```
tvm::runtime::ObjectPtr
  < tvm::runtime::Object >
  + ObjectPtr()
  + ObjectPtr()
  + ObjectPtr()
  + ObjectPtr()
  + ObjectPtr()
  + ObjectPtr()
  + ~ObjectPtr()
  + swap()
  + get()
  + operator->()
  and 10 more...
               #data
  tvm::runtime::ObjectRef
  + ObjectRef()
  + ObjectRef()
  + same as()
  + operator==()
  + operator!=()
  + operator<()
  + defined()
  + get()
  + operator->()
  + unique()
  + as()
  # get_mutable()
  # DowncastNoCheck()
  # FFIClearAfterMove()
  # GetDataPtr()
 tvm::runtime::vm::Closure
+ TVM
        DEFINE OBJECT REF
 METHODS()
tvm::relay::InterpreterClosure
+ InterpreterClosure()
+ TVM DEFINE OBJECT REF
 METHODS()
```