

## 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
\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( $n; k$ )	
\bgBDSfamily	BDS	Family of BDS sensors
\bds	BDS	Bilinear dynamics system
\BDS	BDS	
\omsum{...}		omitted sum
\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 $\mathbf{y}$ .
\Tucov	<b>Q</b>	Covariance of $\mathbf{y}$ .
\Tucove	Q	Covariance of $\mathbf{y}$ .
\discInt	$T$	Discretization interval
\nearavg	$\bar{\mu}$	Average nearness

#### articles/bgds

#### BGDS report

\bgds	BGDS	Bilinear gradient dynamics system
\BGDS	BGDS	
\bgCmd	$\mathbf{u}$	commands
\bgCmdH	$\mathbf{u}^T$	commands history
\bgCmdSp	$\mathcal{U}$	commands space
\bgWorld	$\mathcal{W}$	World
\bgWorldSp	$\mathcal{W}$	World space
$\mathcal{W} \in \mathcal{D}(\mathcal{T}, \mathcal{U}, \mathcal{Y})$		
$\$ \backslash \text{bgWorld} \text{ \textit{in} } \backslash \text{bgRSSp}(\backslash \text{bgTime}, \backslash \text{bgCmdSp}, \backslash \text{bgObsSp})$		
\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	$G^u$	
\bgObsTr	$\mathbf{h}$	Transformation of the observations
\bgObsTrSp	$G^y$	
\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
\bgCmdConstraints	$\Omega_{\mathbf{u}}$	
\bgPopK	$\psi$	
articles/bgds/old	<i>BGDS report</i>	
\state	$\mathbf{x}$	Generic underlying state.
\detecte	$d$	Detector
\submean{...}		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	$\boldsymbol{\omega}^s$	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{...}		
\bgBGDSfamily	BGDS	Family of BGDS sensors
\BGDSsk	$\text{BGDS}(\mathcal{S}; k)$	

\focal	$F$	Pinhole camera focal length.
\traindist	$p_T$	Training distribution.
\trainsym	$\text{Sym}(p_T)$	Symmetry group of $p_T$ .
articles/bgds/logical	<i>Gradient dynamics</i>	
\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	<i>Gradient dynamics</i>	
\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	<i>BGDS report</i>	
\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	<i>Definition of random models</i>	
\bgTime	$\mathbb{T}$	Time axis
\bgRS	$\mathbf{D}$	Random model
\bgRSSp	$\mathcal{D}$	All models
\bgRSinput	$\mathbf{a}$	Input signal
\bgRSinputSp	$\mathcal{A}$	
\bgRSinputH	$\mathbf{a}^T$	History of input signal
\bgRSoutput	$\mathbf{b}$	
\bgRSoutputH	$\mathbf{b}^T$	History of output signal
\bgRSoutputSp	$\mathcal{B}$	
\bgRSinputTr	$\mathbf{g}$	
\bgRSinputTrSp	$G^{\mathcal{A}}$	
\bgRSoutputTr	$\mathbf{h}$	

\bgRSooutputTrSp	$G^{\mathcal{B}}$	
\bgObs	$\mathbf{y}$	observations
\bgObsH	$\mathbf{y}^{\mathsf{T}}$	observations history
\bgObsSp	$\mathcal{Y}$	observation space
articles/camera	<i>Camera paper</i>	
\rank	order	
\place	place	
\ff	$f$	Distance to similarity function
\Sany	$\mathcal{M}$	Generic hypersphere
\targetSp	$\mathcal{M}$	Target manifold
\Ssubset	$M$	A subset of $\mathcal{M}$ XXX
\infr	infr	Informative radius
\ffr	$\text{infr}(f)$	Informative radius of $f$
\distradius	rad	Radius of a distribution
\distdiam	diam	Diameter of a distribution
\hausdorff	hausdorff	Hausdorff distance
\kimberley	kim	Kimberley value
\errproc	$e_{\text{pr}}$	Procrustes score
\isoError	$e_{\text{iso}}$	
\symError	$e_{\text{sym}}$	
\relError	$e_r$	
\scaledRelError	$e_{\text{sr}}$	
\angcorr	$\rho_{\theta}$	
\spearperf	$\rho_{\text{sp}}$	Spearman performance measure
\spearperfn	$\rho_{\text{sp}}^*$	Normalized Spearman performance measure
\dirset	$\mathcal{S}$	Set of directions
\dirmat	$\mathbf{S}$	Directions stacked in a matrix
\matX	$\mathbf{X}$	
\matI	$\mathbf{I}$	
\arot	$\mathbf{X}$	
\cosmat	$\mathbf{C}$	
\cosmatij	$C_{ij}$	
\distmat	$\mathbf{D}$	
\distmatij	$D_{ij}$	
\simmat	$\mathbf{Y}$	Similarity matrix
\simmatij	$Y_{ij}$	
\simmatii	$Y_{ii}$	
\simmatkl	$Y_{kl}$	
\algorparam	$\gamma$	
\shannon	$H$	
\fov	FOV	field of view
\SKalgo	$SK$	Shepard-Kruscall algorithm
\SBSEw	$SKv + w$	An extension to the SK algorithm
\SBSE	$SKv$	An extension to the SK algorithm (without warp)
articles/dds	<i>DDS report</i>	
\ddsres	$\rho$	Resolution of the sensor in a DDS.
\ddsarea	$ \mathcal{S} $	Area of the manifold $\mathcal{S}$ .
\ddsbound	$d_{\text{max}}$	Bound on the maximum diffeomorphism in a DDS.
\DDS	DDS	

