

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
\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 StocProcesses)

articles

articles/bds	<i>BDS report</i>	
\BDSnk	BDS($n; k$)	
\BDSSk	CBDS($\mathcal{S}; k$)	
\bgBDSfamily	BDS	Family of BDS sensors
\bgCBDSfamily	CBDS	Family of BDS sensors
\bds	BDS	Bilinear dynamics system
\BDS	BDS	
\cbds	CBDS	Continuous-space bilinear dynamics system
\CBDS	CBDS	
\omsum{...}		omitted sum
\omsumb{...,...}		omitted sum (two arguments)
\TT	T	Learned tensor
\TTe	T	?
\TP	P	
\TPe	P	
\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	
\bgCmd	\mathbf{u}	commands
\bgCmdH	\mathbf{u}^T	commands history
\bgCmdSp	\mathcal{U}	commands space
\bgWorld	W	World
\bgWorldSp	\mathcal{W}	World space
		$W \in \mathcal{D}(\mathbb{T}, \mathcal{U}, \mathcal{Y})$
		$\$ \backslash \text{bgWorld} \ \text{in} \ \backslash \text{bgRSSp}(\backslash \text{bgTime}, \ \backslash \text{bgCmdSp}, \ \backslash \text{bgObsSp}) \$$
\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	$G^{\mathcal{U}}$	
\bgObsTr	\mathbf{h}	Transformation of the observations
\bgObsTrSp	$G^{\mathcal{Y}}$	
\bgSamplingGroup	Sampling	Groups of sampling operations
\bgCalibration	Calib	Calibration operation
\bgBDSagent	A_{BDS}	The BDS agent
\bgBGDSagent	A_{BGDS}	The BGDS agent
\bgPopCode	pop	Popoulation code
\bgRankCode	rankcode	Rank code
\bgRangeFamily	RF	Family of range-finders models
\bgCmdConstraints	$\Omega_{\mathbf{u}}$	
\bgPopK	ψ	
articles/bgds/old	<i>BGDS report</i>	
\state	\mathbf{x}	Generic underlying state.
\stateSp	\mathcal{X}	Generic underlying state space.
\detecte	d	Detector
\submean{\dots}		Quantity with mean normalized.
\dist	σ	Distance to obstacle
\distn	σ^*	Distance to obstacle, mean normalized.
\rfnl	β	Nonlinear function in range-finder tensors.
\near	μ	Nearness
\lum	y	Luminance
\lumn	y^*	Luminance, mean normalized
\sptran	ℓ	Sensor pose (translation)
\sprot	ℓ_{θ}	Sensor pose (rotation)
\slvel	\mathbf{v}^s	Sensor linear velocity (when off axis)
\savel	ω^s	Sensor angular velocity (when off axis)
\TX	\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>	$\text{Sym}(p_T)$	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>	φ	Mapping between \mathcal{S} and \mathcal{Z} .
<code>\jac</code>	\mathbf{J}	Jacobian of φ
<code>\jace</code>	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 .
<hr/>		
articles/bgds/logical/grads	<i>Gradient dynamics</i>	
<code>\Tzgd</code>	\mathbf{L}	\mathbf{z} gradient dynamics
<code>\Tzgde</code>	L	\mathbf{z} gradient dynamics (element)
<code>\Tzgl</code>	\mathbf{M}	\mathbf{z} gradient learned tensor
<code>\Tzgle</code>	M	\mathbf{z} gradient learned tensor (element)
<code>\Tzgcov</code>	\mathbf{S}	\mathbf{z} gradient covariance
<code>\Tzgcove</code>	S	\mathbf{z} gradient covariance (element)
<code>\Tzad</code>	\mathbf{E}	Affine part of dynamics.
<code>\Tzade</code>	E	Affine part of dynamics (element)
<code>\Tzal</code>	\mathbf{F}	Learned affine part of dynamics.
<code>\Tzale</code>	F	Learned affine part of dynamics (element)
<hr/>		
articles/bgds/tensors	<i>BGDS report</i>	
<code>\Tygd</code>	\mathbf{G}	\mathbf{y} gradient dynamics
<code>\Tygde</code>	G	\mathbf{y} gradient dynamics (element)
<code>\Tygl</code>	\mathbf{H}	\mathbf{y} gradient learned tensor
<code>\Tygle</code>	H	\mathbf{y} gradient learned tensor (element)
<code>\Tygcov</code>	\mathbf{R}	\mathbf{y} gradient covariance
<code>\Tygcove</code>	R	\mathbf{y} gradient covariance (element)
<code>\Tyad</code>	\mathbf{B}	Affine part of dynamics.
<code>\Tyade</code>	B	Affine part of dynamics (element)
<code>\Tyal</code>	\mathbf{C}	Learned affine part of dynamics.
<code>\Tyale</code>	C	Learned affine part of dynamics (element)
<hr/>		
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>\bgRInputH</code>	\mathbf{a}^T	History of input signal
<code>\bgROutput</code>	\mathbf{b}	
<code>\bgROutputH</code>	\mathbf{b}^T	History of output signal
<code>\bgROutputSp</code>	\mathcal{B}	
<code>\bgRInputTr</code>	\mathbf{g}	
<code>\bgRInputTrSp</code>	G^A	
<code>\bgROutputTr</code>	\mathbf{h}	
<code>\bgROutputTrSp</code>	G^B	
<code>\bgObs</code>	\mathbf{y}	observations
<code>\bgObsH</code>	\mathbf{y}^T	observations history
<code>\bgObsSp</code>	\mathcal{Y}	observation space
<hr/>		
<code>articles/camera</code>	<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

