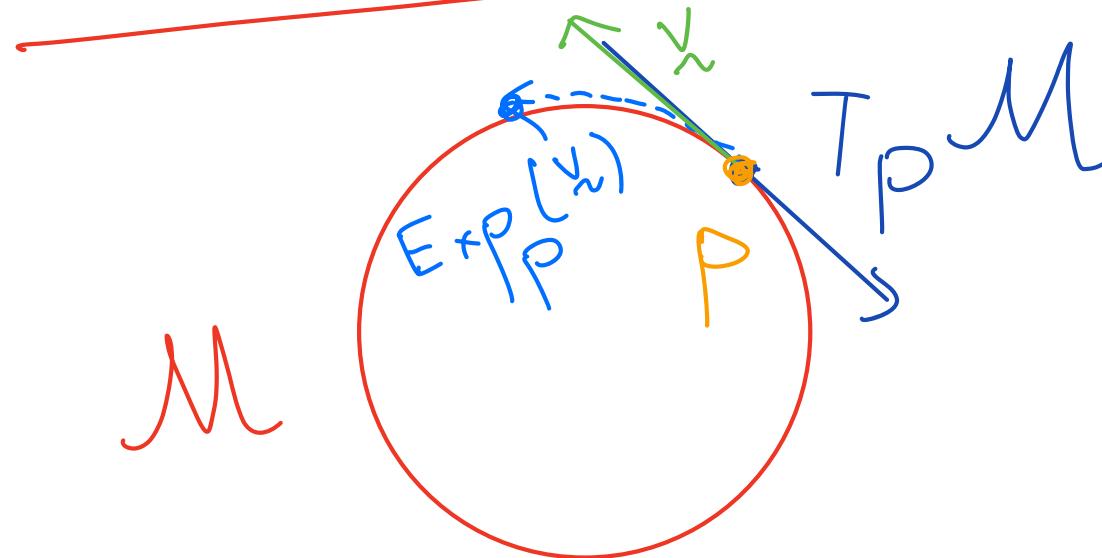


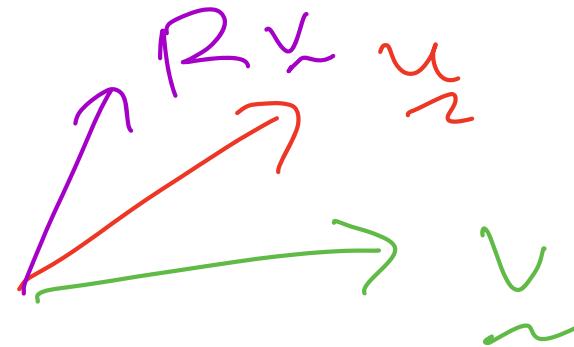
Lie Theory for Control & Estimation



By Sepehr
Saryazdi

Motivation:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid \begin{array}{l} R^T R = I \\ \det R = 1 \end{array} \right\}$$



How to compute

$$\underset{R \in SO(3)}{\operatorname{argmin}} \| R \underline{v} - \underline{u} \|^2 ?$$

Motivation:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid \begin{array}{l} R^T R = I \\ \det R = 1 \end{array} \right\}$$

Flow to compute

$$\underset{R \in SO(3)}{\operatorname{argmin}} \| R \underline{x} - \underline{y} \|^2 ?$$

Motivation:

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How to compute

$$\underset{R \in SO(3)}{\operatorname{argmin}} \|Rv - u\|^2 ?$$

Naive method:

$$f(r_{11}, \dots, r_{33}) = \left\| \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix} v - u \right\|^2$$

Solve $\frac{\partial f}{\partial r_{ij}} = 0$. This is hard!

Motivation:

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How to compute

$$\underset{R \in SO(3)}{\operatorname{argmin}} \| R \underline{v} - \underline{u} \|^2 ?$$

Improved method w/ grad. descent:

$$f(r_{11}, \dots, r_{33}) = \left\| \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix} \underline{v} - \underline{u} \right\|^2$$

$$\underline{r} := (r_{11}, \dots, r_{33}), \quad \underline{r}_{n+1} = \underline{r}_n - \gamma \nabla f(\underline{r}_n)$$

Motivation:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid \begin{array}{l} R^T R = I, \\ \det R' = 1 \end{array} \right\}$$

How to compute

$$\underset{R \in SO(3)}{\operatorname{argmin}} \| R v_n - u_n \|^2 ?$$

Improved method w/ grad. descent:

$$f(r_{11}, \dots, r_{33}) = \left\| \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix} v_n - u_n \right\|^2$$

$$\tilde{r}_{n+1} = r_n - \gamma \nabla f(r_n) = (r'_{11}, \dots, r'_{33}), \quad R' \notin SO(3) !$$

Motivation:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid \begin{array}{l} R^T R = I, \\ \det R' = 1 \end{array} \right\}$$

How to compute

$$\underset{R \in SO(3)}{\operatorname{argmin}} \|R \tilde{v} - \tilde{u}\|^2 ?$$

Improved method w/ grad. descent:

$$f(r_{11}, \dots, r_{33}) = \left\| \begin{bmatrix} r_{11} & r_{12} & r_{13} \\ r_{21} & r_{22} & r_{23} \\ r_{31} & r_{32} & r_{33} \end{bmatrix} \begin{pmatrix} \tilde{v} \\ \tilde{u} \end{pmatrix} \right\|^2$$

Want: $\left(\begin{pmatrix} r \\ \tilde{r} \end{pmatrix} \right)_{n \in \mathbb{N}}$ s.t. $\tilde{r}_n \in SO(3)$ & $r_n \rightarrow \operatorname{argmin}_r f$

Motivation:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid \begin{array}{l} R^T R = I \\ \det R' = 1 \end{array} \right\}$$

How to compute

$$\underset{R \in SO(3)}{\operatorname{argmin}} \|R \tilde{v} - v\|^2 ?$$

Want: $(r_n)_{n \in \mathbb{N}}$ s.t. $\tilde{v}_n \in SO(3)$
 $r_n \rightarrow \underset{r}{\operatorname{argmin}} f$

Idea: Define \oplus s.t.
 $R \oplus dR \in SO(3)$

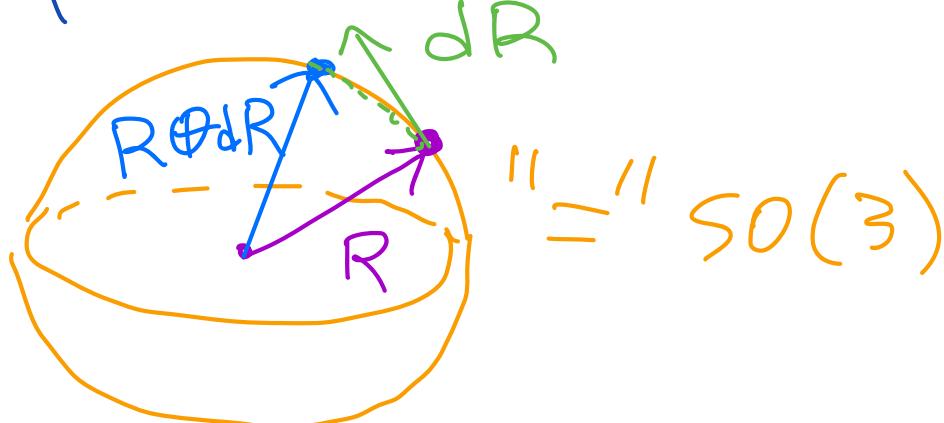
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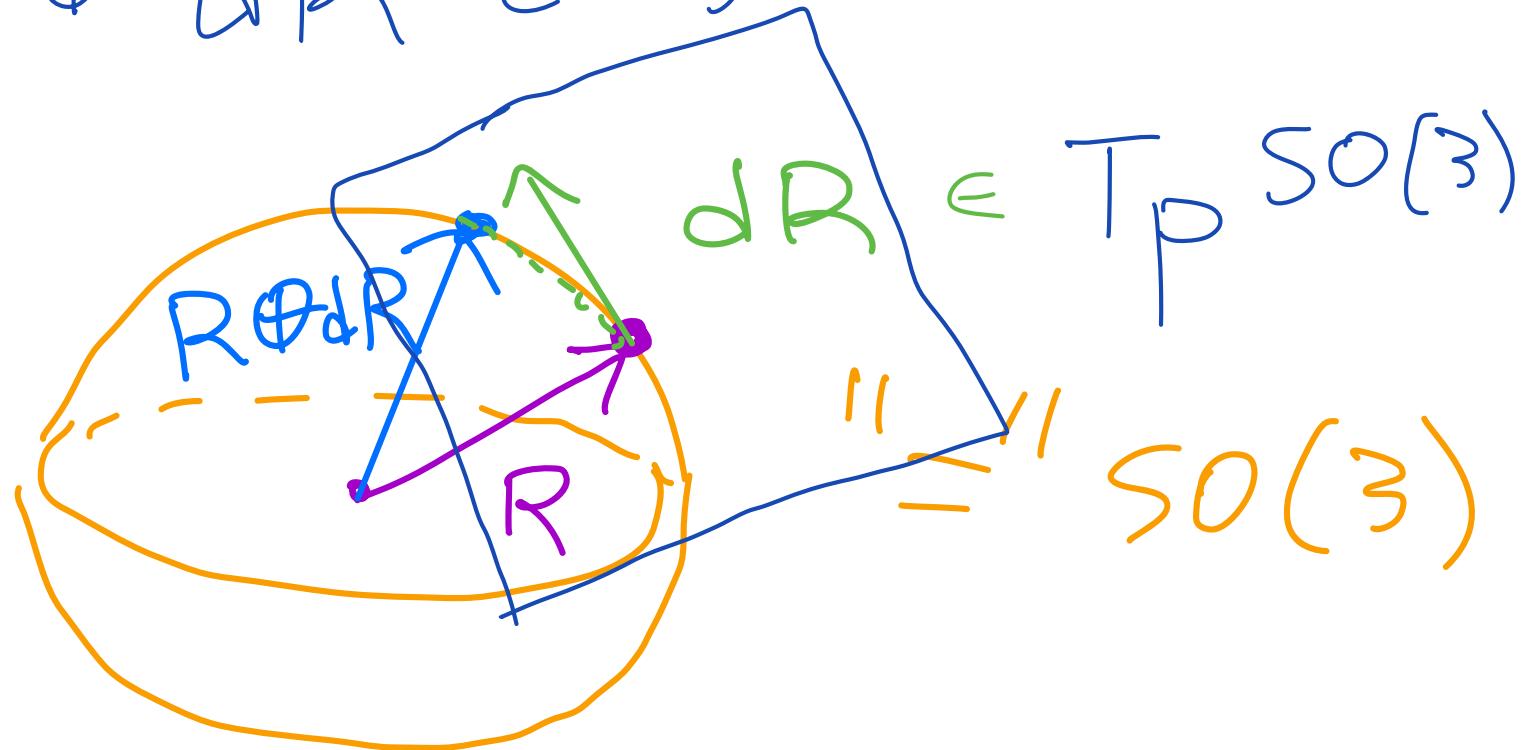


