

bootstrapping

bootstrapping/agents	<i>Agents and tasks</i>	
\agSp	Agents	
\agSpYU	Agents($\mathcal{Y}; \mathcal{U}$)	All agents with given formats.
\agA	\mathcal{A}	An agent
\agExp	expl	Agent's exploration 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	<i>BDS report</i>	
\BDSnk	BDS($n; k$)	
\bgBDSfamily	BDS	Family of BDS sensors
\bds	BDS	Bilinear dynamics system
\BDS	BDS	
\omsum{...}		omitted sum
\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	Q	Covariance of \mathbf{y} .
\Tucove	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
		$W \in \mathcal{D}(\mathbb{T}, \mathcal{U}, \mathcal{Y})$
		$\$ \backslash \text{bgWorld} \text{ \in } \backslash \text{bgRSSp}(\backslash \text{bgTime}, \backslash \text{bgCmdSp}, \backslash \text{bgObsSp})$
\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	$G^{\mathcal{U}}$	
\bgObsTr	\mathbf{h}	Transformation of the observations
\bgObsTrSp	$G^{\mathcal{Y}}$	
\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
\bgCmdConstraints	$\Omega_{\mathbf{u}}$	
\bgPopK	ψ	
articles/bgds/old	<i>BGDS report</i>	
\state	\mathbf{x}	Generic underlying state.
\detecte	d	Detector
\submean{...}		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{...}		
\bgBGDSfamily	BGDS	Family of BGDS sensors

<code>\BGDSsk</code>	$BGDS(\mathcal{S}; k)$	
<code>\focal</code>	F	Pinhole camera focal length.
<code>\traindist</code>	p_T	Training distribution.
<code>\trainsym</code>	$\text{Sym}(p_T)$	Symmetry group of p_T .
articles/bgds/logical	<i>Gradient dynamics</i>	
<code>\obsfsp</code>	\mathcal{Z}	Observation logical space
<code>\obsf</code>	\mathbf{z}	Observations in logical space
<code>\obsle</code>	z	Observation logical space element
<code>\xtos</code>	φ	Mapping between \mathcal{S} and \mathcal{Z} .
<code>\jac</code>	\mathbf{J}	Jacobian of φ
<code>\jace</code>	J	An element of the Jacobian of φ .
<code>\mz</code>	μ	Metric on the tangent space of $z(x)$.
<code>\mmu</code>	M	Metric for the commands u .
articles/bgds/logical/grads	<i>Gradient dynamics</i>	
<code>\Tzgd</code>	\mathbf{L}	\mathbf{z} gradient dynamics
<code>\Tzgde</code>	L	\mathbf{z} gradient dynamics (element)
<code>\Tzgl</code>	\mathbf{M}	\mathbf{z} gradient learned tensor
<code>\Tzgle</code>	M	\mathbf{z} gradient learned tensor (element)
<code>\Tzgcov</code>	\mathbf{S}	\mathbf{z} gradient covariance
<code>\Tzgcove</code>	S	\mathbf{z} gradient covariance (element)
<code>\Tzad</code>	\mathbf{E}	Affine part of dynamics.
<code>\Tzade</code>	E	Affine part of dynamics (element)
<code>\Tzal</code>	\mathbf{F}	Learned affine part of dynamics.
<code>\Tzale</code>	F	Learned affine part of dynamics (element)
articles/bgds/tensors	<i>BGDS report</i>	
<code>\Tygd</code>	\mathbf{G}	\mathbf{y} gradient dynamics
<code>\Tygde</code>	G	\mathbf{y} gradient dynamics (element)
<code>\Tygl</code>	\mathbf{H}	\mathbf{y} gradient learned tensor
<code>\Tygle</code>	H	\mathbf{y} gradient learned tensor (element)
<code>\Tygcov</code>	\mathbf{R}	\mathbf{y} gradient covariance
<code>\Tygcove</code>	R	\mathbf{y} gradient covariance (element)
<code>\Tyad</code>	\mathbf{B}	Affine part of dynamics.
<code>\Tyade</code>	B	Affine part of dynamics (element)
<code>\Tyal</code>	\mathbf{C}	Learned affine part of dynamics.
