

bootstrapping

bootstrapping/agents *Agents and tasks*

\agSp	Agents	
\agSpYU	Agents($\mathcal{Y}; \mathcal{U}$)	All agents with given formats.
\agA	\mathcal{A}	An agent
\agExp	expl	Agent's exploration phase
\agLearn	learn	Agent's learning phase
\agAct	act	Agent's action phase
\agAexp	expl $_{\mathcal{A}}$	Exploration phase for agent \mathcal{A} .
\agAact	act $_{\mathcal{A}}$	Action phase for agent \mathcal{A} .
\agAwtor	WtoR $_{\mathcal{A}}$	Map from the world to the result for the agent \mathcal{A} .
\agAwtoB	WtoB $_{\mathcal{A}}$	
\agAintermediate	intermediate $_{\mathcal{A}}$	
\agSucAG	success $_{\mathcal{A}}^{\mathcal{G}}$	Success set for the agent \mathcal{A} and goal \mathcal{G} .
\agRep	\mathbf{m}	Agent representation
\agRepSp	\mathcal{M}	Agent's model space
\agNuis	$G_{\mathcal{A}}$	
\agNuisComp	$G_{\mathcal{A}}^{\perp}$	Complement of $G_{\mathcal{A}}$.
\agNuisObs	$G_{\mathcal{A}}^{\mathcal{Y}}$	
\agNuisCmd	$G_{\mathcal{A}}^{\mathcal{U}}$	
\agbbClass	$C_{\mathcal{A}}$	
\agbbClCore	$C_{\mathcal{A}}^0$	
\agGoal	\mathcal{G}	The agent's goal (a subset of $\text{StocProcesses}(\mathcal{Y} \times \mathcal{U})$)

articles

articles/bds *BDS report*

\BDSnk	BDS($n; k$)	
\BDSSk	CBDS($\mathcal{S}; k$)	
\bgBDSfamily	BDS	Family of BDS sensors
\bgCBDSfamily	CBDS	Family of BDS sensors
\bds	BDS	Bilinear dynamics system
\BDS	BDS	
\cbds	CBDS	Continuous-space bilinear dynamics system
\CBDS	CBDS	
\omsum{...}		omitted sum
\omsumb{..., ...}		omitted sum (two arguments)
\TT	T	Learned tensor
\TTe	T	?
\TP	P	
\TPe	P	
\TU	U	Learned tensor
\TUE	U	Learned tensor
\TM	M	Bilinear tensor in BDS dynamics
\TMe	M	Bilinear tensor in BDS dynamics
\TN	N	Bilinear tensor in BDS dynamics
\TNe	N	Bilinear tensor in BDS dynamics
\Tcov	P	Covariance of \mathbf{y} .
\Tcove	P	Covariance of \mathbf{y} .

\Tucov	\mathbf{Q}	Covariance of \mathbf{y} .
\Tucove	\mathbf{Q}	Covariance of \mathbf{y} .
\discInt	T	Discretization interval
\nearavg	$\bar{\mu}$	Average nearness

articles/bgds *BGDS report*

\bgds	BGDS	Bilinear gradient dynamics system
\BGDS	BGDS	
\bgCmd	\mathbf{u}	commands
\bgCmdH	\mathbf{u}^T	commands history
\bgCmdSp	\mathcal{U}	commands space
\bgWorld	\mathcal{W}	World
\bgWorldSp	\mathcal{W}	World space
$\mathbf{W} \in \mathcal{D}(\mathcal{T}, \mathcal{U}, \mathcal{Y})$ $\mathcal{W} \in \mathcal{D}(\mathcal{T}, \mathcal{U}, \mathcal{Y})$ $\mathcal{W} \in \mathcal{D}(\mathcal{T}, \mathcal{U}, \mathcal{Y})$		
\bgAgent	agent	Agent
\bgAgentEx	learn	Agent exploration
\bgAgentAc	act	Agent action
\bgAgentRep	\mathbf{r}	Agent representation
\bgAgentRepSp	\mathcal{R}	Agent representation space
\bgAgentSp	Agents	Agent action
\bgCmdTr	\mathbf{g}	Transformation of the commands
\bgCmdTrSp	G^u	
\bgObsTr	\mathbf{h}	Transformation of the observations
\bgObsTrSp	G^y	
\bgSamplingGroup	Sampling	Groups of sampling operations
\bgCalibration	Calib	Calibration operation
\bgBDSagent	A_{BDS}	The BDS agent
\bgBGDSagent	A_{BGDS}	The BGDS agent
\bgPopCode	pop	Popoulation code
\bgRankCode	rankcode	Rank code
\bgRangeFamily	RF	Family of range-finders models
\bgFields	\mathbf{C}	
\bgCmdConstraints	$\Omega_{\mathbf{u}}$	
\bgPopK	ψ	

articles/bgds/old *BGDS report*

\state	\mathbf{x}	Generic underlying state.
\stateSp	\mathcal{X}	Generic underlying state space.
\detecte	d	Detector
\submean{\dots}		Quantity with mean normalized.
\dist	σ	Distance to obstacle
\distn	σ^*	Distance to obstacle, mean normalized.
\rfnl	β	Nonlinear function in range-finder tensors.
\near	μ	Nearness
\lum	y	Luminance
\lumn	y^*	Luminance, mean normalized
\sptran	ℓ	Sensor pose (translation)
\sprot	ℓ_θ	Sensor pose (rotation)
\slvel	\mathbf{v}^s	Sensor linear velocity (when off axis)

\savel	ω^s	Sensor angular velocity (when off axis)
\TX	\mathbf{X}	Generic metric
\TXe	X	Generic metric
\OS	S	$S = s \times \nabla$
\convf	f_*	Indicates the convolution with a kernel f .
\my	m	Metric on the tangent space of $y(s)$.
\ip{\dots}		
\bgBGDSfamily	BGDS	Family of BGDS sensors
\BGDSsk	$\text{BGDS}(S; k)$	
\focal	F	Pinhole camera focal length.
\traindist	p_T	Training distribution.
\trainsym	$\text{Sym}(p_T)$	Symmetry group of p_T .

articles/bgds/logical *Gradient dynamics*

\obsfsp	\mathcal{Z}	Observation logical space
\obsf	\mathbf{z}	Observations in logical space
\obsle	z	Observation logical space element
\xtos	φ	Mapping between \mathcal{S} and \mathcal{Z} .
\jac	\mathbf{J}	Jacobian of φ
\jace	J	An element of the Jacobian of φ .
\mz	μ	Metric on the tangent space of $z(x)$.
\mmu	M	Metric for the commands u .

articles/bgds/logical/grads *Gradient dynamics*

\Tzgd	\mathbf{L}	\mathbf{z} gradient dynamics
\Tzgde	L	\mathbf{z} gradient dynamics (element)
\Tzgl	\mathbf{M}	\mathbf{z} gradient learned tensor
\Tzgle	M	\mathbf{z} gradient learned tensor (element)
\Tzgcov	\mathbf{S}	\mathbf{z} gradient covariance
\Tzgcove	S	\mathbf{z} gradient covariance (element)
\Tzad	\mathbf{E}	Affine part of dynamics.
\Tzade	E	Affine part of dynamics (element)
\Tzal	\mathbf{F}	Learned affine part of dynamics.
\Tzale	F	Learned affine part of dynamics (element)

articles/bgds/tensors *BGDS report*

\Tygd	\mathbf{G}	\mathbf{y} gradient dynamics
\Tygde	G	\mathbf{y} gradient dynamics (element)
\Tygl	\mathbf{H}	\mathbf{y} gradient learned tensor
\Tygle	H	\mathbf{y} gradient learned tensor (element)
\Tygcov	\mathbf{R}	\mathbf{y} gradient covariance
\Tygcove	R	\mathbf{y} gradient covariance (element)
\Tyad	\mathbf{B}	Affine part of dynamics.
\Tyade	B	Affine part of dynamics (element)
\Tyal	\mathbf{C}	Learned affine part of dynamics.
\Tyale	C	Learned affine part of dynamics (element)

articles/bgds/models/deprecated *Definition of random models*

\bgTime	\mathbb{T}	Time axis
\bgRS	\mathbf{D}	Random model
\bgRSSp	\mathcal{D}	All models

