

Last Time

Chapter 2 Rigid Body Motion

2 Rotational motion in \mathbb{R}^3

- *Quaternions*

3 Rigid Motion in \mathbb{R}^3

- SE(3)
 - As a Configuration Space
 - *Homogeneous Representation*
 - *SE(3) is a Group*
 - *SE(3) is a Rigid Body Transformation*

Comparison between Rotation & Rigid-body Motion

Recap

Rotation :

$$R \in SO(3)$$

- (i) Configuration R_{ab}
- (ii) Change of Ref. Frame

$$q_a = R_{ab} q_b$$

$$R_{ac} = R_{ab} R_{bc}$$

$E\mathbb{R}^3$ $SE(3)$ special Euclidean
 R igid-body Motion :
 $g = (p, R) \in SE(3)$, $g = \begin{bmatrix} R & p \\ 0 & 1 \end{bmatrix}$
 $\in SE(3)$

- (i) Configuration g_{ab}
- (ii) Change of Ref. Frame

Q $q_a = g_{ab} q_b$?

$$\begin{bmatrix} q_a \\ 1 \end{bmatrix} = g_{ab} \begin{bmatrix} q_b \\ 1 \end{bmatrix}$$

$q_a = p_{ab} + R_{ab} q_b$

$$g_{ac} = g_{ab} g_{bc}$$

Today

Chapter 2 Rigid Body Motion

3 Rigid Motion in \mathbb{R}^3

- *Exponential coordinates of $SE(3)$*
 - *Twists*
 - *$se(3)$*
 - *The Exponential Map*
- *Screw Motion*
 - *What is a Screw*
 - *Twist associated with a Screw*
 - *Screw associated with a Twist*

Chapter 3 Manipulator Kinematics

1 Forward kinematics

- *Joint Space*

2.3 Rigid motion in \mathbb{R}^3

33

Exponential coordinates of $SE(3)$:

For rotational motion:

$$\dot{p}(t) = \omega \times (p(t) - q)$$

$$\begin{bmatrix} \dot{p} \\ 0 \end{bmatrix} = \begin{bmatrix} \hat{\omega} & -\omega \times q \\ 0 & 0 \end{bmatrix} \begin{bmatrix} p \\ 1 \end{bmatrix}$$

$$\text{or } \dot{\bar{p}} = \hat{\xi} \cdot \bar{p} \Rightarrow \bar{p}(t) = e^{\hat{\xi}t} \bar{p}(0)$$

$$\text{where } e^{\hat{\xi}t} = I + \hat{\xi}t + \frac{(\hat{\xi}t)^2}{2!} + \dots$$

$$\dot{\bar{p}} = \hat{\xi} \bar{p} \Rightarrow \bar{p}(t) = e^{\hat{\xi}t} \bar{p}(0)$$

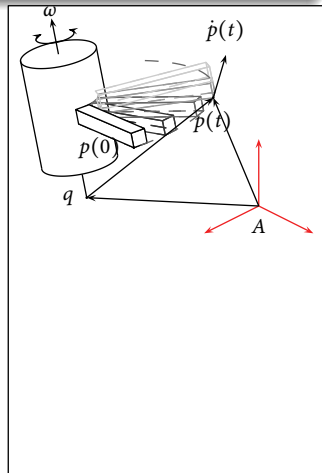
 $\hat{\xi} \equiv$


Figure 2.13

2.3 Rigid motion in \mathbb{R}^3

33

Exponential coordinates of $SE(3)$:

For rotational motion:

$$\dot{p}(t) = \omega \times (p(t) - q)$$

$$\begin{bmatrix} \dot{p} \\ 0 \end{bmatrix} = \begin{bmatrix} \hat{\omega} & -\omega \times q \\ 0 & 0 \end{bmatrix} \begin{bmatrix} p \\ 1 \end{bmatrix}$$

or $\dot{\bar{p}} = \hat{\xi} \cdot \bar{p} \Rightarrow \bar{p}(t) = e^{\hat{\xi}t} \bar{p}(0)$

where $e^{\hat{\xi}t} = I + \hat{\xi}t + \frac{(\hat{\xi}t)^2}{2!} + \dots$

For translational motion:

