

MEE5114 Advanced Control for Robotics

# Lecture 4: Exponential Coordinate of Rigid Body Configuration

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# Outline

- Exponential Coordinate of  $SO(3)$
- Euler Angles and Euler-Like Parameterizations
- Exponential Coordinate of  $SE(3)$

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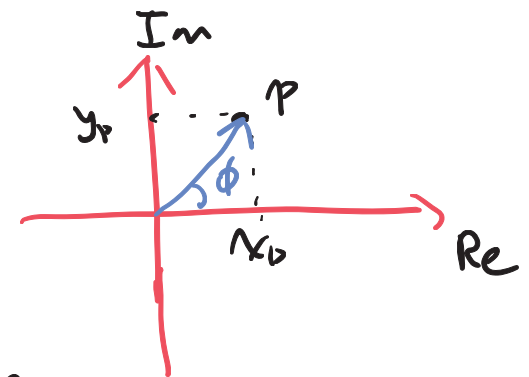
# Towards Exponential Coordinate of $SO(3)$

- Recall the polar coordinate system of the complex plane:

- Every complex number  $z = x + jy = \rho e^{j\phi}$

- Cartesian coordinate  $(x, y) \leftrightarrow$  polar coordinate  $(\rho, \phi)$

- For some applications, polar coordinate is preferred due to its geometric meaning.

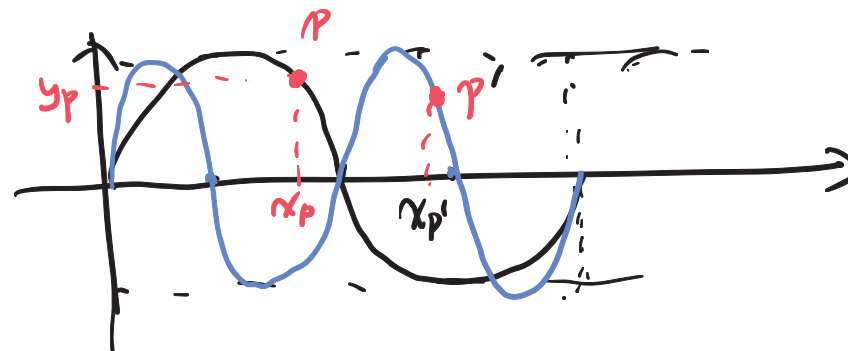


$\mathcal{P} = (x_p, y_p)$   
 $\hookrightarrow$  Polar  $= (\rho, \phi)$

- Consider a set  $M = \{(t, \sin(2n\pi t)) : t \in (0, 1), n = 1, 2, 3, \dots\}$

- $M \subseteq \mathbb{R}^2$

- $p \in M ; \quad \underline{p = (x_p, y_p)}$



- Take advantage of structure of  $M$

Coordinate of  $p$ :  $(1, x_p) \leftrightarrow (x_p, \sin(2\pi x_p))$

$p'$ :  $(2, x_{p'})$

# Exponential Coordinate of $SO(3)$

$$R \in SO(3)$$

$$\hookrightarrow R \in \mathbb{R}^{3 \times 3}$$

$$R = \begin{bmatrix} + & \vee & \times \\ \vee & \cdot & \vee \\ \vee & \cdot & \cdot \end{bmatrix}$$

• **Proposition** [Exponential Coordinate  $\leftrightarrow SO(3)$ ]

- For any unit vector  $[\hat{\omega}] \in so(3)$  and any  $\theta \in \mathbb{R}$ ,

$$e^{[\hat{\omega}]\theta} \in SO(3)$$

- For any  $R \in SO(3)$ , there exists  $(\hat{\omega}) \in \mathbb{R}^3$  with  $\|\hat{\omega}\| = 1$  and  $\theta \in \mathbb{R}$  such that

$$R = e^{[\hat{\omega}]\theta}$$

$$\text{exp: } [\hat{\omega}]\theta \in so(3) \xrightarrow{\text{exp}(\cdot)} R \in SO(3)$$

$$\text{log: } R \in SO(3) \xrightarrow{\text{log}(\cdot)} [\hat{\omega}]\theta \in so(3)$$

• The vector  $(\hat{\omega}\theta)$   
 $3 \times 1$  is called the *exponential coordinate* for  $R$

• The exponential coordinates are also called the canonical coordinates of the rotation group  $SO(3)$

# Rotation Matrix as Forward Exponential Map

- Exponential Map: By definition

$$\dot{w} = \hat{w} \dot{\theta}$$

$$\begin{aligned} \dot{p} &= w \times p \\ &= [\hat{w}] p \end{aligned}$$

$$R(\theta) = e^{[\hat{w}]\theta} = I + \theta[\hat{w}] + \frac{\theta^2}{2!}[\hat{w}]^2 + \frac{\theta^3}{3!}[\hat{w}]^3 + \dots$$

