

## 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	<b>T</b>	Learned tensor
\TTe	<b>T</b>	?
\TP	<b>P</b>	
\TPe	<b>P</b>	
\TU	<b>U</b>	Learned tensor
\TUE	<b>U</b>	Learned tensor
\TM	<b>M</b>	Bilinear tensor in BDS dynamics
\TMe	<b>M</b>	Bilinear tensor in BDS dynamics
\TN	<b>N</b>	Bilinear tensor in BDS dynamics
\TNe	<b>N</b>	Bilinear tensor in BDS dynamics
\Tcov	<b>P</b>	Covariance of $\mathbf{y}$ .
\Tcove	<b>P</b>	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
		$\mathcal{W} \in \mathcal{D}(\mathbb{T}, \mathcal{U}, \mathcal{Y})$
		$\$ \backslash \text{bgWorld} \text{ \textit{in} } \backslash \text{bgRSSp}(\backslash \text{bgTime}, \backslash \text{bgCmdSp},$
		$\backslash \text{bgObsSp}) \$$
\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	$A_{\text{BDS}}$	The BDS agent
\bgBGDSagent	$A_{\text{BGDS}}$	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	$\psi$	

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	$\sigma$	Distance to obstacle
\distn	$\sigma^*$	Distance to obstacle, mean normalized.
\rfnl	$\beta$	Nonlinear function in range-finder tensors.
\near	$\mu$	Nearness
\lum	$y$	Luminance
\lumn	$y^*$	Luminance, mean normalized
\sptran	$\ell$	Sensor pose (translation)
\sprot	$\ell_{\theta}$	Sensor pose (rotation)
\slvel	$\mathbf{v}^s$	Sensor linear velocity (when off axis)

\savel	$\omega^s$	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	$\varphi$	Mapping between $\mathcal{S}$ and $\mathcal{Z}$ .
\jac	$\mathbf{J}$	Jacobian of $\varphi$
\jace	$J$	An element of the Jacobian of $\varphi$ .
\mz	$\mu$	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>	$\mathbf{a}^{\mathsf{T}}$	History of input signal
<code>\bgRSoutput</code>	$\mathbf{b}$	
<code>\bgRSoutputH</code>	$\mathbf{b}^{\mathsf{T}}$	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>	$\mathbf{y}^{\mathsf{T}}$	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>	$e_{\text{pr}}$	Procrustes score
<code>\isoError</code>	$e_{\text{iso}}$	
<code>\symError</code>	$e_{\text{sym}}$	
<code>\relError</code>	$e_{\text{r}}$	
<code>\scaledRelError</code>	$e_{\text{sr}}$	
<code>\angcorr</code>	$\rho_{\theta}$	
<code>\spearperf</code>	$\rho_{\text{sp}}$	Spearman performance measure
<code>\spearperfn</code>	$\rho_{\text{sp}}^*$	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>	$\gamma$	
<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>	$\rho$	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>	$\Gamma$	Uncertainty of estimated diffeomorphism.
<code>\diffDist</code>	$d^{\text{Diff}}$	Distance between two diffeomorphism.
<code>\cmdDist</code>	$\mathcal{D}_{\text{cmd}}$	Distance between two commands.
<code>\cmdADist</code>	$\mathcal{A}_{\text{cmd}}$	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>	$\mathcal{V}^{\text{pr}}$	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>	$\gamma$	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>	<b>Stats</b>	
<code>\desplIStats</code>	<b>IStats</b>	
<code>\desplData</code>	<b>Data</b>	
<code>\desplIData</code>	<b>IData</b>	
<code>\desplModels</code>	<b>Models</b>	
<code>\desplIModels</code>	<b>IModels</b>	
<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	$n_{\text{learn}}$	
\njobsmerge	$n_{\text{merge}}$	
\njobstotal	$n_{\text{jobs}}$	
<hr/>		
articles/compmake	<i>Compmake</i>	
\Compmake	<i>Compmake</i>	
\parmake	parmake	
\sgemake	sgemake	
<hr/>		
articles/dptr1	<i>Technical report for diffeoplanning</i>	
<hr/>		
articles/dptr1/spaces	<i>spaces</i>	
\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	$\varphi$	Generic diffeomorphisms
\dde	$\varphi$	Generic diffeomorphisms
\ddu	$\gamma$	its uncertaint
\ddue	$\gamma$	its uncertaint
\udiffSp	UDiff	
<hr/>		
articles/dptr1/structure	<i>Diffeo structure</i>	
\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	$P_{\text{near}}$	
\algocover	cover	
\algotplanreduce	planreduce	
\algotbidirectional	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	$\mathbf{u}_{\text{left}}$	
\cmdright	$\mathbf{u}_{\text{right}}$	
\cmdup	$\mathbf{u}_{\text{top}}$	
\cmddown	$\mathbf{u}_{\text{down}}$	
\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>	$\text{sat}_b$	
<code>\gain</code>	$\kappa$	
<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>	$\Delta_s$	Spatial sampling
<code>\dt</code>	$\Delta_t$	Temporal sampling
<code>\db</code>	$\Delta_b$	Brightness threshold
<code>\dvsth</code>	$\Delta_b$	Threshold
<code>\camexp</code>	EX	Exposure
<code>\mseps</code>	$\text{MSE}_{\text{ps}}$	periodic sampling
<code>\mseeb</code>	$\text{MSE}_{\text{eb}}$	MSE event based
<code>\bwps</code>	$\text{BW}_{\text{ps}}$	bandwidth periodic sampling
<code>\bweb</code>	$\text{BW}_{\text{eb}}$	bandwidth event based
<code>\ori</code>	$\alpha$	