$$\dot{p}(t) = v$$

$$\begin{bmatrix} \dot{p}(t) \\ 0 \end{bmatrix} = \begin{bmatrix} 0 & v \\ 0 & 0 \end{bmatrix} \begin{bmatrix} p \\ 1 \end{bmatrix}$$

$$\dot{\bar{p}}(t) = \hat{\xi} \cdot \bar{p}(t) \Rightarrow \bar{p}(t) = e^{\hat{\xi}t} \bar{p}(0)$$

$$\hat{\xi} = \begin{bmatrix} 0 & v \\ 0 & 0 \end{bmatrix}$$

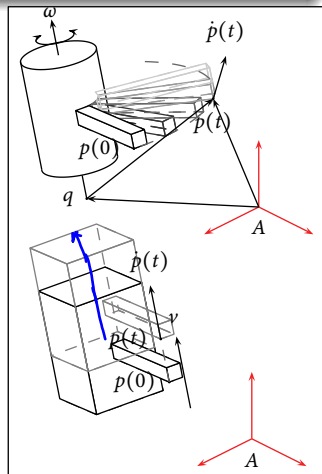


Figure 2.13

Chapter
2 Rigid Body
MotionRigid Body
TransformationsRotational
motion in \mathbb{R}^3 Rigid Motion
in \mathbb{R}^3 Velocity of a
Rigid BodyWrenches and
Reciprocal
Screws

Reference

Today

Chapter 2 Rigid Body Motion

3 Rigid Motion in \mathbb{R}^3

- *Exponential coordinates of $SE(3)$*
 - *Twists*
 - *$se(3)$*
 - *The Exponential Map*
- *Screw Motion*
 - *What is a Screw*
 - *Twist associated with a Screw*
 - *Screw associated with a Twist*

Chapter 3 Manipulator Kinematics

1 Forward kinematics

- *Joint Space*

2.3 Rigid motion in \mathbb{R}^3

34

Q Is $\xi \in se(3)$ skew symmetric? \times

Definition:

$$se(3) = \left\{ \begin{bmatrix} \hat{\omega} & v \\ 0 & 0 \end{bmatrix} \in \mathbb{R}^{4 \times 4} \mid v, \omega \in \mathbb{R}^3 \right\}$$

is called the twist space. There exists a 1-1 correspondence between $se(3)$ and \mathbb{R}^6 , defined by $\wedge : \mathbb{R}^6 \mapsto se(3)$

$$\xi := \begin{bmatrix} v \\ \omega \end{bmatrix} \stackrel{\wedge}{\mapsto} \hat{\xi} = \begin{bmatrix} \hat{\omega} & v \\ 0 & 0 \end{bmatrix}$$

6×1 4×4

For Pure Rotation

$$\omega = \begin{bmatrix} -\omega \times v \\ \omega \end{bmatrix}$$

For Pure Translation

$$\xi = \begin{bmatrix} v \\ 0 \end{bmatrix}$$

$$\xi \in \mathbb{R}^6 \begin{matrix} \xrightarrow{\wedge} \\ \xleftarrow{v} \end{matrix} \begin{matrix} \hat{\xi} \in se(3) \\ \text{"} \\ \begin{bmatrix} \hat{\omega} & v \\ 0 & 0 \end{bmatrix} \end{matrix} \begin{matrix} \xrightarrow{\exp} \\ \xleftarrow{\log} \end{matrix} \underline{\underline{e^{\hat{\xi}} \in SE(3)}}$$

Today

Chapter 2 Rigid Body Motion

3 Rigid Motion in \mathbb{R}^3

- *Exponential coordinates of $SE(3)$*
 - *Twists*
 - *$se(3)$*
 - *The Exponential Map*
- *Screw Motion*
 - *What is a Screw*
 - *Twist associated with a Screw*
 - *Screw associated with a Twist*

Chapter 3 Manipulator Kinematics

1 Forward kinematics

- *Joint Space*

2.3 Rigid motion in \mathbb{R}^3

34

Definition:

$$se(3) = \left\{ \begin{bmatrix} \hat{\omega} & \nu \\ 0 & 0 \end{bmatrix} \in \mathbb{R}^{4 \times 4} \mid \nu, \omega \in \mathbb{R}^3 \right\}$$

is called the twist space. There exists a 1-1 correspondence between $se(3)$ and \mathbb{R}^6 , defined by $\wedge : \mathbb{R}^6 \mapsto se(3)$

$$\xi := \begin{bmatrix} \nu \\ \omega \end{bmatrix} \mapsto \hat{\xi} = \begin{bmatrix} \hat{\omega} & \nu \\ 0 & 0 \end{bmatrix}$$

