NON EXPORTED BASEZoneObject v8::internal::compiler ::MachineGraph # graph # common # machine # cache # call counts # Dead + MachineGraph() + MachineGraph() + operator=() + UniqueInt32Constant() + UniqueInt64Constant() + Int32Constant() + Uint32Constant() + Int64Constant() + Uint64Constant() + IntPtrConstant() and 21 more... v8::internal::compiler :: ISGraph isolate javascript simplified + ISGraph() + ISGraph() + operator=() + CEntryStubConstant() + PaddingConstant() + NoContextConstant() + HeapConstantNoHole() + HeapConstantMaybeHole() + HeapConstantHole() + TrustedHeapConstant() and 12 more... NumberConstant() Constant()