\SBSE	SKv	An extension to the SK algorithm (without
articles/dds	<i>DDS report</i>	
\ddsres	ρ	Resolution of the sensor in a DDS.
\ddsarea	$ \mathcal{S} $	Area of the manifold \mathcal{S} .
\ddsbound	d_{\max}	Bound on the maximum diffeomorphism in
\DDS	DDS	
\dds	DDS	
\ddsl	DDSL	
\DDSu	$\text{DDS}(\mathcal{S}; \mathcal{U})$	
\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	Γ	Uncertainty of estimated diffeomorphism.
\diffDist	d^{Diff}	Distance between two diffeomorphism.
\cmdDist	\mathcal{D}_{cmd}	Distance between two commands.
\cmdADist	\mathcal{A}_{cmd}	Anti-distance between two commands.
\images	$\mathbb{F}(\mathcal{S})$	
\obspsV	\mathcal{V}	viewport
\ddsfov	\mathcal{V}	viewport
\obspsVunpred	$\mathcal{V}^{\overline{\text{pr}}}$	undpredictable part
\obspsVpred	\mathcal{V}^{pr}	predictable part
\obspsVunpredt	$\mathcal{V}_t^{\overline{\text{pr}}}$	undpredictable part at time t
\obspsVpredt	$\mathcal{V}_t^{\text{pr}}$	predictable part at time t
\ddsctod	C_TO_DIFF	
\ddsste	x	State of a DDS (element)
\ddsst	\mathbf{x}	State of a DDS
articles/deepdyn	<i>Learning of latent/deep dynamics</i>	
\ldmap	γ	Map from latent state to instantaneous dyn
\hclass	\mathcal{H}	Hidden class
\iclass	\mathcal{M}	Instantnaeous class
articles/despl	<i>Parallel learning paper</i>	
\atype{...}		
\mycode{...}		
\desplStats	Stats	
\desplIStats	IStats	
\desplData	Data	
\desplIData	IData	
\desplModels	Models	
\desplIModels	IModels	
\despllearn	learn	
\desplilearn	ilearn	
\desplfilter	filter	
\desplfmodel	fm	

