```
absl::container_internal
::internal_layout::LayoutImpl
< std::tuple< Elements... >
, absl::index sequence< StaticSizeSeq...
```

absl::index sequence < OffsetSeq... > >::DebugString

>, absl::index\_sequence< RuntimeSizeSea...

>, absl::index\_sequence< SizeSeq... >,

absl::container\_internal ::internal\_layout::adl barrier::TypeName