<code>\bgRInput</code>	\mathbf{a}	Input signal
<code>\bgRInputSp</code>	\mathcal{A}	
<code>\bgRInputH</code>	\mathbf{a}^{T}	History of input signal
<code>\bgRSoutput</code>	\mathbf{b}	
<code>\bgRSoutputH</code>	\mathbf{b}^{T}	History of output signal
<code>\bgRSoutputSp</code>	\mathcal{B}	
<code>\bgRInputTr</code>	\mathbf{g}	
<code>\bgRInputTrSp</code>	$G^{\mathcal{A}}$	
<code>\bgRSoutputTr</code>	\mathbf{h}	
<code>\bgRSoutputTrSp</code>	$G^{\mathcal{B}}$	
<code>\bgObs</code>	\mathbf{y}	observations
<code>\bgObsH</code>	\mathbf{y}^{T}	observations history
<code>\bgObsSp</code>	\mathcal{Y}	observation space

articles/camera *Camera paper*

<code>\rank</code>	order	
<code>\place</code>	place	
<code>\ff</code>	f	Distance to similarity function
<code>\Sany</code>	\mathcal{M}	Generic hypersphere
<code>\targetSp</code>	\mathcal{M}	Target manifold
<code>\Ssubset</code>	M	A subset of \mathcal{M} XXX
<code>\infr</code>	infr	Informative radius
<code>\ffr</code>	$\text{infr}(f)$	Informative radius of f
<code>\distradius</code>	rad	Radius of a distribution
<code>\distdiam</code>	diam	Diameter of a distribution
<code>\hausdorff</code>	hausdorff	Hausdorff distance
<code>\kimberley</code>	kim	Kimberley value
<code>\errproc</code>	e_{pr}	Procrustes score
<code>\isoError</code>	e_{iso}	
<code>\symError</code>	e_{sym}	
<code>\relError</code>	e_{r}	
<code>\scaledRelError</code>	e_{sr}	
<code>\angcorr</code>	ρ_{θ}	
<code>\spearperf</code>	ρ_{sp}	Spearman performance measure
<code>\spearperfn</code>	ρ_{sp}^*	Normalized Spearman performance measure
<code>\dirset</code>	\mathcal{S}	Set of directions
<code>\dirmat</code>	\mathbf{S}	Directions stacked in a matrix
<code>\matX</code>	\mathbf{X}	
<code>\matI</code>	\mathbf{I}	
<code>\arot</code>	\mathbf{X}	
<code>\cosmat</code>	\mathbf{C}	
<code>\cosmatij</code>	C_{ij}	
<code>\distmat</code>	\mathbf{D}	
<code>\distmatij</code>	D_{ij}	
<code>\simmat</code>	\mathbf{Y}	Similarity matrix
<code>\simmatij</code>	Y_{ij}	
<code>\simmatii</code>	Y_{ii}	
<code>\simmatkl</code>	Y_{kl}	
<code>\algorparam</code>	γ	
<code>\shannon</code>	H	
<code>\fov</code>	FOV	field of view

<code>\SKalgo</code>	SK	Shepard-Kruscall algorithm
<code>\SBSEw</code>	$SKv + w$	An extension to the SK algorithm
<code>\SBSE</code>	SKv	An extension to the SK algorithm (without warping)

articles/dds *DDS report*

<code>\ddsres</code>	ρ	Resolution of the sensor in a DDS.
<code>\ddsarea</code>	$ \mathcal{S} $	Area of the manifold \mathcal{S} .
<code>\ddsbound</code>	d_{\max}	Bound on the maximum diffeomorphism in a DDS.
<code>\DDS</code>	DDS	
<code>\dds</code>	DDS	
<code>\ddsl</code>	DDSL	
<code>\DDSSu</code>	$\text{DDS}(\mathcal{S}; \mathcal{U})$	
<code>\DDSLsvu</code>	$\text{DDSL}(\mathcal{S}, \mathcal{V}; \mathcal{U})$	
<code>\bgDDSFfamily</code>	DDS	
<code>\bgDDSLfamily</code>	DDSL	
<code>\diffeoURL</code>	???	Model
<code>\cmdAlphabet</code>	\mathcal{U}	
<code>\ncmdwords</code>	$ \mathcal{U} $	Number of commands words.
<code>\obsspD</code>	$d^{\mathcal{S}}$	Metric on \mathcal{S} .
<code>\diffId</code>	$\text{Id}_{\mathcal{S}}$	Identity diffeomorphisms.
<code>\diffU</code>	Γ	Uncertainty of estimated diffeomorphism.
<code>\diffDist</code>	d^{Diff}	Distance between two diffeomorphism.
<code>\cmdDist</code>	\mathcal{D}_{cmd}	Distance between two commands.
<code>\cmdADist</code>	\mathcal{A}_{cmd}	Anti-distance between two commands.
<code>\images</code>	$\mathbb{F}(\mathcal{S})$	
<code>\obspsV</code>	\mathcal{V}	viewport
<code>\ddsfov</code>	\mathcal{V}	viewport
<code>\obspsVunpred</code>	$\mathcal{V}^{\overline{\text{pr}}}$	undpredictable part
<code>\obspsVpred</code>	\mathcal{V}^{pr}	predictable part
<code>\obspsVunpredt</code>	$\mathcal{V}_t^{\overline{\text{pr}}}$	undpredictable part at time t
<code>\obspsVpredt</code>	$\mathcal{V}_t^{\text{pr}}$	predictable part at time t
<code>\ddsctod</code>	C_TO_DIFF	
<code>\ddsste</code>	x	State of a DDS (element)
<code>\ddsst</code>	\mathbf{x}	State of a DDS

articles/deepdyn *Learning of latent/deep dynamics*

<code>\ldmap</code>	γ	Map from latent state to instantaneous dynamics
<code>\hclass</code>	\mathcal{H}	Hidden class
<code>\iclass</code>	\mathcal{M}	Instantaneous class

articles/despl *Parallel learning paper*

<code>\atype{...}</code>		
<code>\mycode{...}</code>		
<code>\desplStats</code>	Stats	
<code>\desplIStats</code>	IStats	
<code>\desplData</code>	Data	
<code>\desplIData</code>	IData	
<code>\desplModels</code>	Models	
<code>\desplIModels</code>	IModels	
<code>\despllearn</code>	learn	
<code>\desplilearn</code>	ilearn	

\desplfilter	filter	
\desplfmodel	fm	
\desplistats	istats	
\desplglue	glue	
\desplmglue	mglue	
\desplstats	stats	
\desplmerge	merge	
\desplInter	I	Interval
\patternA	<i>Slice – Stats – Merge</i>	
\patternB	<i>Split – Stats – Glue</i>	
\patternC	<i>Filter – Learn – Glue</i>	
\patternD	<i>Recursive – Learn</i>	
\proto	A2	
\slicelen	slicelen	
\njobslearn	n_{learn}	
\njobsmerge	n_{merge}	
\njobstotal	n_{jobs}	

articles/compmake *Compmake*

\Compmake	<i>Compmake</i>
\parmake	parmake
\sgemake	sgemake

articles/dptr1 *Technical report for diffeoplanning*

articles/dptr1/spaces *spaces*

\SetImages	Im	
\SetUIImages	UIm	
\genericdist{...,...}		
\genericudist{...,...}		
\obsstart	$\mathbf{y}_{\text{start}}$	
\obsgoal	\mathbf{y}_{\circ}	
\SetPlans	Plans	
\planSp	Plans	
\redplans	RedPlans	reduced plans
\plan	p	a generic plan
\plang	p_{\circ}	true plan
\planf	p^{\star}	The solution found
\zeroplan	\emptyset	
\obsu	\mathbf{z}	Scalar uncertainty
\obsue	z	Scalar uncertainty
\sarea	A	area around pixel s
\dd	φ	Generic diffeomorphisms
\dde	φ	Generic diffeomorphisms
\ddu	γ	its uncertain
\ddue	γ	its uncertain
\udiffSp	UDiff	

articles/dptr1/structure *Diffeo structure*

\dscommute	commute
\dsinverse	inverse

\dssame	same
\dsvoid	void
\SOtwo	SO(2)

articles/dptr1/simplification *plan reduce*

\plantodiff	p_to_d	
\ptod	p_to_d	
\pd	p_to_d	
\planreduce	PlanReduce	
\noutoforder	noutoforder	TODO

articles/dptr1/distances *Distances*

\dDiffLone	$d_{L_1}^{\text{Diff}(S)}$	
\dUDiffLone	$d_{L_1}^{\text{UDiff}(S)}$	
\dobsps	d^S	
\dImL{...}		
\dImLone	$d_{L_1}^{\text{lm}}$	
\dImLtwo	$d_{L_2}^{\text{lm}}$	
\dImN{...}		
\dImD{...}		
\cmdOrd	\prec	
\algoname{...}		
\gnbc	GNB	
\bnbc	BNB	
\bngc	BNG	
\bntc	BNT	
\gebc	GEB	
\bebc	BEB	
\begc	BEG	
\betc	BET	
\betcb	BETc	
\plansarea	P_{near}	
\algocover	cover	
\algotplanreduce	planreduce	
\algobidirectional	bidirectional-search	
\dubinsys	<i>Dubin's scar</i>	
\orbitalsys	<i>Orbitcamera</i>	
\markit{...}		
\markA	\dagger	
\markB	\ddagger	
\markC	\S	
\distthres	c	
\btrue	true	
\bfalse	false	
\botherwise	otherwise	
\cmdleft	\mathbf{u}_{left}	
\cmdright	$\mathbf{u}_{\text{right}}$	
\cmdup	\mathbf{u}_{top}	
\cmddown	\mathbf{u}_{down}	
\imvis	vis	Visibility
\minvis	v_0	

