float->float filter ExampleFilter {
work peek 3 pop 1 push 2 {
 push(3*peek(2)+5*peek(1));
 push(2*peek(2)+peek(0)+6);
 pop();
}

Linear Extraction

$$\overrightarrow{X} = \{A, \overrightarrow{b}, 3, 1, 2\}$$

$$\overrightarrow{A} = \begin{bmatrix} 2 & 3 \\ 0 & 5 \\ 1 & 0 \end{bmatrix}$$

$$\overrightarrow{b} = \begin{bmatrix} 6 & 0 \end{bmatrix}$$

$$\overrightarrow{X} A + \overrightarrow{b} = \overrightarrow{y}$$