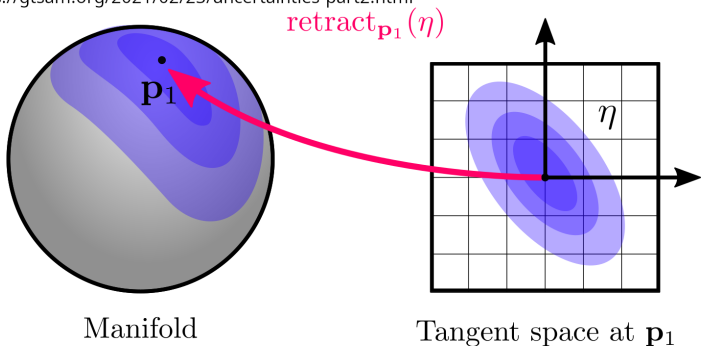


Lie theory - part 10

Or: The exponential map in more details

From infinitesimal data to actual motion

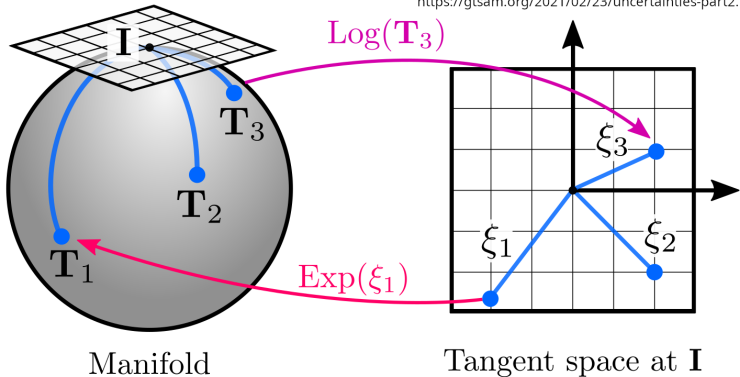
<https://gtsam.org/2021/02/23/uncertainties-part2.html>



- ▶ **Definition** For matrices, $\exp(A) = I + A + \frac{A^2}{2!} + \frac{A^3}{3!} + \dots$
- ▶ **Dynamic meaning** The curve $t \mapsto e^{tA}$ is the flow generated by the infinitesimal direction A
- ▶ **Big picture** Lie algebras describe tiny motions; the exponential map turns them into nearby group elements

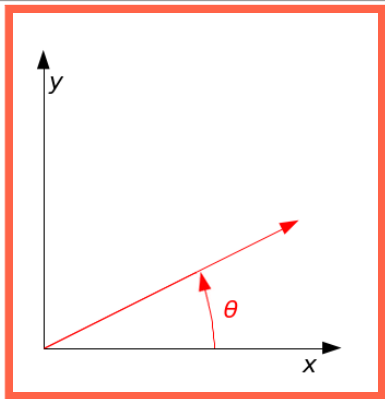
What the exponential map is (and is not)

<https://gtsam.org/2021/02/23/uncertainties-part2.html>



- ▶ **Local story** Near $0 \in \mathfrak{g}$ and $e \in G$, the exponential map behaves like a smooth change of coordinates
- ▶ **Not global** It need not be injective and need not hit every element of G
- ▶ **Moral** The Lie algebra captures the geometry of the group close to the id

Examples: rotations

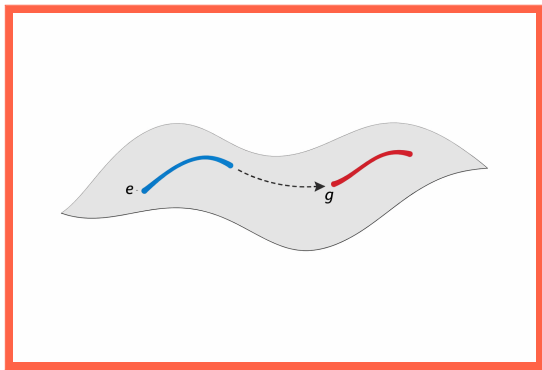


- ▶ **Rotation example** In $\mathfrak{so}(2)$, a skew-symmetric matrix exponentiates to an honest rotation matrix
- ▶ **Rotation example** For

$$A = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \in \mathfrak{so}(2), \quad \exp(tA) = \begin{pmatrix} \cos t & -\sin t \\ \sin t & \cos t \end{pmatrix},$$

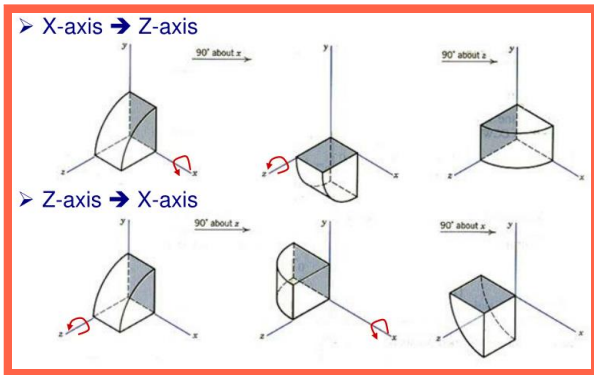
which is exactly rotation by angle t

Why the derivative at zero matters so much



-
- ▶ **First-order term** Since $\exp(tA) = I + tA + O(t^2)$, the tangent vector at $t = 0$ is exactly A
 - ▶ **Consequence** The differential of \exp at 0 is the identity map on \mathfrak{g}
 - ▶ **Translation** This is why Lie algebra data really does encode the local geometry of the group

Why we care: products are harder than sums



- ▶ **Easy case** If A and B commute, then $e^{A+B} = e^A e^B$
- ▶ **Hard case** In general, multiplication in the group is more complicated than addition in the Lie algebra
- ▶ **Preview** Next: Baker–Campbell–Hausdorff explains the logarithm of a product near the identity

Thank you for your attention!

Next time: Baker–Campbell–Hausdorff