



Computer Vision II: Multiple View Geometry (IN2228)

Chapter 02 Motion and Scene Representation (Part 2 Lie Group and Lie Algebra)

Dr. Haoang Li

27 April 2023 11:00-11:45



Technische Universitat Muncher

Today's Outline

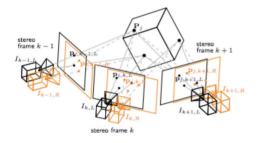
- Motivation
- Concepts of Group
- Lie Group and Lie Algebra

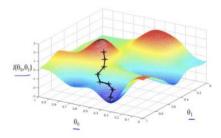




Motivation

- ✓ Optimize the initial estimation (expression->computation->optimization)
- ✓ Find a constraint-free optimization strategy





 $SO(n) = {\mathbf{R} \in \mathbb{R}^{n \times n} | \mathbf{R} \mathbf{R}^T = \mathbf{I}, \det(\mathbf{R}) = 1}$

Orthogonality constraint



Concepts of Group

Definition and properties of group

A group is an algebraic structure of **one set** plus **one operator**.

 $G = (A, \cdot) \quad \stackrel{\text{``\bullet'' denotes the operator instead of multiplication}}{}$

A group should satisfy the following conditions (e.g., integer set plus addition)

- Closure: $\forall a_1, a_2 \in A, a_1 \cdot a_2 \in A.$
- Associative law: $\forall a_1, a_2, a_3 \in A, \ (a_1 \cdot a_2) \cdot a_3 = a_1 \cdot (a_2 \cdot a_3).$
- Identity element: $\exists a_0 \in A, \text{ s.t. } \forall a \in A, a_0 \cdot a = a \cdot a_0 = a.$
- Inverse: $\forall a \in A, \exists a^{-1} \in A, st \ a \cdot a^{-1} = a_0$. $x_0 \text{ and } -x_0 \text{ for addition}$ "1' $x_0 \text{ and } 1/x_0 \text{ for multiplication}$

"0" for addition "1" for multiplication



Concepts of Group

- Common groups
- \checkmark General Linear group GL(n). The invertible n*n matrix with matrix multiplication.
- ✓ Special Orthogonal Group SO(n) or the rotation matrix group, where SO(2) and SO(3) is the most common.
- Rotation matrix set plus matrix multiplication form a group.
- Unit element: Identity matrix
- Identity element: R * R⁻¹ = I
- \checkmark Special Euclidean group SE(n) described earlier, such as SE(2) and SE(3).



- ➢ Lie Group
- Lie Group refers to a group with continuous (smooth) properties.
- SO(n) and SE(n) are continuous in real space since we can intuitively imagine that a rigid body moving continuously in the space, so they are all Lie Groups.
- Two matrices in SO(3) or SE(3) can be multiplied, but not added, which affects the derivate computation.

$$\tilde{\mathbf{b}} = \mathbf{T}_1 \tilde{\mathbf{a}}, \ \tilde{\mathbf{c}} = \mathbf{T}_2 \tilde{\mathbf{b}} \quad \Rightarrow \tilde{\mathbf{c}} = \mathbf{T}_2 \mathbf{T}_1 \tilde{\mathbf{a}}$$

Multiplication on SE(3)



Introduction to Lie Algebra (not very formal, just for understanding)

R(t) denotes a rotation of a camera that changes continuously over time

 $\mathbf{R}(t)\mathbf{R}(t)^T = \mathbf{I}.$

By taking derivatives with respect to the time t, we obtain

 $\dot{\mathbf{R}}(t)\mathbf{R}(t)^T + \mathbf{R}(t)\dot{\mathbf{R}}(t)^T = 0.$ $\dot{\mathbf{R}}$ represents the derivative

