

v8::internal::compiler
::LinearScanAllocator
::AllocateRegisters



```
graph LR; A["v8::internal::compiler  
::LinearScanAllocator  
::AllocateRegisters"] --> B["v8::internal::compiler  
::RegisterAllocationData  
::RememberSpillState"]
```

v8::internal::compiler
::RegisterAllocationData
::RememberSpillState