```
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::BidirectionalSequence
         LSTMOptionsBuilder
+ start
+ add_fused_activation
 function()
+ add cell clip()
+ add_proj_clip()
+ add_merge_outputs()
+ add_time_major()
+ add_asymmetric_quantize
 inputs()
+ BidirectionalSequenceLSTMOptions
Builder()
+ operator=()
+ Finish()
+ add_fused_activation
 function()
and 8 more...
```