

bootstrapping

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

articles

articles/bds	<i>BDS report</i>	
\BDSnk	BDS($n; k$)	
\bgBDSfamily	BDS	Family of BDS sensors
\bds	BDS	Bilinear dynamics system
\BDS	BDS	
\omsum{...}		omitted sum
\TT	T	Learned tensor
\TTe	T	?
\TU	U	Learned tensor
\TUE	U	Learned tensor
\TM	M	Bilinear tensor in BDS dynamics
\TMe	M	Bilinear tensor in BDS dynamics
\TN	N	Bilinear tensor in BDS dynamics
\TNe	N	Bilinear tensor in BDS dynamics
\Tcov	P	Covariance of \mathbf{y} .
\Tcove	P	Covariance of \mathbf{y} .
\Tucov	Q	Covariance of \mathbf{y} .
\Tucove	Q	Covariance of \mathbf{y} .
\discInt	T	Discretization interval
\nearavg	$\bar{\mu}$	Average nearness

articles/bgds	<i>BGDS report</i>	
\bgds	BGDS	Bilinear gradient dynamics system
\BGDS	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
		$W \in \mathcal{D}(\mathcal{T}, \mathcal{U}, \mathcal{Y})$
		$\$ \backslash \text{bgWorld} \ \backslash \text{in} \ \backslash \text{bgRSSp}(\backslash \text{bgTime}, \ \backslash \text{bgCmdSp}, \ \backslash \text{bgObsSp})$
<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_{BDS}	The BDS agent
<code>\bgBGDSagent</code>	A_{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>\bgCmdConstraints</code>	$\Omega_{\mathbf{u}}$	
<code>\bgPopK</code>	ψ	
articles/bgds/old	<i>BGDS report</i>	
<code>\state</code>	\mathbf{x}	Generic underlying state.
<code>\detecte</code>	d	Detector
<code>\submean{\dots}</code>		Quantity with mean normalized.
<code>\dist</code>	σ	Distance to obstacle
<code>\distrn</code>	σ^*	Distance to obstacle, mean normalized.
<code>\rfln</code>	β	Nonlinear function in range-finder tensors.
<code>\near</code>	μ	Nearness
<code>\lum</code>	y	Luminance
<code>\lumn</code>	y^*	Luminance, mean normalized
<code>\sptran</code>	ℓ	Sensor pose (translation)
<code>\sprot</code>	ℓ_{θ}	Sensor pose (rotation)
<code>\slvel</code>	\mathbf{v}^s	Sensor linear velocity (when off axis)
<code>\savel</code>	ω^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>	$\text{BGDS}(\mathcal{S}; k)$	
<code>\focal</code>	F	Pinhole camera focal length.
<code>\traindist</code>	p_{T}	Training distribution.