---

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

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

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

---

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>	$\alpha$	Abstract state
<code>\esStAbSp</code>	$\mathcal{A}$	Abstract space
<code>\esRep</code>	$\varphi$	Representation
		$\varphi: \mathcal{X} \mapsto \mathcal{A}.$
		$\$ \backslash \text{esRep}: \backslash \text{esSt} \mapsto \backslash \text{esStAb} \$.$
<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>\cdprobsp</code>	CDP	
<code>\cdprob</code>	cdp	Design problem
<code>\dpseries</code>	series	
<code>\dppar</code>	par	
<code>\dploop</code>	loop	

---

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>	$\xrightarrow{\star}$	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>	$\psi$	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>	$\mathcal{S}^{\text{dif}}$	
<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>	<b>A</b>	
<code>\MB</code>	<b>B</b>	
<code>\MC</code>	<b>C</b>	
<code>\MG</code>	<b>G</b>	
<code>\MH</code>	<b>H</b>	
<code>\ML</code>	<b>L</b>	
<code>\MQ</code>	<b>Q</b>	
<code>\MP</code>	<b>P</b>	
<code>\MS</code>	<b>S</b>	
<code>\MSigma</code>	$\Sigma$	
<code>\MV</code>	<b>V</b>	
<code>\MW</code>	<b>W</b>	

\SP	$P_s$	Sensing power
\AP	$P_a$	Actuation power
\SE	$E$	Stored energy
\ER	$r$	Trajectory efficiency ratio
\HP	$\Theta$	Heading precision
\np	$n$	Number of pixels

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

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

articles/1508-ragh *Resource Allocation problem*

\clatency	latency
\cperiod	period

articles/1508-ragh/rgraph *Resource Graph*

\rN	$\mathbf{rN}$	A resource graph's vertices
\rE	$\mathbf{rE}$	A resource graph's edges
\rG	$\mathbf{rG}$	A resource graph
\rGsp	$\mathbf{RG}$	Space of resource graphs
\rn	$\mathbf{rn}$	A resource node
\rnops	$\mathbf{rn.capacity}$	A resource's capacity
\rntype	$\mathbf{rn.type}$	A resource's type
\rntypes	$\mathbf{RTypes}$	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
\asmn	$as.m_N$	
\asme	$as.m_E$	