Property 6: $\exp : se(3) \mapsto SE(3), \hat{\xi}\theta \mapsto e^{\hat{\xi}\theta}$

Chapter
2 Rigid Body
Motion

Rigid Body
Transformations

Rotational
motion in \mathbb{R}^3

Rigid Motion
in \mathbb{R}^3

Velocity of a
Rigid Body

Wrenches and
Reciprocal
Screws

Reference

2.3 Rigid motion in \mathbb{R}^3

34

Definition:

$$se(3) = \left\{ \begin{bmatrix} \hat{\omega} & v \\ 0 & 0 \end{bmatrix} \in \mathbb{R}^{4 \times 4} \mid v, \omega \in \mathbb{R}^3 \right\}$$

is called the twist space. There exists a 1-1 correspondence between $se(3)$ and \mathbb{R}^6 , defined by $\wedge : \mathbb{R}^6 \mapsto se(3)$

$$\xi := \begin{bmatrix} v \\ \omega \end{bmatrix} \mapsto \hat{\xi} = \begin{bmatrix} \hat{\omega} & v \\ 0 & 0 \end{bmatrix}$$

Property 6: $\exp : se(3) \mapsto SE(3)$, $\hat{\xi}\theta \mapsto e^{\hat{\xi}\theta} \in SE(3)$

Proof :

Let $\hat{\xi} = \begin{bmatrix} \hat{\omega} & v \\ 0 & 0 \end{bmatrix}$

- If $\omega = 0$, then $\hat{\xi}^2 = \hat{\xi}^3 = \dots = 0$, $e^{\hat{\xi}\theta} = \begin{bmatrix} I & v\theta \\ 0 & 1 \end{bmatrix} \in SE(3)$

(continues next slide)

$$\hat{\xi} = \begin{bmatrix} 0 & v \\ 0 & 0 \end{bmatrix} \quad \mathbb{I} / \underline{w=0}, \quad \hat{\xi} = \begin{bmatrix} 0 & v \\ 0 & 0 \end{bmatrix}$$

$$\hat{\xi}^2 = \begin{bmatrix} 0 & v \\ 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & v \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix} = 0$$

$$\hat{\xi}^3 = \hat{\xi}^4 = \dots = 0$$

$$e^{\hat{\xi}t} = \mathbb{I} + \hat{\xi}t + \frac{(\hat{\xi}t)^2}{2!} \dots$$

$$= \mathbb{I} + \begin{bmatrix} 0 & vt \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} \mathbb{I} & vt \\ 0 & 1 \end{bmatrix} \in \text{SE}(3) ? \checkmark$$

2.3 Rigid motion in \mathbb{R}^3

35

- If ω is not 0, assume $\|\omega\| = 1$.

Define:

$$g_0 = \begin{bmatrix} I & \omega \times v \\ 0 & 1 \end{bmatrix}, \hat{\xi}' = g_0^{-1} \cdot \hat{\xi} \cdot g_0 = \begin{bmatrix} \hat{\omega} & h\omega \\ 0 & 0 \end{bmatrix}$$

where $h = \omega^T \cdot v$.

$$e^{\hat{\xi}\theta} = e^{g_0 \cdot \hat{\xi}' \cdot g_0^{-1}} = g_0 \cdot e^{\hat{\xi}'\theta} \cdot g_0^{-1}$$

and as

$$\hat{\xi}'^2 = \begin{bmatrix} \hat{\omega}^2 & 0 \\ 0 & 0 \end{bmatrix}, \hat{\xi}'^3 = \begin{bmatrix} \hat{\omega}^3 & 0 \\ 0 & 0 \end{bmatrix}$$

we have

$$e^{\hat{\xi}'\theta} = \begin{bmatrix} e^{\hat{\omega}\theta} & h\omega\theta \\ 0 & 1 \end{bmatrix} \Rightarrow e^{\hat{\xi}\theta} = \begin{bmatrix} e^{\hat{\omega}\theta} & (I - e^{\hat{\omega}\theta})\hat{\omega}v + \omega\omega^T v\theta \\ 0 & 1 \end{bmatrix}$$