<code>\trainsym</code>	$\text{Sym}(p_{\mathbf{T}})$	Symmetry group of $p_{\mathbf{T}}$.
articles/bgds/logical	<i>Gradient dynamics</i>	
<code>\obsfsp</code>	\mathcal{Z}	Observation logical space
<code>\obsf</code>	\mathbf{z}	Observations in logical space
<code>\obsle</code>	z	Observation logical space element
<code>\xtos</code>	φ	Mapping between \mathcal{S} and \mathcal{Z} .
<code>\jac</code>	\mathbf{J}	Jacobian of φ
<code>\jace</code>	\mathbf{J}	An element of the Jacobian of φ .
<code>\mz</code>	μ	Metric on the tangent space of $z(x)$.
<code>\mmu</code>	M	Metric for the commands u .
articles/bgds/logical/grads	<i>Gradient dynamics</i>	
<code>\Tzgd</code>	\mathbf{L}	\mathbf{z} gradient dynamics
<code>\Tzgde</code>	\mathbf{L}	\mathbf{z} gradient dynamics (element)
<code>\Tzgl</code>	\mathbf{M}	\mathbf{z} gradient learned tensor
<code>\Tzgle</code>	\mathbf{M}	\mathbf{z} gradient learned tensor (element)
<code>\Tzgcov</code>	\mathbf{S}	\mathbf{z} gradient covariance
<code>\Tzgcove</code>	\mathbf{S}	\mathbf{z} gradient covariance (element)
<code>\Tzad</code>	\mathbf{E}	Affine part of dynamics.
<code>\Tzade</code>	\mathbf{E}	Affine part of dynamics (element)
<code>\Tzal</code>	\mathbf{F}	Learned affine part of dynamics.
<code>\Tzale</code>	\mathbf{F}	Learned affine part of dynamics (element)
articles/bgds/tensors	<i>BGDS report</i>	
<code>\Tygd</code>	\mathbf{G}	\mathbf{y} gradient dynamics
<code>\Tygde</code>	\mathbf{G}	\mathbf{y} gradient dynamics (element)
<code>\Tygl</code>	\mathbf{H}	\mathbf{y} gradient learned tensor
<code>\Tygle</code>	\mathbf{H}	\mathbf{y} gradient learned tensor (element)
<code>\Tygcov</code>	\mathbf{R}	\mathbf{y} gradient covariance
<code>\Tygcove</code>	\mathbf{R}	\mathbf{y} gradient covariance (element)
<code>\Tyad</code>	\mathbf{B}	Affine part of dynamics.
<code>\Tyade</code>	\mathbf{B}	Affine part of dynamics (element)
<code>\Tyal</code>	\mathbf{C}	Learned affine part of dynamics.
<code>\Tyale</code>	\mathbf{C}	Learned affine part of dynamics (element)
articles/bgds/models/deprecated	<i>Definition of random models</i>	
<code>\bgTime</code>	\mathbb{T}	Time axis
<code>\bgRS</code>	\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>	$\mathbf{a}^{\mathbb{T}}$	History of input signal
<code>\bgRSoutput</code>	\mathbf{b}	
<code>\bgRSoutputH</code>	$\mathbf{b}^{\mathbb{T}}$	History of output signal
<code>\bgRSoutputSp</code>	\mathcal{B}	
<code>\bgRSinputTr</code>	\mathbf{g}	
<code>\bgRSinputTrSp</code>	$\mathcal{G}^{\mathcal{A}}$	
<code>\bgRSoutputTr</code>	\mathbf{h}	
<code>\bgRSoutputTrSp</code>	$\mathcal{G}^{\mathcal{B}}$	
<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_{pr}	Procrustes score
<code>\isoError</code>	e_{iso}	
<code>\symError</code>	e_{sym}	
<code>\relError</code>	e_r	
<code>\scaledRelError</code>	e_{sr}	
<code>\angcorr</code>	ρ_{θ}	
<code>\spearperf</code>	ρ_{sp}	Spearman performance measure
<code>\spearperfn</code>	ρ_{sp}^*	Normalized Spearman performance measure
<code>\dirset</code>	\mathcal{S}	Set of directions
<code>\dirmat</code>	\mathbf{S}	Directions stacked in a matrix
<code>\matX</code>	\mathbf{X}	
<code>\matI</code>	\mathbf{I}	
<code>\arot</code>	\mathbf{X}	
<code>\cosmat</code>	\mathbf{C}	
<code>\cosmatij</code>	C_{ij}	
<code>\distmat</code>	\mathbf{D}	
<code>\distmatij</code>	D_{ij}	
<code>\simmat</code>	\mathbf{Y}	Similarity matrix
<code>\simmatij</code>	Y_{ij}	
<code>\simmatii</code>	Y_{ii}	
<code>\simmatkl</code>	Y_{kl}	
<code>\algorparam</code>	γ	
<code>\shannon</code>	H	
<code>\fov</code>	FOV	field of view
<code>\SKalgo</code>	SK	Shepard-Kruscall algorithm
<code>\SBSEw</code>	$SKv + w$	An extension to the SK algorithm
<code>\SBSE</code>	SKv	An extension to the SK algorithm (without warp)
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articles/dds	<i>DDS report</i>	
<code>\ddsres</code>	ρ	Resolution of the sensor in a DDS.
<code>\ddsarea</code>	$ \mathcal{S} $	Area of the manifold \mathcal{S} .
<code>\ddsbound</code>	d_{max}	Bound on the maximum diffeomorphism in a DDS.
<code>\DDS</code>	DDS	
<code>\dds</code>	DDS	
<code>\ddsl</code>	DDSL	

