

## 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
\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	<i>BDS report</i>	
\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	T	?
\TP	<b>P</b>	
\TPe	P	
\TU	<b>U</b>	Learned tensor
\TUE	U	Learned tensor
\TM	<b>M</b>	Bilinear tensor in BDS dynamics
\TMe	M	Bilinear tensor in BDS dynamics
\TN	<b>N</b>	Bilinear tensor in BDS dynamics
\TNe	N	Bilinear tensor in BDS dynamics
\Tcov	<b>P</b>	Covariance of $\mathbf{y}$ .
\Tcove	P	Covariance of $\mathbf{y}$ .

<code>\Tucov</code>	$\mathbf{Q}$	Covariance of $\mathbf{y}$ .
<code>\Tucove</code>	$\mathbf{Q}$	Covariance of $\mathbf{y}$ .
<code>\discInt</code>	$T$	Discretization interval
<code>\nearavg</code>	$\bar{\mu}$	Average nearness
articles/bgds	<i>BGDS report</i>	
<code>\bgds</code>	BGDS	Bilinear gradient dynamics system
<code>\BGDS</code>	BGDS	
<code>\bgCmd</code>	$\mathbf{u}$	commands
<code>\bgCmdH</code>	$\mathbf{u}^T$	commands history
<code>\bgCmdSp</code>	$\mathcal{U}$	commands space
<code>\bgWorld</code>	$\mathcal{W}$	World
<code>\bgWorldSp</code>	$\mathcal{W}$	World space
		$\mathcal{W} \in \mathcal{D}(\mathbb{T}, \mathcal{U}, \mathcal{Y})$ $\$ \backslash \text{bgWorld} \text{ \in } \backslash \text{bgRSSp}(\backslash \text{bgTime}, \backslash \text{bgCmdSp}, \backslash \text{bgObsSp}) \$$
<code>\bgAgent</code>	agent	Agent
<code>\bgAgentEx</code>	learn	Agent exploration
<code>\bgAgentAc</code>	act	Agent action
<code>\bgAgentRep</code>	$\mathbf{r}$	Agent representation
<code>\bgAgentRepSp</code>	$\mathcal{R}$	Agent representation space
<code>\bgAgentSp</code>	Agents	Agent action
<code>\bgCmdTr</code>	$\mathbf{g}$	Transformation of the commands
<code>\bgCmdTrSp</code>	$G^{\mathcal{U}}$	
<code>\bgObsTr</code>	$\mathbf{h}$	Transformation of the observations
<code>\bgObsTrSp</code>	$G^{\mathcal{Y}}$	
<code>\bgSamplingGroup</code>	Sampling	Groups of sampling operations
<code>\bgCalibration</code>	Calib	Calibration operation
<code>\bgBDSagent</code>	$A_{\text{BDS}}$	The BDS agent
<code>\bgBGDSagent</code>	$A_{\text{BGDS}}$	The BGDS agent
<code>\bgPopCode</code>	pop	Popoulation code
<code>\bgRankCode</code>	rankcode	Rank code
<code>\bgRangeFamily</code>	RF	Family of range-finders models
<code>\bgFields</code>	$\mathbf{C}$	
<code>\bgCmdConstraints</code>	$\Omega_{\mathbf{u}}$	
<code>\bgPopK</code>	$\psi$	
articles/bgds/old	<i>BGDS report</i>	
<code>\state</code>	$\mathbf{x}$	Generic underlying state.
<code>\stateSp</code>	$\mathcal{X}$	Generic underlying state space.
<code>\detecte</code>	$d$	Detector
<code>\submean{\dots}</code>		Quantity with mean normalized.
<code>\dist</code>	$\sigma$	Distance to obstacle
<code>\distn</code>	$\sigma^*$	Distance to obstacle, mean normalized.
<code>\rfnl</code>	$\beta$	Nonlinear function in range-finder tensors.
<code>\near</code>	$\mu$	Nearness
<code>\lum</code>	$y$	Luminance
<code>\lumn</code>	$y^*$	Luminance, mean normalized
<code>\sptran</code>	$\ell$	Sensor pose (translation)
<code>\sprot</code>	$\ell_{\theta}$	Sensor pose (rotation)
<code>\slvel</code>	$\mathbf{v}^s$	Sensor linear velocity (when off axis)

