

## bootstrapping

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

## articles

articles/bds	<i>BDS report</i>	
<code>\BDSnk</code>	$\text{BDS}(n; k)$	
<code>\BDSSk</code>	$\text{CBDS}(\mathcal{S}; k)$	
<code>\bgBDSfamily</code>	BDS	Family of BDS sensors
<code>\bgCBDSfamily</code>	CBDS	Family of BDS sensors
<code>\bds</code>	BDS	Bilinear dynamics system
<code>\BDS</code>	BDS	
<code>\cbds</code>	CBDS	Continuous-space bilinear dynamics sys
<code>\CBDS</code>	CBDS	
<code>\omsum{\dots}</code>		omitted sum
<code>\omsumb{\dots, \dots}</code>		omitted sum (two arguments)
<code>\TT</code>	<b>T</b>	Learned tensor
<code>\TTe</code>	T	?
<code>\TP</code>	<b>P</b>	
<code>\TPe</code>	P	
<code>\TU</code>	<b>U</b>	Learned tensor
<code>\TUE</code>	U	Learned tensor
<code>\TM</code>	<b>M</b>	Bilinear tensor in BDS dynamics
<code>\TMe</code>	M	Bilinear tensor in BDS dynamics
<code>\TN</code>	<b>N</b>	Bilinear tensor in BDS dynamics
<code>\TNe</code>	N	Bilinear tensor in BDS dynamics
<code>\Tcov</code>	<b>P</b>	Covariance of $\mathbf{y}$ .
<code>\Tcove</code>	P	Covariance of $\mathbf{y}$ .
<code>\Tucov</code>	<b>Q</b>	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
		$\mathcal{W} \in \mathcal{D}(\mathbb{T}, \mathcal{U}, \mathcal{Y})$
		$\$ \backslash \text{bgWorld} \text{ in } \backslash \text{bgRSSp}(\backslash \text{bgTime}, \backslash \text{bgCmdSp}) \$$
<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>	$\mathcal{A}_{\text{BDS}}$	The BDS agent
<code>\bgBGDSagent</code>	$\mathcal{A}_{\text{BGDS}}$	The BGDS agent
<code>\bgPopCode</code>	pop	Population code
<code>\bgRankCode</code>	rankcode	Rank code
<code>\bgRangeFamily</code>	RF	Family of range-finders models
<code>\bgFields</code>	$\mathcal{C}$	
<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 tens
<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>	$\boldsymbol{\omega}^s$	Sensor angular velocity (when off axis)

<code>\TX</code>	<b>X</b>	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
<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 $p_T$ .
<hr/>		
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>	$\varphi$	Mapping between $\mathcal{S}$ and $\mathcal{Z}$ .
<code>\jac</code>	<b>J</b>	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 $u$ .
<hr/>		
articles/bgds/logical/grads	<i>Gradient dynamics</i>	
<code>\Tzgd</code>	<b>L</b>	$\mathbf{z}$ gradient dynamics
<code>\Tzgde</code>	L	$\mathbf{z}$ gradient dynamics (element)
<code>\Tzgl</code>	<b>M</b>	$\mathbf{z}$ gradient learned tensor
<code>\Tzgle</code>	M	$\mathbf{z}$ gradient learned tensor (element)
<code>\Tzgcov</code>	<b>S</b>	$\mathbf{z}$ gradient covariance
<code>\Tzgcove</code>	S	$\mathbf{z}$ gradient covariance (element)
<code>\Tzad</code>	<b>E</b>	Affine part of dynamics.
<code>\Tzade</code>	E	Affine part of dynamics (element)
<code>\Tzal</code>	<b>F</b>	Learned affine part of dynamics.
<code>\Tzale</code>	F	Learned affine part of dynamics (element)
<hr/>		
articles/bgds/tensors	<i>BGDS report</i>	
<code>\Tygd</code>	<b>G</b>	$\mathbf{y}$ gradient dynamics
<code>\Tygde</code>	G	$\mathbf{y}$ gradient dynamics (element)
<code>\Tygl</code>	<b>H</b>	$\mathbf{y}$ gradient learned tensor
<code>\Tygle</code>	H	$\mathbf{y}$ gradient learned tensor (element)
<code>\Tygcov</code>	<b>R</b>	$\mathbf{y}$ gradient covariance
<code>\Tygcove</code>	R	$\mathbf{y}$ gradient covariance (element)
<code>\Tyad</code>	<b>B</b>	Affine part of dynamics.
<code>\Tyade</code>	B	Affine part of dynamics (element)
<code>\Tyal</code>	<b>C</b>	Learned affine part of dynamics.
<code>\Tyale</code>	C	Learned affine part of dynamics (element)
<hr/>		
articles/bgds/models/deprecated	<i>Definition of random models</i>	
<code>\bgTime</code>	$\mathbb{T}$	Time axis
<code>\bgRS</code>	<b>D</b>	Random model
<code>\bgRSSp</code>	$\mathcal{D}$	All models
<code>\bgRSinput</code>	<b>a</b>	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

