```
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()
+ 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_
           child_id

    last

    - @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..
```