```
Vector \vee {
 v.data = (?, ?)
                                                         a_1
v.icon = Arrow {
   start : (0, 0)
                                                                                      data
          : v.data
   end
                                                  shape
                                                               data
 v.text = Text { string : v.label }
                                                                                                a_2
 ensure near(v.text, v.icon)
                                                                                     matmul
                                                                 (?, ?)
                                                          end
                                               start
Matrix A
                                                                           data
                                                                                                data
where A := columns(a_1, a_2) {
A.data = [a_1.data; a_2.data]
                                               (0, 0)
Vector Av = multiply(A, v) {
                                                                          (?, ?)
override Av.data = matmul(A.data, v.data)
```