

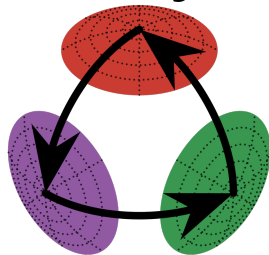
# Groups and smooth geometry using LieGroups.jl

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# Motivation

In a lot of applications, **data** or **variables** like for example

- ▶ rotation matrices,
- ▶ invertible matrices,
- ▶ rigid body motions: translation & rotation,

and many more, are **non-Euclidean**: For two rotation matrices  $R_1, R_2 \in \mathbb{R}^{3 \times 3}$  their sum  $R_1 + R_2$  is **not** a rotation matrix.

**But.** All 3 examples share a lot of structure

- ▶ they are smooth: elements have “a neighbourhood on a hyper surface”
- ▶ they have a group operation

## **Goals.**

- ▶ an interface to define and work with these structures
- ▶ a library of these “groups with smoothness”

# JuliaManifolds: Nonlinear data in Julia

**Nov. 2016** `Manopt.jl`

optimization algorithms on Riemannian manifolds

**Jun 2019** first release `Manopt.jl v0.1`

➡ same day: start of `Manifolds.jl`  
to work with Riemannian manifolds in Julia

**Nov 2019** `ManifoldsBase.jl`


an interface to work on and define  
Riemannian manifolds.

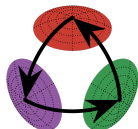
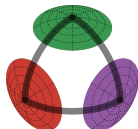
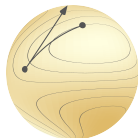
**Mar 2020** `Manifolds.jl v0.1`

which already contained a `GroupManifold`

**Oct 2024** `LieGroups.jl` (kudos yuehhua)

an interface for and a library of Lie groups

 “Manifolds in numerical computations with JuliaManifolds”  
by Mateusz Baran, here @ JuliaCon 2025.



# What is a manifold?

**Informally.** A manifold  $\mathcal{M}$  is a set that **locally** “looks like” some  $\mathbb{R}^d$  “around” every point.  $d$  is called the **manifold dimension**.

**Example 1.** Our earth, or a **sphere**,  $\mathbb{S}^2 = \{p \in \mathbb{R}^3 \mid \|p\| = 1\}$  locally looks like  $\mathbb{R}^2$ , just take an atlas. **But** this works only locally.

**Example 2.** The set of  $2D$  rotation matrices  $R_\alpha = \begin{pmatrix} \cos \alpha & \sin \alpha \\ -\sin \alpha & \cos \alpha \end{pmatrix}$  **locally** looks like a line, but (again) not globally, since  $R_0 = R_{2\pi}$ .

**Example 3.** The set of  $3D$  rotation matrices  $R \in \mathbb{R}^{3 \times 3}$ , i. e. with  $R^T R = I_3$  and  $\det(R) = 1$ , is locally isomorphic to  $\mathbb{R}^3$ .  
one could use Euler angles, but they have their disadvantages.

# From Manifolds to Lie groups

An operation  $\cdot: \mathcal{M} \times \mathcal{M} \rightarrow \mathcal{M}$  is called (abelian) group operation if

1.  $a \cdot b \in \mathcal{M}$  for all  $a, b \in \mathcal{M}$
2.  $(a \cdot b) \cdot c = a \cdot (b \cdot c)$  for all  $a, b, c \in \mathcal{M}$
3. there exists a **neutral element**  $e \in \mathcal{M}$ ,  
such that  $e \cdot a = a \cdot e = a$  for all  $a \in \mathcal{M}$
4. For  $a \in \mathcal{M}$  there exists an **inverse element**  $a^{-1}$  s. t.  $a \cdot a^{-1} = e$
5. the group is **abelian** if  $a \cdot b = b \cdot a$

If both the group operation  $\cdot$  and the map  $a \mapsto a^{-1}$  are **smooth**,  
then the pair  $G = (\mathcal{M}, \cdot)$  is called a **Lie group**.