<code>\savel</code>	$\omega^s$	Sensor angular velocity (when off axis)
<code>\TX</code>	$\mathbf{X}$	Generic metric
<code>\TXe</code>	$X$	Generic metric
<code>\OS</code>	$S$	$S = s \times \nabla$
<code>\convf</code>	$f_*$	Indicates the convolution with a kernel $f$ .
<code>\my</code>	$m$	Metric on the tangent space of $y(s)$ .
<code>\ip{\dots}</code>		
<code>\bgBGDSfamily</code>	BGDS	Family of BGDS sensors
<code>\BGDSsk</code>	$\text{BGDS}(S; k)$	
<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 $p_T$ .
<code>articles/bgds/logical</code>	<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>	$\varphi$	Mapping between $\mathcal{S}$ and $\mathcal{Z}$ .
<code>\jac</code>	$\mathbf{J}$	Jacobian of $\varphi$
<code>\jace</code>	$J$	An element of the Jacobian of $\varphi$ .
<code>\mz</code>	$\mu$	Metric on the tangent space of $z(x)$ .
<code>\mmu</code>	$M$	Metric for the commands $u$ .
<code>articles/bgds/logical/grads</code>	<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)
<code>articles/bgds/tensors</code>	<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)
<code>articles/bgds/models/deprecated</code>	<i>Definition of random models</i>	
<code>\bgTime</code>	$\mathbb{T}$	Time axis
<code>\bgRS</code>	$\mathcal{D}$	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>	$G^A$	
<code>\bgRSoutputTr</code>	$\mathbf{h}$	
<code>\bgRSoutputTrSp</code>	$G^B$	
<code>\bgObs</code>	$\mathbf{y}$	observations
<code>\bgObsH</code>	$\mathbf{y}^T$	observations history
<code>\bgObsSp</code>	$\mathcal{Y}$	observation space
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articles/camera	<i>Camera paper</i>	
<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>	$e_r$	
<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)
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articles/dds	<i>DDS report</i>	
<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>\DDSu</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>	$\Gamma$	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
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articles/deepdyn	<i>Learning of latent/deep dynamics</i>	
<code>\ldmap</code>	$\gamma$	Map from latent state to instantaneous dynamics
<code>\hclass</code>	$\mathcal{H}$	Hidden class
<code>\iclass</code>	$\mathcal{M}$	Instantnaeous class
<hr/>		
articles/despl	<i>Parallel learning paper</i>	
<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	$n_{\text{jobs}}$	
articles/compmake	<i>Compmake</i>	
\Compmake	<i>Compmake</i>	
\parmake	parmake	
\sgemake	sgemake	
articles/dptr1	<i>Technical report for diffeoplanning</i>	
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	
articles/dptr1/structure	<i>Diffeo structure</i>	
\dscommute	commute	
\dsinverse	inverse	

\dssame	same	
\dsvoid	void	
\SOtwo	SO(2)	
articles/dptr1/simplification	<i>plan reduce</i>	
\plantodiff	p_to_d	
\ptod	p_to_d	
\pd	p_to_d	
\planreduce	PlanReduce	
\noutoforder	noutoforder	TODO
articles/dptr1/distances	<i>Distances</i>	
\dDiffLone	$d_{L_1}^{\text{Diff}(S)}$	
\dUDiffLone	$\overline{d}_{L_1}^{\text{UDiff}(S)}$	
\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	
\algoplanreduce	planreduce	
\algotwobidirectional	bidirectional-search	
\dubinsys	<i>Dubin' 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	$v_0$	

\maxdis	$d_g$	goal threshold
\impred	pred	Image prediction
\plA	$RLrl$	
articles/neucontrol	<i>neuromorphic control</i>	
\clip{...}		Clip up to some boundary
\maxu	$b$	
\clipu	$\text{sat}_b$	
\gain	$\kappa$	
\settime	$\mathbb{T}$	
\controllerLast	C1	Uses last event
\controllerTI	C2	Time integrale
\controllerTS	C3	time smoothed
\controllerTN	C4	Time neural
articles/optcam	<i>optimal sensor</i>	
\ds	$\Delta_s$	Spatial sampling
\dt	$\Delta_t$	Temporal sampling
\db	$\Delta_b$	Brightness threshold
\dvsth	$\Delta_b$	Threshold
\camexp	EX	Exposure
\mseps	$\text{MSE}_{\text{ps}}$	periodic sampling
\mseeb	$\text{MSE}_{\text{eb}}$	MSE event based
\bwps	$\text{BW}_{\text{ps}}$	bandwidth periodic sampling
\bweb	$\text{BW}_{\text{eb}}$	bandwidth event based
\ori	$\alpha$	
articles/estgroups	<i>Estimation with symmetries</i>	
articles/estgroups/state	<i>State</i>	
\esSt	$\mathbf{x}$	State
\esStDim	$n$	Dimension of state space
\esStSp	$\mathcal{X}$	State space
\esStDist	$\mu_{\mathbf{x}}^{\mathcal{X}}$	Prior for state
articles/estgroups/observations	<i>Observations</i>	
\esObs	$\mathbf{y}$	Observations
\esObsDim	$m$	Observations dimensions
\esObsSp	$\mathcal{Y}$	Observations space
\esObsMap	$h$	Observation map
$\mathbf{y} = nh(\mathbf{x})$ $\text{\$}\text{\esObs} = \text{\esNuis} \text{\esObsMap}(\text{\esSt})\text{\$}$		
articles/estgroups/nuisances	<i>Nuisances</i>	
\esNuis	$\mathbf{n}$	Nuisance
\esNuisSp	$\mathcal{N}$	Nuisance group
\esNuisDist	$\mu_{\mathbf{n}}^{\mathcal{N}}$	Nuisance distribution
articles/estgroups/estimators	<i>Estimators, risks and performances</i>	
\esEst	$m$	Estimator
\esEstSp	$\mathcal{M}$	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
<code>articles/estgroups/symmetries</code>	<i>Symmetries in the problem</i>	
<code>\esStAb</code>	$\alpha$	Abstract state
<code>\esStAbSp</code>	$\mathcal{A}$	Abstract space
<code>\esRep</code>	$\varphi$	Representation
		$\varphi : x \mapsto \alpha.$
		$\$ \backslash \text{esRep} : \backslash \text{esSt} \mapsto \backslash \text{esStAb} \$.$
<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
<code>articles/1508-rafc-moved</code>	<i>Function, implementation, etc.</i>	
<code>\funsp</code>	$\mathcal{F}$	Function space
<code>\funleq</code>	$\preceq_{\mathcal{F}}$	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>	$\text{exec}$	Execution $\text{exec} : \mathcal{I} \rightarrow \mathcal{F}$
<code>\eval</code>	$\text{eval}$	Evaluation $\text{eval} : \mathcal{I} \rightarrow \mathcal{R}$
<code>\paramsp</code>	$\mathcal{P}$	Parameter space
<code>\res</code>	$\mathbf{r}$	Resources
<code>\resleq</code>	$\preceq_{\mathcal{R}}$	
<code>\restop</code>	$\top_{\mathcal{R}}$	
<code>\resbot</code>	$\perp_{\mathcal{R}}$	
<code>\ressp</code>	$\mathcal{R}$	Resources space
<code>\resspleq</code>	$\preceq_{\mathcal{R}}$	
<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>articles/1509-gcmdp</code>		
<code>\dpisp</code>	DPI	
<code>\cdpisp</code>	CDPI	
<code>\dprobsp</code>	DP	
<code>\dprob</code>	$\text{dp}$	Design problem
<code>\dpseries</code>	series	
<code>\dppar</code>	par	
<code>\dploop</code>	loop	
<code>\dploopb</code>	loopb	second form of dploop

