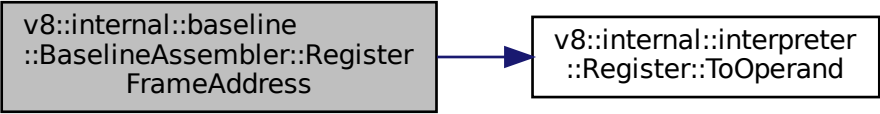


v8::internal::baseline
::BaselineAssembler::Register
FrameAddress



```
graph LR; A["v8::internal::baseline  
::BaselineAssembler::Register  
FrameAddress"] --> B["v8::internal::interpreter  
::Register::ToOperand"]
```

v8::internal::interpreter
::Register::ToOperand