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Motivation:

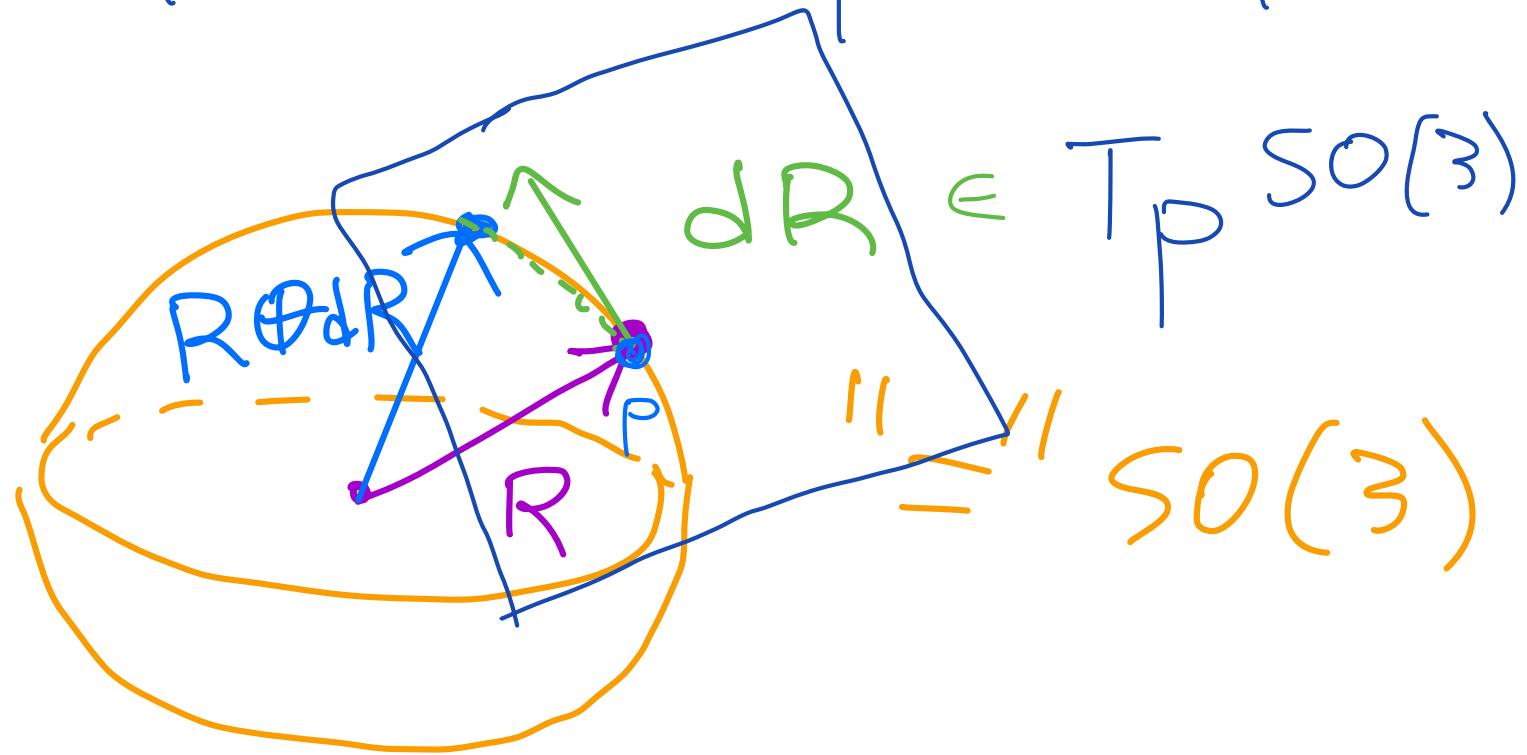
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Idea: Define \oplus s.t.
 $R \oplus dR \in SO(3)$

Computing $T_p SO(3)$:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid \begin{array}{l} R^T R = I \\ \det R = 1 \end{array} \right\}$$

Q: How to compute $T_p SO(3)$?

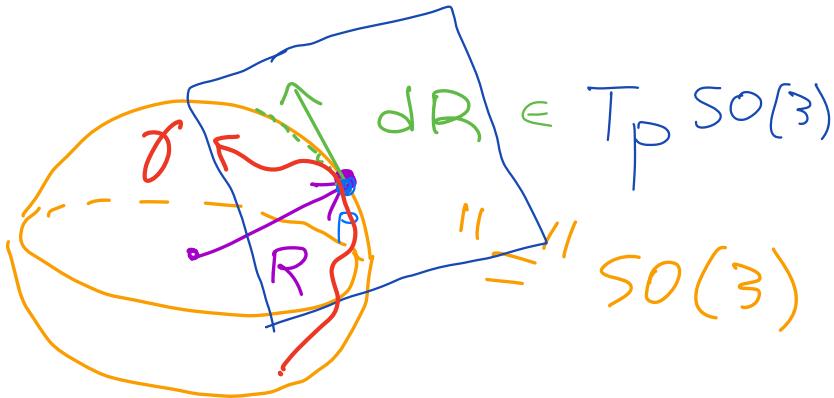


Think of "velocity" vectors at a point $P \in SO(3)$.

Computing $T_p SO(3)$:

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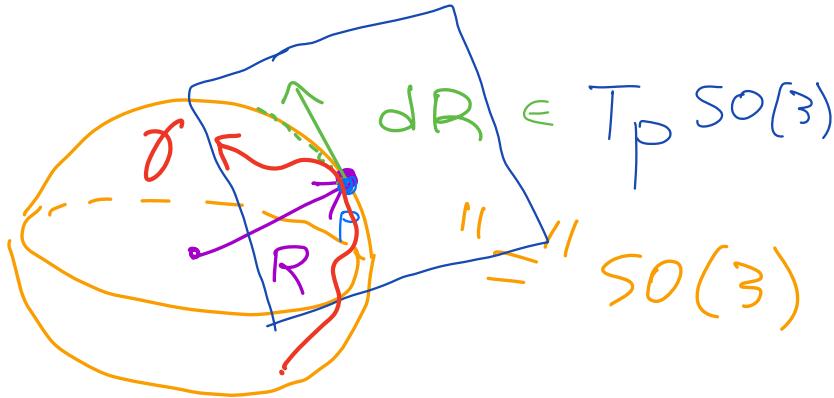
Think of "velocity" vectors of a curve at a point $p \in SO(3)$.

$$\gamma: (-\epsilon, \epsilon) \rightarrow SO(3)$$

Computing $T_p SO(3)$:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid \begin{array}{l} R^T R = I \\ \det R = 1 \end{array} \right\}$$

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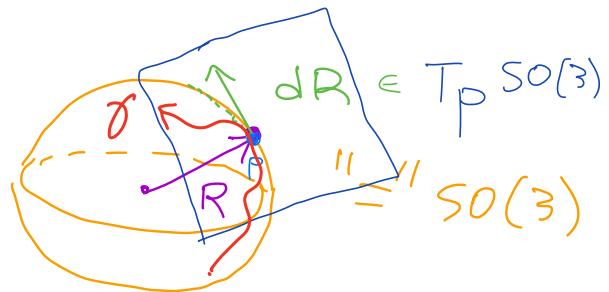
Think of "velocity" vectors of a curve at a point $P \in SO(3)$.

$$\gamma: (-\epsilon, \epsilon) \rightarrow SO(3), \text{ e.g. } \gamma(t) = R_z^{(t)} = \begin{bmatrix} \cos t & -\sin t & 0 \\ \sin t & \cos t & 0 \\ 0 & 0 & 1 \end{bmatrix}$$
$$P = \gamma(0) = I$$

Computing $T_p SO(3)$:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid R^T R = I, \det R' = 1 \right\}$$

Q: How to compute $T_p SO(3)$?



Think of "velocity" vectors of a curve at a point $P \in SO(3)$.

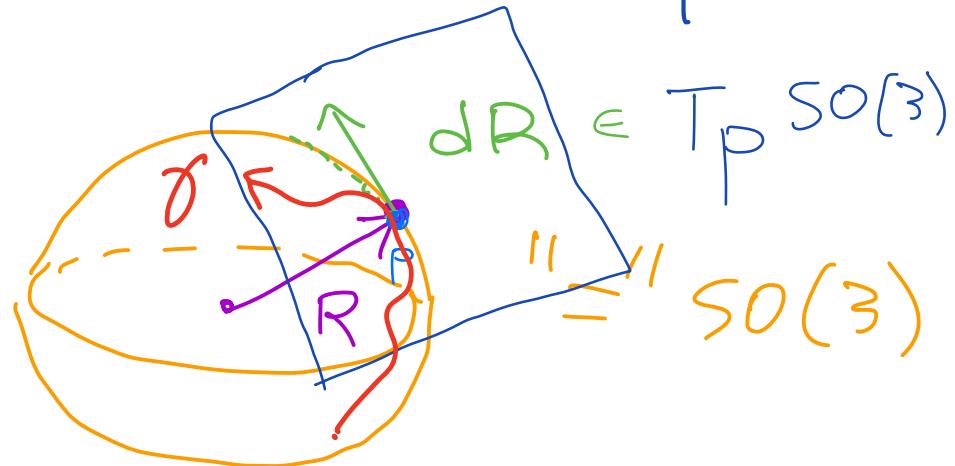
$$\gamma: (a, b) \rightarrow SO(3), \text{ e.g. } \gamma(t) = R_z^{(t)} = \begin{bmatrix} \cos t & -\sin t & 0 \\ \sin t & \cos t & 0 \\ 0 & 0 & 1 \end{bmatrix}, P = \gamma(0)$$

$$\gamma'(t) = \begin{bmatrix} -\sin t & -\cos t & 0 \\ \cos t & -\sin t & 0 \\ 0 & 0 & 0 \end{bmatrix}, \gamma'(0) = \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

Computing $T_p SO(3)$:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid R^T R = I, \det R = 1 \right\}$$

Q: How to compute $T_p SO(3)$?



