```
v8::internal::RegExpMacro
               Assembler
 + kMaxRegisterCount
 + kMaxRegister
 + kMaxCaptures+ kMaxCPOffset
 + kMinCPOffset
 + kTableSizeBits
 + kTableSize
 + kTableMask
 + kUseCharactersValue
 slow_safe_compiler_backtrack_limit_

    can_fallback

 global_mode_

    isolate

 zone
 + RegExpMacroAssembler()
   ~RegExpMacroAssembler()
 + GetCode()
 + AbortedCodeGeneration()
 + stack_limit_slack_slot
  _count()
 + CanReadUnaligned()
 + AdvanceCurrentPosition()
 + AdvanceRegister()
 + Backtrack()
 + Bind()
 and 55 more...
 + CaseInsensitiveCompareNon
 Unicode()
 + CaseInsensitiveCompareUnicode()
 + IsCharacterInRangeArray()
 # has_backtrack_limit()
 # backtrack limit()
 # can_fallback()
                    Δ
 v8::internal::NativeRegExp
            MacroAssembler
 # word character map
 range_array_cache_
 + NativeRegExpMacroAssembler()
 + ~NativeRegExpMacroAssembler()
 + CanReadUnaligned()
 + LoadCurrentCharacterImpl()+ LoadCurrentCharacterUnchecked()
 + Match()
 + ExecuteForTesting()
 + GrowStack()
 + CheckStackGuardState()
 + word_character_map
  _address()
 # GetOrAddRangeArray()
 Execute()
v8::internal::RegExpMacro
          AssemblerLOONG64
· masm
no_root_array_scope_

    mode

num_registers
num_saved_registers_
entry_labestart_label
       label
 success_label

    backtrack_label

exit_label
check_preempt_label_stack_overflow_label_internal_failure_label_fallback_label_

    kFramePointerOffset

    kStoredRegistersOffset

- kReturnAddressOffset- kStackFrameHeaderOffset

    kFrameTypeOffset

    klsolateOffset

    kDirectCallOffset

    kNumOutputRegistersOffset

    kRegisterOutputOffset

- kInputEndOffset and 9 more...
+ RegExpMacroAssemblerLOONG64()
+ ~RegExpMacroAssemblerLOONG64()
+ stack_limit_slack_slot
count()
+ AdvanceCurrentPosition()
+ AdvanceRegister()
+ Backtrack()
+ Bind()
+ CheckAtStart()
+ CheckCharacter()
+ CheckCharacterAfterAnd()
and 39 more.
+ CheckStackGuardState()

    PushCallerSavedRegisters()

- PopCallerSavedRegisters()
- CallCFunctionFromIrregexp
Code()
- CheckPreemption()
  CheckStackLimit()
- AssertAboveStackLimitMinus
Slack()
CallCheckStackGuardState()

    CallIsCharacterInRangeArray()

- register_location()
- char_size()
and 11 more.
current_input_offset()
current_character()
```

end_of_input_address()

backtrack_stackpointer()code_pointer()

frame_pointer()