- Rodrigues' Formula:** Given any unit vector  $[\hat{w}] \in so(3)$ , we have

$$e^{[\hat{w}]\theta} = I + [\hat{w}] \sin(\theta) + [\hat{w}]^2 (1 - \cos(\theta))$$

$A = [\hat{w}]\theta$   $\rightarrow$  skew symmetric

Fact: if  $\|\hat{w}\| = 1$ , then  $[\hat{w}] = -[\hat{w}]^T$

$$[\hat{w}]^3 = -[\hat{w}]$$

$$[\hat{w}]^4 = [\hat{w}]^3 [\hat{w}] = -[\hat{w}]^2$$

$$e^{[\hat{w}]\theta} = I + \theta[\hat{w}] + \frac{\theta^2}{2!}[\hat{w}]^2 + \frac{\theta^3}{3!}([\hat{w}]^3) + \frac{\theta^4}{4!}([\hat{w}]^4) + \dots$$

$$= I + \underbrace{\left(\theta - \frac{\theta^3}{3!} + \frac{\theta^5}{5!} - \dots\right)}_{\sin \theta} [\hat{w}] + \underbrace{\left(\frac{\theta^2}{2!} - \frac{\theta^4}{4!} + \frac{\theta^6}{6!} \dots\right)}_{1 - \cos \theta} [\hat{w}]^2$$

# Examples of Forward Exponential Map

$\downarrow$   
(1, 0, 0)

- Rotation matrix  $R_x(\theta)$  (corresponding to  $\hat{x}\theta$ )

$$R_{\text{rot}_x}(\theta) \cong \text{Rot}(\hat{x}; \theta) = e^{[\hat{x}]\theta} = I + \sin\theta \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & -1 \\ 0 & 1 & 0 \end{pmatrix} + \cos\theta \begin{pmatrix} 0 & 0 & 0 \\ 0 & -1 & 0 \\ 0 & 0 & -1 \end{pmatrix}$$

$$\hat{x} = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \Rightarrow [\hat{x}] = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos\theta & -\sin\theta \\ 0 & \sin\theta & \cos\theta \end{bmatrix}$$

- Rotation matrix corresponding to  $(1, 0, 1)^T$

$\downarrow$   
exp coordinate.

$$\hat{w} = \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix} \frac{1}{\sqrt{2}}, \quad \theta = \sqrt{2}$$

$$\begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix} \longrightarrow R = e^{[\hat{w}]\theta} = \begin{bmatrix} & & \\ & & \\ & & \end{bmatrix}$$

# Logarithm of Rotations

- If  $R = I$ , then  $\theta = 0$  and  $\hat{\omega}$  is undefined.

- If  $\text{tr}(R) = -1$ , then  $\theta = \pi$  and set  $\hat{\omega}$  equal to one of the following

$$\frac{1}{\sqrt{2(1+r_{33})}} \begin{bmatrix} r_{13} \\ r_{23} \\ 1+r_{33} \end{bmatrix}, \frac{1}{\sqrt{2(1+r_{22})}} \begin{bmatrix} r_{12} \\ 1+r_{22} \\ r_{32} \end{bmatrix}, \frac{1}{\sqrt{2(1+r_{11})}} \begin{bmatrix} 1+r_{11} \\ r_{21} \\ r_{31} \end{bmatrix}$$

- Otherwise,  $\theta = \cos^{-1} \left( \frac{1}{2}(\text{tr}(R) - 1) \right) \in [0, \pi)$  and  $[\hat{\omega}] = \frac{1}{2 \sin(\theta)} (R - R^T)$

Given any  $R \in \text{SO}(3)$ ,  $\implies$  find  $\hat{\omega} \theta$  such that  $e^{[\hat{\omega}] \theta} = R$