<code>\asmni</code>	$\text{as.m}_N^{-1}$	
<code>\asmei</code>	$\text{as.m}_E^{-1}$	
<code>\asmi</code>	$\text{as.m}^{-1}$	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>	$\varphi$	
<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;"><math>\text{Hom}(cG, rG)</math> <math>\\$\text{\ghomsp}(\text{\cG}, \text{\rG})\\$</math></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>	$\xi$	scene
<code>\representation</code>	$\hat{\xi}$	representation
<code>\minrep</code>	$\hat{\xi}^\vee$	minimal representation
<code>\feature</code>	$\phi$	feature
<code>\maxinv</code>	$\phi^\wedge$	maximal invariant feature
<code>\suffstat</code>	$\phi^\vee$	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>	$\nu$	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>	$\psi$	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>	$\rho$	The map from a command to its reverse.
<code>\cmdopt</code>	$\mathbf{u}^*$	The optimal command
<code>\cmdnop</code>	$\mathbf{u}^{\text{nop}}$	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>	$\text{Smooth}_k$
<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>	<b><math>a</math></b>
<code>\sqae</code>	$a$
<code>\sqb</code>	<b><math>b</math></b>
<code>\sqbe</code>	$b$
<code>\sqc</code>	<b><math>c</math></b>
<code>\sqce</code>	$c$

#### common/acronyms *Acronyms*

#### common/algebra *Algebra*

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

#### common/basic *Basic stuff*

<code>\setfun</code>	$\Rightarrow$	Symbol for set functions (one-to-many)
<code>\algfield</code>	<b>field</b>	Field. <div>field(<math>\mathcal{X}, +, \times</math>) is an algebraic field. <math>\\$ \backslash \text{algfield}(\backslash \text{aset}\{X\}, +, \backslash \text{times}) \\$</math> is an algebraic field.</div>
<code>\wellorder</code>	<b>wellorder</b>	A well ordered set. <div>wellorder(<math>\mathcal{X}, \leq</math>) is a well-ordered set. <math>\\$ \backslash \text{wellorder}(\backslash \text{aset}\{X\}, \backslash \text{leq}) \\$</math> is a well-ordered set.</div>
<code>\orderedfield</code>	<b>orderedfield</b>	A well ordered field. <div>orderedfield(<math>\mathcal{X}, +, \times, \leq</math>) is a well-ordered field. <math>\\$ \backslash \text{orderedfield}(\backslash \text{aset}\{X\}, +, \backslash \text{times}, \backslash \text{leq}) \\$</math> is a well-ordered field.</div>
<code>\powerset</code>	<b>powerset</b>	Power set of a space
<code>\supp</code>	<b>supp</b>	Support of a set
<code>\idFunc</code>	<b>Id</b>	The identity function
<code>\invFunc</code>	$\cdot^{-1}$	Inverse function
<code>\funcComp</code>	$\circ$	Function composition
<code>\emptysequence</code>	<b><math>\emptyset</math></b>	Empty sequence
<code>\allFuncs</code>	<b>Functions</b>	All maps from a space to the other
<code>\D</code>	<b>d</b>	Used for integrals
<code>\sign</code>	<b>sgn</b>	Sign function

common/sequences <i>Sequences</i>		
\sequences	Sequences	Set of sequences
\contsequences	ContSequences	Set of continuous sequences
\Aut	Aut	Automorphism group
\contFuncs	Continuous	Continuous functions on some metric space
		Continuous( $\mathcal{A}$ ) are all continuous functions on $\mathcal{A}$ . $\text{\textbackslash contFuncs}(\text{\textbackslash setA})$ are all continuous functions on $\text{\textbackslash setA}$ .
\differFuncs	Differentiable	Differentiable functions
\partitions	partitions	
\mExp	mexp	Matrix exponential
\bigO	$\mathcal{O}$	Big-O notation
\smallo	$o$	
\metricon{...}		
\definedas	$\triangleq$	
\crossprod	$\times$	cross-product
\gsDom	Domain	
\gsCod	Codomain	
\interCC{...,...}		
\interCO{...,...}		
\interOC{...,...}		
\interOO{...,...}		
\unitInterval	$[0, 1]$	
common/basic/logic <i>Logic</i>		
\logicAnd	$\wedge$	Logic "and"
\logicOr	$\vee$	Logic "or"
\logicNot	$\neg$	Logic "not"
common/simplesets <i>Simple sets</i>		
\reals	$\mathbb{R}$	Real numbers
\natnumbers	$\mathbb{N}$	Natural numbers
\ratnumbers	$\mathbb{Q}$	Rational numbers
\hreals	${}^*\mathbb{R}$	Hyper-real numbers
\nonNegReals	$\mathbb{R}_+^{\bullet}$	Non negative reals
\posReals	$\mathbb{R}_o^+$	Strictly positive reals
\nzReals	$\mathbb{R}_o$	Nonzero reals
common/blackboxes <i>Black boxes</i>		
\abb{...}		A black box
\bbD	$D$	
\bbinv{...}		Inverse of a black box
\bbli{...}		left inverse of a black box
\bbri{...}		right inverse of a black box
\alloutcomes	AllOutcomes	
\alloutputs	AllOutputs	All outputs of a given system
\bbDelay	$\Delta$	The one-step delay system.
\vertblock	$\mathbf{I}$	
\bbAccum	$\mathbf{III}$	Accumulator system
\inLoop	Loop	Closes the loop around a system