\cdprobsp	CDP	
\cdprob	cdp	Design problem
\dpatoms	atoms	Atoms of a cdp
\resMin	$\text{Min}_{\preceq_{\mathcal{R}}}$	
\unconnectedfun	UF	
\unconnectedres	UR	
\Aressp	$\mathcal{AR}$	Antichains of resources
\Afunsp	$\mathcal{AF}$	Antichains of functions

articles/UDP

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\udpa	$\mathbf{u}_a$	
\udpb	$\mathbf{u}_b$	
\udpL	$\mathbf{L}$	
\udpU	$\mathbf{U}$	
\udpsp	UDP	
\udpleq	$\preceq_{\text{UDP}}$	
\dpsp	DP	
\dpleq	$\preceq_{\text{DP}}$	
\terms	Terms	
\udpsem	$\Phi$	
\dpsem	$\varphi$	
\atoms	$\mathcal{A}$	
\atree	$\mathbf{T}$	
\val	$\mathbf{v}$	Valuation
\ops	ops	Set of operations
\ftorL	$h_L$	
\ftorU	$h_U$	
\acprod	$\times$	Product of antichains
\oploop	$\dagger$	
\opseries	$\odot$	
\oppar	$\otimes$	
\UId	UId	Uncertain identity
\vdc	vdc	Van Der Corput
\makedp	$\Gamma$	
\colR		
\colF		
\colH		
\colI		
\colU		
\colL		
\R{\dots}		
\F{\dots}		
\I{\dots}		
\One	$\mathbb{1}$	
\cdpiN	$\mathcal{V}$	Nodes in a CDPI
\cdpin	$v$	one node in a CDPI
\cdpinA	$v_1$	
\cdpinB	$v_2$	
\cdpiresind	$i$	
\cdpifund	$j$	
\cdpiresindA	$i_1$	

<code>\cdpifunindB</code>	$j_2$	
<code>\dpinumf</code>	$\text{nf}$	
<code>\dpinumr</code>	$\text{nr}$	
<code>\cdpinnumf</code>	$\text{nf}_v$	Number of functionalities
<code>\cdpinnumr</code>	$\text{nr}_v$	Number of resources
<code>\cdpiE</code>	$\mathcal{E}$	Edges in a CDPI
<code>articles/groupspectral</code>	<i>Group spectral properties</i>	
<code>\gsHom</code>	$\text{HomMaps}$	Induced homomorphisms.
<code>\gsImage</code>	$\text{Image}$	
<code>\gsEqS</code>	$\text{EqSet}$	Fixed points of a function.
<code>\gsGA</code>	$\text{GrAct}$	If the function is the action of a group.
<code>\gsGAsym</code>	$\parallel$	Used to specify that a function can be expressed as a gro
<code>\gsSym</code>	$\text{Sym}$	Set of symmetries
<code>\gsStrongCan</code>	$\text{SCan}$	Strong canonization operator
<code>\gsWeakCan</code>	$\text{WCan}$	Weak canonization operator
<code>\gsEquiCan</code>	$\text{BCan}$	Bold canonization operator
<code>\gsEndoCan</code>	$\text{MCan}$	Mild canonization operator
<code>\gsUnCan</code>	$\text{UCan}$	Unstructured canonization operator
<code>\gsNuis</code>	$\text{Sample}$	
<code>\regular</code>	<b>regular</b>	
<code>\unstr</code>	$\sim$	Unstructured symbol.
<code>\jokFunc</code>	$\star$	Joker function
<code>\zerFunc</code>	$0$	Zero function
<code>articles/groupspectral/defs</code>	<i>Group spectral properties</i>	
<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
<code>articles/invariances</code>	<i>Invariances</i>	
<code>\rndual{\dots}</code>		Dual of a representation nuisance
<code>\brel</code>	$\leq_B$	Simulation partial order
<code>\bsim</code>	$\sim_B$	Simulation relation
<code>articles/jbds</code>	<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{\dots}</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>	
<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>	$\Theta$	Heading precision
<code>\np</code>	$n$	Number of pixels
<hr/>		
articles/1508-rafc	<i>Function, implementation, etc.</i>	
<code>\Res</code>	$S$	
<code>\Resa</code>	$S_1$	
<code>\Resb</code>	$S_2$	
<code>\resa</code>	$r_1$	
<code>\resb</code>	$r_2$	
<code>\Ressp</code>	$\mathcal{P}(\mathcal{R})$	
<code>\Resleq</code>	$\leq_{\mathcal{P}(\mathcal{R})}$	
<code>\rtoapp</code>	$\Psi$	
<hr/>		
articles/1508-ragh	<i>Resource Allocation problem</i>	
<code>\clatency</code>	latency	
<code>\cperiod</code>	period	

