```
Assembler
+ kMaxRegisterCount
+ kMaxRegister
+ kMaxCaptures+ kMaxCPOffset
+ kMinCPOffset
+ kTableSizeBits
+ kTableSize
+ kTableMask
+ kUseCharactersValue
slow_safe_compilerbacktrack_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()
                   Δ
v8::internal::RegExpMacro
          AssemblerARM64
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_fallback_label_
- kFramePointerOffset

    kReturnAddressOffset

    kNumCalleeSavedRegisters

- kCalleeSavedRegistersOffset
kFrameTypeOffsetkPaddingAfterFrameType
- kIsolateOffset

    kDirectCallOffset

    kNumOutputRegistersOffset

    kInputStringOffset

and 10 more...
+ RegExpMacroAssemblerARM64()
+ ~RegExpMacroAssemblerARM64()
+ AbortedCodeGeneration()
+ stack_limit_slack_slot
count()
+ AdvanceCurrentPosition()
+ AdvanceRegister()
+ Backtrack()
+ Bind()
+ CheckAtStart()
+ CheckCharacter()
and 42 more.
+ CheckStackGuardState()
- PushCachedRegisters()
- PopCachedRegisters()
- CallCFunctionFromIrregexp
Code()
CheckPreemption()
CheckStackLimit()

    AssertAboveStackLimitMinus

Slack()

    CallCheckStackGuardState()

    CallIsCharacterInRangeArray()

register_location()capture_location()
and 17 more.
current_input_offset()current_character()
input_end()
input_start()
start_offset()
output_array()frame_pointer()backtrack_stackpointer()
code_pointer()
string_start_minus
one()
 twice
        _non_position
 value()
```

v8::internal::RegExpMacro