We move the second term to the right side and rewrite it based on the transpose

$$\dot{\mathbf{R}}(t)\mathbf{R}(t)^{T} = -\left(\dot{\mathbf{R}}(t)\mathbf{R}(t)^{T}\right)^{T}$$

skew-symmetric matrix



Computer Vision Group

Lie Group and Lie Algebra

Introduction to Lie Algebra

$$\mathbf{a} = (a_1 \ a_2 \ a_3)^{\mathsf{T}} \quad \mathbf{a}^{\wedge} = \mathbf{A} = \begin{bmatrix} 0 & -a_3 & a_2 \\ a_3 & 0 & -a_1 \\ -a_2 & a_1 & 0 \end{bmatrix}, \quad \mathbf{A}^{\vee} = \mathbf{a}.$$
$$\begin{bmatrix} [x_1, x_2, x_3]^{\mathsf{T}}]_{\times} = \begin{bmatrix} 0 & -x_3 & x_2 \\ x_3 & 0 & -x_1 \\ -x_2 & x_1 & 0 \end{bmatrix}$$

For writing simplification, we denote the skew-symmetric matrix by

$$\dot{\mathbf{R}}(t)\mathbf{R}(t)^T=oldsymbol{\phi}(t)^{\wedge}.$$
 3*1 vector What's the me

eaning of $\varphi(t)^{?}$

Right multiply both sides by R(t), we have

$$\dot{\mathbf{R}}(t) = \boldsymbol{\phi}(t)^{\wedge} \mathbf{R}(t)$$

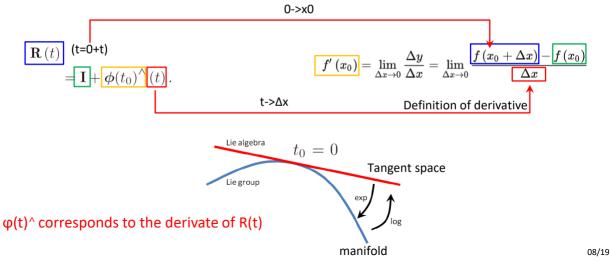
We use the first-order Taylor series around t_0 to expand R(t)

$$\mathbf{R}(t) \approx \mathbf{R}(t_0) + \dot{\mathbf{R}}(t_0)(t - t_0) \qquad t_0 = 0$$

= $\mathbf{I} + \overline{\phi(t_0)}(t)$. $\mathbf{R}(0) = \mathbf{I}$



Introduction to Lie Algebra





Definition of Lie Algebra

Lie Algebra so(3)

$$\mathfrak{so}(3) = \left\{ \phi \in \mathbb{R}^3 \text{ or } \boldsymbol{\Phi} = \phi^{\wedge} \in \mathbb{R}^{3 \times 3} \right\}. \qquad \boldsymbol{\Phi} = \phi^{\wedge} = \begin{bmatrix} 0 & -\phi_3 & \phi_2 \\ \phi_3 & 0 & -\phi_1 \\ -\phi_2 & \phi_1 & 0 \end{bmatrix} \in \mathbb{R}^{3 \times 3}$$

Its relationship to SO(3) is given by the exponential map:

 $\mathbf{R}=\exp(oldsymbol{\phi}^{\wedge}).$ Detailed formula will be introduced later

Through it, we map any vector in so(3) to a rotation matrix in SO(3).



Definition of Lie Algebra

Lie Algebra se(3)

$$\mathfrak{se}(3) = \left\{ \boldsymbol{\xi} = \begin{bmatrix} \boldsymbol{\rho} \\ \boldsymbol{\phi} \end{bmatrix} \in \mathbb{R}^6, \boldsymbol{\rho} \in \mathbb{R}^3, \boldsymbol{\phi} \in \mathfrak{so}(3), \boldsymbol{\xi}^{\wedge} = \begin{bmatrix} \boldsymbol{\phi}^{\wedge} & \boldsymbol{\rho} \\ \boldsymbol{0}^T & \boldsymbol{0} \end{bmatrix} \in \mathbb{R}^{4 \times 4} \right\}.$$

- ✓ The first three dimensions are "translation part" ρ (but keep in mind that the meaning is different from the translation in the matrix).
- \checkmark The second part is a rotation part φ , which is essentially the so(3) element.



