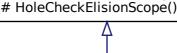
```
v8::internal::interpreter
::BytecodeGenerator::HoleCheck
          ElisionScope
```

# bitmap # prev bitmap value + HoleCheckElisionScope() + ~HoleCheckElisionScope()



```
v8::internal::interpreter
::BytecodeGenerator::HoleCheck
```

ElisionMergeScope::Branch

- merge into bitmap

```
+ Branch()
+ ~Branch()
```