<code>\DDSsu</code>	$\text{DDS}(\mathcal{S}; \mathcal{U})$	
<code>\DDSLsvu</code>	$\text{DDSL}(\mathcal{S}, \mathcal{V}; \mathcal{U})$	
<code>\bgDDSfamily</code>	DDS	
<code>\bgDDSLfamily</code>	DDSL	
<code>\diffeoURL</code>	???	Model
<code>\cmdAlphabet</code>	\mathcal{U}	
<code>\ncmdwords</code>	$ \mathcal{U} $	Number of commands words.
<code>\obsspD</code>	$d^{\mathcal{S}}$	Metric on \mathcal{S} .
<code>\diffId</code>	$\text{Id}_{\mathcal{S}}$	Identity diffeomorphisms.
<code>\diffU</code>	Γ	Uncertainty of estimated diffeomorphism.
<code>\diffDist</code>	d^{Diff}	Distance between two diffeomorphism.
<code>\cmdDist</code>	\mathcal{D}_{cmd}	Distance between two commands.
<code>\cmdADist</code>	\mathcal{A}_{cmd}	Anti-distance between two commands.
<code>\images</code>	$\mathbb{F}(\mathcal{S})$	
<code>\ddsfov</code>	\mathcal{V}	Field of view for DDS
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<code>articles/estgroups</code>	<i>Estimation with symmetries</i>	
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<code>articles/estgroups/state</code>	<i>State</i>	
<code>\esSt</code>	\mathbf{x}	State
<code>\esStDim</code>	n	Dimension of state space
<code>\esStSp</code>	\mathcal{X}	State space
<code>\esStDist</code>	$\mu_{\mathbf{x}}^{\mathcal{X}}$	Prior for state
<hr/>		
<code>articles/estgroups/observations</code>	<i>Observations</i>	
<code>\esObs</code>	\mathbf{y}	Observations
<code>\esObsDim</code>	m	Observations dimensions
<code>\esObsSp</code>	\mathcal{Y}	Observations space
<code>\esObsMap</code>	h	Observation map
	<div>$\mathbf{y} = n\mathbf{h}(\mathbf{x})$$\text{\\$}\backslash\text{esObs} = \backslash\text{esNuis } \backslash\text{esObsMap}(\backslash\text{esSt})\text{\\$}$</div>	
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<code>articles/estgroups/nuisances</code>	<i>Nuisances</i>	
<code>\esNuis</code>	\mathbf{n}	Nuisance
<code>\esNuisSp</code>	\mathcal{N}	Nuisance group
<code>\esNuisDist</code>	$\mu_{\mathbf{n}}^{\mathcal{N}}$	Nuisance distribution
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<code>articles/estgroups/estimators</code>	<i>Estimators, risks and performances</i>	
<code>\esEst</code>	m	Estimator
<code>\esEstSp</code>	\mathcal{M}	Estimator set
<code>\esEstSpOpt</code>	\mathcal{M}^{\star}	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
<hr/>		
<code>articles/estgroups/symmetries</code>	<i>Symmetries in the problem</i>	
<code>\esStAb</code>	α	Abstract state
<code>\esStAbSp</code>	\mathcal{A}	Abstract space
<code>\esRep</code>	φ	Representation

		$\varphi : \mathcal{X} \mapsto \mathcal{A}.$ $\$ \backslash \text{esRep} : \backslash \text{esSt} \backslash \text{mapsto} \backslash \text{esStAb} \$.$
<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/groupspectral</code>		<i>Group spectral properties</i>
<code>\gsHom</code>	HomMaps	Induced homomorphisms.
<code>\gsImage</code>	Image	
<code>\gsEqs</code>	EqSet	Fixed points of a function.
<code>\gsGA</code>	GrAct	If the function is the action of a group.
<code>\gsGAsym</code>	\parallel	Used to specify that a function can be expressed
<code>\gsSym</code>	Sym	Set of symmetries
<code>\gsStrongCan</code>	SCan	Strong canonization operator
<code>\gsWeakCan</code>	WCan	Weak canonization operator
<code>\gsEquiCan</code>	BCan	Bold canonization operator
<code>\gsEndoCan</code>	MCan	Mild canonization operator
<code>\gsUnCan</code>	UCan	Unstructured canonization operator
<code>\gsNuis</code>	Sample	
<code>\regular</code>	regular	
<code>\unstr</code>	\sim	Unstructured symbol.
<code>\jokFunc</code>	\star	Joker function
<code>\zerFunc</code>	0	Zero function
<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>	$\xrightarrow{\star}$	Nuisance introduced
<code>\gsdUnstructured</code>	$\xrightarrow{\sim}$	Unstructured result
<code>articles/invariances</code>		<i>Invariances</i>
<code>\rndual{...}</code>		Dual of a representation nuisance
<code>articles/soattotheory</code>		<i>Symbols used by Soatto</i>
<code>\scene</code>	ξ	scene
<code>\representation</code>	$\hat{\xi}$	representation
<code>\minrep</code>	$\hat{\xi}^{\vee}$	minimal representation
<code>\feature</code>	ϕ	feature
<code>\maxinv</code>	ϕ^{\wedge}	maximal invariant feature
<code>\suffstat</code>	ϕ^{\vee}	maximal invariant feature
<code>\image</code>	\mathcal{I}	image
<code>\addnoise</code>	n	additive noise
<code>\imageform</code>	h	image formation function
<code>\groupnuis</code>	g	nuisance which have the structure of a group
<code>\othernuis</code>	ν	other non-invertible nuisance
<code>\lightfield</code>	\mathcal{L}	all possible images generated by a scene
<code>\complex</code>	H	Complexity measure