Definition of Lie Algebra \geq

How to calculate $exp(\phi \wedge)$, i.e., an exponential map of a matrix?

$$\exp\left(\underline{\boldsymbol{\phi}}^{\wedge}\right) = \exp\left(\theta \mathbf{n}^{\wedge}\right) = \sum_{n=1}^{\infty} \frac{1}{n!} \left(\theta \mathbf{n}^{\wedge}\right)^{n}$$

3D vector with the norm θ and unit direction n.

$$) = \sum_{n=0}^{\infty} n!^{(0)}$$

...

$$\exp(\theta \mathbf{n}^{\wedge}) = \cos \theta \mathbf{I} + (1 - \cos \theta) \mathbf{n} \mathbf{n}^{T} + \sin \theta \mathbf{n}^{\wedge}.$$

This shows that so(3) is actually the rotation vector, and the exponential map is just Rodrigues' formula.



Definition of Lie Algebra

Conversely, if we define a logarithmic map, we can also map the elements in SO(3) to so(3):

$$\boldsymbol{\phi} = \ln \left(\mathbf{R} \right)^{\vee} = \left(\sum_{n=0}^{\infty} \frac{(-1)^n}{n+1} (\mathbf{R} - \mathbf{I})^{n+1} \right)^{\vee}.$$

Use the properties of the trace to solve the rotation angle and the rotation axis separately

$$\theta = \arccos\left(\frac{\operatorname{tr}(\mathbf{R}) - 1}{2}\right).$$

$$\mathbf{Rn} = \mathbf{n}$$
.

The axis n is the eigenvector corresponding to the matrix R's eigenvalue 1.



Computer Vision Group

Lie Group and Lie Algebra

Definition of Lie Algebra

$$\mathbf{R} = \cos\theta \mathbf{I} + (1 - \cos\theta) \mathbf{n} \mathbf{n}^{T} + \sin\theta \mathbf{n}^{\prime}$$

Bodrigues' rotation formula

The exponential map on se(3) is described below

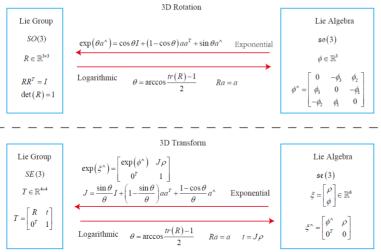
$$\exp\left(\boldsymbol{\xi}^{\wedge}\right) = \begin{bmatrix} \sum_{n=0}^{\infty} \frac{1}{n!} (\boldsymbol{\phi}^{\wedge})^{n} & \sum_{n=0}^{\infty} \frac{1}{(n+1)!} (\boldsymbol{\phi}^{\wedge})^{n} \boldsymbol{\rho} \\ \mathbf{0}^{T} & \mathbf{1} \end{bmatrix} \begin{bmatrix} \mathbf{y}_{1} = t_{1}(x_{1}, \dots, x_{n}) \\ \vdots \\ \mathbf{y}_{n} = t_{n}(x_{1}, \dots, x_{n}), \\ \mathbf{z} = \begin{bmatrix} \mathbf{R} & \mathbf{J} \boldsymbol{\rho} \\ \mathbf{0}^{T} & \mathbf{1} \end{bmatrix} = \mathbf{T}. \\ \mathbf{J} = \frac{\sin \theta}{\theta} \mathbf{I} + \left(1 - \frac{\sin \theta}{\theta}\right) \mathbf{a} \mathbf{a}^{T} + \frac{1 - \cos \theta}{\theta} \mathbf{a}^{\wedge} \end{bmatrix} \mathbf{J} \begin{bmatrix} \frac{\partial y_{1}}{\partial x_{1}} & \cdots & \frac{\partial y_{1}}{\partial x_{n}} \\ \vdots & \ddots & \vdots \\ \frac{\partial y_{n}}{\partial x_{1}} & \cdots & \frac{\partial y_{n}}{\partial x_{n}} \end{bmatrix}.$$

 \checkmark This formula is similar to the Rodrigues formula but not exactly the same.

✓ After passing the exponential map, the translation part is multiplied by a linear Jacobian matrix J.