<code>\dds</code>	DDS	
<code>\ddsl</code>	DDSL	
<code>\DDSsu</code>	$\text{DDS}(\mathcal{S}; \mathcal{U})$	
<code>\DDSLsvu</code>	$\text{DDSL}(\mathcal{S}, \mathcal{V}; \mathcal{U})$	
<code>\bgDDSfamily</code>	DDS	
<code>\bgDDSLfamily</code>	DDSL	
<code>\diffeoURL</code>	???	Model
<code>\cmdAlphabet</code>	$\mathcal{U}$	
<code>\ncmdwords</code>	$ \mathcal{U} $	Number of commands words.
<code>\obsspD</code>	$d^{\mathcal{S}}$	Metric on $\mathcal{S}$ .
<code>\diffId</code>	$\text{Id}_{\mathcal{S}}$	Identity diffeomorphisms.
<code>\diffU</code>	$\Gamma$	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>\ddsfov</code>	$\mathcal{V}$	Field of view for DDS

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`articles/dptr1` *Technical report for diffeoplanning*

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`articles/dptr1/spaces` *spaces*

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

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`articles/dptr1/structure` *Diffeo structure*

<code>\dscommute</code>	commute
<code>\dsinverse</code>	inverse
<code>\dssame</code>	same
<code>\dsvoid</code>	void
<code>\S0two</code>	$\text{SO}(2)$

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`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	<i>Distances</i>	
\dDiffLone	$d_{L_1}^{\text{Diff}(S)}$	
\dUDiffLone	$\frac{1}{d_{L_1}^{\text{Diff}(S)}}$	
\dobsps	$d^{S_1}$	
\dImL{...}		
\dImLone	$d_{L_1}^{\text{Im}}$	
\dImLtwo	$d_{L_2}^{\text{Im}}$	
\dImN{...}		
\dImD{...}		
\cmdOrd	$\prec$	
\algoname{...}		
\gnbc	GNB	
\bnbc	BNB	
\bngc	BNG	
\bntc	BNT	
\gebc	GEB	
\bebc	BEB	
\begc	BEG	
\betc	BET	
\betcb	BET <sub>c</sub>	
\plansarea	$P_{\text{near}}$	
\algocover	cover	
\algoplanreduce	planreduce	
\algobidirectional	bidirectional-search	
\dubinsys	<i>Dubin's car</i>	
\orbitsys	<i>Orbitcamera</i>	
\markit{...}		
\markA	$\dagger$	
\markB	$\ddagger$	
\markC	$\S$	
\distthres	$c$	
\btrue	true	
\bfalse	false	
\botherwise	otherwise	
\cmdleft	$\boldsymbol{u}_{\text{left}}$	
\cmdright	$\boldsymbol{u}_{\text{right}}$	
\cmdup	$\boldsymbol{u}_{\text{top}}$	
\cmddown	$\boldsymbol{u}_{\text{down}}$	
\imvis	vis	Visibility
\minvis	$v_0$	
\maxdis	$d_g$	goal threshold
\impred	pred	Image prediction
\plA	$RLrl$	