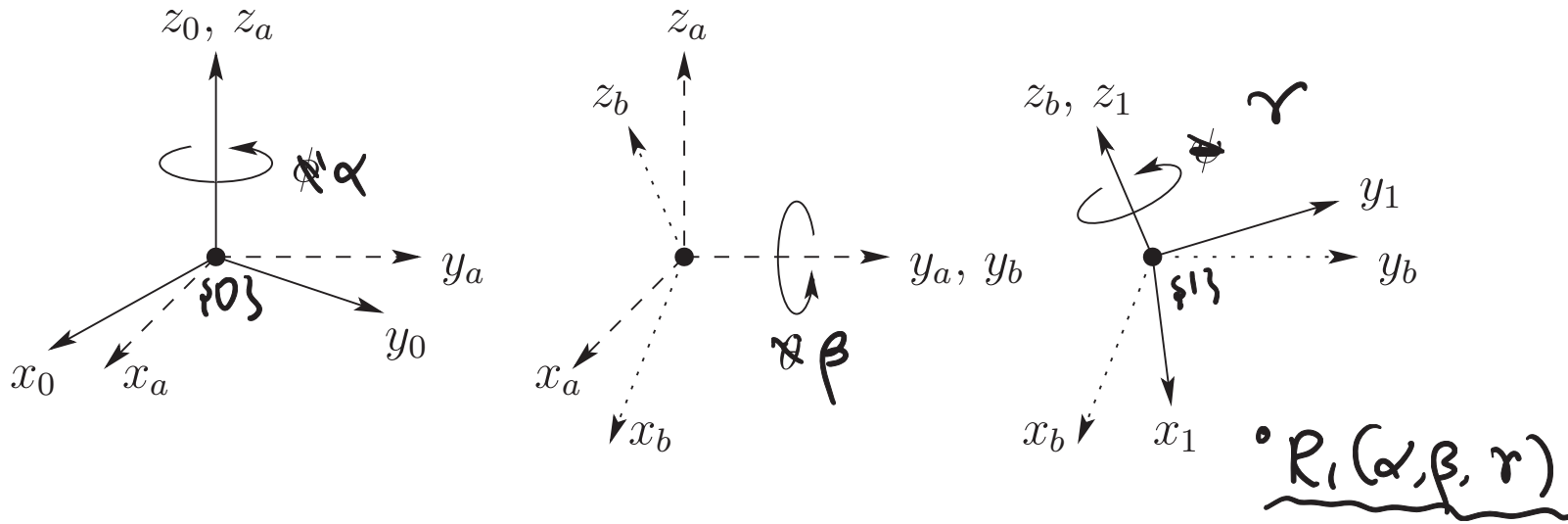
$\underbrace{R}_{\substack{\in \mathbb{R}^{3 \times 3} \\ \text{SO}(3)}} \xrightleftharpoons[\text{exp}]{\log} \underbrace{\hat{\omega} \theta}_{\in \mathbb{R}^3} \leftarrow \text{exp coordinate}$



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# Euler Angle Representation of Rotation



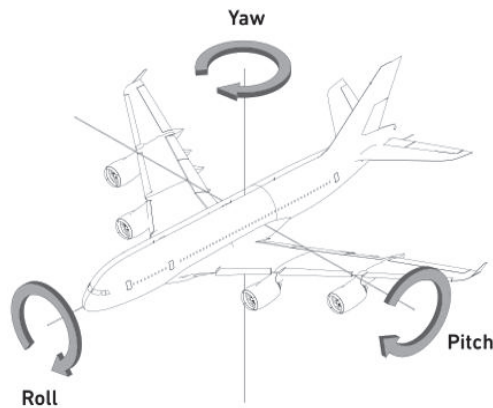
- A common method of specifying a rotation matrix is through three independent quantities called **Euler Angles**.
- Euler angle representation
  - Initially, frame  $\{0\}$  coincides with frame  $\{1\}$
  - Rotate  $\{1\}$  about  $\hat{z}_0$  by an angle  $\alpha$ , then rotate about  $\hat{y}_a$  axis by  $\beta$ , and then rotate about the  $\hat{z}_b$  axis by  $\gamma$ . This yields a net orientation  ${}^0R_1(\alpha, \beta, \gamma)$  parameterized by the ZYZ angles  $(\alpha, \beta, \gamma)$
  - ${}^0R_1(\alpha, \beta, \gamma) = R_z(\alpha)R_y(\beta)R_z(\gamma)$  ;  ${}^0R_1(\alpha, \beta, \gamma) = \underbrace{R_z(\alpha)}_{\text{step 1: } {}^0R_1(\alpha, 0, 0) = R_z(\hat{z}_0; \alpha) \mathbf{I}} \underbrace{R_y(\beta)}_{\text{step 2: } {}^0R_1(\alpha, \beta, 0) = \frac{R(z_0; \alpha)}{R(y; \beta)}}$

# Other Euler-Like Parameterizations

- Other types of Euler angle parameterization can be devised using different ordered sets of rotation axes

roll-pitch-yaw :

- Common choices include:
  - ZYX Euler angles: also called *Fick angles* or yaw, pitch and roll angles
  - YZX Euler angles (Helmholtz angles)



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# Exponential Map of $se(3)$ : From Twist to Rigid Motion

