```
::Reducer
       + ~Reducer()
       + reducer_name()
       + Reduce()
       + Finalize()
       + NoChange()
       + Replace()
       + Changed()
       Reduce()
    v8::internal::compiler
        ::AdvancedReducer
    - editor_
    + AdvancedReducer()
    # Replace()
    # Replace()
    # Revisit()
    # ReplaceWithValue()
    # RelaxEffectsAndControls()
    # RelaxControls()
    # MergeControlToEnd()
    # Replace()
                 Д
  v8::internal::compiler
  ::AdvancedReducerWithControl
  PathState < NodeState, node
          _uniqueness >

    zone

  - node states

    reduced

  # AdvancedReducerWithControl
  PathState()
  # TakeStatesFromFirstControl()
  # UpdateStates()
  # UpdateStates()
  # zone()
  # GetState()
  # IsReduced()
                  < NodeWithType, kMultiple
                         Instances >
v8::internal::compiler
::AdvancedReducerWithControl
PathState < NodeWithType, kMultiple
            Instances :
- zone
node_states_
reduced_
# AdvancedReducerWithControl
PathState()
# TakeStatesFromFirstControl()
# UpdateStates()
# UpdateStates()
# zone()
# GetState()
# IsReduced()
v8::internal::compiler
    ::WasmGCOperatorReducer
mcgraph_
- gasm

    module

source_position_table
+ WasmGCOperatorReducer()
+ reducer_name()
+ Reduce()
ReduceWasmStructOperation()
- ReduceWasmArrayLength()
- ReduceAssertNotNull()
ReduceCheckNull()
- ReduceWasmTypeCheck()

    ReduceWasmTypeCheckAbstract()

ReduceWasmTypeCast()
ReduceWasmTypeCastAbstract()
ReduceTypeGuard()

    ReduceWasmAnyConvertExtern()
```

and 10 more...

v8::internal::compiler