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dR

Computing $T_p SO(3)$:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid \begin{array}{l} R^T R = I \\ \det R = 1 \end{array} \right\}$$

Q: How to compute $T_p SO(3)$?

$$\mathcal{J}_Z(t) = R_Z^{(t)} = \begin{bmatrix} \cos t & -\sin t & 0 \\ \sin t & \cos t & 0 \\ 0 & 0 & 0 \end{bmatrix}, \quad P = \mathcal{J}(0) = I, \quad \mathcal{J}'_Z(0) = \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$\mathcal{J}_Y(t) = R_Y(t) = \begin{bmatrix} \cos t & 0 & \sin t \\ 0 & 1 & 0 \\ -\sin t & 0 & \cos t \end{bmatrix}, \quad \mathcal{J}'_Y(0) = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 0 \\ -1 & 0 & 0 \end{bmatrix}$$

$$\mathcal{J}_X(t) = R_X^{(t)} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos t & -\sin t \\ 0 & \sin t & \cos t \end{bmatrix}, \quad \mathcal{J}'_X(0) = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix}$$

Computing $T_p SO(3)$:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid R^T R = I, \det R = 1 \right\}$$

Q: How to compute $T_p SO(3)$?

$$\gamma_z(t) = R_z(t) = \begin{bmatrix} \cos t & -\sin t & 0 \\ \sin t & \cos t & 0 \\ 0 & 0 & 1 \end{bmatrix}, \quad P = \gamma_z(0) = I, \quad \gamma'_z(0) = \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$\gamma_y(t) = R_y(t) = \begin{bmatrix} \cos t & 0 & \sin t \\ 0 & 1 & 0 \\ -\sin t & 0 & \cos t \end{bmatrix}, \quad \gamma'_y(0) = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 0 \\ -1 & 0 & 0 \end{bmatrix}$$

$$\gamma_x(t) = R_x(t) = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos t & -\sin t \\ 0 & \sin t & \cos t \end{bmatrix}, \quad \gamma'_x(0) = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix}$$

what about any γ ?

$$\gamma(t) = R_x(\theta_1(t)) R_y(\theta_2(t)) R_z(\theta_3(t))$$

Computing $T_p SO(3)$:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid \begin{array}{l} R^T R = I, \\ \det R = 1 \end{array} \right\}$$

Q: How to compute $T_p SO(3)$?

what about any \mathcal{T} passing through $P = I$?

$$\mathcal{T}(t) = R_x(\theta_1(t)) R_y(\theta_2(t)) R_z(\theta_3(t))$$

$$\mathcal{T}(t) = \mathcal{T}_x(\theta_1(t)) \mathcal{T}_y(\theta_2(t)) \mathcal{T}_z(\theta_3(t))$$

$$\begin{aligned} \mathcal{T}'(t) &= \mathcal{T}_x'(\theta_1(t)) \cdot \mathcal{T}_y(\theta_2(t)) \cdot \mathcal{T}_z(\theta_3(t)) \cdot \theta_1'(t) \\ &\quad + \mathcal{T}_x(\theta_1(t)) \cdot \mathcal{T}_y'(\theta_2(t)) \cdot \mathcal{T}_z(\theta_3(t)) \cdot \theta_2'(t) \end{aligned}$$

$$+ \mathcal{T}_x(\theta_1(t)) \cdot \mathcal{T}_y(\theta_2(t)) \cdot \mathcal{T}_z'(\theta_3(t)) \cdot \theta_3'(t)$$

Computing $T_p SO(3)$:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid R^T R = I, \det R = 1 \right\}$$

Q: How to compute $T_p SO(3)$?

what about any γ passing through $p = I$?

$$\gamma(t) = \gamma_x(\theta_1(t)) \gamma_y(\theta_2(t)) \gamma_z(\theta_3(t))$$

$$\gamma'(0) = \cancel{\gamma'_x(0)} \cdot \cancel{\gamma_x(0)} \overset{I}{\cancel{\gamma_y(0)}} \cdot \cancel{\gamma_z(0)} \overset{I}{\cancel{\cdot \theta'_1(0)}} +$$

$$+ \cancel{\gamma_x(0)} \cdot \cancel{\gamma'_y(0)} \cdot \cancel{\gamma_y(0)} \overset{II}{\cancel{\gamma_z(0)}} \overset{II}{\cancel{\cdot \theta'_2(0)}}$$

$$+ \cancel{\gamma_x(0)} \overset{II}{\cancel{\cdot \gamma'_y(0)}} \overset{II}{\cancel{\cdot \gamma_y(0)}} \cancel{\gamma_z(0)} \overset{II}{\cancel{\cdot \theta'_3(0)}}$$

$$\gamma'(0) = \gamma'_x(0) \theta'_1(0) + \gamma'_y(0) \theta'_2(0) + \gamma'_z(0) \theta'_3(0)$$

Computing $T_p SO(3)$:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid \begin{array}{l} R^T R = I, \\ \det R = 1 \end{array} \right\}$$

Q: How to compute $T_p SO(3)$?
what about any \mathcal{T} passing through $p = I$?

$$\begin{aligned}\mathcal{T}'(0) &= \mathcal{T}_x'(0)\theta_1'(0) + \mathcal{T}_y'(0)\theta_2'(0) + \mathcal{T}_z'(0)\theta_3'(0) \\ &= \mathcal{T}_x'(0)\omega_x + \mathcal{T}_y'(0)\omega_y + \mathcal{T}_z'(0)\omega_z \\ &= \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix} \omega_x + \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 0 \\ -1 & 0 & 0 \end{bmatrix} \omega_y + \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \omega_z \\ &= \begin{bmatrix} 0 & -\omega_z & \omega_y \\ \omega_z & 0 & -\omega_x \\ -\omega_y & \omega_x & 0 \end{bmatrix}\end{aligned}$$

Computing $T_p SO(3)$:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid \begin{array}{l} R^T R = I, \\ \det R = 1 \end{array} \right\}$$

Q: How to compute $T_p SO(3)$?

As a vector space:

$$\mathcal{J}'(0) = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix} \omega_x + \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 0 \\ -1 & 0 & 0 \end{bmatrix} \omega_y + \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \omega_z$$

Lie Algebra of $SO(3) := T_p \text{SO}(3) = \text{Span}_{\mathbb{R}} \left\{ \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix}, \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 0 \\ -1 & 0 & 0 \end{bmatrix}, \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \right\}$

$= \text{Span}_{\mathbb{R}} \left\{ \frac{\partial}{\partial \alpha}(I), \frac{\partial}{\partial \beta}(I), \frac{\partial}{\partial \gamma}(I) \right\}$

$= \text{Span}_{\mathbb{R}} \left\{ E_1(I), E_2(I), E_3(I) \right\}$

Computing $T_p SO(3)$:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid \begin{array}{l} R^T R = I, \\ \det R = 1 \end{array} \right\}$$

Q: How to compute $T_p SO(3)$?
what about any γ passing through $p = I$?

Representing vectors

$$\chi = (\omega_x, \omega_y, \omega_z) \in \mathbb{R}^3$$

$$\tilde{\gamma} := v_1 E_1 + v_2 E_2 + v_3 E_3 = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{bmatrix} \omega_x + \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 0 \\ -1 & 0 & 0 \end{bmatrix} \omega_y + \begin{bmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix} \omega_z$$

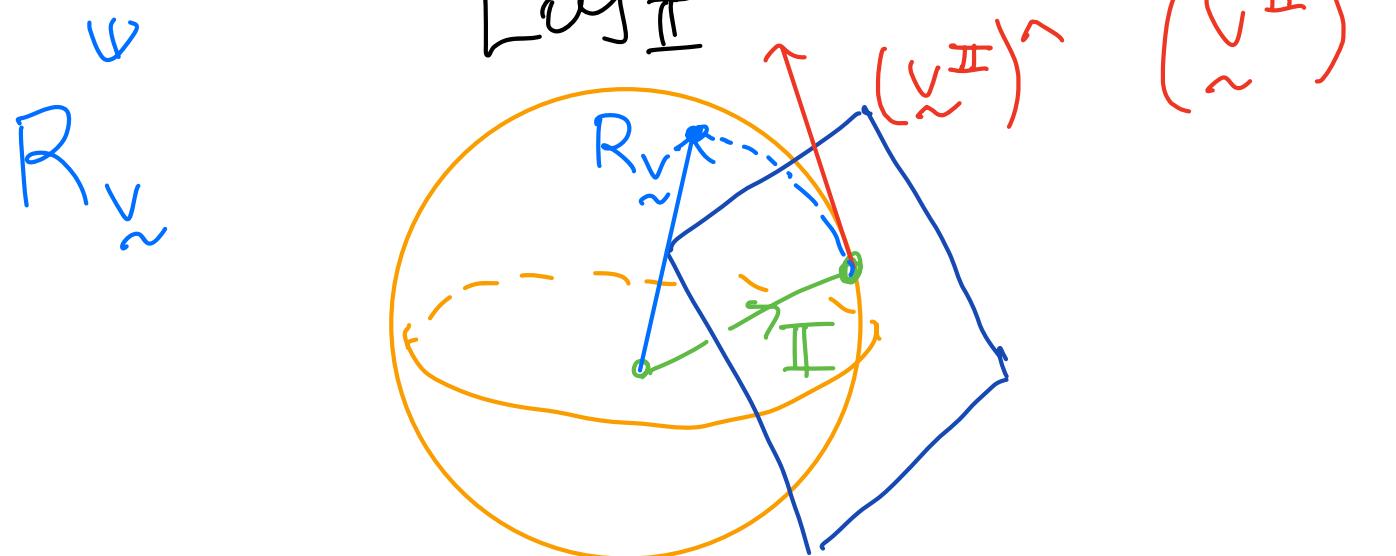
$$(\tilde{\gamma})^\vee = \chi \in T_{\tilde{\gamma}} SO(3)$$