$$g_0 e^{\hat{\xi}'\theta} g_0^{-1}$$

Want to show $e^{\hat{\xi}_0} \in SE(3)$

$$e^{\hat{\xi}_0} = e^{I(\hat{\xi}_0)I} = e^{g_0 \cdot g_0^{-1} (\hat{\xi}_0) g_0 g_0^{-1}} \quad \text{g.o. } \in SE(3)$$

$$= g_0 e^{\underbrace{g_0^{-1} \hat{\xi}_0 g_0}_{\hat{\xi}'}} g_0^{-1}$$

$$(C P A P^{-1}) = P e^{A P^{-1}}$$

Step (i) $\hat{\xi}' \triangleq g_0^{-1} \hat{\xi}_0 g_0$

Step (ii) $e^{\hat{\xi}'_0}$

Step (iii) $g_0 e^{\hat{\xi}'_0} g_0^{-1}$

Step (i) : $g_0 = \begin{bmatrix} I & \omega \times v \\ 0 & 1 \end{bmatrix} \Rightarrow g_0^{-1} = \begin{bmatrix} I & -\omega \times v \\ 0 & 1 \end{bmatrix}$

$$\hat{\xi}' = \begin{bmatrix} I & -\omega \times v \\ 0 & 1 \end{bmatrix} \begin{bmatrix} \hat{\omega} & v \\ 0 & 0 \end{bmatrix} \begin{bmatrix} I & +\omega \times v \\ 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} R & P \\ 0 & 1 \end{bmatrix}^{-1} = \begin{bmatrix} R^T & -R^T P \\ 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} I & -\omega \times v \\ 0 & 1 \end{bmatrix} \begin{bmatrix} \hat{\omega} & +\hat{\omega}^2 v + v \\ 0 & 0 \end{bmatrix}$$

$$\hat{\omega}^2 = \omega \omega^T - I$$

$$= \begin{bmatrix} I & -\omega \times v \\ 0 & 1 \end{bmatrix} \begin{bmatrix} \hat{\omega} & \omega \omega^T v \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} \hat{\omega} & \omega \omega^T v \\ 0 & 0 \end{bmatrix} \in se(3)$$

$$\text{Step (i)} \quad e^{\hat{\xi}'\theta} = I + \hat{\xi}'\theta + \frac{(\hat{\xi}'\theta)^2}{2!} + \frac{(\hat{\xi}'\theta)^3}{3!} + \dots$$

$$e^{\hat{\xi}'\theta} = \begin{bmatrix} \hat{\omega} & \omega\omega^T v \\ 0 & 0 \end{bmatrix}$$

$$e^{\hat{\xi}'\theta} = \begin{bmatrix} \hat{\omega} & \omega\omega^T v \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \hat{\omega} & \omega\omega^T v \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} \hat{\omega}^2 & 0 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \hat{\omega} & \omega\omega^T v \\ 0 & 0 \end{bmatrix}$$

$$e^{\hat{\xi}'\theta} = \begin{bmatrix} \hat{\omega} & \omega\omega^T v \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \hat{\omega}^2 & 0 \\ 0 & 0 \end{bmatrix} = \begin{bmatrix} \hat{\omega}^3 & 0 \\ 0 & 0 \end{bmatrix}$$

$$e^{\hat{\xi}'\theta} = \left[\begin{array}{c|c} I + \hat{\omega}\theta + \frac{(\hat{\omega}\theta)^2}{2!} + \dots & \omega\omega^T v \theta \\ \hline 0 & 1 \end{array} \right] = \begin{bmatrix} e^{\hat{\omega}\theta} & \omega\omega^T v \theta \\ 0 & 1 \end{bmatrix}$$