<code>\actinfo</code>	\mathcal{H}	Actionable information
<code>\covdet</code>	ψ	Covariant detector
<code>articles/thesis</code>	<i>Special symbols for thesis</i>	
<code>\labelrefinement</code>	<code>ref</code>	Indicates a refinement
<code>\pchomeoR</code>	<code>PieceHomeo(\mathbb{R})</code>	
<code>\dianode{...}</code>		used in <code>properties1.dot</code>
<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>	<code>(nosummary)</code>	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>\genericsimilarity</code>	R	A generic similarity measure.
<code>\obsecdf</code>	c	CDF of one sensel
<code>\cmdreverse</code>	ρ	The map from a command to its reverse.
<code>\cmdopt</code>	\mathbf{u}^*	The optimal command
<code>\cmdnop</code>	\mathbf{u}^{nop}	Command corresponding to “resting”.
<code>\rew</code>	R	Reward function
<code>\placeneig</code>	<code>Neighbors</code>	
<code>\genericrel</code>	\sim	Generic relation
<code>\notgenericrel</code>	$\not\sim$	
<code>articles/thesis/longexample</code>	<i>Long example</i>	
<code>\CalibA</code>	<code>CalibA</code>	
<code>\CalibB</code>	<code>CalibB</code>	
<code>\Smoothkernel</code>	k	
<code>\Smooth</code>	Smooth_k	
<code>\BGDSAg</code>	<code>BGDSagent</code>	
<code>\BGDSAgS</code>	<code>BGDSagentS</code>	
<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	
<code>common</code>	<i>Common symbols to all papers</i>	
<code>common/abbreviations</code>	<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

common/abbreviations/invariances/abbreviations

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

common/acronyms *Acronyms*

common/algebra *Algebra*

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

common/basic *Basic stuff*

<code>\setfun</code>	\Rightarrow	Symbol for set functions (one-to-many)
<code>\algfield</code>	field	Field. field($\mathcal{X}, +, \times$) is an algebraic field. \$ <code>\algfield(\aset{X}, +, \times)</code> is an algebraic fi
<code>\wellorder</code>	wellorder	A well ordered set. wellorder(\mathcal{X}, \leq) is a well-ordered set. \$ <code>\wellorder(\aset{X}, \leq)</code> is a well-ordered set
<code>\orderedfield</code>	orderedfield	A well ordered field. orderedfield($\mathcal{X}, +, \times, \leq$) is a well-ordered field. \$ <code>\orderedfield(\aset{X}, +, \times, \leq)</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

