```
v8::internal::compiler
    ::NodeProperties
+ FirstValueIndex()
+ FirstContextIndex()
+ FirstFrameStateIndex()
+ FirstEffectIndex()
+ FirstControlIndex()
+ PastValueIndex()
+ PastContextIndex()
+ PastFrameStateIndex()
+ PastEffectIndex()
+ PastControlIndex()
and 51 more...
IsInputRange()
v8::internal::compiler
::RepresentationSelector
    ::NodeProperties
ChangeOp()
```