

Lecture 6.3

Optimizing over poses

Trym Vegard Haavardsholm



Nonlinear state estimation

We have seen how we can find the MAP estimate of our unknown states given measurements

$$X^{MAP} = \operatorname{argmax}_X p(X | Z)$$

by representing it as a nonlinear least squares problem

$$X^* = \operatorname{argmin}_X \sum_{i=1}^m \|h_i(X_i) - \mathbf{z}_i\|_{\Sigma_i}^2$$

Choose a suitable initial estimate X^0



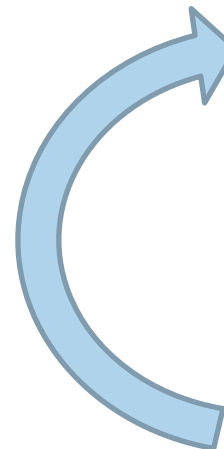
$\mathbf{A}, \mathbf{b} \leftarrow$ Linearize at X^t



$\Delta^* \leftarrow$ Solve $\operatorname{argmin}_{\Delta} \|\mathbf{A}\Delta - \mathbf{b}\|^2$



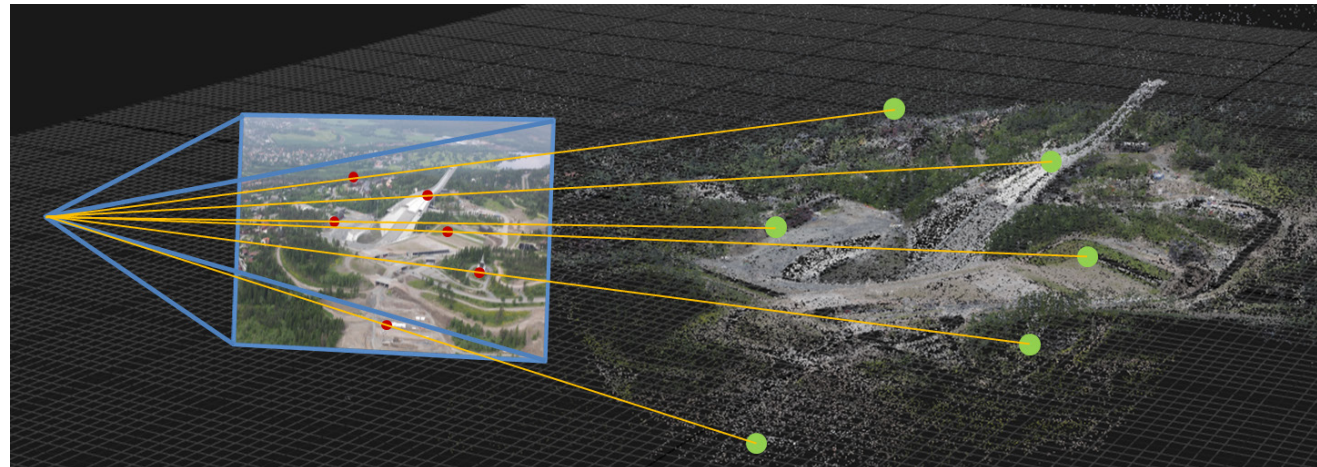
$X^{t+1} \leftarrow X^t + \Delta^*$



The indirect tracking method

Minimize **geometric error** over the **camera pose**

$$\mathbf{T}_{cw}^* = \operatorname{argmin}_{\mathbf{T}_{cw}} \sum_i \left\| \pi(\mathbf{T}_{cw} \tilde{\mathbf{x}}_i^w) - \mathbf{u}_i \right\|^2$$



Rotations and poses are Lie groups

Rotations in 3D:

$$SO(3) = \{ \mathbf{R} \in \mathbb{R}^{3 \times 3} \mid \mathbf{R}\mathbf{R}^T = \mathbf{1}, \det \mathbf{R} = 1 \}$$