articles/camera

*Camera paper*

---

<code>\rank</code>	order	
<code>\place</code>	place	
<code>\ff</code>	$f$	Distance to similarity function
<code>\Sany</code>	$\mathcal{M}$	Generic hypersphere
<code>\targetSp</code>	$\mathcal{M}$	Target manifold
<code>\Ssubset</code>	$M$	A subset of $\mathcal{M}$ XXX
<code>\infr</code>	infr	Informative radius
<code>\ffr</code>	$\text{infr}(f)$	Informative radius of $f$
<code>\distradius</code>	rad	Radius of a distribution
<code>\distdiam</code>	diam	Diameter of a distribution
<code>\hausdorff</code>	hausdorff	Hausdorff distance
<code>\kimberley</code>	kim	Kimberley value
<code>\errproc</code>	$e_{\text{pr}}$	Procrustes score
<code>\isoError</code>	$e_{\text{iso}}$	
<code>\symError</code>	$e_{\text{sym}}$	
<code>\relError</code>	$e_r$	
<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 (with)
<hr/>		
<code>articles/dds</code>	<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
<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 diffeomorphisms
<code>\diffDist</code>	$d^{\text{Diff}}$	Distance between two diffeomorphisms.
<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
<hr/>		
<code>articles/deepdyn</code>	<i>Learning of latent/deep dynamics</i>	
<code>\ldmap</code>	$\gamma$	Map from latent state to instantaneous
<code>\hclass</code>	$\mathcal{H}$	Hidden class
<code>\iclass</code>	$\mathcal{M}$	Instantaneous class
<hr/>		
<code>articles/despl</code>	<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	
<code>\desplfilter</code>	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	
\S0two	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	$d_{L_1}^S$	
\dImL{...}		
\dImLone	$d_{L_1}^{\text{lm}}$	
\dImLtwo	$d_{L_2}^{\text{lm}}$	
\dImN{...}		
\dImD{...}		
\cmdOrd	$\prec$	
\algoname{...}		
\gnbc	GNB	
\bnbc	BNB	
\bngc	BNG	
\bntc	BNT	
\gebc	GEB	
\bebc	BEB	
\begc	BEG	
\betc	BET	
\betcb	BETc	
\plansarea	$P_{\text{near}}$	
\algocover	cover	
\algotplanreduce	planreduce	
\algotbidirectional	bidirectional-search	
\dubinsys	<i>Dubin's car</i>	
\orbitsys	<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
		$\mathbf{y} = nh(\mathbf{x})$
		$\$ \backslash \text{esObs} = \backslash \text{esNuis } \backslash \text{esObsMap}(\backslash \text{esSt}) \$$
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
\esEstSpOpt	$\mathcal{M}^*$	Optimal subset of estimators



