```
flatbuffers::vector
        _downward
  + vector_downward()
+ vector_downward()
   + operator=()
   + ~vector_downward()
   + reset()
   + clear()
   + clear_scratch()
  + clear_allocator()
+ clear_buffer()
  + release_raw() and 50 more...
                #buf
flatbuffers::FlatBufferBuilder
+ kFileIdentifierLength
# num_field_loc
# max_voffset_
# nested
# finished
# minalign
# force_defaults
# dedup_vtables_
# string_pool
+ FlatBufferBuilder()
+ FlatBufferBuilder()
+ operator=()
+ Swap()
+ ~FlatBufferBuilder()
+ Reset()
+ Clear()
+ GetSize()
+ GetBufferPointer()
+ GetCurrentBufferPointer()
and 96 more...
# FlatBufferBuilder()
# operator=()
# Finish()
# FlatBufferBuilder()
# operator=()
# Finish()
                +fbb
 tflite::SVDFOptionsBuilder
+ start
+ add_rank()
+ add_fused_activation
function()
       asymmetric_quantize
+ add
_inputs()
+ SVDFOptionsBuilder()
+ operator=()
+ Finish()
+ add_rank()
+ add_fused_activation
_function()
+ add_asymmetric_quantize
inputs()
+ SVDFOptionsBuilder()
+ operator=()
+ Finish()
```