<code>\maxdis</code>	d_g	goal threshold
<code>\impred</code>	<code>pred</code>	Image prediction
<code>\plA</code>	$RLrl$	

articles/neucontrol *neuromorphic control*

<code>\clip{...}</code>		Clip up to some boundary
<code>\maxu</code>	b	
<code>\clipu</code>	sat_b	
<code>\gain</code>	κ	
<code>\settime</code>	\mathbb{T}	
<code>\controllerLast</code>	C1	Uses last event
<code>\controllerTI</code>	C2	Time integrale
<code>\controllerTS</code>	C3	time smoothed
<code>\controllerTN</code>	C4	Time neural

articles/optcam *optimal sensor*

<code>\ds</code>	Δ_s	Spatial sampling
<code>\dt</code>	Δ_t	Temporal sampling
<code>\db</code>	Δ_b	Brightness threshold
<code>\dvsth</code>	Δ_b	Threshold
<code>\camexp</code>	EX	Exposure
<code>\mseps</code>	MSE_{ps}	periodic sampling
<code>\mseeb</code>	MSE_{eb}	MSE event based
<code>\bwps</code>	BW_{ps}	bandwidth periodic sampling
<code>\bweb</code>	BW_{eb}	bandwidth event based
<code>\ori</code>	α	

articles/estgroups *Estimation with symmetries*

articles/estgroups/state *State*

<code>\esSt</code>	\mathbf{x}	State
<code>\esStDim</code>	n	Dimension of state space
<code>\esStSp</code>	\mathcal{X}	State space
<code>\esStDist</code>	$\mu_{\mathbf{x}}^{\mathcal{X}}$	Prior for state

articles/estgroups/observations *Observations*

<code>\esObs</code>	\mathbf{y}	Observations
<code>\esObsDim</code>	m	Observations dimensions
<code>\esObsSp</code>	\mathcal{Y}	Observations space
<code>\esObsMap</code>	h	Observation map

$$\mathbf{y} = nh(\mathbf{x})$$

$$\text{\$}\text{\texttt{esObs}} = \text{\texttt{esNuis}} \text{\texttt{esObsMap}}(\text{\texttt{esSt}})\text{\$}$$

articles/estgroups/nuisances *Nuisances*

<code>\esNuis</code>	\mathbf{n}	Nuisance
<code>\esNuisSp</code>	\mathcal{N}	Nuisance group
<code>\esNuisDist</code>	$\mu_{\mathbf{n}}^{\mathcal{N}}$	Nuisance distribution

articles/estgroups/estimators *Estimators, risks and performances*

<code>\esEst</code>	m	Estimator
<code>\esEstSp</code>	\mathcal{M}	Estimator set

<code>\esEstSpOpt</code>	\mathcal{M}^*	Optimal subset of estimators
<code>\esRisk</code>	e	Risk function
<code>\esRiskSp</code>	\mathcal{E}	Risk space
<code>\esRiskDist{\dots}</code>		Risk distribution for given estimator
<code>\esRiskDistPO</code>	\preceq	Partial order defining preference on distributions.
<code>\esProb</code>	\mathcal{P}	Estimation problem

articles/estgroups/symmetries *Symmetries in the problem*

<code>\esStAb</code>	α	Abstract state
<code>\esStAbSp</code>	\mathcal{A}	Abstract space
<code>\esRep</code>	φ	Representation
		$\varphi : \mathcal{X} \mapsto \alpha.$
		$\$ \text{\esRep:} \quad \text{\esSt} \quad \text{\mapsto} \quad \text{\esStAb} \$.$
<code>\esStSym</code>	A	Group of symmetries of the state
<code>\esObsSym</code>	B	Group of symmetries of the observation
<code>\esRiskSym</code>	C	Group of symmetries of the risk function
<code>\esPOSym</code>	D	Group of symmetries acting on the partial order
<code>\esProbSym</code>	\mathcal{S}	Tuple of symmetries

articles/1509-gcmdp

<code>\dprobsp</code>	DP	
<code>\dprob</code>	dp	Design problem
<code>\dpseries</code>	series	
<code>\dppar</code>	par	
<code>\dploop</code>	loop	
<code>\cdprobsp</code>	CDP	
<code>\cdprob</code>	cdp	Design problem
<code>\dpatoms</code>	atoms	Atoms of a cdp
<code>\resMin</code>	$\text{Min}_{\leq_{\mathcal{R}}}$	

articles/groupspectral *Group spectral properties*

<code>\gsHom</code>	HomMaps	Induced homomorphisms.
<code>\gsImage</code>	Image	
<code>\gsEqs</code>	EqSet	Fixed points of a function.
<code>\gsGA</code>	GrAct	If the function is the action of a group.
<code>\gsGAsym</code>	\parallel	Used to specify that a function can be expressed as a group action.
<code>\gsSym</code>	Sym	Set of symmetries
<code>\gsStrongCan</code>	SCan	Strong canonization operator
<code>\gsWeakCan</code>	WCan	Weak canonization operator
<code>\gsEquiCan</code>	BCan	Bold canonization operator
<code>\gsEndoCan</code>	MCan	Mild canonization operator
<code>\gsUnCan</code>	UCan	Unstructured canonization operator
<code>\gsNuis</code>	Sample	
<code>\regular</code>	regular	
<code>\unstr</code>	\sim	Unstructured symbol.
<code>\jokFunc</code>	\star	Joker function
<code>\zerFunc</code>	0	Zero function

articles/groupspectral/defs *Group spectral properties*

<code>\gsdContravariant</code>	$\xrightarrow{-1}$	Contravariance
<code>\gsdInvariant</code>	$\xrightarrow{0}$	Invariance

<code>\gsdEquivariant</code>	$\xrightarrow{\text{Id}}$	Equivariance
<code>\gsdIntroduces</code>	$\xrightarrow{*}$	Nuisance introduced
<code>\gsdUnstructured</code>	$\xrightarrow{\sim}$	Unstructured result
<hr/> articles/invariances <i>Invariances</i>		
<code>\rndual{...}</code>		Dual of a representation nuisance
<code>\brel</code>	\leq_B	Simulation partial order
<code>\bsim</code>	\sim_B	Simulation relation
<hr/> articles/jbds <i>Symbols introduced in JBDS</i>		
<code>\veh</code>	B	A vehicle body
<code>\vehBody</code>	B	A vehicle body
<code>\vehKin</code>	K	Vehicle kinematics
<code>\vehSensPos</code>	\mathbf{r}	Sensor relative pose
<code>\vehSensFun</code>	ψ	Function that defines an exteroceptive sensor
<code>\env</code>	e	Environment
<code>\envSp</code>	\mathcal{E}	Environment space
<code>\envo</code>	\mathcal{O}	Obstacles in the environment
<code>\envt</code>	\mathcal{T}	Texture (function on $\partial\mathcal{O}$)
<code>\envf</code>	\mathcal{F}	Field sensed by field sampler
<code>\envob</code>	$\partial\mathcal{O}$	Obstacles boundaries
<code>\obspsDiff</code>	\mathcal{S}^{dif}	
<code>\obspsNotDiff</code>	$\mathcal{S}^{\overline{\text{dif}}}$	
<code>\sic</code>	VS	ideal camera
<code>\sir</code>	RF	ideal range finder
<code>\sif</code>	FS	ideal field sampler
<code>\sicV</code>	$\text{VS}(\mathcal{V})$	ideal camera with viewport
<code>\sirV</code>	$\text{RF}(\mathcal{V})$	ideal range finder with viewport
<code>\sifV</code>	$\text{FS}(\mathcal{V})$	ideal field sampler with viewport
<code>\zoh{...}</code>		Zero order hold
<hr/> articles/jbds/misc <i>Used in proofs for JBDS</i>		
<code>\ygneig</code>	N	A neighborhood of \mathbf{y}_o .
<hr/> articles/jbds/robots		
<code>\allrobots</code>	Robots	The set of all robots
<code>\vehRob</code>	ISV	Idealized Simple Vehicles
<code>\vehRobNuis</code>	$\tilde{\text{ISV}}$	Vehicle robots with nuisances
<code>\robVeh</code>	ISV	
<hr/> articles/optbody <i>Optimal design of body and mind</i>		
<code>\MA</code>	A	
<code>\MB</code>	B	
<code>\MC</code>	C	
<code>\MG</code>	G	
<code>\MH</code>	H	
<code>\ML</code>	L	
<code>\MQ</code>	Q	
<code>\MP</code>	P	
<code>\MS</code>	S	
<code>\MSigma</code>	Σ	

