

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

\dds	DDS	
\ddsl	DDSL	
\DDSsu	$\text{DDS}(\mathcal{S}; \mathcal{U})$	
\DDSLsvu	$\text{DDSL}(\mathcal{S}, \mathcal{V}; \mathcal{U})$	
\bgDDSfamily	DDS	
\bgDDSLfamily	DDSL	
\diffeoURL	???	Model
\cmdAlphabet	$\mathcal{U}$	
\ncmdwords	$ \mathcal{U} $	Number of commands words.
\obsspD	$d^{\mathcal{S}}$	Metric on $\mathcal{S}$ .
\diffId	$\text{Id}_{\mathcal{S}}$	Identity diffeomorphisms.
\diffU	$\Gamma$	Uncertainty of estimated diffeomorphism.
\diffDist	$d^{\text{Diff}}$	Distance between two diffeomorphism.
\cmdDist	$\mathcal{D}_{\text{cmd}}$	Distance between two commands.
\cmdADist	$\mathcal{A}_{\text{cmd}}$	Anti-distance between two commands.
\images	$\mathbb{F}(\mathcal{S})$	
\ddsfov	$\mathcal{V}$	Field of view for DDS
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
	$\mathbf{y} = \mathbf{n}h(\mathbf{x})$ $\text{\$}\backslash\text{esObs} = \backslash\text{esNuis} \backslash\text{esObsMap}(\backslash\text{esSt})\text{\$}$	
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

<code>\esStAbSp</code>	$\mathcal{A}$	Abstract space
<code>\esRep</code>	$\varphi$	Representation
		$\varphi : \mathcal{X} \mapsto \mathcal{A}.$
		$\$ \backslash \text{esRep} : \backslash \text{esSt} \mapsto \backslash \text{esStAb} \$.$
<code>\esStSym</code>	$A$	Group of symmetries of the state
<code>\esObsSym</code>	$B$	Group of symmetries of the observation
<code>\esRiskSym</code>	$C$	Group of symmetries of the risk function
<code>\esPOSym</code>	$D$	Group of symmetries acting on the partial order
<code>\esProbSym</code>	$\mathcal{S}$	Tuple of symmetries
articles/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 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
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{\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
<hr/>		
articles/soattotheory/mseerep	<i>msee report</i>	
<code>\nuddisc{...}</code>		Domain sampling operator (subset)
<code>\nusample{...}</code>		Domain sampling operator (subset)
<code>\nuvdisc{...}</code>		Value Discretization operator (subset)
<code>\nusmooth{...}</code>		Smoothing operator (kernel)
<code>\nucens{...}</code>		Censoring operator (field of view)
<code>\nuoccl{...}</code>		Occlusions
<code>\imform</code>	$I$	
<code>\contrast</code>	$f$	
<hr/>		
articles/thesis	<i>Special symbols for thesis</i>	
<code>\labelrefinement</code>	ref	Indicates a refinement
<code>\pchomeoR</code>	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>	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>	$\rho$	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>	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>	$M$

`common` *Common symbols to all papers*

`common/abbreviations` *Other abbreviations*

<code>\setA</code>	$\mathcal{A}$
<code>\setB</code>	$\mathcal{B}$
<code>\setC</code>	$\mathcal{C}$
<code>\setU</code>	$\mathcal{U}$
<code>\setM</code>	$\mathcal{M}$
<code>\setY</code>	$\mathcal{Y}$
<code>\setX</code>	$\mathcal{X}$
<code>\setZ</code>	$\mathcal{Z}$
<code>\setS</code>	$\mathcal{S}$
<code>\grG</code>	$G$
<code>\grH</code>	$H$
<code>\grK</code>	$K$
<code>\grN</code>	$N$

`common/abbreviations/invariances/abbreviations`

<code>\sqa</code>	$\mathbf{a}$
<code>\sqae</code>	$a$
<code>\sqb</code>	$\mathbf{b}$
<code>\sqbe</code>	$b$
<code>\sqc</code>	$\mathbf{c}$
<code>\sqce</code>	$c$

