cpu vector operations< T > + 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< real > system operator< real > + some vec + SZ + A + some vec + SZ + a + prec operator() + re + ~prec operator() + h + set operator() + system operator() + prec operator() + apply() + set operator() + system operator() + apply() + prec operator() + system operator() + set operator() + apply() + system_operator() + prec_operator() + apply() + ~prec operator() + set operator()

+ SZ + iP

+ op

+ op_

+ apply()

+ apply()

+ apply()

+ apply()