\desplistats	istats	
\desplglue	glue	
\desplmglue	mglue	
\desplstats	stats	
\desplmerge	merge	
\ds	Δ_s	Spatial sampling
\dt	Δ_t	Temporal sampling
\db	Δ_b	Brightness threshold
\camexp	EX	Exposure
articles/dptr1	<i>Technical report for diffeoplanning</i>	
articles/dptr1/spaces	<i>spaces</i>	
\SetImages	Im	
\SetUIImages	UIIm	
\genericdist{...,...}		
\genericudist{...,...}		
\obsstart	y_{start}	
\obsgoal	y_o	
\SetPlans	Plans	
\planSp	Plans	
\redplans	RedPlans	reduced plans
\plan	p	a generic plan
\plang	p_o	true plan
\planf	p^*	The solution found
\zeroplan	\emptyset	
\obsu	z	Scalar uncertainty
\obsue	z	Scalar uncertainty
\sarea	A	area around pixel s
\dd	φ	Generic diffeomorphisms
\dde	φ	Generic diffeomorphisms
\ddu	γ	its uncertain
\ddue	γ	its uncertain
\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	$d_{L_1}^{\text{Diff}(S)}$	

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

articles/neucontrol

neromorphic control

<code>\clip{\dots}</code>		Clip up to some boundary
<code>\maxu</code>	b	
<code>\clipu</code>	clip_b	
<code>\dvsth</code>	Δ_b	Threshold
<code>\gain</code>	κ	
<code>\settime</code>	\mathbb{T}	
<code>\controllerLast</code>	$C1$	Uses last event
<code>\controllerTI</code>	$C2$	Time integrale

\controllerTS	$C3$	time smoothed
\controllerTN	$C4$	Time neural
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	$\mu_{\mathbf{x}}^{\mathbf{x}}$	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
		$\mathbf{y} = n\mathbf{h}(\mathbf{x})$
		$\$ \backslash \text{esObs} = \backslash \text{esNuis } \backslash \text{esObsMap}(\backslash \text{esSt}) \$$
articles/estgroups/nuisances	<i>Nuisances</i>	
\esNuis	\mathbf{n}	Nuisance
\esNuisSp	\mathbf{N}	Nuisance group
\esNuisDist	$\mu_{\mathbf{n}}^{\mathbf{N}}$	Nuisance distribution
articles/estgroups/estimators	<i>Estimators, risks and performances</i>	
\esEst	m	Estimator
\esEstSp	\mathcal{M}	Estimator set
\esEstSpOpt	\mathcal{M}^*	Optimal subset of estimators
\esRisk	e	Risk function
\esRiskSp	\mathcal{E}	Risk space
\esRiskDist{\dots}		Risk distribution for given estimator
\esRiskDistP0	\preceq	Partial order defining preference on distributions
\esProb	\mathcal{P}	Estimation problem
articles/estgroups/symmetries	<i>Symmetries in the problem</i>	
\esStAb	α	Abstract state
\esStAbSp	\mathcal{A}	Abstract space
\esRep	φ	Representation
		$\varphi : \mathbf{x} \mapsto \alpha.$
		$\$ \backslash \text{esRep}: \backslash \text{esSt } \backslash \text{mapsto } \backslash \text{esStAb} \$.$
\esStSym	\mathbf{A}	Group of symmetries of the state
\esObsSym	\mathbf{B}	Group of symmetries of the observation
\esRiskSym	\mathbf{C}	Group of symmetries of the risk function
\esPOSym	\mathbf{D}	Group of symmetries acting on the partial order
\esProbSym	\mathcal{S}	Tuple of symmetries
articles/groupspectral	<i>Group spectral properties</i>	
\gsHom	HomMaps	Induced homomorphisms.
\gsImage	Image	
\gsEqs	EqSet	Fixed points of a function.
\gsGA	GrAct	If the function is the action of a group.

