```
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()
v8::internal::compiler
     ::IA32OperandGenerator
+ IA32OperandGenerator()
+ UseByteRegister()
+ CanBeMemoryOperand()
+ CanBelmmediate()
+ GetImmediateIntegerValue()
+ ValueFitsIntoImmediate()
+ GenerateMemoryOperandInputs()
+ GetEffectiveAddressMemory
Operand()
+ GetEffectiveIndexOperand()
+ CanBeBetterLeftOperand()
```