```
v8::internal::ZoneObject
   + operator new()
   + operator new()
   + operator delete()
   + operator delete()
    v8::internal::compiler
       ::GraphDecorator
    + ~GraphDecorator()
     + Decorate()
v8::internal::compiler
::BytecodeGraphBuilder
 ::BytecodePositionDecorator

    node origins

+ BytecodePositionDecorator()
+ Decorate()
```