<code>\esRisk</code>	$e$	Risk function
<code>\esRiskSp</code>	$\mathcal{E}$	Risk space
<code>\esRiskDist{...}</code>		Risk distribution for given estimator
<code>\esRiskDistPO</code>	$\preceq$	Partial order defining preference on dis
<code>\esProb</code>	$\mathcal{P}$	Estimation problem
articles/estgroups/symmetries	<i>Symmetries in the problem</i>	
<code>\esStAb</code>	$\alpha$	Abstract state
<code>\esStAbSp</code>	$\mathcal{A}$	Abstract space
<code>\esRep</code>	$\varphi$	Representation
		$\varphi : \mathcal{X} \mapsto \mathcal{A}.$
		$\$ \text{\esRep} : \text{\esSt} \mapsto \text{\esStAb} \$.$
<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 par
<code>\esProbSym</code>	$\mathcal{S}$	Tuple of symmetries
articles/groupspectral	<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
<code>\gsSym</code>	Sym	Set of symmetries
<code>\gsStrongCan</code>	SCan	Strong canonization operator
<code>\gsWeakCan</code>	WCan	Weak canonization operator
<code>\gsEquiCan</code>	BCan	Bold canonization operator
<code>\gsEndoCan</code>	MCan	Mild canonization operator
<code>\gsUnCan</code>	UCan	Unstructured canonization operator
<code>\gsNuis</code>	Sample	
<code>\regular</code>	regular	
<code>\unstr</code>	$\sim$	Unstructured symbol.
<code>\jokFunc</code>	$\star$	Joker function
<code>\zerFunc</code>	0	Zero function
articles/groupspectral/defs	<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
articles/invariances	<i>Invariances</i>	
<code>\rndual{...}</code>		Dual of a representation nuisance
<code>\brel</code>	$\leq_B$	Simulation partial order
<code>\bsim</code>	$\sim_B$	Simulation relation
articles/jbds	<i>Symbols introduced in JBDS</i>	
<code>\veh</code>	$B$	A vehicle body

<code>\vehBody</code>	$B$	A vehicle body
<code>\vehKin</code>	$K$	Vehicle kinematics
<code>\vehSensPos</code>	$\mathbf{r}$	Sensor relative pose
<code>\vehSensFun</code>	$\psi$	Function that defines an exteroceptive
<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/soattotheory	<i>Symbols used by Soatto</i>	
<code>\scene</code>	$\xi$	scene

<code>\representation</code>	$\hat{\xi}$	representation
<code>\minrep</code>	$\hat{\xi}^v$	minimal representation
<code>\feature</code>	$\phi$	feature
<code>\maxinv</code>	$\phi^\wedge$	maximal invariant feature
<code>\suffstat</code>	$\phi^v$	maximal invariant feature
<code>\image</code>	$\mathcal{I}$	image
<code>\addnoise</code>	$n$	additive noise
<code>\imageform</code>	$h$	image formation function
<code>\grouppnuis</code>	$g$	nuisance which have the structure of a
<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
<hr/>		
<code>articles/soattotheory/mseerep</code>	<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/>		
<code>articles/thesis</code>	<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
<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>\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>	$\not\sim$	

articles/thesis/longexample	<i>Long example</i>	
\CalibA	CalibA	
\CalibB	CalibB	
\Smoothkernel	$k$	
\Smooth	$\text{Smooth}_k$	
\BGDSAg	BGDSagent	
\BGDSAgS	BGDSagentS	
\DImagesU	$\mathcal{D}(\text{Im}(\mathcal{S}); \mathcal{U})$	
\DImagesR	$\mathcal{D}(\text{Im}(\mathcal{S}); \mathbb{R}^{n_u})$	
\ABehavior	<i>behavior</i>	
\DImagesSphU	$\mathcal{D}(\text{Im}(\mathbb{S}^2); \mathcal{U})$	
\hobs	$\mathbf{x}$	
\hobse	$x$	
\bound	$M$	
common	<i>Common symbols to all papers</i>	
common/abbreviations	<i>Other abbreviations</i>	
\setA	$\mathcal{A}$	
\setB	$\mathcal{B}$	
\setC	$\mathcal{C}$	
\setU	$\mathcal{U}$	
\setM	$\mathcal{M}$	
\setY	$\mathcal{Y}$	
\setX	$\mathcal{X}$	
\setZ	$\mathcal{Z}$	
\setS	$\mathcal{S}$	
\grG	$\mathcal{G}$	
\grH	$\mathcal{H}$	
\grK	$\mathcal{K}$	
\grN	$\mathcal{N}$	
common/abbreviations/invariances/abbreviations		
\sqa	$\mathbf{a}$	
\sqae	$a$	
\sqb	$\mathbf{b}$	
\sqbe	$b$	
\sqc	$\mathbf{c}$	
\sqce	$c$	
common/acronyms	<i>Acronyms</i>	
common/algebra	<i>Algebra</i>	
\ones	$\mathbf{1}$	
\idMat	$\mathbf{I}$	Identity matrix
\matTrace	Tr	Trace of a matrix.
\angleFun	$\angle$	Angle function
\flatten	vec	Matrix-to-vector rearrangement.
common/basic	<i>Basic stuff</i>	