$\in SE(3) ? \checkmark$

$$g_0 e^{\hat{\xi}'\theta} g_0^{-1} \in SE(3) \quad \square$$

Rotations

(iii) Transform Points/Frames

$$\dot{P} = \omega \times P$$

$$P(t) = e^{\hat{\omega}t} P(0)$$

$$P(\theta) = e^{\hat{\omega}\theta} P(0)$$

$$R(\theta) = e^{\hat{\omega}\theta} R(0)$$

Rigid body Motion

(iii) Transform Points/Frames

$$\begin{bmatrix} P(\theta) \\ 1 \end{bmatrix} = e^{\hat{\xi}\theta} \begin{bmatrix} P(0) \\ 1 \end{bmatrix}$$

$$g(\theta) = e^{\hat{\xi}\theta} g(0)$$

2.3 Rigid motion in \mathbb{R}^3

36

$$p(\theta) = e^{\hat{\xi}\theta} \cdot p(0) \Rightarrow g_{ab}(\theta) = e^{\hat{\xi}\theta}$$

If there is offset,

$$g_{ab}(\theta) = e^{\hat{\xi}\theta} g_{ab}(0) \text{ (Why?)}$$

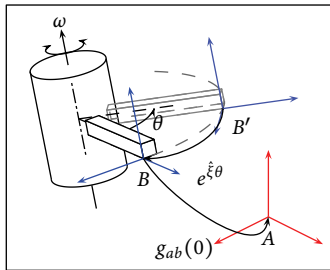


Figure 2.14

Chapter
2 Rigid Body
Motion

Rigid Body
Transformations

Rotational
motion in \mathbb{R}^3

Rigid Motion
in \mathbb{R}^3

Velocity of a
Rigid Body

Wrenches and
Reciprocal
Screws

Reference

2.3 Rigid motion in \mathbb{R}^3

37

Property 7: $\exp : se(3) \mapsto SE(3)$ is onto.

i.e., $\forall g \in SE(3)$, $\exists \xi \in \mathbb{R}^6, \theta \in \mathbb{R}$ s.t. $e^{\hat{\xi}\theta} = g$

$$g = \begin{bmatrix} R & p \\ 0 & 1 \end{bmatrix}$$

Chapter
2 Rigid Body
Motion

Rigid Body
Transformations

Rotational
motion in \mathbb{R}^3

Rigid Motion
in \mathbb{R}^3

Velocity of a
Rigid Body

Wrenches and
Reciprocal
Screws

Reference

Today

Chapter 2 Rigid Body Motion

3 Rigid Motion in \mathbb{R}^3

- *Exponential coordinates of SE(3)*
 - *Twists*
 - *se(3)*
 - *The Exponential Map*
- *Screw Motion*
 - *What is a Screw*
 - *Twist associated with a Screw*
 - *Screw associated with a Twist*

Chapter 3 Manipulator Kinematics

1 Forward kinematics

- *Joint Space*

2.3 Rigid motion in \mathbb{R}^3

38

□ Screws, twists and screw motion:

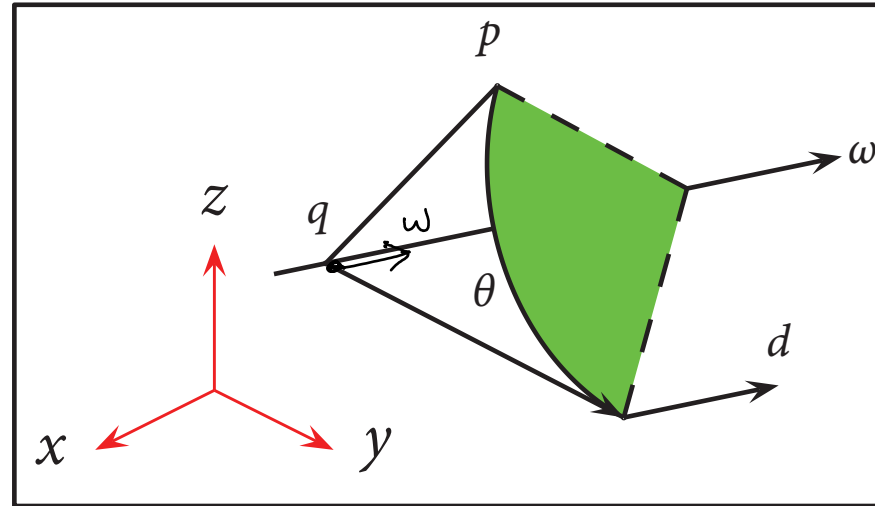


Figure 2.15

Screw attributes

(2) Pitch:

$$h = \frac{d}{\theta} (\theta = 0, h = \infty), d = h \cdot \theta$$

(1) Axis:

$$l = \{q + \lambda\omega \mid \lambda \in \mathbb{R}\}$$

Magnitude:

$$M = \theta$$

Chapter
2 Rigid Body
Motion

Rigid Body
Transforma-
tions

Rotational
motion in \mathbb{R}^3

Rigid Motion
in \mathbb{R}^3

Velocity of a
Rigid Body

Wrenches and
Reciprocal
Screws

Reference

2.3 Rigid motion in \mathbb{R}^3

38

□ Screws, twists and screw motion:

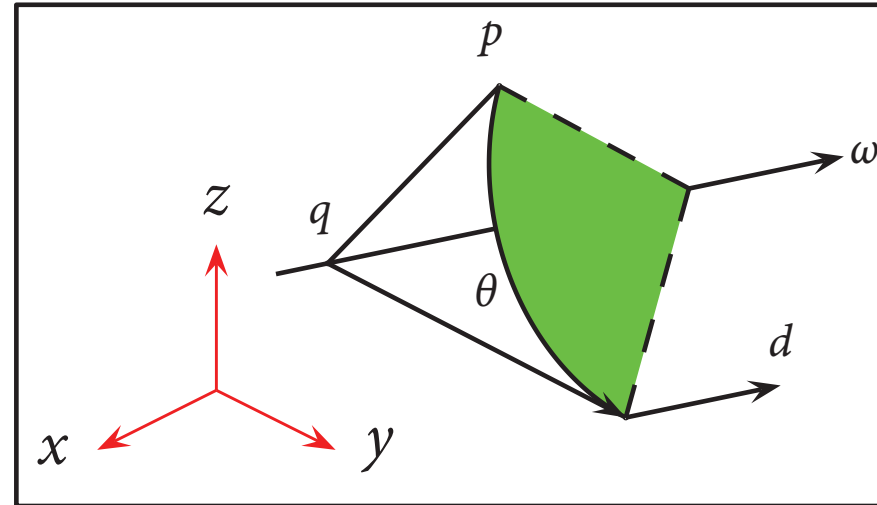


Figure 2.15

Screw attributes

Pitch: $h = \frac{d}{\theta} (\theta = 0, h = \infty), d = h \cdot \theta$

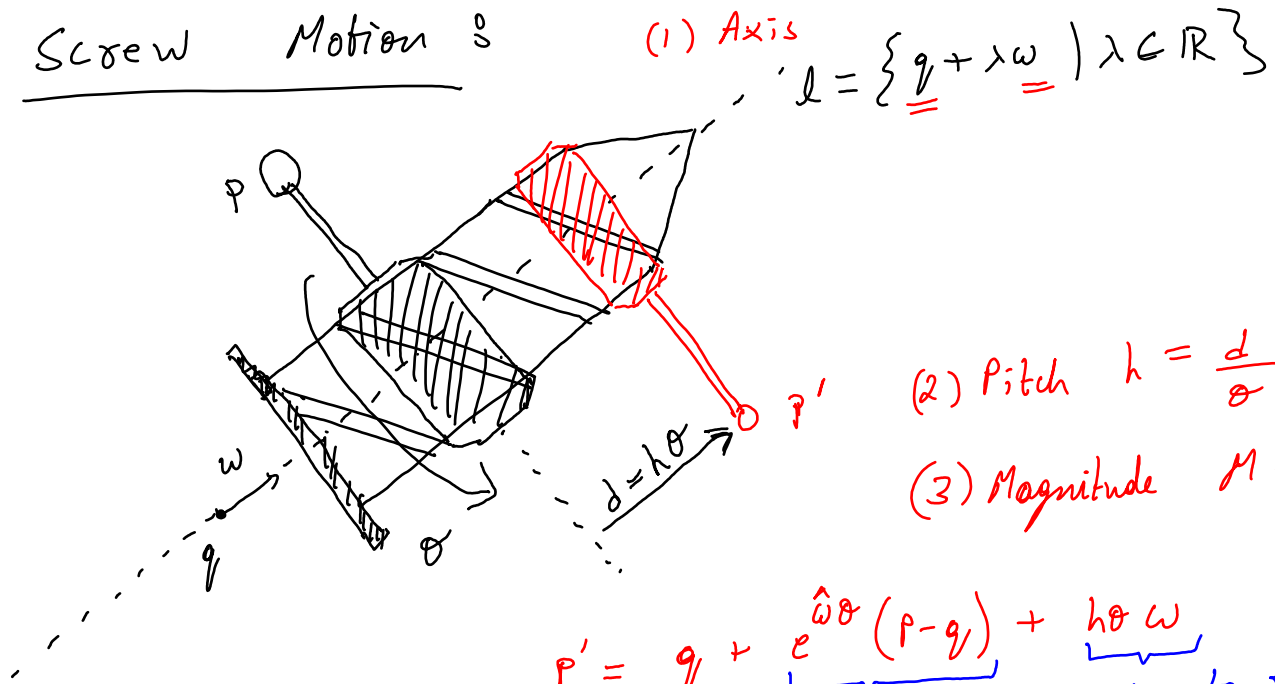
Axis: $l = \{q + \lambda\omega \mid \lambda \in \mathbb{R}\}$