Definition of Lie Algebra





By courtesy of Dr. Xiang Gao (former member of our group)



- BCH Formula and Its Approximation
- ✓ Motivation

BCH formula is the basis of computing derivatives on so(3)

✓ Recap

$$\mathbf{R}_1 + \mathbf{R}_2 \notin SO(3) \qquad \qquad \phi_1 + \phi_2 \in \mathfrak{so}(3)$$

✓ Does the addition of two vectors in so(3) correspond to the product of the two matrices on SO(3)? In other words, does the following equation hold?

$$\exp(\phi_1^{\wedge})\exp(\phi_2^{\wedge}) = \exp\left(\left(\phi_1 + \phi_2\right)^{\wedge}\right)$$
More generally, $\ln\left(\exp\left(\mathbf{A}\right)\exp\left(\mathbf{B}\right)\right) = \mathbf{A} + \mathbf{B}$



- BCH Formula and its Approximation
- ✓ The above formula does not hold for the matrices. Is there an approximation?

✓ The complete form of the product is given by the Baker-Campbell-Hausdorff formula (BCH formula)

$$\ln \left(\exp \left(\mathbf{A} \right) \exp \left(\mathbf{B} \right) \right) = \mathbf{A} + \mathbf{B} \times \mathbf{A}$$

$$small terms$$

$$\ln \left(\exp \left(\mathbf{A} \right) \exp \left(\mathbf{B} \right) \right) = \mathbf{A} + \mathbf{B} + \frac{1}{2} \left[\mathbf{A}, \mathbf{B} \right] + \frac{1}{12} \left[\mathbf{A}, \left[\mathbf{A}, \mathbf{B} \right] \right] - \frac{1}{12} \left[\mathbf{B}, \left[\mathbf{A}, \mathbf{B} \right] \right] + \cdots$$

$$\mathsf{Lie bracket}$$



- BCH Formula and its Approximation
- ✓ BCH formula can be used to tackle $\exp(\phi_1^{\wedge}) \exp(\phi_2^{\wedge})$

✓ In practice, small items can be ignored when taking derivatives. At this time, BCH has a linear approximation

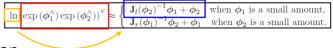
Small variable on so(3)

$$\ln \left(\exp \left(\phi_{1}^{\wedge} \right) \exp \left(\phi_{2}^{\wedge} \right) \right)^{\vee} \approx \begin{cases} \left| \mathbf{J}_{l}(\phi_{2})^{-1}\phi_{1} \right| + \phi_{2} & \text{when } \phi_{1} \text{ is a small amount, } \mathbf{V} \\ \mathbf{J}_{r}(\phi_{1})^{-1}\phi_{2} + \phi_{1} & \text{when } \phi_{2} \text{ is a small amount, } \mathbf{V} \\ \text{on SO(3)} \\ \mathbf{J}_{l} = \mathbf{J} = \frac{\sin \theta}{\theta} \mathbf{I} + \left(1 - \frac{\sin \theta}{\theta} \right) \mathbf{a} \mathbf{a}^{T} + \frac{1 - \cos \theta}{\theta} \mathbf{a}^{\wedge} & \text{Jacobian matrix introduced before} \end{cases}$$



Computer Vision Group

Lie Group and Lie Algebra



- BCH Formula and its Approximation
- \checkmark Suppose we have a rotation R. Its corresponding Lie algebra is $\phi.$
- \checkmark We assign R a small perturbation ΔR. Its Corresponding Lie algebra is Δ φ .
- ✓ On Lie group, the perturbation result is $\Delta \mathbf{R} \cdot \mathbf{R}$. On the Lie algebra, according to the BCH approximation, we have $\mathbf{J}_l^{-1}(\phi)\Delta\phi + \phi$

By combining them, we have

$$\exp\left(\Delta\phi^{\wedge}\right)\exp\left(\phi^{\wedge}\right) = \exp\left(\left(\phi + \mathbf{J}_{l}^{-1}\left(\phi\right)\Delta\phi\right)^{\wedge}\right)$$

Summary

- Motivation
- Concepts of Group
- Lie Group and Lie Algebra







Thank you for your listening! If you have any questions, please come to me :-)