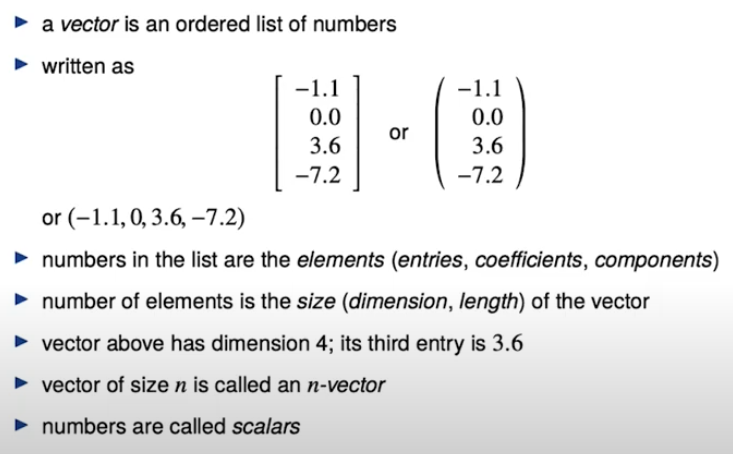
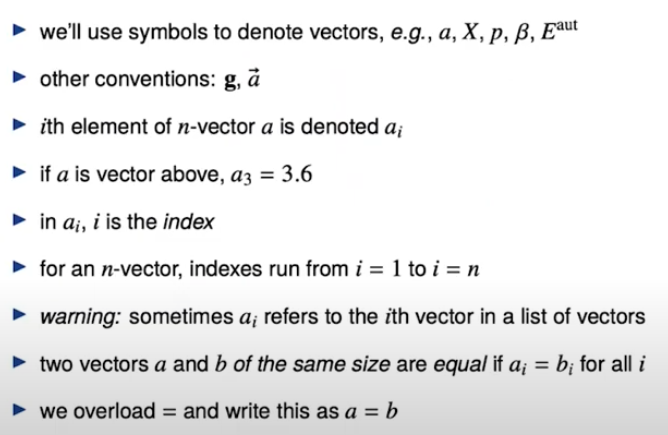
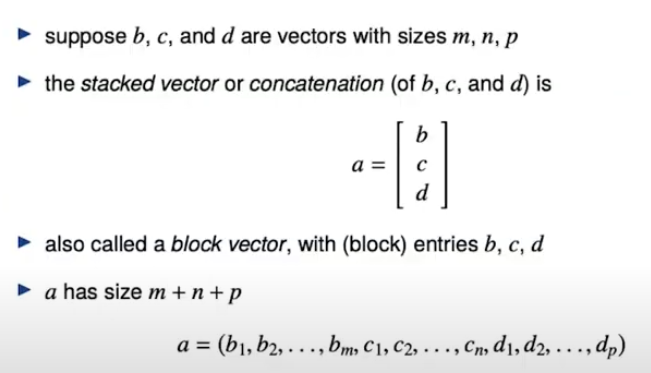
**Vector**



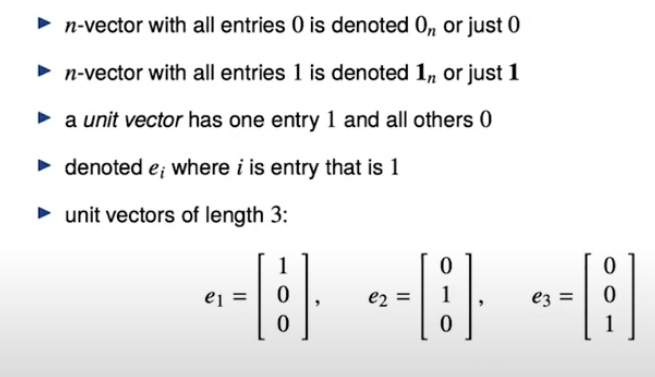
**Symbol:**

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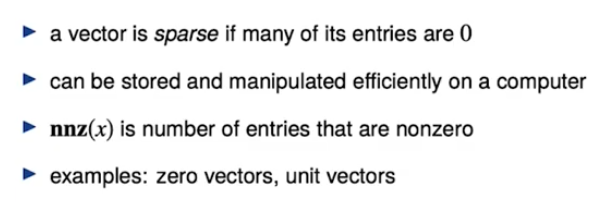
**Block Vector:** the size of block vector is the total of size of its member vector.



**Zero, Ones and Unit Vector:**

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**Sparse Vector:** We can store them in efficient way for example by using some data structure specifying which entries aren’t zero and giving them a value. Also we can operate on them more efficiently.

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