```
v8::internal::ZoneObject
   + operator new()
    + operator new()
   + operator delete()
   + operator delete()
v8::internal::compiler
::LoadFlimination::AbstractField
info_for_node_
+ AbstractField()
+ AbstractField()
+ Extend()
+ Lookup()
+ KillConst()
+ Kill()
+ Equals()
+ Merge()
+ Print()
+ count()
```