```
flatbuffers::vector
              downward
       + vector_downward()
+ vector_downward()
                 _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::ConcatEmbeddings
            OptionsBuilder
+ start
+ add_num_channels()
+ add_num_columns_per
 channel()
  add_embedding_dim_per
channel()
+ ConcatEmbeddingsOptionsBuilder()
+ operator=()
+ Finish()
+ add_num_channels()
+ add_num_columns_per
 channel()
+ add embedding dim per
channel()

    + ConcatEmbeddingsOptionsBuilder()

+ operator=()
+ Finish()
```