```
v8::internal::torque
         ::InstructionBase
+ pos
+ InstructionBase()
+ Clone()
+ Assign()
+ ~InstructionBase()
+ TypeInstruction()
+ RecomputeDefinitionLocations()
+ InvalidateTransientTypes()
+ IsBlockTerminator()
+ AppendSuccessorBlocks()
       v8::internal::torque
         ::PokeInstruction
```

+ slot

+ widened\_type + PokeInstruction()