```
v8::internal::compiler
            ::NodeMatcher

    node

        + NodeMatcher()
        + node()
        + op()
        + opcode()
        + HasProperty()
        + InputAt()
        + Equals()
        + IsComparison()
       v8::internal::compiler
       ::BinopMatcher< Left,
             Right, rep >
       + representation
       - left

    right

       + BinopMatcher()
       + BinopMatcher()
       + left()
       + right()
       + IsFoldable()
       + LeftEqualsRight()
       + OwnsInput()
       # SwapInputs()
       PutConstantOnRight()
v8::internal::compiler
::AddMatcher< BinopMatcher,
AddOpcode, SubOpcode, kMulOpcode,
            kShiftOpcode >
+ kAddOpcode
+ kSubOpcode
- scale
- power of two plus one
+ AddMatcher()
+ AddMatcher()
+ HasIndexInput()
+ IndexInput()
+ scale()
+ power of two plus one()
Initialize()
```