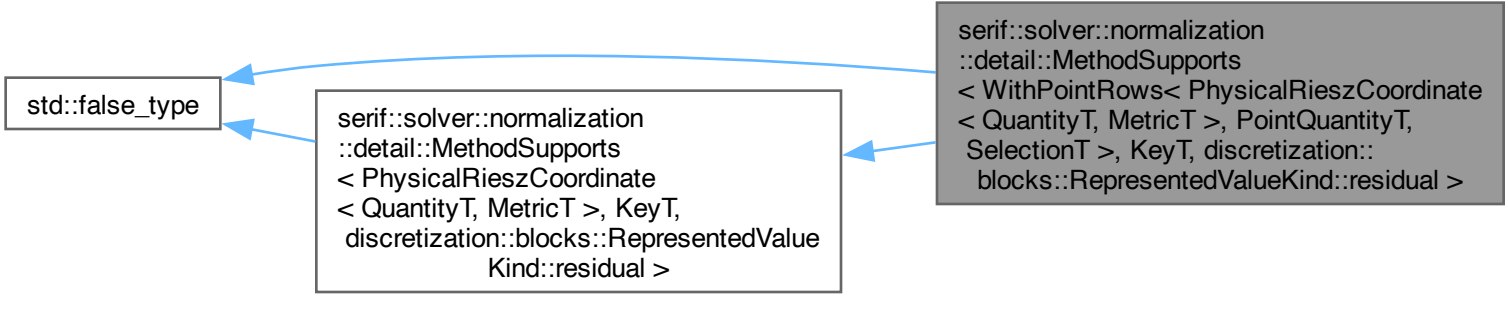

std::false_type
serif::solver::normalization
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< PhysicalRieszCoordinate
< QuantityT, MetricT >, KeyT,
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Kind::residual >
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