<code>\setfun</code>	$\Rightarrow$	Symbol for set functions (one-to-many)
<code>\algfield</code>	field	Field. $\text{field}(\mathcal{X}, +, \times)$ is an algebraic field. $\text{\algfield(\aset{X}, +, \times)}$ is an algebraic field.
<code>\wellorder</code>	wellorder	A well ordered set. $\text{wellorder}(\mathcal{X}, \leq)$ is a well-ordered set. $\text{\wellorder(\aset{X}, \leq)}$ is a well-ordered set.
<code>\orderedfield</code>	orderedfield	A well ordered field. $\text{orderedfield}(\mathcal{X}, +, \times, \leq)$ is a well-ordered field. $\text{\orderedfield(\aset{X}, +, \times, \leq)}$ 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>	$^{-1}$	Inverse function
<code>\funcComp</code>	$\circ$	Function composition
<code>\emptysequence</code>	$\emptyset$	Empty sequence
<code>\allFuncs</code>	Functions	All maps from a space to the other
<code>\D</code>	d	Used for integrals
<code>\sign</code>	sgn	Sign function
<code>common/sequences</code>	<i>Sequences</i>	
<code>\sequences</code>	Sequences	Set of sequences
<code>\contsequences</code>	ContSequences	Set of continuous sequences
<code>\Aut</code>	Aut	Automorphism group
<code>\contFuncs</code>	Continuous	Continuous functions on some metric space $\text{Continuous}(\mathcal{A})$ are all continuous functions on $\mathcal{A}$ . $\text{\contFuncs(\setA)}$ are all continuous functions on $\text{\setA}$ .
<code>\differFuncs</code>	Differentiable	Differentiable functions
<code>\partitions</code>	partitions	
<code>\mExp</code>	mexp	Matrix exponential
<code>\bigO</code>	$\mathcal{O}$	Big-O notation
<code>\smallo</code>	$o$	
<code>\metricon{\dots}</code>		
<code>\definedas</code>	$\triangleq$	
<code>\crossprod</code>	$\times$	cross-product
<code>\gsDom</code>	Domain	
<code>\gsCod</code>	Codomain	
<code>\interCC{\dots,\dots}</code>		
<code>\interCO{\dots,\dots}</code>		
<code>\interOC{\dots,\dots}</code>		
<code>\interOO{\dots,\dots}</code>		
<code>\unitInterval</code>	$[0, 1]$	
<code>common/basic/logic</code>	<i>Logic</i>	
<code>\logicAnd</code>	$\wedge$	Logic "and"
<code>\logicOr</code>	$\vee$	Logic "or"
<code>\logicNot</code>	$\neg$	Logic "not"

<i>common/simplesets</i>		<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
<i>common/blackboxes</i>		<i>Black boxes</i>	
<code>\abb{...}</code>			A black box
<code>\bbD</code>	$D$		
<code>\bbinv{...}</code>			Inverse of a black box
<code>\bbli{...}</code>			left inverse of a black box
<code>\bbri{...}</code>			right inverse of a black box
<code>\alloutcomes</code>	AllOutcomes		
<code>\alloutputs</code>	AllOutputs		All outputs of a given system
<code>\bbDelay</code>	$\Delta$		The one-step delay system.
<code>\vertblock</code>	$I$		
<code>\bbAccum</code>	$III$		Accumulator system
<code>\inLoop</code>	Loop		Closes the loop around a system
<code>\idSys</code>	IdSys		The identity system
<code>\bbSp</code>	$\mathcal{D}$		Set of black boxes
			$\mathcal{D}(\mathcal{X}; \mathcal{Y})$ are all the black boxes from $\mathcal{X}$
			$\mathbb{Sp}(\set{X}; \set{Y})$ are all the bla
			from $\set{X}$ to $\set{Y}$ .
<code>\bbFM</code>	$\mathcal{D}_{\text{fm}}$		Systems with finite memory
<code>\bbSpInv</code>	$\mathcal{D}^*$		Set of invertible systems
<code>\bbFMinv</code>	$\mathcal{D}_{\text{fm}}^*$		Systems with finite memory and invert
<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 syst
			$\mathcal{D}^*(\mathcal{A})$ is a subset of $\mathcal{D}(\mathcal{A}; \mathcal{A})$
			$\mathbb{SpInv}(\set{A})$ is a subset of
			$\{\mathbb{Sp}(\set{A}; \set{A})\}$
<code>\bbSpCore</code>	$\mathcal{D}^{\circ}$		Systems up to representation
<i>common/blackboxes/abbreviations</i>			
<code>\bbDinv</code>	$D^{-1}$		
<code>\bbDri</code>	$D^R$		
<code>\bbDli</code>	$D^L$		
<code>\bbE</code>	$E$		
<code>\bbF</code>	$F$		
<code>\bbG</code>	$G$		
<code>\bbH</code>	$H$		
<code>\bbL</code>	$L$		
<code>\bbSpBA</code>	$\mathcal{D}(\mathcal{B}; \mathcal{A})$		to write
<code>\bbSpAB</code>	$\mathcal{D}(\mathcal{A}; \mathcal{B})$		to write
<i>common/blackboxes/deprecated</i>		<i>Deprecated</i>	

