```
uint32 t
                const
                  +kDenseBitMask
                   +kEndMarker
   -bit_mask_
                   +kEntryMask
                +kMaxSparseInputs
v8::internal::compiler
  ::SparseInputMask
+ SparseInputMask()
+ mask()
+ IsDense()
+ CountReal()
+ IterateOverInputs()
```

+ Dense()