```
tvm::relay::PatternFunctor
< Pattern(const Pattern &)>
 tvm::relay::PatternMutator
 + Mutate()
 + VisitPattern ()
 + VisitPattern ()
 + VisitPattern ()
 + VisitPattern ()
 + VisitType()
 + VisitVar()
 + VisitConstructor()
```