Poses in 3D:

$$SE(3) = \left\{ \mathbf{T} = \begin{bmatrix} \mathbf{R} & \mathbf{t} \\ \mathbf{0}^T & 1 \end{bmatrix} \in \mathbb{R}^{4 \times 4} \mid \mathbf{R} = SO(3), \mathbf{t} \in \mathbb{R}^3 \right\}$$

Rotations and poses are Lie groups

Rotations in 3D:

$$SO(3) = \{ \mathbf{R} \in \mathbb{R}^{3 \times 3} \mid \mathbf{R}\mathbf{R}^T = \mathbf{1}, \det \mathbf{R} = 1 \}$$

Poses in 3D:

$$SE(3) = \left\{ \mathbf{T} = \begin{bmatrix} \mathbf{R} & \mathbf{t} \\ \mathbf{0}^T & 1 \end{bmatrix} \in \mathbb{R}^{4 \times 4} \mid \mathbf{R} \in SO(3), \mathbf{t} \in \mathbb{R}^3 \right\}$$

Rotations and poses
are not vector spaces!

(They lie on manifolds)

Nonlinear state estimation

We have seen how we can find the MAP estimate of our unknown states give measurements

$$X^{MAP} = \operatorname{argmax}_X p(X | Z)$$

by representing it as a nonlinear least squares problem

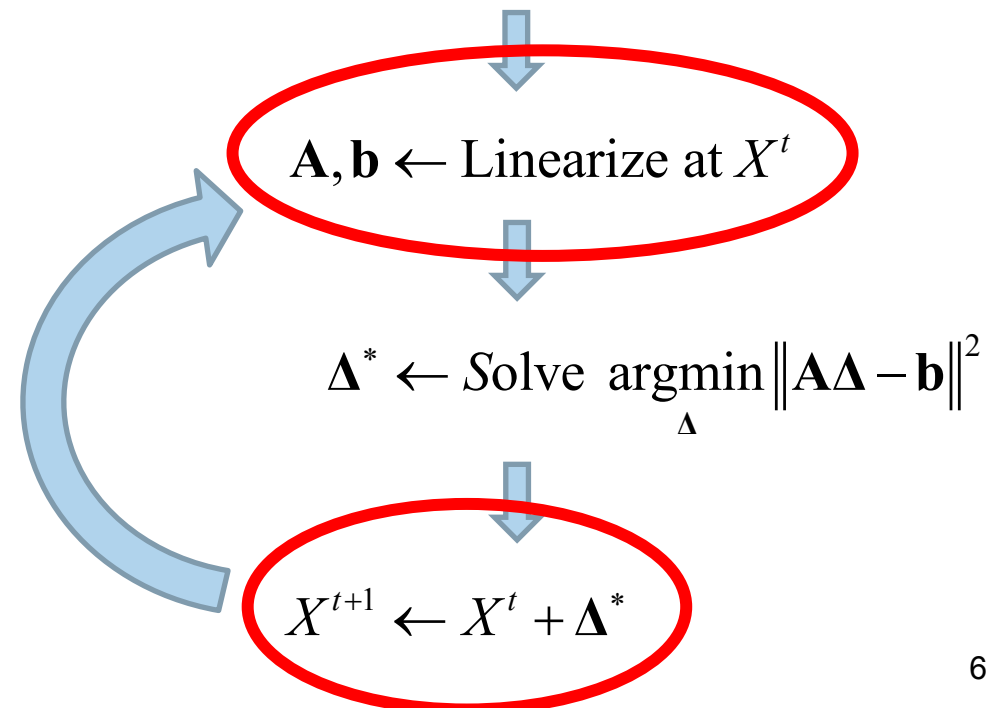
$$X^* = \operatorname{argmin}_X \sum_{i=1}^m \|h_i(X_i) - \mathbf{z}_i\|_{\Sigma_i}^2$$

Rotations and poses are not vector spaces!

(They lie on manifolds)

How do we optimize?