Often  $a, b \in \mathcal{M} \subset \mathbb{R}^{n \times n}$  are **matrices** and  $\cdot$  is the matrix multiplication  
➔  $a, b$  have to be invertible!

# A short history

**1823** Niels Henrik Abel (1802–1829)  
introduces group theory to study  
the solutions of algebraic equations



**1854** Bernhard Riemann (1826–1866)  
introduces differential geometry, especially  
Riemannian manifolds, to study  
intrinsic properties of surfaces



**1870** Marius Sophus Lie (1842–1899)  
introduces Lie groups to study  
symmetries in differential equations



# Tangent Spaces & the Lie Algebra

For a point  $g \in G$  take

- ▶ a smooth curve  $c(t)$  “running through”  $c(0) = g$
- ▶ its derivative  $\dot{c}(0)$ : a “looking direction at”  $g$
- ▶ collect all derivatives having the same value as  $X = [\dot{c}(0)]$

$X$  is called a **tangent vector** and collecting all possible (different values):

$T_g G$  is the **tangent space** at  $g$ .

**Special case.**

At the identity  $g = e$  we get  $\mathfrak{g} := T_e G$  the so-called **Lie algebra**.

# Technical Detour: Riemannian Manifolds

- ▶ Every tangent space is a  $d$ -dimensional vector space.
- ➡ We define an inner product (“measure angles”)  $\langle \cdot, \cdot \rangle_g$  for each  $T_g \mathcal{M}$
- ➡ measure lengths using the induced norm  $\|X\| = \sqrt{\langle X, X \rangle_g}$
- ⚠ When  $\langle \cdot, \cdot \rangle_g$  **varries smoothly in  $g$**
- ➡ a Riemannian metric

A manifold  $\mathcal{M}$  together with such a metric is called **Riemannian manifold**.

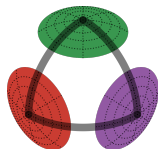
A bit technical, because we have to remember/store/implement **a whole family of inner products**.



## First code in Manifolds.jl

The set of  $n$ -by- $n$  rotation matrices is a manifold called (simply) `Rotations(n)` in `Manifolds.jl`.

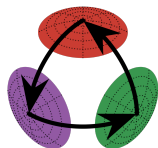
`using` Manifolds, LinearAlgebra



```
M = Rotations(3)
d = manifold_dimension(M)    # returns 3
g = rand(M); is_point(M, g) # is true
                                # Lie group checks: the old way
e = one(g)                   # neutral: the identity matrix
is_point(M, e)                # true
is_point(M, g+e)              # false
is_point(M, g*e)              # true
X = zero_vector(M,e)          # from the TeG (the Lie algebra)
inner(M, e, X, X).            # norm(M, e, X)^2 -> yields zero
Y = rand(M; vector_at=e)      # a random vector from TeG.
```

## First code in LieGroups.jl

The rotation matrices together with matrix multiplication are called the **special orthogonal group**  $SO(n)$ .



`using LieGroups, LinearAlgebra`

```
G = SpecialOrthogonalGroup(3)
d = manifold_dimension(G)    # returns 3 as before
g = rand(G); is_point(G, g)  # works as before
                               # Lie group checks: the new way
e = identity_element(G)      # new name: the identity
is_point(G, e)                # true
h = compose(G, g, e)          # the group operation
is_point(G, h)                # ...and we stay in G of course
g = LieAlgebra(G)             # does not explicitly store e
X = zero_vector(g)            #
inner(g, X, rand(g))          # inner on g.
```

# Technical Detour: Left-invariant vector fields

For the left group operation  $\lambda_g(h) = g \cdot h$ , consider its differential  $D\lambda_g(h): T_g G \rightarrow T_{gh} G$ . diff\_left\_compose(G,g,h,X)

A vector field  $V: G \rightarrow TG$ ,  $g \mapsto V(g) \in T_g G$  is called **left-invariant** if

$$D\lambda_g(h)[V(h)] = V(\lambda_g(h)) \quad \text{holds for all } g, h \in G$$

➡ Knowing  $V$  at one point  $V(e) = X \in T_e G$ , we know it anywhere.

