# Tarea 1 ⊲ Entrega: 7 de marzo, 2008 ⊳

# Contents

| 1. | First Section   | 1 |
|----|---|---|
| 2. | Second Section  | 2 |
| 3. | Third Section   | 3 |
| 4. | Some Boxed Examples                                   | 3 |
| 5. | Some Boxed Definitions                                | 3 |
|    | dix: Robot Design and Engineering  General Background | 4 |
|    |   |   |
| 7. | Procedure   | 4 |
|    |   |   |
|    |   | 4 |

# 1. First Section

- 1. Q1: This is bold underlined text.
- 2. Q2
- 3. Q3

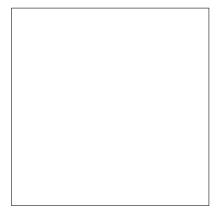


Figura 1: An example of an invisible figure.

2008.03.22

# 2. Second Section

- 4. Q4
- 5. Q5
- 6. Q6

2008.03.22

#### 3. Third Section

- 7. Q7
- 8. Q8
- 9. Q9

# **Some Boxed Examples**

### Ejemplo 4.1

 $\overline{X \equiv \text{toss a coin }}(\leftarrow \text{this is the } \textit{process}).$ 

 $x_0 = \mathsf{head}$ 

 $x_1 = \mathsf{tail}$ 

# Ejemplo 4.2

 $X \equiv \text{draw some number of candies with a spoon.}$ 

 $P(X=x_i)=\frac{n_i}{N}$  where  $n_i$  is the number of times the amount  $x_i$  was drawn,  $i=1,2,\ldots I$ .

#### 5. Some Boxed Definitions

Probability Law

$$\sum_{i=1}^{\infty} P(x_i) = 1, \qquad \int_{-\infty}^{\infty} p(x) dx = 1$$
 (1)

Probabilidades no-condicionadas individuales (unconditional individual probabilities)

$$P(x_i) = \frac{n_{X_i}}{N}, \qquad i = 1, \dots, I$$
 (2)

$$P(x_i) = \frac{n_{X_i}}{N}, \qquad i = 1, \dots, I$$

$$P(y_j) = \frac{n_{Y_j}}{N}, \qquad j = 1, \dots, I$$
(2)

Something in the air.

3 2008.03.22

# **Appendix: Robot Design and Engineering**

- 6. General Background
- 7. Procedure
- 8. Function Reference

### 8.1. zfunction

**Purpose** Compute something.

Syntax zfunction(args)

**Description** This function computes something using the  $\alpha(X)$  algorithm.

 $\alpha(X,Y) \mapsto \alpha(X)\alpha(Y)$  (4)

**Arguments**  $v_1$  The value of the first argument.

 $v_2$  The value of the second argument.

:

 $v_n$  The value of the n-th argument.

**Examples** Applying zfunction to three arguments cannot be shown here. Do not use a "verbatim"

environment nor "verb" within any "fref" environment command, such as "fpurp", "fex", etc. Instead make a direct declaration of a "minipage" environment within the "fref"

environment and place the verbatim text within the minipage.

**Discussion** There is nothing to discuss.

See Also recfunc, strangefunction

**References** See the work by Batwing in [1] and references therein for details on the derivation.

Implementation

Notes

This is an example of a custom-defined field. It relies on the Deawfulization method to revert the uglyness of the complex expressions.

Some other things can be subjectless if they are continuations.

2008.03.22 4

### **Verbatim Space**

Must use begin(verbatim) and end(verbatim) to produce verbatim text. Note the other commands do not accept verbatim text!

# 8.2. recfunc

### **Examples**

Consider the Zetino basis, Z, given in the example for the function zfunction on page 4. Additionally, suppose that  $Z_6 = [f_1, f_2] = 0$ , then the Zetino algebra can be expressed in terms of the following 3-dimensional basis of independent Zetino products, in terms of which z4 is expressed (see the example for the function zfunction on page 4):

# Salut!

Carambola

Is the problem of creating something literally #0?&\$!\* stupid!

Alobmarac

Is the problem of inverting something totally silly!

2008.03.22 5