```
< T, R, Alloc, L, Access >
 + make_integer_sequence
 < index_type, R >
 + ~dr_tensor()
 + dr_tensor()
+ dr_tensor()
+ dr_tensor()
 + dr_tensor()
 + dr_tensor()
+ dr_tensor()
+ dr_tensor()
+ dr_tensor()
+ dr_tensor()
 + dr_tensor()
 + dr_tensor()
+ dr_tensor()
+ dr_tensor()
+ dr_tensor()
+ dr_tensor()
 + operator=()
 + operator=()
 + operator=()
 + operator=()
  + size()
 + capacity()
 + resize()
 + reserve()
 + set_allocator()
+ get_allocator()
+ get_allocator()
 + span()
 + underlying_span()
 + underlying_span()
 + operator[]()
 + at()
  + operator[]()
 + at()
 + operator=()
 + operator=()
                        T, 1, allocator<
                     T >, experimental::
                     layout_right, experimental
                     ::default accessor< T > >
std::math::dr_tensor
 T, 1, allocator<</p>
>, experimental::layout
_right, experimental::default
         accessor< T > >
+ make_integer_sequence
< index_type, R >
+ ~dr tensor()
+ dr_tensor()
+ operator=()
+ operator=()
+ operator=()
+ operator=()
+ operator=()
+ operator=()
+ size()
+ capacity()
+ resize()
+ reserve()
+ set_allocator()
+ get_allocator()
+ get_allocator()
+ span()
+ underlying_span()
+ underlying_span()
+ operator[]()
+ operator[]()
+ at()
+ at()
    std::math::dr_vector
    < T, Alloc, L, Access >
    + ~dr_vector()
    + dr_vector()
+ dr_vector()
+ dr_vector()
+ dr_vector()
    + dr_vector()
    + dr_vector()
+ dr_vector()
+ dr_vector()
+ dr_vector()
+ dr_vector()
    + dr_vector()
    + dr_vector()
+ dr_vector()
+ dr_vector()
+ dr_vector()
+ operator=()
    + operator=()
    + operator=()
    + operator=()
    + subvector()
    + subvector()
    + operator=()
    + operator=()
    + size()
    + capacity()
    + resize()
    + reserve()
    + at()
    + at()
```

+ span()

+ underlying\_span() + underlying\_span()

std::math::dr\_tensor