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

<code>\bbSp</code>	\mathcal{D}	Set of black boxes
$\mathcal{D}(\mathcal{X}; \mathcal{Y})$ are all the black boxes from \mathcal{X} to \mathcal{Y} . $\mathcal{D}(\mathcal{X}; \mathcal{Y})$ are all the black boxes from \mathcal{X} to \mathcal{Y} . $\mathcal{D}(\mathcal{X}; \mathcal{Y})$ are all the black boxes from \mathcal{X} to \mathcal{Y} .		
<code>\bbFM</code>	\mathcal{D}_{fm}	Systems with finite memory
<code>\bbSpInv</code>	\mathcal{D}^*	Set of invertible systems
<code>\bbFMinv</code>	$\mathcal{D}_{\text{fm}}^*$	Systems with finite memory and invertible
<code>\bbSpIns</code>	$\mathcal{D}_{\text{inst}}$	Set of instantaneous systems
<code>\bbSpDet</code>	\mathcal{D}_{det}	Deterministic systems
<code>\bbSpInvIns</code>	$\mathcal{D}_{\text{inst}}^*$	Set of invertible and instantaneous systems.
$\mathcal{D}^*(\mathcal{A})$ is a subset of $\mathcal{D}(\mathcal{A}; \mathcal{A})$ $\mathcal{D}^*(\mathcal{A})$ is a subset of $\mathcal{D}(\mathcal{A}; \mathcal{A})$ $\mathcal{D}^*(\mathcal{A})$ is a subset of $\mathcal{D}(\mathcal{A}; \mathcal{A})$		
<code>\bbSpCore</code>	\mathcal{D}°	Systems up to representation
<i>common/blackboxes/abbreviations</i>		
<code>\bbDinv</code>	\mathcal{D}^{-1}	
<code>\bbDri</code>	\mathcal{D}^R	
<code>\bbDli</code>	\mathcal{D}^L	
<code>\bbE</code>	\mathbf{E}	
<code>\bbF</code>	\mathbf{F}	
<code>\bbG</code>	\mathbf{G}	
<code>\bbSpBA</code>	$\mathcal{D}(\mathcal{B}; \mathcal{A})$	to write
<code>\bbSpAB</code>	$\mathcal{D}(\mathcal{A}; \mathcal{B})$	to write
<i>common/blackboxes/deprecated</i>		
<code>\bbOp</code>	\oplus	Composition operation
<code>\inSeries</code>	Series	Series of two systems
<i>common/boot</i>		
<i>Observations and commands</i>		
<code>\world</code>	\mathbf{w}	The "world", an element of $\mathcal{D}(\mathcal{Y}; \mathcal{U})$.
<code>\obs</code>	\mathbf{y}	Observations.
<code>\obse</code>	y	Observations (element) – also called "sensel"
<code>\cmd</code>	\mathbf{u}	Commands, in general.
<code>\cmde</code>	u	Commands (element) – also called "?".
<code>\nobs</code>	$n_{\mathbf{y}}$	Number of sensels
<code>\ncmd</code>	$n_{\mathbf{u}}$	Number of actuators
<code>\obsSp</code>	\mathcal{Y}	Observation space
<code>\cmdSp</code>	\mathcal{U}	Commands space
<code>\cmdSph</code>	$\bar{\mathcal{U}}$	Domain of a single actuator $\mathcal{U} = \bar{\mathcal{U}}^{n_{\mathbf{u}}}$.
<code>\obsSph</code>	$\bar{\mathcal{Y}}$	Domain of a single sensel $\mathcal{Y} = \bar{\mathcal{Y}}^{n_{\mathbf{y}}}$.
<code>\obsSphd</code>	$d^{\bar{\mathcal{Y}}}$	Metric on $d^{\bar{\mathcal{Y}}}$
<code>\obsSpd</code>	$d^{\mathcal{Y}}$	Metric on $d^{\mathcal{Y}}$
<i>common/boot/spatialsensors</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>	$\text{Images}(\mathcal{S})$	Images on physical space \mathcal{S} .
<code>common/boot/servo</code>	<i>Servoing</i>	
<code>\obs_g</code>	$\tilde{\mathbf{y}}$	Goal observations.
<code>\obs_{ge}</code>	\tilde{y}	Goal observations (element).
<code>\obs_{gl}</code>	$\tilde{\mathbf{z}}$	Goal observations (element).
<code>\obs_{gle}</code>	\tilde{z}	Goal observations (element).
<code>common/boot/abbreviations</code>	<i>Abbreviations</i>	
<code>\bbSpYU</code>	$\mathcal{D}(\mathcal{Y}; \mathcal{U})$	to write
<code>\bbSpUY</code>	$\mathcal{D}(\mathcal{U}; \mathcal{Y})$	to write
<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/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>\ala</code>	<i>à la</i>	
<code>\viceversa</code>	<i>vice versa</i>	
<code>\vs</code>	<i>vs</i>	Versus
<code>\ad hoc</code>	<i>ad hoc</i>	
<code>\a priori</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 <code>smallmatrix</code>)
<code>common/incomplete</code>	<i>Incomplete symbols</i>	
<code>\AC{...}</code>		Marker for sections to write
<code>\ac{...}</code>		
<code>\towrite</code>	to write	Marker for sections to write
<code>\placeholder{...,...}</code>		A placeholder

