```
+ rt
                   + ra
                   + rb
                   + rc
                   + VU
                   + XMMRegister
                   + YMMRegister
                   + E6
                   + XMMRegister
                   + YMMRegister
                   + kNoHandlerTable
                   + kNoSafepointTable
                   + kSpecialTargetSize
                   + kMaxDistToPcRelativeConstant
                   + kMaxDistToIntPool
                   + kTypicalNumPending32Constants
                   + kMaxNumPending32Constants
                   + kVeneerCodeSize
                   + kNoSafepointTable
                   + kTestAlByte
                  and 33 more...
                   # reloc_info_writer
                  # pending_32_bit_constants_
                   # scratch_register_list
                   # scratch_vfp_register
                   list
                  # zone
                   # unresolved_branches
                  # branch_link_chain_back
                   # next veneer pool check
                  # jump_table_info_writer_
                   # kGap
                   # kMaxRelocSize
                  # kVeneerDistanceMargin
                  # kVeneerNoProtectionFactor
                   # kVeneerDistanceCheckMargin
                   constant_pool_deadline_
                  - const_pool_blocked
                  _nesting_
- no_const_pool_before
                  first_const_pool_32_use_
                   last_bound_pos
                  veneer_pool_blocked
                  _nesting
                   - internal_reference
                  _positions_
- constpool
                  next_buffer_check
                  trampoline_pool_blocked
                   _nesting
                  and 22 more...
                  - kMaximalBufferSize

    kCheckPoolDeadline

    kStartOfLabelLinkChain

                   - kBufferCheckInterval

    kCheckConstIntervalInst

    kCheckConstInterval

                  - kInvalidSlotPos
                   - kMaxCondBranchReach

    kMaxBlockTrampolineSectionSize

                   + Assembler()
                   + Assembler()
                   + ~Assembler()
                   + AbortedCodeGeneration()
                   + GetCode()
                   + GetCode()
                   + GetCode()
                   + bind()
                   + branch_offset()
                   + GetScratchRegisterList()
                   and 3929 more..
                   + DefaultTmpList()
                   + DefaultFPTmpList()
                   + is_constant_pool_load()
                   + constant pool entry
                   _address()
                   + target_address_at()
                   + set_target_address_at()
                   + deserialization_special
                   _target_size()
                   + deserialization_set
                   _target_internal_reference_at()
                   + uint32_constant_at()
                   + set_uint32_constant_at()
                  and 333 more...
                   # buffer_space()
                   # target_at()
                   # target_at_put()
                   # StartBlockConstPool()
                  # EndBlockConstPool()
                   # is_const_pool_blocked()
                   # has_pending_constants()
                   # VfpRegisterIsAvailable()
                   # VfpRegisterIsAvailable()
                   # emit()
                  and 101 more..
                   # IsImmLSPair()
                   # IslmmFP32()
                   # IsImmFP64()
                   # LoadOpFor()
                   # LoadPairOpFor()
                  # StoreOpFor()
                   # StorePairOpFor()
                   # LoadLiteralOpFor()
                   # set_target_internal
                   _reference_encoded_at()
                   # set_target_internal
                   _reference_encoded_at()
                   # set_target_internal
                   _reference_encoded_at()
                   - CheckBuffer()
                   GrowBuffer()

    AddrMode1()

    AddrMode1TryEncodeOperand()

    AddrMode2()

                   AddrMode3()
                   AddrMode4()
                  AddrMode5()
                    print()
                   - bind to()
                  and 394 more...
                   FPToImm8()
                   disassembleInstr()

    emit()

                   v8::internal::MacroAssemblerBase
                # isolate
                # code_object
                # root_array_available_
                # hard_abort_
                # has_frame_
                # sandboxing_mode_
               # maybe_builtin
                # comment_depth
                + MacroAssemblerBase()
                + MacroAssemblerBase()
                + MacroAssemblerBase()
                + MacroAssemblerBase()
                + MacroAssemblerBase()
                + isolate()
                + CodeObject()
                + root_array_available()
               + set_root_array_available()
+ should_abort_hard()
               and 17 more...
                + CanBelmmediate()
                + ReadOnlyRootPtr()
                + RootRegisterOffsetForRoot
                + RootRegisterOffsetForBuiltin()
                + RootRegisterOffsetForExternal
                Reference()
                + RootRegisterOffsetForExternal
                ReferenceTableEntry()
                + IsAddressableThroughRoot
                Register()
                # DISALLOW_IMPLICIT_CONSTRUCTORS()
                                   Δ
                        v8::internal::SharedMacro
                             AssemblerBase
                        + Move()
                        + Move()
                        + Add()
                        + And()
                        + Movhps()
                        + Movlps()