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
		$\mathbf{y} = \mathbf{n}h(\mathbf{x})$
		$\$ \backslash \text{esObs} = \backslash \text{esNuis } \backslash \text{esObsMap}(\backslash \text{esSt}) \$$
articles/estgroups/nuisances	<i>Nuisances</i>	
\esNuis	$\mathbf{n}$	Nuisance
\esNuisSp	$\mathbf{N}$	Nuisance group
\esNuisDist	$\mu_{\mathbf{n}}^{\mathbf{N}}$	Nuisance distribution
articles/estgroups/estimators	<i>Estimators, risks and performances</i>	
\esEst	$m$	Estimator
\esEstSp	$\mathcal{M}$	Estimator set
\esEstSpOpt	$\mathcal{M}^*$	Optimal subset of estimators
\esRisk	$e$	Risk function
\esRiskSp	$\mathcal{E}$	Risk space
\esRiskDist{\dots}		Risk distribution for given estimator
\esRiskDistPO	$\preceq$	Partial order defining preference on distributions
\esProb	$\mathcal{P}$	Estimation problem
articles/estgroups/symmetries	<i>Symmetries in the problem</i>	
\esStAb	$\alpha$	Abstract state
\esStAbSp	$\mathcal{A}$	Abstract space
\esRep	$\varphi$	Representation
		$\varphi : \mathbf{x} \mapsto \alpha.$
		$\$ \backslash \text{esRep} : \backslash \text{esSt } \backslash \text{mapsto } \backslash \text{esStAb} \$.$
\esStSym	$A$	Group of symmetries of the state
\esObsSym	$B$	Group of symmetries of the observation
\esRiskSym	$C$	Group of symmetries of the risk function
\esPOSym	$D$	Group of symmetries acting on the partial order
\esProbSym	$\mathcal{S}$	Tuple of symmetries
articles/groupspectral	<i>Group spectral properties</i>	
\gsHom	HomMaps	Induced homomorphisms.
\gsImage	Image	
\gsEqs	EqSet	Fixed points of a function.
\gsGA	GrAct	If the function is the action of a group.
\gsGAsym	$\parallel$	Used to specify that a function can be expressed
\gsSym	Sym	Set of symmetries
\gsStrongCan	SCan	Strong canonization operator

<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	<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
articles/invariances	<i>Invariances</i>	
<code>\rndual{\dots}</code>		Dual of a representation nuisance
articles/soattotheory	<i>Symbols used by Soatto</i>	
<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	<i>msee report</i>	
<code>\nuddisc{\dots}</code>		Domain sampling operator (subset)
<code>\nusample{\dots}</code>		Domain sampling operator (subset)
<code>\nuvdisc{\dots}</code>		Value Discretization operator (subset)
<code>\nusmooth{\dots}</code>		Smoothing operator (kernel)
<code>\nucens{\dots}</code>		Censoring operator (field of view)
<code>\nuoccl{\dots}</code>		Occlusions
<code>\imform</code>	$I$	
<code>\contrast</code>	$f$	
articles/thesis	<i>Special symbols for thesis</i>	
<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”
<code>\twosignals</code>	$y^i, y^j$	
<code>\twosignalsa</code>	$y^i$	
<code>\twosignalsb</code>	$y^j$	
<code>\twosignalscolon</code>	$y^i; y^j$	
<code>\semrelorder</code>	$m$	Order of a generic semantic relations
<code>\infininit</code>	$d$	Infinitesimal
<code>\genericsemrel</code>	$\mathcal{R}$	A generic semantic relation.
<code>\gensemrelsym</code>	$\text{Sym}(\mathcal{R})$	Symmetries of the semantic relation
<code>\genericcsimilarity</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>	$\not\sim$	
<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>	$\mathcal{D}(\text{Images}(S); \mathcal{U})$	
<code>\DImagesR</code>	$\mathcal{D}(\text{Images}(S); \mathbb{R}^{n_u})$	
<code>\ABehavior</code>	<i>behavior</i>	
<code>\DImagesSphU</code>	$\mathcal{D}(\text{Images}(\mathbb{S}^2); \mathcal{U})$	
<code>\hobs</code>	$\mathbf{x}$	
<code>\hobse</code>	$x$	
<code>\bound</code>	$M$	
<hr/> common		<i>Common symbols to all papers</i>
<hr/> common/abbreviations		<i>Other abbreviations</i>
<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	
<hr/>		
common/abbreviations/invariances/abbreviations		
<code>\sqa</code>	<b><i>a</i></b>	
<code>\sqae</code>	<i>a</i>	
<code>\sqb</code>	<b><i>b</i></b>	
<code>\sqbe</code>	<i>b</i>	
<code>\sqc</code>	<b><i>c</i></b>	
<code>\sqce</code>	<i>c</i>	
<hr/>		
common/acronyms		
<hr/>		
common/algebra		
<code>\ones</code>	<b>1</b>	
<code>\idMat</code>	<b>I</b>	Identity matrix
<code>\matTrace</code>	Tr	Trace of a matrix.
<code>\angleFun</code>	$\angle$	Angle function
<code>\flatten</code>	vec	Matrix-to-vector rearrangement.
<hr/>		
common/basic		
<code>\setfun</code>	$\Rightarrow$	Symbol for set functions (one-to-many)
<code>\algfield</code>	field	Field. <code>field(<math>\mathcal{X}, +, \times</math>)</code> is an algebraic field. <code><math>\backslash\algfield(\aset{X}, +, \times)</math></code> is an algebraic field.
<code>\wellorder</code>	wellorder	A well ordered set. <code>wellorder(<math>\mathcal{X}, \leq</math>)</code> is a well-ordered set. <code><math>\backslash\wellorder(\aset{X}, \leq)</math></code> is a well-ordered set.
<code>\orderedfield</code>	orderedfield	A well ordered field. <code>orderedfield(<math>\mathcal{X}, +, \times, \leq</math>)</code> is a well-ordered field. <code><math>\backslash\orderedfield(\aset{X}, +, \times, \leq)</math></code> is a well-ordered field.
<code>\powerset</code>	powerset	Power set of a space
<code>\supp</code>	supp	Support of a set
<code>\idFunc</code>	Id	The identity function
<code>\invFunc</code>	$\cdot^{-1}$	Inverse function
<code>\funcComp</code>	$\circ$	Function composition
<code>\emptysequence</code>	$\emptyset$	Empty sequence
<code>\allFuncs</code>	Functions	All maps from a space to the other
<code>\D</code>	d	Used for integrals
<code>\sign</code>	sgn	Sign function
<hr/>		
common/sequences		
<code>\sequences</code>	Sequences	Set of sequences
<code>\contsequences</code>	ContSequences	Set of continuous sequences
<code>\Aut</code>	Aut	Automorphism group
<code>\contFuncs</code>	Continuous	Continuous functions on some metric space