`common/acronyms` *Acronyms*

`common/algebra` *Algebra*

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

`common/basic` *Basic stuff*

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



		$\text{orderedfield}(\mathcal{X}, +, \times, \leq)$ is a well-ordered field. $\text{\textbackslash orderedfield}(\text{\textbackslash aset}\{X\}, +, \text{\textbackslash times}, \text{\textbackslash leq})$ is a well-ordered field.
$\text{\textbackslash powerset}$	<b>powerset</b>	Power set of a space
$\text{\textbackslash supp}$	<b>supp</b>	Support of a set
$\text{\textbackslash idFunc}$	<b>Id</b>	The identity function
$\text{\textbackslash invFunc}$	$\cdot^{-1}$	Inverse function
$\text{\textbackslash funcComp}$	$\circ$	Function composition
$\text{\textbackslash emptysequence}$	$\emptyset$	Empty sequence
$\text{\textbackslash allFuncs}$	<b>Functions</b>	All maps from a space to the other
$\text{\textbackslash D}$	<b>d</b>	Used for integrals
$\text{\textbackslash sign}$	<b>sgn</b>	Sign function
<b>common/sequences</b>	<i>Sequences</i>	
$\text{\textbackslash sequences}$	<b>Sequences</b>	Set of sequences
$\text{\textbackslash contsequences}$	<b>ContSequences</b>	Set of continuous sequences
$\text{\textbackslash Aut}$	<b>Aut</b>	Automorphism group
$\text{\textbackslash contFuncs}$	<b>Continuous</b>	Continuous functions on some metric space
		$\text{Continuous}(\mathcal{A})$ are all continuous functions on $\mathcal{A}$ $\text{\textbackslash contFuncs}(\text{\textbackslash setA})$ are all continuous functions on $\text{\textbackslash setA}$ .
$\text{\textbackslash differFuncs}$	<b>Differentiable</b>	Differentiable functions
$\text{\textbackslash partitions}$	<b>partitions</b>	
$\text{\textbackslash mExp}$	<b>mexp</b>	Matrix exponential
$\text{\textbackslash bigO}$	$\mathcal{O}$	Big-O notation
$\text{\textbackslash smallo}$	$o$	
$\text{\textbackslash metircon}\{\dots\}$		
$\text{\textbackslash definedas}$	$\triangleq$	
$\text{\textbackslash crossprod}$	$\times$	cross-product
$\text{\textbackslash gsDom}$	<b>Domain</b>	
$\text{\textbackslash gsCod}$	<b>Codomain</b>	
$\text{\textbackslash interCC}\{\dots, \dots\}$		
$\text{\textbackslash interCO}\{\dots, \dots\}$		
$\text{\textbackslash interOC}\{\dots, \dots\}$		
$\text{\textbackslash interOO}\{\dots, \dots\}$		
$\text{\textbackslash unitInterval}$	$[0, 1]$	
<b>common/basic/logic</b>	<i>Logic</i>	
$\text{\textbackslash logicAnd}$	$\wedge$	Logic "and"
$\text{\textbackslash logicOr}$	$\vee$	Logic "or"
$\text{\textbackslash logicNot}$	$\neg$	Logic "not"
<b>common/simplesets</b>	<i>Simple sets</i>	
$\text{\textbackslash reals}$	$\mathbb{R}$	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
$\text{\textbackslash nzReals}$	$\mathbb{R}_{\circ}$	Non zero reals

common/blackboxes	<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>	$\mathbf{I}$	
<code>\bbAccum</code>	$\mathbf{III}$	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 $\mathcal{X}$ 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>	$\mathcal{D}_{\text{fm}}$	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
common/blackboxes/abbreviations		
<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>\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>
common/blackboxes/deprecated	<i>Deprecated</i>	
<code>\bbOp</code>	$\oplus$	Composition operation
<code>\inSeries</code>	Series	Series of two systems
common/boot	<i>Bootstrapping symbols</i>	
common/boot/obs cmd	<i>Observations and commands</i>	
<code>\world</code>	$w$	The "world", an element of $\mathcal{D}(\mathcal{Y}; \mathcal{U})$ .
<code>\obs</code>	$y$	Observations.
<code>\obse</code>	$y$	Observations (element) – also called "sensel"
<code>\cmd</code>	$u$	Commands, in general.
<code>\cmde</code>	$u$	Commands (element) – also called "?".
<code>\nobs</code>	$n_y$	Number of sensels

