```
tflite::MicroAllocator
+ StartModelAllocation()
+ FinishModelAllocation()
+ AllocatePersistentTfLite
Tensor()
+ AllocateTempTfLiteTensor()
+ ResetTempAllocations()
+ AllocatePersistentBuffer()
+ RequestScratchBufferInArena()
+ FinishPrepareNodeAllocations()
+ used_bytes()
+ FlatBufferVectorToTfLite
TypeArray()
and 12 more...
+ Create()
+ Create(
+ Create()
+ Create()
# MicroAllocator()
# ~MicroAllocator()
# AllocateNodeAndRegistrations()
# AllocateTfLiteEvalTensors()
# AllocateVariables()
# AllocatePersistentTfLite
TensorInternal()
# PopulateTfLiteTensorFrom
Flatbuffer()
# error reporter()
# MicroAllocator()
# ~MicroAllocator()
and 6 more...
  tflite::RecordingMicroAllocator
+ GetRecordedAllocation()
+ GetSimpleMemoryAllocator()
+ PrintAllocations()
+ AllocatePersistentBuffer()
+ GetRecordedAllocation()
+ GetSimpleMemoryAllocator()
+ PrintAllocations()
+ AllocatePersistentBuffer()
+ Create()
+ Create()
# AllocateNodeAndRegistrations()
# AllocateTfLiteEvalTensors()
# AllocateVariables()
# AllocatePersistentTfLite
TensorInternal()
# PopulateTfLiteTensorFrom
Flatbuffer()
# AllocateNodeAndRegistrations()
# AllocateTfLiteEvalTensors()
# AllocateVariables()
# AllocatePersistentTfLite
```

TensorInternal()

Flatbuffer()

# PopulateTfLiteTensorFrom