Computing $T_p SO(3)$:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid R^T R = I, \det R = 1 \right\}$$

$$SO(3) \xrightarrow{\frac{d}{dt} \mid I} T_I SO(3)$$

$$SO(3) \xleftarrow[\text{LOG } I]{\text{EXP}_I} T_I SO(3)$$



Computing $T_p SO(3)$:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid \begin{array}{l} R^T R = I, \\ \det R = 1 \end{array} \right\}$$

$$SO(3) \xleftarrow{\text{Exp}_{I\!\!I}} T_{I\!\!I} SO(3)$$

$\text{Exp}_{I\!\!I}^{v\sim} := \gamma_v^{(1)}, \gamma_{\sim}^{(v\sim)} \text{ a geodesic}$
 $v\sim$ w/ const. velocity $v\sim$

$$I\!\!I \oplus v\sim := \text{Exp}_{I\!\!I}^{v\sim} = R_{v\sim}$$

Computing $T_p SO(3)$:

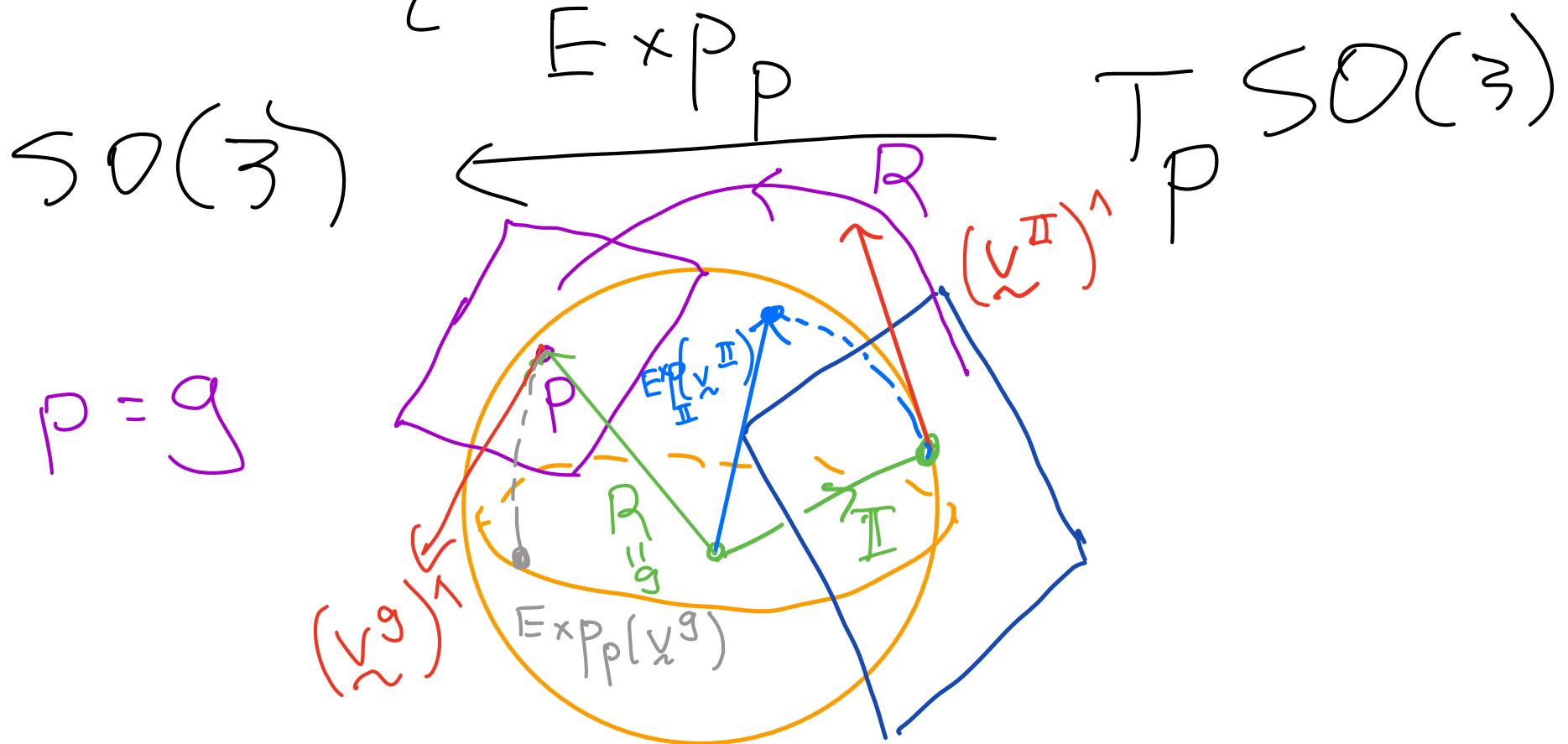
$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid \begin{array}{l} R^T R = I \\ \det R = 1 \end{array} \right\}$$

$$SO(3) \xleftarrow{E \times P_I} T_{\tilde{R}}^{SO(3)} \quad \tilde{R} \sim \mathcal{V}^{\text{II}}$$

$$E \times P_I(\tilde{v}) = \tilde{x}_{\tilde{v}}(1) \quad \tilde{v} \text{ a geodesic const. } \omega \text{ / velocity } v$$

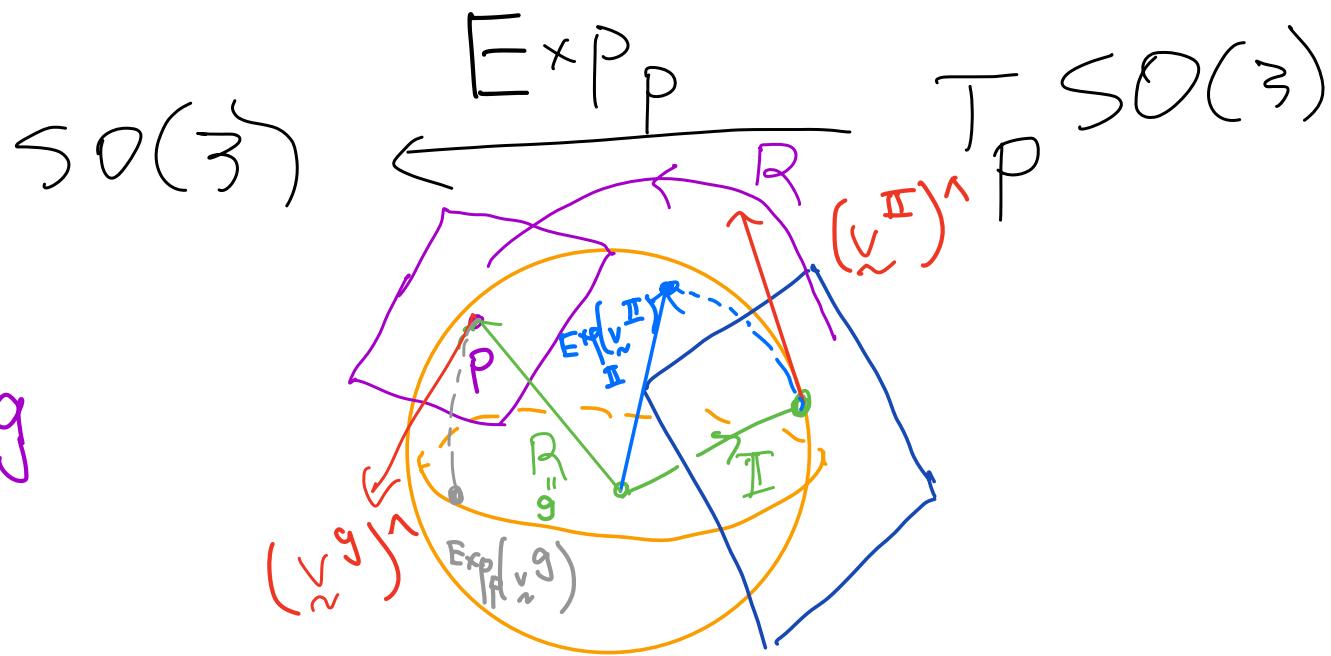
Computing $T_p SO(3)$:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid R^T R = I, \det R = 1 \right\}$$



Computing $T_p SO(3)$:

$$SO(3) = \left\{ R \in \text{Mat}_3(\mathbb{R}) \mid R^T R = I, \det R' = 1 \right\}$$



$$R \oplus v^R := R \cdot \text{Exp}_{\frac{I}{2}v^{\text{II}}}^{(*)} = \text{Exp}_R(v^R)$$

why? we'll
return to this later...

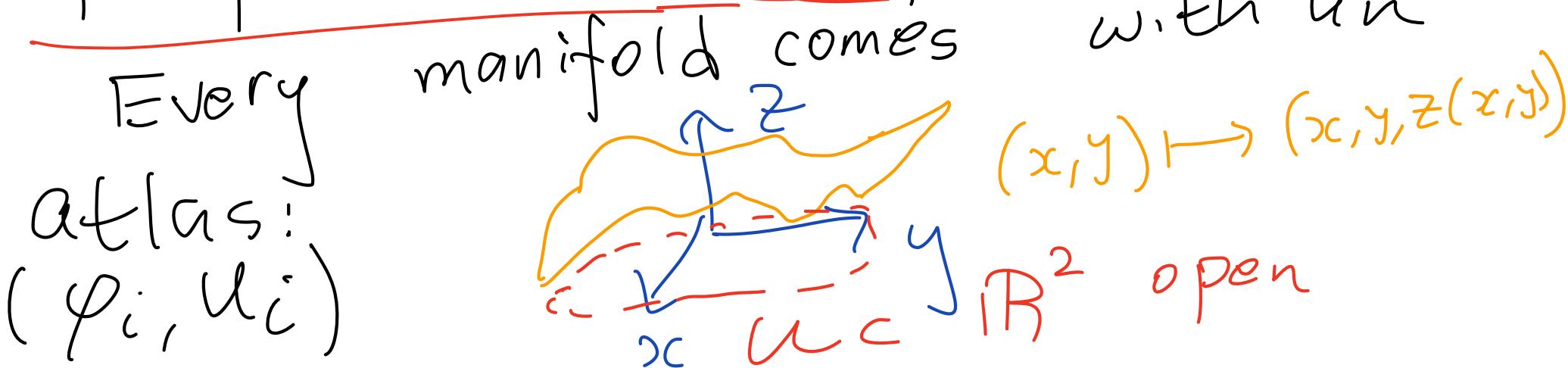
Properties of $\text{EXP}_p : T_p \overset{SO(3) \rightarrow SO(3)}{\longrightarrow}$

$$\text{EXP}_p(\underline{v^p}) := \underline{x}_{\underline{v^p}}(1)$$

\underline{x} a geodesic

How do we actually
compute $\text{EXP}_p(\underline{v^p})$ for
any manifold M ?

