

## Quaternion Aphorisms

1. A quaternion is the ratio of two vectors
2. A quaternion is the sum of a scalar and a vector
3. A quaternion transforms vectors in a plane, the plane of the quaternion
4. A vector is the ratio of two mutually orthogonal vectors that are also perpendicular to the vector. The vectors of the ratio define a plane that is perpendicular to their ratio.
- 4'. There is an equivalence between a vector and its plane.
5. The inverse of a vector has the opposite direction
6. The product of a vector and its inverse is the multiplicative identity, 1.0.
7. The inverse of a quaternion reverses its action. It is the inverse of the ratio of the vectors that defines it. It is expressed as the quaternion with a tensor of  $1/T^2$ , where  $T$  is the tensor of the original quaternion, and the vector is the negative of the vector of the original quaternion.
8. A conical rotation operator transforms vectors on a cone.
9. The ratio of two frames of reference is a conical rotation operator.
10. The ratio of two planes is their intersection.