```
frontend::common::Unordered
 StructManager< std::string,
                                                            body symbol id
    std::hash< std::string > >
                                                                                        frontend::generator
                                     base symbol id
                                                                                        ::syntax generator::
                                                                                        TerminalProductionNode
                                                          frontend::generator
                                         base id
frontend::common::Object
                                                          ::syntax generator::
Manager < BaseProductionNode >
                                                          BaseProductionNode
```