Properties of $\text{EXP}_p: T_p \xrightarrow{\text{SO}(3) \rightarrow \text{sq}(3)}$



$\text{SO}(3)$ as a manifold has a chart given by

$$\text{SO}(3)$$

$$\varphi: (0, 2\pi)^3 \rightarrow \text{SO}(3)$$

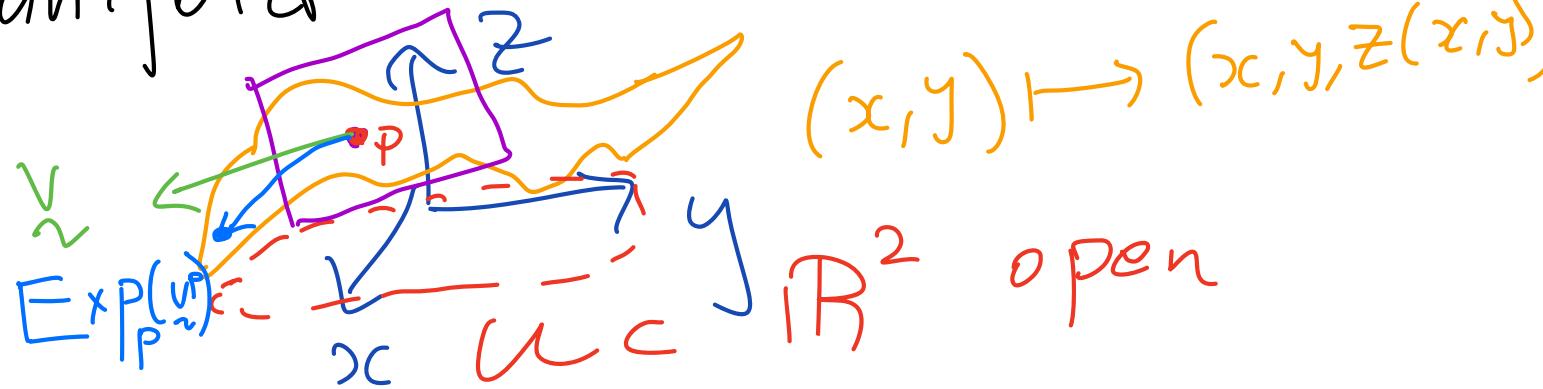
$$\varphi(\alpha, \beta, \gamma) = R_x(\alpha) R_y(\beta) R_z(\gamma)$$

Properties of EXP_P : $T_P \xrightarrow{\text{SO}(3) \rightarrow \text{SO}(3)}$

Every manifold M comes with an

atlas:

$$(\varphi_i, U_i)$$



If γ is given, then

$\text{EXP}_P(\gamma_P)$ can be computed

using the geodesic equation:

$$\begin{aligned} p &= \dot{\varphi}(u'(0), \dots, u^n(0)) \\ \gamma &= \left[v^1, \dots, v^n \right] \end{aligned}$$

initial condition of ODE Christoffel Symbols

ODE

$$\frac{d^2 u^k}{dt^2} + \sum_{ij} \Gamma_{ij}^k \frac{du^i}{dt} \frac{du^j}{dt} = 0,$$

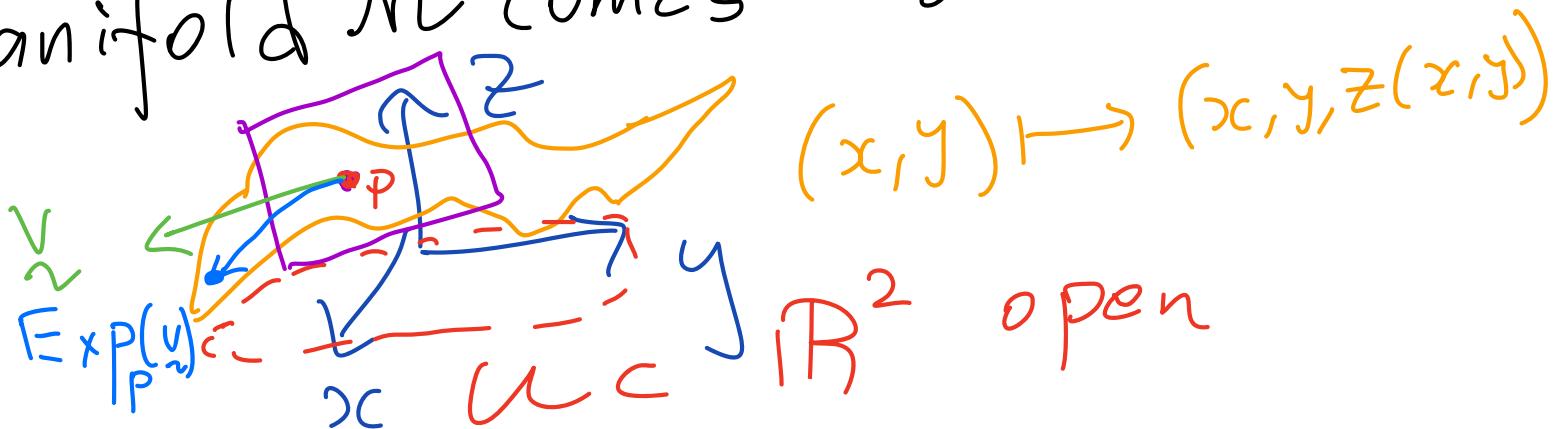
defⁿ of Γ_{ij}^k

$$\begin{aligned} \varphi_{u^i u^j} &= \sum_k \Gamma_{ij}^k E_k \\ T_P M &= \text{span}_{\mathbb{R}} \{ E_1, \dots, E_n \} \end{aligned}$$

Properties of EXP_P : $T_P \xrightarrow{\text{SO}(3) \rightarrow \text{SO}(3)}$ with an

Every manifold M comes

atlas:
 (φ_i, U_i)



Properties of EXP_P: $T_P \xrightarrow{SO(3) \rightarrow SO(3)}$

How to compute $\text{EXP}_{\mathbb{P}}((\tilde{v}^{\mathbb{I}})^{\wedge})$ in an easier way?

$$\tilde{v}^{\mathbb{I}} = (\omega_x, \omega_y, \omega_z)$$

$$(\tilde{v}^{\mathbb{I}})^{\wedge} = \omega_x E_1 + \omega_y E_2 + \omega_z E_3 \in SO(3)$$

want: $R(t) \approx \mathbb{I} + \frac{dR(0)}{dt} t$ (linearising $SO(3)$ at \mathbb{I})

$$= \mathbb{I} + (\tilde{v}^{\mathbb{I}})^{\wedge} t$$

The ODE $\dot{R} = R (\tilde{v}^{\mathbb{I}})^{\wedge}$ w/ $R(0) = \mathbb{I}$ has unique solution given by:

$$\exp((\tilde{v}^{\mathbb{I}})^{\wedge}) = \sum_{k=0}^{\infty} \frac{((\tilde{v}^{\mathbb{I}})^{\wedge})^k}{k!} \in SO(3) \quad (\text{Regular exponential})$$

for small $\|\tilde{v}^{\mathbb{I}}\|$

Properties of Exp_P : $T_P \xrightarrow{\text{SO}(3) \rightarrow \text{SO}(3)}$

$$\exp((\tilde{v}^{\text{II}})) = \sum_{k=0}^{\infty} \frac{((\tilde{v}^{\text{II}}))^k}{k!} \quad (\text{easy to calculate})$$

Equivalence of Exp & Exp_{II}

If G is a Lie group w/ bi-invariant Riemannian metric, then

$$\exp((\tilde{v}^{\text{II}})) = \text{Exp}_{\text{II}}(\tilde{v}^{\text{II}})$$

Milnor, 1976

A Lie group G admits a group
bi-invariant metric iff $G \cong K \times H$
 where K is a compact group
 & H abelian.

Properties of EXP_P: $T_P \xrightarrow{SO(3) \rightarrow SO(3)}$

compactness

$SO(3)$ is compact & $\det R = 1$

$$R^T R = \mathbb{I}$$

R has bounded matrix norm
 $\Rightarrow SO(3)$ is bounded.

$r := (r_{11}, \dots, r_{33})$
equations
 $\Rightarrow SO(3)$

satisfies $SO(3)$ is closed & bounded \Rightarrow compact.
is closed. polynomial

Properties of $\text{Exp}_p : T_p \xrightarrow{\text{SO}(3) \rightarrow \text{SO}(3)}$

For Lie groups G w/ bi-invariant Riemannian metrics (e.g. $\text{SO}(3)$),
the geodesic equation (Michael Greis,
has the solution Notes on Riemannian Geom
of Lie Groups)

$$\gamma(t) = \underbrace{\text{Exp}_g^{(t\tilde{v})}}_{\text{geodesics starting at } g} = g \circ \underbrace{\text{Exp}_e^{(t\tilde{v}^{\text{II}})}}_{\text{geodesics starting at II}}$$

$$g \oplus g_{\tilde{v}} := g \circ \text{Exp}_e^{(\tilde{v}^{\text{II}})} \quad (\text{before}) \\ = \text{Exp}_g^{(\tilde{v}^g)}$$

Properties of $\text{Exp}_P : T_P \xrightarrow{\text{SO}(3)} \text{sq}(3)$

$$\gamma(t) = \text{Exp}_g^{(t\tilde{v})} = g \cdot \text{Exp}_e^{(t\tilde{v}^I)}$$

geodesics starting at g

$$\text{Exp}_e^{(t\tilde{v}^I)}$$

geodesics starting at e

How is \tilde{v}^I related to \tilde{v}^g ?
 As elements related by $d(Lg^{-1})_g$,
 they are related by $T_g \text{SO}(3)$,
 i.e. $(\tilde{v}^I)^g = d(Lg^{-1})_g(\tilde{v}^g)$.

For $\text{SO}(3)$, $d(Lg^{-1}) = R^{-1}$.

