```
v8::base::Vector < const
v8::internal::MachineType >
                                   machine_types
  v8::base::Vector < const
  v8::internal::compiler
                                       inputs
  ::turboshaft::OpIndex >
                                                        v8::internal::compiler
                                                        ::turboshaft::FrameStateData
                                    instructions
                                                                  ::Iterator
  v8::base::Vector < const
                                    int operands
           Instr >
  v8::base::Vector < const
```

uint32 t >