

```
"""
```

```
    struct CartesianSpace <: EuclideanSpace{ℝ}
```

A real euclidean space  $\mathbb{R}^d$ , which is therefore self-dual. `CartesianSpace` has no additional structure and is completely characterised by its dimension `d`. This is the vector space that is implicitly assumed in most of matrix algebra.

```
"""
```

```
struct CartesianSpace <: EuclideanSpace{ℝ}
```

```
    d::Int
```

```
end
```

```
CartesianSpace(d::Integer = 0; dual = false) = CartesianSpace(Int(d))
```

```
function CartesianSpace(dim::Pair; dual = false)
```

```
    if dim.first === Trivial()
```

```
        return CartesianSpace(dim.second; dual = dual)
```

```
    else
```

```
        msg = "$(dim) is not a valid dimension for CartesianSpace"
```

```
        throw(SectorMismatch(msg))
```

```
    end
```

```
end
```

```
CartesianSpace(dim::AbstractDict; dual = false) = CartesianSpace(dim...; dual = dual)
```

```
Base.getindex(::RealNumbers) = CartesianSpace
```

```
Base.getindex(::RealNumbers, d::Int) = CartesianSpace(d)
```

```
Base.:^(::RealNumbers, d::Int) = CartesianSpace(d)
```

```
# Corresponding methods:
```

```
#-----
```

```
dim(V::CartesianSpace) = V.d
```

```
Base.axes(V::CartesianSpace) = Base.OneTo(dim(V))
```

```
Base.oneunit(::Type{CartesianSpace}) = CartesianSpace(1)
```

```
⊕(V1::CartesianSpace, V2::CartesianSpace) = CartesianSpace(V1.d+V2.d)
```

```
fuse(V1::CartesianSpace, V2::CartesianSpace) = CartesianSpace(V1.d*V2.d)
```

```
flip(V::CartesianSpace) = V
```

```
infinum(V1::CartesianSpace, V2::CartesianSpace) = CartesianSpace(min(V1.d, V2.d))
```

```
supremum(V1::CartesianSpace, V2::CartesianSpace) = CartesianSpace(max(V1.d, V2.d))
```

```
Base.show(io::IO, V::CartesianSpace) = print(io, "ℝ$(V.d)")
```

```
Base.show(io::IO, ::Type{CartesianSpace}) = print(io, "CartesianSpace")
```