

v8::internal::compiler
::turbohaft::FrameStateOp
::hash_value



```
graph LR; A["v8::internal::compiler  
::turbohaft::FrameStateOp  
::hash_value"] --> B["v8::internal::compiler  
::FrameStateInfo::bailout_id"]
```

A diagram showing a mapping from a FrameStateOp hash value to a bailout_id. On the left, a gray box contains the text 'v8::internal::compiler', '::turbohaft::FrameStateOp', and '::hash_value'. A blue arrow points from this box to a white box on the right. The white box contains the text 'v8::internal::compiler' and '::FrameStateInfo::bailout_id'.

v8::internal::compiler
::FrameStateInfo::bailout_id