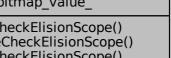
```
v8::internal::interpreter
::BytecodeGenerator::HoleCheck
          ElisionScope
# bitmap
```

prev bitmap value + HoleCheckElisionScope()



v8::internal::interpreter

merge into bitmap

+ Branch() + ~Branch()

```
# HoleCheckElisionScope()
```

::BytecodeGenerator::HoleCheck ElisionMergeScope::Branch

+ ~HoleCheckElisionScope()