```
v8::internal::compiler
         ::ReduceScope
     - current node

    reduction

     + ReduceScope()
     + SetValueChanged()
     # current node()
     # reduction()
    v8::internal::compiler
    ::VariableTracker::Scope

    states

    - current state_
    + Scope()
    + ~Scope()
    + Get()
    + Set()
v8::internal::compiler
::EscapeAnalysisTracker
            ::Scope

    tracker

- reducer_

    vobject

    replacement

+ Scope()
+ GetVirtualObject()
+ InitVirtualObject()
+ SetVirtualObject()
+ SetEscaped()
+ ValueInput()
+ ContextInput()
+ CurrentNode()
+ SetReplacement()
+ MarkForDeletion()
+ FrameStateMightLazyDeopt()
+ ~Scope()
```