
- Students must make a decision.
- Student can be asked to translate representations.

## Classroom implementation:

- *Please stand up.*
- *Show me...*
- *Thank you, you can sit down.*

# Multiplication by $i$

$$(1 + i)i = i - 1$$

If  $1 + i$  is multiplied by  $i$ , the corresponding vector is:

- A:** Reflected about the  $x$ -axis
- B:** Reflected about the  $y$ -axis
- C:** Rotated by  $\frac{\pi}{2}$  ( $90^\circ$ ) counterclockwise
- D:** Rotated by  $\frac{\pi}{2}$  ( $90^\circ$ ) clockwise

**DO NOT VOTE UNTIL TOLD TO DO SO!**

# Multiplication by $i$

$$(1 + 2i)i$$

If  $1 + 2i$  is multiplied by  $i$ , the corresponding vector is:

- A:** Reflected about the  $x$ -axis
- B:** Reflected about the  $y$ -axis
- C:** Rotated by  $\frac{\pi}{2}$  ( $90^\circ$ ) counterclockwise
- D:** Rotated by  $\frac{\pi}{2}$  ( $90^\circ$ ) clockwise

**DO NOT VOTE UNTIL TOLD TO DO SO!**

# Multiplication by $i$

$$(re^{i\theta})i$$

If  $re^{i\theta}$  is multiplied by  $i$ , the corresponding vector is

- A:** Reflected about the  $x$ -axis
- B:** Reflected about the  $y$ -axis
- C:** Rotated by  $\frac{\pi}{2}$  ( $90^\circ$ ) counterclockwise
- D:** Rotated by  $\frac{\pi}{2}$  ( $90^\circ$ ) clockwise

**DO NOT VOTE UNTIL TOLD TO DO SO!**

## Things to consider:

- Asks students to make a commitment.
- Asks students to defend an answer.
- Good questions: conceptual, focus on common mistakes.

## Classroom implementation:

- Three “response” systems: clickers, ABCD cards, whiteboards.
- Two stages.
- Simultaneous and anonymous.
- *Convince your neighbor.*

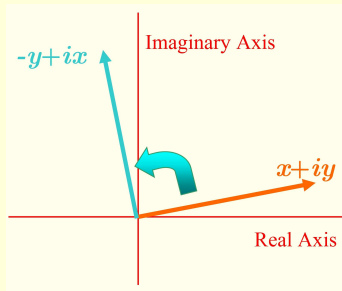
$$(re^{i\theta})(se^{i\alpha})$$

If  $re^{i\theta}$  is multiplied by  $se^{i\alpha}$ , the corresponding vector is...

**WRITE YOUR ANSWER ON YOUR SMALL WHITE BOARD!**



# Multiplication by $i$



**Multiplication by  $i$ :**  $(x + iy)i = ix + i^2y = -y + ix$

Rotates counterclockwise by  $\pi/2$

**Multiplication by  $s e^{i\alpha}$ :**  $(r e^{i\theta})(s e^{i\alpha}) = rs e^{i(\theta+\alpha)}$

Rotates counterclockwise by  $\alpha$   
and stretches by  $s$

## Things to consider:

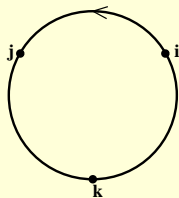
- Frame the sequence with increasing sophistication.
- Choose clicker questions vs. SWBQs by need for open-endedness.
- Choose clicker questions vs. SWBQs by type of response desired.

## Classroom implementation:

- SWBQs: Gather responses and discuss.
- Use wrap-up as an opportunity for reflection.
- SWBQs can be spontaneous.

# Quaternions

$$\mathbb{H} = \mathbb{C} \oplus \mathbb{C}j$$



$$q = (x + yi) + (z + wi)j = x + yi + zj + wk$$

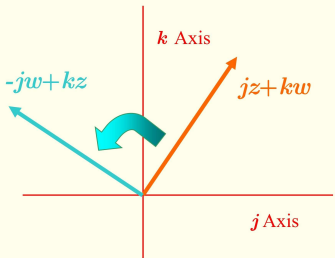
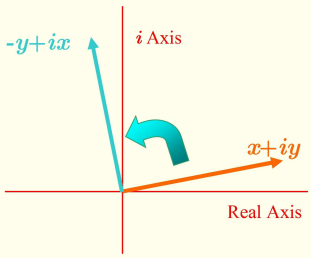
$$ij = k = -ji; i^2 = j^2 = k^2 = -1$$

$\mathbb{H}$  is for Hamilton! ( $\mathbb{Q}$  denotes rationals)

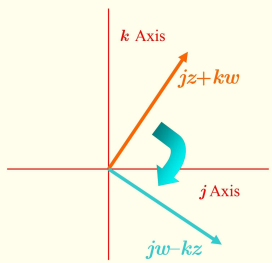
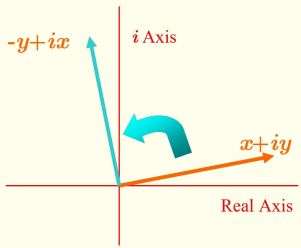
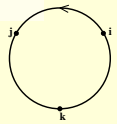
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**Calculate with your group:  $iq$  and  $qi$**

# *iq vs. qi*



$$\begin{aligned}
 q &= x + iy + jz + kw \\
 iq &= ix - y + kz - jw \\
 qi &= ix - y - kz + jw
 \end{aligned}$$



