```
v8::internal::compiler
::turboshaft::OperationMatcher
+ left
+ right
+ kind
+ rep
+ OperationMatcher()
+ ls()
+ 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()

              Δ
  v8::internal::compiler
   ::ArmOperandGenerator
  + ArmOperandGenerator()
  + CanBelmmediate()
```

+ CanBelmmediate()+ CanBelmmediate()