```
c2_function_transformation
       < float_type >

+ isIdentity
+ X
+ Y

+ c2_function_transformation()
+ ~c2_function_transformation()
+ evaluate()
```

```
c2_log_log_function
_transformation< float
       _type >


+ c2_log_log_function
_transformation()
+ ~c2_log_log_function
_transformation()
```