<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
<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>	ψ	Function that defines an exteroceptive sensor
<code>\env</code>	e	Environment
<code>\envSp</code>	\mathcal{E}	Environment space
<code>\envo</code>	\mathcal{O}	Obstacles in the environment
<code>\envt</code>	\mathcal{T}	Texture (function on $\partial\mathcal{O}$)
<code>\envf</code>	\mathcal{F}	Field sensed by field sampler
<code>\envob</code>	$\partial\mathcal{O}$	Obstacles boundaries
<code>\obspsDiff</code>	\mathcal{S}^{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
articles/jbds/misc	<i>Used in proofs for JBDS</i>	
<code>\ygneig</code>	N	A neighborhood of \mathbf{y}_o .

articles/jbds/robots		
\allrobots	Robots	The set of all robots
\vehRob	Vehicles	Vehicle robots
\vehRobNuis	Vehicles	Vehicle robots with nuisances
\robVeh	Vehicles	
articles/optbody		
<i>Optimal design of body and mind</i>		
\MA	A	
\MB	B	
\MC	C	
\MG	G	
\MH	H	
\MR	R	
\ML	L	
\MQ	Q	
\MP	P	
\MS	S	
\MSigma	Σ	
\MV	V	
\MW	W	
\SP	P_s	Sensing power
\AP	P_a	Actuation power
\SE	E	Stored energy
\ER	r	Trajectory efficiency ratio
\HP	Θ	Heading precision
\np	n	Number of pixels
articles/soattotheory		
<i>Symbols used by Soatto</i>		
\scene	ξ	scene
\representation	$\hat{\xi}$	representation
\minrep	$\hat{\xi}^\vee$	minimal representation
\feature	ϕ	feature
\maxinv	ϕ^\wedge	maximal invariant feature
\suffstat	ϕ^\vee	maximal invariant feature
\image	\mathcal{I}	image
\addnoise	n	additive noise
\imageform	h	image formation function
\groupnuis	g	nuisance which have the structure of a group
\othernuis	ν	other non-invertible nuisance
\lightfield	\mathcal{L}	all possible images generated by a scene
\complex	H	Complexity measure
\actinfo	\mathcal{H}	Actionable information
\covdet	ψ	Covariant detector
articles/soattotheory/mseerep		
<i>msee report</i>		
\nuddisc{...}		Domain sampling operator (subset)
\nusample{...}		Domain sampling operator (subset)
\nuvdisc{...}		Value Discretization operator (subset)
\nusmooth{...}		Smoothing operator (kernel)
\nucens{...}		Censoring operator (field of view)
\nuoccl{...}		Occlusions

<code>\inform</code>	I	
<code>\contrast</code>	f	
articles/thesis	<i>Special symbols for thesis</i>	
<code>\labelrefinement</code>	ref	Indicates a refinement
<code>\pchomeoR</code>	PieceHomeo(\mathbb{R})	
<code>\dianode{...}</code>		used in properties1.dot
<code>\dianodem{...}</code>		
<code>\bitZ</code>	\square	
<code>\bit0</code>	\boxdot	
<code>\infbinstrings</code>	$\{\square, \boxdot\}^{\mathbb{N}}$	Set of infinite binary strings
<code>\chineseClose</code>	(nosummary)	The Chinese character corresponding to “cl
<code>\twosignals</code>	y^i, y^j	
<code>\twosignalsa</code>	y^i	
<code>\twosignalsb</code>	y^j	
<code>\twosignalscolon</code>	$y^i; y^j$	
<code>\semrelorder</code>	m	Order of a generic semantic relations
<code>\infinitt</code>	d	Infinitesimal
<code>\genericsemrel</code>	\mathcal{R}	A generic semantic relation.
<code>\gensemrelsym</code>	$\text{Sym}(\mathcal{R})$	Symmetries of the semantic relation
<code>\genericssimilarity</code>	R	A generic similarity measure.
<code>\obsecdf</code>	c	CDF of one 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>	Neighbors	
<code>\genericrel</code>	\sim	Generic relation
<code>\notgenericrel</code>	$\not\sim$	
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>	$\mathcal{D}(\text{Im}(\mathcal{S}); \mathcal{U})$	
<code>\DImagesR</code>	$\mathcal{D}(\text{Im}(\mathcal{S}); \mathbb{R}^{n_u})$	
<code>\ABehavior</code>	$behavior$	
<code>\DImagesSphU</code>	$\mathcal{D}(\text{Im}(\mathbb{S}^2); \mathcal{U})$	
<code>\hobs</code>	\mathbf{x}	
<code>\hobse</code>	x	
<code>\bound</code>	M	
common	<i>Common symbols to all papers</i>	
common/abbreviations	<i>Other abbreviations</i>	
<code>\setA</code>	\mathcal{A}	
<code>\setB</code>	\mathcal{B}	
<code>\setC</code>	\mathcal{C}	

