```
v8::internal::ZoneObject
     + operator new()
    + operator new()
    + operator delete()
     + operator delete()
                Δ
v8::internal::compiler
       ::RegisterAllocator

    data

- mode

    num_registers

num_allocatable_registers_
allocatable_register
 codes
- check_fp_aliasing_

    no combining

+ RegisterAllocator()
+ RegisterAllocator()
+ operator=()
# data()
# code()
# mode()
# num_registers()
# num_allocatable_registers()
# allocatable_register
codes()
# check_fp_aliasing()
# GetSplitPositionForInstruction()
# allocation_zone()
# SplitAndSpillRangesDefined
ByMemoryOperand()
and 8 more...
v8::internal::compiler
      ::LinearScanAllocator
unhandled_live_ranges_
active_live_ranges
- inactive_live_ranges
next_active_ranges
  change
 next_inactive_ranges
 change
 + LinearScanAllocator()
 + LinearScanAllocator()
 + operator=()
 + AllocateRegisters()
  MaybeSpillPreviousRanges()

    MaybeUndoPreviousSplit()

    SpilNotLiveRanges()

AssignRegisterOnReload()
- ReloadLiveRanges()

    UpdateDeferredFixedRanges()

    BlockIsDeferredOrImmediate

PredecessorIsNotDeferred()

    HasNonDeferredPredecessor()

 unhandled_live_ranges()
 active_live_ranges()
```

and 31 more...