```
v8::base::Vector < Instr >
                                     instructions
v8::base::Vector< uint32 t >
                                    int operands
                                                        v8::internal::compiler
                                   machine types
                                                        ::turboshaft::FrameStateData
 v8::base::Vector< v8
                                  frame_state info
 ::internal::MachineType >
```

const