<code>\setU</code>	\mathcal{U}	
<code>\setM</code>	\mathcal{M}	
<code>\setY</code>	\mathcal{Y}	
<code>\setX</code>	\mathcal{X}	
<code>\setZ</code>	\mathcal{Z}	
<code>\setS</code>	\mathcal{S}	
<code>\grG</code>	G	
<code>\grH</code>	H	
<code>\grK</code>	K	
<code>\grN</code>	N	
<hr/>		
common/abbreviations/invariances/abbreviations		
<code>\sqa</code>	a	
<code>\sqae</code>	a	
<code>\sqb</code>	b	
<code>\sqbe</code>	b	
<code>\sqc</code>	c	
<code>\sqce</code>	c	
<hr/>		
common/acronyms		
<hr/>		
common/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.
<hr/>		
common/basic		
<code>\setfun</code>	\Rightarrow	Symbol for set functions (one-to-many)
<code>\algfield</code>	field	Field. <div>field($\mathcal{X}, +, \times$) is an algebraic field. $\\$ \backslash \text{algfield}(\backslash \text{aset}\{X\}, +, \backslash \text{times}) \\$ is an algebraic field.</div>
<code>\wellorder</code>	wellorder	A well ordered set. <div>wellorder(\mathcal{X}, \leq) is a well-ordered set. $\\$ \backslash \text{wellorder}(\backslash \text{aset}\{X\}, \backslash \text{leq}) \\$ is a well-ordered set.</div>
<code>\orderedfield</code>	orderedfield	A well ordered field. <div>orderedfield($\mathcal{X}, +, \times, \leq$) is a well-ordered field. $\\$ \backslash \text{orderedfield}(\backslash \text{aset}\{X\}, +, \backslash \text{times}, \backslash \text{leq}) \\$ is a well-ordered field.</div>
<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 $\mathcal{C}(\mathcal{A})$ are all continuous functions on \mathcal{A} .
\differFuncs	Differentiable	Differentiable functions
\partitions	partitions	
\mExp	mexp	Matrix exponential
\bigO	\mathcal{O}	Big-O notation
\smallo	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}^+	Non negative reals
\posReals	\mathbb{R}_o^+	Strictly positive reals
\nzReals	\mathbb{R}_o	Nonzero reals
common/blackboxes	<i>Black boxes</i>	
\abb{...}		A black box
\bbD	D	
\bbinv{...}		Inverse of a black box
\bbli{...}		left inverse of a black box
\bbri{...}		right inverse of a black box
\alloutcomes	AllOutcomes	
\alloutputs	AllOutputs	All outputs of a given system
\bbDelay	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
<hr/>		
<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
<hr/>		
<code>\bbSpCore</code>	\mathcal{D}°	Systems up to representation
<hr/>		
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>\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
<hr/>		
common/blackboxes/deprecated		
<code>\bbOp</code>	\oplus	Composition operation
<code>\inSeries</code>	Series	Series of two systems
<hr/>		
common/boot		
<hr/>		
common/boot/obs cmd		
<code>\world</code>	\mathbf{m}	The "world", an element of $\mathcal{D}(\mathcal{Y}; \mathcal{U})$.
<code>\obs</code>	\mathbf{y}	Observations vector.
<code>\obse</code>	y	Observations element.
<code>\cmd</code>	\mathbf{u}	Commands vector.
<code>\cmde</code>	u	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 $d^{\mathcal{Y}}$
<hr/>		
common/boot/spatialsensors		
<code>\obssp</code>	\mathcal{S}	Observation physical space.
<code>\obsps</code>	\mathcal{S}	Observation physical space.