		Continuous( $\mathcal{A}$ ) are all continuous functions on $\mathcal{A}$ $\text{\textbackslash contFuncs}(\text{\textbackslash setA})$ are all continuous functions on $\text{\textbackslash setA}$ .
$\text{\textbackslash differFuncs}$	Differentiable	Differentiable functions
$\text{\textbackslash partitions}$	partitions	
$\text{\textbackslash mExp}$	mexp	Matrix exponential
$\text{\textbackslash bigO}$	$\mathcal{O}$	Big-O notation
$\text{\textbackslash smallo}$	$o$	
$\text{\textbackslash metricon}\{\dots\}$		
$\text{\textbackslash definedas}$	$\triangleq$	
$\text{\textbackslash crossprod}$	$\times$	cross-product
$\text{\textbackslash gsDom}$	Domain	
$\text{\textbackslash gsCod}$	Codomain	
$\text{\textbackslash interCC}\{\dots,\dots\}$		
$\text{\textbackslash interCO}\{\dots,\dots\}$		
$\text{\textbackslash interOC}\{\dots,\dots\}$		
$\text{\textbackslash interOO}\{\dots,\dots\}$		
$\text{\textbackslash unitInterval}$	$[0, 1]$	
common/basic/logic	Logic	
$\text{\textbackslash logicAnd}$	$\wedge$	Logic "and"
$\text{\textbackslash logicOr}$	$\vee$	Logic "or"
$\text{\textbackslash logicNot}$	$\neg$	Logic "not"
common/simplesets	Simple sets	
$\text{\textbackslash reals}$	$\mathbb{R}$	Real numbers
$\text{\textbackslash natnumbers}$	$\mathbb{N}$	Natural numbers
$\text{\textbackslash ratnumbers}$	$\mathbb{Q}$	Rational numbers
$\text{\textbackslash hreals}$	$*\mathbb{R}$	Hyper-real numbers
$\text{\textbackslash nonNegReals}$	$\mathbb{R}^+_{\bullet}$	Non negative reals
$\text{\textbackslash posReals}$	$\mathbb{R}^+_{\circ}$	Strictly positive reals
$\text{\textbackslash nzReals}$	$\mathbb{R}_{\circ}$	Nonzero reals
common/blackboxes	Black boxes	
$\text{\textbackslash abb}\{\dots\}$		A black box
$\text{\textbackslash bbD}$	$\mathcal{D}$	
$\text{\textbackslash bbinv}\{\dots\}$		Inverse of a black box
$\text{\textbackslash bbli}\{\dots\}$		left inverse of a black box
$\text{\textbackslash bbri}\{\dots\}$		right inverse of a black box
$\text{\textbackslash alloutcomes}$	AllOutcomes	
$\text{\textbackslash alloutputs}$	AllOutputs	All outputs of a given system
$\text{\textbackslash bbDelay}$	$\Delta$	The one-step delay system.
$\text{\textbackslash vertblock}$	$\mathbf{I}$	
$\text{\textbackslash bbAccum}$	$\mathbf{III}$	Accumulator system
$\text{\textbackslash inLoop}$	Loop	Closes the loop around a system
$\text{\textbackslash idSys}$	IdSys	The identity system
$\text{\textbackslash bbSp}$	$\mathcal{D}$	Set of black boxes $\mathcal{D}(\mathcal{X}; \mathcal{Y})$ are all the black boxes from $\mathcal{X}$ to $\mathcal{Y}$ . $\text{\textbackslash bbSp}(\text{\textbackslash setX}; \text{\textbackslash setY})$ are all the black boxes from $\text{\textbackslash setX}$ to $\text{\textbackslash setY}$ .
$\text{\textbackslash bbFM}$	$\mathcal{D}_{\text{fm}}$	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.
		$\mathcal{D}^*(\mathcal{A})$ is a subset of $\mathcal{D}(\mathcal{A}; \mathcal{A})$
		$\mathcal{D}^*(\mathcal{A})$ is a subset of $\mathcal{D}(\mathcal{A}; \mathcal{A})$
		$\mathcal{D}^*(\mathcal{A})$ is a subset of $\mathcal{D}(\mathcal{A}; \mathcal{A})$
<code>\bbSpCore</code>	$\mathcal{D}^\circ$	Systems up to representation
<hr/>		
common/blackboxes/abbreviations		
<code>\bbDinv</code>	$\mathcal{D}^{-1}$	
<code>\bbDri</code>	$\mathcal{D}^R$	
<code>\bbDli</code>	$\mathcal{D}^L$	
<code>\bbE</code>	$\mathcal{E}$	
<code>\bbF</code>	$\mathcal{F}$	
<code>\bbG</code>	$\mathcal{G}$	
<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>
<hr/>		
common/blackboxes/deprecated		
<code>\bbOp</code>	$\oplus$	Composition operation
<code>\inSeries</code>	Series	Series of two systems
<hr/>		
common/boot		
<i>Bootstrapping symbols</i>		
<hr/>		
common/boot/obs cmd		
<i>Observations and commands</i>		
<code>\world</code>	$\mathcal{W}$	The "world", an element of $\mathcal{D}(\mathcal{Y}; \mathcal{U})$ .
<code>\obs</code>	$\mathcal{Y}$	Observations vector.
<code>\obse</code>	$\mathcal{Y}$	Observations element.
<code>\cmd</code>	$\mathcal{U}$	Commands vector.
<code>\cmde</code>	$\mathcal{U}$	Commands element.
<code>\nobs</code>	$n_{\mathcal{Y}}$	Number of sensels
<code>\ncmd</code>	$n_{\mathcal{U}}$	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 $\mathcal{U} = \overline{\mathcal{U}}^{n_{\mathcal{U}}}$ .
<code>\obsSph</code>	$\overline{\mathcal{Y}}$	Domain of a single sensel $\mathcal{Y} = \overline{\mathcal{Y}}^{n_{\mathcal{Y}}}$ .
<code>\obsSphd</code>	$d^{\overline{\mathcal{Y}}}$	Metric on $d^{\overline{\mathcal{Y}}}$
<code>\obsSpd</code>	$d^{\mathcal{Y}}$	Metric on $d^{\mathcal{Y}}$
<hr/>		
common/boot/spatialsensors		
<i>Spatial sensors</i>		
<code>\obssp</code>	$\mathcal{S}$	Observation physical space.
<code>\obsps</code>	$\mathcal{S}$	Observation physical space.
<code>\genimages</code>	Images	Images on physical space $\mathcal{S}$ .
<code>\imps</code>	Images( $\mathcal{S}$ )	Images on physical space $\mathcal{S}$ .
<hr/>		
common/boot/servo		
<i>Servoing</i>		
<code>\obsg</code>	$\check{\mathcal{Y}}$	Goal observations.
<code>\obsge</code>	$\check{\mathcal{Y}}$	Goal observations (element).
<code>\obsgl</code>	$\check{\mathcal{Z}}$	Goal observations (element).