Properties of $\text{Exp}_P : T_p \xrightarrow{\text{SO}(3) \rightarrow \text{SO}(3)}$

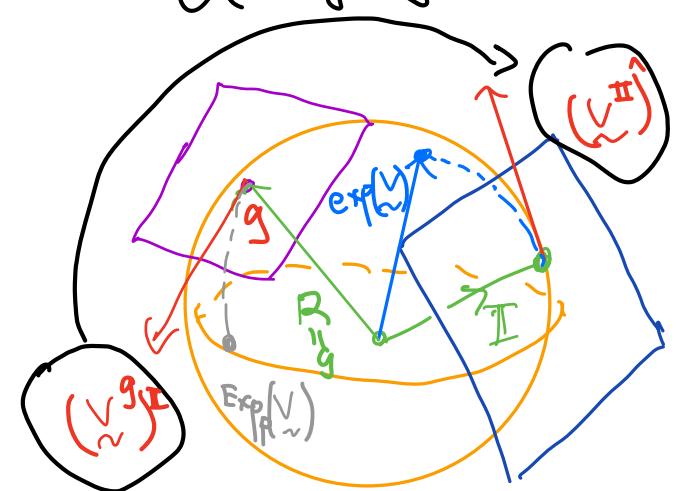
$$g(t) = \text{Exp}_g^{(t\tilde{v})} = g \circ \text{Exp}_e^{(t\tilde{v}^{\text{II}})}$$

\tilde{v} \tilde{v}^{II}

geodesic \hookrightarrow
starting at g

geodesics
starting at II

How is \tilde{v}^{II} related to \tilde{v}^g ?
 As $\tilde{v}^{\text{II}}, \tilde{v}^g \in \mathbb{R}^3$, they coincide
 for bi-invariant Lie Groups.



i.e.

$$\begin{aligned}\tilde{v}^g &= (\omega_x, \omega_y, \omega_z) \\ &= \tilde{v}^{\text{II}}\end{aligned}$$

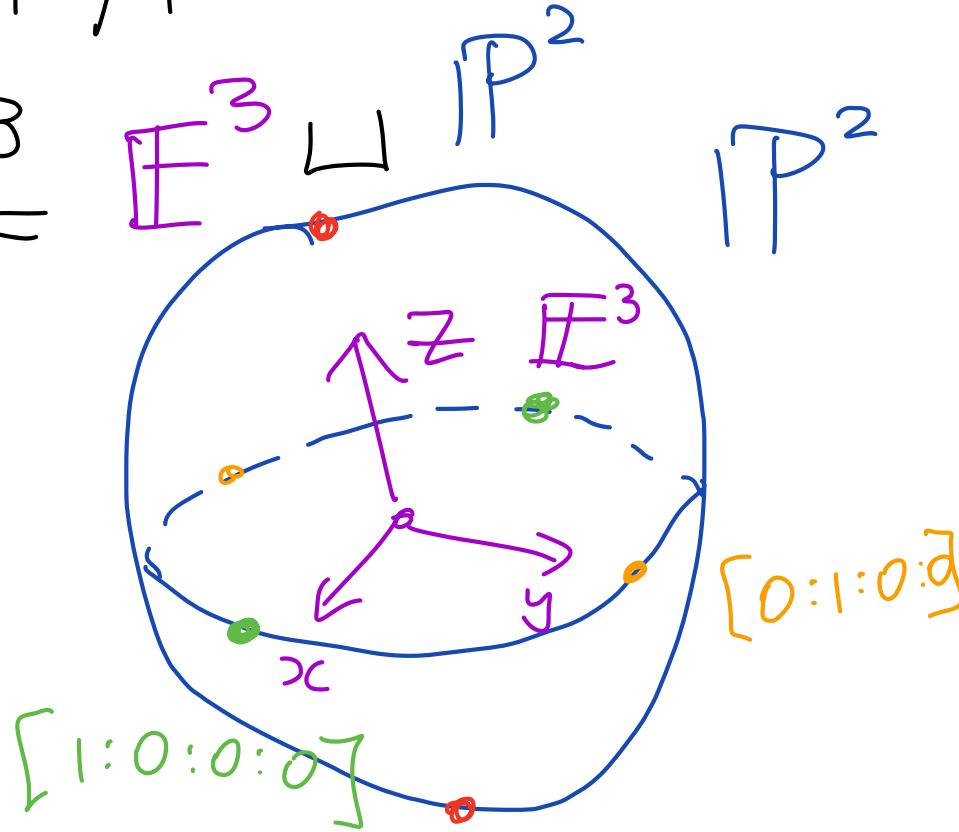
Other Examples: SE(3)

$$SE(3) = \left\{ \begin{pmatrix} R & t \\ 0 & 1 \end{pmatrix} \mid R \in SO(3), t \in \mathbb{R}^3 \right\}$$

$$SE(3) \curvearrowright \mathbb{P}^3 = \mathbb{E}^3 \sqcup \mathbb{P}^2$$

$$\begin{pmatrix} R & t \\ 0 & 1 \end{pmatrix} \cdot [x:y:z:1]$$

$$\begin{pmatrix} R & t \\ 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix}$$



$$\lim_{x \rightarrow \infty} [x:y:z:1] = \lim_{x \rightarrow \infty} \left[1: \frac{y_0}{x}: \frac{z_0}{x}: \frac{1}{x} \right] = [1:0:0:0]$$

Other Examples: SE(3)

$$SE(3) = \left\{ \begin{pmatrix} R & t \\ 0 & 1 \end{pmatrix} \mid \begin{array}{l} R \in SO(3), \\ t \in \mathbb{R}^3 \end{array} \right\}$$

$$SE(3) \curvearrowright \mathbb{P}^3 = \mathbb{E}^3 \sqcup \mathbb{P}^2$$

Other Examples: $SE(3)$

$$SE(3) \cong SO(3) \times \mathbb{R}^3 \not\cong SO(3) \times \mathbb{R}^3$$

semi-direct product & $\text{Exp}_p + \text{exp.}$

direct product

Basics of Classical Lie Groups, Chp 14

$\text{exp}: SE(3) \rightarrow SE(3)$
 is well-defined &
 surjective.

so we can still use exp as
 a way to "linearise" $SE(3)$,
 but lose geometric meaning.

Other Examples: SE(3)

SE(3)

$$T_{\mathbb{R}^3}^{SE(3)} = \text{span}_{\mathbb{R}} \left\{ \frac{d}{dt} \Big|_{t=0} \begin{pmatrix} R_X(t) & 0 \\ 0 & 1 \end{pmatrix}, \frac{d}{dt} \Big|_{t=0} \begin{pmatrix} R_Y(t) & 0 \\ 0 & 1 \end{pmatrix}, \frac{d}{dt} \Big|_{t=0} \begin{pmatrix} R_Z(t) & 0 \\ 0 & 1 \end{pmatrix}, \right.$$

$$\left. \frac{d}{dt} \Big|_{t=0} \begin{pmatrix} I & t e_1 \\ 0 & 1 \end{pmatrix}, \frac{d}{dt} \Big|_{t=0} \begin{pmatrix} I & t e_2 \\ 0 & 1 \end{pmatrix}, \frac{d}{dt} \Big|_{t=0} \begin{pmatrix} I & t e_3 \\ 0 & 1 \end{pmatrix} \right\}$$

$$= \text{span} \left\{ \frac{\partial}{\partial \alpha}, \frac{\partial}{\partial \beta}, \frac{\partial}{\partial \theta}, \frac{\partial}{\partial x}, \frac{\partial}{\partial y}, \frac{\partial}{\partial z} \right\}$$

$$= \text{span}_{\mathbb{R}} \left\{ \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & -1 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{pmatrix}, \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ -1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{pmatrix}, \begin{pmatrix} 0 & -1 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{pmatrix}, \right. \\ \left. \begin{pmatrix} 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{pmatrix}, \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & ? \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{pmatrix}, \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & -1 \\ 0 & 0 & 0 & 0 \end{pmatrix} \right\}$$

Other Examples: SE(3)

A twist ζ is given as:

$$\zeta := \omega_x \frac{\partial}{\partial x} + \omega_y \frac{\partial}{\partial y} + \omega_z \frac{\partial}{\partial z}$$

$$+ v_x \frac{\partial}{\partial x} + v_y \frac{\partial}{\partial y} + v_z \frac{\partial}{\partial z}$$

$$= \begin{pmatrix} 0 & -\omega_z & \omega_y & v_x \\ \omega_z & 0 & -\omega_x & v_y \\ -\omega_y & \omega_x & 0 & v_z \\ 0 & 0 & 0 & 0 \end{pmatrix}$$

Properties of Lie Algebras:

Matrix group multiplication can be "reproduced" with Lie Algebra multiplication:

Baker-Campbell-Hausdorff:

$$x \circ y \longleftrightarrow X + Y + \frac{1}{2}[X, Y] + \frac{1}{12} [X, [X, Y]] + \frac{1}{12} [Y, [Y, X]] + \dots$$

w/ $X = \log x, Y = \log y$, $[X, Y] := XY - YX$

Properties of Lie Algebras:

Baker-Campbell-Hausdorff:

$$x \circ y \longleftrightarrow X + Y + \frac{1}{2}[X, Y] + \frac{1}{12} \left[X, [X, Y] \right] + \frac{1}{12} \left[Y, [Y, X] \right] + \dots$$

$[X, Y] := XY - YX$

w/ $X = \log x, Y = \log y$

Corollary

If $\exp: \mathfrak{g} \rightarrow G$ is surjective,
we can "globally" linearise G
by working purely with its
Lie Algebra \mathfrak{g} .

Changes of Reference Frames

Q: How can we compute change of reference frame?