<code>\MV</code>	\mathbf{V}	
<code>\MW</code>	\mathbf{W}	
<code>\SP</code>	P_s	Sensing power
<code>\AP</code>	P_a	Actuation power
<code>\SE</code>	E	Stored energy
<code>\ER</code>	r	Trajectory efficiency ratio
<code>\HP</code>	Θ	Heading precision
<code>\np</code>	n	Number of pixels

articles/1508-rafc *Function, implementation, etc.*

<code>\funsp</code>	\mathcal{F}	Function space
<code>\funleq</code>	$\leq_{\mathcal{F}}$	Function space
<code>\fun</code>	\mathbf{f}	Function
<code>\funtop</code>	$\top_{\mathcal{F}}$	
<code>\funbot</code>	$\perp_{\mathcal{F}}$	
<code>\imp</code>	\mathbf{i}	Implementation
<code>\impsp</code>	\mathcal{I}	Implementation space
<code>\exc</code>	exec	Execution $\text{exec} : \mathcal{I} \rightarrow \mathcal{F}$
<code>\eval</code>	eval	Evaluation $\text{eval} : \mathcal{I} \rightarrow \mathcal{R}$
<code>\paramsp</code>	\mathcal{P}	Parameter space
<code>\res</code>	\mathbf{r}	Resources
<code>\resleq</code>	$\leq_{\mathcal{R}}$	
<code>\restop</code>	$\top_{\mathcal{R}}$	
<code>\resbot</code>	$\perp_{\mathcal{R}}$	
<code>\ressp</code>	\mathcal{R}	Resources space
<code>\resspleq</code>	$\leq_{\mathcal{R}}$	
<code>\tressp</code>	$\mathcal{T}(\mathcal{R})$	Trade-off space
<code>\trof</code>	\mathcal{T}	Trade-off space
<code>\tres</code>	T	
<code>\tresleq</code>	$\leq_{\mathcal{T}}$	Trade-off space
<code>\trleq</code>	$\leq_{\mathcal{T}}$	Trade-off space
<code>\Res</code>	S	
<code>\Resa</code>	S_1	
<code>\Resb</code>	S_2	
<code>\resa</code>	\mathbf{r}_1	
<code>\resb</code>	\mathbf{r}_2	
<code>\Ressp</code>	$\mathcal{P}(\mathcal{R})$	
<code>\Resleq</code>	$\leq_{\mathcal{P}(\mathcal{R})}$	
<code>\rtoapp</code>	Ψ	

articles/1508-ragh *Resource Allocation problem*

<code>\clatency</code>	latency
<code>\cperiod</code>	period

articles/1508-ragh/rgraph *Resource Graph*

<code>\rN</code>	\mathbf{rN}	A resource graph's vertices
<code>\rE</code>	\mathbf{rE}	A resource graph's edges
<code>\rG</code>	\mathbf{rG}	A resource graph
<code>\rGsp</code>	\mathbf{RG}	Space of resource graphs
<code>\rn</code>	\mathbf{rn}	A resource node
<code>\rnops</code>	$\mathbf{rn.capacity}$	A resource's capacity

\rntype	rn.type	A resource's type
\rntypes	RTypes	A resource's type
\rnA	rn ₁	
\rnAops	rn ₁ .capacity	
\rnB	rn ₂	
\rnBops	rn ₂ .capacity	
\re	re	A resource edge
\relink	re.link	A resource
\relatency	re.latency	
\rebandwidth	re.bandwidth	
\reA	re ₁	
\reB	re ₂	
\reAlatency	re ₁ .latency	
\reAbandwidth	re ₁ .bandwidth	
\reBbandwidth	re ₂ .bandwidth	
\reiint	re.int1	Output interface (first node)
\reoint	re.int2	Input interface (second node)

articles/1508-ragh/cgraph *Computation Graph*

\cG	cG	A computationg graph
\cGsp	CG	Computation graph spaces
\cGleq	\leq_{CG}	Order on computation graphs
\cN	cN	A cgraph's vertices
\cE	cE	A cgraph's edges
\cn	cn	A computation node
\cnA	cn ₁	
\cnB	cn ₂	
\cnops	cn.ops	A computation node's ops
\dotops	.ops	
\cnAops	cn ₁ .ops	
\cnBops	cn ₂ .ops	
\cce	ce	A computation edge
\ceA	ce ₁	A computation edge
\ceB	ce ₂	A computation edge
\dotsize	.size	
\cesize	ce.size	Signal size (bytes)
\ceAsize	ce ₁ .size	
\ceBsize	ce ₂ .size	

articles/1508-ragh/links *Physical links*

\PL	PLinks	Physical links
\pl	pl	Physical link
\pplA	pl ₁	plA conflicts
\plAlatency	pl ₁ .latency	
\plAbandwidth	pl ₁ .bandwidth	
\pllatency	pl.latency	
\plbandwidth	pl.bandwidth	

articles/1508-ragh/allocations *Allocations*

\as	as	An assignment
\asm	as.m	The momomorphism

<code>\asmn</code>	as.m_N	
<code>\asme</code>	as.m_E	
<code>\asmni</code>	as.m_N^{-1}	
<code>\asmei</code>	as.m_E^{-1}	
<code>\asmi</code>	as.m^{-1}	The right inverse of the momomorphism
<code>\asla</code>	$\text{as.}\alpha$	The link allocation
<code>\asca</code>	$\text{as.}\beta$	The computation allocation
<code>\ctdelay</code>	delay	Continuous-time delay
<code>\ctsample</code>	sample	Continuous-time sample
<code>\rtof</code>	φ	
<code>\ftor</code>	h	
<code>\ftoR</code>	H	
<code>\Rcomp</code>	\mathbb{R}^+	
<code>\dpvars</code>	\mathcal{V}	
<code>\benchmark</code>	benchmark	
<code>\deploy</code>	deploy	
<code>\utypes</code>	\mathbf{U}	Universe of types
<code>\app</code>	app	
<code>\appsp</code>	Apps	
<code>\ghom</code>	h	
<code>\ghomv</code>	h_V	
<code>\ghome</code>	h_E	
<code>\ghomsp</code>	Hom	Homomorphism space of two gaphs
		<div style="border: 1px solid black; padding: 2px;">$\text{Hom}(\text{cG}, \text{rG})$ $\\$\text{\ghomsp}(\text{\cG}, \text{\rG})\\$</div>
<code>\mydash</code>	–	
<code>\rgcmd</code>	driver-cmd	
<code>\rgobs</code>	driver-obs	
<code>\cgcmd</code>	output	
<code>\cgobs</code>	input	

articles/soattotheory *Symbols used by Soatto*

<code>\scene</code>	ξ	scene
<code>\representation</code>	$\hat{\xi}$	representation
<code>\minrep</code>	$\hat{\xi}^\vee$	minimal representation
<code>\feature</code>	ϕ	feature
<code>\maxinv</code>	ϕ^\wedge	maximal invariant feature
<code>\suffstat</code>	ϕ^\vee	maximal invariant feature
<code>\image</code>	\mathcal{I}	image
<code>\addnoise</code>	n	additive noise
<code>\imageform</code>	h	image formation function
<code>\groupnuis</code>	g	nuisance which have the structure of a group
<code>\othernuis</code>	ν	other non-invertible nuisance
<code>\lightfield</code>	\mathcal{L}	all possible images generated by a scene
<code>\complex</code>	H	Complexity measure
<code>\actinfo</code>	\mathcal{H}	Actionable information
<code>\covdet</code>	ψ	Covariant detector

articles/soattotheory/mseerep *msee report*

<code>\nuddisc{...}</code>	Domain sampling operator (subset)
<code>\nusample{...}</code>	Domain sampling operator (subset)

