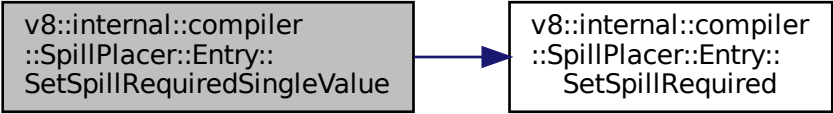


v8::internal::compiler  
::SpillPlacer::Entry::  
SetSpillRequiredSingleValue



v8::internal::compiler  
::SpillPlacer::Entry::  
SetSpillRequired