Magnitude: $M = \theta$

Definition:

A **screw** S consists of an axis l , pitch h , and magnitude M . A **screw motion** is a rotation by $\theta = M$ about l , followed by translation by $h\theta$, parallel to l . If $h = \infty$, then, translation about v by $\theta = M$

Screw Motion



(1) Axis $\mathcal{L} = \{ \underline{q} + \lambda \underline{\omega} \mid \lambda \in \mathbb{R} \}$

$$\mathcal{S}(\mathcal{L}, h, \theta)$$

(2) Pitch $h = \frac{d}{\theta}$

(3) Magnitude $M = \theta$

$$P' = q + \underbrace{e^{\hat{\omega}\theta} (P - q)}_{\text{due to Rotation}} + \underbrace{h\theta \omega}_{\text{due to translation}}$$

Today

Chapter 2 Rigid Body Motion

3 Rigid Motion in \mathbb{R}^3

- *Exponential coordinates of SE(3)*
 - *Twists*
 - *se(3)*
 - *The Exponential Map*
- *Screw Motion*
 - *What is a Screw*
 - *Twist associated with a Screw*
 - *Screw associated with a Twist*

Chapter 3 Manipulator Kinematics

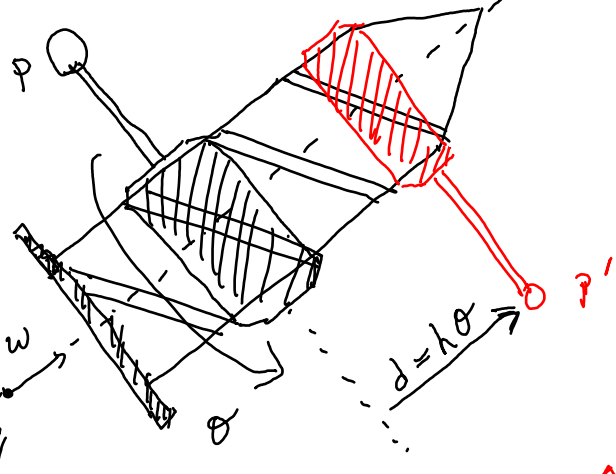
1 Forward kinematics

- *Joint Space*

Screw Motion

(1) Axis $\mathcal{L} = \{ \underline{q} + \lambda \underline{\omega} \mid \lambda \in \mathbb{R} \}$

$$\mathcal{S}(\mathcal{L}, h, \theta)$$



(2) Pitch $h = \frac{d}{\theta}$

(3) Magnitude $M = \theta$

$$P' = q + \underbrace{e^{\hat{\omega}\theta} (P - q)}_{\text{due to Rotation}} + \underbrace{h\theta \omega}_{\text{due to translation}}$$

Find Twist for above screw

$$\begin{bmatrix} P' \\ 1 \end{bmatrix} = \underbrace{\begin{bmatrix} e^{\hat{\omega}\theta} & (I - e^{\hat{\omega}\theta})q + h\theta\omega \\ 0 & 1 \end{bmatrix}}_{\mathcal{g} \in \text{SE}(3) \text{ corresponding to screw motion}} \begin{bmatrix} P \\ 1 \end{bmatrix}$$