<code>\nuvdisc{...}</code>		Value Discretization operator (subset)
<code>\nusmooth{...}</code>		Smoothing operator (kernel)
<code>\nucens{...}</code>		Censoring operator (field of view)
<code>\nuoccl{...}</code>		Occlusions
<code>\imform</code>	I	
<code>\contrast</code>	f	

articles/thesis *Special symbols for thesis*

<code>\labelrefinement</code>	ref	Indicates a refinement
<code>\pchomeoR</code>	PieceHomeo(\mathbb{R})	
<code>\dianode{...}</code>		used in properties1.dot
<code>\dianodem{...}</code>		
<code>\bitZ</code>	\square	
<code>\bit0</code>	\boxdot	
<code>\infbinstrings</code>	$\{\square, \boxdot\}^{\mathbb{N}}$	Set of infinite binary strings
<code>\chineseClose</code>	(nosummary)	The Chinese character corresponding to “close” or “near”.
<code>\twosignals</code>	y^i, y^j	
<code>\twosignalsa</code>	y^i	
<code>\twosignalsb</code>	y^j	
<code>\twosignalscolon</code>	$y^i; y^j$	
<code>\semrelorder</code>	m	Order of a generic semantic relations
<code>\infinitt</code>	d	Infinitesimal
<code>\genericsemrel</code>	\mathcal{R}	A generic semantic relation.
<code>\gensemrelsym</code>	$\text{Sym}(\mathcal{R})$	Symmetries of the semantic relation
<code>\genericssimilarity</code>	R	A generic similarity measure.
<code>\obsecdf</code>	c	CDF of one sensel
<code>\cmdreverse</code>	ρ	The map from a command to its reverse.
<code>\cmdopt</code>	\mathbf{u}^*	The optimal command
<code>\cmdnop</code>	\mathbf{u}^{nop}	Command corresponding to “resting”.
<code>\rew</code>	R	Reward function
<code>\placeneig</code>	Neighbors	
<code>\genericrel</code>	\sim	Generic relation
<code>\notgenericrel</code>	$\not\sim$	

articles/thesis/longexample *Long example*

<code>\CalibA</code>	CalibA
<code>\CalibB</code>	CalibB
<code>\Smoothkernel</code>	k
<code>\Smooth</code>	Smooth_k
<code>\BGDSAg</code>	BGDSagent
<code>\BGDSAgS</code>	BGDSagentS
<code>\DImagesU</code>	$\mathcal{D}(\text{Im}(S); \mathcal{U})$
<code>\DImagesR</code>	$\mathcal{D}(\text{Im}(S); \mathbb{R}^{n_u})$
<code>\ABehavior</code>	<i>behavior</i>
<code>\DImagesSphU</code>	$\mathcal{D}(\text{Im}(S^2); \mathcal{U})$
<code>\hobs</code>	\mathbf{x}
<code>\hobse</code>	x
<code>\bound</code>	M

common *Common symbols to all papers*

common/abbreviations *Other abbreviations*

<code>\setA</code>	\mathcal{A}
<code>\setB</code>	\mathcal{B}
<code>\setC</code>	\mathcal{C}
<code>\setU</code>	\mathcal{U}
<code>\setM</code>	\mathcal{M}
<code>\setY</code>	\mathcal{Y}
<code>\setX</code>	\mathcal{X}
<code>\setZ</code>	\mathcal{Z}
<code>\setS</code>	\mathcal{S}
<code>\grG</code>	\mathbf{G}
<code>\grH</code>	\mathbf{H}
<code>\grK</code>	\mathbf{K}
<code>\grN</code>	\mathbf{N}

common/inv-abbreviations

<code>\sqa</code>	a
<code>\sqae</code>	a
<code>\sqb</code>	b
<code>\sqbe</code>	b
<code>\sqc</code>	c
<code>\sqce</code>	c

common/acronyms *Acronyms*

common/algebra *Algebra*

<code>\ones</code>	$\mathbf{1}$	
<code>\idMat</code>	\mathbf{I}	Identity matrix
<code>\matTrace</code>	Tr	Trace of a matrix.
<code>\angleFun</code>	\angle	Angle function
<code>\flatten</code>	vec	Matrix-to-vector rearrangement.

common/basic *Basic stuff*

<code>\setfun</code>	\Rightarrow	Symbol for set functions (one-to-many)
<code>\algfield</code>	field	Field. <div style="border: 1px solid black; padding: 5px; margin-top: 5px;">$\text{field}(\mathcal{X}, +, \times)$ is an algebraic field. $\\$ \backslash \text{algfield}(\backslash \text{aset}\{X\}, +, \backslash \text{times}) \\$ is an algebraic field.</div>
<code>\wellorder</code>	wellorder	A well ordered set. <div style="border: 1px solid black; padding: 5px; margin-top: 5px;">$\text{wellorder}(\mathcal{X}, \leq)$ is a well-ordered set. $\\$ \backslash \text{wellorder}(\backslash \text{aset}\{X\}, \backslash \text{leq}) \\$ is a well-ordered set.</div>
<code>\orderedfield</code>	orderedfield	A well ordered field. <div style="border: 1px solid black; padding: 5px; margin-top: 5px;">$\text{orderedfield}(\mathcal{X}, +, \times, \leq)$ is a well-ordered field. $\\$ \backslash \text{orderedfield}(\backslash \text{aset}\{X\}, +, \backslash \text{times}, \backslash \text{leq}) \\$ is a well-ordered field.</div>
<code>\powerset</code>	powerset	Power set of a space
<code>\supp</code>	supp	Support of a set
<code>\idFunc</code>	Id	The identity function
<code>\invFunc</code>	\cdot^{-1}	Inverse function
<code>\funcComp</code>	\circ	Function composition
<code>\emptysequence</code>	\emptyset	Empty sequence

<code>\allFuncs</code>	Functions	All maps from a space to the other
<code>\D</code>	d	Used for integrals
<code>\sign</code>	sgn	Sign function
<i>common/sequences Sequences</i>		
<code>\sequences</code>	Sequences	Set of sequences
<code>\contsequences</code>	ContSequences	Set of continuous sequences
<code>\Aut</code>	Aut	Automorphism group
<code>\contFuncs</code>	Continuous	Continuous functions on some metric space
		Continuous(\mathcal{A}) are all continuous functions on \mathcal{A} . $\mathcal{C}(\mathcal{A}, \mathcal{B})$ are all continuous functions on \mathcal{A} with values in \mathcal{B} .
<code>\differFuncs</code>	Differentiable	Differentiable functions
<code>\partitions</code>	partitions	
<code>\mExp</code>	mexp	Matrix exponential
<code>\bigO</code>	\mathcal{O}	Big-O notation
<code>\smallo</code>	\mathcal{o}	
<code>\metricon{...}</code>		
<code>\definedas</code>	\triangleq	
<code>\crossprod</code>	\times	cross-product
<code>\gsDom</code>	Domain	
<code>\gsCod</code>	Codomain	
<code>\interCC{...}</code>		
<code>\interCO{...}</code>		
<code>\interOC{...}</code>		
<code>\interOO{...}</code>		
<code>\unitInterval</code>	$[0, 1]$	
<i>common/basic/logic Logic</i>		
<code>\logicAnd</code>	\wedge	Logic "and"
<code>\logicOr</code>	\vee	Logic "or"
<code>\logicNot</code>	\neg	Logic "not"
<i>common/simplesets Simple sets</i>		
<code>\reals</code>	\mathbb{R}	Real numbers
<code>\natnumbers</code>	\mathbb{N}	Natural numbers
<code>\ratnumbers</code>	\mathbb{Q}	Rational numbers
<code>\hreals</code>	${}^*\mathbb{R}$	Hyper-real numbers
<code>\nonNegReals</code>	\mathbb{R}_+^{\bullet}	Non negative reals
<code>\posReals</code>	\mathbb{R}_+°	Strictly positive reals
<code>\nzReals</code>	\mathbb{R}_{\circ}	Nonzero reals
<i>common/blackboxes Black boxes</i>		
<code>\abb{...}</code>		A black box
<code>\bbD</code>	D	
<code>\bbinv{...}</code>		Inverse of a black box
<code>\bbli{...}</code>		left inverse of a black box
<code>\bbri{...}</code>		right inverse of a black box
<code>\alloutcomes</code>	AllOutcomes	
<code>\alloutputs</code>	AllOutputs	All outputs of a given system
<code>\bbDelay</code>	Δ	The one-step delay system.