For a pose $B_T_A \in SE(3)$, we

can just do

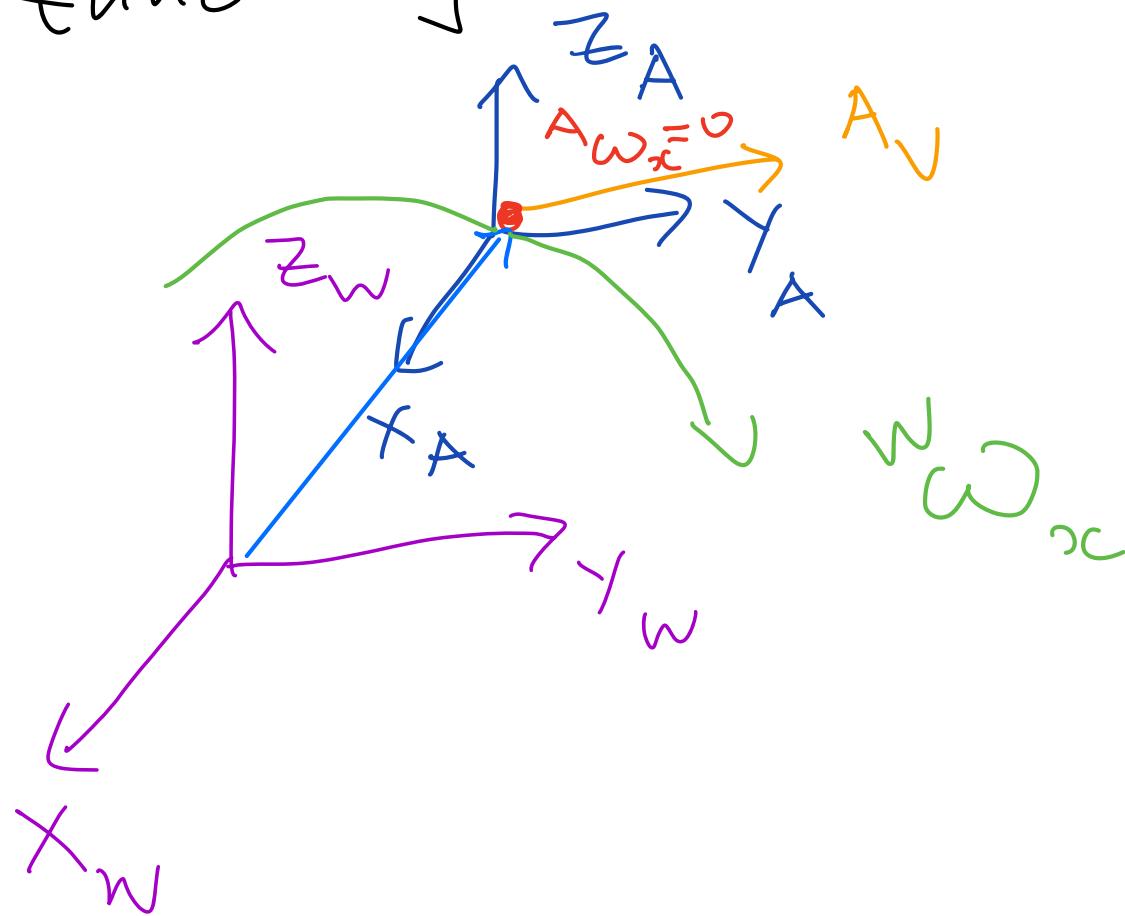
$$B_p = T_A P$$

What about twists ζ ?

$$B_\zeta = ? \cdot A_\zeta$$

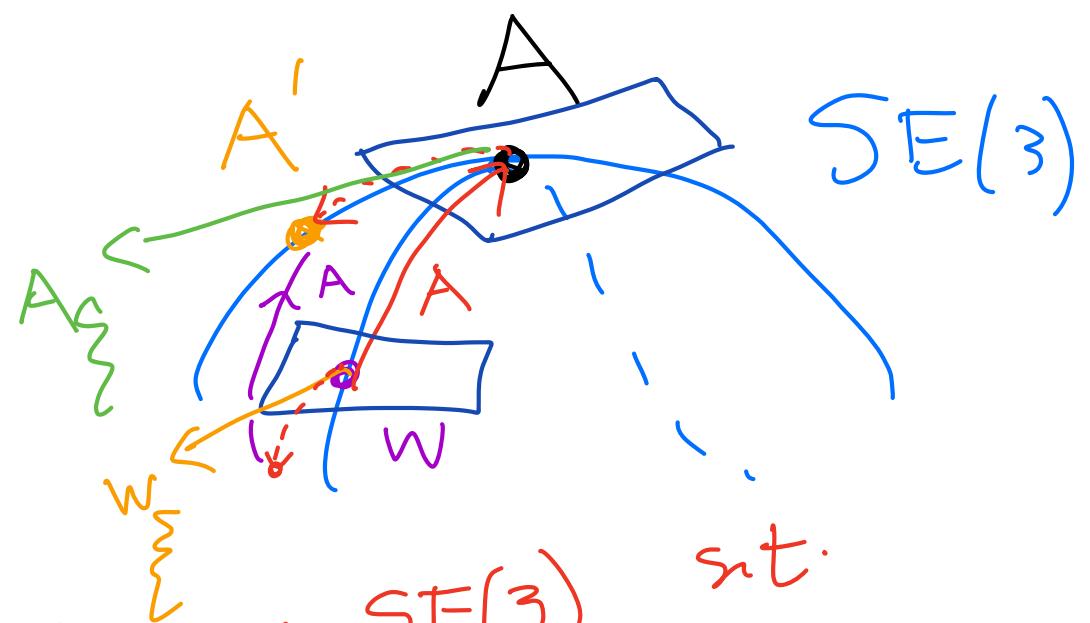
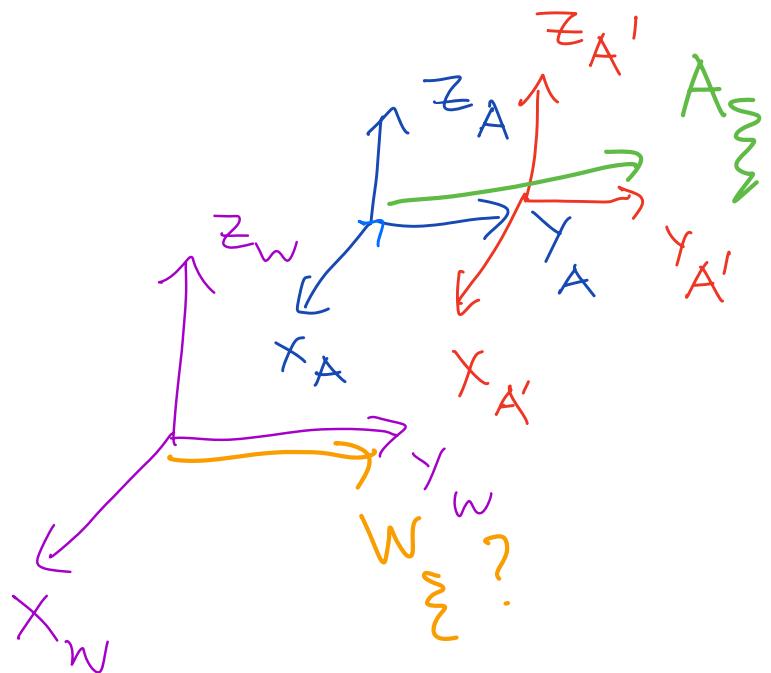
Changes of Reference Frames

In frame A, it is not rotating. However, it appears to "rotate" within world frame W. instantaneously



Changes of Reference Frames

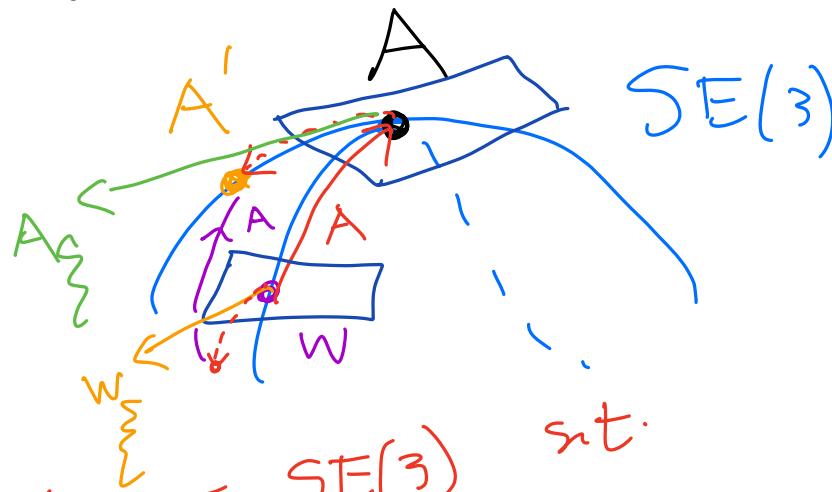
Frame A' = Frame A after dt
 $\in \text{SE}(3)$



Goal: Find ${}^W_E \tau_W {}^{SE(3)}$ s.t.
 ${}^W_E \oplus A = A' = A \oplus A_S$

first increment by W_S in W first move by A in W .

Changes of Reference Frames

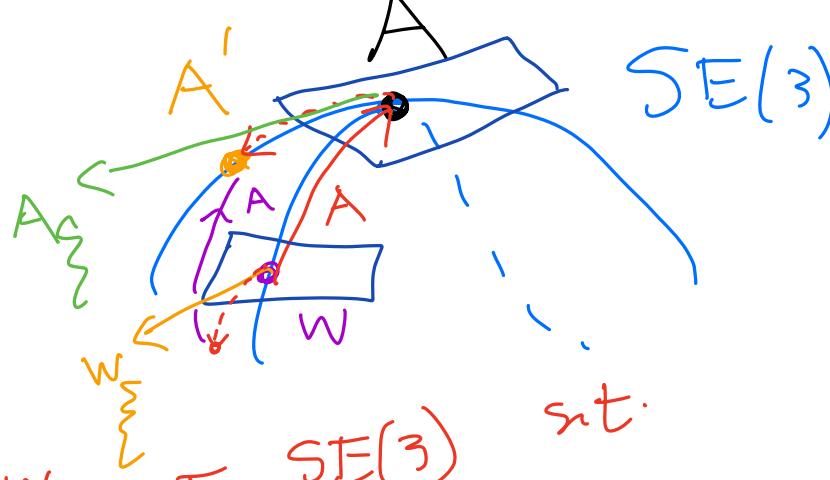


Goal: Find ${}^W_E T_W$ $\in \text{SE}(3)$
 $w_\xi \oplus A = A' = A \oplus A_\xi$
 first increment by w_ξ in W first move by A in W .
 s.t.