Twist $\hat{\xi} = \begin{bmatrix} \hat{\omega} & v \\ 0 & 0 \end{bmatrix}, \quad \|\omega\| = 1$

$$e^{\hat{\xi}\theta} = \begin{bmatrix} e^{\hat{\omega}\theta} & (I - e^{\hat{\omega}\theta})\omega \times v + \omega \omega^T v \theta \\ 0 & 1 \end{bmatrix}$$

(From earlier)

Claim: $v = -\omega x q + h\omega$

2.3 Rigid motion in \mathbb{R}^3

Corresponding $g \in SE(3)$:

$$g \cdot p = q + e^{\hat{\omega}\theta}(p - q) + h\theta\omega$$

$$g \cdot \begin{bmatrix} p \\ 1 \end{bmatrix} = \begin{bmatrix} e^{\hat{\omega}\theta} & (I - e^{\hat{\omega}\theta})q + h\theta\omega \\ 0 & 1 \end{bmatrix} \begin{bmatrix} p \\ 1 \end{bmatrix} \Rightarrow$$

$$g = \begin{bmatrix} e^{\hat{\omega}\theta} & (I - e^{\hat{\omega}\theta})q + h\theta\omega \\ 0 & 1 \end{bmatrix}$$

2.3 Rigid motion in \mathbb{R}^3

Corresponding $g \in SE(3)$:

$$g \cdot p = q + e^{\hat{\omega}\theta}(p - q) + h\theta\omega$$

$$g \cdot \begin{bmatrix} p \\ 1 \end{bmatrix} = \begin{bmatrix} e^{\hat{\omega}\theta} & (I - e^{\hat{\omega}\theta})q + h\theta\omega \\ 0 & 1 \end{bmatrix} \begin{bmatrix} p \\ 1 \end{bmatrix} \Rightarrow$$

$$g = \begin{bmatrix} e^{\hat{\omega}\theta} & (I - e^{\hat{\omega}\theta})q + h\theta\omega \\ 0 & 1 \end{bmatrix}$$

On the other hand...

$$e^{\hat{\xi}\theta} = \begin{bmatrix} e^{\hat{\omega}\theta} & (I - e^{\hat{\omega}\theta})\omega \times v + \omega\omega^T v\theta \\ 0 & 1 \end{bmatrix}$$

If we let $v = -\omega \times q + h\omega$, then

$$(I - e^{\hat{\omega}\theta})(-\hat{\omega}^2 q) = (I - e^{\hat{\omega}\theta})(-\omega\omega^T q + q) = (I - e^{\hat{\omega}\theta})q$$

Thus, $e^{\hat{\xi}\theta} = g$

2.3 Rigid motion in \mathbb{R}^3

Corresponding $g \in SE(3)$:

$$g \cdot p = q + e^{\hat{\omega}\theta}(p - q) + h\theta\omega$$

$$g \cdot \begin{bmatrix} p \\ 1 \end{bmatrix} = \begin{bmatrix} e^{\hat{\omega}\theta} & (I - e^{\hat{\omega}\theta})q + h\theta\omega \\ 0 & 1 \end{bmatrix} \begin{bmatrix} p \\ 1 \end{bmatrix} \Rightarrow$$

$$g = \begin{bmatrix} e^{\hat{\omega}\theta} & (I - e^{\hat{\omega}\theta})q + h\theta\omega \\ 0 & 1 \end{bmatrix}$$

On the other hand...

$$e^{\hat{\xi}\theta} = \begin{bmatrix} e^{\hat{\omega}\theta} & (I - e^{\hat{\omega}\theta})\omega \times v + \omega\omega^T v\theta \\ 0 & 1 \end{bmatrix}$$

If we let $v = -\omega \times q + h\omega$, then

$$(I - e^{\hat{\omega}\theta})(-\hat{\omega}^2 q) = (I - e^{\hat{\omega}\theta})(-\omega\omega^T q + q) = (I - e^{\hat{\omega}\theta})q$$

Thus, $e^{\hat{\xi}\theta} = g$

For pure rotation ($h = 0$): $\xi = (-\omega \times q, \omega)$

For pure translation: $g = \begin{bmatrix} I & v\theta \\ 0 & 1 \end{bmatrix}$, $\Rightarrow \xi = (v, 0)$, and $e^{\hat{\xi}\theta} = g$