\ncmd	$n_u$	Number of actuators
\obsSp	$\mathcal{Y}$	Observation space
\cmdSp	$\mathcal{U}$	Commands space
\cmdSph	$\overline{\mathcal{U}}$	Domain of a single actuator $\mathcal{U} = \overline{\mathcal{U}}^{n_u}$ .
\obsSph	$\overline{\mathcal{Y}}$	Domain of a single sensel $\mathcal{Y} = \overline{\mathcal{Y}}^{n_y}$ .
\obsSphd	$d^{\overline{\mathcal{Y}}}$	Metric on $d^{\overline{\mathcal{Y}}}$
\obsSpd	$d^{\mathcal{Y}}$	Metric on $d^{\mathcal{Y}}$
common/boot/spatialsensors	<i>Spatial sensors</i>	
\obssp	$\mathcal{S}$	Observation physical space.
\obsps	$\mathcal{S}$	Observation physical space.
\genimages	Images	Images on physical space $\mathcal{S}$ .
\imps	Images( $\mathcal{S}$ )	Images on physical space $\mathcal{S}$ .
common/boot/servo	<i>Servoing</i>	
\obsg	$\tilde{\mathcal{Y}}$	Goal observations.
\obsge	$\tilde{y}$	Goal observations (element).
\obsgl	$\tilde{z}$	Goal observations (element).
\obsGLE	$\tilde{z}$	Goal observations (element).
common/boot/abbreviations	<i>Abbreviations</i>	
\bbSpYU	$\mathcal{D}(\mathcal{Y}; \mathcal{U})$	<b>to write</b>
\bbSpUY	$\mathcal{D}(\mathcal{U}; \mathcal{Y})$	<b>to write</b>
\bbSpInvY	$\mathcal{D}^*(\mathcal{Y})$	Representation nuisances on commands
\bbSpInvU	$\mathcal{D}^*(\mathcal{U})$	Representation nuisances on observations
\bbSpInvYU	$\mathcal{D}^*(\mathcal{Y}; \mathcal{U})$	Representation nuisances
\bbSpInvUY	$\mathcal{D}^*(\mathcal{U}; \mathcal{Y})$	
\bbSpCoreYU	$\mathcal{D}^\circ(\mathcal{Y}; \mathcal{U})$	Systems up to representation
common/vehicles	<i>The Vehicles universe</i>	
\veEnvironments	Environments	All Vehicles environments
\veSensors	Sensors	all Vehicles sensors
\veDynamics	Dynamics	all Vehicles dynamics
\veVehicles	Vehicles	all Vehicles dynamics
\veSce	$\mathcal{S}$	
\veVeh	$\mathcal{V}$	
\veMov	$\mathcal{M}$	
\veAdd	$\mathcal{A}$	
\veJoi	$\mathcal{J}$	
\vePar	$\mathcal{P}$	Parallel composition of sensors
\veNcmd	$\mathcal{U}$	
\veNobs	$\mathcal{Y}$	
common/expressions	<i>Miscellaneous expressions</i>	
\etal	<i>et. al.</i>	
\eg	<i>e.g.,</i>	
\etc	<i>etc.</i>	
\ie	<i>i.e.,</i>	
\ala	<i>à la</i>	
\viceversa	<i>vice versa</i>	
\vs	<i>vs</i>	Versus

<code>\adhoc</code>	<i>adhoc</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