                        + Blendvps()
                        + Blendvpd()
                        + Pblendvb()
                        + Pinsrb()
                       and 60 more...
                        # PinsrHelper()
                        - I8x16SplatPreAvx2()
                        - I16x8SplatPreAvx2()
                    v8::internal::SharedMacro
                          Assembler < Impl >
                    + Abspd()
                     + Absps()
                     + Absph()
                     + Negpd()
                     + Negps()
                     + Negph()
                    + Pextrd()
                     + Pinsrd()
                     + Pinsrd()
                    + F64x2ConvertLowI32x4U()
                    and 9 more...
                     - impl()
                    - ExternalReferenceAsOperand()
                     FloatUnop()
                                     < MacroAssembler >
                    v8::internal::SharedMacro
                    Assembler < MacroAssembler >
                    + Abspd()
                    + Absps()
                    + Absph()
                    + Negpd()
                    + Negps()
                     + Negph()
                    + Pextrd()
                    + Pinsrd()
                     + Pinsrd()
                     + F64x2ConvertLowI32x4U()
                    and 9 more...

    impl()

    ExternalReferenceAsOperand()

                    FloatUnop()
                      v8::internal::MacroAssembler
                + DECLARE_STORE_FUNCTION
                + kExtraSlotClaimedByPrologue
                + kSwitchTablePrologueSize
                - tmp_list
                fptmp_list
                has_double_zero_reg_set_has_single_zero_reg_set_

    kSmiShift

                + EnterFrame()
                + LeaveFrame()
                + AllocateStackSpace()
                + AllocateStackSpace()
                + PushCommonFrame()
                + StubPrologue()
                + Prologue()
                + DropArguments()
                + DropArgumentsAndPushNewReceiver()
                + PushStandardFrame()
                and 3387 more...
                + ActivationFrameAlignment()
                + IsNearCallOffset()
                + CountSetHalfWords()
                + DefaultTmpList()
                + DefaultFPTmpList()
                + IsImmMovn()
                + IsImmMovz()
                + InstrCountForLi64Bit()
                + IsNearCallOffset()
                + CalculateTargetOffset()
                and 11 more..
                # PushHelper()
                # PopHelper()
                # ConditionalCompareMacro()
                # AddSubWithCarryMacro()
                # CallPrintf()
                # DropArguments()
                # GetRkAsRegisterHelper()
                # GetOffset()
                # GetRtAsRegisterHelper()
                # GetOffset()
                # GetRtAsRegisterHelper()
                # GetOffset()
                # GetSmiConstant()
                # DropArguments()
                - InvokePrologue()
                VFPCompareAndLoadFlags()
                VFPCompareAndLoadFlags()
                - VFPCompareAndLoadFlags()
                VFPCompareAndLoadFlags()
                - FloatMaxHelper()
                FloatMinHelper()

    FloatMaxOutOfLineHelper()

                FloatMinOutOfLineHelper()
                and 78 more...
                 CalculateTargetOffset()
                 SafepointRegisterStackIndex()
                                         v8::internal::wasm
                                               ::LiftoffAssembler
                                         + local_kinds
                                         + more_local_kinds_
                                         + kStackSlotSize
                                         + kIntPtrKind
v8::internal::maglev
                                         + kSmiKind
       ::MaglevAssembler
                                         num_locals_

    code_gen_state

                                         - @155
- scratch register scope
                                         cache_state_
                                         - max used spill offset
+ MaglevAssembler()
                                         - ool_spill_space_size_
+ GetStackSlot()
                                         - bailout_reason_
+ ToMemOperand()
                                         - bailout detail
+ ToMemOperand()
                                         - kInlineLocalKinds
+ GetFramePointer()
+ GetFramePointerOffsetFor
                                         + LiftoffAssembler()
StackSlot()
                                         + ~LiftoffAssembler()
+ MoveRepr()
                                         + zone()
                                         + LoadToRegister()
+ Allocate()
+ Allocate()
                                         + LoadToRegister_Slow()
+ AllocateHeapNumber()
                                         + LoadToFixedRegister()
and 285 more..
                                         + LoadToModifiableRegister()
+ GetAllocatableRegisters()
                                         + PopVarState()
+ GetAllocatableDoubleRegisters()
                                         + PopToRegister()

    GetFramePointerOffsetFor

                                         + PopToFixedRegister()
StackSlot()
                                         and 488 more..
- SmiTagInt32AndSetFlags()
                                         + NextSpillOffset()
                                         + StaticStackFrameSize()
                                         + SlotSizeForType()
                                         + NeedsAlignment()
                                         LoadI64HalfIntoRegister()
```

- SpillOneRegister()

- SpillAdjacentFpRegisters()

v8::internal::Assembler