<code>\Tyale</code>	C	Learned affine part of dynamics (element)
articles/bgds/models/deprecated	<i>Definition of random models</i>	
<code>\bgTime</code>	\mathbb{T}	Time axis
<code>\bgRS</code>	\mathbf{D}	Random model
<code>\bgRSSp</code>	\mathcal{D}	All models
<code>\bgRSinput</code>	\mathbf{a}	Input signal
<code>\bgRSinputSp</code>	\mathcal{A}	
<code>\bgRSinputH</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>\bgRSinputTr</code>	\mathbf{g}	
<code>\bgRSinputTrSp</code>	\mathcal{G}^A	

\bgROutputTr	\mathbf{h}	
\bgROutputTrSp	$G^{\mathcal{B}}$	
\bgObs	\mathbf{y}	observations
\bgObsH	$\mathbf{y}^{\mathbb{T}}$	observations history
\bgObsSp	\mathcal{Y}	observation space
articles/camera	<i>Camera paper</i>	
\rank	order	
\place	place	
\ff	f	Distance to similarity function
\Sany	\mathcal{M}	Generic hypersphere
\targetSp	\mathcal{M}	Target manifold
\Ssubset	M	A subset of \mathcal{M} XXX
\infr	infr	Informative radius
\ffr	$\text{infr}(f)$	Informative radius of f
\distradius	rad	Radius of a distribution
\distdiam	diam	Diameter of a distribution
\hausdorff	hausdorff	Hausdorff distance
\kimberley	kim	Kimberley value
\errproc	e_{pr}	Procrustes score
\isoError	e_{iso}	
\symError	e_{sym}	
\relError	e_r	
\scaledRelError	e_{sr}	
\angcorr	ρ_{θ}	
\spearperf	ρ_{sp}	Spearman performance measure
\spearperfn	ρ_{sp}^*	Normalized Spearman performance measure
\dirset	\mathcal{S}	Set of directions
\dirmat	\mathbf{S}	Directions stacked in a matrix
\matX	\mathbf{X}	
\matI	\mathbf{I}	
\arot	\mathbf{X}	
\cosmat	\mathbf{C}	
\cosmatij	C_{ij}	
\distmat	\mathbf{D}	
\distmatij	D_{ij}	
\simmat	\mathbf{Y}	Similarity matrix
\simmatij	Y_{ij}	
\simmatii	Y_{ii}	
\simmatkl	Y_{kl}	
\algorparam	γ	
\shannon	H	
\fov	FOV	field of view
\SKalgo	SK	Shepard-Kruscall algorithm
\SBSEw	$SKv + w$	An extension to the SK algorithm
\SBSE	SKv	An extension to the SK algorithm (without warp)
articles/dds	<i>DDS report</i>	
\ddsres	ρ	Resolution of the sensor in a DDS.
\ddsarea	$ \mathcal{S} $	Area of the manifold \mathcal{S} .
\ddsbound	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>\bgDDSfamily</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>\ddsfov</code>	\mathcal{V}	Field of view for DDS
<code>articles/estgroups</code>	<i>Estimation with symmetries</i>	
<code>articles/estgroups/state</code>	<i>State</i>	
<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
<code>articles/estgroups/observations</code>	<i>Observations</i>	
<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
	$\mathbf{y} = n\mathbf{h}(x)$ $\text{\$}\text{\texttt{\textbackslash esObs}} = \text{\texttt{\textbackslash esNuis}} \text{\texttt{\textbackslash esObsMap}}(\text{\texttt{\textbackslash esSt}})\text{\texttt{\textbackslash}}$	
<code>articles/estgroups/nuisances</code>	<i>Nuisances</i>	
<code>\esNuis</code>	\mathbf{n}	Nuisance
<code>\esNuisSp</code>	\mathcal{N}	Nuisance group
<code>\esNuisDist</code>	$\mu_{\mathbf{n}}^{\mathcal{N}}$	Nuisance distribution
<code>articles/estgroups/estimators</code>	<i>Estimators, risks and performances</i>	
<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	<i>Symmetries in the problem</i>	
\esStAb	α	Abstract state
\esStAbSp	\mathcal{A}	Abstract space
\esRep	φ	Representation
		$\varphi : \mathcal{X} \mapsto \alpha.$
		$\$ \backslash \text{esRep} : \backslash \text{esSt} \mapsto \backslash \text{esStAb} \$.$
\esStSym	A	Group of symmetries of the state
\esObsSym	B	Group of symmetries of the observation
\esRiskSym	C	Group of symmetries of the risk function
\esPOSym	D	Group of symmetries acting on the partial order
\esProbSym	S	Tuple of symmetries
articles/groupspectral	<i>Group spectral properties</i>	
\gsHom	HomMaps	Induced homomorphisms.