## Example 1.

On  $G = (\mathbb{R}, +)$  we have  $\lambda_g(h) = g + h$  ➡  $D\lambda_g(h)[X] = X$ .

⚠ yields constant vector fields  $V(g) = X$ ; we can “attach  $X$  anywhere”.

## Example 2.

On  $G = (\text{SO}(n), \cdot)$  we have  $\lambda_g(h) = gh$  ➡  $D\lambda_g(h)[X] = gX$ .

⚠ For  $V(e) = X$  we have  $V(g) = gX \in T_g G$

# Model (nearly) everything on the Lie algebra $\mathfrak{g}$

We saw

- ▶  $X \in \mathfrak{g}$  implies  $D\lambda_g(e)[X] \in T_gG$
- ➔ Knowing  $X$  and  $g$  is enough, since for  $Y = gX \in T_gG$  we have  $g^{-1}Y = X \in \mathfrak{g}$

Given a metric  $\langle \cdot, \cdot \rangle$  on  $\mathfrak{g}$

Use this idea to introduce the so-called **left invariant metric**

$$\langle Y, Z \rangle_g = \langle g^{-1}Y, g^{-1}Z \rangle \quad \text{for } X, Y \in T_gG$$

is a **smoothly varying metric on  $G$** .

**even easier:** just store elements  $X$  from  $\mathfrak{g}$  to avoid the group op. with  $g^{-1}$

# The Lie group exponential

**Motivation.** Generalise the idea to take a tangent vector (“direction”)  $X \in \mathfrak{g}$  back (“down to”) the Lie group. Or: “walk that way”.

**Definition.**(Hilgert, Neeb, 2012, Def. 9.2.2)

$\exp(G, X)$

The (Lie group) exponential function  $\exp_G: \mathfrak{g} \rightarrow G$  is defined as

$$\exp_G(X) = \gamma_X(1),$$

where  $\gamma_X$  is the unique curve that solves the initial value problem

$$\dot{\gamma}(t) = \gamma(t)X, \quad \gamma_X(0) = e, \quad \dot{\gamma}_X(0) = X.$$

**Example 1.** On  $G = (\mathbb{R}, +)$  we obtain  $\exp_G(X) = X$

**Example 2.** On the circle we obtain the complex exponential  $X \mapsto e^{iX}$

**Example 3.** On  $G = (SO(n), \cdot)$  we obtain the matrix exponential  $e^X$

# Be careful with the name $\exp$

There are several things called **the exponential**

## Lie group (function)

$\exp(G, X)$ ,  $\exp!(G, g, X)$

the map  $\exp_G: \mathfrak{g} \rightarrow G$  from the last page,

Idea: “Start walking” from  $e$

## Lie group (map)

$\exp(G, g, X)$ ,  $\exp!(G, h, g, X)$

Interpret  $X \in \mathfrak{g}$  as  $gX \in T_g G$  and compute (due to chain rule)

$$\exp_g(X) = g \exp_G(X)$$

Idea: “Start walking” from  $g$

## Riemannian manifold (map)

$\exp(M, g, X)$ ,  $\exp!(M, h, g, X)$

On the  $M = \text{base\_manifold}(G)$  follow the **geodesic** w.r.t. the **Riemannian metric**.

Idea: Follow the “straightest” curve from  $g$  in direction  $X$ .

...and of course the “classical” exponential and matrix exponential.