<code>\obsgle</code>	$\tilde{z}$	Goal observations (element).
<code>common/boot/abbreviations</code>	<i>Abbreviations</i>	
<code>\bbSpYU</code>	$\mathcal{D}(\mathcal{Y}; \mathcal{U})$	<b>to write</b>
<code>\bbSpUY</code>	$\mathcal{D}(\mathcal{U}; \mathcal{Y})$	<b>to write</b>
<code>\bbSpInvY</code>	$\mathcal{D}^*(\mathcal{Y})$	Representation nuisances on commands
<code>\bbSpInvU</code>	$\mathcal{D}^*(\mathcal{U})$	Representation nuisances on observations
<code>\bbSpInvYU</code>	$\mathcal{D}^*(\mathcal{Y}; \mathcal{U})$	Representation nuisances
<code>\bbSpInvUY</code>	$\mathcal{D}^*(\mathcal{U}; \mathcal{Y})$	
<code>\bbSpCoreYU</code>	$\mathcal{D}^\circ(\mathcal{Y}; \mathcal{U})$	Systems up to representation
<code>common/vehicles</code>	<i>The Vehicles universe</i>	
<code>\veEnvironments</code>	Environments	All Vehicles environments
<code>\veSensors</code>	Sensors	all Vehicles sensors
<code>\veDynamics</code>	Dynamics	all Vehicles dynamics
<code>\veVehicles</code>	Vehicles	all Vehicles dynamics
<code>\veSce</code>	S	
<code>\veVeh</code>	V	
<code>\veMov</code>	M	
<code>\veAdd</code>	A	
<code>\veJoi</code>	J	
<code>\vePar</code>	P	Parallel composition of sensors
<code>\veNcmd</code>	U	
<code>\veNobs</code>	Y	
<code>common/expressions</code>	<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>\ad hoc</code>	<i>ad hoc</i>	
<code>\apriori</code>	<i>a priori</i>	
<code>common/goodformulas</code>	<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
<code>common/yesorno</code>	<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 smallmatrix)
<code>common/incomplete</code>	<i>Incomplete symbols</i>	
<code>\AC{...}</code>		Marker for sections to write
<code>\ac{...}</code>		
<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>\xxx</code>	<i>???</i>	
<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>	<i>???</i>	incomplete
<code>\bn</code>		bad notation, this should change later
<code>\checkbadformat</code>		incomplete
<code>\prooftowritesomeday</code>		
<code>\myrule{...,...}</code>		
<code>\unitInterval</code>	$[0, 1]$	
<code>common/geometry</code>	<i>Differential geometry</i>	
<code>\diff</code>	Diff	Diffeomorphism Diff( $\mathcal{M}$ ) are the diffeomorphisms from $\mathcal{M}$ to its $\$ \backslash \text{diff}(\backslash \text{aset}\{M\}) \$$ are the diffeomorphisms from $\$ \backslash \text{aset}\{M\} \$$ to itself.
<code>\diffPos</code>	Diff <sub>+</sub>	Orientation-preserving diffeomorphism.
<code>\homeoPos</code>	Homeo <sub>+</sub>	Orientation-preserving homeomorphisms (of the
<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 Isom( $\mathcal{M}$ ) are all the isometries of $\mathcal{M}$ . $\$ \backslash \text{isometries}(\backslash \text{aset}\{M\}) \$$ are all the isometries of $\$ \backslash \text{aset}\{M\} \$$ .
<code>\diffFix{...}</code>		Diffeomorphisms that fix a point
<code>\conformalFuncs</code>	Conformal	Conformal transformations
<code>common/geometry/manifolds</code>	<i>Manifolds</i>	
<code>\Sone</code>	$\mathbb{S}^1$	Unit circle.
<code>\Stwo</code>	$\mathbb{S}^2$	Unit sphere.
<code>\stwo</code>	$\mathbb{S}^2$	Unit sphere
<code>\hypsp</code>	$\mathbb{H}$	
<code>\hypspn</code>	$\mathbb{H}^n$	
<code>common/groups</code>	<i>Group theory</i>	
<code>\gIdentity</code>	$e$	Identity of a group
<code>\tgroup</code>	group	Group set with operations group( $G, \cdot$ ) means $G$ is a group under $\cdot$ . $\$ \backslash \text{tgroup}(\backslash \text{agroup}\{G\}, \backslash \text{cdot}) \$$ means $\$ \backslash \text{agroup}\{G\} \$$ is group under $\$ \backslash \text{cdot} \$$ .