R^3

$$\begin{aligned} \text{Exp}_W(w_\xi w) \cdot A &= w_\xi \oplus A = A \oplus A_\xi = \text{Exp}_A(A_\xi w) \\ \text{exp}((w_\xi w)^\wedge) \cdot A &= A \text{exp}((A_\xi w)^\wedge) \in R^3 \\ \Rightarrow \text{exp}((w_\xi w)^\wedge) &= A \text{exp}((A_\xi w)^\wedge) A^{-1} \end{aligned}$$

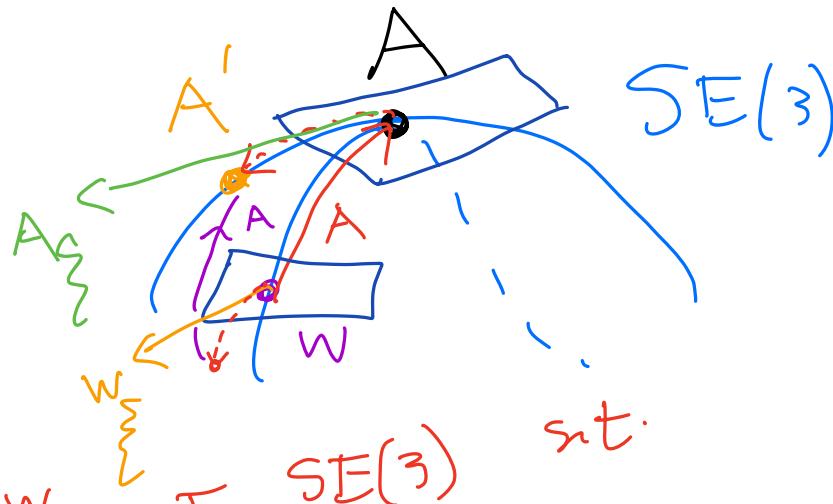
Changes of Reference Frames



Goal: Find ${}^w \xi \in {}^T_W \text{SE}(3)$ s.t.
 ${}^w \xi \oplus A = A' = \underbrace{A}_{\text{first increment by } {}^w \xi \text{ in } w} \oplus A_s = \underbrace{A}_{\text{first move by } A \text{ in } W}$.

$$\begin{aligned}
 \exp(({}^w \xi w)^\wedge) &= A \exp((A \xi w)^\wedge) A^{-1} \\
 &= A \sum_{k=0}^{\infty} \frac{(A \xi w)^\wedge}{k!} A^{-1} \\
 &= \sum_{k=0}^{\infty} \frac{(A (\xi w)^\wedge)^k}{k!} \\
 &= \exp(A (\xi w)^\wedge A^{-1})
 \end{aligned}$$

Changes of Reference Frames

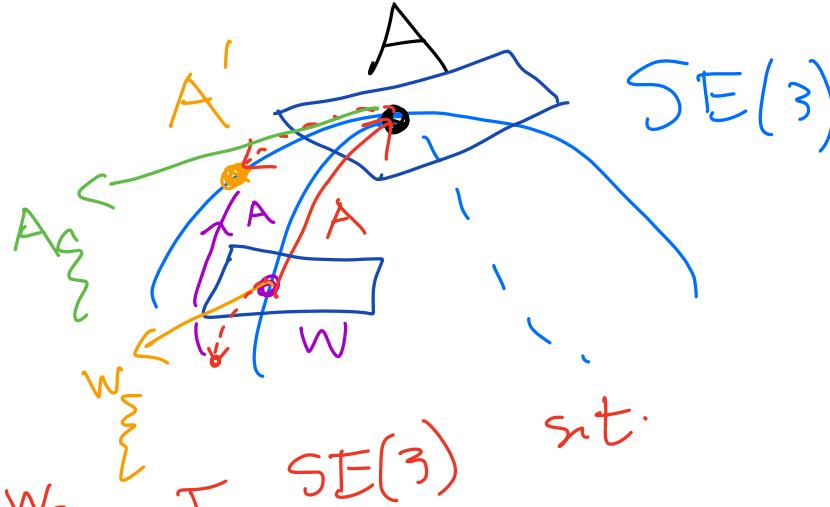


Goal: Find $\overset{w}{\underset{\varepsilon}{\in}} \overset{w}{\underset{\varepsilon}{\in}} E, T_w^{SE(3)}$ s.t.
 $\overset{w}{\underset{\varepsilon}{\in}} \oplus A = A' = \overset{w}{\underset{\varepsilon}{\in}} \oplus A_g$
first increment by w_ε in w first move by A in w .

$$\left(\overset{w}{\underset{\varepsilon}{\in}} \overset{w}{\underset{\varepsilon}{\in}}\right)^n = A \left(\overset{w}{\underset{\varepsilon}{\in}}\right)^n A^{-1}$$
$$T_w^n SE(3)$$

$$T_w SE(3)$$

Changes of Reference Frames



Goal: Find $\overset{w}{\varepsilon} \overset{T}{E}_W = A' = \underbrace{A}_{\text{first increment by } \overset{w}{\varepsilon} \text{ in } W} + \underbrace{\overset{w}{\varepsilon}}_{\text{first move by } A \text{ in } W}$

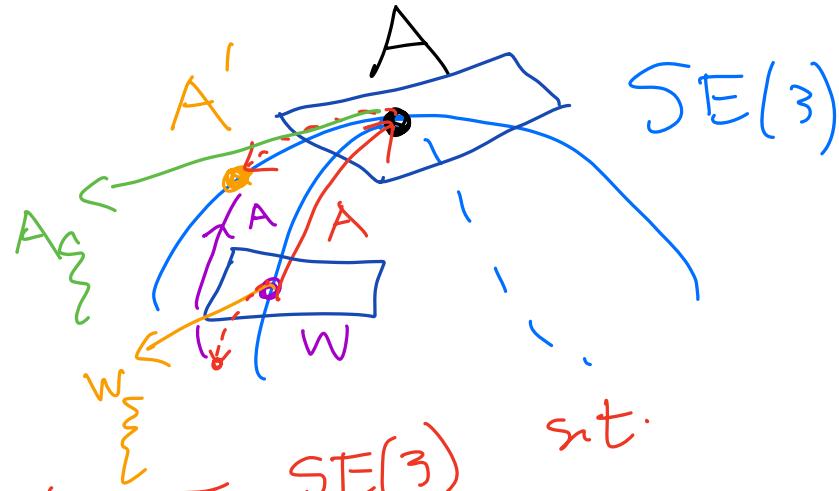
$$= \left(A (\overset{A}{\varepsilon}^w)^\wedge A^{-1} \right)^v$$

$\overset{A}{\varepsilon}^w \in \mathbb{R}^3$ $A \in \mathbb{R}^{3 \times 3}$

Define adjoint matrix of A :

$$\text{Ad}_A: \overset{A}{\varepsilon}^w \mapsto \left(A (\overset{A}{\varepsilon}^w)^\wedge A^{-1} \right)^v$$

Changes of Reference Frames



Goal: Find $\overset{w}{\xi} \in \overset{T}{SE(3)}$ s.t.
 $\overset{w}{\xi} \oplus A = A' = \underbrace{A}_{\text{first move by } A \text{ in } W.} \oplus \overset{A}{\xi}$
first increment by $\overset{w}{\xi}$ in W

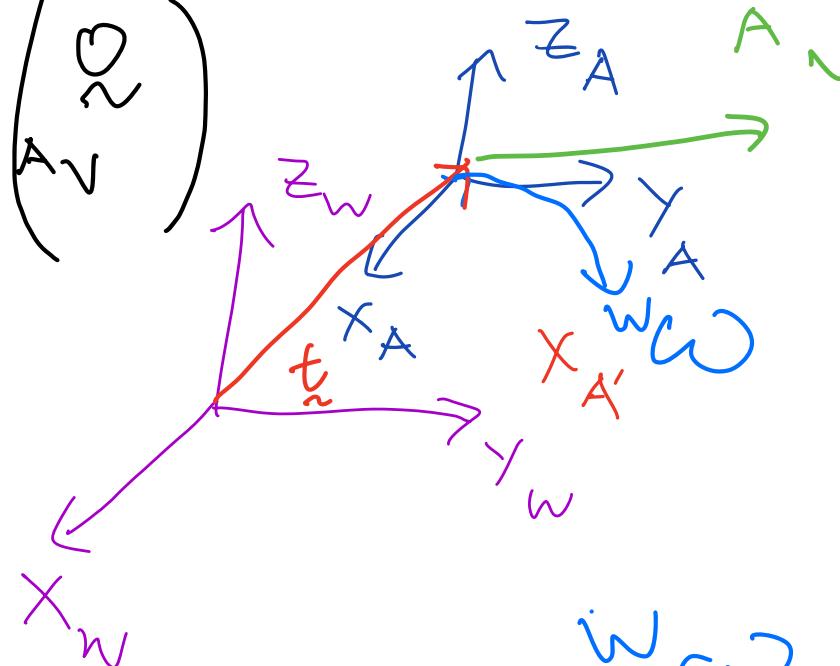
$$\overset{w}{\xi} = {}^{(w)}_{\overset{A}{\xi}} Ad_A$$

the
reference
frame "correct" factor for velocity
"change of
vectors"

Changes of Reference Frames

$$A = \begin{pmatrix} R & \sim t \\ 0 & 1 \end{pmatrix}^A \xi = \begin{pmatrix} 0 \\ A_v \\ A_w \end{pmatrix}$$

$$= \begin{pmatrix} I & \sim t \\ 0 & 1 \end{pmatrix}$$



(^{micro Lie theory})

$$\omega_\xi = Ad_A^{-1} \xi = \begin{pmatrix} R & [x]_x R \\ 0 & R \end{pmatrix} \begin{pmatrix} 0 \\ A_v \\ A_w \end{pmatrix} = \begin{pmatrix} R & x \\ 0 & R \end{pmatrix} \begin{pmatrix} 0 \\ A_v \\ A_w \end{pmatrix} = \begin{pmatrix} R x \\ 0 \\ R A_w \end{pmatrix}$$

Adjoint Representation

The adjoint representation is defined as:

$$\text{Ad}_g : \mathfrak{g} \rightarrow \mathfrak{g}$$
$$\text{Ad}_g(x) = g x g^{-1}$$

For any Lie Group G ,

the map "reproduces" the group structure.

$g \mapsto \text{Ad}_g$

Adjoint Representation

The adjoint representation is defined as:

$$\text{Ad}_g : \mathfrak{g} \rightarrow \mathfrak{g}$$

$$\text{Ad}_g(X) = g X g^{-1}$$

$$\text{Ad}_{g \cdot h} = \text{Ad}_g \circ \text{Ad}_h$$

$$\text{Ad}_{g^{-1}} = \text{Ad}_g^{-1}$$

and by construction:

$$g \oplus \mathbb{V} = (\text{Ad}_g \mathbb{V}) \oplus g$$

Summary

- Geometrically, $g \oplus \tilde{v}$ gives the "closest" element $g' \in G$ if G has a bi-invariant metric after moving away from g in direction \tilde{v}
- Since Exp_P is "hard" to compute, can instead use the fact that bi-invariant Lie groups satisfy $\exp = \text{Exp}_I$ and \exp is easy to compute.
- If only interested in "linearising" G , can instead work w/ its Lie Algebra \mathfrak{g} and \exp .
- To change reference frames for velocity vectors, we use the adjoint matrix Ad_g .