<code>\genimages</code>	Im	Images on physical space \mathcal{S} .
<code>\imps</code>	Im(\mathcal{S})	Images on physical space \mathcal{S} .
<code>common/boot/servo</code>	<i>Servoing</i>	
<code>\obsemark</code>	\circ	
<code>\obs</code>	\mathbf{y}_o	Goal observations.
<code>\obsge</code>	y_o	Goal observations (element).
<code>\obsel</code>	\mathbf{z}_o	Goal observations (element).
<code>\obsge</code>	z_o	Goal observations (element).
<code>common/boot/abbreviations</code>	<i>Abbreviations</i>	
<code>\bbSpYU</code>	$\mathcal{D}(\mathcal{Y}; \mathcal{U})$	to write
<code>\bbSpYXU</code>	$\mathcal{D}(\mathcal{Y}; \mathcal{X}; \mathcal{U})$	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/vehicles</code>	<i>The Vehicles universe</i>	
<code>\veEnvironments</code>	Environments	All Vehicles environments
<code>\veSensors</code>	Sensors	all Vehicles sensors
<code>\veDynamics</code>	Dynamics	all Vehicles dynamics
<code>\veVehicles</code>	Vehicles	
<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>\adhoc</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 (observation)
<code>\highB{...}</code>		Highlight something in formulas (command)
<code>\highC{...}</code>		both observations and commands