<code>\haar</code>	haar	Haar measure
		The Haar measure on $\mathcal{X}$ is $\text{haar}^{\mathcal{X}}$ .
		The Haar measure on $\mathcal{A}(\mathcal{X})$ is $\{\text{haar}\}(\mathcal{X})$ .
<code>common/groups/famous</code>	<i>Famous groups</i>	
<code>\idGroup</code>	Id	The trivial group with identity only.
<code>\permutations</code>	Perm	Set of permutation
<code>\stab{...}</code>		Stabilizer of a set
<code>\functionsym{...}</code>		Symmetries of a function
<code>\allsubgroups</code>	AllSubgroups	
<code>\comgroup{...}</code>		Commutator sub group
<code>\groupJoin</code>	$\vee$	Group join
<code>\groupconj{...}</code>		Conjugation
<code>\groupquotient</code>	$/$	Group quotient
<code>\groupsemidir</code>	$\rtimes$	Semidirect product.
<code>\groupisom</code>	$\cong$	Isomorphism
<code>\issubgroup</code>	$\leq$	Subgroup relation.
<code>\normalsub</code>	$\triangleleft$	Normal subgroup relation
<code>\actionsymbol</code>	$\cdot$	Group action.
<code>\companionFuncs{...}</code>		Companions functions
<code>\transversalFuncs{...}</code>		Transversal functions
<code>common/groups/matrix</code>	<i>Matrix groups</i>	
<code>\orthogroup</code>	O	Orthogonal group.
<code>\trangroup</code>	T	Translation group
<code>\segroup</code>	SE	Special Euclidean group.
<code>\Egroup</code>	E	Euclidean group.
<code>\SLgroup</code>	SL	Special linear group
<code>\Diaggroup</code>	D	Diagonal matrices with non-zero elements.
<code>\PMgroup</code>	$D_{\pm}$	Diagonal matrices with $\pm 1$ on the diagonal.
<code>\Scalegroup</code>	Sc	Multiples of the identity
<code>\sogroup</code>	SO	Special orthogonal group.
<code>\sonnegroup</code>	$SO^{-}$	
<code>\affgroup</code>	Aff	Affine group
<code>\affgrouppos</code>	$\text{Aff}_{+}$	Affine group
<code>\GL</code>	GL	General linear group
<code>\GLpos</code>	$\text{GL}_{+}$	
<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>common/groups/simple</code>	<i>Very simple groups</i>	
<code>\mgroup</code>	$(\mathbb{R}_{>0}, \times)$	Multiplication group
<code>\mposgroup</code>	$(\mathbb{R}_{>0}^{+}, \times)$	Positive multiplication group
<code>\mpmgroup</code>	$(\pm 1, \times)$	+1/-1 multiplication group
<code>\addgroup</code>	$(\mathbb{R}, +)$	Addition group
<code>common/groups/simple/abbreviations</code>	<i>Abbreviations</i>	