Choose a suitable initial estimate X^0



The corresponding Lie algebra

Rotations in 3D:

$$\mathfrak{so}(3) = \{\Omega = \omega^\wedge \in \mathbb{R}^{3 \times 3} \mid \omega \in \mathbb{R}^3\}$$

$$\omega^\wedge = \begin{bmatrix} \omega_1 \\ \omega_2 \\ \omega_3 \end{bmatrix}^\wedge = \begin{bmatrix} 0 & -\omega_3 & \omega_2 \\ \omega_3 & 0 & -\omega_1 \\ -\omega_2 & \omega_1 & 0 \end{bmatrix} \in \mathbb{R}^{3 \times 3}, \omega \in \mathbb{R}^3$$

The corresponding Lie algebra

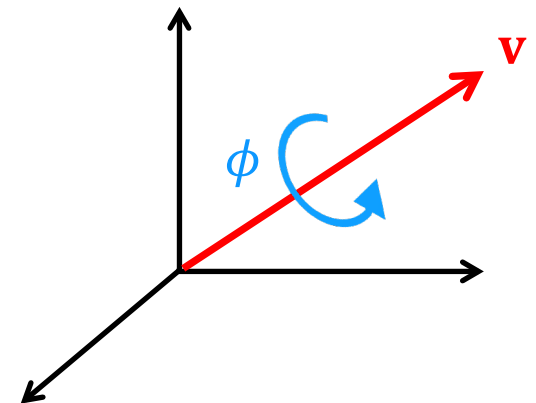
Rotations in 3D:

$$\mathfrak{so}(3) = \{ \Omega = \omega^\wedge \in \mathbb{R}^{3 \times 3} \mid \omega \in \mathbb{R}^3 \}$$

$$\omega^\wedge = \begin{bmatrix} \omega_1 \\ \omega_2 \\ \omega_3 \end{bmatrix}^\wedge = \begin{bmatrix} 0 & -\omega_3 & \omega_2 \\ \omega_3 & 0 & -\omega_1 \\ -\omega_2 & \omega_1 & 0 \end{bmatrix} \in \mathbb{R}^{3 \times 3}, \omega \in \mathbb{R}^3$$

Remember the axis-angle representation:

$$\mathbf{R}_{ab} = \cos \phi \mathbf{I} + (1 - \cos \phi) \mathbf{v} \mathbf{v}^T + \sin \phi \mathbf{v}^\wedge$$



The corresponding Lie algebra

Rotations in 3D:

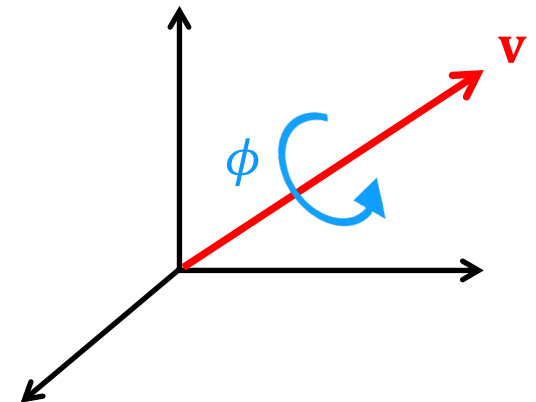
$$\mathfrak{so}(3) = \{ \Omega = \omega^\wedge \in \mathbb{R}^{3 \times 3} \mid \omega \in \mathbb{R}^3 \}$$

$$\omega^\wedge = \begin{bmatrix} \omega_1 \\ \omega_2 \\ \omega_3 \end{bmatrix}^\wedge = \begin{bmatrix} 0 & -\omega_3 & \omega_2 \\ \omega_3 & 0 & -\omega_1 \\ -\omega_2 & \omega_1 & 0 \end{bmatrix} \in \mathbb{R}^{3 \times 3}, \omega \in \mathbb{R}^3$$

Remember the axis-angle representation:

$$\mathbf{R}_{ab} = \cos \phi \mathbf{I} + (1 - \cos \phi) \mathbf{v} \mathbf{v}^T + \sin \phi \mathbf{v}^\wedge$$

When ϕ is small:
 $\cos(\phi) \approx 1$
 $\sin(\phi) \approx \phi$



The corresponding Lie algebra

Rotations in 3D:

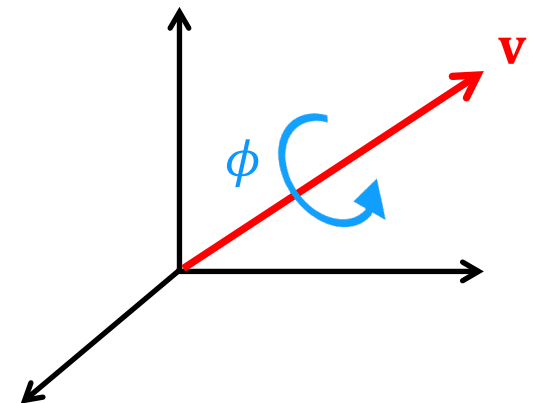
$$\mathfrak{so}(3) = \{ \Omega = \omega^\wedge \in \mathbb{R}^{3 \times 3} \mid \omega \in \mathbb{R}^3 \}$$

$$\omega^\wedge = \begin{bmatrix} \omega_1 \\ \omega_2 \\ \omega_3 \end{bmatrix}^\wedge = \begin{bmatrix} 0 & -\omega_3 & \omega_2 \\ \omega_3 & 0 & -\omega_1 \\ -\omega_2 & \omega_1 & 0 \end{bmatrix} \in \mathbb{R}^{3 \times 3}, \omega \in \mathbb{R}^3$$

Remember the axis-angle representation:

$$\begin{aligned} \mathbf{R}_{ab} &= \cos \phi \mathbf{I} + (1 - \cos \phi) \mathbf{v} \mathbf{v}^T + \sin \phi \mathbf{v}^\wedge \\ &\approx \mathbf{I} + \phi \mathbf{v}^\wedge = \mathbf{I} + \omega^\wedge \end{aligned}$$

When ϕ is small:
 $\cos(\phi) \approx 1$
 $\sin(\phi) \approx \phi$



The corresponding Lie algebra

Rotations in 3D:

$$\mathfrak{so}(3) = \{\Omega = \omega^\wedge \in \mathbb{R}^{3 \times 3} \mid \omega \in \mathbb{R}^3\}$$

$$\omega^\wedge = \begin{bmatrix} \omega_1 \\ \omega_2 \\ \omega_3 \end{bmatrix}^\wedge = \begin{bmatrix} 0 & -\omega_3 & \omega_2 \\ \omega_3 & 0 & -\omega_1 \\ -\omega_2 & \omega_1 & 0 \end{bmatrix} \in \mathbb{R}^{3 \times 3}, \omega \in \mathbb{R}^3$$

Poses in 3D:

$$\mathfrak{se}(3) = \{\Xi = \xi^\wedge \in \mathbb{R}^{4 \times 4} \mid \xi \in \mathbb{R}^6\}$$

$$\xi^\wedge = \begin{bmatrix} \mathbf{v} \\ \omega \end{bmatrix}^\wedge = \begin{bmatrix} \omega^\wedge & \mathbf{v} \\ \mathbf{0}^T & 0 \end{bmatrix} \in \mathbb{R}^{4 \times 4}, \mathbf{v}, \omega \in \mathbb{R}^3$$

The corresponding Lie algebra

The corresponding
Lie algebras
are vector spaces!

Rotations in 3D:

$$\mathfrak{so}(3) = \{\Omega = \omega^\wedge \in \mathbb{R}^{3 \times 3} \mid \omega \in \mathbb{R}^3\}$$

$$\omega^\wedge = \begin{bmatrix} \omega_1 \\ \omega_2 \\ \omega_3 \end{bmatrix}^\wedge = \begin{bmatrix} 0 & -\omega_3 & \omega_2 \\ \omega_3 & 0 & -\omega_1 \\ -\omega_2 & \omega_1 & 0 \end{bmatrix} \in \mathbb{R}^{3 \times 3}, \omega \in \mathbb{R}^3$$

