

$GL(n)$	General linear group	arbitrary linear transformations
$SL(n)$	Special linear group	invertible linear transformations
$O(n)$	Orthogonal group	preserves length of vectors
$SO(n)$	Special orthogonal group	Rotations
$E(n)$	Euclidean groups	preserves distances and angles
$SE(n)$	Special Euclidean group	rigid motions