```
v8::internal::compiler
       ::GraphAssembler
 - temp zone

    mcgraph

 - default branch semantics

    effect

 - control

    node changed callback

    inline reducers

 - inline reductions blocked

    loop nesting level

    loop headers

 - mark loop exits
  + GraphAssembler()
 + ~GraphAssembler()
  + simplified()
  + Reset()
  + InitializeEffectControl()
  + MakeLabelFor()
  + MakeLabelFor()
  + MakeLabel()
  + MakeLoopLabel()
 + MakeDeferredLabel()
 and 83 more...
 # Is64()
 # MergeState()
 # AddClonedNode()
 # mcgraph()
 # graph()
 # temp_zone()
 # common()
 # machine()
  BranchImpl()
v8::internal::compiler
    ::WasmGraphAssembler
- simplified
+ WasmGraphAssembler()
+ CallBuiltinThroughJumptable()
+ GetBuiltinPointerTarget()
+ CallBuiltin()
+ CallBuiltinWithFrameState()
+ Branch()
+ NumberConstant()
+ SmiConstant()
+ MergeControlToEnd()
+ BuildTruncateIntPtrToInt32()
and 86 more...
```

CallBuiltinImpl()