name if_c<0, int, short> name bool_<0> name if_c<1, int, short> name bool_<1> name if_<struct is_same<float, float>, int, short> name lazy_if<struct is_same<float, float>, struct identity<int>, struct identity<short> > name is_same<float, float> name identity<short> name | lazy_if_c<1, struct identity<int>, struct identity<short> > name lazy_if_c<0, struct identity<int>, struct identity<short> > name identity<int> name lazy_if<struct is_same<float, double>, struct identity<int>, struct identity<short> > name is_same<float, double> name if_<struct is_same<float, double>, int, short>