<code>\vertblock</code>	I	
<code>\bbAccum</code>	III	Accumulator system
<code>\inLoop</code>	Loop	Closes the loop around a system
<code>\idSys</code>	IdSys	The identity system
<code>\bbSp</code>	D	Set of black boxes
		$\mathcal{D}(\mathcal{X}; \mathcal{Y})$ are all the black boxes from \mathcal{X} to \mathcal{Y} . $\mathcal{D}(\mathcal{X}; \mathcal{Y})$ are all the black boxes from \mathcal{X} to \mathcal{Y} .
<code>\bbFM</code>	\mathcal{D}_{fm}	Systems with finite memory
<code>\bbSpInv</code>	\mathcal{D}^*	Set of invertible systems
<code>\bbFMinv</code>	$\mathcal{D}_{\text{fm}}^*$	Systems with finite memory and invertible
<code>\bbSpIns</code>	$\mathcal{D}_{\text{inst}}$	Set of instantaneous systems
<code>\bbSpDet</code>	\mathcal{D}_{det}	Deterministic systems
<code>\bbSpInvIns</code>	$\mathcal{D}_{\text{inst}}^*$	Set of invertible and instantaneous systems.
		$\mathcal{D}^*(\mathcal{A})$ is a subset of $\mathcal{D}(\mathcal{A}; \mathcal{A})$ $\mathcal{D}^*(\mathcal{A})$ is a subset of $\mathcal{D}(\mathcal{A}; \mathcal{A})$ $\mathcal{D}^*(\mathcal{A})$ is a subset of $\mathcal{D}(\mathcal{A}; \mathcal{A})$
<code>\bbSpCore</code>	\mathcal{D}°	Systems up to representation
<hr/> <code>common/blackboxes/abbreviations</code> <hr/>		
<code>\bbDinv</code>	\mathcal{D}^{-1}	
<code>\bbDri</code>	\mathcal{D}^R	
<code>\bbDli</code>	\mathcal{D}^L	
<code>\bbE</code>	E	
<code>\bbF</code>	F	
<code>\bbG</code>	G	
<code>\bbH</code>	H	
<code>\bbL</code>	L	
<code>\bbSpBA</code>	$\mathcal{D}(\mathcal{B}; \mathcal{A})$	to write
<code>\bbSpAB</code>	$\mathcal{D}(\mathcal{A}; \mathcal{B})$	to write
<hr/> <code>common/blackboxes/deprecated</code> <i>Deprecated</i> <hr/>		
<code>\bbOp</code>	\oplus	Composition operation
<code>\inSeries</code>	Series	Series of two systems
<code>\bbSpAny</code>	\mathcal{D}_*	Any of the following
<code>\bbSpDT{\dots}</code>		Discrete time
<code>\bbSpCT</code>	\mathcal{D}^c	Continuous time
<code>\bbSpEB</code>	\mathcal{D}^e	Event-based
<hr/> <code>common/boot</code> <i>Bootstrapping symbols</i> <hr/>		
<hr/> <code>common/boot/obs cmd</code> <i>Observations and commands</i> <hr/>		
<code>\world</code>	m	The "world", an element of $\mathcal{D}(\mathcal{Y}; \mathcal{U})$.
<code>\obs</code>	y	Observations vector.
<code>\obse</code>	y	Observations element.
<code>\cmd</code>	u	Commands vector.
<code>\cmde</code>	u	Commands element.
<code>\nobs</code>	n_y	Number of sensels
<code>\ncmd</code>	n_u	Number of actuators
<code>\obsSp</code>	\mathcal{Y}	Observation space
<code>\cmdSp</code>	\mathcal{U}	Commands space

\cmdSph	$\bar{\mathcal{U}}$	Domain of a single actuator $\mathcal{U} = \bar{\mathcal{U}}^{n_u}$.
\obsSph	$\bar{\mathcal{Y}}$	Domain of a single sensel $\mathcal{Y} = \bar{\mathcal{Y}}^{n_y}$.
\obsSphd	$d^{\bar{\mathcal{Y}}}$	Metric on $d^{\bar{\mathcal{Y}}}$
\obsSpd	$d^{\mathcal{Y}}$	Metric on $d^{\mathcal{Y}}$
common/boot/spatialsensors <i>Spatial sensors</i>		
\obssp	\mathcal{S}	Observation physical space.
\obsps	\mathcal{S}	Observation physical space.
\genimages	Im	Images on physical space \mathcal{S} .
\imps	$\text{Im}(\mathcal{S})$	Images on physical space \mathcal{S} .
common/boot/servo <i>Servoing</i>		
\obsghmark	\circ	
\obsgh	\mathbf{y}_\circ	Goal observations.
\obsge	y_\circ	Goal observations (element).
\obsghl	\mathbf{z}_\circ	Goal observations (element).
\obsghle	z_\circ	Goal observations (element).
common/boot/abbreviations <i>Abbreviations</i>		
\bbSpYU	$\mathcal{D}(\mathcal{Y}; \mathcal{U})$	to write
\bbSpYXU	$\mathcal{D}(\mathcal{Y}; \mathcal{X}; \mathcal{U})$	to write
\bbSpUY	$\mathcal{D}(\mathcal{U}; \mathcal{Y})$	to write
\bbSpInvY	$\mathcal{D}^*(\mathcal{Y})$	Representation nuisances on commands
\bbSpInvU	$\mathcal{D}^*(\mathcal{U})$	Representation nuisances on observations
\bbSpInvYU	$\mathcal{D}^*(\mathcal{Y}; \mathcal{U})$	Representation nuisances
\bbSpInvUY	$\mathcal{D}^*(\mathcal{U}; \mathcal{Y})$	
\bbSpCoreYU	$\mathcal{D}^\circ(\mathcal{Y}; \mathcal{U})$	Systems up to representation
common/vehicles <i>The Vehicles universe</i>		
\veEnvironments	Environments	All Vehicles environments
\veSensors	Sensors	all Vehicles sensors
\veDynamics	Dynamics	all Vehicles dynamics
\veVehicles	Vehicles	
common/vehicles/mah <i>todo</i>		
\veSce	\mathcal{S}	
\veVeh	\mathcal{V}	
\veMov	\mathcal{M}	
\veAdd	\mathcal{A}	
\veJoi	\mathcal{J}	
\vePar	\mathcal{P}	Parallel composition of sensors
\veNcmd	\mathcal{U}	
\veNobs	\mathcal{Y}	
common/expressions <i>Miscellaneous expressions</i>		
\etal	<i>et al.</i>	
\eg	<i>e.g.</i> ,	
\etc	<i>etc.</i>	
\ie	<i>i.e.</i> ,	
\viceversa	<i>viceversa</i>	
\vs	<i>vs</i>	Versus

<code>\adhoc</code>	<i>ad hoc</i>
<code>\apriori</code>	<i>a priori</i>

`common/goodformulas` *Better formulas annotations*

<code>\expl{...}</code>	Explanation in formulas
<code>\highA{...}</code>	Highlight something in formulas (observations)
<code>\highB{...}</code>	Highlight something in formulas (commands)
<code>\highC{...}</code>	both observations and commands

`common/yesorno` *Miscellaneous functions for document formatting*

<code>\ns</code>		
<code>\tickYes</code>	✓	
<code>\tickNo</code>	7	
<code>\NA</code>	<i>n/a</i>	
<code>\coltickNo</code>	7	
<code>\yes</code>	✓	
<code>\no</code>	7	
<code>\onehalf</code>	$\frac{1}{2}$	small one half
<code>\smPO</code>	+1	Small plus one
<code>\smMO</code>	−1	Small minus one (e.g. in <code>smallmatrix</code>)

`common/incomplete` *Incomplete symbols*

<code>\towrite</code>	to write	Marker for sections to write
<code>\placeholder{...,...}</code>		A placeholder
<code>\tocite{...}</code>		
<code>\citeboh</code>	<i>[xxx]</i>	
<code>\citexxx</code>	<i>[xxx]</i>	
<code>\xxx</code>	???	
<code>\XXX</code>	???	
<code>\notsure</code>	(Not sure...)	
<code>\dontlike</code>	(Don't like this)	
<code>\notformal</code>	(not formal)	
<code>\betterword{...}</code>		
<code>\boh</code>	???	incomplete
<code>\bn</code>		bad notation, this should change later
<code>\checkbadformat</code>		incomplete
<code>\prooftowritesomeday</code>		
<code>\myrule{...,...}</code>		
<code>\unitInterval</code>	$[0, 1]$	