Poses in 3D:

$$\mathfrak{se}(3) = \{\Xi = \xi^\wedge \in \mathbb{R}^{4 \times 4} \mid \xi \in \mathbb{R}^6\}$$

$$\xi^\wedge = \begin{bmatrix} \mathbf{v} \\ \omega \end{bmatrix}^\wedge = \begin{bmatrix} \omega^\wedge & \mathbf{v} \\ \mathbf{0}^T & 0 \end{bmatrix} \in \mathbb{R}^{4 \times 4}, \mathbf{v}, \omega \in \mathbb{R}^3$$

Relation between group and algebra

We can relate the group and algebra through the **matrix exponential** and **matrix logarithm**

$$\begin{aligned}\exp : \mathfrak{so}(3) &\mapsto SO(3) \\ \boldsymbol{\omega} &\mapsto \mathbf{R}\end{aligned}$$

$$\mathbf{R} = \exp(\boldsymbol{\omega}^\wedge) = \mathbf{I} + \frac{1 - \cos \phi}{\phi^2} (\boldsymbol{\omega}^\wedge)^2 + \frac{\sin \phi}{\phi} \boldsymbol{\omega}^\wedge$$

$$\phi = |\boldsymbol{\omega}|$$

$$\begin{aligned}\log : SO(3) &\mapsto \mathfrak{so}(3) \\ \mathbf{R} &\mapsto \boldsymbol{\omega}\end{aligned}$$

$$\log(\mathbf{R}) = \frac{\phi}{2 \sin \phi} (\mathbf{R} - \mathbf{R}^T)$$

$$\phi = \arccos \frac{\text{tr}(\mathbf{R}) - 1}{2}$$

$$\boldsymbol{\omega} = \log(\mathbf{R})^\vee$$

Relation between group and algebra

We can relate the group and algebra through the **matrix exponential** and **matrix logarithm**

$$\begin{aligned}\exp : \mathfrak{se}(3) &\mapsto SE(3) \\ \xi &\mapsto \mathbf{T}\end{aligned}$$

$$\begin{aligned}\mathbf{T} = \exp(\xi^\wedge) &= \mathbf{I} + \xi^\wedge + \frac{1 - \cos \phi}{\phi^2} (\xi^\wedge)^2 + \frac{\phi - \sin \phi}{\phi^3} (\xi^\wedge)^3 \\ \phi &= |\boldsymbol{\omega}|\end{aligned}$$

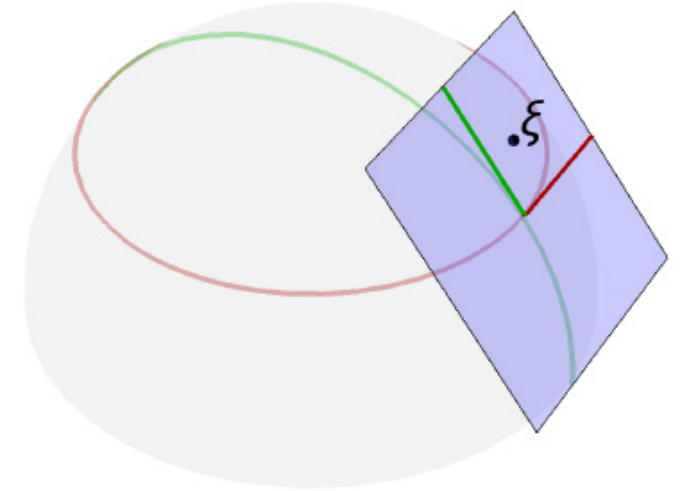
$$\begin{aligned}\log : SE(3) &\mapsto \mathfrak{se}(3) \\ \mathbf{T} &\mapsto \xi\end{aligned}$$

$$\xi = \log(\mathbf{T})^\vee = \begin{bmatrix} \mathbf{V}^{-1}\mathbf{v} \\ \log(\mathbf{R})^\vee \end{bmatrix}$$

$$\mathbf{V}^{-1} = \mathbf{I} - \frac{1}{2}\boldsymbol{\omega}^\wedge + \frac{\left(1 - \frac{\phi \cos(\phi/2)}{2 \sin(\phi/2)}\right)}{\phi^2} (\boldsymbol{\omega}^\wedge)^2$$

