

Basic

SLAM Tutorials for Everyone

Lec. #8. Three Practical Tips for Transformations in Code

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Recap: Rigid Body Motion Group SE(3)

- A full 3D pose (position + orientation) is represented as:

Definition

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

6 degrees of freedom: 3 for rotation + 3 for translation.

Rigid body transformation of a point $\mathbf{p} \in \mathbb{R}^3$:

$$\mathbf{p}' = \mathbf{R}\mathbf{p} + \mathbf{t} \quad \Leftrightarrow \quad \begin{bmatrix} \mathbf{p}' \\ 1 \end{bmatrix} = \mathbf{T} \begin{bmatrix} \mathbf{p} \\ 1 \end{bmatrix}$$

Composition of transforms (e.g., sensor \rightarrow body \rightarrow world):

$$\text{world} \mathbf{T}_{\text{sensor}} = \text{world} \mathbf{T}_{\text{body}} \cdot \text{body} \mathbf{T}_{\text{sensor}}$$

Inverse:

$$\mathbf{T}^{-1} = \begin{bmatrix} \mathbf{R}^\top & -\mathbf{R}^\top \mathbf{t} \\ \mathbf{0}^\top & 1 \end{bmatrix}$$

Three Practical Tips for Transformations

- Three categories of silent bugs recur across real SLAM systems.

Tip 1

Make the transform meaning explicit

Always specify direction explicitly (e.g., `T_cam_lidar`)

Tip 2

Verify quaternion coefficient order

Do not mix WXYZ (Eigen style) and XYZW (ROS tf style)

Tip 3

Document all pose frames explicitly
Same keyword may mean opposite across systems

Tip 1: Make the Transform Meaning Explicit

T_LiDAR_to_CAM is ambiguous — same name, two opposite interpretations:

Case A — Transform a point: left-multiply

```
// Points from a LiDAR sensor is transformed
// to the camera frame
// i.e.,  $\hat{C}_p = T * \hat{L}_p$ 
pcl::transformPointCloud(
cloud_lidar, cloud_cam,
T_lidar_wrt_cam); // "A wrt B"
```

Case B — Compose poses: right-multiply

```
//  $T_{W \rightarrow C} = T_{W \rightarrow L} * T_{L \rightarrow C}$ 
pose_cam = pose_lidar * T_lidar_to_cam;
// "A to B"
```

Recommended conventions:

- ▶ A_wrt_B — point transform
 ${}^B p = T_{A \text{ wrt } B} \cdot {}^A p$
- ▶ A_to_B — pose composition
 ${}^W T_B = {}^W T_A \cdot T_{A \rightarrow B}$
- ▶ GTSAM style: bTa for ${}^B T_A$

Rule of thumb

Agree on one convention before coding begins. One inconsistency causes silent, hard-to-trace errors.

Tip 2: Verify Quaternion Coefficient Order

- Quaternion $q = (q_w, q_x, q_y, q_z)$ has 4 components.
- Do *not* mix WXYZ (Eigen constructor) and XYZW (`.coeffs()`, ROS tf).

Eigen — constructor: W, X, Y, Z :
(Hamilton convention)

```
// Constructor: WXYZ order
Eigen::Quaterniond q(w, x, y, z);
// TRAP: .coeffs() returns XYZW!
auto c = q.coeffs();
// c[0]=x, c[1]=y, c[2]=z, c[3]=w
```

ROS tf — always X, Y, Z, W :
(JPL convention)

```
tf::Quaternion tq(x, y, z, w);
```

FAST-LIO's fix — explicit comments:

```
// w=coeffs[3], x=coeffs[0],
// y=coeffs[1], z=coeffs[2]
// euler[0]=roll, [1]=pitch,
// [2]=yaw
```

Rules

- ▶ Prefer native types:
Eigen::Quaterniond,
geometry_msgs::Quaternion.
- ▶ Avoid raw `vector<double>`
without an order comment.
- ▶ Document Euler order too:
RPY \neq YPR.

Tip 3: Document All Pose Frames Explicitly

- LIO-SAM and FAST-LIO both use *extrinsic*
- But they mean *opposite* reference frames. Never assume conventions across systems.

LIO-SAM config/params.yaml:

```
# Extrinsics: T_lb (lidar -> imu)
extrinsicTrans: [0.0, 0.0, 0.0]
extrinsicRot: [-1, 0, 0, ...]
```

Pose in **LiDAR frame** w.r.t. world.

Extrinsic = $T_{\text{lidar} \rightarrow \text{imu}}$ (i.e., ${}^{\text{lidar}}T_{\text{imu}}$).

FAST-LIO config/avia.yaml:

```
mapping:
  extrinsic_T: [0.04165, ...]
  extrinsic_R: [1, 0, 0, ...]
```

Pose in **IMU frame** w.r.t. world.

Extrinsic = $T_{\text{Lidar_wrt_IMU}}$ (i.e., ${}^{\text{imu}}T_{\text{lidar}}$).

Same keyword, opposite frame convention

Users must read source code to configure correctly. One wrong frame \Rightarrow silent drift or divergence.

Fix: Add one comment line per entry to document the transformation direction explicitly.

Conclusion

Tip 1

Make the transform
meaning explicit

Always specify direction
explicitly (e.g., T_cam_lidar)

Tip 2

Verify quaternion
coefficient order

Do not mix WXYZ (Eigen style)
and XYZW (ROS tf style)

Tip 3

Document all
pose frames explicitly
Same keyword may mean
opposite across systems

*∴ Never rely on implicit conventions.
Make everything explicit*