articles/1508-ragh/rgraph	<i>Resource Graph</i>	
\rN	rN	A resource graph's vertices
\rE	rE	A resource graph's edges
\rG	rG	A resource graph
\rGsp	RG	Space of resource graphs
\rn	rn	A resource node
\rnops	rn.capacity	A resource's capacity
\rntype	rn.type	A resource's type
\rntypes	RTypes	A resource's type
\rnA	rn <sub>1</sub>	
\rnAops	rn <sub>1</sub> .capacity	
\rnB	rn <sub>2</sub>	
\rnBops	rn <sub>2</sub> .capacity	
\re	re	A resource edge
\relink	re.link	A resource
\relatency	re.latency	
\rebandwidth	re.bandwidth	
\reA	re <sub>1</sub>	
\reB	re <sub>2</sub>	
\reAlatency	re <sub>1</sub> .latency	
\reAbandwidth	re <sub>1</sub> .bandwidth	
\reBbandwidth	re <sub>2</sub> .bandwidth	
\reiint	re.int1	Output interface (first node)
\reoint	re.int2	Input interface (second node)
articles/1508-ragh/cgraph	<i>Computation Graph</i>	
\cG	cG	A computation 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 <sub>1</sub>	
\cnB	cn <sub>2</sub>	
\cnops	cn.ops	A computation node's ops
\dotops	.ops	
\cnAops	cn <sub>1</sub> .ops	
\cnBops	cn <sub>2</sub> .ops	
\cce	ce	A computation edge
\ceA	ce <sub>1</sub>	A computation edge
\ceB	ce <sub>2</sub>	A computation edge
\dotsize	.size	
\cesize	ce.size	Signal size (bytes)
\ceAsize	ce <sub>1</sub> .size	
\ceBsize	ce <sub>2</sub> .size	
articles/1508-ragh/links	<i>Physical links</i>	
\PL	PLinks	Physical links
\pl	pl	Physical link
\pplA	pl <sub>1</sub>	plA conflicts

\plAlatency	pl <sub>1</sub> .latency	
\plAbandwidth	pl <sub>1</sub> .bandwidth	
\pll latency	pl.latency	
\plbandwidth	pl.bandwidth	
articles/1508-ragh/allocations	<i>Allocations</i>	
\as	as	An assignment
\asm	as.m	The momomorphism
\asmn	as.m <sub>N</sub>	
\asme	as.m <sub>E</sub>	
\asmni	as.m <sub>N</sub> <sup>-1</sup>	
\asmei	as.m <sub>E</sub> <sup>-1</sup>	
\asmi	as.m <sup>-1</sup>	The right inverse of the momomorphism
\asla	as.α	The link allocation
\asca	as.β	The computation allocation
\ctdelay	delay	Continuous-time delay
\ctsample	sample	Continuous-time sample
\rtof	φ	
\ftor	h	
\ftoR	H	
\Rcomp	$\mathbb{R}^+$	
\dpvars	V	
\benchmark	benchmark	
\deploy	deploy	
\utypes	U	Universe of types
\app	app	
\appsp	Apps	
\ghom	h	
\ghomv	h <sub>V</sub>	
\ghome	h <sub>E</sub>	
\ghomsp	Hom	Homomorphism space of two graphs
		$\text{Hom}(cG, rG)$
		$\text{\textbackslash ghomsp}(\text{\textbackslash cG}, \text{\textbackslash rG})$
\mydash	-	
\rgcmd	driver-cmd	
\rgobs	driver-obs	
\cgcmd	output	
\cgobs	input	
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 <sup>^</sup>	maximal invariant feature
\suffstat	φ <sup>∨</sup>	maximal invariant feature
\image	I	image
\addnoise	n	additive noise
\imageform	h	image formation function
\groupnuis	g	nuisance which have the structure of a group
\othernuis	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>	$\psi$	Covariant detector
<hr/>		
articles/soattotheory/mseerep	<i>msee report</i>	
<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>	$f$	
<hr/>		
articles/thesis	<i>Special symbols for thesis</i>	
<code>\labelrefinement</code>	ref	Indicates a refinement
<code>\pchomeoR</code>	$\text{PieceHomeo}(\mathbb{R})$	
<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>\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 sense
<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>	$\not\sim$	
<hr/>		
articles/thesis/longexample	<i>Long example</i>	
<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>	$\mathcal{D}(\text{Im}(\mathcal{S}); \mathcal{U})$	
<code>\DImagesR</code>	$\mathcal{D}(\text{Im}(\mathcal{S}); \mathbb{R}^{n_u})$	
<code>\ABehavior</code>	<i>behavior</i>	

<code>\DImagesSphU</code>	$\mathcal{D}(\mathrm{Im}(\mathbb{S}^2); \mathcal{U})$	
<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>	$G$	
<code>\grH</code>	$H$	
<code>\grK</code>	$K$	
<code>\grN</code>	$N$	
common/inv-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>	$\mathrm{Tr}$	Trace of a matrix.
<code>\angleFun</code>	$\angle$	Angle function
<code>\flatten</code>	$\mathrm{vec}$	Matrix-to-vector rearrangement.
common/basic	Basic stuff	
<code>\setfun</code>	$\Rightarrow$	Symbol for set functions (one-to-many)
<code>\algfield</code>	field	Field. field( $\mathcal{X}, +, \times$ ) is an algebraic field. $\$ \backslash \mathrm{algfield}(\backslash \mathrm{aset}\{X\}, +, \backslash \mathrm{times}) \$$ is an algebraic field.
<code>\wellorder</code>	wellorder	A well ordered set. wellorder( $\mathcal{X}, \leq$ ) is a well-ordered set. $\$ \backslash \mathrm{wellorder}(\backslash \mathrm{aset}\{X\}, \backslash \mathrm{leq}) \$$ is a well-ordered set.
<code>\orderedfield</code>	orderedfield	A well ordered field.