Tangent space

The Lie algebra is the tangent space around the identity element of the group



Dellaert, F., & Kaess, M. (2017). Factor Graphs for Robot Perception

- The tangent space is the “optimal” space in which to represent differential quantities related to the group
- The tangent space is a vector space with the same dimension as the number of degrees of freedom of the group transformations

Perturbations

We can represent steps and uncertainty as perturbations in the tangent space

$$\mathbf{R} = \exp(\hat{\boldsymbol{\omega}}) \bar{\mathbf{R}}$$

$$\mathbf{T} = \exp(\hat{\boldsymbol{\xi}}) \bar{\mathbf{T}}$$

Jacobians for perturbations on SO(3)

Group action on points: $\mathbf{R} \oplus \mathbf{x} = \mathbf{R}\mathbf{x}$

$$\frac{\partial (\exp(\boldsymbol{\omega}^\wedge) \mathbf{R}) \oplus \mathbf{x}}{\partial \mathbf{x}} = \frac{\partial \mathbf{R} \oplus \mathbf{x}}{\partial \mathbf{x}} = \mathbf{R}$$

$$\left. \frac{\partial (\exp(\boldsymbol{\omega}^\wedge) \mathbf{R}) \oplus \mathbf{x}}{\partial \boldsymbol{\omega}} \right|_{\boldsymbol{\omega}=\mathbf{0}} = -[\mathbf{R} \oplus \mathbf{x}]^\wedge$$

Jacobians for perturbations on SE(3)

Group action on points: $\mathbf{T} \oplus \mathbf{x} = \mathbf{R}\mathbf{x} + \mathbf{t}$

$$\frac{\partial(\exp(\hat{\xi})\mathbf{T}) \oplus \mathbf{x}}{\partial \mathbf{x}} = \frac{\partial \mathbf{T} \oplus \mathbf{x}}{\partial \mathbf{x}} = \mathbf{R}$$

$$\left. \frac{\partial(\exp(\hat{\xi})\mathbf{T}) \oplus \mathbf{x}}{\partial \hat{\xi}} \right|_{\hat{\xi}=\mathbf{0}} = \begin{bmatrix} \mathbf{I}_{3 \times 3} & -[\mathbf{T} \oplus \mathbf{x}]^{\wedge} \end{bmatrix}$$

Summary

- Updates on rotations and poses as perturbations using Lie algebra

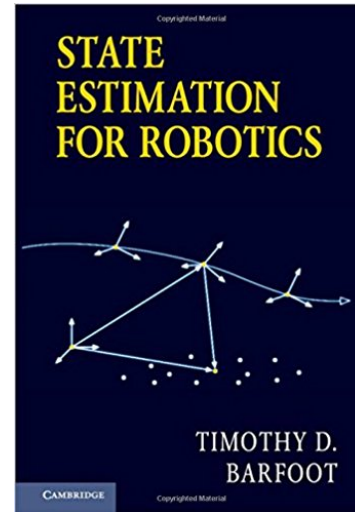
$$\mathbf{R} = \exp(\hat{\boldsymbol{\omega}}) \bar{\mathbf{R}}$$

$$\mathbf{T} = \exp(\hat{\boldsymbol{\xi}}) \bar{\mathbf{T}}$$

- Jacobians for these perturbations
- We are ready to solve

$$\mathbf{T}_{cw}^* = \operatorname{argmin}_{\mathbf{T}_{cw}} \sum_i \left\| \pi(\mathbf{T}_{cw} \tilde{\mathbf{x}}_i^w) - \mathbf{u}_i \right\|^2$$

Supplementary material



Chapter 7

- [Ethan Eade, “Lie Groups for 2D and 3D transformations”](#)
- [José Luis Blanco Claraco, “A tutorial on SE\(3\) transformation parameterizations and on-manifold optimization”](#)