<code>\bbOp</code>	$\oplus$	Composition operation
<code>\inSeries</code>	<b>Series</b>	Series of two systems
<code>\bbSpAny</code>	$\mathcal{D}_*$	Any of the following
<code>\bbSpDT{\dots}</code>		Discrete time
<code>\bbSpCT</code>	$\mathcal{D}^c$	Continuous time
<code>\bbSpEB</code>	$\mathcal{D}^e$	Event-based
<code>common/boot</code>	<i>Bootstrapping symbols</i>	
<code>common/boot/obs cmd</code>	<i>Observations and commands</i>	
<code>\world</code>	<b>m</b>	The "world", an element of $\mathcal{D}(\mathcal{Y}; \mathcal{U})$ .
<code>\obs</code>	<b>y</b>	Observations vector.
<code>\obse</code>	<i>y</i>	Observations element.
<code>\cmd</code>	<b>u</b>	Commands vector.
<code>\cmde</code>	<i>u</i>	Commands element.
<code>\nobs</code>	$n_{\mathbf{y}}$	Number of sensels
<code>\ncmd</code>	$n_{\mathbf{u}}$	Number of actuators
<code>\obsSp</code>	$\mathcal{Y}$	Observation space
<code>\cmdSp</code>	$\mathcal{U}$	Commands space
<code>\cmdSph</code>	$\overline{\mathcal{U}}$	Domain of a single actuator $\mathcal{U} = \overline{\mathcal{U}}^{n_u}$ .
<code>\obsSph</code>	$\overline{\mathcal{Y}}$	Domain of a single sensel $\mathcal{Y} = \overline{\mathcal{Y}}^{n_y}$ .
<code>\obsSphd</code>	$d^{\overline{\mathcal{Y}}}$	Metric on $d^{\overline{\mathcal{Y}}}$
<code>\obsSpd</code>	$d^{\mathcal{Y}}$	Metric on $d^{\mathcal{Y}}$
<code>common/boot/spatialsensors</code>	<i>Spatial sensors</i>	
<code>\obssp</code>	$\mathcal{S}$	Observation physical space.
<code>\obsps</code>	$\mathcal{S}$	Observation physical space.
<code>\genimages</code>	<b>Im</b>	Images on physical space $\mathcal{S}$ .
<code>\imps</code>	<b>Im(S)</b>	Images on physical space $\mathcal{S}$ .
<code>common/boot/servo</code>	<i>Servoing</i>	
<code>\obsgmark</code>	$\circ$	
<code>\obsg</code>	<b>y</b> $_{\circ}$	Goal observations.
<code>\obsge</code>	<i>y</i> $_{\circ}$	Goal observations (element).
<code>\obsgl</code>	<b>z</b> $_{\circ}$	Goal observations (element).
<code>\obsge</code>	<i>z</i> $_{\circ}$	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>\bbSpYXU</code>	$\mathcal{D}(\mathcal{Y}; \mathcal{X}; \mathcal{U})$	<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 command
<code>\bbSpInvU</code>	$\mathcal{D}^*(\mathcal{U})$	Representation nuisances on observation
<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>	<b>Environments</b>	All Vehicles environments
<code>\veSensors</code>	<b>Sensors</b>	all Vehicles sensors

<code>\veDynamics</code>	Dynamics	all Vehicles dynamics
<code>\veVehicles</code>	Vehicles	
<code>common/vehicles/mah</code>	<i>todo</i>	
<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 (observed)
<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>\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>\notsure</code>	(Not sure...)	
<code>\dontlike</code>	(Don't like this)	
<code>\notformal</code>	(not formal)	