\gsImage	Image	
\gsEqs	EqSet	Fixed points of a function.
\gsGA	GrAct	If the function is the action of a group.
\gsGAsym	\parallel	Used to specify that a function can be expressed
\gsSym	Sym	Set of symmetries
\gsStrongCan	SCan	Strong canonization operator
\gsWeakCan	WCan	Weak canonization operator
\gsEquiCan	BCan	Bold canonization operator
\gsEndoCan	MCan	Mild canonization operator
\gsUnCan	UCan	Unstructured canonization operator
\gsNuis	Sample	
\regular	regular	
\unstr	\sim	Unstructured symbol.
\jokFunc	\star	Joker function
\zerFunc	0	Zero function
articles/groupspectral/defs	<i>Group spectral properties</i>	
\gsdContravariant	$\xrightarrow{-1}$	Contravariance
\gsdInvariant	$\xrightarrow{0}$	Invariance
\gsdEquivariant	$\xrightarrow{\text{Id}}$	Equivariance
\gsdIntroduces	$\xrightarrow{\star}$	Nuisance introduced
\gsdUnstructured	$\xrightarrow{\sim}$	Unstructured result
articles/invariances	<i>Invariances</i>	
\rndual{...}		Dual of a representation nuisance
articles/soattotheory	<i>Symbols used by Soatto</i>	
\scene	ξ	scene
\representation	$\hat{\xi}$	representation
\minrep	$\hat{\xi}^\vee$	minimal representation
\feature	ϕ	feature
\maxinv	ϕ^\wedge	maximal invariant feature
\suffstat	ϕ^\vee	maximal invariant feature
\image	\mathcal{I}	image
\addnoise	n	additive noise
\imageform	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
<hr/>		
articles/thesis	<i>Special symbols for thesis</i>	
<code>\labelrefinement</code>	ref	Indicates a refinement
<code>\pchemeoR</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”
<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>\infininit</code>	d	Infinitesimal
<code>\genericsemrel</code>	\mathcal{R}	A generic semantic relation.
<code>\gensemrelsym</code>	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>	$\not\sim$	
<hr/>		
articles/thesis/longexample	<i>Long example</i>	
<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>	$\mathcal{D}(\text{Images}(\mathcal{S}); \mathcal{U})$	
<code>\DImagesR</code>	$\mathcal{D}(\text{Images}(\mathcal{S}); \mathbb{R}^{n_u})$	
<code>\ABehavior</code>	behavior	
<code>\DImagesSphU</code>	$\mathcal{D}(\text{Images}(\mathbb{S}^2); \mathcal{U})$	
<code>\hobs</code>	\mathbf{x}	
<code>\hobse</code>	x	
<code>\bound</code>	M	
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common	<i>Common symbols to all papers</i>	

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>	G	
<code>\grH</code>	H	
<code>\grK</code>	K	
<code>\grN</code>	N	
common/abbreviations/invariances/abbreviations		
<code>\sqa</code>	\mathbf{a}	
<code>\sqae</code>	a	
<code>\sqb</code>	\mathbf{b}	
<code>\sqbe</code>	b	
<code>\sqc</code>	\mathbf{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>field($\mathcal{X}, +, \times$) is an algebraic field. $\\$ \backslash \text{algfield}(\backslash \text{aset}\{X\}, +, \backslash \text{times}) \\$ is an algebraic fi</div>
<code>\wellorder</code>	wellorder	A well ordered set. <div>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>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
<code>common/sequences</code>	<i>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} $\mathcal{S}\backslash\text{contFuncs}(\backslash\text{setA})\mathcal{S}$ are all continuous functions $\mathcal{S}\backslash\text{setA}\mathcal{S}$.
