

$\text{math::LinearOperator} < \text{Operator}, \text{VectorDomain}, \text{VectorImage} >$



$\text{math::RealOperator} < \text{Operator}, \text{VectorDomain}, \text{VectorImage} >$



$\text{math::SymmetricOperator} < \text{Operator}, \text{VectorDomain}, \text{VectorImage} >$