<code>\powerset</code>	<b>powerset</b>	<div>orderedfield(<math>\mathcal{X}, +, \times, \leq</math>) is a well-ordered field.  <math>\\$orderedfield(\aset{X}, +, \times, \leq)\\$</math> is a well-ordered field.</div>
<code>\supp</code>	<b>supp</b>	Power set of a space
<code>\idFunc</code>	<b>ld</b>	Support of a set
<code>\invFunc</code>	$\cdot^{-1}$	The identity function
<code>\funcComp</code>	$\circ$	Inverse function
<code>\emptysequence</code>	$\emptyset$	Function composition
<code>\allFuncs</code>	<b>Functions</b>	Empty sequence
<code>\D</code>	<b>d</b>	All maps from a space to the other
<code>\sign</code>	<b>sgn</b>	Used for integrals
		Sign function
<b>common/sequences</b>	<i>Sequences</i>	
<code>\sequences</code>	<b>Sequences</b>	Set of sequences
<code>\contsequences</code>	<b>ContSequences</b>	Set of continuous sequences
<code>\Aut</code>	<b>Aut</b>	Automorphism group
<code>\contFuncs</code>	<b>Continuous</b>	Continuous functions on some metric space
		<div>Continuous(<math>\mathcal{A}</math>) are all continuous functions on <math>\mathcal{A}</math>.  <math>\\$contFuncs(\set{A})\\$</math> are all continuous functions on <math>\set{A}</math>.</div>
<code>\differFuncs</code>	<b>Differentiable</b>	Differentiable functions
<code>\partitions</code>	<b>partitions</b>	
<code>\mExp</code>	<b>mexp</b>	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>	<b>Domain</b>	
<code>\gsCod</code>	<b>Codomain</b>	
<code>\interCC{\dots,\dots}</code>		
<code>\interCO{\dots,\dots}</code>		
<code>\interOC{\dots,\dots}</code>		
<code>\interOO{\dots,\dots}</code>		
<code>\unitInterval</code>	$[0, 1]$	
<b>common/basic/logic</b>	<i>Logic</i>	
<code>\logicAnd</code>	$\wedge$	Logic "and"
<code>\logicOr</code>	$\vee$	Logic "or"
<code>\logicNot</code>	$\neg$	Logic "not"
<b>common/simplesets</b>	<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>	$\mathbb{R}_\circ$	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	$I$	
\bbAccum	$III$	Accumulator system
\inLoop	Loop	Closes the loop around a system
\idSys	IdSys	The identity system
\bbSp	$\mathcal{D}$	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 $\mathcal{Y}$ .
\bbFM	$\mathcal{D}_{\text{fm}}$	Systems with finite memory
\bbSpInv	$\mathcal{D}^*$	Set of invertible systems
\bbFMinv	$\mathcal{D}_{\text{fm}}^*$	Systems with finite memory and invertible
\bbSpIns	$\mathcal{D}_{\text{inst}}$	Set of instantaneous systems
\bbSpDet	$\mathcal{D}_{\text{det}}$	Deterministic systems
\bbSpInvIns	$\mathcal{D}_{\text{inst}}^*$	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 $\mathcal{D}(\mathcal{A}; \mathcal{A})$
\bbSpCore	$\mathcal{D}^\circ$	Systems up to representation
common/blackboxes/abbreviations		
\bbDinv	$D^{-1}$	
\bbDri	$D^R$	
\bbDli	$D^L$	
\bbE	$E$	
\bbF	$F$	
\bbG	$G$	
\bbH	$H$	
\bbL	$L$	
\bbSpBA	$\mathcal{D}(\mathcal{B}; \mathcal{A})$	<b>to write</b>
\bbSpAB	$\mathcal{D}(\mathcal{A}; \mathcal{B})$	<b>to write</b>
common/blackboxes/deprecated	<i>Deprecated</i>	
\bbOp	$\oplus$	Composition operation
\inSeries	Series	Series of two systems
\bbSpAny	$\mathcal{D}_*$	Any of the following
\bbSpDT{...}		Discrete time
\bbSpCT	$\mathcal{D}^c$	Continuous time
\bbSpEB	$\mathcal{D}^e$	Event-based
common/boot	<i>Bootstrapping symbols</i>	
common/boot/obscommand	<i>Observations and commands</i>	

