

```
ShapeStorage< UniformShape  
Storage< vec_t, std::tuple  
<Lap<vec_t::dim>, Der1s<vec  
_t::dim>, Der2s<vec_t::dim>>  
>, vec_t, std::tuple<Lap<vec  
_t::dim>, Der1s<vec_t::dim>, Der2s  
_t::dim>> >
```



```
mm::UniformShapeStorage  
< vec_t, OpFamilies >
```