**Theorem 1 [Exponential Map of  $se(3)$ ]:** For any  $\mathcal{V} = (\omega, v)$  and  $\theta \in \mathbb{R}$ , we have  $e^{[\mathcal{V}]\theta} \in SE(3) = \begin{bmatrix} R & p \\ 0 & 1 \end{bmatrix}$

- Case 1 ( $\omega = 0$ ):  $e^{[\mathcal{V}]\theta} = \begin{bmatrix} I & v\theta \\ 0 & 1 \end{bmatrix}$

$$[\mathcal{V}] = \begin{bmatrix} [\omega] & v \\ 0 & 0 \end{bmatrix} \in \mathbb{R}^{4 \times 4}$$

- Case 2 ( $\omega \neq 0$ ): without loss of generality assume  $\|\omega\| = 1$ . Then

$$e^{[\mathcal{V}]\theta} = \begin{bmatrix} e^{[\omega]\theta} & G(\theta)v \\ 0 & 1 \end{bmatrix}, \text{ with } G(\theta) = I\theta + (1 - \cos(\theta))[\omega] + (\theta - \sin(\theta))[\omega]^2 \quad (1)$$

For any twist  $\mathcal{V}, \theta \rightarrow e^{[\mathcal{V}]\theta} \in SE(3)$

# Log of $SE(3)$ : from Rigid-Body Motion to Twist

**Theorem 2 [Log of  $SE(3)$ ]:** Given any  $\underline{T} = (R, p) \in SE(3)$ , one can always find twist  $\mathcal{S} = (\omega, v)$  and a scalar  $\theta$  such that

↓  
unit velocity  
along screw axis

$$\underline{e}^{[\mathcal{S}]\theta} = T = \begin{bmatrix} R & p \\ 0 & 1 \end{bmatrix}$$

$$\mathcal{S} \Leftrightarrow (\hat{s}, h, \eta, \dot{\theta}=1)$$

## Matrix Logarithm Algorithm:

- If  $R = I$ , then set  $\omega = 0$ ,  $v = p/\|p\|$ , and  $\theta = \|p\|$ .
- Otherwise, use matrix logarithm on  $SO(3)$  to determine  $\omega$  and  $\theta$  from  $R$ . Then  $v$  is calculated as  $v = G^{-1}(\theta)p$ , where

$$G^{-1}(\theta) = \frac{1}{\theta}I - \frac{1}{2}[\omega] + \left(\frac{1}{\theta} - \frac{1}{2}\cos\frac{\theta}{2}\right)[\omega]^2$$

$$\mathcal{V} = \begin{bmatrix} \omega \\ v \end{bmatrix} \Rightarrow \underline{[\mathcal{V}]} = \begin{bmatrix} [\omega] & v \\ 0 & 0 \end{bmatrix} \in \mathbb{R}^{4 \times 4} \xrightarrow{\text{exp}(\cdot)} e^{\underline{[\mathcal{V}]\theta} \in \underline{SE(3)}}$$

↙ ∈ se(3)

# Exponential Coordinates of Rigid Transformation

- To sum up, screw axis  $\mathcal{S} = (\omega, v)$  can be expressed as a normalized twist; its matrix representation is

$$[\mathcal{S}] = \begin{bmatrix} [\omega] & v \\ 0 & 0 \end{bmatrix} \in se(3)$$

- A point started at  $p(0)$  at time zero, travel along screw axis  $\mathcal{S}$  at unit speed for time  $t$  will end up at  $\tilde{p}(t) = e^{[\mathcal{S}]t}\tilde{p}(0)$
- Given  $\mathcal{S}$  we can use Theorem 1 to compute  $e^{[\mathcal{S}]t} \in SE(3)$ ;
- Given  $T \in SE(3)$ , we can use Theorem 2 to find  $\mathcal{S} = (\omega, v)$  and  $\theta$  such that  $e^{[\mathcal{S}]\theta} = T$ .
- We call  $(\mathcal{S}\theta)$  the **Exponential Coordinate** of the homogeneous transformation  $T \in SE(3)$

$$T \in \mathbb{R}^{4 \times 4} \Leftrightarrow (\mathcal{S}\theta) \in \mathbb{R}^{6 \times 1}$$

## More Space

$$\mathcal{V} \subset \mathcal{S}$$

$$\omega = \hat{\omega} \hat{v}$$

$$e^{[\omega]} \in SO(3)$$

$$e^{[\hat{v}]} \in \mathbb{R}^3$$

$$\text{Given } T \in SE(3), \implies \mathcal{V} \text{ such } e^{[\hat{v}]} = T$$



# More Space