<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>	o	
<code>\metricon{\dots}</code>		
<code>\definedas</code>	\triangleq	
<code>\crossprod</code>	\times	cross-product
<code>\gsDom</code>	Domain	
<code>\gsCod</code>	Codomain	
<code>\interCC{\dots,\dots}</code>		
<code>\interCO{\dots,\dots}</code>		
<code>\interOC{\dots,\dots}</code>		
<code>\interOO{\dots,\dots}</code>		
<code>\unitInterval</code>	$[0, 1]$	
<code>common/basic/logic</code>	<i>Logic</i>	
<code>\logicAnd</code>	\wedge	Logic "and"
<code>\logicOr</code>	\vee	Logic "or"
<code>\logicNot</code>	\neg	Logic "not"
<code>common/simplesets</code>	<i>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}^+_{\circ}	Strictly positive reals
<code>\nzReals</code>	\mathbb{R}_{\circ}	Non zero reals
<code>common/blackboxes</code>	<i>Black boxes</i>	
<code>\abb{\dots}</code>		A black box
<code>\bbD</code>	\mathcal{D}	
<code>\bbinv{\dots}</code>		Inverse of a black box
<code>\bbli{\dots}</code>		left inverse of a black box
<code>\bbri{\dots}</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>	\mathcal{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} . $\mathcal{D}(\mathcal{X}; \mathcal{Y})$ 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/>		
common/blackboxes/abbreviations		
<code>\bbDinv</code>	\mathcal{D}^{-1}	
<code>\bbDri</code>	\mathcal{D}^R	
<code>\bbDli</code>	\mathcal{D}^L	
<code>\bbE</code>	\mathbf{E}	
<code>\bbF</code>	\mathbf{F}	
<code>\bbG</code>	\mathbf{G}	
<code>\bbSpBA</code>	$\mathcal{D}(\mathcal{B}; \mathcal{A})$	to write
<code>\bbSpAB</code>	$\mathcal{D}(\mathcal{A}; \mathcal{B})$	to write
<hr/>		
common/blackboxes/deprecated		
<code>\bbOp</code>	\oplus	Composition operation
<code>\inSeries</code>	Series	Series of two systems
<hr/>		
common/boot		
<hr/>		
common/boot/obscmd		
<code>\world</code>	\mathbf{w}	The "world", an element of $\mathcal{D}(\mathcal{Y}; \mathcal{U})$.
<code>\obs</code>	\mathbf{y}	Observations.
<code>\obse</code>	y	Observations (element) – also called "sensel"
<code>\cmd</code>	\mathbf{u}	Commands, in general.
<code>\cmde</code>	u	Commands (element) – also called "?".
<code>\nobs</code>	$n_{\mathbf{y}}$	Number of sensels
<code>\ncmd</code>	$n_{\mathbf{u}}$	Number of actuators
<code>\obsSp</code>	\mathcal{Y}	Observation space
<code>\cmdSp</code>	\mathcal{U}	Commands space
<code>\cmdSph</code>	$\bar{\mathcal{U}}$	Domain of a single actuator $\mathcal{U} = \bar{\mathcal{U}}^{n_{\mathbf{u}}}$.
<code>\obsSph</code>	$\bar{\mathcal{Y}}$	Domain of a single sensel $\mathcal{Y} = \bar{\mathcal{Y}}^{n_{\mathbf{y}}}$.
<code>\obsSphd</code>	$d^{\bar{\mathcal{Y}}}$	Metric on $d^{\bar{\mathcal{Y}}}$
<code>\obsSpd</code>	$d^{\mathcal{Y}}$	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	Images	Images on physical space \mathcal{S} .
\imps	Images(\mathcal{S})	Images on physical space \mathcal{S} .
common/boot/servo	<i>Servoing</i>	
\obsg	$\tilde{\mathbf{y}}$	Goal observations.
\obsge	\tilde{y}	Goal observations (element).
\obs gl	$\tilde{\mathbf{z}}$	Goal observations (element).
\obs gle	\tilde{z}	Goal observations (element).
common/boot/abbreviations	<i>Abbreviations</i>	
\bbSpYU	$\mathcal{D}(\mathcal{Y}; \mathcal{U})$	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	all Vehicles dynamics
\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>	
\ala	<i>à la</i>	
\viceversa	<i>vice versa</i>	
\vs	<i>vs</i>	Versus
\adhoc	<i>ad hoc</i>	
\apriori	<i>a priori</i>	
common/goodformulas	<i>Better formulas annotations</i>	
\expl{...}		Explanation in formulas
\highA{...}		Highlight something in formulas (observations)
\highB{...}		Highlight something in formulas (commands)
\highC{...}		both observations and commands

common/yesorno	<i>Miscellaneous functions for document formatting</i>	
\ns		
\tickYes	✓	
\tickNo	7	
\NA	n/a	
\coltickNo	7	
\yes	✓	
\no	7	
\onehalf	$\frac{1}{2}$	small one half
\smPO	+1	Small plus one
\smMO	-1	Small minus one (e.g. in smallmatrix)
common/incomplete	<i>Incomplete symbols</i>	
\AC{...}		Marker for sections to write
\ac{...}		
\towrite	to write	Marker for sections to write
\placeholder{...,...}		A placeholder
\tocite{...}		
\citeboh	$[xxx]$	
\xxx	???	
