```
cpu vector operations real
+ location
+ SZ
+ SZ
+ cpu vector operations()
+ get vector size()
+ device location()
+ init vector()
+ free vector()
+ start use vector()
+ stop_use_vector()
+ check is valid number()
+ norm()
+ norm sq()
and 39 more...
       prec operator
    + SZ
    + iP
    + some vec
    + op
    + op
    + some vec
    + prec operator()
    + ~prec operator()
    + set operator()
    + apply()
    + prec operator()
    + set operator()
    + apply()
    + prec operator()
    + set operator()
    + apply()
    + prec operator()
    + ~prec operator()
    + set operator()
    + apply()
```