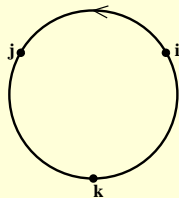
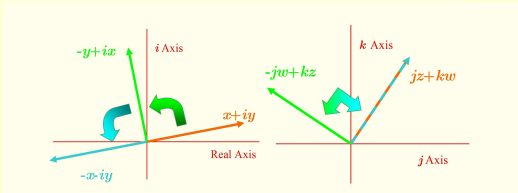
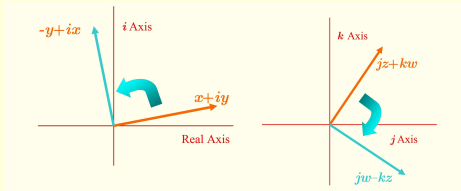
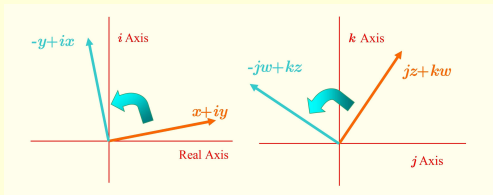
## Things to consider:

- Can emphasize more complex problems/reasoning.
- Students practice problem solving themselves.
- Equity: moves office hours into the classroom.

## Classroom implementation:

- *You have 10 minutes; GO!*
- Who needs help?
- Do you need more time?
- Pause.

# Conjugation



$$q = x + iy + jz + kw$$

$$iq = ix - y + kz - jw$$

$$qi = ix - y - kz + jw$$

$$iqi = -x - iy + jz + kw$$

$$-iqi = x + iy - jz - kw$$

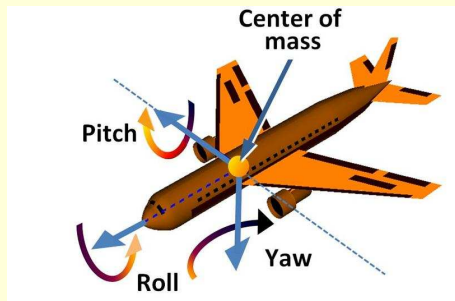
(rotation in  $jk$ -plane)

## Things to consider:

- Lecture is fast; use it when it works.
- What is the focus of attention? (You, the slides, their notes...)
- How busy are the slides?
- Do the figures have distracting elements?

## Classroom implementation:

- Have a way to show students where you are on the slide.



$$q \mapsto e^{i\theta/2} q e^{-i\theta/2}$$

- $1 \mapsto 1; i \mapsto i$
- Rotates by  $\theta$  "about  $i$ " (in  $jk$ -plane)
- $q \mapsto e^{j\theta/2} q e^{-j\theta/2}$  rotates about  $j$ , etc.

$\therefore$  SO(3), the rigid rotations in 3 dimensions

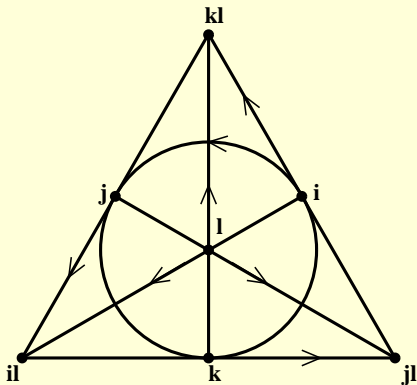


## Things to consider:

- Decide between black box or open coding.
- Show geometry and/or time dependence.
- Plan specific questions: Students need to be taught to ask relevant questions or to explore parameter space.

## Classroom implementation:

- Stand behind students to see if they are having problems with the computer.



**Octonions!** ( $\mathbb{O} = \mathbb{H} + \mathbb{H}\ell$ )

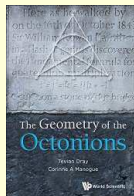
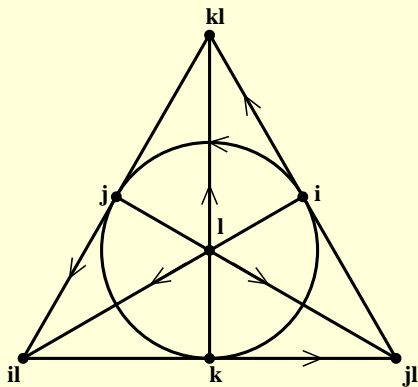
Use to model particle physics

<http://octonions.geometryof.org/G0>

## *Plum Muffins*

Story telling is memorable.

# Generalizations



2015

**Octonions!** ( $\mathbb{O} = \mathbb{H} + \mathbb{H}\ell$ )

Use to model particle physics

<http://octonions.geometryof.org/G0>

## Things to consider:

- How much detail should you include?
- How closely should the notes follow the course?

## Classroom implementation:

- How do you counter the ideas: “I have the notes on my computer, so I understand the content” or “I have the notes on my computer, so I will study them later”?
- When should students have access to the notes?

## The Instructor:

- Paints big picture
- Inspires.
- Covers lots fast.
- Models speaking.
- Models problem-solving.
- Controls questions.
- Makes connections.
- Demonstrates new complicated reasoning.

## The Students:

- Focus on subtleties.
- Experience delight.
- Slow, but in depth.
- Practice speaking.
- Practice problem-solving.
- Control questions.
- Make connections.
- Discover questions about what is complicated.

# Please Return:

Please clean up your toys:

- Erase your whiteboard.
- Return the ABCD cards, whiteboard, and pen.