```
v8::internal::compiler
  ::turboshaft::OperationMatcher
  + left
  + right
  + kind
  + rep
  + OperationMatcher()
  + Is()
  + TryCast()
  + Cast()
  + Get()
  + Index()
  + MatchZero()
  + MatchIntegralZero()
  + MatchSmiZero()
  + MatchFloat32Constant()
  and 22 more...
   v8::internal::compiler
        ::OperandGenerator

    selector

   + OperandGenerator()
   + NoOutput()
   + DefineAsRegister()
   + DefineSameAsInput()
   + DefineSameAsFirst()
   + DefineAsFixed()
   + DefineAsFixed()
   + DefineAsConstant()
   + DefineAsLocation()
   + DefineAsDualLocation()
   and 35 more...
   # selector()
   # sequence()
   # zone()
   - GetVReg()
   ToConstant()
   - ToNegatedConstant()
   - Define()
   Use()

    ToDualLocationUnallocated

   Operand()
     ToUnallocatedOperand()
v8::internal::compiler
    ::Arm64OperandGenerator
+ Arm64OperandGenerator()
+ UseOperand()
+ IsImmediateZero()
+ UseRegisterOrImmediateZero()

    + UseRegisterAtEndOrImmediate

Zero()
+ UseImmediateOrTemp()
+ IsIntegerConstant()
+ GetOptionalIntegerConstant()
+ CanBelmmediate()
+ CanBelmmediate()
+ CanBeLoadStoreShiftImmediate()
```

IsLoadStoreImmediate()