\world	$\mathbf{m}$	The "world", an element of $\mathcal{D}(\mathcal{Y}; \mathcal{U})$ .
\obs	$\mathbf{y}$	Observations vector.
\obse	$y$	Observations element.
\cmd	$\mathbf{u}$	Commands vector.
\cmde	$u$	Commands element.
\nobs	$n_{\mathbf{y}}$	Number of sensels
\ncmd	$n_{\mathbf{u}}$	Number of actuators
\obsSp	$\mathcal{Y}$	Observation space
\cmdSp	$\mathcal{U}$	Commands space
\cmdSph	$\overline{\mathcal{U}}$	Domain of a single actuator $\mathcal{U} = \overline{\mathcal{U}}^{n_u}$ .
\obsSph	$\overline{\mathcal{Y}}$	Domain of a single sensel $\mathcal{Y} = \overline{\mathcal{Y}}^{n_y}$ .
\obsSphd	$d^{\overline{\mathcal{Y}}}$	Metric on $d^{\overline{\mathcal{Y}}}$
\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	$\text{Im}$	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).
\obsge	$z_{\circ}$	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	S	
\veVeh	V	
\veMov	M	
\veAdd	A	
\veJoi	J	
\vePar	P	Parallel composition of sensors

<code>\veNcmd</code>	U	
<code>\veNobs</code>	Y	
<i>common/expressions</i>	<i>Miscellaneous expressions</i>	
<code>\etal</code>	<i>et al.</i>	
<code>\eg</code>	<i>e.g.</i>	
<code>\etc</code>	<i>etc.</i>	
<code>\ie</code>	<i>i.e.</i>	
<code>\viceversa</code>	<i>viceversa</i>	
<code>\vs</code>	<i>vs</i>	Versus
<code>\adhoc</code>	<i>ad hoc</i>	
<code>\apriori</code>	<i>a priori</i>	
<i>common/goodformulas</i>	<i>Better formulas annotations</i>	
<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
<i>common/yesorno</i>	<i>Miscellaneous functions for document formatting</i>	
<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> )
<i>common/incomplete</i>	<i>Incomplete symbols</i>	
<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>	$[0, 1]$	
<i>common/geometry</i>	<i>Differential geometry</i>	

<code>\diff</code>	Diff	Diffeomorphism <div>Diff(<math>\mathcal{M}</math>) are the diffeomorphisms from <math>\mathcal{M}</math> to itself. <code>\diff(\aset{M})</code> are the diffeomorphisms from <math>\aset{M}</math> to itself.</div>
<code>\diffPos</code>	Diff <sub>+</sub>	Orientation-preserving diffeomorphism.
<code>\homeoPos</code>	Homeo <sub>+</sub>	Orientation-preserving homeomorphisms (of the real line)
<code>\diffBounded{...}</code>		Diffeomorphisms with bounded curvature
<code>\diffVol</code>	Diff <sub>vol</sub>	
<code>\homeo</code>	Homeo	Set of all homeomorphisms
<code>\isometries</code>	Isom	Isometries group <div>Isom(<math>\mathcal{M}</math>) are all the isometries of <math>\mathcal{M}</math>. <code>\isometries(\aset{M})</code> are all the isometries of <math>\aset{M}</math>.</div>
<code>\diffFix{...}</code>		Diffeomorphisms that fix a point
<code>\conformalFuncs</code>	Conformal	Conformal transformations
<i>common/geometry/manifolds</i>	<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>	$\mathbb{H}^n$	
<i>graphs</i>	<i>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><code>sources(cG)</code> <code>\sources(\cG)</code></div>
<code>\sinks</code>	sinks	<div><code>sinks(cG)</code> <code>\sinks(\cG)</code></div>
<code>\predecessors</code>	pred	predecessors of a node <div><code>pred(cn)</code> <code>\predecessors(\cn)</code></div>
<code>\successors</code>	succ	successors of a node <div><code>pred(cn)</code> <code>\predecessors(\cn)</code></div>
<i>common/groups</i>	<i>Group theory</i>	
<code>\gIdentity</code>	$e$	Identity of a group
<code>\tgroup</code>	group	Group set with operations <div><code>group(G, \cdot)</code> means <math>G</math> is a group under <math>\cdot</math>. <code>\tgroup(\agroup{G}, \cdot)</code> means <math>\agroup{G}</math> is a group under <math>\cdot</math>.</div>
<code>\haar</code>	haar	Haar measure

