

```
std::unary_function  
< TypeVec< float, scn  
>::vec_type, TypeVec  
< float, dcn >::vec_type >
```

```
cv::gpu::device::unary  
_function< TypeVec< float,  
scn >::vec_type, TypeVec  
< float, dcn >::vec_type >
```

```
cv::gpu::device::color  
_detail::Luv2RGB< float,  
scn, dcn, srgb, blueidx >
```