<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 Diff( $\mathcal{M}$ ) are the diffeomorphisms from $\mathcal{M}$ to $\mathcal{M}$ . $\mathcal{M}$ to itself.
<code>\diffPos</code>	Diff <sub>+</sub>	Orientation-preserving diffeomorphism
<code>\homeoPos</code>	Homeo <sub>+</sub>	Orientation-preserving homeomorphism
<code>\diffBounded{...}</code>		Diffeomorphisms with bounded curvatur
<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 $\mathcal{M}$ . $\mathcal{M}$ to $\mathcal{M}$ . of $\mathcal{M}$ .
<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>common/groups</i>	<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 $\cdot$ . $\mathcal{G}$ means $\mathcal{G}$ is a group under $\cdot$ .
<code>\haar</code>	haar	Haar measure The Haar measure on $\mathcal{X}$ is $\text{haar}^{\mathcal{X}}$ . The Haar measure on $\mathcal{X}$ is $\mathcal{H}$ .
<i>common/groups/famous</i>	<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>\groupsemdir</code>	$\rtimes$	Semidirect product.
<code>\groupisom</code>	$\cong$	Isomorphism
<code>\issubgroup</code>	$\leq$	Subgroup relation.
<code>\normalsub</code>	$\triangleleft$	Normal subgroup relation
<code>\actionsymbol</code>	$\cdot$	Group action.
<code>\companionFuncs{...}</code>		Companions functions
<code>\transversalFuncs{...}</code>		Transversal functions
<hr/>		
<i>common/groups/matrix</i>	<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>\soneggroup</code>	$SO^{-}$	
<code>\affgroup</code>	$Aff$	Affine group
<code>\affgrouppos</code>	$Aff_{+}$	Affine group
<code>\GL</code>	$GL$	General linear group
<code>\GLpos</code>	$GL_{+}$	
<code>\se</code>	$se$	Special Euclidean algebra
<code>\soalgebra</code>	$so$	
<code>\sealgebra</code>	$se$	Special Euclidean algebra
<code>\SOthree</code>	$SO(3)$	Special orthogonal group (rotation matrices)
<code>\SEthree</code>	$SE(3)$	Special Euclidean group
<code>\SEtwo</code>	$SE(2)$	Special Euclidean group
<code>\SEthreeAlg</code>	$se(3)$	
<code>\SEtwoAlg</code>	$se(2)$	
<code>\SOthreeAlg</code>	$se(3)$	
<code>\SOtwoAlg</code>	$se(2)$	
<code>\setwo</code>	$SE(2)$	
<code>\sethree</code>	$SE(3)$	
<code>\sotwo</code>	$SO(2)$	
<code>\sothree</code>	$SO(3)$	
<hr/>		
<i>common/groups/simple</i>	<i>Very simple groups</i>	
<code>\mgroup</code>	$(\mathbb{R}_{\circ}, \times)$	Multiplication group
<code>\mposgroup</code>	$(\mathbb{R}_{\circ}^{+}, \times)$	Positive multiplication group
<code>\mpmgroup</code>	$(\pm 1, \times)$	+1/-1 multiplication group
<code>\addgroup</code>	$(\mathbb{R}, +)$	Addition group
<hr/>		
<i>common/groups/simple/abbreviations</i>	<i>Abbreviations</i>	
<code>\addgroupn</code>	$(\mathbb{R}^n, +)$	Addition group on $\mathbb{R}^n$
<code>\affone</code>	$Aff(\mathbb{R})$	Affine group 1D
<code>\affonepos</code>	$Aff_{+}(\mathbb{R})$	Affine group 1D
<code>\affn</code>	$Aff(\mathbb{R}^n)$	Affine group in $n$ dimensions.
<code>\affnpos</code>	$Aff_{+}(\mathbb{R}^n)$	Affine transformations preserving orientation