<i>common/yesorno</i>		<i>Miscellaneous functions for document formatting</i>	
<code>\ns</code>			
<code>\tickYes</code>	✓		
<code>\tickNo</code>	7		
<code>\NA</code>	n/a		
<code>\coltickNo</code>	7		
<code>\yes</code>	✓		
<code>\no</code>	7		
<code>\onehalf</code>	$\frac{1}{2}$		small one half
<code>\smPO</code>	+1		Small plus one
<code>\smMO</code>	−1		Small minus one (e.g. in <code>smallmatrix</code>)
<i>common/incomplete</i>		<i>Incomplete symbols</i>	
<code>\towrite</code>	to write		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} . $\text{\texttt{\$}\diff(\aset{M})\text{\texttt{\$}}}$ are the diffeomorphisms from $\text{\texttt{\$}\aset{M}\text{\texttt{\$}}}$ to itself.
<code>\diffPos</code>	Diff ₊		Orientation-preserving diffeomorphism.
<code>\homeoPos</code>	Homeo ₊		Orientation-preserving homeomorphisms (or diffeomorphisms).
<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} . $\text{\texttt{\$}\isometries(\aset{M})\text{\texttt{\$}}}$ are all the isometries of $\text{\texttt{\$}\aset{M}\text{\texttt{\$}}}$.
<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	
<code>common/groups</code>	<i>Group theory</i>	
<code>\gIdentity</code>	e	Identity of a group
<code>\tgroup</code>	group	Group set with operations $\text{group}(G, \cdot)$ means G is a group under \cdot . $\text{\tgroup}(\text{\agroup}\{G\}, \cdot)$ means $\text{\agroup}\{G\}$ 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 $\text{\aset}\{X\}$ is \haa .
<code>common/groups/famous</code>	<i>Famous groups</i>	
<code>\idGroup</code>	Id	The trivial group with identity only.
<code>\permutations</code>	Perm	Set of permutation
<code>\stab{...}</code>		Stabilizer of a set
<code>\functionsym{...}</code>		Symmetries of a function
<code>\allsubgroups</code>	AllSubgroups	
<code>\comgroup{...}</code>		Commutator sub group
<code>\groupJoin</code>	\vee	Group join
<code>\groupconj{...}</code>		Conjugation
<code>\groupquotient</code>	$/$	Group quotient
<code>\groupsemidir</code>	\rtimes	Semidirect product.
<code>\groupisom</code>	\cong	Isomorphism
<code>\issubgroup</code>	\leq	Subgroup relation.
<code>\normalsub</code>	\triangleleft	Normal subgroup relation
<code>\actionsymbol</code>	\cdot	Group action.
<code>\companionFuncs{...}</code>		Companions functions
<code>\transversalFuncs{...}</code>		Transversal functions
<code>common/groups/matrix</code>	<i>Matrix groups</i>	
<code>\orthogroup</code>	O	Orthogonal group.
<code>\trangroup</code>	T	Translation group
<code>\segroup</code>	SE	Special Euclidean group.
<code>\Egroup</code>	E	Euclidean group.
<code>\SLgroup</code>	SL	Special linear group
<code>\Diaggroup</code>	D	Diagonal matrices with non-zero elements.
<code>\PMgroup</code>	D_±	Diagonal matrices with ± 1 on the diagonal
<code>\Scalegroup</code>	Sc	Multiples of the identity
<code>\sogroup</code>	SO	Special orthogonal group.
<code>\sonegroup</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/>		
<code>common/groups/simple</code>	<i>Very simple groups</i>	
<code>\mgrou</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
<hr/>		
<code>common/groups/simple/abbreviations</code>	<i>Abbreviations</i>	
<code>\addgroupn</code>	$(\mathbb{R}^n, +)$	Addition group on \mathbb{R}^n
<code>\affone</code>	$\text{Aff}(\mathbb{R})$	Affine group 1D
<code>\affonepos</code>	$\text{Aff}_+(\mathbb{R})$	Affine group 1D
<code>\affn</code>	$\text{Aff}(\mathbb{R}^n)$	Affine group in n dimensions.
<code>\affnpos</code>	$\text{Aff}_+(\mathbb{R}^n)$	Affine transformations preserving orientation
<hr/>		
<code>common/probability</code>	<i>Probability</i>	
<code>\uniformdist</code>	Uniform	Uniform distribution
<code>\measuresupport</code>	Support	Support of a probability measure
<code>\processes</code>	StocProcesses	Set of stochastic processes
<code>\conditional</code>	Conditional	Conditional distribution
		Conditional($\mathcal{B}; \mathcal{A}$) is the set of conditional distributions
		$\text{\texttt{\$}\conditional(\text{\texttt{\setB}};\text{\texttt{\setA}})\text{\texttt{\$}}}$ 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}, Σ, μ) is a measure space.
		$\text{\texttt{\$}\measureSp(\text{\texttt{\aset{X}}}, \text{\texttt{\Sigma}}, \text{\texttt{\mu}})\text{\texttt{\$}}}$ is a measure space.
<code>\probSp</code>	prob	Probability space.
		prob(\mathcal{X}, Σ, μ) is a probability space.
		$\text{\texttt{\$}\probSp(\text{\texttt{\aset{X}}}, \text{\texttt{\Sigma}}, \text{\texttt{\mu}})\text{\texttt{\$}}}$ is a probability space.
<code>\measures</code>	Measures	Set of probability measures on a set.
		Try $\mu^{\mathcal{X}} \in \text{Measures}(\mathcal{X})$
		Try $\text{\texttt{\$}\mu^{\text{\texttt{\aset{X}}}} \in \text{\texttt{\measures(\aset{X})}}\text{\texttt{\$}}}$
<code>\dirac</code>	δ	
<hr/>		
<code>common/robotics</code>	<i>Robotics</i>	
<code>\obsip</code>	m	Inner product bilinear form.
<code>\obsosp</code>	\mathcal{O}	Observation output space.
<code>\dummySensel</code>	s	