<code>\idSys</code>	$\text{IdSys}$	The identity system
<code>\bbSp</code>	$\mathcal{D}$	Set of black boxes
<div style="border: 1px solid black; padding: 5px;"> <math>\mathcal{D}(\mathcal{X}; \mathcal{Y})</math> are all the black boxes from <math>\mathcal{X}</math> to <math>\mathcal{Y}</math>.  <math>\mathcal{D}(\mathcal{X}; \mathcal{Y})</math> are all the black boxes from <math>\mathcal{X}</math> to <math>\mathcal{Y}</math>. </div>		
<code>\bbFM</code>	$\mathcal{D}_{\text{fm}}$	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>	$\mathcal{D}_{\text{det}}$	Deterministic systems
<code>\bbSpInvIns</code>	$\mathcal{D}_{\text{inst}}^*$	Set of invertible and instantaneous systems.
<div style="border: 1px solid black; padding: 5px;"> <math>\mathcal{D}^*(\mathcal{A})</math> is a subset of <math>\mathcal{D}(\mathcal{A}; \mathcal{A})</math>  <math>\mathcal{D}^*(\mathcal{A})</math> is a subset of  <math>\{\mathcal{D}(\mathcal{A}; \mathcal{A})\}</math> </div>		
<code>\bbSpCore</code>	$\mathcal{D}^\circ$	Systems up to representation
<i>common/blackboxes/abbreviations</i>		
<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>	$\mathcal{D}(\mathcal{B}; \mathcal{A})$	<b>to write</b>
<code>\bbSpAB</code>	$\mathcal{D}(\mathcal{A}; \mathcal{B})$	<b>to write</b>
<i>common/blackboxes/deprecated <b>Deprecated</b></i>		
<code>\bbOp</code>	$\oplus$	Composition operation
<code>\inSeries</code>	<b>Series</b>	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
<i>common/boot <b>Bootstrapping symbols</b></i>		
<i>common/boot/obs cmd <b>Observations and commands</b></i>		
<code>\world</code>	$\mathbf{m}$	The "world", an element of $\mathcal{D}(\mathcal{Y}; \mathcal{U})$ .
<code>\obs</code>	$\mathbf{y}$	Observations vector.
<code>\obse</code>	$y$	Observations element.
<code>\cmd</code>	$\mathbf{u}$	Commands vector.
<code>\cmde</code>	$u$	Commands element.
<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>	$\overline{\mathcal{U}}$	Domain of a single actuator $\mathcal{U} = \overline{\mathcal{U}}^{n_u}$ .
<code>\obsSph</code>	$\overline{\mathcal{Y}}$	Domain of a single sensel $\mathcal{Y} = \overline{\mathcal{Y}}^{n_y}$ .
<code>\obsSphd</code>	$d^{\overline{\mathcal{Y}}}$	Metric on $d^{\overline{\mathcal{Y}}}$

\obsSpd	$d^y$	Metric on $d^y$
common/boot/spatialsensors <i>Spatial sensors</i>		
\obssp	$\mathcal{S}$	Observation physical space.
\obsps	$\mathcal{S}$	Observation physical space.
\genimages	$\text{Im}$	Images on physical space $\mathcal{S}$ .
\imps	$\text{Im}(\mathcal{S})$	Images on physical space $\mathcal{S}$ .
common/boot/servo <i>Servoing</i>		
\obsgmark	$\circ$	
\obsg	$\mathbf{y}_\circ$	Goal observations.
\obsge	$y_\circ$	Goal observations (element).
\obsgl	$\mathbf{z}_\circ$	Goal observations (element).
\obsgle	$z_\circ$	Goal observations (element).
common/boot/abbreviations <i>Abbreviations</i>		
\bbSpYU	$\mathcal{D}(\mathcal{Y}; \mathcal{U})$	<b>to write</b>
\bbSpYXU	$\mathcal{D}(\mathcal{Y}; \mathcal{X}; \mathcal{U})$	<b>to write</b>
\bbSpUY	$\mathcal{D}(\mathcal{U}; \mathcal{Y})$	<b>to write</b>
\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
\adhoc	<i>ad hoc</i>	
\apriori	<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>	$n/a$	
<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 smallmatrix)