<code>\addgroupn</code>	$(\mathbb{R}^n, +)$	Addition group on $\mathbb{R}^n$
<code>\affone</code>	$\text{Aff}(\mathbb{R})$	Affine group 1D
<code>\affonepos</code>	$\text{Aff}_+(\mathbb{R})$	Affine group 1D
<code>\affn</code>	$\text{Aff}(\mathbb{R}^n)$	Affine group in $n$ dimensions.
<code>\affnpos</code>	$\text{Aff}_+(\mathbb{R}^n)$	Affine transformations preserving orientations.
<hr/>		
<code>common/probability</code>	<i>Probability</i>	
<code>\uniformdist</code>	Uniform	Uniform distribution
<code>\measuresupport</code>	Support	Support of a probability measure
<code>\processes</code>	StocProcesses	Set of stochastic processes
<code>\conditional</code>	Conditional	Conditional distribution
		Conditional( $\mathcal{B}; \mathcal{A}$ ) is the set of conditional distributions
		$\$\text{\conditional(\setB;\setA)}\$$ 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>	ProbMeasures	Set of probability measures on a set.
		Try $\mu^x \in \text{ProbMeasures}(\mathcal{X})$
		Try $\$\mu\{\aset{X}\} \in \text{measures}(\aset{X})\$$
<code>\dirac</code>	$\delta$	
<hr/>		
<code>common/robotics</code>	<i>Robotics</i>	
<code>\obsip</code>	$m$	Inner product bilinear form.
<code>\obsosp</code>	$\mathcal{O}$	Observation output space.
<code>\dummySensel</code>	$s$	
<code>\pose</code>	$\mathbf{q}$	Robot pose $\mathbf{q} = (\mathbf{t}, \mathbf{R}) \in \mathcal{Q} \subset \text{SE}(3)$ .
<code>\posesp</code>	$\mathcal{Q}$	Pose space, subgroup of $\text{SE}(3)$ .
<code>\confspace</code>	$\mathcal{Q}$	Robot configuration space
<code>\pos</code>	$\mathbf{t}$	Position in the world frame.
<code>\rotm</code>	$\mathbf{R}$	Rotation matrix representing orientation in the world frame.
<code>\lvel</code>	$\mathbf{v}$	Linear velocity
<code>\levele</code>	$v$	Linear velocity (element)
<code>\avel</code>	$\boldsymbol{\omega}$	Angular velocity (as vector)
<code>\avels</code>	$\omega$	Angular velocity in 2D (scalar)
<code>\avelse</code>	$\hat{\boldsymbol{\omega}}$	Angular velocity (as skew-symmetric matrix)
<code>\njoins</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.