<code>\pose</code>	\mathbf{q}	Robot pose $\mathbf{q} = (\mathbf{t}, \mathbf{R}) \in \mathcal{Q} \subset \text{SE}(3)$.
<code>\posesp</code>	\mathcal{Q}	Pose space, subgroup of $\text{SE}(3)$.
<code>\posespAlg</code>	\mathbf{q}	Pose space algebra.
<code>\confspace</code>	\mathcal{Q}	Robot configuration space
<code>\pos</code>	\mathbf{t}	Position in the world frame.
<code>\posEl</code>	t	Position in the world frame (element)
<code>\rotm</code>	\mathbf{R}	Rotation matrix representing orientation in
<code>\rotme</code>	R	Element of rotation matrix
<code>\lvel</code>	\mathbf{v}	Linear velocity
<code>\lvele</code>	v	Linear velocity (element)
<code>\avel</code>	$\boldsymbol{\omega}$	Angular velocity (as vector)
<code>\avele</code>	ω	Angular velocity (element)
<code>\avels</code>	ω	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.
<code>\fieldpose</code>	z	Generic position in the world.
<code>\worldSp</code>	Maps	
<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>	std	Standard deviation
<code>\var</code>	var	Variance
<code>\ex</code>	\mathbb{E}	Expected value
<code>\corr</code>	corr	
<code>\cov</code>	cov	covariance
<code>\spearcorr</code>	spear	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{\dots}</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>	
<code>common/systems</code>	<i>Dynamical systems</i>	
<code>\CTI</code>	<code>CTI</code>	Continuous-time time-invariant systems.
<code>\DTI</code>	<code>DTI</code>	Discrete-time time-invariant systems.
<code>\DDTI</code>	<code>DDTI</code>	Deterministic discrete-time time-invariant systems.
<code>\DCTI</code>	<code>CDTI</code>	Deterministic continuous-time time-invariant systems.
<code>\DFSTI</code>	<code>DFSTI</code>	Discrete-time finite-state-space time-invariant systems.
<code>\CFSTI</code>	<code>CFSTI</code>	Continuous-time finite-state-space time-invariant systems.
<code>\DFSTIGO</code>	<code>DFSTIGO</code>	Discrete-time finite-state-space time-invariant systems.
<code>\CLTI</code>	<code>CLTI</code>	Continuous-time linear time-invariant systems.
<code>\CLTIG</code>	<code>CLTIG</code>	Continuous-time linear time-invariant systems.
<code>\DLTI</code>	<code>DLTI</code>	Discrete-time linear time-invariant systems.
<code>\DSMPLTI</code>	<code>DSMPLTI</code>	Discrete-time stable minimum-phase linear time-invariant systems.
<code>\DLTIG</code>	<code>DLTIG</code>	Discrete-time linear time-invariant systems.
<code>\laptrans</code>	\mathcal{L}	Laplace transform
<code>\impulseresp</code>	<code>ImpulseResp</code>	Impulse response of a system
<code>\transferfunc</code>	<code>TF</code>	Transfer function
<code>typography</code>	<i>Basic typography</i>	
<code>\myacronym{...}</code>		All acronyms; good for text as well as math.
<code>typography/tensors</code>	<i>Tensors and tensor elements</i>	
<code>\T{...}</code>		Tensor
<code>\Tel{...}</code>		Tensor element
<code>\Te{...}</code>		
<code>typography/matrices</code>	<i>Matrices and matrix elements</i>	
<code>\M{...}</code>		A matrix
<code>\Mel{...}</code>		The elements of a matrix
<code>typography/sets</code>	<i>Sets</i>	
<code>\aset{...}</code>		A set
<code>\agroup{...}</code>		Fonts for a set which is a group.
		A set \mathcal{X} , a group X, G, \dots
		A set \mathcal{X} , a group X, G, \dots
		A set \mathcal{X} , a group X, G, \dots
<code>\aseq{...}</code>		Formatting for sequences
<code>\aseqe{...}</code>		Formatting for one element in a sequence
<code>\dummyIndices</code>		
<code>typography/misc</code>	<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.