common/incomplete *Incomplete symbols*

<code>\towrite</code>	<b>to write</b>	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>	<b>(Not sure...)</b>	
<code>\dontlike</code>	<b>(Don't like this)</b>	
<code>\notformal</code>	<b>(not formal)</b>	
<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;"> <math>\text{Diff}(\mathcal{M})</math> are the diffeomorphisms from <math>\mathcal{M}</math> to itself.  <math>\text{\textbackslash diff}(\text{\textbackslash aset}\{M\})</math> are the diffeomorphisms from <math>\text{\textbackslash aset}\{M\}</math> to itself. </div>
<code>\diffPos</code>	$\text{Diff}_+$	Orientation-preserving diffeomorphism.
<code>\homeoPos</code>	$\text{Homeo}_+$	Orientation-preserving homeomorphisms (of the real line)
<code>\diffBounded{...}</code>		Diffeomorphisms with bounded curvature
<code>\diffVol</code>	$\text{Diff}_{\text{vol}}$	
<code>\homeo</code>	Homeo	Set of all homeomorphisms
<code>\isometries</code>	Isom	Isometries group <div style="border: 1px solid black; padding: 5px;"> <math>\text{Isom}(\mathcal{M})</math> are all the isometries of <math>\mathcal{M}</math>.  <math>\text{\textbackslash isometries}(\text{\textbackslash aset}\{M\})</math> are all the isometries of <math>\text{\textbackslash aset}\{M\}</math>. </div>

<code>\diffFix{...}</code>		Diffeomorphisms that fix a point
<code>\conformalFuncs</code>	Conformal	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>sources(cG)</div> <div><math>\text{\textbackslash sources(\textbackslash cG)}</math></div>
<code>\sinks</code>	sinks	
		<div>sinks(cG)</div> <div><math>\text{\textbackslash sinks(\textbackslash cG)}</math></div>
<code>\predecessors</code>	pred	predecessors of a node
		<div>pred(cn)</div> <div><math>\text{\textbackslash predecessors(\textbackslash cn)}</math></div>
<code>\successors</code>	succ	successors of a node
		<div>pred(cn)</div> <div><math>\text{\textbackslash predecessors(\textbackslash cn)}</math></div>
<i>common/groups Group theory</i>		
<code>\gIdentity</code>	$e$	Identity of a group
<code>\tgroup</code>	group	Group set with operations
		<div>group(G, ·) means G is a group under ·.</div> <div><math>\text{\textbackslash tgroup(\textbackslash agroup\{G\}, \textbackslash cdot)}</math> means <math>\text{\textbackslash agroup\{G\}}</math> is a group under <math>\text{\textbackslash cdot}</math>.</div>
<code>\haar</code>	haar	Haar measure
		<div>The Haar measure on <math>\mathcal{X}</math> is <math>\text{haar}^{\mathcal{X}}</math>.</div> <div>The Haar measure on <math>\text{\textbackslash aset\{X\}}</math> is <math>\text{\textbackslash \{haar\}\{X\}}</math>.</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
<hr/>		
<i>common/groups/matrix 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 $\pm 1$ 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>	$SO(3)$	
<hr/>		
<i>common/groups/simple Very simple groups</i>		
<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
<hr/>		
<i>common/groups/simple/abb 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/>		
<i>basic</i>		