<i>common/robotics/old</i>	<i>Deprecated</i>	
<code>\wshape</code>	$s$	
<code>\wpose</code>	$p$	
<code>\worldsp</code>	Maps	
<code>\wshapesp</code>	Shapes	
<i>common/robotics/maps</i>	<i>New stuff</i>	
<code>\mshape</code>	$s$	Map shape.
<code>\mpose</code>	$p$	Map pose.
<code>\mshapesp</code>	Shapes	Shape space.
<code>\mapsp</code>	Maps	Maps set $\text{Maps} = \text{Shapes} \times \text{SE}(3)$ .
<i>common/statistics</i>	<i>Misc statistics</i>	
<code>\stddev</code>	<code>std</code>	Standard deviation
<code>\var</code>	<code>var</code>	Variance
<code>\ex</code>	$\mathbb{E}$	Expected value
<code>\corr</code>	<code>corr</code>	
<code>\cov</code>	<code>cov</code>	covariance
<code>\spearcorr</code>	<code>spear</code>	Spearman correlation between two variables
<code>\mutualinf</code>	$\mathcal{I}$	Mutual information
<code>\entr</code>	$\mathcal{H}$	Entropy
<code>\varinf</code>	$\mathcal{V}$	Variation of information
<code>\varinfn</code>	$\mathcal{V}_1$	Normalized variation of information
<code>\pushedforward{...}</code>		Pushed forward notation
<code>\distributedAs</code>	$\sim$	Distributed as
<i>common/statistics/sorting</i>	<i>Sorting vectors</i>	
<code>\order</code>	<code>order</code>	Order (or rank) of the elements of a vector.
<code>\sorted</code>	<code>sorted</code>	Sorted version of a vector
<code>\differ</code>	<code>differ</code>	
<code>\sortedSeq</code>	<code>sortedSeq</code>	
<code>\weaksortedSeq</code>	<code>weaksortedSeq</code>	
<i>common/systems</i>	<i>Dynamical systems</i>	
<code>\CTI</code>	CTI	Continuous-time time-invariant systems.
<code>\DTI</code>	DTI	Discrete-time time-invariant systems.
<code>\DDTI</code>	DDTI	Deterministic discrete-time time-invariant systems.
<code>\DCTI</code>	CDTI	Deterministic continuous-time time-invariant systems.
<code>\DFSTI</code>	DFSTI	Discrete-time finite-state-space time-invariant systems.
<code>\CFSTI</code>	CFSTI	Continuous-time finite-state-space time-invariant systems.
<code>\DFSTIGO</code>	DFSTIGO	Discrete-time finite-state-space time-invariant systems with output.
<code>\CLTI</code>	CLTI	Continuous-time linear time-invariant systems.
<code>\CLTIG</code>	CLTIG	Continuous-time linear time-invariant systems with output.
<code>\DLTI</code>	DLTI	Discrete-time linear time-invariant systems.
<code>\DSMPLTI</code>	DSMPLTI	Discrete-time stable minimum-phase linear time-invariant systems.
<code>\DLTIG</code>	DLTIG	Discrete-time linear time-invariant systems with output and input delay.
<code>\laptrans</code>	$\mathcal{L}$	Laplace transform
<code>\impulseresp</code>	ImpulseResp	Impulse response of a system
<code>\transferfunc</code>	TF	Transfer function
<i>typography</i>	<i>Basic typography</i>	

<code>\myacronym{...}</code>	All acronyms; good for text as well as math mode
typography/tensors	<i>Tensors and tensor elements</i>
<code>\T{...}</code>	Tensor
<code>\Tel{...}</code>	Tensor element
<code>\Te{...}</code>	
typography/matrices	<i>Matrices and matrix elements</i>
<code>\M{...}</code>	A matrix
<code>\Mel{...}</code>	The elements of a matrix
typography/sets	<i>Sets</i>
<code>\aset{...}</code>	A set
<code>\agroup{...}</code>	Fonts for a set which is a group.
	A set $\mathcal{X}$ , a group $X$ , $G$ , ...
	A set $\mathcal{X}$ , a group $X$ , $G$ , ...
	<code>\dots</code>
<code>\aseq{...}</code>	Formatting for sequences
<code>\aseqe{...}</code>	Formatting for one element in a sequence
<code>\dummyIndices</code>	
typography/misc	<i>Everything else</i>
<code>\aword{...}</code>	How words should look like in formulas.
	Consider the operator <code>scale</code> , ...
	Consider the operator <code>\aword{scale}</code> , <code>\dots</code>
<code>\vmath{...}</code>	How words should appear in math mode.