

hmap::Vec3< int >

std::vector< float >

shape

vector

hmap::Tensor

```
graph BT; hmap_Tensor[hmap::Tensor] -.->|shape| hmap_Vec3[hmap::Vec3< int >]; hmap_Tensor -.->|vector| std_vector[std::vector< float >];
```

The diagram illustrates a class hierarchy where `hmap::Tensor` is the base class. Two dashed purple arrows originate from the `hmap::Tensor` box at the bottom. One arrow points to the `hmap::Vec3< int >` box at the top left, with the label `shape` placed next to it. The other arrow points to the `std::vector< float >` box at the top right, with the label `vector` placed next to it. The `hmap::Tensor` box is shaded gray, while the other two are white with black borders.