basic/partialorders <i>Partial orders</i>		
<code>\pset</code>	$\mathcal{P}$	Power set (latenative to powerset)
<code>\subto</code>	s.t.	Subject to in math
<code>\lfp</code>	lfp	Least fixed point
<code>\prefixed</code>	prefixed	prefixed points
<code>\CPOs</code>	CPO <sub>s</sub>	
<code>\CPO</code>	CPO	
<code>\upsets</code>	upsets	
		<div>The upper sets of P are <math>\text{upsets}(P)</math></div> <div>The upper sets of P are <math>\text{\texttt{\\$}\texttt{\textbackslash upsets}(P)\texttt{\\$}}</math></div>
<code>\antichains</code>	antichains	
		<div>The antichains sets of P are <math>\text{antichains}(P)</math></div> <div>The antichains sets of P are <math>\text{\texttt{\\$}\texttt{\textbackslash antichains}(P)\texttt{\\$}}</math></div>
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>Conditional(<math>\mathcal{B}; \mathcal{A}</math>) is the set of conditional distributions</div> <div><math>\text{\texttt{\\$}\texttt{\textbackslash conditional}(\texttt{\textbackslash set B}; \texttt{\textbackslash set A})\texttt{\\$}}</math> is the set of conditional distributions</div>
<code>\finaldist</code>	Final	Stationary distribution of a stochastic process.
<code>\measureSp</code>	meas	Measure space.
		<div><math>\text{meas}(\mathcal{X}, \Sigma, \mu)</math> is a measure space.</div> <div><math>\text{\texttt{\\$}\texttt{\textbackslash measureSp}(\texttt{\textbackslash aset}\{X\}, \texttt{\textbackslash Sigma}, \texttt{\textbackslash mu})\texttt{\\$}}</math> is a measure space.</div>
<code>\probSp</code>	prob	Probability space.
		<div><math>\text{prob}(\mathcal{X}, \Sigma, \mu)</math> is a probability space.</div> <div><math>\text{\texttt{\\$}\texttt{\textbackslash probSp}(\texttt{\textbackslash aset}\{X\}, \texttt{\textbackslash Sigma}, \texttt{\textbackslash mu})\texttt{\\$}}</math> is a probability space.</div>
<code>\measures</code>	Measures	Set of probability measures on a set.
		<div>Try <math>\mu^{\mathcal{X}} \in \text{Measures}(\mathcal{X})</math></div> <div>Try <math>\text{\texttt{\\$}\texttt{\textbackslash mu}\{\texttt{\textbackslash aset}\{X\}\} \texttt{\textbackslash in} \texttt{\textbackslash measures}(\texttt{\textbackslash aset}\{X\})\texttt{\\$}}</math></div>
<code>\dirac</code>	$\delta$	
common/robotics <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>\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>	$\omega$	Angular velocity (element)
<code>\avels</code>	$\omega$	Angular velocity in 2D (scalar)
<code>\avelse</code>	$\hat{\boldsymbol{\omega}}$	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>	$\mathbf{t}$	
<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.
<code>\fieldpose</code>	$z$	Generic position in the world.
<code>\worldSp</code>	Maps	
<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>	std	Standard deviation
<code>\var</code>	var	Variance
<code>\ex</code>	$\mathbb{E}$	Expected value
<code>\corr</code>	corr	
<code>\cov</code>	cov	covariance
<code>\spearcorr</code>	spear	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{\dots}</code>		Pushed forward notation
<code>\distributedAs</code>	$\sim$	Distributed as
<hr/> <code>common/statistics/sorting</code> <i>Sorting vectors</i>		
<code>\order</code>	order	Order (or rank) of the elements of a vector.
<code>\sorted</code>	sorted	Sorted version of a vector
<code>\differ</code>	differ	
<code>\sortedSeq</code>	sortedSeq	
<code>\weaksortedSeq</code>	weaksortedSeq	
<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 Gaussian noise.
<code>\CLTI</code>	CLTI	Continuous-time linear time-invariant systems
<code>\CLTIG</code>	CLTIG	Continuous-time linear time-invariant systems with Gaussian noise.
<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 Gaussian noise.
<code>\laptrans</code>	$\mathcal{L}$	Laplace transform
<code>\impulseresp</code>	ImpulseResp	Impulse response of a system
<code>\transferfunc</code>	TF	Transfer function

### Otypography *Basic typography*

<code>\myacronym{...}</code>	All acronyms; good for text as well as math mode. Use lower case.
------------------------------	---

### Otypography/tensors *Tensors and tensor elements*

<code>\T{...}</code>	Tensor
<code>\Tel{...}</code>	Tensor element
<code>\Te{...}</code>	

### Otypography/matrices *Matrices and matrix elements*

<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 $X$ , $G$ , ...
	$\mathcal{X}$ , $X$ , $G$ , ...
<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 $\text{scale}$ , ...
	Consider the operator $\text{scale}$ , ...
<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> .