```
::turboshaft::Operation
+ opcode
+ saturated_use_count
+ input count
+ inputs()
 + input()
+ StorageSlotCount()
+ outputs_rep()
+ inputs_rep()
+ ls()
+ Cast()
+ Cast()
+ TryCast()
+ TryCast()
and 9 more...
+ StorageSlotCount()
# Operation()
# V8_CLANG_NO_SANITIZE()
# Operation()
# operator=()
 v8::internal::compiler
 ::turboshaft::OperationT
         < Derived >
 + opcode
 + IsRequiredWhenUnused()
 + derived_this()
+ derived_this()
 + inputs()
 + inputs()
 + input()
 + input()
 + input()
 + StorageSlotCount()
 + OperationT()
 and 8 more...
 + Effects()
 + IsBlockTerminator()
 + EffectsIfStatic()
 + StorageSlotCount()
 + New()
 + New()
 outputs_rep()
 inputs_rep()
 PrintOptionsHelper()
                     v8::internal::compiler
                     ::turboshaft::FixedArityOperation
                         T< InputCount, Derived >
                     + input_count
                     + FixedArityOperationT()
                     + ExplodeImpl()
                     + Explode()
                      + New()
                             < 2, DeoptimizelfOp >
v8::internal::compiler
::turboshaft::FixedArityOperation
    T< 2, DeoptimizeIfOp >
+ input_count
+ FixedArityOperationT()
  Explodelilibit
+ Explode()
+ New()
                Δ
  v8::internal::compiler
  ::turboshaft::DeoptimizeIfOp
  + negated
  + parameters
  + effects
  + outputs_rep()
  + inputs_rep()
+ condition()
  + frame_state()
  + DeoptimizeIfOp()
  + EqualsForGVN()
  + hash_value()
  + Validate()
  + options()
```

+ PrintOptions()

v8::internal::compiler