`common/geometry` *Differential geometry*

<code>\diff</code>	Diff	Diffeomorphism <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> $\text{Diff}(\mathcal{M})$ are the diffeomorphisms from \mathcal{M} to itself. $\text{\textbackslash diff}(\text{\textbackslash aset}\{M\})$ are the diffeomorphisms from $\text{\textbackslash aset}\{M\}$ to itself. </div>
<code>\diffPos</code>	Diff_+	Orientation-preserving diffeomorphism.
<code>\homeoPos</code>	Homeo_+	Orientation-preserving homeomorphisms (of the real line)
<code>\diffBounded{...}</code>		Diffeomorphisms with bounded curvature
<code>\diffVol</code>	Diff_{vol}	
<code>\homeo</code>	Homeo	Set of all homeomorphisms
<code>\isometries</code>	Isom	Isometries group

<code>\diffFix{...}</code>		<div> $\text{Isom}(\mathcal{M})$ are all the isometries of \mathcal{M}. $\text{\isometries(\aset{M})}$ are all the isometries of $\text{\aset{M}}$. </div>
<code>\conformalFuncs</code>	Conformal	Diffeomorphisms that fix a point Conformal transformations
<i>common/geometry/manifolds Manifolds</i>		
<code>\Sone</code>	\mathbb{S}^1	Unit circle.
<code>\Stwo</code>	\mathbb{S}^2	Unit sphere.
<code>\stwo</code>	\mathbb{S}^2	Unit sphere
<code>\hypsp</code>	\mathbb{H}	
<code>\hypspn</code>	\mathbb{H}^n	
<i>graphs Graphs</i>		
<code>\paths</code>	paths	All paths in a graph
<code>\walks</code>	walks	All paths in a graph
<code>\head</code>	head	
<code>\tail</code>	tail	
<code>\nodes</code>	nodes	nodes in a walk
<code>\edges</code>	edges	edges in a walk
<code>\sources</code>	sources	<div> $\text{sources}(\text{cG})$ \sources(\cG) </div>
<code>\sinks</code>	sinks	<div> $\text{sinks}(\text{cG})$ \sinks(\cG) </div>
<code>\predecessors</code>	pred	predecessors of a node <div> $\text{pred}(\text{cn})$ $\text{\predecessors(\cn)}$ </div>
<code>\successors</code>	succ	successors of a node <div> $\text{pred}(\text{cn})$ $\text{\predecessors(\cn)}$ </div>
<i>common/groups Group theory</i>		
<code>\gIdentity</code>	e	Identity of a group
<code>\tgroup</code>	group	Group set with operations <div> $\text{group}(\text{G}, \cdot)$ means G is a group under \cdot. $\text{\tgroup(\agroup{G}, \cdot)}$ means $\text{\agroup{G}}$ is a group under \cdot. </div>
<code>\haar</code>	haar	Haar measure <div> The Haar measure on \mathcal{X} is $\text{haar}^{\mathcal{X}}$. The Haar measure on $\text{\aset{X}}$ is $\text{\haar}\{\mathcal{X}\}$. </div>
<i>common/groups/famous Famous groups</i>		
<code>\idGroup</code>	Id	The trivial group with identity only.
<code>\permutations</code>	Perm	Set of permutation
<code>\stab{...}</code>		Stabilizer of a set
<code>\functionsym{...}</code>		Symmetries of a function
<code>\allsubgroups</code>	AllSubgroups	
<code>\comgroup{...}</code>		Commutator sub group
<code>\groupJoin</code>	\vee	Group join

<code>\groupconj{...}</code>		Conjugation
<code>\groupquotient</code>	$/$	Group quotient
<code>\groupsemidir</code>	\rtimes	Semidirect product.
<code>\groupisom</code>	\cong	Isomorphism
<code>\issubgroup</code>	\leq	Subgroup relation.
<code>\normalsub</code>	\triangleleft	Normal subgroup relation
<code>\actionsymbol</code>	\cdot	Group action.
<code>\companionFuncs{...}</code>		Companions functions
<code>\transversalFuncs{...}</code>		Transversal functions

`common/groups/matrix` *Matrix groups*

<code>\orthogroup</code>	O	Orthogonal group.
<code>\trangroup</code>	T	Translation group
<code>\segroup</code>	SE	Special Euclidean group.
<code>\Egroup</code>	E	Euclidean group.
<code>\SLgroup</code>	SL	Special linear group
<code>\Diaggroup</code>	D	Diagonal matrices with non-zero elements.
<code>\PMgroup</code>	D_{\pm}	Diagonal matrices with ± 1 on the diagonal.
<code>\Scalegroup</code>	Sc	Multiples of the identity
<code>\sogroup</code>	SO	Special orthogonal group.
<code>\sonneggroup</code>	SO^{-}	
<code>\affgroup</code>	Aff	Affine group
<code>\affgrouppos</code>	Aff_{+}	Affine group
<code>\GL</code>	GL	General linear group
<code>\GLpos</code>	GL_{+}	
<code>\se</code>	se	Special Euclidean algebra
<code>\soalgebra</code>	so	
<code>\sealgebra</code>	se	Special Euclidean algebra
<code>\SOthree</code>	$SO(3)$	Special orthogonal group (rotation matrices)
<code>\SEthree</code>	$SE(3)$	Special Euclidean group
<code>\SEtwo</code>	$SE(2)$	Special Euclidean group
<code>\SEthreeAlg</code>	$se(3)$	
<code>\SEtwoAlg</code>	$se(2)$	
<code>\SOthreeAlg</code>	$se(3)$	
<code>\SOtwoAlg</code>	$se(2)$	
<code>\setwo</code>	$SE(2)$	
<code>\sethree</code>	$SE(3)$	
<code>\sotwo</code>	$SO(2)$	
<code>\sothree</code>	$SO(3)$	

`common/groups/simple` *Very simple groups*

<code>\mgroup</code>	$(\mathbb{R}_{\circ}, \times)$	Multiplication group
<code>\mposgroup</code>	$(\mathbb{R}_{\circ}^{+}, \times)$	Positive multiplication group
<code>\mpmgroup</code>	$(\pm 1, \times)$	+1/-1 multiplication group
<code>\addgroup</code>	$(\mathbb{R}, +)$	Addition group

`common/groups/simple/abb` *Abbreviations*

<code>\addgroupn</code>	$(\mathbb{R}^n, +)$	Addition group on \mathbb{R}^n
<code>\affone</code>	$Aff(\mathbb{R})$	Affine group 1D
<code>\affonepos</code>	$Aff_{+}(\mathbb{R})$	Affine group 1D
<code>\affn</code>	$Aff(\mathbb{R}^n)$	Affine group in n dimensions.

<code>\affnpos</code>	$\text{Aff}_+(\mathbb{R}^n)$	Affine transformations preserving orientations.
<hr/>		
basic		
<hr/>		
basic/optimization <i>Optimization stuff</i>		
<code>\subto</code>	s.t.	Subject to in math
<code>\with</code>	using	"With"
<hr/>		
basic/posets <i>Partial orders</i>		
<code>\pset</code>	\mathcal{P}	Power set (latenative to powerset)
<code>\lowerbounds</code>	lowerbounds	
<code>\upperbounds</code>	upperbounds	
<code>\posMin</code>	Min	
<code>\posleq</code>	\preceq	
<code>\posgeq</code>	\succeq	
<code>\posA</code>	\mathcal{P}	
<code>\posAleq</code>	$\preceq_{\mathcal{P}}$	
<code>\posAMin</code>	$\text{Min}_{\preceq_{\mathcal{P}}}$	Minimal elements
<code>\posAmin</code>	$\text{min}_{\preceq_{\mathcal{P}}}$	The least element
<code>\posAmax</code>	$\text{max}_{\preceq_{\mathcal{P}}}$	The least element
<code>\posB</code>	\mathcal{Q}	
<code>\posBleq</code>	$\preceq_{\mathcal{Q}}$	
<code>\posC</code>	\mathcal{R}	
<code>\lfp</code>	lfp	Least fixed point
<code>\prefixed</code>	prefixed	prefixed points
<code>\CPOs</code>	CPO_s	
<code>\CPO</code>	CPO	
<code>\DCPOs</code>	DCPO_s	
<code>\DCPO</code>	DCPO	
<code>\antichains</code>	A	
		<div style="border: 1px solid black; padding: 5px;"> <p>The antichains sets of P are $A(P)$</p> <p>The antichains sets of P are <code>\antichains(P)</code></p> </div>
<code>\upsets</code>	\mathcal{U}	
<code>\upresleq</code>	$\preceq_{\mathcal{UR}}$	
<code>\upressp</code>	\mathcal{UR}	
<code>\allupsets</code>	Up	
<code>\upit</code>	\uparrow	Converts to smallest upset containing the ste
<code>\stupit</code>	$\dot{\uparrow}$	Strict upper closure
<hr/>		
common/probability <i>Probability</i>		
<code>\uniformdist</code>	Uniform	Uniform distribution
<code>\measuresupport</code>	Support	Support of a probability measure
<code>\processes</code>	StocProcesses	Set of stochastic processes
<code>\conditional</code>	Conditional	Conditional distribution
		<div style="border: 1px solid black; padding: 5px;"> <p>$\text{Conditional}(\mathcal{B}; \mathcal{A})$ is the set of conditional distributions</p> <p><code>\conditional(\setB;\setA)</code> is the set of conditional distributions</p> </div>
<code>\finaldist</code>	Final	Stationary distribution of a stochastic process.
<code>\measureSp</code>	meas	Measure space.