<p>The Haar measure on <math>\mathcal{X}</math> is <math>\text{haar}^{\mathcal{X}}</math>.</p> <p>The Haar measure on <math>\mathcal{X}</math> is <math>\text{haar}\{\mathcal{X}\}</math>.</p>
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<i>common/groups/famous</i>	<i>Famous groups</i>	
<code>\idGroup</code>	<code>Id</code>	The trivial group with identity only.
<code>\permutations</code>	<code>Perm</code>	Set of permutation
<code>\stab{...}</code>		Stabilizer of a set
<code>\functionsym{...}</code>		Symmetries of a function
<code>\allsubgroups</code>	<code>AllSubgroups</code>	
<code>\comgroup{...}</code>		Commutator sub group
<code>\groupJoin</code>	<code>∨</code>	Group join
<code>\groupconj{...}</code>		Conjugation
<code>\groupquotient</code>	<code>/</code>	Group quotient
<code>\groupsemidir</code>	<code>⋈</code>	Semidirect product.
<code>\groupisom</code>	<code>≅</code>	Isomorphism
<code>\issubgroup</code>	<code>≤</code>	Subgroup relation.
<code>\normalsub</code>	<code>⊲</code>	Normal subgroup relation
<code>\actionsymbol</code>	<code>.</code>	Group action.
<code>\companionFuncs{...}</code>		Companions functions
<code>\transversalFuncs{...}</code>		Transversal functions
<i>common/groups/matrix</i>	<i>Matrix groups</i>	
<code>\orthogroup</code>	<code>O</code>	Orthogonal group.
<code>\trangroup</code>	<code>T</code>	Translation group
<code>\segroup</code>	<code>SE</code>	Special Euclidean group.
<code>\Egroup</code>	<code>E</code>	Euclidean group.
<code>\SLgroup</code>	<code>SL</code>	Special linear group
<code>\Diaggroup</code>	<code>D</code>	Diagonal matrices with non-zero elements.
<code>\PMgroup</code>	<code>D<sub>±</sub></code>	Diagonal matrices with $\pm 1$ on the diagonal.
<code>\Scalegroup</code>	<code>Sc</code>	Multiples of the identity
<code>\sogroup</code>	<code>SO</code>	Special orthogonal group.
<code>\sonneggroup</code>	<code>SO<sup>-</sup></code>	
<code>\affgroup</code>	<code>Aff</code>	Affine group
<code>\affgrouppos</code>	<code>Aff<sub>+</sub></code>	Affine group
<code>\GL</code>	<code>GL</code>	General linear group
<code>\GLpos</code>	<code>GL<sub>+</sub></code>	
<code>\se</code>	<code>se</code>	Special Euclidean algebra
<code>\soalgebra</code>	<code>so</code>	
<code>\sealgebra</code>	<code>se</code>	Special Euclidean algebra
<code>\SOthree</code>	<code>SO(3)</code>	Special orthogonal group (rotation matrices)
<code>\SEthree</code>	<code>SE(3)</code>	Special Euclidean group
<code>\SEtwo</code>	<code>SE(2)</code>	Special Euclidean group
<code>\SEthreeAlg</code>	<code>se(3)</code>	
<code>\SEtwoAlg</code>	<code>se(2)</code>	
<code>\SOthreeAlg</code>	<code>se(3)</code>	
<code>\SOtwoAlg</code>	<code>se(2)</code>	
<code>\setwo</code>	<code>SE(2)</code>	
<code>\sethree</code>	<code>SE(3)</code>	
<code>\sotwo</code>	<code>SO(2)</code>	
<code>\sothree</code>	<code>SO(3)</code>	

common/groups/simple	<i>Very simple groups</i>	
\mgroup	$(\mathbb{R}_0, \times)$	Multiplication group
\mposgroup	$(\mathbb{R}_0^+, \times)$	Positive multiplication group
\mpmgroup	$(\pm 1, \times)$	+1/-1 multiplication group
\addgroup	$(\mathbb{R}, +)$	Addition group
common/groups/simple/abb	<i>Abbreviations</i>	
\addgroupn	$(\mathbb{R}^n, +)$	Addition group on $\mathbb{R}^n$
\affone	$\text{Aff}(\mathbb{R})$	Affine group 1D
\affonepos	$\text{Aff}_+(\mathbb{R})$	Affine group 1D
\affn	$\text{Aff}(\mathbb{R}^n)$	Affine group in $n$ dimensions.
\affnpos	$\text{Aff}_+(\mathbb{R}^n)$	Affine transformations preserving orientations.
basic		
basic/optimization	<i>Optimization stuff</i>	
\subto	s.t.	Subject to in math
\with	using	"With"
basic/posets	<i>Partial orders</i>	
\pset	$\mathcal{P}$	Power set (latenative to powerset)
\lowerbounds	lowerbounds	
\upperbounds	upperbounds	
\posMin	Min	
\posleq	$\preceq$	
\poslt	$\prec$	
\posgeq	$\succeq$	
\posA	$\mathcal{P}$	
\posAleq	$\preceq_{\mathcal{P}}$	
\posAMin	$\text{Min}_{\preceq_{\mathcal{P}}}$	Minimal elements
\posAmin	$\text{min}_{\preceq_{\mathcal{P}}}$	The least element
\posAmax	$\text{max}_{\preceq_{\mathcal{P}}}$	The least element
\posB	$\mathcal{Q}$	
\posBleq	$\preceq_{\mathcal{Q}}$	
\posC	$\mathcal{R}$	
\lfp	lfp	Least fixed point
\prefixed	prefixed	prefixed points
\CPOs	$\text{CPO}_s$	
\CPO	CPO	
\DCPOs	$\text{DCPO}_s$	
\DCPO	DCPO	
\antichains	A	<div style="border: 1px solid black; padding: 2px;"> The antichains sets of <math>P</math> are <math>A(P)</math>  The antichains sets of <math>P</math> are <math>\text{\textbackslash antichains}(P)</math> </div>
\upsets	U	<div style="border: 1px solid black; padding: 2px;"> The upper sets of <math>\mathcal{P}</math> are <math>U\mathcal{P}</math>  The upper sets of <math>\text{\textbackslash posA}</math> are <math>\text{\textbackslash upsets}\text{\textbackslash posA}</math> </div>
\downsets	D	<div style="border: 1px solid black; padding: 2px;"> The down sets of <math>\mathcal{P}</math> are <math>D\mathcal{P}</math>  The down sets of <math>\text{\textbackslash posA}</math> are <math>\text{\textbackslash downsets}\text{\textbackslash posA}</math> </div>
\upresleq	$\preceq_{\text{ur}}$	