		$\text{Isom}(\mathcal{M})$ are all the isometries of $\mathcal{M}$ . $\text{\textbackslash isometries}(\text{\textbackslash aset}\{M\})$ are all the isometries of $\text{\textbackslash aset}\{M\}$ .
$\text{\textbackslash diffFix}\{\dots\}$ $\text{\textbackslash conformalFuncs}$	Conformal	Diffeomorphisms that fix a point Conformal transformations
common/geometry/manifolds	<i>Manifolds</i>	
$\text{\textbackslash Sone}$ $\text{\textbackslash Stwo}$ $\text{\textbackslash stwo}$ $\text{\textbackslash hypsp}$ $\text{\textbackslash hypspn}$	$\mathbb{S}^1$ $\mathbb{S}^2$ $\mathbb{S}^2$ $\mathbb{H}$ $\mathbb{H}^n$	Unit circle. Unit sphere. Unit sphere  
common/groups	<i>Group theory</i>	
$\text{\textbackslash gIdentity}$ $\text{\textbackslash tgroup}$	$e$ group	Identity of a group Group set with operations
		$\text{group}(G, \cdot)$ 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 $\text{\textbackslash cdot}$ .
$\text{\textbackslash haar}$	haar	Haar measure
		The Haar measure on $\mathcal{X}$ is $\text{haar}^X$ . The Haar measure on $\text{\textbackslash aset}\{X\}$ is $\text{\textbackslash \{haar\}}\{X\}$ .
common/groups/famous	<i>Famous groups</i>	
$\text{\textbackslash idGroup}$ $\text{\textbackslash permutations}$ $\text{\textbackslash stab}\{\dots\}$ $\text{\textbackslash functionsym}\{\dots\}$ $\text{\textbackslash allsubgroups}$ $\text{\textbackslash comgroup}\{\dots\}$ $\text{\textbackslash groupJoin}$ $\text{\textbackslash groupconj}\{\dots\}$ $\text{\textbackslash groupquotient}$ $\text{\textbackslash groupsemidir}$ $\text{\textbackslash groupisom}$ $\text{\textbackslash issubgroup}$ $\text{\textbackslash normalsub}$ $\text{\textbackslash actionsymbol}$ $\text{\textbackslash companionFuncs}\{\dots\}$ $\text{\textbackslash transversalFuncs}\{\dots\}$	Id Perm  AllSubgroups  $\vee$  / $\rtimes$ $\cong$ $\leq$ $\triangleleft$ $\cdot$	The trivial group with identity only. Set of permutation Stabilizer of a set Symmetries of a function  Commutator sub group Group join Conjugation Group quotient Semidirect product. Isomorphism Subgroup relation. Normal subgroup relation Group action. Companions functions Transversal functions
common/groups/matrix	<i>Matrix groups</i>	
$\text{\textbackslash orthogroup}$ $\text{\textbackslash trangroup}$ $\text{\textbackslash segroup}$ $\text{\textbackslash Egroup}$ $\text{\textbackslash SLgroup}$ $\text{\textbackslash Diagggroup}$ $\text{\textbackslash PMgroup}$ $\text{\textbackslash Scalegroup}$ $\text{\textbackslash sogroup}$	O T SE E SL D $D_{\pm}$ Sc SO	Orthogonal group. Translation group Special Euclidean group. Euclidean group. Special linear group Diagonal matrices with non-zero elements. Diagonal matrices with $\pm 1$ on the diagonal. Multiples of the identity 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>common/groups/simple</code>	<i>Very simple groups</i>	
<code>\mgroup</code>	$(\mathbb{R}_o, \times)$	Multiplication group
<code>\mposgroup</code>	$(\mathbb{R}_o^+, \times)$	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>	$Aff(\mathbb{R})$	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.
<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
		$\$ \backslash conditional(\backslash set B; \backslash set A) \$$ 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.
		$\$ \backslash measureSp(\backslash aset \{X\}, \backslash Sigma, \backslash mu) \$$ is a measure space.
<code>\probSp</code>	prob	Probability space.
		$prob(\mathcal{X}, \Sigma, \mu)$ is a probability space.
		$\$ \backslash probSp(\backslash aset \{X\}, \backslash Sigma, \backslash mu) \$$ is a probability space.
<code>\measures</code>	ProbMeasures	Set of probability measures on a set.
		Try $\mu^{\mathcal{X}} \in ProbMeasures(\mathcal{X})$
		Try $\$ \backslash mu \{ \backslash aset \{X\} \} \ \backslash in \ \backslash measures(\backslash aset \{X\}) \$$
<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
<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>\njoints</code>	$n_j$	Number of joints in a robot
<code>\attitude</code>	$\mathbf{R}$	
<code>\position</code>	$\mathbf{t}$	
<hr/>		
<code>common/robotics/fieldsmapler</code>	<i>Field samplers</i>	
<code>\field</code>	$\mathcal{F}$	Field sampled by the field sensor.
<code>\fieldpos</code>	$\mathbf{z}$	Generic position in the world.
<hr/>		
<code>common/robotics/old</code>	<i>Deprecated</i>	
<code>\wshape</code>	$\mathbf{s}$	
<code>\wpose</code>	$\mathbf{p}$	
<code>\worldsp</code>	Maps	
<code>\wshapesp</code>	Shapes	
<hr/>		
<code>common/robotics/maps</code>	<i>New stuff</i>	
<code>\mshape</code>	$\mathbf{s}$	Map shape.
<code>\mpose</code>	$\mathbf{p}$	Map pose.
<code>\mshapesp</code>	Shapes	Shape space.
<code>\mapsp</code>	Maps	Maps set $\text{Maps} = \text{Shapes} \times \text{SE}(3)$ .
<hr/>		
<code>common/statistics</code>	<i>Misc statistics</i>	
<code>\stddev</code>	<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
<hr/>		
<code>common/statistics/sorting</code>	<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>	

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>	
\M{...}		A matrix
\Mel{...}		The elements of a matrix
typography/sets	<i>Sets</i>	
\aset{...}		A set
\agroup{...}		Fonts for a set which is a group.
		A set $\mathcal{X}$ , a group $X$ , $G$ , ...
		A set $\mathcal{X}$ , a group $X$ , $G$ , ...
		A set $\mathcal{X}$ , a group $X$ , $G$ , ...
\aseq{...}		Formatting for sequences
\aseqe{...}		Formatting for one element in a sequence
\dummyIndices		
typography/misc	<i>Everything else</i>	
\aword{...}		How words should look like in formulas.
		Consider the operator scale, ...
		Consider the operator $\mathcal{X}$ , a group $X$ , $G$ , ...
\vmath{...}		How words should appear in math mode.