<code>\probSp</code>	prob	<div> $\text{meas}(\mathcal{X}, \Sigma, \mu)$ is a measure space. $\text{\textbackslash measureSp}(\text{\textbackslash aset}\{X\}, \text{\textbackslash Sigma}, \text{\textbackslash mu})$ is a measure space. </div>
		Probability space.
		<div> $\text{prob}(\mathcal{X}, \Sigma, \mu)$ is a probability space. $\text{\textbackslash probSp}(\text{\textbackslash aset}\{X\}, \text{\textbackslash Sigma}, \text{\textbackslash mu})$ is a probability space. </div>
<code>\measures</code>	Measures	Set of probability measures on a set.
		<div> $\text{Try } \mu^{\mathcal{X}} \in \text{Measures}(\mathcal{X})$ $\text{Try } \mu^{\{\text{\textbackslash aset}\{X\}\}} \text{ in } \text{\textbackslash measures}(\text{\textbackslash aset}\{X\})$ </div>
<code>\dirac</code>	δ	
<i>common/robotics Robotics</i>		
<code>\obsip</code>	m	Inner product bilinear form.
<code>\obsosp</code>	\mathcal{O}	Observation output space.
<code>\dummySensel</code>	s	
<code>\pose</code>	\mathbf{q}	Robot pose $\mathbf{q} = (\mathbf{t}, \mathbf{R}) \in \mathcal{Q} \subset \text{SE}(3)$.
<code>\posesp</code>	\mathcal{Q}	Pose space, subgroup of $\text{SE}(3)$.
<code>\posespAlg</code>	\mathbf{q}	Pose space algebra.
<code>\confspace</code>	\mathcal{Q}	Robot configuration space
<code>\pos</code>	\mathbf{t}	Position in the world frame.
<code>\posEl</code>	t	Position in the world frame (element)
<code>\rotm</code>	\mathbf{R}	Rotation matrix representing orientation in the world frame.
<code>\rotme</code>	R	Element of rotation matrix
<code>\lvel</code>	\mathbf{v}	Linear velocity
<code>\levele</code>	v	Linear velocity (element)
<code>\avel</code>	$\boldsymbol{\omega}$	Angular velocity (as vector)
<code>\avele</code>	ω	Angular velocity (element)
<code>\avels</code>	ω	Angular velocity in 2D (scalar)
<code>\avelse</code>	$\hat{\omega}$	Angular velocity (as skew-symmetric matrix)
<code>\njoints</code>	n_j	Number of joints in a robot
<code>\attitude</code>	\mathbf{R}	
<code>\position</code>	\mathbf{t}	
<i>common/robotics/fieldsmapler Field samplers</i>		
<code>\field</code>	\mathcal{F}	Field sampled by the field sensor.
<code>\fieldpos</code>	\mathbf{z}	Generic position in the world.
<code>\fieldpose</code>	z	Generic position in the world.
<code>\worldSp</code>	Maps	
<i>common/robotics/old Deprecated</i>		
<code>\wshape</code>	\mathbf{s}	
<code>\wpose</code>	\mathbf{p}	
<code>\worldsp</code>	Maps	
<code>\wshapesp</code>	Shapes	
<i>common/robotics/maps New stuff</i>		
<code>\mshape</code>	\mathbf{s}	Map shape.
<code>\mpose</code>	\mathbf{p}	Map pose.
<code>\mshapesp</code>	Shapes	Shape space.
<code>\mapsp</code>	Maps	Maps set $\text{Maps} = \text{Shapes} \times \text{SE}(3)$.

<i>common/statistics Misc statistics</i>		
<code>\stddev</code>	<code>std</code>	Standard deviation
<code>\var</code>	<code>var</code>	Variance
<code>\ex</code>	\mathbb{E}	Expected value
<code>\corr</code>	<code>corr</code>	
<code>\cov</code>	<code>cov</code>	covariance
<code>\spearcorr</code>	<code>spear</code>	Spearman correlation between two variables
<code>\mutualinf</code>	\mathcal{I}	Mutual information
<code>\entr</code>	\mathcal{H}	Entropy
<code>\varinf</code>	\mathcal{V}	Variation of information
<code>\varinf_n</code>	\mathcal{V}_1	Normalized variation of information
<code>\pushedforward{...}</code>		Pushed forward notation
<code>\distributedAs</code>	\sim	Distributed as
<i>common/statistics/sorting Sorting vectors</i>		
<code>\order</code>	<code>order</code>	Order (or rank) of the elements of a vector.
<code>\sorted</code>	<code>sorted</code>	Sorted version of a vector
<code>\differ</code>	<code>differ</code>	
<code>\sortedSeq</code>	<code>sortedSeq</code>	
<code>\weaksortedSeq</code>	<code>weaksortedSeq</code>	
<i>common/systems Dynamical systems</i>		
<code>\CTI</code>	<code>CTI</code>	Continuous-time time-invariant systems.
<code>\DTI</code>	<code>DTI</code>	Discrete-time time-invariant systems.
<code>\DDTI</code>	<code>DDTI</code>	Deterministic discrete-time time-invariant systems.
<code>\DCTI</code>	<code>CDTI</code>	Deterministic continuous-time time-invariant systems.
<code>\DFSTI</code>	<code>DFSTI</code>	Discrete-time finite-state-space time-invariant systems.
<code>\CFSTI</code>	<code>CFSTI</code>	Continuous-time finite-state-space time-invariant systems.
<code>\DFSTIGO</code>	<code>DFSTIGO</code>	Discrete-time finite-state-space time-invariant systems with Gaussian noise.
<code>\CLTI</code>	<code>CLTI</code>	Continuous-time linear time-invariant systems
<code>\CLTIG</code>	<code>CLTIG</code>	Continuous-time linear time-invariant systems with Gaussian noise.
<code>\DLTI</code>	<code>DLTI</code>	Discrete-time linear time-invariant systems
<code>\DSMPLTI</code>	<code>DSMPLTI</code>	Discrete-time stable minimum-phase linear time-invariant systems
<code>\DLTIG</code>	<code>DLTIG</code>	Discrete-time linear time-invariant systems with Gaussian noise.
<code>\laptrans</code>	\mathcal{L}	Laplace transform
<code>\impulseresp</code>	<code>ImpulseResp</code>	Impulse response of a system
<code>\transferfunc</code>	<code>TF</code>	Transfer function
<i>Otypography Basic typography</i>		
<code>\myacronym{...}</code>		All acronyms; good for text as well as math mode. Use lower case.
<i>Otypography/tensors Tensors and tensor elements</i>		
<code>\T{...}</code>		Tensor
<code>\Tel{...}</code>		Tensor element
<code>\Te{...}</code>		
<i>Otypography/matrices Matrices and matrix elements</i>		
<code>\M{...}</code>		A matrix
<code>\Mel{...}</code>		The elements of a matrix

Otypography/sets *Sets*

<code>\aset{...}</code>	A set
<code>\agroup{...}</code>	Fonts for a set which is a group. A set \mathcal{X} , a group X , G , ... A set \mathcal{X} , a group X , G , ... \mathcal{G} , ...
<code>\aseq{...}</code>	Formatting for sequences
<code>\aseqe{...}</code>	Formatting for one element in a sequence
<code>\dummyIndices</code>	

Otypography/misc *Everything else*

<code>\aword{...}</code>	How words should look like in formulas. Consider the operator <code>scale</code> , ... Consider the operator <code>\aword{scale}</code> , ...
<code>\vmath{...}</code>	How words should appear in math mode.
<code>\codefunc{...}</code>	Code functions The function <code>select</code> The function <code>\codefunc{select}</code>
<code>\swpackage{...}</code>	Name of software packages The package <code>PROCGRAPH</code> , <code>ZMQ</code> , <code>UNIX</code> . The package <code>\swpackage{Procgraph}</code> , <code>\swpackage{ZMQ}</code> , <code>\swpackage{Unix}</code> .