<code>\upressp</code>	$\mathcal{UR}$	
<code>\allupsets</code>	$\text{Up}$	
<code>\upit</code>	$\uparrow$	Converts to smallest upset containing the ste
<code>\stupit</code>	$\dot{\uparrow}$	Strict upper closure
<code>\posetwidth</code>	width	
<code>\posetheight</code>	height	
<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
		$\$\text{\conditional(\setB;\setA)}\$$ is the set of conditional distributions
<code>\finaldist</code>	Final	Stationary distribution of a stochastic process.
<code>\measureSp</code>	meas	Measure space.
		meas( $\mathcal{X}, \Sigma, \mu$ ) is a measure space.
		$\$\text{\measureSp(\aset{X},\Sigma,\mu)}\$$ is a measure space.
<code>\probSp</code>	prob	Probability space.
		prob( $\mathcal{X}, \Sigma, \mu$ ) is a probability space.
		$\$\text{\probSp(\aset{X},\Sigma,\mu)}\$$ is a probability space.
<code>\measures</code>	Measures	Set of probability measures on a set.
		Try $\mu^{\mathcal{X}} \in \text{Measures}(\mathcal{X})$
		Try $\mu^{\hat{\mathcal{X}}} \in \text{Measures}(\mathcal{X})$
<code>\dirac</code>	$\delta$	
<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>\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>\lvele</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>	$\hat{\omega}$	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>	$\mathbf{t}$	



<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>	<b>Maps</b>	
<code>common/robotics/old</code>	<i>Deprecated</i>	
<code>\wshape</code>	$\mathbf{s}$	
<code>\wpose</code>	$\mathbf{p}$	
<code>\worldsp</code>	<b>Maps</b>	
<code>\wshapesp</code>	<b>Shapes</b>	
<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>	<b>Shapes</b>	Shape space.
<code>\mapsp</code>	<b>Maps</b>	Maps set $\mathbf{Maps} = \mathbf{Shapes} \times \text{SE}(3)$ .
<code>common/statistics</code>	<i>Misc statistics</i>	
<code>\stddev</code>	<b>std</b>	Standard deviation
<code>\var</code>	<b>var</b>	Variance
<code>\ex</code>	$\mathbb{E}$	Expected value
<code>\corr</code>	<b>corr</b>	
<code>\cov</code>	<b>cov</b>	covariance
<code>\spearcorr</code>	<b>spear</b>	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
<code>common/statistics/sorting</code>	<i>Sorting vectors</i>	
<code>\order</code>	<b>order</b>	Order (or rank) of the elements of a vector.
<code>\sorted</code>	<b>sorted</b>	Sorted version of a vector
<code>\differ</code>	<b>differ</b>	
<code>\sortedSeq</code>	<b>sortedSeq</b>	
<code>\weaksortedSeq</code>	<b>weaksortedSeq</b>	
<code>common/systems</code>	<i>Dynamical systems</i>	
<code>\CTI</code>	<b>CTI</b>	Continuous-time time-invariant systems.
<code>\DTI</code>	<b>DTI</b>	Discrete-time time-invariant systems.
<code>\DDTI</code>	<b>DDTI</b>	Deterministic discrete-time time-invariant systems.
<code>\DCTI</code>	<b>CDTI</b>	Deterministic continuous-time time-invariant systems.
<code>\DFSTI</code>	<b>DFSTI</b>	Discrete-time finite-state-space time-invariant systems.
<code>\CFSTI</code>	<b>CFSTI</b>	Continuous-time finite-state-space time-invariant systems.
<code>\DFSTIGO</code>	<b>DFSTIGO</b>	Discrete-time finite-state-space time-invariant systems with Gaussian noise.
<code>\CLTI</code>	<b>CLTI</b>	Continuous-time linear time-invariant systems.
<code>\CLTIG</code>	<b>CLTIG</b>	Continuous-time linear time-invariant systems with Gaussian noise.
<code>\DLTI</code>	<b>DLTI</b>	Discrete-time linear time-invariant systems.

<code>\DSMPLTI</code>	DSMPLTI	Discrete-time stable minimum-phase linear time-invariant systems with Gaussian white noise
<code>\DLTIG</code>	DLTIG	Discrete-time linear time-invariant systems with Gaussian white noise
<code>\laptrans</code>	$\mathcal{L}$	Laplace transform
<code>\impulseresp</code>	ImpulseResp	Impulse response of a system
<code>\transferfunc</code>	TF	Transfer function
Otypography	<i>Basic typography</i>	
<code>\myacronym{...}</code>		All acronyms; good for text as well as math mode. Use <code>\myacronym{...}</code> in text mode and <code>\myacronym{...}</code> in math mode.
Otypography/tensors	<i>Tensors and tensor elements</i>	
<code>\T{...}</code>		Tensor
<code>\Tel{...}</code>		Tensor element
<code>\Te{...}</code>		
Otypography/matrices	<i>Matrices and matrix elements</i>	
<code>\M{...}</code>		A matrix
<code>\Mel{...}</code>		The elements of a matrix
Otypography/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 $X, G, \dots$
		A set $\mathcal{X}$ , a group $X, G, \dots$
		A set $\mathcal{X}$ , a group $X, G, \dots$
<code>\aseq{...}</code>		Formatting for sequences
<code>\aseqe{...}</code>		Formatting for one element in a sequence
<code>\dummyIndices</code>		
Otypography/misc	<i>Everything else</i>	
<code>\aword{...}</code>		How words should look like in formulas.
		Consider the operator <code>scale</code> , <code>\dots</code>
		Consider the operator <code>\aword{scale}</code> , <code>\dots</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, ZMQ, UNIX</code> .
		The package <code>\swpackage{Procgraph},</code>
		<code>\swpackage{ZMQ}, \swpackage{Unix}</code> .