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 conditions
		$\text{\textbackslash conditional}(\text{\textbackslash set B}; \text{\textbackslash set A})$ is the set of
		<a href="#">conditional distributions</a>
\finaldist	Final	Stationary distribution of a stochastic process
\measureSp	meas	Measure space.
		meas( $\mathcal{X}, \Sigma, \mu$ ) is a measure space.
		$\text{\textbackslash measureSp}(\text{\textbackslash aset}\{X\}, \text{\textbackslash Sigma}, \text{\textbackslash mu})$ is a
		space.
\probSp	prob	Probability space.
		prob( $\mathcal{X}, \Sigma, \mu$ ) is a probability space.
		$\text{\textbackslash probSp}(\text{\textbackslash aset}\{X\}, \text{\textbackslash Sigma}, \text{\textbackslash mu})$ is a
		space.
\measures	Measures	Set of probability measures on a set.
		Try $\mu^x \in \text{Measures}(\mathcal{X})$
		Try $\text{\textbackslash mu}\{\text{\textbackslash aset}\{X\}\} \text{\textbackslash in } \text{\textbackslash measures}(\text{\textbackslash aset}\{X\})$
\dirac	$\delta$	
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).
\posespAlg	$\mathfrak{q}$	Pose space algebra.
\confspace	$\mathcal{Q}$	Robot configuration space
\pos	$\mathbf{t}$	Position in the world frame.
\posEl	$t$	Position in the world frame (element)
\rotm	$\mathbf{R}$	Rotation matrix representing orientation
\rotme	$R$	Element of rotation matrix
\lvel	$\mathbf{v}$	Linear velocity
\lvele	$v$	Linear velocity (element)
\avel	$\boldsymbol{\omega}$	Angular velocity (as vector)
\avele	$\omega$	Angular velocity (element)
\avels	$\omega$	Angular velocity in 2D (scalar)
\avelse	$\hat{\boldsymbol{\omega}}$	Angular velocity (as skew-symmetric matrix)
\njoins	$n_j$	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.
\fieldpose	$z$	Generic position in the world.
\worldSp	Maps	

<i>common/robotics/old</i>	<i>Deprecated</i>	
<code>\wshape</code>	<b><i>s</i></b>	
<code>\wpose</code>	<b><i>p</i></b>	
<code>\worldsp</code>	Maps	
<code>\wshapesp</code>	Shapes	
<i>common/robotics/maps</i>	<i>New stuff</i>	
<code>\mshape</code>	<b><i>s</i></b>	Map shape.
<code>\mpose</code>	<b><i>p</i></b>	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>	<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>	cov	covariance
<code>\spearcorr</code>	<b>spear</b>	Spearman correlation between two vari
<code>\mutualinf</code>	$\mathcal{I}$	Mutual information
<code>\entr</code>	$\mathcal{H}$	Entropy
<code>\varinf</code>	$\mathcal{V}$	Variation of information
<code>\varinf<sub>n</sub></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>	<b>order</b>	Order (or rank) of the elements of a ve
<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>	
<i>common/systems</i>	<i>Dynamical systems</i>	
<code>\CTI</code>	CTI	Continuous-time time-invariant system
<code>\DTI</code>	DTI	Discrete-time time-invariant systems.
<code>\DDTI</code>	DDTI	Deterministic discrete-time time-invari
<code>\DCTI</code>	CDTI	Deterministic continuous-time time-inv
<code>\DFSTI</code>	DFSTI	Discrete-time finite-state-space time-in
<code>\CFSTI</code>	CFSTI	Continuous-time finite-state-space time
<code>\DFSTIGO</code>	DFSTIGO	Discrete-time finite-state-space time-in
<code>\CLTI</code>	CLTI	Continuous-time linear time-invariant s
<code>\CLTIG</code>	CLTIG	Continuous-time linear time-invariant s
<code>\DLTI</code>	DLTI	Discrete-time linear time-invariant syst
<code>\DSMPLTI</code>	DSMPLTI	Discrete-time stable minimum-phase li
<code>\DLTIG</code>	DLTIG	Discrete-time linear time-invariant syst
<code>\laptrans</code>	$\mathcal{L}$	Laplace transform
<code>\impulseresp</code>	<b>ImpulseResp</b>	Impulse response of a system
<code>\transferfunc</code>	<b>TF</b>	Transfer function

typography	<i>Basic typography</i>	
<code>\myacronym{...}</code>		All acronyms; good for text as well as
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 $X$ , a group $G$ , ...
		$G$ , ...
<code>\aseq{...}</code>		Formatting for sequences
<code>\aseqe{...}</code>		Formatting for one element in a sequence
<code>\dummyIndices</code>		
typography/misc	<i>Everything else</i>	
<code>\aword{...}</code>		How words should look like in formulas
		Consider the operator <code>scale</code> , ...
		Consider the operator <code>\aword{scale}</code>
<code>\vmath{...}</code>		How words should appear in math mode