\notsure	(Not sure...)	
\dontlike	(Don't like this)	
\notformal	(not formal)	
\betterword{...}		
\boh	???	incomplete
\bn		bad notation, this should change later
\checkbadformat		incomplete
\prooftowritesomeday		
\myrule{...,...}		
\unitInterval	$[0, 1]$	
common/geometry	<i>Differential geometry</i>	
\diff	Diff	Diffeomorphism
		Diff(\mathcal{M}) are the diffeomorphisms from \mathcal{M} to its $\backslash\diff(\backslash\aset{M})$ are the diffeomorphisms from $\backslash\aset{M}$ to itself.
\diffPos	Diff ₊	Orientation-preserving diffeomorphism.
\homeoPos	Homeo ₊	Orientation-preserving homeomorphisms (of the
\diffBounded{...}		Diffeomorphisms with bounded curvature
\diffVol	Diff _{vol}	
\homeo	Homeo	Set of all homeomorphisms
\isometries	Isom	Isometries group
		Isom(\mathcal{M}) are all the isometries of \mathcal{M} . $\backslash\isometries(\backslash\aset{M})$ are all the isometries of $\backslash\aset{M}$.
\diffFix{...}		Diffeomorphisms that fix a point
\conformalFuncs	Conformal	Conformal transformations
common/geometry/manifolds	<i>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	
<code>common/groups</code>	<i>Group theory</i>	
<code>\gIdentity</code>	e	Identity of a group
<code>\tgroup</code>	group	Group set with operations
		group(G, \cdot) means G is a group under \cdot . $\text{\texttt{\$}\tgroup(\agroup\{G\}, \cdot)\$}$ means $\text{\texttt{\$}\agroup\{G\}\$}$ is group under \cdot .
<code>\haar</code>	haar	Haar measure
		The Haar measure on \mathcal{X} is $\text{haar}^{\mathcal{X}}$. The Haar measure on $\text{\texttt{\$}\aset\{X\}\$}$ is $\text{\texttt{\$}\{haar\}\{X\}\$}$.
<code>common/groups/famous</code>	<i>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
<code>common/groups/matrix</code>	<i>Matrix groups</i>	
<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>\soneggroup</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
<hr/>		
<code>common/groups/simple</code>	<i>Very simple groups</i>	
<code>\mgroup</code>	(\mathbb{R}_o, \times)	Multiplication group
<code>\mposgroup</code>	(\mathbb{R}_o^+, \times)	Positive multiplication group
<code>\mpmgroup</code>	$(\pm 1, \times)$	+1/-1 multiplication group
<code>\addgroup</code>	$(\mathbb{R}, +)$	Addition group
<hr/>		
<code>common/groups/simple/abbreviations</code>	<i>Abbreviations</i>	
<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>	Aff₊(\mathbb{R}^n)	Affine transformations preserving orientations.
<hr/>		
<code>common/probability</code>	<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
		Conditional($\mathcal{B}; \mathcal{A}$) is the set of conditional distributions
		$\text{\textbackslash conditional\setB;\setA}$ is the set of conditional distributions
<code>\finaldist</code>	Final	Stationary distribution of a stochastic process.
<code>\measureSp</code>	meas	Measure space.
		meas(\mathcal{X}, Σ, μ) is a measure space.
		$\text{\textbackslash measureSp\aset\{X\},\Sigma,\mu}$ is a measure space
<code>\probSp</code>	prob	Probability space.
		prob(\mathcal{X}, Σ, μ) is a probability space.
		$\text{\textbackslash probSp\aset\{X\},\Sigma,\mu}$ is a probability space.
<code>\measures</code>	ProbMeasures	Set of probability measures on a set.
		Try $\mu^{\mathcal{X}} \in \text{ProbMeasures}(\mathcal{X})$
		Try $\mu^{\aset\{X\}} \in \text{measures}(\aset\{X\})$
<code>\dirac</code>	δ	
<hr/>		
<code>common/robotics</code>	<i>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 SE(3).