## Example I (cont.): Special orthogonal group $SO(3)$

```

using LieGroups, LinearAlgebra, Rotations
S03 = SpecialOrthogonalGroup(3) # 3d Rotations w/ matrix mult.
g = [1.0 0.0 0.0; 0.0 1.0 0.0; 0.0 0.0 1.0]
h = RotZ( $\pi/4$ ) # 45 degrees in XY plane

is_point.(Ref(S03), [g,h]) # returns [true, true]
k = compose(S03, g, h)
compose!(S03, k, inv(S03, g), k) # in-place of k; avoid allocs
isapprox(S03, k, h) # we inverted the first compose

so3 = LieAlgebra(S03); X = [0 0.3 0; -0.3 0 0; 0 0 0]
is_point(so3, X) # same as is_vector(S03,e,X)
l = exp(S03, X); is_point(S03, l) # so3 -> S03
Y = log(S03, l); isapprox(so3,X,Y) # ...and back
is_point(so3, X+Y) # so3 is a vector space

```

# Group actions and (semidirect) product Lie groups

A group action describes how a Lie group  $G$  acts on some manifold  $\mathcal{M}$ :

$$\sigma: G \times \mathcal{M} \rightarrow \mathcal{M}, \quad q = \sigma(g, p) \in \mathcal{M}$$

**Example.** For  $G = \text{SO}(3)$ ,  $\mathcal{M} = \mathbb{R}^3$  we have  $\sigma(R, p) = Rp$ .

Here the group action describes how vectors in  $\mathbb{R}^3$  are actually rotated.

## Product Lie groups.

 $G \times H$ 

A (direct) product group  $G \times H$  works on tuples elementwise

$$(g_1, h_1) \cdot (g_2, h_2) = (g_1 \star g_2, h_1 \diamond h_2)$$

## Semidirect product Lie groups.

 $G \ltimes H$ 

On a (left) semidirect product group  $(G, \star) \ltimes (H, \diamond)$  the first (left) group acts on the second

$$(g_1, h_1) \cdot (g_2, h_2) = (g_1 \star g_2, h_1 \diamond \sigma_{g_1}(h_2))$$

(in  $\ltimes = \ltimes_\sigma$  the action is implicit; analogously: a right semidirect product  $\rtimes$ )



## Example II: Special Euclidean group $SE(n)$

Rigid body motions  $SE(3) = (SO(3), \cdot) \ltimes (\mathbb{R}^3, +)$ . Group operation:  
 $(R, t) \circ (S, u) = (RS, t + Ru)$ .<sup>1</sup>

```
using LieGroups, LinearAlgebra, RecursiveArrayTools, Rotations
SE3 = SpecialEuclideanGroup{3} # or use SO3 × T3 from before
```

```
g = ArrayPartition(RotZ(π/3)*RotY(π/4), [1.0, 2.0])
h = ArrayPartition(RotX(π/6), [0.0, 1.0])
gh = compose(SE3, g, h) #
e = identity_element(SE3, typeof(g)) # 2nd arg: representation.
# def. without: hom coord.
```

```
X = log(SE3, gh) # inverse: gh = exp(SE3, X)
se3 = LieAlgebra(SE3)
c = vee(se3, X) # repr. as vector, coeffs in a basis of se(3)
```

---

<sup>1</sup>obtained also from default matrix product in homogeneous coordinates.

## Checks along the way: ValidationLieGroup

- ▶ default: neither input nor output are checked
- ⚠ hard to see “where things go wrong”
- 💡 use `ValidationLieGroup(G)`

**Ansatz.** Wrap the Lie group  $G$  as `ValidationLieGroup(G)`

➡ every function call is “enhanced” by checks `is_point/is_vector` on corresponding inputs/outputs

### Keyword arguments.

- ▶ `error=:error` how to “report” errors in the checks  
change to `:warn` or `:info`
- ▶ `ignore_contexts=[:input]` to e.g. not validate inputs
- ▶ `ignore_functions=Dict(exp => :All)` to exclude certain function (& their contexts) from validation

# Functions available in LieGroups.jl

## Lie group $G$

- ▶ `adjoint(G,g,X)`
- ▶ `compose(G,g,h)` and `inv(G,g)`
- ▶ `conjugate(G,g,h)`
- ▶ `exp(G,g,X)`, `exp(G,X)`
- ▶ `log(G,g,h)`, `log(G,g)`
- ▶ `inv_left_compose(G,g,h)`,  
`inv_right_compose(G,g,h)`
- ▶ differentials of `conjugate`,  
`inv`, `compose` (left & right arg)
- ▶ `jacobian_conjugate(G, g, h)`
- ▶ `identity_element(G)`