<code>\tocite{...}</code>		
<code>\citeboh</code>	<i>[xxx]</i>	
<code>\xxx</code>	<i>???</i>	
<code>\notsure</code>	(Not sure...)	
<code>\dontlike</code>	(Don't like this)	
<code>\notformal</code>	(not formal)	
<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 diffeomeorphisms from \mathcal{M} to its $\text{\textbackslash diff}\text{\textbackslash aset}\{M\}$ are the diffeomeorphisms from $\text{\textbackslash aset}\{M\}$ to itself.
<code>\diffPos</code>	Diff ₊	Orientation-preserving diffeomorphism.
<code>\homeoPos</code>	Homeo ₊	Orientation-preserving homeomorphisms (of the
<code>\diffBounded{...}</code>		Diffeomorphisms with bounded curvature
<code>\diffVol</code>	Diff _{vol}	
<code>\homeo</code>	Homeo	Set of all homeomorphisms
<code>\isometries</code>	Isom	Isometries group Isom(\mathcal{M}) are all the isometries of \mathcal{M} . $\text{\textbackslash isometries}\text{\textbackslash aset}\{M\}$ are all the isometries of $\text{\textbackslash aset}\{M\}$.
<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>	S^1	Unit circle.
<code>\Stwo</code>	S^2	Unit sphere.
<code>\stwo</code>	S^2	Unit sphere
<code>\hypsp</code>	\mathbb{H}	
<code>\hypspn</code>	\mathbb{H}^n	
<code>common/groups</code>	<i>Group theory</i>	
<code>\gIdentity</code>	e	Identity of a group
<code>\tgroup</code>	group	Group set with operations group(G, \cdot) means G is a group under \cdot . $\text{\textbackslash tgroup}\text{\textbackslash agroup}\{G\}, \text{\textbackslash cdot}$ means $\text{\textbackslash agroup}\{G\}$ is group under $\text{\textbackslash cdot}$.
<code>\haar</code>	haar	Haar measure The Haar measure on \mathcal{X} is $\text{haar}^{\mathcal{X}}$. The Haar measure on $\text{\textbackslash aset}\{X\}$ is $\{\text{\textbackslash haar}\}^{\widehat{X}}$.
<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

common/groups/matrix

Matrix groups

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

common/groups/simple

Very simple groups

<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

common/groups/simple/abbreviations

Abbreviations

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

common/probability	<i>Probability</i>	
\uniformdist	Uniform	Uniform distribution
\measuresupport	Support	Support of a probability measure
\processes	StocProcesses	Set of stochastic processes
\conditional	Conditional	Conditional distribution
		Conditional($\mathcal{B}; \mathcal{A}$) is the set of conditional distributions
		$\mathcal{C}(\mathcal{B}, \mathcal{A})$ is the set of conditional distributions
\finaldist	Final	Stationary distribution of a stochastic process.
\measureSp	meas	Measure space.
		meas(\mathcal{X}, Σ, μ) is a measure space.
		$\mathcal{M}(\mathcal{X}, \Sigma)$ is a measure space
\probSp	prob	Probability space.
		prob(\mathcal{X}, Σ, μ) is a probability space.
		$\mathcal{P}(\mathcal{X}, \Sigma)$ is a probability space.
\measures	ProbMeasures	Set of probability measures on a set.
		Try $\mu^x \in \text{ProbMeasures}(\mathcal{X})$
		Try $\mu \in \text{measures}(\mathcal{X})$
\dirac	δ	
common/robotics	<i>Robotics</i>	
\obsip	m	Inner product bilinear form.
\obsosp	\mathcal{O}	Observation output space.
\dummySensel	s	
\pose	\mathbf{q}	Robot pose $\mathbf{q} = (\mathbf{t}, \mathbf{R}) \in \mathcal{Q} \subset \text{SE}(3)$.
\posesp	\mathcal{Q}	Pose space, subgroup of SE(3).
\confspace	\mathcal{Q}	Robot configuration space
\pos	\mathbf{t}	Position in the world frame.
\rotm	\mathbf{R}	Rotation matrix representing orientation in the
\lvel	\mathbf{v}	Linear velocity
\levele	v	Linear velocity (element)
\avel	$\boldsymbol{\omega}$	Angular velocity (as vector)
\avels	ω	Angular velocity in 2D (scalar)
\avelse	$\hat{\omega}$	Angular velocity (as skew-symmetric matrix)
\njoints	n_j	Number of joints in a robot
\attitude	\mathbf{R}	
\position	\mathbf{t}	
common/robotics/fieldsmapler	<i>Field samplers</i>	
\field	\mathcal{F}	Field sampled by the field sensor.
\fieldpos	\mathbf{z}	Generic position in the world.
common/robotics/old	<i>Deprecated</i>	
\wshape	\mathbf{s}	
\wpose	\mathbf{p}	
\worldsp	Maps	
\wshapesp	Shapes	

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

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{A} , a group G , \mathcal{A} , \mathcal{A}	
	\dots	
<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> , \dots	
<code>\vmath{...}</code>	How words should appear in math mode.	