```
v8::internal::Space
# memory_chunk_list_
# external_backing_store
 bytes
# free list
+ Space()
+ ~Space()
+ Space()
+ operator=()
+ SizeOfObjects()
+ Available()
+ GetObjectIterator()

    IncrementExternalBacking

StoreBytes()
+ DecrementExternalBacking
StoreBytes()
+ ExternalBackingStoreBytes()
and 10 more...
+ MoveExternalBackingStore
Bytes()
v8::internal::LargeObject
             Space
# size
# page
        count
# objects size
# allocation_mutex
# pending_object
# pending_allocation
 mutex
# allocation_counter
   -LargeObjectSpace()
+ TearDown()
+ Available()
+ Size()
+ SizeOfObjects()
+ CommittedPhysicalMemory()
+ PageCount()
+ ShrinkPageToObjectSize()
+ Contains()
+ ContainsS
   ContainsSlow()
and 17 more.
# LargeObjectSpace()
# AdvanceAndInvokeAllocation
Observers()
# AllocateLargePage()
# UpdatePendingObject()
               Δ
 v8::internal::OldLargeObject
             Space
 + OldLargeObjectSpace()
 + AllocateRaw()
 + PromoteNewLargeObject()
 # OldLargeObjectSpace()
 # AllocateRaw()
               Λ
 v8::internal::TrustedLarge
         ObjectSpace
 + TrustedLargeObjectSpace()
```