## Lie algebra $\mathfrak{g}$

- ▶ `base_lie_group(g)`
- ▶ `lie_bracket(g, X, Y)`
- ▶ `get_coordinates(g,X)` (vee)
- ▶ `get_vector(g,c)` (hat)
- ▶ `inner(g,X,Y)`
- ▶ `zero_vector(g,X,Y)`
- 💡 all also in-place:  
`f!(G, ret, args...)`
- 💡 suitable ones automatically  
“pass through” to `Manifolds.jl`

# Notable differences to GroupManifolds

## In a nutshell.

GroupManifolds **equipped** a manifolds with a group operation  
LieGroups **use** a manifold internally

## On LieGroups

- ▶ the Lie group exponential is more prominent  
previously called `exp_lie` / `exp_inv`
- ▶ naming was simplified and unified
- ▶ LieAlgebra its own type / vector space  
nearly no need to allocate an identity
- ▶ more efficient (power/product) Lie groups
- ▶ a generic implementation of semidirect product Lie groups
- ▶ more consistent default: left invariant vector fields

see [tutorials/transition/](#) for a complete list.

## Available Lie groups

**Meta Lie groups.** To build Lie groups from existing ones

- ▶ `PowerLieGroup(G, n)` or  $G^n$
- ▶ `ProductLieGroup(G1, G2)` or  $G1 \times G2$
- ▶ `LeftSemidirectProductGroup()` or  $G1 \ltimes G2$
- ▶ `RightSemidirectProductGroup()` or  $G1 \rtimes G2$

**Lie groups.**

- ▶ `CircleGroup()`, 3 variants:  $\mathbb{R}$ , embedded in  $\mathbb{C}$  or  $\mathbb{R}^2$
- ▶ `GeneralLinearGroup(n; field= $\mathbb{R}$ )` and `HeisenbergGroup(n)`
- ▶ `OrthogonalGroup(n)` and `UnitaryGroup(n)`
- ▶ `SpecialEuclideanGroup(n; variant=:left)` or `:right`
- ▶ `SpecialLinearGroup(n; field= $\mathbb{R}$ )` or  $\mathbb{C}$
- ▶ `SpecialOrthogonalGroup(n)` and `SpecialUnitaryGroup(n)`
- ▶ `SymplecticGroup(n)` and `TranslationGroup(n; field= $\mathbb{R}$ )`

# Summary

We gave a short introduction to Lie Groups and `LieGroups.jl`.

The package provides

**Interfaces** to work with and define

- ▶ Lie groups & group operations
- ▶ Lie algebras
- ▶ group actions
- ➡ directly work on abstract Lie groups or define your own




**A library of Lie groups**

- ▶ well-documented with formulae and literature
- ▶ based on `Manifolds.jl`
- ▶ efficiently implemented

# Links & References

LieGroups.jl documentation: [juliamanifolds.github.io/LieGroups.jl/](https://juliamanifolds.github.io/LieGroups.jl/)

## References.

-  Axen, S. D.; M. Baran; RB; K. Rzecki (2023). “Manifolds.jl: An Extensible Julia Framework for Data Analysis on Manifolds”. *ACM Transactions on Mathematical Software* 49.4. DOI: [10.1145/3618296](https://doi.org/10.1145/3618296).
-  RB (2022). “Manopt.jl: Optimization on manifolds in Julia”. *Journal of Open Source Software* 7.70, p. 3866. DOI: [10.21105/joss.03866](https://doi.org/10.21105/joss.03866).
-  Hilgert, J.; K.-H. Neeb (2012). *Structure and Geometry of Lie Groups*. Springer Monographs in Mathematics. DOI: [10.1007/978-0-387-84794-8](https://doi.org/10.1007/978-0-387-84794-8).




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 [ronnybergmann.net/talks/2025-LieGroups-JuliaCon.pdf](https://ronnybergmann.net/talks/2025-LieGroups-JuliaCon.pdf)

or