<code>\confspace</code>	\mathcal{Q}	Robot configuration space
<code>\pos</code>	\mathbf{t}	Position in the world frame.
<code>\rotm</code>	\mathbf{R}	Rotation matrix representing orientation in the

<code>\lvel</code>	\mathbf{v}	Linear velocity
<code>\levele</code>	v	Linear velocity (element)
<code>\avel</code>	$\boldsymbol{\omega}$	Angular velocity (as vector)
<code>\avels</code>	ω	Angular velocity in 2D (scalar)
<code>\avelse</code>	$\hat{\boldsymbol{\omega}}$	Angular velocity (as skew-symmetric matrix)
<code>\njooints</code>	n_j	Number of joints in a robot
<code>\attitude</code>	\mathbf{R}	
<code>\position</code>	\mathbf{t}	
<hr/>		
<code>common/robotics/fieldsmapler</code>	<i>Field samplers</i>	
<code>\field</code>	\mathcal{F}	Field sampled by the field sensor.
<code>\fieldpos</code>	\mathbf{z}	Generic position in the world.
<hr/>		
<code>common/robotics/old</code>	<i>Deprecated</i>	
<code>\wshape</code>	\mathbf{s}	
<code>\wpose</code>	\mathbf{p}	
<code>\worldsp</code>	Maps	
<code>\wshapesp</code>	Shapes	
<hr/>		
<code>common/robotics/maps</code>	<i>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 $\text{Maps} = \text{Shapes} \times \text{SE}(3)$.
<hr/>		
<code>common/statistics</code>	<i>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>\varinfn</code>	\mathcal{V}_1	Normalized variation of information
<code>\pushedforward{...}</code>		Pushed forward notation
<code>\distributedAs</code>	\sim	Distributed as
<hr/>		
<code>common/statistics/sorting</code>	<i>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>	
<hr/>		
<code>common/systems</code>	<i>Dynamical systems</i>	
<code>\CTI</code>	CTI	Continuous-time time-invariant systems.
<code>\DTI</code>	DTI	Discrete-time time-invariant systems.
<code>\DDTI</code>	DDTI	Deterministic discrete-time time-invariant systems.
<code>\DCTI</code>	CDTI	Deterministic continuous-time time-invariant systems.

<code>\DFSTI</code>	DFSTI	Discrete-time finite-state-space time-invariant systems
<code>\CFSTI</code>	CFSTI	Continuous-time finite-state-space time-invariant systems
<code>\DFSTIGO</code>	DFSTIGO	Discrete-time finite-state-space time-invariant systems with output
<code>\CLTI</code>	CLTI	Continuous-time linear time-invariant systems
<code>\CLTIG</code>	CLTIG	Continuous-time linear time-invariant systems with output
<code>\DLTI</code>	DLTI	Discrete-time linear time-invariant systems
<code>\DSMPLTI</code>	DSMPLTI	Discrete-time stable minimum-phase linear time-invariant systems
<code>\DLTIG</code>	DLTIG	Discrete-time linear time-invariant systems with output
<code>\laptrans</code>	\mathcal{L}	Laplace transform
<code>\impulseresp</code>	ImpulseResp	Impulse response of a system
<code>\transferfunc</code>	TF	Transfer function
typography	<i>Basic typography</i>	
<code>\myacronym{...}</code>		All acronyms; good for text as well as math mode
typography/tensors	<i>Tensors and tensor elements</i>	
<code>\T{...}</code>		Tensor
<code>\Tel{...}</code>		Tensor element
<code>\Te{...}</code>		
typography/matrices	<i>Matrices and matrix elements</i>	
<code>\M{...}</code>		A matrix
<code>\Mel{...}</code>		The elements of a matrix
typography/sets	<i>Sets</i>	
<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 , ...
		A set \mathcal{X} , a group X , G , ...
<code>\aseq{...}</code>		Formatting for sequences
<code>\aseqe{...}</code>		Formatting for one element in a sequence
<code>\dummyIndices</code>		
typography/misc	<i>Everything else</i>	
<code>\aword{...}</code>		How words should look like in formulas.
		Consider the operator scale, ...
		Consider the operator \mathcal{X} , \mathcal{Y} , ...
<code>\vmath{...}</code>		How words should appear in math mode.