```
NON EXPORTED BASEZoneObject
                   Δ
v8::internal::compiler
             ::LiveRange

    Zone

- relative id
- bits
- intervals
- positions span
- top level
- next

    current interval

- current_hint_position
 index
next_start_
- start_
- end
+ LiveRange()
+ operator=()
+ intervals()
+ positions()
+ TopLevel()
   TopLevel()
+ TopLevel()
+ IsTopLevel()
+ next()
+ relative_id()
+ IsEmpty()
and 42 more
- LiveRange()
set_spilled()
- FirstSearchIntervalForPosition()
AdvanceLastProcessedMarker()
                   Δ
    v8::internal::compiler
::TopLevelLiveRange
    + spill_operand_
+ spill_range_
+ spill_move_insertion
     locations
    + list_of_blocks_requiring
_spill_operands
      vreg
    - last
            child_id_
    - @42
    - @44
    - bundle

    positions

    - children

    spilled in deferred

     _blocks
    - has_preassigned_slot_
- spill_start_index_
    + TopLevelLiveRange()
+ TopLevelLiveRange()
    + operator=()
    + spill_start_index()
     + IsFixed()
     + IsDeferredFixed()
     + set deferred_fixed()
     + is_phi()
    + set_is_phi()
+ is_non_loop_phi()
    and 48 more...
```